

# **D4 Quick Start**



- Internal YUV4:4:4 processing •
- 12 Bit processing
- HDMI 2.0 compatible
- HDCP 2.X compliance
- DisplayPort 1.2 Compatible
- HDR Compatible
- 12G/6G/3G/HD/SD SDI input compatible
- 4K@60 outputs including HDMI 2.0, DisplayPort 1.2
- EDID management
- Up to 8K2K output splicing
- Independent PST, multiple pictures seamless switching
- Multiple operation mode
- Support for flip image •
- Support multiple cascade control •

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# Product Introduction

With standard any in and any out, D4 is so much more than 4K scale.

With multiple output modes, D4 is a very flexible solution across a range of applications whether for scaling, presentation switching, 4K distribution or broadcast.

Truly an All-In-One solution, D4 accept a wide range of input signals in a huge array of formats. Inputs can be converted, scaled, transcoded to standard to HDMI 2.0outputs or output to optional ports including DP1.2,12G/6G/3G/HD/SD SDI, Fiber port and HDBaseT.

With a built-in dual channel 4k scaler, D4 provides 12bit interface connection, with EDID management, HDCP2.X compliant and YUV4:4:4 10 bit color reproduce. Based on the flexible modular structure, D4 can be expanded to more connection or any connection in need, but not features only as a standard unit, besides its embedded and de-embeded audio processing capacity.

#### System Connection Diagram

This is the typical diagram for switcher and presentation application with multiple 4K/2K connection.



#### D4 System Connection Diagram



# Packing Configuration











#### Note:

AC Power Cable supplied as standard according to destination market. Upgrade tool package and user manual are stored in the USB disk, please keep it.



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# Hardware Orientation

# **Front Panel**



Button Instruction			
$\begin{array}{c c c c c c c c c c c c c c c c c c c $	Number button 0~9, use for scale, crop, zoom and custom setting	$ \begin{array}{c c} \hline IM1 \\ \hline IN2 \\ \hline 2 \\ \hline IN3 \\ \hline 6 \\ \hline 7 \\ \hline \end{array} $	Input signal source button
<b>D</b> 4	Show operation menu items	TP 5	Test pattern button
$ \begin{array}{c c} \underline{11}\\ \underline{3}\\ \underline{4}\\ \underline{13}\\ \underline{14}\\ \underline{9}\\ \underline{14}\\ \underline{9}\\ \underline{14}\\ \underline{9}\\ \underline{9}\\ \underline{14}\\ \underline{9}\\ \underline{9}\\ \underline{14}\\ \underline{9}\\ \underline{14}\\ \underline{9}\\ \underline{14}\\ \underline{9}\\ \underline{14}\\ \underline{14}\\ \underline{9}\\ \underline{14}\\ \underline{14}\\$	Layer selection button	Effect 0	Short cut button to open Effect menu
$\bigcirc$	Confirm and adjust OLED menu	SCALE	Scale button
MENU	Menu and back button	DIMMER	Dimmer button
PIP	Picture in Picture Button	FREEZE	Freeze Current Image
HDR	High Dynamic Rang Image button	TAKE	Switch from preset to program with transition effect





Chassis			
	2 input module slots, support DP1.2,12G		
1	SDI HDMI 2.0 and 3G SDI Input Module	4	Genlock In/Loop
	( The bottom slot support HDR)		
2	2 2 standard HDMI output (HDR Supported) 5	F	Communication connectors including:1 LAN
2		ſ	port, and 1 USB-B
2	1 output module slot, support 4K HDMI,DP	6	Dowor switch
5	12G SDI and 3G SDI output modules		Power switch
		7	Power socket
		/	



# Menu Structure





# Use Your Product

### **Output Setting**

D4 system is default in English, after Initializing, the device will enter the main interface.

