



Silicon Motion[®], Inc.

SMI Video Wall User Manual

**Revision 1.0.13.0
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Revision History

Version	Date	Designer	Description
1.0.0.0	7/2/2018	Lucy/Tim	SMI Video Wall user manual draft
1.0.0.1	7/12/18	Tim	Added SMI Video Wall Setup steps
1.0.0.2	8/5/18	Lucy	Added set monitor ID steps
1.0.0.3	8/10/18	Lucy	Remove some useless steps
1.0.0.4	8/27/18	Lucy	Added save configuration instruction
1.0.0.5	9/17/18	Lucy	Refine document
1.0.0.6	11/17/18	Lucy	Refine document
1.0.0.7	11/19/18	Lucy	Refine document
1.0.0.8	11/29/18	Lucy	Added change UI language instruction
1.0.0.9	12/6/18	Lucy	Modify document
1.0.1.0	1/11/19	Lucy	Changed some error
1.0.2.0	1/17/19	Lucy	Refine document
1.0.3.0	1/17/19	Lucy	Modify document format
1.0.4.0	3/12/19	Lucy	Added bezel compensation
1.0.5.0	3/18/19	Lucy	Added monitors clone
1.0.6.0	4/3/19	Lucy	Update activate/de-activate license and add Identify function
1.0.7.0	4/23/19	Ethan	Update activate/de-activate license note
1.0.8.0	6/1/19	Lucy	Added Art Wall Notes
1.0.9.0	6/14/19	Ethan	Added monitors preview
1.0.10.0	6/20/19	Ethan	Added monitors preview for Art Wall. Modify the Art Wall UI.
1.0.11.0	6/27/19	Ethan	Added Art Wall Monitors' angle and position Micro-Adjustment.
1.0.12.0	7/18/19	Ethan	Added VW Performance settings for Matrix Wall. Added input box for Art Wall Monitors' angle and position.
1.0.13.0	8/6/19	Ethan	Added Advance mode for Matrix Wall, and refine the figure in the User Manual.

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1. Introduction

The objective of this document is to present the advanced feature and “How to Use” to SMI Video Wall End User.

2. How To Use

2.1 Update FW

Load Client FW to the SMI Video Wall box by the MPTool (Please use the MPTool carried in the setup package).

2.2 SW Setup

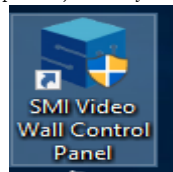
a. Open “SMIVideoWallSW.exe” to setup, it will show you the following information.



b. Click “Install” and wait it completed.



- c. Click “Reboot” button to reboot your computer, and you will see the shortcut icon on the desktop.

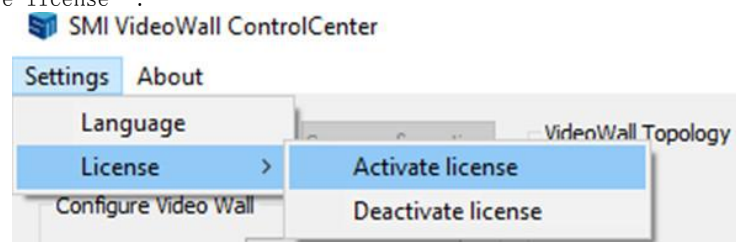


2.3 Function introduction

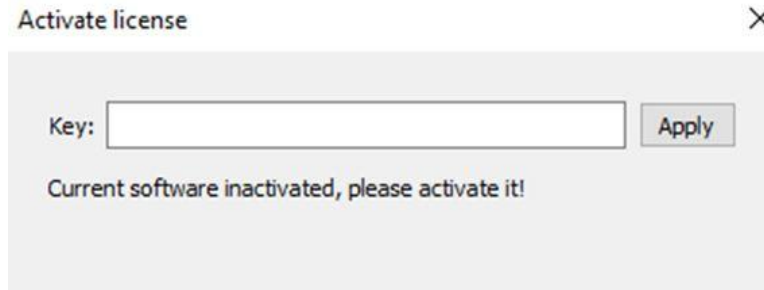
2.3.1 Software activation

If you want to activate video wall software, please plug in the video wall box first. Then, input valid license to activate it.

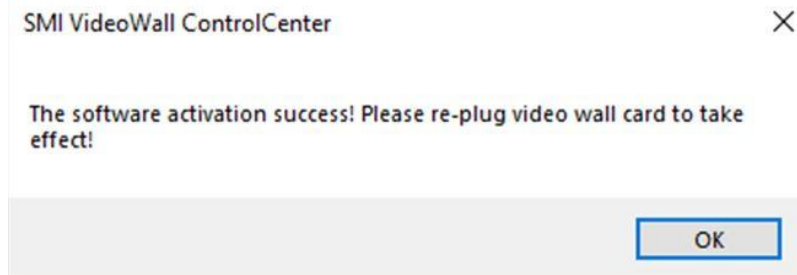
Click menu “Activate license” :



Pop up a activate window:



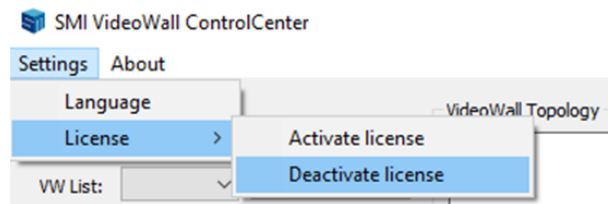
Input the valid license and apply it:



