

PRIME Display Matrix Configuration User Guide

Version 4.10.11

December 2025



Chyron PRIME Display Matrix Configuration User Guide • 4.10.11 • December 2025

This document is distributed by Chyron in online (electronic) form only, and is not available for purchase in printed form.

This document is protected under copyright law. An authorized licensee of Chyron PRIME Display Matrix Configuration may reproduce this publication for the licensee's own use in learning how to use the software. This document may not be reproduced or distributed, in whole or in part, for commercial purposes, such as selling copies of this document or providing support or educational services to others.

Product specifications are subject to change without notice and this document does not represent a commitment or guarantee on the part of Chyron and associated parties. This product is subject to the terms and conditions of Chyron's software license agreement. The product may only be used in accordance with the license agreement.

Any third party software mentioned, described or referenced in this guide is the property of its respective owner. Instructions and descriptions of third party software is for informational purposes only, as related to Chyron products and does not imply ownership, authority or guarantee of any kind by Chyron and associated parties.

This document is supplied as a guide for Chyron PRIME Display Matrix Configuration. Reasonable care has been taken in preparing the information it contains. However, this document may contain omissions, technical inaccuracies, or typographical errors. Chyron and associated companies do not accept responsibility of any kind for customers' losses due to the use of this document. Product specifications are subject to change without notice.

Copyright © 2025 Chyron, ChyronHego Corp. and its licensors. All rights reserved.

Table of Contents

| | |
|--|----------|
| Prerequisites..... | 4 |
| Choosing Correct Cables: DisplayPort..... | 4 |
| Choosing Correct Cables: HDMI..... | 4 |
| Choosing Monitors That Fit Your Solution..... | 4 |
| What About HDR?..... | 4 |
| Configuring the Display Matrix..... | 5 |
| 1) PRIME Playout Configuration Needs To Be Setup Initially As Shown Below..... | 5 |
| 2) Setting up the Display Matrix Mosaic..... | 6 |
| 3) Configure EDID..... | 13 |
| 4) Set NVIDIA Quadro Sync..... | 14 |
| 4) Dual GPUs Configuration..... | 17 |
| 6) Double check Windows display settings..... | 19 |
| 7) Play graphics..... | 19 |

*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 59.94Hz, 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

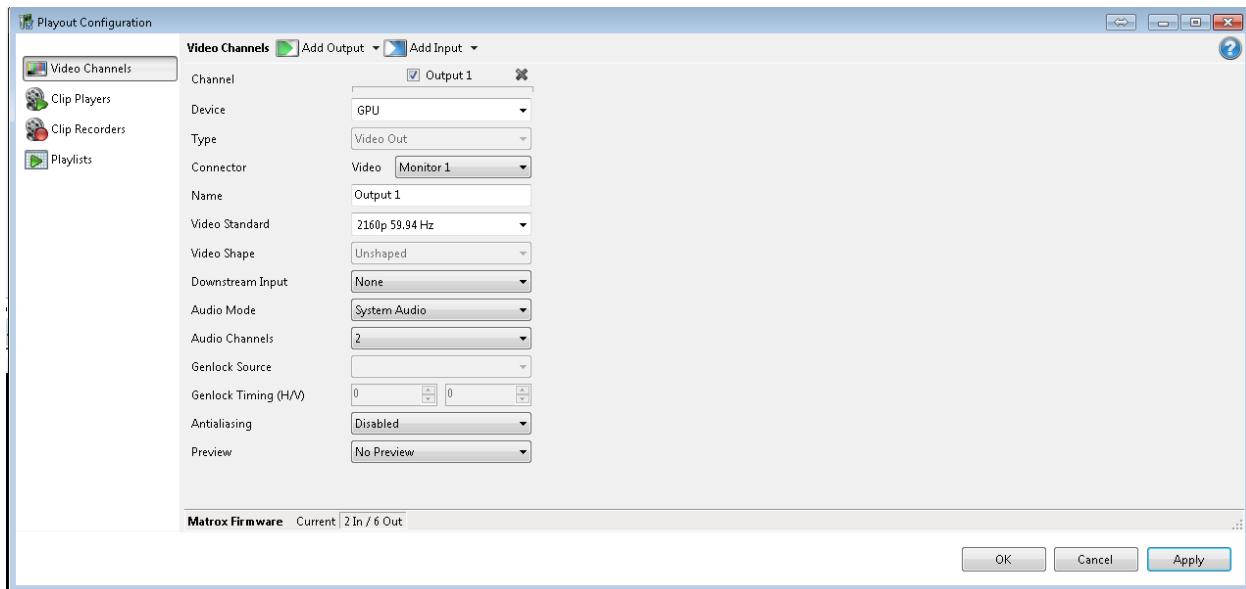
Verify that the monitors in your configuration natively support the Refresh Rate intended to be used in the Display Matrix solution. Mismatching Refresh Rates will result in stuttering video. (i.e. If you are using 1080p 59.94 as your output, then your monitor should have a native refresh rate of 59.94)

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

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

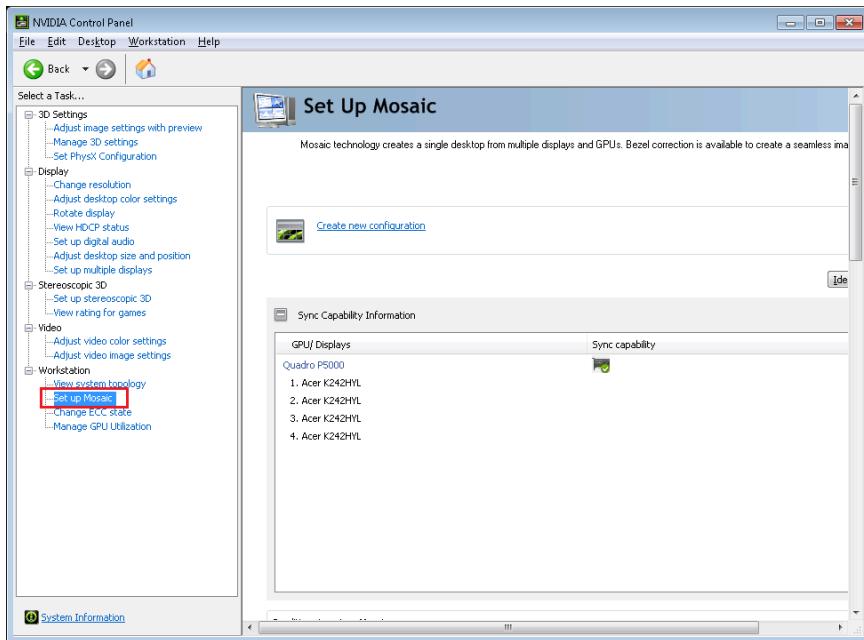


Please note the Video Standard resolution is nonstandard.

