# PRIME Display Matrix Configuration User Guide Version 4.10.9





Chyron PRIME Display Matrix Configuration User Guide • 4.10.9 • April 2025 • This document is distributed by Chyron in online (electronic) form only, and is not available for purchase in printed form.

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\*See the separate document on creating EDIDs: GPU Render EDID Guide.pdf



### PREREQUISITES

#### **Choosing Correct Cables: DisplayPort**

On each Display Matrix PRIME system is an NVIDIA Quadro RTXA5000 with 4 DisplayPort connectors. These DisplayPort GPU outputs will be powering the Display Matrix. It is important to note that all DisplayPort cables support the same infrastructure. However, there is a difference in cable quality. To ensure the highest quality cable is used, it is recommended purchasing a DisplayPort cable which specifically supports up to 4K (2160p 60Hz, 2160p 59.94Hz, 2160p 50Hz). Gold plated cables are highly recommended.

#### **Choosing Correct Cables: HDMI**

Some clients may choose to convert their DisplayPort signal to HDMI. In these instances it is important to purchase the proper HDMI cable as well as a proper Display Port to HDMI adapter.. For video wall solutions, it is recommended purchasing a DisplayPort cable which specifically supports up to 4K (2160p 60Hz, 2160p 59.94Hz, 2160p 50Hz). Gold plated cables are highly recommended. Please make sure the Display Port to HDMI adapter also supports up to 4K (2160p 60Hz, 2160p 50Hz). It is really important to check the specifications on the converter and the cable to make sure that it meets the specified requirements..

#### **Choosing Monitors That Fit Your Solution**

Verify that the monitors in your configuration natively support the Refresh Rate intended to be used in the Display Matrix solution. Mismatching Refresh Rates will result in stuttering video. (i.e. If you are using 1080p 59.94 as your output, then your monitor should have a native refresh rate of 59.94)

#### What About HDR?

HDR is supported with NVIDIA Quadro RTXA5000, and as stated above, all DisplayPort cables support the same infrastructure. So once again it is recommended purchasing a DisplayPort cable which specifically supports up to 4K (2160p 60Hz, 2160p 59.94Hz, 2160p 50Hz) which also states in the spec that it is HDR compliant. The same precaution will need to be taken when purchasing HDMI cables for an HDR solution.



### **CONFIGURING THE DISPLAY MATRIX**

| Playout Configuration |                          |              |             |     |
|-----------------------|--------------------------|--------------|-------------|-----|
|                       | Video Channels 💽 Add Out | put 👻 🚺      | Add Input 🔻 |     |
| Video Channels        | Channel                  |              | 🔽 Output 1  | ×   |
| Clip Players          | Device                   | GPU          |             | -   |
| 📸 Clip Recorders      | Туре                     | Video Ou     | ıt          | -   |
| Playlists             | Connector                | Video N      | Monitor 1   | •   |
|                       | Name                     | Output 1     |             |     |
|                       | Video Standard           | 2160p 59     | 1.94 Hz     | •   |
|                       | Video Shape              | Unshaped     | d           | Ŧ   |
|                       | Downstream Input         | None         |             | •   |
|                       | Audio Mode               | System A     | Audio       | •   |
|                       | Audio Channels           | 2            |             | •   |
|                       | Genlock Source           |              |             | -   |
|                       | Genlock Timing (H/V)     | 0            | * 0         | A V |
|                       | Antialiasing             | Disabled     |             | •   |
|                       | Preview                  | No Previe    | ew          | •   |
|                       |                          |              |             |     |
|                       | Matrox Firmware Current  | 2 In / 6 Out | :           |     |
|                       |                          |              |             |     |
|                       |                          |              |             |     |

1) PRIME Playout Configuration Needs To Be Setup Initially As Shown Below

*Please note the Video Standard resolution is nonstandard.* With this Setup, it allows us to configure 1 GPU across 4 Monitors Maximum



#### 2) Setting up the Display Matrix Mosaic

Launch Nvidia Control Panel and click on **Set Up Mosaic** as shown below.

| 🛃 NVIDIA Control Panel             |  |   |
|------------------------------------|--|---|
| File Edit Desktop Workstation Help |  |   |
| Back -                             | Set Up Mosaic<br>Mosaic technology creates a single de<br>Center new configuration<br>Create new confi | tsktop from multiple displays and GPUs. Becel correction is available to create a seamless ima<br>Iden<br>Sync capability<br>Iden |
| System Information                 | < <u></u>  |   |

