



Usage Notice

Safety Information

Do

- Please read and follow the instruction.
- Please note that all the warning items.
- Before clean the device, must turn off the power and pull out the AC power plug.
- Use a soft dry cloth with mild detergent to clean the housing.
- Please only use the original specified attachments / accessories.
- Please contact service personnel for all maintenance actions.
- Need to repair damage when the device encounters a variety of situations, such as power cord is damaged, liquid penetration, small objects fall into the unit, the unit is exposed to rain or moisture, abnormal operation or drop and so on.

Do Not

- Do not use this device near water.
- Do not use rubbing cleaning waxes or solvents to clean the unit.
- Do not install near heat sources such as radiators, heaters, boilers or other heat facilities (including amplifiers).
- Do not expose this device to moisture environment, to avoid the risk of fire or electric shock.
- Do not disassemble the device which may cause an electric shock hazard.
- Do not close any device which will produce a strong magnetic field.
- Do not expose the device under sunshine.
- The attachment inside may cause a very dangerous high voltage. Do not disassemble the housing. Please contact qualified service personnel for maintenance



Introduction

Features

- Support the smooth image blending processing.
- Support up to 17X17 grid point distortion correction including 4 corner adjustment / barrel / pincushion.
- Support black level adjustment to make the dark scene consensual.
- Support color uniformity adjustment to make the display image color consensual.
- Support XGA/WXGA/1080p/WUXGA.
- Support data saving in the device.
- Standard 1U chassis design, containing two channels blending processor.
- Simple and friendly interface.
- Operation environment :
 - Temperature :
 - Operating : 5°C ~ 35°C (41°F ~ 95°F)
 - Storage : -20°C ~ 60°C (-4°F ~ 140°F)
 - Humidity :
 - Operating : 5°C ~ 40°C , 80%RH (Highest) , non-condensing state
 - Storage : -20°C ~ 60°C , 80%RH (Highest) , non-condensing state

Package Overview

- Blending Box
- AC power adaptor
- User manual (CD)
- Bracket

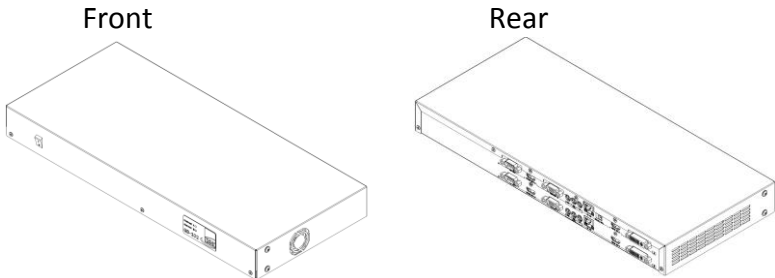


Accessories may change in different region.



Introduction

Product Appearance



- 1. Front : LED indicator and power switch
- 2. Rear : Input /Output and control interface

LED Indicator

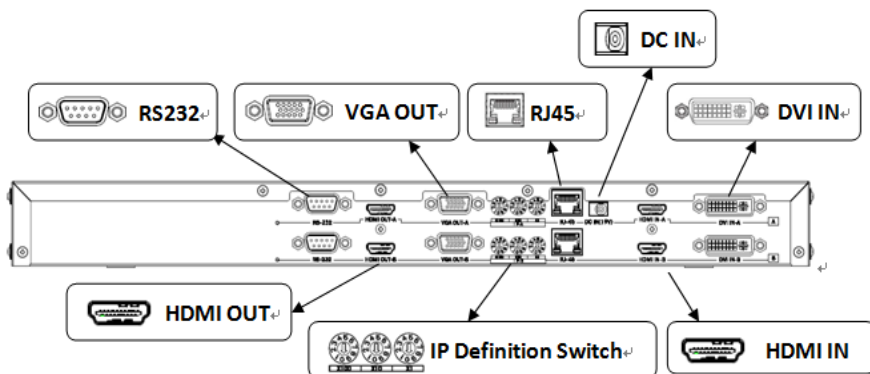


Status	LED	LED	Flashing Interval (Second)
	Blue	Yellow	
Power On (Normal)	Steady light	OFF	N/A
Standby State	Flashing	OFF	1
HDMI Rx. Failed	OFF	Flashing	1
HDMI Tx. Failed	OFF	Flashing	2
Warp Failed	OFF	Flashing	4
HDMI Rx. and Tx. Failed	Flashing Alternately		1
HDMI Rx. and Warp Failed	Flashing Alternately		2
HDMI Tx. and Warp Failed	Flashing Alternately		4



Introduction

I/O and Control Interface

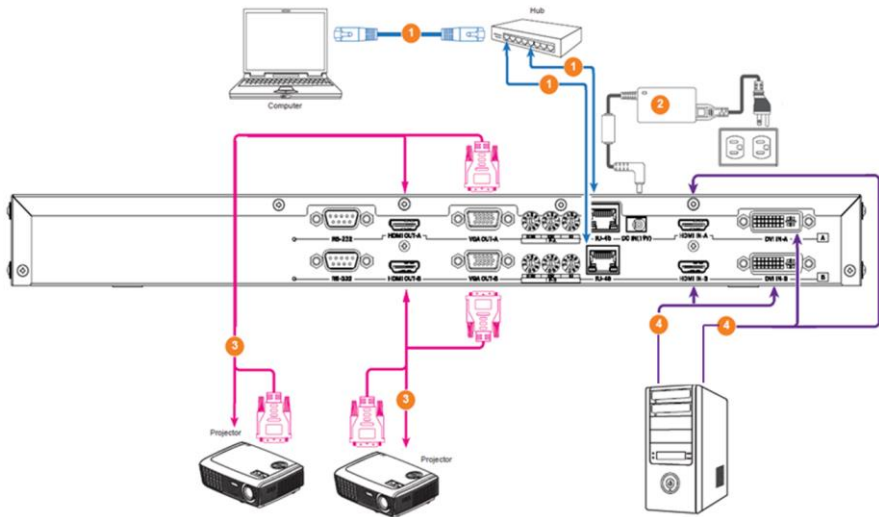






IP setting switch XXX (192.168.0.xxx); xxx can be 10 ~ 223





Channel A initial IP setting is : 192.168.0.11

Channel B initial IP setting is : 192.168.0.12

- When application is used in “Multi-Function Project”, please connect to pre-cut source.



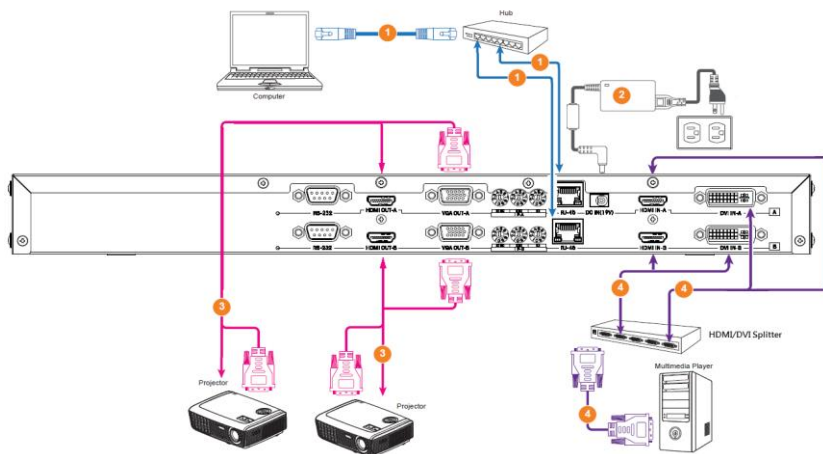
No.	Color	Cable	Connection
1		Network cable	Blending Box to IP Hub Computer to IP Hub
2		Power adaptor and power cord	Connect power plug
3		HDMI/VGA cable (output)	Blending Box to Projector
4		HDMI/DVI cable (input)	PC to Blending Box

No.	Color	Cable	Connection
1		Network cable	Blending Box to IP Hub Computer to IP Hub
2		Power adaptor and power cord	Connect power plug
3		HDMI/VGA cable (output)	Blending Box to Projector
4		HDMI/DVI cable (input)	PC to Blending Box



Installation

- When application is used in “Blending Project”, please connect to HDMI/DVI splitter which supports EDID-Read function.



The connection cables between Blending box and each device, as follows.

No.	Color	Cable	Connection
1		Network cable	Blending Box to IP Hub Computer to IP Hub
2		Power adaptor and power cord	Connect power plug
3		HDMI/VGA cable (output)	Blending Box to Projector
4		HDMI/DVI cable (input)	PC to HDMI/DVI Splitter HDMI/DVI Splitter to Blending Box



Installation

Computer's IP Address Setting

Setup IP address

Step 1: Open the "Internet Protocol (TCP/IP) Properties"

- Press Start menu, Click "Control Panel"



- Click "Network and Internet Connections"



This Application program supports Windows XP, Windows7, Windows8; but it does NOT support Mac OS.



