

**GO 4K**

**4K Seamless Switcher**




**User Manual**

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# 1 General

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## Overview

- About This Manual
- Version History
- Symbols and Pictures

## 1.1 About This Manual

This user manual describes how to operate the GO 4K seamless switcher. It contains a complete description of the hardware and is designed to be a reference for your daily use of our products.

### Note





Always check for the latest version of all documents at [www.pixelhue.com](http://www.pixelhue.com).

## 1.2 Version History

Version	Date	Changes
V1.2.0	2025-11-15	<ul style="list-style-type: none"><li>• Updated the LCD's home screen diagram.</li><li>• Added T-Bar lock indication and virtual pixels description to the LCD's home screen.</li><li>• Added the Set Virtual Pixels section to section 6.2.5 Screen.</li><li>• Added the AUX Display section to section 6.2.11 Advanced.</li><li>• Added the Preferences section to section 6.2.11 Advanced.</li></ul>
V1.1.0	2025-09-15	<ul style="list-style-type: none"><li>• Updated the appearance diagram.</li><li>• Updated the MVR layout in the MVR menu diagram.</li></ul>

## 1.3 Symbols and Pictures

### Symbol Overview

	Danger	Indicates a hazard with a high level of risk, which if not avoided, will result in death or serious injury.
	Warning	Indicates a hazard with a medium or low level of risk, which if not avoided, could result in minor or moderate injury.
	Caution	Indicates a potentially hazardous situation, which if not avoided, could result in equipment damage, data loss, performance degradation, or unexpected results.
	Note	Provides additional information to emphasize or supplement important points of the main text.

### Picture Overview

Images and pictures given in this manual are used for illustration purposes only. The actual product may vary due to product enhancement. The content of the images can be slightly different from reality, such as device types, installed modules, form and position of software windows on the screen.

# 2 Safety

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## Overview

- General Considerations
- Device Carrying
- Device Mounting
- Cable Requirements
- Electrical Safety
- Unpacking and Inspection
- Device Labels
- Notes and Cautions

## 2.1 General Considerations

To ensure that you can use this product correctly and safely, please be sure to observe the following precautions:

- Before performing any operation, make sure that you have read all the operating instructions provided by the device, especially the instructions that may endanger the personal safety and device safety, such as dangers, warnings and cautions, to minimize the probability of accidents.
- All the operations must conform to local safety codes. When the safety and precautionary measures described in this manual conflict with local safety codes, please follow the local codes.
- The personnel responsible for installing and maintaining the device must be professionals who have been trained and have mastered the correct operation methods and all safety precautions. Only trained and qualified personnel can perform device installation and maintenance.
- This device must be used in an environment that meets the design specifications; otherwise, it may cause device failure. The resulting device function abnormalities or component damage, personal safety accidents, property losses and other situations are not included within the scope of the device warranty.

### 2.1.1 General Safety

- When operating the device, you must strictly abide by the local laws and regulations. The safety precautions described in this manual are only a supplement to the local safety laws and regulations.
- The "Danger", "Warning" and "Caution" items described in this manual are only supplementary instructions for all safety precautions.
- To ensure personal and device safety, please strictly follow all the safety precautions on the device labels and described in this manual when installing the device.

### 2.1.2 Environmental Requirements

- Ensure adequate air flow in the equipment room.
- Take necessary measures to prevent dust, water and static electricity.
- Avoid long-term direct sunlight.
- Keep the device away from heat and ignition sources.
- Do not place the device in an explosive atmosphere.
- Do not place the device in a corrosive environment.
- Do not place the device in a strong electromagnetic environment.

### 2.1.3 Device Safety

- Before operating, fix the device on the floor or other stable objects, such as a wall or mounting bracket.
- During transportation and use of the device and its packaging, the device must be fixed stably to avoid falling.

- Do not step on, hit and violently operate the device and its packaging to prevent damage to the device or packing box.
- Do not block the ventilation openings during operation.
- Tighten the board or card screws with a tool.
- After the installation, remove the empty packing materials from the device area.
- Save the packing box and materials for possible storage and transportation in the future.
- Always wear anti-static wrist bands and insulating gloves when touching the static-sensitive components.
- Avoid dropping any object into the chassis.
- Keep the device away from conductors that are easy to induce lightning to avoid lightning strikes to the device.
- Do not make the circuit faces of the boards or cards contact each other.
- Do not touch the circuit, components, connectors or wiring slots of the boards or cards with bare hands.
- Do not repair the device without authorization. Only trained professionals can maintain the device. You can contact PIXELHUE at any time if needed.
- Always use the spare parts recommended by PIXELHUE.
- Regularly clean the dust on the heat dissipation holes to prevent the dust from blocking the holes and thus affect the heat dissipation of the device.

### 2.1.4 Personal Safety

- Place the device in a stable location to prevent personal injury caused by falling.
- Avoid bare wires and maintain or replace them in time when they are damaged.
- Do not operate the device and connect cables outdoors under thunderstorms.
- Do not wear watches, rings, or other metal jewelry when installing spare parts or maintaining the device.

## 2.2 Device Carrying

- Do not relocate a powered device, and do not take any objects that may cause danger to the relocation.
- Always pay attention to the wheels at the bottom of the flight case during transportation to avoid them being jammed by stones or deformed due to external forces.
- Always hold the handles of the flight case firmly when pushing a flight case with wheels. Do not stack other devices on the flight case.
- The relocated device should be repacked in the original factory packaging.
- Do not disassemble the components during the transportation of the flight case.
- When handling or placing the boards or cards, bare board components or modules, always package them individually.

- When carrying the device with your bare hands, always wear protective gloves to avoid injury.
- When carrying the device, handle it gently and always hold the handles of the device or drag the bottom edge of the device. Do not hold the handles of a device component.
- When the device weight exceeds the carrying limit of a single person, carry it with multiple people or use a carrying tool.
- When using a forklift or handcart for transportation, place the device stably to ensure the device will not tip over.

The following table lists the maximum weights that adults can carry at a time specified by some organizations for your reference.

Organization	Weight
CEN (European Committee for Standardization)	25 kg/55.13 lb
ISO (International Organization for Standardization)	25 kg/55.13 lb
NIOSH (National Institute for Occupational Safety and Health)	23 kg/50.72 lb
HSE (Health and Safety Executive)	25 kg/55.13 lb
General Administration of Quality Supervision, Inspection and Quarantine of the People's Republic of China	Male: 15 kg/33.08 lb Female: 10 kg/22.05 lb

## 2.3 Device Mounting

When the device is installed on a desktop, the desktop must bear at least 4 times the device weight.

### 2.3.1 Mounting on a Desktop

- Ensure the stability and grounding of the desktop or working table.
- Ensure that the device is placed horizontally and do not turn it over or hang it on the wall.
- Do not place other objects on the device.
- Do not put water cups, beverages and other containers with liquid close to or on the device to avoid liquid leakage and thus cause safety hazards.
- If any object or liquid accidentally enters the device, stop using the device and disconnect the power cord and all cables connected to the device immediately, and then contact the after-sales personnel.
- When handling a flight case with wheels, please lock and fix the wheels to prevent the device from sliding.
- When stacking, ensure all the devices are stacked stably to avoid device damage and personal injury caused by falling.

### 2.3.2 Grounding

- Connect the grounding wire first when installing a device, and disconnect the grounding wire at last when removing the device.

- The connecting surface of the grounding wire and the device must have good conductivity. Spray painting is strictly prohibited, and there must be sufficient fastening force between the connecting parts.
- Do not operate the device when the grounding conductor is not installed.
- There must be no joints in the middle of the grounding wire, and it is strictly prohibited to install a switch or fuse on the grounding wire.
- For devices using a three-pin socket, ensure that the ground terminal in the three-pin socket is well grounded.

## 2.4 Cable Requirements

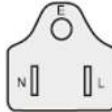

### 2.4.1 Power Cords

 **Warning**

Do not install or remove the power cord when the device is powered on. When the power cord core contacts the conductor, an electric arc or spark will be generated which may result in fire or eye injury.

- Protect the power cord properly to prevent it from being punctured to avoid personal injury or fire caused by a short circuit.
- To ensure the safety of the device and personnel, be sure to use the matched power cord.
- User-supplied cables must comply with local cable regulations and device cable requirements.
- Before installing or removing the power cord, turn off the device power first.
- Check the electrical plug regularly and wipe off the dirt or dust accumulated on the plug.
- Before connecting the power cord, read the labels or markings on the power cord to make sure it is a matched one.

The device is intended to operate from an AC power source with a voltage range of AC 100–240V~, 50/60Hz. Various standard plugs are shown in the figure below.

US NEMA5/15	Europe CEE 7	China GB 2099	UK BS 1363
			

E Earth

N Neutral

L Live

### 2.4.2 Signal Cables

- Before using a DVI signal cable, check whether the pins on the cable connector are vertical and even. If not, please replace the cable.
- Before connecting the signal cable to the device, check whether there is any object in the device connector. If yes, remove the object first.

- If the signal cable has not been used for a long time, discharge static electricity before using it.
- Under normal working conditions of the device, it is recommended that non-technical professionals do not perform hot-swapping to avoid device damage.

### 2.4.3 Miscellaneous

- Signal cables must be bound separately from strong current cables or high voltage cables.
- When the temperature is too low, severe shock and vibration may cause brittle cracking of the plastic sheath of the cable. All cables should be laid and installed when the temperature is above zero.
- If the storage temperature of the cable is below zero, the cable must be moved to room temperature and stored for more than 24 hours before laying and installation.
- When carrying cables, especially in a low-temperature environment, always handle the cable with care. Violent handling, such as pushing down the cables directly from a high place, is prohibited.

## 2.5 Electrical Safety

### 2.5.1 Battery

- The battery is not intended to be replaced.
- Always follow the relevant instructions to dispose of batteries.
- Disposal of a battery into fire or a hot oven, or mechanically crushing or cutting of a battery can result in an explosion.
- Leaving a battery in an extremely high temperature surrounding environment can result in an explosion or the leakage of flammable liquid or gas.
- A battery subjected to extremely low air pressure may result in an explosion or the leakage of flammable liquid or gas.

### 2.5.2 Electromagnetic Interference

- Keep the device away from transformers, high-voltage power lines and high-current devices.
- Keep the device away from high-power broadcast transmitters.
- If there is a mobile communication transmitter around the device, its interference degree should meet the requirements of relevant standards. If needed, take necessary measures to prevent interference, such as shielding and isolation.
- When using hand-held wireless communication devices, such as interphones, keep at least 30 cm away from the device.

### 2.5.3 Anti-Static

- Always wear anti-static wrist bands and insulating gloves when touching the static-sensitive components.

- Always hold the board by the edges to avoid touching the circuits or components, and do not touch the chip with your hands.
- The disassembled board must be packaged with anti-static packaging material before storage or transportation.

## 2.6 Unpacking and Inspection


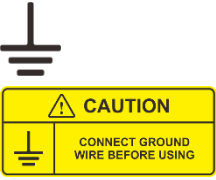



### 2.6.1 Unpacking

- After receiving the device, check whether the packing box is damaged. If there is any damage, do not open the box and contact the carrier in time to confirm the damage to the device and matters related to compensation.
- After unpacking, save the packing box and materials for possible storage and transportation in the future.

### 2.6.2 Inspection

- When the packing box is in perfect condition, unpack the box. Check the appearance of the device for damage. If there is damage, please contact the salesperson.
- Check the box contents according to the packing list described in the certificate of approval. If any item is missing, please contact the salesperson in time.

## 2.7 Device Labels

Labels	Description
	Warranty void if removed Do not open the chassis. If this label is damaged, the device will not be covered by the warranty.
	Grounding The two ends of the grounding wire are connected to the device and the grounding point respectively, which means that the device must be grounded through the grounding point to ensure the normal operation of the device and the personal safety of the operators.
	Sensitive electronic device Keep the device away from areas with strong electromagnetic radiation to avoid electromagnetic interference and thus affect the image output quality.
	Device carrying The device needs to be carried by multiple people.
	Removing cards Remove cards before taking out the motherboard.

## 2.8 Notes and Cautions

- This product can only be placed horizontally. Do not mount vertically or upside-down.
- Please read the specifications thoroughly and use the product in accordance with the requirements. If you have any questions about the specifications, please contact us immediately. If you use the product improperly, not following the requirements, or for illegal purposes, you shall be solely responsible for any consequences arising therefrom.
- If the product does not have the relevant certifications required by the countries or regions where it is to be sold, please contact PIXELHUE to confirm or address the problem. Otherwise, the customer shall be responsible for the legal risks caused or PIXELHUE has the right to claim compensation.

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# 3 Terms and Definitions

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PVW	PVW is an abbreviation for Preview. The PVW area displays the pre-editing content before it is sent to PGM.
PGM	PGM is an abbreviation for Program. The PGM area displays the real-time output image.
Take	Take is an action of sending the PVW content to PGM with a transition effect.
Cut	Cut is an action of sending the PVW content to PGM directly, without any transition effect.
FTB	FTB (Fade to Black) is an action of making the screen fade to black.
T-Bar	T-bar is a lever that manually controls the progress of sending PVW to PGM.
LOGO	LOGO is a special layer with the highest priority and is displayed in front of all other layers. LOGO consumes no processing resources and displays an unscaled image on the screen.
BKG	BKG is an abbreviation for background. BKG is a special layer that has the lowest priority and is displayed beneath all other layers. BKG consumes no processing resources and fills the whole screen.
MVR	MVR is an abbreviation for Multiviewer. An MVR connector is used to connect a confidence monitor for displaying the specific input or output content, such as the presenter's laptop.
AUX	AUX is an abbreviation for auxiliary. An AUX connector is used to output the input source, PVW or PGM, to a specified monitor, such as a teleprompter.
AOI	AOI is an acronym for Area of Interesting. AOI allows users to view a specific output area they are interested in.
Aspect Ratio	Aspect ratio is the ratio of a layer/image width to its height. It is commonly expressed as two numbers separated by a colon, as in 16:9.
Contrast	Contrast defines the difference between the darkest and brightest areas of an image displayed on the screen. The greater this value is, the bigger this difference will be.
Gamma	Gamma defines the degree of distortion of the image color. The greater this value is, the more distorted the color will be.

Hue	Hue defines the gradation or variety of the image color. The greater this value is, the more intense the color will be.
Saturation	Saturation defines the purity or vividness of the image color. The greater this value is, the purer the color will be.
Color Space	Color space is a mathematical model that maps the colors that can be reproduced by a device to a standard color model, usually the RGB model.
Bit Depth	Bit depth refers to the color information stored in an image. The higher the bit depth of an image, the more colors it can store.
Frame Rate	Frame rate (expressed in frames per second, or FPS) is the frequency (rate) at which consecutive images called frames to appear on a display. Frame rate may also be called the frame frequency, and be expressed in hertz.
DSK	DSK (Downstream Keying) is an effect allowing one video signal to be keyed on top of another video signal. The lightest portions of the DSK signal replace the source video leaving the dark areas showing the original video image.
Luma Key	Luma key refers to a process to composite a foreground clip over a background clip based on the luma levels in a video or image. This is most often useful for still images, such as a picture of a logo over a black background.
Chroma Key	Chroma key refers to a process that a specific color is removed from an image, allowing that portion of the image to be replaced. This color can be any solid color, most commonly blue or green.
HDCP	HDCP stands for High-Bandwidth Digital Content Protection, a copy protection scheme to eliminate the possibility of intercepting digital data midstream between the source and the display. HDCP 1.4 is designed for full HD content, while HDCP 2.2 relates to ultra HD 4K media.

# 4 Overview

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## About This Chapter

This chapter is designed to introduce you to PIXELHUE's 4K seamless switcher, GO 4K.

## Overview

- Product Introduction
- Initial Inspection

## 4.1 Product Introduction

PIXELHUE's GO 4K is a new 4K seamless switcher that includes a 21.5-inch foldable LCD screen for real-time monitoring of input and output signals, layer configuration, and preset settings. Featuring an integrated design with full 4K input and output connectors, this switcher encompasses functionalities such as video processing, image mosaic, transition effects, and multi-screen display. It is ideal for medium to small-scale conferences, exhibitions, shows, and various fixed installations.

The GO 4K excels in signal receiving and processing, supporting up to 10x 4K video inputs, 2x 4Kx2K@60Hz or 4x 4Kx1K@60Hz outputs, 4x AUX outputs, and 1x Multiviewer output. Eight optical fiber ports are also provided, enabling the GO 4K to transmit signals over a long distance without fiber converters.

The GO 4K supports a maximum of 12 layers with features like free layout, layer shadows, borders, masks, and high-performance keying, and can store 8 BKG images for direct panel access. Additional features include fade-in and fade-out transition effects, high-definition image capturing, 45 presets for flexible recalling, test pattern customization, and visualized live view of input and output connector statuses.

Furthermore, the GO 4K is equipped with a 5-inch graphical LCD screen on the front panel, providing efficient and intuitive control, along with striking, colorful illuminated buttons. Paired with a highly sensitive aviation-grade T-Bar that supports 1024-level control, the GO 4K offers precise manual adjustments for preset transitions. This user-friendly design greatly facilitates on-site control.

## 4.2 Initial Inspection

### General

Before shipment, the devices were inspected and found to be free of mechanical and electrical defects. As soon as the devices are unpacked, inspect for any damage that may have occurred in transit, and make sure there are no broken parts and the unit is free of dents. Save all packing material until the inspection is completed. If any damage is found, please contact PIXELHUE or your local distributor immediately.

After unpacking, please always place the device on a stable, flat and insulated support for handling or using.

### Unpacking

After the unpacking, it is recommended you check carefully to see whether all accessories are included according to the provided packing list.

# 5 Hardware Description

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## About This Chapter

This chapter is designed to introduce you to the hardware configuration of the seamless switcher in detail.

## Overview

- Front Panel
- Rear Panel



**Note:**

All product pictures shown in this chapter are for illustration purposes only. Actual product may vary.

