# Brick–2 Videowall Processor

# Array Formats

# Overview

- This document describes how different videowall arrays can be supported using the Brick-2 processor.

- The diagrams indicate which processor outputs are mapped to which monitors using standard configuration files provided with the processor.

- The Brick-2 processor has <u>fully flexible array mapping</u> capability

  – Any monitor can be mapped to any position in the magnified image.

- These are examples - users can generate their own configuration files to support different formats as required.

# Users can create different array formats using simple mapping scripts

- The Brick-2 processor can display one big picture on the array, combined with single images on individual monitors

- Each additional processor can support an additional big picture, hence a 6x5 array using two 4x4 processors mapped correctly, can display 2 different 3x3 images side by side, with single im

- Multiple video inputs to each processor simplify switching between single huge picture and multiple big pictures
  - An example is given at the following URL
    - www.mediat.co.uk/technote_array_app1.pdf

- Contact us if you have any queries
    - support@mediat.co.uk

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# Example arrays with 4x4 Brick Processor

| 1 | 2 | 3 |
|---|---|---|
| 5 | 6 | 7 |
| 9 | 10 | 11 |

| 1 | 2 | 3 | 4 |
|---|---|---|---|
| 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 |

| 1 | 2 |
|---|---|
| 5 | 6 |

| 1 | 2 |
|---|---|
| 5 | 6 |
| 9 | 10 |
| 13 | 14 |
| 3 | 4 |
| 7 | 8 |
| 11 | 12 |
| 15 | 16 |

| 1 | 2 | 3 | 4 | 13 |
|---|---|---|---|---|
| 5 | 6 | 7 | 8 | 14 |
| 9 | 10 | 11 | 12 | 15 |

| 1 | 2 | 3 |
|---|---|---|
| 5 | 6 | 7 |
| 9 | 10 | 11 |
| 13 | 14 | 15 |
| 4 | 8 | 12 |

| 1 | 2 | 3 | 4 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|
| 5 | 6 | 7 | 8 | 13 | 14 | 15 | 16 |

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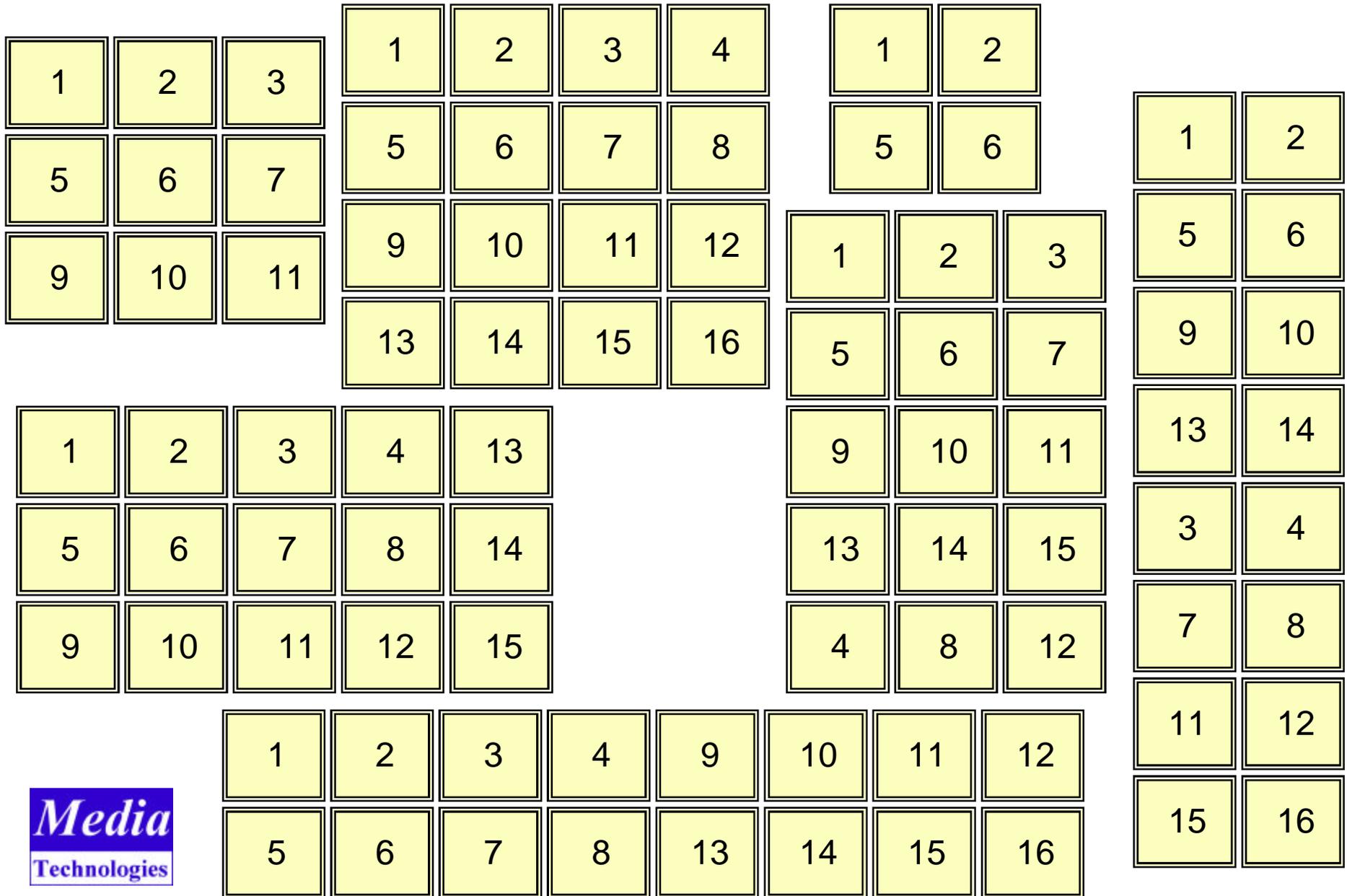
# Example arrays with 5x5 Brick Processor

