



# Matrox Mura DVW MuraControl

## User Guide

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(Go to our *website* for the latest version)

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# CHAPTER 1

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## Introduction

This chapter includes the following topics:

- *About Matrox Mura DVW*
- *Matrox safety information*
- *Supported web browsers*
- *About the Matrox Mura DVW user documentation*

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## About Matrox Mura DVW

Matrox Mura DVW is a high-performance, IP-based 4K distributed video wall appliance that lets you combine multiple units to easily create a fully synchronized video surface across a wide range of sizes and rectangular layouts.





Go to our [website](#) for the latest updates, documentation, and utilities.

## Matrox safety information



To ensure safe and reliable operation of your Matrox product, to avoid personal injury, and to prevent damage to your computer or Matrox hardware, read the following guidelines.

### Installation and operation

- Read and retain all instructions. Only use your Matrox product according to the instructions, operating ranges, and guidelines provided in the Matrox user guide and other related Matrox documentation. Failure to follow these instructions could result in damage to your product or injury to the user or installer.
- Don't expose your Matrox product to rain, water, condensation, or moisture.
- **Caution: Hot Surface, Do Not Touch**   
Your Matrox product can become hot while operating. Ensure that your computer cover is secured in place before turning it on.   
Always turn off your computer, unplug it, and then wait for it to cool before removing the cover of your computer to touch any of its internal parts or to install your Matrox card. Allow hot surfaces to cool before touching your Matrox unit.
- **Attention: Surface chaude, ne pas toucher**   
Votre produit Matrox peut devenir chaud durant son fonctionnement. Assurez-vous de bien fermer le couvercle de votre ordinateur avant de l'allumer.   
Éteignez votre ordinateur, débranchez-le et attendez qu'il refroidisse avant d'ouvrir son couvercle pour accéder à ses parties internes ou pour installer votre carte Matrox. Laissez les surfaces chaudes refroidir avant de toucher votre appareil Matrox.
- Static electricity can severely damage electronic parts. Before touching any electronic parts, drain static electricity from your body (for example, by touching the metal frame of your computer).
- When handling a card, carefully hold it by its edges and avoid touching its circuitry.
- Don't stack devices or place devices so close together that they're subject to recirculated or preheated air.
- Don't operate your system or Matrox product near a heat source or restrict airflow to your system, and make sure the ambient temperature doesn't exceed the maximum recommended temperatures. Don't block ventilation holes on your unit or system.

### If a power supply (internal or external) was included with your product

- Don't place the external power supply directly on top of the device.
- Only use power supplies originally supplied with the product or use a replacement that's approved by Matrox. Don't use the power supply if it appears to be defective or has a damaged chassis.

- Any AC-powered product must be connected to a grounded outlet installed by a licensed electrician. Don't defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding-type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug doesn't fit into your outlet, consult a licensed electrician to replace the obsolete outlet.
- Make sure that nothing rests on the power cables and that the cables aren't located where they can be stepped on, pinched, or tripped over.
- Don't use damaged power cables.
- Unplug your system or device during lightning storms or if unused for long periods of time.

## If your product includes laser-based technology

- The device contains a Class 1 laser product for use only under the recommended operating conditions and guidelines. For more information, see your Matrox user guide.
- Invisible laser radiation may be emitted from disconnected fibers or connectors. Don't stare into beams or view directly with optical instruments.
- Only use optical transceivers originally supplied with the product or use a replacement that's approved by Matrox.
- For more information on laser support and compliance, see your Matrox user guide.

## If your product includes a battery

- The battery is non replaceable.
- To dispose of your product, see <https://video.matrox.com/en/environment/product-waste-managementmatrox.com/environment/weee>.



## Repair

- Don't attempt to open or repair a power supply unit (if one was supplied).
- Don't attempt to open or repair your Matrox product.
- If there's a fault with your Matrox product, review your Matrox warranty for more information.

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## Supported web browsers

Matrox Mura DVW currently supports Microsoft Edge and Google Chrome (on Windows and macOS).

Other web browsers may work but have not been fully validated by Matrox Video.

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## About the Matrox Mura DVW user documentation

The Matrox Mura DVW user documentation consists of the following:

- **Matrox Mura DVW Device Setup sheet:** This is a printed quick start sheet included with your Mura DVW device. It describes the hardware connections and basic setup required to get you started. This document is also available on our website.
- **Matrox Mura DVW MuraConfig Installation and User Guide:** This is the main documentation for the Mura DVW and is accessible from the Mura DVW user interface at any time.
- **Matrox Mura DVW MuraControl User Guide:** This is the documentation for the Mura DVW MuraControl environment and is accessible from the Mura DVW user interface at any time.

Please note that the version of the user guides included with the software is only current at the time of the official release. The most up-to-date version of the user guides can always be found on our [website](#).

# CHAPTER 2

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## Getting to know MuraControl

This chapter includes the following topics:

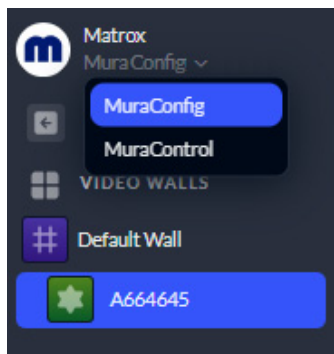
- *About the Matrox Mura DVW user interface*
- *About MuraControl*
- *Interacting with the user interface*

## About the Matrox Mura DVW user interface

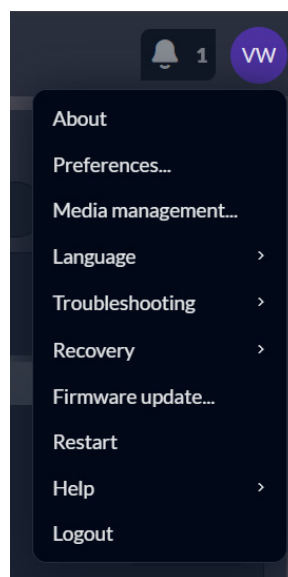
The Matrox Mura DVW user interface consists of two environments:

- **MuraConfig:** The first time you log in to your Matrox Mura DVW, it will open the MuraConfig environment. This is where you manage devices and configure your video wall setup. For more information about this environment, refer to the *Matrox Mura DVW MuraConfig Installation and User Guide*.
- **MuraControl:** If you have started designing your video wall, the Mura DVW application will open the MuraControl environment when you log in. This is where you manage the layouts of your video wall as well as the sources used in the layout. For more information about this environment, refer to *Creating and managing layouts* and *Managing sources*.


