

# MONTAGE II

## *User Guide*

Version 1.1

Vista Systems Corporation

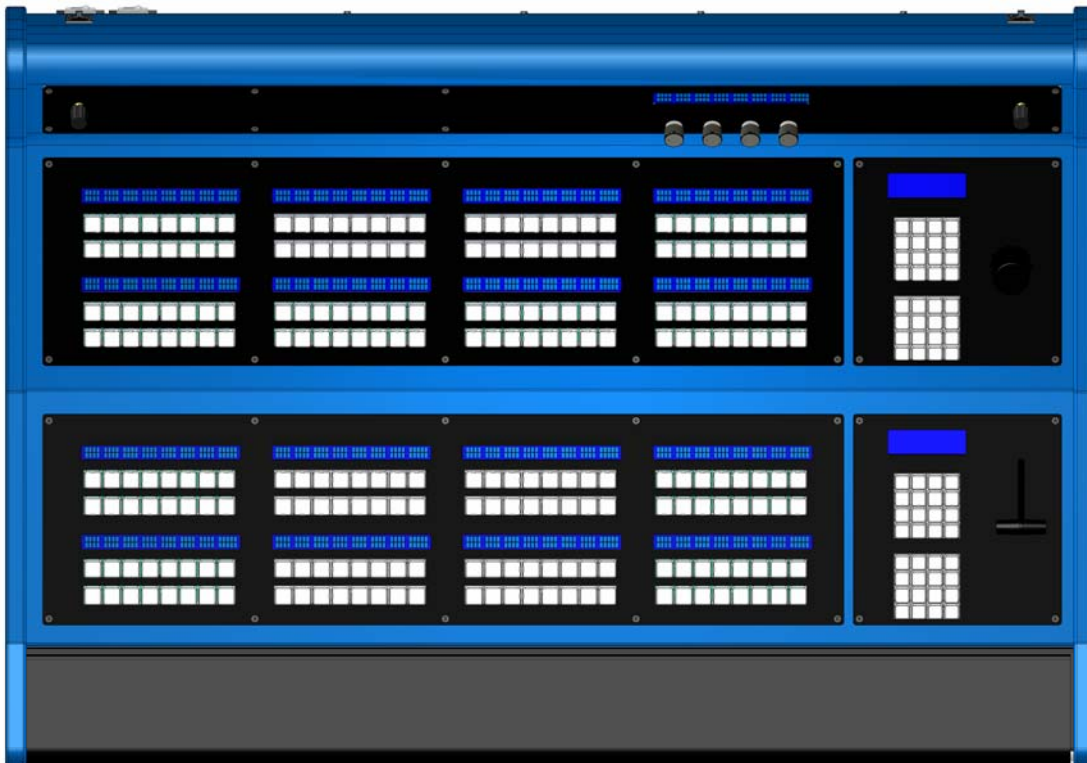
2001 W. Melinda Lane

Phoenix, AZ 85027

Tel: 602-943-5700

Fax: 623-582-3571

[www.vistasystems.net](http://www.vistasystems.net)



---

*Montage II*

# QUICK START GUIDE

## Montage II

Rev 1.1 06/06

1. Install Microsoft .Net framework and then Vista Advanced program on a PC with appropriate specifications. Connect power, video inputs, video outputs, and Ethernet cable to *Spyder* Frame.
2. Connect power and the Ethernet cables to PC computer running Vista Advanced and to Montage II.  
*Note: If a hub is not used, and a direct connection is made, a crossover cable should be used.*
3. Power on all equipment. Start Vista Advanced.
4. On the PC Vista Advanced should connect automatically if it has been configured before. Otherwise, it should list network connections. On the PC running Vista Advanced, use the *Server Connection Manager* (part of Vista Advanced program) to identify connected servers and to select and connect to the server.
5. The Montage II will connect automatically if it was already configured to work with the server. Otherwise the Key Segments (the 2 x 8 bank of keys with blue display) will indicate the Montage console is attempting to connect with the server. If that is the case, press any key on that Key Segment and follow the instructions. First select the server, and then select the Montage IP (usually using the first two numbers while changing the last two of the IP address will work).
6. Once everything is powered on and connected to each other, on Vista Advanced program, under the File menu, select New. An input section will appear on the right, in the Properties section. This panel is used to configure the initial system configuration. Fill in the information. Make sure to scroll down and fill out all information in that panel. Then select *Apply Settings*.

