Qtex

USER MANUAL

QVP MX44H4MV

Seamless UHD Matrix Switcher
With Video Wall and Multiview Control

Warning

- Do not expose this device to Rain, Moisture, and Dripping
- Only use accessories specified by the manufacture
- Unplug this device during Lightning Storms
- The manual is for reference only, maybe updated without further notice

Content

1. FEATURES 4
2. PANEL LAYOUT 5
3. EDID AND HDCP HANDLE 6
4. VIDEO AND AUDIO 7
5. VIDEO WALL 8
6. MULTIVIEW 8
7. SPECIFICATION 8
8. PACKAGE CONTENTS 9
9. RS232 COMMAND 9
    - System command 9
    - Input, output and switching command 10
    - Multiview command 11
    - Video wall command 14
    - EDID command 16

Introduction

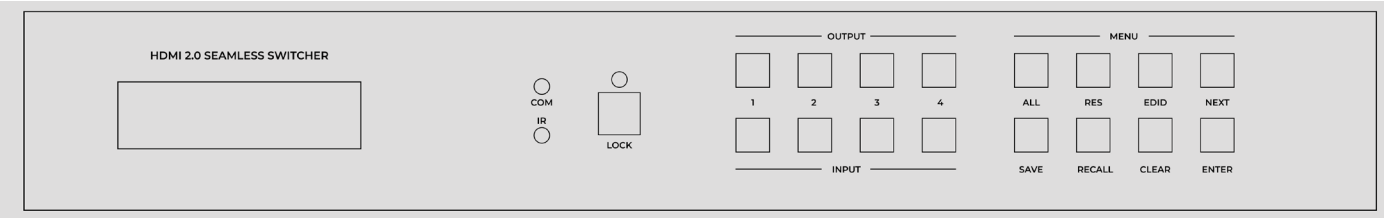
This device is a seamless multi-format matrix switcher with video wall and multiview function.
It provide 4 HDMI 2.0 inputs, 4 L/R audio inputs; 4 HDMI 2.0 outputs, 4 L/R audio and 4 mini Toslink digital audio outputs.
Each output port can be configured as a multiviewer or one of the screens of one video wall layout.
When one out port works on Multiview mode, up to 4 display window can be shown with this port.
User can easily manage it via the front buttons, RS232, TCP/IP commands.

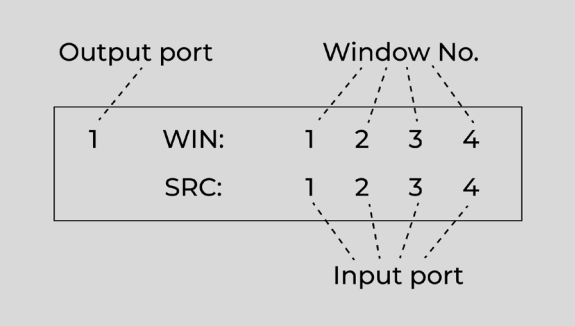
1. Introduction

- Support video wall splicing,bezel compensation,90/180 degree rotation
- Support SINGLE,PIP,PBP,3xWIN,4xWIN display mode for each out
- Seamless switching on SINGLE window display mode
- Fast switching on non-SINGLE window display mode
- Support AC3,DD+,DTS audio format
- Support break away audio selection for each output port
- Support HDMI audio extract and insert
- Support EDID management
- Front panel, RS232, TCP/IP (LAN 10M/100M) control

