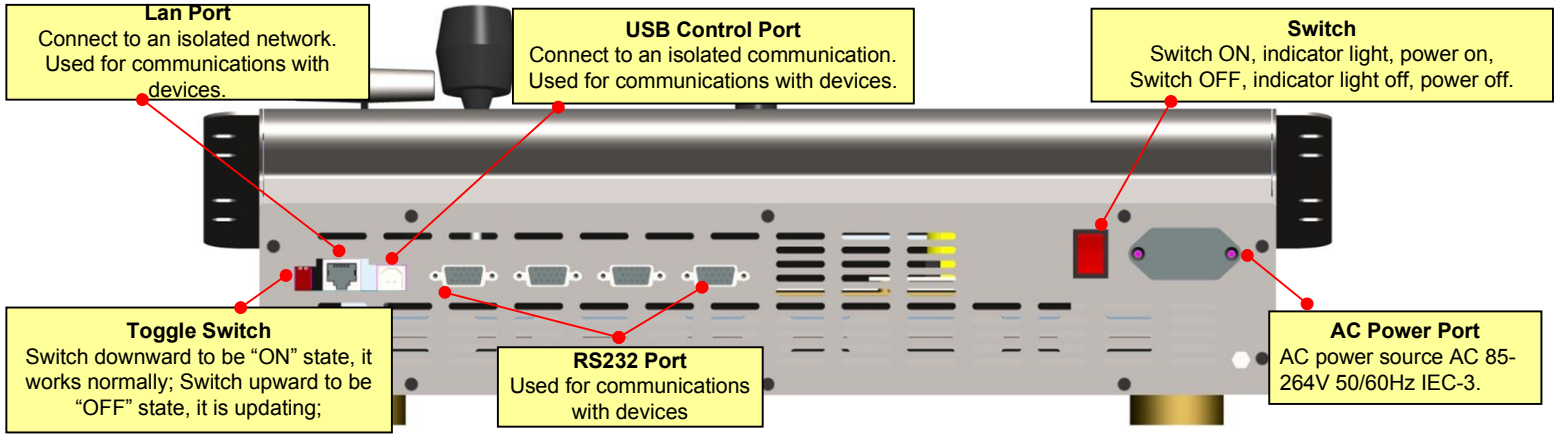
DAZZLE CP 2048 Quick Start



This product is intended to operate from a power source between 85~264 volts rms. This product is only workable under correct power condition and well grounded state. First to set up the IP of controlled devices to be correct without repetition; when system power on, set up the IP or COM ports of all controlled devices to ensure all devices communicating well.

1. **System power on**
   AC 85-264V 50/60Hz IEC-3 power port
   switch ON, indicator light, power on.
   switch OFF, indicator light off, power off.
2. **Factory reset**
   Perform a complete factory reset on all controlled devices.
3. **IP setup**
   Set up IP of the to be controlled device via touch screen.
4. **RS232 setup**
   Set up RS232 of the to be controlled device via touch screen.
5. **Router setup**
   Set up your system's routing switchers to choose IP.
6. **Touch screen calibration**
   Calibrate the Controller's Touch Screen display.
7. **Z-axis lock**
   Joystick lock for use, and unlock to use.
8. **T-BAR lock**
   Lock for use, and unlock to use.
9. **Buttons lock**
   Lock for use, and unlock to use.
10. **Low voltage "script" light switch**
    Switch to control low voltage "script" light
11. **Programming setup**
    Program input signal of the controlled devices via CP2048.
12. **Save the setup**
    Save the state of the Controller in non-volatile memory
13. **Load save modes**
    Load the save modes to the controlled devices.
14. **Operation destination setup**
    Set up the system's operation destinations, include Aux.
15. **Output format setup**
    Configure the output format via CP 2048.
16. **Program setup**
    Set up the size and effects of Program output via CP 2048.
17. **Preview setup**
    Set up the size and effects of Preview output via CP 2048.
18. **DSK setup**
    Set up DSK to an active layer.
19. **PIP setup**
    Set up multiple pictures/ overlay pictures presentation.
20. **Background setup**
    Set up the background sources.

