RGB View 6000

Quick Setup Guide (RS232)

Although the View 6000 is a VME board product, only power is required from the VME chassis. All of the View 6000 's functions can be accessed using only the RS 232 port.

Select an Output Mode

The RGB View 6000 has two basic output modes .
These modes are **HOST AUTO** and **HOST FREE** .
The Factory Default state is **HOST AUTO.**

In **HOST AUTO,** a signal must be connected to the Hi-Res (Background) connector.
In this output mode, the View 6000's output will match the signal sent to the Hi-Res (Background) connector. ***If there is no signal connected, there will be no output.***

In **HOST FREE** mode, the output is loaded from the **Host List**. *(See Below)*

To determine the current output mode of your unit type **HOST**.
To change the output mode, simply type **HOST AUTO** or **HOST FREE**.

Adjust/ Select Output Signal

HOST AUTO

If no timing adjustments have been made to this signal, windows may not extend to the edges of this background signal or may extend off the edge of the screen. Make sure you have performed this adjustment using the **HOST INTERACTIVE** function or explicitly with **HT** commands.

After timing adjustments have been completed, you must save the settings into the unit's internal memory. Type **HOSTSAVE** and the number (1 through 10) you would like to save to in the HOST list. Memory locations 1 through 10 are reserved for user defined output settings.

To determine your exact output or "host" timing, type **HostTiming** or the abbreviation **HT.**

HOST FREE

If the output mode is **FREE**, the output must be loaded from the **Host List**. *(See Back)*

This List contains factory presets, as well as user stored timings.
To view the list, type **HLIST 1 27.** This command will provide a read out of both factory preset (11 through 27) and user defined (1 through 10) output settings.

To set the output type **HLOAD** then the number of the output you desire from the Host List. *For example, **HLOAD 14** will set the unit to a factory preset output of 800X 600 @ X.*

To determine your exact output or "host" timing, type **HostTiming** or the abbreviation **HT.** The parameters of the preset output may be modified and stored in memory to match a particular display using the **HostTiming** command.

Adjust and Position Windows

ACTIVATE WINDOW

The windows of the View 6000 can be turned on and off individually, or all at once.

To turn an individual window on or off

Type **WINdow <window#> <ON|OFF>**

Example—turn on window 1:
>**WIN 1 on**

Don't turn on RGB input windows which don't have an active source connected.

To turn all windows on or off.

Type **WINdow ALL <ON|OFF>**

When the **WINdow ALL ON** command is used, all available inputs will be turned on or off. Video channels will appear whether or not there is any video connected. RGB input windows which do not have an valid source connected, cannot be enabled.

In addition, you can send a command string enabling or disabling each of the windows in turn.

WINdow ALL <ON|OFF> <ON|OFF> <ON|OFF> <ON|OFF> <ON|OFF> <ON|OFF>

Example—enable windows 1, 2, 3 and 4, and disable windows 5 and 6:
> **WINdow all on on on on off off**

Change Video Input type

Each video window can have both a composite and S-Video source connected. The **INput** command allows you to switch between the video source of your choice at any given time. This command selects the input type for the video input window.

Type **INput <window#> <Composite|Svideo|AUTO>**

When **INput** is set to **AUTO** (factory default) and only one video source connected, the View 6000 automatically displays that source. When both S-Video and Composite signals are connected the S-Video signal will be selected.

The **INput** command does not apply to RGB input windows.

ADJUST INPUT TIMING

When an RGB signal is applied to a window input for the first time, the unit will automatically lock to the signal and make a “best guess” as to what portion of the signal is active picture. If this guess is not correct, the window may or be missing part of the picture, or display “extra’ black along an edge.

As part of the normal setup for this product, you will need to make adjustments and then save the settings into the units internal memory.

Type **RGBI** and then the number of the input you wish to adjust. For example **RGBI 3** will invoke the Interactive Timing Adjustment for window 3.

This command will place the selected input window in the center of the screen, and boost brightness and contrast, so that the active picture portion can be easily identified. Follow the screen prompts until *all* of the image is visible, with no ‘extra’ black along the edges.

SAVE INPUT TIMING

After timing adjustments have been completed, you must save the settings into the unit’s internal memory.

Type **RGBS** (the window #) (the “memory # 1-50”) There are 50 available “slots”.

POSITION WINDOW

Windows are sized and positioned on the View 6000 output screen using the WDR command. This command specifies an exact position and size for each window, based on the output screen resolution.

WDR <window#> <x> <y> <width> <height>

The<x> and <y> values determine the window’s horizontal and vertical start position. Coordinates of 0 0 would start to draw the window at the top left corner.

The <width> and <height> arguments represent the number of pixels wide and number of lines height of the destination rectangle. This size is based on the output resolution.

Example— Assuming an output raster of 800X600, place window 2 full screen :
Type **>WDR 2 0 0 800 600**

Example—Assuming an output raster of 800X600, size and position Window 2 to occupy only the lower right quadrant of the output screen:
Type **>WDR 2 400 300 400 300**

CROP OR ZOOM IMAGE

Windows can be cropped or zoomed using the **WSR**, or **WindowSourceRectangle** command. This command specifies the exact portion of the window that will be mapped to the output screen.

For RGB inputs, **WSR** default values are equal to the signals horizontal and vertical active measurements. For Video inputs, the defaults are 640 by 480 for NTSC, 768 by 576 for PAL.

WSR <window#> <x> <y> <width> <height>

The<x> and <y> values determine the source rectangle's horizontal and vertical start position. Coordinates of 0 0 would place the window's start position at the top left corner of the output screen.

The <width> and <height> arguments represent the number of pixels in width, and number of lines in height of the source rectangle. This size is based on the input resolution.

Example— Assuming an input signal of 800X600, set the unit to display all of window 2's active picture (default):
Type **>WSR 2 0 0 800 600**

Example— Assuming an input signal of 800X600, set the unit to display (zoom in on) only the lower right quadrant of Window 2:
Type **>WSR 2 400 300 400 300**

When a different signal is applied to an input, the unit will reset to the signals full horizontal and vertical active measurements. The command must be re-issued, if zoom is required.

ADJUST BRIGHTNESS

To adjust brightness, type **BRIght <window#> <-500..500>**

0 is the nominal setting

ADJUST CONTRAST

To adjust brightness, type **CONTrast <window#> <0...182>**

Available range is **<0...182>** for composite/s-video inputs.
Available range is **<88...118>** for RGB inputs.
100 is the nominal setting.