



INSTRUCTIONS

Z6 PRO-G2

USER MANUAL

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1. Safety Precautions

To prevent personal injury and to protect the device from damage, read and follow these safety precautions.

1.1 Do not remove the cover

To avoid personal injury, do not remove the top cover.

1.2 Only use the power supply and accessories specified by the manufacturer

The operating voltage of this product is 100V-240V AC. Only use the power cord provided with the product or the power cord that meets the appropriate local rating standards.

1.3 Prevent function interfaces from contact with charged objects

This is an electric product. The circuit elements may be damaged if the function interfaces contact charged objects.

1.4 Grounding

To avoid electrical shock, ensure that the product is grounded.

1.5 Electromagnetic Interference

This is a class A product. In a domestic environment, this product may cause radio interference in which case the user may be required to take adequate measures

1.6 Environmental Condition

Use only at altitudes not more than 5000m above sea level.

1.7 Avoid Moisture

This product is not waterproof, so avoid contact with liquid or operating the product in a humid environment.

1.8 Keep the product away from flammable and explosive hazardous substances

1.9 CLASS 1 LASER PRODUCT

This unit complies with 21 CFR 1040.10 and 1040.11 except for conformance with IEC 60825-1 Ed.3., as described in Laser Notice No.56, dated May 8,2019.

2. Overview

Z6 PRO-G2 is a new-generation professional LED display controller. Combining video splicing, video processing and sending functions, it does not only have strong video signal receiving, UHD image processing and LED display control capabilities, but also has cinematic professional color adjusting functions such as 3D-LUT, Color Magic and Color Curve. It enables the LED to display high-quality images, and provides customers with abundant and practical functions. It can widely apply to such scenarios as high-end rental stage, XR virtual shooting, and movie shooting.

Key Features

Input

- Three-in-one 4K input card: HDMI2.0+DP1.2+12G-SDI
- Four 4K input cards, up to 4096×2160@60Hz resolution per input card
- Support inputting 8-bit or 10-bit video signals
- Support 23.98Hz to 240Hz frame rate

Output

- Loading capacity: 13.10 million pixels, with a maximum width or height of 8192 pixels
- Four 10G fiber outputs (Two main outputs, two redundant outputs)
- Support 23.98Hz to 240Hz frame rate

Video processing

- Support for display of up to 4 windows
- Video signal cropping, scaling and seamless switching
- Low latency, support arbitrarily selecting one signal to turn on its low latency function, with at least one-frame latency
- HDR 10/HLG display with wide gamut HDR display
- Frame multiplexing for multi-camera shooting of virtual background, support fusion output of multiple video signals
- Frame rate multiplication with automatic multiplication and custom multiplication up to 6×
- Better gray at low brightness for improving the grayscale performance in low brightness
- Genlock technology

Color adjustment

- Color curve for individually adjusting the saturation and overall brightness of RGB at different grayscale levels
- Color magic with multi-color adjustment based on HSV color model to realize color

transformation

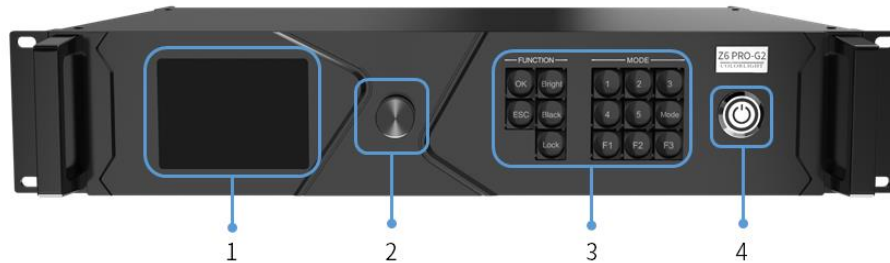
- 3D-LUT for cinematic color adjustment, with color adjustment strength setting
- Picture adjustment for adjusting the hue, saturation, contrast, and brightness compensation of the device output
- Brightness adjustment, support brightness adjustment based on Ethernet port groups
- Color temperature adjustment with precision color temperature adjustment and individual RGB adjustment

Control

- USB port for control or cascading
- RS232 protocol control
- LAN port for TCP/IP control

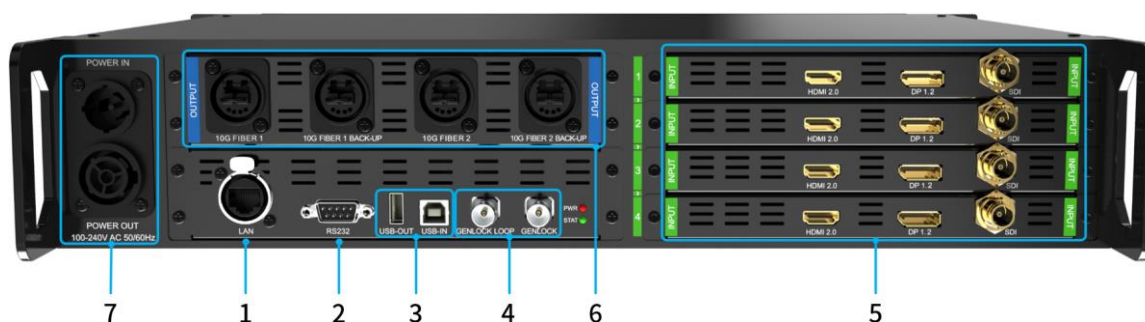
3. Hardware

3.1 The Front Panel



No.	Item	Description
1	LCD	Display operation menu or system information
2	Knob	Press the knob to enter the submenu or confirm the selection Rotate the knob to select a menu item or adjust parameters
3	Shortcut	OK: Enter key ESC: Exit the current menu Bright: Adjust brightness Black: Blackout Lock: Lock keys 1, 2, 3, 4, 5: Switch preset modes Mode: Switch to the preset mode selection interface F1: Switch to the main interface F2: Switch to the signal list F3: Switch to the signal selection interface
4	Button	Power button

3.2 The Back Panel

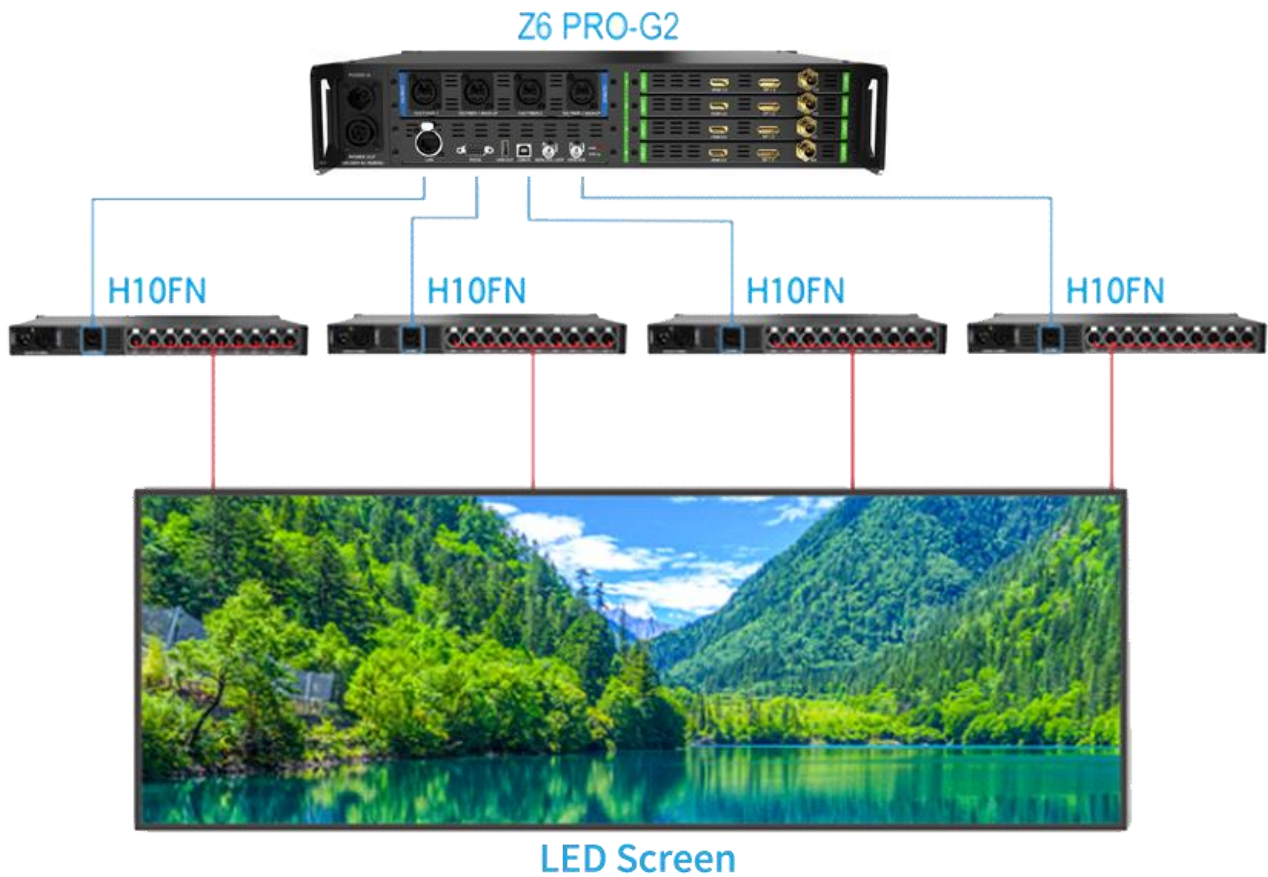


Control		
1	LAN	Neutrik (NE8FBH) Fast Ethernet port, connect to the computer, or connect to the router for access to the local area network
2	RS232	DB9 port, for control of serial communications protocol, connect to the third-party device
3	USB IN	USB2.0 Type B port, connect to the computer for debugging, or as cascading input
	USB OUT	USB2.0 Type A port, as cascading output
Genlock		
4	GENLOCK	Input synchronized signal, support bi-level and tri-level parameter standard
	GENLOCK LOOP	Output synchronized signal
Input (Maximum 4 input cards)		
5	HDMI2.0 + DP1.2 + 12G SDI	1×HDMI2.0, type A port; 1×DP1.2; 1×12G-SDI, BNC port Only one signal among HDMI, DP and SDI input on a single card can be output at the same time HDMI2.0 Maximum resolution: 4096×2160@60Hz, maximum pixel clock: 600MHz Maximum width: 8192 (8192×1000@60Hz) Maximum height: 8192 (1000×8192@60Hz) Support EDID setting DP1.2 Maximum resolution: 4096×2160@60Hz, maximum pixel clock:

		600MHz Maximum width: 8192 (8192×1000@60Hz) Maximum height: 8192 (1000×8192@60Hz) Support EDID setting 12G SDI Support SMPTE 2082/2081/424M/292M standard, compatible with SD/ HD/3G/6G-SDI Maximum resolution: 4096×2160@60Hz Support deinterlacing display, EDID setting is not supported
Output		
6	10G FIBER 1/2	• 2×10G main fiber outputs • Built-in 10G single-mode fiber module, wavelength: 1310nm, transmission distance: 2km, support Neutrik opticalCON DUO (NO2-4FDW-A) and LC-LC fiber connector, recommend using single-mode fiber with a wire diameter of 9/125μm and with a PC/UPC connector • Total load capacity is 13.10 million pixels
	10G FIBER 1/2 BACK-UP	2×10G redundant fiber outputs Automatically back up FIBER1/2 signal, with the same physical parameters
Power supply		
7	POWER IN	Neutrik (NAC3PX-TOP) power input, 100-240V~, 50/60Hz, 6A Max
	POWER OUT	Neutrik (NAC3PX-TOP) power output, 4A Max

4. Connection Diagram

Z6 Pro-G2 needs to be connected to an fiber optic transceiver, use H10FN as a schematic diagram for reference only.

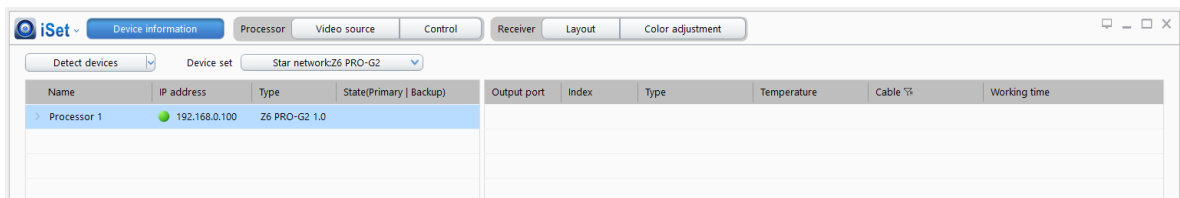


5. Operating Software

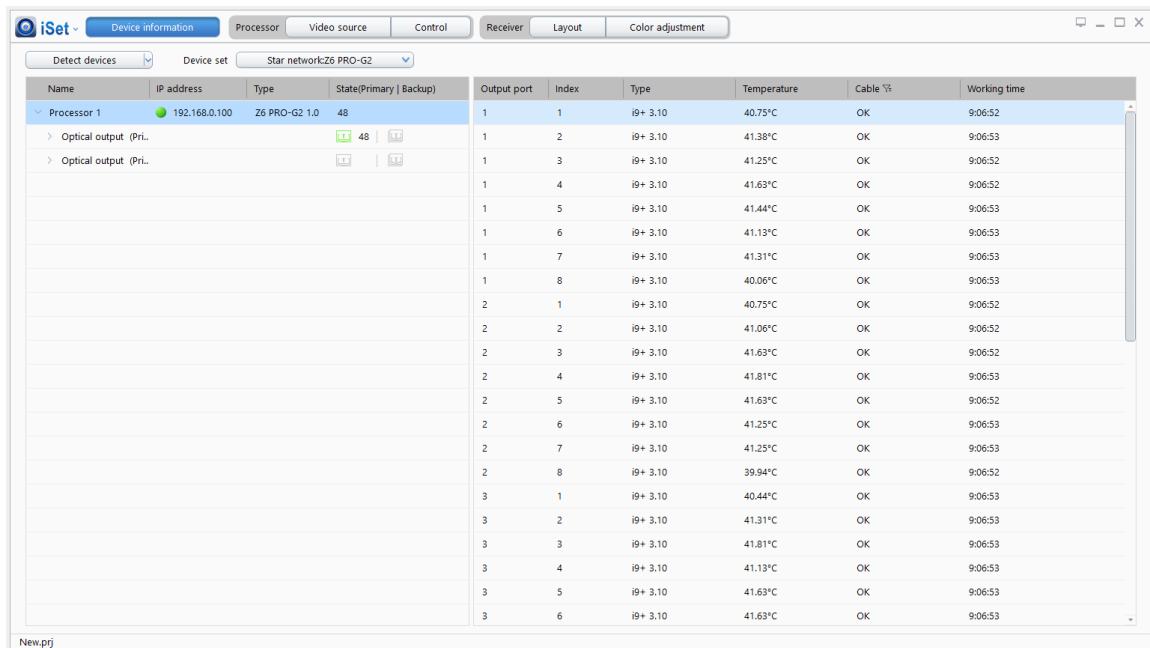
Please make sure the correctness of the hardware connection before setting, then use iSet to detect senders and all receiver cards. (Download url: www.colorlightinside.com)

5.1 Device Information

1. Click [Device Information] to enter the [Devices Information] page. The software will automatically acquire the sender index, name, and type. Please check the hardware connection or the installation of the relevant driver if cannot detect senders.