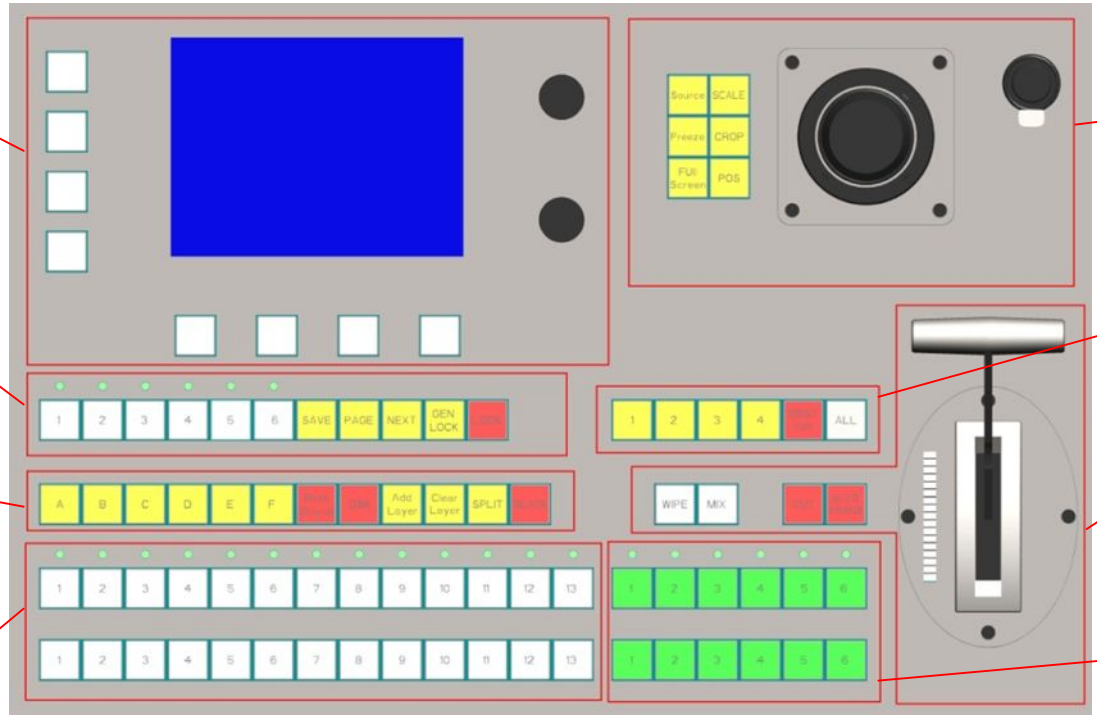
Add: S603-604 Weiye Building Torch Hi-Tech Industrial Development Zone Xiamen, Fujian Province, P.R.C
Tel: 00865925771197 Fax: 00865925771202
Email: sales@rgblink.com Website: http://www.rgblink.cn

Touch Screen Menu Section
Used for system configuration, setup and operational adjustments, such as PIP.

Presets Section
Stores and recalls controller setups. 36 Presets are available 1~6 pages of 6 Presets each.

Layer Functions Section
When a layer is active, buttons in this section apply, enabling you to change the layer's mode and adjust the source.

Source Selection
Selects the sources that are routed to PIP. Buttons are provided for both analog and SDI sources.



Joystick Section
Includes a 3-axis Joystick and dedicated buttons that enable you to adjust PIP and many additional system parameters.

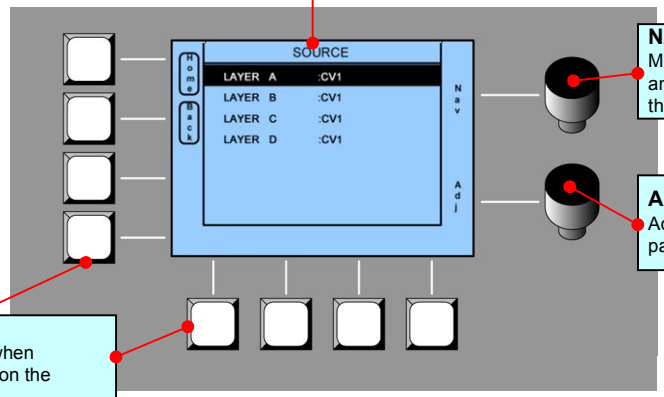
Destinations / Aux
CP 2048 can control one or more VSP seamless switchers.

