



# *SuperView<sup>®</sup> 4K User's Guide*

July 2013

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Alameda, CA 94501



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## DOCUMENT

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# CHAPTER 1

# INTRODUCTION

## 1.1 Product Overview

The *SuperView 4K* is an eight-input multiviewer designed specifically for high-resolution 4K (ultra HD) monitors and projectors. The *SuperView 4K* is based on a custom, high-performance architecture rather than a PC, with faster updates, more display flexibility, and security. Real-time display of inputs is guaranteed under all conditions, without dropped frames. The *SuperView 4K* is fully HDCP-compliant, supporting downstream repeaters.

The *SuperView 4K* processor can display up to eight inputs on a 4K monitor or projector.

All DVI inputs include built-in cable equalization to support cable lengths to 164 feet (50 meters) without the need for external signal extenders. The four outputs can be configured to provide two dual-link outputs. On DVI outputs, 500 mA of power is available for pin-powered devices, obviating the need for external power adapters.

Control is available via the RS-232 or Ethernet port. A web browser-based control system provides both local and remote operation, with a graphical representation of the monitor or projector and drag-and-drop window positioning and scaling.

*SuperView 4K* processors offer 24/7 robustness. They come packaged in rack mountable enclosures with replaceable air filters and redundant power supplies (second supply optional), providing excellent solutions for challenging environments. Most importantly, *SuperView 4K* processors provide the security and reliability of an embedded operating system and the absence of hard drives.

A full array of features includes dynamic window sizing and positioning, smooth zooming within images, custom borders, titling, and programmable presets. Available options include password and KVM control. Images can be displayed anywhere, any size, within or across screens, in correct aspect ratio or stretched to fit, in whole or zoomed to emphasize details.

## 1.2 System Features

The *SuperView 4K* includes the following standard features and functions:

- **Inputs** — Inputs accept user selectable RGB, YP<sub>b</sub>P<sub>r</sub> component (HDTV), HDMI and DVI signals.



- **Window manipulation** — Windows can be positioned, scaled, and clipped to any size or aspect ratio. The system also supports zoom and pan within a window and input freezing.
- **User-defined presets** — The *SuperView 4K* stores and recalls up to fifty user-defined display arrangement presets, each containing information about window size and position, image controls, and image position on the screen.
- **Remote control** — Complete system control is supported via the RS-232 serial port or the 100/1000 BASE-T Ethernet port. Most control parameters can be stored in non-volatile memory for later use.
- **Autosync** — The *SuperView 4K* automatically detects and locks to computer input and output sync signals. Industry-standard and custom video timings are supported.

Following is a concise summary of *SuperView 4K* features:

- **System:**
  - Displays up to eight windows simultaneously.
  - Full 24-bit color processing used throughout.
  - System control via serial RS-232 or 100/1000 BASE-T Ethernet.
  - Intuitive graphical user interface.
  - 2-RU package.
  - Removable air filter.
  - Hot-swappable power supplies (second supply option).
- **Inputs:**
  - Supports a wide range of graphics inputs with resolutions up to 1920x1200 and 2048x1080p at 60 Hz frame rate.
  - Supports analog graphic HDTV/YP<sub>b</sub>P<sub>r</sub> inputs with tri-level sync.
  - Cable equalization extends DVI cable lengths up to 164 feet (50 meters).
  - Supports 4K inputs by grouping four sequentially numbered 1920x1080 inputs.
- **Four DVI Outputs:**
  - 2K mode: single-link DVI – up to 1920x1200, HD to 2048x1080p.
  - 4K single-link mode: 4x single-link DVI – 3840x2160p, 4096x2160p.
  - 4K dual-link mode: 2x dual-link DVI – up to 2560x1600p (per output)
  - 5V pin power at 500 mA for external devices.
- **Special features:**
  - High-quality filtering for window resizing.
  - Pan, zoom, border, label, and freeze each window.
  - Selectable color background.
  - Export/import system settings.
  - On-screen clock.
  - On-screen cursor.



### 1.3 Window Inputs

Each of the *SuperView 4K*'s DVI-I inputs supports analog (RGB or YPbPr/HDTV component) input and a digital (DVI) input. HDMI ports support a single high-definition input. The window source can be dynamically switched between graphics and HDMI, but only one source per window may be displayed at a time.

### 1.4 System Outputs

All input signals to the *SuperView 4K* are converted to the selected output resolution with horizontal scan rates ranging from 12 to 125 kHz. 5 V of pin power at 500 mA is available for external devices such as fiber optic transmitters.

The four outputs can be configured as four single-link ports, or ports 1 and 2 and ports 3 and 4 may be used together as a dual-link outputs. In this dual-link mode, only ports 1 and 3 are active.

### 1.5 System Control

System control for the *SuperView 4K* is provided via the RS-232 serial port and the 100/1000 BASE-T Ethernet port.

- The **RS-232** serial port connects to an ASCII terminal, any computer with a serial port, or an external control system such as AMX. Commands are sent from the terminal or computer to the *SuperView 4K*.

#### Note

USB-to-Serial converters are inexpensive and widely available. Use one to connect your USB-equipped computer to the *SuperView 4K* serial port.

Refer to the *SuperView 4K Technical Reference Guide* for a complete description of the command set.

- The **Ethernet** port (100/1000 BASE-T) allows a *SuperView 4K* system to be connected to a local area network (LAN) or directly to a PC. Note that direct connection requires the use of an Ethernet hub or Ethernet cross-over cable. Control by graphical user interface (Web Control Panel) or command line entries is supported over the 100/1000 BASE-T port.

### 1.6 EDID Management

EDID, Extended Display Identification Data, is information which enables a graphics adapter source to output a graphics standard best suited for the connected display processor. This information includes the display resolution and frame rate. *EDID Manager* provides a choice of what EDID to supply to the source.



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### 1.6.1 EDID Management

*EDID Manager* works through the Web Control Panel (WCP) or command line operation. Management functions include

- Loading EDID from the EDID list to a register.
- Saving display EDID to the EDID list.
- Naming an EDID list entry.
- Viewing an entry in the EDID list.
- Deleting an EDID list entry.
- Exporting and importing an EDID list entry.

### 1.6.2 EDID List

The EDID list is used to apply parameters to the fixed EDID registers. User entries in the list are numbered 1 to 100 with an additional **Factory Default** of 1920x1200 at 59.95 Hz. Data contained in the list include:

- List index number
- Name
- Display device manufacturer's ID
- Resolution and frame rate

Advanced users may view and modify additional timing parameters with third-party software such as Phoenix EDID Designer freeware available at [www.tucows.com/preview/329441](http://www.tucows.com/preview/329441).

# CHAPTER 2

# INSTALLATION AND SETUP

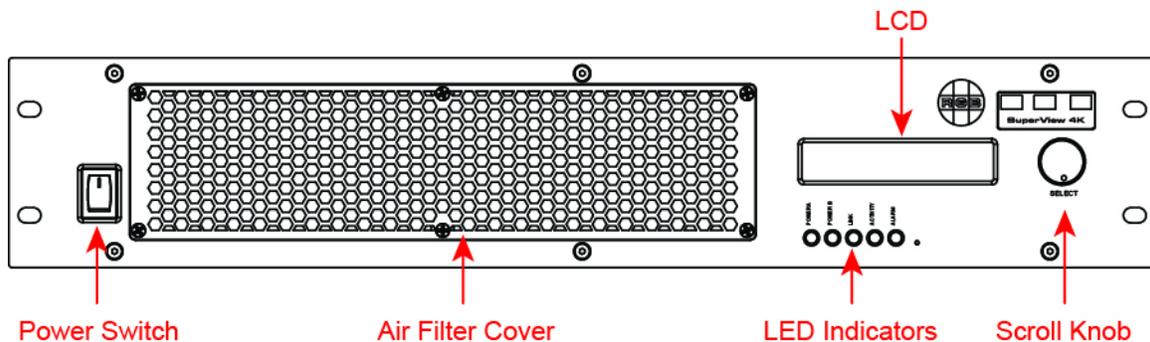
This chapter provides installation and setup information of the *SuperView 4K*. The following topics are discussed:

- [Rack Mounting](#)
- [Front Panel Features](#)
- [Rear Panel System Connections](#)
- [Selecting a Control Method](#)
- [Web Control Panel \(WCP\) Connection](#)
- [System Setup](#)

## 2.1 Rack Mounting

When the *SuperView 4K* is to be used in a rack, it should be mounted before making any connections. To order the optional rack slide rails, request item 920 10241 for 22" racks or 920 10242 for 24" rack.

## 2.2 Front Panel Features



**Figure 2-1** SuperView 4K Front Panel



## 2.2.1 Power Switch

Use the front panel switch to turn the power on and off.

## 2.2.2 Air Filter

The front panel filter must be checked on a regular basis to prevent overheating the *SuperView 4K*. Once a month would be an appropriate interval in a clean environment. If the *SuperView 4K* is used where dust and dirt are a problem, it is recommended that the filter be inspected weekly.

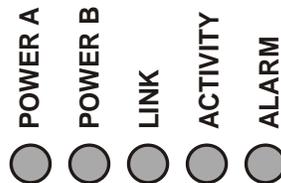
If the *SuperView 4K* overheats, the alarm indicator will light. When this occurs, turn the system power off and replace or clean the filter.

To clean a filter:

1. Remove the filter cover from the front panel.
2. Wash the filter in mild dish detergent.
3. Rinse in clear water.
4. Press it between paper towels to remove excess moisture.
5. Allow to air dry.
6. Replace the filter and cover.

## 2.2.3 Indicators

The five LED indicators on the front panel are described below.



**Figure 2-2 Indicators**

### **POWER A AND POWER B**

Lights to indicate that power supplies A and B are working. (Power supply B is optional.)

### **LINK**

Lights when a valid connection is present on the Ethernet port.

### **ACTIVITY**

Lights to indicate network activity through the 100/1000 BASE-T Ethernet port.



## ALARM

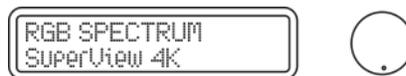
This LED will light when the *SuperView 4K* exceeds the operating temperature limit. If this occurs:

1. Verify that the system fan is operating.
2. Power off the system.
3. Check that air intake and outlets are not obstructed.
4. Check the filter. Replace or clean if necessary.

If the optional redundant power supply is installed and either of the two supplies fails, then the indicator will be illuminated.

### 2.2.4 LCD and Scroll Knob

The LCD panel displays *SuperView 4K* parameter information needed to establish Web Control Panel (WCP) or Telnet connection to the unit. The system temperature can also be displayed. When an alarm condition is encountered, this information will be available.



