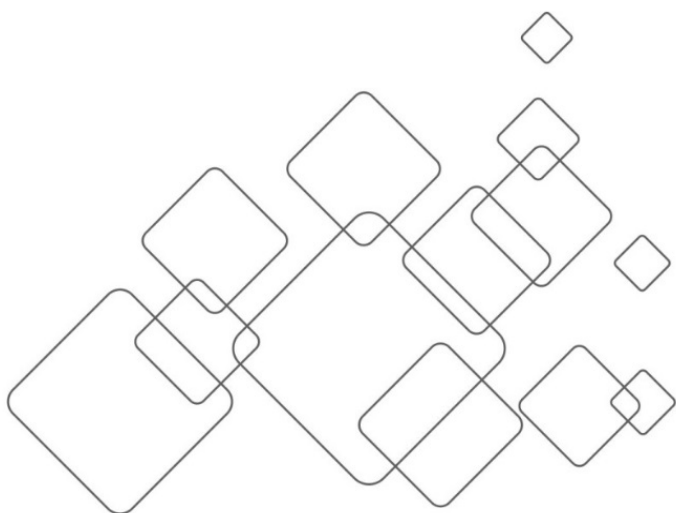


# 使用说明书

## User Manual

控制台  
CONSOLE  
A6 Plus



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# Product description

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## 1.1 Product statement

The manual shall not be copied, transcribed or translated in whole or part, or disclosed commercially in any means (electronic, mechanical, photocopying, recording or other possible means) or used for any commercial profit without prior written consent of our company.

Please read this manual carefully before use. Any product specification and information in the manual are only for reference and subject to improvement without further notice. Unless otherwise specified, the manual herein is acted as directions to use only and all statements, information and the like do not constitute the warranty of any kind.

## 1.2 Trademarks

VESA stands for the trademark of the Video Electronics Standards Association.

HDMI mark and High-Definition Multimedia Interface are trademarks of HDMI Licensing LLC.

## 1.3 Safety instructions

- ✧ The equipment must be connected with ground wires.
- ✧ Voltage with rated power shall be employed by the equipment. and the input voltage error shall be  $\pm 10\%$ .
- ✧ Do not connect AC power line with another AC power line that may cause excessive noise.
- ✧ Please use the equipment in the environment where the temperature is  $-10^{\circ}\text{C}$  to  $45^{\circ}\text{C}$  and the relative humidity is 90% or below.
- ✧ Do not use the equipment in the special environment, such as near heat source where the equipment may be overheated to damage. Please use the equipment at the well-ventilated place and keep the air vent smooth.
- ✧ Do not expose the equipment at the place where the equipment may be collided accidentally or vibrated and reinforce the equipment in case of the vibration.
- ✧ Do not put such foreign objects as water and metal objects into the equipment. Otherwise, the equipment is damaged to cause a fire.
- ✧ In case of any irregular or exceptional phenomenon, cut off the power supply instantly, disconnect the AC power line and handle it subject to the "troubleshooting".
- ✧ Do not dismantle the equipment by yourself in case of any damage and contact the designated maintenance center for repair.
- ✧ The disconnecting device shall remain easily operable.
- ✧ Please confirm that the equipment shall be free from water droplets or splashes and shall not contain liquid-filled articles such as vases.

## 1.4 Product accessories

Project	Name	Quantity
	A6 PLUS	1
	Power line	1
	Network cable	1
	Canon lamp	2
	VP (Video Processor)	1
	Power line	2
	Manual	1
	Conformity certificate	1

\*Above accessories may differ upon service condition of the user.

## 2.1 Product profile

A6PLUS seamless switchboard, a video processing device developed for LED large screen display systems, adopts the industry's top image processing chips and 12-bit digital image processing to produce real and colorful images. It is mainly used in the field of on-site stage performance control.

The switchboard is composed of VP (Video Processor) master and console, in which VP master is responsible for image processing. The console, communicated with the VP master, is mainly responsible for controlling the master and completing a series of configurations.

## 2.2 Product characteristics

- 18.5-inch full HD (1920\*1080) capacitive touchscreen
- High precision T-Bar for finer switching
- 48 user-specified keys and OLED information screens (can be specified as input, preset, and AUX)
- 10 shortcut keys and OLED information screen
- Key, external mouse, keyboard and touch screen control modes
- A single output port can open four screens, with up to 16 screens of image display, and each screen can be arbitrarily adjusted across the output port, adjust the size to support seamless switching
- Support screen splicing across output ports. The screen is smooth and natural. There is no tearing, framing or smearing. The splicing can reach 7680\*1080/3840\*2160 (4K\*2K)/1920\*4320 resolution output
- Up to 24 channels of signal sources can be accessed and 4 channels of LOGO can be stored
- Up to 132 scene switches, supporting scene one-key calling

- Available with A8 and A6 400 masters
- Pure hardware drive operation, dual power supply configuration, reliable and stable operation of equipment



## 2.3 Product model

### A6PLUS console

Model	Configuration
A6PLUS Console	A6PLUS console and accessories

### A6 master

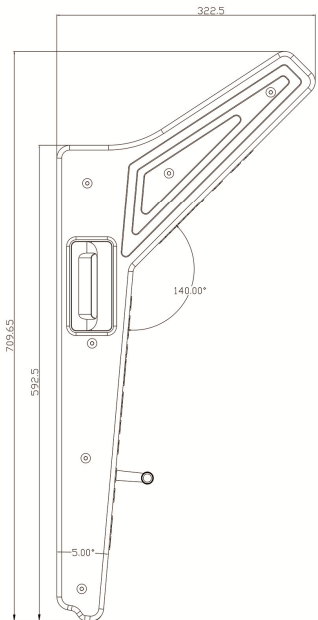
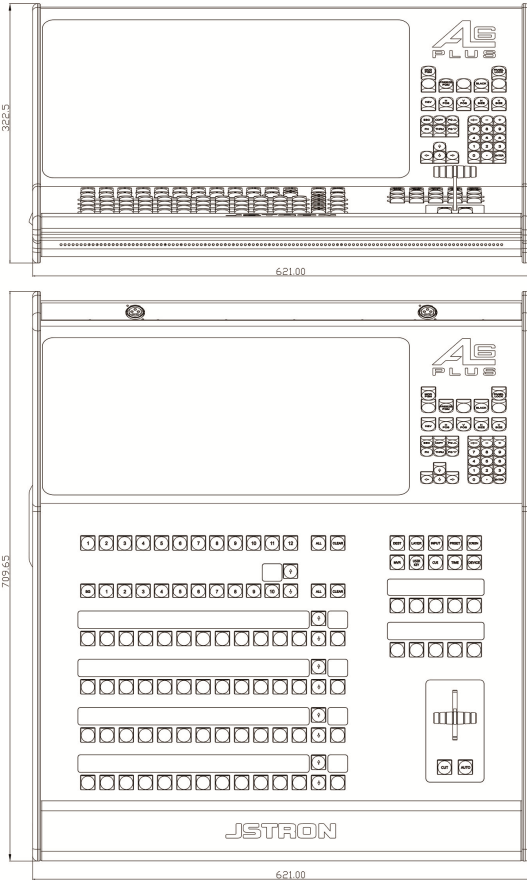
Model	Configuration
A6 400-E	<b>Input:</b> 8DVI+2HDMI+2DP <b>output:</b> 4DVI host +4DVI standby
A6 400-F	<b>Input:</b> 4DVI+2HDMI+2DP+2SDI+2VGA <b>output:</b> 4DVI host +4DVI standby
A6 400-G	<b>Input:</b> 12DVI+2HDMI+2DP <b>output:</b> 4DVI host +4DVI standby
A6 400-H	<b>Input:</b> 8DVI+4HDMI+4DP+4SDI+4VGA <b>output:</b> 4DVI host +4DVI standby
A6 400-I	<b>Input:</b> 4DVI+4HDMI+4DP <b>output:</b> 4DVI host +4DVI standby
A6 400-M	<b>Input:</b> 8DVI+2SDI+2VGA <b>output:</b> 4DVI host +4DVI standby
A6 400-N	<b>Input:</b> 4DVI+4HDMI+4DP+2SDI+2VGA <b>output:</b> 4DVI host +4DVI standby
A6 400-O	<b>Input:</b> 4DVI+6HDMI+6DP+4SDI+4VGA <b>output:</b> 4DVI host +4DVI standby
A6 400-P	<b>Input:</b> 12DVI+4HDMI+4DP+2SDI+2VGA <b>output:</b> 4DVI host +4DVI standby
A6 400-Q	<b>Input:</b> 4DVI+6HDMI+6DP+2SDI+2VGA <b>output:</b> 4DVI host +4DVI standby

### A6 master selection

Name	Correspondence	Instruction
Extended DVI input board	A6 400-DVI	3DVI input
Extended HDMI+DP input board	A6 400-HDMI DP	2 HDMI+2DP input
Extended VGA+SDI input board	A6 400-VGA SDI	2 VGA+2SDI input
Extended multi-screen monitor panel	A6 400-MTB	Multi-screen monitoring process