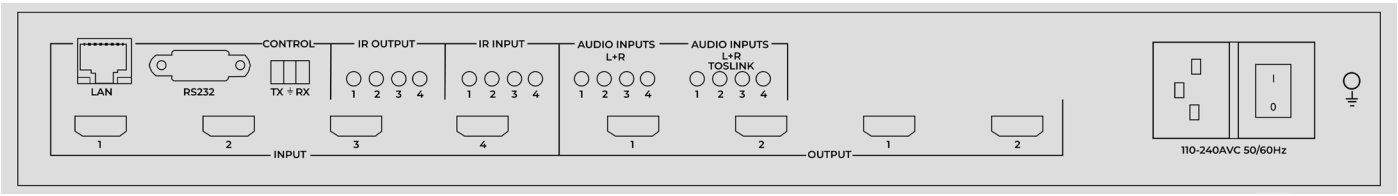
2. Panel Layout

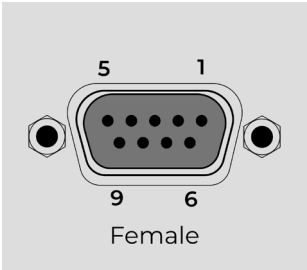
Front



Name	Description
COM LED	Lit when the switcher is powered on, flashed when the switcher is controlled
IR sensor	For remote control
LOCK	Press this button and hold more than 3 seconds to lock or unlock front buttons. When locked, the inside LED will be lit
OUT/INPUT Buttons	Long press one output button to loop select SINGLE,PIP, PBP,3xWIN,4xWIN display mode for the corresponding HDMI output port Short press one output button to loop select window 1,2,3 or 4,then press one input button and ENTER to switch the input source for this display window of the corresponding output port Take OUT1 4xWIN mode as an front LCD layout example  Press ALL + Input n + ENTER to switch all display source of window 1 to INPUT n Press one input button, front LCD will show the input resolution for the corresponding input port
RES	Press button RES + OUTPUT n + NEXT + ENTER, to change output resolution of OUTPUT n with front LCD navigation
EDID	Press buttons EDID + INPUT m + NEXT + ENTER, change the EDID mode of INPUT port m with front LCD navigation
SAVE/RECALL	Press button SAVE + OUTPUT n to save current routing/video wall scene or Multiview mode as scenen; Press button RECALL + OUTPUT n to load scene n as current display scene
CLEAR	Cancel an operation that has not been performed

Rear



Name	Description
LAN	TCP/IP control. Default parameters as following IP address: 192.168.0.247; Sub Mask: 255.255.255.0 GATEWAY: 192.168.0.1; NETPORT: 2000 All the parameters can be changed by RS232 command
RS232 control	DB9 and Phoenix connector, these two ports perform the same function Baud rate options as following, and can be selected by front panel and command 9600,19200,38400,57600,115200 Default baud rate 9600, 8 data bits, 1 stop bit, no parity Phoenix connector definition: TX, Switcher → PC RX, Switcher ←PC DB9 definition:  PIN 2 TX (Matrix → PC) PIN 3 RX (Rx(Matrix ← PC)
IR OUT/IN	IR extenders
LR INPUTS	4x 3.5mm L+R input ports, each port is the external audio option of the corresponding HDMI input port
LR/Mini Toslink	Press button RES + OUTPUT n + NEXT + ENTER, to change output resolution of OUTPUT n with front LCD navigation
OUTPUTS	4x 3.5mm L+R audio output ports and 4x mini Toslink digital audio output ports

3. EDID and HDCP handle

User can select following EDID modes by RS232 command or front panel

Number	EDID mode	Number	EDID mode
1	4K60-2.0CH	12	1360x768
2	4K60-5.1CH	13	1280x1024
3	4K30-2.0CH	14	1024x768
4	4K30-5.1CH	15	AUTO

5	1080P-2.0CH	16	4K60-7.1CH
6	1080P-5.1CH	17	4K30-7.1CH
7	720P	18	1080P-7.1CH
8	1920x1200	19	USER
9	1680x1050	20	3440x1440
10	1600x1200	21	2560x1600
11	1440x900		

The HDMI output support 3 HDCP options: FORCE-1.4, FORCE-2.2, FORCE-OFF
User can select it by RS232 command

4. Video and Audio

The switcher support LPCM and compressed audio such as AC3, DD+, DTS (up to 7.1 channel) to pass through via HDMI cable.
The switcher support multiple resolution video input up to 3840x2160@60, and support following video output resolution:

Number	Output Resolution	Number	Output Resolution
1	4096x2160p 60Hz	9	1920x1080p 50Hz
2	4096x2160p 50Hz	10	1360x768p 60Hz
3	3840x2160p 60Hz	11	1280x800p 60Hz
4	3840x2160p 50Hz	12	1280x720p 60Hz
5	3840x2160p 30Hz	13	1280x720p 50Hz
6	3840x2160p 25Hz	14	1024x768p 60Hz
7	1920x1200p60Hz RB	15	3440x1440p 60Hz
8	1920x1080p 60Hz	16	2560x1600p 60Hz