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## 5.1 Front Panel



No.	Area
1	Multiviewer area. For details, see <a href="#">Multiviewer (MVR)</a> .
2	<a href="#">LCD menu control area</a>
3	LCD. For details, see <a href="#">LCD Menu Operations</a> .
4	<a href="#">Screen area</a>
5	<a href="#">Background area</a>
6	<a href="#">Layer area</a>
7	<a href="#">Input area</a>
8	<a href="#">Preset area</a>
9	<a href="#">Function area</a>
10	T-Bar

## 5.2 Rear Panel



Name	Qty	Description	
<b>INPUT 1 to 4</b>			
DP 1.2 & HDMI 2.0 (Only one type of connector can be used at a time)			
DP 1.2	4	Resolution	<ul style="list-style-type: none"> <li>Max resolution: 4096×2160@60Hz/8192×1080@60Hz</li> <li>Min resolution: 800×600@60Hz</li> </ul>
		Max width/height	<ul style="list-style-type: none"> <li>Max width: 8192 pixels (8192×1080@60Hz)</li> <li>Max height: 8186 pixels (1080×8186@60Hz)</li> </ul>
		Frame rates	Up to 240 Hz
		Input sources	Support for processing of 8-bit, 10-bit and 12-bit inputs
		Color/Sample	<ul style="list-style-type: none"> <li>Support for 4:2:0, 4:2:2 and 4:4:4 inputs</li> <li>Support for processing of RGB Full and Limited range videos</li> </ul>
		HDR	Not supported
		EDID management	<ul style="list-style-type: none"> <li>Support for standard resolutions up to 8192×1080@60Hz</li> <li>Support for custom resolutions</li> </ul>
		HDCP	HDCP 2.2 compliant, backwards compatible
		Interlaced signal	Not supported

Name	Qty	Description	
HDMI 2.0	4	Resolution	<ul style="list-style-type: none"> <li>Max resolution: 4096×2160@60Hz/8192×1080@60Hz</li> <li>Min resolution: 800×600@60Hz</li> </ul>
		Max width/height	<ul style="list-style-type: none"> <li>Max width: 8192 pixels (8192×1080@60Hz)</li> <li>Max height: 8186 pixels (1080×8186@60Hz)</li> </ul>
		Frame rates	Up to 240 Hz
		Input sources	Support for processing of 8-bit, 10-bit and 12-bit inputs
		Color/Sample	<ul style="list-style-type: none"> <li>Support for 4:2:0, 4:2:2 and 4:4:4 inputs</li> <li>Support for processing of RGB Full and Limited range videos</li> </ul>
		HDR	Supported
		EDID management	<ul style="list-style-type: none"> <li>Support for standard resolutions up to 8192×1080@60Hz</li> <li>Support for custom resolutions</li> </ul>
		HDCP	HDCP 2.2 compliant, backwards compatible
		Interlaced signal	Not supported
<b>INPUT 5 to 10</b>			
12G-SDI & HDMI 2.0			
12G-SDI	2	Standard	Support for ST-2082 (12G), ST-2081 (6G), ST-424 (3G), ST-292 (HD) and ST-259 (SD) standard video inputs
		Resolution	Max resolution: 4096×2160@60Hz
		Frame rates	Up to 60 Hz
		HDR	Not supported
		EDID management	Not supported
		Interlaced signal	Supported
HDMI 2.0	4	Resolution	<ul style="list-style-type: none"> <li>Max resolution: 4096×2160@60Hz/8192×1080@60Hz</li> <li>Min resolution: 800×600@60Hz</li> </ul>
		Max width/height	<ul style="list-style-type: none"> <li>Max width: 8192 pixels (8192×1080@60Hz)</li> <li>Max height: 8186 pixels (1080×8186@60Hz)</li> </ul>
		Frame rates	Up to 240 Hz
		Input sources	Support for processing of 8-bit, 10-bit and 12-bit inputs
		Color/Sample	<ul style="list-style-type: none"> <li>Support for 4:2:0, 4:2:2 and 4:4:4 inputs</li> <li>Support for processing of RGB Full and Limited range videos</li> </ul>
		HDR	Supported

Name	Qty	Description	
		EDID management	<ul style="list-style-type: none"> <li>Support for standard resolutions up to 8192×1080@60Hz</li> <li>Support for custom resolutions</li> </ul>
		HDCP	HDCP 2.2 compliant, backwards compatible
		Interlaced signal	Not supported
<b>OUTPUT 1 to 4</b>			
<ul style="list-style-type: none"> <li>4K: 2 primary and 2 backup connectors. Connectors 1 and 3 work as primary, while connector 2 is backup for connector 1, and connector 4 is backup for connector 3.</li> <li>DL: 4 primary connectors</li> </ul>			
HDMI 2.0	4	Standard	Support for multiple standard timings such as VESA and CEA
		Resolution	<ul style="list-style-type: none"> <li>Max resolution: 4096×2160@60Hz/8192×1080@60Hz</li> <li>Min resolution: 800×600@60Hz</li> </ul>
		Max width/height	<ul style="list-style-type: none"> <li>Max width: 8192 pixels (8192×1080@60Hz)</li> <li>Max height: 8186 pixels (1080×8186@60Hz)</li> </ul>
		Frame rates	Up to 240 Hz
		Color/Sample	<ul style="list-style-type: none"> <li>Support for YCbCr and RGB color space settings</li> <li>Support for 4:2:2 and 4:4:4 outputs</li> </ul>
		HDR	Supported
		EDID management	<ul style="list-style-type: none"> <li>Support for standard resolutions, up to 8192×1080@60Hz</li> <li>Support for custom resolutions</li> </ul>
		HDCP	Off by default, with no support for settings or compatibility
		Interlaced signal	Supported
OPT 1-8	4 groups	8x OPT ports for copying the output images of HDMI 2.0 connectors	
		<b>4K</b> <ul style="list-style-type: none"> <li>OPT 1 copies the left half of the output image of HDMI 1.</li> <li>OPT 2 copies the right half of the output image of HDMI 1.</li> <li>OPT 3 copies the left half of the output image of HDMI 2.</li> <li>OPT 4 copies the right half of the output image of HDMI 2.</li> <li>OPT 5 copies the left half of the output image of HDMI 3.</li> <li>OPT 6 copies the right half of the output image of HDMI 3.</li> <li>OPT 7 copies the left half of the output image of HDMI 4.</li> <li>OPT 8 copies the right half of the output image of HDMI 4.</li> </ul>	

Name	Qty	Description
		<b>DL</b> <ul style="list-style-type: none"> <li>• OPT 1 copies HDMI 1.</li> <li>• OPT 2 copies HDMI 1.</li> <li>• OPT 3 copies HDMI 2.</li> <li>• OPT 4 copies HDMI 2.</li> <li>• OPT 5 copies HDMI 3.</li> <li>• OPT 6 copies HDMI 3.</li> <li>• OPT 7 copies HDMI 4.</li> <li>• OPT 8 copies HDMI 4.</li> </ul>
<b>MVR</b>		
HDMI 1.3	1	Multiviewer output connector with a default resolution of 1920×1080 and adjustable frame rate
<b>AUX</b>		
HDMI 1.3	4	AUX output connectors with a default resolution of 1920×1080@60Hz, a maximum resolution of 2048×1152@60Hz, and support for connection of auxiliary devices such as teleprompters.
<b>CONTROL</b>		
ETHERNET	2	Gigabit Ethernet ports for control, input view and backup
GENLOCK	1 pair	A pair of Genlock signal connectors. Support Bi-Level and Tri-Level. <ul style="list-style-type: none"> <li>• IN: Accept the sync signal.</li> <li>• LOOP: Loop the sync signal.</li> </ul> For standard Genlock signal generators, up to 10 units of GO 4K can be cascaded.
USB 2.0	1	A type-A USB 2.0 port is provided for updating device firmware, importing and exporting project files, EDID files, BKG files, LOGO files and logs via USB drive.
<b>Power</b>		
100-240V~, 50/60Hz	1	An AC power input connector and rocker switch <ul style="list-style-type: none"> <li>• ON: Power on.</li> <li>• OFF: Power off.</li> </ul>

# 6 Device Operations

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## About This Chapter

This chapter introduces you to the system menus of the GO 4K, including how the menus are accessed and the available functions and parameters. The menu pictures are presented throughout the chapter.

## Overview

- Button Operations
  - Screen Area
  - Background Area
  - Layer Area
  - Input Area
  - Preset Area
  - Function Area
  - LCD Menu Control Area
  - T-Bar
- LCD Menu Operations
  - Power On and Off
  - Input
  - Output
  - Screen
  - Layer
  - Transition
  - Preset
  - Multiviewer (MVR)
  - Network
  - Advanced
  - About Us
  - Language



**Note:**

All menu pictures shown in this chapter are for illustration purposes only. Actual product may vary.

---

## 6.1 Button Operations

### 6.1.1 Screen Area

The screen buttons are used for selecting screens (including the main and AUX screens), displaying the output connector capacity of the main screen, and configuring screen mosaic.



Table 6-1 Screen buttons and indicator description

Button	Qty	Button Description	Indicator Color	Indicator Description
S1	1	Press to select the main screen. The screen selection status is immediately shown in the <b>Screen</b> interface on the LCD.	Green	The screen is selected.
			Yellow	The screen is enabled but not selected.
AUX 1 to 4	4	Press to select the AUX screen. The screen selection status is immediately shown in the <b>Screen</b> interface on the LCD.	Green	The screen is selected.
			Yellow	The screen is enabled but not selected.
4K	1	Indicates whether the main screen capacity is 4K.	Red	The main screen capacity is 4K.
			Off	The main screen capacity is DL.
MOSAIC	1	Press to navigate to <b>Screen &gt; Screen 1 &gt; Mosaic Settings</b> on the LCD for screen mosaic. The default mosaic mode is <b>Advanced</b> . For specific mosaic operations, see <a href="#">6.2.5.3 Set Mosaic</a> .	/	/

### 6.1.2 Background Area

The background buttons display existing BKGs, and allow for importing BKG or capturing the main screen 1/input source and saving it into a slot.



Table 6-2 BKG buttons and indicator description

Button	Qty	Button Description	Indicator Color	Indicator Description
BKG 1 to 8	8	Press to select and apply a BKG, navigating to <b>Layer</b> > BKG selection screen on the LCD.	Green	The BKG is on PVW or PGM.
			Yellow	The slot has a BKG but the BKG is not on PVW or PGM.
			Off	The slot does not have a BKG.
OFF	1	Press to turn off the BKG (the BKG <b>Status</b> switch on the LCD turns off simultaneously).	/	/
IMPORT	1	Press to navigate to <b>Layer</b> > <b>BKG Import</b> (USB drive unplugged) or the first image in the USB drive (USB drive plugged) on the LCD. After selecting a BKG, press the BKG button gain to import BKG into the slot.	Green flashing	Importing the BKG.
			Off	This function is not turned on.
CAPTURE	1	Press to navigate to <b>Layer</b> > <b>Source</b> on the LCD. At this time, you can press the <b>S1</b> button in the <b>SCREEN</b> area or an input button in the <b>INPUT</b> area to capture an image. Then, press a BKG button to save the captured image into a slot.	Green flashing	Capturing the main screen or input source.
			Off	This function is not turned on.

### 6.1.3 Layer Area

Enable and select layers, and perform layer operations as needed, such as bring to front, copy, crop, and fill.



Table 6-3 Layer buttons and indicator description

Button	Qty	Button Description	Indicator Color	Indicator Description
Layer (AUX 1 to AUX 4)	4	After pressing the <b>AUX EDIT</b> button, press any of the 4 AUX buttons to select an AUX layer.	Yellow	The AUX layer exists.
			Green	The AUX layer is selected.
			Off	No AUX layer.
Layer (1 to 12)	12	Press to select a common layer. If an input source is bound to the layer, when you switch to another layer, the status of the input source button in the <b>INPUT</b> area will refresh simultaneously.	Yellow	The common layer exists.
			Green	The common layer is selected.
			Off	No common layer.
DEL	1	Press to activate the delete function, then press a layer button to delete the corresponding layer. Press the button for 3 seconds or longer to delete all layers.	Green flashing	This function is turned on.
			Off	This function is not turned on.
1:1	1	Press to display the layer pixel-to-pixel.	/	/
TOP	1	Press to bring the layer to front.	/	/
COPY	1	Press to copy the layer.	/	/
SIZE	1	Press to navigate to <b>Layer &gt; Layer name</b> screen on the LCD, then press a layer button to navigate to the corresponding layer screen. Alternatively, select a layer first, and then press the <b>SIZE</b> button to navigate to the corresponding layer screen. Press the <b>SIZE</b> button again to close the layer.	Green	This function is turned on.
			Off	This function is closed or not turned on.
AUX EDIT	1	Press to edit the AUX layer and press again to turn off the function.	Green	This function is turned on.
			Off	This function is not turned on.
FULL	1	Press to let the layer fill the entire screen.	/	/
BOTTOM	1	Press to send the layer to back.	/	/
MIRROR	1	Press to mirror the layer.	/	/
CROP	1	Press to navigate to <b>Layer &gt; Layer Name &gt; Input Crop</b> on the LCD.	/	/

## 6.1.4 Input Area

Select an input source and switch the input source for the selected layer.



Table 6-4 Input buttons and indicator description

Button	Qty	Button Description	Indicator Color	Indicator Description
Input source (1 to 10)	10	Press to select the input source and switch the input source for the selected layer.	Green	This input source is being used by the layer.
			Yellow	The input source has signal.
			Off	The input source has no signal.
4K	1	Press to navigate to the <b>Input</b> menu on the LCD.	Red	The input connector capacity is 4K.
			Off	The input connector capacity is DL.

## 6.1.5 Preset Area

Select presets (up to 45), as well as save and delete them.



Table 6-5 Preset buttons and indicator description

Button	Qty	Button Description	Indicator Color	Indicator Description
Preset (1 to 45)	45	Press to select a preset.	Yellow	The current slot has a preset.
			Green	The preset is loaded to PVW.
			Red	The preset is loaded to PGM.
			Off	No preset.
PAGE 1 to 3	3	Press to page through presets.	Green	Indicates the current page.
			Off	This function is not turned on.
SAVE	1	<p>Press to activate save preset function. Then, press a preset button to save or overwrite the preset. The press can also navigate to <b>Preset</b> on the LCD, where you can follow the prompts to save the preset.</p> <p>In conjunction with the <b>EDIT</b> button in the <b>FUNCTION</b> area, presets can be saved to PVW or PGM. If the <b>EDIT</b> button light is solid green or flashing green, the preset is saved to PGM. If the light is off, it is saved to PVW.</p>	Green flashing	This function is turned on.
			Off	This function is closed or not turned on.
DEL	1	<p>Press to activate delete preset function. Then, press a preset button to delete the preset. The press can also navigate to <b>Preset</b> on the LCD, where you can follow the prompts to delete the preset.</p> <p>Press the page button to delete an entire page of presets.</p>	Green flashing	This function is turned on.
			Off	This function is not turned on.

## 6.1.6 Function Area

Edit output (Edit PGM), match output, perform backups, and more.



Table 6-6 Function buttons and indicator description

Button	Qty	Button Description	Indicator Color	Indicator Description
LOAD	1	Press to load a preset to PGM.	Green	This function is turned on.
			Off	This function is closed or not turned on.
EDIT	1	Press to turn on the <b>PGM Edit</b> switch for all screens.	Green	This function is turned on.
			Green flashing	The <b>PGM Edit</b> switches for selected screens are on for some and off for others.
			Off	This function is closed or not turned on.
MATCH	1	Press to synchronize all layer information in PGM to PVW.	/	This function is turned on.
BACKUP	1	Press to navigate to <b>Advanced &gt; Input Backup</b> on the LCD.	/	/
MVR	1	Press to navigate to <b>MVR</b> on the LCD.	/	/
SWAP	1	Swap PVW and PGM images.	Green	This function is turned on.

Button	Qty	Button Description	Indicator Color	Indicator Description
			Off	This function is not turned on.
FTB	1	Must be used with the <b>SHIFT</b> button.	Green	This function is turned on.
			Green flashing	The screen is currently in a mixed state, partially blacked out and partially displaying normally.
			Off	This function is not turned on.
FRZ	1	Must be used with the <b>SHIFT</b> button.	Green	This function is turned on.
			Green flashing	The screen is currently in a mixed state, partially frozen and partially displaying normally.
			Off	This function is not turned on.
TEST	1	Must be used with the <b>SHIFT</b> button. Press both <b>TEST</b> and <b>SHIFT</b> to navigate to <b>Screen &gt; Screen 1/AUX Screen 1 &gt; Screen Display &gt; Test Pattern</b> on the LCD.	/	/
SHIFT	1	Must be used with the <b>FTB, FRZ, TEST</b> and <b>LOCK/DEL</b> buttons.	/	/
LOCK/DEL	1	<ul style="list-style-type: none"> <li>Must be used with the <b>SHIFT</b> button to lock the buttons and T-Bar on the front panel.</li> <li>Hold down the <b>LOCK</b> button alone for 3 seconds to lock only the T-Bar.</li> <li>Locking the buttons and T-Bar has a higher priority than locking just the T-Bar.</li> <li>In edit mode, this button functions as delete.</li> </ul>	Green	This function is turned on.
			Off	This function is not turned on or the T-Bar is locked.
ENTER	1	Press to confirm the current operation.	/	/

Button	Qty	Button Description	Indicator Color	Indicator Description
Number (0 to 9)	10	When numeric input is activated in the LCD menu interface, press the numeric buttons to enter numbers.	Green	Numeric input is activated.
			Off	This function is not turned on.
CUT	1	Press to send PVW to PGM directly without transition effect.	Red	Always on
TAKE	1	Press to send PVW to PGM with a selected transition effect.	Green	Always on

### 6.1.7 LCD Menu Control Area

Utilize the menu knob and **BACK** button to navigate the LCD menu options and configure relevant parameters.



- Knob: Press or rotate the knob to control the LCD menu.
  - Press: Confirm the operation.
  - Rotate: Select the menu items or adjust the parameter value.
- BACK button: Press to return to the previous menu or cancel the current operation.

### 6.1.8 T-Bar

Push the T-Bar up or pull it down to manually control the switching from PVW to PGM. The LED indicator shows the switching progress.



## 6.2 LCD Menu Operations

### 6.2.1 Power On and Off










Ensure the power connection is stable, then turn the power switch on (ON) or off (OFF) at the rear panel of the device.

### 6.2.2 Home Screen

After the device is powered on, the home screen showing device related information is displayed.



