

SW Multiviewer Management Software User Manual

(SW-MH)

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Note:

Before starting to use this manual, it is recommended to follow the instructions in 'SolarWall HD Multiviewers Quick Start Guide' to ensure the SW-MH software has been properly installed and the unit has been configured and connected to the control PC.

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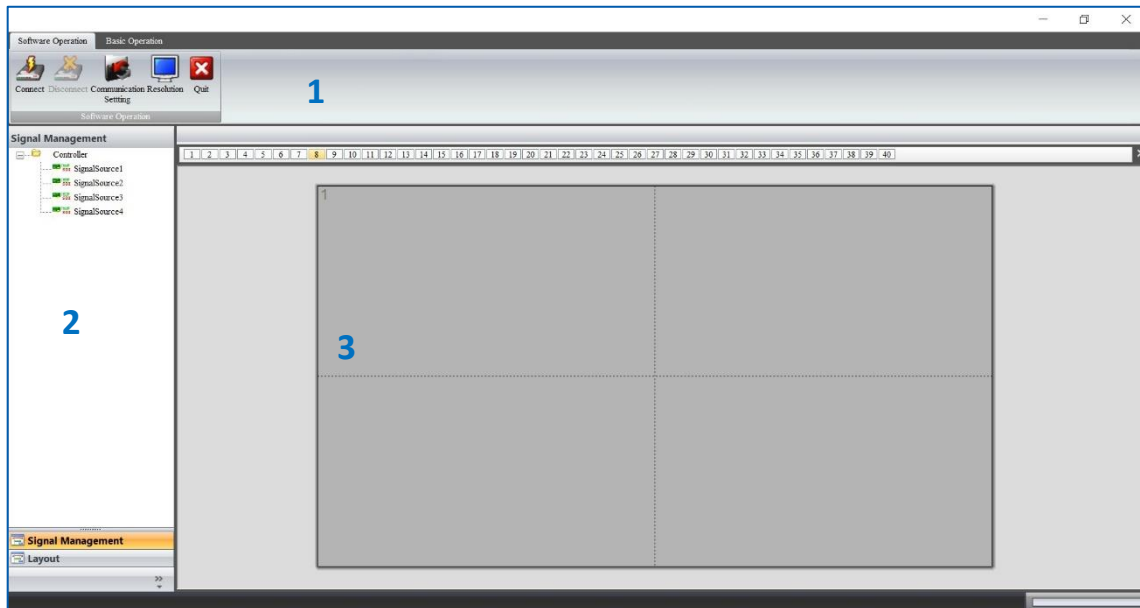
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0. overview



SW-MH is a program that is used to control the SolarWall Multiviewers. It provides a GUI in ribbon style for the users and enable users to interactively move, resize, position and crop any input capture windows. The whole GUI consists of four main parts:

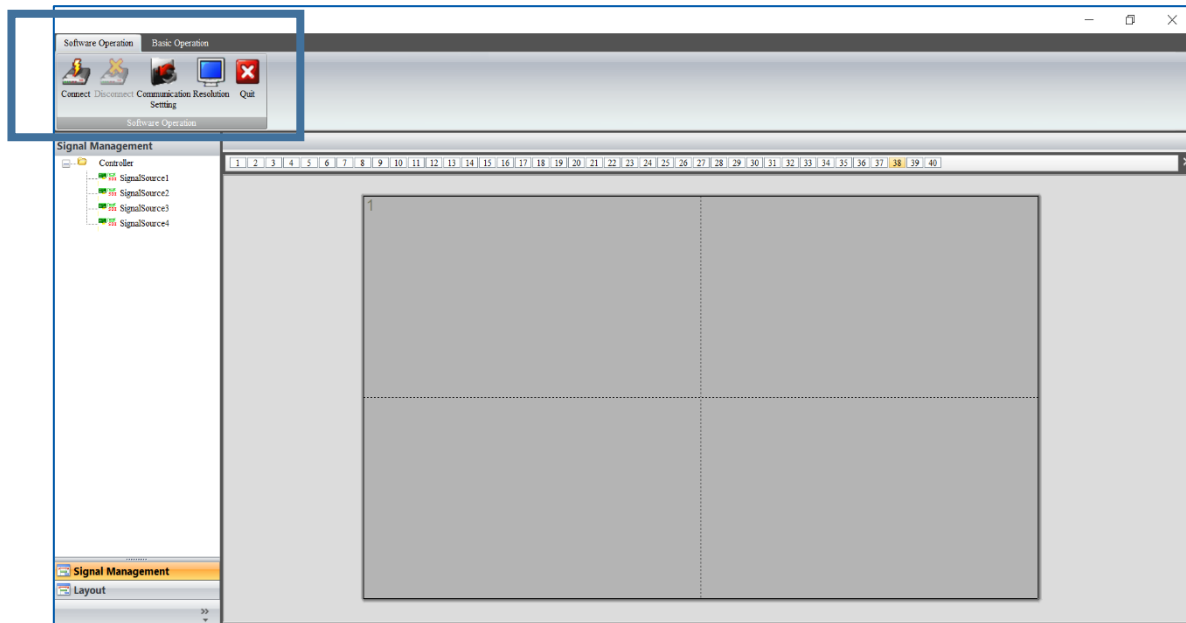
1. Toolbar
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SW-MH enables users to create and save video layouts and load them whenever needed. Moreover, it also allows users to create a layout looping schedule to automatically switch between different layouts.

