MIG-H9 Console

User Manual V1.0

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

MAGNIMAGE

Document Version: V1.0 Document Release Date: 2023/11/15

Statement

Without the written permission of the company, no unit or individual may copy, transcribe or translate part or all of the contents of this manual.This manual shall not be distributed in any form or by any means (electronic,mechanical, photocopying, recording or other possible means) for commercial or commercial purposes.

The product specifications and information mentioned in this manual are for reference only and are subject to update without notice. Unless otherwise agreed, this manual is only used as a guide, and all statements, information, etc. in this manual do not constitute any form of guarantee.

Revision History

Version	Revise Date	Revised Content
V1.0	2023-11-15	First release

Directory

Introduction

Thanks for your purchasing our MIG-H9 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.

Trademark Credit

- 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.

Product Features

- One 43.8-inch high-definition capacitive touch screen with a resolution of up to 3840×1080@60Hz
- Support storing 300 user presets
- Support for custom presets and input OLED labels
- Support multiple control methods such as touch,mouse,and console buttons
- Real time monitoring of inputs,outputs,and presets within the control console
- T-BAR switching
- Two independent gigabit network interfaces for the main control system;
- HDMI interface for console screen echo
- USB port is used to connect other external accessories, such as a mouse, keyboard, USB drive, etc
- Support switching three external HDMI signals to the touchscreen display on the console
- Works with one or more units of MIG-V12 / MIG-V16 switcher
- Built in high-performance PC video switching station, automatically running console software upon startup
- Support console backup
- Support screen brightness adjust
- Support for custom button atmosphere light colors

Safety Notice

- The input voltage range of the power supply of this product is 100~240V, 50/60Hz, please use the correct power supply.
- When you want to connect or unplug any signal cable or control cable, please make sure that all power cables have been unplugged beforehand.
- When you want to add hardware devices to this product or remove hardware devices from this product, please make sure that all signal cables and power cables have been unplugged in advance.
- Before performing any hardware operations, power off the MIG-H9 and discharge static electricity from your body by touching a grounded surface.
- Please use it in a clean, dry and ventilated environment, and do not use this product in a high temperature, humid environment.
- This product is an electronic product, please keep it away from fire, water and flammable and explosive dangerous goods.
- There are high-voltage components in this product, please do not open the case or repair the device by yourself.
- If you find any abnormality such as smoke or odor, please Function off the power switch immediately and contact the dealer.

Machine specifications

Machine specifications	
Power standard	100～240V AC，50/60Hz
Power consumption	230W
Operation temperature	0~45℃
Dimensions	1116.0×641.2×502.3 mm
Net weight	55.2KG

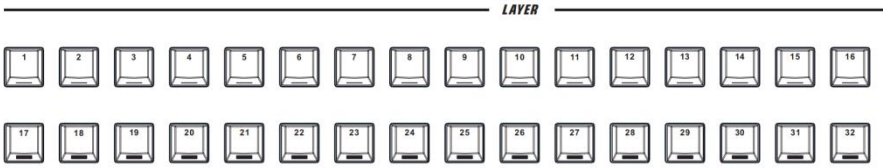
MIG-H9 Front and rear panels

Front panel

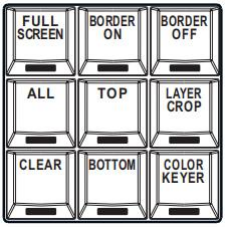
TOUCH Screen

Touch Screen：Single touch, allowing for menu and parameter adjustments; Real time monitoring of input and output images, etc

LAYER area



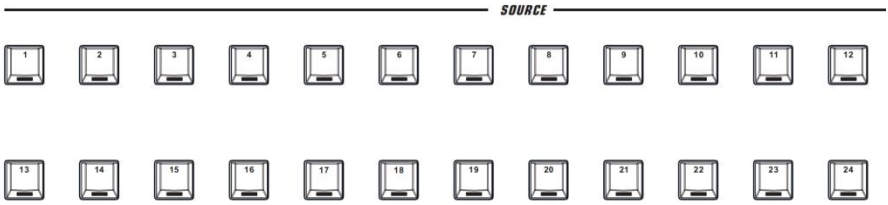
The button corresponds to 1 to 32 active layers. When the layer is turned on, the corresponding button lights up in green. The currently selected layer flashes alternately in red and green, while unused layers do not light up;



Button	Description
FULL SCREEN	Quickly full screen the currently selected layer
BORDER ON **BORDER OFF**	Shortcut keys for turning layer border effects on and off
CLEAR / ALL	Long press and hold the Clear+layer area number keys to clear the current corresponding layer; Long press and hold Clear+All to clear all layers
TOP **BOTTOM**	Shortcut button for placing the selected layer at the top or bottom

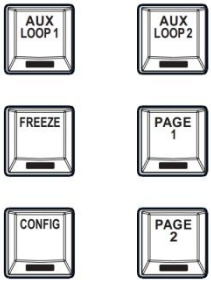
LAYER CROP	Quickly call up the layer cropping menu, which can crop the images inside the layer and display them in full screen
COLOR KEY	Quickly call out the excellent key menu, which can achieve functions such as subtitle stacking and cropping

INPUT Area



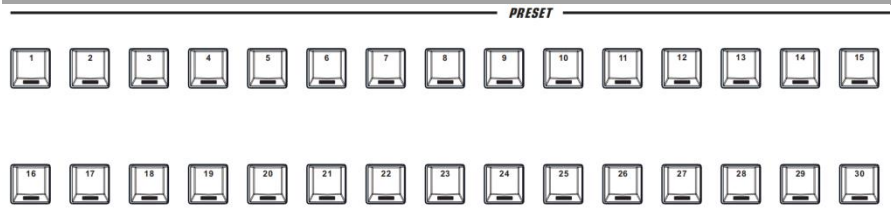
The number keys 1 to 24 correspond to the 1 to 24 inputs of MIG-V16, with green buttons indicating a signal and red buttons indicating no signal. The currently selected signal source is flashing green;

Can change the input source of the currently selected layer;

