

QUICK START GUIDE

AW Screen Frame Cutter



Register
your
product

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<http://bit.ly/AW-Register>

SYSTEM REQUIREMENTS AND LIMITATIONS



Windows: Microsoft® Windows® 7 with SP1 or above. 50 MB of available hard-disk space for installation. LAN connection for updates



Mac OS: Mac OS X Mavericks v10.9 or above. 50 MB of available hard-disk space for installation. LAN connection for updates

OVERVIEW

Analog Way **Screen Frame Cutter** is an application that helps you split any wide-screen image into multiple background pictures either in regular format for your multi-projector Soft Edge blending, or in a fully customized format for your multi-display installation, taking care of the bezel and the physical intervals between displays.

QUICK INSTALL AND SETUP

• Installing AW Screen Frame Cutter on Windows

Download the latest version of the **AW Screen Frame Cutter** installer for Windows (the file name is **SetupAWScreenFrameCutter_<version>.exe**). Double-clicking this file launches the installer that will install **AW Screen Frame Cutter** on your system.

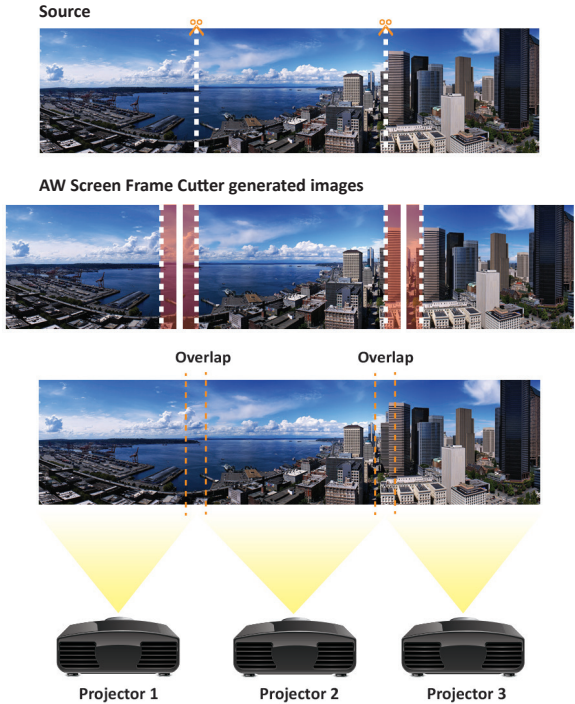
• Installing AW Screen Frame Cutter on Mac OS X

Download the latest version of the **AW Screen Frame Cutter** installer for Mac OS X (the file name is **SetupAWScreenFrameCutter_<version>.pkg**). Double-clicking this file launches the installer that will install **AW Screen Frame Cutter** on your system.

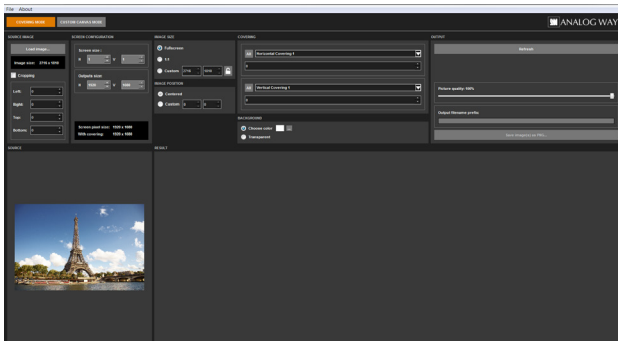
RUNNING AW SCREEN FRAME CUTTER

COVERING MODE

Soft Edge blending is a method where two or more video projectors are combined side-by-side to create a single seamless image



1. Load the original image



Click the **Load image** button and select the picture you want to load. The image appears on the bottom left area. If necessary you can also enable the **Cropping** option and change the crop settings to suit your needs.

2. Configure your destination screen

In the **Screen configuration** panel, adjust the size of your destination screen, i.e. the number of projectors blended vertically and horizontally. Then configure the projector resolution. Click the **Refresh** button to update the preview.

