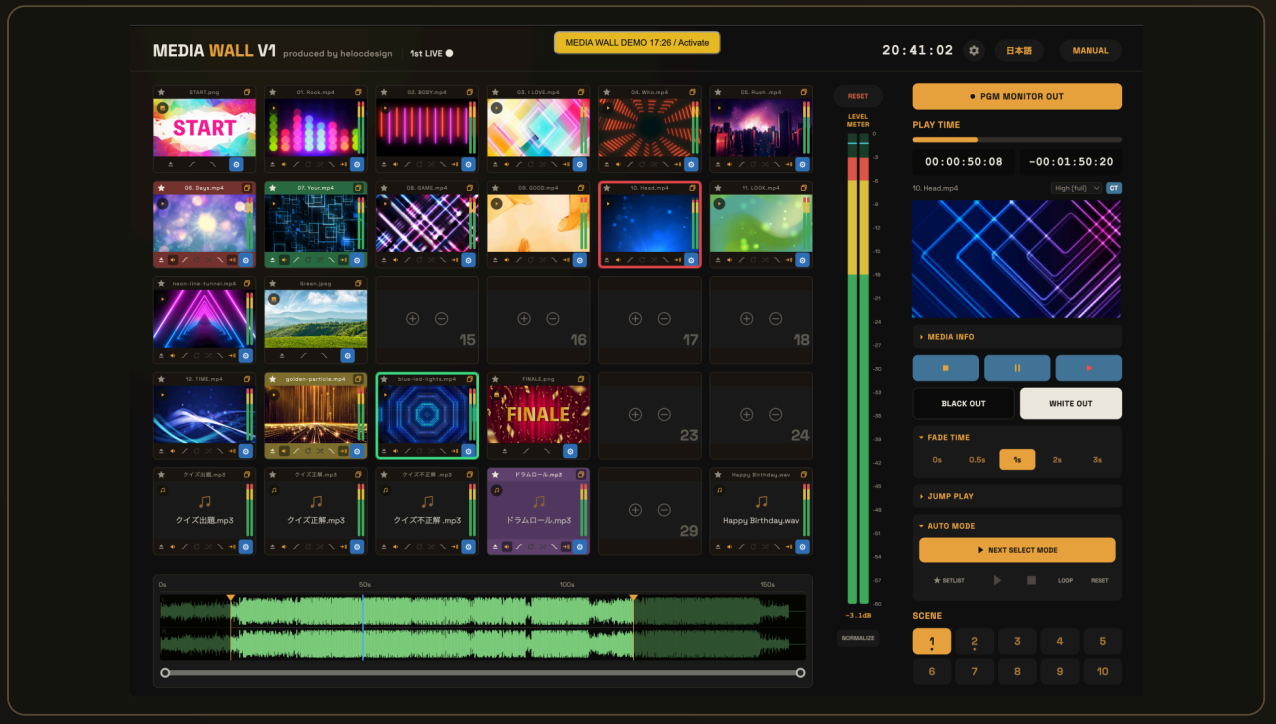
User Guide

Follow the pictures, one step at a time.



Panel Mode overview.

MEDIA WALL V1

Arrange video, sound and images.
Play the cue when you need it.

From adding media to playback, editing and saving.
Large illustrations and short steps.

v1.0.96 Windows rev1
English edition
produced by helocdesign

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All shared features and Windows-specific instructions in one guide.

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01 · The screen and six useful words

Start with what each area does, rather than technical terms.



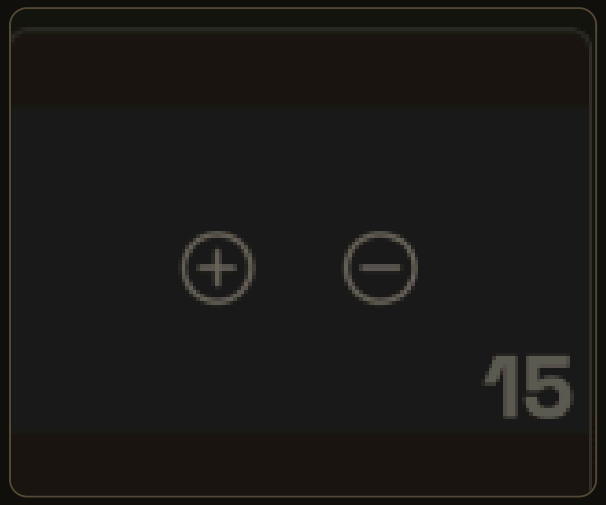
Match each number with the explanation.

1 · Tile	One slot for a media item. In List Mode it becomes a horizontal row.
2 · PREVIEW	The picture you check while operating the app.
3 · Level meter	Moving vertical bars that show sound level.
4 · SCENE	A page of 30 slots. Switch between SCENE 1–10.
5 · Waveform	A picture of sound over time. It also helps set start and end points.
6 · MANUAL	Opens this guide in a separate window.

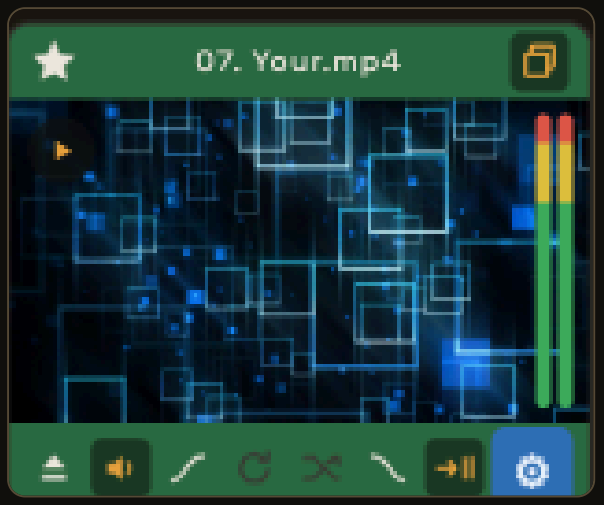
> PGM is the external picture shown to the audience. PREVIEW is your local check; PGM is the external output.

02 · Your first playback in three steps

You can try playback on the PC before connecting an external screen.



1 · Click an empty slot



2 · Double-click the picture



3 · Pause, resume or stop

1. Click an empty slot or **+**. Choose a file in the PC file picker.
2. **Double-click its picture**. The media appears in PREVIEW.
3. **⏸ holds the current position. ▶ continues. ■ stops and returns to the source start.**

> A single click only selects. Double-clicking the name text renames the item instead.

You can try playback in demo mode. **Project saving requires purchase activation.**

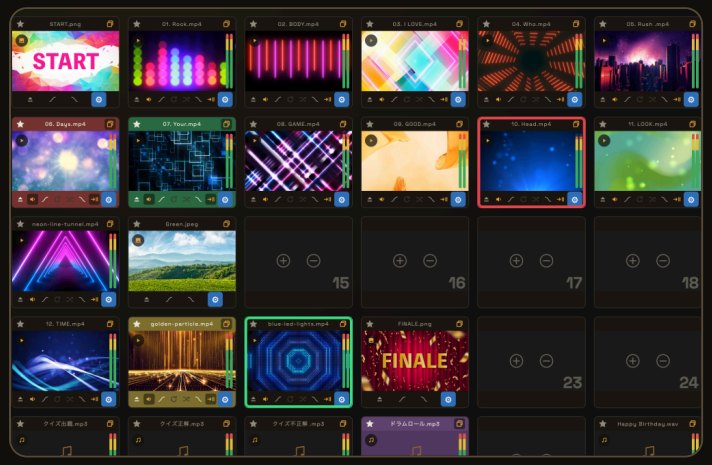
03 · Add video, audio, images and PDF

Keep the original media available and wait for preparation.

