

# QUICK START GUIDE

## Picturall Pro Mark II

Ref. MSP16-MkII



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

Thank you for choosing **Analog Way** and the **Picturall Pro Mark II**. By following these simple steps, you will be able to set up and use your Powerful media server within minutes. Discover the **Picturall Pro Mark II** capabilities and intuitive interface while commanding top-notch presentations and unleash your creativity for a new experience in show and event management.

### WHAT'S IN THE BOX

- 1 x **Picturall Pro Mark II (MSP16-MkII)**
- 1 x Power supply cord (or 2x with optional redundant PSU)
- 1 x Ethernet cross cable (for device control)
- 1 x Rackmount kit
- 1 x Quick start guide\*

\* User Manual and quick start guide 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>

### CAUTION!

Damage caused by improper  
rack mounting will not be covered  
under warranty.

### QUICK SETUP & OPERATION

#### Connecting with the Web Configurator

The **Picturall Pro Mark II** uses standard ethernet LAN networking. To access the Web Configurator, connect a computer to the **Picturall Pro Mark II** using the Ethernet cable. Then on your computer, open an internet browser and enter the IP address of the **Picturall Pro Mark II** (displayed on the front panel screen).

The connection should start.

Often, computers are set to DHCP client (automatic IP detection) mode. You may need to change the IP address configuration on your computer before you can connect. These settings are found in the properties for your LAN network adaptor, and vary by operating system.

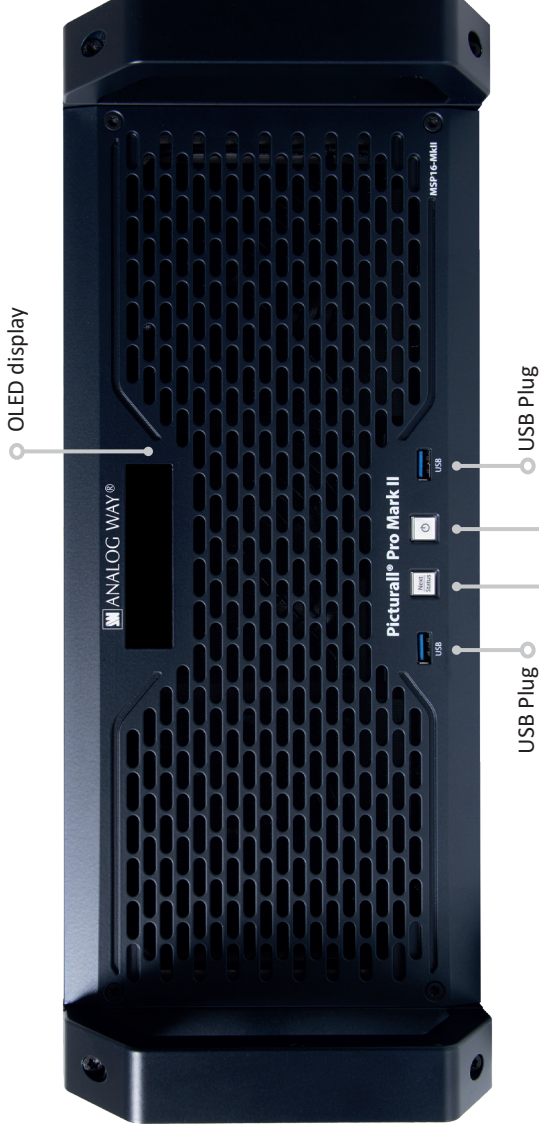
The default IP address on the **Picturall Pro Mark II** is **192.168.2.140** with a netmask of **255.255.255.0**. Therefore, you can assign your computer a static IP address of **192.168.2.100** and a netmask of **255.255.255.0** and should be able to connect.

If the connection is not starting:

- Mark II media servers require 1GB network to maintain a stable connection. Network will not work with 100Mb connection.
- Make sure the computer IP address is on the same network and subnet as the **Picturall Pro Mark II**.
- Make sure that no devices have the same IP address (prevent IP conflicts)
- Make sure the network cable is CAT5 or higher.
- For more information, please see the user manual or contact your local technical support.

Once successfully connected, the Web Configurator is displayed automatically.

# PICTURALL PRO MARK II - REF. MSP16-MKII / FRONT & REAR PANELS DESCRIPTION



OLED display

ANALOG WAY®  
Picturall® Pro Mark II  
MSP16-MKII

USB Plug

USB Plug

**Next/Status:** Display and cycle status information on the OLED display

**On/Off:** To turn off, press this button then press the Next/Status button to confirm

2x balanced XLR inputs (for timecode LTC) and 2x balanced XLR outputs (Optional audio interface)

Genlock (Optional)

**Primary and optional redundant hot-swappable power supplies:** 100-240 VAC; 1.2-7A; 50/60Hz; 1200W; internal, autoswitchable