Click on **Create New Configuration**, that opens Nvidia Mosaic Setup Window as shown below.





| 🔜 NVIDIA Mosaic set up   |                            |                |
|--|----------------------------|----------------|
| Mosaic Displays  | Topology: 1 × 2            |                |
| 1. Select topology         2. Select displays         3. Arrange displays         4. Adjust over | erlap and bezel correction |                |
| Number of displays:  | Configuration Name         |                |
| 2 •  | Mosaic setup               |                |
| Topology (rows × columns):   |                            |                |
| 1 × 2 🔹  |                            |                |
| Orientation of displays:   |                            |                |
| Landscape  |                            |                |
| I am using <u>recommended connections</u> for the selected topology.                             |                            |                |
| Enable Mosaic  |                            |                |
|  |                            |                |
| Selected topology:   |                            |                |
|  |                            |                |
|  |                            |                |
|  |                            |                |
|  |                            |                |
|  |                            |                |
|  |                            |                |
|  |                            |                |
|  |                            |                |
|  |                            |                |
|  |                            |                |
|  |                            |                |
|  |                            |                |
|  |                            |                |
|  | Bac                        | k <u>N</u> ext |
|  |                            | IN MOAL        |
|  |                            |                |



Select Number of Displays and Topology one would like to set up along with Configuration Name.

| NVIDIA Mosaic set up                                       |                                     |                     |      | _ • •       |
|--|-------------------------------------|---------------------|------|-------------|
| Mosaic Displays  | Т                                   | opology: 2 × 2      |      |             |
| 1. Select topology 2. Select displays 3. An                | range displays 4. Adjust overlap an | nd bezel correction |      |             |
| Number of displays:  |                                     | Configuration Name  |      |             |
| 4 🔻  |                                     | Mosaic setup        |      |             |
| Topology (rows × columns):                                 |                                     |                     |      |             |
| 2 × 2  | <b>•</b>                            |                     |      |             |
| 1 × 4<br>2 × 2   |                                     |                     |      |             |
| $4 \times 1$<br>1 × 2 (Passive stereo)                     |                                     |                     |      |             |
| 2 × 1 (Passive stereo)<br>1 am using recommended connectio | ns for the selected topology.       |                     |      |             |
| Enable Mosaic  |                                     |                     |      |             |
|  |                                     |                     |      |             |
| Selected topology:   |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     |      |             |
|  |                                     |                     | Back | Next        |
|  |                                     |                     | Dack | <u>H</u> ox |
|  |                                     |                     |      |             |

\*Following example shows Number of displays: 4; Topology : 2x2



Click **Next** and Select Displays that you would like to use in this topology on the next page Refresh Rate and Resolution per display can be set here using their respective dropdowns

| NVIDIA Mosaic set up  |                     |   |   |
|---|---------------------|---|---|
| Mosaic Displays   |                     | Topology: 1 × 4   |   |
| 1. Select topology       2. Select displays         Displays for Mosaic: (4 selected)       Image: Comparison of the selected of th | 3. Arrange displays | Topology: 1 × 4           4. Adjust overlap and bezel correction           4. Adjust overlap and bezel correction           Refresh rate:           50.00 F ▼           Resolution per display:           1920 × 1080           1768 × 992           1680 × 1050           1600 × 1024           1600 × 900           1366 × 768           1280 × 1024           1280 × 768           1280 × 768           1280 × 768           1280 × 768           1280 × 768           1280 × 768           1280 × 768           1280 × 768           1176 × 664           1152 × 864           1024 × 768           800 × 600           720 × 740           640 × 480 | r Mosaic with sync.<br>e information about your display |
| 0,0 0,1 0,2   | <b>4</b><br>0,3     |   |   |
|   |                     |   | Back Next   |



Click **Next** and move on to Arranging Displays in your Topology as shown below

| NVIDIA Mosaic set up                     |   | - • •  |
|--|---|--------|
| Mosaic Displays                          | Topology: 2 × 2   |        |
| 1. Select topology 2. Select displays 3. | Arrange displays 4. Adjust overlap and bezel correction |        |
| Available display sources:               |   |        |
| 4 3 2<br>0,3 0,2 0,1 0                   | ,0  |        |
| Topology:                                |   |        |
|  |   |        |
|  |   |        |
|  |   |        |
|  |   |        |
| Total Resolution: 3840 x 2160 pixels     |   |        |
|  | <u>B</u> ack <u>N</u> ext                               | Finish |



