NEXIS

StudioGo

5 Channel All-in-One Switcher



Quick Start

Notes:

StudioGo does not have SDI inputs, for any SDI input connection and operation, it is not available for StudioGo.

Need to go with model StudioGo.

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Product Overview

Key Features

- Embedded 5.5-inch monitor
- 10 input connectors (4 x HDMI 2.0, 4 x 3G-SDI, 2K UVC, and 2K NDI)
- 6-CH customizable video inputs
- Maximum 8 channels for audio mixing
- 2-CH independent HD HDMI
- 2K streaming and live via IP and UVC
- Streaming supports NDI | HX2
- Streaming and management via Cloud
- Manual real-time control of PTZ cameras, such as zoom in/out, rotation, and focus, via VISCA or NDI
- Third-party control and integration via free Central Control Protocol

Interface Panel



No.	Interface	Description
1	**UVC**	• UVC audio and video output port. • Recognized as a webcam to provide an audio and video source in streaming or remote video conference when connected to a computer (via USB-C cable) or an Android device (via OTG cable).
2	**USB-C**	• Connect to a USB camera as the fifth input signal (default function). • Insert an SSD or U disk for recording. • Insert a U disk to import audio, video, and graphic files. • Network sharing from a cell phone with a USB-C cable connection and also Network sharing enable on the cell phone.
3	**Ethernet Port**	Achieve network connection and camera connection for streaming and remote control.
4	**PROGRAM Output**	Default to output real-time scenes, and can be set as Multi-view Preview or Test Pattern.
5	**MULTI-VIEW Output**	Default to a multi-viewer output, and can be set as Program or HDMI 1~4 and SDI 1~4.
6	**HDMI 1~4 IN**	• Four HDMI input channels for connecting HDMI sources. • 4K resolution and downward compatible with all resolutions.
7	**Locking Hole**	Use the T-lock to fix the device.
8	**USB-C Power Socket**	PD protocol support, 12V 3.3A.

⑨	**Power Switch**	Boat-shaped switch. Press downward to turn on the switch.
⑩	**Headphone Output**	3.5mm mini-jack for audio monitoring.
⑪	**6.35mm TRS Jack**	Balanced TRS audio output.
⑫	**Line-in**	Balanced 6.35mm TRS jack to connect to PC, mobile phone, or audio console.
⑬	**MIC in**	● XLR+TS input port to connect to microphone. ● 48V Phantom Power supported.
⑭	**+48V DIP Switch**	● 48V Phantom Power switch ● Default to OFF.
⑮	**SDI 1~4 Inputs**	● Four SDI input interfaces can be connected to HD cameras, computers, and other input sources. ● Input resolution support up to 2K and backward compatible. ● Input supports 3G/HD/SD-SDI.

Front Panel

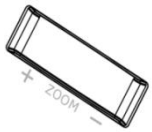


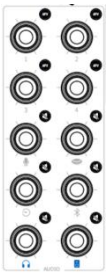
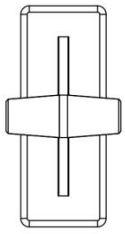
Function Settings	Transition
• 5.5" HD Screen • SHORTCUTS/Number Button • MENU/EXIT/LOCK Button • Menu Browsing/Confirm Button (ENTER) • RECORD Button • ON AIR Button	• Transition Effect Selection Button (EFFECTS) • Transition Duration Selection Button (DURATION) • T-Bar • CUT Button • AUTO Button
Camera Control	**Layer Settings**
• FOCUS knob with indicator • Toggle (ZOOM in/out) • 5-Direction Joystick	• Layout Selection Button (PICTURE-IN-PICTURE) • Chroma Key • Layer A/B Button • Preset Loading Button (VIEWS) • PROGRAM Source Row • PROGRAM Layer Button • PROGRAM FTB Button • PREVIEW Source Row • PREVIEW Layer Button
Volume Control	
• Volume Control Knob • AFV Button	

● Mute Button	● PREVIEW Clear Button

Function Settings

Area	Description
	**5.5" HD Screen** For showing input, output, recording and live streaming status, and displaying the menu content.
	**SHORTCUTS/Number Button** ● Button Definition ○ Shortcuts Button ○ Number Button ● Button Color Description ○ Button Unlit: no shortcuts saved. ○ Button Lit White: shortcuts saved. ○ Button Lit Blue: act as a number button ● Button Operation ○ Short Press: to distribute shortcuts. ○ Interface with Input Box: to input numerical values.
	**MENU/EXIT/LOCK Button** ● Button Definition ○ MENU Button ○ EXIT Button ○ LOCK Button
	**MENU Browsing/Confirm Button** ● Button Definition ○ MENU Browsing Button ○ Confirm Button
	**RECORD Button** ● External Hard Disc Status Display ○ Recording OFF: 1) unlit if no hard disc connected; 2) lit white with disc space more than 300M. ○ Recording ON： button blinks red if space is less than 300M. ● Press to Enable/Disable Recording ○ Press to start the recording. Button lit red to indicate normal recording process. ○ Press button again to stop the recording. The Button blinks red to indicate the video-saving process.

