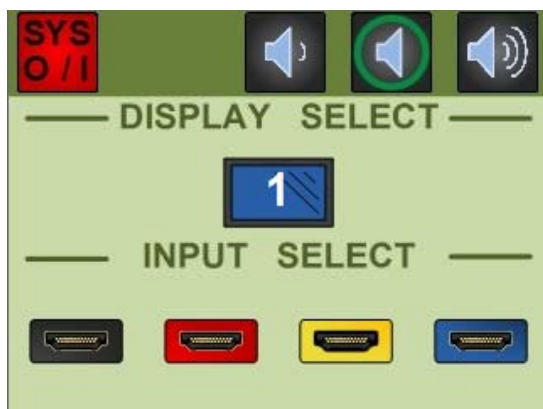


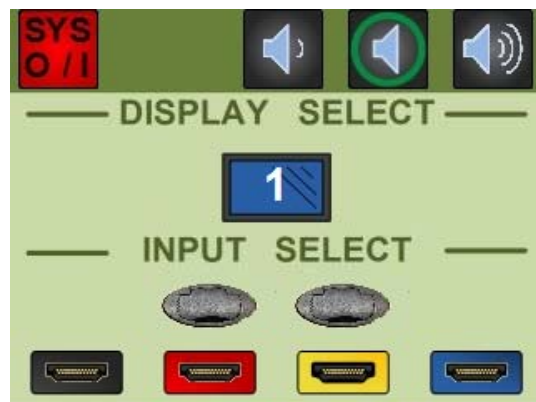
Flex T6 HuddleVU configuration Guide

This guide shows the steps to add controls for the monitors. User must be experienced in the use of the Flex Control Builder program.

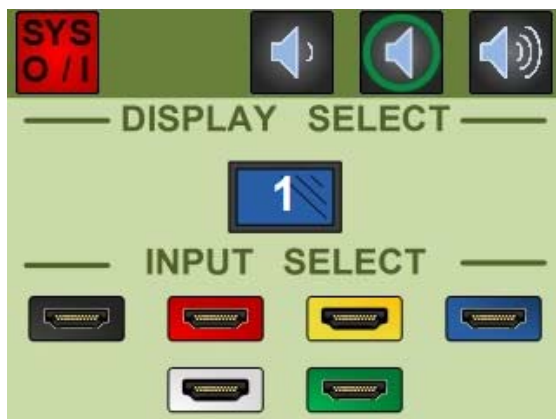
View each of the template designs below, select and open the project which most closely matches the Huddle View configuration being built in the Flex Control Builder program. If none of the projects match your configuration exactly, be sure to select one that is larger. It is easier to remove features than to add them.