To switch between these two environments, click the drop-down list in the upper-left of the application window and make a selection.



You can find information about the status of your Mura DVW and set your application preferences by clicking the icons at the top-right of the application (see *About the main menu* and *About notifications*).




## About the main menu

From the main menu () , you can access Mura DVW's general functions.

Function	Description
<b>About</b>	See the current version of the application. From here you can also view the Matrox Video license agreement.
<b>Preferences</b>	Set user preferences (see <a href="#">Setting user interface preferences</a> ).
<b>Media management</b>	Add image files to Mura DVW (see <a href="#">Managing image files</a> ).
<b>Language</b>	Choose whether to display the interface in English or French.
<b>Troubleshooting</b>	Hover over <b>Troubleshooting</b> , then select <b>Download logs</b> . This will download all system/software-related logs from all devices used in the video wall, including logs related to updates.
<b>Recovery</b>	Create a backup of your wall's layouts and sources, or restore elements from a backup file (see <a href="#">Backing up and restoring layouts and sources</a> ).
<b>Firmware update</b>	Update the device firmware. For more information, refer to the <i>Matrox Mura DVW MuraConfig Installation and User Guide</i> .
<b>Restart</b>	Restart all the devices that are used in the video wall.
<b>Help</b>	Access this user guide and the <i>Matrox Mura DVW MuraControl User Guide</i> from the application.
<b>Logout</b>	Log out of the application.

## Setting user interface preferences

Click the menu button () and select **Preferences** to modify the general application settings. Once you've changed a preference, click **Save**.

**NOTE** Preferences are applied to the application only in the browser you're using and only until the browser history is cleared. If you switch to a different browser or clear your browser history, you may need to readjust the settings.

### App settings

You can choose to display a warning when deleting devices, and choose whether to display small or large device tiles by default.


You can also enable the cursor lock for the keyboard/mouse mode available in MuraControl's layout builder.





## Wall settings

You can choose to continue the previous session on startup. This will automatically activate a layout that was active when the previous session ended.

You can also choose to display the OSD and/or the video animation at startup.

## About notifications

Click the notifications icon () to open the Notifications panel. This panel logs all events that occur. Events that were logged since the last time the panel was opened are in bold with **NEW** added to the event icons.


Notifications will appear for errors () and warnings (), to provide information (), or to confirm a successful action ().

Click the **Mark all as read** button to change the read status of all notifications in the panel.

## Backing up and restoring layouts and sources

Mura DVW allows you to back up your database of layouts and sources. Backups can be used to restore your wall after a factory reset or to clone your wall by restoring the file to another distributed wall.

### Creating a backup

Click the menu button () , hover on **Recovery**, and select **Backup** to download a backup .zip file. The file contains data about your wall's layouts and sources.


**NOTE** We recommend creating periodic backups of your Mura DVW data.

*Result of this task:* You will have a backup of all layout and source elements used in the design of your video wall.

### Restoring data

A backup file can be used to populate the wall of any Mura DVW primary device, whether it's a new one or one that has been reset to factory defaults.

To restore a wall using a backup file:

- Step 1.** Click the menu button () .
- Step 2.** Hover on **Recovery** and select **Restore**.

- Step 3.** Drag and drop a *.zip* backup file into the outlined area, or browse to find and select one.
- Step 4.** Select the element grouping to restore.  
*More info:* The elements in the selected grouping will overwrite the ones currently used in the wall. If a grouping is not selected, its elements in the wall will not be affected.
- Step 5.** Click **Restore**.  
*More info:* Depending on the data to be imported, the restoration process may take some time.
- Step 6.** Once the restoration is complete, click **Ok**.

*Result of this task:* Your video wall will be populated with the elements you've chosen to restore.

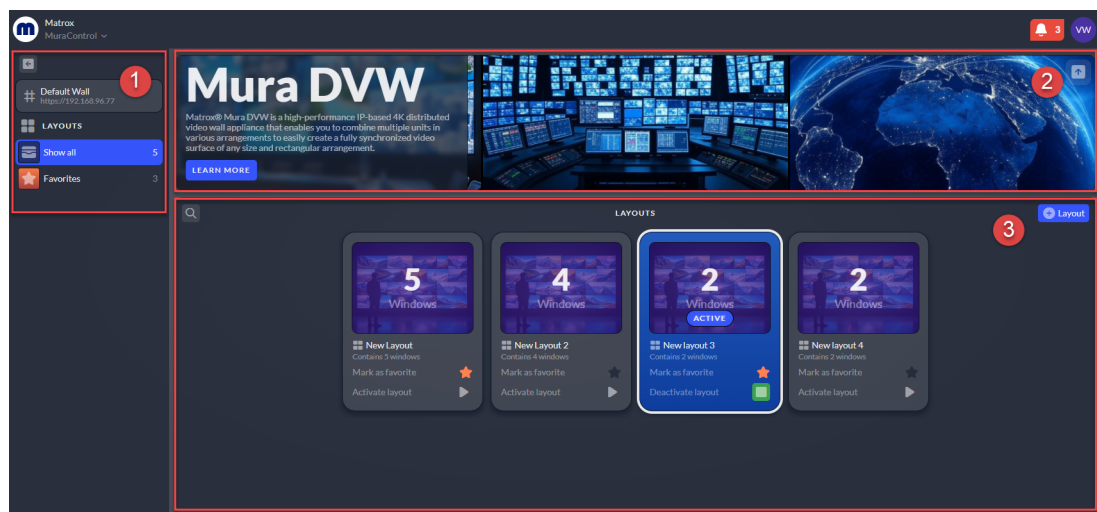
## About MuraControl

MuraControl is where you create your wall layouts and manage the sources that are used in the design of those layouts.

### About the MuraControl layout dashboard

The layout dashboard provides an overview of the layouts that were created for your video wall.