## QUICK START GUIDE Montage II

7. Configure the video sources. Make sure the *Sources* tab is selected for the windows in the top right hand corner section of Vista Advanced. Right click in that windows, select Add off the menus, and fill in the source information in the *Properties* section on the far right. Repeat for all sources.
8. For Stills (still images) select the Stills tab in the top right window. Then right click in the Stills section. Follow the instructions / enter requested data.
9. Continue through the tabs at the top right section. Use above directions to complete the rest of the functions.
10. Go through tabs on lower right hand Windows. Create desired *Scripts, Devices*, etc.
11. To create a program, drag desired sources into Simulator Preview window. Apply Treatments, or manually format source Windows (Right click and select *Configure Sources*).
12. Create *Script Elements* and *Scripts* if desired.
13. Begin configuring the Montage II Console by selecting 'Layout' and then 'Edit' from the 4x4 switches on the right hand side of the console. On each 2x8 switch section on the controller, select a specific function and (optionally) a starting key offset.

# ***TABLE OF CONTENTS***

<b>QUICK START GUIDE</b>	<b><i>Page</i></b> <b>2 -4</b>
<b>Section 1</b>	
<b>Overview</b>	<b>5</b>
<b>1.1 The System</b>	<b>6</b>
 <b>MONTAGE II CONSOLE</b>	
<b>Section 2</b>	
<b>Montage II Console Overview</b>	<b>7</b>
<b>Section 3</b>	
<b>Troubleshooting</b>	<b>14</b>

## Section 1 Overview

This manual covers the Montage II console. Vista Advanced (a Windows based program) and Montage II (the physical operations console) work together as a control environment for the Spyder video processing / windowing system. Vista Advanced and the Montage II both offer many improvements and refinements and offer several new operational concepts in contrast to previous Vista control platforms.

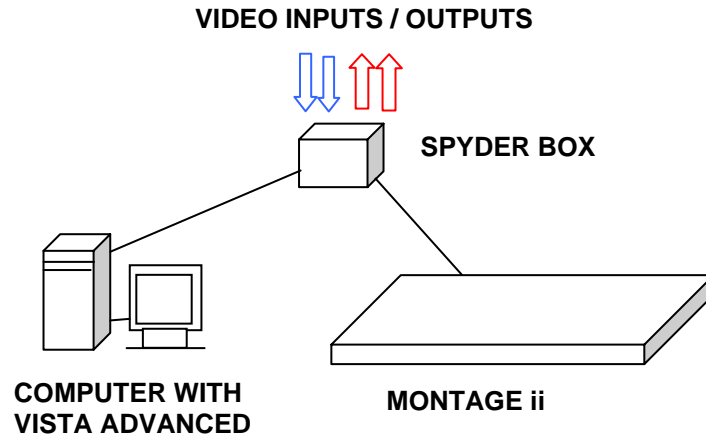
- **Montage II Improvements:** The functionality of the Montage II controller (console) is completely user customizable. Users can assign every 8 x 2 section of buttons to perform one of several functions.
  - Since Montage II works essentially as simple hardware for *Spyder*, it uses all the same data that is created and manipulated using the Vista Advanced software interface. Likewise, data created or manipulated from the controller is available in the Vista Advanced software. The simple hardware concept also means that any number of “hot secondary” controllers can be dropped onto the same network with *Spyder* for control redundancy or an expanded control interface.
  - The *Source*, *Still*, *Treatment*, *Function key*, and *Command key* lists you see in the software directly correlate to the button layout of the controller, and can be reorganized by simply dragging and dropping into different list slots that we refer to as registers. A source, therefore, created in software register 6 will occupy the 6<sup>th</sup> source location on the controller for example.

