

AK60 Video Mixer Switcher

User Manual



Contents

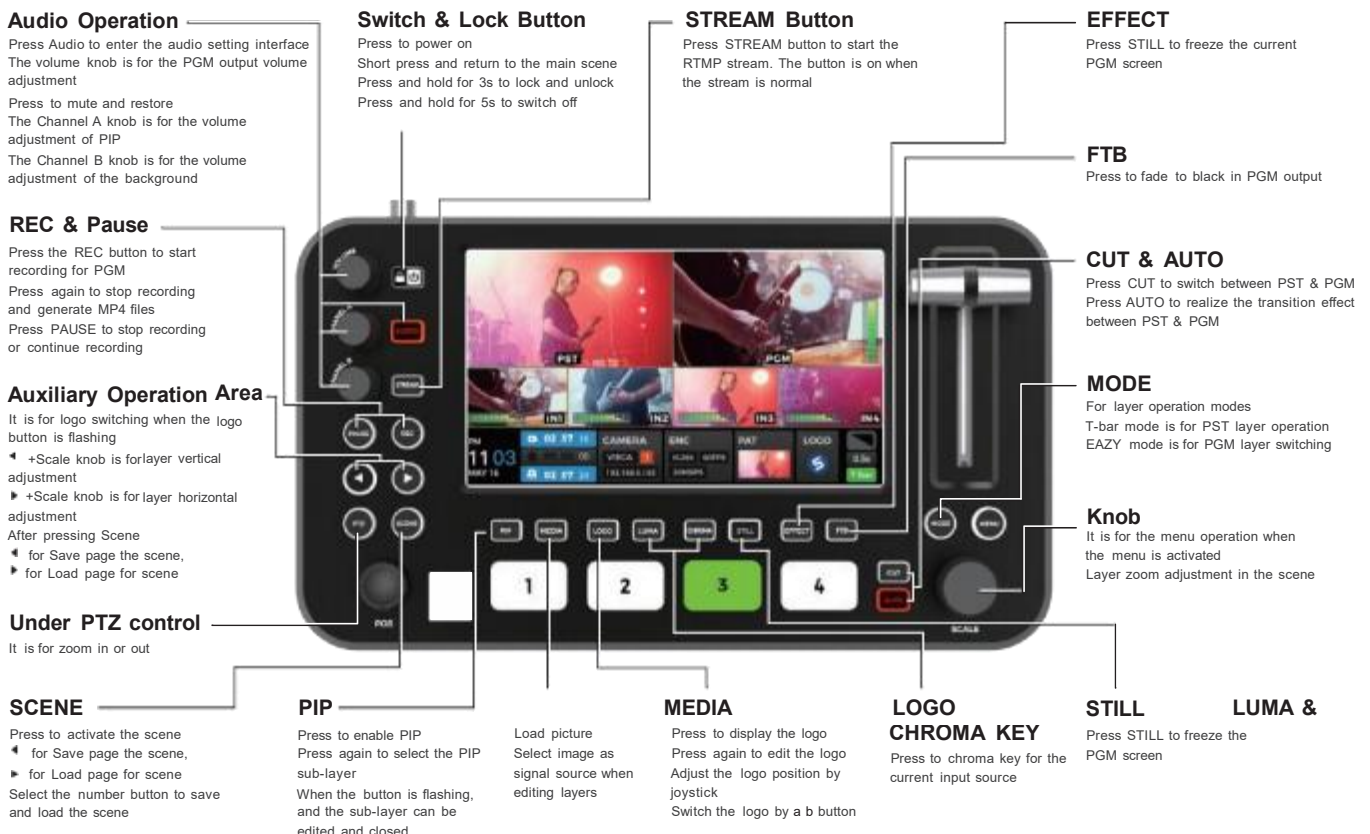
1. Quick Start	2
1.1 Overview	2
2. Common Operation	3
2.1 Video Operation	3
2.2 Audio Operation	4
3. Menu Functions & Details	5
3.1 Input	5
3.2 Output	6
3.3 Layer	6
3.4 Transitions	8
3.4.3 DIP & FTB	8
3.5 Chroma Key	9
3.6 Media	9
3.7 PTZ Camera	9
3.8 System Setting	10

