

WATCHPAX

WATCHPAX™ is a solid-state media player optimized for best performance with Dataton WATCHOUT™ multi-display production software. WATCHPAX features built-in WATCHOUT software and license.

WATCHPAX gives you the power of WATCHOUT production tools without the hassle of fine-tuning computers or running long video cables. Create your show in WATCHOUT, and connect WATCHPAX. Add more units as you grow your show, from a single WATCHPAX and display to multiple units and display sources.

WATCHPAX is designed to match the demands of distributed systems and multi-room installs, offering full audio and video capabilities on a standard ethernet network. In installations running in several show areas or rooms, it keeps the hardware close to the display source.



Use with WATCHOUT version 5.5 or later.

General

- » WATCHOUT pre-installed
- » Field upgrades
- » Includes WATCHOUT license
- » Audio sync with PICKUP WIRETAG
- » Hardware accelerated video play back (H.264)
- » Zero configuration
- » Clean shut-down and power-up
- » Dimensions: 127 x 148 x 22 mm
- » Two-year warranty
- » Line voltage 100 - 240 V
- » Windows 7

Specifications

- » Approx. 20W power consumption at full operation
- » Active cooling
- » SSD (Solid State Disk), 64 GB
- » Mini DisplayPort. Resolutions up to 2560 x 1600 (WQXGA)
- » Processor: AMD Fusion T56N, 1.6 GHz
- » RAM: 4 GB
- » 3.5 mm stereo audio out
- » 3.5 mm stereo audio in. Line-Level (for SMPTE/EBU Timecode)
- » Two USB2 ports
- » Gigabit Ethernet – Optional WiFi

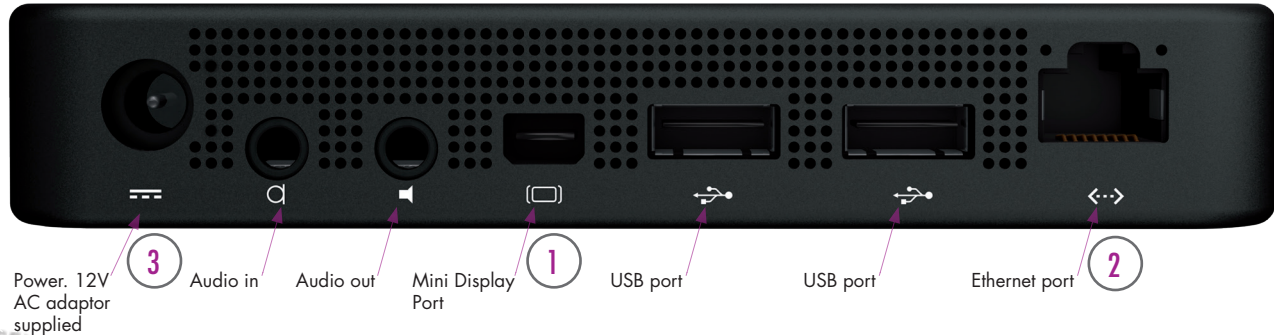
External WATCHOUT features

- » Network video and Dynamic Image Server
- » Control and interactivity via MIDI (USB), DMX (via ArtNet), TCP/IP
- » DMX output (via ArtNet)

Important

Install version 5.5 or above on the production computer before you connect the WATCHPAX.

www.dataton.com/watchout/downloads



SENSATION CREAT

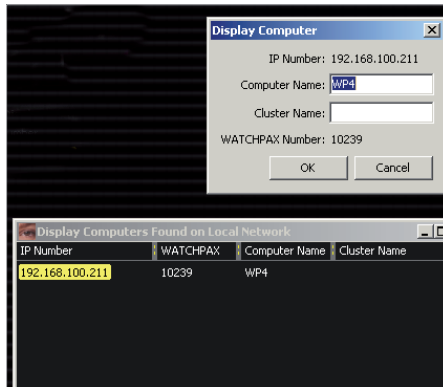
WATCHPAX Art No 3360

dataton

Getting started

- » 1 Connect the display
- » 2 Connect the network
- » 3 Connect to power
(use adapter supplied)

Start WATCHOUT on the production computer (v5.5 or higher). The WATCHPAX and any WATCHOUT display computers on the local network will be listed in *Window > Network*. You can assign display and cluster names by double-clicking an item in the list, see screenshot.



IP number assignment

WATCHPAX automatically retrieves an IP address via a DHCP server. If no DHCP server is available, the WATCHPAX will get a self-assigned IP address.

If you are using a control system, you may want to use a fixed IP address for WATCHPAX. Assign a fixed IP through the WATCHOUT protocol command "setIP" as shown below:

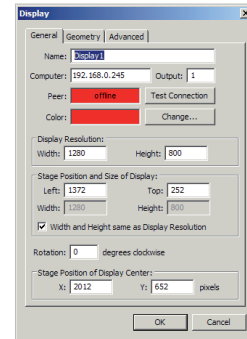
setIP "192.168.0.32"

Make sure you choose an IP address in the correct subnet range. To remove the fixed IP number, give the same command again, specifying an empty string parameter.

You can also assign a fixed IP address by using the Startup Script (see next page).

Resolution

Double-click the display in the Stage window and set the native resolution of your screen or projector, see screenshot.



If you want to use WATCHPAX without a display, for example as a sound server, make sure you set a "dummy" resolution of 640x480 pixels in WATCHOUT.

Note: Use an active MiniDisplayPort adapter to DVI/VGA/HDMI to ensure that the correct EDID information is transferred to WATCHPAX.

Auto start

A WATCHOUT production computer has to be connected when you compose or create your show. Once that's done, you can replace the production computer with an external control system, or auto start the WATCHPAX by using the built-in Startup Script.

Hint: Use *Edit Startup Script* in WATCHOUT to define initial WATCHPAX settings. This lets you load shows and perform other WATCHOUT protocol commands. For more info, see the in-line description in the Startup Script.

Delete files

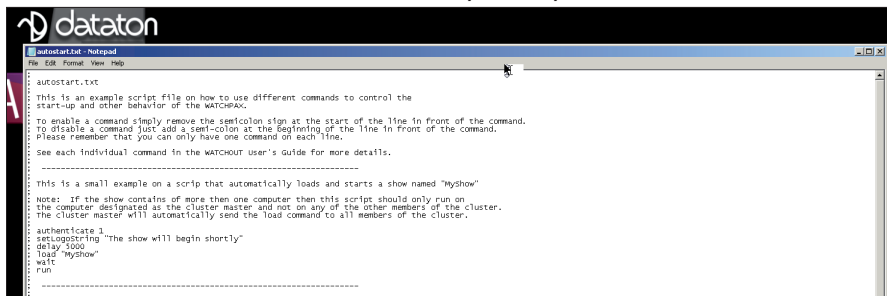
To remove unused files from the WATCHPAX:

Stage > Manage Display Computer > Delete Other Shows

This deletes files from online display computers for all shows, with the exception of the current (open) show.

Stage > Manage Display Computer > Re-build Show Cache

This removes and rebuilds all cached data associated with the current (open) show. Note that the cache is usually managed automatically by WATCHOUT, but in some rare cases you may want to force it to rebuild.



Stage > Manage Display Computer > Remote Access > File > Edit Startup Script

Measurements in mm