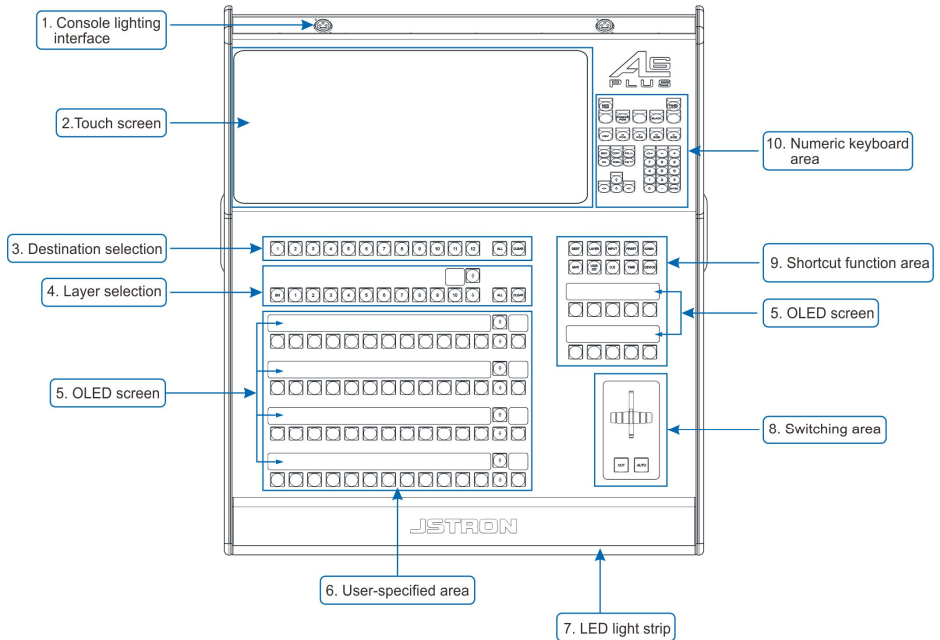
# Appearance introduction

## 3.1 Product size



Unit: mm

## 3.2 Front panel



### 3.2.1 Console lighting

The access to the Canon lights, which can be connected to 2 lights, is controlled by the back switch of the console.

### 3.2.2 Touch screen

Single click to control can be carried out through the display screen in the way of touch control, and reasonable adjustment of menu and parameters can be made at the same time for real-time monitoring of the preview screen.

### 3.2.3 Destination selection

DESTINATION



- Numeric keys 1 to 12 respectively correspond to the destination of the master, **CLEAR**: Clear the status of the currently selected destination, **CLEAR+ALL**: Clear all destination states.
- Key lights are displayed in three different colors. Three different colors also represent three different states of our keys, **black**: non-activated, **white**: activated, **red**: selected

## Note:

- The next level of operation can only be performed when the destination is "**red**".
- The "**preview**" switching "**program**" is switched according to the status of the destination. Only the "**activated**" and "**selected**" status can be switched, and the "inactivated" status cannot be switched.

### 3.2.4 Layer selection



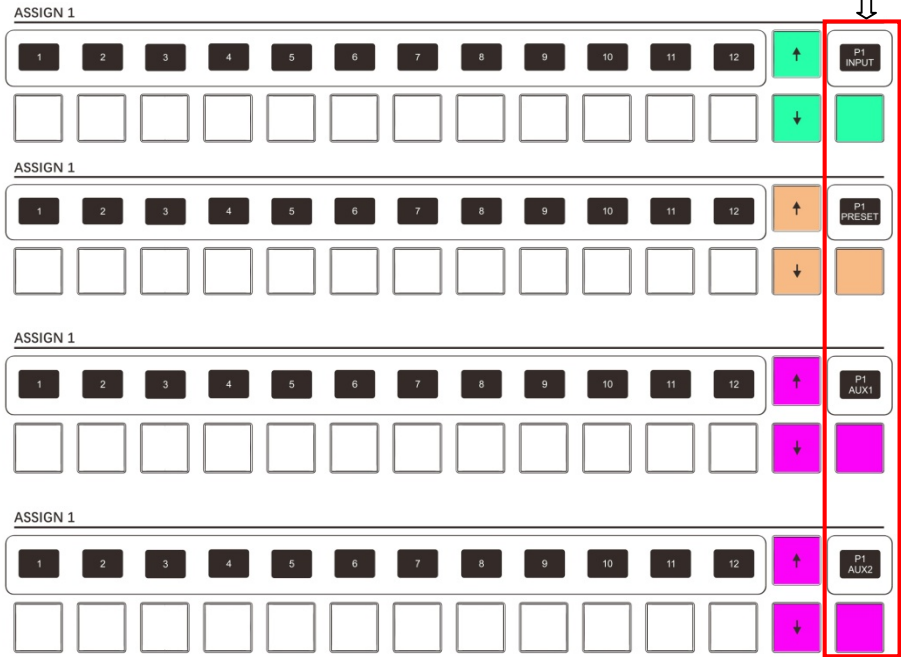
- The destination should be in the "**selected**" state when a layer is added
- **Black: no layer White:** layer added **Red:** layer selected
- Only the selected layer can be used for input source selection, window adjustment, and so on
- Numeric keys 1 to 10 respectively correspond to 1-10 layers of the master, and more than 10 pages can be turned down for a total of 4 pages
- **CLEAR:** clear the selected layer, **CLEAR+ALL:** clear all layers of the current destination

### 3.2.5 OLED screen

The OLED screen displays the current key status in real time.

### 3.2.6 User-specified area

display/function keys



### 3.2.7 Key function

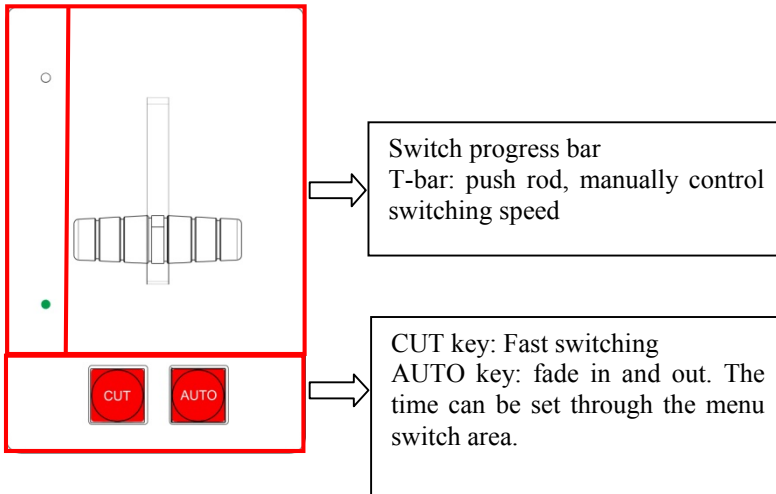
- Under ASSIGN1, four modes, INPUT, PRESET, AUX1 and AUX2 can be switched, which can be switched by function keys
- ASSIGN1, ASSIGN2, ASSIGN3, ASSIGN4, are all keys with different functions and can be selected freely
- **The 1 to 12 of INPUT** respectively correspond to the input of 1 to 12 ports of the master, and can turn to the following page after exceeding the input, or can realize one page displaying 48 input sources by adjusting the function keys
- Layer selection is required to select an input source
- **INPUT key light definition:**
  - The OLED screen does not have a serial number, and the key is black: Panel card not inserted
  - The OLED screen has a serial number, and the key is black: current channel has no input source
  - The key is white: current channel has input source access
  - The key is red: current layer is selected, and channel has input source access
  - The key is dark red: the current layer is selected, and channel has no input source access

- Each of the 1 to 12 keys of **PRESET** corresponds to a preset, beyond which the page can be turned down, or 48 presets for one page display can be realized by adjusting the function keys, with a maximum of 132 presets supported
- **PRESET** key light definition:
  - The key is black: current channel has no preset
  - The key is white: current channel already has presets
  - The key is green: preset templates for the current channel are displayed in preview
  - The key is red: preset templates for the current channel are displayed in program
  - The key is orange: preset templates for the current channel are displayed in preview and program
- The 1 to 12 of **AUX** respectively correspond to the input of 1 to 12 ports of the master, and can turn to the following page after exceeding the input, or can realize one page displaying 48 input sources by adjusting the function keys
  - **The AUX key light definition is the same as that of the INPUT**

### 3.2.8 LED light strip

Concealed light strip can be controlled and adjusted through the system→ advanced setting→ front light

### 3.2.9 Switching area



### 3.2.10 Shortcut function area

FUNCTION

DEST	LAYER	INPUT	PRSET	SCREEN
MVR	USER KEY	CUE	TIME	DEVICE

D LAYER	KEY	FREEZE	CLONE	LOCK

FULL H	FULL V	FULL HV	FULL PORT	

- DEST: to be developed
- LAYER: layer editing
- INPUT: input function
- PRSET: Preset function
- SCREEN: menu navigation
- MVR: monitoring function
- USER KEY: to be developed
- CUE: to be developed
- TIME: to be developed
- DEVICE: function debugging

