Jupiter

J100 Client Manual

Software Version 6.5.9

June 12, 2023

A-JSE-000-04, Rev. A

Acknowledgments

Conventions Used in this Manual

Labels from the user Interface (UI) are **bolded** to make it easier to follow instructions. If you see a **bolded** word or set of words, look for the label in the UI. Where possible tabs and dialog boxes are named in instructions as markers so you know you are in the right place.

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Jupiter

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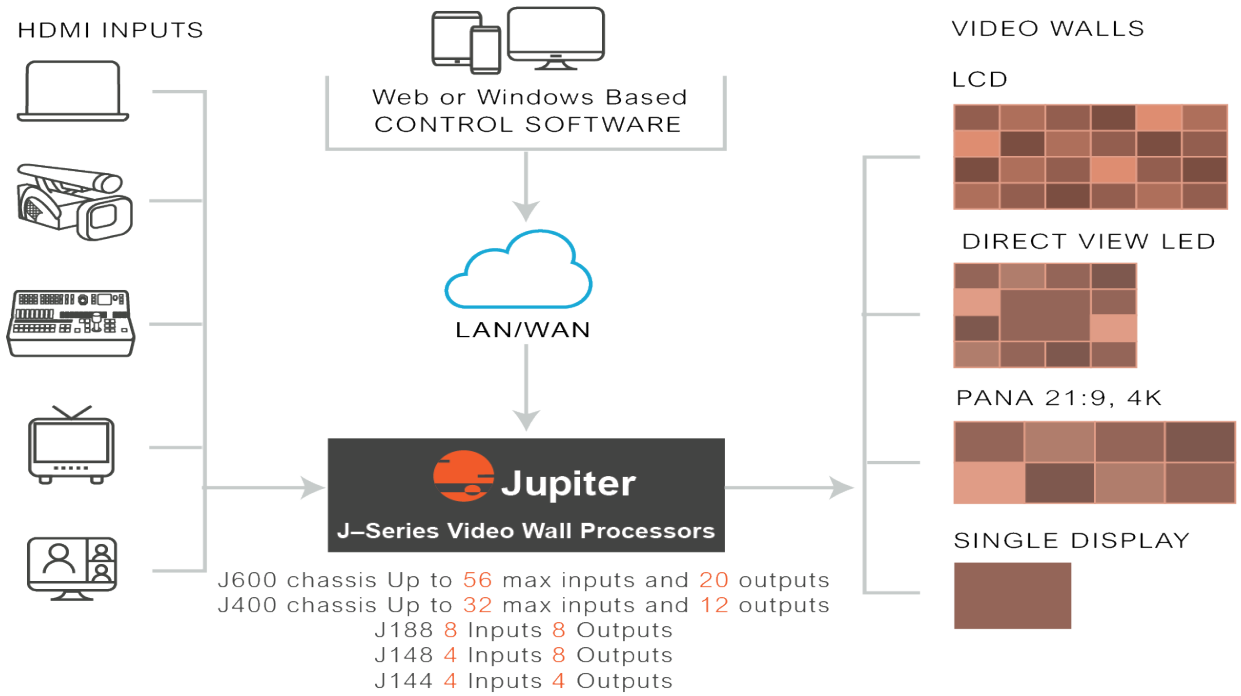
Chapter 1
INTRODUCTION

Jupiter Systems J-Series Video Wall Controllers (referred as J-Series hereafter) highly stable video wall processors come in chassis based models (J400/J600) and fixed interface models (J100)

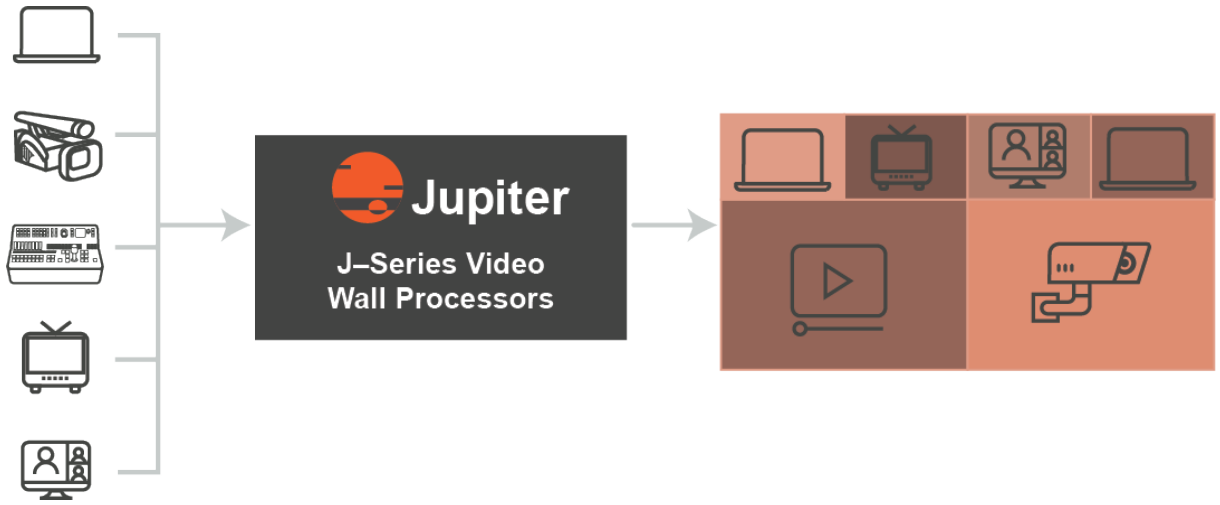
The J100 models are compact video wall processors ideal for small to medium sized installations such as surveillance rooms, presentation auditoriums, sports & entertainment venues and digital signage

Figure 1.1: J-Series Architecture



The J-Series family has multiple models to support from four inputs and four outputs to 56 inputs and 20 outputs. Each J-Series model supports a different amount of inputs and outputs.

Figure 1.2: Video Wall Controllers: input streams to display devices



All J-Series models are based on a simple yet powerful concept. Simply rename all the sources, configure the geometry of the video wall to match the displays and the system is done with the configuration.

This chapter includes

1.1 J100 Configuration and Management

The J100 has two options for configuring the content for video walls (or even one display, multiple displays are not required).

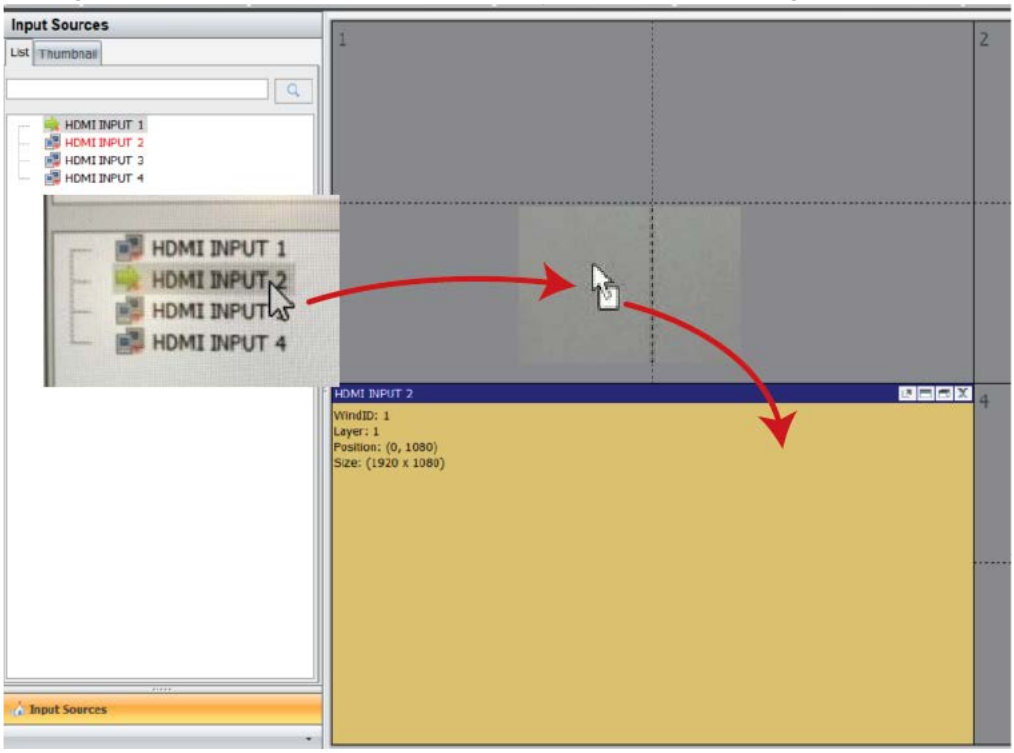
- J100 Client, a Windows based application (see *Chapter 2, Get Started, page 7*)
- API based for control systems (see *J-Series Video Wall Controller API Manual*)

1.2 Features of J100 Client

With the J100 Client you drag and drop your files onto the Mimic Layout from the Mimic dashboard.

When you are ready to get started see *Section 2.1, Installation and Startup on page 7* to install the software, login, add users and set passwords.

Figure 1.3: Drag and Drop. The input's video window will be created on the segment where it is dropped

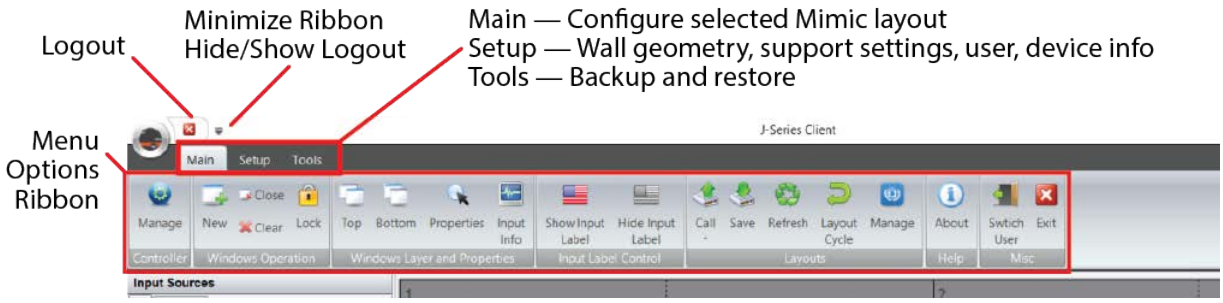


Next would be setting up the wall geometry to match the physical display devices. Configurable items which support the layout like setting up video wall parameters, geometry, output resolution, bezel correction, output channel mapping are provided in the Setup tab. See *Section 4.2, Video Wall Configuration on page 37* for details.

Also included in the Setup tab are communications parameters, a firmware upgrade mechanism, device information, UI language, and license. User accounts are included as well.

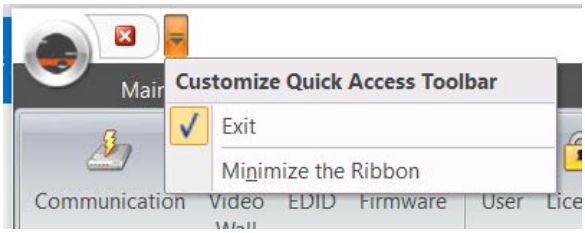
Backup and restore capabilities are provided in the **Tools** tab.

Figure 1.4: J100 Client tabs



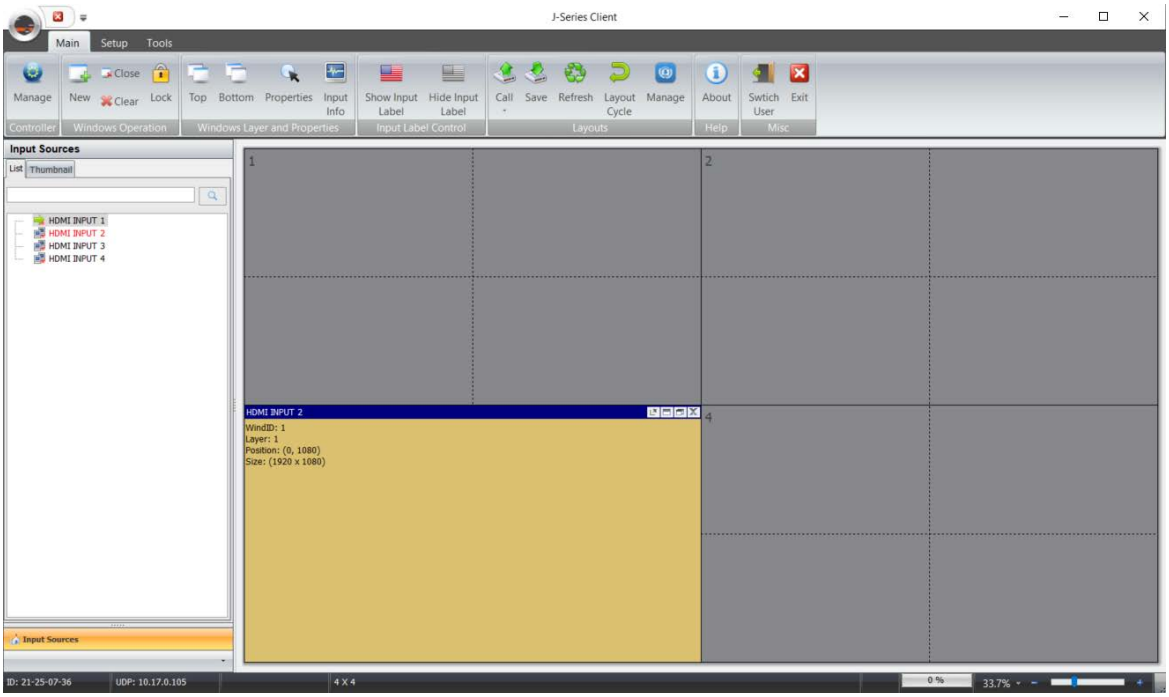
Each tab has an options ribbon which can be hidden or shown by clicking the Customize icon at the upper left. The Customize icon also hides/shows the logout (**Exit** on the menu).

Figure 1.5: Customize Logout/Options Ribbon



Most of the time users will be in the **Main** tab adjusting video windows on the Mimic layout. For an understanding of how to configure video content on the Mimic layout, and to start configuring layouts please see *Section 3.1, Mimic Layout on page 16*.

Figure 1.6: The Main tab is also called the Mimic layout



By default the layout geometry is two by two segments and two by two sub-segments. Other geometries may be configured as shown in *Section 4.2.1, Define Video Wall Geometry on page 38*.

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Chapter 2

GET STARTED

2.1 Installation and Startup

When you first install and startup your JVWC follow the steps in this chapter to get going.

Installation and First Startup Process

1 *Install the J100 Client*

See *Section 2.2, Install J100 Client on page 8*

2 *Physically Connect to the J100*

There are options for physical connections — directly to the J100 from a PC, across a network, or via a DB-9/RS232 serial port. Please see *Section 2.3, Connect to the J100 on page 9* for information for each option.

3 *Login*

Please see *Section 2.4, Login on page 13*, for default user name and password and other notes.

4 *Change the admin password*

Please see *Section 4.5.5, Change User Password on page 47*.

5 *Change the IP address*

Please see *Section 4.1.3, Change IP address on page 36*.

