

# User Manual for MagicTunning Control Software

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## **I. Welcome**

### **1. Welcome to use**

Welcome to use MagicTunning.

MagicTunning includes control of our company's products. Before using our company's systematic product, please read this specification carefully.

Our company reserves the right to further update the product. Product description in MagicTunning may be different from actual product function due to product update, in this case, please subject to product specification or specific introductions otherwise.

## **II. Installation of MagicTunning**

### **1. System operating environment**

Operating system      Microsoft Windows 98/2000/NT/XP/Vista

Minimum configuration

CPU      AMD / Intel 1G dominant frequency

Memory 512M

Hard disk 200M memory space

Serial port      Physical serial port, USB serial port or

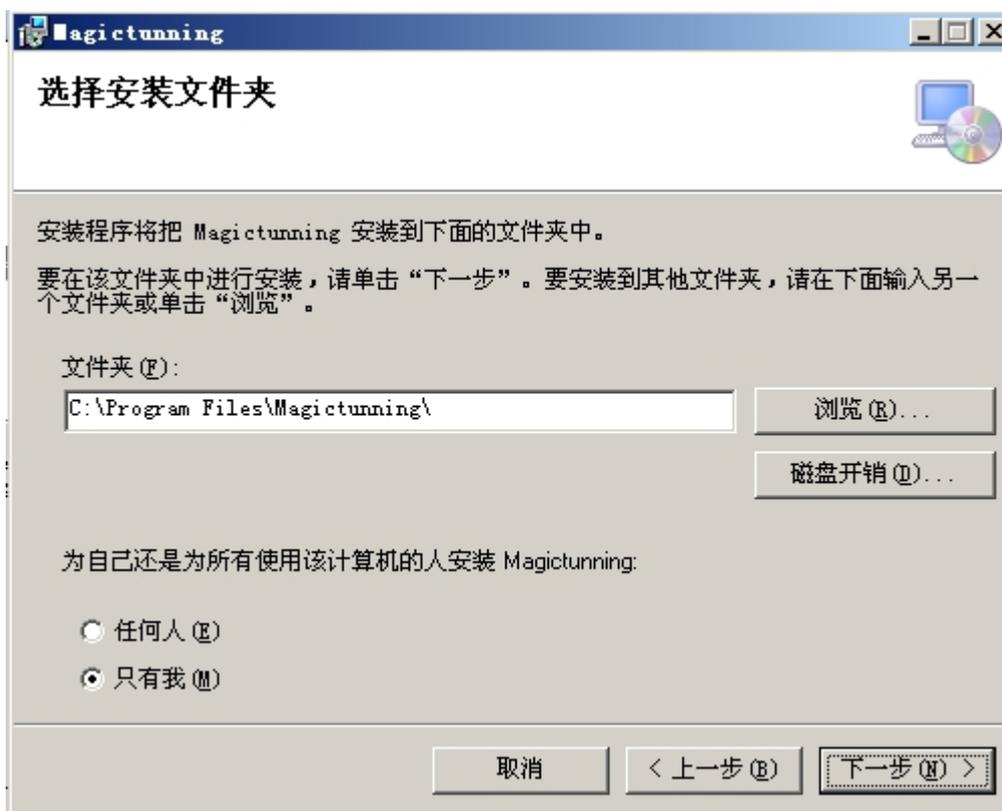
Others      Keyboard, mouse, etc

### **2. Installation of MagicTunning**

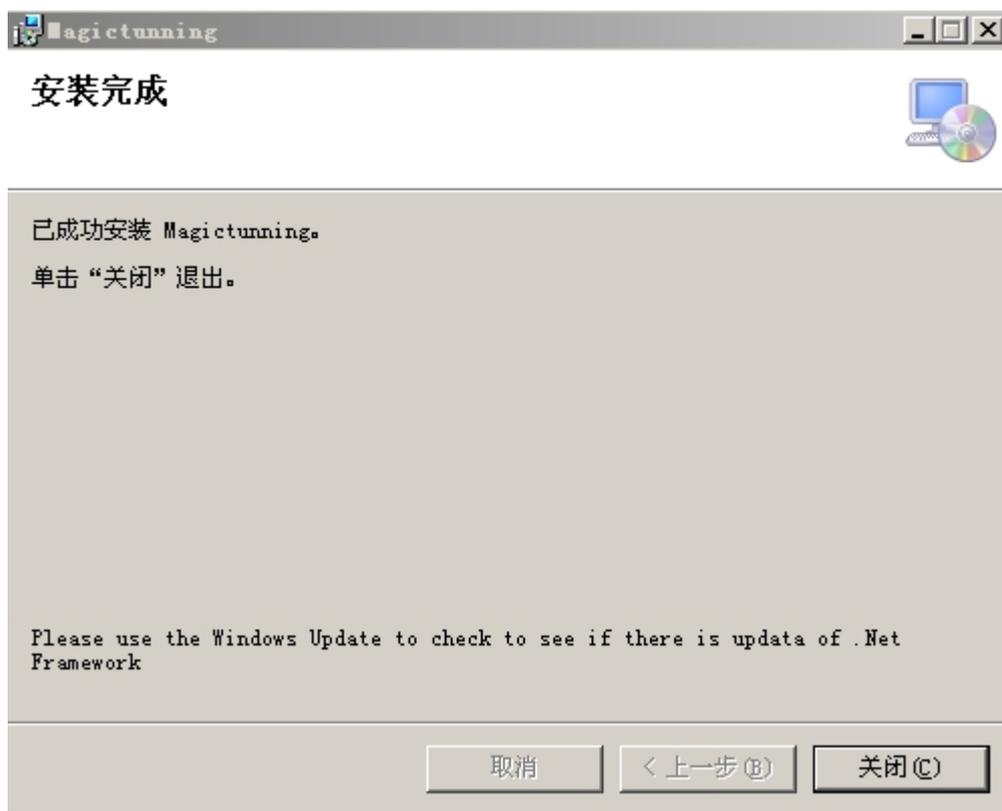
Installation of MagicTunning is completely the same as that for the Windows application programs. Click Setup.exe to start the installation, and the system will automatically pop the following installation interface:



Click Next to install



Click next after confirming the installation folder



Click Close to complete the installation.

As MagicTunning is constructed based on .net, if, during its installation, the PC system of the user doesn't have .net, MagicTunning will automatically install .net.

During installation, MagicTunning will automatically set up a MagicTunning shortcut on desktop and, at the same time, the suite: Begin-> All Programs-> MagicTunning.