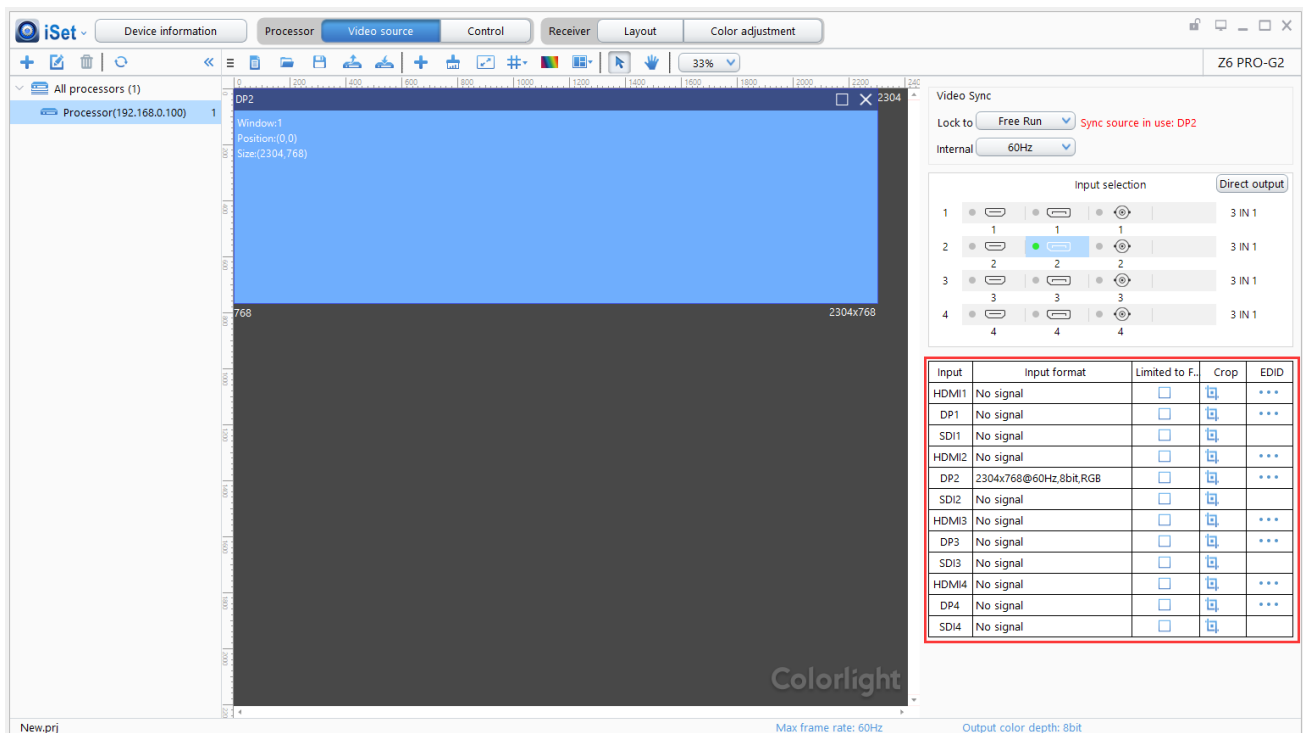
2. Click [Detect devices], the software will automatically acquire the receiver card quantity of each network port of the sender, type of receiver cards, temperature, and other information. Please check corresponding cable if the number of receiver card is inconsistent with the actual status.



5.2 Video Source Setting

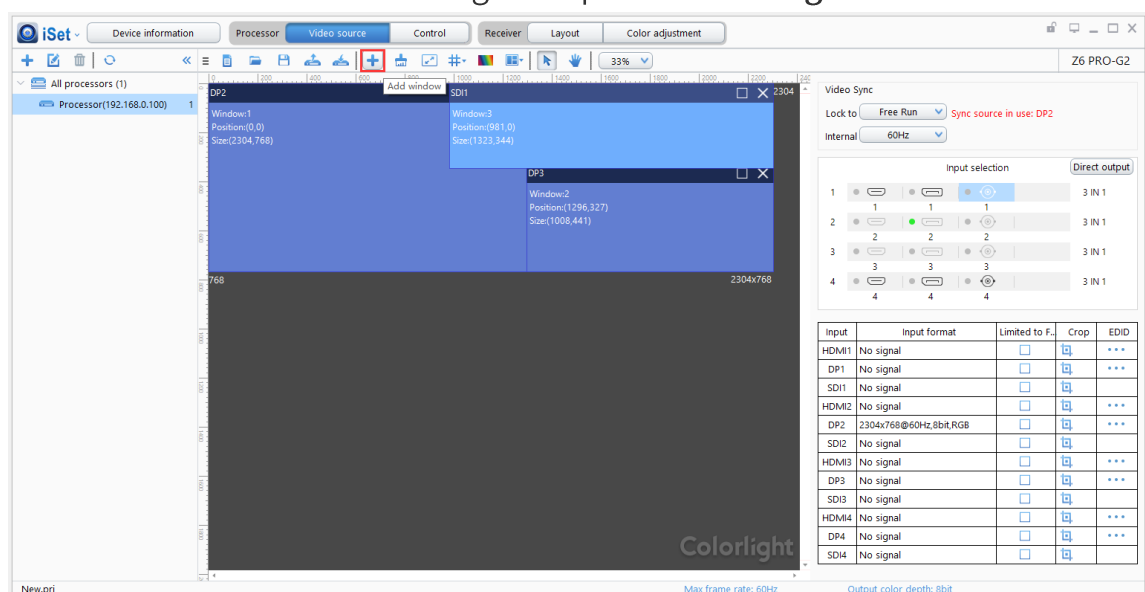
Click the [Video Source] and enter the video source setting page. Once the input

sources working, the software will automatically acquire the signal information and display on the bottom right corner.

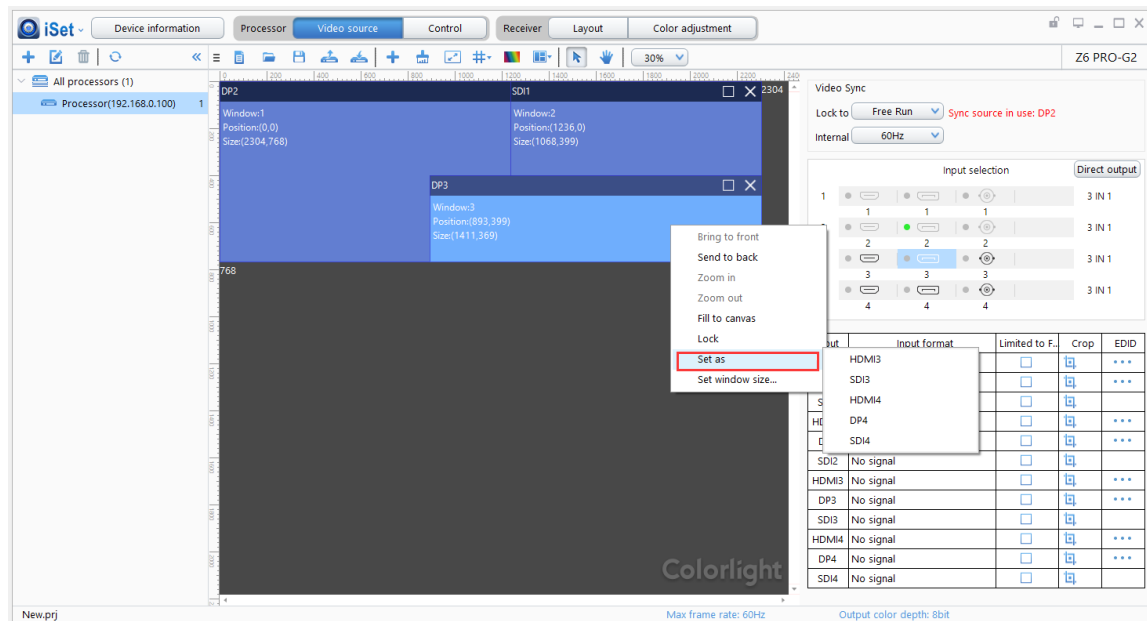


5.2.1 Windows and PIP

The Z6 PRO-G2 supports up to 4 windows, one window per board, each PIP window can be set individually. Click “+” to add a new PIP window, select PIP window and right-click on it to select the signal, meanwhile, cropping and scaling can be set as before. Or you can add a new window with drag the input icon to Image View Area.

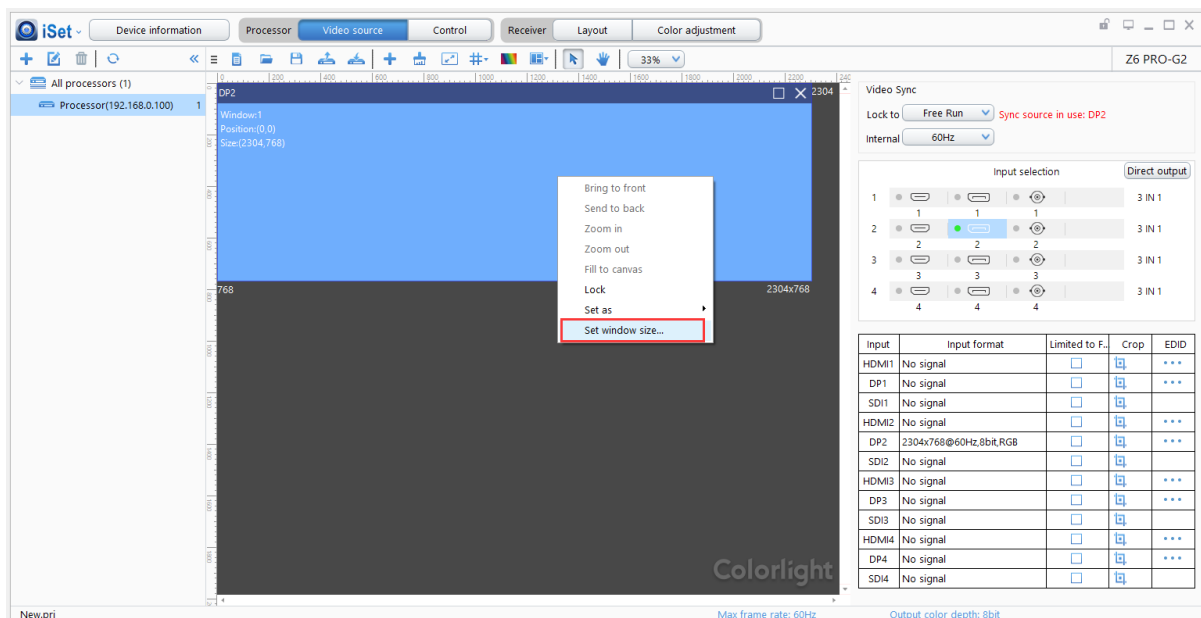


You can right-click the window to change the input signal.



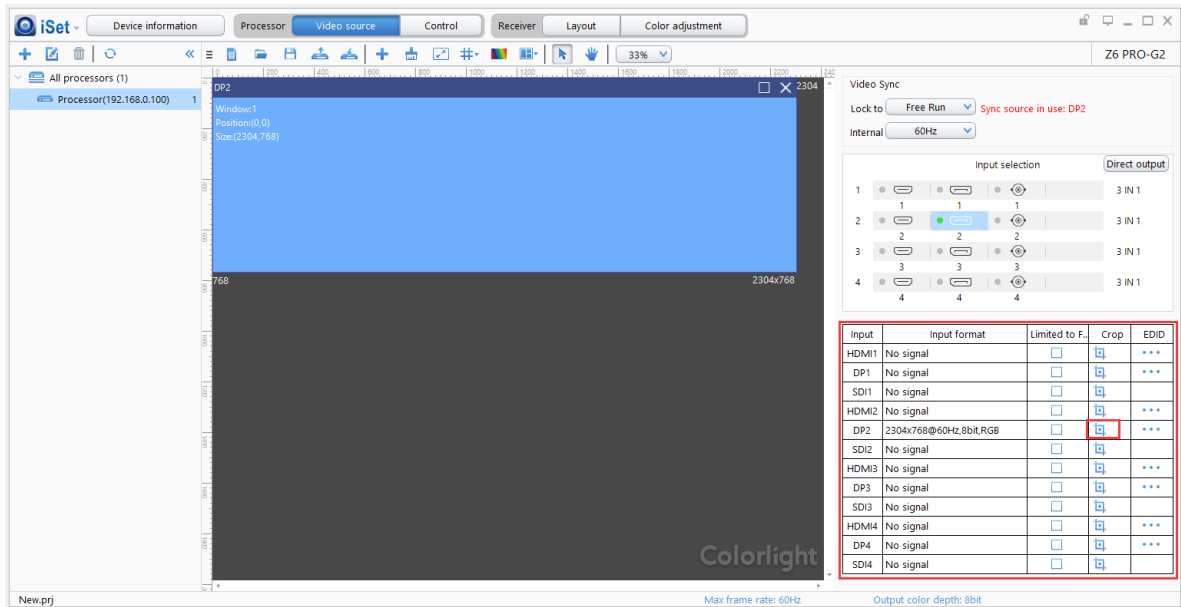
5.2.2 Scale

Right-click in the window that needs to scale, then select [Set window size] to set X (Horizontal), Y (Vertical), width, and height. Or you can click the border of window, and drag it with the mouse.

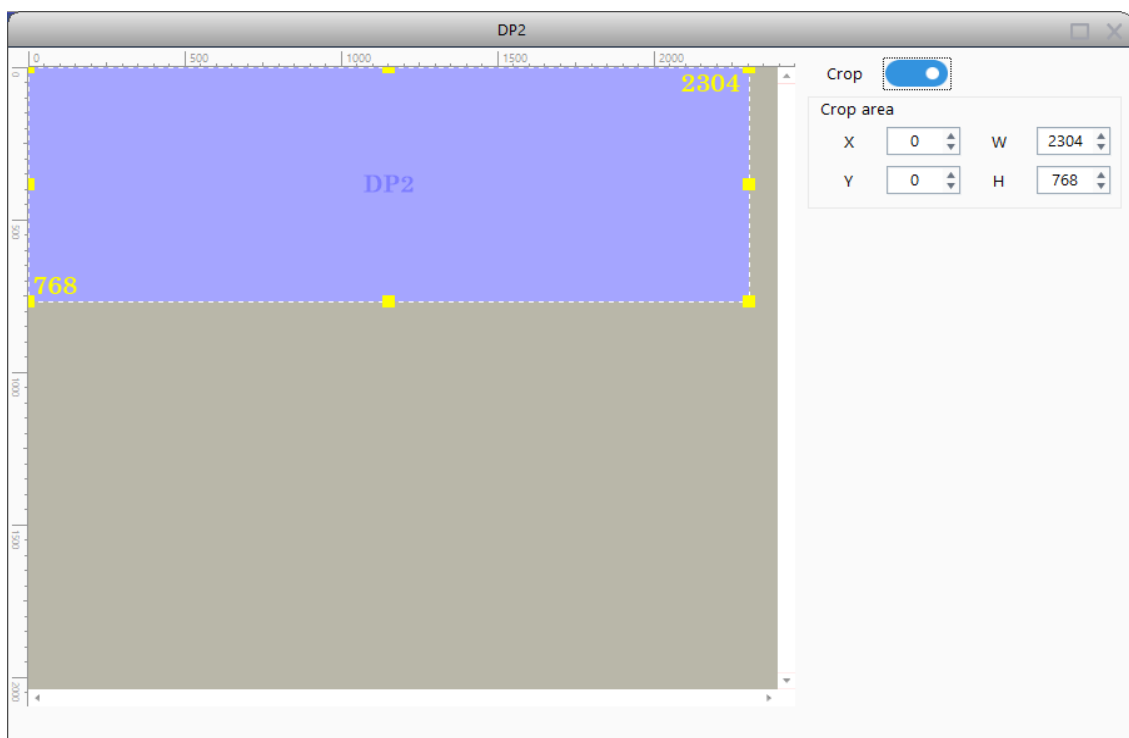


5.2.3 Crop

In the [video format] area, chose the signal and click “” to enter the setting.



