



Professional Multimedia Playback Software





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Overview

- About This Manual
- Symbols and Pictures

1.1 About This Manual

This user manual guides you how to use our software. This manual is designed to be a reference for your daily use of our product.

Note

Always check for the latest version of all documents at www.pixelhue.com.

1.2 Symbols and Pictures

Symbol Overview

4	Danger	Indicates a hazard with a high level of risk, which if not avoided, will result in death or serious injury.						
1	Warning	Indicates a hazard with a medium or low level of risk, which if not avoided, could result in minor or moderate injury.						
•	Caution	Indicates a potentially hazardous situation, which if not avoided, could result in equipment damage, data loss, performance degradation, or unexpected results.						
	Note	Provides additional information to emphasize or supplement important points of the main text.						

Picture Overview

Images and pictures given in this manual are used for illustration purposes only. The actual product may vary due to product enhancement. The content of the images can be slightly different from reality, such as device types, installed modules, form and position of software windows on the screen.



About This Chapter

This chapter is designed to guide you to the installation of the software.

Overview

- Software Installation
- Software Licensing

2.1 Software Installation

Requirements of Software Operating Environment

To better use Pilot MS3, the computer where Pilot MS3 is installed needs to meet the minimum configurations for the operating environment as follows:

- CPU: 9th Generation Intel® Core[™] i7 or later
- RAM: 16GB or greater DDR4 2666
- Graphics card: NVIDIA P2200 (or later) or AMD W5100 (or later) discrete graphics card recommended
- HD space: 512G or larger SSD
- OS: Windows 10 Pro (64-bit)

Installation Procedure

🖹 Note

The following installation pictures are for illustration purposes only. The actual pictures may vary.

Step 1 Double click the program file (Pilot MS3.exe) to start the installation wizard.

Step 2 Select I accept the agreement.

Figure 2-1 License agreement

Setup - Pilot MS3 —	×
License Agreement Please read the following important information before continuing.	Ŧ
Please read the following License Agreement. You must accept the terms of this agreement before continuing with the installation.	
End User License Agreement	^
Important: Pixelhue Technology Ltd. (hereinafter referred to as "PIXELHUE") strongly suggests you carefully read and fully understand the terms and conditions of this Software Installation License Agreement (hereinafter referred to as "Agreement"), including intellectual property right statement, disclaimer and limitations on user rights. Please read this Agreement attentively and choose to agree or not. If you don't agree to this Agreement, you shall not be able to download and install this software or have no access to the services	*
 I <u>a</u>ccept the agreement I <u>d</u>o not accept the agreement 	
<u>N</u> ext > C	Cancel



Figure 2-2 Select installation path

🔼 Setup - Pilot MS3	_		×
Select Destination Location Where should Pilot MS3 be installed?			€
Setup will install Pilot MS3 into the following folder.			
To continue, click Next. If you would like to select a different f	folder, clio	ck Browse.	
C:\Program Files (x86)\PixelHue\Pilot MS3		B <u>r</u> owse	
At least 764.2 MB of free disk space is required.			
< <u>B</u> ack	<u>N</u> ext >	Ci	ancel

Step 4 Click Next to enter the Select Start Menu Folder page.

Figure 2-3 Select start menu folder

Setup - Pilot MS3	_		×
Select Start Menu Folder Where should Setup place the program's shortcuts?			€
Setup will create the program's shortcuts in the followi	ing Star	t Menu folde	er.
To continue, click Next. If you would like to select a different fo	lder, cli	ck Browse.	
PixelHue		B <u>r</u> owse	
< <u>B</u> ack	<u>N</u> ext >	Ca	ancel

Step 5 Click **Browse** or enter the folder name directly to select a folder for the start menu.Step 6 Click Next to enter the Select Additional Tasks page.

Check the box next to **Create a desktop shortcut** to add the Pilot MS3 shortcut icon on the desktop.

Figure 2-4 Additional tasks

🔼 Setup - Pilot MS3		-		\times
Select Additional Tasks Which additional tasks should be performed?				Ŧ
Select the additional tasks you would like Setu then click Next.	p to perform v	vhile installing	g Pilot MS	3,
Additional shortcuts:				
Create a <u>d</u> esktop shortcut				
	< <u>B</u> ack	<u>N</u> ext >	Ca	ncel

Step 7 Click Next to enter the Ready to Install page.

Figure 2-5 Installation confirmation

Setup - Pilot MS3 —		×
Ready to Install Setup is now ready to begin installing Pilot MS3 on your computer.		€
Click Install to continue with the installation, or click Back if you want t change any settings.	o review o	r
Destination location: C:\Program Files (x86)\PixelHue\Pilot MS3		^
Start Menu folder: PixelHue		
Additional tasks: Additional shortcuts: Create a desktop shortcut		
<	>	~
< <u>B</u> ack Install		Cancel

Step 8 Click Install to enter the automatic installation page.

Figure 2-6 Automatic installation

🔼 Setup - Pilot MS3	_		Х
Installing Please wait while Setup installs Pilot MS3 on your computer.			Ŧ
Extracting files C:\Program Files (x86)\PixelHue\Pilot MS3\Bin\avfilter-7.dll			
		Ca	ancel

Step 9 After the software installation is finished, click **Finish**.

The system will exit the software setup page and start the Pilot MS3 software automatically.

Figure 2-7 Installation completed



After the program is successfully installed, two programs (Pilot MS3 and NDI Sender) appear on your desktop.

- Pilot MS3: Video playback program
- NDI Sender: Provides NDI inputs for Pilot MS3

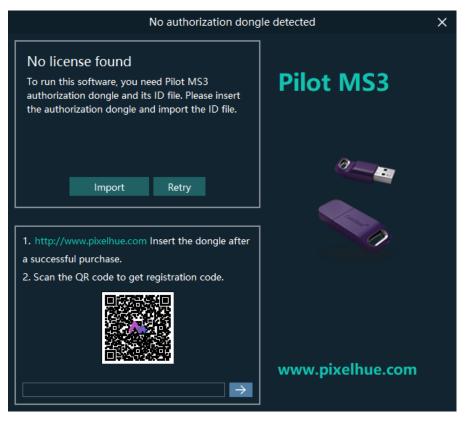
Notes

- It is recommended you turn off the anti-virus software and firewall in advance.
- If any security alert from anti- or firewall appears during installation, choose to allow the installation.
- If the software prompts you to restart after the installation, it is recommended you restart the software in time.

2.2 Software Licensing

After Pilot MS3 is started, the software automatically detects the presence of an authorization dongle. If a dongle is detected, the Pilot MS3 user interface will be displayed normally; if not, the following window will be displayed and guide you through obtaining the authorization dongle.

Figure 2-8 Dongle detection



You can license your software via the following two methods.

- Purchase an authorization dongle from your sales.
 - 1. Insert the authorization dongle into the USB connector of the computer, and start the Pilot MS3 software.

- 2. Copy the authorization ID file in the USB drive that comes with the authorization dongle to your computer.
- 3. On the authorization user interface, click **Import** at the upper right corner and select the authorization ID file.
- 4. Click **Open** to complete the importing.
- Take a clear picture of the QR code and send it to your sales to obtain the registration code. Enter the obtained registration code in the text box below the QR code, and click ➡ to complete the authorization.



About This Chapter

This chapter introduces you to the user interface of the software.

Overview

- Introduction
- Change UI Layout
- Load Layout
- Lock User Interface

3.1 Introduction

After the software is started successfully, the main user interface is shown in Figure 3-1. The functions of each area are described in Table 3-1.

~	File	Resource	Output	Window	Link	Setting	ıs Help	Tools	语言/	anguage		project1-11-	21-17-01.pms3								- • ×
	÷									and the second											688
X m			s ²	Editing Area (L					IV	lenu bar						8 Prop	erties	Media Li	brary	Inpu	t Sources
Output F		10.00	1												٥	a					e +
Gatpat				Size1	1		and I	DI HASE	a free							All	Name	Type -	Format		Duration
	1	10000	S	200	a t	11-14		12	Contra 1							+ D Video		Folder			
-	- 21	1 Jan - 1		22 00 /	110	10-1		1 State								2003				3840*2160	00.00.09.976
2000	811	15	59	010	a standar	- ALA		224	12											3840*2160	00:00:30:040
	1 10	and the			a. 200 G	Taken take		ea.								38	Family			3840*2160	00:00:20:053
	100		122	(and)													Golf			3840*2160	00:00:24:274
_	-	100														200		Video		4096*2160	00.00.16.800
Pro	eview a	area		1	18 18				No. of Concession								Mountain	Video		3840*2160	00:00:15:382
Preview I			10		1000	1	The second	1 and the second	- 67 - 5							50	Panda Salad	Video Video	mov	3840*2160 4096*2304	00:00:42:108
Destroles			2		-	- attens	A.C	4	100 100								Shrimp	Video	mov	3840*2160	00:00:19:352
		100	41				All and and	and the Real Property lies.	and the second second							10	Watermelon	Video	mov	3840*2160	00:00:11:043
	T	$\langle 1^{-1} \rangle$								Editin	g area					- E Picture		Folder			
Poles a		1 del									9				8			Image	jpg	1024*625	00:10:00:000
OR MAN		1. MA													¢			Image		1024*723	00:10:00:000
1000	-1	and the second	and a												E	255		Image		1024*640	00:10:00:000
Keep	Cut															272		Image		1024*684	00:10:00:000
	Cut	Take																Image		1024*640	00:10:00:000
Plan															Ð 🛛 +					1024-819	00:10:00:000
+ 68		► P2	► F	9 🕨 🕨 P		> P5	▶ P6	► P7	► P8	► P9	▶ P10	▶ P11	► P12	► P13	► P14			Image		1000*731	00:10:00:000
1200.002	-31		10													72	08	Image	ipg	1100*770 1000*667	00:10:00:000
Layer1	-26		-91													700	10	Image	jeg jegi	1024*693	00:10:00:000
@ @ d		Cherry														576		Image	jpg	1024*640	00-10-00-000
Layer2	a and		14		ayer an	nd progra	am editir	ng area										Image	ipg	1000*754	00.10.00.000
	120		12													500		Image	ieq	900*433	00:10:00:000
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Layer3		47														- 20		Image		1140*640	00:10:00:000
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		I I I Family												0.00.18.652 0							
		Watermelon									1				100:11:043						
			10							_			_	_				-	_	-	
Version: Pil	ot MS3 V3	0.0.80-2022-11-	21-16-23	Free trial: 146d	avs								No status	Local: 172	18.12.116	Disconnecte	d CPU 4	8,1%		Memory 43	2%

Figure 3-1 User interface

Table 3-1 User interface descriptions

Area	ltem	Description
Menu bar	File	Project file operations include:
		New: Create a new project.
		 Open: Open a saved project.
		 Save: Save the current project.
		 Save As: Save the current project as a new project.
		 Package Project: Package the current project and the media files in it as an independent project file for easy use in future.
	Resource	Manage the media files and input sources.
		• Add Local Media: Add the local media files.
		 Add Input Source: Add the network media, NDI screens and websites as input sources.
		 Delete All Media: Delete all the imported media files.
		• Delete All Inputs: Delete all the added input sources.
	Output	Manage the screens and slices.

Area	Item	Description		
	Window	Show or hide the areas of the Pilot MS3 user interface. The area options include Media Library , Editing Area, Output, Preview, Fade to Black and Plan .		
	Link	• Disconnect Primary: When a backup device is added, use this function to disconnect the binding relation between the primary and backup devices.		
		• Synchronize Data: Manually synchronize the data on the primary and backup devices, and the data on the master and slave devices.		
	Settings	Perform the system settings, authorization and hotkey bindings.		
	Help	• View the user manual.		
		• View the product-related information.		
		 Check for the software updates. 		
		 Get the contact of the product provider. 		
	语言 /Language	Switch the UI language.		
Preview area	Output: Vi	ew the content of the current output program.		
	Preview: F	Preview the content of the next program.		
		Send the currently previewed program to the screen ut transition effect.		
		Send the currently previewed program to the screen he fade transition effect.		
	 If Keep is selected and the program is sent to the s via Take or Cut, the program will be played from the c playback progress in the preview area. 			
		ep is not selected and the program is sent to the n via Take or Cut, the program will be played from the ning.		

Area	Item	Description		
Editing area	• Use layers to configure the output according to the on-site screen pattern.			
	Preview the output image.			
	 ♥: Adjust the output image brightness. The value ranges from -50 to + 50 and defaults to 0. 			
	• ⊂ ⁽)): Adjus and defau	t the output volume. The value ranges from 0 to 100 Its to 50. Click $\vec{(1)}$ to turn off the output audio.		
	icon to ca	selecting a layer or slice in the editing area, click this pture the current frame of the selected layer or slice ne captured image to the media library.		
	 Make output cor 	the selected layer fill the screen area loaded by the nectors where the layer is located and crosses.		
	• 中: When click this i	the output image is moved out of the visible area, con to restore the screen to the origin.		
	• \pm : Zoom in the editing area.			
	• 🗖: Zoom	out the editing area.		
Layer and program editing area	Add, control and mosaic the layers.Edit, group and play the layers.			
Playback control area	Control the p	playback of the programs or layers in the program.		
Media library	Media	Manage the media files.		
and properties area	Library	 Add the local media files. 		
		 Create folders to manage the media files efficiently. 		
		• Delete, replace or rename the media file.		
	Input	Manage the input sources.		
	Sources	 Add the network media, NDI screens and websites as input sources. 		
		Delete the input sources.		
		Preview the input sources.		
	Properties	pperties Edit the layer or program properties.		
Others	U3	Enable or disable the U3 control.		
	$\mathbf{\mathbf{v}}$	The output connection has been established. Click the button to disconnect the output.		
	×	The output has been disconnected. Click the button to regain the connection.		

