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# INTRODUCTION

## Overview

This is a document that explains the new feature of OSD and different options that it provides.

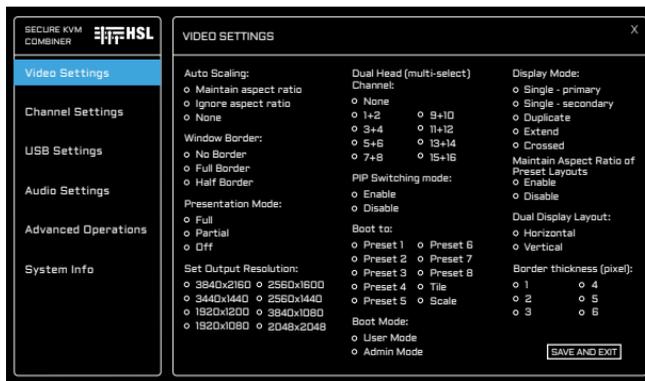
**To enter OSD mode press Lctrl | Rctrl | O, or Lctrl | Lalt | O**



## VIDEO SETTINGS

## Video settings

In this menu you can change the different kind of settings that are customized for video and display options.



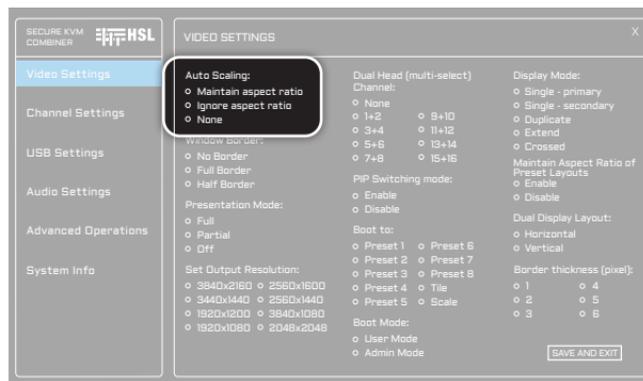
## VIDEO SETTINGS

## Auto scaling

This section of the menu would let the user choose how he wants that each source would be viewed in it's prespective box.

- **Maintain aspect ratio** – If the user checks this box the combiner would keep and secure the source window in a 16:9 aspect ratio. The picture would be layed out across all the space it is given.
- **Ignore aspect ratio** – If the user checks this option the combiner would let the user scale and change the source's window to any aspect ratio and any position he chooses. The picture would be layed across the entire space it is given.

**Note:** This option would let the user change the window size without maintaining aspect ratio, but the picture would not display on the entire space it is given until the user presses the **Ctrl | Lctrl | W** keyboard shortcut.

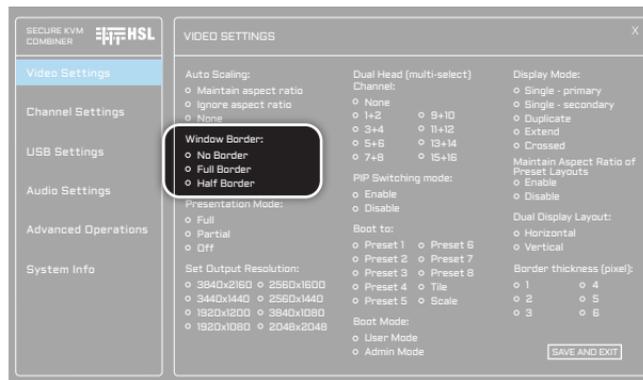


## VIDEO SETTINGS

### Window Border

This section of the menu would let the user choose what kind of border would separate between the different sources.

- **No Border** – With this option there would be no visible border between the sources.
- **Full Border** – With this option a strong border in the color of the background would show between the sources.
- **Half Border** – This option would show a border line between the the sources in the color of the background only half the size compare to full border.'



## VIDEO SETTINGS

### Presentation mode

In this section the user would choose how the sources would represent themselves after choosing them.

- **Full** – This option would make the chosen source to go on full screen mode comparable to Lctrl | Lctrl | F
- **Partial** – This option would change the viewing mode after choosing a source, one time to full view mode the other time to quad mode.
- **Off** – this would maintain the view mode as it was at default.