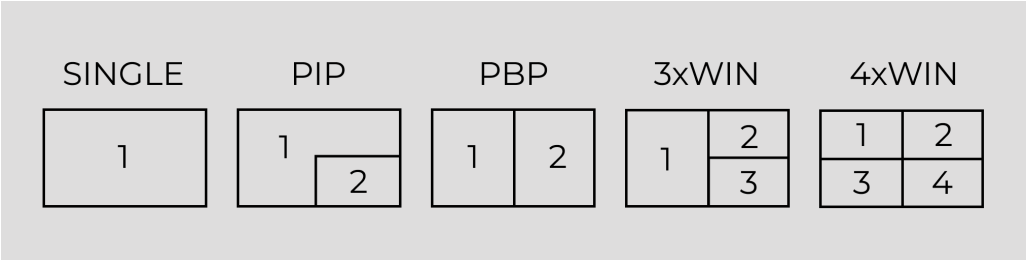
5. Video Wall

User can build one or more video wall with RS232 command, support 2x2, 4x1, 2x1 or other wall layout up to 4 panels.
Video wall controlling include wall layout, input selection, bezel compensation, rotation.
User can also build one wall and then cancel one panel from the wall to realize PIP function on the wall. Please refer to the following figure.

For detail, please refer to RS232 commands for video wall.

6. Multiview

The switcher support SINGLE,PIP,PBP,3xWIN,4xWIN display modes
Users can select different operations for different Multiview modes as following:
SINGLE: Inputs selection
PIP: Inputs selection, Sub window size and position selection
PBP, 3xWIN, 4xWIN: Inputs selection, Layout Mode, Display aspect
Multiview window distribution as following.



User can do more layouts via RS232 commands.

7. Specification

Band Width	594MHz (18Gbps), HDMI 2.0, HDCP2,2
Audio Format	LPCM, Compressed audio
Input ports	4 HDMI, 4 LR 3.5mm jacket
Output ports	4 HDMI, 4 Mini Toslink ports
Power Supply	110-220VAC
Power Consumption	80W Max
Operating Temperature	0 to +40°C (+32 to +104 °F)
Operating Humidity	10 to 70 % RH (non-condensing)
ESD	Air: ± 8KV, Contact: ± 4KV,
Dimensions	L430 x W220 x H44 mm
Mass (Main Unit)	5kg

8. Package Contents

Item	Quantity
Switcher Unit	1
AC Power Cord	1
User Manual	1

9. RS232 command

Note: All the commands begin with SET or GET, end with Carriage Return (CR).
↵ Represents Carriage Return (CR).
All return messages are always end with CR.

System command

Command	Details
GET HELP ↵	Get the Commands list
SET RESET ↵	Recover to default setting
GET MAIN VERSION ↵	Get system main board firmware version Return: VERSION w (w is version number)
GET OUTy VERSION ↵	Read firmware version for OUTy y is 1,2,3 or 4 Return: OUTy VERSION w
GET KEYBOARD VERSION ↵	Get front Keyboard firmware version Return: KEYBOARD VERSION w
SET BAUDRATE w ↵	w is 9600, 19200, 38400,57600 or 115200 Return: BAUDRATE w
GET BAUDRATE w ↵	Return: BAUDRATE w
SET IP ADDRESS w ↵	For example: SET IP ADDRESS 192.168.0.247 Return: IP ADDRESS w
GET IP ADDRESS ↵	Return: IP ADDRESS w
SET SUBMASK w ↵	For example: SET SUBMASK 255.255.255.0 Return: SUBMASK w
GET SUBMASK ↵	Return: SUBMASK w
SET GATEWAY w ↵	For example: SET GATEWAY 192.168.0.1 Return: GATEWAY w
GET GATEWAY ↵	Return: GATEWAY w
SET NETPORT w ↵	For example: SET NETPORT 2000 Return: NETPORT w
GET NETPORT ↵	Return: NETPORT w
SET NETWORK-INFO IP PORT SUBMASK GATEWAY ↵	For Example: SET NETWORK-INFO 192.168.0.247 2000 255.255.255.0 192.168.0.1 Return: NETWORK-INFO 192.168.0.247 2000 255.255.255.0 192.168.0.1

GET NETWORK-INFO ↵	Return: NETWORK-INFO IP PORT SUB-MASK GATEWAY
GET MATRIX-ROUTE ↵	Get input port number for all output port, Return : MATRIX-ROUTE 0 0 0 0