Area	ltem	Description
	FTB	Enable or disable the fade to black (FTB) function. When the slider block is at the leftmost, the output is black; when the slider block is at the rightmost, the output is normal. The default FTB duration is 0.5s and the value ranges from 0 to 5s.

3.2 Change UI Layout

Pilot MS3 allows you to adjust the user interface layout according to your using habits. You can save and load the adjusted layout.

Step 1 Click at the top right corner of the target area to unlock this area.

The icon descriptions are as follows:

- (highlighted): The area is locked and you cannot adjust its size and position.
- (grayed out): The area is unlocked. Move the cursor to the edge of the area and then click and drag the edge to adjust its size.
- Step 2 Move the cursor to any edge of an area. When the cursor turns into a double-sided arrow, click and drag the mouse to change the area size.
- Step 3 Move the cursor to the title bar of an area, and click and drag the mouse to change the area position.
- Step 4 Click 🗳 at the top right of the user interface to save the adjusted layout.

Figure 3-2 Save layout

ista sista sista ordi: Essai: Essa	Sa	ave Layo	ut	itte († 199 Internetiene	×
Name	Layou	ut Name			
	Cancel		Save		

Step 5 Enter a layout name.

The layout name is unique and it is recommended you set a name that is easy to recognize.

Step 6 Click Save to save the layout.

3.3 Load Layout

When the interface layout has been adjusted by others, you can load your preferred layout simply by using this function, instead of adjusting it area by area.

Step 1 Click 🖬 at the top right of the user interface to open the layout loading window.

Figure 3-3 Load layout

	Load Layout		×
1			Delete
		Rest	ore Default
			Load
			Cancel

Step 2 Select the desired layout from the list on the left.

Step 3 Click Load to load the layout.

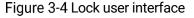
You can also perform the following operations:

- Delete: Delete the selected layout from the layout list.
- Restore Default: Restore the current interface layout to the default style.
- Cancel: Cancel the layout loading and exit the layout loading interface.

3.4 Lock User Interface

If you do not want others to operate the software when you are away, just simply use this function to lock the software interface.

Step 1 Click at the top right of the user interface to open the UI locking window.



Lo	ock User Interface	×
Password	Directly unlock if no password set	
Opacity -	100%	
Background	None Change	
	Lock	

Step 2 Enter a password.

Step 3 Set the opacity for the locking interface.

100% is completely opaque. At this time, the editing interface is completely invisible and only the lock screen background can be seen.

- Step 4 [Optional] Click Change next to Background to select a picture to be displayed on the locking interface.
- Step 5 Click Lock to complete the locking settings and lock the interface.

B Notes

- The locking password and background are for one-time use only. When you want to lock the interface for a second time, please set the password and background again.
- To unlock the user interface, just enter your password click to show the Pilot MS3 interface.



About This Chapter

This chapter guides you on how to add media files, edit programs, set program playback sequence and media properties, save configuration data as an independent project file for future use and more.

Overview

- Create New Projects
- Manage Media
- Manage Layers
- Build Application Environment
- Produce Programs
- Playback Control
- Save Projects

4.1 Create New Projects

There are three methods provided for you to create a new project.

- After Pilot MS3 is started successfully, click New on the startup interface and select the save path for the new project, and finally click Save. The system will automatically create a project file.
- Go to File > New, select the save path for the new project and click Save to create a new project.
- Click 🗳 below the menu bar to create a new project.

4.2 Manage Media

Pilot MS3 supports pictures, videos, audio media files and website inputs.

The supported media formats are as follows:

- Video: avi, asf, wmv, flv, mkv, mov, 3g, mp4, mpg, mpeg, ts, m4v
- Picture: jpg, bmp, gif, mif, miff, png, wmf, jpeg, ico, pic
- Audio: wav, mp3, wma, ape, aac, flac, ogg, dts, amr, alac
- Office files: ppt, pptx

🖹 Notes

Recommended video coding formats:

- 4K $\,<\,$ resolutions $\,\leqslant\,\,$ 8K: H.265 (HEVC) or VP9 recommended
- Resolutions \leq 4K: H.264 (AVC) recommended

For a better image quality experience, the following video bitrates are recommended. Recommended video bitrates for SDR uploads:

Туре	Video Bitrate Standard Frame Rate (24 fps, 25 fps, 30 fps)	Video Bitrate High Frame Rate (48 fps, 50 fps, 60 fps)
4320 (8K)	75 to 90 Mbps	110 to 135 Mbps
2160p (4K)	35 to 45 Mbps	53 to 68 Mbps
1440p (2K)	16 Mbps	24 Mbps
1080p	8 Mbps	12 Mbps

4.2.1 Add Media

Pilot MS3 supports both single media file importing and batch importing.

4.2.1.2 Import Files

Step 1 Click the Media Library tab on the right pane of the user interface.

- Step 2 Right click the blank area in the **Media Library** area and select **Add Local Media** to open a local folder.
- Step 3 Select the target media files and click **Open**. Pilot MS3 will import the selected files to the media library automatically.
 - Importing a single file: Select the desired file and click **Open** to complete the importing.
 - Importing multiple files: Press the **Shift/Ctrl** key, select the desired files, and click **Open** to complete the importing.

4.2.1.3 Import Folders

There are three methods provided for you to import a folder.

- Import folder
- Step 1 Right click the blank area in the **Media Library** area and select **Add Local Folder** to open a local folder.
- Step 2 Select the desired folder where the media files are stored, and click **Open**.

The system will automatically import the media files in the target folder with their original names to the media library.

- Replace folder
- Step 1 Right click the blank area in the **Media Library** area and select **Add Folder**. The system will automatically create a new folder.
- Step 2 Right click the folder and select **Replace** in the context menu.
- Step 3 Select the desired folder from the displayed dialog box.
- Step 4 Click **Select Folder** and the system will automatically import the media files in the target folder with their original names to the media library.

4.2.2 Edit Media

4.2.2.1 Media Optimization

When the imported media or video resolutions are inconsistent, or the imported media resolution exceeds the processing capability of Pilot MS3, to facilitate future use, you can change the file resolution in advance by using this function.

🖹 Note

Only the videos and .jpg pictures can be optimized to even resolutions only.

- Step 1 Select the picture or video that needs to be optimized from Media Library.
- Step 2 Right click the file and select Media Optimization in the context menu.
- Step 3 Set the desired parameters for the optimization.

Figure 4-1 Media optimization

ala dagi daga da Marina kang daga dagi	Media Optimization	×		
Coding	Self-Adaptive	•		
Quality	Medium			
Code Rate	Self-Adaptive			
Frame Rate	Self-Adaptive	•		
Audio	Keep Audio			
Optimization Res	olution Native: 3840 * 2160			
W: 3840	рх Н: 2160	рх		
Lock Aspect Ratio				
Note: Only the videos and .jpg pictures can be optimized to even resolutions only.				
(Picture files only support resolution optimization)				
Optimize Cancel				

If **Lock Aspect Ratio** is selected, you only need to set either width or height, and the other parameter value will be calculated automatically according to the current aspect ratio of the media.

Step 4 Click **Optimize** and the system will automatically optimize the selected media file.

4.2.2.2 Create Playback Collection

The playback collection allows you to sort and combine multiple videos or pictures into a new collection source. All the videos and pictures in the collection will be played automatically according to the set mode.

Step 1 Right click the blank area in the **Media Library** area and select **Create Collection** to open the **Create Collection** window.

				Cre	ate Collection				;
		All Media				Coll	ection Media		
				All 🔶				All	Delete
➡ D Videos		Folder				Grape	Video	mov	4096*2160
	1	Video	mov	3840*2160			Video	mov	3840*2160
	Cherry			3840*2160	100	Cherry	Video	mov	3840*2160
222				3840*2160		Family	Video	mov	3840*2160
	Golf	Video	mp4	3840*2160					
	Grape	Video	mov	4096*2160					
	Mountain	Video	mov	3840*2160					
10 P/2	Panda	Video	mov	3840*2160					
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Salad	Video	mov	4096*2304					
22 I	Shrimp	Video	mov	3840*2160					
➡ D Pictures		Folder							
344	Waterme	lon Video	mov	3840*2160					
	01	Image	jpeg	1440*900					
	02	Image	jpg	900*675					
-	03	Image	jpeg	1920*1080					
	04	Image	ipq	1600*1200					
Dur	ation 🚺	00:00:000			🗘 Switching	Fade			•
Tim	es 1				🗘 Fade in	0.5s			
Pla	yback Se	quential			👻 Fade out	0.5s			\sum
					Save				

Figure 4-2 Playback collection

- Step 2 Select the desired media files in the **All Media** area on the left side.
- Step 3 Click at the top right in the **All Media** area to add the selected files to the **Collection Media** area on the right side.
- Step 4 Select the newly-added media in the Collection Media area.
- Step 5 Change the media properties at the bottom.

Property	Description
Duration	Set how long the selected media will be played. After the playback ends, the next media will be played automatically.
	If the duration is not set, the video file will be played according to its original playback duration, and the picture file will be played for 10 minutes by default.
Times	Set how many times the selected media will be played.
Playback	 Set the media playing order in the collection media. Sequential: The media in the collection will be played in sequence. Shuffle: The media in the collection will be played randomly.
Switching	Set the transition effect when the current media starts to play or stops the playing. Currently, only Cut and Fade effects are supported.
Fade in	Set the time length from when the current media starts to play to when the media is fully displayed.
Fade out	Set the time length from when the current media starts to stop to when the media is stopped.

Table 4-1 Collection media proper	rties
-----------------------------------	-------

- Step 6 Repeat Step 2 to Step 5 to complete the settings of other media in the collection.
- Step 7 Click OK to complete the collection settings.
- Step 8 Double click the collection name, and the name becomes editable. Rename the collection and press **Enter** to confirm the change.

Note

After a collection is created, the default name is Playback Collection. It is recommended you give it a new name that is easier for you to distinguish.

4.2.2.3 Media File Group Management

You can create folders to classify the added media files.

- Step 1 Right click the blank area in the **Media Library** area and select **Add Folder**. The system will automatically create a new folder.
- Step 2 (Optional) Double click the folder to rename it.
- Step 3 Select the desired media files and drag them to the new folder.

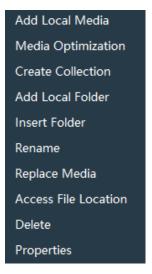
📄 Notes

- Hold down the Shift or Ctrl key, and select the target file or multiple files in Media Library.
- After selecting a media file, right click it and select **Insert Folder** in the context menu to move the selected file to the newly-inserted folder.

4.2.2.4 Media File Context Menu

Right click a media to show the media file context menu.

Figure 4-3 Media file context menu



- Add Local Media: Add new media files into the media library.
- Media Optimization: Change the coding, quality, code rate, frame rate, audio and resolution settings of the videos or pictures.

Only the videos and .jpg pictures can be optimized to even resolutions only.

- Create Collection: Create a collection media.
- Change Playback Collection: Change the settings of the collection media.
- Add Local Folder: Import a folder containing media files into the media library.
- Insert Folder: Create a new folder and move the selected media files into the folder.
- Rename: Rename the selected media or collection.
- Replace Media: Replace the currently-selected media. When the media is replaced, the media in the program will also be replaced synchronously.
- Access File Location: Open the storage location of the current media.
- Delete: Delete the current media.
- Properties: View the media properties, such as the name, size, format and more.

4.2.3 Add Input Sources

You can add the network media, website input sources, NDI input sources and input sources from acquisition devices. The system automatically identifies and adds the input sources from acquisition devices. You can also enable or disable the acquisition device.

📄 Note

When the acquisition card and its driver have been installed into the device successfully, Pilot MS3 will automatically identify and add the acquisition card input source.

4.2.3.1 Add Network Media

Pilot MS3 supports adding the streaming media whose format is rtsp and rtmp as input sources.

- Step 1 Click the Input Sources tab on the right pane of the user interface.
- Step 2 Right click the blank area and go to **Add Input Source** > **Add Network Media**. The system will automatically open the network media adding window.

	Add Network Media	×
Please enter a URL		
	OK Cancel	

Figure 4-4 Add network media

Step 3 Enter the media path in the URL text box.

Make sure the media path begins with rtsp:// or rtmp://.

Step 4 Click **OK** to complete the adding.

4.2.3.2 Add Website Input Sources

- Step 1 Click the Input Sources tab on the right pane of the user interface.
- Step 2 Right click the blank area and go to **Add Input Source** > **Add Webpage**. The website page will appear as shown below.

Figure 4-5 Add website input sources-1

<>	I http://www.pixelhue.com/ C	1920+1080 🗸 🗖 🗙
	Find PIXELHUE ON LDI 2022	
Ĩ.	 Nov. 18th - 20th, 2022 Las Vegas Convention Center Booth #2629 	

- Step 3 Enter an URL in the address bar.
- Step 4 Press Enter to enter the website and select the content to be played.
- Step 5 Click the drop-down arrow at the top right to show the list where you can set the webpage resolution.
- Step 6 Click × at the top right to close and finish adding the website.

🖹 Note

When multiple tabs are opened, the input source displays the tab you stay on before closing.

Properties Media Library Input Sources

Figure 4-6 Add website input sources-2

- 1: Preview window where you can preview the input source image, input source name, type and resolution
- 2: List all the input sources with their names.

£

- : The added NDI input source
- : The input sources from the acquisition device
 - : The added webpage input source

4.2.3.3 Add NDI Input Sources

After Pilot MS3 is successfully installed, the NDI configuration tool NDI Sender that comes with Pilot MS3 will be installed. After NDI Sender is enabled, Pilot MS3 will automatically search for all the computers whose NDI sending functions have been enabled in the current network segment.