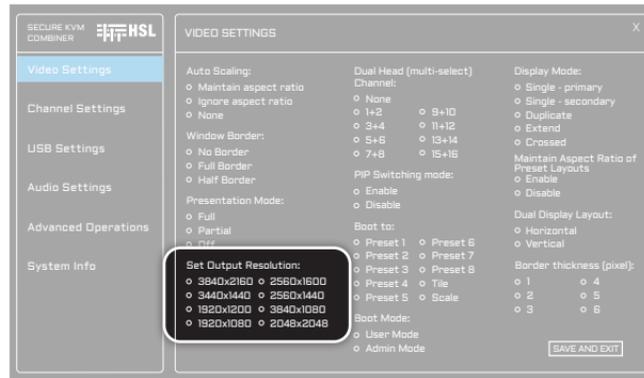
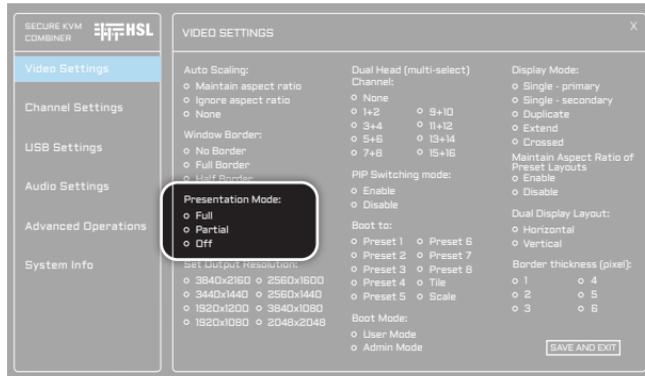
### Set Output Resolution

This section would let you switch the output resolution on both your screens.

This is the equivalent to Lctrl | Lctrl | F11 | D | 1-8

You can choose the resolution 4K, 4K wide, 1920x1200, HD, 2560x1600, 2560x1440, 3840x1080, 2048x2048.

The resolution you choose to output is dependent on your screen and its compatibility.



## VIDEO SETTINGS

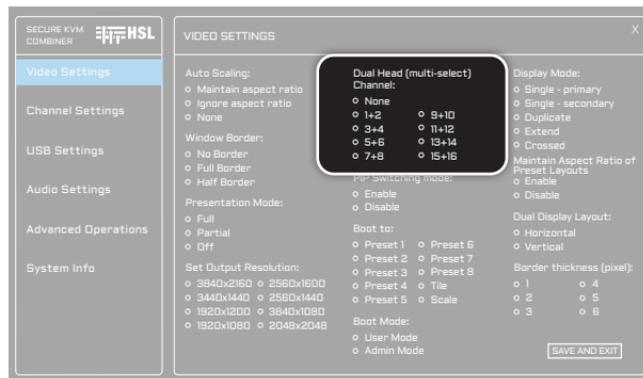
## Dual Head Channel

In this section the user can configure where he has a dual head source and lets the combiner handle the USB control.

**Please note:** PCs with dual head should have the multi display driver installed for perfect and maximized experience.

**Note:** This section may be with fewer options depends on the amount of inputs your combiner has. For example a 4 port combiner would have 3 options None, 1+2, 3+4; while 8 port would have the following options as well 5+6, 7+8.

You can choose non of the inputs have dual head or just one of the sources or multiple sources may have dual head.

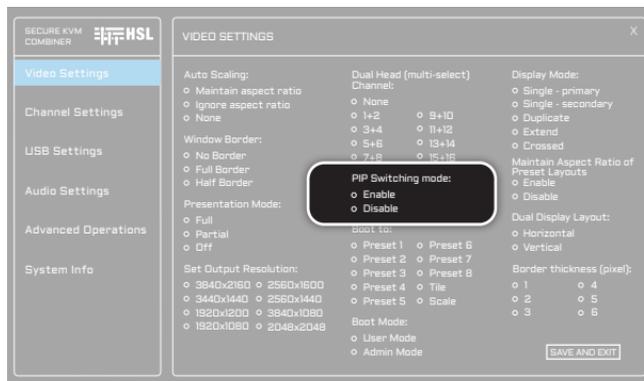


## VIDEO SETTINGS

### PIP Switching Mode

In this section the user gets to choose in a case of PIP (Picture In Picture) how the combiner would act to the controller mouse.

