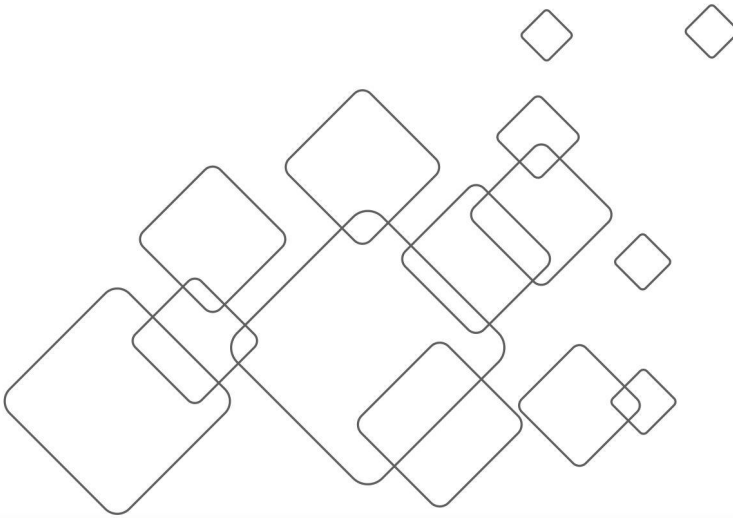
使用说明书
User Manual

主机+控台
A7 VP + A6 Plus Console



JSTRON • 杰思创视讯

Contents

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 ±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℃ to 45℃ 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.
- ✧ Pleas 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
	A7 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

A6 PLUS is the new-generation JSTRON seamless event console designed for high-end shows and rental market, adopting Intel desktop CPU and one 18.5 inch 1080P touch screen, which gives you a variety of show configuration such as sources selection, layers adjustment, seamless switching and presets management and helps you real-time control easily with the transition T-Bar and user-defined function buttons.

It can realize multiple layer fade-in and fade-out switching, multiple scene preset and retrieval and other functions, when been used with A6、A7、A8 VP , which are widely used in the Live stage, video conference, exhibition, performance control and other fields.

2.2 Product characteristics

A6PLUS Console product characteristics

- 18.5-inch full HD (1920*1080) capacitor touch screen
- 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
- Support key, external mouse, keyboard and touch screen control modes
- Up to 132 scene switches, supporting scene one-key calling
- A single output port can open 4 screens, with up to 24 screens of image display, and each screen can be arbitrarily adjusted across the output port and adjust the size to support seamless switching,change of the layer priority
- Available with A8 and A6 400 masters

A7 VP product characteristics

- access up to 24 input sources,input resolution up to 4Kx2K@60
- Support screen splicing across output ports. The screen is smooth and natural. There is no tearing, framing or smearing. The splicing can reach 11520x1080@60、5760x2160@60、1920x6480@60 resolution output. and backwards compatible
- Across screen 24 layer display freely,Input and output 16 screen monitoring
- 16 channels of LOGO can be stored,Up to 6 channels of LOGO can be stored at the same time
- 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

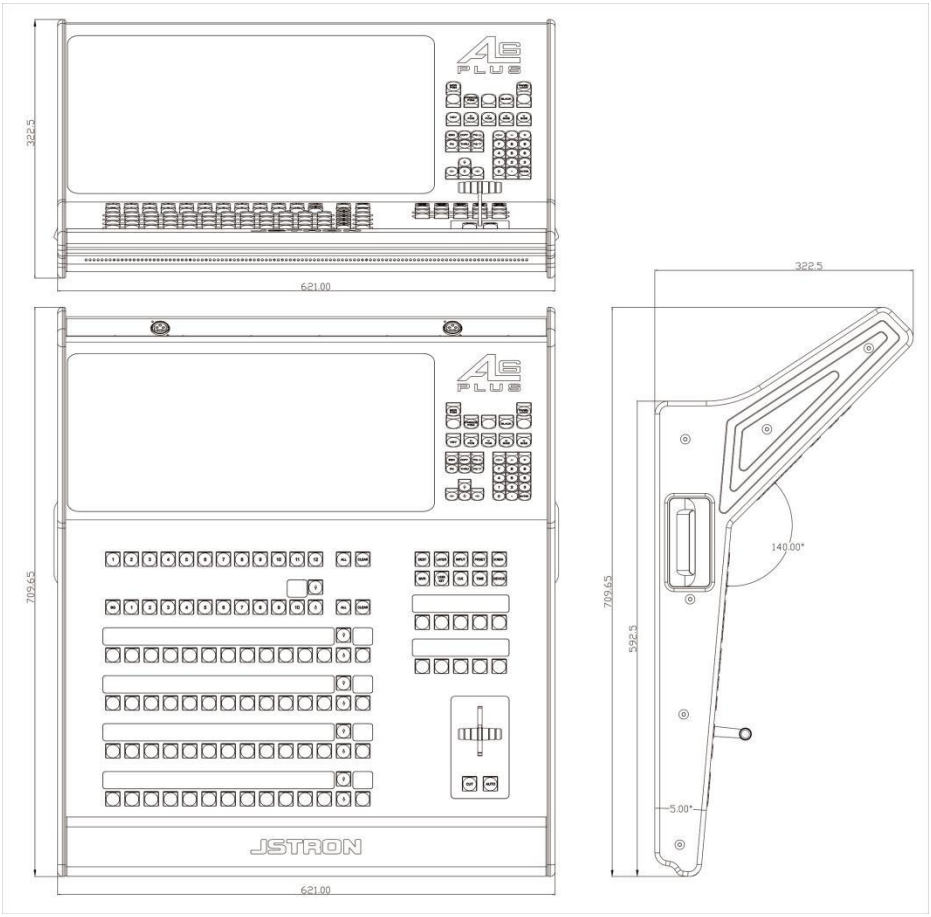
A7 master

Model	Configuration	
A7 - E	**Input:** 8DVI+2HDMI+2DP	**output:** 6DVI host +6DVI standby
A7 - F	**Input:** 6DVI+2HDMI+2DP+2SDI	**output:** 6DVI host +6DVI standby
A7 - G	**Input:** 12DVI+2HDMI+2DP	**output:** 6DVI host +6DVI standby
A7 - H	**Input:** 12DVI+4HDMI+4DP+4SDI	**output:** 6DVI host +6DVI standby
A7 - I	**Input:** 4DVI+4HDMI+4DP	**output:** 6DVI host +6DVI standby
A7 - M	**Input:** 10DVI+2SDI	**output:**6DVI host +6DVI standby
A7 - N	**Input:** 6DVI+4HDMI+4DP+2SDI	**output:**6DVI host +6DVI standby
A7 - O	**Input:** 8DVI+6HDMI+6DP+4SDI	**output:** 6DVI host +6DVI standby
A7 - P	**Input:** 14DVI+4HDMI+4DP+2SDI	**output:** 6DVI host +6DVI standby
A7 - Q	**Input:** 6DVI+6HDMI+6DP+2SDI	**output:** 6DVI host +6DVI standby

A7 master selection

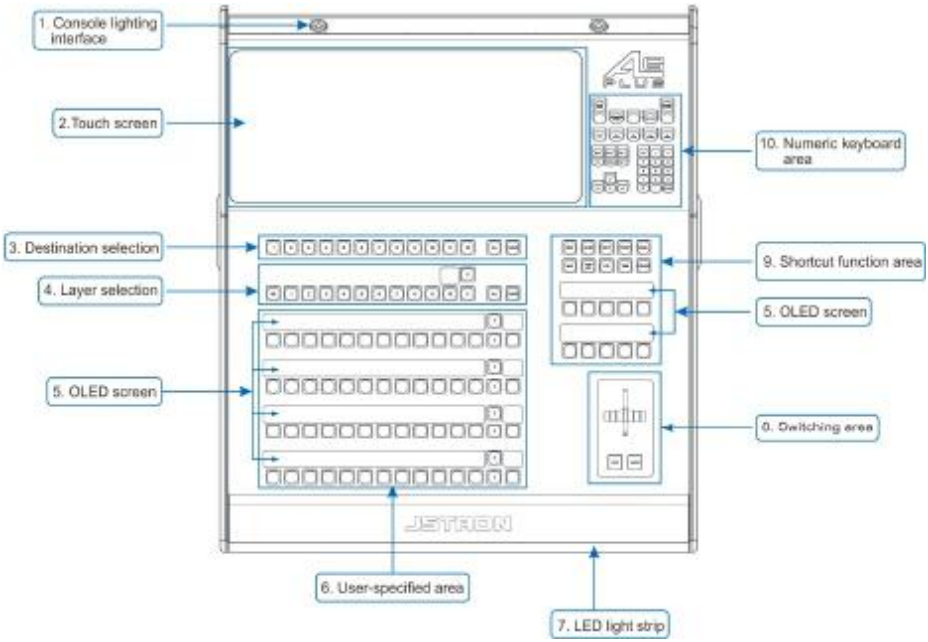
Name	Correspondence	Instruction
Extended DVI input board	A7-DVI	3DVI input
Extended HDMI+DP input board	A7-HDMI DP	2 HDMI+2DP input
Extended SDI+DVI input board	A7-SDI DVI	2SDI + 2DVIinput
Extended multiple screen monitor panel	A7-MTB	Multiple screen monitoring process

3.1 Product size



Unit: mm

3.2 Front panel



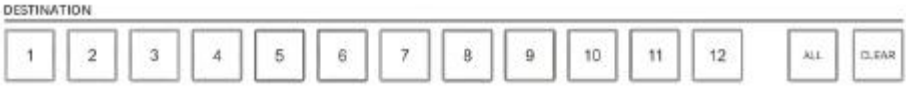
Console lighting

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

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.

3.2.1 Destination selection



- 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.

