

VISIONARY

NETWORK AUDIO VIDEO

E-WP • Wallplate Encoder **User Manual**



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INTRODUCTION

Visionary Solutions 4K UHD over IP cinema quality, ultra-low latency [~1 frame - visually lossless] encoder and decoder bypass the constraints of traditional switch matrix distribution systems by harnessing the flexibility and scalability of converged IP networks.

With the growing demand for 4K UHD video, professional AV designers and IT directors—in an increasingly converged AV/IT environment—can use Visionary Solutions products as an alternative to conventional distribution systems.

PacketAV E4200/D4200 is nothing short of a paradigm shift for networked AV. True convergence is finally here; a single platform to support audio and Video over IP. Integrate 4K UHD video over IP into your audio network and bypass the constraints of traditional switch matrix systems by harnessing the flexibility and scalability of converged IP networks.

Visionary's PackeTV® and PacketAV® products can be deployed on any industry standard IP network. They can be used on existing enterprise IP networks or on a physically separate parallel network [private network] to offload traffic, using the same network protocols, methods, and devices but without intermingling video traffic with data or voice, and with equal ease of installation.

An encoder is connected to an [HDMI] AV source signal [a camera, STB, media player, PC or server, BluRay player, or digital signage player, etc.]. The signal is converted into a packetized network stream that is compatible with off-the-shelf IGMP enabled Gigabit Ethernet (GbE) switches (Jumbo Frames enabled). Using an existing CAT 5/6 infrastructure, users can connect CAT 5/6 to any decoder anywhere on the same GbE network. The decoder takes the IP packets received over CAT 5/6 cables, converts them back into an HDMI signal connecting directly to a display, delivering visually lossless video along with USB over IP (KVM) and RS-232 over IP controls. A signal from any encoder can be sent to any decoder on the same network. The signals can easily be controlled with our Vision Lite software to create different outputs on the display side, including video wall or matrix switching.

NETWORK AV INFRASTRUCTURE PREREQUISITES

This section is intended to provide a basic understanding of applicable networking technologies and the infrastructure requirements needed for a successful Visionary Solutions DuetE/D system installation, and to ensure a rapid deployment and seamless integration. Many network issues can be minimized or solved before they occur with appropriate knowledge and proper planning.

The E-WP will work with most non-blocking, IGMP with IGMP Snooping, 8K or better Jumbo Packet 1GbE network switches. At least one layer-3 switch with IGMP-query capability is required. For PIM (multicast routing) of E-WP video streams, the network switches would need to be capable of PIM (Sparse, Dense, or Sparse-Dense).

Do not connect any encoders or decoders to a switch until the switch is configured for multicasting and IGMP Snooping is enabled.

Check with your switch manufacturer for the default configuration settings.

NETWORK PROTOCOLS

All data on a network is encapsulated in packets, according to the TCP/IP protocols. Data packets are routed through the network to their destination(s) by switches using information in the header of IP packets. Transmission can be unicast or multicast. Unicast transmissions are point-to-point, from a single source to a single destination. Multicast transmissions originate from a single device and are received by a group of devices on the network, according to the Internet Group Management Protocol (IGMP). Multicast transmission is ideal for bandwidth-intensive application such as media distribution as it allows for efficient use of network bandwidth. Only a single copy of the data is distributed to multiple destinations. On the other hand, unicast distribution of media to multiple destinations is an extremely inefficient use of network bandwidth because duplicate copies of the data are sent, point-to-point, from the source to each destination. DuetE/D devices make use of the multicast protocol.

More information concerning IGMP may be found here at:

http://docwiki.cisco.com/wiki/Internet_Protocol_Multicast#Internet_Group_Management_Protocol

There are two ways to implement multicast routing when using our equipment:

- **IGMP** (Internet Group Management Protocol): Allows video streams (groups) to be dynamically routed only to those ports requesting the video stream. The IGMP feature prevents the multicast video traffic from flooding the network and can significantly reduce traffic in a layer-3 network. This is the recommended setting for our equipment.
- **PIM** (Protocol Independent Multicast): Functions independently of IP routing protocol. PIM Dense Mode (PIM-DM) is less preferred for this application because it floods the network using unicast routing protocols to build routing tables. For more information, visit: http://docwiki.cisco.com/wiki/Internet_Protocol_Multicast#Protocol-Independent_Multicast.

NETWORK REQUIREMENTS

For help determining the network requirements for your Visionary Solutions installation, please contact support@visionary-av.com.

POWER OVER ETHERNET (PoE)

Power over Ethernet (PoE) is a system that uses a PoE Ethernet switch as a power source to provide both electrical power and data over a single cable to devices on a network, such as the E-WP devices. This reduces the number of cables and power supplies that are required to power the devices in the network. The result is lower cost, less downtime, easier maintenance, and greater flexibility for the network installation.

When selecting a PoE power supply scheme, it is important to select a PoE Ethernet switch that is capable of providing enough power per port, as well as total power to accommodate all devices simultaneously. You should plan on the maximum available PoE power per port for E-WP (15.4W). In some operating conditions less, power will be demanded per E-WP, call Visionary Solutions for details.

To calculate the number of devices that can be used on a PoE Ethernet switch, divide the total PoE power capability of the switch by the power required for each port and round down. For example, many PoE Ethernet switches can provide up to 370W of DC power. If each port needs 15.4W of power, a switch can supply power to a total of 24 ports.

Examples:

- A Cisco SG300-52P has a PoE power output of 375W and the ports require 15.4W: $375 / 15.4 = 24.35$. Therefore, 24 devices can be powered by this switch.
- A Cisco SG300-52MP has a PoE power output of 740W and the ports require 15.4W: $740 / 15.4 = 48$. Therefore, 48 devices can be powered by this switch.

Some switches can only supply PoE power to a certain number of ports. If it is necessary to use this type of switch, PoE injectors can be used or a local power supply can be provided for the switch, or you may need to disable the detection of the PoE for those ports in the Ethernet switch.

Exceeding the PoE switch limit can cause erratic behavior on the network system. The PoE switch cuts power to prevent overloading, which may cause units to reset at seemingly random intervals.

PoE specification standards are:

- IEEE 802.3-2008 provides up to 10W of DC power.
- IEEE 802.3af provides up to 15.4W of DC power. Only 12.95W is assured to be available at the device.
- IEEE 802.3at, known as PoE+ or PoE plus, provides up to 32W of DC. Only 25.5W is assured to be available at the device.

Class 0 devices comply with the PoE standard that provides up to 15.4W of DC power for each port. The real power draw is between 5-10W.

Class 3 devices comply with IEEE 802.3-2008 that provides up to 10W of DC power.

SWITCH SPEED

The E-WP Encoder will produce up to 800Mb/s of data. Therefore, 10 encoders will require $10 \times 800\text{MB/s} = 8\text{Gbps}$. Encoders and Decoders require the switch to be GbE. Encoder and Decoder technology is used to transmit visually lossless 8~10:1 compressed video up to 4K along with other AV signals such as audio, USB, and control signals. For video alone, this means raw bandwidth of up to 850Mbps for 4K.

CHOOSING AN ETHERNET SWITCH

Switches must support these functions:

- Gigabit Ethernet
- Jumbo Frames (enabled)
- IGMP Snooping
- IGMP Querier
- IGMP Snooping Fast Leave

If the switches are used for multi-switch networking, they must also support PIM Routing (Sparse, Dense, or Sparse-Dense).

These features may be helpful as well:

- Dynamic multicast router port
- Forwarding unknown multicast to multicast router ports only

Any network switch should have a backplane capacity of at least $(2 \times 1000\text{-Mbps} \times N)$ where N is the number of ports on the switch passing the video traffic. For example, a 24-port switch where all available ports may be used to pass video traffic should have a $(2 \times 1000 \times 24) = 48\text{Gbps}$ backplane. One channel of encoder video can be sent or received from each port in this switch example although full bandwidth may not be used at any one time.

The maximum distance between devices is 100m (328ft) over CAT 5e (or better) cable. This distance can be extended in increments of 100m (328ft) by using a gigabit switch as a repeater between devices. Copper to fiber adapters can extend the maximum distance between devices up to 10km through the use of fiber.

Since different brands and models of switches perform differently when handling multicast IP packets, functional verification and pressure testing are also recommended in any installation. Switches that perform well in smaller installations may not work well in larger installations. Recommended configuration settings may vary based on your switch.

Visionary Solutions offers sample switch configuration files, optimized for Network AV, for certain switch brands/models for testing purposes. Contact support@visionary-av.com to obtain the files.

SWITCH GUIDELINES

1. **Enable IGMP querying and snooping (set IGMP Version to IGMP V2 if the switch is capable).** To enable the transmission of a source to multiple destinations, E-WP devices make use of multicast. The default behavior of a layer-2 switch is to broadcast those packets, which means that every packet will be transmitted to all possible destinations. IGMP snooping checks IGMP packets passing through the network, picks out the group registration, and configures multicasting accordingly. A layer-2 switch supporting IGMP Snooping can passively snoop on IGMP Query, Report, and Leave (IGMP version 2) packets transferred between IP multicast routers/switches and IP multicast hosts to determine the IP multicast group membership. This is why any network switch used with E-WP must support IGMP Snooping. Our end points use IGMP protocol to assign the end points into multicast groups and the router uses IGMP snooping to efficiently route multicast packets only to the receivers that want to receive them.

IGMP Snooping is used to identify multicast IP packets, assign IP packets into multicast groups so that the router only sends to devices that want to receive the packets, establish membership in a multicast group, and register a router to receive designated multicast traffic. Multicast filtering is achieved by dynamic group control management. Many switches have the IGMP Snooping feature disabled by default and manual configuration is required. Often, checking the **Enable IGMP Snooping** option is the only setting needed to enable IGMP Snooping. Implementing IGMP Snooping is vendor specific and additional configuration is often needed.

IGMP Snooping Querier is used to send out group membership queries on a timed interval, retrieve IGMP membership reports from active members, and update the group membership tables. The Leave Group packet is sent when a device wants to leave a group.

Because multicasting video traffic can flood a network and significantly reduce the flow of traffic, it is important to ensure that your network infrastructure and backbone switches support IGMP Snooping so that your core network is able to ignore the traffic streams multicasting can generate. By default, all multicast traffic should be blocked until requested by a multicast group member. Without IGMP Querying/Snooping, multicast traffic is treated in the same manner as a broadcast transmission, which forwards packets to all ports on the network. With IGMP Querying/Snooping, multicast traffic is only forwarded to ports that are members of that multicast group. IGMP Snooping generates no additional network traffic, which significantly reduces the multicast traffic passing through your switch.

Note: Some switches require that the routing table be pre-loaded so that the switch does not have to interrogate each IP packet to determine its destination. Static routing can be used to route multicast traffic. Protocols similar to Generic Routing Encapsulation (GRE) can be used to encapsulate multicast packets in unicast wrappers for point-to-point transmission between switches, and when the packets arrive at the destination IP address, the unicast wrapper is removed.

2. **Enable Fast Leave.** The switch may also support IGMP Snooping Fast Leave, which shortens the time takes for a device to leave a group and be made available to join to a different group. A switch can be informed that a device wants to leave a multicast channel by sending it a IGMP Leave Group packet. Once received, the time it takes for the switch to apply the new configuration may vary from one switch to another. Most switches have a Fast Leave configuration option. When enabled, Fast Leave speeds up the time needed for a port assigned to one multicast group to leave the group and join a different multicast group. This significantly reduces the video switching time. Always enable the Fast Leave option when it is available.
3. **Allow multicast traffic on all network ports through which video streams pass.**
4. **Ensure current Access Control Lists (ACLs) are not filtering multicast or control traffic.**
5. **Remove Flow Control and/or Storm Control on any network port passing the video stream.**
6. **Enable VLANs to separate video traffic from data and voice.**
7. **Enable Jumbo Frames.**
8. **Disable Green Ethernet (or efficiency mode).** Some switches have the ability to lower the power consumption on the ports as a “Green” feature. This can cause issues with bandwidth intensive devices (like our encoders and decoders).

IMPLEMENTATION CONSIDERATIONS

E-WP devices can be installed on a physically separate network or converged onto an existing GbE network. When implementing, it is important to decide at the earliest stages of planning if the system will be integrated into the rest of the network or if it will reside on a dedicated AV network. Each has its own advantages and disadvantages, but wherever possible we recommend the use of a dedicated AV switch. Using the existing network is of course possible—but it adds extra complexity to the installation and often removes control of the networking equipment from the site’s AV staff or installer.

The first thing to consider is how much control the install and site teams have over the network configuration. Do they have access and clearance to change the managed switch configurations on the fly? Is the network administrator willing to make the necessary changes to support multicast and IGMP traffic on their network? Will they allow the creation of a VLAN or change their existing VLAN configuration to support the required configuration? If the answer to these questions is no, then it is highly recommended that the system be installed on a separate dedicated network switch. If this is not an option, then a conversation needs to take place with the network admin staff to ensure they are aware of the requirements.

INSTALLING ON A CONVERGED NETWORK

Figure 1 illustrates how E-WP endpoints can be installed on an existing (converged) network. When using an existing infrastructure, dedicated VLANs are recommended to separate the Dante™ and video traffic from other network data. All switches that will handle AV traffic must be 1 GbE capable per the specifications in *Network Requirements*.

Visionary recommends that all encoders be turned off before connecting to an existing network. Once connected, encoders can be turned on one at a time to determine network impact.