When this option is enabled you could switch between the 2 sources by crossing the borders, when it is disabled the mouse would pass behind the upper window source and would stay in the lower window.

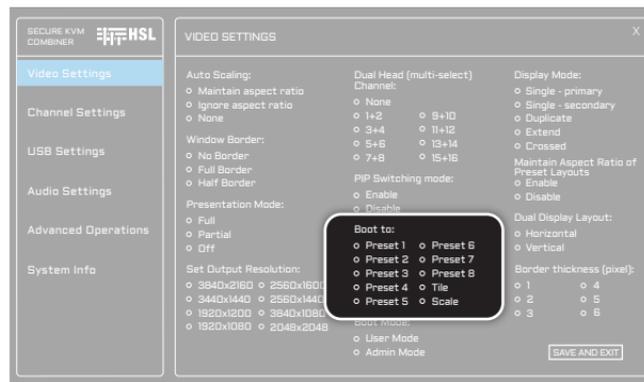


### Boot to

In this section the user would choose how the combiner would start after a power boot.

The combiner can start with anyone of the 8 presets the user designed. It can start at a tile mode (Quad look), or scale mode.

The combiner after a reboot would boot up in the option that the user choose in this section.

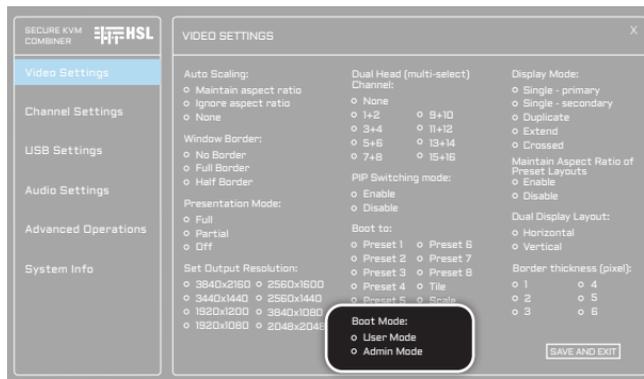


## VIDEO SETTINGS

## Boot Mode

In this section the user would choose in what mode the combiner would boot up.

- **User mode** – In this mode the user would start with control over the sources pcs.
- **Admin mode** – In this mode the user would start with control over the layouts and view of the combiner.

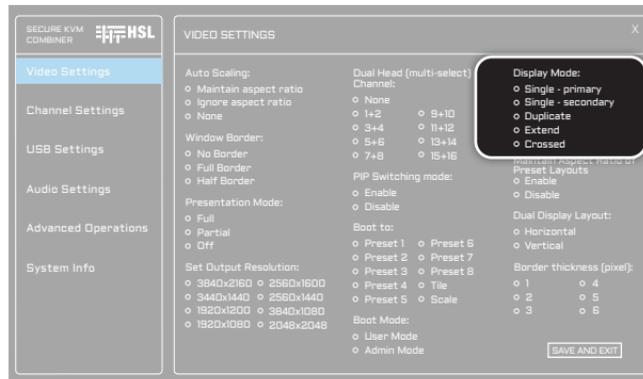


## VIDEO SETTINGS

## Display Mode

In this section the user would choose how the outputs of the combiner will work and in what format.

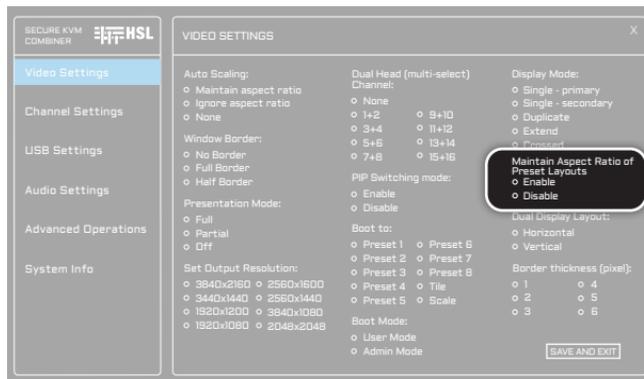
- **Single - primary** – In this option only the primary output of the combiner will work and all sources would be shown in that screen.
- **Single - secondary** – In this option only the secondary output of the combiner will work and all sources would be shown in that screen.
- **Duplicate** – Both screens would be active and would show the same image on both displays.
- **Extend** – In this mode both screens would be active and the displays would show in extend mode the primary would show the first half of the sources while the secondary would display the second half of all sources.
- **Crossed** – In this mode the combiner would act the same as extend mode with the change of that the first half of inputs would show in the secondary display while the second half of the sources would be displayed in the primary screen.



