

XPOSE



User Manual

RGBlink

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Chapter 1 Software Overview

Based on the popular XPOSE 1.0, XPOSE 2.0 introduce the following key new features, to make display system creative better.

Features:

1. Flat Design to meet different platform operation better, do not need to pop up with the dialog to active the functions.
2. One log in for multiple production line. No need log in based on different product.
3. Add Topology Diagram as a check platform for different user.
4. Create and Manage different display systems in the same page.
5. Import 3rd party by library to creative the connection;
6. Manage the 3rd party by API;
7. Provide better user interface for customized the operation keyboard.

This user manual is based on XPOSE 2.0.3.53. Users' can find the device list that this version can control in "Setting" after the software is installed.

The operation of control X3/X7/X14 is taken as example to illustrate XPOSE 2.0 in the following text.

Chapter 2 Installing Software

Environment Requirements:

Window

Processor: 1 GHz or above 32 bit or 64 bit processor

Memory: 4 GB or more

Graphics: Support DirectX 9 128M or above (open AERO effect)

Hard disk space: Above 16G (primary partitions, NTFS format)

Monitor: Resolution must be 1920x1080 pixel or above (it can not display normally if the resolution is lower than 1920x1080)

Operating system: Windows 7 or above (full version, not Ghost version or compact version)


CPU:i5 and above

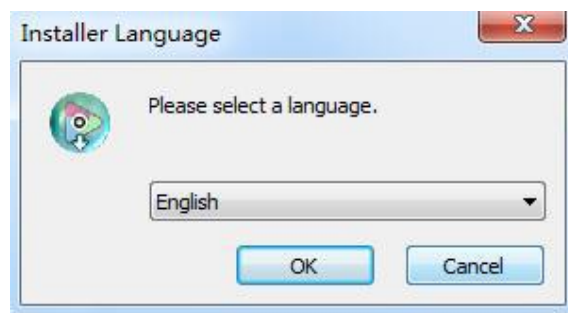
Mac

Monitor: Resolution must be 1680x1050 pixel or above (it can not display normally if the resolution is lower than 1680x1050)

CPU:i5 and above



Double click , it will pop-up the installer language box, select the language, for example, select “English”, and click “OK” to confirm.

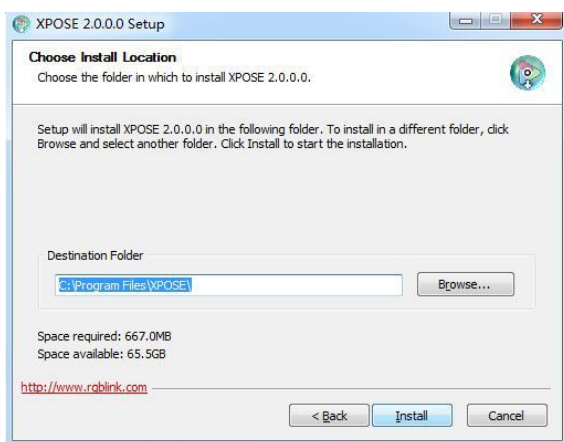


Click “Next” to install:

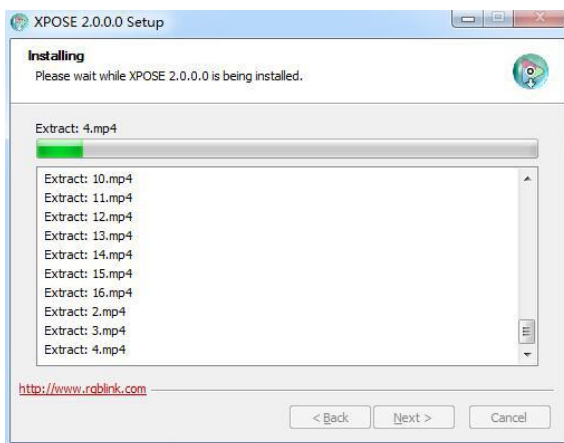


Click

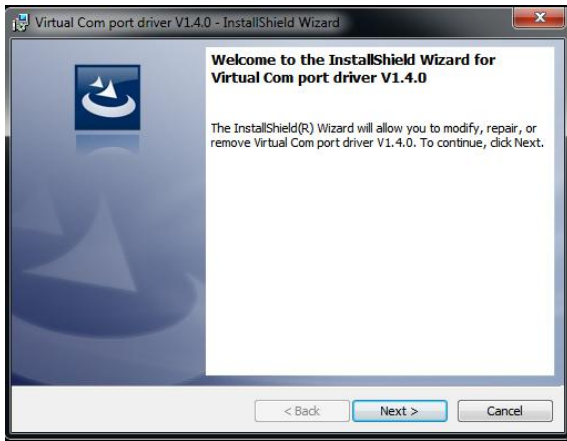
Click "Browse..." to select the XPOSE software install location:



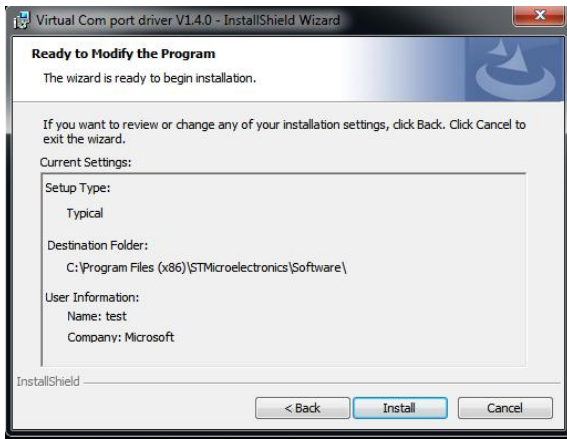
Click "Install":



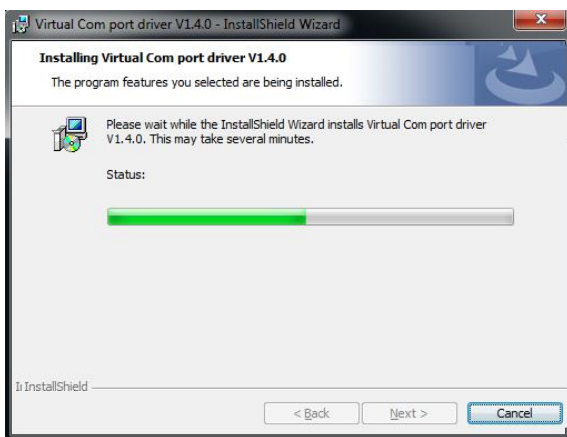
During installation, it will pop up the window of Install Shield Wizard for Virtual Com port:



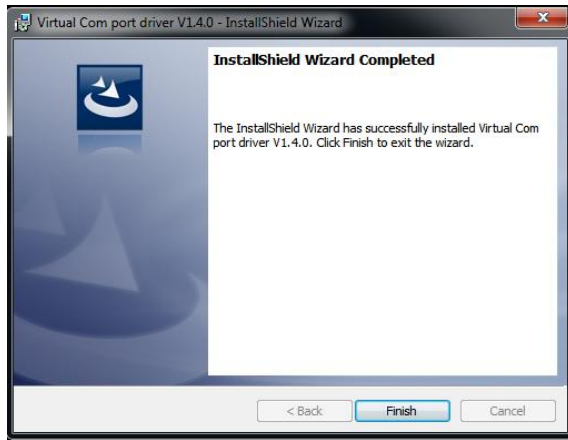
If user install the XPOSE software for the first time, click “Next



Then click “Install”, as shown in the figure below:



Click “Finish” and complete the installation, as shown in the figure below:



Click “Finish” and is ready to run the XPOSE :

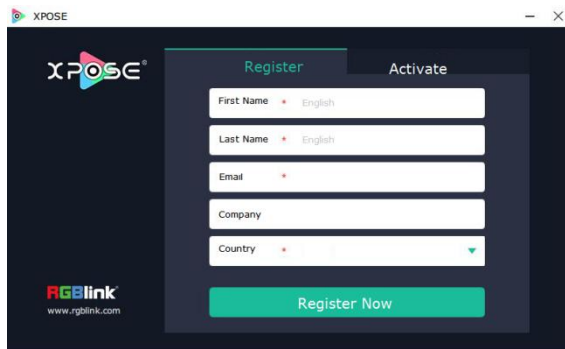


Chapter 3 Operate Software

Login XPOSE 2.0



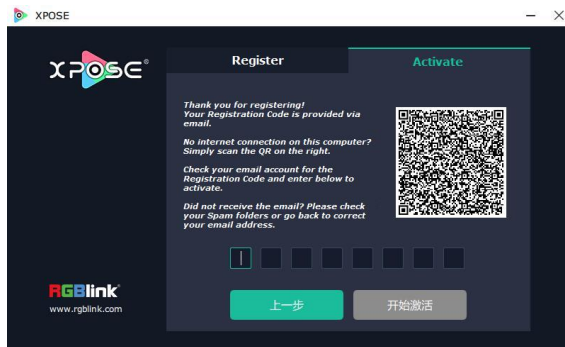
Double click this icon and enter the log on interface as follow



The initial language of XPOSE 2.0 is self adjusted based on the operation system language of the computer. **Click Register** and fill in the blank with first name, last name, email, company and country and then click **Register Now**.

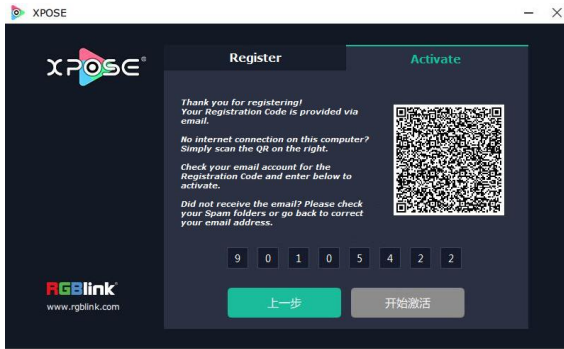
Please note that the email shall be invalid and complete otherwise Registration&Activation code cannot be received.

Click **Activate** and scan the QR code

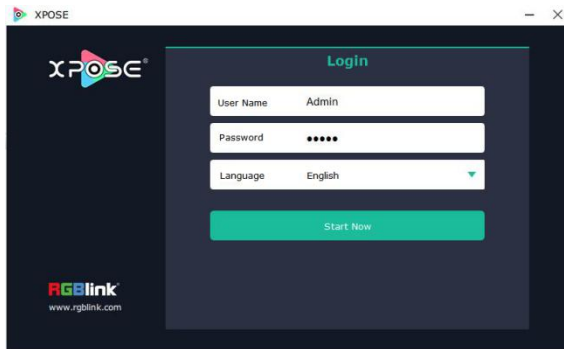


an email from **RGBlink Registrations** will be sent to the **Register** email address.

Type in the activate code and confirm



then enter the login interface.

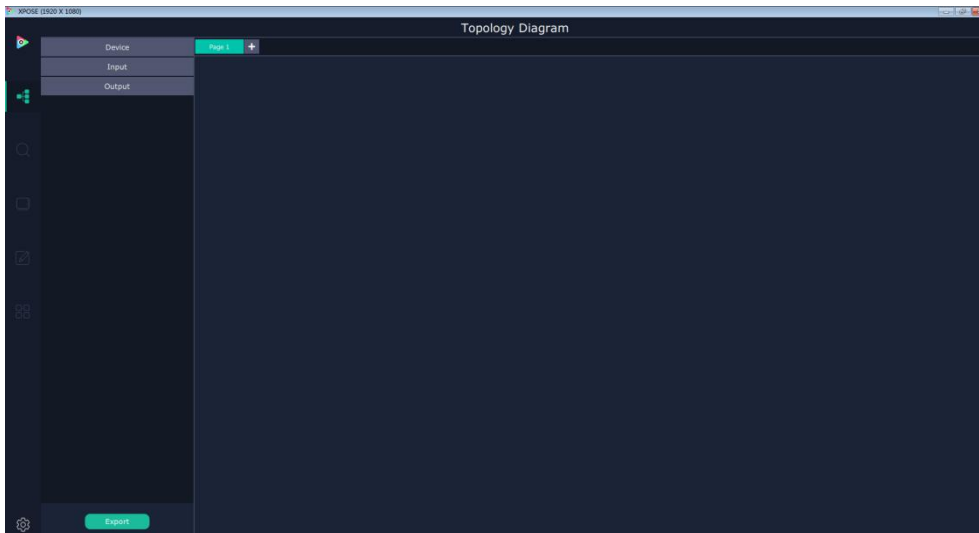


Keep the user name as "Admin" and password blank and then click **Start Now**.



If exact Name and Password are needed, users can set up them in Authorization Setting under System Setting.


After login, users can find the management including: Topology Diagram, Search, Display System, Layer Management, Preset Management, Keyboard Settings. The details of each hierarchy will be described hereafter.

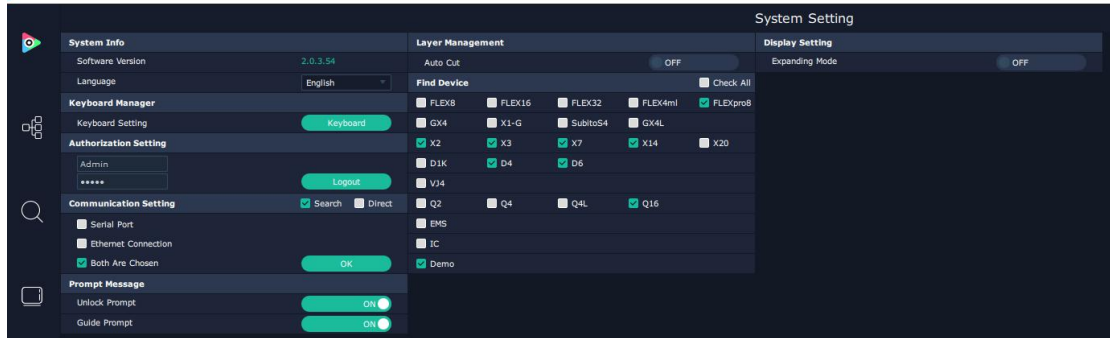


In the following text, we are going to take XPOSE2.0 control X3/X7/X14 as example to illustrate how to use XPOSE 2.0.

