RGBlink® Video {processing} for any scale

M3 Quick Start

- Integrated Vision Mixer

- Full preview to program presentation switching

- Additional background layer capability

- Dual angle adjustable LCD monitors

- Multi-View input sources

- Full modular design

- Combination module for greater flexibility

- Configurable Genlock built-in

- Tally support built-in

- Support subtitles import and preview

- Support scene edit and seamless switching

- Save configurations on board and to USB

- Optional Redundant Hot Swap PSU

CONTENT

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Product Introduction

M3 brings together sophisticated presentation switching with advanced mixing capabilities into a single device. The vision mixer console includes broadcast style features for quick access during any performance, along with dual eight-inch LCD displays to monitor video sources, full preview, as well as live/program display monitoring. At the rear of the M3, the familiar VENUS X3 modular routing platform become apparent, with a host of new options and features tailored to presentation applications.

Entirely module, right down to fans, filters, and PSU, M3 is fitted as standard with modules for preview and monitoring, communications and Genlock sync. From there, there is an impressive choice of both inputs and output options.

The on board displays can be configured to show outputs as physically arranged, or in any way. Large tactical illuminated buttons along with T-Bar mixing control. Powerful, yet compact, M3 is a fully integrated scaling, processing and mixing for processing and mixing for professional environments from entertainment to integration.

System Connection

RGBlink offers solutions to demanding technical problems. Any application questions, or required further information, please contact with our customer Support Engineers.
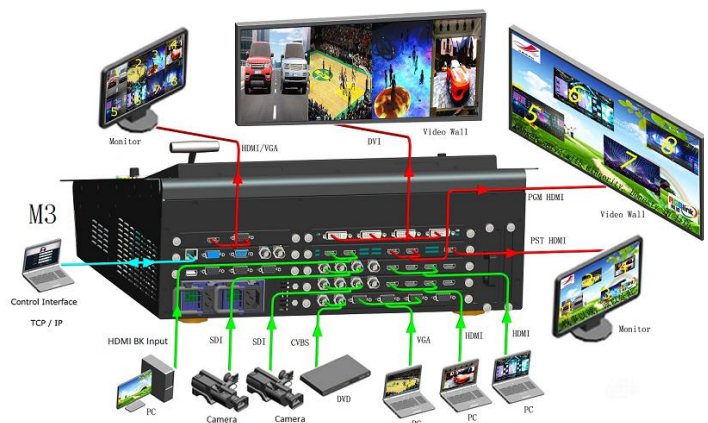
M3 System Connection Diagram

Packing Configuration

AC Power Cord	**USB Cable**	**Network Cable**	**DVI Cable**

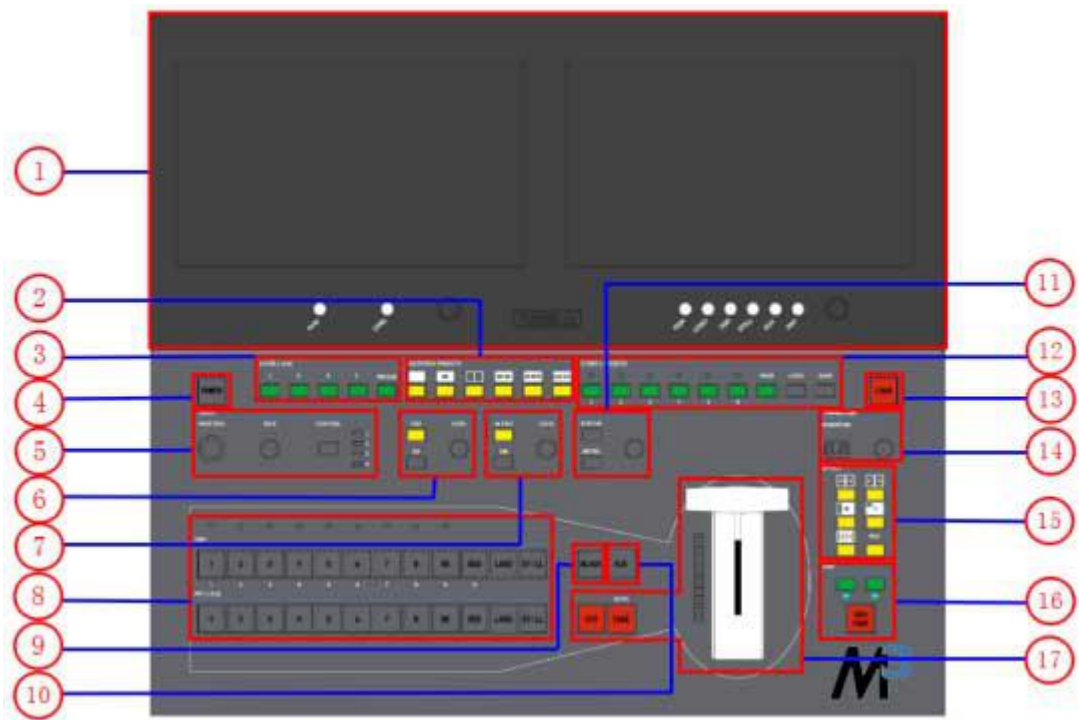|			
SDI Cable	**HDMI to DVI Cable**	**DVI-I to RCA Convertor**	**Screw Driver**

Antistatic Bag

Note:

SDI cable supplied only when SDI Output module is factory fitted

AC Power Cable supplied as standard according to destination market.

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Front Panel

Panel Instruction			
1	LCD display	10	AUX button
2	Multiview presets area	11	Menu area
3	Layer/Aux area	12	Stored presets area
4	Power button	13	Lock top panel area
5	Position, Size and Control area	14	Transition time control area
6	DSK edit area	15	WIPE operation area
7	BLEND edit area	16	OSD edit area
8	Input sources area	17	Switch Modes area
9	Black button		

4

Power Button

4	**POWER:** When yellow light is lit, the device is standby, while when green light is lit, the device is starting up.

LCD Display

1	**LCD Display** 8 inch full-color display. PVW Monitor (left): Multiview preview. **PVW:** Eight images and single image preview switching button. **CHNL:** Custom the eight channels. **Rotary:** For PVW menu selections, adjustment and confirmation. PST/PGM Monitor (right): Preview edit. **PGM:** For PST and PGM switching. **LOGO:** Custom the logo. **OSD:** Custom the OSD. **STILL:** Custom the STILL. **AUX:** Quick split for PGM/SPGM output card. **FMT:** Output format setting button. **Rotary Knob:** For PST menu selections, adjustment and confirmation.

Layer/Aux Button

3	**Button 1/2/3/4:** For adding or deleting the layer. **FREEZE:** Freeze the image or video.

Multiview Presets Area

2	**Multiview Presets** : 1P : PIP CENT : SIDE BY SIDE : 3P : 4P

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	: 5P

Position, Size and Control Area

5	**CONTROL:** Layer selection button. **SIZE:** Size adjustment and crop setting. **POSTION Joystick:** Position adjustment button.

DSK Edit Area

6	**DSK:** DSK effect editing button **ON:** ON/OFF button **LEVEL Rotary Knob:** Adjust the alpha of DSK layer.

BLEND Edit Area

7	**BLEND:** BLEND effect editing button **ON:** ON/OFF button **LEVEL Rotary Knob:** Adjust the blend width.

Input Sources Area

8	**LED Indicator:** The button 1/2/3/4/5/6/7/8 is lit when the signal or background input is selected for use. PGM area **BK:** Indicating function, the button is lit when enable background function. **OSD:** Indicating function, the button is lit when enable OSD function. **LOGO:** Indicating function, the button is lit when enable LOGO function. **STILL:** Indicating function, the button is lit when enable STILL function. **1/2/3/4/5/6/7/8:** Each button is numbered and can be used as direct number entry when values such as resolution and size. PST/Aux area **BK:** Editing function, the button is lit when enable background function. **OSD:** Editing function, the button is lit when enable OSD function. **LOGO:** Editing function, the button is lit when enable LOGO function. **STILL:** Editing function, the button is lit when enable STILL function.

BLACK Button

9	**BLACK:** The button is lit when enable black function.

SPGM Button

10	**SPGM:** SPGM output setting, it can be custom.

Menu Area

11	**SYSTEM:** Menu and exit reuse button. **ENTER:** Confirmation button. **Menu Rotary Knob:** Menu selection and confirmation button.

Stored Presets Area

12	**SAVE:** Support 36 saving modes. **LOAD:** Load saving views 1 to 36. **PAGE:** For save or load, total 6 pages, and 6 banks for each page. **1/2/3/4/5/6 Button:** The button is lit when select PAGE or BANK.
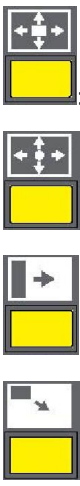
Lock Top Panel Area

13	**LOCK:** Lock top panel button.