3.2.2 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

3.2.3 OLED screen

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

3.2.4 User-specified area

3.2.5 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**

➢ The 1 to 12 of **User Key** respectively correspond to the store layer of 1 to 12 ports, and can turn to the following page after exceeding the input, or can realize one page displaying 48 store layer by adjusting the function keys

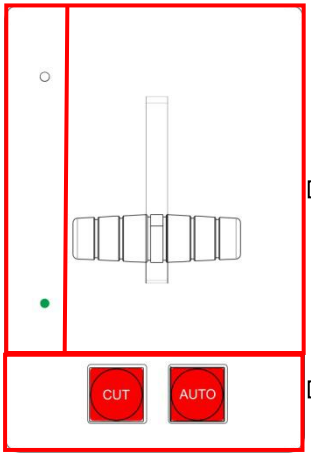
➢ **User Key** key light definition:

- The key is black: current channel has no store layer
- The key is white: current channel already has store layer
- The key is red: store layer templates for the current channel are displayed in program

LED light strip

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

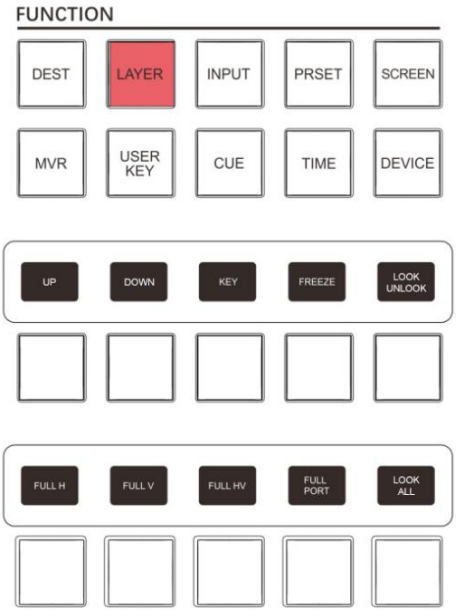
3.2.6 Switching area



Switch progress bar
T-bar: push rod, manually control switching speed

CUT key: Fast switching
AUTO key: fade in and out. The time can be set through the menu switch area.

3.2.7 Shortcut function area

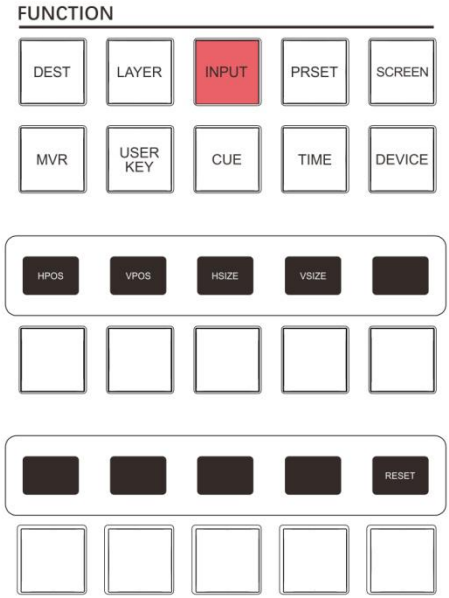


- DEST: to be developed
- LAYER: layer editing
- INPUT: input function
- PRSET: Preset function
- SCREEN: menu navigation
- MVR: monitoring function
- USER KEY:store layer
- CUE: to be developed
- TIME: to be developed
- DEVICE: function debugging

LAYER: layer editing

- ➢ Select the shortcut function area and then a sub menu function
- ➢ The following functions are for layer editing. Please confirm whether the layer is selected before setting
- ✧ **UP**: Raise the priority of the selected layer by one level
- ✧ **DOWN**: Lower the priority of the selected layer by one level
- ✧ **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: After matting the layer, the layer priority becomes the highest
- ✧ **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
- ✧ **LOCK/UNLOCK**: layer lock/unlock
- ✧ **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**

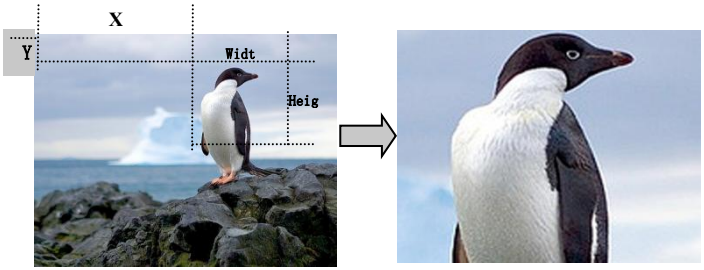


- ➢ HPOS: move to intercept horizontal position
- ➢ VPOS: move to intercept vertical position
- ➢ HSIZE: intercept screen with horizontal size.
- ➢ VSIZE: intercept screen with vertical size
- ➢ RESET: reset interception to default
- ● Example: press HPOS, type the value through the numeric keyboard,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

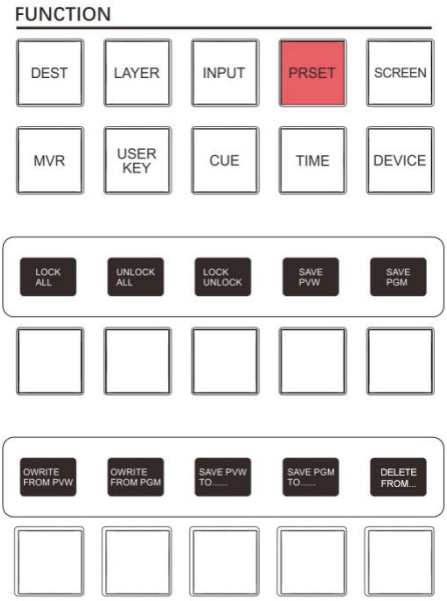
Examples of interceptions:

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

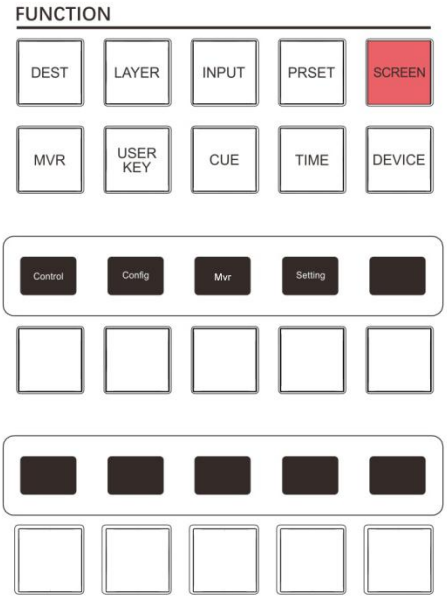


③ PRSET: Preset function



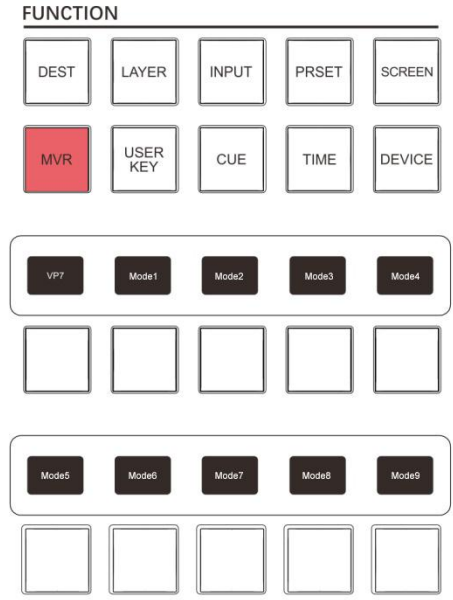
- LOCK ALL: lock all presets
- UNLOCK ALL: unlock all presets
- LOCK UNLOCK: lock/unlock current preset
- SAVE PVW: save preview template
- SAVE PGM: save program template
- OWEITE FROM PVW: preview template overrides the currently selected preset
- OWEITE FROM PGM: program template overrides the currently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

④ **SCREEN: menu navigation**



- Control: quickly switch menu page main menu
- Config: quickly switch menu page to editing page
- Mvr: quickly switch menu page to Multiple screen monitor mode settings page
- Setting: quickly switch menu page to setting page

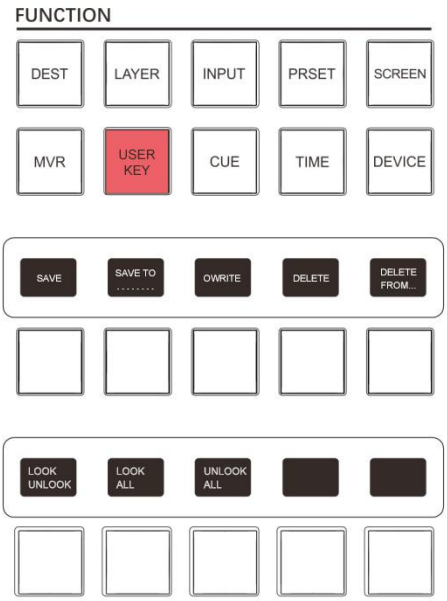
⑤ **MVR:** monitor calling



- VP ID: correspond to the ID name of the master,multiple control by one machine, and monitoring output can be controlled by switching VP
- Mode1-9:
  calling Mode1-Mode9 monitor page mode

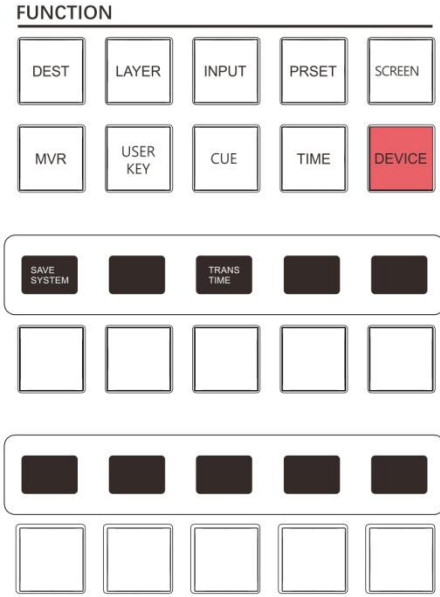
● Mode1-Mode9 is the mode saved in the multiple screen mode settings page

⑥ **USER Key:**store layer



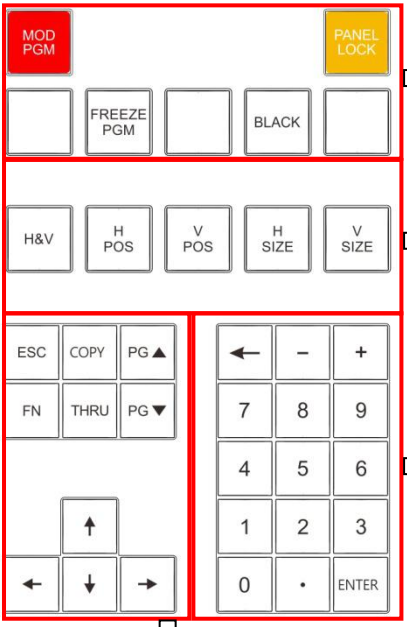
- SAVE:save layer
- SAVE To……:press SAVE To…… and add the store layer numbering key to manually save the store layer
- OWRITE:press OWRITE and add the store layer numbering key to manually cover the store layer
- DELETE:delete the current select store layer
- DELETE FROM…:press DELETE FROM… and add the store layer numbering key to delete the store layer
- LOCK UNLOCK:lock/unlock current store layer
- LOCK ALL:lock all store layer
- UNLOCK ALL:unlock all store layer

