

# NEXIS

## ***PW800B Edge Blending processor User Guide***

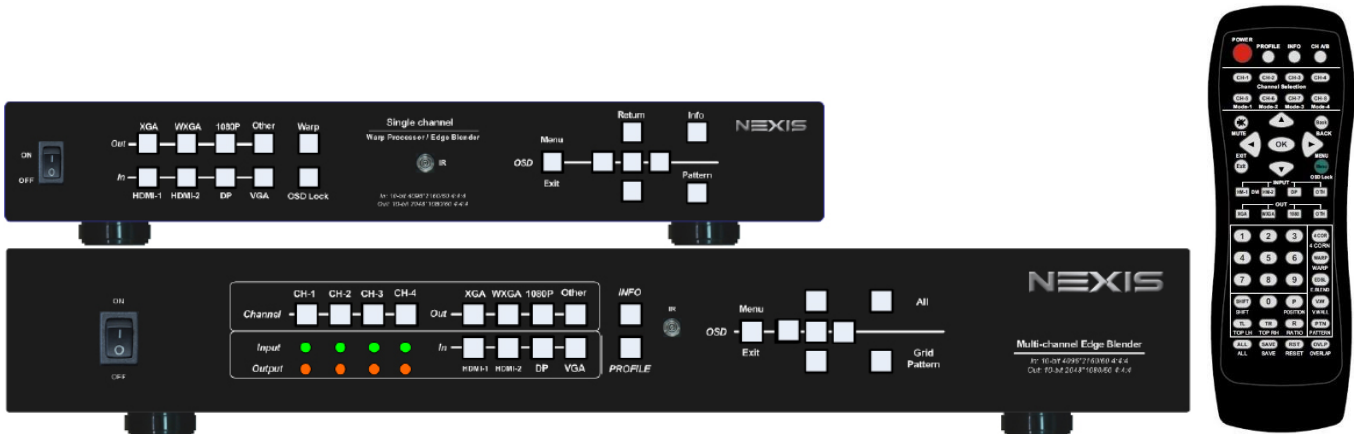
**PW811B (1 CH), PW822B (2 CH), PW833B (3 CH), PW844B (4 CH)**

***Input: up to 7680\*2160 @30Hz, 5760\*1200 @60Hz, 4096\*2160 @60Hz***

***4:4:4 full color sampling***

***Output: up to 1920\*1200 @60Hz, 2048\*1080 @60Hz***

***New generation Warp & Edge blending engine***



**DCi/UHD**  
4k/60/4:4:4

**HDMI 2.0**  
DisplayPort 1.2

**HDCP**  
2.2/1.4

**10-bit**  
High-end  
scaler

**Cadence**  
Film 3:2 / 2:2

**3D Motion**  
De-interlace

**Deep Color**  
xvYCC/12-bit

**Edge Blend**  
RGB separate  
Gamma

**Corner wall**  
Geometry  
Alignment

**Multi-Unit**  
Cascade

**Multi-view**  
Discrete display

**Flexible**  
Aspect Ratio

**Rotation**  
Landscape  
Portrait

**Loop Out**  
Daisy chain

**Control**  
IR/USB/RS232  
/Ethernet

**Video wall**  
Embedded

**RoHS**  
CE FCC

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## **Introduction**

PW800B is curved screen edge blending processor with the ability to provide multiple processing modules to control from 1 to 4 projectors. PW811B is integrated with one processing module to control one projector, PW822B for 2 projectors, PW833B for 3 projectors and PW844B for 4 projectors. It was designed for sophisticated edge blending as well as image warping and stacking. One PW844B can execute 4 projector edge blending without any additional equipment or splitter. Multiple PW800B can be cascaded for large scale display. Input ports (2x HDMI, 1x DP, 1x VGA) and 1x HDMI outputs are designed in each processing module. Digital input supports up to 7680\*2160 @30Hz, 5760\*1200 @60Hz/4096\*2160 @60Hz with 4:4:4 full color sampling. Output supports up to 2048\*1080 @60Hz. It is integrated with 10-bit high end processor, motion adaptive de-interlace, low angle smooth algorithm, 3:2/2:2 pull-down and supports non-VESA standard input timings. Programmable EDID can optimize input timing to get the best video result.

Advanced warp technology is embedded in PW800B. User can use IR controller, USB, WebGui and Ethernet to perform edge blending and sophisticated geometry alignment up to 17x17 control points. Linearity Grid Line Adjustment for compete line movement and Corner Wall image adjustment for mapping image at 90 degrees corner are new functions in geometry alignment. Separate R, G, B gamma correction for edge blending region color fine-tune, individual color correction for each output and 9 regions black level uplift to compensate light leakage in the projector are also standard functions in PW800B. Users can see real time geometry and color adjustment to get optimized result.

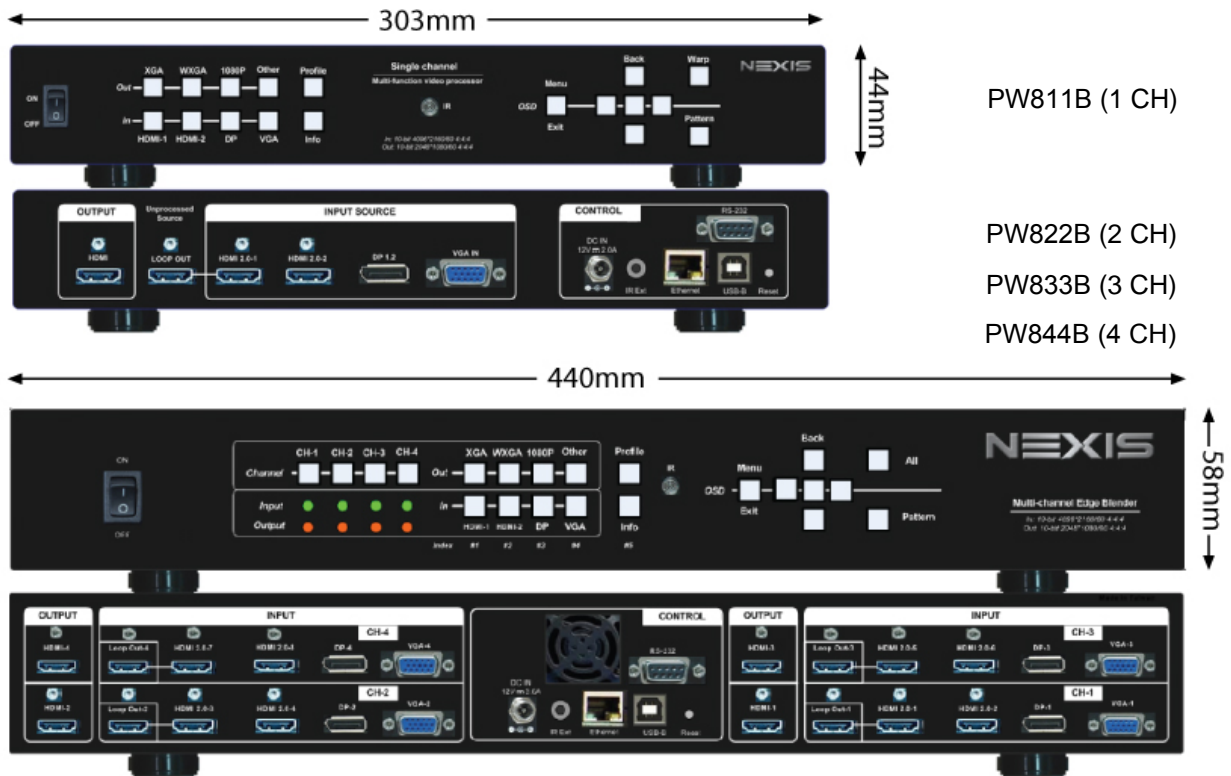
HDMI loop out supports daisy chain connection up to 8k/2k @30Hz / 4096x2160 @60Hz and allows large display with multiple units cascaded. Video wall function is to crop and allocate source image for each projector and set overlap pixels for edge blending. Complete curved edge blending can be achieved through remote controller and Ethernet without additional devices except for signal source and projectors.

PIP (picture in picture) and POP (side by side) are standard functions. PIP image size is from 320\*180 up to 1920\*1200. In one PW844B, user can display up to 8 different input contents on the screen. Image 90/180/270 degrees rotation and flip in both main and sub-image are embedded in PW800B. It provides more flexible system configuration.

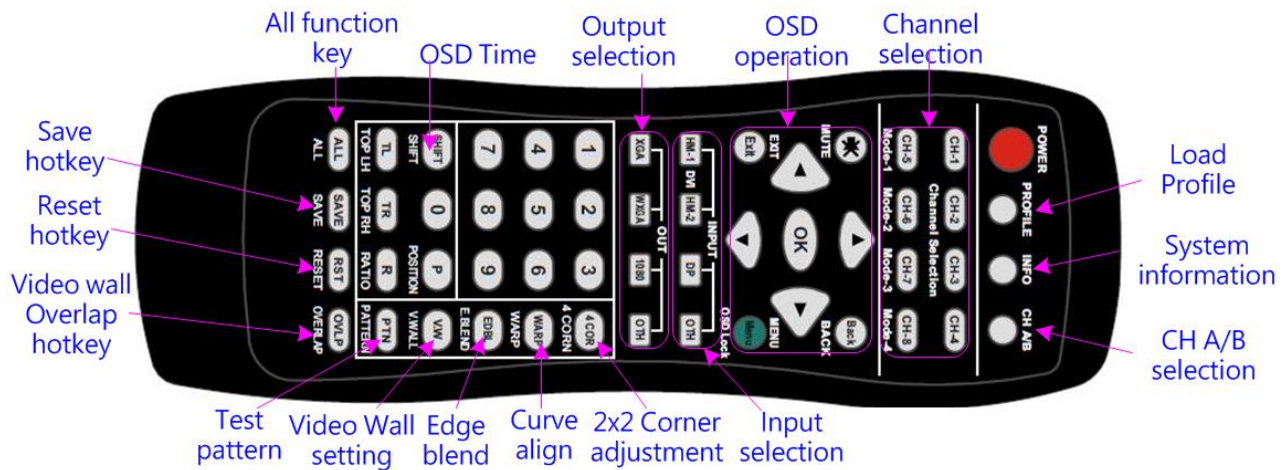
Image 90/180/270 degrees rotation and flip with 4k/60 input from various input sources are embedded in PW800B. It provides more flexible system configuration ability.

PW800B is an ideal solution for simulation. It can connect with inputs from multiple PCs and combine them into one seamless image. Unnecessary image can be masked out. It also provides flexible displays in edge blending system. For a 3x projector edge blending system, user can configure as 1+1+1 independent display, 1+2 (two projectors blended) and all-in-one (three projectors blended). User can also execute edge blending with projector at portrait position without rotating source image to increase image height. It is a good fit with laser projector without the limitation in installation angle.

Using PW800B, users can replace high end projector with low cost projector without lens shift, warp and edge blending. It provides easy configuration, low entry barrier, cost effective, reliable and flexible solution.



(The back panel shows 4 CH model—PW844B)



## **Function and features:**

### **A. Structure**

Each PW800B consists of 1-4 processing modules. Each processing module can control one projector and multiple processing modules can be cascaded to control big scale display system.

### **B. Each processing module includes below input and output ports**

1. Input: 2x HDMI, 1xVGA, 1x DisplayPort °
  - HDMI & DisplayPort support 7680\*2160 @30Hz, 5760\*1200 @60Hz/4096\*2160 @60Hz with 4:4:4 chroma sampling without compression. VGA supports up to WUXGA or 205MHz analog input signal.
  - Connect with various video sources and support none VESA standard input resolution.
2. Output ports: 1x HDMI. Selectable output resolutions: XGA, WXGA, 1280x720, 1280x1024, 1366x768, 1920x1080 (24/30/50/60Hz), 1920x1200 (30/60Hz), 2048x1080/60, 1024x768 @120Hz, 1280x720 @120Hz, 1280x800 @120Hz.
3. Loop out port: 1x HDMI 2.0b, same as source signal up to 8k/2k @30Hz / 4096\*2160 @60Hz.

### **C. Image warp, geometry alignment and edge blending**

1. Selectable grid pattern color and size for geometry alignment from 8-120 pixels in H&V. Default size is 32\*32 pixels. User can also apply external pattern for geometry alignment.
2. With full functions for quick 4 corner alignment, vertical and horizontal keystone correction, Pincushion & Barrel adjustment, image warp and image 90/180/270 degrees rotation and flip.
3. Each channel controls one projector and can be cascaded to support unlimited number of projectors.
4. Integrated with full function IR remote controller. Manual geometry alignment via Remote controller and WebGui up to 9\*5 control points with H=+\_1200 pixels and V=+\_1200 adjustment range in full HD output (4 corners + warp adjustment).
5. Gwarp3 PC tool is available for warp and geometry alignment up to 17x17 control points with H=+\_1200 pixels and V=+\_1200 pixels adjustment range through USB or Ethernet. After finishing geometry alignment, the parameters can be stored inside PC or PW800B and no more PC tool is needed.
6. Corner Wall geometry alignment at 90 degrees corner wall up to 900 pixels adjustment range in 4 corner position and H/V center point. Curvature point can be shifted up to +\_900 points.
7. Linearity Grid Line adjustment function to move grid line position for quick geometry alignment.
8. Four direction edge blending up to H=1920, V=1200 overlapped pixels for flat, curved & cylindrical screens.
9. Independent RGB gamma selection for edge blending color fine.

### **D. Black level uplift**

Precise black level uplift at multiple areas (up to 9) to compensate light leakage in the projector optical system in dark environment.

## **E. Background white balance**

White balance and individual color correction for each output channel.

## **F. High end 10-bit video processor**

1. 10-bit high end processor with 3D motion adaptive de-interlace, low angle smooth algorithm and 3:2/2:2 film mode detect and recovery function.
2. Complete color adjustment function, including brightness, contrast, hue, saturation, 3 preset color temperatures, independent RGB gain adjustment and white balance correction.

## **G. Edge mask**

Image [Shift] to execute edge mask up to 500 pixels following the image profile after geometry adjustment and [Edge Mask] with 8 adjustment points to provide irregular shape edge mask with random edge position up to 900 pixels in each control point. These two functions can be executed at the same time.

## **H. PIP/POP**

1. PIP (picture in picture): with flexible PIP size (320\*180 to 1920\*1200), location and aspect ratio.
2. POP (Picture outside picture): side by side or Top/Bottom images with full screen or maintain source signal aspect ratio.
3. PIP sub-image size, cropping area, position and aspect ratio can be further adjusted through Overlap function.
4. If user wants to have PIP image across entire screen, user needs to use one channel as front-end processor to achieve it. However, the max. system resolution is only up to 2048\*1080. User can add one G901 as front-end processor to get 4k/2k PIP/POP across entire screen easily.
5. Limitation:
  - When implement PIP/POP function, the main signal source can't be rotated at 90/270 degrees
  - Source: only one HDMI source can be displayed on PIP/POP screen. Another source shall be DP or VGA.
  - PIP Overlap function is only available up to 4k/30 input resolution.

## **I. Video wall function**

1. Image cropping and location assignment for each projector.
2. Image pixel cropping range is up to +\_1800 pixels for image position shift, aspect ratio adjustment, bezel compensation and creating overlap region for edge blending.
3. Connect with up to 8k/1k input signal and split the image for display devices without additional PC, image splitter or other devices.
4. Serve as video wall controller for irregular video wall display up to 15x15 matrix displays from single signal source.

## **J. Image rotation and flip**

1. Image 90/180/270 degrees rotation, flip and mirror up to 4k/60Hz input resolution.
2. Image flip in Front/Rear, Left/Right and Top/Bottom directions.



3. When execute 90/270 degrees image rotation, no PIP/POP function is available.
4. No 3D motion adaptive de-interlace function while the image is 90/270 degrees rotated. We propose to apply progressive signal source to get the best video quality.

## **K. System control and other features**

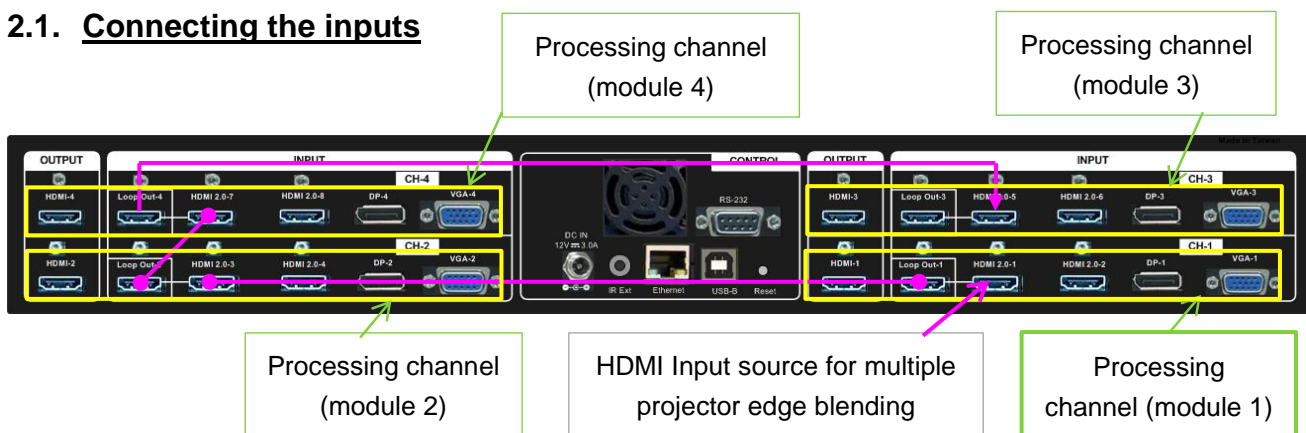
1. Professional design and reliable for 7/24 working condition.
2. Operation temperature: 0-45° C. Relative humidity: 10%-90% non-condensing.
3. System setup through front panel keypad, WebGui, IR and Ethernet (Including through WiFi by PC, Mobile or iPad).
4. Firmware update via USB or Ethernet.
5. Gwarp3 PC tool can control multiple processors simultaneously through USB or Ethernet.
6. Internal grid pattern with selectable color and grid size for easy geometry alignment. User can also apply external test pattern for geometry alignment.
7. RS232 & Ethernet control system compatible with most of control system.
8. User can select blue or black background color when no input signal is detected.
9. Programmable EDID in the range at H=1024~3840, V=720~2400. The signal source beyond these resolutions can be setup through display card.
10. BOX ID and programmable IP address for convenient multiple unit control at the same time.
11. User can save up to 5 settings and can be recalled by remote controller, RS232, USB or network.
12. System settings can be backup in PC, USB device and copied to other units.
13. Automatic power ON/OFF through input signal control. While no input signal is detected, it will shut down output automatically. User can power ON/OFF the system through the control in signal source.

## 1. Content in the packing box

- The PW800B Quad Channel Video Wall Controller
- 1x RC-400 IR Remote Controller with two AAA battery
- 1x IR Extending Receiver with 1.8m cable
- 1x DC Power supply unit with power cord, In: AC 100V-240V, Out: DC 12V 3A
- Mounting bracket with screw (Option)

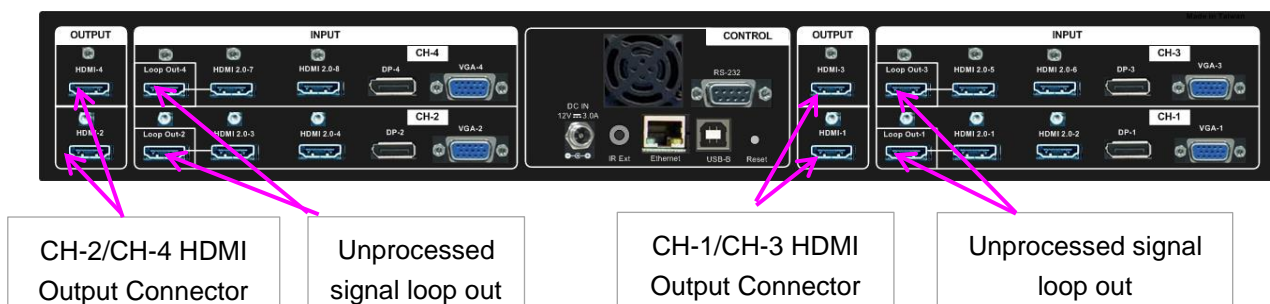
## 2. Basic operation & setting

### 2.1. Connecting the inputs

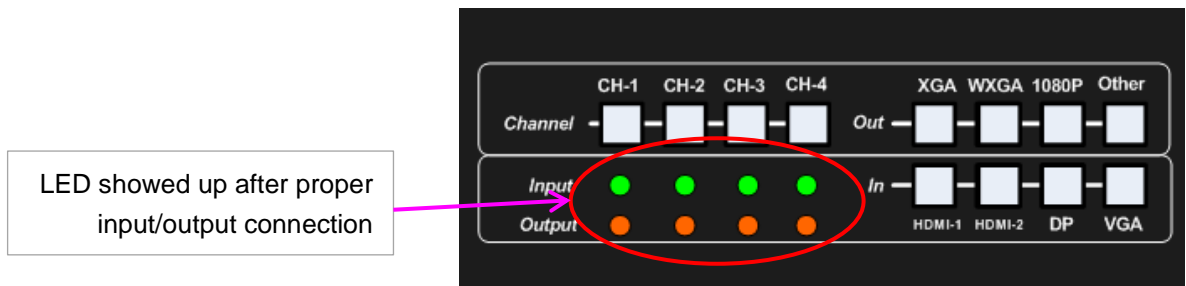


- Each processing channel (module) has four input ports: 2x HDMI, 1x DP, 1x VGA
- HDMI & DP input ports support up to 7680\*1200 @30Hz, 4096x2160 @60 Hz.
- Only HDMI-1, HDMI-3, HDMI-5 & HDMI-7 input signals can be looped out. Loop out signal is unprocessed source signal.
- For edge blending application, user can connect signal source to any of above HDMI-1/3/5/7 input port and loop out to the second processing module HDMI input port. All processing channels (modules) shall be fed with the same signal. No specific connection sequence is required.
- User can reserve HDMI-1, HDMI-3, HDMI-5 & HDMI-7 for edge blending connection and the other input ports can be served as inputs for discrete display application.

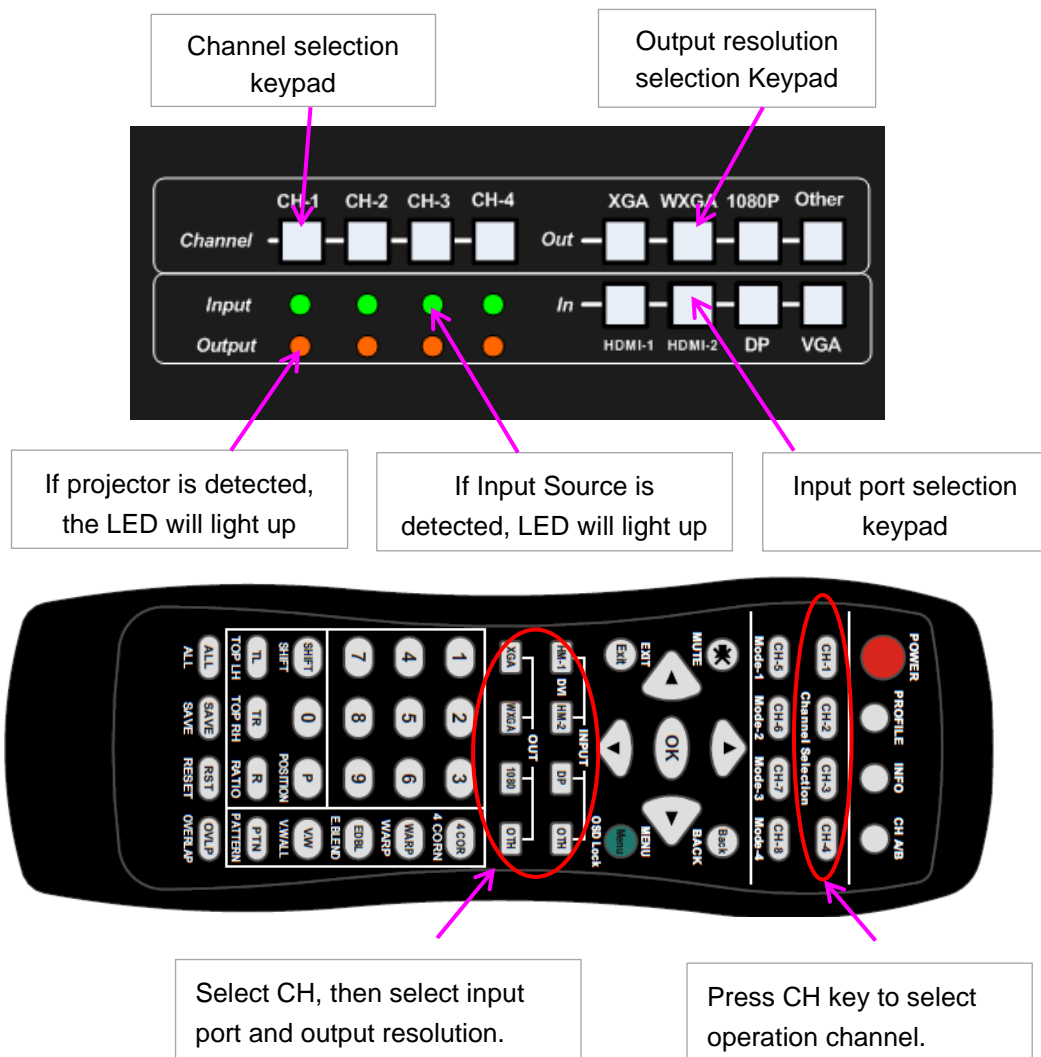
### 2.2. Connecting the outputs



- For 4 projectors edge blending application, user can connect any output to any projector and select projector location via [Video Wall]→ [Pan] menu.
- If independent content display is required, user needs to arrange the input source and output connection and let input source be displayed at specific projector.
- Once input signal and output ports are properly connected, LED indicator on the front panel will show up. If any of the LED in CH-1 ~ CH-4 is not lighted up, please check the input/output connection and cable.



### 2.3. Input / Output selection & LED Indicators



### 2.3.1. Input source selection

- Default input port are HDMI-1/HDMI-3/HDMI-5/HDMI-7.
- User can press CH key, then select different input port for each channel.
- For one content edge blending display (all-in-one), user needs to input signal to HDMI-1 / HDMI-3 / HDMI-5 or HDMI-7, then loop out to next processing channel HDMI-1 / HDMI-3 / HDMI-5 or HDMI-7 input port to let all channels be fed with the same signal source.
- If user wants to select different input sources for different content edge blending, user needs to add one HDMI switcher at the front end to select different content for display.
- User can select different input port for each channel to display discrete content in each projector. Please see more details in flexible display section.
- PIP/POP is integrated in each processing channel. However, only one HDMI input signal can be selected in each processing channel in PIP/POP application. Please see more details in PIP/POP section.
- User can set EDID to let input source provide desired resolution. However, input resolution is controlled by signal source and may not output desired resolution. In this case, manual setting in signal source output resolution may be required. Some PC requires re-boot to get the right output resolution as EDID setting.
- PW800B can support non-VESA standard input timing once signal source can provide, such as 7680\*1200, 4096x2160, 3200x2400...

