



# ANGUSTOS VIDEO WALL CONTROLLER



2020 | 2021

## ACV2 CONTROLLER USER MANUAL



## About ANGUSTOS

Angustos was founded in 2000 and is now regarded as one of the foremost manufacturers of digital and analogue KVM solutions.

For more than 20 years our customers have been convinced by our core competencies in extending, switching and distributing standardised computer signals.

We are confirmed to established international standards. We can provide customers with complete data center solutions as well as OEM/ODM (G&D) and Raritan for more than 7 years, together with customers from fortune 500 corporations.

We can cover even from medium to small business, factory and industrial operations, military and government installations, home office and personal use.

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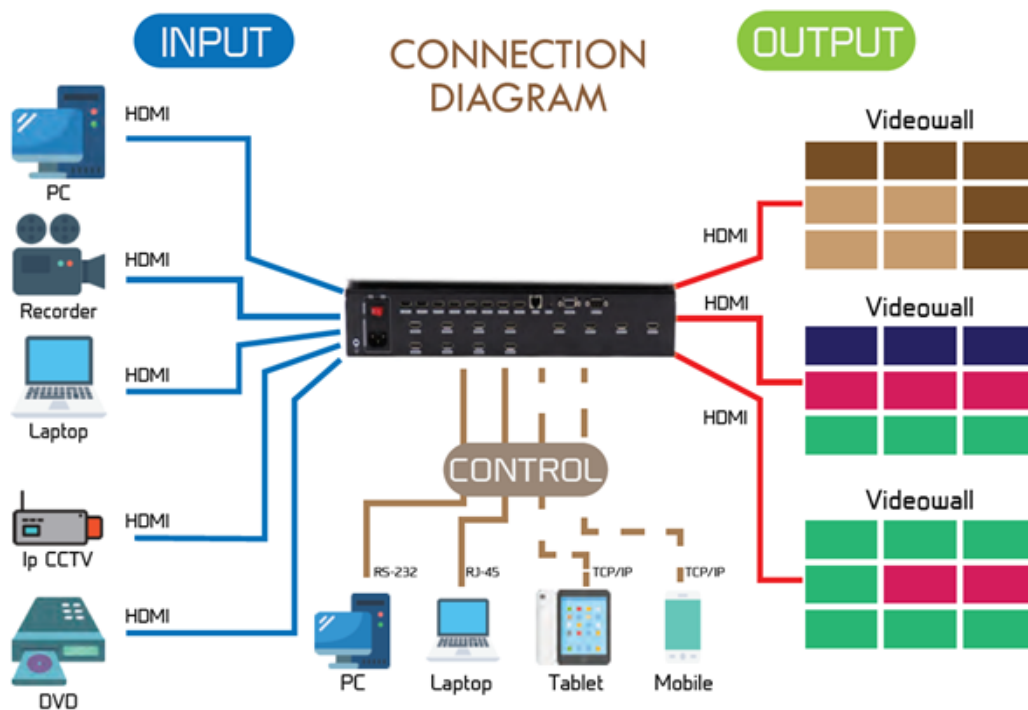
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## 1. Overview

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

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

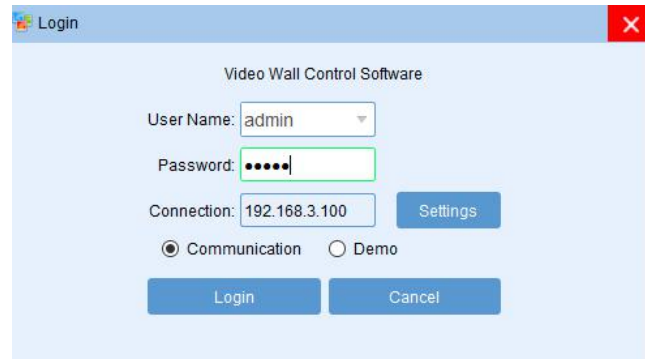


1. AC Power module and Manual Switch
2. Input HDMI Ports
3. Output HDMI Ports
4. LAN TCP/IP – RJ45 Interface
5. RS-232 In / Out (COM PORT)