 Attention:

1. The installation program copies executive program and related configuration files to the ""C:\Program Files\Magictunning\"" file by default.
2. The installation program will be updated to related registry of the system and during the process, certain protection sequence may warn you or stop the operations, please follow relevant operations to ensure the completion of program installation.
3. If you have set up this software or previous versions before, please completely unload them firstly before your installation. Otherwise, there will be unpredictable errors.
4. When installing software, please ensure that corresponding installation authority shall exist, and corresponding installation service has already run.

### III. Use MagicTunning

#### 1. Basic conception

Since MagicTunning software is developed for special equipment, user needs to understand some basic concept related to equipment before using MagicTunning.

##### I Built-in splicer

Drive equipment of LCD built-in splicer mainly undertakes the work of driving LCD. Built-in splicer can also conduct individual frame montage. Generally, built-in splicer can connect multiple signal sources, for example, video signal, VGA signal, HDMI/DVI signal and YPbPr/YCbCr signal. Built-in splicer and LCD can be simply regarded as a LCD TV. But built-in splicer is developed for liquid crystal mosaic market, having some special functions of mosaic industry.

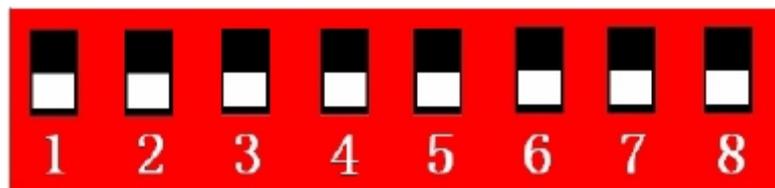
Our company's built-in splicer model is DC806 system. You can refer to specification of built-in splicer of our company for more information.