*Image A. MuraControl layout dashboard*



Numbered area	Description
(1) - Layouts filter	Choose whether to see all layouts that were created for this video wall or only those marked as favorites.
(2) - Product banner	Click <b>Learn More</b> to view more about the Mura DVW appliance on the Matrox Video website.

Numbered area	Description
(3) - <b>Layout bin</b>	<p>These are the layouts that were created for the wall, based on the selected filter. Click <b>Layout</b> in the upper-right of the bin to create a new layout. To search for a layout by name, click (Q) and enter a search term in the field that appears.</p> <p>Click (★) to add the layout to the favorites. Click (▶) to activate the layout or (■) to deactivate it. When the layout is active, <b>ACTIVE</b> appears on the layout tile.</p> <p>To modify a layout, double-click the layout tile. Right-click a tile for more options. For more information, see <a href="#">Managing layouts</a>.</p>

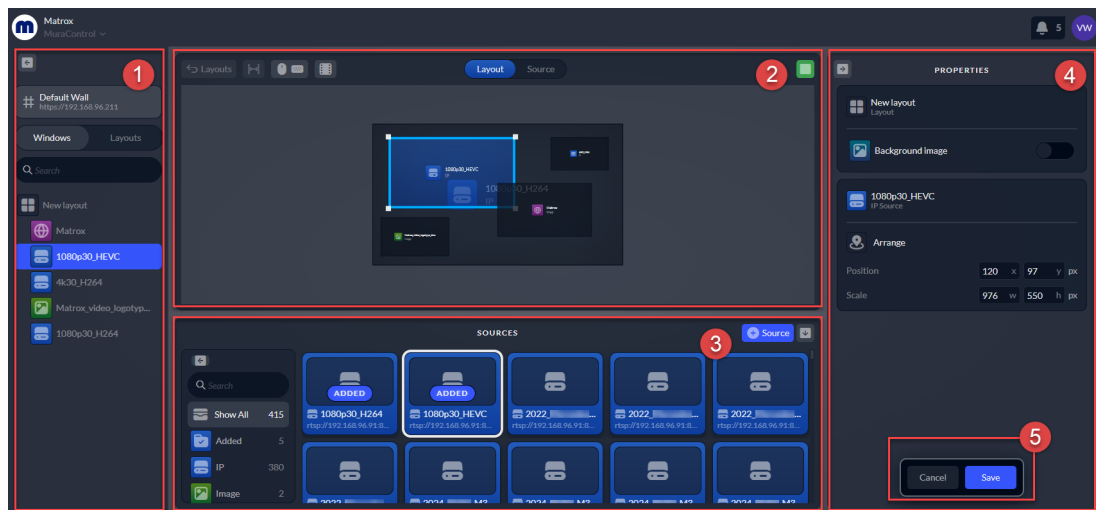
## About the MuraControl layout builder

From the dashboard, double-click a layout tile to open the layout builder. There are two views on the builder page:

- In the **Layout** view, you can add sources to a layout and decide how they will appear on the video wall (see [Creating and managing layouts](#)).
- In the **Source** view, you can add text overlays to a selected source (see [Managing sources](#)).

You can click and drag the bar between the canvas (2) and the source bin (3) to resize those areas.

Image B. MuraControl layout builder page (Layout view)









Numbered area	Description
(1) - Layout list/Source list	<p><b>Layout view:</b> Sources you add to the current layout will appear under the <b>Windows</b> tab and on the layout canvas. Each instance of a source that was added multiple times is listed as a separate window. Use the search function to find a source. Right-click a source for more options.</p> <p>Layouts that were created for the video wall appear under the <b>Layouts</b> tab with layouts flagged as favorites listed first. Use the search function to find a layout. Right-click a layout for more options.</p> <p><b>Source view:</b> Text overlays you add to the source will appear here and on the source canvas.</p>
(2) - Layout/Source canvas	<p>The canvas represents the selected layout or source. As you modify the layout components, the changes will be reflected on the canvas. With your mouse pointer on the canvas, use the mouse scroll wheel to zoom in or out.</p> <p>Click <b>Layouts</b> to return to the layout dashboard. Click ( H ) to recenter the canvas. Click (🗨️) to toggle the keyboard/mouse mode for an active layout. Click (🖱️) to preview sources for an active layout. Click <b>Layout/Source</b> to change from one view to another. Click (▶) to activate the layout or (■) to deactivate it.</p>

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Numbered area	Description
(3) - Source bin	These are all the IP (blue), Web (purple), and Demo (blue with Matrox Video icon) sources that are available to add to a wall layout (see <a href="#">Adding sources to a layout</a> ). You can search for or filter sources in the bin, or right-click on a source tile for more options.
(4) - Properties panel	The <b>Properties</b> panel is where you configure the layout and its sources. The panel displays the properties of the selected element (for example, a text overlay).
(5) - Save/Cancel buttons	The <b>Save</b> button appears each time you make a change to the Mura DVW configuration or settings. Changes will only be applied to the video wall when you save. The application will flash green when a save is successful or red if there is an error.

## Interacting with the user interface

You can click the arrow buttons (     ) to collapse or expand sections of the interface or the chevrons (   ) to collapse or expand sections of the **Properties** panel.

### Mouse button functions

Mouse buttons function as follows when on the canvas:

Mouse button	Function
<b>Left</b>	Use to select a window in a layout.
<b>Middle or Ctrl+Left</b>	Hold in the canvas area and drag to move the canvas.
<b>Right</b>	Click when the cursor is on a window to open its properties panel.

