

FIRMWARE GUIDE FOR THE HDM-C6WIP-SET



ABOUT THIS DOCUMENT

This document specifies how to correct Tearing delay when using these devices in a 3x3 videowall application.

Software Version **CTRLPRO- v2.5**

Firmware Version **HDM-C6VWIP-S v1.18 & HDM-C6VWIP-R v1.19**

The firmware and software versions listed in this document have been tested within the expected environment the units can support and are fully supported by Avenview.

It is recommended that users read this entire document before attempting the both setup and firmware and fully understand all the steps and procedures outlined in this document.

This document was last updated 07/15/2015

- Report any bug issues to:- support@avenview.com



WARNING –Please ensure when using this guide for an existing setup please note all the RX units MAC addresses alias names and IP addresses. This information is crucial for creating a smooth process as well as easy troubleshooting if any mishap occurs.

GENERAL INSTRUCTIONS

1. Before you begin the setup guide or firmware upgrade ensure the HDM-C6VWIP units are powered by the POE switch.
2. PC Requirements-Windows® XP/Windows Vista®/Windows® 7/Windows® 8
3. Ensure your Laptop or desktop is plugged in to AC power during the update process. It is not recommended to use only battery power during the upgrade. Do not remove power at any time during the firmware update process as this could lead to incomplete results.

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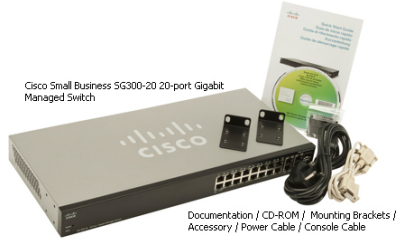
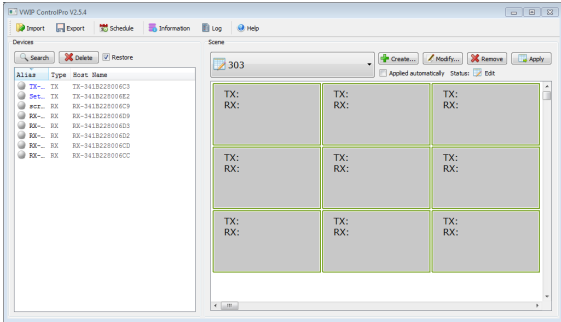
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FIRMWARE UPGRADE

1. Download the special control software from the Avenview website>HDM-C6-VWIP-SET>SOFTWARE
CTRLPRO- Download Link: <http://www.avenview.com/imgs/VWIP%20ControlProV2.5.exe>
 HDM-C6VWIP-S v1.1.8 Transmitter www.avenview.com/imgs/EX0101-NI31-000_web_V1.1.8.bin
 HDM-C6VWIP-R v1.1.9 Receiver www.avenview.com/imgs/EX0101-NI41-000_web_V1.1.9.bin
2. Install the new Control Software CTRLPRO.exe v2.5
3. Complete the install wizard. When the install is complete; Click on the icon on the desktop.
4. This will launch the new Avenview Control Software. It will open the main control window.

<ol style="list-style-type: none"> 1. Before you begin setup please ensure you have the parts listed. 2. Please ensure your PC/Laptop has the ability to run the software 3. Please ensure the Cisco switch has the most recent firmware from Cisco. 	<p>Parts Required</p> <p>HDM-C6VWIP-S-v1.1.8 Sender units for sources HDM-C6VWIP-R-R v1.9 Receiver units for each TV Cisco switch SG300/500 POE network switch COM cable supplied with cisco switch USB to RS-232 cable Prolific recommended Network cable CAT5/6 patch cable PC/Laptop with network and USB ports</p>
<ol style="list-style-type: none"> 4. Once all above is completed connect all the TX and RX to the cisco switch. 5. Connect the COM cable to your PC or Laptop via the USB to RS-232S 6. Also connect your PC/Laptop to the Cisco switch via network patch cable 	 <p>Cisco Small Business SG300-20 20-port Gigabit Managed Switch</p> <p>Documentation / CD-ROM / Mounting Brackets / Accessory / Power Cable / Console Cable</p>
<p>Software</p> <ol style="list-style-type: none"> 7. Please start the CTRLPRO-VWIP software from the icon. 8. After its launched please click on the "SEARCH " button 9. Once all the Tx and Rx are found please proceed to create a 3x3 config in Scene 	 <p>VWIP ControlPro V2.5.4</p> <p>Scene: 303</p> <p>TX: RX: TX: RX: TX: RX: TX: RX: TX: RX:</p>