① **LAYER: layer editing**

- ✧ Select the shortcut function area and then a submenu function
- ✧ The following functions are for layer editing. Please confirm whether the layer is selected before setting
- ✧ **D LAYER:** with the destination selected, press shortcut to add a D layer
- ✧ **KEY:** carry out matting on the selected layer. After pressing the key, the lower left corner of the menu layer will have matting identification, indicating that matting has been opened for debugging with the matting area of the menu layer. Note: the matting can only be done on D layer
- ✧ **FREEZE:** the screen is frozen. After pressing the key, there will be a freeze identification in the lower left corner of the menu layer, indicating that the freeze has been opened
- ✧ **CLONE:** layer cloning
- ✧ **LOCK:** layer lock
- ✧ **FULL H:** horizontal and full screen of destination
- ✧ **FULL V:** vertical and full screen of destination
- ✧ **FULL HV:** horizontal and vertical full screen of destination
- ✧ **FULL PORT:** output single port full screen

## ② INPUT: input function

### FUNCTION

DEST	LAYER	INPUT	PRSET	SCREEN
MVR	USER KEY	CUE	TIME	DEVICE

HPOS	VPOS	HSIZE	VSIZE	
------	------	-------	-------	--

--	--	--	--	--

				RESET
--	--	--	--	-------

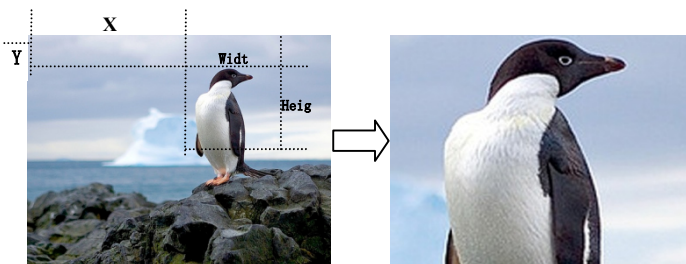
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- HPOS: move to intercept horizontal position
- VPOS: move to intercept vertical position
- HSIZE: intercept screen with horizontal size.
- VSIZE: intercept screen with vertical size
- RESET: reset interception to default
- Example: press HPOS, type the value through the numeric keyboard, press Enter to apply, and the others can be set in this method

### Examples of interceptions:

Window source interception is to intercept part of the input source area of the current window and enlarge the selected area to show the whole window, X=horizontal start, Y=vertical start, as shown in the following Figure: 8.2.1

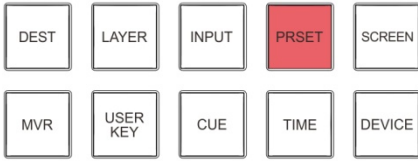
As shown in the Figure: 8.2.1





### ③ PRSET: Preset function

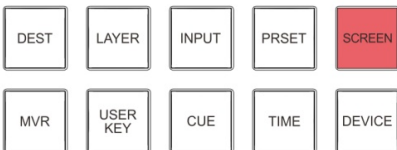
#### FUNCTION



- LOCK ALL: lock all presets
- UNLOCK ALL: unlock all presets
- LOCK UNLOCK: lock/unlock current preset
- SAVE PVW: save preview template
- SAVE PGM: save program template
- OWEITE FROM PVW: preview template overrides the currently selected preset
- OWEITE FROM PGM: program template overrides the currently selected preset
- SAVE PVW TO...: press SAVE PVW TO... and add the preset numbering key to manually save the preview template. If the current numbering template already exists, it will be directly overwritten and saved
- SAVE PGM TO...: press SAVE PGM TO... and add the preset numbering key to manually save the program template. If the current numbering template already exists, it will be directly overwritten and saved
- You cannot delete, overwrite, or modify a template after it has been locked

### ④ SCREEN: menu navigation

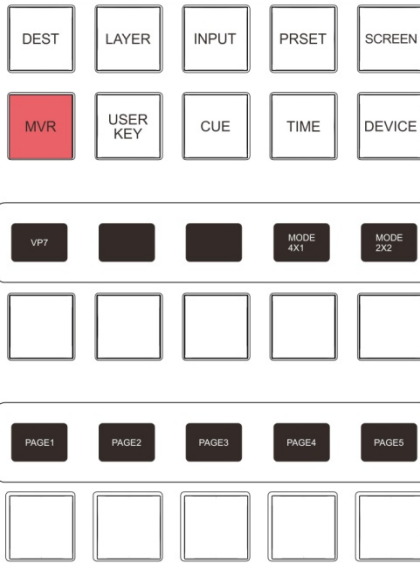
#### FUNCTION



- Control: quickly switch menu page main menu
- Config: quickly switch menu page to editing page
- Setting: quickly switch menu page to setting page

⑤ **MVR: monitor calling**

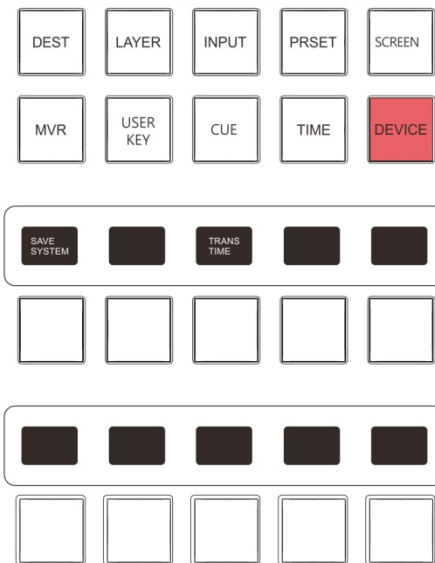
FUNCTION



- VP ID: correspond to the ID name of the master, multi-control by one machine, and monitoring output can be controlled by switching VP
- MODE 4X1: adjust monitor panel splicing mode to 4HX1V
- MODE 2X2: adjust monitor panel splicing mode to 2HX2V
- PAGE1: monitor input page 1
- PAGE2: monitor input page 2
- PAGE3: monitor input page 3
- PAGE4: monitor input page 4
- PAGE5: monitor input page 5
- The monitor input page can display 6 input screens.

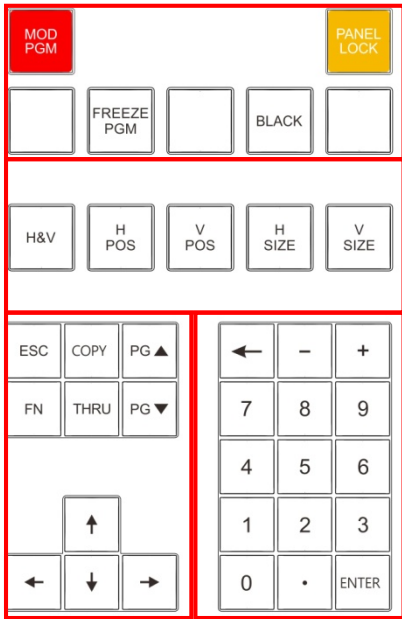
⑥ **DEVICE: Function debugging**

FUNCTION



- SAVE SYSTEM: save user settings
- TRANS TIME: reset switching time to default

### 3.2.11 Numeric keyboard area



MOD PGM: program output synchronous preview screen  
 PANEL LOCK: one-key lock console  
 FREEZE PGM: this feature is used for A8 masters  
 BLACK: this feature is used for A8 masters

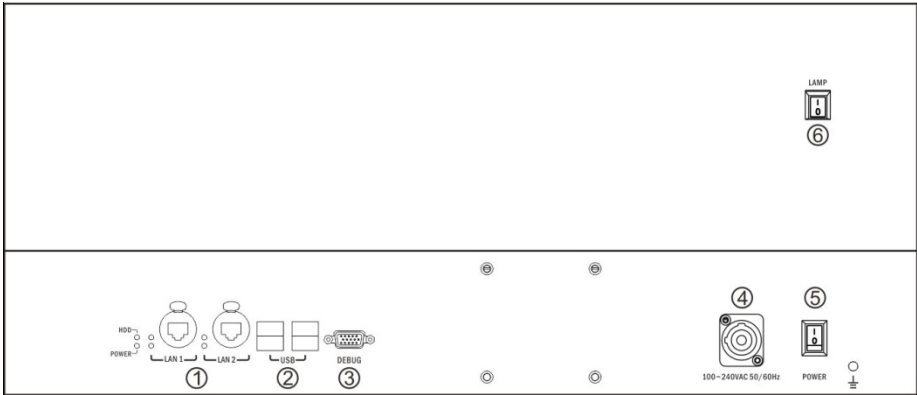
H&V: horizontal and vertical equal proportion  
 H POS: horizontal start V POS: vertical start  
 H SIZE: horizontal size V SIZE: vertical size

For example: the current horizontal window is 960. Press H SIZE after selecting the layer, enter 1920 with the numeric keyboard, and press ENTER. The setting is successful.

Numeric keyboard area

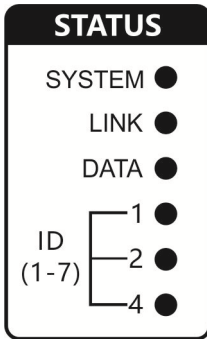
ESC COPY PG : this feature is used for  
 FN THRU PG  
 Up and down, left and right key: HPOS, VPOS, HSIZE  
 and VSIZE key are cooperated for fine adjustment.