- Friendly user interface
- RS232 and Telnet
- Multi language support (English, Korean, Russian, Simplified Chinese, traditional Chinese)
- Create, copy, save and delete layouts
- Short cuts for each layout
- Looping ability between layouts
- Text overlay on any input source
- Position, re-size and PiP input windows
- Support Windows2000/XP/Vista/7/8/10
- User authority management
- Drag and drop easy operation

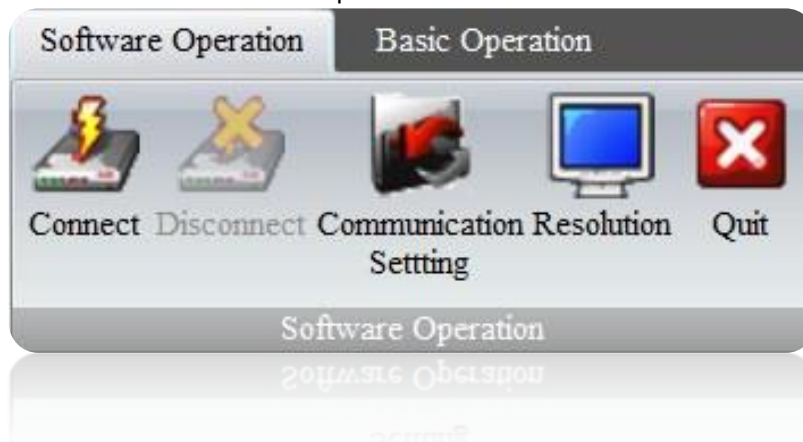
1. Toolbar

The ribbon style tool bar has two groups of tools: **software Operation** and **Basic Operation**.



1.1. Software Operation

All the tools in this module are used to set up the unit before use.



1.1.1. Connect

Press the **Connect** button to connect the unit with the control PC after the communication setting has been set up in 2.1.3

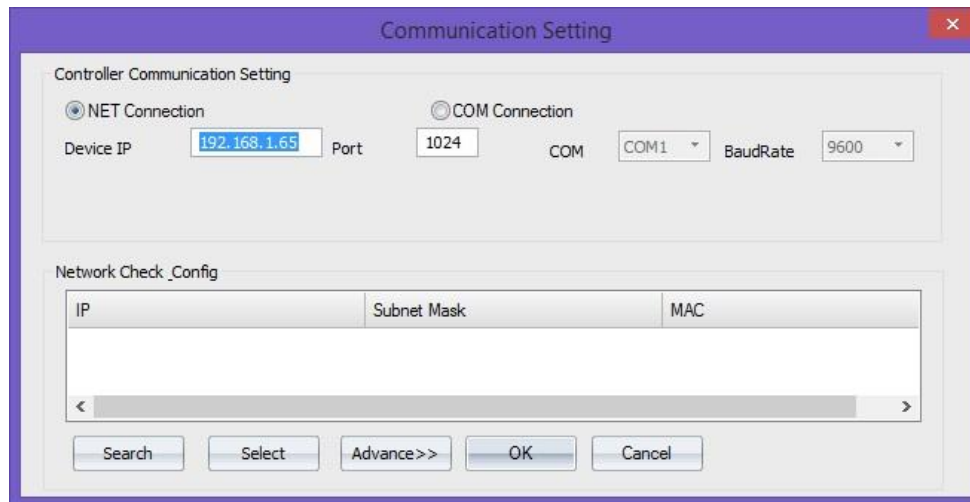
Please ensure the unit is fully on before trying to connect with the control PC.