Table 6-7 Home screen descriptions

No.	Content	Description
1		The manufacturer logo.
	GO 4K	The device model.
	System1	The device name.
		<p>The device button lock status.</p> <ul style="list-style-type: none"> <li>When displayed: The buttons are locked.</li> <li>When not displayed: The buttons are unlocked.</li> </ul> <p>Hold down the knob and <b>BACK</b> button simultaneously for 3s or longer to lock or unlock the buttons.</p>
		<p>The T-Bar lock status.</p> <ul style="list-style-type: none"> <li>When displayed: The T-Bar is locked.</li> <li>When not displayed: The T-Bar is unlocked.</li> </ul> <p>Hold down the <b>LOCK</b> button for 3s or longer to lock or unlock the T-Bar.</p>
	192.168.10.26	<p>The device IP address.</p> <p>For related operations, please refer to <a href="#">Network</a>.</p>
		<p>The connection status of the control Ethernet port.</p> <ul style="list-style-type: none"> <li>: Connected.</li> <li>: Not connected.</li> </ul>
	<p>The connection status of the USB drive.</p> <ul style="list-style-type: none"> <li>: Connected.</li> <li>: Not connected.</li> </ul>	
2	SCREEN	<p>The common and AUX screens related information.</p> <p>When multiple screens are present, you can rotate the knob to switch between screens for viewing.</p> <ul style="list-style-type: none"> <li>The top of the area shows <b>Test Pattern, FTB, and FRZ</b>, indicating that test pattern, FTB, and freeze are activated, respectively.</li> <li>The top of the area shows <b>Virtual pixels enabled</b> if the virtual pixels function is enabled.</li> <li>The top right corner shows the screen resolution.</li> <li>The bottom right corner displays layer resource information.</li> </ul> <p>Layer's input source status:</p> <ul style="list-style-type: none"> <li>Source Name: Indicates this input source is selected. Green font means the signal is normal, while gray means no signal. <b>M</b> indicates it is a MAIN layer.</li> <li>N/A: No input source is selected, indicating an empty layer.</li> </ul>

No.	Content	Description
3	GENLOCK	The signal synchronization status. For related operations, please refer to Set Synchronization Signal Source.
	DEVICE BACKUP	The device backup on/off.
	VOLTAGE	The voltage status.
	TEMPERATURE	The temperature status.
4	OUTPUT	The status of the output connectors. <ul style="list-style-type: none"> <li>• Green: Connected.</li> <li>• Blue: Not connected.</li> <li>• Orange border: Copy.</li> </ul>
5	OPT	The status of the optical ports. <ul style="list-style-type: none"> <li>• Green: Connected.</li> <li>• Blue: Not connected.</li> <li>• Orange border: Copy.</li> </ul>

## 6.2.3 Input

### 6.2.3.1 Select Connector Type

Select the desired input connector to enable the corresponding physical connector.

#### Prerequisites

The input connector is either DP 1.2 or HDMI 2.0. 12G-SDI connectors do not support this operation.

#### Notes

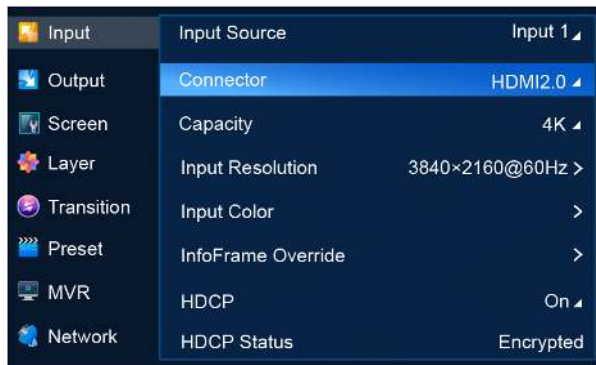
After the input connector is changed:

- The layers on the common screen and AUX screen become empty layers.
- The connector properties such as the resolution and color settings are reset to the defaults.

#### Menu Orientation

Input > Connector

## Interface Example



## Description

Menu Item	Description
Input Source	Select an input source. Includes 10x input sources. Inputs 1 to 4 contain 4x DP 1.2/HDMI 2.0, inputs 5 to 6 contain 2x 12G-SDI, and inputs 7 to 10 contain 4x HDMI 2.0.
Connector	Select the type of the input connector. Either DP 1.2 or HDMI 2.0 can be selected.

### 6.2.3.2 Select Connector Capacity

Select a connector capacity so that the device can calculate the number of layers that can be added on the common screen according to the selected connector capacity.

## Prerequisites

You have selected the input source and connector type. 12G-SDI connectors do not require selecting the connector type.

## Notes

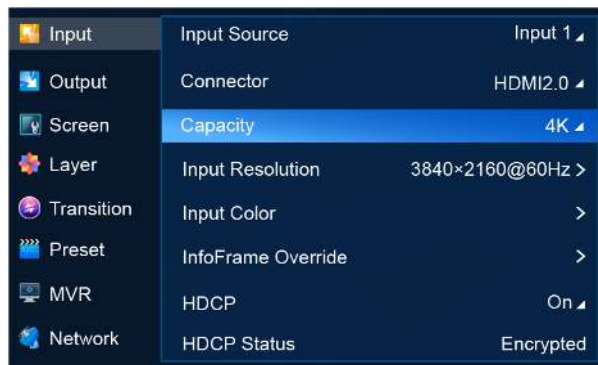
After the connector capacity is changed:

- The layers on the common screen become empty layers and the DSK function is turned off.
- The connector properties such as the resolution and color settings are reset to the defaults.

## Menu Orientation

Input > Capacity

## Interface Example



## Description

Menu Item	Description
Capacity	Resource usage of the input connector: DL: 4Kx1K. 4K: 4Kx2K.

### 6.2.3.3 Set EDID

Set the resolution and frame rate of the input connector. You can either choose a standard resolution or customize a resolution, and set advanced parameters.

## Prerequisites

- The video source is output by graphics card.
- You have selected the input source and connector type (DP 1.2/HDMI 2.0). 12G-SDI connectors do not support this operation.

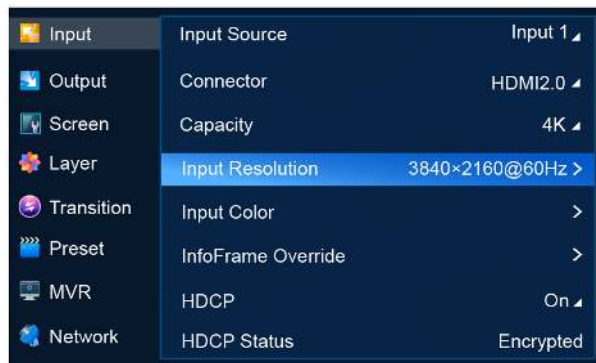
## Notes

Advanced settings must be done by trained professionals.

## Menu Orientation

Input > Input Resolution

## Interface Example



## Description

Menu Item	Submenu Item	Description
Current Resolution	-	Current input resolution: Pixel width and height of the input source
Standard	Resolution	The commonly-used resolutions
	Frame Rate	The commonly-used frame rates (Hz)
Custom	Width	The pixel width of the input source
	Height	The pixel height of the input source
	Frame Rate	The frames per second, in Hz
Advanced	Frame Rate	The frames per second, in Hz
	H Total	The total number of pixels per line
	Width	The pixel width of the active area
	H Front Porch	The offset between the end of the active area and the beginning of H sync
	H Sync	H sync width in pixels
	H Polarity	Polarity (active high or low) of the horizontal sync pulse
	V Total	The total number of pixels per frame
	Height	The pixel height of the active area
	V Front Porch	The offset in lines between the end of the output active area and the beginning of V sync
	V Sync	V sync width in lines
V Polarity	Polarity (active high or low) of the vertical sync pulse	

After the settings are done, select **Apply** to make them take effect.

### 6.2.3.4 Import and Export EDID

When there is something wrong with the input connector compatibility, import EDID files without compatibility problems into the device. Or export EDID files from the device and provide them for other devices or input connectors to solve compatibility problems.

#### Prerequisites

- Before importing an EDID file, copy the file (.bin and .dat) to the root directory of a USB drive and insert the USB drive into the USB port on the rear panel.
- Before exporting an EDID file, insert a USB drive into the USB port on the rear panel.
- You have selected the input source and connector type (DP 1.2/HDMI 2.0). 12G-SDI connectors do not support this operation.

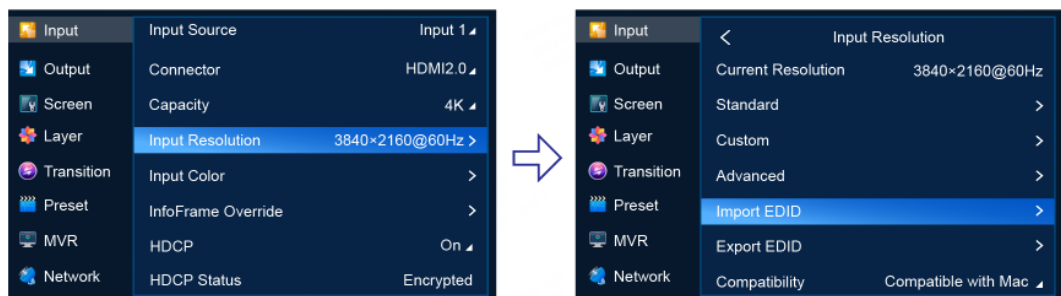
#### Notes

- The USB port on the rear panel does not support USB HUB.
- Only one EDID file can be imported for an input connector and the file must be less than 1 MB.

#### Menu Orientation

Input > Input Resolution > Import EDID/Export EDID

#### Interface Example



#### Description

- Import EDID
  1. Scroll and select **Import EDID** to access the EDID file screen.
  2. Select the file to be imported.
  3. In the dialog box that appears, select **OK**.
- Export EDID
  1. Scroll and select **Export EDID** to access the submenu.
  2. From the drop-down options, select a file format (.bin or .dat).
  3. Select **Apply**.

 **Note:**

If you want to modify the content of an imported EDID file, modify the file, import it again and overwrite the original one.

### 6.2.3.5 Set EDID Compatibility with Mac

Turn on **Compatible with Mac** when the device is not compatible with the EDID on Mac.

#### Prerequisites

None.

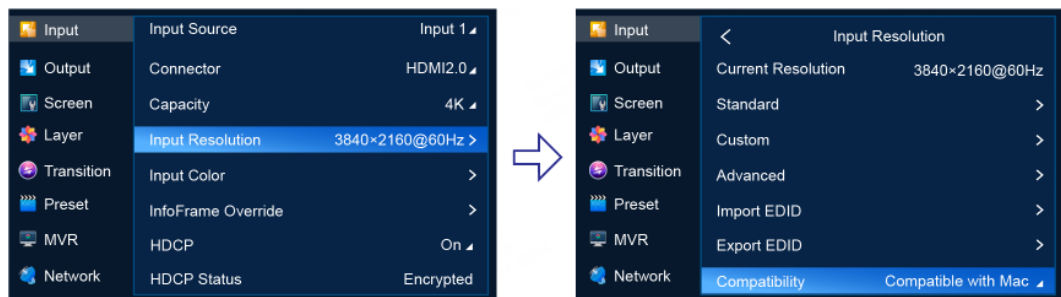
#### Notes

None.

#### Menu Orientation

Input > Input Resolution > Compatibility

#### Interface Example



#### Description

Menu Item	Description
Compatibility	Turn on or off the EDID compatibility with Mac switch. <ul style="list-style-type: none"> <li>• Off: Turn off the function.</li> <li>• Compatible with Mac: Turn on the function.</li> </ul>

### 6.2.3.6 Configure Input Color

Set the color parameters of an input connector so that the color effect can be applied to all the signal sources accessed from this connector.

#### Prerequisites

You have selected the input source and connector type. There is no need to select the connector type.

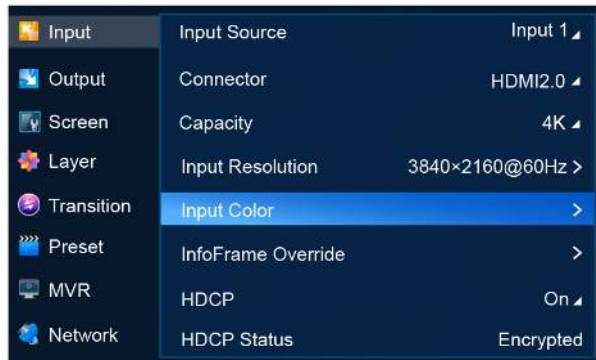
## Notes

None.

## Menu Orientation

Input > Input Color

## Interface Example



## Description

Menu Item	Description
Brightness	Brightness is the shading of lights in the image. It can be adjusted as a whole or separately by RGB components.
Contrast	Contrast is the ratio of the luminance of the brightest color to that of the darkest color. It can be adjusted as a whole or separately by RGB components.
Saturation	Saturation is the colorfulness of the image. The higher the contrast, the more vivid the image.
Hue	Hue is the relative degree of how bright or dark the image is.

### 6.2.3.7 Configure InfoFrame Override

Set the override parameters of the input source so that the device can use them when performing some calculations. This operation will not change the original parameter values of the input source.

## Prerequisites

You have selected the input source and connector type (DP 1.2/HDMI 2.0). 12G-SDI connectors do not support this operation.

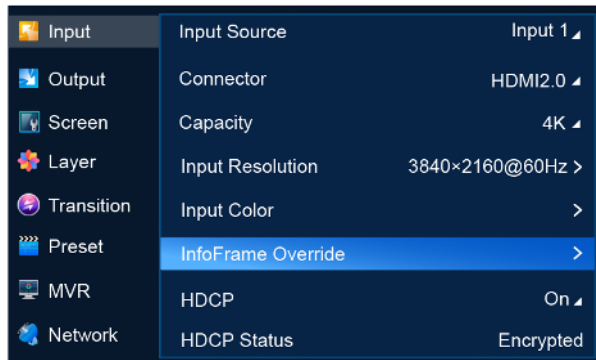
## Notes

None.

## Menu Orientation

Input > InfoFrame Override

## Interface Example



## Description

Menu Item	Description
Color/Sample	Select the input color space and sampling rate.
Bit Depth	Bit depth refers to the color information stored in an image.
Quantization Range	Select the input quantization range.

### 6.2.3.8 Set HDCP

HDCP (High-Bandwidth Digital Content Protection) is a coding scheme used to protect audio and video signals traveling through DVI, HDMI, and DP from being copied and illegally intercepted during a streaming session. Users can turn on/off HDCP for input connectors. HDCP is turned on by default.

## Prerequisites

An input source and connector type are selected.

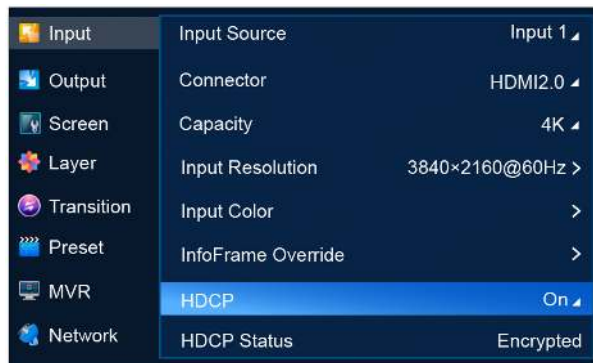
## Notes

SDI does not support HDCP. If 12G-SDI is selected as the input source, the HDCP function will be unavailable.

## Menu Orientation

Input > HDCP

## Interface Example



## Description

Select **On** or **Off** to turn on or off HDCP function for the input source.

### 6.2.3.9 View HDCP Status

View the HDCP status of the selected video source.

## Prerequisites

You have selected the input source and connector type (DP 1.2/HDMI 2.0). 12G-SDI connectors do not support this operation.

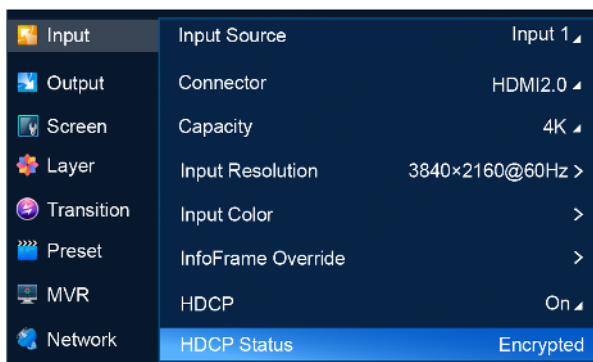
## Notes

None.

## Menu Orientation

Input > HDCP Status

## Interface Example



## Description

Menu Item	Description
HDCP status	<p>HDCP status of the selected video source:</p> <ul style="list-style-type: none"> <li>• Encrypted: The video source is encrypted by HDCP.</li> <li>• Not Encrypted: The video source is not encrypted by HDCP.</li> <li>• Unknown: The HDCP encryption status is not obtained.</li> </ul>

## 6.2.4 Output

### 6.2.4.1 Set Output Type

Set the output to common output or AUX output.

#### Prerequisites

None.

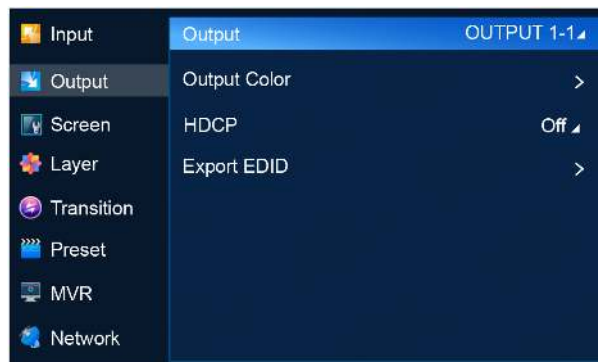
#### Notes

None.

#### Menu Orientation

Output > Output

#### Interface Example



#### Description

Menu Item	Description
Output	Select the desired output connector.

## 6.2.4.2 Configure Output Color

Configure the output color parameters. The final output color effect will be the combination of layer color, input color, and output color effect.

### Prerequisites

The output is set to common output or AUX output.

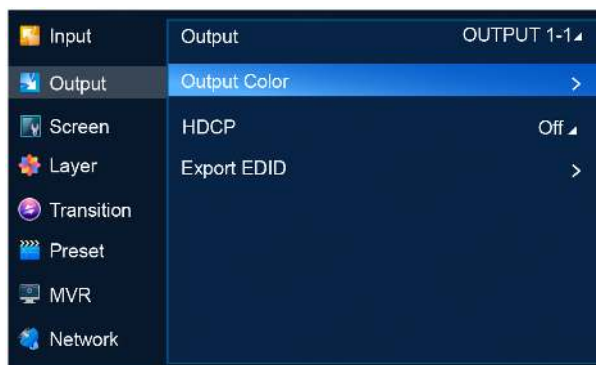
### Notes

None.