	**ON AIR Button** ● Network Status Display ○ Streaming OFF: button lit white for normal communication ○ Streaming ON： 1) button blinks red to show failed streaming but normal communication; 2) button blinks white to show failed streaming and communication; 3) button blinks yellow to show successful streaming with unmatched upstream bitrate; 4) button turns green to show successful streaming with matched upstream bitrate. ● Press to Enable/Disable Streaming ○ Press to start streaming: 1) button lit green to indicate a successful streaming; 2) button blinks red to remind the user to configure the streaming address. ○ Press once again to stop streaming: 1) button turns red to indicate the video-saving process; 2) button goes dark if streaming is completed.
Camera Control	
Area	**Description**
	**FOCUS Button with Indicator** ● Focus Status Display ○ Manual Focus: indicator unlit. ○ Auto Focus: indicator lit blue. ● FOCUS Button ○ Rotate the button for manual focus. ○ Press the button for auto focus.
	**Toggle** ● Size adjustment for Layer A and Layer B. ● Zoom in/out for PTZ control.
	**5-Direction Joystick** ● Move the joystick up, down, left and right ○ to adjuzt position for layer. ○ to set pan, tilt and zoom for a PTZ camera. ● Short Press ○ to enter PTZ Control Interface.
Volume Control	
Area	**Description**

	**Volume Control Knob** ● Knob Number 1~4: volume control of HDMI/SDI embedded audio. ● Other Six Knobs: volume control of MIC, USB Input, Line-in, Bluetooth, Headphone Out and Program Out.
	**AFV Button** ● Button Color Description ○ Button Unlit: AFV off. ○ Button Lit White: AFV on. ● Button Operation ○ Short Press: enable/disable AFV. ○ Long Press: to enter AUDIO.
	**Mute Button** ● Button Color Description ○ Button Unlit: MUTE off. ○ Button Lit Red: MUTE on. ● Button Operation ○ Short Press: enable/disable MUTE . ○ Long Press: to enter **AUDIO**.
Transition	
Area	**Description**
	**Transition Effect Selection Button** ● Default: MIX, fade in/out. For more transition effects, tap the "EFFECTS" on the MENU to select. ● Button Lit White: a transition effect selected.
	**Transition Duration Selection Button** ● Default: 1.0 second. ● Button Lit White: a transition duration selected.
	**T-Bar** PVW and PGM views can be transitioned by pushing T-bar.

	**CUT Button** Press to fast switch between PVW and PGM views with no transition effect.
	**AUTO Button** ● Button Operation ○ Press to automatically transition PVW and PGM views according to the selected duration and transition effect. ● Button Color Description ○ Button Blinks Red: transition is being applied. ○ Button Goes Dark: transition completed.

Layer Settings

Area	Description
	**Layer A/B Button** ● Button Unlit: layer OFF or not be placed on PVW. ● Short Press ○ Press the Button Unlit: the button turns blue to indicate an enabled and selected state, which allows the user to use the toggle and joystick for size and position adjustment. ○ Press the Button Lit Blue: to disable the selected layer and the button turns dark. ○ Press another layer button except the Layer A/B button: the button pressed turns blue and the Layer A/B button changes from blue to green. ● Long Press: to enter LAYOUT.
	**Layout Selection Button** ● Short Press: to set the layout for the selected layer, and the button turns green. ● Long Press: to enter CROP/SCALE.
	**Chroma Key** ● Short Press: to enable or disable Chroma Key (layer B is set by default). ● Long Press: to enter the Chroma Key interface.
	**Preset Loading Button** ● Button Color Description ○ Button Unlit: no view contained. ○ Button Lit Green: view contained. ○ Button Lit Red: view being loaded. ● Button Operation ○ Long Press: to save the current view or not. ○ Short Press the Button Lit Green: to place the view on Preview, after which this button turns red. ○ If you switch to another view, the button of the loaded view changes from red to green.

	**PROGRAM Source Row** ● Button Definition ○ Button 1~4: 1~4 HDMI/SDI inputs. ○ Button 5: UVC/NDI/MEDIA Source.
	**PROGRAM Layer Button** ● Icon Description ○ indicates BACKGROUND. ○ indicates LOGO. ○ indicates OVERLAY. ● Button Color Description ○ Button Unlit: no layer contained. ○ Button Lit White: layer contained. ○ Button Lit Red: Program out layer. ● Button Operation ○ Button Lit White: to place layer on PGM out, and the button turns red. ○ Button Lit Red: to remove the layer from the PGM out, and the button turns white.
	**PROGRAM FTB Button** ● Button Operation ○ Press Button Unlit: to fade the current source to black, and the button turns red. ○ Press Button Lit Red: to act in reverse from black to the currently selected source, and the button goes dark.
	**PREVIEW Source Row** ● Button Definition ○ Button 1~4: 1~4 HDMI/SDI inputs. If you use a PTZ as an input, the TALLY light will turn green. ○ Button 5: UVC/NDI/MEDIA Source.
	**PREVIEW Layer Button** ● Icon Definition ○ indicates BACKGROUND. ○ indicates LOGO. ○ indicates OVERLAY. ● Button Color Description ○ Button Unlit: no layer. ○ Button Lit White: layer contained. ○ Button Lit Blue: Layer enabled on PVW and selected. ○ Button Lit Green: Layer on PVW but not selected. ● Button Operation ○ Long Press: to enter Media Interface. ○ Short Press: 1) to enter Media Interface or not if no layer is contained; 2) to remove the layer from PVW, after which the button turns white. The button turns blue during the layer-adding process.

