

# TECHNICAL NOTE

Date 12th Aug 19

ref 459

Raised by: TC

Distributed to: as required

Soundtracs - Digico(UK) Ltd. unit 10 Silverglade Business Park Chessington Surrey KT9 2QL England  
Tel: +44 1372 845600 Fax: +44 1372 845656 email: support@digiconsoles.com

---

## SD7 Quantum

### Setup of external video screen to show duplicate master screen

This note is intended for users wishing to use the overview output to show a duplicate of the master screen, in addition to the normal overview screen. This is typically used for demonstration purposes or remote monitoring of a mirrored engine.

It is assumed the operator performing this change is familiar with the setup and operation of the HORM system to setup overview screen as detailed in Technical Note 418.

#### Procedure

The access the HORM system quit to Windows from the mixer program.

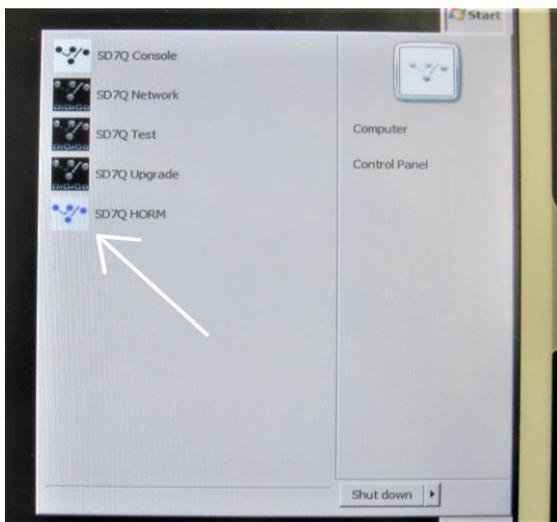
When working in Windows on SD7, always quit BOTH engines to Windows before further actions.

Touch "Quit to Windows" under the system button.

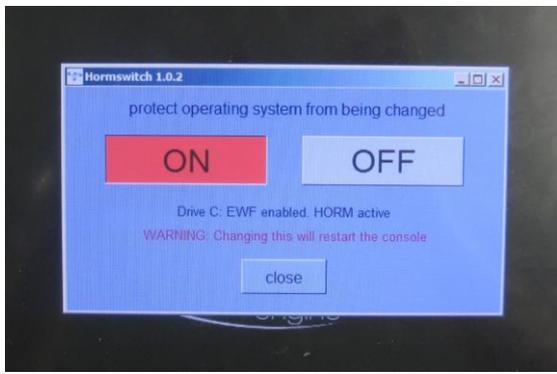
Click on the start button on the Windows task bar

See the selection of programs available

Click on SD7Q HORM



This will open the HORM operating window, showing that HORM protection is active (ON)



Click “OFF” the engine will immediately shut down and restart.

This about ½ minute to complete

The engine will return to Windows and HORM window showing “OFF” is active

Protection is now disabled and adjustments in the operating system can be made.

Connect the monitor to be used for the duplicated display to DVI 2 output on the engine at this point.

Note that like the overview screen, only monitors that have been “paired” with this output will function in the future.