**Figure 2-3 LCD and Scroll Knob**

Use the scroll knob to view the current values of:

- System IP Address
- System Host Name
- System Gateway IP
- System Subnet Mask
- Serial Baud Rate
- Serial Port Echo
- Supply Temperature
- Firmware Version
- Alarm if applicable

## 2.3 Rear Panel System Connections

All connections to the *SuperView 4K* are located on the rear of the unit. See the *SuperView 4K Technical Reference Guide* for detailed connector information.



Note

Before proceeding with installation make sure that the front panel power switch is in the OFF position.

Figure 2-4 illustrates the rear of the *SuperView 4K*.

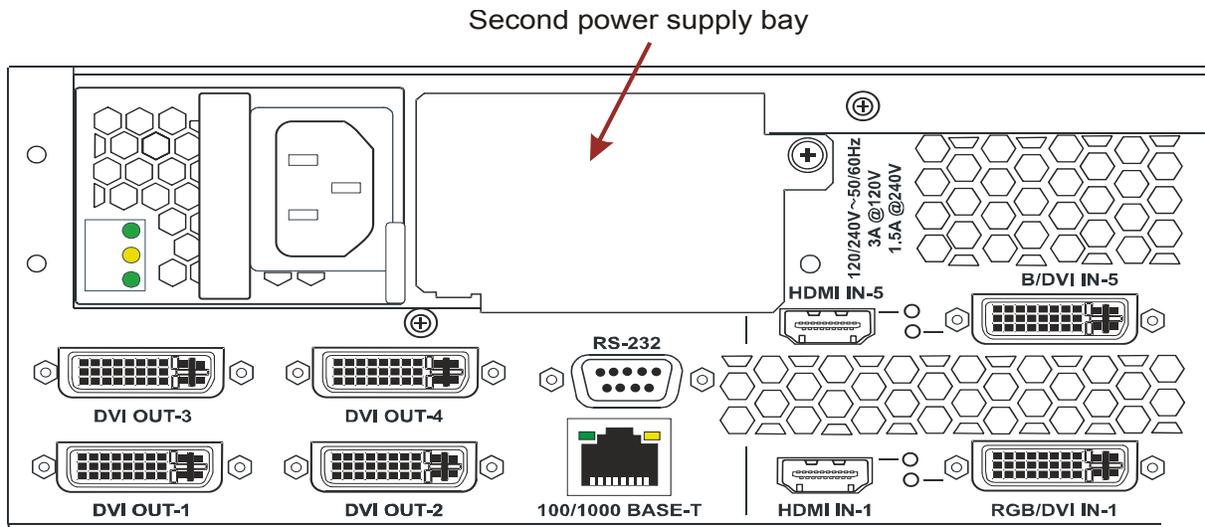


Figure 2-4 SuperView 4K Rear View Detail

- Inputs are numbered from left to right, bottom to top.
- Outputs are numbered from left to right, bottom to top. Ports 1 and 2 and ports 3 and 4 may be used together for dual-link output.

### 2.3.1 Control Connections

The *SuperView 4K* can be controlled from either a serial RS-232 port or the 100/1000 Base-T Ethernet port:

- RS-232 serial port - Female 9-pin sub miniature D connector. See [Serial Port Settings](#) for setting the communication parameters on the computer or other control device.
- Ethernet 100/1000 BASE-T - RJ-45 modular connector. To connect *SuperView 4K* to a network, use a standard Ethernet cable. To connect *SuperView 4K* directly to a computer use an Ethernet crossover cable or a hub.

### 2.3.2 Power Connections

Connect the power cord(s) to a reliable source with a voltage between 100 and 240 VAC.



The power supplies are redundant (second supply optional) which allows the unit to remain on when replacing a supply. Follow these steps to replace a power supply:

1. Remove the power cord from the supply to be replaced.
2. Push the green lever towards the power connector and pull the supply out of the unit.
3. Slide the new supply into the unit until it snaps in position.
4. Replace the power cord.

## 2.4 Selecting a Control Method

After connecting the communications cables and applying power, you are ready to control the unit. To operate the *SuperView 4K* you have the choice of using a command line interface or a graphical user interface. The graphical user interface is accessed only from the Ethernet port. The command line interface may be accessed from either the RS-232 serial port or by a Telnet session from the 100/1000 BASE-T Ethernet port. Additionally, a terminal emulation window may be opened from the **Administrator** tab of the **Set Up** window within the Web Control Panel.

Please refer to the *SuperView 4K Technical Reference Guide* for more information on establishing RS-232 and Telnet Control.

## 2.5 Web Control Panel (WCP) Connection

The *SuperView 4K*'s Web Control Panel (WCP) interface provides a graphical alternative to the command-line setup and control used with serial or Telnet control. The WCP uses the *SuperView 4K*'s internal web server, allowing set-up and operation of the system from a standard web browser.

### Note

To minimize compatibility issues between browsers, it is recommended that you use the Microsoft Internet Explorer<sup>®</sup> web browser running under Windows XP or Windows 7.

Changes to the *SuperView 4K* default IP address should be made before putting the device on a network.

### 2.5.1 IP Address

The *SuperView 4K* is configured at the factory to have the default IP address **192.168.1.200**. Before connecting the unit to the network you must make sure that this IP address is valid for use on your network. Consult your network manager for details. The IP address can be changed by using the **IPADDRESS** command from either the serial port or from a Telnet session (please see the *SuperView 4K Technical Reference Guide*).



Computers that are set up to communicate on the network are typically configured to have a dynamic IP address. In this configuration the computer is provided with a suitable IP address by a DHCP server connected to the network.

If you connect directly to the *SuperView 4K* a server will not be available and you will have to set the IP address on your computer manually. This is known as a static IP address. Refer to the network settings help section of your computer operating system (OS) for assistance with setting a static IP address on your computer.

An IP address is composed of two parts known as the network ID and the host ID. The default network ID for *SuperView 4K* is 192.168.1 and the default host ID is 200 (192.168.1.200). The control computer should be assigned an IP address with the same network ID as the *SuperView 4K*, but a different host ID (for example 192.168.1.201).

## 2.5.2 Connecting to the Web Control Panel

The *SuperView 4K* contains an internal web server that provides the Web Control Panel (WCP) user interface. The current IP address may be displayed on the front panel LCD (see [Figure 2-3](#)).

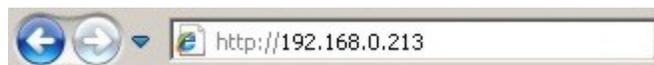
You can connect to the *SuperView 4K* WCP in the following ways:

- **Direct connection** — connect the Ethernet port on a computer equipped with a standard web browser to the *SuperView 4K*'s 100/1000 BASE-T Ethernet port. You will need to use a hub or an Ethernet crossover cable for this connection method.
- When using a direct connection, you must manually set the control computer's IP address, subnet mask and gateway. Use the *SuperView 4K*'s front panel scroll knob you to display these parameters. Make sure that different IP addresses are assigned to the control computer and the *SuperView 4K*.
- **LAN connection** — connect the *SuperView 4K* 100/1000 BASE-T Ethernet port to a local area network (LAN). From a computer on the network, access the WCP using a standard web browser. You can use a standard Ethernet cable for this connection method.

When the physical connections have been made and network settings updated, launch your internet web browser and connect to the WCP by entering the *SuperView 4K*'s IP address into the browser URL address line.

### Example

If the *SuperView 4K*'s IP address is 192.168.0.213, the browser entry would be `http://192.168.0.213` as illustrated below.



**Figure 2-5** Sample Browser IP Address Entry



If the network connection is working properly and the correct IP address has been entered, the *SuperView 4K* responds by displaying the WCP Startup Screen shown in the following figure.



**Figure 2-6 WCP Startup Screen**

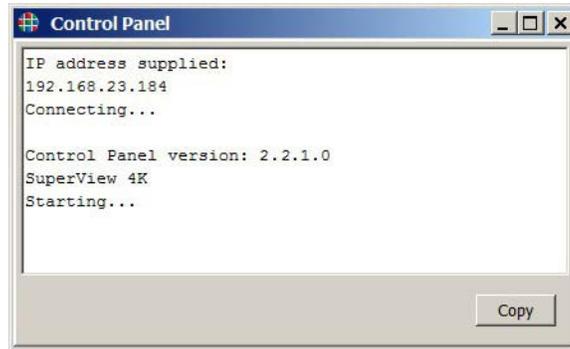
Select **Launch Web Control Panel**. (See [Chapter 5](#) for a description of the **Preset Touch Pad**. The **Update Firmware** application is described in the *SuperView 4K Technical Reference Guide*.)

Depending on the browser used and the PC configuration, a window may open and ask if you would like to run the WCP application.



**Figure 2-7 Security Warning**

Choose **Run** and the WCP will download from the *SuperView 4K*. The Control Panel Console window will then open.



**Figure 2-8 SuperView 4K Control Panel Console**

When password control is enabled (default is disabled), another window will open asking for a login password to launch the WCP. Type **RGB** (case sensitive) and click on **OK**.

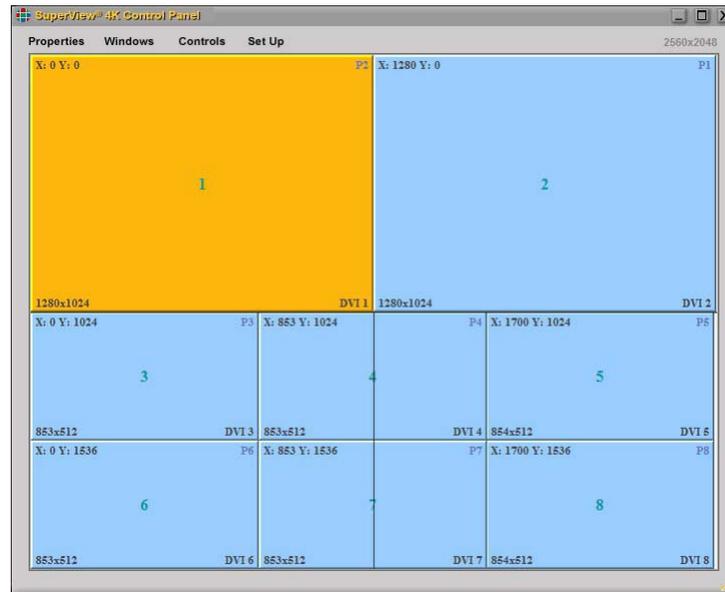
**Note**

If the default password (RGB) has been changed, you will need to enter the new password. For information on changing the password, refer to the *SuperView 4K Technical Reference Guide*.



**Figure 2-9 SuperView 4K WCP Login Window**

The WCP **Virtual Screen** launches displaying the current configuration (see [Figure 2-10](#)). This window provides access to other floating windows for control of *SuperView 4K* functions.