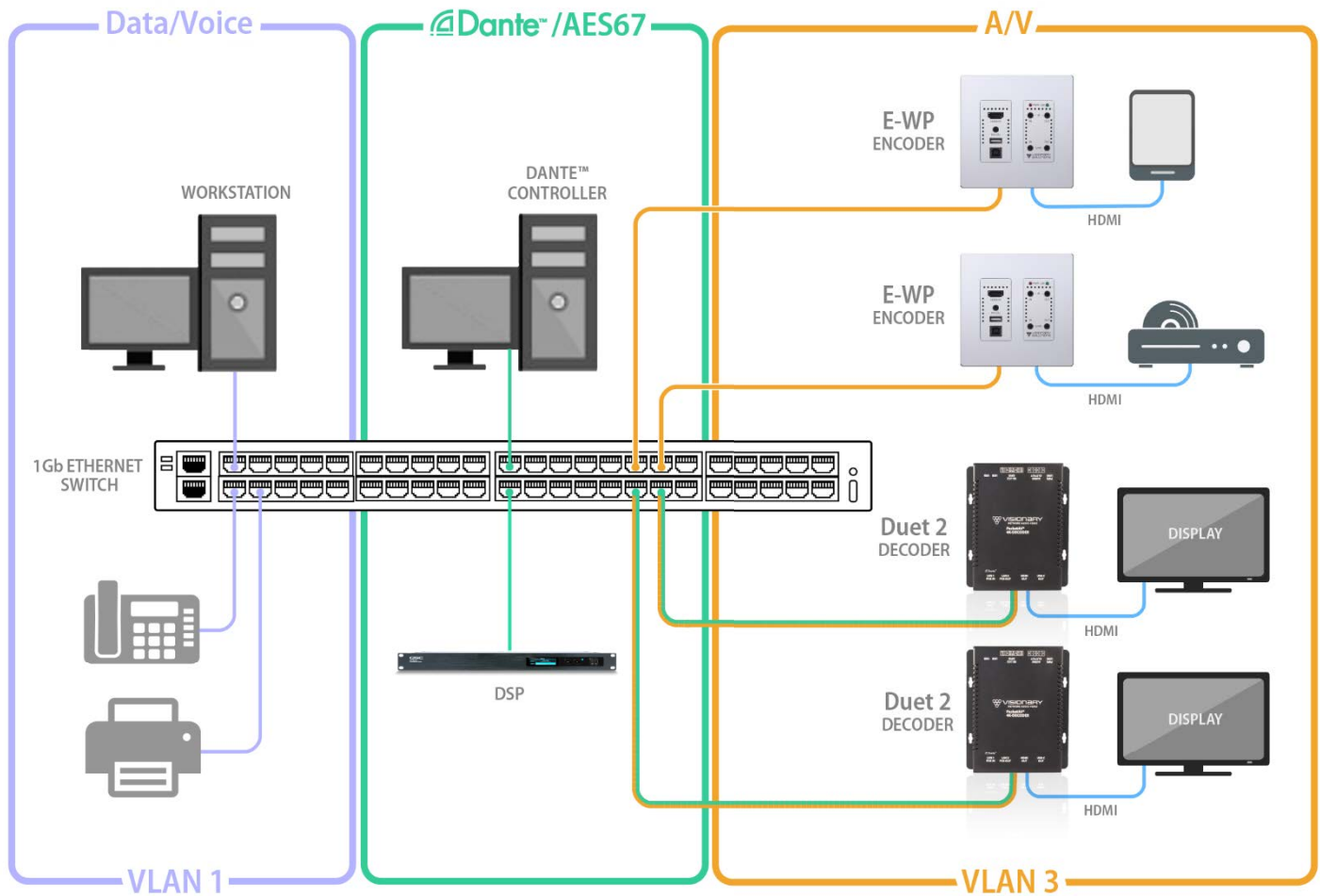


Figure 1. Converged Network Diagram

INSTALLING ON A DEDICATED NETWORK

Figure 2 illustrates how E-WP endpoints can be installed on a dedicated network. A dedicated network is recommended for transmitting AV over IP. We offer various models of preconfigured switches for resale to our partners. These switches are shipped pre-configured for AV over IP from the factory. Please contact sales@visionary-av.com for more information.

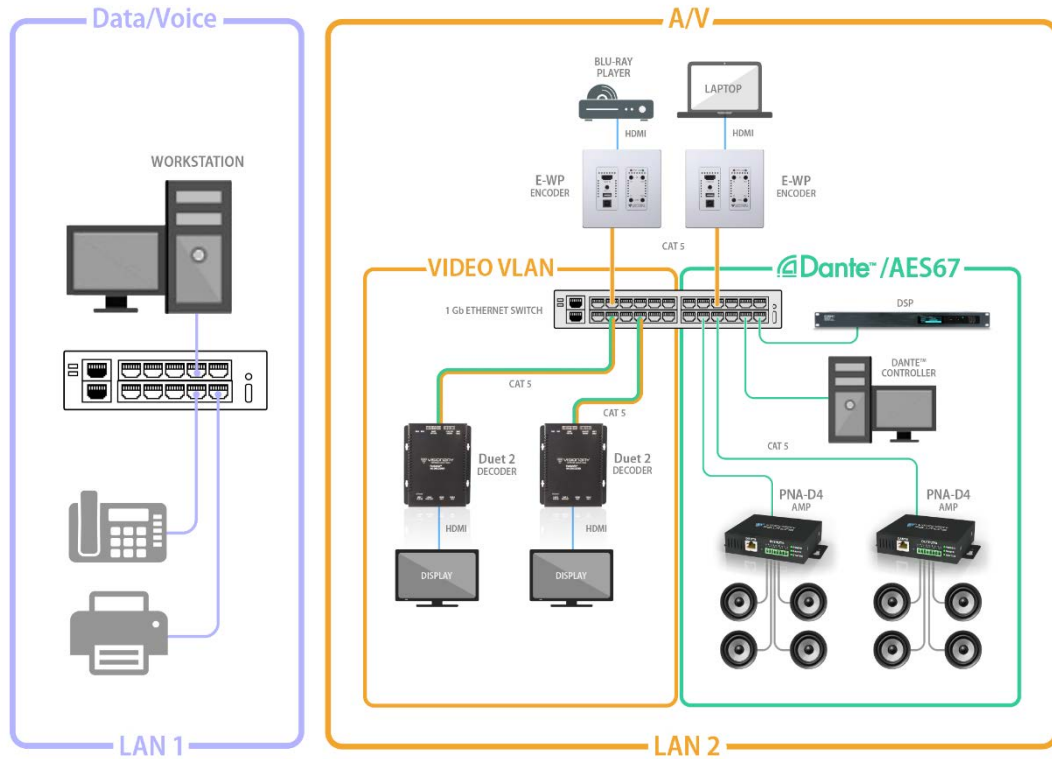


Figure 2. Dedicated Network Diagram

SINGLE SWITCH NETWORKING

Single switch networking can be used when there are no more than 100m (328ft) from the central distribution point. Any network switch should have a backplane capacity of at least $(2 \times 1000\text{-Mbps} \times N)$ where N is the number of ports on the switch passing the video traffic. For example, a 24-port switch where all available ports may be used to pass video traffic should have a $(2 \times 1000 \times 24) = 48\text{Gbps}$ backplane.

MULTIPLE SWITCH NETWORKING

The maximum distance between devices is 100m (328ft) over CAT 5e (or better) cable. This distance can be extended in increments of 100m (328ft) by using a gigabit switch as a repeater between devices. Copper to fiber adapters can extend the maximum distance between devices up to 10km through the use of fiber.

When using multiple switches, we recommend at least 10Gbps bi-directional connections between switches.

- $(\text{Link Bandwidth}) / (850\text{Mbps}) = \text{Number of simultaneous streams across link for 4K}$ and $(\text{Link Bandwidth}) / (200\text{Mbps}) = \text{Number of simultaneous streams across link for 1080p}$.
- The maximum number of streams possible between switches = link bandwidth (10Gbps) / 850Mbps (for 4K) x number of encoders (or 200Mbps for 1080p).
- For 4K streaming, the total number of streams (800xn) must be $\leq 10,000$.
- For 1080p streaming, the total number of streams (200xn) must be $\leq 10,000$.

$$\frac{\text{Link Bandwidth}}{\text{Total \# of Streams}} = \frac{10,000 \text{ Mbps (recommended)}}{800 \text{ Mbps for 4K or } 200 \text{ Mbps for 1080p}}$$

INSTALLATION AND CONNECTIONS (SYSTEM EXAMPLES)

This section provides installation and connection instructions for six configuration examples. For each encoder and decoder in the system examples below, follow these step-by-step connection instructions.

1. Use an HDMI cable to connect the AV source to the **HDMI Input** port on the encoder unit.
2. Connect an HDMI cable from the display to the **HDMI Output** port on the decoder unit.
3. Connect a CAT 5 (or better) cable from the Ethernet port on the encoder unit to a PoE port on the network switch.
5. Connect a CAT 5 (or better) cable from the Ethernet port on the decoder unit to a PoE port on the network switch.
6. Connect a CAT 5 (or better) cable from the Dante™ port on the decoder unit to the network switch.

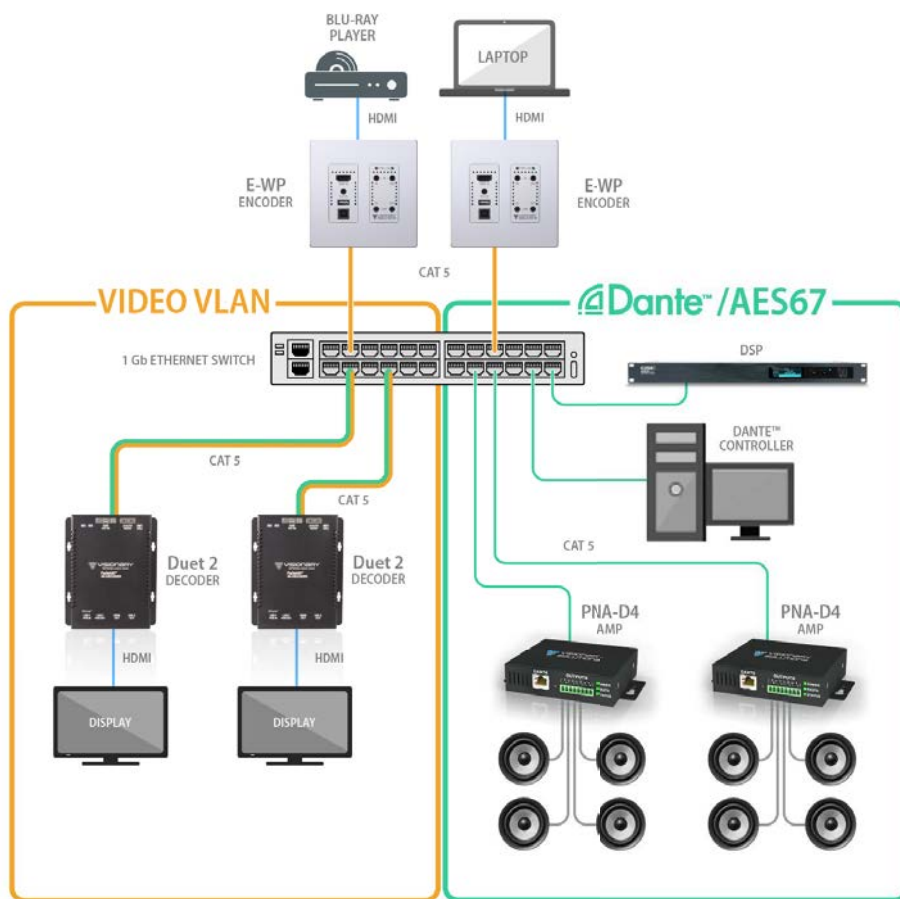


Figure 3. E-WP Connection Diagram

ONE SOURCE TO ONE DISPLAY

In this basic installation scenario, sending video from a single source to a single display, a single encoder and decoder (point-to-point) can be linked directly together or over a network. If linked directly, the CAT 5e (or better) cable linking the devices should not run more than 100m (328ft).

The devices do not connect automatically and must first be configured through embedded web interfaces. This step requires a connection to a network. Once the devices are linked on the network, they can be connected directly. See section *Configuration*.

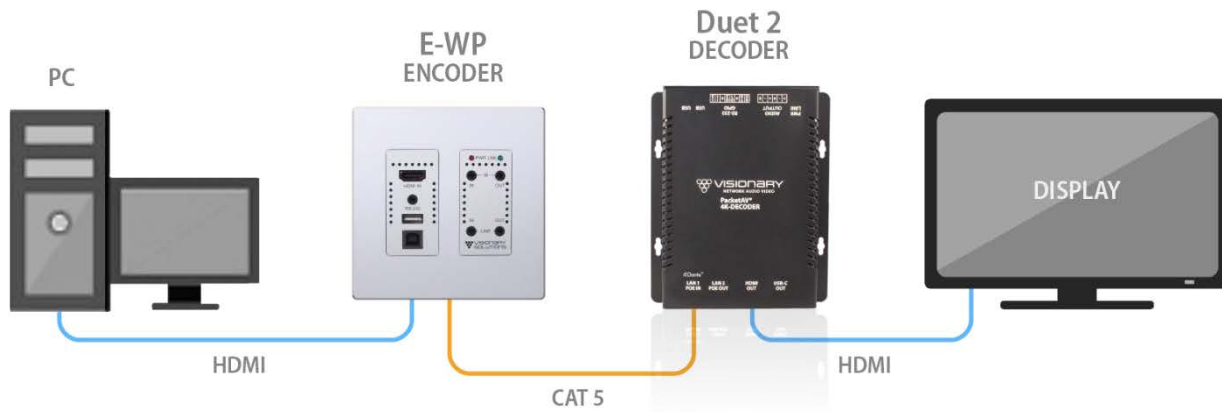


Figure 4. One Source to One Display Diagram

ONE SOURCE TO MANY DISPLAYS

Sending video from a single source to multiple displays requires a network switch. A single encoder can be linked to multiple decoders (point-to-multipoint) over a network. Implementing a one-to-many installations dramatically decreases the amount of equipment required at the source location.

The encoder and each decoder can be located no more than 100m (328ft) from the switch.

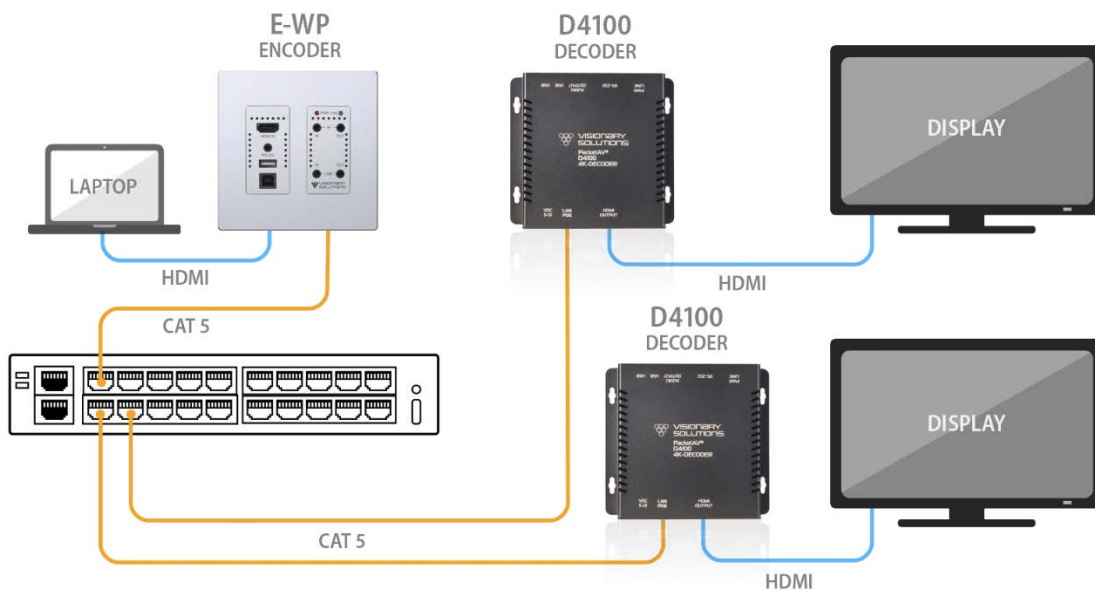


Figure 5. One Source to Many Displays Diagram

MANY SOURCES TO MANY DISPLAYS

Sending video from multiple sources to multiple displays requires a network switch. Multiple encoders can be linked to multiple decoders (multipoint-to-multipoint) over a network. The many encoders to many displays' configuration allow almost any number of sources and displays. Multiple switches can be linked by fiber, providing flexibility and scalability, and expanding the size and reach of the configuration to a practically limitless scale.

