

# MIG CREATOR R5 Media Software



# MIG-R5 Media Software User Menu

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# —、Hardware and software requirements

The software has general hardware requirements, common configuration and even laptops can be used, but considering that the software supports multi-outputs and unlimited layer to control material to achieve unlimited mosaic, split screen, window opening, etc., like large games. If the hardware configuration is too low, then there will be a stutter when playing a lot of material at the same time. For this reason, we recommend the following DIY configuration for you reference.

# [CPU]

As the heart of the computer, the higher CPU frequency and more cores, the more high-definition video that can be played smoothly at the same time. The built-in video decoder of R5 can make full use of the CPU' s multi-core for 3D rendering. If budget possible, [I7 8700 and above] CPU is better.

# [Motherboard]

As the base for all the components of the PC, the stability of the motherboard and the expansion capability of the PCI slot directly determine the performance of the PC and whether it can load enough graphics cards and capture cards.

It is recommended to use the [Intel] Z-series motherboard which in terms of both stability and PCI slot expansion, and please note the CPU and motherboard shall be match.

# [RAM]

The larger the RAM, the more powerful the CPU's computing, we suggest 8G or more, 16G and high frequency RAM is recommended, please note the compatibility of high frequency RAM and motherboard.

# [Hard disk]

For memory, we recommend to use [M.2 NVME interface SSD] which with high read and write speed, capacity depends on the budget (500G or more)

# [Graphics card]

As the main hardware of graphics rendering, the graphics card plays a very important role in the work of this software. As the media server software, it can perform unlimited mosaic and window opening according to the hardware conditions.

In order to ensure cost performance, we suggest to use multichannel graphics cards to have multichannel output. For example, a general computer graphics card may only output 1-2 channels, so that it can only output to 1-2 LED / projectors, if you use 4-channels output graphics, you can output to 4 LED / projectors, it would be higher cost performance.

We recommend professional graphics card (which supports EDID to get better display)

For example: [NVIDIA Quadro P2000/P4000 and AMD sapphire W7000/7100/8100/9100], etc.

For lower budget, you can choose [NVidia GTX1070/1080/1080TI or AMD RX 580/RADEON RX Vega 56 8G (ensure multi-channel output)] or the same level of graphics card

# [Video capture card]

As the channel for the external signal input to the server, the video capture card is recommended to select after considering the specific application.

7

1. The number of channels for collecting signals, such as the camera signals and PPT from computers and other signals, to ensure they are sufficient for the event.

2. For the capture card interface, the mostly widely used interface for HD capture card is

DVI/HDMI/SDI, the VGA interface is continuously eliminated.

# [Comprehensiveness]

Recommended configuration in general CPU: i7-8700&8700K and above, AMD Ryzen 2700&2700X and above RAM: 16GB DDR4 Hard disk: 500G M.2 NVME Graphics card: Nvidia Quadro P4000 or same level graphics card Video capture card: DVI/SDI\*N

# Part 2 Software installation

# 1) Install software

### 1) Open the installer(as below)

Keep clicking "next", then successfully installed.



### 2) Click "OK"



#### 3) Click "Next"



# 4) Select the installation path

🐼 R5 1.1.0.1 Setup	-	-		$\times$
Choose Install Location Choose the folder in which to install R5 1.1.0.1.				<b>&gt;</b>
Setup will install R5 1.1.0.1 in the following folder. To install in a diff and select another folder. Click Install to start the installation.	erent fo	older, o	click Bro	wse
Destination Folder C:\Program Files\Creator\R5		Brows	se	]
Space required: 288.4MB Space available: 64.5GB				
Magnimage, Inc. < Back	Install		Can	cel

# 5) Wait until it is finished

R5 1.1.0.1 Setup		_		$\times$
Installing Please wait while R5 1.1.0.1 is being installed.				۵
Extract: Qt5Qml.dll				
Extract: OpenAL32-VS2015.dll 100% Extract: Processing.NDI.Lib.x64.dll 100% Extract: QmlAV.dll 100% Extract: Qt5Core.dll 100% Extract: Qt5Multimedia.dll 100% Extract: Qt5MultimediaQuick_p.dll 100% Extract: Qt5Network.dll 100% Extract: Qt5OpenGL.dll 100% Extract: Qt5Qml.dll				~
Magnimage, Inc.	< <u>B</u> ack	Next >	Car	ncel

# 6) Install successfully



# 2) Software usage

Double click the R5 icon, open the software:





# 3) Uninstall the software

### 1) Uninstall

Uninstall the software by control panel of PC.



### 2) Confirm



### 3) Finish



# Part 3 Software interface introduction

🔊 R5	E Loa	ad & Save	Host backup	C System setting	🝿 Test pattern setting	🗐 Resolution set	ting 🞯 Help			1	]				-	6 ×
e e	88	08													38% 🗸	□ 🔒
🖾 Outp	ut	🖞 Signal	•										쥰	System set		
4 O B			$\diamond$										오			
▼ Video(0)			•										$\overline{\nabla}$			
V audio(0)			<b>)</b> ,0)										$\otimes$			
<b>V</b> OSD (0)													U			
▼ office(0)			÷.													
<b>V</b> NDI (0)																
▼ Network vi																
Virtual ser																
														Height: 2160	2 H	
															OOFF	
															ON 🔘	
															OOFF	
															ODFF	
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					v v	<i>lid</i> th	Height		OK							
				F1 5-mail P2 5-	F3 Course 3	F4 Connot	FS Course F	F6 Connor	F7	F8	<sup>F9</sup> Crone0	F10 Crono 10				
				Scenel Sk	Scene2 Scene3	Scene4	Scenes	Sceneb	Scene7	Scene8	Sceney	Scene10			ON O	
															OOFF	
			다													

3-1Main interface(layers mode)

1 menu 2 tools 3 outputs and sources 4 Analog display area 5 layers area 6 submenu

# 1. Menu and 6. Submenu



3-2 Menu

### 1-1 Main Logo

You can visit MAGNIMAGE website.

### 1-2 Load & Save

Click, tips shows in submenu, as picture 3-3. 4 choices: New project, Open project, Save project, Save project as, export project, import project.





