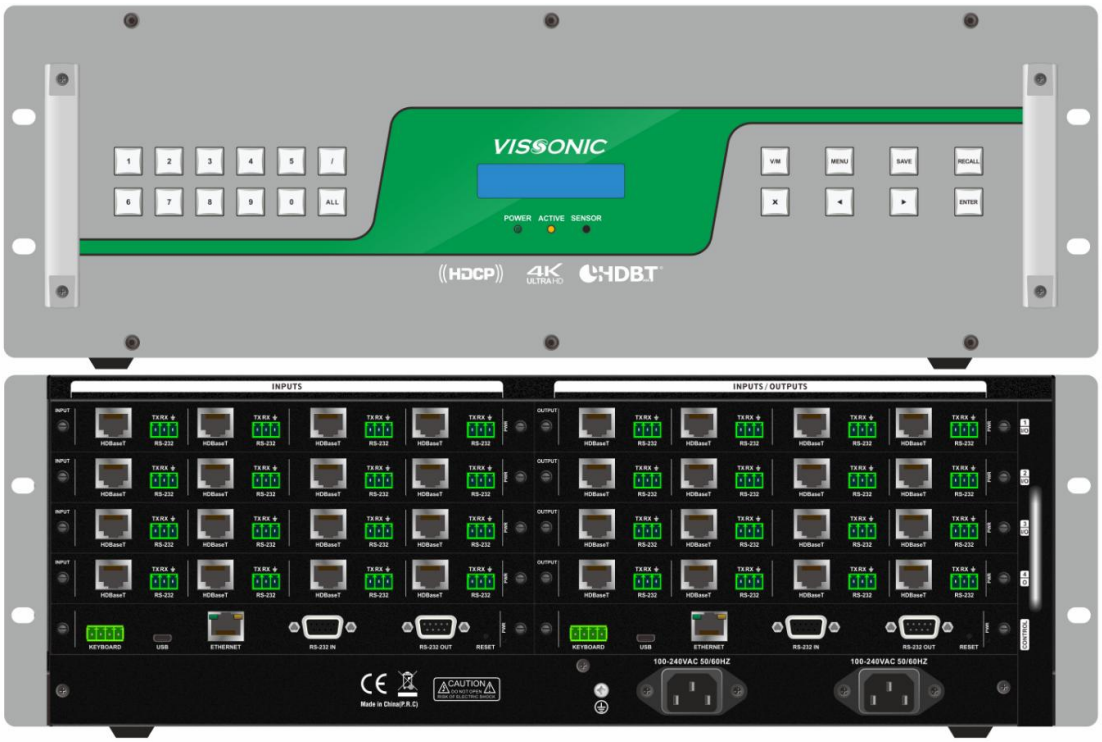
VISSONIC

VS Series
Full Intelligent Splicing Processor Software
User Manual

V1.0



VISSONIC ELECTRONICS LIMITED

Preface

VS Series Full Intelligent Splicing Processor Software User Manual mainly introduces the splicing processor software and software operation instructions.

This manual is only for user operation instructions, not for maintenance service purposes. Since the date of issue, any changes in features or related parameters will be explained separately. For details, please contact the manufacturer or distributor.

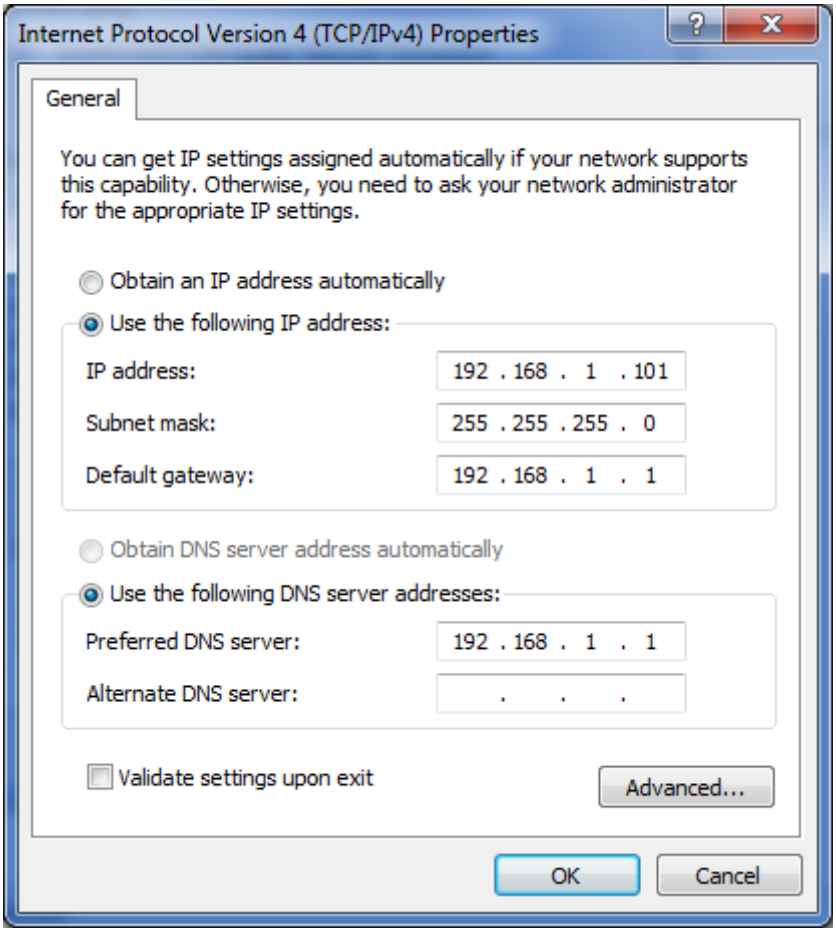
Table of Contents

Chapter 1 Connection and Login

1.1 Connection of Matrix and Control Devices

1. Connect your PC to the Ethernet of the matrix with CAT5 cable for TCP/IP communication. The default IP address of the matrix is 192.168.1.190 and the port number is 6666.

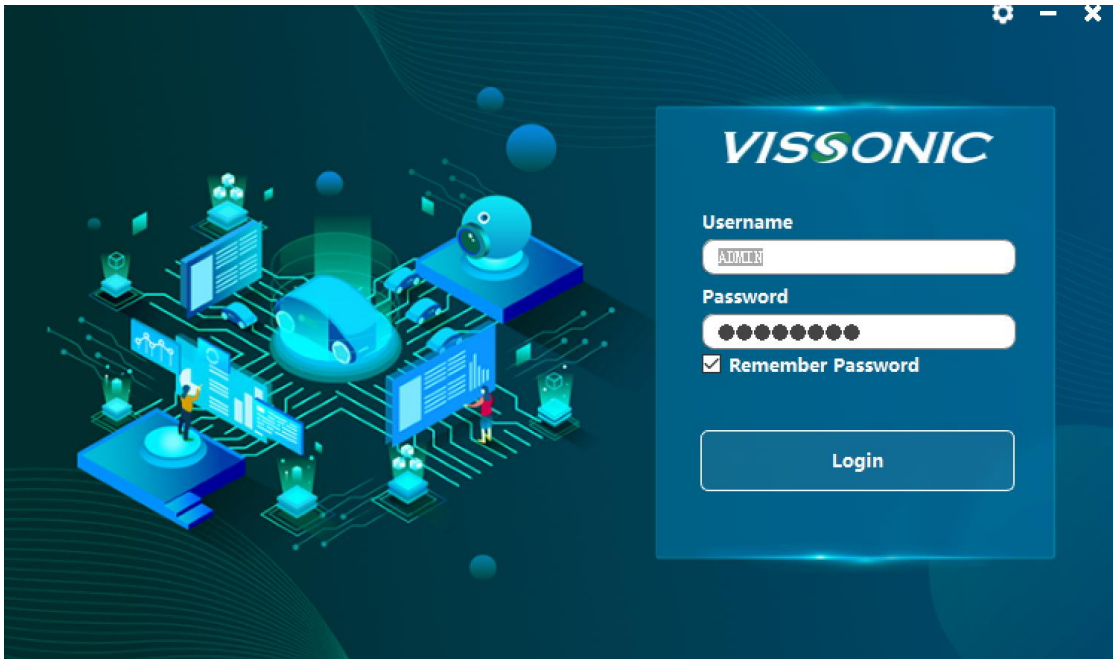
2. Please set your PC to the following IP address segment.



3. Click the "VW System" icon.

Note: Before launching the software, connect the software dongle to your PC, connect the control port of the matrix to your PC, and set the IP address segment in step 2.

4. You will be directed to the login screen.



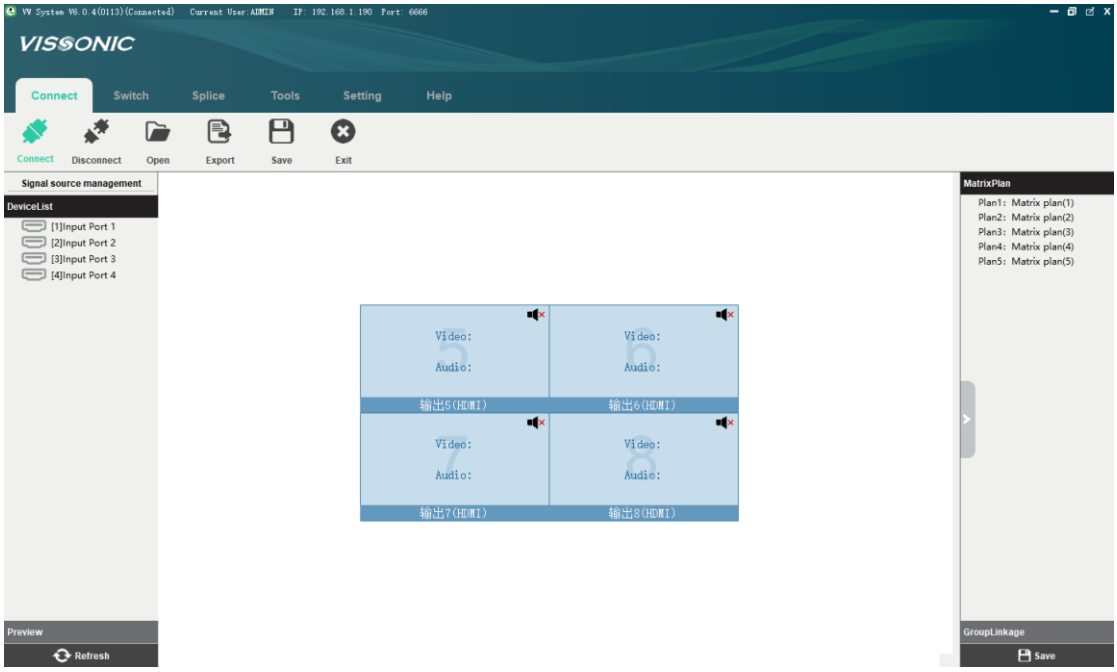
Username: ADMIN
Password: admin123

5. Click the "" icon in the upper right corner to set the IP address and port number.

Note: You can log in only when your PC is successfully connected to the matrix. The software supports only TCP/IP-based connection.

Chapter 2 Functional Description of GUI Elements

2.1 "Connect" Tab



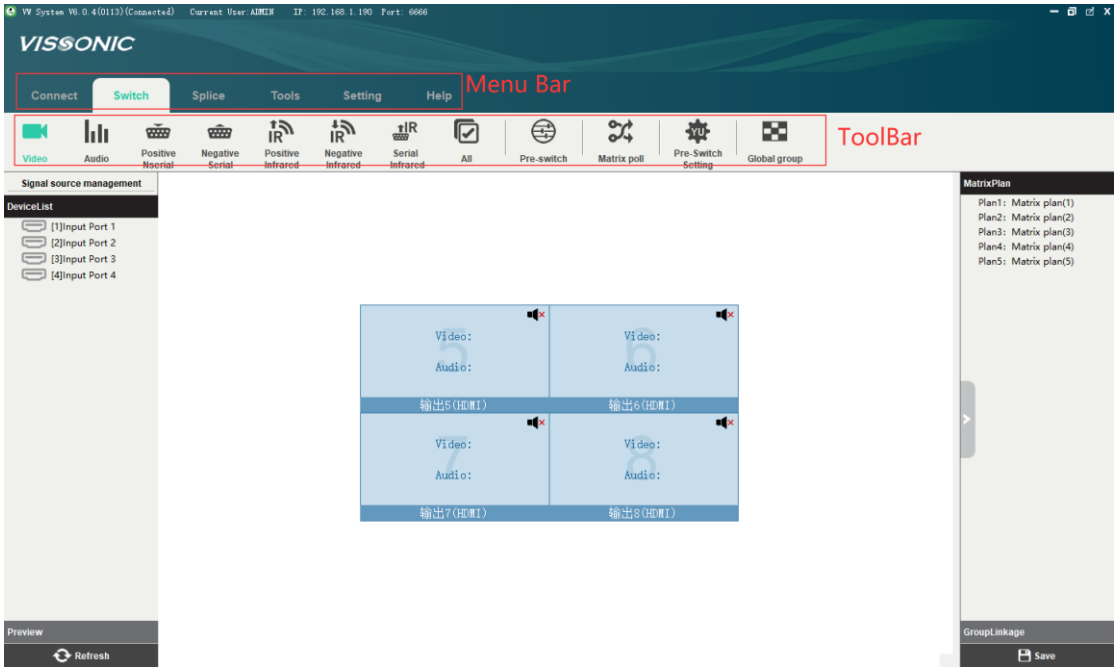
1. "Connect": You can click this button to connect your device. In general, the software connects to your device after you log in. The icon is in green when the device is successfully connected.
2. "Disconnect": You can click this button to manually disconnect the device.
3. "Open": You can click this button to open a project file. The project file opened last time will be memorized and read next time you launch the software.
4. "Export": You can click this button to export the project file you currently modify and generate a file in .vjm format. An exported project file can be imported by using the "Open" button.
5. "Save": You can click this button to save your changes.
6. "Exit": You can click this button to exit the software.

In the "Signal Source Management" column on the left, "Device List" displays the type and status of input cards connected to the matrix. Gray indicates that no input source is connected and blue indicates that an input source is connected.

"Preview": To view signals in preview mode, connect a preview card.

"Refresh": You can click this button to refresh the status of the device list.

2.2 "Switch" Tab



Toolbar:

1. "Video": When you click the "Video" button, the following switch operation will switch to video signal.
2. "Audio": When you click the "Audio" button, the following switch operation will switch to audio signal.
3. "Positive Serial"
4. "Negative Serial"
5. "Positive Infrared"
6. "Negative Infrared"
7. "Serial Infrared"
8. "All"
9. "Pre-switch": Enable the feature in "Pre-switch Setting". ② After the "Pre-switch" feature is enabled, the screen changes to the pattern as shown in the figure. ③ "Current" in Figure 2.2.1 shows the active signal and "Pre-switch" shows the alternative signal. When you click the "Pre-switch" button, the signal to be pre-switched in the figure will change to the active signal and the device will receive the switchover command. ④ If you do not click the "Pre-switch" button, the pre-switch operation will not take effect. ⑤ Matrix switchover will not take effect immediately after the pre-switch is enabled. The signal to be pre-switched will change to the signal you drag to True. The pre-switch action takes effect only after you click the "Pre-switch" button.

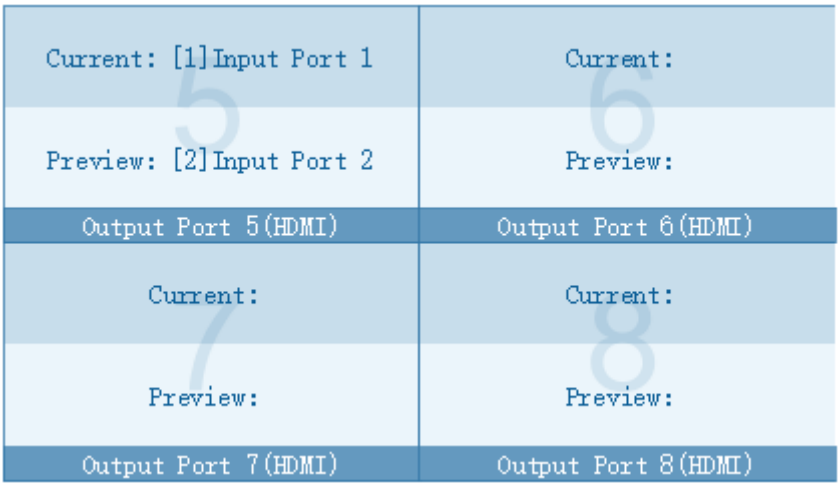


Figure 2.2.1

10. "Matrix Poll": ① Activate matrix plans in order at specified intervals. The display time of each plan is determined by the value in the rightmost column in the list. For example, the value in the rightmost column of plan 1 is 5, then plan 1 will display for only 5 seconds and then switch to Plan 2, and so on in a similar fashion. When the last plan is activated and 5 seconds have passed, you can decide when to recycle the poll according to the interval time. For example, as shown in Figure 2.2.2, the poll interval is 0, the poll will be recycled immediately upon completion of the previous poll. ② In Open Slideshow Mode, the poll interval and the display time of each plan will be invalidated. Then, you can switch to the next plan only by pressing the space key.

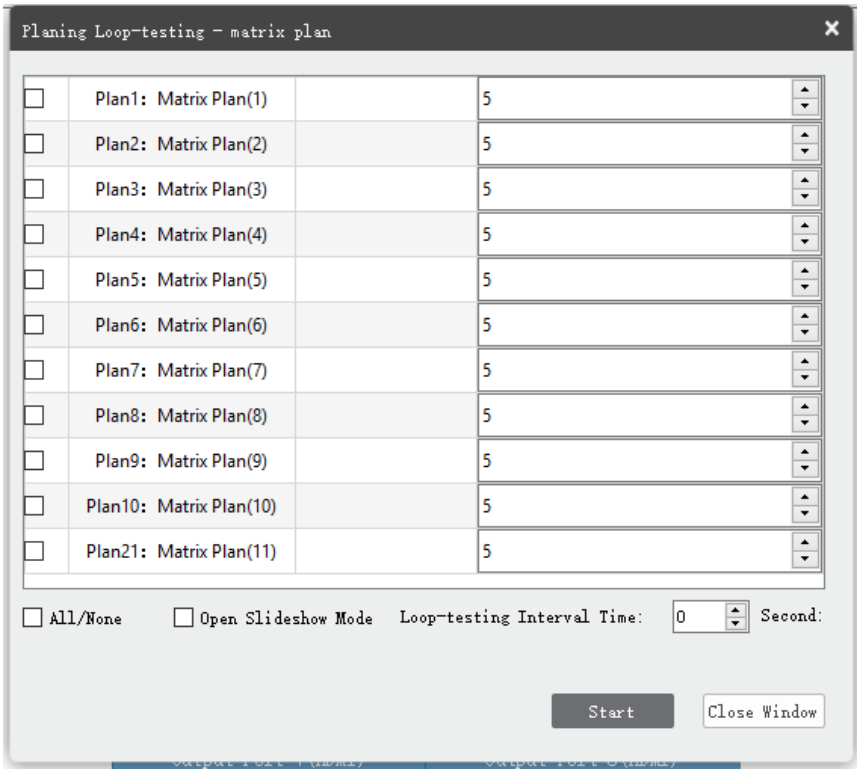
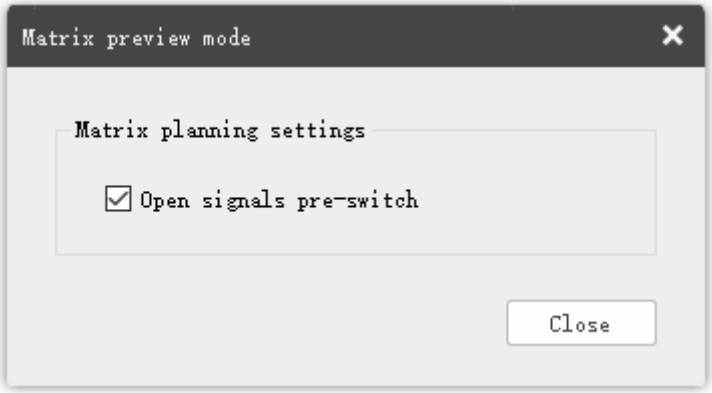
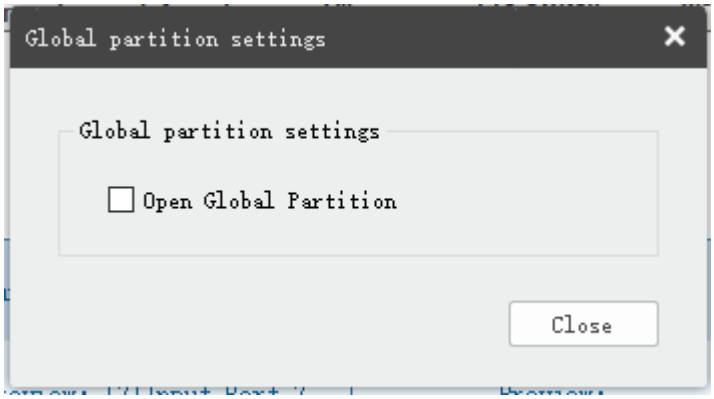


Figure 2.2.2

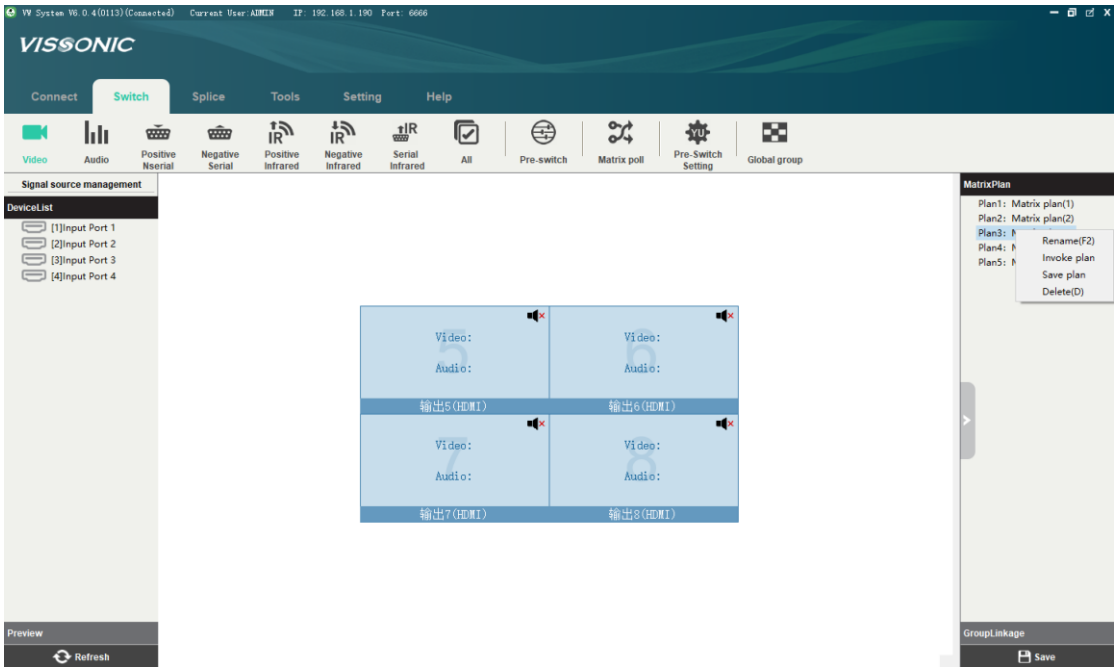
11. "Pre-switch Setting": You can enable the matrix signal pre-switch mode here. The pre-switch feature is available only in this mode. In this mode, matrix signal switchover is possible only when you press the "Pre-switch" button.



12. "Global Group": You can enable the global partition mode here.



13. "Matrix Plan"



The Save button at the bottom of the red box in the figure is used to create a plan and save the matrix status.

The content in the red box in the figure is the plan. You can double-click the plan to call out the plan.

Right-click menu of a plan:

Rename: Used to rename a plan

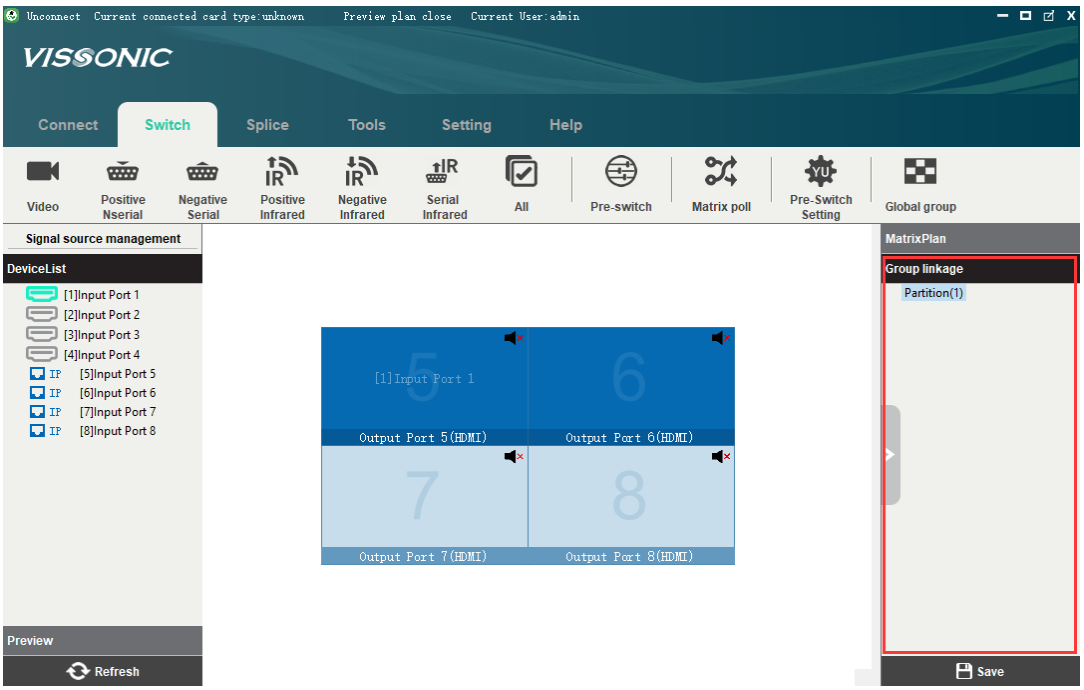
Invoke plan: Used to call out saved matrix plans

Save: Used to save the current matrix status as a new plan

Delete: Used to delete a plan

14. "Group Linkage": How to create group linkage? For group linkage, you need to select two or more matrix ports. Right click and select New Partition to display the partition creation guide, and then input a name according to the guide.

    As shown in the figure, partition 1 in the red box indicates matrix output ports 5 and 6. In other words, partition 1 binds matrix output ports 5 and 6 which will be switched over simultaneously during signal switchover.



Right-click menu of group linkage

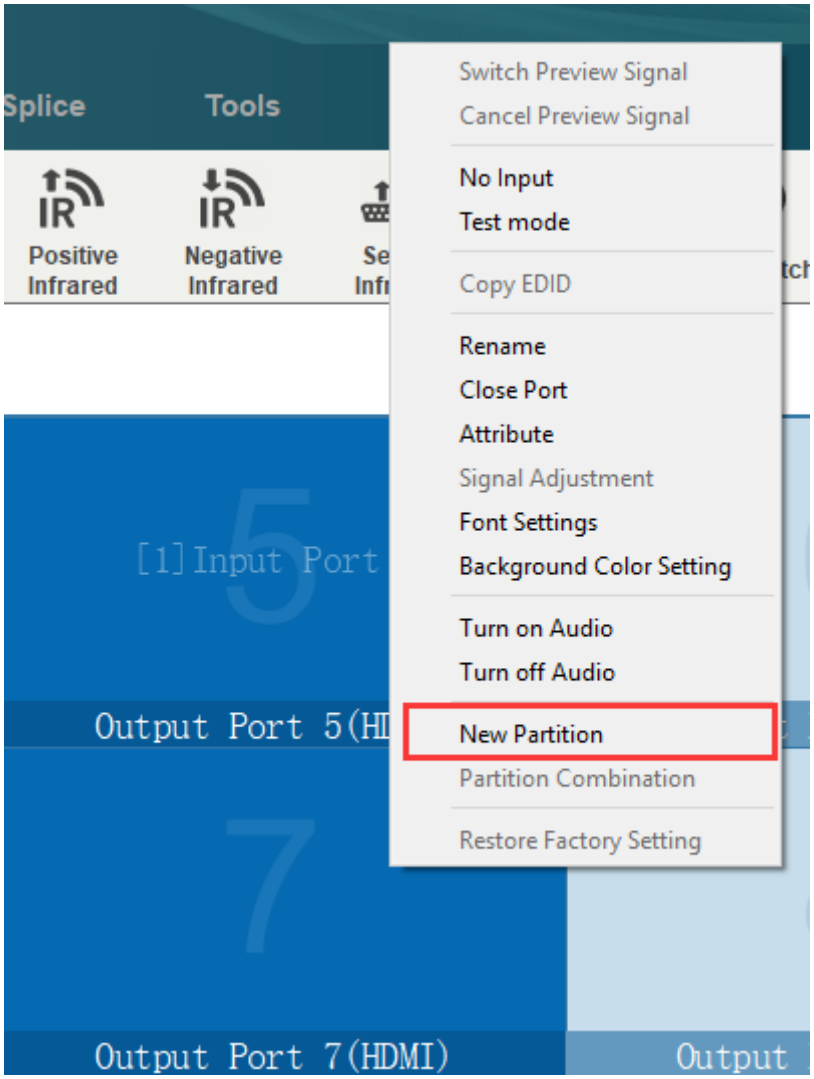
Delete Partition: Used to delete the selected partition (unbinding port correspondence)

Rename: Used to rename a partition

Delete List: Used to delete all partitions in the current group linkage

Group linkage management

15. "Right-click menu of matrix switch"



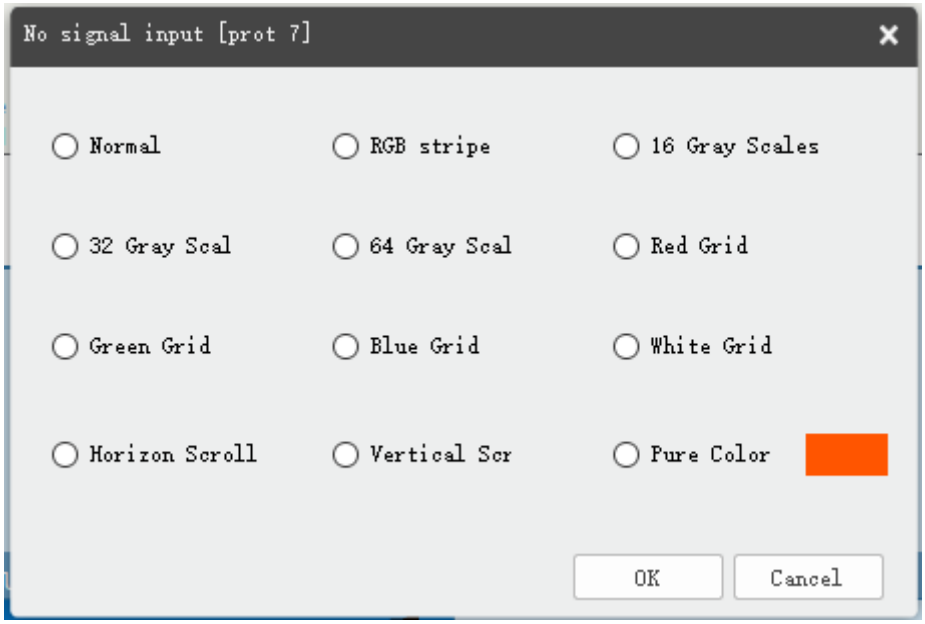
a) Switch Preview Signal: This feature is available only in pre-switch mode. It is used to pre-switch signals for one or more selected matrix outputs. For example, the signal X is to be pre-switched for the selected port, select "Switch Preview Signal". The signal X will be switched to the selected port.

b) Cancel Preview Signal: This feature is available only in pre-switch mode. It is used to cancel preview signals for one or more selected matrix outputs. For example, the signal X is to be pre-switched for the selected port, select "Cancel Preview Signal". The signal X to be pre-switched will become null.

