# USER MANUAL

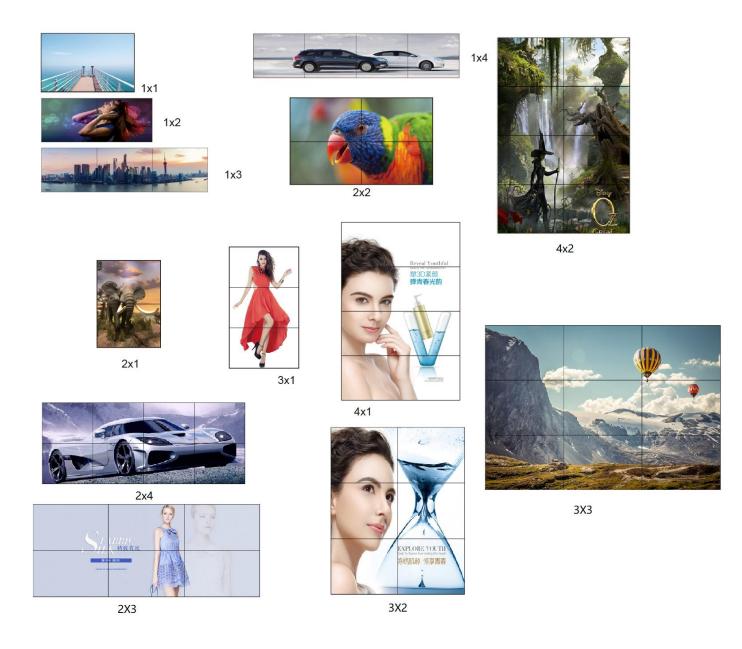
# 3x3 TV WALL CONTROLLER 4K



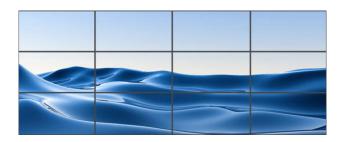
#### Introduction:

This 3X3 Splicer supports 1 HDMI input and 9 HDMI output. The main function of the Splicer is to divide a full HDMI image into 9 blocks and distribute them to 9 video displays, complete with 9 HDMI HD video display units to form a large dynamic image screen. Supports multiple splicing modes, supports cascading.

#### Stand-alone support mode:



# Dual (2-machine Cascade) support mode:







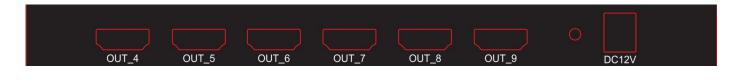
4X4



### Features

- \* 9-way HDMI output
- \* 3840x2160P30HZ input and output are compatible
- \* multiple splicing support, easy operation, Plug and play
- \* support 2 machine sub-cascade

# Physical interface diagram



 $\text{OUT}_4 \widetilde{\ } \text{OUT}_9 \ \rightarrow \ \text{Output HDMI signals 4 through 9}$ 

| Mode     TX     IR     INPUT     LOOP     Audio     OUT_1     OUT_2     OUT_3   |
|---|
| MODE $\rightarrow$ Switch between different splicing modes  |
| TX $\rightarrow$ Switch between different output resolutions  |
| IR $\rightarrow$ Receiving remote control signal  |
| INPUT → Signal source access  |
| LOOP → Signal Ring exit, Cascade interface  |
| Audio → Output fiber digital audio  |
| $0UT_1^{0}UT_3 \rightarrow 0$ utput HDMI signals 1 through 3  |
| Package accessories:  |
| <ol> <li>3x3 Splicer X1</li> <li>Power Adapter X1</li> <li>user manual X1</li> <li>remote control X1</li> </ol>   |
| Operation Special Note (very important) :   |
| 1. HDMI cable must use 19 + 1 full needle of wire.  |
| 2. The use of image flipping (each image can be flipped independ<br>ently) :<br>Step 1, press the remote control "Mirror" button, wait for the<br>OSD in the upper left corner of the image to display "Mirror";<br>Step 2, use the number button to exercise for exemple, you want |

Step 2, use the number button to operate, for example, you want to flip the sixth screen, you press the number "6" button. When

you're done, remember to press the "Mirror" button again to ex it the operation.

