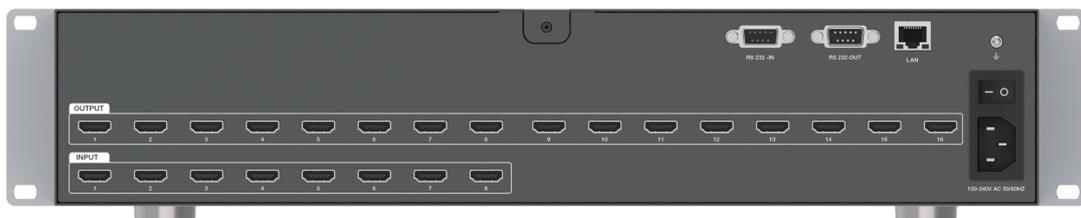
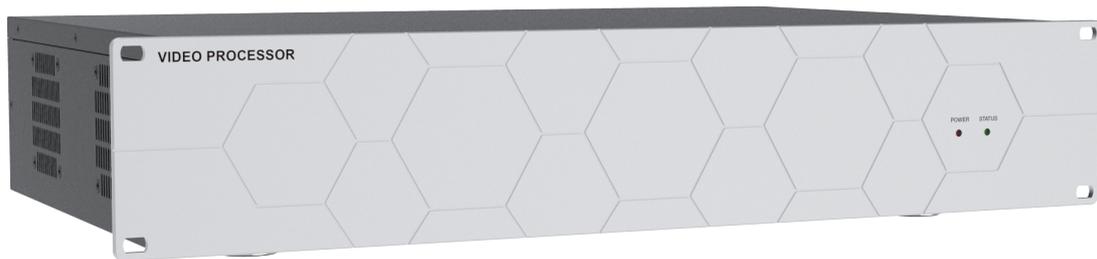


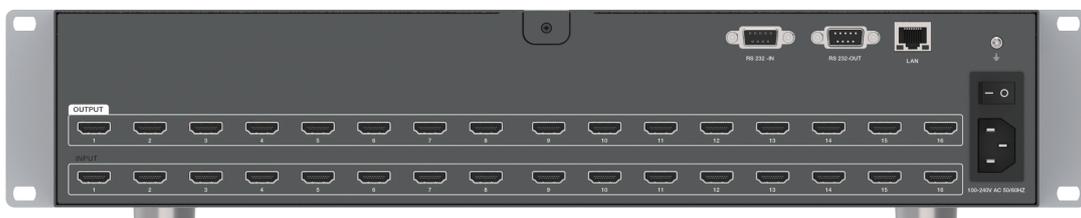


## Prestel VWC-L2H0816 /VWC-L2H1616

8x16/16x16 Video Processor



**8x16 Video Processor**



**16x16 Video Processor**

**USER MANUAL**

## Thank you for purchasing this product

For optimum performance and safety, please read these instructions carefully before connecting, operating or adjusting this product. Please keep this manual for future reference.

## Surge protection device recommended

This product contains sensitive electrical components that may be damaged by electrical spikes, surges, electric shock, lightning strikes, etc. Use of surge protection systems is highly recommended in order to protect and extend the life of your equipment.

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## 1. Introduction

This 8x16/16x16 video processor is designed based on FPGA solution with private video processing technology, supporting 8/16 HDMI inputs and 16 HDMI outputs. It can flexibly perform up to 4x4 video wall total 16 screens. It supports seamless switching, with video resolution up to 1080P60 4:4:4. This product supports any window roaming (2 or 4 windows) and image overlay function (2 or 4 layers). It can be controlled flexibly through PC program, RS-232, and LAN network port.

This product strictly follows industry standards to prevent cross talk between signals, reduce signal attenuation, and ensure the signal quality of each high-definition signal exchanged by this device, achieving perfect output of high-definition signals.

This product can be widely used in multimedia conference hall, TV teaching, large screen display projects and other places.

## 2. Features

- ☆ HDMI 1.3 and HDCP 1.4 compliant
- ☆ Support 6.75Gbps video bandwidth
- ☆ Video resolution up to 1080P60 4:4:4
- ☆ Support 8/16 HDMI inputs and 16 HDMI outputs
- ☆ Support splicing video wall function
- ☆ Seamless switching without image tear, black screen or flicker in the switching process
- ☆ Support any window roaming (2 or 4 windows) and image overlay function (2 or 4 layers)
- ☆ Flexible control via PC program, RS-232 or LAN network port
- ☆ Built-in wide voltage AC power module
- ☆ Compact design for easy and flexible installation

## 3. Package Contents

- ① 1 x 8x16/16x16 video processor
- ② 1 x RS-232 serial cable (male to female, 1.5 meters)
- ③ 1 x AC power cord (1.5 meters)
- ④ 4 x Rubber foot
- ⑤ 4 x Machine screw (M3\*4)
- ⑥ 1 x User manual

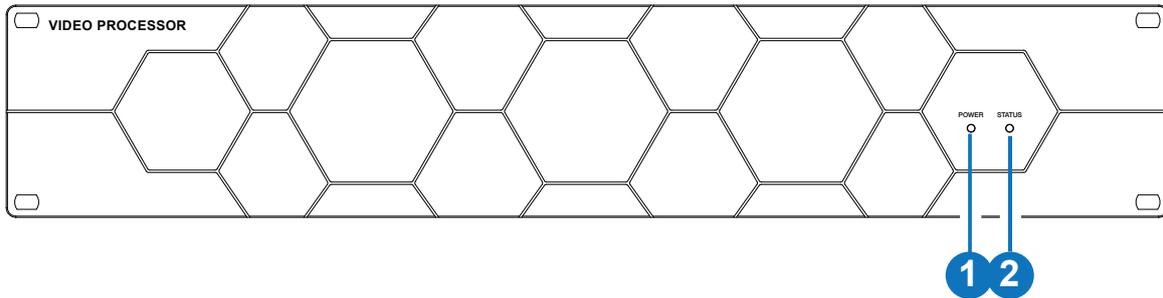
## 4. Specifications

<b>Technical</b>	
HDMI Compliance	HDMI 1.3
HDCP Compliance	HDCP 1.4
Video Bandwidth	6.75Gbps
Video Resolution	Up to 1080P60 4:4:4
Color Space	RGB, YCbCr 4:4:4/4:2:2
Color Depth	8bit
Transmission Distance	15m HDMI
ESD Protection	Human body model — ± 8KV (Air-gap discharge) & ± 4KV (Contact discharge)
<b>Connections</b>	
Input Ports	8 x HDMI INPUT [Type A, 19-pin female] (8x16 video processor) 16 x HDMI INPUT [Type A, 19-pin female] (16x16 video processor)
Output Ports	16 x HDMI OUTPUT [Type A, 19-pin female]
Control Ports	1x LAN [RJ45] 1x RS 232-IN [D-Sub 9] 1x RS 232-OUT [D-Sub 9]
<b>Mechanical</b>	
Housing	Metal Enclosure
Color	Black
Dimensions	440mm (W) × 283mm (D) × 88.6mm (H)
Weight	8x16 video processor: 4.44kg; 16x16 video processor: 4.62kg
Power Supply	Input: AC 100~240V 50/60Hz Output: DC 12V/3.7A (US/EU standards, CE/FCC/UL certified)
Power Consumption	8x16 video processor: 44.4W; 16x16 video processor: < 65W
Operating Temperature	-10°C ~ 45°C / 14°F ~ 113°F
Storage Temperature	-20°C ~ 60°C / -4°F ~ 140°F
Relative Humidity	20~90% RH (no condensation)
<b>Recommended HDMI Cable</b>	
HDMI Cable Length (HDMI IN / OUT)	49ft / 15m (1080P@60Hz)
The use of “Premium High Speed HDMI” cable is highly recommended.	

## 5. Operation Controls and Functions

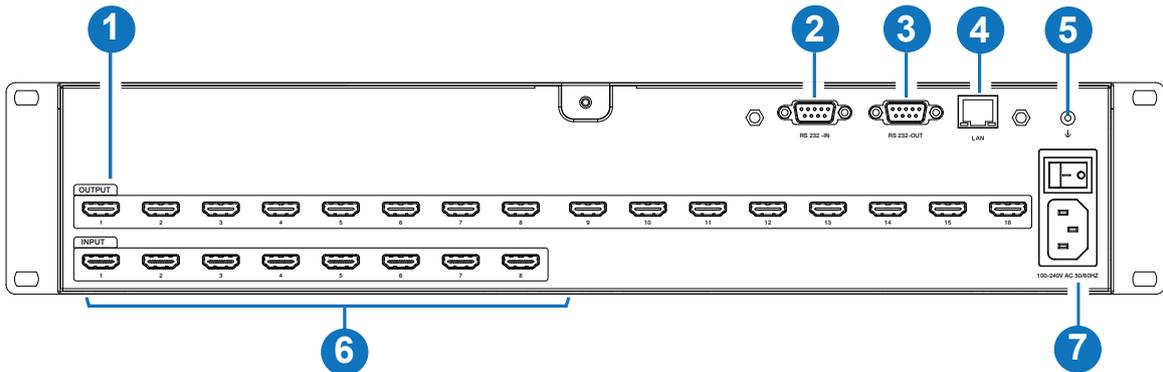
### (Take the 8x16 video processor as an example)

#### 5.1 Front Panel



No.	Name	Function Description
1	POWER LED	When the device is powered on, the power LED is on in red.
2	STATUS LED	<ul style="list-style-type: none"> <li>Light on (Green): The system is working normally.</li> <li>Light flashing (1Hz): The system is working abnormally.</li> <li>Light off: The system is not working.</li> </ul>

#### 5.2 Rear Panel



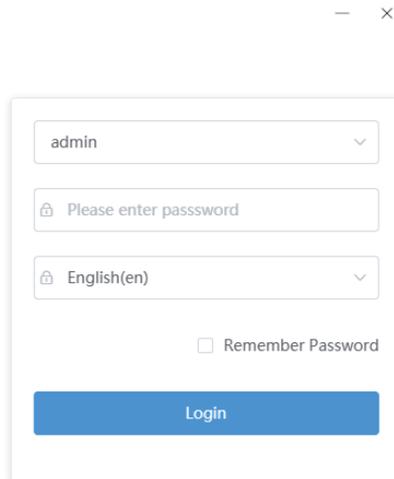
No.	Name	Function Description
1	OUTPUT port (1-16)	HDMI signal output port, connected to HDMI display device (such as TV or monitor) with HDMI cable.
2	RS 232-IN port	Serial control port, connected to PC or control system for RS-232 commands transmission.
3	RS 232-OUT port	Serial output port, connected to external device.
4	LAN port	Network control port, connected to PC or router with RJ45 network cable.
5	GND port	Connect the housing to ground.
6	INPUT port (1-8)	HDMI signal input port, connected to HDMI source device (such as DVD player or Set-top box) with HDMI cable.
7	AC port & switch	100-240V AC 50/60Hz power input port and switch.

## 6. PC Program Control Operation Guide (Take the 8x16 video processor as an example)

### 6.1 Login & Connection

#### 1. Login

Double-click the PC program to enter the Login interface, as shown in the figure below:



The screenshot shows a login window with the following elements: a dropdown menu with 'admin' selected, a password input field with a lock icon and the text 'Please enter passsword', a language dropdown menu with 'English(en)' selected, a checkbox labeled 'Remember Password', and a blue 'Login' button.

Select the Username from the drop-down list and enter the password. The default passwords are:

Username	<b>admin</b>	<b>user</b>	<b>guest</b>
Password	<b>admin</b>	<b>user</b>	<b>guest</b>

Select the default username (admin) and input the initial password (admin), then select the required language, finally click “Login” to enter the communication setting page.

**Note:** You can reset the password on the system setting page.

#### 2. Connection

There are two connection methods: Network and serial port.

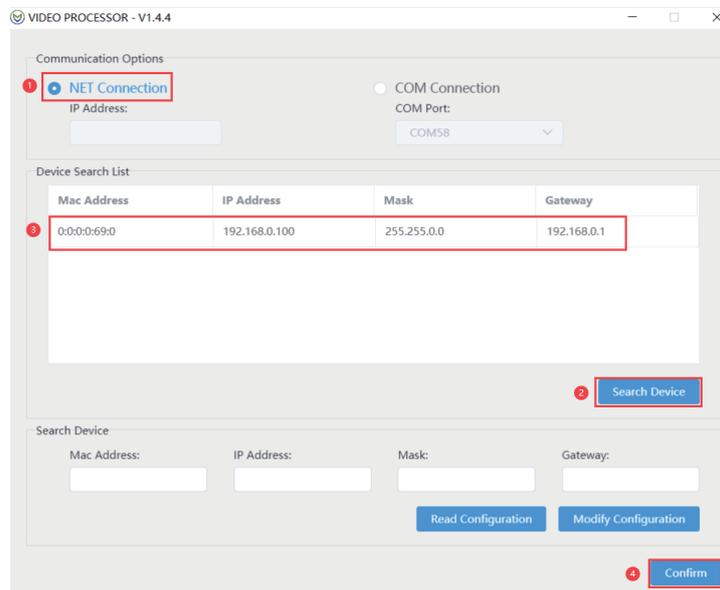
##### Method 1. Network connection

**Step 1.** Connect the LAN port of the video processor to a PC with an UTP cable (or connect the video processor and PC to the same Switch/Router), and set the IP address of the PC to be in the same network segment with the video processor (default IP address: 192.168.0.100).

