

3 WINDOWS DISPLAY BASED ON 4K1K PIXEL TO PIXEL SPLIT 4:4:4 10BIT 60HZ PROCESSING



VS2 USER MANUAL



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1. Product Features



- Support 4 Port Split in Any Configuration
- Seamless Switching Between Any Signals
- Smooth Fade in Fade out Transition
- Support 4Kx2K 8Kx1K 2Kx4K Pixel to Pixel Split
- Flexible Quad Layers display
- Support 4 Optional Module
- RCA Audio Output Jack
- Third Party Control with Open Protocol
- Optional Genlock Input for Cascade Split



2. Product Introduction

VS2 is a 4 output channels video processor. Can support flexible 4 port split with 4 layers configuration. It can realize 3 Windows Display based On 8Kx1K Split. Ideal for large scale or multiple layers project.

VS2 Diagram Solution





3. Hardware Overview

3.1 Front Panel



OLED Display Panel

1	Display the current working status and menu for buttons
!	control.

Knob

2	For menu selection: rotating knob to find the option &	
2	press the knob to confirm.	

Buttons

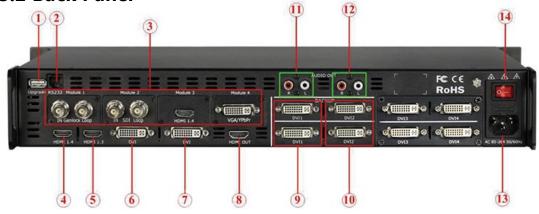
	SAVE Button
	To save the parameters after setting, by using "LOAD"
	to load the saved data.
3	Press SAVE, the buttons "SCALEBLACK" are
	representing saving modes of 1\2\3\4\5\6\7\8\9\0
	separately, press any button to save the current
	parameters to the specified saving mode.
SPILT Button 4 Enter to the cascade split model and set the split	
	MENU Button
	Press to enter to the menu, by using knob to find the
5	specified menu, press MENU again to return to the
	previous menu



	Scale Button	
6	To adjust the size and position of the image by the	
	number buttons" 1-0" under M1-DVI4, or using the knob	
	to adjust the number.	
	INPUT Button	
	To select source signal, the button lights up while used as	
	input.	
7	When there are more than 2 buttons lighting up, the one	
	flashing is the one just be chosen, and the steady lighting	
one is the source signal displayed, M1 represents SDI		
	input.	
ABCD Layer Button		
For the use of layer editing, adding and size changing		
	DVI1 & DVI2 Output Buttons	
9	For the use of adding layers A,B,C and D in corresponding	
	output.	
TAKE Button		
10 Program and preview switching under Preview model		
	LOAD Button	
	To load the preset saving modes.	
11	Press LOAD, buttons of "SCALEBLACK" are	
	representing saving modes of 1\2\3\4\5\6\7\8\9\0, press	
	any of the key to load the corresponding saving modes.	



3.2 Back Panel



Comm & Update Connector

	· opaate		. <u> </u>	
1	USB port for update			
	RS232 port for the use of communication and API and Third-Party control			
	Tima re	arty corre	OI .	RJ11
	Pin	RJ-11	Function	[40000]
2	1		Not Used	
	2	RX	Receive	
	3	TX	Transmit	1 2 3 4
	4	GND	Signal Ground	Insert Twisted
				Pair Wires
				RJ11 Connector

Input Connector

Optional input module	
3	Support 4 input modules with
	HDMI\DVI\VGA\SDI\USB
	HDMI1.4 input
4	Support 3840*2160@30HZ & 4K1K\2K1K inputs and
	customized input
HDMI1.3 input	
5	Support 2K1K input and customized input resolution
DVI3 Input	
6	Support 2K1K input and customized input resolution
7	DVI4 Input
'	Support 2K1K input and customized input resolution



Output connectors

	HDMI Loop
8	The current image or window will be looped automatically
	without output processing
	DVI1 Output
9	Support 2.5million pixels with widest 3840 pixels or
	highest 1920 pixels
	DVI2 Output
10	Support 2.5million pixels with widest 3840 pixels or
	highest 1920 pixels
	RCA1 Audio Output
11	External (LR stereo) output port match with the DVI1
	output video
	RCA2 Audio Output
12	External (LR stereo) output port match with the DVI2
	output video

Power Supply

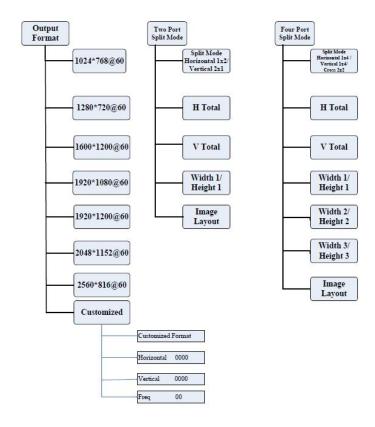
13 IEC- Power connector: AC 85-264V, 50/60HZ, max	
15	power 45W
14	Power switch

