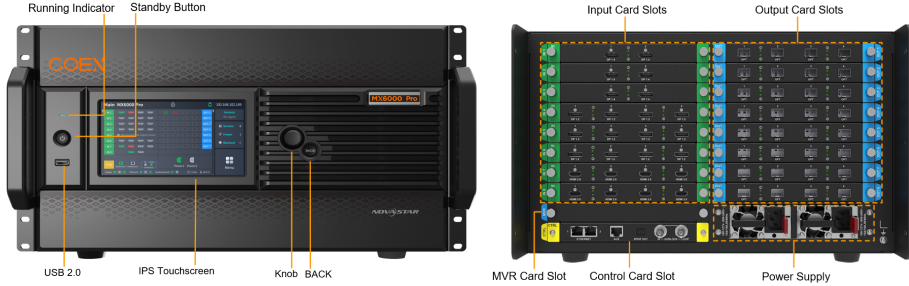


Appearance



Front Panel

Type	Description
Running Indicator	<ul style="list-style-type: none"> Solid red: Standby. Solid blue: The device is being powered on. Solid green: The device is running normally. Flashing red: The device is running abnormally.
Standby Button	<ul style="list-style-type: none"> Press the button to power on or power off the device. Hold down the button for 5s to 10s to restart the device.
USB 2.0	<ul style="list-style-type: none"> For exporting the device diagnostic result to a USB drive only. Only supports NTFS and FAT32. Others are not supported.
IPS Touchscreen	A 7-inch screen for displaying device status and configuring settings.
Knob	<ul style="list-style-type: none"> In the home screen, press the knob to open the menu. Rotate the knob to select options or adjust values. Press the knob to confirm. Hold down the knob and BACK button for 5s or longer to lock/unlock the touchscreen.
BACK	Go back to the previous menu or cancel the current operation.

Rear Panel

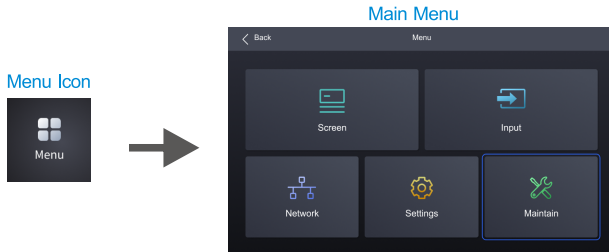
Type	Description
Input Card Slot	For input card installation only.
Output Card Slot	For output card installation only.
MVR Card Slot	For multiviewer card installation only. (Reserved)
Control Card Slot	For control card installation only. <ul style="list-style-type: none"> ETHERNET: Gigabit Ethernet control ports. Supports TCP/IP and star connection. GENLOCK: A pair of GenLock signal connectors. Supports Bi-Level and Tri-Level. AUX: An auxiliary connector for connecting central control (Rs232). (Reserved) SPDIF: A digital audio output. (Reserved)
Power	An AC power input connector.

LCD Menu

Menu Operation

Use the LCD menu to check device information and perform basic settings. The Menu icon at the bottom-right corner of the LCD panel is your gateway to the main menu. To access the main menu:

- Option 1: Tap the **Menu** icon with one finger.
- Option 2: Rotate the knob to select **Menu**, and then press the knob.



Function Description



Check screen name, sync source, and brightness; Set brightness, color temperature, and gamma; Enable/Disable black screen or freeze/unfreeze screen.



Set internal source, check external input source information, and configure EDID and HDR parameters for external input sources.



Configure network settings.



Set LCD screen timeout and brightness; Set system language and temperature scale; Check firmware information and restore factory settings.



Perform device diagnostics, view and export logs, and check device status.

VMP Control

The MX6000 Pro can be controlled via the Vision Management Platform (VMP).

Connect to VMP

» Via Ethernet Cable

Connect the controller and the control PC with VMP installed directly using an Ethernet cable, and assign a static IP address to the controller to ensure that the controller and control PC are on the same network segment.

» Via LAN

Connect the controller and the control PC with VMP installed to the same LAN and set the controller to automatically obtain an IP address.

Create Screens

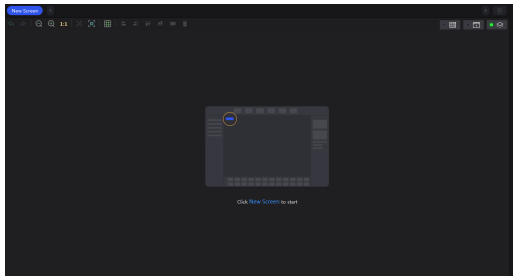
With MX6000 Pro, you can create multiple screens.