| 1 | 2 | 3 | 4 | 17 |
|---|---|---|---|----|
| 5 | 6 | 7 | 8 | 18 |
| 9 | 10 | 11 | 12 | 19 |
| 13 | 14 | 15 | 16 | 20 |
| 21 | 22 | 23 | 24 | 25 |

| 1 | 2 | 3 | 4 | 17 | 21 |
|---|---|---|---|----|----|
| 5 | 6 | 7 | 8 | 18 | 22 |
| 9 | 10 | 11 | 12 | 19 | 23 |
| 13 | 14 | 15 | 16 | 20 | 24 |

| 1 | 2 | 3 | 4 | 13 | 14 | 15 | 16 |
|---|---|---|---|----|----|----|----|
| 5 | 6 | 7 | 8 | 17 | 18 | 19 | 20 |
| 9 | 10 | 11 | 12 | 21 | 22 | 23 | 24 |

# More example arrays with 5x5 Brick Processor

| 1 | 2 | 3 | 4 |
|---|---|---|---|
| 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 |

| 1 | 2 | 3 |
|---|---|---|
| 5 | 6 | 7 |
| 9 | 10 | 11 |
| 13 | 14 | 15 |
| 4 | 8 | 12 |
| 16 | 17 | 18 |
| 19 | 20 | 21 |
| 22 | 23 | 24 |

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# Example arrays with two 4x4 Brick Processors
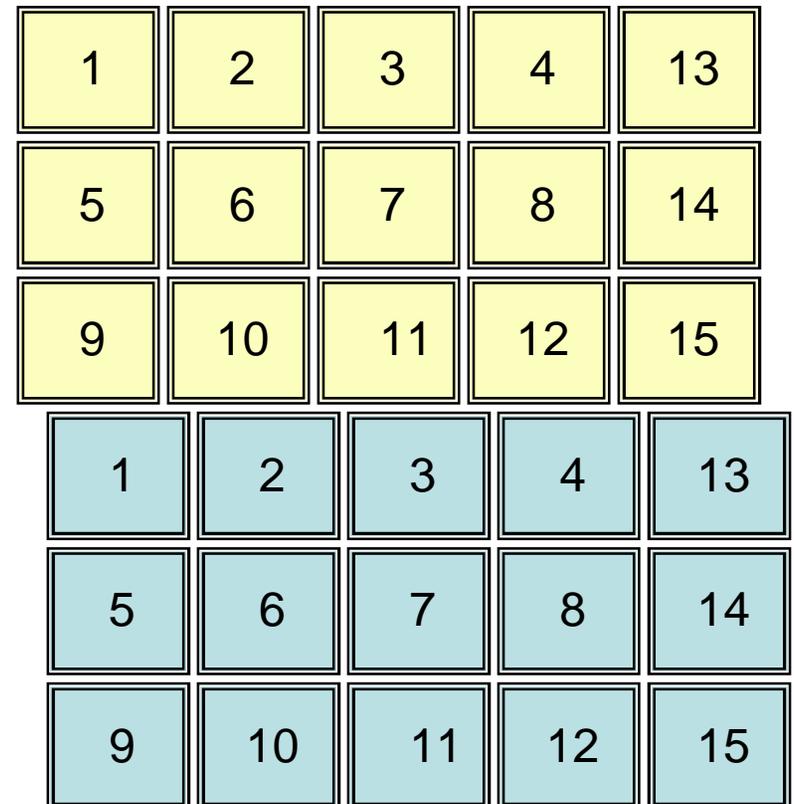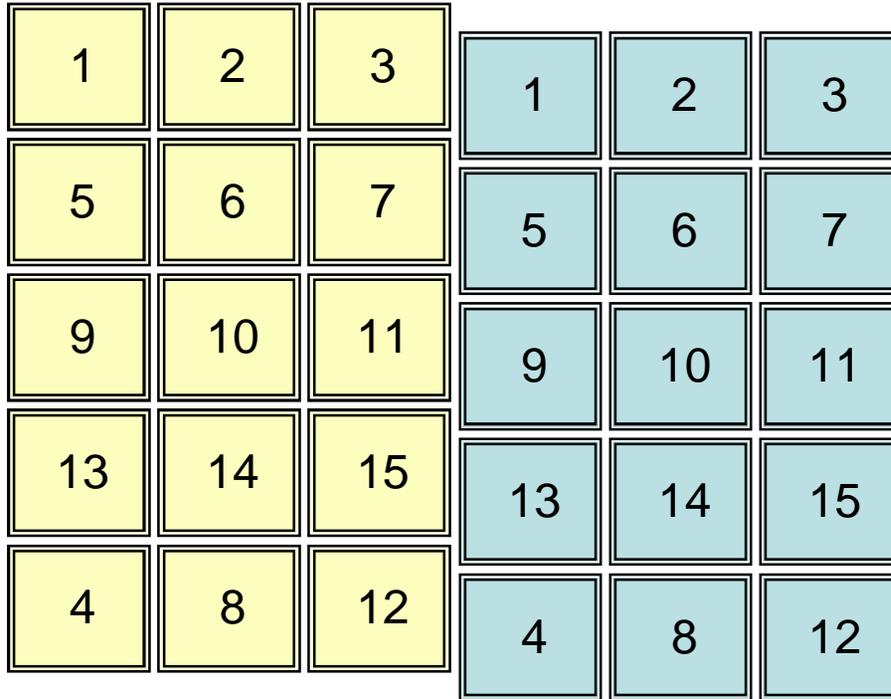


