

Q16pro

Quick Start



- Each module supports up to 8 video layers
- Each layer support for scaling, moving, crossing and overlying
- Support 4K@60 inputs and outputs
- Each module supports for customized output resolution, single port's width up to 3840 and height up to 3840
- Optional independent audio input&output modules
- XPOSE visualization operation
- EDID management

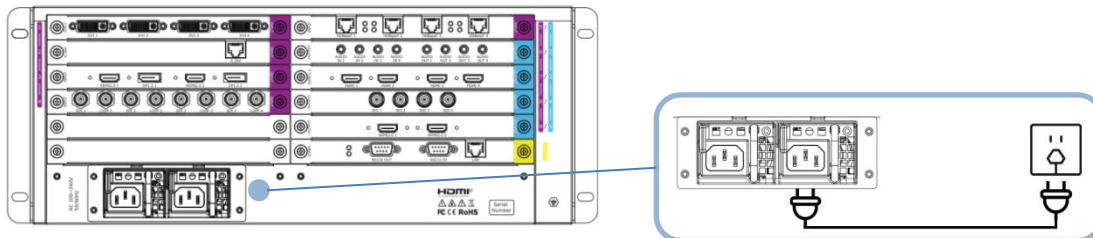
Content

Content	1
Install Your Product	2
Plug in Power.....	2
Connect Input Signal Source.....	2
Connect Output Source.....	3
Connect control Computer.....	3
Connect PVW Module.....	4
Turn on Your Q16pro.....	4
Use Your Product	5
Search Device.....	5
Input Setting.....	6
Output Setting.....	8
Display Management.....	11
Layer Management.....	13
Preset Management.....	19
XPOSE APP Control.....	21
Contact Information	22

Install Your Product

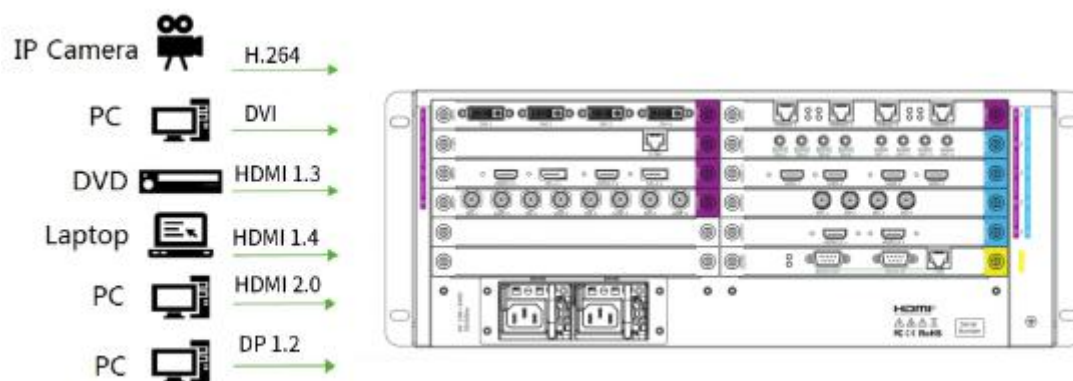
Take Q16pro-4 as example

Plug in Power



Connect power and Q16pro-4 with standard AC Power Cord.

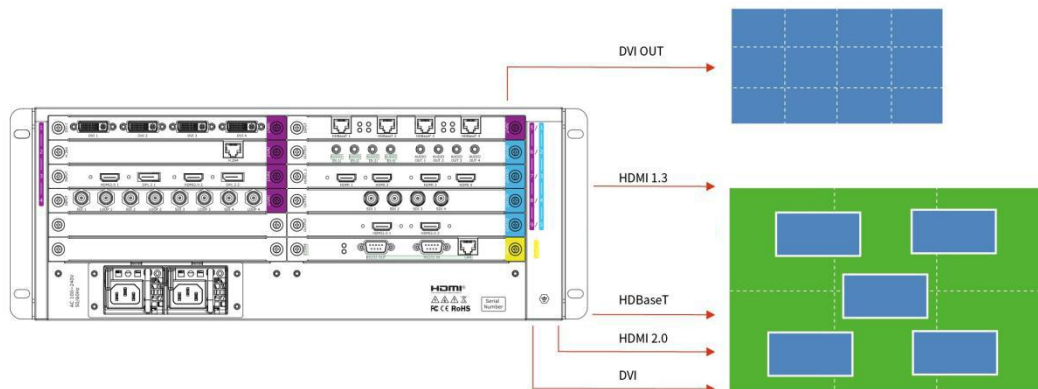
Connect Input Signal Source



Q16pro series supports HDMI,DVI,SDI,DP1.2,HDBaseT and other optional input modules.

Connect Q16pro-4 with IP Camera,PC,DVD,laptop and other device as shown in the figure above.

Connect Output Source

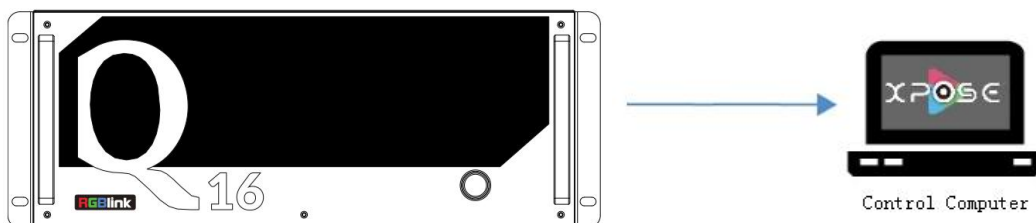


Q16pro Series supports SDI,DVI,HDMI,HDBaseT and other optional output modules.
Connect Q16pro-4 with monitors.

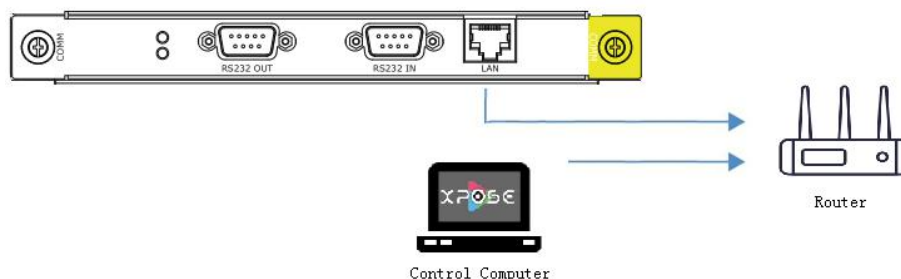
Connect control Computer

Q16pro series is operated by XPOSE,so it is necessary to connect device with control computer.

