



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, lighting 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

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

3. Package Contents

- 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

Technical	
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)
Connections	
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]
Mechanical	
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)
Recommended HD	OMI Cable
HDMI Cable Length	n (HDMI IN / OUT) 49ft / 15m (1080P@60Hz)
The use of "Premiu	m 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	 Light on (Green): The system is working normally. Light flashing (1Hz): The system is working abnormally. Light off: The system is not working.

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:

admin	~
Please enter	passsword
🕆 English(en)	~
	Remember Passwor
	Login

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

Username	admin	user	guest
Password	admin	user	guest

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.

mmunication Options				
NET Connection IP Address:		 COM Connection COM Port: 	n	
		COM58	~	
evice Search List				
Mac Address	IP Address	Mask	Gateway	
0:0:0:0:69:0	192.168.0.100	255.255.0.0	192.168.0.1	
			e se	earch Device
arch Device			2 St	earch Device
arch Device Mac Address:	IP Address:	Mask:	Gateway:	earch Device
arch Device Mac Address:	IP Address:	Mask:	Gateway:	earch 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.

VIDEO PROCESSOR - V1.4.4			- 🗆 ×
Communication Options NET Connection IP Address:		COM Connection COM Port:	
Device Search List		COM1	
Mac Address	IP Address	N СОМ23	xway
		No Data	
			Search Device
Search Device			
Mac Address:	IP Address:	Mask:	Gateway:
		Read Configuration	Modify Configuration
			3 Confirm

6.2 PC Program Main Interface

VIDEO PROCESSOR - V1.4.4										-	σ	×
Main Functions Set	tting Tools								Engl	ish(en)		
Delete Selected Window		ws Lock	Screen Setting		Save Scene	Scene Polling	Background Operation	Switch User	Refresh	»		
Input Card												
- 📃 HDMI IN CARD 1-	~8											
INPUT-1												
INPUT-2												
INPUT-3												
INPUT-4												
INPUT-7												
INPUT-8												
Input Card												
Scene List												

6.2.1 Splicing Setting & Grouping

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

Splice Setting

Splice	e Seting							×
9	Screen Group Settir	ıg						
	Group ID	Group Name	Group Info	1 Screen Resolution 1920 × 1080 60Hz	2 Screen Resolution 1920 × 1080 60Hz	3 Screen Resolution 1920 × 1080 60Hz	4 Screen Resolution 1920 × 1080 60Hz	
		No Data		5 Screen Resolution 1920 × 1080 60Hz	6 Screen Resolution 1920 × 1080 60Hz	7 Screen Resolution 1920 × 1080 60Hz	8 Screen Resolution 1920 × 1080 60Hz	
				9 Screen Resolution 1920 × 1080 60Hz	10 Screen Resolution 1920 × 1080 60Hz	11 Screen Resolution 1920 × 1080 60Hz	12 Screen Resolution 1920 × 1080 60Hz	
				13 Screen Resolution 1920 × 1080 60Hz	14 Screen Resolution 1920 × 1080 60Hz	15 Screen Resolution 1920 × 1080 60Hz	16 Screen Resolution 1920 × 1080 60Hz	
	Add Group	Modify Group	Delete Group					
Ş	Splice Setting							
	Physical Screen: (R Column) 4 *	ow- Logical S Column) 4 2	* 2					
	2 Window	~	Confirm					

(1) Set the current screen to be n×n video wall on the Splice Setting page. Take the 4×4 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.

d Group			
1 Screen Resolution	2 Screen Resolution	3 Screen Resolution	4 Splice Setting
1920 × 1080 60Hz	1920 × 1080 60Hz	1920 × 1080 60Hz	19, Group Setting Large Screen Splicing V
5 Screen Resolution	6 Screen Resolution	7 Screen Resolution	8 S
1920 × 1080 60Hz	1920 × 1080 60Hz	1920 × 1080 60Hz	19, Edge Setting
9 Screen Resolution 1920 × 1080 60Hz	10 Screen Resolution 1920 × 1080 60Hz	11 Screen Resolution 1920 × 1080 60Hz	12 19. Default Setting
13 Screen Resolution	14 Screen Resolution	15 Screen Resolution	Resolution 1920 × 1080 16 19, Refresh Rate 60Hz Add Modify Delete
1920 × 1080 60Hz	1920 × 1080 60Hz	1920 × 1080 60Hz	
			Confirm

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.)

d Group				
1 Screen Resolution 1920 × 1080 60Hz	2 Screen Resolution 1920 × 1080 60Hz	3 Screen Resolution 1920 × 1080 60Hz	4 S 192	Splice Setting Group Setting Large Screen Splicing V
5 Screen Resolution 1920 × 1080 60Hz	6 Screen Resolution	7 Screen Resolution	8 S	Group Name Group 1
9 Screen Resolution	10 Screen Resolution	11 Screen Resolution	12	Edge Setting edge: 0 0
1920 × 1080 60Hz	1920 × 1080 60Hz	1920 × 1080 60Hz	19	Default Setting Resolution 1920 × 1080 ×
13 Screen Resolution 1920 × 1080 60Hz	14 Screen Resolution 1920 × 1080 60Hz	15 Screen Resolution 1920 × 1080 60Hz	16 19:	Refresh Rate 60Hz V

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.