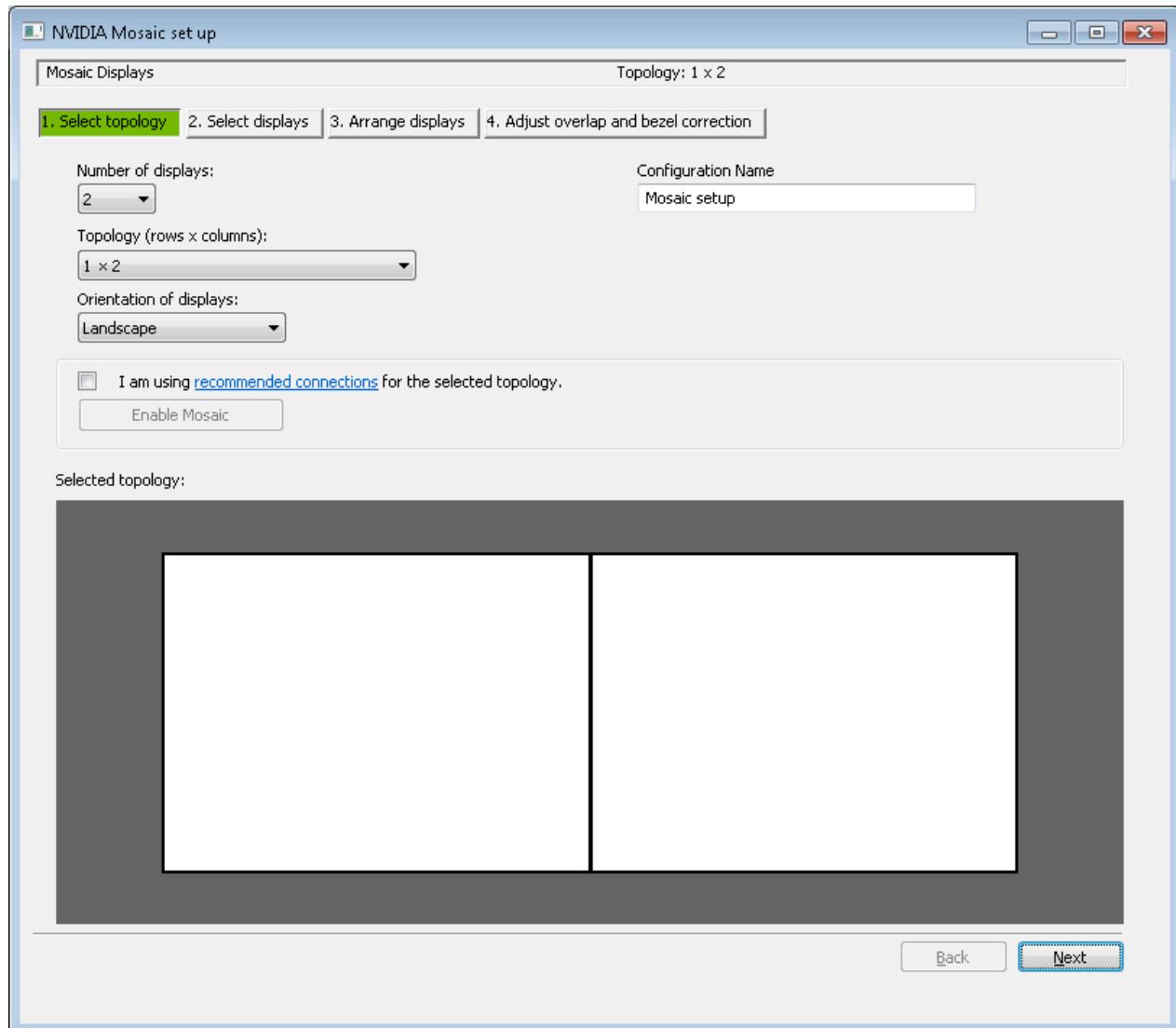
With this Setup, it allows us to configure 1 GPU across 4 Monitors Maximum

