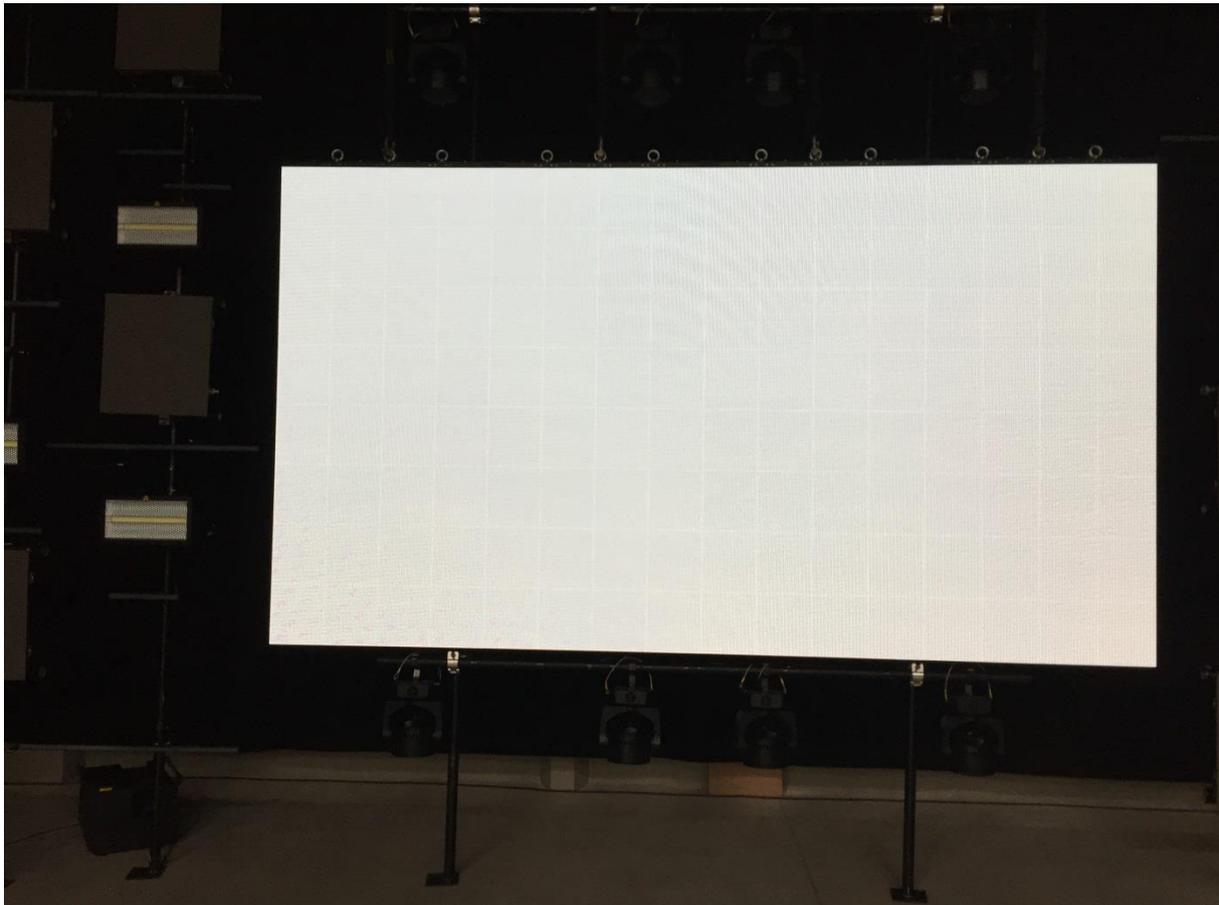


VDO Face – Edge Compensation

Introduction

On LED video panels with a low pixel pitch, the edges between panels and between individual LED blocks can become visible. The picture below shows an exaggerated example of this.

