

iWall M4

Modular Video Wall Controllers

User Manual V1.0



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1. INTRODUCTION

The **iWall M4** series video wall controller is a high-performance seamless switching video processing equipment for LCD and LED wall. Adopting pure-hardware FPGA architecture, it delivers high quality signal images and real-time videos. At the same time, it supports windows arbitrary layout, stretching, scaling, roaming and picture in picture. Furthermore, it employs modular design for personalized combination and future expansion, which is a reliable and flexible product for a video wall up to 76X72 (inputs x outputs) in meeting room, show room, command center and data center etc.

2. FEATURES

- 4 windows (layers) on each display
- 4K60Hz signal input
- Multiple video wall groups (up to 4x video walls)
- Signal preview and monitoring
- High resolution background image
- Scrolling text function
- Text overlay on the input source
- With touch screen on the front panel
- Supports redundant PSU (Power Supply Unit)
- Supports RS232, IP and Web GUI controls
- Supports input signals renaming, cropping, text overlay.
- Support Full HD, 4K UHD inputs and Full HD outputs
- Supports multiple formats inputs and outputs such as HDMI, DisplayPort, DVI, IP streaming
- Supports max. 76X72 inputs x outputs
- Supports both LCD and LED video wall
- Supports windows arbitrary layout, stretching, scaling, roaming and picture in picture
- Supports presets save, recall and auto-cycle
- Supports user's role management
- Supports IP camera decoding and streaming
- Supports videowall ON/OFF control
- Supports Bezel Compensation
- Supports drag-and-drop video layers operation
- Supports firmware upgrade
- Pure-hardware design, without Windows OS vulnerability, virus risks, bluescreen errors



- Supports seamless switching input signals
- Supports adaptive input/output slots

3. PACKAGE LIST

1x iWall M4 Modular videowall controller1x AC Power Cord1x USB TO RS232 Cable

4. HARDWARE

4.1 FRONT PANEL





Example: iWall M4-C1609

There is one touch screen on each model front panel. When the user power on the **iWall M4** or the screen is not be touched for 12 or more seconds, the screen then displays the following splash image.



Touch the screen, and the following interface pops up.

Input -> Output	Input -> Output	0
001 -> 001	001 -> 002	Status
001 -> 003	001 -> 004	
005 -> 005	001 -> 006	
001 -> 007	001 -> 008	
001 -> 009	001 -> 010	
001 -> 011	001 -> 012	Scene
005 -> 013	001 -> 014	
001 -> 015	001 -> 016	
		O Setup

Status

The user can see the correspondence between inputs and outputs.



Scene

Touch the number and then '**Recall**' menu to recall the saved scene.

e.g. Click the number '3' and then 'Recall' to enable the scene 3.



Setup

[Baud rate]: There are 4 baud rate options, 4800, 9600, 19200 and 115200.

[Language]: There are two language options, Chinese and English.

[Buzzer]: Turn on or off the buzzer sound when operating the device.

[DHCP]: Turn on or off the IP automatic search of the device control port.

[IP]: Modify the fixed IP

[Subnet mask]: Modify the subnet mask

[Gateway]: Modify the gateway

[MAC address]: View MAC address

4.2 REAR PANEL



Model: iWall M4-C1609

1	INPUT Ports	Input interfaces to be connected with external signals.
2	OUTPUT Ports	Output interfaces to be connected with video wall displays.
3	Control Card	1x RJ45 Control, 1x RS232 IN, 1x RS232 OUT, 1x RJ45 WEB
4	Power Supply	AC100~240V 50/60Hz, Redundant power supply





Model: iWall M4-C2420

1	INPUT Ports	Input interfaces to be connected with external signals.
2	OUTPUT Ports	Output interfaces to be connected with video wall displays.
3	Control Card	1x RJ45 Control, 1x RS232 IN, 1x RS232 OUT, 1x RJ45 WEB
4	Power Supply	AC100~240V 50/60Hz, Redundant power supply





Model: iWall M4-C3636

1	INPUT Ports	Input interfaces to be connected with external signals.
2	OUTPUT Ports	Output interfaces to be connected with video wall displays.
3	Control Card	1x RJ45 Control, 1x RS232 IN, 1x RS232 OUT, 1x RJ45 WEB
4	Power Supply	AC100~240V 50/60Hz, Redundant power supply





Model: iWall M4-C7672

1	INPUT Ports	Input interfaces to be connected with external signals.
2	OUTPUT Ports	Output interfaces to be connected with video wall displays.
3	Control Card	1x RJ45 Control, 1x RS232 IN, 1x RS232 OUT, 1x RJ45 WEB
4	Power Supply	AC100~240V 50/60Hz, Redundant power supply



5. SOFTWARE

5.1 SOFTWARE INSTALLATION

Please visit <u>www.infobitav.com/iwall-m4</u> to download the controller software and install. The **iWall M Controller Software** is Microsoft Windows based.



After installation, double-click the shortcut to run the software.

5.2 LOG IN AND SETTINGS

5.2.1 LOG IN

💇 Login		×
	iWall Controller_	
1	User Name: admin 🔹	
	Password: •••••	
2	Connection: 192.168.31.189 Settings 3	
4	Communication O Demo	
	5 Login Cancel 6	



Run the control software "iWall M4 Video Wall Controller Software V25.3.18 or latest version".

1: Log in using the default account settings. Username: **'admin'**, password: **'admin'**. Or select **User** and input **User's password** which is setup in the software by the Admin.

- 2: Here list the iWall M4 IP address.
- 3: Click the button 'Settings' to set the connection.

4: Check **Communication** to control the **iWall M4** or check the **Demo** to try the software offline if you need to make brief training or demo.

- 5: Click Login to enter the software
- 6: Click Cancel to quit your operation.

ġ.	Setting							×
	LAN	СОМ	1					
	NetCard:	Ethernet[192.168.	31.110]	2	•	Setting	Q	3
	192.168.	31.189						
								1
	IP Addres	s: 192.168.31 .189	4				ок	5

1: Select connection methods via LAN or COM.

2: Select your control PC IP address, please make sure select the right IP address which is in the same Sub Network with the **iWall M4** IP. For example, the iWall M4 IP address is **192.168.31.189**, then the control PC IP should be **192.168.31.xx**.

The IP address can be checked or changed via the hardware touch panel on the front panel.

- 3: Click the **Search** button to automatically detect the **iWall M4** address and select.
- 4: Here will list the right IP address of iWall M4 you selected.
- 5: Click **OK** to connect.



堃 Setting						×
LAN	COM					
1	COM: CO Baud Rate: 11	OM1 ▼ 5200 ▼		Connect	2	
			2			
		ок	3			

1: Select the **COM** port. Select the right **Baud Rate** which can be checked or changed via the touch panel on the **iWall M4** front panel.

- 2: Click **Connect** to start connection.
- 3: Click **OK** to confirm.

🚾 Login				×
	iWa	ll Controller		
User	Name: admin	•		
Pas	sword: •••••			
Conn	ection: 192.16	8.31.189	Settings	
	Communication	n 💿 Demo)	
	Login		Cancel	

Then click **Login** button to enter the software. Shown as above.