Choose Devices



1. Click the icon  in the left bottom corner to open up System Setting interface. Tick the devices in Find Devices that need to be controlled.

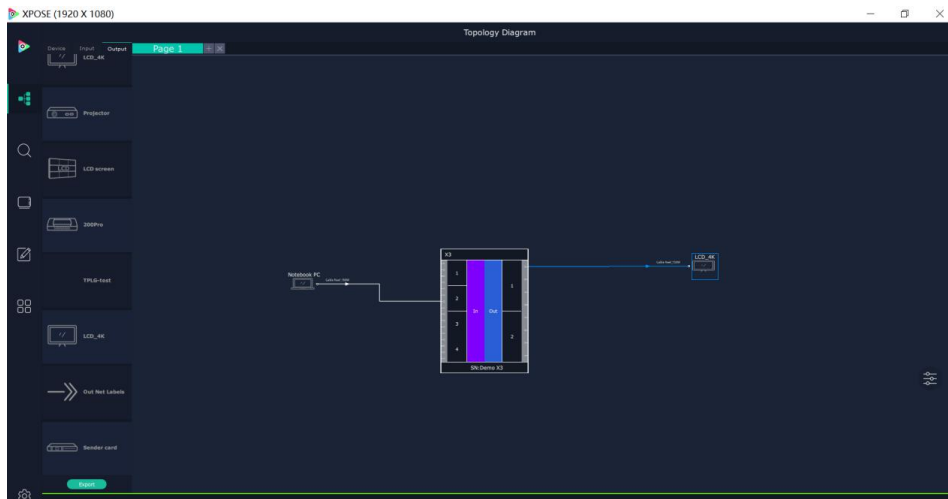


Topology Diagram

- Topology Diagram of XPOSE2.0 offers convenience for customers to draw without additional cost.
- With the function of drawing and device list export, it provides a visual communication channel from pre-sale to after-sale and effectively improves the communication efficiency.
- In the complex product matching system, users can quickly understand the product matching system.
-

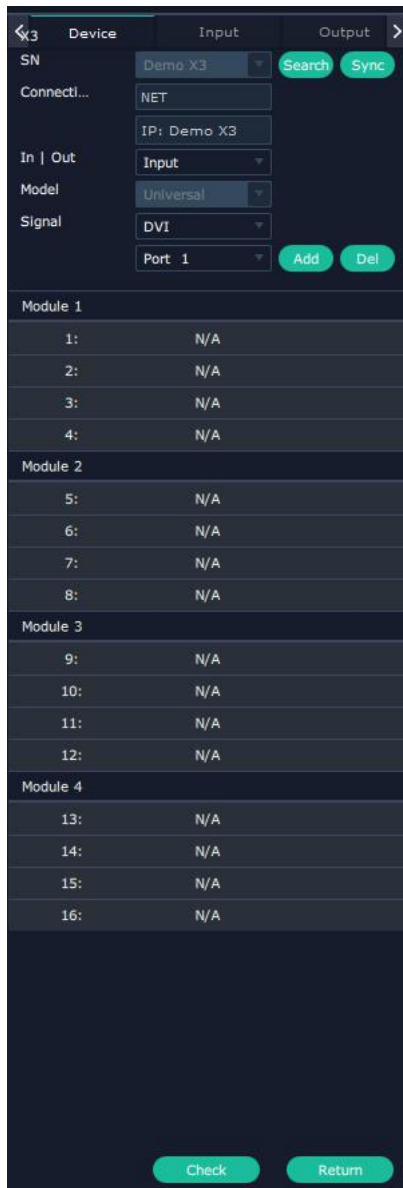
XPOSE 2.0 (version on or above 2.0.3.53) offers the feature of topology diagram which allow users to make planing topology diagram or actual project connection. XPOSE will check the topology according to the actual input and output modules combination if there is actual device connected.

1. Drag device, input source device and output device from the list on the left based on the field application. For example, drag a X3 from Device, Laptop from Input and LCD from Output list as follows:



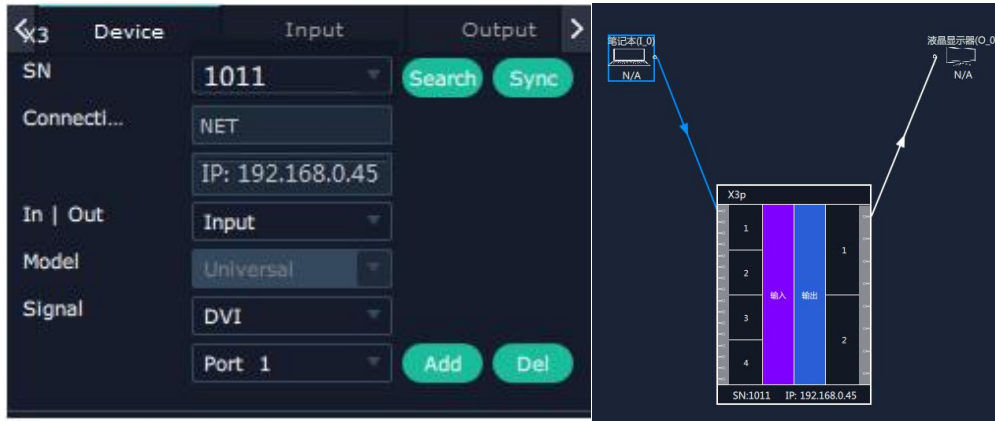


2. Click the icon at the right bottom corner and open the setting interface as following:

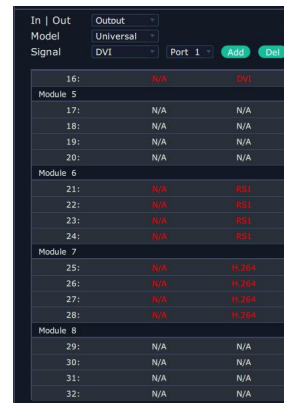
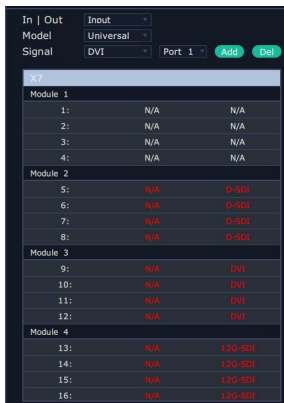


3. Click “Search” behind SN, after Sync, there are serial numbers of devices linked in the same network and demo available. If there is no real devices, choose demo. Under the “demo” Input our output modules are not limited.

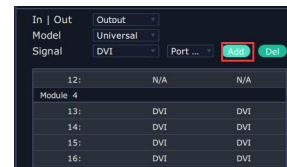
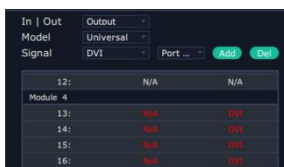
After the the device is chosen, its SN and IP is shown in the interface.



After Sync, XPOSE will show the actual input and output modules installed in the list below.



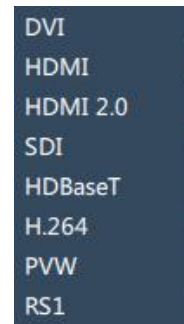
4. Add signal type according to the field application . On the above IN /OUT list, the second column is signal type and the third column is actual port types installed. Choose the signal type according to port. For example, output module 4 is a DVI module, all ports are DVI. Add DVI signal to this module.



If 4 signal type on the one module is the same as the actual modules installed, choose Model Universal, in drop down list there are signal type according to all modules this device supported.

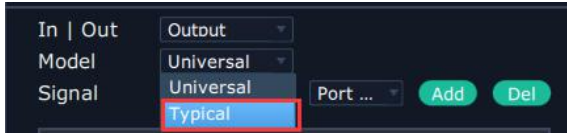


Input module

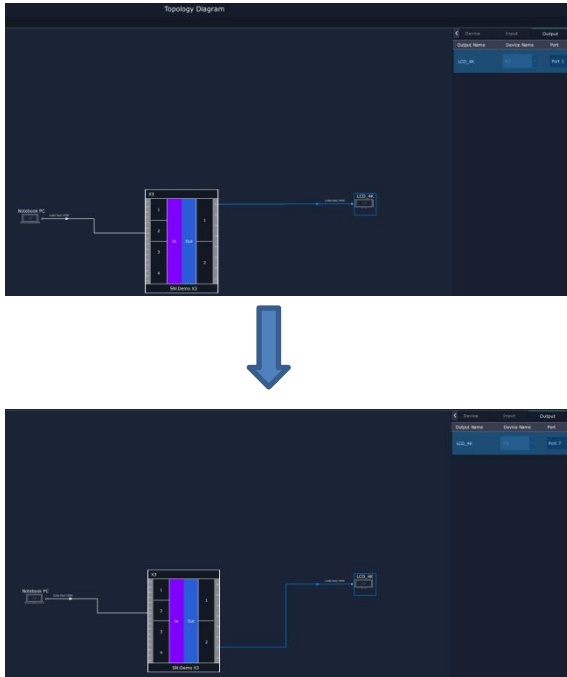


Output module

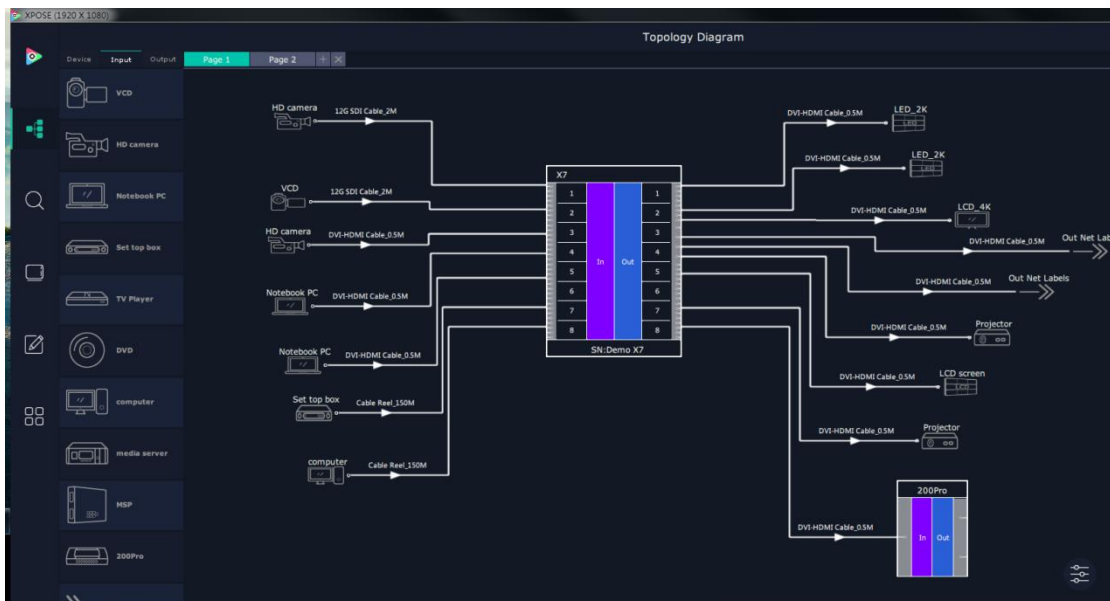
If each signal is different choose Model as Typical, user can add signal port by port.



5. Input and Output allows users to change the port index for input source and output display based on . For example, change the output port to LCD from laptop form Port 1 to Port 7.

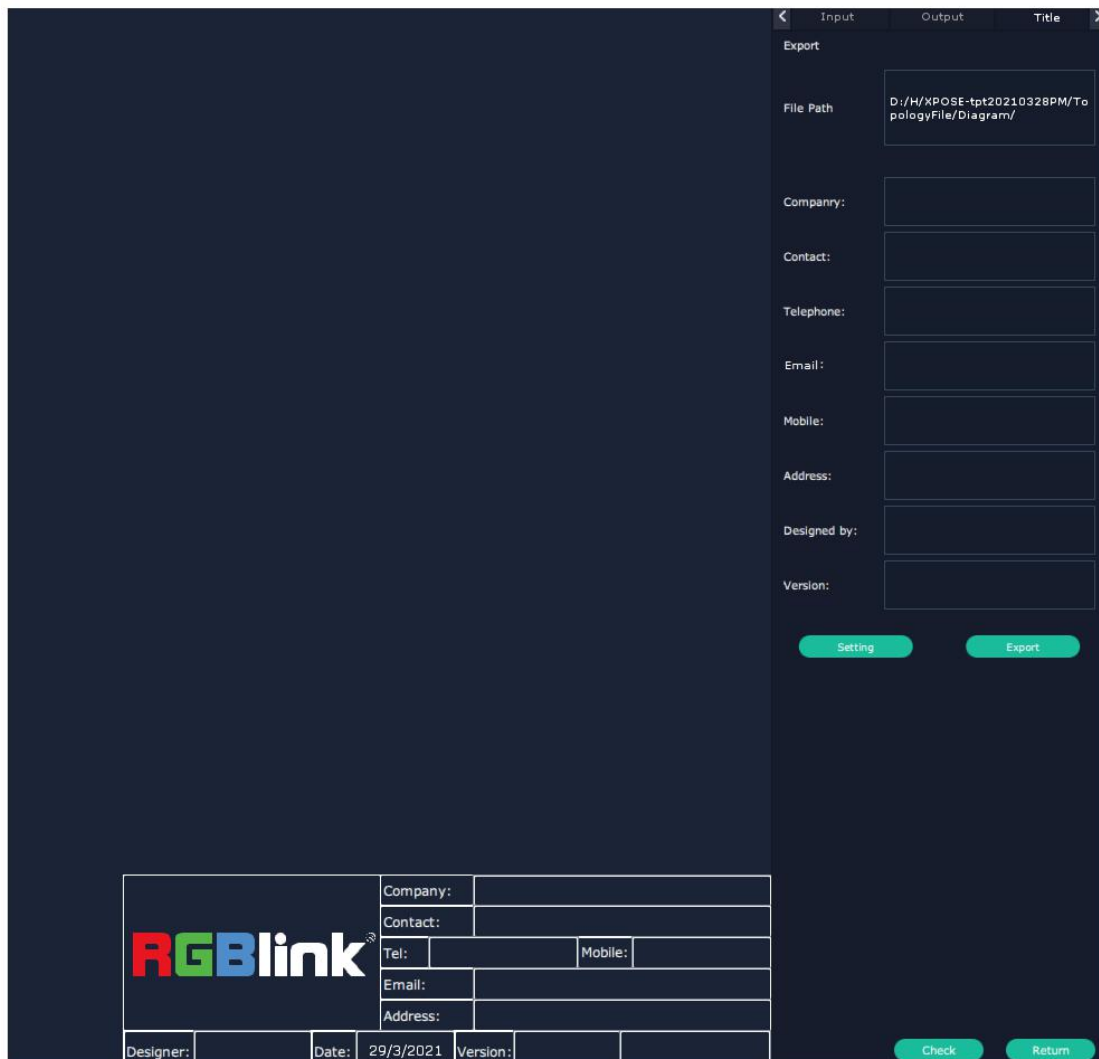


6. After modules are added, more Input and Output devices could be added based on real connection if needed. Cable types can be displayed on the diagram.