Drag and Drop Displays according to tour Topology requirements and Click **Apply** and Click **Next** when Topology is applied.

| NVIDIA Mosaic set up                                  |                                   |                          |           | - • •  |
|---|-----------------------------------|--------------------------|-----------|--------|
| Mosaic Displays                                       |                                   | Topology: 2 × 2          |           |        |
| 1. Select topology 2. Select displays 3. 4            | Arrange displays 4. Adjust over   | lap and bezel correction |           |        |
|   |                                   |                          |           |        |
|   |                                   |                          |           |        |
|   |                                   |                          |           |        |
|   |                                   |                          |           |        |
|   |                                   |                          |           |        |
| <ol> <li>Display arrangement for Mosaic is</li> </ol> | complete. To enable Mosaic, click | 'Apply'.                 |           |        |
| Topology:   | _                                 | _                        | _         | _      |
|   | 1                                 | 2                        | ]         |        |
|   | 0,0                               | 0,1                      |           |        |
|   | 3                                 | 4                        |           |        |
|   | 0,2                               | <b>4</b><br>0,3          |           |        |
|   | 0,2                               | 0,3                      | 1         |        |
| Total Resolution: 3840 × 2160 pixels                  |                                   |                          | Apply     |        |
|   |                                   |                          | Back Next | Finish |
|   |                                   |                          |           |        |



Adjust the overlap and bezel correction looking at the display monitors and click Finish.

| Aosaic Displays                         |                                       | Topology: 2 × 2                  |                  |
|---|---------------------------------------|----------------------------------|------------------|
| . Select topology   2. Selec            | t displays 3. Arrange displays 4. Adj | ust overlap and bezel correction |                  |
|   |                                       |                                  |                  |
| Select how overlap/bezel co             |                                       | n                                |                  |
| Use the same setting for al             | l vertical or horizontal edges 🛛 🔻    |                                  |                  |
| 5elect edges for overlap/be             | zel correction                        |                                  |                  |
|   |                                       | *                                |                  |
|   | 1                                     | 2                                |                  |
|   | 0,0                                   | 0,1                              |                  |
|   |                                       |                                  |                  |
|   | 3                                     | 4                                |                  |
|   |                                       |                                  |                  |
|   | 0,2                                   | 0,3                              |                  |
|   |                                       |                                  |                  |
| Total resolution: 3840 x 2              | 2160 pixels                           |                                  |                  |
|   |                                       |                                  |                  |
| Enter overlap/bezel correcti            |                                       | Compating webs (single)          | <u>,</u>         |
| Edges                                   | Correction type                       | Correction value (pixels)        | )                |
|   |                                       | Correction value (pixels)        | )                |
| Edges<br>All Vertical                   | Correction type<br>Bezel Correction 💌 | 0                                |                  |
| Edges<br>All Vertical                   | Correction type<br>Bezel Correction 💌 | 0                                | )                |
| Edges<br>All Vertical                   | Correction type<br>Bezel Correction 💌 | 0                                |                  |
| Edges<br>All Vertical<br>All horizontal | Correction type<br>Bezel Correction 💌 | 0                                | )                |
| Edges<br>All Vertical<br>All horizontal | Correction type<br>Bezel Correction 💌 | 0                                | )<br>Back Finish |



Final Mosaic Setup has been applied that lists all the properties of your Topology One can Click on **Modify** and Modify the Topology to make any changes required or **Disable** the Mosaic Setup to go back to default settings.