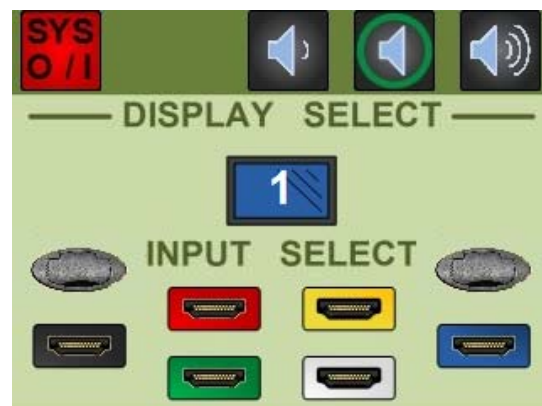
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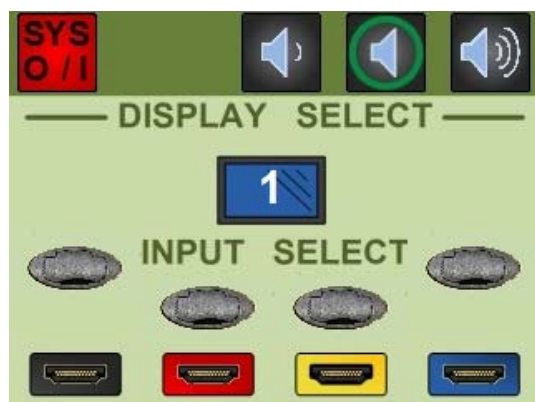
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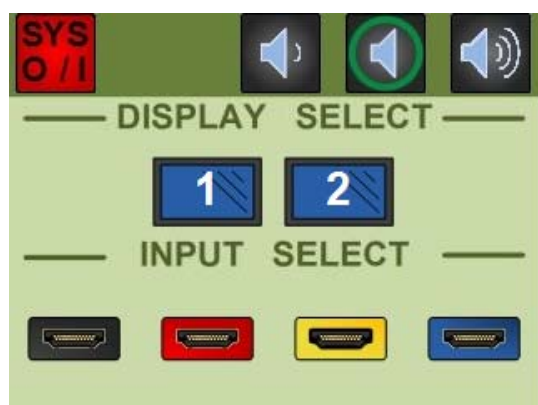
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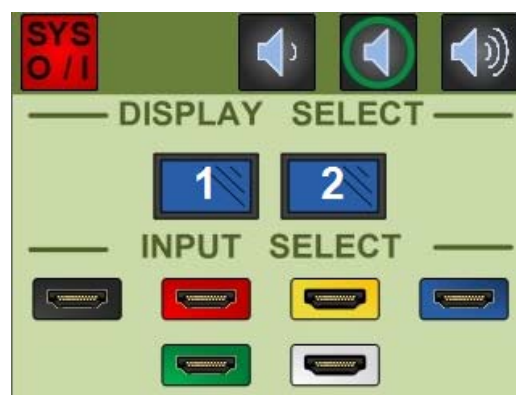
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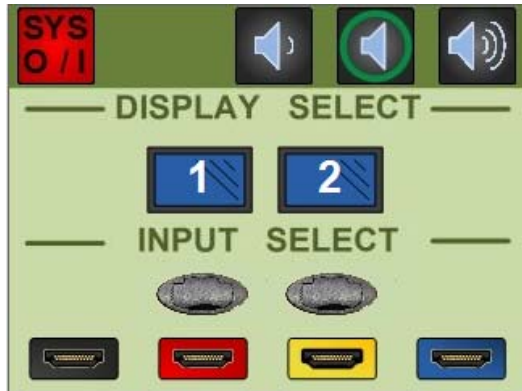
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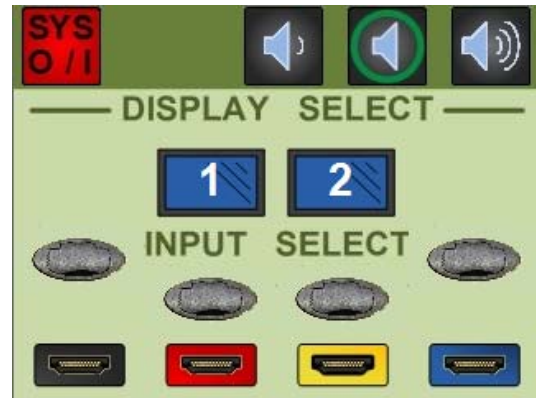
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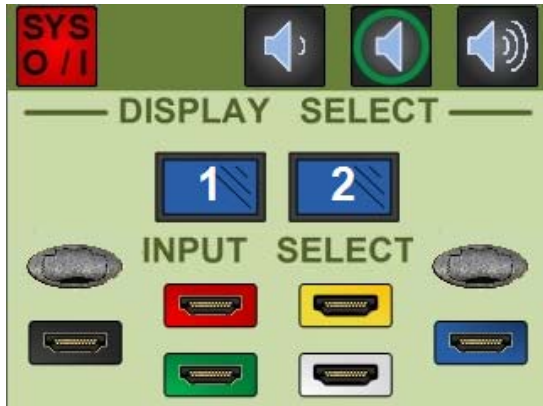
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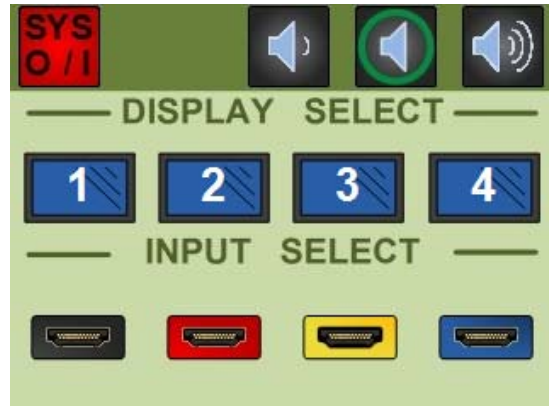