	**PREVIEW Clear Button** ● Button Color Description ○ Button Lit Green: no layer on PVW. The button goes dark after a layer is added. ● Button Operation ○ Short Press Button Unlit: to clear layer on PVW. The cleared layer will be saved as a view and the button turns green. ○ Press the Button with a View Saved: to load view to PVW.

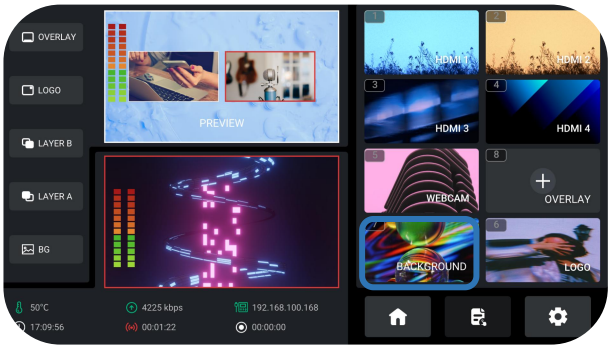
Using StudioGo

Adding Background

Inserting a U Disk

Insert a U disk into the USB port labeled number 1 to import background sources.





Entering Background Interface

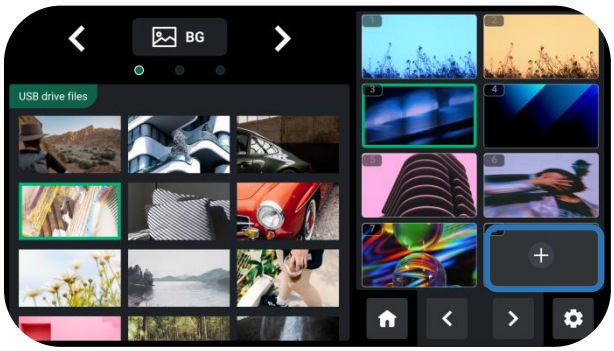
The user can gain access to the Background Interface through the following methods:

1. Long press the **BKG** button along the **PREVIEW Outputs Row**.
2. Use **ENTER** knob to move the cursor to the **BKG icon** in source selection area, and press **ENTER** knob again to enter.

Adding Background Source

Please follow the steps below to add background Source.

1. Rotate **ENTER** knob to select background source saved in the U disk;
2. Use **ENTER** knob to move the cursor to “+”, and press **ENTER** knob again to choose whether to add the source to source selection area;
3. The operations above also indicate the preview process, during which the BKG button will turn blue.



Notes:

1. Space and symbols are not allowed in the picture name.
2. Source format: jpg, png (32-bit depth), or bmp (24-bit depth); resolution within 1920x1080, subject to the actual output resolution. Picture size should be consistent with the resolution.

3. Cropping and scaling are not supported.



Enabling Background Layer

If the BKG button along the Program Source Row shines white, press the button to place a background layer on Program screen and the button will turn red.

Press the button lit red to remove it, and the button indicator will turn white.

Adding Layer A



Enabling Layer A

Press Layer A button on the front panel to enable and edit the layer.

Selecting Input Signal

Preview Source row is for selecting the signal source for preview. **Program Source row** is for selecting the signal source for program.

Press number 1~5 along the Preview Source row to select an input source for previewing, after which the selected PVW button will turn green.

Press number 1~5 along the Program Source row to add it to the PGM view and the selected PGM button will turn red.





Adjusting Size and Position

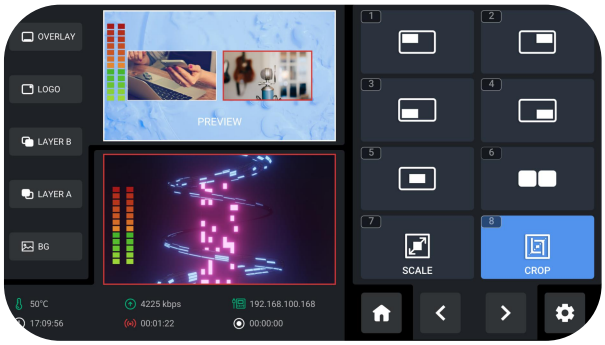
Use the toggle on the control panel for layer zoom-in and zoom-out and the joystick to set the position for more detailed adjustment.

Selecting Layout

The user can gain access to the layout interface through the following methods:

1. Long press **Layer A** or **Layer B** button.
2. Press **MENU** button to enter the menu interface. Use **ENTER** knob to move the cursor to **LAYOUT** icon, and press **ENTER** knob again to enter.