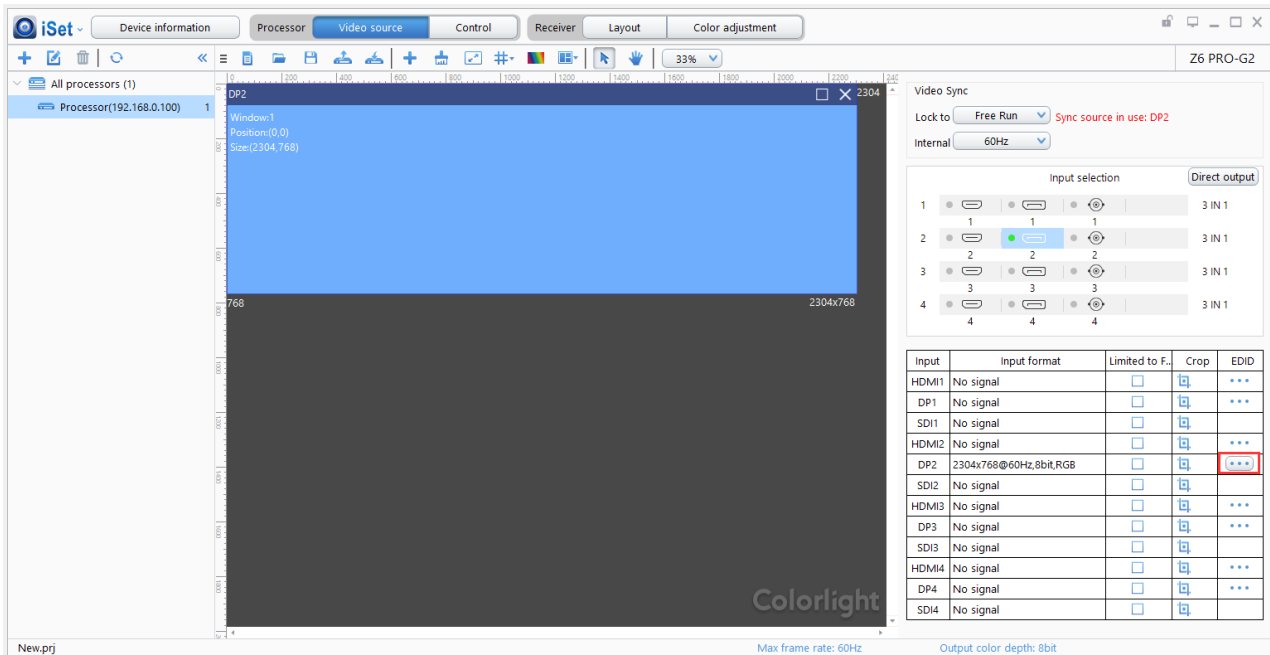
In the cropping interface, click [Crop] to enable this feature , set X (Horizontal), Y (Vertical), width, and height.



5.2.4 EDID

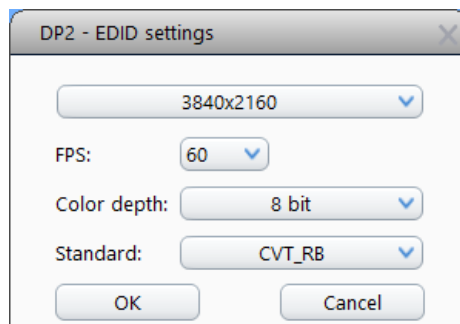
EDID: Set sender resolution, the first one is the default as the current resolution.

In the [Signal Selection] area, and select the correct video format, and click “...” to enter the setting window.

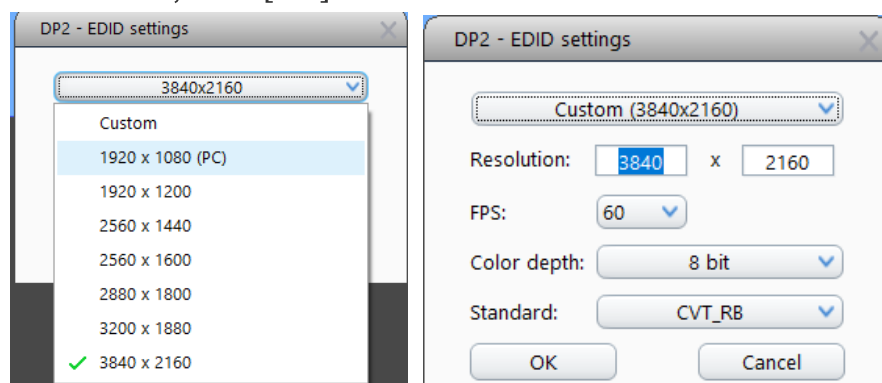


Mainstream resolution can be selected from the dropdown list, and you can also customize the sender resolution, by setting the width/height and frame rate.

Click [Save] after setting.



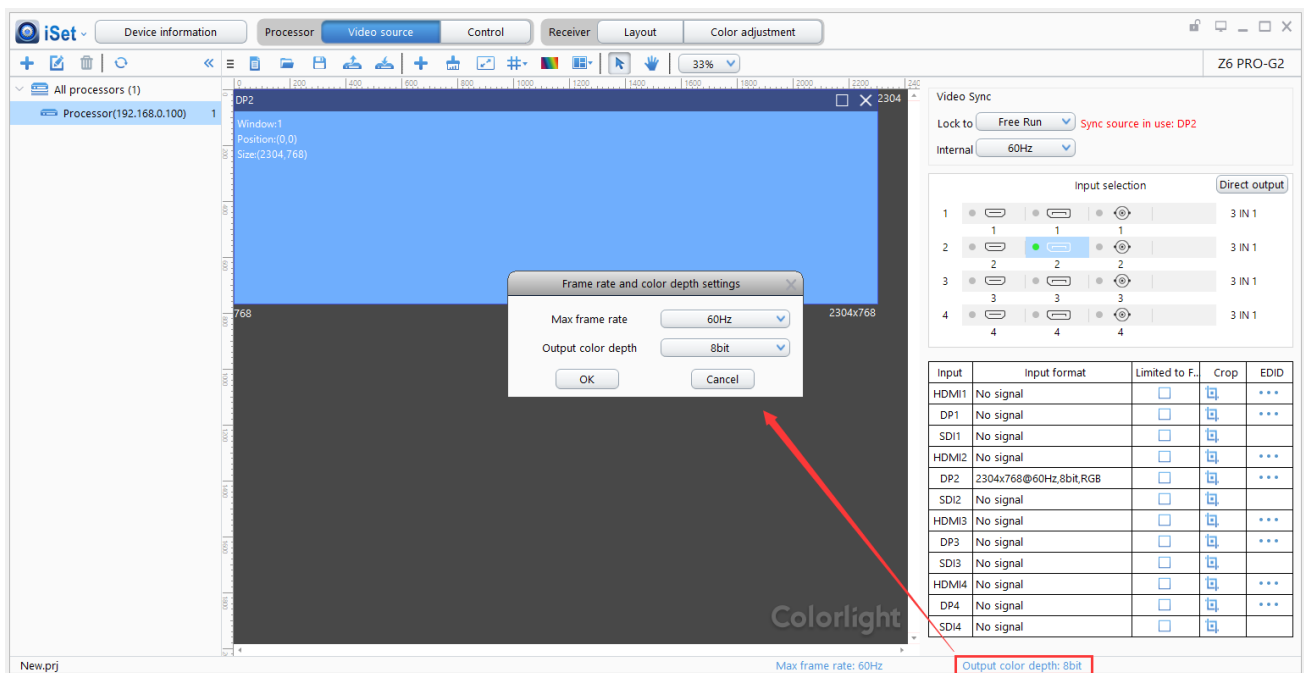
Click the resolution will show the list of all resolution options, and customs resolution allows to set the height and width. The [Color Depth] and [Stand choose] are allowed to choose by users. In the end, click [OK] to save.



5.2.5 Color Depth

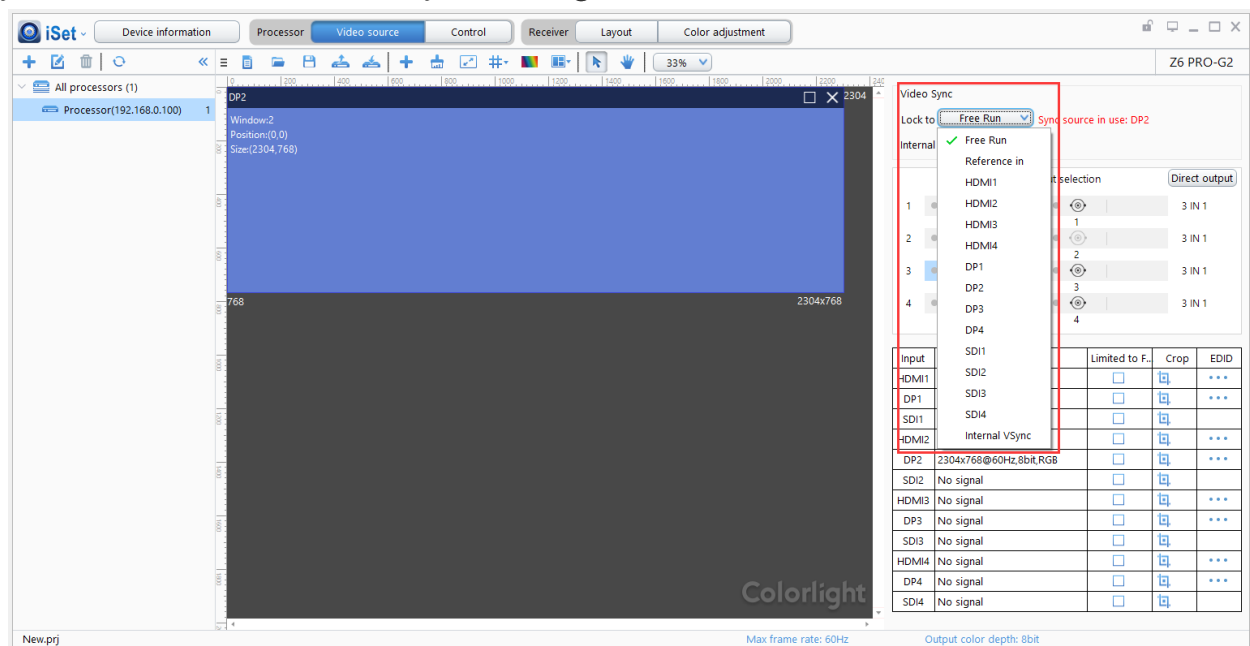
You can click [Output color depth] to set output color depth. The device output

resolution up to 10bit, 4096x2160@60Hz.



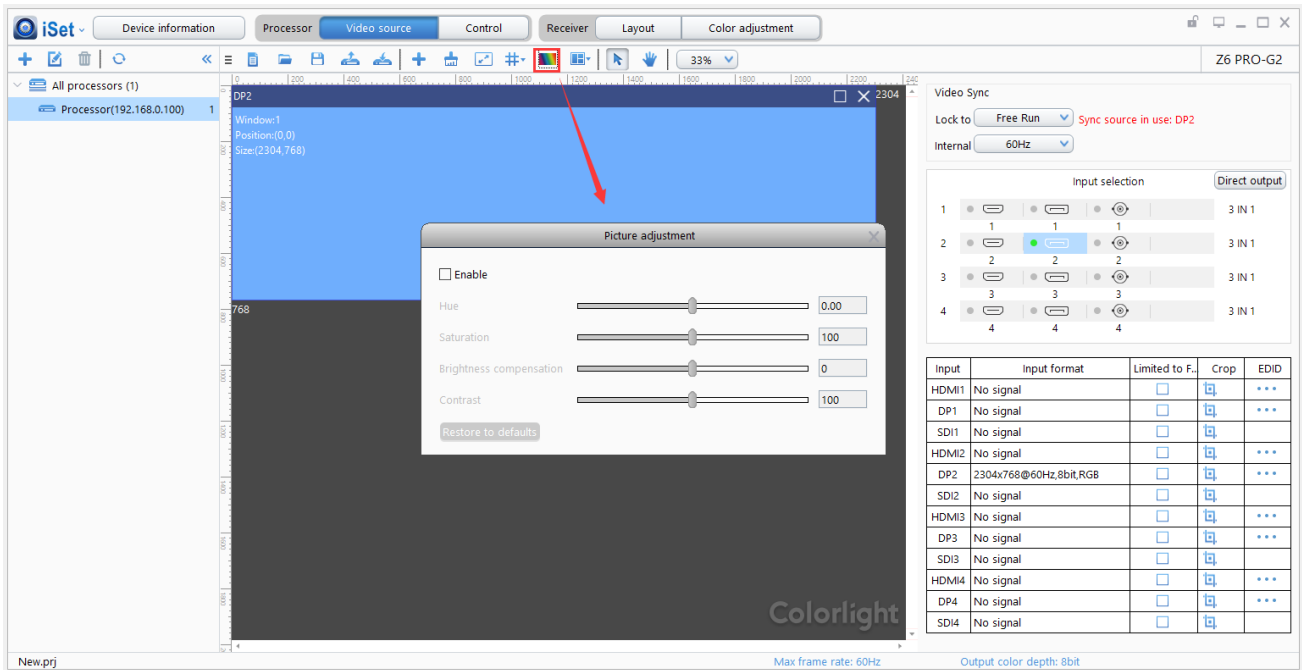
5.2.6 Video Sync

The Z6 PRO-G2 supports lock sync to every signal, genlock and internal VSync. Video Sync will lock to the bottom layer with signal when set to [Free Run].



5.2.7 Picture Adjustment

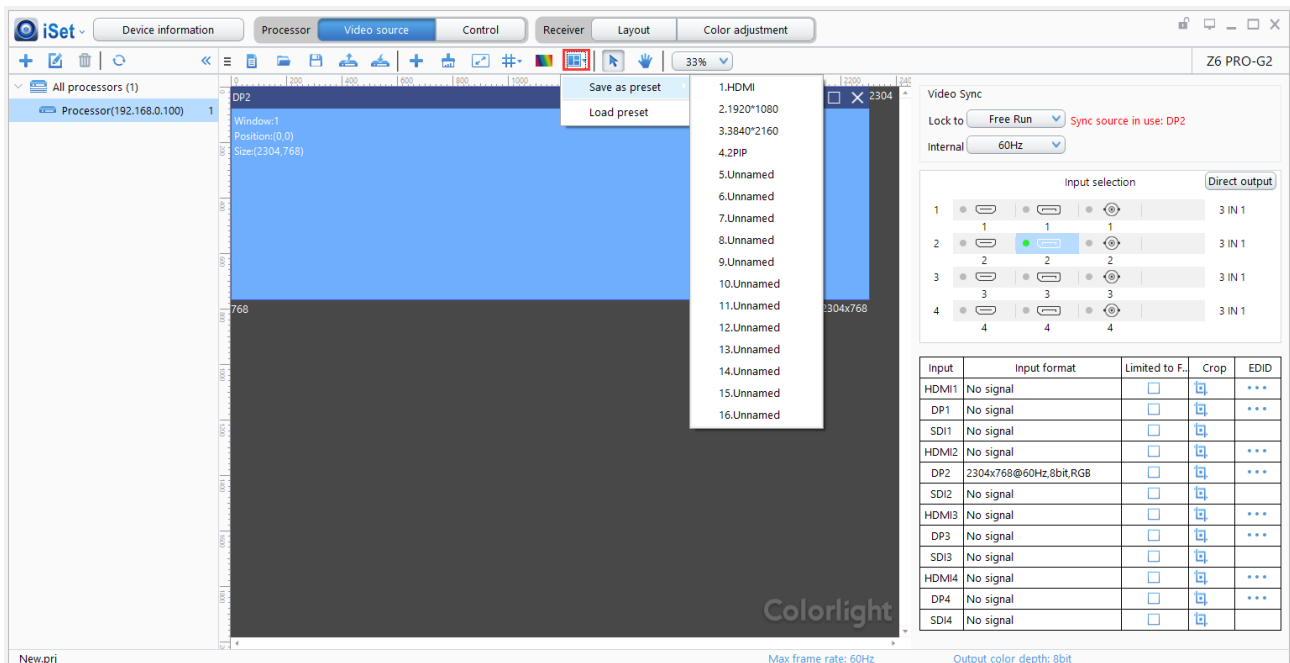
You can click “” to enter [Picture Adjustment], then you can change visual effect which includes Hue, Saturation, Brightness Compensation, and Contract.

