Send PVW to PGM directly.

Select a transition effect and set effect duration. 13 transition effects are supported and the default option is Fade.

Send PVW to PGM with a selected transition effect.

Click/Tap T-Bar, and then push the T-Bar on the simulated diagram to send PVW to PGM with a selected transition effect.

Preset Settings

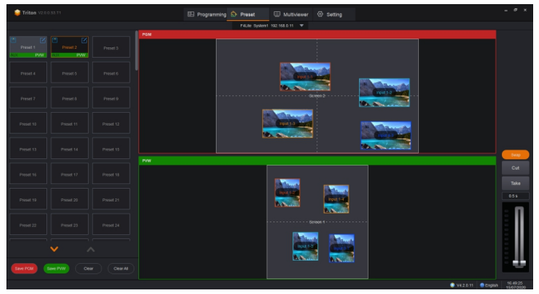
The configured screen and layer information in PVW or PGM can be saved as a preset. At most 128 presets can be saved or loaded.

Adding Presets

1. Go to **Programming > Layer** on the primary screen to enter the **Layer** page to add a layer and complete the layer settings. Click/Tap **Preset** at the bottom right to enter the preset saving page.
2. Click/Tap the target preset, and then click/tap **Save PVW** or **Save PGM**. The system will save all the layer configurations in PVW or PGM to the preset.

Loading Presets

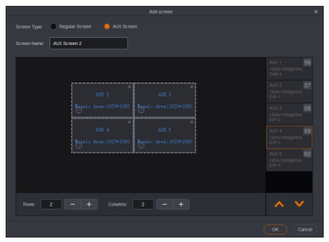
1. Click/Tap **Preset** on the primary screen to enter the **Preset** page.
2. Click/Tap a saved preset on the left list, and then the layer layout and screen information of the selected preset appear in preset preview area.
3. Click/Tap **Take** to send PVW to PGM.

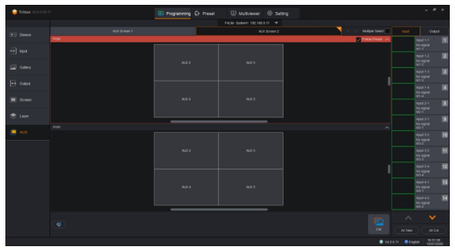


Adding AUX Screens

AUX screens allow for the monitoring of a single input source, PVW or PGM.

1. Go to **Programming** > **Screen** on the primary screen to enter the Screen page.
2. Click/Tap + at the bottom of the page to add a screen.
3. Select **AUX Screen** and name the screen.
4. Fill in the row and column quantities at the bottom to specify the mosaic layout of the AUX screen. Each mosaic area is loaded by one output connector.
5. Click and drag the output connectors on the right to the mosaic areas.
6. Click **OK** to complete the adding of an AUX screen.
7. Go to **Programming** > **AUX** on the primary screen to enter the **AUX** page.
8. Select an input source, PVW or PGM in Input or Output area and drag it to AUX area.





PIXELHUE

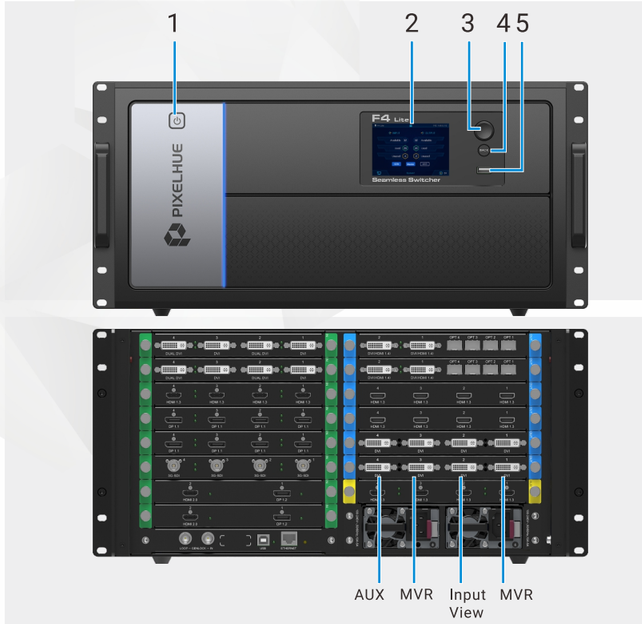
F4 Lite
Seamless Switcher
Quick Start Guide

The F4 Lite is an HDCP-compliant seamless switcher. The F4 Lite adopts modular design and supports 8 input cards with 32 inputs and 6 output cards with 24 outputs. It also supports a variety of input and output connectors, including DVI, DP, HDMI and 3G SDI connectors. Additionally, the F4 Lite features powerful image processing capabilities and 4K high definition image transmission.