### Menu Orientation

Output > Output Color

### Interface Example



### Description

Menu Item	Description
Brightness	Brightness is the shading of lights in the image. It can be adjusted as a whole or separately by RGB components.
Contrast	Contrast is the ratio of the luminance of the brightest color to that of the darkest color. It can be adjusted as a whole or separately by RGB components.
Saturation	Saturation is the colorfulness of the image. The higher the contrast, the more vivid the image.
Hue	Hue is the relative degree of how bright or dark the image is.

## 6.2.4.3 Set HDCP

HDCP (High-Bandwidth Digital Content Protection) is a coding scheme used to protect audio and video signals traveling through DVI, HDMI, and DP from being copied and illegally intercepted during a streaming session. Users can select an HDCP version for the output connector or turn off the HDCP function. HDCP is turned on by default.

## Prerequisites

An output is selected.

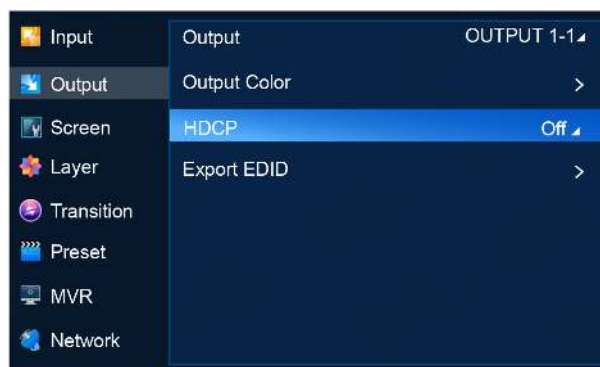
## Notes

None.

## Menu Orientation

Output > HDCP

## Interface Example



## Description

Select an HDCP version, or select **Off** to turn off HDCP.

### 6.2.4.4 Export EDID

When the input connectors of the connected device has good EDID compatibility, the GO 4K can learn the EDID of the connected device via the output connectors and the EDID information can be exported to a USB drive so that other input connectors of the connected device can use the EDID information.

## Prerequisites

- A USB drive is inserted into the USB port on the rear panel.
- The output connectors and the connected device are connected correctly.
- The output is set to common output or AUX output.

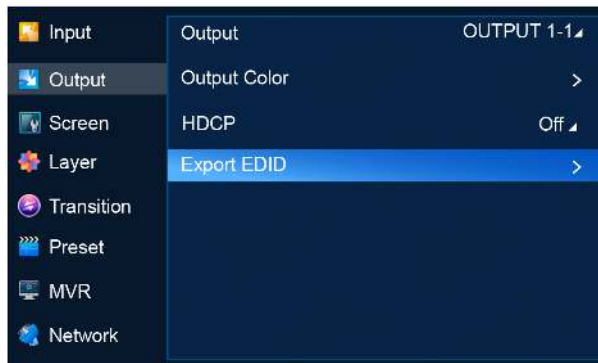
## Notes

The USB port on the rear panel does not support USB HUB.

## Menu Orientation

Output > Export EDID

## Interface Example



## Description

Scroll and select **Export EDID** to access the submenu. Then, select a file format (.bin or .dat) and output connector, and select **Apply** to export the EDID information to the root directory of the USB drive.

## 6.2.5 Screen

### 6.2.5.1 Set Screen Capacity

#### Prerequisites

The screen is a common screen.

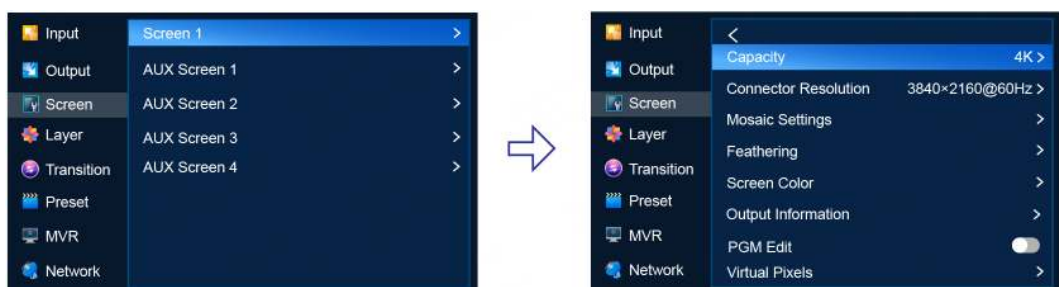
#### Notes

None.

#### Menu Orientation

Screen > Screen 1 > Capacity

## Interface Example



## Description

Set **Capacity** to **4K** or **DL**.

### 6.2.5.2 Set Connector Resolution

Set the connector resolution and frame rate of the screen. You can either choose a standard resolution or customize a resolution, and set advanced parameters.

#### Prerequisites

- The EDID of the connected display device is obtained.
- The screen is a common screen or AUX screen.

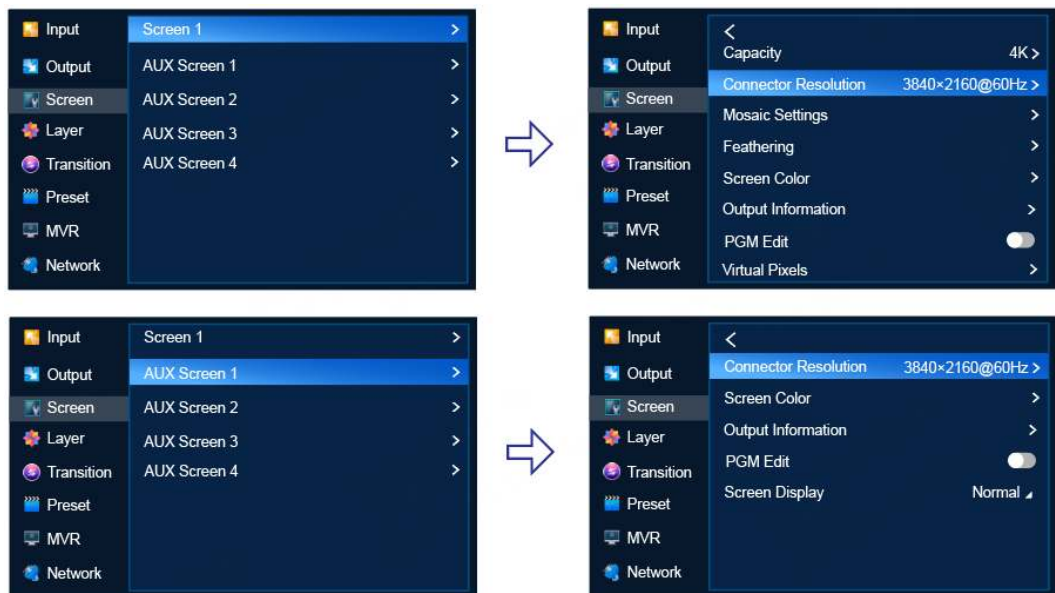
#### Notes

- Advanced settings must be done by trained professionals.
- After the output resolution is changed, the AOI parameters of the connector is reset automatically.

#### Menu Orientation

Screen > Screen 1/AUX 1 > Connector Resolution

#### Interface Example



#### Description

Menu Item	Submenu Item	Description
Current Resolution	-	Current input resolution: Pixel width and height of the output image
Standard	Resolution	The commonly-used resolutions
	Frame Rate	The commonly-used frame rates (Hz)

Menu Item	Submenu Item	Description
Custom	Width	The pixel width of the output image
	Height	The pixel height of the output image
	Frame Rate	The frames per second, in Hz
Advanced	Frame Rate	The frames per second, in Hz
	H Total	The total number of pixels per line
	Width	The pixel width of the active area
	H Front Porch	The offset between the end of the active area and the beginning of H sync
	H Sync	H sync width in pixels
	H Polarity	Polarity (active high or low) of the horizontal sync pulse
	V Total	The total number of pixels per frame
	Height	The pixel height of the active area
	V Front Porch	The offset in lines between the end of the output active area and the beginning of V sync
	V Sync	V sync width in lines
	V Polarity	Polarity (active high or low) of the vertical sync pulse

After the settings are done, select **Apply** to make them take effect.

### 6.2.5.3 Set Mosaic

Set screen mosaic by using easy mode or advanced mode.

#### Prerequisites

The screen is a common screen.

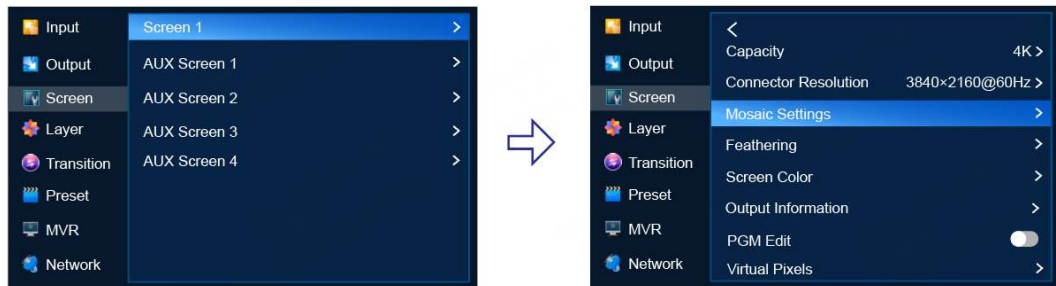
#### Notes

None.

#### Menu Orientation

Screen > Screen 1 > Mosaic Settings

## Interface Example



## Description

Menu Item	Description
Mode	<p>Select a mode for mosaic settings.</p> <ul style="list-style-type: none"> <li>• Easy: Set the total screen width and height. The device will generate a mosaic solution automatically.</li> <li>• Advanced: Select a mosaic layout template (the number of rows and columns of the output connectors).</li> </ul>
Total Width	<p>The pixel width of the screen This parameter is displayed when the <b>Easy</b> mode is selected.</p> <p>After you select <b>Apply</b>, this parameter value keeps the same as the value in the mosaic solution.</p>
Total Height	<p>The pixel height of the screen This parameter is displayed when the <b>Easy</b> mode is selected.</p> <p>After you select <b>Apply</b>, this parameter value keeps the same as the value in the mosaic solution.</p>
Connector Layout	<p>Horizontal and vertical start positions of the connector.</p> <p>After the settings are done, select <b>Apply</b> to make them take effect.</p>
Mosaic Layout	<p>The number of rows and columns of the output connectors on the screen This parameter is displayed when the <b>Advanced</b> mode is selected.</p> <p>Changing this parameter value will reset the AOI parameter.</p>
Replace Connector	<p>If an output connector used on the mosaic layout fails, you can replace it with another normal connector via menu operations.</p> <p>Procedure: Select <b>Replace Connector</b>, select the connector to be replaced on the right, scroll and select another normal connector. If the selected normal connector is in use, the normal connector and the failed connector will be swapped.</p>
AOI Settings	<p>Set the pixel width and height and start position of the output connector on the mosaic screen.</p> <p>When the output connector resolution is higher than the actual screen resolution, AOI settings allow the output connector to meet the mosaic requirements without changing the original resolution of the connector.</p> <p>Submenu description:</p> <ul style="list-style-type: none"> <li>• Connector: Select the connector for AOI settings.</li> </ul>

Menu Item	Description
	<ul style="list-style-type: none"> <li>• Width: Set the pixel width.</li> <li>• Height: Set the pixel height.</li> <li>• H Position: Set the horizontal start position.</li> <li>• V Position: Set the vertical start position.</li> </ul>
Bezel Compensation	Set the parameters related to bezel compensation. <ul style="list-style-type: none"> <li>• Status: Turn on (🟢) or off (⚪) the function.</li> <li>• H Spacing: Set the total width of bezels.</li> <li>• V Spacing: Set the total height of bezels.</li> </ul>

After the settings are done, select **Apply** to make them take effect.

### 6.2.5.4 Set Feathering

Set feathering parameters to soften the edges of the selected area to create a gradient transition, allowing for a natural blend with the surrounding image,

#### Prerequisites

- The screen is a common screen.
- The offset angles of the projectors have been adjusted.

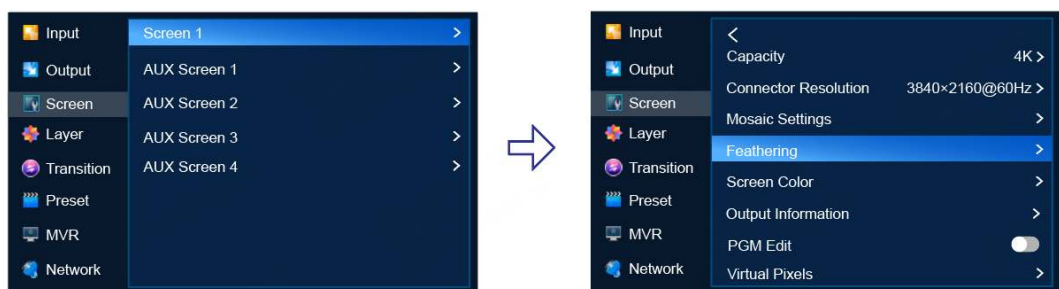
#### Notes

None.

#### Menu Orientation



Screen > Screen 1 > Feathering

#### Interface Example



#### Description

Menu Item	Description
Status	Turn on or off the feathering function. <ul style="list-style-type: none"> <li>• 🟢: On.</li> <li>• ⚪: Off.</li> </ul>

Menu Item	Description
Connector	Select a connector for feathering settings.
Edge	Select an edge for feathering.
Feathering	Turn on or off the feathering function. <ul style="list-style-type: none"> <li>• : On.</li> <li>• : Off.</li> </ul>
Gamma	The feathering gamma value.
Width	The feathering width. The feathering area is inside the projector image and facing inward.

### 6.2.5.5 Set Screen Color

Set the color parameters of the screen.

#### Prerequisites

The screen is a common screen or AUX screen.

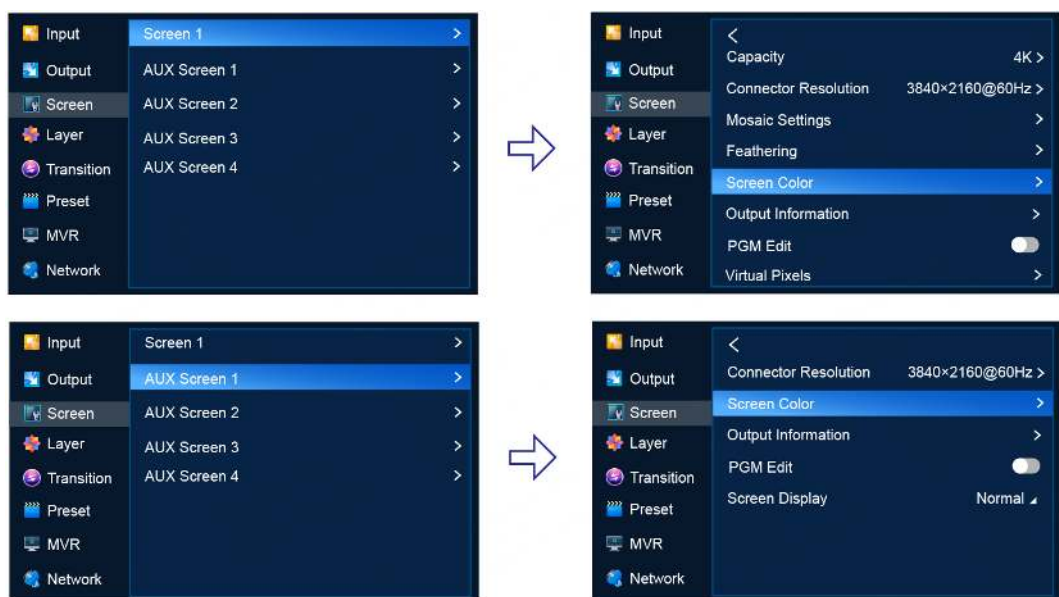
#### Notes

None.

#### Menu Orientation

Screen > Screen 1/AUX 1 > Screen Color

#### Interface Example



## Description

Menu Item	Description
Brightness	Brightness is the shading of lights in the image. It can be adjusted as a whole or separately by RGB components.
Contrast	Contrast is the ratio of the luminance of the brightest color to that of the darkest color. It can be adjusted as a whole or separately by RGB components.
Saturation	Saturation is the colorfulness of the image. The higher the contrast, the more vivid the image.
Hue	Hue is the relative degree of how bright or dark the image is.

### 6.2.5.6 Set Output Information

Set the parameters of the output signal.

#### Prerequisites

The screen is a common screen or AUX screen.

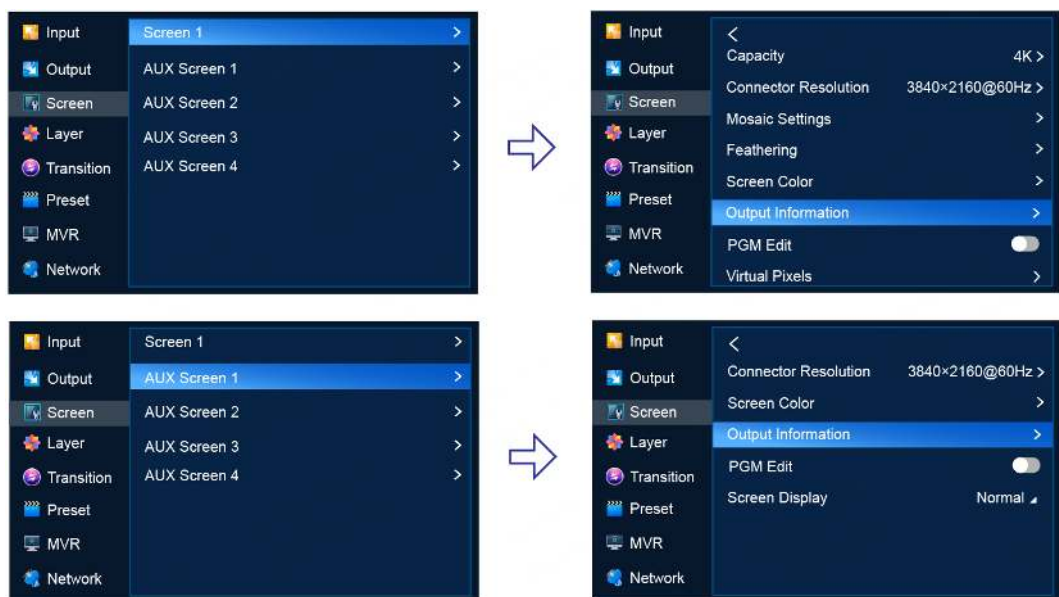
#### Notes

None.