1. New project and Open a project: Click and the corresponding dialog will pop up. When create or open a project, the software will remind whether to save the current project or not.



3-4 Save current project tips

After select, new dialog pops up, choose to open a new folder or open an existed folder.

> New project		×	> Open a project	×
$\leftarrow \rightarrow \checkmark \uparrow$ 📜 " Program Files > Creator > R5 > project	マ ひ Search project	م	← → · ↑ 📕 « Program Files > Creator > R5 > project	< ບ Search project A
Organize • New folder		?	Organize - New folder	III • 🔳 🕐
S This PC Name	Date modified Type		S This PC Name	Date modified Type
3D Objects	5/27/2019 5:12 PM mpst softwa	are	3D Objects >> 001.mig	5/27/2019 5:12 PM mpst software
Desktop			Desktop	
Documents			Documents	
Downloads			Downloads	
Music			Music	
Pictures			E Pictures	
📕 Videos			🖥 Videos	
🐛 Local Disk (C:)			🐛 Local Disk (C:)	
🥪 SSD-1 (D:)			🥪 SSD-1 (D:)	
✓ 图像学习 (E:)				
今度 うたい ダイ		>	✓ 仓库-2 (F:)	
File name:		~	✓ 仓库1 (G:)	>
Save as type: Project file(*.mig)		~		
			File name:	Project file(*.mig)
▲ Hide Folders	Save Cane	el:		Open Cancel

3-5Create project and open project interface

2. Save the project: Save the current setting to current project folder.



3-6 The tips after save project

3. Save as a project : Save the current setting as another project, new dialog pops up(as 3-7), then save. Now all the settings we operate are in the previous project. For example, to save the 001.mig project as 002.mig, if we want to add video to 002.mig, we should open the 002.mig first.

Save as a project					$\times$
	rogram Files > Creator > R5 > project	ٽ <sup>ب</sup>	Search project		P
Organize • New f	older			-	?
, This PC	^ Name	Date	modified	Туре	
🧊 3D Objects	秒 001.mig	5/27	/2019 5:19 PM	mpst software	
Desktop					
Documents					
👌 Music					
Pictures					
Videos					
😍 Local Disk (C:)					
🥪 SSD-1 (D:)					
🥪 图像学习 (E:)				_	
合店 2 (E・)	<b>*</b>				>
File name:					~
Save as type: Pr	oject file(*.mig)				~
▲ Hide Folders			Save	Cancel	

3-7 Save the project as

4. Export a project: Save the current software parameter and the video /image/OSD sources to a project, for backup or another MIG-R5. Click "Export project", pops up a dialog, choose a position to save project.

🛧 📜 « Prog	gram Files > Creator > R5 >	✓ 🖸 Search R5	Ļ
Organize • New fold	er		E • 🤇
S This PC	Name	Date modified	Туре
🧊 3D Objects	📕 audio	5/24/2019 3:46 PM	File folder
Desktop	📕 bearer	5/24/2019 3:46 PM	File folder
Documents	Datebase	5/27/2019 5:12 PM	File folder
Downloads	Hotbackup	5/24/2019 3:46 PM	File folder
Music	iconengines	5/24/2019 3:46 PM	File folder
Pictures	imageformats	5/24/2019 3:46 PM	File folder
Videos	Material	5/24/2019 3:46 PM	File folder
videos	media	5/24/2019 3:46 PM	File folder
Local Disk (C:)	mediaservice	5/24/2019 3:46 PM	File folder
🥪 SSD-1 (D:)	picture	5/24/2019 3:46 PM	File folder
👡 图像学习 (E:)	platforminputcontexts	5/24/2019 3:46 PM	File folder
🗢 仓库-2 (F:)	platforms	5/24/2019 3:46 PM	File folder
👡 仓库1 (G:)	playlistformats	5/24/2019 3:46 PM	File folder
Folde	er: R5		

#### 3-8 Select a folder

Then pops up a new dialog, confirm the file name, file directory and content(video&audio, OSD or picture or PPT).



3-9 Export options

Click "OK", wait until the progress bar to complete.



3-10 The progress bar

An export project exists in the folder.



3-11 Exported project

5. Import project: Import a project into MIG-R5 software or server. Click import project, select a project:

≽ Open						×
← → • ↑ 🖡 «	Pro	gram	Files > Creator > R5 >	✓ U Search R5		Q
Organize • New	folde	r			=== <b>▼</b>	?
🗢 This PC	^	N	ame	Date modified	Туре	^
🧊 3D Objects			audio	5/24/2019 3:46 PN	I File folder	
📃 Desktop			bearer	5/24/2019 3:46 PN	I File folder	
Documents			Datebase	5/27/2019 5:28 PM	I File folder	
Downloads			Hotbackup	5/24/2019 3:46 PM	I File folder	
Music	н.		iconengines	5/24/2019 3:46 PN	I File folder	
Distance			imageformats	5/24/2019 3:46 PN	I File folder	
Pictures		į,	Material	5/24/2019 3:46 PN	I File folder	
📑 Videos			media	5/24/2019 3:46 PN	I File folder	
🐛 Local Disk (C:)		į,	mediaservice	5/24/2019 3:46 PN	I File folder	
🥪 SSD-1 (D:)			picture	5/24/2019 3:46 PN	File folder	
🥪 图像学习 (E:)		į,	platforminputcontexts	5/24/2019 3:46 PN	I File folder	
🧅 仓库-2 (F:)			platforms	5/24/2019 3:46 PN	I File folder	
👞 仓库1 (G:)		ļ	playlistformats	5/24/2019 3:46 PN	File folder	$\checkmark$
· · · · · ·	~	<				>
Fil	le nar	ne:		✓ Project file(*	migpro)	$\sim$
				Open	Cancel	i i



Then select the storage directory of the sources in the imported project:



3-13 Select storage directory

Click confirm, wait until the progress bar to complete.



3-14 Import progress bar

## 1-3 Hot Backup



3-15 Host backup menu

Single mode: The computer installed with this software acts as a single computer controlled playback host.

Server mode: Select a server through IP as the host for controlling playback.

Client mode: Select another server over IP to control playback backup.