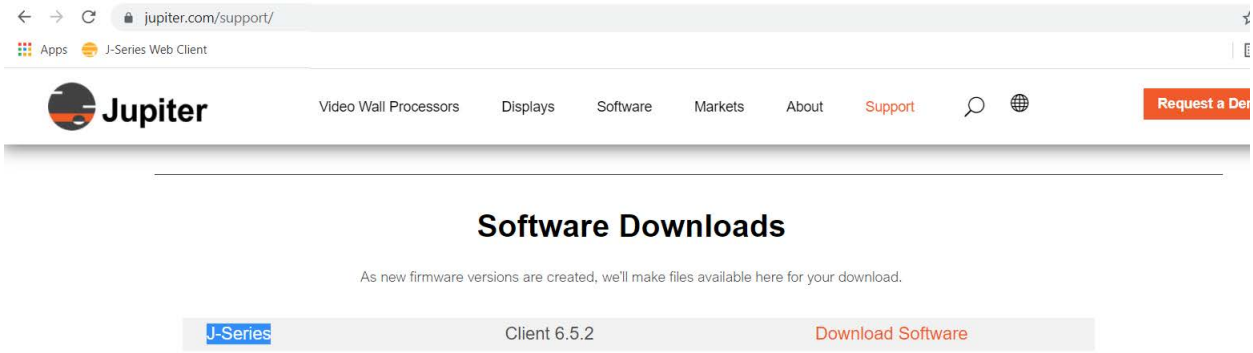
6 *Add users*

Please see *Section 4.5.1, Add a User on page 45*.

2.2 Install J100 Client

The J100 Client is available at jupiter.com/support.

Figure 2.1: J100 Client



Install the J100 Client

1. *Go to jupiter.com/support*
2. *Look for the* **Software Downloads** *section of the page*
3. *Click the* **Download Software** *link for J-Series*
4. *When the file is downloaded, double-click the application to install*

2.3 Connect to the J100

The J100 have a port labeled NET which is an RJ-45 port for Ethernet for connecting directly to the JVWC or via your network.

- *Section 2.3.1, Connect Directly via Ethernet on page 9*
- *Section 2.3.2, Connect via Network on page 9*
- *Section 2.3.3, Connect via Serial for Local Management on page 10*

NOTE: If you have lost or do not remember the IP address, please refer to *Section 4.1.2, Discover IP address on page 36***.**

2.3.1 Connect Directly via Ethernet

To connect directly to the J100, create an Ethernet connection on your PC. Since the default IP address is 10.2.1.100, you will need to be in the 10.2.1.xxx subnet.

NOTE: Do not set your PC to the default IP address for the JVWC.

1. *Connect an Ethernet cable to the* **NET** *port on the JVWC (Ethernet cable supplied)*
2. *Connect the Ethernet cable to the PC*
3. *Be in the same subnet as the JVWC*
4. *Launch the J100 Client or go to* **Communication** *settings within the* **Setup** *tab*
5. *Click* **Find IP**
6. *Select the JVWC and click* **Select**

2.3.2 Connect via Network

To connect to the JVWC you need to connect the JVWC to your network.

You will need your PC to be in the same subnet as the JVWC

NOTE: Do not set your PC to the default IP address for the JVWC.

1. *Connect an Ethernet cable to the* **NET** *port on the JVWC (Ethernet cable supplied)*
2. *Connect the Ethernet cable to your network*
3. *Be in the same subnet as the JVWC*
4. *Launch the J100 Client or go to* **Communication** *settings within the* **Setup** *tab*
5. *Click* **Find IP**
6. *Select the J100 and click* **Select**

2.3.3 Connect via Serial for Local Management

Serial connections for the J100 use the 3P, three pin connector. Once connected see *Section 2.3.3.2, Communication via Serial Connector on page 11* to set up communication.

2.3.3.1 Connect via Serial to the J100

To connect to the J100 you would use a RS232 3pin to DB9 cable (3P to DB9 cable supplied).

Figure 2.2: Serial RS232 connection on J100

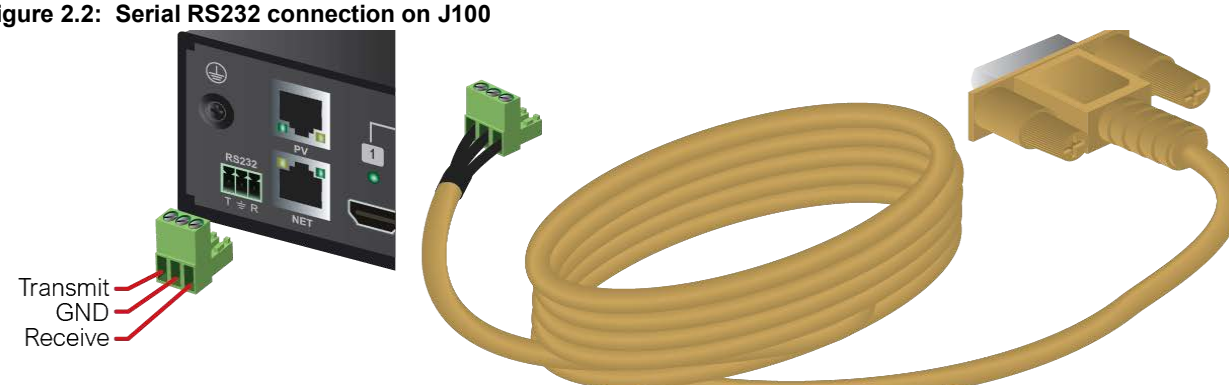


Table 2.1: RS232 (DB9F/3P) cable pinout

Pin	Signal	Description
1	Transmit (T)	Transmit Data (Tx)
2	GND	Ground
3	Receive (R)	Receive Data (Rx)

J100 Serial Connect Procedure

1. *Connect the RS232 3 pin connector to the J100 (3P to DB9 cable supplied)*
2. *Connect to your PC using one of the following options:*
   - <Option1: Your PC has a DB9 connector>
     If your PC uses a DB9 connector you can connect directly to it using the provided 3pin to DB9 cable.
   - <Option2: Your PC has a USB connector>
     If your PC does not have a DB9 connector but has a USB connector, you can use a DB9 to USB cable (which you need to purchase separately) and then connect the cable to the DB9 cable from the J100 and the USB to your PC.
3. *Use the J100 Client to communicate with the J100 as described in Section 2.3.3.2, Communication via Serial Connector on page 11.*

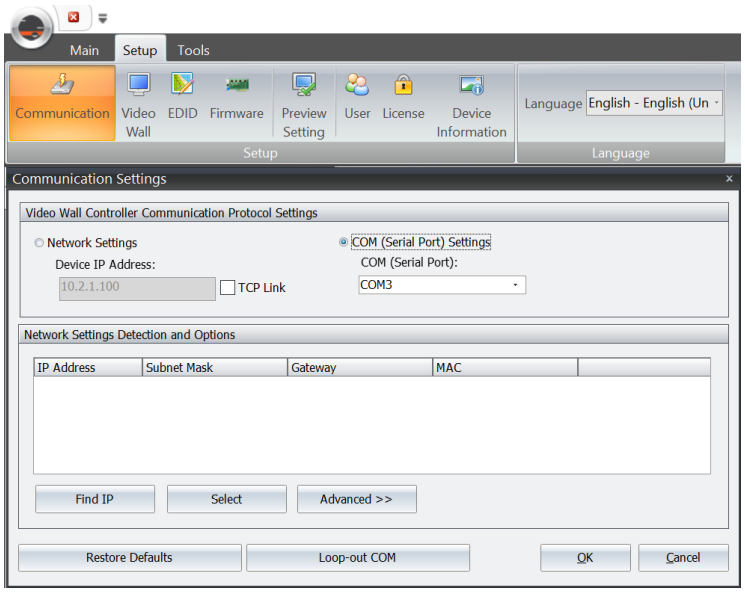
2.3.3.2 Communication via Serial Connector

1 *Open the J100 Client*

2 *In the Setup menu ribbon, select Communication*

3 *In Communication Settings select COM (Serial Port) Settings*

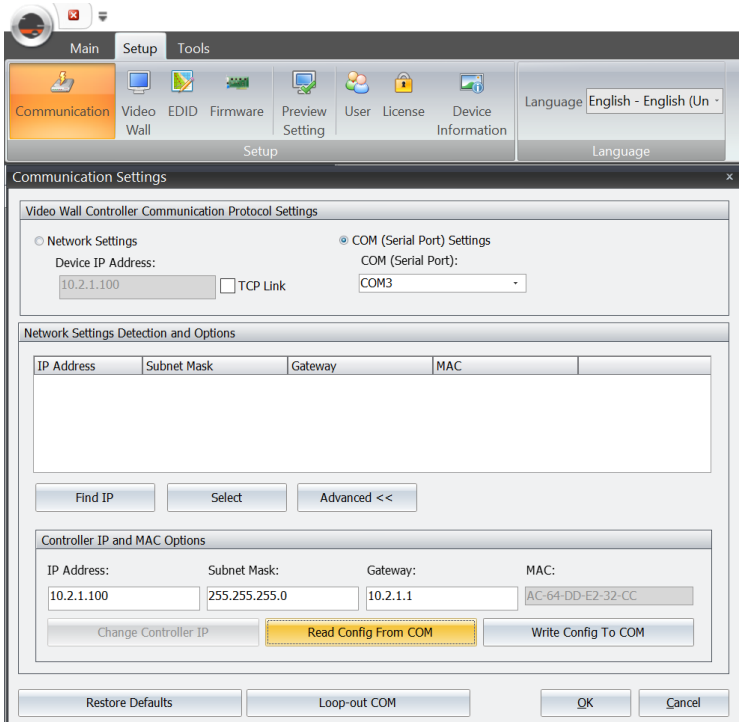
Figure 2.3: Setup communication method between PC and the JVWC



4 *To read the configuration, click Read Config from COM*

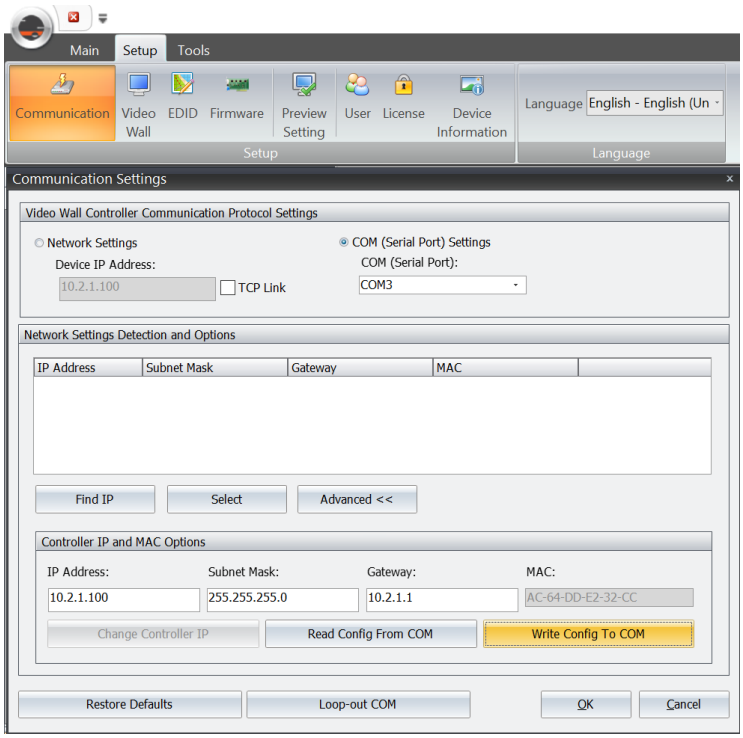
The **IP Address**, **Subnet Mask**, **Default Gateway** and **MAC Address** will be displayed.

Figure 2.4: Read Config From COM



5 *To write the configuration to the unit, enter the* **IP Address**, **Subnet Mask**, **Default Gateway** *and click* **Write Config To COM**

Figure 2.5: Write Config To COM



2.4 Login

Once you login to the J100 you should set new user name and password for the admin user and create usernames and passwords for other users. Please see *Section 4.5, Users on page 45*.

Table 2.2: Default Login Credentials

Default IP Address	10.2.1.100
Username	admin
Password	There is no password, just select **Admin**, leave the **Password** box blank and click **OK**.

Figure 2.6: J-Series J100 Client login screen

To change the IP address see *Section 4.1.3, Change IP address on page 36*.

NOTE: When changing the IP address from the default IP address, please write down the new IP address.

You can use the J100 Client to discover the IP address. See *Section 4.1.2, Discover IP address on page 36*.

Another option to discover the IP address if you do not have it is to plug a computer directly into the J-Series processor and run IP scanner software to discover the IP address

When the J100 Client does not access a JVWC it will provide the option to open **Communication Settings**. See *Section 4.1.1, Opening Communication Settings on Launch on page 36*.

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Chapter 3
INPUTS, OUTPUTS AND LAYOUT

The **Main** tab is where you configure layouts for display on the video wall. From the **Main** tab, also call the Mimic Dashboard, you add, move or remove, position and size video inputs on the layout. Once the input is on the layout it is called a video window.

You layer video windows or parts of video windows above or below other video windows.

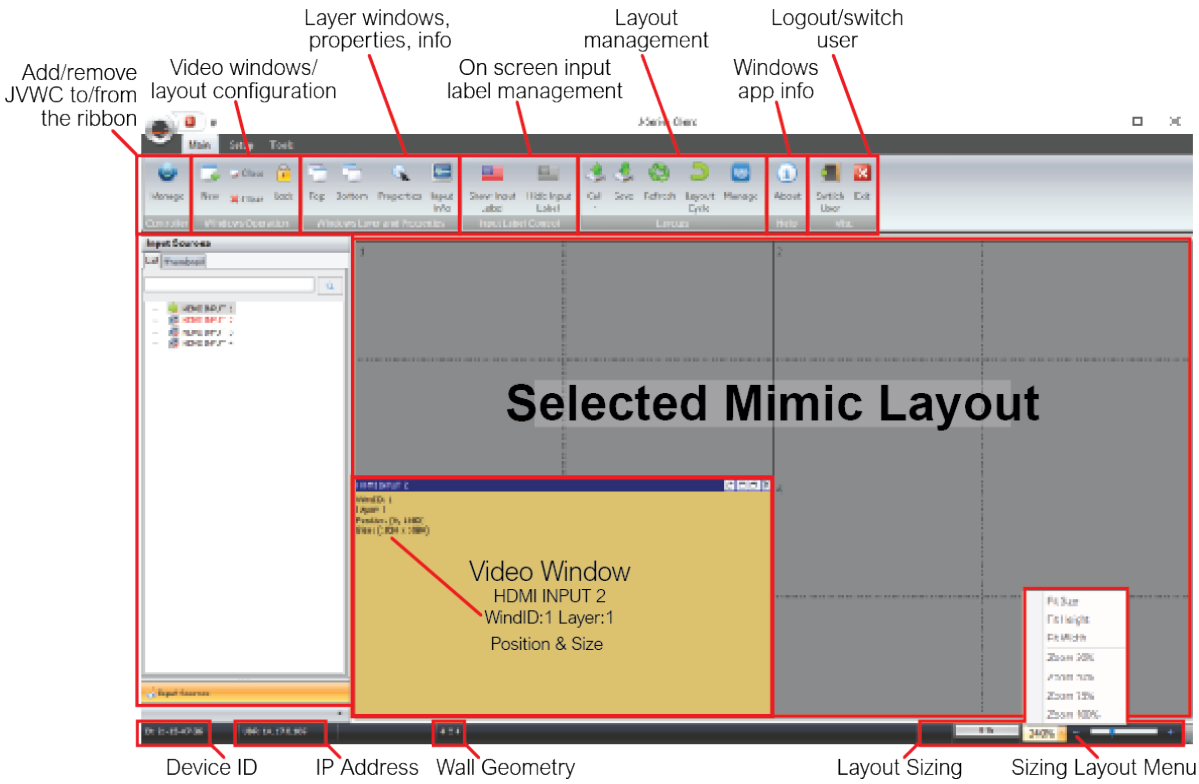
You can create multiple layouts, then have them rotate through the layouts in a video carousel like fashion.