Prerequisites

- The computer running the NDI Sender and Pilot MS3 must be on the same network segment.
- Make sure the computer running the NDI Sender and Pilot MS3 can communicate normally.

NDI Settings

Step 1 Double click the NDI Sender shortcut on the desktop to open the NDI Sender software.

Figure 4-7 NDI Sender

NDI Sender	语言/Language: English 🔻 🗕 🗙
Name: 16006842-P	Select ROI Show ROI
Screen: Screen:0(1920x1080)	Sent ROI x: 0
Start Reset	w: 1920 🛟 h: 1080 🛟

Step 2 Set the image position and size for NDI on the computer screen.

There are two methods to set the NDI image position and size.

- Click **Select ROI** and then click and drag the mouse to select the display area you want to send.
- In the **Sent ROI** area, you can precisely set the position and size of the sent area.
 - x: The horizontal offset from the top left corner of the sent area to the screen's left edge
 - y: The horizontal offset from the top left corner of the sent area to the screen's top edge
 - w: The horizontal width of the sent area
 - h: The vertical height of the sent area

After the settings, you can click **Show ROI** to see the image position and image size you have set.

- Step 3 Enter an NDI name.
- Step 4 Select the screen you want to send if there are multiple computer screens.
- Step 5 Enter the frame rate of the NDI image. The default value is 25.
- Step 6 Click **Start** to complete the NDI Sender settings.

Add NDI Input Sources

- Step 1 Click the Input Sources tab on the right pane of the user interface.
- Step 2 Right click the blank area and go to **Add Input Source** > **Add NDI Screen**. The system will automatically search the current network segment for all the NDI-enabled devices and then show you the NDI list.

Figure 4-8 NDI list

Add NDI Screen			×
NDI Input			C.)
	IP	Name	
172.1	18.12.116:5961	16006842-P (16006842-P)	
		Save	

Step 3 Select the NDI sources from the NDI list.

Figure 4-9 Select NDI sources

Add NDI Screen			×
NDI Input	IDI Input NDI-1		C.J
	IP	Name	
172.	18.12.116:5961	16006842-P (16006842-P)	
		Save	

Step 4 Enter an NDI name.

After the name is changed here, the new name will be displayed under the **Input Sources** tab.

Step 5 Click **OK** to complete adding an NDI source.

Website Input Source Menu

Right click an input source under the **Input Sources** tab to show the website input source menu.

Figure 4-10 Website input source menu

Add Input Source 🔸
Rename
Set Loop Interval
Stop Loop Preview
Delete
Properties

- Add Input Source: Add the network media, NDI screen or webpage.
- Rename: Change the input source name.
- Set Loop Interval: Set how long the input source is previewed in the preview area.
- Stop Loop Preview: Stop loop preview of the current input source in the preview area.
- Restore Loop Preview: Perform loop preview of all the input sources in the preview area.
- Delete: Delete the current input source.
- Properties: View the relevant information of the input source, including the name, type, network address, resolution and frame rate.
- Click at the bottom right of the acquisition card to select whether to add the sources from the acquisition device.

4.3 Manage Layers

4.3.1 Add Layers

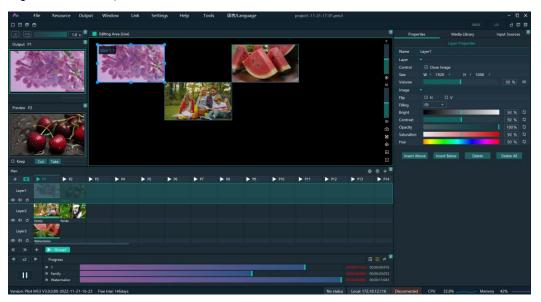
The layer is a container where you store the media file of a program. Before you edit the program, please add the layers and add the media files into the layers first.

Step 1 Click + at the top left in the Plan area to add a layer.

The new layer will be added to each program.

Step 2 Change the layer position in the **Editing Area** to arrange the output slices and avoid overlapping perfectly.

Figure 4-11 Slice position



Step 3 Select a layer and click the **Properties** tab on the right pane to show the layer properties.

Step 4 Configure the layer-related properties by referring to Table 4-2.

B Notes

- When you click and drag the layer, the purple auxiliary lines appear to help you better align the layers.
- When there are too many media items, you can search for the media item in the search box above.

4.3.2 Layer Mosaic

Applications

When an image needs to be output by multiple connectors and pixel-to-pixel display is required, you can use this function to satisfy your needs.

Figure 4-12 Layer mosaic effect







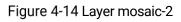
Operating Procedure

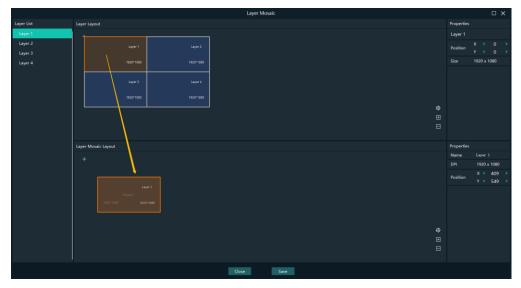
Step 1 Click 🖬 at the top left in the **Plan** area to open the layer mosaic window.



				Layer Mosaic				ĸ
Layer List	Laye	r Layout			Properties			
Layer 1	4				Layer 1			
Layer 2								
Layer 3								•
Layer 4			1920*1080			1920 x 1	080	
		Layer 3	Layer 4					
			1920*1080					
	'			l -				
		r Mosaic Layout			Properties			
					Name			
	+				DPI			
								>
					Position			•
				•				
				Close Save				

Step 2 Select and drag the layers in the Layer Layout area to the Layer Mosaic Layout area.





Step 3 Arrange the layers in the way you prefer in the Layer Mosaic Layout area.

Figure 4-15 Layer mosaic layout

					Layer Mosaic				Π×
		Layout						Properties	
Layer 1	l +							Layer 2	
Layer 2 Layer 3								Position	X < 1920 > Y < 0 >
Layer 4									1920 x 1080
		Layer 3	Layer 4						
			1920*1080						
	-						\$ 		
	Layer	Mosaic Layout						Properties	
	+							Name	
	-								
								Position	X < 4799 > Y < 429 >
							¢		
							÷ 		
	Γ								
				Cle	ose Si	ave			

Step 4 (Optional) Change the mosaic layer name in the **Properties** area on the right.

Step 5 Click Save to complete the layer mosaic.

After the mosaic is completed, a new mosaic layer will be displayed in the **Plan** area.

4.3.3 Set Layer Properties

Layer Menu

Right click a layer in the **Plan** area to show the layer menu as shown below.



Figure 4-16 Layer menu

- Rename: Change the layer name.
- Close Image: Do not display the image of the current layer in all the programs.
- Close Audio: Do not play the audio of the current layer in all the programs.
- Lock layer: Lock the current layer in all the programs. After the layer is locked, the layer property changes will not take effect.
- Forward/Backward: Adjust the order of the layer.
- Insert Above: Insert a layer above the current layer row.

- Insert Below: Insert a layer below the current layer row.
- Clear Layer: Clear the data in the current layer.
- Delete Layer: Clear the layer data and delete the layer.

Layer Properties

- Step 1 Select a layer in the **Plan** area or **Editing Area**.
- Step 2 Select the **Properties** tab on the right pane of the user interface.

Figure 4-17 Layer properties

Properties	Media Library	Input Sources
	Layer Properties	
Name Layer 1		
Layer 🔻		
Control 🛛 🗘	Close Image	
Size W 🔇	1920) H < 1080	
Volume		50 % ¢»
lmage 🔻		
Flip 🗆 H	I DV	
Filling Fill	~	
Brightness		50 % 🗘
Contrast		50 % CJ
Opacity		100% 🗘
Saturation		50 % 🗘
Hue		50 % 🗘
Insert Above	Insert Below Delete Layer	Clear Layer

Table 4-2 Function descriptions

Function	Description
Name	View and change the layer name.
Control	Close Image: Do not display the image of the current layer, and only the audio is played.
Size	Change the layer size.W: Set the layer size in the horizontal direction.H: Set the layer size in the vertical direction.
Volume	 Adjust the output volume of the current layer. The default value is 100%. Click ⁽¹⁾) to turn off the audio. Click III to reset the volume to default.

Flip	Set the flipping mode of the output image. If H and V are not selected, the output image is displayed normally, without any flipping effect.
	H: Flip the image horizontally.V: Flip the image vertically.
Filling	Set how the image is displayed in the selected layer.
	 Fill: The image fills the whole layer. Proportional: The image is scaled and displayed in the layer according to its original aspect ratio.
Brightness	Set the overall brightness of the layer image. The value range is 0%–100%, and it defaults to 50%.
Contrast	Set the overall contrast of the layer image. The value range is 0%–100%, and it defaults to 50%.
Opacity	Adjust the transparency of the output image. The value range is 0% (totally transparent)–100% (opaque), and it defaults to 100%.
Saturation	Adjust the colorfulness of the output image. The value range is 0%–100%, and it defaults to 50%.
Hue	Set the relative degree of how bright or dark the output image is. The value range is 0%–100%, and it defaults to 50%.
Insert Above	Insert a layer below the current layer row.
Insert Below	Insert a layer below the current layer row.
Delete Layer	Clear the layer data and delete the layer.
Clear Layer	Clear the data in the current layer.

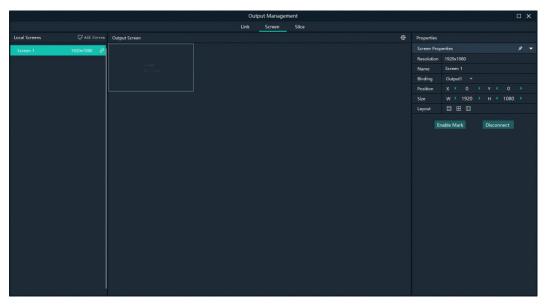
4.4 Build Application Environment

In Pilot MS3, you can use the screens and slices to build an application environment according to your actual on-site needs.

- Screen: Configure the output image displayed on the screen.
- Slice: Configure the image output by the corresponding output connector.

Click **Output** in the menu bar to open the **Output Management** window where you can relate the screens with the output connectors and change the screen position and sequence.

Figure 4-18 Output management



4.4.1 Add Screens

Each output connector on the discrete graphics card of the computer or server where Pilot MS3 is installed corresponds to a screen.

To synchronize output images, please refer to 8 Graphic Card Mosaic to complete relevant configurations.

Add and Bind Screens Automatically

Pilot MS3 will automatically detect the graphics card connectors and then complete the adding and binding of those detected connectors. All the connectors are displayed in the output list on the left.

Add and Bind Screens Manually

When you add the graphics card to the control PC or change the saved project file, you can add the screens manually.

- Step 1 Click Add Screen at the top left to add an output.
- Step 2 Set the screen position and size according to the screen layout in the **Screen Properties** area on the right.

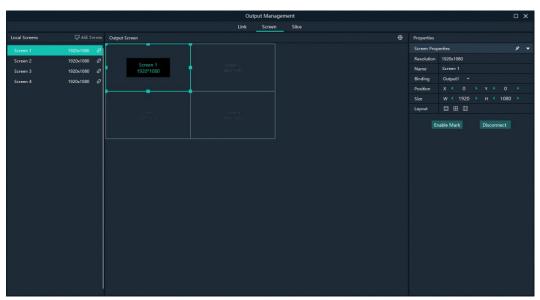
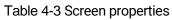


Figure 4-19 Screen management



Menu	Description
Resolution	The resolution of the screen loaded by the connectors
Name	Change the screen name.
Binding	Set the relationship between the output connector and screen.
Position	 X: Set the horizontal distance between the top left corner of the screen and the top left corner of the screen editing area. Y: Set the vertical distance between the top left corner of the
	screen and the top left corner of the screen editing area.
Size	Set the screen size.
	• W: Set the screen size in the horizontal direction.
	• H: Set the screen size in the vertical direction.
Layout	When there are multiple screens, use this function to arrange the screens quickly.
	• 📕: All the screens are arranged in a 1×4 pattern.
	• 📰: The screens are arranged in a 2×2 pattern.
	• 🛄 : All the screens are arranged in a 4×1 pattern.
Enable Mark	Display a sequence number on the output connector and screen, which helps you easily identify and adjust the output pattern.
Disable Mark	Do not display the sequence number.

Disconnect	Do not show the output image of the current screen.
Connect	Show the output image of the current screen.

Step 3 Click and drag the screens to complete the screen mosaic.

4.4.2 Add Slices

Pilot MS3 uses the slices to output the image to the LED screen. Select the desired image area of the layer using the slice, and then map the image to the output connector to complete the image construction.

- Step 1 Click Output in the menu bar to open the Output Management window.
- Step 2 Select the Slice tab.

Figure 4-20 Screen slice and area descriptions

		Outp	put Managemen	t					□ ×	K
		Link	Screen	Slice						
Layer List +	Output Slice					⊠ ⊕ ⊠	Properties			
▶ Layer 1 년 +							Output Slice		đ ،	
▶ Layer 2 Ć +	Slice 1	5 91 H.S.A	AR CO				Basic			
له Layer 3 ۲ + ح Layer 4 ۲ +		1/1-12/19					Name	Slice 4-1		
Slice 4-1 O C	901 ABASS	10 P.A.					Position		Y 🔨 1080 🔰	
	STON CONTRACTOR		1.2				Size	W 🔨 1920 🔉 🖒		
		and a start					Ratio	□ 16:9 □ 16:10	□ 5:4 □ 4:3	
Slice management	Slice 3-1	41 10					Rotation	0		
		79	8	Out	put slice		Priority	📶 U: † D: 4	т. т. в. 🛓	ł.
	ALL AND ADDRESS OF	N JANA					COIOT			
	All and a second second second		DAVID UN				Opacity R		100% LJ	
			100 C						0 C	
							в		c) 0 (1)	
	Layer Slice					⊠ ⊕ ⊠				
	Sec 41	Layer slice						Properties		

- Slice management: Add and delete slices.
- Output slices: Adjust the output slice positions on the screen to construct the desired output image.
- Layer slices: Adjust the sizes and positions of the layer slices, and flexibly crop the layer image.
- Slice properties: Set the properties of the output slices, layer slices and layers.
- Slice self-adaptive configurations
 - In the layer slice area, click 🔟 to make the selected slice fill the layer.
 - In the output slice area, click 🔟 to make the selected slice fill the screen.
- 👜 : Restore the canvas to the origin.
- Slice or Layer | Slice area.