### 2.3.2. Output resolution selection

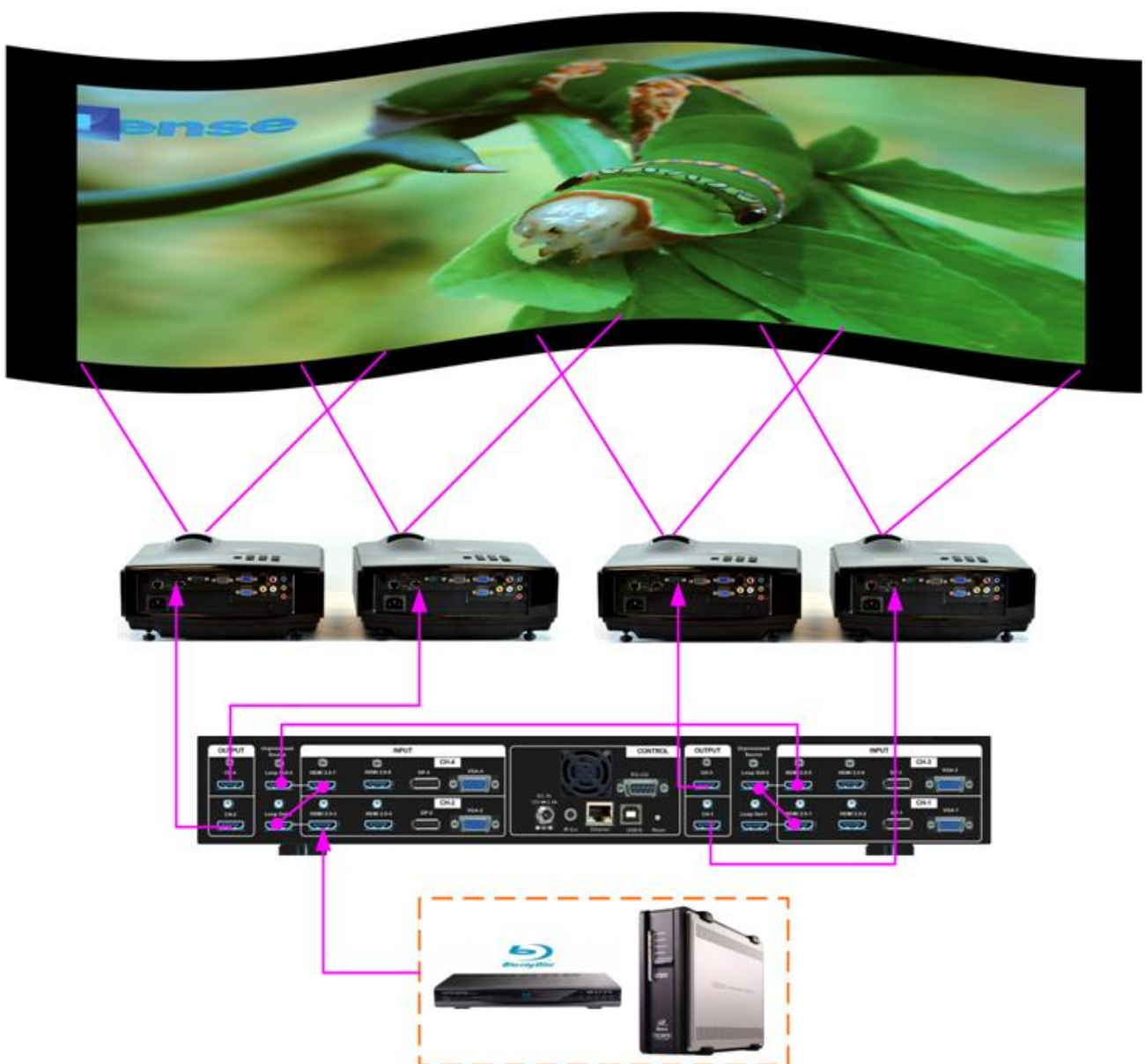
- User needs to select output resolution in each processing channel separately. The output resolution selection will apply to single channel. Default output resolution is 1080p.
- The output resolution should be the same as the projector native resolution. If user changes output resolution, geometry adjustment result will also be changed.
- User can select output resolution through remote controller, USB or Ethernet.
- Output resolution list: XGA, WXGA, 1280x720, 1280x1024, 1366x768, 1920x1080 (24/30/50/60Hz), 1920x1200 (30/60Hz), 2048x1080/60, 1024x768 @120Hz, 1280x720 @120Hz, 1280x800 @120Hz.
- User can access to [Image Properties]→ [Output] OSD menu to select different output resolution.
- All output default resolution is 60Hz, RGB 4:4:4 and progressive.
- If the output refresh rate is not the same as input refresh rate. The frame lock function will be disabled and it may cause not synchronization issue among output channels. If the input is 4k/30 with FHD/60 output, it will have no synchronization problem. If the input is 50Hz, please select 1080p 50 Hz output to avoid this issue.
- When change output resolution, the projector may re-search signal source and take few seconds to finish the selection.
- User can click [Info] key to get system information and input / output signal resolution.

### 2.3.3. LED indicators

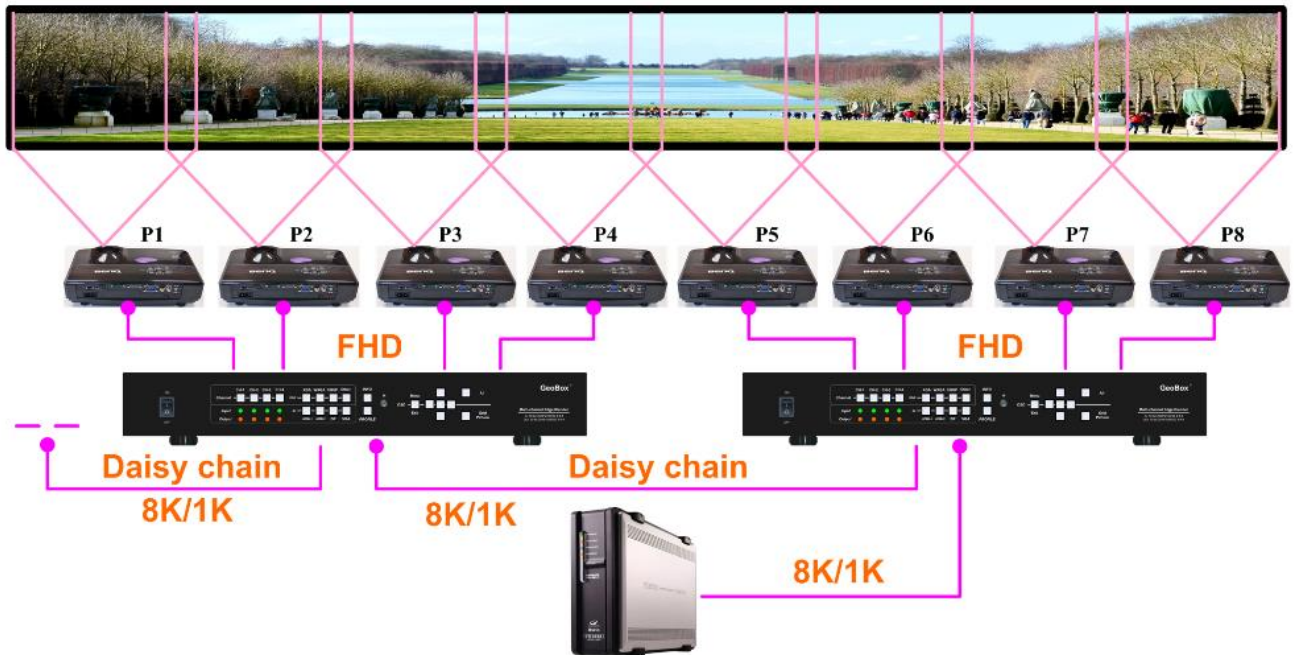
- LED indicators will show the input/output signal status in each channel.
- Green LED will show up when the input signal is detected.
- Orange LED will show up when the display device (projector) is connected.
- If user clicks Menu key for 5 seconds on the remote controller, PW800B OSD menu will be locked and channel selection LED will be flashing. To press another 5 seconds, it will unlock OSD menu.

## 2.4. System connection and Power On

- Below is system connection for 4 projectors with PW844B.



- Another system connection with multiple units of PW800B.



- Poor quality HDMI cable and signal source will affect the connection distance and may cause signal noise or show intermittent image.
- To ensure all cables are connected correctly, it is recommended to use locking cables. We can provide T-Lock cable with certified quality.



- Complete edge blending system should be connected to one power Distribution Box with proper grounding. Power on the system after finishing all connections to avoid system damage by floating voltage among devices.
- When power is switched on, the booting time is about 19 seconds and the Input & Output LEDs on front panel will stay “Light-up” all the time for the channel with correct input source and output device connections.
- If continuous flashing in Channel selection LED with 1 second interval, it means the OSD function has been Locked. Please press [Menu] key for 5 seconds to disable [OSD Locked] function. If system lock is done by remote controller through [85x] operation, please press [850] to unlock system control.



## 2.5. System Reset

User can reset system through below method:

- User small pin to insert RESET hole at back panel for 5 seconds, user will see [Reset to Default] message. It will apply to all channels at the same time.
- Open OSD menu to reset the system. It will only be functional in one channel.
- User [Reset] hotkey on remote controller will go to Reset OSD menu for one channel only.
- When operating through OSD or remote controller, user can select to reset [Reset All] or only reset [Video Wall setting] or [Anyplace] (geometry) setting.
- **Reset from OSD or remote controller will not delete Profile Index data. RESET from RESET Hole on back panel will delete Profile Index data.**

## 2.6. HDMI Loop Out for daisy chain connection



- HDMI Loop Out is for daisy chain connection. It is not an input port. Loop Out provides the same unprocessed source signal only from HDMI-1/HDMI-3/HDMI-5 or HDMI-7 inputs. All the other input signals will not be looped out. If user wants to execute edge blending through other input signal, please add video distributor and feed signal to all channels.
- User can connect any Loop Out signal to any HDMI input port in other channel or other PW800B. No specific connection sequence is required. Once the signal can be fed to all channels, user can execute edge blending.
- Normally user can connect up to 10 projectors through daisy chain connection under 4k signal. The daisy chain connection number is related to the quality of HDMI cables and signal source resolution. Good cable or lower source resolution can connect more channels. User can also add HDMI splitter at the front end to increase the connection number for large scale video display.
- If loop out port is not connected, user can connect to a monitor for signal source monitoring purpose.

## 2.7. System settings: Box ID, RS232, Ethernet

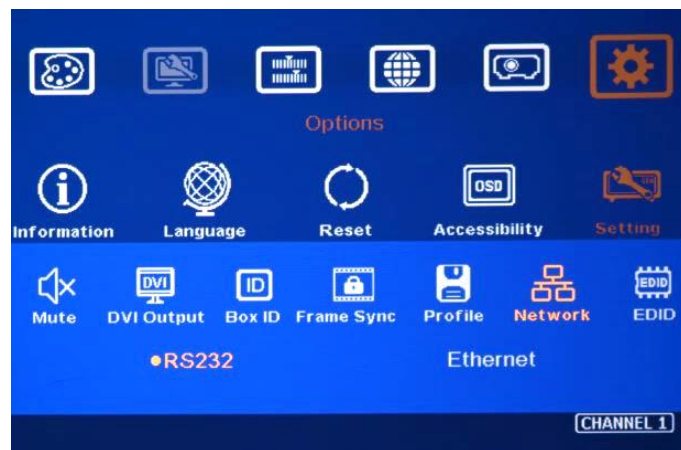
- **Box ID, RS232 and Ethernet settings shall be executed through CH-1. The setting result will be applied to complete unit.**

- User can control or operate PW800B settings through Ethernet. Default IP address is
- 192.168.0.100. When multiple units are used at the same time, user can set different IP address in each PW800B so that each PW800B can be controlled independently.

### 2.7.1. Box ID

- The range of Box ID is 0 ~ 99 for RS2323 command.
- If user uses remote controller to execute system operation, the Box ID range is 0 ~ 9.

### 2.7.2. RS232 settings



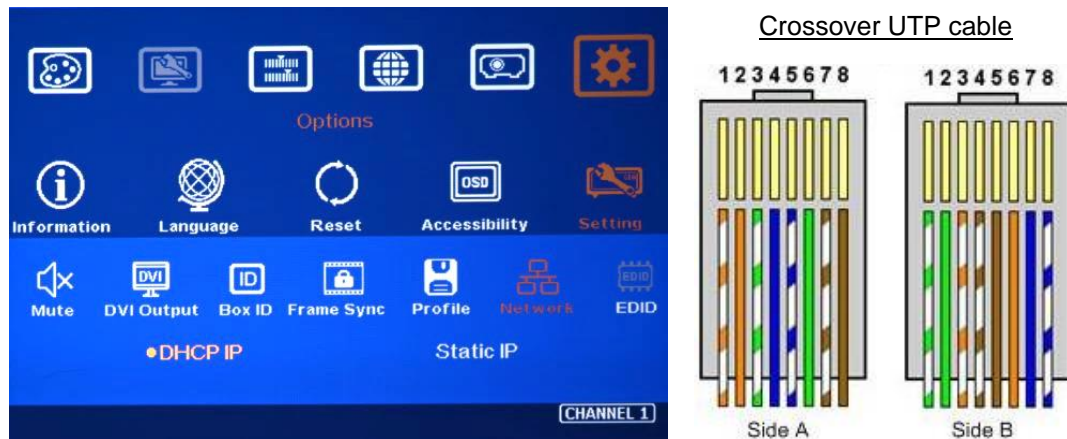
- RS232 is designed with DB-9 connector. User can select baud rate between 11520 and 9600.
- UART protocol for the control from RS-232 or Ethernet is available in the website.

### 2.7.3. Ethernet

- User needs to connect PW800B to WiFi Router or switch/hub through RJ45 to LAN port. Then user can control the system through Ethernet.
- Crossover UTP cable can be used for direct connection between PC and PW800B. User needs to set PC TCP/IPv4 with the same domain segment as PW800B (for instance, to set IP address at 192.168.0.105) and subnet mask at 255.255.255.0). In some PC, normal UTP cable can be used.
- Open web browser (Google Chrome or Internet Explorer) and input PW800B IP address (default is 192.168.0.100), user can see PW800B WebGui and menu with virtual keys similar to OSD for further system operation. There is no additional software is required.
- If user can't connect the network, please power off/on PW800B again to let PC detect PW800B network settings.
- User can set DHCP for the connection. If necessary, please [Renew] DHCP to get IP address before network connection.
- Gwarp3 PC Tool is another web tool for system setting and operation. It can also update Firmware or MCU code. Gwarp3 can be downloaded from NEXIS website.

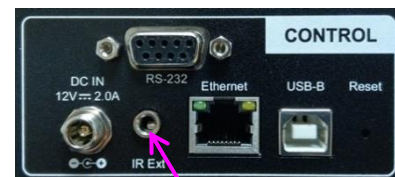
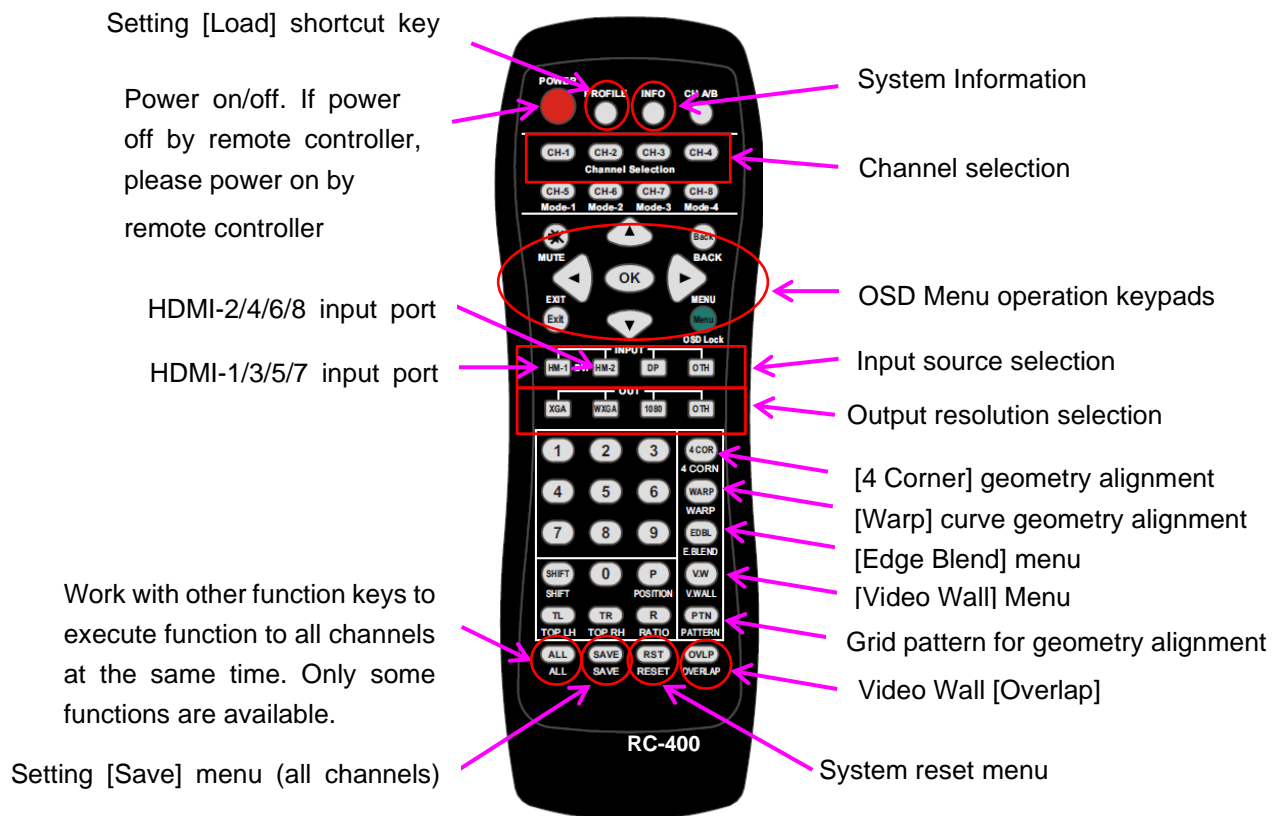


- Each PW800B can set different IP address for independent operation and control from the same PC.
- After get into Network setting OSD, please use < > OSD keys to select OSD menu items and use ^ v OSD keys to change IP address.
- If PW800B is connected with WiFi Router (through LAN port), user can control PW800B through WiFi via PC, iPad or mobile phone.
- Default Telnet port is 23 and TCP server port is 1266.



## 2.8. How to use IR Remote Controller

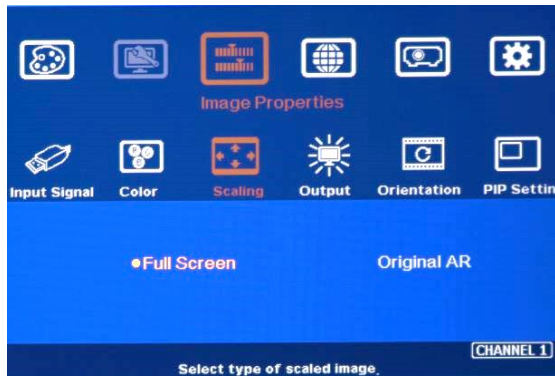
- IR remote controller has full functions for the operation of PW800B.
- IR receiver is on Front Panel. One 3.5ø mm audio connector for IR extender is located at Back Panel of PW800B. 1.8m IR extension cable is equipped in the packing. User can add audio cable to extend the distance up to more than 20 meters.
- IR remote control system is possible to be interfered and cause abnormal or discontinuous operation. Under this condition, Ethernet operation may be the best choice.



Audio connector for IR extender

## 2.9. Full screen and native aspect ratio

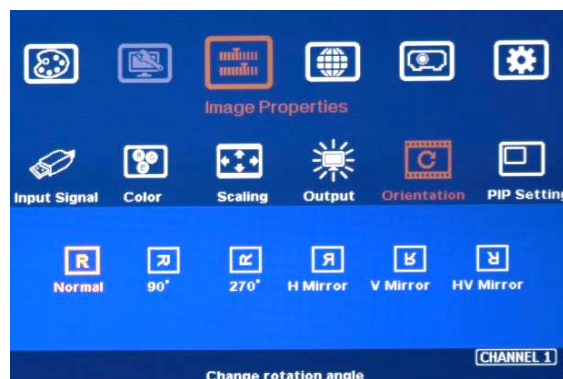
- [Scaling] under [Image Properties] menu is to select the display mode either following signal source original aspect ratio or full screen display
- For edge blending application, set to [Full Screen] mode is required. Otherwise, there will be abnormal display in some input timing.



- [Full Screen]: to display full screen image no matter the input source is in what kind of aspect ratio.
- [Original AR]: the output display will keep the same display aspect ratio as signal source. If the input is 4:3, then the output display will keep the same 4:3 aspect ratio with black borders at both sides.

## 2.10. Image rotation and flip

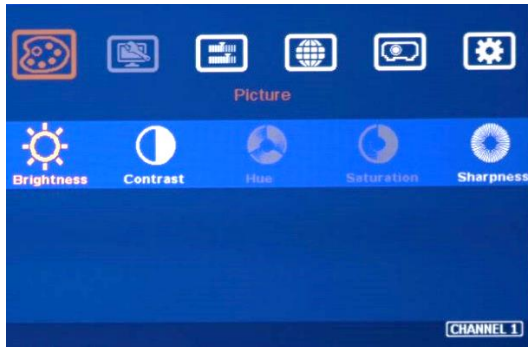
- This image orientation function will be applied to main image only. This function can support up to 4k/60Hz input signal.
- Image 90/270 degrees rotation is for edge blending with projectors at portrait position to increase image height. There is no need to rotation signal source.
- Image flip is for projector to project image from rear or top position.
- When the image is rotated or flipped, the OSD will still keep at original direction without change. Geometry alignment direction will follow OSD direction; i.e. OSD Top edge direction is geometry alignment Top edge. The direction for [Video Wall] settings will follow the image direction after rotated or flipped.
- User can see the direction of the TEXT “R” to do image flip and rotation.



## 2.11. Color Adjustment

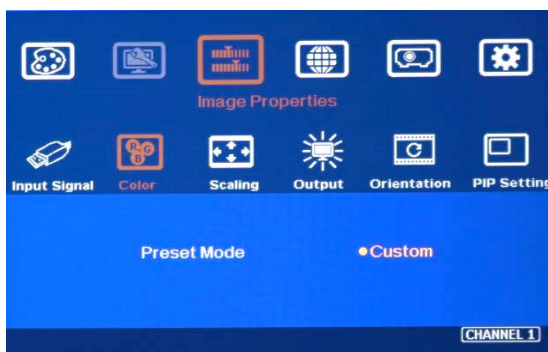
In edge blending application, color adjustment is important due to multiple units of projector images are combined together.

### 2.11.1. Global color adjustment: [Picture]



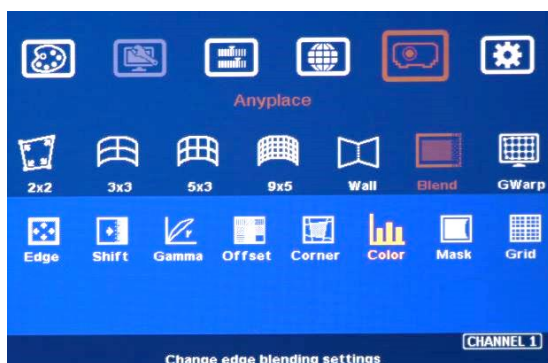
- [Picture] can execute below color adjustment for each processing channel.
- When input is YUV video: [Brightness], [Contrast], [Hue], [Saturation] & [Sharpness]
- When input is RGB 4:4:4: [Brightness], [Contrast] & [Sharpness]

### 2.11.2. Preset Color Temperature and independent RGB color adjustment



- [Color] under [Image Properties] menu can change preset color temperature and discrete [RGB] color in each channel.
- [Preset Mode]: [Neutral], [Reddish], [Bluish]
- [Custom]: discrete RGB color adjustment

### 2.11.3. Color adjustment function under [Edge Blend] menu



Below adjustment will apply to each channel separately.

- [Gamma]: for color compensation in overlap region
- [Offset]: for black level uplift in non-overlap region (limited adjustment range)
- [Color]: for color white balance correction (limited adjustment range)

## 2.12. OSD Lock and unlock

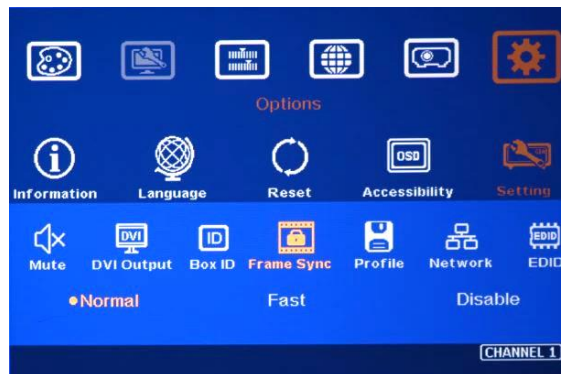
- If multiple units of PW800B is installed together or the IR receiver is put together, in order to avoid interference among multiple PW800B during the installation, user can set different ID number for each PW800B through [Options] Menu. Press number keys in Remote Controller to determine which PW800B will be controlled.

- 851: control Box ID No. 1
- 853: control Box ID No. 3
- 850: to unlock all units and user can control all Box.

- If user press 851, only ID #1 PW800B can be controller through OSD. The rest units of PW800B will be locked and not respond to OSD operation.
- OSD Lock / Unlock: When continuously press [Menu] key in IR Remote Controller or front panel for 5 seconds, the OSD function will be locked and flashing LED on channel selection key will light up. To press [MENU] key for 5 seconds again, it will unlock OSD and user can manipulate the OSD again.

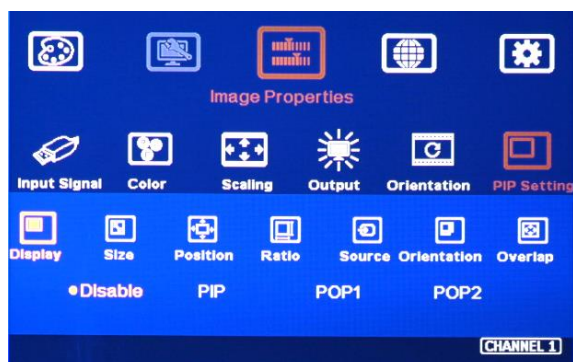
### 2.13. System synchronization

When the system uses multiple projectors, the image shall be synchronized together. PW800B uses [Frame Sync] to synchronize all outputs based on the input signal vertical sync. When [Frame Sync] is applied, it is possible to lose sync during system setup and cause projector to re-search the signal source. In order to provide smoother setup, PW800B provides OSD for user to select different synchronization methods for easy setup.



- [Normal] (Frame Locked): We propose to set at [Normal] in most of the applications. When user reset system or adjust video wall settings, user will see projector re-searching the input source.
- [Fast]: time to sync the input source will be fast than [Normal]. During video wall settings, projector will reduce re-search behavior and will have smoother setup process.
- [Disable] (Free-Run mode): when PW800B changes input source or timing, the output will still send out continuous output signal. The projector has lowest chance to re-search the input signal while system setup.
- If multiple unit application is required, please set it at [Normal] to let all output channels have synchronized image without frame tear or synchronization issue.
- If the output refresh rate is not the same as input refresh rate. The frame lock function will be disabled and it may lose synchronization among output channels. If the input is 4k/30 with FHD/60 output, it will have no synchronization problem. If the input is 50Hz, please select 1080p 50 Hz output to avoid frame repeat and system synchronization issues.

## 2.14. PIP/POP -- Dual window display



- ✓ PIP: Picture in Picture
- ✓ POP: Picture Outside Picture
- ✓ PIP sub-image maximum size: 1920\*1200
- ✓ 90/270 image rotation is not available under PIP/POP function.
- ✓ Both main and sub-image will go through high end video with best video quality.

- Picture in Picture (PIP) function is to display up two images from one processing channel. The minimum size of sub-image is 320\*180 Pixels and maximum size is 1920\*1200 pixels.
- The location of the PIP image can be controlled by OSD menu at any location inside main image.
- The size of the PIP image is also flexible and can be controlled by OSD menu.
- User can display up to 8 contents in one PW844BEx processor. Each sub-image can only be displayed inside the display range in each projector. When execute edge blending, please avoid to have sub-image in edge blending area.
- If PIP/POP image needs to be across entire screen, user needs to use the first processing channel as PIP/POP processor and output the image to HDMI port in next channel, then daisy chain connection to all processing channels. After edge blending, user can set PIP/POP across entire screen. Under this condition, the maximum system resolution will be limited to 2048x1080.
- If higher resolution in PIP/POP applications is required, user can install one G901 as front-end processor to provide 4k/2k output with PIP/POP functions across entire display system.

