COMPASS CONTROL®

PROFESSIONAL

KD-IP922 Video Wall

Module Manual

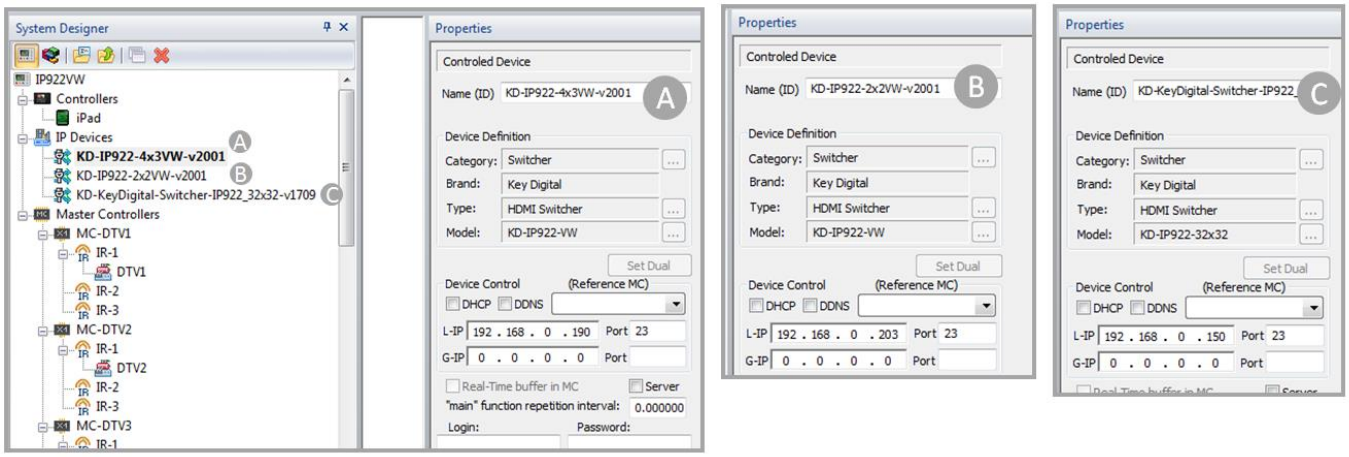
Key digital®

About:
Key Digital's KD-IP922 based Enterprise AV Over IP system allows for video walls up to 10x10. Follow this guide to create modules that enable user-friendly finger drag control over the system's video wall(s). Note that modules for proportionate video walls (ie 2x2, x3x3 … 10x10) are pre-made and available for download at www.keydigital.com with no further module editing required.

Notes:
- The finger drag functions of the module will appear to not work correctly while the Compass app is in GUI Only Mode.
- Module driver may still require editing even if the video wall configuration already matches. See step 7 below for info on editing info to define the number of displays, vertical and horizontal display counts, and total video sources/encoders.

Setup Communication:
Add one module per video wall in your system and add a non-video wall module for standard matrix switching controls.

For example, a system with matrixing and 2 video walls would have 3 total modules added (1 matrix module and 2 video wall modules):



If possible, use an IP address of a KD-IP922Enc/Dec that is not already used as a compass master controller. Any KD-IP922 Encoder or Decoder can be used as the communication point for receiving video wall commands.

Adding Module(s) to Project:
1. Add appropriate amount of KD-IP922 XxX VW modules to your project. Choosing a module that is similar in size to your video wall will save time in the editing process.

2. Add module(s) to the Controlling Flow tree, edit module for desired device (right-click → edit module). Now Compass Navigator is in .mod mode, not .ksp mode

Editing Module Graphics
Note: This step is only necessary if the downloaded module does not match your video wall dimensions.
3. Program → Edit Module, and choose the Video Wall page in the Controller Designer

