Seamless UHD Matrix Switcher

With Video Wall and Multiview Control

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**Warning**

* Do not expose this device to Rain, Moisture, and Dripping
* Only use accessories specified by the manufacture
* Unplug this device during Lightning Storms
* The manual is for reference only, maybe updated without further notice

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**Introduction**

This device is a seamless multi-format matrix switcher with video wall and multiview function.

It provide 4 HDMI 2.0 inputs, 4 L/R audio inputs; 4 HDMI 2.0 outputs, 4 L/R audio and 4 mini Toslink digital audio outputs.

Each output port can be configured as a multiviewer or one of the screens of one video wall layout.

When one out port works on Multiview mode, up to 4 display window can be shown with this port.

User can easily manage it via the front buttons, RS232, TCP/IP commands.

# Features

* Support video wall splicing,bezel compensation,90/180 degree rotation
* Support SINGLE,PIP,PBP,3xWIN,4xWIN display mode for each out
* Seamless switching on SINGLE window display mode

Fast switching on non-SINGLE window display mode

* Support AC3,DD+,DTS audio format
* Support break away audio selection for each output port
* Support HDMI audio extract and insert
* Support EDID management
* Front panel, RS232, TCP/IP (LAN 10M/100M) control

# Panel Layout

Front



| **Name** | **Description** |
| --- | --- |
| **COM LED** | Lit when the switcher is powered on, flashed when the switcher is controlled |
| **IR sensor** | For remote control |
| **LOCK** | Press this button and hold more than 3 seconds to lock or unlock front buttons. When locked, the inside LED will be lit  |
| **OUT/INPUT****Buttons** | Long press one output button to loop select SINGLE,PIP,PBP,3xWIN,4xWIN display mode for the corresponding HDMI output portShort press one output button to loop select window 1,2,3 or 4,then press one input button and ENTER to switch the input source for this display window of the corresponding output portTake OUT1 4xWIN mode as an front LCD layout examplePress ALL + Input n + ENTER to switch all display source of window 1 to INPUT nPress one input button, front LCD will show the input resolution for the corresponding input port |
| **RES** | Press button RES + OUTPUT n + NEXT + ENTER, to change output resolution of OUTPUT n with front LCD navigation |
| **EDID** | Press buttons EDID + INPUT m + NEXT + ENTER, change the EDID mode of INPUT port m with front LCD navigation |
| **SAVE/RECALL** | Press button SAVE + OUTPUT n to save current routing/video wall scene or Multiview mode as scene n;Press button RECALL + OUTPUT n to load scene n as current display scene |
| **CLEAR** | Cancel an operation that has not been performed |

Rear



|  |  |
| --- | --- |
| **Name** | **Description** |
| **LAN** | TCP/IP control. Default parameters as followingIP address: 192.168.0.247; Sub Mask: 255.255.255.0GATEWAY: 192.168.0.1; NETPORT: 2000All the parameters can be changed by RS232 command |
| **RS232** control | DB9 and Phoenix connector, these two ports perform the same functionBaud rate options as following, and can be selected by front panel and command9600,19200,38400,57600,115200Default baud rate 9600, 8 data bits, 1 stop bit, no parityPhoenix connector definition:TX, Switcher → PCRX, Switcher **←**PC DB9 definition:C:\Documents and Settings\Administrator\Application Data\Tencent\Users\179198231\QQ\WinTemp\RichOle\1T}]~EE4[~FY@%9(38DIFLS.png PIN 2 TX ( Matrix → PC)PIN 3 RX (Rx( Matrix **←** PC ) |
| **IR OUT/IN** | IR extenders |
| **LR INPUTS** | 4x 3.5mm L+R input ports, each port is the external audio option of the corresponding HDMI input port |
| **LR/Mini Toslink****OUTPUTS** | 4x 3.5mm L+R audio output ports and 4x mini Toslink digital audio output ports |
| **HDMI IN/OUT** | 4x HDMI 2.0 inputs, 4x HDMI 2.0 outputs |