**4x4 Processor**

**4x4 Processor**

# Example 6x6 array with 4x4 plus 5x5 Brick Processors



| 1 | 2 | 3 |
| 5 | 6 | 7 |
| 9 | 10 | 11 |
| 13 | 14 | 15 |
| 4 | 8 | 12 |

| 1 | 2 | 3 |
| 5 | 6 | 7 |
| 9 | 10 | 11 |
| 13 | 14 | 15 |
| 4 | 8 | 12 |

| 16 | 17 | 18 | 19 | 20 | 21 |

**4x4 Processor**

**5x5 Processor**

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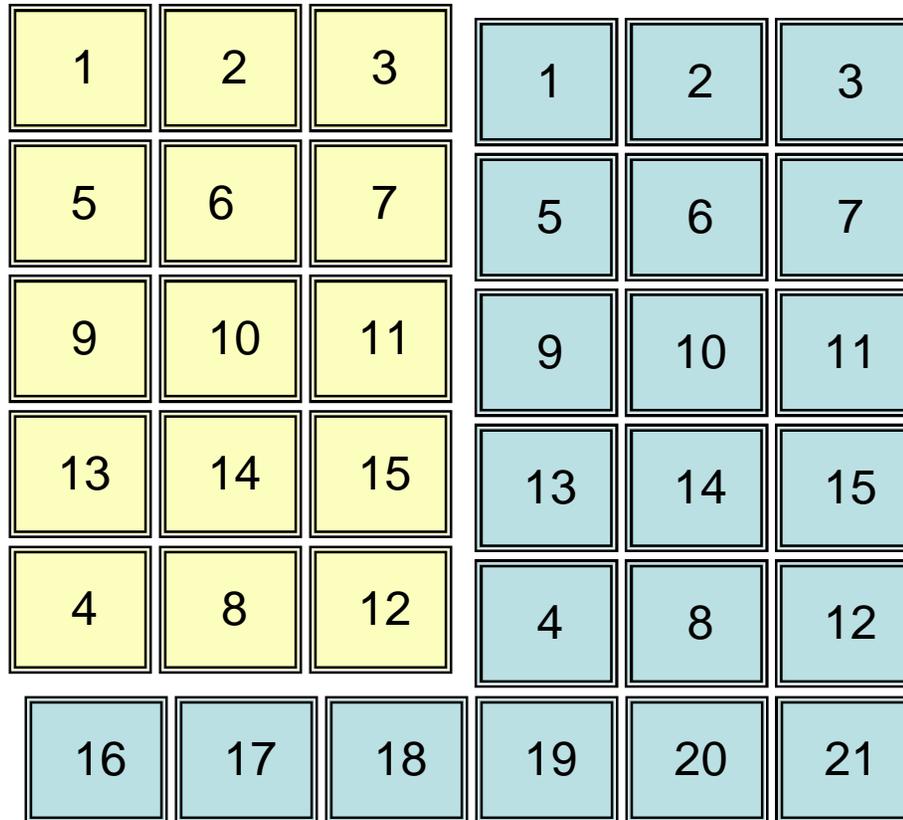
# Example 8x5 array with 4x4 plus 5x5 Brick Processors

| | | | |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 |

| | | | |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 |

| 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
|----|----|----|----|----|----|----|----|