Note: The submenu bar is hidden by default. Only by clicking on the corresponding menu in the main menu bar can the submenu pop up. Click on the button in the upper right corner of the submenu area to pop up or hide.

### **1-4 System Setting**

After click, sub menu area will popup the prompt, as showed 3-18. Set up the corresponding operation and display the required information.



3-16 System set

Display system status: In the upper left corner of the simulation display area, real time display the CPU, memory and GPU utilization of the computer.

Display FPS: Display real time FPS of video source of all layers

Best quality: Analog display area layer video source synchronous playback signal picture quality is the best, computer performance has the remaining options;

Normal quality: Analog display area video source synchronous play back middle quality picture, optional when computer performance is not enough.

Picture frame: simulates the display area layer video source only plays the signal synchronization frame.

Wireframe: simulate the display area layer video source only shows the wireframe, does not show the signal synchronization picture.

Layer opacity: adjust the transparency of all layers in the simulation display area, 0 for full transparency and 100 for opacity.

Canvas Size: sets the width and height of the canvas. Setting: confirm canvas size modification, reset: canvas size restores default value.

Scale Lock: When opening or closing the proportional lock of the layer and adjusting the width or height of the layer, the height or width of the layer will be adjusted in proportion.

Preview mode: open the scene preview function, view other adjusted scenes through the preview screen, and switch through the TAKE button.

Auto Exchange: after pressing the TAKE button to switch, the preview scene will be exchanged with the currently displayed scene, and will be turned off by default, that is, after pressing the TAKE button to switch, the preview screen will not retain any scene.

Fade In &Out Time:

Layer mode: this software has two working modes: one is layer mode, the other is timeline mode. There are two versions through different software installation packages. The basic version only contains layer mode, while the universal version contains layer mode and timeline mode.

AutoPlay: select the state when switching scenes, the default state is suspended when switching scenes and the selected state is automatic playback of switching scenes.

At the same time, the system setting has the option of "automatic exchange of current scene and preview

The preview screen appears in the lower left corner of the software. Double click on the title of the preview screen will bring up the preview screen zoom window, and the TAKE button appears in the upper right corner of the layer area.



3-17 Preview scene and zoom

			Width		Height		ОК	Take
+	F1 Scene1	F2 Scene2	F3 F3 F Scene3	F4 Scene4	F5 Scene5	F6 Scene6	F7 Scene7	F8 Scene8 <sup></sup>
	•••••							
ţ								
<u>=+</u>								
<b>#</b>								
	<							>

#### 3-18 TAKE button

At this time, select the scene that needs pre-monitoring, and the scene name area of the scene will be red and flicker after the selection. At the same time, the thumbnail image of the scene will appear in the pre-monitoring screen area and play automatically. Press the TAKE button to switch the pre-monitoring scene to the simulated display area, that is, the real-time output of video broadcast control software will be played from the beginning:

ND1 (0)						10.00m			-
				Widt	n	Height	OF	< .	Таке
Preview		F1 Scene1	F2 Scene2	Scene3	F4 Scene4	F5 Scene5	F6 Scene6 F7	Scene7	Scene8
		· · · · · · · · ·							<u>_</u>
	<b>\$</b>								
[ <b>@</b> ]									×
		< 1							3

#### 3-19 preview scene and switch

Note: the simulated display area in the preview screen magnification window can be zoomed in and out with the mouse wheel, and the middle mouse button can be moved. When there is an extra output port, you can drag the enlarged window of the preview screen to the extra output port for full screen display.

Fade-in and fade-out time: adjust the time of fade-in and fade-out of the scene, only when the option of automatic fade-in and fade-out of the scene is turned on;

Automatic fade in and fade out: the default is to turn on the automatic fade in and fade out function of switching scenes. When this function is turned on, the fade in and fade out time can be selected. The time is 0 to 10 seconds. Turning off this feature will make the scene instantly black.

Layer scaling: off by default. To adjust the size of the layer, you must adjust the width and height of the layer. After turning on this function, you only need to adjust either the width or the height, and the corresponding height or width will be enlarged or reduced in proportion.

# 1-5 Test pattern setting

Select output test picture, select setting means confirm test picture output.

아아 다	est pattern	setting		Ē
	Output	1	$\sim$	
	Category:	Null		
	Set			

3-20 test picture setting

Output : select output port which needs to be test.



3-21 select output port

Category:选择需要的测试画面类别

Category:	Color bar	
	Nu11	
	Color bar	
	Pure color	
	Grid	

3-22 test pattern chose

Category: Color bar	
Color bar V	Color bar H
Grey level H	Grey level V
Grey level H 255	Grey level V 255
Set	

3-23 彩条测试画面选择

Category:	Pure color $\sim$
Preview	
Color tools	
	ľ
Red:	238
Green:	118
Blue:	0
Level:	128
Level color	Null 🗸
Direction:	Horizontal 🗸 🗸
Cat	



Preview picture: preview the adjusted test color picture

Color tools: color straw, the RGB will change.

R\G\B: user-defined test picture color

Level: set color grade of test picture, range 1-128, 1 is pure color.

Level color: include no color, red, green, blue color, and set color of test picture.

Direction: adjust display direction of test picture.

	- CREATUR
Grid	Logo 1
-CREATOR	
Logo 2	Logo 3

3-25 Grid

Set: select test picture and confirm, then output port will output test picture.

### 1-6 screen resolution setting

Set screen resolution

Screen res	solution	setting		₽
		Customiz	ze	
Screen:	1		$\sim$	
Resolutio	r 3840*	<sup>•</sup> 2160	$\sim$	
Set				

3-26 screen resolution setting

User defined: switch on graphic card control panel, adjust correspond output resolution, fornow only support Nvidia graphic card.

Screen: select output port and screen which need to adjust Resolution: select resolution Set: confirm resolution

### 1-7 Help





Register: this software need USB secret key to work.

Tools: Open the software transcoding tool to transcode the material video into HAP format to improve hardware utilization and make 4K lossless video play smoothly.



Help document: open the software operation manual. Pls don' t use Adobe Reader as default application for open PDF files, use Adobe Reader may not open the document successfully, please use other PDF reader.