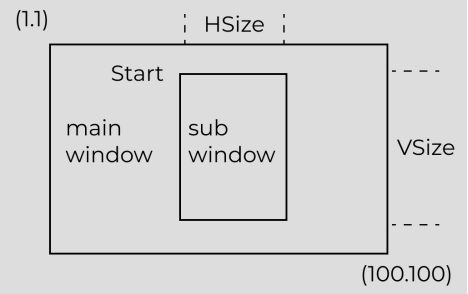
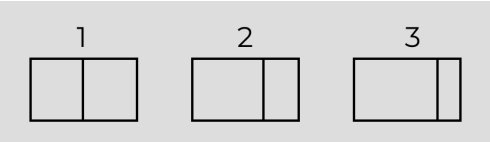
Input, output and switching command

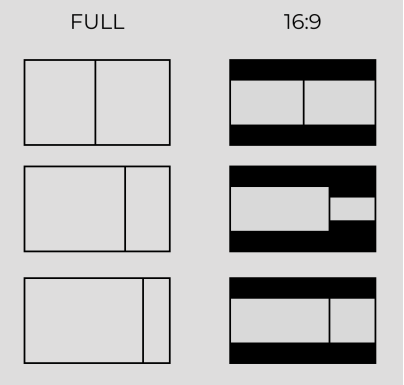
Command	Details
GET INx IN RESOLUTION ↵	Read input resolution, x is 1,2,3 or 4
SET INx AUDIO-SRC w ↵	Select HDMI input inner audio or external LR audio for one input port x is 1,2,3 or 4 w is L/R or EMBEDDED
GET INx AUDIO-SRC ↵	Return: INx AUDIO-SRC w
GET INx IN-INFO ↵	Read InputType,InputFormat ,OutputFormat, AUDIO-SRC of input channel Example: IN1 IN-INFO HDMI 1920x1080p60 1920x1080p60 L/R
SET INx VIDEO OUTy/ALL ↵	Set video route x is 1,2,3 or 4, y is 1,2,3 or 4 For example: 1) SET IN1 VIDEO OUT1(Input port 1 switch to output port 1) 2) SET IN1 VIDEO ALL(Input port 1 switch to all out-put ports) 3) SET IN1 VIDEO OUT1,3(switch to output port 1,3)
SET OUTy AUDIO SOURCE w ↵	Select audio source for OUTy y is 1,2,3 or 4, w is WIN1,HDMI1,HDMI2,HDMI3 or HDMI4
GET OUTy AUDIO SOURCE ↵	Return: OUTy AUDIO SOURCE w
SET OUTy HDCP w ↵	y is 1,2,3 or 4 w is one of FORCE-1.4,FORCE-2.2,FORCE-OFF
GET OUTy HDCP ↵	y is 1,2,3 or 4 Return: OUTy HDCP w
SET OUTy RESOLUTION w ↵	y is 1,2,3 or 4 w is one of the following, default: 3840x2160p60 4096x2160p60, 4096x2160p50, 3840x2160p60, 3840x2160p50, 3840x2160p30, 3840x2160p25, 1920x1200p60RB, 1920x1080p60, 1920x1080p50, 1360x768p60, 1280x800p60, 1280x720p60, 1280x720p50, 1024x768p60 3440x1440p60, 2560x1600p60 AUTO, USER Return: OUTy RESOLUTION w
GET OUTy RESOLUTION ↵	y is 1,2,3 or 4 Return: OUTy RESOLUTION w
SET OUTy RESO-USER Width Height ↵	Set user define output resolution for one output Width is horizontal active pixels Height is vertical active lines For user define output resolution,the frame rate is always 60Hz Return: OUTy RESO-USER Width Height ↵
GET OUTy RESO-USER ↵	Return: OUTy RESO-USER Width Height ↵