The connection diagram is as shown below.



**Step 2.** Check “NET Connection” on the Connection page, and click “Search Device”. Then the searched device will appear in the list of “Device Search List”. Click to select the device, and click “Confirm” to connect the device.

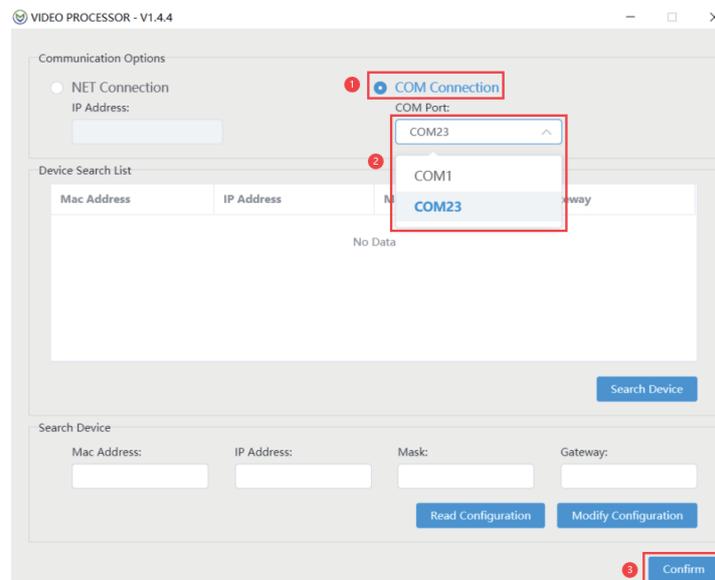


## Method 2. Serial port connection

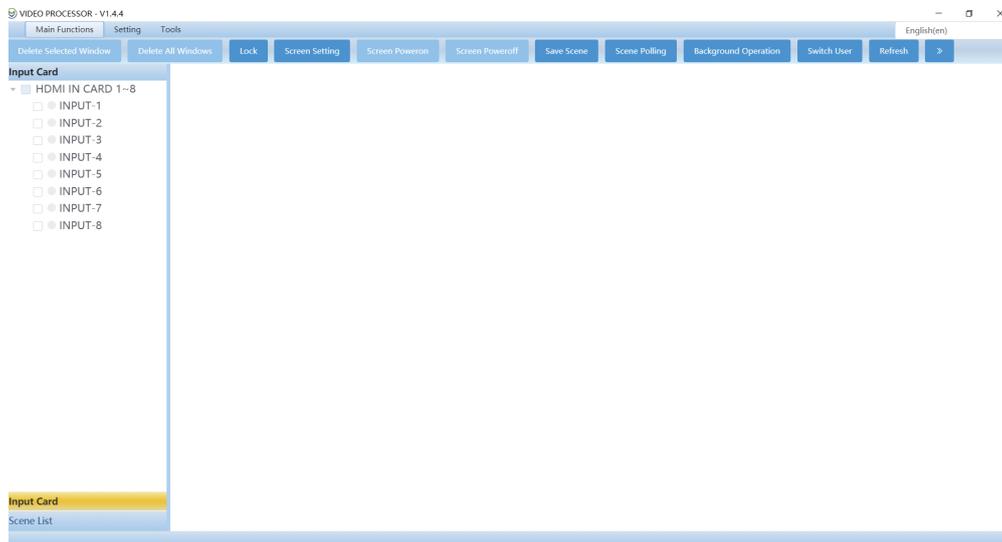
**Step 1.** Connect the RS 232-IN port of the video processor to a PC with a RS-232 to USB cable, as shown in the figure below.



**Step 2.** Check “COM Connection” on the Connection page, and select the corresponding COM Port. Then click “Confirm” to connect the device.



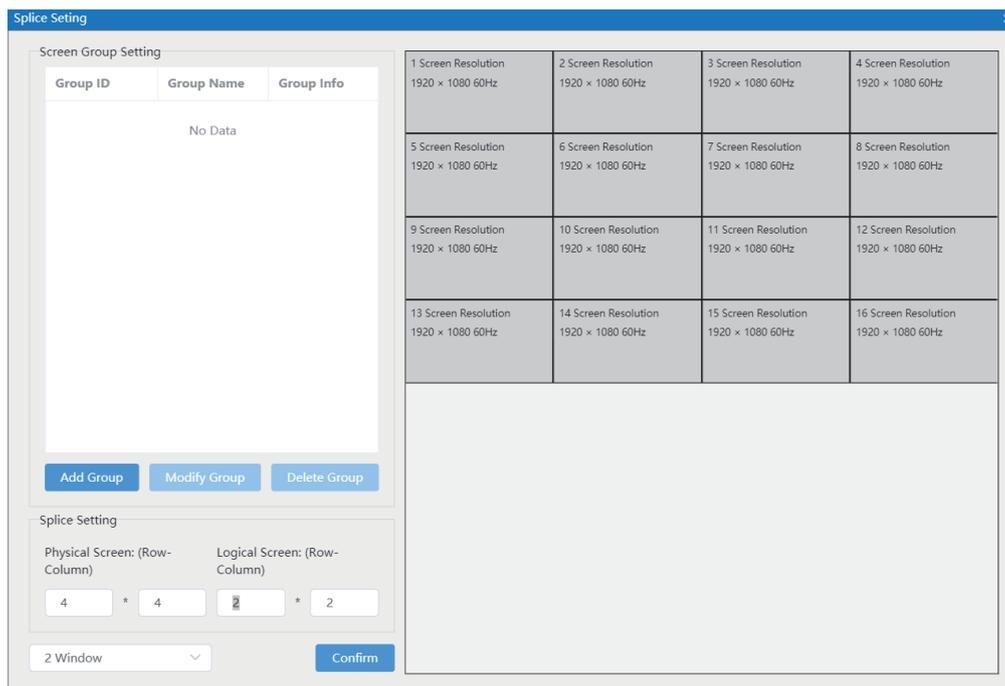
## 6.2 PC Program Main Interface



### 6.2.1 Splicing Setting & Grouping

Click “Setting” -> “Splice Setting” on the main interface to set and group the video wall splicing.

#### ■ Splice Setting

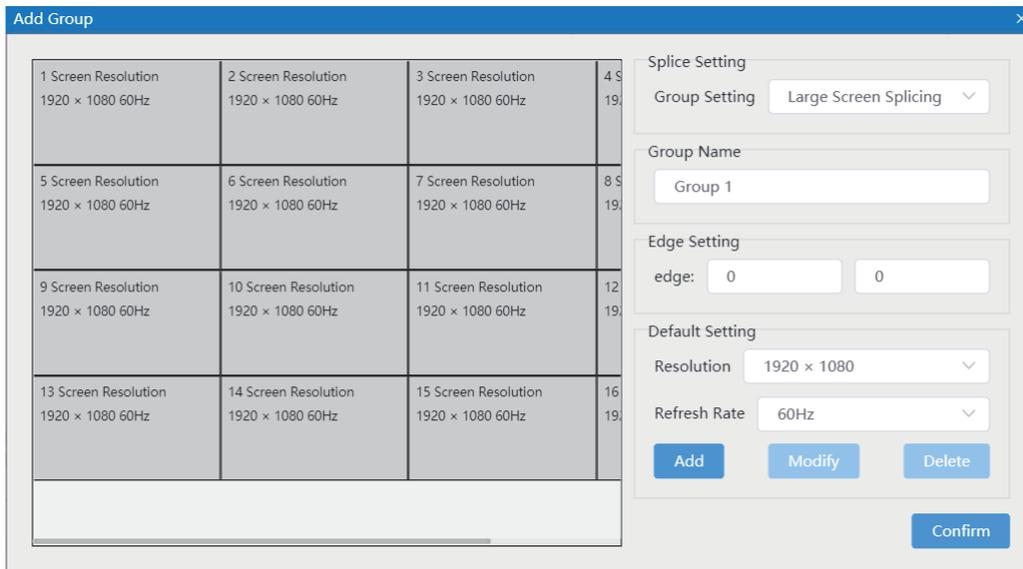


(1) Set the current screen to be  $n \times n$  video wall on the Splice Setting page. Take the  $4 \times 4$  video wall as an example, input the number of rows and columns of the physical screen and logical screen respectively. After the input is completed, the window on the right changes with the number of input physical screens.

(2) The video processor supports two window roaming modes: single-channel 2-window roaming and single-channel 4-window roaming. In 2-window mode, there are 16 outputs, while in 4-window mode, there are only 8 outputs at most (the odd port "1, 2, 3, 5, 9, 11, 13, 15" on the panel of the machine is selected by default, but in the PC program interface, the port sequence is still 1, 2, 3, 4, 5, 6, 7, 8).

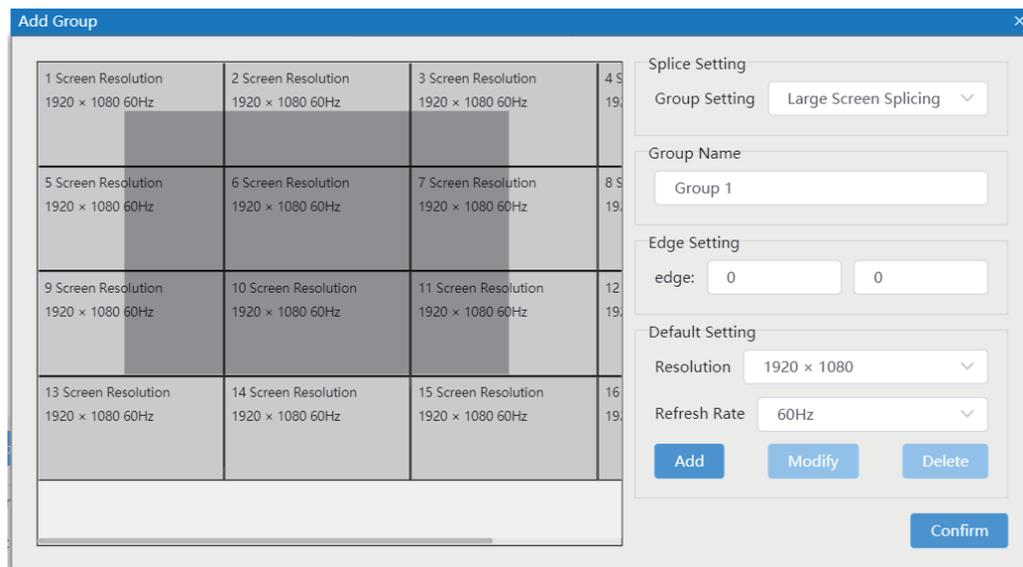
## ■ Add Group

Click “Add Group” on the Splice Setting page to pop up the Add Group page, as shown in the following figure.

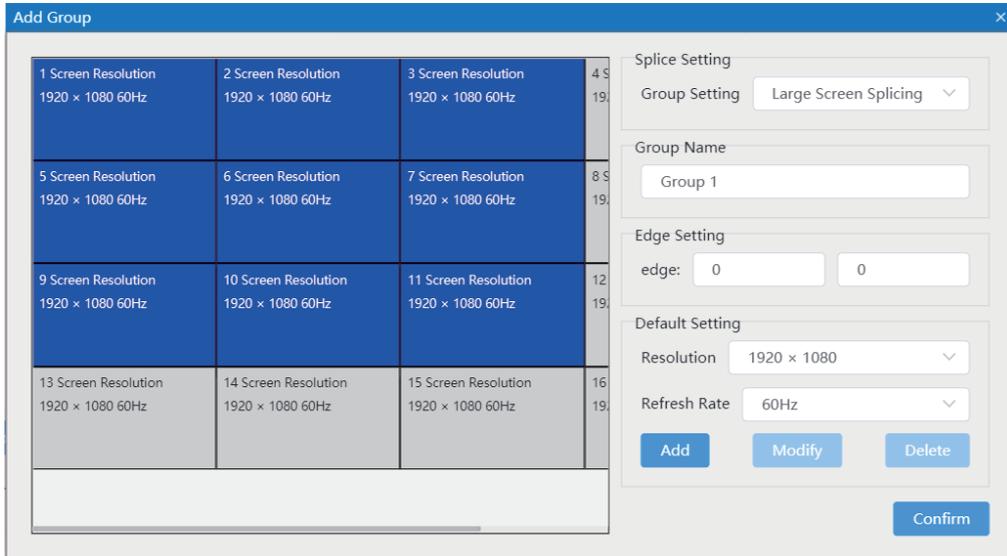


Up to 5 groups are supported, and each group contains at least one screen. Follow steps below to add a group.