Add media	Use + or drop files from File Explorer. An empty tile's background only selects it; + also pastes copied media. Multiple files are supported.
Video	MP4, MOV, M4V and WMV can be added. Supported ProRes MOV and WMV use the bundled direct-playback engine.
Audio and images	Add audio such as WAV or MP3 and images such as JPEG or PNG. An extension alone does not guarantee playback; test your own media.
PDF	PDF pages are placed as separate images. Allow enough empty tiles. PowerPoint and Keynote import are not V1 features.
Preparation	Thumbnails and waveforms may take time for large or long media. Check playback before a show.
Details	See Windows direct playback for sample files and limitations.

04 · Choose a layout for each SCENE

Changing the layout keeps the same media, order and playback.



Panel example: SCENE 1 (6 × 5)



List example: SCENE 2 (3 × 10)

1. Open the **SCENE** you want to change.
2. In the PC menu bar, choose **View** → **Operation Style** → **Panel Mode / List Mode**.
3. Each SCENE restores its own layout when you return to it.

Keyboard shortcut: 1–9 → SCENEs 1–9; **0** → **SCENE 10**. Disabled while typing or when a settings dialog is open.

For example, use Panel Mode in SCENE 1 and List Mode in SCENE 2. Saving the project records all ten layouts.

Per-SCENE layouts require v1.0.49 or later. Scroll when using a smaller window.

Startup and new projects default to Panel Mode. Opening a saved project restores its per-SCENE layouts.

These pictures show different SCENEs. Switching the layout within one SCENE does not replace its media.

05 · List order and empty rows

Read down the left column, then down the middle and right columns.



Filled row: picture, name, duration and controls.



Empty row: centred + / – controls and a number at bottom-right.

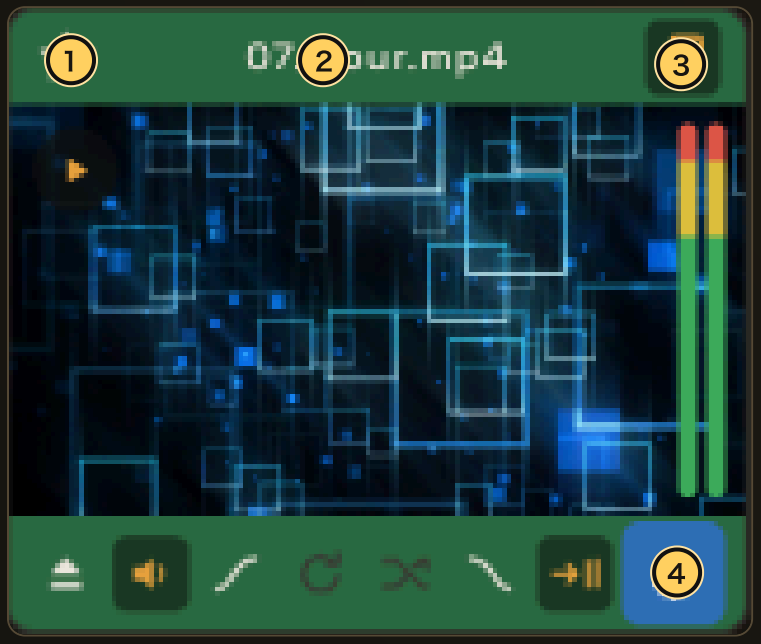
1 · LEFT	2 · MIDDLE	3 · RIGHT
01	11	21
02	12	22
…	…	…
10	20	30

+ / Empty row	Opens the media picker.
–	Removes an empty slot and shifts later media back. Items can move across SCENE boundaries.
Duration	Small upper row: source length or still display time. The larger lower row shows the media name.

> The first horizontal row is 1, 11, 21. Switching layouts does not change the numbered order.

06 · What the small tile buttons do

Panel and List controls also apply during playback, at the current position without reloading.

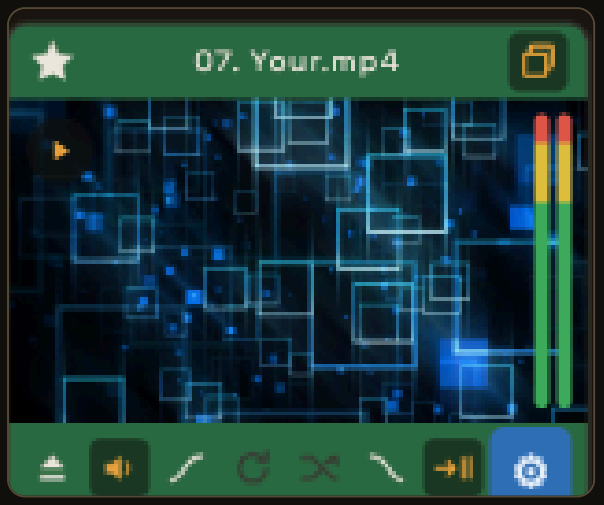


Star, name and copy are at the top. Settings and removal controls are below.

SET LIST	Marks an item for the playlist.
Copy	Adds a copy while keeping the original.
Remove	Removes media from a tile after confirmation.
Sound	Turns this item's sound on / off.
Fade in	Brings picture and sound up gradually.
Loop	Repeats the same item / range.
Crossfade	Overlaps while advancing to the next item.
Fade out	Brings picture and sound down gradually.
Pause at end	Stops at the end. Can be combined with Crossfade.
Item settings	Volume, timing, size, position and more.

07 · Play, pause and stop

The selected item can be different from the item currently playing.



Double-click the picture → Play



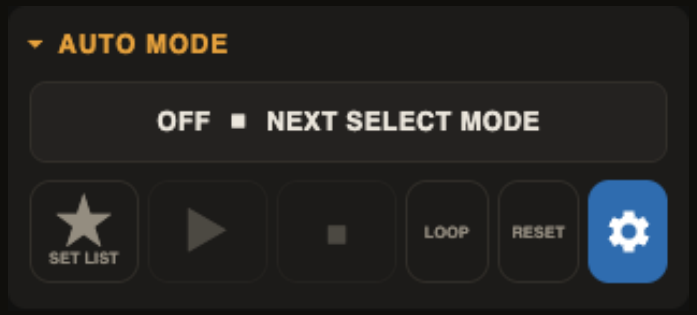
⏸ Pause / ▶ Resume / ■ Stop

Single click	Select the item without starting it.
Double-click picture	Play that item.
⏸ / ▶	Pause or resume the current transport.
■	Stop the current video/audio and return to the source start.
Time readouts	Current position and remaining source time. The remaining time is not necessarily the time to a trim end.

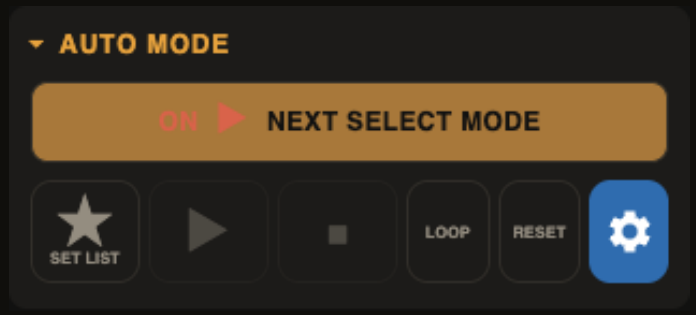
> By default, Space plays/pauses the selected item. See Keys, quality and language for other keyboard options.

08 · Show only the controls you need

Click a section heading to collapse or expand its controls.



OFF ■



ON ▶

1. **B/W FADE TIME and JUMP PLAY** start collapsed. Click a heading to open or close it. AUTO MODE starts open.
2. Click the heading again to show the controls.
3. NEXT SELECT MODE: yellow with red ON ▶ when enabled; dark with OFF ■ when disabled.