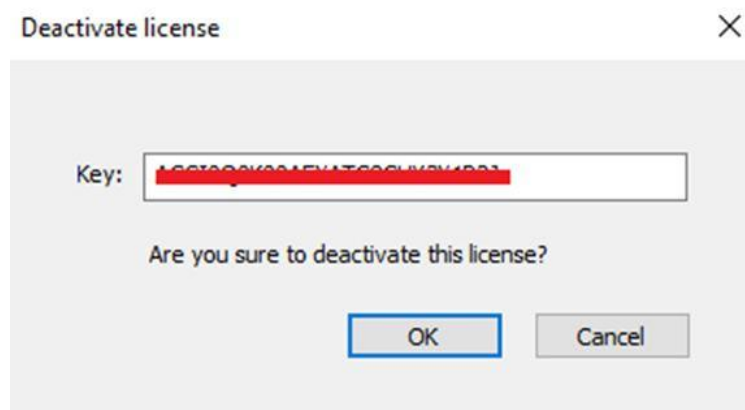
2.3.2 Software De-activation

Before de-activate the license, you also need to plug in the video wall box first. If the license of your activation video wall box is the same as the license that you want to do deactivate, it will deactivate successful. Else, it will show you deactivate failure.

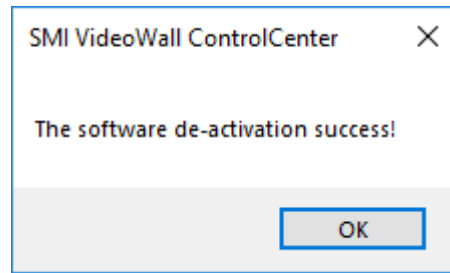
Click menu “Deactivate license” :



Pop up a de-activate window:



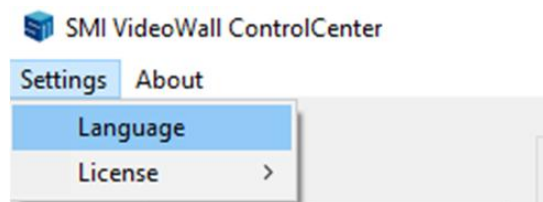
Click “OK” button to de-activate it:

**NOTE:**

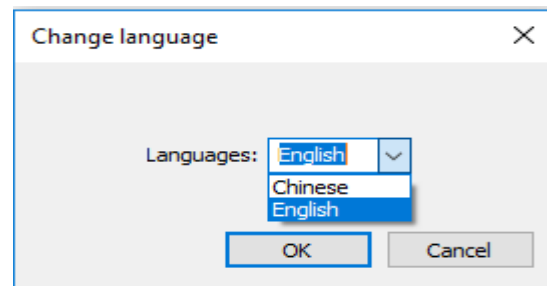
1. Please make sure your computer has already been connected to the network before do activate or de-activate operation.
2. When de-activating, the the original registered license must be provided and the original registered video wall box must be plugged in, otherwise the de-activation will fail.
3. One license bound to one video wall box.
Eg: If you want to change another video wall box to activate the same license, please de-activate license in the original registered video wall box, and then activate in the new video wall box.
4. The same license can be activated multi-times on one video wall box.
Eg: If you activate the video wall box on one computer. Then, you want to plug in this video wall box to another computer, please use the same license re-activate this video wall box again before use it.
5. Multiple licenses can be used for registration on the same computer, but the previous registration information will be overwritten.
Eg: if you activate A video wall box on one computer, then continue plug in B video wall box for activation. The next time you want to plug in A video wall box to use, please re-activate it.

2.3.3 Language settings

Click "Language" menu to change the working language. Currently, only support Chinese/English switching.



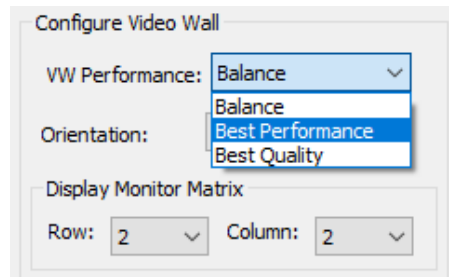
"Language" Menu



"Change language" Dialog

2.3.4 VW Performance settings

There are three VW Performance modes, "Balance", "Best Performance" and "Best Quality".

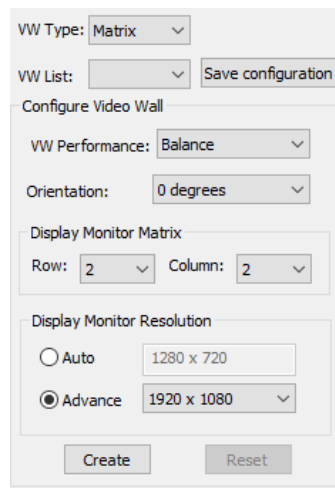
**NOTE:**

1. If the license supports 8K, the output image pixels of "Best Quality" mode is nearly 7680*4320 pixels, "Balance" is corresponding to nearly 3840*2160 pixels and "Best Performance" is corresponding to nearly 1920*1080 pixels.

2. If the license supports 4K, the output image resolution of "Best Quality" mode is nearly 3840*2160 pixels, "Balance" is corresponding to nearly 2560*1440 pixels and "Best Performance" is corresponding to nearly 1920*1080 pixels.

