



MIG-H6 Console

User Manual V1.1

⚠ Before using the product, please read this manual and keep it for future reference.

MAGNIMAGE

MIG-H6

Statement

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Brief

Thanks for your purchasing our MIG-H6 console. Do hope you can enjoy the experience of the product performance. The design of the switcher conforms to international and industry standards. But if with improper operation, there will be a personal injury and property damage. In order to avoid the dangerous, please obey the relevant instructions when you install and operate the product.

Trade Mark

- VGA and XGA are the trademarks of IBM.
- VESA is a Video Electronics Standards Association's trademark.
- HDMI、HDMI mark and High-Definition Multimedia Interface are all from HDMI Licensing LLC. Even if not specified company or product trademarks, trademark has been fully recognized.

About the Software

Any acts such as change, decompile, disassemble, decrypt or reverse engineer the software installed in the product are illegal.

Key Features

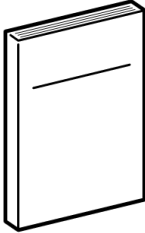
- One 18.5 inch HD touch screen
- 300 presets
- Touch/mouse/button controls
- Real time monitoring for inputs/outputs/presets
- T-BAR switch with multiple transition effects
- 2 Gigabit LAN, one for the system connections, and the other for IP video monitoring
- USB ports for mouse, keyboard and USB drive
- Supports connecting 2 monitors to show the same signal of the touch screen
- Works with one or more units of MIG-V8、 MIG-V6、 MIG-V5 switcher
- Internal PC host for running the control software

Using Directions

Accessories Included

MIG-H6 accessories

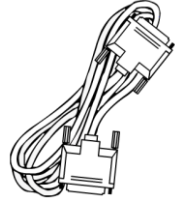
User manual



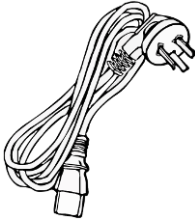
Certificate



DVI line×1



Power line ×1



USB disk×1

Network cable×2

Goose lamp ×2

Safety Instructions

- Please use the correct power voltage, ranging 100 ~ 240V AC, 50/60Hz.
- Make sure the power is cut whenever pull out any cable from the machine
- Make sure the power is off and the signal cables are out before you plug in or pull out any hardware device.
- Before you use the product, please cut the power and discharge your static electricity by touching the ground surfaces.
- Please use the machine in clean, dry and ventilated environment. Never use the machine in hot or humid environment.
- Keep the product away from fire, water or any dangerous environment.
- Please do not repair the machine yourself by opening the machine' s box.
- If there is any unusual smell or smoke, please turn off the machine at once and contact the seller.

Unit Specifications

Unit Specifications	
Power standard	100 ~ 240V AC, 50/60Hz
Power consumption	120W
Dimensions	753.9×617.3×369.5 mm
Net weight	25.5KG

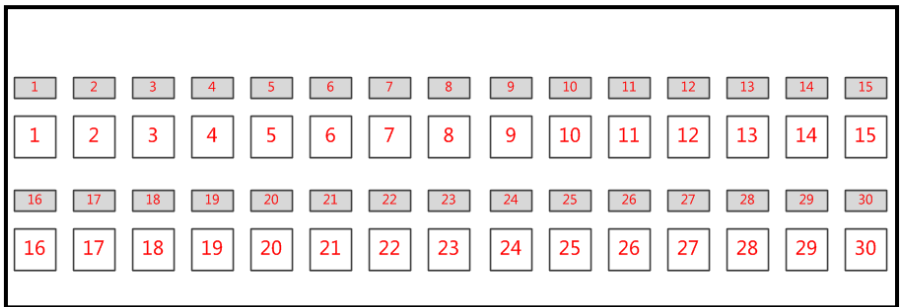
MIG-H6 Front & Back

The Front

Touch Screen

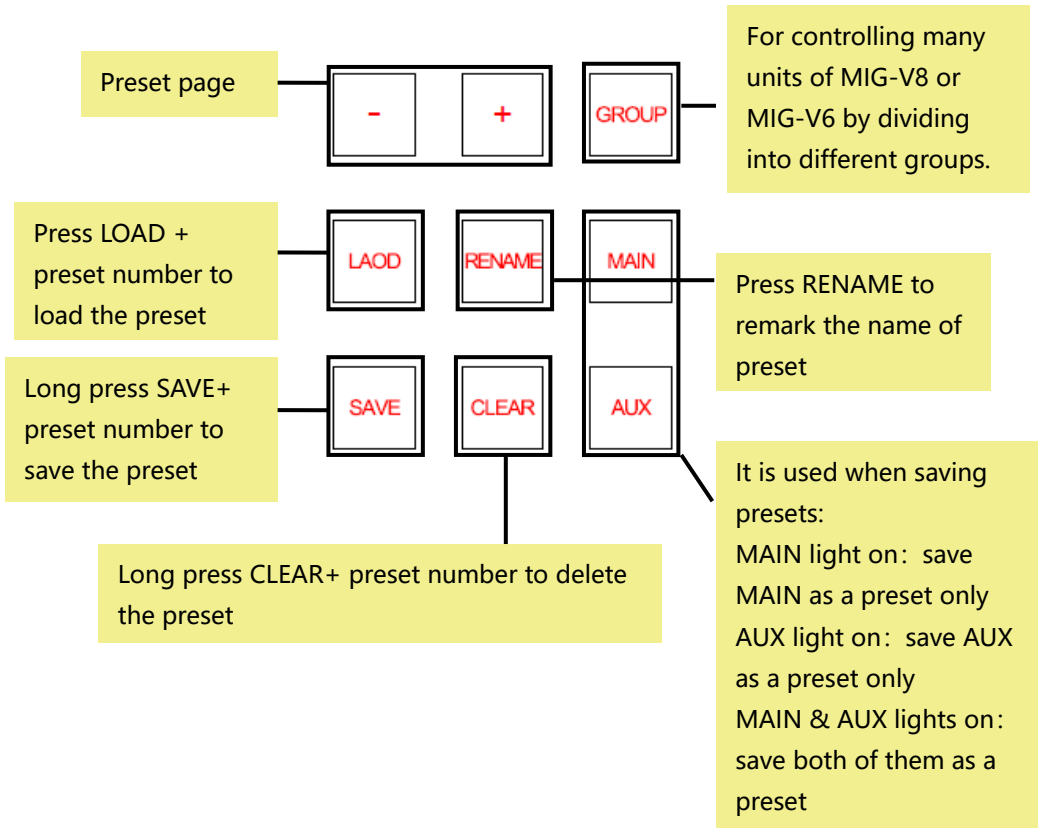
Touch screen: single-touch for any setting; real-time monitor for inputs and outputs

Preset Section

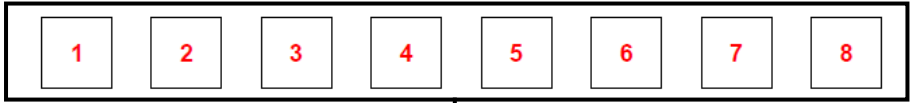


Each button is for one preset, 30 presets/page, 10 pages in total. The top of the buttons are LED screens to display the names of the presets.

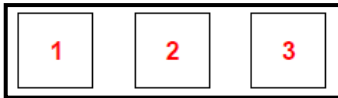
If there is a preset, the button will be green. If the button is red, then it means there is no preset. When using it, please work with the right section for editing.



Output Section



Each button stands for each output port. It works with the MAIN and AUX button. When MAIN is on, the buttons are PGM outputs. When AUX is on, the buttons are AUX outputs.

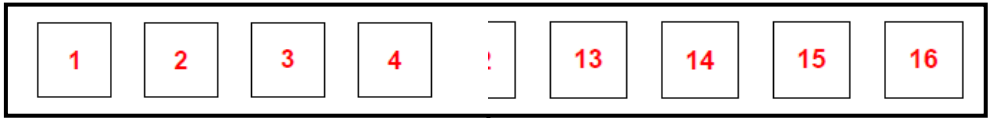


AUX LOOP
3 AUX LOOP
Press any button, and then select the input source



RESET: set the output size and position back to factory setting
BKG: load the background which is saved
BKG COLOR: pure color background

Layer Section



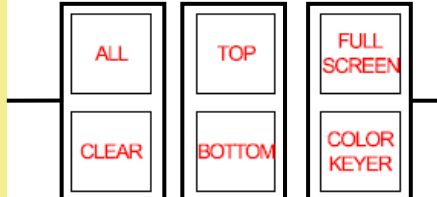
Stands for 16 active layers (PIP). Light becomes green when the layer is on. Light becomes blinking when the layer is under setting. If there is no light, then the layer is off.