> Collapsing changes visibility only. Playback, SET LIST and settings continue unchanged. Collapse state is not saved for the next launch.

MEDIA INFO	Also collapsible. Shows name, location, duration, picture size and other available metadata.
Keyboard	Tab to a heading and press Space / Enter to toggle it.

09 · Send video to another Windows display

PREVIEW is for the operator; PGM is the audience output.

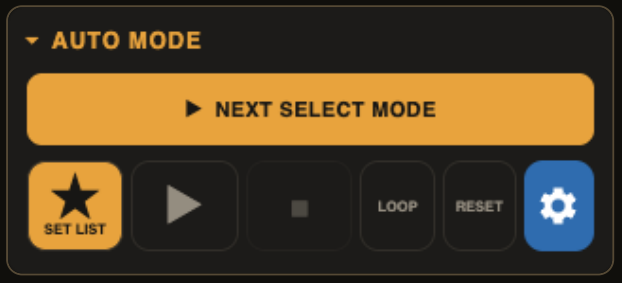
Connect	Connect the display, press Windows + P and choose Extend. Check resolution, refresh rate and display layout in Windows settings.
Select	Use View → Output Display in the app menu to choose the target screen.
Output	Select and play a tile, then enable PGM MONITOR OUT. With only one display, output opens in a separate window.
Audio	Check the sound output device in Windows and on connected equipment. Selecting a video display does not necessarily select the audio device.
Preview quality	Preview quality affects the operator's preview, not the PGM resolution or audio quality.
Stop	Closing PGM and stopping playback are separate operations. Use ■ to stop and ⏸ to pause.

10 · Play starred cues in order

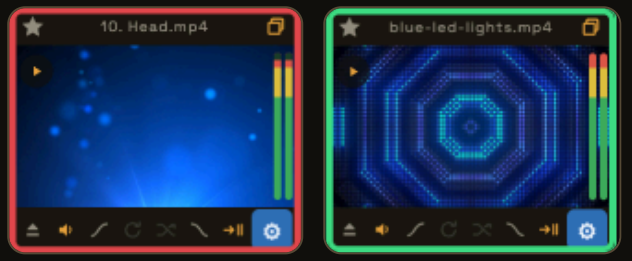
Play only starred items in the SCENE open when playback starts. Other SCENEs are excluded.



Star the cues to include



SET LIST ON → ▶



Red: playing now

Green: next cue

SET LIST frame meanings (schematic)

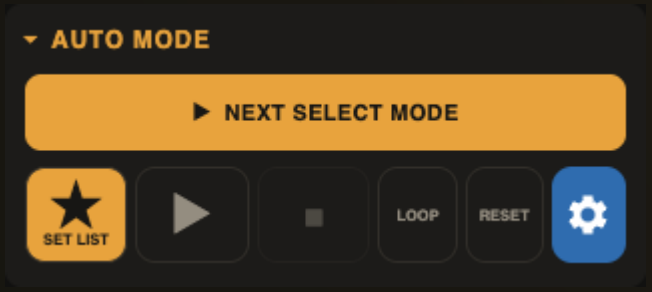
1. Turn ★ on for the cues you want.
2. Enable ★ **SET LIST** inside AUTO MODE. This arms the mode but does not start playback.
3. Press its ▶ to play starred cues in numbered order. Its ■ stops SET LIST.

> Playback and LOOP stay within the starting SCENE in tile order. Changing the displayed SCENE does not change the running list. Stop and start in another SCENE to play its starred items.

Red frame	The cue currently playing.
Green frame	The next cue, rather than the normal selected-item frame.

11 · SET LIST options and NEXT SELECT

These controls have different jobs.



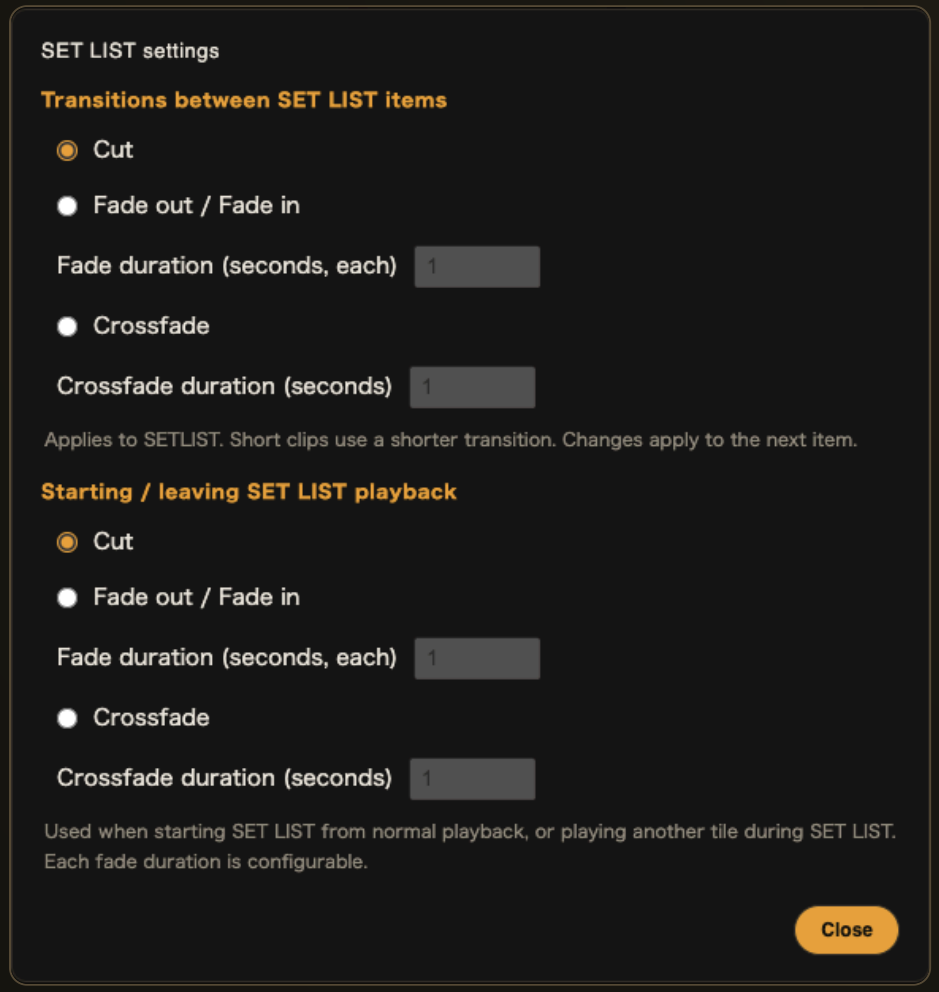
AUTO MODE (English)

NEXT SELECT MODE	Selects the next cue after the current one ends. **You still start the next cue yourself.**
SET LIST LOOP	Returns from the end of the list to its start.
SET LIST RESET	Clears stars across all SCENEs. It keeps the media.
Reorder during playback	Continues from the current item to later starred items in the new placement.
Manual playback	Double-clicking another tile or using a clicker returns to normal playback using the starting / leaving transition.

> Start with Star → SET LIST on → ▶. Add LOOP and other options after you are comfortable.

12 · Choose how one cue changes to the next

Choose Cut, Fade out / Fade in, or Crossfade.



1. Click the **blue gear beside SET LIST**.
2. Select separate radio options for **between items** and **starting / leaving playback**.
3. Enter fade durations. Choices save immediately and apply at the next transition.