# EDID and HDCP handle

User can select following EDID modes by RS232 command or front panel

|  |  |  |  |
| --- | --- | --- | --- |
| **Number** | **EDID mode** | **Number** | **EDID mode** |
| **1** | 4K60-2.0CH | 12 | 1360x768 |
| **2** | 4K60-5.1CH | 13 | 1280x1024 |
| **3** | 4K30-2.0CH | 14 | 1024x768 |
| **4** | 4K30-5.1CH | 15 | AUTO |
| **5** | 1080P-2.0CH | 16 | 4K60-7.1CH |
| **6** | 1080P-5.1CH | 17 | 4K30-7.1CH |
| **7** | 720P | 18 | 1080P-7.1CH |
| **8** | 1920x1200 | 19 | USER |
| **9** | 1680x1050 | 20 | 3440x1440 |
| **10** | 1600x1200 | 21 | 2560x1600 |
| **11** | 1440x900 |  |  |

The HDMI output support 3 HDCP options: FORCE-1.4, FORCE-2.2, FORCE-OFF

User can select it by RS232 command

# Video and Audio

The switcher support LPCM and compressed audio such as AC3, DD+, DTS (up to 7.1 channel) to pass through via HDMI cable.

The switcher support multiple resolution video input up to 3840x2160@60, and support following video output resolution:

|  |  |  |  |
| --- | --- | --- | --- |
| **Number** | **Output Resolution** | **Number** | **Output Resolution** |
| **1** | 4096x2160p 60Hz | 9 | 1920x1080p 50Hz |
| **2** | 4096x2160p 50Hz | 10 | 1360x768p 60Hz |
| **3** | 3840x2160p 60Hz | 11 | 1280x800p 60Hz |
| **4** | 3840x2160p 50Hz | 12 | 1280x720p 60Hz |
| **5** | 3840x2160p 30Hz | 13 | 1280x720p 50Hz |
| **6** | 3840x2160p 25Hz | 14 | 1024x768p 60Hz |
| **7** | 1920x1200p60Hz RB | 15 | 3440x1440p 60Hz |
| **8** | 1920x1080p 60Hz | 16 | 2560x1600p 60Hz |

# Video Wall

User can build one or more video wall with RS232 command, support 2x2, 4x1, 2x1 or other wall layout up to 4 panels.

Video wall controlling include wall layout, input selection, bezel compensation, rotation.

User can also build one wall and then cancel one panel from the wall to realize PIP function on the wall. Please refer to the following figure



For detail, please refer to RS232 commands for video wall

# Multiview

The switcher support SINGLE,PIP,PBP,3xWIN,4xWIN display modes

Users can select different operations for different Multiview modes as following:

SINGLE: Inputs selection

PIP: Inputs selection, Sub window size and position selection

PBP, 3xWIN, 4xWIN: Inputs selection, Layout Mode, Display aspect

Multiview window distribution as following



User can do more layouts via RS232 commands

# Specification

|  |  |
| --- | --- |
| Band Width | 594MHz (18Gbps), HDMI 2.0, HDCP2,2 |
| Audio Format | LPCM, Compressed audio |
| Input ports | 4 HDMI, 4 LR 3.5mm jacket |
| Output ports | 4 HDMI, 4 Mini Toslink ports |
| Power Supply | 110-220VAC |
| Power Consumption | 80W Max |
| Operating Temperature  | 0 to +40°C (+32 to +104 °F) |
| Operating Humidity | 10 to 70 % RH (non-condensing) |
| ESD | Air: ± 8KV, Contact: ± 4KV, |
| Dimensions | L430 x W220 x H44 mm |
| Mass (Main Unit) | 5kg |

# Package Contents

|  |  |
| --- | --- |
| **Item** | **Quantity** |
| Switcher Unit | 1 |
| AC Power Cord | 1 |
| User Manual | 1 |

# RS232 command

**Note:** All the commands begin with SET or GET, end with Carriage Return (CR).

⮠ Represents Carriage Return (CR).

All return messages are always end with CR.