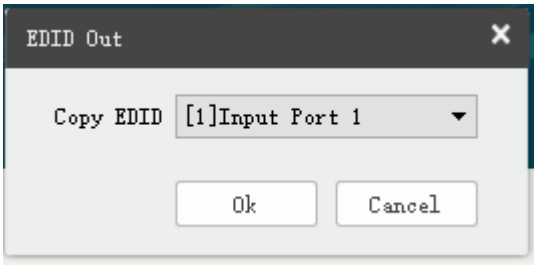
c) No Input: ① For normal videos, the screen directly displays the videos. ② For abnormal videos and when pure color is not checked, change the input screen for the selected port. ③ When pure color is checked and a custom color is selected, change the input screen for the selected port, as shown in the following figure:

d) Test Mode: ① For normal videos, the screen directly displays the videos. ② For abnormal videos and when pure color is not checked, change the input screen for the selected port. The screen always displays this picture regardless of signal source. ③ When pure color is

selected and a custom color is selected, change the input screen for the selected port. The selected custom color always applies regardless of signal source, as shown in the following figure.



e) Copy EDID: ① List: Displays input signals. ② Copy the selected matrix port EDID to the input port EDID selected from the list.



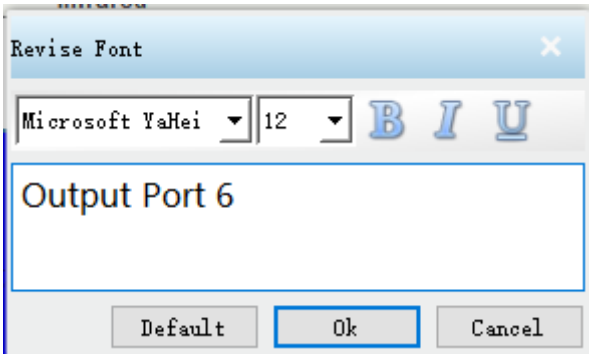
f) Rename: Used to rename a matrix output port.

g) Close Port: Used to cancel signal mapping of the current port, that is, closing the current port display screen.

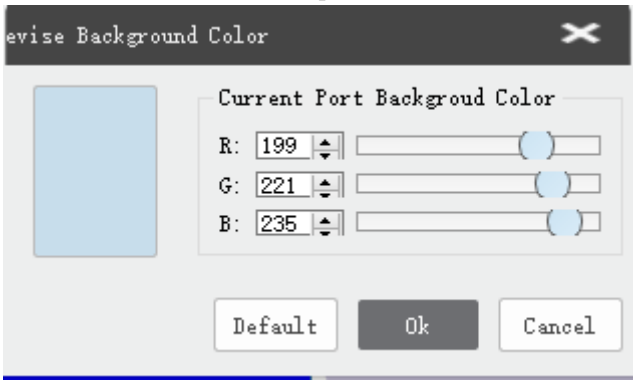
h) Property: Used to view the information of the current port.

i) Signal Adjustment

j) Font Setting: ① Used to set the font type of the selected port. ② Used to set the font size of the selected port. ③ Used to set bold, italic, and underline of the selected port.

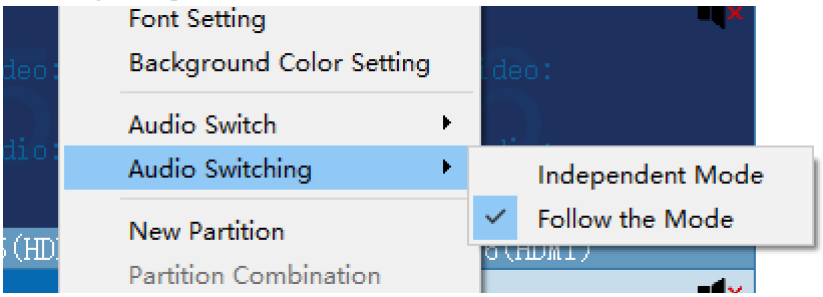


k) Background Color Setting: ① Only the background color of the current port can be modified in full preview mode. ② The background color of the current port and the port to be pre-switched can be modified in non-full preview mode.



l) Audio Switch: Used to turn on or off audio.

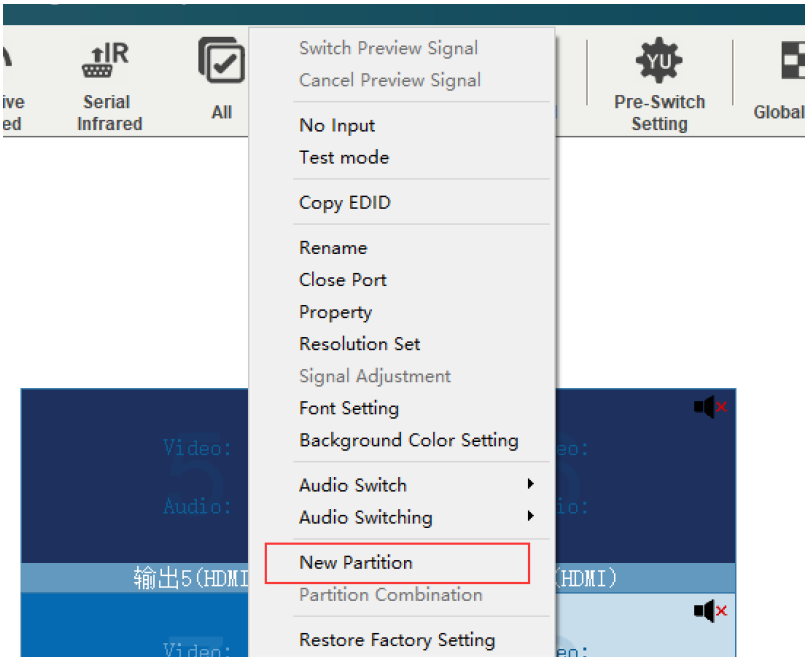
m) Audio Switching: Independent Mode and Follow Mode.



Independent Mode: You can set different numbers and analog audio for output ports.

Follow Mode: The audio of the output port switches together with the video and in this case, the HDMI audio is active.

n) New Partition: When two or more ports are selected, use "New Partition" to bind selected ports together, allowing them to be switched over simultaneously.

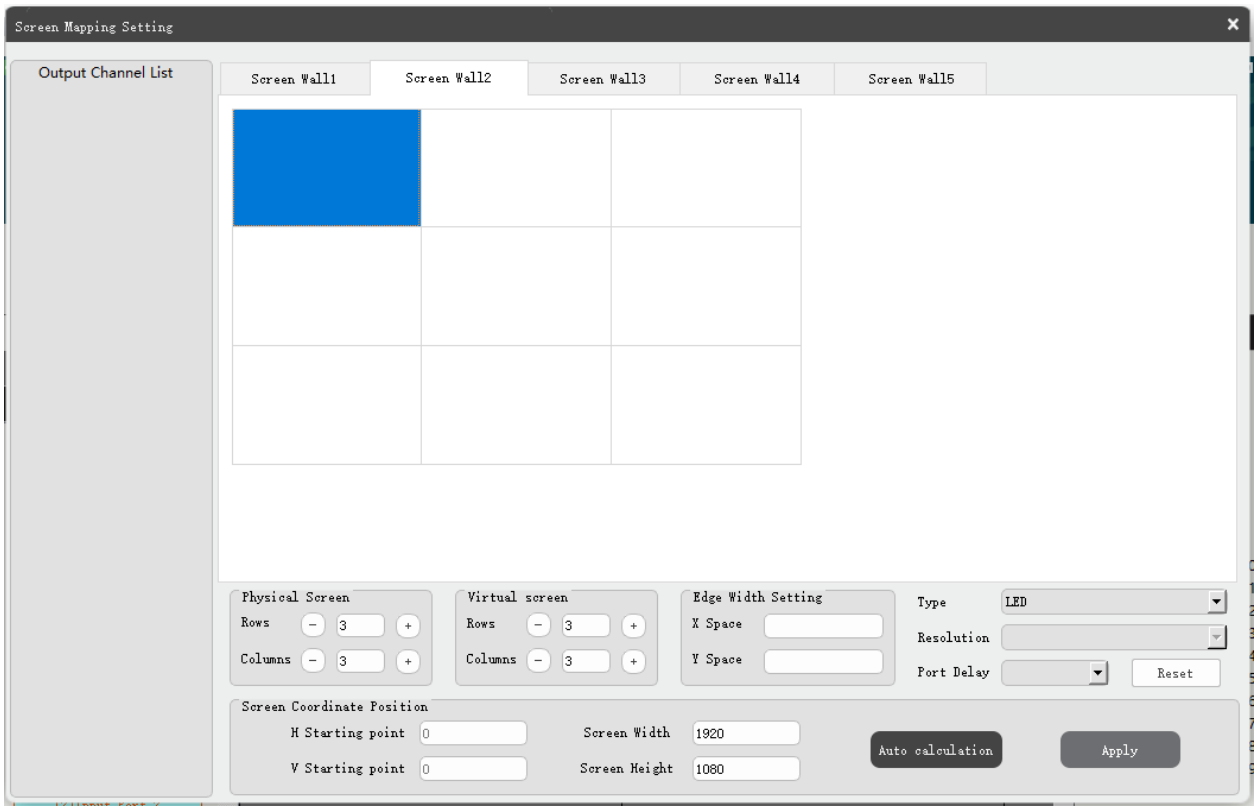


o) Partition Combination

p) Restore Factory Setting: Used to restore factory settings of a matrix output card.

2.3 Video Splicing

2.3.1 Splice



a) "Output Channel List": Lists the signal ports of an output splicing card. Output splicing signals can be dragged to the screen wall grid on the right for mapping.

b) There are five screen walls. Up to 18 rows and 16 columns are supported for physical screens, depending on the number of grids on the screen walls.

c) Virtual Screen: Indicates the size of analog screen. For example, to display four 2×2 physical screens quickly on the screen wall, each screen shall be filled with four sub-screens. In this case, set Virtual Screen to 4 rows and 4 columns. The screen will be re-divided into 4×4 sub-screens and the software will use this 2×2 screen as 4×4 screen.

d) Edge Width Setting: Used to set the spacing between screens. In reality, clearance between screens is inevitable. "Edge Width Setting" is used to fill this clearance and make screen display more consistent.

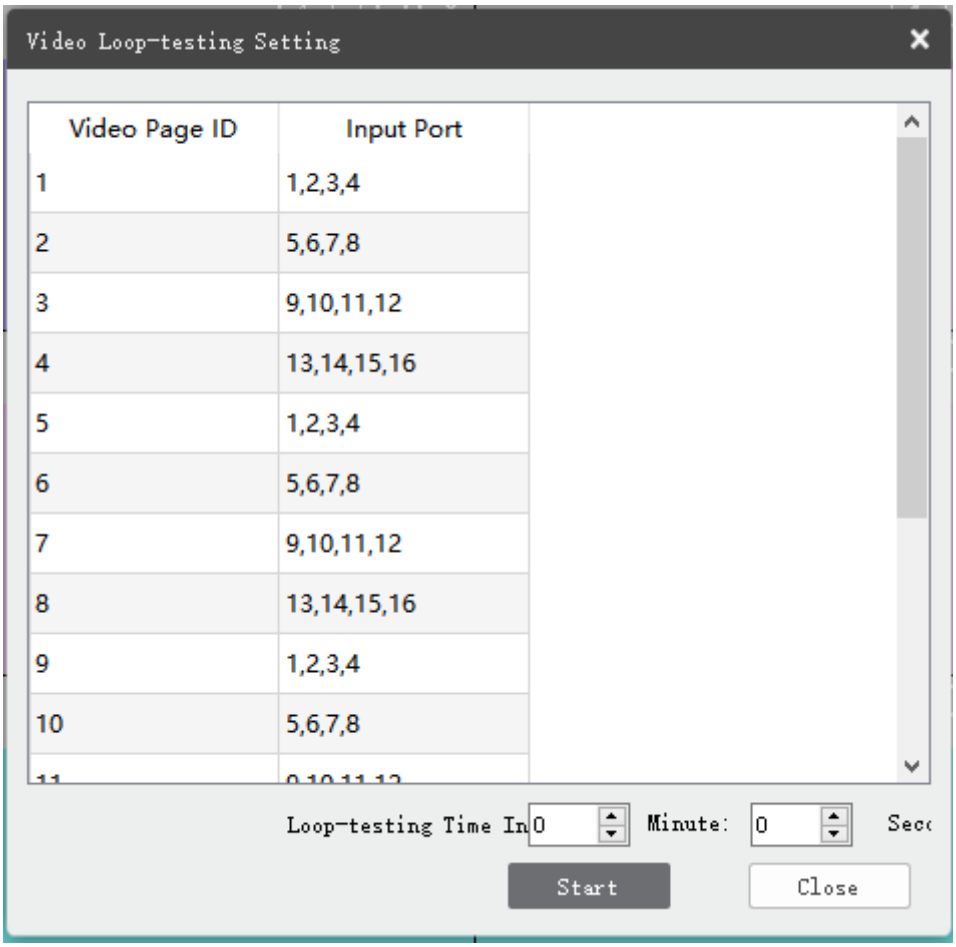
e) Type: In LCD mode, "Screen Coordinate Position" is unavailable to set the screen resolution. You have to use output resolution to set the resolution. The selected resolution takes effect immediately in LCD mode. You have to set the output resolution after the values of rows and columns under "Physical Screen" are changed. Otherwise, the output resolution will not come

into effect. In LED mode, the output resolution is unavailable to set the resolution. You have to use "Screen Coordinate Position" to set the resolution.

f) Screen coordinate setting scheme: ① Auto calculation: In this scheme, the software will automatically set the starting point and default size of the screen (the default size is 1920×1080) after setting the screen size. To change screen size, click the screen to be changed, and then edit "Screen Width" and "Screen Height". ② Manual calculation: Starting points and sizes of screens except for the first screen can be manually changed. If a wrong value is set, 1920×1080 will be used by default for each screen resolution. ③ Default: In LED mode, all screen resolutions are 1920×1080 by default. You can use 1920×1080 as screen resolution by simply clicking the "Apply" button. To change the default value, click the corresponding grid on the screen wall, and then edit "Screen Width" and "Screen Height" under "Screen Coordinate Position". If the values of rows and columns under "Physical Screen" are changed, you have to set "Screen Coordinate Position" to set the resolution. Otherwise, the resolution setting will not come into effect.

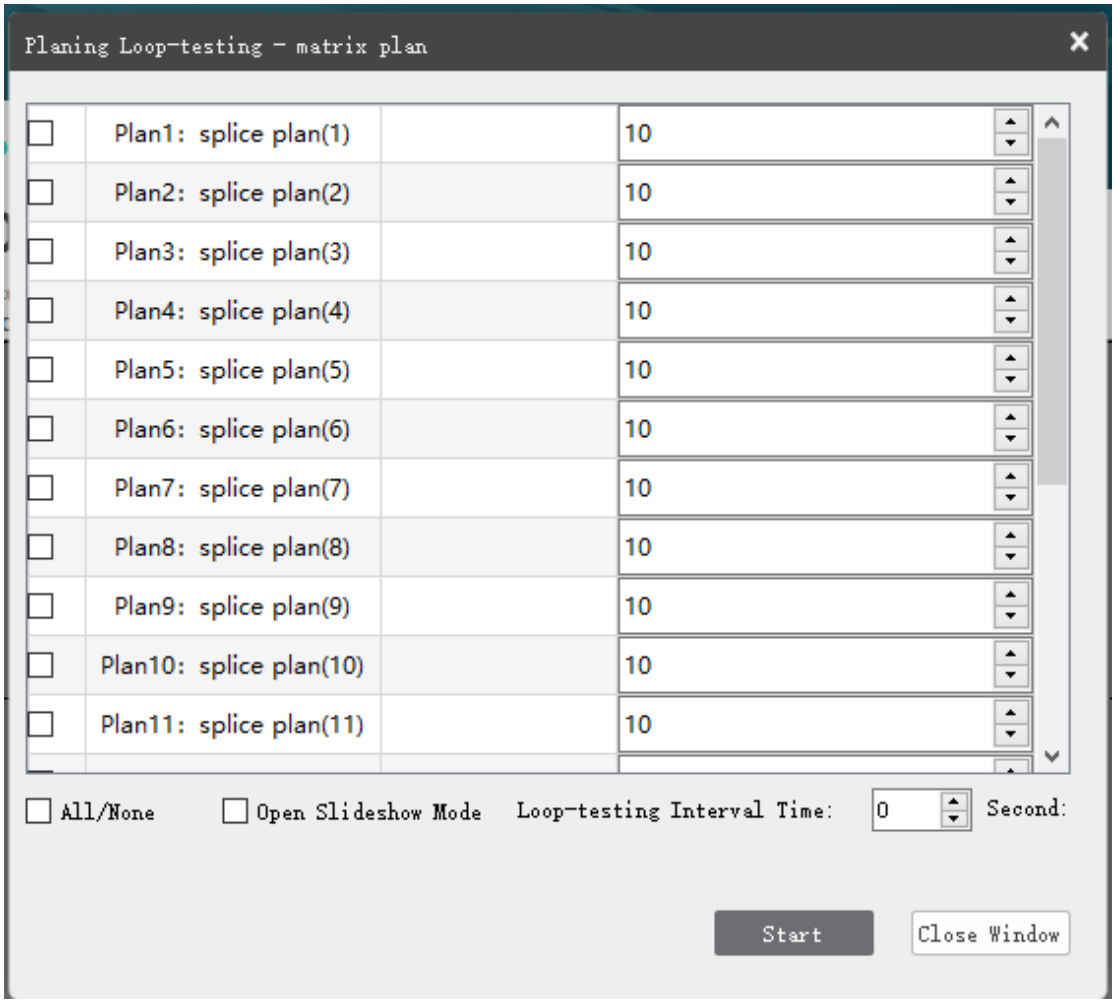
g) Port Delay: Click the splicing grid corresponding to the screen for which port delay will apply. The port delay feature will be activated. Then, select the appropriate delay to synchronize the screen frames.

2.3.2 Video Loop (Normal Version)



In the normal version, the preview window displays preview signals in four sub-windows at a time. "Video Loop-testing Setting" is used to automatically switch preview signals in a cyclic manner, as shown in the figure. The "Video Page ID" column displays page turn ID in the preview window for normal version and the "Output Port" column displays signals to be switched on the corresponding video page. For example, in the preview window for the old version, there are two video page IDs: 1 and 2, of which ID 1 corresponds to input ports 1234, and ID 2 corresponds to input ports 5678. Then, when video loop-testing is activated and if the current page is page 1, after the time set in the bottom right corner of the figure, you will enter page 2, and at the same time, the preview screen will also switch to the 5678 screen.

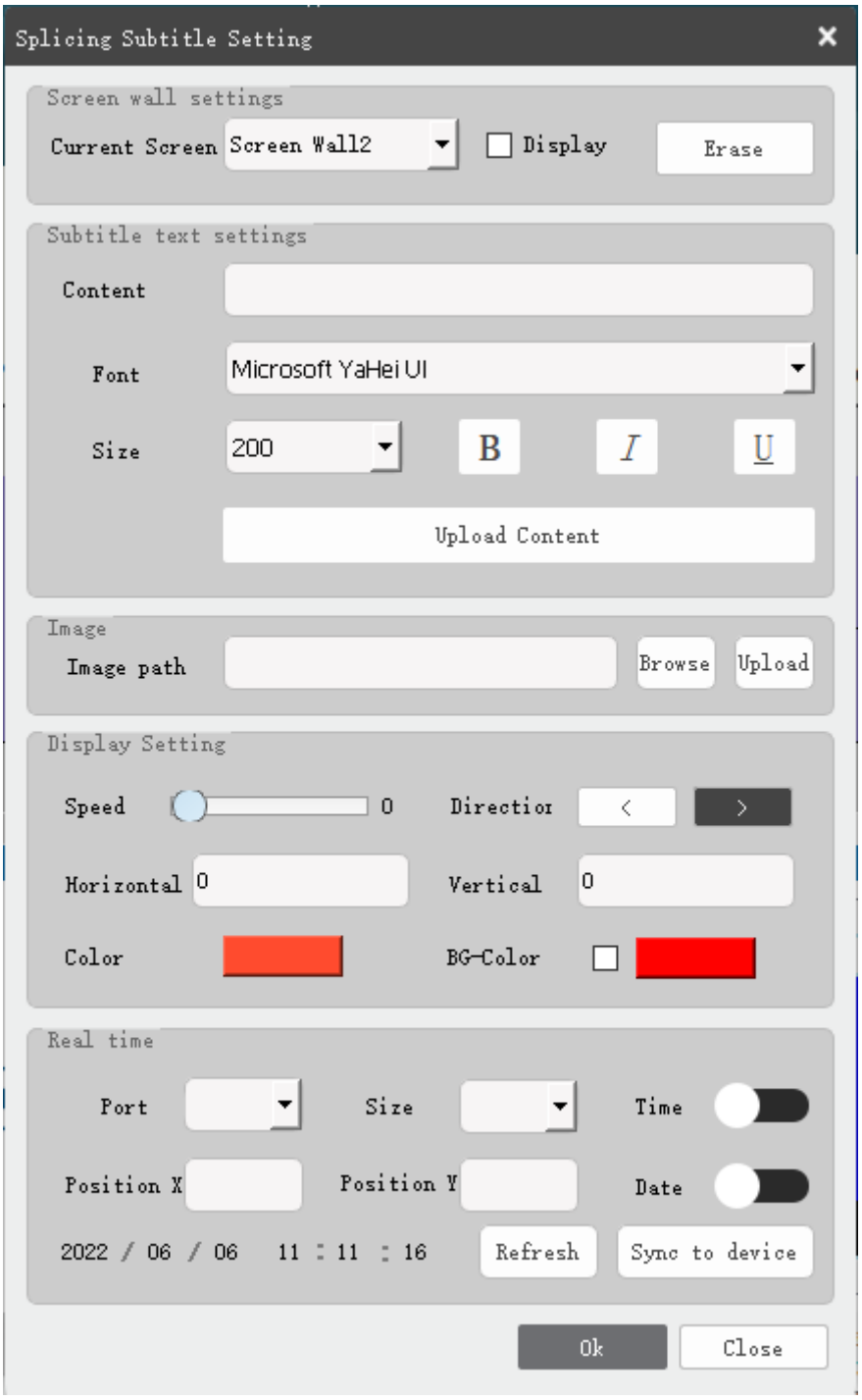
2.3.3 Splice Plan Loop



a) Activate splice plans in order as shown in the figure at specified intervals. The display time of each plan is determined by the value in the rightmost column in the list. For example, the value in the rightmost column of plan 1 is 10, then plan 1 will display for only 10 seconds and then switch to Plan 2, and so on in a similar fashion. When the last plan is activated and 10 seconds have passed, you can decide when to recycle the poll according to the interval time. For example, as shown in the figure the poll interval is 0, the poll will be recycled immediately upon completion of the previous poll.

b) In Open Slideshow Mode, the poll interval and the display time of each plan will be invalidated. Then, you can switch to the next plan only by pressing the space key.

2.3.4 Splicing Subtitle



Splicing Wall Settings

Screen wall settings: Allow you to switch to your desired screen wall.

Display switch: Used to turn on/off subtitle on the current screen wall.

Erase: Used to delete the subtitle of the current screen wall.

Subtitle Text Settings

Content: Used to fill in subtitle contents to be displayed.

Font: Used to set the font style of the subtitle.

Size: Used to set the font size of the subtitle.

B (bold): Used to make the text bold.

I (italic): Used to make the text italic.

U (underline): Used to underline the text.

Upload Content: Used to upload text settings to the current screen wall. It should be noted that the text shall be set as you desire before being uploaded. For example, the text will not be displayed in bold if it is not made bold before being uploaded. As a result, properly set the text before uploading. Otherwise, you have to upload new subtitle again.

Image path: Allows you to upload an image to the screen wall as subtitle. It should be noted that the image shall not be oversized. Otherwise, a display error may occur. Image formats including .bmp, .png, .jpg, .jpeg, .tga, .tiff, etc. can be supported.

Display Settings

Speed: Used to set the subtitle movement speed. 0 indicates that the subtitle is motionless and 10 indicates that the subtitle moves in the highest speed.

Direction: Used to specify the subtitle movement direction. You can click the direction arrow as you need to change the subtitle movement direction.

Horizontal: Used to set the horizontal position of the subtitle on the screen wall. It should be noted that the horizontal position is invalid if the subtitle speed is not 0.

Vertical: Used to set the vertical position of the subtitle on the screen wall.

Color: Used to set font color. You can change the font color of the subtitle on the current screen wall.

BG-Color: Used to set background color. You can change the background color of the subtitle on the screen wall. There is a switch next to the selected color to display or hide background color.

Real-time

Port: Used to select the port you want to set. Then, the clock information of the port will be automatically obtained.

Size: Used to set the font size of the clock corresponding to the selected port.

Time: Used to turn on or off the time display of the selected port.

Position X: Used to set the vertical position at the current date and time.

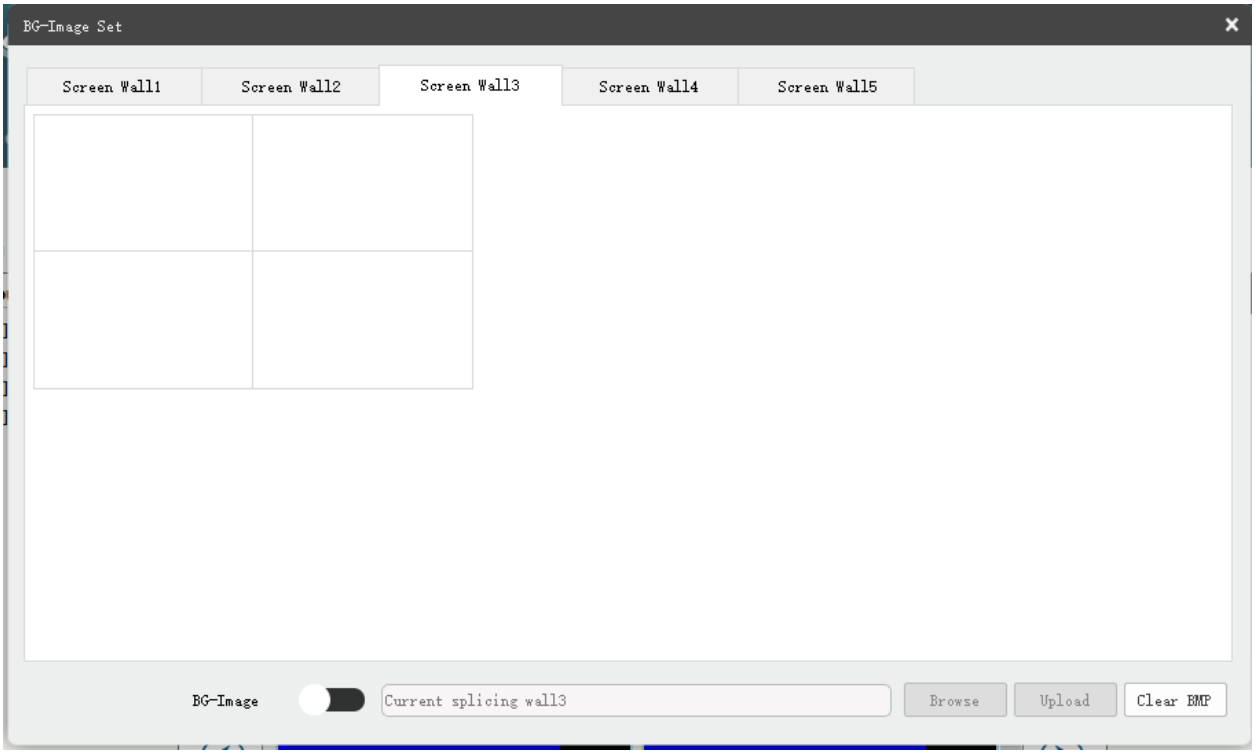
Position Y: Used to set the horizontal position at the current date and time.