Each encoder and each decoder can be located no more than 100m (328ft) from the switch.

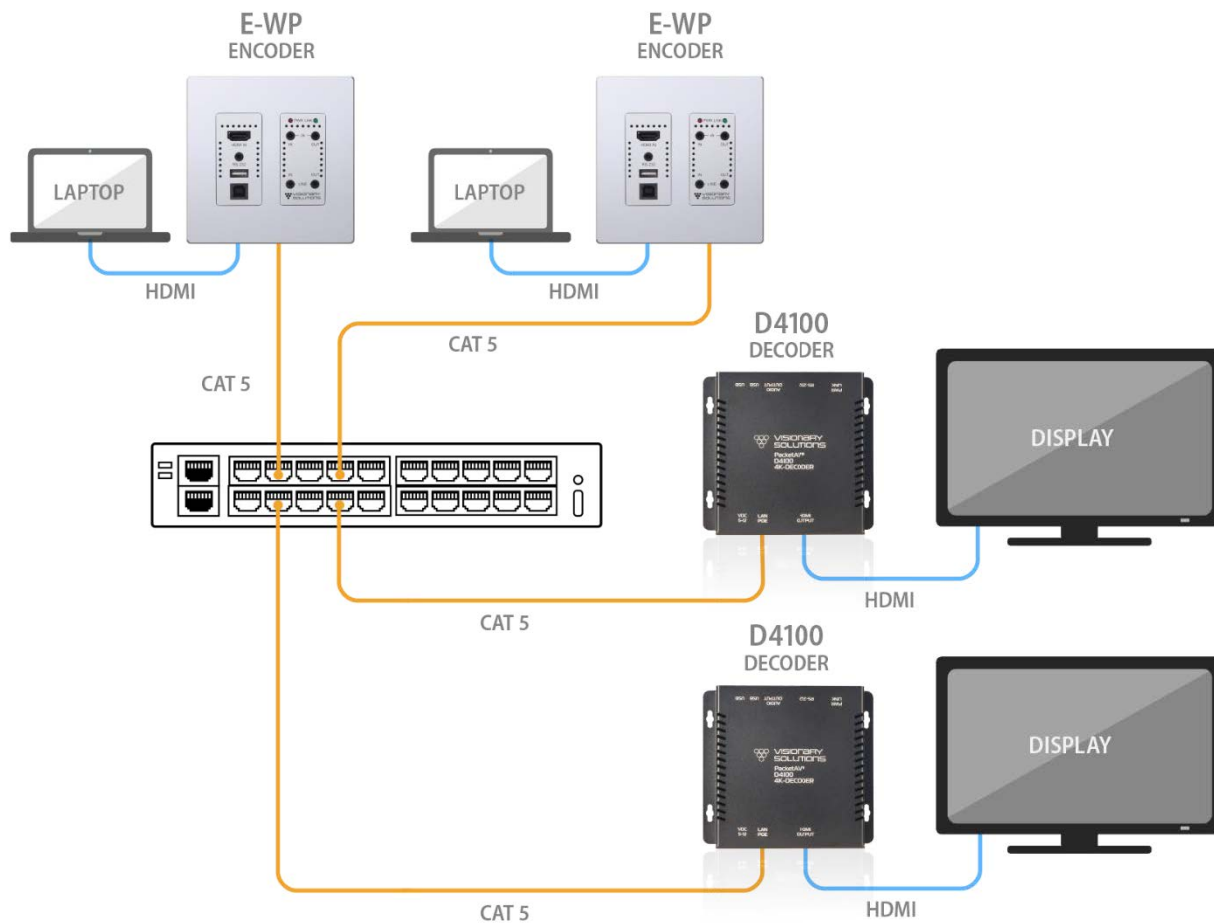


Figure 6. Many Sources to Many Displays Diagram

MANY SOURCES TO MANY DISPLAYS WITH USB OVER IP (KVM)

Allowing users to remotely access and control computers from multiple sources with multiple displays requires a network switch. Multiple encoders can be linked to multiple decoders (multipoint-to-multipoint) over a network. The many encoders to many displays' configuration allow almost any number of sources and displays. Multiple switches can be linked by fiber, providing flexibility and scalability, and expanding the size and reach of the configuration to a practically limitless scale.

Each encoder and each decoder can be located no more than 100m (328ft) from the switch.

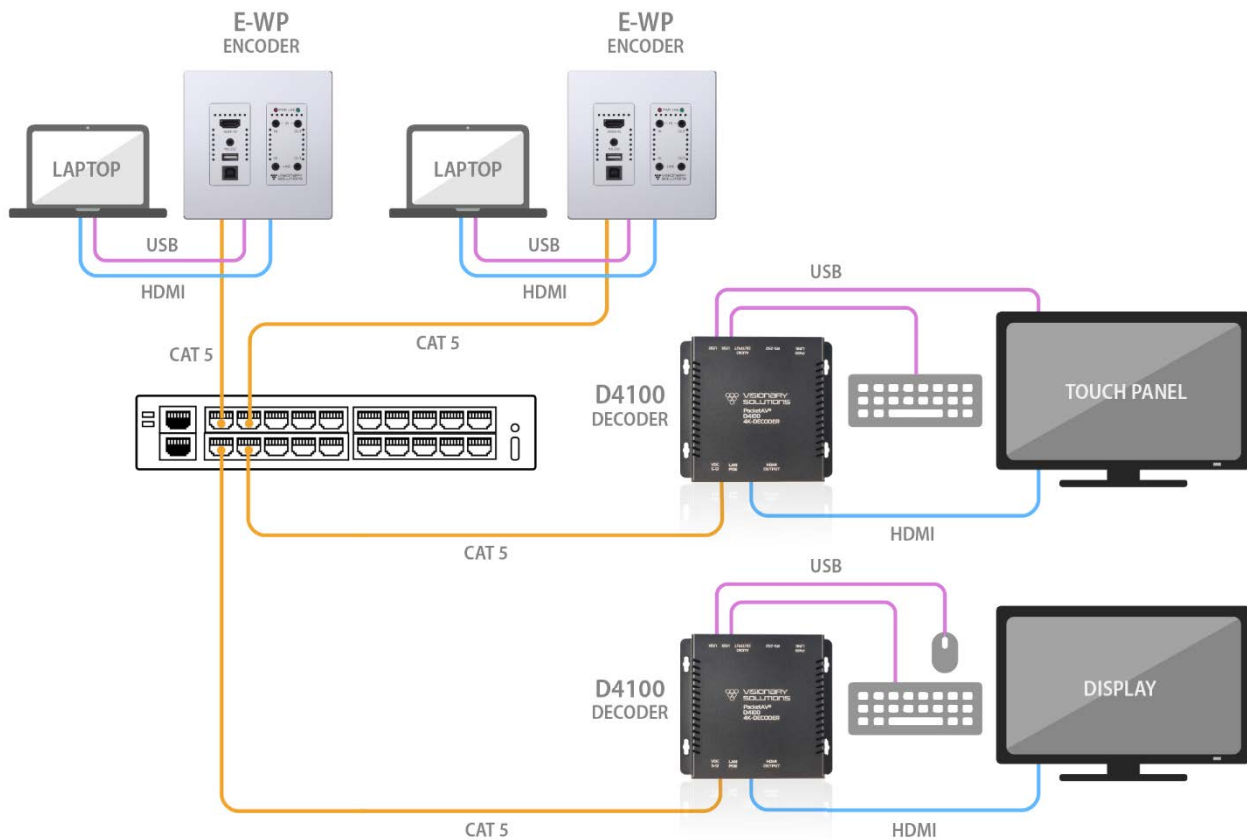


Figure 7. Many Sources to Many Displays with USB over IP Diagram

VIDEO WALL

The video wall configuration requires a network switch to display multiple video sources to many displays or a single display in any combination of video streams. Multiple encoders can be linked to multiple decoders (multipoint-to-multipoint) over the network. The video wall configuration allows almost any number of sources and displays. Multiple switches can be linked by fiber, providing flexibility and scalability, and expanding the size and reach of the configuration to a practically limitless scale.

Each encoder and each decoder can be located no more than 100m (328ft) from the switch.

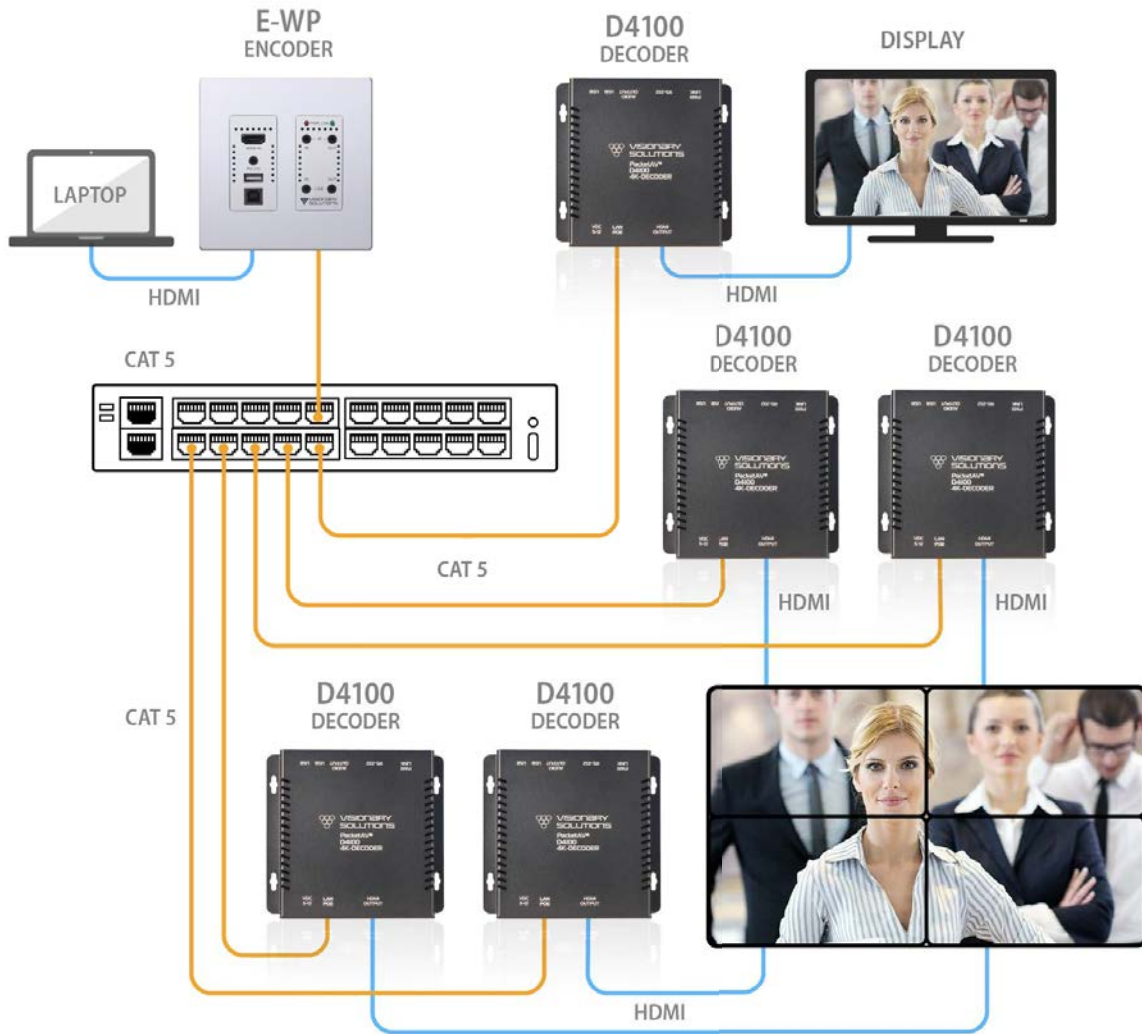


Figure 8. Video Wall Diagram

NETWORK DISCOVERY

Discover your E-WP endpoints on the network.

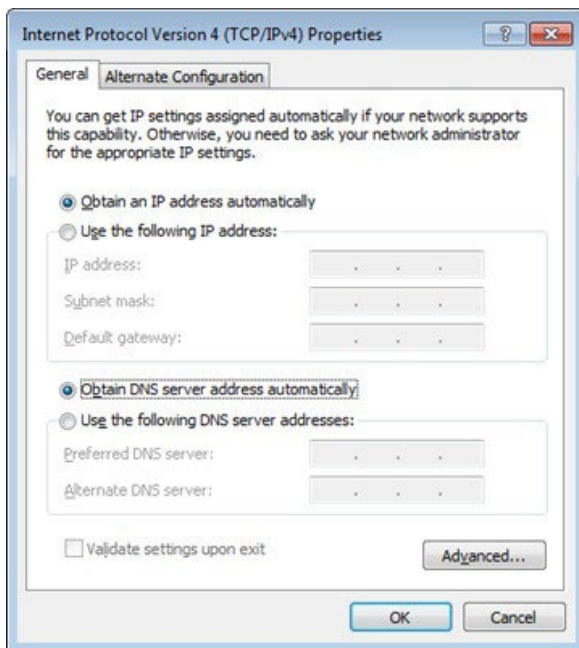
By default, the E-WP are shipped from the factory in DHCP mode with Auto IP Failover. In DHCP mode, each E-WP unit is automatically assigned a unique IP address by the DHCP server. If there is no DHCP server on the network, the E-WP (after about one minute) will “failover” to Auto IP mode where each E-WP unit assigns itself a unique IP address within the range of 169.254.1.0–169.254.254.255, with a 255.255.0.0 subnet mask and a gateway address of 169.254.0.254.

To configure the units, you must access the web interface of each E-WP using a computer.

In order to communicate with the E-WP endpoints, the devices must be on the same subnet as your computer. You may need to change the computer’s network settings to accomplish this.

On a Microsoft Windows computer, configure your network settings as follows:

1. Click **Start** menu, go to **Control Panel > Network and Sharing center > Change Adapter Settings > Local Area Connection**. Right-click and choose **Properties**.
2. Highlight **Internet Protocol Version 4 (TCP/IPv4)** then click **Properties**. This opens the window you use to configure your network settings.