#### Menu Orientation

Screen > Screen 1/AUX 1 > Output Information

#### Interface Example



## Description

Type	Menu Item	Description
General	Color/Sample	Select the output color space and sampling rate.
	Bit Depth	Bit depth refers to the color information stored in an image.
Dynamic range conversion (Screen 1)	Dynamic Range	The dynamic range format of the signal.
	Gamma	Gamma value. This menu item is displayed only when <b>Dynamic Range</b> is <b>SDR</b> .
	Color Gamut	Set output color gamut standard.
	Peak Brightness	This menu item is displayed when <b>Dynamic Range</b> is <b>HDR10</b> or <b>HLG</b> (the bit depth must be set to 10 bit).

### 6.2.5.7 Configure PGM Edit

Turn on or off the PGM editing function.

#### Prerequisites

The screen is a common screen or AUX screen.

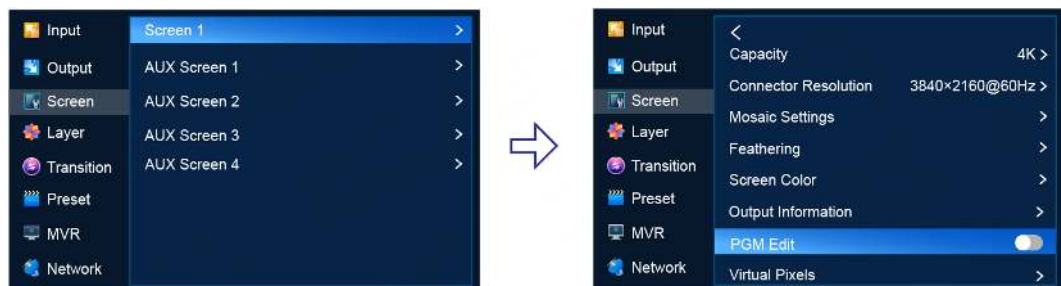
#### Notes

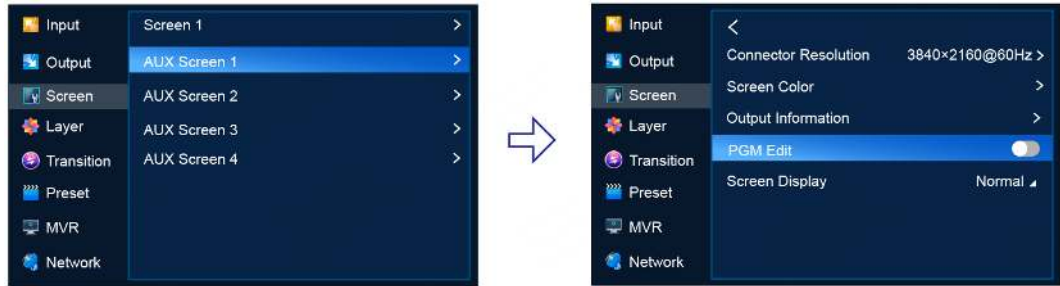
None.

#### Menu Orientation

Screen > Screen 1/AUX 1 > PGM Edit

#### Interface Example





## Description

Menu Item	Description
PGM Edit	<p>Turn on or off the PGM editing function.</p> <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/>: The function is turned on, and the layer property settings are applied to the PGM layers and are displayed in real time on the screen.</li> <li><input type="checkbox"/>: The function is turned off, and the layer property settings are applied to the PVW layers.</li> </ul>

### 6.2.5.8 Set Virtual Pixels

Set the virtual pixels function to simplify calculations between on-site screen size and device-loaded screen pixels.

## Prerequisites

The screen is a common screen.

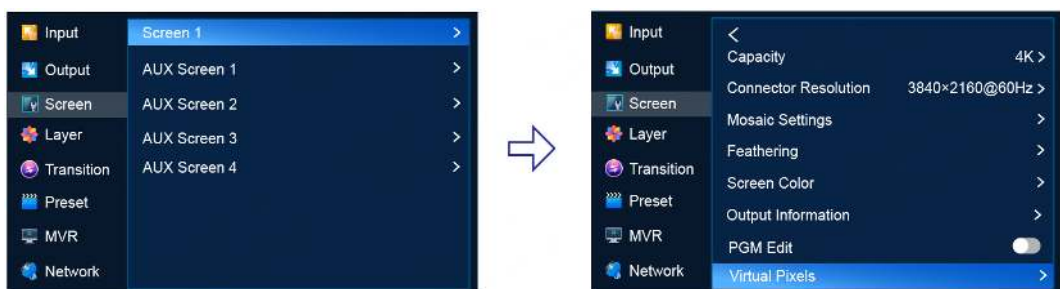
## Notes

This function does not affect the actual output content.



## Menu Orientation

Screen > Screen 1 > Virtual Pixels

## Interface Example




## Description

Menu Item	Description
Virtual Pixels	Turn on or off the virtual pixels function. <ul style="list-style-type: none"> <li>• : On.</li> <li>• : Off.</li> </ul>
Width (Screen 1)	The number of actual screen width pixels.
Height (Screen 1)	The number of actual screen height pixels.

### 6.2.5.9 Set Display Status

Make the screen display content normally, fade to black, freeze the current frame of the input source, or display test patterns.

#### Prerequisites

The screen is a common screen or AUX screen and **Screen Status** is set to .

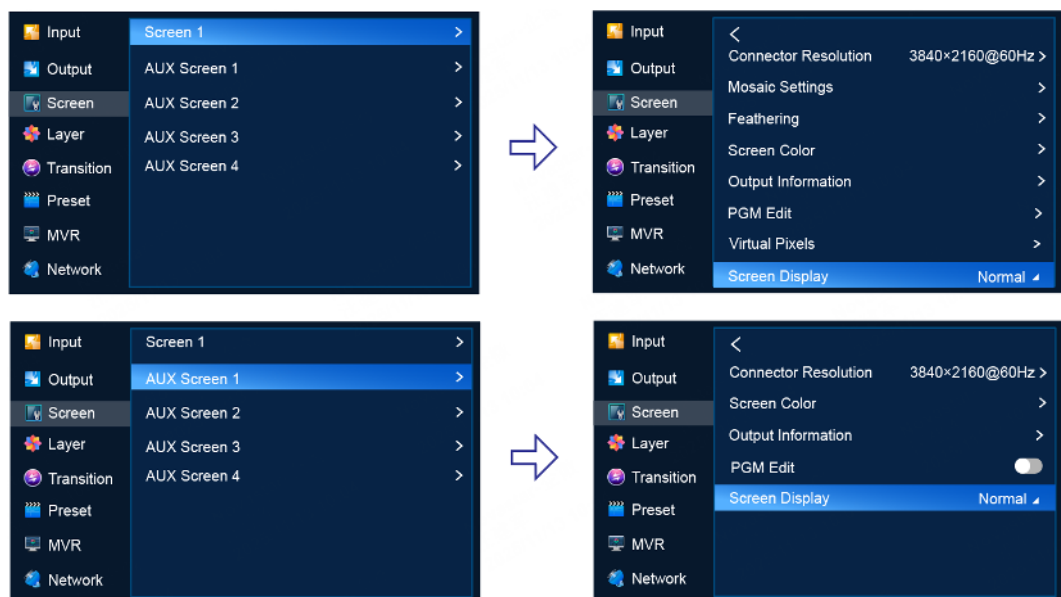
#### Notes

None.

#### Menu Orientation

Screen > Screen 1/AUX 1 > Screen Display

#### Interface Example



## Description

- Common screen  
Set **Screen Display** to **Normal, FTB, Freeze** or **Test Pattern**.
- AUX screen  
Set **Screen Display** to **Normal, FTB, or Freeze**.

After **Test Pattern** is selected for a common screen, you can set the following parameters in the submenu.

Menu Item	Description
Pure Color	Test pattern color
Gradient	Gradient style of the test pattern
Grid	Grid style of the test pattern
Brightness	Test pattern brightness
Spacing Level	Spacing between different colors This option is displayed only when the test pattern contains multiple colors.
Spacing (px)	Spacing between grid lines This option is displayed only when the grid style is specified.
Line Width	Width of grid lines This option is displayed only when the grid style is specified.
Speed	Moving speed of grid lines This option is displayed only when the grid style is specified.

## 6.2.6 Layer

### 6.2.6.1 Set Regular Layers

#### 6.2.6.1.1 Create and Delete Layers

Create, delete and clear regular layers.

#### Prerequisites

None.

#### Notes

None.

#### Menu Orientation

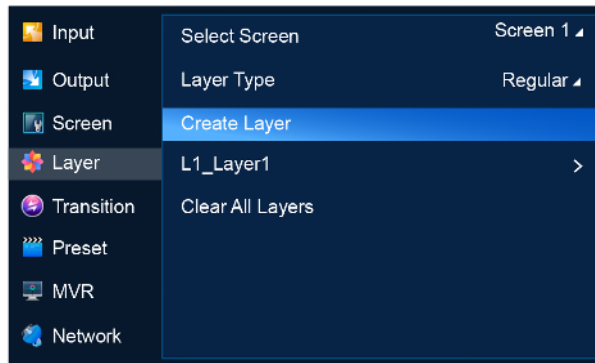
Layer

## Description

Select a common screen, set **Layer Type** to **Regular**, and then do the following as required.

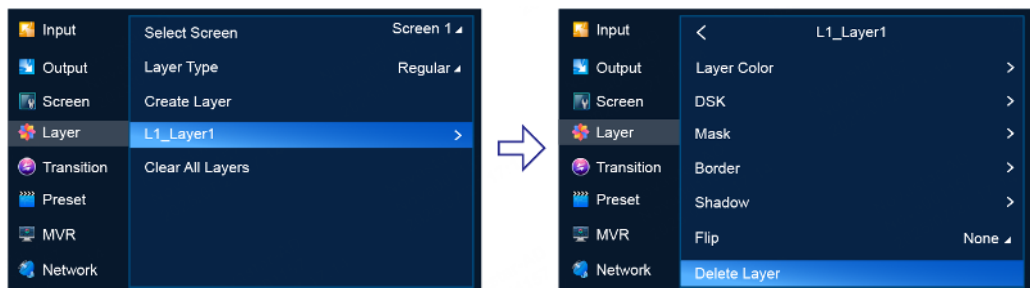
- Create a regular layer

Select **Create Layer**.



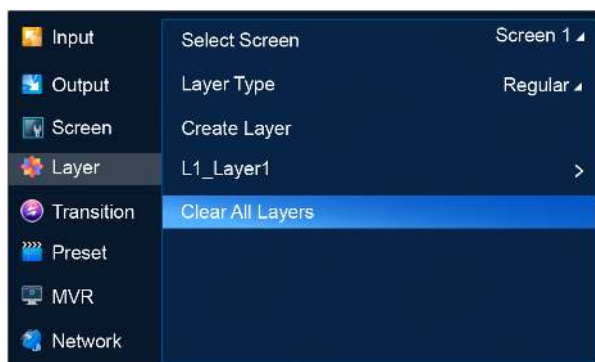
- Delete a regular layer

Select the layer to be deleted to access the submenu and then select **Delete Layer**.



- Clear regular layers

Select **Clear All Layers**.



### 6.2.6.1.2 Configure Basic Information

Set the basic information of regular layers.

## Prerequisites

A common screen and regular layer are selected.

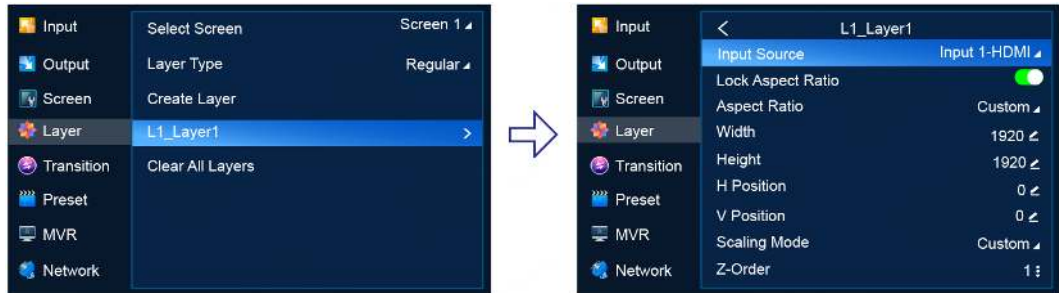
## Notes

If the layer source bandwidth is exceeded, the layer displays a black screen.

## Menu Orientation

Layer > Layer Name

## Interface Example



## Description

Menu Item	Description
Input Source	Select an input source for the layer.
Lock Aspect Ratio	Turn on or off the aspect ratio locking function. <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> On.</li> <li><input type="checkbox"/> Off.</li> </ul>
Aspect Ratio	Set the ratio of the layer width to the layer height. After modifying the aspect ratio, the layer height remains unchanged and the device automatically calculates the width.
Width	Specify the layer width.
Height	Specify the layer height.
H Position	Specify the horizontal start position of the layer on the common screen. The coordinates of the pixel at the top left of the common screen is (0, 0).
V Position	Specify the vertical start position of the layer on the common screen. The coordinates of the pixel at the top left of the common screen is (0, 0).
Scaling Mode	Set the scaling mode of the layer. <ul style="list-style-type: none"> <li>Custom: The layer is scaled according to your settings.</li> <li>Pixel to Pixel: The layer resolution is the same as the input resolution. If the input source is cropped, the layer resolution is the same as the resolution after cropping.</li> <li>Full Screen: The layer fills the entire screen.</li> </ul>
Z-Order	Set the priority order of the layer. <ul style="list-style-type: none"> <li>Bring to Front</li> <li>Send to Back</li> </ul>

Menu Item	Description
	<ul style="list-style-type: none"> <li>• Bring Forward</li> <li>• Send Backward</li> </ul>

### 6.2.6.1.3 Crop Input Source

When there are black borders or unnecessary information on the input source, the crop function allows you to crop the input source and display the desired area to improve the utilization rate of the screen.

#### Prerequisites

- A common screen and regular layer are selected.
- The layer is accessed with an input source.

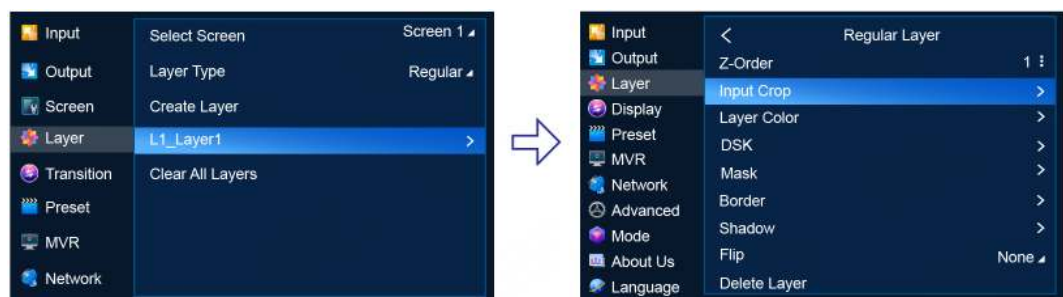
#### Notes

The input source status and capacity after cropping is the same as the original.

#### Menu Orientation

Layer > Layer Name > Input Crop

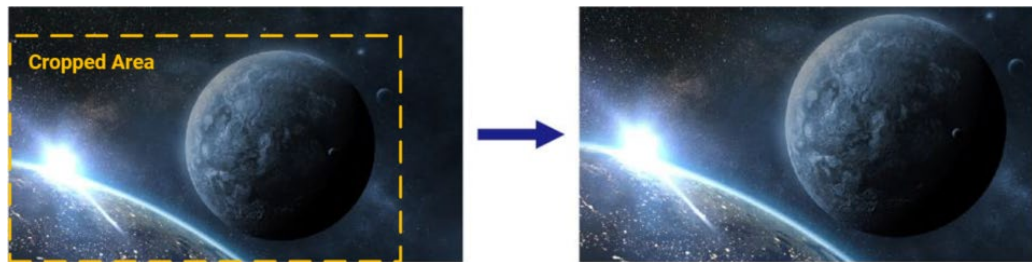
#### Interface Example



#### Description

Menu Item	Description
Status	Turn on or off the input crop function. <ul style="list-style-type: none"> <li>• : On.</li> <li>• : Off.</li> </ul>
H Position	Set the horizontal start position of the cropped area relative to the original source.
V Position	Set the vertical start position of the cropped area relative to the original source.
Width	Set the pixel width of the cropped area.
Height	Set the pixel height of the cropped area.

## Effect Example



### 6.2.6.1.4 Set Layer Color

Set color parameters for regular layers.

#### Prerequisites

A common screen and regular layer are selected.

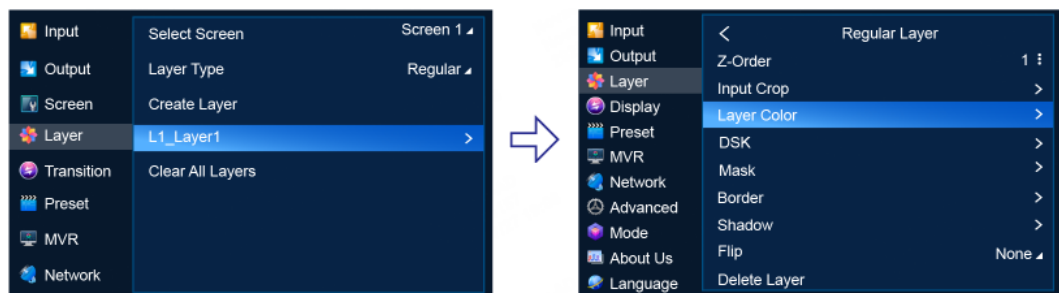
#### Notes

None.

#### Menu Orientation





Layer > *Layer Name* > Layer Color

#### Interface Example



#### Description

Menu Item	Description
Brightness	Brightness is the shading of lights in the image. It can be adjusted as a whole or separately by RGB components.
Contrast	Contrast is the ratio of the luminance of the brightest color to that of the darkest color. It can be adjusted as a whole or separately by RGB components.
Saturation	Saturation is the colorfulness of the image. The higher the contrast, the more vivid the image.
Hue	Hue is the relative degree of how bright or dark the image is.