Installation

- Click “Network Connections”



- You should now see your “LAN (local area network)” icon. Right click the “LAN (local area network) icon” and click on “Properties” at the bottom of the drop down window.



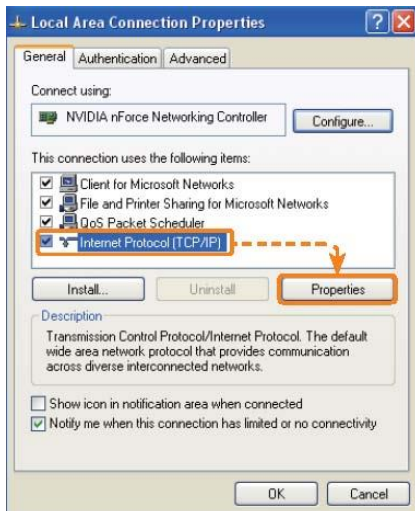
Please disconnect the wireless network before setting computer's IP address.



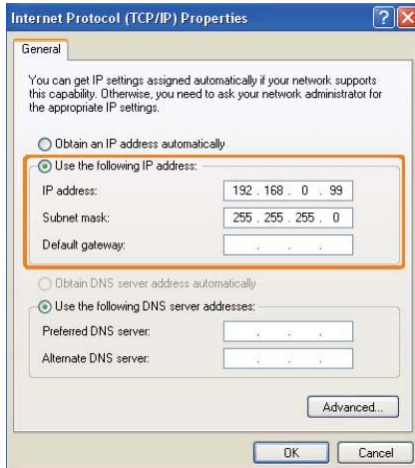
Installation

Step 2: Setting the computer's IP address.

- Click “Internet Protocol (TCP/IP)” and then click the “Properties” button.



- In the “Internet Protocol (TCP/IP) Properties” window, check the radio button for “Use the following IP address”. Set the IP address to the same network group with blending box. e.g. 192.168.0.XXX (XXX= 10 ~ 223) ^(*)



- Click the “OK” button to apply the settings.



Please disconnect the wireless network before setting computer's IP address.



Installation

Computer's Proxy Server Setting

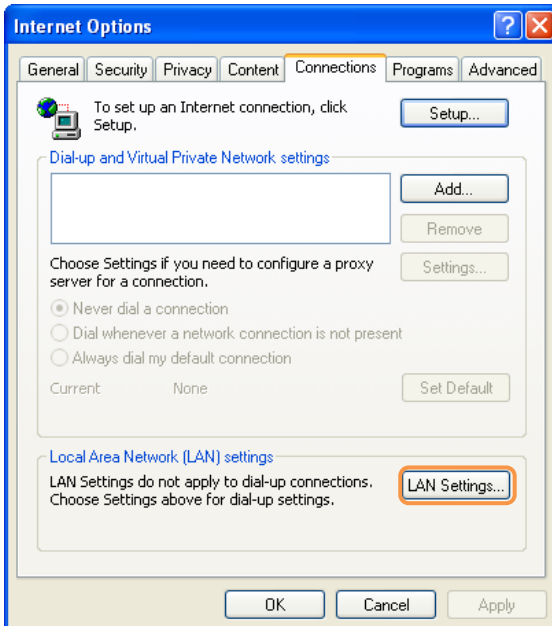
Step 1: Click on "Internet Options"

- You can find it in the following path: "Startup menu -> Control Panel -> Network and Internet Connections -> Internet Options".
- Or open the web browser and select the "Tools" menu and then choose the "Internet Options".



or

Step 2: Select the "Connections" tab and then press the "LAN Settings" button.





Installation

Step 3: Do NOT click the “Use a proxy server for your LAN” option. Click the “OK” button to apply the settings.

Local Area Network (LAN) Settings

Automatic configuration

Automatic configuration may override manual settings. To ensure the use of manual settings, disable automatic configuration.

☐ Automatically detect settings

☐ Use automatic configuration script

Address:

Proxy server

☐ Use a proxy server for your LAN (These settings will not apply to dial-up or VPN connections).

Address: Port:

☐ Bypass proxy server for local addresses



Installation

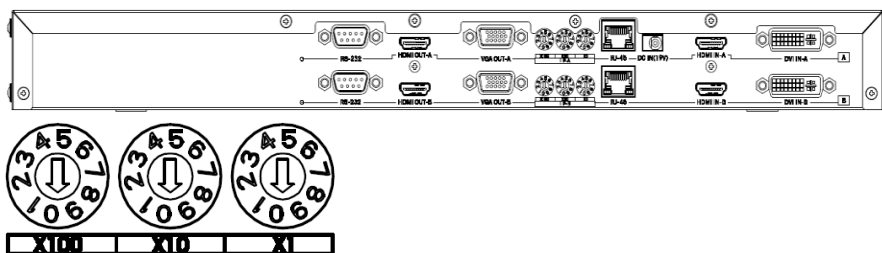
Blending Box IP Address Setting

Blending Box Channel A initial IP address is (192.168.0.11)

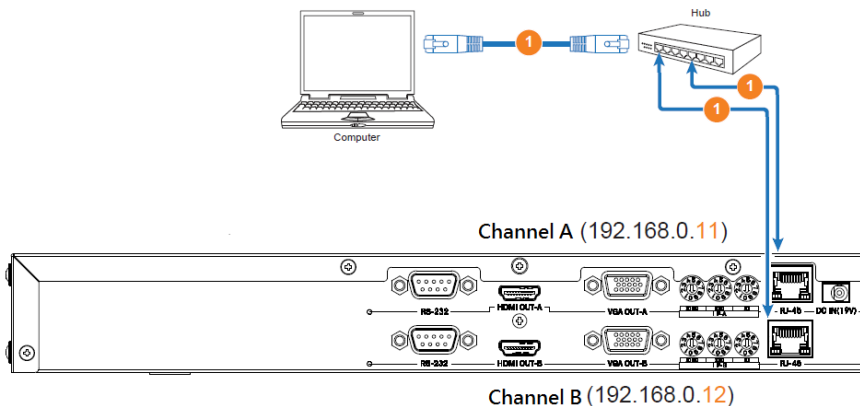
Channel B initial IP address is (192.168.0.12) °

Please follow the steps in the below to change IP address.

Step 1: Please adjust the IP switch to change fourth column of IP address by flat screwdriver.



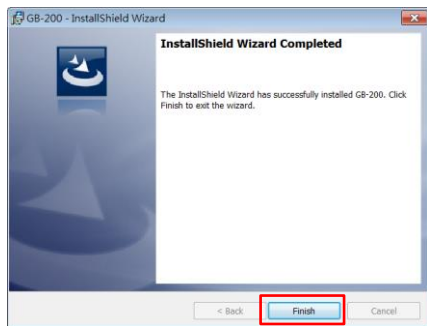
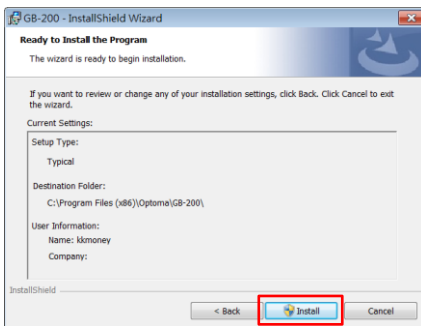
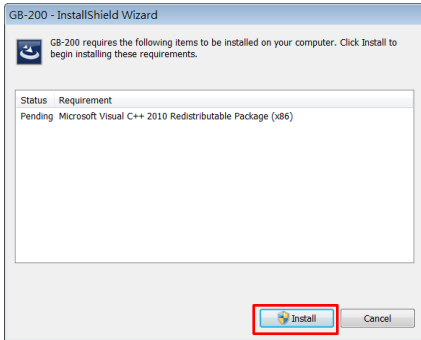
Step 2: After finish the adjustment, please reboot the blending box. The configuration is listed as below.



Do NOT let any channel use the same IP address. This will cause IP address conflict.

Installation

Step 3: Install Blending Box software, please follow the instruction in the below.



Step 4: After the installation, the shortcut Icon will show up in the PC's desktop. Double click to start the application.





User Controls

Project Introduction

Create a new project to do some basic setup after executing the software. There are two kinds of projects:

1. **Multi-Function:** If the input source has been cropped into the standard resolution, choose this mode.
2. **Blending:** If let blending box to perform the cropping process, choose this mode.

Control Functions

The following main functions can be applied in “Multi-Function” and “Blending” Project.