1.1.2. Disconnect

The **Disconnect** button will be active if a unit is connected to the control PC. By clicking the **Disconnect** button, the unit will be able to work standalone without interference from control PC.

1.1.3. Communication setting

This section is used to set up the communication protocol between Control PC and SEADA HD Multiviewers Unit.



Two connection modes are available for setting up the communication.

1) COM Connection

Choose **COM Connection** to enable RS232 serial port connection between Control PC and Video Wall Unit

- BaudRate:115200

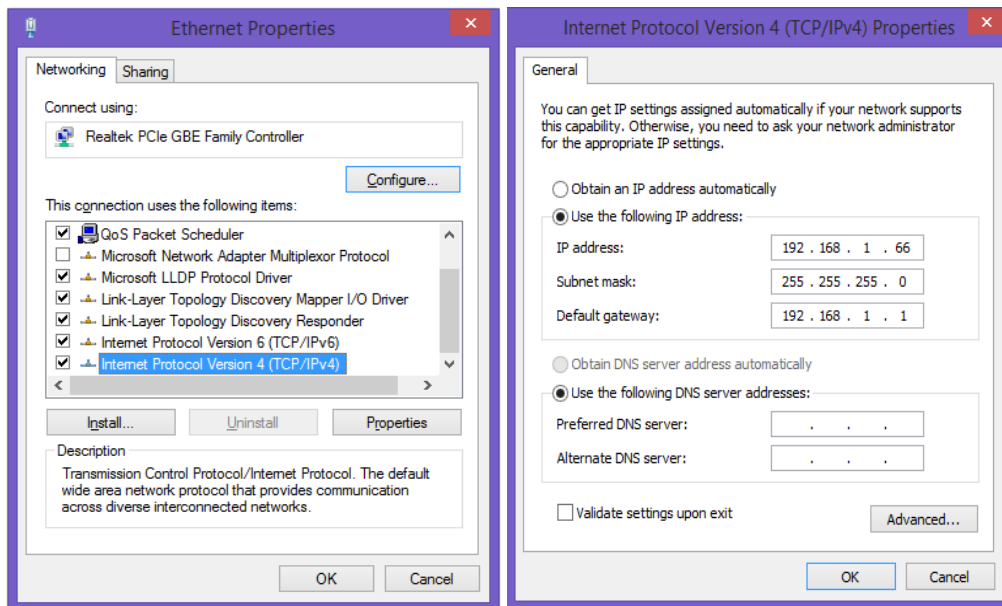
2) NET Connection

Choose **NET Connection** to enable the Control PC to control the Video Wall Unit through the network

- The Video Wall Unit's default static IP address is **192.168.1.65**
- Port: 1024
- Once the connection setting having been done, click **OK** to save the change and exit.

For COM connection, no further setting is needed.

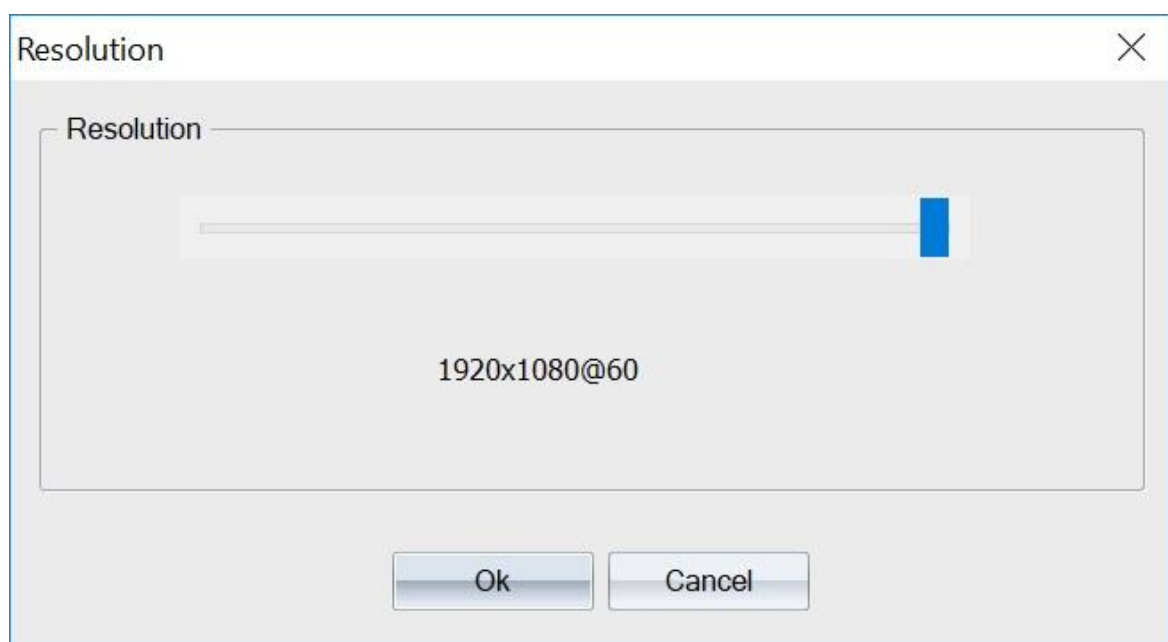
For NET connection, a change to the IP address of the Control PC is needed