To set up your computer to communicate with endpoints that are using **DHCP**:

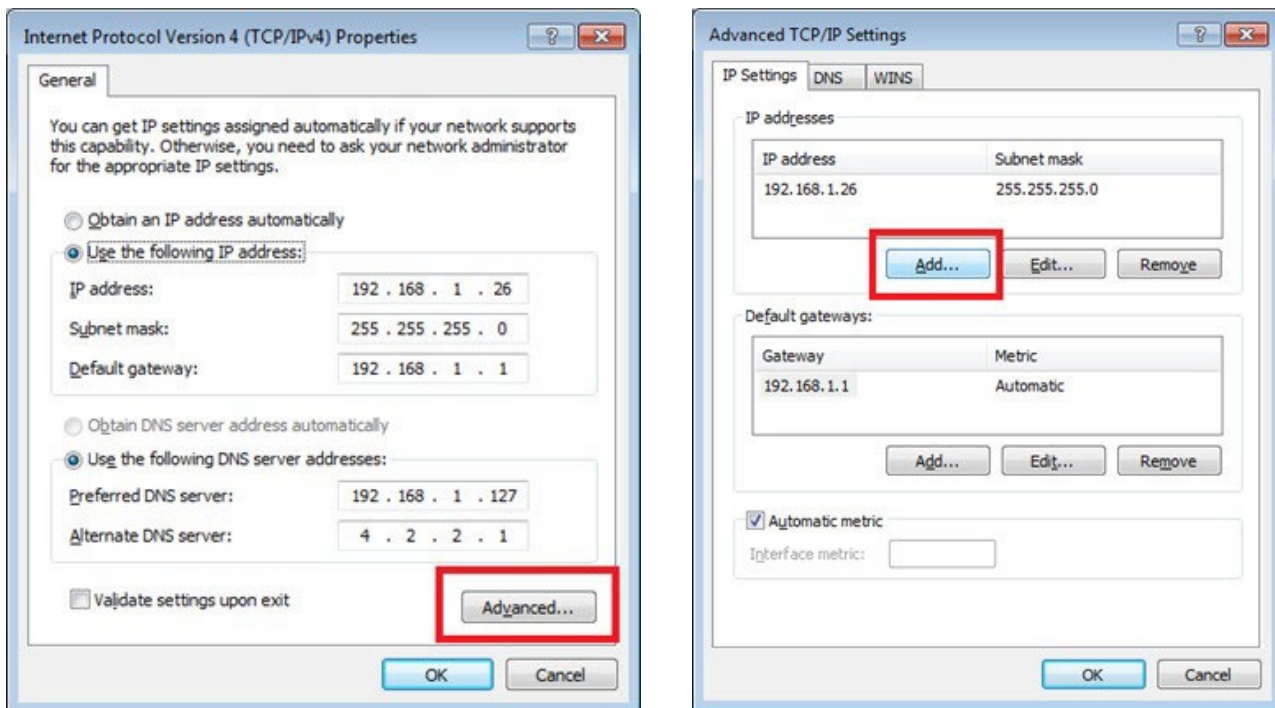
- **Method 1:** If there is a DHCP server on the network, accept **Obtain an IP address automatically** (the default). The computer will be automatically assigned a unique IP address by the DHCP server on the same subnet, allowing communication with the E-WP endpoints.
- **Method 2:** Configure your computer with a static IP address within the defined DHCP range for your network (the subnet (VLAN) defined by the DHCP netmask for your network). Choose **Use the following IP address**. Enter an IP address then click **OK**. To avoid address conflicts, enter a static address that is not in the range of addresses that will be given out by the DHCP server. For example: If the DHCP range = 192.168.1.100–192.168.1.150 and netmask = 255.255.255.0, you can assign 192.168.1.151.

To set up your computer to communicate with endpoints that are using **Auto IP**:

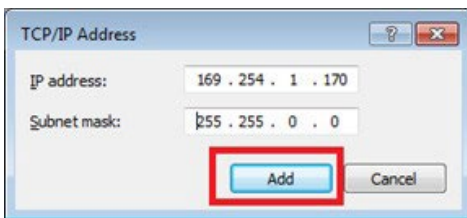
- **Method 1:** If there is no DHCP server on the network, a Windows PC will “failover” to Auto IP in a similar way as the E-WP. Accept **Obtain an IP address automatically** (the default). After about one minute the computer will assign itself a unique IP address within the range of 169.254.1.0–169.254.254.255, with a 255.255.0.0 subnet mask, allowing communication with the E-WP on the network that are also assigned IP addresses via Auto IP.

- **Method 2:** If the computer already has a statically assigned IP address:

1. Click **Advanced > Add**.



2. Click **Add** to enter a unique IP address within the range of 169.254.1.0–169.254.254.255, with a subnet of 255.255.0.0.



- **Method 3:** Configure the computer with a unique static IP address within the range of 169.254.1.0–169.254.254.255, with a subnet of 255.255.0.0. If your address is not unique conflicts will occur.

There are multiple ways to discover (find the assigned IP address) the E-WP on your network.

1. Use the Vision Lite application to auto-discover units. **RECOMMENDED** – refer to section *Vision Lite*.
2. Look at the DHCP server list of assigned IP addresses.
3. Use **avahi-browse** (requires avahi-daemon to be running) to find the unit IP addresses.
4. Using a Linux operating system (OS) on the network, ping 226.0.0.19 from the same subnet (VLAN) as the unit to return a list of assigned IP addresses. On a Windows OS, the ping command only displays the first responding address.
5. Use **nmap** to scan for Visionary Solutions MAC Addresses.

Once discovered, you can use the embedded web interface on each E-WP unit to configure and change the network settings. To log in to the web interface, enter the unit's IP address in a web browser for the URL OR click the IP address in the Vision Lite application **Configuration** page. Log in with **username=admin password=admin**.

CONFIGURATION

CONFIGURING E-WP IP ADDRESSES

As previously mentioned, by default, the E-WP are shipped from the factory in DHCP mode with Auto IP Failover. For a permanent installation, and to ensure system consistency, it is recommended to configure all of the encoders and decoders with static IP addresses.

Important: IP configuration changes must be done correctly to avoid any communication disruptions with the units. Communication with the Vision Lite Server and the computer that the application resides on is dependent upon the computer being in the same IP address range as the encoders and decoders on the network. Therefore, before making any IP address changes to the units, we recommend having two statically assigned IP addresses on the computer.

When using DHCP, configure the first static IP address to an address within the defined DHCP range for your network (the subnet (VLAN) defined by the DHCP netmask for your network). Be sure that the static address you assign is not in the range of addresses that will be given out by the DHCP server to avoid address conflicts. For example: If the DHCP range = 192.168.1.100 – 192.168.1.150 and netmask = 255.255.255.0, you can assign 192.168.1.151.

When using Auto IP, assign an address within the range of 169.254.1.0 – 169.254.254.255, with a 255.255.0.0 subnet mask

AND

Configure a second static IP address in the range of the IP addresses you are planning to assign to the units.

Assign new IP addresses to the encoder and decoder units as follows:

1. Access the web interface for the E-WP unit.
2. Log in with **username=admin password=admin**.
3. Click the **Network** tab.
4. Set **IP.MODE** to **Static**.
5. Set the **IP.ADDRESS**. Example: 192.168.1.45
6. Set the **IP.NETMASK**. Example: 255.255.255.0
7. Set the **IP.GATEWAY**. Example: 192.168.1.1
8. Set the **IP.DNS_SERVER**. Example: 4.2.2.1
9. Click **Save** to save the new settings. The unit will automatically reboot.

The unit is now configured with the new network settings.

Once the initial configuration is complete, you will be primarily using the Vision Lite matrix routing control software (or other third-party control systems) to route the encoder and decoder streams to each other. When using these systems, the **STREAM.HOST** setting, described in the following sections, are automatically updated each time a routing/switch occurs.

In the absence of a control system, it is still possible to manually configure the stream settings. The instructions are included below.

CONFIGURING STREAM SETTINGS (MANUALLY)

UNICAST MODE

The term unicast is used to describe a configuration where information is sent from one point to another point. A unicast transmission sends IP packets to a single recipient on a network. It is possible to have multiple encoder and decoder units connected in a system. However, in unicast mode, an encoder unit can communicate with only one decoder unit at a time (see Figure 1).

1. Access the web interface for the encoder and decoder units that will be using unicast mode.
2. Log in with **username=admin password=admin**.
3. Click the **Configuration** tab.
4. Set **STREAM.MODE** to **Unicast**.
5. On the encoder:
 - a. Click **Save** on to save the new settings. The unit will automatically reboot.
6. On the decoder:
 - a. Set **STREAM.HOST** to the IP address of the encoder that the decoder is tuned in to.
 - b. Click **Save** on to save the new settings. The unit will automatically reboot.

The units are now connected in unicast mode.

MULTICAST MODE

The term multicast is used to describe a configuration where information is sent from one or more points to a set of other points. For example, a single encoder unit can transmit data to multiple decoder units. In addition, if multiple encoder units are used, each encoder unit can transmit data to any decoder that is not already receiving data from another encoder unit (see Figures 2-5).

Note: Visionary's E-WP encoders default to a multicast stream based on their serial numbers. We recommend that you leave this as the stream address unless the range (225.168.0.0– 225.169.255.255) conflicts with other multicast streams on your network. If you need to change the multicast stream address, please contact support@visionary-av.com for assistance.

1. Access the web interface for the encoder or decoder unit that will be using multicast mode.
2. Log in with **username=admin password=admin**.
3. Click the **Configuration** tab.
4. Set **STREAM.MODE** to **Multicast**.
5. On the encoder:
 - a. Click **Save** to save the new settings. The unit will automatically reboot.
6. On the decoder:
 - a. Set **STREAM.HOST** to the IP address of the encoder that the decoder is tuned in to.
 - b. Click **Save** to save the new settings. The unit will automatically reboot.
7. Repeat steps 1–4 and step 6 for each decoder you want to tune into the encoder's multicast stream.

The units are now connected in multicast mode.

STREAM BIT RATE

The bit rate (**STREAM.BIT_RATE**) defaults to **auto**. This means that the encoder will choose the optimal bit rate for the input resolution and content. This can range up to a maximum of 850Mbps for highly complex 4K video. If you are trying to limit bandwidth used, you can set this to 200Mbps (this gives excellent 1080P60) down to 50Mbps. You can experiment with your normal content and see what bit rate setting is best for your use case, or just leave this in **auto** if you are not limited on bandwidth between switches.

STREAM FRAME RATE

The frame rate (**STREAM.FRAME_RATE**) of the incoming video may be reduced to allow higher resolutions at lower bandwidth. For instance, you might have 1080P60 content that is of slow-moving scenes or other less complex video. You could then use the 50% setting to lower the frame rate to 30fps. You could also set the stream bit rate to a lower value to make sure that the stream only uses that amount of bandwidth.

FAST(ER) SWITCHING

Below are some options for decreasing switch time (faster switching):

1. Set the decoders to scale the HDMI output for the monitor resolution. This is the VIDEO.FORMAT value on the config.html page. If the decoders are set to VIDEO.FORMAT=SOURCE then switching time can be longer due to changes in format.
2. All of the sources must have the same resolution and refresh rate. Ensure that the encoders' input format matches the formats of the monitors connected to the decoders. Make sure that all encoders are using VIDEO.HDCP_FORCE_ON, or that all sources are the same (HDCP on or off but not a mix).

USB OVER IP (KVM)

When connecting USB devices to encoders and decoders, the function is similar to that of a video matrix. Connecting a computer to an encoder unit and a Human Interface Device (HID) device to a decoder unit allows you to control the computer from the decoder unit.

USB over IP enables non-isochronous USB devices to be used remotely. USB over IP is enabled by default.

There are three USB modes available: Auto Select, Active per Request, and Active on Link.

AUTO SELECT MODE

The device chooses between Active per Request or Active on Link mode based on the casting mode (multicast or unicast) chosen.

- Multicast uses Active per Request.
- Unicast uses Active on Link.

ACTIVE PER REQUEST MODE (DEFAULT)

The USB connection initiates once a decoder and encoder are communicating. Multiple decoders can communicate with and have simultaneous USB control of the same encoder. All decoders automatically activate USB control of the encoder they switch to, and every decoder watching that encoder has USB control.

ACTIVE ON LINK MODE

Multiple USB devices may be connected to one or more decoder units. However, only one encoder unit can have USB control at a time. In other words, only one decoder can communicate with the encoder at any given time. By default, the first decoder unit connected has USB control.

FAST(ER) KVM SWITCHING

USB.KVM_FAST: Default FALSE. When set to TRUE (Checked) allows for rapid transition of KVM control when switching between two encoders. Not compatible with touchscreen. Both the encoder and decoder need to have the value of setting match (and a reboot) to take effect.

RS-232 OVER IP

SIMPLE GUEST MODE

Bi-directional IP/Ethernet to RS-232 (Static Baudrate).

The encoders and decoders support RS-232 over IP and RS-232 pass-through, allowing the control of remote RS-232 devices. The encoder and decoder units used to pass through the RS-232 data must be set to the same baud rate as the RS-232 host and client. Once the settings are set and saved and the device reboots it will be listening on TCP port 6752 for incoming connections. Any data sent over that connection is directly forwarded across the RS-232 interface to the connected device and any replies over the RS-232 from the external device are forwarded back across the TCP connection. There is no internal parsing of the data, the format of the data being sent needs to be as if it were being sent directly down the serial line.

This requires an Ethernet (telnet) connection at the sending end and an RS-232 cable at the responding end. Commands are entered via a telnet connection to port 6752. Anything entered into the telnet session at the sending side will be sent out of the RS-232 port on the responding side.

1. Access the web interface for the encoder or decoder unit and log in with **username=admin password=admin**.
2. Click the **Configuration** tab.
3. Locate the **SERIAL.SETTINGS** and change the RS-232 settings to match the settings of the RS-232 device being used. See example in the table below.

Table 2. RS-232 Settings for an Example RS-232 Device

Description	Setting
Baud Rate	19200
Data Bits	8
Parity	None
Stop Bits	1

4. Set **SERIAL.ENABLED** to true by clearing the **False** check box.
5. Click **Save**. The unit will automatically reboot.
6. Connect using telnet or other TCP socket port 6752 to the IP address of the encoder or decoder connected to the responding RS-232 devices.
7. Send commands.

AUDIO SETTINGS

AUDIO SOURCE

The E-WP series is capable of using HDMI or Analog audio sources.

- The E-WP encoder uses the STREAM.AUDIO to select the source of audio sent over the AV over IP stream.
- The decoder uses the STREAM.AUDIO to select what audio is sent out the HDMI output.

STREAM.AUDIO=HDMI

E-WP – STREAM.AUDIO = HDMI

1. Encoder receives HDMI input with embedded audio.
2. Encoder takes embedded HDMI audio (same as above) and encodes it into the AV over IP stream that includes video.