SET OUTy ROTATION w ↵	Set one output port rotation degree y is 1,2,3 or 4 w is 0,90 or 180
SET OUTy VKA w ↵	y is 1,2,3 or 4 Set video keep alive mode for OUTy w is BLUESCREEN or BLACKSCREEN. Default BLACKSCREEN. It is for no signal display Return: OUTy VKA w
GET OUTy VKA ↵	Return: OUTy VKA w
SET OUTy ITC w ↵	y is 1,2,3 or 4 w is ON or OFF, default OFF Return: OUT ITC w Suggest OFF for video display and ON for PC especially desktop display, default setting is OFF
GET OUTy ITC ↵	Return: OUTy ITC w
SET OUTy VIDEO IN x ↵	x is HDMI1,2,3 or 4; y is 1,2,3 or 4; Set input/output routing When one output port works on PIP,PBP,3x WIN or 4x WIN mode, this command means switch the input source for window 1 of OUTy
GET OUTy VIDEO IN ↵	y is 1,2,3 or 4 Get the input source for OUTy When one output port works on PIP,PBP,3x WIN or 4x WIN mode, this command return the input source for window 1 of OUTy Return: OUTy VIDEO IN HDMI1
SET SAVE SCENE w ↵	Save current display layout to scene w, w is 1,2...or 10 Return: SAVE SCENE w
SET LOAD SCENE w ↵	Return: LOAD SCENE w
SET OUTy FREEZE-WINx w ↵	Freeze the display window, y is 1,2,3 or 4,x is one of 1, 2, 3 ,4 or ALL, w is ON or OFF Return: OUTy FREEZE-WINx w
GET OUTy FREEZE-WINx ↵	y is 1,2,3 or 4,x is one of 1, 2, 3 ,4. Return: OUTy FREEZE-WINx w (w is ON or OFF)
GET OUTy OUTPORT-EDID ↵	y is 1,2,3 or 4 Retrun: OUTy OUTPORT-EDID w(w is 256 bytes EDID data)
GET OUTy OUT-INFO ↵	Read OutputType,InputFormat,OutputFormat of output channel Example:OUT2 OUT-INFO FORCE-OFF 1920x1080p60 3840x2160p60

Multiview command

Command	Details
SET OUTy MULTIVIEW w ↵	Select one Multiview mode for OUTy y is 1,2,3 or 4 w is one of the following, default SINGLE SINGLE  , PIP  , PBP  , 3xWIN  , 4xWIN Return: MULTIVIEW w
GET OUTy MULTIVIEW ↵	Get OUTy Multiview mode Return: OUTy MULTIVIEW w
SET OUTy WINDOWz IN x ↵	x is HDMI1, HDMI2, HDMI3 or HDMI4; y is 1,2,3 or 4; z is 1,2,3 or 4 Select one input for one display window of OUTy

GET OUTy WINDOWz IN ↵	y is 1,2,3 or 4; z is 1,2,3 or 4 Get the input source for one display window of OUTy
SET OUTy PIP POS w ↵	This command to select the PIP sub window position. y is 1,2,3 or 4 w is one of the following, default RightBottom LeftTop, LeftBottom, RightTop, RightBottom Return: OUTy PIP POS w
GET OUTy PIP POS ↵	This command to get the PIP sub window position of OUTy
SET OUTy PIP SIZE w ↵	This command to select the PIP sub window size of OUTy. y is 1,2,3 or 4 w is one of the following, default LARGE SMALL,MIDDLE, LARGE Return: OUTy PIP SIZE w
GET OUTy PIP SIZE ↵	Return: OUTy PIP SIZE w
SET OUTy PIP USER HStart VStart HSize VSize ↵	Return: OUTy PIP USER HStart VStart HSize VSize This command allows users to customize a PIP layout include sub window position and size for one output. This customized PIP layout will replace other pre-defined EDID modes (such as LeftTop,LARGE) and display on the screen After the user enters SET OUTy PIP POS or SET OUTy PIP SIZE command,the PIP USER will become invalid  Please note HStart plus HSize less than or equal to 101 VStart plus VSize less than or equal to 101
GET OUTy PIP USER ↵	Return: OUTy PIP USER HStart VStart HSize VSize
SET OUTy PBP MODE w ↵	Set the PBP display mode w is one of 1,2 or 3, default 1  Return: OUTy PBP MODE w Please note for PBP mode 3, window2 can capture part of the input image area. It is main used for presenter show when work with conference camera situations The capture area can be defined by SET OUTy PBP-PRESENTER command
GET OUTy PBP MODE ↵	Return: OUTy PBP MODE w
SET OUTy PBP ASPECT w ↵	Set the PBP window display aspect for OUTy y is 1,2,3 or 4 w is FULL or 16:9, default FULL