2) Setting up the Display Matrix Mosaic

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

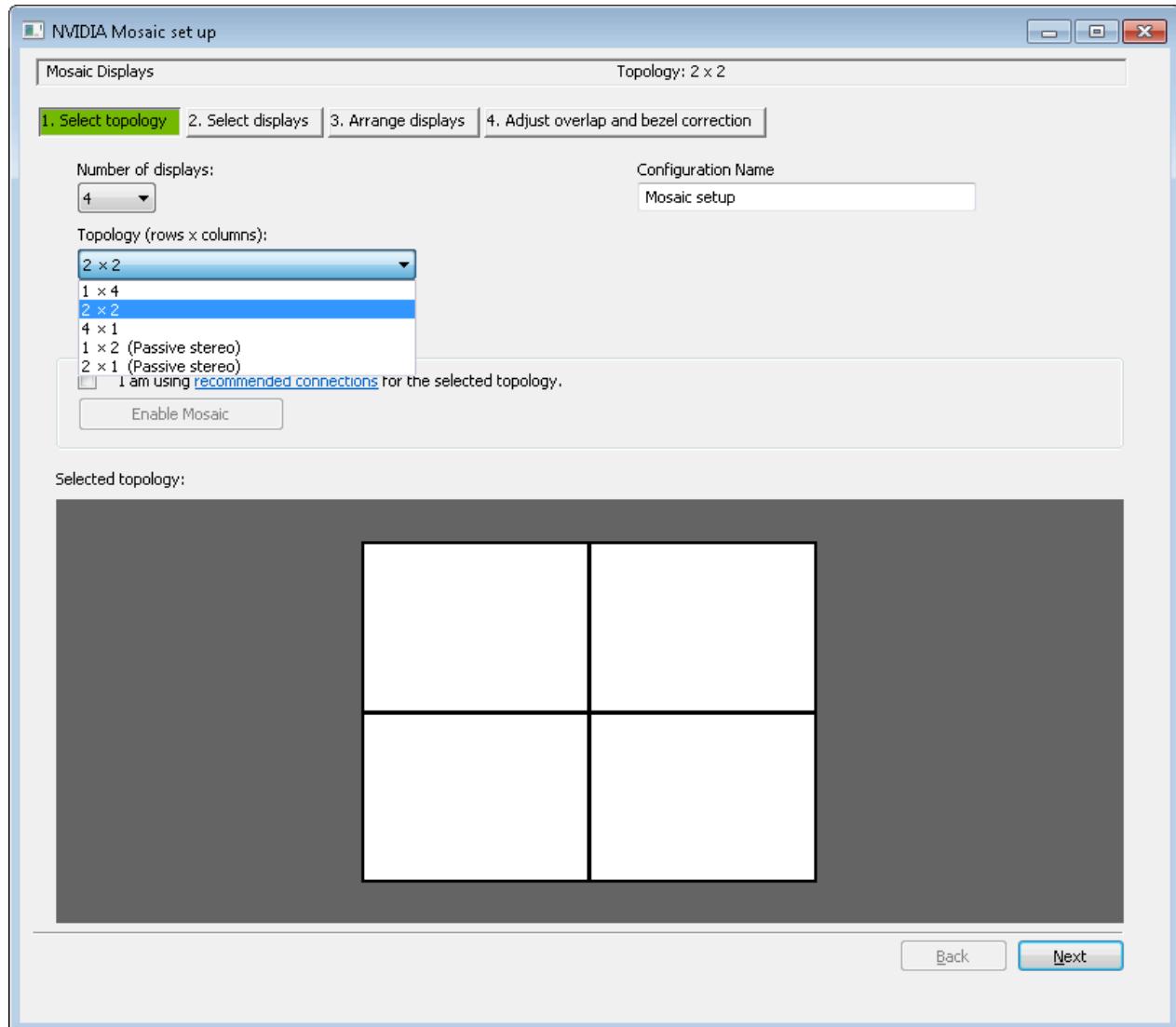


Click on **Create New Configuration**, that opens Nvidia Mosaic Setup Window as shown below.

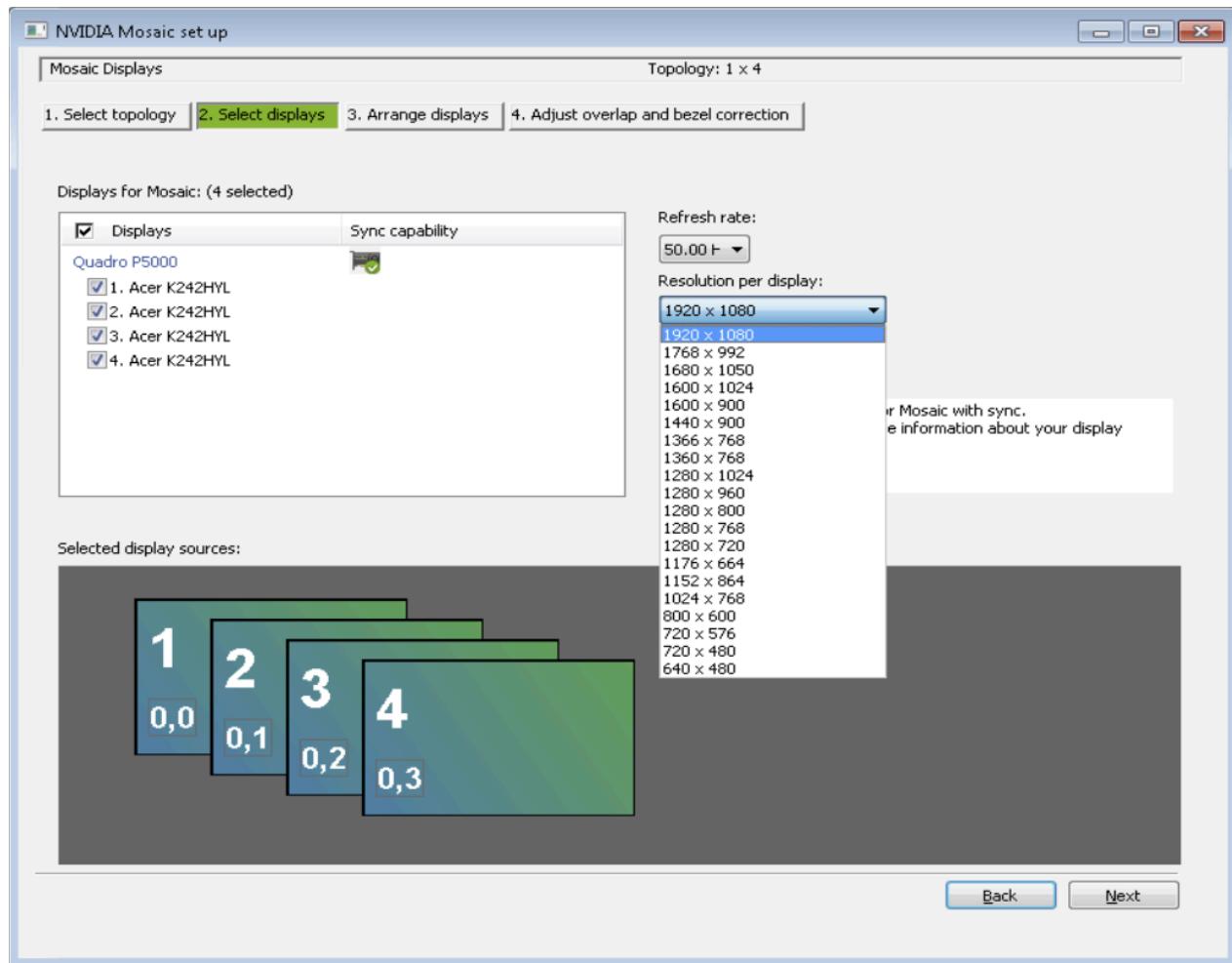


Select Number of Displays and Topology one would like to set up along with Configuration Name.