### 1.1 The System

The Montage II System is composed of three main components:

- *Spyder*: This is the hardware core of the system. The *Spyder* system is a modular system composed of the *Spyder* boxes / frames. Adding boxes expands the system and allows more video inputs / windows to be managed. See the *Spyder* manual for more information on the system.
- *Vista Advanced*: This is the control program that runs on a Windows PC. The program allows the user to configure a show on site or off site using Virtual Mode. The control program is used to configure a show and configure the Montage II console.

- *Montage II*: This is the physical operations console. It is almost completely programmable by a PC running Vista Advanced. Individual buttons on the Montage II console can be programmed to activate transitions, presets, keying, sequences, etc.



**If you used Montage before: ← IMPORTANT**

You'll find the overall concept has changed. The original Montage was more of a logic processor that stored system data. It could not work in a multi-client environment, as can the Montage II. The Montage II also works with the expandable *Spyder* boxes / frames. The *Spyder* box is the video input and output connection and the video processing point. The system is now much easier to expand, just add *Spyder* boxes for more inputs or outputs. Also, now *Vista Advanced* is used, on a PC, for most show design.

Finally, recognize that the Montage II is now more a “dumb” console. Almost all buttons can be programmed to perform specific functions, via a PC running Vista Advanced. The console simply allows a user to quickly control elements created from the PC.

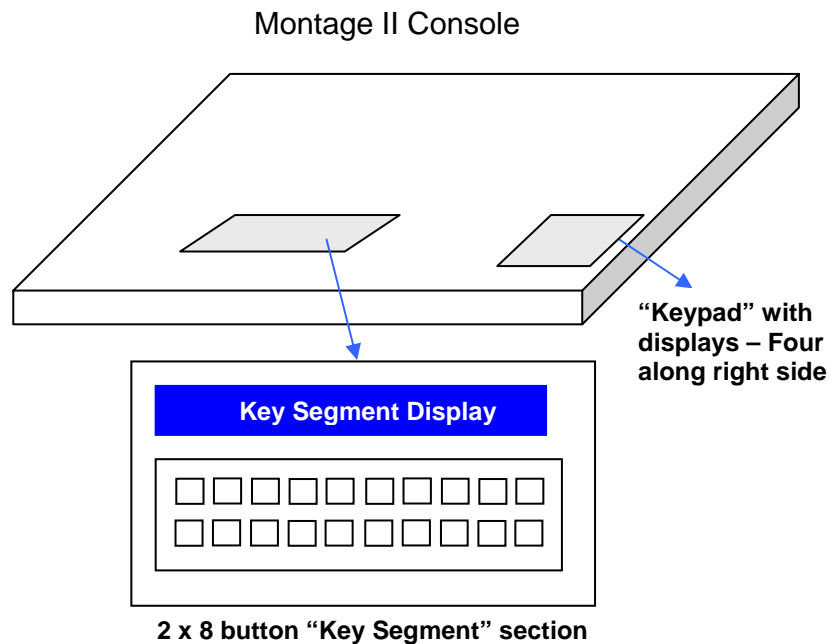
# MONTAGE II CONSOLE

## Section 2 - Montage II Console - Overview

The Montage II Console allows the user to control virtually any Vista Advanced function. The console allows the user to select Sources, configure Transitions, and run Command Keys, and so on.

The Montage II Console is almost completely programmable. The user can assign Key Segments of buttons (Key Segments = a 2 x 8 group of buttons) to do be whatever they want:

- Function Keys
- Command Keys
- Treatment Keys
- Device / Mixer control keys
- Source selection keys
- Transition keys, and so on



**Note:** Although most buttons on the Montage II console can be programmed or changed, from their default function, other buttons have been hardwired for specific functions. The four "keypad" button groups running down the right side of the console have been pre-assigned or reserved for future use. They cannot be programmed by the user.

## 2.1 Getting Started With the Montage II – Initial Configuration

1. First connect the Montage II, the *Spyder* frame, and the PC (running Vista Advanced) together via Ethernet and power on all components.