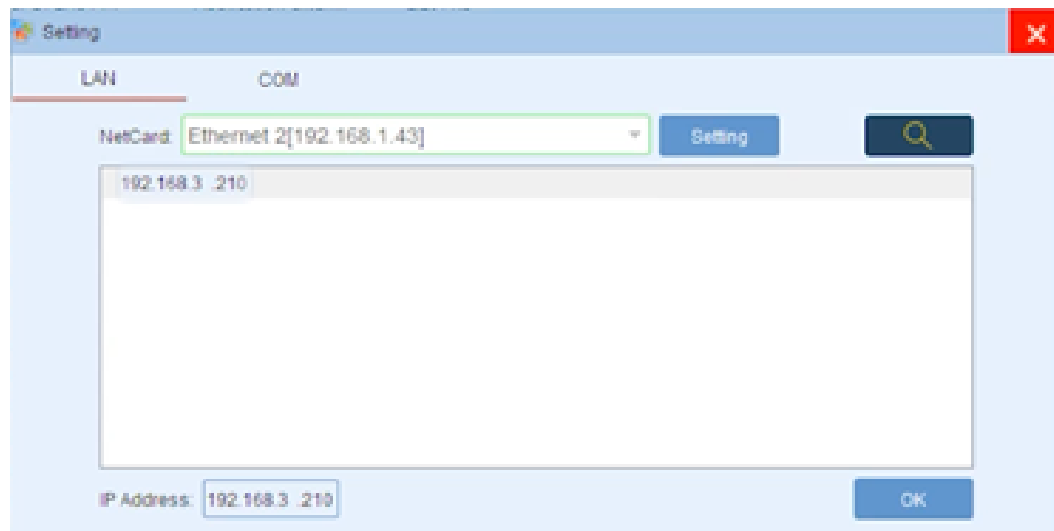
Execute the Software file VWC\_Vxxx.exe to run the program.

## 4. Software

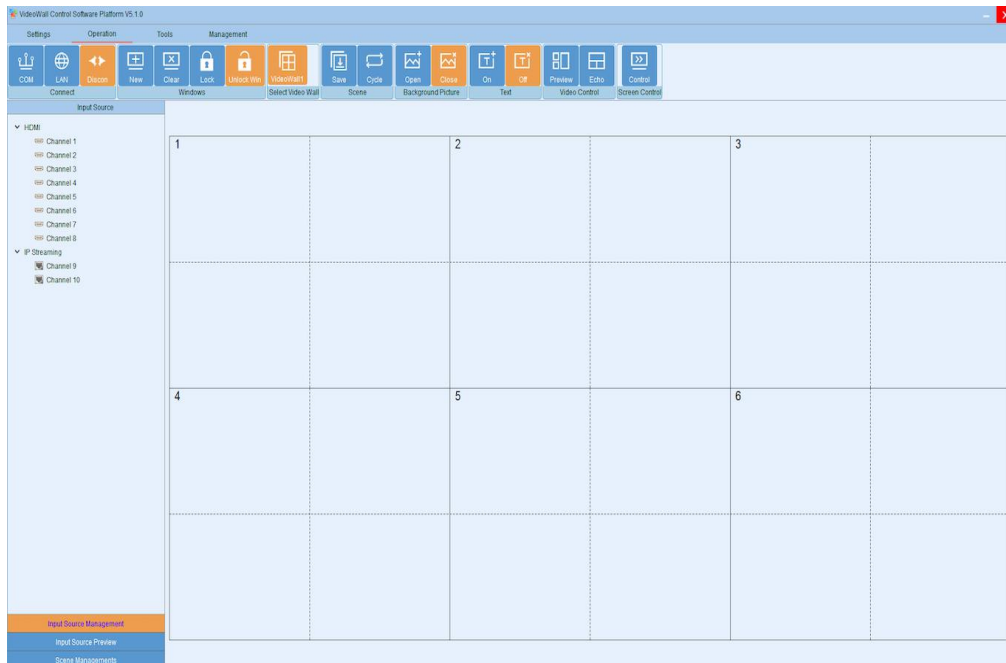
Double click the application program to open the control software interface. The user name and password both are “admin”.



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



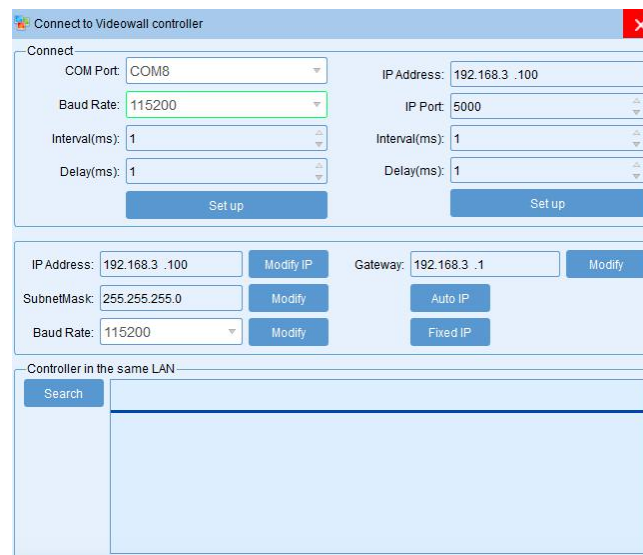




## 4.1 Control Port Connection

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.