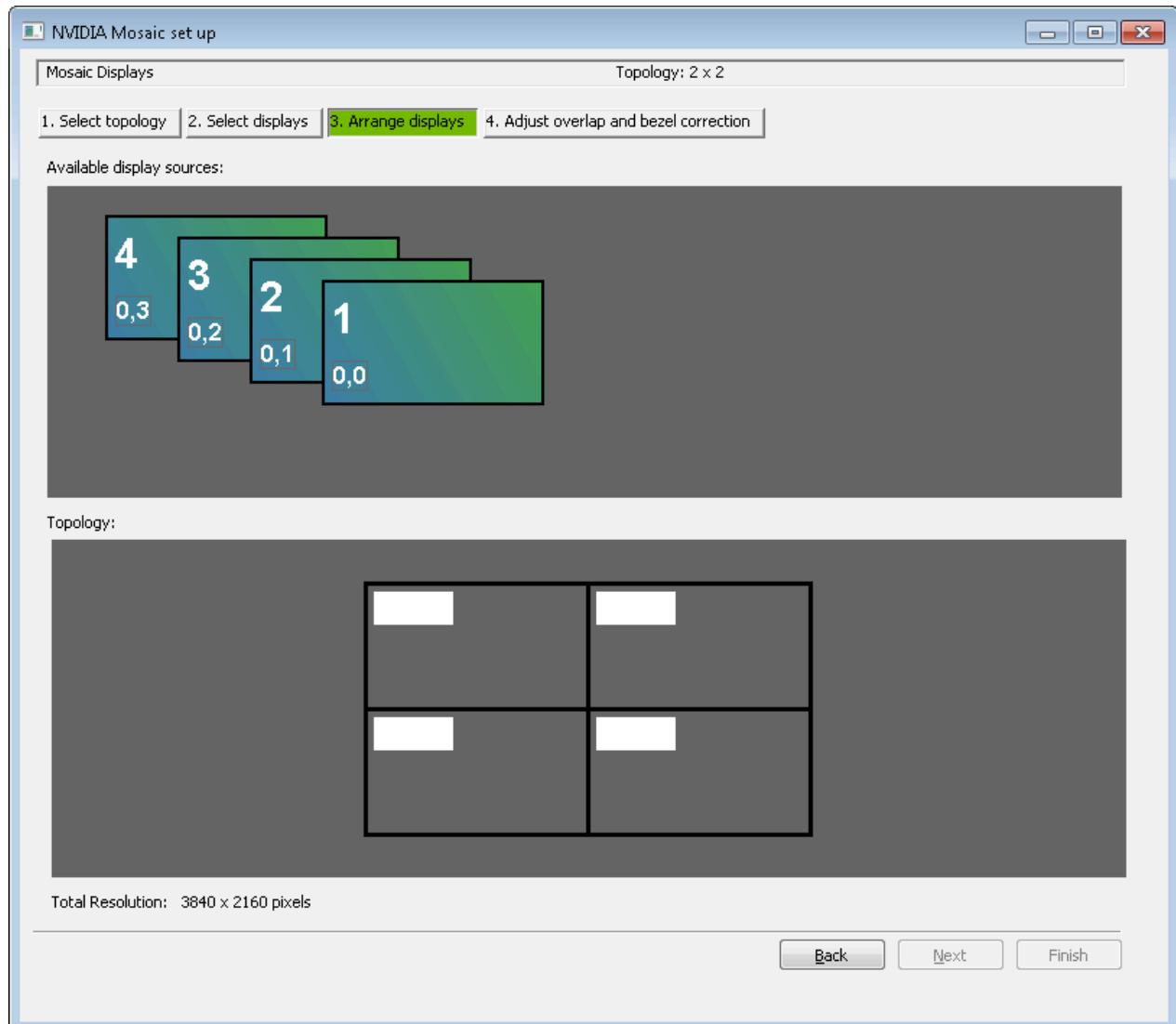
*Following example shows Number of displays: 4; Topology : 2x2



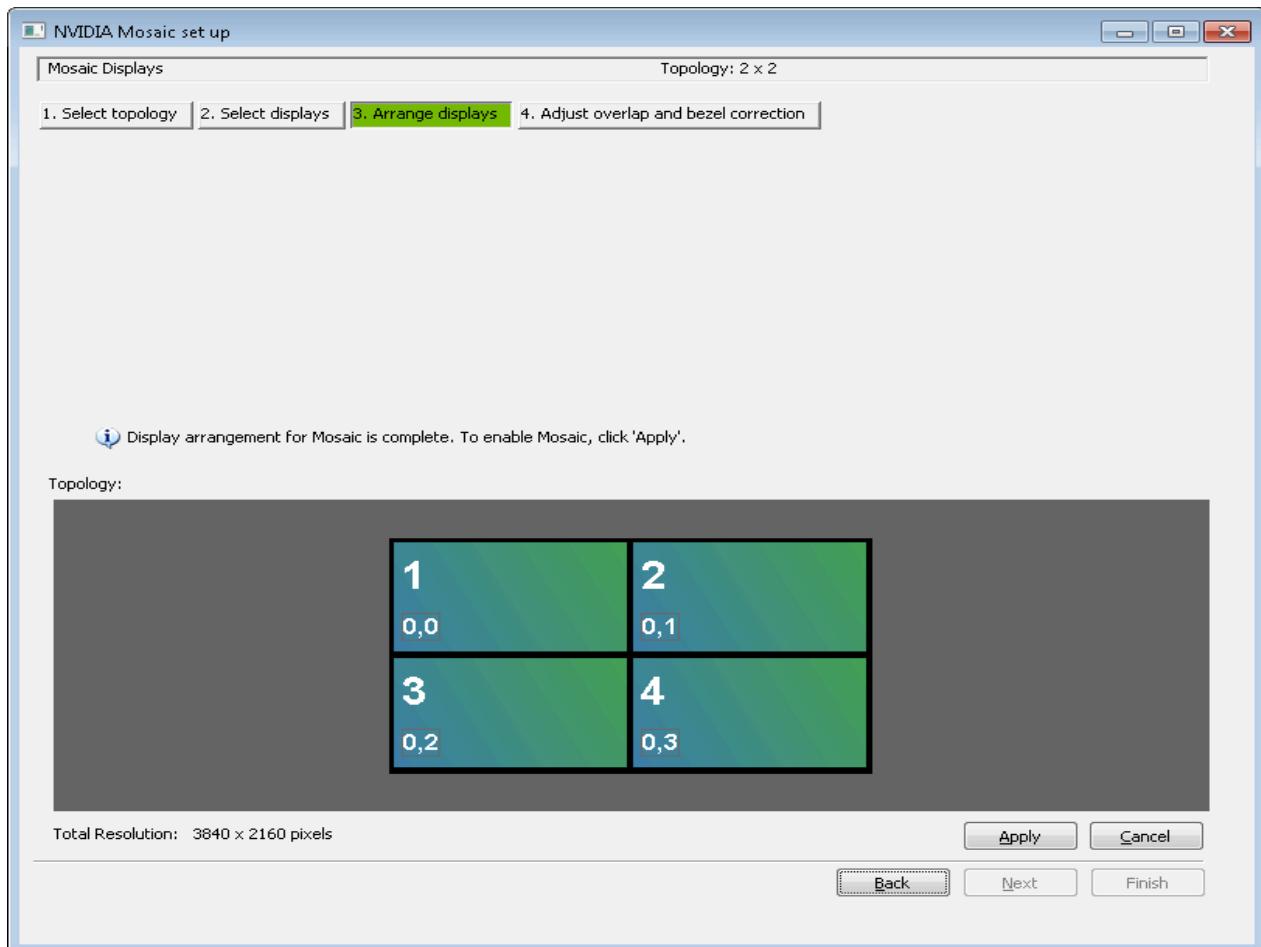
Click **Next** and Select Displays that you would like to use in this topology on the next page
Refresh Rate and Resolution per display can be set here using their respective dropdowns