**Figure 2-10** SuperView 4K WCP 2x2 Virtual Screen

**Note**

You must follow the procedures outlined in the next section, [System Setup](#), to ensure proper configuration and operation of the *SuperView 4K*.

## 2.6 System Setup

### 2.6.1 Output Configuration

To change the *SuperView 4K* wall configuration, use the following procedure:

1. On the WCP **Virtual Screen** ([Figure 2-10](#)), click **Setup**.
2. Click the **Configuration** tab.
3. Use the drop down box in the **Output Configuration** section to select between single and dual-link.

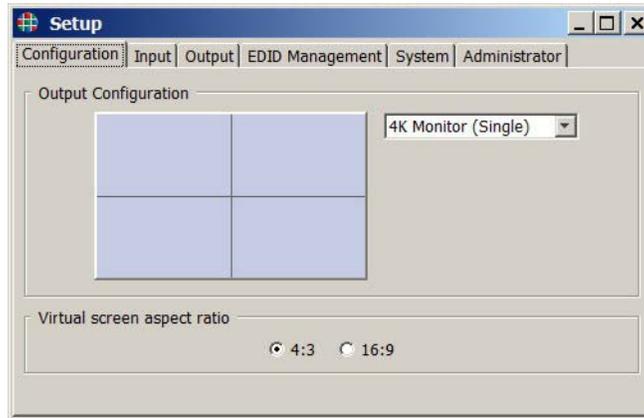


Figure 2-11 Setup Configuration Tab

Note

If you make a change to the output configuration, you will be asked to confirm the change (see below). If you choose **Yes**, then another alert box will open informing you that the system will have to restart and you must then click **OK**.

After the unit reboots (about 1 minute) you must manually refresh your browser and relaunch the WCP for the changes to take effect.

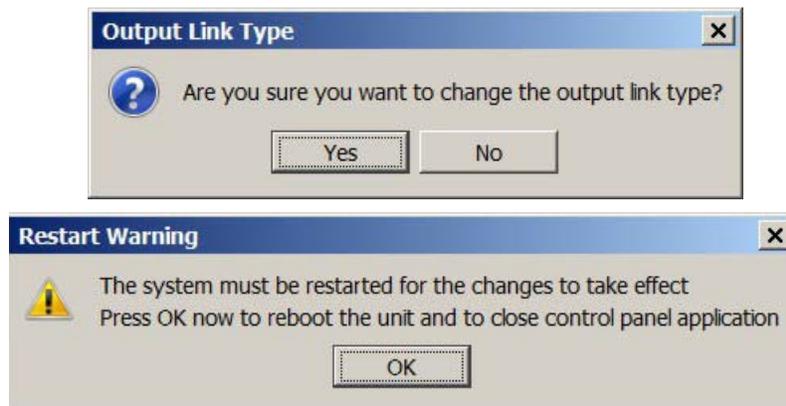


Figure 2-12 Output Configuration Change Warnings

## 2.6.2 Output Setup

After making the system connections and communicating with the *SuperView 4K*, the next step is to set the output format. The output format should be selected to match the requirements of the displays you will be using in the wall. This may be accomplished using the **Output Timing** tab of the **Setup** window. See [Importing EDID](#) on page 45.



---

### 2.6.3 Input Setup

There are many different types of graphics inputs that the *SuperView 4K* supports. When a graphics signal is applied to an input, the *SuperView 4K* will measure the characteristics of the signal and search for a match to the timing. In most situations an exact match will be found automatically (Autosync) and no further adjustment is required.

To accommodate less popular and custom signals, the *SuperView 4K* accepts user defined timing parameters for storage in the timing list. For more information see [Input](#).

# CHAPTER 3

# OPERATION

This chapter describes how to use the Web Control Panel (WCP) graphical user interface to control the *SuperView 4K*. The WCP works with a standard web browsers such as Microsoft Internet Explorer or Mozilla Firefox.

Topics discussed in this chapter include:

- [Web Control Panel Overview](#)
- [Window State and Priority Control](#)
- [Window Properties](#)
- [Controls](#)
- [Clock Tab](#)
- [Cursor Tab](#)
- [Window Presets](#)

## Note

Before you begin using the WCP, you must follow the information contained in [Web Control Panel \(WCP\) Connection](#) and [System Setup](#).

## 3.1 Web Control Panel Overview

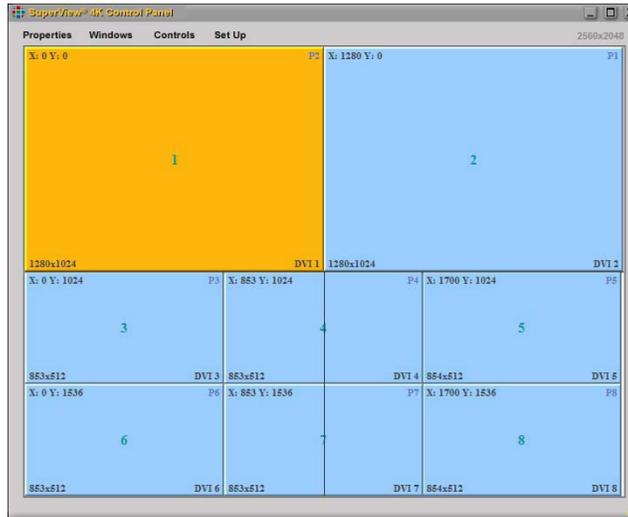
### 3.1.1 WCP Features

The WCP allows you to do the following:

- View the current layout.
- Interactively move and size individual windows.
- Save and recall window arrangement presets.
- Adjust brightness, contrast and other parameters.
- Add borders and labels to individual windows.
- Zoom, pan, and freeze individual inputs within a window.
- Access configuration and setup windows.
- Group and ungroup inputs.

### 3.1.2 WCP Virtual Screen

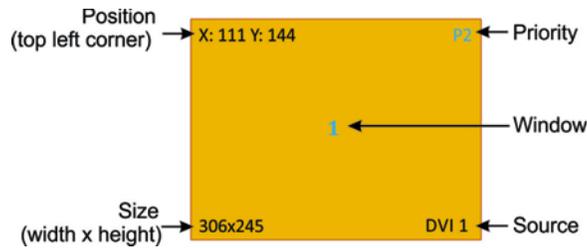
The *SuperView 4K* WCP **Virtual Screen** is shown in the [Figure 3-1](#).



**Figure 3-1** Web Control Panel Virtual Screen

### 3.1.3 Window Description

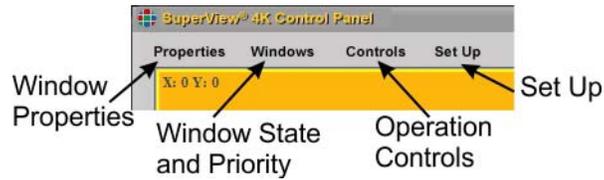
Each enabled window is displayed on the **Virtual Screen**. The currently selected window is yellow while the others are shown in blue. Window data shown includes: window number, size, position, priority, and source.



**Figure 3-2** Window Data

### 3.1.4 WCP Menus

The WCP provides access to several other floating windows that control the *SuperView 4K*. These windows are accessed from the menus in the upper left portion of the WCP as identified in the next figure.



**Figure 3-3 WCP Menus**

### 3.1.5 WCP Menu Structure

The WCP menu structure is shown in [Table 3-1](#).

**Table 3-1 Menus**

Menu	Controls
Properties	Size and Position Zoom and Pan Labels and Borders Picture Adjustment
Windows	State and Priority
Controls	Background Window Groups Clock Cursor
Setup	Configuration Input Timing EDID Management Output Timing System Administrator

For information on the *SuperView 4K* WCP **Setup** menu, please see [Chapter 4, Advanced Setup](#).

### 3.1.6 Window Selection

A window may be selected by clicking on in from the **Virtual Screen**. If a menu is opened before the correct window has been selected, click the **Selected Window** icon and choose the desired window from the resulting pop-up menu.



**Figure 3-4 Selected Window Example**



**Figure 3-5 Window Selection Pop-Up**

This pop-up menu will stay open until you close the original menu or choose another menu.

## 3.2 Window State and Priority Control

### 3.2.1 Window Visibility

Up to eight windows can be displayed at a time. Individual windows can be turned on or off using the **Window Enable** buttons in the WCP **Window State and Priority** control. Select **Windows** from the menu at the top of the **Virtual Screen** to open the window shown in [Figure 3-6](#). An enabled window is indicated by the green button color; a disabled window will be gray. Click on the desired window button to turn its display on or off.



**Figure 3-6 Window State and Priority Control Window**

### 3.2.2 Window Priorities

Windows may be positioned anywhere on the monitor or projected image and can be placed to overlap other windows. When windows overlap they are layered in order of a user-defined priority. The window that appears on the top of all other windows has the highest priority (level 1). The blue buttons at the bottom of the **State and Priority** window indicate priority. To set the priority level of a window, use the following procedure:

1. Click **Windows** on the **Control Panel**.
2. Position the cursor over the **Priority** button (P1-P8) that you want to assign to the window. Click and drag the button over the top of the **Priority** button below the **Window Enable** button that you are prioritizing.
3. Release the mouse button to drop the **Priority** button on top of the button for the appropriate window to complete the setting.

Note that when you change the priority of a window, the priority of other windows may be affected. For example, if window 8 currently has the priority level 8, then promoting the window to have a priority level of 1 will demote the priority of all the windows from 1 to 7.

## 3.3 Window Properties

### 3.3.1 Selecting a Window Input

The input type is set at the top of the **Window Properties** page.



**Figure 3-7 Window Properties – Graphics Inputs**

To select the input source for a window use the following procedure:

1. On the **Control Panel**, click **Properties**.
2. If the selected window is not correct, click on the **Selected Window** icon and click the desired window number in the resulting pop-up (see [Window Selection, page 18](#) for information).
3. Choose the required input type by clicking the drop-down arrow, and selecting either DVI, RGB, YPBPR or HDMI from the menu.

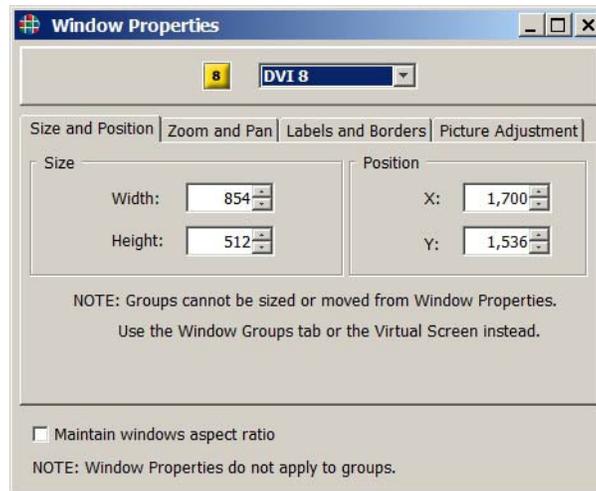
For information on the **Input Timing** and **Picture Adjustment** please see [Chapter 4](#).