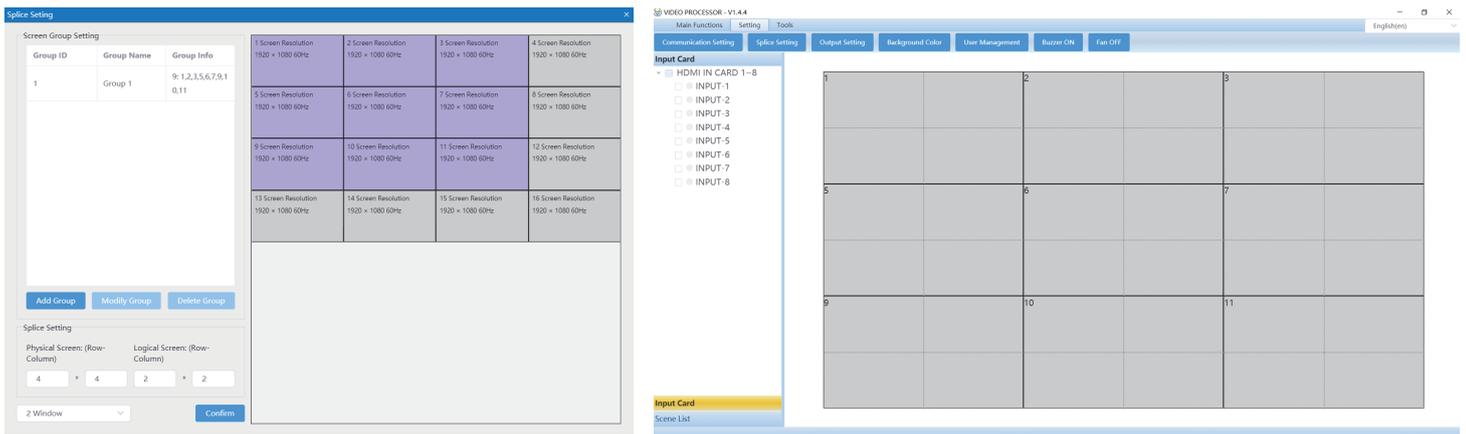
**Step 1.** Hold down the left mouse button and drag to select the required screens. The selected area will be covered with a gray curtain, and the selected screens will be added to the current group, as shown in the figure below. (If the screens covered by the curtain are already occupied by another group, there will be no reaction.)



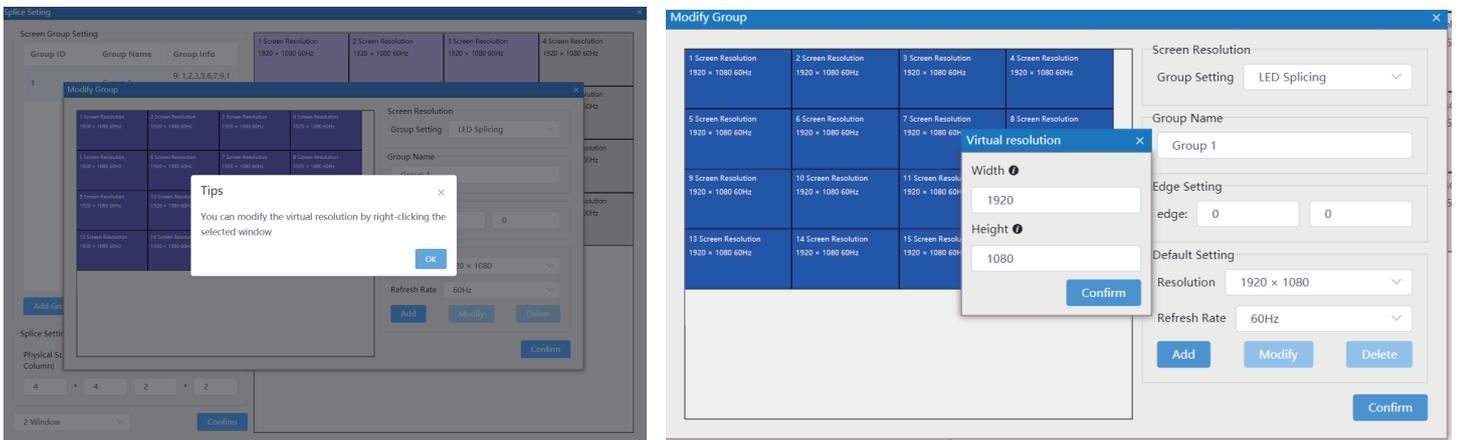
**Step 2.** After releasing the mouse, the selected screens will turn blue. You can set the current group name, edge, resolution and refresh rate, then click “Confirm” to take effect.



**Step 3.** Return to the Splice Setting page, the new added group will be displayed in purple, as shown in the left figure below. At this time, click “Confirm” to return to the main interface, which displays the newly added group, as shown in the right figure below.

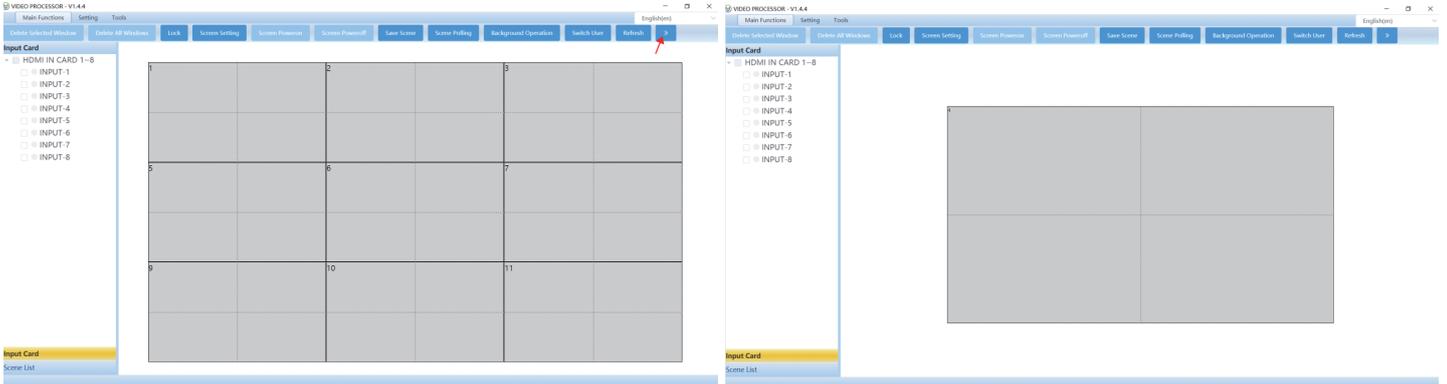


**Note:** This product supports two splicing methods: “Large Screen Splicing” and “LED Splicing”. When LED Splicing is selected on the Splice Setting page, a virtual resolution setting prompt will pop up, as shown in the left figure below. Click “OK” and select the screens to pop up the virtual resolution setting window, then set the virtual resolution as required, as shown in the right figure below. Finally, click “Confirm” to take effect. Other operations are the same as “Large Screen Splicing”.

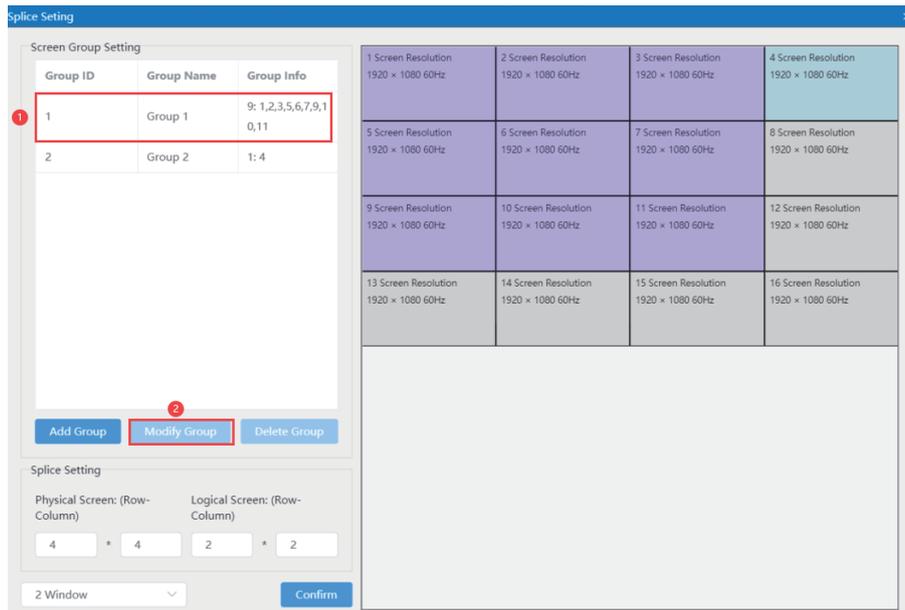


## Switch Group

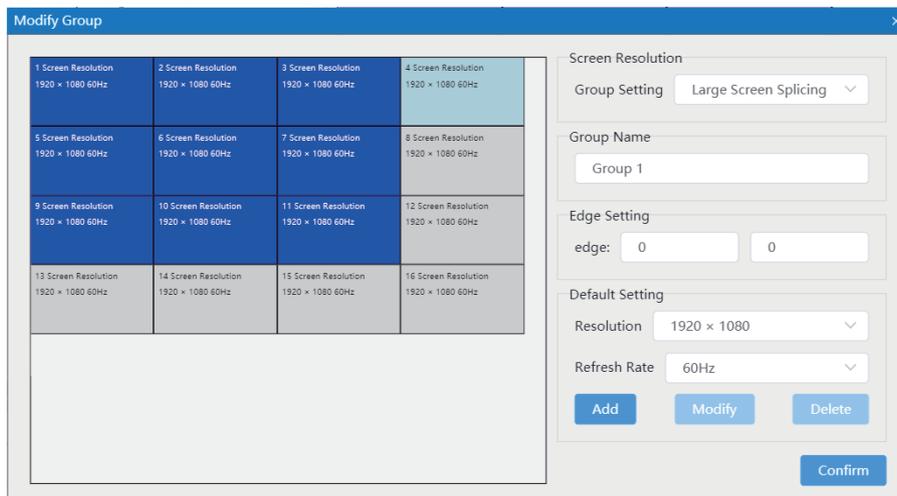
Right-click the “>>” icon on the Main Function interface to pop up a list of corresponding group names. Select the desired group name to switch, and the corresponding setting window will be displayed after switching.



## Modify Group

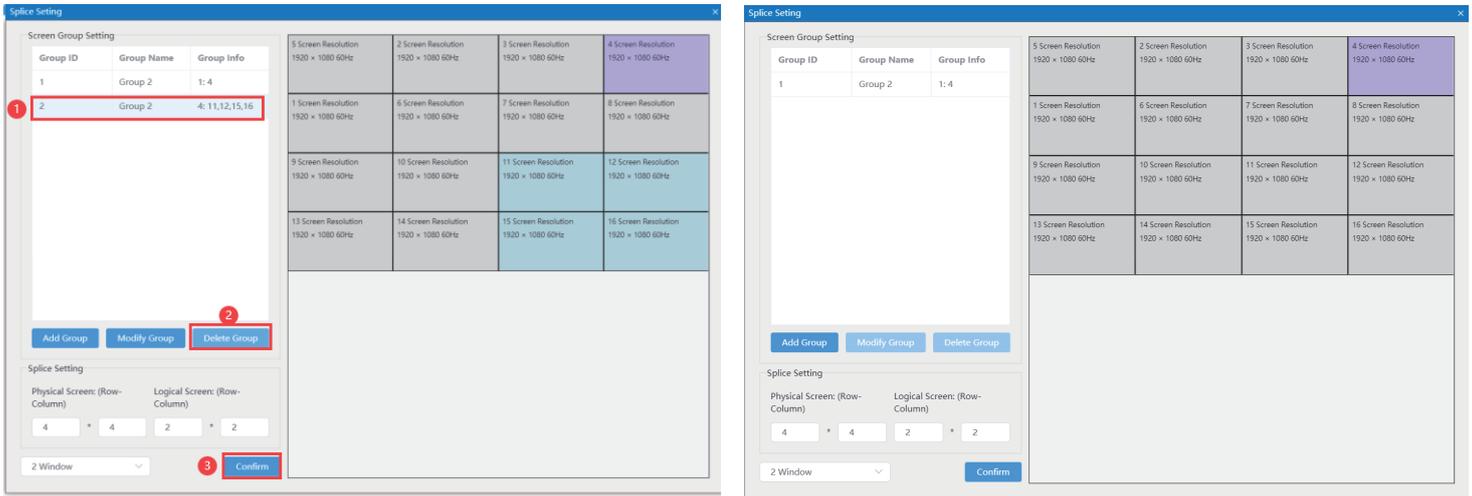


Select the group to be modified on the Splice Setting page, then click “Modify Group” button to pop up the Modify Group page. The screens to be modified are in selected status. Then you can modify the group by following the steps for adding a group.



