MATRIX Operation Manual

1. MATRIX MONITOR

MATRIX Monitor is used to play and monitor sequence contents in a device connected to user computer. It has minimal controls to connect and play synchronously the sequence inside the connected device.

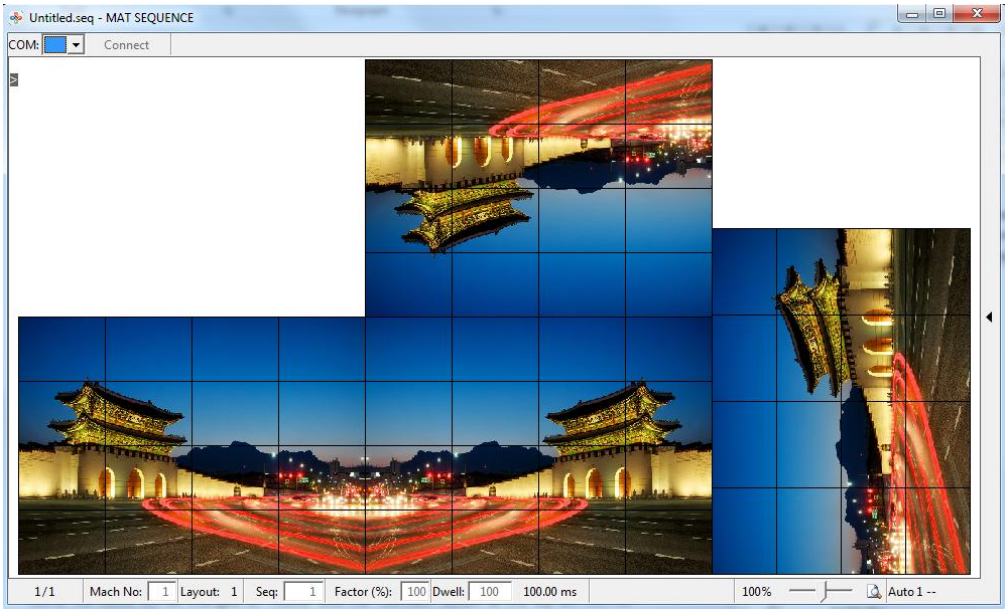


Figure 1. MATRIX Monitor Interface.

When started, the MATRIX Monitor will automatically search for a connected device, which indicated by status "Auto…" at the corner right Monitor screen (Figure 3). If a connected device is found, the status will be changed to "Found" and the "Connect" button at the top left Monitor screen will be enabled (Figure 1). The MATRIX Monitor will try to automatically change the display if there is detected scene data. To accelerate the search process, press restart / play button in MATC of matrix device (Figure 2).

Figure 2. MATC Bracket

To manually connect to the device, select port from drop down COM list and click "Connect" button. If the MATRIX Monitor is successfully connected, the "Connect" button will change to "Disconnect" button.

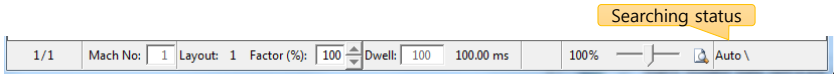


Figure 3. MATRIX Monitor Search Status.

Troubleshooting: If MATRIX Monitor is stopped during monitoring time (manually connected), reconnect the MATRIX Monitor (by clicking "Disconnect" button, and then "Connect" button again). If reconnect is not successful, the MATRIX Monitor will show an error message (Figure 4). If this happens, click OK and check the device and/or the cable connection. If the problem is corrected, MATRIX Monitor will find the device again and re-enable the "Connect" button.

