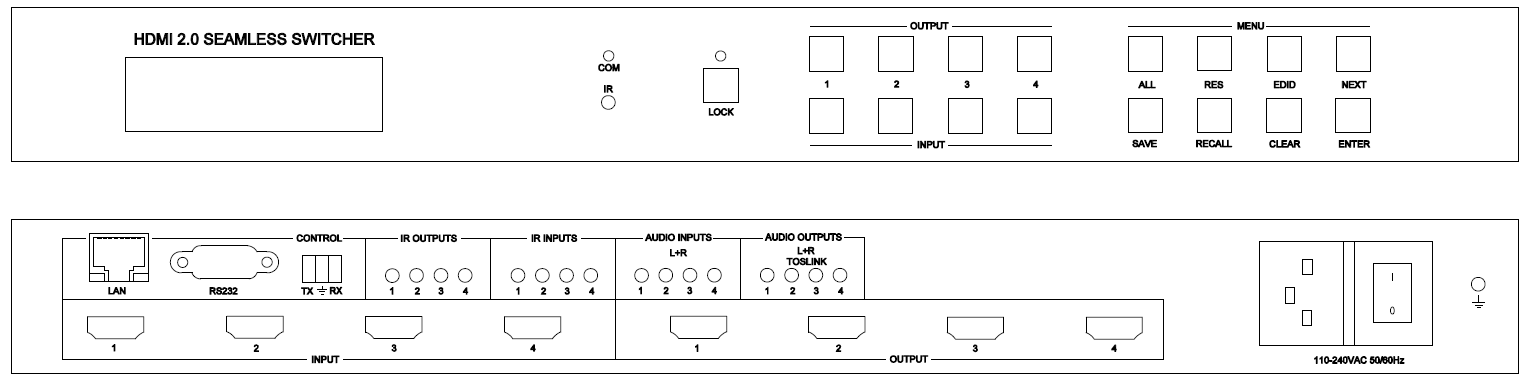
超高清视频无缝切换器/画面分割器/图像拼接器

V1.3

****

**warning警告**

* 请勿将本设备暴露在雨水、湿气和滴水中
* 只能使用制造商指定的附件
* 在雷暴期间拔下此设备
* 说明书仅供参考，如有更改恕不预先通知

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**介绍**

本产品是一种多格式超高清视频无缝矩阵切换器，画面分割器，视频拼接器

支持4路HDMI 2.0输入，4路外部模拟音频输入；4路HDMI 2.0输出，4路模拟音频和数字Spdif音频输出

每一路输出口都可以配置为画面分割显示（最大4个显示窗口）或视频墙拼接输出

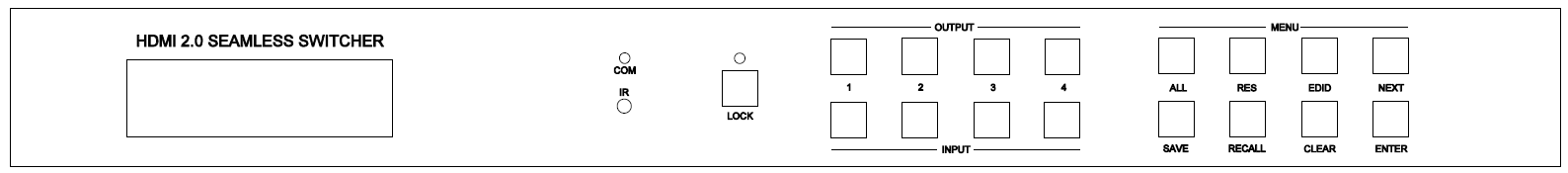
用户可以很方便的通过前面板按键，RS232或TCP/IP指令实现人机交互

# 特点

* 输入：4路HDMI 2.0/HDCP 2.2；输出：4路HDMI 2.0/HDCP 2.2
* 整机支持视频拼接，边框补偿，90/180度旋转功能
* 每个输出都支持SINGLE（单画面）, PIP, PBP, 3xWIN, 4xWIN显示模式
* 支持 LPCM, AC3, DD+, DTS, DTS-HD 音频格斯
* 单窗口显示时，信源无缝切换，多窗口时快速切换
* 提供10种场景的保存和调用
* 支持HDMI音频的加嵌和解嵌
* 人机交互：前面板按键/显示屏，RS232或TCP/IP指令