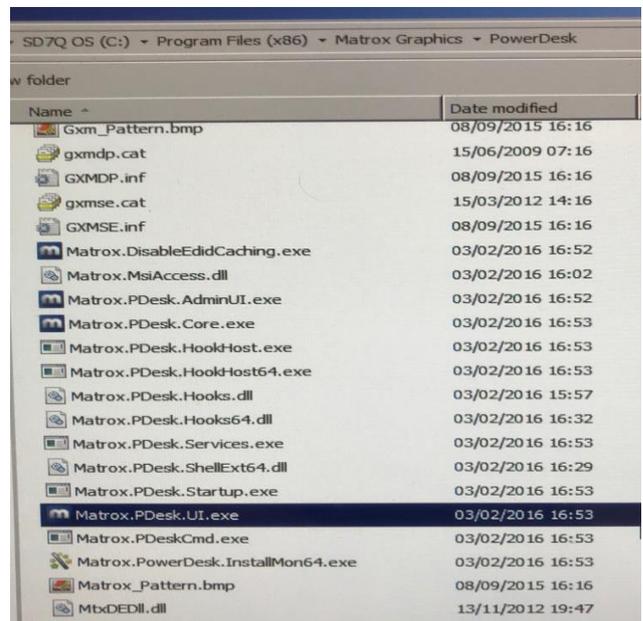
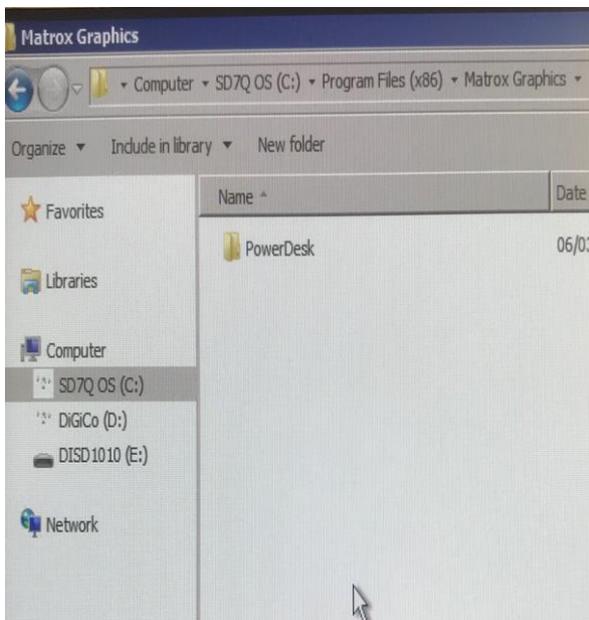
Quit the mixer to Windows again.

Click on “Computer” to open explorer

Click on SD7QOS (C:)

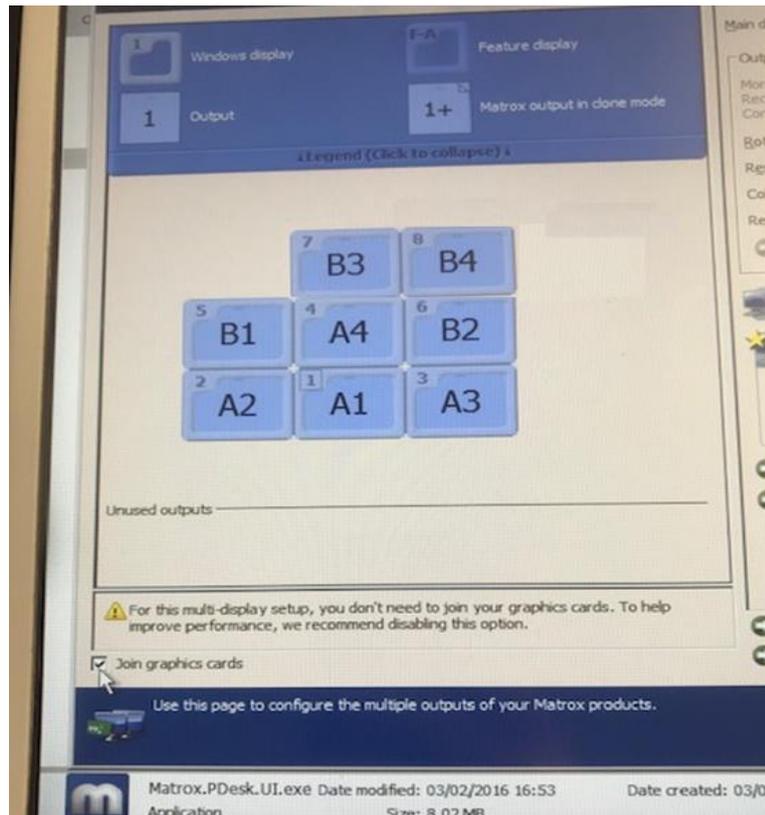
Find the folder C:\Program Files (x86)\Matrox Graphics\PowerDesk