Works with MAIN and AUX buttons.

MAIN on: 1-16 stands for the 1-16 layers in MAIN.

AUX on: 1-8 stand for the 1-8 layers in AUX.

Clear + layer number:
clear the layer of
choosing;
Clear + All: clear all the
layers.

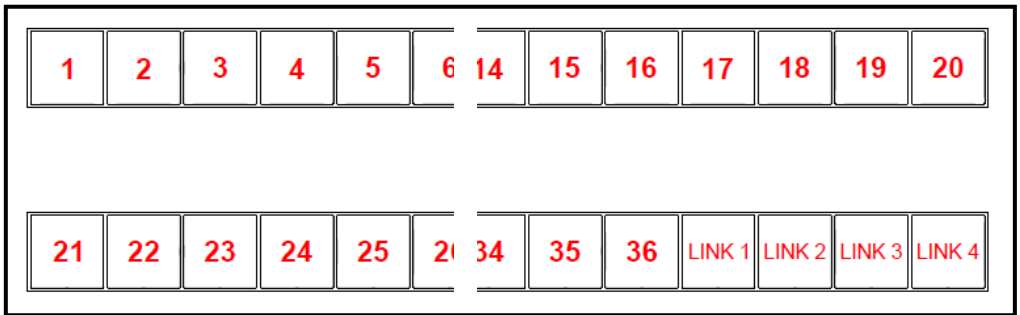


FULL SCREEN:
stretch the layer to
the whole screen;

COLOR KEY:
for text overlay and
color key

TOP: set the current layer on the top;
BOTTOM: set the current layer on the bottom

Input Sources Section

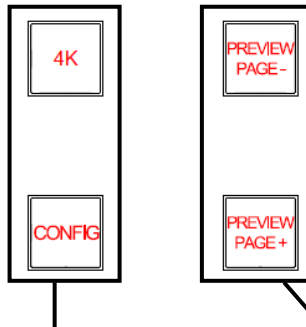


Button 1-36 stand for input sources of MIG-V8, 1-24 stand for input sources of MIG-V6.

Whenever there is an input source, the light will become green, otherwise it is red. The light will blink when the input source is using.

LINK 1-4 stands for the 4 input channel of link board.

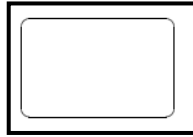
Change the input source by touching different button.



Press 4K button will show the 4K input source;
 Press 4K button+4K input source number
 button will show the compressed 4K input
 signal to the current layer;
 CONFIG: a shortcut to the input setting menu;

PREVIEW PAGE+ and PREVIEW
 PAGE-switch the page of input
 sources

Switching Section

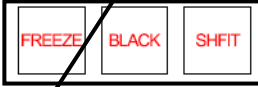


The switching status

Long press SHIFT+LOCK, it will lock all the buttons, including T-Bar;

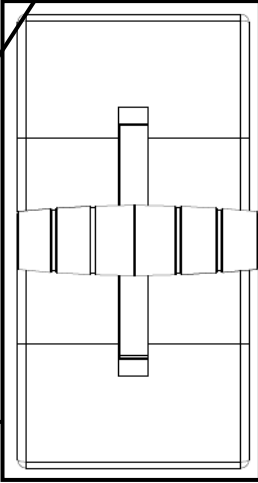


PREPARE: When it is on, it allows switching. When it is off, it does not allow switching.



Press SHIFT+TAKE EDIT: At this mode, the PVW and PGM will be the same. Whenever you do any setting on PVW, the PGM will be changed at the same time.

Long press Shift + Black: The PGM will become black;
Long press Shift + Freeze: The PGM will be frozen at the last frame.



T-Bar: manual bar for switching

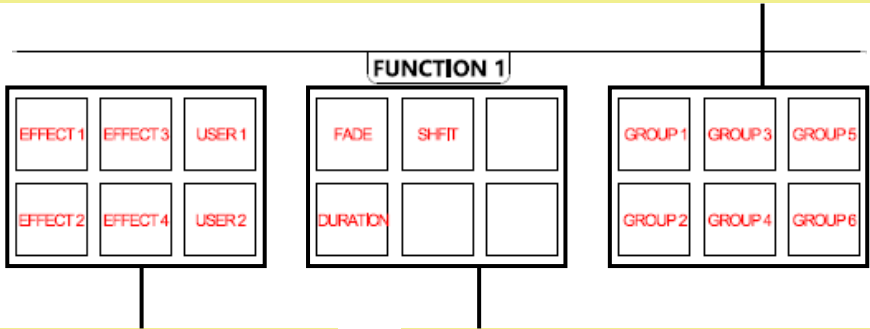
When switching, you can switch only PGM, only AUX, or both.
Press MAIN, it will only switch PGM;
Press AUX, it will only switch AUX;
When MAIN+AUX are on, it will switch both.



Cut: fast switching
Take: fade in & fade out

Function Section 1

Light will become green when the GROUP is chosen. One MIG-H6 is able to control several units of MIG-V8. These units can be divided into maximum 6 groups for independent controlling.



Switching effect, will work with SHIFT button on the right.

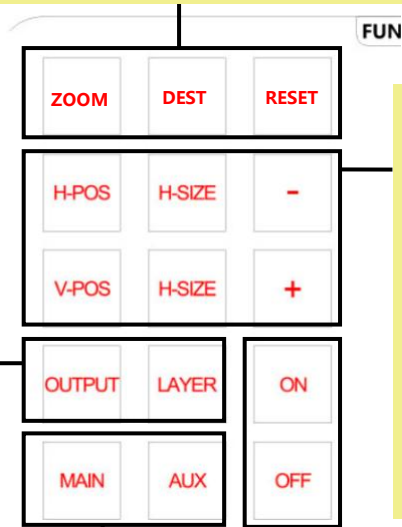
SHIFT+FADE will change the switching effect as fade in & fade out;
DURATION: button for changing the switching time

Function Section 2

ZOOM: for zooming the layer;

DEST: for choosing different V6 or V8 when MIG-H6 controls several units of V6 or V8;

RESET: all the values of the layers will go back factory setting.



OUTPUT: for choosing the output;

LAYER: for choosing the layer;
Work with MAIN and AUX button.

H-POS: horizontal position;

V-POS: vertical position;

H-SIZE: width;

V-SIZE: height;

-: decrease the value;

+: increase the value;

MAIN: choosing the PGM output;

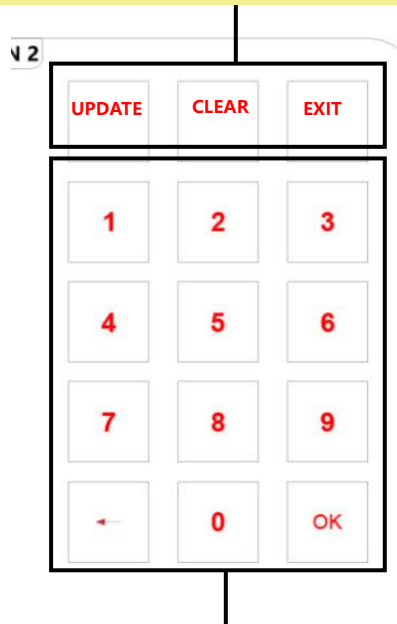
AUX: choosing the AUX output;

For example, if you want to change the layer width of PGM output, press MAIN, then LAYER, then H-SIZE, and the number button to set the value

ON: the output is on;

OFF: the output is off;

UPDATE: update all the current value setting;
CLEAR: delete all the current value setting;
EXIT: exit the current setting;



Number button for setting;
OK: confirm the setting;
← : delete;

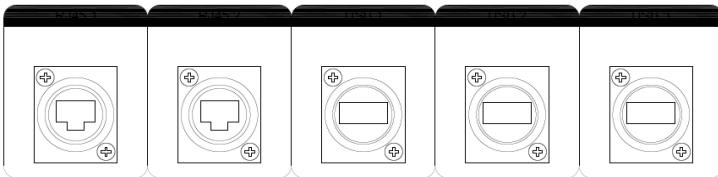
The Back

The Lamp Port

Hook up with 2 goose neck lamp for lighting.