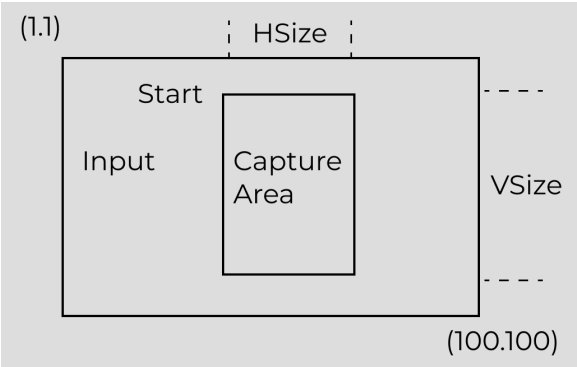
Return: OUTy PBP ASPECT w

GET OUTy PBP ASPECT ↵

Return: OUTy PBP ASPECT w

Set window 2 capture area for PBP mode 3
This command only valid when the switcher already work on PBP mode 3
Return: OUTy PBP-PRESENTER HStart VStart HSize VSize

SET OUTy PBP-PRESENTER HStart VStart HSize VSize ↵



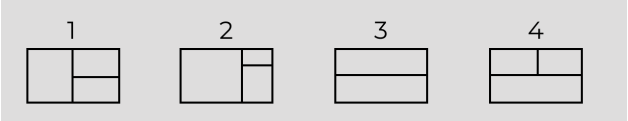
Default HStart 38, VStart 13, HSize 25, VSize 75
Please note
HStart plus HSize less than or equal to 101
VStart plus VSize less than or equal to 101

GET OUTy PBP-PRESENTER ↵

Return: OUTy PBP-PRESENTER HStart VStart HSize VSize

Set the 3xWIN display mode for OUTy
y is 1,2,3 or 4
w is one of 1,2,3 or 4; default 1

SET OUTy 3xWIN MODE w ↵



Return: OUTy 3xWIN MODE w

GET OUTy 3xWIN MODE ↵

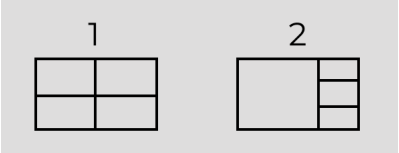
Return: OUTy 3xWIN MODE w

GET OUTy 3xWIN ASPECT ↵

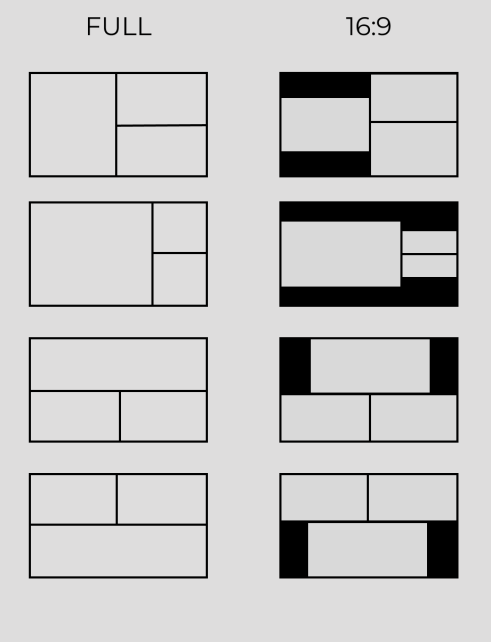
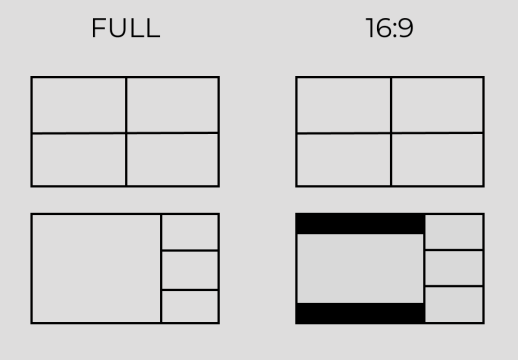
Return: OUTy 3xWIN ASPECT w

