MU175T, MU195T, and MU245T
Renaming Video Inputs

To rename the video inputs you must enter the "Advanced" mode of the menu.

To enter the "Advanced" mode, the password is **362**. Please see pages 44 – 46, and 53 of the user manual for more information.

OSD Menu Overview

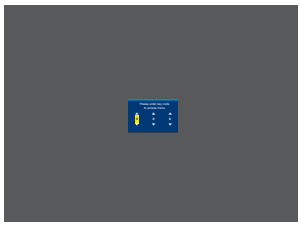
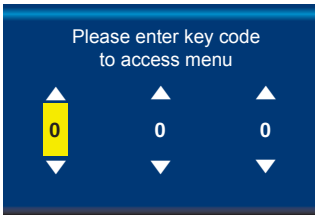
On Screen Display (OSD) Menu Introduction

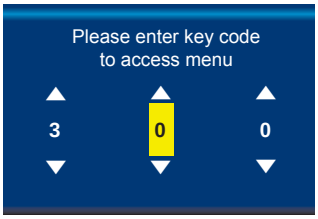
The OSD menu consists of main menus and submenus which is very easy to navigate through. All functions are explained in-depth later in this user manual. You should prior to using the OSD menu and functions, be sure to familiarize yourself with how to physically access the menu, how to navigate up/down/left/right, how to modify values, exiting menus and more.

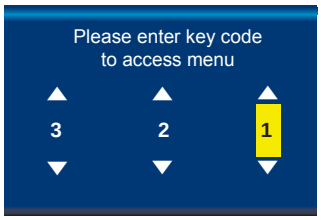
Please note: Factory default illustrations only! Available functions, icons and text may deviate slightly from actual OSD menu on your product due to different OSD software configurations and customized solutions.

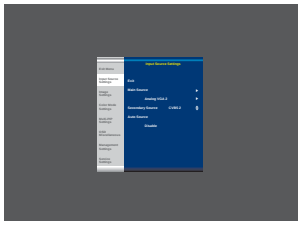
OSD Keycode / OSD Lock Mode

During use, a small requester may pop-up on screen asking you for a “Key Code”. This is a safety feature (due to ECDIS Compliance) that might be predefined in your setup. To quickly understand how to enter a code, navigate and finally access the underlying main menu, simply follow the illustration below. The “Key Code” is factory default set to “321”. If the “Key Code” requester do not appear on screen, you can skip reading this section for now and proceed to the next page.

<table>
<tr><td> 
Active Display Area + Requester</td><td> 

Close-up of Requester</td><td> 

Close-up of Requester</td></tr>
<tr><td>1: Typical position of requester on screen. Yellow box indicate number position, default loaction is always on first number.</td><td>2: Enter first number (from 0 to 9). Use “Navigation/Hot Keys” touch buttons to increase/decrease. Number change in real time.</td><td>3: Now touch menu button to store first number and proceed to second number. Yellow bar will move its position too.</td></tr>
<tr><td> 

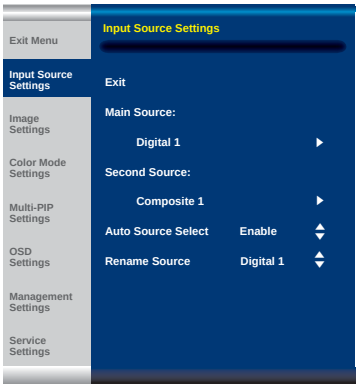
Close-up of Requester</td><td> 
Active Display Area + OSD Menu</td><td></td></tr>
<tr><td>4: Repeat step 2 and 3, until “Key Code” reads “3 2 1” and finally touch menu button to continue.</td><td>6: The OSD menu appear by default in the middle of Active Display Area</td><td></td></tr>
</table>

After the code was successfully entered you will gain access to the OSD Menu and a multitude of functions will be available for adjusting or reviewing. Please proceed to the next page, where you will learn the differences between the different menu modes and a complete map of all the underlying functions available within.

OSD Menu Overview

OSD “Basic”, “Advanced” & “Service” Menu modes

Three OSD Modes are available. The “Basic” Menu mode offers easy and clear access to most commonly used functions. The “Advanced” Menu mode offers a more advanced menu with technical information and is suited for more technical minded users and the “Service” Mode reveals more options in “Service settings” for service purposes. “Advanced” and “Service” mode are password (KeyCode) protected. Password for Advanced Mode is “**362**”, Password for Service Mode is intentionally only available from Service Partners and our HelpDesk which should only be used by experienced personnell. Please contact your Service Partner or our HelpDesk to retrieve the password.