습 <b>ሪ</b> ዛ	
	1920 X1080@60
	1920 X1080@60
D	1920 X1080@60
	1920 X1080@60
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Press MENU button and enter the the menu item. Rotate the knob and select Output

Input	>>
>Output	>>
Customize Format	>>
View	>>
Transition	>>

In Output sub-menu, there are items as follows:

Output Info Output Format Genlock	>> >> >>
Effects	>>
Output Adjust	>>
Audio	>>

1. Output Info: output resolution, signal type, greyscale, color space etc

Output 1:	HDMI 2.0
3840x2160@5	50
HDMI Mode	HDMI
Bits	8Bits>>
Color Space	YUV

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No HDR Support	:
Output 2:	HDMI2.0
3840x2160@50	
HDMI Mode	HDMI
Bits	8Bits>>
Color Space	YUV
No HDR	
Output 5.	DF 1.2
3840x2160@50	
BILS	8BILS>>
Color Space	YUV

2. **Output Format:** users can rotate the knob to choose desired output resolution from 60 types of normal resolutions up to 4096x2160@60



#### 3. Custom Format

In the first page of MENU items, there is **Customize Format** available.

Input	>>
Output	>>
>Customize Format	>>
View	>>
Transition	>>

Users can custom output resolution by input numbers on the front panel.



Turn the knob to resolution line and press the knob ">" (arrow )change to "\*" (star ) put in the numbers for width value, then press the knob to confirm the number.



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Put in the numbers for height and frame rate in the same way. For example setting resolution 2560x1152@60, here are the steps:



Note: The number buttons turning green indicate that users can use button to key in numbers.

4. Genlock: users can turn on or off Genlock and set Genlock Format.



Users can turn the knob to choose Genlock Y or Frame lock and choose Genlock Resolutions.

5. **Output Adjust:** users can turn on HDR adjust here.

Output 1: HDMI Mode Bits Color Space	HDMI 8Bits YUV
Output HDR	ON
Output 2:	
HDMI Mode	HDMI
Bits	8Bits
Color Space	YUV
Output HDR	ON

Note: HDR require input source device and processing device and display device, all need to support HDR otherwise the HDR adjust cannot work.

Here is contrast example of before and after HDR adjust



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Before HDR ON

After HDR ON



6. Effects: users can set output image effects here. To open up Effect menu, just press Effect button

the front panel.

Layer	N/A
Brightness	>>
Contrast	>>
Chroma	>>
Black&White	OFF

Layer: to choose Layer A or Layer B as the main picture for PIP and to swap layer.

**Brightness:** ranging from -1024 to 1024, users can not only adjust the overall brightness but also the brightness of R,G,B, each ranging from -1024 to 1024

>Brightness	1024
Brightness R	1024
Brightness G	1024
Brightness B	1024

Contrast:range from 0-399 Chroma:range from 0-399 Black&White: On/Off

Hue	180
Color Temp	6500K
Gamma	Gamma 1.0
H Sharpness	0
V Sharpness	0

Hue: rang from -180 to 180

Color Temp:rang from 6500K to 9300K

Gamma: select from Gama 1.0, Gamma 1.8, Gamma 2.2, Gamma 2.6

H Sharpness: adjust horizontal sharpness, rang from -10 to 10

V Sharpness: adjust vertical sharpness, rang from -10 to 10





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Noise Reduction	>>
Flip V	OFF
Flip H	OFF
Reset	OFF

Noise Reduction: 6 noise reduction made available.Each rang from 0 to 3.

Horizontal NR Vertical NR Temporal Block NR	0 0 0 0
Mosquito NR	0
Combing NR	0

Flip V: vertical flip On or Off Flip H: horizontal flip, on or Off

**Reset:**On or Off, select on to reset all above parameter.

7. Audio: select the output port for audio, users can choose Auto or output from Port 1 to Port 4.





# Input Setting

1. Input Info: shows the input info of each input port as input resolution, Color Space(RGB/YUV) and HDR.

No Input No HDR	
No HDR	
RGB	

#### 2.Sizing Adjust:

1) adjust input size and position.