**Note:** *remember that if an Ethernet hub is not being used, and a connection is being made directly, a crossover cable should be used.*

**Note:** *The Montage II controller has 4 RJ-45 ports on the back labeled - Controller Expansion Ports. These are not Ethernet connectors; these will be used for future expansion.*

2. When the Montage II is powered on the displays above the 2 x 8 bank of keys (a Key Segment) will say “Establishing contact with server, press any key to enter set...” (pressing any key will allow you to configure IP communications). [If the Montage II has been configured already, it will look for the server and connect with it automatically].
3. If the server hasn’t been configured, press any key on any 2 x 8 Key Segment. The display just above the buttons will display the server’s IP address. Enter the server IP address (using the lower right hand Keypad) of the master *Spyder* that is connected (the address should be listed on the front panel of the *Spyder* frame).

*Note: A typical server number would be in the format: 172.16.18.023*

4. On the 2 x 8 Key Segment other commands will be visible on display, *Save*, *Exit*, *Next*. Select *Save* to save, *Exit* to exit without saving, or *Next* to continue initial IP configurations. In this case select *Save* then *Next*. (Select a choice by pressing the key directly under it).
5. After entering *Next*, the display will ask “Enter Console IP Address”. Usually an address on the same subnet will be needed – but not the same as the server IP address number. Using the same two first numbers while changing the last two numbers will typically work. The numbers can be entered via the lowest keypad on the right.
6. To continue configuration, select *Next* once more. This selects the *Ping* option. Select *Ping* to test communications with the server. If the communications work, a button on the Keypad on the right will blink green and you will see a message on the display showing how many ping tests have been sent and received. If communications fails, a key will blink red on the input keypad. If this occurs, power off all equipment, recheck connections, power all equipment on and try re-configuring the Montage Console.

7. Selecting *Next* again, this will show the software version. This is for troubleshooting.
8. Selecting *Next* again will take you to the RGB (button lighting) test mode. This displays a test menu where *Red*, *Green*, and *Blue* will be the choices. Select a color and all buttons should light that color. This will test for defective lamps. All three colors can be selected at the same time, or any combination.
9. On the same menu with *Red*, *Green*, *Blue*, is the *Sequence* selection. The sequence mode will automatically sequence through the colors and the various combinations, making it easy to spot a problem where two or more switch lamps could be shorted together.
10. Selecting *Next* again will take you back to the first menu. Make sure to select *Save* to save all your settings.

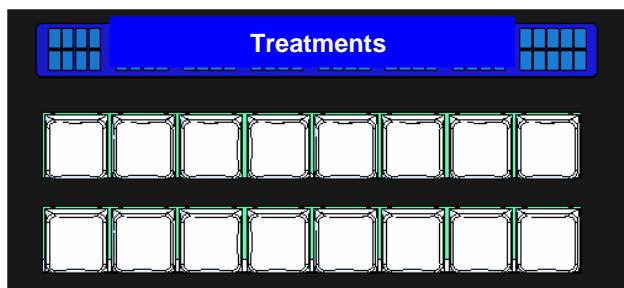
**Note:** *Once the Montage II has been configured and saved it should be turned off and then on again to assure all the settings initialized and that it can connect to the server.*

## 2.2 Programming the Consoles – Configuring Button Layout

When the Montage Console is first started it takes on a default button layout, shown below. This can be used as is and should work fine much of the time. However, as stated earlier, all 2 x 8 Key Segments can be programmed as needed.

*i.e. If more Function Key Segments will be needed than other segments, then you can change Segments to represent Function keys.*