⑥ **DEVICE:** Function debugging



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

3.2.8 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

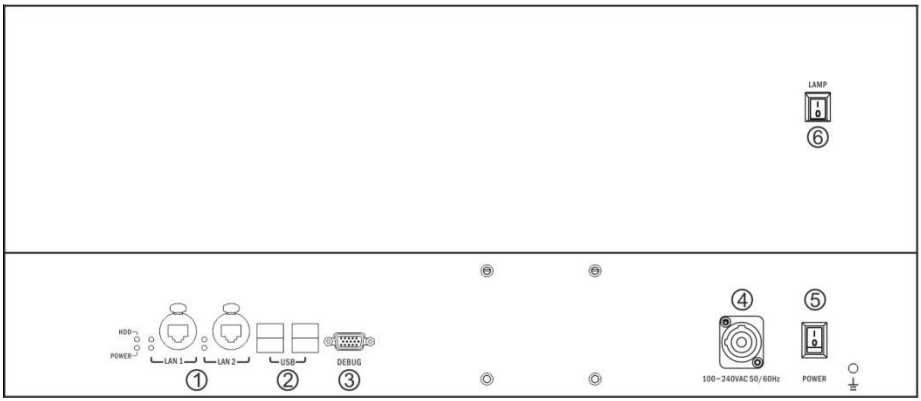
H&V: horizontal and vertical equal proportion
H POS: horizontal start V POS: vertical start
H SIZE: horizontal size V SIZE: vertical size

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
FN THRU PG : this feature is used for
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: connect to console master

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.

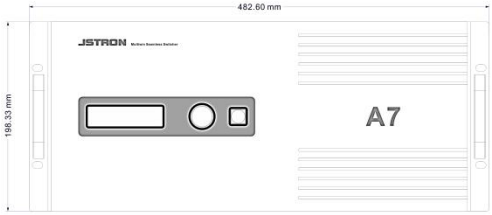
3. **RS232 bus interface (DEBUG)**
   Equipment debugging interface

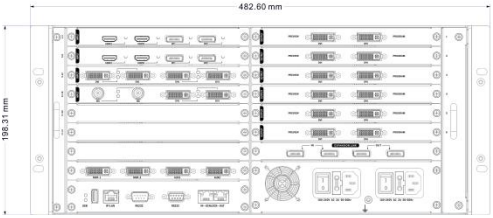
4. **Power interface**
   Equipment supply

5. **Console power supply switch (PWR)**

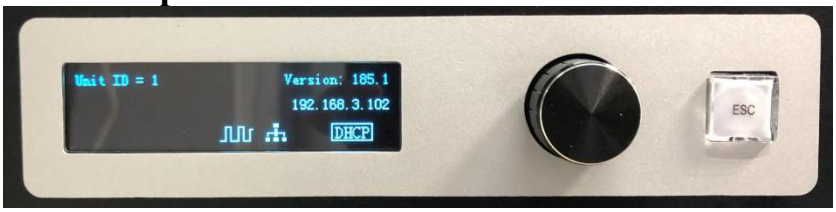
6. **Lamp switch (LAMP)**

3.4 Product size of A7 master





3.5 Front panel of A7 master



3.5.1 Instructions for Lights

OLED screen lights up normally indicating the A7 master is running normally

Unit ID = 1 means A7 master ID = 1

Cascade indicator: Indicates the A7 master cascading through a cascade board

Connect indicator: Indicates that the A7 master is connected to the console

DHCP **A7 master protocol**

3.5.1 A7 master menu

1.modified A7 master the board ID

Click the knob to enter the menu;

Click the knob again to enter the Advanced Settings;

Rotate the knob to the right and scroll to the board ID column;

Click the knob and then rotate the knob to modify the ID;

Press the ESC key to return; Restart the machine.

Note: The modified board ID must restart the machine to take effect

2.Key lock

Click the knob to enter the menu;

Turn the knob to the right, scroll to the Common Settings, then press the knob to enter;

Turn the knob to the right, scroll to the Key lock; Click the knob to enable the Key lock.

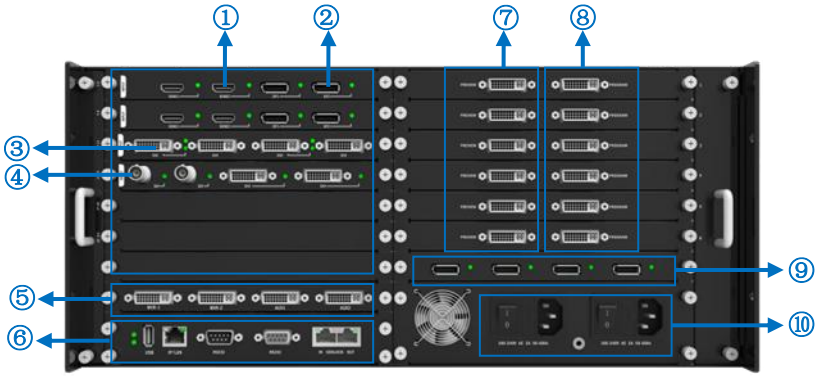
Note: Switch off the key lock mode by pressing the knob for 3 seconds

3.A7 master Upgrade

The U disk is formatted to FAT32 format, the upgrade program is copied to the U disk root directory, and then the U disk is plugged into the USB port on the back of the A7 master.

The A7 master press the knob to enter the menu; rotate the knob to the right, scroll to “machine information ”, press the knob to enter; rotate the knob to the right, scroll to“ upgrade maintenance ”, click enter; select the operation type, card number, and then click apply.

3.5 Rear panel of A7 master



① HDMI Input

② DP Input

③ DVI Input

④ SDI Input

⑤ Multiple screen preview output panel

⑥ Control panel

⑦ Video image main output

⑧ Video image reserve output

⑨ Cascade Board

⑩ Power board
Providing dual power

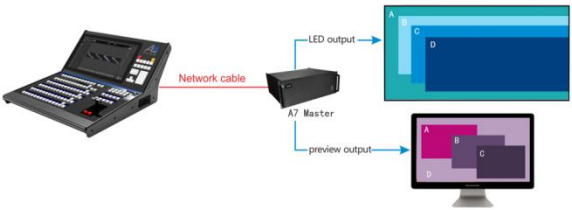
Application scenarios

Tips:

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

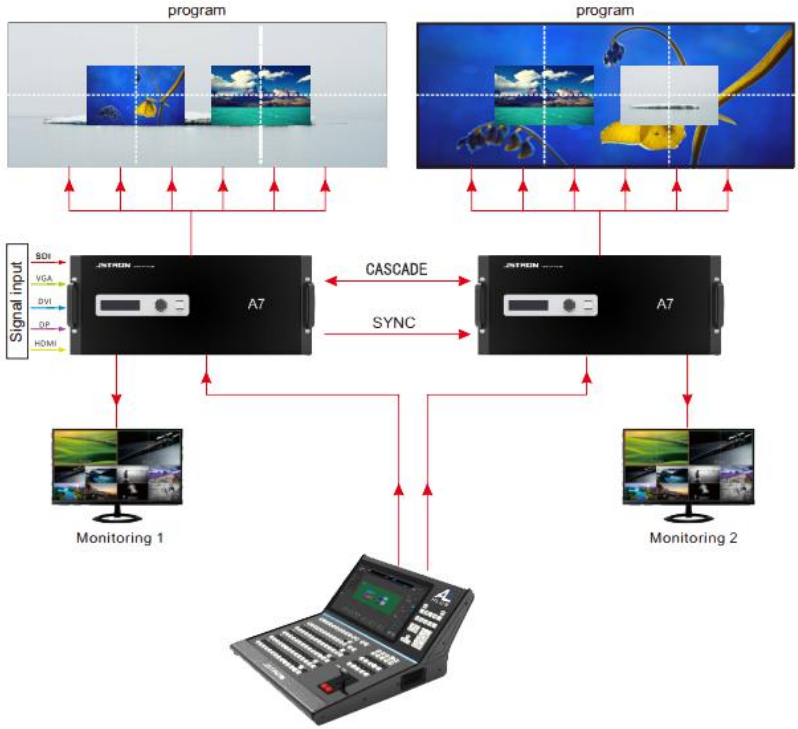
Equipment connection

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 Connect indicator on the master is normally on, which means the network has been connected.

5.2 Multiple machine cascading



- Network connection(please use RJ45 specification wire):
  As shown above: The network cable connects the LAN1 port of the console and the LAN port of the first master
  The network cable connects the LAN1 port of the console and the LAN port of the first master at the other end; and the network cable connects LAN2 port of the console and the LAN port of the second master at the other end.
  Note:if there are 3 or more cascades,Switch/router connection is available. If it is a router, please first set the HDCP of the router to be off.
- After the switch on, the LAN1 light on the console is normally on, and the connect indicator 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 5.1 to modify the master ID.
- Sync: Connect the GENLOCK - OUT port of the master ID1 and the GENLOCK - IN port of the slave ID2 in series in turn using the RJ45 specification network cable. Please refer to Figure 5.3 for the connection schematic.
- 2On the console list, the masters are: Master, slave is: Slave (off) indicates a

successful connection
Please refer to Figure 5.2 for schematics.

- Cascade: The out port of ID1 master cascade board is connected to the INT port of ID2 master using the 2 DP Lines, and the out port of ID2 master cascade board is connected to the INT port of ID1 master using the 2 DP Lines.