7. Export project topology diagram and device list.

1) Fill in Company name, Contact, telephone, Email, Mobile, Address, designer, Version and click setting.



2) Export: check the exported files according to the file path.

3) Copy the file path and open it in search bar of your computer to open the folder.



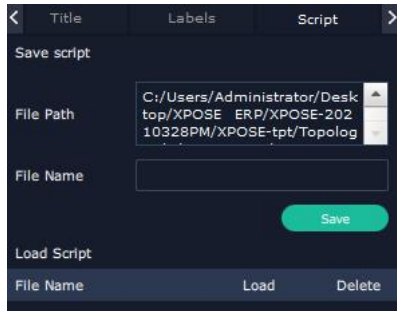
In the folder there are device list in XLS and topology diagram in BMP.




8. Topology could be save as script to local hard drive.

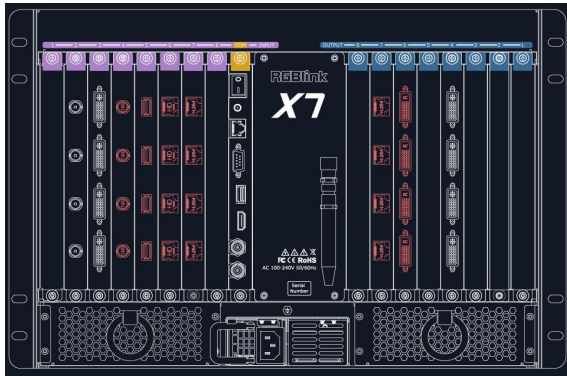
File path is fixed XPOSE2/TopologyFile/Scripts_Dev/

File name can be custom.



Load the script and check the topology, XPOSE will jump to next step Input and Output Setting.

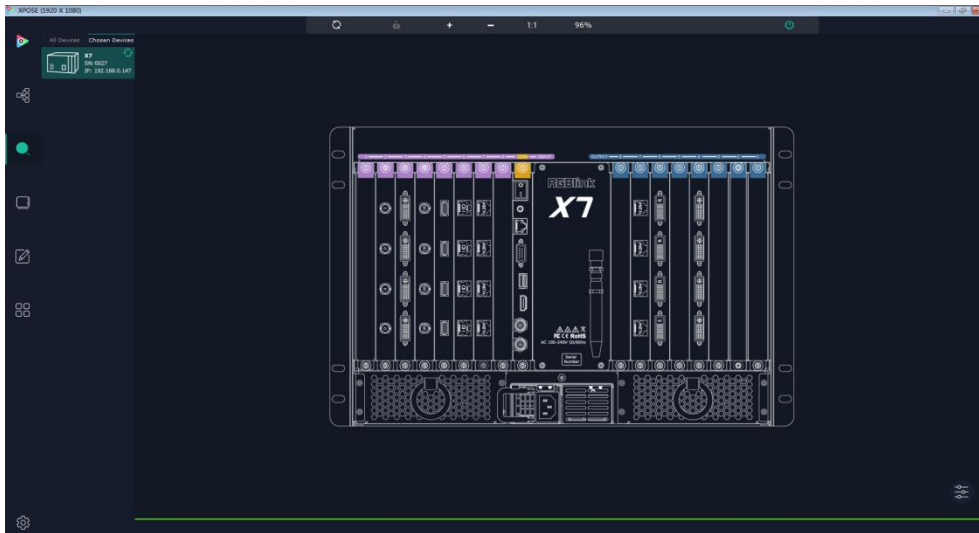
9. Click Check  at the bottom, the interface will jump to the back panel picture showing the current input and output modules installed on the chosen device. If the signal type matches the modules , it is indicated in white, otherwise in red.





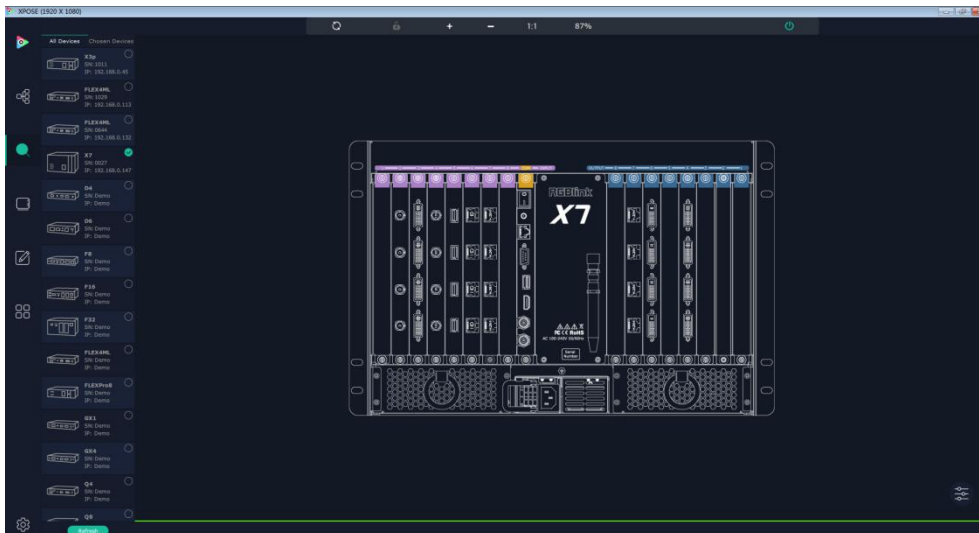
Input and Output Setting


Connect the Device

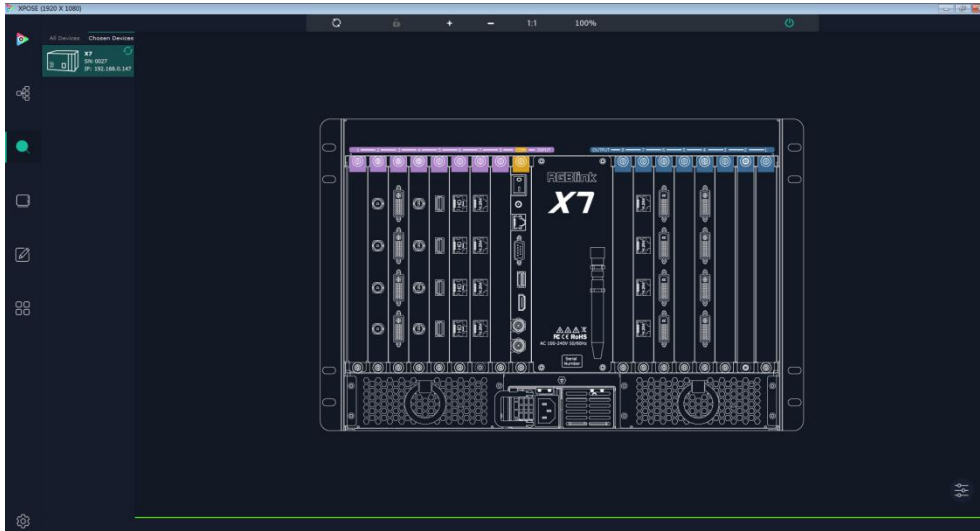
After Topology Diagram is Checked to match the actual modules installed, XPOSE will enter the interface below and allow users move to next step-the exact setting on each input and output module.






Users can also click icon  and click refresh  to check all available devices in the network.




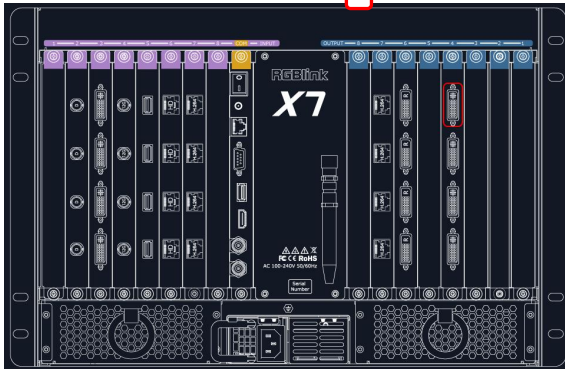
Click  to choose the device and in Chosen Device click the device to obtain the control of this device.



  purple tip indicates input modules, blue  output modules.

Output Setting

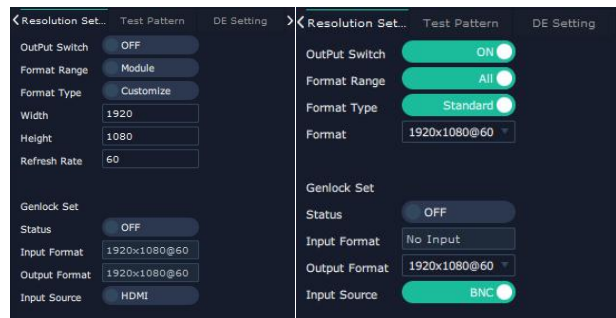
Click any output port , the module where the port locates is selected. Users can do settings to the modules now. A red rectangle  flashes around the port when it is chosen.



Different output modules port could have different output setting items subject to their features but generally there on Out end, there are such output settings items as: Resolution Setting, Test Pattern, DE Setting, OSD Setting. Some special modules such as H.264, PVW could have H.264 setting. Here are figure listing the modules and its. output setting items supported.

	DVI	HDMI 1.3	HDBaseT	Rotation(RS1)	SDI	H.264	HDMI 2.0
Resolution Setting	✓	✓	✓		✓		✓
Test Pattern	✓	✓	✓	✓	✓		✓
DE Setting	✓	✓		✓			
OSD	✓	✓	✓		✓		
H.264 Setting						✓	

Resolution Setting



Output Switch: Slide to On or OFF

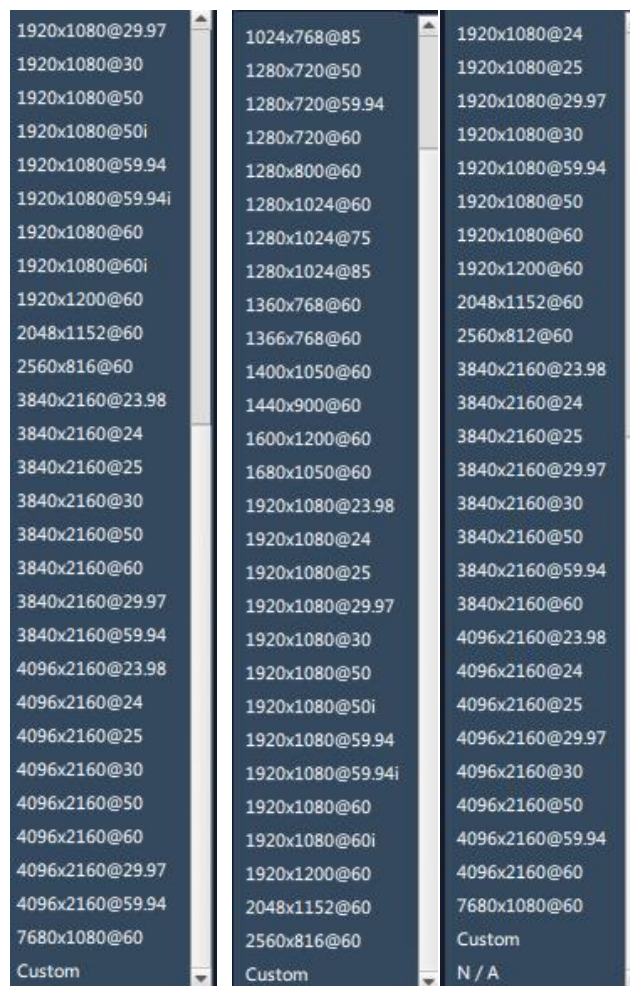
Format Range: select ALL or Module. All means this setting is applied to all output ports, Module means this setting is only valid on this module.

Format Type: Standard / Customize

Choose Customize, width, Height, Refresh Rate have to be put in by users manually.

Format: when format type is Standard, there are standard format list to choose.

Format for ALL and Format for modules is subject to the device. Take X3/X7/X14 devices as example. Format list figure for ALL, 2K module and 4K module as following:



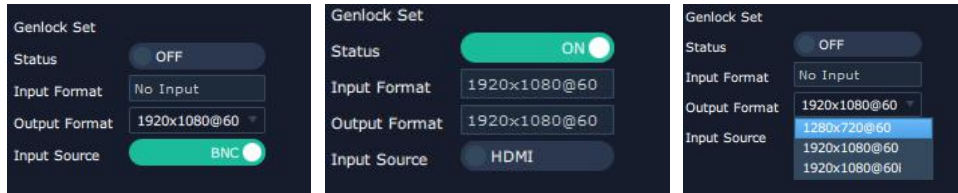
Genlock Set

Status: On or OFF

Input Format:there is Genlock signal is input, the format will be shown.