1. **Warp:** Adjust image geometry to complete multiple edge blending and stacking projection.
2. **Edge Blending:** Adjust brightness gradient on overlap area.
3. **Black Level:** Adjust luminance on non-overlap area to balance the whole image’s brightness on the dark scene.
4. **Color:** Adjust the color in certain area of the display image or the whole image to keep color uniformity.

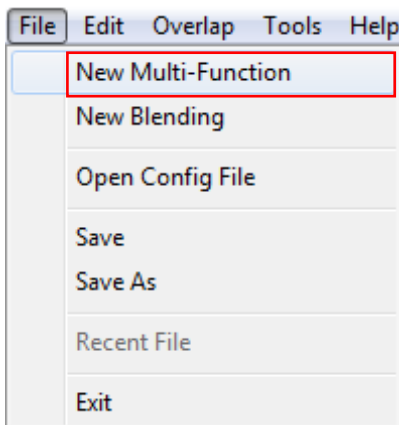


User Controls

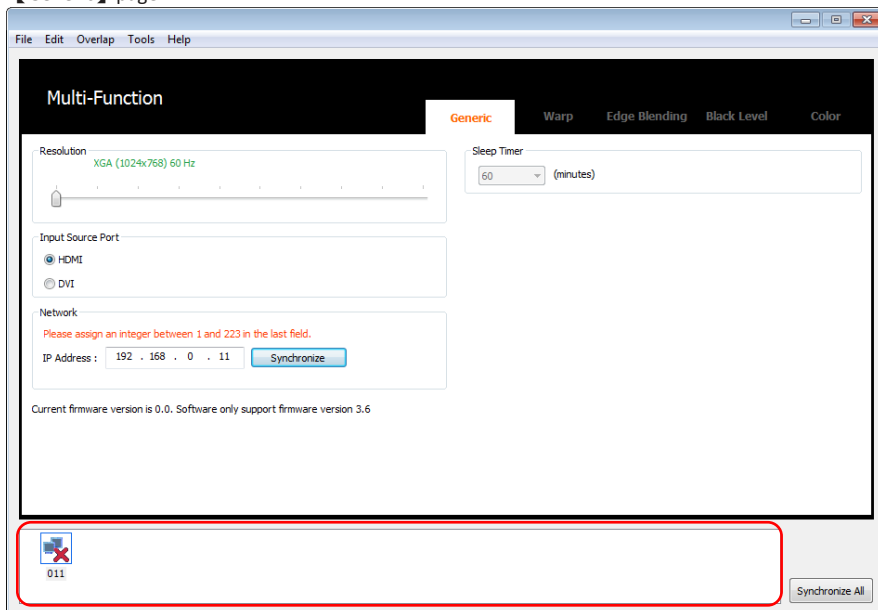
Multi-Function Project

Step 1: Create a New Multi-Function Project

A. In the Menu, select 【File】 → 【New Multi-Function】













Software will create a channel figure, the Channel IP is shown in the below of figure and in the 【Generic】 page.



User Controls

Status of the channel is listed as below.

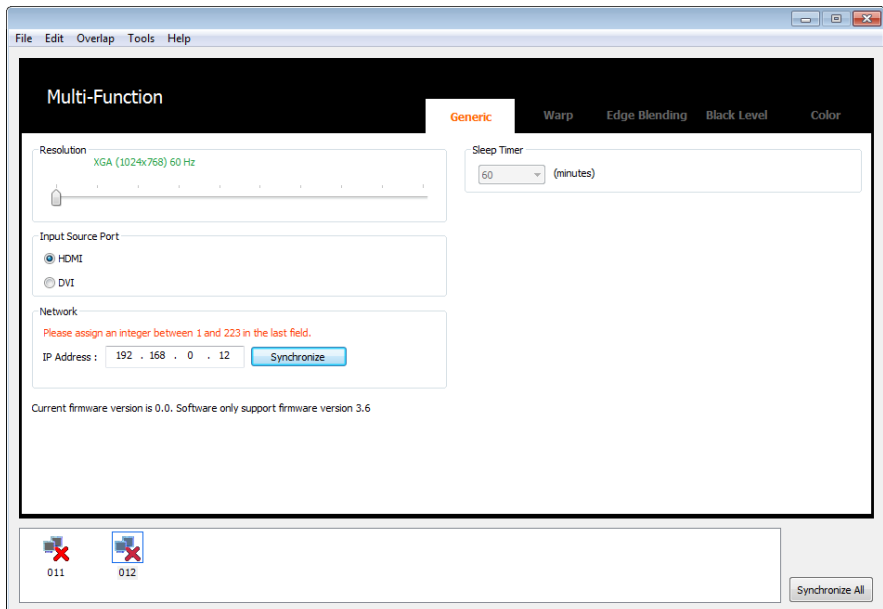
- 
 • Not connecting : 
- 
 • Connected : 
- 
 • Stand by : 
- 
 • Selected but not connect : 
- 
 • Selected and connecting : 

B. How to delete Channel :

- Select the Channel and In the Menu select 【Edit】 → 【Delete】




C. Follow step A to create more channel.

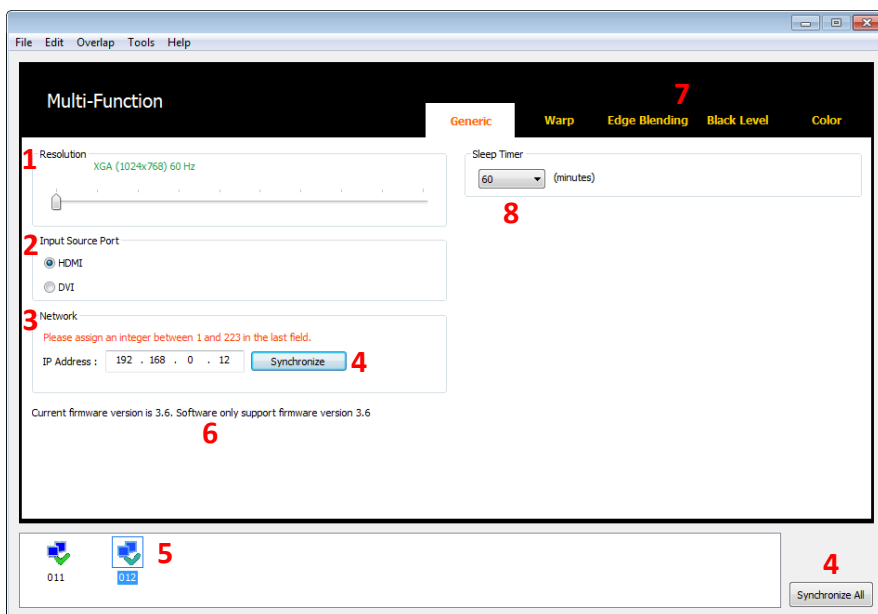




User Controls

Step 2 : Generic setting

1. Select the channel output 【Resolution】 : XGA / WXGA / 1080P_50Hz / 1080P_60Hz / WUXGA / XGA_120Hz / 720P_120Hz/ WXGA_120Hz
2. Select 【Input Source Port】 : HDMI or DVI
3. Input channel IP address which is shown on the rear panel of Blending box.
4. Click 【Synchronize】 or 【Synchronize All】 to start the connection with Blending box and then apply the settings.
5. When connecting process finished, the channel figure will show connected channels icons. 
6. When connecting process finished,【Current FW version】will show the firmware version from the Blending box.
7. After that, other functions are ready to use.
8. Sleep Timer : The timer for sleep mode. For time without input source, the output will be turned off.





User Controls

Blending Project

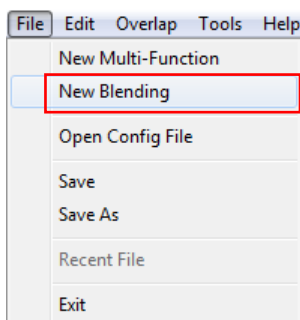
【Blending】 setting will ask PC output the proper image resolution to Blending box and then Blending box will generate image with the overlap by cropping input.



【Blending】function only support the PC source which follow EDID command to generate the preferred timing.