Figure 5.4 Arrow connection. (**Note**: Each DP line can share 4 channels of signal source and up to 8 channels of signal source)

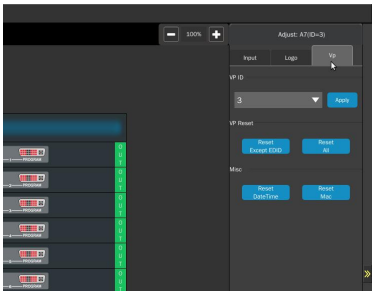
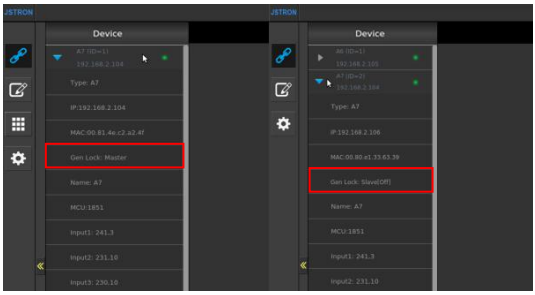


Figure 5.1



A7(ID=1) is master lock A7(ID=2) is slave lock

Figure 5.2

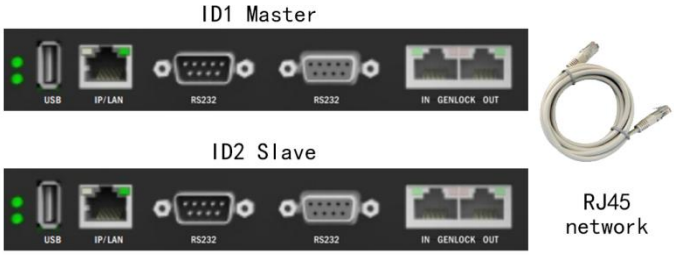


Figure 5.3

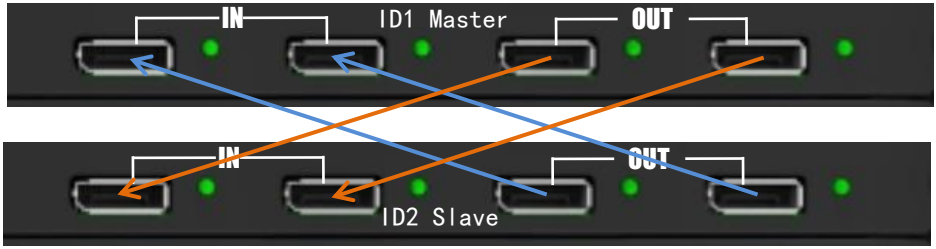
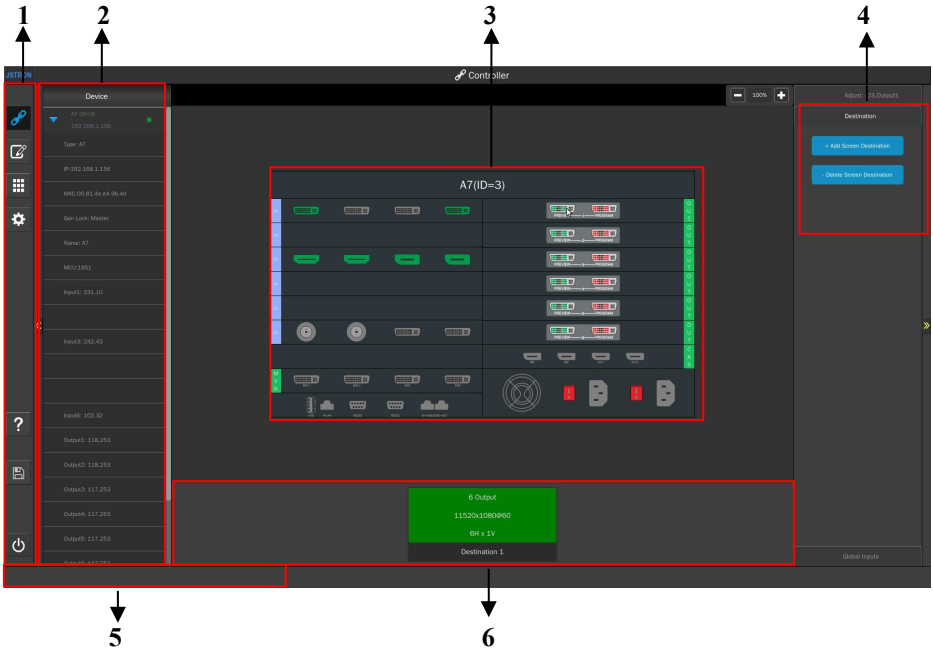


Figure 5.4

6.1 Menu navigation



1. Menu navigation

- System: switch the master, input, output, debugging and view
- Adjust: target layer debugging and template storage
- Multiple screen monitor mode settings
- Settings: adjust console and master customize 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,cascade 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 6 output ports, and there are 4 splicing modes: 1*6, 6*1,2*3, 3*2.

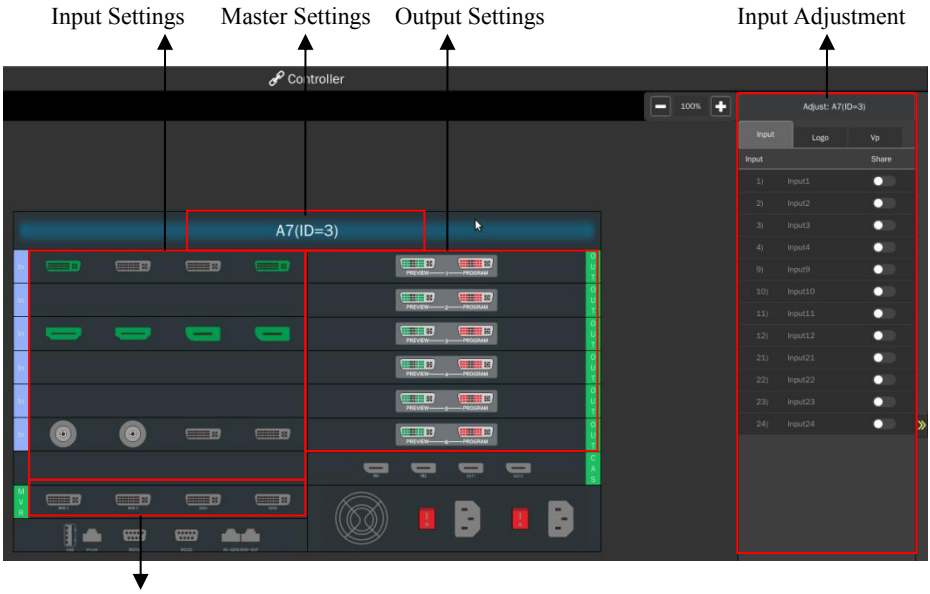
5. Message notification column

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



Logo Adjustment

VP Adjustment

- Click the A6 (ID=1) window to display the adjustment parameters of the master in the adjustment column on the right.
- Input adjustment selects whether to share the current master input source. (see Figure Input adjustment section above)
- **Note**: Sharing selects up to 8, and more than 8 will automatically cancel the previous selection.
- Adjust logo 1-16 as logo or test map in logo adjustment, and whether share current master this 1-16 source.
- 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

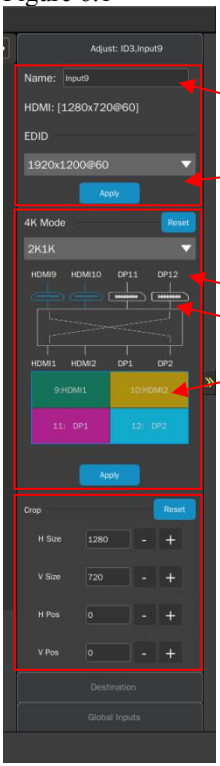
6.1.2 Input settings

- 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 (changeable input name)
- Select the resolution in the EDID list and apply it, and flash it successfully

2.4K Mode

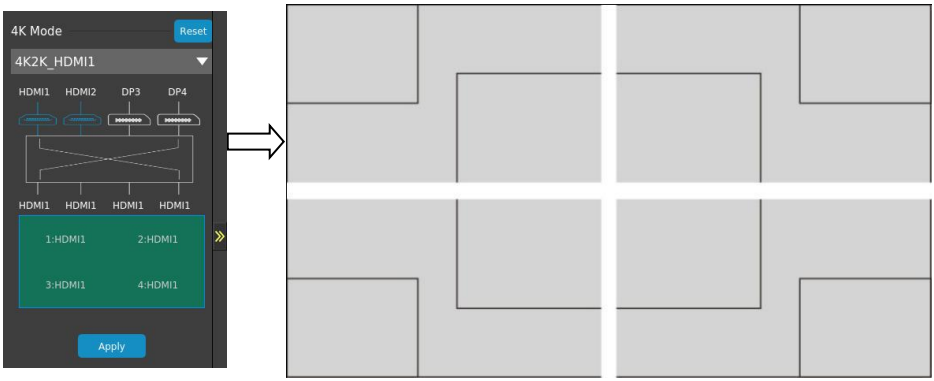
- Reset 4K mode and default to 2K1K mode
- Select 4K mode from the list and apply it
- Current physical interface
- Logical interface, logic diagram

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.

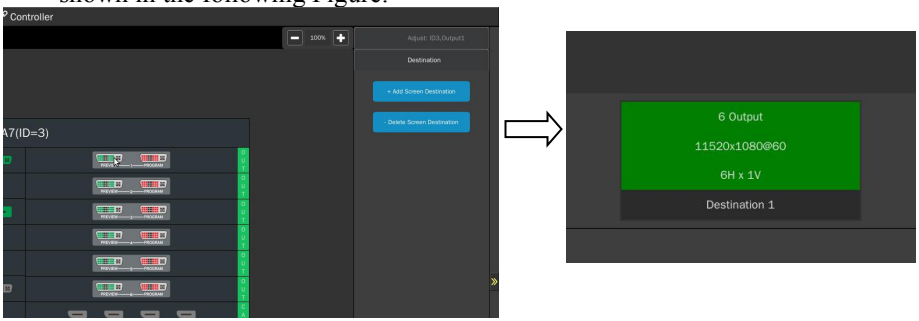
2. DVI panel card settings

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.