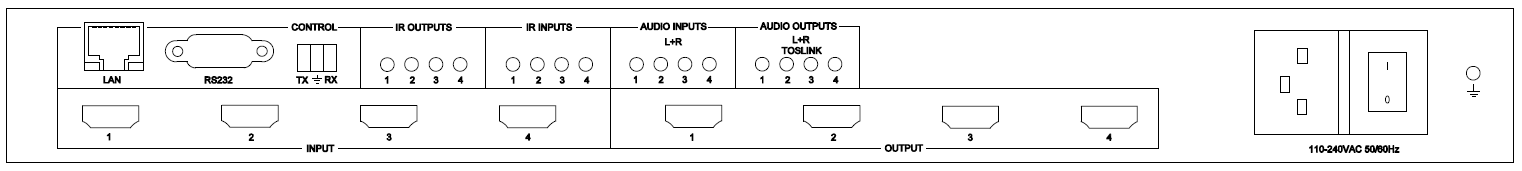
# 面板

前面板



| **Name** | **Description** |
| --- | --- |
| **COM** | 整机上电时COM指示灯点亮，当整机与外部有通信时灯闪烁 |
| **IR** | 遥控接收头 |
| **LOCK** | 长按该按键3秒，锁定/解锁前面板其它按键 |
| **OUT/INPUT** | 长按某个输出键切换该路输出的显示模式：  SINGLE，PIP，PBP，3xWIN，4xWIN  短按某个输出键选择窗口1,2,3或4，然后按某个输入键，切换某路输入到此路输出的该窗口进行显示  以输出1四画面模式下，前面板LCD 显示布局为例  顺序按 OUTPUT n + INPUT m+ ENTER ，将输入m的信号切到输出n上的窗口1上显示    顺序按 ALL + INPUT m + ENTER，将输入m的信号切到所有输出口的窗口上去显示 |
| **RES** | 顺序按 RES + OUTPUT n + NEXT + ENTER, 配合以前面板显示屏，设置输出n的输出分辨率 |
| **EDID** | 顺序按EDID + INPUT m + NEXT + ENTER, 配合以前面板显示屏，设置输入n的EDID参数 |
| **SAVE/RECALL** | 顺序按SAVE + OUTPUT n 存储当前的工作场景为场景n  顺序按RECALL + OUTPUT n 调用场景n为当前的显示场景 |
| **CLEAR** | 取消尚未执行的按键操作  当对系统进行软件升级时，长按该按键3秒，更改串口通信波特率为115200，方便快速的升级，关机后回到先前的波特率状态 |
| **NEXT** | 循环长按改按键3秒，小显示屏会循环显示IP地址，端口号，波特率信息 |
| **ENTER** | 长按该按键3秒，然后连续按OUT 1,2,3,4键，会使系统复位到出厂设置状态 |