STREAM.AUDIO=ANALOG

E-WP – STREAM.AUDIO=Analog

1. Uses the Analog audio (unbalanced consumer line level via Euroblock connector) and sends it out the AV stream.

RTP AUDIO STREAM (ENCODER ONLY)

All encoders (E4100, DuetE-WP, DuetE-WP-H, DuetE-WP-BT, E-WP, E-WP-BT, E-WP-H, DuetE-2, and E4200) have the ability to transmit up to 8 channels of LPCM audio as an RTP audio stream. The RTP audio stream may be transmitted as either a unicast or multicast stream. This feature is mainly used to transmit RTP audio from an encoder to a QSC Core DSP.

1. Access the web interface for the encoder unit that will be transmitting the RTP audio stream and log in with **username=admin** **password=admin**.
2. Click the **Configuration** tab.
3. Enter an IP address into the STREAM.RTP_ADDRESS field.
 - a. To send unicast (recommended), enter the IP address of the QSC Core DSP.
 - b. To send multicast, enter a unique multicast IP address (example: 225.168.8.100).
4. Enter a port number into to the STREAM.RTP_PORT field.
 - a. Must be an even number.
 - b. Must be 1024 or above.
 - c. If sending an RTP audio stream from more than 1 encoder, they must all use different port numbers.
5. Go the QSC Designer site design and add a Media Stream Receiver (MSR) object to the design.
6. In QSC Designer go to the File menu and select “Save to Core & Run”
7. Double-click to open the MSR object and enter the following link: <http://<IP address of encoder>/audio.sdp>
 - a. Example: <http://192.168.8.101/audio.sdp>
 - The RTP audio stream will be transmitted from the encoder to the QSC Core DSP MSR.

EDID

The default EDIDs that come with the E-WP encoder cover a range of resolutions and audio formats that are widely supported. There may be some instances where the default EDIDs do not produce the expected or desired results for a unique system, such as for certain special resolutions, color-space options, and audio formats. In those cases, produce the desired result by capturing the EDID settings from your display and updating the EDID on the E-WP encoder. You can use EDID capture software such as **Monitor Asset Manager 2.9** (<http://www.entechtaiwan.com/util/moninfo.shtml>) to copy the EDID from your display.

The EDID describes the formats for audio and video that an HDMI sync can process. The source device uses this information to determine the audio and video format that is output. The source gets its EDID from the encoder. The E-WP encoder is the only device that is presenting an EDID to the source. No matter how many displays are in the system, the devices never report their EDID to the source.

Most source devices are set to output according to the EDID it is receiving. Therefore, to make the source device output a different audio or video format you must update the EDID on the encoder.

CUSTOMIZING THE EDID

E-WP encoders can import custom-built EDIDs. An EDID is a string of 256 bytes of information formatted in hexadecimal notation. These bytes share information about all of the capabilities of the endpoint device, and different devices format the EDID in their own way.

The EDID file must be formatted properly in order to be imported to an E-WP encoder.

1. Create a text file with the extension `.edid`.
2. Format the 256 bytes of EDID data as in the example below (substituting your values).

Example:

```
0x00,0xff,0xff,0xff,0xff,0xff,0xff,0x00,0x59,0x24,0x03,0x00,0x01,0x00,0x00,0x00,
0x05,0x19,0x01,0x03,0x80,0x3d,0x23,0x78,0x2a,0x5f,0xb1,0xa2,0x57,0x4f,0xa2,0x28,
0x0f,0x50,0x54,0xbf,0xef,0x80,0x71,0x40,0x81,0x00,0x81,0xc0,0x81,0x80,0x95,0x00,
0xa9,0xc0,0xb3,0x00,0xd1,0x00,0x04,0x74,0x00,0x30,0xf2,0x70,0x5a,0x80,0xb0,0x58,
0x8a,0x00,0x60,0x59,0x21,0x00,0x00,0x1e,0x00,0x00,0x00,0xfd,0x00,0x18,0x4b,0x1e,
0x5a,0x1e,0x00,0x0a,0x20,0x20,0x20,0x20,0x20,0x20,0x00,0x00,0x00,0xfc,0x00,0x47,
0x65,0x6e,0x65,0x72,0x69,0x63,0x5f,0x34,0x4b,0x0a,0x20,0x20,0x00,0x00,0x00,0xff,
0x00,0x30,0x0a,0x20,0x20,0x20,0x20,0x20,0x20,0x20,0x20,0x20,0x20,0x20,0x20,0x01,0x3f,
0x02,0x03,0x39,0xc3,0x4b,0x90,0x04,0x1f,0x13,0x03,0x12,0x20,0x0f,0x1e,0x24,0x26,
0x35,0x09,0x7f,0x04,0x0f,0x7f,0x04,0x15,0x07,0x50,0x3d,0x1f,0xc0,0x5f,0x54,0x01,
0x57,0x06,0x00,0x67,0x54,0x00,0x83,0x5f,0x00,0x00,0x6e,0x03,0x0c,0x00,0x10,0x00,
0x80,0x3c,0x20,0x10,0x80,0x01,0x02,0x03,0x04,0x02,0x3a,0x80,0xd0,0x72,0x38,0x2d,
0x40,0x10,0x2c,0x45,0x80,0x60,0x59,0x21,0x00,0x00,0x1e,0x01,0x1d,0x00,0x72,0x51,
0xd0,0x1e,0x20,0x6e,0x28,0x55,0x00,0x60,0x59,0x21,0x00,0x00,0x1e,0x02,0x3a,0x80,
0x18,0x71,0x38,0x2d,0x40,0x58,0x2c,0x45,0x00,0x60,0x59,0x21,0x00,0x00,0x1e,0x00,
0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x9d
```

3. Save the `*.edid` file.
4. Upload the EDID to the E-WP encoder.
5. Power cycle the E-WP encoder to use the new EDID file.

The source device may need to be power cycled in order to accept the new EDID. Physically remove power from the source device then reapply it.

ADVANCED CONFIGURATION

HDCP FORCE ON

Encoder: Force the encoder to accept only HDCP sources.

Decoder: Force the decoder to HDCP encrypt the output.

HDCP Force On determines whether a unit forces HDCP for all sources or sinks (TRUE) or allows non-encrypted to go through natively (FALSE). When FALSE switching can be slow if you need to renegotiate the HDMI link.

HDCP FORCE OFF

Tells the source device that the encoder will not accept HDCP encrypted content. It cannot be used to remove HDCP from sources.

MASS CONFIGURATION (DECODER ONLY)

UNIT.SERIAL	UNIT.MODEL	UNIT.ID	UNIT.FIRMWARE	UNIT.FIRMWARE_DATE	IP.MODE	IP.ADDRESS	IP.NETMASK	IP.GATEWAY	IP.DNS_SERVER	AUDIO.DAC_MUTE	AUDIO.DAC_MUX	AUDIO.DAC_VOLUME	AUD...
188-001-001338	E4100	E4100-103	2.3.123	Fri 21 May 2021 12:18:20 -0700	static	192.168.13.103	255.255.255.0	192.168.13.1	192.168.1.127				
188-001-001504	E4100	E4100-102	2.3.123	Fri 21 May 2021 12:18:20 -0700	static	192.168.13.102	255.255.255.0	192.168.13.1	8.8.8.8				
188-001-002402	E4100	E4100-101	2.3.123	Fri 21 May 2021 12:18:20 -0700	static	192.168.13.101	255.255.255.0	192.168.13.1	8.8.8.8				
188-001-005183	DuetE	DuetE-107	2.3.123	Fri 21 May 2021 12:18:20 -0700	static	192.168.13.107	255.255.255.0	192.168.13.1	8.8.8.8				
188-001-005279	DuetE	DuetE-105	2.3.123	Fri 21 May 2021 12:18:20 -0700	static	192.168.13.105	255.255.255.0	192.168.13.1	8.8.8.8				
188-002-000000	D4100	D4100-000000	2.3.123	Fri 21 May 2021 12:18:20 -0700	static	192.168.13.112	255.255.255.0	192.168.13.1	192.168.1.127				

Decoders have the ability to auto discover all endpoints on the network, export to .CSV file (all configurable parameters included), make changes offline, upload .CSV file through embedded web page of encoder/decoder and push configuration to the network. No external software required – mass configuration capabilities are built into the decoder embedded webpage UI.

Use the following command to enable Mass Configuration on a decoder. Mass Configuration should be used with extreme caution and should only be enabled on 1 decoder in the system.

Example: `CMD=START&UNIT.ID=ALL&UNIT.MASS_CONFIG=TRUE&CMD=END`

ENCODER OPTIONS

E-WP ENCODER DEVICE TAB

Key	Value
UNIT.ID	E-WP-002312
UNIT.MODEL	E-WP
UNIT.SERIAL	186-003-002312
UNIT.FIRMWARE	2.3.151
UNIT.FIRMWARE_DATE	Fri, 08 Jul 2022 12:05:11 -0700

Monitor

Video Info VIDEO INFO:
Source=3840x2160@30P

Audio Info AUDIO INFO:
Source=HDMI
Type=LPCM
Frequency=48 KHz
Size=24 bits
Channels=2

UNIT.ID – By default, the UNIT.ID of the encoder is the Model Number and the Serial Number (e.g., E-WP-000442 serial number: 186-003-000442). This can be changed by the user on the **Network** tab.

UNIT.MODEL – The model type of the unit. (E-WP)

UNIT.SERIAL – The serial number of the unit. The serial number can also be found on the bottom label of each unit.

UNIT.FIRMWARE – The current firmware version of the unit.

UNIT.FIRMWARE_DATE – The date the firmware was released.

MONITOR BUTTON – Displays the live thumbnail preview of the video being transmitted to the AV stream.

Note: Click preview to access Diagnostics page.

VIDEO INFO – Displays the current source resolution being transmitted to the AV steam.

AUDIO INFO - Displays the current

E-WP ENCODER NETWORK TAB

E-WP		Device	Network	Configuration	System
Save		Information			
UNIT.ID	E-WP-002312				
UNIT.SET_ID	<input type="text"/>				
UNIT.LOCATION	<input type="text"/>				
UNIT.MAC_ADDRESS	00:0E:14:60:08:A4				
IP.MODE	dhcp <input type="button" value="v"/>				
IP.DHCP_STATUS	valid <input type="button" value="v"/>				
IP.ADDRESS	<input type="text" value="192.168.13.233"/>				
IP.NETMASK	<input type="text" value="255.255.255.0"/>				
IP.GATEWAY	<input type="text" value="192.168.13.1"/>				
IP.DNS_SERVER	<input type="text" value="192.168.1.127"/>				

UNIT.ID – By default, the UNIT.ID of the encoder is the Serial Number. This can be changed by the user on the **Network** tab.

SET.UNIT_ID – User defined device name. For example: Display_1 or Source_3 (letters, numbers, dashes, and underscores only).

UNIT.LOCATION – User defined device location. For example: Office_1 or Conference_Room_2 (letters, numbers, dashes, and underscores only).

MAC.ADDRESS – The MAC address of the unit.

IP.MODE – Modes are Static or DHCP. See section *Configuring E-WP IP Addresses*.

IP.ADDRESS – Shows the current value based on the unit's mode. In Static mode, shows the unit's static settings. In DHCP mode, shows if the values are valid. If DHCP is failed, the mode shows as Auto IP (even though you cannot select this mode directly), and the Auto IP values display in the IP.xxxxx fields. See section *Configuring E-WP IP Addresses*.

IP.NETMASK – Shows the current value based on the unit's mode. In Static mode, shows the unit's static settings. In DHCP mode, shows if the values are valid. If DHCP is failed, the mode shows as Auto IP (even though you cannot select this mode directly), and the Auto IP values display in the IP.xxxxx fields. See section *Configuring E-WP IP Addresses*.

IP.GATEWAY – Shows the current value based on the unit's mode. In Static mode, shows the unit's static settings. In DHCP mode, shows if the values are valid. If DHCP is failed, the mode shows as Auto IP (even though you cannot select this mode directly), and the Auto IP values display in the IP.xxxxx fields. See section *Configuring E-WP IP Addresses*.

IP.DNS_SERVER – (optional) Shows the current value based on the unit's mode. In Static mode, shows the unit's static settings. In DHCP mode, shows if the values are valid. If DHCP is failed, the mode shows as Auto IP (even though you cannot select this mode directly), and the Auto IP values display in the IP.xxxxx fields. See section *Configuring E-WP IP Addresses*.

E-WP ENCODER CONFIGURATION TAB

The screenshot shows the 'E-WP' configuration interface with the 'Configuration' tab selected. At the top, there are navigation tabs: 'E-WP', 'Device', 'Network', 'Configuration', and 'System'. A 'Save' button is on the left, and an 'Information' button is on the right. Below these are several configuration rows:

STREAM.RTP_ADDRESS	<input type="text"/>
STREAM.RTP_PORT	<input type="text"/>
STREAM.MODE	multicast <input type="button" value="v"/>
STREAM.BIT_RATE	auto <input type="button" value="v"/>
STREAM.FRAME_RATE	100% <input type="button" value="v"/>
STREAM.QOS_DSCP	26 <input type="text"/>
STREAM.AUDIO	HDMI <input type="button" value="v"/>

STREAM.RTP_ADDRESS – Used to set RTP audio stream address. See section *Audio Settings*.

STREAM.RTP_PORT – Used to set RTP audio stream port. See section *Audio Settings*.

STREAM.MODE – Unicast or multicast. See section *Configuring Stream Settings (Manually)*.

STREAM.BIT_RATE – See section *Stream Bit Rate*.

STREAM.FRAME_RATE – See section *Stream Frame Rate*.

STREAM.QOS_DSCP – Used to set the QoS DSCP tag (default is set to 26)

STREAM.AUDIO – Select the source of audio for the AV over IP stream - HDMI or ANALOG - See section *Audio Settings*.

The screenshot shows the 'AUDIO.DAC' configuration section with three rows:

AUDIO.DAC_MUX	HDMI <input type="button" value="v"/>
AUDIO.DAC_MUTE	<input checked="" type="checkbox"/> TRUE
AUDIO.DAC_VOLUME	80 <input type="range" value="80"/>

AUDIO.DAC_MUX – Selects the audio source for analog audio output. See section *Audio Settings*.

AUDIO.DAC_MUTE – Used to set the mute state of the balanced analog audio output. See section *Audio Settings*.

AUDIO.DAC_VOLUME – Used to set or adjust the balanced analog audio output signal level. See section *Audio Settings*.

CONFIGURATION TAB (CONT.)

VIDEO.HDCP_FORCE_ON	<input checked="" type="checkbox"/> TRUE
VIDEO.HDCP_FORCE_OFF	<input type="checkbox"/> FALSE
VIDEO.EDID	DEFAULT ▾
Select CUSTOM EDID file	Filename
Upload file	

VIDEO.HDCP_FORCE_ON – Force the encoder to accept only HDCP sources. See section *HDCP Force On*.