## VIDEO SETTINGS

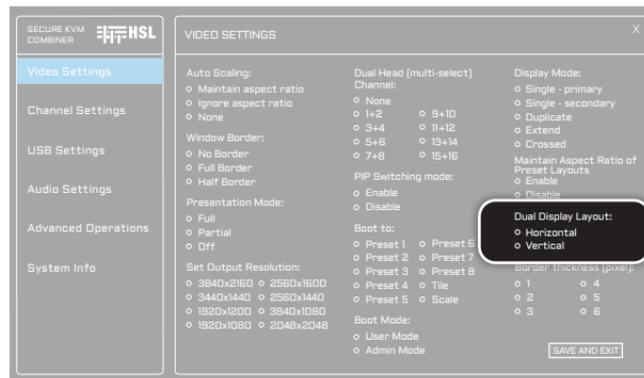
## Maintain Aspect ratio of preset layouts

In this section the user can choose if he wants that the premade layouts would maintain aspect ratio or disable it. (Premade layouts are Lctr |Lctr | Q , ect.)



## Dual Display layout

In this section the user is stating if the real layout of the displays is Horizontal or Vertical.

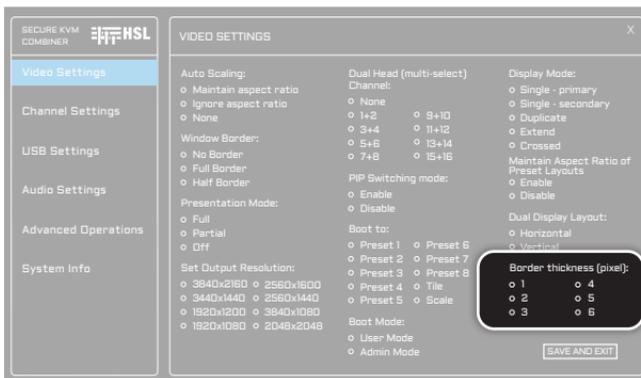


## VIDEO SETTINGS

## Border Thickness

In this section the user can choose the thickness of the border between sources in full border mode

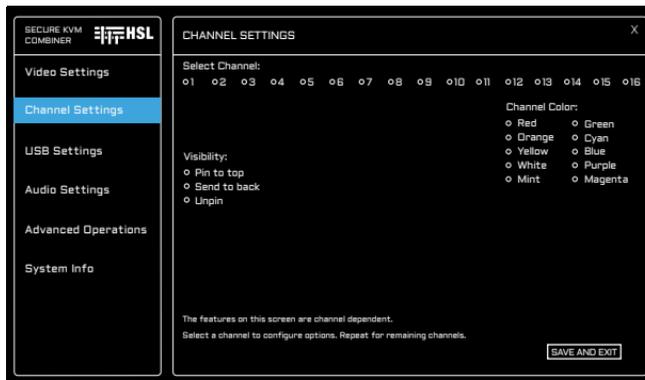
It is stated as amount of pixels it covers.



## CHANNEL SETTINGS

## Channel Settings

In this section the user may change settings for individual input channels.



The user will choose a channel, each channels background color maybe picked by the user this are the options: Red, Orange, Yellow, White, Mint, Green, Cyan, Blue, Purple, and Magneta.

The user may pick the visibility of each channel on the screen the following are the options:

- **Pin to top** – This option would pin the input channel to the top and if you drag another channel on top of it this chaneel would pop up and would be shown as PIP mode.
- **Send to back** – This option would send the channel to the back, for example if you drag another input channel on top of it, it would be hidden behind and the combiner would grant the top channel the priority.
- **Unpin** – This channel would act in the default way.