### 3.3 Rear panel



- 1. Aviation connector network cable interface**  
**LAN1:** connect to console master  
**LAN2:** function yet to be developed
- 2. USB interface**  
5V power supply, external equipment such as console can be upgraded with mouse, keyboard and USB flash drive, and 4 ports can be plugged and played.
- 3. RS232 bus interface (DEBUG)**  
Equipment debugging interface
- 4. Power interface**  
Equipment supply
- 5. Console power supply switch (PWR)**
- 6. Lamp switch (LAMP)**

## 3.4 Front panel of master



### **SYSTEM (System Indicator Light)**

Flashing: indicates that the master is running normally

### **(LINK) link indicator**

Normally on: indicates that the console is connected to the master

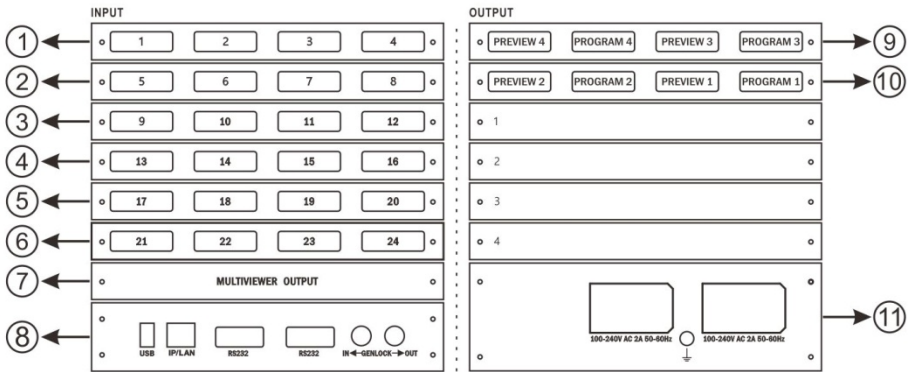
### **DATA (data transfer lamp)**

Flashing: data is being transferred.

### **(ID) ID indicator light:**

ID1-7 is the combination of lights 1, 2 and 4, which is always on (if ID: 3 is the combination of lights 1 and 2, which is always on).

### 3.5 Rear panel of master

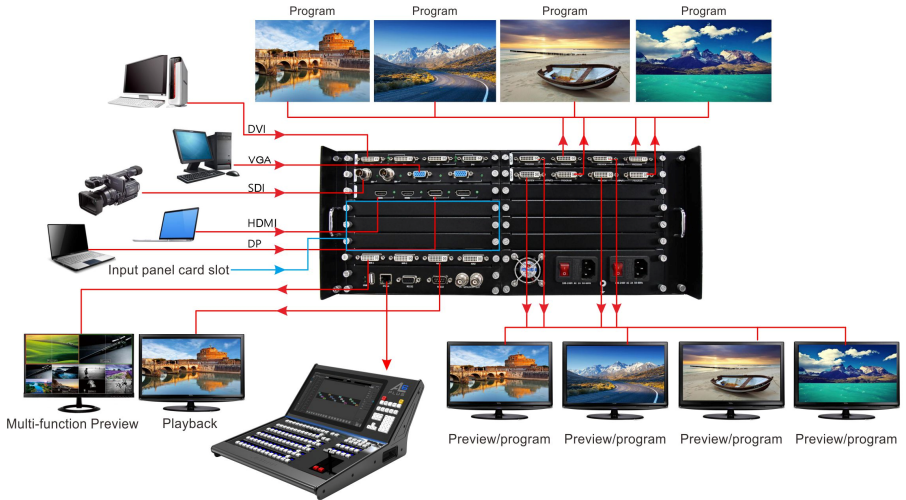


1. ①-⑥ Input board, corresponding input of 1-24
2. ⑦ Multi-screen preview output panel
3. ⑧ Control panel
4. ⑨-⑩ Output panel for providing video image output
5. Power panel for providing dual power backup power supply

# Application scenarios

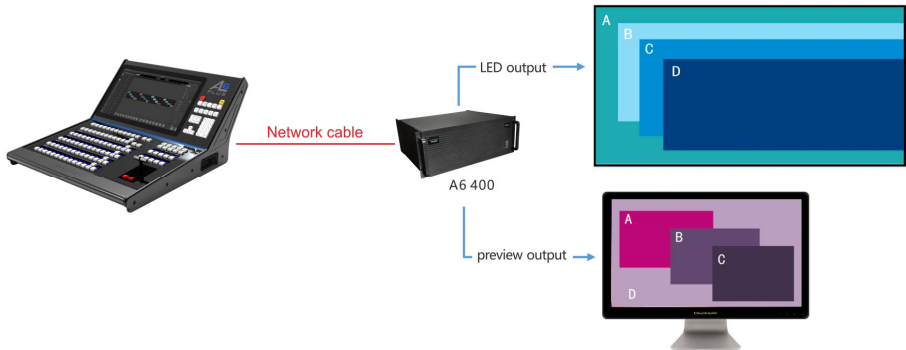
## Tips:

- When the equipment is connected, disconnect the power supply first.
- When accessing the wire, confirm whether the wire interface is damaged.



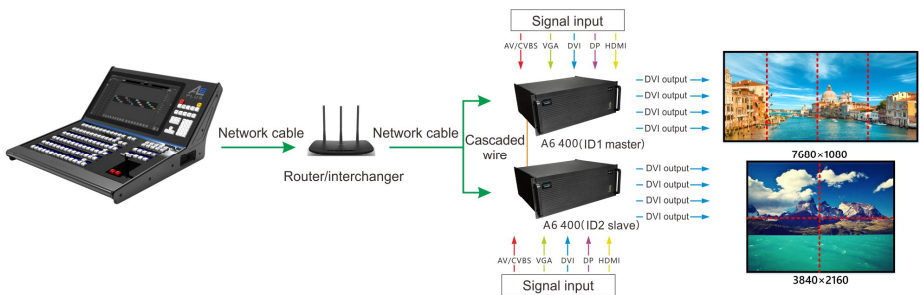
# Equipment connection

## 5.1 Single-machine direct connection



- Connect the LAN1 of the console and the other end to the master IP/LAN port using the RJ45 specification network cable.
- After the switch on, the LAN1 light on the console is normally on, and the LINK light on the master is normally on, which means the network has been connected.

## 5.2 Multi-machine cascading



Note:

- Interchanger is the best choice for multi-machine cascading. If it is a router, please first set the HDCP of the router to be off.
- Connect the LAN1 of the console, the other end to the interchanger/router LAN port, and the master to the IP/LAN and the other end to the interchanger/router LAN port using the RJ45 specification network cable.



- After the switch on, the LAN1 light on the console is normally on, and the LINK light on the master is normally on, which means the network has been connected.
  - Master IDs (1-7) are sorted from small to large, small is master, large is slave. If the master has the same ID number, please turn off a master and access after changing the ID number. Click the options in turn following the steps. Please refer to Figure 4.1 to modify the master ID.
  - Connect the GENLOCK-OUT port of the master ID1 and the GENLOCK-IN port of the slave ID2 in series in turn. Please refer to Figure 4.2 for the connection schematic.
  - On the console list, the masters are: Master, slave is: Slave (off) indicates a successful connection  
Please refer to Figure 4.3 for schematics.
- In the settings, turns on the multi-machine synchronization switch through system settings, and the multi-machine cascading setting is completed.