**4x4 Processor**

**5x5 Processor**

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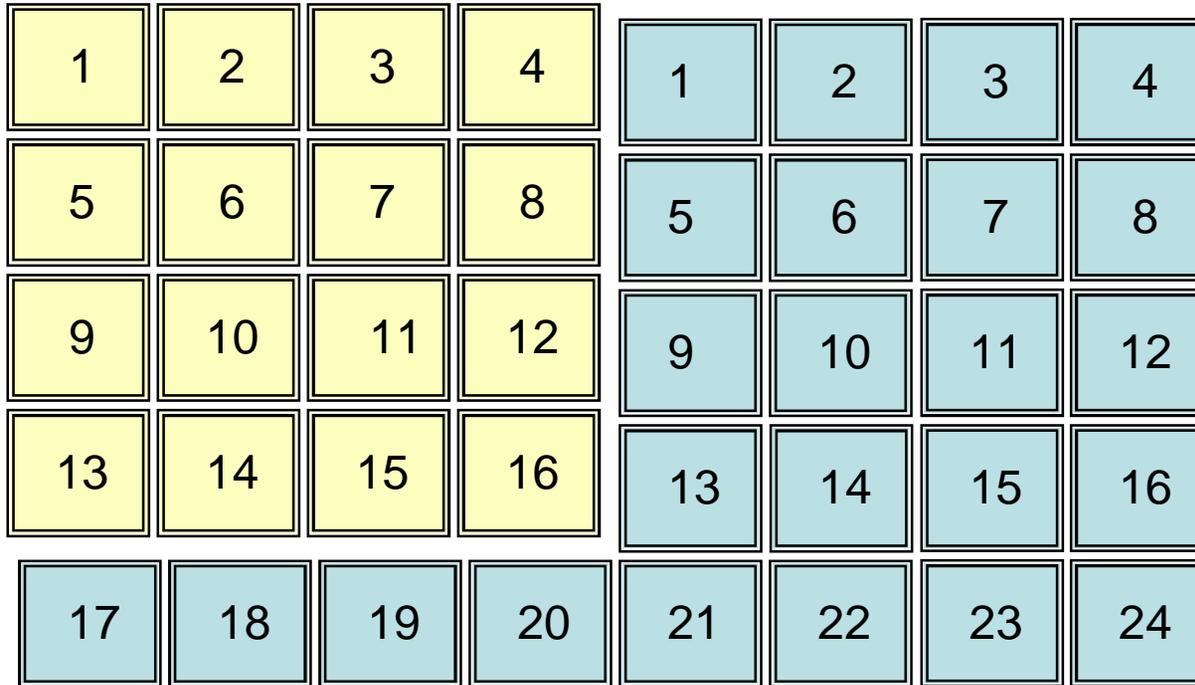
# Example 5x8 Array with 5x5 plus 4x4 Brick Processors

| | | | | |
|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 17 |
| 5 | 6 | 7 | 8 | 18 |
| 9 | 10 | 11 | 12 | 19 |
| 13 | 14 | 15 | 16 | 20 |
| 21 | 22 | 23 | 24 | 25 |

| | | | | |
|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 13 |
| 5 | 6 | 7 | 8 | 14 |
| 9 | 10 | 11 | 12 | 15 |

**5x5 Processor**

**4x4 Processor**

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# Example 7x7 Array with two 5x5 Brick Processors



| Yellow (5x5 Processor) | | | | Blue (5x5 Processor) | | |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 1 | 2 | 3 |
| 5 | 6 | 7 | 8 | 4 | 5 | 6 |
| 9 | 10 | 11 | 12 | 7 | 8 | 9 |
| 13 | 14 | 15 | 16 | 10 | 11 | 12 |
| 17 | 18 | 19 | 20 | 13 | 14 | 15 |
| 21 | 22 | 23 | 24 | 16 | 17 | 18 |
| 19 | 20 | 21 | 22 | 23 | 24 | 25 |