Step 3 Add the slices.

1. In the Layer List area, select the desired layer to add the slices.

2. Click + next to the layer name to add a slice.

Note

You can also add the slices by simple copy and paste operations. Right click the desired slice in the **Layer List** area and then select **Copy**, and right click it again and then select **Paste** to add a slice.

Application Example

If you want to output only the watermelon area in Layer 4, do the following.

 Unit
 Size
 Size
 Norder
 <

Figure 4-21 Slice application example

- Step 1 Under the Slice tab, select Slice 4-1 on the left side.
- Step 2 In the **Layer | Slice** area, move the slice to cover the tree and adjust the slice size as needed.
- Step 3 In the **Output** | **Slice** area, adjust the output slice size as needed and move the slice to the desired screen.

4.4.3 Set Slice Properties

Output Slice

The output slices are used for the construction of the output image. The output slice outputs the image of the corresponding layer slice, and then scales the layer slice image according to the output slice size you set. Select the desired output slice in the **Output** | **Slice** area, and then set the slice properties on the right.

Figure 4-22 Output slice properties

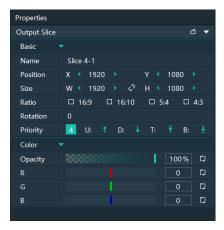


Table 4-4 Function descriptions

Area	Parameter	Description
Basic properties	Name	Display or change the name of the output slice.
properties	Position	View or set the output slice position in the Output Slice area. The origin of the Output Slice area is the adjustment reference point and the adjustment unit is the pixel.
		• X: View or set the horizontal coordinate of the top left corner of the output slice in the Output Slice area.
		• Y: View or set the vertical coordinate of the top left corner of the output slice in the Output Slice area.
	Size	View or set the output slice size.
		• W: View or set the output slice size in the horizontal direction.
		• H: View or set the output slice size in the vertical direction.
		• Click 🖉 between W and H to lock the slice aspect ratio.
	Ratio	Set the aspect ratio of the output slice.
	Rotation	Rotate the output image clockwise based on the center of the output slice.

Area	Parameter	Description			
	Priority	View or set the displaying priority of the output slice.			
		• Display: Indicate the priority of the output slice by a number. The larger the number, the higher the priority, i.e., the more front the output slice is displayed.			
		 Adjustment: Select the desired output slice, and then click , , , , , , , , , , , , , , , , , , ,			
Color properties	Opacity	Adjust the transparent degree of the output slice. The value ranges from 0% (totally transparent) to 100% (nontransparent).			
	R/G/B	Adjust the RGB values of the output slice.			

Layers

Select the desired layer in the **Layer** | **Slice** area, and then set the layer properties on the right.

Figure 4-23 Layer properties

Properties							
Layer						đ	•
Basic	•						
Name	Layer	1					
Position	X <	0		Y	0		
Size	w <	1920	ŝ	Н	1080		

- Name: Display or change the name of the layer.
- Position: View or set the layer position in the Layer | Slice area. The origin of the Layer | Slice area is the adjustment reference point and the adjustment unit is the pixel.
 - X: View or set the horizontal coordinate of the top left corner of the layer in the Layer | Slice area.
 - Y: View or set the vertical coordinate of the top left corner of the layer in the Layer | Slice area.
- Size: View or set the layer size.
 - W: View or set the layer size in the horizontal direction.
 - H: View or set the layer size in the vertical direction.
 - Click Setween W and H to lock the slice aspect ratio. If one of the two values is changed, the other value will change automatically according to the aspect ratio.

Layer Slices

Select the desired layer slice in the **Layer**| **Slice** area, and then set the layer slice properties on the right.

The layer slice is used to select a specific image area of the layer image.

Figure 4-24 Layer slice properties

Properties		
Layer Slice		<u>ح</u> ک
Basic		
Name	Slice 3-1	
Position	X < 0 >	Y < 0 >
Size	W 🔨 1920 🔸 🛷	H < 1080 >
Ratio	🗆 16:9 🗆 16:10	□ 5:4 □ 4:3

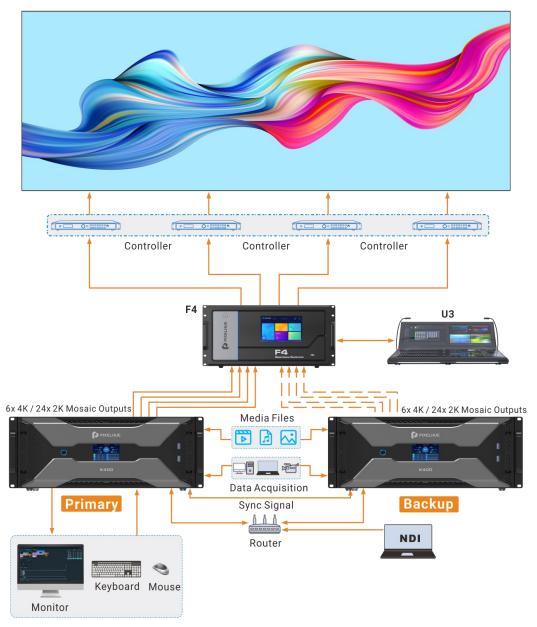
Table 4-5 Function descriptions

Parameter	Description
Name	Display or change the name of the layer slice.
Position	View or set the layer slice position upon the layer. The top left corner of the layer is the adjustment reference point and the adjustment unit is the pixel.
	• X: View or set the horizontal coordinate of the top left corner of the layer slice upon the layer.
	• Y: View or set the vertical coordinate of the top left corner of the layer slice upon the layer.
Size	View or set the layer slice size.
	• W: View or set the layer slice size in the horizontal direction.
	• H: View or set the layer slice size in the vertical direction.
Ratio	Set the aspect ratio of the layer slice.

4.4.4 Configure Link Backup

Pilot MS3 supports the device backup to set the backup relationship between two devices. You can set one of the devices as the primary device or the backup device. When the primary device has got a problem or the primary device's cable fails, the backup device will take over the responsibilities of the primary device seamlessly, and continue to work well to ensure the LED screen will not go black.

Figure 4-25 Application



Prerequisites

- The primary and backup devices must be on the same network segment.
- The primary and backup devices must be connected to the same downstream device, such as an F4 shown above.

Operating Procedure

Step 1 On the primary device, go to Link > Link Settings or click Output > Link to open the Output Management window.

Figure 4-26 Link settings

		Output Manageme	ent	ΠX
		Link Screen	Slice	
	Device List	C	Device Edit	
Name:IP:	zhangkui-P1 172.18.12.130			
			Matterll.ocal) Name: 16006842.P IP: 172.16.12.116 Connected Disconnected	
		① Set as slave: Drag a device to the blank area. Set as backup: Drag a device to the o	device on the right side. One device supports one backup only.	

In the device list, the system will automatically search for all the online devices on the current network segment.

Device status descriptions:

- Name:
 - The media server name
 - 🛛 💭: The device is online.
 - • The device is offline.
- IP:
 - The device IP address
 - 📃 The device is not used as a backup one.
- Step 2 In the device list, select the device used as a backup one.
- Step 3 Select the desired device and drag it to the target primary device to complete the backup setting

Figure 4-27 Backup settings

		Output Management
		Link Screen Silce
	Device List C	Device Edit
Name:IP:	zhangkui-P1 172.18.12.130	
		Master(Local)
		Name: 16006842-P IP: 172.18.12.116
		1/2 1/216/1216
		● Backup 🔗
		Name: zhangkui-P1
		IP: 172.18.12.130
		Connected
		Disconnected
		① Set as slave: Drag a device to the blank area. Set as backup: Drag a device to the device on the right side. One device supports one backup only.

Other Operations

On the output management page, right click the backup device to show the context menu.

			Output Management				
		Lin	k Screen Slice				
	Device List	C		Device Edit			
Name:IP;	zhangkui-P1 172.18.12.130						
			Master(Local)				
			Name: 16006842-P				
			IP: 172.18.12.116				
				P			
			Name: zhangkui-P1	Disconnect			
			IP: 172.18.12.130	Remove			
						Connected -	
						Disconnected -	
	T INVESTIGATION	① Set as slave: Drag a device to the blank area. Set as backup:	Drag a device to the device	on the right side. One device	supports one backup only.		

Figure 4-28 Context menu for backup device

- Click **Disconnect** to disconnect the backup device from the primary device. Right click again and select Connect to reconnect them.
- Click **Remove** to delete the backup device and remove the backup relation between the primary and backup devices.

4.5 Produce Programs

The playback unit of Pilot MS3 is the program.

After you have completed the construction of the outputs and added images to the layers, the system will output the image according to your construction (slices).

4.5.1 Edit Programs

The system provides 50 programs by default. Before the playback of a program, you must add the media files or input sources to the layers of the programs.

Select the desired media file or input source in **Media Library** and drag it to the target program layer in the **Plan** area.

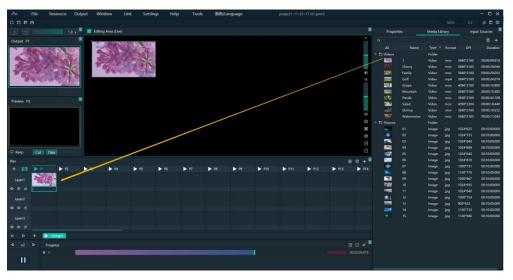


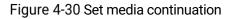
Figure 4-29 Edit programs

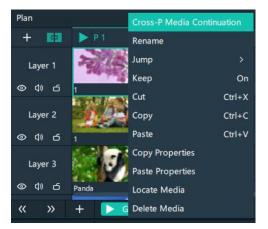
- The functions of the icons in the **Plan** area are described as follows.
 Return to the first program column.
- 💿: Locate the program that is being played or edited.
- 🖶: Add a new program.
- Surn off the image display of the selected layer.
- Turn on the image display of the selected layer.
- 💵: Turn off the audio of the selected layer.
- Main the audio of the selected layer.

4.5.2 Set Media Continuation

When you want to play media content in the same layer of multiple continuous programs, you may need to add the same media file to each program. The added media will be played from the beginning when a new program starts, which may not be what you want to see. The cross-program media continuation function can perfectly solve this problem. After you have enabled this function for a specified media, the program will be played continuously but not played from the beginning when a new program is started.

Step 1 Right click the desired media in the **Plan** area and select **Cross-P Media Continuation** from the context menu.





Step 2 Click and drag the media to the target program.

Note

Right click the desired media and select **Cross-P Media Continuation**, and then right click again the target program and select **Complete Continuous Operations** to complete the media continuation settings.

4.5.3 Set Program Properties

Program Menu

Right click a program to show the context menu as shown in the following, and you can set the program properties as needed.

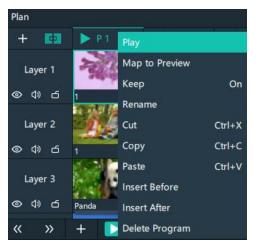


Figure 4-31 Set program properties

- Play: Play the current program.
- Map to Preview: Show the program content in the preview area.
- Keep: After this is enabled, when the playback switches to the program, it starts to play from the last position. After this is disabled, when the playback switches to the program, it starts to play from the beginning.
- Rename: Change the program name.

- Cut: Cut the current program.
- Copy: Copy the current program and its properties.
- Paste: Paste the copied program and its properties to the specified program.
- Insert Before: Add a new program before the current program column.
- Insert After: Add a new program after the current program column.
- Delete Program: Clear all the layer data in the program and delete the program.

Program Properties

- Step 1 Select a layer in the Plan area or Editing Area.
- Step 2 Select the **Properties** tab on the right pane of the user interface to show the program property settings.

Pro	perties	Media Library	Input Sources
		- Program Properties	
Name	P 1		
Status	Playing		
Keep			
Switching	g Fade 🔫	Fade In 10.0 s	Fade out 10.0 s
Image	•		
Brightnes	ss		50 % CJ
Contrast			50 % tj
	Add Before	Add After	Delete Program

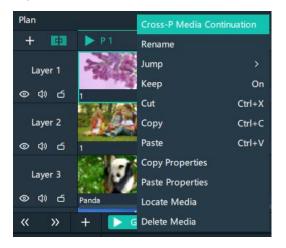
Figure 4-32 Program properties

- Name: View or change the program name.
- Status: Display the playback status of the current program.
- Keep: After this is enabled, when the playback switches to the program, it starts to play from the last position. After this is disabled, when the playback switches to the program, it starts to play from the beginning.
- Switching: Set the transition effect for program switching. The options include **Fade** and **Cut**.
- Fade In: When **Fade** is selected, set the duration for the current media to appear.
- Fade Out: When **Fade** is selected, set the duration for the current media to disappear.
- Brightness: Set the brightness of the images in the program.
- Contrast: Set the contrast of the images in the program.
- Add Before: Add a new program before the current program.
- Add After: Add a new program after the current program.
- Delete Program: Clear all the layer data in the program and delete the program.

Media Context Menu in Program

Right click a media in a program in the **Plan** area to show the context menu.