Date: Used to turn on or off the date display of the selected port.

Refresh: The time displayed to the left of the Refresh button is refreshed when the Refresh button is pressed.

Sync to device: This feature can synchronize the time displayed to the device. For example, if the device time does not match the local time, click the Refresh button to refresh the time on the left and then click "Sync to device" to synchronize the time to the device.

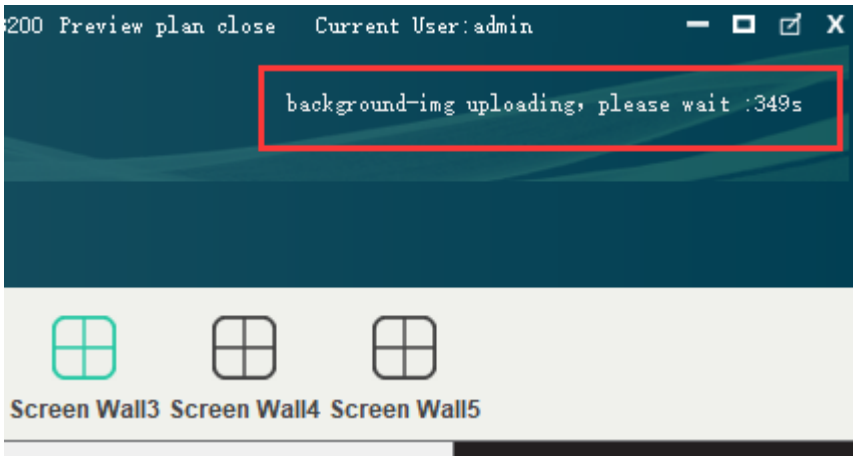
2.3.5 Base Map



a) The port mapping setting of five screen walls under BG-Image Set corresponds to that under Splicing Setting.

b) The BG-Image switch is used to turn on or off the base map display of all mapping ports of the current screen wall.

c) If the BG-Image switch is turned on, select the port with mapping from screen walls. The "Browse" and "Upload" buttons will become available and you can browse the base map to be uploaded. Select the base map and click "Upload". The upload countdown will be displayed as shown on the right figure.



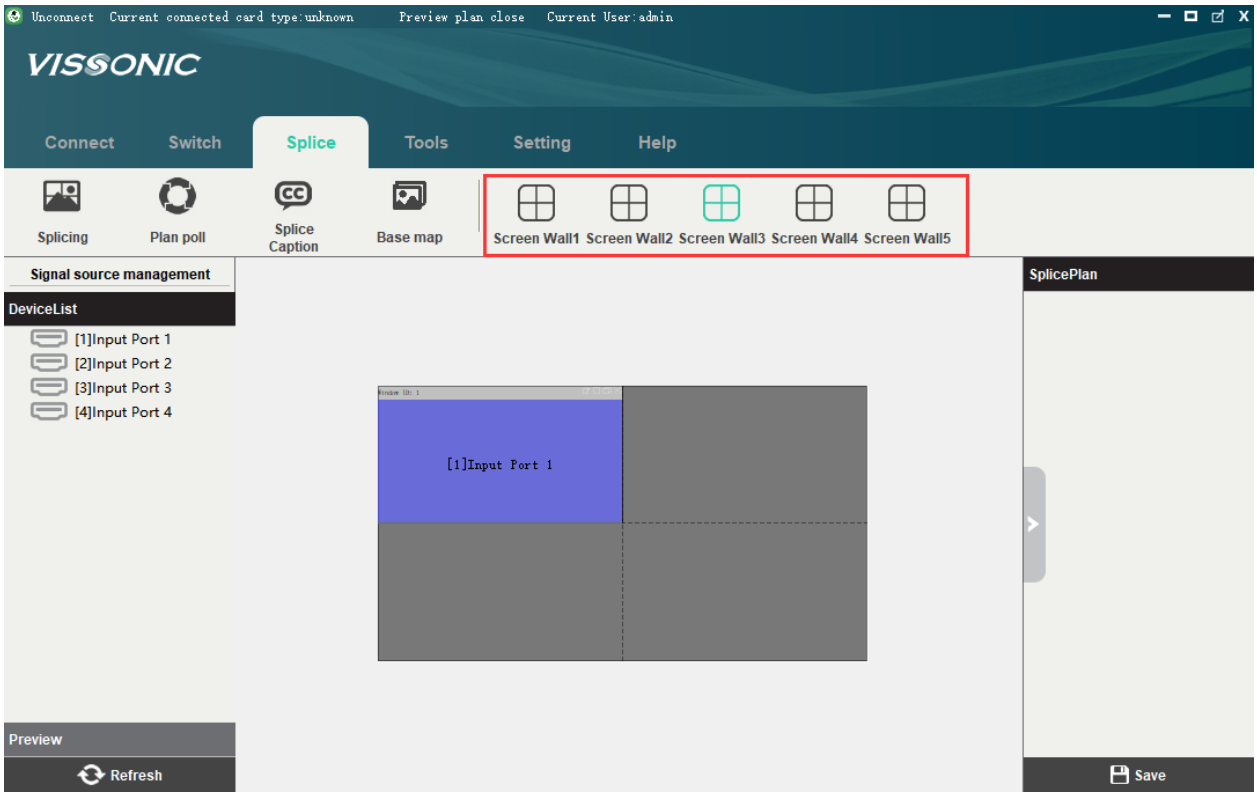
d) The "Clear BMP" button is used to clear all base maps on the current screen wall. It should be noted that click on the "Clear BMP" button clears the base maps of all mapped ports under the current screen wall, rather than clearing selected ports.

e) Image formats including .bmp, .png, .jpg, .jpeg, .tga, .tiff, etc. are supported.

f) You can upload base maps to one port at a time, and you cannot upload base maps to multiple ports at a time in the current version.

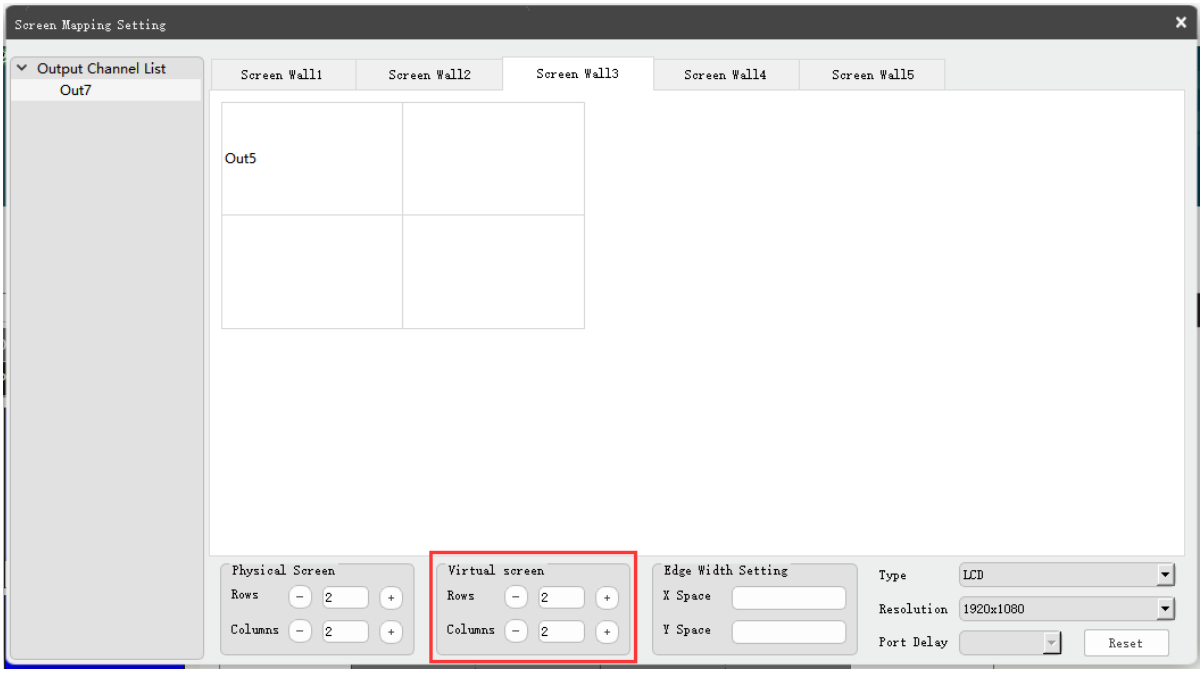
g) Try not to perform unnecessary operations while uploading base maps to avoid upload failure.

2.3.6 Screen Walls 1-5

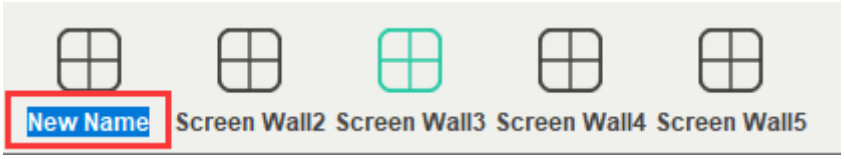


Up to five screen walls are supported for the current version and these five screen walls can keep active simultaneously.

The sub-screens under each screen wall are virtual screens and each sub-screen can be divided into up to 288 virtual screens. You can set the values of rows and columns of virtual screens in Splice, as shown in the following figure.

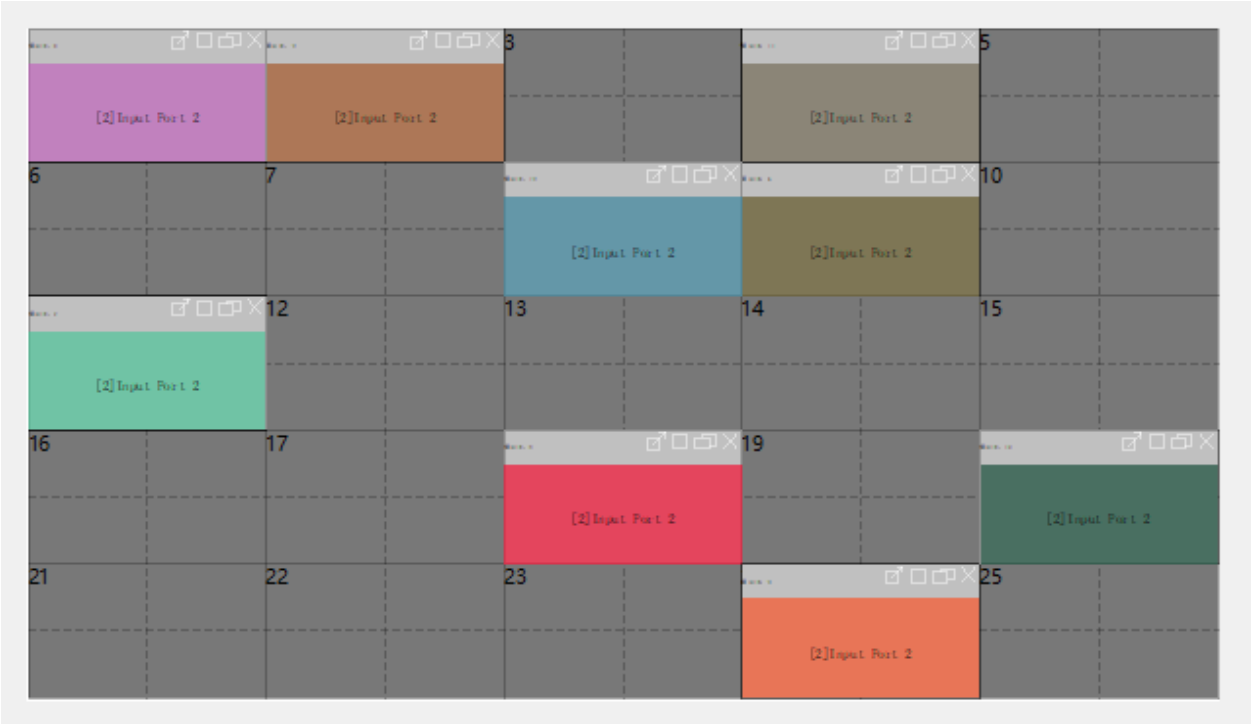


Control of multiple screen walls: ① For example, screen wall 1 controls signal mapping of ports 1-10, screen wall 2 controls signal mapping of ports 11-20, and screen wall 3 controls signal mapping of ports 21-30. This application is generally seen when multiple screen walls need to be deployed on the site. For example, in the New Year's Day party of the school, when 4×4 screen walls need to be deployed on the left and right sides respectively, for the convenience of management, one screen wall manages the mapping of sub-screens thereunder. ② The name of a screen wall can be customized, allowing you to quickly locate your desired screen wall according to the name when multiple screen walls need to be operated at a time.



2.3.7 Operations on Screen Walls

1. Windowing



Windowing methods are as follows:

Method 1

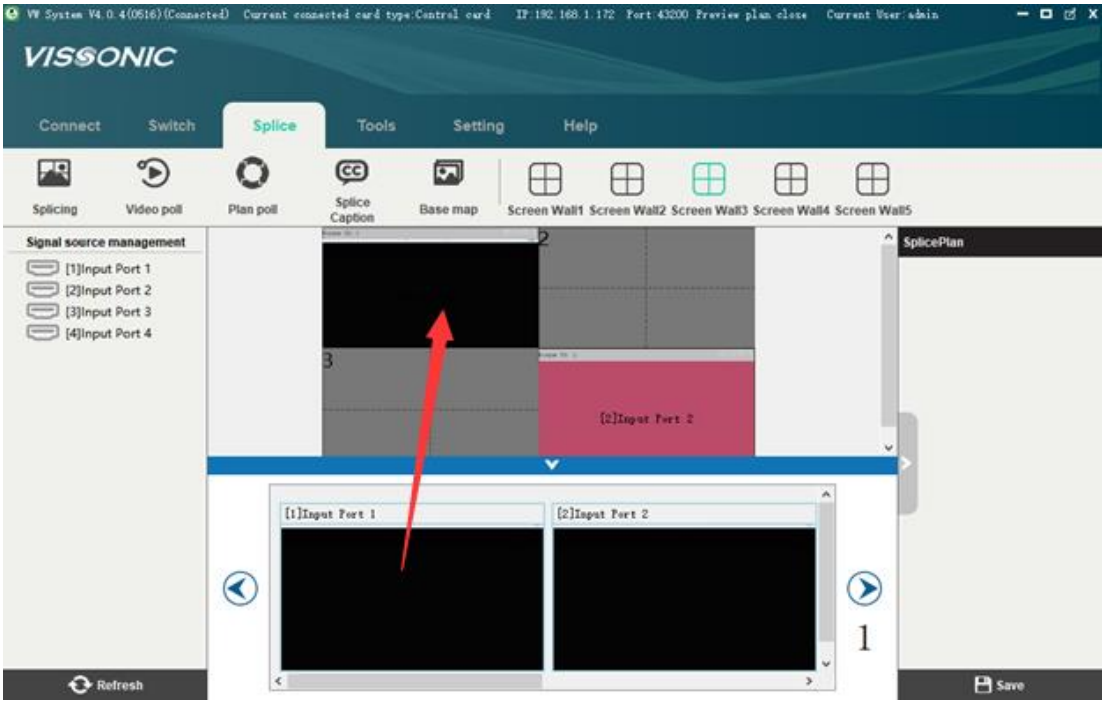
Click the signal list to select the signal source for which windows need to be opened. On the virtual screen, click your left mouse button and then drag the mouse to the lower right corner. When the mouse reaches the expected position, release it to complete the windowing for the selected signal port.

Method 2

Click a signal in the signal list and drag it to the virtual screen and then release the mouse to complete windowing.

Method 3 (preview mode in the normal version)

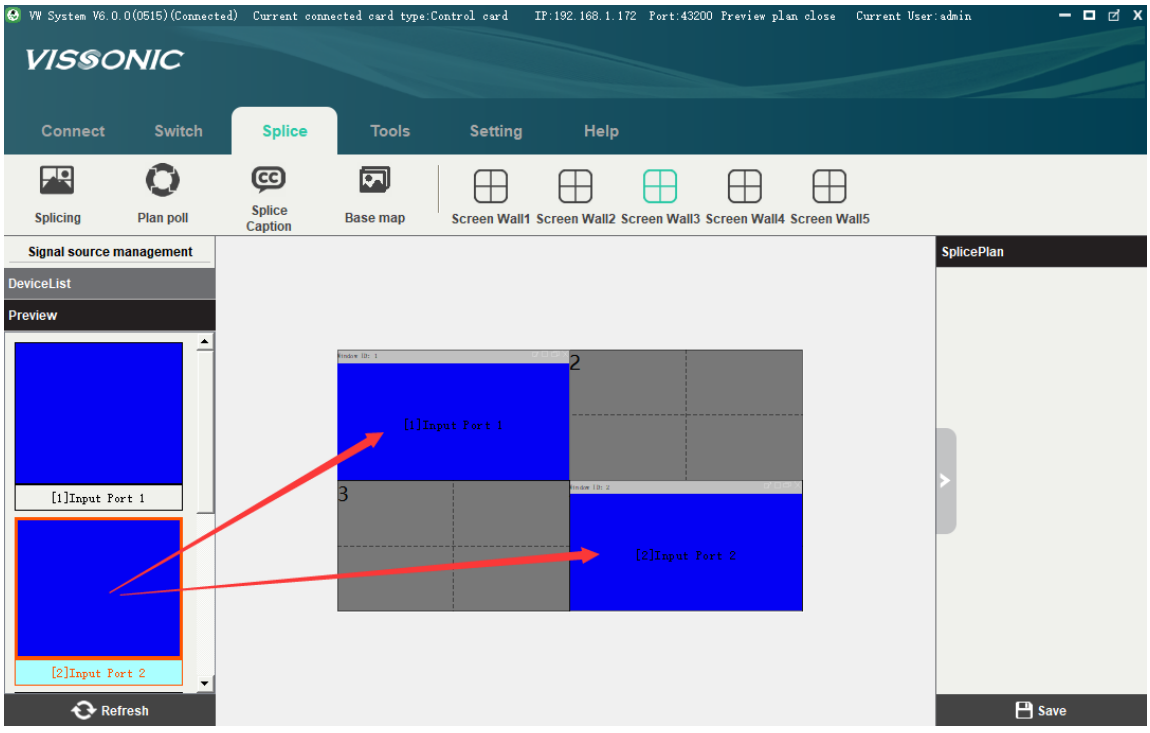
The figure shows the preview mode in the normal version. You can drag the preview window directly to the virtual screen in the screen wall. The picture in the preview window will be updated to the screen window in real time. Note: There can only be one window that can display the preview screen in the virtual screen under the screen wall in the normal version.



Preview mode in the normal version

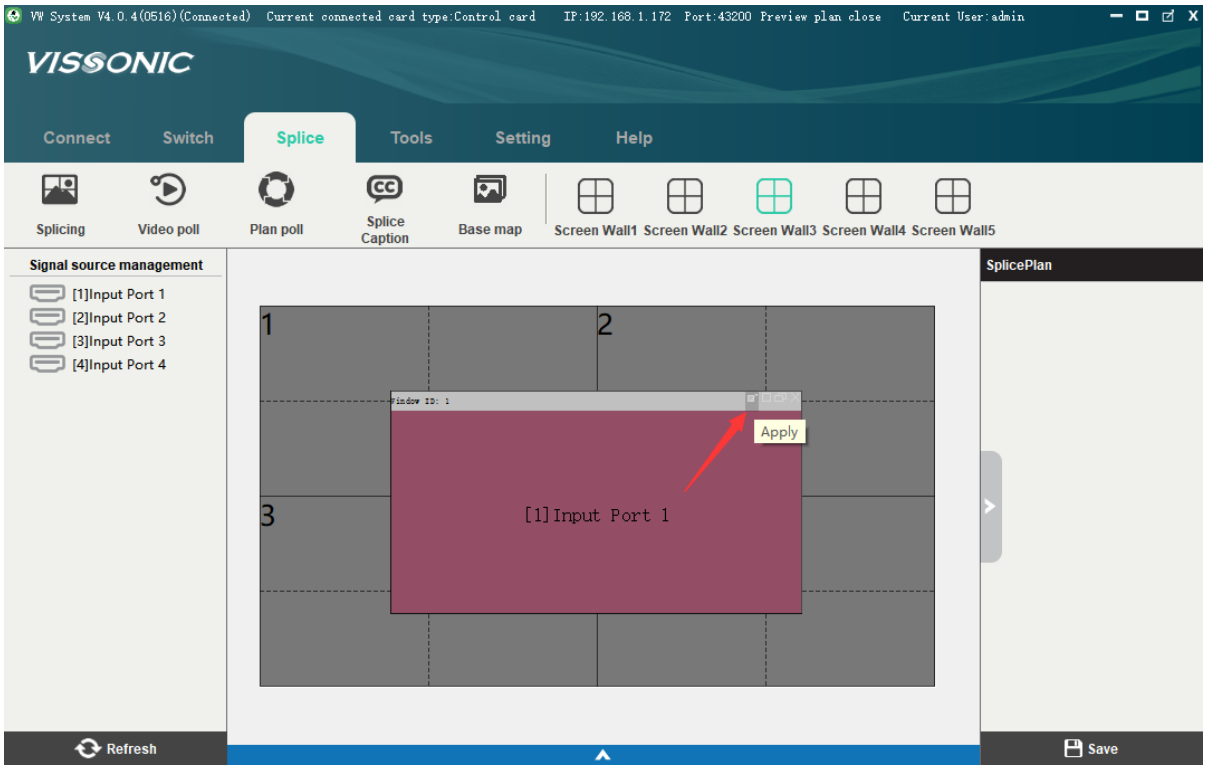
Method 4 (full preview)

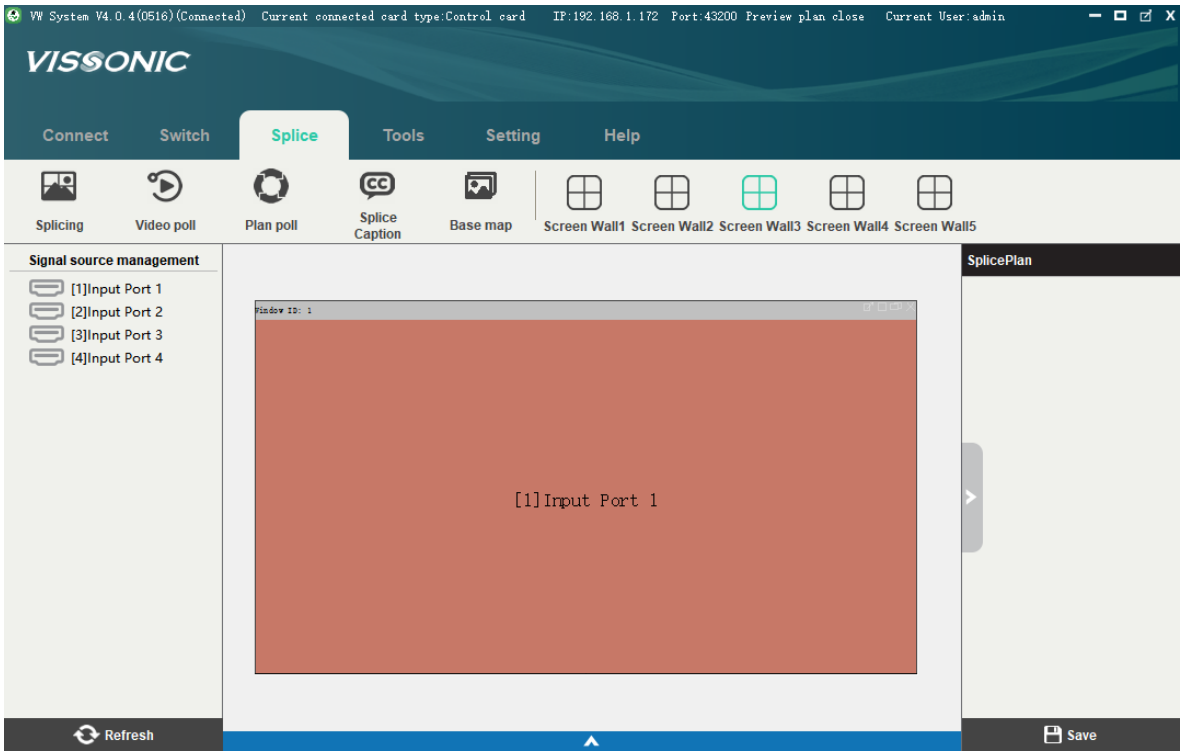
The figure shows the full preview mode. The signal list in full preview mode functions the same as that in the normal version and the windowing method is the same, allowing you to directly drag the preview window to the virtual screen. Note: The preview signal list in the full preview version includes signal screens of all input cards, and the windows in the virtual screen under this screen wall will display all preview signal screens.



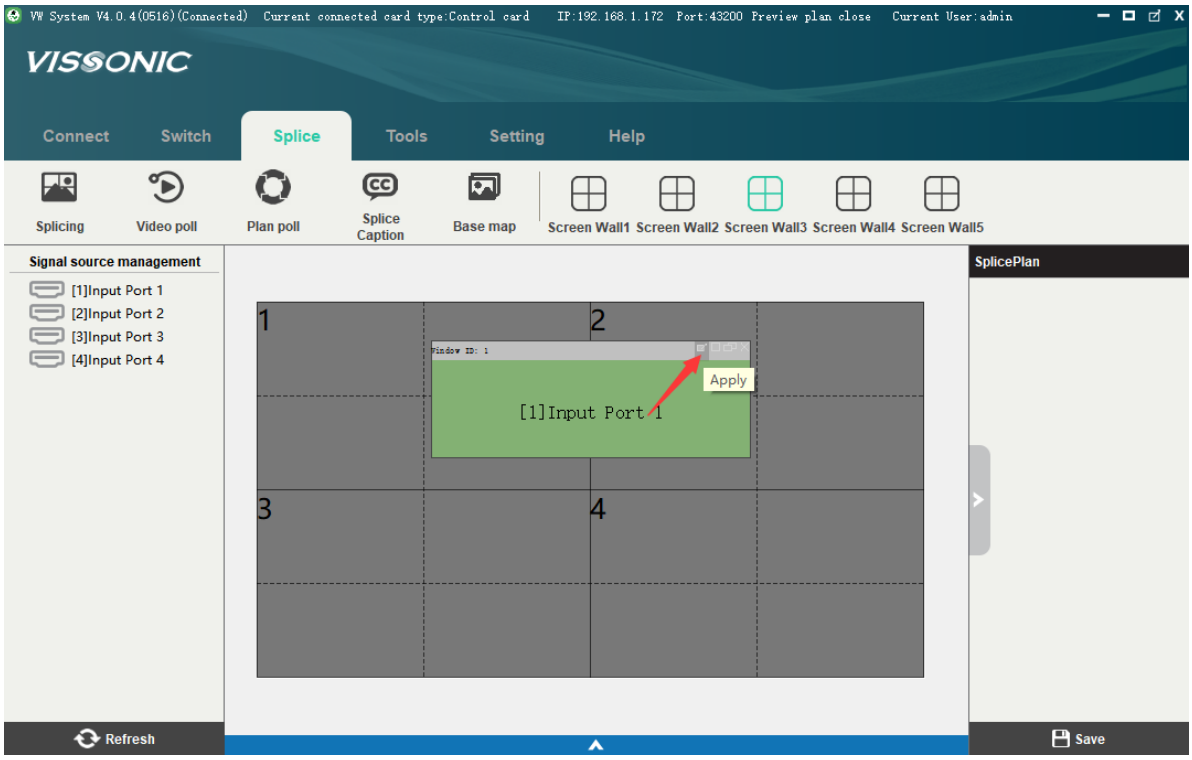
Full preview version

2. Windows - Apply



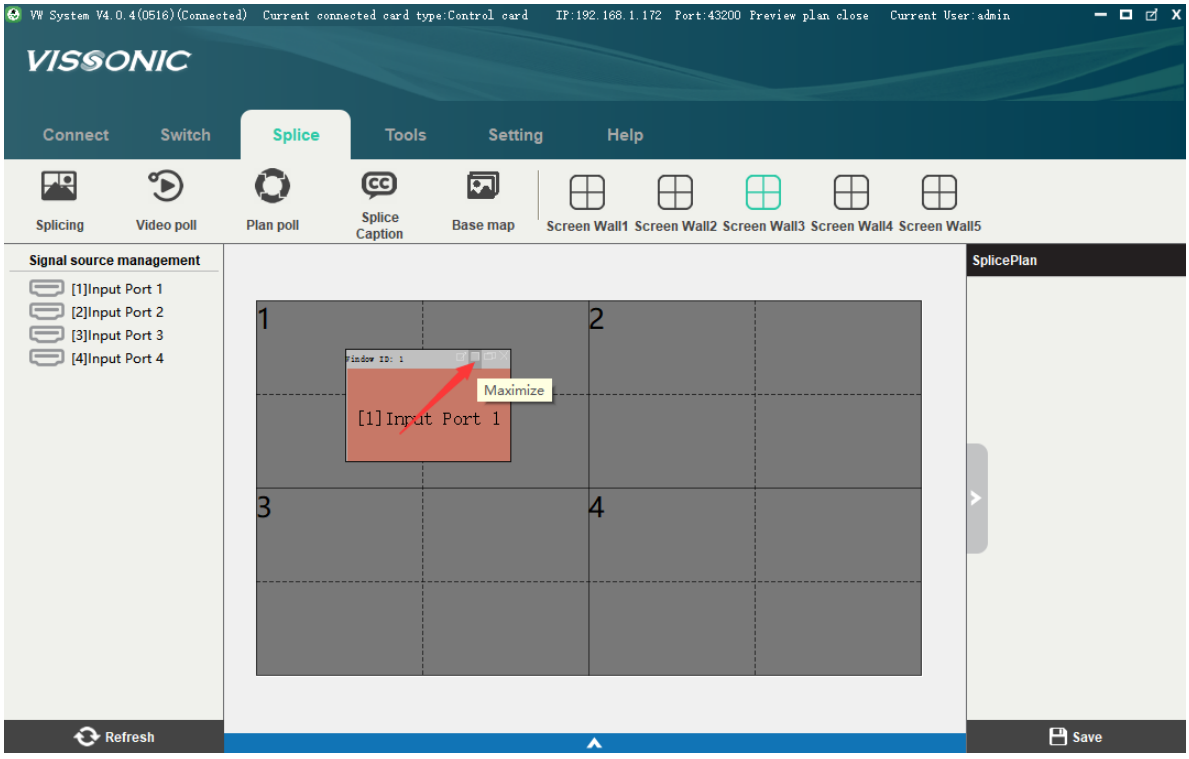


As shown in the preceding figure, when you click Apply, the window will populate virtual screens 1, 2, 3, and 4. That is, click on the Apply icon will populate and fit the current window into the screen size for which the four corners of the window involves. For example, as shown in the following figure, the window lays over virtual windows 1 and 2 but not virtual windows 3 and 4. Click on the Apply icon will populate virtual windows 1 and 2, but not virtual windows 3 and 4.



