1 Introduction..................................................................................................................3
2 System requirements....................................................................................................5
3 Install and uninstall....................................................................................................6
  3.1 Install ..................................................................................................................6
  3.2 Uninstall .............................................................................................................6
4 Quick Setup Guide .....................................................................................................7
5 Control dialog .............................................................................................................13
  5.1 Info tab ...............................................................................................................13
  5.2 Displays tab .......................................................................................................14
  5.3 License tab .........................................................................................................22
  5.4 Button bar ..........................................................................................................23
  5.5 Config sets .........................................................................................................25
6 Geometrical corrections and soft–edge blending window ........................................26
  6.1 Keyboard and mouse control .............................................................................29
  6.2 Advanced configuration dialog ..........................................................................30
7 Warping and soft–edge blending info ......................................................................45
  7.1 Image geometrical correction (warping) ..............................................................45
  7.2 Soft–edge blending .............................................................................................46
8 External camera assisted calibration ........................................................................49
9 Nvidia Quadro native warp and blend support .......................................................50
10 License options .......................................................................................................53
  10.1 PC Locked and USB Dongle Licenses ...............................................................53
  10.2 Commercial and Home–User Licenses ...............................................................53
  10.3 License validity ..................................................................................................54
  10.4 Register the software with PC Locked License ...............................................54
12 License agreement ...................................................................................................57
1 Introduction

Immersive Display PRO are the ultimate geometric correction and soft-edge blending software packages for DirectX, OpenGL, Vulkan, Windows 7, Windows 8, Windows 8.1 and Windows 10 Desktop. It is based on the proven Fly Elise-ng image geometric correction and soft-edge blending technology for multi-projector projection on regular and irregular projection screens (cylindrical screens, full and partial domes and any other shaped projection surface).

Immersive Display PRO utilizes Fly Elise-ng Immersive Display core components for image geometric correction and soft-edge blending configuration and presentation. With a simple user interface and using the system mouse and keyboard the projected output image can be mapped on any kind of projection screen. Overlaps and soft edge blending between projected images can be adjusted using the fine-grained controls and gamma functions. A color correction per projector can be applied to match the color profiles among different projectors.

Immersive Display PRO supports camera calibration files. A camera can be used to automatically calculate the geometrical correction and soft-edge blending. Using a standard HD webcam, users can create perfect and seamless multi projector setups.
Immersive Display PRO supports up to 16 projectors per PC, which can be configured in different horizontal and vertical stacking.

**Note:**
- Immersive Display PRO supports seamless integration of desktop warping and full-screen games warping.
- Immersive Display Desktop supports only desktop warping.

Typical application of the software is flight simulators, car racing simulators, projector based home cinemas and other first-person software packets in combination with multiple projectors and some sort of omni-directional projection screen.

Immersive Display PRO is designed for home and professional environments. Applications include:

- Home Entertainment System
- Flight, Ship and Car simulators
- Business Data Visualization
- Interactive & Touch Displays
- Conference rooms
- Video Playback
- Live Digital Motion Graphics
2 System requirements

The following is the required minimal configuration:

- PC with 2.0 Ghz or higher processor (32bit or 64 bit)
- 2 Gb or more RAM
- A moderate graphics card (NVIDIA or AMD/ATI)
- For creating a wide multi projector display in windows 7, Windows 8 or Windows 10 desktops, the following products are required:
  - NVIDIA surround 2D support for NVIDIA graphical cards
  - ATI Eyefinity support for ATI graphical card
  - Or Matrox DialHead2GO or TrippleHead2GO external hardware box
  - Or Nvidia Quadro graphics card with mosaic mode
- A common HD webcam (Ex: Logitech Webcam PRO 9000, Logitech HD Pro Webcam C920, etc.)