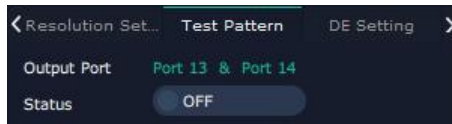
Output format:customize or subject to input source HDMI or BNC.

If input source is HDMI output source usually only 1920×1080@60, if the input source is BNC, there is a list for output format .

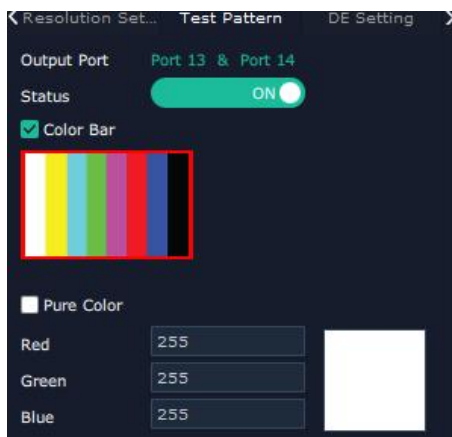


Test Pattern

slide ON/OFF the Status. After slide ON the test pattern, users can choose Color Bar or Pure Color as test Pattern.



OFF



ON

DE Setting

Output Port: choose current port or Port All

HDMI Output Type: DVI or HDMI

Color Range: Image or Video

Bits: 8 bits for DV, 8bits/10bits/12bits for HDMI

Brightness: 0-128

DE Switch: ON or OFF

Switch ON DE to set X,Y,Width,Height,Line Polarity

X: horizontal position

Y: vertical position

Width: horizontal size

Height: vertical size

Line Polarity: Pos or Neg (Positive or Negative)

Scene Polarity: Pos or Neg(Positive or Negative)



OSD Setting

Output port: the current port

Status: ON or OFF

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

Pixel alignment: Left, Right, Center to Horizontal,Vertical Center Right, Align Bottom Right, Align left bottom, Vertical center left, Vertical center, Horizontal center bottom

Font Transparent,

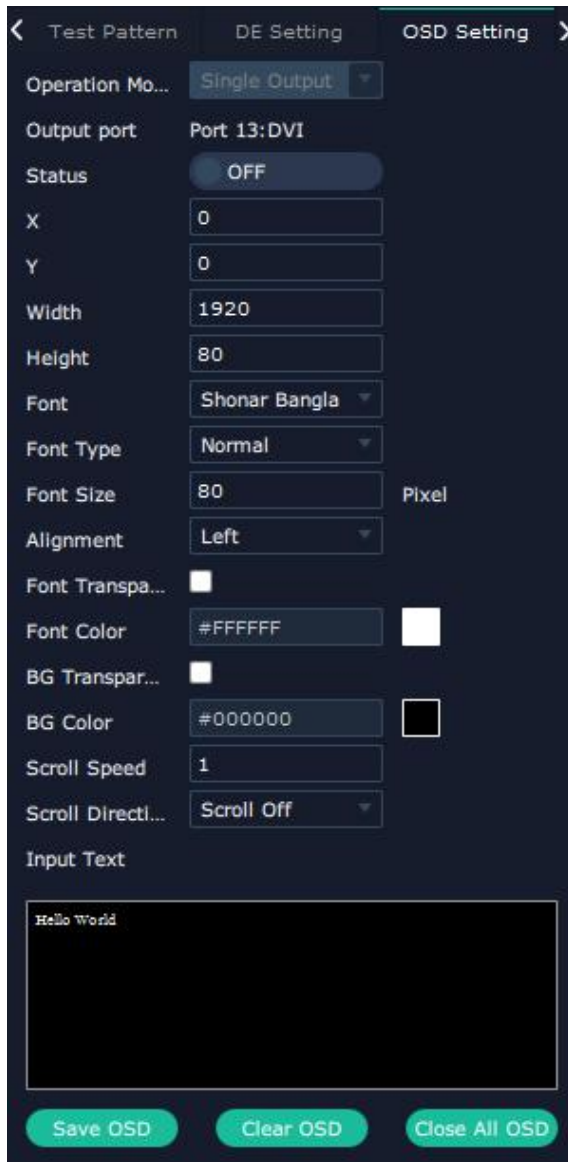
Background Transparent

Scroll Speed: 0-16


Scroll Direction: Scroll Off, Scroll Left, Scroll Right

Input Text:The exact content of the text.

After setting, users choose Save OSD,Clear OSD(if the setting is not desired) or Close All OSD



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. Different input modules port could have different input setting items subject to their features but generally on In end, there are such input settings items as: Property Setting, DSK Setting, EDID Setting, Logo Setting, Source Merge. Some special modules such as H.264, 12G SDI, 4K@60 digital modules could have H.264 setting, 12G SDI setting, 4K setting. Here are figure listing the modules and its. output setting items supported.

	DVI	HDMI	4K@60HZ	12G SDI	3G SDI	USB	H.264	HDBaseT
Property	√	√	√	Mode	√	√		Reserved
DSK Setting	√	√			√			
EDID	√	√	√					
Logo	√	√			√			
Source Merge	√	√			√			
4KSetting			√					
USB Setting						√		
H.264 Setting							√	

Property Setting

Input Port: Current port

Scale

X/Y: Vertical and horizontal position

Width/Height: Vertical and horizontal size

Crop:

Left:crop left

Top:crop top

Width:horizontal size after crop

Height:vertical size after crop

Display mode: Live or Freeze

Picture Adjustment

Mirror: ON or OFF

Alpha: transparency adjustment, range from 0~128.

Mini Delay mode:On or Off. Select this mode on the output and input pixel ratio is 1:1.Under this mode, the image is under the best state.

Saturation: slide to adjust

Hue: slide to adjust

Color Temperature

Red: Slide to adjust

Green: Slide to adjust

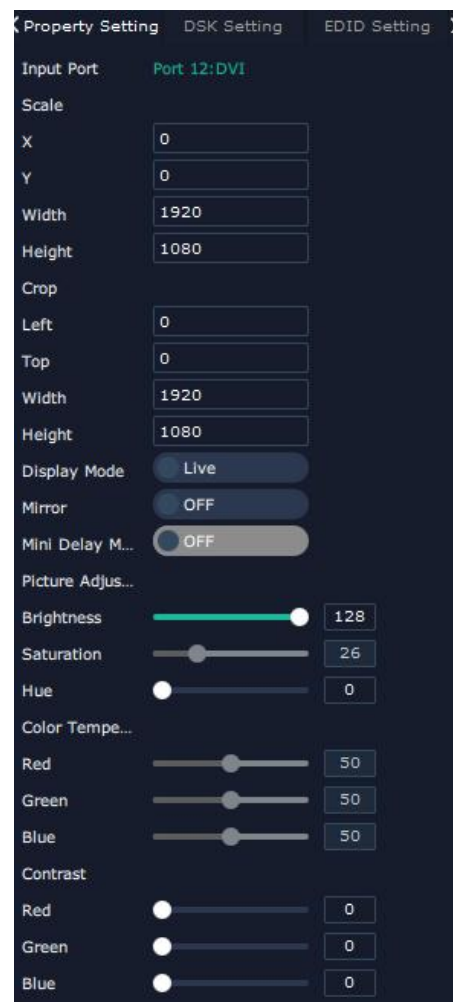
Blue: Slide to adjust

Contrast

Red: Slide to adjust

Green: Slide to adjust

Blue: Slide to adjust



DSK Setting

Input Port:Current Port

Preset: Customize,White on Black 1,White on Black 2,Black on White 1,Black on White 2,Green on Black 1,Green on Black 2,Green on White 1,Green on White 2,Red on Black 1,Red on Black 2,Red on White 1,Red on White 2

DSK Setting switch: On or Off

Operation Mode: 0 or 1,automatically show according to user's Preset choice

Transparent: 0-255,automatically show according to user's Preset choice

Red,Green,Blue Max: 0-255,automatically show according to user's Preset choice

Red, Green Min: 0-255,automatically show according to user's Preset choice

The screenshot shows a dark-themed settings menu for EDID configuration. The 'Input Port' is set to 'Port4:DVI'. The 'Preset' dropdown menu is currently set to 'Customize'. The 'DSK Setting' is a toggle switch currently turned 'OFF'. Below these are several input fields: 'Operation mode', 'Transparent', 'Red Max', 'Green Max', 'Blue Max', 'Red Min', and 'Green Min', all of which are currently empty.

EDID Setting

Input Port: Current Port and type

Customized EDID

EDID Template : RGB-DVI and RGB-HDMI to choose

White Height Frequency: automatically show current port.

Read Control

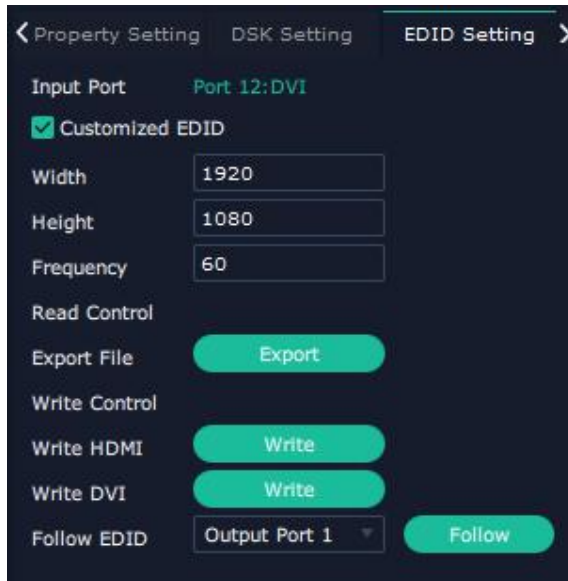
Export File: Export to local computer and store to XPOSE 2.0 File.

Write Control

Write HDMI

Write DVI

Follow EDID :Output 1



Logo

Input Port: Current Port

Select **Logo capture** or **Set Logo**

Logo Capture

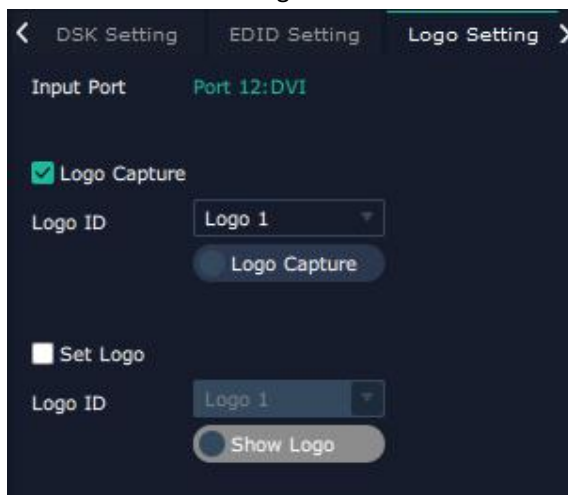
Logo ID: select from Logo1-Logo10

Slide to enable Logo capture

Set Logo

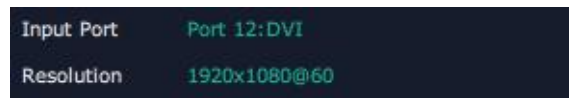
Logo ID: select from Logo1-Logo 10

Slide to enable Show Logo



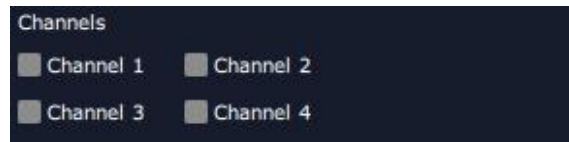
Source Merge

Source merge is used to merge input source from same one input module to make one layer able to display up to 4 pictures.

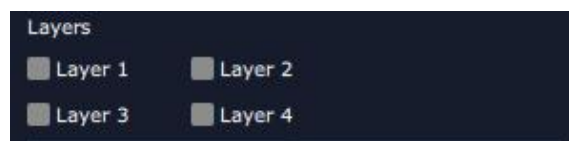


Input Port:Current input port

Resolution: resolution of current input source



1. Select the channel which is going to bear the merged source layer.



2. Select how many layers (4 at most) to be merged



3. Select which merge patterns to use



4. select each layer and switch source from 1 to 4 or do Scale or Crop on the selected layer.

USB Setting

Input Port Current USB port

Select **Video** or **Image**

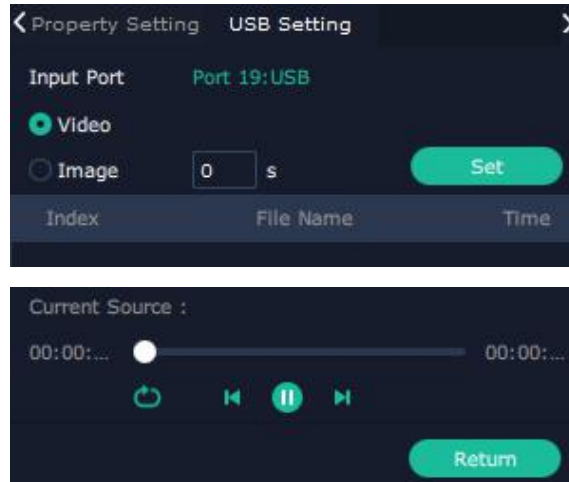
Choose Video, will list down the media files in video format by index.

Set play loop by , switch to previous , next  and stop  playing

Choose Image, will list down the media files in graphic format by index.

Set playing time from 0 to 255S.

Note: the time setting is only enable when User select Image.