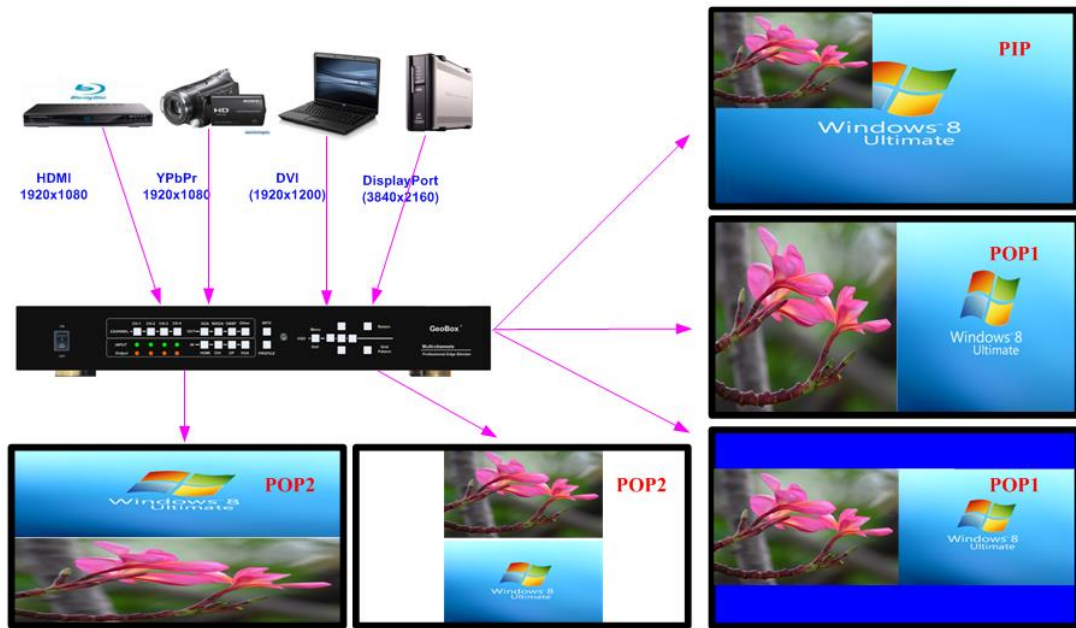


- Menus under [PIP setting]:
- Display: enable PIP or POP
  - Size: set PIP size
  - Position: set PIP position
  - Ratio: set PIP/POP display aspect ratio
  - Source: select input source for PIP/POP
  - Orientation: rotate sub-image direction
  - Overlap: adjust PIP image cropping area, position and aspect ratio.

- **Display:** Under Display menu, there are four items:
  - ✓ Disable: disable PIP or POP function
  - ✓ PIP: select PIP (picture in picture) display function
  - ✓ POP1: POP mode at side by side display mode.

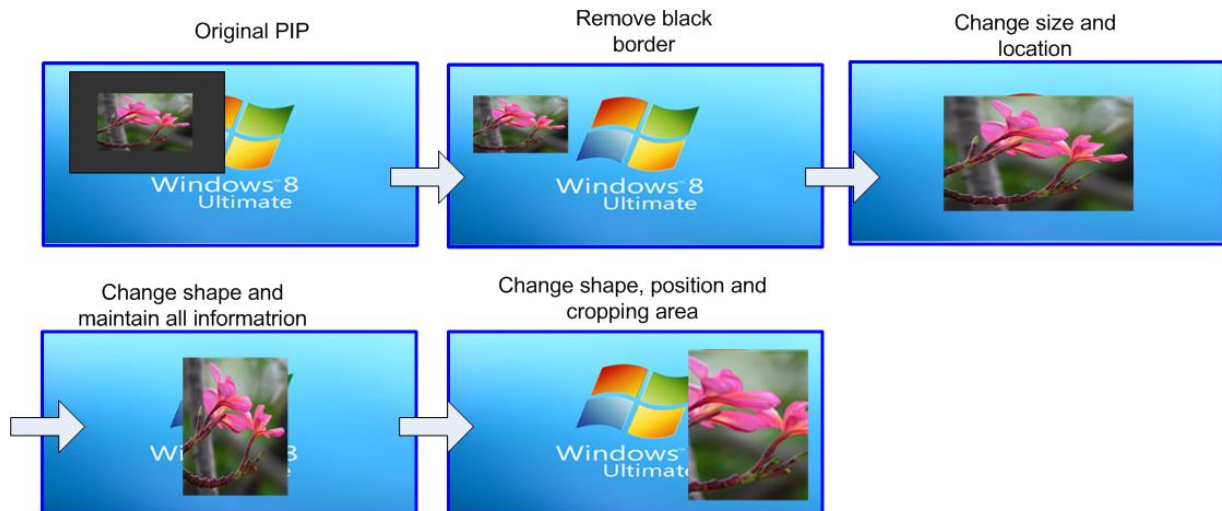


- ✓ POP2: POP mode at top/bottom display mode.



- Size: (Only apply to PIP function)
  - ✓ The size of the PIP image can be adjusted through [Size] OSD menu.
  - ✓ The minimum PIP size is 320\*180 and maximum size of PIP image is 1920\*1080 pixels.
  - ✓ PIP image can be displayed with full screen in the output. Further aspect ratio, image size or cropping area can be implemented through [Overlap] function under [PIP Settings] menu.
- Position: (only apply to PIP function)
  - ✓ The position of PIP image can be adjusted in H&V directions through Position OSD menu.
  - ✓ The PIP image will be maintained inside one projector and can't be outside main image.
  - ✓ Pixel by Pixel PIP image position adjustment.
  - ✓ Further position fine-tune can be executed from [Overlap] menu.
- Source:
  - ✓ The input source for PIP/POP is selectable. Main image can be selected from [Input Signal] under [Image Properties] menu or remote controller hot key. Sub-image shall be selected from [Source] under [PIP Setting] menu.
  - ✓ Only HDMI + DP, DP+VGA or HDMI+VGA can be selected as PIP/POP sources.
  - ✓ No two HDMI input sources can be as main and sub-image sources at the same time unless user adds one HDMI to DP adapter to connect HDMI source from DP port.
- Ratio: Set Aspect Ratio of sub-image in PIP/POP.
  - ✓ Full Screen: same aspect ratio as main image in PIP mode or full screen display in POP mode.
  - ✓ Original AR: the same aspect ratio as sub-image input source.
  - ✓ POP main image aspect ratio can be adjusted through [Scaling] under [Image Properties] OSD menu. Sub-image aspect ratio can be adjusted through [Ratio] menu under [PIP Setting] and [Overlap] function under [PIP Settings] menu.

- **Overlap:** adjust cropping area and aspect ratio of PIP image
  - ✓ User can execute further image cropping and aspect ratio change in PIP/POP image.
  - ✓ After further Overlap adjustment, user can further enlarge PIP image range from 180\*90 pixels up to WUXGA resolution. User can also adjust image size in POP mode.



- **[Orientation] for PIP/POP**
  - ✓ When PIP/POP is implemented, main image and sub-image can't be rotated at 90/270 degrees. Only 180 degrees rotation or RH/LH image flip and UP/Down flip function can be executed. Both main and PIP image will go through high end 3D motion de-interlacing.
  - ✓ Main image rotation shall be executed from [Orientation] under [Image Properties] menu and Sub-image rotation shall be executed from [Orientation] under [PIP setting] menu.
  - ✓ Main and sub-image can be rotated at different directions.
  - ✓ When main image is 90/270 degrees rotated and user executes PIP/POP function, main image will be returned to normal display direction. Image 180 degrees rotation or flip can still be executed without change.

### 3. Preparation for Edge Blending

#### 3.1. Determine source signal resolution

- The image size and watching distance are two major factors to determine source signal resolution and number of the projectors.
- If the screen size is 20m and the watching distance is 5m, the signal pixel pitch should be around 5mm (around 1mm for 1 meter watching distance). The system resolution is about  $20\text{m}/5\text{mm}=4000$ . It means the system resolution should be around 4000 pixels in width and the vertical resolution should follow the projector native resolution. If 1080p projector is used, the ideal system vertical resolution is 1080.



- After determine the system resolution, please make sure all the equipment in the signal pipe line should be able to support this resolution or higher. It includes signal source output, edge blending processor and the total resolution of the projectors after edge blending.
- If user uses 8x XGA projector with 250 overlapped pixels, the total projector resolution after edge blending will be  $1024 \times 8 - 250 \times 7 = 6442$  pixels. It means it is enough to use XGA resolution projectors in this 20m screen case. If user uses FHD or WUXGA high end projectors with watching distance at 5m, the final video quality will be very similar as XGA projector under 4k signal source at 5m watching distance but will be better at less than 5m watching distance.
- We can provide free service to help customers to make project plan, including system configuration, type of projector, signal source and installation data.

### **3.2. Determine overlap region size and pixels**

- During Excel Spread Sheet calculation, user has some flexibility to determine the overlap region size by different projector resolution, lumens, image size and number of projectors.
- The most common overlap region is about 20% to 40% based on single projector native resolution. For  $1024 \times 768$  projector, the overlap range is  $1024 \times 20\% - 1024 \times 40\% = 205 \sim 409$  pixels. PW800B test pattern default size is  $32 \times 32$  pixels. Therefore, the final result will be around 7 grids (224 pixels) to 13 grids (416 pixels) for XGA projector and 12 grids (384 pixels) ~ 24 grids (768 pixels) for 1080p & WUXGA projectors. If the projector has accurate color and gamma curve, the overlapped pixel can be lower to 5 grids (160 pixels) in XGA projector. The actual pixel number should be determined based on the required screen size and the projector model used. Under the same screen width, if higher image is required, then the overlap region will be also increased.
- If the overlap pixels are increased, the image height will be also bigger. User can simulate with different overlap pixels (multiples of 32) to get a result that the image height is bigger than required image height with reasonable overlap region dimension between 50cm to 120cm in overlap region. Reasonable overlap region will be easier for overlap color control.
- PW800B maximum edge blend range is  $H=1920$  pixels,  $V=1200$  pixels. The black level compensation range is 900 pixels. If user requires black level uplift compensation and the overlap region is more than 900 pixels, please select the outside black level Block to execute black level uplift. The pixel number is based on native projection area without any adjustment from either projector or PW800B. If necessary, user can adjust the overlap size through geometry alignment to decrease overlap size without changing projector location.
- Please note that user can change the grid pattern size from 8 to 120 pixels but not only 32 pixels.

### **3.3. Relation between Overlap pixels and geometry alignment accuracy**

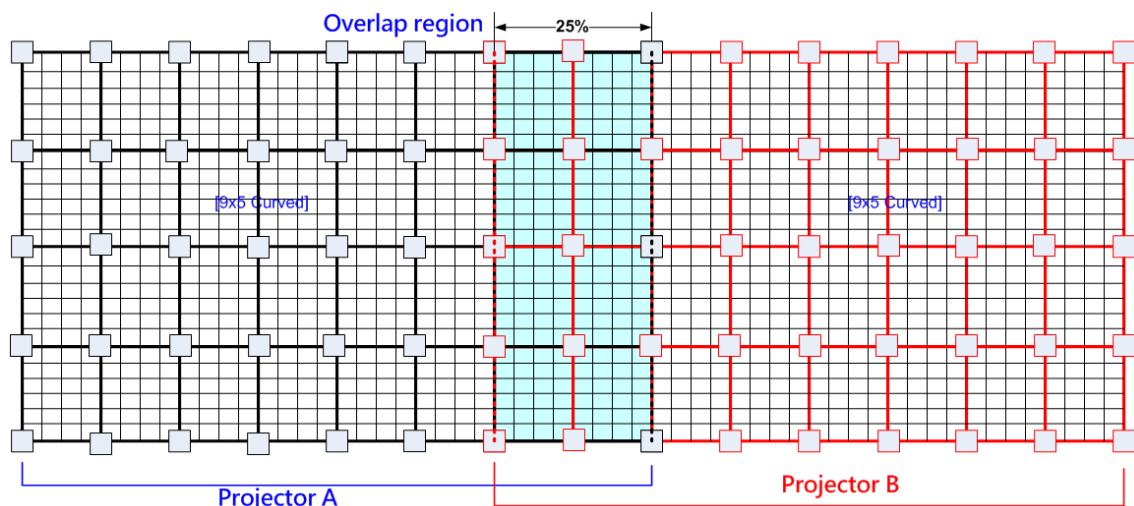
- Proper selection of Overlap pixels will affect the control points in geometry alignment. If the Overlap pixel is 25% of the projector native resolution (or PW800B output resolution), it will have less geometry alignment points due to control points in adjacent projectors will be at the same

location. If the overlap pixel is not 25% of the projector native resolution, the control points will be at different positions. 37.5% overlap pixel will double the control points of the geometry alignment if compared with 25% overlap and have the best geometry alignment accuracy.

- [9x5 Curved] alignment will cut the horizontal image into 8 sections and the image in each section can be independently adjusted. In different output resolutions, there will be different pixel number in each section: XGA:  $1024/8=128$ , WXGA:  $1280/8=160$ , 1080p:  $1920/8=240$ . Usually, [9x5 Curved] alignment is enough for most of the curved screen edge blending.
- If the overlap area between two adjacent projectors has the same or multiple number as above, the geometry alignment control points in overlap region will be less. User can increase or decrease two or three grids (64 or 96 pixels) in overlap area to increase the control points in overlap region for more accurate alignment between adjacent projectors.
- Below figure is an example for [9x5 Curved] alignment in 1024 resolution:

✓ **25% overlap region:**

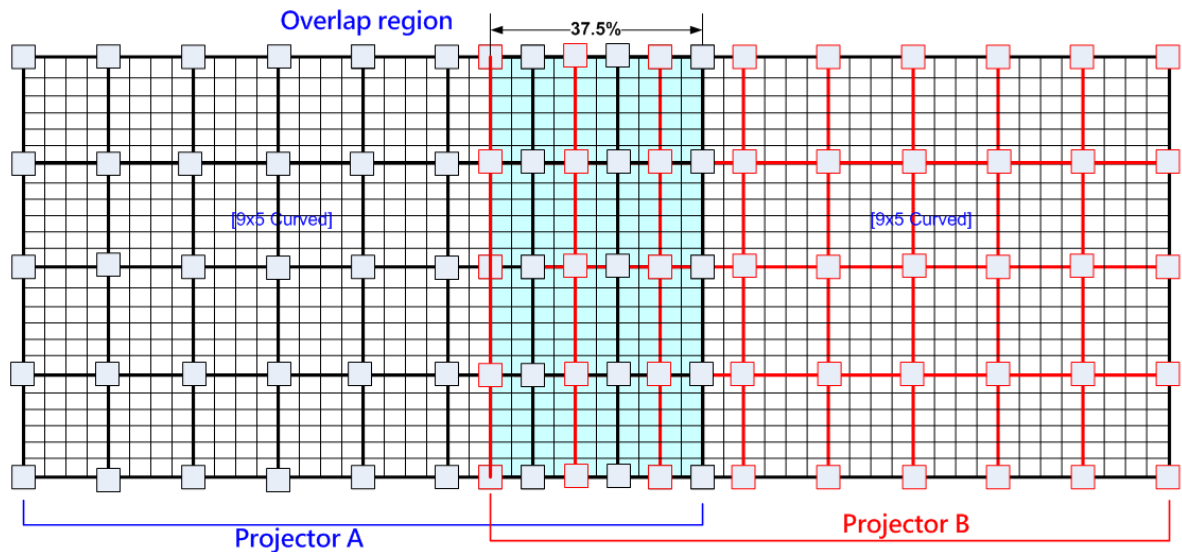
*The adjusting points in projector A & B will be at the same position in overlap region*



If the overlap is 256 pixels (25%) in XGA resolution, total adjusting points in overlap region are  $3 \times 5 = 15$ . *The adjusting points in projector A & B will be at the same position in overlap region.* User will have less adjustment flexibility. If increasing two grids (64 pixels) to 320 overlap pixels, user can have 30 adjusting points to get more accurate geometry alignment. It can align the images from two projectors on curved screen with good quality by remote controller.

✓ **37.5% overlap region**

*The adjusting points in projector A & B will be separated in 37.5% overlap region and increase geometry alignment accuracy.*



### ✓ Recommended overlap pixels in different output resolutions

Below is the list for the accuracy of geometry adjustment in different overlap pixels:

PW800B output resolution	1920*1080	1280*800	1024*768
Min. adjusting flexibility	256/480/704	320/480/640	256/384/512
Max. adjusting flexibility	352/608/832	224/256/384/416/544/576	192/320/448/576

## 3.4. Get installation data from Excel Spread Sheet

- NEXIS can provide an Excel Spread Sheet for user to calculate necessary installation data for the project. It is important data for installation and setup.

### Project basic data

Source resolution (H)	3840	Screen width	6.50 (m)
Source resolution (V)	800	Screen height	1.50 (m)
Projector resolu. (H)	1280	Projector lumen	3200 (Lum)
Projector resolu. (V)	800	Screen Aspect ratio	4.33 (required)

### Overlap pixels (32 pixels per grid)

	Overlap %	Recommended
Overlap pixel (H)	256	20.0%
Overlap pixel (V)	0	25%~40%

Recommended overlap region: Min. 50 cm width

Qty of projector (H)	3	Throw ratio (Min)	1.20
Qty of projector (V)	1	Throw ratio (Max)	1.70

### Final output resolution

Horizontal resolution	3328
Vertical resolution	768
Extended pixel (H)	98
Extended pixel (V)	0

### Video wall setting value

Position of projector (H)	1	2	3	4	5	6	7	8	9	10
LH edge overlap value	0	98	197	x	x	x	x	x	x	x
RH edge overlap value	197	98	0	x	x	x	x	x	x	x
Position of projector (V)	1	2	3	4	5	6	7	8	9	10
Top edge overlap value	0	x	x	x	x	x	x	x	x	x
BTM edge overlap value	0	x	x	x	x	x	x	x	x	x

### Final result checking list (PJT: Projector)

Final Image size (meter)	Final Illuminance Lux (Lum/m2)	Image size for each PJT
Width	6.50	PJT lumen
Height	1.56	Final Illumin

Overlap region size	Original aspect ratio	Projector throw distance
Horiz. (m)	0.500	Projector
Vertic. (m)	0.000	Final result

\* Final image height should be equal or larger than screen. User can shrink image to have the same image height as screen by GeoBox geometry adjustment.

\* Standard luminance is 400-800 Lux for restaurant and big conference room, 1000-1500 Lux for trade show. 3D: 500 Lux (single projector)

- Below are assumptions for the above 3x projectors edge blending system Excel calculation.

- ✓ Screen Size: 6.5m\*1.5m with watching distance within 2m (pixel pitch less than 2mm)
- ✓ Input signal resolution: 3840\*800 (Pixel pitch is 6500mm/3840=1.7mm = 1.7m watching)

- distance, optimized vertical resolution is the same as projector native resolution: 800)
- ✓ Number of projectors: 3 projectors
  - ✓ Projector resolution and lumens. 1280\*800 (native resolution), 3200 Lum
  - ✓ Overlap pixels and dimension. 8 grids=8\*32= 256 pixels (50cm)
  - ✓ Projector throw ratio: 1.2-1.7 (based on projector spec)
- How to operate Excel Spread Sheet
- ✓ Input all the data in Yellow column, including Source Resolution, Projector Resolution (PW800B output resolution), Screen size, Projector throw ratio, Projector Lumens, No. of projector and Overlap Pixels. User can try different configurations and select the most cost effective one with the image height a little higher than required.
  - ✓ User will get below data from the Spread Sheet.
    - Final image size for each projector is 250cm\*1.56cm with Overlap region of 50cm in width.
    - The image height should be higher than the required one. User can shrink the vertical height to required dimensions through geometry alignment. The vertical adjustment range in each edge is 600 pixels.
    - Optimized content resolution: 3328\*800 (This is the ideal resolution to set EDID). It is suggested to select the same vertical resolution (800) as projector native resolution to get the best result.
    - Installation distance: 3m-4.25m.
    - It is calculated from throw ratio and image wide for each projector. ( $2.5m \times 1.2 = 3m$ ,  $2.5m \times 1.7 = 4.25m$ )
    - The overlap value in Video Wall setting:
      - When user sets Video Wall Zoom, it will split the image equally for each projector. The projectors will be installed with some Overlap Pixels for edge blending. Therefore, Overlap Value is to crop more pixels for each section based on the Overlap size between two adjacent projectors.
      - LH Projector: select RH edge: +197 (to crop more 197 pixels for LH projector. These 197 pixels are based on source resolution.
      - Projector (Center): LH edge=+98, RH edge=+99 (total 197)
      - RH Projector: LH edge: +197
      - After finish setting, user can check the image, if some overlap area is blurred, user can increase or decrease Overlap Value with 1-2 pixels and select optimized one.
    - The final luminance is 819 Lux. It will be enough for inside room environment.
  - ✓ It is allowed to have different overlap pixel among projectors. "Irregular" Spread Sheet is required to calculate the data.
  - ✓ Please contact dealer or factory to get necessary assistance for the Spread Sheet.



### 3.6. **Projector settings before edge blending**

- Please reset all projectors to factory default settings.
- Set to ceiling mount if necessary.
- Disable below items:  
Auto keystone, auto aspect ratio, auto color compensation, auto source searching
- Select a display mode with gamma 2.2 or standard display mode. After edge blending, if user still sees some banding in overlap region, please select the best one from different display modes.
- If there is color deviation among projectors, please try to correct color difference through projector color adjusting function to let all color as close as possible.
- Enable [multiple projector display] mode if the projector has this setting.

### 3.7. **PW800B settings before edge blending**

- Use small pin to insert into RESET hole on the back panel of PW800B for 5 seconds to reset PW800B to default setting. [Reset] will apply to all channels at the same time.
- Select channel number, then select input port and output resolution in each channel separately.
- Set output resolution to be the same as projector native display resolution. Each channel shall set output resolution separately.
- Connect with a signal source to HDMI-1 in CH1, then connect loop out port to CH2 HDMI-3 via HDMI cable. If CH3 and CH4 are required, please connect the loop out port to HDMI-5 and HDMI-7 with HDMI cable to let all processing channel fed with the same signal source.
- The signal source for installation should be no less than 1080p.
- Check input/output LED indicators and make sure to have correct system connection.
- User can set [Frame Sync] at [Disable] to eliminate [Source-Search] in projector during setup. After finish the setup, please set to [Normal] to get synchronization in all outputs.

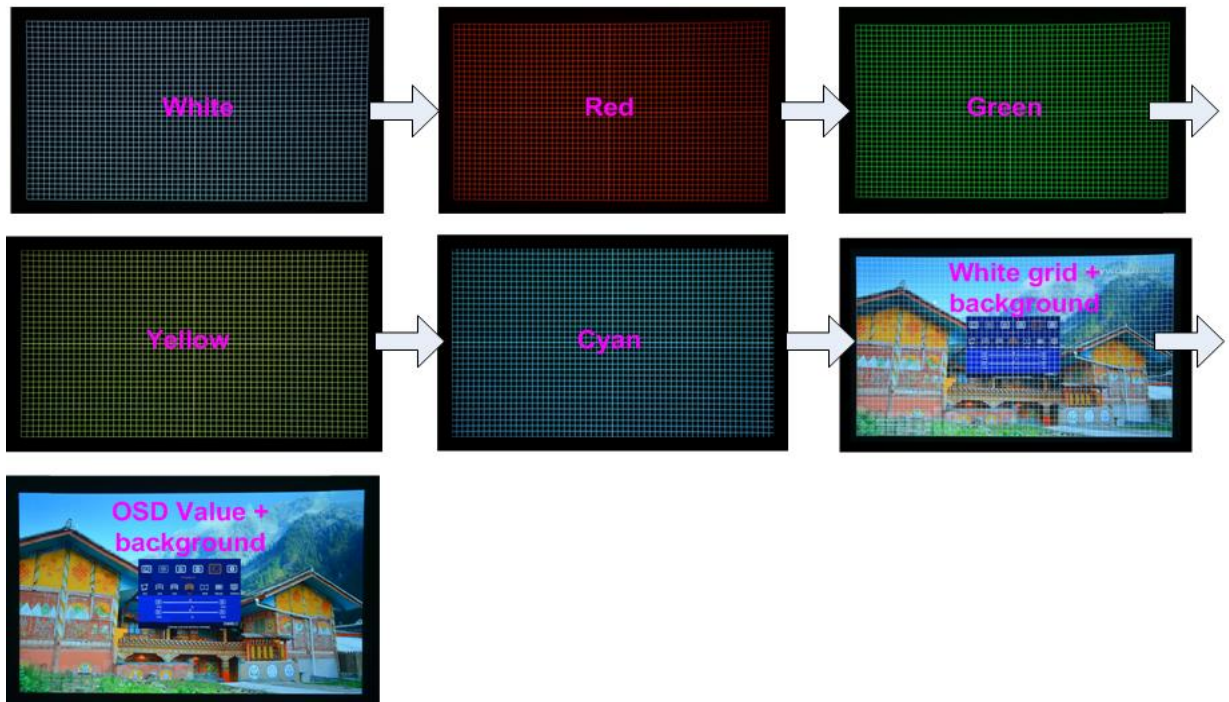
## 4. **Geometry alignment**

### 4.1. **Select Appropriate Grid Pattern for geometry alignment**

Grid pattern is required for geometry alignment. User can activate test pattern through [Pattern] hotkey in remote controller or through WebGui and Gwarp3 PC tool.

- The default grid size is 32\*32 pixels. User can select different grid size from 8-120 pixels. Each channel can be set separately. In edge blending, the grid size in all channels shall be the same.
- The OSD show-up time can be determined by [Options]→ [Accessibility]→ [Menu Time Out]. If set at "0", the OSD will show up all the time unless input timing is changed or OSD [Exit].

- If user finds different grid size in different projectors, please check the grid pattern size, output timing setting and the aspect ratio settings in each projector. PW800B needs to set at [Full Screen] display mode under [Image Properties]→ [Scaling] menu.
- If user executes Geometry alignment, the pattern will appear automatically after select the adjusting point and press Enter.
- There are 6 pattern styles for user to select. When user presses [Pattern] key, it will circulate from [White]→ [Red]→ [Green]→ [Yellow]→ [Cyan]→ [White grid + background]→ [OSD menu + Background]
- If user wants to apply his own test pattern, please select the last transparent pattern mode to show up background user pattern.
- User can select different pattern color for each projector while doing edge blending setup.
- Note: some projector RGB pixels are not at the same location. It will cause position deviation. Please recheck with White grid pattern for final result.
- User can see geometry adjusting value when select [Background + OSD] display style.



## 4.2. Grid Pattern Pixel Size selection

- The pixel size in grid pattern for geometry alignment is selectable to meet special geometry alignment requirements. The grid size in both horizontal and vertical directions is from 8 to 120 pixels with 1-pixel increasement. H&V grid size will be the same. User can select grid size under [Edge Blend] menu.
- Default grid size for both H&V directions are 32x32.



- If 120 pixels grid size is selected, the grid pattern will be at the same position as 17x17 geometry adjustment control points. If 30/60 pixels grid size is selected, the grid pattern will also have some points that will match 17x17 control points. It will be convenient for some special application.
- In order to get optimized result in video wall [Overlap] value, user can use Excel Spread Sheet and apply an overlap pixel in the Spread Sheet to get a near integrate number in Video Wall [Overlap] value, then select the grid size to match this overlap pixel.
- In low resolution projector with low overlap grid number, user can select a grid size to maximized the overlap region to improve edge blending quality. For example, when the overlap pixel is only 186 pixels, if user selects 32x32 pixels as grid size, then user needs to reduce the grid size to only 160 pixels (5 grids) to let the grids from adjacent projector to stack together. If user selects a grid size of 31x31, then user can keep 186 pixels (6 grids) as overlap pixels.