Method 1:Direct Connection:Connect Q16pro-4 with computer via network cable as shown in the figure below.It is suitable for single user to control the device.

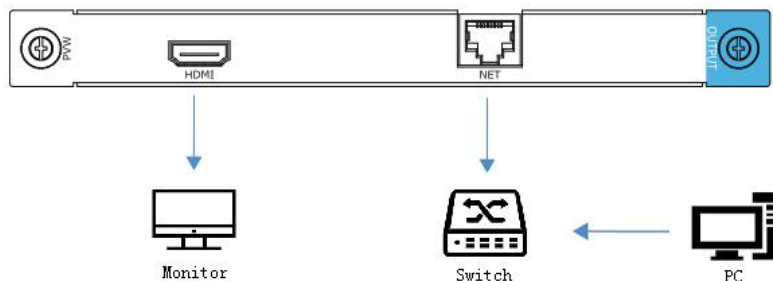


Method 2 : Router Connection:Connect control computer and Q16pro-4 with Router as shown in the figure below.It supports simultaneous online operation by multiple users.



Connect PVW Module

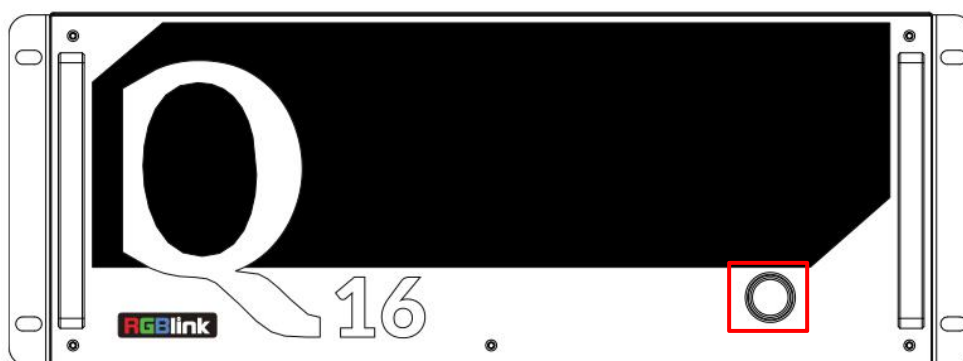
Q16pro series supports preview input source via control computer or output image via monitor.



LAN:preview input and output

HDMI monitor:preview input source


Turn on Your Q16pro

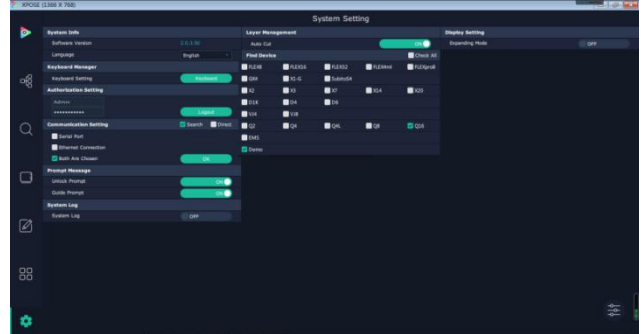


After connection,slightly press the power button in the front panel to turn on Q16pro.

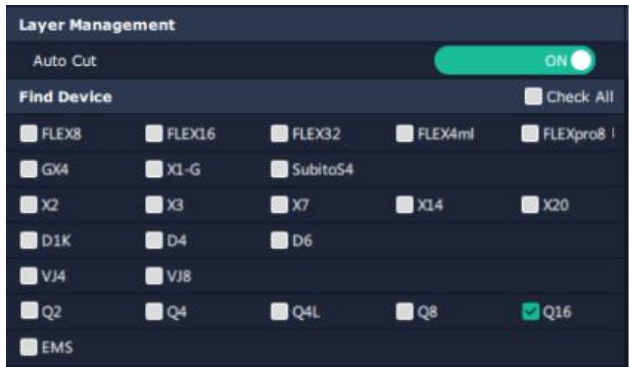
Use Your Product


Search Device

1. Click  to enter <System Setting>interface.





2. **Find Device** : New version of XPOSE 2.0 is blank default in Find Device. Users are supposed to choose the device needed in System Setting.



3. Click  to enter interface as shown in the right figure



4. Click  the device you need in the <All Devices> list,as shown in the figure


5. click  in the <Chosen Device>.



Input Setting

Click any input port in purple area, the board where the port locates is selected. Users can do settings to the board now. A red rectangle flashes around the chosen port when it is clicked.



Click  to open <Property>and<EDID>



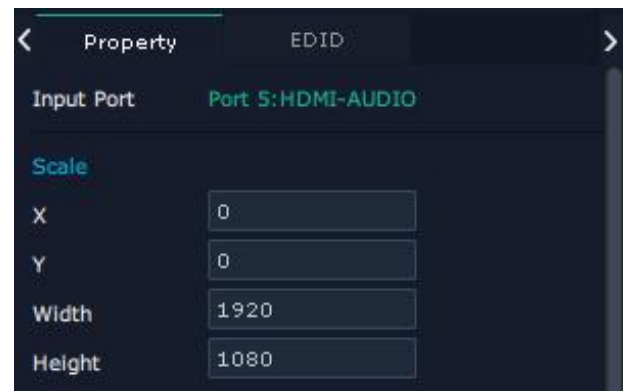
Property Setting

Input Port: chosen port

Scale:

X/Y: the starting horizontal and vertical position

Width/Height : the horizontal and vertical size of scale



EDID

Input Port: chosen port

Basic Parameters:

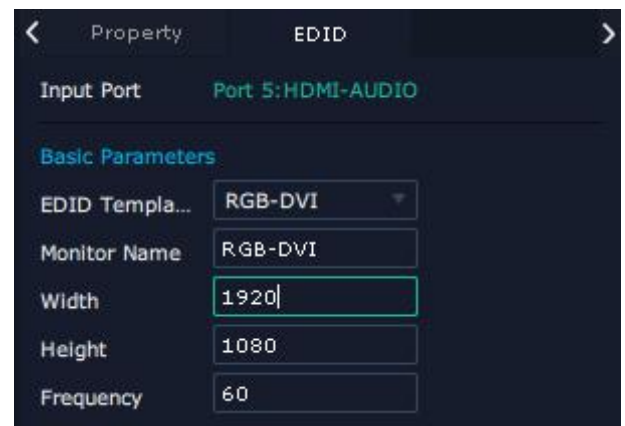
EDID Template: RGB-DVI or RGB-HDMI

Monitor Name: type the monitor name

Width/Height/Frequency: type in custom parameters to meet your needs.