1 Screen Resolution 1920 × 1080 60Hz	2 Screen Resolution 1920 × 1080 60Hz	3 Screen Resolution 1920 × 1080 60Hz	4 S 19;	Group Setting	Large Screen	Splicing 🗸
				Group Name		
5 Screen Resolution 1920 × 1080 60Hz	6 Screen Resolution 1920 × 1080 60Hz	7 Screen Resolution 1920 × 1080 60Hz	8 S 19	Group 1		
				Edge Setting		
9 Screen Resolution 1920 × 1080 60Hz	10 Screen Resolution 1920 × 1080 60Hz	11 Screen Resolution 1920 × 1080 60Hz	12 19	edge: 0	0)
				Default Setting		
				Resolution	1920 × 1080	~
13 Screen Resolution 1920 × 1080 60Hz	14 Screen Resolution 1920 × 1080 60Hz	15 Screen Resolution 1920 × 1080 60Hz	16 19:	Refresh Rate	60Hz	~
				Add	Modify	Delete

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.

Splice Seting						×	WIDEO PROCESSOR - V1.4.4	- 0	J X
							Main Functions Setting Tools	English(en)	
Screen Group Setti	ng		1 Screen Resolution	2 Screen Resolution	3 Screen Resolution	4 Screen Resolution	Communication Setting Splice Setting Output Setting Background Color User Management Buzzer ON Fan OFF		
Group ID	Group Name	Group Info	1920 × 1080 60Hz	Input Card					
1	Group 1	9: 1,2,3,5,6,7,9,1					* HOMIN CARD 1-8 1 2 3		
		0,11	5 Screen Resolution 1920 × 1080 60Hz	6 Screen Resolution 1920 × 1080 60Hz	7 Screen Resolution 1920 × 1080 60Hz	8 Screen Resolution 1920 × 1080 60Hz	NPUT-2 NPUT-3 NPUT-4		
			9 Screen Resolution 1920 × 1080 60Hz	10 Screen Resolution 1920 × 1080 60Hz	11 Screen Resolution 1920 × 1080 60Hz	12 Screen Resolution 1920 × 1080 60Hz	INPUT-5 INPUT-6 INPUT-7 INPUT-7		
			13 Screen Resolution 1920 × 1080 60Hz	14 Screen Resolution 1920 × 1080 60Hz	15 Screen Resolution 1920 × 1080 60Hz	16 Screen Resolution 1920 × 1080 60Hz			
Add Group Splice Setting	Modify Group	Delete Group					P 10 11		
Physical Screen: (F Column) 4 *	iow- Logical Column 4 2	Screen: (Row- 1) * 2							
2 Window		Confirm					Scene List		

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".

spice setting								Modify Group								
Screen Gro Group I	up Setting D Group Na	me Group Info		1 Screen Resolution 1920 × 1080 60Hz	2 Screen Resolution 1920 × 1080 60Hz	3 Screen Resolution 1920 × 1080 60Hz	4 Screen Resolution 1920 × 1080 60Hz	1 Screen Resolution	2 Screen Resolution	3 Screen Resolutio	ion -	4 Screen Resolution	Screen Resol	ution		
1	Modify Group	9: 1,2,3,5,6,	7,9,1		Streep Perclu	ion	× Aution 50Hz	on z	1920 × 1080 80H2	1920 × 1080 60Hz	2	1920 × 1080 60H2	Group Setti	.g LED Splic	ing 🗸	
	1 Screen Resolution 1920 × 1080 60Hz				Group Setting	LED Splicing	v	5 Screen Resolution 1920 × 1080 60Hz	6 Screen Resolution 1920 × 1080 60Hz	7 Screen Resolutio 1920 × 1080 60H	^{ion} Virtual r	8 Screen Resolution	Group Name			
	5 Screen Resolution 1920 × 1083 6042 9 Screen Repolytion	6 Screen Resolution 1920 × 1080 6042	7 Screen Reco 1920 × 1080 6	usion & Screen Resolution 0Hz 1920 × 1080 60Hz	Group Name	<	SOHz	2 9 Screen Resolution 1920 × 1080 60Hz	10 Screen Resolution 1920 × 1080 60Hz	11 Screen Resolu 1920 × 1080 60H	Width	0	Edge Setting			
	1920 = 1080 60Hz 13 Screen Resolution	1920 = 1000 60th Yo 14 Screen Resolut	u can moo ected win	lify the virtual resolut dow	ion by right-clicking th	e o	SOHz	13 Screen Resolution	14 Screen Resolution	15 Screen Resolu	Height	0	edge: 0		0	
	1920 × 1000 60Hz	1920 × 1880 6043			ок	20 × 1080	~	1920 × 1080 60Hz	1920 × 1080 60Hz	1920 × 1080 60H	1080	D	Default Setti	ig		
Add Gr					Refresh Rate	60Hz Modify						Confirm	n Resolution	1920 × 1080	· · · ·	
Splice Setti							Confirm						Add	Modify	Delete	
Column)	4	2 * 2												mouny		
2 Window			onfirm												Confirm	

