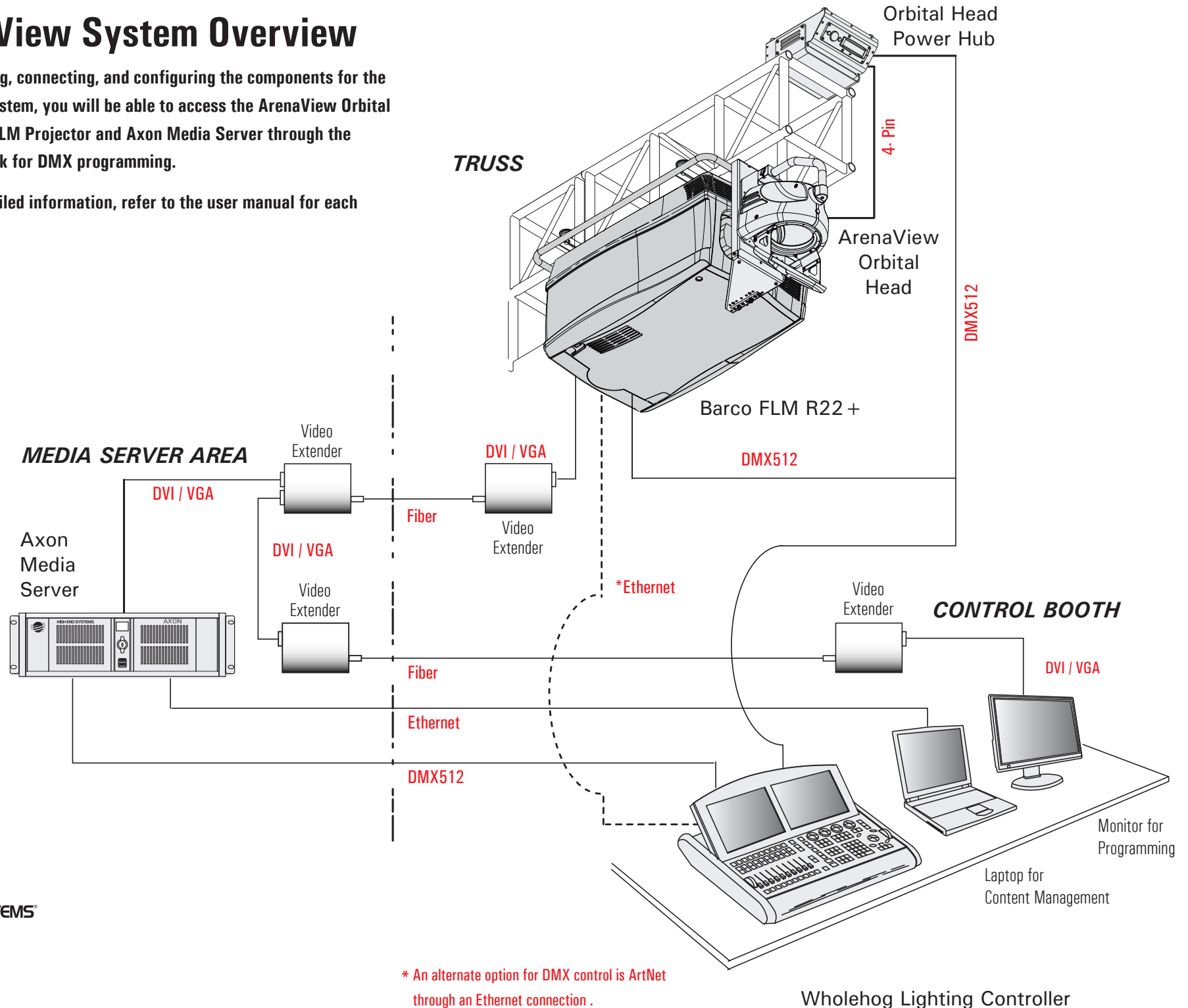


# ArenaView System Overview

After mounting, connecting, and configuring the components for the ArenaView system, you will be able to access the ArenaView Orbital Head, Barco FLM Projector and Axon Media Server through the Wholehog desk for DMX programming.

For more detailed information, refer to the user manual for each component.



\* An alternate option for DMX control is ArtNet through an Ethernet connection .

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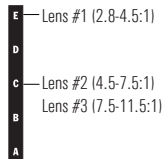
P/N 60600296V2

## Mounting the ArenaView Orbital Head to the Barco FLM Projector

1. Attach the mounting plate to the Orbital Head using four knobs with M6 lock and flat washers provided.
2. Remove large closed eye-bolt and the interlocking pin from front of the projector top and thread the standoffs provided into the projector case, positioning the longer one at the front.

*Note: A hole is available in the upper plate of the mounting brack for re-installing the closed eye bolt if needed.*

3. Attach the mounting plate to the lower bracket with two M6 socket cap screws. Use the label to position them for the lens you are using.