- Open the 'Ethernet Properties' windows on the Control PC
- Highlight the TCP/IPv4 in Networking and click the Properties button to open the TCP/IPv4 Properties window
- Change the 'Obtain an IP address automatically' to 'Use the following IP address to set up a static IP address'
 - IP address: any address between **192.168.1.1** and **192.168.1.255** except the address which has been taken by the Video Wall Unit
 - Subnet mask: **255.255.255.0**

Default Gateway: **192.168.1.1**. Click **Connect** button (1.1.1.) to link the Video Wall Unit and Control PC together.

1.1.4. Resolution



In **Resolution**, users are able to change the output resolution which suits the most. Currently, the following resolutions are available:

- 1920 x 1080@60
- 1920 x 1080@30
- 1280 x 720@60

1.1.5. Quit

Use **Quit** button to exit the software

1.2. Basic Operation



All the tools in this module are used to create and manipulate the windows of inputs source on video walls. It consists of five groups of tools as following:

1.2.1. Setting

- 1) Add New Window

Click the **Add New Window** button to open a window for the highlighted input source onto the screen. Another way to open a new window of input source onto screen is to drag & drop from Signal Management in **Application Toolbar**.

- 2) Close All

Clicking the **Close All** button will close all the existing windows on the video wall.

- 3) Lock

Clicking the **Lock** button will lock the current highlighted window in **Display Area** for any change

- 4) Top

Clicking the **Top** button will send the current highlighted window in front of other windows in **Display Area**.

- 5) Bottom

Clicking the **Bottom** button will send the current highlighted window to back of other windows in **Display Area**

1.2.2. Layout File Backup

- 1) Save

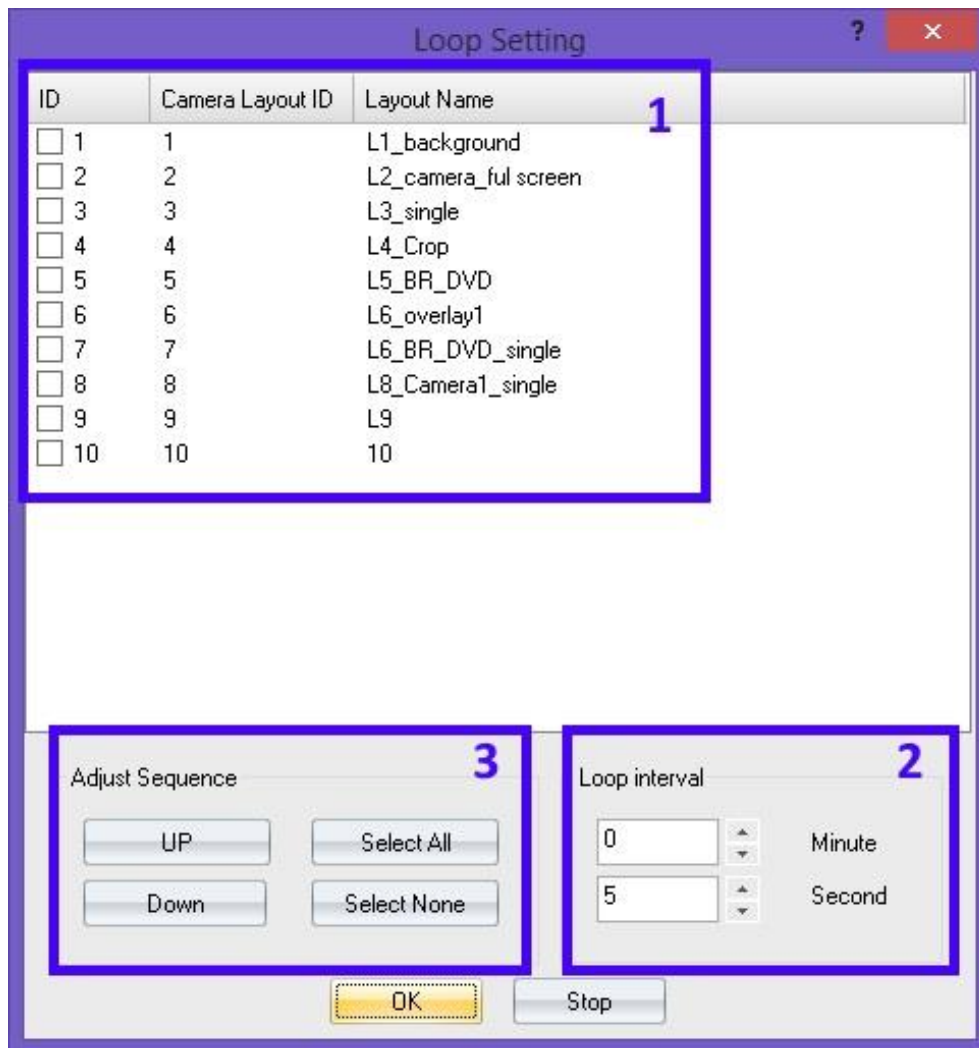
It saves a layout with a specific name from user.