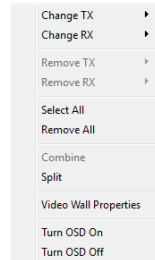


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10. Right click on the scene and choose "Select all"
11. When all the screens are selected right click again and choose "Combine"
12. A window will pop up "Video wall properties"
13. First choose Multi-Host Mode for Tearing delay setup with 3 Tx's
Please fill out the information asked:
Name of VW
Bezel Width nad Height

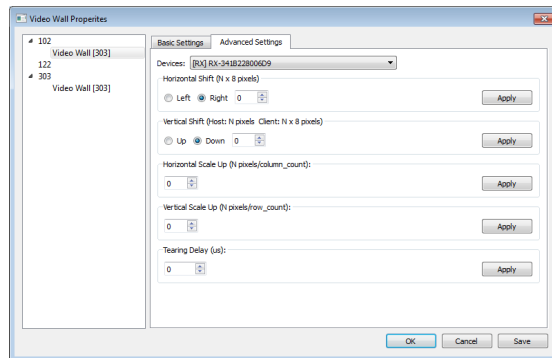
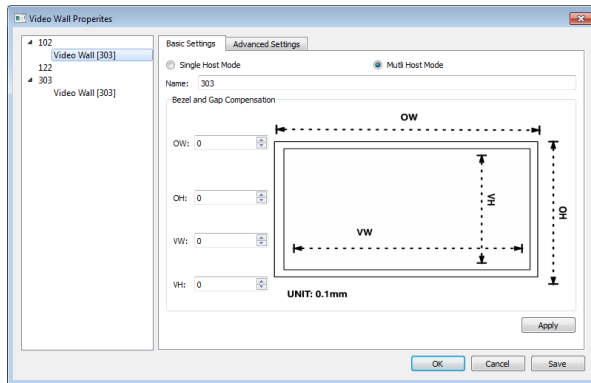
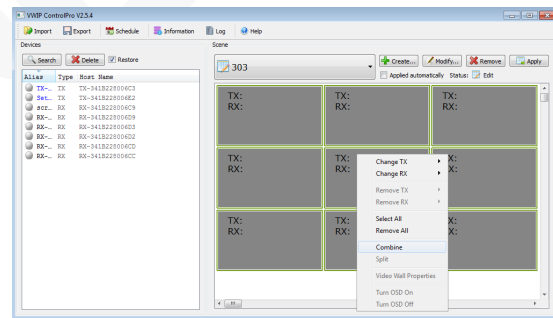
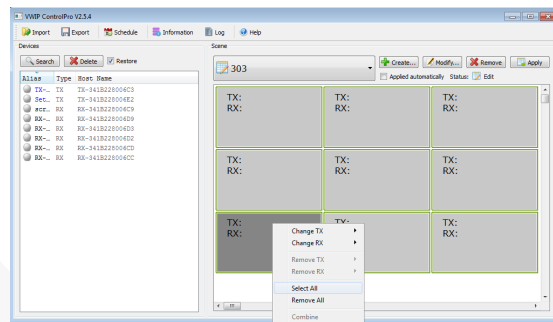
When completed proceed to click "OK"

To access the Videowall Properties window at any time right click on the scene



1 unit = 8 pixels,
Negative number indicates to move left or up.
Positive number indicates move right or down
Scale units = 1 Row or Columns / tearing delay units: μs ,
values between 10000~16000).
If a parameter is 0 it will not be changed.

Adjusting the numbers moves the tear ;
If the tear is only on one row you can apply it to those screens (by choosing the RX units from drop down). From experience, 8000 μs is a good number to input. Keeping the delay within a close region between video and the screen refresh rate , the less "tearing" will occur between the screens.



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The artifact occurs when the video feed to the device isn't in sync with the display's refresh. This can be due to non-matching refresh rates—in which case the tear line moves as the phase difference changes (with speed proportional to difference of frame rates). It can also occur simply from lack of sync between two equal frame rates, in which case the tear line is at a fixed location that corresponds to the phase difference. During video motion, screen tearing creates a torn look as edges of objects (such as a wall or a tree) fail to line up.

Tearing can occur with most common display technologies and video cards, and is most noticeable in horizontally-moving visuals, such as in slow camera pans in a movie, or classic side-scrolling video games.

Screen tearing is less noticeable when more than two frames finish rendering during the same refresh interval, since this means the screen has several narrower tears instead of a single wider one.