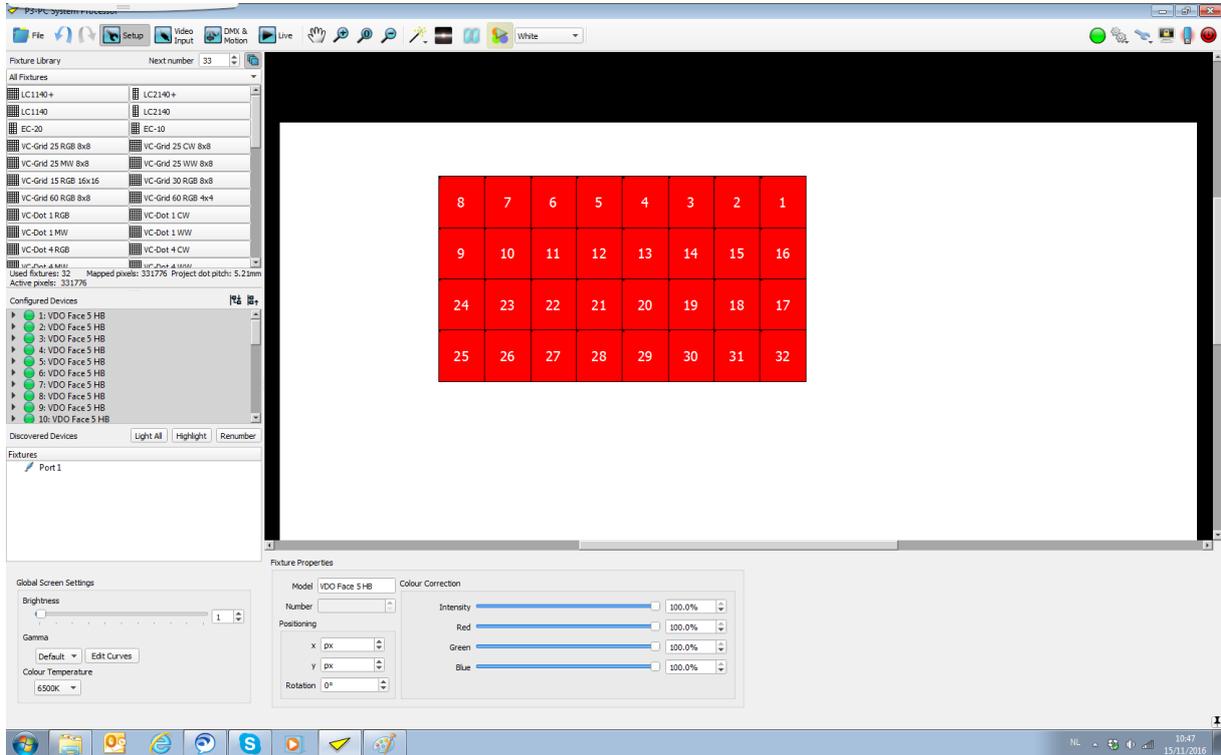


Edges become visible when the LED blocks expand due to temperature variations. Visibility therefore depends on ambient temperature and the content displayed (full white or graphical content, for example). The P3 System Controller offers a way to counteract edge visibility by using a so-called Edge Compensation utility.