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.

VIDEO PROCESSOR - V1.4.4									-	$\sigma \times$	WIDEO PROCESSOR -	V1.4.4									a ×
Main Functions Setting	Tools								English(en)		Main Functions	Setting Too	nhs.							English(en)	
Delete Selected Window Delet		Lock S	reen Setting		Save Scene	Scene Polling	Background Operation	Switch User	Refresh >		Delete Selected Wind		Windows	Lock Screen	Setting Screen	eeroff Save Sce	ne Scene Polling	Background Operation	Switch User	Refresh 3	
Input Card									7		Input Card		_		_						
- HDMI IN CARD 1~8	Ι.			 						,	HDMI IN CA	RD 1-8									
INPUT-1		1		2			3				INPUT-1										
INPUT-2											INPUT-										
INPUT-3											INPUT-										
INPUT-4											□ INPUT-4				4	 					
INPUT-5											□ ■ INPUT-!										
INPUT-6											INPUT-6										
INPUT-7											INPUT-3	·									
INPUT-8		-		 							INPUT-I										
		5		P			ľ														
		-		 10			11														
		9		pio pio																	
Input Card											Input Card	_									
Scene List											Scene List										

Modify Group

centoroup set	ung		1 Screen Resolution	2 Screen Resolution	3 Screen Resolution	4 Screen Resolution
Group ID	Group Name	Group Info	1920 × 1080 60Hz	1920 × 1080 60Hz	1920 × 1080 60Hz	1920 × 1080 60Hz
1	Group 1	9: 1,2,3,5,6,7,9,1 0,11	5 Screen Resolution	6 Screen Resolution	7 Screen Resolution	8 Screen Resolution
2	Group 2	1:4	1920 × 1080 60Hz	1920 × 1080 60Hz	1920 × 1080 60Hz	1920 × 1080 60Hz
			9 Screen Resolution 1920 × 1080 60Hz	10 Screen Resolution 1920 × 1080 60Hz	11 Screen Resolution 1920 × 1080 60Hz	12 Screen Resolutio 1920 × 1080 60Hz
			13 Screen Resolution 1920 × 1080 60Hz	14 Screen Resolution 1920 × 1080 60Hz	15 Screen Resolution 1920 × 1080 60Hz	16 Screen Resolutio 1920 × 1080 60Hz
Add Group	2 Modify Group	Delete Group				
ice setting nysical Screen: olumn)	(Row- Logical Column	Screen: (Row-				
4 *	4 2	* 2				

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.

Screen Resolution 920 × 1080 60Hz Screen Resolution 920 × 1080 60Hz	3 Screen Resolution 1920 × 1080 60Hz 7 Screen Resolution 1920 × 1080 60Hz	4 Screen Resolution 1920 × 1080 60Hz 8 Screen Resolution 1920 × 1080 60Hz	Screen Resolution Group Setting Large Screen Splicing
Screen Resolution 920 × 1080 60Hz	7 Screen Resolution 1920 × 1080 60Hz	8 Screen Resolution	Group Name
			Group 1
0 Screen Resolution 920 × 1080 60Hz	11 Screen Resolution 1920 × 1080 60Hz	12 Screen Resolution 1920 × 1080 60Hz	Edge Setting edge: 0 0
4 Screen Resolution 920 × 1080 60Hz	15 Screen Resolution 1920 × 1080 60Hz	16 Screen Resolution 1920 × 1080 60Hz	Default Setting
			Resolution 1920 × 1080
			Refresh Rate 60Hz
			Add Modify Delete
9	20 × 1080 60Hz Screen Resolution 20 × 1080 60Hz	20 × 1080 60Hz Soreen Resolution 20 × 1080 60Hz 15 Soreen Resolution 1920 × 1080 60Hz 1920 × 1080 60Hz	20 × 1080 50Hz 1920 × 1080 50Hz 1920 × 1080 50Hz Sortem Resolution 15 Sortem Resolution 16 Sortem Resolution 1920 × 1080 50Hz 1920 × 1080 50Hz

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.

