



Z6 PR0-G2

USER MANUAL

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1. Safety Precautions

To prevent personal injury and to protect the device from damage, read and follow these safety precautions.

1.1Do not remove the cover

To avoid personal injury, do not remove the top cover.

1.20nly use the power supply and accessories specified by the manufacturer

The operating voltage of this product is 100V-240V AC. Only use the power cord provided with the product or the power cord that meets the appropriate local rating standards.

1.3Prevent function interfaces from contact with charged objects

This is an electric product. The circuit elements may be damaged if the function interfaces contact charged objects.

1.4Grounding

To avoid electrical shock, ensure that the product is grounded.

1.5Electromagnetic Interference

This is a class A product. In a domestic environment, this product may cause radio interference in which case the user may be required to take adequate measures

1.6Environmental Condition

Use only at altitudes not more than 5000m above sea level.

1.7Avoid Moisture

This product is not waterproof, so avoid contact with liquid or operating the product in a humid environment.

1.8Keep the product away from flammable and explosive hazardous substances

1.9CLASS 1 LASER PRODUCT

This unit complies with 21 CFR 1040.10 and 1040.11 except for conformance with IEC 60825-1 Ed.3., as described in Laser Notice No.56, dated May 8,2019.

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2. Overview

Z6 PRO-G2 is a new-generation professional LED display controller. Combining video splicing, video processing and sending functions, it does not only have strong video signal receiving, UHD image processing and LED display control capabilities, but also has cinematic professional color adjusting functions such as 3D-LUT, Color Magic and Color Curve. It enables the LED to display high-quality images, and provides customers with abundant and practical functions. It can widely apply to such scenarios as high-end rental stage, XR virtual shooting, and movie shooting.

Key Features

Input

- Three-in-one 4K input card: HDM12.0+DP1.2+12G-SD1
- Four 4K input cards, up to 4096×2160@60Hz resolution per input card
- Support inputting 8-bit or 10-bit video signals
- Support 23.98Hz to 240Hz frame rate

Output

- Loading capacity: 8.80 million pixels, with a maximum width or height of 8192 pixels
- Four 10G fiber outputs (Two main outputs, two redundant outputs)
- Support 23.98Hz to 240Hz frame rate

Video processing

- Support for display of up to 4 windows
- Video signal cropping, scaling and seamless switching
- Low latency, support arbitrarily selecting one signal to turn on its low latency function, with at least one-frame latency
- HDR 10/HLG display with wide gamut HDR display
- Frame multiplexing for multi-camera shooting of virtual background, support fusion output of multiple video signals
- Frame rate multiplication with automatic multiplication and custom multiplication up to $6 \times$
- Better gray at low brightness for improving the grayscale performance in low brightness
- Genlock technology

Color adjustment

• Color curve for individually adjusting the saturation and overall brightness of RGB at

different grayscale levels

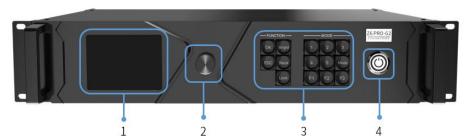
- Color magic with multi-color adjustment based on HSV color model to realize color transformation
- 3D-LUT for cinematic color adjustment, with color adjustment strength setting
- Picture adjustment for adjusting the hue, saturation, contrast, and brightness compensation of the device output
- Brightness adjustment, support brightness adjustment based on Ethernet port groups
- Color temperature adjustment with precision color temperature adjustment and individual RGB adjustment

Control

- USB port for control or cascading
- RS232 protocol control
- LAN port for TCP/IP control

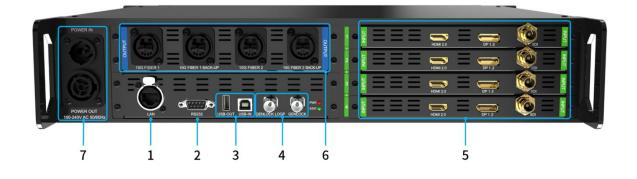
3. Hardware

3.1 The Front Panel



No.	ltem	Description
1	LCD	Display operation menu or system information
2	Knob	Press the knob to enter the submenu or confirm the selection
		Rotate the knob to select a menu item or adjust parameters
3	Shortcut	OK: Enter key
		ESC: Exit the current menu
		Bright: Adjust brightness
		Black: Blackout
		Lock: Lock keys
		1, 2, 3, 4, 5: Switch preset modes
		Mode: Switch to the preset mode selection interface
		F1: Switch to the main interface
		F2: Switch to the signal list
		F3: Switch to the signal selection interface
4	Button	Power button

3.2 The Back Panel



Contro	bl	
1	LAN	Neutrik (NE8FBH) Fast Ethernet port, connect to the computer, or
		connect to the router for access to the local area network
2	RS232	DB9 port, for control of serial communications protocol, connect to
		the third-party device
3	USB IN	USB2.0 Type B port, connect to the computer for debugging, or as
		cascading input
	USB OUT	USB2.0 Type A port, as cascading output
Genloc	ck	
4	GENLOCK	Input synchronized signal, support bi-level and tri-level parameter
		standard
	GENLOCK LOOP	Output synchronized signal
Input	(Maximum 4 input ca	ards)
5	HDM12.0 + DP1.2 +	$1 \times HDM12.0$, type A port; $1 \times DP1.2$; $1 \times 12G-SD1$, BNC port
	12G SDI	Only one signal among HDMI, DP and SDI input on a single card can be
		output at the same time
		HDM12.0
		Maximum resolution: 4096 $ imes$ 2160@60Hz, maximum pixel clock: 600MHz
		Maximum width: 8192 (8192×1000@60Hz)
		Maximum height: 8192 (1000×8192@60Hz)
		Support EDID setting
		DP1. 2
		Maximum resolution: $4096 imes 2160$ @60Hz, maximum pixel clock: 600MHz
		Maximum width: 8192 (8192×1000@60Hz)
		Maximum height: 8192 (1000×8192@60Hz)

		Support EDID setting
		12G SDI
		Support SMPTE 2082/2081/424M/292M standard, compatible with SD/ $$
		HD/3G/6G-SDI
		Maximum resolution: $4096 \times 2160@60$ Hz
		Support deinterlacing display, EDID setting is not supported
0utput		
6	10G FIBER 1/2	• 2 \times 10G main fiber outputs
		• Built-in 10G single-mode fiber module, wavelength: 1310nm,
		transmission distance: 2km, support Neutrik opticalCON DUO
		(NO2-4FDW-A) and LC-LC fiber connector, recommend using single-mode
		fiber with a wire diameter of 9/125 μm and with a PC/UPC connector
		• Total load capacity is 13.10 million pixels
	10G FIBER 1/2	2×10 G redundant fiber outputs
	BACK-UP	Automatically back up FIBER1/2 signal, with the same physical
		parameters
Power	supply	
7	POWER IN	Neutrik (NAC3PX-TOP) power input, 100-240V [~] , 50/60Hz, 6A Max
	POWER OUT	Neutrik (NAC3PX-TOP) power output, 4A Max

4. Connection Diagram

Z6 Pro-G2 needs to be connected to an fiber optic transceiver, use H10FN as a schematic diagram for reference only.



LED Screen

5. Operating Software

Please make sure the correctness of the hardware connection before setting, then use **iSet** to detect senders and all receiver cards. (Download url: www.colorlightinside.com)

5.1 Device Information

1. Click **[Device Information]** to enter the **[Devices Information]** page. The software will automatically acquire the sender index, name, and type. Please check the hardware connection or the installation of the relevant driver if cannot detect senders.

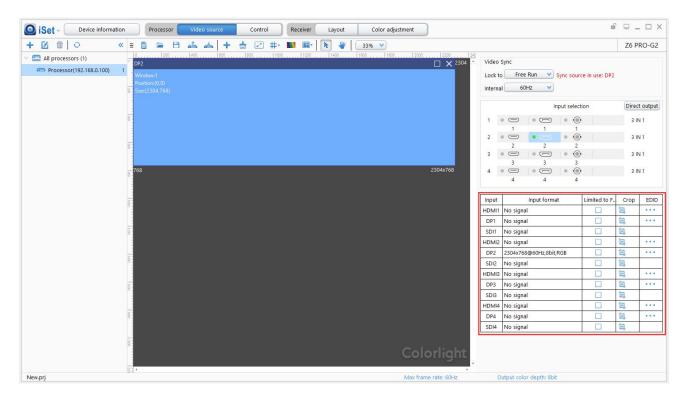
🧿 iSet - 📃 Devic	ce information	Processor	/ideo source Control	Receiver	Layout	Color adjustment)			₽ _ □
Detect devices	Device set	Star netwo	rk:Z6 PRO-G2							
Name	IP address	Туре	State(Primary Backup)	Output port	Index	Туре	Temperature	Cable 🖓	Working time	
> Processor 1	0 192.168.0.100	Z6 PRO-G2 1	.0							

2. Click **[Detect devices]**, the software will automatically acquire the receiver card quantity of each network port of the sender, type of receiver cards, temperature, and other information. Please check corresponding cable if the number of receiver card is inconsistent with the actual status.