Select the required layout for Layer A and place it on the background.





Layer Scaling and Cropping

StudioGo supports layer scaling and cropping. Rotate **ENTER** knob to move the cursor to **SCALE or CROP** icon, and press ENTER knob again to enter the interface for more specific parameter settings. Use **ENTER** knob to browse through items and then do settings by using the toggle on the control panel.

Adding Layer B

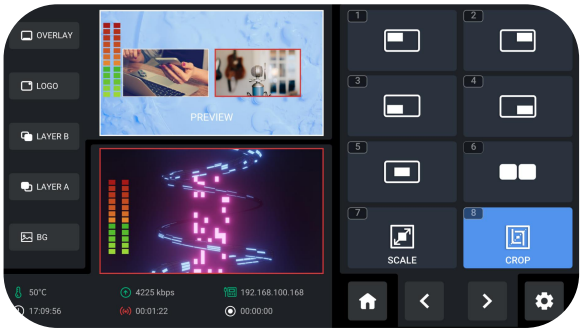


Enabling Layer B

Press Layer B button on the control panel to enable and edit the layer.

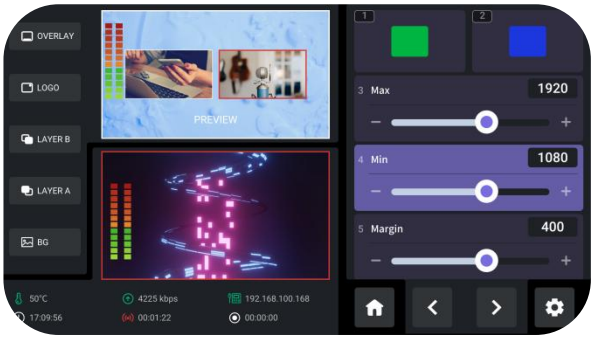
Selecting Layout & Setting Parameter

Operations such as layout selection, size and position adjustment, layer scaling and cropping, please refer to Adding Layer A.



Using Chroma Key

The chroma key defaults to off.
Press **Chroma Key** button on the control panel to activate the chroma key (performed on layer B by default).
Long press the button to set parameters for the actual use.



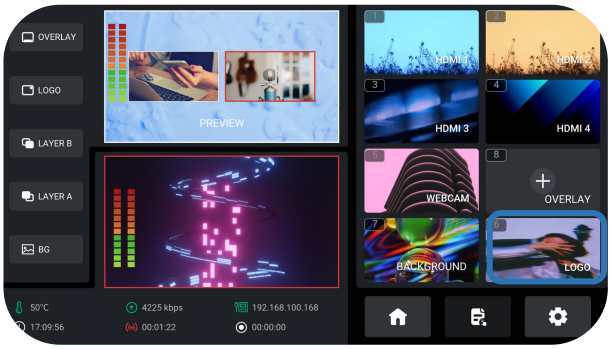
Notes: Activating the Chroma Key implies that layer B is turned on simultaneously.

Adding Logo

Inserting a U Disk

Insert a U disk into the USB port labeled number 1 to import logo sources.





Entering Logo Interface

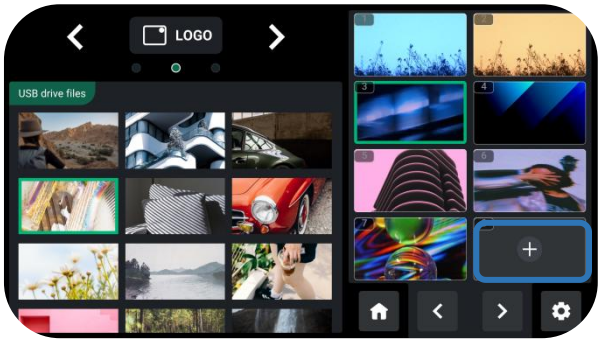
The user can gain access to Logo Interface through the following methods:

1. Long press **Logo button** along the **PREVIEW Outputs Row**.
2. Use **ENTER knob** to move the cursor to **LOGO** in source selection area, press the knob again to enter.

Adding Logo Sources

Please follow the steps outlined as follows to add logo Source.

1. Rotate **ENTER knob** to select logo source saved in U disk;
2. Use **ENTER knob** to move the cursor to **"+"**, press ENTER knob again to choose whether to add the source to source selection area;
3. The operations above also indicate preview process. The Logo button will be illuminated blue.



Notes: Sources should meet the following requirements:

1. Space and symbols are not allowed in the picture name.
2. png (32-bit depth) , resolution within 1920x1080, subject to the actual output resolution.



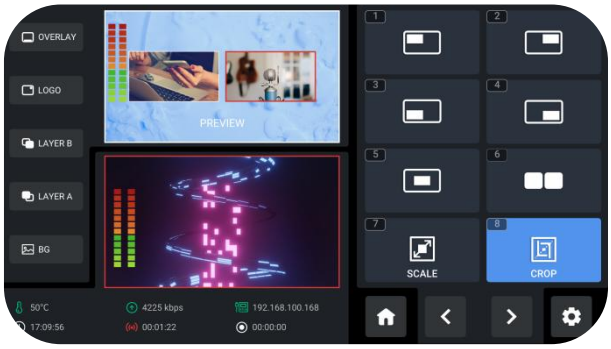
Enabling Logo

Press the Logo button on the front panel to enable it.