Slots 1, 2 and 3 for additional cards

**input cards:**  
- 2 x HDMI 1.4,  
- 4 x HDMI 1.4,  
- 1 x HDMI 2.0,  
- 2 x HDMI 2.0,  
- 2 x 3G-SDI,  
- 4 x 3G-SDI,

**or network card:**  
- 2x 1Gb Ethernet (one card per device)

Slots 5, 6 and 7 for additional cards

**input cards:**  
- 2 x HDMI 1.4,  
- 4 x HDMI 1.4,  
- 1 x HDMI 2.0,  
- 2 x HDMI 2.0,  
- 2 x 3G-SDI,  
- 4 x 3G-SDI,

**or output card:**  
- 4x DisplayPort 1.2 (4K@60Hz 10-bit)

Fixed card (slot 4)

Four DisplayPort 1.2 outputs (4K@60Hz 10-bit)

1x USB Port

2x 10Gb/s Ethernet Plugs for control, network streams (H264, NDI, etc.) or Dante audio (32 channels)

**CAUTION:**

The user should avoid disconnecting the power source (AC input) until the unit is in stand-by mode. Failure to do this could result in hard drive data corruption.



# WEB CONFIGURATOR

## SERVER CONFIGURATION

- Launch a web browser and enter the server IP address in the address bar. All devices default IP addresses are 192.168.2.140.
- Click **Configure server** or **Configurator** to access server configuration.

### Set server settings:

- **Number of layers:** Set the number of layers to use and patch to Art-Net (max 200). This affects the number of available layers in Picturall Commander.
- **Max layer width and height:** Set the maximum resolution to be processed by the media server.

## NETWORK CONFIGURATION

In the Server configuration menu, choose the network mode:

- **Automatic (DHCP):** The server gets IP address from DHCP server in the same network
- **Automatic (ARTNET):** The IP address is generated based on the Art-Net protocol
- **Manual:** Set the IP address and netmask manually

## DISPLAY CONFIGURATION

In the Display configuration menu, choose the display mode:

- **Auto:** follow EDID settings
- **Manual:** set the output resolution, refresh rate and connectors manually
- **Custom:** select a custom display configuration
- **Special:** select a preset mode for display signal splitters (Analog Way DPH104, Matrox TH2GO and DH2GO, Datapath X4 and FX4)

In **Manual** mode, select the output connectors, resolution and refresh rate for the selected GPU.

Note: Do not use multiple display devices with different refresh rates as this may cause bad playback (stuttering).

Tip: If using identical displays, use the buttons **Copy**, **Paste** and **Copy to all**.

## DMX CONFIGURATION

In the DMX configuration menu, choose the DMX/Art-Net settings:

- **Art-Net universe:** Set the first universe and the rest of the layers will be patched to next universes. If patching more than 9 layers, the server will use several Art-Net universes.
- **Art-Net subnet:** Set the Art-Net subnet value (between 0 and 15).
- **Art-Net offset:** Set the first channel of the first universe for layer 1.
- **DMX profile:** Set the preferred DMX fixture profile (1.1, 1.0 or mini).
- **Number of DMX displays:** Enter the number of the displays controlled with DMX t as the active displayed plug. (Not necessarily displayed).

Layers are patched first starting from a given offset on a given universe. Layers are patched so that they do not split at the universe border.

# PICTURALL COMMANDER

## INSTALLATION

The operating systems must support Java version 8 for Picturall Commander to be installed. Make sure Java version 8 is installed on the computer before installing Picturall Commander.

Note: The latest version of Commander is automatically downloaded during the installation process.

1. On the computer, insert the USB stick delivered with the media server.
2. Copy the installer file matching the operating system from the USB stick to the computer.
3. Run the installer file and follow the instructions to complete the installation process.