Between items	Automatic progression to the next starred SET LIST item.
Starting / leaving	Start SET LIST from normal playback, or play another tile during SET LIST.
Defaults	Both Cut. All four durations default to 1 second (0.1–30). Your saved choices are kept.
Fade	Fade the old item down → black → fade the new item up. Duration is per phase.
Crossfade	Overlap the old and new media. Audio transitions too.

> Stored on this PC. Separate from B/W FADE TIME and tile fades. STOP and BLACK OUT also cancel a pending switch.

13 · Jump near the end with JUMP PLAY

The buttons count back from the playback end, not forward from the current position.



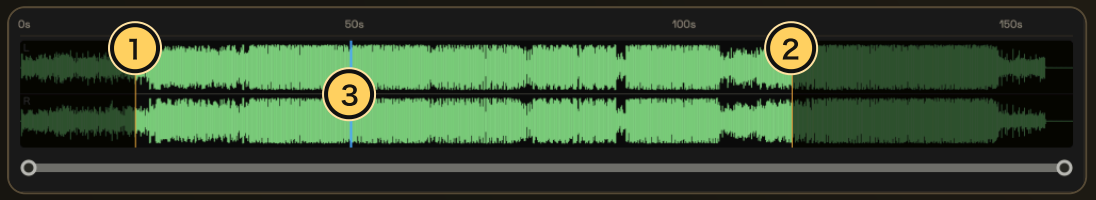
JUMP PLAY: 10 / 20 / 30 seconds before the end

Action	Seeks to the chosen number of seconds before the current item's playback end.
Playing / paused	Playing media keeps playing. Paused media stays paused.
Trimmed item	Uses its trim end and never seeks before its trim start.
Short item	Clamps to the playback start when there is not enough length.
Unavailable	Before valid duration is known, or for a still image without audio.

> The target is the current playback item even if another tile is selected. Works with PGM output and SET LIST.

14 · Use the waveform to set a playback range

Trimming chooses which part of the source to play.



Yellow marks the start / end; blue is the playhead.

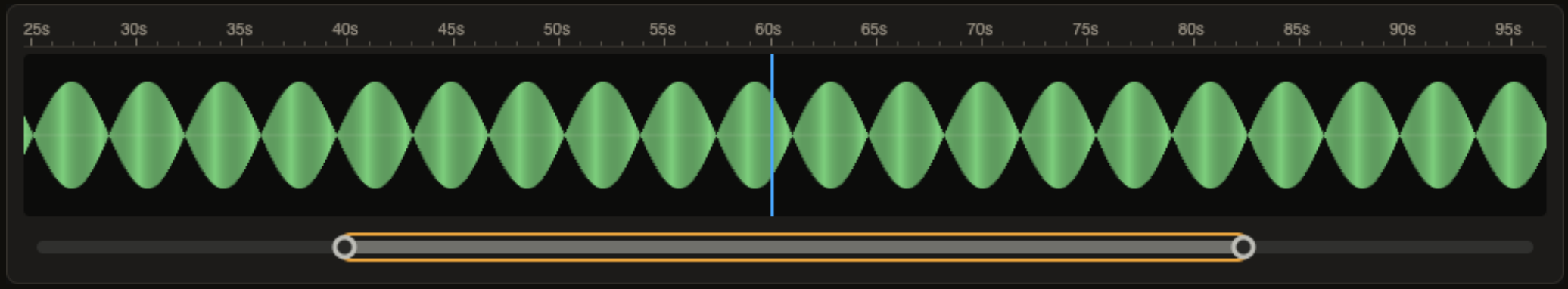
1. Select an item with audio to show its **waveform** below the grid.
2. Drag the **left yellow marker** for the start and the **right marker** for the end.
3. Click the waveform to move the playhead when the same item is the current transport.
4. Right-click the waveform at the desired video frame and choose **Screenshot**. The PREVIEW picture is copied as a PNG. Click a red + on a tile to paste it. PGM OUT can be off.

> This records a playback range. It does not cut or overwrite the original media file.

L / R	Left and right channels of stereo audio.
Flat line	Can indicate a video without an audio track. An analysis error is shown separately.

15 · Zoom and move around the waveform

Use the navigation bar beside the timeline ruler. More frequent time labels and finer minor ticks adapt to the available width and zoom level.



Time labels and minor ticks in a zoomed waveform

1. Drag a **rounded end handle inward** to zoom around the playhead.
2. Move the handles outward to see more of the source.
3. Drag the **middle of the bar** to move the visible area without changing the zoom.

> Yellow markers set the playback range. Rounded handles set the view range. They have different jobs.

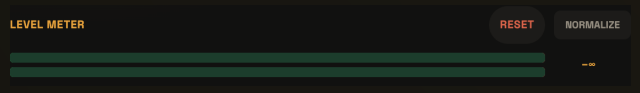
Long media or slow storage may fill the waveform progressively. Faster local storage can help.

16 · Check sound and fade the output

Video meters hide when audio is absent or analysis confirms whole-file silence. Silence detection waits for analysis to finish.



Regular width



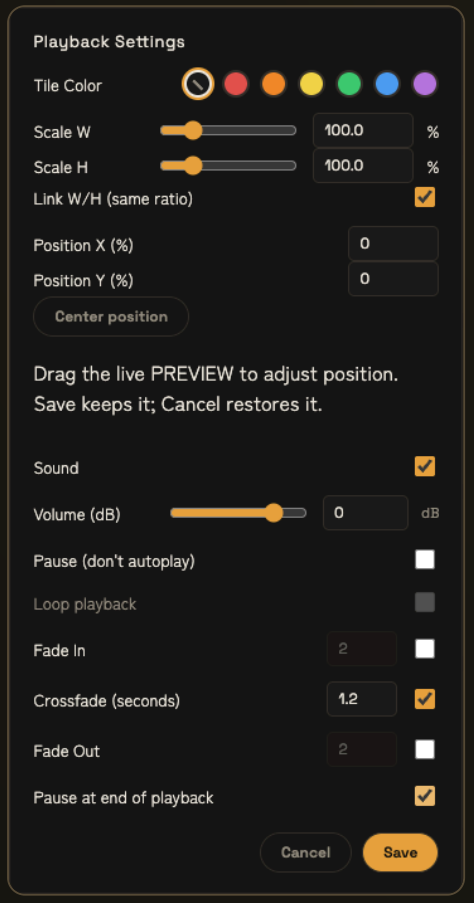
Horizontal in a narrow window

Sound / Volume	Adjust each item under ⚙. dB is a level change; 0 is the original reference.
Meter	The meter resizes with window height and adjusts tick spacing. Narrow windows use a horizontal meter. Check sound level and avoid sustained excessive level.
NORMALIZE	Levels audio-bearing items. Do this during preparation, then listen to the result.
BLACK / WHITE OUT	Fades the picture to black / white. Playing video/audio fades to silence, then pauses.
Press the same OUT again	Releases the output fade and resumes the paused transport and level.
Play another item during OUT	During SET LIST, select a standby tile (green); the next automatic item is light blue. BLACK OUT keeps your selection. Press ▶ to play it without showing the previous picture.
B/W FADE TIME	0 / 1 / 2 / 3 seconds plus a custom value (0.00–99.99). Custom time guide. Separate from SET LIST transitions.

> PGM MONITOR OUT off only releases the external picture. It is different from BLACK / WHITE OUT.

17 · Set playback rules for each item

The blue ⚙ changes that item only. Drag a popup's title to move it.



Enlarged video playback settings. Fields depend on media type.