| 🛃 NVIDIA Control Panel  |  |                                      |                                   |                                   |   |
|---|--|--------------------------------------|-----------------------------------|-----------------------------------|---|
| <u>File E</u> dit Des <u>k</u> top <u>W</u> orkstation <u>H</u> elp |  |                                      |                                   |                                   |   |
| 🕝 Back 🔻 🌍 🛛 🚮  |  |                                      |                                   |                                   |   |
| Select a Task   |  |                                      |                                   |                                   | A |
|   | Set Up Mosaic                          |                                      |                                   |                                   |   |
| Adjust image settings with preview<br>Manage 3D settings            | Mosaic technology creates a sing       | le desktop from multiple displays ar | nd GPUs. Bezel correction is avai | lable to create a seamless image. |   |
| Display     Change resolution                                       |  |                                      |                                   |                                   |   |
| Adjust desktop color settings                                       |  |                                      |                                   |                                   |   |
| Rotate display<br>View HDCP status                                  |  |                                      |                                   |                                   |   |
| Set up digital audio  | Create new configuration               |                                      |                                   |                                   |   |
| Set up multiple displays  |  |                                      |                                   |                                   |   |
| Set up stereoscopic 3D  |  |                                      |                                   | Identify displays                 |   |
| View rating for games   |  |                                      |                                   | Tanim / askia/a                   |   |
| Adjust video color settings<br>Adjust video image settings          | Mosaic Displays- 1                     |                                      |                                   | Modify Disable                    |   |
| - Workstation   | Topology                               | 2 × 2                                |                                   |                                   |   |
| View system topology<br>Set up Mosaic                               | Refresh Rate<br>Resolution per display | 50Hz<br>1920 ×                       | 1080                              |                                   |   |
| Change ECC state  | Total resolution                       | 3840 ×                               |                                   |                                   |   |
| Manage GPU Utilization  |  |                                      |                                   |                                   |   |
|   |  |                                      | 2                                 |                                   |   |
|   |  | 1                                    | 2                                 |                                   |   |
|   |  | 0,0                                  | 0,1                               |                                   |   |
|   |  |                                      |                                   |                                   |   |
|   |  | 3                                    | 4                                 |                                   |   |
|   |  | 0,2                                  | 0,3                               |                                   |   |
|   |  | 0,2                                  | 0,3                               |                                   |   |
|   |  |                                      |                                   |                                   |   |
|   | Sync Capability Information            |                                      |                                   |                                   |   |
|   | GPU/ Displays                          |                                      | Sync capability                   |                                   |   |
|   | Quadro P5000                           |                                      | The capability                    |                                   |   |
|   | 1. Acer K242HYL                        |                                      |                                   |                                   |   |
|   | 2. Acer K242HYL                        |                                      |                                   |                                   |   |
|   | 3. Acer K242HYL                        |                                      |                                   |                                   |   |
|   | 4. Acer K242HVL                        |                                      |                                   |                                   |   |
|   |  |                                      |                                   |                                   |   |
|   |  |                                      |                                   |                                   |   |
|   |  |                                      |                                   |                                   |   |
| System Information  |  |                                      |                                   |                                   |   |
|   |  |                                      |                                   |                                   | • |

#### 3) Configure EDID

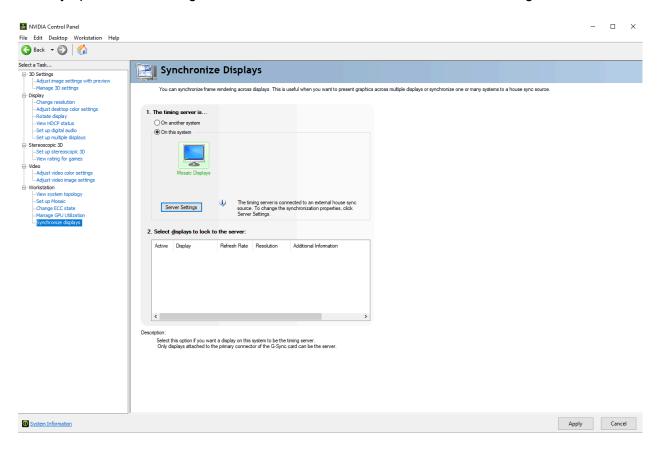
Refer to GPU Render EDID Guide



#### 4) Set NVIDIA Quadro Sync

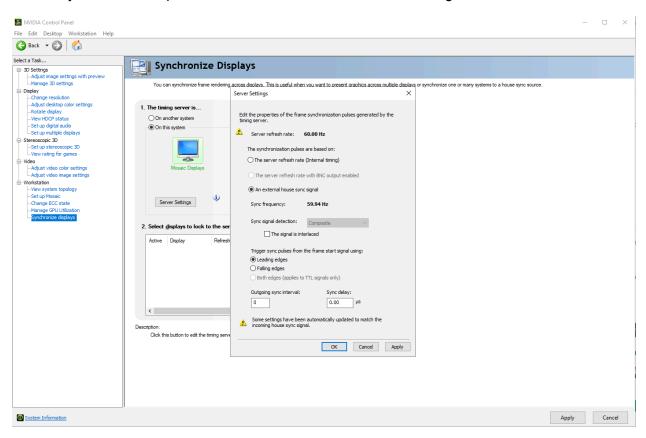
When using the optional Matrox BNC video inputs as part of the PRIME Display Matrix solution, the NVIDIA Quadro Sync must be configured. This ensures that the refresh rate of the monitor is synchronized to the refresh rate of the source video. Both the Matrox and NVIDIA cards should receive reference in, and both can take either bi-level or tri-level sync. This should be configured after the NVIDIA Mosaic.