## ■ Delete Group

Select the group to be deleted on the Splice Setting page, click the “Delete Group” button, and then click "Confirm" to complete the deletion.

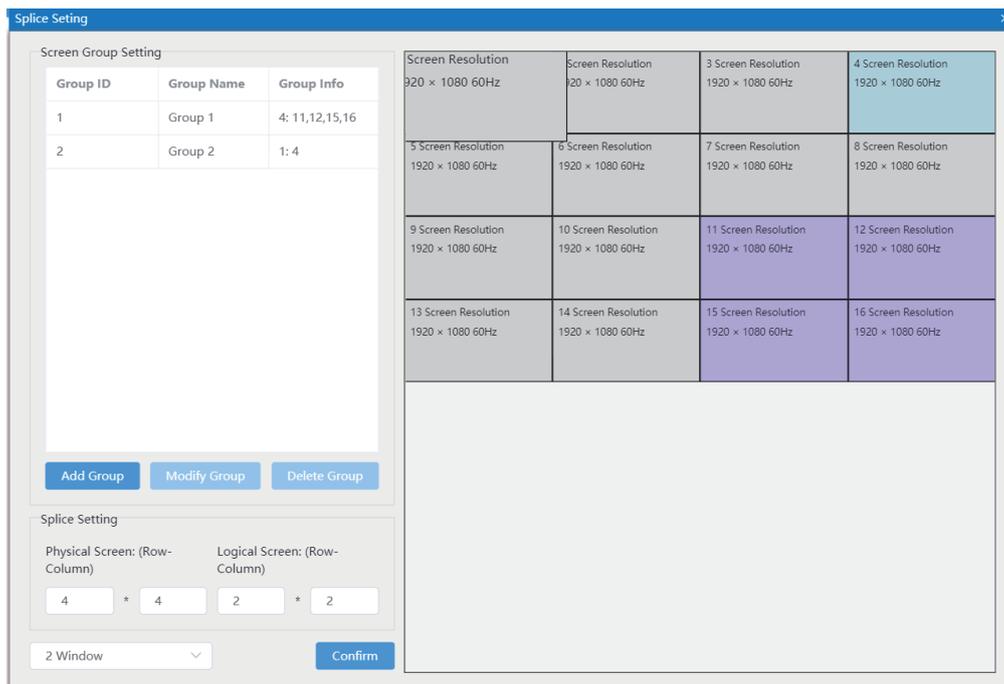


## ■ Output Mapping

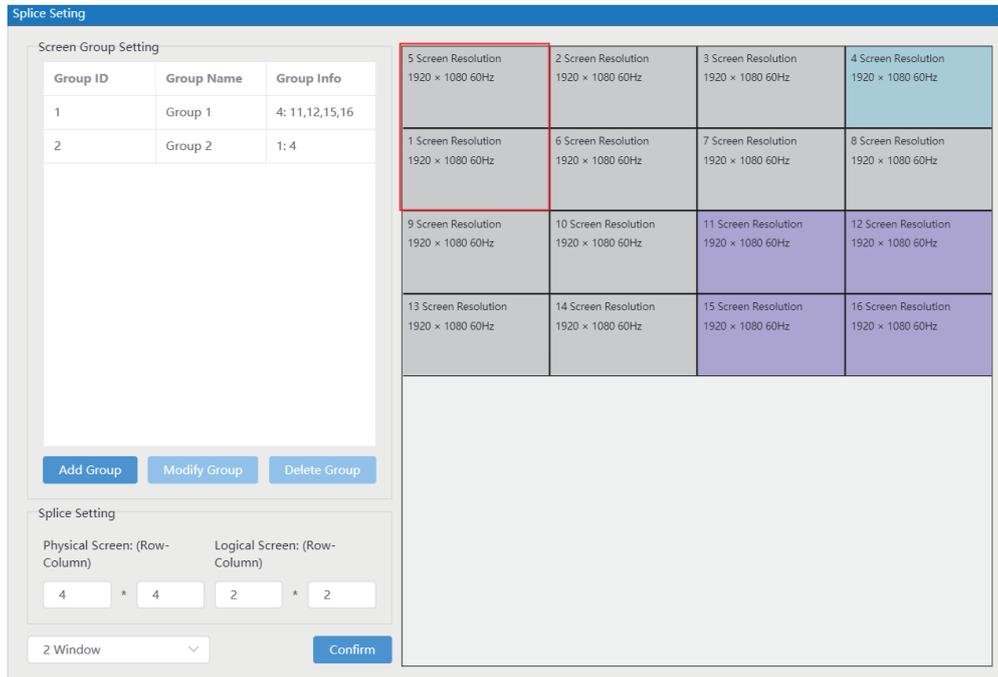
### (1) Output Mapping Operation

Follow the steps below to operate output mapping on the Splice Setting page.

**Step 1.** Double-click the screen that is not occupied by other groups (such as Screen 1), then the double-clicked screen will enlarge, as shown in the figure below.

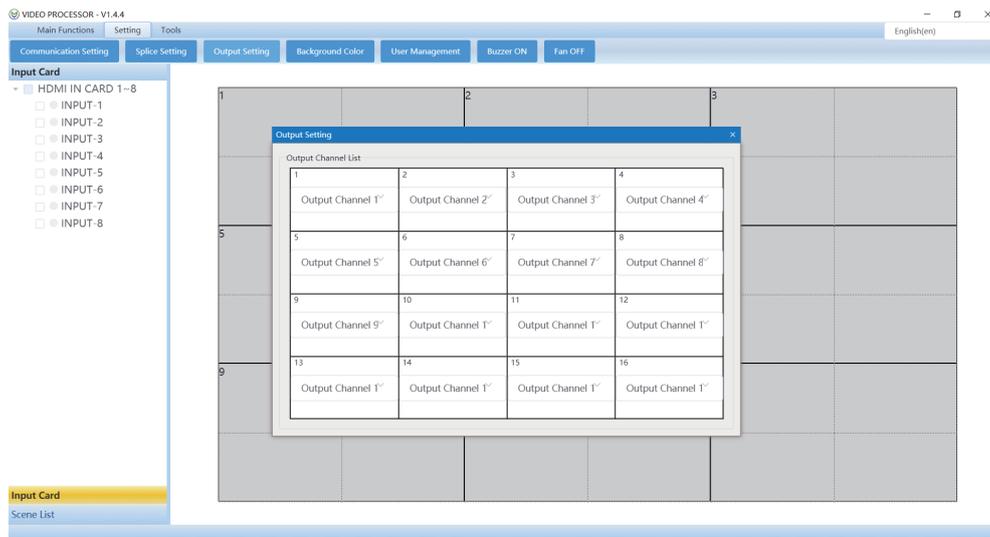


**Step 2.** Click another screen (such as Screen 5), then the positions of two screens will be exchanged. Click “Confirm” to take effect, as shown in the figure below.

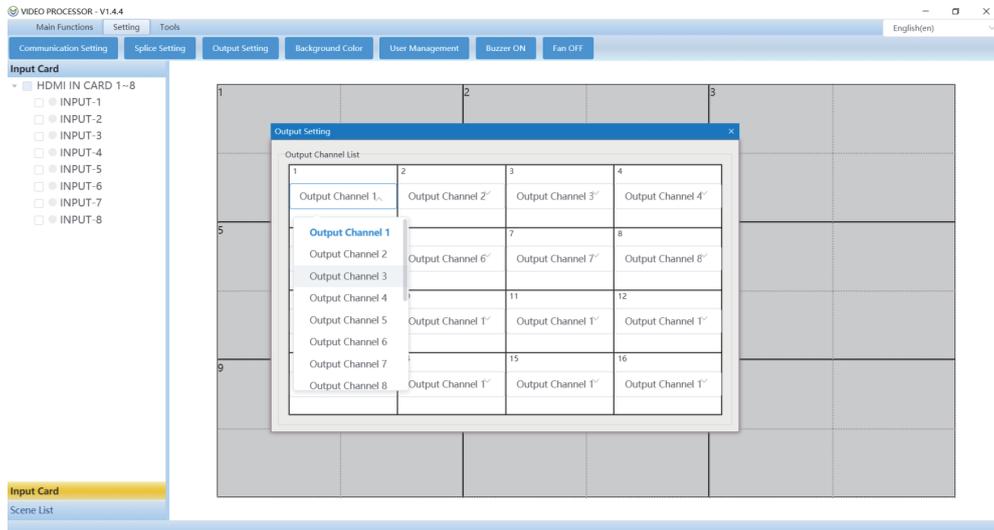


## (2) Switch Port Mapping within a Group

Click “Setting” -> “Output Setting” (if there is no group, this button is disabled) on the main interface to pop up the Output Setting page, as shown in the figure below.



Select the screen to be set, and then select the output channel to be set in the drop-down list to switch screens, as shown in the figure below.

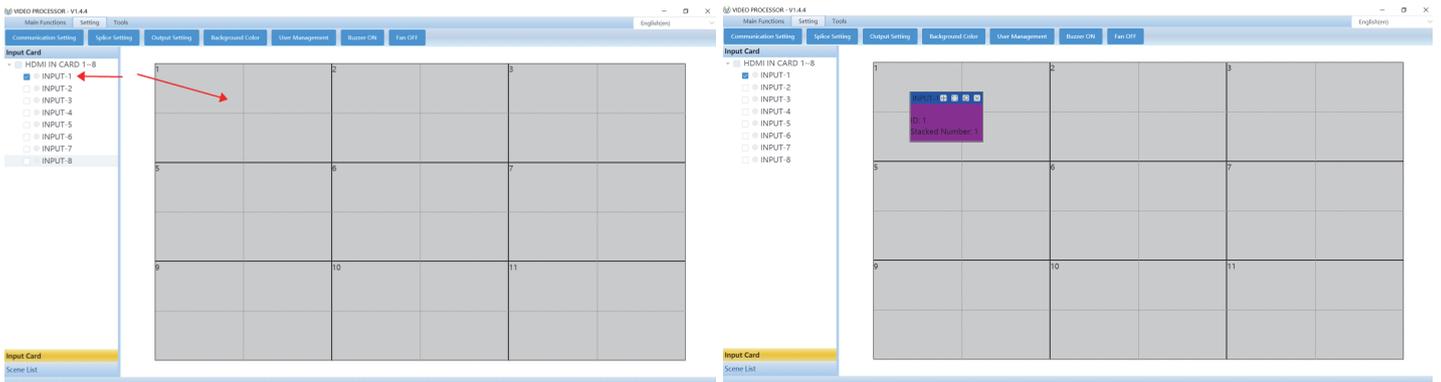


## 6.3 Window Settings

### 6.3.1 Create Window

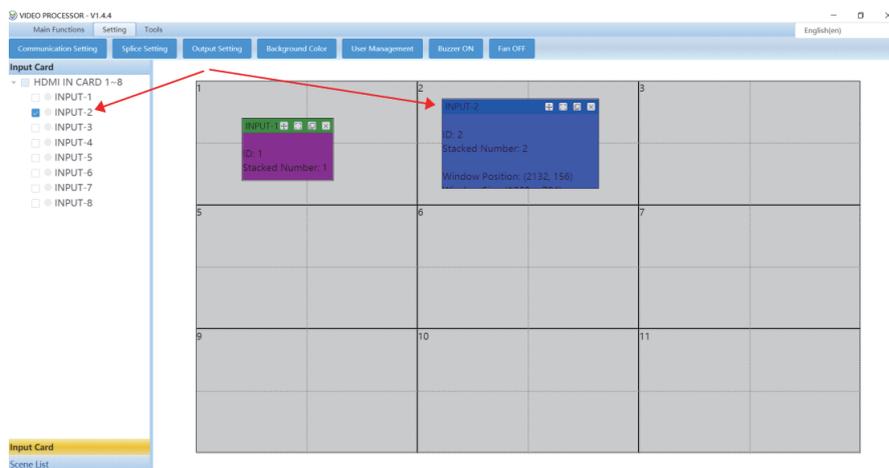
#### ■ Custom Drag-and-drop

Select the input source on the left side of the Main Function interface, click the left mouse button on the screen, and then drag it to generate a window. Finally release the left mouse button to complete the creation, as shown in the figure below.