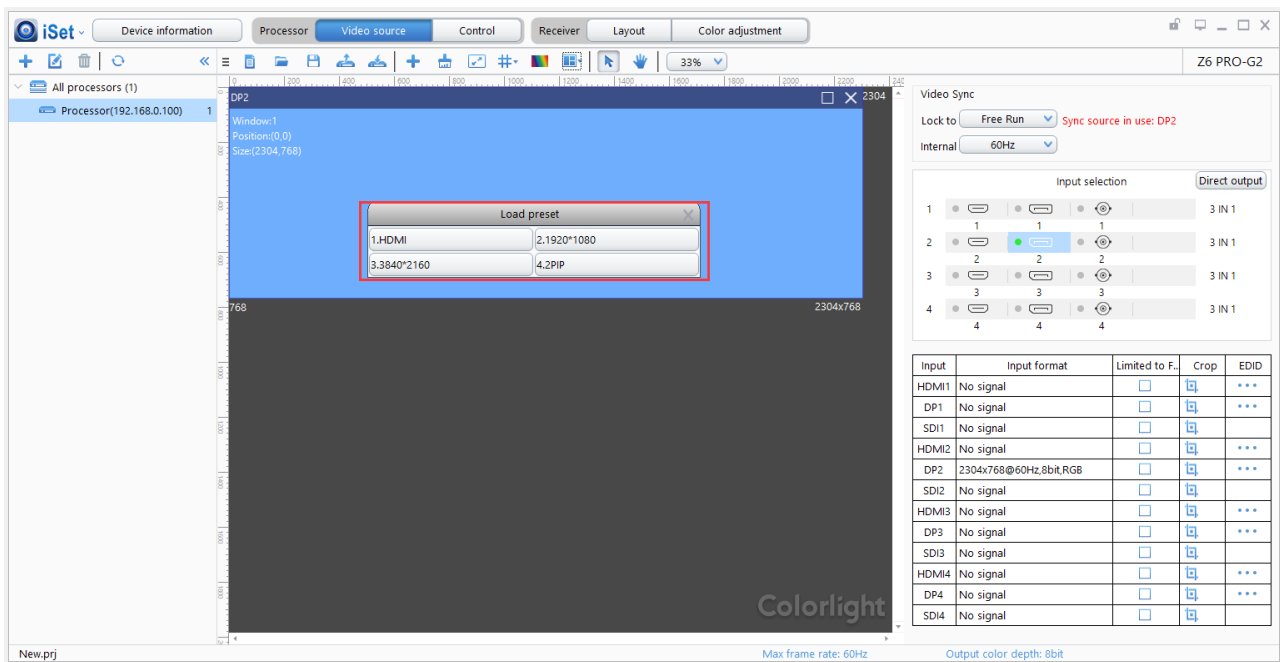


5.2.8 Preset

In [Video Source Setting], the user may set up to 16 preset modes. All the preset modes support renaming, and setting information such as cropping, PIP, EDID, Brightness, color setting information.

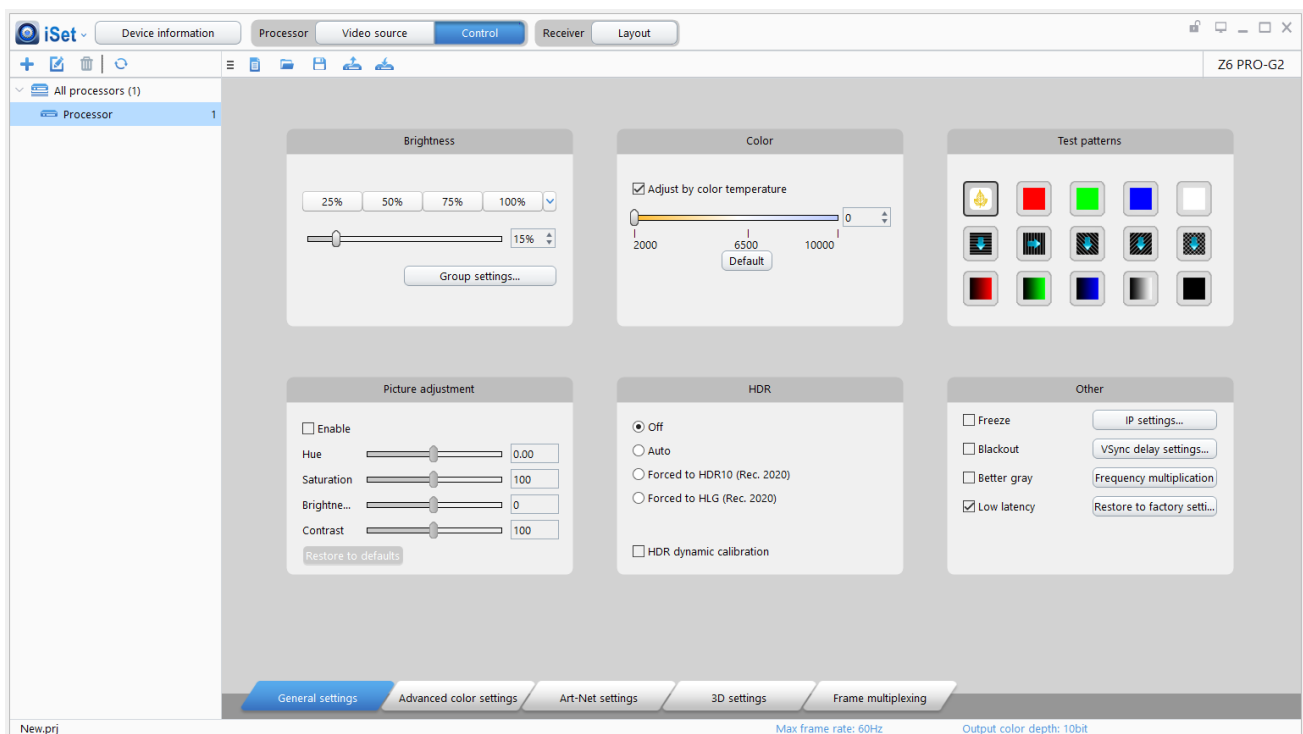
When the user finished setting in [Video Source Setting], click “” to save preset and need to set a name for it, click [OK] to finish. Click [Load preset] allows the user to use the preset as saved before.





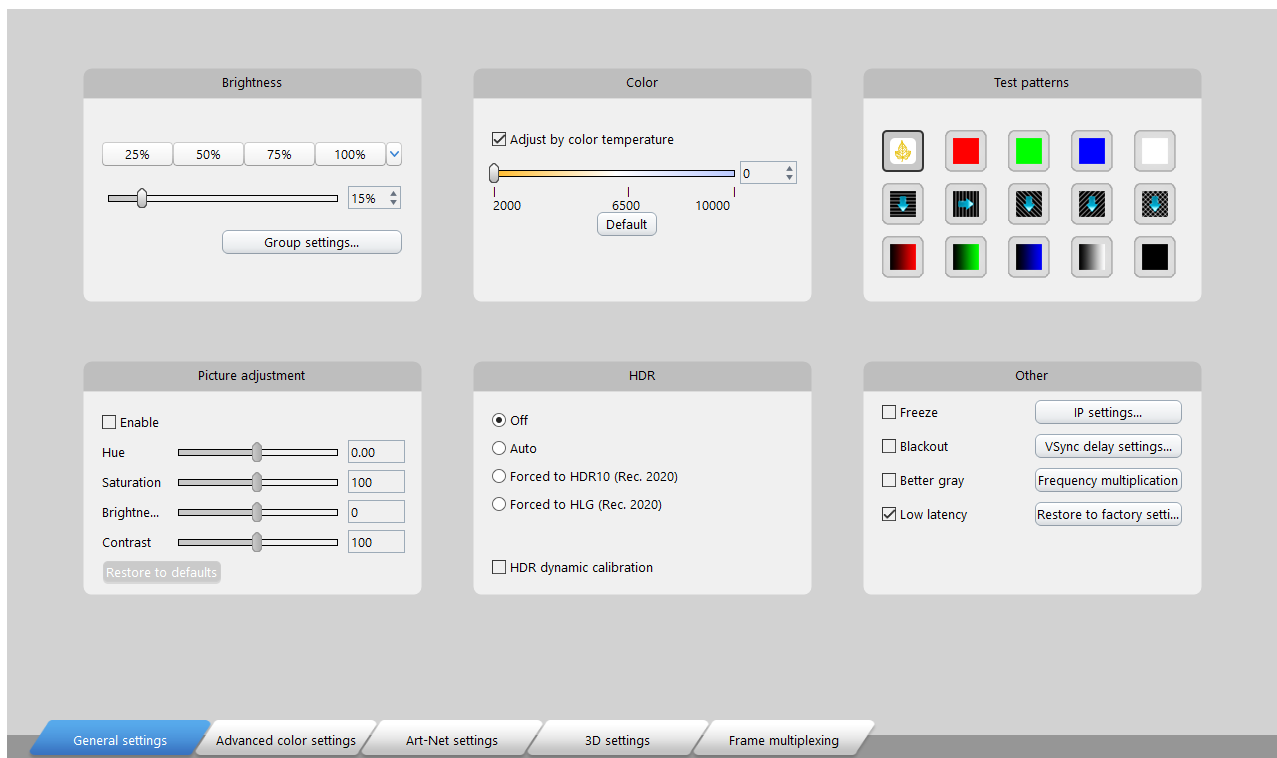
5.3 Control

Click [Control] to enter sender setting. Selecting the processor to set the brightness, color, test patterns, picture adjustment, HDR and other.



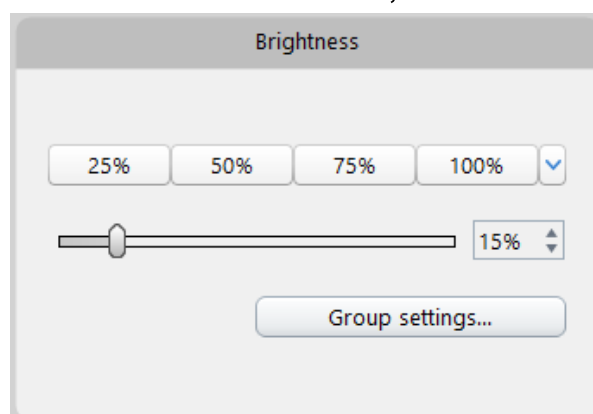
5.3.1 General settings

The General settings interface including brightness, color, test mode, picture adjustment, HDR, IP setting, etc.

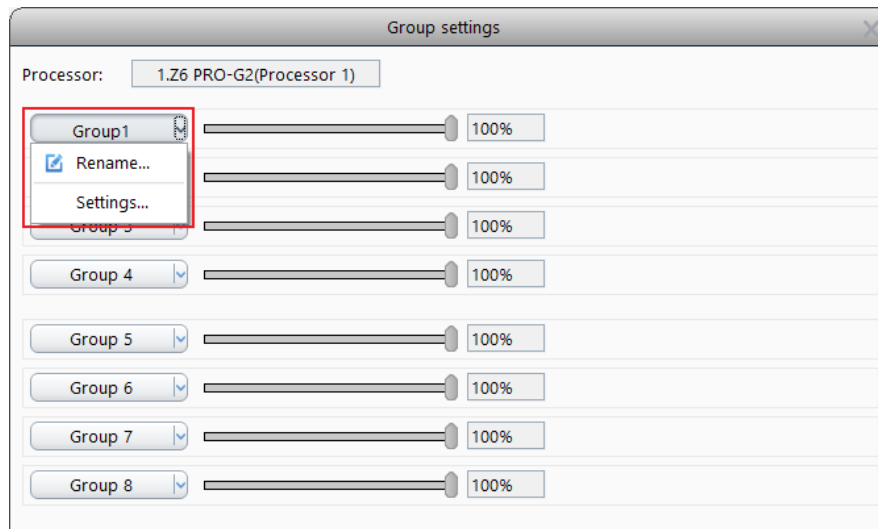


1. Brightness

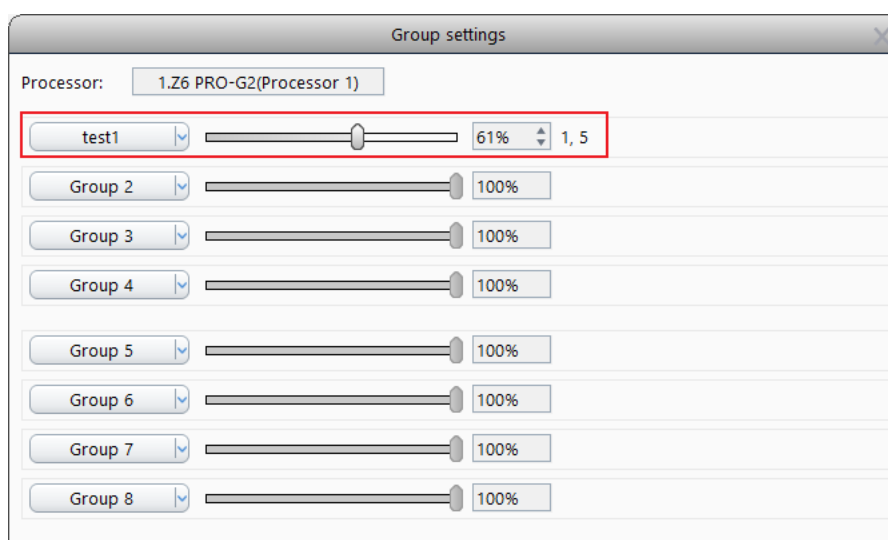
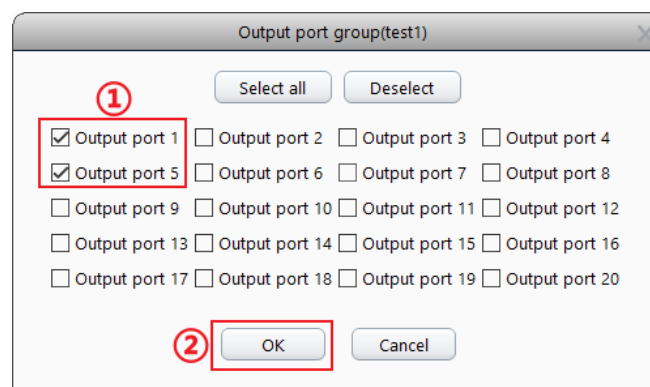
- ① Preset four ways to quickly adjust the brightness of the processor: 25%, 50%, 75%, and 100%. If you need to adjust other brightness levels, you can adjust it by dragging the slider with the mouse. 0% is a black screen, and 100% is the maximum brightness.



- ② When multiple network ports are connected, click "Group settings" to enter the following interface. You can rename and set output port group.