Figure 4.1

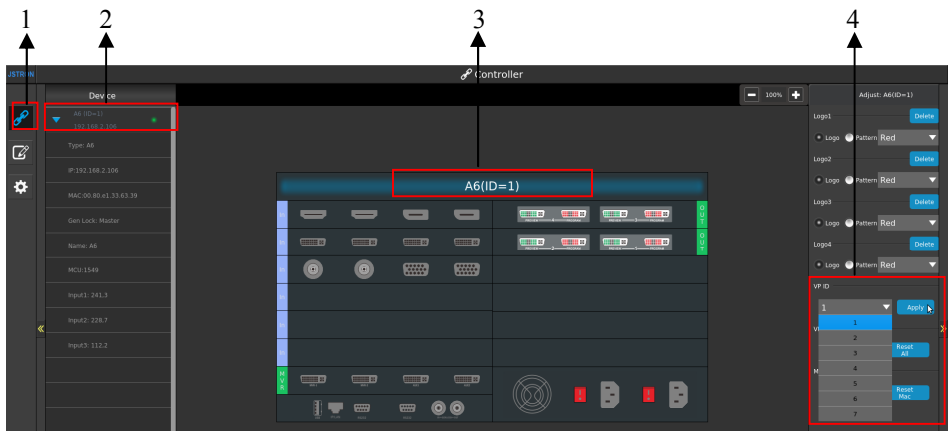


Figure 4.2

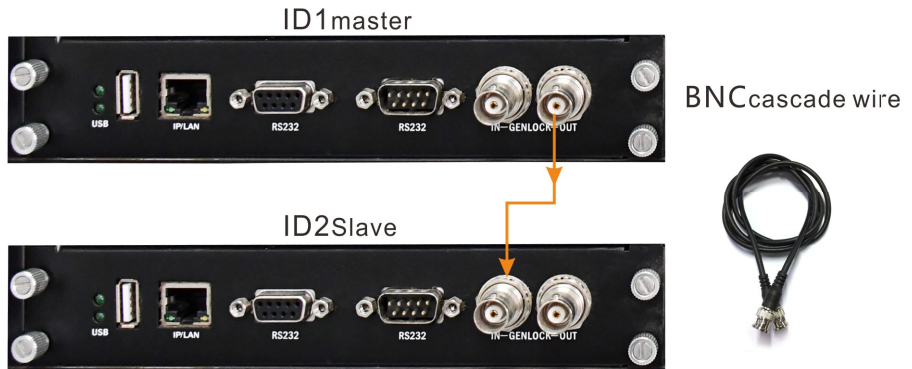
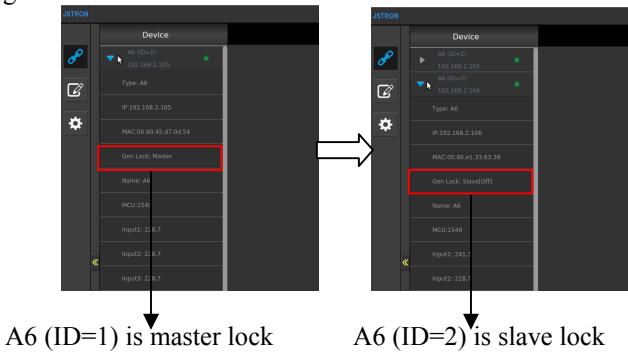
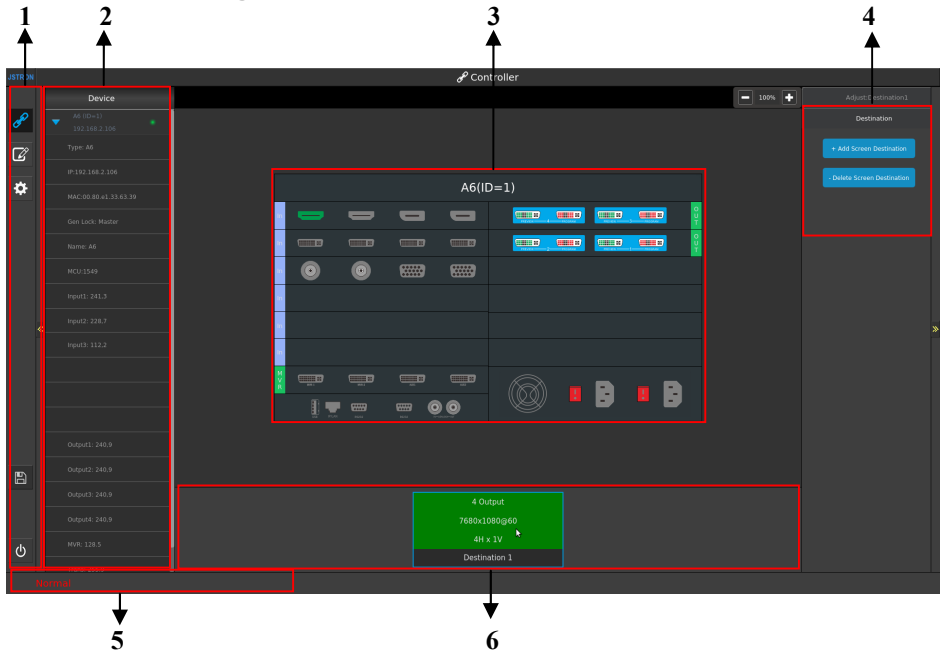


Figure 4.3



# A6PLUS software instructions

## 6.1 Menu navigation



### 1. Menu navigation

- System: switch the master, input, output, debugging and view
- Edit: target layer debugging and template storage
- Settings: adjust console and master customizations, upgrades,
- Save: save user settings
- Power off: system soft power off

### 2. Equipment

Display the currently connected masters and visually display the card information for each version of the master

### 3. Schematic diagram of master panel card

Display and configure the current master, input, MVR, output panel card.

### 4. Destination add and remove

Click the "Add Destination" button on the destination add and delete area of the main interface to pop up the interface.

Adjust destination splicing - based on the total number of destination ports, for example: the destination has 4 output ports, and there are 3 splicing modes: 1\*4, 2\*2, 4\*1.

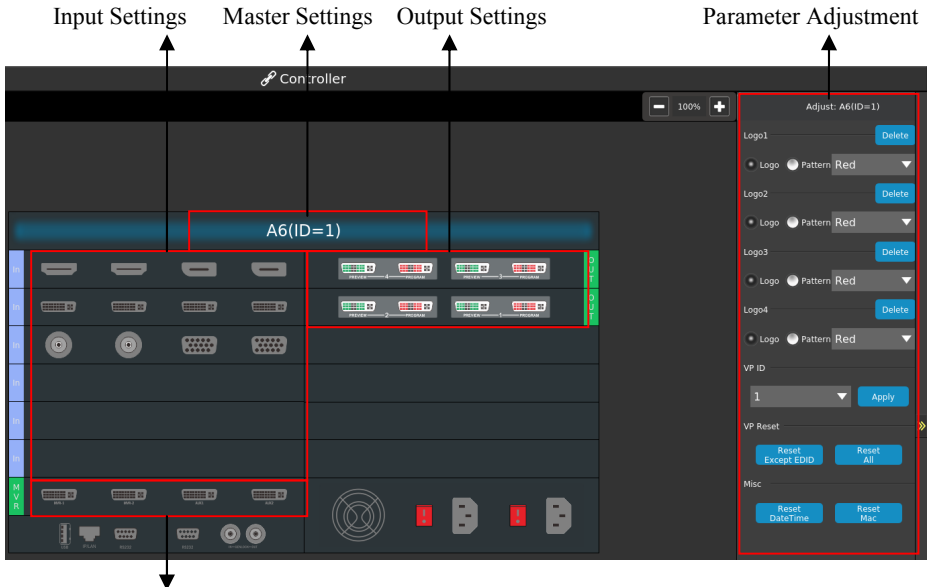
## 5. Message notification column

Prompt operation information and error prompt

## 6. Destination information column

Display the currently added destination output information, and select to delete the destination.

### 6.1.1 Master settings



MVR settings

- Click the A6 (ID=1) window to display the adjustment parameters of the master in the adjustment column on the right.
- Remove and switch test chart card settings from LOGO1 to LOGO4
- Configuration of VP ID. After modifying the ID, the master disconnects and reconnects.
- Reset master and retain EDID settings/clear all information reset master
- Set master time/set master MAC address

### 6.1.2 Input settings

- Explanation of the identification of panel cards
- Black represents no signal input
- Blue represents the currently selected input interface
- Green represents no signal input
- No interface identification, indicating no panel card access

# 1. 4K panel card settings

Select 4K interface and set parameters in the adjustment column on the right, as shown in Figure 6.1

Figure 6.1



**1. EDID**

- Display the current source type and resolution
- Select the resolution in the EDID list and apply it, and flash it successfully

**2.4K Mode**

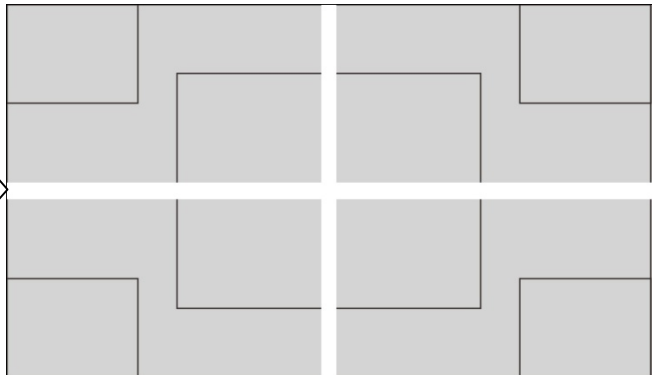
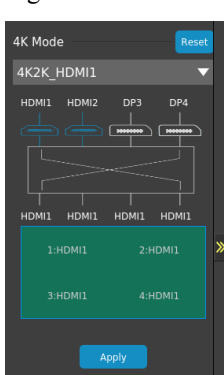
- Reset 4K mode and default to 2K1K mode
- Select 4K mode from the list and apply it
- Current physical interface
- Logical interface, logic diagram

**Note: the actual input signal is predominantly a "logical interface" signal, as illustrate in Figure 6.2**

**3.4K interception**

- Reset: reset interception parameter to default
- Horizontal width: intercept screen with horizontal size
- Vertical height: intercept screen with vertical size
- Horizontal start: move to intercept horizontal position
- Vertical start: move to intercept vertical position
- Interception refers to intercept the current input source
- Select the value to be set, type the value through the numeric keyboard, press Enter to apply, and the others can be set in this method

Figure 6.2



Example: as shown in Figure 6.2, the input mode is 4K2K, and the four physical ports are converted into logical ports and divided into four images of upper-left, upper-right,

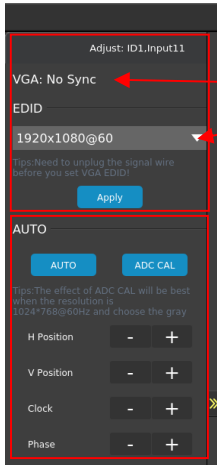
lower-left, and lower-right, respectively corresponding to the four input ports.

## 2. DVI panel card settings

Select the DVI interface, set the parameters in the adjustment column on the right, select the resolution in the EDID list and apply it, and flash it successfully.