The layout geometry (rows and columns) as well as the mapping of segments of the video wall to display devices are configured in *Section 4.2, Video Wall Configuration on page 37* in the *Setup* chapter.

3.1 Mimic Layout

The Mimic Layout is the canvas for defining how video content appears on the video wall.

Figure 3.1: Mimic Dashboard



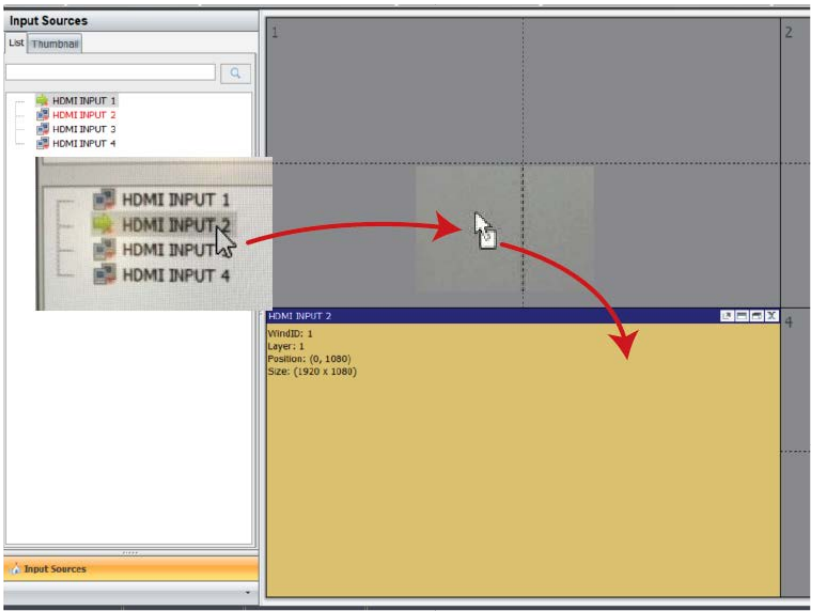
Add an Input Source to a Layout Using Drag and Drop

When you drag and drop an image it will size itself and place itself as a video window. However once the video window is on the layout, you can move it and resize it.

1 *From the Input Sources section on the left hand of the page, select an image*

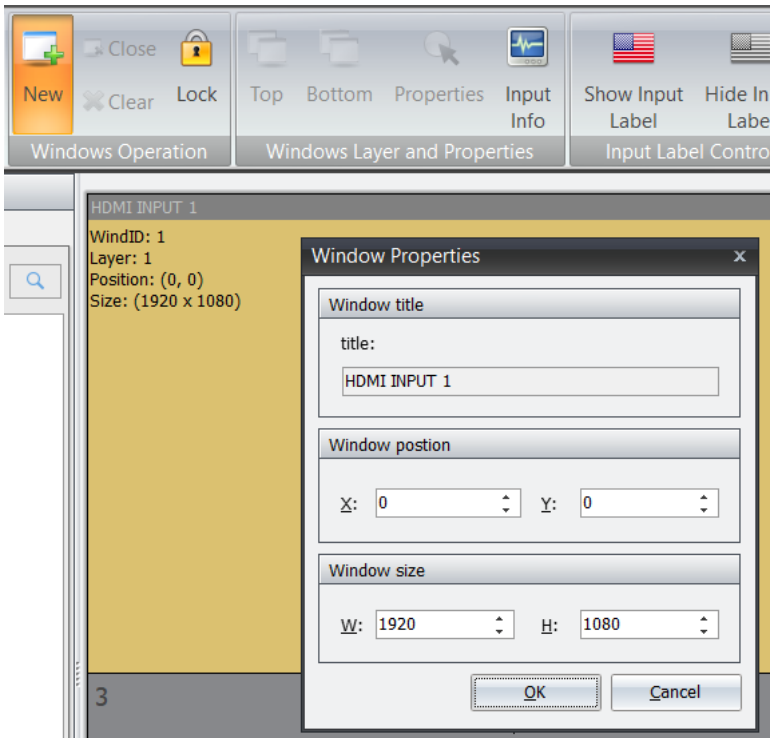
2 *Drag the icon from the Input Sources section and drop it on the layout*

Figure 3.2: Drag and Drop. The input's video window will be created on the segment where it is dropped



3.1.1 Add an Input Using Size and Position Controls

Figure 3.3: Using Windows Operation – New

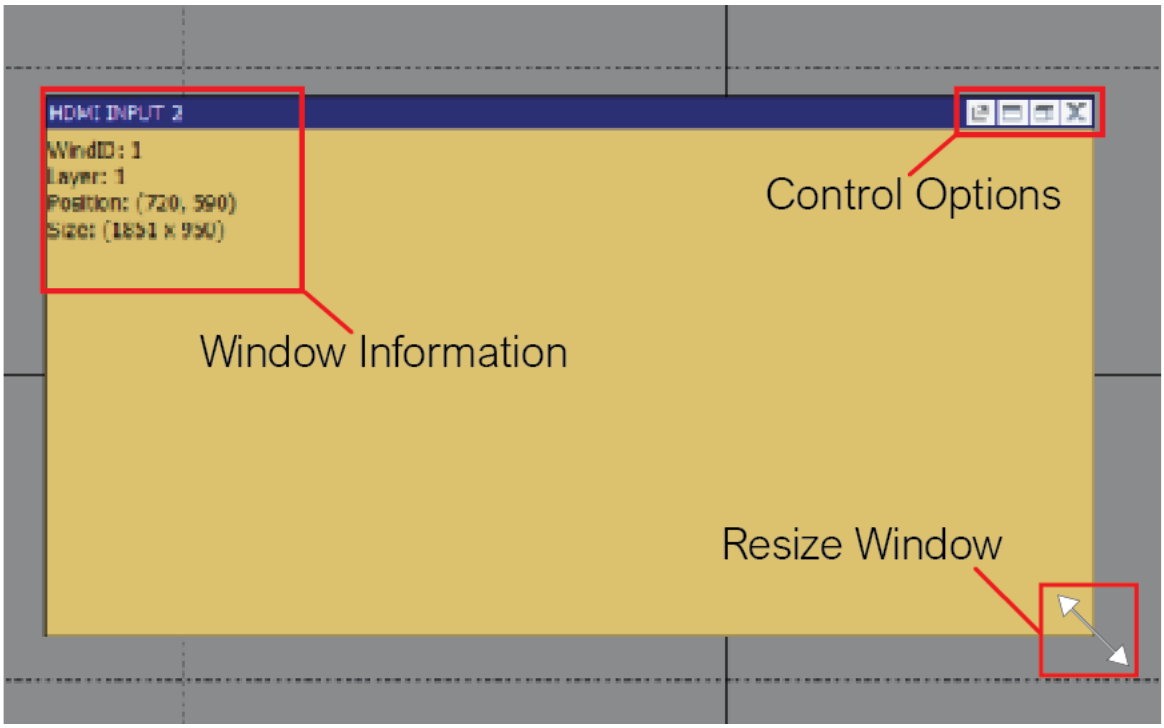


1. *From the* **Input Source** *list select the input*
2. *Click* **New** *from the* **Windows Operation** *section of the* **Main** *tab ribbon*
3. *The new video window will be displayed in the default position as well as the* **Window Properties** *dialog.*
4. *In the* **Window title** *section text box enter a name for the source*
5. *In the* **Window position** *section use the* **X** *and* **Y** *selectors to determine the position of the new video window*
6. *In the* **Window size** *section use the* **W** *and* **H** *(Width and Height) selectors to determine the size of the new video window*

3.1.2 Window Information, Moving and Resizing Windows

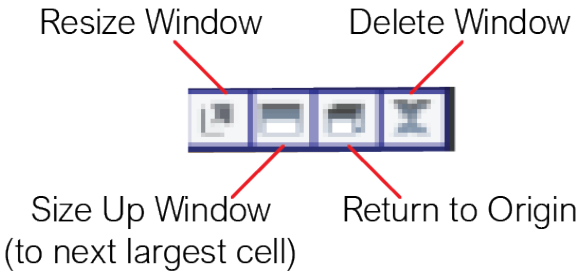
Once the video window is created you can see sizing and position information. You can move the window by dragging it around the layout. By grabbing a corner you can resize the window.

Figure 3.4: Window information and control and sizing options



On the upper right hand corner of the video window are window control options to delete, resize the window via a dialog box, size up the window to the next largest cell size, or return the video window to its initial position.

Figure 3.5: Window sizing and position controls



3.1.3 Right Click Video Window Options — Layers

Right clicking a video window provides more options. The upper section of the menu provides the means to layer video windows. *Figure 3.7. Managing the layer of the video windows* shows the four inputs before pushing Input 3 down a level. Figure 3.8 shows the result of the action.

Figure 3.6: Right click video window options

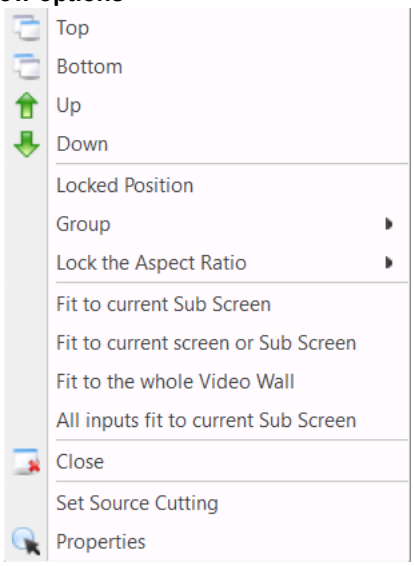


Figure 3.7: Managing the layer of the video windows

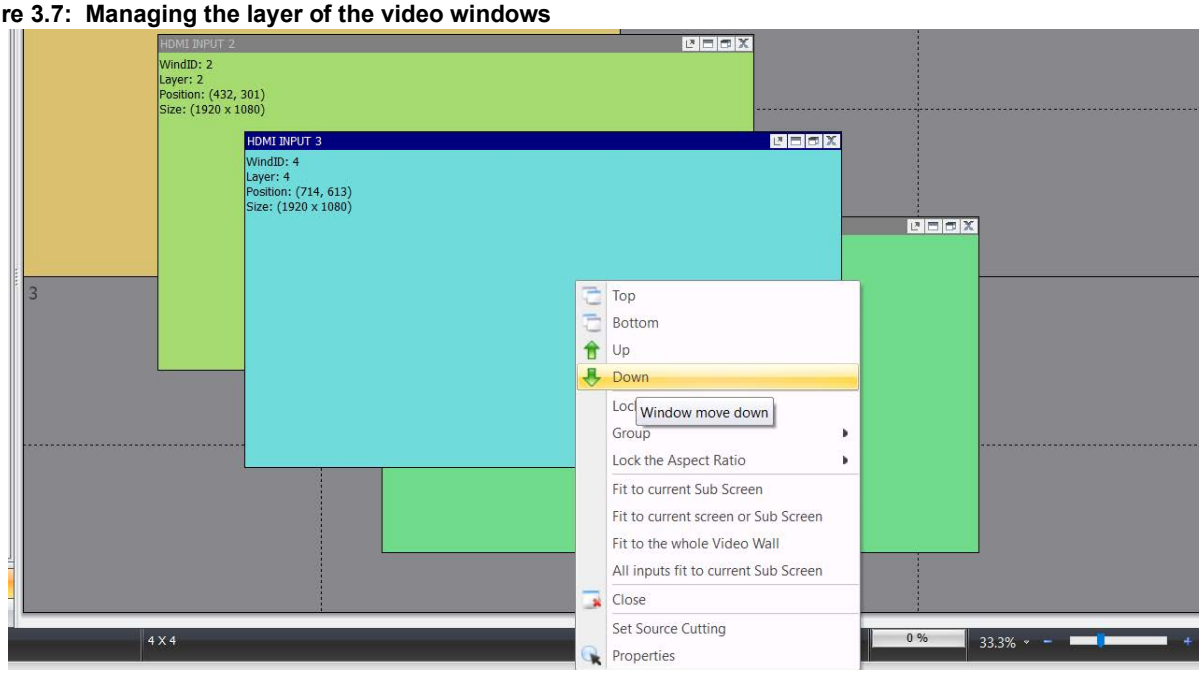
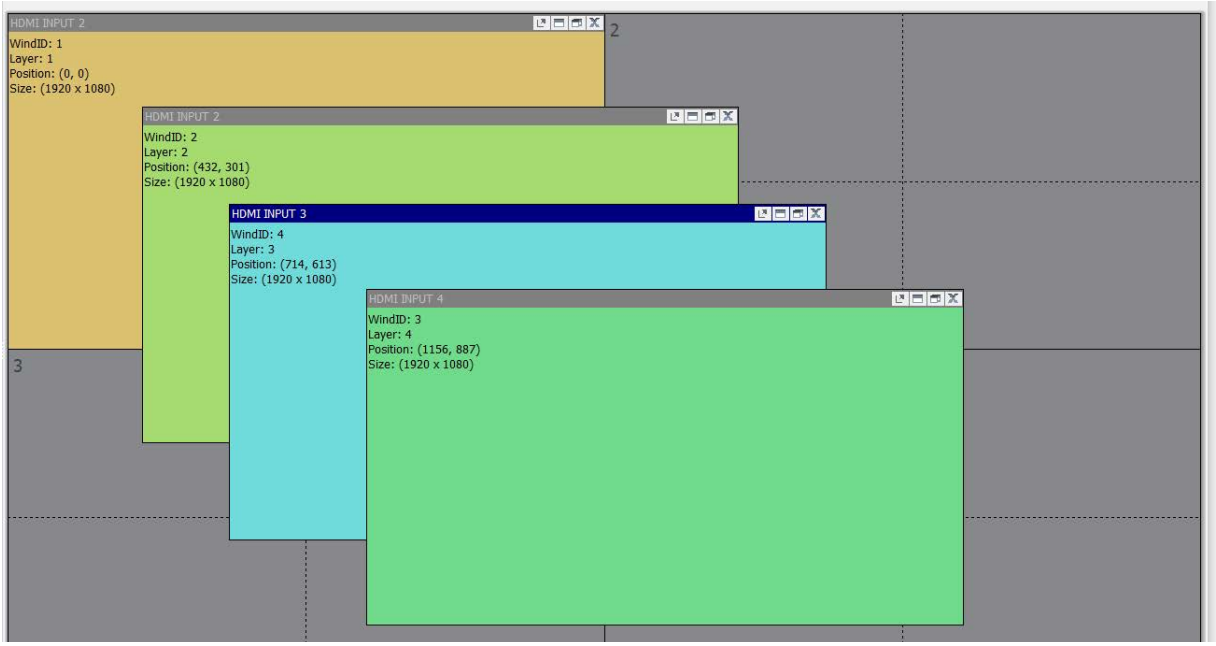


Figure 3.8: Result of reordering the layers by dropping down Input 3 behind Input 4



3.1.4 Right Click Video Window "Fit To" Options

The Fit To options use the geometry of the layout to make it easy to size video window. To select the Fit To options as shown in Figure 3.6 on page 20, select a video window and right click the mouse.