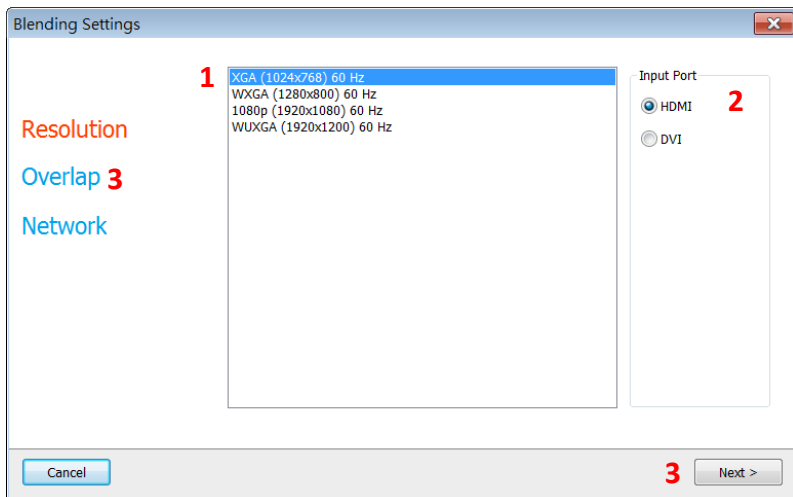
Step 1: Create a new Blending Project

A. In the Menu, select 【File】 → 【New Blending】



The Blending Wizard will pop up and allow user to set the 【Resolution】

1. Select the Output resolution from the table: XGA/ WXGA/ 1080P/ WUXGA
2. Select 【Input Port】
3. Select 【Overlap】 or 【Next】 for next step





User Controls

B. 【Overlap】 Page

1. Select 【Layout】 for projector placement :
H → the number of projector in Horizon
V → the number of projector in vertical
2. Select 【Horizontal Overlap】 percentage
3. Select 【Vertical Overlap】 percentage
4. AP will calculate the total resolution based on 【Layout】 【Horizontal Overlap】 【Vertical Overlap】 and show the information in the 【Total Resolution】
5. Click 【Network】 or 【Next】 for next page

Blending Settings

Resolution

Overlap

Network

1 Layout

- 1 V x 2 H
- 1 V x 3 H
- 1 V x 4 H
- 2 V x 1 H
- 3 V x 1 H
- 2 V x 2 H

Total Resolution : 1792x768 @ 60.0

Horizontal Overlap

25% (256 pixel)

Vertical Overlap

0% (0 pixel)

Cancel

< Previous

Next >



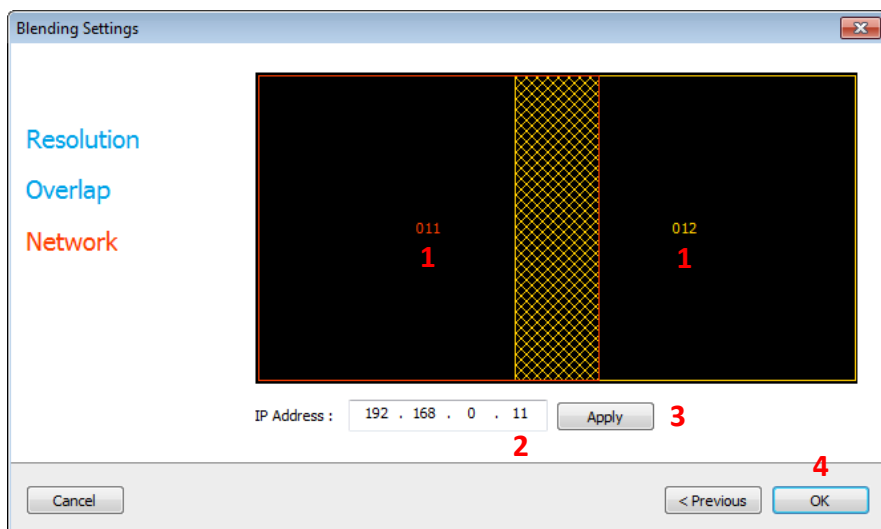
If you want to have a perfect blending result, make sure your overlap setting in the software is less or equal to the physical overlap area.



User Controls

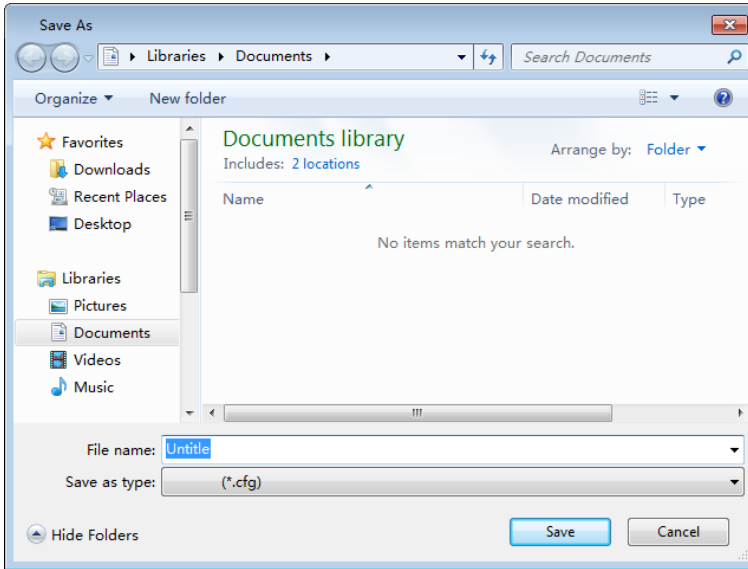
C. 【Network】 page

1. Click on **011** 與 **012** to select the blending channel
2. Key in the channel IP address in the 【IP Address】
3. Click 【Apply】
4. Click 【OK】 After all, blending channels are complete.

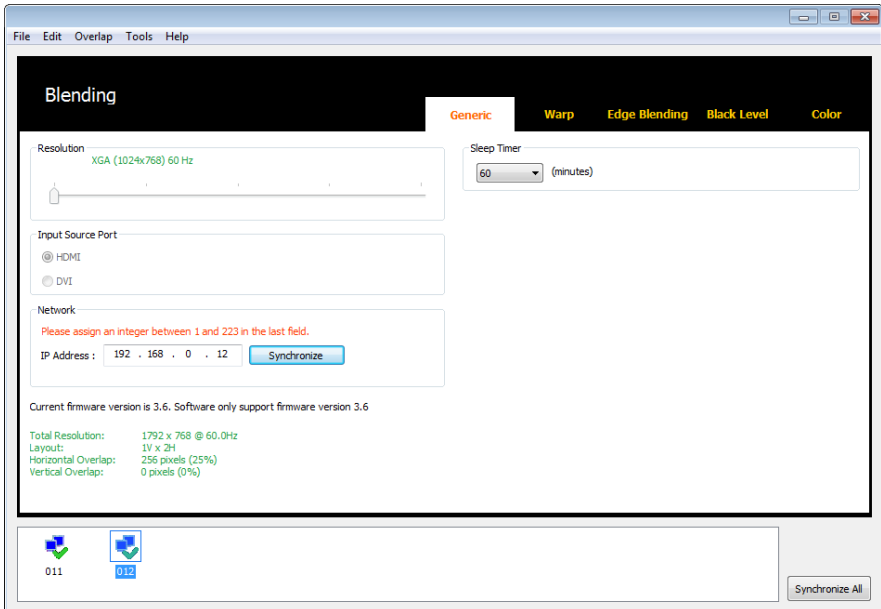


User Controls

D. SW starts the connection with box and initialization. Then **【Save As】** window will pop up.



Complete “save as” ,then **【Generic】** page will appear to let user do the function setup.

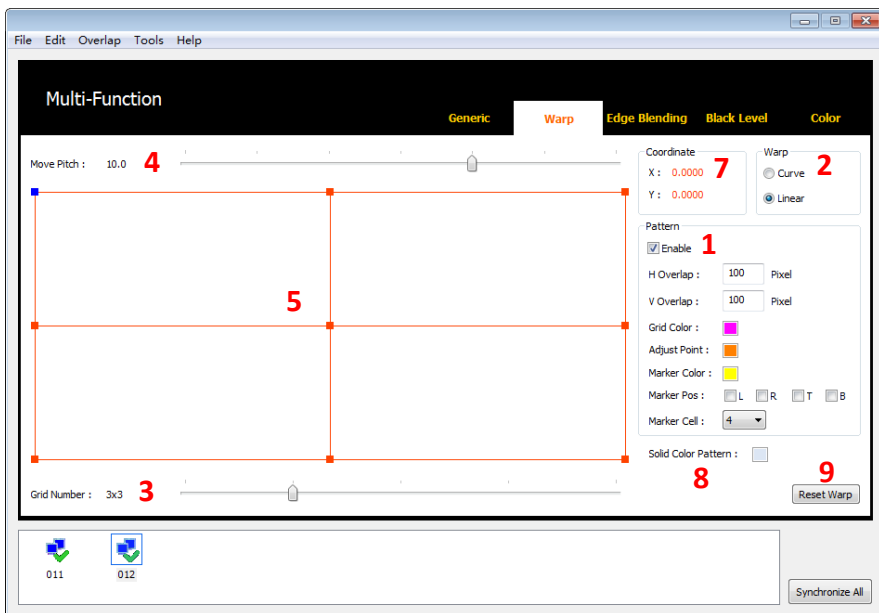




User Controls

Warp

【**Warp**】 : Adjust image geometry to complete multiple edge blending and stacking projection. Click on 【**Warp tab**】 to enter the control page:



1. 【**Pattern**】 : Reference for overlapping area alignment.