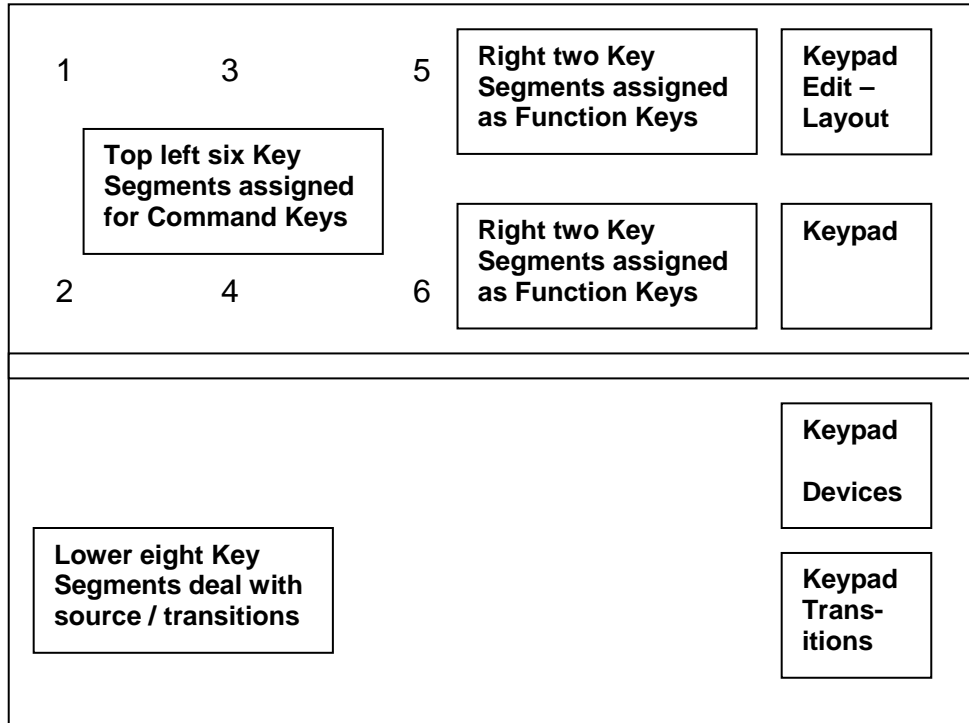
Remember, the buttons can be programmed by Key Segments, but the desired functions can be placed wherever the user prefers (if the default layout is not acceptable). For instance, the right column of Key Segments can be function keys, the next column could be command keys, and the next columns could be Source selection Key Segments.



**Top buttons = Function (Treatments)**

**The bottom row indicate the treatment number**

## DEFAULT MONTAGE II KEY LAYOUT



In default layout mode the *Function Keys*, *Commands Keys*, *Sources*, and so on, take on the functions, and functions numbers, assigned by the PC running Vista Advanced. For instance, pressing Function Key 4 on the console will active Function Key #4 that has been assigned by Vista Advanced. And Souce # 2 is the same as Sauce #2 in Vista Advanced. As such, the user will find much of the console is already laid out for them in the default mode. However, the console can easily be altered by re-configuring it.

To configure the Montage II Console:

1. Press the *Layout* button on the third from the top, right-most Keypad (4x4 button segment) and select *Edit* the keys should turn green.
2. The Key Segments will turn blue-green indicating they're in configuration mode (ready to be programmed).
3. On the lower section, the Key Segments will list programmable functions. For instance, the top row of buttons will show (in abbreviated form): *Source Treatment*, *Command Key*, *Function Key*, *Transition*, *Control Devices Controller*, *Dual Layer controller Shift Key*. If *Shift* is selected,

more programmable options appear: *Mixer, Pixel Space, Mini Mixer, Play, and File.*

4. To program a Key Segment to be a particular function, select one of the options, as listed above, and then exit the Edit mode.
5. Continue on, repeating the above steps for each Key Segment. Or, simply configure all the Key Segments for the desired purpose, then exit the Edit mode.
6. The user can save more than one Layout if desired. After the above steps use the *Store* key and then enter a number (via the lowest Keypad)

### EXAMPLE

For this example say that the user wants the lower right hand Key Segment to be a Command Key section. The user would first press *Layout* on the top right Keypad, and then *Edit*

At that point the lower right Key Segment will list the various choices for the Key Segment assignment. The user would select the button below where the display says *Command Key [CmdKey actually]*. Then the user will exit the edit mode via the top right Keypad.

If the user wishes to save that particular layout, they would press *Store* and then the numeric button (lowest Keypad) for the number they want to assign to that layout.

The assignment of a Key Segment will assign all buttons for that purpose. For instance, if the user assigns a Key Segment to be a *Source* and selects the first button on the bottom row then that Key Segment will represent Sources 1 - 8. If another Key Segment is assigned as a *Source*, that key segment will become Sources 9 – 16 (as shown on the display).