后面板



|  |  |
| --- | --- |
| **Name** | **Description** |
| **LAN** | TCP/IP 控制. 默认参数如下  IP address: 192.168.0.247; Sub Mask: 255.255.255.0  GATEWAY: 192.168.0.1; NETPORT: 2000  所有参数都可以通过RS232命令更改 |
| **RS232 control** | DB9和凤凰插各1个, 两个控制口的功能完全相同  默认：Baud rate 9600, 8 data bits, 1 stop bit, no parity  波特率可以通过前面板来更改  3口凤凰插定义如下  **T**: Switcher → PC  **G**: Ground  **R**: Switcher **←**  PC  DB9口定义如下  C:\Documents and Settings\Administrator\Application Data\Tencent\Users\179198231\QQ\WinTemp\RichOle\1T}]~EE4[~FY@%9(38DIFLS.png  PIN 2 TX ( Matrix → PC)  PIN 3 RX (Rx( Matrix **←** PC ) |
| **IR OUT/IN** | 输入/输出的IR延长插口 |
| **LR INPUTS** | 4路3.5mm L+R 输入口, 每一个LR输入口都可以作为对应HDMI输入通道的外部音频加嵌信号 |
| **LR/Mini Toslink**  **OUTPUTS** | 4路3.5mm L+R 模拟声音输出口或4路迷你 Toslink 数字音频输出口， 兼容设计 |
| **HDMI IN/OUT** | 4路HDMI 2.0输入, 4路HDMI 2.0输出 |

# EDID和 HDCP处理

用户可以通过RS232命令或前面板按键键/显示屏实现以下EDID选择

|  |  |  |  |
| --- | --- | --- | --- |
| **Number** | **EDID mode** | **Number** | **EDID mode** |
| **1** | 4K60-2.0CH | 12 | 1360x768 |
| **2** | 4K60-5.1CH | 13 | 1280x1024 |
| **3** | 4K30-2.0CH | 14 | 1024x768 |
| **4** | 4K30-5.1CH | 15 | AUTO |
| **5** | 1080P-2.0CH | 16 | 4K60-7.1CH |
| **6** | 1080P-5.1CH | 17 | 4K30-7.1CH |
| **7** | 720P | 18 | 1080P-7.1CH |
| **8** | 1920x1200 | 19 | USER |
| **9** | 1680x1050 | 20 | 3440x1440 |
| **10** | 1600x1200 | 21 | 2560x1600 |
| **11** | 1440x900 |  |  |

HDMI输出支持3种HDCP选择: FORCE-1.4, FORCE-2.2, FORCE-OFF

用户可以通过RS232指令进行设置

# 视频和音频

产品支持最大输入分辨率3840x2160@60, 支持多种音频格式，比如 LPCM, AC3, DD+, DTS, DTS-HD, 最大到7.1 声道， 没录输出口支持音频独立选择

支持以下输出分辨率选择

|  |  |  |  |
| --- | --- | --- | --- |
| **Number** | **Output Resolution** | **Number** | **Output Resolution** |
| **1** | 4096x2160p 60Hz | 9 | 1920x1080p 50Hz |
| **2** | 4096x2160p 50Hz | 10 | 1360x768p 60Hz |
| **3** | 3840x2160p 60Hz | 11 | 1280x800p 60Hz |
| **4** | 3840x2160p 50Hz | 12 | 1280x720p 60Hz |
| **5** | 3840x2160p 30Hz | 13 | 1280x720p 50Hz |
| **6** | 3840x2160p 25Hz | 14 | 1024x768p 60Hz |
| **7** | 1920x1200p60Hz RB | 15 | 3440x1440p 60Hz |
| **8** | 1920x1080p 60Hz | 16 | 2560x1600p 60Hz |

# 拼接墙

用户可以通过RS232指令产生一个或多个视频拼接墙, 支持 2x2, 4x1, 2x1等拼接方式，最大到4个屏.

拼接操作包括画面布局，输入选择，边框补偿，屏幕旋转等

用户可以先产生一个2x2的拼接墙，然后将其中一个屏退出拼接从而得到如下的PIP画中画显示效果



详情请参考RS232拼接指令

# 多窗口

支持5种多窗口模式: SINGLE, PIP, PBP, 3xWIN, 4xWIN

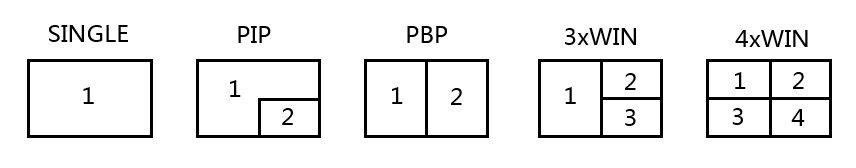
对于不同的多窗口模式，用户可以进行如下不同的操作:

SINGLE: 信源选择

PIP: 信源选择, 子画面大小和位置

PBP, 3xWIN, 4xWIN: 信源选择, 显示比例,模式选择

默认布局如下



用户可以通过串口命令实现多种格式的画面布局，支持10种场景的存储或调用

# 规格

|  |  |
| --- | --- |
| 带宽 | 594MHz (18Gbps), HDMI 2.0, HDCP2,2 |
| 声音格式 | LPCM, 压缩格式的音频 |
| 输入口 | 4 HDMI口, 4 LR 3.5mm 音频口 |
| 输出口 | 4 HDMI, 4 Mini Toslink 口 |
| 电源供电 | 110-220VAC |
| 功耗 | 80W Max |
| 工作温度 | 0 to +40°C (+32 to +104 °F) |
| 工作湿度 | 10 to 70 % RH (non-condensing) |
| ESD静电 | Air: ± 8KV, Contact: ± 4KV, |
| 尺寸 | L430 x W220 x H44 mm |
| 重量 | 5kg |

# 包装

|  |  |
| --- | --- |
| **内容** | **数量** |
| 主机 | 1 |
| 电源线 | 1 |
| 用户手册 | 1 |

# RS232 指令

所有的命令都以 SET 或 GET开始, 以换行符 CR 结束

⮠ 代表换行符CR，所有返回的信息都以CR结束

## System command

|  |  |
| --- | --- |
| Command | Details |
| GET HELP⮠ | Get the Commands list |
| SET RESET⮠ | Recover to default setting |
| GET MAIN VERSION⮠ | Get system main board firmware version  Return: VERSION w (w is version number) |
| GET OUTy VERSION⮠ | Read firmware version for OUTy  y is 1,2,3 or 4  Return: OUTy VERSION w |
| GET KEYBOARD VERSION⮠ | Get front Keyboard firmware version  Return: KEYBOARD VERSION w |
| SET BAUDRATE w⮠ | w is 9600, 19200, 38400,57600 or 115200  Return: BAUDRATE w |
| GET BAUDRATE w⮠ | Return: BAUDRATE w |
| SET IP ADDRESS w⮠ | For example: SET IP ADDRESS 192.168.0.247  Return: IP ADDRESS w |
| GET IP ADDRESS⮠ | Return: IP ADDRESS w |
| SET SUBMASK w⮠ | For example: SET SUBMASK 255.255.255.0  Return: SUBMASK w |
| GET SUBMASK⮠ | Return: SUBMASK w |
| SET GATEWAY w⮠ | For example: SET GATEWAY 192.168.0.1  Return: GATEWAY w |
| GET GATEWAY⮠ | Return: GATEWAY w |
| SET NETPORT w⮠ | For example: SET NETPORT 2000  Return: NETPORT w |
| GET NETPORT⮠ | Return: NETPORT w |
| SET NETWORK-INFO IP PORT SUBMASK GATEWAY⮠ | For Example:  SET NETWORK-INFO 192.168.0.247 2000 255.255.255.0 192.168.0.1  Return: NETWORK-INFO 192.168.0.247 2000 255.255.255.0 192.168.0.1 |
| GET NETWORK-INFO⮠ | Return: NETWORK-INFO IP PORT SUBMASK GATEWAY |
| GET MATRIX-ROUTE⮠ | Get input port number for all output port,  Return : MATRIX-ROUTE 0 0 0 0 |