Q16pro's modules which support EDID are as follows:

- HDMI Input Module (with video)
- HDMI Input Module
- DVI-M Input Module
- DVI-I Input Module
- 4K@60 Input Mdule



H.264 IP Settings

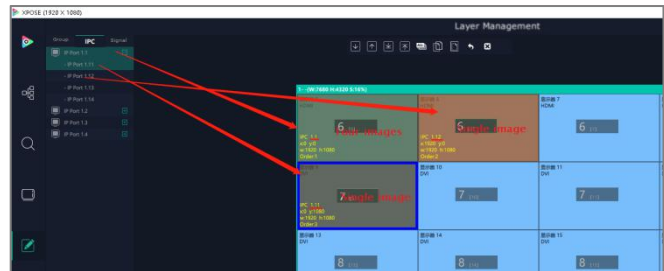
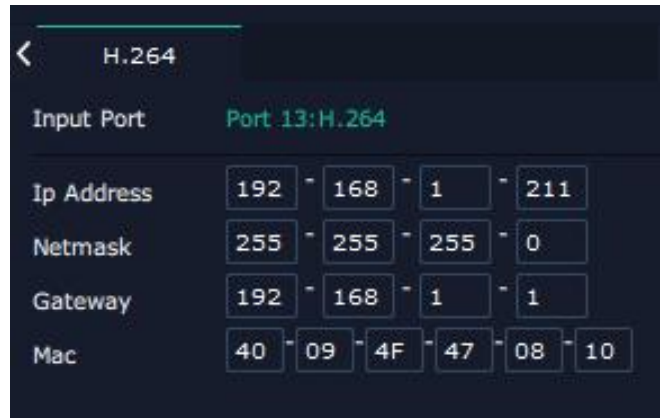
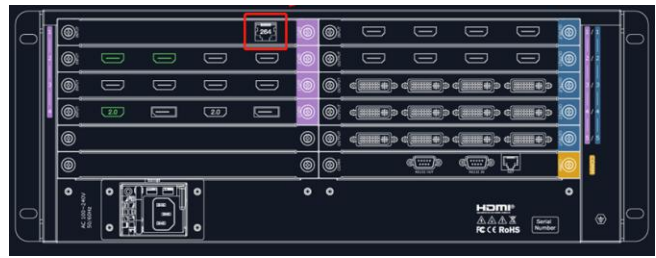
When there is H.264 input module installed on Q16pro, through the module, Q16pro is able to search and take the video signal from webcam in the same local network.

1. Click H.264 port, To make sure H.264 module take effect, **IP setting** is required. IP of H.264 should be in the **same network section**, for example: network IP is 168.192.0.1, IP of H.264 shall be 168.192.0.X (X≠1)

2. Tick “URL” first and then fill in the URL of camera (Note: URL address must be in RTSP format. The account and password of camera should be included in the address. e.g: `rtsp://admin:admin@192.168.1.176:554/cam/realmonitor?channel=1&subtype=0&unicast=true&proto=Onvif`, in which admin:admin is the account and password of camera)

3. If only one camera’s address is set, click “Set” in the right directly; If several cameras’ address are set together, click “set” in the bottom of the page after all the address being finished. (Note: For the account and password will be hidden automatically after click “Set”, repeatedly click “Set” will result in the error address)

4. The camera signal can be seen in the IPC list in <Display Management>. Drag and drop the IP Port 1.1 to the display directly, four camera signals will be in one group to show the four image in only one layer; Drag and drop the IP Port 1.11/1.12 to the display respectively, the camera signals will show the image



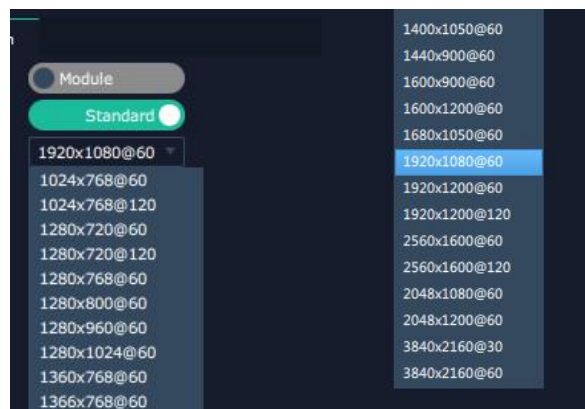
Output Setting

Resolution:

Click any output port, the board where the port locates is selected. Users can do settings to the port now.

A red rectangle flashes around the chosen port when it is clicked.

Standard Resolutions can be chosen as shown in the right figure.



Customize Resolution

Q16pro supports to customize output resolutions.

Click any output port and type in width, Height and Refresh Rate.



OSD

Q16pro module which supports OSD as shown below:

- 2K HDMI Output Module(with OSD and background)

Output port : current output port

Status : ON/OFF OSD

Screen Group : current group

X/Y: the starting horizontal and vertical position

Width/Height : the horizontal and vertical size of the text

Font: font of the text, all fonts installed in the computer is available

Font Type : Normal, Italic, Bold, Bold Italic

Font size : 0-300 pixels

Color : font color



Background : Transparent

Color : background color

Scroll Speed : 0-16

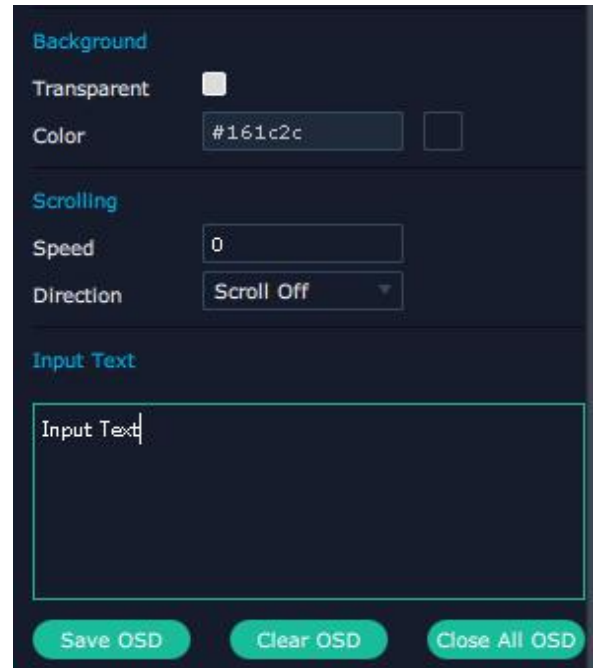
Scroll Direction : Scroll Off, Scroll Left, Scroll Right

Input Text : The exact content of the text.