If the Logo button along the Program Source Row shines white, press the button to place a logo on the Program screen and the button will turn red. Press the button lit red to remove the logo, and the button indicator will change to white.

Selecting Layout

Same as operations in Adding Layer A, choose layout required in LAYOUT interface.





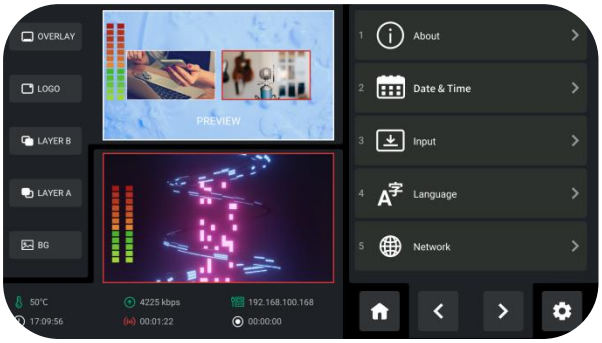
Adjusting Position

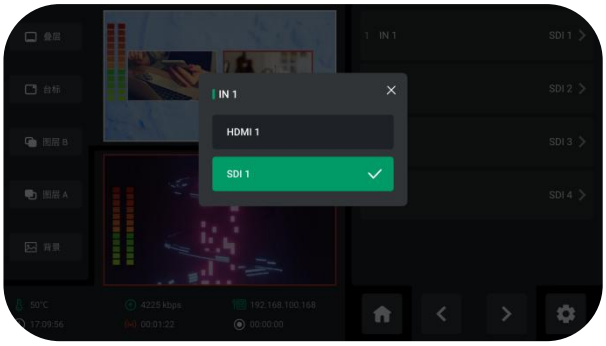
Use the joystick to fast adjust the horizontal position and vertical position of the logo.

Input Setting

Entering Input Setting

Press **Input** to enter input sources setting.

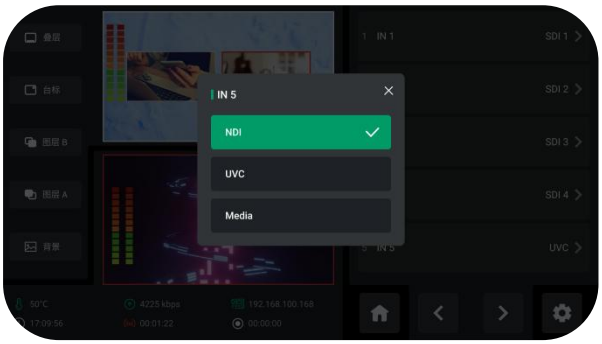


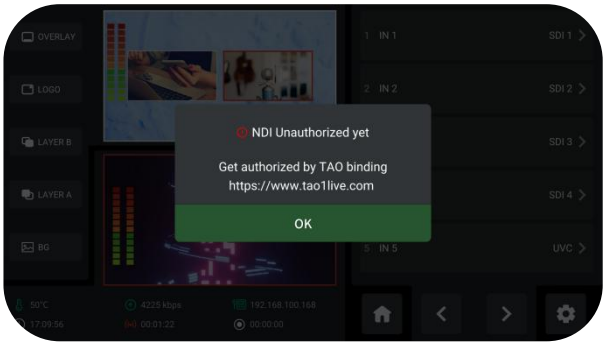


Select Input Sources

For IN1~IN4, each IN has a HDMI (HDMI IN1-IN4) and a SDI (SDI IN1-IN4) to select.

For IN5, there are NDI and UVC to select.

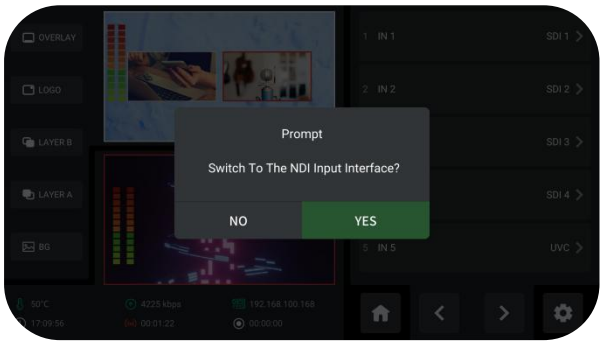


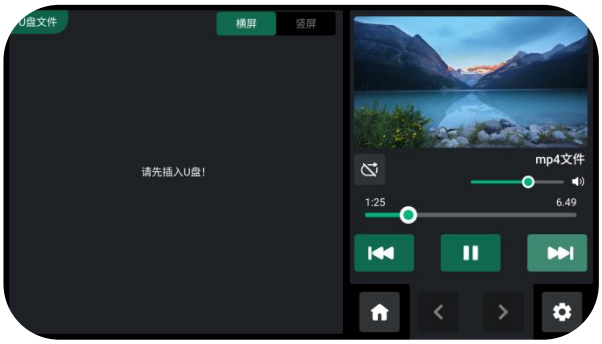


NDI

The NDI decorder is not available by default. If the NDI source is needed for IN5, users need to bind StudioGo to Cloud in advance. Note that this is a paid operation.