4K Setting

Input Module: current module position

Operation mode: 4K×2K, 4K×1K, 2K×1K, PIP

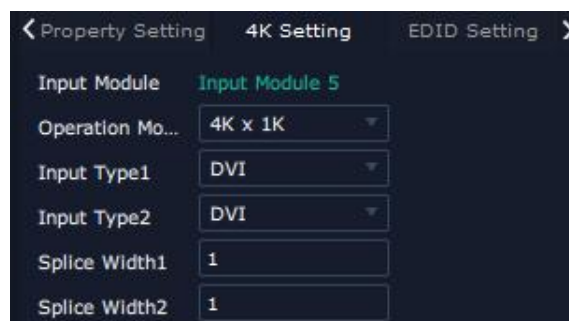
Input Type: DVI, HDMI, DP



4K×2K

Splice Height 1: no more than 2160

4K×1K



Splice Width 1& Splice Width 2: no more than 10000

2K x 1K



Input type 1&Input type 2: select from DVI, HDMI and DP

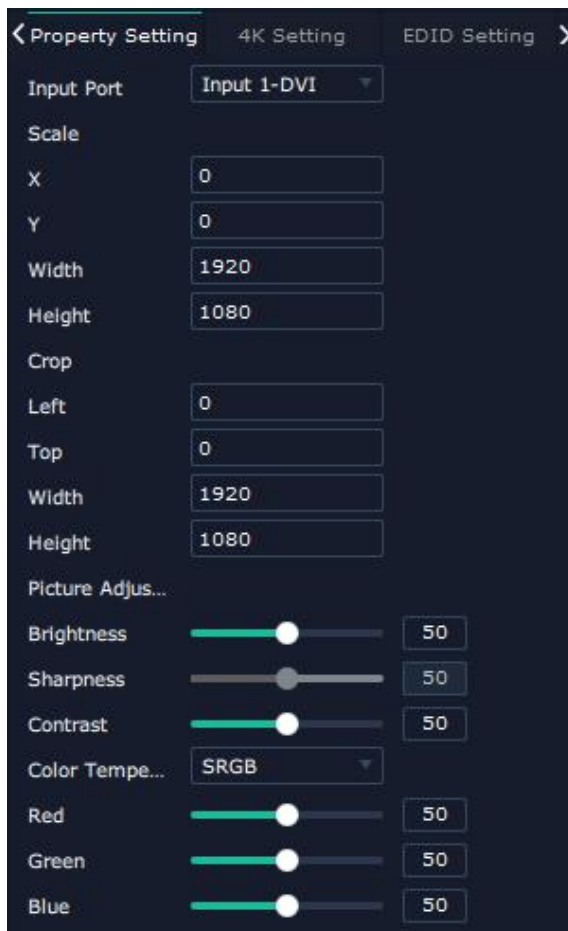
PIP



Select Main and Subsidiary picture from DVI,HDMI,DP .

Property and EDID of 4K module is different from 2K module.

Property setting of 4K module



EDID setting of 4K module

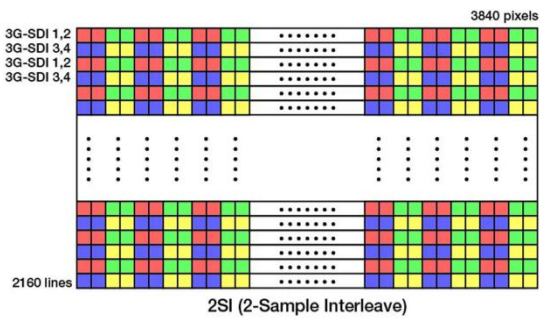
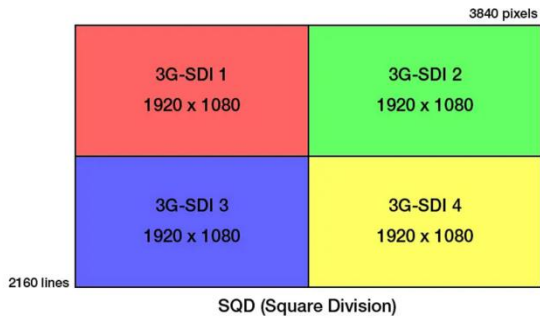


Property of 12G SDI

12G SDI is selected, two mode SQD and 2SI of 12G SDI is available.



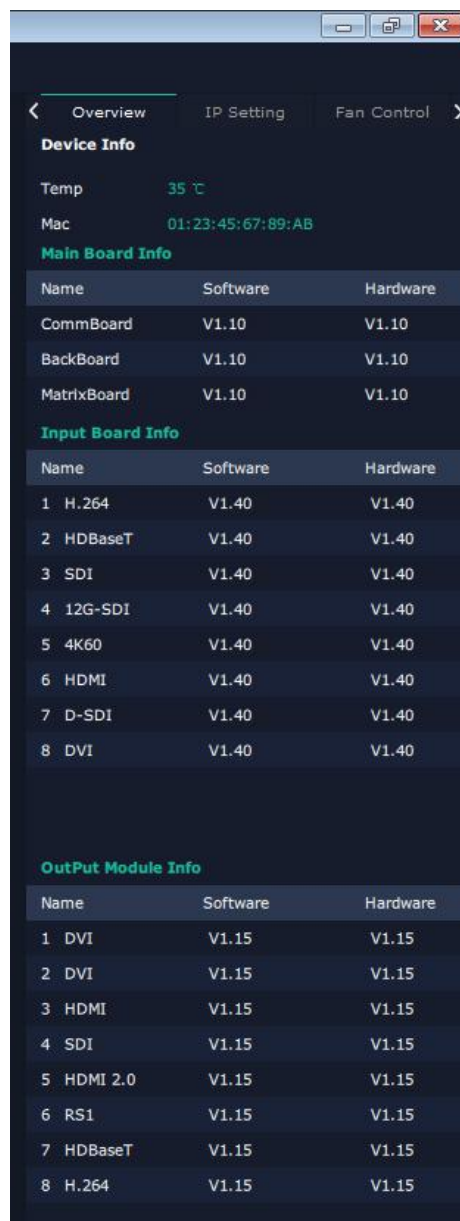
SQD: Square Division, a 12G-SDI method, by dividing a full 4K/UHD image into four 3G SDI images.
 2SI-Two Sample Interleave: sending two consecutive pixels to one of the four sub-image at a time.



Device Overview

Click Return Return, there are overview, IP setting,,Fan Control,Power ON,Factory Setting,

Overview: show Device Info, board info in each slot.



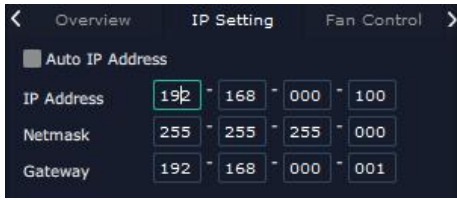
The screenshot shows a dark-themed application window with a title bar containing minimize, maximize, and close buttons. The main content area has a navigation bar with three tabs: 'Overview' (selected), 'IP Setting', and 'Fan Control'. Below the navigation bar, the 'Device Info' section displays 'Temp' at 35 °C and 'Mac' as 01:23:45:67:89:AB. The 'Main Board Info' section is a table with three columns: Name, Software, and Hardware. The 'Input Board Info' section is a table with three columns: Name, Software, and Hardware. The 'OutPut Module Info' section is a table with three columns: Name, Software, and Hardware.

Main Board Info		
Name	Software	Hardware
CommBoard	V1.10	V1.10
BackBoard	V1.10	V1.10
MatrixBoard	V1.10	V1.10

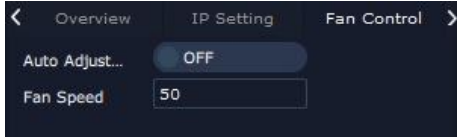
Input Board Info		
Name	Software	Hardware
1 H.264	V1.40	V1.40
2 HDBaseT	V1.40	V1.40
3 SDI	V1.40	V1.40
4 12G-SDI	V1.40	V1.40
5 4K60	V1.40	V1.40
6 HDMI	V1.40	V1.40
7 D-SDI	V1.40	V1.40
8 DVI	V1.40	V1.40

OutPut Module Info		
Name	Software	Hardware
1 DVI	V1.15	V1.15
2 DVI	V1.15	V1.15
3 HDMI	V1.15	V1.15
4 SDI	V1.15	V1.15
5 HDMI 2.0	V1.15	V1.15
6 RS1	V1.15	V1.15
7 HDBaseT	V1.15	V1.15
8 H.264	V1.15	V1.15

IP Setting: select Auto IP address or manually type in the IP address, MASK and Gateway

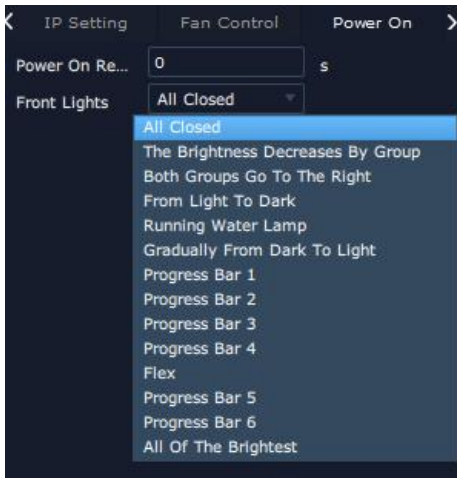


Fan Control: Auto adjustment, Fan speed 0-99

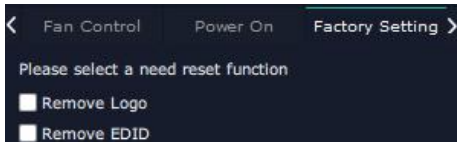


Power on Reserve: 0-255S

Front lights: light effect



Factory setting: Remove Logo and/or Remove EDID

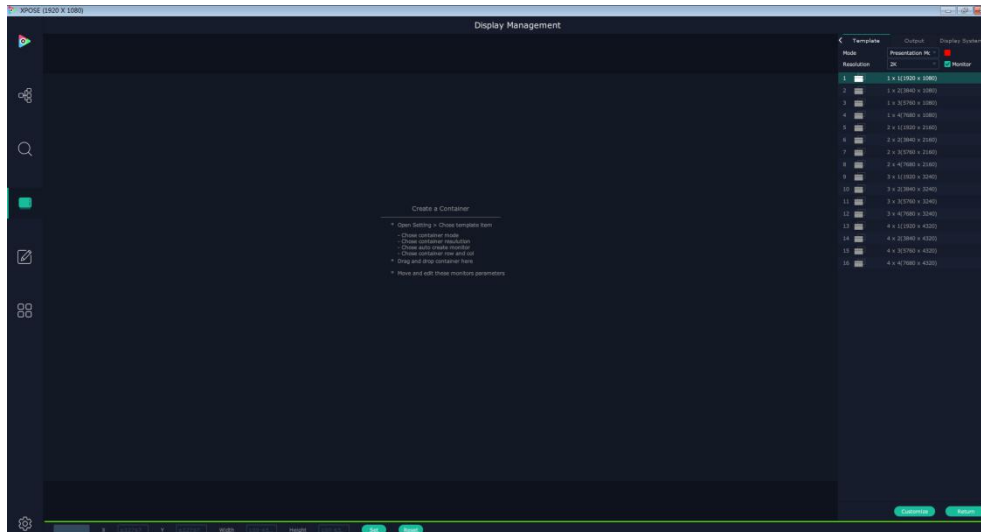


Display Management

Display System is for users to set layout of outputs.



Click this icon first enter the interface as follow:



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.

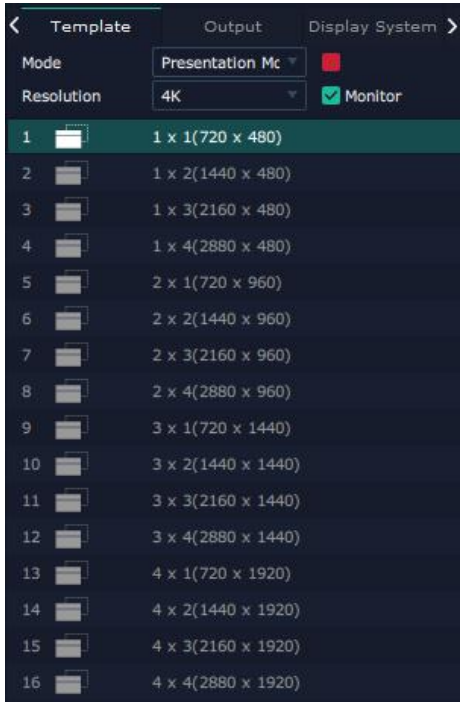
Mode

At present, there are Presentation Mode, PST+PGM Mode, Rotation Mode and Edge Blending. Rotation and Edge blending is valid only when ARO rotation module is installed to the device. Each mode is marked in different color and provided with fitted templates.