Network Port and USB 1-3 Port



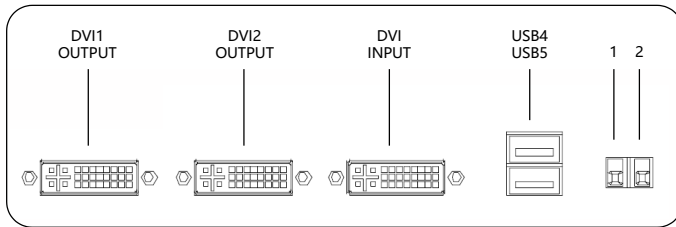
A、 Network port 1-2:

- 1、 The console connects with the brain(V6 or V8) via network cable. You can connect either port in the console to either port of the brain.
- 2、 Use cross-ruling or common network cable;
- 3、 When using MIG-H6 to control one V8 or one V6, please use 2 network cable to link(1 for control board, the other one for video board). If you use one MIG-V8 to control several units of V8 or V6, please use a router.

B、 USB1-3:

- 1、 Connect with keyboard and mouse to control MIG-H6;
- 2、 Connect with USB drive for software upgrade;
- 3、 No using order limit for USB port;

DVI Port 1-2, USB 4-5 and DIP Switch

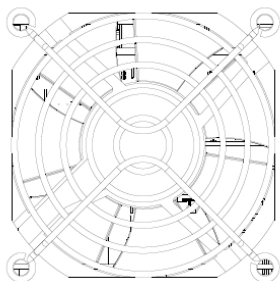


- A、 DVI output 1-2: backup port for the console' s screen window
If the screen is broken, you can connect with external monitor to show the console window. DVI 1 output shows the left screen of the console, DVI 2 output shows the right screen of the console.
- B、 USB 4-5
The drive of touch screen and the drive of console button
- C、 DVI input :
It is used when you want to see a external DVI signal on the console' s screen. For example, if you want to copy your PC' s window to the console' s touch screen, connect your PC' s output to this DVI input 1.
- D、 DIP switch
This is for switching the console' s signal, either from the internal signal or from external signal. When there is 1 external DVI input, and 2 switch is down, the console' s screen will show the external signal.

TIPS:

- 1、 If the touch screen is broken, you can connect monitors from console' s DVI output
- 2、 If the console' s software is broken, you can use an external PC to replace it. In this mode, please output 1 DVI signal from your PC, then hook up to the DVI input 1 of the console, and then use 3 USB cable to link your PC with the console.

Others



100-240V AC
50/60Hz



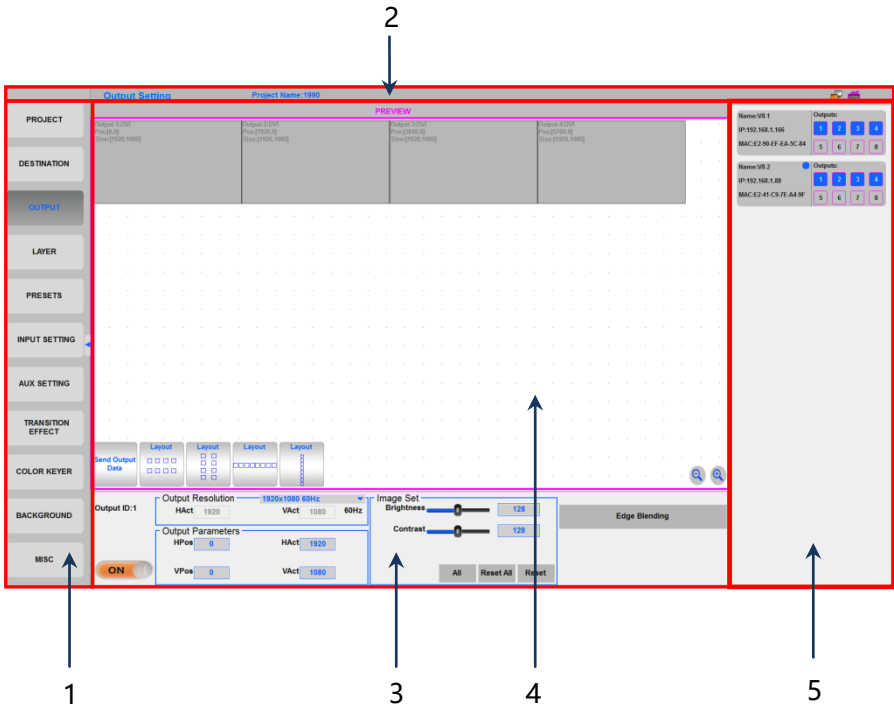
POWER



Fan, power port and switch

MIG-H6 Software

Profile



1、 Menu

From the top to the bottom are:

- PROJECT
- DESTINATION
- OUTPUT
- LAYER
- PRESETS
- INPUT SETTING
- AUX SETTING
- TRANSITION EFFECT
- COLOR KEYS
- BACKGROUND
- MISC

2、 Title

Show the current menu

3、 Setting area

Set all the value

4、 Layout area

Show the output window and layer

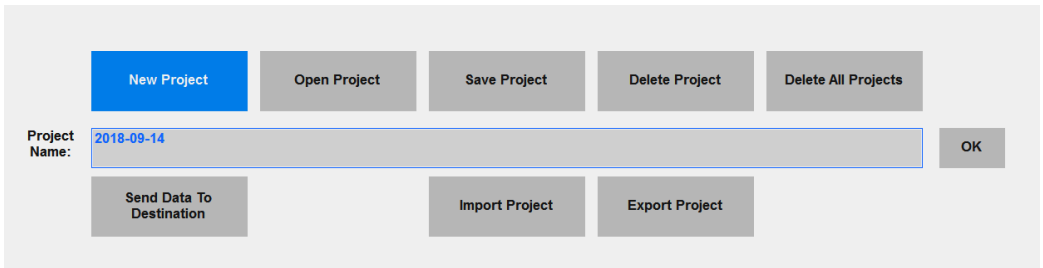
5、 Selecting area

Show the input port, output port and host

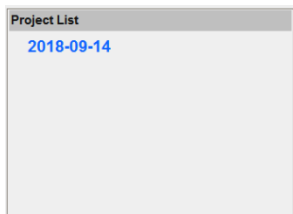
Software Function

PROJECT

In this menu, you can set a new project, open, save, delete a project or delete all projects. You can export project when U-disk is inserted on the USB port for backup. If you reset H6 or change another H6, you can import project from the U-disk what you export project.



Project List will show all the projects that have been saved.



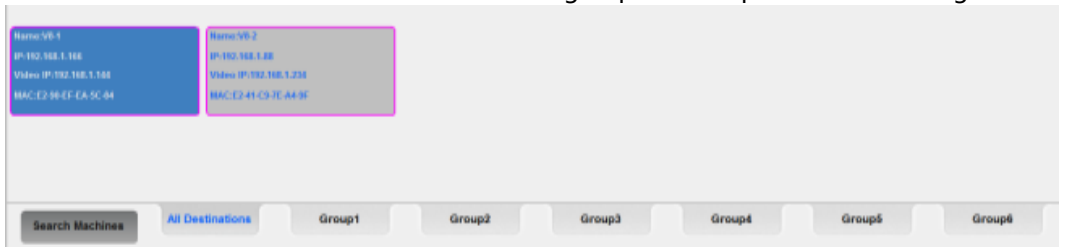
Steps of opening a project:

- ❖ Click a project in "Project List"
- ❖ The project will load to the Project Name, and then click "OK" to open
- ❖ Click "Send Data To Destination"

DESTINATION

Connection status indicator:

- ❖ You can check all the brains connected to H6
- ❖ All the brains connected to H6 will be identified with its own name. You can choose any brain to control
- ❖ One MIG-H6 is able to control several units of MIG-V6 and MIG-V8. These units can be divided into maximum 6 groups for independent controlling.