## System command

|  |  |
| --- | --- |
| Command | Details |
| GET HELP⮠ | Get the Commands list |
| SET RESET⮠ | Recover to default setting |
| GET MAIN VERSION⮠ | Get system main board firmware versionReturn: VERSION w (w is version number) |
| GET OUTy VERSION⮠ | Read firmware version for OUTy  y is 1,2,3 or 4Return: OUTy VERSION w |
| GET KEYBOARD VERSION⮠ | Get front Keyboard firmware versionReturn: KEYBOARD VERSION w |
| SET BAUDRATE w⮠ | w is 9600, 19200, 38400,57600 or 115200Return: BAUDRATE w |
| GET BAUDRATE w⮠ | Return: BAUDRATE w |
| SET IP ADDRESS w⮠ | For example: SET IP ADDRESS 192.168.0.247Return: IP ADDRESS w |
| GET IP ADDRESS⮠ | Return: IP ADDRESS w |
| SET SUBMASK w⮠ | For example: SET SUBMASK 255.255.255.0Return: SUBMASK w |
| GET SUBMASK⮠ | Return: SUBMASK w |
| SET GATEWAY w⮠ | For example: SET GATEWAY 192.168.0.1Return: GATEWAY w |
| GET GATEWAY⮠ | Return: GATEWAY w |
| SET NETPORT w⮠ | For example: SET NETPORT 2000Return: NETPORT w |
| GET NETPORT⮠ | Return: NETPORT w |
| SET NETWORK-INFO IP PORT SUBMASK GATEWAY⮠ | For Example: SET NETWORK-INFO 192.168.0.247 2000 255.255.255.0 192.168.0.1Return: NETWORK-INFO 192.168.0.247 2000 255.255.255.0 192.168.0.1 |
| GET NETWORK-INFO⮠ | Return: NETWORK-INFO IP PORT SUBMASK GATEWAY |
| GET MATRIX-ROUTE⮠ | Get input port number for all output port,Return : MATRIX-ROUTE 0 0 0 0 |