Menu Item	Description
Monochrome	Turn on or off the function. <ul style="list-style-type: none"> <li>• : On. The layer image is displayed in black and white.</li> <li>• : Off.</li> </ul>
Invert Colors	Turn on or off the function. <ul style="list-style-type: none"> <li>• : On. The colors of the layer image is inverted.</li> <li>• : Off.</li> </ul>
Opacity	Set the layer opacity.

### 6.2.6.1.5 Set DSK

Perform keying on the layer input source, including smart key, luma key and chroma key.

#### Prerequisites

- A common screen and regular layer are selected.
- The layer is accessed with an input source.

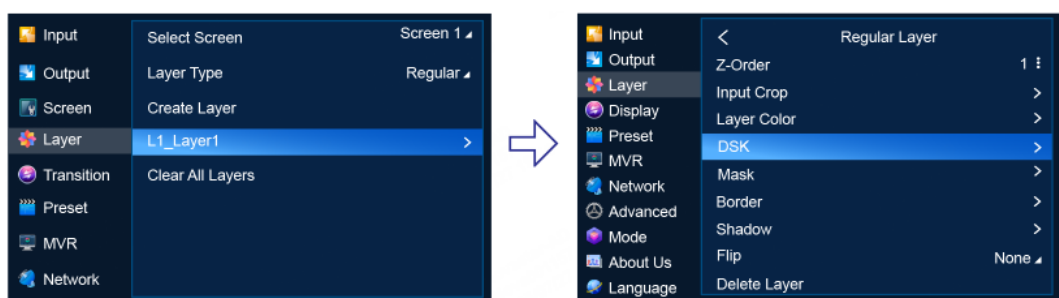
#### Notes

After DSK is turned on, the layer capacity changes to 4K automatically.



#### Menu Orientation



Layer > Layer Name > DSK

#### Interface Example



#### Description

Type	Menu Item	Description
Public parameters	Status	Turn on or off the function. <ul style="list-style-type: none"> <li>• : On.</li> <li>• : Off.</li> </ul>

Type	Menu Item	Description
	Mode	<p>DSK mode:</p> <ul style="list-style-type: none"> <li>• Smart: Suitable for common keying scenarios, which reduces parameter adjustments and allows the keying requirements of users to be satisfied in an easier way.</li> <li>• Luma key: Suitable for keying scenarios where the brightness of the background is significantly smaller than that of the foreground. The result of luma key is that the background becomes transparent and the foreground is keyed out.</li> <li>• Chroma key: Suitable for keying scenarios with a single background color, such as blue/green screen matting.</li> </ul>
Smart key parameters	Pick Hue	<p>Set the RGB values of the pick point.</p> <ul style="list-style-type: none"> <li>• Method 1: Specify the coordinates of the pick point on the input source, and the RGB values of the point will be displayed.</li> <li>• Method 2: Specify the RGB values.</li> </ul> <p>After the settings are done, select <b>Apply</b>. You can also adjust the following parameters to optimize the keying effect.</p>
	Matting Strength	Adjust the intensity with which the background is processed.
	Gain Adjust	Adjust the shadow or noise areas present in the foreground.
Luma key parameters	Clip	Image content below the threshold will be removed completely.
	Smooth	Adjust the softness of the transition area between the foreground and background. The larger the value, the softer the transition.
	Foreground Color	<p>Turn on or off foreground color adjustment.</p> <ul style="list-style-type: none"> <li>•  On. The RGB of the related parameter can be set to adjust the keying effect.</li> <li>•  Off.</li> </ul>
	RGB	Specify the RGB values of the foreground color.
Chroma key parameters	Pick Hue	<p>Set the RGB values of the pick point.</p> <ul style="list-style-type: none"> <li>• Method 1: Specify the coordinates of the pick point on the input source, and the RGB values of the point will be displayed.</li> <li>• Method 2: Specify the RGB values.</li> </ul> <p>After the settings are done, select <b>Apply</b>. You can also adjust the following parameters to optimize the keying effect.</p>
	Hue Ramp	Distinguish between the foreground and background.

Type	Menu Item	Description
	Hue Clip	Adjust the hue range. The larger the value, the larger the removal area. The maximum value is the current value of Hue Ramp.
	Saturation Clip	Distinguish between the foreground and background.
	Saturation Gain	Adjust the overall brightness of the image.
	Spill	Remove the overflow from the foreground image edges and semi-transparent areas
	Shadow	Remove the shadow areas.
	Highlight	Remove the highlight areas.

### 6.2.6.1.6 Configure Layer Mask

Set the mask-related parameters. The masked area will be transparent and invisible. The layer resolution keeps unchanged.

#### Prerequisites

A common screen and regular layer are selected.

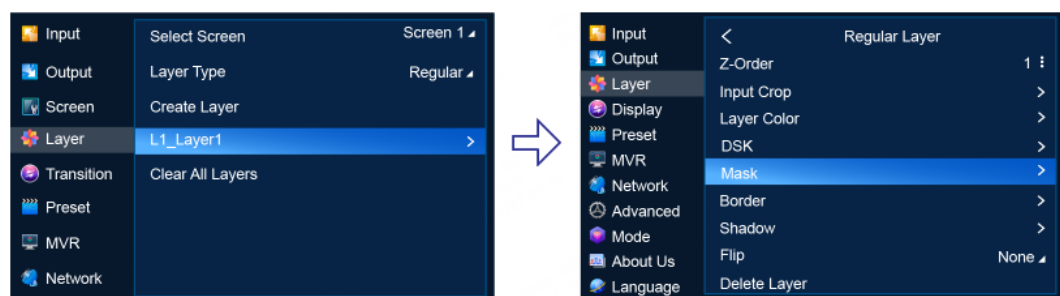
#### Notes

Enabling layer mask will disable the layer border.



#### Menu Orientation

Layer > *Layer Name* > Mask

#### Interface Example



## Description

Menu Item	Description
Status	Turn on or off the function. <ul style="list-style-type: none"><li>• : On.</li><li>• : Off.</li></ul>
Mask Top	Set the masked area height from the top edge of the layer.
Mask Bottom	Set the masked area height from the bottom edge of the layer.
Mask Left	Set the masked area width from the left edge of the layer.
Mask Right	Set the masked area width from the right edge of the layer.

## Effect Example



### 6.2.6.1.7 Set Layer Borders

Set the borders of a layer.

## Prerequisites

A common screen and regular layer are selected.

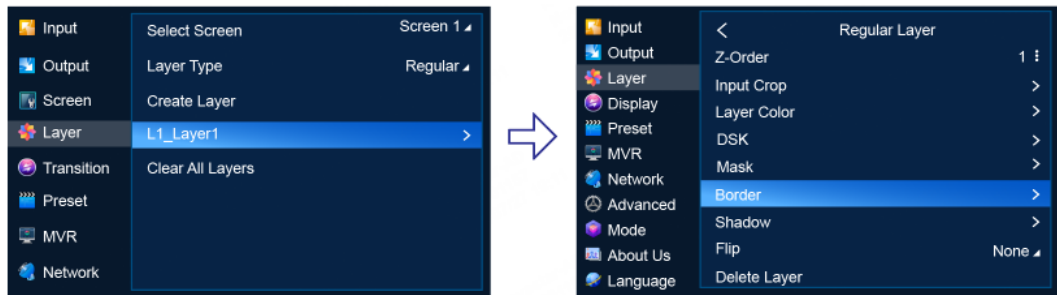
## Notes

Enabling layer mask will disable the layer border.

## Menu Orientation

Layer > *Layer Name* > Border

## Interface Example



## Description

Menu Item	Description
Switch	Turn on or off the function. <ul style="list-style-type: none"> <li>• : On.</li> <li>• : Off.</li> </ul>
Type	Select the layer border type.
Width	Set the width of the left and right borders.
Height	Set the height of the top and bottom borders.
Color	Set the color RGB values of the borders.

## Effect Example



### 6.2.6.1.8 Set Layer Shadow

Set the position, size, opacity, edge blur, and color of the layer shadow.

## Prerequisites

A common screen and regular layer are selected.

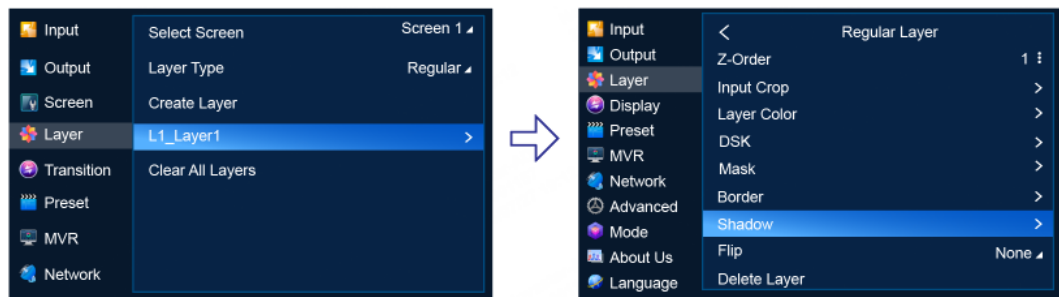
## Notes

None.

## Menu Orientation

Layer > Layer Name > Shadow

## Interface Example



## Description

Menu Item	Description
Switch	Turn on or off the shadow function. <ul style="list-style-type: none"> <li>• : On.</li> <li>• : Off.</li> </ul>
X	The horizontal start position of shadow on the common screen. The coordinates of the pixel at the top left of the common screen is (0, 0).
Y	The vertical start position of shadow on the common screen. The coordinates of the pixel at the top left of the common screen is (0, 0).
Width	Set the shadow width.
Height	Set the shadow height.
Opacity	Set the shadow opacity.
Edge Blur	Set how blurry the edges of the shadow are. The larger the value, the greater the blur.
Color	Set the shadow color.

### 6.2.6.1.9 Flip Layers

Set the flipping mode of the layer.

#### Prerequisites

A common screen and regular layer are selected.

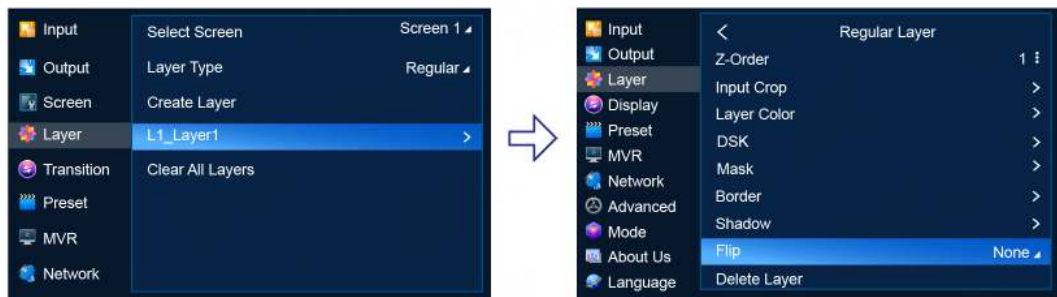
#### Notes

None.

#### Menu Orientation

Layer > Layer Name > Flip

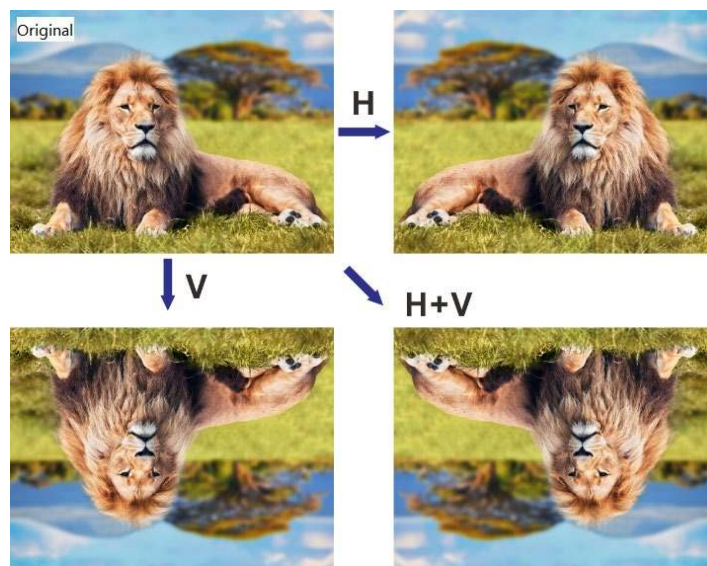
## Interface Example



## Description

Menu Item	Description
Flip	<p>Set the flipping mode of the layer.</p> <ul style="list-style-type: none"> <li>• None: Don't flip the layer.</li> <li>• Flip Horizontally: Flip the layer horizontally.</li> <li>• Flip Vertically: Flip the layer vertically.</li> <li>• Flip Horizontally and Vertically: Flip the layer horizontally and vertically.</li> </ul>

## Effect Example



### 6.2.6.2 Manage BKG

Apply, export, delete, resize, reposition and import BKG files, and save captured images as BKG files.

## Prerequisites

- Before importing a BKG file, copy the BKG file (.png, .bmp, .jpg, .jpeg) to the root directory of a USB drive and insert the USB drive into the USB port on the rear panel.
- Before exporting a BKG file, insert a USB drive into the USB port on the rear panel.

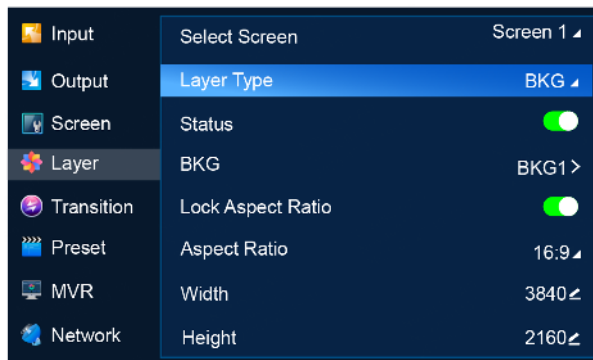
## Notes

- The USB port on the rear panel does not support USB HUB.
- The BKG does not use the layer resources.
- The BKG image automatically fits to the screen and is always at the back of the layer order, with both its size and position unchangeable.
- The BKG files must be stored in the root directory of a USB drive.
- The total number of BKG files cannot exceed 8 and the total storage space for BKG files is up to 512 MB.
- The maximum resolution of a single BKG file is 7680×4320 pixels.

## Menu Orientation



Layer


## Interface Example



## Description

Select a common screen, set **Layer Type** to **BKG**, and then do the following as required.

- Apply BKG
  1. Turn on BKG. (  )
  2. Select **BKG** to enter the BKG file screen.
  3. Select a BKG file. In the dialog box that appears, select **Apply** to use the BKG file as the background image of the common screen.
- Export BKG
  1. Turn on BKG. (  )
  2. Select **BKG** to enter the BKG file screen.

3. Select a BKG file. In the dialog box that appears, select **Export**.
  4. In the dialog box that appears, select **OK** to export the BKG file to the root directory of the USB drive.
- Delete BKG
    1. Turn on BKG. 
    2. Select **BKG** to enter the BKG file screen.
    3. Select a BKG file. In the dialog box that appears, select **Delete**.
    4. In the dialog box that appears, select **OK** to delete the BKG file.
  - Set BKG size

Turn on/off **Lock Aspect Ratio**, specify **Aspect Ratio**, **Width** and **Height** to resize BKG.
  - Set BKG position

Specify **H Position** and **V Position** to reposition BKG.
  - Import BKG
    1. Select **BKG Import** to open the BKG file list screen.
    2. Select a BKG file. In the dialog box that appears, select **OK** to import the BKG file from the root directory of the USB drive.
  - Capture
    1. Select **Capture** to access the submenu.
    2. From the drop-down options, select PGM or an input source for capture.
    3. Select **Capture**.
    4. After an image is captured successfully, select **Save** to save the captured image as a BKG file.

### 6.2.6.3 Manage LOGO

Apply, export, delete and import LOGO files.

#### Prerequisites

- Before importing a LOGO file, copy the LOGO file (.png, .bmp, .jpg, .jpeg) to the root directory of a USB drive and insert the USB drive into the USB port on the rear panel.
- Before exporting a LOGO file, insert a USB drive into the USB port on the rear panel.

#### Notes

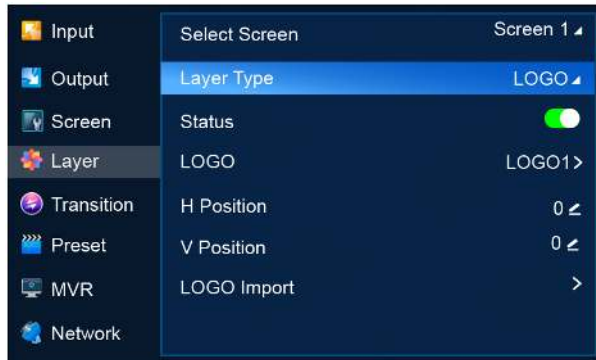
- The USB port on the rear panel does not support USB HUB.
- The LOGO does not use the layer resources.
- The LOGO image always stays on top and cannot be resized, but it can be repositioned.
- The total number of LOGO files cannot exceed 16 and the total storage space for BKG and LOGO files is up to 512 MB.

- The maximum resolution of a single LOGO file is 512×512 pixels.

## Menu Orientation




Layer

## Interface Example



## Description

Select a common screen, set **Layer Type** to **LOGO**, and then do the following as required.

- Apply LOGO
  1. Turn on LOGO. (  )
  2. Select **LOGO** to enter the LOGO file screen.
  3. Select a LOGO file. In the dialog box that appears, select **Apply** to use the LOGO file as the LOGO of the common screen.
  4. Go back to the previous menu.
  5. Specify **H Position** and **V Position** to set the position of the LOGO on the screen, that is the horizontal and vertical start position relative to the top left (0,0) of the screen.
- Export LOGO
  1. Turn on LOGO. (  )
  2. Select **LOGO** to enter the LOGO file screen.
  3. Select a LOGO file. In the dialog box that appears, select **Export**.
  4. In the dialog box that appears, select **OK** to export the LOGO file to the root directory of the USB drive.
- Delete LOGO
  1. Turn on LOGO. (  )
  2. Select **LOGO** to enter the LOGO file screen.
  3. Select a LOGO file. In the dialog box that appears, select **Delete**.
  4. In the dialog box that appears, select **OK** to delete the LOGO file.
- Import LOGO
  1. Select **LOGO Import** to open the LOGO file list screen.