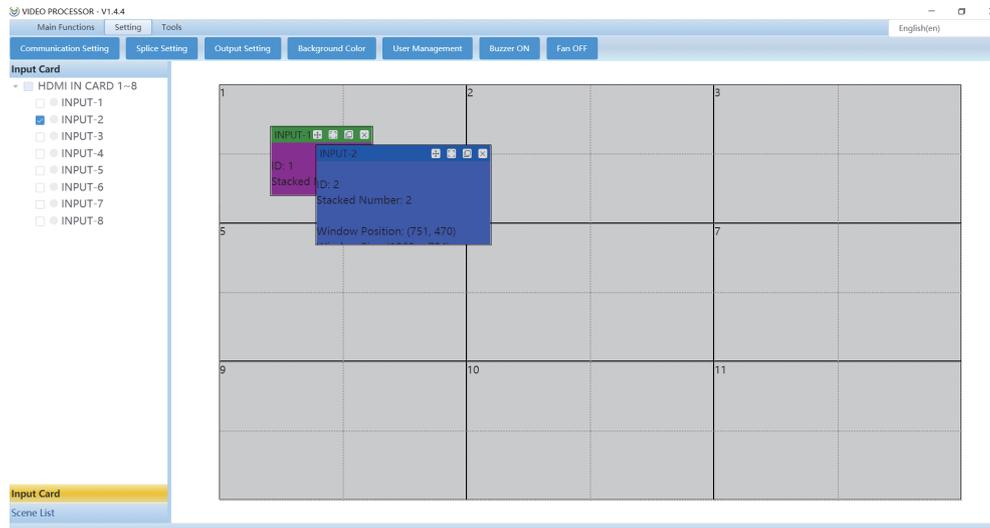


#### ■ Drag-and-drop Input Source

Select the input source on the left side of the Main Function interface, then hold down the left mouse button and drag the input source to the screen on the right side to generate a window, as shown in the figure below.



The newly created window will automatically be topped. Please note that each screen only supports a maximum of two windows occupied (meaning that a window covers some or all of the screen's area). As shown in the following figure, screens 1, 2, 5 and 6 are occupied by the blue window.



### 6.3.2 Move Window

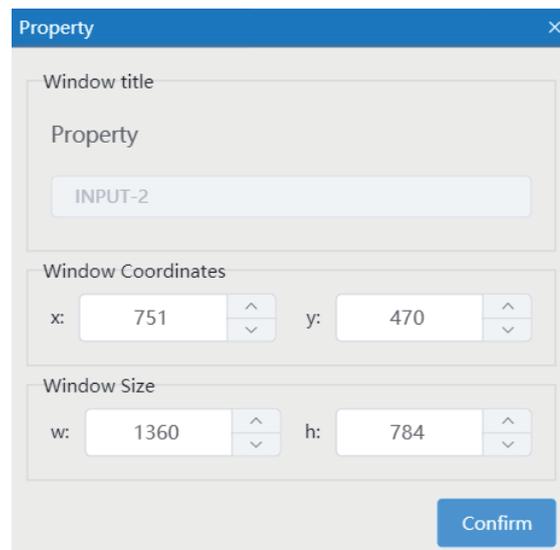
There are two methods to move a window.

**Method 1:** Drag and drop the window to move it.

Select the window to be moved, hold down the left mouse button and then drag it to move the window to any desired position. Finally release the mouse to complete the move.

**Method 2:** Set the window's property to move the window.

Right-click the window to be moved, and select "Property" from the drop-down list. The Property setting page will pop up. Set the window coordinates and click "Confirm" to complete the move.

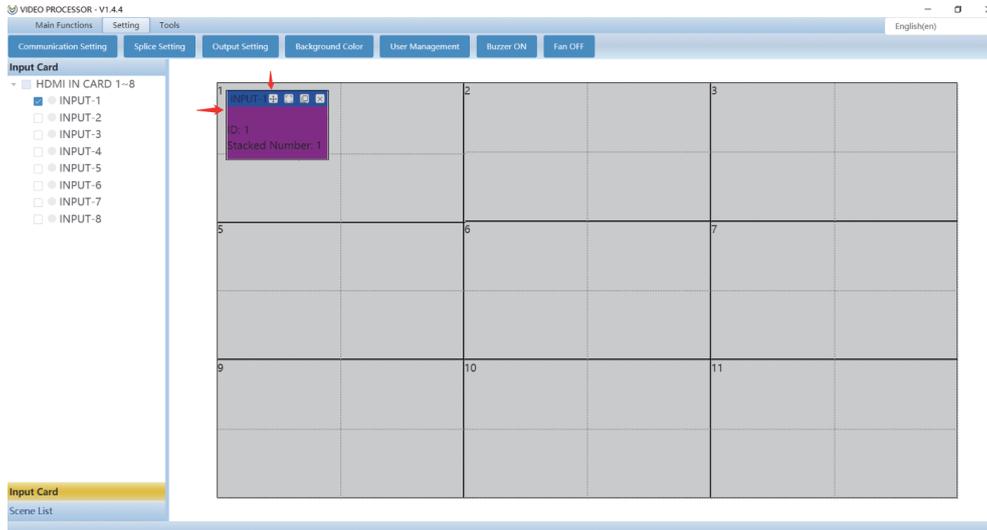


**Note:**

- (1) When dragging a window to move, please don't go beyond 15px from the screen, otherwise the window will bounce back to its original position when released.
- (2) When moving a window by modifying its property, if it exceeds the range, a setting failure prompt will pop up.

## ■ Automatic Edge Blending of Windows

The automatic edge blending function only supports the drag-and-drop window moving method.

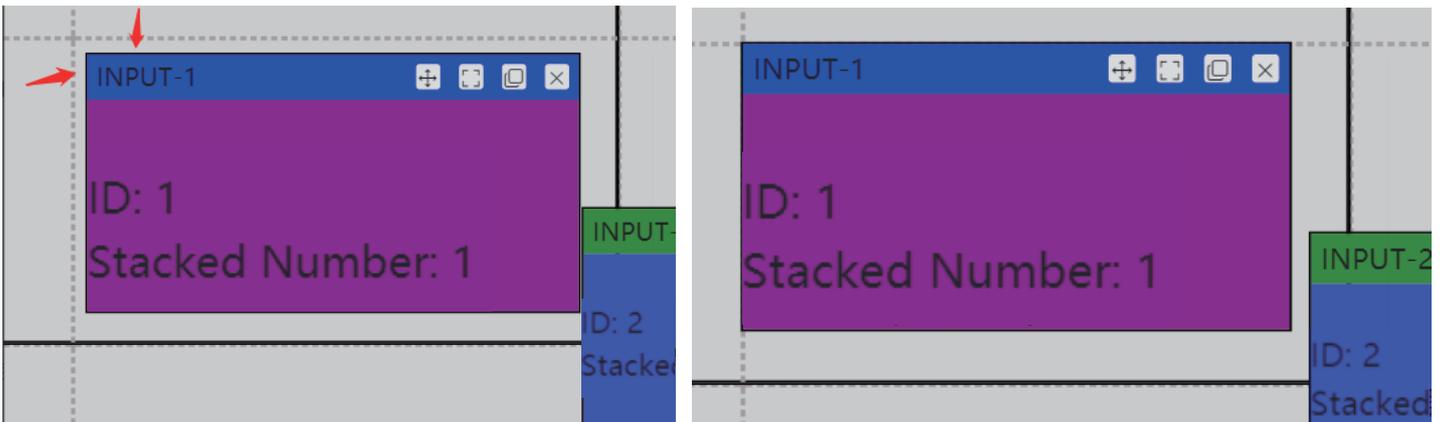


### Note:

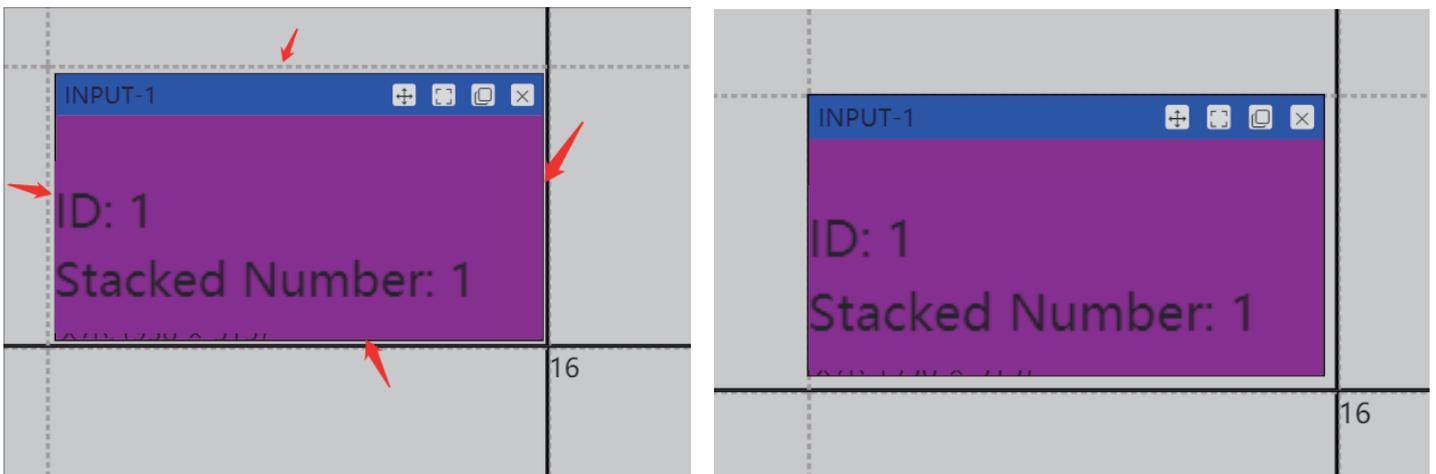
- (1) When the window moves near the dotted line (logical screen) and solid line (physical screen) of the screen, and the range is less than 15px, the edge blending will be completed automatically.
- (2) The upper, lower, left and right sides of the window support automatic edge blending.

### Situations for Automatic Edge Blending:

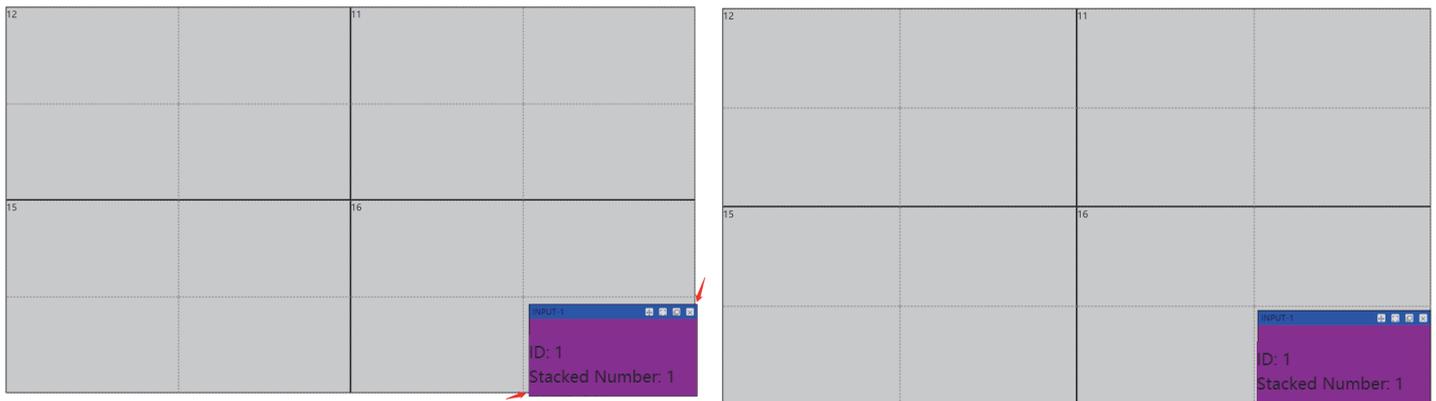
- (1) On the screen, when only the left/right side of the window meets the edge blending condition, and the upper/lower side meets the edge blending condition, the window will be pasted normally on the left/right side, upper/lower side, as shown in the following figures.