In the \PowerDesk folder, open Matrox.PDesk.UI.exe

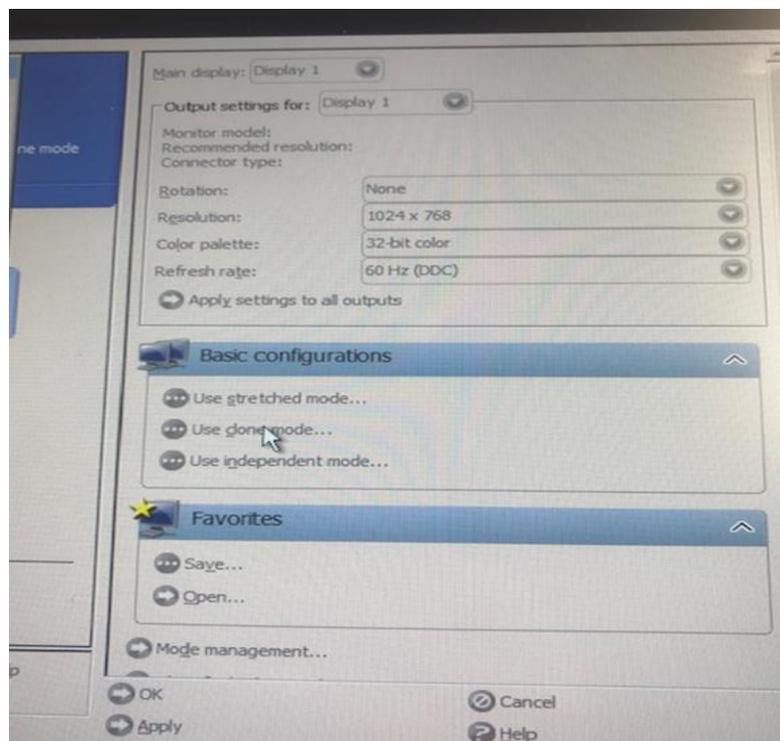


On the Matrox UI Window click on Multi-Display Setup

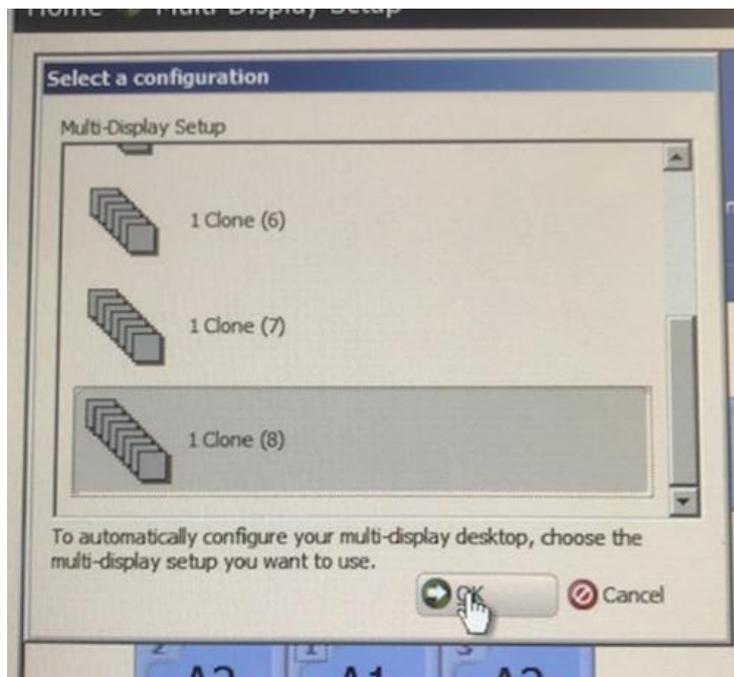
See the below view. In the bottom left corner click on the “Join graphics cards” tick box