- Administrator privileges are required to install Immersive Display PRO.
- Administrator privileges are NOT required to run Immersive Display PRO.
3 Install and uninstall

3.1 Install

*Note:* Immersive Display PRO makes intensive use of DirectX runtime. It is required that the latest version of “DirectX End-User Runtime” is installed on the computer before Immersive Display PRO can be used. At the moment of writing of this document, the latest DirectX End-User Runtime can be downloaded from this location:


Immersive Display PRO comes in a single installer package. DirectX End-User Runtime web installer is included in the installer package.

Before the installation begins the installer check the following preconditions:

- If Immersive Display PRO is still running
- If Immersive Display PRO is already installed

In both cases, the installer will stop and prompt the user to take the appropriate action before staring the setup again: If Immersive Display PRO is still running installer will prompt to quit Immersive Display PRO first. If Immersive Display PRO is already installed the installer will prompt to uninstall it first.

After the install a system restart is needed to complete the post installation steps.

3.2 Uninstall

Immersive Display PRO can be un-installed using the uninstall short cut in the Immersive Display PRO menu or using the “Add/Remove Programs” from control panel.

After uninstall a system restart is needed to complete the post uninstall steps.
4 Quick Setup Guide

After installing, Immersive Display PRO can be started from the start menu. A simple and intuitive control and configuration dialog can be used to configure the needed geometrical correction and soft-edge blending.

1 – Go to the displays tab and select the desired projector configuration per detected display.
2 – Press the configure button to edit the geometrical correction and soft-edge blending. A configuration screen will be opened where the user can use the control points to map the projected output on the projection screen, define the overlap and configure the soft edge blending depending on the configuration mode.

In the geometrical correction mode, user can use the mouse or keyboard to move the green control points on the screen until the projected image is mapped on the projection screen.
3 – After the image is mapped to the screen the overlapped regions can be defined and the soft-edge blending can be configured. Using the “F10” keyboard key, user can switch between geometrical correction and soft-edge blending mode.

The default soft-edge blending mode is the “simple” mode where the edge-blending region follows the contour of the edge of the screen. In most cases this mode is enough to configure the soft-edge blending.

In the “simple” edge blending mode user can drag the red control points for every edge to adjust the soft-edge blending region. Using the mouse scroll button the gamma values for all tree components(R/G/B) can be adjusted per region).
4 – For more complex setup with irregular projection screens user can switch to advanced blending mode using the **advanced configuration dialog**. In the “advanced” blending mode user can define more control points per edge and move the blue control points independently to match the contour of the projection screen and the overlap region. Using the “F12” user can switch between the blending regions. Using the mouse scroll button the gamma values for all three components (R/G/B) can be adjusted per region).
5 – Finally, by pressing the “D” key, the advanced configuration dialog can be show or hidden. From the advanced configuration dialog user can fine-tune the gamma values independently for all tree components(R/G/B).

6 – After the configuration is finished, user can press the “Esc” key to exit the configuration screen. The configuration can be saved using the “Save/Save As” button on the control and configuration dialog. This configuration will be used the next time when Immersive Display PRO is started again.

7 – When running on Windows 7, Windows 8, Windows 8.1 or Windows 10 System, user can check the “Warp desktop” check box in the control panel. This will enable warping of the complete desktop, including all applications running in windowed and full-screen mode.

8 – Pressing the “Hide” button, Immersive Display PRO will be minimized on the system tray.
5 Control dialog

The control dialog has four tabs and a button bar.

5.1 Info tab

The info tab contains the log window. Every time an application is started or the warping changes an info line will be added to the Log window.
5.2 Displays tab

The displays tab shows the detected displays on the system. Every time Immersive Display PRO is started, it detects all displays present on the system. Every display is presented with a button containing information about the display system name (known to Windows OS), the resolution and the number of projectors connected to this display. Initially there are no projectors configured to the displays.

By clicking on the display button a popup menu will be presented with all supported projector configurations.

The following projector configurations (horizontal x vertical) can be selected from the drop-down menu:

- None (No projectors connected)
- External calibration (Load .procalib files from Immersive Calibration PRO)
- All possible (horizontal x vertical) projector configuration with up to 16 projectors
In special cases where graphical drivers have no support for display grouping, user can create a display group in Immersive Display PRO. This can be useful when a client application can be maximized over multiple graphical card displays.