## 3. VGA panel card settings

Select the VGA interface and set the parameters in the adjustment column on the right



### 1. EDID

- Display the current source type and resolution
- Select the resolution from the EDID list and apply it
  - The signal line needs to be unplugged before setting the EDID of VGA
  - VGA refers to the phenomenon of image offset and off-color in the analog signal, which is adjusted by automatic adjustment and ADC correction.
- Horizontal coordinates: manually adjust the horizontal coordinates of the screen
- Vertical coordinates: manually adjust the vertical coordinates of the screen
- Horizontal clock: manually adjust the horizontal clock of the screen.
- Clock phase: manually adjust clock phase of the screen

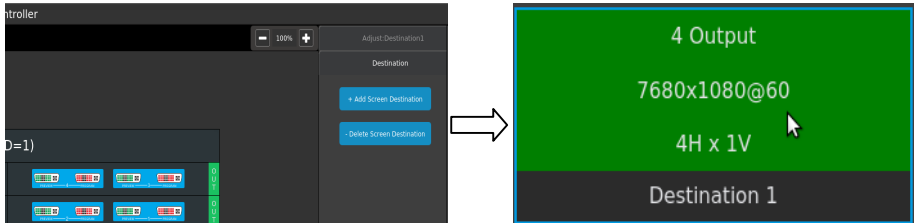
## 6.1.3 Monitor panel settings



- Select the MVR1 interface and set the parameters in the adjustment column on the right
- Preview program mode: 2X2 4X1 mode selection
- Input page selection: 5 pages in total, one page can monitor 6 input sources
- MVR1 and MVR2 for monitoring output
- Select the AUX1 interface and select the input source in the adjustment column on the right
- Select the AUX2 interface and select the input source in the adjustment column on the right
- AUX output resolution is 1920X1080P60

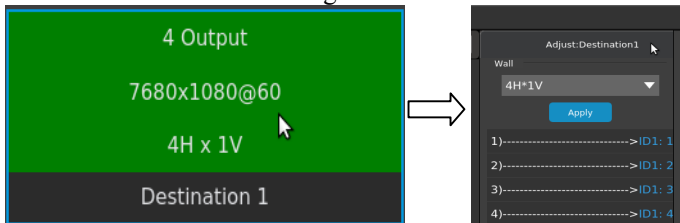
## 6.1.4 Destination settings

- Multiple destinations can be added, and each destination can be switched individually
- 8 outputs, 4 masters and 4 standby, select the output port and click Add Destination. Add output information will be displayed in the destination message bar, and then add successfully, as shown in the following Figure:



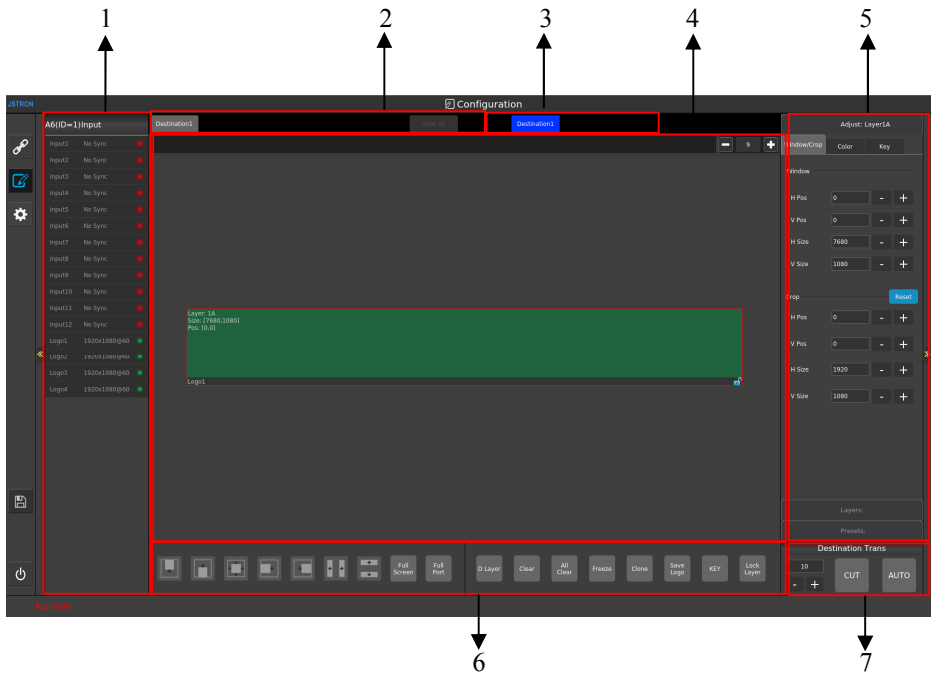
- Select a destination and click Delete, or click "Adjust Destination" on the right to select the splicing mode. After application, interface sorting information will be displayed as shown in the following Figure:

- The output ports are sorted as follows in the order of small master IDs to large and small interfaces to large



## 6.2 Layer editing

### 6.2.1 Layer area description

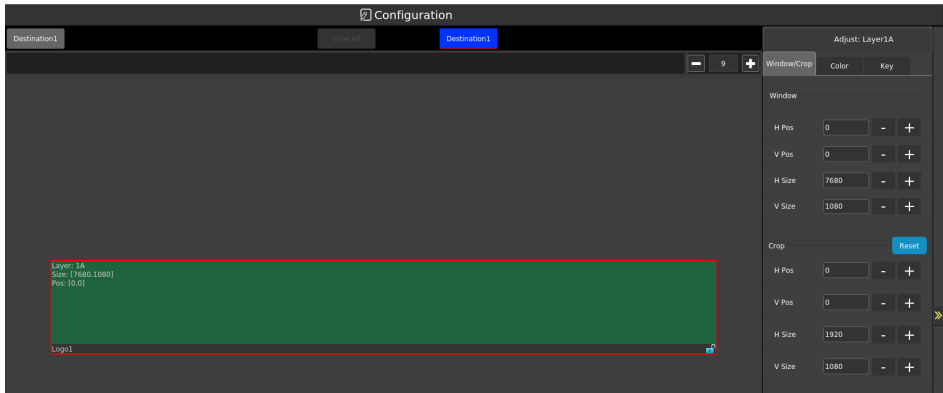


1. Input source list, display the input source, resolution and display status under the current VP. Select the layer to select the input source
2. Destinations are displayed in full screen one after another with multiple destinations at the same time
3. Single click destination identification description
  - Blue: destination activated
  - Blue underline: destination activated
  - Black: inactive destination
  - An inactive destination cannot switch to a program
4. Zoom in and out of the display destination area by adding and subtracting  
The addition of layer can be done by touching the open layer at the output port or by using a key or mouse
  - Layer: display the number of the current layer



- Window size: display the size of the current layer at the destination in numerical manner
- Window position: display the location of the current layer at the destination in a numeric manner
- Function display

## 6.2.2 Function adjustment



### 1. Once the layer is selected, you can set its window settings

- Horizontal start: move horizontal position
- Vertical start: move vertical position
- Horizontal width: intercept horizontal size of the screen
- Vertical height: adjust the vertical size of the screen
- Select the value to be set, type the value through the numeric keyboard, press Enter to apply, and the others can be set in this method

### Crop

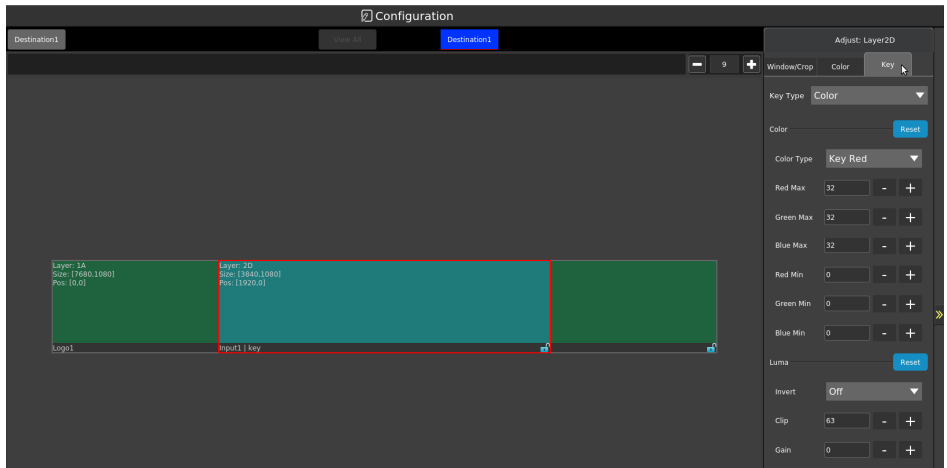
- Reset: reset interception to default
- Horizontal width: intercept screen with horizontal size.
- Vertical height: intercept screen with vertical size.
- Horizontal start: move to intercept horizontal position
- Vertical start: move to intercept vertical position
- Interception refers to intercept the current input source.
- Select the value to be set, type the value through the numeric keyboard, press Enter to apply, and the others can be set according in this method.

### 2. Color conditioning

After selecting a layer, single click color can be used to adjust the color of the layer

## 6.2.3 KEY

Key: subtitle overlay, matting (valid only on D layer), and the matting effect as shown below:



- Select the D layer to turn on the Key switch, and the upper position of the layer displays the color-buckling character to turn on the color-buckling character
- Select D layer to turn on Key switch, which defaults to black button

### Key type: chroma key

In this mode, image Key is carried out on the screen according to the color.

Principle methods: the colors are blended by red, green and blue R.G.B (0-255, 0-255, 0-255).