- Click 【**Enable**】 : Show up the pattern.
- 【**H Overlap**】 : Setting the horizontal size of the overlap area, press the “Enter” to apply. The value entered should be a multiple of 4. This setting can’t be modified in 【**Blending Project**】 .
- 【**V Overlap**】 : Setting the vertical size of the overlap area, press the “Enter” to apply. The value entered should be a multiple of 4. This setting can’t be modified in 【**Blending Project**】 .
- 【**Grid Color**】 : Setting the color of the line and grid, click 【**color box**】 to select color
- 【**Adjust Point**】 : Setting the color of Adjust point, click 【**color box**】 to select color
- 【**Marker Color**】 : Setting the color of the line in the outline of overlap area, click【**color box**】 to select color
- 【**Marker Pos**】 : On/Off Marker Line. 【**L**】 Left 、 【**R**】 Right 、 【**T**】 Top 、 【**B**】 Bottom
- 【**Marker Cell**】 : The number of grid marked in the line of overlap area, drop-down menu to select 4,8,16

2. 【**Warp**】 : Set warping effect in 【**Curve**】 or 【**Linear**】



User Controls

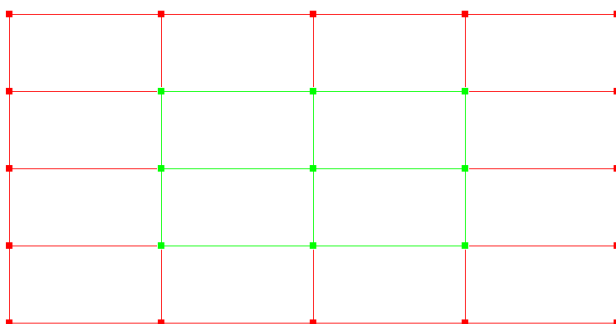
3. **【Grid number】** : 2x2 (Min.), 3x3, 5x5, 9x9, 17x17 (Max.)
Hot Key: **【Ctrl】 + 【+】** increase grid point number
【Ctrl】 + 【-】 decrease grid point number
 - Example: when **【Grid number】** is 3x3, **【Pattern】** will have 9 grid points.
4. **【Move Pitch】** :
Setting Grid move pitch: 0.1(Min.), 0.5, 1.0, 5.0, 10.0, 50.0, 100.0(Max.)
Hot Key: **【+】** increase move pitch
【-】 decrease move pitch
5. Click on grid point with Mouse left button to select the adjust point.
【Adjust point】 will show **blue color**, Unselected Grid will keep **orange** .
Hot Key: **【W】** select upper grid, **【A】** select left grid, **【S】** select lower grid, **【D】** select right grid
6. Movie Grid : Use Hot Key to move the grid point.
Hot Key: **【↑】** up 、 **【↓】** down 、 **【←】** left 、 **【→】** right, one click will move the move pitch from the setting.
 - Example: the move pitch setting is 10, click **【↓】** , Y coordinate value of adjust point will increase 10 pixels.
 - Note: Each mobile grid execution time is about 2 seconds, do not keep pressing hotkey, the operating system will continue to send command.
7. **【Coordinate】** : Show the X and Y coordinate value of adjust point
8. **【Solid Color Pattern】** : Setting unicolor in full screen mode. When selecting the gray box, this indicates that this feature [color] is not on (the default), choose other colors mean function on.
9. **【Rest Warp】** : All grid settings restore to default and the shape of Image return to un-warping stage.



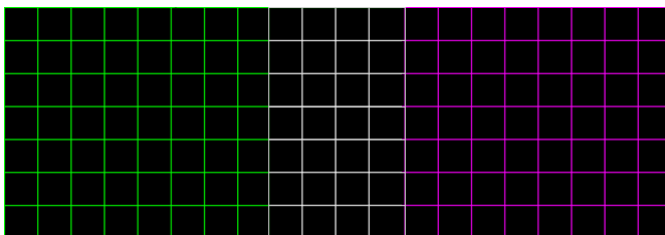
User Controls

【Geometric Adjustment】 Suggestion

1. Please adjust the grid of outer line; then, adjust the grid of inner line.
Use 5x5 as an example, please adjust the 16 red grids in the outer line and then adjust the 9 green grids in the inner line.



2. Turn on the pattern with green and purple line alternately. After precise alignment, grid color in overlap area will be close to the white.



3. If the physical overlap area is too small to perform the overlap or physical overlap area is too big to cause the image deforming, please reset the overlap area in software and 【H Overlap】 / 【V Overlap】 . Then, redo the warping.



User Controls

Edge Blending

【Edge Blending】 : Adjust brightness gradient on overlap area. Click on 【Edge Blending】 to enter control page.

The screenshot shows the 'Multi-Function' software interface with the 'Edge Blending' tab selected. The interface includes a menu bar (File, Edit, Overlap, Tools, Help) and a toolbar. The main area is divided into several sections:

- Top Section:** Contains 'Enable' checkbox, 'Start' (0), 'Width' (100), 'Enable Marker' checkbox, 'Start' color box (red), and 'End' color box (green).
- Left Section:** Contains 'Enable' checkbox, 'Start' (0), 'Width' (256), 'Enable Marker' checkbox, 'Start' color box (black), and 'End' color box (black).
- Right Section:** Contains 'Enable' checkbox, 'Start' (924), 'Width' (100), 'Enable Marker' checkbox, 'Start' color box (blue), and 'End' color box (magenta).
- Bottom Section:** Contains 'Enable' checkbox, 'Start' (668), 'Width' (100), 'Enable Marker' checkbox, 'Start' color box (black), and 'End' color box (black).
- Gamma Section:** Contains 'Gamma' (2.2) and 'Enable' checkbox.
- Preview Window:** A central grid showing the edge blending effect with colored borders.
- Buttons:** 'Reset' button at the bottom right and 'Synchronize All' button at the bottom right.

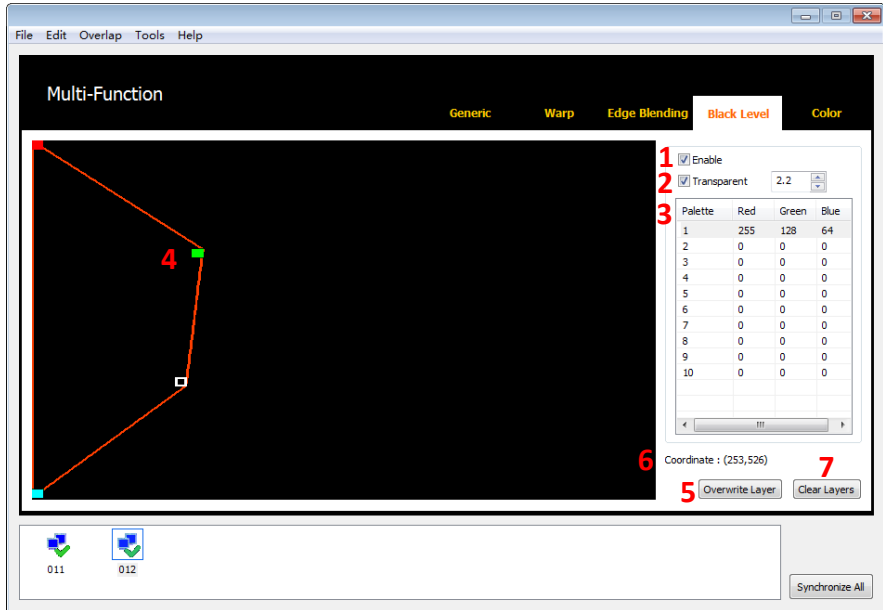
1. 【Top】、【Bottom】、【Left】、【Right】 control the 4 side blending setting
2. 【Enable】 : 【Edge Blending】 effect on /off
3. 【Width】 : Setup the range of edge blending effect, click “Enter” to apply.
 - After input the value of 【Width】 , the value of 【Start】 will be calculated and show up. Change 【Start】 value will mask the image by black before the start position.
4. 【Enable Marker】 : Mark the outline of edge blending
5. 【Start】 : Set the line color of the starting line of Edge blending. Click 【Color Box】 to select the color.
 【End】 : Set the line color of the ending line of Edge blending. Click 【Color Box】 to select the color.
6. Preview of your setting.
7. 【Gamma】 : Set overlap area effect. Then input the value and click “Enter” to apply. The default is 2.2.
8. 【Reset】 : Clean up all setting and return to default.