2.3.5 Create Video Wall

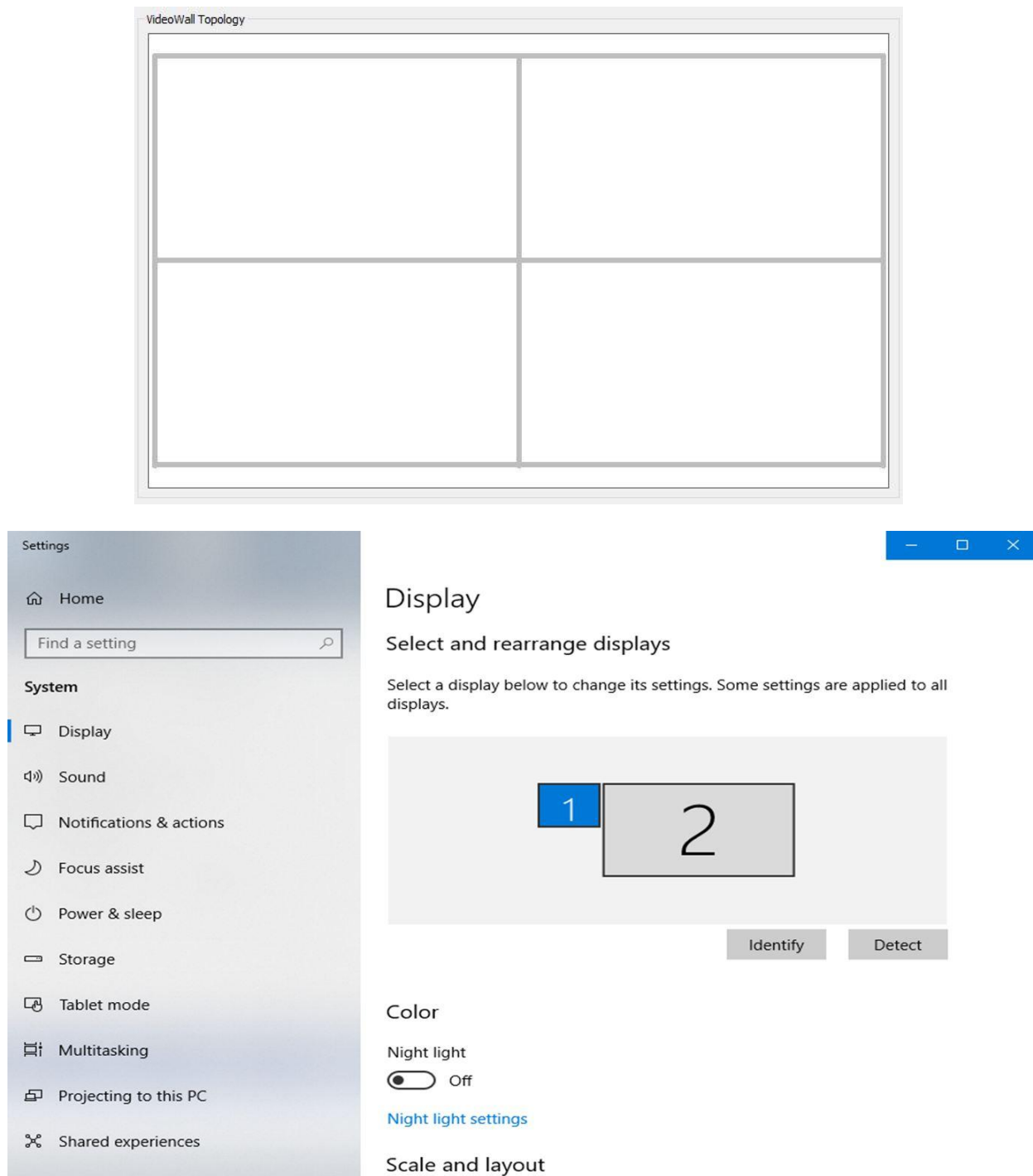
a. Click "Create" button to create a video wall, you can see a new view in the OS control panel. And you can change the video wall performance, orientation and the display monitor matrix that you want to set before you click "Create" button.

**NOTE:**

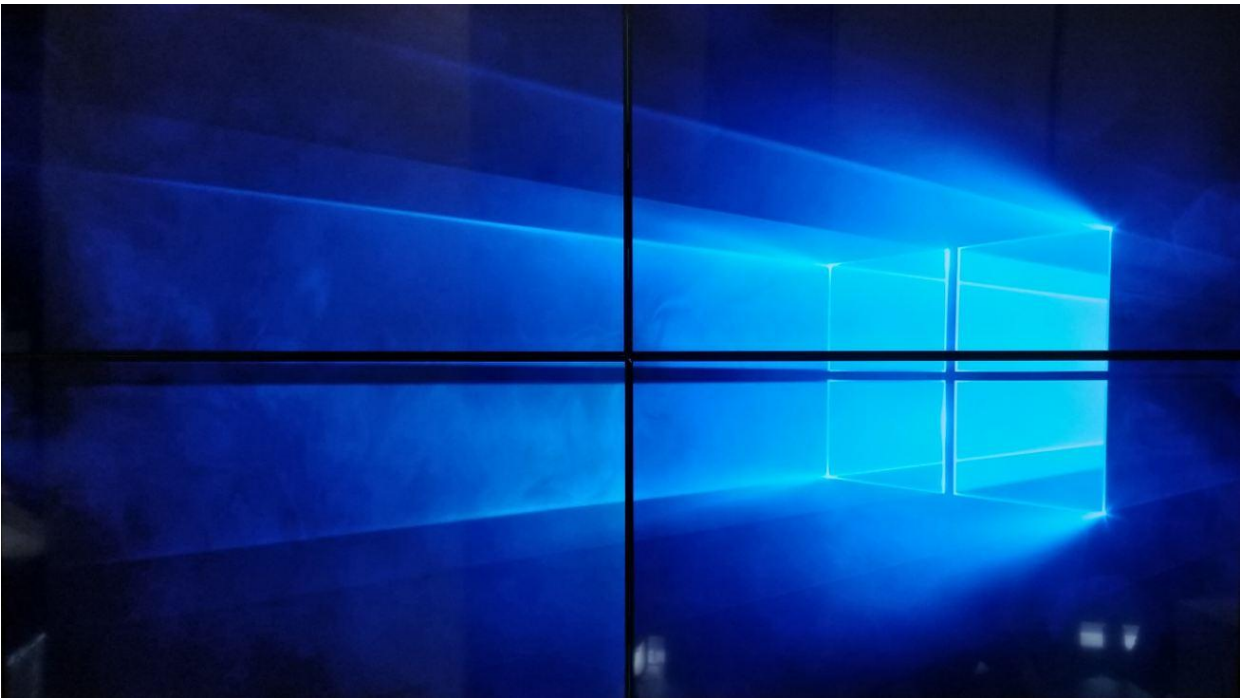
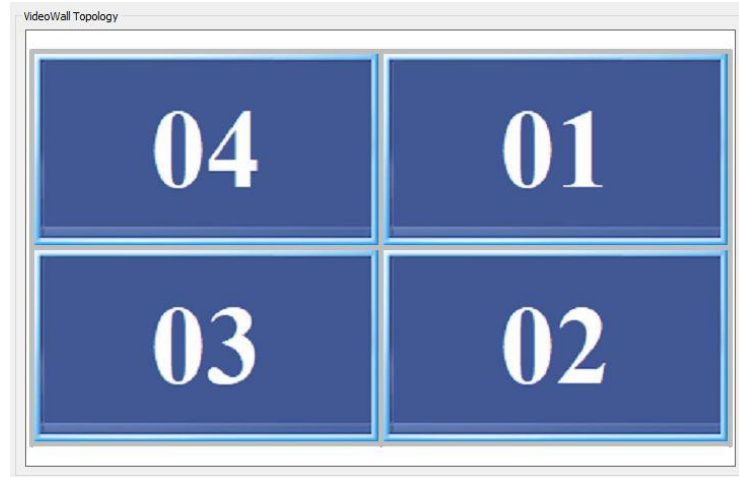
1. If you click "Auto", the monitor's mode will be calculated automatically.