Spik	e seung						*	Splic	te seting						×
	Screen Group Settin	g		5 Screen Resolution	2 Screen Resolution	3 Screen Resolution	4 Screen Resolution		Screen Group Setti	ig		E Screen Perchation	2 Screen Perchation	2 Corece Recolution	A Scener Percelution
	Group ID	Group Name	Group Info	1920 × 1080 60Hz		Group ID	Group Name	Group Info	1920 × 1080 60Hz						
	1	Group 2	1:4						1	Group 2	1:4				
0	2	Group 2	4: 11,12,15,16	1 Screen Resolution 1920 × 1080 60Hz	6 Screen Resolution 1920 × 1080 60Hz	7 Screen Resolution 1920 × 1080 60Hz	8 Screen Resolution 1920 × 1080 60Hz					1 Screen Resolution 1920 × 1080 60Hz	6 Screen Resolution 1920 × 1080 60Hz	7 Screen Resolution 1920 × 1080 60Hz	8 Screen Resolution 1920 × 1080 60Hz
				9 Screen Resolution 1920 × 1080 60Hz	10 Screen Resolution 1920 × 1080 60Hz	11 Screen Resolution 1920 × 1080 60Hz	12 Screen Resolution 1920 × 1080 60Hz					9 Screen Resolution 1920 × 1080 60Hz	10 Screen Resolution 1920 × 1080 60Hz	11 Screen Resolution 1920 × 1080 60Hz	12 Screen Resolution 1920 × 1080 60Hz
				13 Screen Resolution 1920 × 1080 60Hz	14 Screen Resolution 1920 × 1080 60Hz	15 Screen Resolution 1920 × 1080 60Hz	16 Screen Resolution 1920 × 1080 60Hz					13 Screen Resolution 1920 × 1080 60Hz	14 Screen Resolution 1920 × 1080 60Hz	15 Screen Resolution 1920 × 1080 60Hz	16 Screen Resolution 1920 × 1080 60Hz
	Add Group Splice Setting Physical Screen: (Ro Column)	Modify Group w- Logical S Column)	2 Dekete Group						Add Group Splice Setting Physical Screen: (R Column)	Modify Group ow- Logical : Column	Delete Group			1	
	2 Window	× ×	3 Confirm						4 *	4 2	* 2 Confirm				

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.

reen oroup ser	tting		Screen Resolution	Screen Resolution	3 Screen Resolution	4 Screen Resolution
Group ID	Group Name	Group Info	920 × 1080 60Hz	20 × 1080 60Hz	1920 × 1080 60Hz	1920 × 1080 60Hz
1	Group 1	4: 11,12,15,16				
2	Group 2	1:4	5 Screen Resolution 1920 × 1080 60Hz	6 Screen Resolution 1920 × 1080 60Hz	7 Screen Resolution 1920 × 1080 60Hz	8 Screen Resolution 1920 × 1080 60Hz
			9 Screen Resolution 1920 × 1080 60Hz	10 Screen Resolution 1920 × 1080 60Hz	11 Screen Resolution 1920 × 1080 60Hz	12 Screen Resolution 1920 × 1080 60Hz
			13 Screen Resolution 1920 × 1080 60Hz	14 Screen Resolution 1920 × 1080 60Hz	15 Screen Resolution 1920 × 1080 60Hz	16 Screen Resolution 1920 × 1080 60Hz
Add Group	Modify Group	Delete Group				
hysical Screen: olumn)	(Row- Logical Column	Screen: (Row-)				
4 *	4 2	* 2				

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.

reen Group Set	tting		í.			
Group ID	Group Name	Group Info	5 Screen Resolution 1920 × 1080 60Hz	2 Screen Resolution 1920 × 1080 60Hz	3 Screen Resolution 1920 × 1080 60Hz	4 Screen Resolution 1920 × 1080 60Hz
1	Group 1	4: 11,12,15,16				
2	Group 2	1:4	1 Screen Resolution 1920 × 1080 60Hz	6 Screen Resolution 1920 × 1080 60Hz	7 Screen Resolution 1920 × 1080 60Hz	8 Screen Resolution 1920 × 1080 60Hz
			9 Screen Resolution 1920 × 1080 60Hz	10 Screen Resolution 1920 × 1080 60Hz	11 Screen Resolution 1920 × 1080 60Hz	12 Screen Resolution 1920 × 1080 60Hz
			13 Screen Resolution 1920 × 1080 60Hz	14 Screen Resolution 1920 × 1080 60Hz	15 Screen Resolution 1920 × 1080 60Hz	16 Screen Resolution 1920 × 1080 60Hz
Add Group	Modify Group	Delete Group		_		
plice Setting						
hysical Screen: Column)	(Row- Logical Column	Screen: (Row-)				
4 *	4 2					

(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.