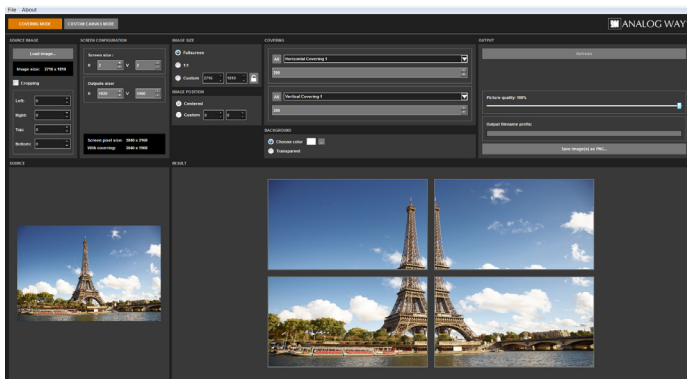
3. Configure the image size and position

In the **Image size** panel, select the transformation that needs to be applied to the destination image: If you select the **Fullscreen** option, the original image will be stretched to fit the destination screen. In this case, it is recommended that the source image resolution matches the exact resolution of the total number of pixels used in all projectors. If you select the **1:1** option, the original image will not be resized. If you choose the Custom option, the original image will be resized to the desired dimensions.

Whether you have selected the **1:1** or the **Custom** option, you can also adjust the image position inside the destination screen: Select the **Center** option if the image needs to appear centered, or select the Custom option to adjust the position precisely inside the screen.

Click the **Refresh** button to update the preview.

4. Configure the overlapping areas (covering)



To create a seamless blend between two or more projected images, the projectors must be overlapped (usually by 15%–25%). This means the background pictures must also include accurate overlapping areas.

To adjust each overlap area, select the corresponding item in the **Covering** panel horizontal or vertical drop-down list control then set the covering to the desired value. If you want to harmonize all vertical or horizontal areas, make sure to check the box in front of the corresponding drop-down list control.

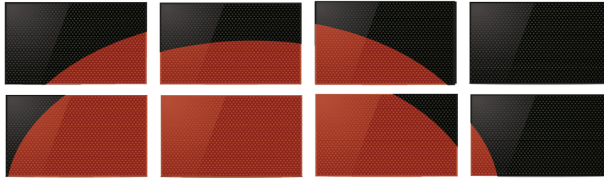
Click the **Refresh** button to update the preview.

5. Create and save the image(s) for your blend

Set the quality level you want to use when exporting images (100% being the highest quality, 50% the lowest). Click the **Save image(s) as PNG** button and select the destination folder to export the background images (output format is PNG). The default naming convention for exported images is originalname_x_y.png (where x is horizontal index and y is the vertical index). If you prefer using another prefix for these files, simply enter your text in the field **Output filename prefix** before pressing the **Save image(s) as PNG** button.

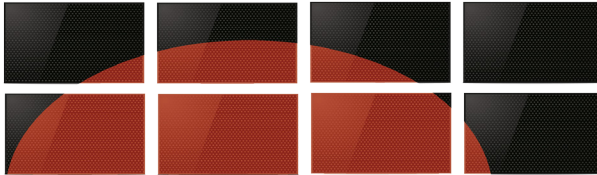
CUSTOM CANVAS MODE

When an image is produced across several displays without bezel compensation, it could lead to unrealistic visual experience, as illustrated below:



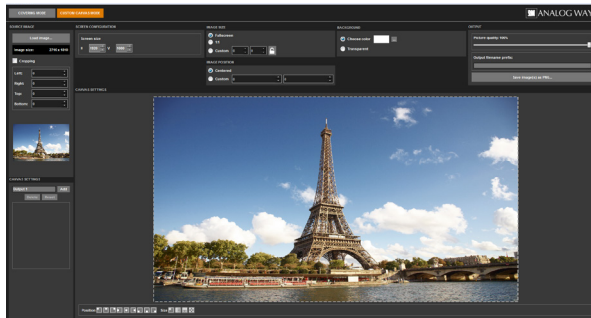
No Bezel correction

To faithfully produce a continuous image across several displays or several parts of the same displays, the Bezel correction is made possible by the creation of multiple customized canvas output:



Bezel correction

1. Load the original image



Click the **Load image** button and select the picture you want to load. If necessary you can also enable the **Cropping** option and change the crop settings to suit your needs.

2. Configure your destination screen

In the **Screen configuration** panel, adjust the resolution of your display system.