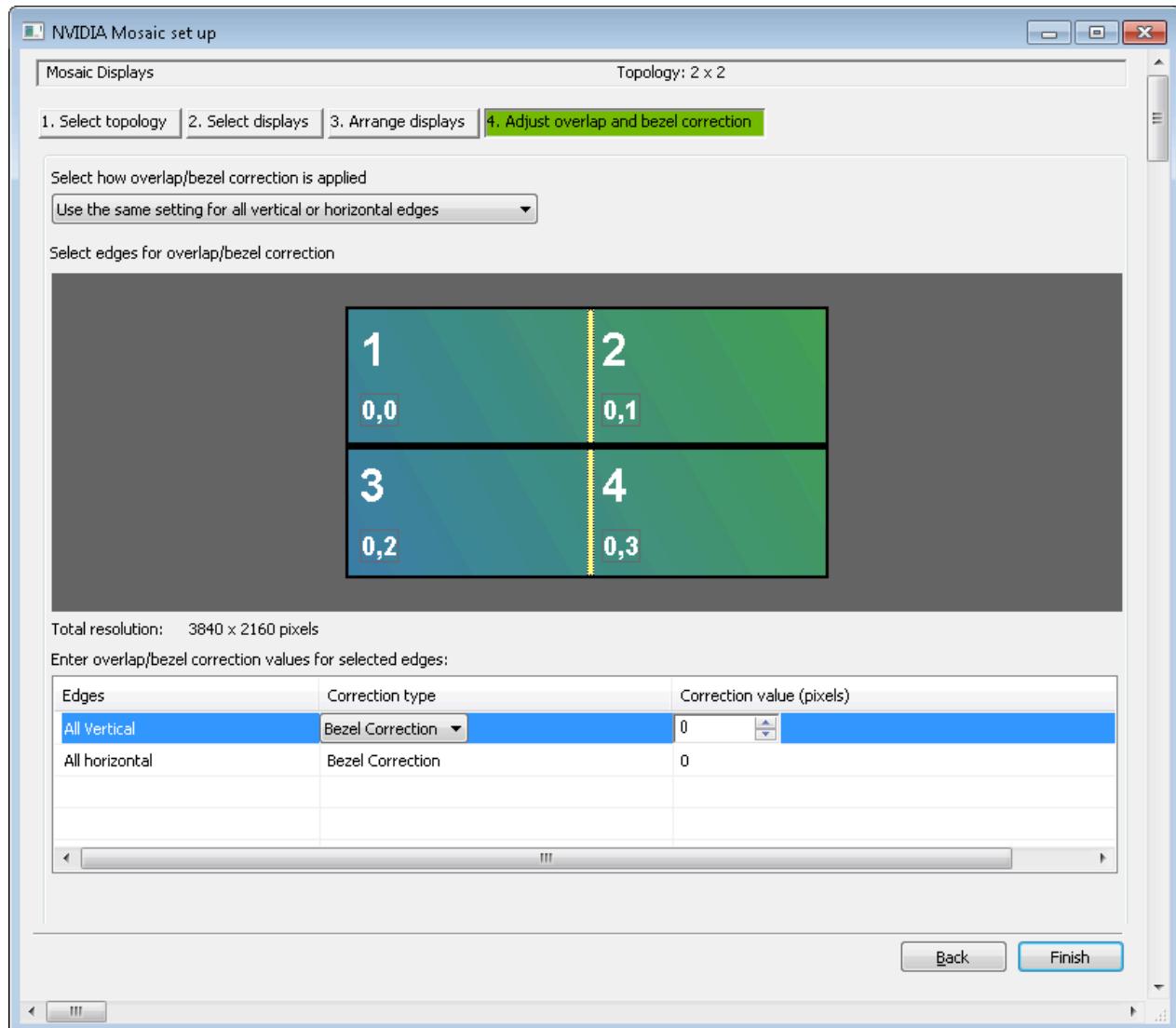
Click **Next** and move on to Arranging Displays in your Topology as shown below