**5x5 Processor**

**5x5 Processor**

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# 8x6 Array with two 5x5 Brick Processors

| | | | |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 |

| | | | |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 |
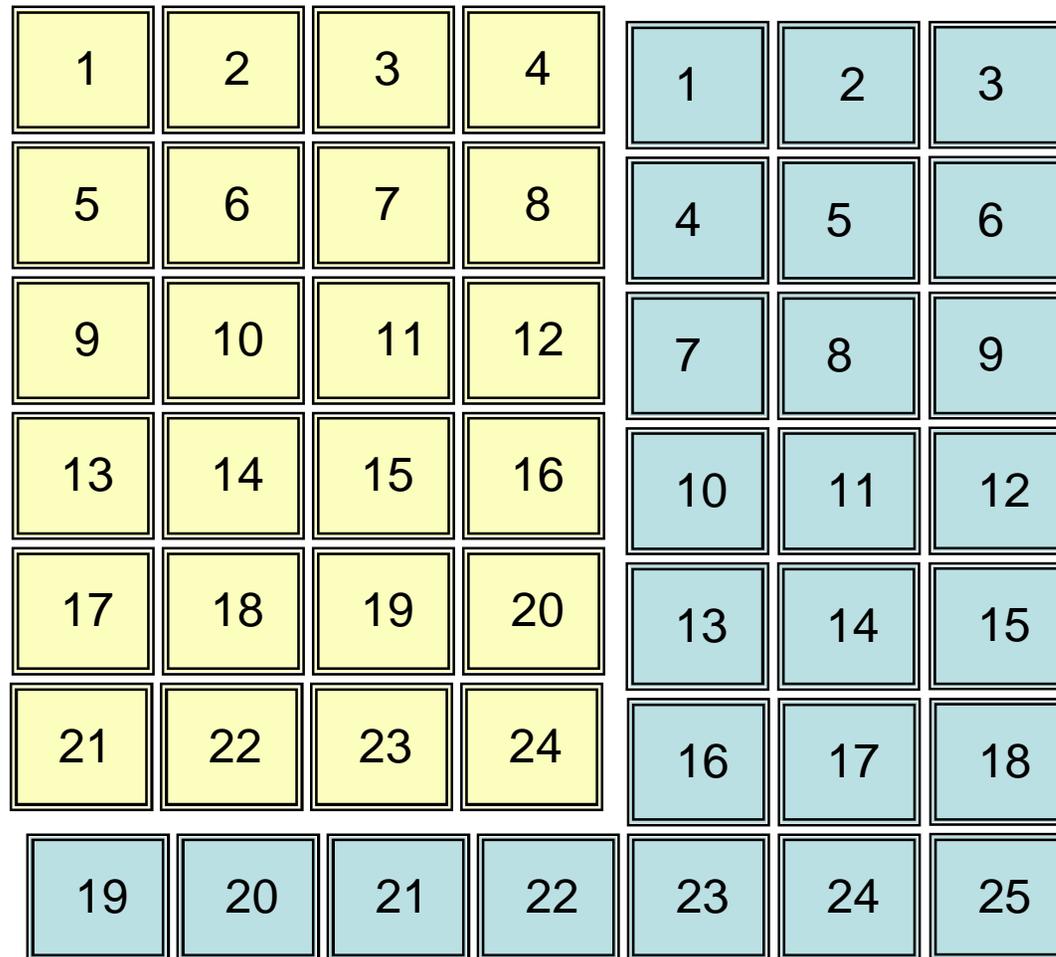
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**5x5 Processor**

**5x5 Processor**

# 6x8 Array with two 5x5 Brick Processors

| | | | | | |
|---|---|---|---|---|---|
| 1 | 2 | 3 | 1 | 2 | 3 |
| 5 | 6 | 7 | 5 | 6 | 7 |
| 9 | 10 | 11 | 9 | 10 | 11 |
| 13 | 14 | 15 | 13 | 14 | 15 |
| 4 | 8 | 12 | 4 | 8 | 12 |
| 16 | 17 | 18 | 16 | 17 | 18 |
| 19 | 20 | 21 | 19 | 20 | 21 |
| 22 | 23 | 24 | 22 | 23 | 24 |

