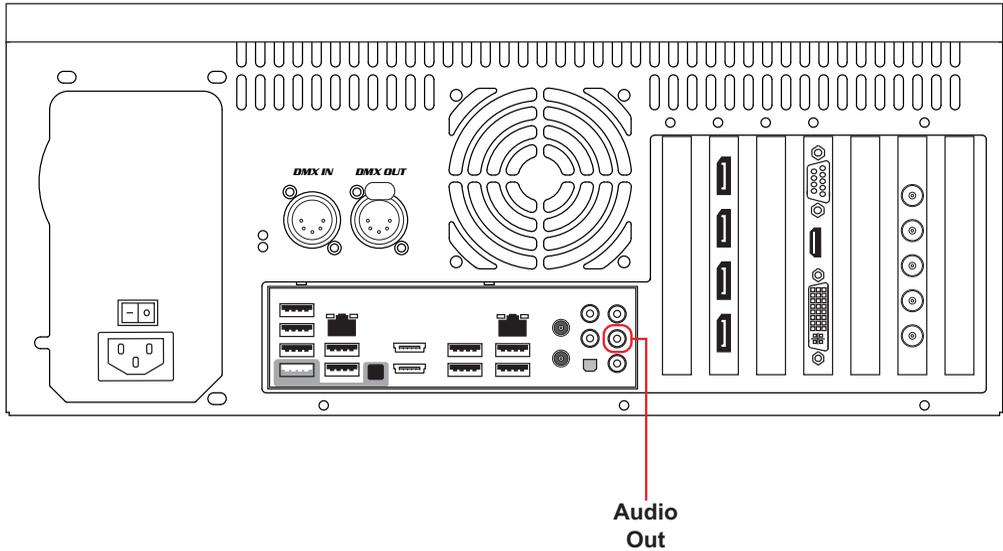


Axon HD Audio Support

Audio Out Connections

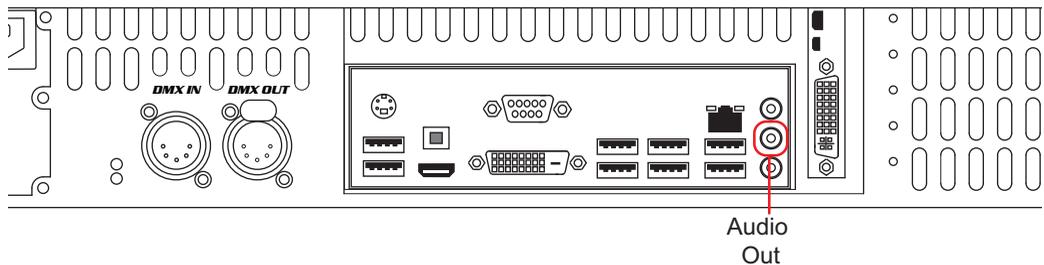
Axon HD Pro

Axon HD Pro supports audio output via the 1.5mm jack on the rear of the server. There are multiple jacks that are present, the green jack, that is labeled Line Out is correct jack to use. In addition to the other analog 1.5mm jacks there is an optical SPDIF jack that is present, at a later time these other connectors may be supported.



Audio - Axon HD

Axon HD supports audio output via the 1.5mm jack on the rear of the server. There are 3 jacks on the rear of the server, the center, green jack labeled Line Out is the correct jack to use. The optical SPDIF jack is currently not used by the Axon HD Software.



Outputting Audio

Audio information encoded in the video file is processed by the Axon HD /HD Pro application. Only the Left and Right Channels encoded into the file will be processed at this time.

To hear sound from the server:

1. Enable Audio on each layer you wish to hear
2. Adjust the Volume Control on the Global layer and each Graphic Layer.

Setting Audio on a Hog4 Console

By default on Hog4 the Audio Control channel is set to " Enable Audio Mute On", and the Volume is set to 100%. To disable mute:

1. Choose the graphic layer which you want to listen to
2. Press "Enable Audio Mute Off" and
3. Adjust the volume parameter to 100%,

Audio information is logically contained on layers, meaning that multiple audio streams can be output at once. Crossfading between audio layers is fundamentally the same as cross fading between video layers. Be aware, if using video content containing audio while using a collage, it is best to choose one file to output audio, not multiple sources of audio.

Note: *Audio is disabled internally any time the play speed parameter is adjusted.*