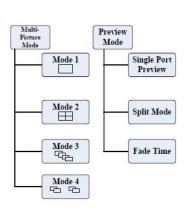


4. Operations

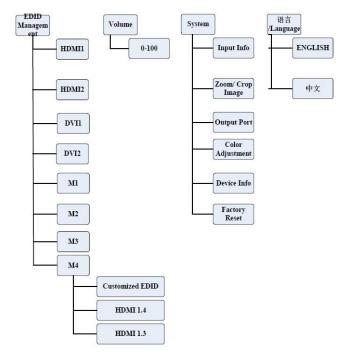
- Menu structure
- Output Resolution
- ➤ Two Split
- Four Split
- Multi Picture
- Preview Mode
- > EDID Management
- Volume
- System
- > Factory reset
- Language

4.1 Menu Structure









4.2 Output Resolution

VS2 default output resolution is 1920*1080@60Hz, if user would like to change to 1536*1536@60Hz, the steps are as follows:

1.Press MENU button to find the output resolution and press knob to confirm.



2.Rotate the knob to find "CUSTOMIZED" resolution.

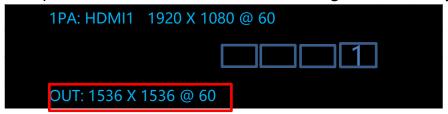


3.Click the knob to set the width 1536, height 1536 and frequency 60fps with numeric buttons and click the knob to confirm.





4. The setting is success after the arrow is disappear, press MENU and return to the previous menu to check if it was changed successfully.

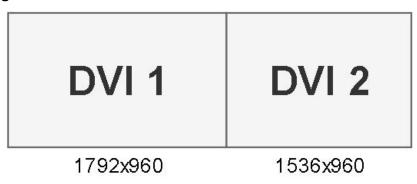


4.3 Two Port Split

Two Port Split: DVI1 & DVI2 outputs are for horizontal or vertical split, the DVI1 is for the left (horizontal) or the upper (vertical) screen and DVI2 is for the right (horizontal) or the bottom (vertical) screen.

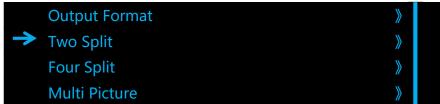
Horizontal 1/2 Split:

If user has a screen with 3328 x 960 to make split, the left screen is 1792 x 960, the right screen is 1536 x 960



The steps are as follows:

1.Select split model: Press Menu and rotate the knob to enter to Two Port Split, select horizontal split:



After the step 1 is done, change the screen parameter as follows: (When the width and height of sending card exceeds 1920 x 1080, user need to enter the resolution setting menu to customize the output resolution. Each Sending card resolution should within output resolution of processor.)

Set H total to be 3328



Set V total to be 960

Set the first display width to be 1792 by number button or rotation knob



Rotate the knob to image layout menu and select single image, PIP, PBP and three images layouts.



There is no need to set the second screen width, the device will calculate and save by itself, if user want to load the layouts, save the setting and then load the saved setting afterwards.

Vertical 1/2 Split:

If user has a screen with 1792 x 2112 to make vertical split, the upper one is 1792 x 1152, the bottom one is 1792 x 1152.



The steps are as follows:

1. Select the split model: Press Menu and rotate the knob to enter to Two Port Split, select vertical split:





2.After the step 1 is done, change the screen parameter as follows:

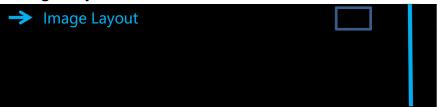
Set H total to be 1792

Set V total to be 2112

Set the first display width to be 1152 by number button or rotation knob



Rotate the knob to image layout menu and select single image, PIP, PBP and three images layouts



There is no need to set the second screen width, the device will calculate and save by itself, if user want to load the layouts, save the setting and then load the saved setting afterwards.

4.4 Four Port Split

Four Port Split: VS2 has 4 DVI outputs for 1x4 Horizontal Split, 4x1 Vertical Split and 2x2 Cross Split. With several image layout.

Horizontal 1x4 Split with 3 Windows Display

If user has a main screen with 3840x1152, the side screen is 640x960. Use Four Port Split Mode for project configuration.



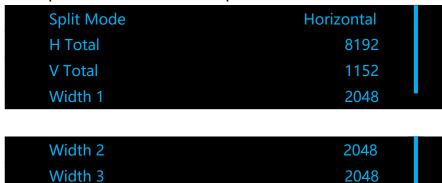


The steps are as follows:

- 1. Set the Output Format as 2048x1152@60Hz.
- 2. Select the split model: Press Menu and rotate the knob to enter to Four Port Split, select horizontal 1x4 split:



3. After the step 2 is done, the screen parameter will be:



Ш

Set V total to be 1152.

Image Layout

Push Layer A and Scale the size as 3840x1152 for Main Screen. Push Layer B and Scale the size as 640x960 for Left Side Screen. Push Layer C and Scale the size as 640x960 for Right Side Screen.