Transition Time Control Area

14	**Double Digital Display Tube:** Display the transition time. **Time Rotary Knob:** Adjust transition time.

WIPE Operation Area

15	: ←□→, →□←, ←＋→, →＋←, L←M→R, T←M→B : ←O→ : R→L, L→R : T→B, B→T, LT→RB

	: III→ : FADE

OSD Edit Area

16	: Subtitle rows back button. : Subtitle rows forward button. **OSD TAKE:** Subtitles switch button.

Switch Mode Area

17	**CUT:** Seamless switching. **TAKE:** Seamless switching with effect. **T-BAR:** WIPE and fade switching.

Back Panel

Input Interface

Option Input Module	1	3 input card slots, supports input signals including DVI, VGA, HDMI, USB, CVBS and USB. Each DVI module supports 4 DVI-I inputs. Each VGA module supports 4 DB15 inputs. Each HDMI module supports 4 HDMI-A inputs. Each USB module supports 4 USB-A inputs. Each CVBS module supports 8 BNC inputs. Each SDI module supports 4 SDI inputs and 4 SDI loop out.
Background input	18. 19	HDMI input HDMI-A port

Output Interface

PGM Output	7. 8. 9. 10	DVI output DV-I port
	20. 21	HDMI output HDMI-A port
PST Output	22	HDMI output HDMI-A port
PVW Output	3	HDMI output HDMI-A port
	4	VGA output DB15 port

Control Interface

2	LAN port RJ-45
14	USB interface USB-A port
11. 12	RS-232 Interface
5. 6	5: Genlock input BNC port

	6: Genlock loop out
15. 16. 17	TALLY light

Power Module

13	AC 100-240V, 50/60Hz, IEC-3

Content

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Menu Structure

The menu structure is shown in the figure below:

Input	Output	Background	Mask	DSK	Blending	Language/语言	System	Factory Reset
In 1 Port 1 Format	Format	Background	Mask	Layer	Layer	中文	Version	Yes
In 1 Port 2 Format	Custom Format	ON/OFF	Layer	Preset	Blending Width	English	T-BAR Calibration	No
In 1 Port 3 Format	External Sync	Format	ON/OFF	Alpha	ON/OFF		Test	
In 1 Port 4 Format	4K1K	Scale H Pos	Mask & PIC Pos X	Red Min				
In 2 Port 1 Format		Scale V Pos	Mask & PIC Pos Y	Red Max				
In 2 Port 2 Format		Scale H Size	Mask Pos X	Green Min				
In 2 Port 3 Format		Scale V Size	Mask Pos Y	Green Max				
In 2 Port 4 Format			PIC Pos X	Blue Min				
In 3 Port 1 Format			PIC Pos Y	Blue Max				
In 3 Port 2 Format			Load File From UDisk	DSK				
In 3 Port 3 Format								
In 3 Port 4 Format								

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PVW Mode

M3 use the 8 inch HD monitor, and HDMI preview or VGA preview, it supports the functions as below:

1. Select any 8 channels from the 12 channels.
2. Quickly switch between single image preview and eight images preview by pushing [PVW] button.
3. Source name synchronization, and automatically recognition for different input modules.
4. Color indicate for source name, green for preview, yellow for preset and red for program.

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PST Mode

M3 use the 8 inch HD preview edit display, and with one HDMI preview output, it supports the functions as below:

Signal Selection

Push any button in Input Sources Area, for example, push the button [5], the border of signal 5 will change to yellow, and the signal in PGM monitor will be changed to signal 5.

Add or Delete Layer

Push any button of [1] to [4] in Layer/Aux Area to add or delete the layer.
Add layer: the light is lit.
Select layer: the light is flashing.
Delete layer: the light is off.

Freeze the Layer

Push the [FREEZE] button in Layer/Aux Area, the layer will be freeze, push the button again, the layer is live.
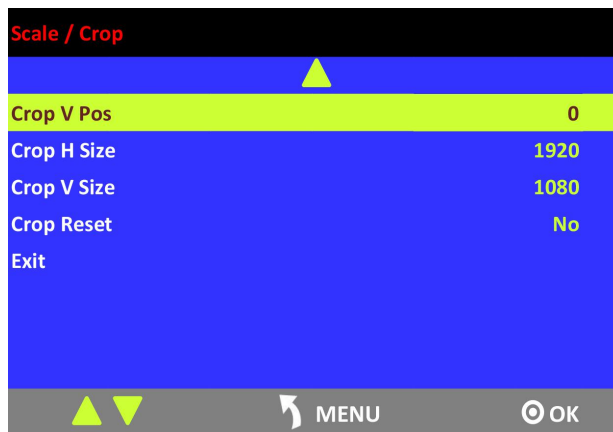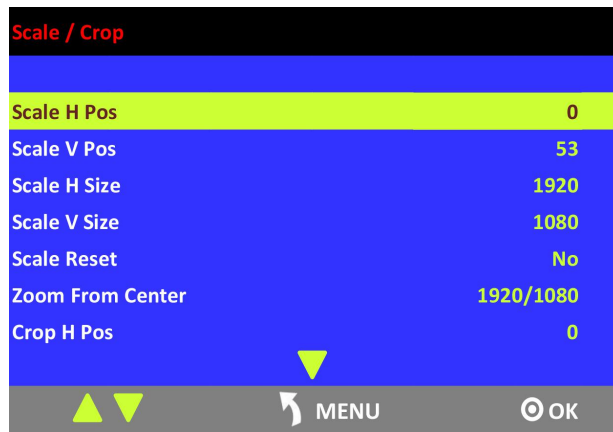
Multiview Presets

1. Push any button in Multiview Presets Area to select multiview layouts, including 1P, PIP CENT, SIDE BY SIDE, 3P, 4P and 5P.
2. Push the [CONTROL] button in Position, Size and Control Area to select the layer, each layer can select different signal.
3. User can adjust the position, size, crop for the selected layer, and set DSK, BLEND and MASK.

Set the Position

1. Push the [CONTROL] button in Position, Size and Control Area to select the layer, the border of the selected layer will change to green.
2. Swing the [POSITION] joystick in Position, Size and Control Area to adjust the position of the layer.
   When swing the joystick to the left or right, the horizontal position will be changed.
   When swing the joystick up or down, the vertical position will be changed.

Scale and Crop

Push the [SIZE] button in Position, Size and Control Area, and enter to the interface as follows:

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Scale H Pos	**0**
Scale V Pos	**53**
Scale H Size	**1920**
Scale V Size	**1080**
Scale Reset	**No**
Zoom From Center	**1920/1080**
Crop H Pos	**0**

▼

▲▼   ↰ MENU   ⊙ OK

Scale / Crop

▲

Crop V Pos	**0**
Crop H Size	**1920**
Crop V Size	**1080**
Crop Reset	**No**
Exit	

▲▼   ↰ MENU   ⊙ OK

Scale H Pos: Adjust the horizontal position.

Scale V Pos: Adjust the vertical position.

Scale H Size: Adjust the horizontal size.

Scale V Size: Adjust the vertical size.

Scale Reset: Reset scale if image quality distorts by improper operation.

Zoom From Center: Zoom the width and height in equal proportion.

Crop H Pos: Crop the horizontal position.

Crop V Pos: Crop the vertical position.

Crop H Size: Crop the horizontal size.

Crop V Size: Crop the vertical size.

Crop Reset: Reset crop if image quality distorts by improper operation.

Exit: Exit the scale and crop function.

DSK Setting

1. Firstly, enable the multiview function.
2. Push [SYSTEM] button, and enter to the menu items. Turn the rotary knob, and select <DSK>, push the knob to confirm. (Or push the [DSK] button to enter to the DSK menu items)

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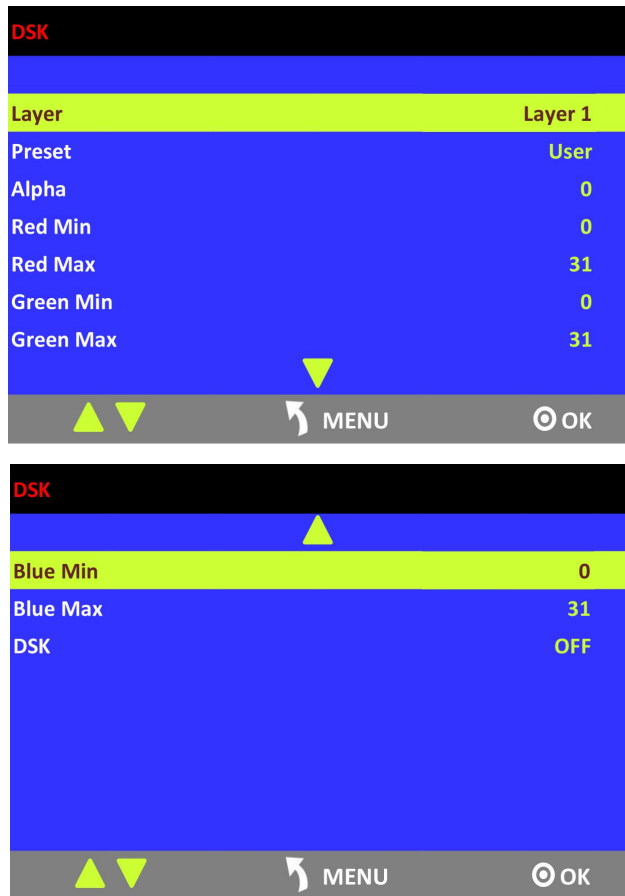
Layer: Select the layer that will DSK.