**5x5 Processor**

**5x5 Processor**

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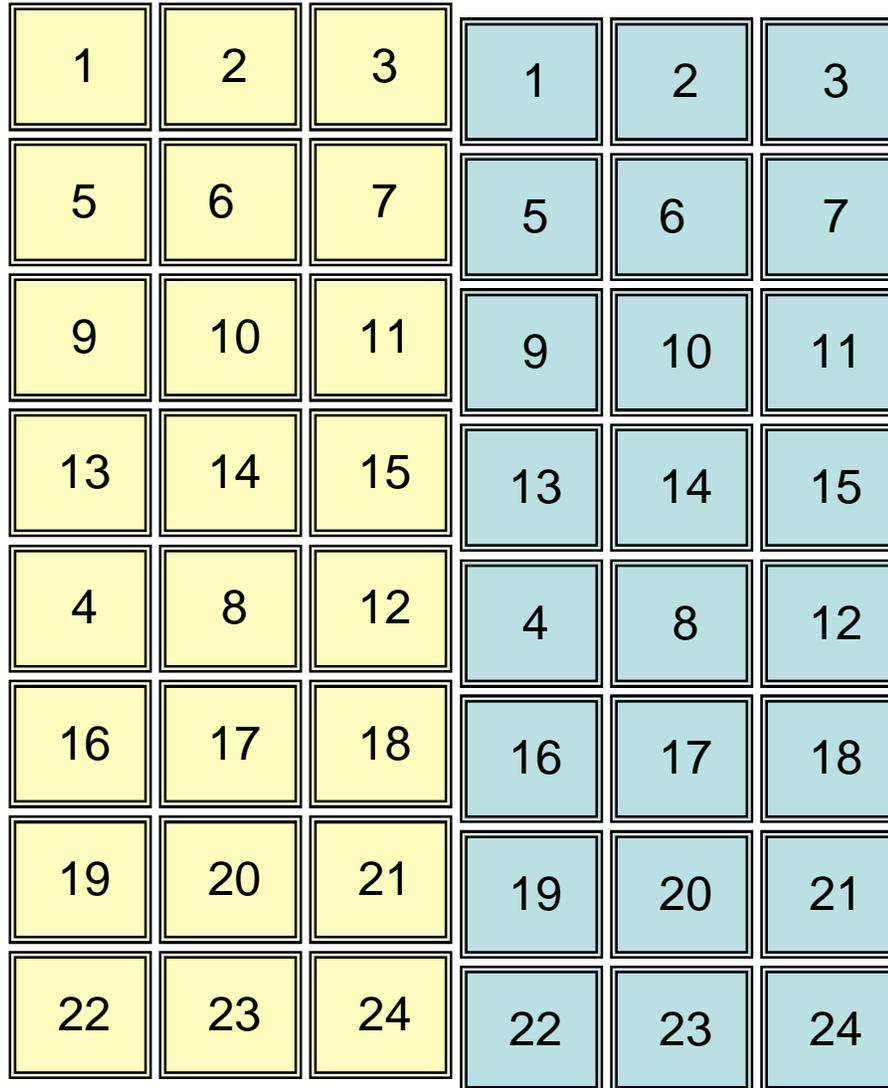
# Example 8x8 array with 3 Brick Processors

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 | 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 21 | 22 | 23 | 24 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 9 | 10 | 11 | 12 |
| 5 | 6 | 7 | 8 | 13 | 14 | 15 | 16 |

**5x5 Processor**

**5x5 Processor**

**4x4 Processor**

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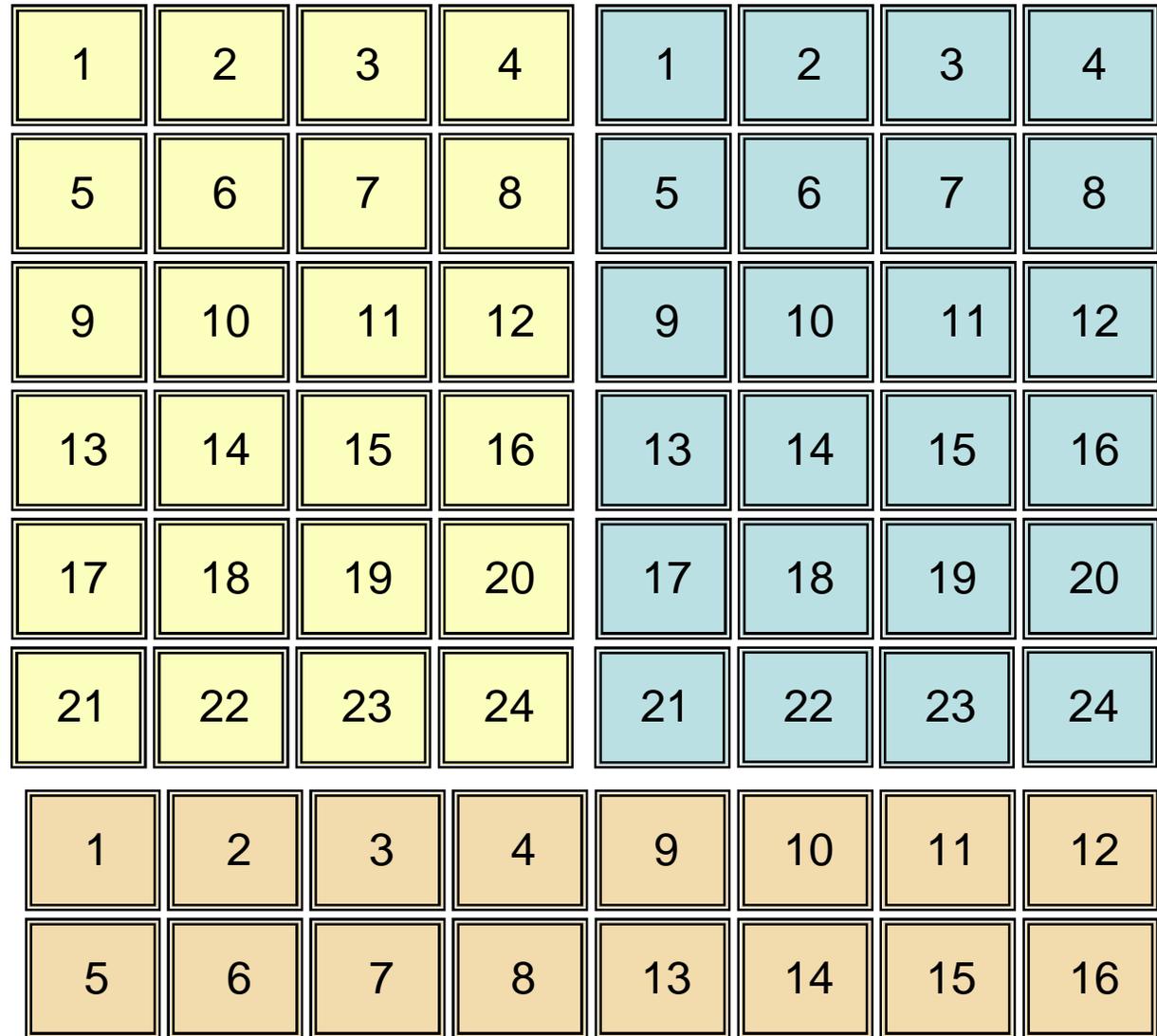
# Pyramid and other videowall arrays