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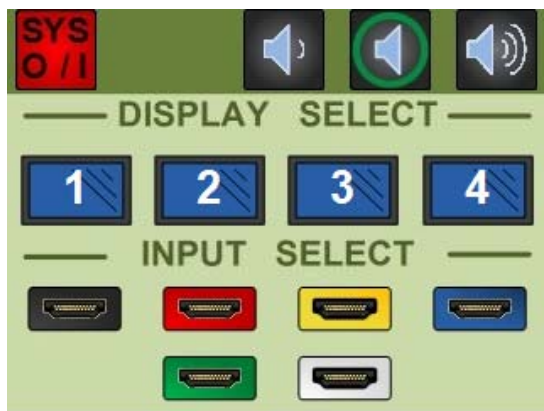
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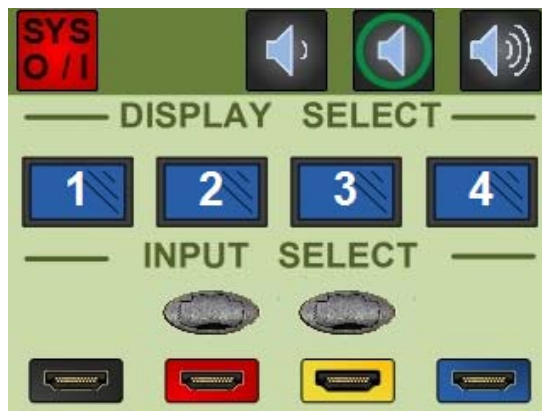
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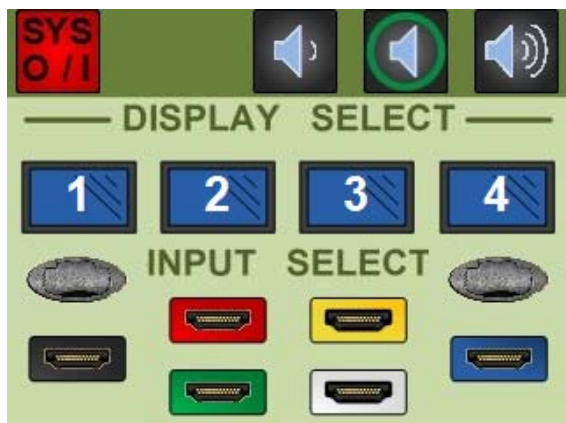
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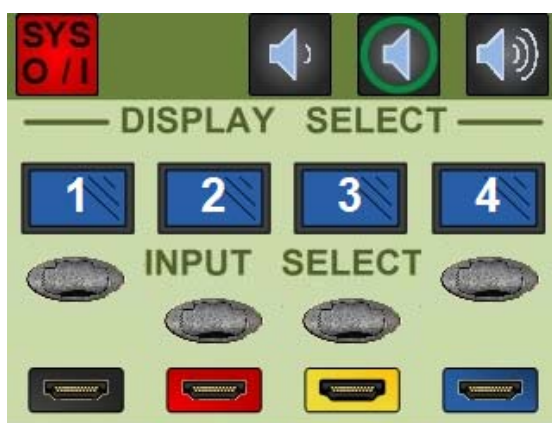
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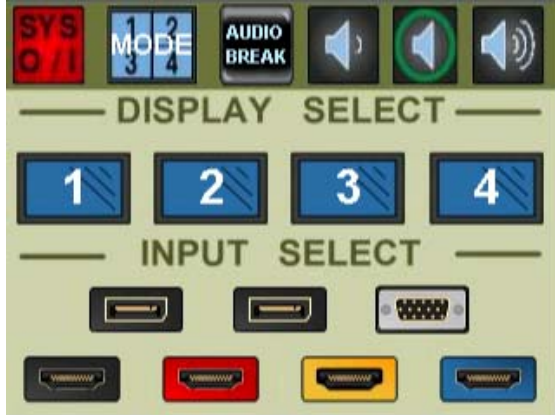
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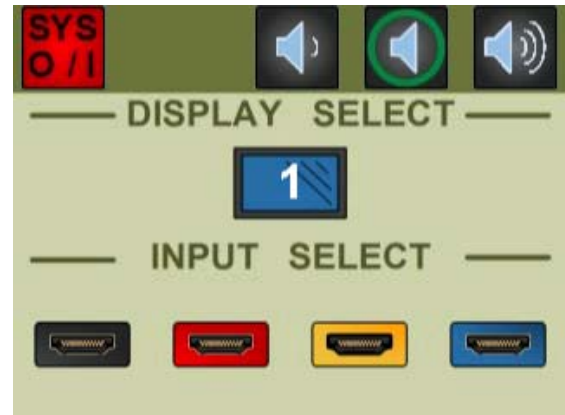
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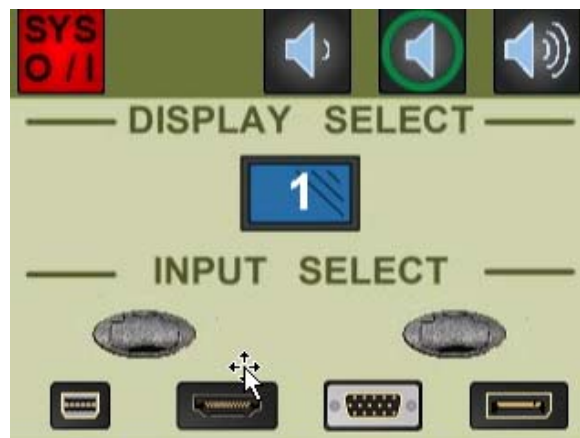
HV-Flex_1-T6_4-T3_8x4_R00



