

ANI-HDFLIP

2x4 4K60Hz 18Gbps HDMI Video Wall w/ 180 Degree Rotation



A-NeuVideo.com Frisco, Texas 75036



SAFETY INFORMATION



- 1. To ensure the best results from this product, please read this manual and all other documentation before operating your equipment. Retain all documentation for future reference.
- 2. Follow all instructions printed on unit chassis for proper operation.
- 3. To reduce the risk of fire, do not spill water or other liquids into or on the unit, or operate the unit while standing in liquid.
- 4. Make sure power outlets conform to the power requirements listed on the back of the unit. Keep unit protected from rain, water and excessive moisture.
- 5. Do not attempt to clean the unit with chemical solvents or aerosol cleaners, as this may damage the unit. Dust with a clean dry cloth.
- 6. Do not use the unit if the electrical power cord is frayed or broken. The power supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords and plugs, convenience receptacles, and the point where they exit from the appliance.
- 7. Do not force switched or external connections in any way. They should all connect easily, without needing to be forced.
- 8. Always operate the unit with the AC ground wire connected to the electrical system ground. Precautions should be taken so that the means of grounding of a piece of equipment is not defeated.
- 9. AC voltage must be correct and the same as that printed on the rear of the unit. Damage caused by connection to improper AC voltage is not covered by any warranty.
- 10. Turn power off and disconnect unit from AC current before making connections.
- 11. Never hold a power switch in the "ON" position.
- 12. This unit should be installed in a cool dry place, away from sources of excessive heat, vibration, dust, moisture and cold. Do not use the unit near stoves, heat registers, radiators, or other heat producing devices.
- 13. Do not block fan intake or exhaust ports. Do not operate equipment on a surface or in an environment which may impede the normal flow of air around the unit, such as a bed, rug, carpet, or completely enclosed rack. If the unit is used in an extremely dusty or smoky environment, the unit should be periodically "blown free" of foreign dust and matter.
- 14. To reduce the risk of electric shock, do not remove the cover. There are no user serviceable parts inside. Refer all servicing to qualified service personnel. There are no user serviceable parts inside.
- 15. When moving the unit, disconnect input ports first, then remove the power cable; finally, disconnect the interconnecting cables to other devices.
- 16. Do not drive the inputs with a signal level greater than that required to drive equipment to full output.
- 17. The equipment power cord should be unplugged from the outlet when left unused for a long period of time.
- 18. Save the carton and packing material even if the equipment has arrived in good condition. Should you ever need to ship the unit, use only the original factory packing.
- 19. Service Information Equipment should be serviced by qualified service personnel when:
 - A. The power supply cord or the plug has been damaged.
 - B. Objects have fallen, or liquid has been spilled into the equipment.
 - C. The equipment has been exposed to rain.
 - D. The equipment does not appear to operate normally, or exhibits a marked change in performance.
 - E. The equipment has been dropped, or the enclosure damaged.

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INTRODUCTION

The ANI-HDFLIP is a HDMI 2.0 Video Wall controller with (2) HDMI input, (2) HDMI loop out and (4) HDMI scaling out for video wall processing. The Toslink jack terminal provides analogue L/R audio and digital SPDIF audio output. 5-way phoenix jacket provide balanced LR audio output. This product has a 3 year warranty.

PACKAGE CONTENTS

Before attempting to use this unit, please check the packaging and make sure the following items are contained in the shipping carton:

- ANI-HDFLIP
- 12V/3A power adapter
- 5-Way phoenix
- 3-Way phoenix
- Users Guide

SAFETY PRECAUTIONS

Please read all instructions before attempting to unpack, install or operate this equipment and before connecting the power supply. Please keep the following in mind as you unpack and install this equipment:

- Always follow basic safety precautions to reduce the risk of fire, electrical shock and injury to persons.
- To prevent fire or shock hazard, do not expose the unit to rain, moisture or install this product near water.
- Never spill liquid of any kind on or into this product.
- Never push an object of any kind into this product through any openings or empty slots in the unit, as you may damage parts inside the unit.
- Do not attach the power supply cabling to building surfaces.
- Use only the supplied power supply unit (PSU). Do not use the PSU if it is damaged.
- Do not allow anything to rest on the power cabling or allow any weight to be placed upon it or any person walk on it.
- To protect the unit from overheating, do not block any vents or openings in the unit housing that provide ventilation and allow for sufficient space for air to circulate around the unit.