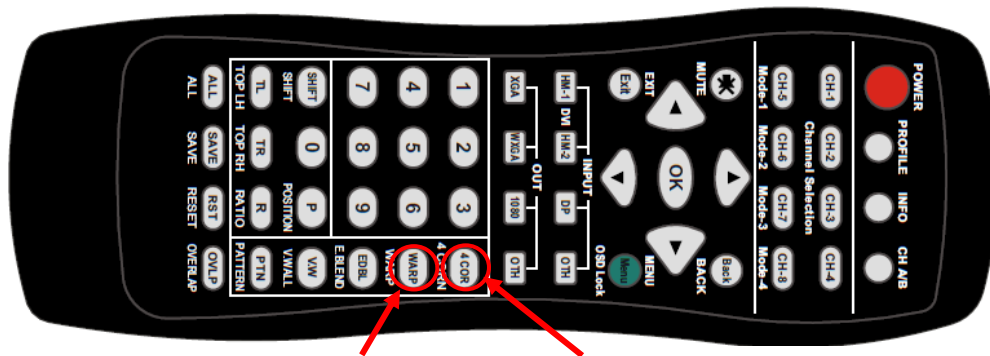
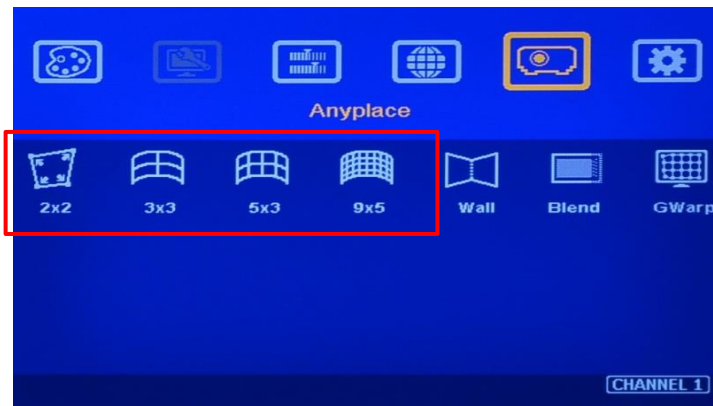
Below is the OSD menu for the selection of grid size.



### 4.3. Geometry alignment

Geometry alignment is to align the image position to let the projection image match the screen and also let image grids between two adjacent projectors be matched together. This step will take most of the time for edge blending. User can execute geometry alignment through remote controller, Gwarp3 PC tool or WebGui through Ethernet connection.





[3x3], [5x3], [9x5] Warp hotkey      [2x2] Corner adjustment hotkey

#### 4.3.1. Geometry alignment through remote controller

- Please be familiar with OSD operation from remote controller, including activating grid pattern, channel switching and hot keys for [4 Corner], [Warp], [Video Wall], [Edge Blend], [Pattern] and [INFO].
- [OSD Time Out] is default to "0". It will ensure the OSD and grid pattern will not be turned off automatically. Input timing change will disable OSD and exit from grid pattern.
- User can install IR extender receiver near screen for easy PW800B operation (Please add audio extending cable to extend the distance up to 20 meters). If multiple units of PW800B are used and IR receivers are put together, please set [Box ID] for each PW800B so that user can control each PW800B separately through [85x] command.
- Each channel should execute geometry, video wall setting and edge blending setting separately.

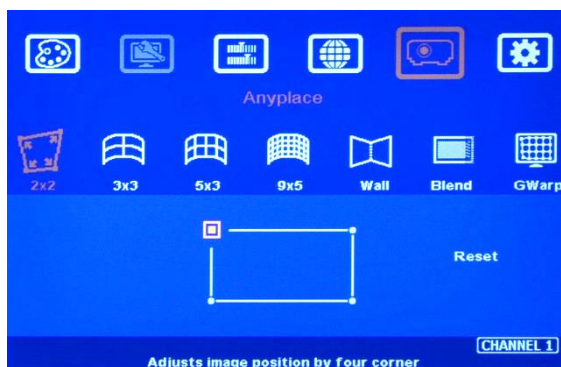
#### 4.3.2. Activate Grid Pattern

- Use channel selection keys and [Pattern] hotkey to show grid patterns in all projectors. Press [Pattern] key again will change grid color. To set two different pattern colors in adjacent projectors will be more convenient during geometry alignment.
- If user finds the grid size between adjacent projectors is different. Some possibilities:
  - The projection image sizes between two projectors are different (Zoom setting or projection distance is different).

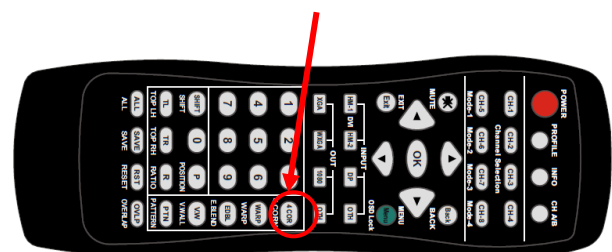
- Output resolution settings are not the same.
  - Projector aspect ratio setting is different.
  - PW800B is set at [Original AR]. It shall be [Full Screen].
  - Set different grid pattern size in each channel.
- If user doesn't use Excel Spread Sheet to calculate the image size in each projector, please try to set the same projection height prior to geometry adjustment. In this case, the image width and overlap grid size for all projectors will be similar and is easy for geometry alignment.

#### 4.3.3. [2x2] 4 corner geometry alignment

- No need to do keystone correction in the projectors before geometry alignment unless the image has too big distortion and PW800B can't cover the alignment range.
- [2x2] alignment will adjust whole image with the same scaling factor. [Warp] alignment will adjust only some portions of the image.
- Please follow the sequence [2x2]→ [3x3]→ [5x3]→ [9x5] to do geometry alignment to ensure entire image will have uniform scaling factor.
- Apply [2X2] Corner geometry alignment and draw the corners to pre-marked locations.
- If no pre-marked location, please use [2x2] alignment to let the image in each projector with the same horizontal position and also let the vertical borders without keystone.
- Measure the image size in each projector, to reduce the size of the larger image and let adjacent projectors have similar grid size and grid number in overlap area.
- If the screen is curved, it is possible to have some image inside or outside the screen after 2x2 adjustment. However, it doesn't matter once the image covers entire screen before 4 corner adjustment. [Warp] alignment will adjust the image position back to required position.

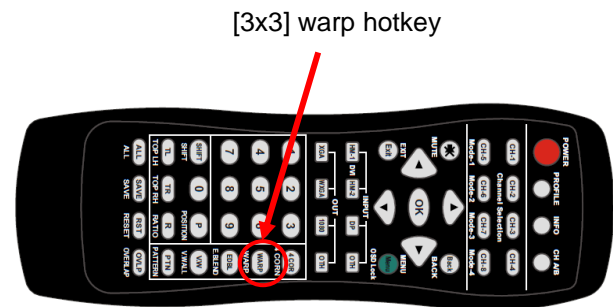


[2x2] 4 Corner hotkey

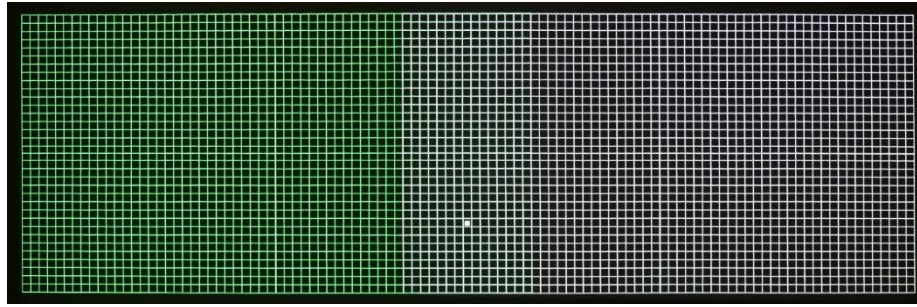


#### 4.3.4. [3x3], [5x3], [9x5] Warp alignment

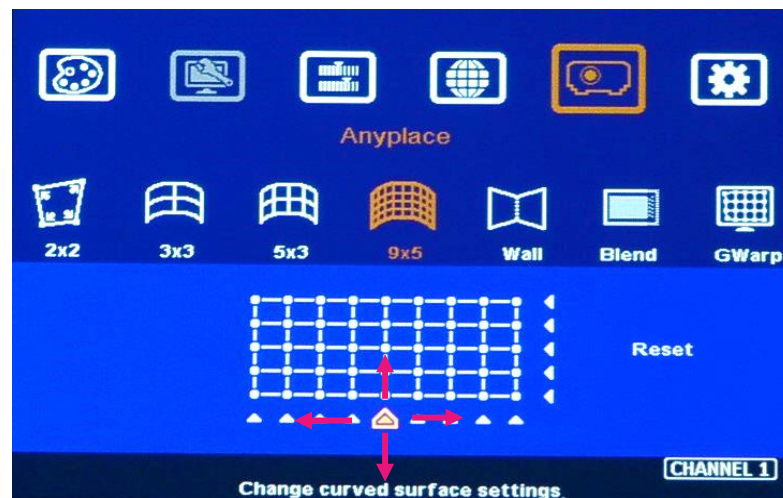
- After finish [2x2] corner alignment, apply [3x3 Curved] geometry alignment to let 9 adjusting points be located at the required position including four corners, edge center points and center line position.



- Please use [5X3] & [9x5] for further geometry alignment and let all the grids in overlap area with good grid stacking from two projectors.
- For curved screen, if there will be some difference in the grid size in adjacent projectors, user can use Linearity Grid Line adjustment (in next section) to adjust the grid size and finish the image position fine tune within shorter time.
- After finish Warp alignment, user can use [2x2] for complete image position fine tune without changing the Warp result. If user executes [3x3] alignment again after [9x5] alignment, [9x5] grid position will be reset and only keep [3x3] grid point information.
- In ideal condition, all grids in edge blending area between two adjacent projectors shall be aligned together. In some special case, the vertical lines in edge blending area have some gap and can't match 100%. Please try to align the grids near center of overlap region with good stacking. It allows small image shift in both sides of the overlap region because edge blending will reduce the effect of the mis-alignment in side borders. User can also adjust [Overlap] value in video wall settings to compensate this deviation and keep reasonable image quality.
- After the above processes, if the grid pattern in edge blending area still can't stack together, user can reduce one or two overlap grids from adjacent projectors to separate the adjusting points in each projector and get more accurate geometry alignment result. If the result is still not good, please use [Gwarp3] PC tool to apply 17x17 grid point adjustment. The adjusting result in remote controller can be further adjusted through Gwarp3 PC tool directly.
- Geometry alignment range from remote controller can be up to 600 pixels in [2x2] + 600 pixels more in [3x3] for one corner/edge.
- If geometry alignment range is too big, please adjust projector installation position or use projector geometry alignment function to cover some adjustment.
- Ultra-short throw ratio projector is not suitable for curved screen display due to big image distortion. Once user can execute geometry alignment to required position, the image quality will be reduced, especially in the Text mode.
- After geometry alignment, all the grid patterns in overlap region should be stacked together.

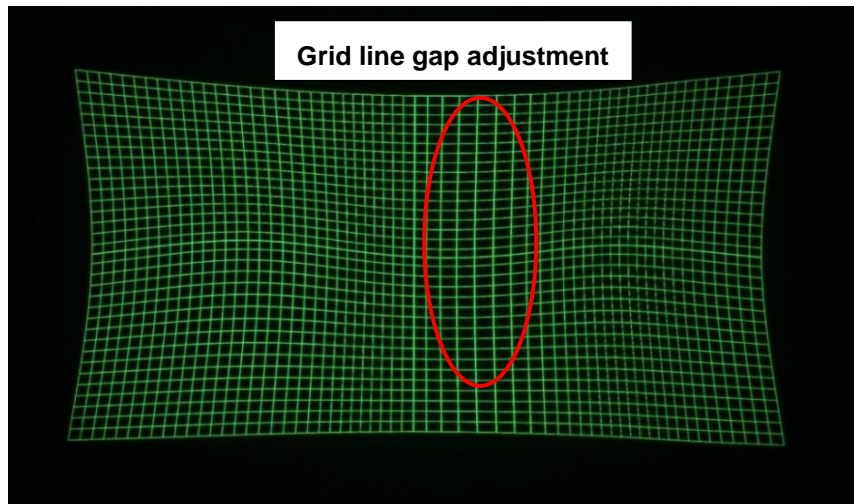


#### 4.3.5. Linearity grid line adjustment



The control point can shift grid lines in both horizontal and vertical directions.

- Linearity grid line adjustment is under [3x3], [5x3] & [9x5] warp alignment menu. User can select the control point, then press ENTER to do grid line adjustment. Each control point can shift the image in both horizontal and vertical directions.
- When user projects the image to curved screen, the image grid size will continuously change—the grid size at the center will be bigger than both sides. Ultra-short throw projector will be more serious. Linearity grid line adjustment is designed to correct this kind of grid line gap difference.
- Linearity Grid Line adjustment can shift both horizontal and vertical grid lines. The maximum adjusting points in OSD menu is H=9, V=5. For [3x3], the adjusting range is +\_600 pixels in each direction. This function is not available in Gwarp3 PC tool.
- This function can co-work with Warp and Edge Blending function.



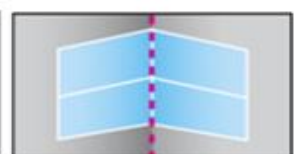
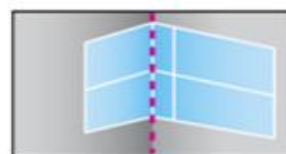
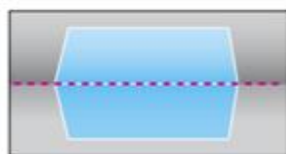
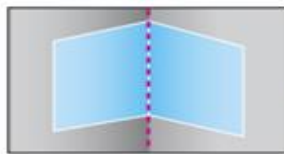
#### 4.3.6. Corner Wall geometry adjustment

Important note: When apply Corner Wall function, all the other geomtry alignment function will be disabled. User can only execute geometry alignment through 8 points of Corner Wall adjustment. 4 corner control points can execute image 4 corner alignment same as [2x2] geometry alingment function. Edge Blend function will be still available.

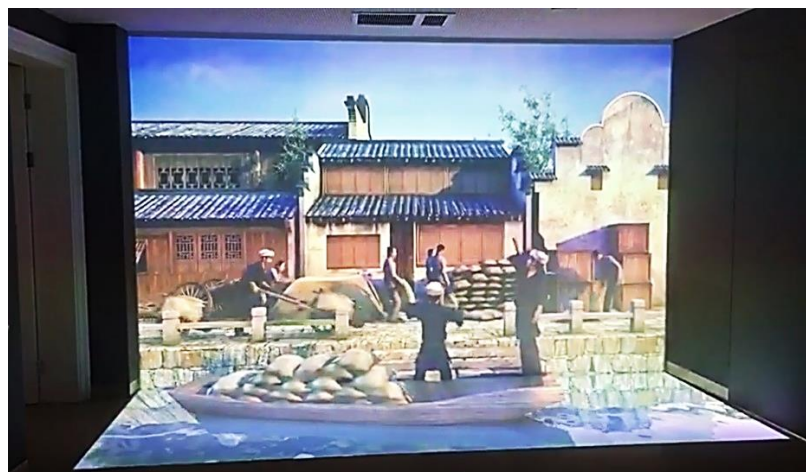
Corner Wall alignment allows user to adjust the image at 90 degree corner wall. It can execute horizontal and vertical corner alignment. User can only select either horizontal or vertical alignment at one time. This function can co-exist with edge blending function but not warp function. The image position can be adjusted as below:

- 4 corner image positions
- The transition position of the image in horizontal or vertical direction
- The maximum Corner adjusting range is +\_ 900 pixels and the curvature location adjusting range is +\_900 pixels.
- User can't use ultra-short throw ratio projector for corner wall application. Otherwise, the image distortion will be too big to be adjusted and may also create focus issue.

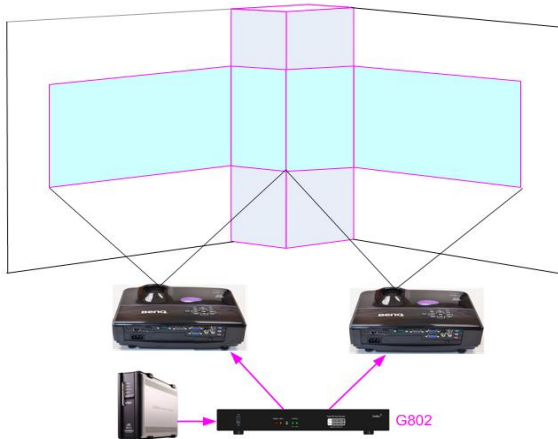




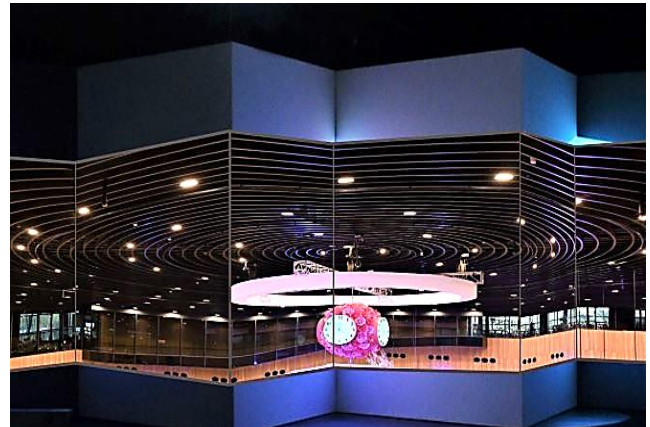
### Example A: Single projector application



#### Example B: Dual projector application



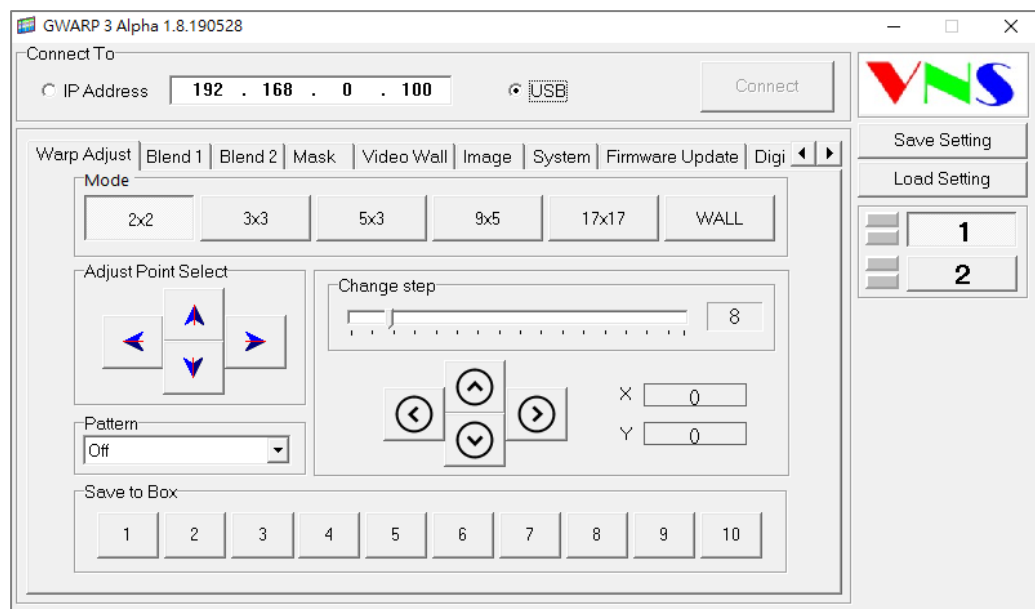
#### Example C: Three projector application



#### Corner wall application on curved screen

If user wants to implement Corner Wall function on curve screen, user can connect the signal to one channel in PW800B to do warp alignment, then connect the output to the input port of the channel for Corner Wall alignment. Then user can execute curve alignment and Corner Wall adjustment at the same time.

### 4.4. Geometry alignment via Gwarp3 PC Tool



- Gwarp3 is a PC tool executed through PC. No software driver is required. Once user opens Gwarp3 and connects with PC through Ethernet or USB, user can execute edge blending settings through PC keyboard and mouse. After finish the setup, user can save the result to Box and no more PC is required.
- User can backup system settings in PC and copy to other units.

- Firmware and MCU code update can be executed through Gwarp3. User can control multiple units at the same time through different IP address.
- Please see more details in section 11.2 and download “Gwarp3 PC Tool Quick User Guide” from website to get more details.

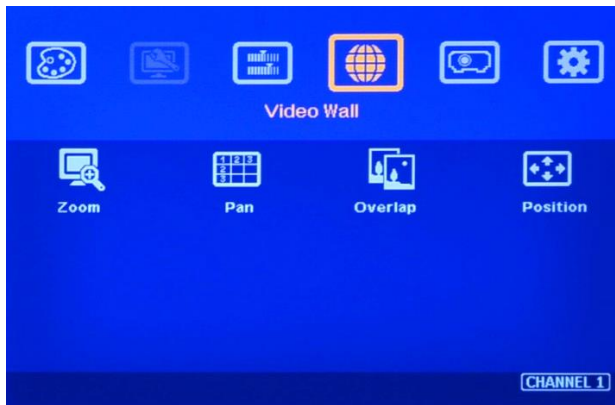
#### 4.4.1. Geometry alignment through [Warp Adjust]

- **System Reset**
  - ✓ [CTRL + Shift + R]: Reset selected channel
  - ✓ [CTRL + Shift + A]: Reset all channels (from CH1-CH4)
  - ✓ Input / Output resolution and Profile Index settings will remain the same without reset.
- **[Warp Adjust]**
  - ✓ [P]: Enable grid pattern with different colors (R, G, B, C, M, W) & styles
  - ✓ [CTRL + P]: Disable grid pattern
  - ✓ Start from [2x2] alignment, then follow [3x3]→ [5x3]→ [9x5]→ [17x17] sequence for geometry alignment. If go back to lower control point adjustment, it will reset higher control point adjustment. [2x2] alignment will not reset curve adjustment result.
  - ✓ [M]: Change Adjust mode from [2x2]→ [3x3]→ [5x3]→ [9x5]→ [17x17]  
(PC language shall set to English, otherwise, some hotkey functions may not work)
  - ✓ Use [CTRL + Arrow] key to select control point.
  - ✓ Use [Arrow] key to adjust control point position with default step (8 pixels/step)
  - ✓ Use [Shift + Arrow] key to adjust control point position with 1 pixel/step.
- **Save settings**
  - ✓ Click # key under [Save to Box] to save the setting to Box. Each channel shall save separately but can save to the same # for convenient recall.
  - ✓ After finishing all channel geometry alignment and [Save to Box], click [System] to save all channel settings into [Profile Save].
  - ✓ Click [Save Setting] to save data into PC as backup or copy to another Box.

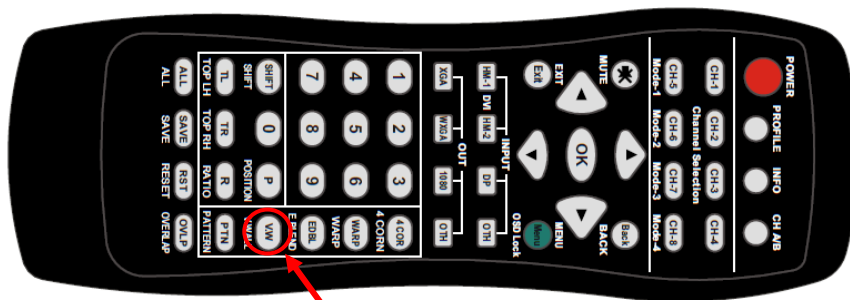
## 5. [Video Wall] setting

- The purpose for Video Wall Setting is to split the image and assign the right image to each projector. The overlap pixel for edge blending shall be accurately adjusted to avoid blurred image in overlap region. All of these functions are under [Video Wall] menu.
- Each channel shall execute [Video Wall] settings separately.



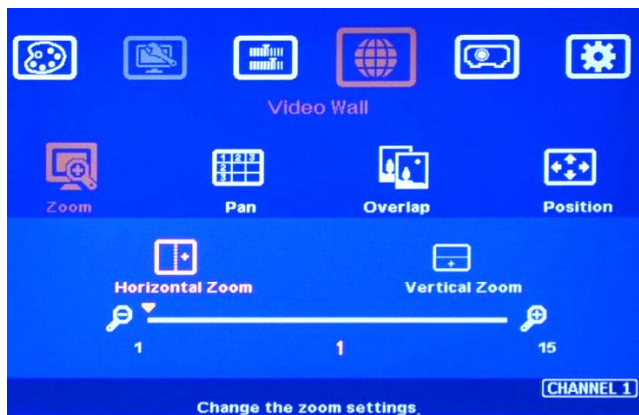


- Press Menu Keypad on Front Panel to enter [Video Wall] OSD menu.
- [Video Wall] hotkey on the bottom right position of the remote controller is available for quick access.
- Video wall function can crop image for edge blending and assign to projectors.



[Video Wall] menu hotkey

## 5.1. [Zoom]: split the signal source



Use [Zoom] to split input image in horizontal and vertical directions. Maximum split images are 15x15 in both horizontal and vertical directions from single input source.

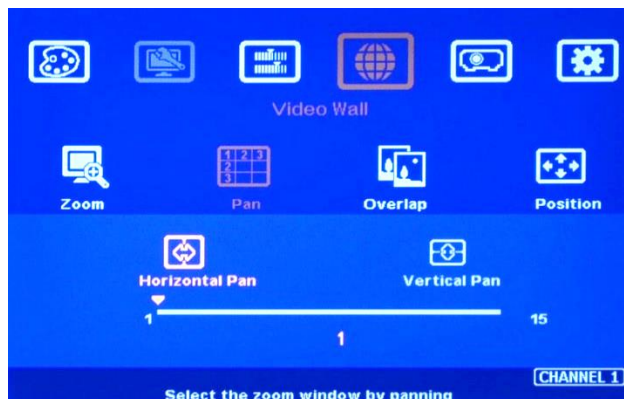


*For 3 projectors at horizontal position, Horizontal Zoom=3, Vertical zoom=1*



*For 3x3 displays (9 projectors), Horizontal Zoom=3, Vertical Zoom=3*

## 5.2. [Pan]: assign image location



- Use [Pan] to determine the location of each split image in both horizontal and vertical directions.
- Default setting:  
Horizontal Pan=1  
Vertical Pan=1



**For No. ③ projector:**

**Horizontal Pan = 3**

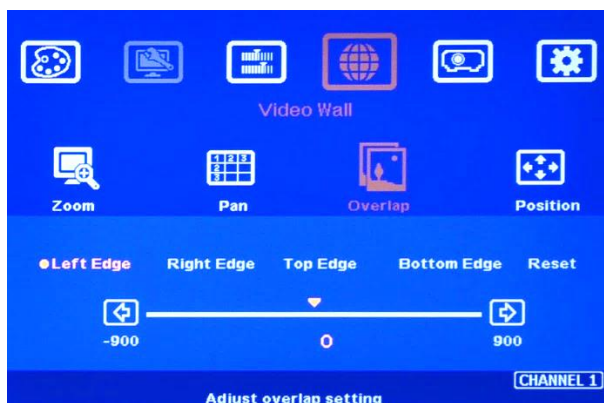
**Vertical Pan = 1**

**For No. ⑥ projector:**

**Horizontal Pan = 3**

**Vertical Pan = 2**

## 5.3. [Overlap]: crop the right image for each projector



- Use [Overlap] to adjust overlapped pixels between two adjacent projectors
- It can also change image aspect ratio.
- Max. Overlap range is +\_1800 Pixels

- In multiple projector applications, the Overlap value can be determined by Excel Spread Sheet as showed in below chart with RED mark. User can follow this value to get the right overlap settings with clear image.
- This Overlap value will be calculated based on several factors—such as input resolution, projector resolution, quantity and overlap region size.
- If the overlap regions have different size due to installation position limitation, please use Irregular Excel Spread Sheet to calculate overlap value.
- User can use Video Wall overlap setting to fine-tune the image position in overlap region. It can compensate geometry mis-alignment and let image become much clearer.