### Other Assignments

The Other Key Segments can be assigned the same way as above. As mentioned earlier, by default the lower group of Key Segments will be assigned as *Sources*. This can be changed as desired. For instance, one of these Key Segments can be assigned for *Treatments* using Steps 1 – 4 above and selecting *Treatments* for that Key Segment. In such a case the lower row of buttons will become “1 – 8” which list the treatment numbers that can be selected.

**Note:** Remember that the *Montage II* console is simply a physical interface for the *Vista Advanced* software. All functions (*Sources, Key Segments, Treatments, Devices, etc.*) will operate the same way as they do on *Vista Advanced*.

## EXAMPLE

For this example, assume that a Montage II Console has been programmed such that one Key Segment has been assigned as a Source (selector) and another Key Segment has been assigned for Treatments.

To use the Montage II Console to select a Source and assign a Treatment the user would first select the appropriate source number from a Key Segment that was assigned to be a Source selector. This would make the Source active and then the user would select a treatment number from a Key Segment that was assigned as a Treatment controller.

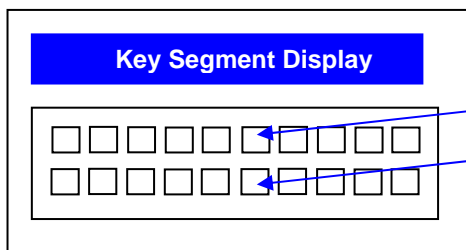
### Device Controller

As mentioned above, a Key Segment can be assigned as a *Device Controller*. A *Device Controller* gives configuration control over Mixers, Layers, and Status. Operation is the same as with Vista Advanced.

The top row of buttons allows the device to be configured at a single layer, dual layer, or mixer. On the bottom row of buttons the actual layer desired can be selected. If the button is pressed, a selection is made, if a button is held down, you can configure the device / layer.

**Note:** *The button color indicates the state of the layer. If the Window is off-screen the button will appear green. If a window is in the preview mode, the button will become yellow, and so on.*

Once a layer (window) is selected, the user can then use an assigned *Source Key Segment* to send various sources to that window (the source name appears at the top as each source is selected).



Pressing the two Properties keys at the same time on a Device Controller will toggle between Layers and Transaction Functions

## Patch

On Vista Advanced there is a recently added OSD button in software where overlay mode is controlled. This can also be accessed on the Montage II console (will be seen in display). This function can be used to toggle the overlay mode on or off.

### 2.3 Keypad Control

In general, the Keypads function is:

- Keypad #1, top right. Keyframe functions (window border size, window position, crop and so on). This panel also includes luminance key and color key and Program /Preview operations.
- Keypad #2, second keypad down. Currently handles Input Configuration and Aspect Ratio.
- Keypad #3, third down from the top. This Keypad is used to assign the Key Segments, with the *Layout*, *Edit*, and *Store* functions. This Keypad also allows *Command Key*, *Treatment*, and *Transition* functions to be carried out.
- Keypad #4, the bottom right Keypad. This Keypad is used for numeric entry. And various program functions.

Specific aspects of an active *Source* (window) can be directly controlled using the top right most Keypad and the four-way controller next to the keypad. Functions such as border size and color, window position, and crop can be easily adjusted this way.

Virtually anything on the Vista Advanced Keyframe panel can be controlled via the top right Keypad. Keypad number 3 (the third from the top) allows program operations such as transitions to be implemented.

## 3. Troubleshooting

### 3.1 Server not available

From the connect screen, there is a message: "Server not available from the connect screen"

*Symptoms:*

One or more Spyder frame(s) do not appear in the Server > Connect Dialog. Additionally, a frame may display an empty IP address on the front of the frame.

*Cause*

- The frames Ethernet card may not be connected
- The network card may not be properly configured, or the physical network connection may be faulty
- The IP address of the Spyder frame may have been cleared

*Resolution*

- To resolve this issue, try the following techniques in order until the issue is resolved:  
If the frame's front panel display shows an empty IP address, connect Ethernet cable to frame (or replace existing), and power cycle frame. To power cycle, you may need to hold the power button down for 5 seconds to power off. When connecting directly from your PC to the *Spyder* frame, be sure you have a crossover Ethernet cable in use.
- If using a switch or hub between your PC and Spyder frame(s), verify Ethernet cables are securely connected, and there are active link lights visible at the hub or switch. Replace any cables that do not produce an active link light.
- Verify proper IP connectivity with the Spyder frame(s). See the Configuring Your IP Address section for information on configuring your network adapter.
- After trying the steps above, restart the Spyder Advanced/Basic application. If the server still does not appear, restart the Spyder frame(s).