- The following Pyramid Array formats are customised for individual customer applications.

- They are not supported on standard processors.

- Consult us if you are interested in Pyramid Array formats, or other array formats such as circular arrays.

  - support@mediat.co.uk

# Pyramid Array with 4x4 or 5x5 Brick Processor



**4x4 or 5x5 Processor**

**Additional Outputs Available with 5x5 Processor**
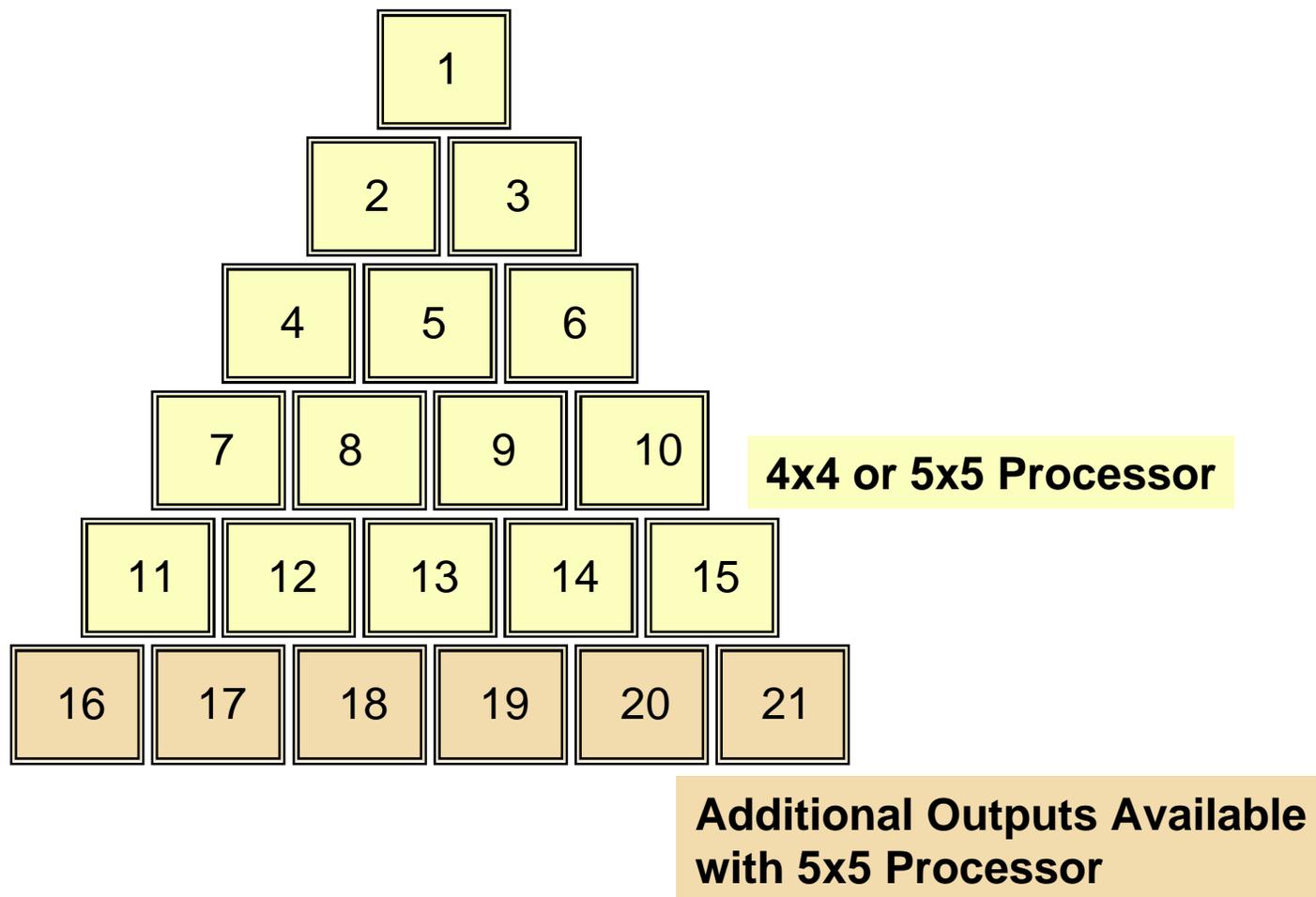
# Pyramid Array with two 4x4 Brick Processors