Tap “NDI” and a prompt interface will appear. Tap “Yes” and then you can select or add NDI sources.





Tap “Media” and a prompt interface will appear. Tap “Yes” and insert a U disk, then you can add media materials.

Controlling PTZ Cameras

Controlling PTZ

StudioGo supports simultaneous control of up to four cameras (HDMI1~4 / SDI 1~4) and NDI PTZ.

Notes:

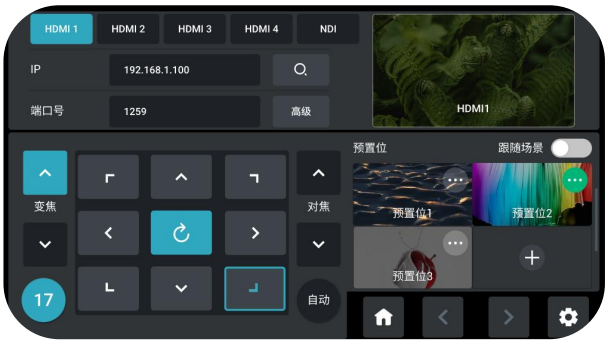
Check if the port number of the camera is set to 1259. If not, enter the correct port number of the controlled camera.



Setting IP Address Manually

The IP address of StudioGo and the camera controlled should be in the same LAN.

Please follow the steps outlined as follows to set the IP address.



1. Rotate **ENTER** knob to move the cursor to **"IP"** ;
2. Press **ENTER** knob and use the number buttons along the shortcut row to enter the IP address;
3. Rotate **ENTER** knob to move the cursor to **"Enter"** , then press the knob again to save.

Adjusting Parameters

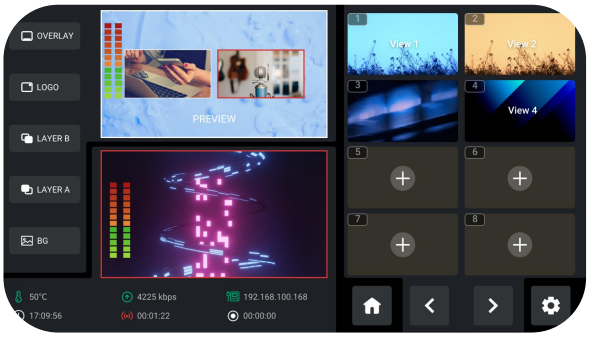
Adjust focus, position and speed to meet needs.

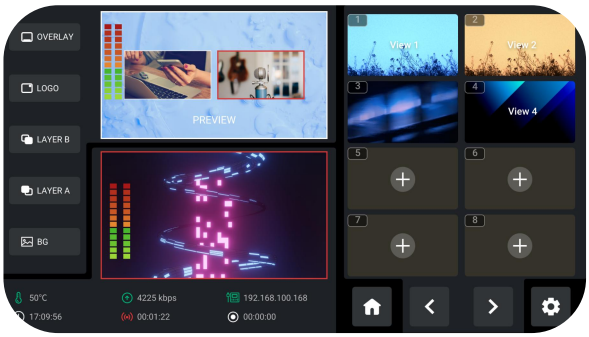


Saving Scenes

How to Enter Scene Interface

Press **MENU** button to enter menu interface. Use **ENTER** knob to move the cursor to **SCENE** icon, and press **ENTER** knob again to enter.





Saving Scenes

StudioGo allows user to save 10 presets in total.
Rotate **ENTER** knob to View 1~10:
1. If the selected window does not contain a preset, press **ENTER** knob to choose whether to form a static picture of the current scene and save it.
2. If the window has stored a preset, press **ENTER** knob to choose whether to delete or overwrite.

Loading and Switching Views

Loading Views

The user can load preset through the following methods:
1. Rotate **ENTER** knob to move the cursor to certain view with saved preset in Scene Interface, then use **ENTER** knob to select "Load" icon for direct loading.
2. Use number 0~9 along the **Views Row** on the control panel. Press button illuminated **Green** can add the preset to Preview screen and then the selected button will turn **Red**. Press other view buttons for signal switch.





Selecting Transition Effect

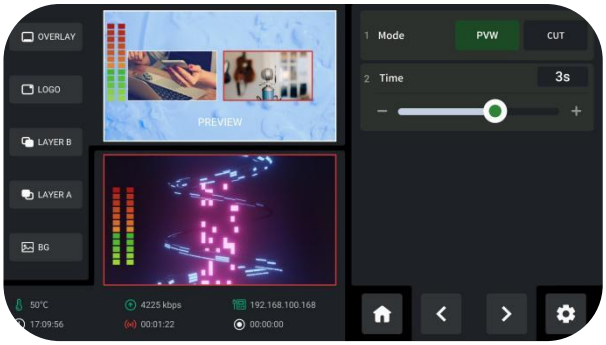
17 transition effects are available.
Users can select the transition effect from the EFFECTS menu as shown on the left or from the control panel buttons.