3. Switch the output port screen: first, press the remote contro 1 "Location" button, wait for the OSD in the upper left corner of the screen to show "Location"; second, use the digital keys to operate, for example, you want to select the 6th screen outpu t, you press the number "6" button. When you're done, remember to press the "Location" button again to exit the operation.

4. when two machines cascade, pay attention to the following points:

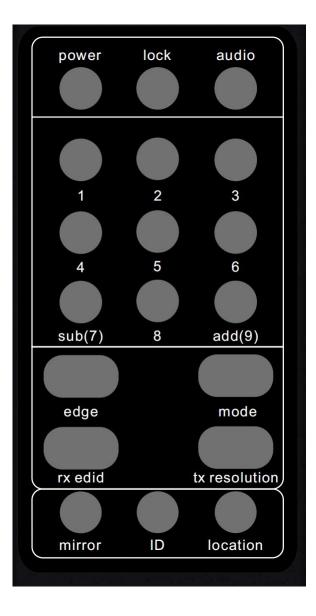
(1) the machine connected to the signal source is set to ID1, th e operation steps: the remote control is aimed at the remote con trol receiving position of this machine (the machine is printed on the "IR" position), first press the "ID" button, release, then press the number "1" button, at this time, OSD display "ID 1", the operation was successful;

(2) another machine set to ID2, operation Steps: the remote cont rol at the receiving position of the remote control of this mach ine (the machine is printed on the "IR" part), first press the "ID" button, release, then press the number "2" button, at th is time, OSD display "ID2", Operation Success;

(3) key lock "Lock" use: if you want to operate the ID1 machine, must first ID2 machine lock. The operation mode is to use the r emote control to aim at the remote control receiving position of

ID2(the machine is printed on the "IR" part), press "Lock", at this point all ID2 machine output screen in the upper left OS D display will appear a lock lock icon, the operation was succes sful. If you want to operate the ID2 machine, you must first loc k the ID1 machine, the same operation.

Remote controller



- (1) power: Power on key
- (2) lock: Keypad Lock Switch
- (3) audio: Mute/non-mute toggle buttons

(4) Number Keys: switch to different modes: 1:1x1 mode; 2:2X2 mode; 3:3X3 mode; 4: looping in {3x4, 4x3, 4x4} mode; 5: switching to 1x2 mode or 2x1 mode; 6: switching to 1x3 mode or 3x1 mode; 7(sub) : switch to 1x4 mode or 4x1 mode; 8: switch to 2x3 mode or 3x2 mode; 9(add) : switch to 2x4 mode or 4x2 mode;

(5) edge: Edge adjustment function, with keys sub and add

(6) mode: mode is looped in {1x1, 1x2, 2x1, 1x3, 3x1, 2x2, 1x4, 4x1, 2x
3, 3x2, 2x4, 4x2, 3x3, 3x4, 4x3, 4x4}

(7) rx edid: Screen Input Resolution Switch

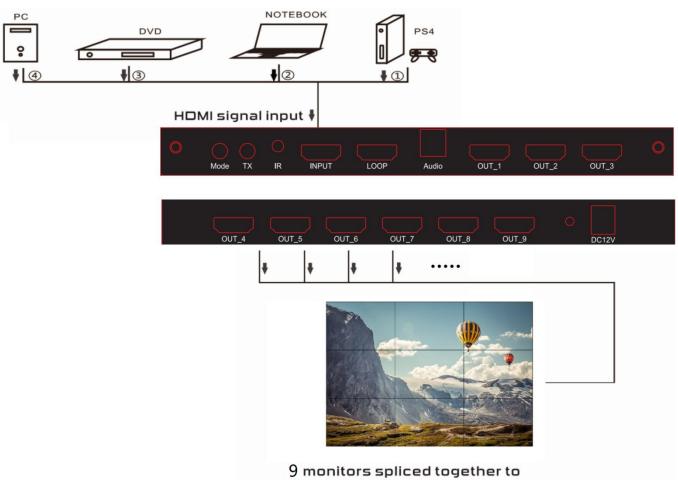
(8) tx resolution: Screen Output Resolution Switch

(9) mirror: Image Flips: Loop-toggle at { up and down, left and right, up and down, left and right ]

(10) ID: set the box ID to work with numeric keys 1-3

(11) location: Output Port Screen Switch, with the number of ke ys 1  $^{\sim}$  9 use

Connection operation



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