Figure 4-33 Media context menu



- Cross-P Media Continuation: When you want to play a media in the same layer of multiple continuous programs, you may need to add the same media file to each program. The added media will be played from the beginning when a new program starts, which may not be what you want to see. The cross-program media continuation function can perfectly solve this problem. After you have enabled this function for a specified media, the program will be played continuously but not played from the beginning when a new program is started.
- Rename: Change the name of the media in the program. The media name in the media library is changed at the same time.
- Jump: Set the jump playback mode of the current media after the media playback ends.
 - Loop: Loop the playback of the selected media in the program, and then
 will be displayed at the top right of the layer in the **Plan** area.
 - EOF: The current media will stop the playing and display the last frame after being played once, and it will be displayed at the top right of the layer in the **Plan** area.
 - Stop: The playback will stop after being played once, and uisplayed at the top right of the layer in the Plan area.
 - Next Program: Jump to the next program after the current media playback ends.
 - Jump to Specified Program: Specify the desired program and the specified program will be played automatically after the current program is completed.
- Keep: After this is enabled, when the playback switches to the program, it starts to play from the last position. After this is disabled, when the playback switches to the program, it starts to play from the beginning.
- Cut: Cut the media in the layer of the current program.
- Copy: Copy the media in the layer of the current program.
- Paste: Paste the copied or cut media.

- Copy Properties: Copy the properties of the selected media.
- Paste Properties: Paste the copied media properties to another media.
- Locate Media: Locate the current media file in the media library.
- Delete Media: Delete the selected media.

Program Media Properties

- Step 1 Select the desired media in a program.
- Step 2 Select the **Properties** tab on the right pane of the user interface to show the media property settings.

Figure 4-34 Media properties

Prope	rties	Media Li	brary	Input Sources		
		Media Proj				
Name						
Time						
Duration	0:00:09:9	76				
Start Time	0:00:00:00:00	0 0				¢
End Time	0:00:09:9	76				¢
Delay	0:00:00:00:00	0 0				¢
Play						
🗉 Loop	□ EOF □ Stop	Loop	Times			
No Jump	o □ Next Prog	ram				
Switching	Fade 🔻	Fade In	10.0 s	Fac	de Out 10.	D s
Кеер						
Speed					1.0	C)
Volume					100%	\$
Image						
Filling	Fill 🔻			Flip	он о у	
Brightness					50 %	¢)
Contrast					49 %	¢
Opacity					100%	¢)
Saturation					55 %	Φ
Hue					46 %	¢)
Crop						
Keying						
· /	#000000	R 0	G 0	Β Ο		¢)
Borders						
• Ø	#000000	R 0	G 0	Β Ο	A 100	C)
Percent 🔻					2	%

Area	Function	Description
Name		View or change the media name.
Time	Duration	View the length of the media playing time.
	Start Time	Set the start time of the media playback. The start time value cannot be later than the media duration.
	End Time	Set the end time of the media playback. The end time value is later than the start time, and cannot be later than the media duration.
Play	Play	Set the playback mode of the current media during the playing time of the program.
		• Loop: Loop the playback of the selected media in the program, and then is will be displayed at the top right of the layer in the Plan area.
		• EOF: The current media will stop the playing and display the last frame after being played once, and will be displayed at the top right of the layer in the Plan area.
		• Stop: The playback will stop after being played once, and will be displayed at the top right of the layer in the Plan area.
		• Loop Times: Set the loop playback times of the current media, and is displayed at the top right of the layer in the Plan area. ("N" stands for the number of loop times).
	Jump	Set the jump playback mode of the current media after the media playback ends.
		 No Jump: No operation will be performed after the current media playback ends.
		• Next Program: Jump to the next program after the
		current media playback ends, and will be displayed at the top right of the layer in the Plan area.
		• If you have enabled the program jump, the group name and program name of the next program are displayed and is will be displayed at the top right of the layer in the Plan area.
	Switching	Set the transition effect for switching the current media in the program layer. The options include Fade and Cut .

Table 4-6 Media property descriptions

	Fade In	When Fade is selected, set the duration for the current media to appear.							
	Fade Out	When Fade is selected, set the duration for the current media to disappear.							
	Кеер	After this is enabled, when the playback switches to the program, it starts to play from the last position. After this is disabled, when the playback switches to the program, it starts to paly from the beginning.							
	Speed	Set fast playback speed for the media.							
	Volume	Adjust the output volume of the media.							
		Click on the right of the volume to turn off the output volume of the layer.							
Image	Filling	 Set how the image is displayed in the selected layer. Fill: The image fills the layer. Proportional: The image is scaled and displayed in the layer according to its original aspect ratio. 							
	Flip	Set the display mode of the output image. If H and V are not selected, the output image is displayed normally, without any flipping effect.							
		H: Flip the image horizontally.V: Flip the image vertically.							
	Brightness	Set the overall brightness of the layer image. The value range is 0%–100%, and it defaults to 50%.							
	Contrast	Set the overall contrast of the layer image. The value range is 0%–100%, and it defaults to 50%.							
	Opacity	Set the transparency of the output image. The value range is 0% (totally transparent)–100% (opaque), and it defaults to 100%.							
	Saturation	Adjust the colorfulness of the output image. The value range is 0%–100%, and it defaults to 50%.							
	Hue	Set the relative degree of how bright or dark the output image is. The value range is 0%–100%, and it defaults to 50%.							

Crop	Crop	Cropping method:
0.00	0.00	 Crop: Crop the output image.
		 Stretch: The media adapts to and fills the layer.
		Percentage:
		 Selected: The unit for the cropping is the percentage.
		 Deselected: The unit for the cropping is the pixel.
		T: Set the size of the cropped area at the top part of the media.
		B: Set the size of the cropped area at the bottom part of the media.
		L: Set the size of the cropped area at the left part of the media.
		R: Set the size of the cropped area at the right part of the media.
Keying		Subtract the specified color and delete it from the selected media.
		Check the box next to Color Key to enable the function and delete the selected color.
		Four method of selecting the color to be deleted are available:
		• Click the eyedropper 🥕 and select the color to be deleted on the screen.
		• Click the color block and select the color in the displayed Select Color page.
		• Next to #, enter the value of the color to be deleted.
		• Double click the values next to RGB and enter their values, respectively, to precisely set the color.

Borders	Configure the size and color of the image borders.
	Check the box next to Borders to enable the function.
	• Set the border color. Four methods are available:
	 Click the eyedropper
	 Click the color block and select the color in the displayed Select Color page.
	 Next to #, enter the value of the desired color.
	 Double click the values next to RGB and enter their values, respectively, to precisely set the color.
	 Click the A value and enter a value to set the border opacity. The value range is 0% (totally transparent)-100% (opaque).
	• Set the border size. Two methods are available.
	 Percent: Set the percentage of the border size to the media.
	 Pixels: Set how many pixels the border size occupies.

4.5.4 Set Program Jump

After the program editing is completed, set the program jump to realize the automatic continuous playback of the programs.

Before the program jump settings, you need to specify a media in each program as the timing base. After the playback of the selected media ends, the specified program will start to play.

- Step 1 Select the desired media in a program in the **Plan** area and right click the media to open the context menu.
- Step 2 Go to Jump > Jump to Specified Program and all the programs become selectable.

Plan 🕀 🗇 + 🖉																		
		▶ P 1	► P 2	2	▶ РЗ			P 4	▶ P 5	▶ P 6	▶ P 7	▶ P 8	▶ P 9	▶ P 10	▶ P 11	▶ P 12	▶ P 13	▶ P 14
Laye			4				1											
(1)		1	Cherry	P	anda		Family											
Layı © (1)		Watermelon	Shrimp	ЭР,														
Laye		watermelon	Snrimp															
(a)		Golf																

Figure 4-35 Program jump

Step 3 Select the desired program to complete the jump settings.

If you want to jump to a program in another group, click the name of the group where the program belongs, and then click the program name to complete the program jump between program groups.

Step 4 Repeat Step 1 to Step 3 to complete the jump settings for more programs.

After the program jump settings, 🖭 is displayed at the top right of the layer in the **Plan** area.

🖹 Note

When two programs become jump partners for each other, they will be played circularly.

4.5.5 Manage Program Groups

When you need a large number of programs, you can create groups to manage those programs. Each group supports 20 programs by default.

Step 1 Click + at the bottom left in the **Plan** area to add a program group.

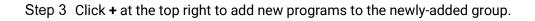
Plan								~~~~	w			• · · · · · ·	¢	⊚ + ∅
+ 53	▶ P1	► P2	► P3		▶ P 5	▶ P 6	▶ P7	► P8	▶ P 9	▶ P 10	▶ P 11	▶ P 12	▶ P 13	▶ P 14
Layer 1	る	1	S	1										
	1		Panda	Family										
Layer 2		34												
@ \$ d	Watermelon	Shrimp												
Layer 3	-1-													
	Golf													
« »	+ 🛌	roup 1												
41 x2	t⊅ Prog	ress												□ ≓ ⁰
	II Far	ily												
11														

Figure 4-36 Add program groups

Step 2 Right click the group name and select **Rename** to give the group a new name.

Plan														٥	⊚ + ®
+		▶ P 1	▶ P 2	► P 3	▶ P.4	▶ P 5	▶ P 6	▶ P 7	▶ P 8	▶ P 9	▶ P 10	▶ P 11	▶ P 12	▶ P 13	▶ P 14
Lay	ver 1	1 miles	25		3/27										
© 4		1	Cherry	Panda	Family										
Lay															
© 4		Watermelon	Shrimp												
Lay	ver 3	and -	5) 8												
© 4		Golf	Rename												
«		+ 돈	Gr Delete	k											
41		t⊅ Pro	gress												ਗ਼ ≑ 🙆
			mily												:00:20:053
	Ш														

Figure 4-37 Rename groups



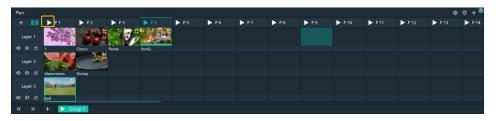
4.6 Playback Control

After the program editing, you can play the programs.

Program playback: Click next to a program name in the Plan area to play the program.

During the playback of a program, you can also switch the playback content of a layer. For example, in the below figure, when **Program 1** is being played, double click the media in **Layer 2** of **Program 2** to switch the playback of the media.

Figure 4-38 Playback control-1



• Playback control: In the playback control area, control the playback of a single media or all the media.

Figure 4-39 Playback control-2



- Click 🕨 or 🎹 to play and pause the playback of all media in a program.
- Click or media name to play or pause the playback of the selected media.
- Click I at the top right, and the program media adopts the count up timer.
- Click at the top right, and the program media adopts the countdown timer.
- Click at the top right, click the name of the program to be played synchronously and drag the media playback progress bar to play two media synchronously.
- Click x² at the top left to set the fast-forward and rewind speed. The options include x2, x4, x8 and x16. (The number refers to the playback speed and the unit is second.)
- Click 🕨 to set the fast-forward speed.
- Click dt to set the rewind speed.
- In the **Preview** area, click **Cut** or **Take** to send the preview program to the screen.

Figure 4-40 Preview playback



- Cut: Send the currently previewed program to the screen without transition effect.
- Take: Send the currently previewed program to the screen with the fade transition effect.
- If Keep is selected and the program is sent to the screen via Take or Cut, the program will be played from the current playback progress in the preview area. If Keep is not selected and the program is sent to the screen via Take or Cut, the program will be played from the beginning.
- FTB:

Click at the upper left of the main interface and the output image will fade to black within the time you set.

The time ranges from 0 to 5s and it defaults to 1s.

4.7 Save Projects

You can save the editing and settings as an independent project file for easy use in the future.

- Go to File > Save or Save As to save the current project file (*.pms3) to your local storage.
- Click 🛄 at the top left of the main interface to create a new project.
- Click 凹 at the top left of the main interface to save the current project.
- Click I at the top left of the main interface to save the current project as a new project file.
- Click at the top left of the main interface to package the current project, such as all the used media or all the media files and project files, which is convenient for future use.



About This Chapter

This chapter introduces you to various settings of the software.

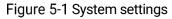
Overview

- System Settings
- Authorization
- Hotkey Binding
- MIDI Binding

5.1 System Settings

Set the startup-related settings. Go to **Settings** > **System Settings** to open the **System Settings** window.

5.1.1 General



	System Settings	×
General Display Audio Office	System Settings Basic Start software after power on Start software and open recent project after power on Play project after opened Auto save project 2min Canvas Canvas Presets: Fresets: Gustom: #000000 R Gustom Cancel	×

Basic

- Start software after power on
 - Selected: Automatically launch Pilot MS3 when the system is started.
 - Deselected: Do not automatically launch Pilot MS3 when the system is started.
- Start software and open recent project after power on
 - Selected: Automatically open the last edited project when Pilot MS3 is launched.
 - Deselected: Display the default interface when Pilot MS3 is launched.
- Play project after opened
 - Selected: When you open a project, the project will be played from where it stopped playing last time.
 - Deselected: When you open a project, no media will be played and the project interface will be displayed.
- Auto save project
 - Set an interval that the system will automatically save the project. The value ranges from 1 to 30 min and it defaults to 5 min.

Canvas

Set the background color of the editing area.

In the canvas settings area, change the background color of the editing area by selecting a preset color or customizing a color.

After the basic and canvas settings are done, click **OK** to apply the settings.

5.1.2 Display

Figure 5-2	Display settings	
	System Settings	þ
General	Coding and Decoding	
Display	Graphics Card: Intel(R) UHD Graphics 770 -	
Audio		
Office	General Fade In: 10.0秒 ℃ Fade Out: 10.0秒 ℃ Apply to All I MFPS	
	OK Cancel	

Coding and Decoding

Configure the rendering graphics card of Pilot MS3.