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FEATURES

- · Supports Bezel Compensation with two modes
- Supports 180° rotation
- · Supports PIP on video wall
- Supports HDMI 2.0, HDCP2.2
- Supports 2x HDMI loop out
- Supports multi-resolution up to 3840x2160@60Hz video output for video wall
- RS-232 control
- · Supports CEC control with displayer by PC Tool or commands

SPECIFICATIONS

- HDCP Compliance: HDCP 2.2 and HDCP 1.4
- RS-232: 57600 baud rate, 8 data bits, 1 stop bit, no parity
- Input Video Formats Supported: 4096x2160p@24/25/30/50/60Hz, 3840x2160p@24/25/30/50/60Hz, 1080p@24/25/30/50/60Hz, 1080i@50/60Hz1920x1200@60Hz, 1680x1050@60Hz, 1600x1200@60Hz, 1440x900@60Hz, 1400x1050@60Hz, 1366x768@60Hz, 1360x768@60Hz, 1280x1024@60Hz, 1280x960@60Hz, 1280x800@60Hz, 1024x768@60Hz, 1280x720p@50/60Hz
- Audio Format: 2.0 channel, 5.1 channel, LPCM, Dolby, AC3, DTS
- Power Consumption: 25W max
- Supply Voltage: +12V/3A
- Operating Temperature Range: 0 to +40°C (+32 to +104 °F)
- Operating Humidity Range: 10 to 50 % RH (non-condensing)
- Dimensions (LxWxH): 8.6 x 5.75 x 1.7 in (218x146x43mm)
- Weight: 4.4 lbs / 2kg

As product improvements are continuous, specifications are subject to change without notice.

FRONT PANEL

	—IN	PUT-	LO	OOP -	-55 37	- OUT	PUT —	
PWR	HD /	HDB	LPA	LPB	HD 1	HD 2	HD 3	HD4
\odot	0	0	O	0	0	0	0	0

- **OVERATE:** Lit when the unit is powered
- **2 HD A-LED:** Lit when HDMI A input is connected
- **B HD B-LED:** Lit when HDMI B input is connected
- 4 LP A-LED: Lit when Loop out A is connected
- 5 LP B-LED: Lit when Loop out B connected
- 6 HD 1...4-LED: Lit when the corresponding HDMI out is connected

BACK PANEL



12V/3A: ANI-HDFLIP DC jacket

2 RS-232-CTL:

- · External RS-232 control, Baud Rate: 57600
- Data Bits: 8, Parity: None Stop Bits:1
- **BRS-232:** Loop out RS232-CTL
- **4 UPDATE:** Firmware upgrade
- BALANCED AUDIO OUT: 5-way phoenix Jacket, 20Hz ~ 20kHz, 1.5Vrms max

6 MINI TOSLINK:

- L+R Audio Output 3.5mm Stereo Jack. 20Hz ~ 20kHz, 1.5Vrms max
- Optical SPDIF Audio Output
- **D HD A: HDMI A input**
- 8 HD B: HDMI B input
- **ICOP OUT A:** Loop out HDMI A signal to downstream
- **O LOOP OUT B/MAIN:** Loop out HDMI B signal to downstream
- 1...HD 4: HDMI scaling output for video wall

USING THE ANI-HDFLIP

Connect the desired video source to ANI-HDFLIP input HD A or HD B connector and the desired output video wall display devices to HD 1...HD4 HDMI output connector. Use the PC Tool (PC Tool Software.zip) download available on our website or RS-232 commands to control the unit for different wall displays.