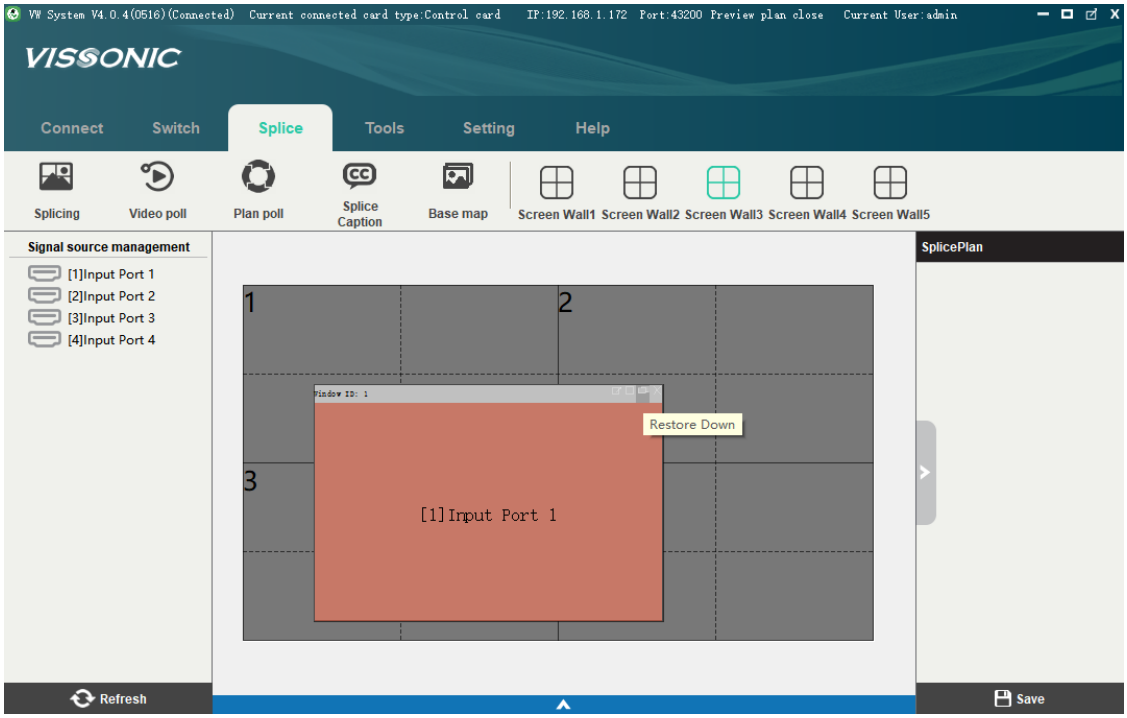
3. Windows - Maximize

Click on the Maximize icon will populate and fit the active window to the entire virtual screen under the current screen wall, regardless of window position.



4. Windows - Restore

You can click the Restore icon to undo the apply or maximize operation and quickly restore the active window to the original position and size.



5. Windows - Zoom in/out

Non-touchscreen:

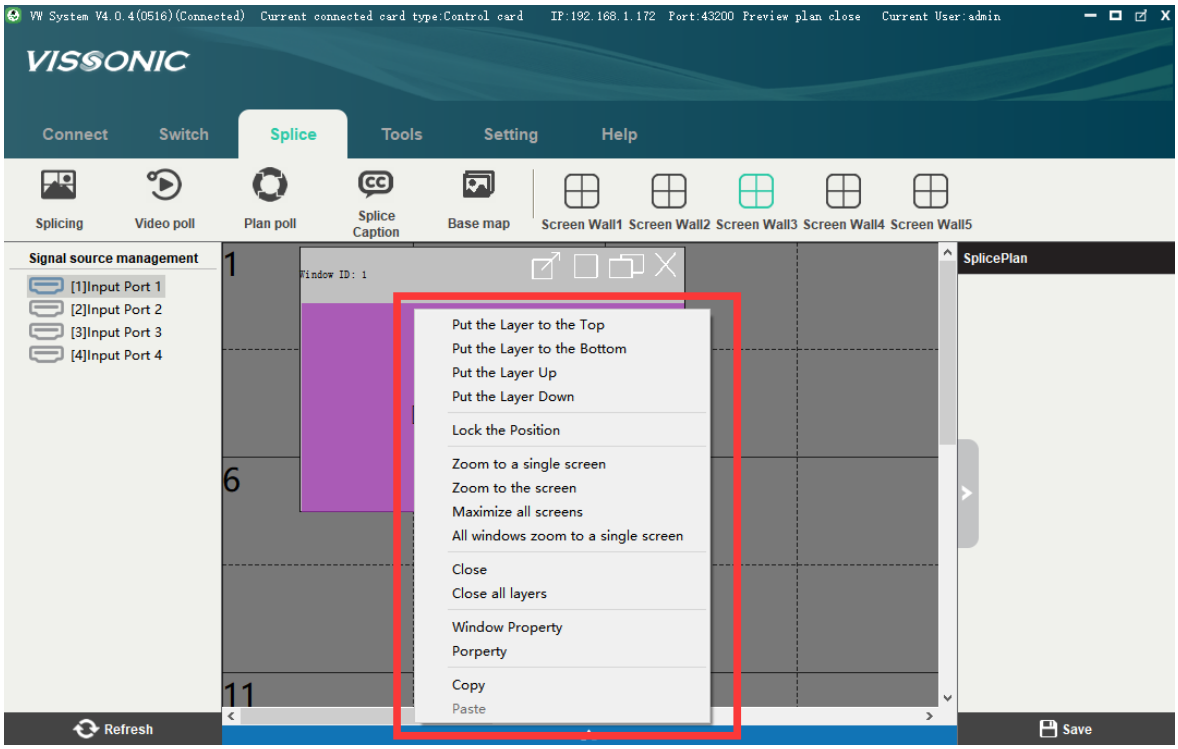
Move the mouse to the window border, and when the mouse shape changes, press and hold the mouse and drag to zoom in or out the window.

Touchscreen:

Touch the inside of the window with one finger (the first touch point) while touching the virtual screen under the current screen wall with the other finger (the second touch point). The second touch shall be higher than and on the right to the first one. Then, you can swipe your fingers in and out on the touchscreen to zoom in/out the window.

6. Windows - Close: Used to close the current window.

7. Right-click menu of windows



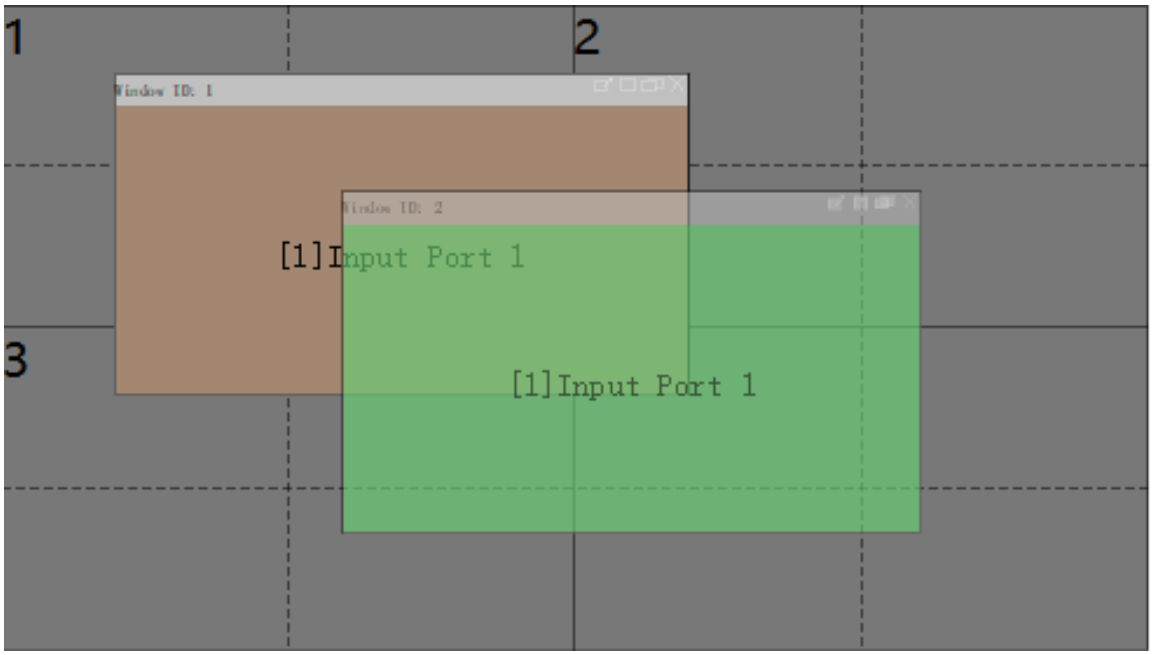
a) Put the Layer to the Top: For example, you can use this feature to put a certain window to the top when windows are overlapped.

b) Put the Layer to the Bottom: For example, you can use this feature to put a certain window to the bottom when windows are overlapped.

c) Put the Layer Up: For example, three windows (window IDs 1, 2, and 3) are staggered, with window 1 on the top, window 2 in the middle, and window 3 on the bottom. In this case, to move window 3 in between window 2 and window 1, use this feature on window 3.

d) Put the Layer Bottom: For example, three windows (window IDs 1, 2, and 3) are staggered, with window 1 on the top, window 2 in the middle, and window 3 on the bottom. In this case, to move window 1 in between window 2 and window 3, use this feature on window 1.

e) Lock the Position: As shown in the figure, the semitransparent window is locked and cannot be moved or zoomed in/out, but can be closed. A locked window cannot be moved.



f) Zoom to a single screen: As shown in the figure, this feature can zoom and fit the window to a virtual screen. The position of the upper left corner of the current window on the virtual screen determines the virtual screen window to which the current window is zoomed.

g) Zoom to the screen: Populate the current window to the virtual screens it occupies. The function is the same as Windows - Apply. The population range is determined by the reach of the four corners. For example, as shown in Figure 1, the four corners reach out to virtual screens 7, 9, 12, and 14. The current window will populate the screen enclosed by these four virtual screens when this feature applies. Figure 2 on the right shows the effect.

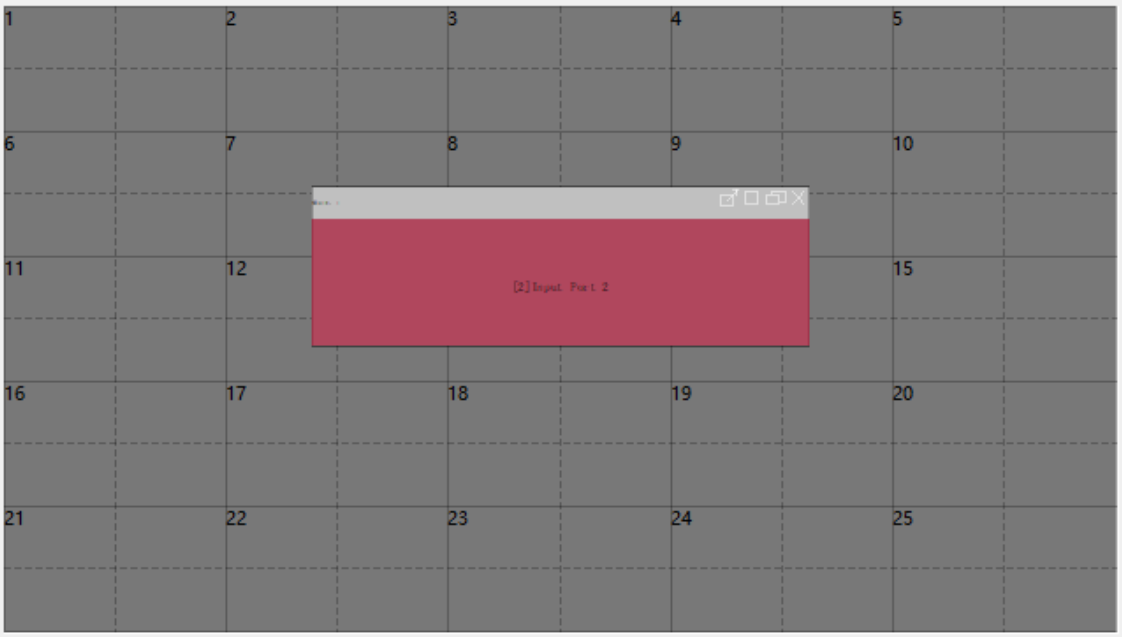


Figure 1

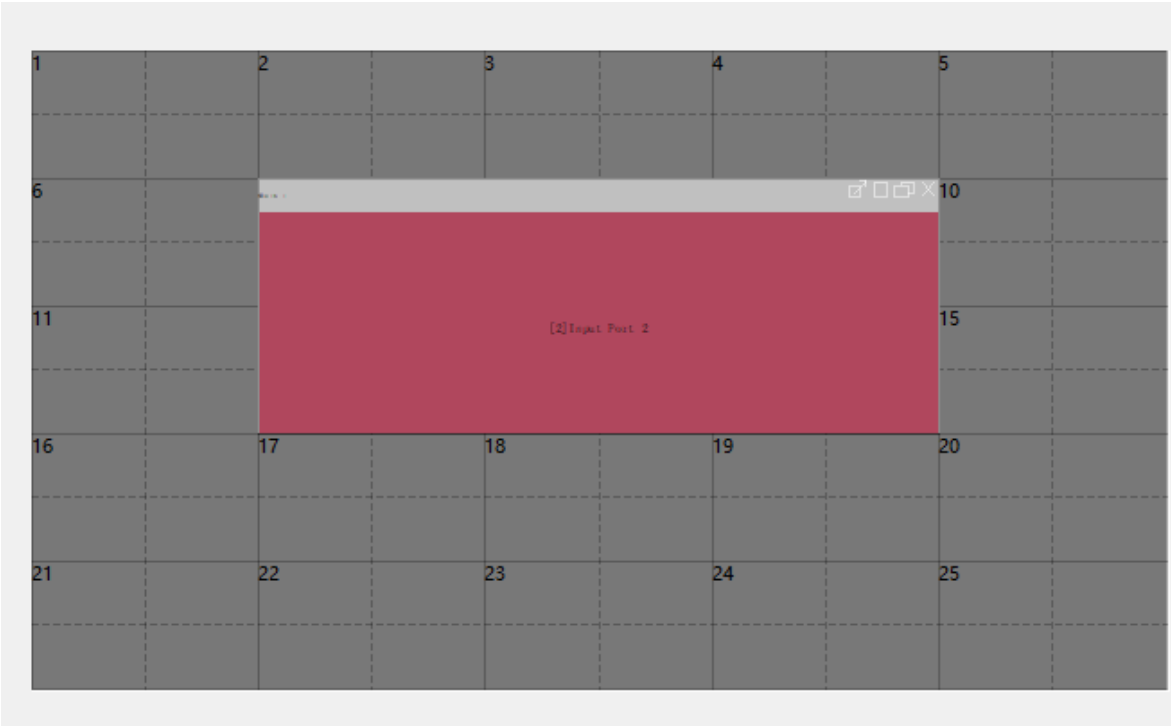


Figure 2

h) Maximize all screens: Used to maximize the current window and populate all virtual screens.
i) All windows zoom to a single screen: The function is similar to "Zoom to a single screen" but this action will apply for all windows. As shown in the figure, zoom all windows to one virtual screen. The position of the upper left corner of the current window on the virtual screen determines the virtual screen window to which the current window is zoomed.
j) Close: Used to close the current window.
k) Close all layers: Used to close all windows under the current screen wall.
l) Window Property: Used to check window details, as shown in the figure.
m) Property: Used to check information of input signals, as shown in the figure.
n) Copy: Used to copy input signals on the current window.
o) Paste: Used to paste copied input signals, that is, changing the input signal on the window to which the input signal is pasted.

8. Zooming in/out of Virtual Screens

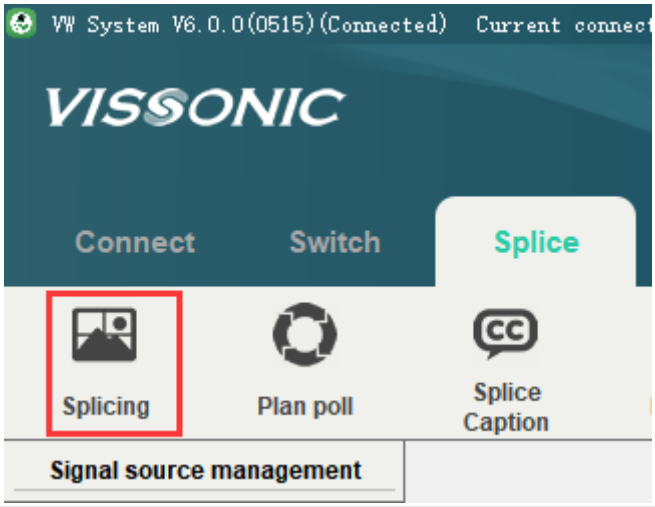
Non-touchscreen:

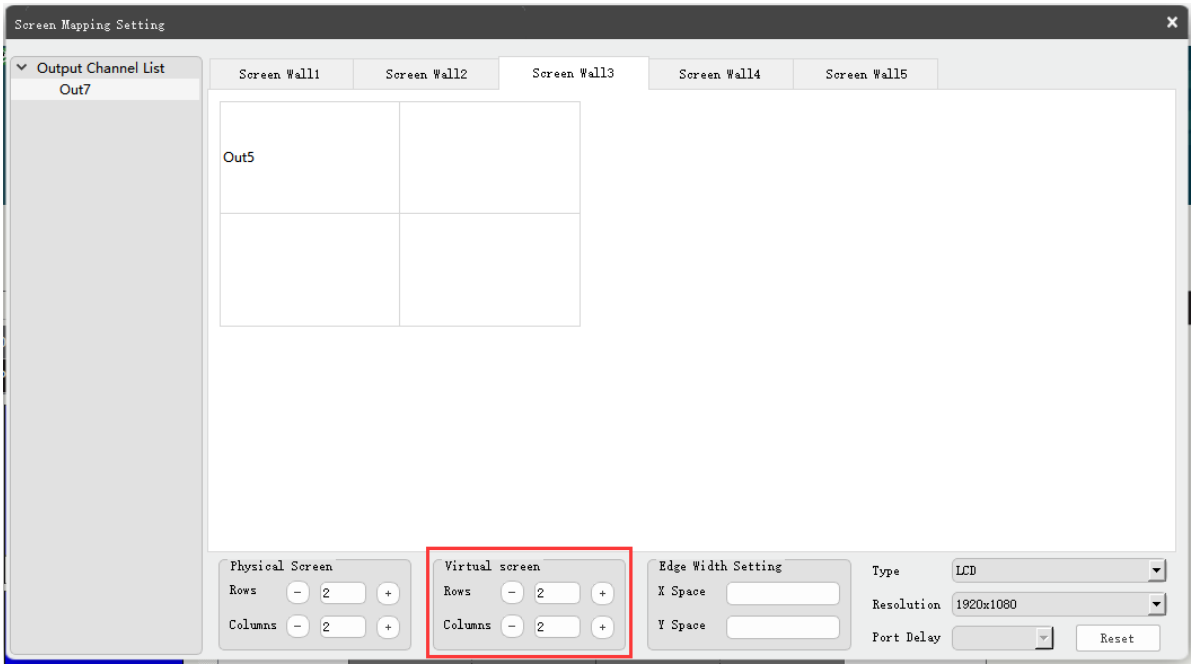
Press and hold the CTRL key on the keyboard while the mouse is within the range of the virtual screen, and then use the mouse wheel to zoom in or out the virtual screen.

Touchscreen:

Touch the virtual screen with one finger (not the window) while touch the area within the virtual screen with the other finger. The second touch point is in the upper right to the first one. Then, you can swipe your fingers in and out on the touchscreen to zoom in/out the virtual screen.

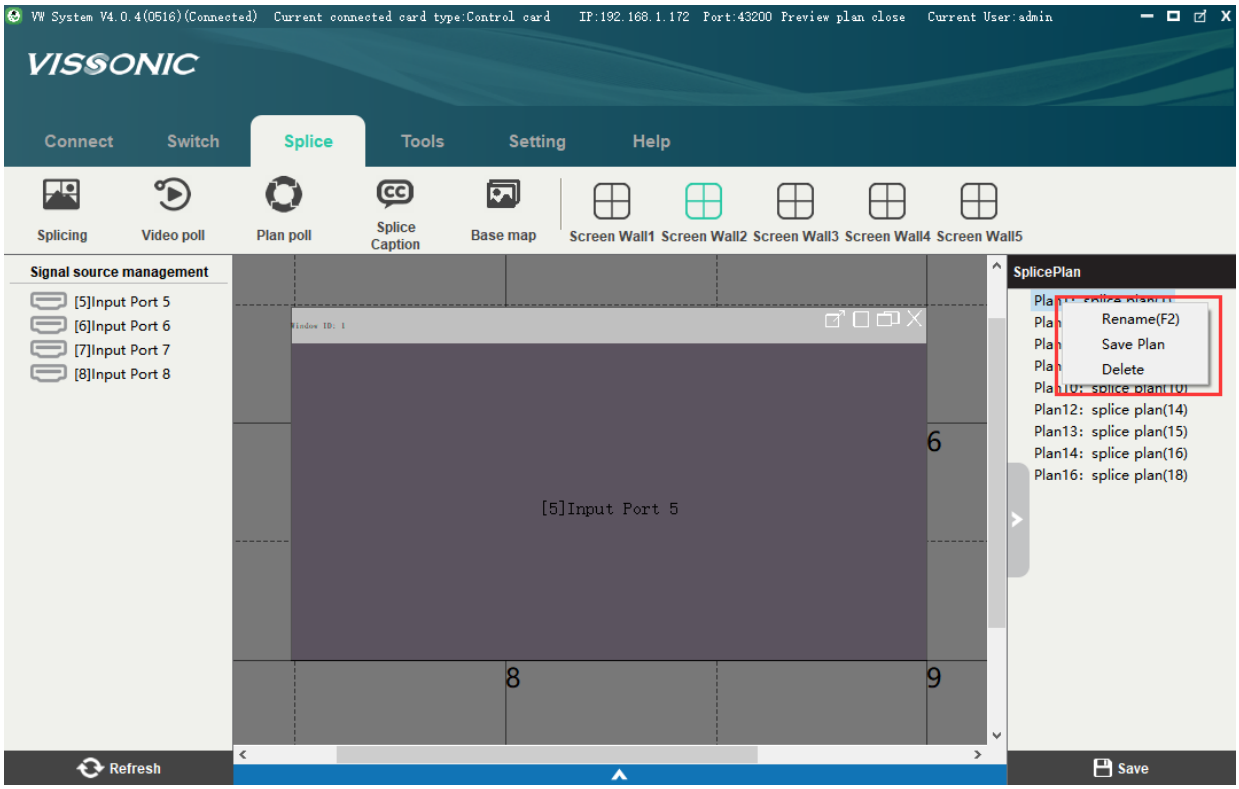
9. Changing the Values of Rows and Columns in Virtual Screen





As shown in the figure, you can set the values of rows and columns in Virtual Screen under the Splicing icon.

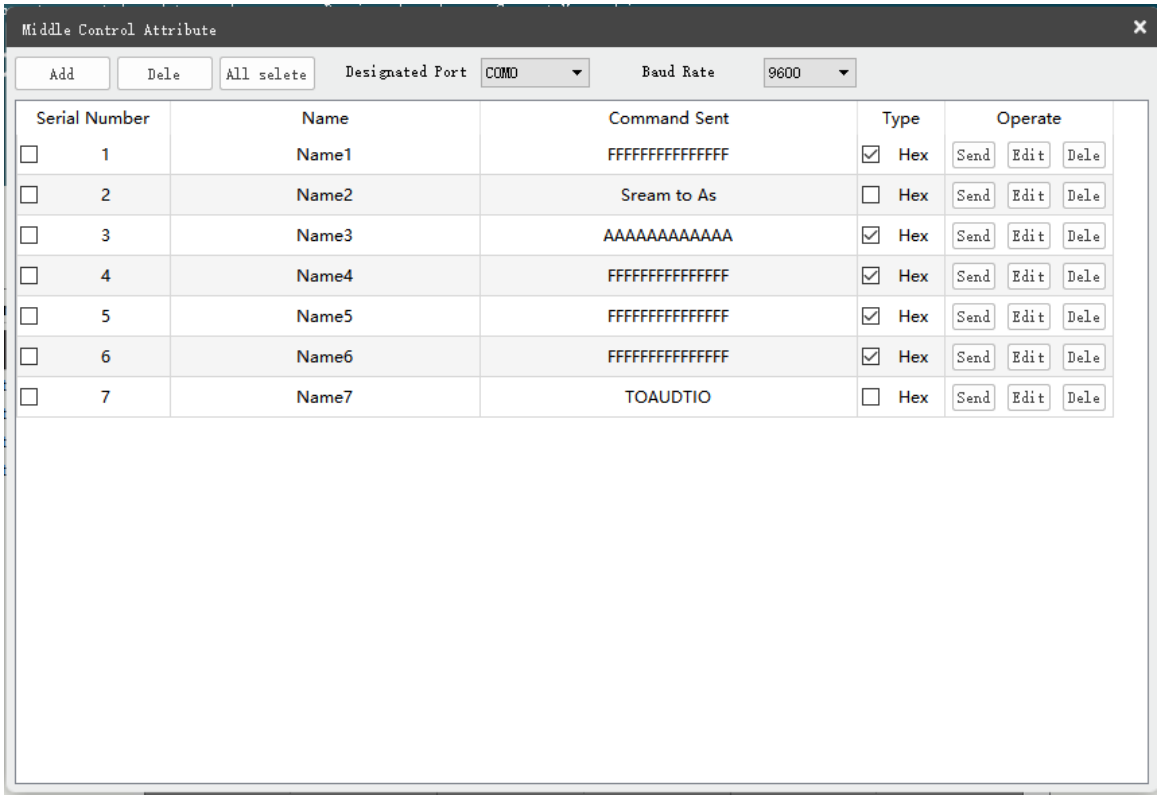
2.3.8 Splice Plan



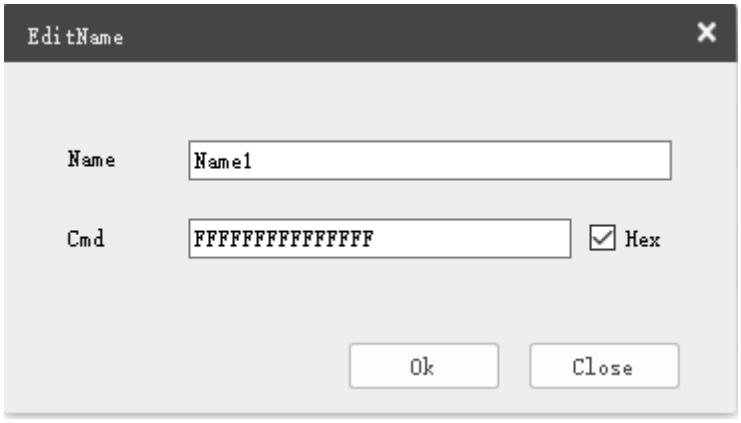
1. As shown in the preceding figure, the list in the red box shows splice plans. This is a list of splice plans rather than matrix plans. The list of matrix plans is provided under the "Switch" tab and the list of splice plans is provided under the Splicing icon.
2. The Save button at the bottom of the red box in the figure is used to create a splice plan and save the current windowing status. You cannot create a plan when the number of windows is less than 1 under the current screen wall.
3. You can double click a plan to call out the windowing status under the screen wall saved for this plan.
4. Right-click menu of splice plan
   Rename (F2): Used to rename a splice plan.
   Save Plan: Used to change the status of the selected plan to the windowing status under the current screen wall.
   Delete: Used to delete the selected plan.