Table 3.1: The "fit to" options for resizing and repositioning

Fit To Options	Description
Fit to current Sub Screen	The video window is resized and positioned to fit the Sub Screen in which the upper left hand corner of the video window resides.
Fit to current screen or Sub Screen	The video window is resized and position to fit the next largest set of segment or sub segments. In other words each corner of the video window will be extended to the next segment. • The upper left corner will be extended to the upper left corner of the segment in which the upper left corner resides • The upper right corner will be extended to the upper right corner of the segment in which the upper right corner resides • The lower left corner will be extended to the lower left corner of the segment in which the lower left corner resides • The lower right corner will be extended to the lower right corner of the segment in which the lower right corner resides
Fit to the whole Video Wall	The video window is resized to fit the entire video wall
All inputs fit to current Sub Screen	Each video window is resized and positions to fit the current Sub Screen in which that window resides

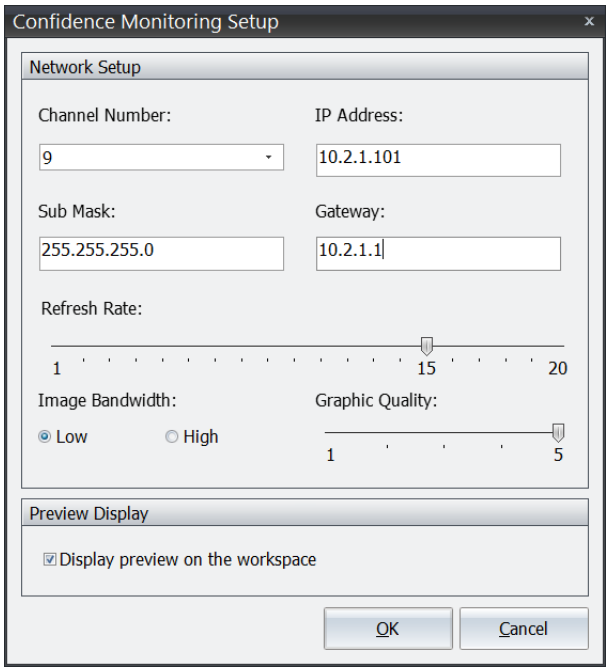
3.1.5 Input Sources and Video Windows

There are three basic list views for the input sources, a list view which only shows the name, and two views which show a image from the input source when a preview card is installed in a chassis JVWC or the fixed port JVWC has the preview option.

Note: Views of video content within the application requires the preview model for the J100 series.

Preview Setup

Figure 3.9: Preview/Confidence Monitoring Setup



1 *In the* **Setup** *ribbon, click* **Preview Setting**

2 *In the* **Confidence Monitoring Setup** *screen enter the Channel Number, IP Address*

   a *Select the Channel Number*

   The channel numbers are auto-populated based on where the card is in the chassis or which model of J100. For a J188, the Channel number is 9.

   b *Add* **IP Address**, **Sub Mask** *(Subnet Mask) and* **Gateway** *(Default Gateway)*

   The IP Address is the IP address for the preview functionality. It just needs to be unique on the Sub-net, which also means different from the IP address of management communication for the device.

   Sub Mask and **Gateway** would be the same as for the management IP settings.

3 *Set* **Refresh Rate**, **Image Bandwidth**, *and* **Graphic Quality** *for the preview*

4 *In the* **Preview Display** *section, click the checkbox for* **Display preview on the workspace**

5 *Click* **OK**

Figure 3.10: Input Sources views and search options with preview

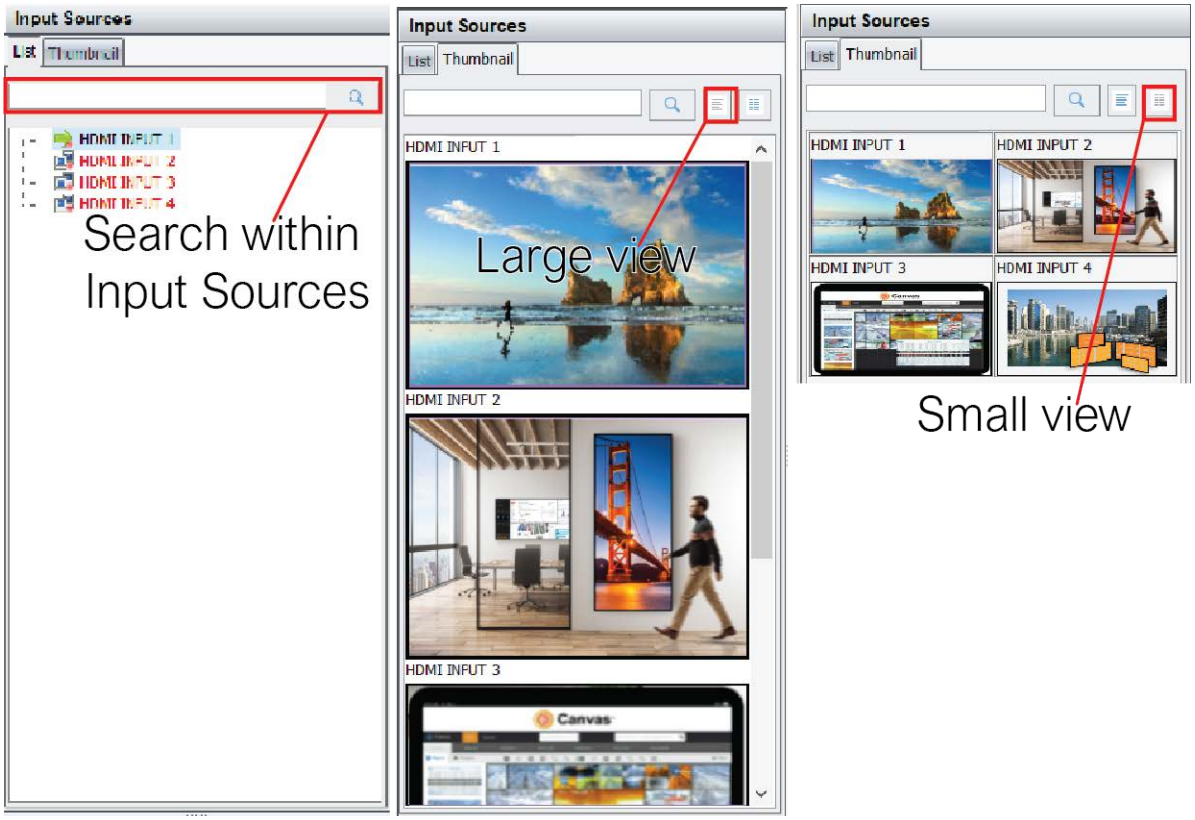
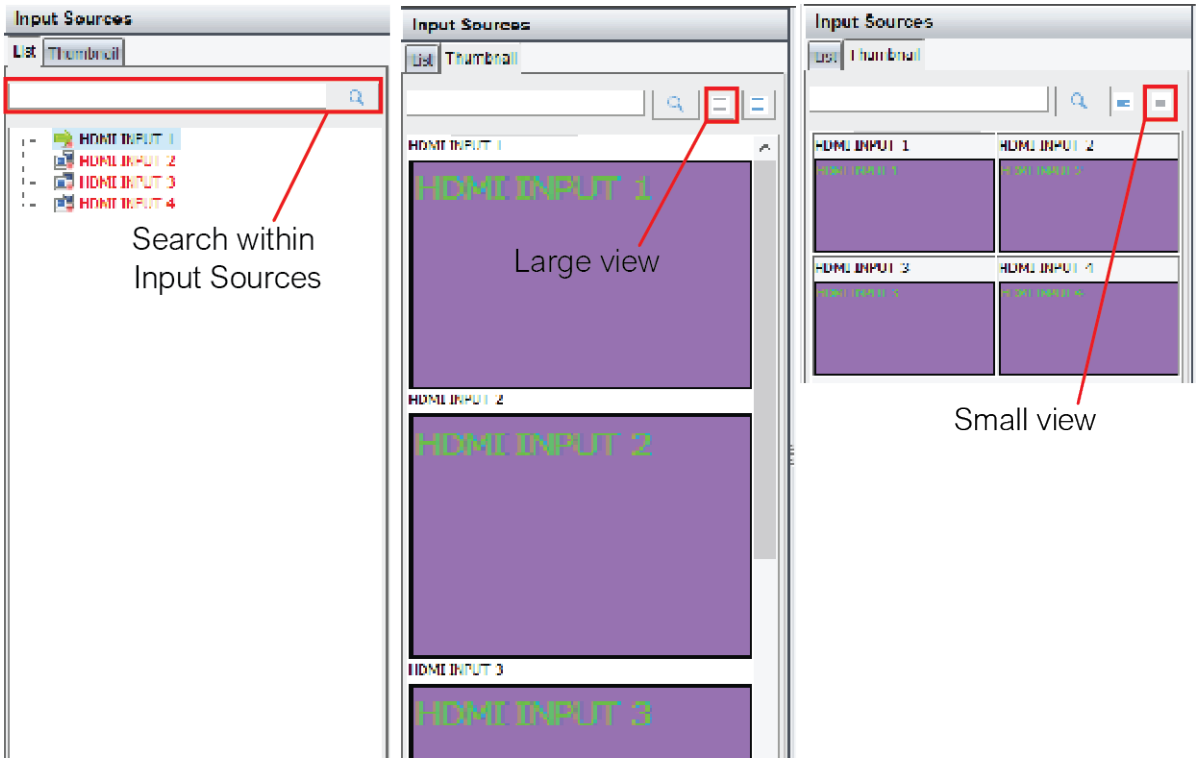
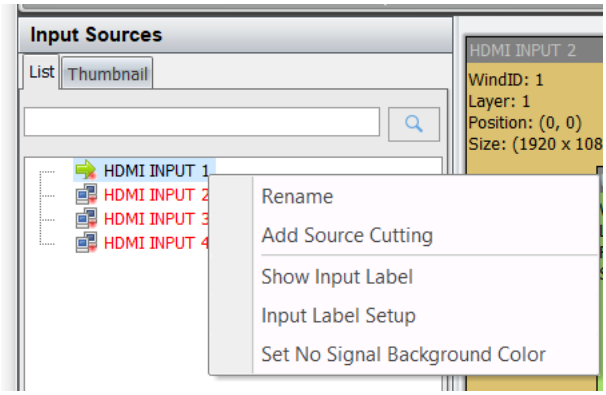


Figure 3.11: Input Sources views and search options without preview



All the Input Source lists include a search tool for locating input sources from a long list. For ease of use it is important to have quickly recognizable names for each input.

Figure 3.12: Right click options for Input Sources



Naming **Input Sources** makes it easier to recognize the source both in the Input Sources list as well as from the video window when it is on the Mimic layout.

3.1.5.1 Search Input Sources

The search facility for Input Sources filters the list based on the text entered in the search text box. Click the magnifying glass to filter. Delete the text to clear the filter.

3.1.5.2 Rename Input Sources

To rename an input source, right click on the source, select **Rename**, then in the **Rename** dialog enter a new name and click **OK**.

When you crop and input source, the cropped input essentially becomes another source and is shown below as part of the initial source. Expand the initial source to see the cropped input. The cropped input source may be named upon creation or later by selecting **Edit Source Cutting**.

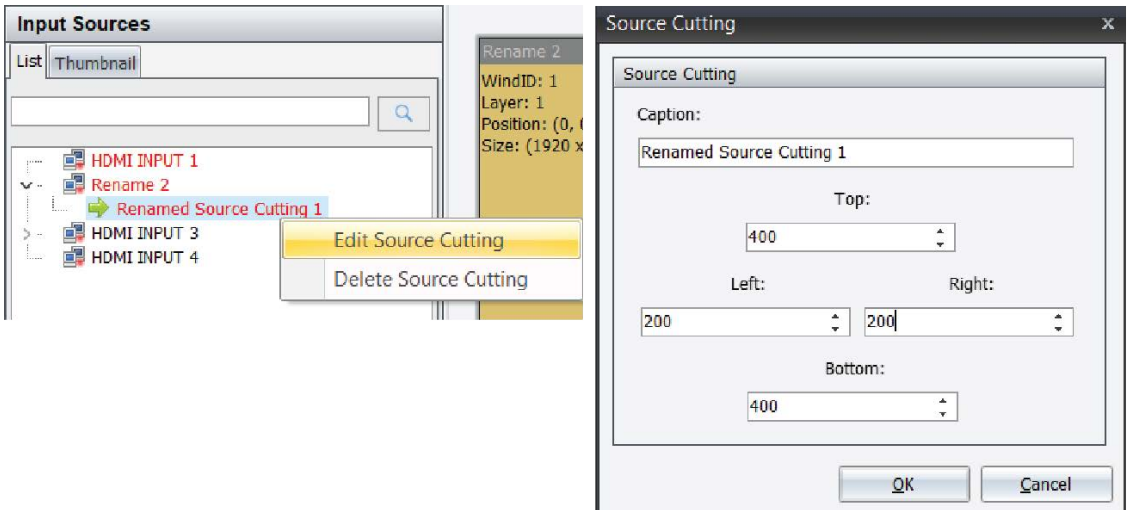
3.1.5.3 Crop Input Sources

To crop an input source, right click on the source, select **Add Source Cutting** then in the **Source Cutting** dialog enter a new name for the cropped input source, crop the input by cutting pixels from the **Top**, **Left**, **Right**, and **Bottom**, then click **OK**.

You may also rename or edit the cropped input stream. Right click on the source, select **Edit Source Cutting** then in the **Source Cutting** dialog enter a new name for the cropped input source, crop the input by cutting pixels from the **Top**, **Left**, **Right**, and **Bottom**, then click **OK**.

To delete a cropped input, select the cropped input, right click and select **Delete Source Cutting**.

Figure 3.13: Edit cropping and naming

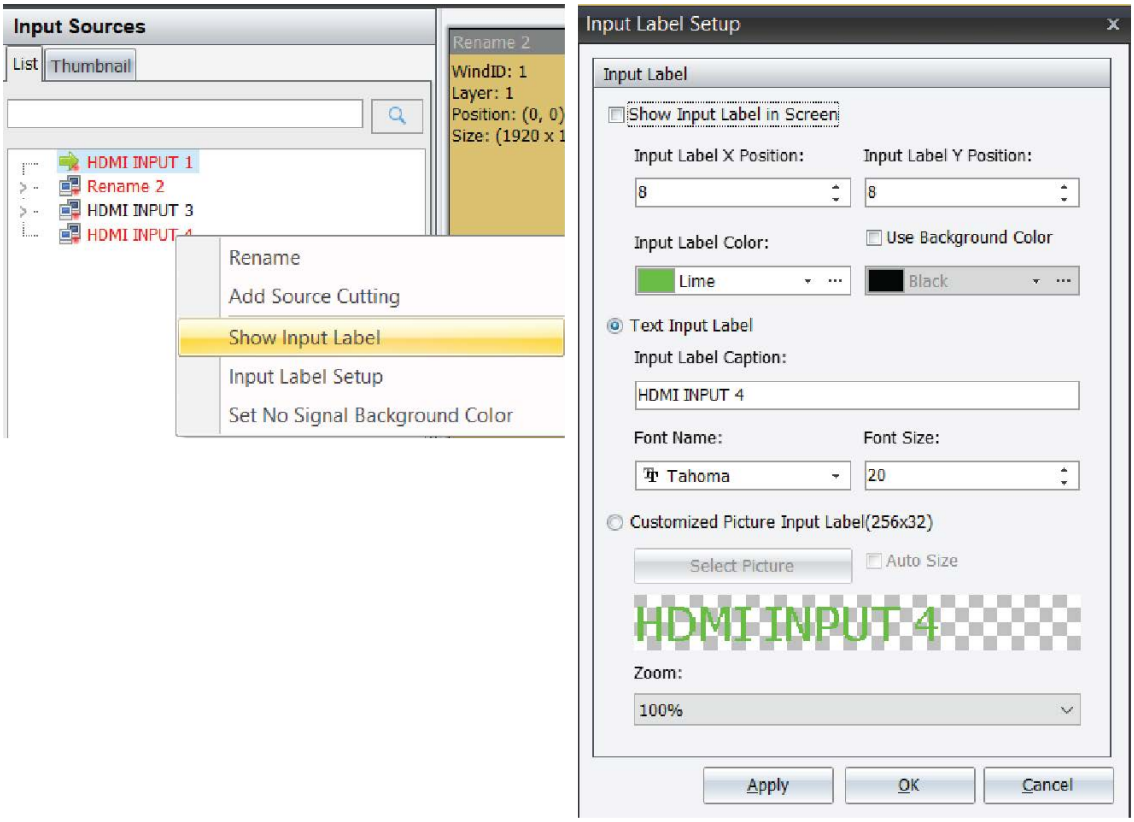


3.1.5.4 Add Label or Graphic to an Input Source

You can add a label or a graphic to a video window. Right click the input source and select **Input Label Setup**. Select a **Text Input Label** or a **Customized Picture Input Label**. Enter the label or select the picture, make adjustments and click **OK**.