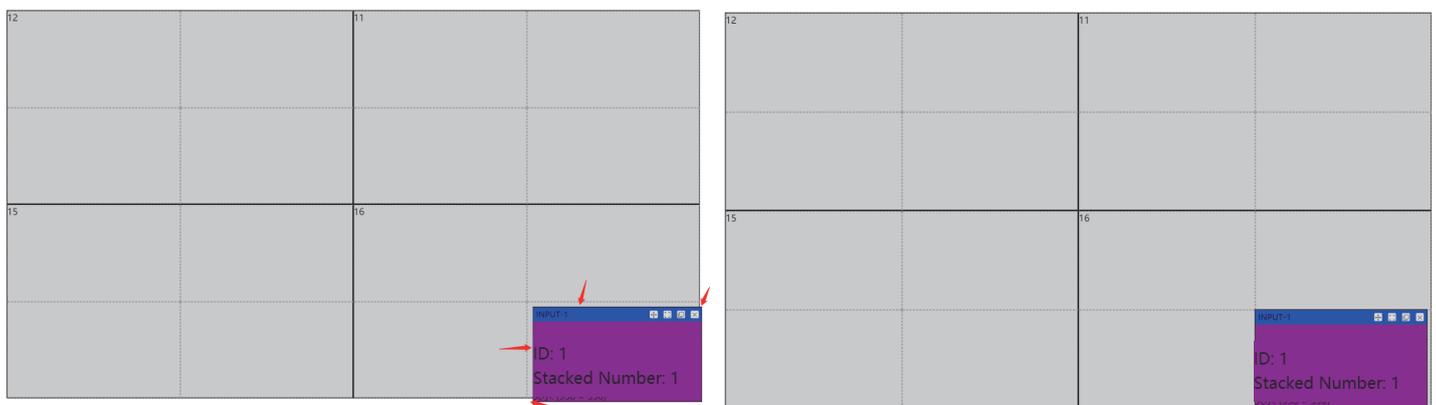
(2) When both the left and right sides meet the edge blending condition, the left side has a higher priority; When both the upper and lower sides meet the edge blending condition, the upper side has a higher priority, as shown in the following figures.



(3) When the window is moved out of the screen but within 15px, it will automatically attach to the edge of the screen, as shown in the following figures.



(4) When the window is moved out of the screen, and meets the left & upper edge blending condition, besides, both the left-side window edging coordinate and the window size do not exceed the window range, the edges will be automatically attached to the left & upper side, as shown in the following figures.



(5) When the window is moved out of the screen, and meets the left & upper edge blending condition, besides, both the left-side window edging coordinate and the window size exceed the window range, the window will automatically bounce back to its original position, as shown in the following figures.



### 6.3.3 Close Window

There are three methods to close a window.

**Method 1:** Click the “X” button in the upper right corner of the window.

**Method 2:** Click the right mouse button on the window, and select “Close the Window” from the drop-down menu.

**Method 3:** Click the “Delete Selected Window” button on the Main Function page of the window. (Note: This method is used to delete the current top-level window, so the button is disabled when there is no window.)

There are two methods to clear windows.

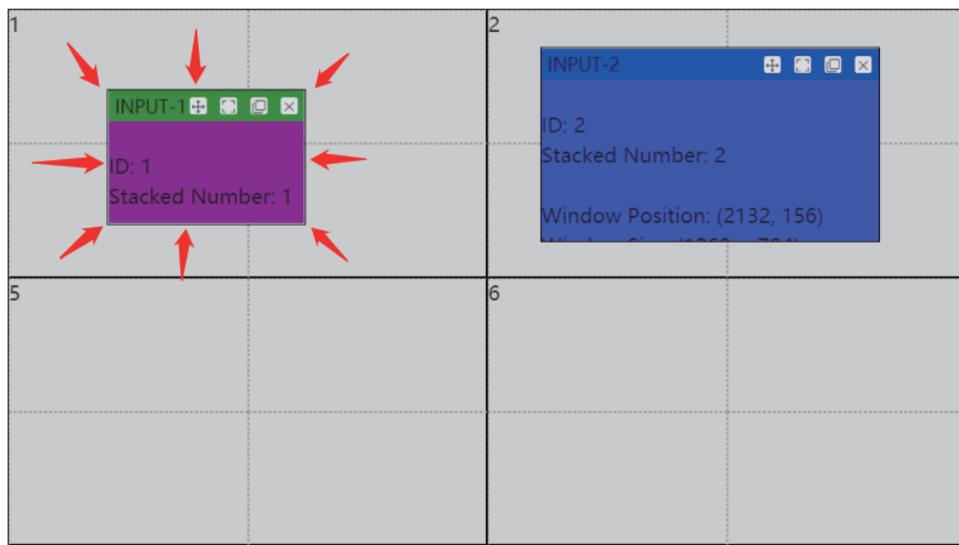
**Method 1:** Click the right mouse button on the window, and select “Close All Windows” from the drop-down menu.

**Method 2:** Click the “Delete All Windows” button on the Main Function page of the window.

### 6.3.4 Set Window Size

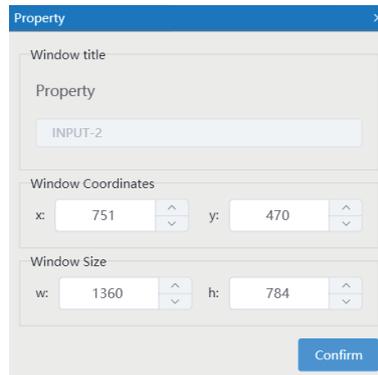
#### ■ Set through Drag-and-drop

When the mouse is moved to the position indicated by the arrows as shown in the figure below, it will become a draggable icon. Hold down the left mouse button and drag to adjust the size of the window. Release the mouse and complete the window size setting.



## ■ Set through Property

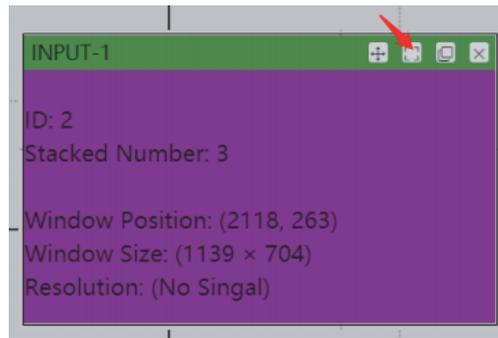
Click the right mouse button on the window, and select “Property” from the drop-down menu. Set the window size as required, then click “Confirm” to take effect.



## ■ Set the Window to Full Screen

There are three methods to set the window to full screen.

**Method 1:** Click the full screen button in the upper right corner of the window, as shown by the arrow below.

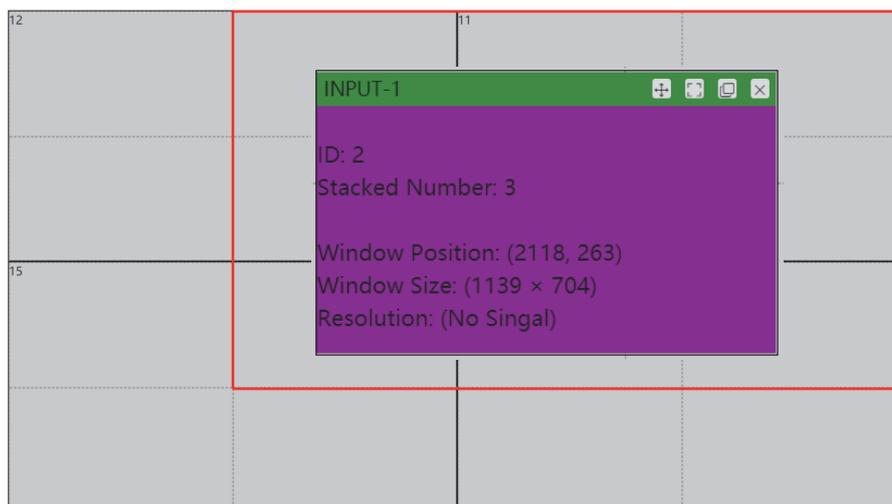


**Method 2:** Click the right mouse button on the window, and select “Full Screen” from the drop-down menu.

**Method 3:** Double-click the header of the window (when it is not in full screen state).

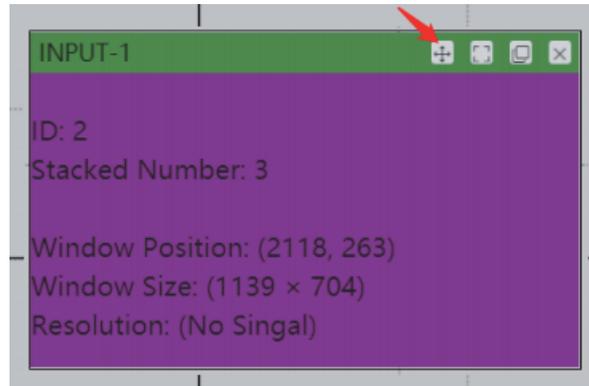
## ■ Set the Screen Occupied by the Window to Full Screen

Set the window to the size of the virtual screen it passes through, as shown in the following figure, the window will be set to fit the size of the red box.



There are three methods to set screen occupied by the window to full screen.

**Method 1:** Click the button in the upper right corner of the window, as shown by the arrow below.



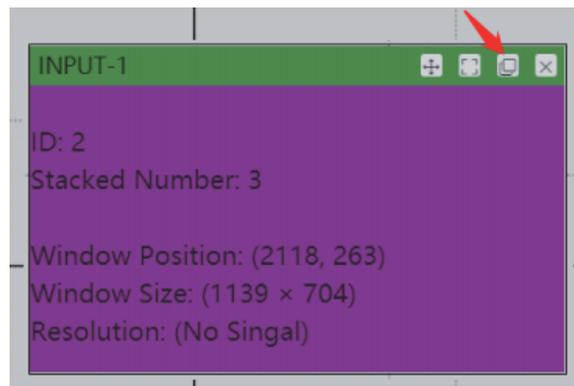
**Method 2:** Click the right mouse button on the window, and select “Full Screen the occupied screen” from the drop-down menu.

**Method 3:** Double-click the window form section (excluding the head).

### ■ Restore Window

There are two methods to restore the window.

**Method 1:** Click the restore button in the upper right corner of the window, as shown by the arrow below.



**Method 2:** When the window is in full screen status, double-click the header of the window to restore.

#### **Note:**

- (1) There must have been a previous operation. If it was just loaded without any operation, the restore window operation is invalid.
- (2) Do not perform any invalid operation before restoring a window. For example, if you move a window outside the screen and bounce it back, the window restoration function is invalid.

### 6.3.5 Window Level Movement

There are two methods for window level movement.

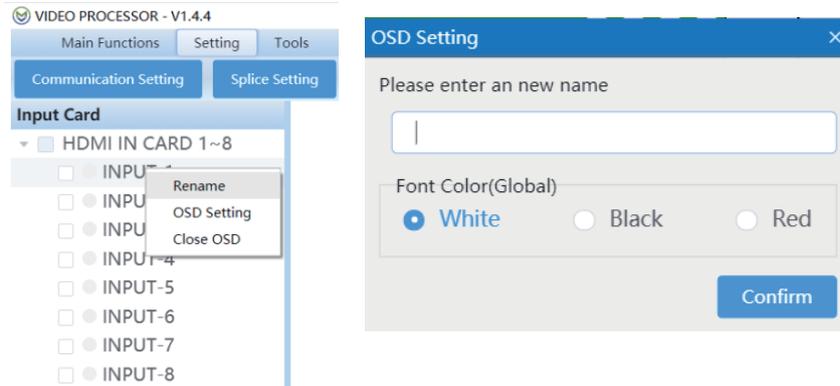
**Method 1:** Click any part of the window to place the current window at the top.

**Method 2:** Click the right mouse button on the window, and select “Top/Bottom/Up/Down” from the drop-down menu.

## 6.3.6 Input Source Settings

### ■ Input Source OSD Setting

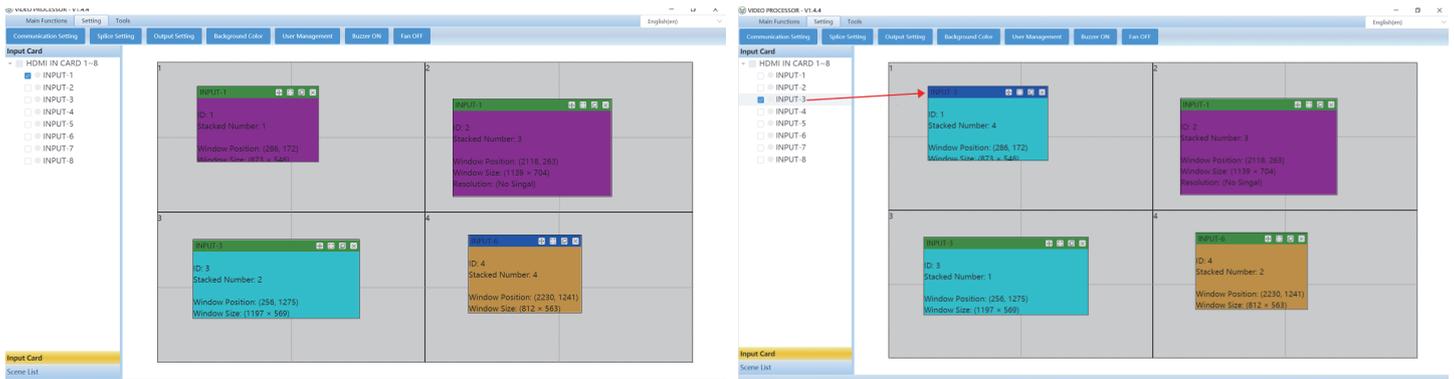
Right-click the input source in the Input Card list on the left side of the Main Function interface, and select “Rename” from the drop-down menu to rename the input source, select “Display/ Close OSD to display/close the OSD, select “OSD Setting” to set the new name and font color of the OSD displayed on the display device.