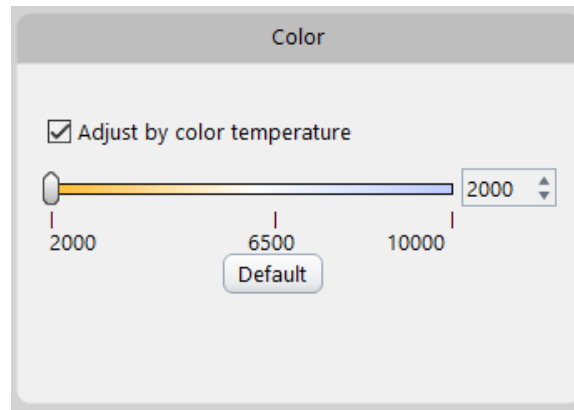


- ③ You can click the "Settings" to choose the output port that you need to be controlled for each group, but a output port can only be assigned to one group. After setting, you can adjust brightness of the group by the slider or the fine-tuning button of the value box, then you can rename the group as needed.

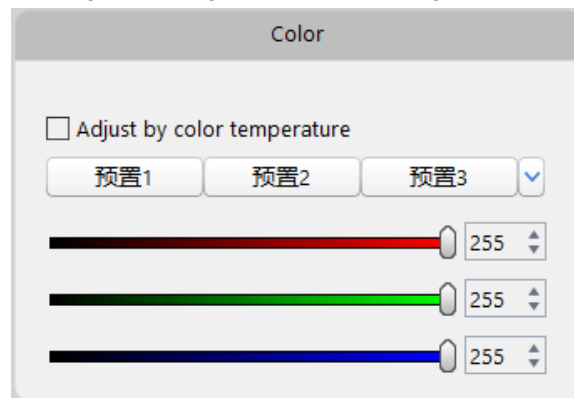


2. Color

- ① Click the "Adjust by color temperature" , you can change the color temperature by moving the slider, so as to change the LED display effect. Click the "Default" to quickly reset the color temperature to 6500K, the color temperature range that can be set is 2000K-10000K.

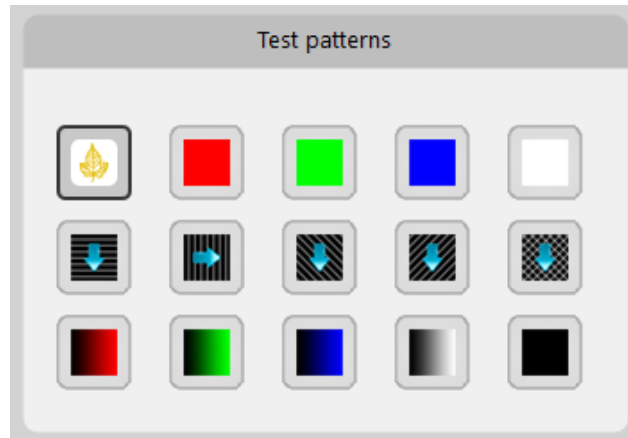


- ② When the " Adjust by color temperature " is not checked, you can change the LED display effect by modifying the brightness of red, green and blue.



3. Test patterns

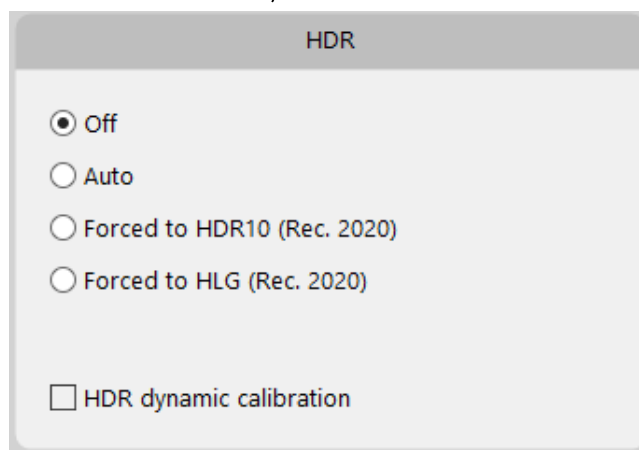
- ① There are 15 test patterns, including normal, red, green, blue, white, vertical moving line, horizontal moving line, right slash move down, left slash move down, grid move down, gradient red, gradient green, gradient blue, gradient white and black display.
- ② You can set different test patterns according to your needs. Click any pattern, and the processor will output the corresponding display effect. You can detect and diagnose the LED through the test patterns.



4. HDR

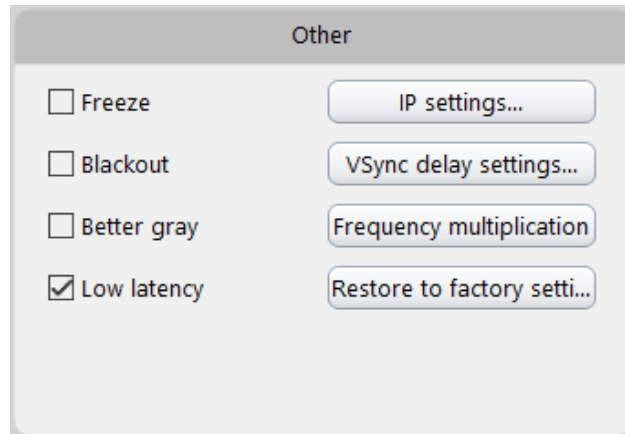
HDR (high dynamic range images) can provide more dynamic range and image detail than ordinary images. Both HDMI and DP of this device support HDR, including HDR10 and HLG.

- ① Prerequisites: You need to set the Z6 PRO-G2's output color depth to 10bit/12bit and enable "Precise color management"; The receiving card firmware should support HDR, set the input bit depth of receiver parameters as 10bit / 12bit, and then click other parameters > HDR related Settings > check " ST2084 Electro-Optical Transfer Table " and " Hybrid Log-Gamma Table " and save to receivers.
- ② Enable HDR, which can be set to "Auto" or "Forced to HDR10 (Rec.2020)" or "Forced to HLG (Rec.2020)" to output HDR10 or HLG picture effects. (Notes: Need to cooperate with i9 or above receivers to achieve)

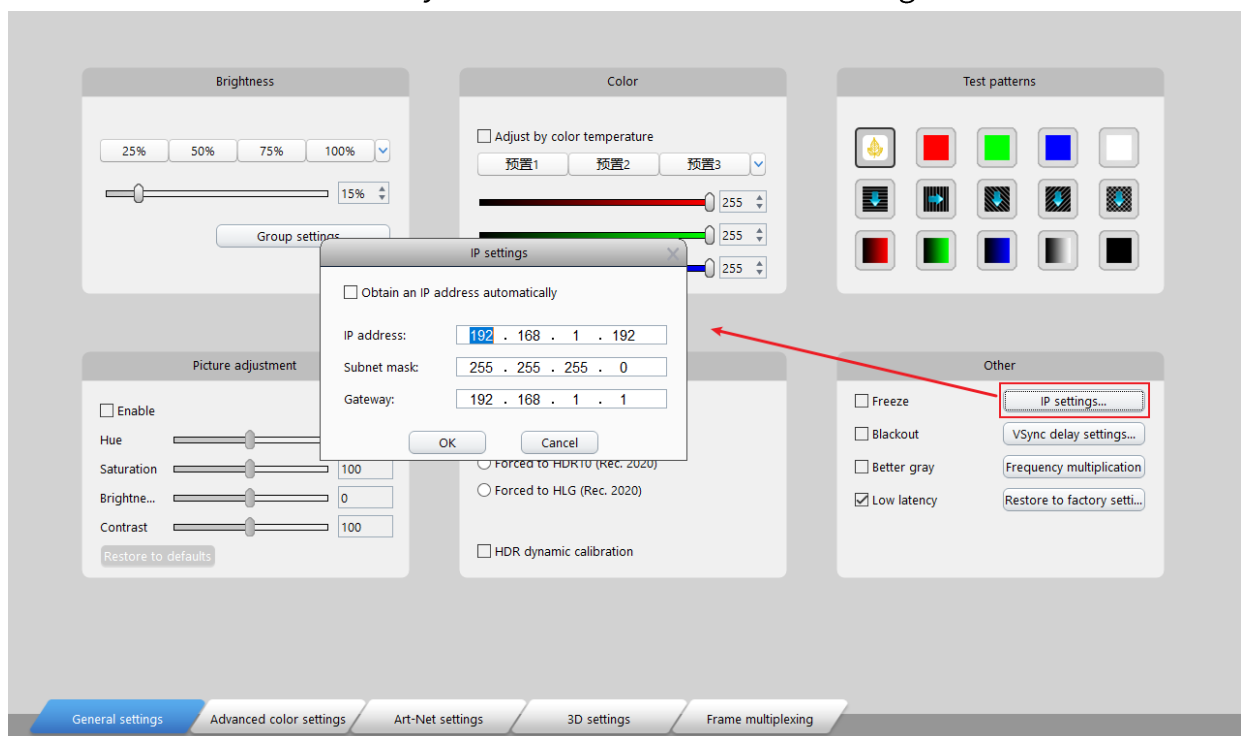


5. Other

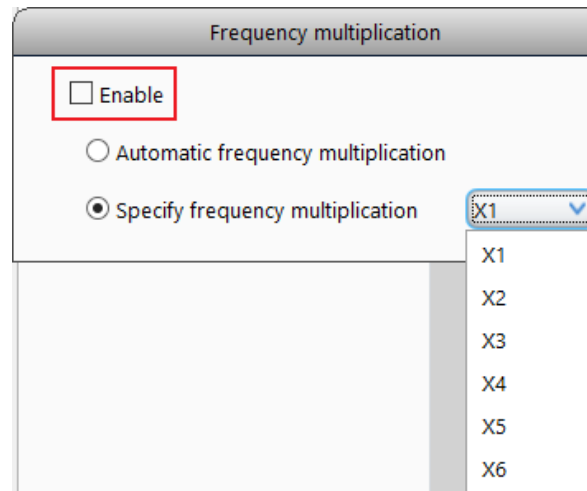
Other settings include " Freeze ", " Blackout ", " Better gary ", " Low latency ", " IP settings ", " Frequency multiplication " and " Restore to factory settings " .



- ① Freeze: Check "Freeze", the output images will freeze that you can see a red "Freeze" appears at the bottom right of the software interface.
- ② Black screen: Check "Blackout", and output images is black. There will be a red "Blackout" at the bottom right of the software interface. If you check "Freeze" and "Blackout" at the same time, only the red "Blackout" is displayed at the bottom right of the software interface.
- ③ Better gray: After checking "Better gray", the display effect of the LED under low brightness can be optimized.
- ④ Low Latency: Check "Low latency" to reduce the signal processing time of the device.
- ⑤ IP settings: You can set the IP address of the device independently, or check "Obtain an IP address automatically" to obtain the IP address through the router.



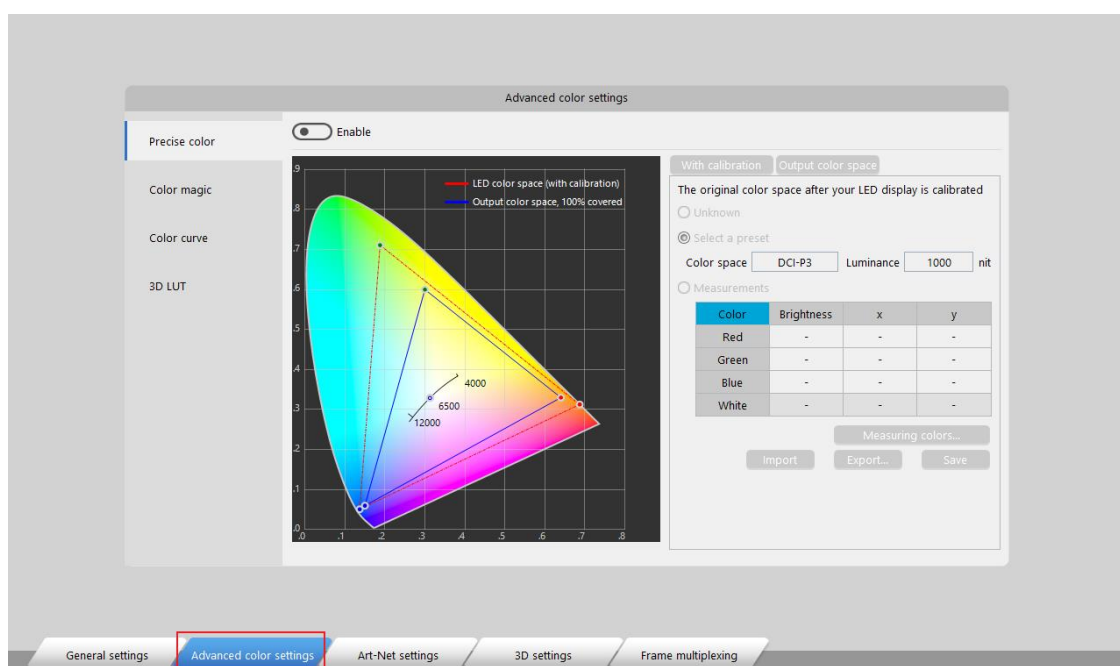
- ⑥ Frequency multiplication: Check "Enable" to select automatic frequency multiplication or specify frequency multiplication. The device supports a maximum of 240Hz.



- ⑦ Restore to factory settings: The device parameters are restored to the factory state.

5.3.2 Advanced color settings

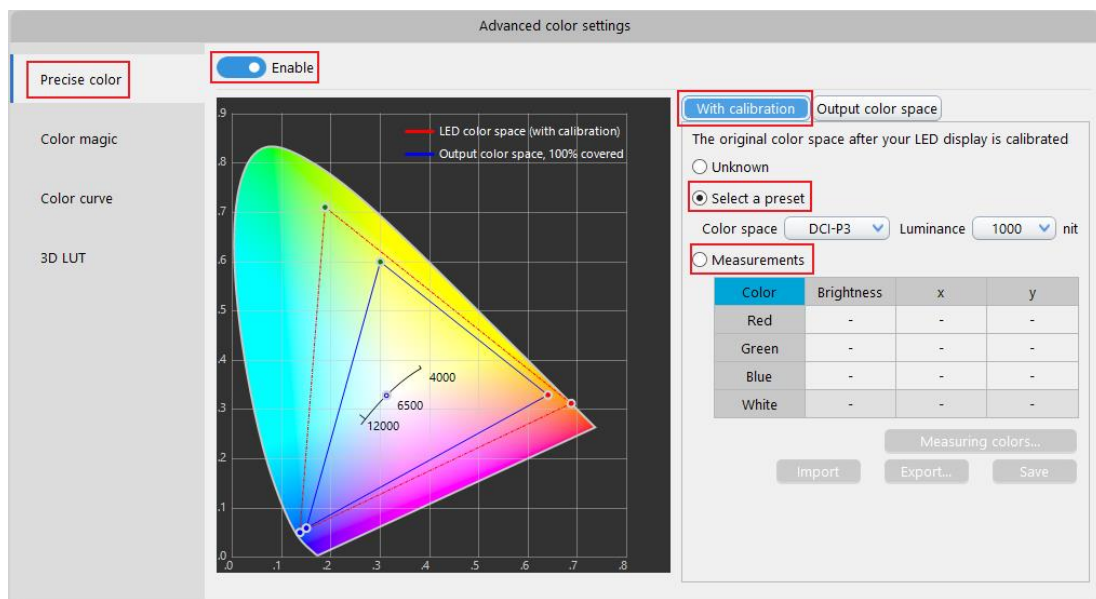
The advanced color setting interface allows more professional color adjustment, it includes precise color, color magic, color curve, 3D-LUT. The serial processing mode is adopted when using this part of functions, and the processing sequence is **picture adjustment > color magic > color curve > 3D LUT > brightness adjustment**. When the related functions are turned on, the picture adjustment takes effect first and the brightness adjustment takes effect finally, and then overlying other functions in turn to adjust the effect.