## Input, output and switching command

|  |  |
| --- | --- |
| Commands | Details |
| GET INx IN RESOLUTION⮠ | Read input resolution, x is 1,2,3 or 4 |
| SET INx AUDIO-SRC w⮠ | Select HDMI input inner audio or external LR audio for one input port  x is 1,2,3 or 4  w is L/R or EMBEDDED |
| GET INx AUDIO-SRC⮠ | Return: INx AUDIO-SRC w |
| GET INx IN-INFO⮠ | Read InputType,InputFormat ,OutputFormat,  AUDIO-SRC of input channel  Example: IN1 IN-INFO HDMI 1920x1080p60 1920x1080p60 L/R |
| SET INx VIDEO OUTy/ALL⮠ | Set video route  x is 1,2,3 or 4, y is 1,2,3 or 4  For example:   1. SET IN1 VIDEO OUT1(Input port 1 switch to output port 1) 2. SET IN1 VIDEO ALL(Input port 1 switch to all output ports) 3. SET IN1 VIDEO OUT1,3(switch to output port 1,3) |
| SET OUTy AUDIO SOURCE w⮠ | Select audio source for OUTy  y is 1,2,3 or 4, w is WIN1,HDMI1,HDMI2,HDMI3 or HDMI4 |
| GET OUTy AUDIO SOURCE⮠ | Return: OUTy AUDIO SOURCE w |
| SET OUTy HDCP w⮠ | y is 1,2,3 or 4  w is one of FORCE-1.4,FORCE-2.2,FORCE-OFF |
| GET OUTy HDCP⮠ | y is 1,2,3 or 4  Return: OUTy HDCP w |
| SET OUTy RESOLUTION w⮠ | y is 1,2,3 or 4  w is one of the following,  default: 3840x2160p60  4096x2160p60, 4096x2160p50,  3840x2160p60, 3840x2160p50,  3840x2160p30, 3840x2160p25,  1920x1200p60RB, 1920x1080p60,  1920x1080p50, 1360x768p60,  1280x800p60, 1280x720p60,  1280x720p50, 1024x768p60  3440x1440p60, 2560x1600p60  AUTO, USER  Return: OUTy RESOLUTION w |
| GET OUTy RESOLUTION⮠ | y is 1,2,3 or 4  Return: OUTy RESOLUTION w |
| SET OUTy RESO-USER Width Height⮠ | Set user define output resolution for one output  Width is horizontal active pixels  Height is vertical active lines  For user define output resolution,the frame rate is always 60Hz  Return: OUTy RESO-USER Width Height⮠ |
| GET OUTy RESO-USER⮠ | Return: OUTy RESO-USER Width Height⮠ |
| SET OUTy ROTATION w⮠ | Set one output port rotation degree  y is 1,2,3 or 4  w is 0,90 or 180 |
| SET OUTy VKA w⮠ | y is 1,2,3 or 4  Set video keep alive mode for OUTy  w is BLUESCREEN or BLACKSCREEN.  Default BLACKSCREEN. It is for no signal display  Return: OUTy VKA w |
| GET OUTy VKA⮠ | Return: OUTy VKA w |
| SET OUTy ITC w⮠ | y is 1,2,3 or 4  w is ON or OFF, default OFF  Return: OUT ITC w  Suggest OFF for video display and ON for PC especially desktop display, default setting is OFF |
| GET OUTy ITC⮠ | Return: OUTy ITC w |
| SET OUTy VIDEO IN x ⮠ | x is HDMI1,2,3 or 4; y is 1,2,3 or 4;  Set input/output routing  When one output port works on PIP,PBP,3x WIN or 4x WIN mode, this command means switch the input source for window 1 of OUTy |
| GET OUTy VIDEO IN⮠ | y is 1,2,3 or 4  Get the input source for OUTy  When one output port works on PIP,PBP,3x WIN or 4x WIN mode, this command return the input source for window 1 of OUTy  Return: OUTy VIDEO IN HDMI1 |
| SET SAVE SCENE w⮠ | Save current display layout to scene w,  w is 1,2…or 10  Return: SAVE SCENE w |
| SET LOAD SCENE w⮠ | Return: LOAD SCENE w |
| SET OUTy FREEZE-WINx w⮠ | Freeze the display window, y is 1,2,3 or 4,x is one of 1, 2, 3 ,4 or ALL, w is ON or OFF  Return: OUTy FREEZE-WINx w |
| GETOUTy FREEZE-WINx⮠ | y is 1,2,3 or 4,x is one of 1, 2, 3 ,4.  Return: OUTy FREEZE-WINx w (w is ON or OFF) |
| GET OUTy OUTPORT-EDID⮠ | y is 1,2,3 or 4  Retrun: OUTy OUTPORT-EDID w(w is 256 bytes EDID data) |
| GET OUTy OUT-INFO⮠ | Read OutputType,InputFormat,OutputFormat of output channel  Example:OUT2 OUT-INFO FORCE-OFF 1920x1080p60 3840x2160p60 |