# MIG CREATOR R5 Media Software



3-28 Software operation manual

About: display software basic information



3-29 About CREATOR

# 1-8 Project name

Display current used project file name and address

### 1-9 status bar

Operate software window status, minimize, maximize, and turn off software.

# 2. Tool bar



### 2-1 Project operation area

	2 🚔 🖯 🖓		
	New project	Open a project put	Save the project
	3-31 new project	3-32 open project	3-33 save project
ľ	Ç ð	ç o	٨
	Save as a project	Add a virtual screen	New window
	3-34 save as a project	3-35 add a virtual scree	n 3-36 new window

New project: menu bar-load & save new project same operation

Open project: menu bar-load & save open project same operation

Save project: menu-load & save project same operation

Save as project: menu-load & save as other project same operation

Add a virtual screen: add a virtual screen on the layout

New window: add one or more windows as global window, add fixed window layout, make all scenes can use this window layout to change different source to display different picture.

### 2-2 Canvas display ratio

Select canvas size in analog display area



3-37 select canvas ratio

### 2-3 Server status

Display server working mode, the icon



means working on single mode,

means working on server mode,

٦J

means working on client mode.

### 2-4 Software Lock

Lock the software, in case irrelevant personnel operate it. Click the lock icon to unlock. You can set the shortcut key as CTRL+L.

💑 🕫 🔛 Load & Save 🛛 Host backup	O System setting 🛛 🗟 Test pattern setting 🗟 Resolution setting 🔘 Help	— 🗆 ×
6 <b>8 8 8 0 8</b>		27% 😔 🗐 🎰
🖽 Output 💿 Signal 👘		🖺 Load & save Config
Primary Output:		
. (0,0)		
		1 New project
E.		😳 Open a project
		E Save the project
		Save as a project
		🔄 Export a project
		🖄 Import a project
+		
44 		
A		

3-38 Software Lock

# 3. Output & Signal

There are output port section and video section here. These 2 sections work with virtual display section. On the left upper side, you can click to hide the section or re-click it to unfold.

### 3-1 Output port section



#### 3-39 Output port section

The output port quantity is based on the media server's graphic cards. If you change the graphic card's mosaic setting after turning on the software, please flash on the blank section of the output port section. Output port 1 is for the current PC's monitor display, output port 2 or more are for the screens set by the software.



3-40 Flash the video output port

### 3-2 Video section

This section includes menu and video materials: Video, OSD, photo, NDI, network video source.



3-41 Video section default mode

#### Video menu:



#### 1) Add a video

Click it to add the video

← → × ↑ 📜 « Program	n Files > Creator > R	5 > media	ن v	Search media			,p
Organize • New folder					- 🛋		0
This PC	test1.mkv	test2.mkv	test	t3.mkv	tes	t4.mkv	
<ul> <li>3D Objects</li> <li>Desktop</li> <li>Documents</li> <li>Downloads</li> </ul>							
<ul> <li>Music</li> <li>Pictures</li> <li>Videos</li> <li>Local Disk (C:)</li> </ul>	test5.mkv	test6.mkv					
File nam	e:		~	Video Files (*. Open	avi *.wmv	/ *.mpg Cancel	* ~

3-43 Default video material

Choose the video path and click open

The system will indicate the loading progress



3-44 Loading progress

When loading is finished, you will see the video on the list



3-45 Video list after loading videos

#### 2) Clear list

Clear all the videos on the list

3) Simple list

The concise mode will show the video' s thumbnail, name, length, resolution(see photo 3-46). This is a default mode.

#### 4) Detail list

The detail mode will show the video' s detail information(see photo 3-46).

Video(6)				
Picture File name	Туре	Resolution	Duration	Path
test3.mkv	video	1920 X 1080	00:00:15	C:/Program Files/Creator/R5/medi
test4.mkv		1920 X 1080		C:/Program Files/Creator/R5/medi
test2.mkv		1920 X 1080		C:/Program Files/Creator/R5/medi
test1.mkv		1920 X 1080		C:/Program Files/Creator/R5/medi
test5.mkv		1920 X 1080		C:/Program Files/Creator/R5/medi
test6.mkv		1920 X 1080		C:/Program Files/Creator/R5/medi
▼ Audio(0)				
Picture File name	Туре	Resolution	Duration	Path
▼ Picture(0)				
Picture File name	Туре	Resolution	Duration	Path
🔻 OSD (0)				
Picture File name	Туре	Resolution	Duration	Path
▼ Office(0)				
Picture File name	Туре	Resolution	Duration	Path
VDI (0)				
Picture File name	Туре	Resolution	Duration	Path
▼ Capture card(0)				
Picture File name	Туре	Resolution	Duration	Path

3-46 Video material detail list

#### 5) Add OSD

See the photo 3-56.

#### 6) Add network video

See the dialog box 3-59.

Video list



3-47 Video material list

Click the menu or right click your mouse to add a video. See photo 3-48.



3-48 Unfold and fold the list after adding video materials

After adding a video, the software will enter the concise mode. To read the the detail information of a video, please drag the video on the video section(see photo 3-49).

▼ Video(1)						
Picture	File name	Туре	Resolution	Duration	Path	
te Longi te	est1.mkv	video	1920 X 1080	00:00:40	C:/Program Files/Creator/R5/medi	
▼ Audio(0)						
Picture	File name	Туре	Resolution	Duration	Path	
▼ Picture(1						
Picture	File name	Туре	Resolution	Duration	Path	
	01.png	picture	3840 X 2160	00:10:00	C:/Users/Misaka/Pictures/001.png	
<b>V</b> OSD (0)						
Picture	File name	Туре	Resolution	Duration	Path	
▼ Office(0)						
Picture	File name	Туре	Resolution	Duration	Path	

3-49 Video detail list

The size and position can be customized, see photo 3-50:

ê 💼	8≣ 88 ⊡ ⊗									
▼ Video(1)										
Picture	File name	Dura	Duration		R	Resolution		Path		
te içiçi	st1.mkv	00:00:40		video	1920 >	K 1080	C:/Prog	gram Files/Creator/I	R5/medi	
▼ Audio(0)										
Picture	File name	Resol	ution	Dur	Duration		Path		Туре	
▼ Picture(1										
Picture	File name		Path	ı	Resolution		on	Duration	Туре	
	)1.png	C:/Users/N	1isaka/Pic	tures/001	.png	3840 X 2160		00:10:00	picture	
<b>V</b> OSD (0)										
Picture	File name	Туре	Resol	ution	(	Ouration		Path		
▼ Office(0)										
Picture	File name	Туре	Resol	ution	ſ	Duration		Path		

3-50 Change the size and position

#### 7) The menu when right click your mouse

When right click your mouse on the blank section of video material list, the material adding list will come out(see photo 3-51). When right click your mouse on a video, the operating list will come out (see photo 3-53).