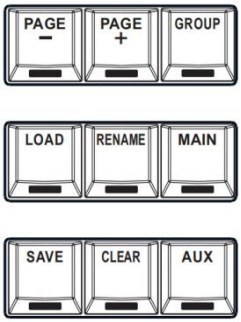


Button	Description
AUX LOOP1 **AUX LOOP2**	2 AUX auxiliary output buttons, long press and hold this button+input source area button to switch the corresponding auxiliary output signal source. AUX output source can be selected through the mouse to package PGM or PVW output screen
FREEZE	Input freeze, select the input source that needs to be frozen, and then click the Freeze button to proceed
CONFIG	Enter the confirmation button to quickly jump to the input source menu
PAGE1 **PAGE2**	Reserved button

PRESET Area

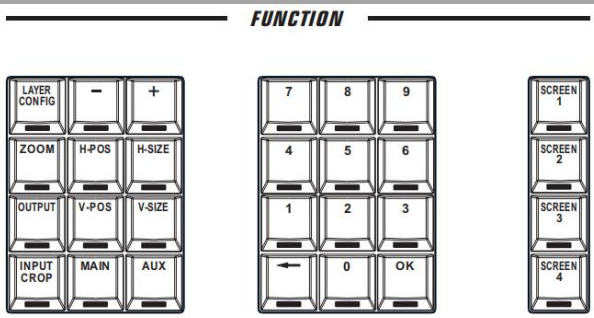


Each button corresponds to a user preset, and one page can store 30 presets, totaling 10 pages; The buttons that have stored presets are green, the currently used preset is flashing green, and the buttons that have not stored presets are red; To operate together with the editing button on the right side of the area;



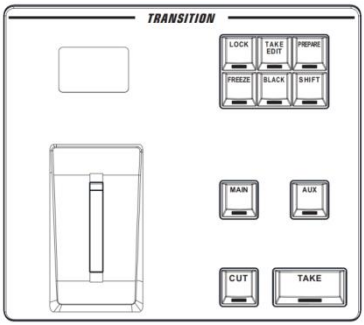
Button	Description
PAGE+ **PAGE-**	Preset page flipping button, with a total of 10 pages and 30 presets per page, totaling 300 presets
GROUP	If the user groups multiple MIG-V16 machines under their control, and lights up the Group key, the MIG-V16 in each group can be preset, saved, called, and switched uniformly
LOAD **SAVE**	Turn on the Load key and use the number keys in the preset area to call up the preset saved by the user. Long press and hold the Save+number keys in the preset area to save the preset on the corresponding number keys
RENAME	Rename button, short press RENAME to modify the note name of the selected preset
CLEAR	Long press and hold the CLEAR+preset button to clear the stored preset
MAIN **AUX**	Reserved button

FUNCTION Area



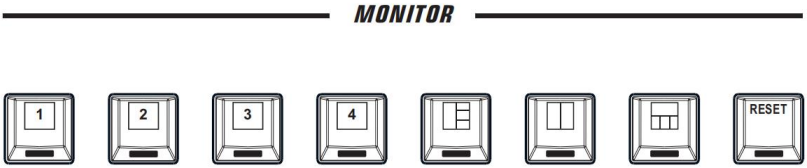
Button	Description
LAYER CONFIG	Layer confirmation key, quickly jump to the layer settings interface
- / +	Point by point addition and subtraction of values, used in conjunction with other buttons
H-POS / V-POS **H-SIZE / V-SIZE**	Adjust the layer size and position or Zoom parameters to change the horizontal position, vertical position, horizontal size, and vertical size, which can be combined with the "+/-" buttons to add or subtract individual values
OUTPUT	Quickly jump to the output settings menu
MAIN / AUX	Reserved button
Numeric key	Can type numbers to change the numerical value
OK	Confirm current settings
←	Single cell deletion value
SCREEN1 / SCREEN2 **SCREEN3 / SCREEN4**	Output screen selection, double-click the button to select the corresponding output screen, double-click the button again to cancel the selection

TRANSITION Area



Button	Description
LOCK	Long press SHIFT+LOCK to lock all buttons on the console, including T-Bar; Repeat once to unlock
TAKE EDIT	Long press and hold SHIFT+TAKE EDIT to light up the button: enter editing mode, output is fully synchronized with pre monitoring. At this time, if you change the attributes of the pre monitoring layer, the output will also change together; Facilitate pre event debugging
H-POS / V-POS **H-SIZE / V-SIZE**	Adjust the layer size and position or Zoom parameters to change the horizontal position, vertical position, horizontal size, and vertical size, which can be combined with the "+/-" buttons to add or subtract individual values
PREPARE	The status indicator button, which is constantly on, indicates that switching operations can be carried out. In the "lock" state, the PREPARE button light automatically turns off, and switching cannot be carried out at this time
Black	Long press Shift+Black to output the black field signal;
Freeze	Long press Shift+Freeze to freeze the output, causing it to remain in a certain frame of the screen; Repeating the combination of buttons once is the corresponding reverse operation
MAIN / AUX	Reserved button
Cut	Instant switching effect between PGM and PVW images
Take	PGM and PVW fade in and out swapping effects, with a TAKE time adjustable from 0.0 to 5.0 seconds

MONITOR Area



1-4 Buttons：Layout preset buttons on the upper computer interface；


：Upper computer interface layout template；

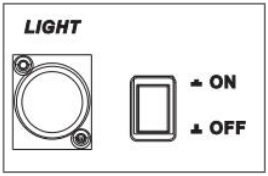
RESET Button：Restore the default layout of the upper computer interface；