##### I Screen address (serial number)

As for liquid crystal mosaic wall (a group of MxN liquid crystal mosaic screen), each liquid crystal mosaic screen has a unique address to adjust parameters of this screen conveniently. For example, switch and signal source switch.

Screen address is also called screen serial number, or simply called serial number.

Our system uses 8-bit address to represent the address of a screen. The 8 bits corresponds to 8-bit DIP switch on built-in splicer.



1, 2, 3 and 4 are column addresses: bit 1, 2, 3 and 4 represents the figure 1, 2, 4, and 8 respectively (totally 15 row are allowed by the hexadecimal).

5, 6, 7 and 8 are row addresses: bit 5, 6, 7 and 8 represents figure 1, 2, 4 and 8 respectively (totally 15 row are allowed by the hexadecimal);

Introduction: if there is no DIP dial-up in the column/row, the corresponding address is the first column/ row;

The number of screens that could jointly support by DIP switch is:  $15 \times 15 = 225$ .

For example: 3 \* 3 LCD mosaic wall:

|                |                |                |
|----------------|----------------|----------------|
| 1 (17)<br>0x11 | 2 (18)<br>0x12 | 3 (19)<br>0x13 |
| 4 (33)<br>0x21 | 5 (34)<br>0x22 | 6 (35)<br>0x23 |
| 7 (49)<br>0x31 | 8 (50)<br>0x32 | 9 (51)<br>0x33 |

As for No. 1 screen, it locates at the first column and the first row and the DIP switch shall be 1 and 5 dial-down and the corresponding serial number is 0x11 (11 in hexadecimal and the corresponding decimal system is 17);

As for No. 2 screen, it locates at the first column and the second row and the DIP switch shall be 2 and 5 dial-down and the corresponding serial number is 0x12 (12 in hexadecimal and the corresponding decimal system is 18);

As for No. 3 screen, it locates at the first column and the third row and its DIP switch shall be 1, 2 and 5 dial-down; the corresponding number is 0x13 (13 in hexadecimal and the corresponding decimal system is 19);

As for No. 6 screen, it locates at the second column and the third row and its DIP switch shall be 1, 2 and 6 dial-down; the corresponding number is 0x23 (23 in hexadecimal and the corresponding decimal system is 35);

## I Screen number (sequence number)

The sequence number of the screen refers to numeric starting from 1. For example, in the case mentioned above, the corresponding sequence numbers are from 1 to 9, representing screens from No. 1 screen to No. 9 screen. But the screen addresses (serial number) of the nine screens are different.



The difference between serial number and sequence number

Screen serial number and sequence number are two concepts. Serial number is the address decided based on arrangement place (the corresponding row and column), mainly for control and utilization of LCD. While sequence number has no effect on operating splicer, sequence number only function when operates products such as matrix. You can refer to introduction of matrix or specification of matrix product attached about the concept of matrix.

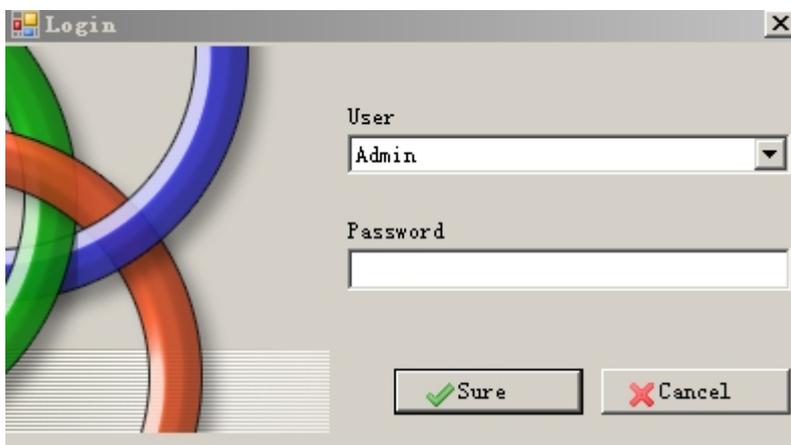
## 2. How to log into the Magic Tunning

Click the icon on windows desk to start the software



User login interface :