5.2.2 Connect settings

💇 INFOBI1	INFOBIT iWall M Video Wall Controller Software V25.3.18											
Settin	gs	Operation		Tools	Management							
	ŢĮŦ	-11+			57		a	1920x1080 60.00Hz	•			
Connect VideoWall Input Preview Default Layers IP Streaming WEB Server ScreenConfig Settings Menu Output Resolution												

To configure the connection settings. Click the **'Connect'** icon in the top navigation bar.

	wall controller		×									
-Connect												
COM Port:	COM1	IP Address:	192.168.31 .189									
Baud Rate:	115200	IP Port:	5000									
Interval(ms):	1	Interval(ms):	1									
Delay(ms):	300	Delay(ms):	1									
	Set up		Set up									
	NetCard: Ethernet[192.168.31.110] 2 • Modify											
IP Address: 192	2.168.31.189	Baud Rate: 11520	00 ▼ Modify									
IP Address: 192 Subnet Mask: 255	2.168.31 .189	Baud Rate: 11520	00 • Modify									
IP Address: 192 Subnet Mask: 255 Gateway: 192	2.168.31 .189 5.255.255.0 2.168.31 .1 Modif	Baud Rate: 11520	00 • Modify 3									
IP Address: 192 Subnet Mask: 255 Gateway: 192 -Controller in the s	2.168.31 .189 5.255.255.0 2.168.31 .1 Modif ame LAN	Baud Rate: 11520	00 • Modify 3									
IP Address: 192 Subnet Mask: 255 Gateway: 192 Controller in the s Search 1	2.168.31 .189 5.255.255.0 2.168.31 .1 Modif ame LAN	Baud Rate: 11520	00 • Modify 3 4									
IP Address: 192 Subnet Mask: 255 Gateway: 192 Controller in the s Search 1	2.168.31.189 5.255.255.0 2.168.31.1 Modif ame LAN	Baud Rate: 11520	00 • Modify 3 4									
IP Address: 192 Subnet Mask: 255 Gateway: 192 Controller in the s Search 1	2.168.31.189 5.255.255.0 2.168.31.1 Modif ame LAN	Baud Rate: 11520	00 • Modify 3									

1: Choose to connect by **network** or **serial port**, enter relevant information, then click **'Set up'.** Then restart the software.



2: Setup the local IP address of the control PC.

3: **Setup the iWall M4 IP Address:** The IP address of the unit can be set statically from the connection settings window as shown in figure below. Simply enter the desired IP address and then press **'Modify'**. This address also can be changed via the touch panel on the **iWall M4** front panel.

4: Click **Search** to automatically detect the IP address you have changed.

5.2.3 VideoWall



Click the VideoWall button to setup videowall layouts, resolution, and more.

🔯 Video Wall S	Setting			×
VideoWall			2	Machine Type Wall M4-C2420
				Video Wall VideoWall 1 🔹 🔹
	1	2	3 4	Vedio Wall Type LED VideoWall
				Resolution Resolution: 1920x1080 60.00Hz 🔻
	4		6	Protocol Type Start Channel: 1 Row: 3 Column: 3 Single Display: Max 4 Windov Pixel Bitch:
	7	8	9	BG-Pic Null Yes BG-Pic Null Preview Clear MCU Data Create
				7 8 Upload Data Card Setting



- 1: Video Wall layouts canvas.
- 2: Machine Type: Select the right iWall M4 models.
- 3: Video Wall: Setup the videowall groups, it supports max. 4 groups.
- 4: Video Wall Type: Supports either LED or LCD video walls.

5: **Resolution:** select the right video resolution of each display or LED receiving card.

6: Protocol Type

Start Channel: to select which layer channel starts for this video wall group. For example, if Videowall group #1 (2x2 four-display videowall, each display 4 windows layers, total will be 16x layers) take channel 1 to 16, then can setup group #2 start from channel 17. For only one videowall group, then select start channel 1 as default.

Row and Column: Setup the videowall layouts for this videowall group.

Single Display: select the video layers on each display.

Pixel Pitch: Set the pixel pitch of LED wall.

BG-Pic: Enable or Disable the Blackground Picture.

Banner: Enable the scrolling text.

Preview: Enable the input video signals previewing.

Clear MCU Data: To clear the MCU data.

Create: To create the desired videowall layouts temporarily.

7: **Upload Data:** Click to upload your settings to the hardware to enable all settings. Note: This button must be clicked after creating the layouts, otherwise the setup will not take effect.

8: Card setting: to setup output cabling mapping or LED receiving card parameters.

5.2.4 Input



The user can set each card specification as shown below.



💇 Input	Source Setting					1						×
No.	Name	Channel	Card ID	Machine ID	Card Type	Source	Status	Win Size	Con Size	Input	-Video Wall 2	
1	Channel 01_1	1	0	1	MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0)		
2	Channel 2	2	1	1	MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0.	Parameters Setting	
3	Channel 3	3	2	1	MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0:		
4	Channel 4	4	3	1	MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0:	Device Source: 20	
5	Channel 5	5	4	1	MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0:	Source Group No.: 1 3	1
6	Channel 6				MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0:		=
7	Channel 7	7	6		MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0;	Create	
8	Channel 8	8	7	1	MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0)	Decementary Cetting	
9	Channel 9	9	8		DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0;	Parameters Setting]
10	Channel 10	10	9	1	DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0)	Channel No.: 1	
11	Channel 11	11	10		DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0)	Card ID: 0	•
12	Channel 12	12	11	1	DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0)	4	
13	Channel 13	13	12	1	DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0)	Machine ID: 1	_
14	Channel 14	14	13	1	DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0)	Card Type: MX_IN	_
15	Channel 15	15	14	1	DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0)		
16	Channel 16	16	15	1	DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0:	Source Type: HDMI	•
17	Channel 17	17	16	1	H26x	IP Stream	True	(0,0,0x0)	(0,0,0x0)	0)	Channel Status: Onen Cha	innel
18	Channel 18	18	17	1	H26x	IP Stream	True	(0,0,0x0)	(0,0,0x0)	0)	Container oracao: Open ona	
19	Channel 19	19	18		H26x	IP Stream	False	(0,0,0x0)	(0,0,0x0)	0)		
20	Channel 20	20	19	1	H26x	IP Stream	False	(0,0,0x0)	(0,0,0x0)	0)		
											5	
											Confirm Cano	el

- 1: Check card input parameters.
- 2: Select Video Wall group to setup.
- 3: Setup source group range and ID.

4: Setup Input channel ID, Open Channel means the selected input channel is enabled, uncheck this option means the selected input channel is disabled. This feature is used for the case of some port is failure and can be skipped by disabled.

5: Confirm or cancel the settings.

5.2.5 Preview

OUTPUT
1
1 iWall M4-PV-4IP (Preview Card) 2 Network Switch or WiFi Router
3 Control PC with iWall M Controller software

Before setting the preview function, please follow above diagram to connect the preview card with network switch or Wi-Fi router.



Click 'Settings' - 'Preview' in the navigation bar and following window pops up.



Preview	w								×
			1	Search	Bo	ard IP	192.168.31.	111 🔹	Clear
NO.			Boards IP		Bo	ard ID	13		
1 1	92.168.31.111-1	13						T	
					Мо	de:	2*2	Ţ	
					Bo	ard Type:	2 to 4	• 4 to 4	
						IP Setting	2	3	Setting
			Channel SubChannel-	1 🔻 🗹 Ena	ble	4		Reset 6	Apply
Char	nnei 1		Cha	annel 1				Channel 2	
Char	nnel 2								
Char	nnel 3 🗧								
Char	nnel 4								
0.5.5			Cha	annel 3				Channel 4	
Char	nnel 5								
Char	nnel 6								

- 1: Search: Search the preview card IP address.
- 2: IP Setting: Modify the preview card IP address, gateway, etc.
- 3: Setting: Set the display mode to be active.
- 4: Enable: to enable the preview settings.
- 5: Drag and drop the input sources to the right-side canvas.
- **6: Apply:** Click Apply to active the settings.