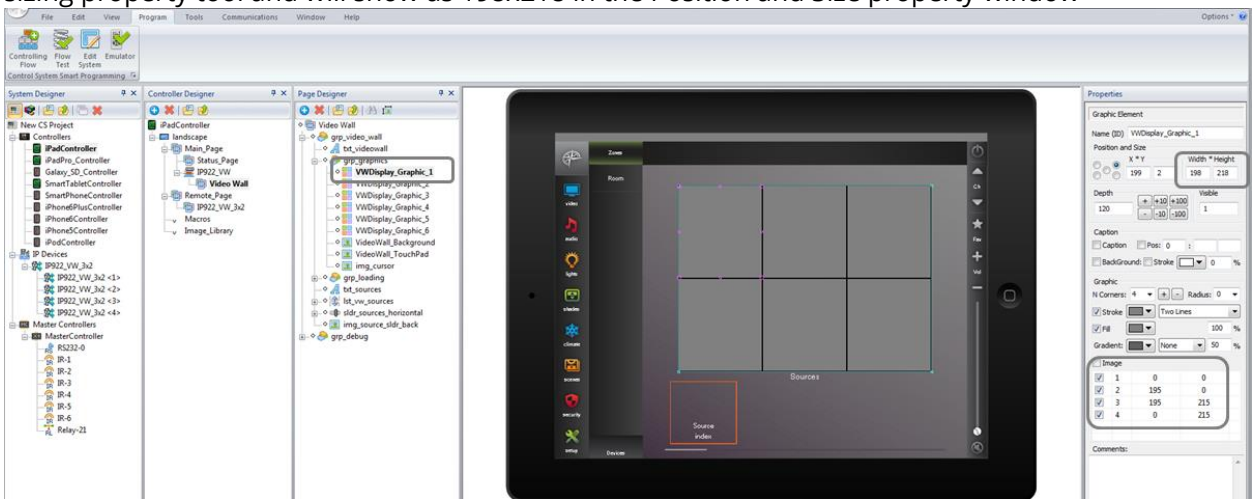
4. Go to **grp_graphics** and expand.

5. Create the correct amount of VWDisplay_Graphic_*x* graphics for your video wall. Provide each with a unique numbering in the name (ID). Delete any unused (ie if you are building a smaller video wall).

6. The Video Wall touchpad sizing **must always be 600W x 440H**, so size each VWDisplay Graphic accordingly.
   Use the Graphic Element sizing properties tool to enter the size of each graphic.

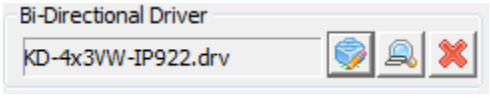
   1 pixel should be left for spacing between graphics panels. Additionally, the outline of each graphic panel is 1.5 pixel on each side.

   For example, in a 3W x 2H video wall each VWDisplay Graphic should be 195x215 in the Graphic Element sizing property tool and will show as 198x218 in the Position and Size property window