### Keyboard shortcuts

Mura DVW has built-in shortcuts to make tasks easier:

Function	Keys
<b>Open the Preferences window</b>	Ctrl+,
<b>Open the Media Management window</b>	Ctrl+Alt+M
<b>Open the Update Firmware window</b>	Ctrl+U
<b>Open the Restart window to reboot devices</b>	Ctrl+Alt+R
<b>Log out of devices</b>	Ctrl+Q
<b>Switch between MuraConfig and MuraControl</b>	Ctrl+Alt+W
<b>Save properties</b>	Ctrl+Alt+S

These additional shortcuts can be used in the MuraControl environment:

<b>Function</b>	<b>Keys</b>
<b>Create a new layout</b>	Ctrl+Alt+N
<b>Activate the selected layout</b>	Ctrl+Alt+A
<b>Toggle between the layout view and the source view</b>	Ctrl+Alt+V
<b>Center the selected source window in the layout canvas</b>	L
<b>Toggle the keyboard/mouse mode</b>	Ctrl+F8
<b>Toggle the cursor lock on the wall when in keyboard/mouse mode</b>	Ctrl+F9
<b>Toggle the cursor lock on the selected source window when in keyboard/mouse mode</b>	Ctrl+F10
<b>Add text overlay on the selected source window</b>	Ctrl+Alt+T

# CHAPTER 3

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## Creating and managing layouts

This chapter includes the following topics:

- *Managing layouts*
- *Creating a layout*
- *Adding sources to a layout*
- *Modifying a layout*
- *Activating a layout*
- *Previewing sources*
- *Using keyboard/mouse mode on an active layout*
- *Deactivating a layout*
- *Deleting a layout*

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## Managing layouts

Once your display wall is configured, you can create and manage your wall's layouts from the layout bin on the dashboard of the MuraControl environment.

- **Create:** To create a new layout, click **Layout** in the upper-right of the bin. For more, see [Creating a layout](#).
- **Modify:** To modify a layout, double-click the layout tile. For more, see [Modifying a layout](#).
- **Rename:** To rename a layout, right-click the layout tile and select **Rename**.
- **Delete:** To delete a layout, right-click the layout tile and select **Delete**. For more, see [Deleting a layout](#).

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## Creating a layout

A layout is what will be shown on your video wall. You can create multiple layouts and activate each one when needed.

To create a layout:

- Step 1.** Click **Layout** in the upper-right of the layout bin on the dashboard. This will open the Layout view of the layout builder page.
- Step 2.** Under the **Layouts** tab, right-click the new layout and click **Rename**.
- Step 3.** Type a new name for the layout and press the **Enter** key.
- Step 4.** Add sources (see [Adding sources to a layout](#)).
- Step 5.** Modify the layout (see [Modifying a layout](#)).

*Result of this task:* The new layout has been created. It appears in the layout bin and is listed under the **Layouts** tab.

## Adding sources to a layout

The source bin lists all IP, HTML, image, and Demo sources that have been added to your Mura DVW (see [Adding sources](#)). These can be added to a layout to create the look of your wall.

Each tile displays the source name and its RTSP URL. You can hover on the source tile to see the full RTSP URL.

To add sources to the layout:

**Step 1.** Find the sources to add one of three ways:

- Scroll through the source bin to find the source.
- Use the source bin search function to find a source by its name.
- Use the source bin filters to find a source by its type.

*More info:* When performing a search, you can enter any part of the source name. Mura DVW will search for sources within the applied filter. Therefore, it is best to select the **Show All** filter when searching for a source.

**Step 2.** Select the sources in the source bin:

- To select a single source, click one source tile.
- To select multiple consecutive sources, hold the **Shift** key, then click the first and last source.
- To select multiple non-consecutive sources, hold the **Ctrl** key, then click each source.

**Step 3.** Add the sources one of three ways:

- To add a single source, double-click the source tile.
- Drag-and-drop the selected source tiles onto the layout canvas.
- Right-click a selected source tile and click **Add source to layout**.

*More info:* Sources are automatically added to the layout. A source can be added to the layout multiple times. When multiple sources are added to the layout at once, they appear as cascading windows. To add them as non-overlapping windows, drag the sources onto the canvas, hold **Shift**, then release the mouse button.

*Result of this task:* The sources have been added to the wall layout and appear in the list under **Windows** on the left side of the Layout view.

*When done, remember:* Once a source is added to the layout, **ADDED** appears on the source tile in the source bin and you can click and drag the source on the layout canvas to position it.

## Modifying a layout

There are several ways to modify a layout. You can:

- Change the size, position, and placement of each source.
- Change the source in a source window.
- Add a background image.

### Adjusting a source's size

To change the size of a source on the layout canvas:

- Step 1.** Resize the source one of three ways:
- Click and drag a corner or side of the source border on the layout canvas.
  - Click the source on the layout canvas and change its size in the **Properties** panel.
  - Click the source in the list under the **Windows** tab and change its size in the **Properties** panel.

*More info:* The width and height measurements in the **Properties** panel are independent of one another. To maintain the aspect ratio, drag the border of a source on the layout canvas instead. To break the aspect ratio, hold the **Shift** key while dragging a border.

- Step 2.** Click **Save**.

**NOTE** If you delete the source from the layout canvas and re-add it to the layout, it will be back to its default size.

*Result of this task:* The source has been resized.

### Adjusting a source's position

When a source is added to a layout, it is aligned in the upper-left corner (the 0x, 0y position) and appears with an orange border.

To change the position of a source within the layout:

- Step 1.** Move the source one of three ways:
- Drag-and-drop the source to a new position on the layout canvas.
  - Click the source on the layout canvas and change its position in the **Properties** panel.
  - Click the source in the list under the **Windows** tab and change its position in the **Properties** panel.

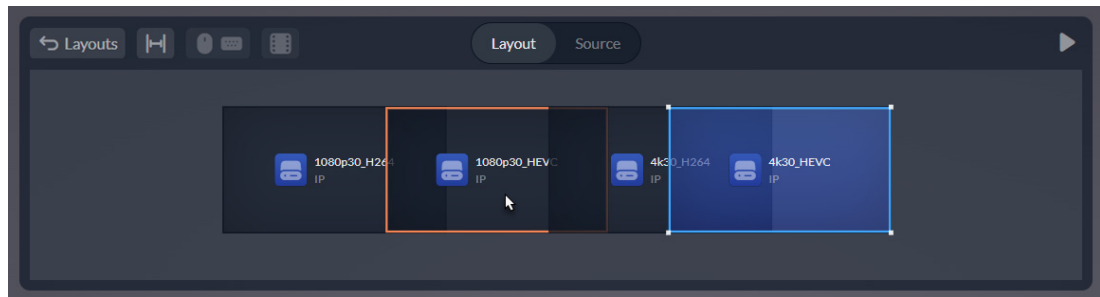
**Step 2.** Click **Save**.

*Result of this task:* The source has been repositioned in the layout.

## Adjusting a source's placement (z-order)

The z-order determines how overlapping sources will appear on your layout. You can select and/or mouse over sources on the layout canvas to see how they overlap.