Preset: Can select user, black background, green background, blue background, red background and white background.

Alpha: The adjustment range is between 0~128.

Red Min: The adjustment range is between 0~255.

Red max: The adjustment range is between 0~255.

Green Min: The adjustment range is between 0~255.

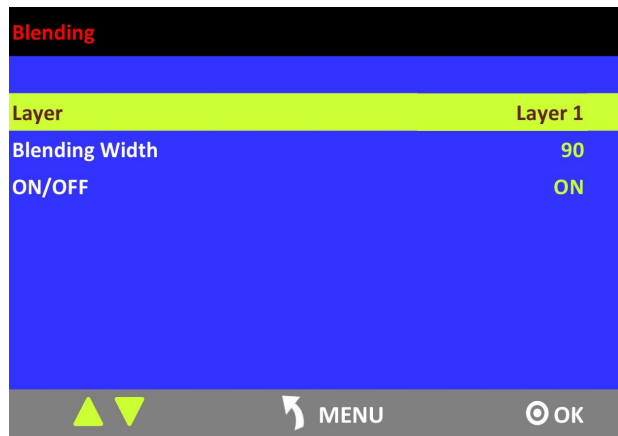**Green Max:** The adjustment range is between 0~255.

Blue Min: The adjustment range is between 0~255.

Blue Max: The adjustment range is between 0~255.

DSK: Can select enable or disable the DSK function.

BLEND Setting

1. Firstly, enable the multiview function.
2. Push the [SYSTEM] button, and enter to the menu items. Turn the rotary knob, and select <Blending>, push the knob to confirm. (Or push the [BLEND] button to enter to the blend menu items)

```
Blending

Layer                          Layer 1
Blending Width                 90
ON/OFF                         ON




        ▲ ▼           🔙 MENU        ⊙ OK
```
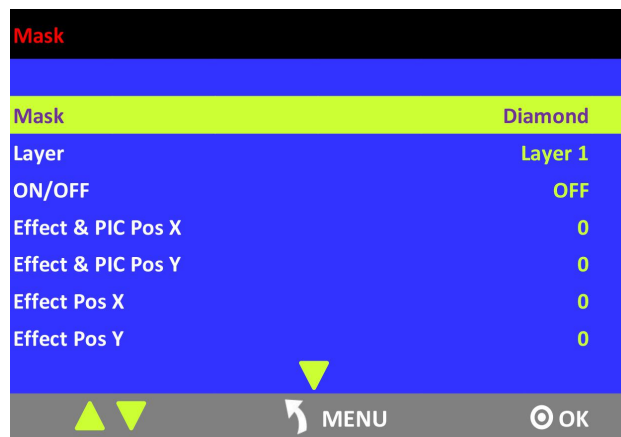
Layer: Select the layer that will blending.

Blending Width: Blending width setting, the adjustment range is between 1~90.

ON/OFF: Can select enable or disable the blending function.

Mask Setting

1. Push the [SYSTEM] button, and enter to the menu items.
2. Turn the rotary knob, and select <Mask>, push the knob to confirm:

```
Mask

Mask                           Diamond
Layer                          Layer 1
ON/OFF                         OFF
Effect & PIC Pos X             0
Effect & PIC Pos Y             0
Effect Pos X                   0
Effect Pos Y                   0
                    ▼
        ▲ ▼           🔙 MENU        ⊙ OK
```

```
Mask
                    ▲
PIC Pos X                      0
PIC Pos Y                      0
Load File From UDisk           No UDisk






        ▲ ▼           🔙 MENU        ⊙ OK
```

Enable the mask function:

Turn the rotary knob, select <ON/OFF>, and set "ON" to enable the mask function.

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Select effect:

Turn the knob, and select <MASK>, push the knob to confirm. Turn the rotary knob, and select the effects, diamond, round, heart, star, triangle, oval, hexagons, pentagon, 4 point star, 6 point star, lighting, crescent left and crescent right.
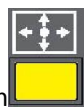
Mask setting:

M3 support load file from UDisk, and set the selected layer, including effect & PIC Pos X, Y, effect X, Y, PIC Pos X, Y.
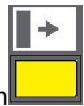
WIPE Setting

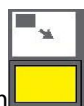1. Push the WIPE buttons in WIPE Operation Area, M3 supports 14 kinds of wipe modes:

Push the wipe button , there are 6 kinds of mode: ←□→, →□←, ←＋→, →＋←, L←M→R, and T←M→B.
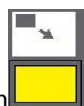
Push the wipe button can select ←O→ mode.

Push the wipe button , there are 2 kinds of mode: R→L, L→R.

Push the wipe button , there are 3 kinds of mode: T→B, B→T, LT→RB.
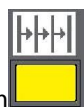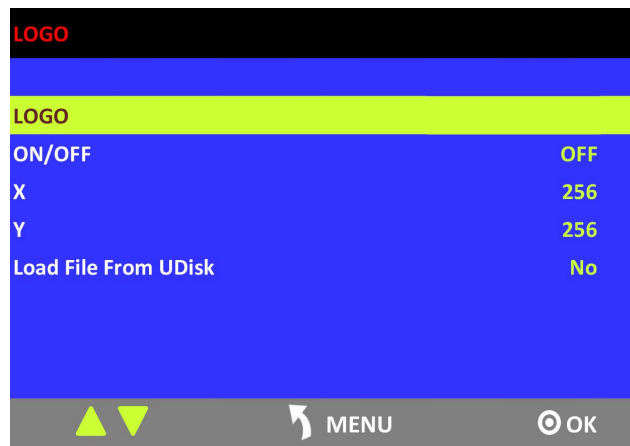
Push the wipe button , can select III→.

Push the wipe button , can select fade mode.

2. Push the [TAKE] button, or use T-bar switcher to switch the image to program with selected wipe.

Custom LOGO

Push the [LOGO] button in PST/PGM Monitor Area and enter to the logo items as below:

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Enable the LOGO function:

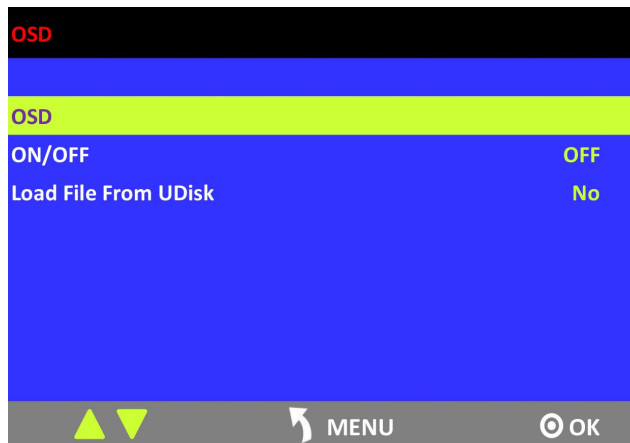Turn the rotary knob, select <ON/OFF>, and set "ON" to enable the logo function.

LOGO Setting:

1. Turn the rotary knob, and select <LOGO>, push the knob to confirm.

2. Turn the rotary knob, and select the LOGO that to custom, push the knob to confirm.

3. Turn the rotary knob, select <X> or <Y>, and set the position of LOGO.

Additionally, M3 supports load file from UDisk.

Custom OSD

Push the [OSD] button in PST/PGM Monitor Area and enter to the OSD items as below:

Enable the OSD function:

Turn the rotary knob, select <ON/OFF>, and set "ON" to enable the OSD function.