Default User name is Admin      Default Password is Admin



If you want to modify the user name and password

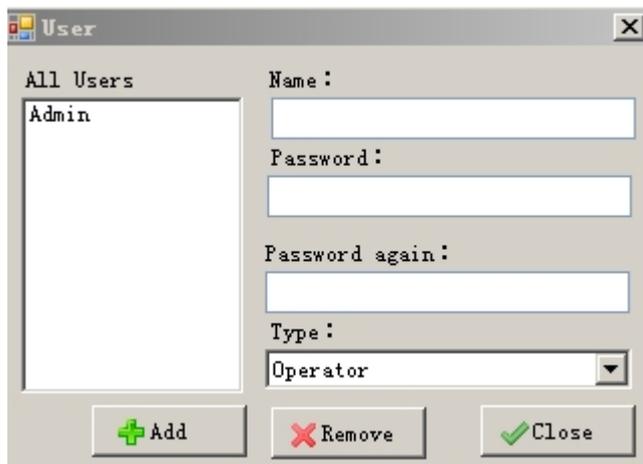
Choose Options>>Users



There are two kind of users, one is Administrator which has top authority



Another is Operator which can operate the software



### 3. Configuration system

#### 1 Set the Serial same as your computer(as default)

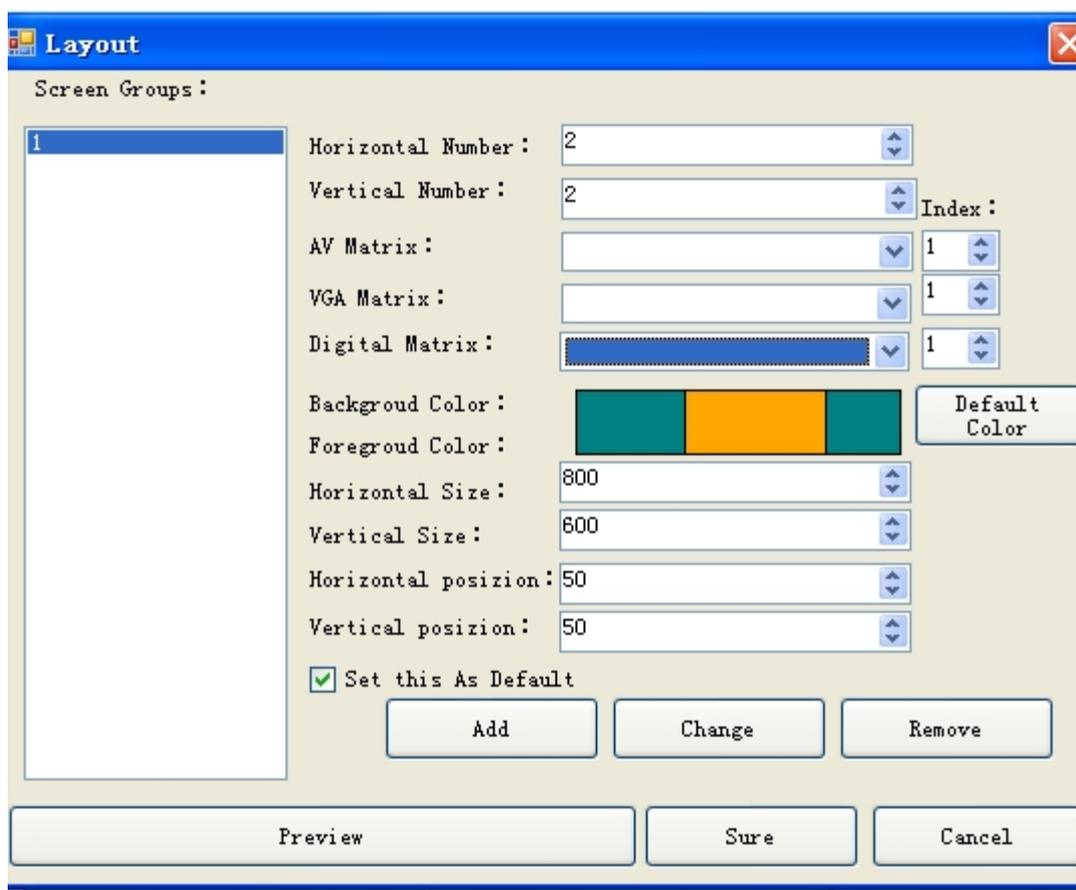


Click the  to connect RS232 port

System configuration includes hardware, communication port and command used in on-site configuration.

#### 1 Configure the layout of display





**Screen group:** MagicTunning manages screens in groups. Screen group means a group of screen installed together. Most items only have one group of screen;

**Horizontal quantity:** it refers to the quantity of the group screen in the horizontal direction;

**Vertical quantity:** it refers to the quantity of the group screen in the vertical direction;

**Video matrix:** for the video matrix used in the system, if no video matrix here satisfies your demands, it is allowed to newly build matrix and then to re-initiate the Display Setting;

**VGA Matrix:** the VGA Matrix used in the system;

**Digital Matrix:** the digital matrix used in the system;

**Background color:** background color of