QUICK START GUIDE

Control Box³ - Ref. SB124T-3
For LivePremier™ and Midra™ 4K

ANALOG WAY ®
Pioneer in Analog, Leader in Digital

Thank you for choosing **Analog Way** and the **Control Box³**. By following these simple steps, you will be able to easily control your live events using the **Control Box³** with the LivePremier™ series and the Midra™ 4K series.

WHAT'S IN THE BOX

Register your product

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

- 1 x **SB124T-3 Control Box³**
- 1 x Carrying case
- 1 x Quick start guide*

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

OVERVIEW

The **Control Box³** is designed to operate your LivePremier™ series or Midra™ 4K series with ease and comfort using 105 physical key buttons and a T-Bar for smooth manual transitions.

The **Control Box³** can be used via direct connection on the device USB port (one USB controller maximum).

With the software **AW Shotbox Control**, it can also be used when connected to a computer on the same network as the LivePremier™ or Midra™ 4K device.
Note: One computer with **AW Shotbox Control** can only support one USB controller. One device supports up to 3 USB controllers connected via different computers + 1 USB controller connected on the device USB port.

SYSTEM REQUIREMENTS FOR AW SHOTBOX CONTROL

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

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

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

Using **AW Shotbox Control** is only required when the **Control Box³** is connected to a computer on the same network as the device. If the **Control Box³** 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 **Control Box³** into the computer USB port and wait for your system to recognize it.
2. When ready, start **AW Shotbox Control.**
Note: When conneting a **Control Box³** 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 **Control Box³**. 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.
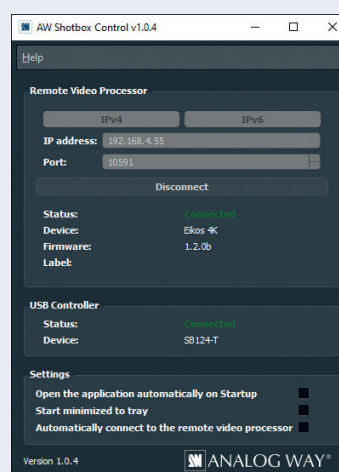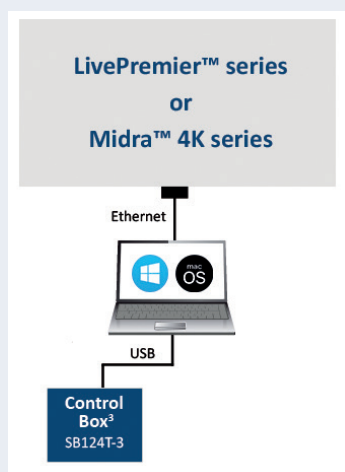
3. Select **IPv4** or **IPv6** and then enter the IP address of the device you want to connect.
4. Set the **Port** to **10591**.
5. When ready, click **Connect** to attempt a connection to the remote host. If the connection is successful, the application displays **Connected** as well as the model of 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.

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#1/PAGE#2** key on the **Control Box³**. Blue backlighting indicates page 1. Red backlighting indicates page 2.

Loading Master Memories
1. Press the **Master Memory** key.
2. Press the **Program/Preview** key to select the Program or Preview destination.
3. Press key **1-120** to load the Master Memory from the corresponding memory index into the selected destination. Note that **Screen #1 - Screen #10** keys LED backlights indicate the destination screen indexes for the selected Master Memory.

Loading Screen Memories
1. Press the **Screen Memory** key.
2. Press the **Program/Preview** key to select the Program or Preview destination.
3. Press the **Screen #1 - Screen #10** key(s) to select the Screen(s) where the memory will be recalled.
      If a Memory is in use on Preview, the key backlight blinks.
      If a Memory is in use on Program, the key backlight is in red color.
4. Press key **1-120** to load the Screen Memory from the corresponding memory index into the selected Screen(s).

Loading Aux Memories*
1. Press the **Aux Memory** key.
2. Press the **Program/Preview** key to select the Program or Preview destination.
3. Press the **Aux #1** key to select the Aux Screen where the memory will be recalled.
      If a Memory is in use on Preview, the key backlight blinks.
      If a Memory is in use on Program, the key backlight is in red color.
4. Press key **1-120** to load the Aux Memory from the corresponding memory index to the selected Aux Screen(s).

Loading Multiviewer Memories
1. Press the **MVW Memory** key
2. Press the **MVW #1 - MVW #2** key(s) to select the destination.
3. Press key **1-50** to load the Multiviewer Memory from the corresponding memory index to the Multiviewer output(s).

Freezing/Unfreezing Inputs**
1. Press the **Freeze** key.
2. Press key **1-24** to freeze the corresponding input. The key illuminates in contrasting color.
3. Press the **Freeze** key again to unfreeze the input.

Changing a Background Set
1. Press the **BKG Select** key.
2. Press the **Program/Preview** key to select the Program or Preview destination.
3. Press the **Screen #1 - Screen #10** key(s) to select the destination Screen(s).
4. Press key **1-8** to select the corresponding Background Set index. The key illuminates in contrasting color.
Or press the **None** key to clear the background layer in the selected Screen(s).

Changing a Foreground Image*
1. Press the **FRG Select** key.
2. Press the **Program/Preview** key to select the Program or Preview destination.
3. Press the **Screen #1 - Screen #2** key(s) to select the destination Screen(s).
4. Press key **1-4** to select the corresponding Foreground Image index. The key illuminates in contrasting color.
Or press the **None** key to clear the foreground layer in the selected Screen(s).

*only applicable with Midra™ 4K series
**only applicable with LivePremier™ series

Changing the source displayed in a layer

1. Press the **Program/Preview** key to select the destination.
2. Press the **Screen #1 - Screen #10** key(s) to select the Screen(s) for which you want to change the layer(s).
3. Press the **Layer Select** key.
4. Press key(s) **1-24** to select one or more layers.
5. Set a source for the selected layer(s):
- Press the **None** key to clear the selected layer(s) content.
- Press the **Color** key to display the default color.
- Press the **Input Source** key. Then press key **1-24** to display the corresponding live source.
- Press the **Image Source** key. Then press key **1-48** to display the corresponding image source.**
- Press the **Screen Source** key. Then press key **1-48** to display the corresponding program screen source.**

Transitioning the Preview content to the Program

• Press the **Toggle** key to enable Preset Toggle and copy Program to Preview after the transition.
• If using LivePremier™ series, press the **FTB / Q. Preset** to fade the selected Screens to black or to return from black.
• If using Midra™ 4K series, press the **FTB / Q. Preset** to trigger the Quick Preset set for the device.
• Press the **T-bar Enable** key to enable/disable the use of the T-bar for a manual smooth transition.
• Press the **Step Back** key to revert the last change in layer settings.
• Press the **Take On Load** key to automatically transition Preview to Program when a Memory is recalled in Preview.
• Press the **Take Cut** key to take the Preview to Program without any programmed effect (instant Cut transition).
• 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.

*only applicable with Midra™ 4K series
**only applicable with LivePremier™ series

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 THE CONTROL BOX[3]

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