POWER： Console start button；

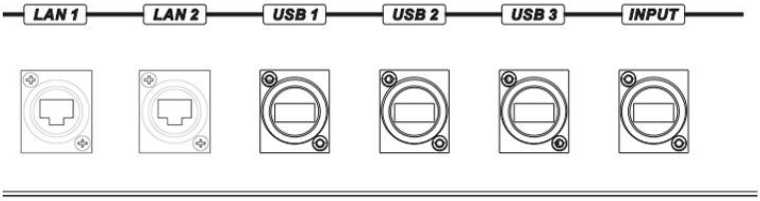
Back Panel

Console lighting interface and switch

Can be connected to an external gooseneck light for console lighting。



Network port and USB1-3 interface



- LAN 1-2：
  1、 The control console is connected to the MIG-V12/MIG-V16 video switching console through a network cable, and the network ports are not used in sequence；
  2、 Either a crossover cable or a straight through cable can be used；
  3、 When using MIG-H9 to control a single V16 video switching station, a single network cable can be directly connected; If a single MIG-H9 controls multiple video switching stations, please use a switch or router to form a local area network;
- USB1-3：
  1、 External keyboard and mouse control MIG-H9；

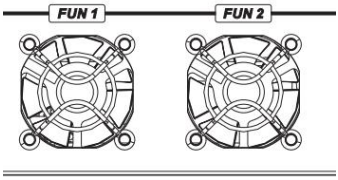
2、 External USB drive for console software upgrades, etc;

3、 USB port has no sequential usage order;

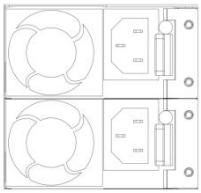
- HDMI INPUT:

HDMI Interface: Console echo port, connected to the MIONITOR interface of MIG-V12/MIG-V16;

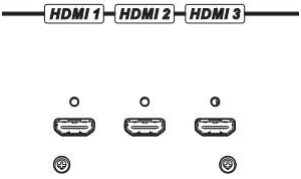
Other



Fan



Redundant power interface



External signal input HDMI interface

MIG-H9 Introduction to Console Software Overview

1、Navigation Menu

You can select the corresponding operation interface through this navigation menu bar, which will always be on the far left side of the software and will not change with the selection. The functions from top to bottom are as follows:

- PROJECT
- DESTINATION
- SCREEN SETTING
- LAYER
- INPUT SETTING
- AUX SETTING
- BACKGROUND
- DISPLAY CONTROL
- MISC

2、Selection Area

Display output ports, input sources, etc. on different menu pages

3、Graphics Area

Located in the middle of the software, according to different menu pages, this area will visually display engineering files, output screens, layer information, preset information, etc. through wireframes, images, etc

4、Setting Area

Adjust parameters such as displaying engineering files, input/output resolution, and layer display in this area

5、Pre Supervision Area

Display all SCREEN Preview and Program, AUX LOOP screens, and select presets to drag to the Live preview ribbon to browse

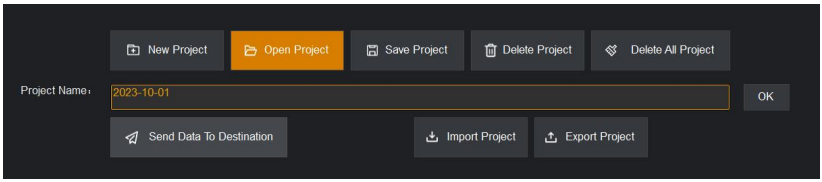
6、Title Bar

Display current project files, CPU and memory usage, machine time, connection status, and console backup status, etc

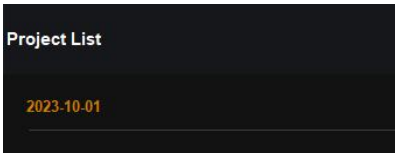
Introduction to Software Functions

PROJECT

In this menu, you can create, open, save, delete projects, delete all projects, import and export projects for console engineering files. When the USB drive is plugged into the USB port on the MIG-H9 rear panel, you can click the Export Project button to export the file to the USB drive. If you accidentally delete the project file, simply plug the USB drive with the project file into the MIG-H9 USB port, click the Import Project button, and then click to send data to the machine to the video switching station.



In the project list on the right, the currently created project files will be displayed



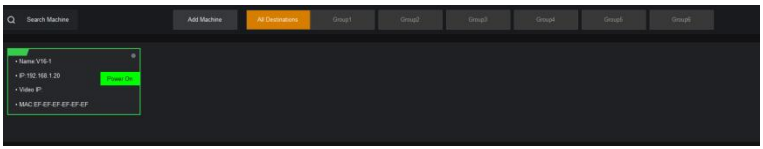
The steps to open a project file are as follows:

- On the right side of the project list, click to select the project file you want to open
- The file will be automatically added to the project column, click the OK button to open it
- Click on the Send Data to Machine option again to send the data to the video switching station

DESTINATION

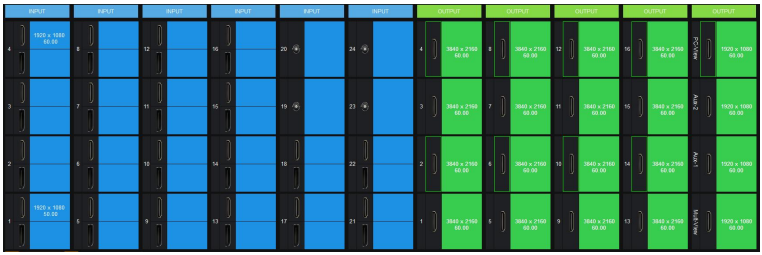
Connection status indication:

- Under this interface, all video switching stations connected to a single MIG-H9 in the local area network can be queried
- Under normal circumstances, all connected video switching stations will be automatically recognized. Click on the corresponding name and select the currently controlled video switching station
- One MIG-H9 can control multiple MIG-V16, and can be divided into up to 6 groups for individual control