Set - Devi	ce information	Processor Vide	o source Control	Receiver	Layout	Color adjustment)			
Detect devices	Device set	Star network2	26 PRO-G2 🗸 🗸							
Name	IP address	Туре	State(Primary Backup)	Output port	Index	Туре	Temperature	Cable 🖓	Working time	
Processor 1	9 192.168.0.100	Z6 PRO-G2 1.0	48	1	1	i9+ 3.10	40.75°C	ок	9:06:52	
> Optical output	(Pri		48 1	1	2	i9+ 3.10	41.38°C	ок	9:06:53	
> Optical output	(Pri			1	3	i9+ 3.10	41.25°C	ок	9:06:52	
				1	4	i9+ 3.10	41.63°C	ок	9:06:52	
				1	5	i9+ 3.10	41.44°C	ок	9:06:53	
				1	6	i9+ 3.10	41.13°C	ок	9:06:53	
				1	7	i9+ 3.10	41.31°C	ок	9:06:53	
				1	8	i9+ 3.10	40.06°C	ок	9:06:53	
				2	1	i9+ 3.10	40.75°C	ок	9:06:52	
				2	2	i9+ 3.10	41.06°C	ок	9:06:52	
				2	3	i9+ 3.10	41.63°C	ок	9:06:52	
				2	4	i9+ 3.10	41.81°C	ок	9:06:53	
				2	5	i9+ 3.10	41.63°C	ок	9:06:52	
				2	6	i9+ 3.10	41.25°C	ок	9:06:53	
				2	7	i9+ 3.10	41.25°C	ок	9:06:53	
				2	8	i9+ 3.10	39.94°C	ок	9:06:52	
				3	1	i9+ 3.10	40.44°C	ок	9:06:53	
				3	2	i9+ 3.10	41.31°C	ок	9:06:53	
				3	3	i9+ 3.10	41.81°C	ок	9:06:53	
				3	4	i9+ 3.10	41.13°C	ок	9:06:53	
				3	5	i9+ 3.10	41.63°C	ок	9:06:53	
				3	6	i9+ 3.10	41.63°C	ОК	9:06:53	

5.2 Video Source Setting

Click the **[Video Source]** and enter the video source setting page. Once the input sources working, the software will automatically acquire the signal information and display on the bottom right corner.

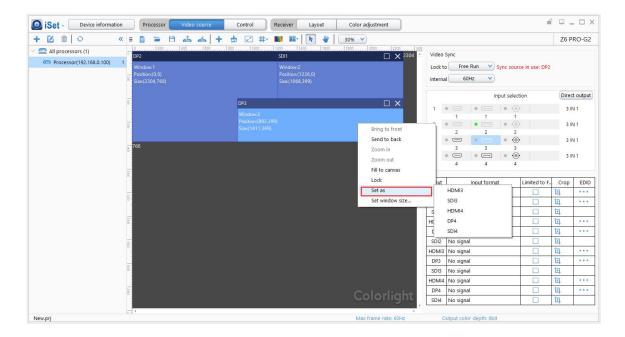


5.2.1 Windows and PIP

The Z6 PRO-G2 supports up to 4 windows, one window per board, each PIP window can be set individually. Click "+" to add a new PIP window, select PIP window and right-click on it to select the signal, meanwhile, cropping and scaling can be set as before. Or you can add a new window with drag the input icon to **Image View Area**.

+ 🗹 🛍 🗠	« :									Z6 P	RO-G2
All processors (1)		0 [200]400	Add window	V SDI1	2	o 2000 2200 240 □ × 2304 ▲	Video	Sync			
Processor(192.168.0.100)	1	Window:1 Position:(0,0) Size:(2304,768)		Window:3 Position:(981,0) Size:(1323,344)			Lock to		rce in use: DP2		
					DP3			input selec	ction	Direc	t outpu
	100				Window:2 Position:(1296,327)		1			3 11	N 1
	600									3 11	
		768				2304x768				3 10	
	200	700						4 4 4			
	1000						Input	Input format	Limited to F.	Crop	ED
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							DP1	No signal			•••
	8						SDI1 HDMI2	No signal		每	
							DP2	2304x768@60Hz,8bit,RGB		10	
	1400						SDI2	No signal		每	
							HDMI3			ц ц	
							DP3	No signal		10	
	100						SDI3	No signal		每	-
							HDMI4			包	
	1 1900					0 1 1/ 1 /	DP4	No signal		包	
						Colorlight	SDI4	No signal		ta.	+

You can right-click the window to change the input signal.



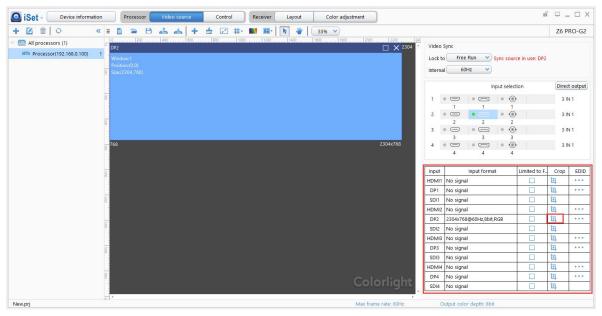
5.2.2 Scale

Right-click in the window that needs to scale, then select **[Set window size]** to set X (Horizontal), Y (Vertical), width, and height. Or you can click the border of window, and drag it with the mouse.

	« =		8	de.	\$ +	_	~	#.		-10	•	*	33%	~										76 P	RO-G
All processors (1)		0	0	. 400	600		100		1200		140		1600			2000		240						201	
Processor(192.168.0.100)	1	DP2																2304 📤	Video	Sync					
Processor(192,106,0,100)																			Lock to	Fre	e Run 🗸 🗸	Sync sou	rce in use: DP2		
	8																		Interna	6	OHz 🗸)			
																								G	
											Pr	ing to f	ront									Input selec	tion	Direc	t outp
	8											nd to b							1		• 🚍	• •	>	3 11	11
												om in	ack						2	1	1	0 🔞		3 10	11
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	8																		HDMI1	No sign	al			每	••
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	1200																		SDI1	No sign	al			包	
																			HDMI2	No sign	al			13.	•••
																			DP2	2304x76	8@60Hz,8b	it,RGB		每	••
	8																		SDI2	No sign	al			每	
																			HDMI3	No sign	al			每	••
	1600																		DP3	No sign	al			頃	••
																			-	No sign				13	
																				No sign				13.	••
	8																rlig	ht.	DP4	No sign				D.	••
																010	my	116	SDI4	No sign	al			10.	

5.2.3 Crop

In the **[video format]** area, chose the signal and click "国" to enter the setting.



In the cropping interface, click [**Crop**] to enable this feature, set X (Horizontal), Y (Vertical), width, and height.

	DP2		_		
0	0 500 1000 1500 2000 223(0.4.1)	Crop	\bigcirc		
		Crop a			
		X	0 🌲	W	2304 🌲
	DP2	Y	0 🌲	н	768 🌲
1.20					
14					
	768				
1000					
4 1340					
1.5					
1.00					
00					

5.2.4 EDID

EDID: Set sender resolution, the first one is the default as the current resolution.

In the [Signal Selection] area, and select the correct video format, and click "•••" to enter the setting window.