OSD Setting:

1. Turn the rotary knob, and select <OSD>, push the knob to confirm.

2. Turn the rotary knob, and select the OSD that to custom, push the knob to confirm.

3. Turn the rotary knob, select <Load File From UDisk>, push the knob to confirm.

4. Turn the rotary knob, and load the OSD file from UDisk.

Custom STILL

Push the [STILL] button in PST/PGM Monitor Area and enter to the logo items as below:

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STILL

STILL	
ON/OFF	OFF
X	256
Y	256
Load File From UDisk	No

▲ ▼   ↰ MENU   ⊙ OK

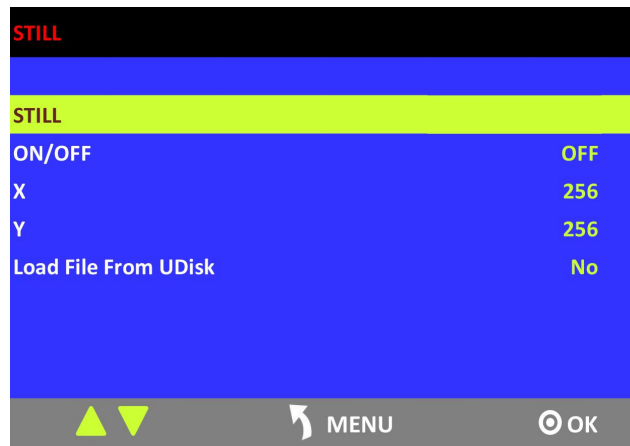**Enable the STILL function:**

Turn the rotary knob, select <ON/OFF>, and set "ON" to enable the logo function.

STILL Setting:

1. Turn the rotary knob, and select <STILL>, push the knob to confirm.

2. Turn the rotary knob, and select the STILL that to custom, push the knob to confirm.

3. Turn the rotary knob, select <X> or <Y>, and set the position of STILL.

Additionally, M3 supports load file from UDisk.

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PGM Mode

1. Switch the edited PST image to program by pushing the [CUT], [TAKE] button or T-bar, and then the PGM image will return to PST state, which can be edited.
2. There are 2 HDMI outputs for program, and realize 4Kx1K output.
3. The PGM image can output to SPGM output card by internal loop out or external loop out.
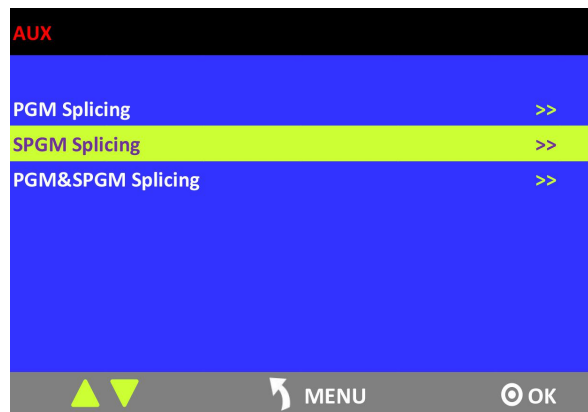
AUX Mode

Push the [SPGM] button in PST/PGM Monitor Area, and enter to the SPGM menu items:

AUX	
PGM Splicing	>>
SPGM Splicing	>>
PGM&SPGM Splicing	>>
▲ ▼	↰ MENU ⊙ OK
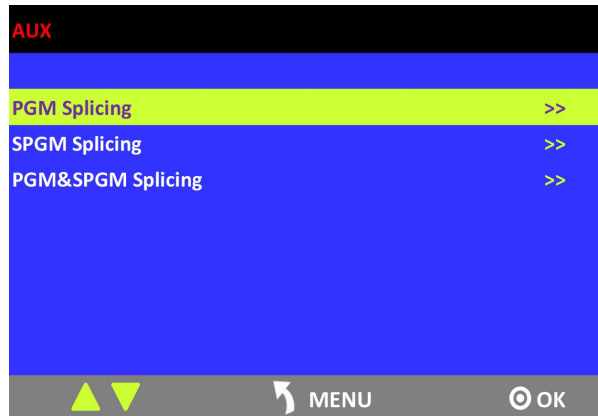
M3 supports 3 kinds of splicing modes, PGM Splicing, SPGM Splicing and PGM&SPGM Splicing, PGM Splicing is mainly for loop PGM to SPGM for splicing. The following is the operations for SPGM Splicing and PGM&SPGM Splicing.

SPGM Splicing

1. Turn the rotary knob, and select <SPGM Splicing>, push the knob to confirm, and enter to the menu items.

AUX	
PGM Splicing	>>
SPGM Splicing	>>
PGM&SPGM Splicing	>>
▲ ▼	↰ MENU ⊙ OK

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SPGM Splicing

PGM Loop	External 12
Splicing Mode	>>
H Total	3840
V Total	2160
SPGM 1	
SPGM 1 Pox X	0
SPGM 1 Pox Y	0

▲ ▼   ↰ MENU   ⊙ OK
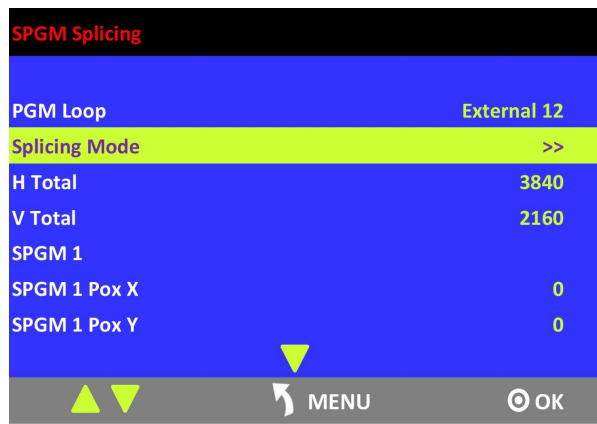
2. Select the splicing mode, <⊞> and <IIII> can be selected.

⊞ **Splicing Mode**

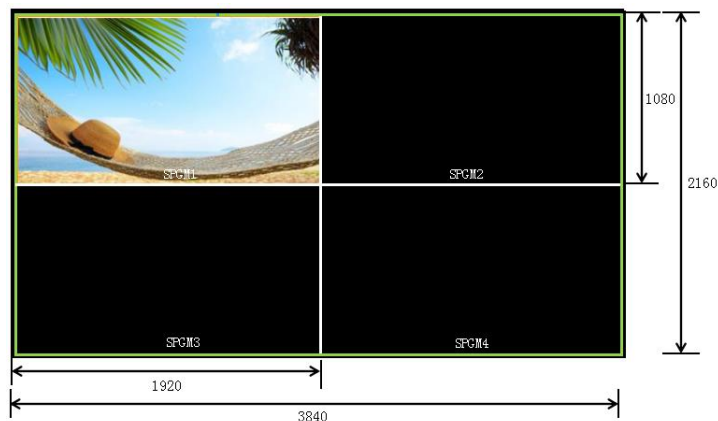(1) Select the signal, for example, select signal 5, as shown below:

(2) Then, the H Total is 3840, V Total is 2160.

SPGM 1: SPGM 1 Pos X is 0, SPGM 1 Pos Y is 0, SPGM 1 H Size is 1920, SPGM 1 V Size is 1080.

SPGM 2: SPGM 2 Pos X is 1920, SPGM 2 Pos Y is 0, SPGM 2 H Size is 1920, SPGM 2 V Size is 1080.

SPGM 3: SPGM 3 Pos X is 0, SPGM 3 Pos Y is 1080, SPGM 3 H Size is 1920, SPGM 3 V Size is 1080.
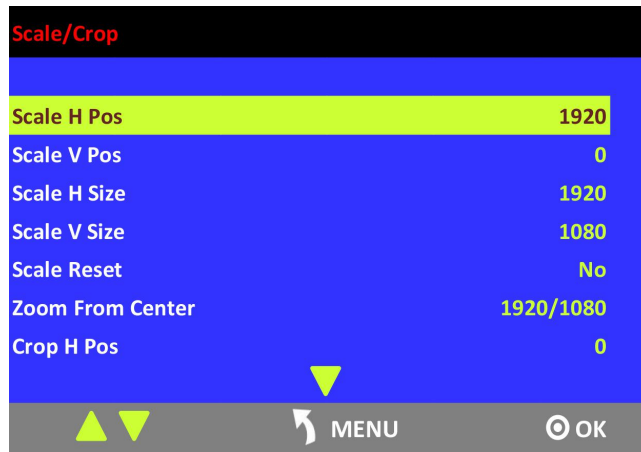
SPGM 4: SPGM 4 Pos X is 1920, SPGM 4 Pos Y is 1080, SPGM 4 H Size is 1920, SPGM 4 V Size is 1080.

User can also custom the size and position of each SPGM.

(3) Push the [SIZE] button, and enter to the menu items as follows:

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Scale/Crop

Scale H Pos	1920
Scale V Pos	0
Scale H Size	1920
Scale V Size	1080
Scale Reset	No
Zoom From Center	1920/1080
Crop H Pos	0

▲ ▼   ↰ MENU   ◉ OK

According to the parameters from Step 2, set Scale H Size as 3840, [1920 (SPGM1/3)+1920 (SPGM2/4)=3840], and set Scale V Size as 2160 [1080 (SPGM1/3)+1080 (SPGM2/4)=2160]. The image or video will output to the 4 split screens, as shown in the figure below:

IIII Splicing Mode

(1) Select the signal, for example, select signal 5, as shown below:

(2) Then, the H Total is 7680, V Total is 1080.