In this example, the sources are ordered bottom to top, going from left to right.



To change the placement of a source within the z-order:

- Step 1.** Open the z-order menu one of two ways:
- Right-click the source on the layout canvas and hover over **Z-order**.
  - Right-click the source under the **Windows** tab of the Layout view and hover over **Z-order**.

- Step 2.** Select an option. Only options available for the selected source will appear.
- More info:* You can also click and drag sources under the **Windows** tab to reorder them. Sources are listed according to the z-order, from top to bottom.

Option	Description
<b>Move down</b>	Move the source down one place.
<b>Send to bottom</b>	Move the source to the last place.
<b>Move up</b>	Move the source up one place.
<b>Send to top</b>	Move the source to the first place.

**Step 3.** Click **Save**.

*Result of this task:* The z-order of the sources has been changed.

## Removing a source from a layout

To remove a source from a wall layout:

**Step 1.** Right-click the source on the layout canvas or in the list under the **Windows** tab of the Layout view.

**Step 2.** Click **Delete**.

*More info:* If the source was added multiple times, it may still appear on the layout canvas. Consult the source list under the **Windows** tab to see if it appears more than once.

*Result of this task:* The source has been removed from the wall layout.

## Changing the source in a window

To change the source in a window on the layout canvas, drag and drop a tile from the source bin onto the center of a window. If the source was not already part of the layout, **ADDED** will appear on the source tile in the bin.

**NOTE** If the source is not dropped in the center of the window, a new window will be added to the layout.

## Adding a background image

You can add a background image to the layout. This image will fill the canvas and appear behind any sources you've added.

**NOTE** To add an image as a background, you must first upload the image file to Mura DVW. For more, see [Managing image files](#).

To add a background image:

**Step 1.** In the **Properties** panel of the Layout view, enable **Background image**.

**Step 2.** Edit the background image details (see [Layout view properties](#)).

*Result of this task:* A background image will appear as part of the wall layout.

## Activating a layout

Once your layouts are built, you can activate each one as needed.

To show a layout on the video wall, activate it one of three ways:

- Click (▶) on the layout tile in the layout bin of the dashboard.
- Click (▶) on the canvas of the Layout or Source view of the layout builder.
- Right-click the layout in the list under the **Layouts** tab of the Layout view and click **Activate layout**.


*Result of this task:* The layout is active on your monitors.

*When done, remember:* When a layout is active, **ACTIVE** appears on the layout tile on the layout dashboard and (▶) appears beside the layout name under the **Layouts** tab. You can make changes to an active layout by modifying it and clicking **Save**.

---

## Previewing sources

You can preview IP and HTML sources that are part of an active layout. These previews allow you to see what's happening on your wall at a glance, and allow you to easily interact with your sources without having to look at your wall.

You can preview sources from the layout or the source canvas. To preview sources, click .

You can adjust the size of previews on the layout canvas using the slider. Move the slider to the left for a faster update at a lower quality. Move the slider to the right for a slower update at a better quality.

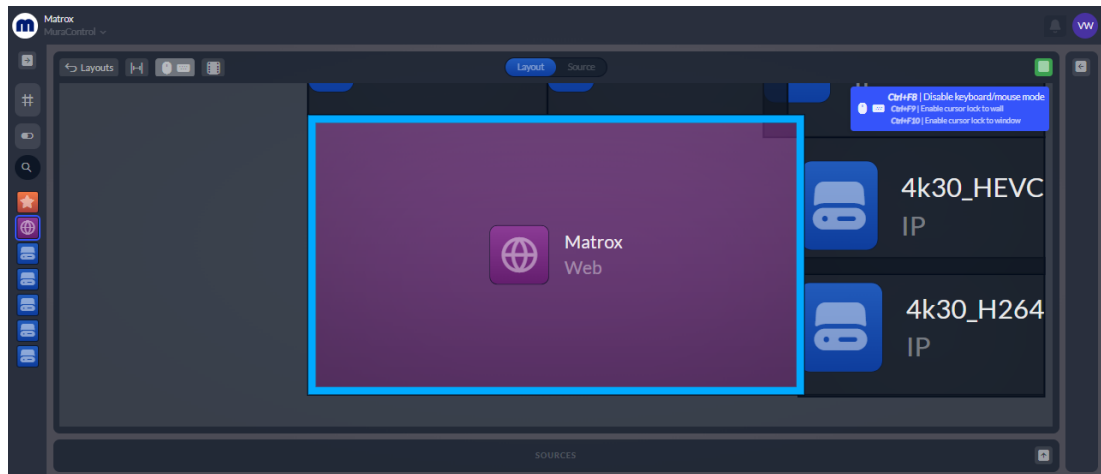
Previews on the source canvas are full size, and allow for greater precision when using keyboard/mouse mode (for more, see [Using keyboard/mouse mode on an active layout](#)).

**NOTE** If a rotation setting is applied to the wall in MuraConfig, the rotation of source previews will not change.

## Using keyboard/mouse mode on an active layout

Once a layout is active, you can enable the keyboard/mouse mode to interact with your Web sources on your video wall.

When you click (🖱️), the layout canvas will zoom in and focus on the selected source, and a cursor will appear on your video wall display. When you move the cursor on the canvas, the motion will be mirrored on the display. Once you've selected a field on the display, you can use your keyboard to enter text.



To make navigating the display easier, you can lock the mouse to the wall on the canvas using **Ctrl+F9**. Alternatively, you can lock the mouse to the selected source using **Ctrl+F10**. When the lock is in place, the cursor will not move beyond the boundary of the wall or source. Use the same keyboard shortcut to release the cursor.

**NOTE** To use the cursor lock shortcuts, **Enable cursor lock for keyboard/mouse mode** must be enabled in the **Preferences**. When the preference is enabled, the shortcuts are shown in the upper-right of the canvas area.

To exit the keyboard/mouse mode, press **Esc** or click (🖱️).

---

## Deactivating a layout

You can deactivate a layout that is being shown on the video wall one of three ways:

- Click (■) on the layout tile in the layout bin of the dashboard.
- Click (■) on the canvas of the Layout or Source view of the layout builder.
- Right-click the layout in the list under the **Layouts** tab of the Layout view and click **Deactivate layout**.