Set - Device informa	ation Processor	Video source	Control	Receiver	Layout	Color adju	stment					. 🗆 ×
+ 🗹 🛍 🗠	« = 🗈 😁 🗎	å å +	曲 ☑ #	- 🚺 🖽 -	N 👋	33% 💙					Z6 P	RO-G2
V 🚍 All processors (1)	0 200 DP2	400 600	800 1	1200	1400	1600 1800	2000 2200 240	Video	Sync			
Processor(192.168.0.100)	1											
	Window:1 Position:(0,0)							Lock to		ce in use: DP2		
	8 Size:(2304,768)							Interna	60Hz 💙			
									Input selec	tion	Direc	t output
	8							1		>	3 11	N 1
									1 1 1			
	_							2		>	3 IN	V 1
	8							3		>	3 11	N 1
									3 3 3			
	768						2304x768	4		>	3 11	V 1
									4 4 4			
	-							Input	Input format	Limited to F	Crop	EDID
								HDMI1	No signal		每	•••
								DP1	No signal		包	•••
	8							SDI1	No signal		每	
								HDMI2	No signal		頃.	
	<u>.</u>							DP2	2304x768@60Hz,8bit,RGB		D	•••
	8 .							SDI2	No signal		13.	
									No signal		包.	•••
	100							DP3	No signal		13.	•••
								SDI3	No signal		13. 13.	
	8							HDMI4	No signal No signal		包	
							Colorlight	SDI4	No signal		ц Ц	
								5014				
New.prj	4						Max frame rate: 60Hz	0	utput color depth: 8bit			

Mainstream resolution can be selected from the dropdown list, and you can also customize the sender resolution, by setting the width/height and frame rate.

Click [Save] after setting.

38	40x2160	×
FPS: 60	v	
Color depth:	8 bit	V
Standard:	CVT_RB	~

Click the resolution will show the list of all resolution options, and customs resolution allows to set the height and width. The **[Color Depth]** and **[Stand choose]** are allowed to choose by users. In the end, click **[OK]** to save.

DP2 - EDID settings	DP2 - EDID settings
3840x2160 💌	
Custom	Custom (3840x2160)
1920 x 1080 (PC)	Resolution: 3840 X 2160
1920 x 1200	
2560 x 1440	FPS: 60 V
2560 x 1600	Color depth: 8 bit 🗸
2880 x 1800	
3200 x 1880	Standard: CVT_RB V
✓ 3840 x 2160	OK Cancel

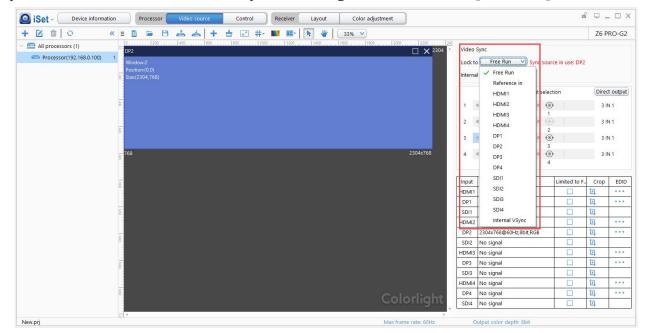
5.2.5 Color Depth

You can click [**Output color depth**] to set output color depth. The device output resolution up to 10bit, 4096x2160@60Hz.

Set - Device inform	ation Processor Video source Control Receiver Layout Color adjustment	<u>6</u>	? ₽ _ □ ×
+ 🗹 🛍 💿	« = 🗈 🖙 🖰 🚣 🚣 🕂 🎂 🗹 #+ 👪 🎟 📭 💽 🕊 🛛 33% 🗸		Z6 PRO-G2
All processors (1)	0 1200 12	Free Run V Sync source in use: DP2	
		Input selection	Direct output
	1 • 🤤	1 1 1	3 IN 1
	2 0 2		3 IN 1
	Frame rate and color depth settings 3 • C	3 3 3	3 IN 1
	3 768 Max frame rate 60Hz v 2304x768 4 € 4	_ 0	3 IN 1
		Input format Limited to F	Crop EDID
	Input OK Cancel HDMI1 No		1
		signal 🗌	頃
	SDI1 No	signal 🗌	頃.
	HDMI2 No	signal 🗌	包
	DP2 230	4x768@60Hz,8bit,RGB	包
		signal 🗌	頃.
	HDMI3 No :		包
		signal	包 …
		signal	包.
	HDMI4 No :		词
		signal	包
		signal	包.
New.prj	Max frame rate: 60Hz Output	t color depth: 8bit	

5.2.6 Video Sync

The Z6 PRO-G2 supports lock sync to every signal, genlock and internal VSync. Video Sync will lock to the bottom layer with signal when set to [**Free Run**].



5.2.7 Picture Adjustment

You can click "**M**" to enter **[Picture Adjustment]**, then you can change visual effect which includes Hue, Saturation, Brightness Compensation, and Contract.

Set - Device information	Processor Video source	Control	Layout Color adjustment				e d	î 🖵 -	- 🗆 X
+ 🗹 🛍 O « 🗄	: E = B 📥 🖌 +	• 📩 🖂 🗰 🌆 💷 [8 👋 🛛 33% 💙					Z6 P	RO- <mark>G</mark> 2
	9 200 400 600 DP2 Window:1 Position:(0,0) Size:(2304,768)			2000 2200 245	Video S Lock to	Free Run V Sync sou	rce in use: DP2		
		\				Input selec			t output
8		Pi	icture adjustment	×	1	1 1 1		11 E 11 E	
80		Enable			3	2 2 2	>	11 E	N 1
80	768	Hue Saturation		0.00	4 (3 11	N 1
100		Brightness compensation	0	- 0	Input	Input format No signal	Limited to F.	Crop	EDID
100		Contrast		100	DP1	No signal No signal		口 口 口	•••
					HDMI2	No signal 2304x768@60Hz,8bit,RGB		10. 10.	•••
100					SD12	No signal No signal		包	
100					DP3	No signal		頃.	•••
-					HDMI4	No signal No signal		包	•••
8				olorlight		No signal No signal		包	
New.pri	4		Max	frame rate: 60Hz	0	utput color depth: 8bit			

5.2.8 Preset

In **[Video Source Setting]**, the user may set up to 16 preset modes. All the preset modes support renaming, and setting information such as cropping, PIP, EDID, Brightness, color setting information.

When the user finished setting in **[Video Source Setting]**, click " **I** to save preset and need to set a name for it, click **[OK]** to finish. Click **[Load preset]** allows the user to use the preset as saved before.

		eceiver Layout						
• 🗹 🏛 🕒 🔹 «	= 🛯 🛥 📥 🕇 🏛 🗹 井・ 💵	33%	. 🗸				Z6 PR	:0-G
All processors (1)	0 200 4400 600 800 1000 1000 1000 1000 1000 1000	Save as preset	1.HDMI	2200 240 X 2304 ^ Video	Sync			
Processor(192.168.0.100)		Load preset	2.1920*1080					
	Window:1 Position:(0,0)		3.3840*2160	Lock		ce in use: DP2		
	Size:(2304,768)		4.2PIP	Intern	al 60Hz 💙			
			5.Unnamed		Input selec	tion	Direct	outr
			6.Unnamed					
			7.Unnamed	1		>	3 IN 1	1
			8.Unnamed	2	• - • - • @	>	3 IN 1	1
	82		9.Unnamed		2 2 2			
			10.Unnamed	3		>	3 IN 1	1
	768		11.Unnamed	304x768 4	3 3 3	>	3 IN 1	1
	8		12.Unnamed		4 4 4			
			13.Unnamed					
	8		14.Unnamed	Input	Input format	Limited to F	. Crop	EC
	×		15.Unnamed	HDMI1	No signal		包.	• •
	_		16.Unnamed	DP1	No signal		词.	• •
				SDI1	No signal		词.	
				HDMI2	No signal		包.	••
	1			DP2	2304x768@60Hz,8bit,RGB		'曰.	• •
				SDI2	No signal		口.	
				HDMIB			包.	• •
	100			DP3	No signal		1	•••
				SDI3	No signal		13.	
				HDMI4			1 <u>1</u> ,	•••
	8		Cold	orlight SDI4	No signal		词. 句.	•••
					No signal			

Set - Device inform	ation Processor Vi	deo source Control	Receiver Layout	Color adjustment			ú	· -	. 🗆 X
+ 🗹 🛍 🔍 🗢	« = 🗈 🛥 🗎 🚣	▲ + ☆ 2 #-	🚺 📑 💽 👋 🔤 🛐	6 🗸				Z6 P	RO-G2
 All processors (1) Processor(192.168.0.100) 	0	o		1800 2000 2200 24 X 2304	Video S Lock to Interna	Free Run V Sync sou	rce in use: DP2		
						Input selec	tion	Direc	t output
	8	Load	preset X	n	1 (3 IN	11
	88	1.HDMI 3.3840*2160	2.1920*1080 4.2PIP		2 (2 2 2		3 IN	
	768		<u>, , , , , , , , , , , , , , , , , , , </u>	2304x768	3	3 3 3		3 11	
					Input	4 4 4	Limited to F		EDID
	100					No signal		10p	***
						No signal		10.	•••
	15				SDI1	No signal		10.	
					HDMI2	No signal		包.	•••
					DP2	2304x768@60Hz,8bit,RGB		包.	
	88				SDI2	No signal		包,	
					HDMI3	No signal		頃.	
	1500				-	No signal		也.	•••
						No signal		D .	
	-				-	No signal		也.	••••
	8			Colorlight		No signal		D .	
				conornigine	SDI4	No signal		12).	
New.pri	100 - 1 4			Max frame rate: 60Hz	0	utput color depth: 8bit			

5.3 Control

Click **[Control]** to enter sender setting. Selecting the processor to set the brightness, color, test patterns, picture adjustment, HDR and other.