3-51 Right click your mouse on the blank section



3-52 Right click your mouse on a video

#### A. Add Video

Choose the "Add Video" to see the current video type to be added:



3-53 Right click on a video

#### B. Add Audio

To add audio material:



3-54 select audio

### C. Add Picture

To add picture material:



3-55 Choose a photo

#### D. Add OSD

Text Font	Font size	Font type	Alignment	×
Agency FB 🖌 🚽	8 🗸	B I I I		
Width: 600 Pixel	Text reset			
Text area width				
Hello Creator!				
Text effect di	splay area			
			Cancel	ок firm selection

3-56 OSD means caption menu

#### E. Add PPT

Open	×
$\leftarrow \rightarrow \ \  \   \uparrow$ 🖡 $\bullet$ Program Files $\rightarrow$ Creator $\rightarrow$ R5 $\rightarrow$	media 🗸 🖸 Search media 🔎
Organize • New folder	<b>■</b> • <b>■</b> ?
media	No items match your search.
This PC	
3D Objects	
Desktop	
Documents	
Downloads	
b Music	
E Pictures	
😽 Videos	
Local Disk (C:)	
· · · · · · · · · · · · · · · · · ·	
File name:	PPT Files (*ppt;*.pptx)
	Open Cancel

3-57 select PPT

#### F. Scan for NDI

3-58

3

#### G. Scan for Capture card

If the Media server add capture card, you can scan for capture card to add in signal.

#### H. Network video

Add RTMP or HTTP network video source, encrypted video does not support.

🕭 Network	video								
Name:	network								
URL:	URL: please enter network video address								
		Cancel	ОК						

3-59 Network video dialog

#### I. Delete file

Select the file that needs to be deleted and click Delete. A prompt pops up when the file to be deleted is on the layout:



3-60 Delete File Tips in Use

#### J. Open the file' s path

Open the file path for the selected material

#### K. Add a virtual screen

You can add a virtual screen in project operation area:



#### 3-61 Add a virtual screen

Virtual display section will appear virtual screen with red box , the left of signal area will appear virtual source:



#### L. New window

You can add a new window in project operation area:



3-62 New window

Name: tast2,mkv Duration 00:00:40 Resolution: 1920 X 1080	(0,0)							
Name: test4.mkv Duretion 00:00:05 Resolution: 1920 X 1080 Name: test3.mkv Duretion 00:00:15 Resolution: 1920 X 1080		Output	1		<b>≞</b> ⊡×			<b>2</b> 0×
Name: test5.mkv Duration 00:00:10 Resolution: 1920 X 1080		x:0 y:0 w:3840	Window h:2160					ndow 2
		r:0	x:0	/:0 w:1920	h:1080 z:1		x:2081 y:0 w	:1141 h:1080 z:2
	Window 1	х О т	0 w	idth 1920	Height	1080	ок	

3-63 Add new windows

You can add new windows and change the location and size of the windows in the virtual display section .Then the signal can be dragged full-size into the windows. If the setting of windows is over, next all of the scenes will display the windows, other signals can be dragged into the windows to display.

# 4. Virtual display section

al ≔ ng)	$\diamond$							4 ×	
	•								
		(0,0)							
	2		Output 1			×			
			x:0 y:0						
			w:3840 h:2160 r:0						
	_							7 🗴	
5	Outpu	ut 1 ×	0 τ 0	Width 3840	Height 2160	ок б			

#### 3-64 Output port virtual display section

#### 1. Direction button 2.Scale section 3.Virtual display section 4. Output port setting

#### 5. Output port coordinates, width & height 6. Confirm button 7. Layout adjustment



#### 3-65 Video source virtual display section

1. Direction button 2. Scale section 3. Virtual display section 4. Layer setting section 5. Material layer coordinates, width & height section 6. Confirm button 7. Layout adjustment 8. Layer angle setting 9. Layer attribute setting

#### **Virtual display**

#### 1. Direction button

With the help of scale setting, this button is designed for moving the whole layout section, in order to set the output window and layer to the right position. The mouse wheel can also be used as a direction button.

2. Scale section

This scale tool works with the direction button. It is designed for set the whole layout size to display the output window and layer in a right size. The mouse wheel can also be used as a scale tool.

3. Virtual display section

The gray section is the layout, and the black section is the software display section. Output window and layer can be displayed in this section, but mainly in the layout section. Output window is output port 2. The blue layer is the window produced by dragging the video material. The default layout section' s coordinates origin is(0,0), and default layout size is 7680\*2160.

4. Output port or layer function setting section

Indicate the output port or layer display order and status

5. Output port or material coordinate, width and height section

To set the output window or layer size and position

6. Confirm button

To confirm the coordinates, width and height value setting

7. Layout adjustment

To adjust the layout to the middle of virtual display section

- 8. More (Layer attribute setting)
- 9. Set the layer properties of the selected layer. Select the layer that needs to be set first, and click more on

the right side of the software will pop up. See 3-66.

