

P10 Seamless Switcher

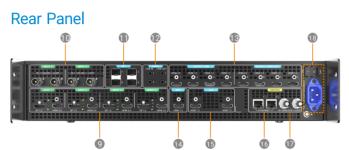
Quick Start Guide

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Buttons and Connectors

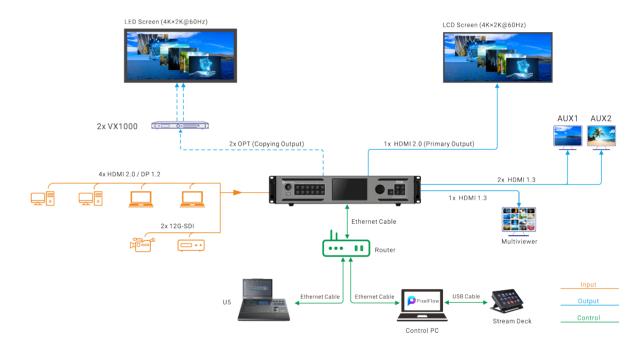


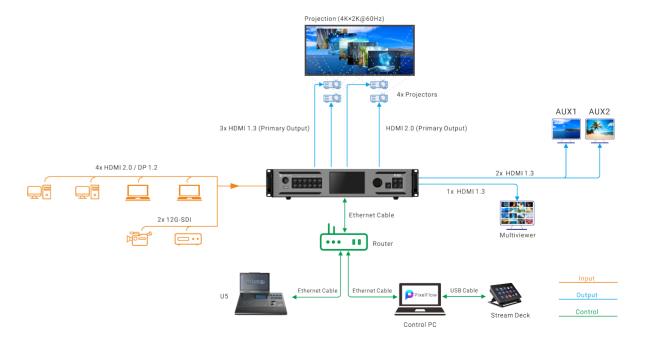


No.	Name	Description
1	Power Button	Turn on/off the device. To turn off the device, press the button and select OK in the confirmation dialog box displayed on the front panel LCD.
2	USB 2.0	A USB 2.0 (Type A) port used to update the firmware, import and export project files, EDID files, BKG files, LOGO files and logs.
3	Source Buttons	Press a button to access the input settings menu or select the source. These buttons can also be used to enter numbers.
4	Layer Buttons	Press a button to open the layer and access the programming menu. Press and hold the button to close the layer. These buttons can also be used to enter numbers.
5	LCD Screen	A 5-inch graphical LCD screen for displaying all the menus, submenus and messages.
6	Knob	 Rotate the knob to scroll up or down through the menus. Press the knob to select menu items. Press and hold the knob and BACK button simultaneously for 3s or longer to lock or unlock the front panel buttons.
7	BACK	Return to the previous menu or cancel the current operation.
8	Function Buttons	 PRESET: Press the button to access the preset settings menu. SCALE: Press the button to enable full screen scaling for the layer at the back of the Z-order. FN: A custom shortcut button TAKE: Press the button to switch content from the PVW screen to PGM screen with a specified transition effect.
9	INPUT 1 to 4	Each includes $1x$ DP 1.2 /HDMI 2.0 . When two connectors have signals, only one can be used as tinput source at the same time.
10	INPUT 5 to 6	Each includes 1x 12G-SDI IN & LOOP.
1	OPT	4x Optical fiber ports for copying HDMI outputs.
12	AUDIO	3.5 mm audio jacks including 2x line in and 2x line out (The audio function will be implemented in future updates.)
13	OUTPUT	 Video output connectors 4K: • In switcher mode, connector 1 works as primary and connector 5 copies connector 1. • In PGM only mode, connectors 1 and 5 work as primary and have the same resolution. SL: • In switcher mode, connectors 1, 2, 3 and 4 work as primary and connectors 5, 6, 7 and 8 copy connectors 1, 2, 3 and 4, respectively. Connectors 1, 2, 3 and 4 have the same resolution. • In PGM only mode, eight connectors work as primary. All the connectors have the same resolution.
14	MVR	Connect to the Multiviewer screen. The output resolution is fixed at 1920×1080@60Hz.
15	AUX	Connect to auxiliary devices such as teleprompters. The default resolution is 1920×1080@60Hz
16	ETHERNET	Gigabit Ethernet ports for control and input view
17	GENLOCK	Genlock signal input and loop output
18	Power	AC power connector and rocker switch