#### Project basic data

Source resolution (H)	3840	Screen width	6.50 (m)
Source resolution (V)	800	Screen height	1.50 (m)
Projector resolu. (H)	1280	Projector lumen	3200 (Lum)
Projector resolu. (V)	800	Screen Aspect ratio	4.33 (required)
Overlap pixels (32 pixels per grid)			
Overlap pixel (H)	256	Overlap %	20.0%
Overlap pixel (V)	0	Recommended	20%~40%
Recommended overlap region: Min. 50 cm width			

Qty of projector (H)	3	Throw ratio (Min)	1.20
Qty of projector (V)	1	Throw ratio (Max)	1.70

#### Final output resolution

Horizontal resolution	3328
Vertical resolution	768
Extended pixel (H)	98
Extended pixel (V)	0

#### Video wall setting value

Position of projector (H)	1	2	3	4	5	6	7	8	9	10
LH edge overlap value	0	98	197	x	x	x	x	x	x	x
RH edge overlap value	197	98	0	x	x	x	x	x	x	x
Position of projector (V)	1	2	3	4	5	6	7	8	9	10
Top edge overlap value	0	x	x	x	x	x	x	x	x	x
BTM edge overlap value	0	x	x	x	x	x	x	x	x	x

#### Final result checking list (PJT: Projector)

Final Image size (meter)		Final Illuminance Lux (Lum/m2)		Image size for each PJT	
Width	6.50	PJT lumen	3200	Width (m)	2.500
Height	1.56	Final Illumin	819	Height (m)	1.563

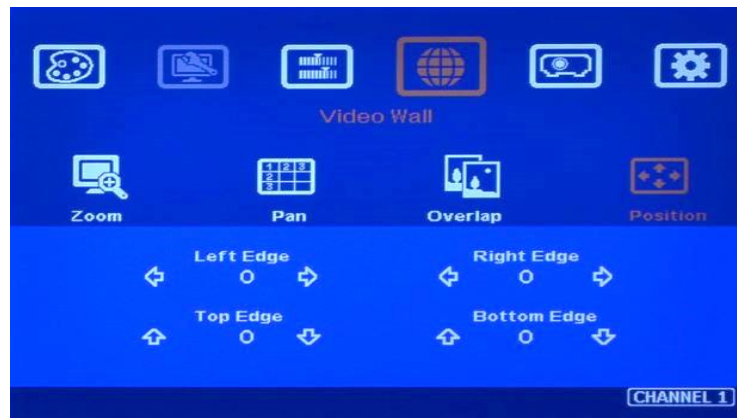
Overlap region size		Original aspect ratio		Projector throw distance	
Horiz. (m)	0.500	Projector	1.60	Min (m)	Max (m)
Vertic. (m)	0.000	Final result	4.16	3.00	4.25

\* Final image height should be equal or larger than screen. User can shrink image to have the same image height as screen by GeoBox geometry adjustment.

\* Standard luminance is 400-800 Lux for restaurant and big conference room, 1000-1500 Lux for trade show. 3D: 500 Lux (single projector)

## 5.4. [Position]: shift image position without changing image size

After cropping, user can shift image position at H&V directions without changing image size. Usually, it is for video wall application to fine tune image position. In projector edge blending application, user only changes Overlap value in one edge but not execute image shift.

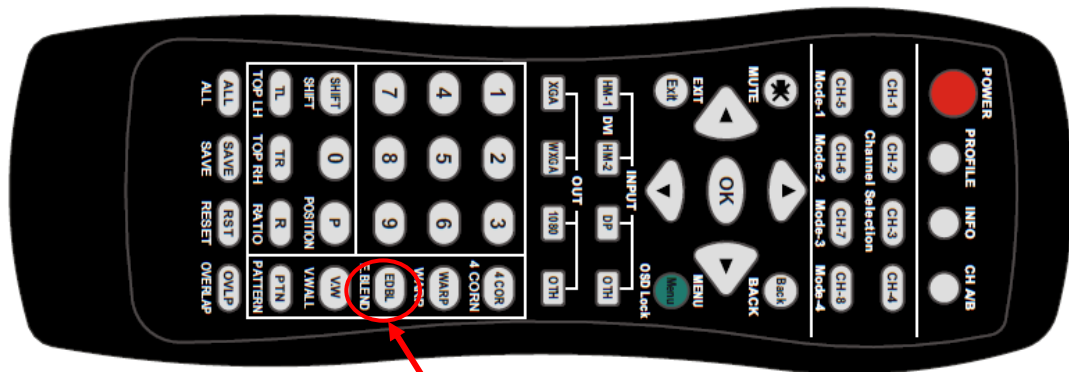


## 6. [Edge Blend] settings

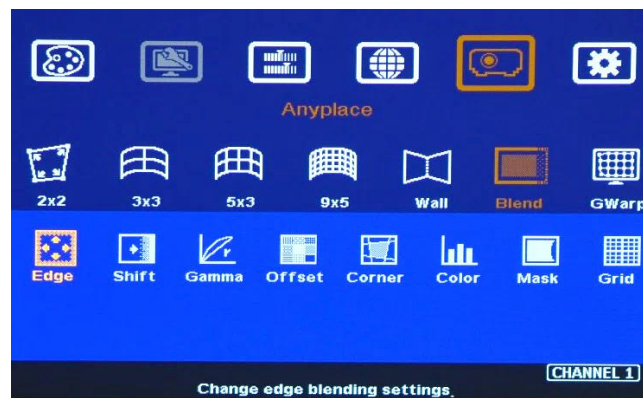
- Edge Blend is to merge the images from multiple projectors to become one seamless image.
- The scaling factor between two adjacent images shall be the same. It means the image size under the same resolution should be the same.
- Geometry alignment is required before edge blending:
  - ✓ To let the image has the same grid size (same scaling factor in both horizontal and vertical directions)
  - ✓ To let images overlapped together in horizontal lines and vertical lines.
- Sub-menu under [Edge Blend] menu
  - ✓ [Edge]: select the right edge and set overlap pixels. The pixel no. is same as the overlap grid

size multiple grid number. If overlap is 10 grids, the overlap pixel is 320 in default grid size.

- ✓ [Shift]: to shift image edge blending location and implement [Edge Mask] function for non-overlapped edges with black background.
- ✓ [Gamma]: adjust gamma value in [Transition] and [Gain] in each channel to improve banding effect in overlap region.
- ✓ [Offset]: to do black level uplift in non-overlapped area to compensate light leakage in projectors.
- ✓ [Corner]: to do precise [Offset] location alignment.
- ✓ [Color]: to do White Balance correction for individual projector.



[Edge Blend] hotkey



## 6.1. [Edge]: select location and set edge blending value

- [Edge] is to select the edge for edge blend and set overlapped pixel number.
- User can execute edge blending at any edge.
- Maximum edge blend pixels are H=1920, V=1200.
- Color indicating lines will appear when set edge blending pixels.
- User needs to adjust the color indicating lines to match together (green to green, red to red). The final overlap value is the same as actual overlap number (grid size \* grid number).

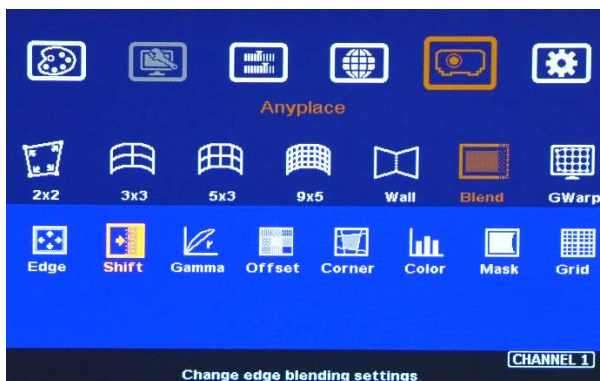


For 3 projector edge blending as example:

- To select [Right Edge] for LH projector
- To select both [Right Edge] & [Left Edge] for center projector.
- To select [Left Edge] for RH projector

## 6.2. [Shift]: shift edge blending position and execute Edge Mask

- [Shift] has two functions: one is to shift [Edge Blend] location and another function is to do [Edge Mask] in not [Edge Blend] borders.
- When user selects the edge in Edge Blending area, user can apply “+” value (0 to +500) to shift the whole [Edge Blend] position. If the value is “-” (0 to -10), user can see color uplift in the edge of the Edge Blending area. The purpose is for user to do color fine tune in edge blending area.
- When user selects the edge without [Edge Blend], [Shift] will change image border location with black background without changing image size and location. It implements [Edge Mask] up to 500 pixels following the final result after geometry alignment.

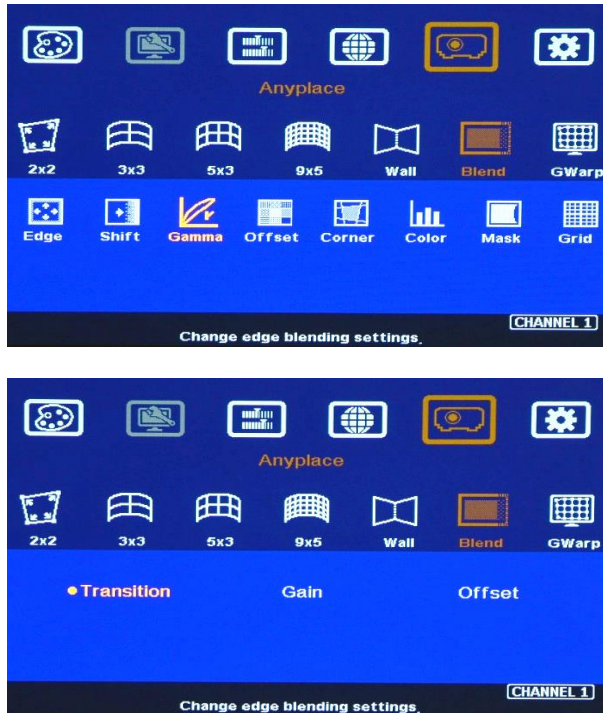


- [Shift] is to shift [Edge Blend] location in [Edge Blend] edge. If the value is set to “-“, it will uplift the color in the border of edge blending area.
- It will execute [Edge Mask] on the edges in non-overlapped region.

## 6.3. [Gamma]: Color correction in edge blending area

- Different projectors may have different gamma curves. Different “Display mode” in the same projector will also have different gamma curves. These gamma curves will affect the color in edge blending area. The common issue is gray color banding effect. These issues are more significant in pure color or white back ground display.
- [Gamma] function is to adjust the gamma curve in edge blending area for each projector through independent RGB gamma curve adjustment.
- User needs to select right display mode (gamma curve 2.2 is the best gamma value in the projector setting) and fine tune the color difference among the projectors to minimize the possible banding effect in edge blending region.



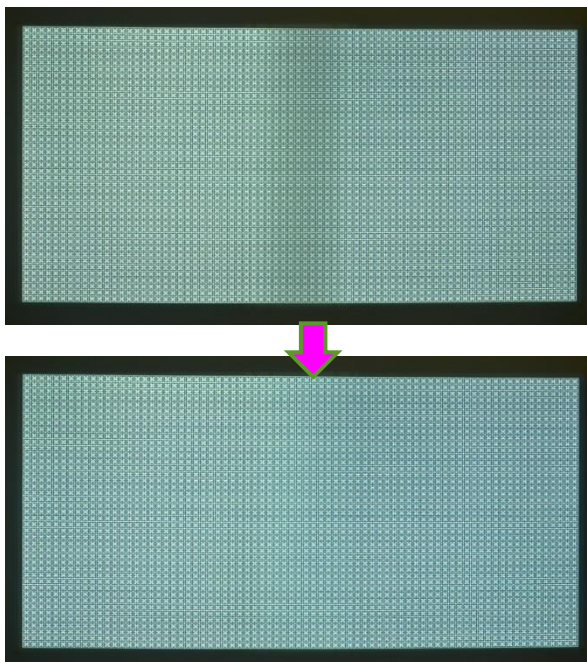


Three sub-menu under [Gamma] menu:

- [Transition]: To set edge blending area gamma value via discrete RGB gamma curve value adjustment.
- [Gain] gamma: To do gamma curve fine-tune in each projector. It can further improve edge blending result, especially while two adjacent projectors have different gamma curve.
- [Offset] gamma: It will apply to each projector separately and is only available when implement black level Offset adjustment. It determines the percentage of the Black Level [Offset] effect.

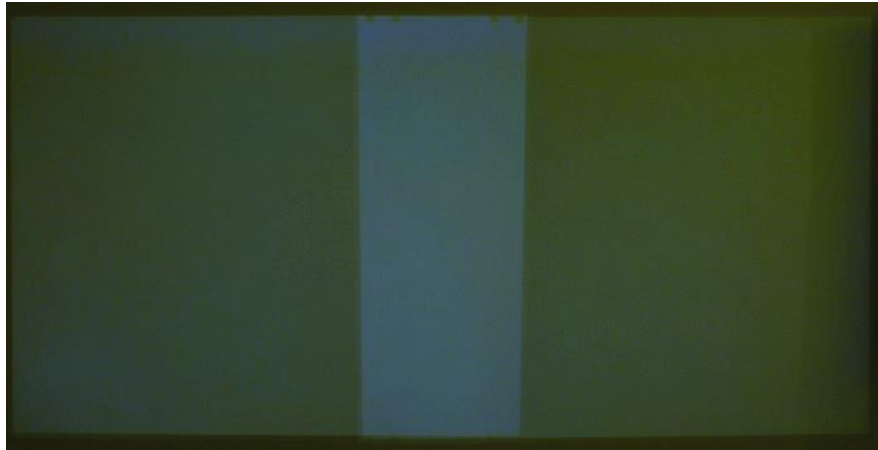
➤ Please note:

- ✓ The major reason for banding effect in edge blending area is related to projector color setting and gamma curve. All projectors shall have the same gamma setting and [Display Mode].
- ✓ Please disable [Dynamic] color function in the projectors. These functions may change gamma curve based on the content and affect final edge blending image quality.
- ✓ [Offset] gamma adjustment can be served as a tool to compensate the brightness difference between two projectors. It is only functional when user applies Black Level [Offset] function.



- Left picture is to show banding effect in edge blending area.
- This issue is related to many factors:
  - ♦ Screen: gain value under 1.0 is recommended
  - ♦ Projector: shall be the same model with the same gamma and Display Mode settings.
  - ♦ Usually Laser projector will get the best result due to accurate gamma and color.
  - ♦ Signal content: to avoid pure color or pure white color content. Multimedia is the best.
  - ♦ Overlap range: too small overlap range will cause banding effect. 20%-40% with more than 60 cm width is recommended.

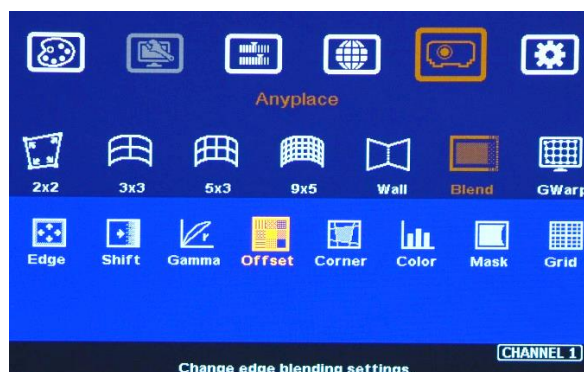
#### 6.4. Black level uplift: [Offset] & [Corner] adjustment



- If the ambient light is dark, audience will see grey region in Edge Blending area. It is due to light leakage from projector optical system and can't be fixed by signal processing. Low contrast ratio projector will be more serious. The only solution is to apply [Offset] function to uplift the color in non-transition area to compensate the visual color difference.
- Projector with higher native (not dynamic) contrast ratio will have less light leakage. Usually, DLP projector will have higher contrast ratio with better result. Laser projector has high contrast ratio with accurate color and gamma setting and is suitable for edge blending.
- [Corner] function is to do accurate position alignment.

##### 6.4.1. [Offset]

- [Offset] is to set the level for color uplift. It should be determined based on the brightness level in overlap region.



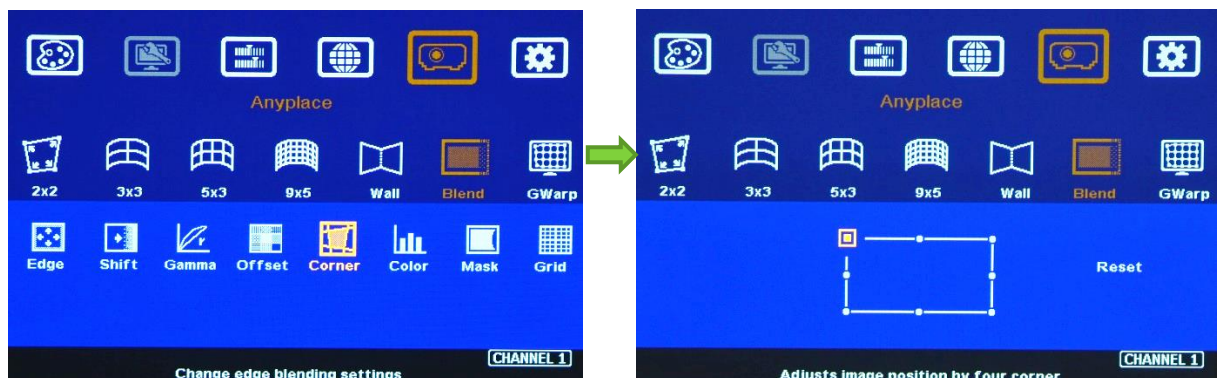




- For projector with horizontal edge blending, please select center region of the [Offset] block, then adjust RGB offset value to around 100 each.
- If user executes more complicated edge blending such as 4 projectors at 2x2 location. The maximum areas for black level uplift may increase up to 9 locations. Under this condition, user needs to select more areas for color compensation. Please select the region, to do RGB color adjustment, then back to [Corner] menu to adjust accurate location for color compensation. If RGB value is set to zero, the background color will remain the same as normal.

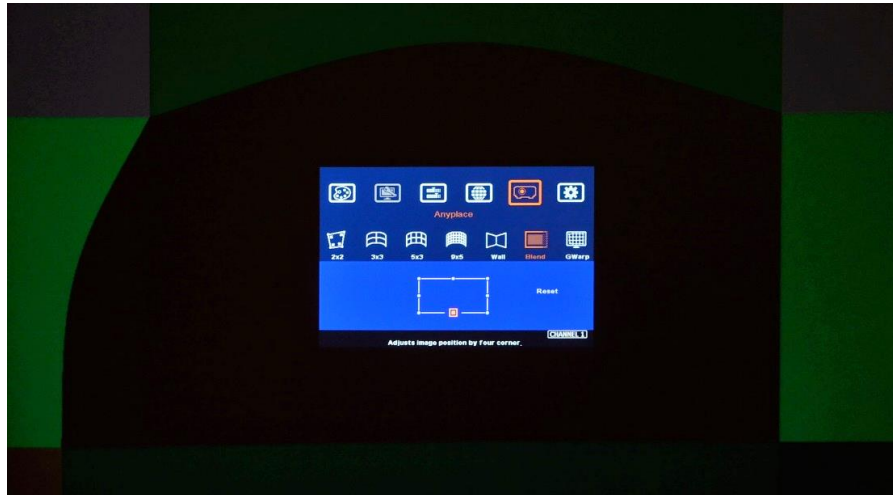
#### 6.4.2. [Corner]

- Adjust the correct location for black level uplift by [Corner] menu.
- When user adjust the location of the control points, user will see the change of color uplift position. If the projector is at RH side, please adjust LH control points to RH side till to the edge of the light leakage region. This region starts from original projection area before geometry alignment. It is not the same as overlap area.
- The maximum adjustment range is +\_900 pixels in vertical direction and +\_1200 pixels in horizontal direction.
- After this step, user will see clearly the black level uplift region and back to Offset color settings to let the color in uplift region is similar to light leakage area.



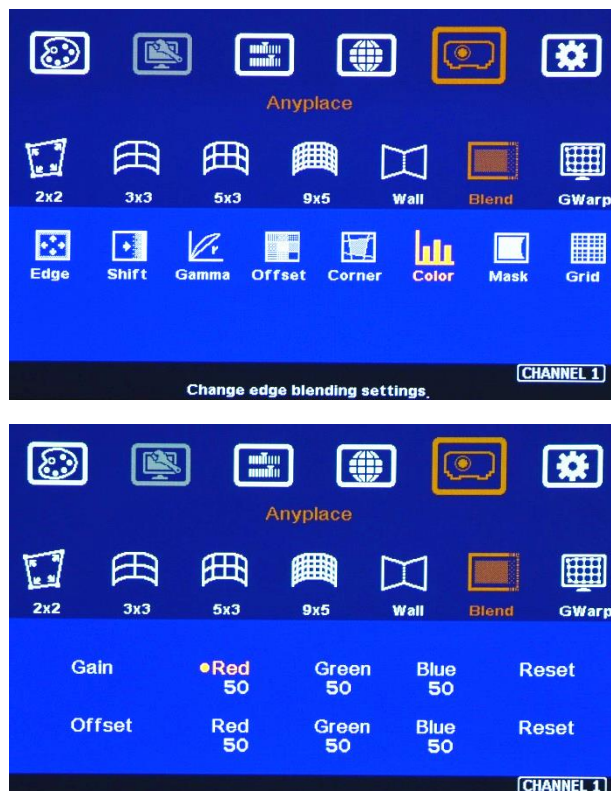
- Projector display imager, such as DMD, LCD and LCOS, will have some image borders due to active display window is not at full range of the imager. In dark environment, viewer may see a little light leakage in image borders. It is outside active display area and can't be fixed.

- If user finds some position deviation between Black Level uplift border and projector Light Leakage border during [Corner] adjustment, it is caused by poor geometry alignment between two adjacent projectors. Please make sure to have good image grid alignment in that area.
- Below is to show color adjustment in black level uplift areas through above method. It can show different colors with different shape of the borders. Maximum adjusting area is nine.



## 6.5. [Color]: Individual projector white balance and color correction

The [Color] function can be applied to individual projector for white balance and color difference correction through separate RGB Gain and Offset adjustment. It will be helpful to compensate projector color difference, lamp brightness decay and lamp replacement issue.



- Under [Color] menu, user can adjust separate RGB [Gain] and [Offset] value to change the color and white balance in each projector.
- [Gain] is to change the color slope and take more effect in brighter region.
- [Offset] is to add value in all level of brightness (0-225) and take more effect in darker region.
- When apply [Color] adjustment, it will affect entire color in the projector. Please check with different video contents and minimize the side effect.

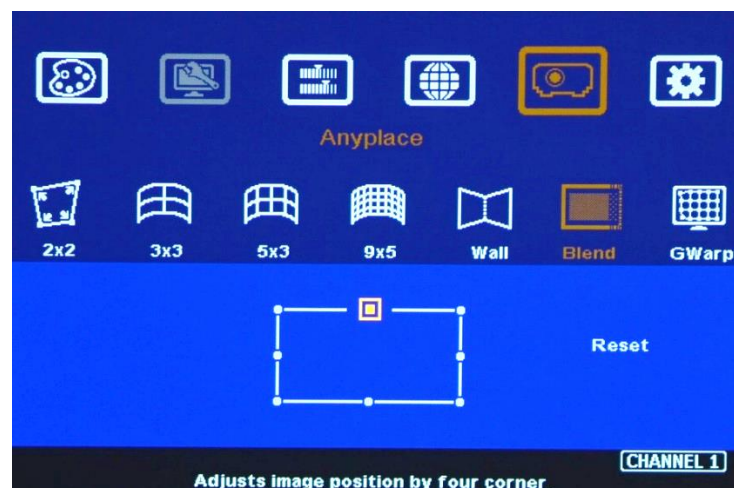
In edge blending procedures, user needs to adjust the color from projector first. If it is still not enough, user can use [Color] function to do further adjustment. Please note that, any color adjustment will reduce the color dynamic range. User needs to check the result with full range color image.

## 6.6. Edge [Mask]

There are two edge mask functions in PW800B. One is image [Shift] and another one is Edge [Mask] under Edge blending menu.



- [Shift]: Able to do edge mask with black background in each edge up to 500 pixels.
- [Edge Mask]: There are 8 control points for edge mask. When user moves the position for each control point, it will result various edge mask effect. The maximum position adjustment for each control point is  $\pm 900$  pixels in H&V directions.
- The starting point for [Shift] is based on the image position after geometry alignment and the starting point for [Mask] is calculated from the original edge position before geometry alignment and before [Shift] edge mask.







Original Image after geometry alignment



Image [Shift] (Follow geometry curve)



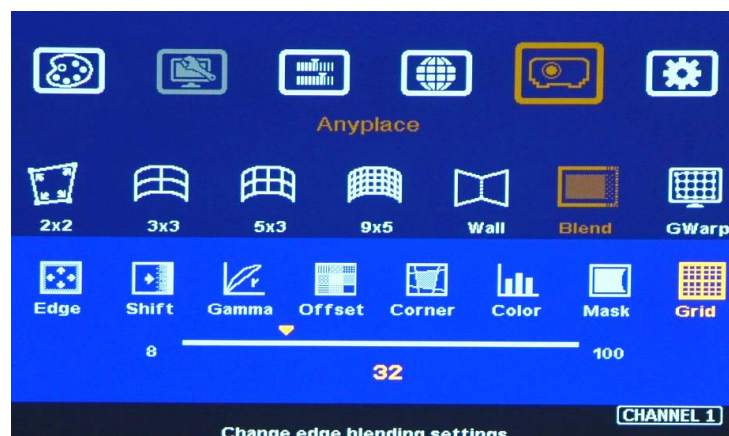
Image [Mask] (executed by 8 control points)

Another Image [Mask] example



## 6.7. [Grid] (determine grid pattern size)

The pixel size in grid pattern for geometry alignment is selectable. The grid size is from 8 to 120 pixels with 1-pixel increasement in both horizontal and vertical directions. H&V grid size will be the same. User can select grid size under [Edge Blend] menu. Default grid size for both H&V directions are 32x32.



## 6.8. Final image quality fine-tune

- The final performance will be a combination of many factors—projector characteristics, projector setting, screen, ambient light and PW800B setting.
- Banding in overlap area under dark environment is caused by light leakage in the projector optic system. User needs to uplift the black level in none overlap area through [Offset] menu.
- PW800B edge blending gamma setting range is from 0.9-3.0 and default setting is 2.2 gamma curve. To select projector display mode near 2.2 gamma setting will get the best result.
- The projector may retain light leakage near the border (about 20 pixels) of the imager (micro display—DMD or LCD). It is not possible to be fixed.
- The factors affect final image quality
  - ✓ PW800B settings:
    - Edge Blending settings: Gamma (Transition, Gain), Shift (at “—” value), Offset, Color.
    - Image Properties: To select Preset Mode to Neutral, sRGB or Bluish
    - Individual projector color adjustment by [Color] function under [Edge Blend] menu.
  - ✓ Projector:
    - Ultra-short throw ratio projector is not recommended for edge blending, especially in curved screen edge blending.
    - To reserve enough overlap area—0.6m-1.2m in width or 20%-40% (based on single projector native resolution) is recommended.
    - To adjust image position of the projector and reduce keystone angle.
    - Increase Overlap region & reduce off axis angle
    - To reset projectors with the same settings.
    - To select Display Mode. Usually Standard, sRGB/Neutral will get better result.
    - To disable projector Brilliant color adjustment or Dynamic color adjustment.
    - Try different color settings in the projectors.
  - ✓ Screen: To use lower gain value screen.
    - Short throw projectors with high gain screen may cause banding effect when watch from different viewing angles due to different reflection intensity.