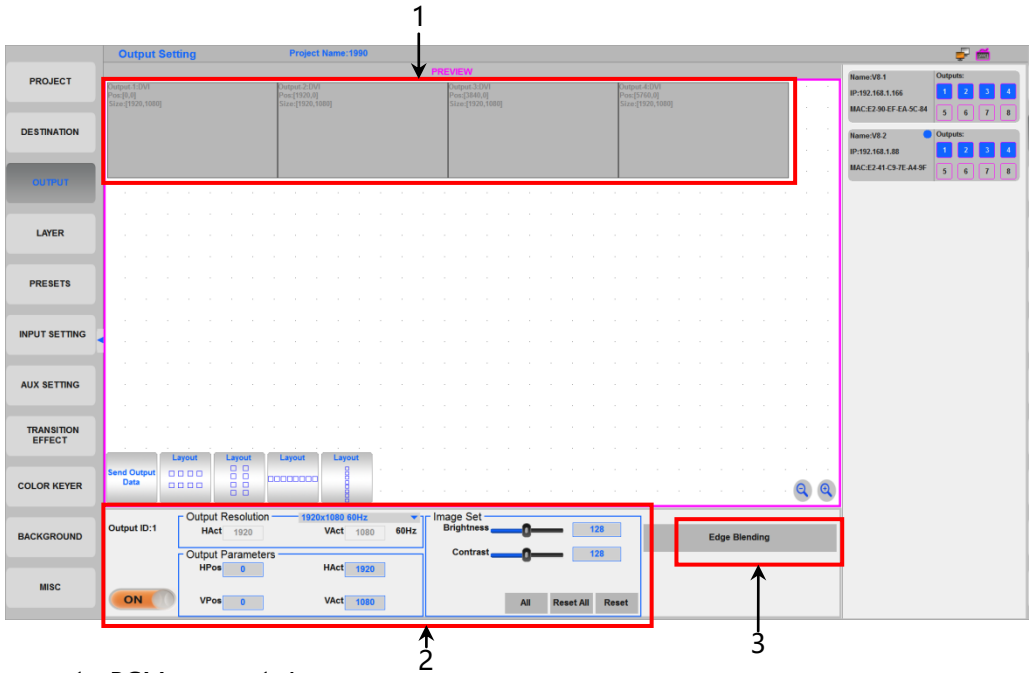


Physical status indicator:

- ❖ Show all the input and output configurations of the brain
- ❖ Show the real time connecting status of inputs and outputs. Green circle means there is connection, and it will tell the resolution



OUTPUT



1、PGM output 1-4:

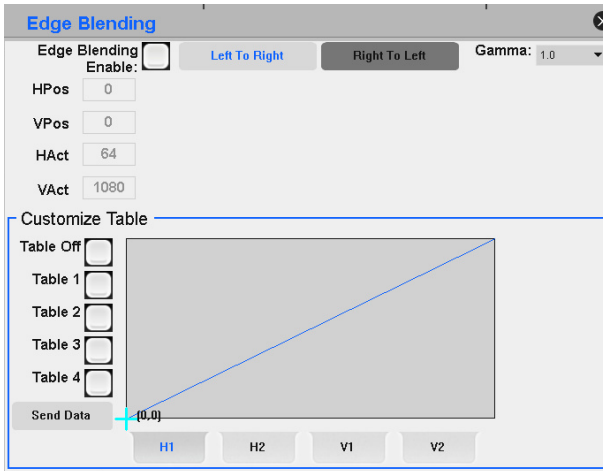
- ✧ Customized output mosaic layout by dragging the output port
- ✧ 4 different output layouts

2、Value setting

- ✧ You can turn off the output by clicking “ON” or “OFF”
- ✧ Set each output position and size within 1920×1080@60Hz
- ✧ Output brightness and contrast
- ✧ After setting, click “Send Output Data” to send the setting

If you finished the layout and value settings, you must press the ‘Send Output Data’ button. Then the output ports of MIG-V8 or MIG-V6 will be setting well.

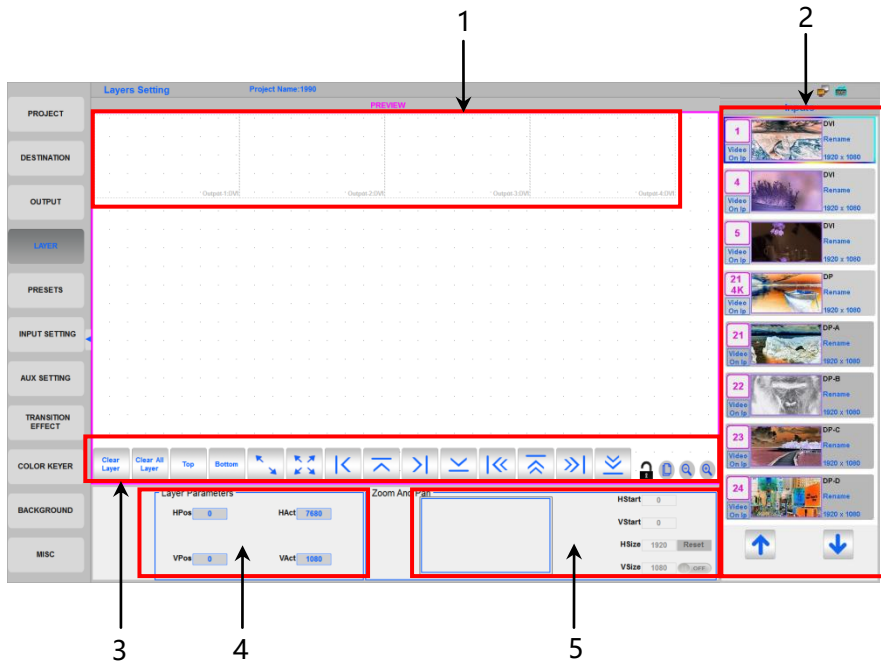
3、Edge Blending



Edge blending value setting for projector:

- ✧ Each side of a output is able to set the edge blending value of position, width and height
- ✧ Gamma: Gamma curve setting of blending area
- ✧ Blending direction: from dark to bright (alpha from 0 to 100%)
- ✧ Customized curve

LAYER



1、PGM output

The dotted area is programme output area. You can drag any input source to the PGM output to add a layer, and then set the layer size and position. One PGM output supports 4 layers (PIP) at maximum.

2、Input source

- ✧ The active input source will show according to the input board order
- ✧ Active input source with "Video On IP" will show the real time image, resolution in green words
- ✧ Active input source without "Video On IP" will show resolution in green words. When the input is chosen
- ✧ Inactive input will show the port type
- ✧ The current using input source will have a color box

3、Fast setting

The fast setting for layer

4、Layer value

Set the layer size and position

5、Zoom

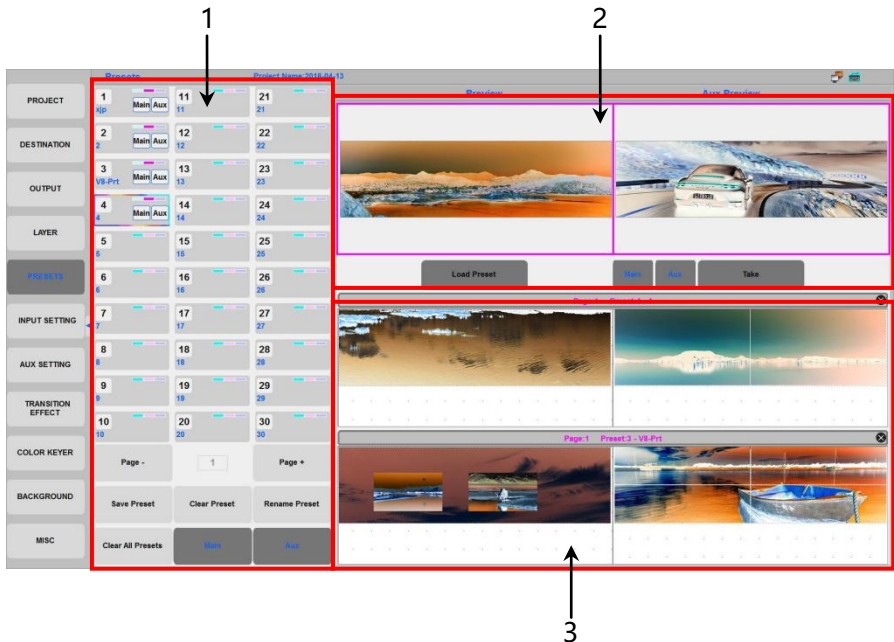
Choose any part of the input and then output with the size of layer

Notice:

“Video On IP” will show 28 input sources at maximum.

Click it to turn it on or off.