General

- Fade In: Set the time length from when the current media starts to play to when the media is fully displayed. The value ranges from 0 to 10 s. When the value is set to 0 s, there is no transition effect.
- Fade Out: Set the time length from when the current media starts to stop to when the media is stopped. The value ranges from 0 to 10 s. When the value is set to 0 s, there is no transition effect.
- Apply to All: Apply the duration of Fade In and Fade Out to all the programs. After the time length is set, if you do not click Apply to All, the transition will only be effective on the programs without the added media.
- MFPS: Real-time frame rate
 - Selected: Display the real-time frame rate at the bottom right on the media preview window.
 - Deselected: Do not display the real-time frame rate on the media preview window.

After the coding and decoding and general settings are done, click **OK** to apply the settings.

5.1.3 Audio

On the system settings window, click **Audio** to enter the audio settings tab page.

Figure 5-3 Audio settings

		System Settings	×
General	Channel:	扬声器 (Realtek(R) Audio)	
Display			
Office			
		OK Cancel	

Select an audio output channel from the drop-down list next to **Channel**. Click **OK** to complete the audio settings.

5.1.4 Office

Pilot MS3 supports playback of PowerPoint files. Before playback, configure the basic information of PowerPoint files.

On the system settings window, Click **Office** to enter the office settings tab page.

		System Settings	
General Display Audio Office		1920*1080	
	Move between slid	es	
		OK Cancel	

Figure 5-4 Office settings

- PowerPoint Resolution: Set the resolution according to the resolution displayed on the PowerPoint file.
- Slide Transition: Set the transition of each slide of the PowerPoint document during playback.
 - Animation Mode: Show the animations of slides during playback.
 - Picture Mode: Do not show the animations of slides.

- Use arrow keys to switch between slides
 - Selected: Allow arrow keys to be used to switch between slides.
 - Deselected: Arrow keys cannot be used to switch between slides.

Click **OK** to complete the office settings.

5.2 Authorization

One authorization dongle corresponds to only one authorization file. When the dongle matches the authorization file, Pilot MS3 can be used normally.

Pilot MS3 supports the centralized management of multiple authorization files. When an authorization dongle is inserted, the system can automatically identify the corresponding authorization file to ensure the normal operation of Pilot MS3.

Step 1 Import the authorization file.

- 1. Go to **Settings > Authorization** to open the authorization settings window.
 - 2. Click **Import** at the bottom to open the authorization file importing window.
 - Select the desired authorization file and click **Open**. The system will automatically import the file to Pilot MS3.

Figure 5-5 Authorization file

		Authorization		
А	uthorization List			
10	0:1250139482		Delete	
		Import		

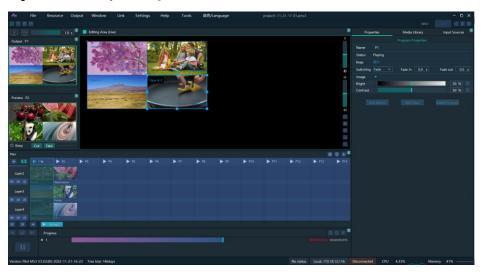
Step 2 Check the authorization.

- 1. Insert the authorization dongle into the system.
- 2. The system will automatically identify the authorization file according to inserted the authorization dongle, and then display **In Use** after successful identification.

5.3 Hotkey Binding

Pilot MS3 supports custom hotkeys, and users can use those keys to operate Pilot MS3 simply and conveniently. Go to **Settings** > **Hotkey Binding** to show the hotkey settings interface, and the areas where you can enable the hotkey function are highlighted.

Figure 5-6 Hotkey binding



Click the target area, and then press the letter or number keys on the keyboard as needed to complete adding the hotkey.

After the adding, go to **Settings** > **Complete Binding** to make the hotkeys take effect and exit the hotkey settings interface.

```
Note:
```

The **Ctrl+H** key combination is a built-in global hotkey which can quickly locate the mouse to the center of the main interface. When you set other hotkeys, this combined one cannot be used.

For example:

Set the hotkey for Program 1 to Q.

- a. On the hotkey settings interface, click **Program 1**.
- b. Press the letter **Q** on the keyboard, and then a letter **Q** will be displayed on Program 1.



5.4 MIDI Binding

Bind the Pilot MS3 functions with the MIDI (Musical Instrument Digital Interface) keyboard. After a successful binding, you can control Pilot MS3 by using a MIDI keyboard.

5.4.1 Connect MIDI Keyboard

Prerequisites

- You have connected a MIDI keyboard to the computer where Pilot MS3 is installed.
- Make sure the computer where Pilot MS3 is installed have successfully recognized the connected MIDI keyboard.

Procedure

Step 1 Click **MIDI** at the top right of the user interface to open the MIDI connection settings window.

	MIDI Co	nnection	Settings			×
MIDI List					¢	
	Connect		Disconnect			

Figure 5-7 MIDI connection

- Step 2 Pilot MS3 will automatically recognize all the connected MIDI keyboards.
- Step 3 Select the desired MIDI keyboard from the MIDI List.
- Step 4 Click Connect to complete the connection.

5.4.2 Bind MIDI

Step 1 Go to **Settings** > **MIDI Binding** to show the MIDI binding page. You can see all the available functions that can be bound with a MIDI keyboard are highlighted.

Figure 5-8 Available functions for MIDI binding

As	File	Resource O	utput Wi	indow Li	nk Setting	js Help	Tools	语音/Langua	ige	project1-1	1-21-17-01.pms3					- o ×
	ŧ															
× 111			😫 📕 Editir	ng Area (Live)									8	Properties	Media Library	Input Sources
Output P1								1223								
-	-914	ta ital (seat	340	all and a second	122		102	and the second						Name Watermelor		1
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1 miles					No. of Lot of Lo	ALC: NO.	10 M	Sec.								0
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			-				~ ~									
Preview P2			-				Sec. 1							HIERS (1980) [0	Estal 12 Loop Times	1 (N)
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	1												125			
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1.00	100												Ø			100%
2.496	V.												Ħ	Image 💌		
П Кеер		Take														Fip COM CON
Plan												0	6 H 8	Bright		50 % 🗘
		▶ 71	► 13	► 14	► 15	▶ P6	► P7	> 78 > >	19 > 19	u 🕨 P11	► P12	► P13	► P14			50 % 13
E 63		- 1	- n.	- 14	P P	P PP					- RK	P. Pd.	P 114	Opacity		100% 🗘
Layer2	100	STA A												Saturation		50 % 0
000	Lard's													Hue		50 % C
and the second	Tenty													Crop 💌		
Layer3	100													Extend * Proporti		
000	Mostan	Panda														0 % 0
1.020		Jak Ca												8		0 % 🗘
Layer4		-//6	2											- L		0 % 0
000	Photoson															0 % ਹੋ
« »	itti I	Group												Keying 💌		
		Progress											1 🗉 🛋 🕯	* • • • • • • • • • • • • • • • • • • •		B 0 🛱
														Borders 💌		
11														D / 0000	100 R 0 G 0	8 0 A 100 CJ
																2 %
Version: Pilot	MS3 V3	0.0.80-2022-11-21-	16-23 Free t	trial: 146days								Local: 172.1			5.95% N	femory 41%

Step 2 Select the target function in Pilot MS3 and then press the desired key on the MIDI keyboard to complete the binding.

After a successful binding, go to **Settings** > **Complete MIDI Binding** to make the binding take effect and exit the binding page.



About This Chapter

This chapter introduces you the software-related and company-related information that may help you during the use.

Overview

- User Manual
- About
- Software Updates
- Contact Us

6.1 User Manual

Go to **Help** > **User Manual** on the menu bar to open and view the product user manual.

6.2 About

View the software version, license agreement and other information, and scan the QR code to get more information on our products or send us your feedback.

6.3 Software Updates

Check the current version of the software. When a new software version is detected, the system will download the latest version and then you can follow the instructions to complete the update.

6.4 Contact Us

View the contact information of the software provider and the software copyright and license agreement.



About This Chapter

To better meet onsite playback requirements, Pilot MS3 has integrated some tools that can be used to edit video files.

Overview

• Transcoding Assistant

7.1 Transcoding Assistant

Pilot MS3 supports the conversion of the video coding format, code rate, resolution, and frame rate to satisfy the requirements of different playback scenarios.

Step 1 Go to **Tools > Media Transcoding** to open the transcoding assistant window.

Figure 7-1 Transcoding assistant

ranscoding Assista						语言/Languag		-
Import Path	Encoding Format	Resolution	Duration	Progress	Save To	:/Users/Nova0053	94/AppData,	/Roaming,
							Open	Change
					Coding	Self-Adaptive		
					Quality	Medium		,
					Code Rate	Self-Adaptive		-
					Frame Rate	Self-Adaptive		÷
					Resolutior	W: 1920 🗘	H: 1	1080 🗘
					(Resolutions g	greater than origin	al will not t	ake effect
					Audio	Кеер		
					optimized to	the videos and .jp o even resolutions t resolution optim	only. (Pict	
					Add	Delete	Transc	ode

- Step 2 Click Add at the bottom to open the local folder where you can select the desired file.
 You can also add multiple files by pressing the Ctrl key and selecting the files simultaneously.
- Step 3 Click Add to add them into the assistant.
- Step 4 Select the target video file.
- Step 5 On the right side, set the parameters of **Coding**, **Quality**, **Code Rate**, **Frame Rate**, **Resolution** and **Audio**.
 - Coding: Set the coding format of the transcoded video. The supported options include **Adaptive**, **h264**, **h265**, **VP9** and **hap**. When **Self-Adaptive** is selected, the video will be transcoded according to the original video coding.
 - Quality: Set the quality of the transcoded video. The supported options include **Low**, **Medium** and **High**.
 - High: Keep the quality of the transcoded video the same as the original video quality.
 - Low: The quality of the transcoded video is relatively blurred compared to the original video quality.
 - Medium: The quality of the transcoded video is between the high and low qualities.
 - Code Rate: Set the code rate of the transcoded video. The supported options include **Self-Adaptive** and **Custom**.

- Adaptive: The code rates before and after the transcoding are the same.
- Custom: Set the desired code rate and the video will be transcoded according to the set value.
- Frame Rate: Set the frame rate of the transcoded video. The supported options include **Self-Adaptive**, **24**, **30**, **60** and **Custom**.
 - Adaptive: The frame rates before and after the transcoding are the same.
 - 24/30/60: The frame rate after the transcoding will be 24 Hz, 30 Hz, and 60 Hz, respectively.
 - Custom: Set the desired frame rate and the video will be transcoded according to the set value.
- Resolution: Set the resolution of the transcoded video.
 - W: Set the horizontal size of the transcoded video. The value defaults to 1920 and can reach a maximum value of 16384.
 - H: Set the vertical size of the transcoded video. The value defaults to 1080 and can reach a maximum value of 16384.
- Audio: Set how to deal with the audio that comes with the video. The supported options include **Keep** and **Remove**.
 - Keep: The transcoded video retains the audio in the video before transcoding.
 - Remove: The transcoded video display pure images without any audio.
- Step 6 Click **Transcode** and the system will automatically start the transcoding process.

When the progress reaches 100% in the **Progress** column, the transcoding completes. After the transcoding, the video will be saved in the path specified in **Save Path**.

- Click **Open** to open the local folder where you can view the transcoded files.
- Click **Change** to change the save path.
- Step 7 Click **Delete** at the bottom to delete the selected video files.



8.1 Set Main Display

Step 1 Right click on your desktop and select Display settings.

Figure 8-1 Display settings

	View Sort by Refresh	>
	Paste Paste shortcut	
-		
5	Intel® Graphics Settings NVIDIA Control Panel	
E		>

Step 2 Select a display to set it as the main display.

Figure 8-2 Multiple displays-1

Settings		- ¤ ×
@ Home	Display	
Find a setting	Rearrange your displays	Sleep better Night light can help you get to
System	Select a display below to change the settings for it. Press and hold (or select) a display, then drag to rearrange it.	sleep by displaying warmer colors at right, Select Night light settings to set things up.
🗢 Display		
40 Sound	1 2	Get help
Notifications & actions		 Give recuback
D Focus assist		
O Power & sleep	Identify Detect	
🖙 Storage		
CB Tablet	Color	
H Multitasking	Night light	
Projecting to this PC	C Off	
X Shared experiences	Night light settings	
D Clipboard	Windows HD Color	
>< Remote Desktop	Get a brighter and more vibrant picture for videos, games and apps that support HDR.	
③ About	Windows HD Color settings	
	Scale and layout	
	Change the size of text, apps, and other items	
	1000 Recommended	

Note

When multiple displays are connected, you can click **Identify** to show the number at the bottom left corner on each display.

Step 3 For the Multiple displays item, select Extend these displays.

Figure 8-3 Multiple displays-2

Sett	ings		7	×
බ	Home	Display		
F	ind a setting ,P			
Sys	tem	Windows HD Color		
0	Display	Get a brighter and more vibrant picture for videos, games and apps that support HDR. Windows HD Color settings		
40	Sound			
Q	Notifications & actions	Scale and layout		
ð	Focus assist	Change the size of text, apps, and other items 100% (Recommended)		
0	Power & sleep	Advanced scaling settings		
-	Storage	Display resolution		
-78	Tablet	1920 × 1080 (Recommended) V		
Ħ	Multitasking	Display orientation Landscape V		
ø	Projecting to this PC	Multiple displays		
×	Shared experiences	Multiple displays		
Ô	Clipboard	Extend these displays \sim		
×	Remote Desktop	Make this my main display		
0	About	Advanced display settings		
		Graphics settings		

Step 4 On the window that appears, select **Keep changes**.