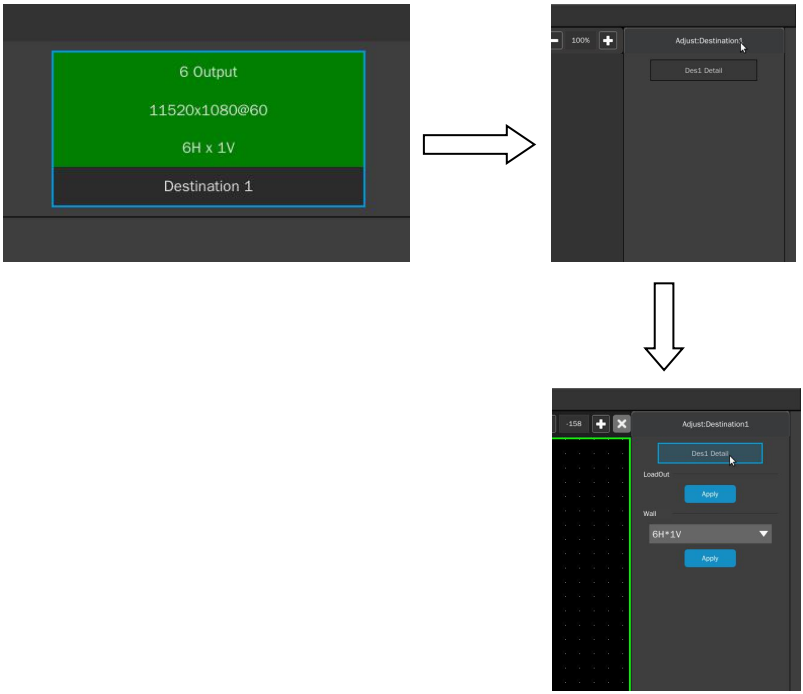
6.1.3 Destination settings

- Multiple destinations can be added, and each destination can be switched individually

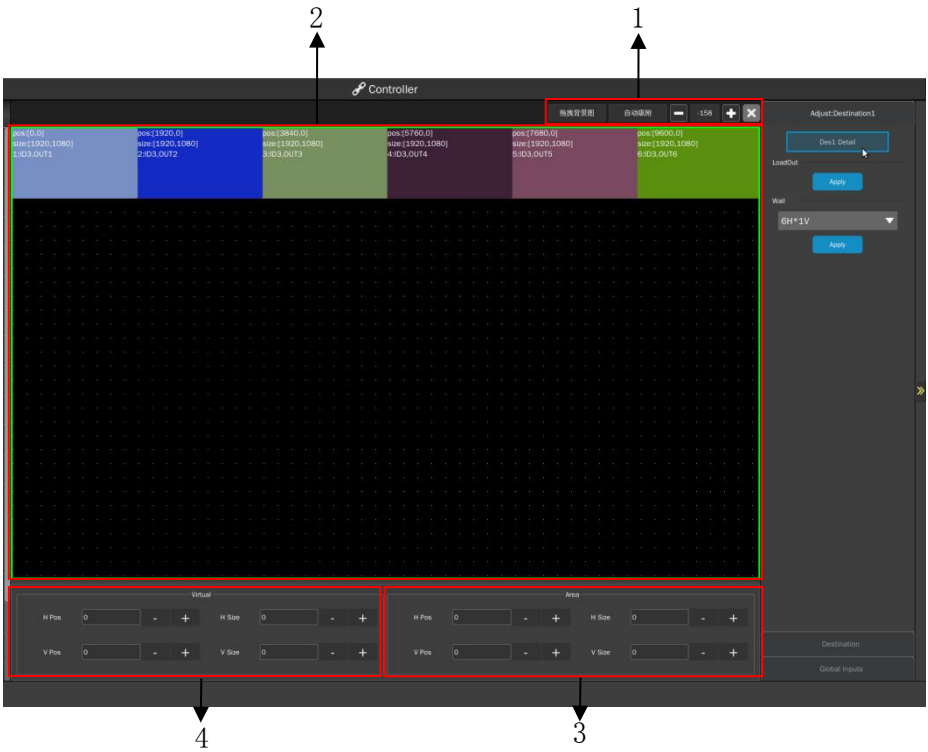
- Select the output port and click Add Screen Destination. Add output information will be displayed in the destination message bar, and then add successfully, as shown in the following Figure:



- Select a destination and click Delete Screen Destination, 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:



➢ Click to ‘Des1 Detail’ in the adjustment destination to use the virtual screen feature, as shown below:

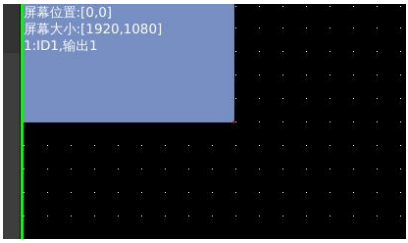


1.Drag background chart: Click Enable to Drag Background.
Auto-adsorption: When the two outlet port are near, they will Automatic laminating, click on/off this function.
＋/－ Button: To zoom in or out of a virtual screen.

2.Virtual screen browsing zone: In which each output port can be arbitrarily placed according to the actual needs.

3.Zone adjustment zone: Adjust the horizontal/vertical position, horizontal/vertical size of the area shown by the selected output port signal source.

Example: Zone adjustment for output 1



When set in the zone adjustment H Pos is 0,V Pos is 0,H Size is 0,V Size is 1080,
The effect is shown in Figure 6.3.
When set in the zone adjustment H Pos is 0,V Pos is 0,H Size is 0,V Size is 1080,
The effect is shown in Figure 6.4.

Figure 6.3

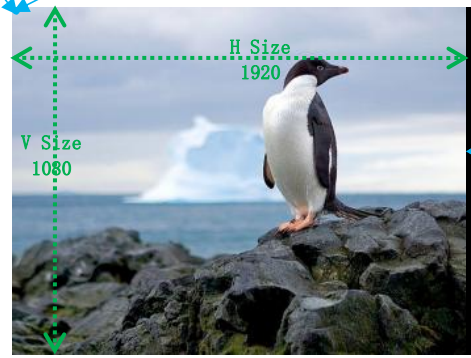
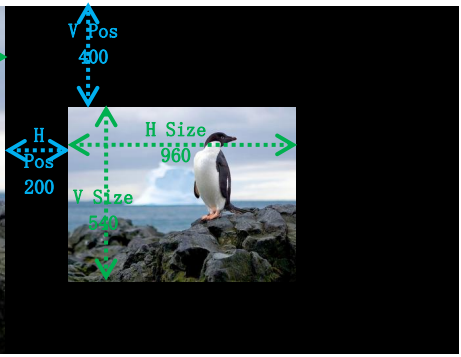


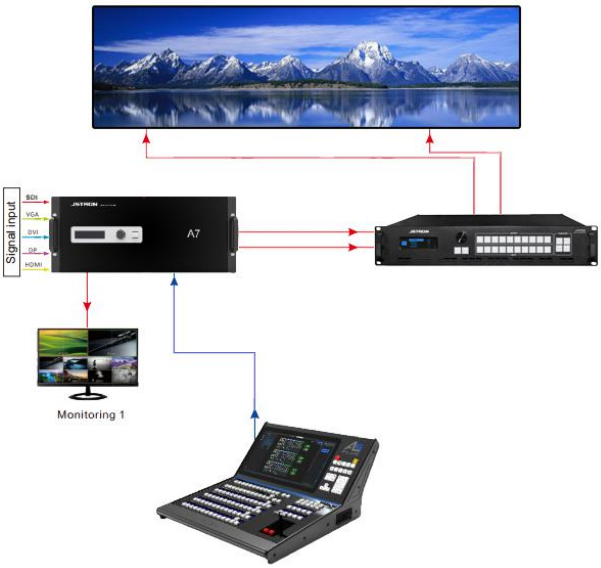
Figure 6.4



3.Virtual screen adjustment zone: Adjust the horizontal/vertical position, horizontal/vertical total pixel of the selected virtual screen.

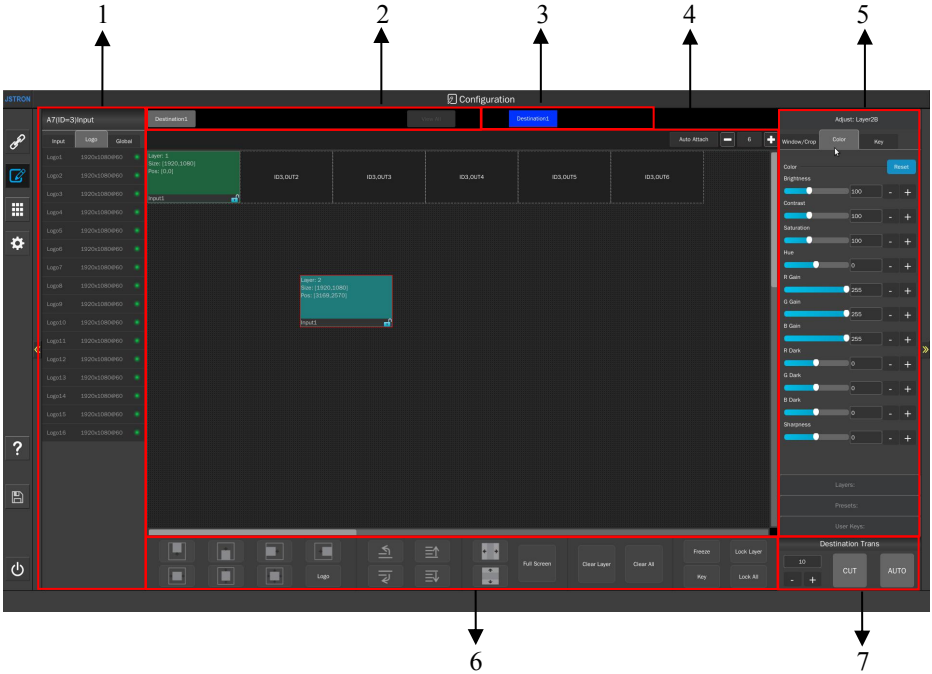
Note: The horizontal/vertical total pixels of the virtual screen need to be consistent with the actual connected screen pixels, otherwise it will cause an anomaly.

Example: Need to splice two screens, screen 1 for 960*1080, screen 2 for 1600*1080
Connect the A6PLUS console and the A7 master with the network cable.
Set output port 1 virtual screen H Pos is 0,V Pos is 0,H Size is 960,V Size is 1080;
Set output port 2 virtual screen H Pos is 1920,V Pos is 0,H Size is 1600,V Size is 1080.
A7 master outputs signal source to video processor.video processor set output port 1 resolution to960*1080,video processor set output 2 resolution to 1600*1080.Video processor output port 1 output signal to screen 1, output port 2 output signal to screen 2.



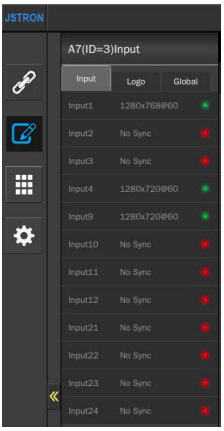
6.2 Layer editing

6.2.1 Layer area description



1. Input source list, display the input source(Input list, Logo list and Global list), resolution and display status under the current VP. Select the layer to select the input source

➢ Input list is list as a list of input sources for the input ports on the back of the master (following figure shows 16 input ports)



- Logo list as intercepted logo source or test image source set in master settings
- Global list is list as a list of input ports on the back of the master cascade board(following figure shows 2 IN ports)

  Note: Each cascade entry can share 4 sources, and two ports can share up to 8 sources when the DP line is connected to two master.If the cascade is normal and the input source in the system settings is shared, there will be content in the global list.