*Result of this task:* The layout has been deactivated.

*When done, remember:* When you deactivate a layout, monitors will go blank.

---

## Deleting a layout

To delete a layout:

- Step 1.** Right-click the layout tile in the layout bin of the dashboard or the layout name in the list under the **Layouts** tab of the Layout view.
- Step 2.** Click **Delete**.
- Step 3.** Click **Ok** to confirm.

*Result of this task:* The layout has been deleted from Mura DVW.

*When done, remember:* When you delete an active layout, monitors will go blank.

# CHAPTER 4

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## Managing sources

This chapter includes the following topics:

- *About demo sources*
- *Managing image files*
- *Adding, modifying, and deleting sources*
- *Adding, renaming, and deleting text overlays*

---

## About demo sources

Demo sources are pre-configured sample sources included with the Matrox Mura DVW appliance. These sources do not require any additional external equipment and are available for immediate use once your Mura DVW wall has been properly configured.

You can incorporate demo sources into layouts just like any other IP source, making them ideal for product evaluation, feature testing, and familiarization with the MuraControl application.


**NOTE** Demo sources can be removed if desired. However, once deleted, they can only be restored by performing a user configuration reset or a factory reset.

## Managing image files

Uploaded media files are saved to the distributed wall's storage. These files can be used as image sources within layouts, displayed as static content on video walls, or applied as background images.

### Adding image files

To add an image file to Mura DVW:




- Step 1.** From the Mura DVW application main menu (  ), select **Media management**.
- Step 2.** Drag and drop a *.jpg*, *.jpeg*, *.png*, or *.bmp* file into the outlined area or browse to find and select one.  
*More info:* The maximum file size for an image is 500 MB. The storage capacity for all image files is 5 GB.

*Result of this task:* The image file is uploaded and available to use in your layout.

*When done, remember:* Only one image source can be created from each image file and each image file can be uploaded only once.

### Additional Media management options

More options are available in **Media management** once image files have been uploaded.

- **Search (  ):** Search for an image using any part of the file name, including the file extension.
- **Filter:** Select a filter option to narrow the list of available files.
- **Source:** Enable **Source** to automatically create an image source from the file. Disable **Source** to delete the image source.
- **Delete (  ):** Delete the image file.
- **Download (  ):** Download the image file.

---

## Adding, modifying, and deleting sources

Mura DVW supports IP, image, and Web sources. You can add, rename, modify, and delete sources from either view of the layout builder page.

### Adding sources

To add an IP, image, or HTML source to Mura DVW:

**Step 1.** Click **Source** at the top-right of the source bin.

**Step 2.** Select **IP source**, **Image source**, or **Web source**.

*More info:* To add an image source, you must first upload the image file to Mura DVW. Only one image source can be created from each image file. For more, see [Managing image files](#).

**Step 3.** Enter the source details (see [Source view properties](#)).

**Step 4.** Click **Create**.

*More info:* If the information entered for an IP source is invalid, the source cannot be created in Mura DVW.

*Result of this task:* The source has been added to the source bin.

*When done, remember:* Once a source is added to the bin, you can right-click its tile and select **Add source to layout** or you can click and drag the source to the canvas to add it to the layout.

### Renaming sources

To rename a source:

**Step 1.** Right-click the source tile in the source bin.

*More info:* If the source has been added to the layout canvas, you can right-click it on the canvas or in the list under the **Windows** tab of the Layout view.

**Step 2.** Click **Rename**.

**Step 3.** Enter a new name for the source and press the **Enter** key.

*Result of this task:* The source has been renamed.

## Modifying source settings

Select a tile in the source bin to view the source's settings in the **Properties** panel. The settings are the ones you entered when you added the source to Mura DVW.

**NOTE** If more than one source tile is selected, only the properties of the last source selected will appear in the **Properties** panel.

To modify a source's properties:

**Step 1.** Click the source tile.

**Step 2.** Modify the settings in the **Properties** panel (for details, see [Source view properties](#)).

*More info:* For IP sources, the **Network Scheme** field appears only once the source is added to Mura DVW. Cropping options can only be accessed from the source view (see [Cropping a source](#)). Demo sources cannot be modified.

**Step 3.** Click **Save**.

*Result of this task:* The source properties have been modified.

## Cropping a source

You can crop sources in the source view.

Sources can be cropped one of two ways:

- On the source canvas, drag a handle on the source outline.
- In the **Properties** panel, adjust the **Crop** settings (see [Source view properties](#)).

**NOTE** To reset the source to its original size, click **Reset**.

## Deleting sources

To delete a source from Mura DVW:

**Step 1.** Select the source in the source bin:

- To select a single source, click one source tile.
- To select multiple consecutive sources, hold the **Shift** key, then click the first and last source.
- To select multiple non-consecutive sources, hold the **Ctrl** key, then click each source.

**Step 2.** Right-click a selected source tile.

**Step 3.** Click **Delete source**.

**Step 4.** Click **Ok** to confirm.

*Result of this task:* The sources have been deleted from Mura DVW.

---

## Adding, renaming, and deleting text overlays

You can add, rename, and delete text overlays in the Source view of the layout builder page.

### Adding a text overlay

You can add multiple text overlays to any source, whether the source has been added to a layout or not, and regardless of whether the layout is active.

To add a text overlay to a source:

- Step 1.** Select the source one of three ways.
  - Click the source tile in the source bin.
  - Click the source on the layout canvas.
  - Click the source under the **Windows** tab of the Layout view.
- Step 2.** Go to the **Source** view.
- Step 3.** Click **Text**.
- Step 4.** Modify the text overlay in the **Properties** panel (for details, see [Text overlay properties](#)).
- Step 5.** Click **Save**.

*Result of this task:* A text overlay has been added to the source and appears in the list on the left side of the Source view.

*When done, remember:* If the source has been added to an active layout, any modifications to the text overlay will appear on the source canvas, but will only be added to the layout once you click **Save**.

### Renaming a text overlay

The text of the overlay is its name. Changing the text or the name will change both.

To rename a text overlay:

- Step 1.** Change the name one of three ways:
  - Double-click the text overlay on the source canvas and change the text.
  - Click the text overlay on the source canvas and change the text in the **Text** field of the **Properties** panel.
  - Right-click the text overlay in the list on the left side of the Source view, then click **Rename** and change the text.