## 4.2 Video Wall Setting

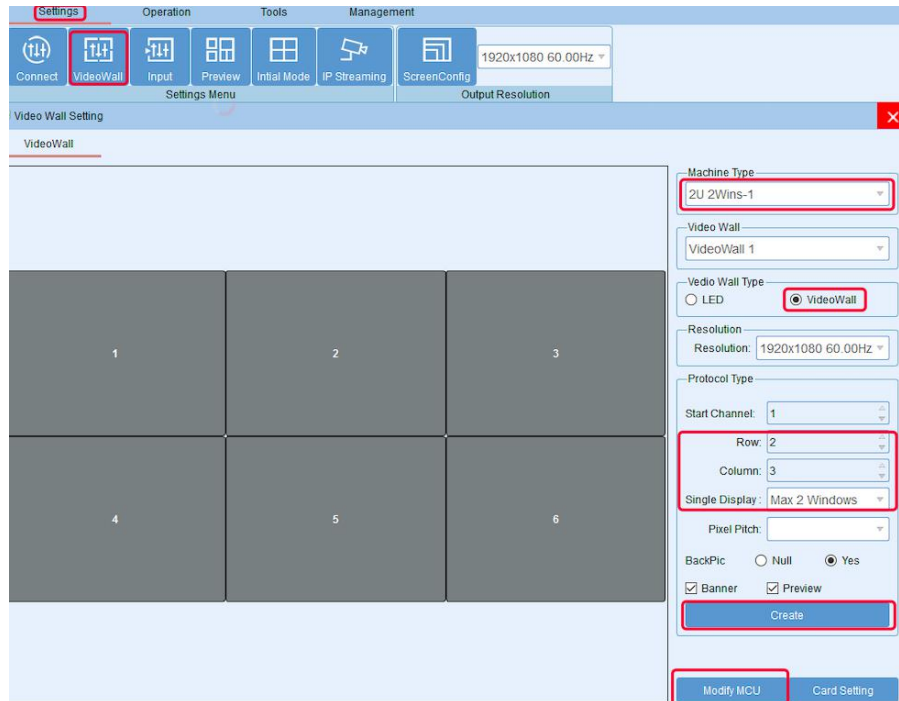
Take 8 input and 6 output 2 layer windows video wall controller setting for example.

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**] .