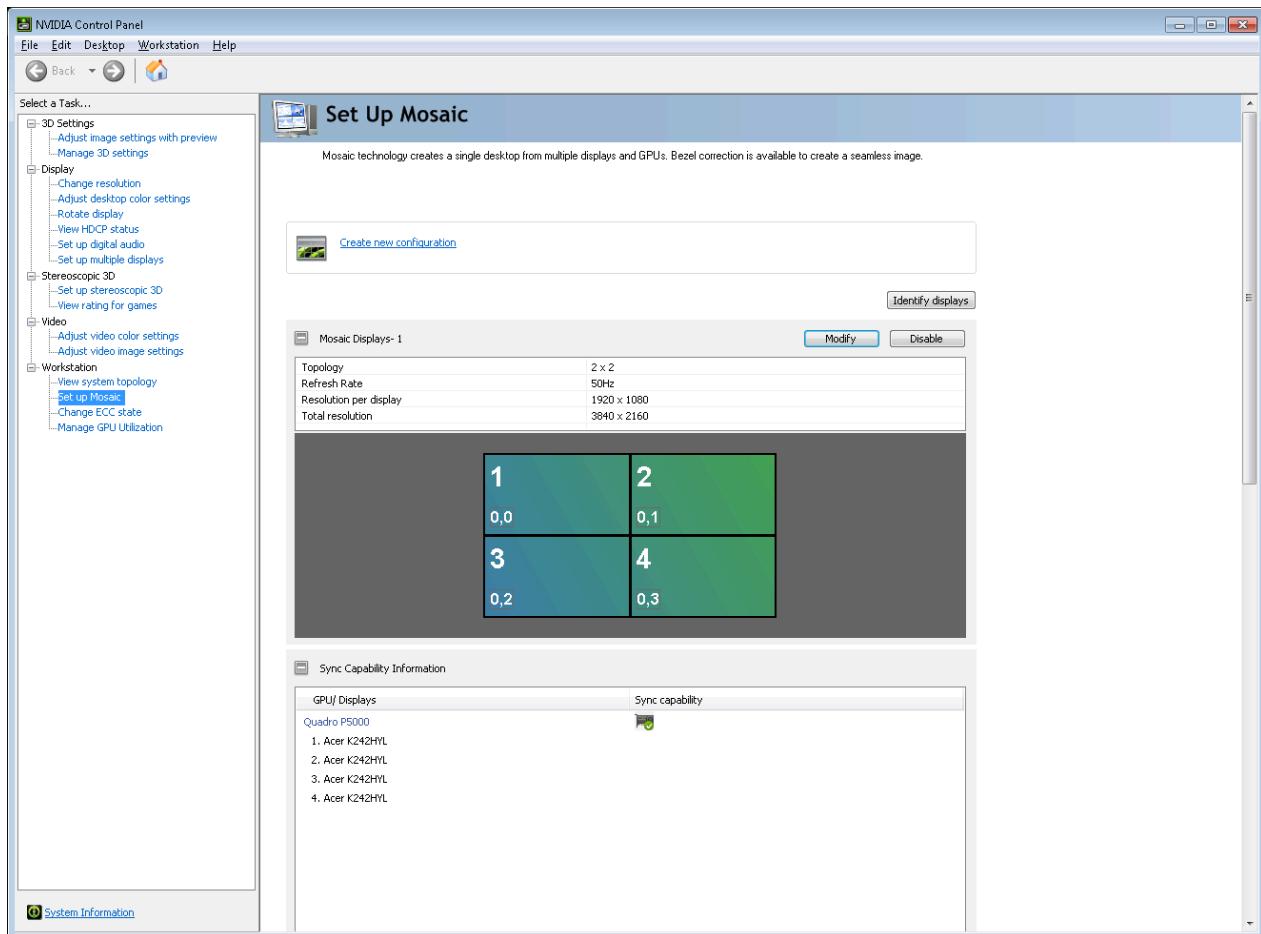
Drag and Drop Displays according to tour Topology requirements and Click **Apply** and Click **Next** when Topology is applied.