## Input, output and switching command

|  |  |
| --- | --- |
| Commands | Details |
| GET INx IN RESOLUTION⮠ | Read input resolution, x is 1,2,3 or 4 |
| SET INx AUDIO-SRC w⮠ | Select HDMI input inner audio or external LR audio for one input portx is 1,2,3 or 4w is L/R or EMBEDDED |
| GET INx AUDIO-SRC⮠ | Return: INx AUDIO-SRC w |
| GET INx IN-INFO⮠ | Read InputType,InputFormat ,OutputFormat,AUDIO-SRC of input channelExample: IN1 IN-INFO HDMI 1920x1080p60 1920x1080p60 L/R |
| SET INx VIDEO OUTy/ALL⮠ | Set video routex is 1,2,3 or 4, y is 1,2,3 or 4For example:1. SET IN1 VIDEO OUT1(Input port 1 switch to output port 1)
2. SET IN1 VIDEO ALL(Input port 1 switch to all output ports)
3. SET IN1 VIDEO OUT1,3(switch to output port 1,3)
 |
| SET OUTy AUDIO SOURCE w⮠ | Select audio source for OUTyy is 1,2,3 or 4, w is WIN1,HDMI1,HDMI2,HDMI3 or HDMI4 |
| GET OUTy AUDIO SOURCE⮠ | Return: OUTy AUDIO SOURCE w |
| SET OUTy HDCP w⮠ | y is 1,2,3 or 4w is one of FORCE-1.4,FORCE-2.2,FORCE-OFF |
| GET OUTy HDCP⮠ | y is 1,2,3 or 4Return: OUTy HDCP w |
| SET OUTy RESOLUTION w⮠ | y is 1,2,3 or 4w is one of the following, default: 3840x2160p604096x2160p60, 4096x2160p50, 3840x2160p60, 3840x2160p50,3840x2160p30, 3840x2160p25,1920x1200p60RB, 1920x1080p60,1920x1080p50, 1360x768p60, 1280x800p60, 1280x720p60,1280x720p50, 1024x768p60 3440x1440p60, 2560x1600p60AUTO, USERReturn: OUTy RESOLUTION w |
| GET OUTy RESOLUTION⮠ | y is 1,2,3 or 4Return: OUTy RESOLUTION w  |
| SET OUTy RESO-USER Width Height⮠ | Set user define output resolution for one outputWidth is horizontal active pixelsHeight is vertical active linesFor user define output resolution,the frame rate is always 60HzReturn: OUTy RESO-USER Width Height⮠ |
| GET OUTy RESO-USER⮠ | Return: OUTy RESO-USER Width Height⮠ |
| SET OUTy ROTATION w⮠ | Set one output port rotation degreey is 1,2,3 or 4w is 0,90 or 180 |
| SET OUTy VKA w⮠ | y is 1,2,3 or 4Set video keep alive mode for OUTyw is BLUESCREEN or BLACKSCREEN.Default BLACKSCREEN. It is for no signal displayReturn: OUTy VKA w |
| GET OUTy VKA⮠ | Return: OUTy VKA w |
| SET OUTy ITC w⮠ | y is 1,2,3 or 4w is ON or OFF, default OFFReturn: OUT ITC wSuggest OFF for video display and ON for PC especially desktop display, default setting is OFF |
| GET OUTy ITC⮠ | Return: OUTy ITC w |
| SET OUTy VIDEO IN x ⮠ | x is HDMI1,2,3 or 4; y is 1,2,3 or 4;Set input/output routingWhen one output port works on PIP,PBP,3x WIN or 4x WIN mode, this command means switch the input source for window 1 of OUTy |
| GET OUTy VIDEO IN⮠ | y is 1,2,3 or 4Get the input source for OUTyWhen one output port works on PIP,PBP,3x WIN or 4x WIN mode, this command return the input source for window 1 of OUTyReturn: OUTy VIDEO IN HDMI1 |
| SET SAVE SCENE w⮠ | Save current display layout to scene w, w is 1,2…or 10Return: SAVE SCENE w |
| SET LOAD SCENE w⮠ | Return: LOAD SCENE w |
| SET OUTy FREEZE-WINx w⮠ | Freeze the display window, y is 1,2,3 or 4,x is one of 1, 2, 3 ,4 or ALL, w is ON or OFFReturn: OUTy FREEZE-WINx w |
| GETOUTy FREEZE-WINx⮠  | y is 1,2,3 or 4,x is one of 1, 2, 3 ,4. Return: OUTy FREEZE-WINx w (w is ON or OFF) |
| GET OUTy OUTPORT-EDID⮠ | y is 1,2,3 or 4Retrun: OUTy OUTPORT-EDID w(w is 256 bytes EDID data) |
| GET OUTy OUT-INFO⮠ | Read OutputType,InputFormat,OutputFormat of output channelExample:OUT2 OUT-INFO FORCE-OFF 1920x1080p60 3840x2160p60 |