screen display, which may be changed by clicking on the background;

**Foreground color:** foreground color of screen display, which may be changed by clicking on the foreground;

**Horizontal size:** the horizontal size of the whole display screen in pixel;

**Vertical size:** vertical size of the whole display screen;

**Horizontal position:** determine the horizontal position of screen display, corresponding to the execution button for matrix switching;

**Vertical position:** determine the vertical position of screen display, corresponding to the toolbar;

**Parameters setting of the default screen at the time of confirmation:** when you click on the confirmation for storage, the system will automatically set the default parameters and if you do not want to set it up, do not check it;



**Attention:**

**Only if the screen layout is of correct setting without any change, are you allowed to avoid checking; otherwise, you must check on it;**

**Addition button:** add a screen group;

**Modification button:** modify a screen group;

**Deletion button:** delete screen group;

**Index:** reserved option, no use;

**Interface preview:** preview current settings;

**OK button:** save the current settings;

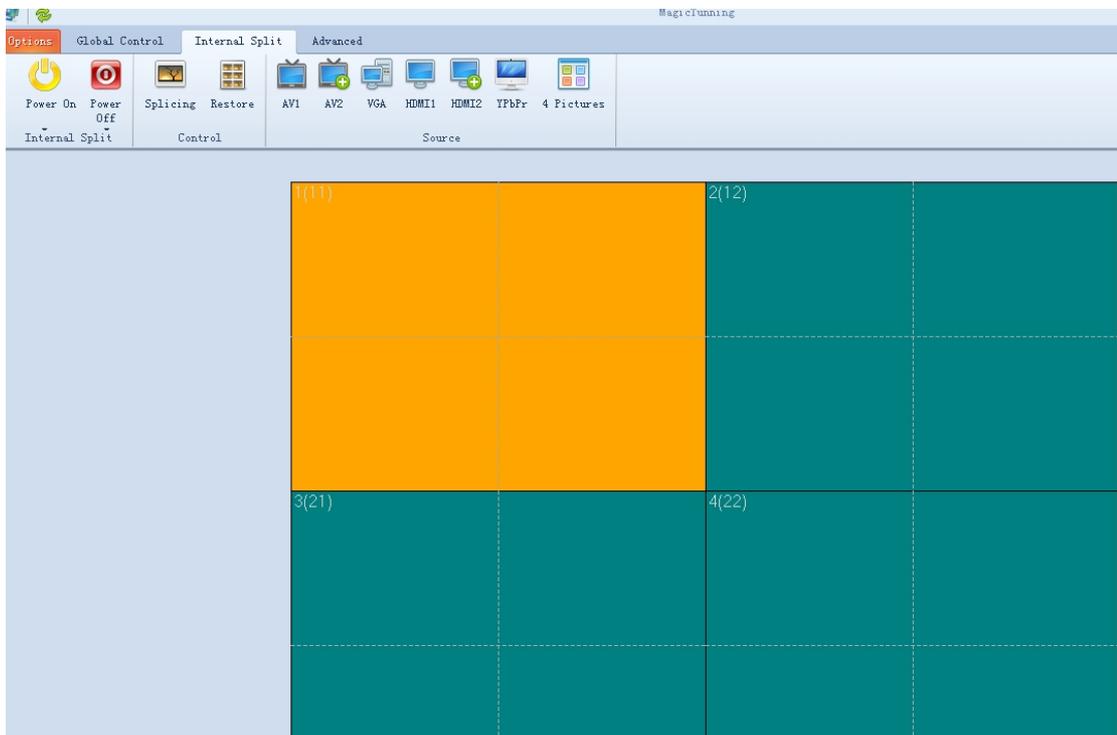
**Cancel button:** do not save settings and exit;