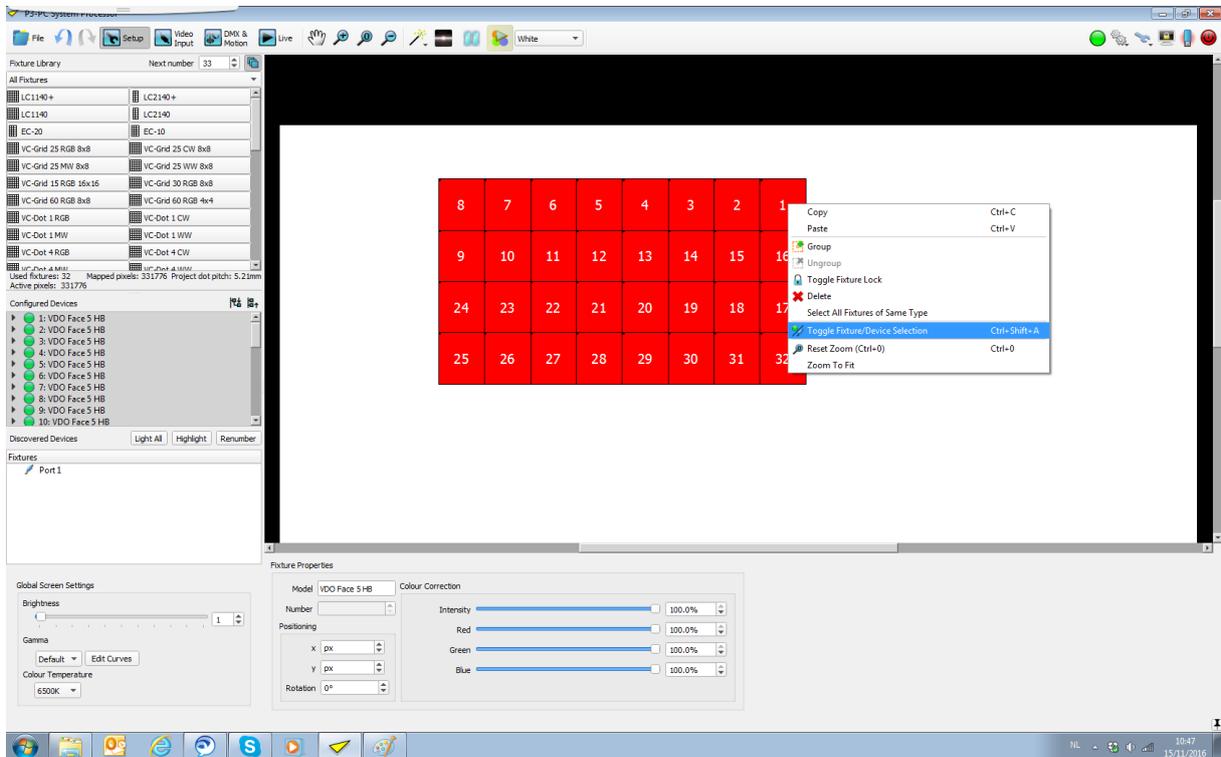
This document describes how to activate and configure Edge Compensation on a P3 System Controller.