## Multiview command

|  |  |  |
| --- | --- | --- |
| Commands | | Details |
| SET OUTy MULTIVIEW w⮠ | | Select one Multiview mode for OUTy  y is 1,2,3 or 4  w is one of the following, default SINGLE  SINGLE C:\Users\windows7\AppData\Local\Temp\1629080528(1).png, PIP , PBP C:\Users\windows7\AppData\Local\Temp\1629081546(1).png, 3xWIN C:\Users\windows7\AppData\Local\Temp\1629082712(1).png, 4xWIN C:\Users\windows7\AppData\Local\Temp\1629082974(1).png  Return: MULTIVIEW w |
| GET OUTy MULTIVIEW⮠ | | Get OUTy Multiview mode  Return: OUTy MULTIVIEW w |
| SET OUTy WINDOWz IN x⮠ | | x is HDMI1, HDMI2, HDMI3 or HDMI4; y is 1,2,3 or 4; z is 1,2,3 or 4  Select one input for one display window of OUTy |
| GET OUTy WINDOWz IN⮠ | | y is 1,2,3 or 4; z is 1,2,3 or 4  Get the input source for one display window of OUTy |
| SET OUTy PIP POS w⮠ | | This command to select the PIP sub window position.  y is 1,2,3 or 4  w is one of the following, default RightBottom  LeftTop, LeftBottom, RightTop, RightBottom  Return: OUTy PIP POS w |
| GET OUTy PIP POS⮠ | | This command to get the PIP sub window position of OUTy |
| SET OUTy PIP SIZE w⮠ | | This command to select the PIP sub window size of OUTy.  y is 1,2,3 or 4  w is one of the following, default LARGE  SMALL,MIDDLE, LARGE  Return: OUTy PIP SIZE w |
| GET OUTy PIP SIZE⮠ | | Return: OUTy PIP SIZE w |
| SET OUTy PIP USER HStart VStart HSize VSize⮠ | Return: OUTy PIP USER HStart VStart HSize VSize  This command allows users to customize a PIP layout include sub window position and size for one output.  This customized PIP layout will replace other pre-defined EDID modes (such as LeftTop,LARGE) and display on the screen  After the user enters SET OUTy PIP POS or SET OUTy PIP SIZE command,the PIP USER will become invalid    Please note  HStart plus HSize less than or equal to 101  VStart plus VSize less than or equal to 101 | |
| GET OUTy PIP USER⮠ | Return: OUTy PIP USER HStart VStart HSize VSize | |