Figure 8-4 Confirmation

Keep these display settings? Reverting to previous display settings in 12 seconds.	
	Keep changes Revert

Step 5 Check the box next to Make this my main display.

8.2 Change Resolutions

8.2.1 Set Standard Resolutions

Step 1 Right click on your desktop and select Display settings.

Ŭ		•
	View	>
	Sort by	>
	Refresh	
	Paste	
	Paste shortcut	
	Intel® Graphics Settings	
<u>@</u>	NVIDIA Control Panel	
	New	>
	Display settings	
-	Personalize	
	1 cr3onunze	



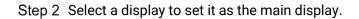
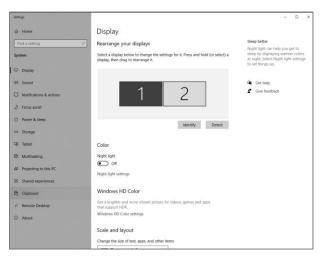


Figure 8-6 Multiple displays-1



E Note

When multiple displays are connected, you can click Identify to show the number at the bottom left corner on each display.

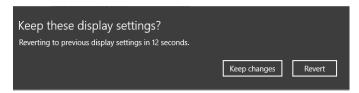
Step 3 For the **Display resolution** item, select the desired output resolution.

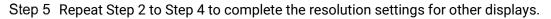
Figure 8-7 Multiple displays-2

Sett	ngı		70	×
â	Home	Display		
8	ind a setting			
Sys	tem	Windows HD Color		
	Display	Get a brighter and more vibrant picture for videos, games and apps that support HDR.		
40	Sound	Windows HD Color settings		
	Notifications & actions	Scale and layout		
	Focus assist	Change the size of text, apps, and other items		
		100% (Recommended) V		
0	Power & sleep	Advanced scaling settings		
	Storage	Display resolution		
6	Tablet	1920 × 1080 (Recommended) ~		
-	Multitasking	Display orientation		
		Landscape 🗸		
Ð	Projecting to this PC	Multiple displays		
×	Shared experiences	Multiple displays		
Ð	Clipboard	Extend these displays \sim		
*	Remote Desktop	Make this my main display		
٢	About	Advanced display settings		
		Graphics settings		
		Advanced display settings		

Step 4 On the window that appears, select **Keep changes**.

Figure 8-8 Confirmation





8.2.2 Set Custom Resolutions

Step 1 Right click on your desktop and select NVIDIA Control Panel.

Figure 8-9 NVIDIA control panel

	View	>
	Sort by	>
	Refresh	
	Paste	
	Paste shortcut	
	Intel® Graphics Settings	
E	Intel® Graphics Settings NVIDIA Control Panel	
E	. 5	>
	NVIDIA Control Panel	>

Step 2 On the NVIDIA Control Panel interface, go to Display > Change resolution.

The Let Design Duply Hep The Let Design Du
Are represented and a set of the set of
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Out of the intervented: 0.0000 0.0000 0.0000 Image: Control of the intervented: 0.00000 0.00000 0.00000 Image: Control of the intervented: 0.0000000 0.000000000 0.00000000000000000000000000000000000
© Ver - Adart des des des des des - Adart des des des des des - Adart des des des des des - Verse des des des des - Verse des des des - Verse des des des des - Verse des des des des - Verse des des des des des des des des des d
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University of 01/101abation University of 02/101abation University of 02/101abation University of 02/101abation 1000, 1000 + 902 10000 + 902 1000, 1000 + 902
6005 1076 a 1005 6006 1006, 1787 - 100 1006, 1784 - 952 1706, 1384 - 972 1706, 1384 - 729 1706, 1318 - 644 1707, 728 - 125
1000, 1278 + 1000 1000, 1298 + 902 1770, 118 + 902 1770, 118 + 109 1197, 728 + 295
700p,1380 × 700 720p,1378 × 664 550p,727 × 550
720p, 1176 × 664 576p, 720 × 576
4800.720 × 480
Customize
Construction of the second sec
3. Apply the following settings.
Use default color settings
System Information (State With A roles settions

Figure 8-10 Change resolutions

- Step 3 Select the desired display.
- Step 4 Click **Customize** to show the customize window.

Figure 8-11 Custom resolution-1

Customia	ze in the second se	×				
	Select the resolutions that you want to add. You can create a custom resolution for a display that may not use a standard Windows resolution. Note that applying these resolutions may result in a temporary blank display.					
	Resolutions:					
	Click Create Custom Resolution to add items.					
	Enable resolutions not exposed by the display					
	Create Custom Resolution					
	OK Cancel					

Step 5 Click Create Custom Resolution.

- Step 6 Read the disclaimer information carefully and click **Accept** to show the **Create Custom Resolution** window.
- Step 7 Select the desired display.

Figure 8-12 Custom resolution-2 Create Custom Resolution × Create a resolution that is not currently available in Windows. Your display may flicker a few times when testing a new custom resolution. Identify displays 1. Select displays: Display ID Current resolution Ouadro K620 ✓ LG Electronics LG FULL HD (1 of 2) 1920 x 1080 at 50Hz (32+ LG Electronics LG FULL HD (2 of 2) 2 1920 x 1080 at 50Hz (32-bit) 2. Resolution settings: Import settings Display mode (as reported by Windows) 1920 × 1920 ≑ Vertical lines: 1080 🜲 Horizontal pixels: Color depth (bpp): 32 \checkmark Refresh rate (Hz): Scan type: Progressive \sim Timing CVT reduced blank \sim Standard: Horizontal Vertical 1080 🔹 Active pixels: 1920 🜲 Front porch (pixels): 48 3 🗘 Sync width (pixels): 32 5 🗘 2080 🜲 Total pixels: 1106 🐥 Polarity: Positive (+) \sim Negative (-) 🛛 🗸 Pixel clock: Refresh rate: 55.30 KHz 50.000 🗘 Hz 115.0240 MHz (49.000 to 51.000) Test Cancel

Step 8 Set the horizontal pixels, vertical lines, refresh rate and scan type.

Step 9 Click Test and then click Yes on the window that appears.

Figure 8-13 Confirmation



Figure 8-14 Custom resolution-3

Customize	×
Select the resolutions that you want to add. You can create a custom resolution for a display that may not use a standard Windows resolution. Note that applying these resolutions may result in a temporary blank display.	¢
Resolutions:	
Click Create Custom Resolution to add items.	
Enable resolutions not exposed by the display	
Create Custom Resolution	
OK Cancel	

Step 10 Click **OK** to complete the custom resolution settings.

After a custom resolution is created successfully, it will appear in the custom area as shown in the figure below.

Figure 8-15 Custom resolution-4

NVIDIA Control Panel		- 1	□ ×
File Edit Desktop Display Help			
🔇 Back 🝷 🔘 🐇			
Select a Task - 30 Settings - Aduat image settings with preview	Change Resolution	Restore (efaults
Aquat mage settings with preview Manage 3D settings Set Physix Configuration E- Display	You can adjust the ansunt of information appearing on the screen and reduce flickering. You can also choose the high det country-specific signal for your standard-definition (SD) TV.	inition (HD) format	f you are u
Prange resolution Adjust desktap color settings Rotate display Vew HDCP status	1. Select the display you would like to change.		
-Set up digital audio Adjust desktap size and position Set up multiple displays	L6 Electorics L6		
-Stereoscopic 3D -Set up stereoscopic 3D -View rating for games	(l of 2) (2 of 2)		
Video	2. Choose the resolution. Connector:		
Workstation View system topology Set up Mosaic	HDMI -HDTV Resolution: Befreihnste:		
Manage GPU Utilization	High AUDA SD Arrest rate: 1002,1202 SDR (store) SDR (store) 2000,1202 SDR (store) SDR (store)		
	1000, 1768 992 7300, 1289 720 7200, 118 × 664		
	5760, 720 = 576 4600, 720 = 480 v		
	Customer		
	3. Apply the following settings.		
-	Use default color settings		
System Information	Itise NVIDIA color settinos	_	

8.3 EDID Management

After the display resolution settings, you need to manage the EDID for precise identification of display properties and to avoid the on-site screen display disorder.

Load EDID

The procedure of how to load the EDID is as follows.

Step 1 Right click on your desktop and select NVIDIA Control Panel.

Figure 8-16 NVIDIA control panel

	View	>
	Sort by	>
	Refresh	
	Paste	
	Paste shortcut	
	Intel® Graphics Settings	
2	Intel® Graphics Settings NVIDIA Control Panel	
E	, ,	>
	NVIDIA Control Panel	>

Step 2 On the NVIDIA Control Panel interface, go to **Workstation** > **View system topology**.

Figure 8-17 NVIDIA control panel

0 6							
0.0		_				_	
	View System Topology						
privetings with preview	1000 (1000)						
o withings	The sage shows the displays and graphics same consents at which the system						
10.004							
intop cole settings day	🕂 Egrand al 💪 Epiteati						
Dev .	Phosaic Displays						
tof maller factor deployer	System topology	\$400.0	Settings				
tow departs	C Ethosaic Displays		No. of Long Street, Str				
ra colar antibiga	Configuration		1 x 2 Topology			1	
en istaga settinge	Resolution, releash rate		3840 + 1080 pin	rts, 60.00 Hz			
n handige	Displays and Graphics Cards						
	System topology	Statute	Settings				
C state	System						
	Driver version		452.57				
	Vertical sync	3D Application controlled					
	3D Stereo	Dashied					
	Quadro P2000 (1 of 2)						
	DisplayPort (4)		Not connected LDD (Monitor).	MaX-Display Coving (Disabled)			
	HOMI	Connected: I/D Electronics I/D FUIL HD (2 of 2) IDID (Monitor), <u>Multi-Display Chroning</u> (Disabled)					
	CispleyPort (2)	Not connected (DD) (Monitor), MaX-Display, Chrying (Disabled)					
Display@ort (7)			Not connected				
	SU Mode	Disabled					
	Usage Mode	WDDM					
	Total memory	21499 MB					
	Memory free		4863 MB		· Mare		
	El 10 LG Electronico LG RULL HD (2 of 2)						
	El Resolution, reliesh rate , color de			Hs. \$0.00 Hs. \$08,124 (0808)			
			Horizontal (2200				
	Active		1925	1080			
	Border		0	0			
	Fourt purch		88	4			
	Sync width		44	5			
	Back porch		148	30			
	Polarity		Positive (+)	Positive (+)			
	EDID source		Maciltan				
	OS Screen Identifier		4				
	🙂 🛲 Qaastre #TX S000 (2 of 2)						
1 C	DisplayPort (4)		Not connected	Main-Display Cloning (Disabled)			

Step 3 Click **EDID (Monitor)** next to a desired output connector of the current graphics card to show the EDID management window.

Figure 8-18 EDID (Monitor)

NVIDIA Control Panel File Edit Desktop Workstation Help					
() Back - () ()					
Select a Task	1				
III 30 Settings	View System Topology				
Adjust inage entropy with preview - Manage 30 settings Change resolution - Change resolution - Adjust had top color settings - Rution display	The page shows the deplays and graphics cards corr 2 Eggand al 🙆 garkesh	neded within	tha system.		
- New HDCP status - Set up digital audio	Hosaic Displays	1.000			
- Set up multiple diplays	System topology	Status	Settings		
🖶 Video	🗉 🎆 Mosaic Displays				
 Adjust video color settings Adjust video invoir settings 	Configuration		1 s 2 Topology		
ID Workstation	Resolution, refresh rate Displays and Graphics Cards	-	3840 × 1080 pixel	L 60.00 Hz	*
Set up Notac	System topology	Grahus	Settings		
Change 80C state	System		seconds.		
-Manage GPU Utilization	Driver version		452.57		
	Vertical sync	20 Application controlled			
	3D Stereo	-	Disabled		
	Guadro P2000 (1 of 2)				
	DisplayPort (4)		Not connected		
	11.00.000		EDID (Monitor), M	ulti-Display Cloning (Disabled)	
	HDMI			chronics LG FULL HD (2 of 2) WE Display Cloning (Disabled)	
	DisplayPort (2)		Not connected	ulti-Display Cloning (Disabled)	
	DisplayPort (1)		Not connected EDID (Monitor) Multi-Display Cloning (Disabled)		
	SLI Mode		Disabled		
	Usage Mode	WDDM			
	Total memory	Total memory 3			
	Memory free		4863 MB		More
	III III LG Electronics LG FULL HD (2 of 2)				
	E Resolution, refresh rate , color de			60.00 Hz. SDR (24 (0808))	
			Horizontal (2200)	Vertical (1125)	
	Active		1920	1080	
	Border		0	0	
	Front parch		88	4	
	Sync width		44	5	
	Back porch		148	36	
	Polarity		Positive (+)	Positive (+)	
	EDID source OS Screen Identifier	Meriter			
	B Quadre RTX 5000 (2 of 2)		1		
	DisplayPort (4)		Not connected		
System Information	Cultures Off (a)			uti Display Cloning (Disabled)	

Figure 8-19 Manage EDID

anage EDID				
Export Load Unload				
Select Connector to Exp	ort EDID:			
Connector	Display	Status	Video signal	
Quadro P2000(1)				
DisplayPort (1)		Not Connected	VGA (Analog)	
DisplayPort (2)		Not Connected	VGA (Analog)	
HDMI	LG Electronics LG FUL	Monitor	DisplayPort (Digital)	
DisplayPort (4)		Not Connected	VGA (Analog)	
Quadro RTX 5000	(2)			
HDMI	DP1.2 (2 of 3)	Monitor	DisplayPort (Digital)	
HDMI	DP1.2 (3 of 3)	Monitor	DisplayPort (Digital)	
HDMI	DP1.2 (1 of 3)	Monitor	DisplayPort (Digital)	
USB-C	LG Electronics LG FUL	Monitor	DisplayPort (Digital)	
DisplayPort (4)		Not Connected	VGA (Analog)	
			Export EDID	<u>C</u> ancel

- Step 4 Click **Export EDID** and then name the exported EDID file in the window that appears.
- Step 5 Select the **Load** tab to show the EDID loading window.
- Step 6 Click **Browse** and then select the EDID file exported in Step 4.
- Step 7 In the Select Connector to force EDID area, select the desired connector.