- 1 Select a controller and then select **Layout**.
- 2 Click **New Screen**.
- 3 Enter a screen name on the pop-up window.
- 4 Select a working mode. Send-Only Controller mode also needs to select a layer layout.
 - All-In-One Controller: Free layer layout.
 - Send-Only Controller: Fixed layer layout.

- 5 Set **Low Latency**.

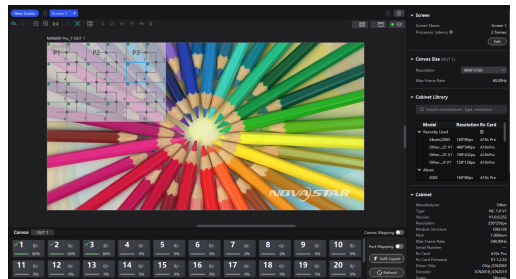
When Low Latency is set to , the latency at the data processing end is reduced by 1 frame.

- 6 Click **OK** once you are done.



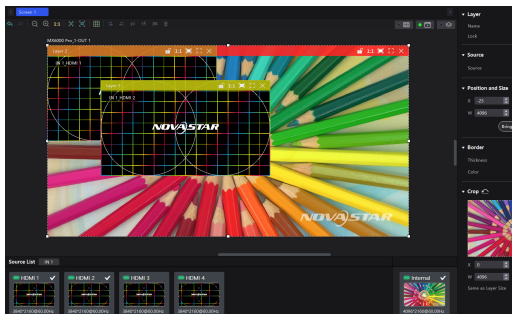
Configure Screen Topology

- 1 Select a controller and then select **Layout**.
- 2 Select a screen.
- 3 Select a canvas at the bottom of the page. First click on any output port of the canvas, and then click on the topology area to place the canvas. Each canvas corresponds to an output card.
 - 4 After placing a canvas, drag or click the mouse in the topology area to add cabinets.
 - 5 Select another Ethernet port and continue to add cabinets until all cabinets are connected.
 - 6 Set the cabinet topology for other canvases.



Add Layers

- 1 Select a controller and then select **Source**.
- 2 Select an input card at the bottom of the page.
- 3 Double-click the thumbnail of the input source or drag the input source to the target position to add a layer. (Remember to select a canvas first if there are multiple canvases.)
 - All-In-One Controller: Free layer layout.
 - Send-Only Controller: Fixed layer layout. Layers will automatically fill the canvas and the layer size and position cannot be adjusted.
- 4 Make layer adjustments as needed.



Adjust Display Effects

Improve the brightness, grayscale, and color fidelity of the LED screen by configuring screen correction, color processing, and screen settings.



Adjust the brightness of the seams between cabinets or modules and the chroma of cabinets or modules from multiple batches for a more balanced and uniform display.




Set **Color Replacement**, **14Ch Color Correction**, **Curves**, and **3D LUT**.

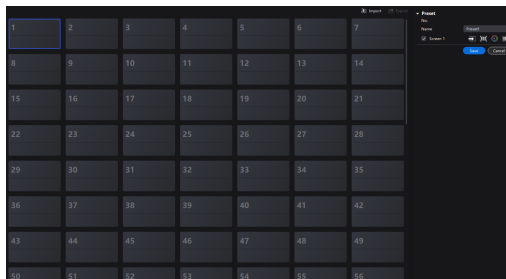


Set the image quality parameters (such as **Image Booster**) and the output parameters (such as **Frame Multiplication**).

Save Presets


Save the data from the **Source**, **Layout**, **Processing** and **Screen Settings** pages as presets for easy and direct application of these settings in the future.

- 1 Select a controller and then select **Preset**.
- 2 In the preset management page, click  to save a preset.
- 3 Click the icon of a preset.
- 4 In the properties area, set a name for the preset and select the screen and data you need to save.
If the preset selected is not empty, the original data will be overwritten.
- 5 Click **Save**.



Apply Presets

The preset of a specific device can only be applied by this device itself and the preset of a group can be applied by all the devices in the group.

- 1 Select a controller and then select **Preset**.
- 2 On the preset management page, double-click a preset and wait it to finish loading.
The preset that is being applied has a  at the top right.