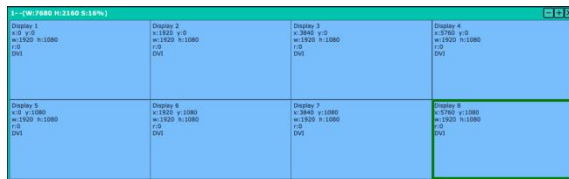


Resolution

2K or 4K, except Presentation Mode, it is default 2K. Under Presentation, if the output is 4K monitor, Monitor behind shall be ticked and Resolution could be 4K, the template is as followed:



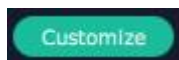
Container(dragged from Template) under Presentation Mode



Container(dragged from Template) under PST | PGM Mode

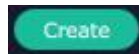


Customize Container



Click this icon at the bottom of template list. Fill in the H Total, V Total, Row and

Column, then click

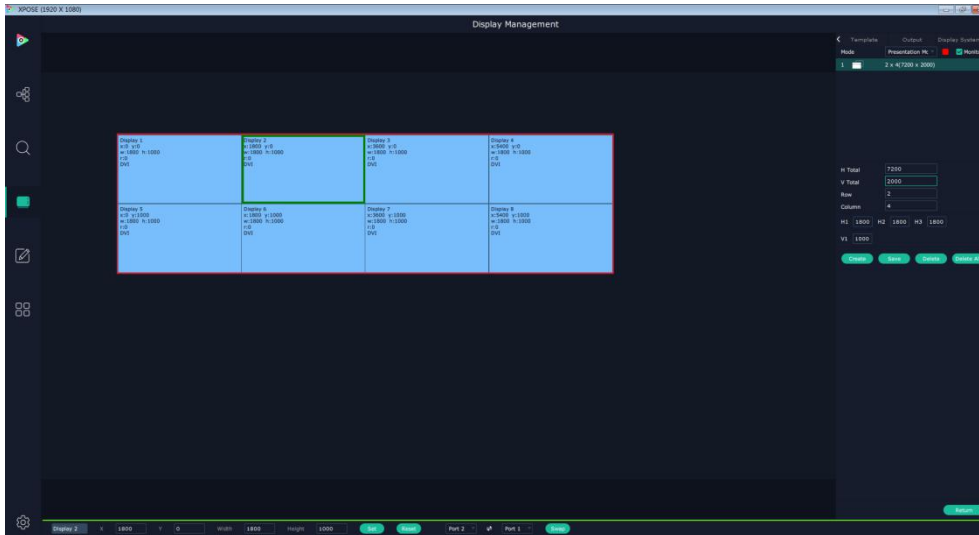



a customized containers is created. If this container need to be

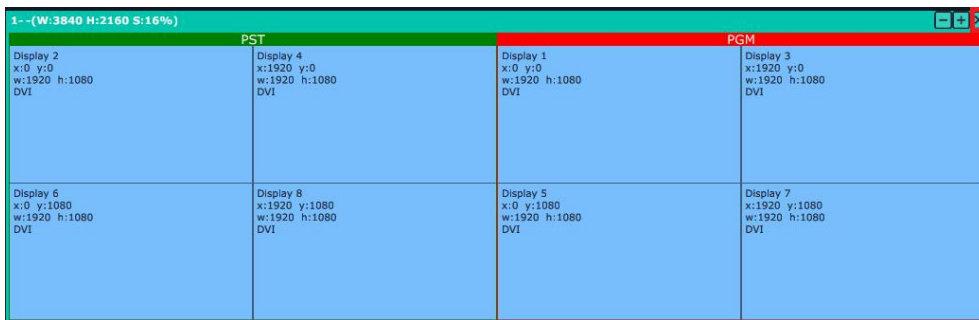
saved, click SAVE





For example create a , 2×4 ,7200×2000 container as follows



Long pressing this icon  on container to cancel the Container/Display Area



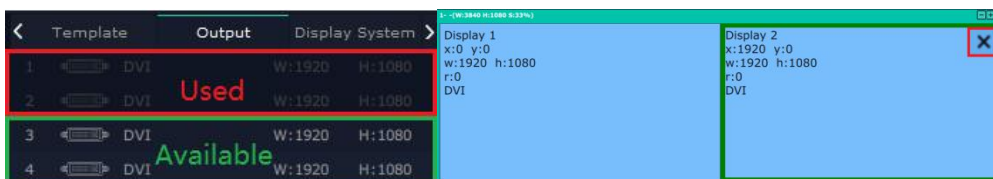
Adjust Display Area

Place the mouse in the Container, roll the mouse can zoom in or out the Container in the XPOSE window. Clicking icon  and  can do the same work.

Drag the border of the display area to move its place in the interface.

Output

Show all the output ports on the device. Once the monitor is dragged into container meaning this output is used and the output port get dark.

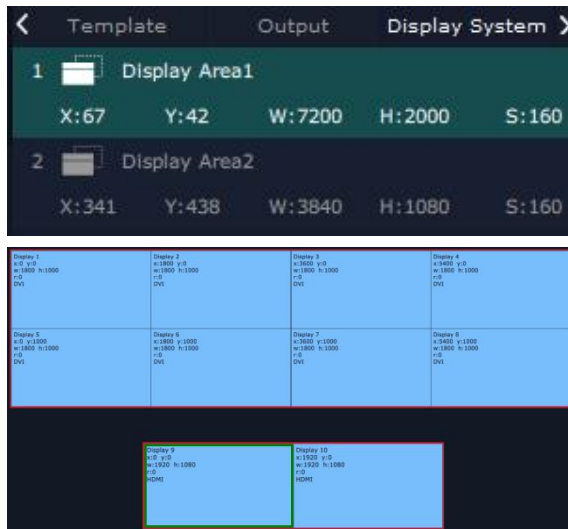




Click this icon on **Display** to cancel the display in Display Area

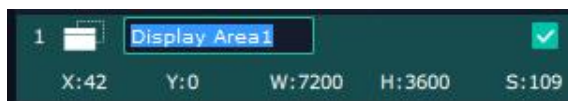
Pressing CTRL+ALT can lead to close of all displays on the XPOSE window.

Display System

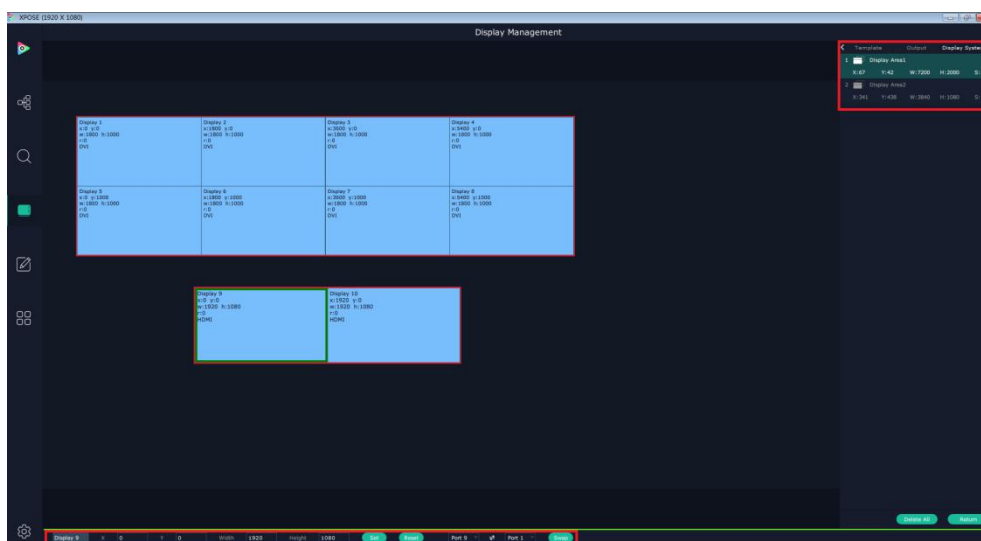


Show all Containers/Display Area that have been created.

Click tick icon behind to give alias to the each Display Area if necessary.



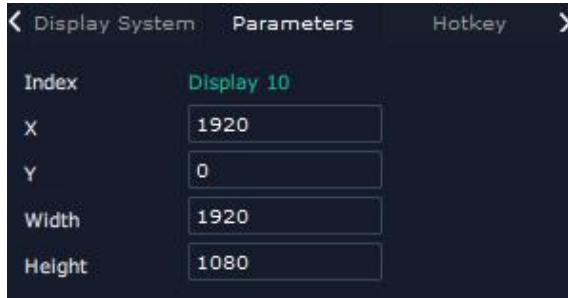
Parameters



Parameter is designed to set size (Width, Height) and position (X,Y) of each display.

There are two ways to adjust the display, by Parameter or by the bar below the window.

Parameter



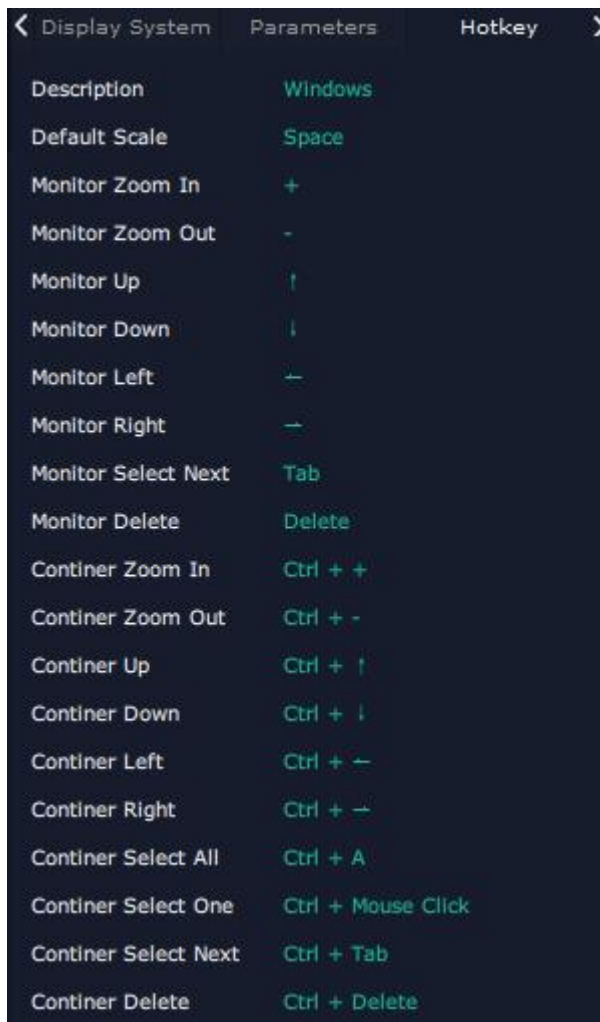
Bar under XPOSE window



SWAP

Swap two output ports if needed.

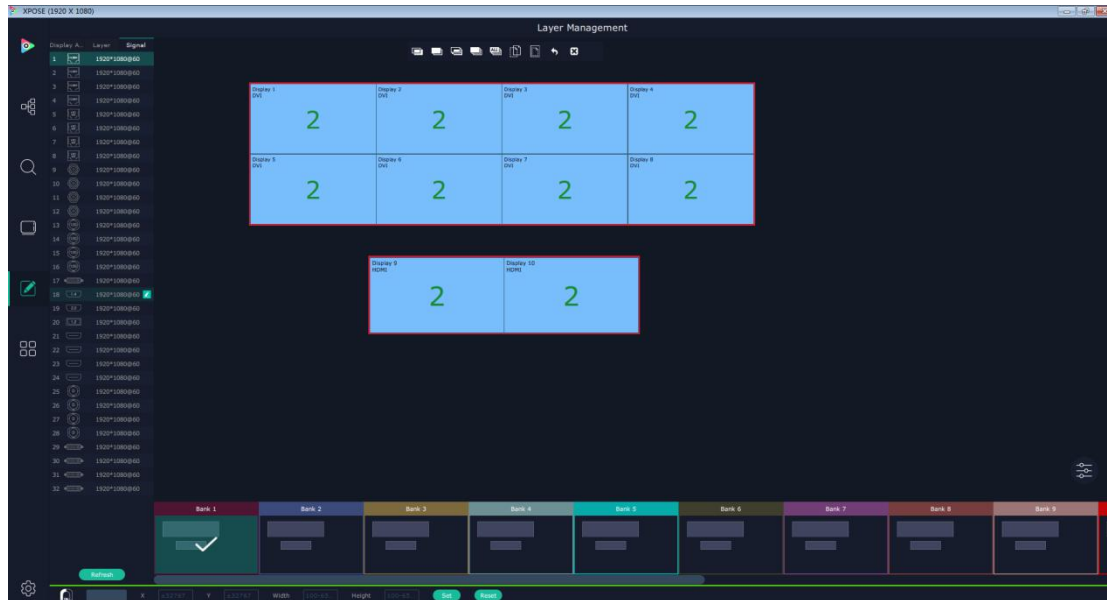
Hotkey




Layer Management

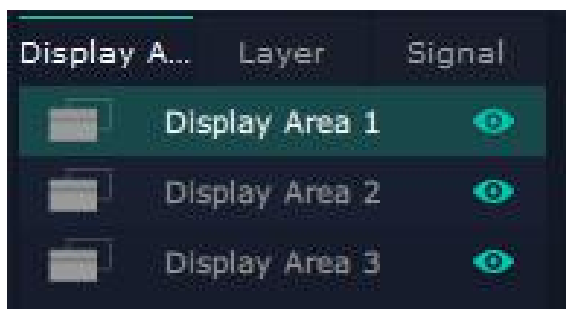


Layer Management is designed to manage the layer of each monitor. Click this icon to enter the interface:



Display Area

Here is to show all the Display Area set in previous step System Management. Click  to cancel or use the corresponding Display Area.




Signal



To show the signal list of all inputs. Drag source from signal list to each display or Container.


 Click this icon and alias of signal could be put in if necessary.



 Click this icon to confirm the alias setting.

Layer

After signal is dragged into display, show Layer index Versus Signal index

Display A...	Layer	Signal
 1	Order 1	Signal 1
 2	Order 2	Signal 2

Numbers on Monitor

Numbers on monitor is to show how many layers at present allowed to put in the monitor .
 (For X3 and X 7 each neighboring monitor (1 and 2, 3 and 4) allows to put 4 layers, if there is no neighboring monitor in the display area, the single monitor can contain 4 layers. For example in one display area, there are monitor 1 and monitor 3, monitor 1 can contain 4 layer and so does monitor 3, but for X14, each output support for 4 layers, when neighboring output port is canceled, the layer of each output keeps 4)



X3/X7 layer numbers



X14 Layer numbers

Layer Adjustment

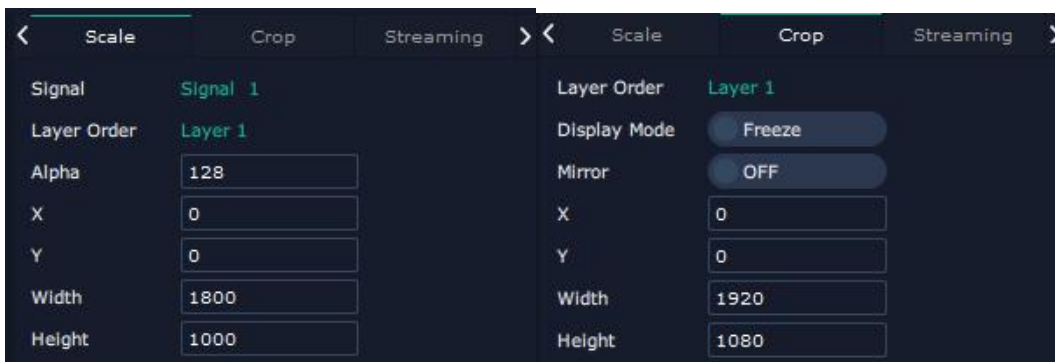
there are two ways to adjust layer.

