**AVP-Dominion DOM27-10**
Quick Start Guide - Setup

### Rear View

- **Monitor Mounting Arm**
  - Note: Mounting ball may become loose; tighten by turning clockwise. Do not overtighten.

- **Touch Screen Monitor**

- **Monitor Signal Cable**

- **Power Supply Connection**
  - Use only approved 12v power supplies.

- **Available USB Ports**

- **Ethernet connection to shared network switch**

- **HDMI Port**
  - Can be used to support a secondary control monitor

- **Power Button**

- **WIFI Antenna**

### Unit Assembly

1. Attach one end of the monitor mounting arm to the ball mount affixed to the rear center of console. While holding the arm in place set the monitor's mounting ball into the arm's open end. Position monitor to desired viewing angle and tighten mounting knob.

2. Insert monitor signal cable into small connector on back of monitor. Insure that it is fully inserted.

3. Connect a ethernet patch cable to the appropriate network jack on back of console. Connect the other end to the same router or network switch the switcher is connected to.

4. Attach included power supply to the console's power input connector. Plug other end of supply to a 110v AC receptacle.

### Top View

- **Preset Buttons**: The first twenty buttons are dedicated to the display and access of the already programmed switcher presets. For configurations with more than 20 presets refer to the page button description below.

- **Utility Buttons**: The bottom row is dedicated to an array of utility functions.

  - Page Up/Down Buttons: Use this to change the current preset page (e.g. 1-20, 21-40 etc.)
  - Macros: When pressed all preset buttons will display all saved macros.
  - Function Keys: (Spyder Only) Replaces all preset buttons with the frames function keys.
  - Toggle Keys: (Spyder Only) when active the user can now toggle between two relative command keys.

- **Transition Buttons**: These two buttons are always dedicated to either performing a cross-fade or cut transition.
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Quick Start Guide - Operation

Main Control Screen

- **Freeze All Destinations:** Freezes all primary outputs. Note: On Barco E3/S3 it does not freeze Aux outputs.
- **Clear Preview:** Clears all active layers currently in preview. Note: Does not clear aux destinations on Barco E2/S3.
- **Clear Program:** clears all active layers from program. Note: Does not clear any aux destinations on Barco E2/S3.
- **Mix Background:** (Spyder only) Toggles all background images between preview and program.
- **Destination Control:** Displays window containing additional functions related to either Layers (Spyder) or output destinations (E2/S3 & Ascender).
- **Customize Preset:** Allows user to individually customize the preset button’s color, transition speed, and change preset label (Encore/Screen Pro, Ascender & matrix routers only).
- **Move Presets:** Allows user to rearrange preset button order (Encore/Screen Pro, Ascender & matrix routers only).
- **Switch Only Active Layers:** Enables the override transition values of command key script elements/Spyder only.
- **Macro Setup:** Displays macro setup window.
- **Macro Setup Window:** Two separate devices can be controlled simultaneously. To do this a macro preset must be created.

### Switchers

**Switchers:** Select from one of the two active devices you wish to copy commands from. The list below will display all available Commands, Functions and default overrides for the selected device.

**Macros:** This lists all save macros. Selecting from this list will cause the “Cues” list to display all script items for that macro.

**Make Absolute:** By default each cue will first appear in preview. When this is checked the macro will push all commands straight to program as soon as macro button is pressed.

**Script Cues:** This control list out each element macro’s script.

**Toggle In Preview:** Use this to determine just when a script cue is activated.

**Note:** When you done either creating a new macro or editing one, be sure to save the macro by clicking the save button.

### Destination / Layer Control Window

**Enabled:** Toggles between whether or not the destination or layer is enabled for transition. Use this as an override to any of the presets and/or command keys. Note: For Spyder the “Switch Only Active Layers” feature must enabled for an override to occur.

**Clear:** Clears either the selected layer or in the case E2/S3 and Ascender it removes all layers currently in that destination Monitor Visible: (E2/S3 & Ascender Only) Toggles between whether that destination is displayed console’s monitor.

**Destination Display:** Provides real time illustrations of current preview and program layers or cross-points when current switcher is a matrix router.

**Refresh Required:** (Spyder Only) The notification will appear when an edit to the frames configuration has been performed remotely. Click to re-synchronize console.

**Shutdown Menu:** Clicking the logo activates a dialog box that provides options for performing a system shutdown.