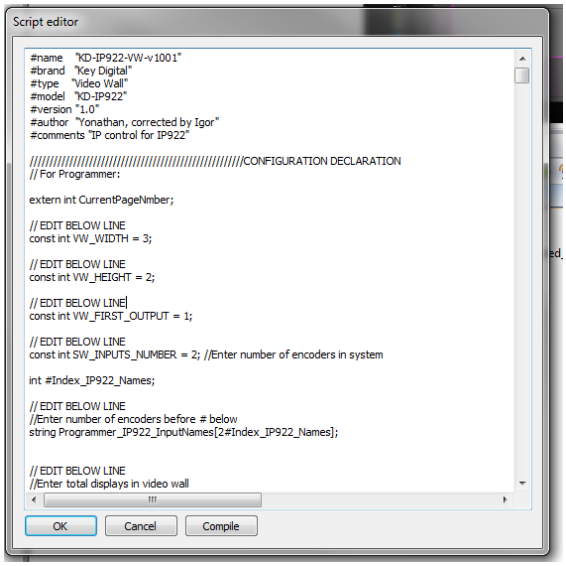


Editing Module Driver

7. In the System Designer window, choose the IP922_VW device, and press the block button to open the driver



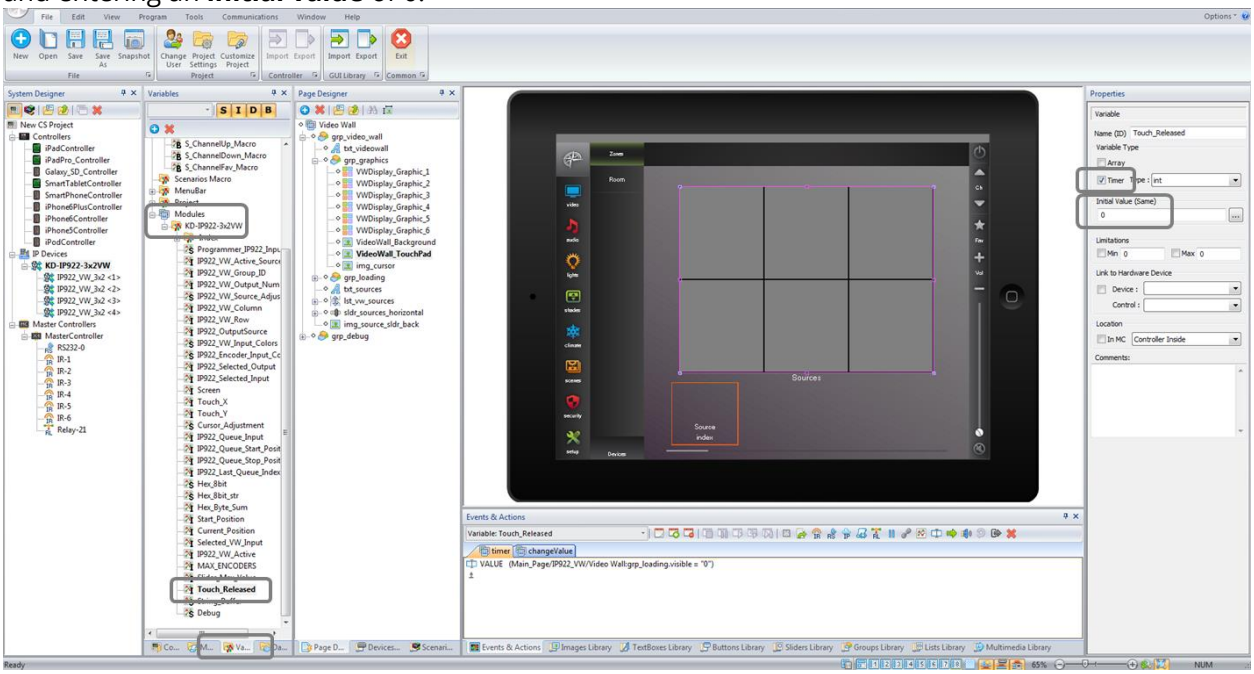
8. In the CONFIGURATION DECLARATION section, you will see a total of 13 script lines that may need editing, each has *//EDIT BELOW LINE* written in the line above and may also provide additional instructions about the values you will enter.



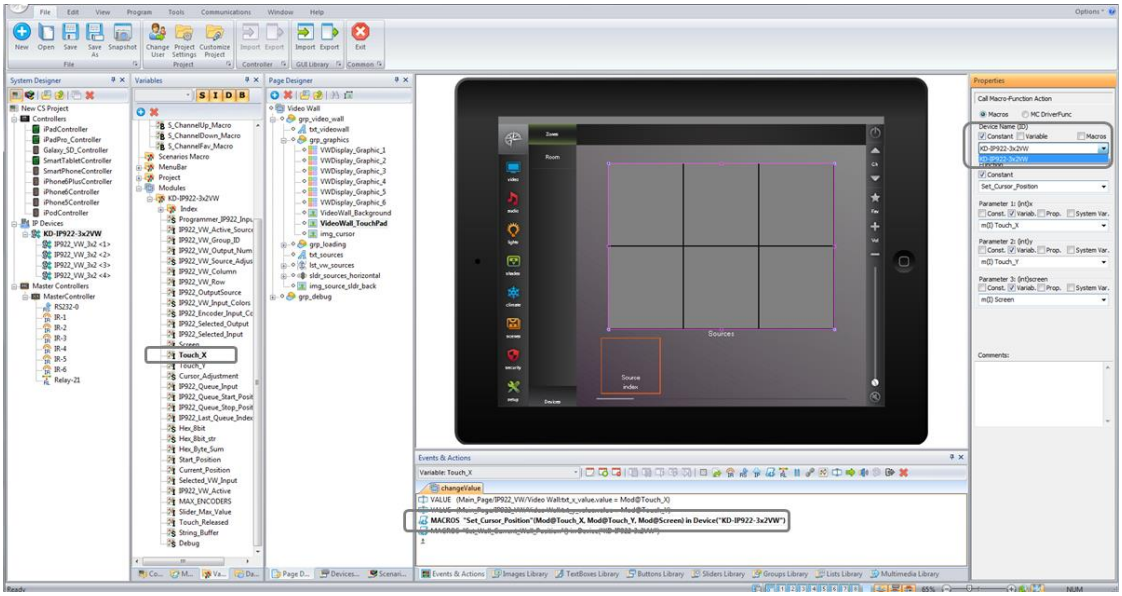
Note that VW_FIRST_OUTPUT is the Device ID number of the first decoder (taken from KDMS Pro during unit & system setup).