2.4 Tools

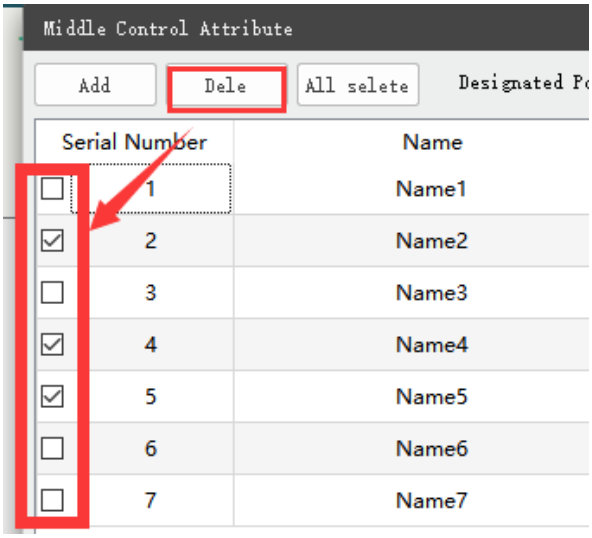
2.4.1 Center Control



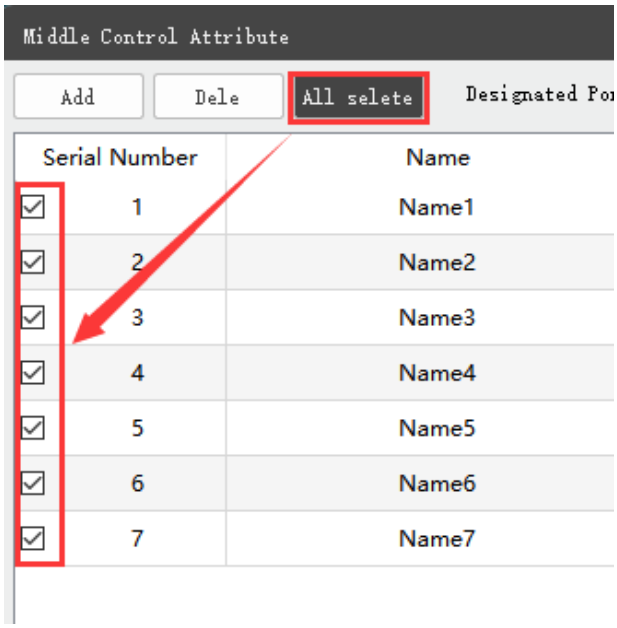
a) Add: Used to enter name and command. Choose whether to tick the Hex box and click OK to complete addition.



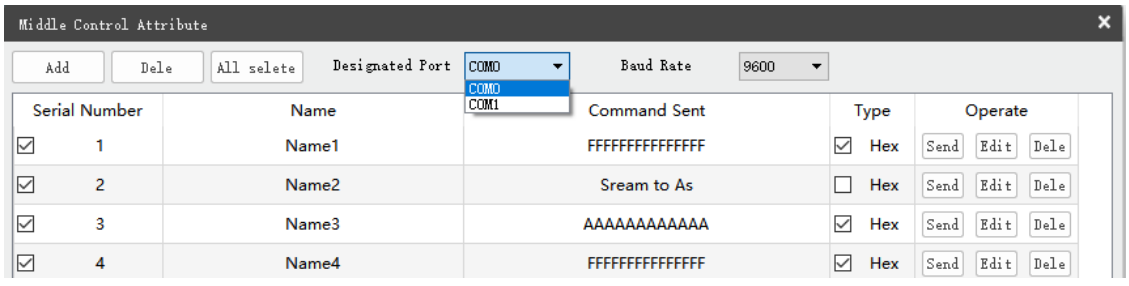
b) Delete (not the delete action in the list): This delete action deletes only selected list items and will not be applicable to unselected list items.



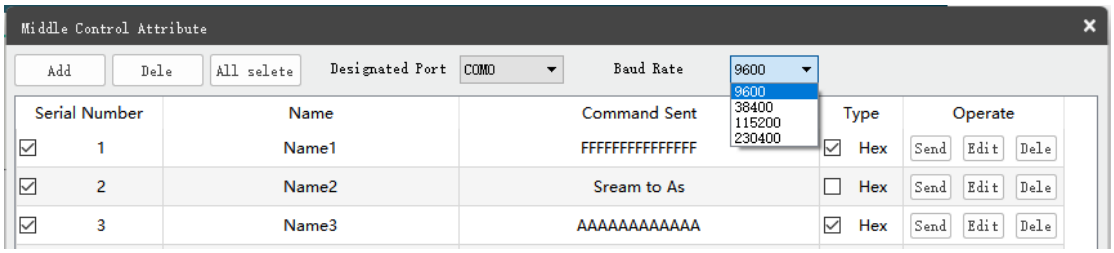
c) All select: Used to tick all list items.



d) Designated Port: Used to designate a port for center control.

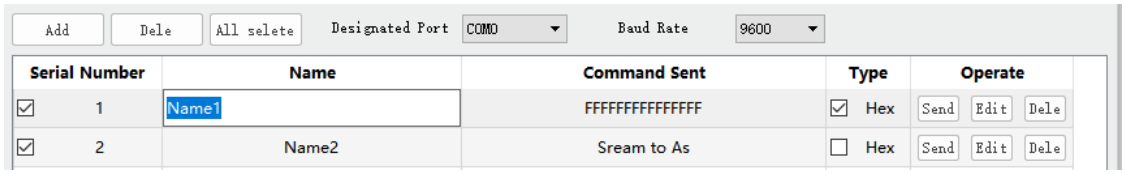


e) Baud Rate: Used to specify a baud rate at the current port for center control.

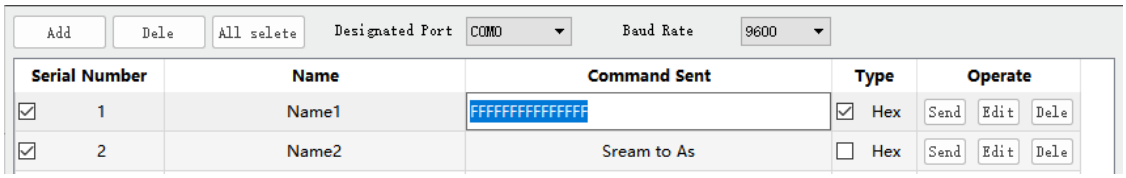


f) List items:

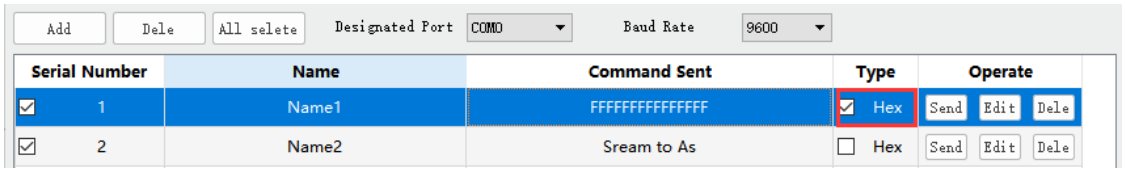
① Name: You can double click an item name to edit it.



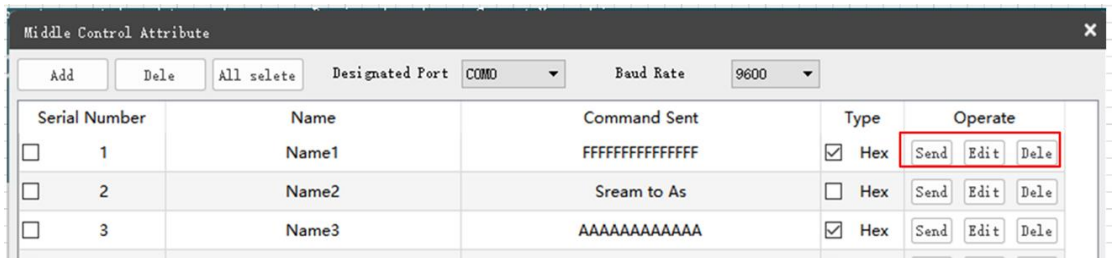
② Command Sent: You can double click a sent command to edit it.



③ Type: You can double click a command type to edit it.



④ Action: Send, Edit, and Delete.

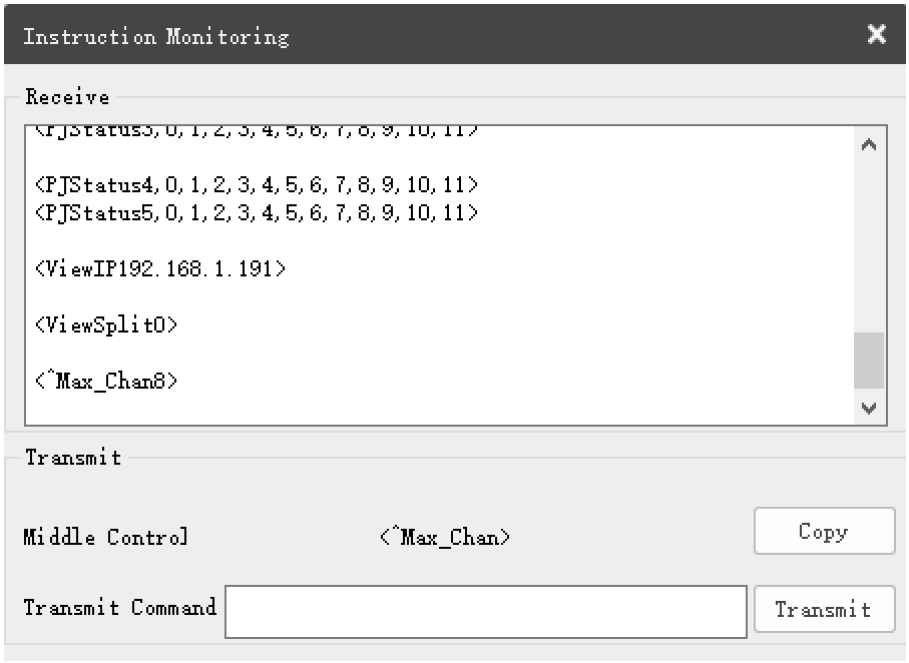


Send: Sends the center control command of the current item.

Edit: Edits the name, center control command, and command type of the current item.

Delete: Deletes the current item. Only the current item can be deleted.

2.4.2 Instruction Monitoring

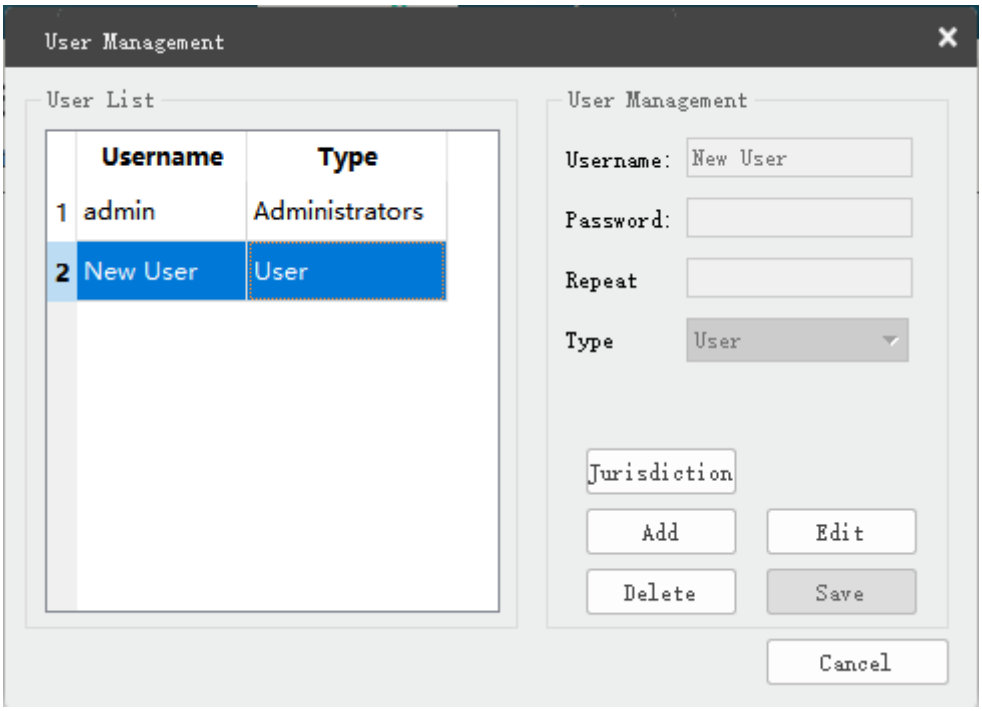


Monitors the action instructions from the device or software.

2.5 System Settings

2.5.1 User Management

An administrator has the highest authority in the system.

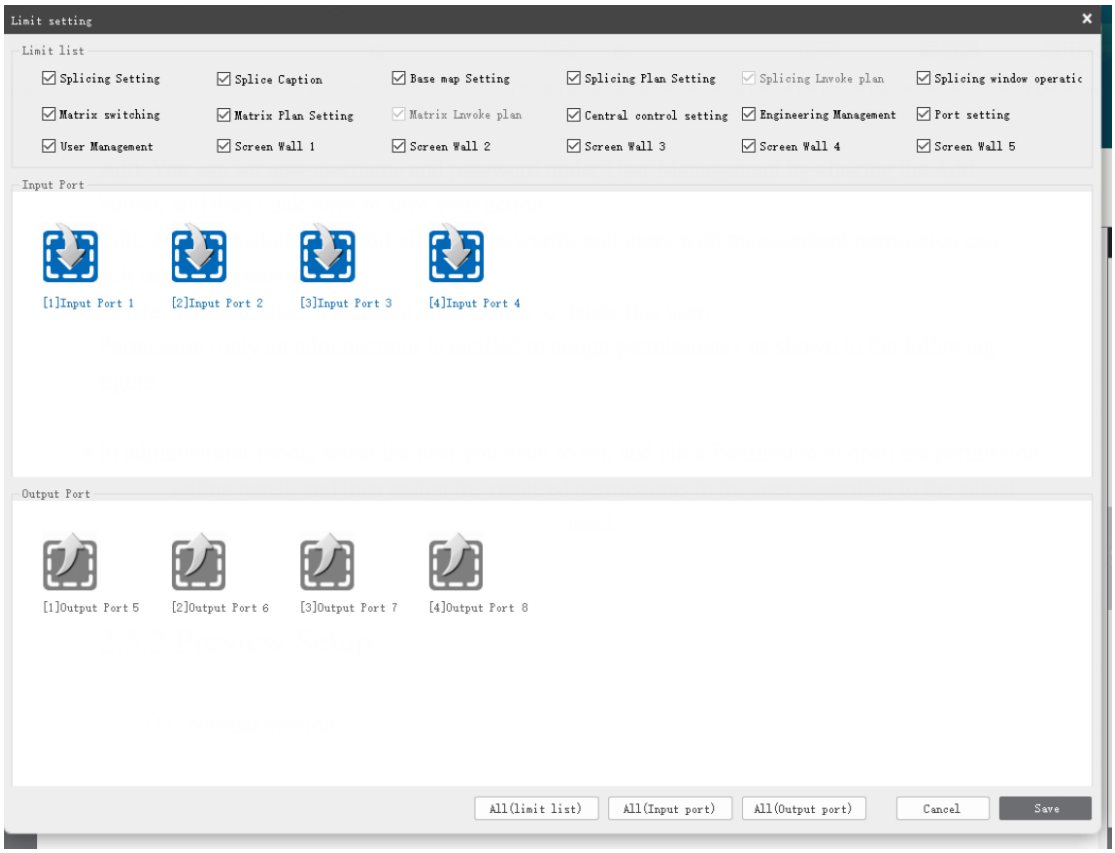


Add: You can set new username and password under User Management by clicking the Add button, and then click Save to save your action.

Edit: An administrator can edit all user passwords, and users with management permission can edit their own passwords.

Delete: You can select a user and click Delete to delete this user.

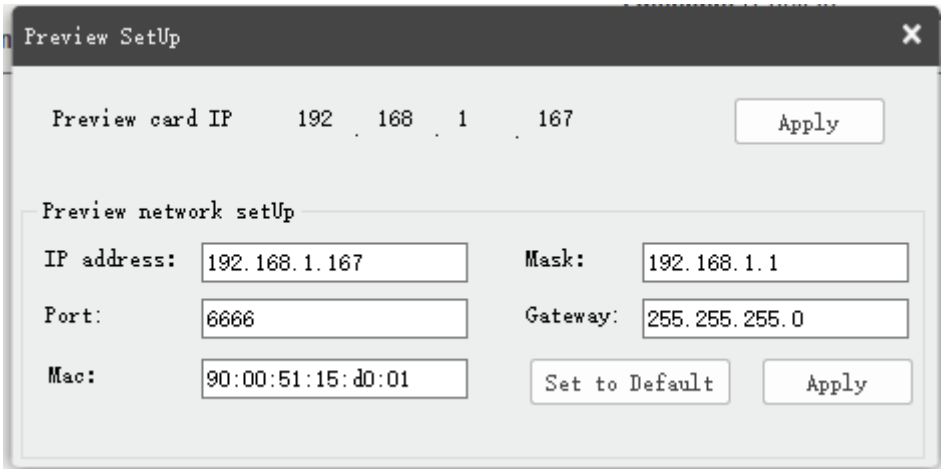
Permission (only an administrator is entitled to assign permissions), as shown in the following figure.



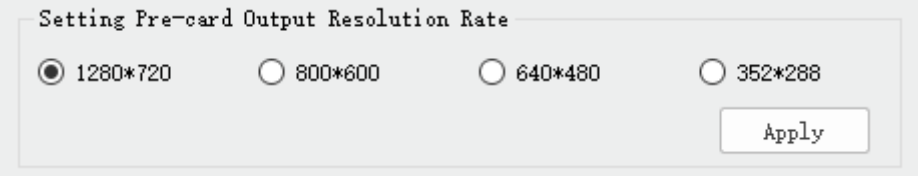
In administrator mode, select the user you want to set, and click Permission to open the permission setting panel, and then assign the required permissions to the user according to the actual need.

2.5.2 Preview Setup

① Normal version

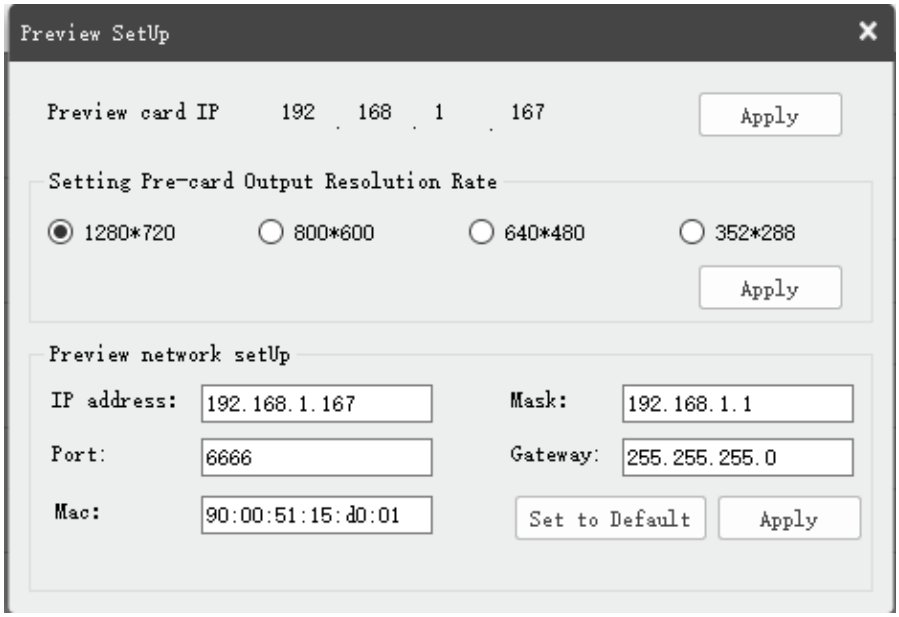


Set the Preview Card IP and click Apply. The preview card is connected. Then, the information of the IP card is returned and displayed in the Preview Network Setup section.
After the preview card is connected, you can set the output resolution of the preview card, as shown in the following figure:



Then, the information of the connected preview card is returned and populated. You can edit the information of the preview card in the Preview Network Setup section. You have to reboot the device to make the change to the preview card IP effective.

② Full preview

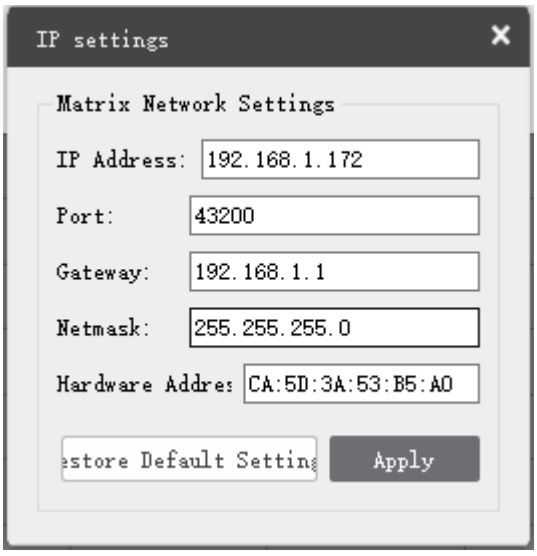


Set the Preview Card IP and click Apply. The preview card is connected. Then, the information of the IP card is returned and displayed in the Preview Network Setup section.
Then, the information of the connected preview card is returned and populated. You can edit the information of the preview card in the Preview Network Setup section. You have to reboot the device to make the change to the preview card IP effective.

2.5.3 Export

Used to export the hardware information of the connected device, such as board temperature and resolution.

2.5.4 IP Settings



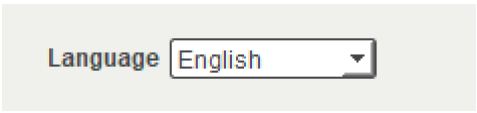
Used to set the IP address and port number, and other information of the device.
Default IP address: 192.168.1.190, default port number: 6666.

2.5.5 User Switchover

Used to switch added users.

2.5.6 Language Switchover

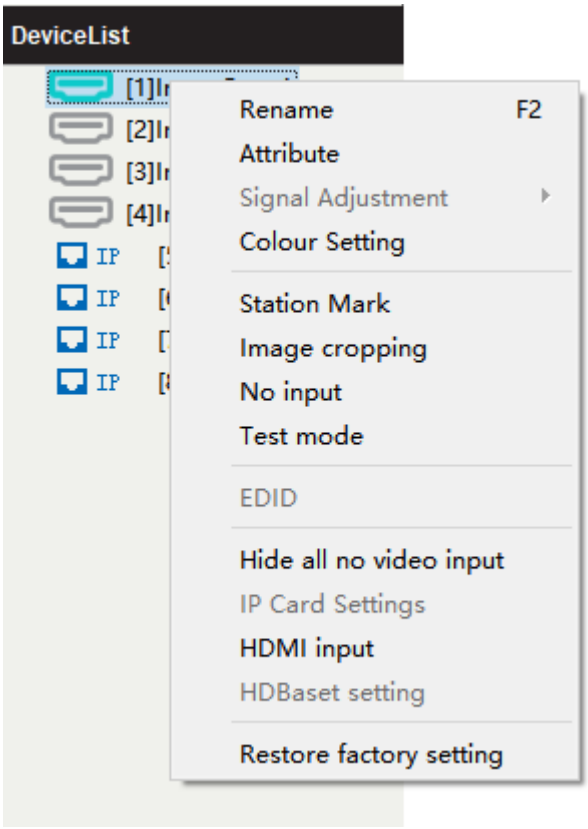
Used to switch system languages.



2.6 Signal Source Management

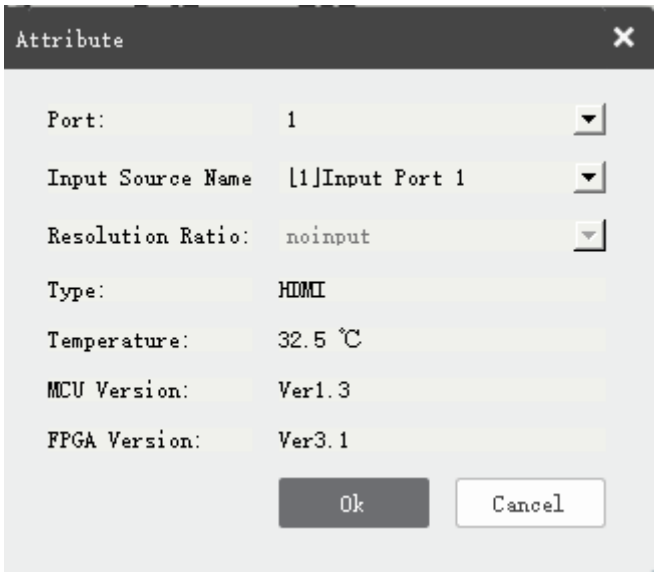
2.6.1 Device List

Features available may be different, depending on board type. For example, HDMI settings are available on an HDMI board, but IP card settings are unavailable on this board type, and vice versa.

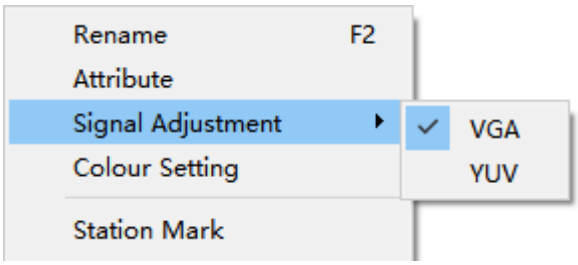


① Rename: Used to rename an input signal.

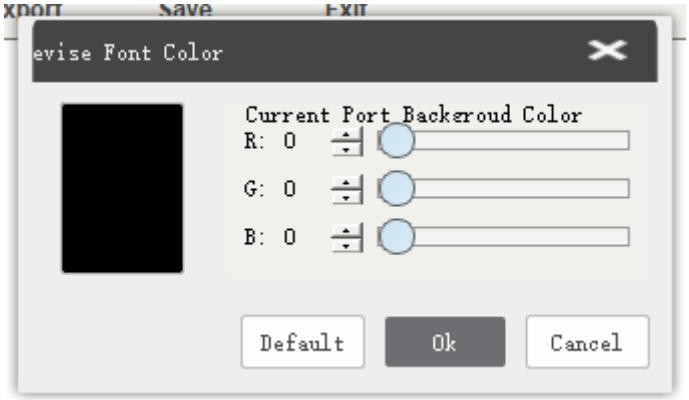
② Attribute: Displays the information of the current input port, as shown in the following figure.



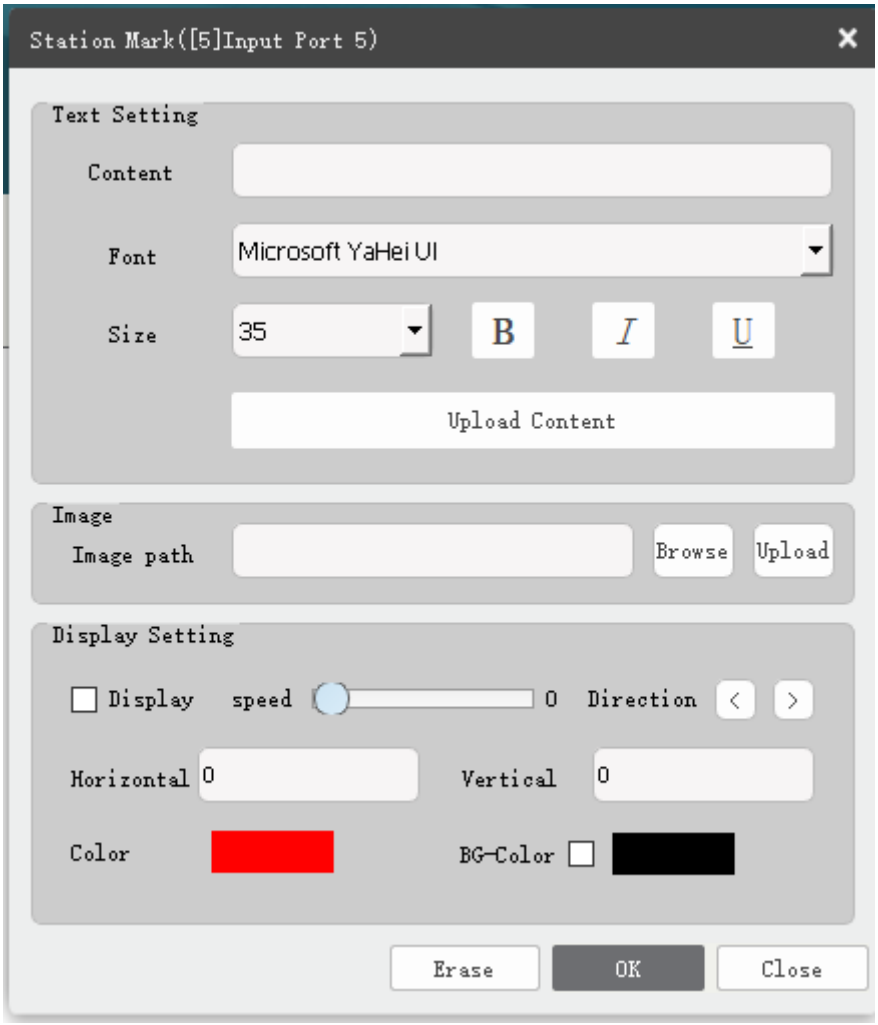
③ Signal Adjustment: You can perform signal adjustment when input port signal type is selected as VGA, as shown in the following figure.