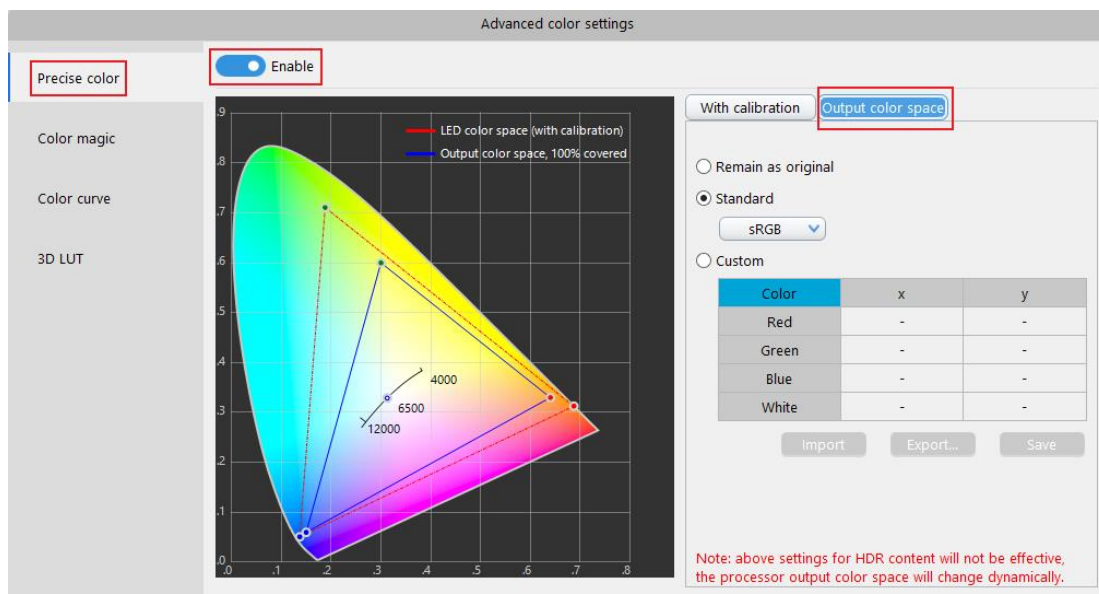
1. Precise color

Enable this function to accurately adjust the color gamut of the LED, which is used to display a picture more suitable for the color gamut of the video source. It needs to be used with i9 and above receivers.

- ① Enable "Precise color" and select "With calibration" interface, you can select the [Measurements] option and fill in the data of the screen color measured by the colorimeter, or quickly select a preset color space.



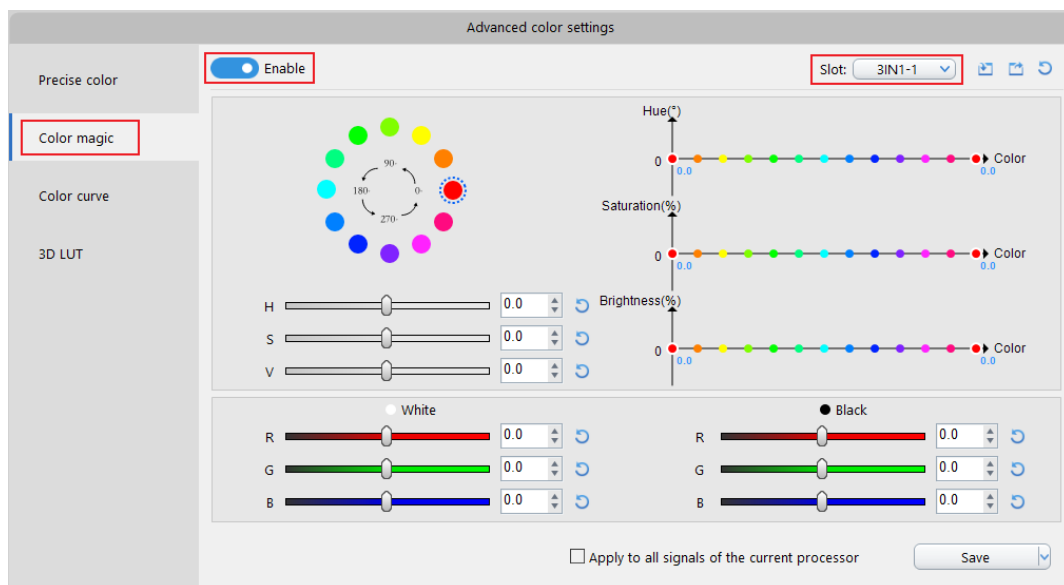
- ② Click the "Output color space" to select or customize the output color space. When the output color space range is larger than the LED's original color space range, the approximate value will be selected within the LED's original range.



2. Color magic

This function what adjusts hue (H) , saturation (S) and value (V) under HSV color model. When the hue, saturation or value of a color is adjusted separately, the effect of other colors will not be changed, so as to realize local color adjustment.

12 colors that can be adjusted include red, orange, yellow, lime, green, turquoise, cyan, cobalt, blue, violet, magenta and crimson. These colors are evenly distributed on the circumference of the HSV color space, and you can adjust the "H", "S" and "V" of each color. In addition, white and black are used to adjust the brightness of the overall display screen.

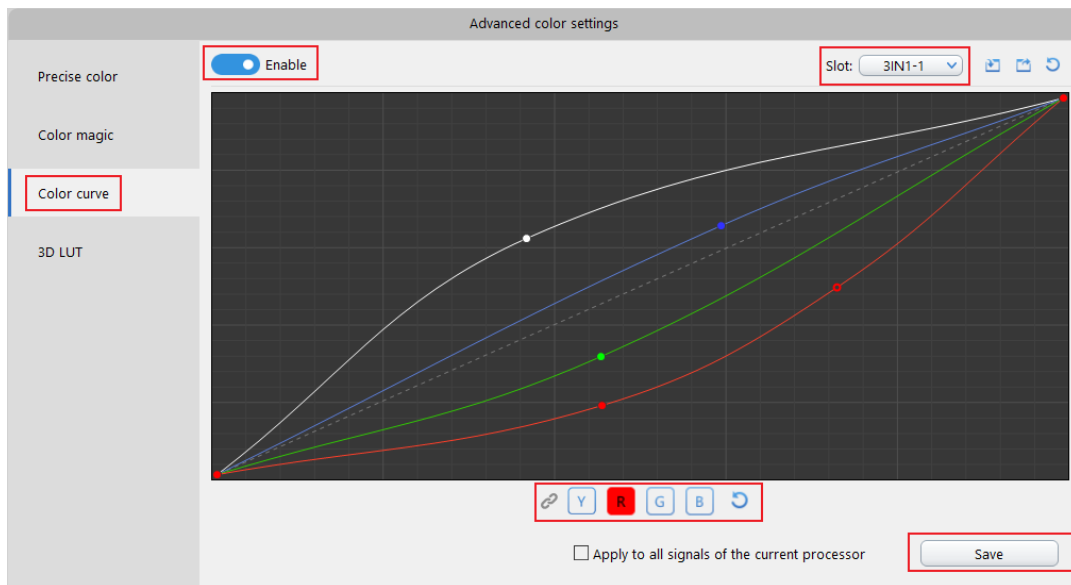


- ① Enter the color magic interface, click " enable " and select the slot to enable the color magic.
- ② Select the color to be adjusted according to your needs, you can left-click drag the slider to adjust the values of H, S and V .
- ③ If you need to adjust the bright and dark parts of overall output screen, you can adjust white or black, and then click save.

3. Color curve

Adjust the YRGB curves to change the color effect of the picture. Y is the overall brightness, R is red components, G is green components, B is blue components, and the abscissa represents 0~255/0~1023 grayscale. Adjust the Y-curve to change the overall brightness, but it does not affect the hue. Adjust the R, G, B curves to change the saturation of red, green and blue, pull up the curve to increase the saturation, and pull down the curve to

decrease the saturation.

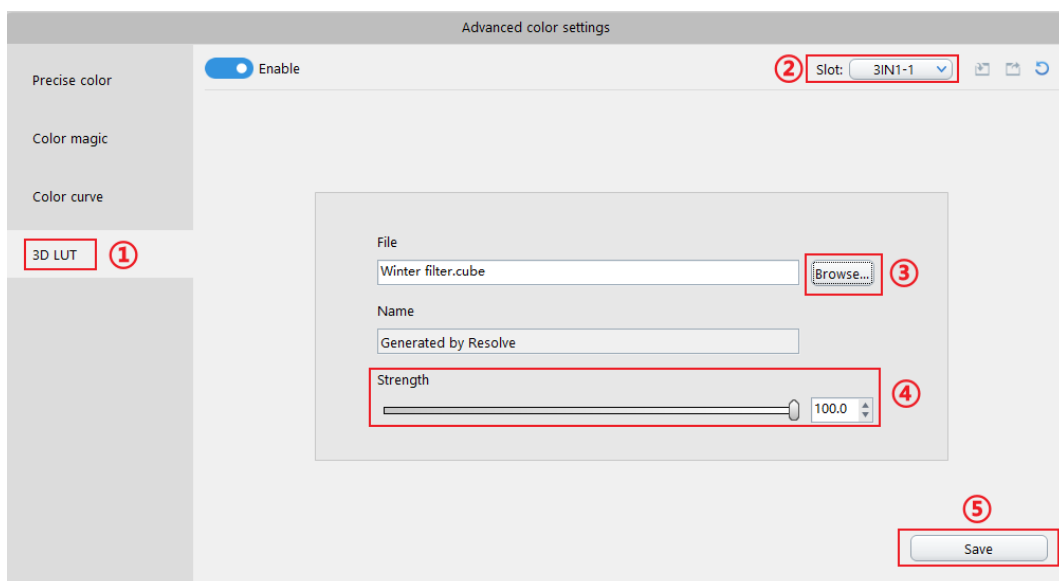


- ① Enter the color curve interface, click "enable" and select the slot to enable the color curve.
- ② Select any point on the curve according to your needs, you can left-click drag the curve to adjust the Y, R, G and B. (Note: each curve has 22 adjustable nodes in total)

4. 3D LUT

3D LUT can calibrate the display color of the LED, and unify the color style of video images in different color spaces.

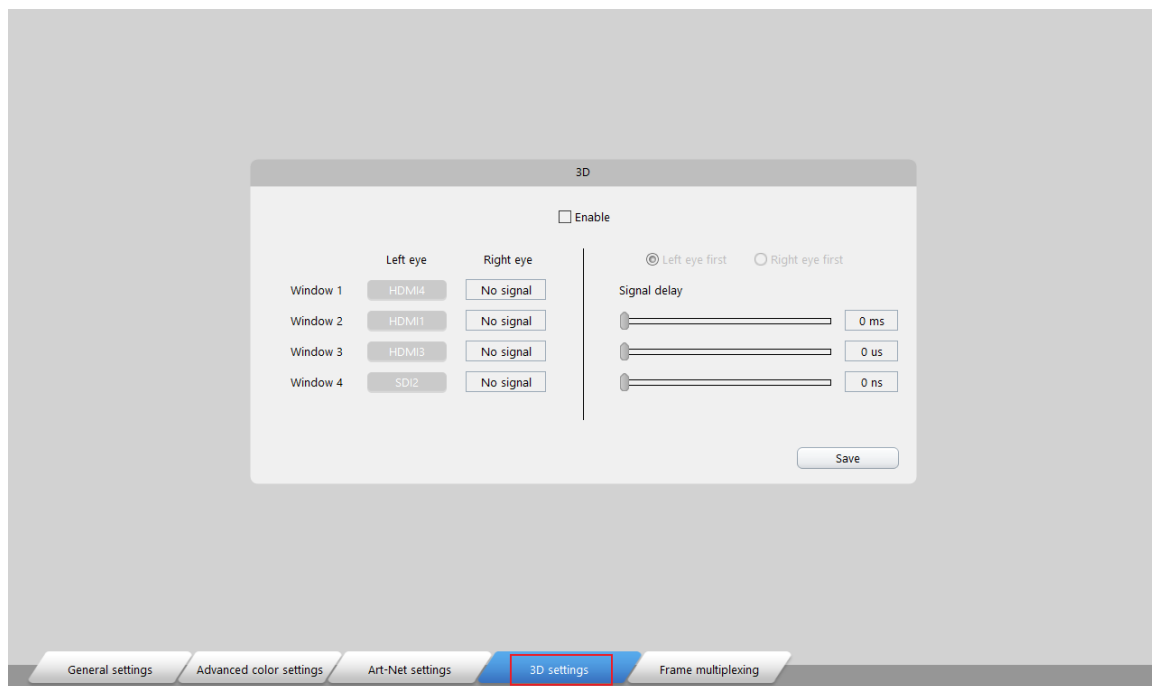
- ① After clicking "Browse" and loading the ".cube" file in the computer, the 3D LUT will be automatically enabled. You can select the slot and adjust the strength as your needs. If the strength is 0, it is no effect.



Note: 3D LUT must be enabled under the video source with full RGB output to ensure the effect of 3D LUT. If you load the 3D LUT file under video sources with limited range output, the effect will be different. 3D-LUT files can be produced by professional video processing software "DaVinci resolve" or "Adobe Premiere", etc.

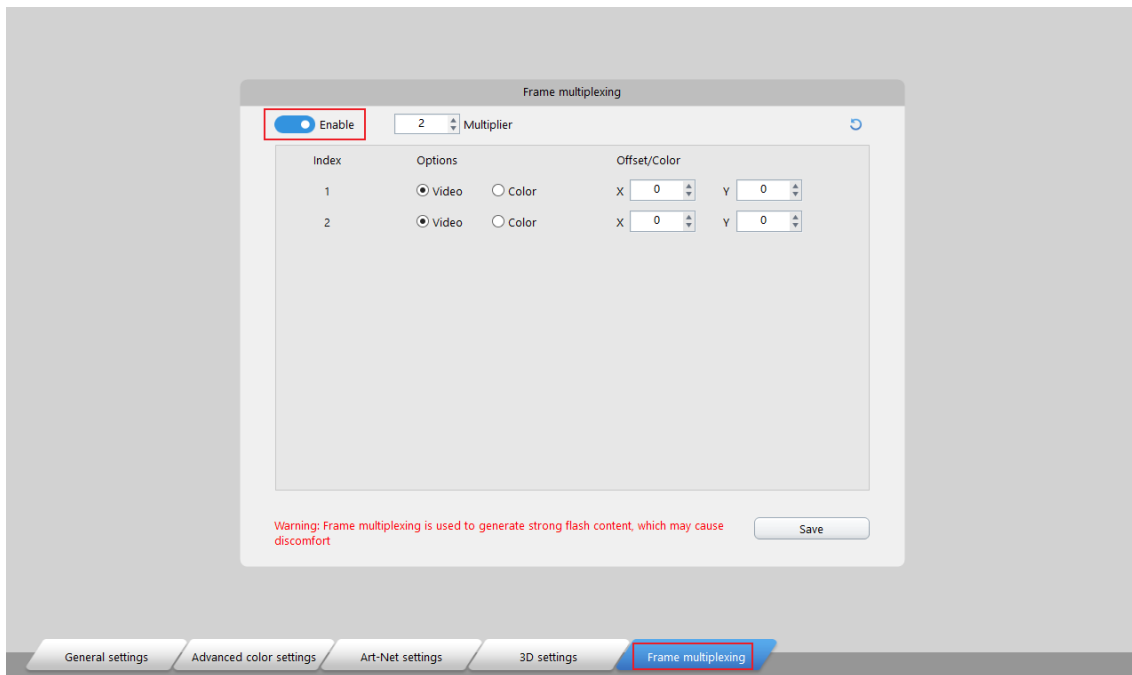
5.3.3 3D settings

Enable the 3D, then set and save it.