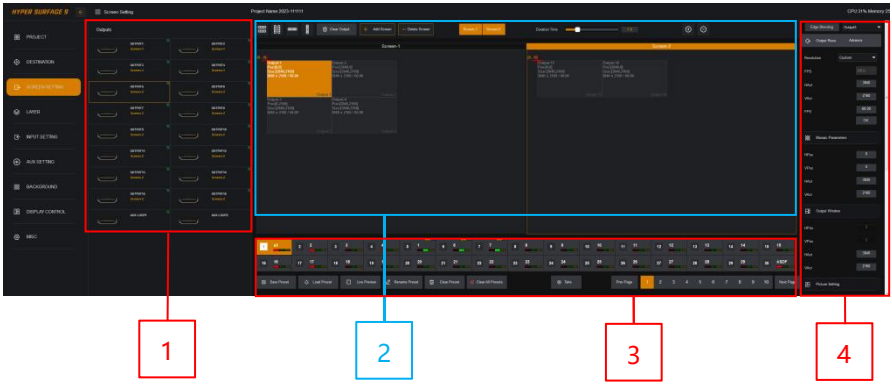


Physical state indication:

- Corresponding to the input and output board configurations of the video switching station
- Real time monitoring of the connection status of input and output ports. When the output port is connected to the backend device, a green wireframe and corresponding output resolution are displayed. After the input port is connected to the PC, the resolution of the current input port is displayed;



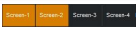
SCREEN SETTING



1. Output:

Output	Description
OUTPUT 1-16	Output 1-16 ports, divided into 8 groups of outputs, OUTPUT1-2 is a group of outputs with consistent resolution, OUTPUT3-4 is a group of outputs with consistent resolution, and so on; MIG-H9 supports 4 screens, and the same set of output ports cannot be established separately on different screens
AUX LOOP 1-2	AUX loop out ports 1-2, no need to manually establish

2. Screen:

Function	Description
Quick Layout	There are four output shortcut layout options for users to quickly choose from:  
Clear Output	Select the output port on the screen, and then click on the clear output option to delete the output
Add screen	At least 1 screen needs to be added in order to drag the output port onto the screen to create and use it. A maximum of 4 screens can be added
Delete Screen	Select the screen that needs to be deleted, click on the Delete Screen option to delete the screen operation. If there are any outputs that have been created and used on this screen, they will also be deleted
Screen 1-2-3-4	After adding 4 screens:  , In the screen settings interface, screen 1-2 is currently selected in yellow, and screen 3-4 is not currently selected in gray. At this time, the screen interface only displays the output ports established between screen 1-2 and screen 1-2, while the output ports established between screen 3-4 and screen 3-4 are hidden and not displayed
Switching duration	The duration of the fade in/out effect of the TAKE button can be customized and modified. The fade in/out duration ranges from 0.0 to 5.0 seconds
	Screen interface zoom in and out buttons, which can also be zoomed in and out using the mouse scroll wheel

3. Preset Area:

Function	Description
Save Preset	Save the current output layout and layer display configuration to the device's hardware storage
Load Preset	Select the user to store the preset and load it into the pre monitoring window for display
Real-Time Preview	Select the user's saved preset and click on Live Preview. The preset screen will be displayed in the Live Preview area, or you can directly drag the preset into the area to monitor it in real time
Rename Preset	Select a preset and click the rename preset option to modify the preset display label. After modification, the software will synchronize with the preset button OLED display, and Chinese/English can be edited
Clear Preset	Select user saved presets for individual deletion
Clear All Presets	Clear all user saved presets with one click
TAKE	Fade in/out toggle button
Previous Page/Number/Next	Each page has a total of 30 presets, which can be directly clicked on the corresponding page number, previous/next page, or the "Page -" and "Page+"

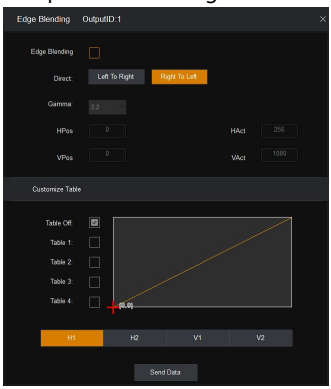
Page	buttons in the control keyboard preset area to flip up and down and select presets. There are a total of 10 presets, and a total of 300 presets are available for user storage;

4. Parameter Adjust:

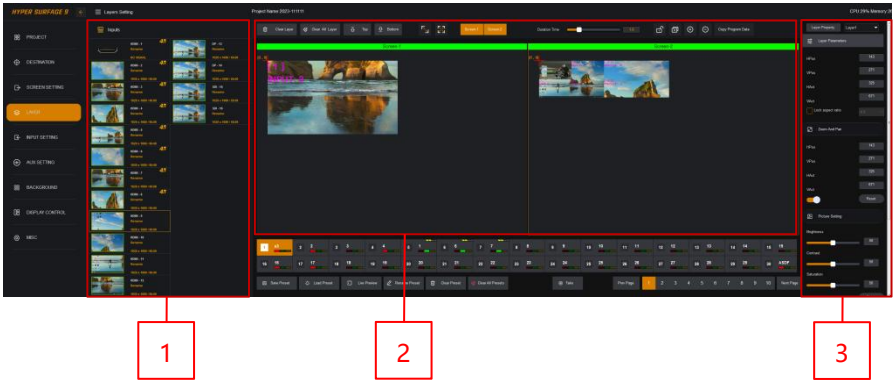
Function	Description
edge blending	Used for projection blending mosaic
Output Resolution	Fixed 9 resolutions: 1024×768, 1280×1024, 1920×1080, 1920×1200, 3840×1280, 3840×2160, 4096×1080, 4096×2160 and Custom resolutions, output frame rate can be set to 50Hz or 60Hz
Mosaic Parameters	The virtual number of LED screen points corresponding to each output port does not affect the actual output window size of each output port, making the parameters of output port mosaic on the software consistent with the actual number of screen points, facilitating layer calculation and arrangement
Output Window	Adjust the actual output window size of the output port
Image Settings	The brightness and contrast parameters of the output can be adjusted as a whole or individually, with a range of 0-100. The default parameters are all 50
Color Temperature	The red, green, and blue parameters of the output can be adjusted as a whole or individually, with a range of 0-255 and default parameters of 128
Color Range	Color range can be adjusted as a whole or individually: FULL, LIMITED, default to FULL
Output Format	Output formats can be adjusted as a whole or individually: DVI, HDMI, default to HDMI

Edge blending parameter settings:

- The edge blending function can be enabled at the top, bottom, left, and right sides of each output channel according to the user's actual use, setting the horizontal/vertical start of the fusion band, and the horizontal width/vertical height of the fusion band
- Gamma: Adjust the gamma curve of the fusion band, ranging from 1.0 to 5.0, with a default value of 2.2
- Fusion direction: According to the selection of H1, H2, V1, V2, the direction can be selected from left to right, right to left, top to bottom, and bottom to top (transparency gradient from 0 to 100%)
- Customized Table: User Defined Gamma Curve
- Sending data: Sending user parameter settings



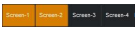
LAYER



1、Input Source

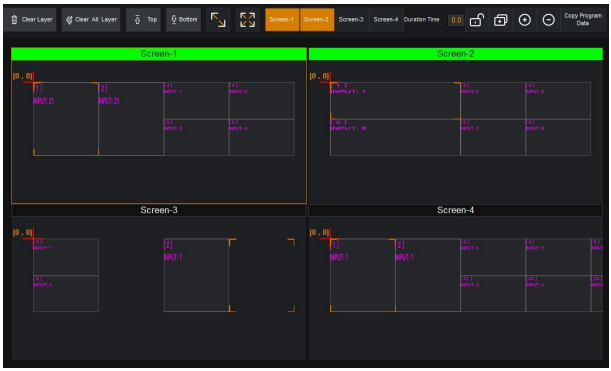
- The number of input sources is determined by the number of input boards in the video switching station
- Display the resolution of the input source when there is an input signal, and display the real-time image of the input source when there is an echo
- If there is no signal, the physical port will be displayed and "NO Signal" will be displayed
- The currently selected input source signal is displayed with a yellow border

2、Layer Layout Area

Function	Description
Layer	Support 2 4K+4 2K or 6 2K layers display within a single group output, with cross output occupying layers
Clear layer	Clear the currently selected layer
Clear All Layers	Clear all layers of the current screen with one click
Top/Bottom	Set the layer to top/bottom with one click, and press the "TOP"/"BOTTOM" buttons in the keyboard area
	 : Layer in full screen at the output port where it is located;  : Layer in full screen at all output ports
Screen 1-2-3-4	After adding four screens:  0, in the layer settings interface, screens 1-2 are currently selected in yellow, and screens 3-4 are not currently selected in gray. When switching, the PVW and PGM of screens 1-2 are in an swapped state, while screens 3-4 are not swapped
Screen Renaming	Double click on SCREEN to rename settings

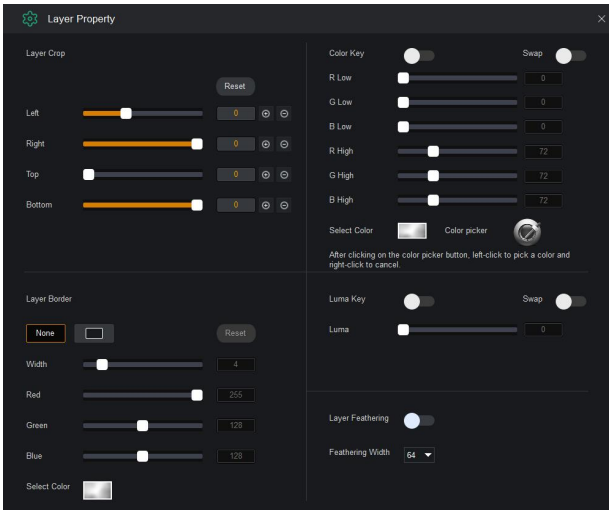
	Lock the layer size and position of the current screen group to avoid changing the layer size and position when selecting a layer
	Copy the selected layer, and a layer with the same size and scaling parameters as the selected layer will appear on the right
Copying Program Data	Copy all output parameters and layer layout parameters from PGM output to the PVW pre monitoring operation area

Screen 1-2-3-4: When screen 1-2 in the layer settings interface is currently selected in yellow, the 1-2 boxes on the screen are displayed in green; Screen 3-4 is currently not selected in gray, and screen 3-4 boxes are also in gray



3、Layer Parameters

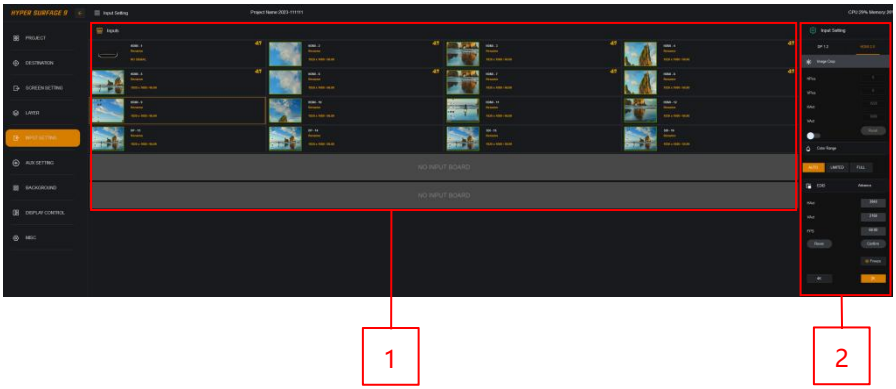
Function	Description
layer Properties	Settings such as layer cropping, layer borders, color keys, brightness matting, feathering, etc
Layer Parameters	Change layer horizontal start, vertical start, horizontal width, and vertical height parameters Lock aspect ratio: 4:3, 16:9, Custom
Zoom And Pan	Layer scaling and translation parameters for horizontal start, vertical start, horizontal width, and vertical height, selecting a certain part of the image
Image Settings	Adjust the layer brightness, contrast, and saturation parameters, with a parameter range of 0-100 and a default parameter of 50
Color Temperature	Adjust the red, green, and blue parameters of the layer, with a parameter range of 0-255 and a default parameter of 128