PC TOOL

SWITCH TAB ON THE PC TOOL

- 1. PC tool connects with UART (RS-232) or Network (IP)
- 2. Select input source for each scaling output port
- 3. All Set function, select HD A or B to all the scaling output
- 4. Select input source for B/MAIN output port
- 5. Select audio source for balanced audio output and Mini Toslink output
- 6. EDID configure
- 7. Reset

Switch	Signal Sett	ing PQ&P	osition	Video Wa	11											
	OUTPUT	rs	IN HD A	PUT HD B		LOC	OP OU	J T	INI HD A	PUT HD B		AUD	10 OU	TPUT	INI HD A	PUT HD B
HDM	11	01			В	/MAIN 1		01.				Audio C	output 1	01		
HDM	12	02														
HDM	13	3														
HDM	I 4	●4														
Allset	HD A	•		EDID			Reset									
Ctrl O U	Mode ART 💿 Net	work Po	ort CO	DM3 👻	s	itatus 🔽	onnecte	d			ading ading	: Output : Output	Board4 - Board4 -	->Signal Ty ->Signal Ty	ype Succee ype Succee	ded ded
Devi	ce Name	IP Ad	dress		м	IAC Addre	ess	١	/ersion		ading ading	: Output : Output	Board4 · Board4 ·	Signal R Signal R	esolution S esolution S	ucceeded ucceeded
											ading ading ading	: Output : Screen : All Infor	Board4 Combine mation S	->Signal R Succeede Succeeded	esolution S d !	ucceeded
				Find via	UART				Note: Ple	ase wait (

EDID MANAGEMENT

EDID		
EDID Read Por	t (Output)	
		Save Read
EDID Configure	(Devicce ID)	
• 1		
EDID N	Mode 🗸	Open Write
0%	4K60-2.0CH 4K60-5.1CH	100%
00 01 02	03 04 4K30-2.0CH 1080P-2.0CH	0B OC OD OE OF
00	1080P-5.1CH	
20	1024x768-2.0CH	
30	1920x1200-2.0CH	
40	1680×1050-2.0CH	
60	1600x1200-2.0CH	
70	1440x900-2.0CH	
80	1400x1050-2.0CH	
90	1360x768-2.0CH	
BØ	1280x1024-2.0CH	
CO	MANUAL	
DØ		
EØ		

User can read each scaling output port downstream EDID and save as a BIN file. User can open an existing EDID file and write to the HDMI A and B input port as Manual EDID. User can select predefined EDID and write to HDMI A and B input ports.

Predefined EDID option like below:

4K60-2.0CH	4K30-5.1CH	1920x1200-2.0CH	1440x900-2.0CH	1280x1024-2.0CH	Manual
4K60-5.1CH	1080P-2.0CH	1680x1050-2.0CH	1400x1050-2.0CH	1024x768-2.0CH	
4K30-2.0CH	1080P-5.1CH	1600x1200-2.0CH	1360x768-2.0CH	720P-2.0CH	

SIGNAL SETTING TAB ON THE PC TOOL

User can read each input port resolution and set each scaling output resolution here

Switch Signal Setting PQ&Position Video Wall									
-Input Board-Read All-Output Board-Read All									
Label Input Type Input Format	Label Output Type Output Format								
1 HD A HDMI - 3840x2160p60 Read	1 UHD-HDMI								
HD B DVI 💌 No Signal Read	2 UHD-HDMI								
	3 UHD-HDMI 3840x2160@6C Read								
	4 UHD-HDMI								

Available output resolutions:

Number	Output Resolution Setting	Number	Output Resolution Setting
1	3840x2160p 60Hz	9	1440x1050 60Hz
2	3840x2160p 50Hz	10	1366x768 60Hz
3	3840x2160p 30Hz	11	1360x768 60Hz
4	3840x2160p 25Hz	12	1280x1024 60Hz
5	1920x1200 60Hz	13	1280x768 60Hz
6	1920x1080p 60Hz	14	1280x720p 60Hz
7	1920x1080p 50Hz	15	1280x720p 50Hz
8	1600x1200 60Hz	16	1024x768 60Hz

Please note, 3840x2160 25/30Hz can only be used for standalone display, not for video wall.