Sound / Volume	Use the slider or enter a value (–60 to +15 dB, 0.1 steps). 0 is the original reference. Save to apply. Excessive gain may cause clipping.
Pause	Open this item paused when starting it next time.
Loop	Repeat the source or trimmed range. Turn OFF during playback to finish the current pass.
Fade in / out	Fade picture and sound at the beginning / end (default 2 seconds). Changes follow the current position; OFF restores gain and opacity. Enabling Fade In later does not rewind.
Pause at end	ON: cancel the running loop and stop at the end. OFF: play the next tile automatically. Crossfade can remain ON; Loop is locked.
Crossfade	Overlap picture and sound when switching tiles, including still images. Set 0.1–30 seconds (default 2). The outgoing tile controls manual and automatic transitions; OFF cuts. End Stop still permits manual crossfade. SET LIST uses separate timing.

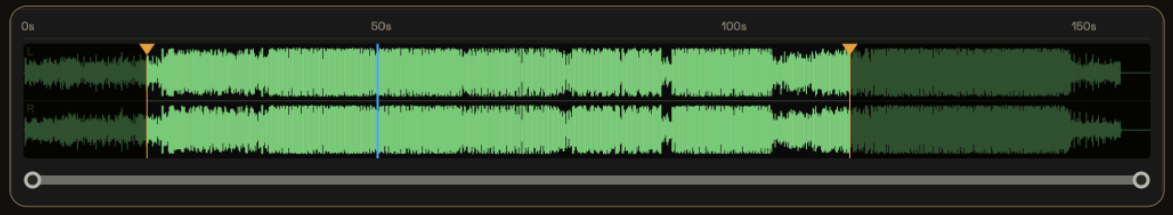
> Start with Pause at end on to avoid unintended automatic advance. SET LIST follows its own list progression.

Save commits settings; **Cancel** closes them. Image-audio attachment changes take effect immediately; see the image/audio page.

18 · Choose a recognisable thumbnail with CT

Use a frame from the video as the tile's cover picture.

1 · Click the waveform to choose a frame



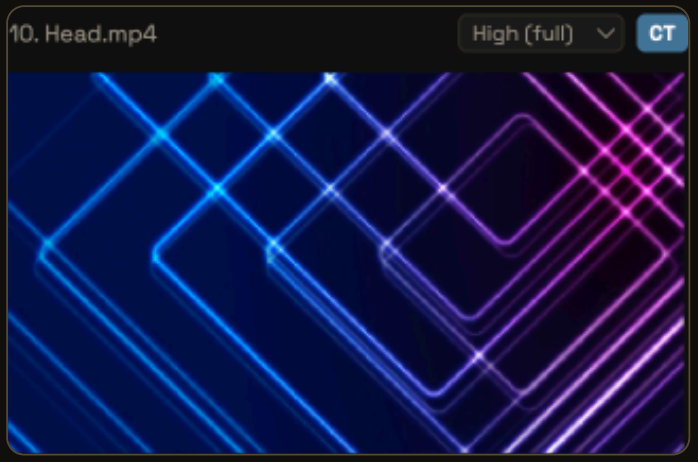
The blue line marks the current position. PREVIEW shows the frame at that position.



3 · This frame becomes the tile cover

Illustration of the saved thumbnail

2 · Check the frame, then press CT



1. Play the video, then **pause with ⏸**.
2. **Click the waveform** to find the frame you want. Wait for PREVIEW to show it. The **blue line** marks your chosen position.
3. Press the **blue CT button above PREVIEW** to use that frame as the tile cover.

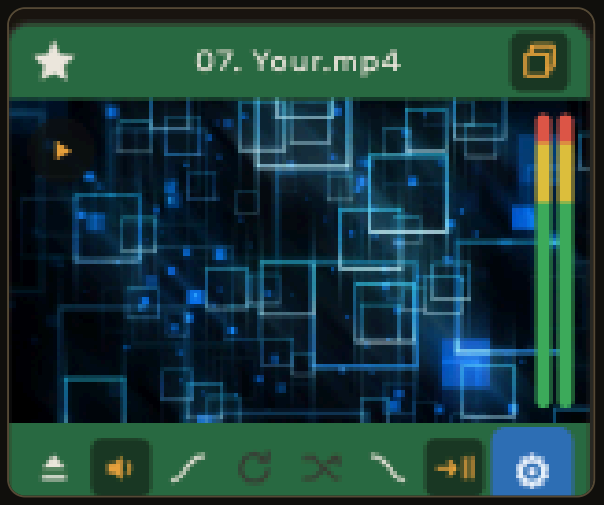
> CT sets a custom thumbnail: a cover that helps you recognise the item. It does not edit the source video or change its start/end points. In an activated app, save the project to keep it.

19 · Colour-code tiles so they are easy to find

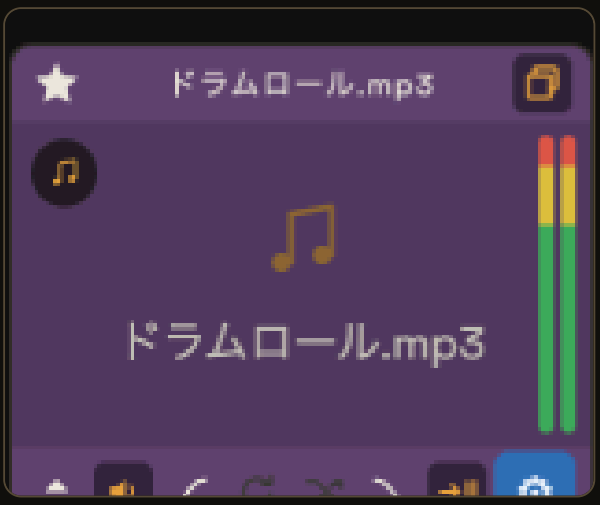
Use your own colours for talks, video cues or background music.



⚙ → Choose a colour and save



Colour example: green



Colour example: purple

1. Press ⚙ on the tile you want to colour.
2. Choose a colour under **Tile colour** in the settings.
3. Press **Save**. Check the colour behind the name and lower controls.

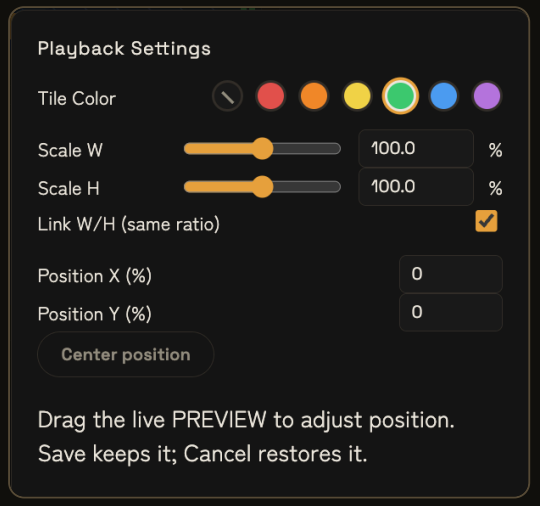
> Choose the slashed circle to remove the colour. This organises your controls; it does not recolour the external picture. SET LIST's red current / green next outlines are separate.

20 · Resize the picture

Make the displayed picture smaller or larger.



Reference size (schematic)



⚙ → Adjust size



70% example (schematic)

1. Open ⚙ for the item.
2. Set width and height from **0–500%**. Link them to preserve the proportions while resizing.
3. Press **Save** and check PREVIEW and PGM.