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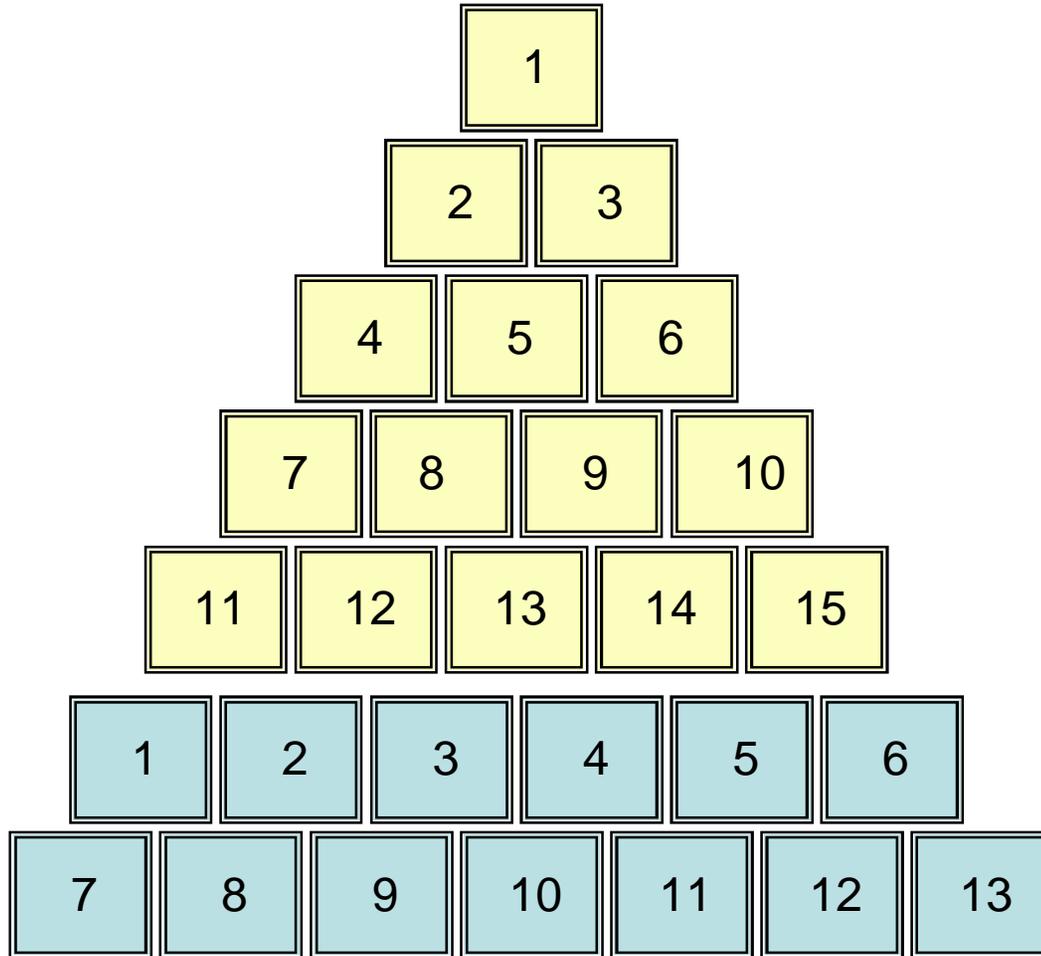
4x4 Processor

4x4 Processor

# Pyramid Array with 5x5 plus 4x4 Brick Processor