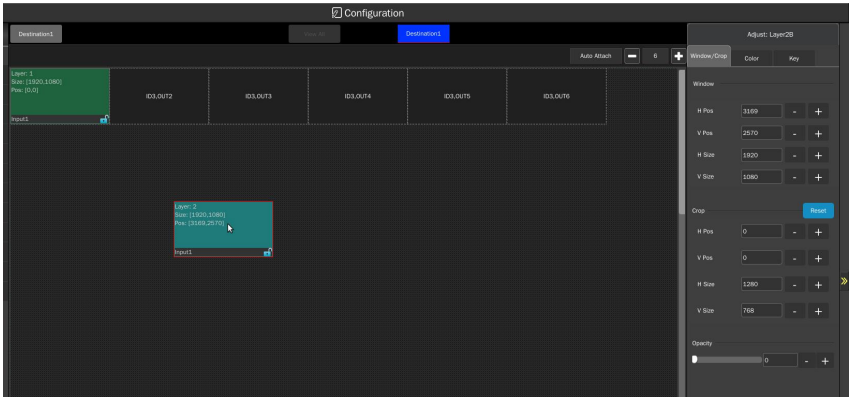
2. Destinations are displayed in full screen one after another with multiple destinations at the same time

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 Layer adjust



1. Once the layer is selected, you can set it

Windows 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 Settings

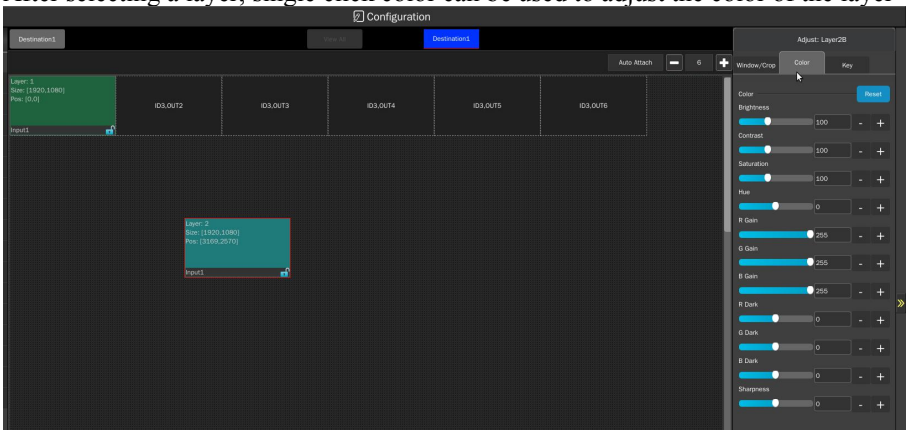
- Reset: reset interception to default
- Horizontal width: intercept screen with horizontal size
- Vertical height: intercept screen with vertical size
- Horizontal start: move to intercept horizontal position
- Vertical start: move to intercept vertical position
- Interception refers to intercept the 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.

Opacity Settings

- Opacity value is 0-100
- The image is normal displayed when opacity is 0 and not displayed when opacity is 100.
- Select the value you want to set, type the value through the numeric keypad and press Enter, or drag it directly the slider bar,and the others can be set according in this method.

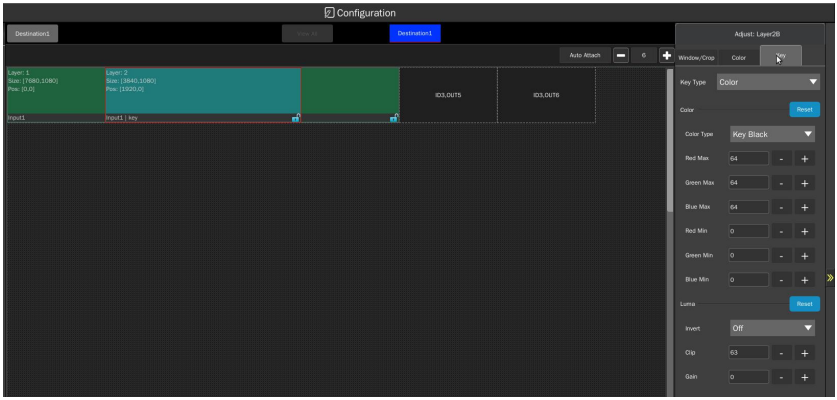
6.2.3 Color conditioning

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



6.2.4 KEY

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



- ➢ Select the 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 layer to turn on Key switch, which defaults to black button
- ● After the image is Key, the priority of the layer will become the highest.

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 (RGB: Red 10, green 0, blue 0)	64	64	64	0	0	0
Matting red background (RGB: Red 255, green 0, blue 0)	255	128	128	128	0	0
Matting white background RGB: (red 255 green 255 blue 255)	255	255	255	128	128	128
Matting green background (RGB: Red 0, green 255, blue 0)	128	255	128	0	128	0
Matting blue background (RGB: Red 0, green 0, blue 255)	128	128	255	0	0	128

Key type: brightness key

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

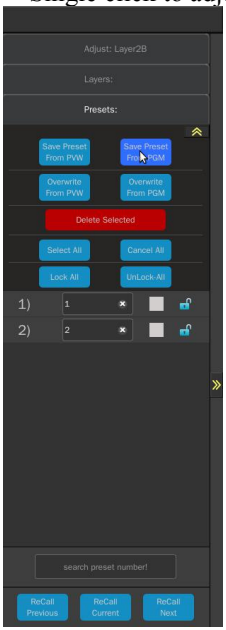
Reversing mode: preserve removed images

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

Gain: intercept amplitude gain (0-15)

6.2.5 Preset

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

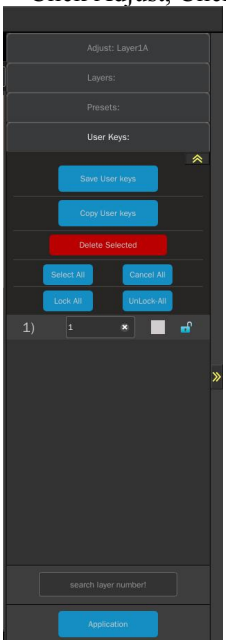


- Save Preset From PVW: save preview template
- Save Preset From PGM: save program template
- Overwrite From PVW: cover preview template
- Overwrite From PGM: cover program template
- Delete Selected: delete the template and check the preset to delete it
- Select all: select all preset in the list
- 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.

6.2.6 User Keys function

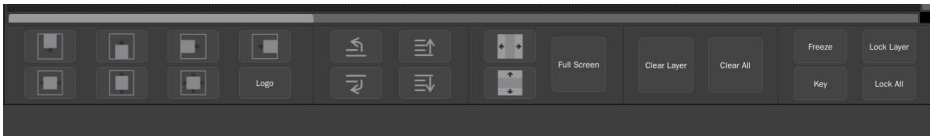
Click Adjust, Click User Keys, Go to the User Keys page



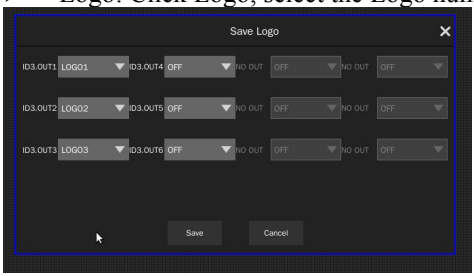
- Save User Keys：save layer style
- Copy User keys：overlay layer style
- Delete Selected: delete layer style and check the layer style to delete it
- Select all: select all layer style in the list
- Cancel all: cancel all layer style in the list
- Lock all: Lock all layer style in the list
- Unlock all: Unlock all layer style in the list
- Saved layer style
- You can enter the layer number through the numeric keyboard and press Enter to quickly retrieve the layer
- Application: Select a layer, then enter the number of the stored layer. Click on the application to apply the stored layer to the selected layer

- The saved layer 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.

6.2.7 Layer shortcut function



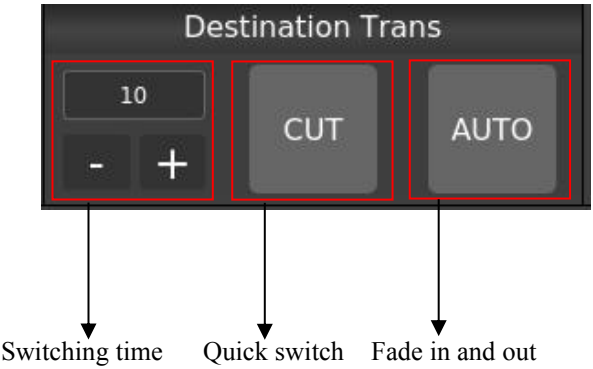
- Layer window on the top, on the bottom, on the left, on the right, horizontal center, vertical center,center
- Logo: Click Logo, select the Logo number to save, and then click Save



- Layer priority is raised by one level, the layer is placed at the top level, the layer priority is lowered by one level, and the layer is placed at the bottom level
- Left and right full screen, up and down full screen
- Full Screen: full screen layer to all output ports
- Clear Layer: clear selected layer
- Clear All: clear all layers at the output port
- Freeze: select a layer to freeze
- Lock Layer :lock the current layer
- Key: select the layer and click Key to display the Key identification on the layer
- Lock All: Lock all layer

- 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.
- Logo resolution saved was 1920x1080.
- The Key can only be done on Highest priority layer.
- The layer cannot be moved after locking. After locking layer the layer, the lock icon will be displayed on the layer.