- 2) Loop

This offers the function to cycle through the pre-set layouts in a specific time interval automatically allowing users to view each layout in turn.

Click **Loop** to open Loop setting window to choose the pre-set layouts (Figure below-1) for the input contents looping. The time gap (Figure below -2) and sequence of the layouts (Figure below -3) can be set up in this window as well.



3) Refresh

Refresh the looping

4) HDMI Output

Turn the HDMI output on/off.

1.2.3. Management

1) Users

User authority can be managed here. Three different levels of access authority can be set up here.

- Admin
- Users

1.2.4. Language

Use the drop down list to select the preferred language rather than English



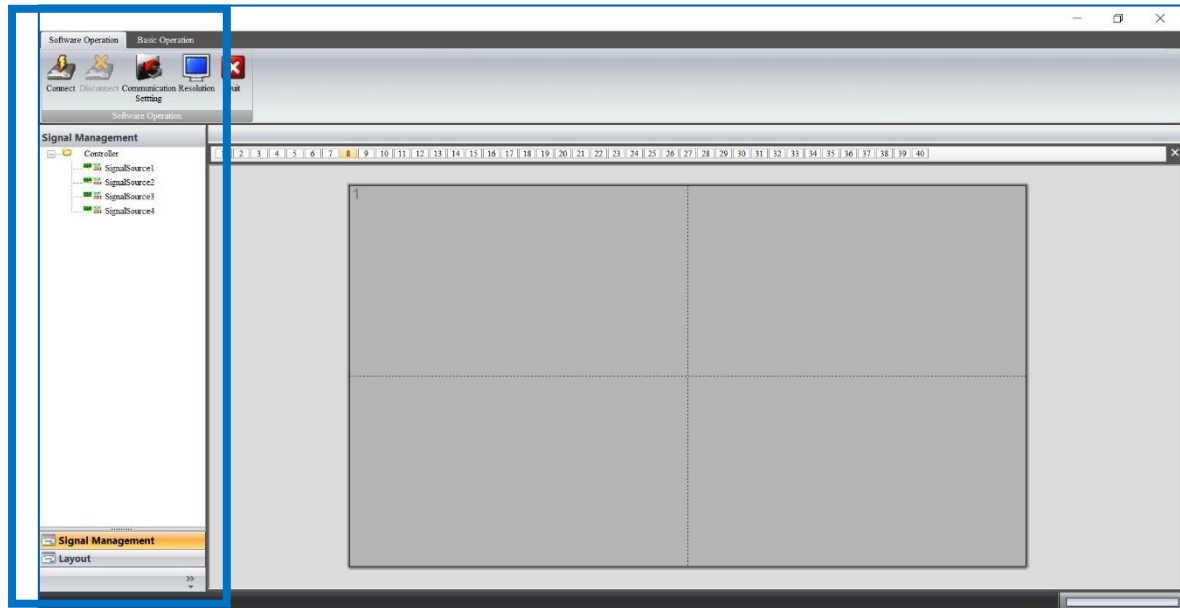
1.2.5. Version

It shows the version information of firmware in the system.