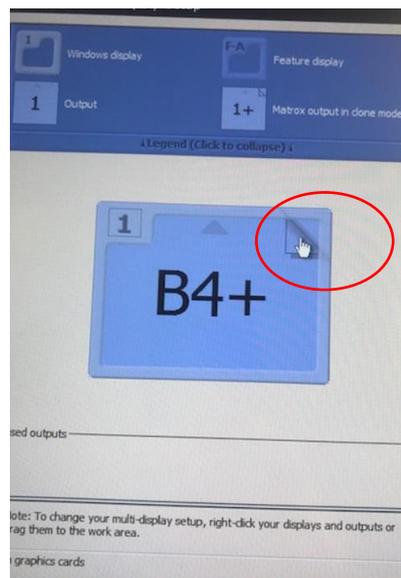
On the right hand side of the screen, go to “Basic configuration” and select “Use clone mode...”



Select configuration "1 Clone (8)" Click OK



Click the folded corner of the display setup to change displays.



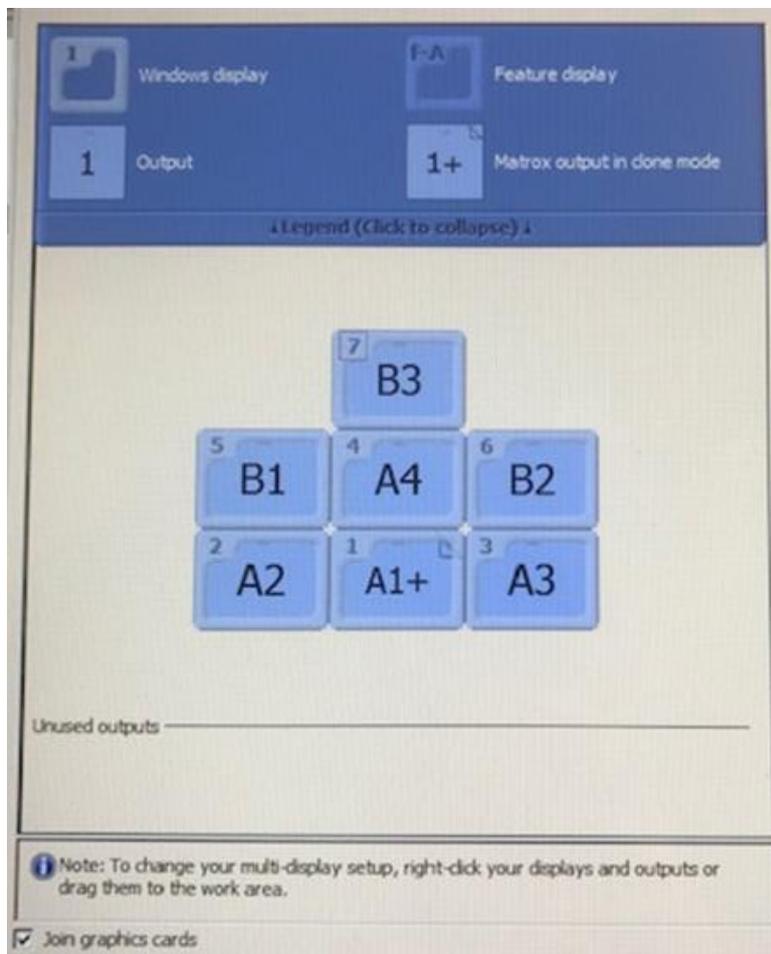
Click and drag on B3, B2, B1, A4, A3, A2 to form separate icons which can be scattered around the screen

This leaves B4+ and A1+ layered under 1 icon (as the cloned screens):