Layer property set			
В:	100	<b>*</b>	^
Layer property setting			
Brightness:	0		Bottom margin(pix):
Contrast:	0	▼	Left margin(pix):
Hue:	0	÷	Right margin(pix):
Saturation:	0	<b></b>	Reset
Opacity:	100	<b>\$</b>	Mirror setting
Feather: •	0	<b>\$</b>	Vertical mirror
Volume:	0	<b></b>	Horizontal & vertical mirror
Save Reset			Shape setting: Rotation
Clip and fill			
Top margin(pix):	0	<b>+</b>	Shape: Mone

3-66 Layer attribute setting

Layer attribute setting:

Color: adjust RGB range of layer

Layer effect setting:

Adjust layer brightness, contrast, hue, saturation level, transparency

Remark: After the above parameters are adjusted, it is necessary to press the save button to save the adjusted

parameters. Or you can reset the layer properties

Mirror image setting:

Set the layer's mirror image to be a horizontal image, a vertical image, and a horizontal vertical image

Special-shaped setting:

Rotation; switch on layer rotation function, At this time, the corresponding layer on the simulation display area will display the rotation icon, and the input box of Angle setting will appear below to input the required Angle value. See 3-65.

Shape: Set the shape of the layer's play window, see 3-67.



3-67 Shape

Customized Polygon: created polygon by clicked mouse on different polygon above the layer ,double click the last red point to end the contrusting of polygon. Yellow point is for changing the coordinate. Press OK to confirm the sharp of polygon.



3-68 Shape customization

Crop: crop the layer source and scale it. Top margin ,button margin, left margin , right margin , crop from the edge of the layer.

Output port simulation area presentation:

For convenient programing can use mouse wheel to scalling the Output port simulation area, via the mouse to drag the output window to any position . only for the corresponding additional output setting, details as below:

<> ↓ (0,0) _	Outpu Can Adsor	it and vas ption	Close all of the outputs – Close or open the adsorpation –	→⊗ →U
	輸出口 2 ← Output port number x:32 y:29 ← Output port location w:1920 h:1080 ← Output port size r:0 ← Output port rotation	Close current output port		

3-69 Output ports setting

Source display area presentation:

Source display area is for editing the corresponding source layer .can use mouse wheel to scaling the Output port simulation area, or use mouse to drag the output window to any position .layer will display above the output window. Layer once cover the output window ,then will media server will output the image, details show as below 3-65.

Automatic adsorption : the layer source will adsorption automatic when move it close to the edge of the output window or closed to other layer.

```
Full scaling; source full cover the output window, short cut keys is "Shift + E"
```

Shortcut keys list:

Ctrl: layer select,	Home: layer most top	, End: layer most bu	tton PAGE UP: previous pag	ge of PPT
PAGE DOWN: next pa	age of PPT Delete	e: cancel the layer	Table: select next layer	
Shift+ E :full display	Ctrl+ Alt+	P: freeze		



3-70 Video layer operation

# 5. Layer area



3-71 layer Abbreviation operation



3-72 layer scene operation interface details

### 1. Layer broadcasting control area



Play in order: after selected, current scene only play one layer, from the the top to button

Lock: lock the scene and layer, no operation allowed 。

### 2. Scene layer Area

- 2-1:F1~F10: shortcut key for 10 scenes, switch the scene. Noted: Currently only support 10 scene shortcut key, need to delete the previous scene if need more scene.
- 2-2: Scene 1~10: right click to check the submenu, rename the scene (see details 3-67), expand the scene details, or copy current scene ,or delete.

E Bank Property							
Na	me :		Sce	ene			
		Save		Cancel			

3-73 rename the scene

- 2-3: Delete the current scene
- 2-4: Expand the layer to check details
- 2-5: Layer Thumbnail :check all layer in current scene, click the mouse to delete corresponding layer.
- 2-6: Check the current layer progress bar, move mouse to check the broadcasting time
- 2-7: Adjustment the broadcasting status of the layer source.
- 2-8: Layer preview: expand the layer details, move the mouse icon to the progress bar to check the preview image.

# 四、Operating procedures

Below steps if for showing how to use the media server after setup the app.

## 1. Output setting

Connect the server output to processor, after EDID all the output ports to correct resolution, mosaic the output port according to the event/project. (check mosaic introduction via 6: graphic card mosaic)

### 2. Open new project

Open software



4-1 open software





Open project:



4-3 Open Project

## 3. Start programing



4-4 software main interface

# 4. Output display setting

🔊 R	5 👫	Load & S	Save	Host b	ackup	System	setting	₩ Te	st pattern setting 🗳
ß	🖻 🖯	R Q	٦						
💌 C	output	😰 Sig	ınal 🗄						
	Prim	ary Outpu	ıt						
	Outp	ut 2 (usin	g)	( <u>0</u> ,0)					
					Output 2				
					x:0 y:0				
					w:1920 h:108	0			
					1.0				

4-5 Output display setting

Create output window in simulation display area, drag the output port from left output port menu to output simulation area. Output 1 is the main output of server, other are extender output port. Can adjust the output port by set the <u>coordinate</u> parameters.



4-6 create output

# 5.Add video sources



4-7 Add Signals

Choose and add the video source materials:

▼ Video(1									
Picture	File name	Туре	Resolution	Duration	Path				
test1.mkv		video	1920 X 1080 00:00:40		C:/Program Files/Creator/R5/medi				
▼ Audio(0									
Picture	File name	Туре	Resolution	Duration	Path				
▼ Picture	▼ Picture(1)								
Picture	File name	Туре	Resolution	Duration	Path				
	001.png	picture	3840 X 2160	00:10:00	C:/Users/Misaka/Pictures/001.png				
<b>V</b> OSD (0)									
Picture	File name	Туре	Resolution	Duration	Path				
V Office(									
Picture	File name	Туре	Resolution	Duration	Path				

4-8 Choose the video source materials

# 6. Add layers and windows



4-9 Add layers to the window

Drag the video source material needed for the first program from the video source clip bar on the left into the analog display area, and adjust the size as well as position of the video source window as needed.

# 7.Program layout

After arrange the first program according to step 6, then need to arrange multiple programs. Click on the second scene to start editing the second program, the second and following programs are arranged in sequence on the scene, then these programs will be played sequentially. Layer and effect settings for each video source layer can be adjusted according to program requirements.

