

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 5-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

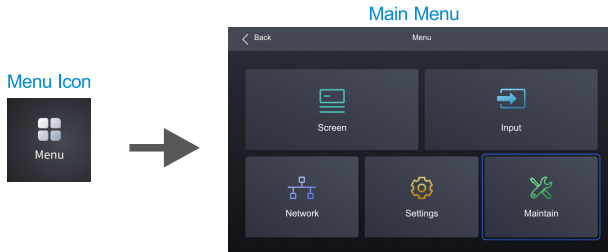
Type	Description
Input Card Slot	For input card installation only.
Output Card Slot	For output card installation only.
MVR Card Slot	For multiviewer card installation only. (Reserved)
Control Card Slot	For control card installation only. <ul style="list-style-type: none"> ETHERNET: Gigabit Ethernet control ports. Supports TCP/IP and star connection. GENLOCK: Genlock signal connector. Supports Bi-Level/Tri-Level/blackburst. 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 MX2000 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

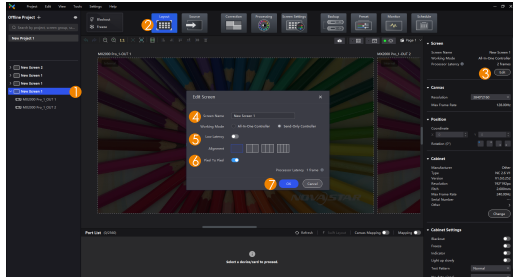
Connect the controller and the control PC with VMP installed to the same LAN and set the controller to automatically obtain an IP address.

Manage Screens

- 1 Drag the output cards in the project list to group the cards that control the same LED display under the corresponding screen in VMP.
- 2 Select the screen from the project list and then select **Layout**.
- 3 Click **Edit** under the **Screen** section.
- 4 Enter a screen name on the pop-up window.
- 5 Select a working mode.
 - All-In-One Controller: Free layer layout.
 - Send-Only Controller: Fixed layer layout. You can also enable **Pixel To Pixel** as needed.
- 6 Set **Low Latency**.

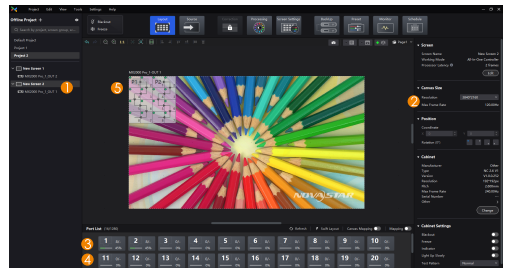
When Low Latency is set to , the latency at the data processing end is reduced by 1 frame.

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



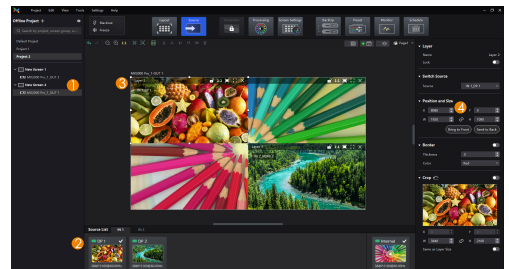
Configure Screen Topology

- 1 Select an output card from the project list and then select **Layout**.
- 2 In **Canvas Size** section, select a resolution from the drop-down list or set a custom resolution.
- 3 Select an Ethernet port at the bottom and then drag or click the mouse in the topology area to add cabinets.
- 4 Select other Ethernet ports and continue to add cabinets until all cabinets are connected.
- 5 Repeat the same process for other output cards of the screen.



Add Layers

- 1 Select a screen from the project list 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.
 - All-In-One Controller: Free layer layout.
 - Send-Only Controller: Fixed layer layout and numbers.
- 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**.

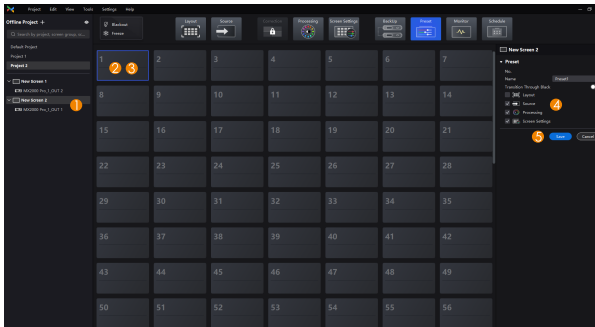


Set the image quality parameters (such as **Image Booster**) and the output parameters (such as **Frame Multiplication**).

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 screen from the project list and then select **Preset**.
- 2 In the preset management page, click  to save a preset.
- 3 Click the icon of a preset and in the properties area, set a name for the preset.
- 4 Select the data you want to save. You can also enable **Transition Through Black** as needed.
If the preset selected is not empty, the original data will be overwritten.
- 5 Click **Save**.



Apply Presets

The preset of a specific output card can only be applied by this card itself and the preset of a screen can be applied by all the cards of the screen.

- 1 Select a screen from the project list 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.