SPGM 1: SPGM 1 Pos X is 0, SPGM 1 Pos Y is 0, SPGM 1 H Size is 1920, SPGM 1 V Size is 1080.

SPGM 2: SPGM 2 Pos X is 1920, SPGM 2 Pos Y is 0, SPGM 2 H Size is 1920, SPGM 2 V Size is 1080.
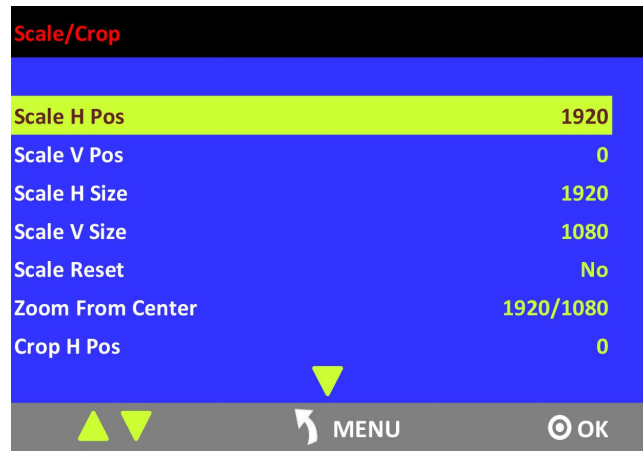
SPGM 3: SPGM 3 Pos X is 3840, SPGM 3 Pos Y is 0, SPGM 3 H Size is 1920, SPGM 3 V Size is 1080.

SPGM 4: SPGM 4 Pos X is 5760, SPGM 4 Pos Y is 0, SPGM 4 H Size is 1920, SPGM 4 V Size is 1080.

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User can also custom the size and position of each SPGM.

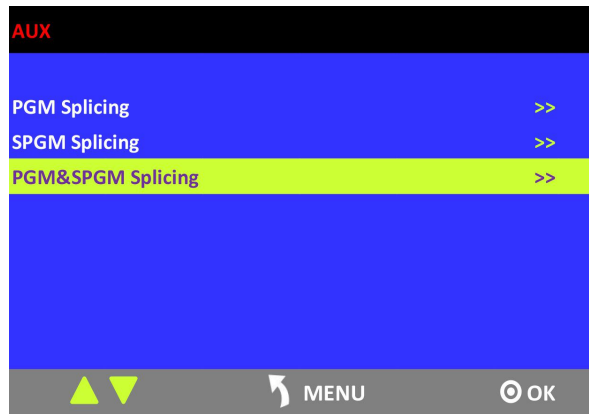(3) Push the [SIZE] button, and enter to the menu items as follows:

According to the parameters from Step 2, set Scale H Size as 7680, [1920 (SPGM1)+1920 (SPGM2) +1920 (SPGM3) +1920 (SPGM4)=7680]. The image or video will output to the 4 split screens, as shown in the figure below:


PGM&SPGM Splicing

1. Turn the rotary knob, and select <PGM&SPGM Splicing>, push the knob to confirm, and enter to the menu items.

AUX

PGM Splicing	>>
SPGM Splicing	>>
PGM&SPGM Splicing	>>

▲ ▼   ↰ MENU   ◉ OK

PGM&SPGM Splicing

PGM Loop	**External 12**
Splicing Mode	**Custom**
H Total	**9600**
V Total	**1080**
PGM	
PGM Pox X	**0**
PGM Pox Y	**0**

▼

▲ ▼   ↰ MENU   ◉ OK

2. Select the splicing mode, <⊞> , <IIIII> and <IIIIII> can be selected.

⊞ Splicing Mode

(1) Select the signal, for example, select signal 5, as shown below:
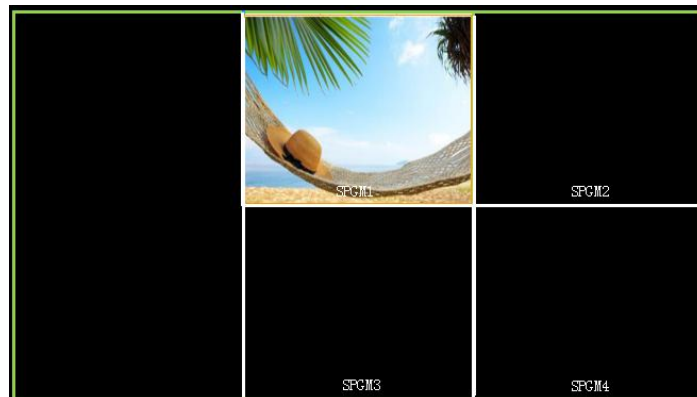
(2) Then, the H Total is 5760, V Total is 2160.

   PGM: PGM Pos X is 0, PGM Pos Y is 0, PGM H Size is 1920, PGM V Size is 1080.

   SPGM 1: SPGM 1 Pos X is 1920, SPGM 1 Pos Y is 0, SPGM 1 H Size is 1920, SPGM 1 V Size is 1080.

   SPGM 2: SPGM 2 Pos X is 3840, SPGM 2 Pos Y is 0, SPGM 2 H Size is 1920, SPGM 2 V Size is 1080.
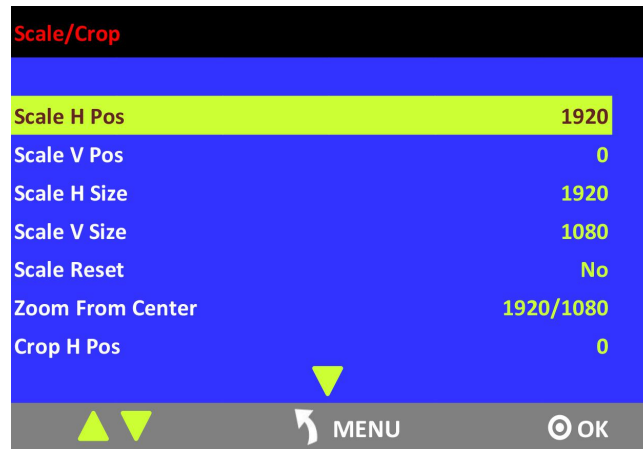
   SPGM 3: SPGM 3 Pos X is 1920, SPGM 3 Pos Y is 1080, SPGM 3 H Size is 1920, SPGM 3 V Size is 1080.

   SPGM 4: SPGM 4 Pos X is 3840, SPGM 4 Pos Y is 1080, SPGM 4 H Size is 1920, SPGM 4 V Size is 1080.

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User can also custom the size and position of each SPGM.

(3) Push the [SIZE] button, and enter to the menu items as follows:

According to the parameters from Step 2, set Scale H Size as 3840, [1920 (SPGM1/3)+1920 (SPGM2/4)=3840], and set Scale V Size as 2160 [1080 (SPGM1/3)+1080 (SPGM2/4)=2160]. The image or video will output to the 4 split screens, as shown in the figure below:

If need to display in full screen, set Scale H Size as 5760, [1920 (PGM)+1920 (SPGM1/3)+1920 (SPGM2/4)=3840], and set Scale V Size as 2160 [1080 (SPGM1/3)+1080 (SPGM2/4)=2160]. The image or video will output to the 4 split screens, as shown in the figure below:

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IIIII Splicing Mode

(1) Select the signal, for example, select signal 5, as shown below:

(2) Then, the H Total is 9600, V Total is 1080.

PGM: PGM Pos X is 0, PGM Pos Y is 0, PGM H Size is 1920, PGM V Size is 1080.

SPGM 1: SPGM 1 Pos X is 1920, SPGM 1 Pos Y is 0, SPGM 1 H Size is 1920, SPGM 1 V Size is 1080.

SPGM 2: SPGM 2 Pos X is 3840, SPGM 2 Pos Y is 0, SPGM 2 H Size is 1920, SPGM 2 V Size is 1080.
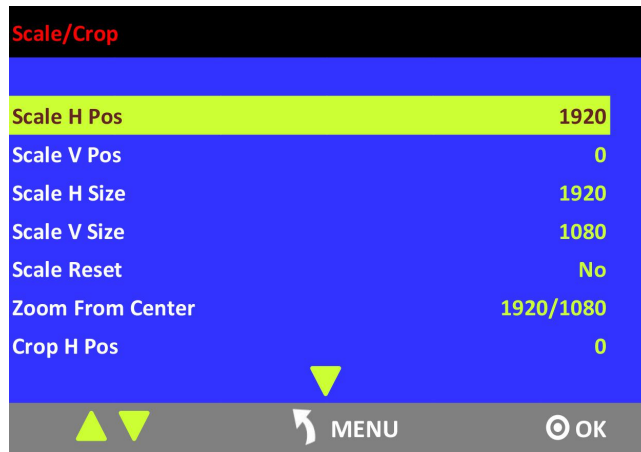
SPGM 3: SPGM 3 Pos X is 5760, SPGM 3 Pos Y is 0, SPGM 3 H Size is 1920, SPGM 3 V Size is 1080.

