

# QUICK START GUIDE

## Shot Box<sup>2</sup> - Ref. SB80-2

For LivePremier™, Alta 4K and Midra™ 4K



**ANALOG WAY**<sup>®</sup>  
Pioneer in Analog, Leader in Digital

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

### WHAT'S IN THE BOX

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

\* User Manuals and Quick Start Guides are also available on [www.analogway.com](http://www.analogway.com)

**Register  
your product**

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

### OVERVIEW

The **Shot Box<sup>2</sup>** is can be used to operate your LivePremier™ 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 Box<sup>2</sup>** can be used via direct connection on the device USB port (one USB controller maximum).

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

- **LivePremier™** 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 Box<sup>2</sup>** is connected to a computer on the same network as the device. If the **Shot Box<sup>2</sup>** is connected directly on the device USB port, skip to the next page.

Go to [www.analogway.com](http://www.analogway.com) to find the latest version of the **AW Shotbox Control** installer.

## • Installing AW Shotbox Control on Windows

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

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

## • Installing AW Shotbox Control on macOS X

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

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

## • Repairing / Upgrading AW Shotbox Control

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

## • Start AW Shotbox Control

1. Plug the **Shot Box<sup>2</sup>** into the computer USB port and wait for your system to recognize it.

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

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

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

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

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

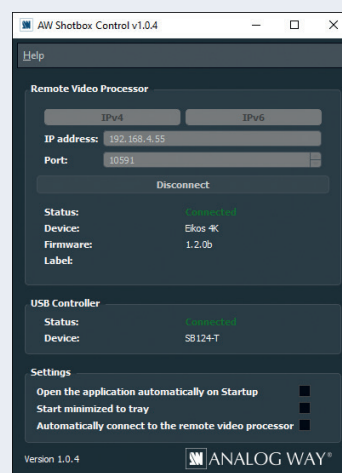
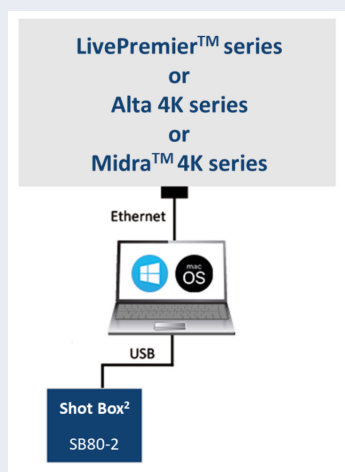
5. When ready, click **Connect** to attempt a connection to the remote host. If the connection is successful, the application displays **Connected** as well as the model of detected device. The green LED indicator in the upper-left corner is enabled. In case of failure, **AW Shotbox Control** displays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

- Check **Open the application automatically on Startup** to start **AW Shotbox Control** each time your system starts.

- Check **Automatically connect to the remote video processor** to connect automatically this device each time the **AW Shotbox Control** starts or when it gets disconnected,

- Check **Start minimized to tray**. If you would like for **AW Shotbox Control** to start minimized to tray.

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



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

### Set the controller on the device Front panel

1. Connect the controller directly to the LivePremier™, 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 Box<sup>2</sup>**. **Blue backlighting** indicates page 1. **Red backlighting** indicates page 2.

### Loading Master Memories

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

### Loading Screen Memories

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

### Loading Multiviewer Memories

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

### Transitioning the Preview content to the Program

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

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

## SHOT BOX CARRYING CASE



## WARRANTY AND SERVICE

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

## GOING FURTHER WITH ANALOG WAY PRODUCTS

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