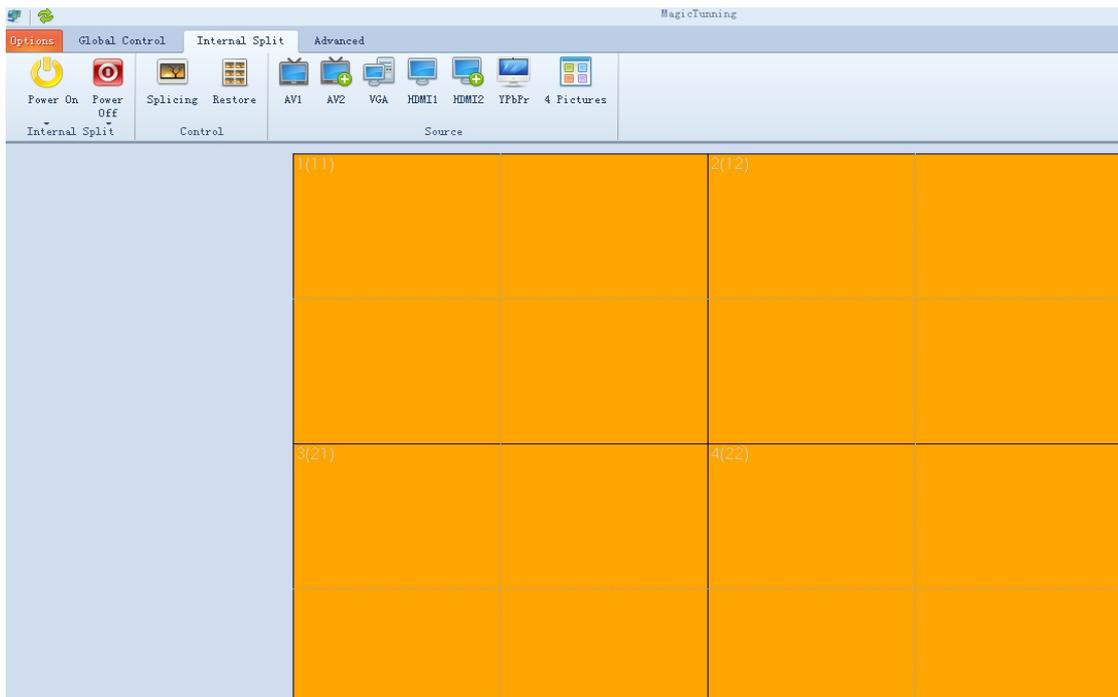
Serial number and sequence number of each screen are automatically formed. Generally, user has no need modifying them manually. Corresponding matrix output is formed starting from 1. User needs to restart the software to modify these parameters.

## 4. Operation of built-in splicer

### I Select operands

To operate the built-in splicer, it is needed firstly to select operands.





Click and drag the mouse on the screen, and user can see the blue choice box representing range of choice. Meanwhile, the screen color within the blue box will automatically change, representing the corresponding screen has been selected.

## I Operation of Splicing

Click the Splice and Restore buttons on the built-in splicer to splice and restore the selected screen.



## I Operation of Power Supply

Click the Power On and Power Off buttons on Global Control to open and close the selected screen.