User Controls

Black Level

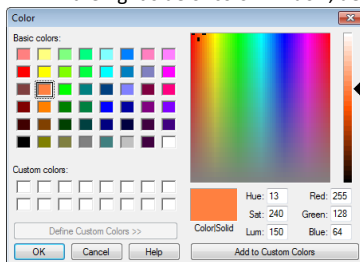
【Black Level】 : Adjust luminance on non-overlap area to balance the whole image's brightness on the dark scene. Click on 【Black Level tab】 to enter control page.



1. 【Enable】 : 【Black Level】 on/off
2. 【Transparent】 : Set layer transparency. Input the value; then, click “Enter” to apply. The default is 2.2.
3. 【Palette】 : Set layer color. Up to 10 sets of color can be customized.

(i) Select one of the group numbers to customize the color.

- In the left side of color window, select the color and click 【OK】
- In the right side of color window, define the own new color and click 【OK】



(ii) Select the other group number to customize the layer color.



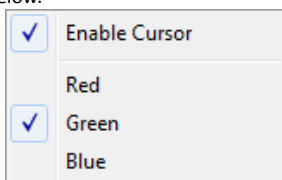
User Controls

4. 【Grid】 : Setting 【Layer】 range

(i) Select the 【Grid】 , with hollow point

- Left click on certain grid
- Hot Key : 【W】 select upper grid 、 【A】 select left grid 、
【S】 select lower grid 、 【D】 select right grid.

(ii) Set 【Grid】 Properties : Right click on selected grid, and then the pop up window is shown as below.



- 【Enable cursor】 : Set the appearance of all grids in the image (✓ = appear)
- 【Red】 、 【Green】 、 【Blue】 : Set grid color

(iii) Move 【Grid】

- Drag the grid to the designate location by left mouse button.
- Hot Key : 【↑】 move up 、 【←】 move Left 、 【↓】 move down 、 【→】 move right, the movement is one pixel

5. 【Overwrite Layer】 : Overwrite a new layer on the defined range with selected color.

6. 【Coordinate】 : Display the X and Y coordination of the selected grid.

7. 【Clear Layers】 : Delete all overwrite layer.



Multilayer can stack up on the display image. If there is an overlap between layers, only the last overwritten layer will be shown.



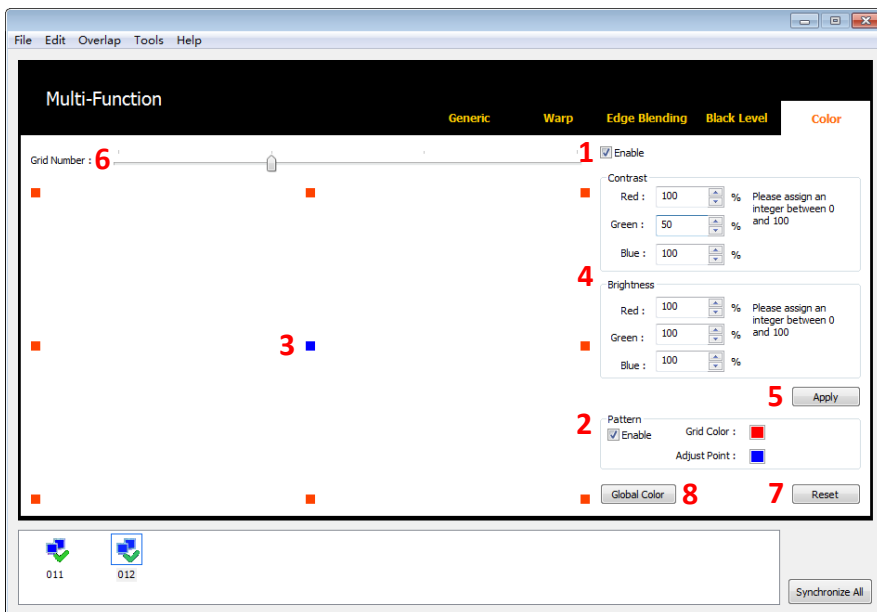
When you change color of specific palette, every layer refer to this palette will change its color immediately.



User Controls

Color

【Color】 : Adjust the color in certain area of the display image or the whole image to keep color uniformity. Click on 【Color Tab】 to enter control page.



1. 【Enable】 : 【Color adjustment】 On/Off
2. 【Pattern】 : Solid white
 - 【Enable】 : 【Pattern】 On/Off
 - 【Grid Color】 : Set the color of non-selected grid in the pattern, click 【color box】 to select color
 - 【Adjust Point】 : Set the color of the selected grid (adjust point) in the pattern, click 【color box】 to select color
3. Left click to select the grid you want.
Adjusting point will appear in blue color; Unselected grids are orange color
Hot Key: 【W】 select upper grid、【A】 select left grid、【S】 select lower grid、
【D】 select right grid
4. 【Contrast】、【Brightness】 : To adjust the color at certain area which is defined by control grid points. 【Red】、【Green】、【Blue】 can be adjusted individually. After input value, click “Enter” to apply.
5. 【Apply】 : 6 settings of 【Contrast】 and 【Brightness】 will be executed.



User Controls

6. **【Grid number】** : Set the numbers of grid
Hot Key : **【Ctrl】** + **【+】** increase grid number
【Ctrl】 + **【-】** decrease grid number
7. **【Reset】** : All settings restore to default
8. **【Global color】** : Open a control window to adjust the entire image color, as follow figure.
 - **【Contrast】** 、 **【Brightness】** : Adjust the color of entire image.
【Red】 、 **【Green】** 、 **【Blue】** can be adjusted individually. After input value, click “Enter” to apply.
 - **【Apply】** : 6 settings of **【Contrast】** and **【Brightness】** will be executed.
 - **【Reset】** : All settings of **【Global Color】** restore to default.
 - **【Close】** : Close **【Global color】** window

A screenshot of a software dialog box titled "Global Color Settings". It has a standard Windows-style title bar with a close button (X) in the top right. The dialog is divided into two main sections: "Contrast" on the left and "Brightness" on the right. Each section contains three rows of controls for "Red", "Green", and "Blue". Each row has a text label, a numeric input field with the value "0", and a small up/down arrow button. To the right of each input field is a text instruction: "Please assign an integer between -512 and 1024." for Contrast, and "Please assign an integer between -512 and 511." for Brightness. At the bottom of the dialog, there are three buttons: "Apply" on the left, "Reset" in the center, and "Close" on the right. The "Close" button is highlighted with a blue border.



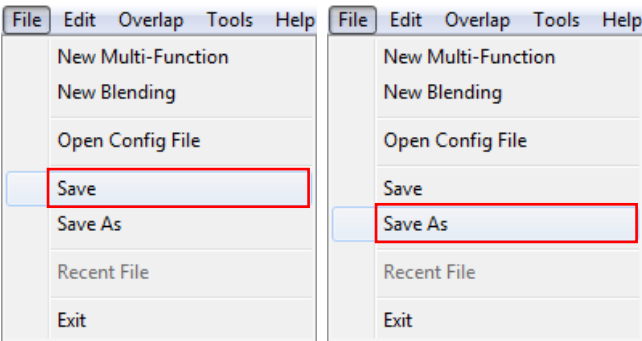
User Controls

Save Setting

Software: Save the current setting as a file. Call for the saved file for further adjustment next time.

Hardware: Save the current status in the blending box. This can keep status after the reboot.