Under this menu, the color between upper and lower limits of each color are removed. In the attached table, the red, green and blue primary colors as well as common black, white and yellow colors are removed, corresponding to the values to be filled in

Computer picture background color values, please refer to the following background color values to achieve the best effect of color matting	In the matting menu, please refer to the following values for color deduction for best results					
	Red upper limit	Green upper limit	Blue upper limit	Red lower limit	Green lower limit	Blue lower limit
Matting black background	75	32	32	1	0	0

(RGB: Red 10, green 0, blue 0)						
Matting red background (RGB: Red 255, green 0, blue 0)	255	32	32	32	0	0
Matting white background RGB: (red 255 green 255 blue 255)	255	255	255	150	145	32
Matting green background (RGB: Red 0, green 128, blue 0)	32	255	32	0	32	0
Matting blue background (RGB: Red 0, green 0, blue 255)	255/32	32	255	0	0	32

**Key type:** brightness key

In this mode, that light and dark detail of the screen are removed, specifically in gray scale specification

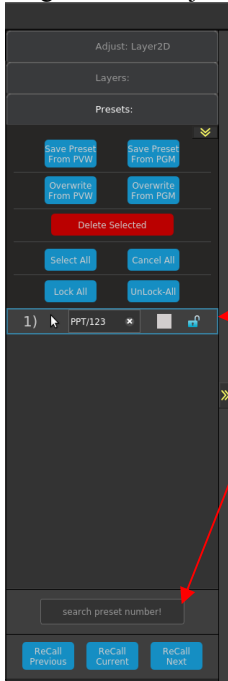
Reversing mode: preserve removed images

Intercept range: remove the corresponding gray-scale brightness screen (0-1023).

Gain: intercept amplitude gain (0-15)

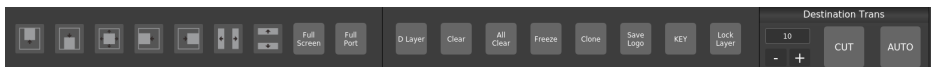
## 6.2.4 Preset

Single click to adjust, enter the preset template to save the page



- Save Preset From PVW: save preview template
- Save Preset From PGM: save program template
- Overwrite From PVW: cover preview template
- Overwrite From PGM: cover program template
- Delete Selected: delete the template and check the preset to delete it
- Select all: select all preset in the list
- Cancel all: cancel all preset in the list
- Lock all: lock all preset in the list
- Unlock all: unlock all preset in the list
- Saved templates
- You can enter the preset number through the numeric keyboard and press Enter to quickly retrieve the preset
- ReCall Previous: upward retrieve preset list
- ReCall Current: select to retrieve the current preset
- ReCall Next: downward retrieve preset list
- The saved templates can be renamed, supports keyboard virtual keyboard input, and supports Chinese and English.
- Select to rename, type a number via the numeric keyboard, and press Enter to apply.

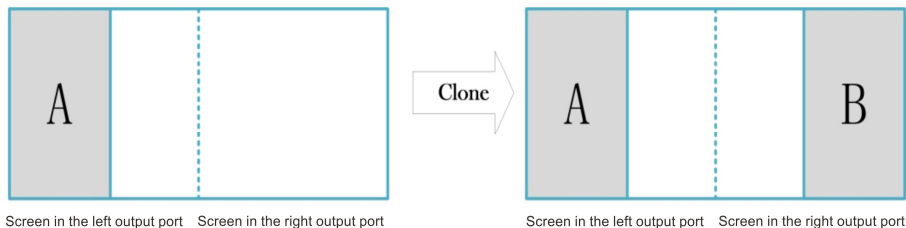
## 6.2.5 Layer shortcut function



- Layer window top, bottom, center, left, right, left and right full screen, up and down full screen
- Full screen: full screen layer to all output ports
- Single port full screen: full screen layer to all output ports
- D layer: quickly open a D layer
- Clear: clear selected layer
- Clear all: clear all layers at the output port
- Freeze: select a layer to freeze
- Screen freeze is not supported when windows are spanning screens.
- After the freeze switch is turned on, the layer will prompt for the freeze identification
- Clone: select a layer to clone

Clone key is valid for the lower layer of the same destination, the picture position is mirrored and clone cannot be applied to the case where the horizontal position is 1 (e.g. 1W\*2H/1W\*3H/1W\*4H).

Example: one LED screen requires horizontal two-port splicing (destination mode is 2W\*1H).

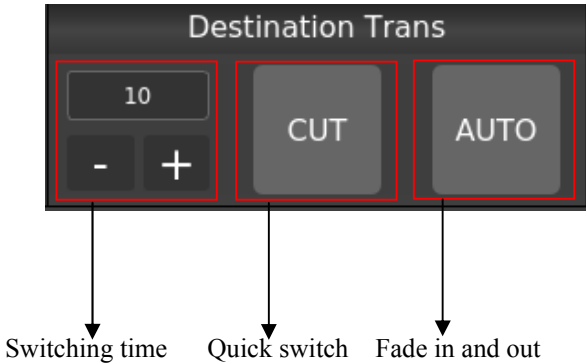


### Mirror cloning

Open screen A in the left output, select this layer and keep it flashing, then click Clone. In the right output screen, a mirror image of the same A image will appear. The Clone key can be used to simplify the operations when multiple screens need corresponding positions.

- Mirror cloning is not supported in single screen mode and window spanning.
- Save LOGO  
Select the layer, single click to save LOGO, select the channel to save, and click Save
- The saved picture with a resolution of higher than 1920\*1080 will not be saved
- Key  
Select the layer and click Key to display the Key identification on the layer
- The Key can only be done on D layer
- Locking layer  
Lock the current layer, which cannot be moved after locking and a lock icon will be displayed on the layer

## 6.2.6 Switch



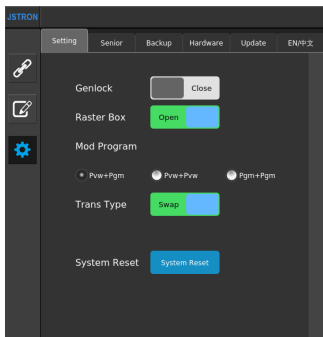
Switching time: minimum 500 milliseconds and maximum 5 seconds in milliseconds (as shown in Figure 10=1000 milliseconds above) You can set the value by adding or subtracting, or you can input a number through the numeric keypad and press Enter to apply it to match fade-in and fade-out

CUT: Quickly switch the preview screen to the program

AUTO: The preview screen is faded in and out by setting the switching time

- The fade-in and fade-out effect can only be displayed on the program

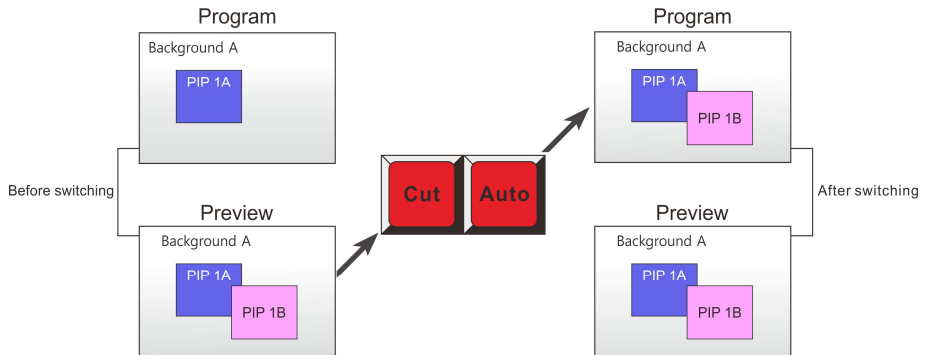
## 6.3 System setting



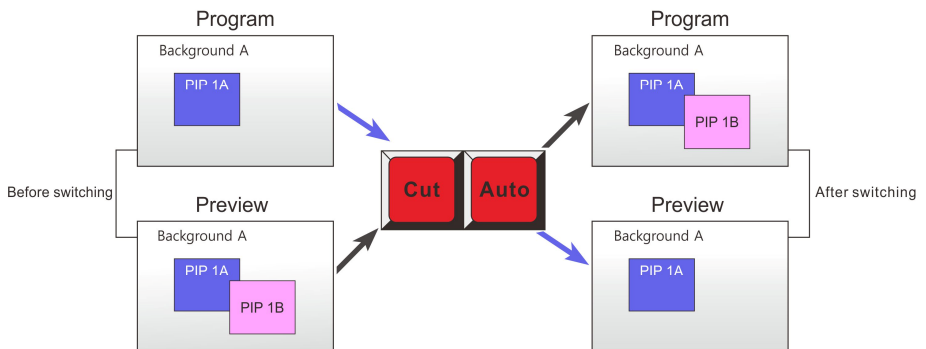
- System setting
- Set multi-machine synchronous mode
- The preview border can directly drag presets into the area to monitor presets in real time.
- Output synchronization to switch between preview and program, preview and preview, and program and program.
- Switch type to switch and follow preview and program.
- Click system reset and click OK in the pop-up window.