**Step 2.** Click **Save**.

*Result of this task:* The text overlay has been renamed and will appear on the wall as entered.

## Deleting a text overlay

To delete a text overlay from a source:

**Step 1.** Right-click the text overlay name in the list on the left side of the Source view.

**Step 2.** Click **Delete**.

*More info:* The text overlay is automatically deleted.

*Result of this task:* The text overlay has been removed from the source.

# APPENDIX A

---

## Layout and source properties

This appendix includes the following topics:

- *Layout view properties*
- *Source view properties*
- *Text overlay properties*

## Layout view properties

These are the properties for a layout or source in the Layout view of the layout builder. Changes you make to the properties will be reflected on the layout canvas. They will only be applied to the layout when you click **Save**.

Layout view properties	
Layout	
<b>Selected layout</b>	The selected layout's name.
Background image	
<b>Background image</b>	Enable to add a background image to the wall.
<b>Background image</b>	The image file used for the background. To change it, select a file from the drop-down list.
<b>Position</b>	The current position of the background image on the layout canvas. To change it, type new x- and y-axis coordinates.
<b>Blending type</b>	<p>The blending type for the background image. To change it, select an option from the drop-down list.</p> <ul style="list-style-type: none"> <li>• <b>Default blending:</b> Uses the system's standard blending behavior. The image is blended with the background according to its existing format and transparency settings.</li> <li>• <b>Alpha:</b> Blends the image using a fixed alpha (opacity) value. The entire image is treated as uniformly opaque or transparent, ignoring per-pixel transparency.</li> <li>• <b>Source color key:</b> Makes a specific color in the source image fully transparent. Pixels that exactly match the selected color key are not rendered.</li> <li>• <b>Source color key range:</b> Similar to Source color key, but allows a range of colors to be treated as transparent. This is useful when the background color varies slightly due to compression or gradients.</li> </ul>
<b>Transparency</b>	The transparency for the selected blending type. To change it, type a new percentage.

<b>Layout view properties</b>	
<b>Source color key</b>	The source color key for the selected blending type. To change it, click the color sample and select a new color.
<b>Source</b>	
<b>Selected source</b>	The selected source's name and source type.
<b>Arrange</b>	
<b>Position</b>	The current position of the source on the layout canvas. To change it, type new x- and y-axis coordinates.
<b>Scale</b>	The size of the source on the layout. To change it, type new width and height values. <b>NOTE</b> The width and height measurements in the <b>Properties</b> panel are independent of one another. To maintain the aspect ratio, drag the border of a source on the layout canvas instead.

## Source view properties

These are the properties for a source in the Source view of the layout builder. Changes will be applied when you click **Save**.

### IP source

IP source properties	
<b>Source</b>	
<b>Selected source</b>	The selected source's name and source type.
<b>Basic stream settings</b>	
<b>Type</b>	Streaming protocols or transport protocols used for delivering audio and video over IP networks.
<b>IP/Hostname</b>	IP address or hostname of the source.
<b>Port</b>	Port number used to receive the IP stream.
<b>Stream</b>	Path portion of the stream URL, after the host and port (for example, <i>/media/mystream</i> ).
<b>Username</b>	Optional login name for authenticated streams.
<b>Password</b>	Optional password for protected streams or sources.
<b>General stream properties</b>	
<b>Network scheme</b>	Transport method used to deliver the stream data.
<b>Width</b>	Displays the width of the source.
<b>Height</b>	Displays the height of the source.
<b>Crop settings</b>	
<b>Reset</b>	Reset the source to its original size.
<b>Left</b>	Number of pixels to remove from the left side of the source.
<b>Right</b>	Number of pixels to remove from the right side of the source.

<b>IP source properties</b>	
<b>Top</b>	Number of pixels to remove from the top of the source.
<b>Bottom</b>	Number of pixels to remove from the bottom of the source.

## Image source

<b>Image source properties</b>	
<b>Source</b>	
<b>Selected source</b>	The selected source's name and source type.
<b>Image</b>	
<b>Image</b>	Image file the source is using.
<b>Width</b>	Displays the width of the source.
<b>Height</b>	Displays the height of the source.
<b>Crop settings</b>	
<b>Reset</b>	Reset the source to its original size.
<b>Left</b>	Number of pixels to remove from the left side of the source.
<b>Right</b>	Number of pixels to remove from the right side of the source.
<b>Top</b>	Number of pixels to remove from the top of the source.
<b>Bottom</b>	Number of pixels to remove from the bottom of the source.

## Web source

Web source properties	
<b>Source</b>	
<b>Selected source</b>	The selected source's name and source type.
<b>Details</b>	
<b>Path</b>	Full URL of the web page to display on the video wall.
<b>Width</b>	Displays the width of the source.
<b>Height</b>	Displays the height of the source.
<b>Crop settings</b>	
<b>Reset</b>	Reset the source to its original size.
<b>Left</b>	Number of pixels to remove from the left side of the source.
<b>Right</b>	Number of pixels to remove from the right side of the source.
<b>Top</b>	Number of pixels to remove from the top of the source.
<b>Bottom</b>	Number of pixels to remove from the bottom of the source.

## Text overlay properties

These are the properties that can be adjusted for a text overlay on a source. Changes you make to the text overlay properties will be reflected on the source canvas. They will only be applied to the source when you click **Save**.

<b>Text overlay</b>	
<b>Text</b>	
<b>Text</b>	The text of the overlay.
<b>Arrange</b>	
<b>Position</b>	Choose the position where the text will appear over the source.
<b>Typography</b>	
<b>Text</b>	This is the text that appears for the overlay.
<b>Font</b>	Select a font from the drop-down list.
<b>Size</b>	Enter a font size.
<b>Auto scale</b>	Check this box to automatically adjust the size of the text relative to the source when the source is resized on the Layout canvas.
<b>Color</b>	Click the color sample to change the text color. Enter the opacity percentage for the text.
<b>Background</b>	
<b>Background fill</b>	Activate this option to add a background color within the text overlay text box.
<b>Color</b>	Click the color sample to change the background color.
<b>Full width</b>	Set the background fill to the full width of the source.