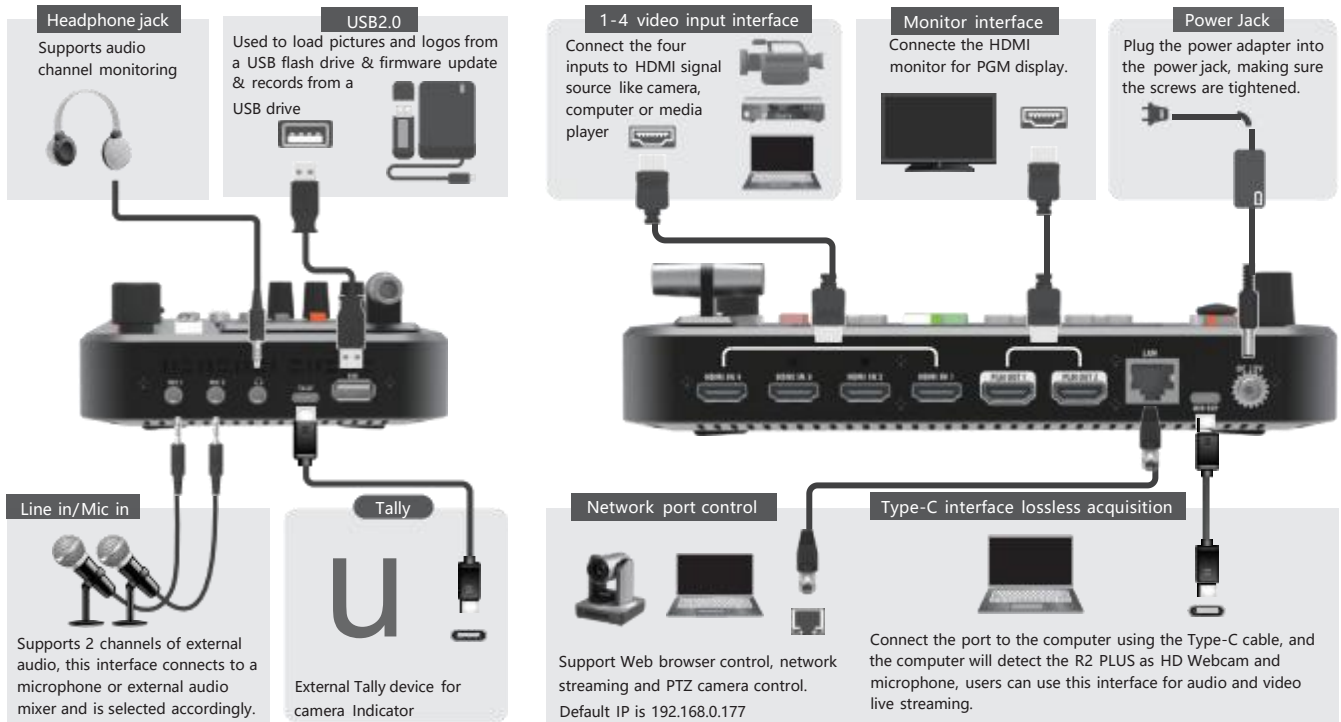
1. Quick Guide

1.1 Overview

AK60 is a professional live streaming switcher. It supports 4 x HDMI multi-resolution inputs and 2 x external audio inputs. The output supports 2 x HDMI PGM outputs, and transmits the real-time audio and video signals to the computer for live streaming through the TypeC interface, user can also fill in the RTMP code for network streaming directly.

When using the TypeC interface, Neolive AK60 will be recognized by the computer as a high-definition web camera, which can adaptively support MJPEG and YUY2 formats (the default format is MJPEG under USB2.0, while it is YUY2 default under USB3.0, YUY2 format supports better image quality, higher-quality performance and more efficient decoding performance, YUY2 format is better for use). It has a built-in 5.5-inch LCD display, which can realize real-time monitoring of input and output and online operation. At the same time, it has more convenient functions, such as PTZ camera control, scene preset, chroma /luma key, special transition effects, mixed audio and monitoring and recording etc. AK60 can also deal with various live broadcasting needs which is a professional product in live streaming.





2. Common Operation

2.1 Video Part

a. Press the "SCENE" button, turn the knob to select the image layout and press the knob to confirm, if it is the PIP, press the PIP button to select and edit the corresponding layer under PST, there will be a green frame to mark the selected layer, press the input source 1/2/3/4 button to switch the input source for the layer, turn the knob to scale the selected image and use the joystick to change the layer position.

b. Press the MODE button. When the button is red, press the input source 1/2/3/4 button to switch directly to the PGM screen. When the button is green, press the input source 1/2/3/4 button to switch directly to the PST screen.

c. After that, press the MENU button to enter the scene menu, select any number to save, and the number is white when it is done. When you need to load the saved scene, enter the scene menu and select the corresponding number to load the scene.

d. Press the "EFFECT" button and rotate the button to select the transition effect for the current layer.

e. Press the "AUTO" button, and the content will switch to the PGM output. You can also use CUT button to switch directly.



2.2 Volume Adjust

a. Press the MENU button and select the audio part, you can adjust all the audio, or you can press the AUDIO button to enter.