Transition Section
Enables you to select a transition type, and perform a Preview-to-Program transition. Use the **T-Bar** for manually mixing sources.

Output Control Section
Control Preview 1 and Program 2.

1 Touch Screen Menu Section

Four ways to access a function or a menu:
- Touch a button on the Touch Screen
- Press the **Softkey** adjacent to a label
- Use **NAV** to move the highlight, then **ADJ**
- Touch a line to move the highlight, then **ADJ**



NAV
Move the highlight up and down, or adjust the labeled parameter.

ADJ
Adjust the highlighted parameter.

Softkeys
Softkey labels (when present) appear on the Touch Screen .

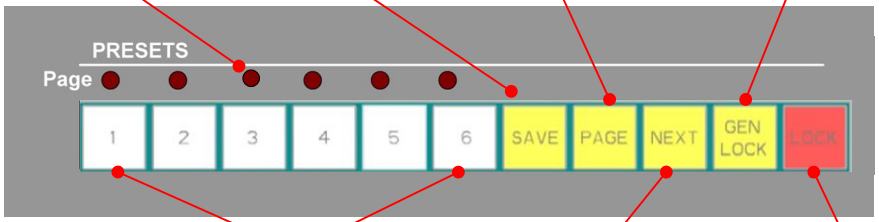
2 Presets Section

Red LED
When lit, indicates current "page" of Presets

Press 1-6 to light and save Preset.

Press 1-6 to light and select page.

Genlock function, output will be sync to the reference input timing.

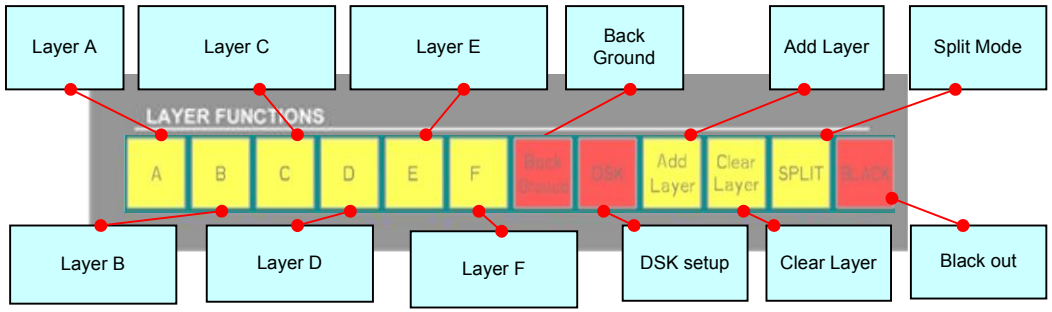


Press to recall a Controller setup (a "Preset") to Preview. Each button represents a single "look" .

Jump to the next valid Preset.

Lock front panel button.

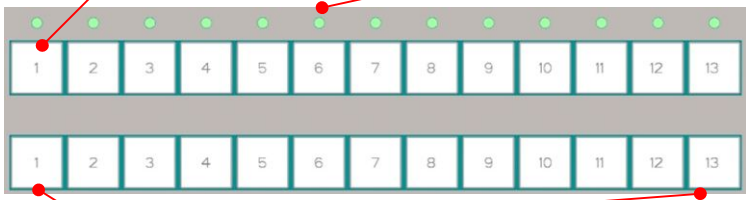
3 Layer Functions Section



4 Source Selection

Each button is an input that can be assigned to a PIP or Aux destination

Green LEDs
Solid: Source is on Program, associated destination is enabled
Blinking: **Split** is Off. Layer is on Program, opposite Layer on Preview



Source Selection Bar
Blinking: Source on Preview, blinking layer active for modification
Solid: Source on Preview, layer not active for modification

5 Joystick Section

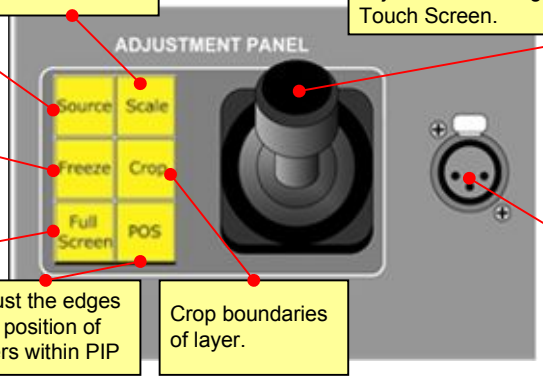
Adjust the size of layers within PIP

Adjust the selected PIP. **X-Axis** (left/right), **Y-Axis** (up/down), **Z-Axis** (size). **Z-Axis** also adjusts value of highlighted parameter on Touch Screen.