# APPENDIX B

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## Legal and compliance

This appendix includes the following topics:

- *Disclaimers*
- *Compliance statements*

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# Disclaimers

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# Compliance statements

## USA

### FCC Compliance Statement

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**WARNING** Changes or modifications to this unit not expressly approved by the party responsible for the compliance could void the user's authority to operate this equipment. The use of shielded cables for connection of the monitor to the card is required to meet FCC requirements.

## CANADA

### (English) Innovation, Science and Economic Development Canada

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### (Français) Innovation, Sciences et Développement économique Canada

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## UNITED KINGDOM

### United Kingdom user's information – Declaration of Conformity

**Remark for the Matrox hardware products supported by this guide** These devices comply with Directive UK SI 2016 No. 1091 relating to electromagnetic compatibility for a Class A digital device. They have been tested and found to comply with EN55032/CISPR32 and EN55035/CISPR35. In a domestic environment these products may cause radio interference in which case the user may be required to take adequate measures. To meet UK requirements, shielded cables must be used to connect the monitor and other peripherals to the card. These products have been tested in a typical class A compliant host system. It is assumed that these products will also achieve compliance in any class A compliant system.

## EUROPE

### (English) European user's information – Declaration of Conformity

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### (Français) Informations aux utilisateurs Européens – Déclaration de conformité

**Remarque sur les produits matériels Matrox couverts par ce guide** Ces unités sont conformes à la directive communautaire 2014/30/EU pour les unités numériques de classe A. Les tests effectués ont prouvé qu'elles sont conformes aux normes EN55032/CISPR32 et EN55035/CISPR35. Le fonctionnement de ces produits dans un environnement résidentiel peut causer des interférences radio, dans ce cas l'utilisateur peut être amené à prendre les mesures appropriées. Pour respecter les impératifs communautaires, les câbles de connexion entre le moniteur ou autres périphériques et la carte doivent être blindés. Ces produits ont été testés dans un système hôte typique compatible classe A. On suppose qu'ils présenteront la même compatibilité dans tout système compatible classe A.

### (Deutsch) Information für europäische Anwender – Konformitätserklärung

**Anmerkung für die Matrox Hardware-Produktunterstützung durch dieses Handbuch** Diese Geräte entsprechen EC Direktive 2014/30/EU für ein digitales Gerät Klasse A. Sie wurden getestet und entsprechen demnach EN55032/CISPR32 und EN55035/CISPR35. In einer Wohnumgebung können diese Produkte Funkinterferenzen erzeugen, und der Benutzer kann genötigt sein, entsprechende Maßnahmen zu ergreifen. Um EG-Anforderungen zu entsprechen, müssen zum Anschließen des Monitors und anderer Peripheriegeräte an die Karte abgeschirmte Kabel verwendet werden. Diese Produkt wurden in einem typischen, der Klasse A entsprechenden, Host-System getestet. Es wird davon ausgegangen, daß diese Produkte auch in jedem Klasse A entsprechenden System entsprechend funktionieren.

### (Italiano) Informazioni per gli utenti europei – Dichiarazione di conformità

**Nota per i prodotti hardware Matrox supportati da questa guida** Questi dispositivi sono conformi alla direttiva CEE 2014/30/EU relativamente ai dispositivi digitali di Classe A. Sono stati provati e sono risultati conformi alle norme EN55032/CISPR32 e EN55035/

CISPR35. In un ambiente domestico, questi prodotti possono causare radiointerferenze, nel qual caso all'utente potrebbe venire richiesto di prendere le misure adeguate. Per soddisfare i requisiti CEE, il monitor e le altre periferiche vanno collegati alla scheda grafica con cavi schermati. Questi prodotti sono stati provati in un tipico sistema host conforme alla classe A. Inoltre, si dà per scontato che questi prodotti acquisiranno la conformità in qualsiasi sistema conforme alla classe A.

### **(Español) Información para usuarios europeos – Declaración de conformidad**

**Observación referente a los productos de hardware de Matrox apoyados por este manual** Estos dispositivos cumplen con la directiva de la CE 2014/30/EU para dispositivos digitales de Clase A. Dichos dispositivos han sido sometidos a prueba y se ha comprobado que cumplen con las normas EN55032/CISPR32 y EN55035/CISPR35. En entornos residenciales, estos productos pueden causar interferencias en las comunicaciones por radio; en tal caso el usuario deberá adoptar las medidas adecuadas. Para satisfacer las disposiciones de la CE, deberán utilizarse cables apantallados para conectar el monitor y demás periféricos a la tarjeta. Estos productos han sido sometidos a prueba en un típico sistema anfitrión que responde a los requisitos de la clase A. Se supone que estos productos cumplirán también con las normas en cualquier sistema que responda a los requisitos de la clase A.

### **EUROPE**

#### **(English) European user's information – Directive on Waste Electrical and Electronic Equipment (WEEE)**

Please refer to the Matrox Web site (<https://video.matrox.com/en/environment/product-waste-management>) for recycling information.



#### **(Français) Informations aux utilisateurs Européens – Règlementation des déchets d'équipements électriques et électroniques (DEEE)**

Se référer au site Web de Matrox (<https://video.matrox.com/en/environment/product-waste-management>) pour l'information concernant le recyclage.

#### **(Deutsch) Information für europäische Anwender – Europäische Regelungen zu Elektro- und Elektronikgeräten (WEEE)**

Bitte wenden Sie sich an der Matrox-Website (<https://video.matrox.com/en/environment/product-waste-management>) für Recycling-Informationen.

#### **(Italiano) Informazioni per gli utenti europei – Direttiva sui rifiuti di apparecchiature elettriche ed elettroniche (RAEE)**

Si prega di riferirsi al sito Web Matrox (<https://video.matrox.com/en/environment/product-waste-management>) per le informazioni di riciclaggio.

### **FRANCE**

#### **Avertissement sur l'épilepsie**

**À lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant** Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation.

Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consultez un médecin.

**Précautions à prendre dans tous les cas pour l'utilisation d'un jeu vidéo** Ne vous tenez pas trop près de l'écran. • Jouez à bonne distance de l'écran de TV et aussi loin que le permet le cordon de raccordement. • Utilisez de préférence les jeux de vidéo sur un écran de petite taille. • Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil. • Assurez-vous que vous jouez dans une pièce bien éclairée. • En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.



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