Save OSD : save what you have set in previous steps

Clear OSD : clear OSD if the setting is not desired

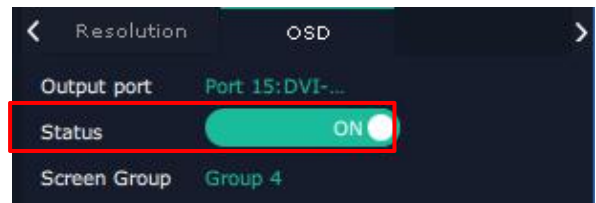
Close All OSD : close all OSD shown on the screen



Steps of OSD Set are as follows:

Precondition: The Display Management of output ports has been completed before the OSD Set.

1. **Open** OSD Status.
2. **Position:** If the width of a single output is 1920 and the OSD will be displayed on the screen which is spliced by four outputs horizontally, then type 7680 for width (that is, the width of the four outputs).
3. **Font:** choose font type,size and color.
4. After all settings done,click<**Set**> and the OSD will be displayed on the screen.



Overview

Click Return Return, there are overview, IP, Factory Setting.

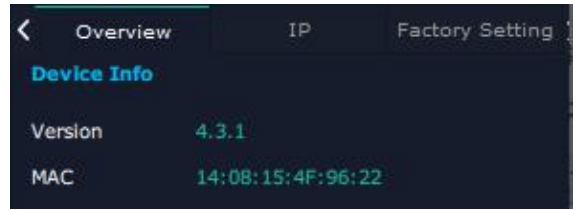
Device Info: users can check version and MAC information

Input Module Info: users can check current input module name and MCU version

“...” indicates that there are no input modules, as shown in the right figure.

Output Module Info: users can check current output module name and MCU version

IP : Show IP Address, Netmask, Gateway



Index	Module Name	MCU Version
1	HDMI 2.0	V4.0.7
2	HDMI	V4.0.8
3	DVI	V4.0.3
4	H.264	V4.0.3
5	HDMI 1.4	V4.0.3
6	----	----
7	----	----
8	HDMI 1.4	V4.0.3

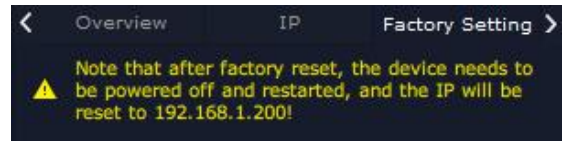
Index	Module Name	MCU Version
1	----	----
2	----	----
3	DVI	V4.0.3
4	----	----
5	HDMI	V4.0.3

Return



Note: after modifying IP, the device needs to be powered off and restated in 30s.

Factory Setting




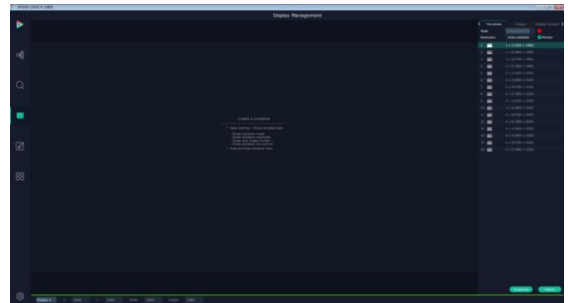
Note: After factory reset, the device needs to be powered off and restarted, and the IP will be reset to 192.168.1.200.

Display Management

Display System is for users to set layout of outputs.

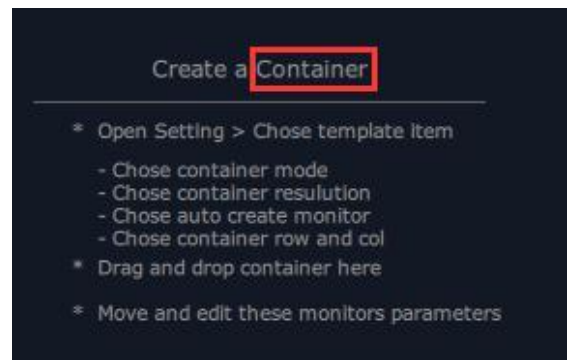


Click this icon first and then click  enter the interface.



Container

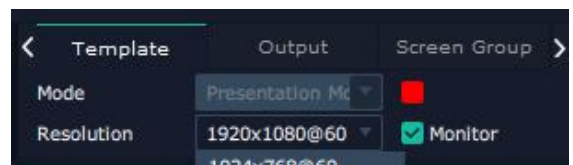
Container here means the Display Area, for example it could be a formed LED screen or an array of LCDs.



Template

There are 16 types of basic "Display Area" which is used to contain output interface, and could be regarded as layout of output.

Drag a template to create a container in other word a display area.



Mode

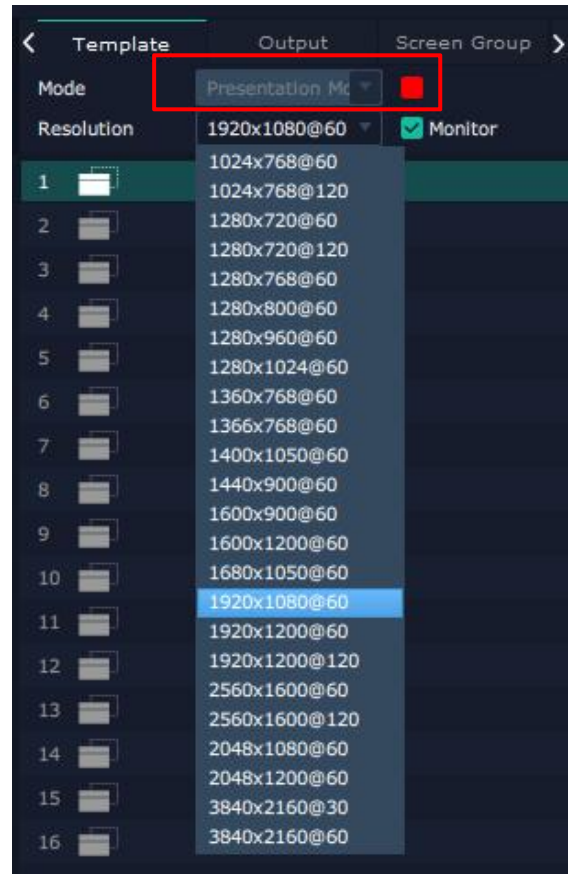
At present, there are Presentation Mode, PST+PGM Mode, Rotation Mode and Edge Blending In XPOSE2.0 . Each mode is marked in different color and provided with fitted templates

Q16pro: Presentation Mode only.