1.2.6. About

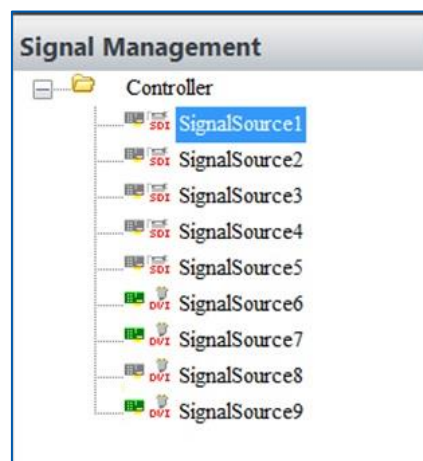
It shows the version information of the software

2. Application Toolbar



2.1. Signal Management

The **Signal Management** window displays a list of input content windows that can be displayed onto the screen. The system will automatically identify the type of source and display it under the PCB Icon for each input



2.1.1. Open a window

Use the mouse to select the required input and then drag & drop to a preferred position on the **Display Area**.

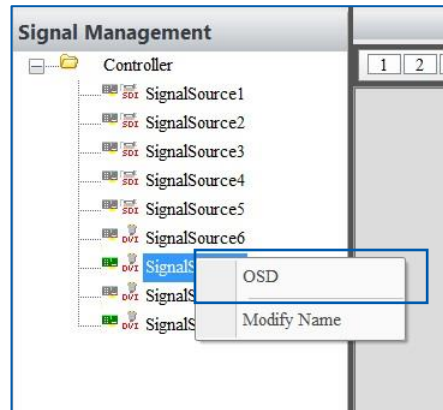
Or select the required input and then click the **Add New Window** button in **Basic Operation** module on Toolbar.

Or select the required input and then draw a window on the **Display Area**.

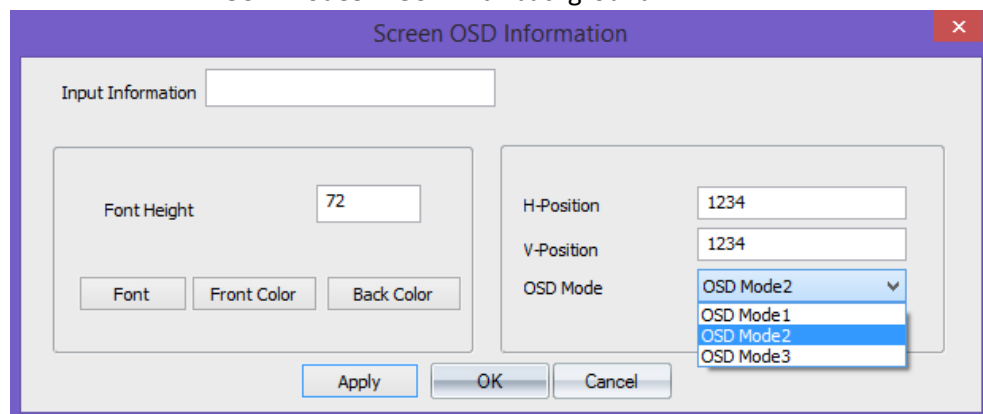
2.1.2. On Screen Display (OSD)

This function will enable users to display an on screen dialogue for each window on video wall.

- 1) Right click the input window in Signal Management and then choose OSD in drop down menu to open the **Screen OSD Information** window.



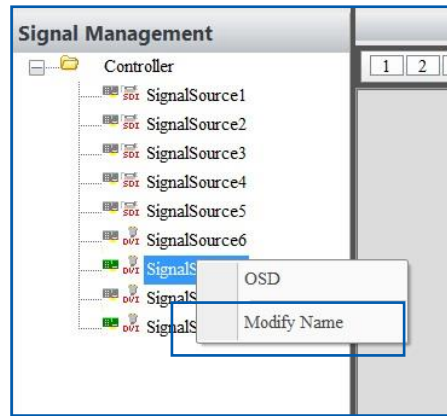
- 2) In **Screen OSD Information**, users are able to create the OSD in specific format
 - a. Input Information: Enter the message here for OSD text
 - b. Font Height: Size of the OSD text
 - c. Font: Determine the characteristics of the font for OSD text
 - d. Front Color: Colour of the Text
 - e. Back Color: OSD text background colour
 - f. H-Position: Define the horizontal position of OSD (unit: pixel)
 - g. V-Position: Define the Vertical position of OSD (unit: pixel)
 - h. OSD Mode:
 - I. OSD Mode1 No OSD shown on screen
 - II. OSD Mode2 OSD without background
 - III. OSD Mode3 OSD with background