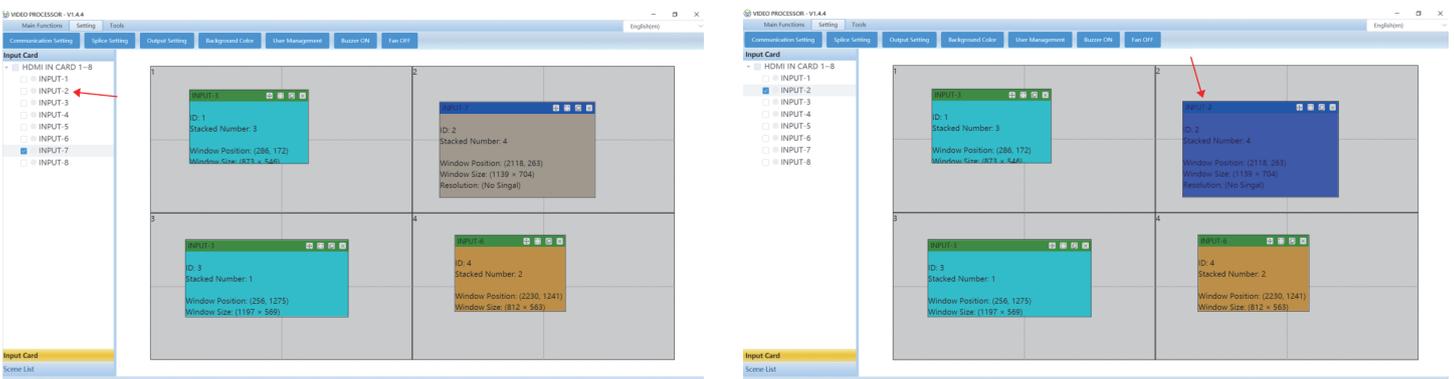
### ■ Input Source Switching Setting

There are two methods to switch the input source for window.

**Method 1:** Drag the input source to the window directly on the Main Function interface, as shown in the following figures.

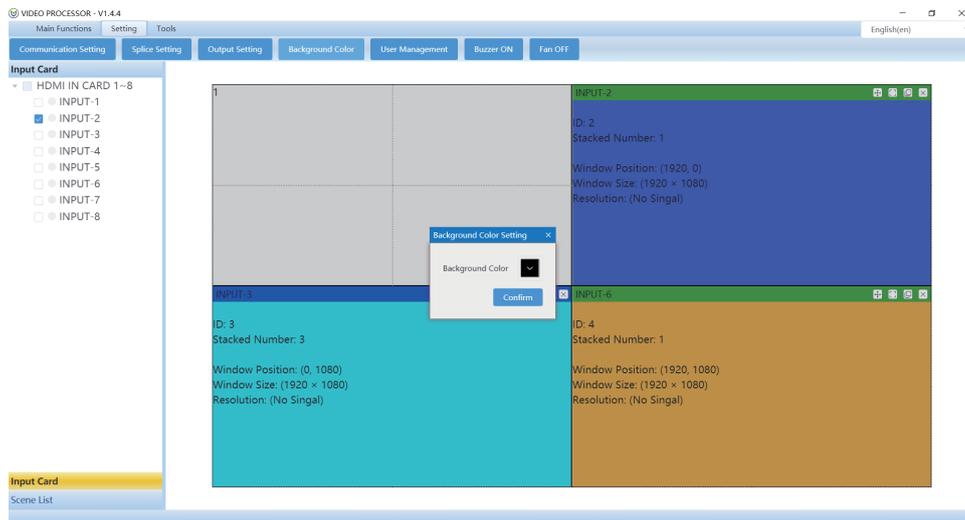


**Method 2:** Double-click the input source on the Main Function interface to switch the input source for the current topped window, as shown in the following figures.



### 6.3.7 Output Background Color Setting

Click “Setting” -> “Background Color” on the main interface to pop up the Background Color Setting window, select the required color and click “Confirm” to set the background color of the display device.



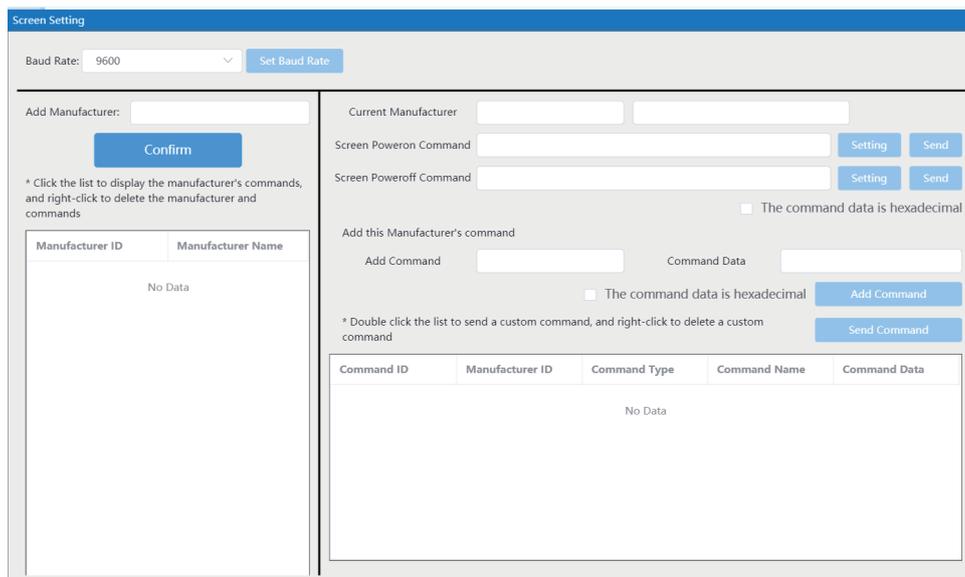
### 6.3.8 Clock Window

Click “Lock” on the Main Function interface to clock the window. If the window has been locked, click this button to unlock the window.

**Note:** When the window is locked, you cannot create/move/close the window, or set the size and input source for the window.

## 6.4 Screen Control

Click “Screen Setting” on the Main Function interface to pop up the Screen Setting page, as shown in the following figure.



## 6.4.1 Add Manufacturer

Input the name in the input box of “Add Manufacturer”, select the Baud Rate that needs to be sent by the manufacturer, then click “Conform” to complete adding.

### Note:

- (1) The manufacturer cannot be added repeatedly.
- (2) Any character with a length of 16 is supported.

## 6.4.2 Add Manufacturer Power On/Off Command

Follow the steps below to add manufacturer power on/off command.

**Step 1.** Select the manufacturer from the manufacturer list on the left.

**Step 2.** Input the power on command.

**Step 3.** Click the corresponding “Setting” button to complete the setting.

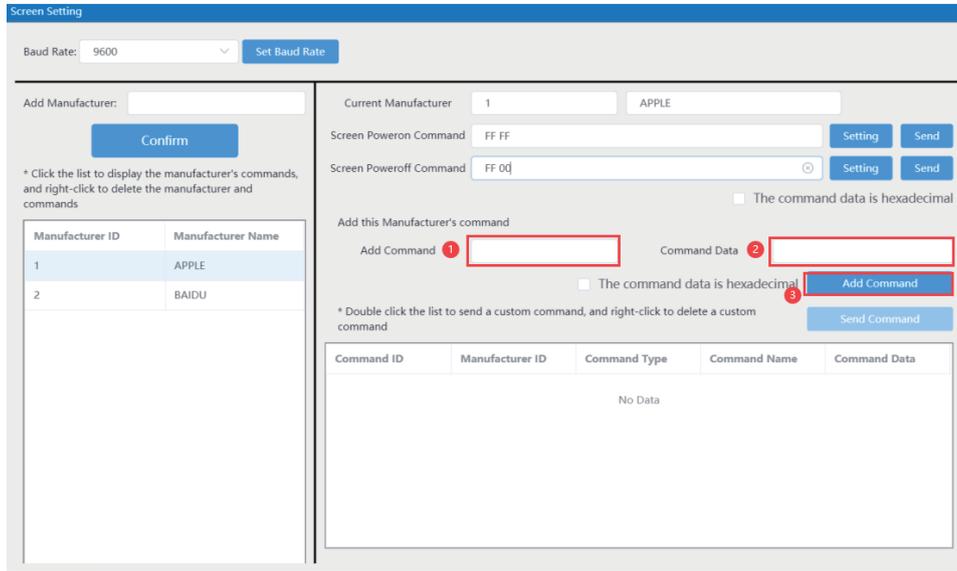
**Step 4.** Input the power off command.

**Step 5.** Click the corresponding “Setting” button to complete the setting.

**Note:** If the option “The command data is hexadecimal” is checked, the command should be input in hexadecimal format , for example: f1 11 ff.

## 6.4.3 Add Manufacturer Other Commands

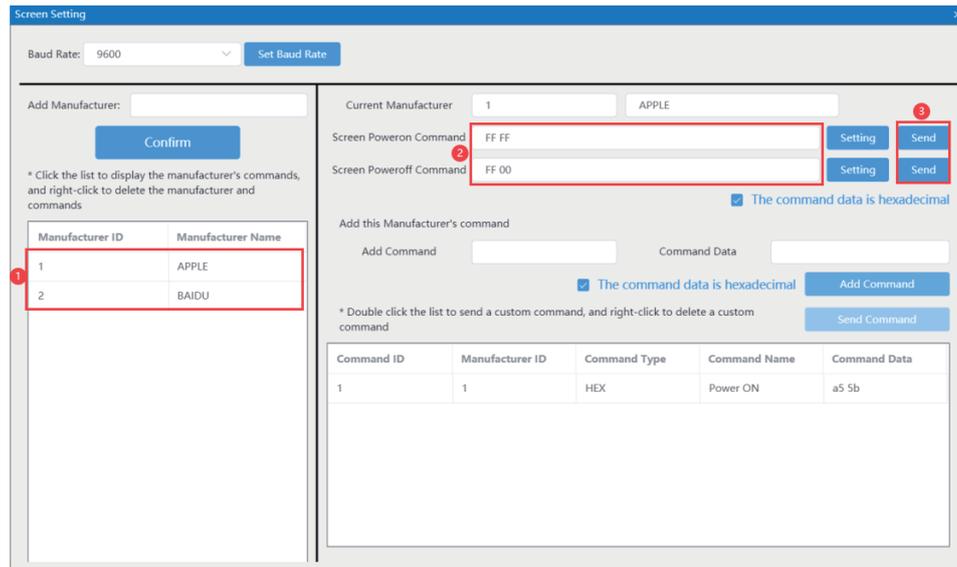
Input the name in the input box of “Add Command”, input the command data in the input box of “Command Data”, then click “Add Command” button to complete adding, as shown in the figure below.



### 6.4.4 Send Manufacturer Power On/Off Command

There are two methods to send manufacturer power on/off command.

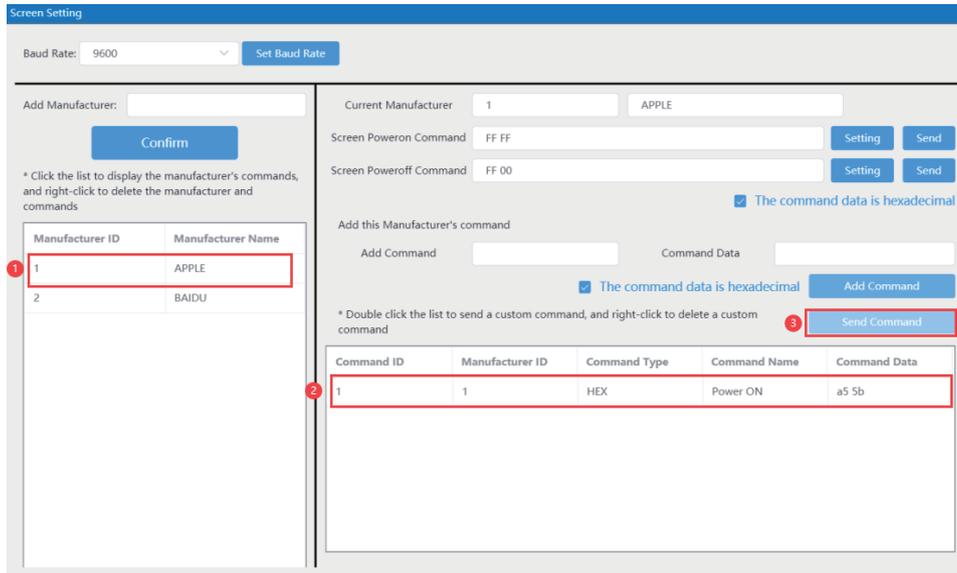
**Method 1:** Select the manufacturer from the manufacturer list on the left, and input the customized power on/off command in the “Screen Poweron Command” / “Screen Poweroff Command”, then click “Send” to send the command, as shown in the following figure.