Main Functions Setting Tools							English(en)	
mmunication Setting Splice Setting	Output Setting	Background Color U	Jser Management Buzz	ter ON Fan OFF				
it Card								
HDMI IN CARD 1~8 INPUT-1 INPUT-2	1		2		3			
INPUT-3	<u> </u>	Output Setting			>	4		
INPUT-4		Output Channel List						
INPUT-5		1	2	3	4			
INPUT-7		Output Channel 1 [~]	Output Channel 2 ^{-/}	Output Channel 3 ⁷	Output Channel 4 ⁷			
	5	5	6	7	8			
		Output Channel 5 [~]	Output Channel 6	Output Channel 7 [×]	Output Channel 8 [×]			
		9	10	11	12			
		Output Channel 9 [~]	Output Channel 1 [~]	Output Channel 1 [~]	Output Channel 1 [×]			
		13	14	15	16			
	9	Output Channel 1	Output Channel 1 [×]	Output Channel 1 [×]	Output Channel 1 ^{×′}			
	L		1]		
it Card								

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.

Main Functions Setting Tools	_		_				English(en)	
Communication Setting Splice Setting	g Output Setting	Background Color Us	er Management Buz	ter ON Fan OFF				
put Card								
HDMI IN CARD 1~8	1		2		3			
INPUT-1								
INPUT-2		lutout Setting				×		
INPUT-4		Output Channel List	-	1.	1.			
INPUT-6		1	2	3	4			
INPUT-7		Output Channel 1	Output Channel 2 ^{-/}	Output Channel 3	Output Channel 4			
INPUT-8								
	5	Output Channel 1		7	8			
		Output Channel 2	Output Channel 6	Output Chappel 7	Output Channel 8			
		Output Channel 3	output channel o	Cutput chumier/	output channel o			
		Output channel 5		11	12			
		Output Channel 4			12			
		Output Channel 5	Output Channel 1 [~]	Output Channel 1	Output Channel 1 [~]			
		Output Channel 6						
	0	Output Channel 7	L	15	16			
		Output Channel 8	Output Channel 1	Output Channel 1	Output Channel 1			
		output chunnel o						
	·····							
ut Card								
					······			

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.

(b) VIDEO PRICESSOR - VI.A.4	- a X WHOLD PROCESSOR - V1.4.4	- 0 ×
Main Functions Setting Tools	Digital(en) V maker (account young) 1004 Participant Parkament (state 1) to 11 Participant Parkament (state 1) Parkament (stat	engion(en)
Construction (Marcolan) Output Marcolan) Delay Marcolan Delay Marcolan	Common	
Nept Card	Head Card	
Scene List	Scene List	

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.

Marketine Test for the second status Test for the second status <thtest for="" seco<="" th="" the=""><th>VIDEO PROCESSOR - V1.4.4</th><th></th><th></th><th></th><th>- o ×</th></thtest>	VIDEO PROCESSOR - V1.4.4				- o ×
Text Card Opto Gent Departed Det Manual Departed Departed Departed INDUT-1 INDUT-1 INDUT-1 INDUT-1 INDUT-5 INDUT-	Main Functions Setting Tools				English(en)
rput Card oper Card cred lid	Communication Setting Splice Setting	Output Setting Background Color User N	lanagement Buzzer ON Fan OFF		
<pre>sput Card core List</pre>	Input Card				
Bit NPUT-6 Matter Number 1 Matter Number 2132 150 9 10 1 9 10 11	HDMI IN CARD 1~8 INPUT-1 INPUT-2 INPUT-3 INPUT-3 INPUT-4 INPUT-4 INPUT-5	1 INPUT C III III D. 1	2 INPUT-2 C C C C ID: 2 Stacked Number: 2	3	
• INPUT? • INPUT? • INPUT? • INPUT? • INPUT? • Input Card	INPUT-6	Stacked Number: 1	Window Position: (2132, 156)		
b i	INPUT-7				
per Card ever LM	INPUT-8	5	6	7	
spart Card core List 12/28					
Nour Card cene List 12/28					
peer Card core List 12/28					
exper Card core List 12/28					
nput Card cere List 12/28					
P 10 11 oppid Card 10 11 core List 12/28					
Apper Card Accore List 12/28		9	10	11	
nput Card core List 12/28					
nput Card come List 12/28					
Apper Card Accene List 12/28					
nput Card cere List 12/28					
core List 12/28					
12/28	Input Card				
12/28	Scene List				
12/28					
			12/28		

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.