6.2.8 Switch

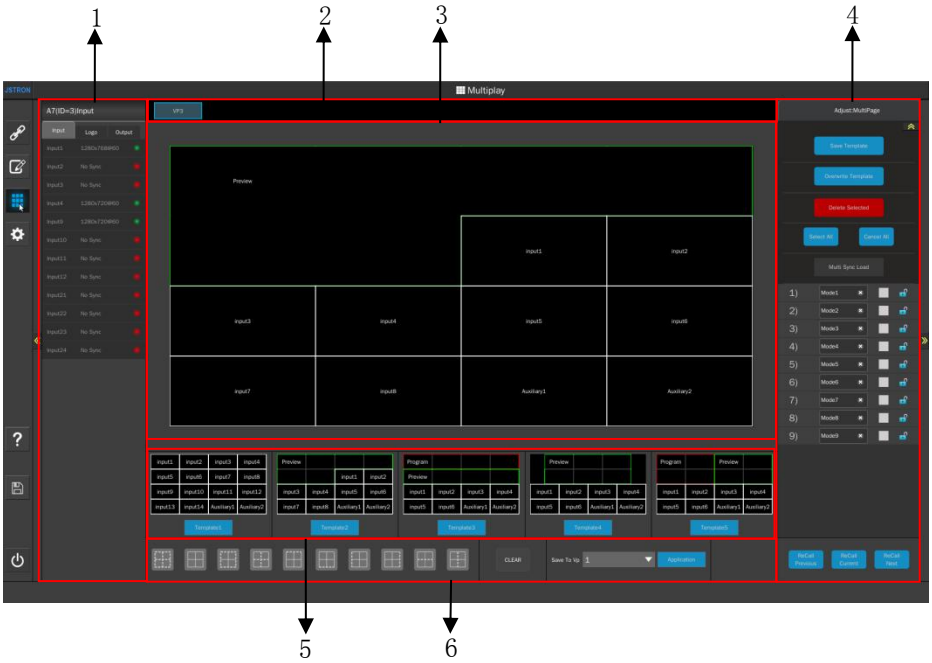


Switching time: minimum 500 milliseconds and maximum 5 seconds in milliseconds (as shown in Figure 10=1000 milliseconds above) You can set the value by adding or subtracting, or you can input a number through the numeric keypad and press Enter to apply it to match fade-in and fade-out

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 Multiple screen monitor mode settings



1. List of input sources showing the input source, resolution and display status under the current VP

2. The blue box represents the VP master ID currently set

3. Browse the currently modified multiple screen monitor template, where can change the displayed input source anywhere in the template

4. Save multiple screen monitor templates (up to 9 templates can be saved)

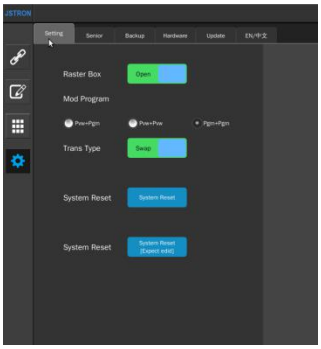
- Save template: save current set the multiple screen monitor template
- Overwrite template: Overwrite current set the multiple screen monitor template
- Delete selected: Delete the checked multiple screen monitor template
- Select All: select all preset in the list
- Cancel All: cancel all preset in the list
- Multi Sync Load: console will simultaneously access the multiple master the monitoring template
- ReCall Previous: upward retrieve mode list
- ReCall Current: select to retrieve the current mode
- ReCall Next: downward retrieve mode list

5. Five standard multiple screen surveillance templates

Click on the template button below the template to import the standard multiple screen monitor template into the currently modified multiple screen monitor template6. Functional areas

- No inside or outside frame line,with inside or outside frame line,no outside frame line, no inside frame line, no top frame line, no bottom frame line, no left frame line, no right frame line, no horizontal frame line, no vertical frame line
- CLEAR: Select any position in the template, and then click Clear to clear its display
- Save to VP: when multiple machine cascades, the console can save the current master's multiple screen monitor template to another console
- Function button,dotted line represents the no framed line and the solid line represents the with framed line
- The monitor frame line is green and the program frame line is blue

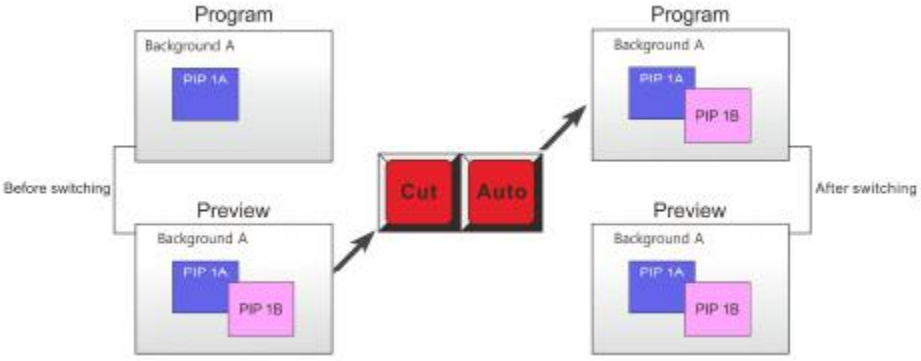
6.4 System setting



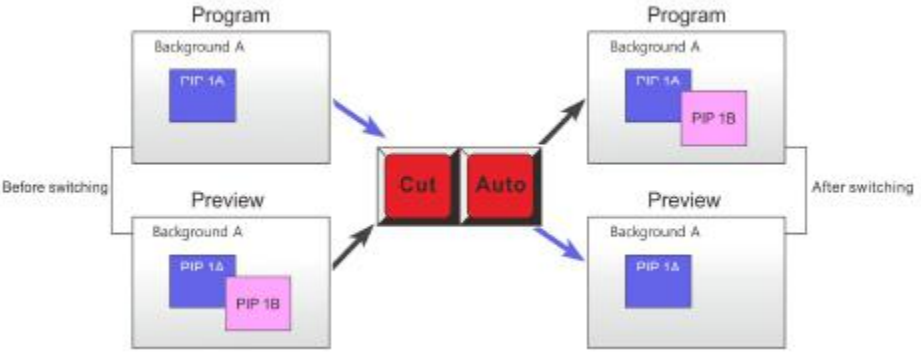
- The Raster Box can directly drag presets into the area to monitor presets in real time.
- Mod Program: switch Pvw+Pgm(preview & program), Pvw+Pvw(preview & program)and Pgm+Pgm(program & program).
- Trans Type: switch and follow preview and program.
- Click System Reset and click OK in the pop-up window.
- Click System Reset[Except EDID] and click OK in the pop-up window.

Switching type description:

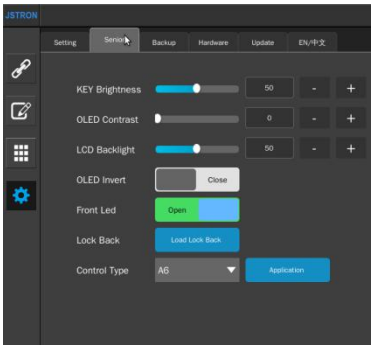
Follow: keep switching. After the preview signal is switched to the program (main output), the preview content remains unchanged.



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

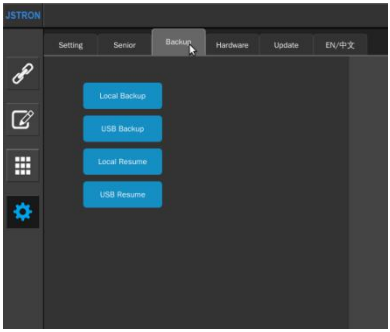


6.4.1 Advanced setting



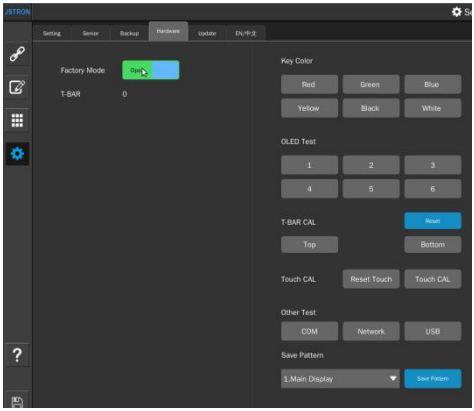
- Manually adjust Key Brightness
- Manually adjust OLED Contrast
- Manually adjust LCD Backlight
- Reverse switch for OLED
- Front light switch
- Lock screen wallpaper loading selection
- Set the console type, select the corresponding master, the point application system will automatically restart into the system

6.4.2 Backup



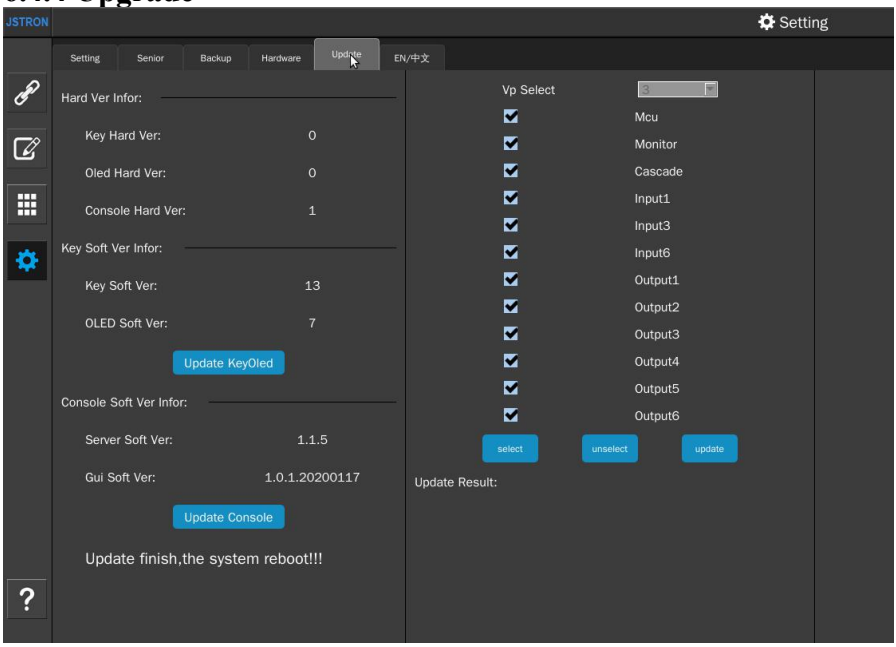
- Local backup: save destination information to console
- USB backup: save the destination information file to the USB flash drive
- Local Resume: import locally
- USB Resume: import from USB flash drive
- Local backup is required if the console resets data will be cleared
- After restoring the template,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

6.4.3 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
- Reset Touch: the console automatically restarts and resets the touch screen to the initial setting
- Touch CAL: 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
- Save Pattern: Save test card