PQ TAB ON THE PC TOOL

l	Video Wall PC tool V1.0.000									
Switch	Signal Setting	PQ&Pos	ition	Video Wall						
]	Select	PQ Fine	Tune P	ort-Output1	-					
	Bright	ness 🦳	0	50						
	Con	trast 🗌	0	50	Read					
	Satura	ntion 🗌	0	50	Reset					
	Sharp	ness 🦳	0	50						

Suggest always use the default setting 50/50/50

CEC TAB ON THE PC TOOL

Auto Power ON								
			Output					
Output 1	Power ON	Power OFF	Volume+	Volume-	Mute/Unmute			
Output 2	Power ON	Power OFF	Volume+	Volume-	Mute/Unmute			
Output 3	Power ON	Power OFF	Volume+	Volume-	Mute/Unmute			
Output 4	Power ON	Power OFF	Volume+	Volume-	Mute/Unmute			

VIDEO WALL TAB ON THE PC TOOL

The Video Wall tab is used to configure a group of outputs to function as a video wall.



1. Use the Video Wall Setting controls to change how the displays are arranged on the Video Wall tab:

a. Adjust the Rows and Columns sliders to change the displayed screen arrangement to permit proper Drag-and-Select of the desired screens for the video wall.

b. Change the Available slider to set how many outputs will be used for the Video

c. Click the Set button to change the Screen configuration on the Video Wall tab.

2. Use the left mouse button to drag-select the screens that will be set for video wall mode. The selected screens will be shown as bright blue.

3. Use the right mouse button to open a menu.

4. Select Screen Stitching from the menu to program the video

wall mode. The selected screens will now be shown as bright green.

5. To change the displayed image: either use the methods

detailed in the section Controlling the Matrix Switcher, or right-click to open the pop-up menu and select the desired input from the Input Select menu option.

6. Repeating steps 2 to 5 above with a different set of outputs allows the creation of a second video wall. However, changing the Rows,

Columns and Available sliders will automatically delete the current video wall set up when the Set button is clicked. The following example shows a more unusual video wall set-up of two video walls with two 2x1 configurations:

Switch Signal Setting PQ&Position Video V	Nall	
VideoWall Setting	Video Wall	
Rows 2 -0		
Columns 2 👘	Screen 1	Screen 2
Available 4		
Set Read		
Rezel Setting	Screen 3	Screen 4
	ocreen s	bereen 4
Left(Pixels)		
Right(Pixels)		
Top(Pixels)		
Bottom(Pixels)		
Set		
Layout Save/Load		
Save Layout Load Layout		

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VIDEO WALL CONTEXT MENU

Right clicking on any of the screen icons will display the following context menu:

Screen Splicing Cancel Splicing Screen 2 - Cancel Splicing	
Input Select	+
Output Select	+
Output Type	+
Output Format	•
Mirror	+
Test Pattern	•

Screen Stitching: This option connects the selected screens into a video wall configuration.

Cancel Stitching: Return the Video Wall configuration to normal outputs.

Screen x – Cancel Stitching: Removes the single screen x from the video wall to allow the displaying another full frame image within the video wall configuration, as shown in this example:



Input Select: Use the sub-menu to select the input to display on the video wall or the secondary input image shown in the above example.

Output Select: This option is only available for any screen that is not assigned to a video wall mode.

Output Type: This option is only available for any screen that is not assigned to a video wall mode. It allows setting of the selected screen output mode as described in the Output Board section.