Clear: Clear the selected IP.

Board ID: Preview card ID.

Display mode: 1 * 2, 2 * 2, 3 * 3, 4 * 4. The 1*2 display mode is the smoothest, while the 4*4 display mode has a slight lagging effect.

Preview board type: 2 to 4 by default

Channel: There are 4 sub-channels, and each sub-channel has 4 display mode options.

Reset: Clear all preset channels.



🔯 INFOBIT iWall M Vide	eo Wall Contro	oller Software V25.	.3.18								
Settings	Operation	Tools		Management						1	
ப் ப்	4 ►	Ē	×		Ŀ	IJ	ß	٦		E\$	□ +
COM LAN Connect	Discon	Default Layers V	Clear Vindows	Lock Win Video Wall	Save Sc	Cycle ene	ON Wallpaper	On Text	ON Preview	Offline Edit Offlin	Publish e Edit
				No.1	×	< ඕ주 높 >	No.2		► III 4	► 🛨 🗙 No.3	
Source	review	Scene		Location:[0,0] Size:[1920.1080]			Location:[1] Size:[1920]	920,0] 10801		Locat	ion:[3840,0] 1920 1080]
	e Yory Bace				Channel 2			Chanr	nel 2		Ch
Channel 2				No.4 Location:[0,1080] Size:[5760,2160]					•••		

After settings, then go to **Operation** \rightarrow **Preview ON**, to turn ON the preview. See above picture.

5.2.6 Default Layers



The default Layers: it means user can setup shortcut for video layers on each single display or the whole video wall. Then user can open all video layers by just one-click operation.





1: Video Wall: select videowall group to be setup.

2: Single screen: setup default layers for single display. **Video Wall:** setup default layers for the whole videowall.

3: Configuration: Select which screen to setup and select **single** layer, **L-R** (left-right side by side) 2 layers, **U-D Dual** (Up-Down 2 layers), or **Quad** layers.

4: Custom: setup user-defined layers by Rows*Columns for the **whole videowall** (not for single display).



Then go to **Operation > Default Layers** to open video windows layouts by just this one-click operation. See above picture.

5.2.7 IP streaming

💆 INFOBIT	INFOBIT iWall M Video Wall Controller Software V25.3.18												
Setting	gs	Operation		Tools	Management								
		- <u>†</u> ‡‡						1920)	(1080 60.00Hz	•			
Connect	videovvali	input	Settings	Menu	ii Streaming	WED Gener	(Output F	Resolution				
				_	No.1	₹×	No.2	±×	No.5				
Source	F. F.	Proviow	Scana		Locatio	n:[0,0]	Location:[960,0]	Location:[1920,0]				

IP Streaming: to setup the IP decoder features, such as IP camera streaming.

MFOB	IT iWall M Video	Wall Con	troller Softv	ware V25.	3.18								
Setti	ings	Operation		Tools		Management							
(†‡†) Connect	tut VideoWall	-11+ Input	Previev	w Defa	ult Layers	F IP Streaming	WEB Server	ScreenCor	1920x10	080 60.00Hz			
			Settin	ngs Menu					Output Res	olution			
💇 Input Se	ource Setting											×	
No.	Name		Channel	Card ID	Machine I	D Card Type	Source	Status	Win Size	Con Size	Input	-Video Wall	
1	Channel	1	1	0	1	MX IN	НОМІ	True	(0 0 0x0)	(0 0 0x0)	0:	VideoWall 1	
2	Channel	2				MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0	-Parameters Setting	Channel 1
3	Channel					MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0		Sindificer 1
4	Channel	4	4	3		MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0:	Device Source: 20	
5	Channel	5	5	4	1	MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0	Source Group No.: 1	
6	Channel	6	6	5		MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0		
7	Channel					MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0	Create	201
8	Channel	8				MX_IN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0	-Parameters Setting	sol
9	Channel	9	9	8		DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0		
10	Channel	10	10	9	1	DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0	Channel No.: 17	
11	Channel	11	11	10	1	DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0:	Card ID: 16	Channel 1
12	Channel	12	12	11	1	DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0)		
13	Channel	13	13	12	1	DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0)	Machine ID: 1	
14	Channel	14	14	13		DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0:	Card Type: H26y	
15	Channel	15	15	14		DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0		
16	Channel	16	16	15	1	DP/HDMI	DP/HDM	True	(0,0,0x0)	(0,0,0x0)	0)	Source Type: IP Stream 🔹	
17	Channel	17	17	16	1	H26x	IP Stream	True	(0,0,0x0)	(0,0,0x0)	0)	Channel Status Open Channel	50]
18	Channel	18	18	17		H26x	IP Stream	True	(0,0,0x0)	(0,0,0x0)	0		
19	Channel	19	19	18	1	H26x	IP Stream	False	(0,0,0x0)	(0,0,0x0)	0)		
20	Channel :	20	20	19		H26x	IP Stream	False	(0,0,0x0)	(0,0,0x0)	0		Shannal d
													manner 1

Before setup the IP Streaming, user must Click '**Settings'** - '**Input'** in the in the navigation bar and the above window pops up. Set the card type to **H26X** and select the '**IP Stream'** as source type.

Notes: These settings are done by us before the machine leaves the factory. It is not recommended for non-technical users.



Right click on the IP Streaming channel in the Source list, user can select split mode (Multiview mode) for each IP input signal.

IP Address: 192.168.31.200 Update ng nannel 17 SubnetMask: 255.255.255.0 Update	ing hannel 17 Yannel 18 Split Mode		
ng aannel 17 SubnetMask: 255.255.0 Update	ing hannel 17 rannel 18 Split Mode ►	IP Address. 192.108.31.200	Update
annel 17 Split Mode ► SubnetMask: 255.255.0 Update	hannel 17 nannel 18		
		SubnetMask: 255.255.255.0	Update

Right click on the IP Streaming channel in the Source list, user can setup the IP decoder (INPUT) card IP address.



IP Streaming Setting													×
IPC Input		Select All	Select None	Inverse	Add	Delete					Search	IP (Clear IP
Channel 17		NO. Check					IP Streaming	gAddress			<u> </u>		Add
Channel 18													
		-Batch Add											
		Start IP 192.16	58.0.10	End IP 19	92.168.0.20	User admi	n Pas	ssword admin	Suffix			В	atch Add
		NO.	Check	Group			IP Streaming l	URL		Jser Nam	Password	Preview	Delete
Mode 1*1 1*2 2	*1 2*2 3*3 4*4												
null	null												
null	null	null					NULL						Btn
		Select All	Select None	Inverse	Delete	MainStream	SubStream						

Then click IP Streaming, Search IP or Batch Add manually.

Note: The IP decoder input card only support H.264 codec. H.265 doesn't support.

5.2.8 WEB Server

💇 INFOBIT	2 INFOBIT iWall M Video Wall Controller Software V25.3.18											
Settin	gs	Operation		Tools	Management							
(†‡†)	111	-tit	昍	Ħ	Ľ,		副	1920x1080 60.00Hz	•			
Connect	VideoWall	Input	Preview	Default Layers	IP Streaming	WEB Server	ScreenConfig					
	Settings Menu Output Resolution											

The iWall M4 supports Web GUI control, here user can setup web GUI connection.