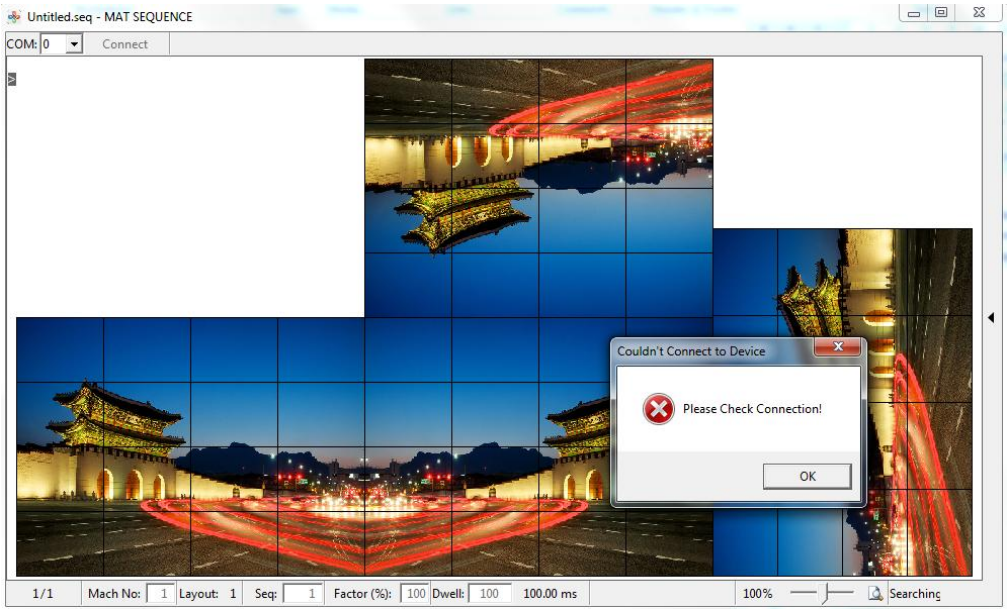


Figure 4. MATRIX Monitor Error on Connect.

2. MATRIX EDITOR

MATRIX Editor is used to create or edit sequence for the device. Just like the MATRIX Monitor, the MATRIX Editor can be connected to a device and play the device's sequence contents. The Editor can also write and read sequence contents in the device. It also has a playback control to review the current edited / loaded sequence contents.

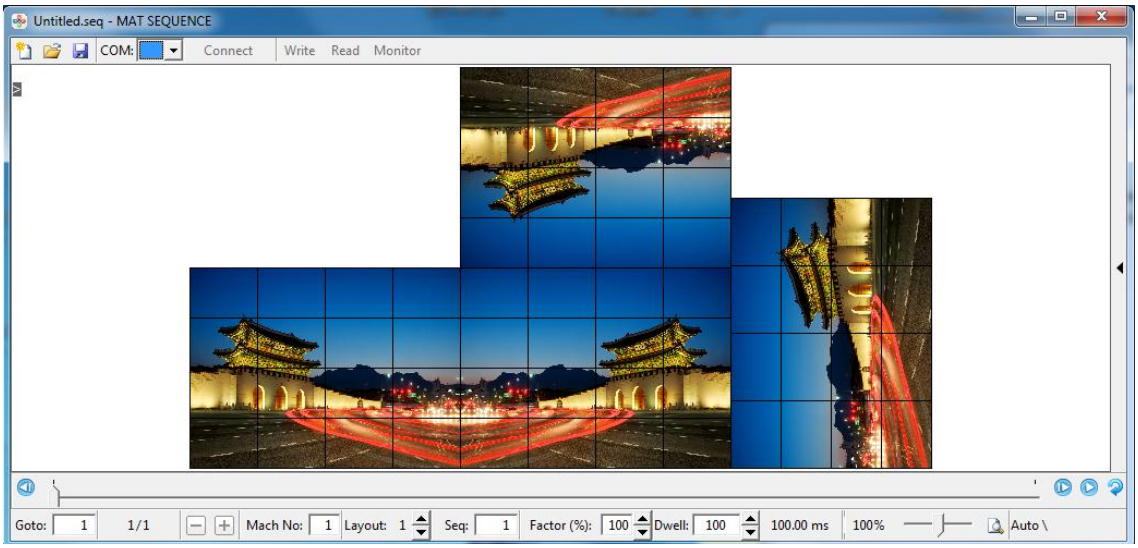


Figure 5. MATRIX Editor Interface.