1. Use the bar under the interface



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



2. Layer Scale and Crop

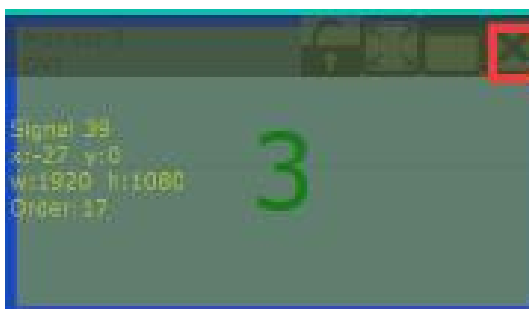


Layer Movement


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 Max

Click this icon , to cover up all monitors in the same Display Area with the one signal, as the following:

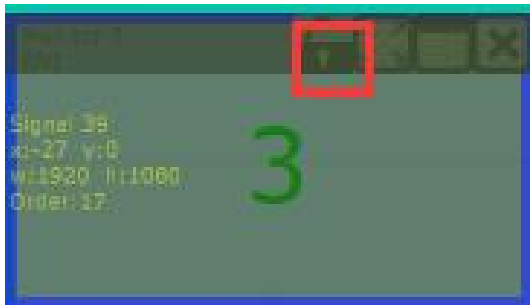


Layer Copy

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.

Layer Lock

Click the lock icon on the right middle of the later boarder.












When the layer is locked, any movement or removal to the layer is invalid

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

Save to Bank Automatically

When layer setting of one BANK is done, click next or other BANK, this BANK can be saved automatically.



Streaming



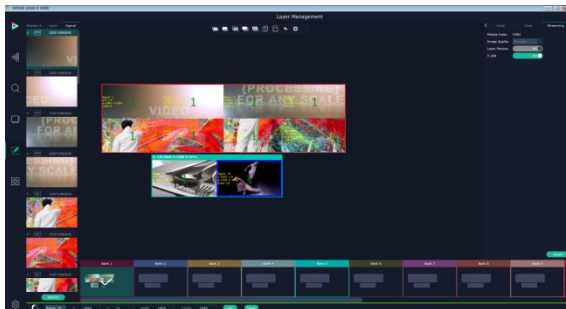
Module Index: show the module where steaming coming from

Image Quality: to choose from Hi-Q, Normal, Smooth

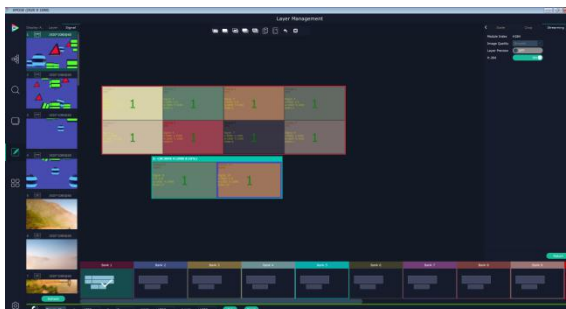
the better the preview input image but if band width of network is not good enough, high ratio image quality may cause problem. We usually suggest user to choose smooth.

Layer Preview and H.264.

Turn on Layer Preview first and then turn on H.264, all input source and layers in the display areas can be previewed.



If turn on H.264 only, only input signal can be previewed.



HotKeys

Hot keys, provided to do quick layer setting such as Copy Layer, Layer move

Description	Windows	Mac OS
Copy Layer	Ctrl + Mouse drag	Cmd + Mouse drag
Layer Group	Ctrl + G	Cmd + G
Ungroup	Ctrl + Shift + G	Cmd + Shift + G
Layer Backward	Ctrl + [Cmd + [
Layer Forward	Ctrl +]	Cmd +]
Layer to Bottom	Ctrl + Shift + [Cmd + Shift + [
Layer to Front	Ctrl + Shift +]	Cmd + Shift +]
Select All	Ctrl + A	Cmd + A
Select Layer	Ctrl + Mouse click	Cmd + Mouse click
Delete Layer	Delete	Delete
Copy Select	Ctrl + C	Cmd + C
Paste Select	Ctrl + V	Cmd + V
Cancel Select	Ctrl + D	Cmd + D
Snap to Grid	Ctrl + T	Cmd + T
Move Layer	Direction	Direction
Change Source	Double Click Signal	Double Click Signal

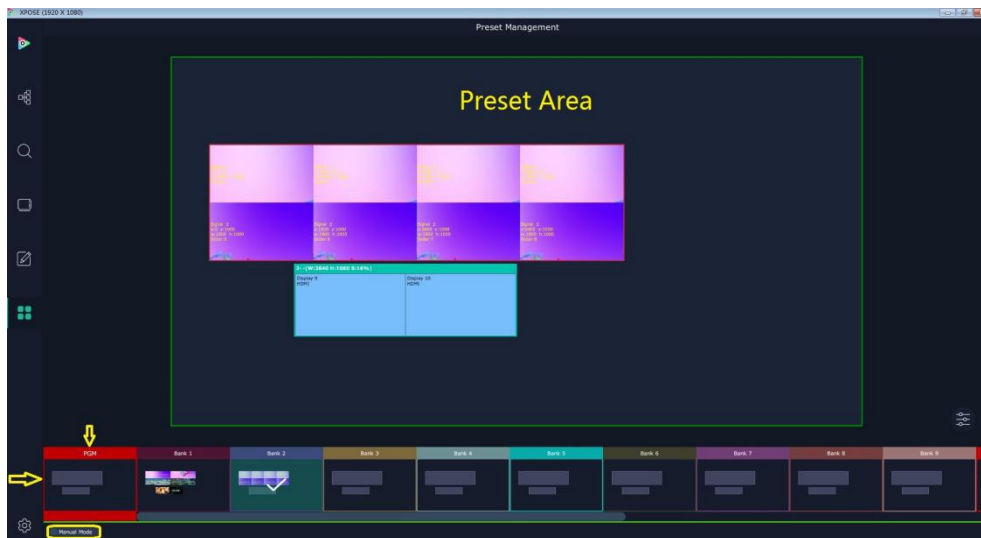
Preset Management



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

Preset Management Mode: 1 Manual Mode, 2 Schedule Mode

Manual Mode



Switch Manual Mode or Schedule Module by the bar in the left bottom corner of the window.

Preset is showing the BANK selected. PGM is in first box in the bottom left.

Take Setting





Click this icon after selecting a BANK.

Fade Time 0.0-10.0S

Black out, slide to ON or OFF

The tick on the bank indicates that the bank is selected.





Cut | Take

Cut, switch from PST to PGM without any effect.

Take, switch from PST to PGM with chosen effect in set Fade Time.

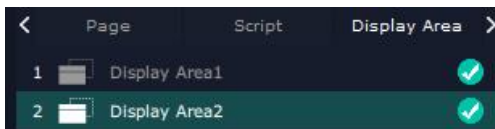
Display

separate Display Area/Container switching. It must work with Display Area list.

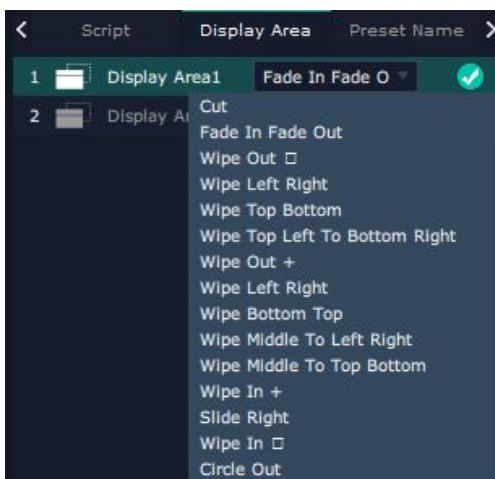
Slide Display to ON , click  to see more settings and select the Display Area.

Display Area

is to let users to choose which display areas to display on the PGM and allow users to set transition effect for each display area so that they can switch from PST to PGM in desired effect.



Display Area list on X3/X7



Display Area list on X14


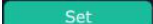


X3/X7 support no transition effects, X14 support multiple transition effects

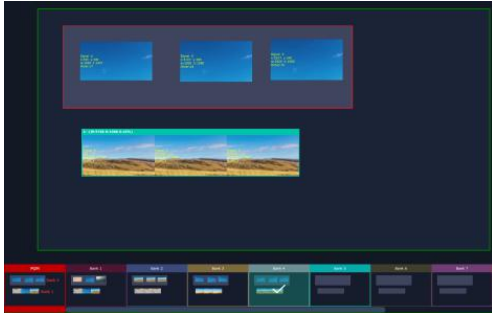
when users need to switch scene from eg. Bank 1 to Bank 4 but want to keep Display Area 2 the

same as Bank 1. Follow the steps below to do the setting.

Step1: click Bank 2 and open Display Area

Step 2: click the  icon behind to cancel the display area of 2 and click  to confirm,

Step 3:TAKE or Cut



Display Area 1 of Bank 4 is switched to PGM but Display Area 2 keep the same as Bank 1.

Keep|Swap

Only when separate **Display** switching is OFF can **Keep|Swap** work.

Under the **Keep** status, users need to select a bank and use Cut or Take to switch image from PST to PGM.

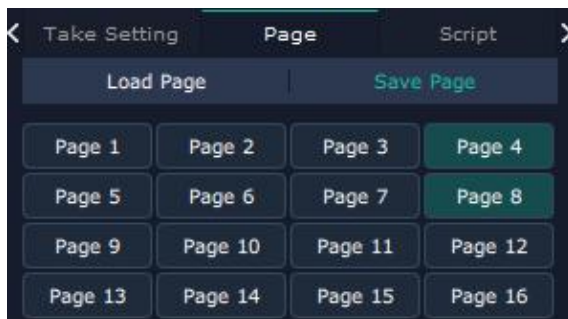
Under **Swap** status, users select a bank, then use Take or Cut to swap this bank and the bank before this one.

Bank Save and Load

Save Bank to Page

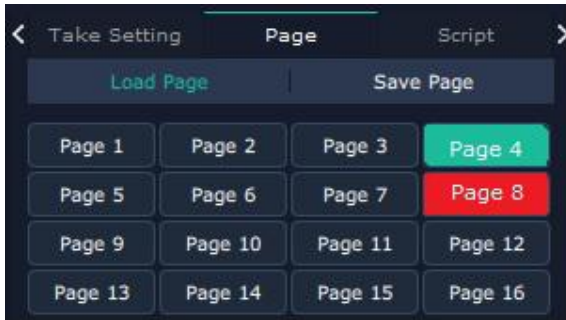
Select a bank,click Page,select Page X,the bank is saved in the page.

The page turns green then become green, indicating the bank is saved in the page.



Load bank from Page

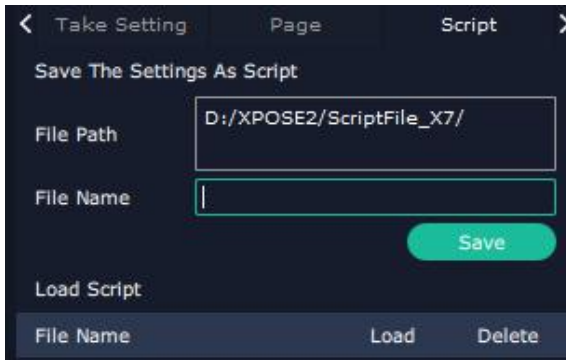
Click Load Page, pages with bank saved are green, select one from them and the selected one becomes red. The bank is loaded from page to PST.



Script Save and Load

Save Script

Fill in the blank with the name of setting and Save



Load and Delete Script

After the script is saved, the bank name will appear in the load list.

Select the file and click Load

Select the file and click Delet, the chose file can be deleted from list.

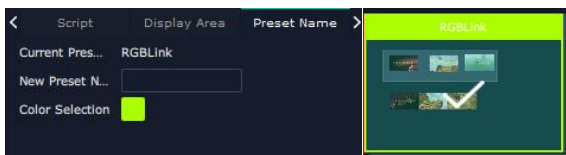
Preset Name

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.

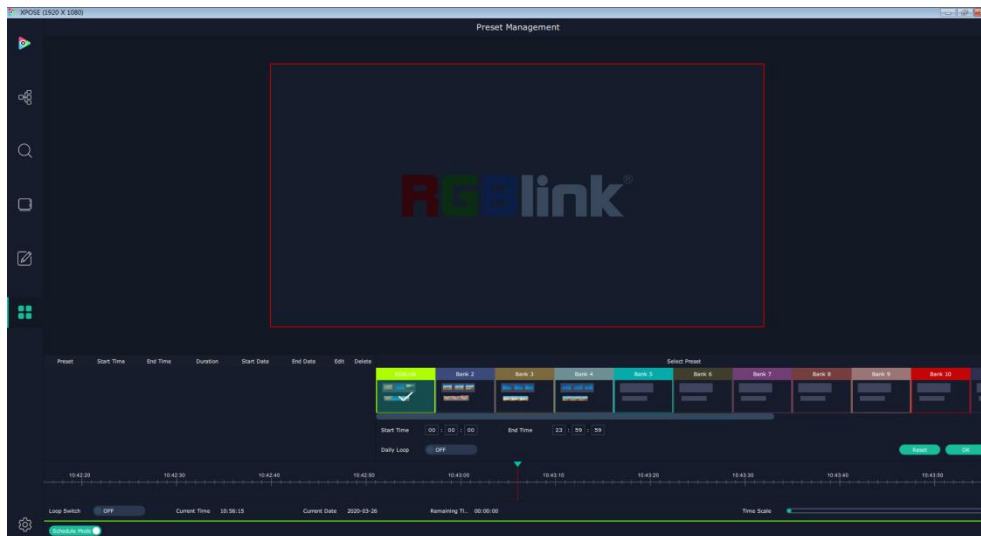


For exmaple change Bank1to RBGLINK, with pointed boader



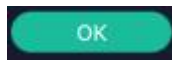
Schedule Mode

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



Select the bank that need to be looped.