A single F4 Lite unit provides 6 output cards. Each output card can offer an up to 4K×2K@60Hz loading capacity. Among all output cards, the last one provides 1 × AUX, 1 × MVR and 1 × echo view. The F4 Lite supports at most 20 outputs with a total loading capacity of up to 40KK, and at most 40 single link mix layers.

The F4 Lite can work with Triton video processing software and the U3 event controller to perform playback management, such as input and output settings, image mosaic, screen configuration and layer settings, thus realize richer image effects and better fulfill users' requirements.

The F4 Lite can work stably for 72 hours continuously, which is well suited for applications such as stage performance, high-end auto show, TV program recording, product launch and large-scale exhibitions.



Front Panel

1. Power on/off the device.
2. Display the current device status and settings menu.
3. Select the parameter and confirm the parameter settings.
4. Exit the current menu or cancel the operation.
5. Update the main control card and all card programs.

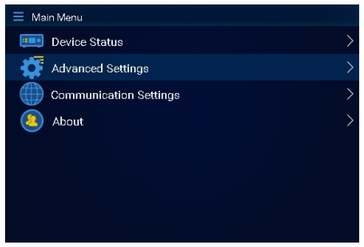
Rear Panel

- Support kinds of input cards, including DVI, HDMI, SDI, DP and DP+HDMI.
- Support DVI, HDMI and DVI+OPT output cards.
- USB: Connect to the control PC for program updating.
- ETHERNET: A Fast Ethernet connector for connecting to the control PC or central control device
- GENLOCK IN-LOOP: Connect to a synchronization signal to synchronize all the connected F4 Lite units.

Note: A single F4 Lite unit supports at most 8 input cards and 6 output cards. The sixth output card provides 1 × AUX, 2 × MVR and 1 × input view. For the rest of cards, you can use them freely.

Home Screen

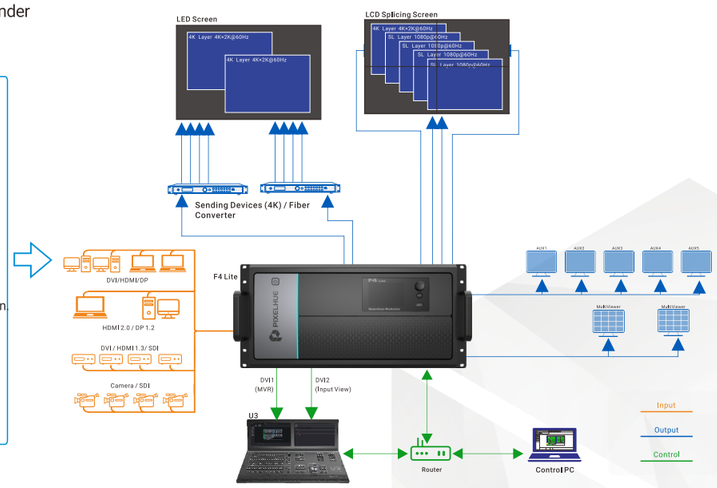
Main Menu



Applications

The loading capacity of an F4 Lite unit under full load (5 output cards) reaches 40KK.

1. Connect an input source to the F4 Lite input connector.
2. Connect the U3 to the F4 Lite via Ethernet cables. Connect DVI INPUT 1 and 2 on the rear panel of the U3 to the connectors 1 and 2 of the last output card of the F4 Lite using DVI cables for MVR and input view respectively. A switch or router is allowed during the connection.
3. (Backup) Connect the control PC with Triton installed to the F4 Lite via an Ethernet cable. A switch or router is allowed during the connection.
4. The last output card of the F4 Lite provides 1 × AUX, 2 × MVR and 1 × input view.
5. The F4 Lite adopts dual power supply design. Connect two power supplies to the F4 Lite power connectors.

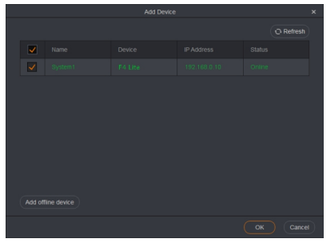


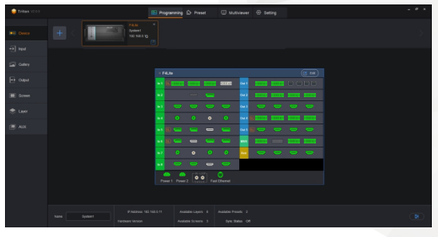
F4 Lite+U3+Triton

Adding Devices

Add online or offline devices.