Output Format: This option is only available for any screen that is not assigned to a video wall mode. It allows setting of the output resolution for the selected screen output.

Mirror: Two sub options : OFF (default), ON (H+V Mirror). When select ON, you can make 180° rotation with the selected screen.

Test Pattern: When enable Test Pattern, the output will display Color Bar pattern.

Bezel Setting

The Bezel Setting section allows the entry of values to compensate for the display bezel thickness. These values may be entered either as pixels (Type A) or as millimeter (Type B).

Type A Bezel Settings

The image size will be adjusted to allow for the number of pixels entered in each of the entry boxes. Click the Set button view the effect of the new values.

Type B Bezel Settings

The image size will be adjusted to allow for the Inner and Outer display dimensions as entered in each of the entry boxes. Click the Set button view the effect of the new values.

Bezel Compensation

The following images demonstrate the effect of not having bezel compensation and what a correctly configured bezel compensation settings should produce:



No Bezel Compensation



Correct Bezel Compensation

Layout Save/Load

The Save Scene/Layout and Load Scene/Layout buttons allow a video wall configuration to be saved or recalled at any time. Up to 10 configurations, each with their own name can be saved or recalled. When saving, each Scene can optionally be given a name to identify that video wall scene setup.

APPLICATION EXAMPLE

I CONNECTION DIAGRAM





TV ×4

SERIAL COMMUNICATION PROTOCOL FORMAT

Baud Rate: 57600 Data bits: 8 Parity: None Stop bits: 1

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET/GET	Space	The target that handles this command.	Space	Command type	[Parameter1] [Parameter2]	 ✓ This is ASCII carriage return 0x0d

NOTES:

Space is the ASCII character 0x20

← Represents the ASCII character 0x0d

All Return messages are always terminated by CR/LF, the ASCII characters 0x0d 0x0a

All items shown in square brackets, [], are optional.

Any SET command that contains leading zeroes should not include the leading zeros in any response message.

The value ranges for certain commands are not given, please state and minimum and maximum values for each command that uses a numerical value range.

SOFTWARE VERSION (READ ONLY)

Get the software version of input/output channels: Send: GET OUT1 VERSION ← Send: GET SYS VERSION ←

Receive: OUT1 VERSION 2019/01/01-12:00:00 Receive: SYS VERSION 2019/01/01-12:00:00

INPUT CHANNEL COMMAND

INPUT SIGNAL FORMAT (READ ONLY)

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
GET	Space	INx x is the input port number	Space	IN-SIGNAL	Send: Null (0 byte)	ل

GET input signal format of input board: Send: GET IN1 IN-SIGNAL ←

Receive: IN1 IN-SIGNAL HDMI@3840x2160p60

IN1= INPUT A port IN2= INPUT B port

OUTPUT CHANNEL COMMAND

OUTPUT TYPE

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
GET/SET	Space	INx x is the output port number	Space	OUT-TYPE		ل

A. GET output type of output board:	
Send: GET OUT1 OUT-TYPE ⊷	Receive: OUT1 OUT-TYPE UHD-HDMI ⊷
Send: GET OUT2 OUT-TYPE ↩	Receive: OUT2 OUT-TYPE UHD-DVI ↔
B. SET output type of output board:	
Send: SET OUT1 OUT-TYPE UHD-HDMI ↔	Receive: OUT1 OUT-TYPE UHD-HDMI ⊷
Send: SET OUT2 OUT-TYPE UHD-DVI ↩	Receive: OUT01 OUT-TYPE UHD-DVI ⊷
NOTES	
Support Types:	
UHD-HDMI: HDMI without HDCP	
UHD-DVI: DVI without HDCP	
UHD-HDMI-1.4: HDMI, HDCP1.4	
UHD-HDMI-2.2: HDMI, HDCP2.2	

OUTPUT SIGNAL FORMAT

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
GET/SET	Space	OUTx	Space	OUT-SIGNAL		←