Configuring edge compensation

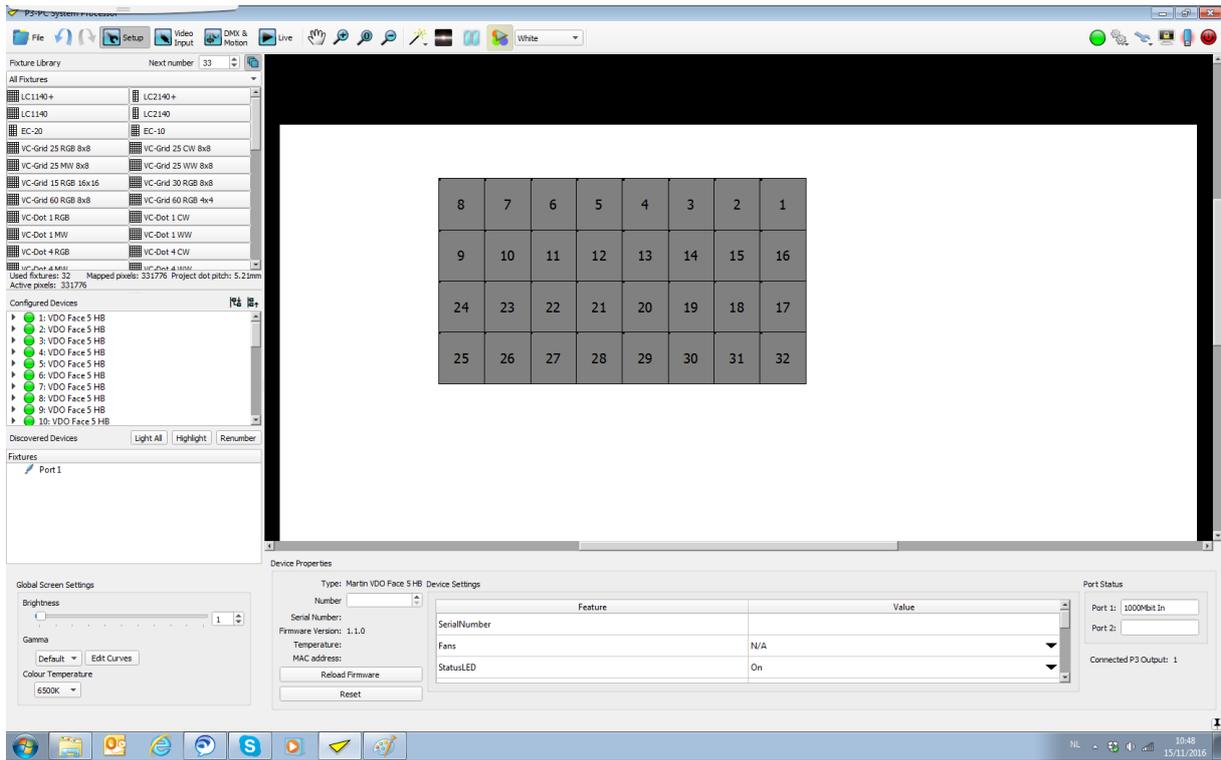
1. Select all panels.



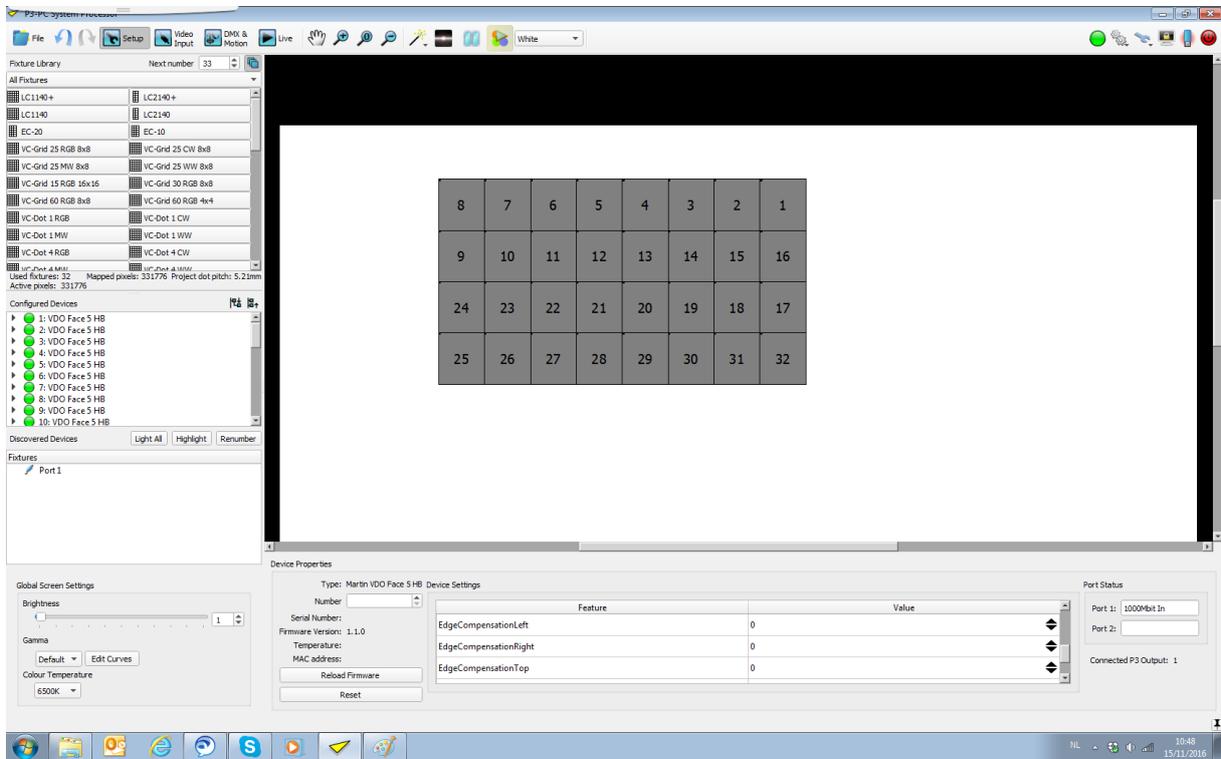
2. Right-click and select Toggle Fixture/Device Selection.