Adjust source within PIP or layer

Freeze the active layer on Program

Take active layer to full screen



Connect to low voltage "script" light.

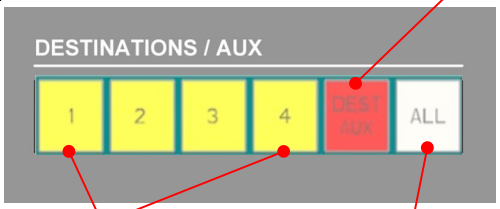
Adjust the edges and position of layers within PIP

Crop boundaries of layer.

6 Destinations / Aux

CP 2048(V1.4) can control many seamless switchers, such as VSP 729, VSP 3600, VSP 5360 simultaneously.

Press to select two or more destinations simultaneously

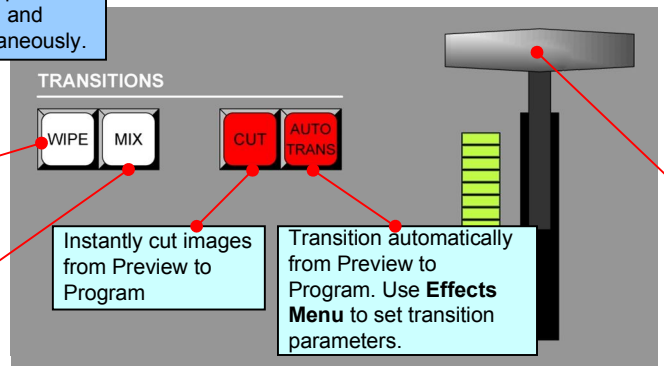


Press 1~4 to program IP to corresponding controlled device.

Press to select all destinations. Double-punch to turn all off.

7 Transition Section

WIPE and MIX effects can be assigned on a per destination basis, and performed simultaneously.



Select wipe as the current transition type

Select mix as the current transition type

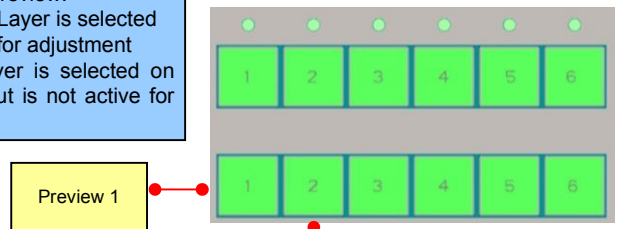
Instantly cut images from Preview to Program

Transition automatically from Preview to Program. Use **Effects Menu** to set transition parameters.

T-Bar
Manually transition sources to/from Program, based on current transition type.

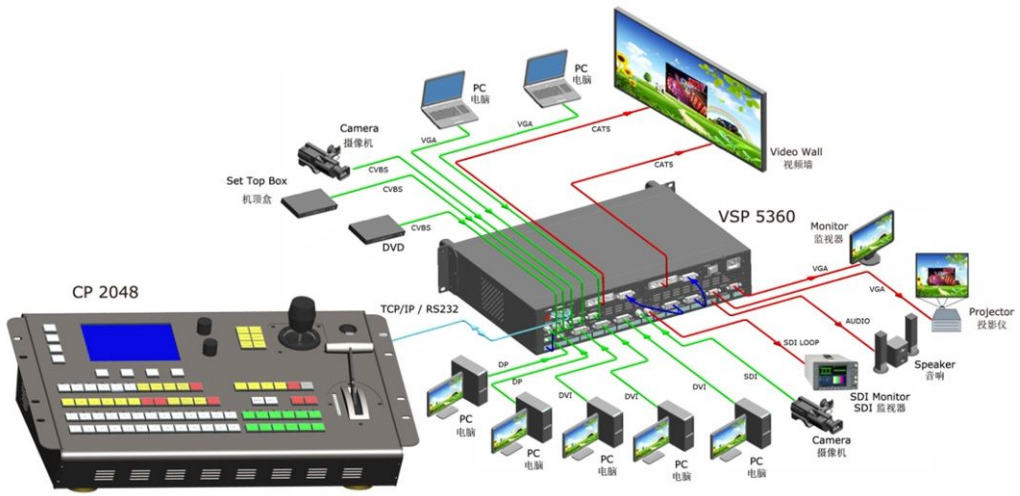
8 Program Control Section

Select any combination of layers on Preview:
•**Blinking**: Layer is selected and active for adjustment
•**Solid**: Layer is selected on Preview, but is not active for adjustment