### 3.3.2 Setting Window Size and Position

Setting the size and position of any window can be a simple click and drag operation on the **Virtual Screen**. To size a window, click and grab the edge of the window and drag to stretch or shrink it. Grab a vertical edge to change the width of the picture, or grab the horizontal edge to change the height of the window.

To change the size without affecting the aspect ratio, grab a corner of the window and move the corner diagonally to resize. Check **Maintain window aspect ratio** at the bottom of the window as required.

In addition to changing size and position using the WCP **Virtual Screen**, windows can be modified using the **Window Properties, Size and Position** tab as shown in [Figure 3-8](#).



**Figure 3-8 Size and Position Tab**

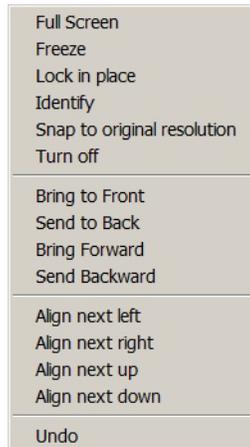
To set the size and position of a window use the following procedure:

1. On the **Windows Properties** page, click the **Size and Position** tab.
2. If the selected window is not correct, click on the **Selected Window** icon and click the desired window number in the resulting pop-up.
3. Use the **Width** and **Height** spin boxes to set the size of the window as required.
4. Note that you can enter the numeric values directly into the spin box or use the up and down arrows. Complete the entry by pressing the keyboard **ENTER** key.
5. Use the **Position X** and **Y** spin boxes as required. The position coordinates indicate the location of the upper left corner of the window.

#### RESETTING WINDOW SIZE

The WCP provides a convenient means to restore a window to its unscaled (native) size. For example, if an input signal has a resolution of 1024 x 768, you can set the window to that size by selecting the **Snap to original resolution** option from the **Control Panel Virtual Screen**.

Using the mouse, right-click on the window that you wish to size to its native resolution. The pop-up window in [Figure 3-9](#) opens.



**Figure 3-9 Right-Click Menu**

Highlight the option **Snap to original resolution** and click to select it. The window size will then be reset to correspond to the native size of the input.

#### **MAKING A WINDOW FULL SIZE**

Any window can be set to automatically fill the complete monitor or projector.

To set a specific window to fill the output device use the following procedure:

1. Right-click on the desired window.
2. Using the mouse highlight **Full Screen** option.

#### **FREEZING A WINDOW**

The WCP provides a means to freeze the contents of any window. To freeze a specific window use the following procedure:

1. Right-click on the desired window on the **Virtual Screen**.
2. Using the mouse, highlight the **Freeze** option.
3. Click the left mouse button to complete the operation.

Follow the same procedure above to unfreeze a window.

#### **IDENTIFYING A WINDOW**

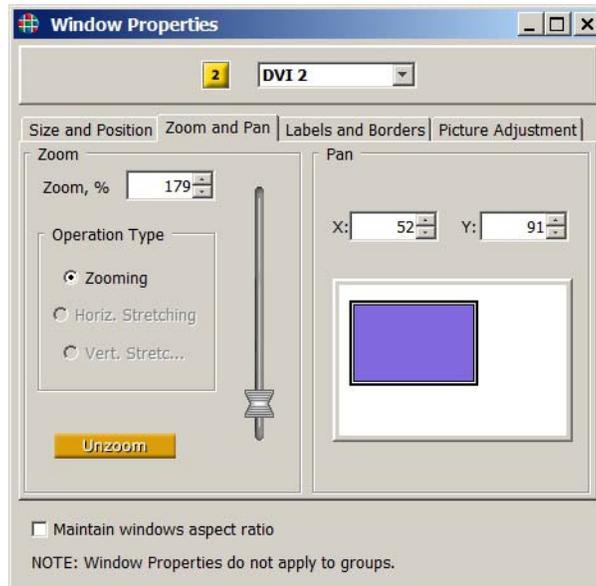
The WCP may be used to identify a window by causing it to blink it on and off for two seconds.

To identify a specific window use the following procedure:

1. Right-click on the desired window on the **Virtual Screen**.
2. Using the mouse highlight the **Identify** option.
3. Click the left mouse button to complete the operation.

### 3.3.3 Zooming and Pan within a Window

The image can be zoomed and panned within a window. Zoom and pan are applied to each window independently.



**Figure 3-10 Pan and Zoom Tab**

#### SETTING THE ZOOM LEVEL

Zoom may be applied to the image without affecting the aspect ratio of the image, or can be applied independently to stretch the image in either the vertical or horizontal dimensions. Both interactive adjustment and numeric entry methods are supported.

To zoom interactively, use the following procedure:

1. On **Window Properties** page, click on the **Zoom and Pan** tab.
2. Click on the **Selected Window** icon and click the desired window number in the resulting pop-up as required.
3. Choose the **Operation Type (Zoom, Horiz. Stretching, or Vert. Stretching)** by clicking on the button next to the desired function.
4. Click and drag the vertical slider to interactively control the operation you chose above.

**OR**

Enter the required zoom percentage into the zoom entry box and press **ENTER**.

If you wish to reset the window to its original image size, click on the **Unzoom** button at the bottom of the Zoom pane.

## PANNING WITHIN A WINDOW

You may pan around a zoomed window. This may be accomplished interactively or numerically by entering X and Y positions into the pan numeric entry boxes.

To pan interactively, use the following procedure:

1. On the **Windows Properties** page, click on the **Zoom and Pan** tab.
2. If necessary to change the window number, click on the **Selected Window** icon and click the desired window in the resulting pop-up.
3. Position the cursor into the **Pan** pane.
4. Click and drag the colored box inside the **Pan** pane to select another region of the source image.

**OR**

Enter the required X and Y numbers into the pan entry boxes.

### 3.3.4 Window Borders

A colored border may be applied around each window independently by using the **Labels and Borders** tab of the **Window Properties** page.



**Figure 3-11 Labels and Borders Tab**

To setup a border around a window use the following procedure:

1. On the **Window Properties** page, select the **Labels and Borders** tab.
2. Click on the **Selected Window** icon and select the desired window number in the resulting pop-up as required.

3. Set the border width as required using the **Width** spin box control. The maximum border width is 100.
4. Click the **Border Enabled** check box to turn on the border

To change the window border color use the following procedure:

1. On the **Window Properties** page, select the **Labels and Borders** tab.
  2. If the selected window is not correct, click on the **Selected Window** icon and click the desired window number in the resulting pop-up.
  3. Select a pre-defined color from the **Border Color** drop down selector.
- OR**
4. Click on the colored swatch to the right of the **Border Color** drop-down selector to access the color chooser window.
  5. Select the required color.
  6. Click the **OK** button or cancel if you do not want to change the color.

### 3.3.5 Window Labels

A label may be applied to each window independently by using the **Labels and Borders** tab of the **Windows** menu.

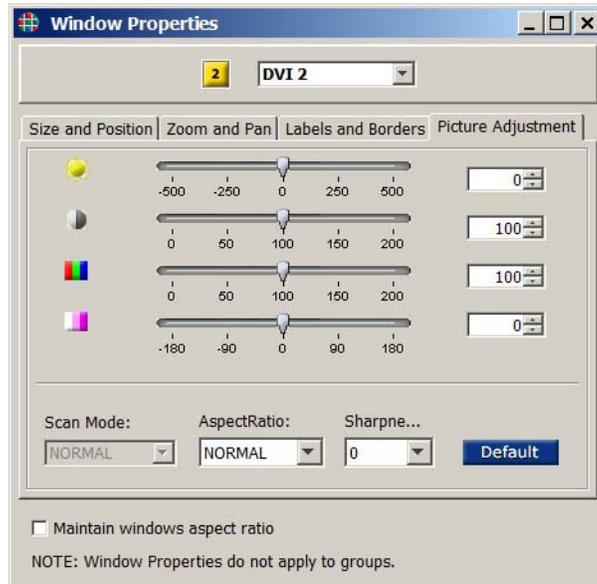
1. On the **Windows Properties** page, select the **Labels and Borders** tab ([Figure 3-11](#)).
2. If the current window is not correct, click on the **Selected Window** icon and click the desired window number in the resulting pop-up (see [Window Selection, page 18](#) for information).
3. Enter the label text in the **Label Entry** box. The label may be up to 23 characters in length and may consist of any readable ASCII characters.
4. Click the **Label Enabled** check box.

The label may be positioned at the top or bottom of the window. You may also choose to position in the center or justified to the left or right edge of the window. To change the position use the following procedure:

1. On the **Windows Properties** page, select the **Labels and Borders** tab ([Figure 3-11](#)).
2. Click on the **Selected Window** icon to select the desired window number in the resulting pop-up.
3. Choose the desired position from the **Position** drop down selector.

### 3.3.6 Picture Adjustment

Each window on the *SuperView 4K* can have unique adjustments made to the displayed image from the **Picture Adjustment** tab of the **Window Properties** page.



**Figure 3-12 Picture Adjustment Tab**

The following parameters can be adjusted for all types of inputs:

- Brightness
- Contrast
- Saturation
- Hue
- Sharpness

To change the **Brightness**, **Contrast**, **Saturation** and/or **Hue** for a selected window use the following procedure:

1. On the **Windows Properties** page, select the **Picture Adjustment** tab ([Figure 3-12](#)).
2. Click the **Selected Window** icon as necessary to choose the desired window.
3. Click and move the parameter slider to adjust. Release the slider when you are satisfied with the result.

**OR**

Click on the value entry box (to the right of each parameter) and enter a value directly by using your computer keyboard.

**OR**

Click on the up or down selector button (to the right of each parameter) to increase or decrease the adjustment.

To change the **Aspect Ratio** and/or **Sharpness** for a selected window use the following procedure:

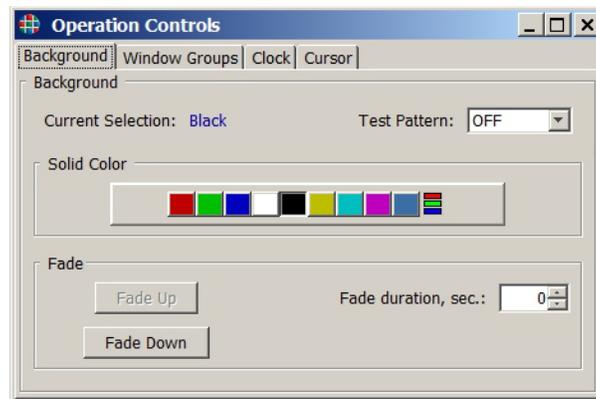
1. On the **Windows Properties** page, select the **Picture Adjustment** tab ([Figure 3-12](#)).
2. If the selected window is not correct, click on the **Selected Window** icon and click the desired window number in the resulting pop-up.
3. Click the drop down selector for the desired parameter to access the available choices.
4. Make the required selections.