## 7. Example for 3 projector edge blending

A Curved Screen Edge Blending tutorial video is available in the website at  
<https://youtu.be/pn6XQiNpdLc>

### 7.1. Get detailed edge blending information through Excel Spread Sheet

#### 7.1.1. Assumption

- ✓ Required image size (screen size): 6.5m\*1.5m
- ✓ Input signal resolution: 3840\*800 (Pixel pitch is 1.7mm, allow 1.7m watching distance, optimized vertical resolution is the same as projector native resolution: 800)
- ✓ Number of projectors: 3 projectors at 3x1 horizontal position
- ✓ Projector resolution and lumens. 1280\*800 (native resolution), 3200 Lum
- ✓ Overlap pixels and dimension. 8 grids=8\*32= 256 pixels
- ✓ Projector throw ratio: 1.2-1.7 (based on projector spec)

#### 7.1.2. Excel calculation

##### Project basic data

Source resolution (H)	3840	Screen width	6.50	(m)
Source resolution (V)	800	Screen height	1.50	(m)
Projector resolu. (H)	1280	Projector lumen	3200	(Lum)
Projector resolu. (V)	800	Screen Aspect ratio	4.33	(required)

##### Overlap pixels (32 pixels per grid)      Overlap %      Recommended

Overlap pixel (H)	256	20.0%	20%~40%
Overlap pixel (V)	0	0.0%	25%~40%

Recommended overlap region: Min. 50 cm width

Qty of projector (H)	3	Throw ratio (Min)	1.20
Qty of projector (V)	1	Throw ratio (Max)	1.70

##### Final output resolution

Horizontal resolution	3328
Vertical resolution	768
Extended pixel (H)	98
Extended pixel (V)	0

##### Video wall setting value

Position of projector (H)	1	2	3	4	5	6	7	8	9	10
LH edge overlap value	0	98	197	x	x	x	x	x	x	x
RH edge overlap value	197	98	0	x	x	x	x	x	x	x

Position of projector (V)	1	2	3	4	5	6	7	8	9	10
Top edge overlap value	0	x	x	x	x	x	x	x	x	x
BTM edge overlap value	0	x	x	x	x	x	x	x	x	x

##### Final result checking list (PJT: Projector)

Final Image size (meter)	Final Illuminance Lux (Lum/m2)	Image size for each PJT
Width	6.50	PJT lumen
Height	1.56	Final Illumin
		Width (m)
		Height (m)

Overlap region size	Original aspect ratio	Projector throw distance
Horiz. (m)	0.500	Projector
Vertic. (m)	0.000	Final result
		Min (m)
		Max (m)

\* Final image height should be equal or larger than screen. User can shrink image to have the same image height as screen by GeoBox geometry adjustment.

\* Standard luminance is 400-800 Lux for restaurant and big conference room, 1000-1500 Lux for trade show. 3D: 500 Lux (single projector)

- ✓ Input the data in yellow column. User will get calculation result.
- ✓ Final image size for each projector: 2.500m\*1.563m
- ✓ We reserve 6cm image height for geometry alignment and after service. User can use geometry alignment to draw the vertical height to the required dimension 1.5m.
- ✓ Optimized content resolution: 3328\*800 (This is the ideal resolution for the content and EDID).
- ✓ Installation distance: 3m-4.25m (based on through ratio 1.2-1.7).
- ✓ The value in video wall Overlap setting:
  - #1 Projector: RH edge: +197
  - #2 Projector: LH edge=+98, RH edge=+98
  - #3 Projector: LH edge: +197

- ✓ The final luminance is 819 Lux. It will be enough for indoor environment.

## 7.2. Mark image location and install the projectors

- After Excel Spread Sheet calculation, user can understand the final image position for each projector based on the image size for each projector and the overlap region dimension. Please mark image position by paper adhesive tape on the screen. The positions should include 4 corners of the image for each projector and horizontal center line of the screen. Laser level is an ideal tool for marking center line, horizontal and vertical image positions.
- Please install the projector just enough to cover the required area with minimum keystone in both sides.

## 7.3. System connection



- Only the input signal from HDMI-1/HDMI-3/HDMI-5 input port can be looped out.
- Input signal can be connected to HDMI-1/HDMI-3/HDMI-5 input port and looped out to next processing module or unit.
- If setup by IR remote controller, please install IR extender near screen for easy access by remote controller. The maximum adjusting points is 9x5.
- User can setup PW800B through Ethernet. Please use WebGui or Gwarp3 PC tool for the setup. Gwarp3 can implement up to 17x17 adjusting points.
- Select input port and set PW800B output resolution to be the same as projector native resolution.



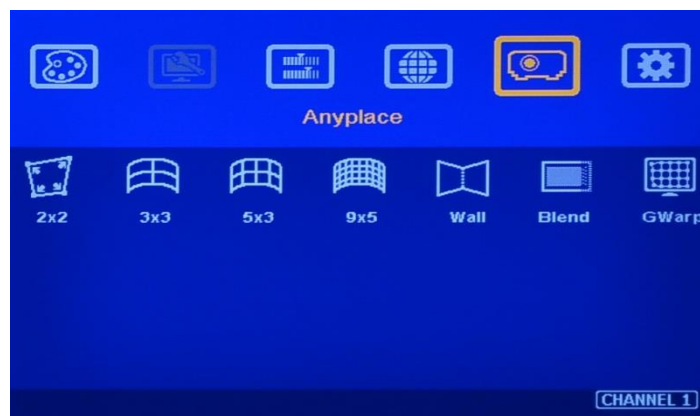
## 7.4. Projector settings

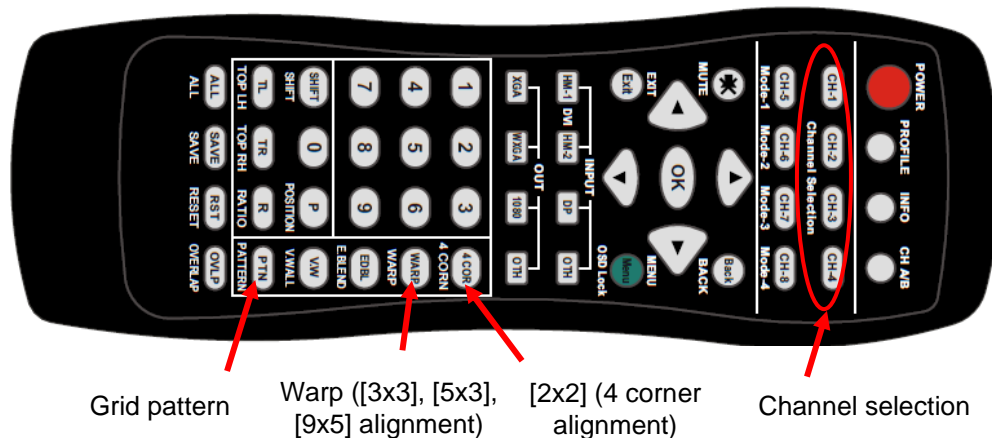
- Please reset projector to default setting.
- Disable dynamic color adjustment color adjustment.
- Disable Auto Keystone function.
- To select a Display Mode with 2.2 gamma curve will reduce the color difference in overlap area. If necessary, please choose a Display Mode with the best result.
- Use projector internal color adjusting function to adjustment the color variation among projectors before implement edge blending.
- Install projectors at a place with image size that can cover required image area and with minimized keystone to get the best video quality.

## 7.5. PW800B Settings

- Reset PW800B to default setting.
- Select input port.
- Select output resolution to be the same as projector native display resolution.
- Check input/output LED indicators and make sure to have correction system connection.
- Disable [Frame Sync] function to eliminate Source re-search in the projector while executing PW800B system setup through [Options]→[Setting]→[Frame Sync]→[Disable]. Please return to [Normal] setting after edge blending.
- If setup via Ethernet, please connect PW800B with Switch/Hub or WiFi router in LAN port.

## 7.6. Geometry alignment

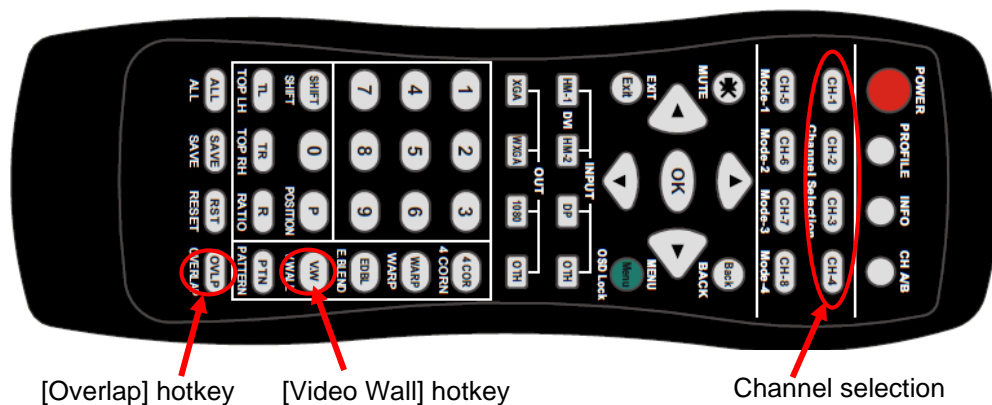
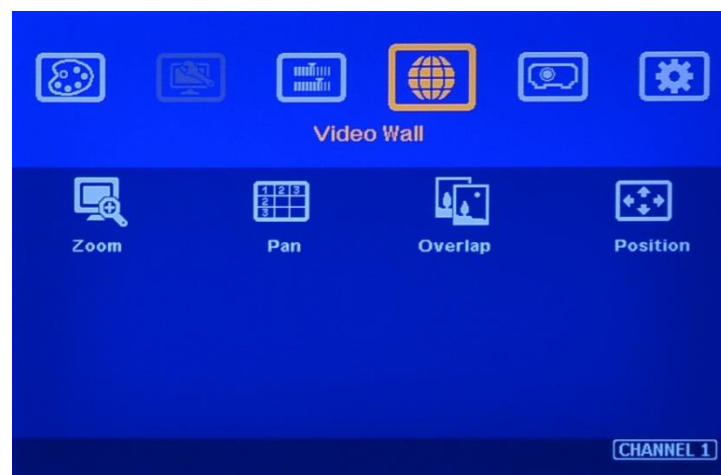




- User can install IR extender receiver near screen for easy PW800B operation. IR receiver extender can be extended through audio cable.
- Click channel selection key and [Pattern] key to show grid patterns in all projectors. Press [Pattern] key again will change grid color. To set different pattern colors in adjacent projectors will be more convenient for geometry alignment.
- Please follow the sequence [2x2]→ [3x3]→ [5x3]→ [9x5] to do geometry alignment to ensure entire image will have uniform scaling factor.
- Apply [2X2 Corner] geometry alignment and draw the corners to expected locations. It doesn't matter to have some image inside the screen once it covers entire screen before 4 corner adjustment. [Warp] alignment will adjust the image position back to the required position.
- If user doesn't execute Excel Spread Sheet calculation, please use [2x2] alignment and try to let all projectors have similar image size with the overlap area having the same grid number. Apply [3x3
- Curved] geometry alignment to let 9 adjusting points be located at the required position including four corners, edge center points and center line position in each projector.
- Please use [5X3] & [9x5] for further geometry alignment and fine-tune. Linearity Grid Line adjustment function is convenient for complete grid line movement.
- After finish the alignment, user can use [2x2] for complete image position fine tune. If user executes [3x3] alignment again after [9x5] alignment, [9x5] grid position will be reset and only keep [3x3] grid point information.
- In ideal condition, all grids in edge blending area between two adjacent projectors should be aligned together.
- After the above processes, if the grid pattern in edge blending area still can't stack together, user can reduce or increase overlapped grids to change the control point positions in adjacent projectors and get more accurate geometry alignment result.
- [Gwarp3] PC tool can provide 17x17 grid point adjustment with quicker geometry alignment.
- After finish geometry alignment, all grids should be matched together.



## 7.7. Video Wall settings



- Click [INFO] key to check if correct input and output timing is in the system. User needs to apply the same input/output timing as Excel Spread Sheet calculation.
- Example for [Video wall] settings for 3 projectors horizontal edge blending with one PW800B:
  - ✓ [Zoom]: set to H=3, V=1 in all channels. Each channel should be set separately.
  - ✓ [Pan]: LH projector (1st): H=1, Center projector (2nd): H=2, RH projector (3rd): H=3. All

projector Vertical PAN is the same: V=1.

- ✓ [Overlap]: select the correct edge and apply the value calculated from Excel Spread Sheet:  
LH projector: RH edge, Center projector: both RH/LH edges, RH projector: LH edge Below

- ✓ is overlap value calculated from Excel under below condition:

Input: 3840\*800, Output: 1280\*800, Overlap pixels: 256, Projectors: 3

Horizontal Overlap value: Projector 1 RH edge= 197, Projector 2 RH edge= 98, LH edge= 98, Projector 3 LH edge=197

Vertical values in all projectors are set with the same "V=0".

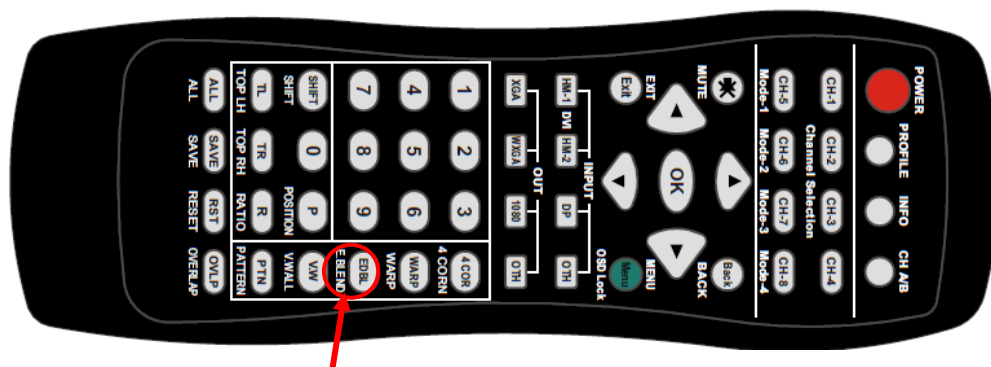
#### Video wall setting value

Position of projector (H)	1	2	3	4
LH edge overlap value	0.0	98	197	x
RH edge overlap value	197	98	0.0	x

Position of projector (V)	1	2	3	4
Top edge overlap value	0.0	x	x	x
BTM edge overlap value	0.0	x	x	x

- For dual projector edge blending, user can apply still image, select correct edges and adjust [Overlap] value simultaneously and let the image in edge blending area comes closer till without double image. Two projectors shall have the same value (same cropping range). The difference shall not be over 2 pixels.
- If user still sees some blurred image in edge blending area, please increase or decrease [Overlap] value in [Video Wall] setting to improve video quality.
- Please note that projector has Thermal Drift issue (position shift due to different temperature). The image position in power ON stage may be different from the position after 15-20 minutes when the position is stable. Don't adjust image position during this period until it is stable.

## 7.8. [Edge Blend] setting



[Edge Blend] hotkey

- Select correct Edge for the edge blending:

LH projector: RH edge, Center projector: RH & LH edge, RH projector: LH edge

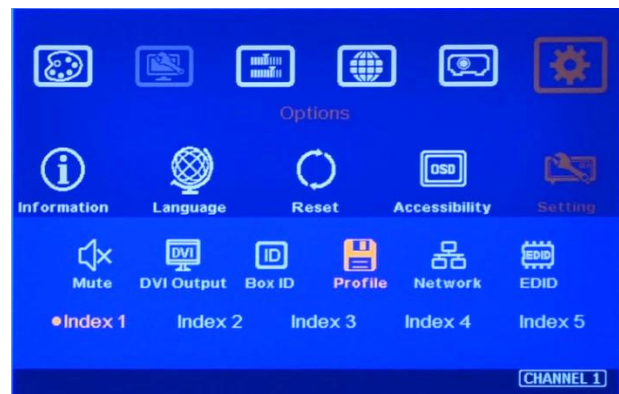
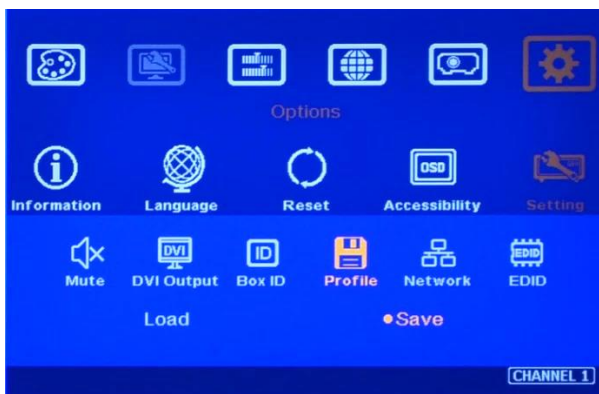
- RED and GREEN indicating lines will appear when increase edge blending pixels. The final overlap setting value will be the same as Overlap pixels (256) in this example case.
- User needs to adjust the color indicating lines to match together (green to green, red to red) and will see a smooth image.



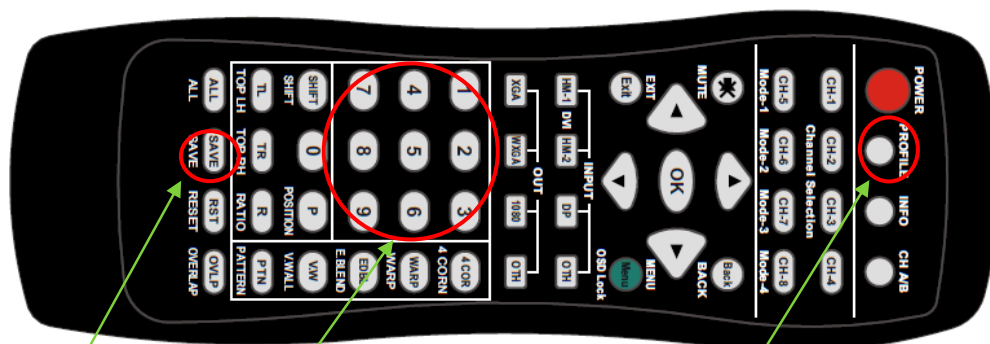
## 7.9. Final Image quality fine-tune

- If banding effect is visible in overlap area, please try below method:
  - ✓ PW800B [Gamma]: Please try to adjust Gamma value in [Transition] & [Gain] menu and adjust [Shift] value to “ - “ to do color uplift in the edge of overlap region.
  - ✓ Projector: please try to change projector settings
    - All projector should have the same setting.
    - To select color profile with gamma 2.2 will get the best result.
    - Check Display Mode: Usually Standard, sRGB modes will get better result.
    - Disable projector Brilliant color or Dynamic color adjustment.
- The video quality in overlap region is related to many factors. Please see more details in other section related to [Final Image quality fine-tune] in this user guide.

## 8. Save/Load System Settings



- After finishing system settings, user can save the setting via OSD menu through [Menu]→ [Options]→ [Setting]→ [Profile]→ [Save]→ [Index 1-5]. It will take effect for one channel only. User needs to save each channel separately.
- User can save the settings through [Save] hotkey on remote controller. It will take effect for all channels at the same time.
- [Save] function is also available in WebGui and Gwarp3. It will take effect for all channels.
- Please save all channels into the same Profile Index for easy Load back at the same time.
- Five different display settings can be saved to [Profile]. The data stored in Profile include EDID setting, input source, output resolution, color settings and all user customized settings.
- User can [Load] the settings through below methods:
  - ✓ OSD menu: [Menu]→ [Options]→ [Setting]→ [Profile]→ [Load]→ [Index 1-5]. It will take effect for one channel only.
  - ✓ Remote controller [Profile] hotkey: Press [Profile] hotkey, then select number keys on the remote control (not through OSD direction keys) to [Load] user settings. It will Load the settings for all channels at the same time.
  - ✓ WebGui & Gwarp3: user can access [System]→ [Load] menu to recall the settings for all channels through Ethernet or USB (Gwarp3 only).
- When user power off the system, PW800B will save user setting without loss even the setting is not saved into Profile Index, unless someone to change it.
- Under below conditions, the settings data inside Profile Index will be kept without missing:
  - ✓ When system has been reset from OSD menu, it will take effect for one channel only and the Profile data will not be deleted.
  - ✓ Remote controller [Reset] hotkey will take effect for one channel and Profile data will be kept without delete.
  - ✓ When user update new Firmware, it will not affect Profile data.
  - ✓ Only Reset from reset hole on back panel will erase Profile Data.
- Hotkeys for Profile [Save] and [Load]



Press [Save], then select number key to save settings. The setting will apply to all channels at the same time.

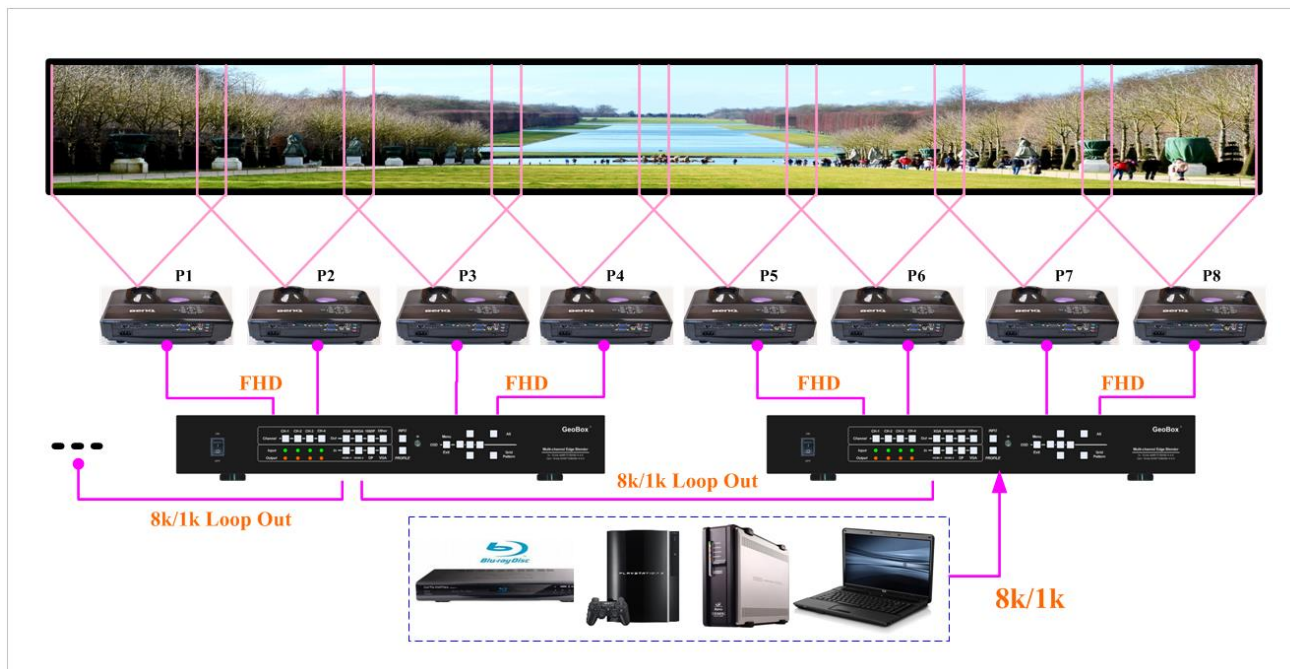
Number keys (1-5) for Profile [Save] & [Load]

Press [Profile] hotkey, then select number keys (not through OSD direction keys) to [Load] user settings



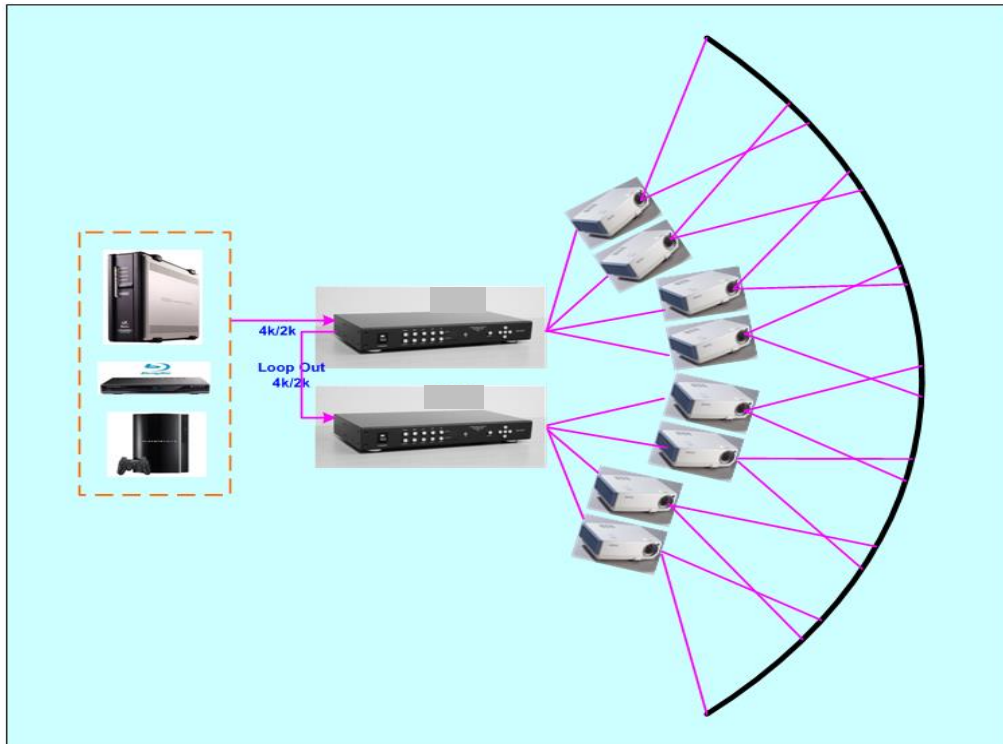
## 9. Multiple unit applications

### 9.1. System connection in multiple unit edge blending



- Connect input signal to HDMI 1/3/5 or 7 input ports and loop out to next processing channel. The last loop out port needs to connect to next PW800B. No special sequence is required.
- Usually, loop out signal can connect up to 10 processing channels. The maximum number is related to signal resolution and HDMI cable quality. If more channels are required, please add one HDMI splitter at the front end. It will extend to double or triple numbers of processing channels.
- In edge blending application, only HDMI-1/3/5/7 signal can be cascaded through internal HDMI splitter. If user wants to do edge blending with other input ports, please add video distributor at the front end and feeds the signal to all PW800B processing modules. Each PW800B has up to 4 processing modules.
- User can control PW800B through Ethernet, USB or remote controller.
- IF PW800B is installed in control room, Ethernet control through WiFi will be the most convenient. Notebook, mobile phone and Pad can execute PW800B setup through WiFi.
- User can set individual Box ID and IP address for easy independent control in each PW800B.
- Select input port and set PW800B output resolution to be the same as projector native resolution.
- User needs to apply a signal source while executing video wall [Overlap] value setting. Signal source resolution should be the same as Excel Spread Sheet calculation. To apply 4K or higher signal resolution is recommended. After system setup, user can use any input resolution. Press
- [INFO] hotkey to check if the final in/out timings are the same as expected.