Open NVIDIA Control Panel and select Synchronize displays. Notice the configured Mosaic is the only option in this configuration. Choose the Mosaic and click Server Settings.





Set the synchronization pulses to be based on an external house signal.





Once the changes have been applied refer to View System Topology. Confirm that Mosaic Displays Timer is locked to house sync signal, that External Sync Signal is Present (In Use), and that the Framelock Sync Pulse is Present.

| NVIDIA Control Panel  |   |                     |  |      | - 🗆 × |
|---|---|---------------------|--|------|-------|
| ile Edit Desktop Workstation Help   |   |                     |  |      |       |
| elect a Task  |   |                     |  |      |       |
| - 3D Settings   | View System Topolo                            | gy                  |  |      |       |
| Adjust image settings with preview<br>Manage 3D settings<br><b>3- Display</b><br>Change resolution<br>Adjust desktop color settings | This page shows the displays and graphics can | ds connected within | this system.   |      |       |
| Rotate display<br>View HDCP status  | Mosaic Displays                               |                     |  |      |       |
| Set up digital audio  | System topology                               | Status              | Settings   |      |       |
| Set up multiple displays  | Mosaic Displays                               | 510105              | occurrigo  | 0    |       |
| - Stereoscopic 3D<br>Set up stereoscopic 3D   | Configuration                                 |                     | 1 x 3 Topology   |      |       |
| View rating for games   | Resolution, refresh rate                      |                     | 5760 × 1080 pixels, 59.94 Hz   |      |       |
| - Video   | Display Sync State                            |                     | Quadro Sync II Server  |      |       |
| Adjust video color settings<br>Adjust video image settings  | Timing  |                     |  |      |       |
|   |   | <b>v</b>            | The display is locked to the house sync signal                                       |      |       |
| View system topology  | OS Screen Identifier                          |                     | 3  | ~    |       |
| Set up Mosaic<br>Change ECC state   | Displays and Graphics Cards                   | <b></b>             | a w  |      |       |
| Manage GPU Utilization  | System topology                               | Status              | Settings   |      |       |
| Synchronize displays  | System  |                     |  |      |       |
|   | Driver version                                |                     | 391.33   |      |       |
|   | Vertical sync                                 | <b>S</b>            | 3D Application controlled  |      |       |
|   | 3D Stereo                                     |                     | Disabled   |      |       |
|   | Quadro Sync II (server)                       |                     |  |      |       |
|   | Framelock 0                                   | <b>17</b>           | Out  |      |       |
|   | Framelock 1                                   | <b>1</b>            | Out  |      |       |
|   | External sync signal                          | <b>S</b>            | Present (In use)   |      |       |
|   | Framelock sync pulse                          | <b>I</b>            | Present  |      |       |
|   | Sync settings                                 |                     | Synchronize Displays   | More |       |
|   | 🖃 🚎 Quadro P5000 (2 of 2)                     |                     |  |      |       |
|   | DVI   |                     | Connected: S27B550<br>EDID (Monitor), <u>Multi-Display Cloning</u> (Disabled)        |      |       |
|   | DisplayPort (3)                               |                     | Connected: U28E570<br>EDID (Monitor), <u>Multi-Display Cloning</u> (Disabled)        |      |       |
|   | DVI   |                     | Connected: VN279 (2 of 2)<br>EDID (Monitor), <u>Multi-Display Cloning</u> (Disabled) |      |       |
|   | DisplayPort (1)                               |                     | Not connected<br>EDID (Monitor), <u>Multi-Display Cloning</u> (Disabled)             |      |       |
|   | DVI   |                     | Not connected<br>EDID (Monitor)  |      |       |
| System Information  | SLI Mode                                      |                     | Disabled   |      |       |
|   | Urano Modo                                    |                     | WDDM   |      |       |



#### 4) Dual GPUs Configuration

\*Please Note, this step is critical if your Chyron system came with a secondary video card for Windows. You must set two additional NVIDIA settings within the NVIDIA Control Panel. If you do not set these properties you will experience unexpected results in PRIME and also Output stuttering and visual tearing on Prime Engine Channels.