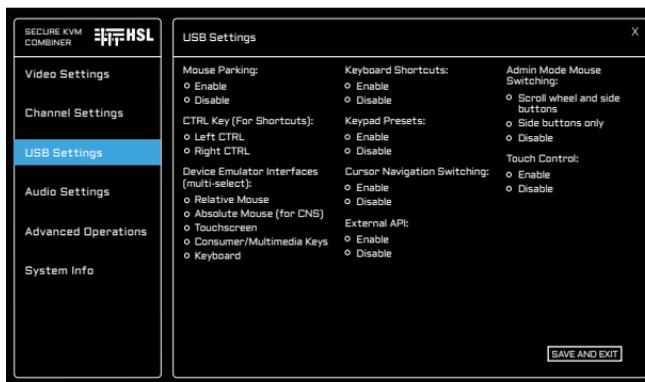
\*note this feature is channel dependent you need to select a channel to configure and repeat for remaining channels.

**Please note:** This channels view may change depending on your combiner type. If you have a 4 port combiner only channels 1-4 would show, if you have an 8 port combiner channels 1-8 would show and for 16 port combiner channels 1-16 would show.

## USB SETTINGS

## USB Settings

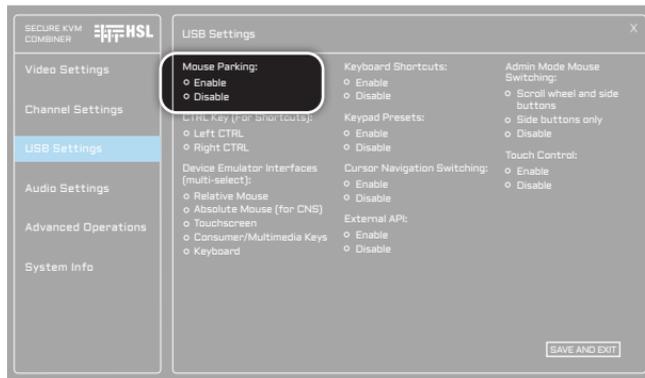
In this section of the menu the user can manipulate and configure the USB and control of the combiner.



## USB SETTINGS

### Mouse parking

In this section the user can configure if he wants to activate or deactivate mouse parking. If this option is activated when the controls are not on the source you can still see the mouse "parked" on the edge of the screen where you left it. If disabled when the user leaves the source the mouse would disappear until entered again.



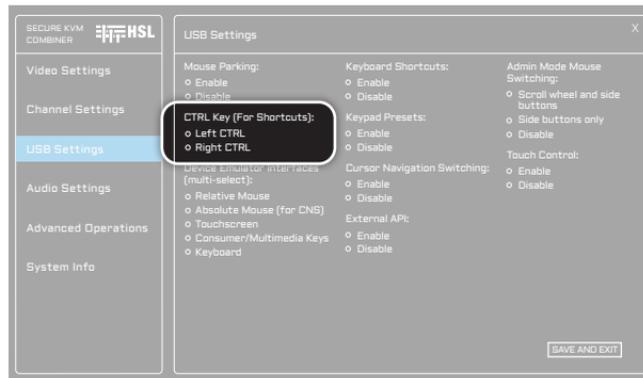
### CTRL Key

In this section the user can choose if he wants the shortcut ctrl would be Lctrl or Rctrl.

For example if he chooses the right CTRL option to enter quad mode he would press **Rctrl | Rctrl | Q**

If he chooses the Left CTRL option to enter quad mode he would press the shortcut **Lctrl | Lctrl | Q**

The default is left CTRL.



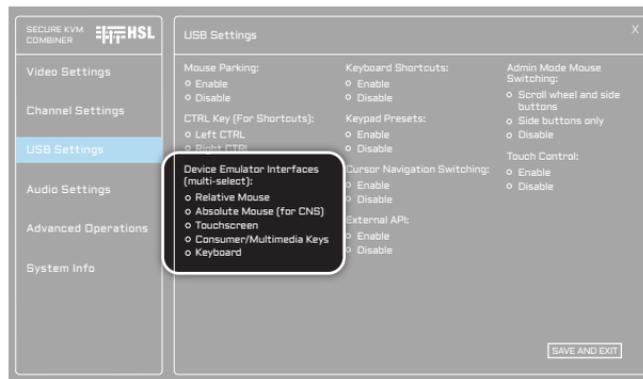
## USB SETTINGS

### Device emulator Interfaces

In this section the user may choose which kind of USB interfaces he wants the combiner to pass to the sources via USB.