1. Go to **Programming > Device** on the primary screen of the U3 to enter the **Device** page.
2. Click/Tap at the top left to enter the **Add Device** page.
   The system will automatically search for all the online devices on the current network segment, or you can click/tap **Refresh** to refresh the device list. And then the device names, types, IP addresses and statuses are displayed. IP address is the unique numeric identifier for a device on a network.
3. Select the devices you want to add. Click/Tap **OK** to add the devices.
   Click/Tap a connector on DVI or DP+HDMI input card on the virtual rear panel to change the connector type. Click/Tap the **Edit** button at the top right to change the card type.
4. View and edit the device parameters on the secondary screen of the U3.
   (Optional) You can also click/tap at the lower right of Triton to enter the device properties page.

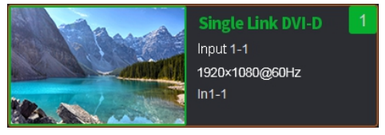




Input Settings

Associate input connectors with input sources.

1. Go to **Programming > Input** on the primary screen to enter the **Input** page.
   The system detects all input connectors of online devices automatically and add them to the **Input** page.
2. Select the target input connector on the secondary screen and set the related parameters.

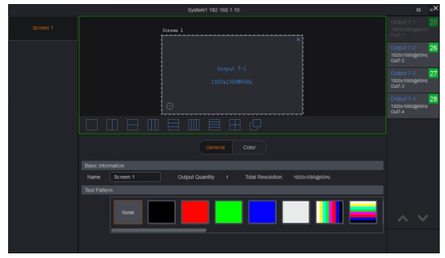


3. (Optional) You can also double click/tap the input area or click/tap at the lower right of Triton to enter the input properties page. You can set the basic input information, EDID, input color and keying.

Adding Screens

Configure screens and associate them with outputs based on layout and data flow of the screen loaded by current device.

1. Go to **Programming > Screen** on the primary screen to enter the **Screen** page.
2. Click/Tap at the bottom of the page to enter the **Add Screen** page. A dashed frame appears in the screen editing area. Press a button (indicator: off) in **SCREEN** area on the U3 front panel to add a screen.
3. Select **Regular Screen** and name the screen.
4. Fill in the row and column quantities at the bottom to specify the mosaic layout of the screen. Each mosaic area is loaded by one output connector.
5. Click and drag the output connectors on the right to the mosaic areas.
6. Click **OK** to complete the adding of a regular screen.
7. (Optional) You can select the target screen in Triton and double click/tap the input area or click/tap to enter the screen properties page. You can set the output connectors, view or set the basic screen information, test pattern and output color.



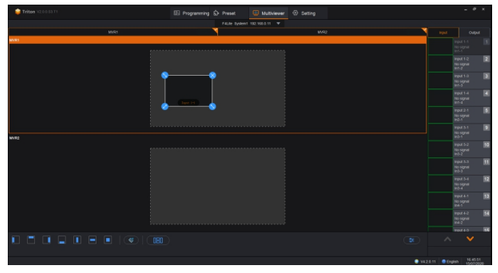
Note:

Only the outputs that have the same resolution and frame rate can be configured on the same screen.
After testing, select **None** to close the test pattern.

Multiviewer Settings

Connector 1 on the last output card is used for monitoring the input sources, PVW or PGM.

1. Click/Tap **Multiviewer** on the primary screen to enter the **Multiviewer** page.
2. Click/Tap at the bottom of the page to select the desired MVR template.
3. Drag a connector in **Input** or **Output** area to MVR area.
4. Click/Tap at the bottom of the page to quickly adjust the MVR window position.



Layer Settings

Add, delete, sort, resize and reposition layers after the screens are added.

1. Go to **Programming > Layer** on the primary screen to enter the **Layer** page.
2. Select a screen or multiple screens on the top of the page.
3. Click/Tap **Input** on the right pane and drag an input to PVW area to add a layer.
4. Insert the USB drive where BKG or LOGO images are stored into the USB port of the U3. Click/Tap next to **BKG** or **LOGO** on the **Gallery** page to add BKG or LOGO images.
5. Click/Tap **Take** or **Cut**, or push the T-Bar to send the layers from PVW to PGM.