2. Select a LOGO file. In the dialog box that appears, select **OK** to import the LOGO file from the root directory of the USB drive.

## 6.2.6.4 Set AUX Layers

### 6.2.6.4.1 Create and Delete Layers

Create, delete and clear AUX layers.

#### Prerequisites

None.

#### Notes

None.

#### Menu Orientation

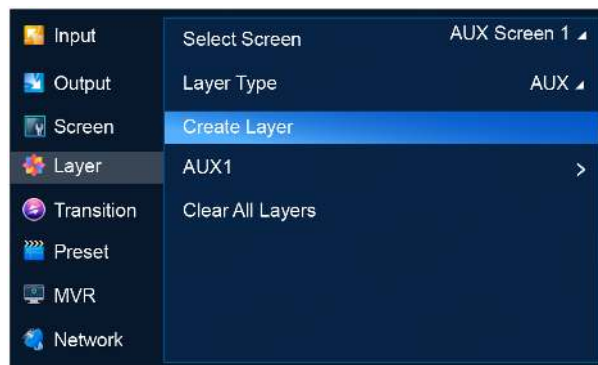
Layer

#### Description

Select an AUX screen and then do the following as required.

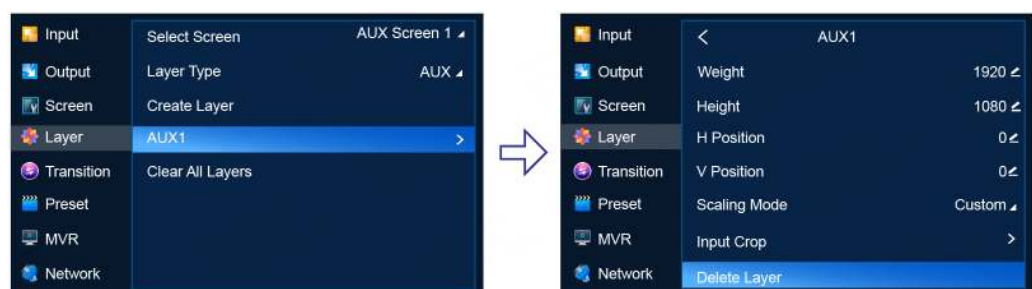
- Create an AUX layer

Select **Create Layer**.



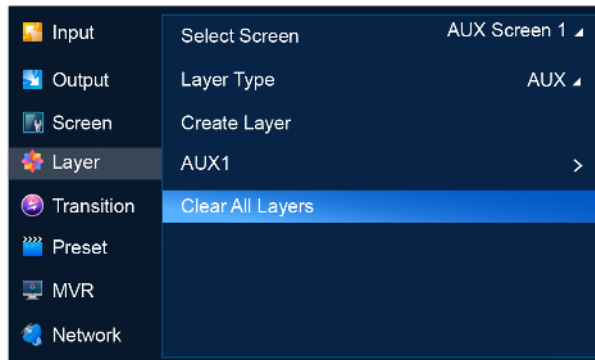
- Delete an AUX layer

Select the layer to be deleted to access the submenu and then select **Delete Layer**.



- Clear AUX layers

Select **Clear All Layers**.



 **Note**

On the right side of **Select Screen**, the display of **PGM** indicates that **PGM Edit** is enabled. If **PGM** is not displayed, it means that **PGM Edit** is disabled.

### 6.2.6.4.2 Configure Basic Information

Set the basic information of AUX layers.

#### Prerequisites

An AUX screen is selected.

#### Notes

If the layer source bandwidth is exceeded, the layer displays a black screen.



#### Menu Orientation

Layer > *Layer Name*

#### Interface Example



## Description

Menu Item	Description
Input Source	Select an input source or the PGM for the layer.
Lock Aspect Ratio	Turn on or off the aspect ratio locking function. <ul style="list-style-type: none"> <li> On.</li> <li> Off.</li> </ul>
Aspect Ratio	Set the ratio of the layer width to the layer height. After modifying the aspect ratio, the layer height remains unchanged and the device automatically calculates the width.
Width	Specify the layer width.
Height	Specify the layer height.
H Position	Specify the horizontal start position of the layer on the AUX screen. The coordinates of the pixel at the top left of the AUX screen is (0, 0).
V Position	Specify the vertical start position of the layer on the AUX screen. The coordinates of the pixel at the top left of the AUX screen is (0, 0).
Scaling Mode	Set the scaling mode of the layer. <ul style="list-style-type: none"> <li>Custom: The layer is scaled according to your settings.</li> <li>Pixel to Pixel: The layer resolution is the same as the input resolution. If the input source is cropped, the layer resolution is the same as the resolution after cropping.</li> <li>Full Screen: The layer fills the entire screen.</li> </ul>

### 6.2.6.4.3 Crop Input Source

When there are black borders or unnecessary information on the input source, the crop function allows you to crop the input source and display the desired area to improve the utilization rate of the screen.

#### Prerequisites

- An AUX screen is selected.
- The layer is accessed with an input source.

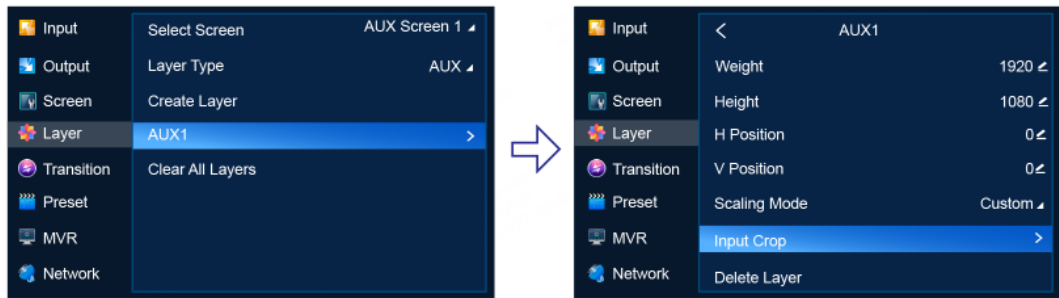
#### Notes

The input source status and capacity after cropping is the same as the original.

#### Menu Orientation

Layer > *Layer Name* > Input Crop

## Interface Example



## Description

Menu Item	Description
Status	Turn on or off the crop function. <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> On.</li> <li><input type="checkbox"/> Off.</li> </ul>
H Position	Set the horizontal start position of the cropped area relative to the original source.
V Position	Set the vertical start position of the cropped area relative to the original source.
Width	Set the pixel width of the cropped area.
Height	Set the pixel height of the cropped area.

## 6.2.7 Transition

Select a mode to switch content from PVW to the PGM.

### Prerequisites

None.

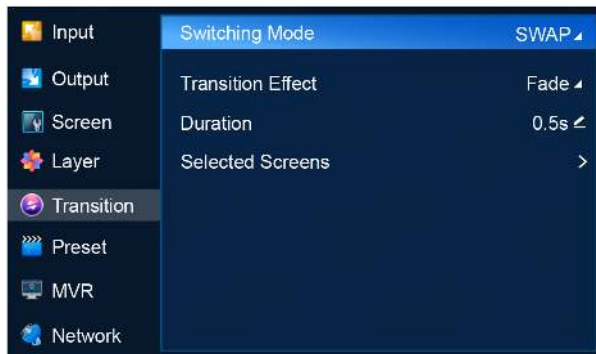
### Notes

None.

### Menu Orientation

Transition

## Interface Example



## Description

Menu Item	Description
Switching Mode	Set the way to transition from PVW to PGM. <ul style="list-style-type: none"> <li>• SWAP: Swap the PVW and PGM content.</li> <li>• COPY: Copy the PVW content to PGM.</li> </ul>
Transition Effect	Select a transition effect. <ul style="list-style-type: none"> <li>• Cut: Switch content from PVW to PGM with no transition effect.</li> <li>• Fade: Switch content from PVW to PGM with a fade effect.</li> </ul>
Duration	Duration of the transition effect.
Selected Screens	Screens selected for switching, including common screens and AUX screens. Multiple screens can be selected.

## 6.2.8 Preset

Save PVW or PGM as a preset, load and delete existing presets.

### Prerequisites

None.

### Notes

At most 45 presets can be saved.

### Menu Orientation

Preset

## Interface Example



## Description

- Save a preset  
Select a blank preset and then select **Save from PVW** or **Save from PGM** from the window that appears.  
After saving successfully, the preset status changes to **Saved**.
- Load a preset  
Select an existing preset and select **Load** in the pop-up window to load the preset to the screen.
- Delete a preset  
Select an existing preset and select **Delete** in the pop-up window to delete.

## 6.2.9 Multiviewer (MVR)

Set the layout on the Multiviewer screen.

### Prerequisites

None.

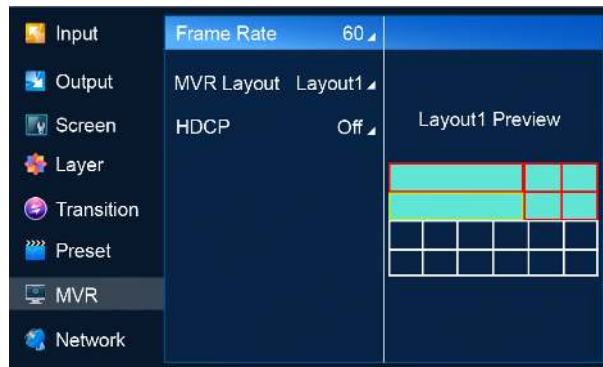
### Notes

- The resolution of the Multiviewer screen is fixed at 1920×1080@60Hz and the frame rate can be changed.
- If the input source exceeds the bandwidth limit, the Multiviewer monitor will display a black screen.

### Menu Orientation

MVR

## Interface Example



## Description

Menu Item	Description
Frame Rate	Set the frame rate of the MVR connectors.
MVR Layout	Select a layout for the Multiviewer screen. After a layout template is selected, all connected input sources will be automatically displayed in the MVR windows.
HDCP	Select an HDCP version or turn off HDCP.

## 6.2.10 Network

Manually set a static IP address for the device or allow the device to automatically obtain an IP address.

### Prerequisites

None.

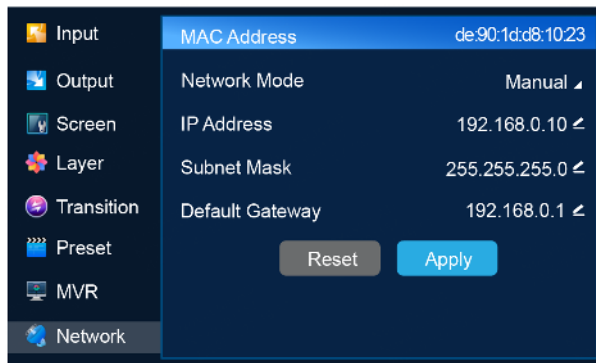
### Notes

None.

### Menu Orientation

Network

## Interface Example



## Description

Menu Item	Description
MAC Address	Display the physical address of the device.
Network Mode	Select an IP address configuration method. <ul style="list-style-type: none"> <li>Manual: Manually set a static IP address for the device.</li> <li>DHCP: The device automatically obtains an IP address.</li> </ul>
IP Address	The IP address of the device
Subnet Mask	The subnet mask of the device
Default Gateway	The default gateway of the device

After the settings are done, select **Apply** to make them take effect.

## 6.2.11 Advanced

### 6.2.11.1 Set Synchronization Signal Source

Set the synchronization signal source for the output signal.

#### Prerequisites

Before Genlock settings, make sure the synchronization signal source is connected to the Genlock connector on the device rear panel.

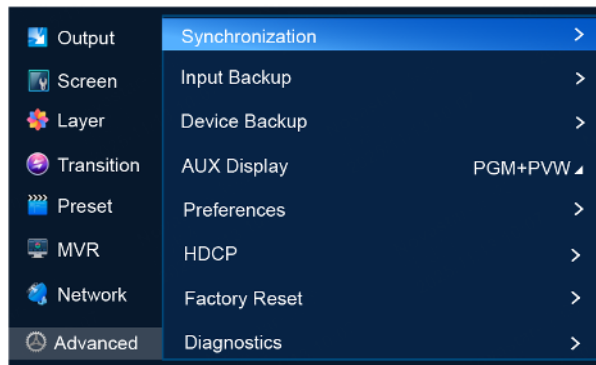
#### Notes

None.

#### Menu Orientation

Advanced > Synchronization

## Interface Example



## Description

Menu Item	Description
Status	Turn on or off synchronization. <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> On.</li> <li><input type="checkbox"/> Off.</li> </ul>
Source	Select a synchronization source. <ul style="list-style-type: none"> <li>Genlock: Sync with the frame frequency of the Genlock signal.</li> <li>Input X: Sync with the frame frequency of the selected input source. X stands for the input source number.</li> </ul> When synchronization fails, select <b>Sync</b> to retry.

### 6.2.11.2 Set Input Backup

Turn on or off input backup and configure input backup relationships.

#### Prerequisites

The input sources are common sources, mosaic sources and cropped sources.

#### Notes

- One source can be configured as the backup of one or multiple primary sources, but indirect backup relationships are not supported.
- The primary and backup sources can be used to create layers independently.
- Backup relationships can only be established between input connectors with the same capacity.
- A backup relationship cannot be established between a cropped source and its original source.
- An input source can be configured as the primary source only in one backup relationship.
- After a backup relationship is established, changing the connector capacity or type will cancel the backup relationship.

## Menu Orientation

Advanced > Input Backup

## Interface Example



## Description

Menu Item	Description
Status	Turn on or off the input backup function. <ul style="list-style-type: none"> <li>• : On.</li> <li>• : Off.</li> </ul>
Primary Preferred	Turn on or off the primary preferred function. <ul style="list-style-type: none"> <li>• : On.</li> <li>• : Off.</li> </ul>
Add Backup	Add backup relationships. Select <b>Add Backup</b> to add a backup relationship and then select a primary source and backup source from the drop-down options on the left and right. If <b>Auto</b> is displayed between the primary source and the backup source, the signal switches according to the following rules when the primary source recovers. If <b>Manual</b> is displayed, regardless of the presence or absence of the signal, only the specified source is used. <ul style="list-style-type: none"> <li>• If <b>Primary Preferred</b> is turned on, the signal automatically switches to the primary source after the primary source recovers.</li> <li>• If <b>Primary Preferred</b> is turned off, the signal does not switch to the primary source after the primary source recovers.</li> </ul>
Reset All	Reset <b>Primary Preferred</b> and all backup relationships to the default settings.

### 6.2.11.3 Set Device Backup

Set up the device backup function for the screen. With device backup enabled, when a layer's input source is missing or has no signal, all output connectors for the screen immediately stop signal output, initiating a switch to the backup channel through coordination with the sending and receiving cards.

## Prerequisites

None.

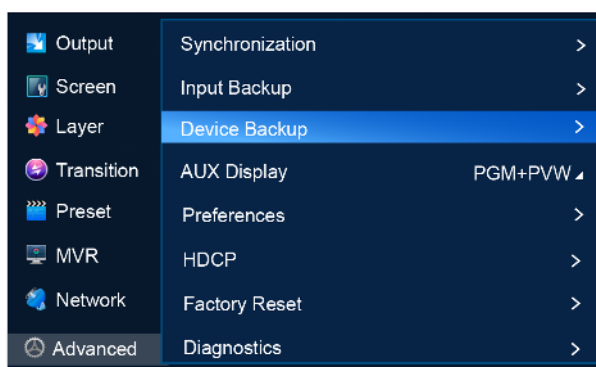
## Notes

The MVR signal is not affected by the device backup.



## Menu Orientation

Advanced > Device Backup

## Interface Example



## Description

Menu Item	Description
Status	Turn on or off device backup. <ul style="list-style-type: none"><li>• : On.</li><li>• : Off.</li></ul>

### 6.2.11.4 AUX Display

Switch the display mode of the AUX screen.

## Prerequisites

None.

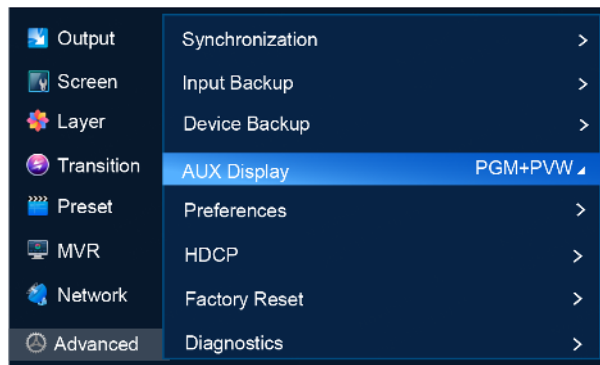
## Notes

When selecting **PGM+PVW**, the **AUX 3** and **AUX 4** buttons in both the **SCREEN** area and **LAYER** area are disabled.

## Menu Orientation

Advanced > AUX Display

## Interface Example



## Description

Menu Item	Description
PGM	Display 4 channels of PGM on the AUX screen (using AUX 1, AUX 2, AUX 3, and AUX 4).
PGM+PVW	Display 2 channels of PGM and 2 channels of PVW on the AUX screen (using AUX 1 and AUX 2, with AUX 3 duplicating AUX 1 and AUX 4 duplicating AUX 2).

## 6.2.11.5 Preferences

### 6.2.11.5.1 Lock Aspect Ratio

Set the status of the aspect ratio lock switch.

#### Prerequisites

None.

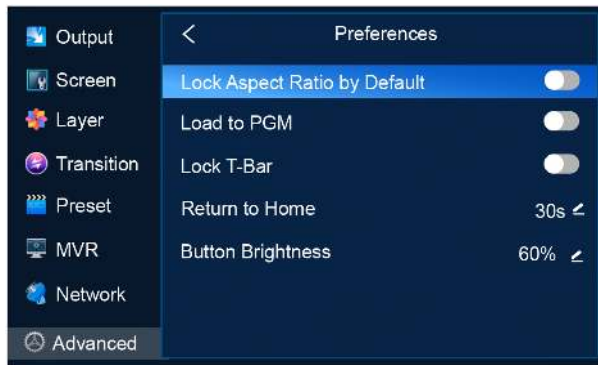
#### Notes

None.

#### Menu Orientation

Advanced > Preferences > Lock Aspect Ratio by Default

## Interface Example



## Description

Menu Item	Description
Lock Aspect Ration by Default	<p>Turn on or off the function switch.</p> <ul style="list-style-type: none"> <li> On. The newly created layers' aspect ratio will be locked by default.</li> <li> Off.</li> </ul>

### 6.2.11.5.2 Load to PGM

Set the status of the switch for loading presets to PGM.