5.3.4 Frame multiplexing

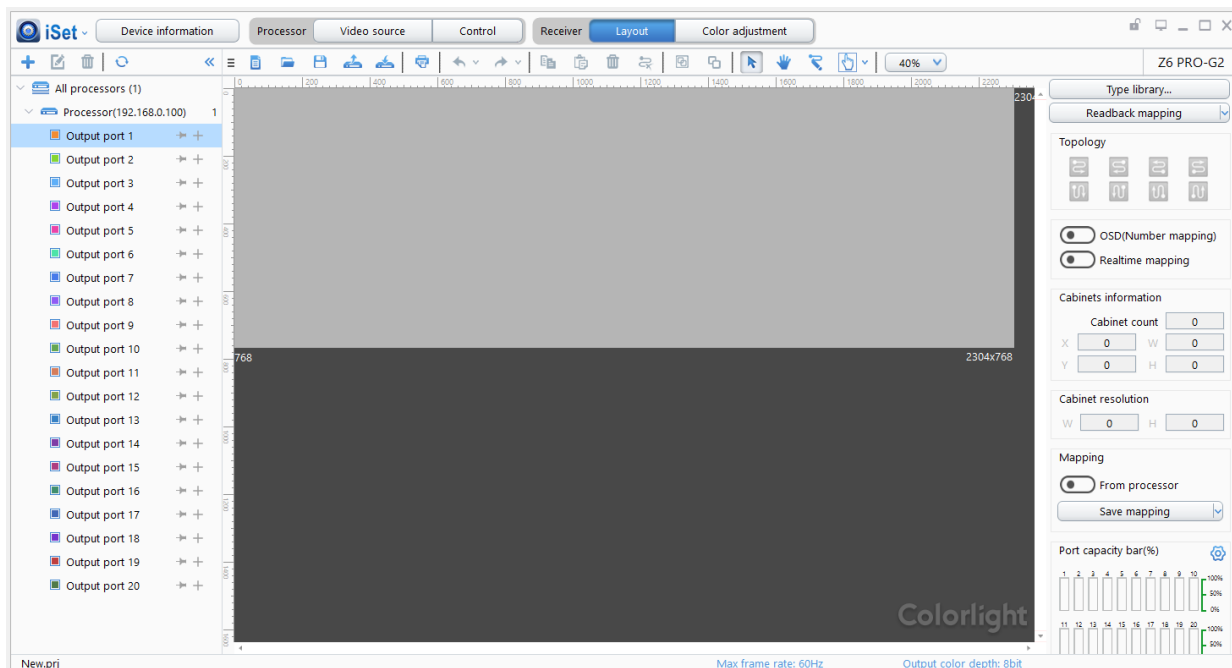
Frame multiplexing for multi-camera shooting of virtual background, support fusion output of multiple video signals.



- ① Click the "Enable" in the frame multiplexing interface to enable this function. Select the multiplier according to the required number of images overlays. For example, if there are three different backgrounds, you need set the multiplier to three. Output frame rate = phase-locked frame rate × multiplier.
- ② Select video or solid color according to the displayed images. When selecting the video, you need to set the offset (X and Y) of the display screen. The display range will be automatically calculated according to the output network port control area. When selecting solid color, you can specify the color.

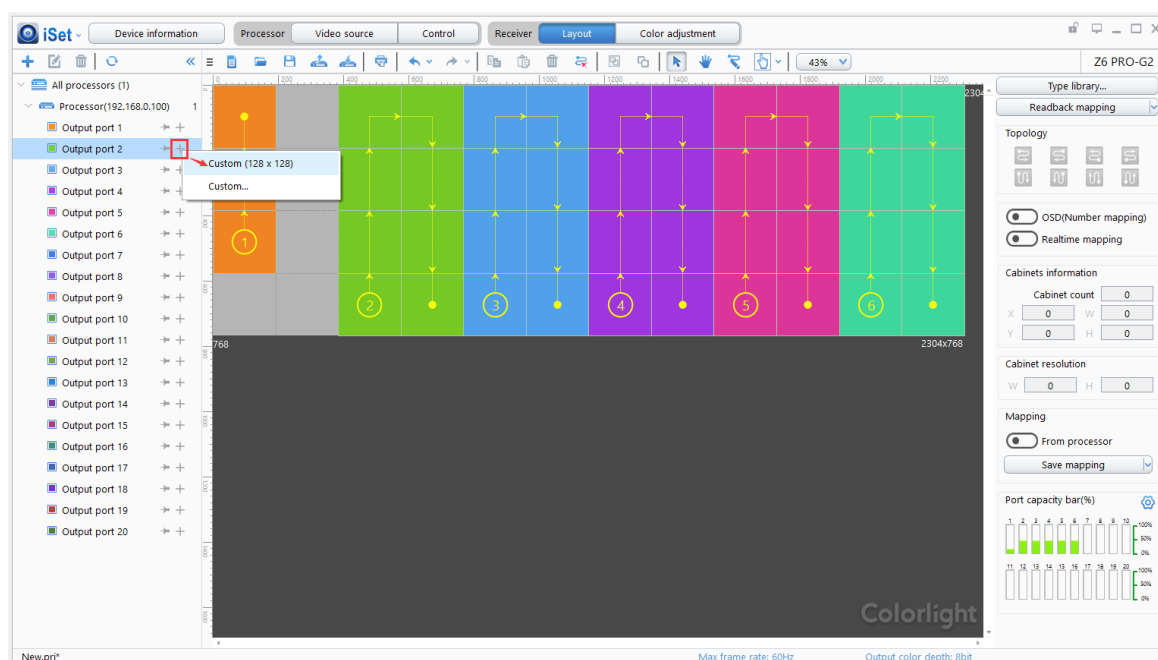
5.4 Layout

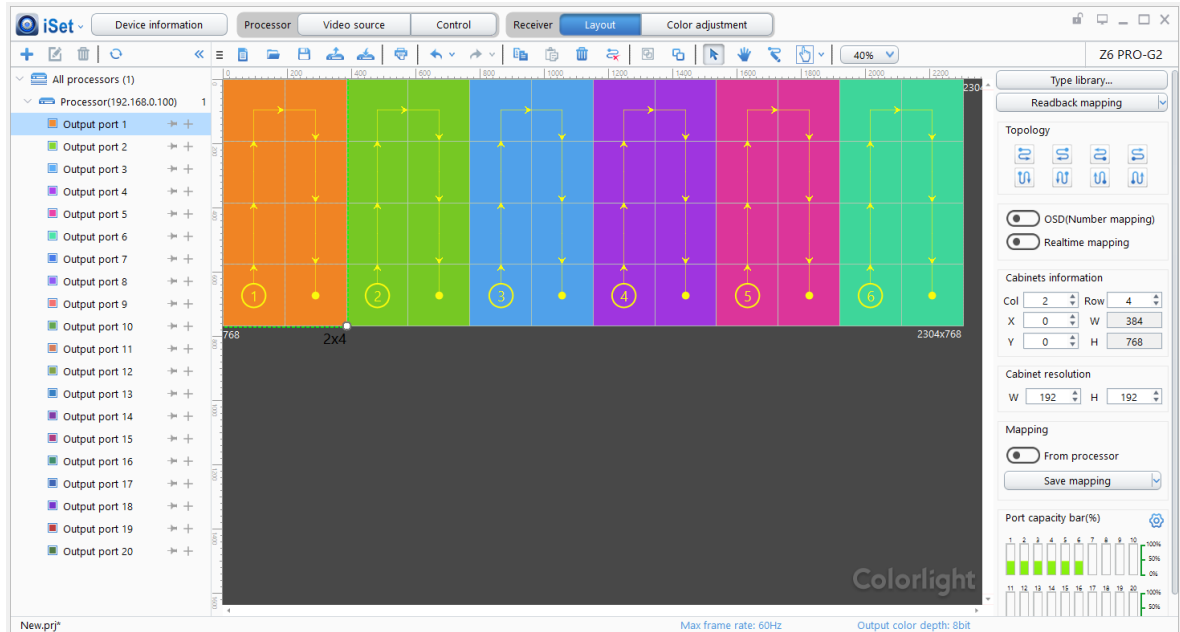
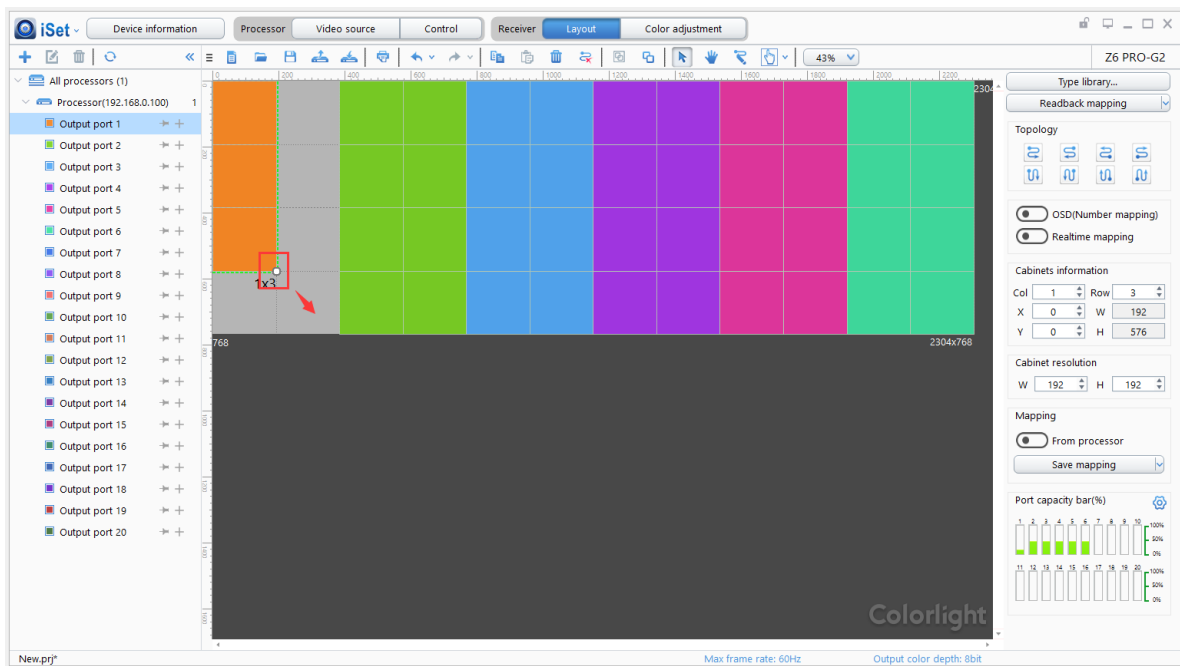
Click [Layout] to enter setting of receiving cards.



1. Add Cabinets

Select the right sender output port, and click [Add Cabinets], click [Custom], fill out in the [Cabinets Size] box, and click [OK]. Moving a box with mouse to the right place and click, the cabinets will be added. More boxes can be created by dragging the circle at the bottom right corner or setting at [Selected Information] on the right.



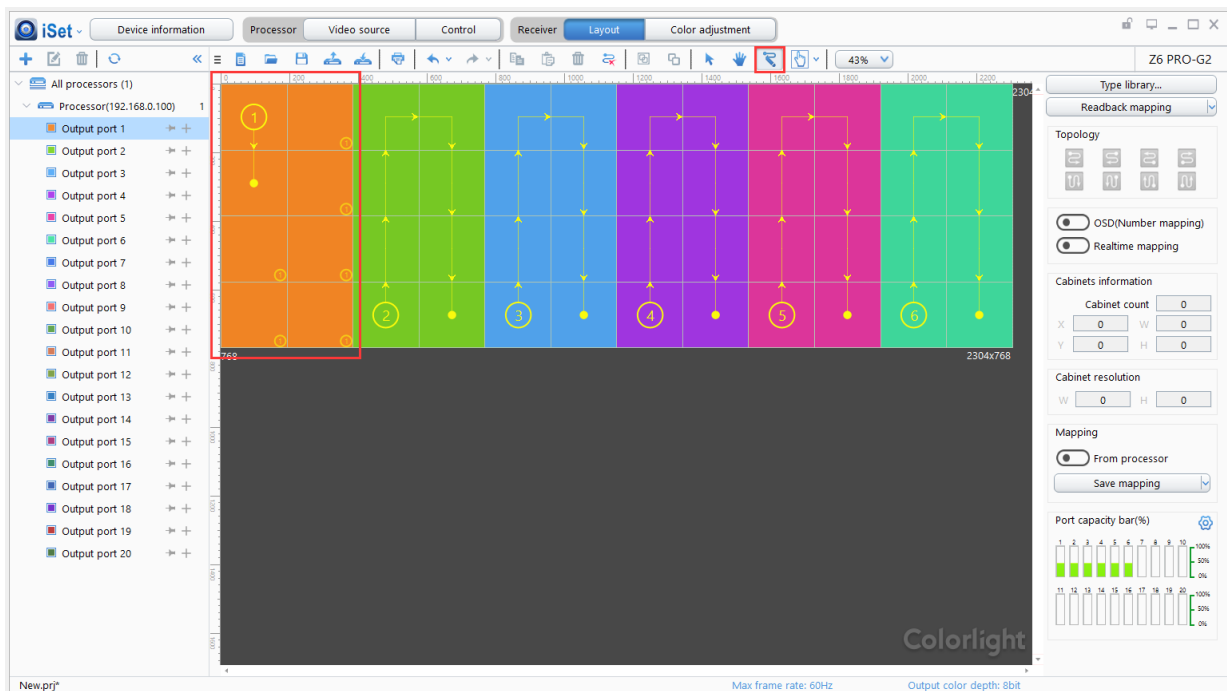


2. Setting Mapping

Added Cabinets will set default connection mapping, it may not correct. Before resetting the new mapping, please make sure the sender port is correct.

① Manual number

Click “” at the top symbol line, then click the cabinets one by one from the start to the end.



② Fast Mapping

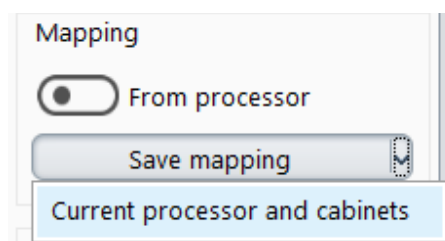
Using mouse to select the cabinets, then choose the right type of mapping.



Tips: Since the cabinets may not be the same size, each of them can be set individually.

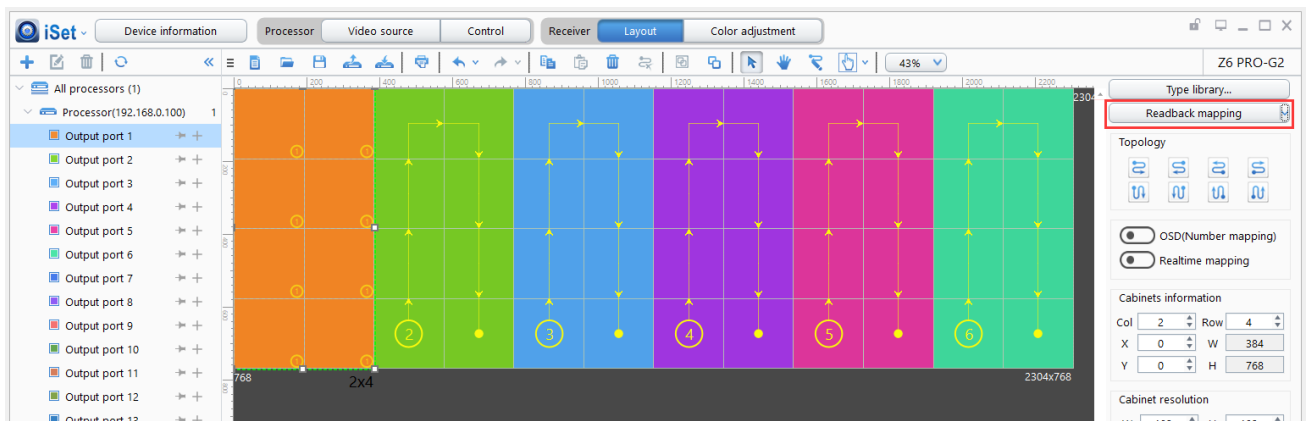
3. Save Mapping

Once the cabinets connection mapping is finished, click [Save], the cabinets connection mapping will be sent to sender and saved. Then, the screen will display correctly.