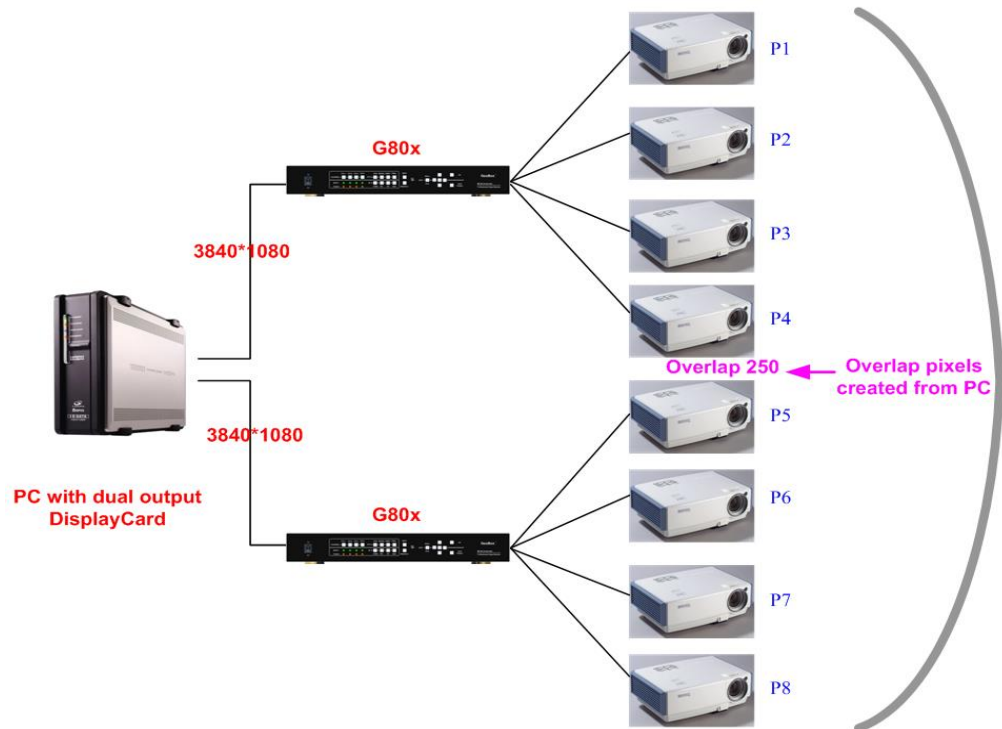
*Usually, one 4k signal source can be applied for up to 20 meters screen through two PW800B & 6-8 projectors. If bigger screen is required, user can apply multiple signal sources through multiple synchronized media player or multiple output display card to achieve higher system resolution.*

## 9.2. Content overlap setting issue

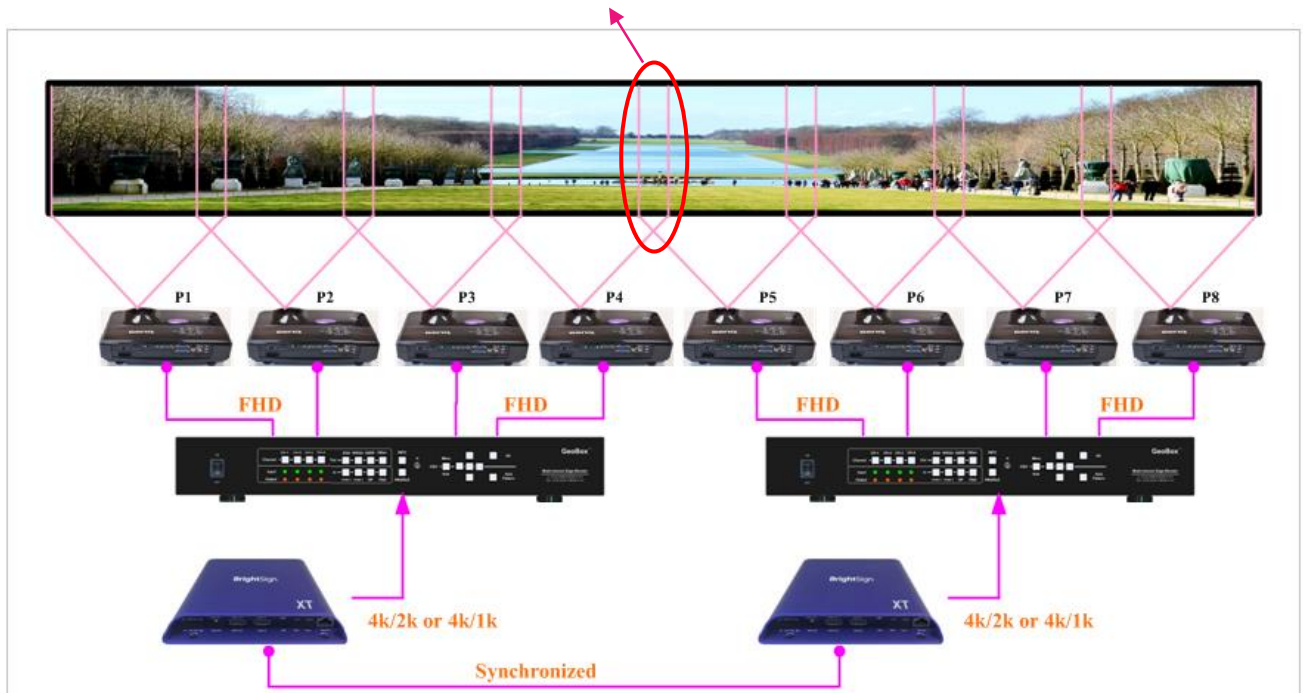
If the system is larger than 20m, usually, multiple 4k signal sources are required to get good enough video resolution. Below are some important points:

- User needs to split the content into different sections and each section is played back by one PC or media player.
- These PC or media player needs to be synchronized.
- PW800B can crop the right overlap pixel inside one content for each projector but not for the pixel between two independent contents.
- The Overlap content between two independent signal sources shall be handles through below methods:
  - To set Overlap image through PC display card. In this case, the overlap cropping issue will be handled by PC.
  - To cut the content with same content in overlap section for edge blending. The pixel size shall be larger than Overlap region and PW800B can crop the right pixel for edge blending. User can use synchronized media player (such as BrightSign) or low-cost multiple output display card from PC.
  - PC display card should be able to set overlap pixel up to 25% of the output resolution among the outputs. User can use similar function cards as Matrox TripleHead 2 Go, ATI

Display Group, NVidia SLI Surround or NVidia Mosaic mode.

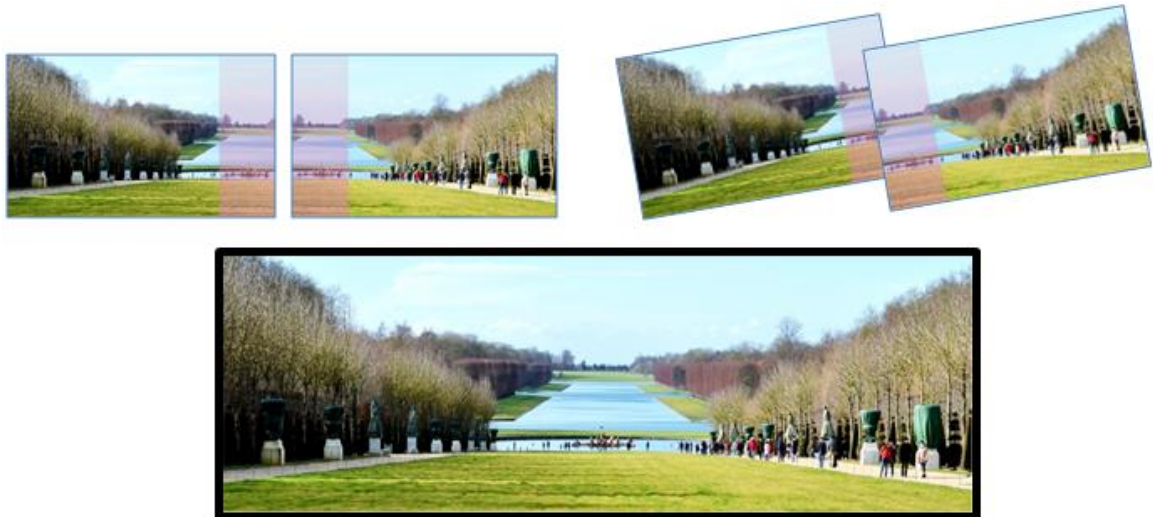


Overlap pixels for media player #1 & #2 in this region



Signal sources output two independent images with redundant data in overlap region

Projectors project the image with the same overlapped content



PW800B executes Geometry alignment and crops the right pixel based on projector position to do edge blending

### 9.3. Convenient Setting and PC tools in multiple unit application

#### 9.3.1. Setup by Remote Controller

- If multiple units are used, user can set different [Box ID] (#1 - #99) or IP address in each Box for individual control. For IR control, the [Box ID] number range is #1 - #9.
- When all PW800B or IR extenders are installed together in the control range of single remote controller, user can do individual PW800B control through below method.
  - Press [ 851 ] : all the box OSD will be locked except ID #1. Only ID #1 PW800B can be operated through OSD menu.
  - Press [ 853 ] : all the box OSD will be locked except ID #3. Only ID #3 PW800B can be operated through OSD menu.
  - Press [ 850 ] : all the box OSD will be unlocked and can be operated through remote controller at the same time.

#### 9.3.2. Setup by Ethernet

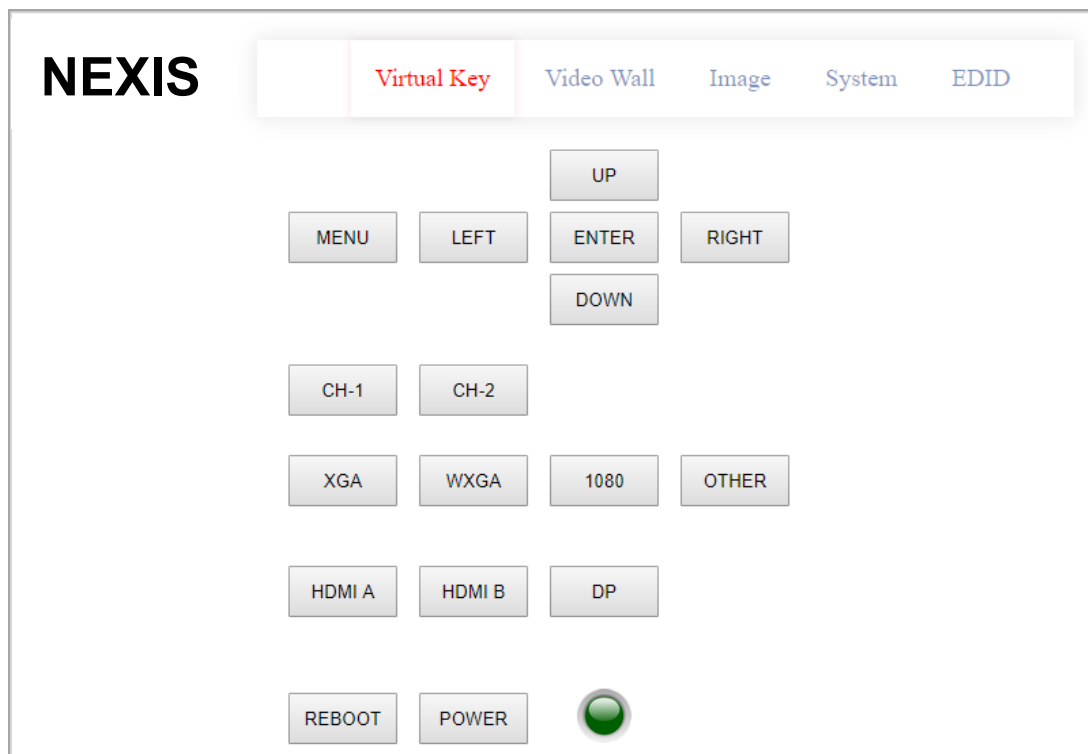
User can connect all PW800B in one Ethernet Router (WiFi Router or switch/hub) through LAN ports and set different Static IP address for each Box, then use WebGui virtual keys or Gwarp3 PC tool to control each PW800B independently. Default IP address is 192.168.0.100. TCP Server port is 1266 and Telnet port is 23.

## 10. WebGui and Gwarp3 PC tool

- WebGui is embedded inside PW800B. Once user connects PW800B through Ethernet IP address, user can see virtual key for the operation.
- Gwarp3 is standalone PC tool that can be downloaded from Website. It is HID interface and can be controlled through USB or Ethernet. No software driver is required.

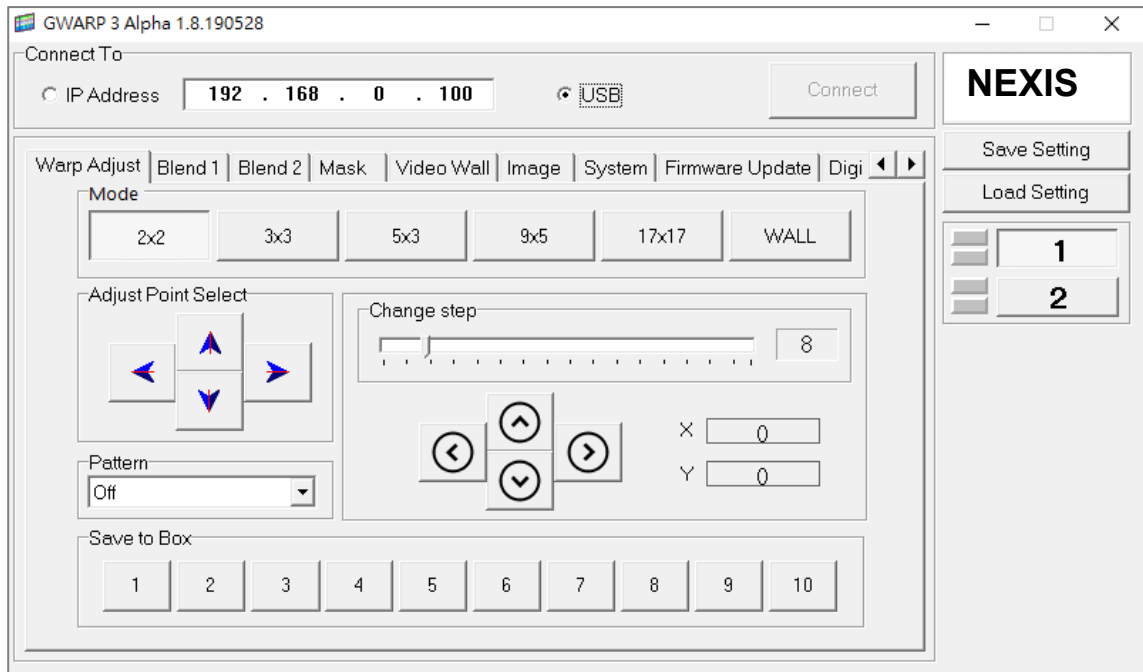
### 10.1. WebGui

- WebGui is embedded inside PW800B. Once user connects PW800B with PC through Ethernet, user can access WebGui and execute all operation similar to OSD menu through Virtual Keys and OSD Menu. No PC or appropriate software tool is required.
- The connection can go through Ethernet router LAN port, WiFi Router or Crossover Cat 5/6 cable. User can set each PW800B with different static IP address in the same domain, then open Google Chrome or Microsoft Explorer browser with IP address to access each unit of PW800B for independent operation. There is no limitation in the number of PW800B that can be controller at the same time.
- User can turn on/off the system through WebGui and see the status through power indicator.



### 10.2. Gwarp3 PC Tool

(Please download Gwarp3 PC Tool and User Guide from website)



- Gwarp3 is a PC tool executed through PC. No software driver is required. Once user opens Gwarp3 and connects with PC through Ethernet or USB, user can execute edge blending settings through PC keyboard and mouse. After finish the setup, user can save the result to Box and no more PC is required.
- User can backup system setting in PC and copy to other units.
- Firmware and MCU code update can be executed through Gwarp3. User can control multiple units at the same time through different IP address.

#### 10.2.1. Important concept

- Gwarp3 is a PC tool for convenient operation through USB or Ethernet connection.
- Geometry alignment in Gwarp3 is called [Warp Adjust]. OSD or Remote controller adjustment can only execute geometry alignment up to 9x5 control points but Gwarp3 can be up to 17x17.
- Under 9x5 control point, the geometry result in Gwarp3 will be executed to the Box in real time. It is the same result as OSD or remote controller operation. User can switch operation between remote controller and Gwarp3 at any time.
- 17x17 geometry alignment can't be executed in the Box in real time. User should execute [Save to Box] process to save the final data into Box and can find the result under [UserMap] menu.
- The data in [UserMap] is different format and can't recall for further modification.
- The data saved in Profile Index will save all user settings including UserMap. If the UserMap includes only up to 9x5 data, user can modify it. If it includes 17x17 data, user can't modify it and can only execute 2x2 corner finetune with +\_50 pixels position shift in H&V directions.
- The data saved in Gwarp3 through [Save Setting] to PC can be as backup or copied to another unit. It is editable and user can execute further modification.

#### 10.2.2. Steps for Edge blending setup through GWarp3 operation

- Set output with the same as projector native resolution.
- Connect GWarp3 → Select [Pattern] type → [Warp Adjust] → [2x2] → [3x3] → [5x3] → [9x5] → [17x17].
- After finish one channel geometry alignment, please select # and click [Save to Box] to save the settings into Box. The data saved in each channel is independent.
- Execute [Video Wall] settings. Can be executed in GWarp3 or OSD.
- Execute Edge [Blend] settings. Can be executed in GWarp3 or OSD.
- After finish all settings, go to [System] → [Profile Save] to save all settings into Box permanently.
- User can save the settings in PC through [Save Setting] as backup. The file name is WBF. User can load back WBF file from PC for further editing or copy to another unit of the same model PW800B.
- When user copies PC file to another unit, please execute [Save to Box] in each channel, then save the final result into box by [Profile save]. Otherwise, 17x17 geometry result may be lost.

### 10.2.3. Geometry alignment through [Warp Adjust]

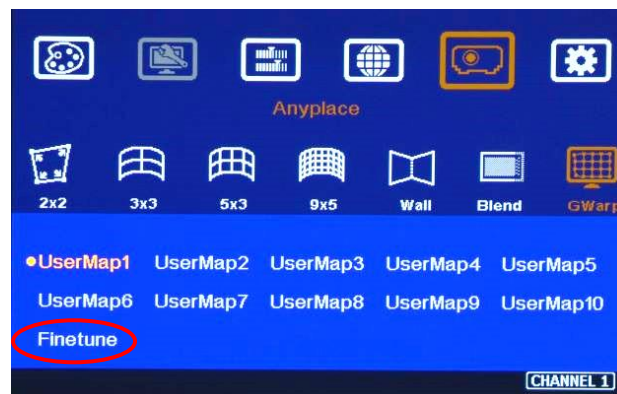
- **System Reset**
  - ✓ [CTRL + Shift + R]: Reset selected channel
  - ✓ [CTRL + Shift + A]: Reset all channels (from CH1-CH4)
  - ✓ Input / Output resolution and Profile Index settings will remain the same without reset.
- **[Warp Adjust]**
  - ✓ [P]: Enable grid pattern with different colors (R, G, B, C, M, W) & styles
  - ✓ [CTRL + P]: Disable grid pattern
  - ✓ Start from [2x2] alignment, then follow [3x3] → [5x3] → [9x5] → [17x17] sequence for geometry alignment. If go back to lower control point adjustment, it will reset higher control point adjustment. [2x2] alignment will not reset curve adjustment result.
  - ✓ [M]: Change Adjust mode from [2x2] → [3x3] → [5x3] → [9x5] → [17x17]  
(PC language shall set to English, otherwise, some hotkey functions may not work)
  - ✓ Use [CTRL + Arrow] key to select control point.
  - ✓ Use [Arrow] key to adjust control point position with default step (8 pixels/step)
  - ✓ Use [Shift + Arrow] key to adjust control point position with 1 pixel/step.
- **Save settings**
  - ✓ Click # key under [Save to Box] to save the setting to Box. Each channel shall save separately but can save to the same # for convenient recall.
  - ✓ After finishing all channel geometry alignment and [Save to Box], click [System] to save all channel settings into [Profile Save].



- ✓ Click [Save Setting] to save data into PC as backup or copy to another Box.

#### 10.2.4. Gwarp3 Image Position [Finetune] via remote controller

- While executing geometry alignment by Gwarp3, user still can execute geometry alignment through remote controller at the same time. The maximum grid pattern for remote controller is only up to 9x5. All the grid above 9x5 will be reset and only up to 9x5 grid will be kept.
- If the system is installed based on Gwarp3 geometry data (up to 17x17 grids) which is saved in UserMap, user still can execute small position modification through [Finetune] under [GWarp] menu via remote controller. User can only execute 2x2 fine-tune with a range of +-50 pixels for each corner.
- This function is important for after service and while changing lamp to return the image to original position.



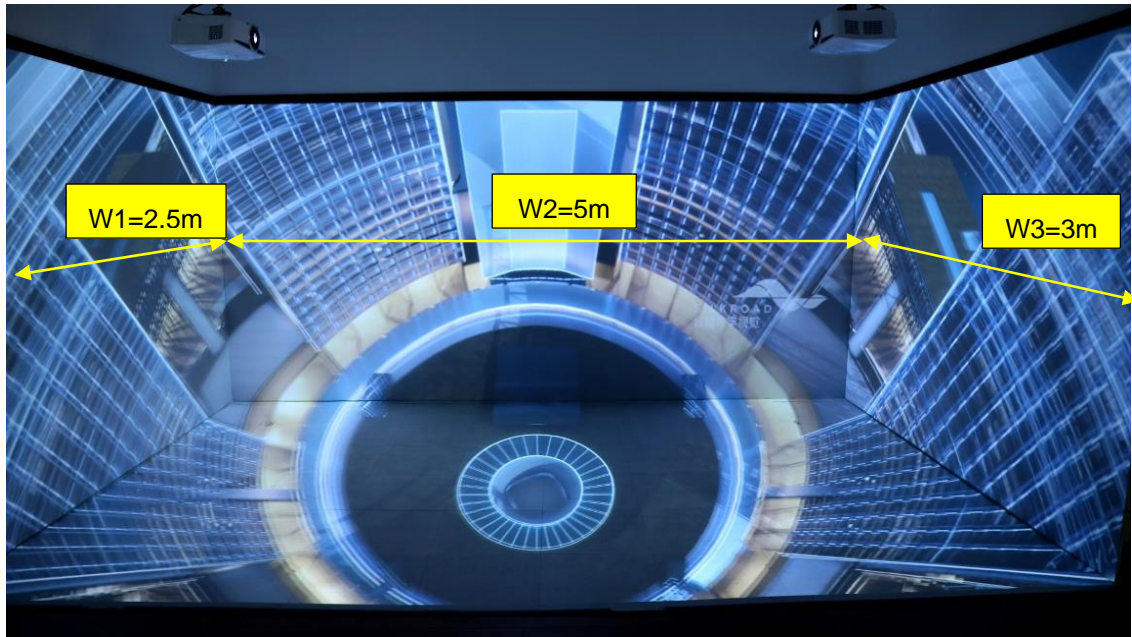
## 11. Advanced applications and settings

### 11.1. Multiple Wall Immersive display

User can use multiple projectors to execute Multiple Wall display with the images from different projectors. Below is the example for a display with 3 walls and one floor to build one immersive display.

- Assumption
  - ✓ 3 walls display:  $W1=2m$ ,  $W2=5m$ ,  $W3=3m$
  - ✓ Signal source: 3840x1080, PW800B output resolution: 1920x1080
- Usually, 5000 Lum projector can cover 3-4 meters image width. Four projectors are required to cover entire screen.
  - ✓ W1: one projector is enough
  - ✓ W2: require two projectors with edge blending to cover the space
  - ✓ W3: one projector is enough

- ✓ Floor: 2-3 projectors is required.



- c. To let all projectors with the same scaling factor to avoid image size difference among the walls.

Total screen dimensions:  $2.5+5+3=10.5\text{m}$

- ✓ Total image width: 3840 pixels
- ✓ Pixel density:  $3840/10.5= 366 \text{ pixels/m}$
- ✓ Assign image resolution for each wall to get the same scaling factor.
  - W1 (PJ1)  $=366*2.5= 914 \text{ pixels}$  (Projector #1)
  - W2 (PJ2 & PJ3)  $=366*5= 1829 \text{ pixels}$  (Projector #2 & #3)
  - W3 (PJ4)  $=366*3= 1097 \text{ pixels}$  (Projector #4)
  - Based on the above data, if we express the image location by coordinate, W1 is from 0 to 914, W2 is from 914 to 2743 ( $914+1829$ ), W3 is from 2743 to 3840.

- d. Video Wall settings:

User can set different Video Wall Zoom value for each projector separately. We assume to set Zoom at  $H=4$ ,  $V=1$  for all projectors.

- ✓ W1: Zoom:  $H=4$ ,  $V=1$ , Pan:  $H=1$ ,  $V=1$   
Overlap:  $3840/4=960$ ,  $914-960= -46 \rightarrow$  Right Edge = -46, Other Edge=0
- ✓ W3: Zoom:  $H=4$ ,  $V=1$ , Pan:  $H=3$ ,  $V=1$ ,  
Overlap:  $3840/4=960$ ,  $1097-960= +137 \rightarrow$  Left Edge = +137, Other Edge=0
- ✓ W2: The image captured for W2 is 1829. User needs to calculate Video Wall Overlap Pixel based on this resolution. If we set 320 overlap pixels, the overlap value is 83 pixels.

Source resolution (H)	1829	Screen width	5 (m)
Source resolution (V)	1080	Screen height	1.50 (m)
Projector resolu. (H)	1920	Projector lumen	5000 (Lum)
Projector resolu. (V)	1080	Screen Aspect ratio	3.33 (required)

Overlap pixels (32 pixels per grid) Overlap % Recommended

Overlap pixel (H)	320	16.7%	20%~40%
Overlap pixel (V)	0	0.0%	25%~40%

Recommended overlap region: Min. 192 pixels or 50 cm width

Qty of projector (H)	2	Throw ratio (Min)	0.8
Qty of projector (V)	1	Throw ratio (Max)	1.2

Final output resolution 1

Horizontal resolution	3520
Vertical resolution	1056
Extended pixel (H)	83
Extended pixel (V)	0

\* Please apply Overlap pixels with 32x because internal grid size for geometry adjustment is based 32x32 for each grid.

Video wall setting value

Position of projector (H)	1	2	3	4	5	6	7	8	9	10
LH edge overlap value	0	83	x	x	x	x	x	x	x	x
RH edge overlap value	83	0	x	x	x	x	x	x	x	x

Final Image size (meter)	Final Illuminance Lux (Lum/m2)	Image size for each PJT
Width	5.00	PJT lumen
Height	1.53	Final Illumin

Overlap region size	Original aspect ratio	Projector throw distance
Horiz. (m)	0.455	Projector
Vertic. (m)	0.000	Final result

\* Final image height should be equal or larger than screen. User can shrink image to have the same image height as screen by GeoBox geometry adjustment.

\* Standard luminance is 400-800 Lux for restaurant and big conference room, 1000-1500 Lux for trade show. 3D: 500 Lux (single projector)

\* Theater: 172 Lux (16 foot-lamberts), SMPTE display standard: 377 Lux

\* Final brightness of the screen needs to multiple gain value of the screen.

\* The actual installation image size should be equal or larger than expected size.

\* The best content resolution is the same as Final output resolution in cell D15& D16.

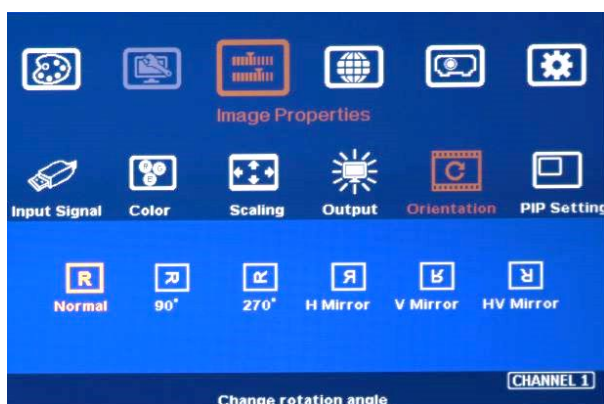
\* Illuminance: 1 Lux = 1 lumen/m2 = 0.0929 foot-candle

Luminance: 1 Lumen/m2/Steradian = 1Nit = 0.29186 Foot-Lambert

- ✓ Under this condition, the image cropped for PJ2 should be in the range from coordinate 914 to 1911.5 ( $914 + 1829/2 + 83$ ). The image for PJ3 should be in the range from coordinate 1745.5 ( $914 + 1829/2 - 83$ ) to 2743 ( $914 + 1829 = 2743$ ).
- ✓ PJ2 Video wall setting: Zoom: H=4, V=1, Pan: H=2, V=1. The standard coordinate after Zoom setting will be from 960 (3840/4) to 1920 ( $960 \times 2$ ), Overlap value will be:  
Left Edge:  $960 - 914 = 46$ , Right Edge:  $1911.5 - 1920 = -8.5$  (actual -8 or -9)
- ✓ PJ3 Video wall setting: Zoom: H=4, V=1, Pan: H=3, V=1. The standard coordinate after Zoom setting will be from  $960 \times 2 = 1920$  to  $960 \times 3 = 2880$ , Overlap value will be:  
Left Edge:  $1920 - 1745.5 = 174.5$  (actual 174 or 175), Right Edge:  $2743 - 2880 = -137$
- ✓ After finishing video wall settings, user needs to set [Edge Blend] between PJ2 and PJ3 to finish complete system settings.