In the Menu, select **【File】** → **【Save】** , or **【File】** → **【Save as】**



The meaning of display color when saving the data:

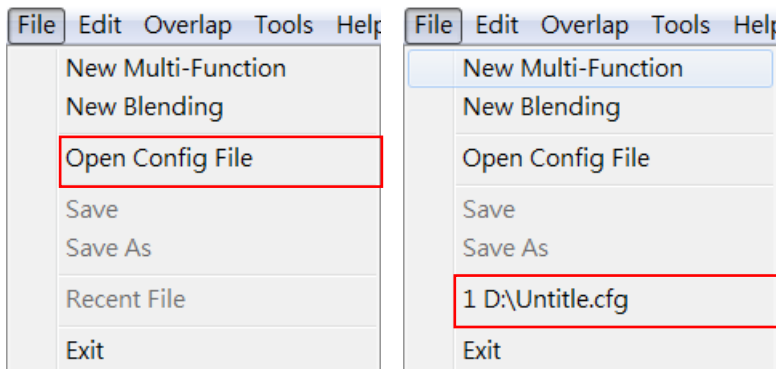
Solid Red	Save 【Warp】 setting in the box
Solid Blue + Solid Cyan	Save 【Edge Blending】 setting in the box
Solid Yellow + Solid Purple	Save 【Black Level】 setting in the box
Solid Green	Save 【Color】 setting in the box



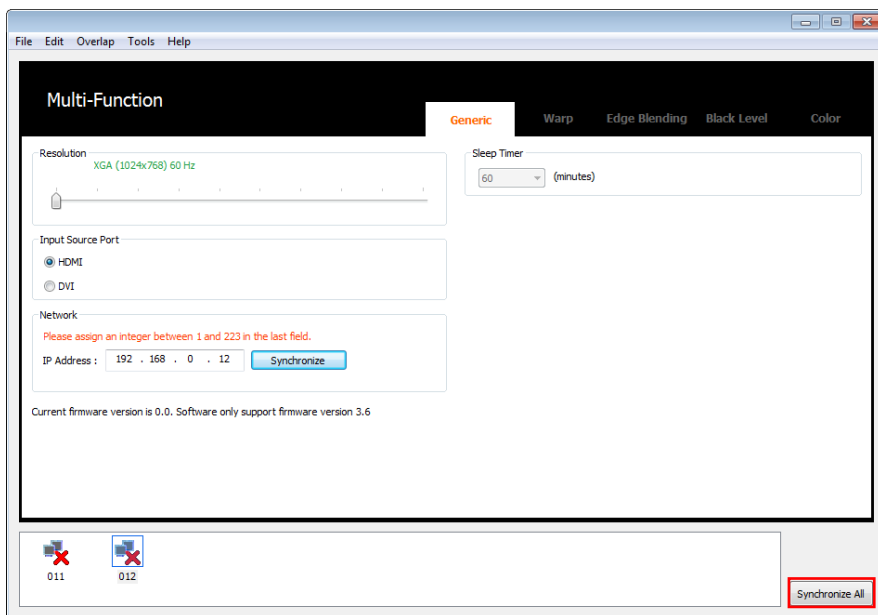
User Controls

Open Old Setting file

In the Menu, select **【File】** → **【Open Old File】** or select the recent used file from the list.



When the previous data is retrieving, click **【Synchronize All】**

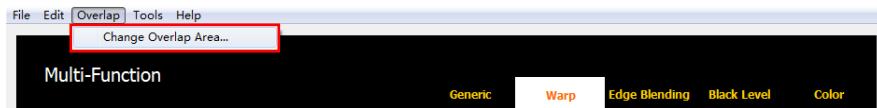




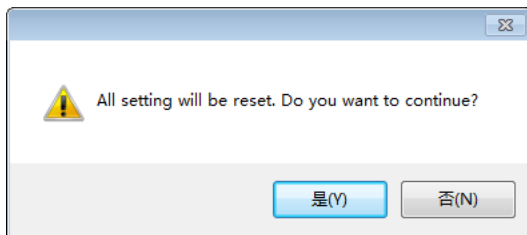
User Controls

Modify the Overlap Area

Enter **【Warp】** page, from the menu tool, select **【Overlap】** → **【Change Overlap Area】**

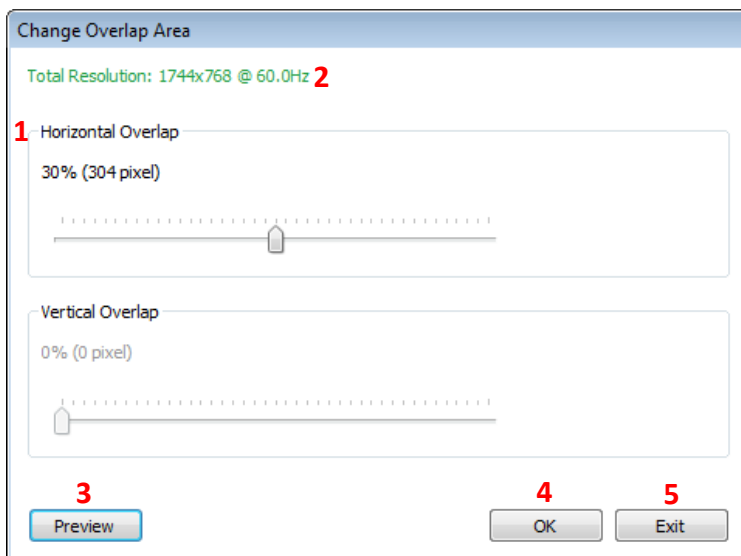


The warning window will pop out.



If click **【Yes】**, all the settings will restore to default. And then **【Change Overlap Area】** will pop up.

1. Adjust **【Horizontal Overlap】** 、 **【Vertical Overlap】**
2. **【Total Resolution】** shows the new resolution based on the new setting.
3. Click **【Preview】** , screen will show the pattern of 2 marked grid line in the overlap area.
4. If **【Preview】** is satisfied, click **【OK】** to return to **【Generic】** page.
5. Click **【Exit】** to close **【Change Overlap Area】** window.

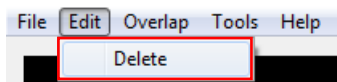




User Controls

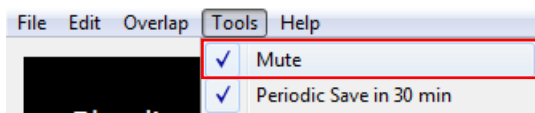
Delete Channel

1. Select the target channel figure to delete
2. In the Menu, select 【Edit】 → 【Delete】
 - If the target channel belongs to 【New Blending Project】 , all of other channels under this project will be deleted too.



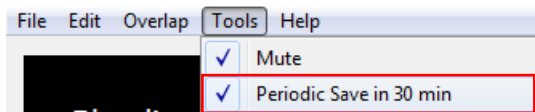
Mute

In the Menu, select 【Tool】 → 【Mute】 , mark “v” to enable the function



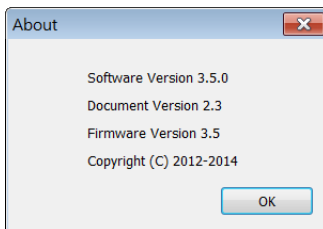
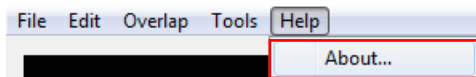
Auto Save

In the Menu, select 【Tool】 → 【Periodic Save in 30 min】 , mark “v” to enable the function.



About the Blending box

【About】 :Information about Software Version 、 Document Version and Firmware Version. Firmware version will show the correct version after connecting to Blending Box.





Appendices

Compatibility Timing at Multi-Function Project

Modes	Resolution	V.Frequency[Hz]
XGA	1024x768	60
WXGA	1280x800	60
1080P	1920x1080	50
1080P	1920x1080	60
WUXGA	1920x1200	60
XGA	1024x768	120
720P	1280x720	120
WXGA	1280x800	120



Appendices

Compatibility Timing Table at Blending Project (XGA)

XGA@60Hz	Layout	Overlap (%)	Overlap (pixel)	Total Resolution	HDMI	DVI
	1V 2H	Min. H: 10	H: 96	1952×768	√	√
		Max. H: 50	H: 512	1536×768	√	√
	1V 3H	Min. H: 10	H: 96	2880×768	√	√
		Max. H: 50	H: 512	2048×768	√	√
	1V 4H	Min. H: 26	H: 264	3304×768	√	√
		Max. H: 50	H: 512	2560×768	√	√
	2V 1H	Min. V: 10	V: 72	1024×1464	√	√
		Max. V: 50	V: 384	1024×1152	√	√
	3V 1H	Min. V: 21	V: 160	1024×1984	√	√
		Max. V: 50	V: 384	1024×1536	√	√
	2V 2H	H: 24	H: 240	1808×1360	√	√
		V: 23	V: 176			
		H: 40	H: 408	1640×1232	√	√
		V: 40	V: 304			
	2V 2H	H: 50	H: 512	1536×1152	√	√
		V: 50	V: 384			

Compatibility Timing Table at Blending Modes (WXGA)

WXGA@60Hz	Layout	Overlap (%)	Overlap (pixel)	Total Resolution	HDMI	DVI
	1V 2H	Min. H: 10	H: 128	2432×800	√	√
		Max. H: 50	H: 640	1920×800	√	√
	1V 3H	Min. H: 26	H: 328	3184×800	√	√
		Max. H: 50	H: 640	2560×800	√	√
	2V 1H	Min. V: 10	V: 80	1280×1520	√	√
		Max. V: 50	V: 400	1280×1200	√	√
	3V 1H	Min. V: 34	V: 272	1280×1856	√	√
		Max. V: 50	V: 400	1280×1600	√	√
	2V 2H	H: 50	H: 512	1536×1152	√	√
		V: 50	V: 384			



Appendices

Compatibility Timing Table at Blending Modes (1080P@30)

1080P@30Hz	Layout	Overlap (%)	Overlap (pixel)	Total Resolution	HDMI	DVI
	1V 2H	Min. H: 10	H: 192	3648×1080	√	√
		Max. H: 50	H: 960	2880×1080	√	√
	2V 1H	Min. V: 15	V: 160	1920×2000	√	√
		Max. V: 50	V: 536	1920×1624	√	√

Compatibility Timing Table at Blending Modes (WUXGA@30)

WUXGA@30Hz	Layout	Overlap (%)	Overlap (pixel)	Total Resolution	HDMI	DVI
	1V 2H	Min. H: 10	H: 192	3648×1200	√	√
		Max. H: 50	H: 960	2880×1200	√	√
	2V 1H	Min. V: 33	V: 392	1920×2008	√	√
		Max. V: 50	V: 600	1920×1800	√	√



If you need more output to do blending over the specification above, please adopt another device with cropping ability or powerful graphic card supporting multi-outputs. In this case, please choose “Multi-Function” Project.



