BARCO

Event Master Series EC-30
Quick Start Guide – Setup

Event Master Series Controller Installation: System Connections
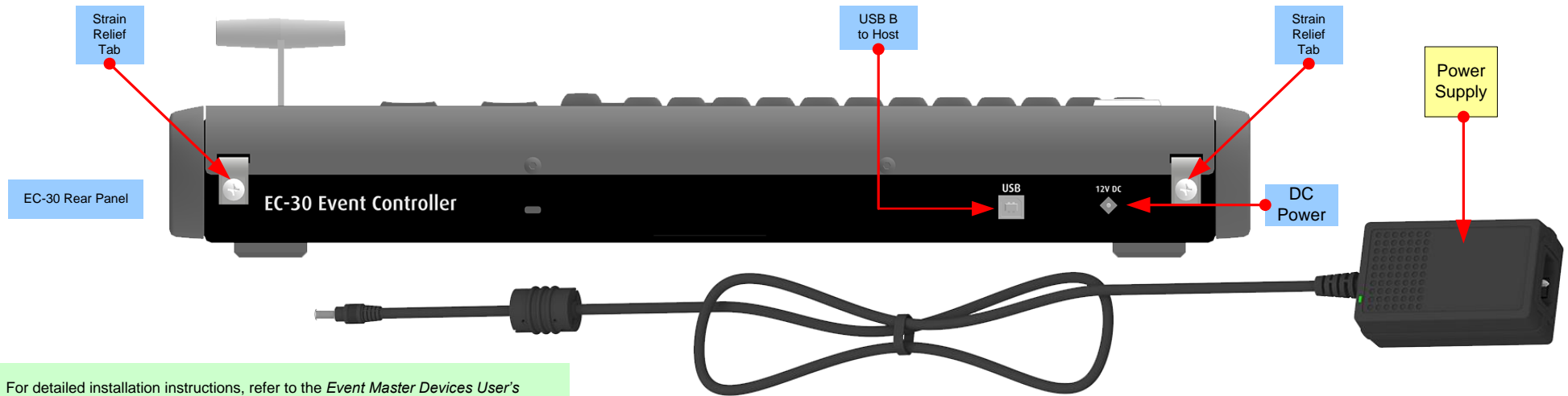
Strain Relief Tab

USB B to Host

Strain Relief Tab

Power Supply

EC-30 Rear Panel

EC-30 Event Controller

USB

12V DC

DC Power

For detailed installation instructions, refer to the *Event Master Devices User's Guide* (R5905948).

System Setup

⚠️ System setup is comprised of sequences each of which includes many steps.

For error-free setup, <u>always</u> refer to the associated sections in the *Event Master Devices User's Guide* (R5905948).

1 **Connections —** Connect the Host computer to the USB B connector on the EC-30. Necessary cables are provided in a new system. In the case that the original cables are missing, simply use standard computer cabling to make these connections.

2 **Power Connection —** Connect AC power to the power supply, and connect the power supply to DC power on the rear panel of the unit.

👉 **Tip:** Running the power-supply cable through one of the strain-relief tabs on the rear of the unit can help to keep the cable from pulling out of the DC power connector. Loosen the screw on a relief tab; run the power-supply cable through the tab; tighten the screw.
You can consume extra cable length, if necessary, by passing the cable through both tabs.