## 3.4 Controls

### 3.4.1 Background Tab

#### BACKGROUND SELECTION

Use the following procedure to select a background color.



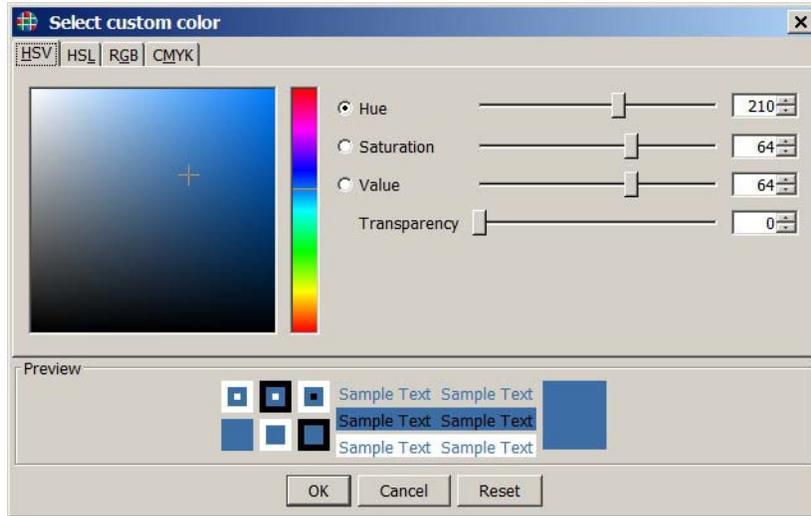
**Figure 3-13 Background Tab**

1. On the **WCP Virtual Screen** window, click **Controls**.
2. Click on the desired colored button to choose a solid standard background.

**OR**

Choose a custom color:

- Click on the multi-colored button at the right end of the row of colored buttons ()
- Using the pop-up color entry dialog box that appears set the background color.



**Figure 3-14 Custom Color Selection**

- Click **OK** to accept the new color or **Cancel** to continue with the current setting.

### FADE

The **Fade** controls may be used to shift between the background and output signals over a specified period of time. Enter a time value between 0.1 and 128 in the **Fade duration, sec.** field. Click **Fade Up** to transfer from the background to the output signals; click **Fade Down** to go from the output signals to the background.

### TEST PATTERNS

To assist in setting up and debugging an installation, the *SuperView 4K* provides a number of internally generated test patterns. These may be selected without having an input signal connected.

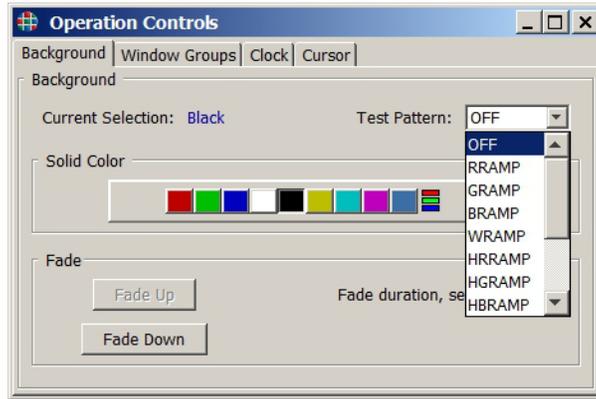
Test patterns are helpful to confirm proper output display connections, adjust image characteristics, and assist in alignment. The following test patterns are available:

**Table 3-2 Internal Test Patterns**

Pattern	Description
RRAMP	Linear red ramp signal
GRAMP	Linear green ramp signal
BRAMP	Linear blue ramp signal
WRAMP	Linear white ramp signal
HRRAMP	Horizontal red ramp signal
HGRAMP	Horizontal green ramp signal

Pattern	Description
HBRAMP	Horizontal blue ramp signal
HWRAMP	Horizontal white ramp signal
BARS	100% saturated vertical color bars
HBARS	100% saturated horizontal color bars
ALIGN	Alignment box
RAMPS	Linear gray ramp signal

**Note** Test patterns are not supported in dual-link mode.



**Figure 3-15 Test Pattern Selection**

To select a Test Pattern, use the following procedure:

1. Click **Controls**.
2. Select the desired pattern from the **Test Pattern** drop-down list.

To disable the test pattern, use the **Test Pattern** drop down box and select **OFF**.

### 3.4.2 Window Groups Tab

Up to four windows may be placed in a group. When grouped, the windows can only be moved as a group. A group is defined by its **Anchor Window** and **Type** (dimensions). Available window types are: 1x2, 1x3, 1x4, 2x1, or 2x2. [Table 3-3](#) show examples of two window group types.

**Table 3-3 Group Examples**

Type	Anchor Window	Group Arrangement				
1x3	1	<table border="1" style="display: inline-table;"> <tr> <td>1</td> <td>2</td> <td>3</td> </tr> </table>	1	2	3	
1	2	3				
2x2	4	<table border="1" style="display: inline-table;"> <tr> <td>4</td> <td>5</td> </tr> <tr> <td>6</td> <td>7</td> </tr> </table>	4	5	6	7
4	5					
6	7					

- There can be up to four separately defined groups, number 1, 2, 3, or 4.
- A window can only be in one active group at a time.

- The first window number of a group (**Anchor Window**) must be specified; the remainder of the group is populated by consecutively numbered windows.
- Labels and borders can be enabled for each window within a group. Labels and borders cannot be applied to a group of windows.
- Picture adjustments, such as brightness, can be applied to individual windows before placing them in a group. Picture adjustments cannot be made to a group of windows.

Perform the following steps to create a window group:

1. From the WCP virtual screen, select **Controls**.
2. Select a **Group** number.
3. Enter the number of the **Anchor Window**.



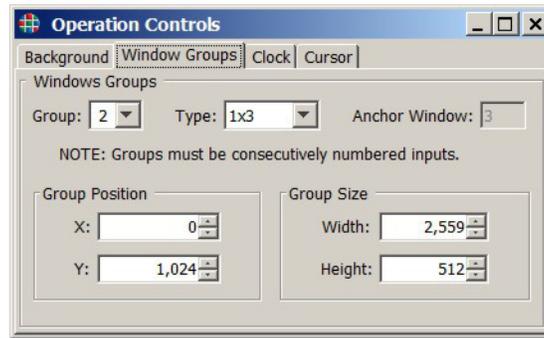
**Figure 3-16 Select Group Number and Anchor Window**

4. From the **Type** drop-down list, select the dimensions of the group.



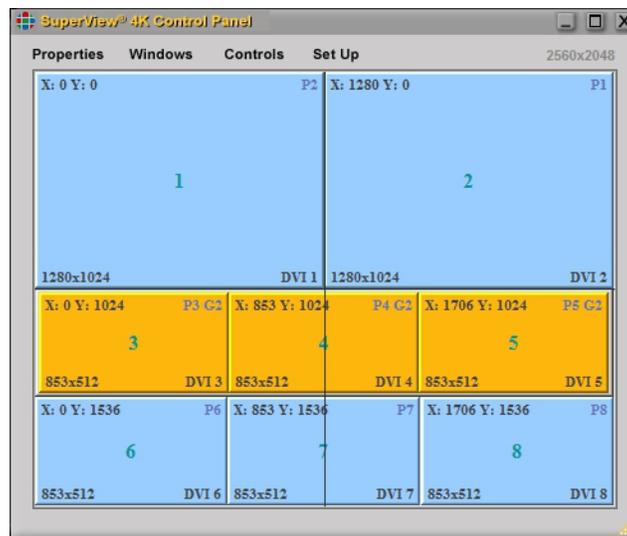
**Figure 3-17 Select Group Type**

5. After completing the steps above, the windows are now grouped. Used the **Group Position** and **Group Size** as needed or return to the virtual screen to size and position the group.



**Figure 3-18 Group 2 Created**

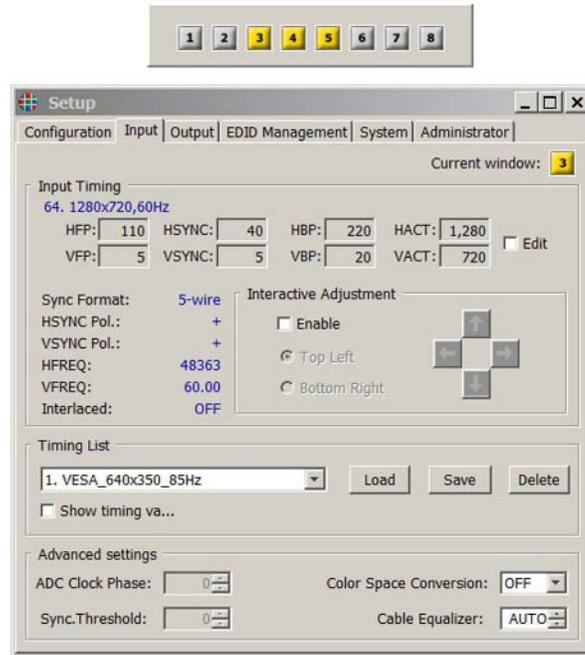
[Figure 3-19](#) shows the group created with the steps above. Notice that each member of the group displays the group number to the right of the priority number.



**Figure 3-19 Group 2 Displayed**

Notice in [Figure 3-19](#), each window displays the effective group number in the upper right, next to the priority level.

[Figure 3-20](#) shows the **Window Selection** pop-up as it would appear with the group in [Figure 3-19](#). Notice that while the **Setup Input** tab indicates the **Current window** is 3, windows 3, 4, and 5 are shown as selected on the pop-up.



