

# ANGUSTOS VIDEO WALL CONTROLLER



# ACV2 / ACVM CONTROLLER USER MANUAL



About ANGUSTOS

computer signals.

Angustos was founded in 2000 and is now regarded as of digital and analogue ky M solutions.

fortune 500 corporations.

use.

For more than 20 Vears our customers have been convinced by our co standardised distributing standardised

We are confirmed to established international standards. We can provide Ustomers with complete data center solutions as well as OEM/ODM

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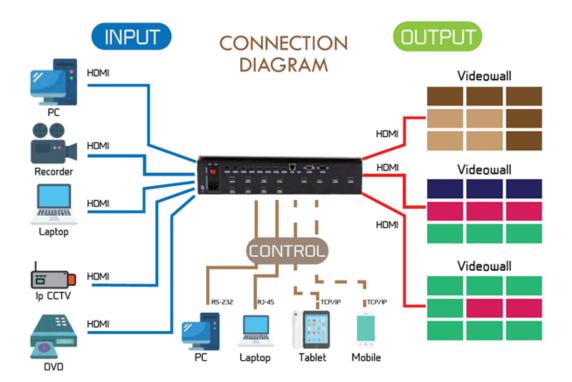
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# 1. Overview

ANGUSTOS video wall controller is a high performance video processing equipment based on hardware architecture. Which avoids common problems of crash, blue screen, viruses. It supports 4 layer video windows per display arbitrary layering, overlap, moving, stretching, zooming in/out, roaming, Picture In Picture.

# 2. System Diagram

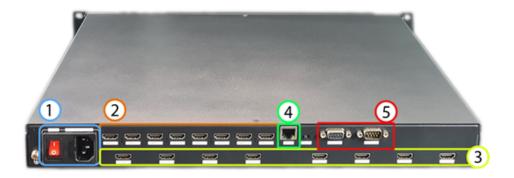


# 3. Hardware



#### ACV2-0812A Chassis (Example)

In the normal state (when power on the system or the touch screen is not touched for 12 or more seconds) , the front LED lights will light up



- 1. AC Power module and Manual Switch
- 2. Input HDMI Ports
- 3. Output HDMI Ports
- 4. LAN TCP/IP RJ45 Interface
- 5. RS-232 In / Out (COM PORT)

Execute the Software file VWC\_Vxxx.exe to run the program.

# 4. Software

Double click the application program to open the control software interface. The user name and password both are "admin".

Video	Wall Contro	I Softwar	e	
User Name: adr	nin	-		
Password: •••	••			
Connection: 192	.168.3.100		Settings	
Communication	ation O	Demo		
Login		Ca	ncel	

Press Setting -> Choose the correct LAN card connected to the chassis => Click on Search (Magnifier) icon => The software will find the controller IP automatically in the same subnet. Choose the IP and press OK

🚱 Setting					×
LAN	COM				
NetCard:	Ethernet 2[192.168.1.43]	Ŧ	Setting	Q	
192.16	8.3 .210				
	s: 192.168.3 .210			ОК	

Settings	Operation	Tools	Management							
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	put Source									
HDMI H		1				2				3
P Streaming Channel 9 Channel 10										
		4				5				6
	e Management Ince Preview Inagements									

## 4.1 Control Port Connection

Click sub-menu [**Connect**] in **[Setting]** to pop up a dialog box as follows. The default baud rate is 115200. Select the corresponding COM port and click **[Set up]** to connect.

For the network connection control, click **[Search]** button to automatically obtain the IP address and device port. Then click **[Set up]** button to connect.

Connect					
COM Port. COM8			IP Address:	192.168.3 .100	
Baud Rate:	115200	Ŧ	IP Port	5000	
Interval(ms):	1	÷	Interval(ms):	1	
Delay(ms):	1	∆ ¥	Delay(ms):	1	
	Set up			Set up	
IP Address: 192	.168.3 .100	Modify IP	Gateway: 192.16	68.3 .1 Modify	
ubnetMask: 255	.255.255.0	Modify	Aut	to IP	
Baud Rate: 115	5200 🔻	Modify	Fixe	ed IP	
Controller in the s	ame LAN				
Search					

## 4.2 Video Wall Setting

Take 8 input and 6 output 2 layer windows video wall controller setting for example. Choose the machine type 2U **2windows-1** and Video wall type **Videowall** Row **2** and Column **4**, Max **2 windows** in single display Then click the icon **[Create]** and then **[Modify MCU]**.