## Multiview command

|  |  |
| --- | --- |
| Commands | Details |
| SET OUTy MULTIVIEW w⮠ | Select one Multiview mode for OUTyy is 1,2,3 or 4w is one of the following, default SINGLESINGLE C:\Users\windows7\AppData\Local\Temp\1629080528(1).png, PIP , PBP C:\Users\windows7\AppData\Local\Temp\1629081546(1).png, 3xWIN C:\Users\windows7\AppData\Local\Temp\1629082712(1).png, 4xWIN C:\Users\windows7\AppData\Local\Temp\1629082974(1).pngReturn: MULTIVIEW w |
| GET OUTy MULTIVIEW⮠ | Get OUTy Multiview modeReturn: OUTy MULTIVIEW w |
| SET OUTy WINDOWz IN x⮠ | x is HDMI1, HDMI2, HDMI3 or HDMI4; y is 1,2,3 or 4; z is 1,2,3 or 4Select one input for one display window of OUTy  |
| GET OUTy WINDOWz IN⮠ | y is 1,2,3 or 4; z is 1,2,3 or 4Get the input source for one display window of OUTy |
| SET OUTy PIP POS w⮠ | This command to select the PIP sub window position.y is 1,2,3 or 4w is one of the following, default RightBottomLeftTop, LeftBottom, RightTop, RightBottomReturn: OUTy PIP POS w |
| GET OUTy PIP POS⮠ | This command to get the PIP sub window position of OUTy |
| SET OUTy PIP SIZE w⮠ | This command to select the PIP sub window size of OUTy.y is 1,2,3 or 4w is one of the following, default LARGESMALL,MIDDLE, LARGEReturn: OUTy PIP SIZE w |
| GET OUTy PIP SIZE⮠ | Return: OUTy PIP SIZE w |
| SET OUTy PIP USER HStart VStart HSize VSize⮠ | Return: OUTy PIP USER HStart VStart HSize VSizeThis command allows users to customize a PIP layout include sub window position and size for one output.This customized PIP layout will replace other pre-defined EDID modes (such as LeftTop,LARGE) and display on the screenAfter the user enters SET OUTy PIP POS or SET OUTy PIP SIZE command,the PIP USER will become invalidPlease note HStart plus HSize less than or equal to 101VStart plus VSize less than or equal to 101 |
| GET OUTy PIP USER⮠ | Return: OUTy PIP USER HStart VStart HSize VSize |
| SET OUTy PBP MODE w⮠ | Set the PBP display modew is one of 1,2 or 3, default 1Return: OUTy PBP MODE wPlease note for PBP mode 3, window2 can capture part of the input image area. It is main used for presenter show when work with conference camera situationsThe capture area can be defined by SET OUTy PBP-PRESENTER command  |
| GET OUTy PBP MODE⮠ | Return: OUTy PBP MODE w |
| SET OUTy PBP ASPECT w⮠ | Set the PBP window display aspect for OUTyy is 1,2,3 or 4w is FULL or 16:9, default FULLReturn: OUTy PBP ASPECT w |
| GET OUTy PBP ASPECT⮠ | Return: OUTy PBP ASPECT w |
| SET OUTy PBP-PRESENTER HStart VStart HSize VSize⮠ | Set window 2 capture area for PBP mode 3This command only valid when the switcher already work on PBP mode 3Return: OUTy PBP-PRESENTER HStart VStart HSize VSizeDefault HStart 38, VStart 13, HSize 25, VSize 75Please note HStart plus HSize less than or equal to 101VStart plus VSize less than or equal to 101 |
| GET OUTy PBP-PRESENTER⮠ | Return: OUTy PBP-PRESENTER HStart VStart HSize VSize |
| SET OUTy 3xWIN MODE w⮠ | Set the 3xWIN display mode for OUTyy is 1,2,3 or 4w is one of 1,2,3 or 4; default 1C:\Users\windows7\AppData\Local\Temp\1658982390(1).pngReturn: OUTy 3xWIN MODE w |
| GET OUTy 3xWIN MODE⮠ | Return: OUTy 3xWIN MODE w |
| SET OUTy 3xWIN ASPECT w⮠ | Set the 3xWIN window display aspect for OUTyy is 1,2,3 or 4w is FULL or 16:9, default FULLC:\Users\windows7\AppData\Local\Temp\1658982480(1).pngReturn: OUTy 3xWIN ASPECT w |
| GET OUTy 3xWIN ASPECT⮠ | Return: OUTy 3xWIN ASPECT w |
| SET OUTy 4xWIN MODE w⮠ | Set the 4xWIN display mode for OUTyy is 1,2,3 or 4; w is 1 or 2 ,default 1Return: OUTy 4xWIN MODE w |
| GET OUTy 4xWIN MODE⮠ | Return: OUTy 4xWIN MODE w |
| SET OUTy 4xWIN ASPECT w⮠ | Set the 4xWIN window display aspect for OUTyy is 1,2,3 or 4w is FULL or 16:9, default FULLC:\Users\windows7\AppData\Local\Temp\1637116792(1).pngReturn: OUTy 4xWIN ASPECT w |
| GET OUTy 4xWIN ASPECT⮠ | Return: OUTy 4xWIN ASPECT w |
| GET OUTy MULTIVIEW-SYNC⮠ | Return Multiview layout information |