Program 2

CP 2048 Control VSP 5360



Step 1: Connect to CP 2048

1. Control CP 2048 via network.

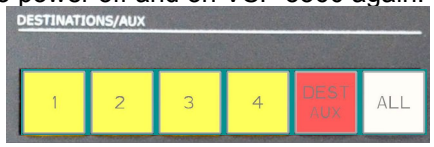
1) Set IP address for VSP 5360.

Connect VSP 5360 and CP 2048 by connecting CAT5 cable to LAN network port.

Operate on the VSP 5360 front panel and set the VSP 5360 IP, by MENU-->SYSTEM--> ETHERNET-->IP-->192.168.0.107.

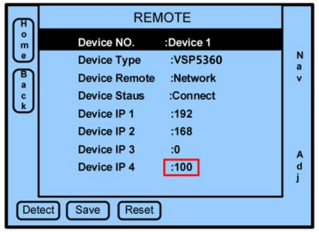
After the VSP 5360 IP address had been set, need to power off and on VSP 5360 again.

2) Set IP address for CP 2048.

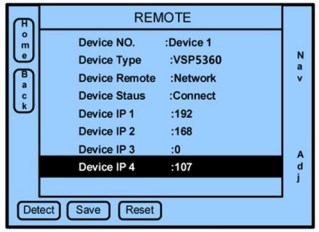


① Push anyone button on the "Destinations/AUX" position (or via the options in REMOTE on the Touch Screen Menu) to select the corresponding Device NO. 1~4, as shown in Picture 1 to select Device 1;

② Set the CP 2048 IP address the same to VSP 5360 via change the option Device IP 4:107, as shown in Picture 2.



Picture 1



Picture 2

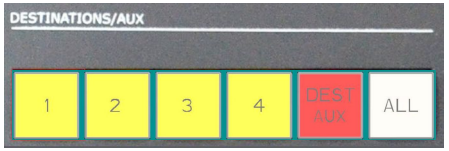
NOTE Device No.: Series number of Device 1~4.

Device Type: Type of being controlled devices, including VSP 3600, VSP 729, DXP 1616, DXP 0808, MVP 8043, VSP 5350V+U, VSP 5350D+D, VSP 5350S+D, VSP 5350U+D, VSP 5350+D, VSP 5350V, VSP 5350D, VSP 5350S, VSP 5350U, VSP 5350, VSP 5360V+D, VSP 5360D+D, VSP 5360S+D, VSP 5360U+D, VSP 5360+D, VSP 5360V, VSP 5360D, VSP 5360S, VSP 5360U and VSP 5360.

Device Remote: The network and serial ports for control.

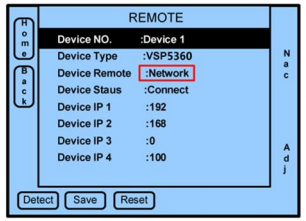
Device Status: The state of control.

2. Control device via serial ports (using serial cables)

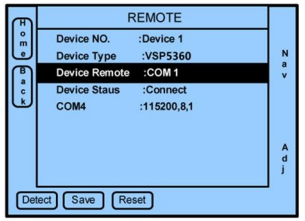


① Push anyone button on the "Destinations/AUX" position (or via the options in REMOTE on the Touch Screen Menu) to select the corresponding Device NO. 1~4, as shown in Picture 1 to select Device 1.

② Set the default Network in Device Remote to be COM by the knob. The actual connection of VSP 5360 to CP 2048 is COM port, for example COM 1, as shown in Picture 2.