## Prerequisites

None.

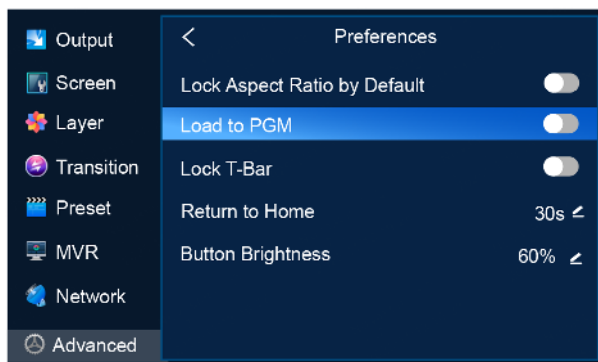
## Notes

None.

## Menu Orientation

Advanced > Preferences > Load to PGM

## Interface Example



## Description

Menu Item	Description
Load to PGM	Turn on or off the function switch. <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> On. Preset can be directly loaded to PGM.</li> <li><input type="checkbox"/> Off.</li> </ul>

### 6.2.11.5.3 Lock T-Bar

Lock the T-Bar to ensure continuous and safe device operation if there is a risk of T-Bar malfunctioning or being misused.

## Prerequisites

None.

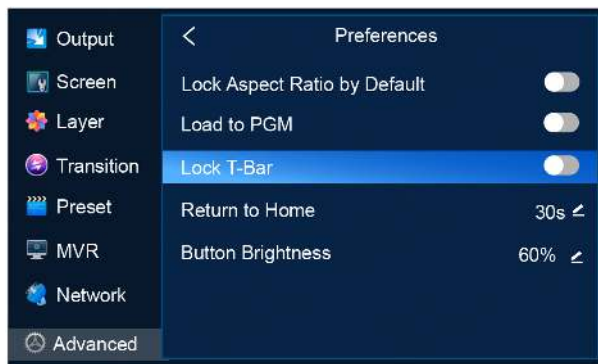
## Notes

None.

## Menu Orientation

Advanced > Preferences > Lock T-Bar

## Interface Example



## Description

Menu Item	Description
Lock T-Bar	Turn on or off the function switch. <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> On.</li> <li><input type="checkbox"/> Off.</li> </ul>

### 6.2.11.5.4 Return to Home

Set the period during which the system stays at the current screen before returning to the home screen automatically when no operation is performed.

## Prerequisites

None.

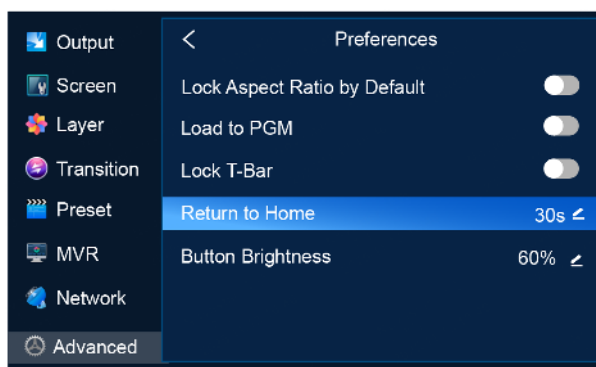
## Notes

If a dialog box is displayed, the system will not return to the home screen automatically after the specified period of time.

## Menu Orientation

Advanced > Preferences > Return to Home

## Interface Example



## Description

Scroll to **Return to Home** and press the knob to make the parameter value editable. Rotate the knob to adjust the parameter to the desired value and press the knob to apply the parameter.

### 6.2.11.5.5 Set Button Brightness

Set the button brightness based on the ambient lighting conditions

## Prerequisites

None.

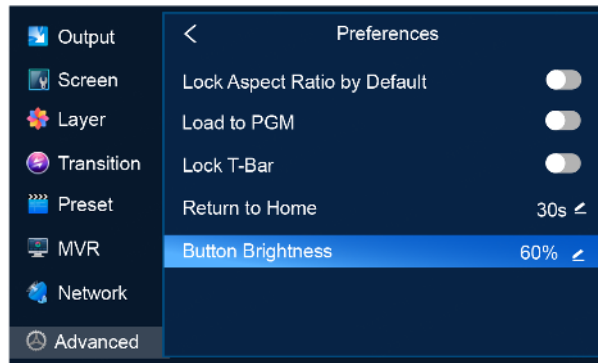
## Notes

None.

## Menu Orientation

Advanced > Preferences > Button Brightness

## Interface Example



## Description

Scroll to **Button Brightness** and press the knob to make the parameter value editable. Rotate the knob to adjust the parameter to the desired value and press the knob to apply the parameter.

### 6.2.11.6 Set HDCP

HDCP (High-Bandwidth Digital Content Protection) is a coding scheme used to protect audio and video signals traveling through DVI, HDMI, and DP from being copied and illegally intercepted during a streaming session. Users can turn on/off HDCP for all inputs (including HDMI and DP) or outputs (including output connectors, MVR connector and AUX connectors) with one switch. Input and output HDCP are turned off by default.

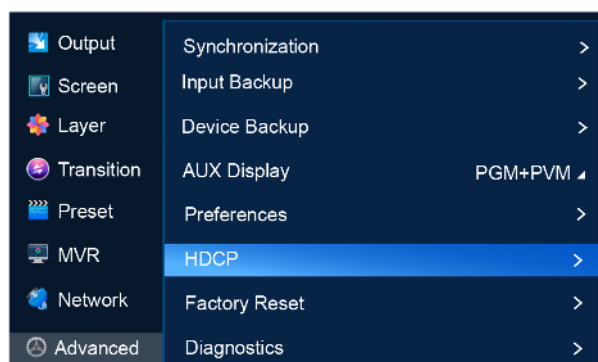
## Note

SDI does not support HDCP. Output HDCP includes the HDCP for all output connectors, MVR connector and AUX connectors.

## Menu Orientation

Advanced > HDCP

## Interface Example



## Description

Menu Item	Description
Input HDCP	Turn on/off HDCP for all inputs including HDMI and DP. <ul style="list-style-type: none"> <li>• Off (Input HDCP is turned off by default.)</li> <li>• On</li> </ul> <b>Partially On</b> is displayed when HDCP is turned on for some inputs.
Output HDCP	Turn on/off HDCP for all outputs including output connectors, MVR connector and AUX connectors. <ul style="list-style-type: none"> <li>• Off (Output HDCP is turned off by default.)</li> <li>• On</li> </ul> <b>Partially On</b> is displayed when HDCP is turned on for some outputs.

### 6.2.11.7 Factory Reset

Reset the device data to the factory settings.

#### Prerequisites

None.

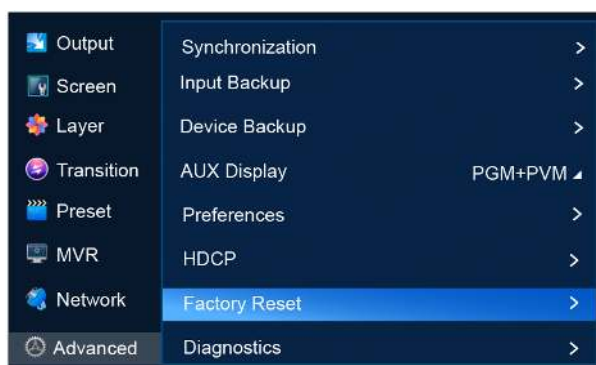
#### Notes

- Please proceed this with caution.
- This operation does not affect the device firmware version.
- Power outage is not allowed during operation.
- After a successful reset, the device will automatically restart.

#### Menu Orientation

Advanced > Factory Reset

#### Interface Example



## Description

- Keep User Data  
Reset all the parameters to their default values except the EDID and gallery files.
  1. Select **Factory Reset** to access the submenu.
  2. Select **Keep User Data**.
  3. In the dialog box that appears, select **OK**.
- Reset All  
Reset all the parameters to their default values except network parameters.
  1. Select **Factory Reset** to access the submenu.
  2. Select **Reset All**.
  3. In the dialog box that appears, select **OK**.

## 6.2.11.8 Diagnostics

Run diagnostics to identify and troubleshoot problems.

### Prerequisites

None.

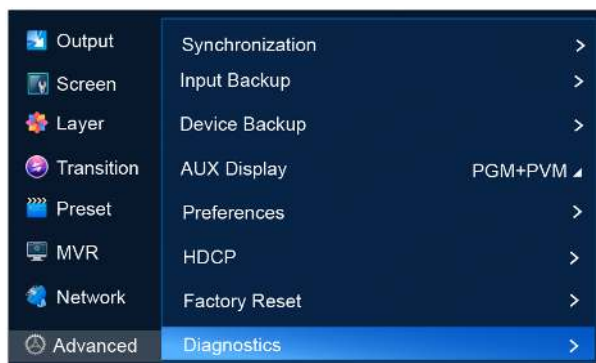
### Notes

None.

### Menu Orientation

Advanced > Diagnostics

### Interface Example



## Description

Select **Diagnostics** to access the submenu. Select **Run** and you can view the test results after the test is completed.

## 6.2.11.9 Import and Export Project Files

Import project files from a USB drive to the device, and export project files from the device to a USB drive. The project file contains configuration files and operation data.

### Prerequisites

- Before importing a project file, copy the file (.uprj) to the root directory of a USB drive and insert it into the USB port on the rear panel.
- Before exporting a project file, insert a USB drive into the USB port on the rear panel.

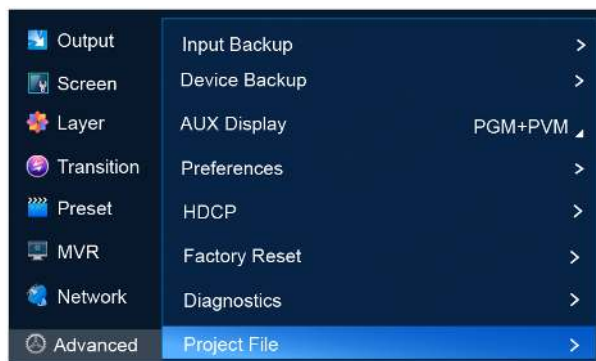
### Notes

The USB port on the rear panel does not support USB HUB.

### Menu Orientation

Advanced > Project File

### Interface Example



### Description

- Import a project file
  1. Select **Project File** to access the submenu.
  2. Select **Import Project File** to open the project file screen.
  3. Select the target project file.
  4. In the dialog box that appears, select **OK** to import the project file from the root directory of the USB drive.
- Export a project file
  1. Select **Project File** to access the submenu.
  2. Select **Export Project File**.
  3. In the dialog box that appears, select **OK** to export the project file to the root directory of the USB drive.

## 6.2.11.10 Update Firmware

Update the device.

### Prerequisites

Before firmware update, copy the update file (.img) to the root directory of a USB drive and insert it into the USB port on the rear panel.

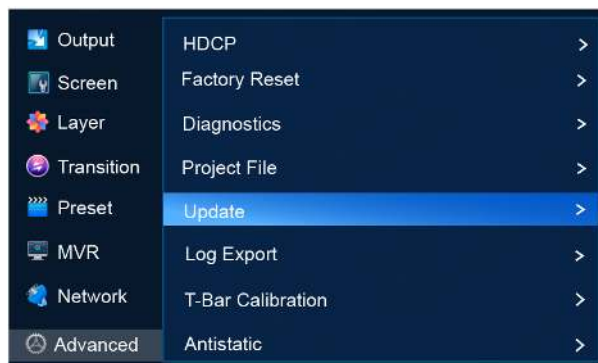
### Notes

- The USB port on the rear panel does not support USB HUB.
- After a successful update, the device will automatically restart.

### Menu Orientation

Advanced > Update

### Interface Example



### Description

Select **Update** to open the update file screen. Select a file and select **OK** in the dialog box that appears.

## 6.2.11.11 Export Logs

Export logs from the device to a USB drive.

### Prerequisites

A USB drive is inserted into the USB port on the rear panel.

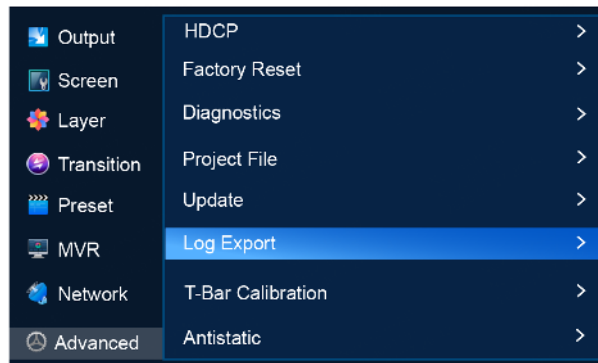
### Notes

The USB port on the rear panel does not support USB HUB.

### Menu Orientation

Advanced > Log Export

## Interface Example



## Description

Select **Log Export** to access the submenu. Select **Apply** to export the log files to the root directory of the USB drive.

## 6.2.11.12 T-Bar Calibration

When the T-Bar is pushed to the top and bottom, the progress bar on the left cannot reach 100% and 0%. At this time, T-Bar calibration is required.

## Prerequisites

None.

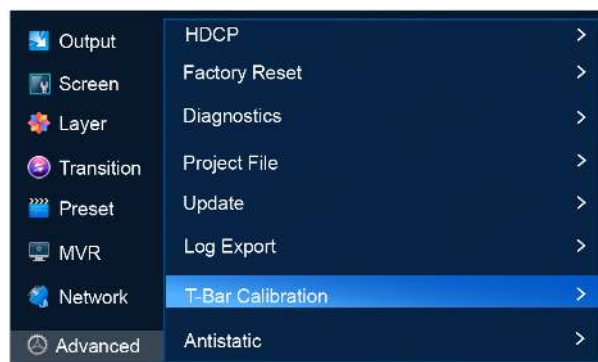
## Notes

Other operations are not allowed during the calibration process. If other device areas are triggered, you need to try again according to the prompts.

## Menu Orientation

Advanced > T-Bar Calibration

## Interface Example



## Description

After setting the sensitivity, select **Start**, and follow the prompts to complete the calibration steps in order.

### 6.2.11.13 Set Antistatic

Set the protection duration according to the severity of static electricity, ensuring the display remains normal to keep events smooth and successful.

## Prerequisites

None.

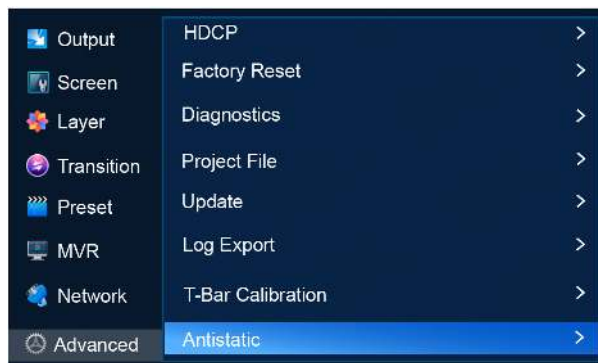
## Notes

None.



## Menu Orientation

Advanced > Antistatic

## Interface Example



## Description

Menu Item	Description
On	Turn on or off antistatic. <ul style="list-style-type: none"><li>• : On. If the primary source fails, it will freeze on the last frame before the failure throughout the specified protection duration. The backup source will become active if the failure of the primary source remains beyond this duration.</li><li>• : Off. Upon the failure of the primary source, the backup source will become active immediately.</li></ul>
Duration	Set the antistatic duration. The maximum duration is 2s.

## 6.2.12 About Us

View the device firmware version, email address and official website of PIXELHUE.

### Prerequisites

None.

### Notes

None.

### Menu Orientation

About Us

### Interface Example



### Description

None.

## 6.2.13 Language

Set the display language of the menu. English and Simplified Chinese are available.

### Prerequisites

None.

### Notes

None.

### Menu Orientation

Language

## Interface Example



## Description

Select **简体中文** or **English**. After a language is selected, ✓ appears on the bottom right.

# A Specifications

Electrical Specifications	Power input	AC 100-240V~, 2-4A, 47-63Hz
	Max power consumption	195 W
Operating Environment	Temperature	0°C to 45°C
	Humidity	0% RH to 80% RH, non-condensing
Storage Environment	Temperature	-20°C to +60°C
	Humidity	0% RH to 95% RH, non-condensing
Physical Specifications	Dimensions (Closed)	590.0 mm × 372.6 mm × 141.7 mm
	Dimensions (Open)	590.0 mm × 516.2 mm × 414.8 mm
	Net weight	13.0 kg
	Gross weight	42.0 kg Note: It is the total weight of the product, accessories, and packaging materials when packaged in a flight case.
	Flight case	880.2 mm × 510.0 mm × 335.0 mm
	Accessory	1x Power cord, 1x Ethernet cable, 1x HDMI cable, 1x DP cable, 4x optical modules 1x Documentation QR code, 1x Safety Manual, 1x Certificate of Approval, 1x Customer Letter
Noise (typical at 25°C/77°F)	45 dB (A)	

# B Supported Resolutions

Input	Bit Depth	Sampling Format	Supported Resolutions	Connector Bandwidth
DP 1.2	8bit	RGB 4:4:4	4096×2160@60Hz 8192×1080@60Hz	18 Gbps
		YCbCr 4:4:4		
		YCbCr 4:2:2		
	10bit	RGB 4:4:4	4096×2160@30Hz	
		YCbCr 4:4:4	4096×1080@60Hz	
		YCbCr 4:2:2	4096×2160@60Hz	
	12bit	RGB 4:4:4	4096×2160@30Hz	
		YCbCr 4:4:4	4096×1080@60Hz	
		YCbCr 4:2:2	4096×2160@60Hz	
HDMI 2.0	8bit	RGB 4:4:4	4096×2160@60Hz 8192×1080@60Hz	18 Gbps
		YCbCr 4:4:4		
		YCbCr 4:2:2		
	10bit	RGB 4:4:4	4096×2160@30Hz	
		YCbCr 4:4:4	4096×1080@60Hz	
		YCbCr 4:2:2	4096×2160@60Hz	
	12bit	RGB 4:4:4	4096×2160@30Hz	
		YCbCr 4:4:4	4096×1080@60Hz	
		YCbCr 4:2:2	4096×2160@60Hz	
12G-SDI	10bit	YCbCr 4:2:2	4096×2160@60Hz	11.88 Gbps