2. If you click "Advance", the monitor's mode will be setted which you have chosen. Suppose that the width of "Display Monitor Resolution" is w , the height is h , the "Row" is m , and "Column" is n . Then if the $w*h*m*n$ is less than the output image pixels of the VW Performance. The output image pixels will be $w*h*m*n$.

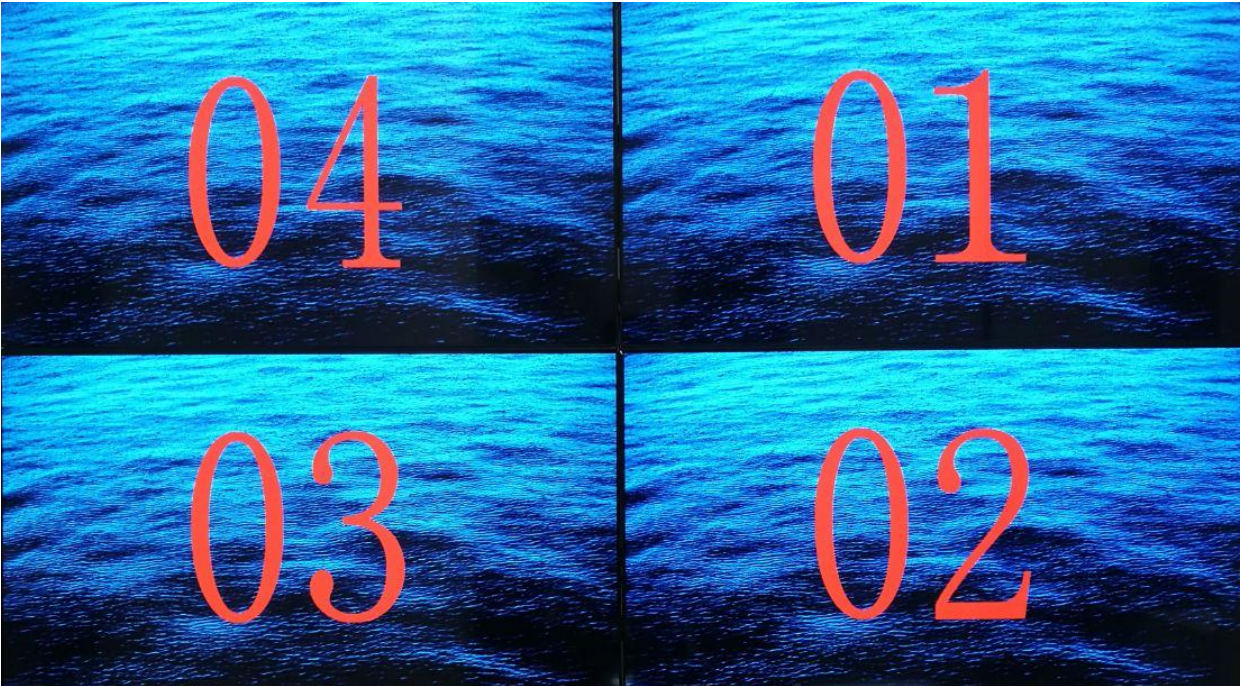
Create video wall successfully when the Wall topology is shown in the Control Panel:



b. Drag monitor icon from "Connected Display Monitors" to "VideoWall Topology", then the corresponding monitor will display extended view's graphic data. If drag monitor icon from "VideoWall Topology" to "Connected Display Monitors", the corresponding monitor will show monitor ID.