3. Configure the image size and position

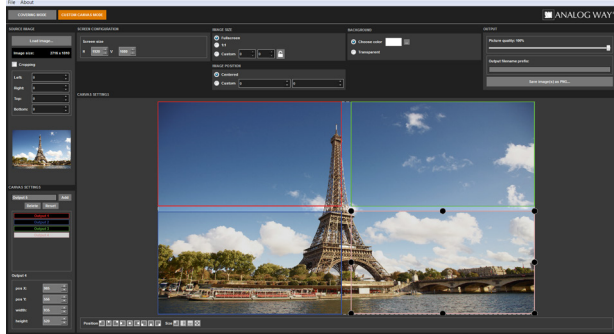
In the **Image size** panel, select the transformation that needs to be applied to the destination image: If you select the **Fullscreen** option, the original image will be stretched to fit the destination screen. In this case, it is recommended that the source image resolution matches the exact resolution of the total number of pixels used in all projectors. If you select the **1:1** option,

the original image will not be resized. If you choose the Custom option, the original image will be resized to the desired dimensions.

Whether you have selected the **1:1** or the **Custom** option, you can also adjust the image position inside the destination screen: Select the **Center** option if the image needs to appear centered, or select the Custom option to adjust the position precisely inside the screen.

Click the **Refresh** button to update the preview.

4. Configure the Custom Canvas outputs

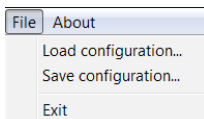


In the **Canvas settings** panel, add up to 16 independent outputs pressing the **Add** button. If needed, edit the name of the output before its creation. Note that the name of the output will be used to generate the outputs files (see next section). For each output, configure the position and the resolution; either by editing the values (bottom left panel) or directly by manipulating the outputs displayed over the image. Delete an output by selecting it and pressing the **Delete** button. The **Reset** button delete all the outputs.

4. Create and save the image(s)

Set the quality level you want to use when exporting images (100% being the highest quality, 50% the lowest). Click the **Save image(s) as PNG** button and select the destination folder to export the background images (output format is PNG). The default naming convention for exported images is originalname_x.png (where x is the output name configured in the **Canvas Settings** panel). If you prefer using another prefix for these files, simply enter your text in the field **Output filename prefix** before pressing the **Save image(s) as PNG** button.

GENERAL



1. Save the current configuration

Choose **Save configuration** from the **File** menu to save the current settings to configuration file (.dat).

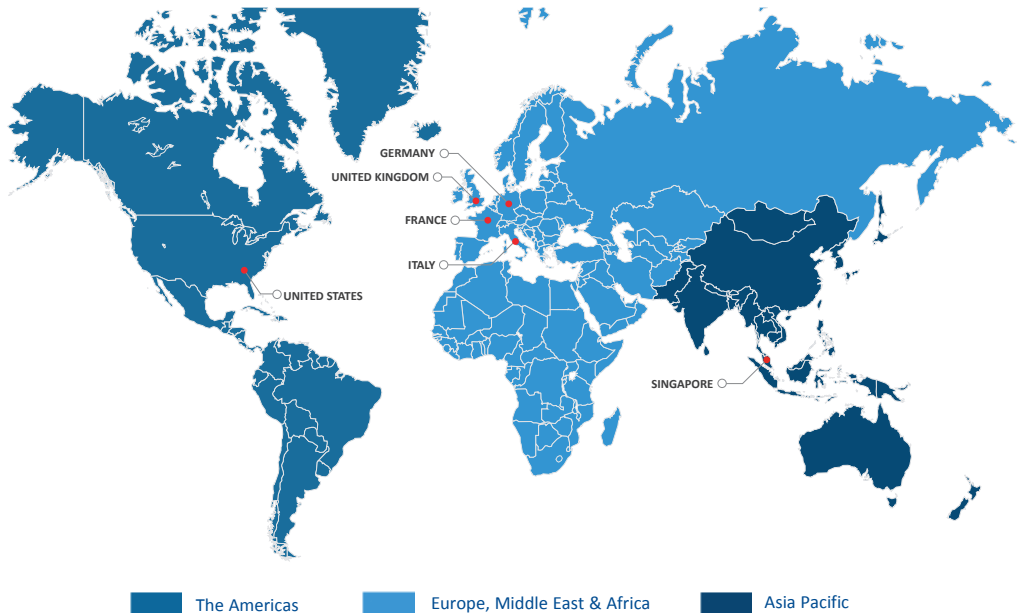
2. Load a saved configuration

Choose Load configuration from the File menu to load settings from a configuration file (.dat).

TROUBLESHOOTING AW SCREEN FRAME CUTTER

Should you encounter difficulty with **AW Screen Frame Cutter** application, please contact our technical support department. See below for contact details.

CONTACT INFORMATION



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