### 3.2 Display Simulator does not appear properly

### *Symptoms*

The simulator only shows a blank screen, or is missing a portion of the display such as text labels or images. Or, images don't appear properly.

### *Cause*

Your video card may not be currently working with Vista Advanced, does not have the latest drivers, or DirectX 9.0c is not installed. These conditions will prevent the display simulator from rendering the current *Spyder* system configuration resolution.

To resolve this issue, try the following:

### *Resolution – Try in order given below*

- Ensure you have the minimum software requirements for Vista Advanced. See System Requirements for minimum software requirements.
- Download the latest drivers for your video card. Contact your video card manufacturer for the latest drivers.
- Replace your video card with one of the cards listed on the System Requirements page. This page includes known compatible video cards.

### *More Information:*

If the steps above do not resolve your specific issue, you can contact Vista Systems regarding the issue via the product feedback form online at <http://www.vistasystems.net/feedback.aspx>. In your request, be sure to indicate the video card and manufacturer, as well as the current driver level and operating system in use. Optionally, you may indicate in your online request that you would like to submit your physical card for conformance testing. This will allow Vista to debug and to provide a "fix" to make your video card computable for the next release.

## **3.3 Display Simulator Reads; "Waiting For Data Packet"**

### *Symptoms*

Display simulator only shows a black screen, and displays the message "Waiting for Data Packet" in the lower right corner.

### *Cause*

Your video card is not currently compatible with Vista Advanced, does not have the latest drivers, DirectX 9.0c is not installed. These conditions will prevent the display simulator from rendering the current *Spyder* system configuration.

### *Resolution*

- To resolve this issue, try the following techniques in order until the issue is resolved:  
Ensure you have the minimum software requirements for Vista Advanced. See System Requirements for minimum software requirements.
- Download the latest drivers for your video card. Contact your video card manufacturer for the latest drivers.
- Replace your video card with one of the cards listed on the System Requirements page. This page includes known compatible video cards.

### *More Information*

If the software related steps above do not resolve your specific issue, you can contact Vista Systems regarding the issue via the product feedback form online at <http://www.vistasystems.net/feedback.aspx>. In your request, be sure to indicate the video card and manufacturer, as well as the current driver level and operating system in use.

Optionally, you may indicate in your online request that you would like to submit your physical card for conformance testing. This will allow Vista to debug and add support for your specific card to the supported cards database for the next software release.

## **3.4 Expansion Slave frame not available for connection**

### *Symptoms*

A frame configured as an expansion link slave does not appear in the Vista Advanced / Basic 'Connect' dialog.

### *Cause*

It is not possible to connect directly to a slave mode *Spyder* frame. Only the master in an expansion chain may be connected to from the application.

### *Resolution:*

It may be desirable to promote a slave frame to a master frame after an existing expansion link has been created. For information on promoting a slave frame to a master mode frame, see *Configuring Expansion Link*.

## **3.5 Updating Server from the Connect Dialog Fails**

*Symptoms:*

The 'Connect to Server' dialog prompts you to update the *Spyder* frame version, but then fails to update the server.

*Cause*

This is typically due to a file transfer failure. This can be caused by a bad update file in the client application, or an unreliable network connection between the client and the server.

*Resolution:*

To resolve this issue, try the following techniques in order until the issue is resolved: If update fails the first time, try updating a second time. Intermittent network problems can happen, and because of the size of the file being transferred over the network there can be a sporadic update problem. If update problems continue, you can update the server manually.

*More Information:*

If the software update steps above do not resolve your specific issue, you can contact Vista Systems regarding the issue via the product feedback form online at

<http://www.vistasystems.net/feedback.aspx>.

In your request, be sure to indicate the video card and manufacturer, as well as the current driver level and operating system in use.