The options are:

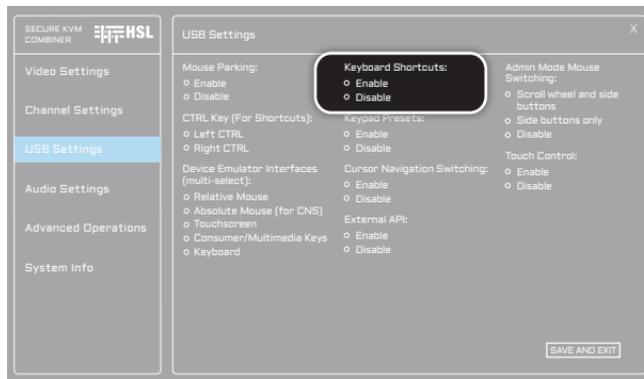
- **Relative Mouse** – a regular mouse interface.
- **Absolute Mouse** – This opens the option of Video follow mouse or Free flow.
- **Touchscreen** – this would open an interface of a touchscreen that can be connected to the combiner.
- **Consumer/multimedia keys** – This would let the Keyboard to pass special keys like mute, volume and ect.
- **Keyboard** – A regular Keyboard. The defaults are keyboard, Relative and ABS Mouses.



## USB SETTINGS

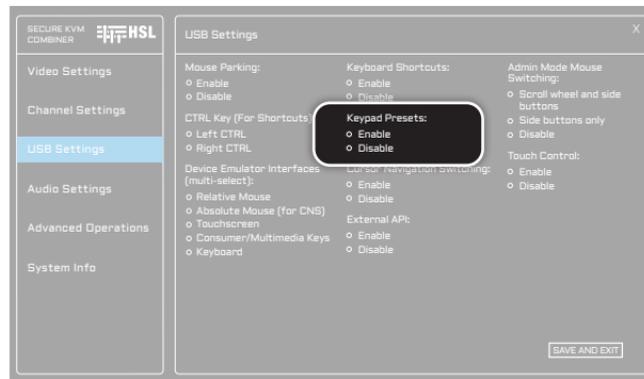
### Keyboard shortcuts

In this section the user has the option to choose if he wants the combiner to switch sources with keyboard shortcuts or not using the Lctrl | Lctrl | 1-4/ 1-8/ 1-16 depending on the combiner he has.



### Keypad Presets

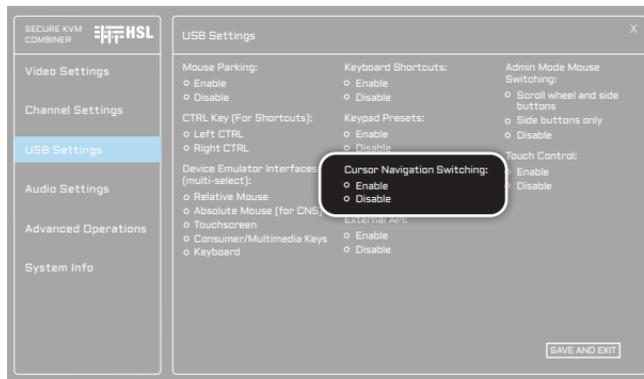
In this option the user has the choice if he wants to use the num – keypad to activate premade presets those are mentioned in the user manual.



## USB SETTINGS

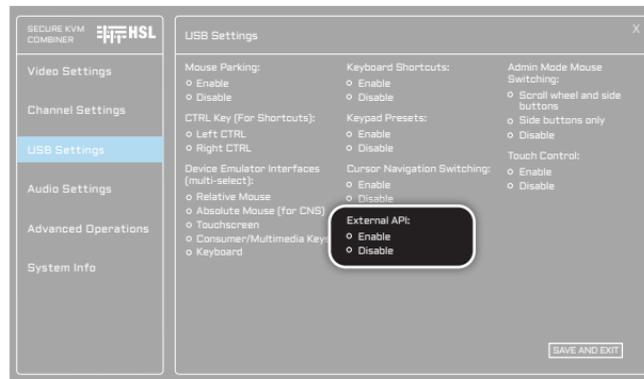
### Cursor Navigation Switching

In this section the user can choose if he wants to Enable or disable the ABS mouse and use the combiner as a “free flow”.