Users can do operations like splice under Presentation Mode.

Resolution

Users can choose output resolution as shown in the figure.



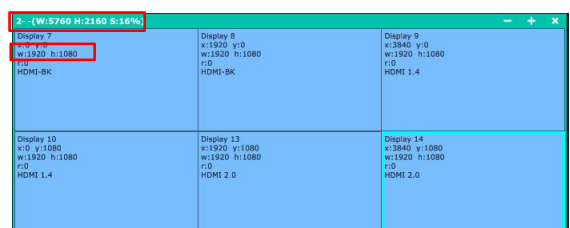
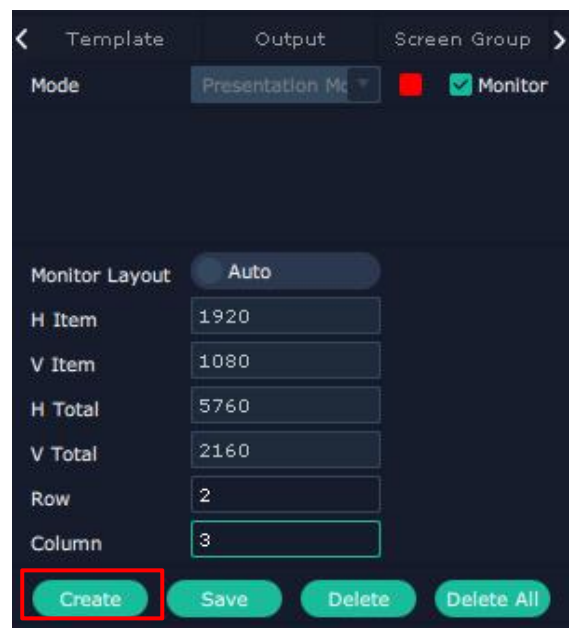
Customize Container

 Click this icon at the bottom of template list.




Monitor Layout: Auto or Manual

Steps of create container are as follows:

1. Fill in H Total/V Total and Row/Column, it will calculate H item and V item automatically.
For example, if you would like to create a container with 2 rows and 3 columns and each display has a width of 1920 and a height of 1080, the total width will be 5760 and the total height will be 2160.
2. Click <Create>, the container will display in the interface, and shows the width and height of each Display.
3. Click <Save> to save the container.



Container Adjustment

- Move:** Drag the boarder of the display area to move its place in the interface.
- Scale:** Click icon  to shrink, Click  to enlarge the proportion of display area on interface.
- Cancel:** Long pressing the  to cancel the screen group.



Display

Output List:

White one: available

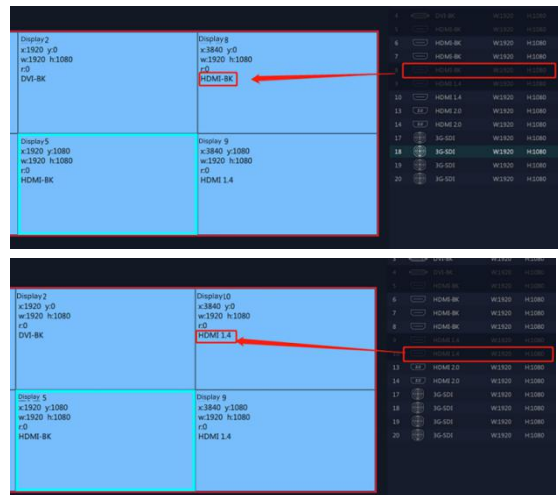
Gray one: unavailable

Operation Steps:

Left-mouse click the output and drag it to the display of the set container.

Replacement:


Drag and drop the output into the corresponding Display. The output being replaced will turn from gray to white in the list.

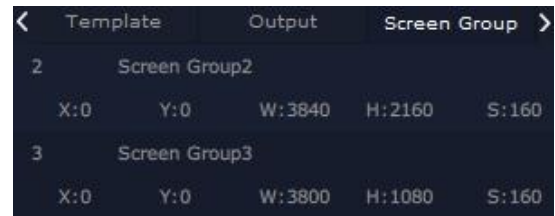


Screen Group

Q16pro supports to manage 6 screen groups at most on XPOSE.

It allows users to edit the name of the

Screen group that has been created just click the .



Layer Management

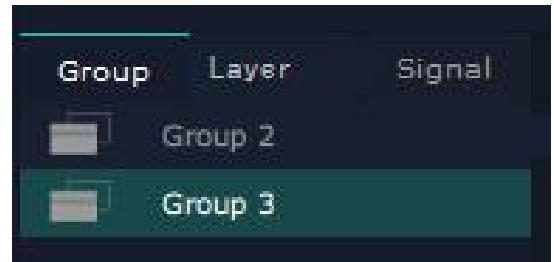
Layer Management is designed to manage the layer of each

monitor. Click this icon  to enter the interface:




Group


When enter Layer Management interface, the window is blank. The screen group created in Display System shall be dragged from the **Group**.

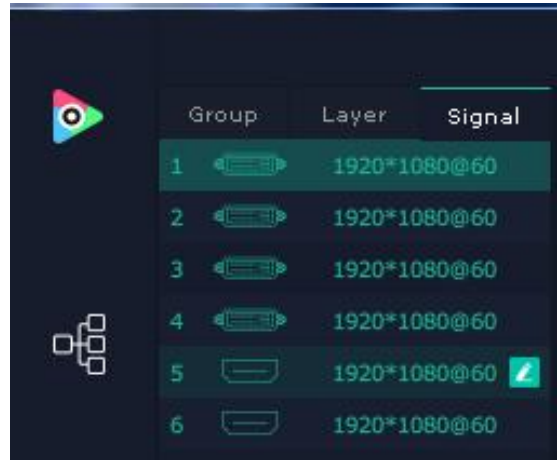


Signal

Signal list, showing all input signals and resolutions currently. Drag the signal to the display.

click , users can rename the input signal and then click

 to confirm.