Set - Device information Proc	essor Video source Control Receiver	Layout	
+ 🗹 🛍 🗢 🛛 = 🗈	• 8 & 		Z6 PRO-G2
All processors (1)			
📼 Processor 1			
	Brightness	Color	Test patterns
	25% 50% 75% 100% ✓ 15% ↓ Group settings	Adjust by color temperature	
	Picture adjustment	HDR	Other
	Enable	● Off	Freeze IP settings
	Hue 0.00	() Auto	Blackout VSync delay settings
	Saturation 100	O Forced to HDR10 (Rec. 2020)	Better gray Frequency multiplication
	Brightne 0	O Forced to HLG (Rec. 2020)	Low latency Restore to factory setti,
	Contrast 100 Restore to defaults	HDR dynamic calibration	
	General settings Advanced color settings Art-Net se	ttings 3D settings Frame multiplexing	
New.prj		Max frame rate: 60Hz	Output color depth: 10bit

5.3.1 General settings

The General settings interface including brightness, color, test mode, picture adjustment, HDR, IP setting, etc.

Brightness 25% 50% 75% 100% ♥	Color Adjust by color temperature I and the second secon	Image: Second
Picture adjustment Enable Hue D.00 Saturation Difference Brightne Do Contrast Difference Differ	HDR	Other

1. Brightness

Preset four ways to quickly adjust the brightness of the processor: 25%, 50%, 75%, and 100%. If you need to adjust other brightness levels, you can adjust it by dragging the slider with the mouse. 0% is a black screen, and 100% is the maximum brightness.

	Brig	Jhtness	
25%	50%	75%	100%
=0=			15%

2 When multiple network ports are connected, click "Group settings" to enter the following interface. You can rename and set output port group.

	Group settings	>
Processor: 1.Z6 PRO-G2(Proc	essor 1)	
Group1 9	100%	
🗹 Rename	100%	
Settings	100%	
Group 4	100%	
Group 5 🕞 💳	100%	
Group 6	100%	
Group 7 🕞 💳	100%	
Group 8 📘	100%	

3 You can click the "Settings" to choose the output port that you need to be controlled for each group, but a output port can only be assigned to one group. After setting, you can adjust brightness of the group by the slider or the fine-tuning button of the value box, then you can rename the group as needed.

1	Select all Deselect	
Output port 1	Output port 2 Output port 3 Output por	rt 4
Output port 5 [] Output port 6 📋 Output port 7 📋 Output por	rt 8
Output port 9 [] Output port 10 [] Output port 11 [] Output por	rt 12
Output port 13 [Output port 14 🗌 Output port 15 🗌 Output por	rt 16
Output port 17 [] Output port 18 🗌 Output port 19 🗌 Output por	rt 20

		Group settings	×
Processor:	1.Z6 PRO-G2(Processor 1)		
test1		61% 🔹 1, 5	
Group 2		100%	
Group 3		100%	
Group 4		100%	
Group 5		100%	
Group 6		100%	
Group 7		100%	
Group 8	•	100%	

2. Color

① Click the "Adjust by color temperature", you can change the color temperature by moving the slider, so as to change the LED display effect. Click the "Default" to quickly reset the color temperature to 6500K, the color temperature range that can be set is 2000K-10000K.

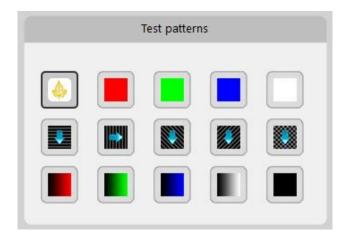
Adjust by	color temperature	P
)		2000 \$
l 2000	6500	10000
	Default	

2 When the "Adjust by color temperature " is not checked, you can change the LED display effect by modifying the brightness of red, green and blue.

Adjust by color temperature	
<u>预置1</u> <u>预置2</u> <u>预置3</u>	V

3. Test patterns

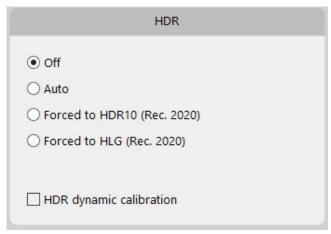
- There are 15 test patterns, including normal, red, green, blue, white, vertical moving line, horizontal moving line, right slash move down, left slash move down, grid move down, gradient red, gradient green, gradient blue, gradient white and black display.
- (2) You can set different test patterns according to your needs. Click any pattern, and the processor will output the corresponding display effect. You can detect and diagnose the LED through the test patterns.



4. HDR

HDR (high dynamic range images)can provide more dynamic range and image detail than ordinary images. Both HDMI and DP of this device support HDR, including HDR10 and HLG.

- Prerequisites: You need to set the Z6 PRO-G2's output color depth to 10bit/12bit and enable "Precise color management"; The receiving card firmware should support HDR, set the input bit depth of receiver parameters as 10bit / 12bit, and then click other parameters > HDR related Settings > check " ST2084 Electro-Optical Transfer Table " and " Hybrid Log-Gamma Table " and save to receivers.
- Enable HDR, which can be set to "Auto" or "Forced to HDR10 (Rec. 2020)" or "Forced to HLG (Rec. 2020)" to output HDR10 or HLG picture effects. (Notes: Need to cooperate with i9 or above receivers to achieve)



5. Other

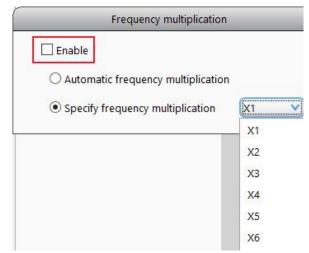
Other settings include "Freeze ", "Blackout ", "Better gary ", "Low latency ", "IP settings ", "Frequency multiplication " and "Restore to factory settings ".

Freeze	IP settings
Blackout	VSync delay settings
Better gray	Frequency multiplication
Low latency	Restore to factory setti.

- Freeze: Check "Freeze", the output images will freeze that you can see a red
 "Freeze" appears at the bottom right of the software interface.
- Dlack screen: Check "Blackout", and output images is black. There will be a red "Blackout" at the bottom right of the software interface. If you check "Freeze" and "Blackout" at the same time, only the red "Blackout" is displayed at the bottom right of the software interface.
- 3 Better gray: After checking "Better gray", the display effect of the LED under low brightness can be optimized.
- (4) Low Latency: Check "Low latency" to reduce the signal processing time of the device.
- (5) IP settings: You can set the IP address of the device independently, or check "Obtain an IP address automatically" to obtain the IP address through the router.

25% 50% 75%	100%	Color □ Adjust by color temperature 预置1 预置2 预置3 V	.	Test patterns
Group set	tipes	IP settings		
Picture adjustment		192 168 1 192 255 255 255 0 192 168 1 1 0K Cancel Cancel 0 Forced to HLG (Rec. 2020) Forced to HLG (Rec. 2020)	☐ Freeze ☐ Blackout ☐ Better gray ☑ Low latency	Other IP settings VSync delay settings Frequency multiplication Restore to factory setti
Contrast Restore to defaults		HDR dynamic calibration		

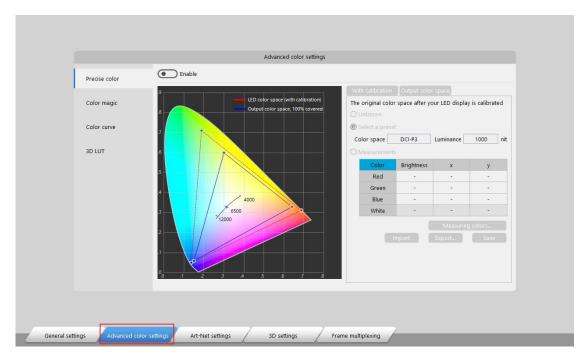
6 Frequency multiplication: Check "Enable" to select automatic frequency multiplication or specify frequency multiplication. The device supports a maximum of 240Hz.