| SET OUTy PBP MODE w⮠ | | Set the PBP display mode  w is one of 1,2 or 3, default 1    Return: OUTy PBP MODE w  Please note for PBP mode 3, window2 can capture part of the input image area. It is main used for presenter show when work with conference camera situations  The capture area can be defined by SET OUTy PBP-PRESENTER command |
| GET OUTy PBP MODE⮠ | | Return: OUTy PBP MODE w |
| SET OUTy PBP ASPECT w⮠ | | Set the PBP window display aspect for OUTy  y is 1,2,3 or 4  w is FULL or 16:9, default FULL    Return: OUTy PBP ASPECT w |
| GET OUTy PBP ASPECT⮠ | | Return: OUTy PBP ASPECT w |
| SET OUTy PBP-PRESENTER HStart VStart HSize VSize⮠ | Set window 2 capture area for PBP mode 3  This command only valid when the switcher already work on PBP mode 3  Return: OUTy PBP-PRESENTER HStart VStart HSize VSize    Default HStart 38, VStart 13, HSize 25, VSize 75  Please note  HStart plus HSize less than or equal to 101  VStart plus VSize less than or equal to 101 | |
| GET OUTy PBP-PRESENTER⮠ | Return: OUTy PBP-PRESENTER HStart VStart HSize VSize | |
| SET OUTy 3xWIN MODE w⮠ | | Set the 3xWIN display mode for OUTy  y is 1,2,3 or 4  w is one of 1,2,3 or 4; default 1  C:\Users\windows7\AppData\Local\Temp\1658982390(1).png  Return: OUTy 3xWIN MODE w |
| GET OUTy 3xWIN MODE⮠ | | Return: OUTy 3xWIN MODE w |
| SET OUTy 3xWIN ASPECT w⮠ | | Set the 3xWIN window display aspect for OUTy  y is 1,2,3 or 4  w is FULL or 16:9, default FULL  C:\Users\windows7\AppData\Local\Temp\1658982480(1).png  Return: OUTy 3xWIN ASPECT w |
| GET OUTy 3xWIN ASPECT⮠ | | Return: OUTy 3xWIN ASPECT w |
| SET OUTy 4xWIN MODE w⮠ | | Set the 4xWIN display mode for OUTy  y is 1,2,3 or 4; w is 1 or 2 ,default 1    Return: OUTy 4xWIN MODE w |
| GET OUTy 4xWIN MODE⮠ | | Return: OUTy 4xWIN MODE w |
| SET OUTy 4xWIN ASPECT w⮠ | | Set the 4xWIN window display aspect for OUTy  y is 1,2,3 or 4  w is FULL or 16:9, default FULL  C:\Users\windows7\AppData\Local\Temp\1637116792(1).png  Return: OUTy 4xWIN ASPECT w |
| GET OUTy 4xWIN ASPECT⮠ | | Return: OUTy 4xWIN ASPECT w |
| GET OUTy MULTIVIEW-SYNC⮠ | | Return Multiview layout information |