**Figure 3-20 Grouped Windows Selected**

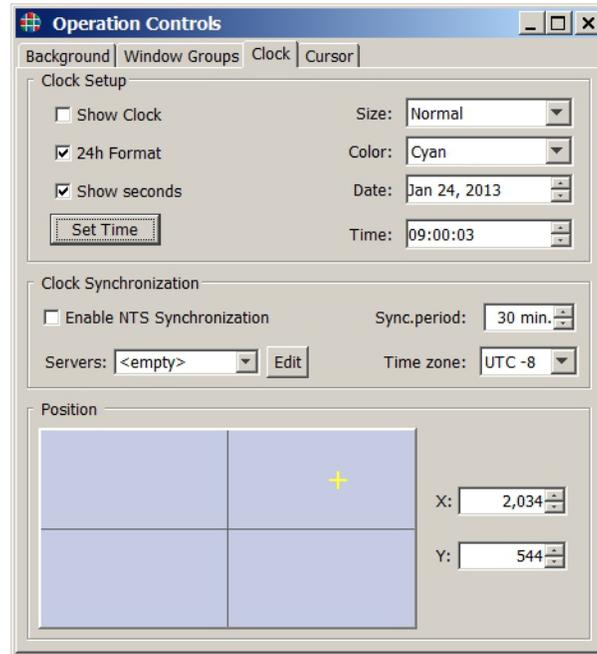
To ungroup windows, used the **Type** drop-down to select **Disabled**.

### 3.4.3 Clock Tab

A clock can be used as a foreground object on the *SuperView 4K*. If you wish to use the clock foreground object, follow the steps below.

#### CLOCK SET-UP

1. On **Operation Controls** page, select the **Clock** tab



**Figure 3-21 Clock Tab**

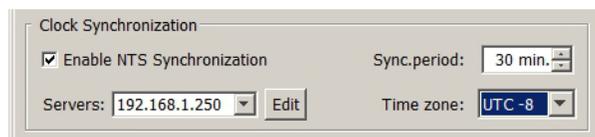
2. Enable the clock by selecting the **Size**: Normal or Large. Select **Off** to disable the clock.
3. Select the clock color from the drop-down list. See [Figure 3-14](#) for custom color selection.
4. Check **24h Format** as required. Unchecked, a 12-hour clock will be displayed.
5. Check **Show seconds** as required.
6. Change the system **Date** and **Time** as required.
7. Click **Set Time**.
8. Drag the icon on the **Clock position** window or used the spin boxes to set the position of the clock.

**Note**

The clock cannot be positioned across multiple outputs.

**CLOCK SYNCHRONIZATION**

The SuperView 4K clock can be synchronized with a Network Timer Server (NTS).



**Figure 3-22 Clock Synchronization Settings**

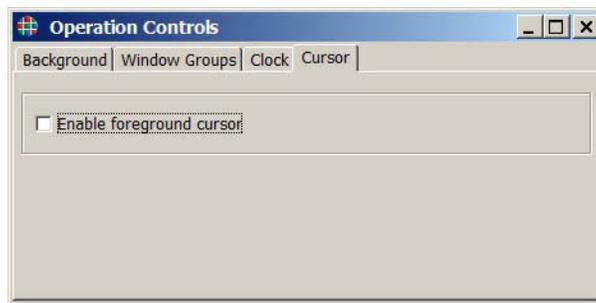
From the **Virtual Screen**, select **Controls**, then the **Clock** tab.

9. To add the IP address of a server, select an **<empty>** slot from the drop-down **Servers** list. Enter the IP address and press **ENTER**.
10. Select the desired **Sync. period**, time between synchronizations, from the drop down list.
11. Select the appropriate **Time zone**, the offset from Greenwich Mean Time.
12. Check **Enable NTS Synchronization**.

To change an IP server address, select it from the drop-down list and click **Edit**. Enter new values and press **ENTER** to complete the change.

### 3.4.4 Cursor Tab

You can choose a cursor as a foreground object. This mode allows you to illustrate relevant material as well as resize and move individual windows.



**Figure 3-23** Cursor

Use the following procedure to use the on-screen cursor:

- On the **Operation Controls** page, select the **Foreground** tab.
- Click the **Cursor** radio button.
- A full screen Cursor Pad window will open on your PC in front of any other WCP windows.
- Using your mouse, move the on-screen cursor to any position.

Notice that as the cursor passes over window boundaries, the cursor changes from a standard mouse arrow (↔) to a resize cursor (↔ or ↗). You can left-click the mouse on any window boundary and resize it as desired.

When you are finished with the cursor mode, close the Cursor Pad window by pressing Ctrl-Shift on the keyboard.

### 3.5 Window Presets

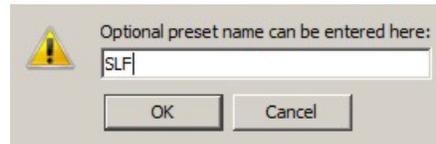
The current window settings including position, size, borders and labels can be saved in any of 50 preset registers. Presets are stored in non-volatile memory so they can be recalled at any time without fear of losing them due to loss of power.



**Figure 3-24 Windows Presets**

The window preset register buttons are located at the bottom of the WCP **Virtual Screen** (see [Figure 3-24](#) above). To save the window settings to a preset register use the following procedure:

1. Make all the window settings that you require using the procedures detailed in previous sections.
2. Click the **Save** button at the bottom right of the WCP window. The button turns light blue.
3. Click the preset button that you wish to use to save your current settings. The preset button turns yellow.
4. A preset name dialog box will appear inviting you to name the preset. Enter a name and click **OK**. After a brief moment, the new name appears on the preset button itself.



**Figure 3-25 Preset Name Dialog Box**

To recall the window settings from a preset register, click the desired preset button. If the preset contains window settings it will be recalled immediately. There will be no action if the preset is empty.

# CHAPTER 4

# ADVANCED SETUP

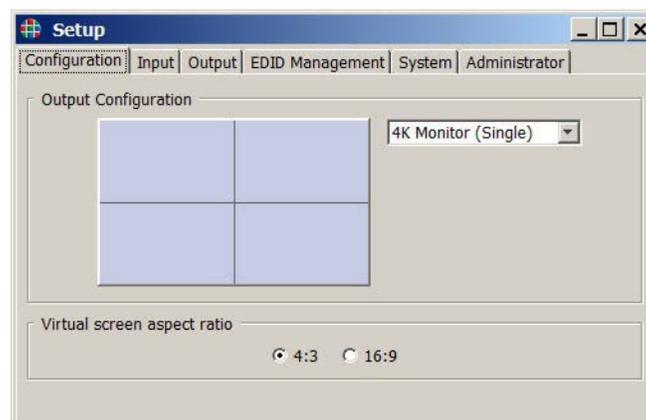
This chapter describes how to use the Web Control Panel (WCP) for Advanced Setup of the *SuperView 4K*. Note that all of these setup functions can also be accomplished by using the command line interface (refer to the *SuperView 4K Technical Reference Guide* for details).

Click **Set Up** at the top of the **Virtual Screen** to access the advanced topics discussed in this chapter:

- [Configuration](#)
- [Input](#)
- [EDID Management](#)
- [Output](#)
- [System Settings](#)
- [Administrator Options](#)

## 4.1 Configuration

Before you can align the wall you must set the *SuperView 4K* for the output configuration.



**Figure 4-1 Setup Configuration Tab**

To set the output configuration the following procedure:



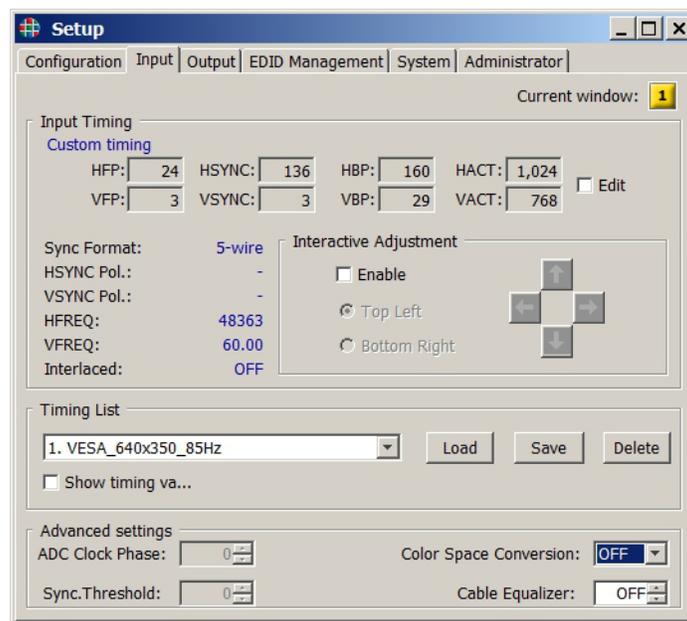
1. Click **Set Up**.
2. Select the **Configuration** tab ([Figure 4-1](#)).
3. Use the drop down selector to choose between **4K Monitor (Single)** and **4K Monitor (Dual)**.

The unit must reboot after a new output configuration has been selected.

Select **4:3** or **16:9** for the **Virtual screen aspect ratio**.

## 4.2 Input

There are a wide variety of graphics signals that can be used with a *SuperView 4K*, many of which are supported directly by a pre-defined timing list. When a signal is connected to a graphics input, the *SuperView 4K* automatically searches the list and will load the timing values to exactly match the input signal (autosync). If a match is not found, then it is possible to specify the parameters of the signal and to add them to the timing list.



**Figure 4-2 Setup Input Tab**

### 4.2.1 Viewing Current Timing Settings

The timing parameters displayed in the upper section of the page relate to the selection in the drop down box which may not be the same as those in use. To view the current settings click in the check box **Show Timing Values**; the values will be displayed in red in the associated parameter boxes.



## 4.2.2 Loading from the Timing List

Use the following procedure to load a new input timing set.

1. Make note of the timing parameters required for the desired input signal.
2. Click **Setup**.
3. Click on the **Input Timing** tab ([Figure 4-2](#)).
4. If the current window is not correct, click on the **Selected Window** icon and click the desired window number in the resulting pop-up (see [Window Selection](#) for information).
5. Click on the scroll button in the **Timing List** section and scroll through the list to the timing entry that matches the input signal's parameters. (See **Factory Timing List** in the *SuperView 4K Technical Reference Guide*.)
6. Click the **LOAD** button to accept the selected entry in the list

## 4.2.3 Creating a New Timing Entry

If there is no entry in the timing list that matches your specific signal you can create a new entry in the list containing the exact parameters of your input signal. You may find an entry in the list that is very close, load the entry, modify it, and then save the new values to the user-defined timing list. There are 61 available user entries.

Use the following procedure to create a new (user defined) entry in the timing list:

1. Click the **Edit** button in the **Input Timing** section of the **Input Timing** tab.
2. Enter new timing values into of the timing parameter boxes as required.
3. Scroll to an empty timing list slot, 100 to 160, in the **Timing List** entry box.
4. Click the **SAVE** button.

A dialog box will open allowing you to name the new entry.



**Figure 4-3** Timing List Name Dialog Box

5. Enter a name for the new timing entry and click **OK**.

The name can be up to 23 characters in length and can contain uppercase, lowercase, and numeric characters. Avoid the use of a space or the / or \ characters.