2.1. Editing Sequence

To create a new sequence, click "New" button at the top left editor screen. "Open" button can be used to open a sequence file and "Save" button can be used to save the current sequence work. Sequence monitor configuration (scene) can be changed (normal / expand) by using left click (for filling) on the scene screen. Combination of right click (for erasing) and dragging (right or left click) on the screen can also be used to edit the scene. Button "+" and "-"(at the bottom of editor screen) can be used to insert / delete scene. There are also device parameters, e.g.: machine and layout number, speed factor and dwell time that can be changed during editing the sequence (Figure 6).

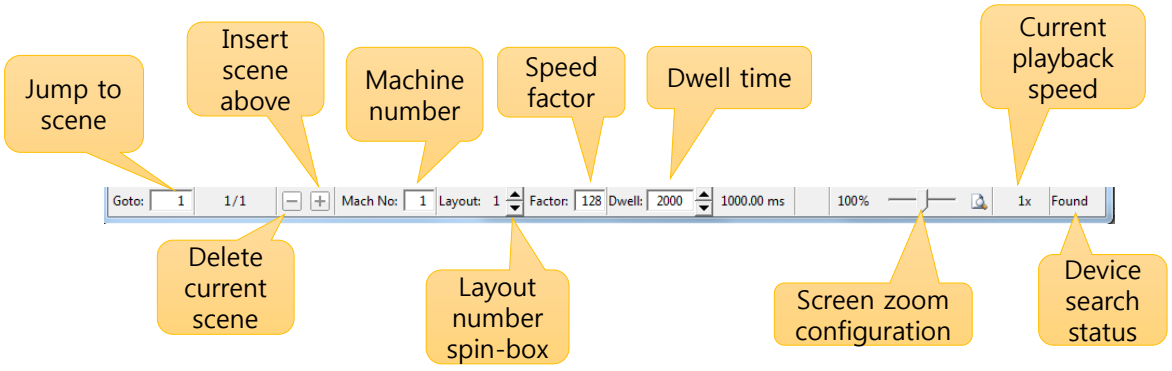


Figure 6. Edit Scene Control.

Playback control buttons can be used to play / review the current edited / loaded sequence contents (Figure 7). There are also keyboard shortcuts that can be used to edit / review the scene (Table 1).

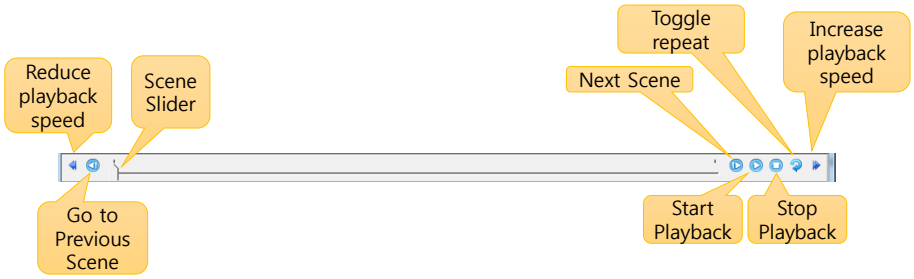


Figure 7. Playback Control.

Keyboard Key	Function
Arrow left / a	Go to previous scene
Arrow right	Go to next scene
d	Add / Go to next scene
p	Start playback
Arrow up / w	Increase dwell time
Arrow down / s	Decrease dwell time
Page up / Page down	Change layout

Table 1. Keyboard Shortcuts.

2.2. Read / Write Device

To read / write from/to a device, first the editor must be successfully connected with the device. To do that, click the "Connect" button at the top left editor screen which is enabled if there is a connected device found by the editor. After the editor is connected, the write, read and monitor button will be enabled and can be used to transfer the sequence contents data to / from the connected device.