## 11.2. Portrait edge blending

When executing edge blending, the image will be stretched and the aspect ratio will be changed. In order to reduce aspect ratio change, user can execute portrait edge blending to increase image height. When execute image 90/270 degrees rotation, the input source resolution can be up to 4k/60Hz.





- Projector at portrait position to increase image height
- Source image is rotated by PW800B at 90°
- Zoom: H=3, V=1 in all projectors
- PAN settings are showed in each image.
- Overlap settings: PJ1: Right Edge, PJ2: Left Edge & Right Edge, PJ3: Left Edge

- Some projectors are not suitable to be installed at portrait location. Laser projector has high contrast ratio, no limitation in installation angle and accurate color and gamma curve. It is the best choice for edge blending application.
- PW800B can rotate source image before edge blending. It will be more convenient for user to connect with all kinds of conventional signals without the need to rotate the image in advance.
- When apply portrait edge blending, the Excel Spread Sheet calculation also needs to change the output resolution. If the projector is 1920x1200, then user needs to keyin Output Resolution (projector resolution) at 1200x1920.
- The OSD menu will not follow rotated image. Video Wall setting direction will follow actual rotated image direction but not OSD direction.
- All the function settings under [Anyplace] menu will follow OSD menu directions but not follow rotated image direction. The items include geometry alignment & edge blending.
- Except for the directions, all the rest settings will be the same as normal display.
- Image rotation menu is under [Image Properties]
- If using Fujifilm projectors with rotatable lens to project all-in-one image on Ceiling, wall and floor, the location setting (PAN) at 1<sup>st</sup> and 3<sup>rd</sup> projectors may be swapped. Please see the image after rotation and Left side projector PAN is H=1.

### 11.3. Flexible display

- When edge blending is implemented, the image aspect ratio will be changed.
- If the content has the same aspect ratio as the screen, the system can be setup to show no distortion image.
- In order to reserve flexibility for different user environments, PW800B allows user to set different display modes. Below is the example for 3 projector edge blending system.
  - ✓ Case A: All-in-one: display one content across entire screen.
  - ✓ Case B: 2+1: two projectors edge blended and one independent content display.
  - ✓ Case C: 1+1+1: Each projector displays independent content.



- PW800B setting for each case:
  - ✓ Case A: it is normal edge blending setting. Save the setting to Index 1 under [Profile].
  - ✓ Case B: user needs to reset all settings, select the input sources for discrete display and implement geometry alignment and edge blending only on two projectors with another one independently. Save the setting to Index 2.
  - ✓ Case C: user needs to reset all settings, select the input sources for discrete display and implement geometry alignment to separate the images among all projectors without overlap. Save the setting to Index 3

Note: please save the setting through Remote controller “SAVE” hotkey or PC tool so that all channels can be saved into the same Profile Index for easy recall. User can recall through remote controller, RS232 or Ethernet. No projector installation or setting change is required.



#### 11.4. Discrete content displayed in each projector

User can configure to show independent content in each projector. Below are the guidelines:

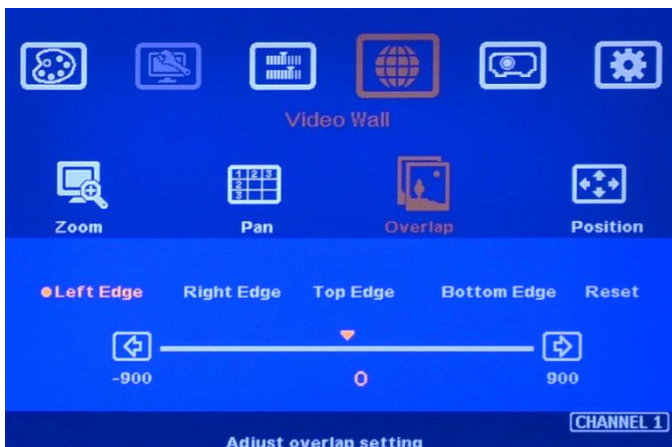
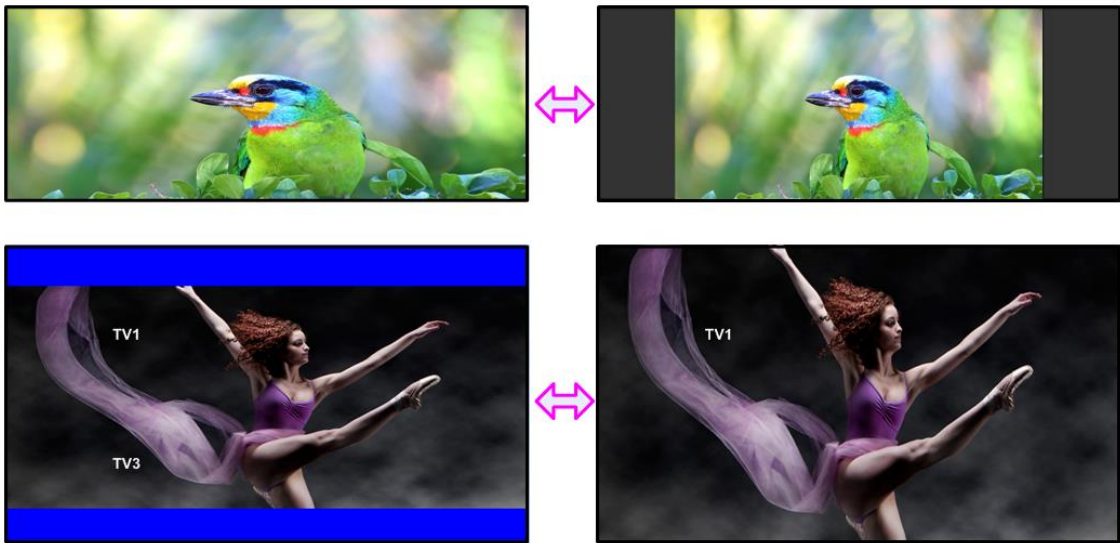
- Signal source selection: User can select HDMI-1/3/5/7 as the input ports for all-in-one edge blending and select HDMI-2/4/6/8 as the input source for four discrete displays.
- When execute discrete display, please reset [Video Wall] and Edge Blend] to default value.
- User need to use geometry alignment to let the images in projectors apart from each other.
- The Overlap region among adjacent projectors should not be too big. Otherwise, the final discrete image will have more aspect ratio change due to draw the image inward. If necessary, user can

draw back top/bottom image by Video Wall [Overlap] function to let final image has the same aspect ratio as original.

- Save the final result into the same Profile Index in all channels for easy recall.

## 11.5. Complete system aspect ratio adjustment

User can change the aspect ratio of the image with black borders or to stretch the image in specific direction to compensate the aspect ratio difference. The Maximum adjustment range is 1800 pixels in each edge. User can adjust [Overlap] value under [Video Wall] menu to change the cropping area and achieve aspect ratio change.



Activate [Overlap] under [Video Wall] menu

- User can select the channel and the edge required for edge shift, then adjust Overlap value to see aspect ratio change.
- The image position shift range is  $\pm 1800$  pixels in each edge.

- If the Video Wall [Zoom] is set to H=1 & V=1,  $\pm 1800$  pixels edge shift in RH and LH edges is only available under input signal up to 4k/2k @30Hz. Top Edge and Bottom edge are still functional when the input is 4k/60 with Zoom at H=1, V=1.
- If Video Wall [Zoom] is set to H=2 & V=2 or above, user can execute up to  $\pm 1800$  pixels overlap adjustment in all edges up to 4k/60 input resolution.



- In multiple projector application, when user adjusts Top or Bottom Overlap value in one projector, user needs to adjust the same Overlap value in other projectors to let all projectors has the same scaling factor.
- In two projector edge blending, when user adjusts horizontal aspect ratio, user needs to change Video wall Overlap value with the same number in both projectors until getting clear overlap image. In Excel Spread Sheet calculation, if user calculates original Overlap value with 3840 input resolution, after increase 500 pixels in both outside edges in projector 1 (RH edge) and projector 2 (LH Edge), user can shrink the image width. However, the overlap region will become blurred. User needs to re-calculate Overlap value by new input resolution  $3840+500*2=4840$  to get correct video wall Overlap value. User can also continuously increase overlap value in both projectors to a point that both images can match together.
- The adjustment range of 1800 pixels is calculated according to the signal source resolution. If the signal source is 4k/2k and the adjustment value is 1200 pixels, when switching to 1080p input signal, the adjustment value will be converted to 600 pixels automatically to maintain the same image position. If the input signal source is 1080p and the adjustment value is 1000 pixels, when switching to 4k/2k input signal, the adjustment value should be 2000 pixels. However due to the maximum adjustment value is only 1800 pixels, the final image will follow 1800 pixels but not 2000 pixels for 4k input. It means the image aspect ratio will not the same as 1080p input source.

## **12. Miscellaneous settings**

### **12.1. Helpful tips for edge blending**

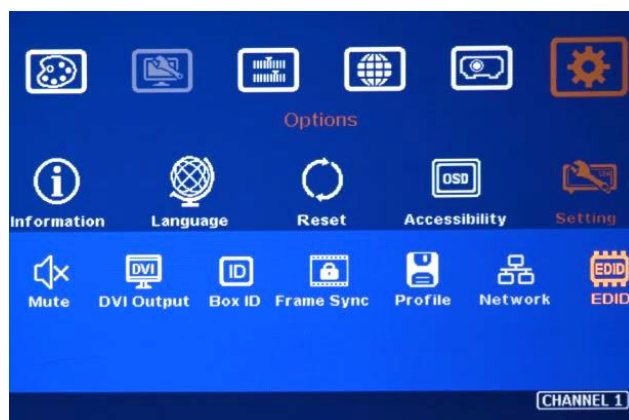
- Image distortion and aspect ratio issues  
If the content aspect ratio is different from the screen, it will cause image distortion. User can adjust aspect ratio through [Overlap] settings. There are two choices:
  - ✓ Full screen display but some content will be drawn to outside border and missing.
  - ✓ Draw the image into screen and keep some blanking border at some borders.
- PW800B can support interlaced signal source (i.e. 1080i). However, if user rotates or flips the image, there will be no 3D motion adaptive de-interlaced function. User may see some small flick image while the input is still image. We recommend applying progressive signal to avoid this kind of issue.
- In the application with short throw ratio projector on curved screen, there will be big image distortion. User needs to apply big geometry alignment and degrade the video quality.
- Image position drift will cause blurred image in overlapped region. For edge blending application, please select one projector with less Thermal drift. It can be judge through comparing image position shift between Power on and after 20 minutes running time.
- Mark the final image position. Once the position shift in the future, it can be recovered through [2x2 corner] adjustment via remote controller easily.

- Native contrast ratio is important in edge blending. The higher contrast ratio will have less light leakage with less banding in overlapped region under dark environment.
- Ultra-short throw projector is not suitable for edge blending due to big reflection angle and easy to cause color banding effect while watching from different viewing angle, especially under high gain screen.
- Select projector models for edge blending in advance will make sure to get the best final quality.
- Laser projector is recommended for edge blending due to accurate color calibration and high contrast ratio.

## 12.2. EDID Setting

Selective EDID setting for input source resolution is added into PW800B. The settings will be applied to individual processing module on select input port. Each processing module needs to set EDID separately. For daisy chain connection, user only needs to set the EDID in the first input port connected with signal source. Below are some guideline for EDID setting:

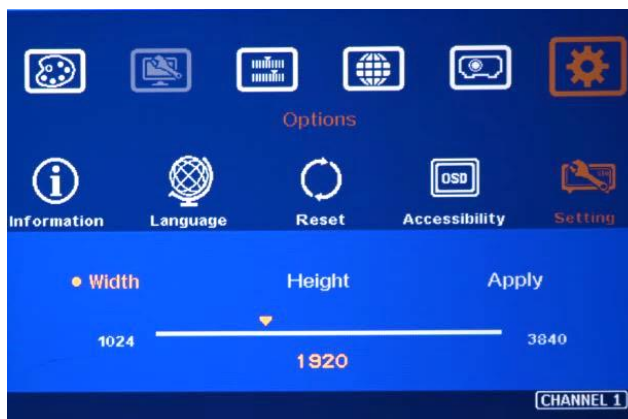
- PW800B can support big range of input signal timing—from XGA up to 4k/2k @60Hz. In order to get the best video performance, user needs to select the best input signal resolution.
- Different display modes may show different final image aspect ratio. User can utilize different EDID setting to change signal source timing and get different output aspect ratio.
- User can select different EDID directly from OSD list or use [Customize] function to create Non-Vesa standard timing.
- If the signal is from PC, user can set customized EDID in PW800B to let PC output expected output resolution. Some PC may not follow PW800B EDID resolution setting and require customized output setting from display card or re-boot.
- The optimized EDID resolution should be the final resolution after edge blending. For instance, if user uses three WXGA projectors for edge blending with 320 overlapped pixels, then the best signal for this setup will be  $1280*3-320*2=3200$ .



- Activate EDID setting menu: [Options]→ [Setting]→ [EDID]
- Use IR remote controller to select desired EDID.
- After select EDID, signal source will auto-change the output timing setting.
- Press [INFO] key to check if the input and output timing are set correctly.

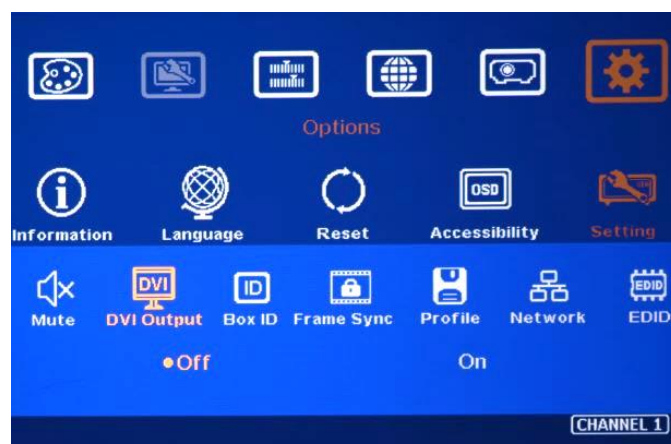


- User can also set EDID manually. The range for customized EDID will be from 1024x768 to 3840x2400.
- Horizontal resolution is in a step of 8 pixels and vertical resolution is in 1-pixel.
- After creating the EDID, PC or laptop may not output required timings due to hardware limitation or driver issue. User may need to do custom setting inside PC and re-boot to get desired output.



### 12.3. HDMI vs. DVI Output Signal

- HDMI digital signal is compatible with DVI signal. Most of display devices can support both digital signals. However, some old equipment may have less flexibility in signal compatibility. In this case, user may need to select DVI output format to get normal display in some devices.
- HDMI signal embeds more signal information, such as audio and HDCP. Once some information is missing, it will also affect the display. It may cause intermittent or loss of image. Under this condition, user can try to set DVI output. The connection doesn't need to change.

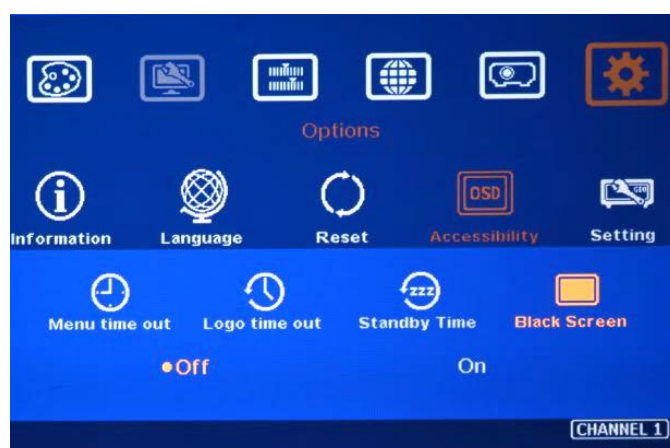


## 12.4. System Standby and Automatically Turn Off Output Signal

- [Options]→ [Accessibility]→[Standby Time]
- If set [Standby Time] at 60, the system will get into Standby Mode after 60 seconds when no input signal is detected. The output signals from PW800B will also be terminated at the same time. If PW800B detects input signal again (hot plug signal), it will automatically turn on the system.
- If the projector can automatically turn off/on by detecting input signal, user can control signal source to execute entire system on/off control.

## 12.5. Change Background Color

When no signal input, the system will show blue color background with [Power Saving Mode] message on the screen. User can change background color to black on the screen with no text message on it through [Options]→ [Accessibility]→ Black Screen]→ [On]



## 12.6. Turn off splash screen Logo

- User can turn off splash screen Logo through [Options]→ [Accessibility]→ [Logo Time Out] and set the value at "0". Default setting is 10 seconds.
- It will reduce the boot up time.

## 12.7. Limitation in Audio Output

If both HDMI and DP input are selected, only HDMI audio will be selected as audio output.

## **13. Trouble Shooting**

### **13.1. Front Panel LED indicators**

- User should see Input / Output LED lights in each channel. If no light illuminated in specific channel, please check Input / Output connecting cables, signal source & projector in that channel.
- If user sees continuous flashing in some channel LED, it means OSD may be locked. Please press [Menu] key for 5 seconds or press 850 number keys in remote controller to disable [OSD locked].

### **13.2. Intermittent or Loss of Input Signal**

- Check the HDMI cable quality and make sure all cables are fitted correctly. 4k/60 signal requires high speed certified cables.
- Cable length: Connecting cable length should be as short as possible. Replace a short cable to verify the possible root cause.
- HDCP compliant issues: If the input source or the monitors are not HDCP compliant, it is possible to stop PW800B from negotiating HDCP link and show intermittent, abnormal or no image. Please check HDCP condition in signal source or display device.
- Resolution issues: check if signal source and connecting cables can provide source signal supported by PW800B.
- DVI/HDMI signal compatibility: some display devices may only support HDMI or DVI video signal and execute wrong signal format detecting. The default output is HDMI. User can change output with DVI format through [Options]→ [Setting]→ [DVI]→ [On].
- Usually, to swap with different cable, output channel, signal source and projector can verify the root cause for the failure.
- When it is possible to have signal compatibility issue, user can add one HDMI splitter/switcher in the middle to change signal impedance. It may fix the issue.
- During system settings, the output signal may be temporarily lost and cause projector re-searching input signal and the image disappears shortly. User can disable [Frame Sync] function to avoid this kind of effect. After finishing system setup, user need to set [Frame Sync] at [Normal] position to get perfect synchronization in all output channels.

### **13.3. Video quality issues**

- Use the highest resolution and number of color bits (RGB 4:4:4) images allowed by PW800B to be used as a signal source whenever possible. Please click INFO key to verify input/output resolution.
- There are a number of lower-quality AV players, the specification and actual output are

difference, or because of the use of lower color sampling bits or poor image compression technology, resulting in lower quality or image is not smooth (LAG).

- If the use of H.264/H.265 compressed files, please select a player with hardware decoding to get smooth video quality.
- If the input signal is interlaced signal (interlaced-1080i), and the image is rotated, then the channel will have no [3D Motion adaptive de-interlaced] processing function. If user applies static image source, the output video will have a slight jitter phenomenon. The processing channel quality will be reduced. Use a progressive signal source setting (1080p/2160p) whenever possible.
- Please press [INFO] shortcut key to check the input/output signal settings.

#### **13.4. Image position shift after installation**

The position shift in the projector will be enlarged to more than 10x due to projection distance. One mm image shift inside projector may appear 1cm image shift on the screen. User will clearly see blurred effect on overlap region in edge blending setup.

- There will be some image position shift after system setup. The main reasons are as follows:
  - Thermal drift due to projector internal temperature change. When power on the projector, the temperature is lower. After 20-30 minutes, the image position shift may be up to 5-10mm. It will be more obvious in overlap region. Different projector will have different thermal drift range.
  - Stability of mounting system.
  - Projector structure change after installation due to weight and thermal effect.
  - Cable connection and cause weight balance issue.
  - Change lamp
  - Earth quake or caused by human reasons.
- The first projector image position calibration should be done within one month after installation. The second calibration may be required after 3 months, then every 6 months or once a year.
- If user finds big position shift and doesn't know the real issue. Please follow below procedures to confirm the issue is from PW800B or not.
  - Turn off PW800B and open projector internal test pattern.
  - Mark the corner positions of the projector image.
  - Check projector image shift condition after some time with PW800B in OFF condition. User will clearly identify that the position shift is from PW800B or not after this procedure. PW800B is digital processor and will not change image position only for few pixels.

#### **13.5. System crash and malfunction**

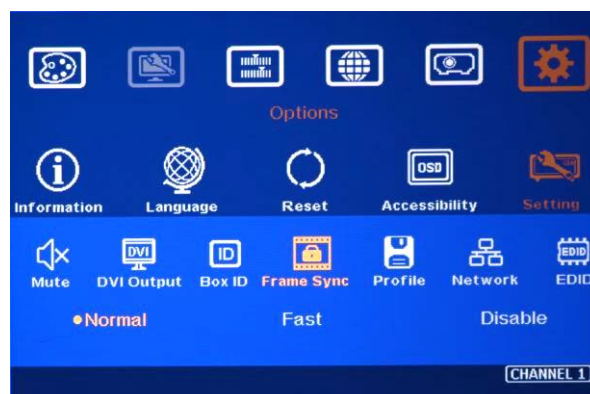
- After FW update, please reset the system through a pin inserting to reset hole on the back panel for 5 seconds to avoid abnormal settings inside the system.



- When the input source is 4:4:4 PC graphics signal, only [Brightness], [Contrast] and [Sharpness] three items under [Picture] menu can be executed. If the input is 4:2:2 video source, all the items are functional.
- When implement [Corner Wall] alignment, other geometry functions will be not functional.
- Remote controller may be interfered by environment and can't be smoothly operation.

### 13.6. Synchronization issue in the outputs

- The input refresh rate should be the same as output refresh rate so that the system can implement Frame Lock to synchronize all the outputs. If the input source is 50Hz with 60Hz output, it is possible to see some lag or frame tear in the display.
- Please make sure to set [Frame Sync] at [Normal] in all channel to ensure all outputs will be synchronized.



## 14. Technical support

- The following information is required for a swift response.
  - Sink device (projector): type and model number
  - Screen details or specific application details.
  - PW800B model No. and series No.
  - Details of the signal source and the resolution.
  - Press [Info] key to get System Information and send the data to us, including input/output timing and F/W version.
  - The exact nature of the problem. Please be as detailed as possible.
  - If possible, please attach the Pictures of the issue.
- Usually we will response within 24 hours (excluding weekends)
- Please note that if the machine is sent back for repair, user needs to pay for the delivery cost.

## **15. Safety Precaution and Maintenance**

### **15.1. Power Supply**

Please connect electric power for all devices in the system from the same Power Distribution Box with correct grounding. Open the power after finishing system connection to reduce the risk for system damage from high floating voltage.

### **15.2. Working Environment**

Please locate PW800B in an environment free from dust, moisture and high temperature with good ventilation.

### **15.3. Warranty**

This device is designed and tested to the highest standards and backed by two years' parts and labor warranty. Warranties are effective upon the first delivery date to the end customer and are non-transferable. Warranty period extension is available up to 5 years through paying extra charges.

### **15.4. Maintenance and Repair**

Apart from what is detailed in User Guide, maintenance should be carried out by competent technician assigned by NEXIS. If PW800B is physically damaged, it should be returned for repair using RMA procedures. If the unit is opened by user, it will lose the right for warranty protection.

## **Specification**

- Each box has 1-4 processing modules.
  - PW811B: Single module processor
  - PW822B: Dual module processor
  - PW833B: Triple module processor
  - PW844B: Quad module processor
- Each processing module includes:
  - Input: 2x HDMI 2.0b, 1x DP1.2a and 1x VGA
  - Output: 1x HDMI 1.4
  - Loop output: 1x HDMI 2.0b for cascade.
- HDCP compliance: Input: HDMI: HDCP V2.2/V1.4, DP: HDCP: V1.3, Output: HDCP V1.4.
- Max. input resolution: 7680\*2160 30Hz, 5760\*1200 @60Hz, 4096\*2160 60Hz
- Input supports progressive and interlaced RGB/YUV signal, 4:4:4 Chroma sampling, up to 30 Color bits.
- Support non-VESA standard input timings for easy connection with various signal sources.
- 15 selectable Outputs: HDMI 1.4 up to 2048\*1080/60, progressive 4:4:4 RGB.
- 2 frames system latency: 33ms (@V=60Hz)
- New generation warp engine for geometry alignment up to 17x17 grid control points.
- Maximum geometry adjustment up to 1200 pixels in both H&V directions.
- Edge blending at 4 edges up to H=1920 pixels, V=1200 pixels with independent RGB gamma correction.
- 9 regions black level uplift to compensate light leakage from projector optical system.
- Edge Mask following the result of geometry alignment up to 500 pixels.
- Edge Mask with 8 control points up to 900 pixels in H&V directions at each control point.
- Support Corner Wall adjustment in H&V at flexible location.
- Support Linearity Grid Line adjustment for quick H&V line position alignment.
- Embedded video wall function for image split, cropping and edge blend overlapped pixel setting.
- Selectable grid pattern size from 8-120 pixels in H&V direction. Default is 32\*32 pixels.
- Selectable grid pattern color with optional transparency to see background image for external pattern.
- Flexible aspect ratio adjustment in each edge up to +\_ 1800 pixels position shift.
- 10-bit processor, 3:2/2:2 cadence, low angle smooth algorithm, high quality scaling engine.
- 3D motion adaptive de-interlace.
- Frame lock function to get perfect synchronized outputs in all channels.
- Frame rate conversion and 50Hz in/out function to eliminate image frame drop or repeat.
- Free-run mode provides continuous signal to output, no source searching required in projector when input source change.
- Support xvYCC & 8/10/12-bit deep color processing.
- Support High Dynamic Range (HDR) input signal: SMPTE ST-2084, SMPTE ST-2086
- Individual color and white balance adjustment in each processing channel.
- Individual 90/180/270 rotation, flip, cropping, scaling & color adjustment in each channel up to 4k/60 input.
- PIP/POP function with PIP image size from 320\*180 up to 1920\*1200 resolution with flexible position and adjustable aspect ratio. This function is not available when the main image is 90/270 degrees rotation.
- Selectable and programmable EDID in the range: H=1024-3840, V=720-2400.

- User can save up to 5 settings and can be recalled by remote controller, RS232, USB or network.
- ESD Protection:  $\pm 8\text{kV}$  (Air-gap discharge),  $\pm 4\text{kV}$  (Contact discharge)
- Working environment:  $45^{\circ}\text{C}$ , 10-90% RH
- Control: keypads, IR, RS232, USB, Ethernet
- System settings can be stored and backup in PC.
- Power supply: DC: 12V 3.3A
- Max. Power consumption:  
PW811B: 8.4W, PW822B: 14.4W, PW833B: 21.6W, PW844B: 28.8W
- Dimensions (Body only):  
Without protruding parts: PW811B: 303mm\*164mm\*44mm, PW822B-PW844B: 440mm\*190mm\*58mm.  
With protruding parts: PW811B: 303mm\*175mm\*55mm, PW822B-PW844B: 440mm\*201mm\*69mm
- Weight (Body only): PW811B: 1.51kg, PW822B: 2.47kg, PW833B: 2.64kg, PW844B: 2.81kg
- CE/FCC/RoHS Certified

## **Revision History**

Revision	Date	Originator	Comments
V1.0	2019-05-13	Steve Wang	First version
V1.1	2019-05-19	Steve Wang	Fixed typo
V1.2	2019-06-18	Steve Wang	Fixed typo
V1.3	2019-10-16	Steve Wang	Support 8k/1k input
V1.4	2019-11-19	Steve Wang	Fixed Profile Save/Load
V2.0	2020-05-15	Steve Wang	New revision
V2.01	2020-0604	Steve Wang	Add more system connection information