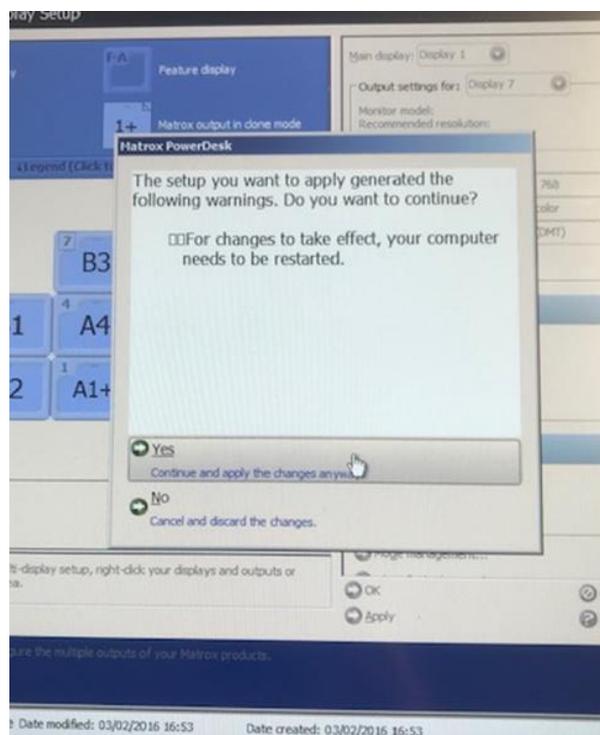
If you accidentally separate these two, click and drag one back over the other to reform 1 icon

Now drag the scattered icons back into the pattern below

Note how the A1+ and B4+ icons are merged as one leaving 7 icons visible.

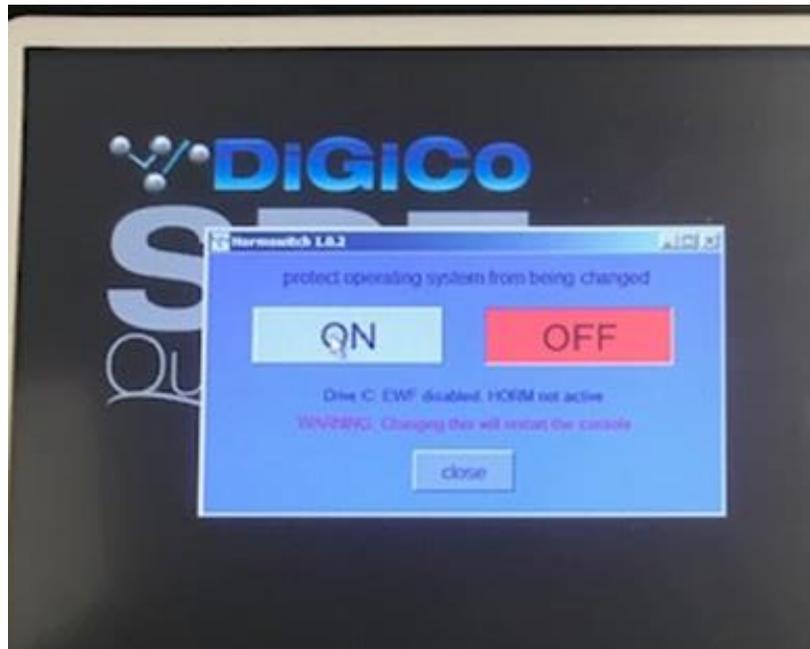


Click "Apply" then click yes to restart the PC and apply the changes:



Repeat this procedure on the other engine if required.

On completion of the Matrox UI changes turn HORM back ON. The console will restart and boot to application.



**NOTE:** HORM sometimes fails to create a hibernate file. To make sure that your system is correctly protected, check that the size of your C drive usage has doubled.

#### General Notes

It will be seen this setup can be used to duplicate any of the mixer internal and overview screens to DVI 2 output.

Note the DVI 1 (B3) output is used within the mixer software exclusively for overview and should not be used for any other purpose, even if overview is not required.

The DVI "test" output is not accessible from the mixer operating system.