PRESETS



1、Preset area:

- ◇ 30 presets per page, 10 pages in total, press “Page -” 和 “Page +” to flip over
- ◇ Save Preset, Clear Preset, Rename Preset, Clear All Preset

- ❖ MAIN: when saving preset, press MAIN, it will only save the preset of PGM output.
 - AUX: when saving preset, press AUX, it will only save the preset of AUX output.
- 2、Preview area
- ❖ Preview: PGM output preview; Aux Preview: AUX output preview
 - ❖ Load Preset
 - ❖ Main: switch PGM output only
 - ❖ Aux: switch AUX output only
 - ❖ Take: fade in/fade out switchin
- 3、Live Preview
- Drag the preset for real time monitoring

INPUT SETTING



- 1、 Input signal, same as the input board
 - ✧ Same as the input board order, from top to the bottom. If there is no input board, it will tell “NO INPUT BOARD”
 - ✧ Active input source with “Video On IP” will show the real-time image, resolution in green words
 - ✧ Active input source without “Video On IP” will show resolution in green words. When the input is chosen
 - ✧ Inactive input will show the port type
 - ✧ The current using input source will have a color box
 - ✧ Double click “Rename” to name the input source
- 2、 Value setting: double click will let the setting come out
Set the input brightness, contrast, image crop and EDID

For 4K input board :



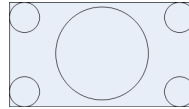
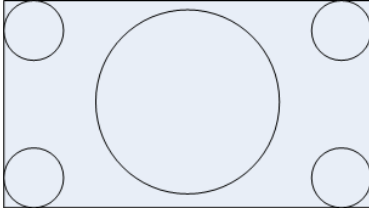
- 1、 One active input when using this board. When you need to switch, click the red box in the above image. The Pre-Crop is effective when the image crop was turn on. It is only useful for cropping the 4K input.
- 2、 For example, if you use a DP input
 - ✧ When it is a 2K DP, No.5 4K、 5、 6、 7、 8 will be the same input source like the below image:



◇ When it is a 4K DP, No. 5 4K is a compressed 1920×1080 signal, No. 5-8 will be split signal:

If the input is 4K×2K

No. 5 4K compressed signal



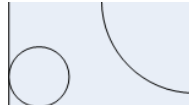
No. 5:
The left upper part



No. 6:
The right upper part



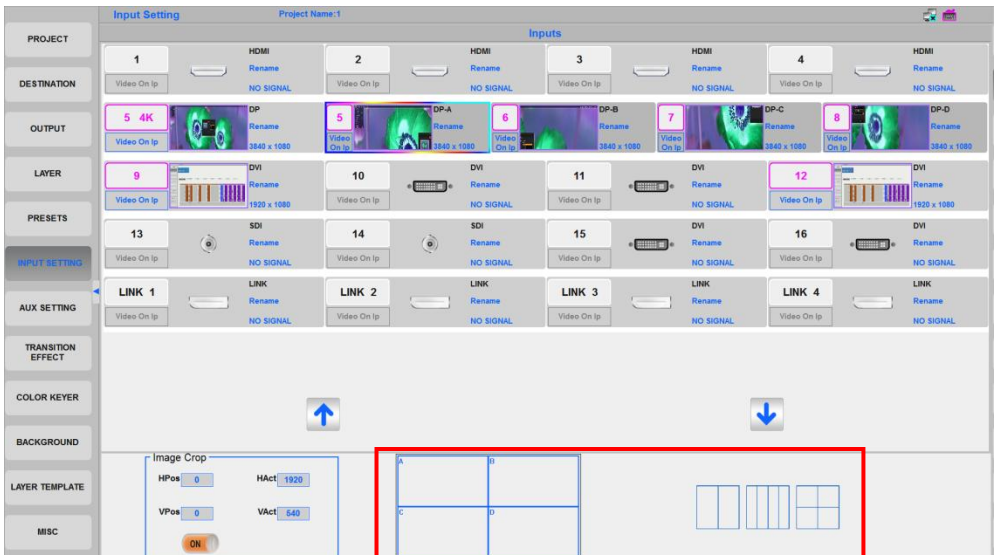
No. 7:
The left down part



No. 8:
The right down part



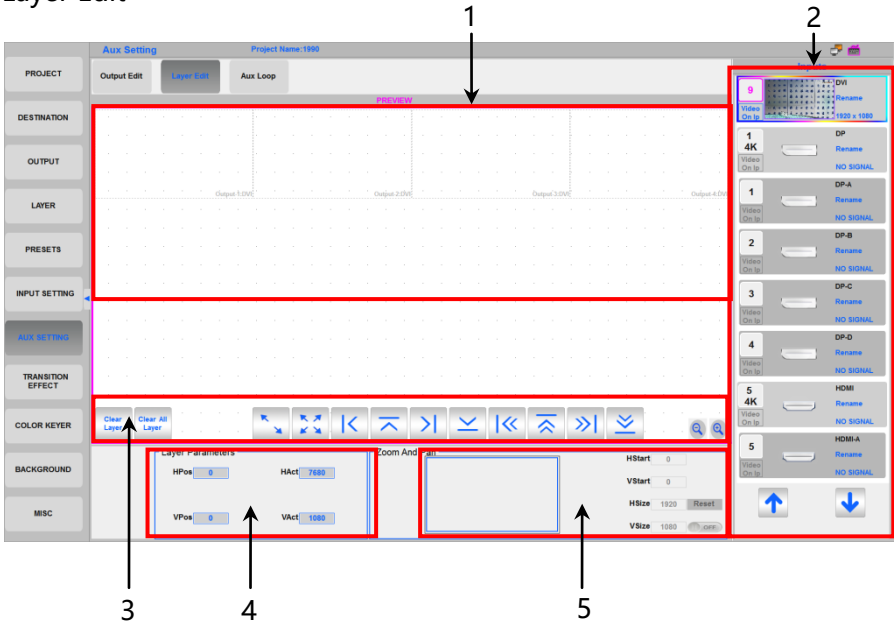
◇ Image split pattern can be chosen from the red box of the below image



Edge blending setting:

- ✧ Each side of a output is able to set the edge blending value of position, width and height
- ✧ Gamma: Gamma curve setting of blending area
- ✧ Blending direction: from dark to bright (alpha from 0 to 100%)
- ✧ Customized curve

Layer Edit



1、AUX output area

The dotted area is AUX PGM output area. You can drag any input source to the AUX PGM output to add a layer, and then set the layer size and position. One PGM output supports only 1 layer (PIP) at maximum.

2、Input source

- ✧ The active input source will show according to the input board order
- ✧ Active input source with "Video On IP" will show the real time image, resolution in green words

- ❖ Active input source without “Video On IP” will show resolution in green words. When the input is chosen
- ❖ Inactive input will show the port type
- ❖ The current using input source will have a color box