4. Readback mapping

Click [Readback mapping], the saved mapping will be readback from receiver.



6. LCD Operate Instruction

6.1 Operational Instruction

Knob/OK:

- Press the knob/OK under the main interface to enter the operation interface of the menu.
- Rotate the knob to select the menu or press the knob/OK under the operation interface of the menu to select current menu or enter submenu.
- Rotate the knob to adjust parameters after selecting the menu with parameter; press the knob/OK again for confirmation after adjustment.

ESC: Return key, exit current menu or operation.

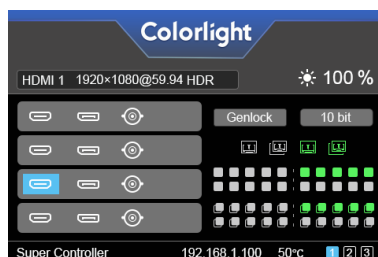
Lock: Lock all front keys, and repress and following the directions to press “OK” to quit.

Black: Press the knob/OK to switch on/off LED screen.

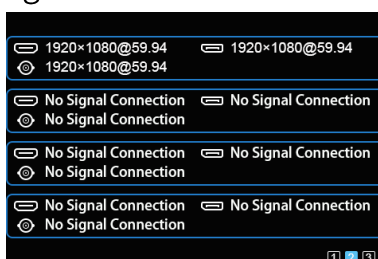
Brightness: Enter the adjustment interface of “Brightness”, press the knob/OK to turn on/off the function of broadcast in the option of “Broadcast”, and rotate the knob to change the percentage of brightness in the option of “Brightness”.

Mode: Once press “Model”, the screen will load the default setting.

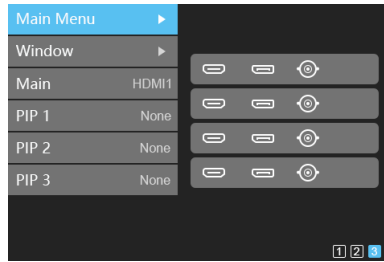
F1: Press “F1” will direct to the main.



F2: Press “F2” will direct to signal list.



F3: Press “F3” will direct to signal exchange.



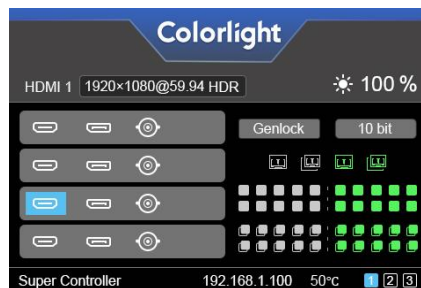
6.2 Starter

When powering on the Z6 PRO-G2, it will show the picture until Z6 PRO-G2 ready.



6.3 Main Interface

After starting the controller, the main interface of the LCD display is as follows:



First row: Company name and logo.

Second row: Signal sources and resolution of the main image, brightness.

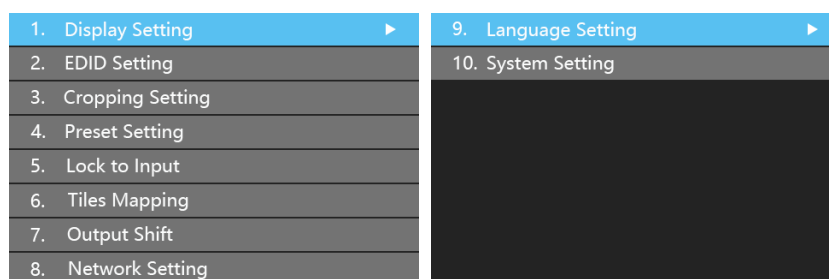
Third/Fourth row: Connection status of the signal sources and genlock, 10bit mode on/off.

Fifth row: Connection status of the network ports.

Sixth row: Product type, the IP Address of Z6 PRO-G2.

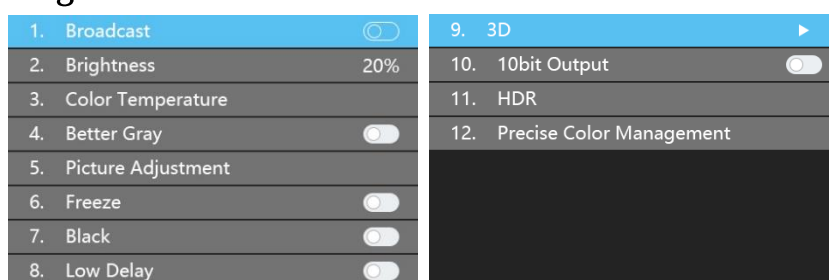
6.4 Operation Instruction

Press the knob/OK to enter the operation interface of the menu, and it includes 11 operation instructions: Display Setting, EDID Setting, Splicing Setting, Input Clip Setting, Output Setting, Output Shift, Lock to Input, Art-Net Setting, Network Setting, Language Setting, System Setting.



6.4.1 Display Setting

Rotate the knob to select display setting, then press the knob/OK to enter submenu of “Display Setting” .



Broadcast

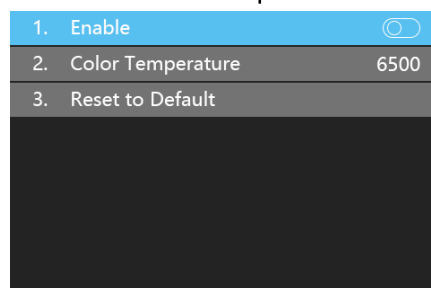
Press “OK” to turn on and turn off broadcast, the broadcast is allowed to set in one Z6 PRO-G2 to control all Z6 PRO-G2.

Brightness

In the option of “Brightness” , rotate the knob to change the brightness, and it will be auto-saved if there is no following operation.

Color Temperature

Color temperature adjustment, rotate the knob to change the value of color temperature in the option of “Color Temperature” , and it will be auto-saved within 10 seconds if there is no continuing operation; otherwise, you can press the knob/OK to reset the value of color temperature as 6500 in the option of “Reset to Default” .



Better Gray

Press the knob/OK to switch on/off LED better gray.

Picture Adjustment

Enter the setting interface of “Picture Adjustment” , and press the knob/OK to turn on/off “Enable” . If “Enable” has been turned on, users can set hue, saturation, brightness, and contrast of the image by knob, and then save the data. Users can also reset all parameters to default values, hue and brightness default to 0, saturation and contrast default to 100.

1. Enable	☐
2. Hue	0
3. Saturation	100
4. Brightness Compensation	0
5. Constrast	100
6. Reset	
7. Save	

Freeze

Press the knob/OK to switch on/off LED screen freeze.

Black

Press the knob/OK to switch on/off LED screen.

Low Latency

Press the knob/OK to switch on/off “Low Latency” .

Test mode

Enter the interface of “Test Mode” , rotate the knob to select test mode, press ESC back to normal mode.

1. Normal ✓	9. Right Slash Move Down ✓
2. Red	10. Grid Move Down
3. Green	11. Gradient Red
4. Blue	12. Gradient Green
5. White	13. Gradient Blue
6. Horizontal Moving Line	14. Gradient White
7. Vertical Moving Line	15. Black
8. Left Slash Move Down	

3D

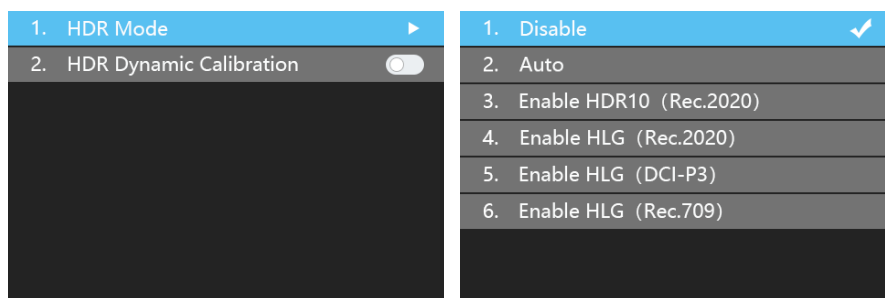
Press the knob/OK to turn on/off 3D.

10bit

Press the knob/OK to turn on/off 10bit mode.

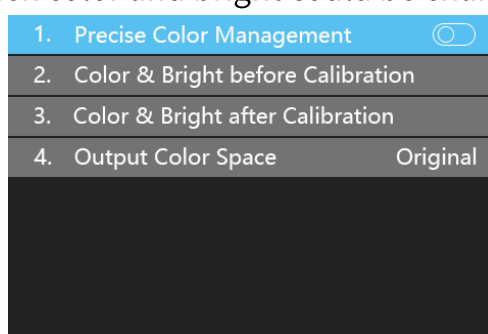
HDR

Press the knob/OK to enter “HDR menu” , and press knob/OK to enable “HDR” . In “HDR Video Color Space” to choose the screen space.



Precise Color Management

Press the knob/OK to enter “Precise Color Management” setting, Enable it and set the “Color & Bright before Calibration” and “Color & Bright after Calibration” and “Output Color Space” , then color and bright could be changed by your needs.

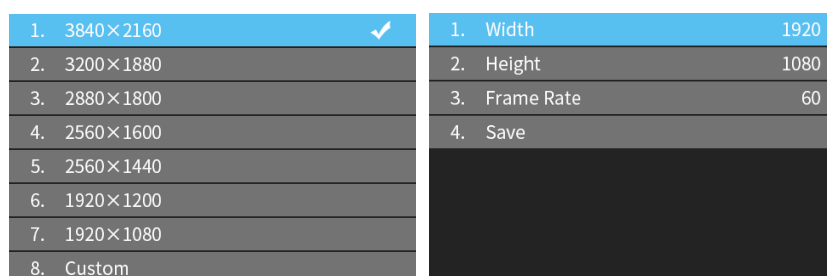


6.4.2 EDID Setting

Rotate the knob/ok to select EDID setting, then press the knob/OK to enter submenu of “EDID Setting” . The list may differ due to the different input boards.



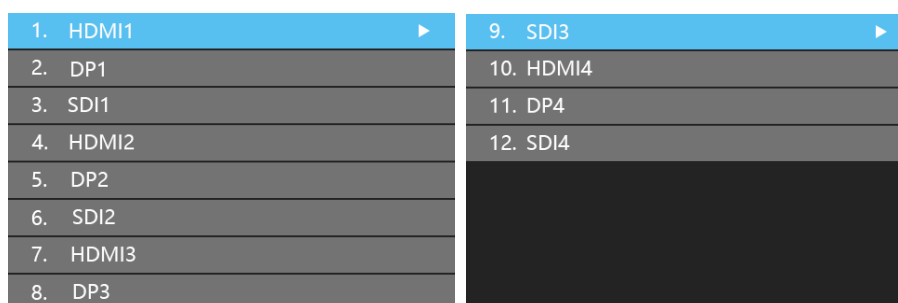
Here is the example of the HDMI setting. Press “OK” to HDMI setting, and select the correct resolution and press “OK” or can select “Custom” to change the width, height, frame rate, and save it.



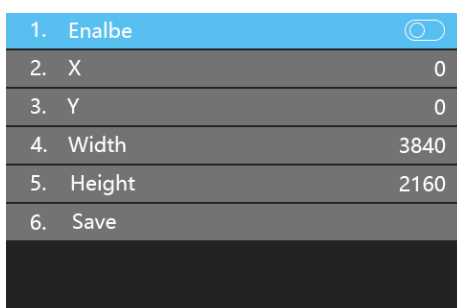
6.4.3 Cropping Setting

Rotate the knob/OK to select cropping setting, then press the knob/OK to enter submenu of “Cropping Setting” .

Rotate the knob to select cropping setting, then press the knob/OK to enter submenu of “Cropping Setting” . The input boards may be mixed-use, and the name will show as order.

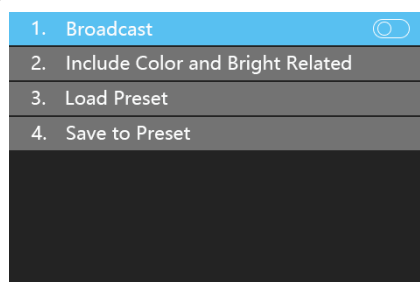


Enter the clip interface of “HDMI1/2/3/4” or “DP1/2/3/4” or “SDI1/2/3/4” , press the knob/OK to turn on/off cropping. Set X, Y, width, and height of the input signal by knob then save the data.



6.4.4 Preset Setting

Rotate the knob to select the preset setting, then press the knob/OK to enter submenu of “Preset Setting” .



In the submenu, 16 preset parameters can be saved, and every preset parameter includes all parameter information of source setup (signal source, PIP, scaling, cropping, picture adjustment), users can also directly load the saved preset parameter to display the image according to needs, and don't need to set up all parameters again.

1. HDMI	9. Unnamed
2. DVI4×1 (1920*1080)	10. Unnamed
3. DVI1×4 (1920*1080)	11. Unnamed
4. DVI2×2 (1920*1080)	12. Unnamed
5. Unnamed	13. Unnamed
6. Unnamed	14. Unnamed
7. Unnamed	15. Unnamed
8. Unnamed	16. Unnamed

6.4.5 Lock To Input

When several controllers were cascaded with each other, “Lock To Input” is necessary to ensure the synchronization of the video display. Rotate the knob to select “Lock To Input” , then press the knob/OK to enter submenu of it, in the submenu, you can select Genlock synchronous signal source by the Knob/OK.

1. Auto ✓	9. HDMI3
2. Genlock	10. DP3
3. HDMI 1	11. SDI3
4. DP1	12. HDMI4
5. SDI1	13. DP4
6. HDMI2	14. SDI4
7. DP2	15. Internal VSync
8. SDI2	

6.4.6 Title Mapping

Rotate the knob to select cabinets mapping, then press the knob/OK to enter submenu of “Cabinets Mapping” .

1. From Sender	☐
2. Set By Port	n/a

6.4.7 Output Shift

Rotate the knob to select output shift, then press the knob/OK to enter submenu of “Output Shift” .

1. Whole ▶
2. By Port

Output shift includes two ways: “Whole” and “By Port” . In the setting interface of “Whole” , you can rotate the knob to set X and Y of the whole image and save it, in the setting interface of “By Port” , you can set X and Y of the image of each net port respectively, then save it.

IP	Subnet
192.168.1.192	255.255.255.0

Gateway
192.168.1.1

6.4.9 Language Setting

Enter the setting interface of “Language” , press the knob/OK to switch the language.

1. English	
2. Chinese	✓

6.4.10 System Setting

Enter the setting interface of “System Setting” ,you can restore factory settings and check current firmware information.

1. Restore Factory Setting ▶	Are you sure to do factory reset?
2. Version V1.0	1. No
3. Version Details	2. Yes

Main Board	3INI Board4:
FPGA: V0.42	V2.25
ARM: V1.00	
Network: V0.00	
Front Board: V1.00	
3INI Board1: V2.25	
3INI Board2: V2.25	
3INI Board3: V2.25	



Visual Future

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