## CONNECTION TO THE MEDIA SERVER

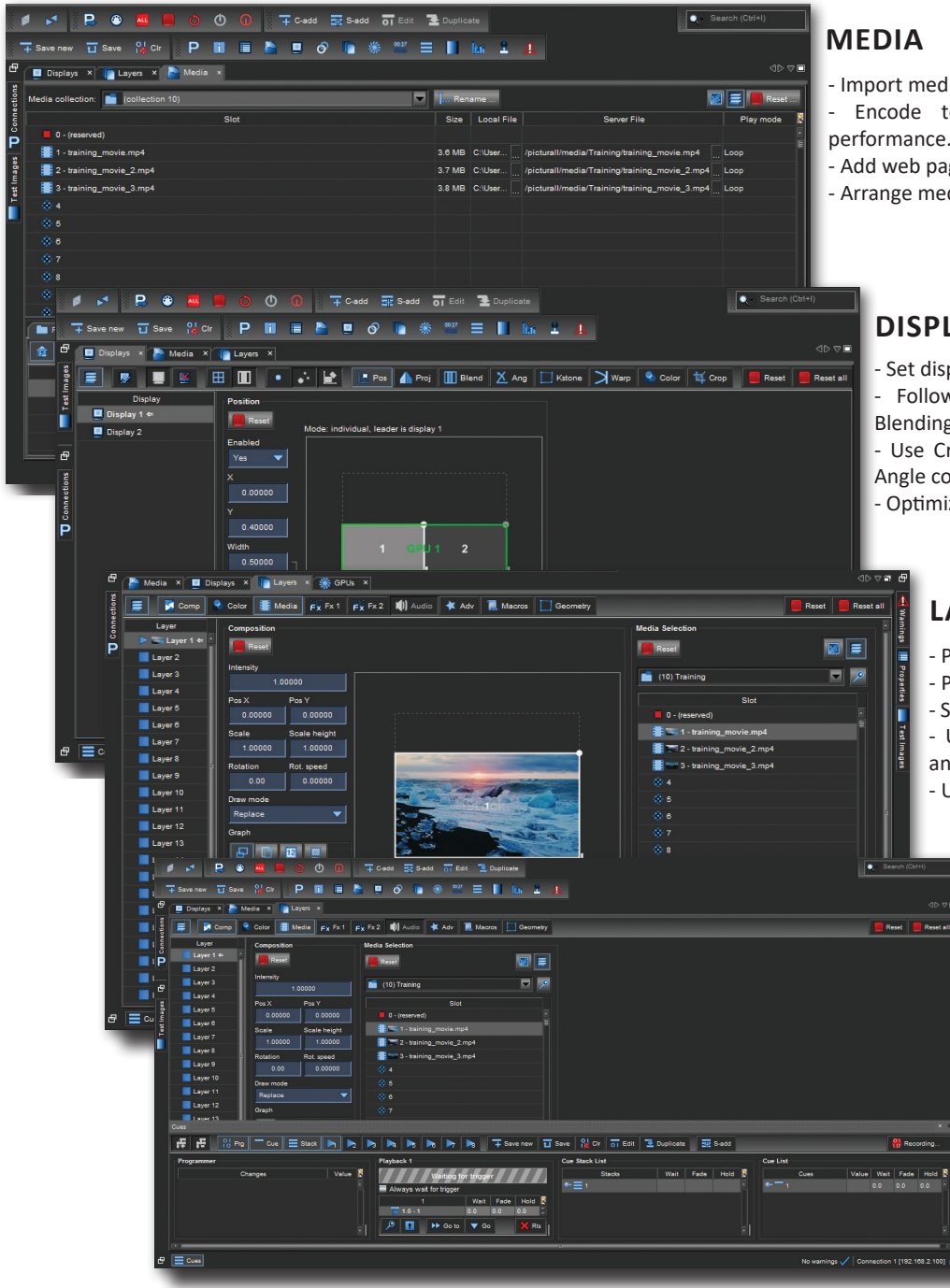
1. Connect the computer and the Media Server to the same network.
2. Use same netmask in the server and the computer if not using DHCP server. If DHCP server is enabled in the server, use automatic network settings in the computer.
3. Run Picturall Commander and click **Add new connection** on the **Connections** tab.
4. Type the IP address of the server in the **Address** field or click **Locate** to automatically find the servers in the same network and view the server versions before connecting.
5. In the **Name** field, enter a name for the connection.
6. Click **Finish** to Create the Connection. A message confirms the connection to the Picturall Series Media Server.

## CONTROL TABS

Click **Window** then click any menu to open the corresponding control panel.

- **Connections:** Connect and reconnect to a server pressing Reconnect button.
- **Media:** Transfer media files to the Picturall Series Media Server and arrange the media library.
- **Displays:** Configure the display setup.
- **Genlock:** Synchronize all outputs with a Genlock signal.
- **Layers:** Control all layer parameters. This is the main menu for controlling the Picturall Series Media Server with Picturall Commander.
- **GPUs:** Optimize the use of the GPUs.
- **Timecode:** Schedule and synchronize cues with server clock, media time, other cues, MTC and LTC.
- **Cues:** Program and time cues for the show.
- **Test images:** Configure test images to help when setting up the show.
- **Performance:** Check the performance and temperature of the server.

# PICTURALL COMMANDER STRUCTURE



## MEDIA

- Import media files via drag and drop file.
- Encode to AWX format for best performance.
- Add web pages and video streams.
- Arrange medias in collections (playlists).

## DISPLAYS

- Set displays to match the configuration.
- Follow the display wizard to create Blendings.
- Use Cropping and Color correction and Angle correction.
- Optimize GPUs performance

## LAYERS

- Place the layers in the pixel canvas.
- Put medias in layers and play them.
- Set play mode end action (Stop, Loop, etc.).
- Use various effects (rotation, keying, cut and fill, etc.).
- Use Macros to save settings for one layer.

## CUES

- Use Cues to save presets for several layers.
- Create sequences for the show.
- Set Wait, Fade and Hold timings for the Cues.
- Organize Cues in Stacks.
- Use Playbacks to play the Cue Stacks.
- Set time synchronization for timecode triggered cues.

# WARRANTY AND SERVICE

This **Analog Way** product has a 3 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 PICTURALL

For complete details and operations procedures, please refer to the **Picturall Series Media Servers User Manual** and our website for further information: [www.analogway.com](http://www.analogway.com)