④ Color Setting: Used to change the font color of the selected signal name, as shown in the following figure.



⑤ Station Mark: Used to upload a station mark for the selected port. The function of the station mark is similar to that of the subtitle, with main difference in that the subtitle is for the entire screen wall while the station mark is for the selected port. The uploaded station mark is displayed only for the selected port.



Station mark setting

Content: Used to edit the text of the station mark.

Font: Used to set the font style of the text.

Size: Used to set the font size of the text.

B (bold): Used to make the text bold.

I (italic): Used to make the text bold.

U (underline): Used to underline the text.

Upload Content: Used to upload the text settings to the selected port. It should be noted that you need to set font style and size before uploading. The font style, size, and other settings cannot be changed after being uploaded. In this case, you have to make text settings and upload new text settings again to change font size and style.

Image: Select an image and upload it to the device. The size of the station mark image for the selected port shall not be too large. Otherwise, a display error may occur.

Image formats including .bmp, .png, .jpg, .jpeg, .tga, .tiff, etc. are supported.

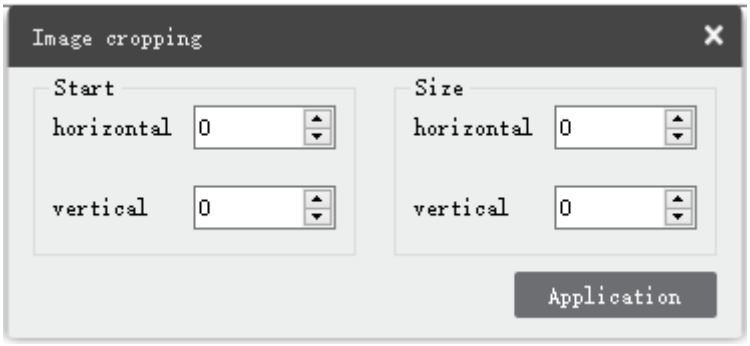
Display Settings

Display: Used to turn on or off the station mark display of the current port.

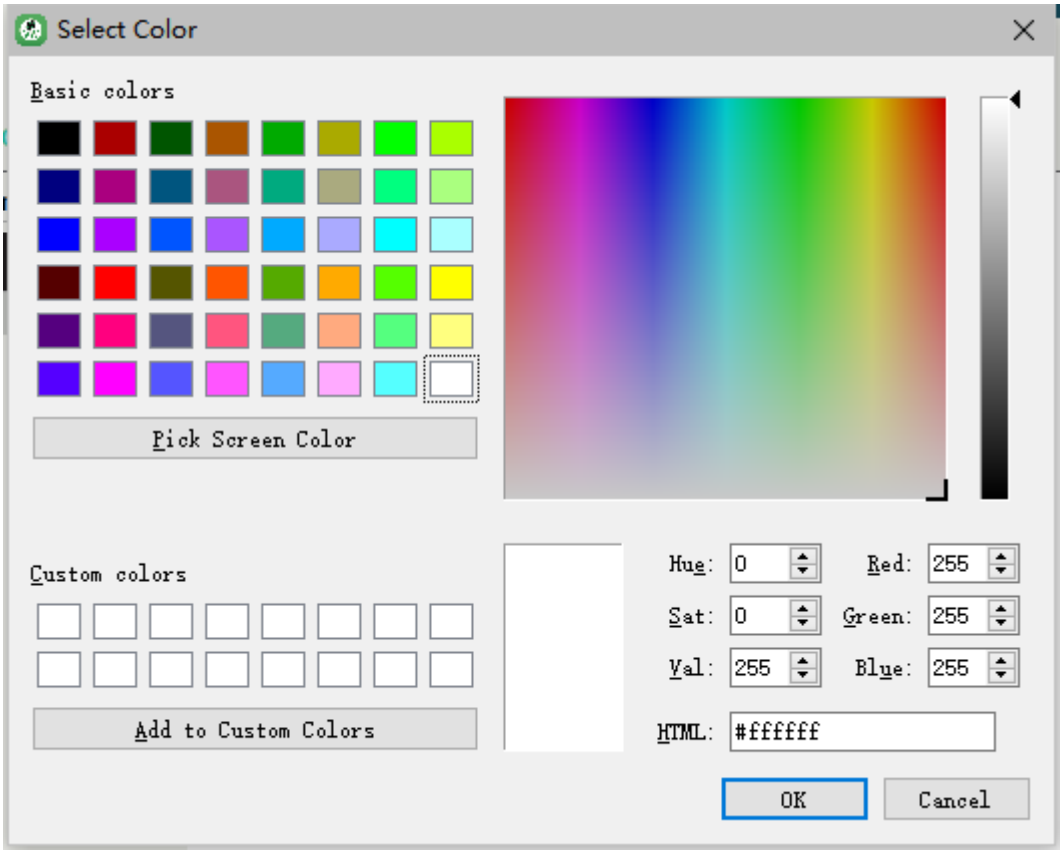
Speed: Used to control the movement speed of the station mark for the current port. 0 indicates that the station mark is motionless and 10 indicates that the station mark moves in the highest speed.

Direction: Used to control the movement direction of the station mark for the current port.
Horizontal: Used to set the horizontal position of the station mark for the current port. Note: The effect in vertical mode is visible only when the speed is set to 0.
Vertical: Used to set the vertical position of the station mark for the current port.
Color: Used to set the font color of the station mark for the current port.
BG-Color: Used to set the background color of the station mark for the current port and turn on or off the background color.
Erase: Used to erase the station mark text for the current port.

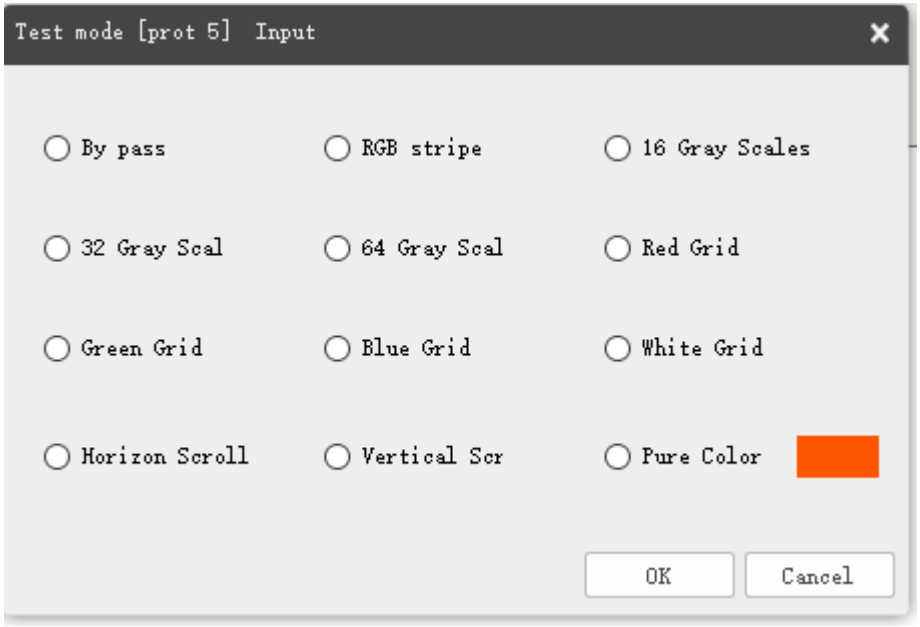
⑥ Image Cropping: Used to crop the signal image for the current input port. The cropping location and size are customized by users. When Size is set to 0,0, the cropping starts from the starting point to the screen limit. When Start is set to 0,0 and Size is set to 0,0, no image cropping is executed.



⑦ No signal input: Designate a color for the selected input signal. When there is no signal for the selected input signal port, the user-defined color will be used as signal input.



⑧ Test Mode:



Straight-through: Input source straight-through.

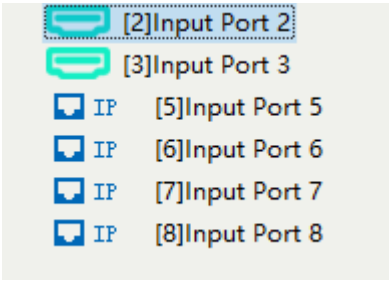
Bypass and non-pure color: The signal screen of input source changes to the set screen.

Pure Color: The screen of the input source changes to the user-defined screen.

⑨ EDID

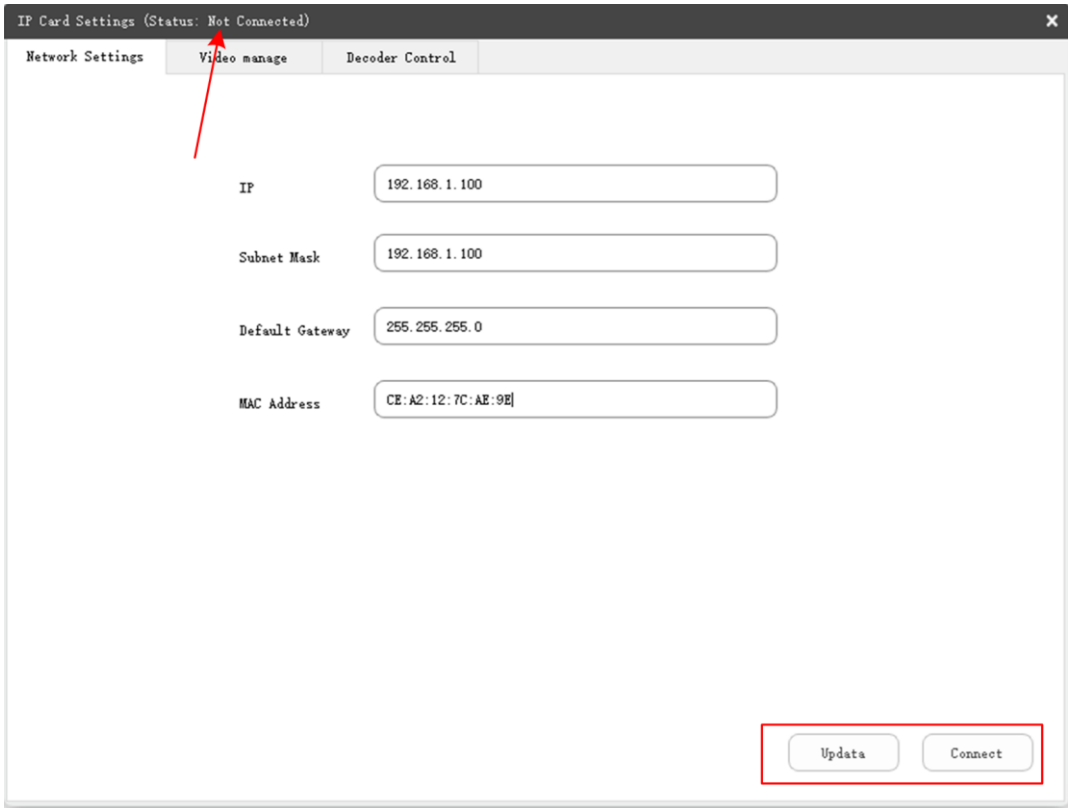
Read EID From: You can read EID to the selected input port or switch to other input ports. Click Browse to select the EDID file to be updated and then click Upload to update EDI.

⑩ Hide all inputs without video: As shown in the figure, input 1 or 4 has no input signal and thus is hidden. To display all signals, operate "Hide all inputs without video" again.



⑪ IP Card Settings: Network Settings, Video Manage, and Decoder Control

Network Settings:

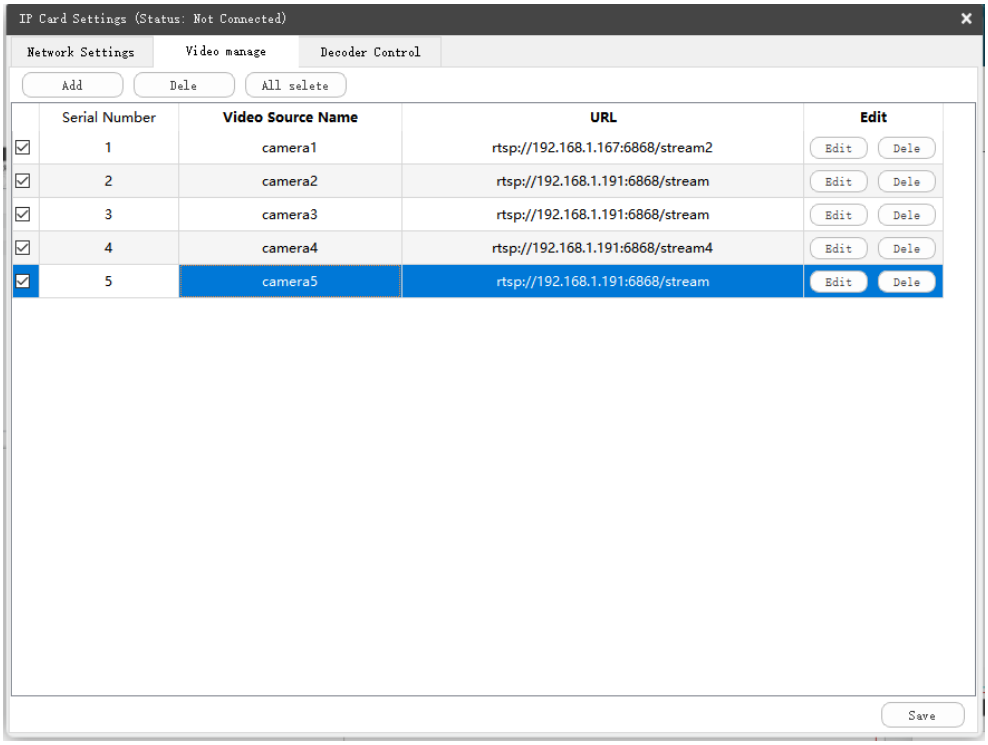


Network Settings: Used to connect and set the IP card.

Update: You can change the IP card information, and then click Update to update the IP card information.

Connect: You can click the Connect button to connect the IP card. The title bar displays "Connected" if the IP card is successfully connected.

Video Manage:



Add: You can click the Add button, enter name and URL, and then click OK.

Delete: You can delete selected list items.

All Select: You can select all list items.

List items

Video Source Name: You can double click this section to edit the name.

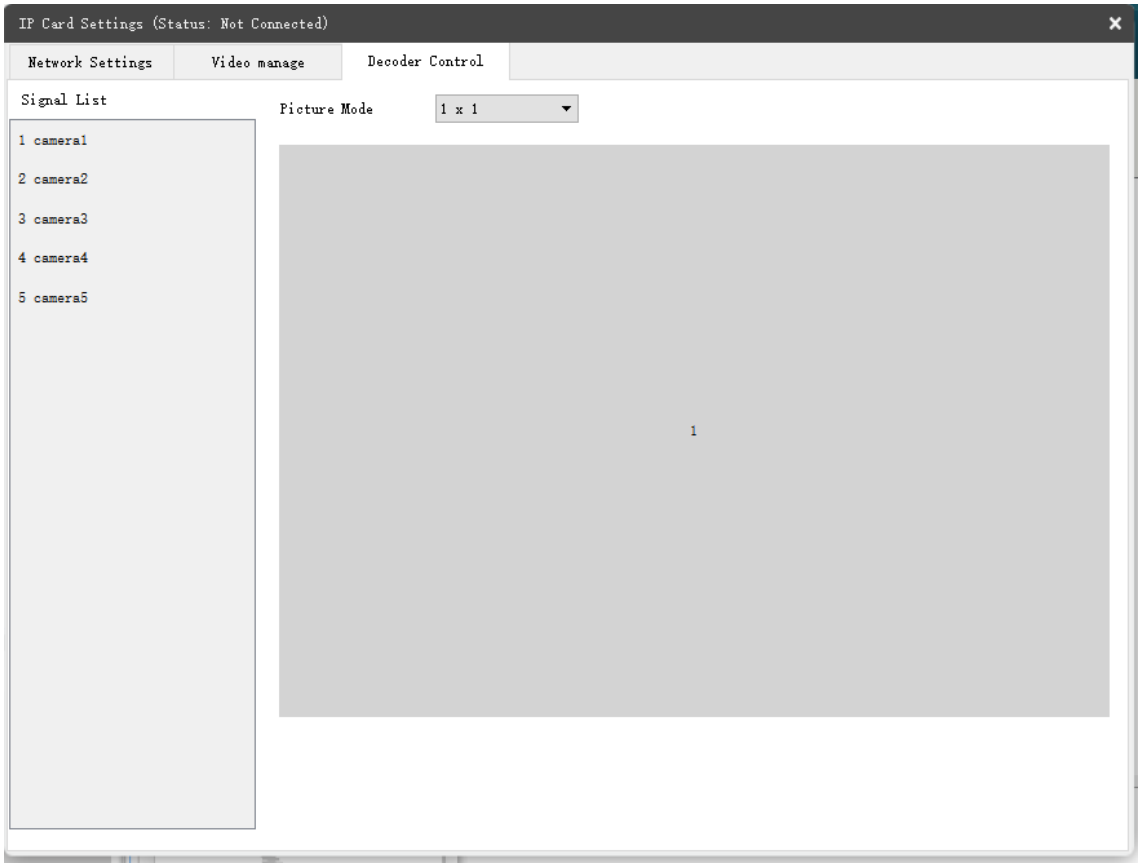
URL: You can double click this section to edit the URL.

Actions

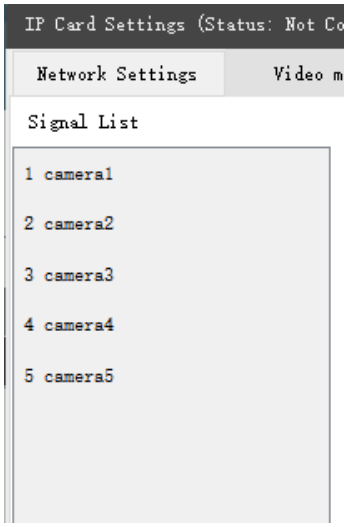
Edit: Used to edit name and URL.

Delete: Used to delete the current item.

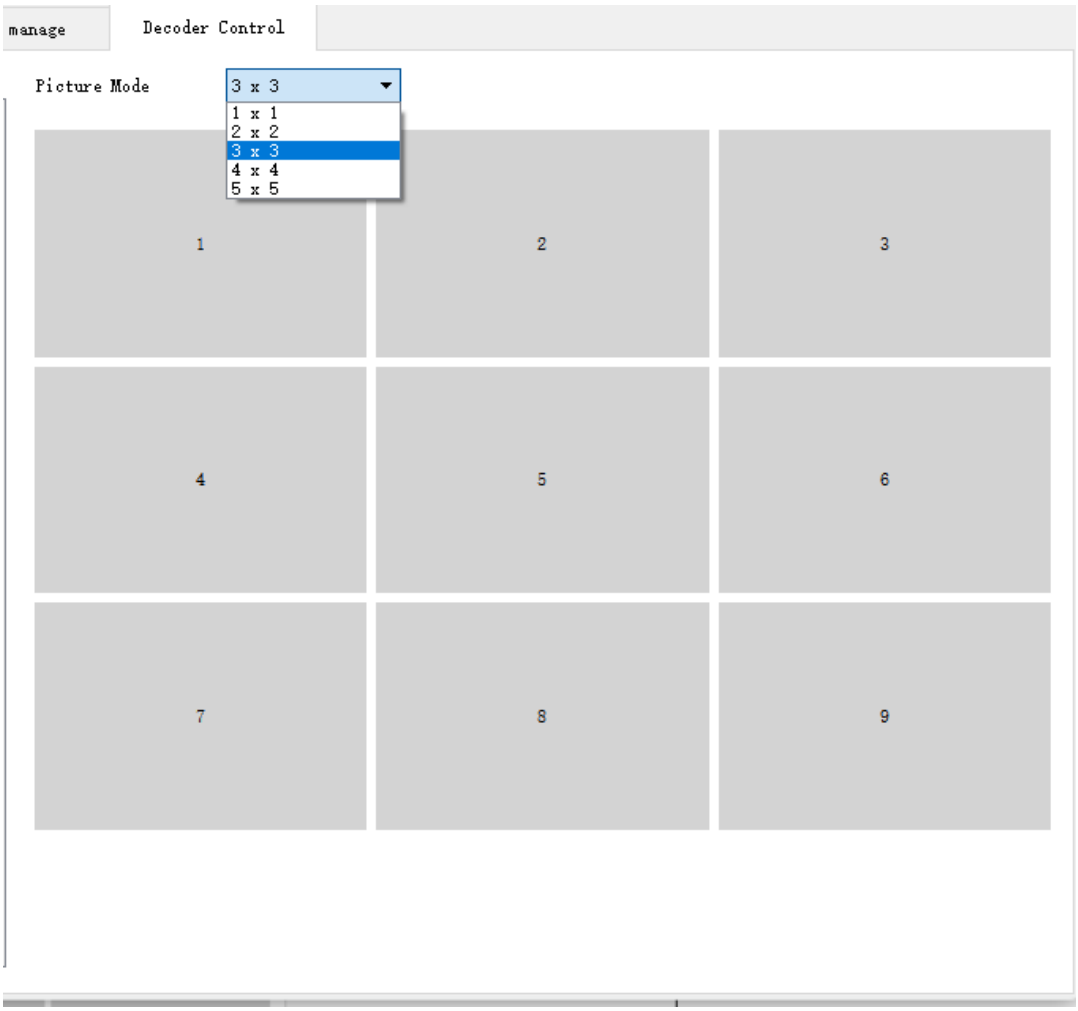
Decoder Control (connected):



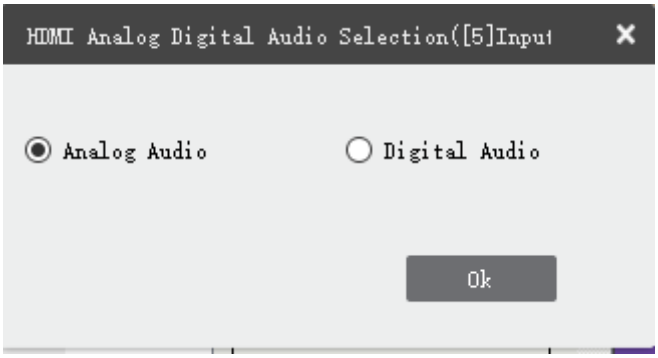
Signal List: The signal list can be dragged to the screen on the right.



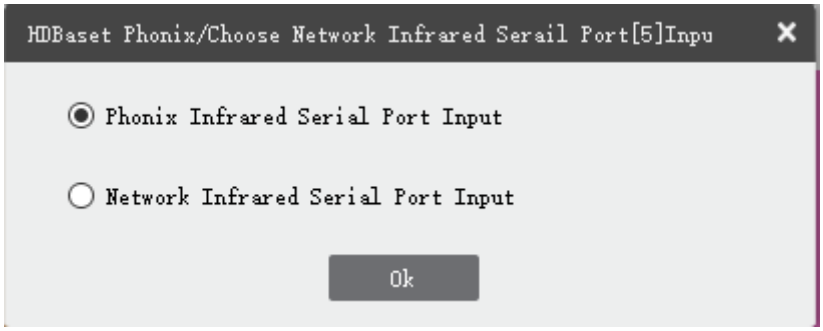
Picture Mode: Used to switch different picture modes as you need.



⑫ HDMI Setting: Used to switch the audio mode for the selected port.



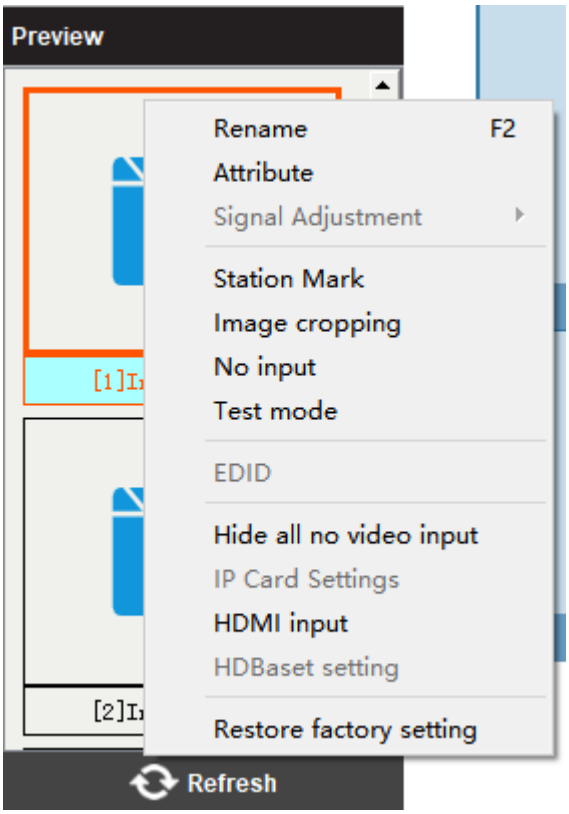
⑬ HDbaset Setting



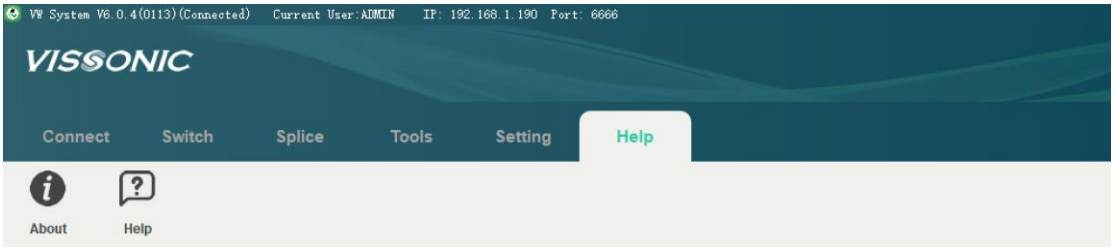
⑭ Restore Factory Setting: Used to restore the board where the current port is located to the factory setting.

2.6.2 Preview List (Full Preview Version)

The right-click menu of the full preview list is the same as that of the device list. For details, refer to the descriptions in the Device List section.



2.7 Help



2.7.1 About

Allows you to check information about the software.

2.7.2 Help

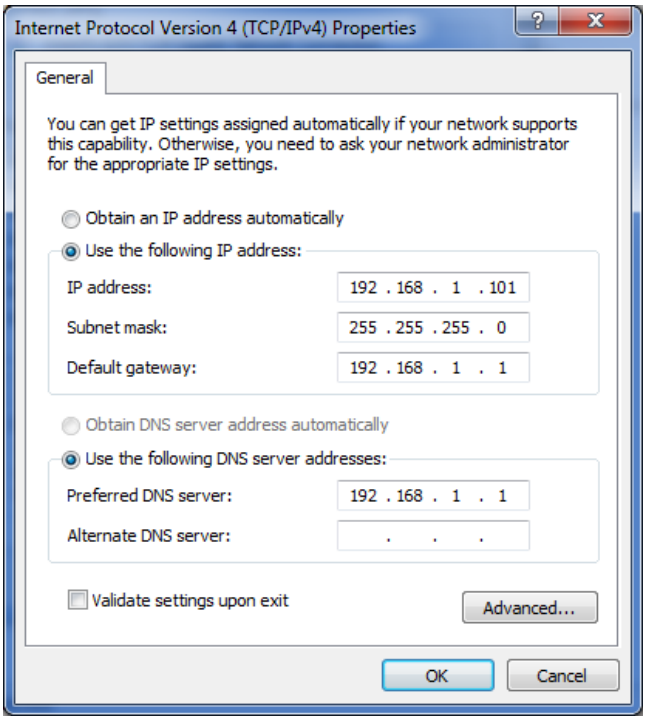
Allows you to check instructions for use of the software.

Chapter 3 Web-based Control Instructions for Mobile Terminals

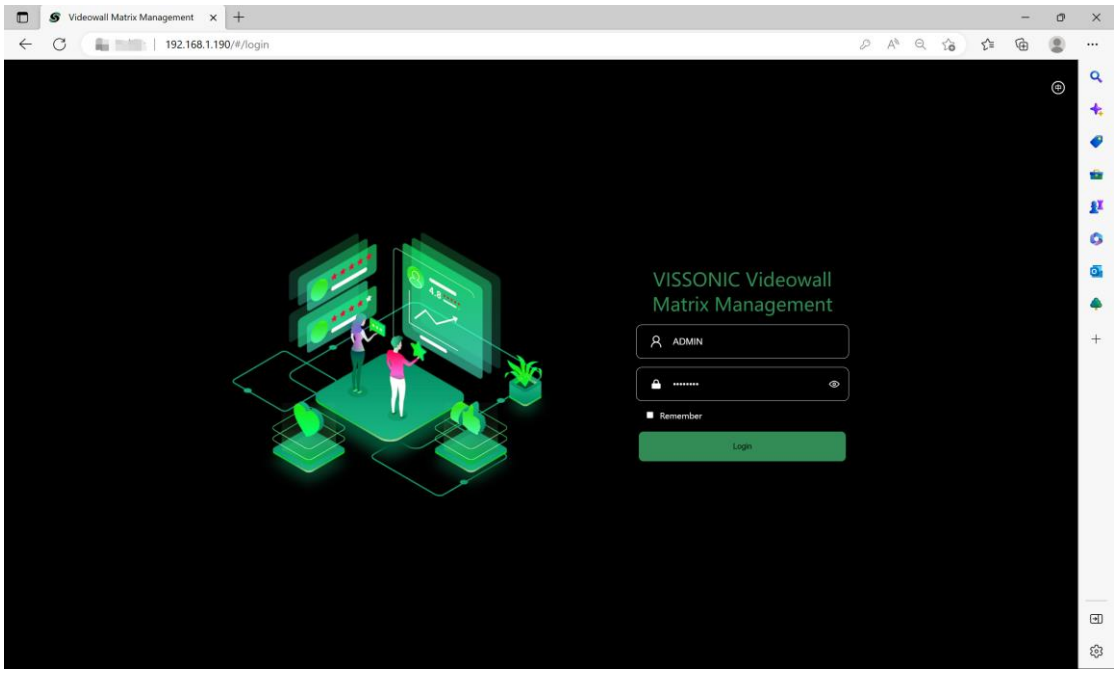
3.1 Connection

1. Connect your PC to the Ethernet of the matrix with CAT5 cable for TCP/IP communication. The default IP address of the matrix is 192.168.1.190 and the port number is 6666.