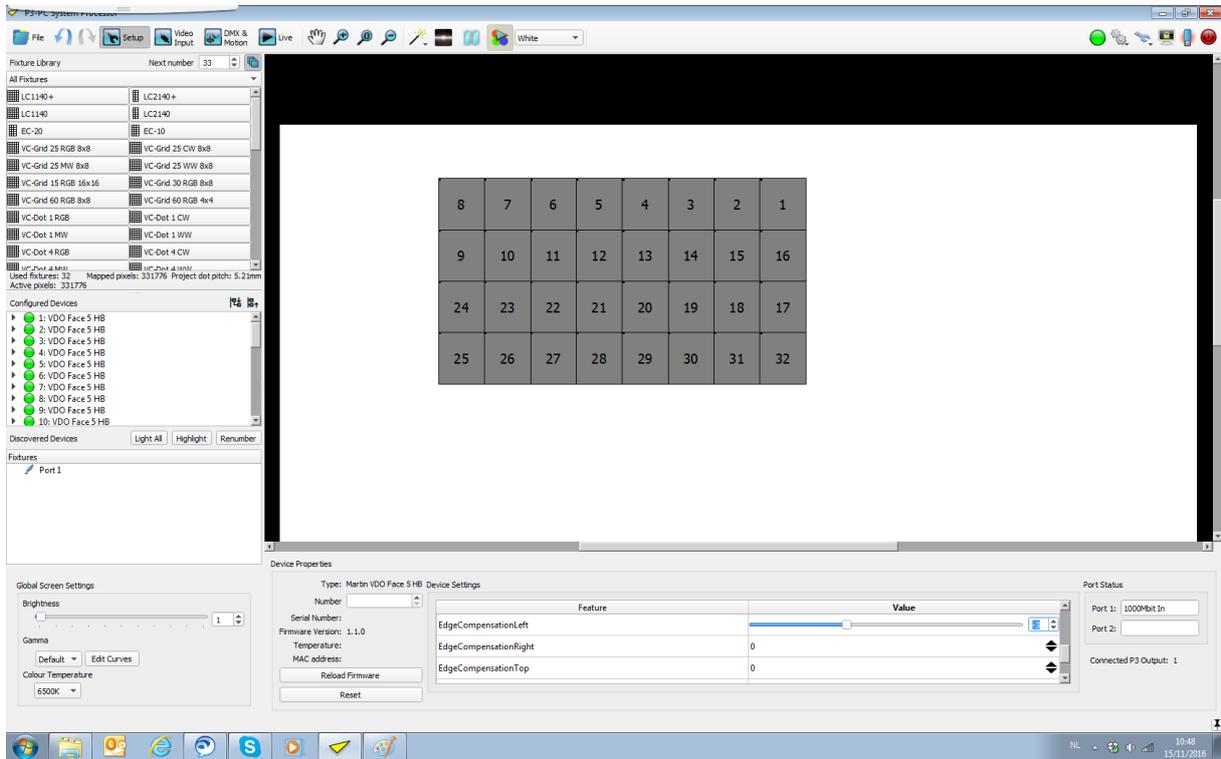
3. **Device Properties** are shown at the bottom of the screen for all selected panels.