#### 4.2.4 Interactive Timing

If you do not know the exact timing parameters for an analog input signal, you can adjust the timing parameters interactively while viewing the display. To set the timing parameters interactively use the following procedure:

1. Allow the *SuperView 4K* to automatically lock to the input signal.  
Disconnect and then reconnect the input signal to trigger the *SuperView 4K* to begin the autosync search again.
2. Click the **Enable** button in the **Interactive Adjustment** section of the **Input Properties**.
3. Click the radio button labeled **Top Left**.
4. Use the **Up/Down**, **Left/Right** adjustment buttons in the Interactive Adjustment section to position the top left corner of the input image in the desired location at the top left of the display.
5. Click the radio button labeled **Bottom Right**.
6. Use the **Up/Down**, **Left/Right** adjustment buttons in the Interactive Adjustment section to position the lower right corner of the input image in the desired location at the lower right corner of the display.
7. Recheck the **Top Left** corner of the image and readjust as needed to position the image in the top left corner of the display.
8. Recheck the **Bottom Right** corner of the image and readjust as needed to position the image in the bottom right corner of the display.
9. Repeat the previous two steps as necessary until both corners of the image are correctly positioned.
10. From the timing list, select an entry to save the new timing parameters. User defined timings can be saved to entries 100 through 160.
11. Click the **SAVE** button.  
A dialog box will open allowing you to name the new entry.
12. Enter a name for the new timing entry and click **OK**.  
The name can be up to 23 characters in length and can contain uppercase, lowercase, and numeric characters. Avoid the use of a space or the / or \ characters.

#### 4.2.5 ADC Clock Phase

For optimum image quality of analog RGB or YPbPr inputs, it is important that the sample clock in the Analog/Digital Converter (ADC) has the same phase as the original input signal. If the phase is not correctly set, the image may appear to have noisy or indistinct edges.

Use the following procedure to set the ADC phase:

1. Be sure that the input signal has a lot of high frequency detail.



2. In the **Advanced Settings** section of the **Input Properties** tab, click on the **UP** button next to the **ADC clock phase** spin box and view the output image. If the image quality deteriorates, click on the **DOWN** button and continue clicking on the button until the image quality stops improving.
3. The optimum point has been reached when you can click on either the **UP** or the **DOWN** button and the image quality can be seen to deteriorate.

This parameter is saved along with others in this window when saved as a new timing entry. See [Creating a New Timing Entry, page 38](#) for details.

#### 4.2.6 Sync. Threshold

Adjust the **Sync Threshold** to correct a scrambled or unlocked analog signal, compensating for low-level or distorted input sync signal. The parameter range is 1—7; adjust up or down until a locked or stable signal is achieved.

**Table 4-1 Input Sync Threshold Voltages**

Setting	Voltage
1	0.8
2	1.2
3	1.6
4	2.0
5	2.4
6	2.8
7	3.2

#### 4.2.7 Color Space Conversion

Select from the drop-down list to convert a DVI input to an alternate color space standard.

- **BT709** - RGB color space standard for HDTV.
- **BT601** - Used with SD TV, this is a standard for encoding interlaced analog video signals in digital video form. The color encoding system is known as YCbCr 4:2:2.

#### 4.2.8 Cable Equalizer

Input equalization is used to compensate for the losses caused by the electrical and physical characteristics of a copper DVI cable. The longer the cable, the greater the need for equalization.

A non-equalized input may result in one of the following on the displayed output:

- Noise
- Lines
- “Sparkles”



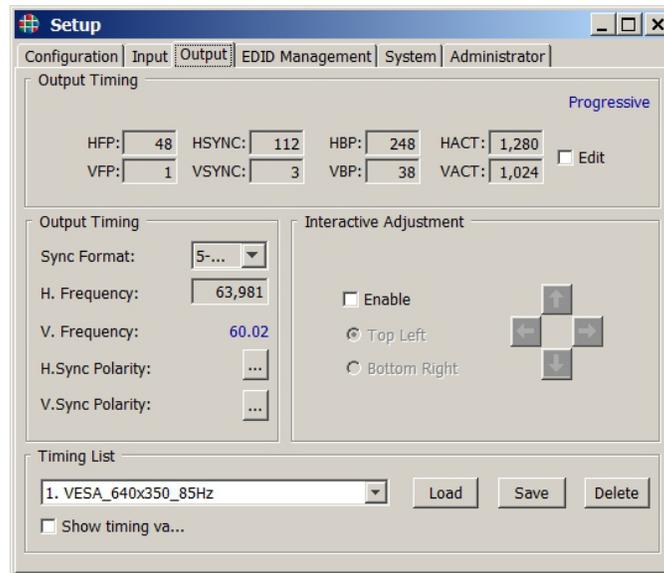
- Drop-out
- No signal

Through the WCP, input equalization may be set to **Auto**, **Off**, or a value between 1 and 50. Generally, no equalization should be needed for cables under 5 meters (15 feet) in length and never for fiber optic cables. Each cable is unique relative to the amount of equalization it may require. For longer or narrower gauge cables, a higher setting may be required.

Set **EQ** like tuning a radio: Adjust it till it works.

## 4.3 Output

The *SuperView 4K* supports a wide range of pre-defined output formats including the majority of standard VESA signals. Available timings will depend on the mode set, single- or dual-link.



**Figure 4-4** Setup Output Timing

### 4.3.1 Viewing Current Timing Settings

The timing parameters displayed in the upper section of the window relate to the selection in the drop down box which may not be the same as those currently used. To view the current settings click in the check box **Show Timing Values** and the current values will be displayed in red in the associated parameter boxes.

### 4.3.2 Loading from the Timing List

If you know the timing parameters of the output signal for the display device, you can manually load the timing from either the factory timing list or the user defined timing list.



Use the following procedure to load a new output timing set.

1. Click **Setup**.
2. Click on the **Output Timing** tab ([Figure 4-4](#)).
3. Click on the scroll button in the **Timing List** section and scroll through the list to the required timing entry.  
  
For a list of pre-defined timing parameters please see the **Factory Timing List** in the *SuperView 4K Technical Reference Guide*.
4. Click the **LOAD** button to accept the selected entry in the list.

### 4.3.3 Creating a New Timing Entry

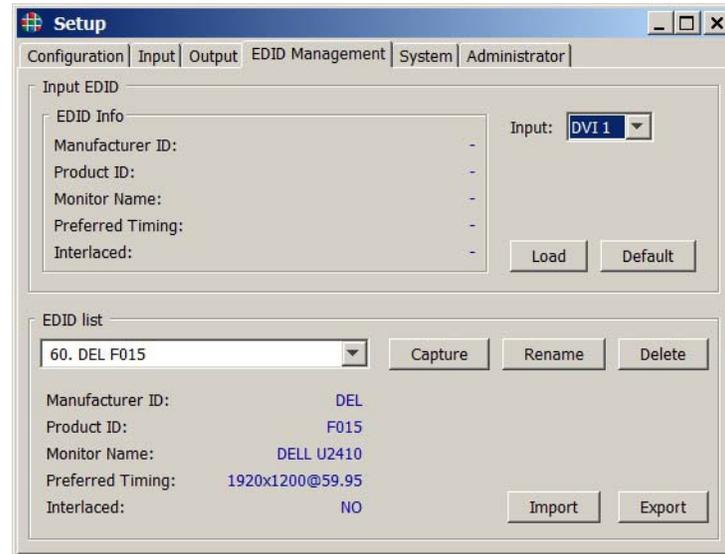
If there is no entry in the timing list that matches the specific signal for your display device, you can create a new entry in the containing the exact parameters of your output signal. You may find an entry in the list that is very close to your parameters, and in this case you can load the entry, modify it, and then save the new entry to the user defined timing list. Use the following procedure to create a new (user defined) entry in the timing list:

1. Click the **EDIT** button in the **Output Timing** section of the Output Timing.
2. Enter new timing parameters into each of the timing parameter boxes.
3. Scroll to an empty timing list slot, 100 to 160, in the **Timing List** entry box.
4. Click the **SAVE** button.
5. A dialog box will open allowing you to name the new entry.
6. Enter a name for the new timing entry in the dialog box and click **OK**.

The name can be up to 23 characters in length and can contain upper and lower and numeric characters. Avoid the use of a space or the / or \ characters.

## 4.4 EDID Management

The *SuperView 4K* supports a list of up to 60 sets of EDID values. List entries 1 through 10 are reserved for the factory-configured EDID representing command display devices. Entries 11 through 60 may be used to capture additional EDID information from other monitors.



**Figure 4-5 EDID Management**

#### 4.4.1 Loading EDID from the List

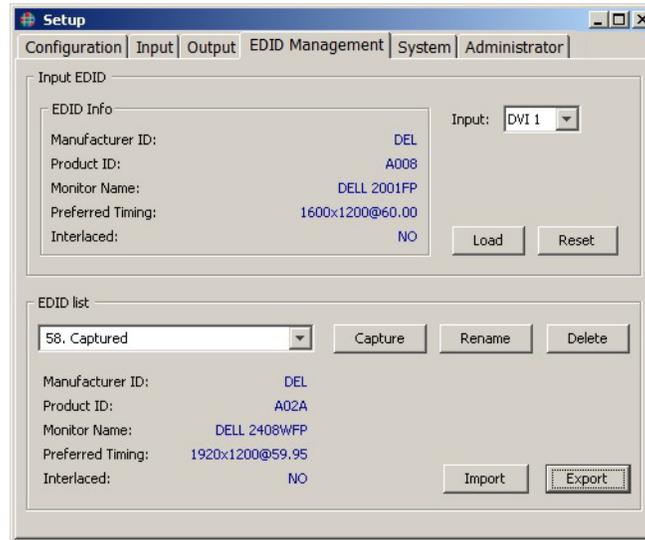
1. Select the input port.
2. Select the desired EDID List entry.
3. Click **Load**.

#### 4.4.2 Reset

To set an input EDID back to the default 1900x1200 @59.95, select the desired input and click **Reset**. After a few moments, the default EDID will be displayed for the input.

#### 4.4.3 Capturing EDID to the List

1. Select the input port with the EDID to be captured.
2. Select an **EDID List** number. Captured EDID may be saved to list numbers 11 through 60.
3. Click **Capture**.



**Figure 4-6 Captured EDID**

When complete, the list entry will display **Captured**. **Rename** the entry as required.

#### 4.4.4 Rename EDID

User entries in the EDID list, numbers 11 through 60, may be renamed.