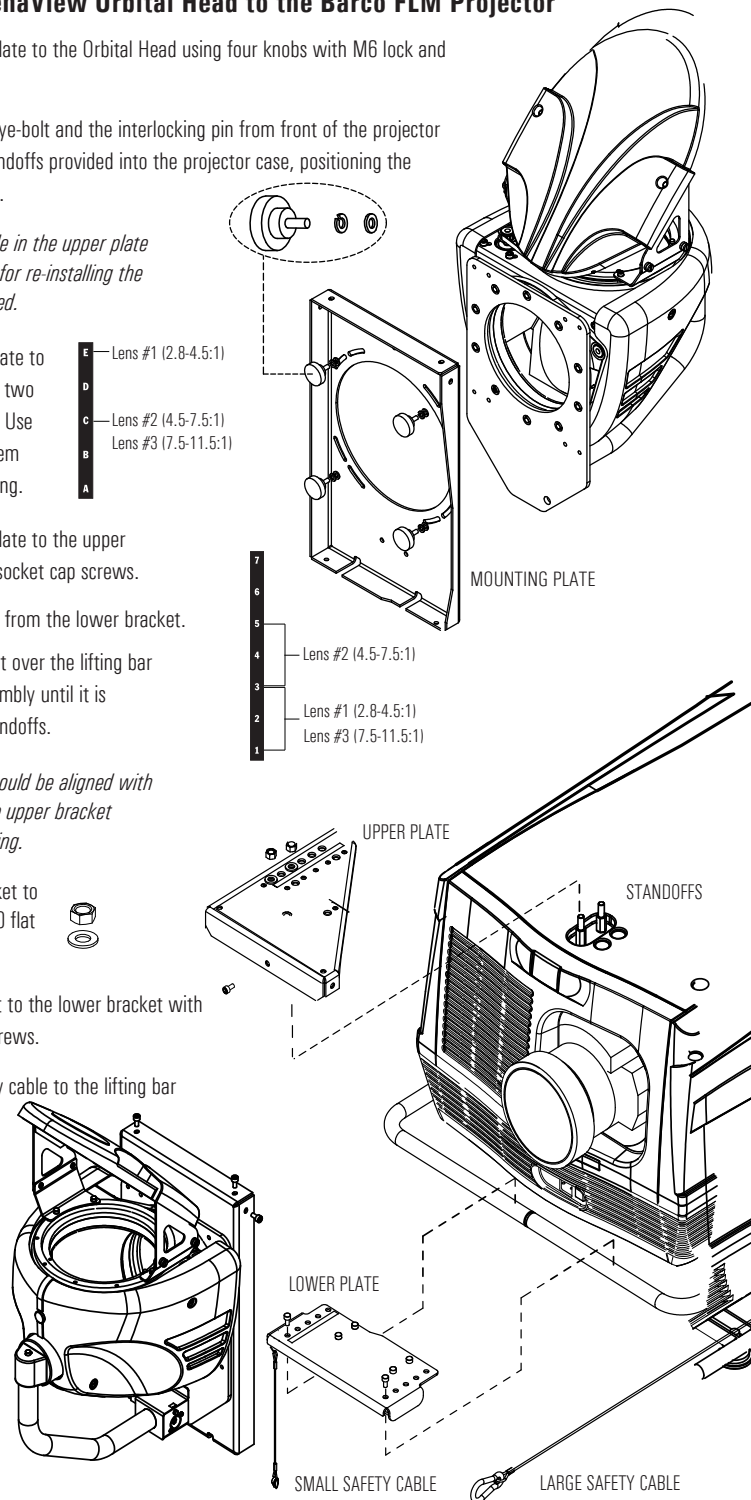
4. Attach the mounting plate to the upper bracket using five M6 socket cap screws.
5. Loosen the rail support from the lower bracket.
6. Hook the lower bracket over the lifting bar and tilt the whole assembly until it is positioned over the standoffs.

*Note: The standoffs should be aligned with the correct holes in the upper bracket for the lens you are using.*

7. Secure the upper bracket to the standoffs with M10 flat washers and hex nuts.
8. Secure the rail support to the lower bracket with two M6 socket cap screws.

9. Attach the large safety cable to the lifting bar and the Orbital Head Mounting Bracket.

10. Clip the loose end of the small safety cable to the Orbital Head.



## Installing the Orbital Head Power Hub

1. Mount the power hub on any standard truss using chesborough clamps on the mounting bracket and secure with a safety cable.

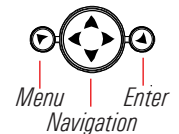
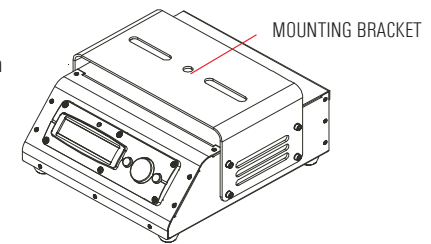
*Note: The Power Hub must be located within two meters of the Orbital Head for correct performance.*

2. Connect the hub to:

- The Orbital Head with 4-Pin XLR cable provided.
- A DMX512 link via 5-Pin XLR connections
- Power

4. After connecting the hub to power, press the Menu button to unlock the menu system and move to the DMX Address menu. Press the Enter button to select.

5. Use the up and down arrows on the Navigation button to select a valid DMX start channel with a consecutive range of 12 channels. The display will flash an option ready for selection. Press the Enter button to select.



## Installing the Barco FLM Series Projector

See the Barco FLM Projector User Manual for complete instructions on:

- Installing a recommended lens for ArenaView
- Safely suspending the projector with the mounted Orbital Head in a standard truss.

1. Connect the projector to the DMX link through the DMX In and DMX Out connectors on the DMX Module in projector slot 4 using 5-pin XLR cable.
2. Select a **DMX Start channel** for a consecutive range of 10 channels using the three selection knobs.
3. Set both DIP switches to a value of 1 to select the **Absolute Mode** to set the projector protocol.

See the Barco FLM Projector User Manual for complete instructions on Alternate Projector Configuration via ArtNet.

## Installing the Axon Media Server

Connect the Axon Media Server to:

- Power
- The projector for content display
- A laptop to run the Content Management Application (CMA)

An active display device must be attached to both DVI ports before booting to view the CMA on a local unit. When only one port is connected, it defaults to display the graphics engine output and will not display the CMA screen.

Set Axon media server DMX values in the CMA's All Servers screen.

The latest Axon and CMA software is available at [www.hiend.com](http://www.hiend.com)

