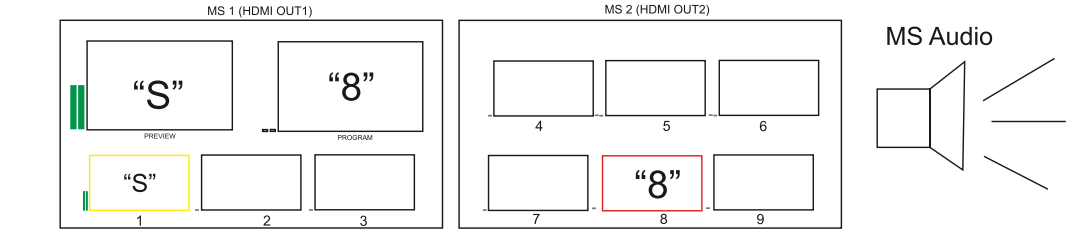
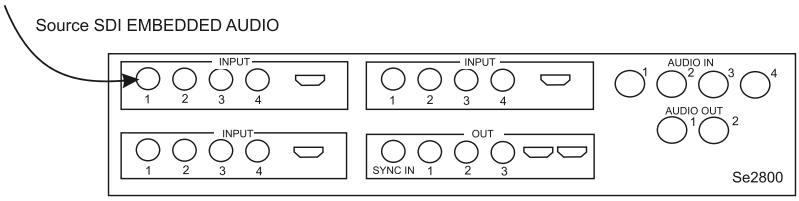
MULTISCREEN AUDIO = PVW

1

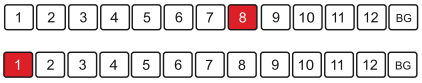
1. Source is selected as PVW (Without Analog Audio Inputs) i





ANALOG AUDIO INPUT LEVEL IS:
0 dBu INPUT IMPEDANS10 kOhm

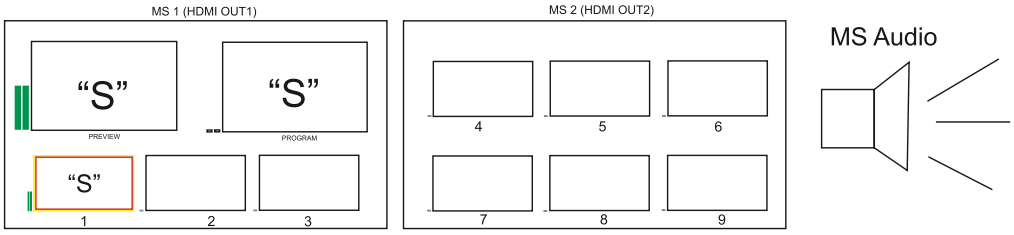
ANALOG AUDIO OUTPUT LEVEL IS
0 dBu AT IMPEDANS 600 Ohm

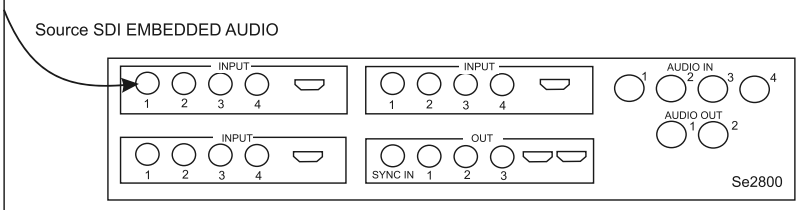


MULTISCREEN AUDIO = PVW

2

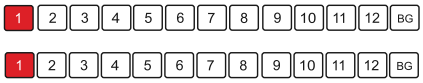
2. Source is selected as PVW + PGM (without Analog Audio Inputs)