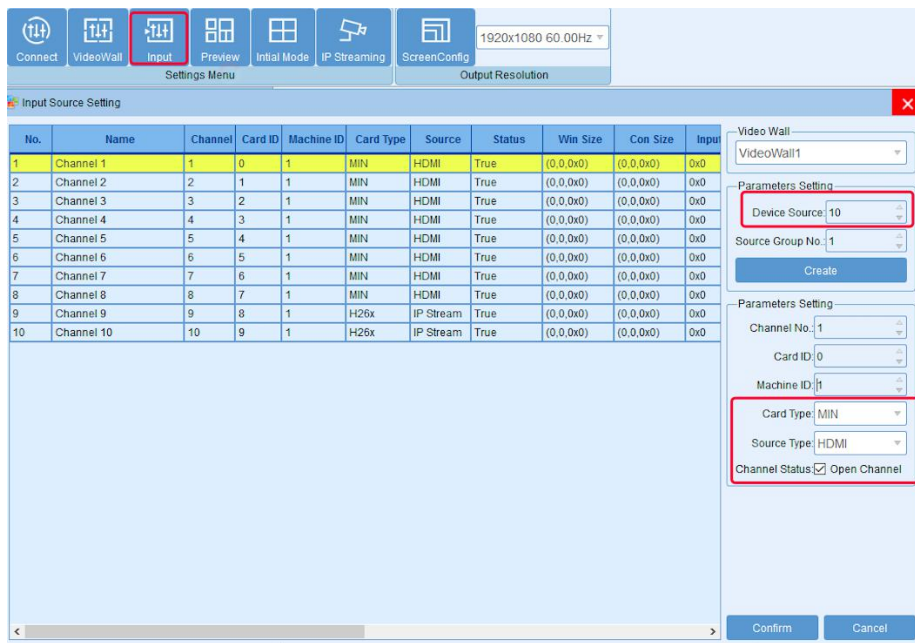




### 4.3 Input Source Setting and Management

#### Input Source Setting

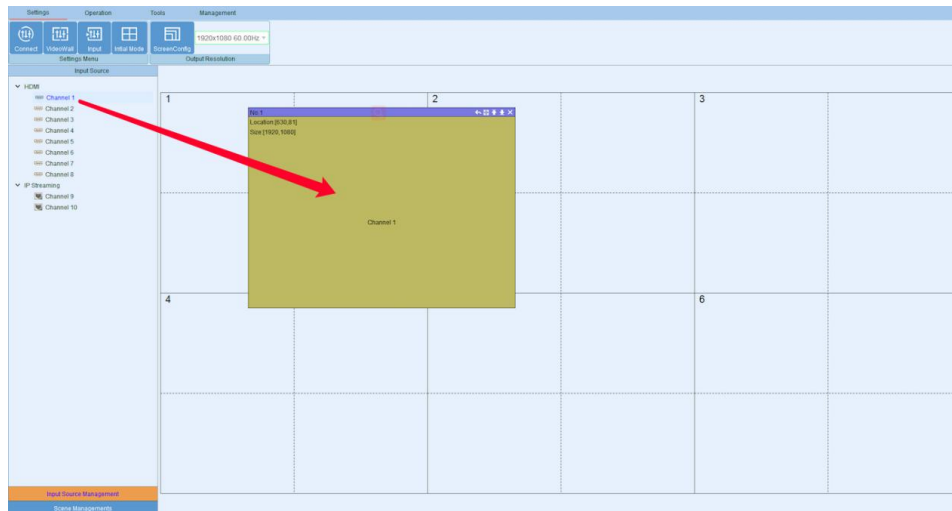
The user can set each card specification as the interface shown below.



#### 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

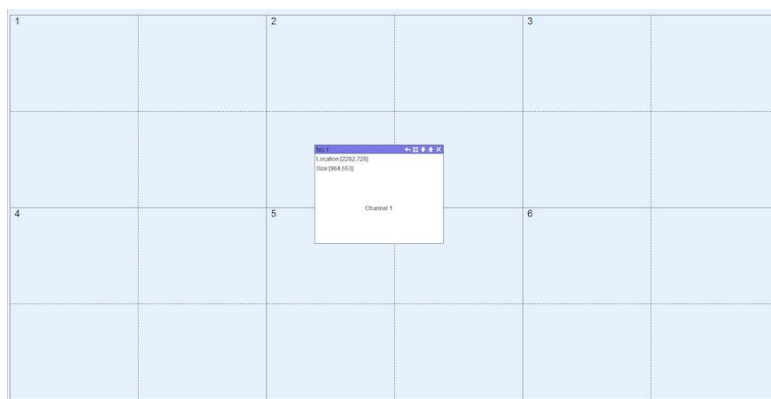
Right click the input source, it will pop up a sub-menu for input source setting. Such as text overlap in inputs and input source cropping.



## 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



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.



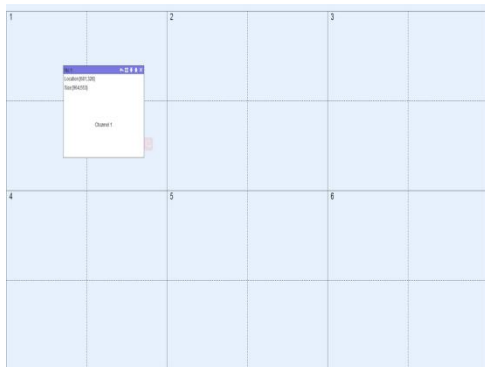
**Close:** Close the current video window



**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.



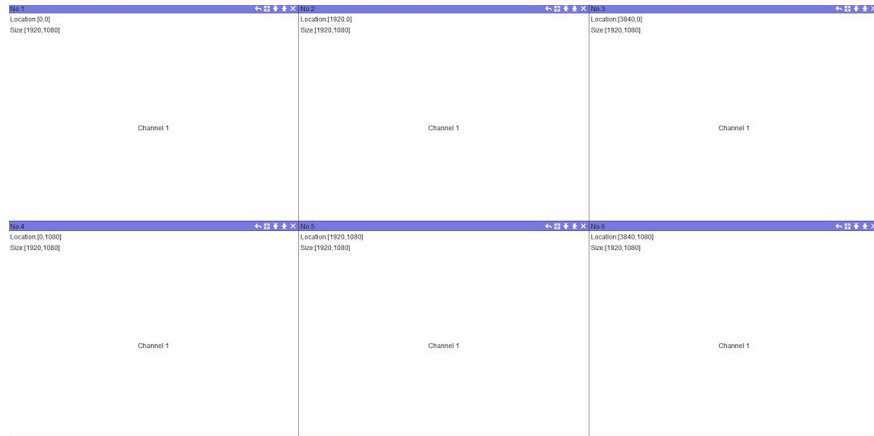
**Return:** Click the menu, the operation window will be displayed fully in the single screen of the current upper-left angle.