Audio

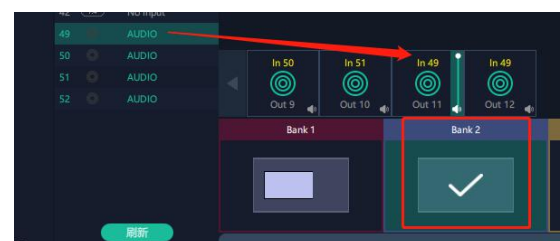
Q16pro supports Audio Input/Output Module, which should be inserted into the slots supporting both input&output module.

1. Select a bank you would like to add audios;
Every bank and every layer can be added different audio inputs&outputs.

2. Drag audio inputs from “Signal List” to audio outputs as shown in the right figure; You can also drag a new audio input to replace the previous one.

The relation between audio input and output is unique;

3. Click left mouse to adjust the volume in “volume bar” shown in the audio output.



Layer

Layer number: Numbers in the corner is to show how many layers at present allowed to put in the output.

A 2K signal occupies one layer, and a 4K2K60 signal occupies four layers

The number in the red rectangle on the right figure represents the number of layers that can be placed at the output.



Layer Adjustment


there are two ways to adjust layer.


1. Use the bar under the interface

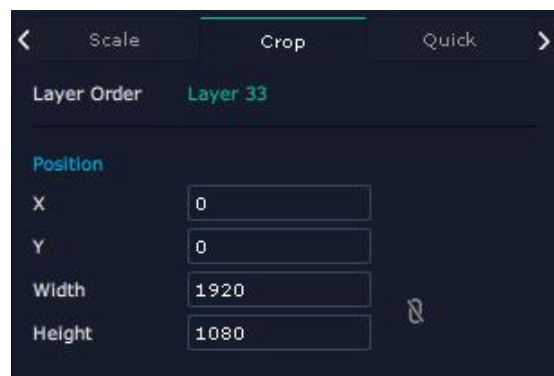
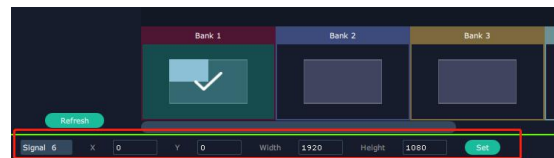
Choose one layer and the bar shows its signal source, type in position and size.click Set to confirm.

2. Layer Scale and Crop



Choose one layer needed to be adjusted,and type in its position and size.

 this icon means data related, when width is changed, height will be changed as same proportion.

 this icon means data not related, width and height need to be filled respectively.

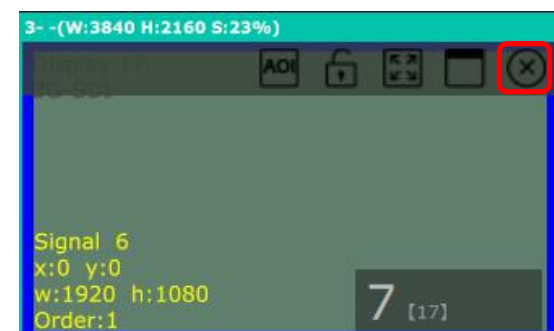


Layer Movement

Place the cursor on the layer, it turns to a palm icon , press the left of mouse, the icon turns to a fist , moving the mouse can drag the layer.

Layer Remove

Click the cross on the top right of the layer to remove the layer if needed.



Layer Set



:to crop the layer



:lock the layer to prevent misoperations



:max to cover up the monitor



: cover up all monitors in the same screen group with the one signal



Layer Copy

Press Ctrl and mouse left at the same time, move the mouse the layer selected can be copied and place in any monitor in the same Display Area but it doesn't work when cross over display area.

Other Operation on Layer



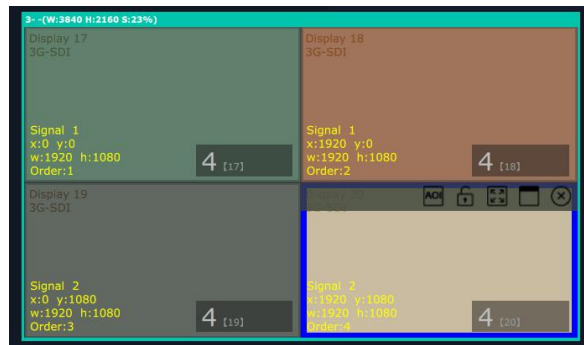
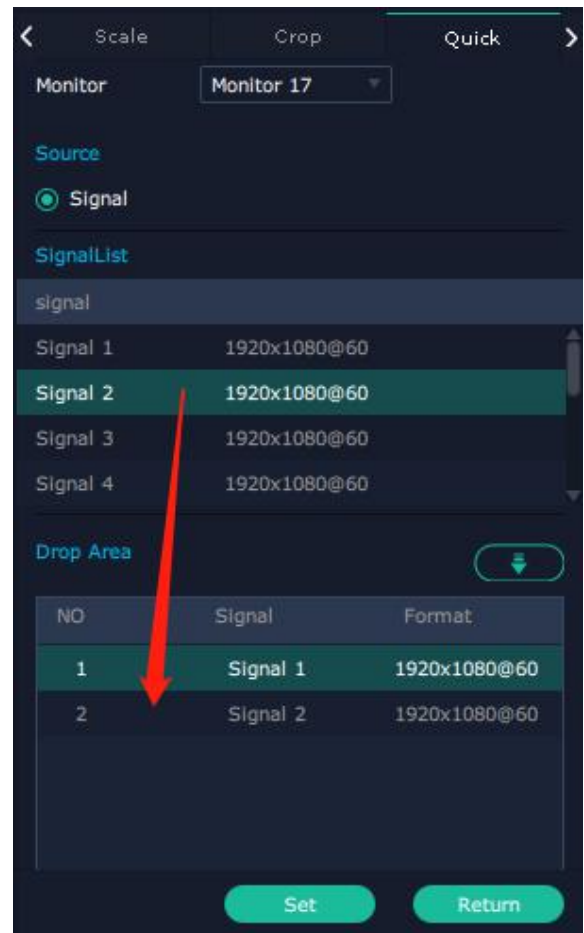
Use the tools bar on top of window to do such operations

	Layer Backward		Layer to Top		Paste Selected
	Layer Forward		Select All		Cancel Selected
	Layer to Bottom		Copy Selected		Delete Selected

Quick

Quick is to set layer layout quickly.