VIDEO.HDCP_FORCE_OFF - See section *HDCP Force Off*.

VIDEO.EDID – Used to select between different default, prebuilt, and custom EDID files. See section *EDID*.

Select EDID file – Browse to select the EDID file. The filename must be in the format *.edid. See section *EDID*.

Upload file – Upload the selected EDID file. See section *EDID*.

CONFIGURATION TAB (CONT.)

USB.ENABLED	<input checked="" type="checkbox"/> TRUE
USB.KVM_FAST	<input checked="" type="checkbox"/> TRUE
USB.MODE	<input type="radio"/> Auto Select
	<input checked="" type="radio"/> Active On Link
	<input type="radio"/> Active Per Request
SERIAL.ENABLED	<input checked="" type="checkbox"/> TRUE
SERIAL.SETTINGS	Baudrate: 115200 ▼
	Data bits: 8 ▼
	Parity: None ▼
	Stop bits: 1 ▼

USB.ENABLED – Turn on or off USB over IP. See section *USB Over IP (KVM)*.

USB.KVM_FAST – Hidden until USB.ENABLED is set to TRUE. See section *USB Over IP (KVM)*.

USB.MODE – Hidden until USB.ENABLED is set to TRUE. See section *USB Over IP (KVM)*. Options are: Auto Select, Active On Link, and Active Per Request.

SERIAL.ENABLED – Turn on or off RS232 over IP. See section *RS-232 Over IP*.

SERIAL.SETTINGS – Hidden until SERIAL.ENABLED is set to TRUE. See section *RS-232 Over IP*. Options are: Baudrate, Data bits, Parity, and Stop bits.

E-WP ENCODER SYSTEM TAB

Reboot – This button reboots the unit.

Factory Default – This button factory defaults the unit. See section *Troubleshooting*.

Change Password – This button changes the unit’s web interface login password to values entered below (default is `admin`).

- Password – enter new password
- Reenter Password – reenter new password

Important: Make sure you write the new password down. If it is lost or forgotten, you will need to call Visionary Solutions support to assist in a console factory default of the unit.

Set update file – Browse to a new firmware file supplied by Visionary Solutions or downloaded from www.visionary-av.com.

Update Unit – This button will initiate a firmware update per the specified file above.

Information – Real-time status messages displayed during a reboot, firmware update, or factory default action.

CONTROL

VISION LITE

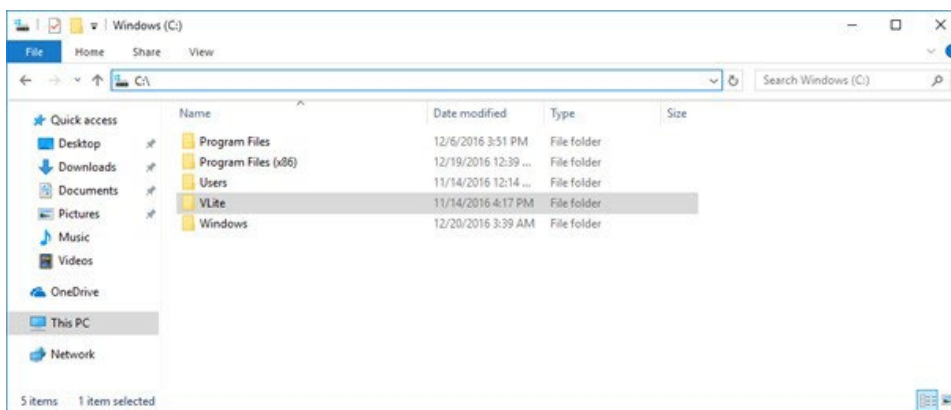
Vision Lite is a 4K Matrix Switching, Video Wall Control, and configuration software for use with our Encoder and Decoder endpoints.

The Vision Lite Server Application is cross-platform capable (or OS agnostic), meaning that the software works on Windows, Mac, and Linux. The Vision Lite User Interface is a browser-based application that works on PCs, Apple or Android tablets, and mobile devices. Browsers supported are Chrome, Firefox, Internet Explorer, and so on.

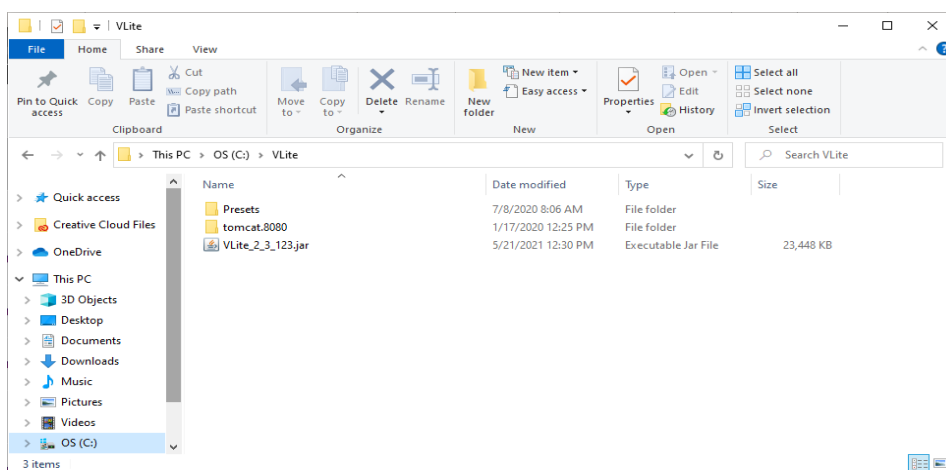
Vision Lite automatically discovers units on your network without any configuration.

Follow these instructions to install the Vision Light software.

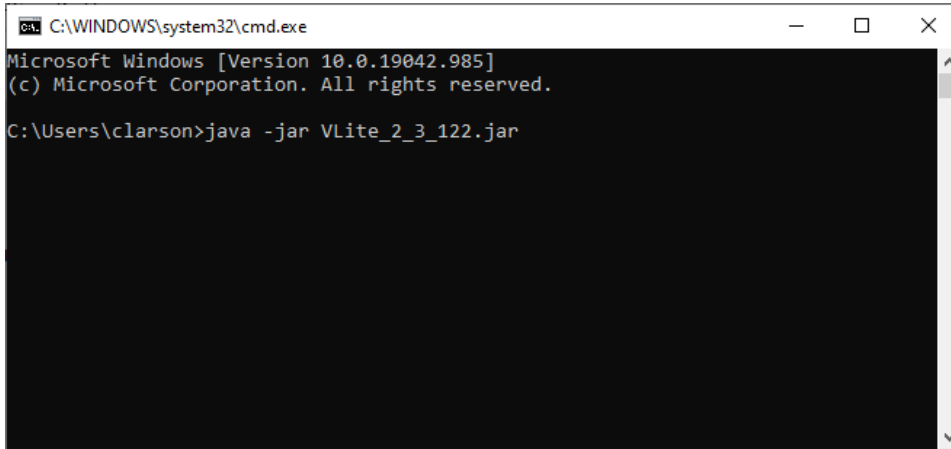
1. The latest Java JRE runtime is a prerequisite on the machine running VLite. The JRE can be found here: <http://www.oracle.com/technetwork/java/javase/downloads/jre8-downloads-2133155.html>.
2. Download the latest Vision Lite software from www.visionary-av.com.
3. Manually create a read/write-able folder/directory C:\VLite at the root of your C:\ drive. This is the recommended directory to place the downloaded VLite.jar file, but you can place the file anywhere on your computer.



4. Save the VLite.jar file that you downloaded to the \VLite folder you just created.



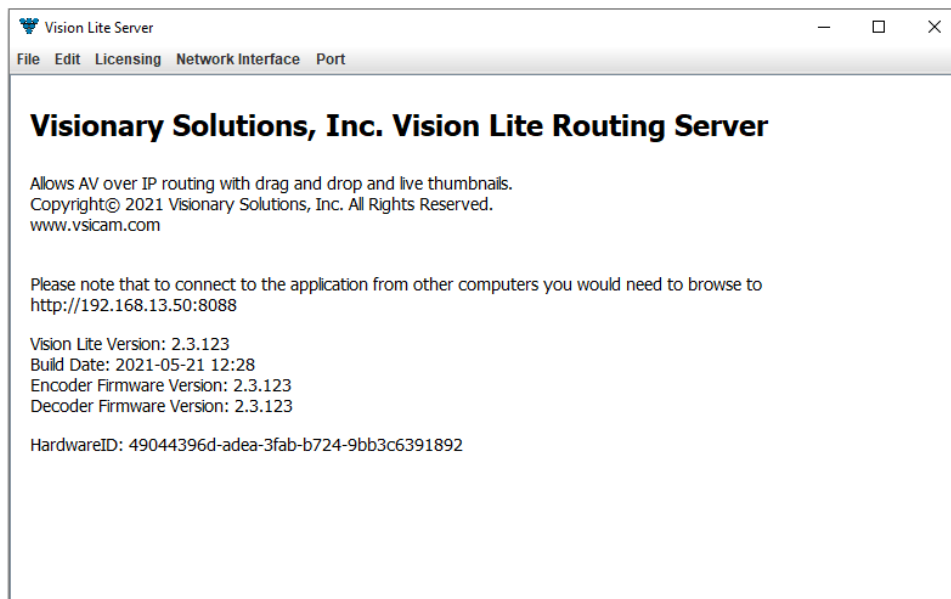
5. Launch the Vision Lite Server application by double clicking the `VLite.jar` file, OR from a command line interface using the following command: `java -jar VLite.jar`.



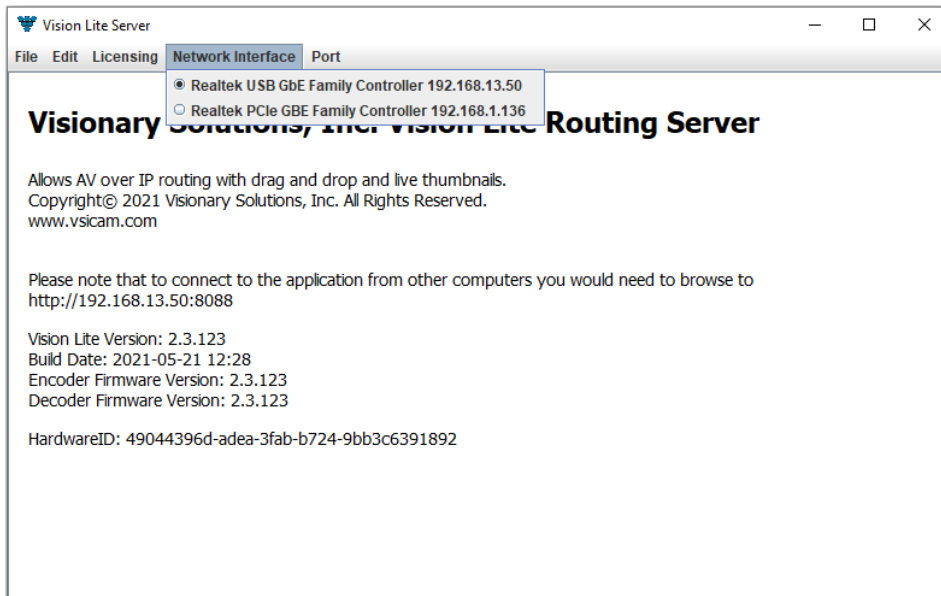
```
C:\WINDOWS\system32\cmd.exe
Microsoft Windows [Version 10.0.19042.985]
(c) Microsoft Corporation. All rights reserved.

C:\Users\clarson>java -jar VLite_2_3_122.jar
```

6. The Vision Lite Server window opens.



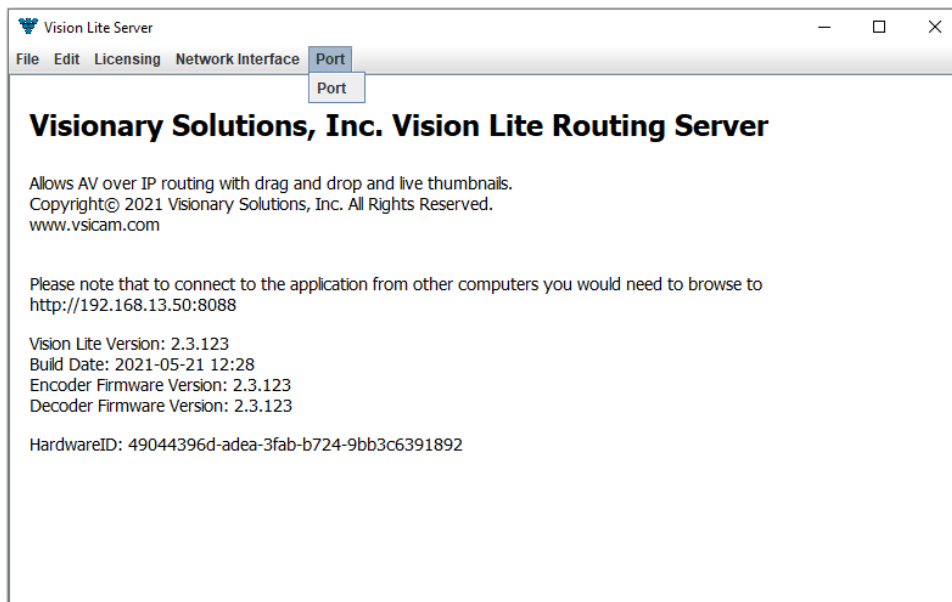
- Go to the **Network Interface** menu and select the appropriate network interface.

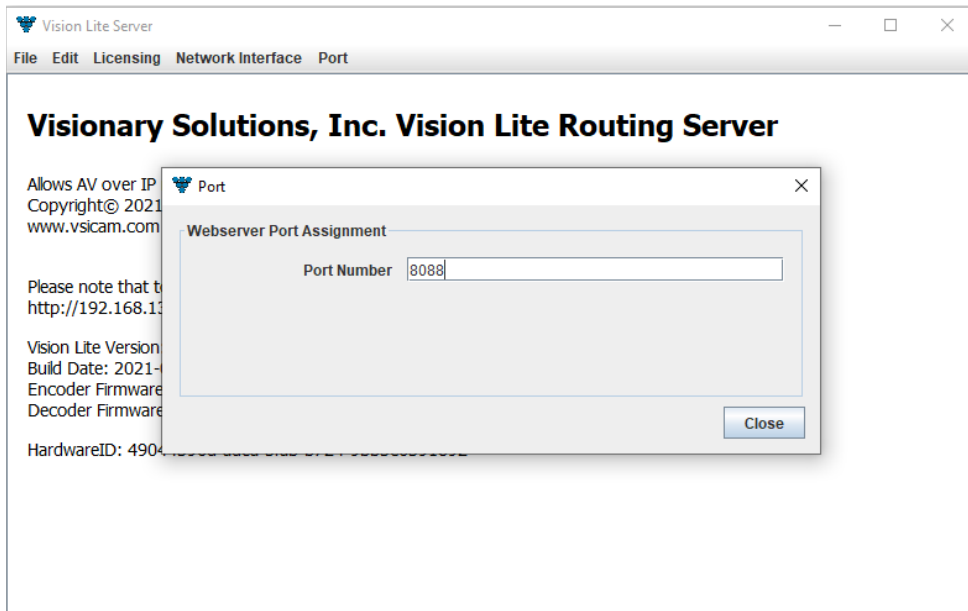


Select the network interface that the Vision Lite Server will be “listening” on. If your machine has more than one network interface, you will need to select the interface that is connected to the same network as the units.