## Video wall command

|  |  |
| --- | --- |
| Commands | Details |
| SET OUTy TVWALL Line, Column, P, Q, Bezel-Left, Bezel-Right, Bezel-Top, Bezel-Bottom, Input⮠ | Set TVWALL layout mode for OUTyy is 1,2,3 or 4Below use a large size layout example to explain this commandThe entire TV wall consists of 16 screens, placed in 4 rows and 4 columns. Screens 6/7/10/11 make up a 2x2 splice.The parameter of the splice which make up by Screens 6/7/10/11:Line：How many rows of the Digital Information Display Column：How many columns of the Digital Information DisplayP: The row number of the current output connected: Screen 6: 1, Screen 7: 1, Screen 10: 2, Screen 11: 2Q: The column number of the current output connected: Screen 6: 1, Screen 7: 2, Screen 10: 1, Screen 11: 2If the border of each screen is 20 pixels, please set as followingBezel-Left: The width of the left bezel (pixels): Screen 6: 0, Screen 7: 20, Screen 10: 0, Screen 11: 20Bezel -Right:The width of the right bezel (pixels): Screen 6: 20, Screen 7: 0, Screen 10: 20, Screen 11: 0Bezel-Top:The width of the top Bezel (pixels):Screen 6: 0, Screen 7: 0, Screen 10: 20, Screen 11: 20Bezel-Bottom:The width of the bottom Bezel (pixels): Screen 6: 20, Screen 7: 20, Screen 10: 0, Screen 11: 0Input: Which input route to the current panel such as x is HDMI1, HDMI2, HDMI3 or HDMI4Send: SET OUT6 TVWALL 2 2 1 1 0 20 0 20 HDMI1⮠ Return: OUT6 TVWALL 2 2 1 1 0 20 0 20 HDMI1Send: SET OUT7 TVWALL 2 2 1 2 20 0 0 20 HDMI1⮠ Return: OUT7 TVWALL 2 2 1 2 20 0 0 20 1Send: SET OUT10 TVWALL 2 2 2 1 0 20 20 0 HDMI1⮠ Return: OUT10 TVWALL 2 2 2 1 0 20 20 0 HDMI1Send: SET OUT11 TVWALL 2 2 2 2 20 0 20 0 HDMI1⮠ Return: OUT11 TVWALL 2 2 2 2 20 0 20 0 HDMI1Sending these four commands will create a 2x2 wallHow to exit video wall mode:For example exit TV-WALL combination of output port 6,7,10,11Send: SET OUT6 TVWALL 1 1 1 1 0 0 0 0 HDMI1⮠ Return: OUT6 TVWALL 1 1 1 1 0 00 0 00 HDMI1 Send: SET OUT7 TVWALL 1 1 1 1 0 0 0 0 HDMI1⮠ Return: OUT7 TVWALL 1 1 1 1 0 0 0 0 HDMI1 Send: SET OUT10 TVWALL 1 1 1 1 0 0 0 0 HDMI1⮠ Return: OUT10 TVWALL 1 1 1 1 0 0 0 0 HDMI1 Send: SET OUT11 TVWALL 1 1 1 1 0 0 0 0 HDMI1⮠ Return: OUT11 TVWALL 1 1 1 1 0 0 0 0 HDMI1 |
| GET OUTy TVWALL**⮠** | GET TV-WALL mode of one output portFor example:Send: GET OUT6 TVWALL ⮠ Return: OUT6 TVWALL 2 2 1 1 0 20 0 20 HDMI1 |
| SET TVWALL-INFO ValidWall, Line ,Column, [Flag, FirstWallIndex, OutputPort , Bezel-Left, Bezel-Right, Bezel-Top, Bezel-Bottom, InputPort …]**⮠** | ValidWall:The Valid num of WallLine: How many rows of TvWall DisplayColumn: How many columns of TvWall DisplayFlag:[bit0]: = 1, Screen is splicing , = 0, Screen is not splicing [bit1]:SYNC-LOCK , Not used,Default 0[bit2]: =1, Exit the splice alone =0, No exit the spliceFirstWallIndex:The first