Selecting Transition Mode

StudioGo provides two transition modes, including T-Bar PVW Mode and CUT Mode.
Tap the **Setting** icon on Menu or Button 8, then

‘System’ > ‘Mode’.

Rotate **ENTER** knob to move the cursor to SETTINGS in Menu, choose a Mode and then press **ENTER** knob for selection.



Notes:

Only the CUT mode supports time setting.



T-Bar Mode

Preview and Program views can be transitioned by pushing T-bar.

CUT Mode

Press number 1~5 along the Preview Source Row or Program Source Row for signal switch.



Audio

Understanding the Mixer

Default Configuration

Press **MENU** button to enter the menu interface. Rotate **ENTER** knob to move the cursor to **AUDIO** and then press the knob to gain access to audio setting interface.

StudioGo has eight separate inputs for connecting various devices and audio sources: **two XLR/TRS jacks** for connecting microphones, computers and audio consoles; **one USB (UVC) input** supports camera source from StudioGo vue PTZ and webcam; **one Bluetooth channel** for connecting computers and mobile devices wirelessly; **four HDMI / SDI inputs** support embedded audio volume adjustment.





Using the Mute Buttons

The other six knobs below are used for adjusting the volume of MIC, USB Input, Line-in, Bluetooth, Headphone Out and Program Out.

Press the mute button in the top right to mute a channel.

When a channel is muted, the mute button will turn r**ed** and the icon on the AUDIO interface will also turn red.



Using the AFV Buttons

The top four knobs are used for volume level adjustment of HDMI / SDI embedded audio.
Press **AFV** buttons in the top right to enable the audio-follow-video function, that is, the audio follows the video switch to perform a soft gradual transition when a video is switched.
Activate the AFV function , the button will shine white, and AFV icon on the AUDIO interface will turn green.



Using the Volume Control Knob

StudioGo features eight control knobs for volume adjustment.
The control knobs function like any other mixer: use the knobs to adjust the level for that channel.
The volume of that channel will be mirrored in the virtual fader position on AUDIO.



Using the Mute Buttons

The other six knobs below are used for adjusting the volume of MIC, USB Input, Line-in, Bluetooth, Headphone Out and Program Out.
Press the mute button in the top right to mute a channel.
When a channel is muted, the mute button will turn red and the icon on the AUDIO interface will also turn red.

Understanding the Audio Outputs

Default Configuration

StudioGo comes with two separate outputs, including one headphone output and one program output.





Using Control Knob and Mute Button

StudioGo features two volume control knobs to adjust audio outputs.

Perform the same operations as described before: use the knobs to adjust the volume for the output channel and the volume of that channel will be mirrored in the virtual fader position on **AUDIO**.

Press mute buttons to mute the channel at Program Out or Preview Out. When a channel is muted, the mute button will turn red and the icon on AUDIO will also turn red.

AI mini Identification

AI mini Indentification

StudioGo features MIC1 and MIC2 by default and a MIC3 will be displayed when recognizing a camera signal. Attach the AI mini receiver to the device, the interface will display **AI mini**. If attaching other brand cameras, the inerface will display **MIC3**.

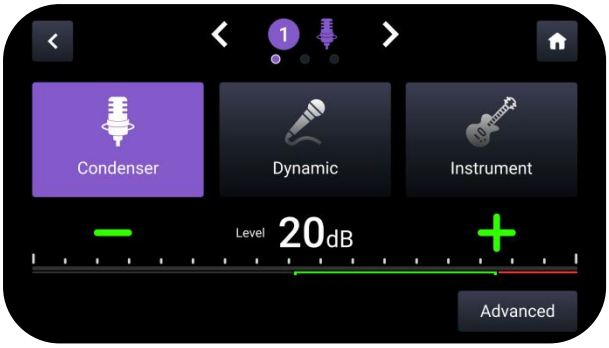


Advanced Function

Noise reduction

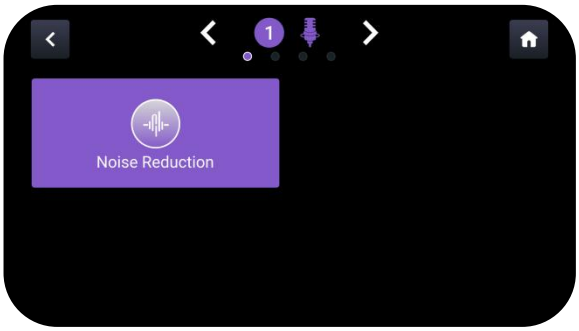
StudioGo features noise reduction, functioning on MIC1. Press the icon on the audio setting interface to enter the microphone interface.