3、Fast setting

The fast setting for layer

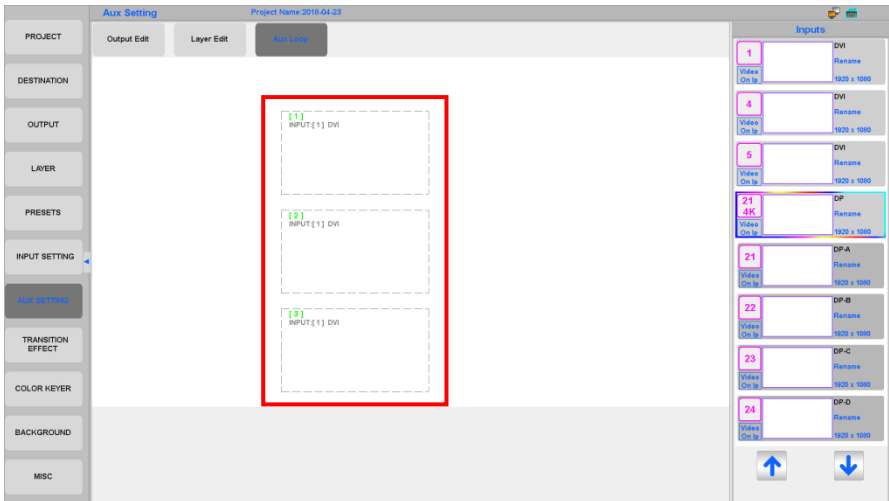
4、Layer value

Set the layer size and position

5、Zoom

Choose any part of the input and then output with the size of layer

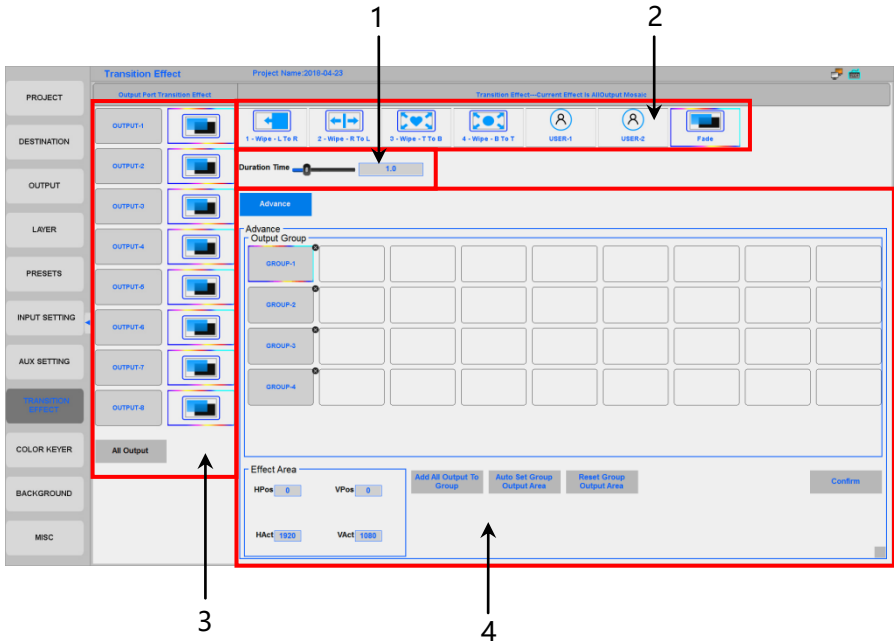
Aux Loop



AUX Loop

- ❖ To switch the AUX Loop
 - 1: Choose the AUX Loop port in the software and click the input source
 - 2: Use the console
- ❖ AUX Loop will not be saved in the preset

TRANSITION EFFECT



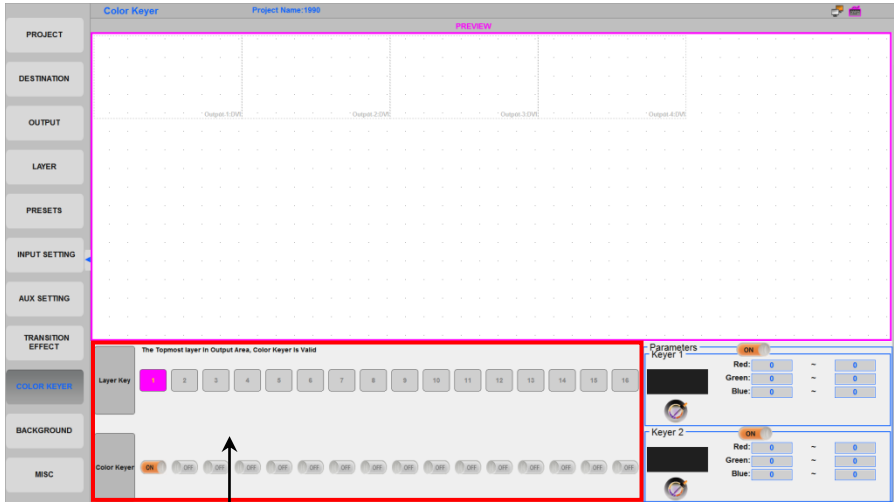
- 1、 TAKE switching time: 0-5 seconds
- 2、 Transition effect : current effect is all output mosaic
- 3、 Different output port allows different transition effect
- 4、 Advanced transition effect

You can set group transition. For example, set output 1-4 as group 1, and the effect is right to left slide. Set output 5-8 as group 2, and the effect is heart fade in. Click "Auto Set Group Output Area" and "Confirm" . Now when you switch, output 1-4 will switch by right to left slide, output 5-8 will switch by heart fade in.

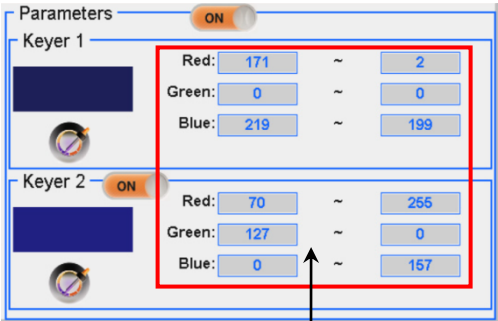
Notice:

This effect will only active to PGM output. The AUX output transition effect is fade in/fade out.

COLOR KEYER



Each layer of PGM output allows one Color Key
 Click "ON" or "OFF" to turn on or turn off the function.



One layer allows deleting 2 colors via "Keyer1" and "Keyer2" ;

Color area: usually the value will come out when choosing the color.
 Sometimes the value shall be set to choose the accurate color.

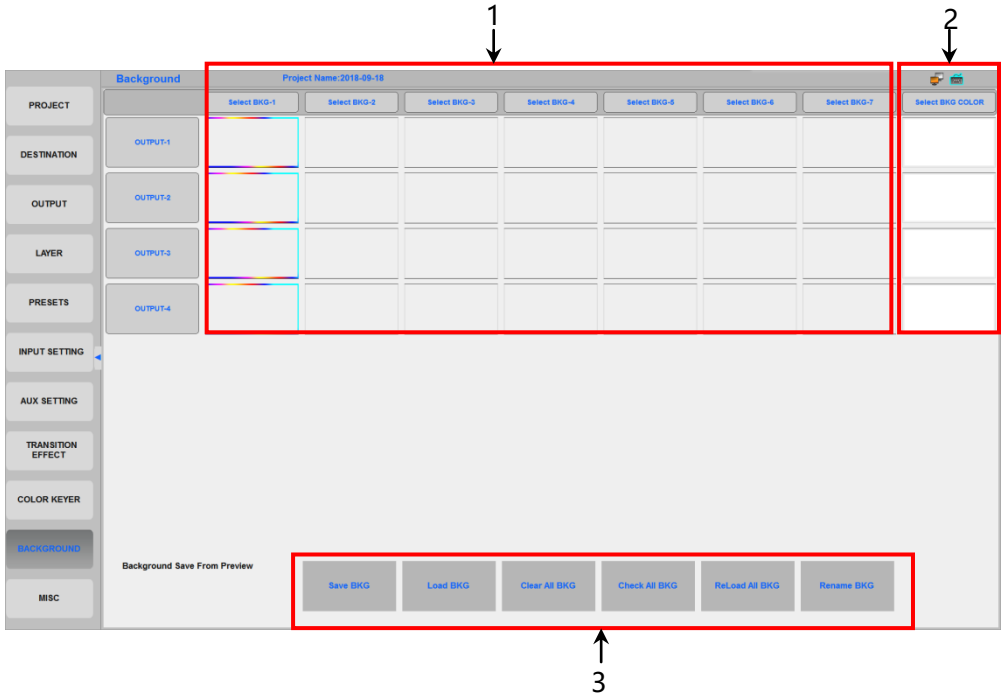
Double click the color picking tool will come out this window for color choosing.



Notice:

The Color Key is only active to the PGM output.

BACKGROUND

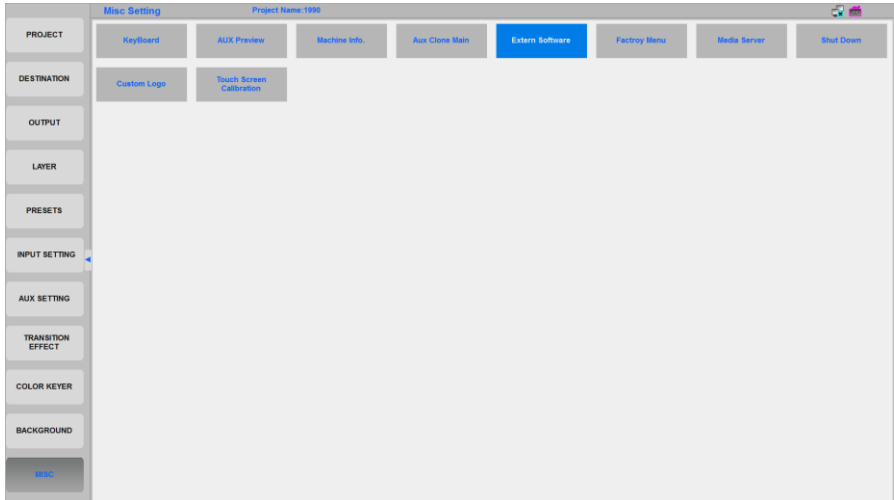


- 1、 Background 1-7: allows saving 7 background pictures; click "Select BKG-X" to choose the background
- 2、 Customized pure color background: double click the output port to choose the color. Black is the default color.
- 3、 Save BKG
Load BKG
Clear All BKG
Check All BKG
Reload All BKG