SPGM 4: SPGM 4 Pos X is 7680, SPGM 4 Pos Y is 0, SPGM 4 H Size is 1920, SPGM 4 V Size is 1080.

User can also custom the size and position of each SPGM.

(3) Push the [SIZE] button, and enter to the menu items as follows:

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Scale/Crop	
Scale H Pos	1920
Scale V Pos	0
Scale H Size	1920
Scale V Size	1080
Scale Reset	No
Zoom From Center	1920/1080
Crop H Pos	0

▲ ▼   ↰ MENU   ⊙ OK

According to the parameters from Step 2, set Scale H Pos as 0 and Scale H Size as 9600, [1920 (PGM)+1920 (SPGM1)+1920 (SPGM2)+1920 (SPGM3)+1920 (SPGM4)=9600], as shown in the figure below:

IIIIII Splicing Mode

(1) Push the [SYSTEM] button, and enter to the menu items, select <4K1K> in <Output> option, and select "ON".

(2) Select the splicing mode <IIIII>.

(3) Select the signal, for example, select signal 5, as shown below:

(4) Then, the H Total is 11520, V Total is 1080.

PGM1: PGM1 Pos X is 0, PGM1 Pos Y is 0, PGM1 H Size is 1920, PGM1 V Size is 1080.

PGM2: PGM2 Pos X is 1920, PGM2 Pos Y is 0, PGM2 H Size is 1920, PGM2 V Size is 1080.

SPGM 1: SPGM 1 Pos X is 3840, SPGM 1 Pos Y is 0, SPGM 1 H Size is 1920, SPGM 1 V Size is 1080.

SPGM 2: SPGM 2 Pos X is 5760, SPGM 2 Pos Y is 0, SPGM 2 H Size is 1920, SPGM 2 V Size is 1080.
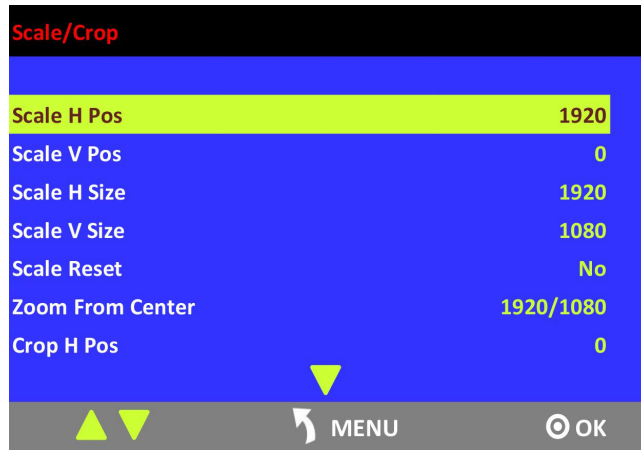
SPGM 3: SPGM 3 Pos X is 7680, SPGM 3 Pos Y is 0, SPGM 3 H Size is 1920, SPGM 3 V Size is 1080.

SPGM 4: SPGM 4 Pos X is 9600, SPGM 4 Pos Y is 0, SPGM 4 H Size is 1920, SPGM 4 V Size is 1080.
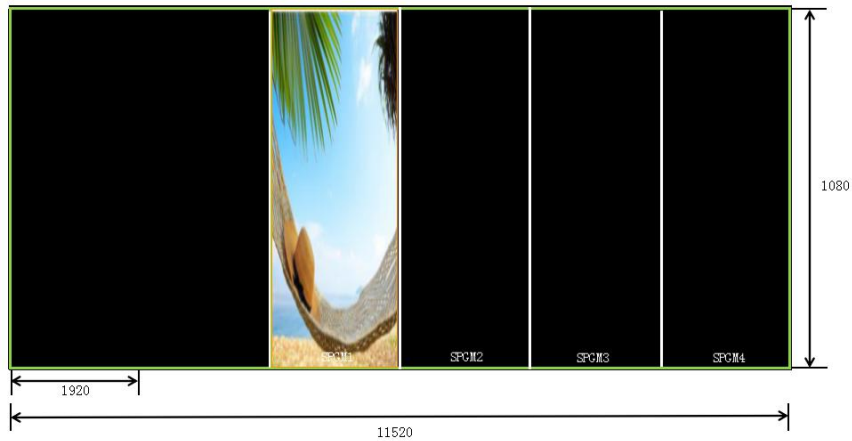
User can also custom the size and position of each SPGM.

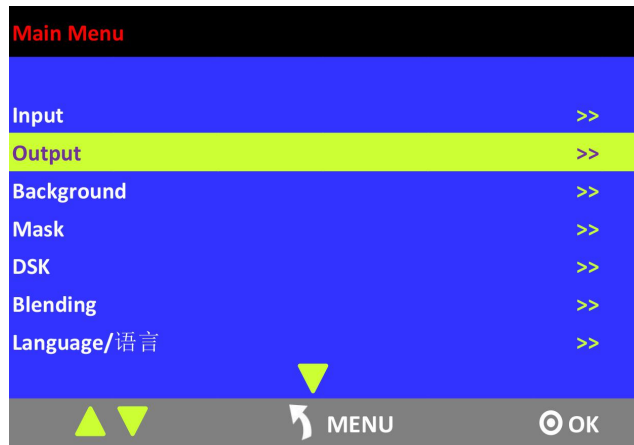(5) Push the [SIZE] button, and enter to the menu items as follows:

According to the parameters from Step 4, set Scale H Pos as 0 and Scale H Size as 11520, [1920
(PGM1)+1920 (PGM2)+1920 (SPGM1)+1920 (SPGM2)+1920 (SPGM3)+1920 (SPGM4)=11520], as shown in
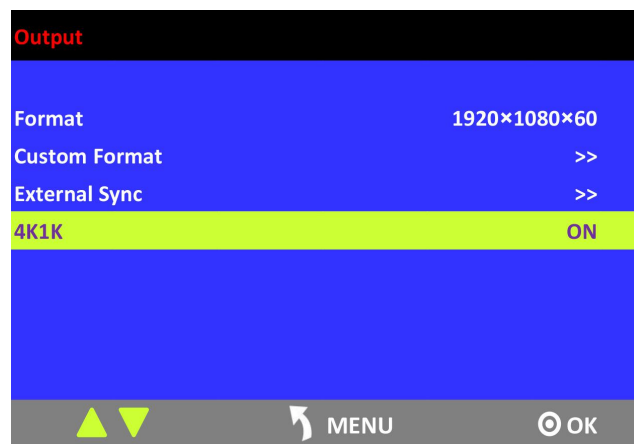the figure below:

4K1K Mode

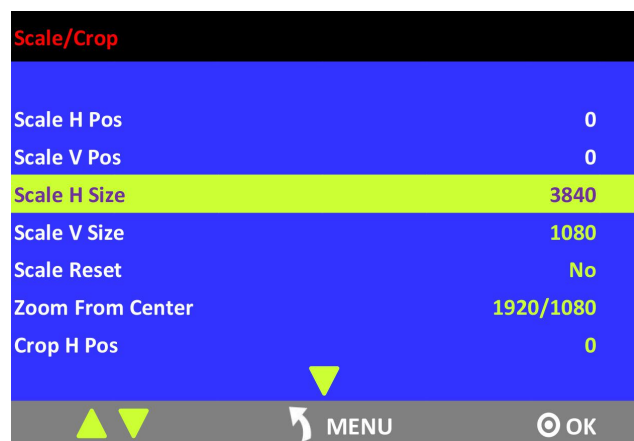1. Push the [SYSTEM] button, and enter to the menu items, turn the rotary knob, and select <Output>.

Main Menu	
Input	>>
Output	**>>**
Background	>>
Mask	>>
DSK	>>
Blending	>>
Language/语言	>>
▼	
▲▼ MENU	⊙ OK

2. Push the knob to confirm. Turn the rotary knob, and select <4K1K>, set "ON":

Output	
Format	1920×1080×60
Custom Format	>>
External Sync	>>
4K1K	**ON**
▲▼ MENU	⊙ OK

3. Push the [CONTROL] button, and select the layer.

4. Push any button in the PST area, and select the signal.

5. Push the [SIZE] button, and set Scale H Size as 3840, then it realizes the 4K1K mode.

| Scale/Crop	
Scale H Pos	0
Scale V Pos	0
Scale H Size	**3840**
Scale V Size	1080
Scale Reset	No
Zoom From Center	1920/1080
Crop H Pos	0
▼	
▲▼ MENU	⊙ OK

If output the dual graphics to the background input, the operation is as follows:

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1. Input the dual graphics signal (HDMI background input).