Before setup the WEB Server, please follow below picture to make sure the right hardware connection.



Connect Control PC, control card RJ45 and WEB ports to network switch or Wi-Fi router and setup PC's IP in the same subnet.

WEB Server				×
Network	255 255 255 0	192 168 31 1	Setting	Search

Clear the existing WEB card IP address. Then click '**Search'** to search the WEB card IP address.

WEB Server			2	×
Network	1			
192.168.31 .108	255.255.255.0	192.168.31 .1	Setting	Search

1: IP address: If the user can't find the IP address of the WEB card, the user can modify the IP address manually.

2: Setting: click to confirm the modification.



	Video Wall Controller × +					- 0 ×
	← → C ▲ Non sicuro 192.168.31.108				* 🛔 🖗 🕲	🕼 🕐 🖸 🔕 In pausa 🛛 Errore 🗄
Į	Video Wall Controller v0.7.7	Operation				
l	Source Scene N	NewScreen CleanScreen LockWin UnlockWin IntialMic	ode SceneSave More▶			Video Wall 1
	HDMI -	No.1 息上不涨超×	No.2 忠业不兼题× №.5	≈ 天 坐 按 禁 歰 × ∞	No.6 😵 开	⊼¥23×
	Channel 1	Position: (0, 0) Size: (960, 540)	Position: (960, 0) Position: (1920, Size: (960, 540) Size: (1920, 108	0) F		
		Channel 1	Channel 1			
	Channel 2					
				Channel 1	Channel 1	

Open web browser and input the WEB Server IP address. For more details of web operation, please see: **6. WEB GUI**

5.2.9 ScreenConfig



ScreenConfig: can setup non-standard or customized resolution for each screen. User can select standard resolution from the drop-down list.

💇 INFC	BIT iWall M Video Wa	all Control	ler Software V25.3.18								-	X
Se	ttings Op	eration	Tools	Management								≚тяё
Conne	ct VideoWall	†1+ nput	Preview Default Layer Settings Menu	rs IP Streaming	WEB Server	ScreenConfig	1920x1080 60 Output Resolution	0.00Hz 💌				
💇 Res	olution						×	Resolution				×
No.	Resolution			Comr	mand							
1	1920x1080 60.00Hz	60.00	0x01									
2	1280x720 60.00Hz	60.00	0x02									
3	1024x768 60.00Hz	60.00	0x03									
4	1280x800 60.00Hz	60.00	0x04									
5	1280x1024 60.00Hz	60.00	0x05									
6	1360x768 60.00Hz	60.00	0x06									
7	1400x1050 60.00Hz	60.00	0x07									
8	1440x900 60.00Hz	60.00	0x08									
9	1600x900 60.00Hz	60.00	0x09									
10	1600x1200 60.00Hz	60.00	0x0A				'	-Horizontal		Pixel	768	
11	1680x1050 60.00Hz	60.00	0x0B					Pixel.	∠000	Start	15	▼ ▲
12	1920x1200 60.00Hz	60.00	0x0C					Start	132	Synchronize		▼
13	1280x720 120.00Hz	120.00	0x62					Synchronize:	44 🗳	TetelDivel:	702	
	Modify		De	lete		ADD		TotalPixel:	2720	Delector		
	Channel 16							Polarity:		Polanty:	+	
										FieldFreq:	60	
											Confirm	Cancel



Click **ScreenConfig** \rightarrow **ADD** \rightarrow input parameters \rightarrow **Confirm** to setup customized resolution.

5.3 OPERATION

5.3.1 CONNECT

💇 INFOBIT	iWall M Vid	leo Wall Contr	oller Software V25	.3.18										
Setting	gs	Operation	Tools		Managemen									
ല്		4 ►	±	×	1	VideoWall 1		Ŧ	Ţ	™	٦			
COM	Connect	Discon	Default Layers	Clear Vindows	LOCK WIN	Video Wall		Save	ene	UN Wallpaper	On Text	Preview	Offline Ealt	e Edit
					No 1		· x	No 2		No 5		6 問 2	X No 6	
Source		Preview	Scene		Loca	ation:[0,0]		Location	:[960,0]	Location:[19	920,0]		Locati	on:[3840,0]

COM: enable the connection via COM port.

LAN: enable the connection via network.

Discon: Disconnect the control PC and iWall M4 controller.

5.3.2 WINDOWS

💇 INFOBIT	INFOBIT iWall M Video Wall Controller Software V25.3.18												
Settings Operation Tools Management													
ല്		4 ►	Ŧ	×		Ē	F	Ţ	ß	٦		制	*
COM	LAN	Discon	Default Layers	Clear	Lock Win	VideoWall 1	Save	Cycle	ON	On	ON	Offline Edit	Publish
	Connect		Windows			Video Wall	Sc	ene	Wallpaper	Text	Preview	Offline	e Edit

Default Layers: it means user can setup shortcut for video layers on each single display or the whole video wall. Then user can open all video layers by just one-click operation. See **5.2.6 Default Layers** for details.

Clear: Close all video windows.

Lock Win: To lock all video windows, and all the windows cannot be moved but the user still can open a new window on it.

5.3.3 VIDEO WALL GROUP



Video Wall: Select which Videowall group to enable.

5.3.4 SCENE



It allows users to create customized display layouts and then recall the scenes.

Save	C) Scene	ycle	ON Wallpap	er	On Text	Pr	3 ON review	Offlin	₽ Edit Offlin
💇 Save S	Scene								×
	ſ						_		
		ID:		1	*				
		Scer	ne Name:	Sc	ene_1				
	l		Confirm		Cance	ļ			

Save: After creating the desired layout, select **'Operation' - 'Save'**. This will create a scene ID and the scene name can be edited.



💇 INF	OBIT iWall M Video Wall C	ontroller Sof	tware V25	5.3.18										– ×
s	ettings Opera	tion	Tools		Management									
ป co	LAN Connect	n Defau	+ It Layers	Clear Windows	Lock Win	II 1 Save	Cycle Scene	ON Wallpaper	On Text	ON Preview	Offline Edit	Publish ne Edit		
So	urce Preview	Sce	ene		No.1 Location:[0,0]	🧟 Scene	Cycle					×	←□∓±×	
1	Scene_1	Load D	Delete 🌥		Size:[1920,108	0) Videowa	all No.: VideoV	/all 1-1	1		• C	urrent mode:		
2	Scene_2	Load C	Delete			Scene_1		2	Addss	Scene_			Inel 1	
3	Scene_3	Load E	Delete			Scene_2			Dalata	Scene_				
4	Scene_4	Load E	Delete			Scene_3	3 3		Delete	Scene_				
	Scene_5	Load L	Delete		No.4	Scene_4							←回手±×	
					Location:[0,10 Size:[1920,108	Scene_5								
													inel 1	
					No.7	30							←四千±×	
			Ţ		Eocation (0.21	0]		3	Interval(s): 5 \$ Start Stop				ınel 1	
P o	Network has been conne	cted											-	Femp: 40.55°C

Cycle: Can setup auto-cycle be playing among saved presets (scenes).

- 1: Select videowall group if have.
- 2: Select saved scenes and Add to right list.
- 3: Setup auto-cycle **Intervals** (in seconds), click **Start** to enable or **Stop** to disable.