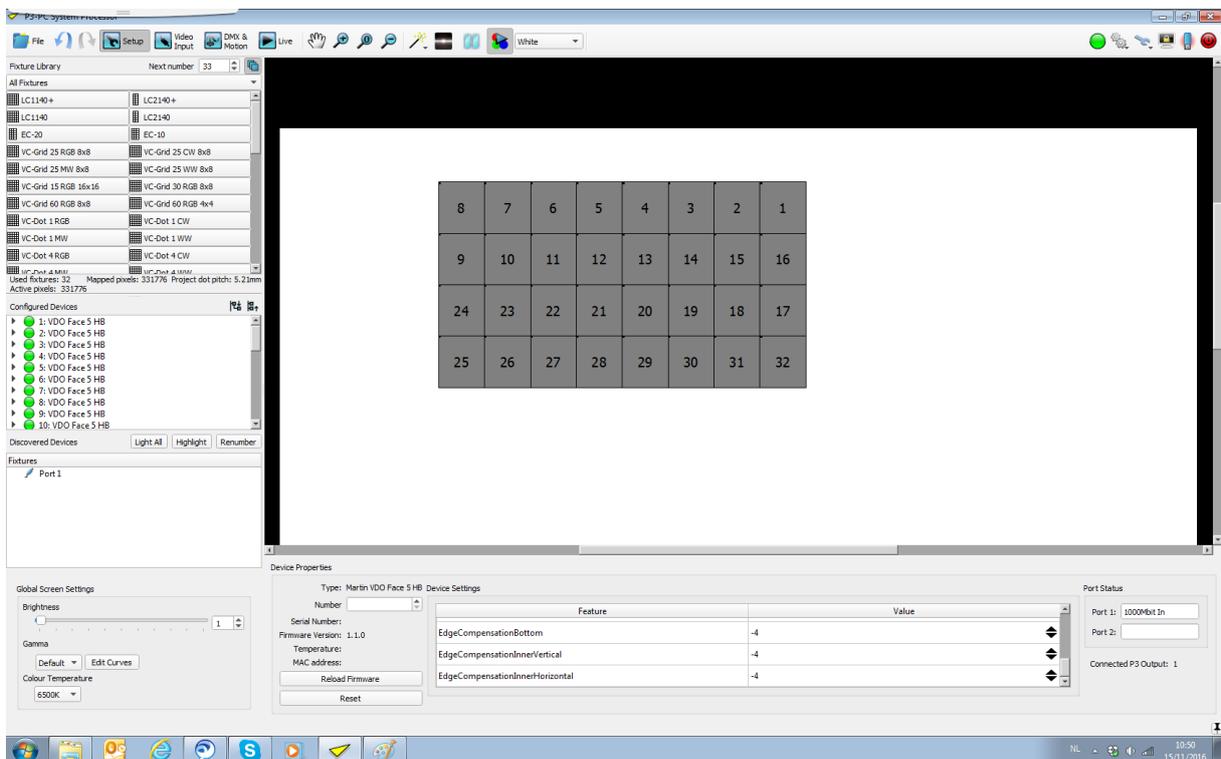
4. Scroll down to the Edge Compensation parameters in **Device Settings**.



5. Use the sliders or enter a number to adjust the brightness of the edges. Negative values dim the edge to compensate for bright lines on the edges, and positive values do the opposite. A value of zero means that no edge compensation is active for that edge.



6. Work your way through all 6 edges until you are satisfied with the visual result. Minus 4 is a good starting point for the edge compensation, but adjust for best performance given the environment (ambient temperature and content displayed).



7. Click anywhere on the empty workspace to exit the **Device Properties** pane.

Evaluation of results

After adjustment of the edges, the screen should look perfectly even.