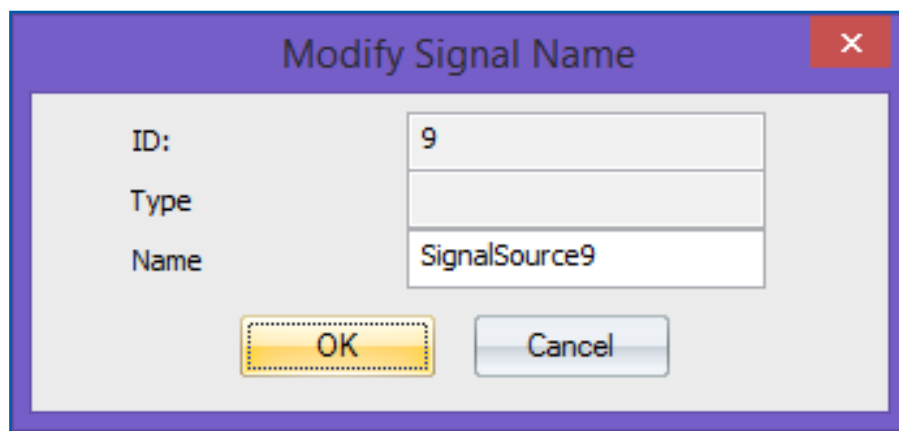
2.1.3. Change the display name of input source

This function will enable users to customize the input signal window name in **signal management window**.

- 1) Right click the input window in Signal Management and then choose **Modify Name** in drop down menu to open the **Modify Signal Name** window.

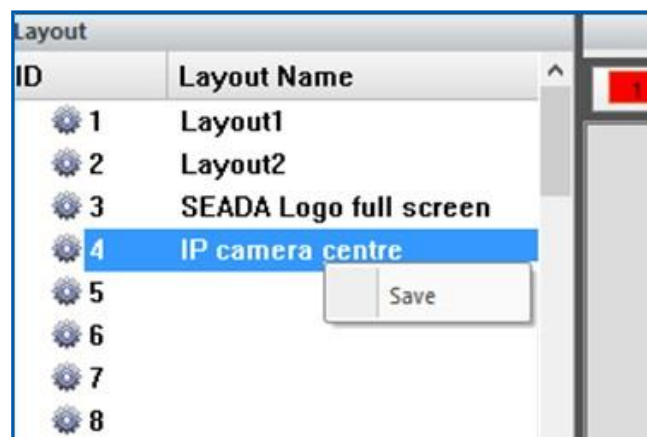


- 2) The default name for each input signal is 'SignalSource' with unique number. The users are able to re-define the name of each input signal for future reference



2.2. Layout

In layout, it lists all the pre-set layouts of the video walls for users to manipulate from.

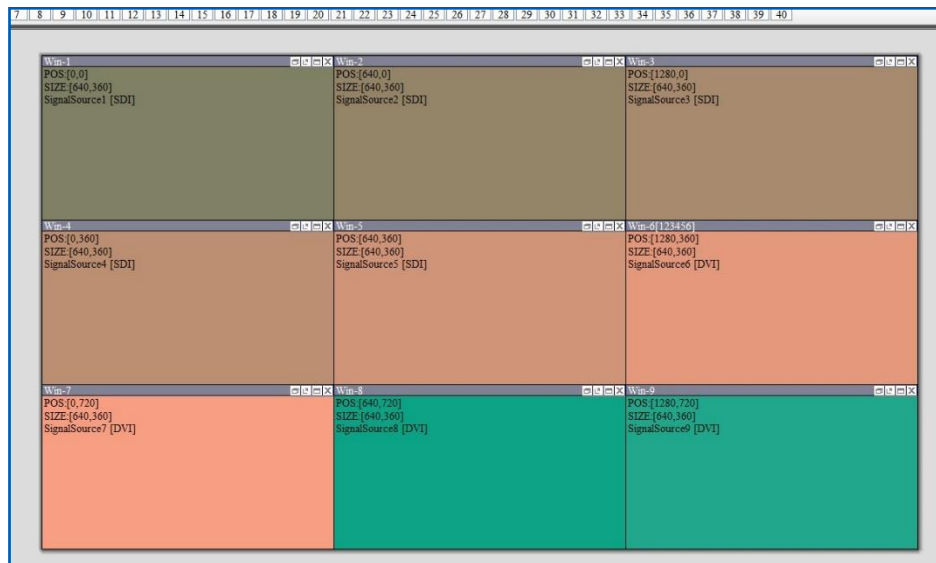


2.2.1. Save a layout


This allows user to save a modified a layout over an existing layout or save it as new layout. Right click the mouse onto the layout and choose **Save** in drop down menu.