2. Push the [SYSTEM] button, and enter to the menu items, turn the rotary knob, and select <Output>.
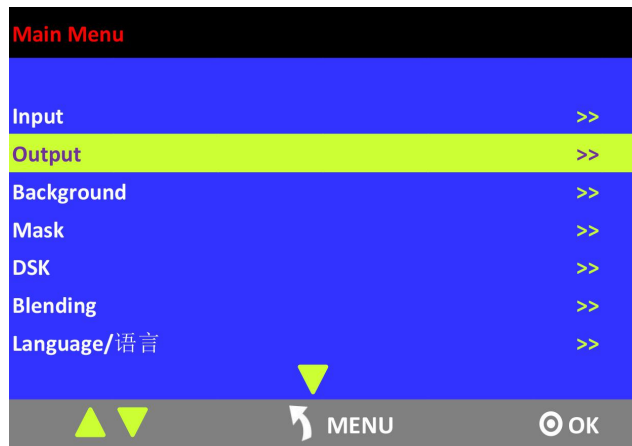
3. Push the knob to confirm. Turn the rotary knob, and select <4K1K>, set "ON":
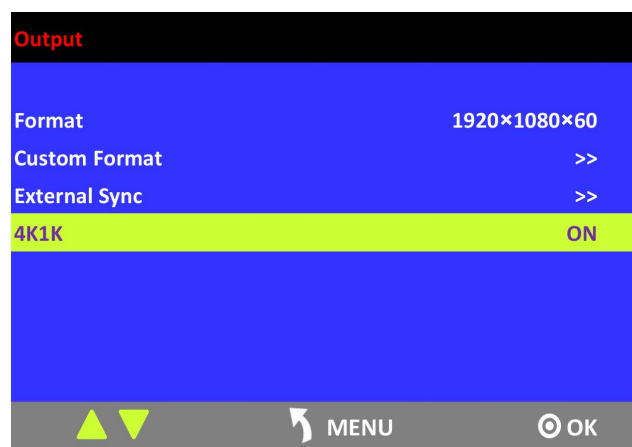
4. Push the [BK] button in the PST area, and select the background signal, then it realizes the 4K1K mode.

Note

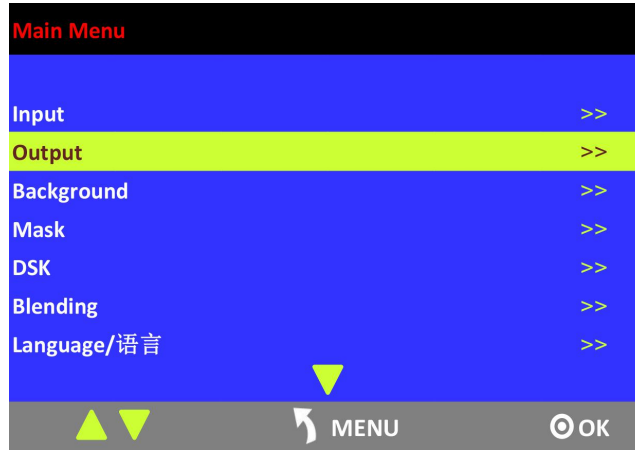The background input resolution much be greater than output resolution.

Switching Mode

1. T-BAR switch: Switch the PST image to program with wipe and fade by T-bar.

2. CUT switch: Seamless switch the PST image to program by pushing [CUT] button.

3. TAKE switch: Switch the PST image to program with wipe and fade by pushing [TAKE] button.

4. TRANSITION DURATION: Transition duration setting, the adjustment range is between 0.1~5S.
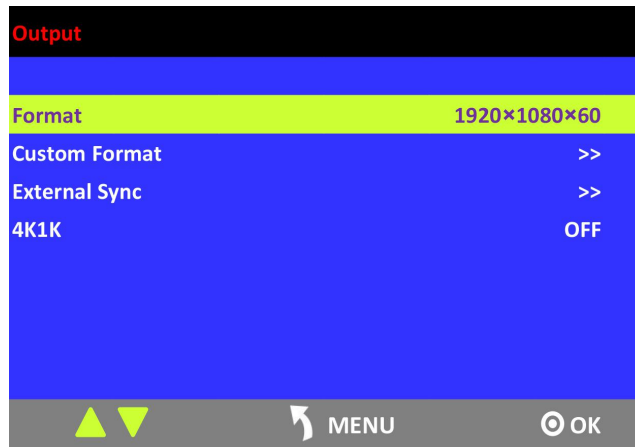
Set the Output Resolution

Select the Output Resolution

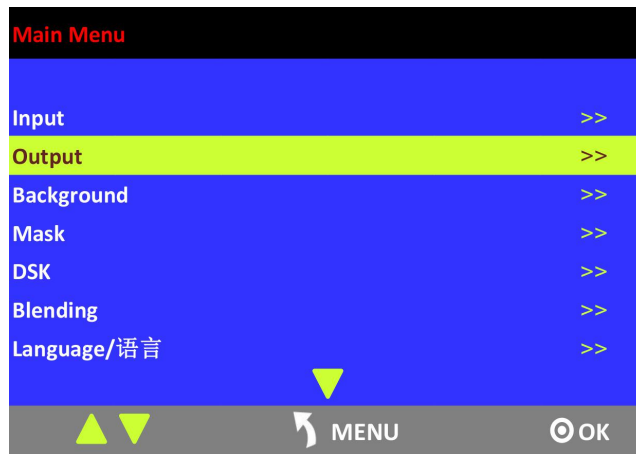1. Push the [SYSTEM] button, and enter to the menu items, turn the rotary knob and select <Output>:

Main Menu	
Input	>>
Output	>>
Background	>>
Mask	>>
DSK	>>
Blending	>>
Language/语言	>>
▼	
▲ ▼ ↰ MENU	⊙ OK

2. Push the rotary knob to confirm, and enter to the menus as below:

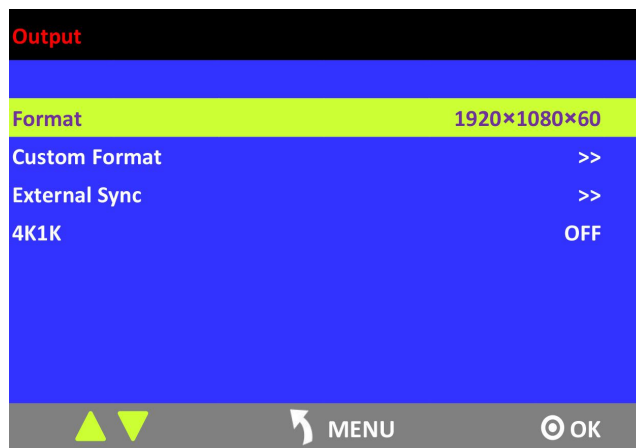| Output	
Format	1920×1080×60
Custom Format	>>
External Sync	>>
4K1K	OFF
▲ ▼ ↰ MENU	⊙ OK

3. <Format> is the default option, push the rotary to confirm. Turn the rotary knob, select the output resolution according to actual need.
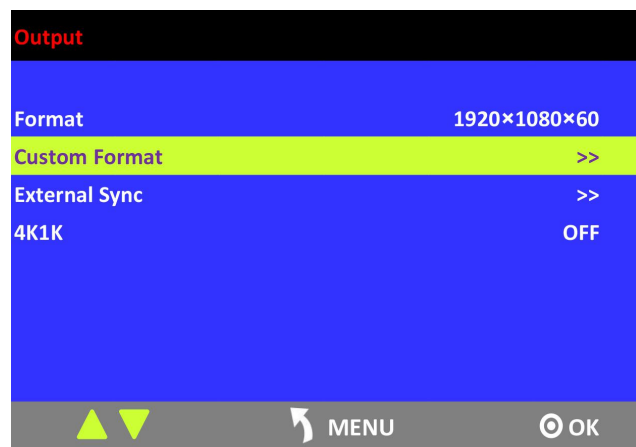
Custom the Output Resolution

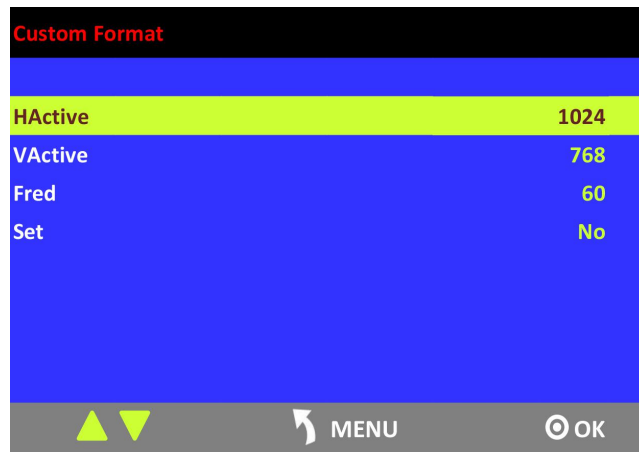1. Push the [SYSTEM] button, and enter to the menu items, turn the rotary knob and select <Output>:

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Main Menu	
Input	>>
Output	>>
Background	>>
Mask	>>
DSK	>>
Blending	>>
Language/语言	>>

▼

▲ ▼   MENU   ⊙ OK

2. Push the rotary knob to confirm, and enter to the menus as below:

Output	
Format	1920×1080×60
Custom Format	>>
External Sync	>>
4K1K	OFF

▲ ▼   MENU   ⊙ OK

3. Turn the rotary knob, and select <Custom Format>, push the rotary knob to confirm.

Output	
Format	1920×1080×60
Custom Format	>>
External Sync	>>
4K1K	OFF

▲ ▼   MENU   ⊙ OK

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Custom Format

HActive	1024
VActive	768
Fred	60
Set	No

▲ ▼   ↰ MENU   ◉ OK

4. Set H Active, V Active and Fred according to actual need, then select <Set> and set "Yes", push the rotary knob to confirm.

