GT series point-to-point splicer

USER MANUAL

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Machine installation

1. Install the machine

- Connect the input end to multiple display screens with HDMI cables; the output is connected to the DP signal;
- The power adapter is connected to AC 220V, the indicator light is on, and the device starts to work normally;

2x3 splicing:

1	2	3
4	5	6

1x6 splicing:

1 2 3 4 5	6
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General wiring method:

Whether it is 1x3, 1x6, 2x3, 2x6, 3x3, 4x3, the actual wiring sequence is as follows:



For other 1x7, 1x8, 1x10, 1x11 modes, please refer to the label number attached to the back of the machine.

3X3 point-to-point splicing setting

Example: Set a 3*3 point-to-point splicing screen with a resolution of 5760*3240@60Hz.

Note: The graphics card needs to support mosaic function, and AMD W5700 professional graphics card is recommended.

First, you need to use one machine. The input computer needs a multi-screen graphics card, which supports 3 or more DP output ports. Connect the 3 DP ports on the input end to the computer, and the output ports are connected to 9 display screens in sequence;



DP computer graphics card settings:

1. Open the NVIDVI control panel and set the mosaic mode. There are 3 displays identified here.



2. Select the layout, follow the steps to select the number of monitors 3, layout 3x1.

一项任务	Mosaic 投不可通过多冒显示森和	GPU 创建一个整体桌面。可用边链妆止创建大缝图像。	
3D 设置 通过预览调整图像设置 管理 3D 设置	INVIDIA Mosaic 设置		- 🗆 ×
工作站 查看系统布局 设置 Mosaic 模式	Mosaic 显示器 1. 选择布局 2. 选择显示器 3. 排列显示器	布局: 3 x 1 4. 调整重叠和边程校正	
	日示器教里: 3 → 1 布局(行 × 列): 3 × 1 五示器方向: 横向 → ○ 最大 GPU 布局 ○ の まし、cPU 布局 ○ ○ こ ○ こ こ ○ こ ○ こ こ ○ こ ○ こ こ ○ こ ○	配置名称 Mossie 设置 2	
	(新) 弦で (新) 磁空 (新)		

3. Select the monitor and click Next.

II NVIDIA Mosaic 设置	—
Mosaic 显示器	布局: 3 x 1
 选择布局 选择显示器 排列显示器 4. 调整重叠和边框校正 用于 Mosaic 的显示器 (己选定 3 个) I 显示器 Guadro P2000 I MONITOR I MONITOR	刷新率: 60.00 赫兹 ~ 每个显示器的分辨率:
S. MONITOR	 5760 x 1080 ~ 总分辨率: 5760 x 3240 像素 ◇ 为 具有同步功能的 Mosaic 选择了 3 个显示器。 进入下一步,提供您的显示器排列信息。
选定的显示器信号源: 1 2 3 0,0 0,1 0,2	
	后退(B) 下一步(N)

4. Arrange the displays and drag the signal source into the box as shown in the figure below.

E POYERA Manual: 反正 「Power 日天空 - 低谷和三月 - 通名用三月 - 通名用三月 - (内田市前 へ)(内田市市) - - 同日元月 (日本市) (内田市市) - (内田市) - (内田) - ()) - ()) - () - ()) - () - () - ()) - () - () - ()) - () - () - ()) - () - () - () - ()) - () - () - () - ()) - () - () - ()) - () - () - () - () - ()) - () - () - () - ()) - () - () - () - () - () - ()) - ()	×	 ● NVDM Mosic 認識 「Sente 最高額 上 為將私司 (上 為將私司部) ▲ 與終東良和边際設計 	
		ب Toole BEOMMALS, BAD Toole, 484 *KD	r.
		1 8 2 8 1 8 3 8 3 8 3	
母分類罪: UND x 3000 @某	院間(1) [15(3)] 精末	必分指本, 5760 x 5240 做素	第2月100 税(約16) 重担(8) 下 ⇒ 50 結束

After arranging, click Apply and save the changes.

应用更改	文		×
9	您的桌面配置已经更改。 您是否要保留这些更改?		
	在 6 秒钟内恢复	是(Y) 否	(N)

5. Adjust the overlapping part, no need to adjust, just click to end. ■ NVIDIA Mosaic 设置 – □

INVIDIA Mosaic 设置		—	\times
Mosaic 显示器	布局: 3 x	1	^
1. 选择布局 2. 选择显示	器 3. 排列显示器 4. 调整重叠和边框校正		
选择应用重叠/边框校正(对所有垂直或水平边缘他	的方式 9用相同的设置 ~		1
选择要进行重叠/边框校1	三的边缘		
	1		
	0,0		
	2		
	0,1		
	3		
	0,2		
总分辨率: 5760 x 32	40 像素		
输入远定辺缘的里叠/辺 边缘	世校正祖: 校正类型 校正值((像素)	
所有水平	边框矫正 ~ 0	•	
<		>	
		后退(B) 结束	
			>

After the setting is complete, you can get a 3x3 stitching picture with a resolution of 5760*3240.

common problem

Q: Why is there no image on the whole display unit?

A: Check whether the DP indicator is always on, and plug in or replace the DP input.

Q: Why is there no image on some display units?

A: If the signal detection is abnormal, it can be solved by plugging and unplugging the HDMI port corresponding to the display unit.

Q: Why is there a chaotic image on the display unit?

A: As shown in the figure, please check whether the output frequency is too high and replace the frequency.