Show extend desktop

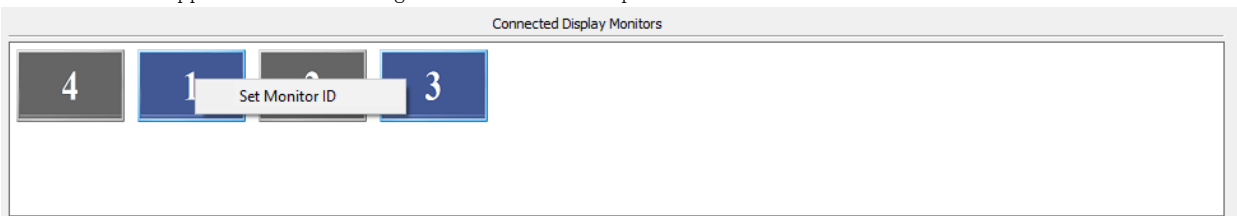


2.3.6 Reset Video Wall

If you want to reset video wall, please click “Reset” button.

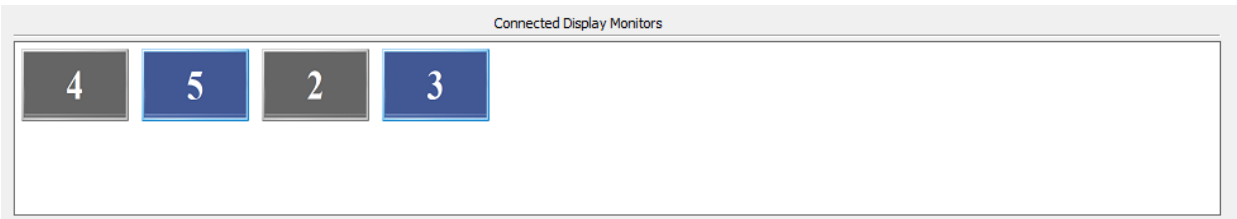
2.3.7 Set monitor ID

There is not support the ID that greater than 99 at present.



Right click item, pop up a menu, and click “Set Monitor ID”





2.3.8 Save configuration

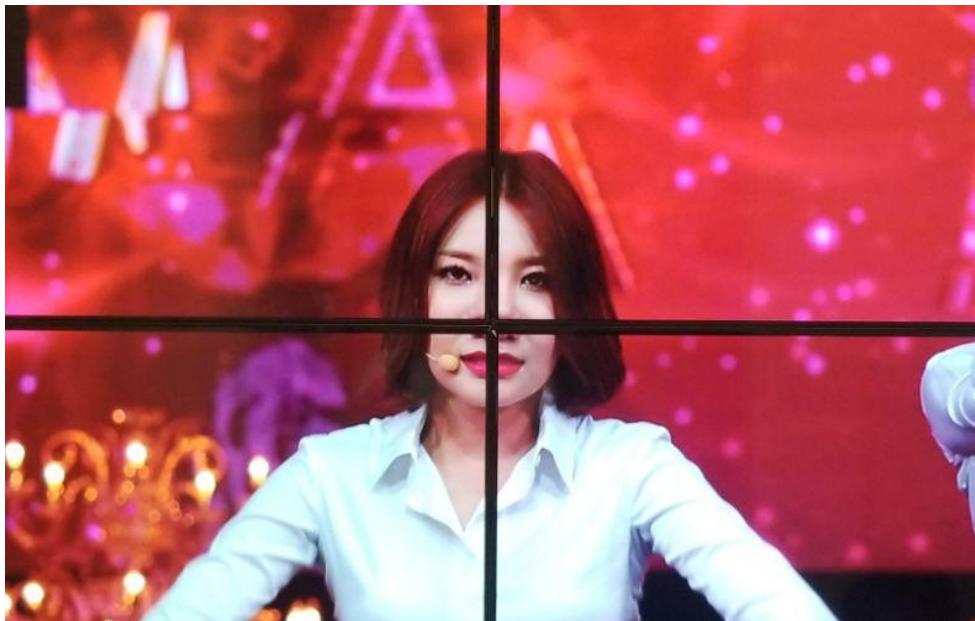
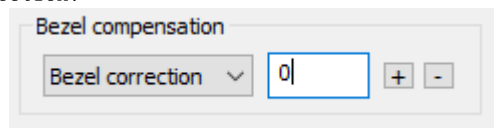
If you want to save current setting, please click “Save configuration” button. Then, host restart will auto restore the last save configuration.



2.3.9 Bezel compensation

Bezel Correction only supports input nonnegative number. Projection Fusion only supports input non-positive number. (Input number, then click “Enter Key” to take effect. Or you can click “plus button” or “minus button” to set the bezel value.)

For example, Before Bezel Correction:



After Bezel Correction:

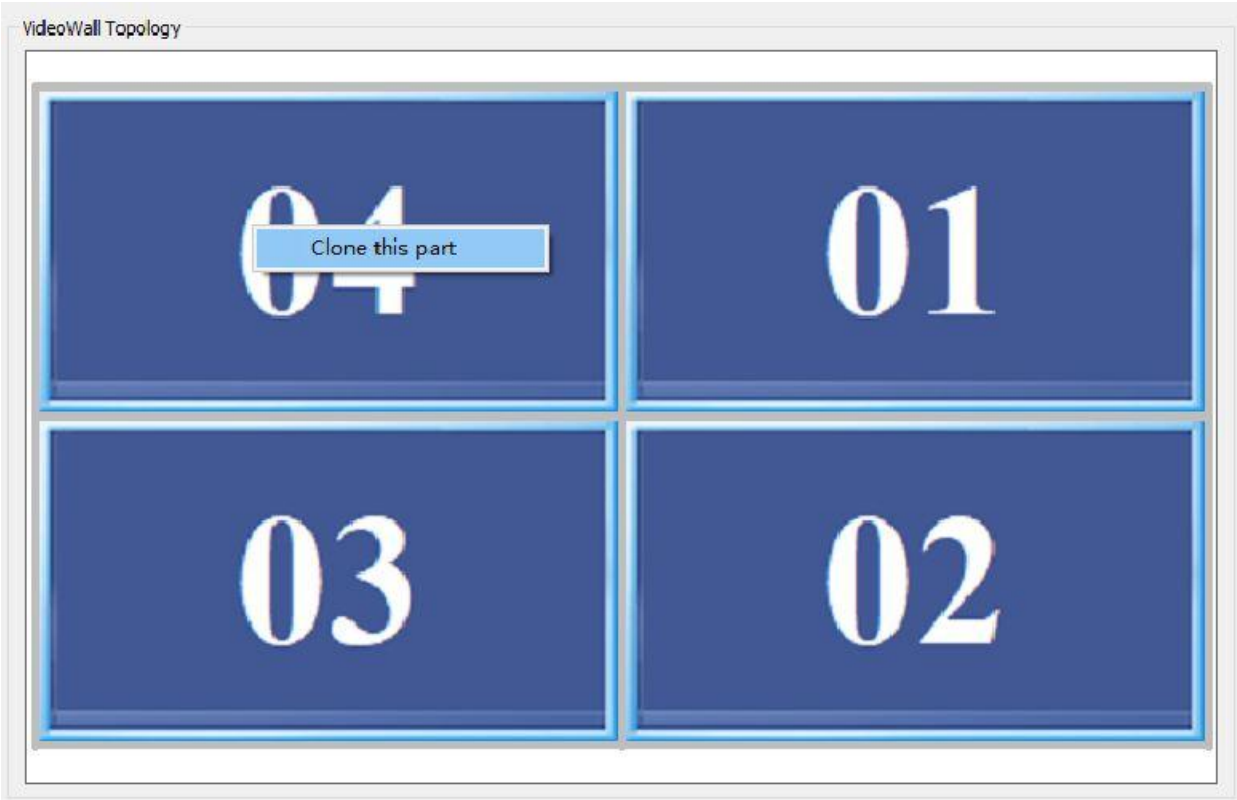


2.3.10 Monitors clone

On the VideoWall, the VideoWall is shown as below:



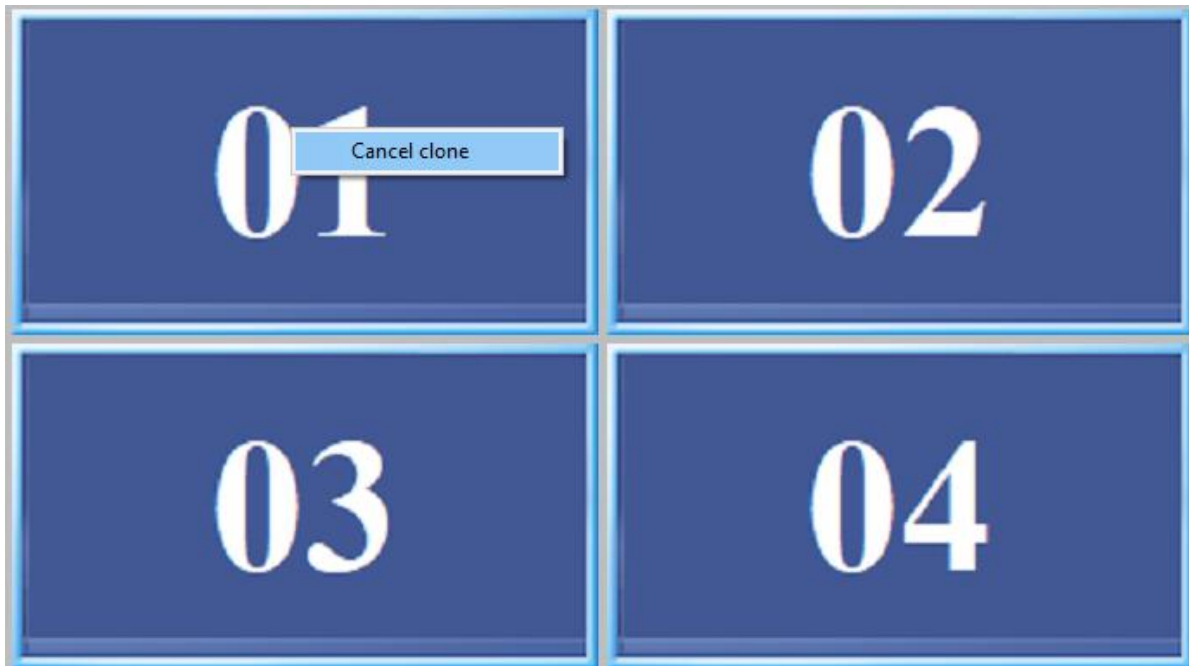
In the VideoWall Topology, Click “Clone this part” in the Right-Click:



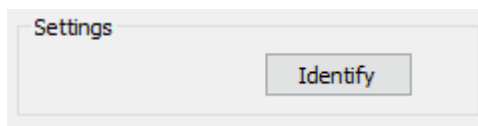
After select "Clone this part" menu:



Clone Mode can be canceled. Right click and select "Cancel clone" menu:

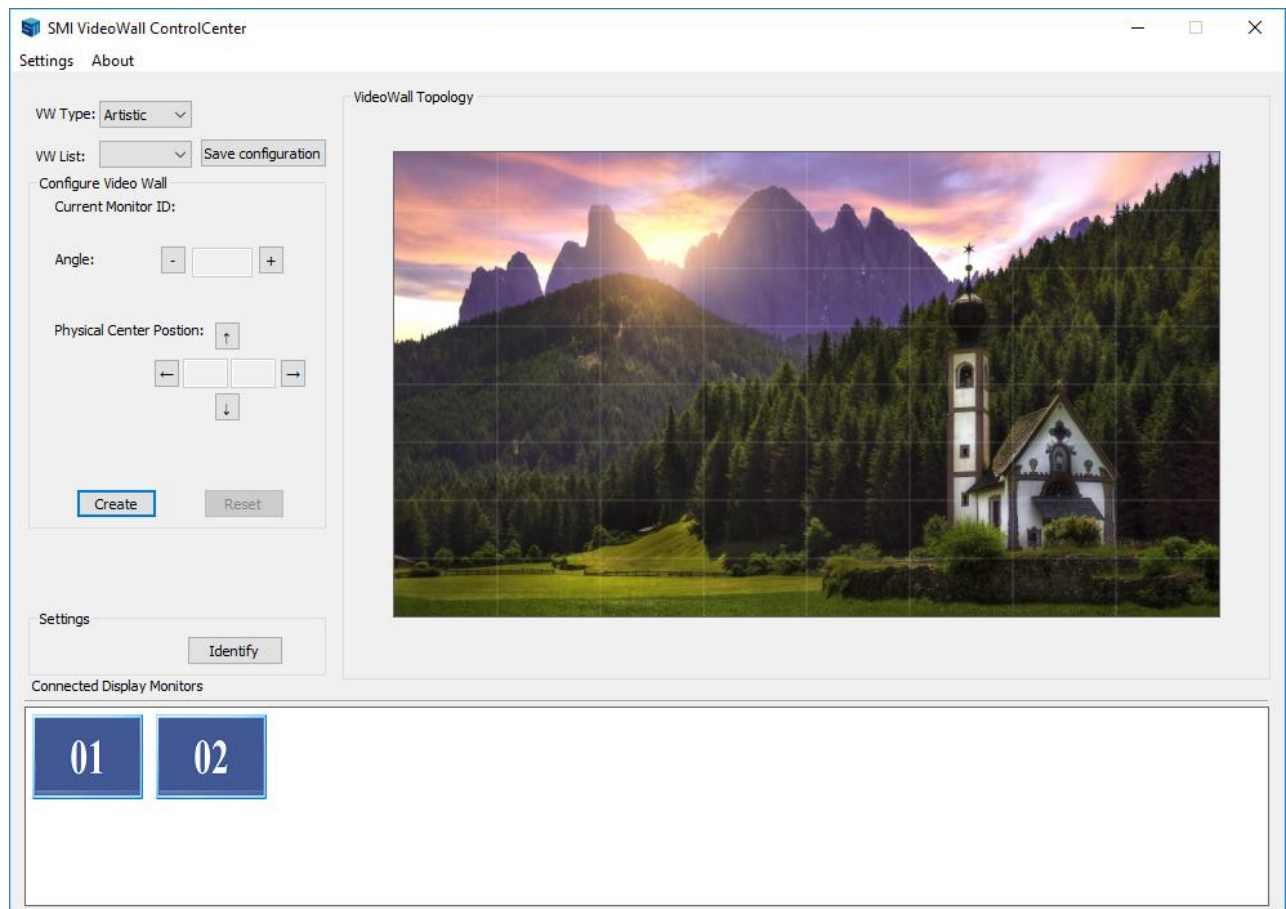


2.3.11 Identify



In the process of testing, you can click “Identify” button to check monitor’ s ID.

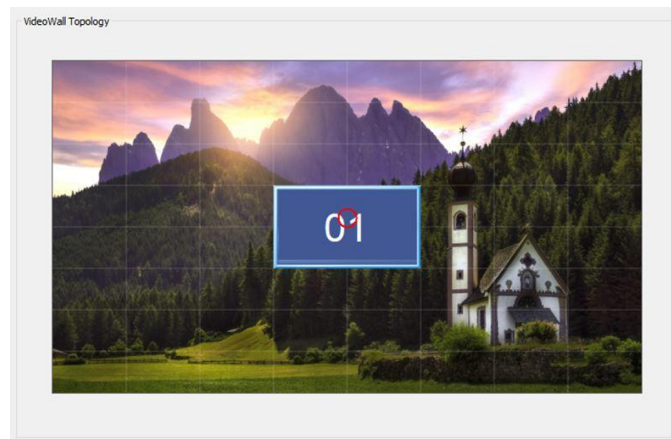
2.3.12 Art Wall



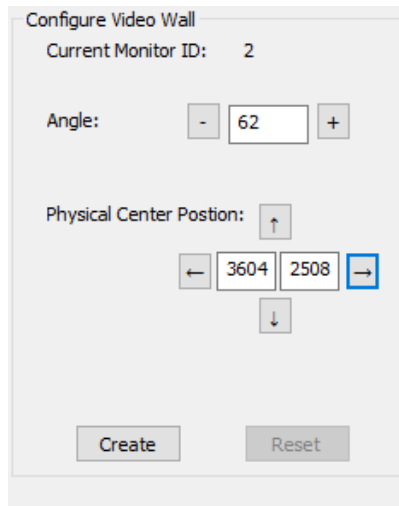
Drag monitor icon form "Connected Display Monitors" to "VideoWall Topology".

How to move and rotate the Monitor:

- 1, Click Red circle "○"
- 2, Left key to move monitor
- 3, Right key to rotate monitor



While selected one monitor which is be dragged to the “VideoWall Topology”, the information of selected monitor will be shown as below.

A screenshot of a software dialog box titled "Configure Video Wall". It contains the following elements: "Current Monitor ID:" followed by the number "2"; "Angle:" followed by a minus button, a text box containing "62", and a plus button; "Physical Center Postion:" followed by four directional arrow buttons (up, down, left, right) surrounding a text box containing "3604" and another text box containing "2508"; and at the bottom, two buttons labeled "Create" and "Reset".