Restore to factory settings: The device parameters are restored to the factory state.

5.3.2 Advanced color settings

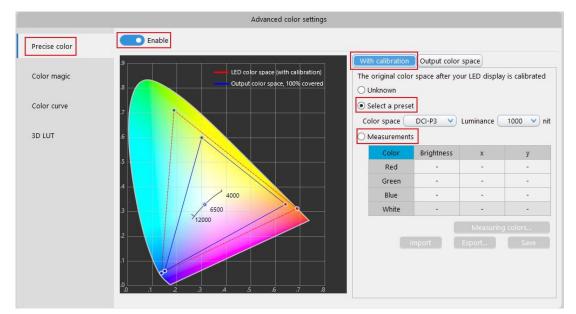
The advanced color setting interface allows more professional color adjustment, it includes precise color, color magic, color curve, 3D-LUT. The serial processing mode is adopted when using this part of functions, and the processing sequence is **picture adjustment** > **color magic** > **color curve** > **3D LUT** > **brightness adjustment**. When the related functions are turned on, the picture adjustment takes effect first and the brightness adjustment takes effect finally, and then overlying other functions in turn to adjust the effect.



1. Precise color

Enable this function to accurately adjust the color gamut of the LED, which is used to display a picture more suitable for the color gamut of the video source. It needs to be used with i9 and above receivers.

① Enable " Precise color " and select "With calibration" interface, you can select the [Measurements] option and fill in the data of the screen color measured by the colorimeter, or quickly select a preset color space.



Click the "Output color space" to select or customize the output color space. When the output color space range is larger than the LED's original color space range ,

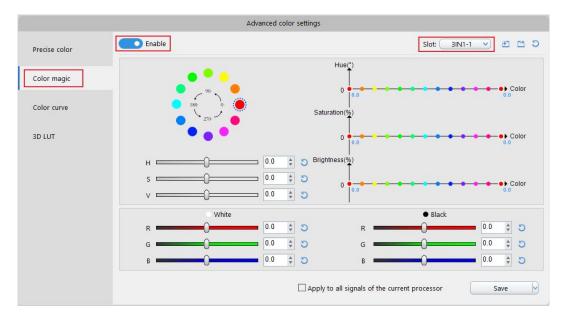


the approximate value will be selected within the LED's original range.

2. Color magic

This function what adjusts hue (H), saturation (S) and value (V) under HSV color model. When the hue, saturation or value of a color is adjusted separately, the effect of other colors will not be changed, so as to realize local color adjustment.

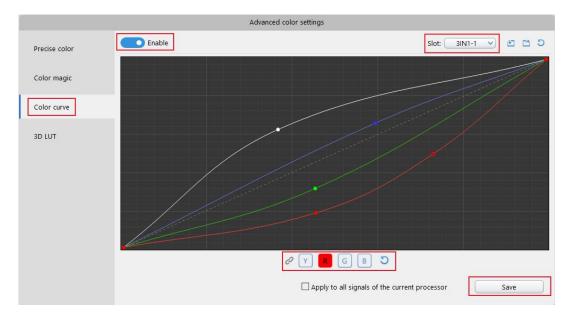
12 colors that can be adjusted include red, orange, yellow, lime, green, turquoise, cyan, cobalt, blue, violet, magenta and crimson. These colors are evenly distributed on the circumference of the HSV color space, and you can adjust the "H", "S" and "V" of each color. In addition, white and black are used to adjust the brightness of the overall display screen.



- ① Enter the color magic interface, click "enable " and select the slot to enable the color magic.
- Select the color to be adjusted according to your needs, you can left-click drag the slider to adjust the values of H, S and V.
- (3) If you need to adjust the bright and dark parts of overall output screen, you can adjust white or black, and then click save.

3. Color curve

Adjust the YRGB curves to change the color effect of the picture. Y is the overall brightness, R is red components, G is green components, B is blue components, and the abscissa represents $0^2255/0^1023$ grayscale. Adjust the Y-curve to change the overall brightness, but it does not affect the hue. Adjust the R, G, B curves to change the saturation of red, green and blue, pull up the curve to increase the saturation, and pull down the curve to decrease the saturation.



- ① Enter the color curve interface, click " enable " and select the slot to enable the color curve.
- (2) Select any point on the curve according to your needs, you can left-click drag the curve to adjust the Y, R, G and B. (Note: each curve has 22 adjustable nodes in total)

4. 3D LUT

3D LUT can calibrate the display color of the LED, and unify the color style of video images in different color spaces.

After clicking "Browse" and loading the ".cube" file in the computer, the 3D LUT will be automatically enabled. You can select the slot and adjust the strength as your needs. If the strength is 0, it is no effect.

	Advanced color settings	
Precise color	Enable	2 Slot: 3IN1-1 ✓ 한 ▷ >
Color magic		
Color curve		
3D LUT 1	File Winter filter.cube Name Generated by Resolve Strength	Browse 3 100.0 ¢
		5 Save

Note: 3D LUT must be enabled under the video source with full RGB output to ensure the effect of 3D LUT. If you load the 3D LUT file under video sources with limited range output, the effect will be different. 3D-LUT files can be produced by professional video processing software "DaVinci resolve" or "Adobe Premiere", etc.

5.3.3 3D settings

Enable the 3D, then set and save it.

Left eye Right eye Image: Constraint eye first Right eye first Right eye first Window 1 HDM44 No signal Signal delay Image: Constraint eye first Image: Constraint eye first Window 2 HDM15 No signal Image: Constraint eye first Image: Constraint eye first Image: Constraint eye first Window 3 HDM15 No signal Image: Constraint eye first Image: Constraint eye first Image: Constraint eye first Window 4 SDI2 No signal Image: Constraint eye first Image: Constraint eye first Image: Constraint eye first Window 4 SDI2 No signal Image: Constraint eye first Image: Constraint eye first Image: Constraint eye first Solution Solution Image: Constraint eye first Image: Constraint eye first Image: Constraint eye first Window 4 SDI2 No signal Image: Constraint eye first Image: Constraint eye first Solution Solution Solution Image: Constraint eye first Image: Constraint eye first Window 4 SDI2 No signal Image: Constraint eye first Image: Constraint eye first Solution Solution

5.3.4 Frame multiplexing

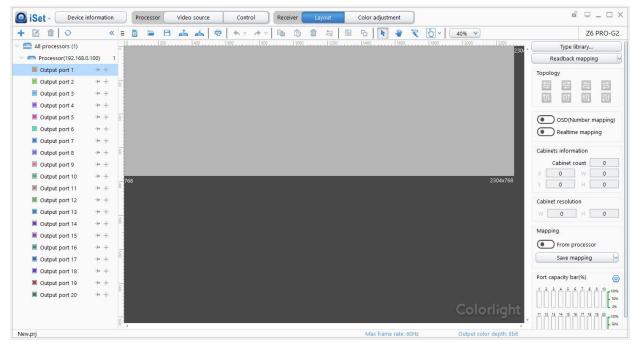
Frame multiplexing for multi-camera shooting of virtual background, support fusion output of multiple video signals.

	Frame mul	ltiplexing	
Enable	2 🗘 Multiplier		5
Index	Options	Offset/Color	
1	● Video ○ Color	X 0 ‡ Y 0 ‡	
2	● Video ○ Color	X 0 ‡ Y 0 ‡	
Warning: Frame mu discomfort	tiplexing is used to generate strong fla	ish content, which may cause Sav	e

- Click the "Enable" in the frame multiplexing interface to enable this function. Select the multiplier according to the required number of images overlays. For example, if there are three different backgrounds, you need set the multiplier to three. Output frame rate = phase-locked frame rate × multiplier.
- (2) Select video or solid color according to the displayed images. When selecting the video, you need to set the offset (X and Y) of the display screen. The display range will be automatically calculated according to the output network port control area. When selecting solid color, you can specify the color.

