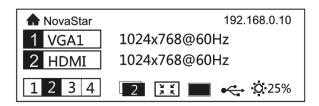


1. After starting the controller, the main interface of the *Operation screen* is as follows:

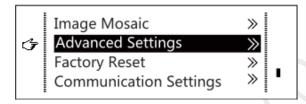




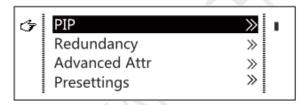
2. Press the *Knob* to enter to the main menu.



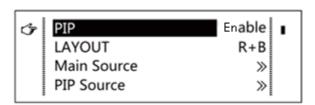
3. Rotate the *Knob* to select the *Advanced Settings* and then press the *Knob* to enter the Submenu of *Advanced Settings*.



4. Press the Knob to enter the Submenu of Advanced Settings.



5. Press the *Knob* to enter the Submenu of *PIP* details settings. *Enable* the PIP function first. Then we go for the *LAYOUT* setting. LAYOUT: the position of PIP relative to main screen, including eight modes of layout, such as *CUSTOM*, Left Top (*L+T*), Left Bottom (*L+B*), Right Top (*R+T*), Right Bottom (*R+T*), Center (*CENT*), Top Bottom (*T+B*), Left Right (*L+R*). After that, set the *Main Source* and *PIP Source* in this page, or set them by pressing the *Shortcut keys* in the front panel, short press to set as the main screen input source, and long press to set as PIP input source.

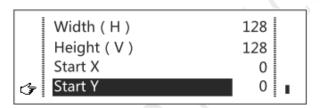




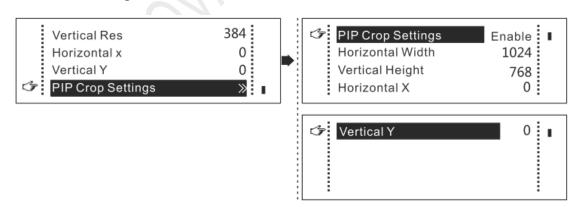
The Conflict List of PIP Signal Source (VX4S)

HDMI		Input Source of Main Channel							
		HDMI	DVI	VGA1	VGA2	CVBS1	CVBS2	SDI	DP
	HDMI		×	٧	٧	٧	٧	٧	٧
PIP Input Source	DVI	×		٧	٧	٧	٧	٧	٧
	VGA1	٧	٧		×	٧	٧	٧	٧
	VGA2	٧	٧	×		٧	٧	٧	٧
	CVBS1	٧	٧	٧	٧		×	٧	٧
	CVBS2	٧	٧	٧	٧	×		٧	٧
	SDI	٧	٧	٧	٧	٧	٧		٧
	DP	٧	٧	٧	٧	٧	٧	٧	

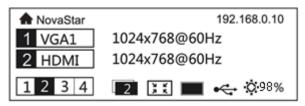
6. Layout mode *CUSTOM* refers to that the size and position of PIP Window can be manually set per your needs. It is generally required to set Window *Width*, Window *Height*, *Start X* and *Start Y*.



7. *PIP Crop Settings,* to crop part image of the whole *PIP Source* and display it on PIP Window. *Enable* this function and then set *Horizontal Width, Vertical Height, Horizontal X* and *Vertical Y*.



8. Press the ESC to return to the main interface.





9. *PIP* button, a shortcut key for switching on/off *PIP* mode.