Important: The Vision Lite Server window can be minimized in the background; however, it must always be running.

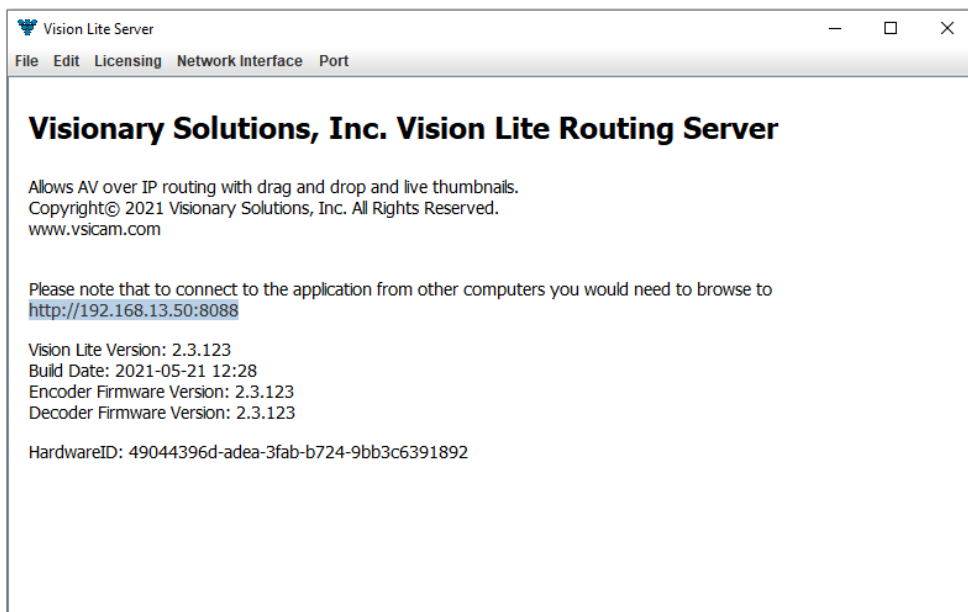
- The default port assignment for VLite is 8080, other programs running on the computer may be using port 8080. If that is the case, the port for VLite will need to be changed for VLite to open. To change the port assignment, click on “Port” then enter the desired port number.



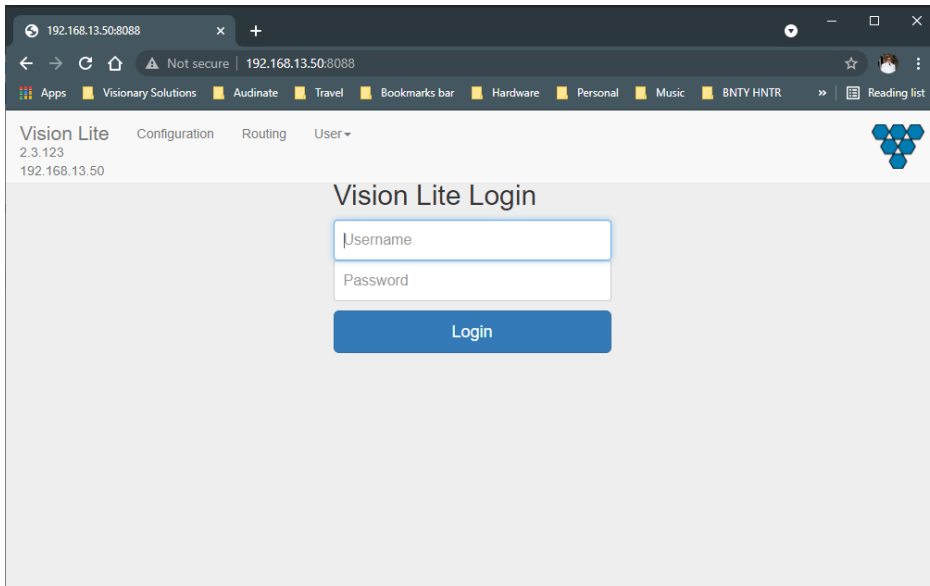


Important: The Vision Lite Server window needs to be closed and then reopened for the new port number to be assigned.

8. Copy the Vision Lite Server IP Address from the Vision Lite Server window to your clipboard.



10. To launch the Vision Lite User Interface, open a browser page and copy the Vision Lite Server IP Address IP Address to the URL.

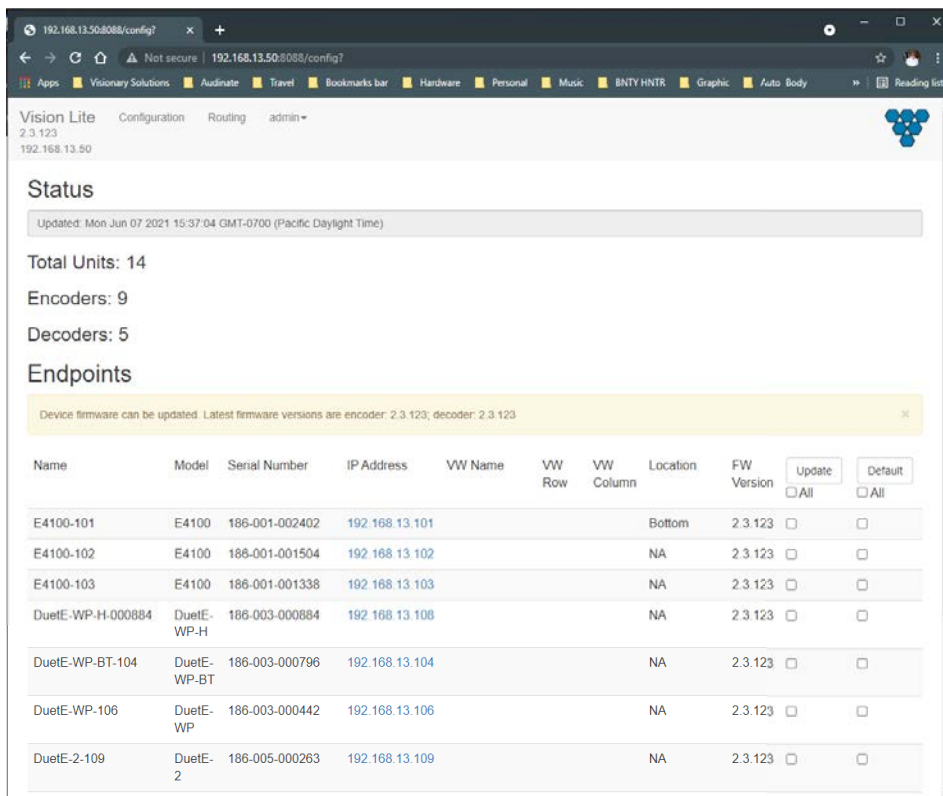


Note: You can log in from any machine on the network.

11. Log in with **username=admin password=admin**.

Note: A second user type with limited access rights is available. Log in with **username=user1 password=user1**.

12. The **Configuration** page opens. You now have access to configure each unit.



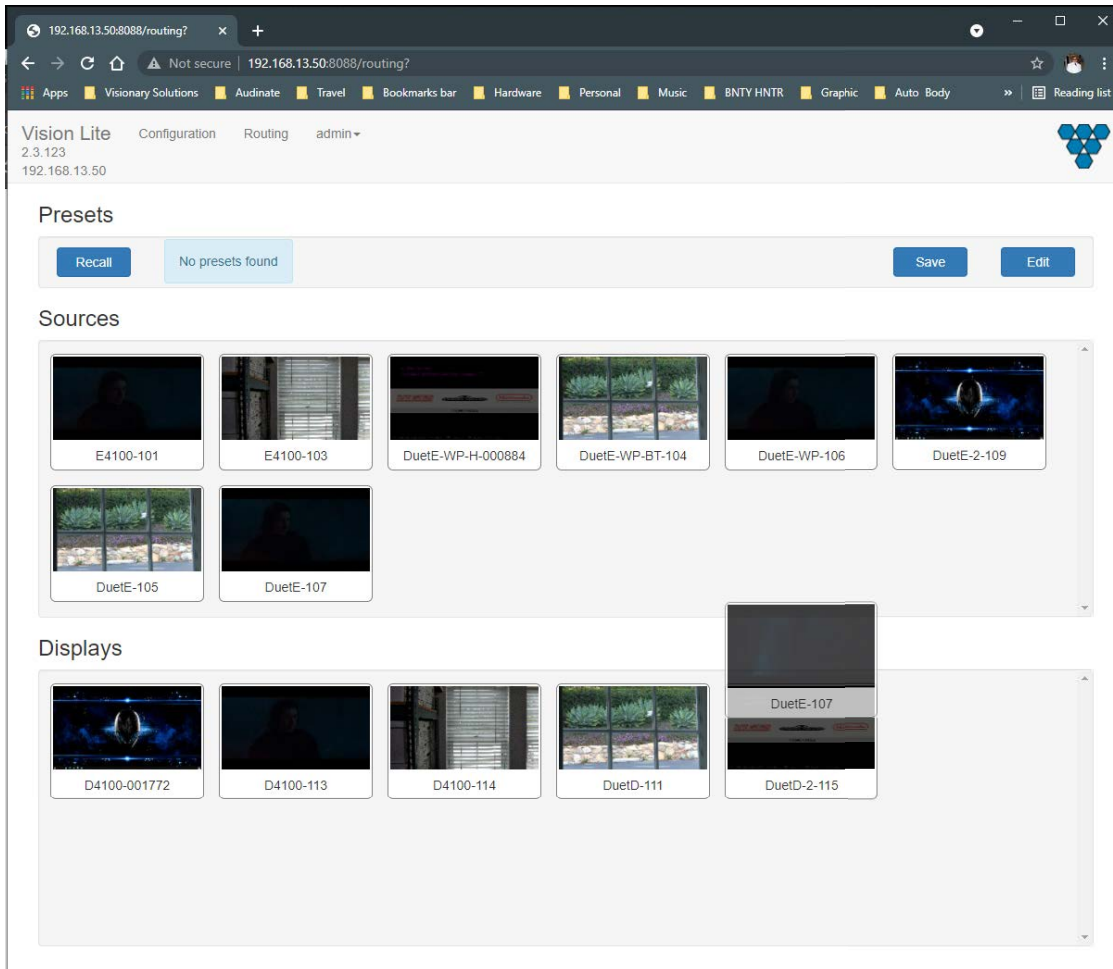
- On the **Configuration** page, you can click on the IP Address (hyperlink) of any endpoint to open the embedded web interface for each unit. On the unit’s web interface, you can rename the units and/or set a user defined location.

Important: SPECIAL CHARACTERS ARE NOT ALLOWED FOR UNIT ID AND LOCATION. Example: -@#\$\$% are *not* allowed.

Note: When making changes to the endpoints, the endpoints briefly disappear from the Vision Lite User Interface while they are

rebooting, and the application rediscovers them.

- From the **Configuration** page, you can update the firmware for any units that may be out of date. The Vision Lite software displays a message if a newer firmware is available.
- On the **Routing** tab, you can drag-n-drop to route and switch sources to displays.



Note: Double-click the preview of a unit to open that unit’s web UI from the **Routing** tab.

THIRD-PARTY CONTROL DRIVERS AND PLUGINS

Various third-party control drivers and plugins, such as QSC, Symetrix, Crestron, Extron, etc., are available. Please contact support@visionary-av.com for details.

API

An API providing access to the full range of features on the encoders and decoders is offered to qualified System Integrators. Please contact support@visionary-av.com for details.

TROUBLESHOOTING

This section provides useful information to help you to resolve any difficulty you might have with your E-WP endpoints.

LED INDICATORS

Power LED (Green) – Blinking: Power on and the unit is booting up.

– Solid On: Power on and the unit is active

Link LED (Green) – Blinking: 1) The unit is connecting with encoder or decoder. 2) The HDMI source is removed.

– Solid On: All the connections are working.

CHECKING THE FIRMWARE

It is important to know the version of the E-WP firmware in order to troubleshoot the unit. To find the firmware version of your E-WP from the embedded device web Interface, navigate to the **Device** tab and the firmware version is shown.

SUPPORT

Should you require any technical assistance, please contact your Visionary Solutions reseller. If your questions cannot be answered immediately, your reseller will forward your queries through the appropriate channels to ensure a rapid response.

You can also:

- Download user documentation. Go to www.visionary-av.com/downloads.
- Find answers to resolved problems in the FAQ database. Search by product, category, or phrases. Go to www.visionary-av.com/faqs.
- Report problems to Visionary Solutions support staff by sending an email to support@visionary-av.com.
- Visit the Customer Support section of the Visionary Solutions web site at www.visionary-av.com.

FACTORY DEFAULT SETTINGS

This procedure provides a way to reset the E-WP units back to the factory default settings, which may be necessary or desirable in certain circumstances.

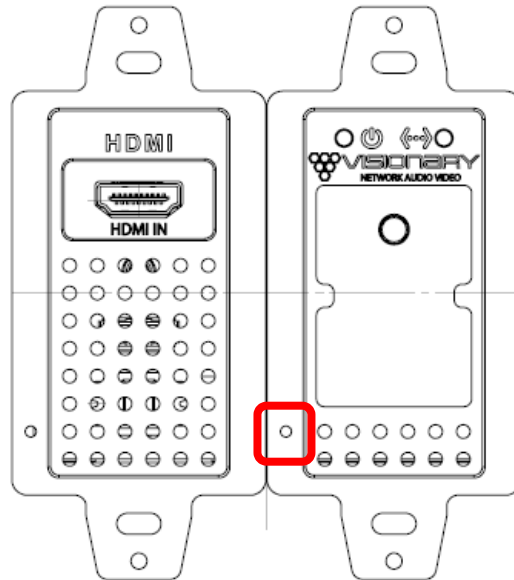
The unit will reboot to its factory default settings. Note that a factory default causes all of the settings, including the network settings, to be reset to factory default values. Performing a factory default reset will restore the **IP.MODE** settings to DHCP, causing the unit to acquire a new IP address. If there is no DHCP server available on the network, the unit will use Auto IP addressing. See section *Network Discovery*.

1. Access the web interface for the unit that will be factory defaulted.
2. Log in with **username=admin password=admin**.
3. Click the **System** tab.
4. Click **Factory Default**.
5. Click **OK** on the pop-up.
6. The unit will reset to its factory default settings.