WIDEO PROCESSOR - V1.4.4				- a ×
Main Functions Setting Tools				English(en)
Communication Setting Splice Setting	Output Setting Background Color User Managemen	t Buzzer ON Fan OFF		
Input Card				
HDMI IN CARD 1~8	1	0	n	
INPUT-1		2	5	
INPUT-2				
INPUT-3	INPUT-1 🖬 💿 🖂 🖂			
INPUT-4	INPUT-2 🖶 🕄			
INPUT-5	ID: 1			
INPUT-6	Stacked ID: 2			
INPUT-7	Stacked Number: 2			
INPUT-8				
	5 Window Position: (751, 470)		/	
		10		
	9	10	11	
Input Card				
Scene List				

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.

Propert	y				×
Wind	low title				
Pro	perty				
	NPUT-2				
Wind	low Coordina	tes			
x:	751	^ ~	y:	470	×
Wind	low Size				
w:	1360	^	h:	784	^
					Confirm
					Confirm

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.

, nocorno cesson i mini						
Main Functions Settin	ng Tools					English(en)
Communication Setting	Splice Setting	Output Setting Backgrou	und Color User Management	Buzzer ON Fan OFF		
put Card						
HDMI IN CARD 1~8	в	-		la.		
INPUT-1		INPUT-1 💀 🕄 🔲 🛛		2	5	
INPUT-2		→				
INPUT-3		ID: 1				
INPUT-4		Stacked Number: 1				
INPUT-5						
INPUT-6						
INPUT-7						
INPUT-8		-			 	
		5		0	/	
				-		
		0		10	11	
		, and the second		10	[''	
nut Card						
parenta		L		J	 	

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.

Property	/				×
Wind	ow title				
Prop	perty				
IN	IPUT-2				
Wind	ow Coordina	tes			
x:	751	\sim	y:	470	\sim
Wind	ow Size				
	011 0120				
w:	1360	~	h:	784	~
					Confirm

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 dropdown 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.

12	11	_
	INPUT-1 🖶 🗈 🗆 🗙	
	ID: 2 Stacked Number: 3	
15	Window Position: (2118, 263) Window Size: (1139 × 704) Resolution: (No Singal)	

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.

VIDEO PROCESSOR	t - V1.4.4			-
Main Functions	s Setting	Fools	OSD Setting	
Communication Set	tting Splice S	Setting	Please enter an new name	
Input Card				
- HDMI IN C	ARD 1~8	1		
INPU	Rename	i i	Font Color(Global)	
INPU	OSD Setting	1		Ded
🗆 🔍 INPU	Close OSD		• White Black	Red
	-4	J		
INPUT	-5			Confirm
INPUT	-6			
INPUT	-7			
INPUT	-8			

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.

(E) VERD PROCESSOR - VI.4.4			- u A	VIDEO PROCESSOR - V1.4.4		- a ×
Main Functions Setting To	ols		English(en) 🗸	Main Functions Setting Tools		English(en) V
Communication Setting Splice Set	ting Output Setting Background Color User Management Buzzer ON Fan OFF			Communication Setting Splice Setting	Output Setting Background Color User Management Buzzer ON Fan OFF	
Input Card				Input Card		_
- HDMI IN CARD 1~8	a la			- HDMI IN CARD 1~8		2
INPUT-1	' f			INPUT-1		6
INPUT-2				INPUT-2		
INPUT-3				INPUT-3		
INPUT-4	D-1			INPUT-4	10.1	
INPUT-5	Starked Number 1	0.1		INPUT-5	Starked Number: 4	D-2
INPUT-6		Stacked Number 3		INPUT-6		Stacked Number 3
INPUT-7	Window Position: (286, 172)	State New York Street St		INPUT-7	Window Position: (286, 172)	
INPUT-8	Minutew Sizer (873 × 546)	Window Position: (2118, 263)		INPUT-8	Mindow Size: (873 x 546)	Window Position: (2118, 263)
		Window Size: (1139 × 704)				Window Size: (1139 × 704)
		Resolution: (No Singal)				Resolution: (No Singal)
	3 4				3	4
	INDIT.3 PROV	INPUT-6 🖶 🖶 🖾 🖾			INPUT-3 CO BO CO	INPUT-6 🖸 🗑 🗵
	D: 3	ID: 4			ID: 3	ID: 4
	Stacked Number: 2	Stacked Number: 4			Stacked Number: 1	stacked Number: 2
						Window Paritian (2220, 1241)
	Window Position: (256, 1275)	Window Position: (2230, 1241)			Window Position: (256, 1275)	Window Size: (812 × 563)
	Window Size: (1197 × 569)	Window Size: (812 × 563)			Window Size: (1197 × 569)	
				Input Card		
Input Card				Scene List		
Scene List				Active List		

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.