Note that grouped displays in this way cannot be used for desktop warping. The desktop warping feature requires one large spanned and grouped desktop. This can be achieved with NVidia 2D surround mode, NVidia mosaic mode, ATI grouped mode or external Matrox Dual or Triple Head2Go.

Displays changes

When multiple windows displays are used (or multiple graphical cards) Windows sometimes enumerates and names the displays in an arbitrary order. Because Immersive Display PRO stores the warping and blending configuration per display, when Windows enumerates displays differently, the previously configured display can be renamed differently or can swap position with another display.

When the option “Check for display change” is selected, Immersive Display PRO will detect any changes in the displays configuration since the last time the settings have been saved. If changes are detected, the displays tab will be cored red. Pressing the Left or Right mouse button on the display will open the context menu. The first item in the context many will open the previously saved displays configuration and the users can select (take over) the previously saved configuration.
The preferences tab allows the user to configure Immersive Display PRO. Under the “Settings” tab the following options are available:

- **Start this application when windows is started**: If checked Immersive Display PRO will be started automatically when windows is started.
- **Auto start desktop warping**: If checked Immersive Display PRO automatically starts the desktop warping on startup.
- **Start minimized**: If checked Immersive Display PRO will be started silently and will be minimized in the tray.
- **Show tray notifications**: If checked, windows will show notification in the tray whenever desktop or window warping state changes.
- **Warp cursor**: If checked the system cursor will be shown properly in the geometrically corrected image.
• Advanced warp cursor: If checked the software will use a new cursor warping technology that is more robust and should work seamlessly with all programs.

• Bi-cubic sampling (Desktop): Uses advanced bi-cubic sampling to improve the image quality for desktop warping.

• Filter: Select one of the Linear or 4 available anisotropic filtering to be applied when Bi-cubic sampling (Desktop) is not enabled. Higher anisotropic filtering improves the image on highly stretched displays.

• Bi-cubic sampling (DirectX/OpenGL): Uses advanced bi-cubic sampling to improve the image quality for DirectX/OpenGL applications.

• Apply anti-aliasing: Use anti-aliasing techniques to smooth and improve the image quality for desktop warping.

• Force desktop rotation: If checked, user can select the desktop rotation to override the driver provided desktop rotation info. To be used when desktop rotation provided by the driver is not consistent and correct.

• Refresh interval. This value determines how often the configuration screen will be updated. On lower performance computers this value can be set to 50 or 100 ms to prevent freezing if the configuration screen.

• Enable VNC access with VNC password and VNC port. When enabled, a vnc server will be started when the software is running. Users can use any VNC client to connect and configure this PC

• Custom images folder: This is a folder where the user can store its custom images that can be selected inside the geometrical correction configuration window.

• Image Editor: This button opens the custom image editor. With this editor, users can create custom background images that can be loaded during the geometrical correction and edge-blending process. The images can be created with the same resolution as the resolution of the display. Custom colors, lines, circles, text and other options are available to create a variety of custom images that best suit the calibration purpose.
The inputs tab can be used to redefine the standard keyboard shortcuts. The following table shows the default keyboard shortcuts for the config dialog:

<table>
<thead>
<tr>
<th>Modifiers</th>
<th>Key</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>F3</td>
<td></td>
</tr>
<tr>
<td>Ctrl</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shift</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alt</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Key Combinations</td>
<td>Function Description</td>
<td></td>
</tr>
<tr>
<td>------------------</td>
<td>----------------------</td>
<td></td>
</tr>
<tr>
<td>F3</td>
<td>Edit Warp &amp; Blend (Starts the geometrical correction and soft-edge blending editing window for all displays)</td>
<td></td>
</tr>
<tr>
<td>Ctrl F3</td>
<td>Edit Warp &amp; Blend with screenshot (First takes a snapshot of the display and starts the geometrical correction and soft-edge blending editing window for all displays with the snapshot image as the background)</td>
<td></td>
</tr>
<tr>
<td>F4</td>
<td>Toggle window warping (Not available in Immersive Display Desktop)</td>
<td></td>
</tr>
<tr>
<td>Ctrl F4</td>
<td>Toggle desktop warping (Available in Window 7 only)</td>
<td></td>
</tr>
<tr>
<td>Ctrl Shift 1</td>
<td>Select configuration set 1</td>
<td></td>
</tr>
<tr>
<td>Ctrl Shift 2</td>
<td>Select configuration set 2</td>
<td></td>
</tr>
<tr>
<td>Ctrl Shift 3</td>
<td>Select configuration set 3</td>
<td></td>
</tr>
<tr>
<td>Ctrl Shift 4</td>
<td>Select configuration set 4</td>
<td></td>
</tr>
<tr>
<td>Ctrl Shift 5</td>
<td>Select configuration set 5</td>
<td></td>
</tr>
<tr>
<td>Ctrl Shift 6</td>
<td>Select configuration set 6</td>
<td></td>
</tr>
<tr>
<td>Ctrl Shift 7</td>
<td>Select configuration set 7</td>
<td></td>
</tr>
<tr>
<td>Ctrl Shift 8</td>
<td>Select configuration set 8</td>
<td></td>
</tr>
</tbody>
</table>
The exclude tab can be used to add or remove programs that should be excluded from warping. Some programs are not designed to be warped and can be put in this list. The software will never apply the warping to those programs.

Excusing can be selected per DirectX 9, 10, 11, 12, OpenGL or Vulkan separately. This allows to enable proper warping of software which uses DirectX, OpenGL and/or Vulkan in the same window and graphics context.

The exclude option StopDWM7 is to be used to stop the desktop composition on Windows 7 when the executable start. Desktop composition will be enabled automatically when executable stops.

This option StopDWM7 is to be used with full screen DirectX, OpenGL or Vulkan software when the desktop warping is enabled and the software seems to be warped by both desktop warping and full screen warping.
The extras tab can be used to enable and configure the FS9/FSX and Prepar3D edge cropping. FS9/FSX and Prepar3D draw a white edge around the external views. This edge can interfere with the edge blending settings. Using these tab users can configure how the software will crop those edges.

OpenGL texture offset can be used with some OpenGL programs that use textures without first allocating the texture in the OpenGL system. Those textures can interfere with the textures needed for warping and blending. This offset will make sure that the Immersive Display PRO textures are allocated in a range outside of the applications range.

The special option “Force preserve back buffer” is needed when some applications try to use their back buffer even when the back buffer is discarded after presenting it to the projectors.

The enable de–banding option can be used to try to reduce the color banding on some displays when using grayscale or fade images. Some displays will show bands of colors for some images. This can be reduced by selecting this option.
The Autoruns tab can be used to add or remove programs that should be started automatically when Immersive Display PRO starts. Using these feature users can specify one of more programs to be started automatically during system startup (if Immersive Display PRO is setup to start automatically with system startup) after Immersive Display PRO is started and initialized. Programs that are started before Immersive Display PRO is initialized will not be warped.

5.3 License tab
The license tab shows the current license info. The license can be USB key based, HardwareID based or Trial license. PC Locked Licenses, can be entered using the “Enter PC Locked License Code” button

5.4 Button bar

The button bar contains the following buttons:
• Desktop warping: (Available only on Windows 7, Windows 8 and Windows 10). By toggling this button, the user can enable and disable the seamless integration of the Windows 7, Windows 8 or Windows 10 desktop warping and the individual programs warping in windowed and full screen mode. It is recommended to have this option selected when running on Windows 7 Window 8 or Windows 10.