All saved scenes will be listed under **Scene** menu, user can click **Load** to recall or **Delete** any preset.

						No.1	←回手业×	No.2
S	ource	Preview	s	cene		Location:[0.0]		Location:[1020.0
					Save Scen	e		×
1	5	Scene_1	Load	Delete 🔎				^
2	5	Scene_2	Load	Delete	í			
3	5	Scene_3	Load	Delete		Scene Name: Scene 1		
4	5	Scene_4	Load	Delete		Confirm C	ancel	
5	5	Scene_5	Load	Delete				

Click on each scene list, user can rename it.

User also can recall the scene via front touch panel, see details in **4.1 FRONT PANEL**.

5.3.5 ON/OFF WALLPAPER



The user can turn ON or OFF the wallpaper (background picture).



Before turning on Wallpaper, the user shall go to **Tools** \rightarrow **Background Picture** to upload an image.



Select the videowall group number. Then load the HD image and click **'Upload'**. When the upload is finished, click **'Loading'** and finally reboot the device.

5.3.6 ON/OFF TEXT



The user can turn ON or OFF the scrolling text.



Before turning on Scrolling Text, the user shall go to **Tools** → **Text** to upload a text.

Text					×
	1	VideoWall No.:	Video	Wall 1-1	•
	2	Text Parameter Horizontal Start Verical Start Width	0 0 5760		
Welcome to INFOBIT AV DEMO room		Height Scroll Speed Text Setting	1080 15		
	3	Position X: Position Y:		658 345	4
		Welcome to INFOB	IT AV DEM	O room]
	4	Font Z Center Horizontal Text Color. dan Background Color.	oom In Cen kblue blue	Zoom C ter Vertica violet	Dut illy
		Transperent Bac	kground Ipload Apply	Change (Color

- 1: Select Videowall Group.
- 2: Input the text parameters.
- 3: Input the text
- 4: Setup Font, Zoom, Alignment, Color, background color.
- 5: Click Upload
- 6: Click Apply. Then reboot the iWall M4 device.

5.3.7 ON/OFF PREVIEW



The user can turn ON or OFF the input signals preview here, for more settings please refer to **5.2.5 Preview**.
5.3.8 OFFIINE EDIT



Offline Edit: To set the video windows/layers position, size, roaming, etc. And it will not take effect otherwise the user is ready to click **Publish** to confirm. By this feature, any operation by this user will not impact on the current displaying and make the switching more smoothly and without any interruption.

Publish: to confirm the pre-edit and enable it.

5.4 TOOLS

5.4.1 BACKGROUND PICTURE



To upload background picture, please refer to **5.3.5 ON/OFF WALLPAPER** for details.

5.4.2 TEXT



To upload scrolling text, please refer to **5.3.6 ON/OFF TEXT** for details.

5.4.3 BEZEL COMPENSATION



Click **'Tools' - 'Bezel Compensation'** in the navigation bar and the following window pops up. This function can be used for monitors with large bezels. The user can enter the pixel points to be masked horizontally and vertically.

Bezel Compensation										
	Horizontal:	30		▲ ▼						
	Vertical:	20		* *						
	(Confirm								
	Load		Close							

5.4.4 SCREEN SETTING & SCREEN ON/OFF



Click **'Tools' - 'Screen Setting'** and the following window pops up. After selecting, clicking **'ON'** or **'OFF**' to power on or off the screen.



💇 Screen Control	Setting								>	×
Video Wall VideoWall 1	•									
COM Setting COM Port: Sceen Protocol:	COM1 Custom		•	B Custom	aud Rate:	9600	Setti	ng	•	
Modify	Background Fill	Buzzer On	Buzz	zer Off	DVI	1	НОМІ]		
Command Interv Custom Comm Screen Power O	val(ms): 1 and n Command:	• Se	nd Text	Screen	Power Off	ode Comman	d:		Save	
ff ff				ff ff						
-Modify						Proto	col Add			
Protocol Name	Custom									

COM Setting: Select COM port, Baud Rate.

Setting: Click here to confirm the setup.

Modify: Adding the existing screen power-on/off protocols for the display, or a custom command. The custom protocol should be in HEX or character.

Background Fill: Set the output image color when the layer is cleared.

Buzzer On/Off: Turn on or off the buzzer sound of the device.

DVI / HDMI: Select the output image format.





After Screen Setting, the user can click **Screen ON/OFF** to select which display to turn ON/OFF.

5.5 MANAGEMENT

5.5.1 USER MANAGEMENT

INFOBIT iWall M Video Wall Controller Software V25.3.18										
Settings Operation Tools Management										
१९२			English	•	í					
User Management	Import File	Export File			About					
Software	Software Config File Language About									

From this interface, user permissions and passwords can be easily changed. **Notes:** The settings are not recommended for non-technical users.



UserNameadmin									
Edit	Edit								
Save Restrict	ion S	electAll	Cancel All						
Permission Assigment-									
The software function	selection 📃 License File	Export File	Import File						
About									
Video Wall	Input	CBD Setting	Background Picture						
Text Overlap	Add Resolution	📄 Initial Mode	Screen Control Setting						
Color Adjust	Signal Preview	Scene Cycle	Change Resolution						
Bezel Compensation									
VideoWall No.: VideoW	/all 1		▼						
Save Scene	Scene Recall	Delete Scene							
New	Clear								
Open Window	Close Window	Channel Switch	Move Window						

Check options which rights want to grant to the user role.

5.5.2 IMPORT & EXPORT FILE



Here user can import or export the config files.

5.5.3 LANGUAGE





The user can switch language here.

5.5.4 ABOUT



Here user can check software version information.

5.6 INPUT SOURCE OPERATION

5.6.1 INPUT SOURCE LIST



1: Source List: here displays all the input signals. Each channel number corresponds to the input port number on the rear panel of iWall M4.

2: Video Wall Canvas: here displays the videowall physical layouts.

5.6.2 RENAME INPUT SOURCE



To change the name of a given channel, double left-click the desired input source channel and enter the name of your choice.

5.6.3 OPEN VIDEO WINDOW



User can drag-and-drop any source to the display grid in the video wall canvas area to open video windows.

5.6.4 VIDEO WINDOWS OPERATION

No 2			
Location:[0.0]		Location:[1920.0]	Location:13840.01
Qizo:[1020.1000]	12345	Sizo-(1020-1020)	Size:[1020_1090]
0126.[1920,1000]		Size.[1920,1000]	Size.[1820,1000]
Channel 2			Channel 2
Granner 2			Ghanner 5
No 7	も問ままと	No 1 6 태종 등 X	No.8 6 55 4 X
Location:[0,1080]		Location:[1920,1080]	Location:[3840,1080]
Size:[1920.1080]		Size:[1920.1080]	Size:[1920.1080]
Channel 4		Channel 2	Channel 4
No.6	←悶∓±×	No.9 수 ඕ 주 🕹 🗙	No.5 🔶 💀 🗄 🛧 😾
Location:[0,2160]		Location:[1920,2160]	Location:[3840,2160]
Size:[1920,1080]		Size:[1920,1080]	Size:[1920,1080]
Channel 6		Channel 4	Channel 5

Any video windows can be drag-n-drop to reposition, resize, zoom in, zoom out, change layers order.

Open a video window

Press the left mouse button to pull out a rectangle, then release the left button to bring up a rectangular window in the control interface.