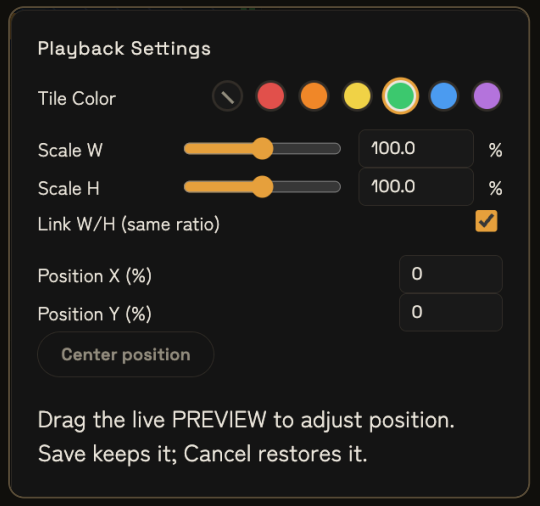
100% fits the picture to a 1920×1080 (16:9) frame. Large sources shrink and small sources enlarge, centered with their aspect ratio preserved. Unused space is black. The source file is not rewritten.

21 · Move the picture to the right place

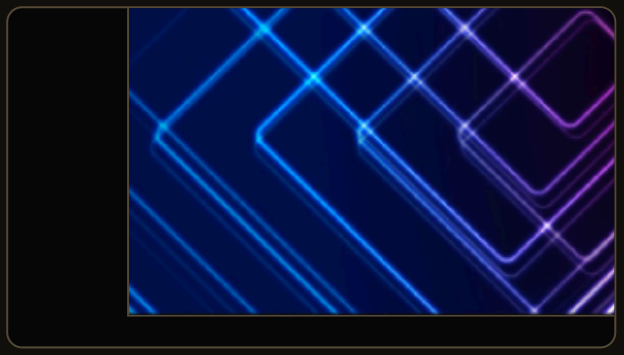
Each item can have its own size and position.



Centred (schematic)



⚙ → Adjust position



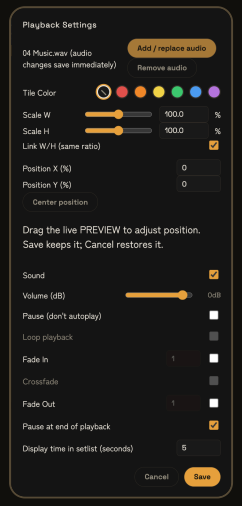
Right and up (schematic)

1. Open ⚙ for the item.
2. X moves left/right; Y moves up/down, from **–200 to 200%**. For the current item, you can also drag the picture in PREVIEW while settings are open.
3. Press **Save**. Use the centring control to reset the position.

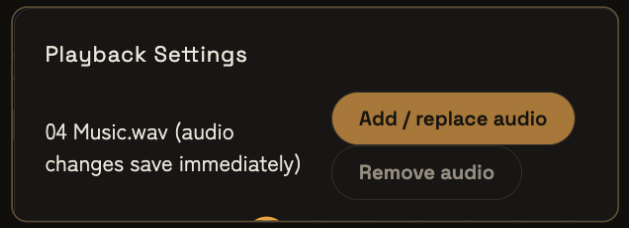
> This example uses X = 20%, Y = –10%. Move in small steps: moving outside the screen can hide the picture.

22 · Attach sound to a still image

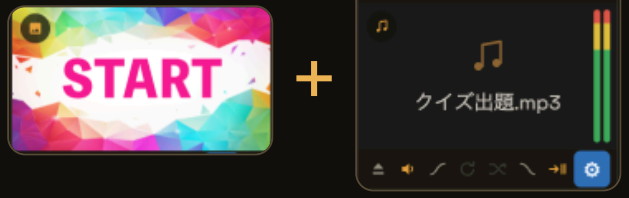
Combine a title image and music as one cue.



Open the image's ⚙



Attach an audio file



Picture + sound (schematic)

1. Add an image or PDF page image and open its ⚙.
2. Click **Add / replace audio** and choose an audio file.
3. Double-click the picture to play the image and sound together.

> Audio attachment/removal takes effect immediately, including if you later cancel settings. Changing attached audio resets its trim points.

Remove audio	Returns to an image-only cue. It does not delete the source audio file.
Display time	SET LIST display length for an image without audio; default five seconds. An attached-audio image follows its audio transport.

23 · Reorder, copy, duplicate and cut

Use a right-click / secondary click to open the tile menu.



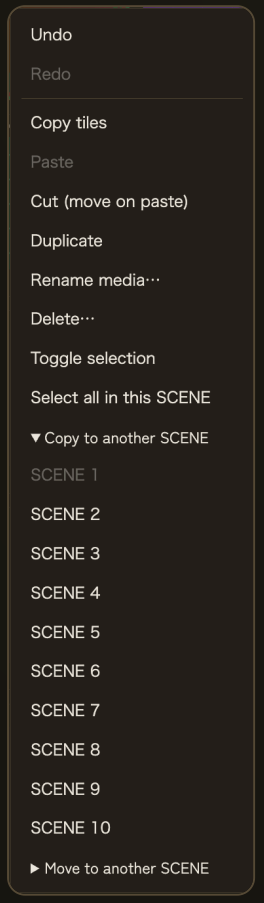
The edit menu opens from a tile's secondary click.

Reorder	Move to an empty tile. On an occupied tile, insert and shift following media to the next empty tile.
Copy → Paste	Keeps the source and adds another item at the chosen destination.
Duplicate	Adds a copy. The copy's playback settings can then be changed independently.
Cut → Paste	Moves on paste. Cutting alone does not remove the item.
Select several	Shift-click, or use Toggle selection in the context menu.
Select All	Selects media in the current SCENE.

> The original copy-icon → destination's red + workflow also works. Follow the message if there is not enough free space.

24 · Copy or move media to another SCENE

Copy keeps the original. Move takes it to the destination.



Secondary click → Copy / Move to another SCENE → destination.

1. Select one item, or Shift-select several.
2. Secondary-click and open **Copy to another SCENE** or **Move to another SCENE**.
3. Choose a SCENE number and check the destination.

Copy

Leaves the original in place. Useful for another sequence using the same source.

Move

Removes it from its old position and places it in the destination.

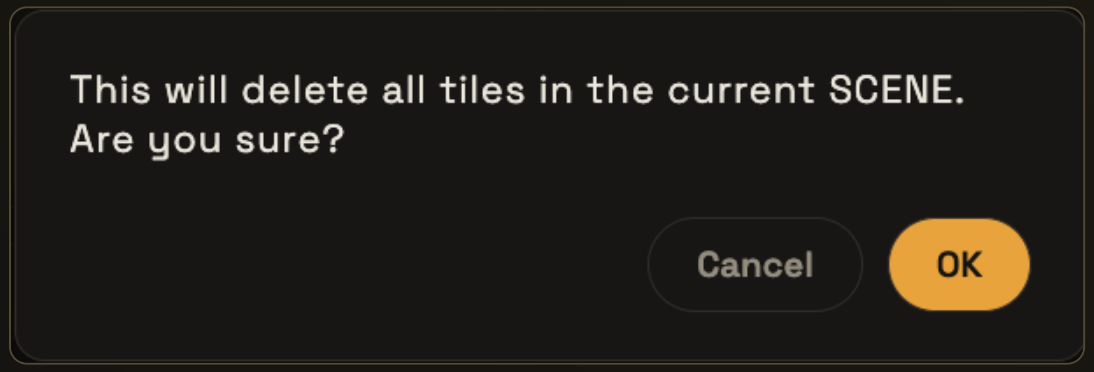
> The destination needs enough free slots. Its Panel / List setting is separate from copying media.

25 · Delete, Undo and the two RESET buttons

Similar-looking actions affect different things.



Review the confirmation before removing tile media.