## Switching type description:

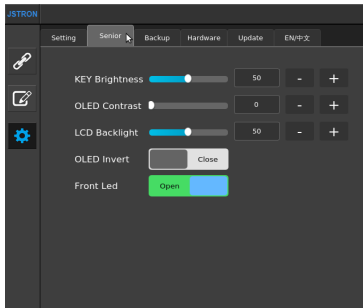
**Follow:** keep switching. After the preview signal is switched to the program (main output), the preview content remains unchanged.



**Exchange:** alternatively switch, the preview screen and the program screen (main output) are exchanged with each other

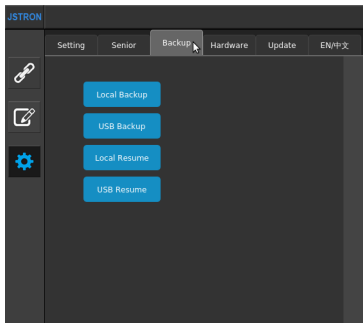


## 6.3.1 Advanced setting



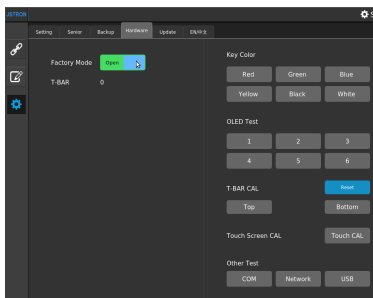
- Manually adjust key brightness
- Manually adjust the contrast of the OLED
- Manually adjust LCD backlight
- Reverse switch for OLED
- Front light switch

## 6.3.2 Backup



- Local backup: save destination information to console
- USB backup: save the destination information file to the USB flash drive
- Local Resume: import locally
- USB Resume: import from USB flash drive
- Local backup is required if the console resets data will be cleared
- After restoring the template, reapply the destination

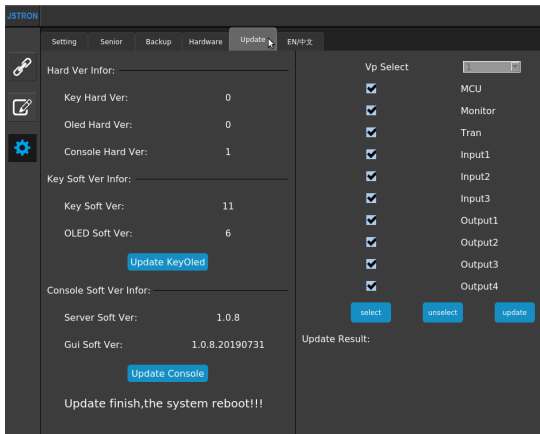
## 6.3.3 Hardware



- Test key color for problems, OLED test
- T-BAR correction: first reset the T-Bar, click the top to push the push rod to the top, and click the bottom to push the push rod to the bottom
- Calibrate touchscreen: the console automatically restarts and enters a manual screen correction mode test whether the serial port, network port and USB access device is normally connected



## 6.3.4 Upgrade



- The USB flash drive is formatted in FAT32 format
- Copy the console upgrade program to the root directory of the USB flash drive, insert the USB port of the console, click the upgrade console, restart the console after the upgrade is completed, and check the version to see if the upgrade is successful
- Copy the program to the root directory of the USB flash drive, insert the USB port of the master, select the panel card to upgrade on the console, restart the master after the upgrade is completed, and check the version to see if the upgrade is successful

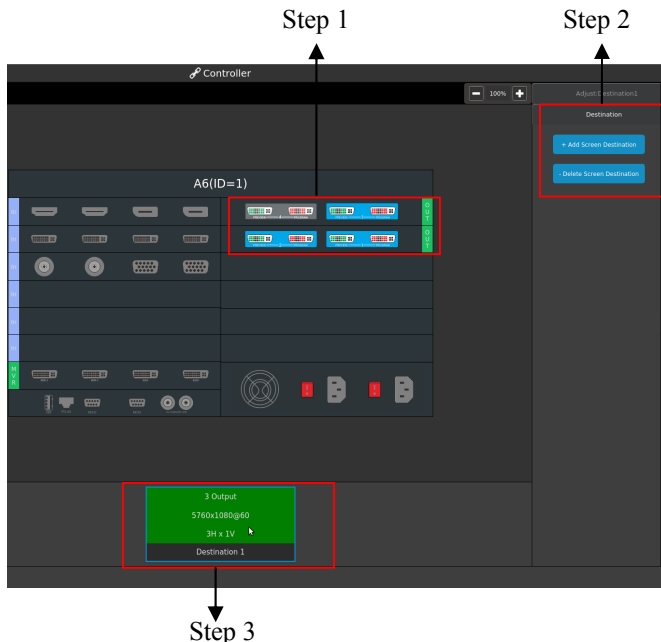
## 6.3.5 EN/Chinese

Manual switching in Chinese and English

# Case analysis

**Client needs:** watchout plays the material of the organizer, two channels output two signals horizontally (3840\*1080), and one field/lottery signal each, the field screen is 5760\*1080, and real-time switching of single-screen/three-screen is required

1. The A6PLUS console is connected with a network cable, and outputs 1-3 (program/program) docking sending cards, and the preview connects the preview display
2. The A6 VP master LINK remains on when connecting to the indicator light, and the console is silent when the master is not connected
3. Enter output menu-destination setting (as shown below)  
Step 1: select 3 output ports, step 2: add a destination, step 3: complete adding destination



- (1) If the project is multi-port splicing, the type requires <widescreen> output
- (2) Because the resolution is 5760\*1080, three output ports need to be set for splicing (if the resolution is not standard, post splicer is required for customization)

(3) The mode is set to 3W\*1H (three output ports are divided into three ones horizontally). The destination output source displays the added destination port, the A6 VP master corresponding to the output port

(4) Complete adding destination

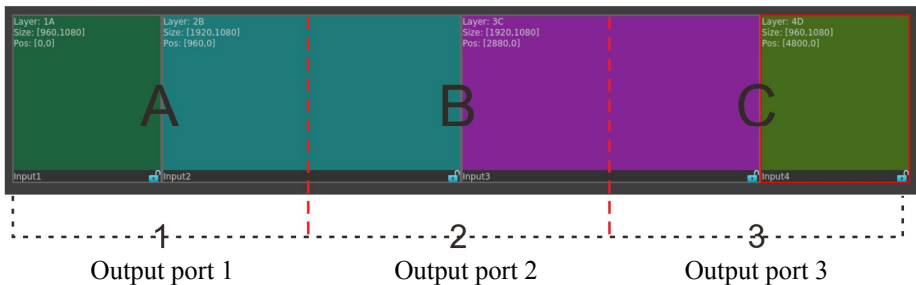
3. After setting the destination, activate and select the destination, click to set the corresponding destination number, and then click twice to select the destination as the red light is always on, as shown in the following Figure:



5. After the destination is selected (the status light is red), add 4 layers to the layer area, as shown in the following Figure:



6. According to the arrangement, No. 1 port is on the left side, No. 2 port is in the middle, No. 3 port is on the right side, the window size and position are set, and the signal source is 4-channel (1A is left field, 2B.3C is WATCHOUT 2-channel splicing screen and 4D is the lottery signal source)



7. 1A, 2B, 3C, 4D layer in that above Figure are opened at the port of the output port

1, and after opening, the setting menu of the adjustment window on the right side of the A layer is selected,

**Set size (horizontal width\*vertical width)/position (horizontal and vertical)**

- 1A (960\*1080)/position (0.0)
- 2B (1920\*1080)/position (960.0)
- 3C (1920\*1080)/position (2880.0)

4D (960\*1080)/position (4800.0)

**Output port 1:** open four layers (A/B/C/D) to represent 1A.2B windows

**Output port 2:** since the 2B window spans the output port 1 and the output port 2, the B layer key displayed in the output port 2 has also been occupied if the 2B screen uses the B layer in the output port 1

**Output port 3:** since the 3C window spans the output port 2 and the output port 3, similarly, the 2B screen has shown that the 3C and 4D of the output port 1 are moved to the output port 3

8. Signal selection: select the corresponding access signal in the input area after the layer is selected (the layer light is bright red)
9. Multiple scene templates can be made and saved to the preset

# Troubleshooting

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▶ During installation or use, problems may be encountered, and users may attempt to find the problem by following these steps. If problems are unable to be found, the users can contact their local distributor.

## **1. No image is output, and the power indicator light is off**

- ▶ Whether the power switch is on
- ▶ Check if the connection with power is good

## **2. The display of the screen is abnormal (such as color deletion, blurred picture quality, and incomplete window display)**

- ▶ Whether the signal of the signal source is normal
- ▶ Check whether the connection line is connected properly
- ▶ Whether the equipment interface has been damaged
- ▶ Whether the video connector interface is normal
- ▶ Check if the equipment supports such resolution and refresh frequency
- ▶ Factory reset

# Warranty

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- ✧ 12 months from that invoice date of the user's purchase of the machine

## **Non-warranty requirements**

- ✧ Failure or damage caused by force majeure (e.g. fire, earthquake) or natural disaster (e.g. lightning strike)
- ✧ Failure or damage caused by other abnormal use reasons such as water immersion, collision, stains or surface scratches after use of the machine
- ✧ Failure or damage caused by use in non-product specified working conditions (e.g. extremely high and low temperature or unstable voltage)
- ✧ Dismantling and modification of machines not approved by our company
- ✧ Out of warranty

# JSTRON

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