🕭 R5	E Load & Save	Host backup	System setting	🝿 Test pattern setting 😳 Resol	ution setting 🔞 He		or/R5/proje	ct/002.mig					
6 G I													22% 🗸 📃 🔒
🖾 Output												C System set	
4 B 8													
<b>▼</b> 8.46(0)											∆ ⊻		
+ +	Name: test2. Duration 00:00										8		
	Resolution: 1920 3	),0 <mark>)</mark>									. "		
	Duration 00:00 Resolution: 1920.2											<ul> <li>Normal quality</li> </ul>	
	Name: test3.												
	Duration 00:00 Resolution: 1920 3												
	Name: test4. Duration 00:00												
	Resolution: 1920 )											•	
$\sim$	Duration 00:00 Resolution: 1920 3												
-	Name: test6. Duration 00:00											Width: 7680	
	Resolution: 1920 3											Height: 2160	0
V Activ(D)													
	Name: 002.pr												OOFF
	Resolution: 3840 )												ON
2: 9	Duration 003.pi												COFF
v (c)(t)	Resolution: 3640 )	Signal 2 I		-34 wath 1920	Height 1080								
1.00	Namo: Hello	+ 11		F2 Scene2	F3 Scene3	Scene4	Scene5	F6 Scene6	F7 Scene7	F8 Scene8 F9	Scenes !!!		
	Resolution: 600*3	1919											
T off(relb)		00:00:	a3	00 : 00 : 40	AL -							Layer mode	Timeline mode
Topters real(1)		्र <b>वि</b>	Image: 1 million of the second sec										
Thereast video (0)		El 00 : 00 :	03	00 : 00 : 40									
		<			Sejat: 30/05	7 AC J.103	9600 (BARK)   200				>		

4-10 Multiple program edit

# 8.Save project/Export project

After edited the program, need to save or export the edited program, so that can open the previously saved project directly next time when open the software.

🚸 R5 📲 Load & Save 🔹 Host backup 🔅 System setting 🔢 Test pattern setting 🔂 Resolution setting 🕖 Help	or/R5/project/002.mig	- ¤ ×
6 <b>6 6 6 6</b>		22% 🗸 📃 🙆
El Output 😰 Signal 4		🚏 Load & save Config 🔋 🖻
	<u>\$</u>	
+ - Namo: test2.r Duratien 00:00:	- 8	
Resolution: 1920 D, 0	U	🖆 New project
Duration 00:00:		
+ -::+ + -::+ + Resolution: 1920 >		Open a project.
Duration 00:00:		
Resolution: 1920 X		Save the project
- (6) - Duration 00:00:		And the state of t
Resolution: 1920 )		
Duration 00:00: Develop 100:00		En Save as a project
Name: test5.r		Walking Access for Accessed
Duration 00:00 Resolution: 1920 >		Export a project
water		e
▼ meda		Import a project
Name: 002.pr Duration 00:10:		
Kasalution seed >		le l
A = C = Duration 00:10: Person 00:10: Person 00:10:		
▼ ==== Signal 2 : -5 1 -34 wwn 1920 week 1080		
Namia: HelloC Duration photo: + 51 Scene1 F2 Scene2 F3 Scene3 F4 So	ene4 <sup>F5</sup> Scene5 <sup>F6</sup> Scene6 <sup>F7</sup> Scene7 <sup>F8</sup> Scene8 <sup>F9</sup> Scene5 <sup>II</sup>	A
Resolution: 60013		
00:00:40 00:00:40		
Trainis and D		
▼ Takeit vilatit) 00 : 00 : 00 : 00 : 00 : 00 : 00 : 00		
0		

4-11 Save project/Item

# 五、Graphics Card Mosaic

When need to display a full screen with multiple output ports of the server, Need to mosaic the server's graphics card output, Otherwise, there will be tearing in the place where multiple output ports are spliced. The output ports mosaic need to be set from the graphics card mosaic, The graphics card are divided into NVIDIA and AMD.

# **N** Graphics Card Mosaic

LED splicing has a extremely high synchronization requirement about the output, the perfect synchronization requires graphics card support. In this respect, the general professional card is better than the game card. But even professional cards also have a lower probability of being out of sync. Therefore, as for LED, the perfect solution is to use the graphics card's mosaic function. Here is the introduction about how to set up mosaic on the N card P4000

### 1. Open NVIDIA Control Panel

Right click the computer desktop, and find the NVIDIA control panel as well as open it, If can not find it, need to download the driver from the NVIDIA website.



### 2. Set the Mosaic Mode



# 3. Select the Mosaic Layout

NVIDIA Mosaic set up		
Mosaic Displays	Topology: 1 x 4	
1. Select topology 2. Select displays 3. Arrange d	isplays 4. Adjust overlap and bezel correction	
Number of displays:	Configuration Name	
4 🔻	Mosaic setup	
Topology (rows x columns):		
1×4		
Orientation of displays:		
Landscape		
I am using recommended connections for t	ne selected topology.	
Enable Mosaic		
Selected topology:		
87		Back Next

# 4. Select displays

Select the display monitor that needs to be spliced, and the output port and the resolution of each output port., Note: The processor EDID function is used before splicing, and then the graphics card option will have a customized resolution.

osaic Displays		Topology: 2 x 2
Select topology 2. Select display	3. Arrange displays 4. Adjus	t overlap and bezel correction
isplays for Mosaic: (4 selected) Displays Quadro K6000 (1) 2. Dell Alienware2310 Quadro K6000 (2) 3. Dell Alienware2310 4. Dell Alienware2310 4. Dell Alienware2310	Sync capability	Refresh rate: III0 He  Resolution per display: 1920 x 1080 Total resolution: 3840 x 2160 pixels V 4 displays are selected for Mosaic with sync. Go to next step to provide information about your display arrangement.
elected display sources:		
1 2 0,0 0,1	<b>4</b> 1,1	

# 5. Arrange displays

After selected the monitor and resolution, drag the monitor into the layout box below.