HV-FLEX_1-T6_4-T3_8x4_R00-MFSS74



HV-FLEX_1-T6_4x1_R00-HSW41



HV-FLEX_1-T6_4-T3_8x4_R00-MFSS71

Adding devices / monitors (TV's):

- The FSR-DV-HMSW4K-88 Matrix switcher has already been added to the project.
- From the Library Tree, select the monitor of choice, and drag the library file over to the Project Tree column. Rename the monitors for simplicity starting as TV-1, TV-2 etc. until all monitors have been added.

- Add an optional House audio device if required.
- Under the Project Tree, expand the Screens branch, and starting with TV-1, begin to add commands for each applicable buttons on the screen.



- To adjust the amount of time to allow the TV to warm up before inputs are selected, and increase or decrease the time message boxes are on screen, change actions for the WAIT-ON and WAIT-OFF Buttons on the TV-1 screen. Note: Should more than one TV be in use, only the first TV (TV-1) need be adjusted. Only TV-1 is called out as a virtual button command on the Main Power Button action on Screen2.
- Select screen TV-2 if applicable, and assign commands using the device for TV-2. Continue matching Monitor screen to monitor device until complete.
- Add commands on the optional HouseAudio screen.
- Any unused buttons on these screens do not have to be removed since they are not seen by the end users.
- Any extra screens as part of the built project can remain in place, or deleted as desired. Extra screens will not be displayed on the Flex Panel unless they are specifically called to do so.
- All other project commands are already built as part of the template. No other action should be required unless the specific Monitor requires Volume Indexing. In which case refer to detailed instruction sheet on the FSR website.
- <ftp://doclib.fsrinc.com/Control%20Products/Flex/Flex%20Control%20Builder%20Docs/LIT1526%20FLEX%20Volume%20Indexing%20fcb%20tutorial.pdf>
- While these documents address volume control with the use of the banner bar, similar actions will be used for individual volume commands.
- Save, then download the project, and test all functionality.