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



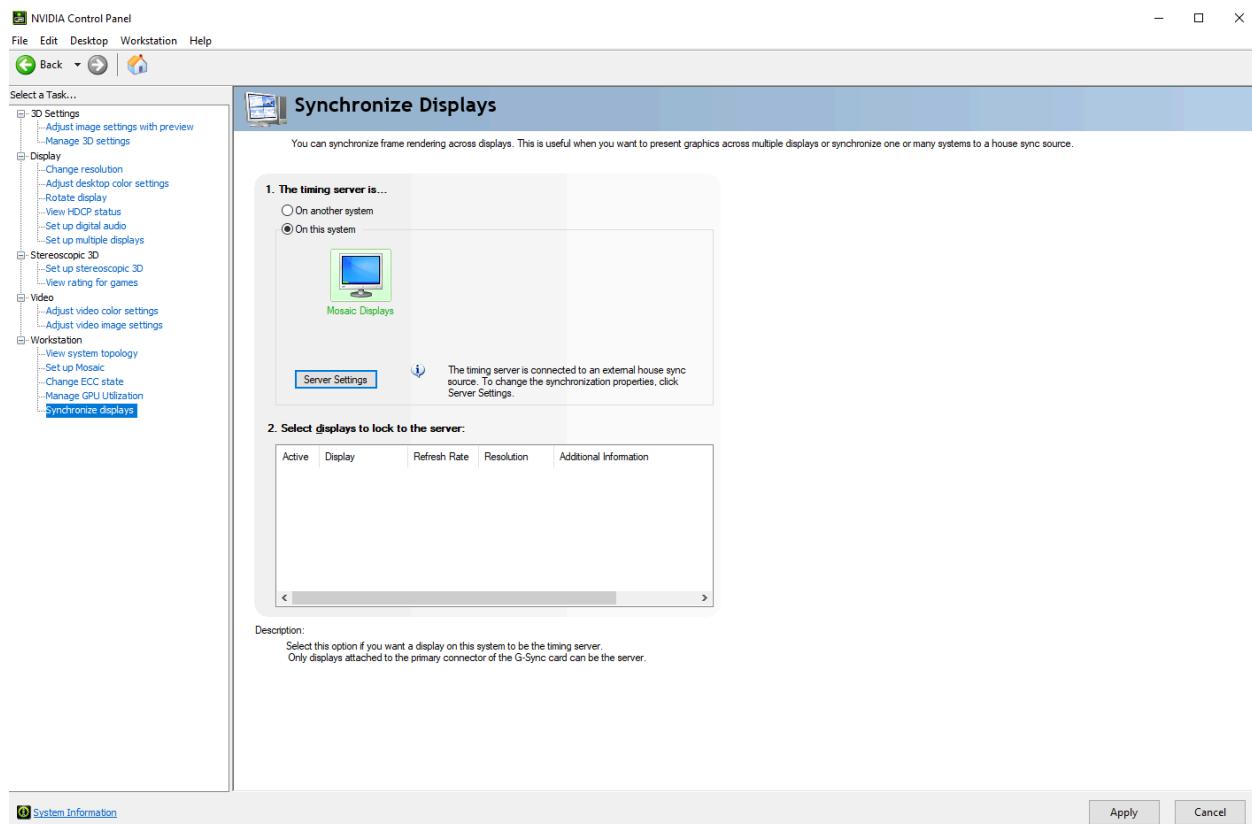
3) Configure EDID

Refer to GPU Render EDID Guide

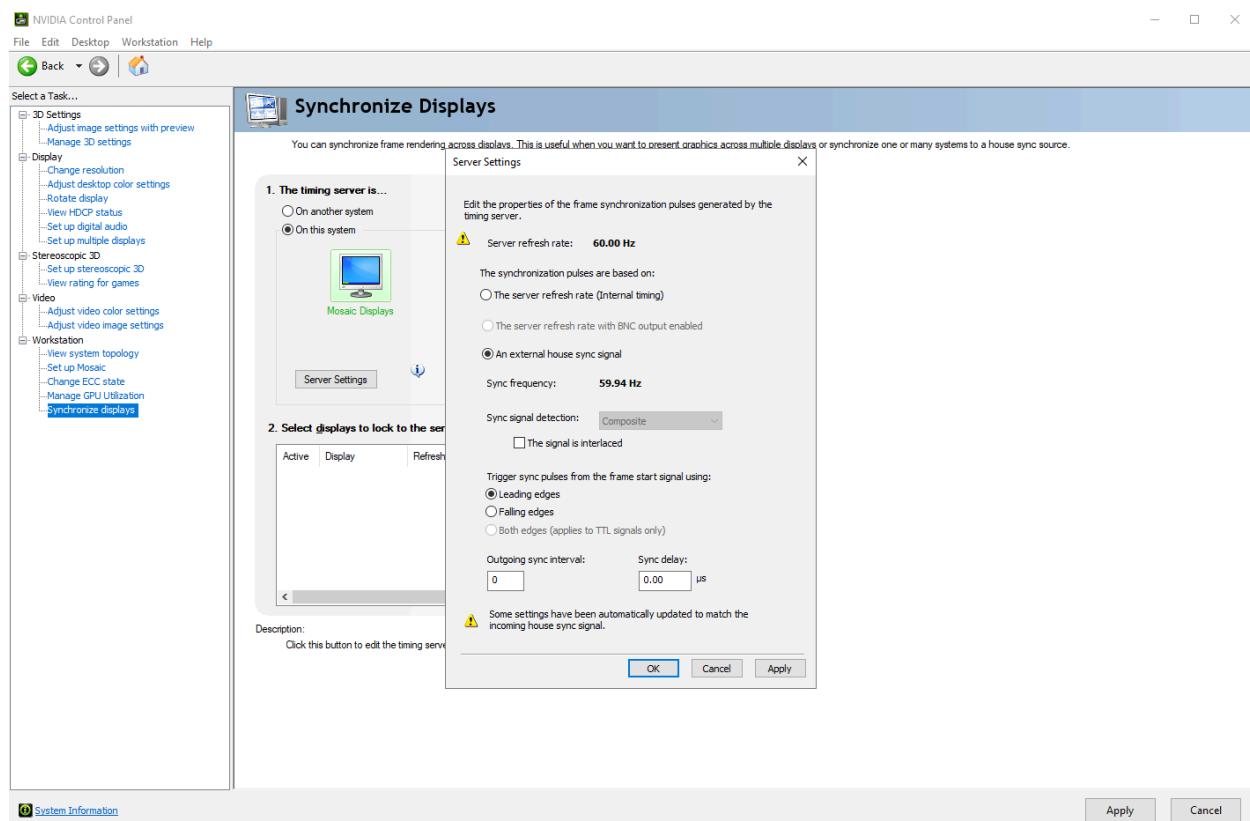
4) Set NVIDIA Quadro Sync

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.

Mosaic Displays

| System topology | Status | Settings |
|--------------------------|-------------------------------------|--|
| Mosaic Displays | | 1x3 Topology |
| Configuration | | |
| Resolution, refresh rate | | 5760 x 1080 pixels, 59.94 Hz |
| Display Sync State | | Quadro Sync II Server |
| Timing | <input checked="" type="checkbox"/> | The display is locked to the house sync signal |
| OS Screen Identifier | | 3 |

Displays and Graphics Cards

| System topology | Status | Settings |
|--------------------------------|-------------------------------------|---|
| System | | |
| Driver version | 391.33 | |
| Vertical sync | <input checked="" type="checkbox"/> | 3D Application controlled Disabled |
| 3D Stereo | | |
| Quadro Sync II (server) | | |
| Framelock 0 | | |
| Framelock 1 | | |
| External sync signal | <input checked="" type="checkbox"/> | Present (In use) |
| Framelock sync pulse | <input checked="" type="checkbox"/> | Present |
| Sync settings | | Synchronize Displays |
| Quadro P5000 (2 of 2) | | |
| DVI | | Connected: S27B550 EDID (Monitor), Multi-Display Cloning (Disabled) |
| DisplayPort (3) | | Connected: U28E570 EDID (Monitor), Multi-Display Cloning (Disabled) |
| DVI | | Connected: VN279 (2 of 2) EDID (Monitor), Multi-Display Cloning (Disabled) |
| DisplayPort (1) | | Not connected EDID (Monitor), Multi-Display Cloning (Disabled) |
| DVI | | Not connected EDID (Monitor) |
| SLI Mode | | Disabled |
| Horizon Mode | | Unsupported |