Layer Properties

Function	Description
Layer Crop	Crop the upper, lower, left, and right images of the layer to display the input local image or remove the black edges of the image; "⊕ ⊖" Button fine tuning parameters
Layer Border	The border width parameter range is 0-32, with a default width of 4; The border color ranges from 0 to 255 in red, green, and blue parameters. The default parameters for red are 255, and the default parameters for green and blue are 128. You can also manually modify the red, green, and blue parameters by clicking to select a color to enter the color palette selection
Color key	Customize color matting for the second layer within a set of outputs, keeping the colors within the range displayed and removing those outside the range; Set the red, green, and blue lower limit values of the color keys for R Low, G Low, and B Low, with a range of 0-255; Set the upper limit values of red, green, and blue for the R High, G High, and B High color keys, with a range of 0-255; Select the color button to enter the color palette for custom selection or use the color picker to directly remove color from the pre monitoring screen; Do not display as reverse selection within the color range
Brightness buckle	Images above the brightness setting will remain displayed, while those below the brightness setting will be removed. The parameter range is 0-255, and the brightness bottom line for brightness removal will be set. The higher the brightness, the more images will be removed; Do not display as reverse selection within the brightness range
Emergence	This function can only be used if the video switching station is a feather output board, with layer edge virtualization and feather width parameters of 32/64 optional

INPUT SETTING



1、 Input Source

- The number of input sources is determined by the number of input boards in the video switching station
- Display the resolution of the input source when there is an input signal, and display the real-time image of the input source when there is an echo
- If there is no signal, the physical port will be displayed and "NO Signal" will be displayed
- The currently selected input source signal is displayed with a yellow border
- Double click "Rename" to modify the input source note name. After making the changes, the OLED on the input source in the keyboard area will also be modified accordingly

2、 Input Source Setting

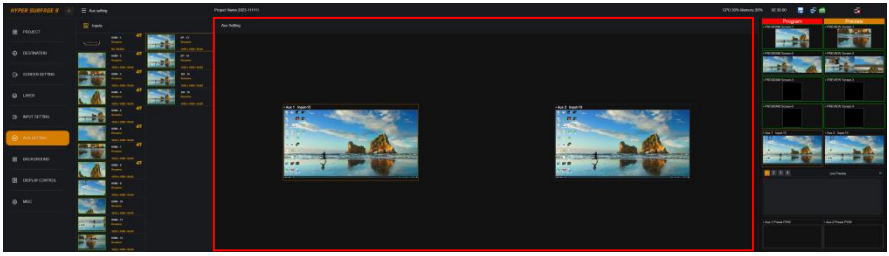
Function	Description
DP1.2 / HDMI2.0	Use either DP1.2 or HDMI2.0 ports
Vdeo Capture	Adjust the parameters of horizontal start, vertical start, horizontal width, and vertical height to capture the input source, display the local image of the input source, or remove the black edge of the input source
Color Range	Input color range selection: AUTO, LIMITED, FULL, default to AUTO
EDID	Change the horizontal width, vertical height, and refresh rate, and customize the output resolution of the input source
Freeze	Input freezing, select the input source that needs to be frozen, and then click the Freeze button. The effect is the same as selecting the input source in the keyboard

	area and clicking the Freeze button
4K / 2K	4K/2K input options, when DP1.2/HDMI2.0/12G SDI port input exceeds 2K resolution, the 4K option needs to be switched to be recognized and used normally

Attention 1: When configuring EDID, the computer display mode needs to be set to extended mode.

Attention 2: After setting the EDID, different computers and graphics cards may need to restart the computer or select the corresponding output resolution in the display setting resolution option of the computer.

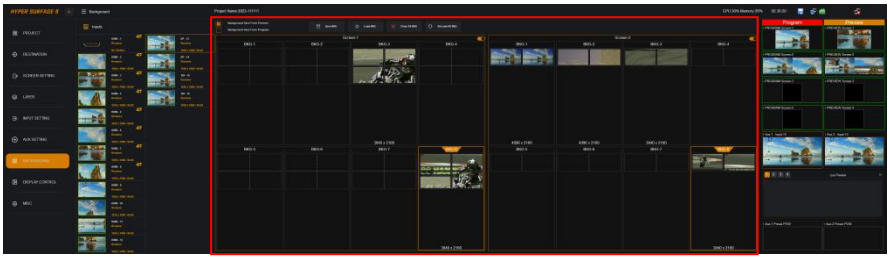
AUX SETTING



AUX Setting:

- 2 AUX LOOP output ports with consistent output resolution
- AUX LOOP output port, capable of outputting any input signal, or selecting a single SCREEN PGM or PVW packaged output screen
- The AUX LOOP screen can be saved to a preset

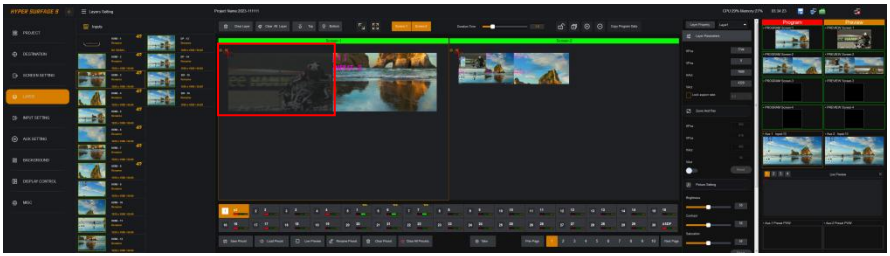
BACKGROUND



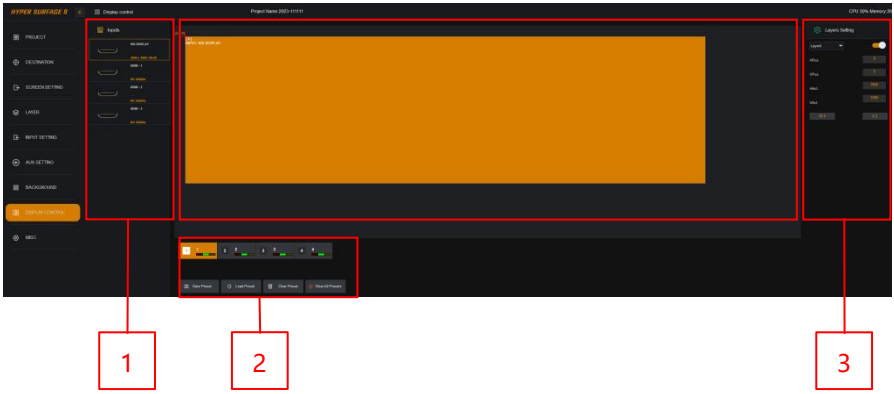
Background Setting:

Function	Description
Background	Each SCREEN can save 8 backgrounds. Choose to grab from pre monitoring or PGM, click BKG-X (X is 1-8 digits), and then click Save Background. After saving, load the background
Save Background From Pre Monitoring Save Background From PGM	Save background from pre monitoring or PGM (output)
Save Background	When there are multiple SCREENS, select BKG-X (X is 1-8 digits) for the corresponding SCREEN, and then click to save the background
Load Background	Select BKG-X (X is 1-8 digits), then click on the Load Background option to load the saved background to output
Clear All Backgrounds	Delete the background on all SCREEN stored by the user
Reload All Backgrounds	Reload all backgrounds, default to automatic loading when the video switching station is turned on

Load Background Display:



DISPLAY CONTROL



1、Input Source

- HDMI1-3: Three HDMI external signal inputs. When there is a signal input, the resolution of the external input will be displayed, and when there is no signal, NO Signal will be displayed
- HIX-DISPLAY: Main screen signal, resolution 3840 × 1080/50Hz

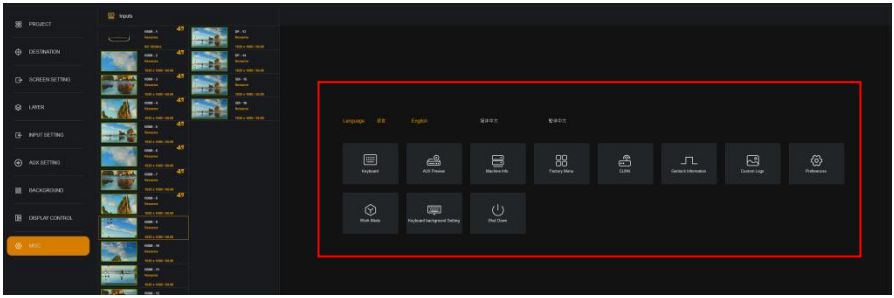
2、MIG H9 split screen preset

Function	Description
Split Screen Preset	Can save 4 user screen presets
Save Preset	Save user defined main screen and external input signals to preset 1-4 options in screen display size and position
Load Preset	Load user-defined split screen presets 1-4 options
Clear Preset	Clear individual user-defined split screen presets
Clear All Presets	Clear all user-defined split screen presets

3、Layer Setting

- 4 LAYERS can be activated, and LAYER4 is fixed as the HIX-DISPLAY main screen signal
- The switch, size, position, and proportion of the main screen and three external signal screen layers can be set

MISC



Language / 语言： The display language of the menu system can be set to English, Simplified Chinese, or Traditional Chinese

Keyboard： Display the button interface of the console

Aux pre monitoring：

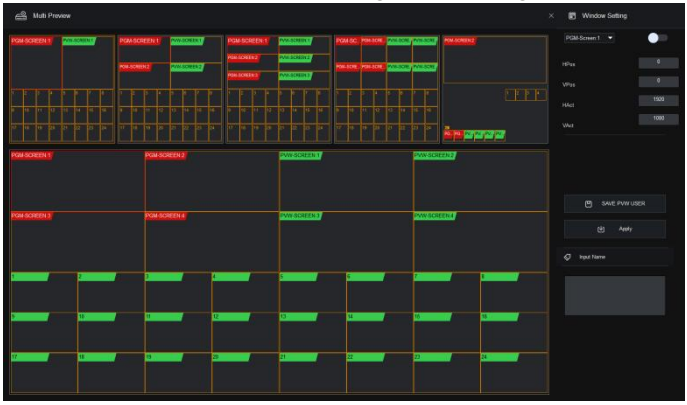
4 fixed multi pre monitoring output layouts+1 user defined multi pre monitoring output layout

Window setting：

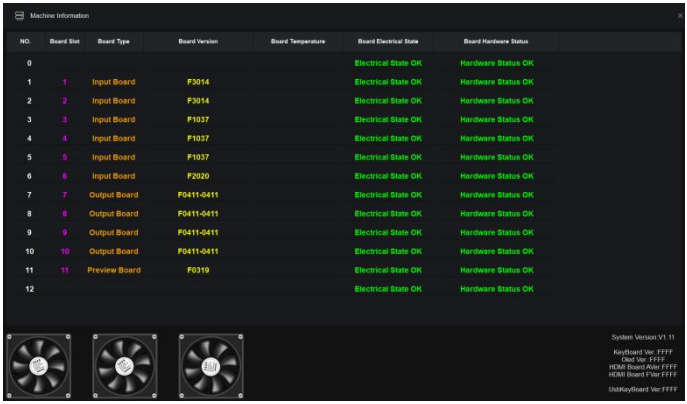
- PGM/PVW: Screen 1-4 and Input1-24 window switches, adjust the horizontal start, vertical start, horizontal width, and vertical height parameters of each display window
- Saving to PVW USER: User defined pre monitoring layout saving
- Sending data: Send the current auxiliary pre monitoring window layout to the multi pre

monitoring output display of the video switching station

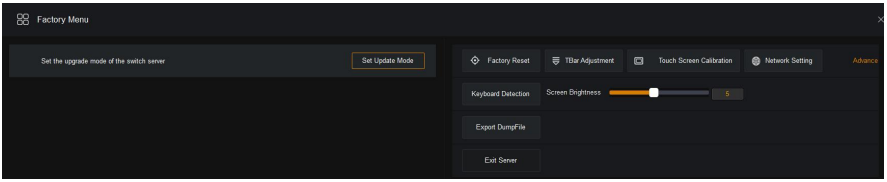
- Input name: Input1-24 input window naming, can input English and numbers