1. Select the list entry to be renamed.
2. Click **Rename**.



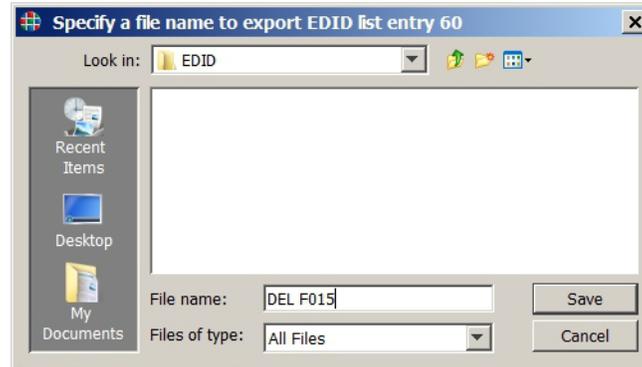
**Figure 4-7 Rename EDID**

3. Enter the new name and click **OK**.

#### 4.4.5 Exporting EDID

User entries to the EDID list may be exported from the SuperView 4K to the controlling PC through the WCP in one step.

1. Select an EDID list entry, 11 through 60, that is to be exported.
2. Click **Export**.



**Figure 4-8 Save EDID Location**

3. Navigate to the desired location on the PC, enter a name for the EDID file, and click **Select**.

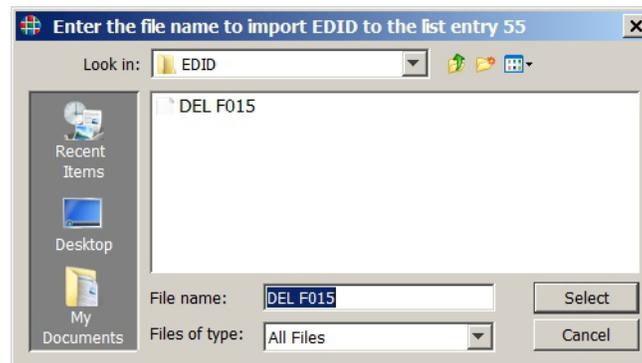
**Note**

When EDID is captured through the WCP, it is first written to a directory on the *SuperView 4K* and then downloaded to the PC. The capture EDID file will remain in the *SuperView 4K*; power cycle the unit to clear the directory.

#### 4.4.6 Importing EDID

EDID may be imported from a previously saved file or from a user-defined file.

1. Navigate to a user entry on the EDID list (11 through 60). EDID may be imported to an empty entry or overwritten on an existing entry.
2. Click **Import**.



**Figure 4-9 Import EDID Location**

3. Navigate to the desired EDID file and click **Select**.

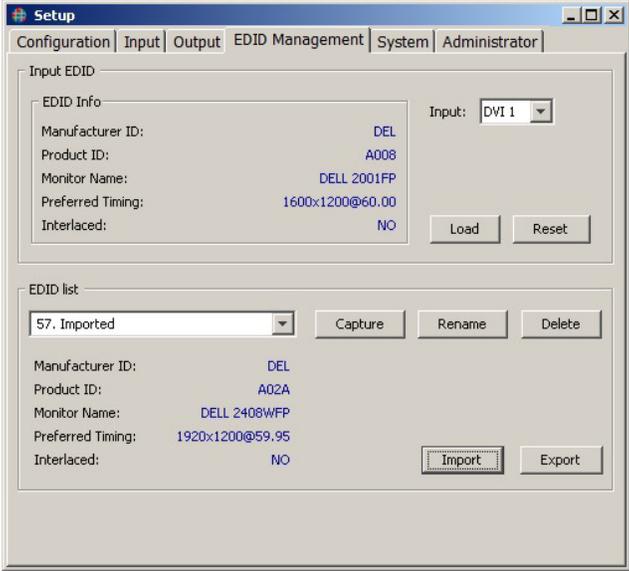


Figure 4-10 Imported EDID

When complete, the list entry will display **Imported**. Rename the entry as required.

## 4.5 System Settings

The **System** tab is shown in [Figure 4-11](#).

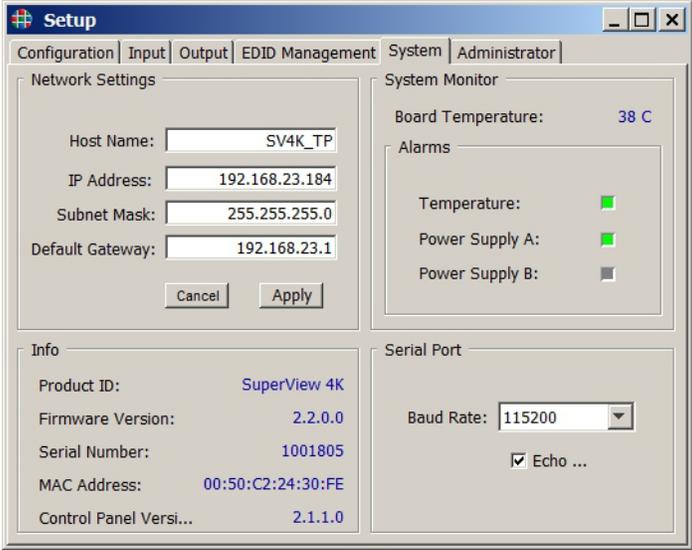


Figure 4-11 Setup System Tab



### 4.5.1 Network Settings

There are a number of network settings that are used to set up the IP parameters for the *SuperView 4K*. These include the following:

- Host Name
- IP Address
- Subnet Mask
- Default Gateway

To change the parameters listed above use the following procedure:

1. Click **Setup**.
2. Select the **System** tab ([Figure 4-11](#)).
3. Select the desired parameter field in the **Network Settings** area of the window.
4. Type in the desired information.
5. Click **Apply** to save the changes and apply them to the *SuperView 4K*.

**OR**

Click **Cancel** to revert back to the previous settings.

If the IP address is changed, it will be necessary to restart the WCP using the new address.

### 4.5.2 System Monitor

The board temperature and operation of the power supplies are displayed in the **System Monitor** portion of the tab. Green indicates that all are operating within range; red indicates a failure or excess temperature.

### 4.5.3 System Info

System information displayed includes:

- Product ID
- Firmware Version
- Serial Number
- MAC Address
- WCP Version

### 4.5.4 Serial Port Settings

The *SuperView 4K* provides a choice of baud rates ranging from 9600 baud to 115,200 baud. To set up a computer or other control device communication through the RS-232 port, use the following settings:



- Baud 115200
- 8-bit
- Parity none
- 1 stop bit
- Handshake software

The default baud rate is 115,200 baud. To change the baud rate use the following procedure:

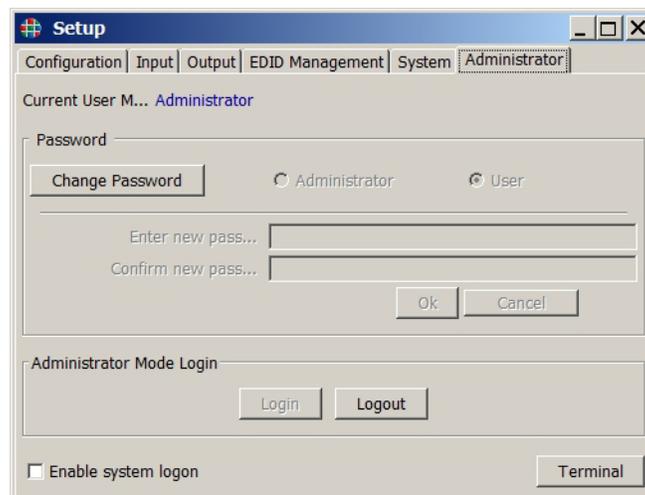
1. Click **Setup**.
2. Select the **System** tab ([Figure 4-11](#)).
3. Use the drop-down list to select the desired rate.

If you are using the *SuperView 4K* with a terminal emulator you will probably want to have the serial port echo turned on, the default setting. In some control applications you may want to disable echo. To turn the serial port echo OFF, use the following procedure:

1. Click **Setup**.
2. Select the **System** ([Figure 4-11](#)).
3. Click on the **Echo On** check box to deselect (or select) serial port Echo.

## 4.6 Administrator Options

Select the **Administrator** tab on the **Setup** window. This tab may be used to open a terminal window for command line control, change users' passwords, and restrict system access. Each of this functions is discussed below.



**Figure 4-12 Setup Administrator Tab**



## 4.6.1 Password

To change the password, follow the steps below:

1. Click **Setup**.
2. Select the **Administrator** tab.
3. Click the **Change Password** button. The page changes to reveal two text entry boxes as shown in [Figure 4-13](#).

**Figure 4-13** Select User or Administrator

4. Select **User** or **Administrator**.
5. Enter the new password in the upper box and again to confirm it in the lower box.
6. Click **OK** to save the new password or **Cancel** to leave the original password unchanged.

Changing the password for the **Admin**, changes the password for Telnet access as well.

## 4.6.2 Administrator Mode Login

The Administrator Mode Login allows the administrator to log in or out. This is useful when enabling the system logon which requires a new logon.

**Figure 4-14** Administrator Mode Login

To return to administrator mode, log in again by entering the appropriate password.

**Figure 4-15** Enter Administrator's Password



### 4.6.3 Enable System Logon

To require a password be entered at log on, check **Enable system logon**. The logon window in [Figure 4-15](#) will open.

### 4.6.4 Terminal

Click on the **Terminal** button to open a window for command line entry. For complete instructions on commands, see the *MediaWall 2900 and MediaWall 1900 Technical Reference Guide*.



**Figure 4-16** Terminal Window

# CHAPTER 5

# PRESET TOUCH PAD

*SuperView 4K* provides support for preset selection via a wireless device. The **Preset Touch Pad** application can be opened from the WCP startup screen, [Figure 5-1](#), or on a mobile device such as an Apple's iPad or an Android.



**Figure 5-1** WCP Startup Screen

Touch pad access to the *SuperView 4K* requires a wireless network connection. Open a web browser on the mobile device and enter the IP address of the *SuperView 4K*. The touch pad opens.



**Figure 5-2 Preset Touch Pad**

The **Preset Touch Pad** supports presets numbers 1 through 16 as defined on the **Virtual Screen**. See [Window Presets](#). To recall a preset, select it from the touch pad. The new window layout will be reflected on the output and on the WCP **Virtual Screen**.

Bookmark or save the window as required.

CHAPTER  
6

# CONTACT INFORMATION

RGB Spectrum can be reached via phone, fax, mail and e-mail as listed below:

- **RGB Spectrum**  
950 Marina Village Parkway  
Alameda, CA 94501
- Phone: (510) 814-7000
- Fax: (510) 814-7026
- Technical support: [support@rgb.com](mailto:support@rgb.com)
- Sales and product information: [sales@rgb.com](mailto:sales@rgb.com)
- Website: <http://www.rgb.com>