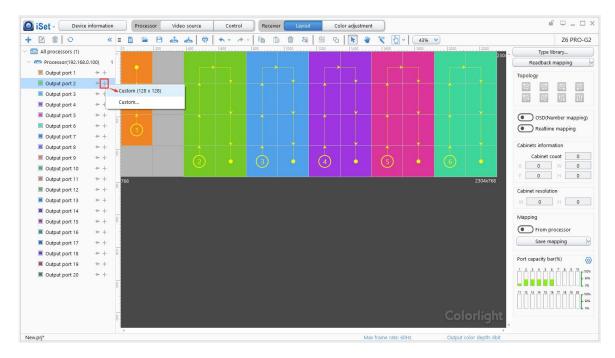
5.4 Layout

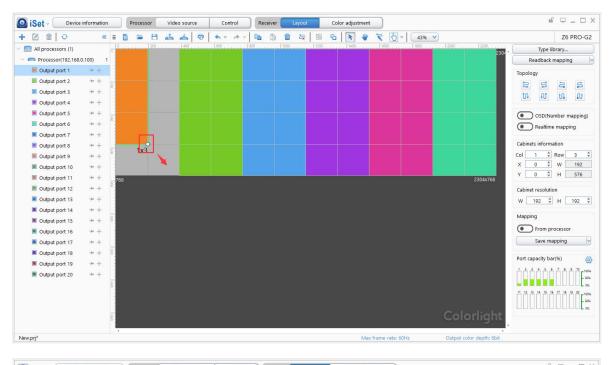
Click [Layout] to enter setting of receiving cards.



1. Add Cabinets

Select the right sender output port, and click [Add Cabinets], click [Custom], fill out in the [Cabinets Size] box, and click [OK]. Moving a box with mouse to the right place and click, the cabinets will be added. More boxes can be created by dragging the circle at the bottom right corner or setting at [Seleted Information] on the right.





All processors (1) Processors (1) Processor (192:168.0.100) Output port 1 Output port 3 + + Output port 3 + + Output port 6 + + Output port 6 + + Output port 6 + + Output port 6 + + Output port 7 + + Output port 1 + + Output port 16 + + Output port 16	10			≪ ≡		-	8	÷	é	1	-	× 1	1 ×	6	ŵ	Ŵ	3	4	6		1 3	· 6	40%	~			1	Z6 PRC
Processor(192:168.0100) 1 Output port 1 + Output port 2 + Output port 3 + Output port 5 + Output port 6 + Output port 6 + Output port 7 + Output port 8 + Output port 10 + Output port 10 + Output port 11 + Output port 12 + Output port 13 + Output port 15 + Output port 15 + Output port 15 + Output port 15 + Output port 16 + Output port 16 + Output port 16 + Output port 18 + Output port 19 +	processors	(1)		0.	ō	 20	0		400		600		800		1000		1200		1400	1	igo	1800		0	2200		Type library	l
■ Output port 2 ++ + ■ Output port 3 ++ + ■ Output port 3 ++ + ■ Output port 4 ++ + ■ Output port 5 ++ + ■ Output port 6 ++ + ■ Output port 7 ++ + ■ Output port 8 ++ + ■ Output port 8 ++ + ■ Output port 1 ++ + <	rocessor(192	2.168.0.1	00)	1																							adback map	ping
■ Output port 2 ++ ■ Output port 3 ++ ■ Output port 3 ++ ■ Output port 4 ++ ■ Output port 5 ++ ■ Output port 6 ++ ■ Output port 7 ++ ■ Output port 10 ++ ■ Output port 10 ++ ■ Output port 12 ++ ■ Output port 13 ++ ■ Output port 13 ++ ■ Output port 15 ++ ■ Output port 15 ++ ■ Output port 13 ++ ■ Output port 14 ++ ■ Output port 15 ++ ■ Output port 16 ++ ■ Output port 16 ++ ■ Output port 18 ++ ■ Output port 18 ++ ■ Output port 19 ++ ■ Output port 19 <td>utput port</td> <td>1</td> <td>* +</td> <td></td> <td>Topolo</td> <td>av</td> <td></td>	utput port	1	* +																							Topolo	av	
■ Output port 4 +++ ■ Output port 5 +++ ■ Output port 6 +++ ■ Output port 6 +++ ■ Output port 7 +++ ■ Output port 8 +++ ■ Output port 8 +++ ■ Output port 8 +++ ■ Output port 10 ++ ■ Output port 12 ++ ■ Output port 13 ++ ■ Output port 14 ++ ■ Output port 15 ++ ■ Output port 16 ++ ■ Output port 18 ++ ■ Output port 18 ++ ■ Output port 19 ++ ■ Output port 19 ++	utput port a	2	* +	200															Ť			Ť	*		- <u>*</u> -			
■ Output port 4 +++ ■ Output port 5 +++ ■ Output port 6 +++ ■ Output port 6 +++ ■ Output port 7 +++ ■ Output port 8 +++ ■ Output port 8 +++ ■ Output port 8 +++ ■ Output port 10 ++ ■ Output port 12 ++ ■ Output port 13 ++ ■ Output port 14 ++ ■ Output port 15 ++ ■ Output port 16 ++ ■ Output port 18 ++ ■ Output port 18 ++ ■ Output port 19 ++ ■ Output port 19 ++	output port	з	⇒ +																								01 t(
0 Output port 6 ++ 0 Output port 6 ++ 0 Output port 7 ++ 0 Output port 8 ++ 0 Output port 8 ++ 0 Output port 9 ++ 0 Output port 10 ++ 0 Output port 12 ++ 0 Output port 12 ++ 0 Output port 13 ++ 0 Output port 13 ++ 0 Output port 14 ++ 0 Output port 15 ++ 0 Output port 16 ++ 0 Output port 18 ++ 0 Output port 19 ++ 0 Output port 18 ++ 0 Output port 18 ++ 0 Output port 19 ++ 0 Output port 19 ++	utput port 4	4	* +																							UY	10	•
0 ubput port 7 ++ 0 ubput port 8 ++ 0 ubput port 9 ++ 0 ubput port 10 ++ 0 ubput port 10 ++ 0 ubput port 12 ++ 0 ubput port 13 ++ 0 ubput port 14 ++ 0 ubput port 15 ++ 0 ubput port 16 ++ 0 ubput port 17 ++ 0 ubput port 18 ++ 0 ubput port 19 ++ </td <td>utput port</td> <td>5</td> <td>⇒ +</td> <td>8</td> <td></td> <td>1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>OSD(Numbe</td> <td>r mappi</td>	utput port	5	⇒ +	8													1										OSD(Numbe	r mappi
0 Output port 7 ++ 0 Output port 8 ++ 0 Output port 9 ++ 0 Output port 9 ++ 0 Output port 10 ++ 0 Output port 12 ++ 0 Output port 12 ++ 0 Output port 13 ++ 0 Output port 14 ++ 0 Output port 15 ++ 0 Output port 16 ++ 0 Output port 18 ++ 0 Output port 18 ++ 0 Output port 19 ++ 0 Output port 19 ++	utput port (6	* +																							$\overline{\bullet}$	Realtime ma	pping
■ Output port 8 ++ ■ ■ ● ● ● ● ● ■ ● ● ■ ■ ■ ■ ■ ■ ■ □	output port	7	⇒ +																									
■ Output port 10 ++ ■ Output port 11 ++ ■ Output port 12 ++ ■ Output port 13 ++ ■ Output port 13 ++ ■ Output port 14 ++ ■ Output port 15 ++ ■ Output port 15 ++ ■ Output port 16 ++ ■ Output port 18 ++ ■ Output port 18 ++ ■ Output port 19 ++	output port (в	* +	8													-				5					Cabinet		
0 Output port 10 ++ -	output port	9	* +											ן ע	•		4		•		ן ע	8				100100		
Image: Output port 11 ++ Image: Dutput port 12 ++ Image: Output port 12 ++ Image: Dutput port 13 ++ Image: Output port 13 ++ Image: Dutput port 14 ++ Image: Output port 13 ++ Image: Dutput port 14 ++ Image: Output port 13 ++ Image: Dutput port 15 ++ Image: Output port 15 ++ Image: Dutput port 16 ++ Image: Output port 18 ++ Image: Dutput port 18 ++ Image: Output port 18 ++ Image: Dutput port 19 ++ Image: Output port 19 ++ Image: Dutput port 19 ++	utput port	10	* +		768	 			_																2304x768			384
Image: Output port 13 Image: H Image: Output port 14 Image: H Image: Output port 15 Image: H Image: Output port 16 Image: H Image: Output port 17 Image: H Image: Output port 18 Image: H Image: Output port 19 Image: H Image: Output p	utput port	11	* +	300				ZX4																		Y	0 ‡ н	768
Image: Compute port 14 ++ Image: Compute port 14 ++ Image: Compute port 15 ++ Image: Compute port 16 ++ Image: Compute port 17 ++ Image: Compute port 18 ++ Image: Compute port 19 ++	utput port	12	* +																							Cabinet	resolution	
Image: Contract of the second seco	utput port	13	* +																							w	192 🗘 Н	192
© Output port 15 + + © Output port 16 + + © Output port 16 + + © Output port 17 + + © Output port 18 + + © Output port 18 + + © Output port 19 + + © Output port 19 + +	utput port	14	* +	000																								
© Output port 10 + Save mapping © Output port 17 + Save mapping © Output port 18 + © Output port 19 +	utput port	15	+ +																									
© Output port 18 + + ■ Output port 19 + + ■ Output port 19 + +	utput port	16	* +	-																							From proces	sor
Output port 19 *+ + Port capacity bar(%)	utput port	17	⇒ +	005																							Save mappir	g
■ Output port 19 → +	utput port	18	++																								a site in a second	
	utput port	19	⇒ +	1																						Port ca		
	output port a	20	* +	8																						hộ	1000	8 9 10
Colorlight																									rlight			
colonight nasaasaa																									ingin	*	14 15 16 17	19 19 20

2. Setting Mapping

Added Cabinets will set default connection mapping, it may not correct. Before resetting the new mapping, please make sure the sender port is correct.