A. GET output signal format of output board: Send: GET OUT1 OUT-SIGNAL ←

Receive: OUT1 OUT-SIGNAL UHD-HDMI@4K2Kp60 ↔

B. SET output signal format of output channel: Send: SET OUT1 OUT-SIGNAL 1920x1080p60 ←

Receive: OUT1 OUT-SIGNAL UHD-HDMI @1920x1080p60 ↔

NOTES:

1. Supported output resolution:

3840x2160p60, 3840x2160p50, 1920x1200p60, 1920x1080p60, 1920x1080p50, 1600x1200p60, 1400x1050p60, 1366x768p60, 1360x768p60, 1280x768p60, 1280x720p50, 1280x720p60, 1024x768p60

BRIGHTNESS SETTING

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET/GET	Space	OUTx	Space	BRIGHTNESS		μ

A. GET brightness of output board: Send: GET OUT1 BRIGHTNESS ↔

Receive: OUT1 BRIGHTNESS 50

B. SET brightness of output board: Send: SET OUT1 BRIGHTNESS 50 ↔

Receive: OUT1 BRIGHTNESS 50

CONTRAST SETTING

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET/GET	Space	OUTx	Space	CONTRAST		μ

A. GET contrast of output board: Send: GET OUT1 CONTRAST ←

Receive: OUT1 CONTRAST 50

B. SET contrast of input board: Send: SET OUT1 CONTRAST 50 ↔

Receive: OUT1 CONTRAST 50

SATURATION SETTING

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET/GET	Space	OUTx	Space	SATURATION		←

A. GET saturation of output board: Send: GET OUT1 SATURATION ←

Receive: OUT1 SATURATION 50

B. SET saturation of output board: Send: SET OUT1 SATURATION 50 ↔

Receive: OUT1 SATURATION 50

PICTURE QUALITY RESET

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET	Space	OUTx	Space	PQ-RESET	Null (0 byte)	μ

A. Reset the picture quality of output board:

Send: SET OUT1 PQ-RESET ←

Receive: OUT1 PQ-RESET ←

TEST PATTERN

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
GET/SET	Space	OUTx	Space	TSP		Ļ
	·	·	·	· · · ·		

Send: GET OUT1 TSP ↔ Send: SET OUT1 TSP OFF ↔ Receive: OUT1 TSP ON ↔ Receive: OUT1 TSP OFF ↔

MIRROR

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
GET/SET	Space	OUTx	Space	MIRROR		Ļ
1	1	1		1		<u>,</u>

Send: GET OUT1 MIRROR ↔ Send: SET OUT1 MIRROR OFF ↔ Receive: OUT1 MIRROR ON ↔ Receive: OUT1 MIRROR OFF ↔

ROUTING COMMAND

VIDEO ROUTING

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET	Space	INx	Space	VIDEO	OUTx or ALL	μ

A. Set video route: Input port-x/xx/xxx switch to output port-a/b/c... , or all output ports

 For example, SET video route: Input port 1 switch to output port 1

 Send: SET IN1 VIDEO OUT1 내

 Receive: IN1 VIDEO OUT1 내



 For example, SET video route: Input port 1 switch to all output ports

 Send: SET IN1 VIDEO ALL ←

 Receive: IN1 VIDEO ALL ←

Here IN1= INPUT A port IN2= INPUT B port

LR AND TOSLINK AUDIO OUT

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET	Space	IN1 Or IN2	Space	AUDIO-ROUTE	LR	μ

Send: SET IN1 AUDIO-ROUTE LR ↔ Send: SET IN2 AUDIO-ROUTE LR ↔ Receive: IN1 AUDIO-ROUTE LR ← Receive: IN2 AUDIO-ROUTE LR ←

Here IN1= INPUT A port IN2= INPUT B port LR = LR and TOSLINK out

B/MAIN LOOP OUT

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET	Space	IN1 or IN2	Space	LOOP-OUT	MAIN	↓