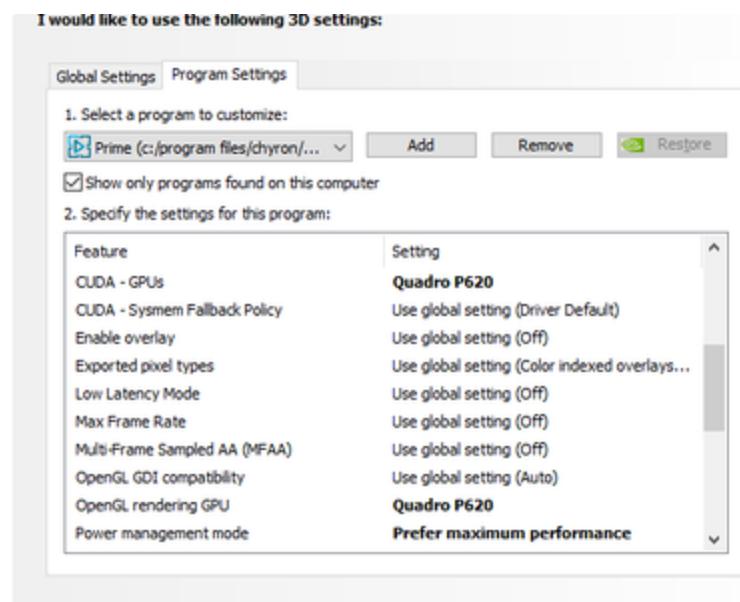
4) Dual GPUs Configuration

***Please Note**, this step is critical if your Chyron system came with a secondary video card for you to display Windows and operate Prime on a 5th output. 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 causing 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

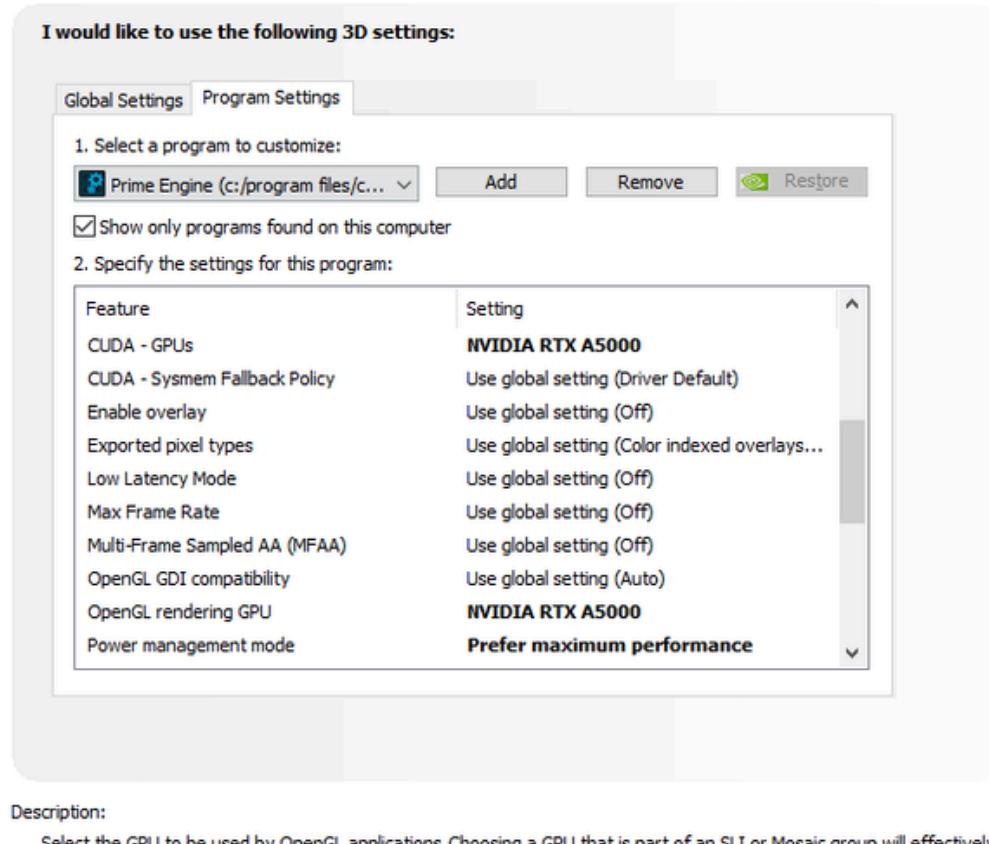
PRIME's Executable

- 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



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

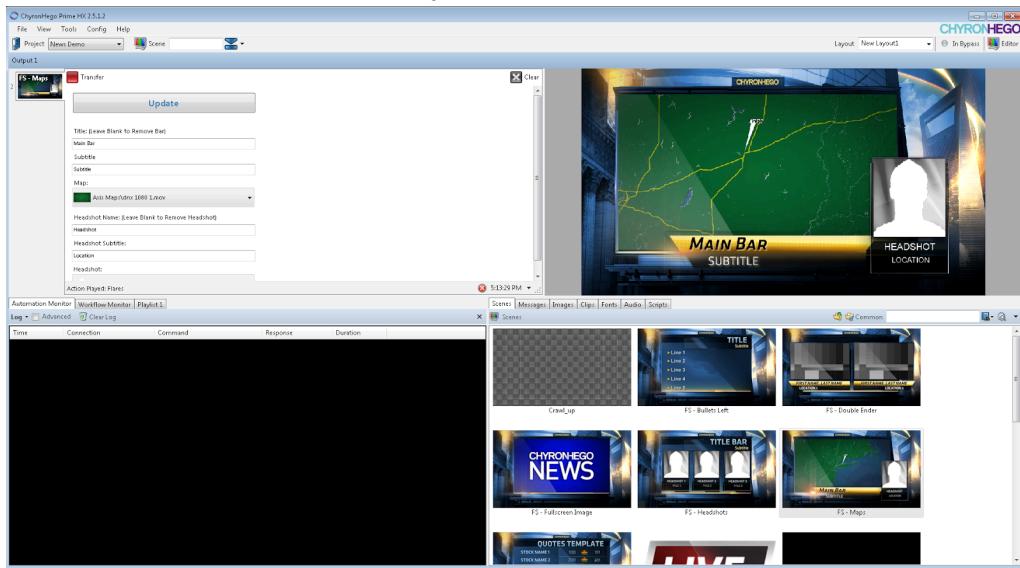


6) Double check Windows display settings

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

EMEA • North America • Latin America • Asia/Pacific
+1.631.845.2000 • sales@chyron.com

Chyron