Adjust video window position

Place the mouse on the window, press and drag the window to the appropriate position and then release to change the window position.

Adjust video window size

Place the mouse in the lower right corner of the window and drag when the mouse changes to a two-way arrow to change the window size.



4	Return: After selecting the menu, the current window will be fully displayed on the 1st screen of the row and column in which it is currently located.
계년	Full screen display: Click this menu to make current operation window to be displayed on full video wall. Click this menu again, it will return to previous size.
Ŧ	Top: Change the video window to the top layer.
±	Bottom: Change the video window to the bottom layer
×	Close: Close the current video window.



Right click on any video window, there will list more options:

Top: Change the video window to the top layer.

Bottom: Change the video window to the bottom layer



Position: Setup the fine-tune position by input the position parameters. See above.

Lock: To lock the window and cannot be edited or moved.

Maxsize: Click this menu to make current operation window to be displayed on full video wall. And then click **Return** to resume.

Close: Close the current video window



Free Panes: To Free or Unfreeze the video playing. (Note: not pause the input playback, by this feature, it will show a screen crop at the video wall).





Join Output Group: Copy this signal and open as 2x windows, 2x2 or 1x4 windows at one-time operation. Also, the Join Output Group is used for 4K input video windows.

There are 2 kinds of 4K input cards:

iWall M4-IN-1HDMI4K: 1 port on a card(4K60hz)

iWall M4-IN-2HDMI4K: 2 ports on a card(4K30hz).



A: For 1 port card, drag a window on any output (4 /8 windows model) and drag a window on 2 or more outputs (2 windows model). Then right click on the window and select the popup menu **'2*2 window group'** or **'1*4 window group'**. Finally drag the 4K input signal to this window to display.

B: For 2 ports card, drag a window on 2 rows * 1 column or larger area (vertically larger than 1 output area), then right-click and select the popup menu **'2 window group'**. Finally, drag the 4K input signal to the output window.

6. WEB GUI

Before login the Web GUI, please follow **5.2.8 WEB Server** to connect and setup the web server IP address.

6.1 INPUT SOURCE LIST

Video Wall Controller v0.7.7	Operation					
Source Scene NewScreen Cle	eanScreen LockWin UnlockW	Win IntialMode SceneSave N	lore 🕨			
номі 👻	1		2		No.4	≲ ¥ ⊻ ≭ 謎X
🖘 Channel 1	160	o.2 &	۲¥۵3× ۲		Posibon: (3840, 0) Size: (1920, 1080)	
😇 Channel 2	Po					
🖙 Channel 3					Char	nnel 3
🗢 Channel 4		Channel 1				
Channel 5						
Channel 6	4		No.1 Position: (1 <mark>825, 1080)</mark>	& ⊻ 不 業 题 ×	6	
Channel 7			Size: (1921, 1080)			
😇 Channel 8						
			Ch	annel 2		
	No.6	8.★业業8	3× 8		No.5	≤ ¥ 玉 業 図×
DP/HDM11.4 •	Position. (0, 2160) Size: (1920, 1080)				Position. (3840, 2160) Size: (1920, 1080)	
E Channel 9						
Channel 10		Channel 6			Char	and 5
E Channel 11		Cristing O			Cite	101 J

Source List: here displays all the input signals. Each channel number corresponds to the input port number on the rear panel of iWall M4.

6.1 WINDOWS OPERATION



📕 Video Wall (Controller v0.7	.7		Operation			
Source	Scene	NewScreen	CleanScreen	LockWin	UnlockWin IntialMode	SceneSave More	
HDMI	•	L		1			2
Channel 1					No.2 Resition: (442, 174)	୫ ∓	不 ※[2]×
🗇 Channel 2					Size: (1807, 1268)		
🗢 Channel 3							

NewScreen: Quickly initialize all outputs with a single screen display.

CleanScreen: Quickly clear all window layers and display the bottom background color (The default is blue and can be customized)

LockWin: Lock the currently opened window layer.

UnlockWin: Unlock all window layers.



IntiaMode: Select the window layers in each display, including 1X1(**Single**-1 layer), 1X2(**L-R Dual**-2 layers by left and right), 2X1(**U-D Dual**-2 layers by up and down), 2X2(**Quad**-4 layers).



[SceneSave More ►	
	Scene Save	
	Scene Index : 6 Scene Name : Scene 6	
	Save Cancle	

SceneSave: Save the current window layout as a scene. The user can modify the scene name.

NewScreen	CleanScreen	LockWin	UnlockWin	IntialMode	SceneSave	More
SceneCycle	OpenBackpic	OpenBanner	-			Position
			J			Size: (1

More: including below functions:

SceneCycle: setup the auto-cycling of the scenes.

OpenBackPic: Enable background picture.

OpenBanner: Enable scrolling text.









→	Bottom: Change the video window to the bottom layer
I←	Top: Change the video window to the top layer.
胀	Resume: Click and return to previous size.
N 7	Enlarge: The window will fill the entire screen where the dotted grid is located.
\times	Close: Close the current video window.



Right click on any window to list more options as shown above. Refer to 5.6.4 **VIDEO WINDOWS OPERATION** to see the same operations.

Source	Scene	NewScreen	CleanScreen	LockWin	UnlockWin	IntialMod	le SceneSave More≯				
Scene_1	Delete			No.1			≈⊥⊤業፼×	No.2	≳⊥不涨踩×	No.3	≳ ⊻ 不 錣×
				Position	n: (0, 0)			Position: (1920, 0)		Position: (3840, 0)	
				Size: (1						Size: (1920, 1080)	
						Channe	el 1	Cha	nnel 1	Char	inel 1
Scene_2	Delete										
				No.4			ᆂᆂ↑葉2G×	No.5	墨坐↑蒹酲×	No.6	ᆂ坐个葉蹈×
				Size: (1						Size: (1920-1080)	
Scene 3	Delete										
						Channe	el 1	Cha	nnei 1	Char	inel 1
Scene_4	Delete										
				No.7			客不业業認×	No.8	客 不 坐 狀 認×	Ng.9	客 不 坐 業 🖾 🗙
				Position						Position: (3840, 2160)	
				Size: (1						Size: (1920, 1080)	
Scene 5	Delete					Channe	el 1	Cha	nnel 1	Char	inel 1

Click on each Scene to recall.

7. CENTRAL CONTROL API

7.1 Search IP

Communication method: **UDP Socket** Target port: **58000**

7.1.1 Search device IP address

Communication method: UDP, send port: 58000

Send: "SEARCHMX;"

Receive: The IP address of the searched device, in the format of

"192168003233HYAMATRIX;000" Multiple device addresses in the same LAN can be received.

7.1.2 Search Preview card IP address

Communication method: UDP, send port: 58000

Send: "SEARCHPREVIEW;"

Receive: The IP address of the searched board and the board number in the format of "192168003153HPYPREVIEW;003", the value after the ";" is the board number. Multiple board addresses in the same LAN can be received.