4.4 Multi-layer

Multi-layer in single output

Model 1: Single image with single output, in this model, press the layer buttons A, B, C & D to add any layer, edit the size of layer and the change the signal source

Model 2: Four images in Cross, in this model, press layer buttons A,B,C & D to change the input source or close the image.

Model 3: Four images overlay, in this model, press layer buttons A,B,C & D to change the input source or close the image.

Model 4: Two images with single output, in this model, DVI1 and DVI2 outputs each support two layers to be edited and set.

Model 5: Support individual control for each DVI output. Each layer can be set in different source in different size and position.

If client would like to realize three images display from left to right side, the right and left keep the same, the left display is 480×1080 , the right is 480×1080 and the middle one is 960×1080 , the steps are as follows: Rotate the knob to select the Model 1

Layer 1 is lighting up at present and we add layer B and layer C to be three images

1. Configure the layer B width and height to be 480 x 1080: press B button to change the width and height and then press the relative signal



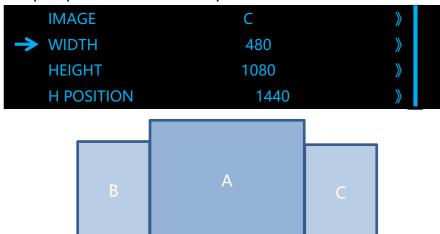
input DVI1 as the source of layer B.



2.After step 1 is done, we configure the layer A width and height to be 960 x 1080, move the layer A horizontal position to be 480 and the vertical position keep 0, press the relative input HDMI1 as the source of layer A.



After step 2 is done, we configure the layer C width and height to be 480 x 1080, move the layer C horizontal position to be1440 and vertical position keep 0, press the relative input DVI1 as the source of the layer C.



After these steps are done, press "SAVE" button to save in the number channel from 0-9, user can load the relative setting by press "LOAD" button.



4.5 Preview Mode

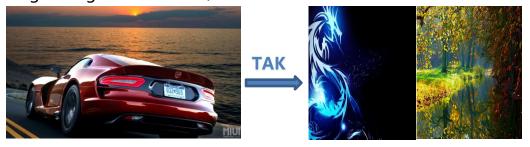
Single Port Preview: DVI2 is for preview output and DVI1 is for program output, the signal input will be edited in preview output and switch to program output after pressing "TAKE" button.

Quick Layout

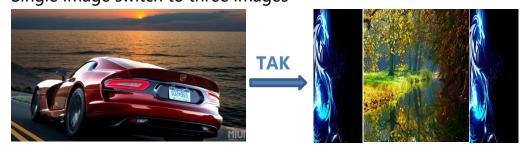
Single image switching



Single image switch to PIP/PBP



Single image switch to three images



PIP switch





User also are able to add and edit layer A,B,C & D and save the settings in advance, in the future, user can load the settings to the preview output by "LOAD" button and then switch the setting to program output by "TAKE" button.

Split Mode: DVI 3 & 4 is for Preview. DVI 1 & 2 is for Program. Support two port Horizontal or Vertical split. The signal input will be edited in preview output and switch to program output after pressing "TAKE" button.



4.6 EDID Management

If there is a screen with 3072×960 pixel pitches and need to be pixel by pixel display, but the PC standard input resolution is 3840×1080 , how to set the output resolution to be 3072*960? The L3 EDID management can work this, the steps are as follows:

1.Press menu button and rotate the knob to EDID menu



2.Press the knob and enter to input source need to be changed in submenu of EDID, the input listed can be changed, we will use HDMI2.0 as a example.







3. Select HDMI1 and press the knob to confirm, we can choose HDMI1.4(4K30Hz) or HDMI1.3(2K), but we will use the customized resolution to change the EDID.



4.After step 3 is done, rotate the knob to input and change the EDID

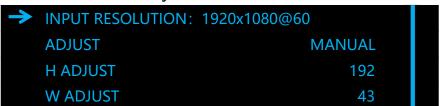


5.After step 4, return to the menu and overview the status. (pls note that some PC will work successfully after remove and re-connect the input)



4.7 System

Input Information: View the input resolution information and adjust the input timing. If there is an input offset, you can change the adjustment mode to manual, and then adjust the horizontal or vertical offset.





ZOOM: Cut off the image size.



ZOOM FROM RIGHT	0
ZOOM LEFT & RIGHT	0
ZOOM IN MIDDLE	0
→ RESET	0

Output Port: change DVI1 & DVI2 output content



Image quality adjustment: adjust screen brightness, color temperature and GAMMA



→ RED	127
GREEN	142
BLUE	132
HUE	255

→ SATURATION	100
SHARPNESS	10
GAMMA	1.8



RESET

System information: View the information of version

```
SERIES NO. 0031

SOFTWARE 
HARDWARE 
OLED BRIGHTNESS 12
```

- 4.8 Factory reset: Clear all Settings and restore the device
- 4.9 Language: select equipment in Chinese and English
- 4.10 Volume: adjust the volume from 0 to 100



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