Set **Start Time** and **End Time** and press **OK**



to confirm.

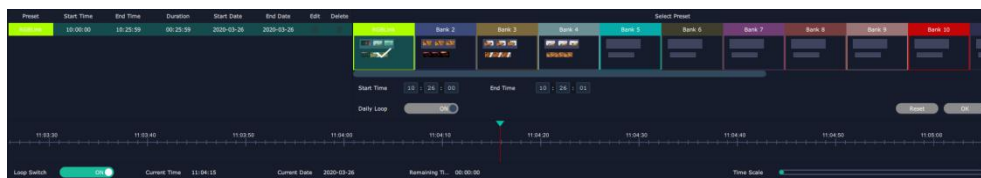
The Preset can be added into the loop list after confirm.

Preset	Start Time	End Time	Duration	Start Date	End Date	Edit	Delete
RGBLink	10:00:00	10:29:59	00:29:59	2020-03-26	2020-03-26		

click this icon to edit Start Time and End Time if needed.

Click this icon to delete this preset if it is not needed.

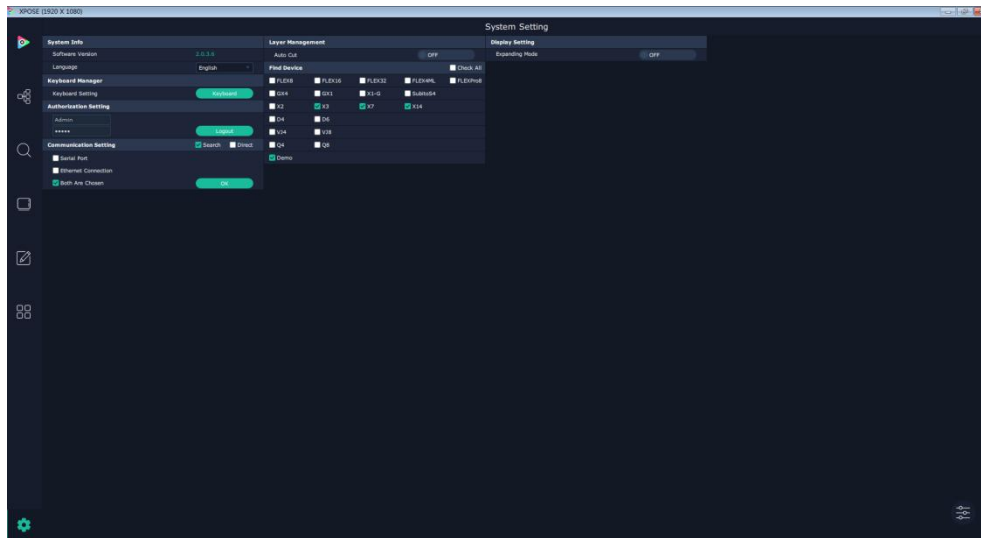
Turn on Daily Loop and Loop Switch.



System Setting



Click this icon and enter System Setting interface



System Info

Software Version: show the current software version

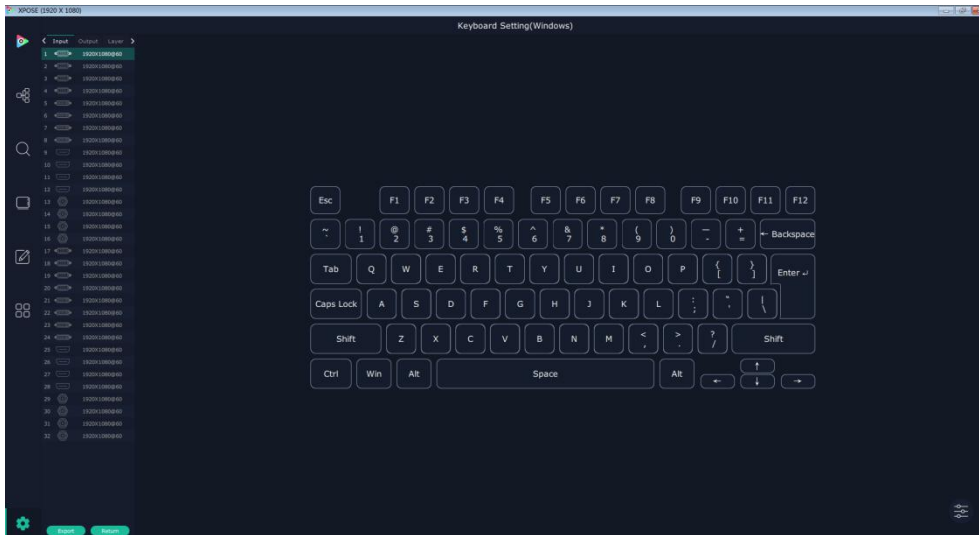
Language:Chinese, English and Russian

Keyboard Manager

click keyboard  it will redirected to keyboard setting window.

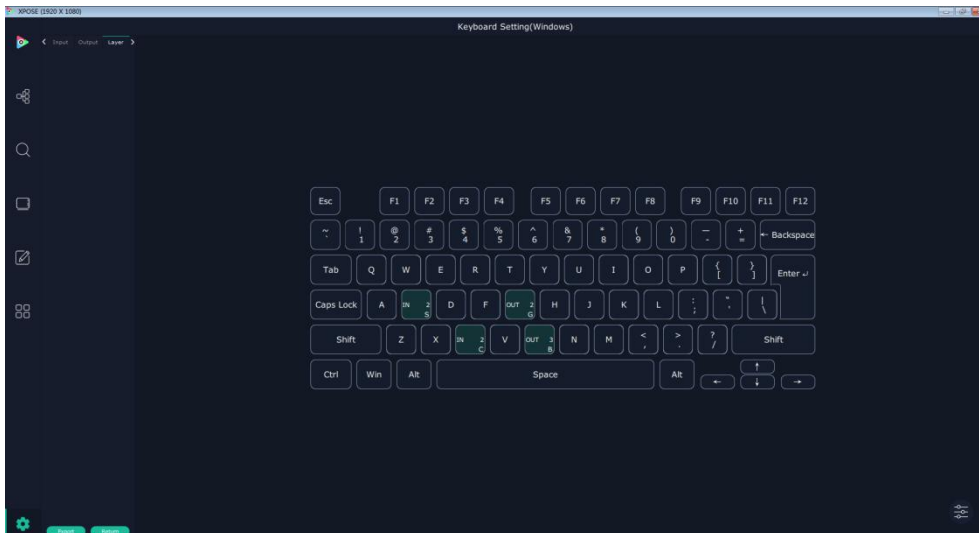
Keyboard setting is designed to fit for different operation systems such as Windows and Mac.

Users can set short cut keys for Input, Output, Layer and Preset.

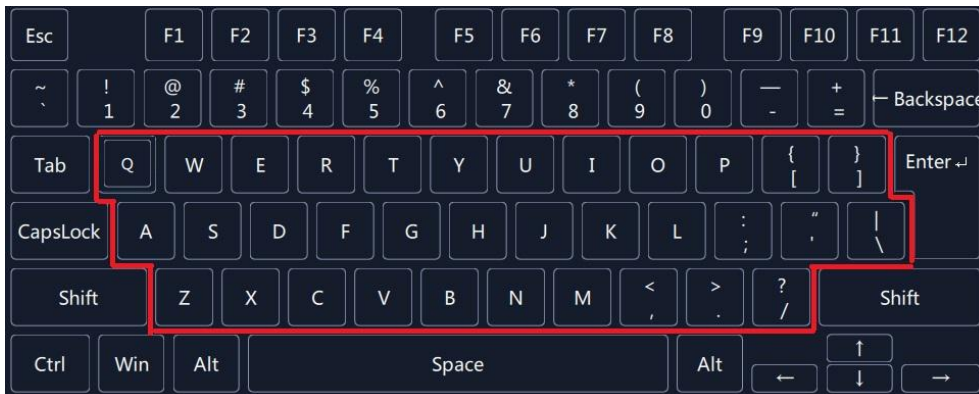



Drag Input, Output, Layer and Preset from the list to the keys you desired as follow:

Input, Output, Layer.



Please note the keyboard area where allows to set short cut keys as follow:

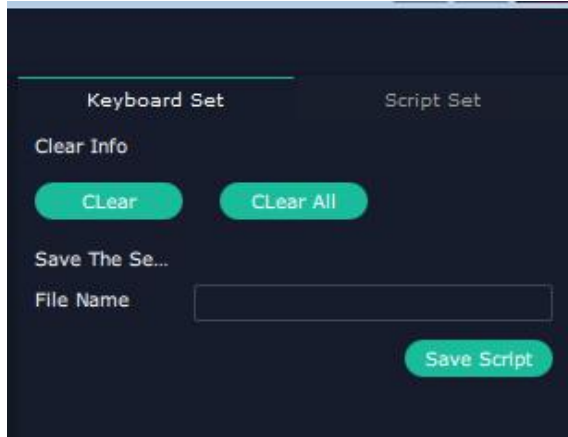


If the setting goes wrong or no need for short cut keys any more, click  to clear some keys

or clear all.

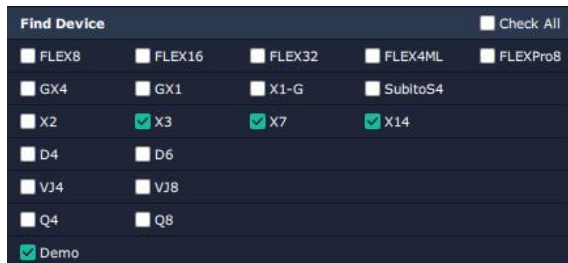
Clear: is to clear some keys, the keys need to be selected before hand.

Clear all: is to remove all already set short cut keys.



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.



Communication Setting

Search by Serial Port, Ethernet Connection or Both. Default communication by both.



Direct Communication by selecting device and putting its IP Address




Display Setting

On or Off Expanding Mode to disable the preview 16 input signal source on expanded display.

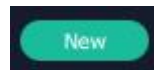
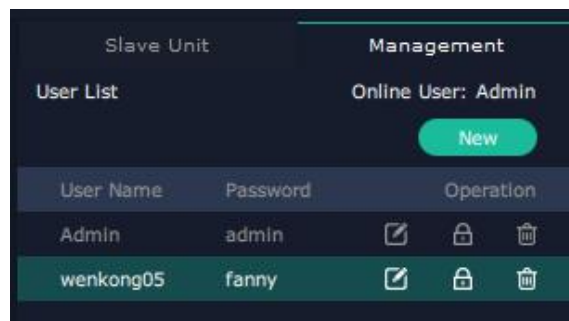
Authorization Setting



Click  to open up the authorization entry.



Click **Management**



New: Add new USER NAME and PASSWORD



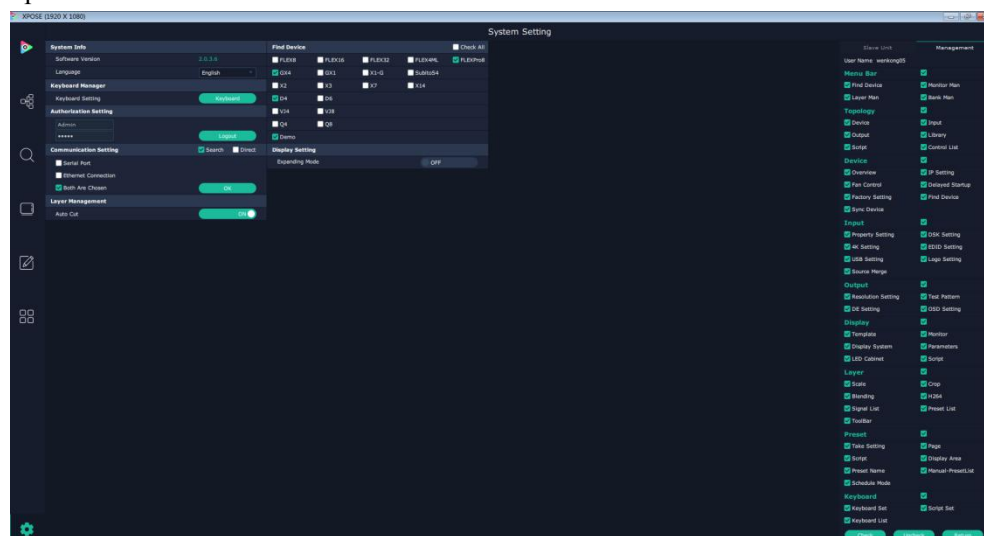
Edit: Edit user name and password already built.



Delete: Delete user name and password already built.



Permission: functions on this XPOSE 2.0 on this computer that the users are allowed to operate.



Click the green block to remove the function not to be permitted.

Slave Unit



Slave Unit is to control multiple devices simultaneously, which are connected to same network.

(“In the same network” means the the the third section in the IP address digits are the same)

XPOSE do operation on one device, same operation synchronized to other devices. For example, there is another devices linked to the same network, one with IP IP192.168.0.45

If users need to back up operation from current running device to this device slave unit shall be used. First fill in the quantity of to be linked devices, click Set Numbers,

Index, Device IP and State will come up.

Choose the IP address of the other device from drop down list, e.g IP192.168.0.45 and

Slide to ON, the red dot behind turns to green indicating that the device has been connected



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