After setting up your Mosaic, please go to the NVIDIA Control Panel > (Under) 3D Settings > Manage 3D settings > Click on the Program Settings Tab

#### PRIME's Executable

- Select the PRIME version you want to apply the setting to
- For the video card that is connected to the Windows Desktop Monitor, please set the CUDA GPUs and OpenGL rendering GPU options to that particular video card in which PRIME Playout/Scene Designer and Windows will be using.
  - In this case, I have set the Quadro P620 to PRIME's executable

| Slobal Settings Program Settings                       |  |    |
|--|--|----|
| 1. Select a program to customize:                      |  |    |
| Prime (c:/program files/chyron                         | V Add Remove 🗠 Resto                       | re |
| Show only programs found on the settings for this prog |  |    |
| Feature  | Setting                                    | ^  |
| CUDA - GPUs  | Quadro P620                                |    |
| CUDA - Sysmem Fallback Policy                          | Use global setting (Driver Default)        |    |
| Enable overlay   | Use global setting (Off)                   |    |
| Exported pixel types                                   | Use global setting (Color indexed overlays |    |
| Low Latency Mode                                       | Use global setting (Off)                   |    |
| Max Frame Rate   | Use global setting (Off)                   |    |
| Multi-Frame Sampled AA (MFAA)                          | Use global setting (Off)                   |    |
| OpenGL GDI compatibility                               | Use global setting (Auto)                  |    |
| OpenGL rendering GPU                                   | Quadro P620                                |    |
| Power management mode                                  | Prefer maximum performance                 |    |





#### **PRIME Engine's Executable**

- Select the PRIME Engine executable
- For the video card in which you have up to 4 displayports connected and set up for Mosaic, please set the CUDA GPUs and OpenGL rendering GPU options to that particular video card in which PRIME Engine will be using.
  - In this case, I have set the RTX A5000 to PRIME Engine's executable

| obal Settings Program Settings           |  |
|--|--|
| 1. Select a program to customize:        |  |
| 😰 Prime Engine (c:/program files/c       | ✓ Add Remove @ Restore                     |
| Show only programs found on this c       | omputer                                    |
| 2. Specify the settings for this program | :  |
| Feature                                  | Setting ^                                  |
| CUDA - GPUs                              | NVIDIA RTX A5000                           |
| CUDA - Sysmem Fallback Policy            | Use global setting (Driver Default)        |
| Enable overlay                           | Use global setting (Off)                   |
| Exported pixel types                     | Use global setting (Color indexed overlays |
| Low Latency Mode                         | Use global setting (Off)                   |
| Max Frame Rate                           | Use global setting (Off)                   |
| Multi-Frame Sampled AA (MFAA)            | Use global setting (Off)                   |
| OpenGL GDI compatibility                 | Use global setting (Auto)                  |
| OpenGL rendering GPU                     | NVIDIA RTX A5000                           |
| Power management mode                    | Prefer maximum performance                 |

Description:

Select the GPU to be used by OpenGL applications. Choosing a GPU that is part of an SLI or Mosaic group will effectively



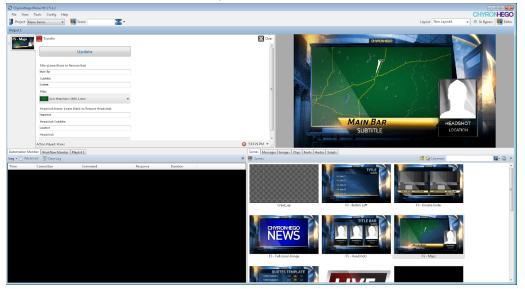


#### 6) Double check Windows display settings

It's important to make sure that the Windows Display settings are set properly. Right-click on the desktop and navigate to the Display Settings. Ensure that Scale and Layout as well as Display Resolution are using the recommended settings.

#### 7) Play graphics

Launch Prime Application and Play any Scene on the Output channel, it should display the Graphic across all those 4 Display devices





## **ABOUT US**

Chyron is ushering in the next generation of storytelling in the digital age. Founded in 1966, the company pioneered broadcast titling and graphics systems. With a strong foundation built on over 50 years of innovation and efficiency, the name Chyron is synonymous with broadcast graphics. Chyron continues that legacy as a global leader focused on customer-centric broadcast solutions. Today, the company offers production professionals the industry's most comprehensive software portfolio for designing, sharing, and playing live graphics to air with ease. Chyron products are increasingly deployed to empower OTA & OTT workflows and deliver richer, more immersive experiences for audiences and sports fans in the arena, at home, or on the go.

### **CONTACT SALES**

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