Set the 4xWIN display mode for OUTy
y is 1,2,3 or 4; w is 1 or 2 ,default 1

SET OUTy 4xWIN MODE w ↵

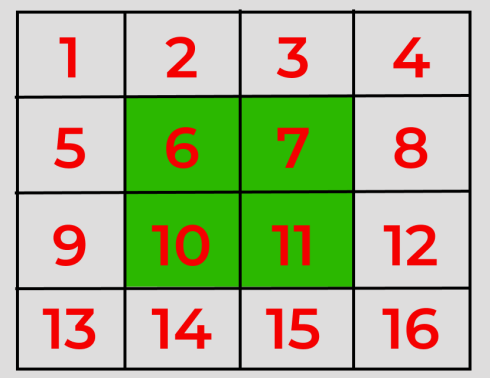


Return: OUTy 4xWIN MODE w

	Set the 3xWIN window display aspect for OUTy y is 1,2,3 or 4 w is FULL or 16:9, default FULL
SET OUTy 3xWIN ASPECT w ↵	
	Return: OUTy 3xWIN ASPECT w
GET OUTy 4xWIN MODE ↵	Return: OUTy 4xWIN MODE w
	Set the 4xWIN window display aspect for OUTy y is 1,2,3 or 4 w is FULL or 16:9, default FULL
SET OUTy 4xWIN ASPECT w ↵	
	Return: OUTy 4xWIN ASPECT w
GET OUTy 4xWIN ASPECT ↵	Return: OUTy 4xWIN ASPECT w
GET OUTy MULTIVIEW-SYNC ↵	Return Multiview layout information

Video wall command

Command	Details
SET OUTy TVWALL Line, Column, P, Q, Bezel-Left, Bezel-Right, Bezel-Top, Bezel-Bottom, Input ↵	Set TVWALL layout mode for OUTy y is 1,2,3 or 4 Below use a large size layout example to explain this command



The entire TV wall consists of 16 screens, placed in 4 rows and 4 columns. Screens 6/7/10/11 make up a 2x2 splice.
The parameter of the splice which make up by Screens 6/7/10/11:
Line ↵ How many rows of the Digital Information Display
Column ↵ How many columns of the Digital Information Display
P: The row number of the current output connected: Screen 6: 1, Screen 7: 1, Screen 10: 2, Screen 11: 2
Q: The column number of the current output connected:
Screen 6: 1, Screen 7: 2, Screen 10: 1, Screen 11: 2
If the border of each screen is 20 pixels, please set as following
Bezel-Left: The width of the left bezel (pixels):
Screen 6: 0, Screen 7: 20, Screen 10: 0, Screen 11: 20
Bezel -Right:The width of the right bezel (pixels):
Screen 6: 20, Screen 7: 0, Screen 10: 20, Screen 11: 0
Bezel-Top:The width of the top Bezel (pixels):
Screen 6: 0, Screen 7: 0, Screen 10: 20, Screen 11: 20
Bezel-Bottom:The width of the bottom Bezel (pixels):
Screen 6: 20, Screen 7: 20, Screen 10: 0, Screen 11: 0
Input: Which input route to the current panel such as x is HDMI1, HDMI2, HDMI3 or HDMI4
Send: SET OUT6 TVWALL 2 2 1 1 0 20 0 20 HDMI1 ↵ Return:
OUT6 TVWALL 2 2 1 1 0 20 0 20 HDMI1
Send: SET OUT7 TVWALL 2 2 1 2 20 0 0 20 HDMI1 ↵ Return:
OUT7 TVWALL 2 2 1 2 20 0 0 20 1
Send: SET OUT10 TVWALL 2 2 2 1 0 20 20 0 HDMI1 ↵ Return:
OUT10 TVWALL 2 2 2 1 0 20 20 0 HDMI1
Send: SET OUT11 TVWALL 2 2 2 2 20 0 20 0 HDMI1 ↵ Return:
OUT11 TVWALL 2 2 2 2 20 0 20 0 HDMI1
Sending these four commands will create a 2x2 wall
How to exit video wall mode:
For example exit TV-WALL combination of output port 6,7,10,11
Send: SET OUT6 TVWALL 1 1 1 1 0 0 0 0 HDMI1 ↵ Return:
OUT6 TVWALL 1 1 1 1 0 00 0 00 HDMI1
Send: SET OUT7 TVWALL 1 1 1 1 0 0 0 0 HDMI1 ↵ Return:
OUT7 TVWALL 1 1 1 1 0 0 0 0 HDMI1
Send: SET OUT10 TVWALL 1 1 1 1 0 0 0 0 HDMI1 ↵ Return:
OUT10 TVWALL 1 1 1 1 0 0 0 0 HDMI1
Send: SET OUT11 TVWALL 1 1 1 1 0 0 0 0 HDMI1 ↵ Return:
OUT11 TVWALL 1 1 1 1 0 0 0 0 HDM

GET OUTy TVWALL ↵

GET TV-WALL mode of one output port
For example:
Send: GET OUT6 TVWALL ↵ Return:
OUT6 TVWALL 2 2 1 1 0 20 0 20 HDMI1

SET TVWALL-INFO ValidWall, Line ,Column, [Flag, FirstWallIndex, OutputPort , Bezel-Left, Bezel-Right, Bezel-Top, Bezel-Bottom, InputPort ...] ↵