Figure 8-20 Load EDID

	file:	- 5010.	Bro	wse		
	Connector	Display	Status	Video signal	Comments*	^
Qu	adro P2000(1)					
	DisplayPort (1)		Not Connected	VGA (Analog)		
	DisplayPort (2)		Not Connected	VGA (Analog)		
	HDMI	LG Electro	Monitor	DisplayPort (Dig		
	DisplayPort (4)		Not Connected	VGA (Analog)		
Qu	adro RTX 5000	(2)				
	HDMI	DP1.2 (2 o	Monitor	DisplayPort (Dig		
	HDMI	DP1.2 (3 o	Monitor	DisplayPort (Dig		
	HDMI	DP1.2 (1 o	Monitor	DisplayPort (Dig		
<	LICD C	I C Electro	Monitor	DiselayDort (Dia		~
1						>

Step 8 Click Load EDID.

Step 9 On the dialog box that appears, click **OK** to complete loading the EDID.

Figure 8-21 EDID loaded successfully



Step 10 Go back to **Workstation > View system topology** to check the EDID status. If the original **EDID (Monitor)** changes to **EDID (File)**, the EDID is loaded successfully.

NVIDIA Control Panel					
le Edit Desktop Workstation Hel	lo .				
3 Hal - O 🙆					
iect a Task	View System Topology				
30 Settings	view system ropology				
 Adjust image settings with preview Harvage 3D settings 	This page shows the displays and graphics cards come	and white	The states		
- Set Physik Configuration	the page work on adopt and papers care of the		and general		
Display Change resolution					
Adjust desktop calor settings	🕂 Egoard al 🕐 Befresh				
Rotate deplay Very PDCP status	System topology	Status	Settings		
-Set up diatel audio	🗉 System				
Adjust deal-top size and position	Driver version		452.57		
Set up multiple deplays Video	Vertical sync	0	10 Application con	troled	
Adjust video cikix settings	3D Steveo		Disabled		
Adjust video image settings	E Quadro P2000 (1 of 2)				
Workstation	DisplayPort (4)		Connected DP1.21		
Set up Mosac	A DAVIDAGE A DOD	-	EDID (File), Mubi-D	isplay Cloring (Disabled)	
Change ECC state	DisplayPort (3)		Connected DP1.2		
- Macazar GPU Utilization	54.4 (MARKA 2005A 1)	AND THE PARTY OF A DESCRIPTION OF A DESC			
	DisplayPort (2)		Connected DP1.2	2 of 5)	
		~	LOID (Part Multi-C	isplay Cluring (Disabled)	
	DisplayPort (1)		Connected DP1.2		
		LDID (Plet, Multi-Display Cloring (Disabled)			
	SLI Mode	Disabled			
	Usage Mode		WDDM		
	Total memory		21459 MB		
	Memory free		4398 MB		More
	III DP1.2 (3 of 5)				
	E Resolution, refresh rate , color de		1920 × 1080 pixels	60.00 Hz SDR (24 (2898))	
			Horizontal (4256)	Vertical (2205)	
	Active		4095	2160	
	Border		0	0	
	Front parch		48	3	
	Sync width		32	10	
	Back porch		80	32	
	Polarity		Positive (+)	Positive (+)	
	EDID source		Ele		
	OS Screen Identifier				
	HOCP	-	Not supported		
	E DP1.2 (2 of 5)				
	B Resolution, refresh rate , color de		1920 + 1080 pisels, 60.00 Hz, 5DR, (24 (2878))		
			Horizontal (4256)	Vertical (2205)	
	Active		4096	2160	
	Border		0	0	
	Front porch		48	1	
Exsten Infernation	Sync width		12	10	

Figure 8-22 EDID loaded successfully

Unload EDID

The procedure of how to unload the EDID is as follows.

Step 1 On the NVIDIA Control Panel interface, go to **Workstation > View system topology**.

Step 2 Click EDID (File) to show the EDID management window.

Q 1+4 - Q 🙆								
fect a Task								
30 Settings	View System Topology	View System Topology						
- Adjust image settings with preview - Harvage 3D settings - Set Physic Configuration	This page shows the displays and graphics cards corres	ected within 1	bia system.					
Charles resultation								
Adjust desktop color settings	🕂 Espandial 🖒 Bettech							
-Rotate deploy -Verv PC/P status	System topology	Status	Settings					
-Vex rDCP statue -Set up distail audie	E System							
Adjust deal-top size and position	Driver version		452.57					
Set up multiple displays	Vertical sync	0	10 Application con	trolled				
Video Advant video color settings	3D Stereo		Cisabled					
Adjust video image settings	13 Cuadro P2000 (1 of 2)							
Workstation	DisplayPort (4)	9	EDID (File), Mubi D	(5 of 5) <u>Suplay (Disabled)</u>				
-Change ECC state Hanson SPU Utilization	DisplayPort (3)		Connected DP1.2 (4 of 5) EDID (File), Muti-Display Cloning (Disabled)					
	DisplayPort (2)		Connected DP1.2 (2 of 5) EDID (File), <u>Multi-Display Cloring</u> (Disabled)					
	DisplayPort (1)		Convected DP1.2 (3 of 5) LDID (File), Multi-Display Cloring (Disabled)					
	SLI Mode		Disabled					
	Usage Mode		WDDM					
	Total memory		21459 MB					
	Memory free		4398 MB		More More			
	III CP1.2 (3 of 5)							
	E Resolution, refresh rate , color de		1920 × 1080 pixels	50.00 Hz. SDR. (24 (2508))				
			Horizontal (4256)	Vertical (2205)				
	Active		4095	2160				
	Border	4	0	0				
	Front porch		48	3				
	Sync width		12	10				
	Back porch	1	80	32				
	Polarity		Positive (+)	Positive (+)				
	EDID source							
	OS Screen Identifier		3					
	HDCP	A :	Not supported					
	E CP1.2 (2 of 5)							
	B Resolution, refresh rate , color de			60.00 Ha SDR (24 (2期色)				
			Horizontal (4256)					
	Active		4096	2160				
	Border			0				
	Front porch		48	3				
Exsten Information	Sync width		12	10				

Figure 8-23 EDID (File)

Step 3 Select the **Unload** tab and then select the desired connectors.

Figure 8-24 Unload EDID

	Connector	Display	Status	Video signal	
Qua	dro P2000(1)				
	DisplayPort (1)		Not Connected	VGA (Analog)	
	DisplayPort (2)		Not Connected	VGA (Analog)	
H	IDMI	LG Electronics	Monitor	DisplayPort (Digital)	
	DisplayPort (4)		Not Connected	VGA (Analog)	
Qua	dro RTX 5000	(2)			
H	HDMI	DP1.2 (2 of 3)	Monitor	DisplayPort (Digital)	
ŀ	HDMI	DP1.2 (3 of 3)	Monitor	DisplayPort (Digital)	
H	HDMI	DP1.2 (1 of 3)	Monitor	DisplayPort (Digital)	
L L	JSB-C	LG Electronics	Monitor	DisplayPort (Digital)	
	DisplayPort (4)		Not Connected	VGA (Analog)	

Step 4 Click Unload EDID.

Step 5 After the EDID is unloaded successfully, click **OK** on the dialog box that appears.

Figure 8-25 EDID unloaded successfully

EDID successfully unloaded.
ОК

Step 6 Go back to **Workstation** > **View system topology** to check the EDID status. If the **EDID** (**File**) changes to **EDID** (**Monitor**), the EDID is unloaded successfully.

8.4 Output Mosaic

The graphics card supports connector mosaic output. The output connector mosaic must observe the following rules.

- The graphics card does not support irregular mosaic layouts. The mosaic layout must be 1×2, 1×3, 1×4, 2×2, 2×1, 3×1 or 4×1.
- The output resolutions of the graphics card connectors that are used for mosaic must be the same.

Step 1 Right click on your desktop and select NVIDIA Control Panel.

Figure 8-26 NVIDIA control panel

	View	>
	Sort by	>
	Refresh	
	Paste	
	Paste shortcut	
	Intel® Graphics Settings	
2	Intel® Graphics Settings NVIDIA Control Panel	
E		>
	NVIDIA Control Panel	>

Step 2 On the NVIDIA Control Panel interface, go to **Workstation > Set up Mosaic**.

NVIDIA Control Panel			
Ele Edit Des <u>k</u> top Workstation Help	,		
🔇 Back 🔹 🕥 🔣			
Select a Task			
ielect a task	Set Up Mosaic		
- 30 Settings - Adjust image settings with preview			
Manage 3D settings	Monair technology creates a single of	desktop from multiple displays and GPUs. Bezel correction is available to crea	te a searless inare
-Set PhysX Configuration			
Osplay			
-Change resolution -Advat desktop color settings			
-Rotate deplay			
-Vew HDCP status	Create new configuration		
-Set up digital audio	-		
 Adjust desktop size and position Set up multiple displays 			
- Set up multiple uspikiys - Video			Edentify displays
Adjust video color settings			
Adjust video image settings	Sync Capability Information		
Workstation			
-Vew system topology Set up Hossic	GPU/ Displays	Sync capability	
-Change ECC state	Quadro P2000	100 H	
Manage GPU Utilization	1. LG Electronics LG PULL HD		
	Quedro RTX 5000	-	
	2.091.2		
	3. DP1.2		
	4. DP1.2		
	5. LG Electronics LG PULL HD		
	Conditions to set up Mosaic:		
	All displays must have at least one disp	play timing (including all advanced timing parameters) in common.	
	You may use NVIDIA approved adapto	ars to connect the GPUs to the displays.	

Figure 8-27 Set up mosaic

Step 3	Click Create new	configuration to	show the	mosaic	settinas	window
Olep J	Union of cale new	configuration		mosaic	settings	window.

Figure 8-28 Mosaic settings

NVIDIA Mosaic set up		- 0	
losaic Displays	Topology: 1 x 2		
Select topology 2. Select displays 3. Arrange displays 4.	Adjust overlap and bezel correction		
Number of displays:	Configuration Name		
2 ~	Mosaic setup		
Topology (rows x columns):			
1×2			
Orientation of displays:			
Landscape V			
O Maximum GPU Topology			
Minimum GPU Topology			
Enable Mosaic Selected topology:			
		Back Nex	t

Step 4 Select the screen number from the drop-down list of **Number of displays**.

Step 5 Select the screen mosaic layout from the drop-down list of **Topology (rows x columns)**.

Step 6 Select the screen orientation from the drop-down list of Orientation of displays.

Step 7 Click Next to proceed.

Figure 8-29 Select displays

elect topology 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	saic Displays		Topology: 1 x 2
Image: Sync. capability Referent rate: Quido 2000 Image: Sync. capability L LG Bectronics LG FULL HO Image: Sync. capability ZL PP L2 Image: Sync. capability SLG Dectronics LG FULL HO Image: Sync. capability SLG Dectronics LG FULL HO Image: Sync. capability Image: Supervised sync. capability Image: Sync. capability Image: Sync. capability Image: Sync. capability I	elect topology 2. Select	displays 3. Arrange displays 4. Adjust	st overlap and bezel correction
2 3	Displays Quadro P2000 1. LG Electronics LG Fl Quadro RTX 5000 2. DP1.2 3. DP1.2 4. DP1.2	Sync capability	60.00 H2 V Resolution per display: 1220 × 1080 V Total resolution: 3840 × 1080 pixels 2 displays are electric for Mosaic with sync. 0 2 displays are electric for Mosaic with sync.
	² 3		

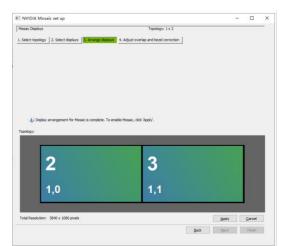
- Step 8 Select the connected displays and then select their refresh rate and resolution.
- Step 9 Click Next to proceed.

Figure 8-30 Arrange displays

NVIDIA Mosaic set up	-		×
Mosaic Displays Topology: 1 x 2			_
1. Select topology 2. Select displays 3. Arrange displays 4. Adjust overlap and bezel correction			
Available display sources:	_	_	
2 0, ⁻ 0,0			
Topology:		_	
······································			
			l
			L
Total Resolution: 3840 x 1080 pixels			
Back Next		Finish	

Step 10 Arrange the displays according to the screen arrangement and structure by dragging the available displays to the corresponding topology areas.

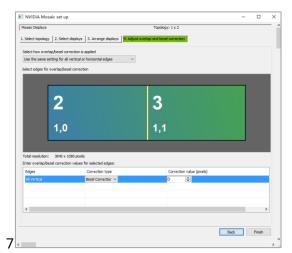
Figure 8-31 Arrange displays



Step 11 Click Apply and then click Yes on the confirmation window.

Step 12 Click Next to proceed.

Figure 8-32 Adjust overlap and bezel correction



You can perform overlapping adjustment or bezel correction to the vertical or horizontal edges of the display as needed.

- 3. Select whether to use the same settings for all the vertical or horizontal edges of the display in the **Select how overlap/bezel correction is applied** area.
- 4. Select the desired edges and then enter the overlap or bezel correction values for the selected edges. Click **Apply** after the settings are done.

Step 13 Click **Finish** to complete the mosaic settings.

Figure 8-33 Mosaic completed