### External API

This option lets the user activate or disable the API (RS-232) option of the combiner.



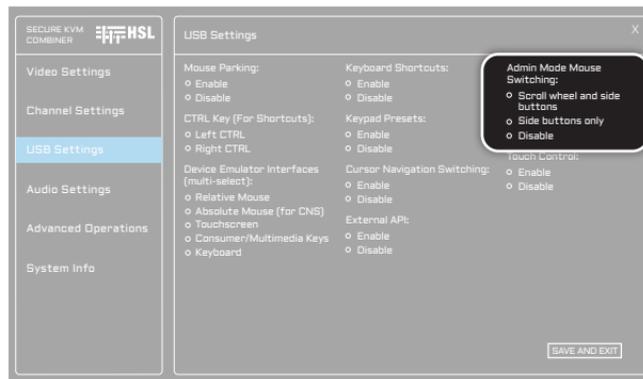
## USB SETTINGS

### Admin mode mouse switching

In this section of the menu the user would choose how he wants to switch to Admin mode and back to user mode.

- **Scroll wheel and side buttons** – If the user chooses this option he can navigate in and out of admin mode every time he presses the mouse scroll wheel and side buttons if applicable.
- **Side buttons only** – If the user chooses this option he would get in and out of admin mode only with the side buttons of mouse.
- **Disable** – If the user chooses this option he disables the option to get to admin mode with the mouse and can only enter this mode when he intentionally presses the hot-key Lctrl | Lctrl | O and to leave admin mode back into user mode Lctrl | Lctrl | U.

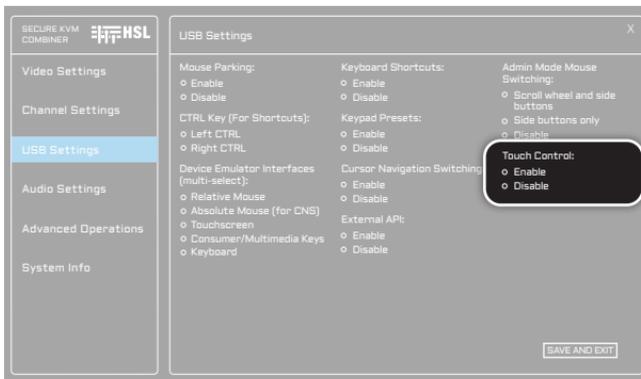
**Note:** In all the options above The user can use the hotkeys Lctrl | Lctrl | O and to leave admin mode back to user mode Lctrl | Lctrl | U.



## USB SETTINGS

## Touch Control

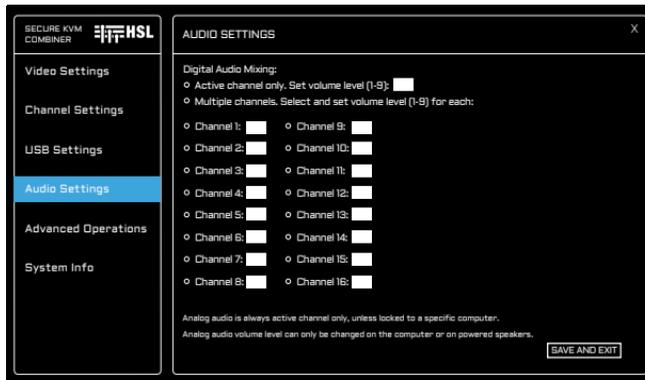
In this section the user can enable or disable the use of the touchscreen in admin mode.



## AUDIO SETTINGS

## Audio Settings

In this part of the menu the user can control and configure how he wants the audio outputs to work.



All the changes that can be made are specific for digital audio and not Analog.

Volume level can be adjusted with the number 1-9 while 1 is lowest volume and 9 is the highest.