wall index of splice screen OutputPort: output portBezel-Left: The width of the left bezel (pixels): Bezel -Right:The width of the right bezel (pixels): Bezel-Top:The width of the top Bezel (pixels):Bezel-Bottom:The width of the bottom Bezel (pixels): InputPort:input portFlag+ FirstCombineID+ OutputPort+ AdjustValue+ InputPort+……:There are NUM\_Valid data structures in total [Flag+ FirstCombineID+ OutputPort+ AdjustValue+ InputPort] |
| GET TVWALL-INFO⮠ | Read TVWall Info. |
| SET OUTy WALL-PORT Line, Column, P, Q, Bezel-Left, Bezel-Right, Bezel-Top, Bezel-Bottom, SYNC-LOCK⮠ | Set WALL-PORT layout mode for OUTyy is 1,2,3 or 4Below use a large size layout example to explain this commandThe entire TV wall consists of 16 screens, placed in 4 rows and 4 columns. Screens 6/7/10/11 make up a 2x2 splice.The parameter of the splice which make up by Screens 6/7/10/11:Line：How many rows of the Digital Information Display Column：How many columns of the Digital Information DisplayP: The row number of the current output connectedQ: The column number of the current output connectedBezel-Left: The width of the left bezel (pixels): Bezel -Right:The width of the right bezel (pixels): Bezel-Top:The width of the top Bezel (pixels):Bezel-Bottom:The width of the bottom Bezel (pixels): SYNC-LOCK : Not used,Default 0Send: SET OUT1 WALL-PORT 2 2 1 1 0 20 0 20 0⮠ Return: OUT1 WALL-PORT 2 2 1 1 0 20 0 20 0Send: SET OUT2 WALL-PORT 2 2 1 2 20 0 0 20 0⮠ Return: OUT2 WALL-PORT 2 2 1 2 20 0 0 20 1Send: SET OUT3 WALL-PORT 2 2 2 1 0 20 20 0 0⮠ Return: OUT3 WALL-PORT 2 2 2 1 0 20 20 0 0Send: SET OUT4 WALL-PORT 2 2 2 2 20 0 20 0 0⮠ Return: OUT4 WALL-PORT 2 2 2 2 20 0 20 0 0Sending these four commands will create a 2x2 wallHow to exit video wall mode:For example exit TV-WALL combination of output port 1,2,3,4Send: SET OUT1 WALL-PORT 1 1 1 1 0 0 0 0 0⮠ Return: OUT1 WALL-PORT 1 1 1 1 0 00 0 00 0 Send: SET OUT2 WALL-PORT 1 1 1 1 0 0 0 0 0⮠ Return: OUT2 WALL-PORT 1 1 1 1 0 0 0 0 0 Send: SET OUT3 WALL-PORT 1 1 1 1 0 0 0 0 0⮠ Return: OUT3 WALL-PORT 1 1 1 1 0 0 0 0 0 Send: SET OUT4 WALL-PORT 1 1 1 1 0 0 0 0 0⮠ Return:OUT4 TVWALL 1 1 1 1 0 0 0 0 0 |

## EDID command

The following commands are used to set EDID mode for the inputs

|  |  |
| --- | --- |
| Commands | Details |
| SET INx EDIDMODE w⮠ | x is 1,2,3 or 4w is one of the following:4K60-2.0, 4K60-5.1, 4K60-7.1, 4K30-2.0, 4K30-5.1, 4K30-7.1, 1080p60-2.0,1080p60-5.1, 1080p60-7.1,1920x1200, 1680x1050, 1600x1200, 1440x900, 1360x768, 1280x1024, 1024x768, 720p, AUTO,USER, 3440x1440, 2560x1600Default: 4K60-2.0Return: INx EDIDMODE w |
| GET INx EDIDMODE⮠ | Return: INx EDIDMODE w |
| SET INx EDID-USER w⮠ | Switcher can only support 256 bytes EDID-USER data.x is 1,2,3 or 4w is 256 bytes EDID data. Return: INx EDID-USER OK |