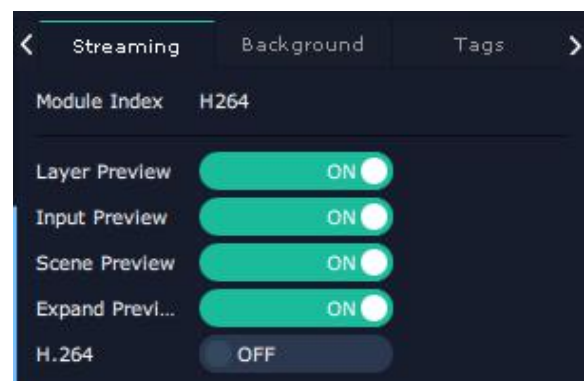
1. **Monitor:** choose the monitor you would like to set
2. **Source:** Signal
3. **Drop Area:** Drag the source from the Signal List to the Drop Area. Drag as many signals as you need, such as signal 1 and signal 2, into the drag area.
4. After setting, click **<Set>** to confirm and the layout will be shown on the interface as shown in the right figure.



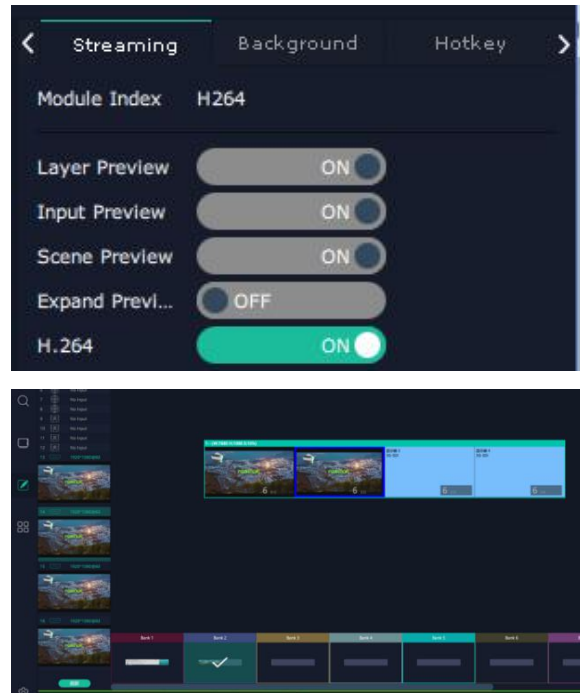
Stream

H.264 Module supports to preview image.

1. Turn on Layer Preview, Input Preview, Scene Preview or Expand Preview according to the actual need.



2. Turn on H.264, and users can preview the image as shown in the right figure.



Note: H.264 is the master switch. If the user turns on H.264 first, it cannot be set successfully.

Background

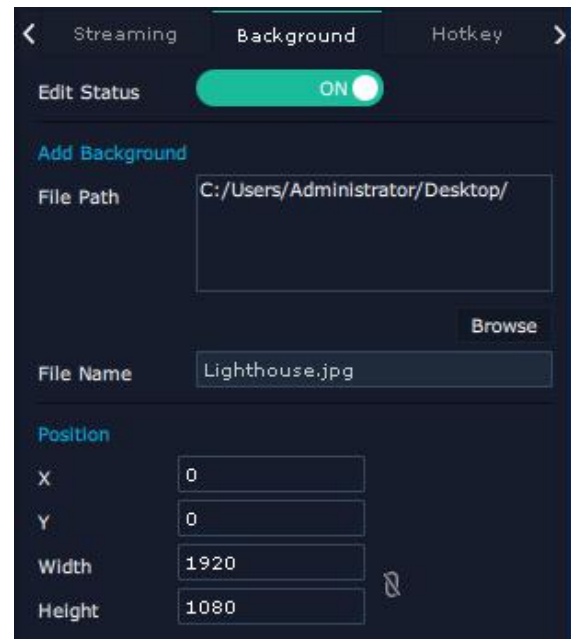
Q16pro's modules which supports background set are as follows:

- 2K DVI Output Module (with OSD and background)
- 2K HDMI Output Module (with OSD and background)

Order Codes of modules refer to 4.2

Operation steps are as follows:

1. Turn on Edit Status;
2. Click **“Browse”** to choose picture.
3. Position: fill in the X/Y and Width/Height.
4. After settings, click **“Set”** to confirm and click **“Clear Image”** to clear the image if needed.
5. After click **“Set”**, the background is set successfully when red progress bar at the bottom of the interface turns to green.



Hotkey

	Crop	Quick	Hotkey
Description		Windows	
Layer Backward		Ctrl + [
Layer Forward		Ctrl +]	
Layer To Bottom		Ctrl + Shift + [
Layer To Top		Ctrl + Shift +]	
Select All		Ctrl + A	
Select Layer		Ctrl Mouse Click	
Delete Layer		Delete	
Cancel Select		Ctrl + D	
Move Layer		Direction	
Change Source		Double Click Signal	

Preset Management

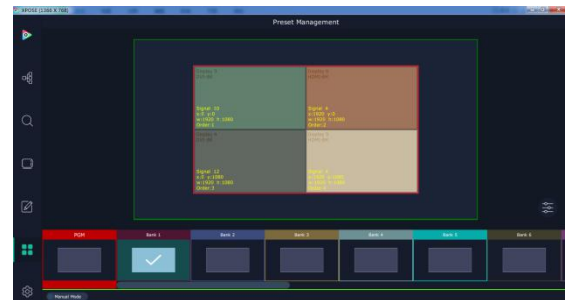
Preset Management is designed to switch bank (scene setting done in last step).

Preset Management Mode:

1. Manual Mode
2. Schedule Mode

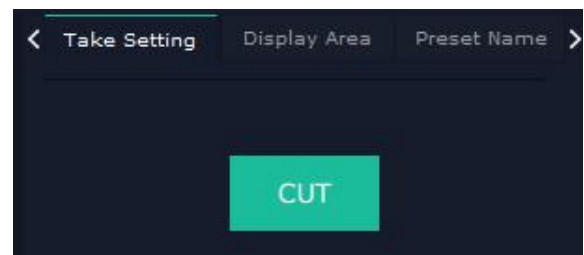
1. Manual Mode

The chosen scene will be displayed in the main interface, and the PGM screen is in the first in the Bank Column.