The "Monitor" button can be used to display the sequence contents in the device. During this monitoring time, the editor screen will be changed based on the contents. The current edited / loaded sequence work on the editor will not be changed. Therefore, after "Stop" button is pressed, the screen will be back to sequence work that is currently loaded / edited.

To read the sequence contents in the device, click the "Read" button and then the editor will change its current scene screen and sequence contents based on the data transferred from the device. On the other hand, to write the current edited / loaded sequence contents to the device, click the "Write" button. There will be a progress window appeared until the transfer process is finished (Figure 8). During this time, please make sure that the device is well connected.

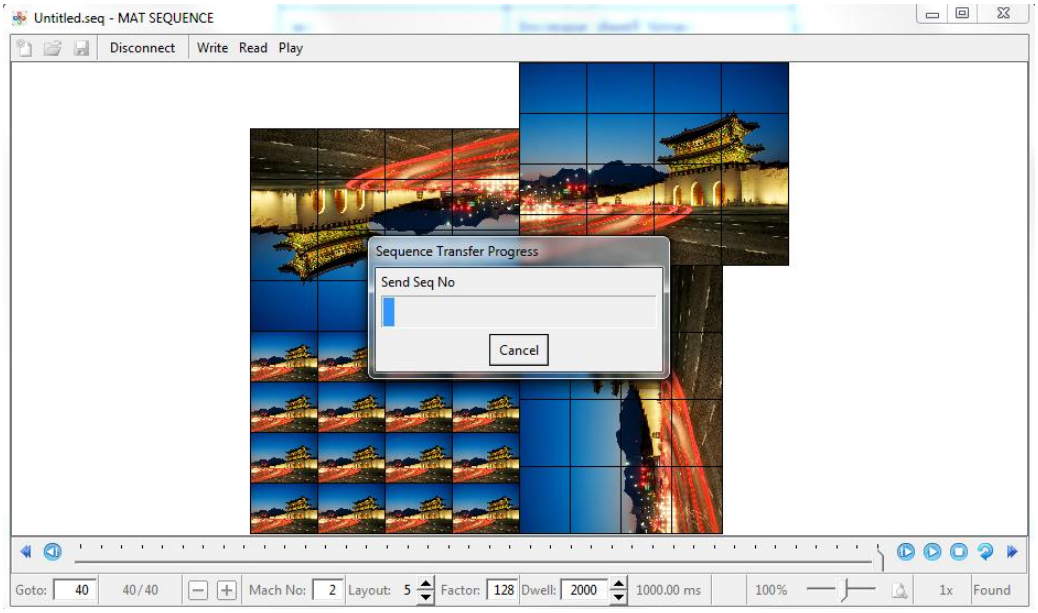
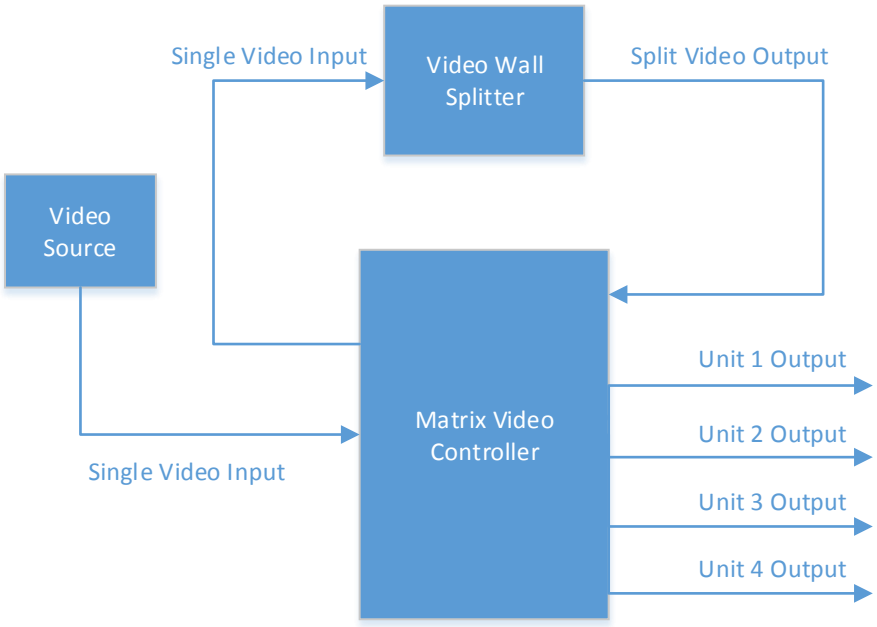