Send: SET IN1 LOOP-OUT MAIN ←

Receive: IN1 LOOP-OUT MAIN ↔

Here IN1= INPUT A port IN2= INPUT B port MAIN = MAIN/B loo out

RECALL/SAVE MODE OF ROUTE

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET/GET	Space	SYS	Space	ROUTE-MODE	xx - xx is the mode value	ب ا

Send: GET SYS ROUTE-MODE 1 ↔ Send: SET SYS ROUTE-MODE 1 ↔ Receive: SYS ROUTE-MODE 1 ---Receive: SYS ROUTE-MODE 1 ---

V-WALL

SET TV-WALL

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET	Space	OUTx	Space	TVWALL	Line, Column, P, Q, Margin-Left, Margin-Right, Margin-Top, Margin-Bottom, Input:	

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

Picture-1 for example: The entire TV wall consists of 16 screens, placed in 4 rows and 4 columns. Screens 6/7/10/11 make up a 2x2 splice.

The parameter of the splice which make up by Screens 6/7/10/11:

Line: How many rows of the Digital Information Display, picture-1 for example, 2

Column: How many columns of the Digital Information Display left picture for example, 2

P: The row number of the current output connected: Screen 6: 1, Screen 7: 1, Screen 10: 2, Screen 11: 2

Q: The column number of the current output connected: Screen 6: 1, Screen 7: 2, Screen 10: 1, Screen 11: 2

The border of each screen is 20 pixels for example:

Margin-Left: The width of the left margin (pixels): Screen 6: 0, Screen 7: 20, Screen 10: 0, Screen 11: 20

Margin-Right: The width of the right margin (pixels): Screen 6: 20, Screen 7: 0, Screen 10: 20, Screen 11: 0

Margin-Top: The width of the top margin (pixels): Screen 6: 0, Screen 7: 0, Screen 10: 20, Screen 11: 20

Margin-Bottom: The width of the bottom margin (pixels): Screen 6: 20, Screen 7: 20, Screen 10: 0, Screen 11: 0

Input: Which input route to the current panel

A. SET TV-WALL mode of one output port

Picture-1 Screen 6/7/10/11	, and the source input is input $^{\prime}$	For example,
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Send: SET OUT6 TVWALL 2 2 1 1 0 20 0 20 1 ← Send: SET OUT7 TVWALL 2 2 1 2 20 0 0 20 1 ← Send: SET OUT10 TVWALL 2 2 2 1 0 20 20 0 1 -Send: SET OUT11 TVWALL 2 2 2 2 2 0 0 20 0 1 ↔ Sending these four commands will create a 2x2 splice Receive: OUT6 TVWALL 2 2 1 1 0 20 0 20 1 Receive: OUT7 TVWALL 2 2 1 2 20 0 0 20 1 Receive: OUT10 TVWALL 2 2 2 1 0 20 20 0 1 Receive: OUT11 TVWALL 2 2 2 2 2 0 0 20 0 1

For example, Exit TV-WALL combination of output port 6,7,10	,11
Send: SET OUT6 TVWALL 1 1 1 1 0 00 0 00 1 ⊷	Receive: OUT6 TVWALL 1 1 1 1 0 00 0 00 1 ↔
Send: SET OUT7 TVWALL 1 1 1 1 0 00 0 00 1 ⊷	Receive: OUT7 TVWALL 1 1 1 1 0 00 0 00 1 ↔
Send: SET OUT10 TVWALL 1 1 1 1 0 00 0 00 1 ⊷	Receive: OUT10 TVWALL 1 1 1 1 0 00 0 00 1 ↔
Send: SET OUT11 TVWALL 1 1 1 1 0 00 0 00 1 ↩	Receive: OUT11 TVWALL 1 1 1 1 0 00 0 00 1 ↔