When you click **OK**, **Show Input Label** will be selected and the caption or graphic will be displayed on the video window.

Figure 3.14: Right click input source to add a caption or graphic to the video window from the source



3.1.5.5 Hide/Show Input Source Label

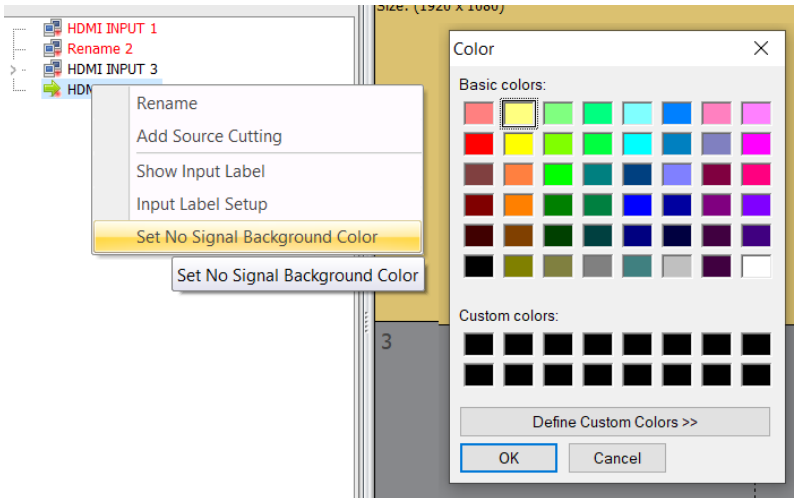
To show or hide the input label: right click the input source and select or deselect **Show Input Label**.

3.1.5.6 Set Background Color When No Signal

When the input source is receiving no signal, a background color may be set for the video window. Right click the input source, select **Set No Signal Background Color**, then from the **Color** dialog select a color and click **OK**.

You may also define custom colors.

Figure 3.15: Set background color when there is no signal from the input source.



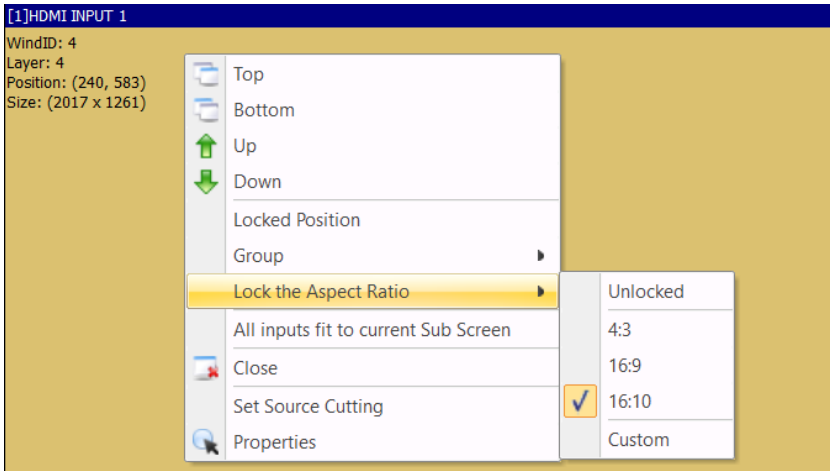
3.1.5.7 Group Video Windows

You can group video windows so they can be moved around the mimic layout. There are four groups to which a video window can be assigned — **Group 1**, **Group 2**, **Group 3**, and **Group 4**. You assign each video window individually. Right click the video window, select **Group**, then the group number. Do the same for the next video windows you want to be in the group.

3.1.5.8 Lock Aspect Ratio

The aspect ratio for a video window can be set. Right click the video window, select **Lock the Aspect Ratio**, then the specific aspect ratio.

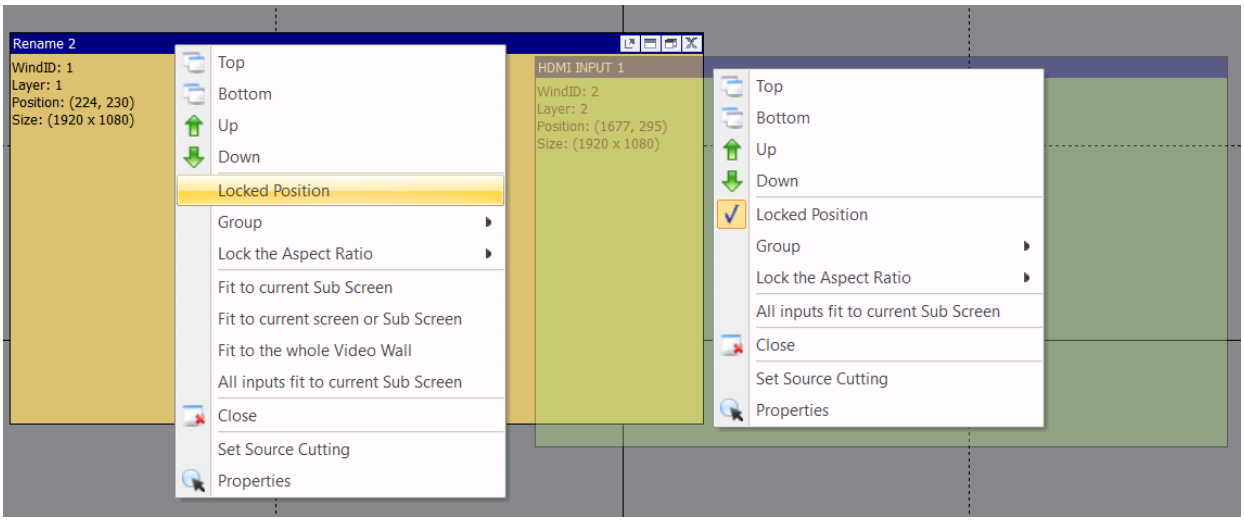
Figure 3.16: Lock the aspect ratio for a window



3.1.5.9 Lock a Specific Window

To lock or unlock a specific video window, select the video window, right click, then select **Locked Position**.

Figure 3.17: Lock/unlock a specific video window with right click



3.1.5.10 Clear a Video Window

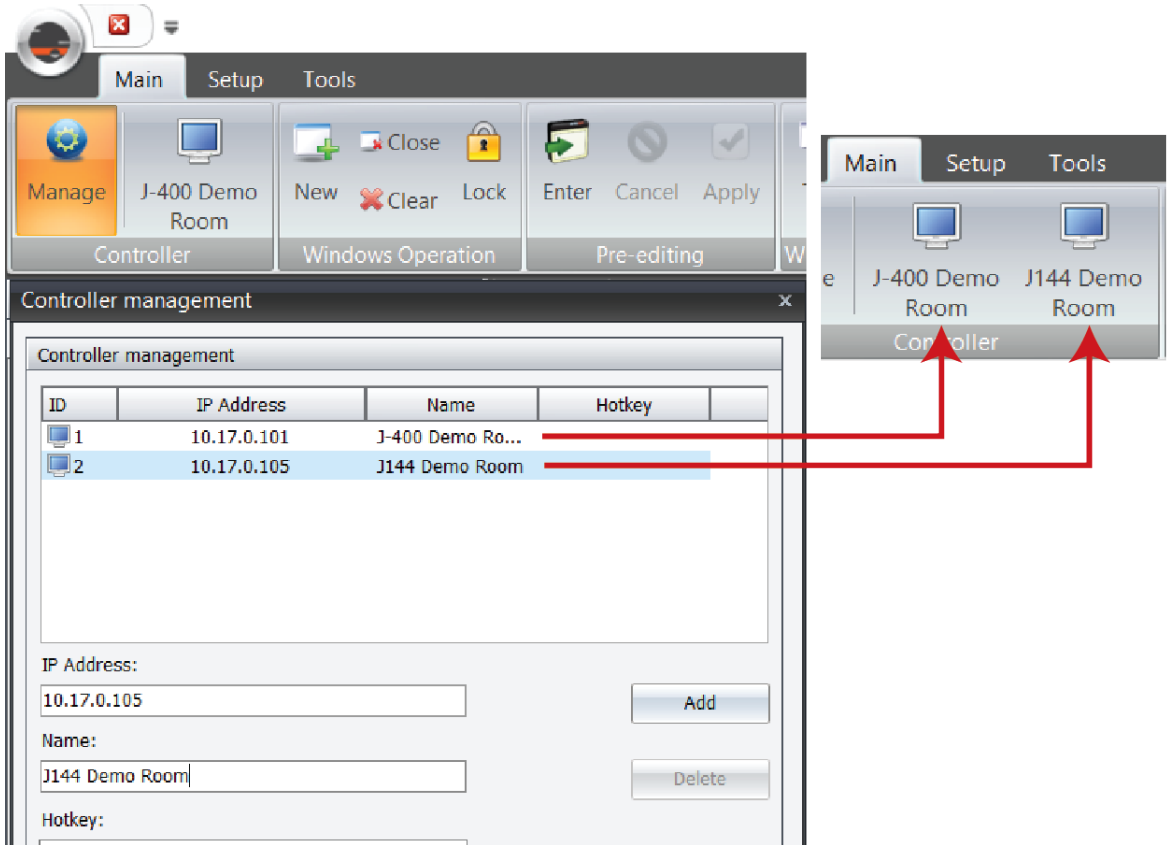
To remove a video window from the Mimic layout, select the window, then either right click and select **Close**, or select **Close** from the **Windows Operation** section of the **Main** tab ribbon.

To clear all of the video windows from a layout at one time see *Section 3.4.4, Clear a Layout on page 31*.

3.2 Manage J100

Manage in the Controller section in the Main tab ribbon provides a way to make it easy to switch between controllers. Add a controller by entering the IP address, naming the controller, and clicking **Add**.

Figure 3.18: Add a JVWC



The **Main**, **Settings**, and **Tools** menu ribbons will have fewer or more options depending on the selected JVWC.

Figure 3.19: The Main menu ribbon

3.3 Output Stream Control

Output stream control is the ability to provide or remove the video streams from the Mimic video wall to the displays. Open TV in the Main menu ribbon provides the output stream to the video wall. Close TV removes the output stream. To the display wall monitors the behavior is the same as a PC monitor when a laptop goes to sleep or the video feed is removed.

3.4 Layouts

Several different layouts with different input sources can be created. Layouts are made up of one or more video windows. Video windows may be sized, placed and layered on a layout.

Multiple layouts may be cycled, so that each input video is displayed on the screen from a set amount of time. For example a display wall in a mall may shift between message from tenants and other advertisements.

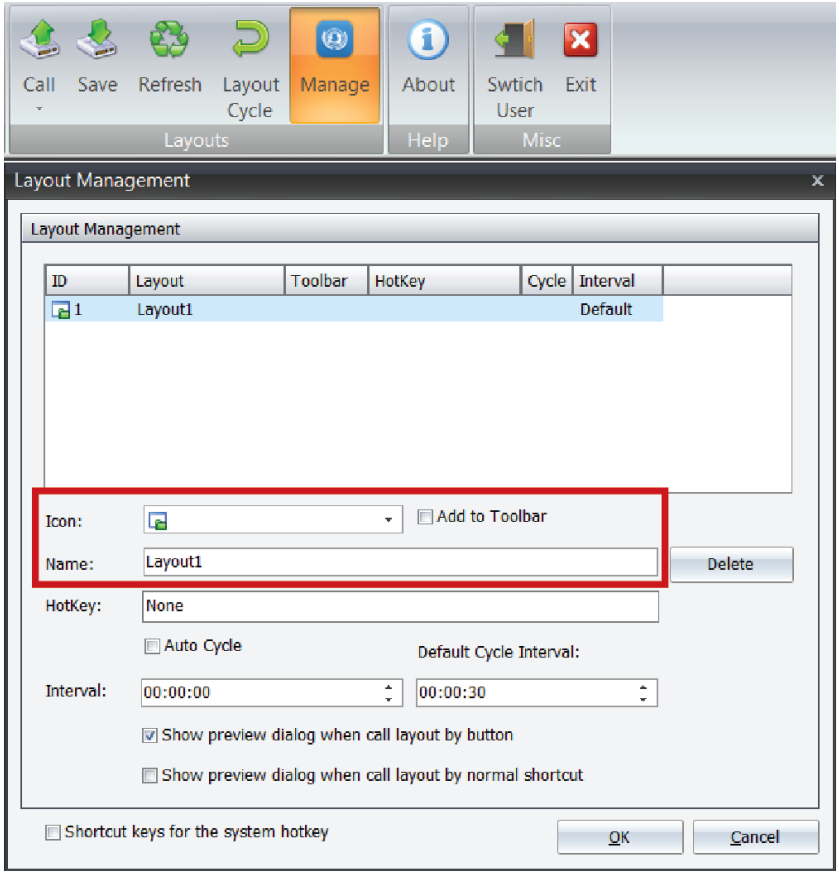
Note: Using appropriate names for layouts will make selecting them for cycling much easier.

3.4.1 Create a Layout

To create a new layout you select an existing layout, change the layout, then save the layout with a new **Layout ID** and **Layout Name**.