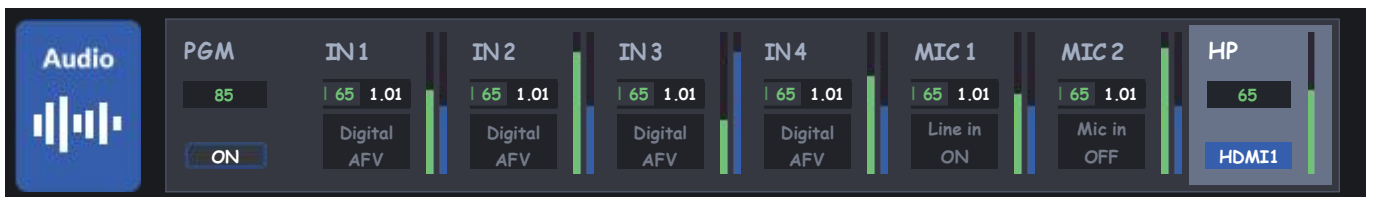
b. Knob 1 is the Volume knob, which is used to adjust the volume of the main output. Press to mute and restore.

c. Knob 2 is the Channel A knob, which controls the volume adjustment of the PIP layer.

d. Knob 3 is the Channel B, which controls the volume of the background layer.

e. All the audio channels are available for adjust on Audio menu. PGM total output volume, four input source volume IN1/IN2/IN3/IN4, two external audio inputs MIC1/MIC2 and audio monitoring.

f. HP can be selective monitoring.

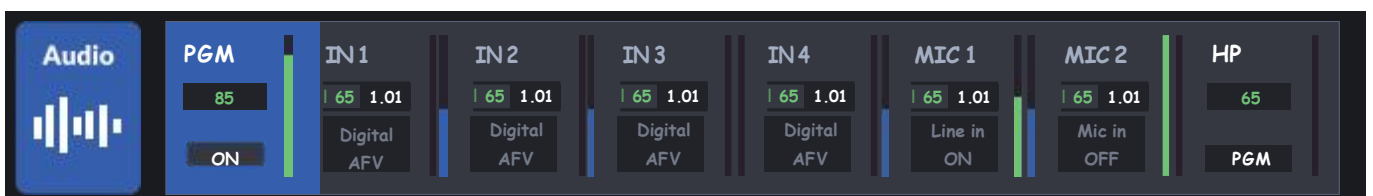


g. Use the knob to select and adjust the desired audio and volume level, and toggle the 5-way button up and down to set different parameters.

h. When the audio mode is AFV, the audio will switch with the layer switch.

When ON, the main outputs output this audio at the same time.

When OFF, the sound is turned off and that audio sound does not appear.

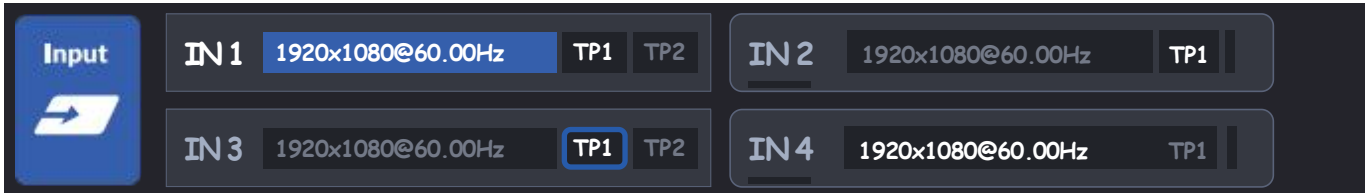


3. Menu Functions and Details

3.1 Input

a. Input setting mainly includes input detection of 4 HDMI signal sources and picture setting. The input resolution of the current input source will be detected and displayed when there is HDMI input source access.

b. When there is no HDMI input source, it can be manually set as TP test pattern.



3.2 Output

The output contains output format and color space, which can be selected according to the needs of the corresponding output, including 1080P60/1080P50/1080P30/1080P25/1080P24/1080i60/1080i50 output format, the color mode is RGB Full mode by default, and add RGB Limit and YUV two modes can be selected.

3.3 Layer

a. Switch mode is optional under the Layer menu, T-Bar Mode and Fast Switching Mode. In T-Bar switching mode, switching the source will take effect on the PST first. The PGM transition switching will only be completed when the T-bar or Auto key is used.

In fast switching mode, switching the signal source will directly switch the screen on the PGM.