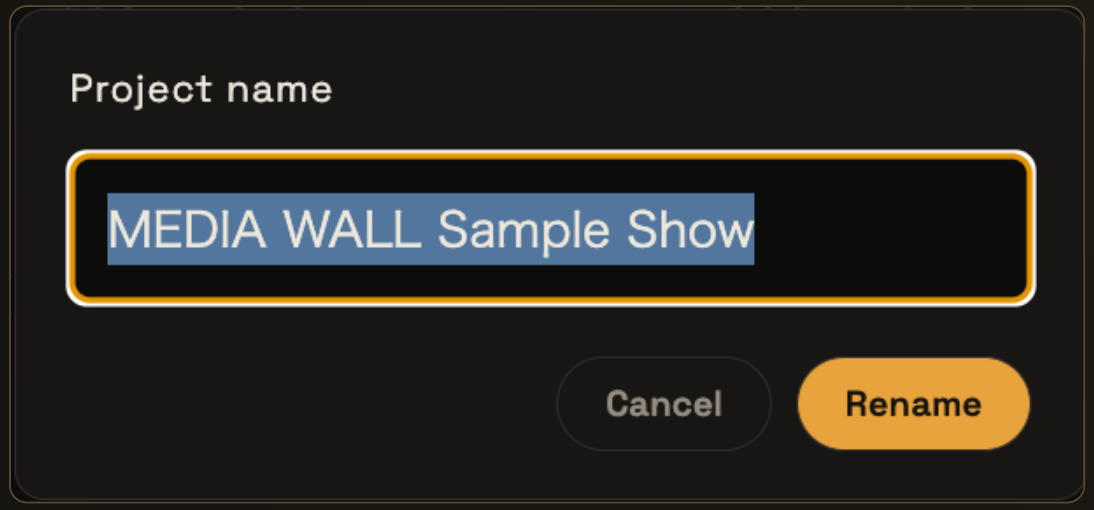
RESET above the meter clears the current SCENE.

Delete media	Use the eject icon / context-menu Delete. You can cancel the confirmation. Source files are kept.
Undo / Redo	Reverses supported tile edits, deletion and reordering. Up to 50 steps in the current session.
ALL RESET in header	Located left of the clock. Removes media from the current SCENE after confirmation.
RESET in SET LIST	Clears stars across all SCENEs, keeping media.
Empty-slot –	Closes the empty gap by shifting later items back.

> Undo does not cover every action. History does not persist across app exit, New Project or opening another project.

26 · Rename cues and the project

Use clear display names while keeping source filenames unchanged.



Click the project name in the header to rename it.

1. **Cue name:** double-click the name text, or use Rename media in the context menu.
2. **Project name:** click the header name, or use Rename Project in the File menu.
3. In the activated version, **save** to record the display names.

> Renaming the display does not rename an existing .mediawall file. Use Save As to change its filename.

For example, show “Opening” instead of “001_final_v3.mov” inside the app.

27 · Save, reopen and move a project

Keep both the project and its original media.

show.mediawall

Layout, settings, display names and per-SCENE layouts

↓

References the original video / audio locations

↓

Original media files

Keep them in place. Moving PCs requires the media too.

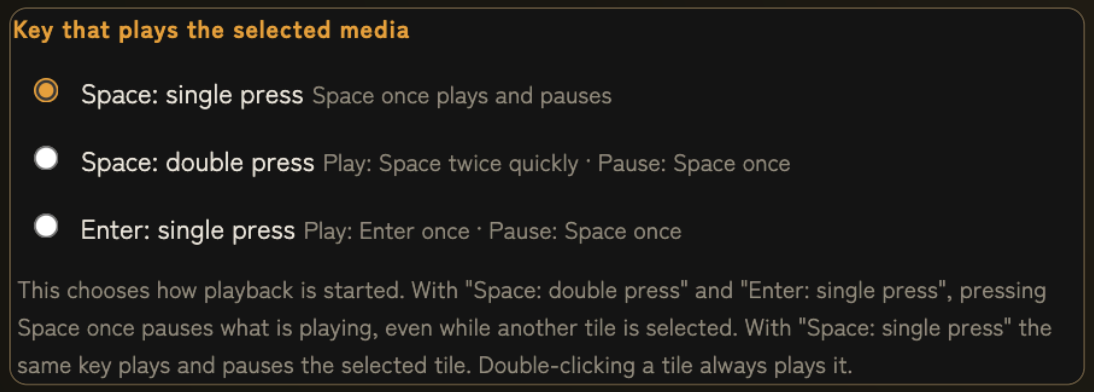
1. After purchase activation, use **File** → **Save** to create a .mediawall file.
2. Use **Open Project** or open the file from File Explorer. Check it opens in the latest app.
3. Connect the original media / external drive and check layout and settings.

Save As	Creates a project with another filename. A ● beside the name marks unsaved changes.
New Project	Starts a fresh workspace. Save work you need first.
Display language	Japanese / English is saved and restored. Save again after switching languages.

> A project is not an all-media portable bundle. Moving or deleting sources, or changing drives, can break references. Demo mode cannot save projects.

28 · Keys, PREVIEW quality and language

Choose controls that suit how you operate.



Choose one of three ways to start playback.



Choose what PREVIEW shows while PGM is open.

Number keys 1–9 / 0	Switch to SCENEs 1–9 / 10. Press 0 for SCENE 10.
Single Space · default	Play / pause the selected item.
Double Space	Two presses within 0.5 seconds start. A single Space pauses the current transport.
Single Enter	Enter starts; Space pauses.
PREVIEW with PGM	Choose live media, the playing cue's thumbnail, or the selected cue's thumbnail.
PREVIEW quality	Can lighten local monitoring while PGM is open. Separate from source picture quality.
Frame colours	Choose normal play / selection colours. SET LIST: red for current, light blue for automatic next, green for manual standby.
Language / manual	Switch Japanese / English in the header. MANUAL opens the matching language. The language is remembered on this device and restored from saved projects.

> Keyboard pause input is guarded for the first second after playback starts. Text entry and open settings take priority over playback shortcuts.

29 · Menus and useful shortcuts

Use the menus at the top of the PC screen.

Q	Cue the current item to its start
W / E / R	Jump to 10 / 20 / 30 seconds before the end
T	STOP: stop and return to the beginning; also stop SET LIST progression.
Y	Pause at the current position. Press ▶ to resume.
O	BLACK OUT : ON / OFF
P	PGM MONITOR OUT : ON / OFF
Single click	Select a tile without starting it
Double click	Play the tile

> Q seeks to the trim start and preserves play/pause state. Shortcuts are inactive during text entry, settings, or with modifier keys.

Ctrl+N / Ctrl+O	New / Open Project
Ctrl+S / Shift+Ctrl+S	Save / Save As after activation
Ctrl+Z / Shift+Ctrl+Z	Undo / Redo
Ctrl+C / Ctrl+V / Ctrl+X	Copy / Paste / Cut
Ctrl+D / Ctrl+A	Duplicate / Select all in current SCENE
Delete / Backspace	Confirm removal of selected media
1–9 / 0	Go to SCENE 1–9 / 10
Arrow keys	Select cues. In List Mode, up/down changes rows and left/right changes columns.

> Ctrl+ means Ctrl; Shift+ means Shift. In a text field these shortcuts edit text. A clicker sending PageDown / PageUp can play next / previous media.

30 · Demo and Windows purchase activation

Activate the demo with your Windows purchase key.

Demo	30 days from first use and 30 minutes per launch. Project saving is disabled. Demo output includes a watermark and audio announcements.
Open activation	Click the yellow DEMO button or use the dialog shown when the session ends. BUY&LICENSE opens the Windows purchase page; ACTIVATE opens key entry.
Purchase key	Enter the Windows key from your purchase email. Connect to the internet for initial activation.
Separate product	A one-time Windows purchase covers one Windows PC and includes v1.x updates.
One app	Demo and purchase activation remain in the same application. Successful activation enables saving and removes demo restrictions.
Terms	The device certificate renews on launch when online. You can work offline during its 30-day validity.