Settings	Operation	Tools	Management		
Connect VideoWall	Input Previe	w Intial Mode		1920x1080 60.00Hz eenConfig	
Video Wall Setting					×
VideoWall					
					Video Wall
1			2	3	Vedio Wall Type O LED  VideoWall  Resolution Resolution: 1920x1080 60 00Hz   Protocol Type Start Channel: 1
4			5	6	Row: 2 Colum: 3 Single Display: Max 2 Windows Pixel Pitch: BackPic O Null @ Yes Banner Preview
					Create Modify MCU Card Setting

## 4.3 Input Source Setting and Management

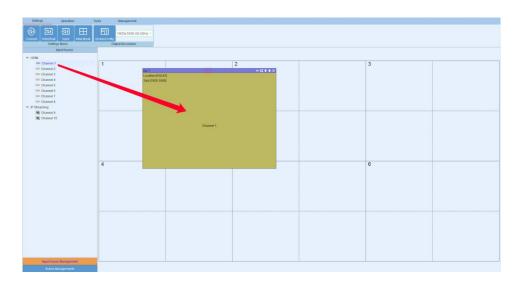
#### **Input Source Setting**

The user can set each card specification as the interface shown below.

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		nigs menu				0	atput Resolutio	м			
👘 Input 🗄	Source Setting										×
No.	Name	Channel	Card ID	Machine ID	Card Type	Source	Status	Win Size	Con Size	Input	Video Wall
1	Channel 1	1	0	1	MIN	HDMI	True	(0,0,0x0)	(0.0,0x0)	0x0	VideoWall1 *
2	Channel 2	2	1	1	MIN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0x0	Parameters Setting
3	Channel 3	3	2	1	MIN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0x0	
4	Channel 4	4	3	1	MIN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0x0	Device Source: 10
5	Channel 5	5	4	1	MIN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0x0	Source Group No. 1
6	Channel 6	6	5	1	MIN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0x0	Create
7	Channel 7	7	6	1	MIN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0x0	Create
8	Channel 8	8	7	1	MIN	HDMI	True	(0,0,0x0)	(0,0,0x0)	0x0	Parameters Setting
9 10	Channel 9 Channel 10	9 10	8 9	1	H26x H26x	IP Stream IP Stream	True True	(0,0,0x0) (0,0,0x0)	(0,0,0x0) (0,0,0x0)	0x0 0x0	Channel No.: 1
						<u></u>					Card ID 0 Machine ID [1 Card Type MIN Source Type HDMI Channel Status 7 Open Channel
<										>	Confirm Cancel

#### Input Source Management

On the left side of the software interface, there is a input sources list. As shown below. Select one input signal and drag it to the right side of the display area to realize signals switching. Double-click the input signal to change its name.



#### Input source setting

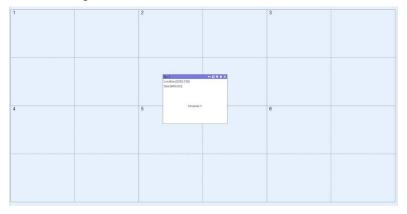
Right click the input source, it will pop up a sub-menu for input source setting. Such as text overlap in inputs and input source cropping.



# 4.4 Video Window Operation

#### Open video window

Press and drag the left mouse button in the operation interface to create a rectangle window, as show in the figure below.



#### Adjust video window size and position

Move the mouse pointer on the video window, then press and drag it to move the window to an appropriate position. Move the mouse pointer to the bottom right of the window, and then drag it to change the window size when it turns into a two-way arrow.

#### Window menu operation

X

+

There are five menus at the top of each window. Its available for users to do windows operation. The black full line in operation area represents screen frame. The dotted line represents blocks in single screen unit.

Close: Close the current video window

**Top and Bottom:** Change window level to be on the bottom or the top.

**Full screen display:** Click the menu to realize current operation window to be displayed in the entire video wall. Click this button again, it will return to previous size.