Notice:

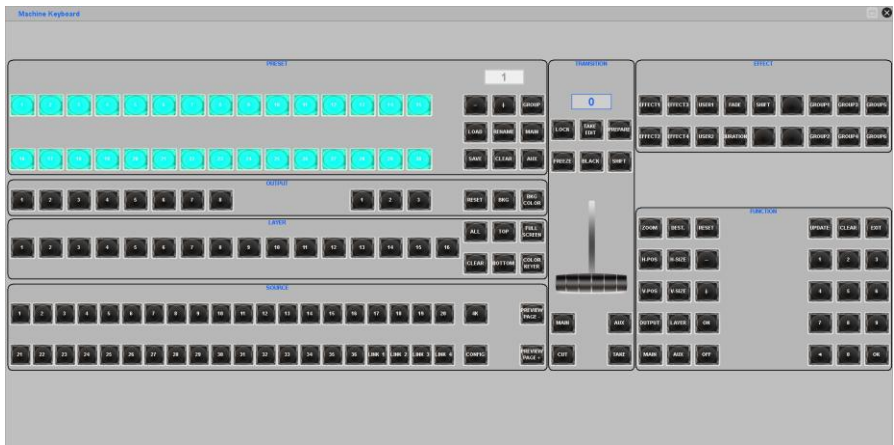
- ❖ Background will be saved in PGM output. The image is captured in the preview.
- ❖ Whenever restart the console, please click "Check All BKG" to load.

MISC



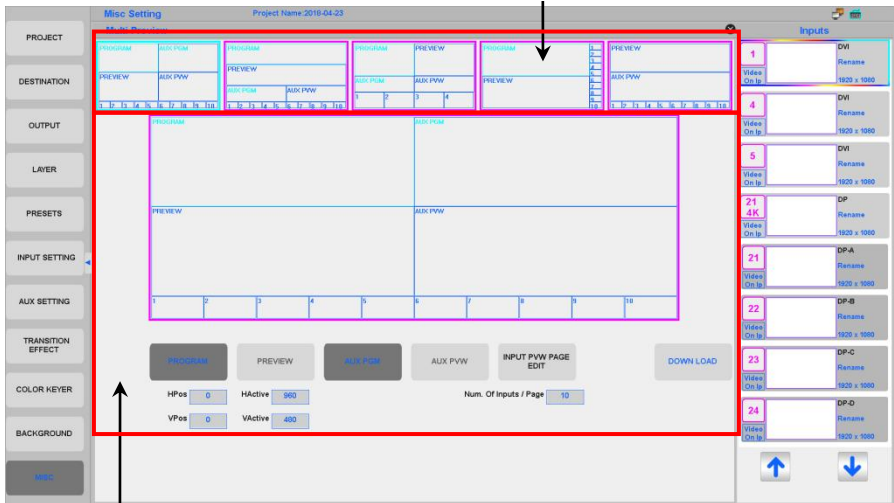
Key Board

Show the button interface of console, it is used for host computer.



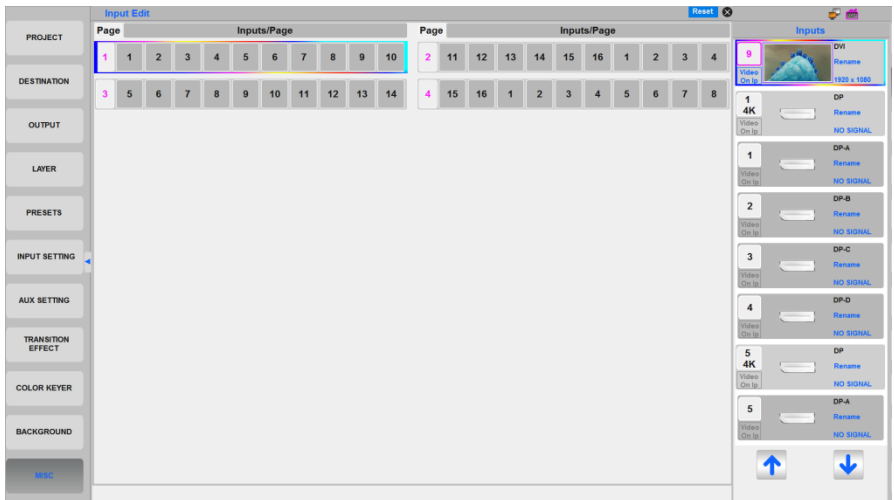
AUX Preview

5 different layout of Multiviewer



Customized layout of Multiviewer

INPUT PW PAGE EDIT



You can change the real-time input signal display order in the multi-preview.

Machine Info

Show machine details information

NO.	Board Slot	Board Type	Board Version	Board Temperature	Board Electrical State	Board Hardware Status
0	0	Contri Board	X600E	27 ℃, 34 ℃	Electrical State OK	Hardware Status OK
1	2	Output Board	A1587-F9246-9246	41 ℃	Electrical State OK	Hardware Status OK
2	3	Output Board	A1587-F9307-9406	38 ℃	Electrical State OK	Hardware Status OK
3	4	Output Board	A1587-FACC6-ACC6	31 ℃	Electrical State OK	Hardware Status OK
4	6	Output Board	A1587-F9246-9246	40 ℃	Electrical State OK	Hardware Status OK
5	7	Input Board	A1587-F54E2	33 ℃	Electrical State OK	Hardware Status OK
6	13	Input Board	A1571-F9F00	40 ℃	Electrical State OK	Hardware Status OK
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

System Version: V1.11
Cled Ver: 3000
Keyboard Ver: 3000
Ip Video Ver:
MAIN_PREV:B
AUX_PREV:B

Aux Clone Main

Change output signal of the AUX output-x port, select AUX means AUX output port now outputting single signal, select MAIN means AUX output port now outputting the same signal of PGM output-x port.

Click Output Activate Clone Main

AUX OUTPUT-1: [AUX] [MAIN]

AUX OUTPUT-2: [AUX] [MAIN]

AUX OUTPUT-3: [AUX] [MAIN]

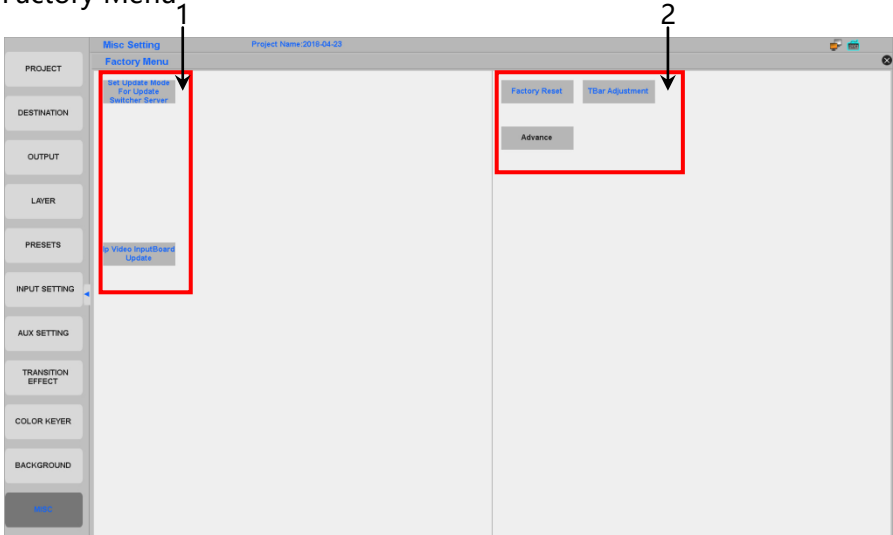
AUX OUTPUT-4: [AUX] [MAIN]

System Version: V1.11
Cled Ver: 3000
Keyboard Ver: 3000
Ip Video Ver:
MAIN_PREV:B
AUX_PREV:B