Using Black Out

Black out description:

Black signal realizes one-key-touch to a black screen.

M3 provides black effect processing for program output and preview output, with cut black effect. Operation is as below:
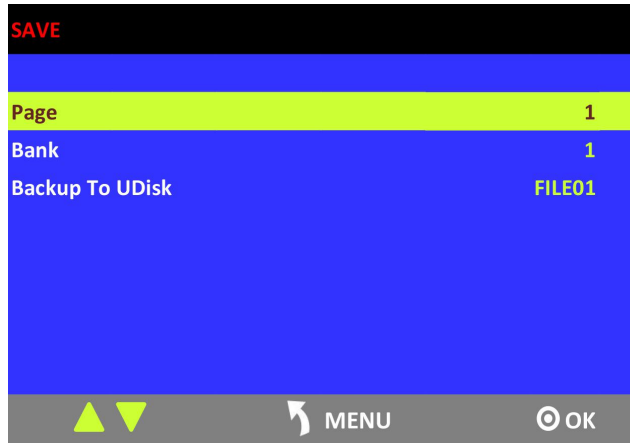
Push the [BLACK] button, the button light is lit, then the program output is cut to black.
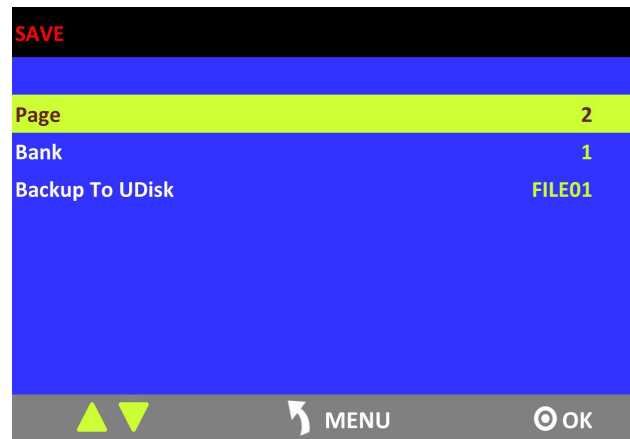
The effect is shown as below:

Saving Views

M3 provides 36 positions for saving or recording parameters. To save current parameters and settings:
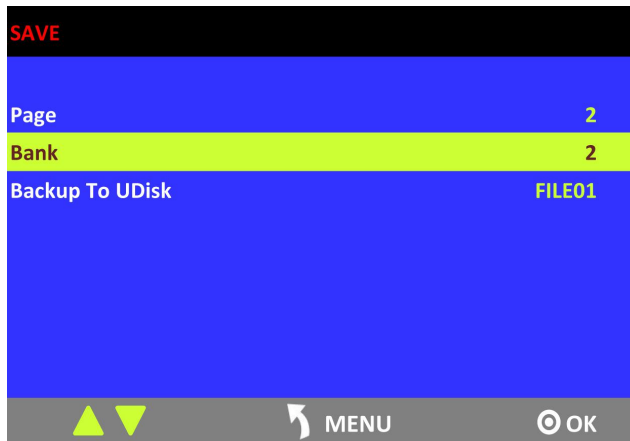
1. Push the [SAVE] button in Stored Presets Area, the button [SAVE] and [PAGE] lights are lit, and some of buttons 1~6 are lit and some are flashing. The button lit can be saved and flash will be overwrite, push the button lit to save.

SAVE	
Page	1
Bank	1
Backup To UDisk	FILE01
▲ ▼　　　　↰ MENU	◎ OK

2. Select PAGE, for example, the button [2] is lit, push the button [2].

SAVE	
Page	2
Bank	1
Backup To UDisk	FILE01
▲ ▼　　　　↰ MENU	◎ OK

3. After set the PAGE, it will jump to Bank option, or example, the button [2] is lit, push the button [2]:

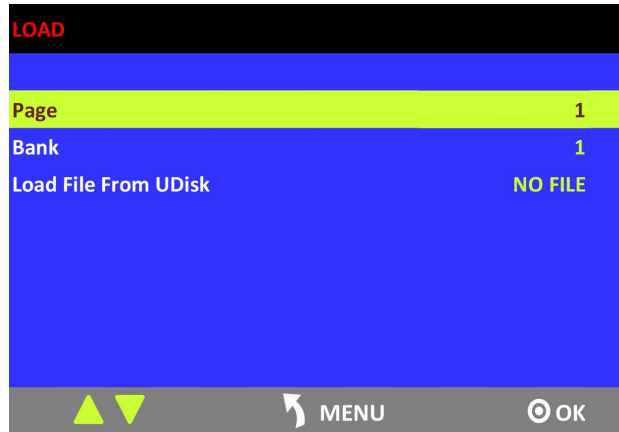| SAVE	
Page	2
Bank	2
Backup To UDisk	FILE01
▲ ▼　　　　↰ MENU	◎ OK

4. Push the [SAVE] button again, the button light is off, and exit the save function.

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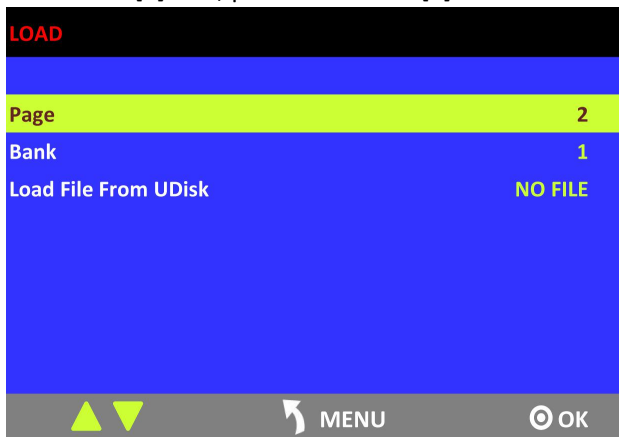Ph: +86 592 5771197 | support@rgblink.com | www.rgblink.com

Recall Saved Settings

M3 provides 36 positions for saving or recording parameters. To recall saved settings:
1. Push the [LOAD] button in Stored Presets Area, the button [LOAD] and [PAGE] lights are lit, and some of buttons 1~6 are lit and some are flashing. The button lit is ready for recall and flash means just recall, push the button lit to recall.

LOAD	
Page	1
Bank	1
Load File From UDisk	NO FILE
▲ ▼	↰ MENU ⊙ OK

2. Select PAGE, for example, the button [2] is lit, push the button [2].

LOAD	
Page	2
Bank	1
Load File From UDisk	NO FILE
▲ ▼	↰ MENU ⊙ OK

3. After set the PAGE, it will jump to Bank option, or example, the button [2] is lit, push the button [2]:

LOAD	
Page	2
Bank	2
Load File From UDisk	NO FILE
▲ ▼	↰ MENU ⊙ OK
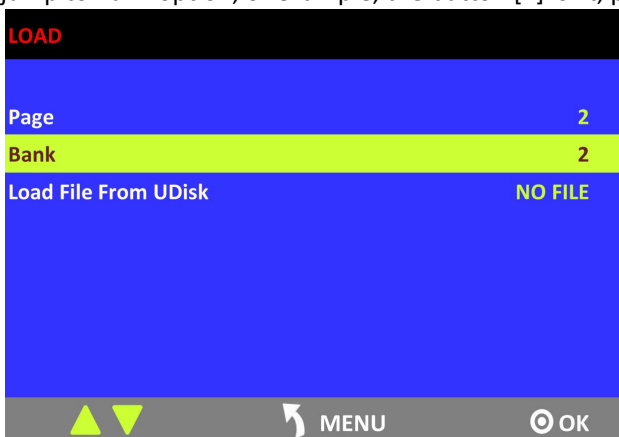
4. Push the [LOAD] button again, the button light is off, and exit the load function.

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Warranty:

All video products are designed and tested to the highest quality standard and backed by full 3 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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