Method 2:

1. Locate the reset button in the lower left corner of the right modules of the E-WP.
2. Use a paperclip or similar device to press physical reset button.
3. Press and hold the reset button until the LEDs on the front of the E-WP indicate the unit has been reset (Fast Link LED).

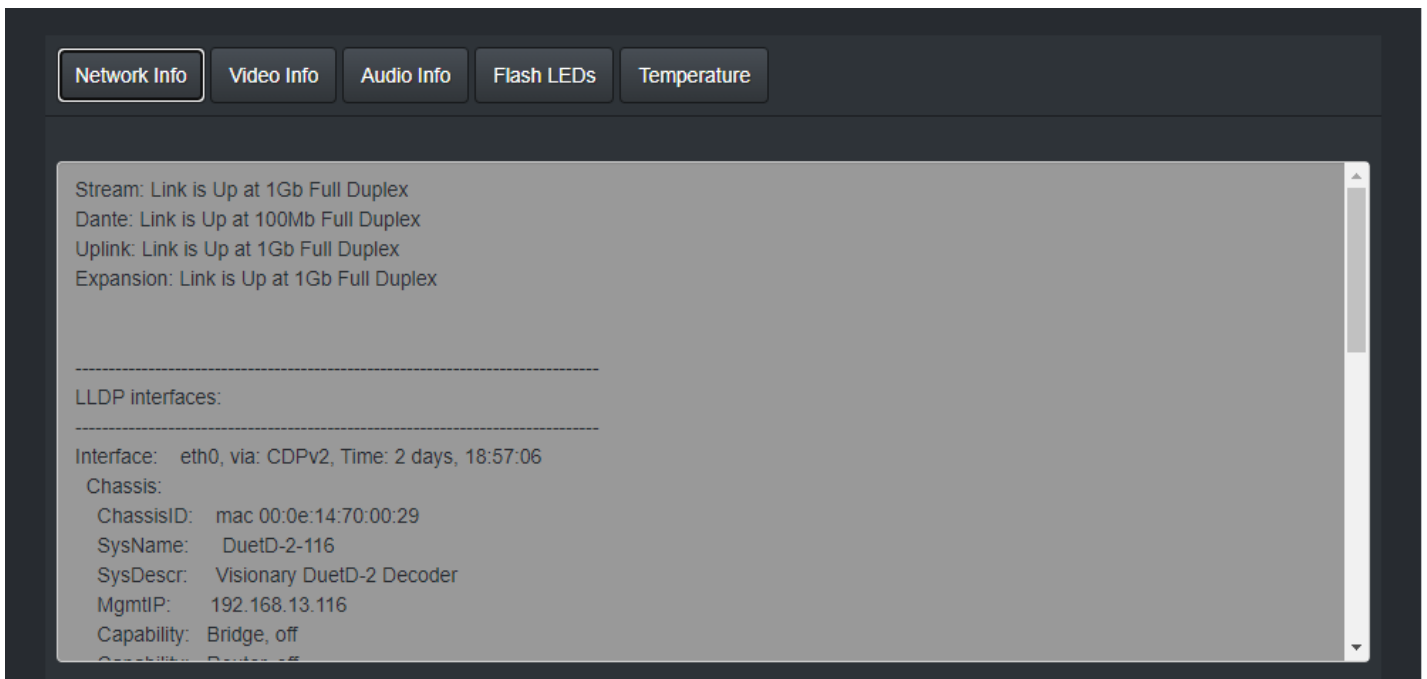
- The unit will reset to its factory default settings.



DIAGNOSTICS PAGE

Every encoder and decoder have a diagnostics page that is accessible via the web UI. To access the diagnostics page, type the following address into a web browser: <http://admin:admin@<unit IP address>/diagnostics.html>. The diagnostics page provides the following information:

NETWORK INFO



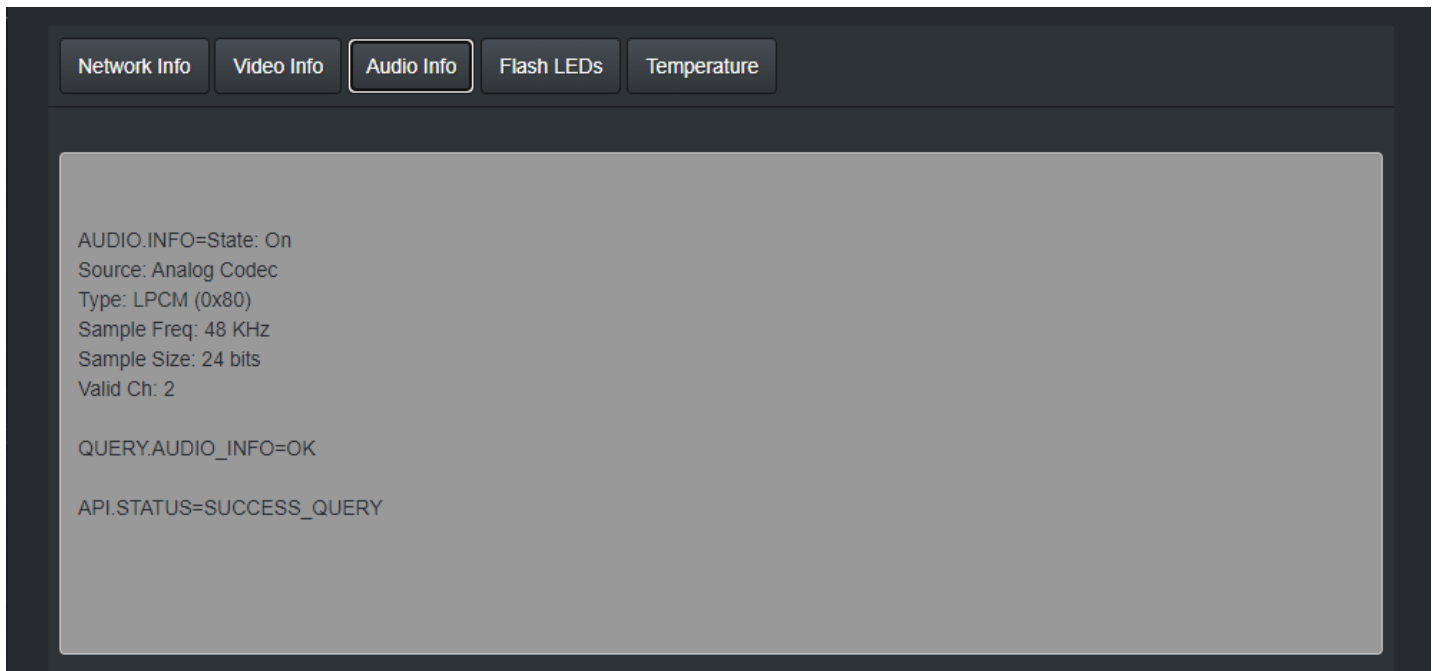
Displays the current network link speed for Stream, Uplink, and expansion port. In addition, the network info displays local and neighbor LLDP information.

VIDEO INFO



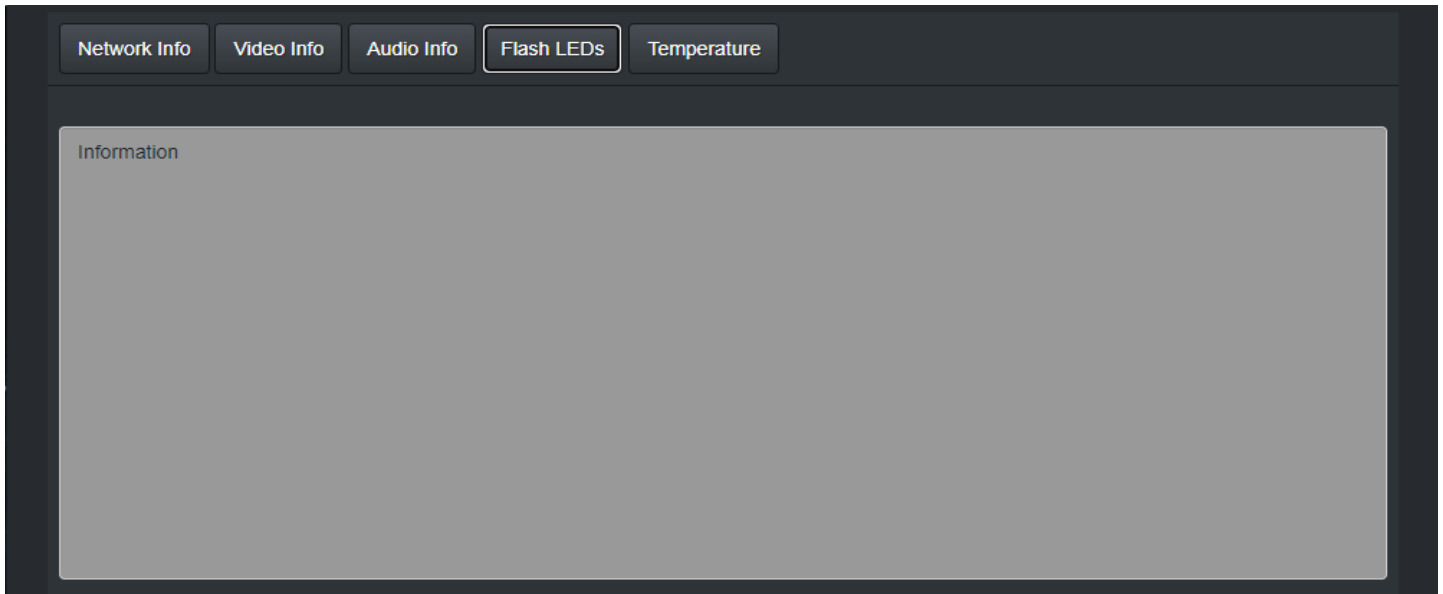
Displays the current video information, containing but not limited to resolution, refresh rate, scan mode, and HDCP.

AUDIO INFO



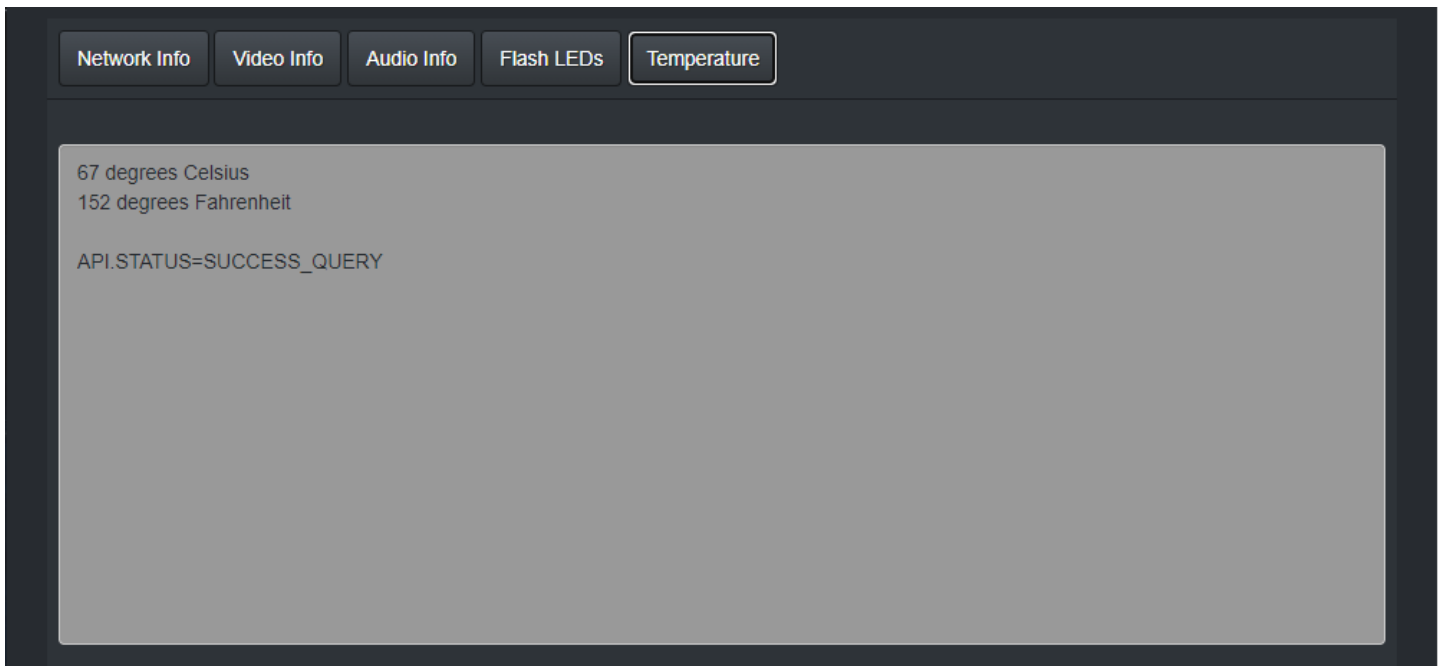
Displays the current audio source codec, type, sample frequency, and sample size information.

FLASH LEDs



Flashed the front LEDs of the unit.

TEMPERATURE



Displays the current unit temperature in both Celsius and Fahrenheit.

PRODUCT SPECIFICATIONS

Specifications	E-WP Encoder
Size	Dual Gang Wall Mount 91.8mmx 33.4/51.7 (w/Flange) x 40.9 mm(d)
Ethernet Port	POE, UTP/STP 1000Mbps (8K Jumbo Frame required)
Protocol	IP, UDP, TCP, ICMP, IGMP
HDMI Port	19 pin type A female
Audio Jack (Line In/Out)	3.5mm (1/8") / Phoenix Euro Block 3.81mm pitch - 4 pins
USB Port	Type-A / Type-B USB 2.0
LAN Bandwidth	850Mbps max. for each source
Max. Supported Timing	2160p 30Hz @60fps
Max. Distance	120m (UTP) between 2 devices (Encoder/Decoder/Ethernet Switch)
Latency	~1 frame
USB Redirection	KM over IP: dedicated for KVM application USB over IP: support any kind of USB HID devices
HDMI Audio Redirection	2 Ch LPCM 8 Ch LPCM 5.1 Ch NLPCM 7.1 Ch NLPCM
HDMI Audio Extraction	4 Ch LPCM (32KHz ~96KHz)
Stereo Audio Redirection	LINE IN (switch off HDMI audio)
RS232 Redirection	Transparent binary data transmission
HDMI 3D Support	HDMI 2.0 3D: TnB, SbS, F.P.
Compression Technology	Full Frame based visually lossless video compression algorithm
Certificate	CE/FCC
Compliance	HDMI 2.0/HDCP 2.24/RoHS
Operating Temperature	0~70°C
Operating Humidity	10~85% RH (no condensation)
Storage Temperature	-10~80°C
Storage Humidity	5~95% RH (no condensation)