6.4.4 Upgrade



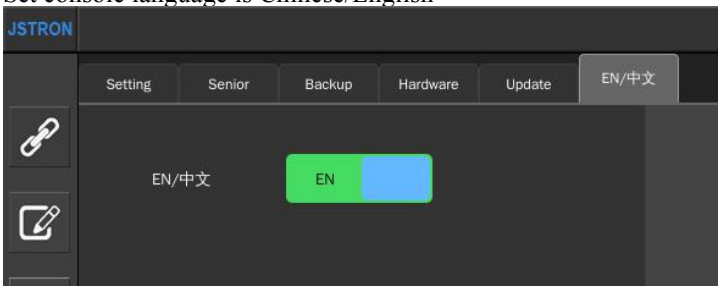
- The USB flash drive is formatted in FAT32 format

- 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

6.4.5 Language

Set console language is Chinese/English

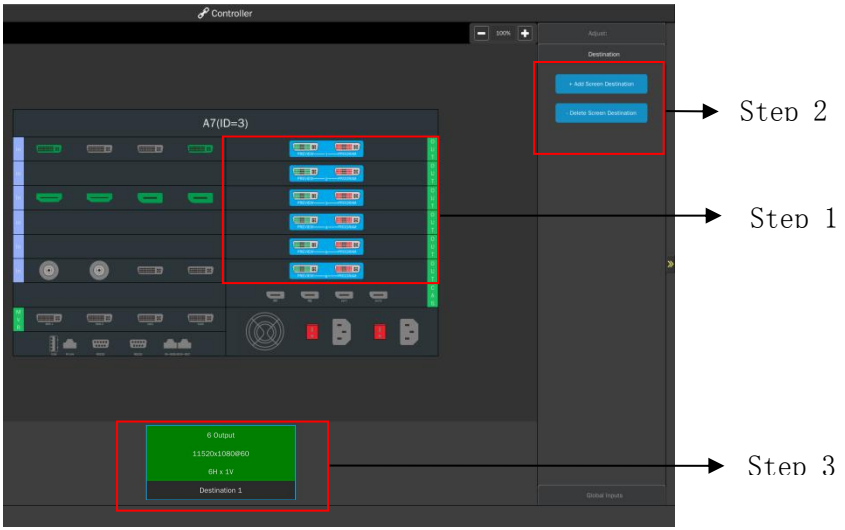


Client needs: watchout plays the material of the organizer, four channels output five signals horizontally (7680x1080),Among them,3 channels play video/PPT,2 channels play lottery. There's a Independent material and a live broadcast. There is one main screen (7680x1080), two side screen (1920x1080), need single screen/six screen to switch in real time.

1. The A6PLUS console is connected with a network cable, and outputs 1-6 (program/program) docking sending cards, and the preview connects the preview display

2. A7 VP master connection indicator lights up , and the console is not prompted to not connected to the master

3. Enter output menu-destination setting (as shown below)
   Step 1: select 6 output ports, step 2: Add Screen Destination, step 3: destination add finish



4. Set stitching standards

(1) If the project is multiple port splicing, the type requires <widescreen> output

(2) Because Main screen resolution 7680x1080, 2 pieces side screens 1920x1080, six output ports need to be set for splicing (if the resolution is not standard, post splicer is required for customization)

The mode is set to 6W*1V (six output ports are divided into six ones horizontally). The destination output source displays the added destination port, the A7 VP master corresponding to the output port

(4) Complete adding destination

5. Set up a virtual screen

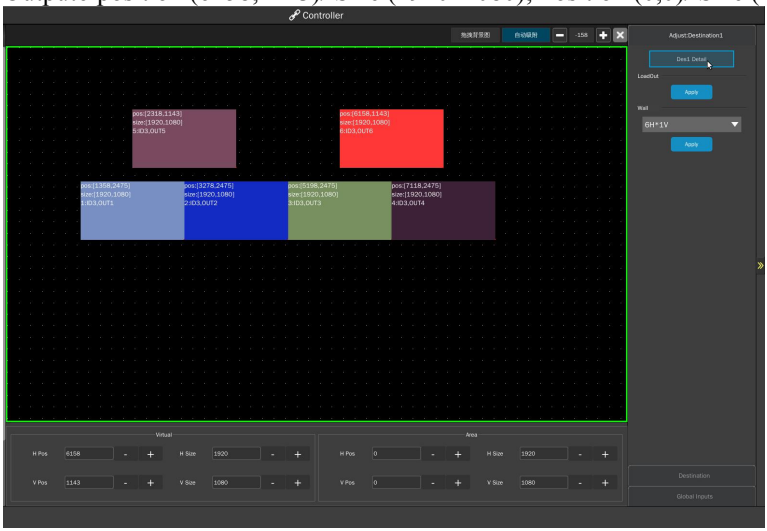
(1) Click “View the details”

(2) Adjust the position and size of the six output ports in the virtual screen according to the actual situation shown below

Set position (horizontal and vertical position)/ size (horizontal width * vertical height) of the virtual screen of the output port;

Set position(horizontal and vertical position)/ size (horizontal width * vertical height) of the output area adjustment.

Output1 Position (1358,2475)/ Size (1920x1080); Position (0,0)/ Size (1920x1080)
Output2 position (3278,2475)/ Size (1920x1080); Position (0,0)/ Size (1920x1080)
Output3 position (5198,2475)/ Size (1920x1080); Position (0,0)/ Size (1920x1080)
Output4 position (7118,2475)/ Size (1920x1080); Position (0,0)/ Size (1920x1080)
Output5 position (2318,1143)/ Size (1920x1080); Position (0,0)/ Size (1920x1080)
Output6 position (6158,1143)/ Size (1920x1080); Position (0,0)/ Size (1920x1080)

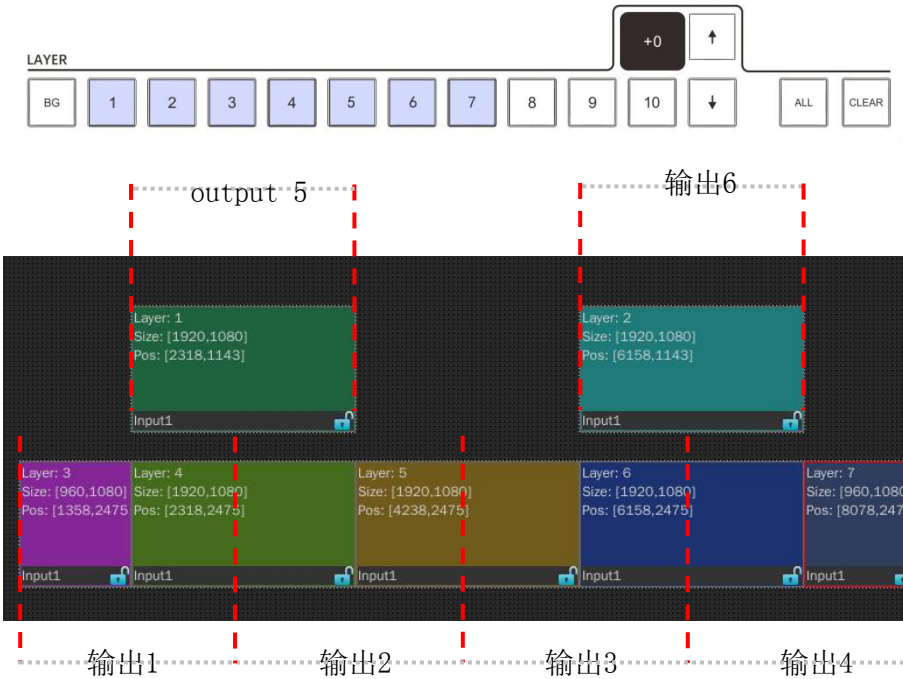


6. Activate and select destination

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:

7. Add layer

After the destination is selected (the status light is red), add 7 layers to the layer area, as shown in the following Figure:



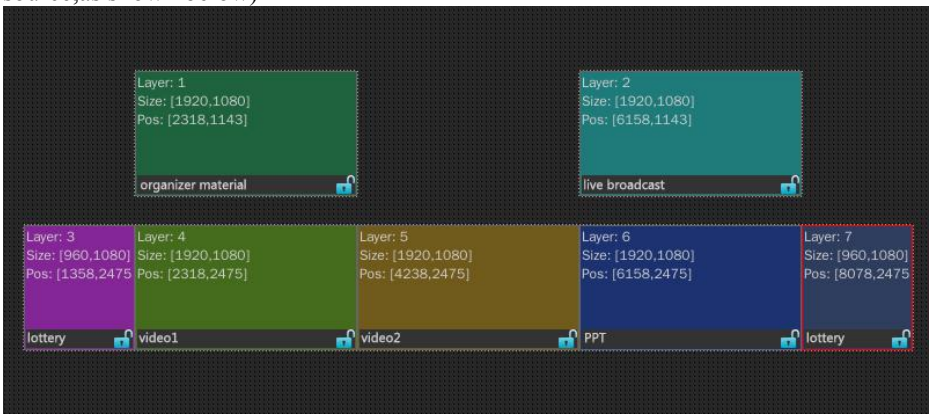
8. Layer1-7 in that above Figure are opened at the port of the output port, and after opening,the setting menu of the adjustment window on the right side of the layer1-7 is selected,

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

Layer1 position (2318,1143)/size (1920x1080)
Layer2 position (6158,1143)/size (1920x1080)
Layer3 position (1358,2475)/size (960x1080)
Layer4 position (2318,2475)/size (1920x1080)
Layer5 position (4238,2475)/size (1920x1080)
Layer6 position (6158,2475)/size (1920x1080)
Layer7 position (8078,2475)/size (960x1080)

9. Signal selection

The signal source is 7 channels (layer 1 is organizer the material signal source, layer 2 is live broadcast signal source, layer 3 is lottery signal source, layer 4, layer 5, layer 6 is 3 channels video signal source/PTT signal source splicing, layer 7 is lottery signal source,as shown below)



Note: select the corresponding access signal in the input area after the layer is selected (the layer light is bright red)

10. Multiple scene templates can be made and saved to the preset

Troubleshooting

- 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

- ✧ 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

深圳市杰思创视讯科技有限公司
SHENZHEN JSTRON CO.,LTD.

Tel：+86-0755-8618 0829　　Fax：+86-0755-8653 8364　　www.jstron.com
Tech Support：support@jstron.com　　Email: sales@jstron.com

地 址：深圳市南山区马家龙工业区宝成科技大厦6楼
Add : 6 floor, baocheng technology building, Majialong industrial park, Nanshan district, ShenZhen, China