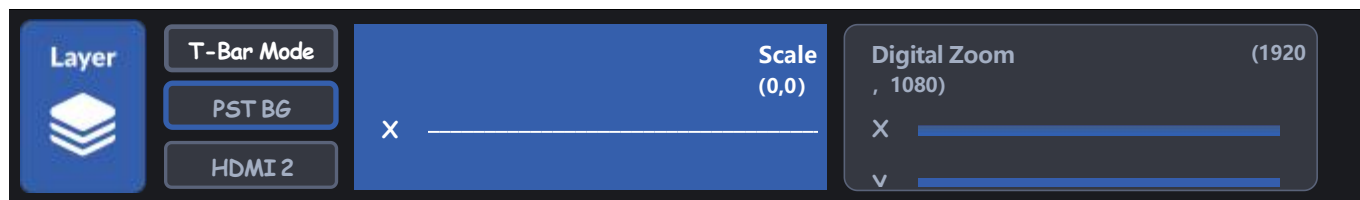
b. The corresponding layer can be selected under the Layer menu for signal source switching.

BG is the bottom layer, PIP is the top layer. Select the corresponding layer then



you can change the screen by switching the signal source.

Position and Zoom can adjust the size and position of the corresponding layer, and the five-way key can select the X-axis and Y-axis.



3.4 Transition

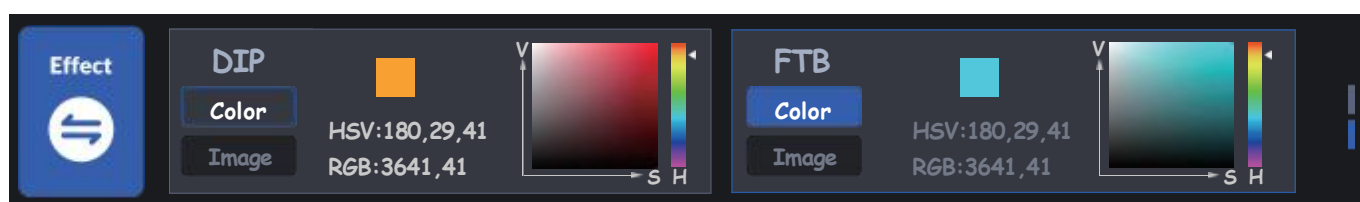
a. Transition settings mainly include the switching of transition effects and the setting of special effects, which can also be accessed by EFFECT button.

b. In transition setting, you can use the knob to select the transition effects, press the knob to confirm the effect.

c. DIP and FTB

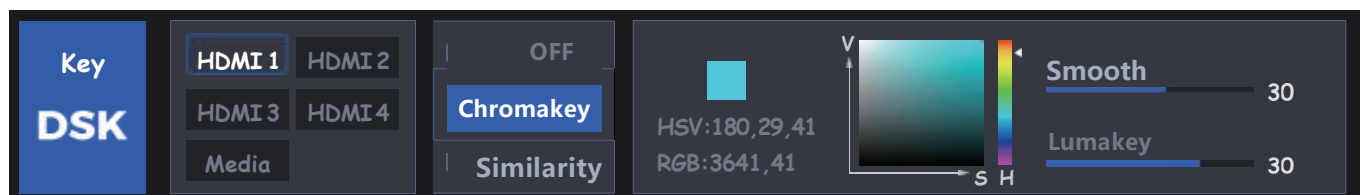
DIP transition and FTB are allowed to set as the specific colors or pictures. The colors can be adjusted by the knobs and the five-way keys.

DIP color and FTB color can be adjusted separately.



3.5 Chroma Key

Enter the chroma keying menu, select the HDMI signal of the PIP layer to be keyed and turn on the chroma key switch, you can key in the chroma key; support manual color picking through the knob and five-way key. Add the bottom layer as needed.



3.6 Media

a. In Media menu, You can switch the LOGO and picture file.

b. (1) when the LOGO key is always on, the LOGO will display on PGM directly.

c. (2) when the LOGO key blinks , You can adjust logo position by the five-di-

rection key, use the arrows keys to switch LOGO and press the knob to confirm.

d. In Image menu you can choose the picture mode and to edit the required picture.

3.7 PTZ

a. AK60 support up to four PTZ cameras control. Connect AK60 and PTZ camera by HDMI cable then use router or switch to set AK60 and PTZ to the same network segment.

b. The ip of PTZ can be modified by the combination of five-way key and knob; the first three digits of the ip of PTZ should be consistent with the first three digits of the ip of AK60. (Note: 192.168.5.163)

3.8 System Settings

a. System setup mainly includes network setup, time setup, device parameter setup, system information and system reset.

b. Enter the network settings to view the MAC address, choose to turn on or off the dynamic host configuration protocol, set the IP address, subnet mask and default gateway, and apply the settings after completion.

Set the IP address, subnet mask and default gateway, and then apply the settings after completion.

c. Ip address can be obtained by external cable, open DHCP one-key, or manually through the five-way key and knob.

Both methods need to be applied before they can be saved and take effect.