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**Return:** Click the menu, the operation window will be displayed fully in the single screen of the current upper-left angle.

Click sub-menu [Clear] of [Operation] menu, all the video windows will be deleted.

Click sub-menu **[New]** of **[Operation]** menu, video windows will be displayed in single screen of the video wall, as shown in the figure below.

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cation.(0,0)		Location			ication [3840,0]	
ne (1920, 1080)		Size [190	1,1080]	s	ze [1920,1080]	
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ication (0, 1080)			1920,1080]		cation [3840, 1080]	
ze [1920,1080]		Size [196	1,1030]	Si	ze (1920, 1080)	
	Channel 1		Channel 1		Channel 1	

#### 

Click sub-menu **[Lock]** of **[Operation]** menu to lock all video windows, and all the windows cannot be moved but the user can open a new window on it.

Click sub-menu [Unlock] of [Operation] menu to unlock all the windows.

Click sub-menu **[Initial mode]** of **[Settings]** to select the window layers for single screen before you operate the **New** function.

#### 4.5 Scene Mode Save/ Recall and Cycle

#### Scene Mode Save

Click the sub-menu [Save] in [Operation] menu to save current video wall layout.

The scene name can be edited.

Save Scene		×
	ID:	1
	Scene Name:	Scene_1
	Confirm	Cancel

#### Scene mode recall

There are **[Scene Management]** menu at the bottom left interface.

Click the menu [Load] to recall the mode and choose [Confirm] to take it effect.

Click the menu **[Delete]** to delete the saved scene mode data.

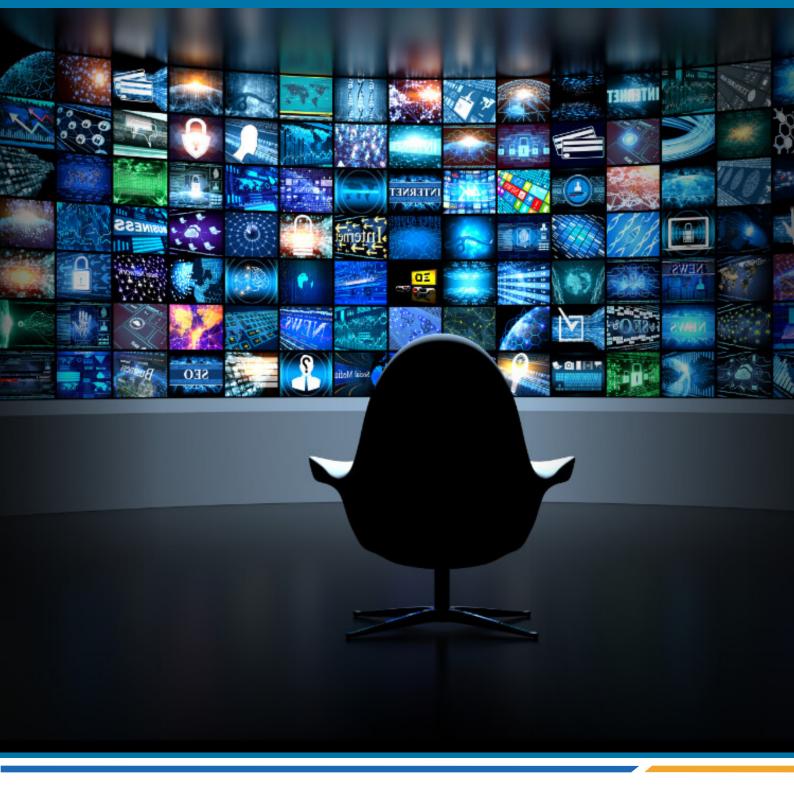
Scene Management						
1	Scene_1	Load Delete				
2	Scene_2	Load Delete				
3	Scene_3	Load Delete				

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	Channel 1	Channel 1		Channel 1

#### Scene mode cycle

Click the sub-menu **[Cycle]** in **[Operation]** menu, then add the cycle scenes to the list and choose **[Interval]** time for each mode. Clicking the icon "**Start**" to start the cycle.







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