Special Boot Configurations

Standard video wall configurations like 3x3, 4x4 etc. are easily configured using the standard features of the software. For standard configurations, the Effect switch on the processor front panel must be set to 0 (zero), and the Split switch on the processor front panel used to set the default magnification on boot (Split switch = 2 = 2x2, etc.).

If a non-standard configuration is required, the user must create a script that sets the processor to the required configuration, download it to the processor, then map it to a number of the Effect switch other than zero.

The procedure is as follows.

CREATING BOOT CONFIGURATION SCRIPT

The easiest way is to create a new Button using the Buttons menu and using the built-in editor cut and paste script fragments from the example scripts to create your special configuration script.

Give your new button file a DOS friendly name (8 name, 3 extension, upper case) as the processor Flash filing system is like DOS and will truncate Windows file names which will get confusing.

Test your configuration script by running the button with the processor and watching your video wall. When you are happy the script does what you want, download it to the processor by clicking on "Install" then the button. This will convert the text-based script into a compressed format and download it to Sector 3 of the processor flash memory with the filename given the suffix .SFB.

The next step will be to map the downloaded script to the Effect switch using a special text file located in Sector 2 of the processor flash memory called $IRMAP.TXT.

CHANGING $IRMAP.TXT

The format of this $IRMAP.TXT is very simple. Here is an example.

```
; Downloaded sequences mapping file
; Maps downloaded sequences (.SFB files) to
; Effect switch on front panel, or ASCII
; characters sent from a PC using Hyperterm
; or similar terminal program

; File format   :  Effect code [0:15 ] = sequence.sfb
; ASCII Mapping : 'keyboard character' = sequence.sfb

; Keycode/Panel-switch Mappings (do not use ZERO)
; Test using keypad option under sequences menu

1  = SINGLES.SFB
2  = BIGPIC32.SFB

; ASCII Mappings
'0' = SINGLES.SFB
'1' = BIGPIC32.SFB
```

This example will set the video wall to single images if the Effect switch is set to 1. Or it will display a 3x2 anamorphic image if the Effect switch is set to 2.

SINGLES.SFB and BIGPIC32.SFB are scripts you previously downloaded to Sector 3 of the processor.

Processors are shipped with a default version of $IRMAP.TXT located in Sector 2 of the processor Flash memory.

      Exit the Buttons menu and click Flash.
      Click on Sector 2.
      Highlight the file $IRMAP.TXT
      Click Edit.
      This will upload the file and open an editor window.

You can now edit the mappings as described above.

After you have done your edits, close the editor and allow the file to be saved, this will download the new file to the processor.

Test that the your configuration scripts are now mapped correctly by setting the Effect switch to the number you mapped your script to, and reboot the processor.

END.