Extern Software

Turn off/on the extern screen

Factory Menu



Do not touch unskilled persons

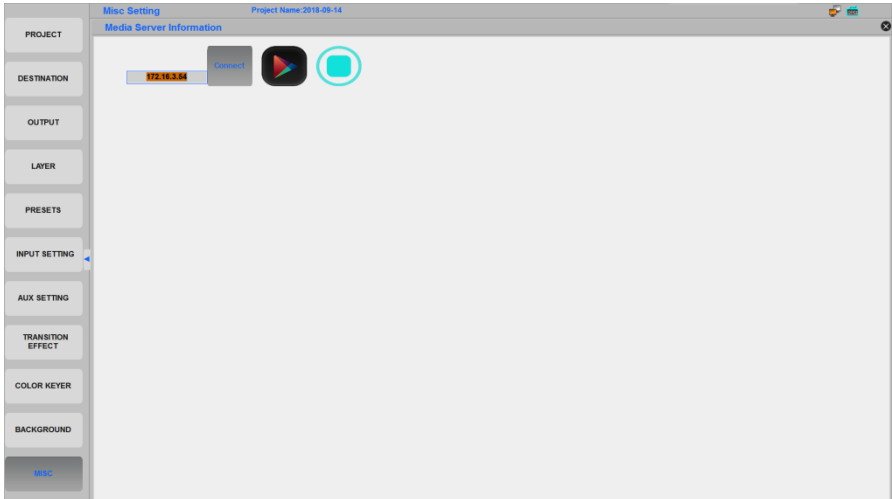
- 1、 Software upgrade
- 2、 Factory reset and T-BAR adjust

Shut Down

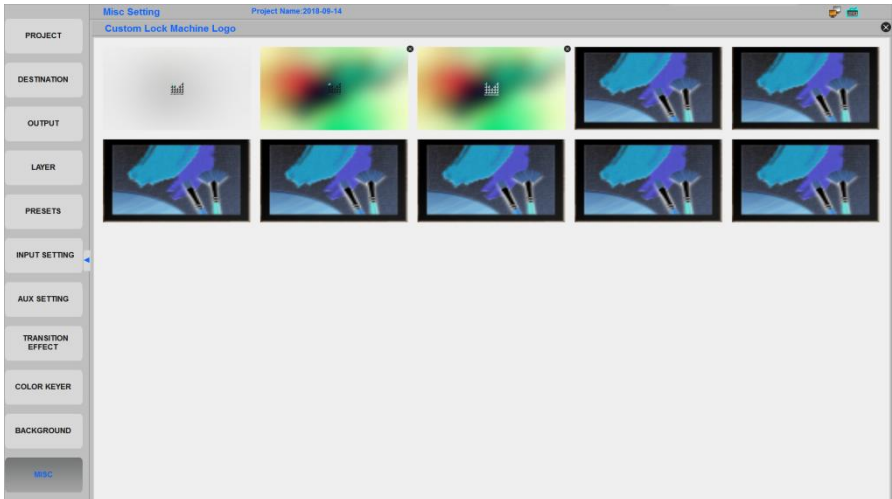
When you finish your work, do not press the power button to turn off the MIG-H6, please use the Shut Down button to turn off the MIG-H6 !!!

Media Server Information

To connect MIG video sever to display programmes.



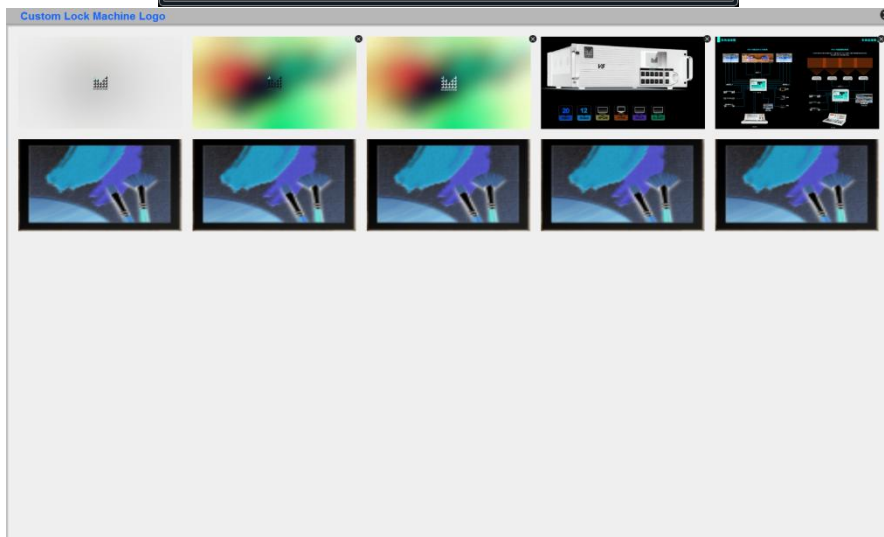
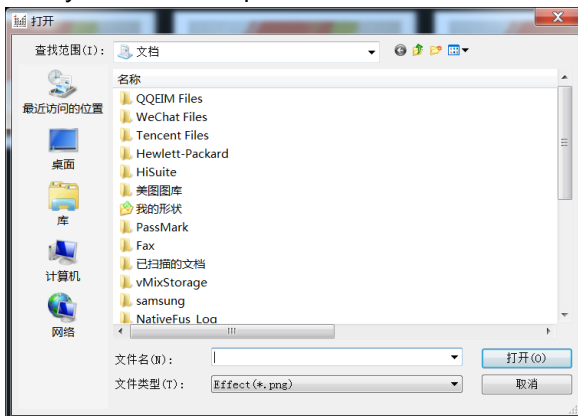
Custom Logo



You can upload any pictures which type of PNG to be the lock screen interface. The screen displays the same pictures, every logo takes turns to display for one minute.

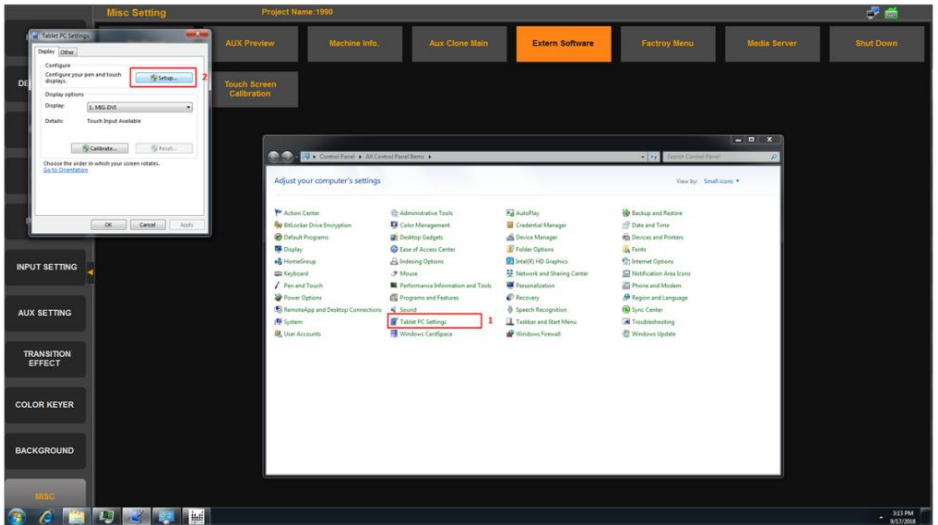
You can double click any pictures to select LOGO in file window, also you can delete anyone.

Select LOGO what you want and upload:



Touch Screen Calibration

Click to calibrate the touch screen.



1. Tablet PC settings
2. Configure setup , then the touch screen will display the pictures

Touch this screen to identify it as the touchscreen.

If this is not the Tablet PC screen, press Enter to move to the next screen. To close the tool, press Esc.

3. Touch this screen to identify it as the touchscreen

Press Enter to proceed to the next step to complete your configuration

4. Press enter to proceed to the next step to complete your configuration

Warranty

The Whole Unit Warranty

- One year (from the buying date);
- If the invoice is lost, the 60 days after the production date will be the warranty start date for the product.

Non-warranty Provisions

- The machine soaking and collisions produced besmirch or surface scratches and other abnormal using causes of malfunction or damage;
- Demolition machine or modification, which is not to be agreed by our company;
- Using in the not specified used working conditions, resulting in fault or damage (such as high temperature, low voltage or unstable etc.);
- Force majeure (such as fire, earthquake, etc.) or natural disasters (like lightning, etc) caused the fault or damage;
- Beyond the product warranty.