2. Please set your PC to the following IP address segment.



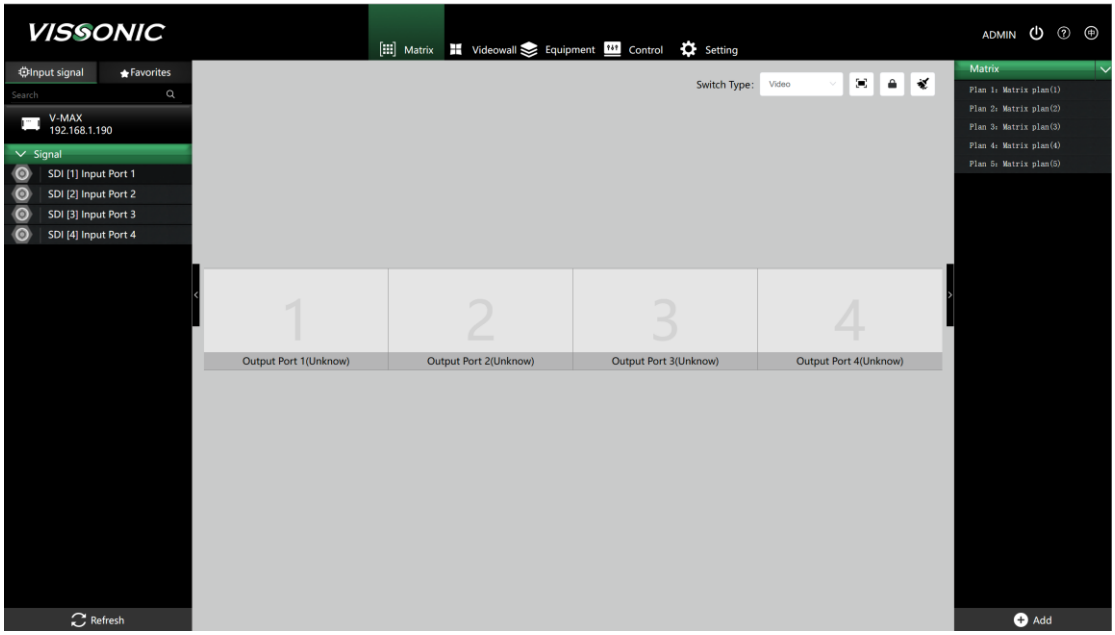
3. Open your web browser and enter the default IP address of the matrix: 192.168.1.190. Then you can directly access the login interface.



Username: ADMIN
Password: admin123

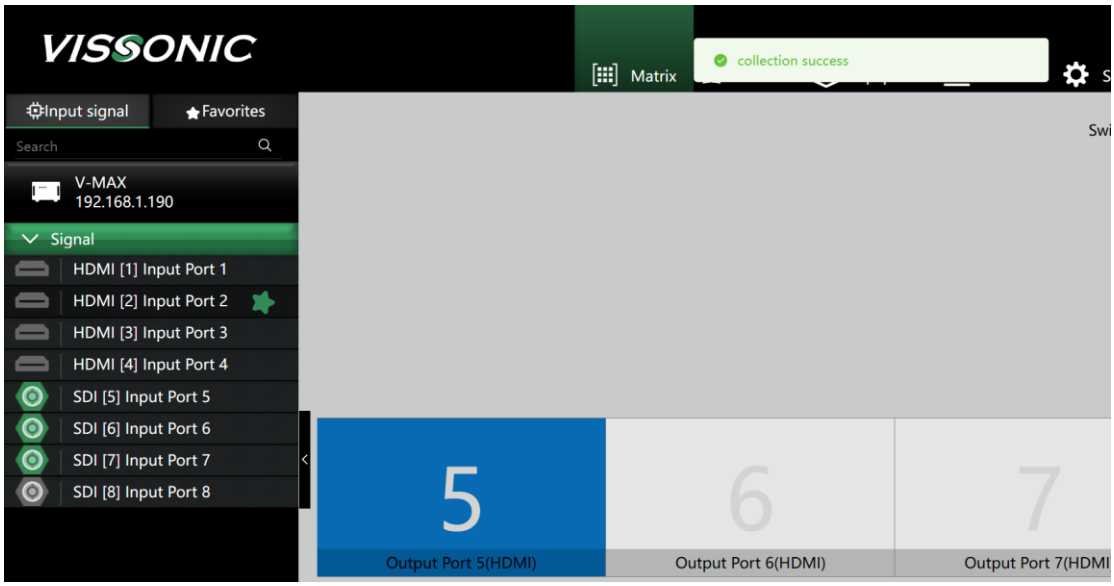
3.2 Screens and Functional Description

3.2.1 Matrix

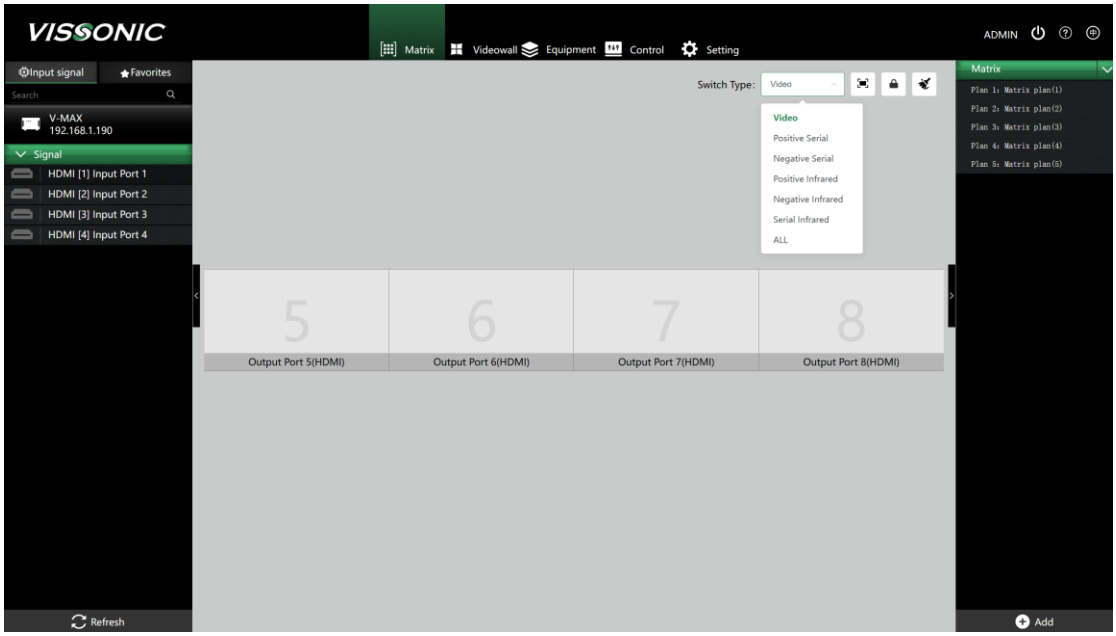


a) The right-click menu of the signal source list of the web-based matrix is the same as that of the VW system. For details, refer to the relevant descriptions in the software version.

b) Favorites: You can click the star icon next to your desired signal source to collect it to Favorites and then you can easily locate this signal source in Favorites.

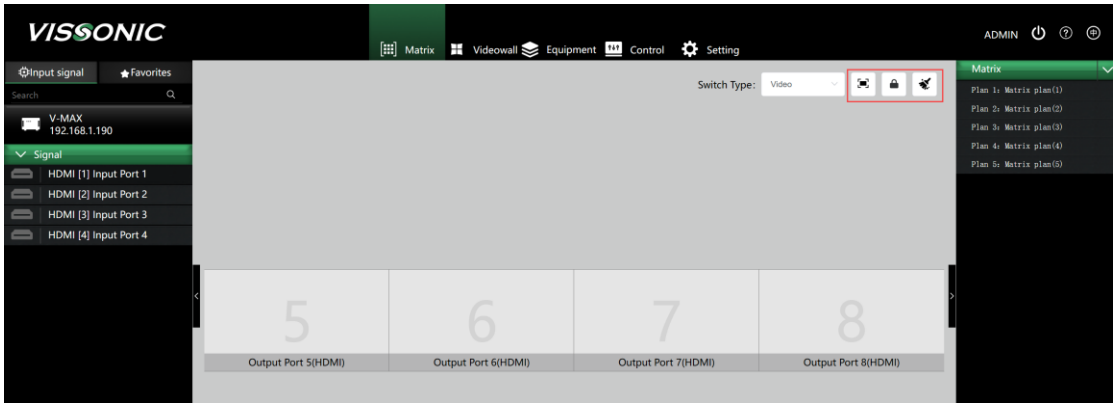


c) Switch Type: The type of signal source to which you want to switch, as shown in the figure.

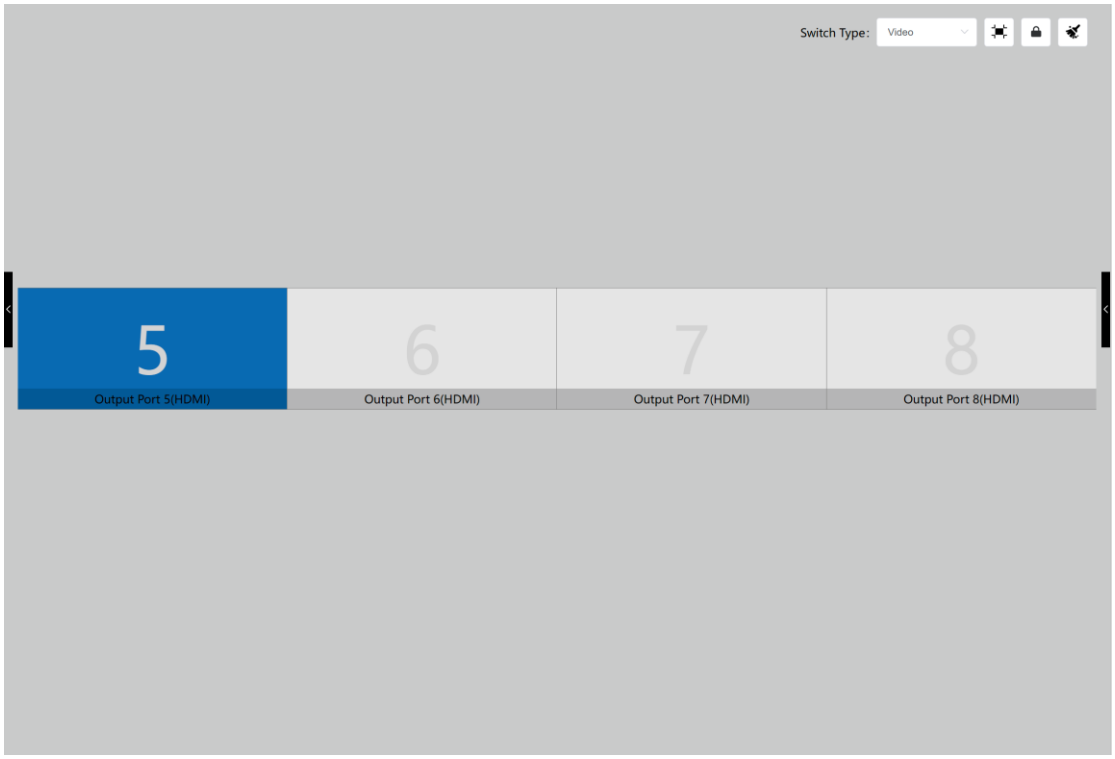


The function of the switch type is the same as that of the toolbar list under the "Switch" tab of the software. For details, refer to the relevant descriptions in the software version.

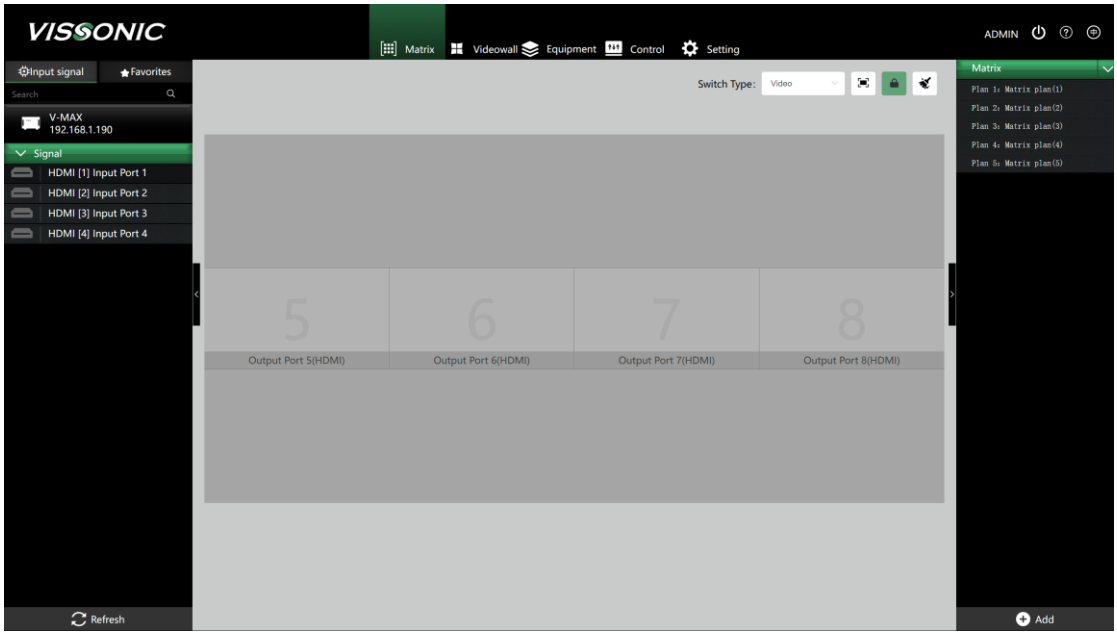
d) The following figure shows the application of tools including full screen, lock, and close all ports.



Full screen: Used to apply the full screen action on the output port of the matrix, as shown in the figure.

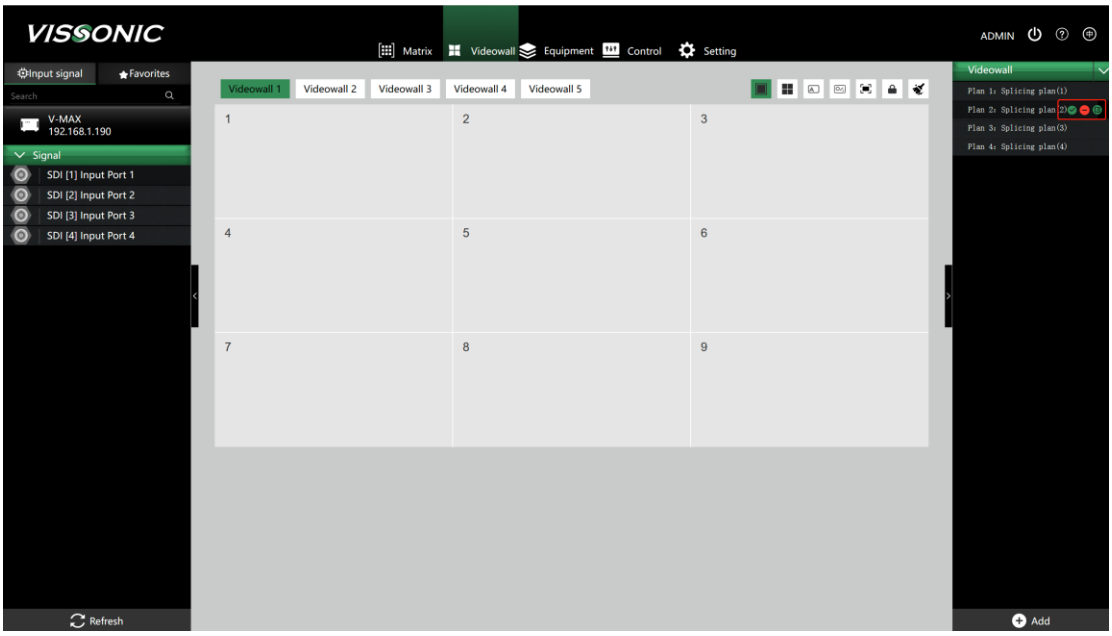


Lock: Used to lock the output port. The port is grayed out after being locked, as shown in the following figure.



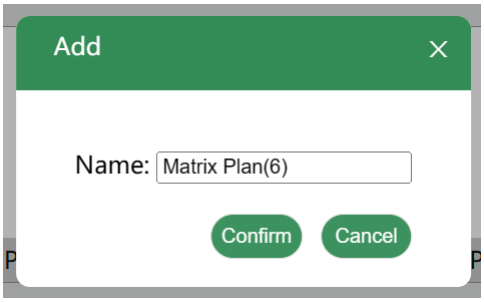
Close all ports: Used to cancel signal mapping of all ports, that is, closing the display screens of all ports.

e) Matrix plan, as shown in the following figure

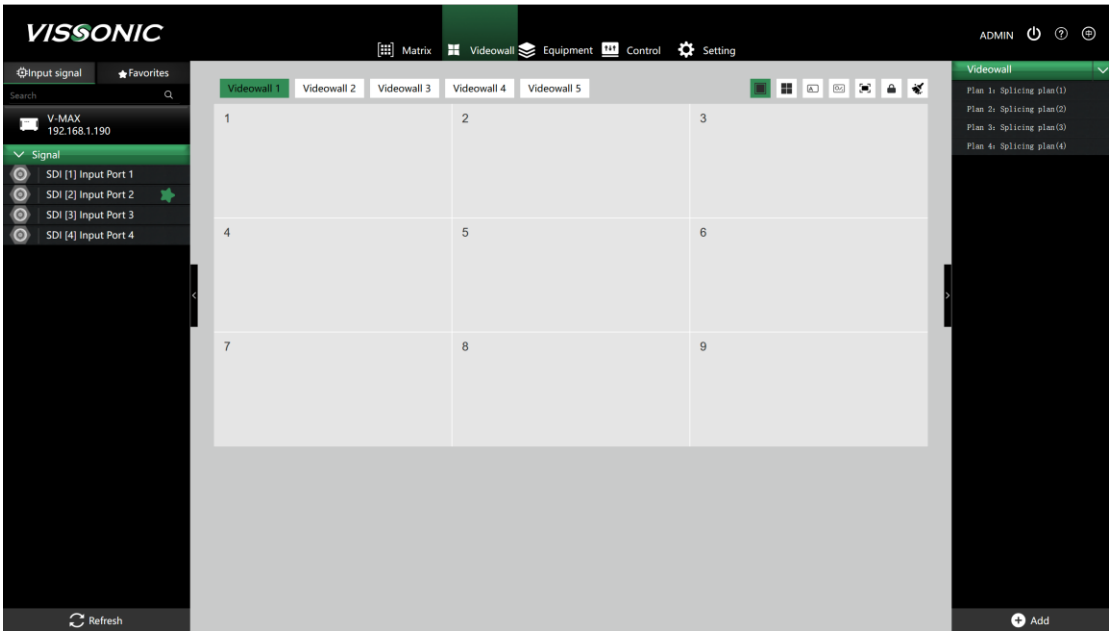


The icons in the red box indicate save, delete and rename actions respectively.
The "Save" icon is used to save the current matrix status in the selected plan.
Delete: Used to delete this plan.
Rename: Used to rename the plan.

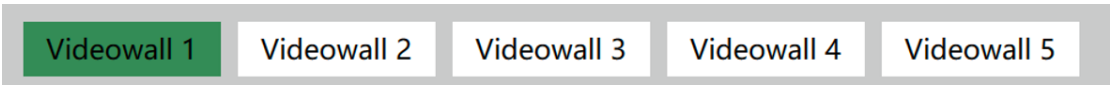
The Add button at the bottom of the red box is used to create a plan. You can click the Add button to save the current matrix status as a new plan.



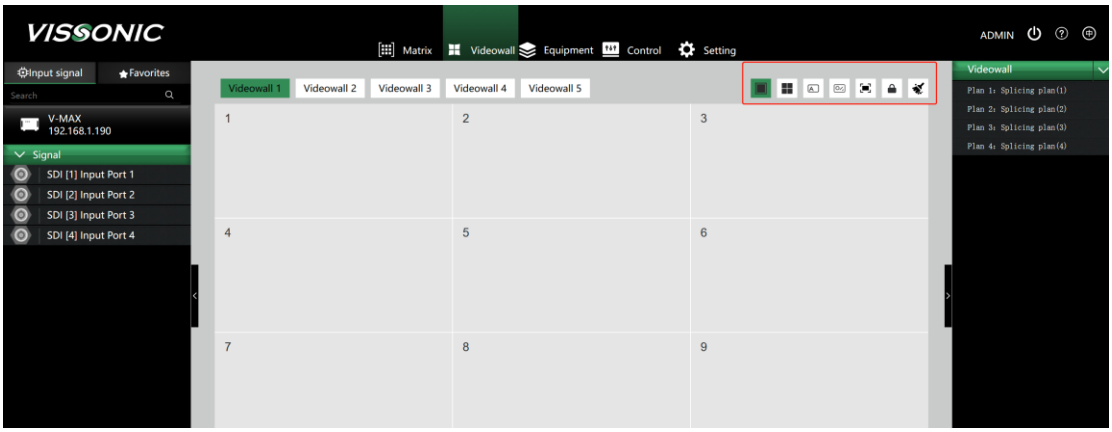
3.2.2 Videowall



a) Up to five screen walls are supported for the current version and these five screen walls can keep active simultaneously.



b) The videowall toolbar, as shown in the red box in the following figure

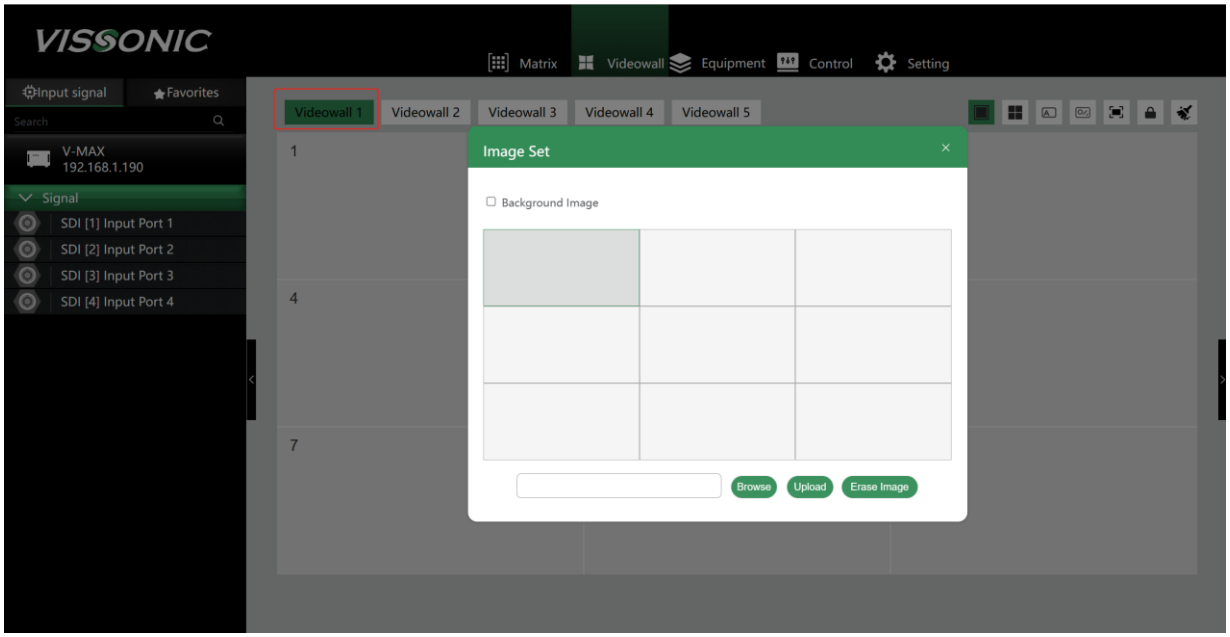


Single screen: Used to set the virtual screen to a single screen. You can easily perform drag action on this screen but the action will not be saved.

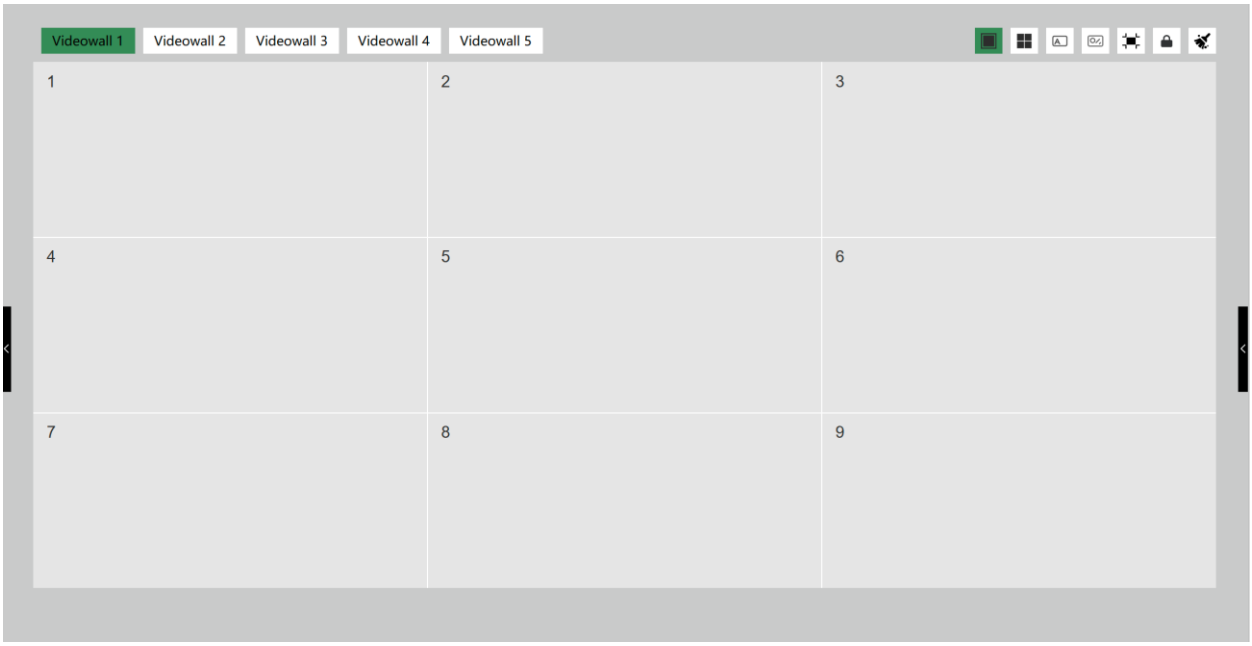
Four screens: Used to set the virtual screen to four screens. You can easily perform drag action on these screens but the action will not be saved.

Subtitle: Used to set the subtitle on the videowall. For details, refer to the relevant descriptions in the software version.

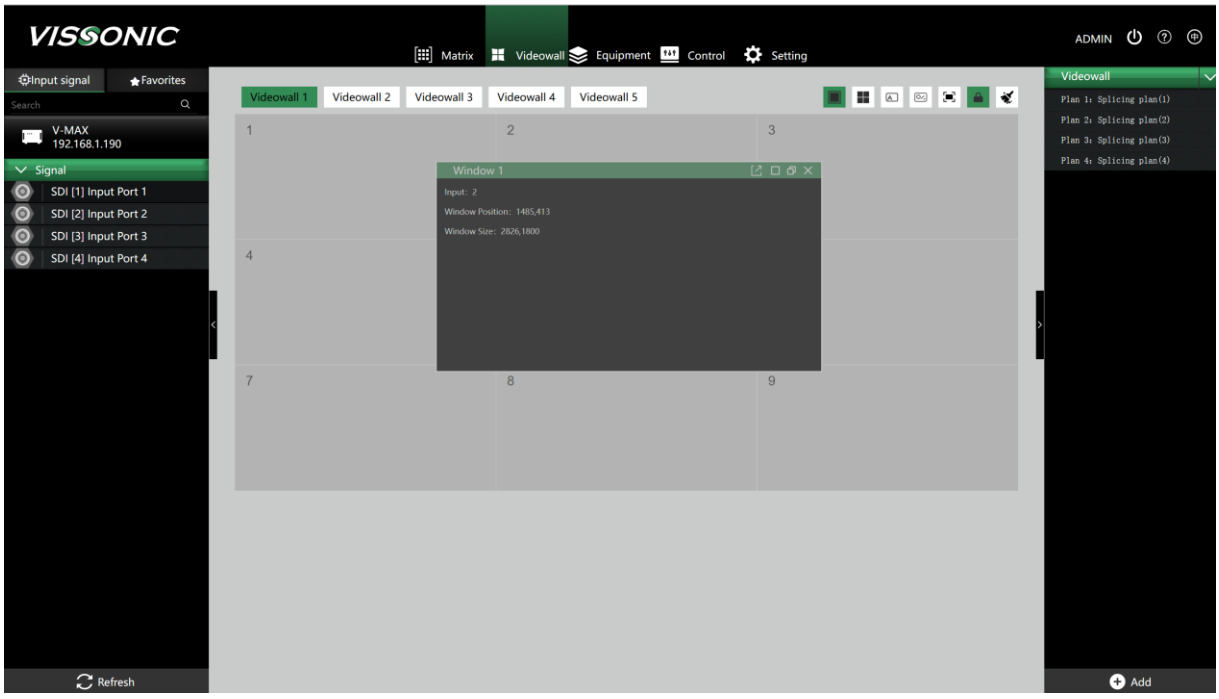
Base map: Used to open or upload the base map for the videowall, as shown in the following figure. Select your desired videowall and then upload the base map for this videowall. For details, refer to the "Base Map" section.