(1) Manual number

Click "**S**" at the top symbol line, then click the cabinets one by one from the start to the end.

	«	=		8	÷ .	6	0	* *	4	1 66	Ġ	節	3	6	6	k	*	8	5 -	43%	V			76.	PRO-G
All processors (1)		0		 _		400		600		800		_		1,200				1600		. 1800		2200	Type	library	
Processor(192.168.	0.100) 1																					230		k mapping	1
Output port 1	* +																					*	Topology	11 3	
Output port 2	+ +																					¥		2	
Output port 3	→ +																							10	S
Output port 4	→ +																							102	10
Output port 5	+																						O OSDI	Number mi	apping
Output port 6	→ +																						Realti		
Output port 7	+ +																							ine mappi	.9
Output port 8	→ +												_										Cabinets infor	mation	
Output port 9	→ +													4				5					Cabinet	count	0
Output port 10	+ +													4				6				() (<mark>8</mark> 6) (× O	W	0
Output port 11	+ +	76	e		0					_							_		-			2304x768	Y 0	н	0
Output port 12	+	00																					Cabinet resolu	ition	
Output port 13	+ +																						w o	н	0
Output port 14	+																								
Output port 15	+	100																					Mapping		
Output port 16	+																						From	processor	
Output port 17	+ +																						Save	mapping	
Output port 18	+ +	8																							
Output port 19	+ ≁																						Port capacity		
🔳 Output port 20	+																							Ċńń	<u></u>
		140																							
																							11 12 13 14 15	16 17 18 1	ׅׅ֬׀֢֢֢֕֕֕֕֕֬֕֕֬֬֬֬֬֕֕֕֬֬֬֬֬֬֬֬֬֬֬֬֬֬֬֬֬֬֬֬֬֬
		-																			Co	lorlight			

2 Fast Mapping

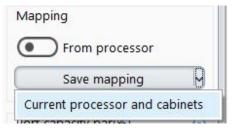
Using mouse to select the cabinets, then choose the right type of mapping.

Topolog	ay in the second s		
\$	\$	3	S
U,	ល	tî.	11

Tips: Since the cabinets may not be the same size, each of them can be set individually.

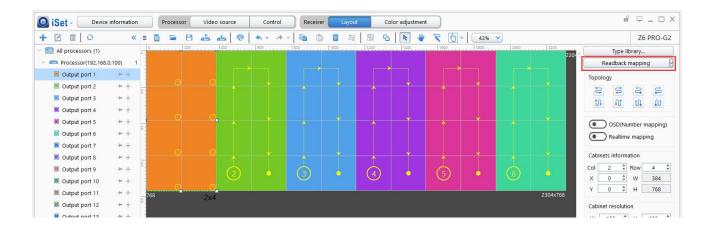
3. Save Mapping

Once the cabinets connection mapping is finished, click **[Save]**, the cabinets connection mapping will be sent to sender and saved. Then, the screen will display correctly.



4. Readback mapping

Click [Readback mapping], the saved mapping will be readback from receiver.



6. LCD Operate Instruction

6.1 Operational Instruction

Knob/OK:

- Press the knob/OK under the main interface to enter the operation interface of the menu.
- Rotate the knob to select the menu or press the knob/OK under the operation interface of the menu to select current menu or enter submenu.
- Rotate the knob to adjust parameters after selecting the menu with parameter; press the knob/OK again for confirmation after adjustment.

ESC: Return key, exit current menu or operation.

Lock: Lock all front keys, and repress and following the directions to press "**OK**" to quit.

Black: Press the knob/OK to switch on/off LED screen.

Brightness: Enter the adjustment interface of "**Brightness**", press the knob/OK to turn on/off the function of broadcast in the option of "**Broadcast**", and rotate the knob to change the percentage of brightness in the option of "**Brightness**".

Mode: Once press "Model", the screen will load the default setting.

F1: Press "F1" will direct to the main.

		Color	light	
HDMI 1	1920×	1080@59.94 HI	DR	🔅 100 %
0	0	•	Genlock	10 bit
0	0	•		
D	0	•		
0	0	•		
Super Co	ntroller	192	2.168.1.100 50)°C 🚺 2 3

F2: Press "F2" will direct to signal list.

回 1920×1080@59.94	📼 1920×1080@59.94
 No Signal Connection No Signal Connection 	Signal Connection
 No Signal Connection No Signal Connection 	Signal Connection
 No Signal Connection No Signal Connection 	Signal Connection
	1 🛛 3

F3: Press "F3" will direct to signal exchange.

Window Main HDM11 PIP 1 None PIP 2 None	Main HDMI1 C C O PIP 1 None O C O		Þ				
Main HDM11 C G G G Fille Fille	Main HDM11 PIP 1 None © © PIP 2 None © ©	Vindow	►			\sim	_
PIP 1 None O PIP 2 None O	PIP 1 None	1ain	HDMI1			•	
PIP 2 None	PIP 2 None	IP 1	None			\odot	
	PIP 3 None 🗢 👁 👁	IP 2	None	0		•	
PIP 3 None		IP 3	None		0	\odot	

6.2 Starter

When powering on the Z6 PRO-G2, it will show the picture until Z6 PRO-G2 ready.



6.3 Main Interface

After starting the controller, the main interface of the LCD display is as follows:

		Color	light	
HDMI 1	1920×	1080@59.94 HI	DR	🔆 100 %
0	0	•	Genlock	10 bit
0	0	•		
D	0	•		
0	0	•		
Super Co	ntroller	192	2.168.1.100 50)°C 🚺 2 3

First row: Company name and logo.

Second row: Signal sources and resolution of the main image, brightness.

Third/Fourth row: Connection status of the signal sources and genlock, 10bit mode on/off.

Fifth row: Connection status of the network ports.

Sixth row: Product type, the IP Address of Z6 PRO-G2.

6.4 Operation Instruction

Press the knob/OK to enter the operation interface of the menu, and it includes 11 operation instructions: Display Setting, EDID Setting, Splicing Setting, Input Clip Setting, Output Setting, Output Shift, Lock to Input, Art-Net Setting, Network Setting, Language Setting, System Setting.

1. Display Setting	•	9. Language Setting	•
2. EDID Setting		10. System Setting	
3. Cropping Setting			
4. Preset Setting			
5. Lock to Input			
6. Tiles Mapping			
7. Output Shift			
8. Network Setting			

6.4.1 Display Setting

Rotate the knob to select display setting, then press the knob/OK to enter submenu

of "Display Setting".

1.	Broadcast	\bigcirc	9. 3D	►
2.	Brightness	20%	10. 10bit Output	\bigcirc
3.	Color Temperature		11. HDR	
4.	Better Gray	\bigcirc	12. Precise Color Management	
5.	Picture Adjustment			
6.	Freeze	\bigcirc		
7.	Black	\bigcirc		
8.	Low Delay	0		

Broadcast

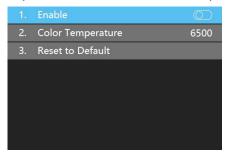
Press "**OK**" to turn on and turn off broadcast, the broadcast is allowed to set in one Z6 PRO-G2 to control all Z6 PRO-G2.

Brightness

In the option of "**Brightness**", rotate the knob to change the brightness, and it will be auto-saved if there is no following operation.

Color Temperature

Color temperature adjustment, rotate the knob to change the value of color temperature in the option of "Color Temperature", and it will be auto-saved within 10 seconds if there is no continuing operation; otherwise, you can press the knob/OK to reset the value of color temperature as 6500 in the option of "Reset to Default".