- **Active channel only** – If the user picks this option he would hear the sound that coming out of the active channel meaning the channel he controls at the moment of the sound. If he uses this option he needs to specify what volume level he wants the sound to be played in.
- **Multiple channels** – With this option the user needs to choose what channels audio would be passed through. This is well used in cases you might have alerts on pcs that you are not active on but still need to acknowledge. For each channel the user uses he must set the volume level.

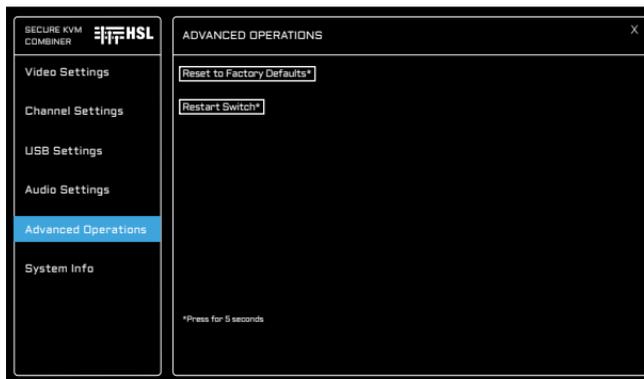
**Note:** Analog audio is always activated on the active channel unless it is locked on a different port. Analog audio volume level can be changed only on the source itself or by powered speakers with the volume set option.

**Please note:** the following page may be visually deferent from the picture above depending on the type of combiner you have. A 4 port combiner would have only channels 1-4 on the screen, a 8 port combiner 1-8 and 16 port combiner 1-16.

## ADVANCED OPERATIONS

## Advanced operations

In this section of the menu the user has two options :



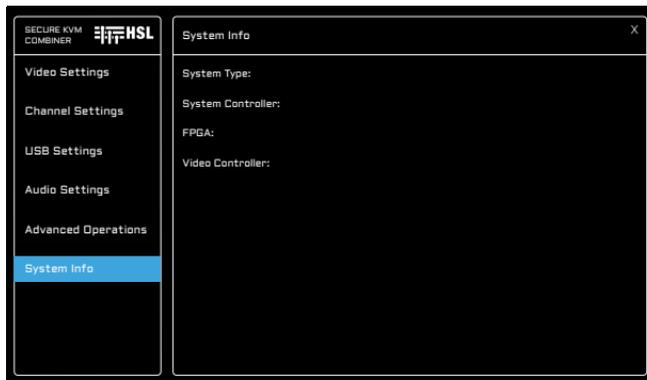
- **Reset to factory defaults** – This option is the equivalent to Lctrl | F11 | R, it resets the combiner and changes the configurations back to defaults. Note this option would erase any preset or layout you made before.
- **Restart Switch** – This option is a way to reboot the combiner without changing settings, configuration or erasing presets and layouts. It is the equivalent to a power cycle.

**Note:** in order for the user to choose any of these options he must press and hold the mouse left button on top of the option they choose for at least 5 seconds.

## SYSTEM INFO

## System Info

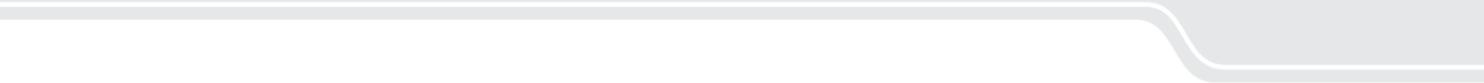
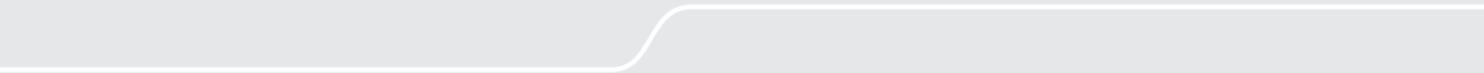
In this section the user can see information about his device. This menu shows the user a few key factors about his system:



- **System Type** – This part will show you if the system you have is secured or commercial.
- **System Controller** – This would show you the FW (FirmWare) version on your system controller.
- **FPGA** – the FW version on the FPGA.

This information could help incase of need of technical support in the future.





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