1. *Select an existing layout (see Section 3.4.2, Select a Layout on page 30)*
2. *Change the layout (see Section 3.4.3, Edit a Layout on page 30)*
3. *Save the layout with a new Layout ID and Layout Name (see Section 3.4.6, Save a Layout on page 32)*

Figure 3.20: Layout Management: Name



4 *Click* **Manage** *from the* **Layouts** *section of the* **Main** *tab menu ribbon*

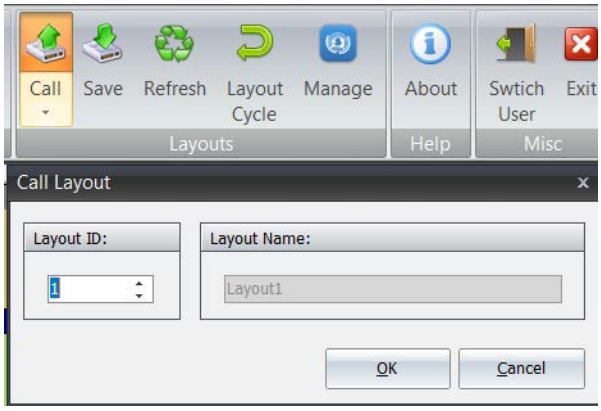
5 *Enter a name for the layout in the* **Name** *text box*

6 *Select an Icon and click the* **Add to Toolbar** *check box for the layout to appear in menu ribbon*

7 *Click* **OK**

3.4.2 Select a Layout

Figure 3.21: Select a Layout (Call a Layout)



1 *Open an existing layout by clicking* **Call** *on the* **Main** *menu ribbon*

2 *From the* **Layout Name** *dropdown in the* **Call Layout** *dialog select a layout*

3 *Click* **OK**

3.4.3 Edit a Layout

1 *Open an existing layout by clicking* **Call** *on the* **Main** *menu ribbon*

2 *From the* **Layout Name** *dropdown in the* **Call Layout** *dialog select a layout*

3 *On the Mimic layout remove any unwanted video windows or other attributes of the existing layout*

- **a** *Move a video window by dragging and dropping or using the other methods of moving (Section 3.1.2, Window Information, Moving and Resizing Windows on page 19)*
- **b** *Delete a video window by selecting the video window and using the delete/backspace key or by clicking* **Clear** *from the* **Windows Operation** *section of the* **Main** *menu ribbon*
- **c** *Resize a video window by stretching or other methods of resizing (Section 3.1.2, Window Information, Moving and Resizing Windows on page 19)*
- **d** *Layer the video windows as described in Section 3.1.3, Right Click Video Window Options — Layers on page 20*

4 *Click* **Save** *from the* **Layouts** *section of the* **Main** *menu ribbon*

5 *In the* **Save Layout** *dialog you will see the ID and Name for the layout, if it is different than the layout you want select the appropriate layout ID.*

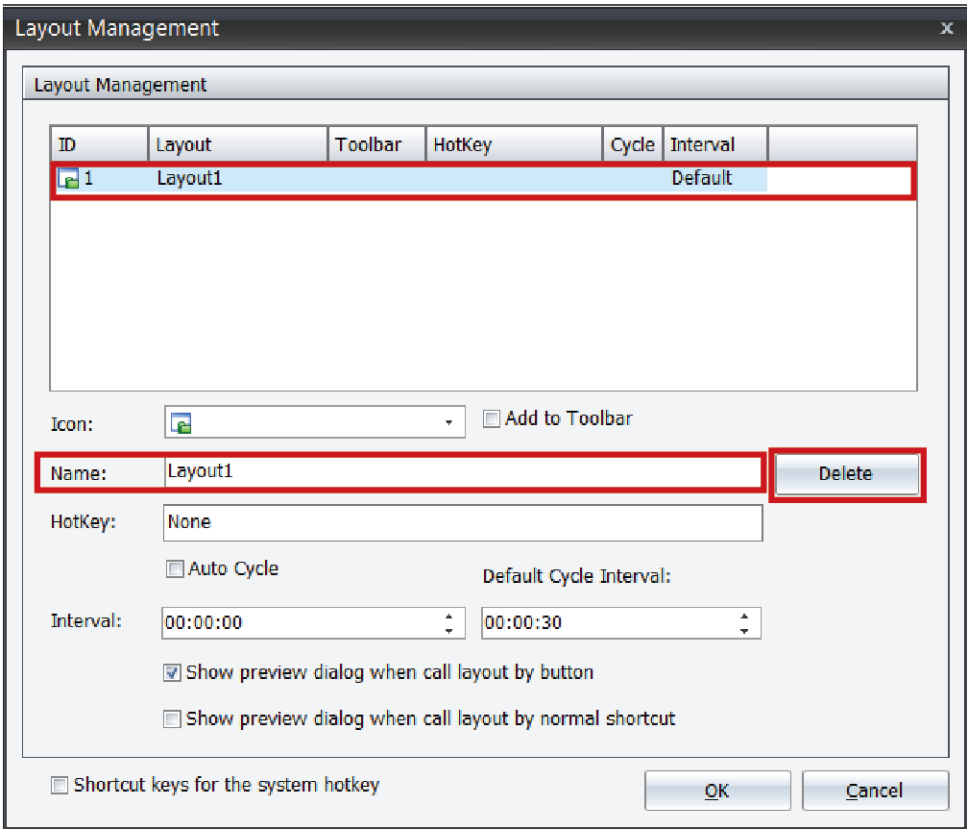
6 *Click* **OK**

3.4.4 Clear a Layout

Click **Clear** from the **Windows Operation** section of the **Main** ribbon. Click **Yes** on the **Confirm** dialog to clear the layout.

3.4.5 Delete a Layout

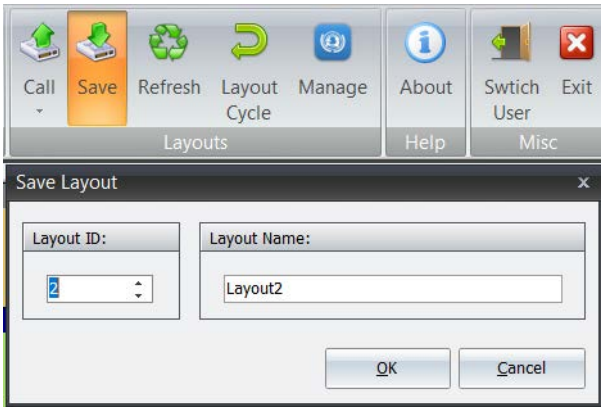
Figure 3.22: Layout Management: Delete



1 *Click* **Manage** *from the* **Layouts** *section of the* **Main** *tab menu ribbon*
2 *Select the layout from the window which shows the current layouts*
3 *The layout name will show in the* **Name** *text box*
4 *Click* **Delete**
5 *Click* **OK**

3.4.6 Save a Layout

Figure 3.23: Save a Layout



1 *Click* **Save** *from the* **Layouts** *section of the* **Main** *menu ribbon*

2 *In the* **Save Layout** *dialog you will see the ID and Name for the layout; if the* **Layout ID** *is different from the* **Layout ID** *you want it to be, select the appropriate* **Layout ID**.

3 *Click* **OK**

3.4.7 Lock a Layout

To lock a layout click **Lock** from the **Windows Operation** section of the **Main** ribbon. Once locked, to unlock you click **Lock** again. In *Figure 3.24. Windows Operation: Lock a Layout* the left hand image shows the option before locking the layout; the image on the right is displayed when the layout is locked.

Figure 3.24: Windows Operation: Lock a Layout

3.4.8 Layout Cycling

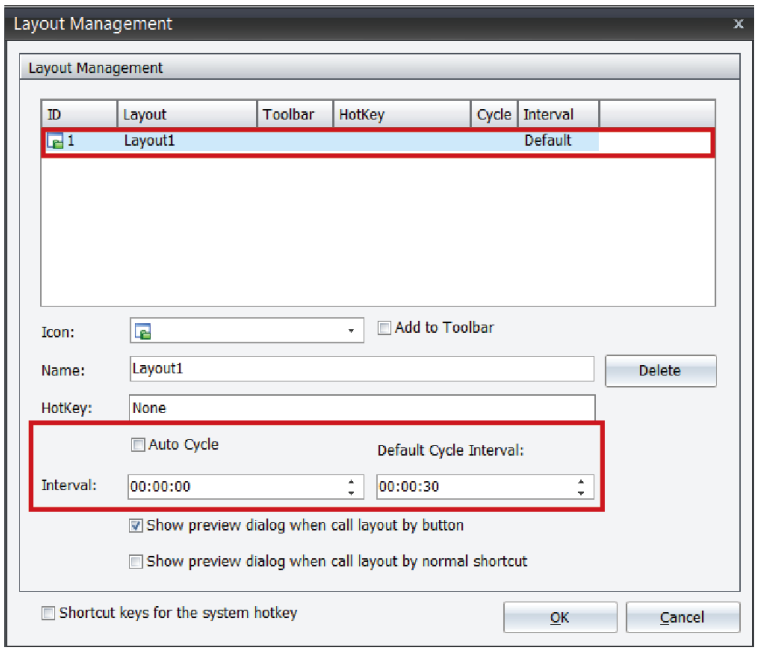
Layout cycling is having the video wall cycle through layouts. This mechanism can be used to simply set up a series of layouts with different inputs to cycle through. Defining the layouts to use for cycling and configuring cycling intervals in **Layouts | Manage**.

To turn on layout cycling, click **Layout Cycle** in the **Layouts** section of the **Main** tab ribbon menu. To turn if off, you click again to deselect **Layout Cycle**.

Figure 3.25: Layout Cycling On

- **Layout Cycle** will cycle through all layouts which have a check in the **Cycle** column.
- **Interval** sets an interval time for the selected layout.
- **Default Cycle Interval** sets a regular amount of time for all layouts. For the selected layout to use the default interval set interval to 0 (00:00:00)

Figure 3.26: Layout Management: Cycling



If you change layouts while layout are cycling, click **Refresh** in the **Layouts** section to update the layout cycle.

Figure 3.27: Refresh

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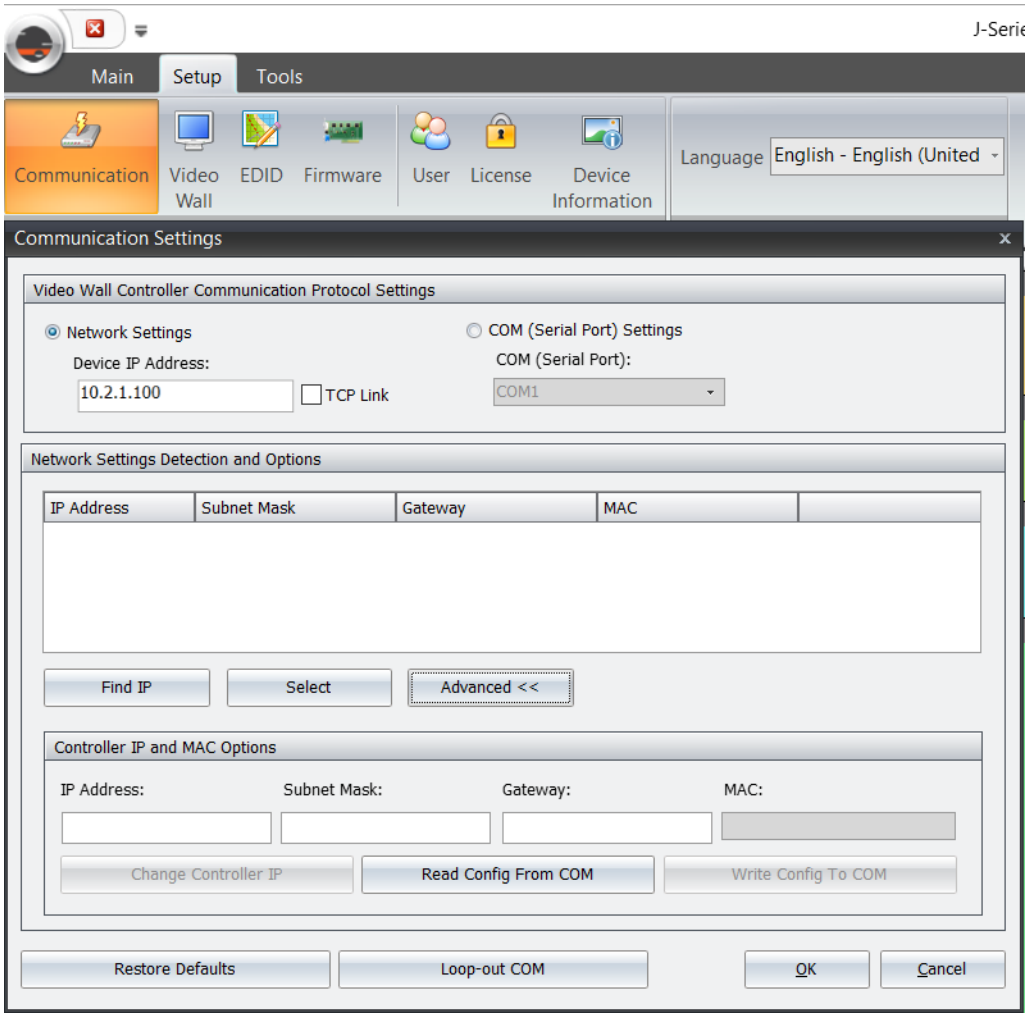
Chapter 4
SETUP

In the J100 Client, the **Setup** tab provides the communication to the JVWC, configures the software to match the physical video wall, and provides user management.

4.1 Communication Configuration

In the **Communication Settings** page you can access the JVWC by IP address or discover the IP address.

Figure 4.1: Communication Settings

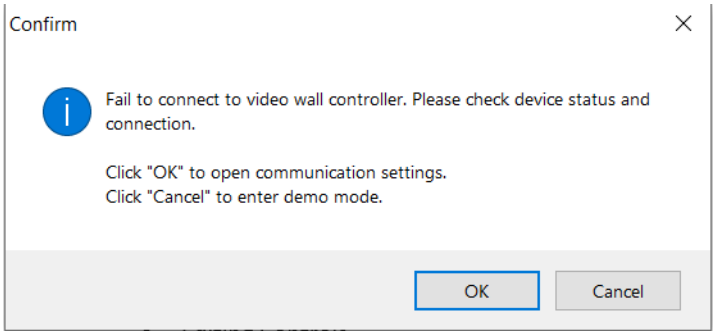


4.1.1 Opening Communication Settings on Launch

If the J100 Client does not find a J100 upon launching, it provides an option to launch the application to open **Communication Settings**. Click **OK** to open the **Communication Settings** page.

From **Communication Settings** you can discover the IP address, or set other communication parameters as needed for your situation.

Figure 4.2: Message when JVWC is not found



4.1.2 Discover IP address

When you do not know the IP address to access the login screen, the J100 Client will discover it.

Once you've discovered the IP address select it and click **OK**.

NOTE: You have to be on the same subnet as the JWVC device for the IP address to be discovered.

1. *Open* **Communication** *from the* **Setup** *tab*
2. *In the* **Network Settings Detection and Options** *section, click* **Find IP**
3. *Click* **Select**
4. *Click* **OK**

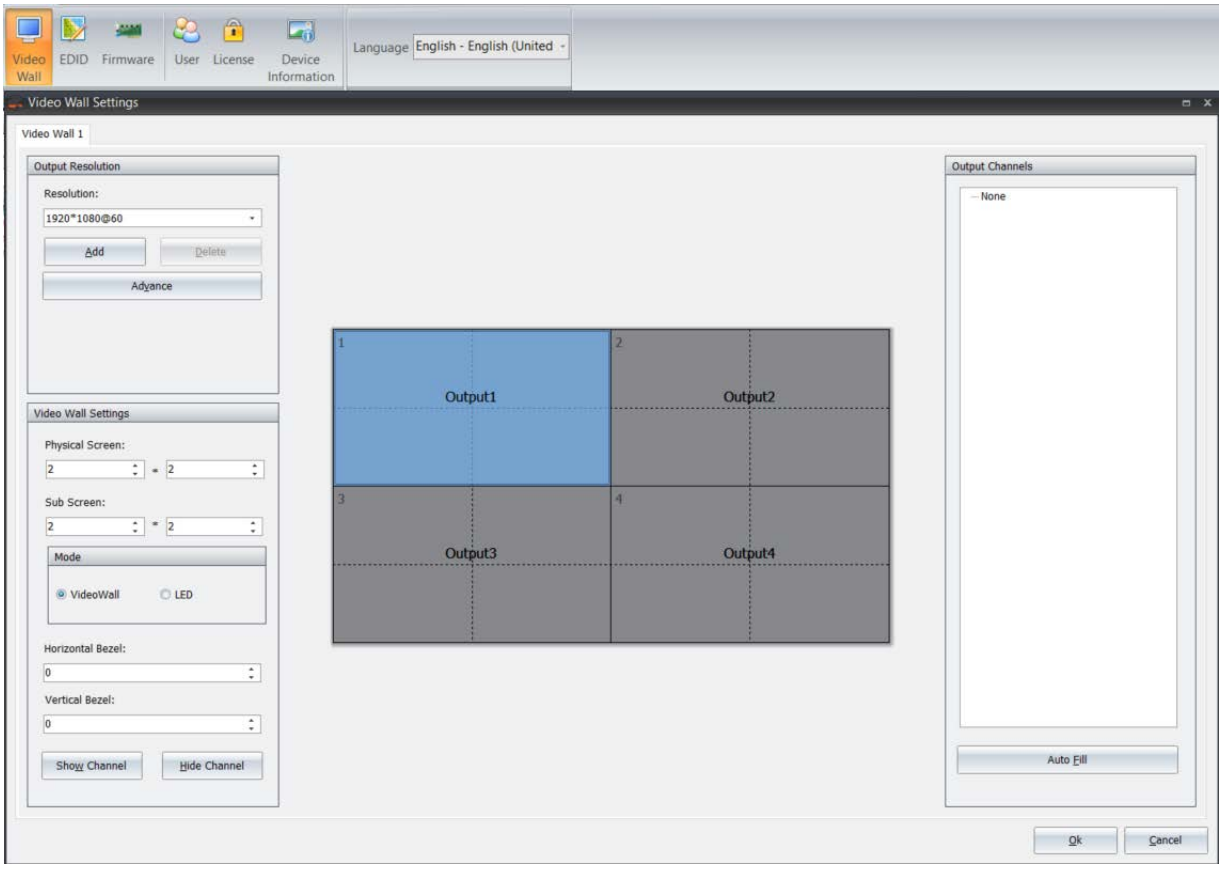
4.1.3 Change IP address

1. *Open* **Communication** *from the* **Setup** *tab*
2. *Click* **Advanced**
3. *In the* **IP Address** *box in the* **Controller IP and MAC Options** *section, enter the new IP Address*
4. *Click* **Change Controller IP**
5. *Click* **OK**

4.2 Video Wall Configuration

Configure the geometry of the video wall to match the displays in **Video Wall Settings**. Match the **Output Channels** to the display devices whether tile systems or larger displays. Select or define the **Output Resolution**, Adjust **Horizontal** and **Vertical Bezels** to compensate for the distance the bezels of the display devices add to the image and configuration is complete.