7.2 Send commands to the machine

7.2.1 Via Network RJ45 Port

Data packet description Data sending method: **UDP** Socket Target port: **5000**



Sending packet format: 8-bit header + command

8-bit header

header[0]: marker, the default value is: (0x0004>>8)&0xFF, when sending a background image or banner command, the value is (0x0008>>8)&0xFF

header[1]: marker, the default value is: (0x0004>>0)&0xFF, when sending a background image or banner command, the value is.(0x0008>>0)&0xFF

header[2]: default value: 0x00. When sending a background image or banner command ,the value is: (def_pak>>8)&0xFF and the def_pak indicates the current send packet size.

header[3]: default value: 0x00, When sending a background image or banner command ,the value is (def_pak>>0)&0xFF and def_pak indicates the current send packet size.

header[4]: the 1st bit of the device IP address, such as 192 in "192.168.3.100"

header[5]: the 2nd bit of the device IP address, such as 168 in: "192.168.3.100"

header[6]: the 3rd bit of the device IP address, such as 3 in "192.168.3.100"

header[7]: the 4th bit of the device IP address , such as 100 in "192.168.3.100"

Example

Send clear window command to target IP: 192.168.3.91 with command <rset, 0>, send command 00 04 00 00 c0 a8 03 5b 3c 72 73 65 74 2c 30 3e

Send create window command to target IP: 192.168.3.91 with command <open,1,0,0,0,0,1919,1079>, send command 00 04 00 00 c0 a8 03 5b 3c 6f 70 65 6e 2c 31 2c 30 2c 30 2c 30 2c 30 2c 31 39 31 3c 2c 31 30 37 39 3e

Send switch window command to target IP: 192.168.3.91 with command <move,1,7,0,490,405,2129,1402>, send command 00 04 00 00 c0 a8 03 5b 3c 6d 6f 76 65 2c 31 2c 31 2c 30 2c 34 39 30 2c 34 30 35 2c 32 31 32 39 2c 31 34 30 32 3e

Send switch mode 1 to target IP: 192.168.3.91

For RS232 serial port, send command <load,mode,0,0> directly.

For RJ45 port, send command by network 00 04 00 00 c0 a8 03 5b 3C 6C 6F 61 64 2C 6D 6F 64 65 2C 30 2C 30 3E

7.2.2 Via RS232 Serial port

Data packet description

The difference between the serial port and network port is 8-bit header. For RS232 serial port, just send the command directly without 8-bit header.

Send clear window command <rset, 0>

Send create window command <open,1,0,0,0,0,1919,1079>

Send switch window command <move, 1, 7, 0, 490, 405, 2129, 1402>

7.3 Create a new display window

7.3.1 Protocol description

<open,W_ID,SourceChl,SourceType,x0,y0,x1,y1>
W_ID: Window ID, starts from 1
SourceChl: Input channel, starts from 0
SourceType: Inputs type, fixed at 0
x0: The horizontal start of the window, starts from 0
y0: The vertical start of the window, starts from 0
x1: The horizontal end of the window
y1: The vertical end of the window



Create window 1 <open,1,0,0,0,0,1919,1079>





Create window 2

<open,2,0,0,2290,113,4587,1234>

No.2	← 回 주 ± ×
Location:[2290,113]	
Size:[2298,1122]	
Channel 1	

Create window 3

<open,3,0,0,692,1400,2574>



Create window 4 <open,4,0,0,787,1786,3037>



No.4	÷	← ፼ ∓ ± ×
Location:[787,1786]		
Size:[4320,1252]		
	Channel 1	
•		

7.4 Switch sources

7.4.1 Protocols description

move,W_ID,SourceChl,SourceType >

W_ID: Window ID, start from 1

SourceChl: Input channel, start from 0

SourceType: Input source type, fixed at 0

7.4.2 Examples

Switching window 1 with input channel 2

<move,1,1,0 >



Switching window 1 with input channel 3 <move,1,2,0 >





Switching window 1 with input channel 4

<move,1,3,0>



Switching window 2 with input channel 4

<move,2,3,0>



7.5 Scene save

7.5.1 Protocol description

<save, mode, groupID, modeIndex,sname> groupID: fixed at 0 modeIndex: Scene mode serial number,starts from 0 Sname: Scene mode name5.2 Protocol examples

7.5.2 Example

Save scene mode 1,the mode name is mode 1 <save,mode,0,0,573a666f005f0031> Save scene mode 2,the mode name is mode 2 <save,mode,0,1,573a666f005f0032> Save scene mode 3,the mode name is mode 3 <save,mode,0,2,573a666f005f0033> Save scene mode 4,the mode name is mode 4 <save,mode,0,3,573a666f005f0034>

7.6 Clear video window

7.6.1 Protocol description

<rset, wallID> wallID: Video wall group number, start from 0

7.6.2 Example

Empty the video wall 1 <rset, 0> Empty the video wall 2 <rset, 1>

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Empty the video wall 3 <rset, 2> Empty the video wall 4 <rset, 3>

7.7 Scene mode recall

7.7.1 Protocols description

<load,mode,groupID,modeIndex> groupID: fixed at 0 modeIndex: Scene mode serial number,starts from 0

7.7.2 Protocols examples

Recall Scene mode 1 <load,mode,0,0> Recall Scene mode 2 <load,mode,0,1> Recall Scene mode 3 <load,mode,0,2>

7.8 Open the background image

7.8.1 Protocols description

<config,board,output,backpic,open,wallID,matrixCh,totalWidth,totalHeight> wallID: Videowall display group ID, starts from 0 matrixCh: Background image channel totalWidth: Background image width

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totalHeight: Background image height

7.8.2 Protocols Examples

Open the background image with resolution 3840*1080 <config,board,output,backpic,open,0,9,3840,1080>

7.9 Close the background image

7.9.1 Protocols Description

<config,board,output,backpic,close,wallID,wallID,matrixCh> wallID: Videowall group ID, starts from 0 matrixCh: Background image channel, fixed at 0

7.9.2 Protocols examples

Close the background image <config,board,output,backpic,close,0,0>

7.10 Open the banner (Scrolling text)

7.10.1 Protocols description

<config,board,output,banner,open,wallID,matrixCh,isRoll,rollSpeed,showHs,showVs, showWidth,showHeight> wallID: Video wall display group ID, starts from 0 matrixCh: Banner channel isRoll: Banner scrolling or not, 0 or 1 rollSpeed: Banner scrolling speed, the default is 5 showHs: Banner horizontal start

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showVs: Banner vertical start showWidth: Banner display width showHeight: Banner display height

[showHs,showVs]			
Banner Te	st _	st	owHeight
show	Width		

7.10.2 Protocols examples

Open the banner

<config,board,output,banner,open,0,10,0,5,0,0,5760,1080>

7.11 Close the banner

7.11.1 Protocols description

<config,board,output,banner,open,wallID,matrixCh,showHs,showVs,showWidth,sho wHeight> wallID: Video wall display group ID, starts from 0 matrixCh: Banner channel showHs: Banner horizontal start showVs: Banner vertical start showWidth: Banner display width showHeight: Banner display height

7.11.2 Protocols examples

Close the banner <config,board,output,banner,close,0,10,0,0,5760,1080>

7.12 Display control protocols

7.12.1 Protocols description

<send,control,screen,IsHex,cmd>

IsHex: Command sending method, 1 represents hexadecimal sending, 0 represents string sending. Here is string form.

Cmd: String command

7.12.2 Protocols examples

Close the display control <send,control,screen,0,ffff>

7.13 Put the window to the top/ bottom

7.13.1 Protocols description

<TorB,W_ID,Z>

W_ID: Window ID, starts from 1

Z: 1 represents to put the window to the top and 0 represents to bottom.