VIDEO PROCESSOR - V1.4.4		- a × Site Processor	- V144	- 0 X
Main Functions Setting To	ools	English(en) V Main Functions	Setting Tools	English(er) V
Communication Setting Splice Se	rtting Output Setting Background Celee User Management Buzzer ON Fan OFF	Communication Set	ing Splice Setting Output Setting Background Colce User Management	Buzzer ON Fan Off
Input Card - HOMI IN CARD 1-8 - INPUT-1 - INPUT-2 - INPUT-3 - INPUT-3 - INPUT-5 - INPUT-6 - INPUT-7 - INPUT-8	D 1 D 2 D 1 D 2 D 2 D 2 D 2 D 2 D 2 D 2 D 2 D 2 D 2		ND 1-0 1 2 3 4 5 5 7 7 8 8 8 8 8 9 9 9 9 9 9 9 9 9 9 9 9 9	2 D 2 External Number 4 Vindex Resturber (2118, 203) Hondow Sail (2
Input Card	3 3 3 5 5 5 5 5 5 5 5 5 5 5	241) Hept Grd	3 0.1 5 Staded Number: 1 Window Position: (356, 1273) Window See: (1197 = 569)	A A
Scene List		Scene List		

6.3.7 Output Background Color Setting

Click "Setting" -> "Background Color" on the main interface to pup 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.

d Manufacturan	1	Current Manufacturor					
u wanuracturer.		Current Manufacturer					_
C	Confirm	Screen Poweron Comma	nd			Setting	Send
lick the list to display 1	the manufacturer's commands,	Screen Poweroff Comma	ind			Setting	Senc
d right-click to delete 1 mmands	the manufacturer and				The comm	hand data is he	xadecir
Vanufacturer ID	Manufacturer Name	Add this Manufacturer	s command				
		Add Command		Comn	nand Data		
1	No Data			The command c	data is hexadecimal	Add Comn	nand
		* Double click the list to command	o send a custom comma	nd, and right-click to de	lete a custom	Send Com	nand
		Command ID	Manufacturer ID	Command Type	Command Name	Command I	Data
				No Data			

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.

een Setting						>
Baud Rate: 9600	Set Baud Ra	te				
Add Manufacturer:		Current Manufacturer	1	APPLE		3
Con	firm	Screen Poweron Comman	nd			Setting Send
Click the list to display the	manufacturer's commands,	Screen Poweroff Comman	nd			Setting Send
commands					The comm	and daes hexadecimal
Manufacturer ID	Manufacturer Name	Add this Manufacturer's	command			
1	APPLE	Add Command		Comm	and Data	
2	BAIDU			The command d	ata is hexadecimal	Add Command
		* Double click the list to command	send a custom comman	id, and right-click to del	ete a custom	Send Command
		Command ID	Manufacturer ID	Command Type	Command Name	Command Data
				No Data		
	Aud Rate: 9600 Add Manufacturer: Con Click the list to display the daright-click to delete the ommands Manufacturer ID 2	seen Setting Jaud Rate: 9600 Set Baud Ra Kdd Manufacturer: Confirm Click the list to display the manufacturer's commands, manufacturer ID Manufacturer Name AppLE BAIDU Set Baud Ra Confirm Confirm Confir	Setting Haud Rate: 9600 Set Baud Rate Confirm Confirm Confirm Cick the list to display the manufacturer's commands, oright-click to delete the manufacturer and ommands Manufacturer ID Add this Manufacturer's Add Command Command Command ID	Setting Setting Staud Rate: 9600 Sett Baud Rate Confirm Click the list to display the manufacturer's commands, on right-click to delete the manufacturer and ommands. Manufacturer ID Manufac	Setting Saud Rate: 9600 Set Baud Fate Current Manufacturer Confirm Click the list to display the manufacturer's command, and right-click to delet the manufacturer Name 1 Apple 2 BAIDU * Double click the list to send a custom command, and right-click to delet click the list to send a custom command, and right-click to delet the manufacturer Name 1 APPLE Command Command Command Command Double click the list to send a custom command, and right-click to delet the list to send a custom command, and right-click to delet command Command ID Manufacturer ID No Data	Setting Aaud Rate: 600 Set Baud Rate: Confirm Click the list to display the manufacturer's commands, on right-click to delete the manufacturer and ommands Manufacturer ID Manufacturer ID Manufacturer Name 1 Add this Manufacturer's command Add command * Double click the list to send a custom command, and right-click to delete a custom command Command ID Manufacturer ID * Double click the list to send a custom command, and right-click to delete a custom command * Double click the list to send a custom command to per command to per command to per co

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.