Figure 4.3: Video Wall Configuration Settings



4.2.1 Define Video Wall Geometry

Video wall geometry should match the layout of the physical display for the video wall. The video wall geometry sets up the video wall segments in the layout which are used for the output mapping.

The default setup is for four displays. Two rows of side by side monitors or a setting of 2 x 2 as shown in *Figure 4.3. Video Wall Configuration Settings*.

The below examples show geometry for

- two displays side by side, so the setting is 2 columns and 1 row. The Sub screen are 2 x 2.
- two displays side by side, but with three rows for the Sub screens (2 x 3).

Figure 4.4: Setting Geometry to two columns one row

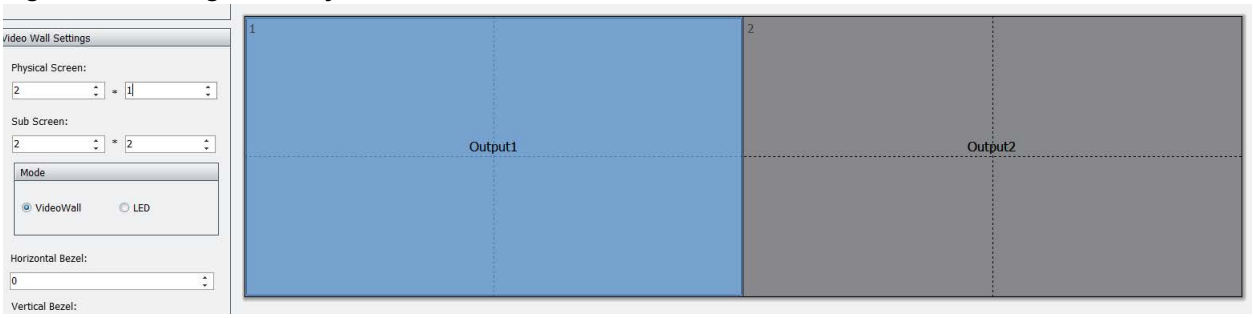
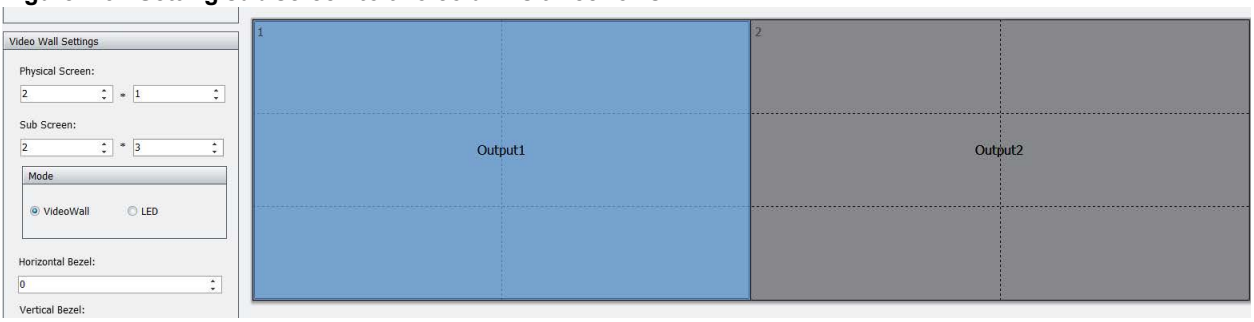


Figure 4.5: Setting sub screen to two columns three rows



4.2.2 Output Mapping

Output mapping is setting up the channels from the Mimic layout to the video wall. Whether the output channels are to single displays or to tile display systems, the concept is the same. The Mimic layout literally mimics the physical attributes of the video wall. You just set up a segment of the layout to the physical devices.

NOTE: The Output mapping figures shown below intentionally leave out the J-Series controller and the tile system controllers as the designer of the layouts need not be distracted by the hardware once the video wall is configured.

Figure 4.6: Output mapping from layout to display devices

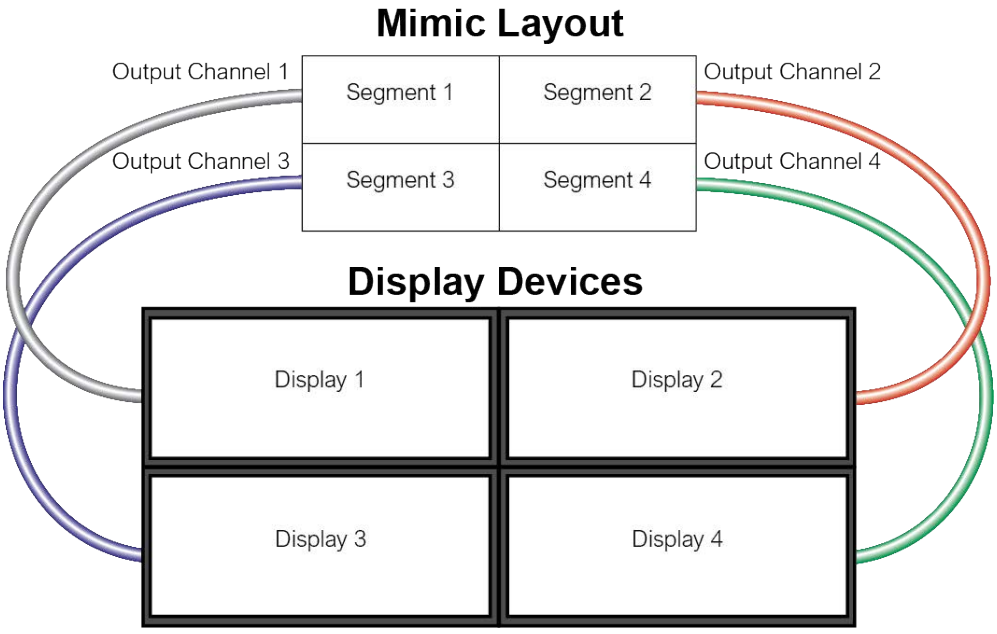
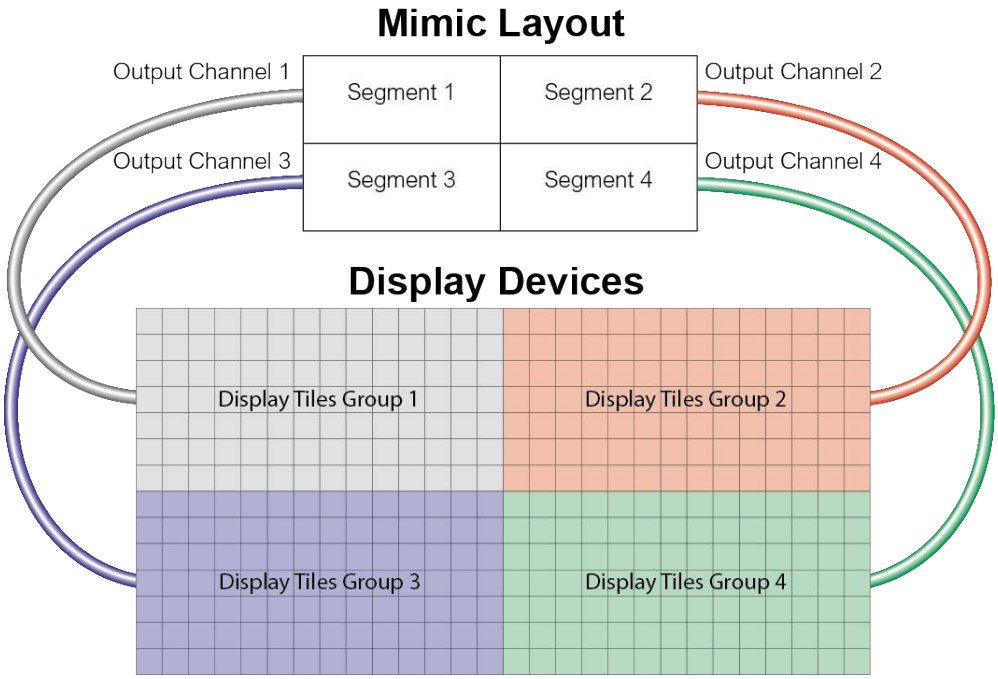


Figure 4.7: Output mapping from layout to video wall with display tiles

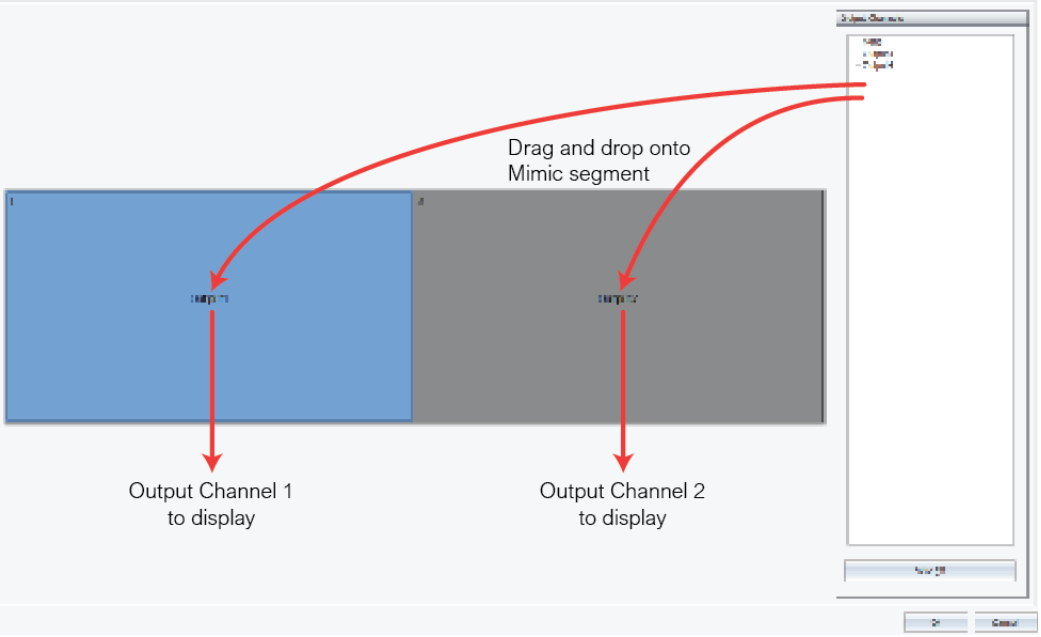


Configure Output Mapping

1 *Select* **Video Wall** *from the Setup tab menu ribbon*

2 *From the* **Output Channels** *section drag an output channel and drop it on a video wall segment*

Figure 4.8: Output Channels



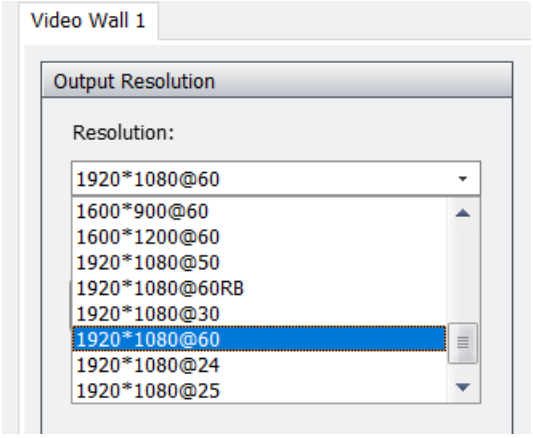
3 *Set up all the output channels needed for this video wall configuration*

4 *Click* **OK**

4.2.3 Setting Output Resolution

Output resolution is set for the video wall. Normally you will set the video resolution depending on how close the viewers will be to the display and the size of the display.

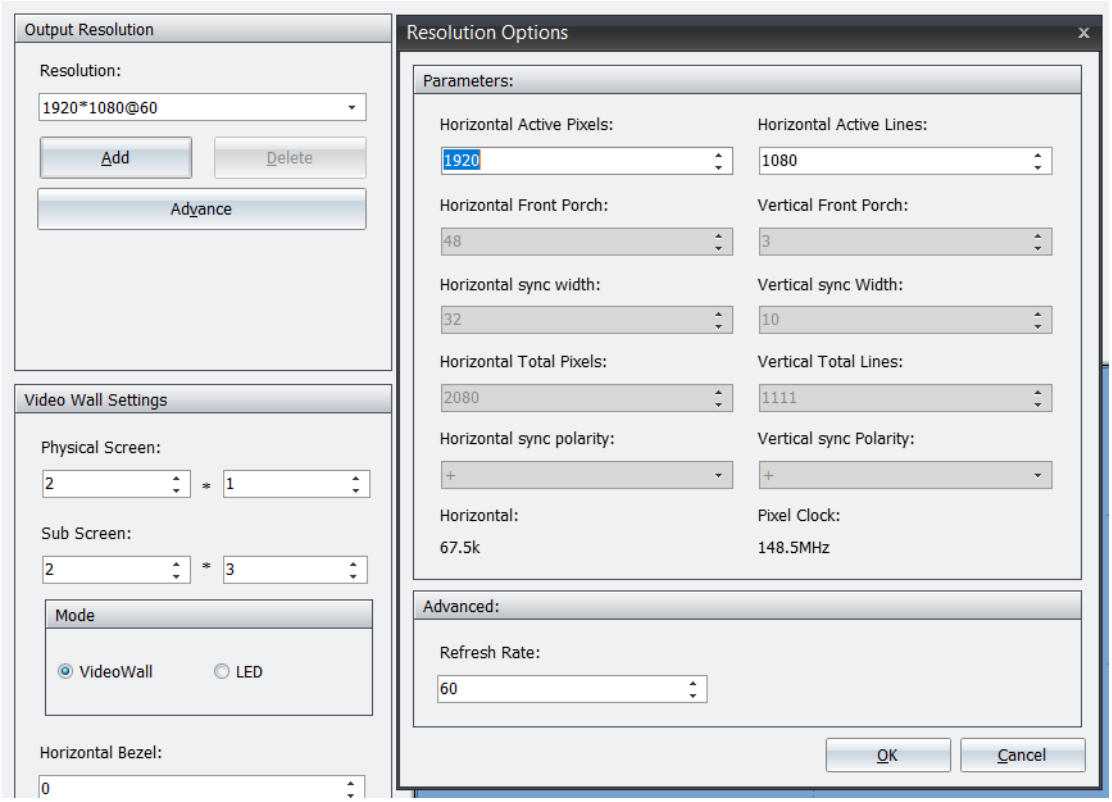
Figure 4.9: Selecting Resolution



Set Output Resolution

1. *Select* **Video Wall** *from the* **Setup** *tab menu ribbon*
2. *In the* **Output Resolution** *section of the* **Video Wall Settings** *page, select the resolution from the* **Resolution** *dropdown*
3. *Click* **Add**

Figure 4.10: Creating a custom Output Resolution



Create Custom Output Resolution

1. *Select* **Video Wall** *from the* **Setup** *tab menu ribbon*
2. *In the* **Output Resolution** *section of the* **Video Wall Settings** *page, click* **Advance**
3. *Define the parameter for the custom resolution*
4. *Click* **OK**

Table 4.1: Custom Resolution Parameters

UI Label	Description
Horizontal Active Pixels	Number of visible pixels in one horizontal line.
Horizontal Front Porch	Horizontal blanking period that occurs between the end of the active period and the beginning of the synchronization pulse.