Configure Video Wall

Current Monitor ID: 2

Angle: - 62 +

Physical Center Postion: ↑

← 3604 2508 →

↓

Create Reset

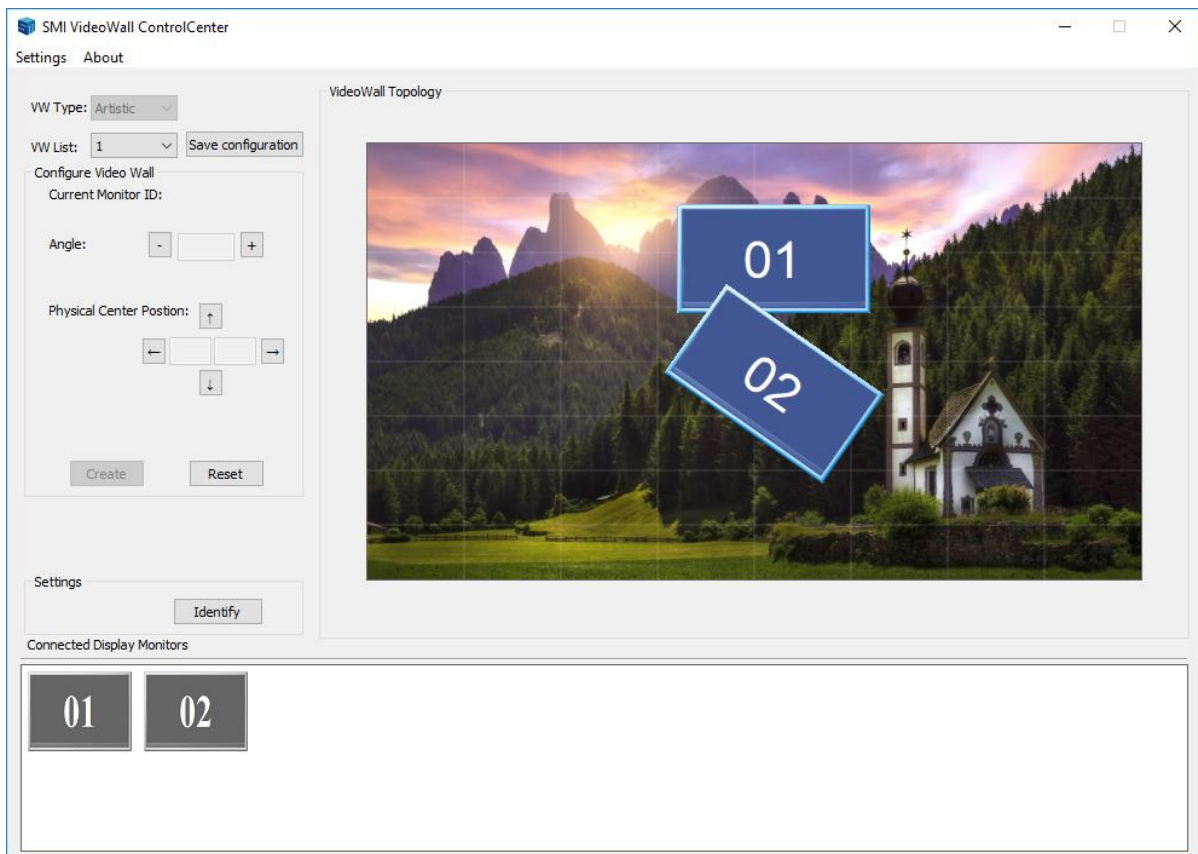
Click “-” or “+” button to rotate monitor one degree counter-clockwise or one degree clockwise. Click “↑”, “↓”, “←” or “→” button to move monitor up one pixel, downward one pixel, to the left one pixel or to the right one pixel.

You can also enter angles and positions on the control panel to move the selected monitor. Meanwhile you can see “Current Monitor ID”, “Angle” and “Physical Center Position” information on the control panel when you move or rotate the monitor.

NOTES:

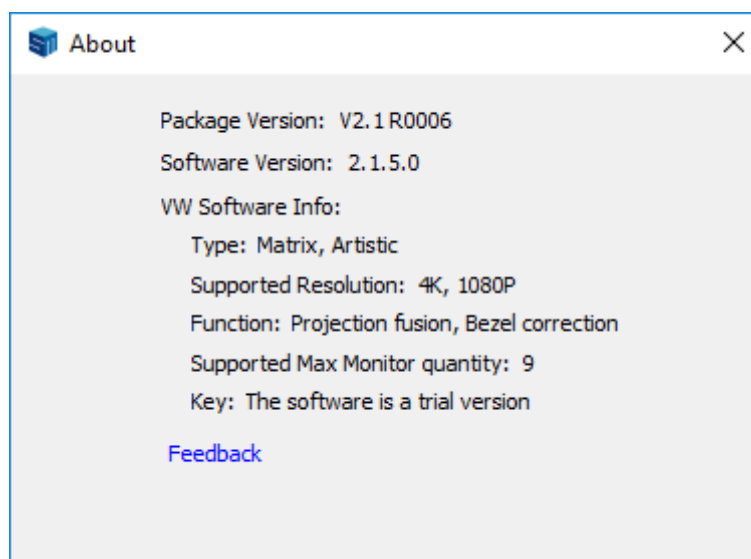
1. Angle Input can only be positive, that is, clockwise rotation. And the positive value will be converted to the value between “0 ~ 360”.
2. The “Physical Center Position” refers to the central position of the monitor, so when the monitor is moved to the upper left corner, the coordinates are (960, 540).

Click “Create” button to create Art Wall:



2.3.13 About Dialog

About Dialog will show you the video wall software's information. Includes version and supported features.



3. Appendix