ValidWall:The Valid num of Wall
Line: How many rows of TvWall Display
Column: How many columns of TvWall Display
Flag:[bit0]: = 1, Screen is splicing , = 0, Screen is not splicing
[bit1]:SYNC-LOCK , Not used,Default 0
[bit2]: =1, Exit the splice alone
=0, No exit the splice
FirstWallIndex:The first wall index of splice screen
OutputPort: output port
Bezel-Left: The width of the left bezel (pixels):

	Bezel -Right:The width of the right bezel (pixels): Bezel-Top:The width of the top Bezel (pixels): Bezel-Bottom:The width of the bottom Bezel (pixels): Input-Port:input port Flag+ FirstCombineID+ OutputPort+ AdjustValue+ Input-Port+.....:There are NUM_Valid data structures in total [Flag+ FirstCombineID+ OutputPort+ AdjustValue+ InputPort]
GET TVWALL-INFO ↵	Read TVWall Info.
SET OUTy WALL-PORT Line, Column, P, Q, Bezel-Left, Bezel-Right, Bezel-Top, Bezel-Bottom, SYNC-LOCK ↵	Set WALL-PORT layout mode for OUTy y is 1,2,3 or 4 Below use a large size layout example to explain this command The entire TV wall consists of 16 screens, placed in 4 rows and 4 columns. Screens 6/7/10/11 make up a 2x2 splice. The parameter of the splice which make up by Screens 6/7/10/11: Line ↵ How many rows of the Digital Information Display Column ↵ How many columns of the Digital Information Display P: The row number of the current output connected Q: The column number of the current output connected Bezel-Left: The width of the left bezel (pixels): Bezel -Right:The width of the right bezel (pixels): Bezel-Top:The width of the top Bezel (pixels): Bezel-Bottom:The width of the bottom Bezel (pixels): SYNC-LOCK : Not used,Default 0 Send: SET OUT1 WALL-PORT 2 2 1 1 0 20 0 20 0 ↵ Return: OUT1 WALL-PORT 2 2 1 1 0 20 0 20 0 Send: SET OUT2 WALL-PORT 2 2 1 2 20 0 0 20 0 ↵ Return: OUT2 WALL-PORT 2 2 1 2 20 0 0 20 1 Send: SET OUT3 WALL-PORT 2 2 2 1 0 20 20 0 0 ↵ Return: OUT3 WALL-PORT 2 2 2 1 0 20 20 0 0 Send: SET OUT4 WALL-PORT 2 2 2 2 20 0 20 0 0 ↵ Return: OUT4 WALL-PORT 2 2 2 2 20 0 20 0 0 Sending these four commands will create a 2x2 wall How to exit video wall mode: For example exit TV-WALL combination of output port 1,2,3,4 Send: SET OUT1 WALL-PORT 1 1 1 1 0 0 0 0 0 ↵ Return: OUT1 WALL-PORT 1 1 1 1 0 00 0 00 0 Send: SET OUT2 WALL-PORT 1 1 1 1 0 0 0 0 0 ↵ Return: OUT2 WALL-PORT 1 1 1 1 0 0 0 0 0 Send: SET OUT3 WALL-PORT 1 1 1 1 0 0 0 0 0 ↵ Return: OUT3 WALL-PORT 1 1 1 1 0 0 0 0 0 Send: SET OUT4 WALL-PORT 1 1 1 1 0 0 0 0 0 ↵ Return: OUT4 TVWALL 1 1 1 1 0 0 0 0 0

EDID command

The following commands are used to set EDID mode for the inputs

Command	Details
SET INx EDIDMODE w	x is 1,2,3 or 4 w is one of the following: 4K60-2.0, 4K60-5.1, 4K60-7.1, 4K30-2.0, 4K30-5.1, 4K30-7.1, 1080p60-2.0,1080p60-5.1, 1080p60-7.1,1920x1200, 1680x1050, 1600x1200, 1440x900, 1360x768, 1280x1024, 1024x768, 720p, AUTO,USER, 3440x1440, 2560x1600 Default: 4K60-2.0 Return: INx EDIDMODE w
GET INx EDIDMODE	Return: INx EDIDMODE w
SET INx EDID-USER w	Switcher can only support 256 bytes EDID-USER data. x is 1,2,3 or 4 w is 256 bytes EDID data. Return: INx EDID-USER OK

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