**Method 2:** Click “Screen Poweron / Screen Poweroff” on the Main Function interface to send the manufacturer power on/off command that is set for the last time.

## 6.4.5 Send Manufacturer Other Commands

Select the manufacturer from the manufacturer list on the left, and click the command in the command list, then click “Send Command” button to send the command, or directly double-click the command in the command list to complete send, as shown in the figure below.

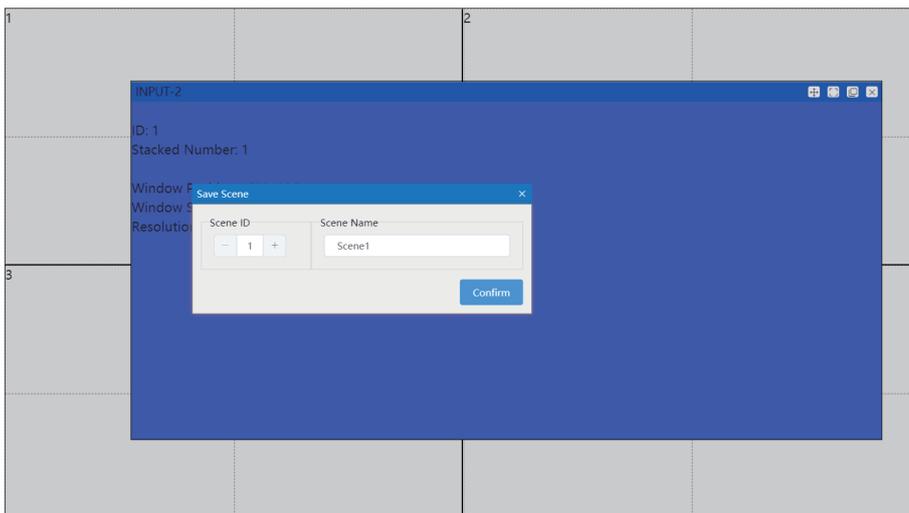


## 6.5 Scene Settings

The scene is preset with some grouping and windowing states.

### 6.5.1 Save Scene

Click “Save Scene” on the Main Function interface, select the Scene ID and input the Scene Name in the pop-up Save Scene window, then click “Confirm” to complete scene save.

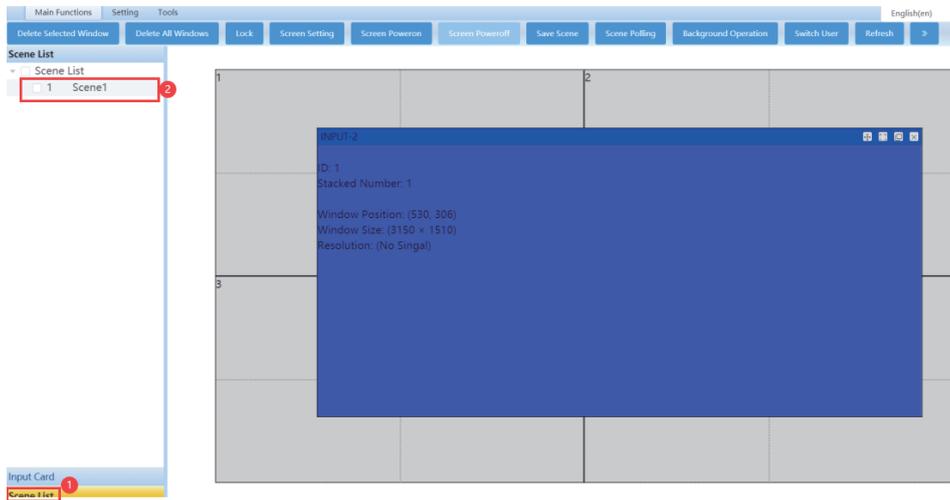


#### Note:

- (1) The Scene ID and Scene Name cannot be duplicate.
- (2) The Scene ID and Scene Name cannot be empty.
- (3) The Scene Name is a string composed of any character of length 16.

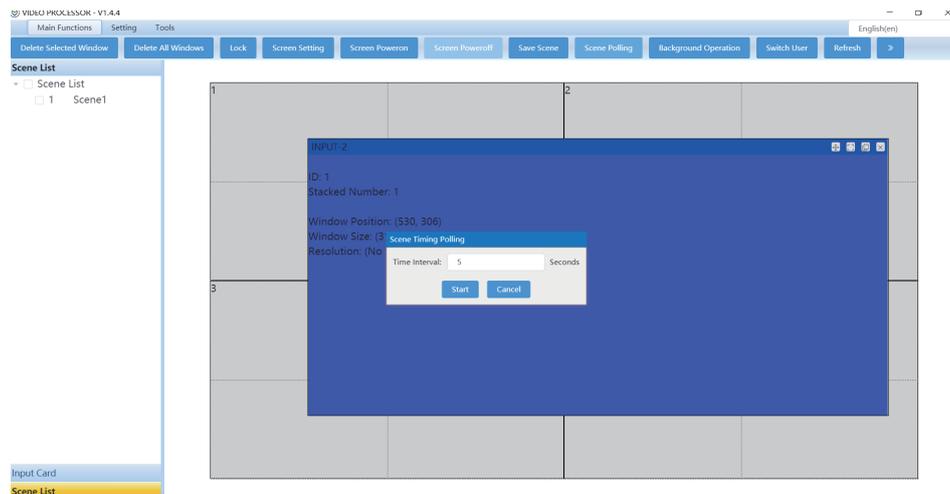
## 6.5.1 Switch Scene

Click “Scene List” in the lower left corner of the Main Function interface, then double-click the selected scene in the Scene List.



## 6.5.1 Scene Polling

Click “Scene Polling” on the Main Function interface to pop up the Scene Timing Polling window, then set the time interval and click “Start” to perform scene polling (switch scenes based on the set polling interval).



### Note:

- (1) Scene polling requires at least 2 scenes to be saved.
- (2) Set the scene polling time interval to at least 5 seconds.
- (3) The scene polling time is calculated after the switching is complete.

## 6.6 System Configuration Import/Export

The configuration save includes information about the current grouping, window, scene, and the name set for the input source.

### 6.6.1 Backup Configuration

Click “Tools” -> “Backup Configuration” on the main interface, select the path and input the file name, then click “Save” to export the configuration file (.ini).

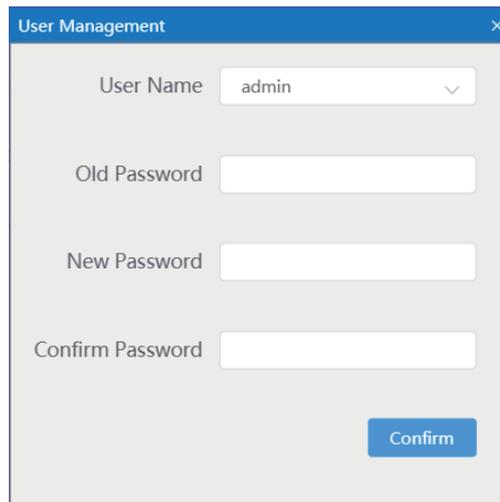
### 6.6.2 Import Configuration

Click “Tools” -> “Import Configuration” on the main interface, select the corresponding ini configuration file, then click “Confirm” to import the configuration.

## 6.7 User Settings

### 6.7.1 Modify User Password

Click “Setting” -> “User Management” on the main interface, input the old password, new password and confirm password, then click “Confirm” to take effect.



The image shows a dialog box titled "User Management" with a close button (X) in the top right corner. It contains four input fields: "User Name" (a dropdown menu with "admin" selected), "Old Password", "New Password", and "Confirm Password". A blue "Confirm" button is located at the bottom right of the dialog.

#### Note:

- (1) All passwords must contain 1~8 characters.
- (2) The new password cannot be the same as the old password.
- (3) The confirm password must be the same as the new password.

## 6.8 System Operation

### 6.8.1 Background

Click “Background Operation” on the Main Function interface to indent the application to the background.

### 6.8.2 Switch User

Click “Switch User” on the Main Function interface to close the main interface and pop up the login interface.

### 6.8.3 Buzzer ON/OFF

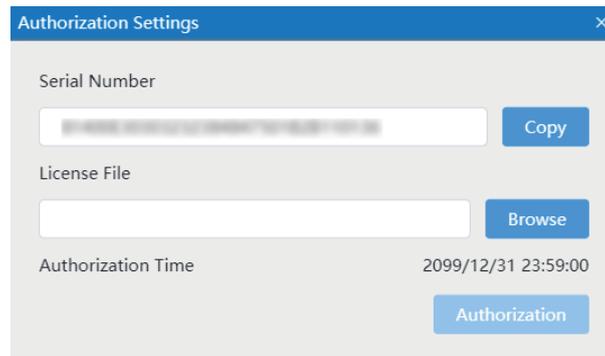
Click “Setting” -> “Buzzer ON/OFF” on the main interface to turn on/off the buzzer.

### 6.8.4 Fan ON/OFF

Click “Setting” -> “Fan ON/OFF” on the main interface to turn on/off the fan.

### 6.8.5 Device Activation

Click “Tools” -> “Device Activation” on the main interface to pop up the Authorization Settings window, browse and select the license file, then click “Authorization” to complete device activation.



**Note:** If the current device is in inactive state and all functions are unavailable, an activation prompt will pop up directly.

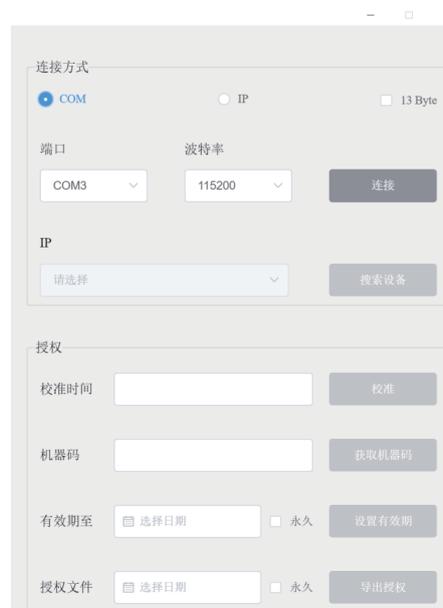
### 6.8.6 Factory Reset

Click “Tools” -> “Factory Reset” on the main interface, then click “Confirm” to restore factory default settings.

### 6.8.7 Device Upgrade

Click “Tools” -> “Device Upgrade” on the main interface, select the upgrade file, and then click “Confirm” to upgrade the device.

## 6.9 Authorization Tool



## 6.9.1 Connection Method

There are two methods to connect the authorization tool.

### **Method 1:** COM connection

Check the “COM” option, select the Port and Baud Rate, then click “Connect”.

### **Method 2:** IP connection

Check the “IP” option, click “Search Device”, and then select the device IP address.

## 6.9.2 Connection Device Activation

Select the activation time for “Validity Period to” and click “Set Validity Period” to set the validity period for the connected device.

## 6.9.3 Export Activation File

This function does not require device connection.

### ■ **Export Authorization File without Device Connection**

Follow the steps below to export authorization file without device connection.

**Step 1.** Input the machine code.

**Step 2.** Set the validity period for the authorization file.

**Step 3.** Export the authorization file.

**Step 4.** Select the directory and input the file name.

**Step 5.** Export the authorization file successfully.

### ■ **Export Authorization File with Device Connection**

Follow the steps below to export authorization file with device connection.

**Step 1.** Click “Get Machine Code”.

**Step 2.** Set the validity period for the authorization file.

**Step 3.** Export the authorization file.

**Step 4.** Select the directory and input the file name.

**Step 5.** Export the authorization file successfully.

## 6.9.4 Calibrate Time

Click the "Calibrate" button to calibrate the clock time of the device connection.

## 7. Application Example (Take the 8x16 video processor as an example)