3 **Power Up and Status Check —** Power up the EC-30 control panel, Host computer, and peripherals.
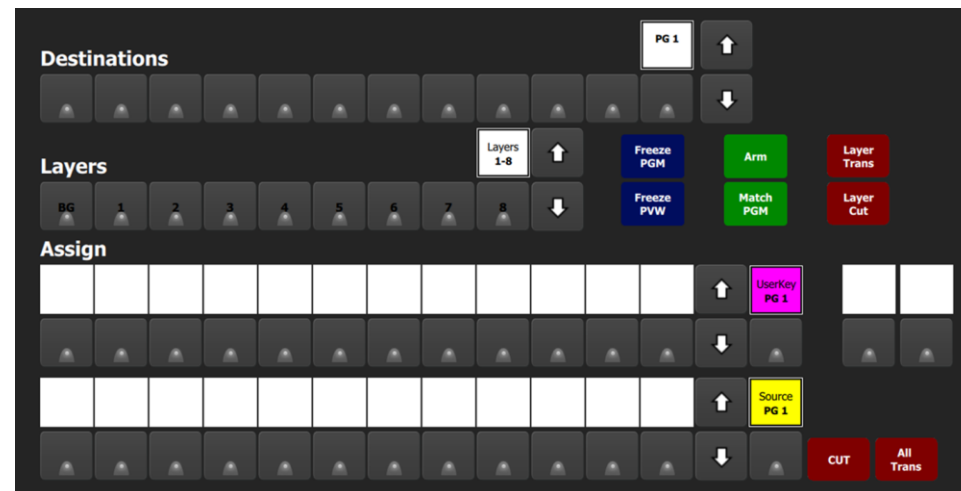
4 **Communications Setup —** During the Event Master Toolset installation you are asked to add a driver, be sure to answer yes to this question in order to use the EC-30 with your host computer. If the driver is not installed the EC-30 will not work.

5 **Startup state of the desk —** Once the desk is connected and started it will retrive the button assignment of the configuration. If there is none it will have to be assigned.
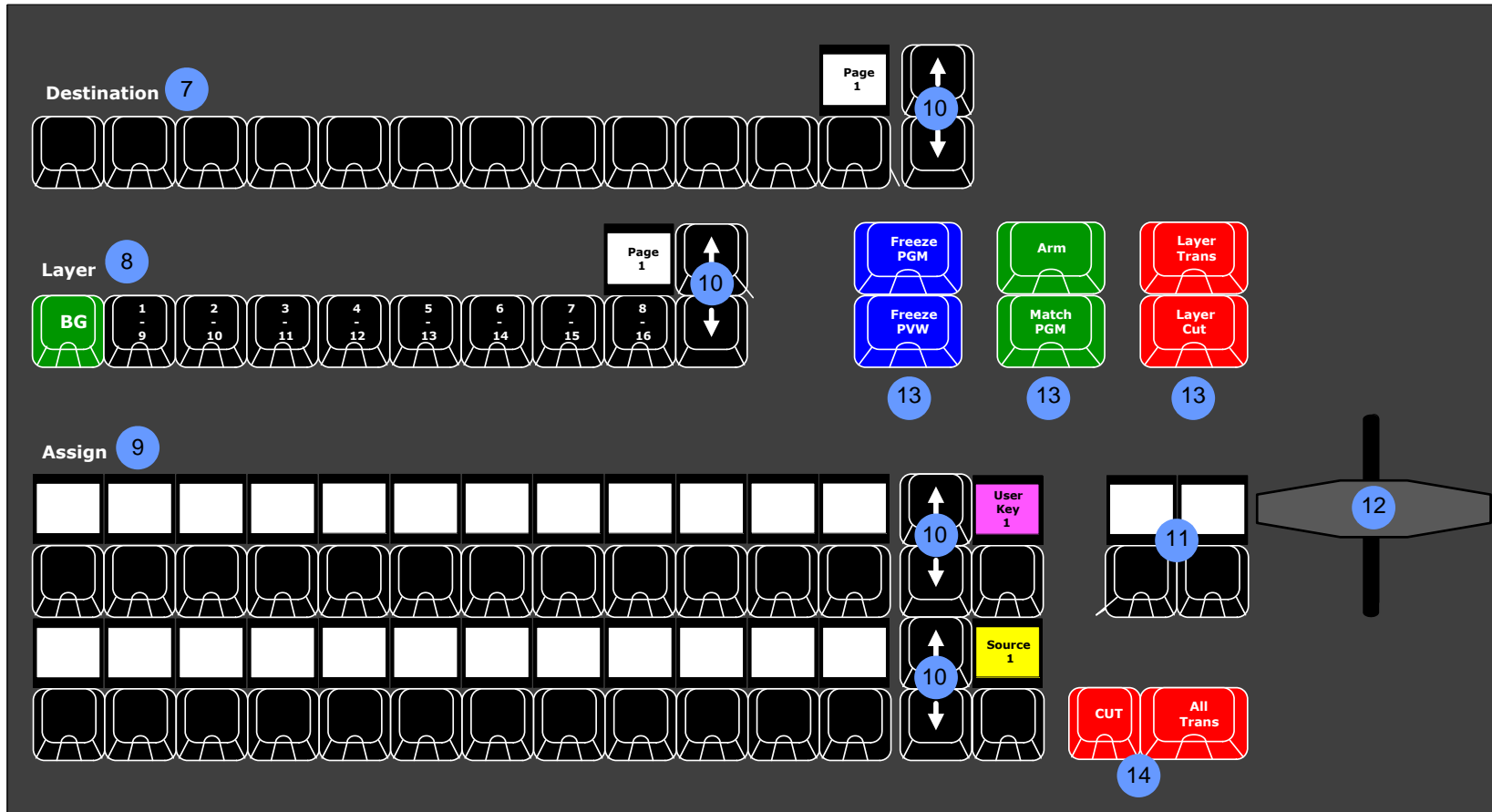
6 **Assigning resources to the desk —** In the Event Master Toolset, click on the ⌨ icon to open the controller menu setup page. Drag and drop the resources from the right side onto the buttons corresponding to the ones on the console.