🖪 NVIDIA Mosaic set up	
Mosaic Displays Topology: 2 x 2	^
1. Select topology       2. Select displays       3. Arrange displays       4. Adjust overlap and bezel correction	III
Available display sources:	
4 3 2 1,1 1,0 0,1	
Topology:	
1 2	
0,0	
Total Resolution: 3840 x 2160 pixels	
Back Next Finish	
< III >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	•

# 6. Click Apply

NVIDIA Mosaic set up	and the second			
Mosaic Displays		Topology: 2 x 2		<b>^</b>
1. Select topology 2. Select displays 3.	Arrange displays 4. Ad	just overlap and bezel correct	tion	Е
(i) Display arrangement for Mosaic is	complete. To enable Mo:	saic, click 'Apply'.		
Topology:				
iopology.				
	1	2		
	0,0	0,1		
	3	4		
	1,0	1,1		
		ED Kowa		
Total Resolution: 3840 x 2160 pixels			App	ly Cancel
			Back	t Finish
			For Rev	· · · · · · · · · · · · · · · · · · ·
				is ۲

# 7. Mosaic Completed

After mosaic successfully, then can view the splicing details, If need to re-splicing, just disable mosaic and then re-splicing according to steps 2 to 6.

NVIDIA Mosaic set up			
Mosaic Displays		Topology: 2 x 2	<b>^</b>
1. Select topology 2. Select displ	ays 3. Arrange displays 4. Adjus	t overlap and bezel correction	Ε
Select how overlap/bezel correction	on is applied		
Use the same setting for all verti	cal or horizontal edges 🔹 👻		
Select edges for overlap/bezel co	rrection		
	2	3	
	0,1	0,2	
	4	1	
	1,0	0,0	
Total resolution: 3840 x 2160 p	pixels		
Enter overlap/bezei correction va	Correction type	Correction value (	nivels)
All Vertical	Bezel Correction 👻	0	pixelsy
All horizontal	Bezel Correction	0	
	Ovenap		
•			•
			Apply Cancel
			Back
			( <u></u>
< III			ti. ▲

# **AMD Graphics Card Mosaic**

Right click the computer desktop, select Radeon Pro and AMD FirePro setting

### 1. Open AMD Control Panel

🍻 Radeon Pro and AMD FirePro 设置 🐼 Radeon Pro and AMD FirePro 高级设置 > 查看(V) > 排序方式(O) 刷新(E) 粘贴(P) 粘贴快捷方式(S) 360桌面助手 > > ☑ 共享文件夹同步 > 新建(W) 🧊 显示设置(D) 个性化(R)

5-8

### 2. Open Mosaic Options

Click Eyefinity, then select advanced setting





5-10

# 3. Select Layout

Choose "Select Layout"

	ID Eyefinity Pro Con	figuration Tool		≡ ×
Available Displays				
(2) - 2269W (3) - DELL E2214Hv	(1) - ZEOL H8	(2) - 2269W	(3) - DELL E2214Hv	
Identify	Layou	nt Mode Fit		
Select Layout			Reset Create AME	Eyefinity Configuration



Chhoose the layout of the output port, then click "NEXT"



5-12

### 4. Select the Monitor

Right click the desktop - display settings to view the main display of the graphics card outputs, as well as the outputs that need to be spliced. Drag the output of the Available Display area to the right side of the layout, and select Expend in "Layout Mode", Then click on create AMD Eyefinity Configuration in the right-bottom corner, the graphics card will mosaic the selected output ports.

Settings		- 🗆 X
命 Home	Display	
Find a setting	Select and rearrange displays	Sleep better Night light can help you get to sleep
System	Select a display below to change the settings for it. Press and hold (or select) a display, then drag to rearrange it.	by displaying warmer colors at night. Select Night light settings to set things up.
🖵 Display		Get help setting it up
ゆり Sound		Have a question?
Notifications & actions		Get help
J Focus assist		Make Windows better
O Power & sleep		Give us feedback
□ Storage	Identify Detect	
Tablet mode	Color	
耳: Multitasking	Night light	
Projecting to this PC	• Off	
X Shared experiences	Night light settings	
🛱 Clipboard	Get a brighter more vibrant nicture in HDR and W/G videos, names	
>< Remote Desktop	and apps. Windows HD Color settings	
① About	Scale and layout	
	Change the size of text, apps, and other items	
	150% (Recommended)	
	Advanced scaling settings	
	3840 × 2160 (Recommended) ~	

5-13



# 5. Mosaic Completed

After the graphics card is spliced, the following window like below.

	AMD Eyefinity Pro Configuration Tool	≡×
Your Eyefinity	r desktop is created and ready.	
Click "Start O	ver" to create a new Eyefinity desktop.	
Start Over		
To adjust des	ktop resolution and positions, click "Screen Resolution" to launch Screen Resolution panel.	
Screen Re	solution	

5-16

Click "Start Over" will show the window as below, "Retry" indicates re-splicing, "Disable Eyefinity" indicates cancel splicing

AMD Eyefinity Pro Configuration Tool	≡×						
AMD Eyefinity Pro Configuration Tool could not detect the appropriate hardware or driver or there are not enough displays to create new Eyefinity desktops.							
Click "Retry" to re-detect system and display configuration							
Retry							
Click "Disable Eyefinity" to disable existing Eyefinity desktop and create new configuration.							
Disable Eyefinity							

Click "Screen Resolution", will show the display setting window as below, then can view the display resolution of the spliced output port 2.

Settings		- 🗆 X
命 Home	Display	
Find a setting	Select and rearrange displays Select a display below to change the settings for it. Press and hold (or select) a display, then drag to rearrange it.	Sleep better Night light can help you get to sleep by displaying warmer colors at night. Select Night light settings to set things
🖵 Display		up. Get help setting it up
<ul> <li>4<sup>st</sup> Sound</li> <li>□ Notifications &amp; actions</li> <li>② Focus assist</li> <li>① Power &amp; sleep</li> </ul>	2 1	Have a question? Get help Make Windows better Give us feedback
□ Storage	Identify Detect	
🕞 Tablet mode	Color	
日 Multitasking	Night light Off Off	
X Shared experiences	Night light settings	
🛱 Clipboard	Get a brighter more vibrant picture in HDP and WCG videos games	
✓ Remote Desktop	and apps. Windows HD Color settings	
① About	Scale and layout	
	Change the size of text, apps, and other items          150% (Recommended)       ✓         Advanced scaling settings         Resolution         3840 × 2160 (Recommended)       ✓	

5-18

All these steps have been done means mosaic completed. When need to cancel the graphics card splicing, only need yoclick" disable the display group", then just set the extensions on each screen.