	H Size	1408
	V Size	832
	H Pos	0
	V Pos	0
	Reset Size	OFF
1		
	MASK TOP	>>
	MASK TOP MASK BOTTOM	>> >>
	MASK TOP MASK BOTTOM MASK LEFT	>> >> >>
	MASK TOP MASK BOTTOM MASK LEFT MASK RIGHT	>> >> >> >>

2)Crop input source.

3.EDID Management: Select EDID destination port and source. Custom EDID is available.

RESET MASK

Destination	Port 1
>Source:	RGB4K

Destination Port: select from 1 to 4

Source:RGB4K,FOLLOW,CUSTOM,RESET

Choose CUSTOM to Customize Format for input.





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# **Transition Setting**

- 1. Mode: to select the transition mode for for switching. Cut or Fade available.
- 2. Duration: the duration time of transition. If under Fade Mode, duration time range from 0.0-2.0s

Cut
Invalid

### **Test Pattern**

- 1. Type: Users can choose OFF to disable test Pattern, or choose Pure Color or Color Bar as test pattern
- 2. Red,Green,Blue:RGB value for test pattern, each one range from 0 to 255

Color Bar
255
255
255

TP button on the front panel is the short cut button to open Test Pattern menu.

# View (Save&Load)

Save To	>>
Load From	>>

1. Save To: save settings made above to Save\_1,2,3...16, use knob to choose SAVE 1,2,3...16



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Save To	
>	Save_1

2. Load From:load saved settings from Save\_1,2,3...16, use knob to choose Load 1,2,3...16

Load From	
>	Save_1

# System

System Info	>>
System Mode	Standard
Language 语言	ENG
Lock Front Panel	>>

1. **System Info:** show MCU version, Serial Number, and IP address of the device.

MCU Version	1.8
SN	0504
192.168.000.058	

- 2. System Mode: PIP, Switch, Standard, Presentation,
- 3. Language 语言: To select English or Chinese .To quick switch language between Chinese and English, long





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4. Lock Front Panel

Lock Front Panel Yes <OK>, No <Menu>

# Tech Support

show the contact info of RGBlink

Sales Hotline: 4008-592-114 After-Sale Service: 4008-592-315 sales@rgblink.com

### **Factory Reset**

Factory Reset YES<OK>,NO<MENU>



Press Scale Button Scale Scale Setting menu as follows:

Channel	СН 1
H Size	3840
V Size	2160
Ratio	3840
H Pos	0
	0
V POS	
Reset	OFF

- 1. Channel: choose from CH.1/CH.2/CH.3/CH.4
- 2. H SIZE: set the horizontal pixels of output image
- 3. V SIZE: set the vertical pixels of output image

**4. Ratio:** Set the scale ratio by putting in the horizontal width, the vertical height will be auto adjusted according to the ratio of new width/old width.e.g. Set ratio as 1920 and the first width is 3840, the height will be automatically adjusted to 1080.

- 5. H POS: set the horizontal position of image
- 6. **V POS**: set the vertical position of image
- 7. **RESET:** If operation is not proper, turn knob to <RESET> and start over.

### **PIP Button**



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- 1. PIP: select On or Off
- 2. Layer: select layer A or B as main picture.

### **DIMMER Button**

DINMER

Press Dimmer Button on the front panel to set Dimmer value or long pressing Dimmer button the value

can immediately skip from 0 to 128.



Dimmer range:0-128

### **HDR Button**

Press HDR button on the front panel to activate HDR feature:

ON
Ch.1
ON

Input Port:select from Port1 , Port 2, Port 3, Port 4 In (input) HDR Support On or Off Output Port:select from Ch.1 or Ch.2 Out(input) HDR Support On or Off



# CONTACT INFORMATION

# Warranty:

All video products are designed and tested to the highest quality standard and backed by full 3 years parts and labor warranty. Warranties are effective upon delivery date to customer and are non-transferable. RGBlink warranties are only valid to the original purchase/owner. Warranty related repairs include parts and labor, but do not include faults resulting from user negligence, special modification, lighting strikes, abuse(drop/crush), and/or other unusual damages.

The customer shall pay shipping charges when unit is returned for repair.

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