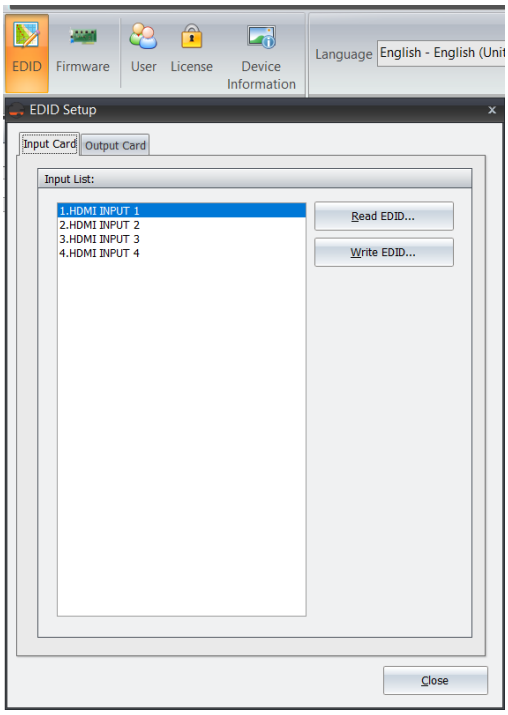
Table 4.1: Custom Resolution Parameters (Continued)

UI Label	Description
Horizontal Sync Width	Width of the horizontal blanking period during which the synchronization pulse triggers horizontal re-scanning.
Horizontal Total Pixels	The maximum number of total horizontal pixels.
Horizontal Sync Polarity	If the horizontal synchronization polarity is positive (+), the value of the horizontal synchronization pulse is higher than the baseline value. If the horizontal synchronization polarity is negative (-), the value of the horizontal synchronization pulse is lower than the baseline value.
Vertical Active Lines	Number of visible pixels in one vertical line.
Vertical Front Porch	Vertical blanking period that occurs between the end of the active period and the beginning of the synchronization pulse.
Vertical Sync Width	Width of the vertical blanking period during which the synchronization pulse triggers vertical re-scanning.
Vertical Total Lines	The maximum number of vertical lines.
Vertical Sync Polarity	If the vertical synchronization polarity value is positive (+), the value of the vertical synchronization pulse is higher than the baseline value. If the vertical synchronization polarity value is negative (-), the value of the vertical synchronization pulse is lower than the baseline value.
Refresh Rate	Frequency at which the entire screen is refreshed.

4.3 EDID

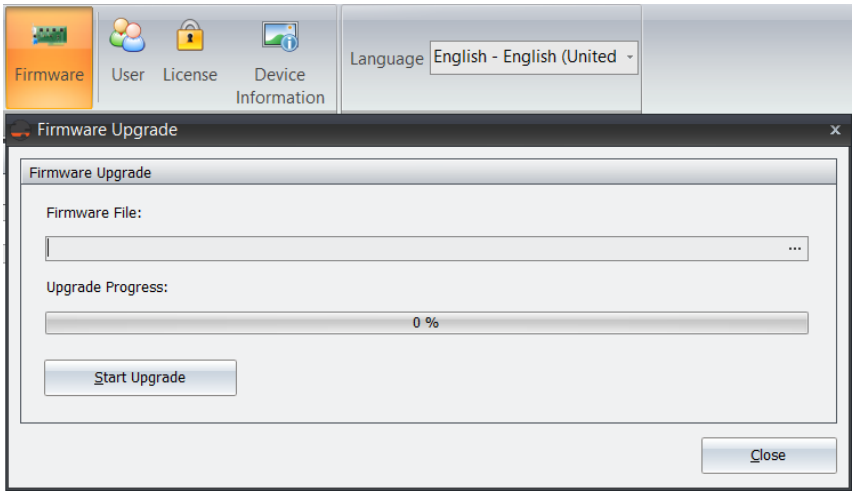
EDID (Extended Display Identification) describes the monitor's ID and capabilities

Figure 4.11: EDID page



4.4 Firmware

Figure 4.12: Firmware Upgrade page



4.5 Users

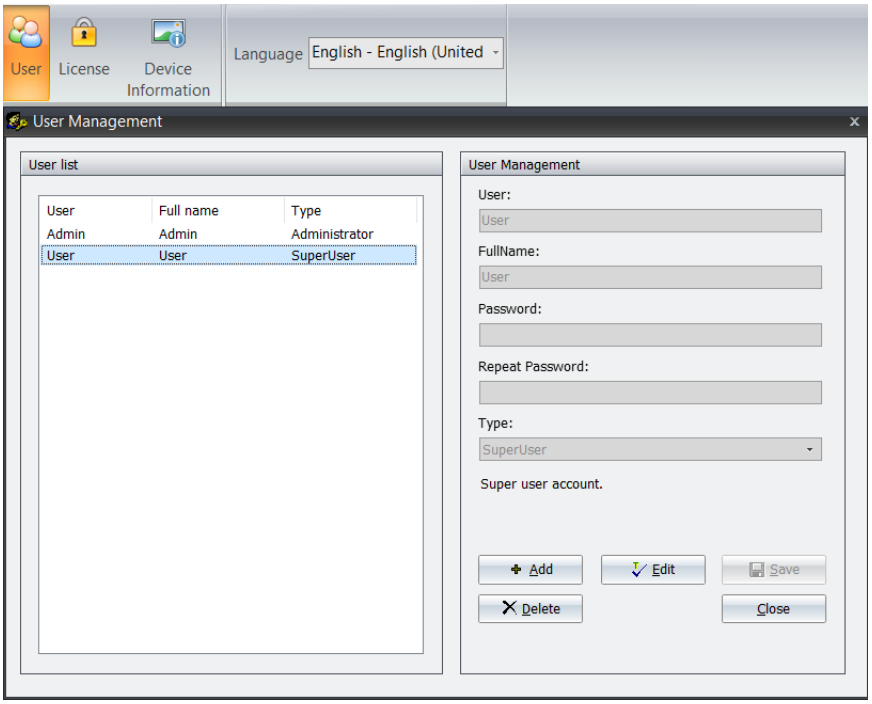
Administrators can create several users. Different access permissions can be assigned which will allow multiple users to work on different parts of the video wall.

Access is defined by access to tabs within the J100 Client.

Table 4.2: User Permissions

Permission Level	Can Access These Tabs
Administrator	Main/Setup/Tools
Super User	Main/Setup (Device Information & Language)
User	Main

Figure 4.13: User Management screen



4.5.1 Add a User

1. *Click* **User** *from the* **Setup** *tab*
2. *Click* **Add**
3. *In the appropriate boxes enter the* **User** *name,* **FullName** *for the user, and the* **Password**
4. *From the* **Type** *dropdown select the type of permissions to give the user*
5. *Click* **Save**

4.5.2 Edit a User

NOTE: All the attributes for a user except the username can be changed. To change a username you would need to delete the user and create a new user.

1. *Click* **User** *from the* **Setup** *tab*
2. *From the* **User List** *select a User*
3. *Click* **Edit**
4. *In the appropriate boxes enter the full name for the user, and the password*
5. *From the Type dropdown select the type of permissions to give the user*
6. *Click* **Save**

4.5.3 Delete a User

1 *Click* **User** *from the* **Setup** *tab*
2 *From the* **User List** *select a User*
3 *Click* **Delete**
4 *Click* **Save**

4.5.4 Set User Permissions

1 *Click* **User** *from the* **Setup** *tab*
2 *From the* **User List** *select a User*
3 *Click* **Edit**
4 *From the* **Type** *dropdown select the type of permissions to give the user*
5 *See TableGroup 4, User Permissions for a definition of the permissions.*
6 *Click* **Save**

4.5.5 Change User Password

NOTE: Be very careful changing the password for an Administrator if it is the only Administrator.

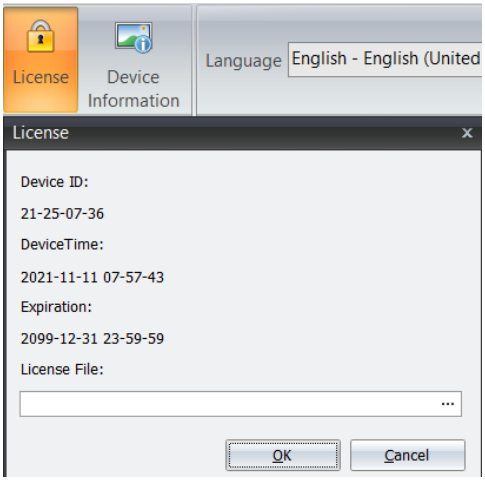
NOTE: Change the password for an Administrator is the same as changing the password for other users.

1 *Click* **User** *from the* **Setup** *tab*
2 *From the* **User List** *select a User*
3 *Click* **Edit**
4 *In the* **Password** *and the* **Repeat Password** *text boxes enter the new password*
5 *From the* **Type** *dropdown select the type of permissions to give the user*
6 *Click* **Save**

4.6 License

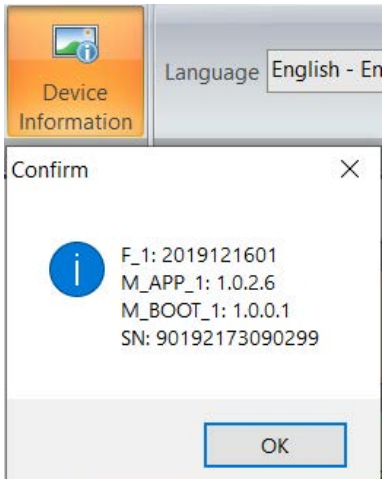
License page is only for demo units.

Figure 4.14: License page



4.7 Device Info

Figure 4.15: Device Info page

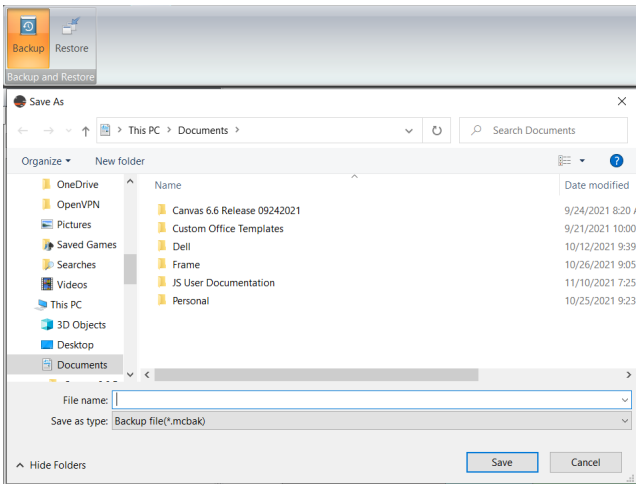


Chapter 5

TOOLS

5.1 Backup

Figure 5.1: Backup page



1. *From the* **Tools** *tab click* **Backup**
2. *Select a directory to save the backup*
3. *Name the backup*
4. *Click* **Save**

5.2 Restore

Figure 5.2: Browse to the proper backup file

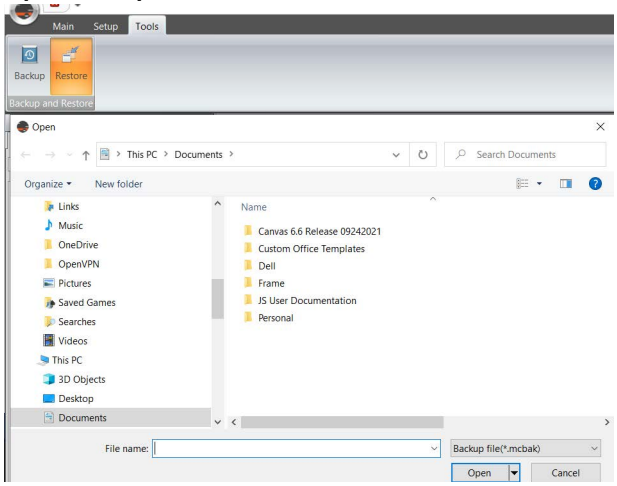
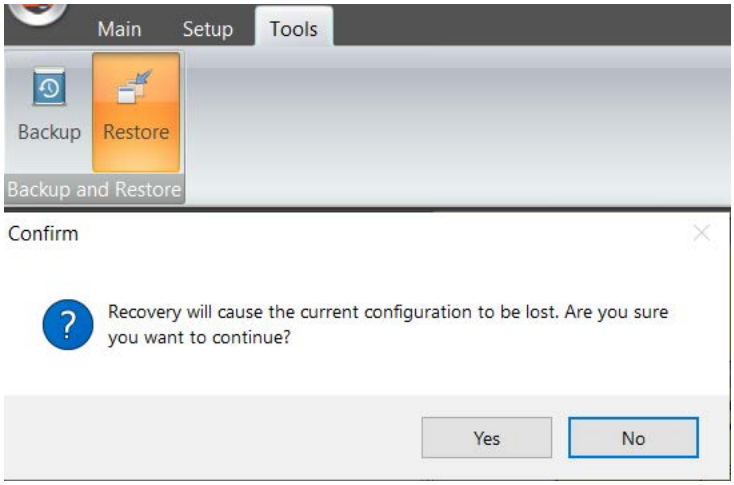


Figure 5.3: Restore warning



1. *From the* **Tools** *tab click* **Restore**
2. *Locate the version of the backup with which you want to restore the system*
3. *Select the backup file and click* **Open**
4. *On the* **Confirm** *dialog for the restore, click* **Yes**

Chapter 6

TECHNICAL SUPPORT

This chapter includes the following sections:

6.1 Hardware Faults

If you require assistance with any suspected hardware fault, please contact the vendor from whom you purchased the display while within the full warranty period for the display.

6.2 Technical Assistance

If you require technical assistance, please contact Jupiter Systems' technical support team. Please provide as much information to the support team about the fault and any steps you have taken in trying to resolve the issue.

6.3 Contact Information

- Website
  www.jupiter.com /support
- Phone
  1-510-675-1000
- Email
  support@jupiter.com
- Mail (physical)
  ATTN: Technical Support
  Jupiter Systems
  31015 Huntwood Avenue
  Hayward, CA 94544-7007

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Jupiter

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