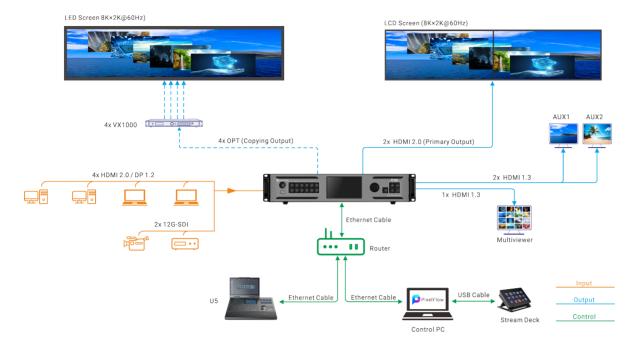
Applications

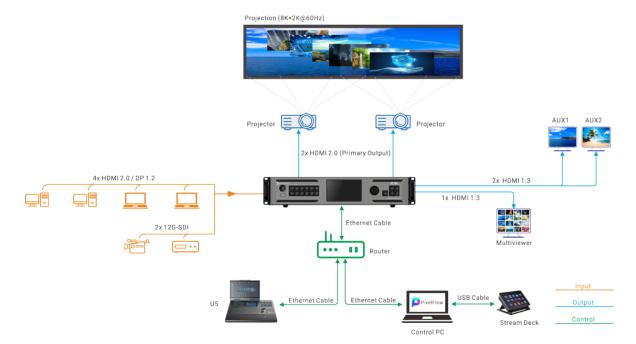
>> Switcher Mode: When the output capacity is 4K, one HDMI 2.0 connector works as primary and the other works as backup. When the output capacity is SL, four output connectors work as primary and the other four work as backup. SL output capacity is used as an example for illustration of projection. The P10 can work with the U5 or U5 Pro event controller. The following uses the U5 as an example.





>> PGM Only Mode: When the output capacity is 4K, two HDMI 2.0 connectors are used for 4K output. When the output capacity is SL, eight connectors are used for 2K output. 4K output capacity is used as an example for illustration of projection. The P10 can work with the U5 or U5 Pro event controller. The U5 is used as an example.





 ${}^{\star}\,\mathsf{All}\,\mathsf{the}\,\mathsf{product}\,\mathsf{pictures}\,\mathsf{shown}\,\mathsf{in}\,\mathsf{this}\,\mathsf{guide}\,\mathsf{are}\,\mathsf{for}\,\mathsf{illustration}\,\mathsf{purposes}\,\mathsf{only}.\,\mathsf{Actual}\,\mathsf{product}\,\mathsf{may}\,\mathsf{vary}.$

P10+U5+PixelFlow



The P10 can work in switcher mode or PGM only mode. Users can switch between the two modes as required.

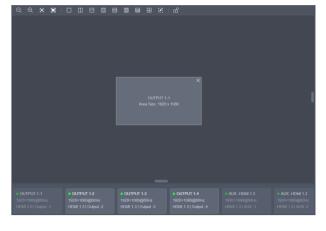
- Select Device on the left of PixelFlow homepage.
- ② On the right of the page that appears, set Working Mode to Switcher or PGM Only.





Users can add screens and add desired output connectors to the screens.

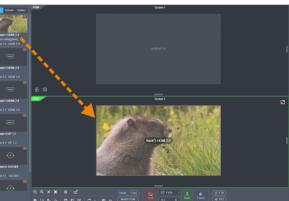
- Select Screen on the left of PixelFlow homepage.
- 2 Tap to add a screen. Tap a screen name to select the screen.
- 3 Drag an output to the canvas to complete screen configuration. To change the output, drag another output to the target area.
- On the right of the page, set screen properties as required.





Add Layers

- Select Programming on the left of PixelFlow homepage.
- ② Tap a screen name to select the screen, or select Multiple select and tap to select multiple screens.
- Add layers to the screen.
- Common screen: Drag an input source to the screen to add a layer.
- AUX screen: Drag an input source or PGM to the screen to add a layer.





Switch from PVW to PGM



- Swap: Swap the contents on the PVW screen and PGM screen.
- Copy: Copy the content on the PVW screen to the PGM screen.
- Cut: Switch the content on the PVW screen to the PGM screen with no transition effect.
- Take: Switch the content on the PVW screen to the PGM screen with a specified transition effect. Users can specify the transition duration.
- T-Bar: Switch the content on the PVW screen to the PGM screen with a specified transition effect. Users can control the transition duration by dragging the virtual T-Bar.



Set Multiviewer

The P10 supports live monitoring of all the input sources, PVW and PGM.

- 1 Select Multiviewer on the left of PixelFlow homepage.
- Select a Multiviewer template from the bottom of the page.





Switch Between Presets

Up to 128 presets can be saved by the P10. A preset includes screen and layer information. Presets can be quickly loaded.

- Select **Programming** on the left of PixelFlow homepage.
- 2 On the right of the page, tap a preset to load it.
- Switcher mode: The preset is loaded to the PVW screen. Go to step 3.
- PGM only mode: The preset is loaded to the PGM screen and no further action is required.
- 1 Tap Cut or Take, or tap T-Bar and drag the virtual T-Bar to switch content from the PVW screen to PGM screen.
- * All the software pictures given in this guide are used for illustration purposes only. The actual user interface may vary slightly due to product enhancement. The content of the pictures can be slightly different from reality, such as the form and position of software windows, input source images and more.