9. Press Compile and receive a success confirmation

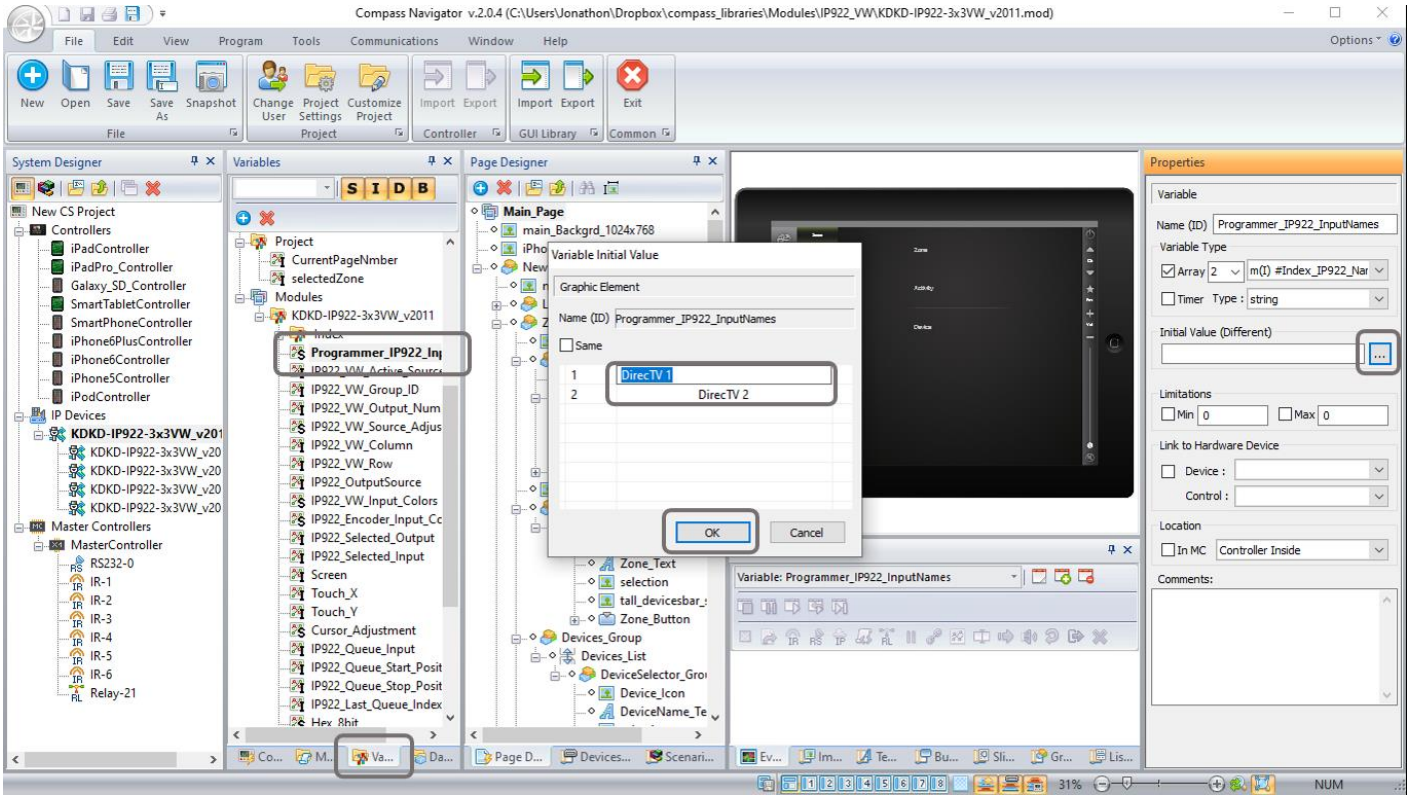
10. Choose the Variables tab at the bottom of the Controller Designer Window. Expand the Modules folder and find the **Touch_Released** variable. Edit the variables properties by choosing the **Timer** checkbox and entering an **initial value** of 0.



11. Ensure that the Bi-Directional Macro events are linked to the device correctly on the following Variables:
    a. Touch_X
    b. Touch_Y
    c. Touch_Released



12. Select the **Programmer_IP922_InputNames** variable. In the Properties window at the right-side of screen, press the "…" ellipses button. Enter the desired user-friendly name for each video source / encoder. Press OK



13. Save, and chose File → Exit to return to the project. Repeat for any additional video walls.