RTI VideoWall

Create/ Enable / Change Inputs and Remove the video Wall are all performed through driver commands on the Vanco EvolP Driver under programming

Create VideoWall - Creates a video wall on the EVO-IP

- **Wall Name** What you wish to call the VideoWall, this name needs to be a unique Id so this the EvoIP can distinguish between other wall you might have created.
- **Input** Select the Input from the dropdown
- **Size** [Width],[Height] example 2,2 will create a 2x2 video wall and 4,2 will create a 4x2
- **Output** the Receive numbers* to use in the wall go from left to right.

*Due in Setting of the Vanco EvolP Alias names you created, this number refers to the number in the Alias For Transmitter (input) devices: IN[number]-[name] For Receiver (output) devices: OUT[number]-[name]

example 1,2,3,4

1	2
3	4

...or...

example 3-5,1

3	4
5	1

Example to Create 3x2 called "ShopWall" Displaying input AppleTV on Output 1to6

Driver Commands	
Select Output Toggle Output Select Input (AV) [Preset Selection] Store Preset Recall Preset Selection [Video Wall]	^
Video Wall Create	
Video Wall Enable/Disable Video Wall Disable All Video Wall Delete Video Wall Switching	
[Reset]	
Reinitialise	
Reset Input	
Reset Output	
Reset All	
Reboot Input	
Reboot Output	
Reboot All	~
Wall Name	
ShopWall	
Input	
AppleTV	\sim
Size	
3,2	
Output	
1-6	

VideoWall Enable/Disable - Command to Enable and Disable the video wall

- Wall Name The name you called the wall in Create VideoWall
- Туре
 - Enable Video wall will display
 - **Disable -** Video wall will not display
 - Toggle Switches between states

VideoWall Disable All - Command to Disable All video walls

VideoWall Delete - Command to Deleting the video wall

- Wall Name - The name you called the wall in Create VideoWall

Example to Delete videowall called "ShopWall"



VideoWall Switching - Command to switch the input displayed on the video wall

- Wall Name The name you called the wall in Create VideoWall
- **Input** Select the Input from the dropdown

Example to switch "ShopWall" to Displaying input Sky