Destinations

PG 1

Layers

Layers 1-8

Freeze PGM

Arm

Layer Trans

BG 1 2 3 4 5 6 7 8

Freeze PVW

Match PGM

Layer Cut
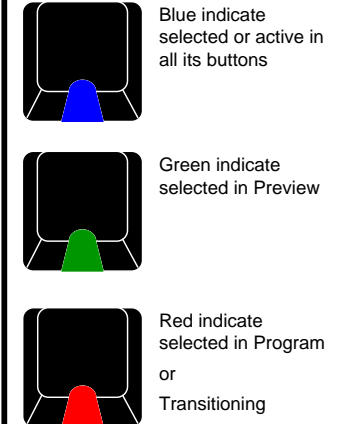
Assign

UserKey PG 1

Source PG 1

CUT

All Trans

Blue LED Indicators in Destinations

If the Blue LEDs of the Destination buttons chase back and forth, they indicate that the communication with the host controller is not established.

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Event Master Series Controller Operation

LEDs

Blue indicate selected or active in all its buttons

Green indicate selected in Preview

Red indicate selected in Program

or

Transitioning

Backlight

Once a Button is assigned with a resource, the backlight of the display will turn to the corresponding color.

- White for Presets
- Magenta for User Keys
- Yellow for Source Files
- Green for Background Sources

For detailed installation instructions, refer to the *Event Master Devices User's Guide* (R5905948).

Operation overview

7 **Destinations —** These buttons give direct selection of the assigned Destination configurations. Buttons toggle on and off the selection. A blue LED indicates selected.

8 **Layers —** These buttons give direct selection of the Layers in the selected Destinations. In normal mode the button selects and/or adds a layer in the Preview of the selected Destination. A green LED indicates selected.

In LIVE mode (unlocked Program) the Layer is selected in the Program of the selected Destination.

9 **Assign —** These buttons give direct selection of the assigned resources. There are several that can be mapped.

PRESETS — The Presets created in EMTS can be mapped onto a bus that is selected to PRESETS.

USER KEYS — The User Keys created in EMTS can be mapped onto a bus that is selected to USER KEYS, like the top row in the picture.

SOURCES — The Source Files, (not the Inputs) created in EMTS can be mapped onto a bus that is selected to SOURCES, like the bottom row in the picture.

BACKGROUND SOURCES — The Backgrounds created in EMTS can be mapped onto a bus that is selected to BackGround Source, this is not shown in the picture.

Once a Button is assigned with a resource, the backlight of the display will turn to the corresponding color.

10 **Arrow buttons —** These buttons choose the next page of its button bus.

11 **Contextual Display Buttons —** These provide mapping of a variety of functions from the EMTS.

Mapping of them is done in the ⌨ menu.

12 **T-Bar —** Manually transitions Preview to Program.

13 **Layer Function Buttons —** These buttons provide indicated function to selected Layer(s).

14 **Cut & All Trans —** These buttons execute the transition setup in the GUI.