31 · Move to another PC and request support

Keep both the project and its source media.

Before moving	Save the project and check original media paths. A changed drive letter or folder can prevent media from being found.
On another PC	Install the Windows app, make the original media available, then open the project.
Device activation	Release your previous PC under Licenses in your purchase account, then activate your new PC.
Preview migration	Automatic migration from preview to commercial release is not yet finalized. Do not manually copy or delete activation data.
Support details	Provide app and Windows versions, CPU/GPU, media type, steps, affected PREVIEW/PGM and audio equipment. Do not send the key itself.

32 · Windows troubleshooting

Record the operation, media and output equipment.

Starting	Run Setup.exe. The default location is %LOCALAPPDATA%\MediaWall.Windows, not Program Files.
Video	Check codec, DRM and file integrity. Compare with the bundled Codec Check.mediawall sample.
Sound and display	Check tile audio, Windows sound output, equipment volume and OUT state. Use Windows + P → Extend and select the app's output display.
Missing media	Check original files, drive connection and drive letters. Keep source media with your project workflow.
Waveforms	Wait for preparation. Unsupported analysis formats or missing Windows N media components may prevent analysis. Check normalization skip counts.
Saving	Activate with your Windows purchase key to save projects.
Open a project	Double-click a .mediawall file. If prompted, select MEDIA WALL V1 for Windows and Always. You can also open projects with Ctrl+O inside the app.

33 · Check these before you use the show

Rehearse from start to finish with the actual media, screen and sound system.

1 · PREPARE

Gather sources → Save → Reopen

2 · PICTURE / SOUND

Check PGM, audio output and level

3 · CONTROLS

Check stars, order, trim, transitions and LOOP

4 · REHEARSE

Run from beginning to end as planned

1. Reopen the saved project and check all original sources are available.
2. Check actual PGM and audio output by looking and listening.
3. Use manual play, NEXT SELECT and SET LIST intentionally.
4. Check ends, JUMP PLAY, Stop, OUT and cue transitions.

> The sample demo watermark and announcement are removed after purchase activation. Check saving and reopening in an activated environment.

Provided v1.x updates carry no extra charge. Future Windows support or unlimited updates/support are not guaranteed.

34 · Update the Windows app

Use the installed Setup version. Do not update immediately before a show.

Prepare	Stop video, audio and SETLIST. Save the project if activated.
Check	Choose Check for Updates in the app menu. Read the version and release notes, then update if a release is available.
Unsaved work	Follow the save prompt. A canceled or failed save stops the update. Demo cannot save.
Install	Wait for download, signature and integrity verification, replacement and restart.
Windows updates	Check for updates in the installed app. Stop playback and save your project before updating.
After updating	Check version, layout, playback, audio, PGM and activation. Do not deactivate or delete settings during an update.

35 · NORMALIZE: balancing tile volumes

Adjust tile Volume settings without rewriting source files.

Steps	Stop playback and save → click NORMALIZE near the meter → wait for completion → listen and fine-tune → save.
Scope	Video and audio tiles across ALL SCENEs, regardless of stars or mute. Images, PDFs and audio attached to images are excluded.
Analysis	The whole source is analyzed to estimate loudness and target −14, in 1dB steps within −60 to +15dB. Analysis is not limited to the trimmed region.
Skipped sources	Silent or unsupported sources remain unchanged. Sources above the analysis limit, or fetched data above 300MB, are skipped. Check the completion count.
Click again	When ON in the same session, clicking again sets ALL video/audio tile volumes to 0dB. It does not restore individual values from before normalization.
Save and listen	Volume results can be saved in the project. The ON state resets on relaunch or project change. This is not a peak limiter, a guarantee against clipping or a guarantee of identical perceived loudness. Listen and adjust.

36 · Install or manually update Windows

Use Setup.exe for first installation and when switching from a portable ZIP.

1 · Save and exit	Save your work and quit MEDIA WALL. Demo edits cannot be saved.
2 · Download	Get the publisher's Windows 11 x64 Setup.exe. A Mac ZIP or a handoff document ZIP is not the installer.
3 · Install	Run Setup, wait for completion and launch from the Start menu.
4 · Verify	Check version, media, audio, PGM and activation. Setup is required for automatic updates even if you previously used the portable ZIP.
Portable ZIP	Use Extract All, then run MEDIA WALL V1.exe. Do not run directly inside the ZIP.
Keep your data	Keep source media, saved projects, settings and activation. Do not manually delete activation data.

37 · Reduce overhead while preserving output quality

These changes do not reduce media resolution or re-encode source files.

Direct playback	The bundled engine reads ProRes MOV and WMV directly and shares the playing picture with PREVIEW and PGM. It does not first convert the entire clip to MP4.
Picture and sound	PGM resolution, playback rate and audio quality settings remain unchanged. Repeated interface updates are skipped.
Prepare early	Finish waveform and thumbnail preparation and normalization before a show. Reading and analysis also use CPU and storage.
Preview quality	Changing preview quality does not lower PGM resolution or audio quality.
System load	Resolution, frame rate, file size, GPU, drives and display count affect load. Rehearse on the actual equipment.
Synchronization	Zero delay or perfect synchronization on every device is not guaranteed. Check actual audio and display outputs.

38 · Enter a custom B/W fade time

Set black and white transitions in hundredths of a second.



Custom 2.75 seconds selected.

1. Open B/W FADE TIME. Preset buttons offer 0, 1, 2 and 3 seconds.
2. Enter 0.00–99.99 on the right, then press Enter or click outside the field. Try 0.50 or 2.75.
3. The whole selected field turns yellow. A value matching a preset selects that preset button.
4. The setting applies to BLACK OUT and WHITE OUT. Save the project to store it. An older 0.5-second setting is also restored.

> Zero switches instantly. Invalid input is not applied; Escape restores the current value. Tile fades, crossfades and SETLIST transitions use separate settings.

39 · Windows: direct ProRes MOV and WMV playback

Use the included samples to test playback, waveform, seeking and output.

Playback engine	Codec matters as well as extension. Supported ProRes MOV and WMV use the bundled direct-playback engine.
Codec sample	Open Codec Check.mediawall with Ctrl+O. Tile 1 contains ProRes 422 HQ/PCM; tile 2 contains WMV2/WMA.
Test sequence	Click a tile once to select it, then press ▶. Check PREVIEW, waveform, seek, PGM and sound.
Basic sample	Playback Check.mediawall contains six seconds of a test pattern and a quiet tone for basic display and audio checks.
Limitations	ProRes RAW, DRM-protected WMV, and HDR/alpha preservation are outside the supported formats. Not every MOV or WMV is guaranteed.
Analysis and N edition	Waveform and loudness analysis also use Windows Media Foundation. Windows N may require Media Feature Pack. Analysis support and playback support are separate.

Keep Stream Deck lights in sync

Use Controller v1.1.12 or later with a compatible MEDIA WALL app.

Required apps	Mac v1.0.91 / Windows v1.0.96 or later. State keys stay off with older apps.
SCENE	Only the scene currently open is lit. It may differ from the scene containing the playing media.
PLAY / PAUSE	PLAY lights during playback, PAUSE while paused. Both turn off on stop, end or black out. A displayed still image counts as playback.
BLACK OUT	Lit while BLACK OUT is active in the app. WHITE OUT does not light this key.
MONITOR	Lit while PGM MONITOR OUT is on.
Other keys	HEAD, JUMP, BACK and NEXT light only while pressed.
Feedback	Mouse and keyboard changes also update the lights, normally within about 0.6 seconds. Lost feedback clears the lights within about 2 seconds.
Usage	Run only one edition (standard or owner) at a time. Key assignments and playback-key preferences remain unchanged.