



Brick-2 Videowall Processor

Picture in Picture 5x5

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Script creation

- Using the control software and the SEQUENCES ADD function create two new buttons:-

Legend: 3x3 PIP 5x5

File: 3X3PP5X5.SEQ

Legend: Restore 5x5

File: REST5X5.SEQ

- The script files are embedded here – they are text files
- Copy them to the directory where your examples are located, typically c:\brick2\examples



C:\BRICK2\
EXAMPLES\3X3PF



C:\BRICK2\
EXAMPLES\REST

Downloading to processor for power-up or Effect switch selection

- Using **SEQUENCES DOWNLOAD**, send the sequences to the processor, these will be saved with the extension .SFB in the processor flash memory as follows:-

3X3PP5X5.SFB

REST5X5.SFB

- You should see these files in the processor flash memory using the **CONFIGURE CONTROLLER LIST** command.
- Using the **CONFIGURE CONTROLLER MAP** command edit the processor mapping file as follows (case sensitive):-
 - Change the line 1 = xxxx.SFB to 1 = 3X3PP5X5.SFB
 - Change the line 2 = yyyy.SFB to 2 = REST5X5.SFB
- When you exit you will be prompted to overwrite the existing file, click Y
- You should now be able to select 1 or 2 on the Effect rotary switch
 - Push the Select switch to manually invoke these files without PC connected.
- Don't forget to set the Effect switch back to 0 for default 5x5 power-up, unless you wish the picture in picture mode to be the power-up default, then leave the Effect switch in position 1.