Machine Information: The version of the video switching station input/output and control board, board temperature, board electrical status, board hardware status, etc



Factory Menu:



- Console software upgrade: Copy the new version of MIG-H9 software to the root directory of the USB drive, set the upgrade mode, select the software for installation, and be cautious when upgrading. You can contact Maipu Shitong technical engineers for technical support
- Factory reset: Reset the video switching station. After the reset is completed, the video switching station needs to be restarted
- Correction of push rod: T-Bar correction of MIG-H9, confirm push rod adjustment, and continuously switch the push rod to the bottom 3 times or more within 10 seconds
- Touch screen calibration: MIG-H9 touch screen calibration, select the "Tablet PC Settings" - "Calibrated" option in the pop-up window. If the touch is still inaccurate after calibration, you can click "Reset" to reset and then click "Calibrated" for precise calibration;
- Network settings: When the video switching station changes the IP address of different network segments or MIG-H9 cannot search for the video switching station, the IP address of MIG-H9 can be viewed in the network settings; Users can set the IP address of network 1-2, and after setting, the MIG-H9 video console will automatically restart;
- Advanced settings: keyboard detection, screen brightness, exporting Dump files, machine detection, and server exit operation

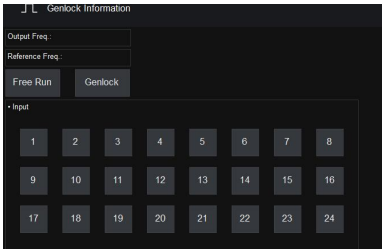
C-LINK:

Run the software of C-Link for MAGNIMAGE control system

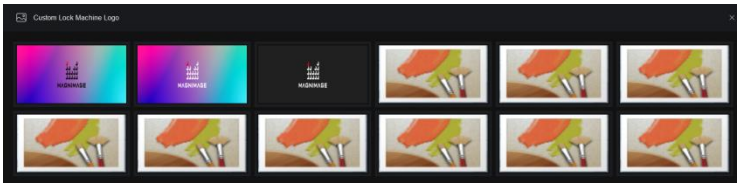
Genlock Information:

- Output refresh rate: Display the refresh rate of the current video switching station output resolution
- Reference refresh rate: Reference refresh rate
- Free scrolling: Genlock synchronization mode is free scrolling

- Genlock1-24: Genlock synchronization mode selects synchronization to one of the 1-24 inputs

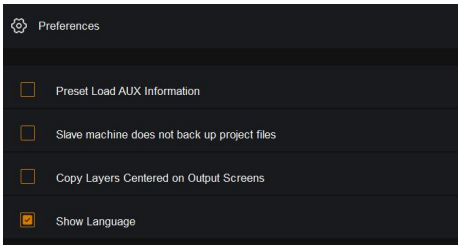


Lock screen image： Set lock screen image, customizable image, image resolution 3840×1080 in PNG format;



Preference Setting：

- Default Load AUX Information: If checked, the AUX LOOP output screen can be saved to the preset. When loading the preset, the AUX LOOP screen will appear directly, and the default state is not checked
- Backup machine does not back up engineering files: If checked, when the video control console MIG-H9 is in the active and standby mode, the backup video control console MIG-H9 does not back up engineering files, and the default state is not checked
- Copy the layer centered on the output screen: If checked, in the layer settings interface, select the layer to be copied and click the "" Copy "button to copy the layer. The copied layer will be displayed symmetrically in the horizontal direction of the output screen, and it is not checked by default
- Display language: Check the display language to display language options in the function setting interface; If not checked, the language option will not be displayed in the function setting interface, and it will be checked by default

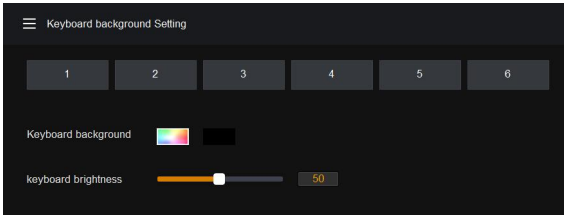


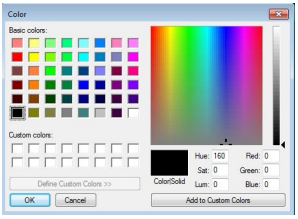
Working mode:

- Single machine mode: Connect one MIG-H9 video control console to one MIG-V16 video switching console, default to single machine mode
- Host mode: When the video console MIG-H9 is in standby mode, the main video console selects the host mode, refreshes the IP address of the main video console, manually enters the backup video console IP address, and turns on monitoring status
- Backup mode: When the video console MIG-H9 is in standby mode, select backup mode for the backup video console, refresh the backup video console IP, manually input the IP address of the main video console, and click the connection button to connect the main and backup online
- External device: The function has not been opened yet, waiting for further updates

Keyboard backlight settings:

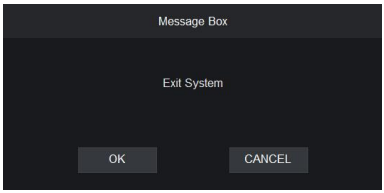
- Six fixed color presets
- Adjustable color palette for customizing button background color
- Button brightness can be set, with a parameter range of 0-100





Software Exit:

Turn off the console to exit the system. This is the console shutdown button. Do not press and hold the power button for forced shutdown, as it may cause damage to the hard drive or system programs.



Warranty

Machine Warranty Period

- 24 months from the date of the user's purchase invoice;
- If the user's purchase invoice is lost, the 60th day after the production date of this product is the start date of the warranty for this product.

Non Warranty

- Faults or damages caused by abnormal use reasons such as stains or surface scratches caused by machine immersion, collision, or use;
- Dismantling or modification without our company's consent;
- Failure or damage caused by use in a working environment other than that specified by the product (such as excessive temperature, low temperature, or unstable voltage);
- Faults or damages caused by force majeure (such as fires, earthquakes, etc.) or natural disasters (such as lightning strikes, etc.);
- The product has exceeded the warranty period.