7.13.2 Protocols examples

Put the No.3 window to the top

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<TorB,3,1> **Put the No.2 window to the bottom** <TorB,2,0>

7.14 Close single output window

7.14.1 Protocols description

<shut,W_ID>

W_ID: Window ID, starts from 1

7.14.2 Protocols examples

Close the window No. 3 <shut,3>

7.15 Close all output windows

7.15.1 Protocols description

<reset,wallID> wallID: Video wall display group ID, starts from 0

7.15.2 Protocols examples

Close all the window of video wall group 0. <rset,0>

7.16 Input source configuration

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7.16.1 Protocols description

<config,board,input,index,property,inputPort,B_ID,M_ID,typeBoard,sourceType,resol ution,winsize,win_left,win_right,win_top,win_bottom,consize,conleft,con_right,con_to p,con_bottom>

Index: Input source serial no., starts from 0 inputPort: Input channel, starts from 1 B ID: Board ID M ID: Machine ID typeBoard: Board Type sourceType: Input source type 1—VGA, 2—AV, 3—YPBPR, 4—DVI, 5-HDMI, 6—SDI Resolution: Input source resolution win left: Input window horizontal start win_right: Input window horizontal end win top: Input window vertical start win bottom: Input window vertical end con left: Image cropping horizontal start con right: Image cropping horizontal end con top: Image cropping vertical start con bottom: Image cropping vertical end

7.16.2 Protocol examples

Configure input channel 1

<config,board,input,0,property,1,0,1,1,1,0,winsize,0,1919,0,1079,consize,0,1919,0, 1079>

Configure input channel 2

<config,board,input,1,property,2,1,1,1,4,0,winsize,0,1919,0,1079,consize,0,1919,0, 1079>

Configure input channel 3

<config,board,input,2,property,3,2,1,1,1,0,winsize,0,1919,0,1079,consize,0,1919,0, 1079>

7.17 Set output resolution

7.17.1 Protocol description

<config,board,output,resolution,MachineID,wallID,pixelCmd,BoardID> MachineID: The controller serial number corresponding to the current display wallID: Video wall display group ID, starts from 0 *pixelCmd:* The resolution corresponds to the machine protocols, for example, the machine protocol of 1920x1080@60Hz is 0x01 BoardID: The ID of Internal board corresponding to the current screen, starts from 0

7.17.2 Protocol examples

Set the board 0 resolution as 1280x760 60Hz <config,board,output,resolution,1,1,2,0>

Set the board 1 resolution as 1280x800 60Hz <config,board,output,resolution,1,1,4,1>

Set the board 2 resolution as 1366x768 60Hz <config,board,output,resolution,1,1,6,2>

Set the board 3 resolution as 1280x800 60Hz <config,board,output,resolution,1,1,7,3>

7.18 Video wall display configuration

7.18.1 Protocols description

<config,screen,size,splictNum,Line,Column,,machineType,spliceType,backboardTyp e,winNumber,pixelIndex,previewState,previewState,initChannel,backpicType,banner Type>

splictNum: Video wall display numbers

Line: Rows

Column: Columns

machineType: Machine type, starts from 0

spliceType: Video wall type, 0-Video wall, 1-Edge Blending, 2-LED

backboardType: Main board type, 0-2U 2Wins-1, 1-2U 2Wins-2, 2-3U 2Wins, 3-6.5U Wins, 4-11U 2Wins, 5-2.5U 4Wins, 6-4U 4Wins, 7-6.5U 4Wins, 8-11U 4Wins

winNumber: Image layer per display, 1-1 layer image, 2-layer images, 4-layer images

pixelIndex: Resolution serial number, starts from 0

previewState: Preview and echo function on/off

initChannel: Start channel

backpicType: Background image type

bannerType: background image display mode, default as 0

7.18.2 Protocol examples

Configuration: 1*2 Video wall, Video wall type is LED, 2U 2Wins-1,2 layer images, preview on, start channel is 1.

The protocol is <config,screen,size,2,1,2,2,0,0,2,17,1,1,1,5>



1	machineType	
2	spliceType	
3	pixelIndex	
4	initChannel	
5	Line	
6	Column	
7	winNumber	
8	previewState	

7.19 Display configuration

7.19.1 Protocols description

<config,screen,property,S ID,G ID,B ID,M ID,W Number,W1, matrixOutput1,W2,matrixOutput2,W3,matrixOutput3,W4,matrixOutput1, B Output, S X Start, S Y Start, S X End, S Y End> S ID: Display serial number, starts from 0 G ID: Video wall group number, starts from 0 B ID: The ID of the internal board corresponding to the current display M ID: The controller machine ID to current corresponding display W Number: The display image layers W1: Input port in layer 1 (board input port) matrixOutput1: Matrix output port to be connected with the layer 1 W2: Input port in layer 2 (board input port) matrixOutput2: Matrix output port to be connected with the layer 2 W3:Input port in layer 3 (board input port) matrixOutput3: Matrix output port to be connected with the layer 1 W4:Input port in layer 4 (board input port) matrixOutput4: Matrix output port to be connected with the layer 4

- B_Output: Board output port to current display
- S_X_Star: Current display horizontal start
- S_Y_Start: Current display vertical start
- S_X_End: Current display horizontal end
- S_Y_End: Current display horizontal end



7.19.2 Protocols examples

Configure the display 1

<config,screen,property,0,1,0,1,2,1,1,2,2,8,0,0,1399,1049> Configure the display 2 <config,screen,property,1,1,0,1,2,3,3,4,4,2,1400,0,2799,1049> **Configure the display 3** <config,screen,property,2,1,1,1,2,1,5,2,6,8,2800,0,4199,1049> Configure the display 4 <config,screen,property,3,1,1,1,2,3,7,4,8,2,0,1050,1399,2099>" Configure the display 5 <config,screen,property,4,1,2,1,2,1,9,2,10,8,1400,1050,2799,2099> **Configure the display 6** <config,screen,property,5,1,2,1,2,3,11,4,12,2,2800,1050,4199,2099> Configure the display 7 <config,screen,property,6,1,3,1,2,1,13,2,14,8,0,2100,1399,3149> **Configure the display 8** <config,screen,property,7,1,3,1,2,3,15,4,16,2,1400,2100,2799,3149> **Configure the display 9** <config,screen,property,8,1,4,1,2,1,17,2,18,8,2800,2100,4199,3149>
<i>infobit

7.20 Modify board IP address

7.20.1 Protocols description

<config,board,controlsys,machineID,groupID,boardType,boardID,network,target,ipAd dress,ipPort>

machineID: Machine ID, starts from 1

groupID: Video wall display group ID, starts from 0

boardType: Board type, the default value is 3.

boardID: Board ID, the board serial number which need to change the IP address

Target: IP address type, "targetip" change IP address, "targetmask" change subnet Mask,

"targetgate" change gateway

ipAddress:"###.####.####" new address, the format is "###.####.####" ipPort: Port number, need to use it when the target value is "targetip"

7.20.2 Protocols examples

Modify the board 1 IP address. The new address is 192.168.3.91, the port number is 5000

<config,board,controlsys,255,255,6,1,network,targetip,192.168.3.91,5000>

Modify the board 1 subnet mask, the new address is: 255.255.255.0

<config,board,controlsys,255,255,6,1,network,targetmask,255.255.255.0>

Modify the board 1 gateway, the new address is 192.168.3.1

<config,board,controlsys,255,255,6,1,network,targetgate,192.168.3.1>