Please contact your supplier for further technical support.



Appendices

Troubleshooting

Case A: There are black and white stripes

That means the input resolution is smaller than output resolution at 【Generic】 Settings in manual AP.

Please make sure the input resolution is as same as the resolution in manual AP at 【Generic】 Settings / 【Resolution】

Case B: A part of image area is missing

That means the input resolution is higher than output resolution at【Generic】Settings in manual AP. Please make sure the input resolution is as same as the "Total resolution" in manual AP at 【Generic】 Settings and the frequency must meet the listed timing table.

Case C: Connecting IP fails.

Please check the network cable is attached well and all devices have correct and different IP under same IP group
(192.168.0.xxx); xxx can be 10 ~ 223

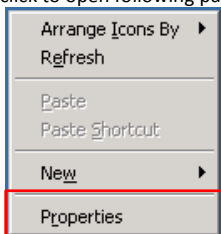
Case D: "Solid Orange" is displayed on the screen

Box can't find the input source or the input source is not recognizable by timing table.

1. Please check the connection between source and box is connected.
2. Confirm the Box input timing meet the listed timing table.

Case E: When you find the PC doesn't output the timing we set.

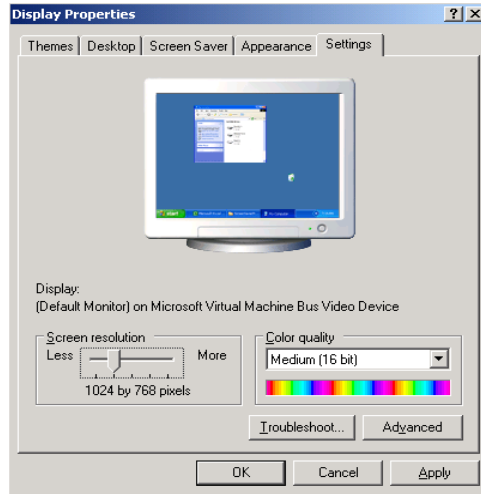
1. Please check the HDMI/DVI Splitter support the EDID function.
 2. If the OS is Win XP, please follow the steps as below before starting to do manual blending.
 - (i) Setup PC's resolution become 1024 x 768 at Display Properties before open New Blending Project
- ⇒ Use right click to open following page and click Properties



⇒ Changing Screen resolution become 1024 x 768



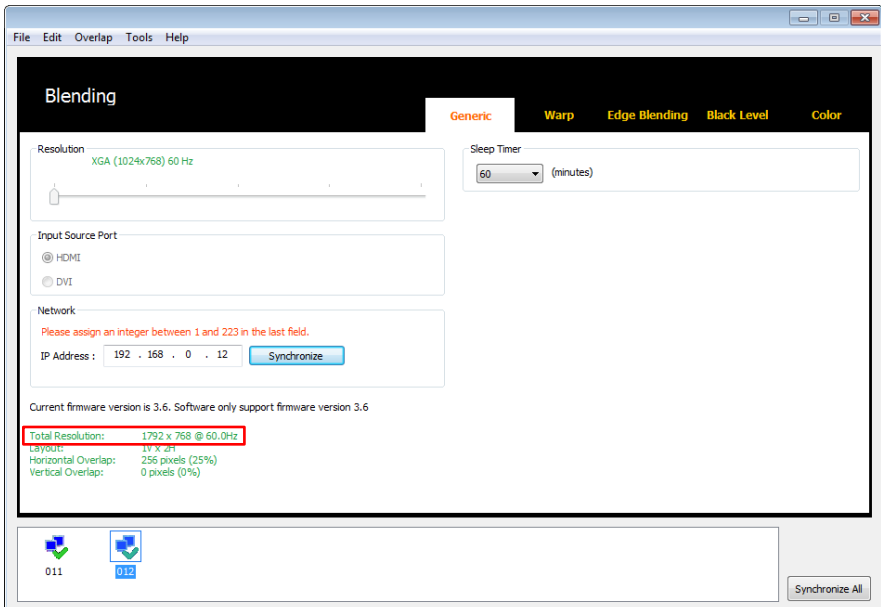
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(ii) After open New Blending Project at as below.

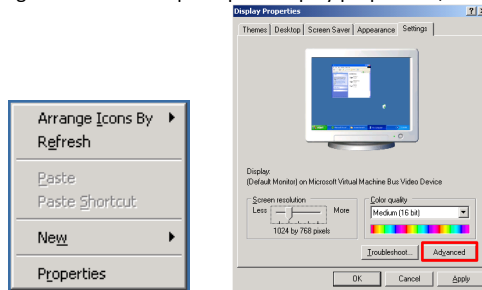
Please check the total resolution

Remember the total resolution at position **Red frame (ex. 1792x768)**

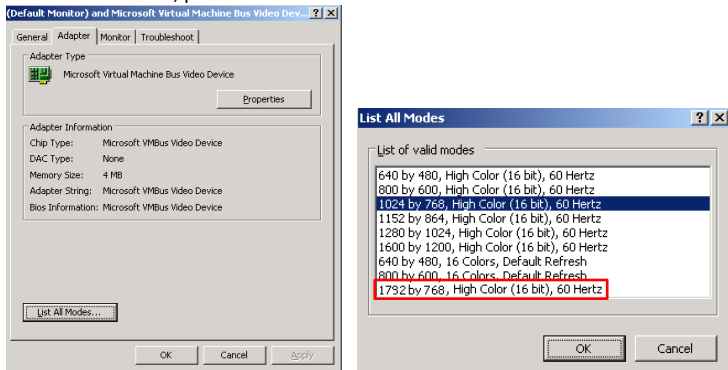


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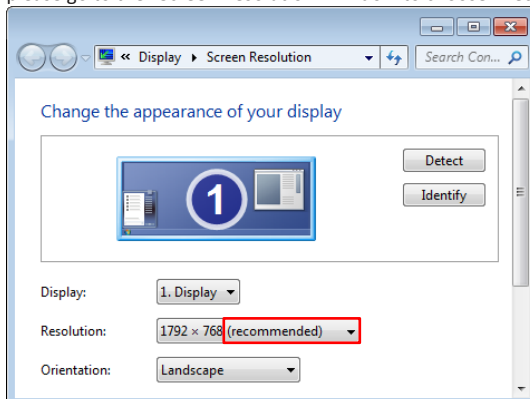
⇒ Right click on desktop to open “display properties”; then, click on “Advanced”.



⇒ Click “Adapter” page and click “List All Modes” to select the timing on the table. In this case, please choose 1792x768 on the mode table.



3. Win7 should allow PC to create customized timing. If resolution is not what we request, please go to the “Screen Resolution” window to choose “Recommended” resolution.”





Appendices

Case F: Display image is fuzzy.
Adjust focus of the projector.

Case G: Display image has white noise.
Replace a new HDMI cable. "Standard Cable": HDMI compliance testing is at lengths of up to a maximum of 10 meters without the use of a repeater.

Case H: LED indicator.

Status	LED	LED	Flashing Interval (Second)
	Blue	Yellow	
Power On (Normal)	Steady light	OFF	N/A
Standby State	Flashing	OFF	1
HDMI Rx. Failed	OFF	Flashing	1
HDMI Tx. Failed	OFF	Flashing	2
Warp Failed	OFF	Flashing	4
HDMI Rx. and Tx. Failed	Flashing Alternately		1
HDMI Rx. and Warp Failed	Flashing Alternately		2
HDMI Tx. and Warp Failed	Flashing Alternately		4

Case I: "Blinking Purple" image is displayed on the screen.
The input resolution is not as same as your setting, Go to **Case E**.