## Video wall command

|  |  |
| --- | --- |
| Commands | Details |
| SET TVWALL-INFO ValidWall, Line ,Column, [Flag, FirstWallIndex, OutputPort , Bezel-Left, Bezel-Right, Bezel-Top, Bezel-Bottom, InputPort …]**⮠** | ValidWall:The Valid num of Wall  Line: How many rows of TvWall Display  Column: How many columns of TvWall Display  Flag:[bit0]: = 1, Screen is splicing , = 0, Screen is not splicing  [bit1]:SYNC-LOCK , Not used,Default 0  [bit2]: =1, Exit the splice alone  =0, No exit the splice  FirstWallIndex:The first wall index of splice screen  OutputPort: output port  Bezel-Left: The width of the left bezel (pixels):  Bezel -Right:The width of the right bezel (pixels):  Bezel-Top:The width of the top Bezel (pixels):  Bezel-Bottom:The width of the bottom Bezel (pixels): InputPort:input port  Flag+ FirstWallIndex + OutputPort+ Bezel-Left + Bezel -Right + Bezel-Top + Bezel-Bottom + InputPort+……:There are NUM\_Valid data structures in total [Flag+ FirstWallIndex + OutputPort+ Bezel-Left + Bezel -Right + Bezel-Top + Bezel-Bottom + InputPort] |
| GET TVWALL-INFO⮠ | Read TVWall Info. |
| SET OUTy WALL-PORT Line, Column, P, Q, Bezel-Left, Bezel-Right, Bezel-Top, Bezel-Bottom, SYNC-LOCK⮠ | Set WALL-PORT layout mode for OUTy  y is 1,2,3 or 4    The entire TV wall consists of 4 screens, placed in 2 rows and 2 columns. Screen 1/2/3/4 make up a 2x2 splice.  Line：How many rows of the Digital Information Display  Column：How many columns of the Digital Information Display  P: The row number of the current output connected:  Screen 1: 1, Screen 2: 1, Screen 3: 2, Screen 4: 2  Q: The column number of the current output connected: Screen 1: 1, Screen 2: 2, Screen 3: 1, Screen 4: 2  If the border of each screen is 20 pixels, please set as following  Bezel-Left: The width of the left bezel (pixels):  Screen 1: 0, Screen 2: 20, Screen 3: 0, Screen 4: 20  Bezel -Right:The width of the right bezel (pixels):  Screen 1: 20, Screen 2: 0, Screen 3: 20, Screen 4: 0  Bezel-Top:The width of the top Bezel (pixels):  Screen 1: 0, Screen 2: 0, Screen 3: 20, Screen 4: 20  Bezel-Bottom:The width of the bottom Bezel (pixels):  Screen 1: 20, Screen 2: 20, Screen 3: 0, Screen 4: 0  SYNC-LOCK : Not used,Default 0  Send: SET OUT1 WALL-PORT 2 2 1 1 0 20 0 20 0⮠ Return: OUT1 WALL-PORT 2 2 1 1 0 20 0 20 0  Send: SET OUT2 WALL-PORT 2 2 1 2 20 0 0 20 0⮠ Return: OUT2 WALL-PORT 2 2 1 2 20 0 0 20 1  Send: SET OUT3 WALL-PORT 2 2 2 1 0 20 20 0 0⮠ Return: OUT3 WALL-PORT 2 2 2 1 0 20 20 0 0  Send: SET OUT4 WALL-PORT 2 2 2 2 20 0 20 0 0⮠ Return: OUT4 WALL-PORT 2 2 2 2 20 0 20 0 0  Sending these four commands will create a 2x2 wall  How to exit video wall mode:  For example exit TV-WALL combination of output port 1,2,3,4  Send: SET OUT1 WALL-PORT 1 1 1 1 0 0 0 0 0⮠ Return: OUT1 WALL-PORT 1 1 1 1 0 0 0 0 0  Send: SET OUT2 WALL-PORT 1 1 1 1 0 0 0 0 0⮠ Return: OUT2 WALL-PORT 1 1 1 1 0 0 0 0 0  Send: SET OUT3 WALL-PORT 1 1 1 1 0 0 0 0 0⮠ Return: OUT3 WALL-PORT 1 1 1 1 0 0 0 0 0  Send: SET OUT4 WALL-PORT 1 1 1 1 0 0 0 0 0⮠  Return:OUT4 TVWALL 1 1 1 1 0 0 0 0 0 |

## EDID command

The following commands are used to set EDID mode for the inputs

|  |  |
| --- | --- |
| Commands | Details |
| SET INx EDIDMODE w⮠ | x is 1,2,3 or 4  w is one of the following:  4K60-2.0, 4K60-5.1, 4K60-7.1, 4K30-2.0,  4K30-5.1, 4K30-7.1, 1080p60-2.0,1080p60-5.1,  1080p60-7.1,1920x1200, 1680x1050, 1600x1200, 1440x900, 1360x768, 1280x1024, 1024x768, 720p, AUTO,USER, 3440x1440, 2560x1600  Default: 4K60-2.0  Return: INx EDIDMODE w |
| GET INx EDIDMODE⮠ | Return: INx EDIDMODE w |
| SET INx EDID-USER w⮠ | Switcher can only support 256 bytes EDID-USER data.  x is 1,2,3 or 4  w is 256 bytes EDID data.  Return: INx EDID-USER OK |