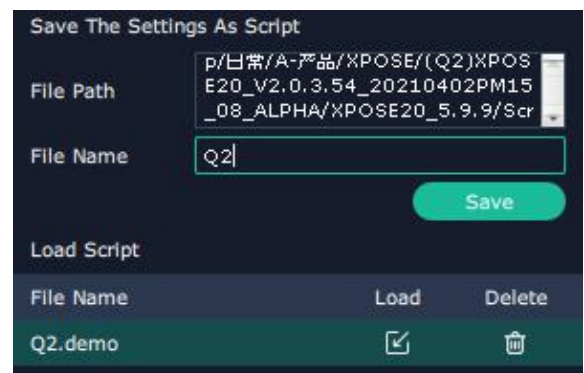


Cut

Cut, switch from PST to PGM immediately



Script




Preset Name

Select a bank and click Preset Name, fill in the blank after New Preset Name to rename a Preset (Bank)

Click the color block after Color Selection and choose a new color for the boarder of chosen bank.

Click<Script>, fill in the file name and click “Save”, the file can be seen in the <Load Script>

Click“Load”  to load the file into XPOSE.

Click“Delete”  to delete saved script.





Hotkey

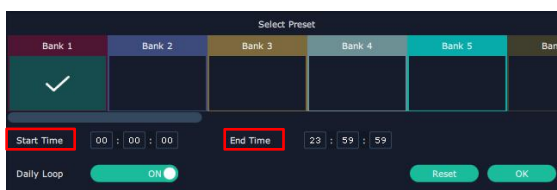
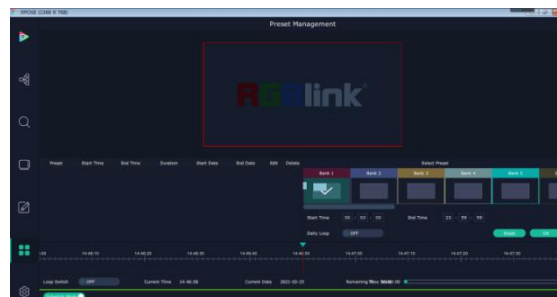


2、Schedule Mode

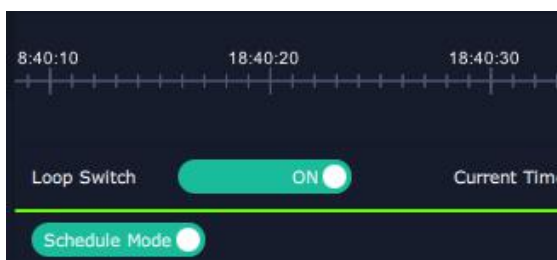
This mode is designed to set auto bank (scene/preset) switch.

Steps are as follows:

1. Choose the BANK
2. Fill in the “Start Time” and “End Time”
3. Turn on Daily Loop, and click “OK”
4. Click  to edit and  to delete.
5. Turn on “Loop Switch”



Preset	Start Time	End Time	Duration	Start Date	End Date	Edit	Delete
Bank 1	00:00:00	23:59:59	23:59:59	2021-04-07	2021-04-07		



XPOSE APP Control

Q16pro support to load scene via XPOSE APP.(Note:The device and phone must be in the same network)

Connect Q16pro and phone

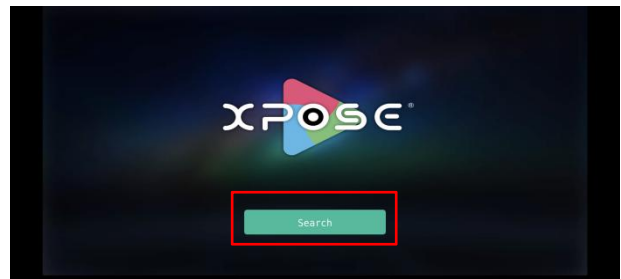
Method 1:Connect wireless in the same WIFI


Method 2:Direct connection

(1) Install XPOSE APP in your phone first and then click



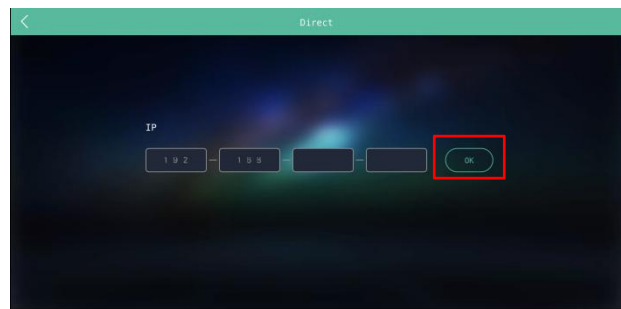
to open it,click “search”



(2) Select Q16pro model and click the icon  in the top right corner



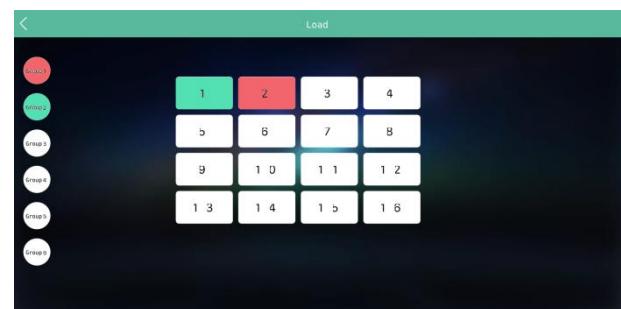
(3) Fill in the IP address of Q16pro,and then click “OK”.Now the device and Q16pro is connected.



Load Scene

Red indicates current scene,green indicates the save scene,white indicates blank scene

e.g: As shown in the right picture,it is in Group 1 Scene2, click 1 to switch to Group 1 Scene ;If you need to load scenes in other groups,select group first and then the scene.



Contact Information

Warranty:

All video products are designed and tested to the highest quality standard and backed by full 1 years parts and labor warranty. Warranties are effective upon delivery date to customer and are non-transferable. RGBlink warranties are only valid to the original purchase/owner. Warranty related repairs include parts and labor, but do not include faults resulting from user negligence, special modification, lighting strikes, abuse(drop/crush), and/or other unusual damages.

The customer shall pay shipping charges when unit is returned for repair.

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