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.



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.

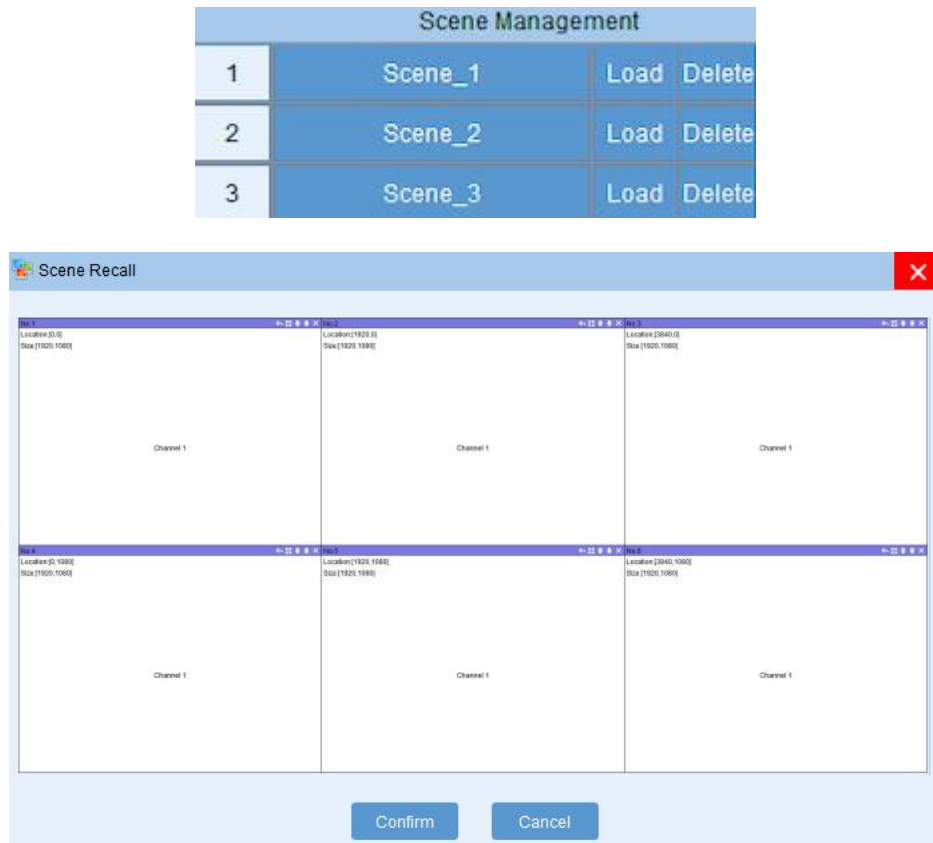


### Scene mode recall

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

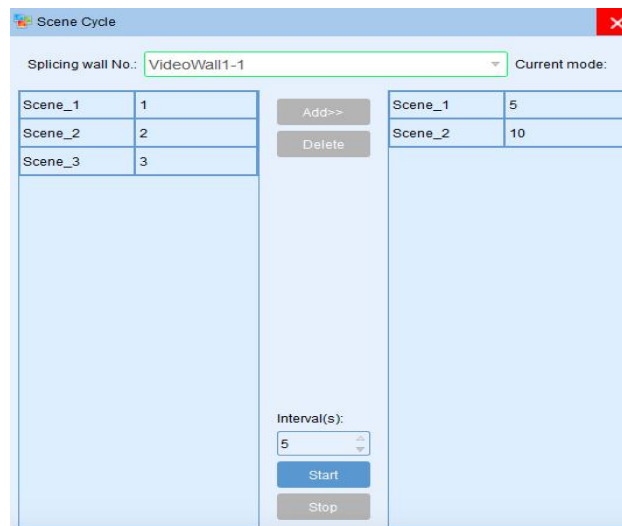
Click the menu **Load** to recall the mode and choose **Confirm** to take it effect.

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



## Scene 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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