3. Display Area


In **Display Area**, users are able to manipulate the windows on screen.

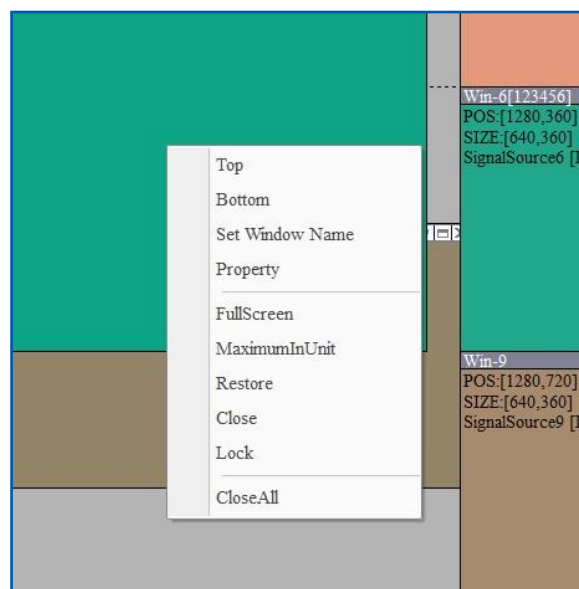


3.1. Resize a window

- 1) Use the mouse to highlight the window and move the mouse to the border of the window. The cursor will be changed to a resize cursor.
- 2) Press and hold the left mouse button and drag the border to resize the window to required size
- 3) Click the **fit in**  button on title bar to automatically resize the window to fit the grid area where the window was in.

3.2. Restore a window

- 1) Either click the **Restore**  button on the title bar to restore the window
- 2) Or right click the window and then choose restore in the drop down menu

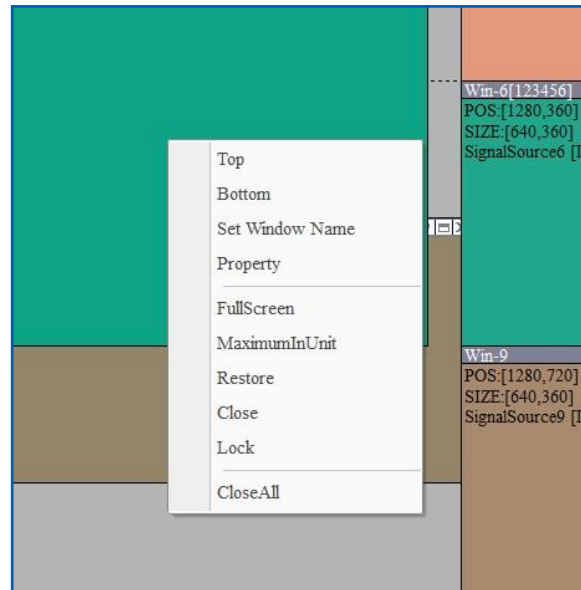


3.3. Move a window

- 1) Use the mouse to highlight the window and position the cursor on the window
- 2) Press and hold the left mouse button and drag the window to the required position, and release the mouse button

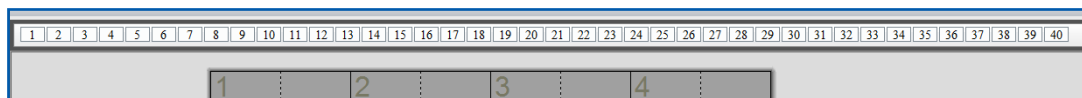
3.4. Full Screen

- 1) Either click the Full Screen button on the title bar
- 2) Or right click the window and then choose FullScreen in the drop down menu



3.5. Pre-set layout shortcut bar

This is the shortcut of layout in **application ToolBar**. It shows the first 40 pre-set layouts having been saved by users. The numbers in the bar are the ID of each pre-set layout. Left click each number will load the layout under that ID number.



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