Full screen: Used to apply the full screen action on the output port of the videowall, as shown in the figure.

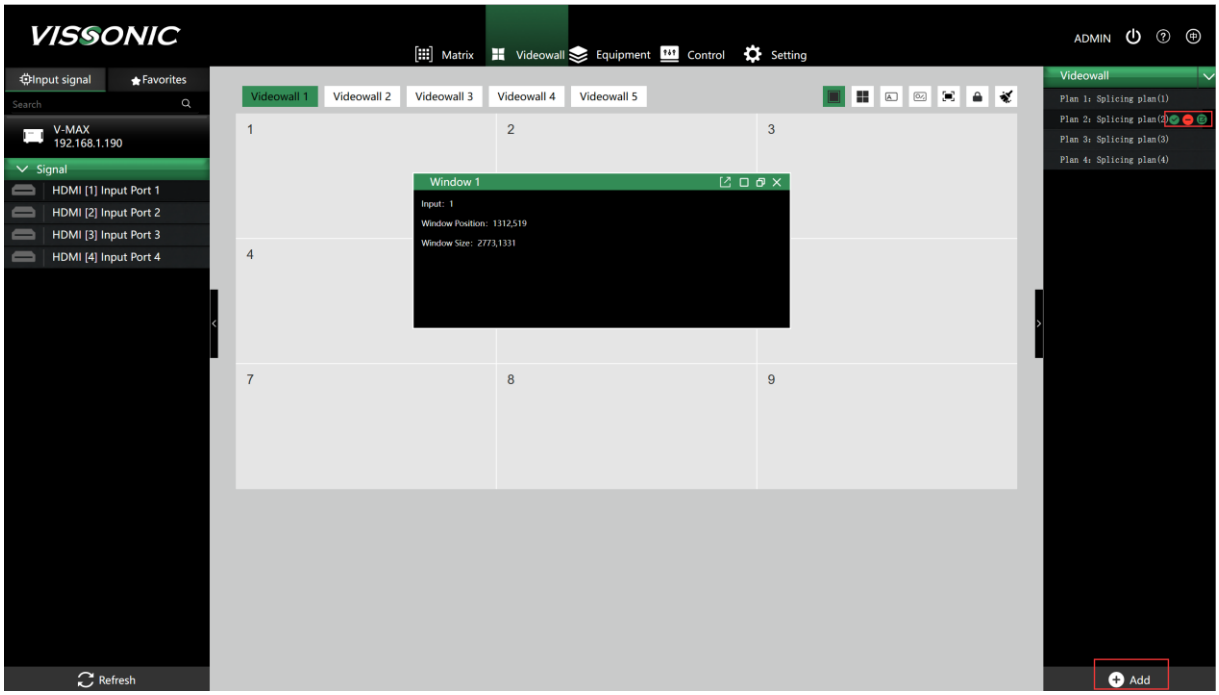


Lock: Used to lock the videowall. The port is grayed out after being locked, as shown in the following figure.



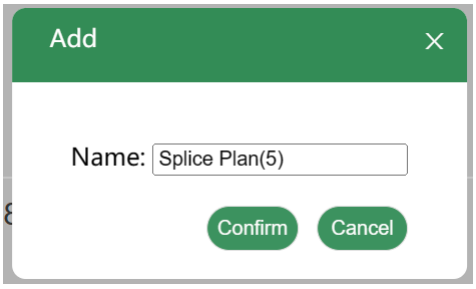
Close all ports: Used to cancel signal mapping of all ports, that is, closing the display screens of all ports.

c) Splice plan, as shown in the following figure



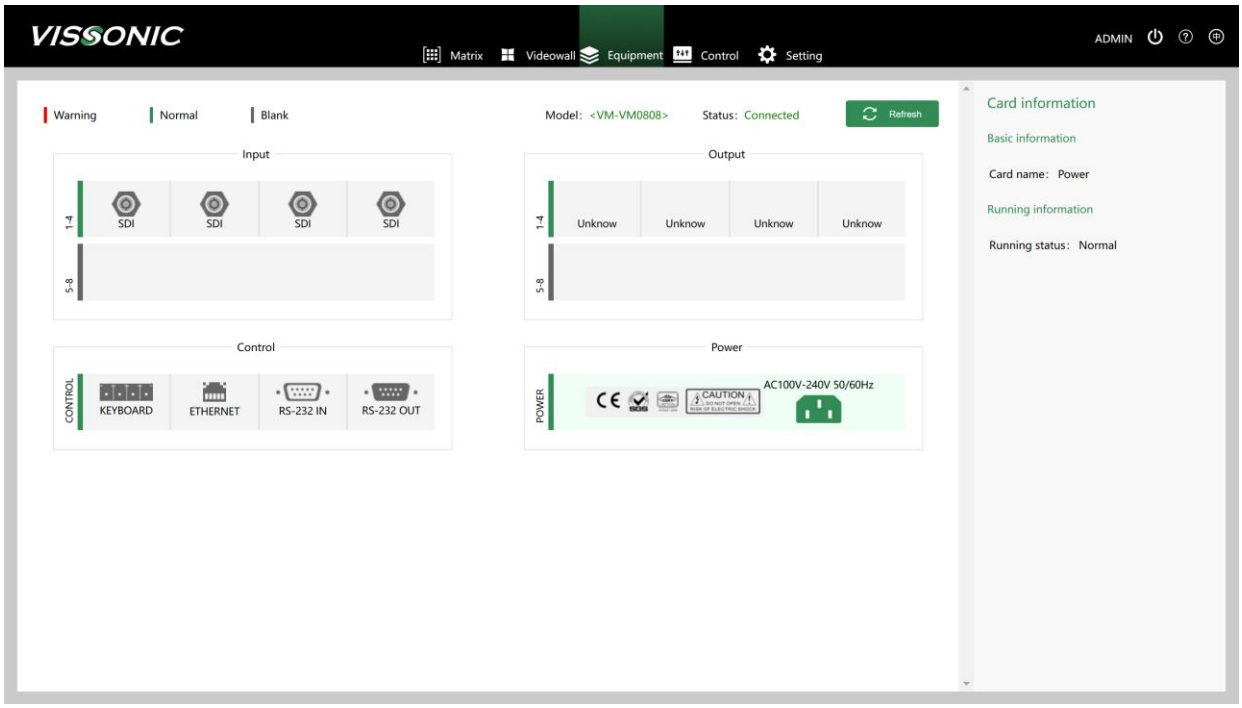
The icons in the red box indicate save, delete and rename actions respectively.
The "Save" icon is used to save the current video status in the selected plan.
Delete: Used to delete this plan.
Rename: Used to rename the plan.

The Add button at the bottom of the red box is used to create a plan. You can click the Add button to save the current videowall status as a new plan.

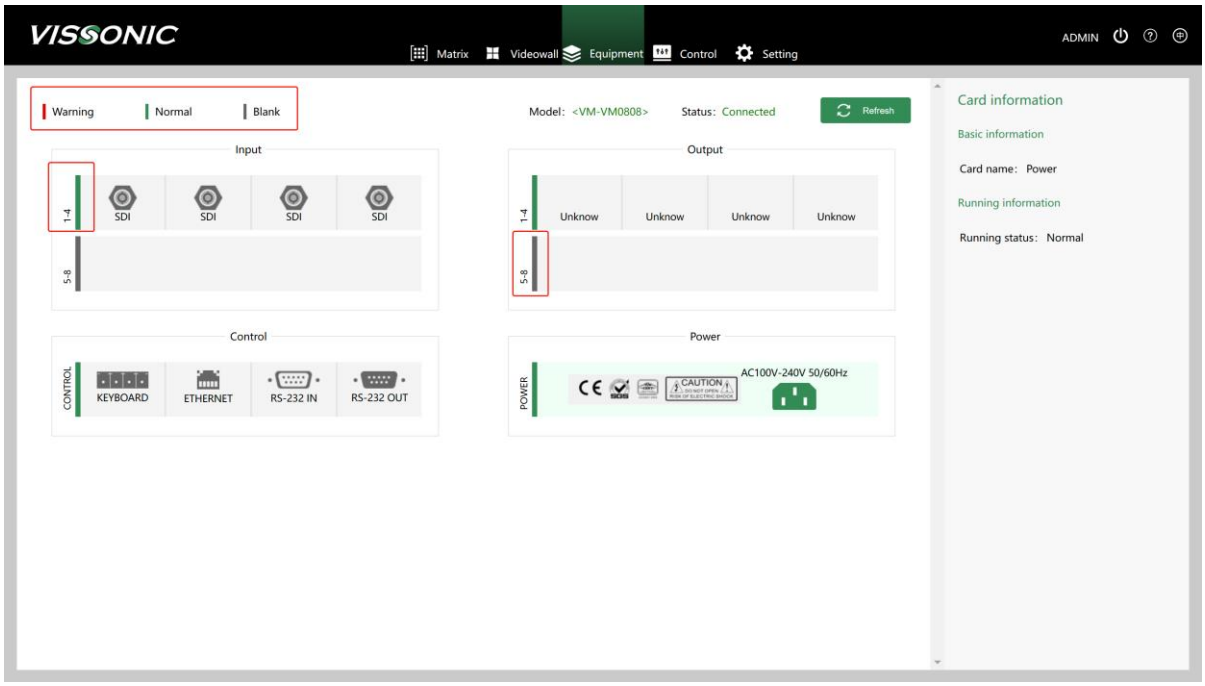


Note: The matrix plan list is located under the "Switch" tab while the splice plan list is under Videowall.

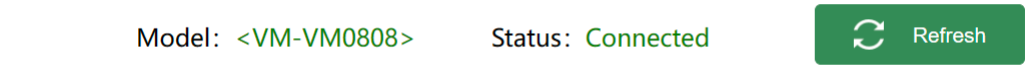
3.2.3 Equipment



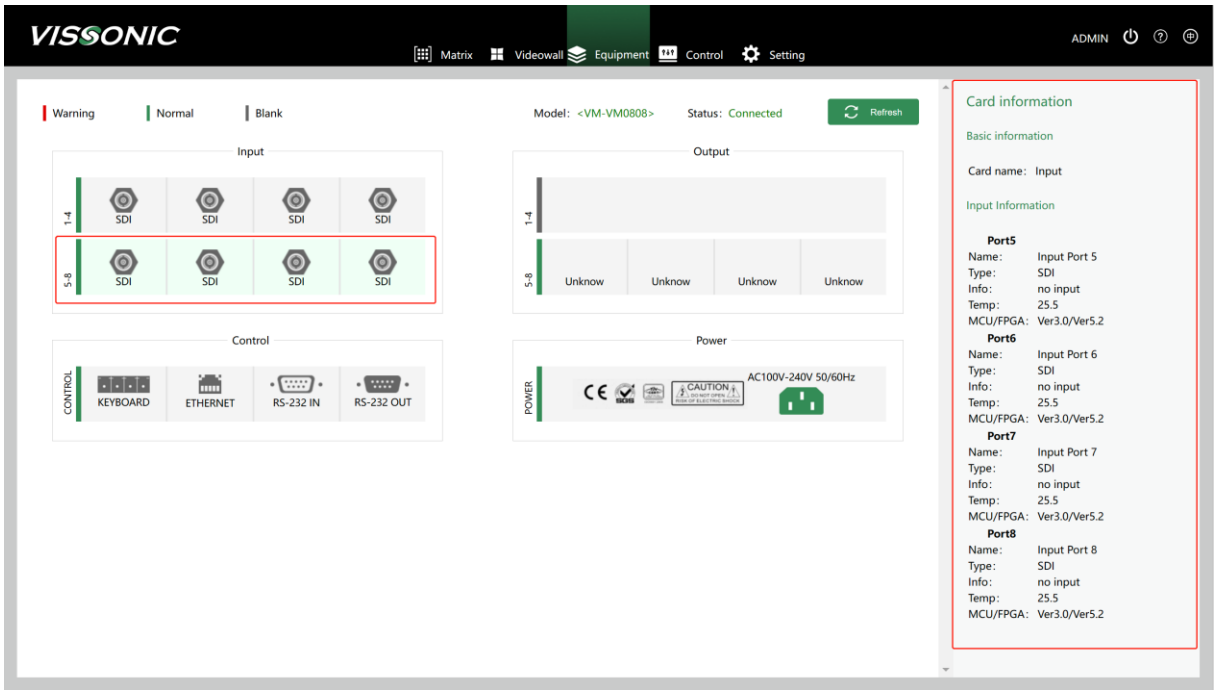
a) Card status: The red color indicates warning, the green color indicates normal, the gray color indicates blank, as shown in the following figure.



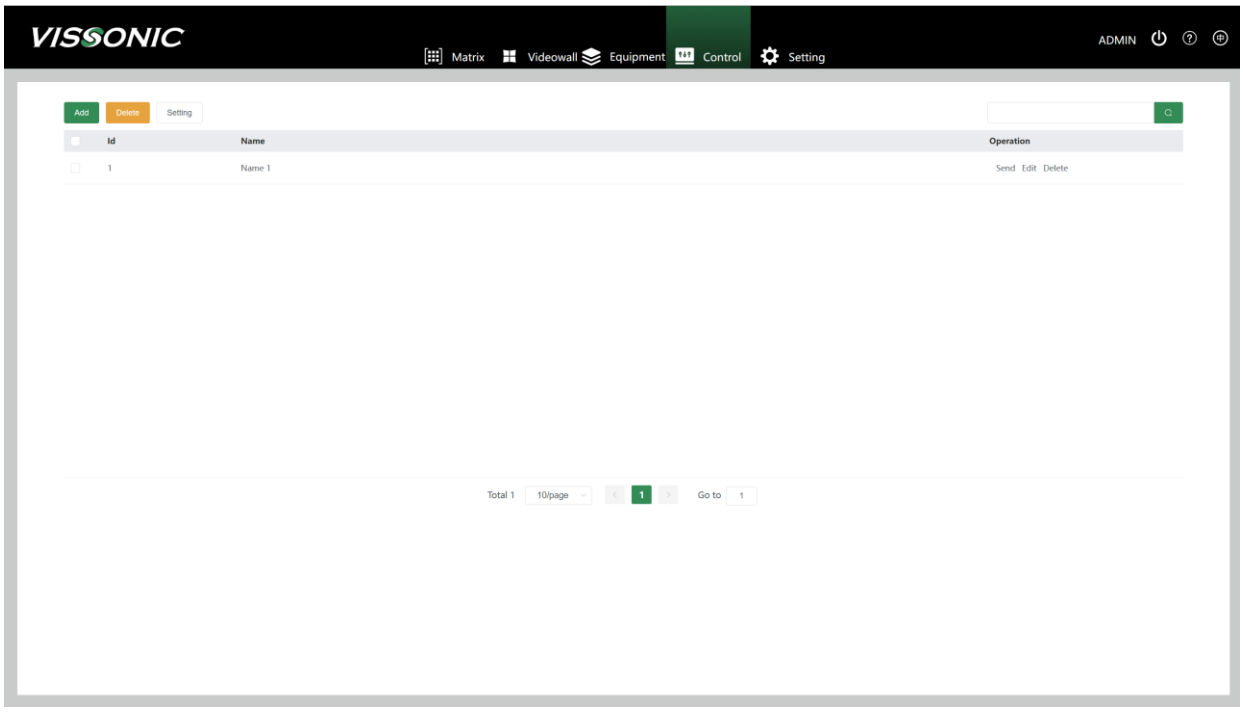
b) Model and Status. You can refresh the equipment status here, as shown in the following figure



c) Card information. You can select a card and check card information on the right column. as shown in the following figure



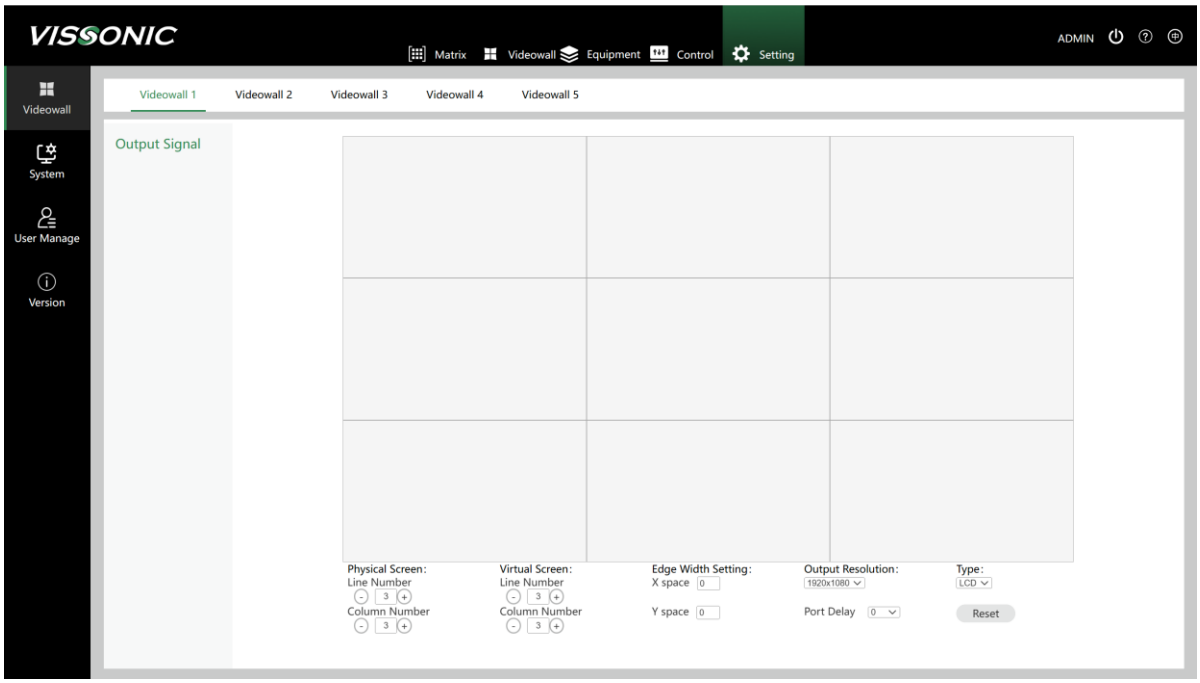
3.2.4 Control



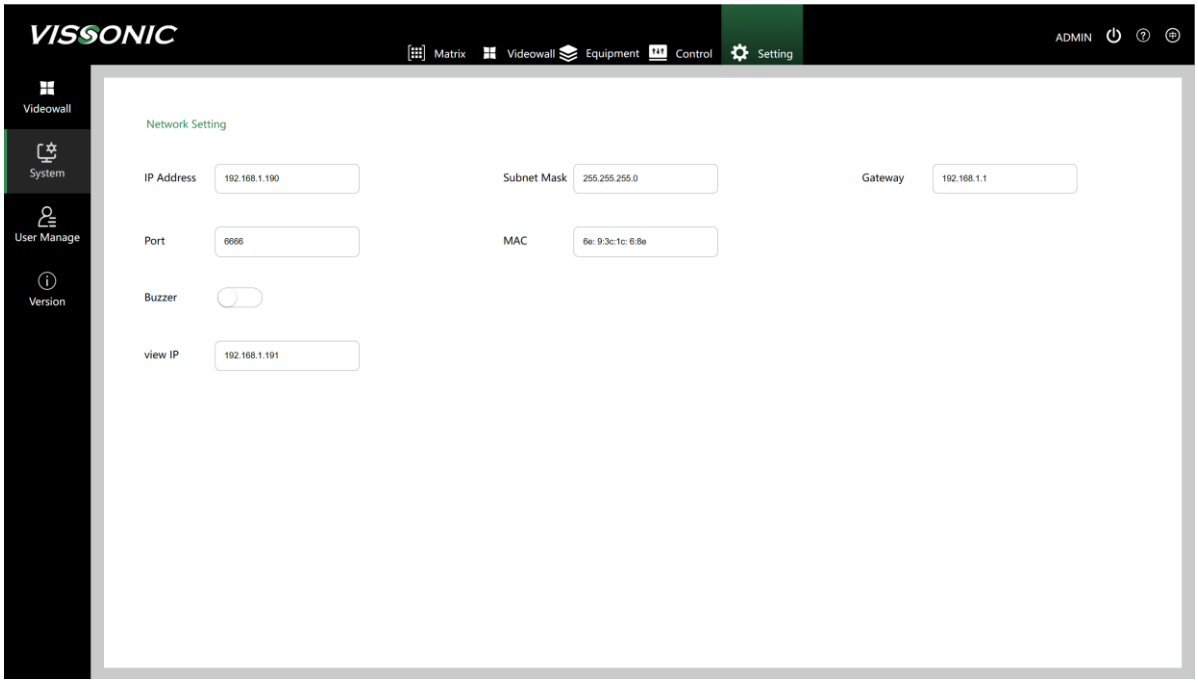
The function of this Control tab is the same as that of Center Control of the VW system. For details, refer to the "Center Control" section.

3.2.5 Setting

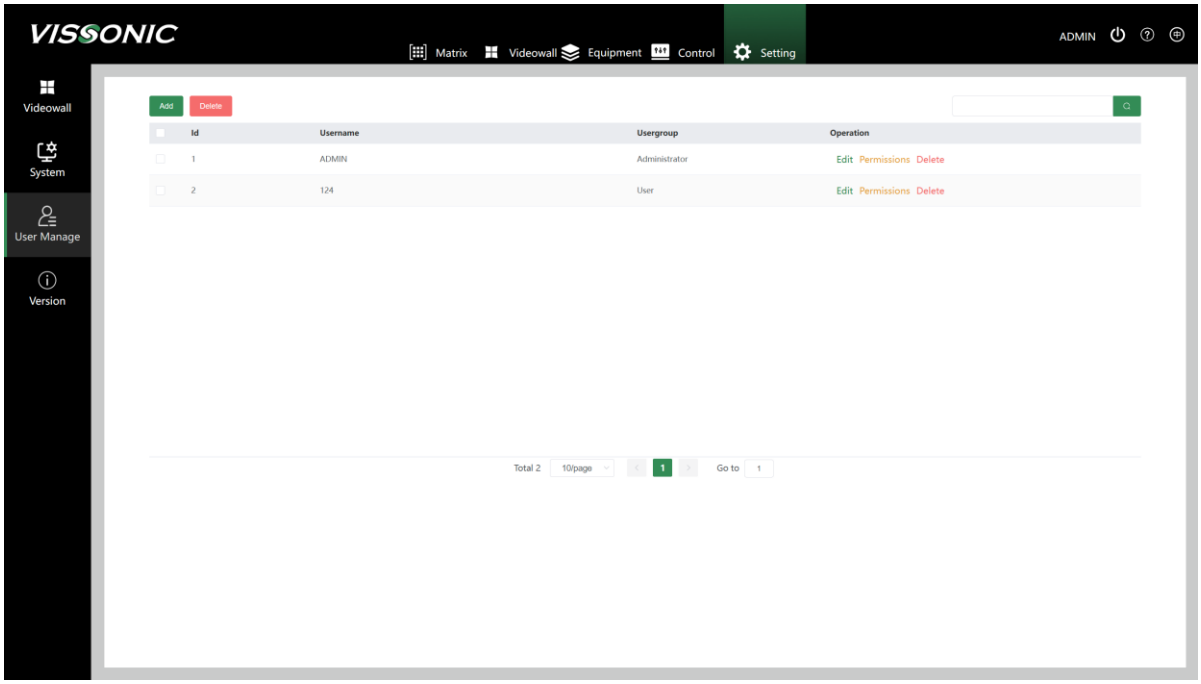
1. Videowall: The function of the videowall setting is the same as that of the VW system. For details, refer to the relevant descriptions in the software version.



2. System: Used to set matrix IP address and preview card IP address, and turn on or off the buzzer.



3. User Management: The function is the same as that of user management of the VW system. For details, refer to the "User Management" section.

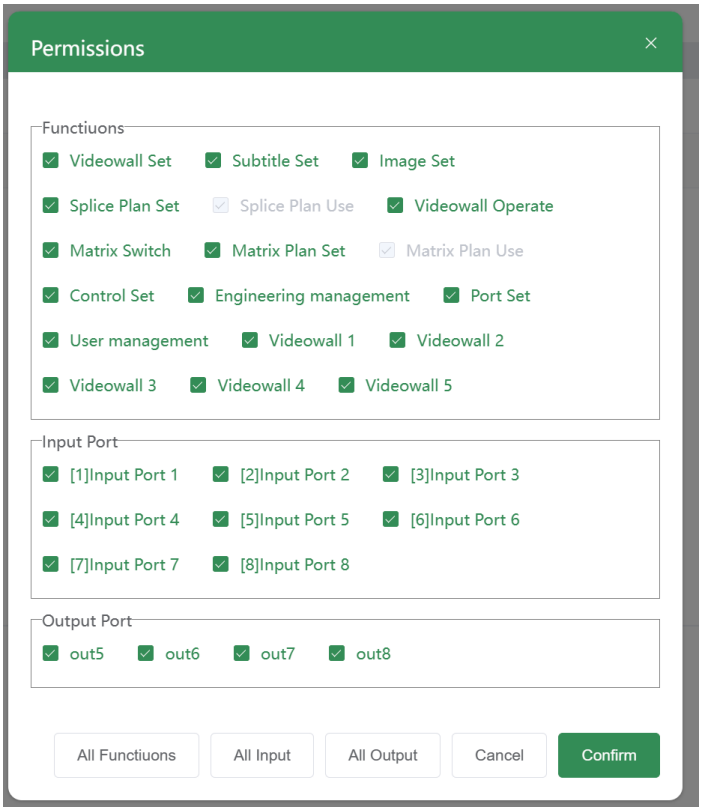


Add: You can set new username and password under User Management by clicking the Add button, and then click Save to save your action.

Edit: An administrator can edit all user passwords, and users with management permission can edit their own passwords.

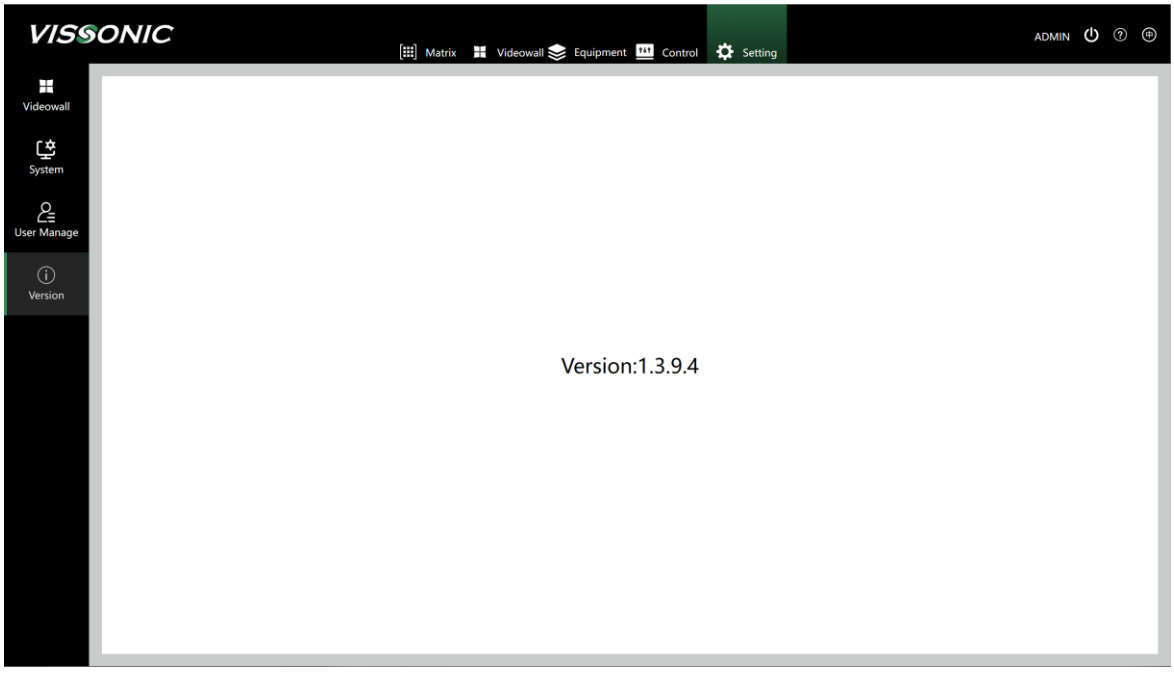
Delete: You can select a user and click Delete to delete this user.

Permission (only an administrator is entitled to assign permissions), as shown in the following figure.



In administrator mode, select the user you want to set, and click Permission to open the permission setting panel, and then assign the required permissions to the user according to the actual need.

4. Version: Used to check version information.



5. Logout and language switching: As shown in the following figure.

For more details, contact us for help.