ANALOG AUDIO INPUT LEVEL IS:
0 dBu INPUT IMPEDANS10 kOhm

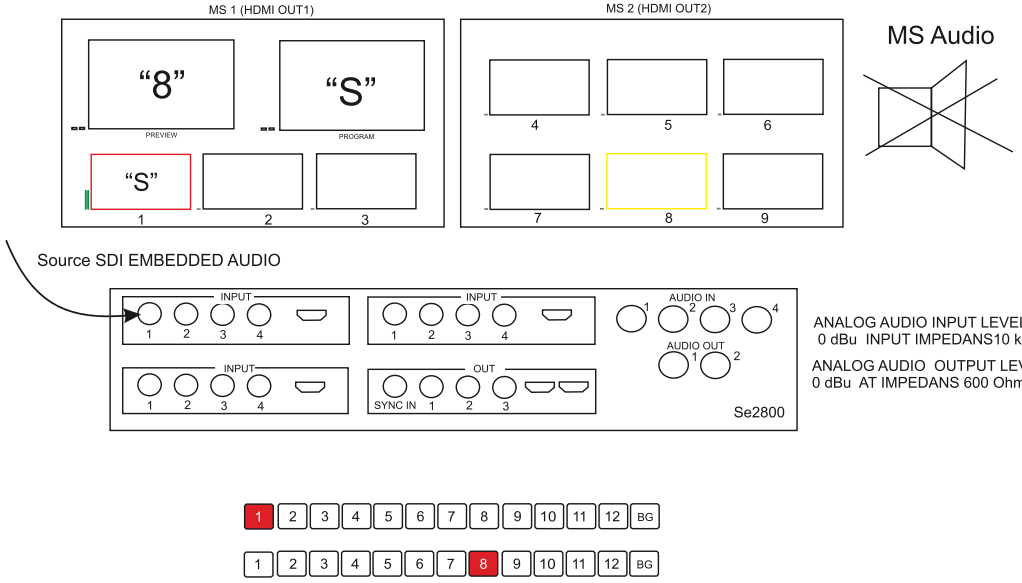
ANALOG AUDIO OUTPUT LEVEL IS
0 dBu AT IMPEDANS 600 Ohm



MULTISCREEN AUDIO = PVW

3

3. Source is selected as PGM (without Analog Audio Inputs)



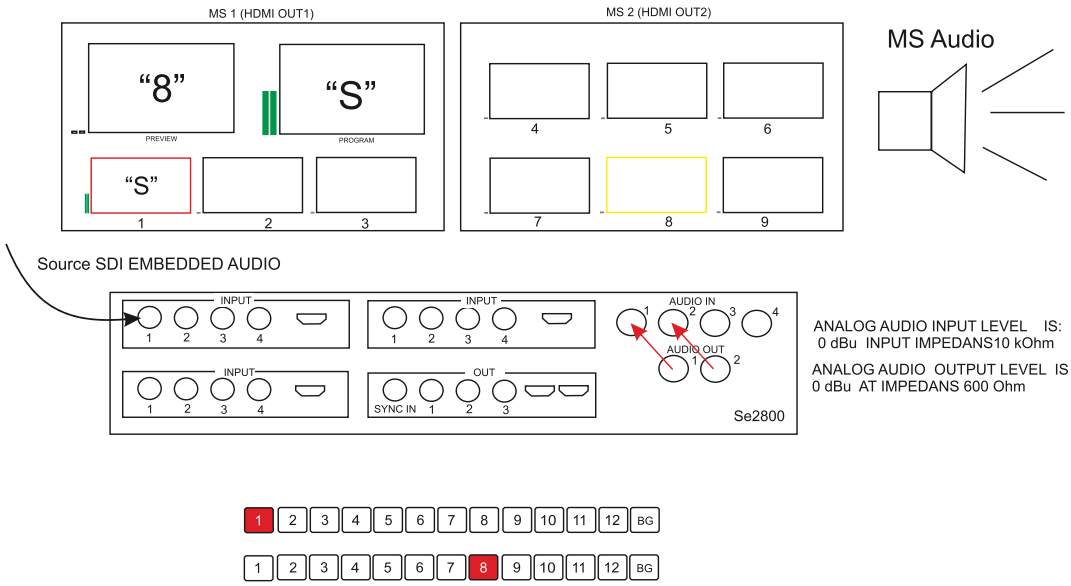
ANALOG AUDIO INPUT LEVEL IS:
0 dBu INPUT IMPEDANS10 kOhm

ANALOG AUDIO OUTPUT LEVEL IS
0 dBu AT IMPEDANS 600 Ohm

MULTISCREEN AUDIO = PVW

4

4. Source is selected as PGM (with Analog Audio Inputs)



ANALOG AUDIO INPUT LEVEL IS:
0 dBu INPUT IMPEDANS10 kOhm

ANALOG AUDIO OUTPUT LEVEL IS
0 dBu AT IMPEDANS 600 Ohm