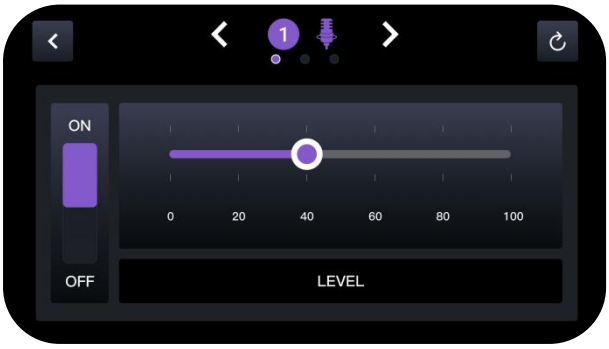




select an input and tap **Advanced** to enter the advanced function selection interface.

Press **Noise Reduction** to activate the funtion and the icon trun purple..





Slide the bar to adjust the level of noise reduction.

Streaming and Recording

Streaming

Connecting USB for Streaming

The USB port labeled number 2 is for video capture, which allows users to capture videos to computer and the captured video content can be streamed to Facebook, YouTube, Zoom, Twitter and other streaming media platforms via a third-party video media player software like OBS.





To perform live-streaming, users can proceed as follows:

1.L og into Cloud platform and bind the device to the Cloud.

2.F ill in the basic information in any live platform you are ready to stream on, copy the streaming address and streaming key into the TAO Cloud, and tap “Distribute”on the interface.

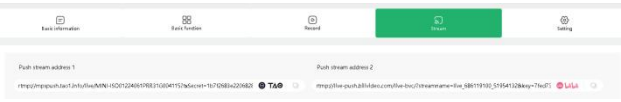
3.N ext, press “ON AIR” on the front panel to start the streaming.

Connecting LAN for Streaming

Using the LAN port, users can perform live streaming directly to the live platform via the IP address.

Notes:

Choose the correct network mode when using the local network for streaming. (Press **MENU** button to enter the menu, then ‘SETTINGS’ > ‘Network’ > ‘Cable’)



Recording

Connecting a USB Storage Device

StudioGo supports recording streaming media content to an external USB storage device, such as U disk or SSD through the USB port labeled number 1.

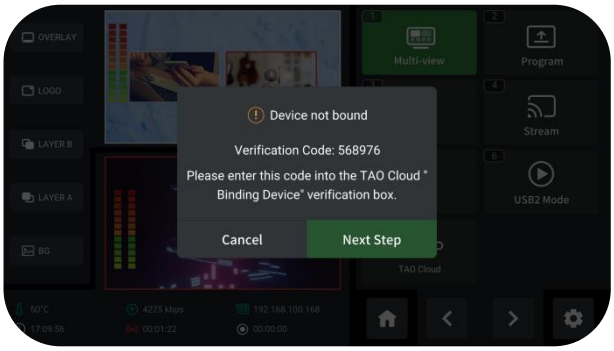


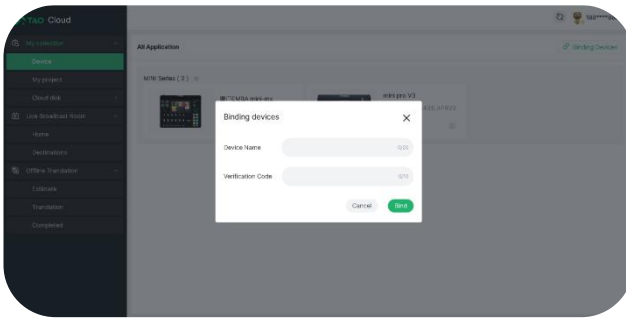
Notes:

1.F ormat the SSD or U-disk before recording.
2.P lease remove the SSD or U-dick only after the recording is complete.

Capturing Verification Code

Press **MENU** button to enter the menu. Use **ENTER** knob to click “OUTPUT” > “ Cloud” .
Follow the steps in the box to get verification code.





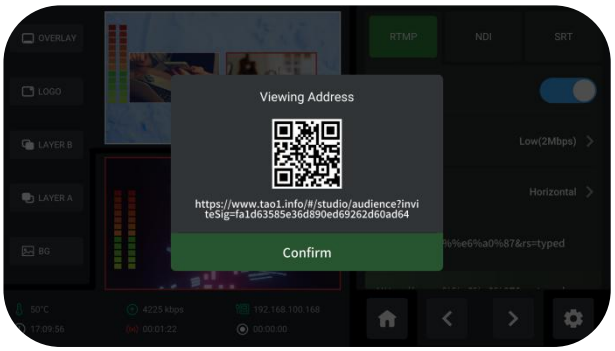
Binding a Device

Enter the Cloud homepage.
Click “All Appliances” > “Binding Devices” to enter the interface shown on the left. Enter the device name and verification code, then click “Bind” to confirm.

Checking Devices

Devices that have been bound will be displayed in this interface.





Capturing QR Code

Press **MENU** button to enter the menu. Use **ENTER** knob to click “OUTPUT” > “Stream” .
Choose a stream address to obtain the QR code.