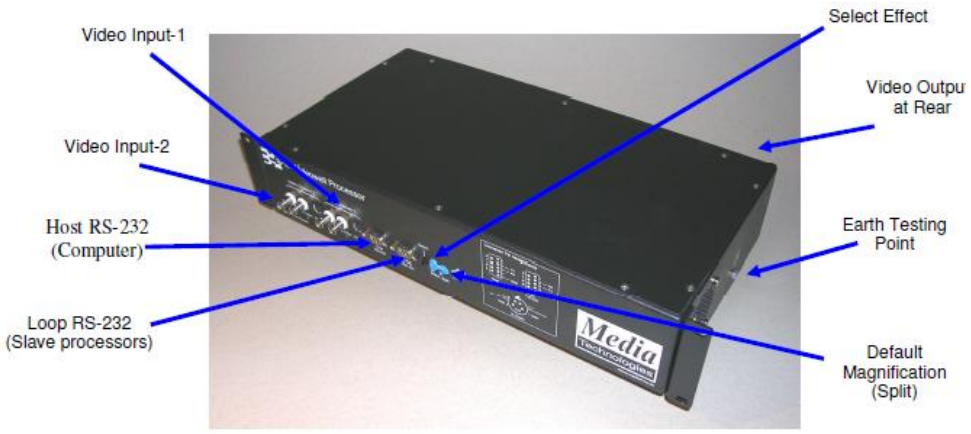
Figure 8. MATRIX Editor Write Process.

3. MATRIX VIDEO PROCESSING

3.1. Connection Configuration



Split/Scale Settings



3.2. Split Video with 4x4:

1. Turn the device off
2. Set the 'Split' switch to number 4
3. Turn the device on.

Split Switch

3.3. Split Video with 3x3:

1. Turn the device off
2. Set the ‘Split’ switch to number 3
3. Turn the device on.

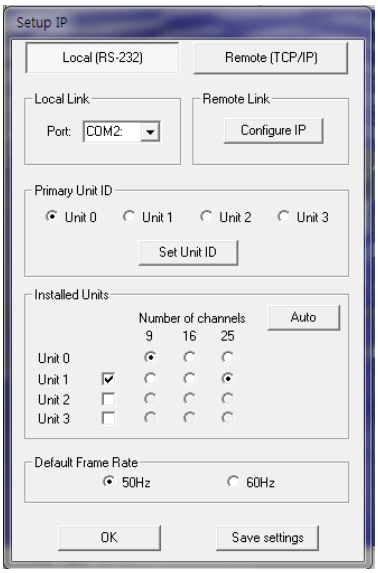
Split Switch

3.4. Video Wall Control Simple Instructions

Run the software using the desktop short cut and from the ‘File’ menu, please read and then accept the license agreement.

3.5. Configure Serial Connection

Select ‘Setup’ and using the pull down menus, select Local (RS-232) then an available COM port, typ
ically COM1.



3.6. Apply Magnification

Click ‘Buttons’ menu and a Sequence Buttons dialog box will appears.

Click ‘Project’ button and using the browse functions, select the file “4x4wall.efx”.

Click ‘Scale Up 4x4’ button for 4x4 magnification.

Click ‘Scale Up 4x4’ button for 4x4 magnification.

Click ‘Normal’ button for individual single display.