Picture 1



Picture 2

NOTE After completing the above setup, push 

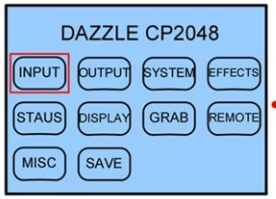
again to connect device. CP 2048 and VSP 5360 is auto-sync. If there is a Device Unconnected note on the LCD screen of CP 2048, please check the above steps again .

Step 2: Program Source

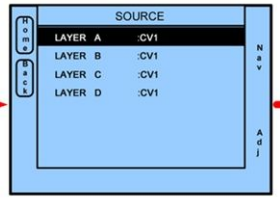
Push button 

or via INPUT options on the touch screen (as picture 1) to active the input source program menu (as picture 2). User can program inputs to each of the 5 layers by the knob or touch screen.

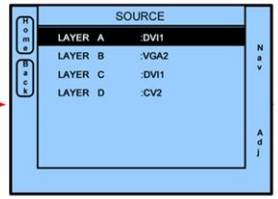
Push button 1~13 in Preview area to select the source. For example, DVI1 to layer 1, VGA2 to layer 2, DVI1 to layer 3 and CV2 to layer 4 (as picture 3).



Picture 1



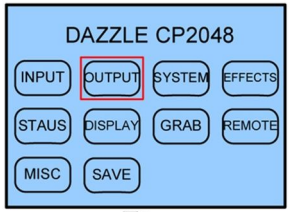
Picture 2



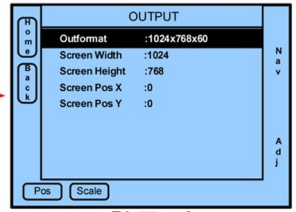
Picture 3

Step 3: Set Output Resolution

Enter out format setup in OUTPUT via Touch Screen, then select the output resolution by the knob.



Picture 1



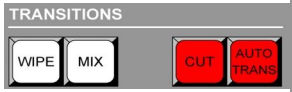
Picture 2

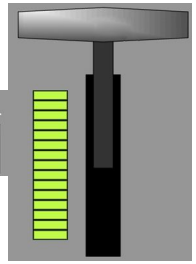
Step 4: Preview Input and Switch between Layers

1) After programming the source, push the buttons as in the right picture to preview the input of Layer 1~4 and background 

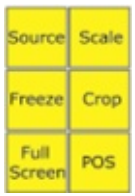
to layer 5.

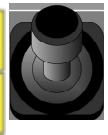
2) WIPE will active the layers switch with plus transition defined, and MIX will active fade in fade out, CUT will switch the layers from the top one to the bottom one without delay, and AUTO TRANS will take the preview to the program output via WIPE or MIX. User can also use T-BAR to do the transition via fade in fade out and can overlay layers via stopping in a particular position. LED bar shows the fusion percentage.





Step 5: Set Image Size, Position, and Crop the Image

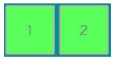




Work with this part of buttons and and the joystick as the lift picture, user can set display windows size, position and zoom in operation easily via set up the parameters: Width, Height, X for start point of horizontal coordinate, Y for start point of vertical coordinate.

1) Push Scale will active the display window to be ready for size down.
Control Joystick to left or right will size down or size up display window in the horizontal.
Control Joystick to up or down will size down or size up display window in the vertical.
2) Push POS will active the display window to be ready for change position.
Control Joystick to left or right will move position of display window in the horizontal.
Control Joystick to up or down will move position of display window in the vertical.
3) Push Crop will active the display window to be ready for be cropped with a curtain size and position.
Control Joystick to left or right will size down or size up display window in the horizontal.
Control Joystick to up or down will size down or size up display window in the vertical.
Do as the step 2 to change position of the cropped display window.
4) Freeze: Freeze the active layer on Program.
5) Full Screen: Take active layer to full screen.

Step 6: Output Control

The button 

is Preview 1 and Program 2. Push the button, and add or clear layer by the button 

and 

.

Step 7: Save and Load User Configuration

1) There are 6 pages memory, and each page has 6 config, so in total there will be max 36 configurations. RGBlink comments use each page for one external device, and it will be convenience to active the control when there are more external video devices in connected. Push Page and select the page number which will be used to save, and push SAVE button to be ready to save the config, and push button 1 to 6, will save the current config to the active page memory separately.
2) Operator can push Page button and select the page number which will be used to load, and load the memory number under the page. Also can use Next to view the defined memory.