Screen Setting						
Baud Rate: 9600	Set Baud R	ate				
Add Manufacturer:		Current Manufacturer	1	APPLE		
C	Confirm	Screen Poweron Comman	d FF FF			Setting Send
* Click the list to display	the manufacturer's commands,	Screen Poweroff Comman	d FF 00			Setting Send
and right-click to delete commands	the manufacturer and				The comm	and data is hexadecimal
Manufacturer ID	Manufacturer Name	Add this Manufacturer's	command			
1	APPLE	Add Command 🚺		Com	mand Data 🛛	
2	BAIDU			The command	data is hexadecimal	Add Command
		* Double click the list to command	send a custom commar	nd, and right-click to d	elete a custom	Send Command
		Command ID	Manufacturer ID	Command Type	Command Name	Command Data
				No Data		

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.

Add Manufacturer:		Current Manufactu	irer 1	APPLE		3		
Confirm		Screen Poweron Com	nmand FF FF			Setting Sen		
* Click the list to display the manufacturer's commands,		Screen Poweroff Com	Screen Poweroff Command FF 00 Setting Set					
and right-click to delete t commands	the manufacturer and				The comm	and data is hexadeci		
Manufacturer ID	Manufacturer Name	Add this Manufactu	rer's command	Comm	und Data			
1	APPLE	Add Command		Comm				
2	BAIDU	The command data is hexadecimal Add Command the command data is hexadecimal Add Command						
		command	st to send a custom comma	ind, and right-click to del	ete a custom	Send Command		
		Command ID	Manufacturer ID	Command Type	Command Name	Command Data		
		1	1	HEX	Power ON	a5 5b		

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.

su	een setting									
8	Baud Rate: 9600	Set Baud Ra	ite							
,	Add Manufacturer:		Γ	Current Manufacturer	1		APPLE			
	Con	firm		Screen Poweron Command	FF FF				Setting	Send
,	Click the list to display the	manufacturer's commands,		Screen Poweroff Command	FF 00				Setting	Send
é	and right-click to delete the commands	manufacturer and						The common state	hand data is he	xadecimal
[Manufacturer ID	Manufacturer Name		Add this Manufacturer's c	command					
	indiana curer ib	manaractarer Hame		Add Command			Comma	nd Data		
J	1	APPLE				The o	ommand da	ta is hexadecimal	Add Comn	hand
	2	BAIDU		* Double click the list to s	end a custom comman	d, and rigl	nt-click to dele	te a custom	Send Com	nand
				command						
				Command ID	Manufacturer ID	Comma	nd Type	Command Name	Command I	Data
			•	1 1	1	HEX		Power ON	a5 5b	
			Ľ							

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).

U VIDEO PROCESSOR - V1.4.4										-		×
Main Functions Setting	Tools								En	glish(en)		
Delete Selected Window Delet	te All Windows	Lock Screen	ietting Screen Poweron	Screen Poweroff	Save Scene	Scene Polling	Background Operation	Switch User	Refresh	>	-	
Scene List												
👻 🗌 Scene List	1				2							
1 Scene1					-							
			INPUT-2						- 8 8 6			
			ID: 1 Charles of Neural Annual Annual									
			Stacked Number: 1									
			Window Position: (530									
			Window Size: (3' score	Timina Pollina								
			Resolution: (No	ranning Politiky								
			Time I	Interval: 5	Secon	ds						
	3		-	Start C	ancol							
	5			Start	ancer							
land Card												
input Card												
Scene List												

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.

User Management		×
User Name	admin 🗸	
Old Password		
New Password		
Confirm Password		
	Confirm	

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.

Authorization Settings	×
Serial Number	
F-688.0.0	Сору
License File	
	Browse
Authorization Time	2099/12/31 23:59:00
	Authorization

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

连接方式				
• СОМ		⊖ IP		13 Byte
端口		波特率		
COM3	~	115200	~	连接
IP				
请选择				搜索设备
授权				
校准时间				校准
机器码				获取机器码
有效期至	茴 选择日期	月	□ 永久	设置有效期
授权文件	崮 选择日期	A	□ 永久	导出授权

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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)