Better Gray

Press the knob/OK to switch on/off LED better gray.

Picture Adjustment

Enter the setting interface of "**Picture Adjustment**", and press the knob/OK to turn on/off "**Enable**". If "**Enable**" has been turned on, users can set hue, saturation, brightness, and contrast of the image by knob, and then save the data. Users can also reset all parameters to default values, hue and brightness default to 0, saturation and contrast default to 100.

1.	Enable	\bigcirc
2.	Hue	0
3.	Saturation	100
4.	Brightness Compensation	0
5.	Constrast	100
6.	Reset	
7.	Save	

Freeze

Press the knob/OK to switch on/off LED screen freeze.

Black

Press the knob/OK to switch on/off LED screen.

Low Latency

Press the knob/OK to switch on/off "Low Latency".

Test mode

Enter the interface of "Test Mode", rotate the knob to select test mode, press ESC back to normal mode.

1. Normal 🖌 🗸	9. Right Slash Move Down 🛛 🖌 🗸
2. Red	10. Grid Move Down
3. Green	11. Gradient Red
4. Blue	12. Gradient Green
5. White	13. Gradient Blue
6. Horizontal Moving Line	14. Gradient White
7. Vertical Moving Line	15. Black
8. Left Slash Move Down	

3D

Press the knob/OK to turn on/off 3D.

10bit

Press the knob/OK to turn on/off 10bit mode.

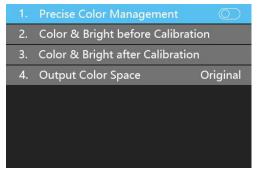
HDR

Press the knob/OK to enter "HDR menu", and press knob/OK to enable "HDR". In "HDR Video Color Space" to choose the screen space.



Precise Color Management

Press the knob/OK to enter "Precise Color Management" setting, Enable it and set the "Color & Bright before Calibration" and "Color & Bright after Calibration" and "Output Color Space", then color and bright could be changed by your needs.



6.4.2 EDID Setting

Rotate the knob/ok to select **EDID** setting, then press the knob/OK to enter submenu of **"EDID Setting"**. The list may differ due to the different input boards.

1.	HDMI1 ►
2.	DP1
3.	HDMI2
4.	DP2
5.	HDMI3
6.	DP3
7.	HDMI4
8.	DP4

Here is the example of the HDMI setting. Press "OK" to HDMI setting, and select the correct resolution and press "OK" or can select "Custom" to change the width, height, frame rate, and save it.

1. 3840×2160 🗸	1. Width 1920
2. 3200×1880	2. Height 1080
3. 2880×1800	3. Frame Rate 60
4. 2560×1600	4. Save
5. 2560×1440	
6. 1920×1200	
7. 1920×1080	
8. Custom	

6.4.3 Cropping Setting

Rotate the knob/OK to select cropping setting, then press the knob/OK to enter submenu of "Cropping Setting".

Rotate the knob to select cropping setting, then press the knob/OK to enter submenu of "**Cropping Setting**". The input boards may be mixed-use, and the name will show as order.

1. HDMI1 🕨	9. SDI3 🕨
2. DP1	10. HDMI4
3. SDI1	11. DP4
4. HDMI2	12. SDI4
5. DP2	
6. SDI2	
7. HDMI3	
8. DP3	

Enter the clip interface of "HDM11/2/3/4" or "DP1/2/3/4" or "SD11/2/3/4", press the knob/OK to turn on/off cropping. Set X, Y, width, and height of the input signal by knob then save the data.

1.	Enalbe	\bigcirc
2.	Х	0
3.	Y	0
4.	Width	3840
5.	Height	2160
6.	Save	

6.4.4 Preset Setting

Rotate the knob to select the preset setting, then press the knob/OK to enter submenu of "Preset Setting".

1.	Broadcast	\bigcirc
2.	Include Color and Bright Related	
3.	Load Preset	
4.	Save to Preset	

In the submenu, 16 preset parameters can be saved, and every preset parameter includes all parameter information of source setup (signal source, PIP, scaling, cropping, picture adjustment), users can also directly load the saved preset parameter to display the image according to needs, and don't need to set up all parameters again.

1. HDMI	9. Unnamed
2. DVI4×1 (1920*1080)	10. Unnamed
3. DVI1×4 (1920*1080)	11. Unnamed
4. DVI2×2 (1920*1080)	12. Unnamed
5. Unnamed	13. Unnamed
6. Unnamed	14. Unnamed
7. Unnamed	15. Unnamed
8. Unnamed	16. Unnamed

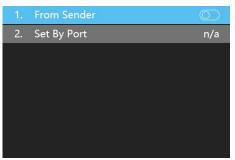
6.4.5 Lock To Input

When several controllers were cascaded with each other, "Lock To Input" is necessary to ensure the synchronization of the video display. Rotate the knob to select "Lock To Input", then press the knob/OK to enter submenu of it, in the submenu, you can select Genlock synchronous signal source by the Knob/OK.

1. Auto 🖌	9. HDMI3
2. Genlock	10. DP3
3. HDMI 1	11. SDI3
4. DP1	12. HDMI4
5. SDI1	13. DP4
6. HDMI2	14. SDI4
7. DP2	15. Internal VSync
8. SDI2	

6.4.6 Title Mapping

Rotate the knob to select cabinets mapping, then press the knob/OK to enter submenu of "Cabinets Mapping".



6.4.7 Output Shift

Rotate the knob to select output shift, then press the knob/OK to enter submenu of "Output Shift".



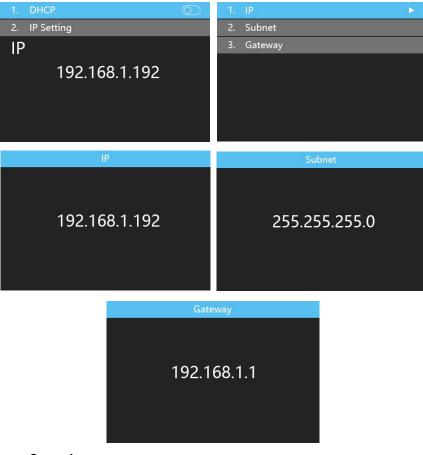
Output shift includes two ways: "Whole" and "By Port". In the setting interface of "Whole", you can rotate the knob to set X and Y of the whole image and save it, in the setting interface of "By Port", you can set X and Y of the image of each net port respectively, then save it.

1. X 0	1. Port 1 X	0
2. Y 0	2. Port 1 Y	0
3. Save	3. Port 2 X	256
	4. Port 2 Y	0
	5. Port 3 X	1536
	6. Port 3 Y	0
	7. Port 4 X	2304
	8. Port 4 Y	0
9. Port 5 X 3072	17. Port 9 X	2304
10. Port 5 Y 0	18. Port 9 Y	540
11. Port 6 X 0	19. Port 10 X	3072
12. Port 6 Y 540	20. Port 10 Y	540
13. Port 7 X 768	21. Port 11 X	0
14. Port 7 Y 540	22. Port 11 Y	1080
15. Port 8 X 1536	23. Port 12 X	768
16. Port 8 Y 540	24. Port 12 Y	1080
25. Port 13 X 1536	33. Port 17 X	768
26. Port 13 Y 1080	34. Port 17 Y	1620
27. Port 14 X 2304	35. Port 18 X	1536
28. Port 14 Y 1080	36. Port 18 Y	1620
29. Port 15 X 3072	37. Port 19 X	2304
30. Port 15 Y 1080	38. Port 19 Y	1620
31. Port 16 X 0	39. Port 20 X	3072
32. Port 16 Y 1620	40. Port 20 Y	1620



6.4.8 Network Setting

Users can automatically obtain an IP address or set manually. Enter the setting of "Network Setting", press the knob/OK to turn on/off DHCP. Or press the knob/OK to enter manual IP setting, you can set up the IP address, subnet mask, and gateway respectively via the knob.



6.4.9 Language Setting

Enter the setting interface of "Language", press the knob/OK to switch the language.



6.4.10 System Setting

Enter the setting interface of "**System Setting**", you can restore factory settings and check current firmware information.

1. Restore Factory Setting	Are you sure to do factory reset?
2. Version V1.0	1. No
3. Version Details	2. Yes

Main Board		3INI Board4:	V2.25	
FPGA:	V0.42			
ARM:	V1.00			
Network:	V0.00			
Front Board:	V1.00			
3INI Board1:	V2.25			
3INI Board2:	V2.25			
3INI Board3:	V2.25			



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