OSD Menu showing for example “Input Source Settings” chosen in the menu. The left menu bar is visible at all times, while the right section will change based on contents of that submenu. The design and size of OSD menu area does not change, even in any of the “Basic”, “Advanced” and “Service” mode setting.

OSD Visual Feedback (examples)

Throughout all OSD menus there are certain symbols you need to familiarize yourself with. These are to visually indicate that a value can be increased/decreased, accessed, display a Slide Bar Meter or just for information purposes only. All functions with arrows have text based, human readable lists with a start and end choices. A Slider Bar with number beside it will indicate the value has a minimum, current and max limit. All changes in values and lists happen in real time as you touch the menu button and/or touch navigation buttons.

Arrow pointing right means that there is an submenu available for this function for further adjustments and functions.	Arrow pointing up/down means that the current choice can be changed in-place from a list that has a start and end.
34	Color Mode Settings
Slider Bar meter indicates the “filling” up based on a minimum and maximum value. The current value is written to the left.	Whenever a function is selected, the item will be visually indicated with a yellow bar behind it. The other choices available will be in white text with no yellow bar behind.
Norsk English Francais Digital 1	PIP Mode OFF PIP Display SWAP
Functions displayed in Green Color indicates either the current stored value of the function and sometimes to draw user’s attention towards information about an selected function or its current state.	Functions displayed in gray text means that set of functions may depend on a different option to be turned on or configured first. In this example, “PIP” functions are all unaccessible, since “PIP Mode” is “OFF”.

Note: The examples above are the most common ones displayed. Your menu may have slight different style and colors, depending on firmware, variations and customized solutions, but the logic of operation is the same.

OSD Menu Overview

OSD Menu Structure

In this table all functions within menus and their submenus are shown. Functions that begins with an asterix (*) and in **bold/red font color** style indicates this function/menu is only available during “Advanced” menu mode or during Video CVBS fullscreen. Functions with a “>” in the end, indicates a submenu or list of options will be displayed. Depth of the sub-menus (levels) are identified from 1 to 5.

Input Source Settings

Level 1 (Main Menu)	Level 2	Level 3	Level 4	Level 5
Exit				
Input Source Settings >	< Exit			
	Main Source >	< Exit		
		Digital 1, Digital 2, Analog RGB1, Analog RGB2, Composite 1, Composite 2, Composite 3, DisplayPort1	(Text Displayed)	
	Second Source >	< Exit		
		Digital 1, Digital 2, Analog RGB1, Analog RGB2, Composite 1, Composite 2, Composite 3, DisplayPort1	(Text Displayed)	
	Auto Source Select >	< Exit		
		DVI-I1 Mode	DVI Mode/VGA Mode/Auto Mode	
		DVI-I2 Mode	DVI Mode/VGA Mode/Auto Mode	
		Auto Source Selection	Enable/Disable	
	Rename Source >	<On Screen Keyboard Input>		

Image Settings

Level 1 (Main Menu)	Level 2	Level 3	Level 4	Level 5
Image Settings >	< Exit			
	Auto Position >	(Automatic Action)		
	Auto Color Balance >	No/Yes		
	***Brightness >**	(Slider Bar 0~255)		
	***Contrast >**	(Slider Bar 0~255)		
	***Saturation >**	(Slider Bar 0~255)		
	***Hue >**	(Slider Bar 0~255)		
	Sharpness >	(Slider Bar 0~24)		
	Display >	< Exit		
		H. Position >	(Slider Bar 0~100)	
		V. Position >	(Slider Bar 0~100)	
		Clock >	(Slider Bar 0~100)	
		Phase >	(Slider Bar 0~100)	
		Picture Direction >	Select 0/180	
	***Video Setup >**	< Exit		
		Main MADI Mode >	Normal, Adaptive, Off	
		Noise Reduction >	< Exit	
			Dynamic NR Mode >	High, Medium, Low, Adaptive, Off
			MPEG NR Mode >	On, Off
			Sharpness Noise Coring >	High, Medium, Low, Adaptive, Off
		Film Mode >	2:2, 3:2, 3:2-2:2, Off	
		DCDi >	On, Off	

|---2--- **Input Source Settings - Rename Source**

By factory default, every signal source input are named based on it's signal property as described in the previous functions, but with the rename source function you can rename these into more understandable descriptions like; "FRONT-CAMERA", "NIGHT RADAR" etc. When activated, a requester on screen similar to a standard keyboard layout will appear. Use the "(-) Brilliance (+)", "(<) Navigation (>)" and "MENU" touch buttons to enter and edit the new name. Below is an example for editing the "Source" input name. Only uppercased letters allowed.

The "|<" button will erase (backspace) the last character entered. Press "Enter" to save new name.

Yellow border around letter indicate selected character.