SYSTEM COMMAND

DEVICE IP

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET/GET	Space	SYS	Space	IP	AT+WANN= mode, address, mask, gateway	Ļ

A. GET the device IP:

For example, GET the device IP (MAC: D8B04CB947DF)

 Send: GET SYS IP↓
 Receive: SYS IP D8B04CB947DF DHCP,192.168.0.119,255.255.255.0,192.168.0.1↓

 Send: GET SYS IP↓
 Receive: SYS IP D8B04CB947DF STATIC,192.168.0.222,255.255.0,192.168.0.24↓

B. SET the device IP:

 For example, Set the device IP to STATIC 192.168.1.1

 Send: SET SYS IP STATIC, 192.168.0.222,255.255.0,192.168.0.1↓

 Receive: SYS IP STATIC, 192.168.0.222,255.255.0,192.168.0.1↓

 C: Set the device STATIC/DHCP

 For example, Set the device IP to DHCP (auto obtain)

 Send: SET SYS IP DHCP↓

Receive: SYS IP DHCP↓

SYSTEM RESET

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET	Space	SYS	Space	RESET	ALL	μ

A. SET (Reset) the device :

For example, Set (Reset) the device

Send: SET SYS RESET ALL⊷

Receive: SYS RESET ALL↓

DEVICE ID (ONLY USED ON SPECIAL CONDITION)

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET/GET	Space	SYS	Space	ID		Ч

Set the device ID, when in cascade mode or chain mode, need to set each device ID, default ID is 1.

For example, Two VW4K24 work in cascade mode, then the first unit device ID is 1, the first unit's first output port index is 1, the second unit device ID is 2, the second unit's first output port index is 5. Need to set the device ID before installation alone.

Send: SET SYS ID 2⊷	Receive: SYS ID 2⊷
Send: GET SYS ID⊷	Receive: SYS ID 24

FIRST OUTPUT PORT INDEX (ONLY USED ON SPECIAL CONDITION)

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET/GET	Space	SYS	Space	FPI		Ļ

Set the first output port index, when in cascade mode or chain mode, need to set each device first output port index. The default first output port index is 1.

For example, Two VW4K24 work in cascade mode, then the first unit device ID is 1, the first unit's first output port index is 1, the second unit device ID is 2, the second unit's first output port index is 5. Need to set the device ID of each unit before installation alone.

Send: SET SYS FPI 1↩ Send: GET SYS FPI ↩ Receive: SYS FPI 1↓ Receive: SYS FPI 1↓

CEC COMMANDS

AUTO POWER ON BY CEC

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET/GET	Space	SYS	Space	AUTO-POWER- ON	ON, OFF	Ļ

This command to Enable/Disable Auto Power function to control sources and displayers by CECSend: SET SYS AUTO-POWERON ONReceive: SYS AUTO-POWERON ONSend: GET SYS AUTO-POWERONReceive: SYS AUTO-POWERON ON

POWER ON/OFF DISPLAYER BY CEC

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET	Space	OUTx	Space	POWER	ON/OFF	←

Send: SET OUT1 POWER ON⊷

Receive: OUT1 POWER ON⊷

VOLUME +/VOLUME-/MUTE/UNMUTE WITH DISPLAYER

Operation Type (3 byte)	Spacer (1 byte)	Target (N bytes)	Spacer (1 byte)	Command Type (N bytes)	Command Parameters (N bytes)	Command Tail (1 byte)
SET	Space	OUTx	Space	AUDIO	VOLUME+, VOLUME-, MUTE	↓

For example,

Send: SET OUT1 AUDIO VOLUME+↩ Send: SET OUT1 AUDIO VOLUME-↩ Send: SET OUT1 AUDIO MUTE↩ Receive: OUT1 AUDIO VOLUME+↩ Receive: OUT1 AUDIO VOLUME-↩

Receive: OUT1 AUDIO MUTE//This command will toggle mute/unmue ←

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