• Desktop warping mode: The software supports the following desktop warping modes, depending on the available GPU hardware:
  o DWM – Windows Desktop warping. This mode uses the standard windows desktop composition and works on all graphics cards. On Windows 7, AERO must be enabled for this warping mode
  o NVAPI – NVidia Native Warping API. This mode uses the NVidia warping and blending API. This is supported by the NVidia Quadro graphics cards.
  o DOPP – ATI/AMD Native Desktop processing API. This is experimental API and supported by FirePRO graphics cards.

After selection of the desired desktop warping mode, the software needs to be restarted in order to be able to use the newly selected mode. Before enabling one of the Native Warping API (NVAPI or DOPP), make sure that the graphics card and the drivers support it. The DWM desktop warping as the most widely used and is supported by all graphics cards.

• Configure: Starts the geometrical correction and soft–edge blending configuration window if one or more displays are configured with projectors configuration.

• Configs: Opens a sub menu to select one of the 8 available configurations. Users can setup and configure each configuration separately. The warping and blending configurations will be saved per configuration set. The default keyboard shortcuts CTRL+SHIFT+1/2/3/4/…/8 can be used to immediately switch between different configuration sets.

• Load: Opens a load dialog to load another configuration file

• Import xml: Opens a load dialog to import a configuration file config2.xml.

• Save: Saves the current configuration.

• Save As: Opens a save dialog to save the configuration file with a different file name.
• Support: Collect and zip the log files or the configuration files to be sent via email for support.
• Hide: Hides the configuration dialog and minimizes it on the system tray.
• Quit: Quits Immersive Display PRO and disables all geometrical corrections and soft-edge blending.

5.5 Config sets

Immersive Display PRO allows the user to configure multiple configurations that can be loaded at once and can be switched instantaneously. This can be used to have different warping and blending settings for brighter scenes and another blending configurations with darker scene. Also the user can create one config set with _multi.procalib and another config with _single.procalib for warping multi-view and single view scenes respectively. The users can switch between one of the 8 possible configurations sets using the default keyboard shortcuts (CTRL+SHIFT+1/2/3/4/…/8). If the game of the screen is warped, the warping will change instantaneously according to the selected configuration.
6 Geometrical corrections and soft-edge blending window

Geometrical corrections and soft-edge blending window provides a warping mesh of control points. By adjusting the position of the control points, the projected display can be mapped on any kind of planar or curved surface. Depending on the projector configuration, a number of independent meshes are available (one per projector). The control points can be moved by mouse or by using keyboard shortcuts.

The number of horizontal and vertical control points can be selected from the advanced setup dialog or using keyboard shortcuts. Up to 50 control points can be selected.

Three editing modes are available:

- Geometrical correction
- Simple edge blending
- Advanced edge blending

In geometrical correction mode the image can be mapped on any projection surface by dragging the green control points with the mouse or using keyboard shortcuts.
User can switch between geometrical correction and edge-blending mode using the “F10” key.
In simple edge blending mode, one control point is available per edge. User can drag the red control points to adjust the blending regions for each edge. Using the mouse scroll button the gamma value can be adjusted per control point.

Using the advanced configuration dialog user can enable the advanced blending mode.
In advanced blending mode one or more control points can be defined per edge. The blue control points can be moved independently to realize the most complex edge-blending configurations.
Using the mouse scroll button the gamma value can be adjusted per control point.
6.1 Keyboard and mouse control

Keyboard shortcuts

<table>
<thead>
<tr>
<th>Modifiers</th>
<th>Key</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>D</td>
<td>Show/Hide advanced configuration dialog</td>
</tr>
<tr>
<td></td>
<td>C</td>
<td>Center the configuration dialog on the projector</td>
</tr>
<tr>
<td></td>
<td>I</td>
<td>Show Hide information window</td>
</tr>
<tr>
<td></td>
<td>Esc</td>
<td>Close configuration dialog and window</td>
</tr>
<tr>
<td></td>
<td>F5</td>
<td>Increase the number of horizontal control points</td>
</tr>
<tr>
<td></td>
<td>F6</td>
<td>Decrease the number of horizontal control points</td>
</tr>
<tr>
<td></td>
<td>F7</td>
<td>Increase the number of vertical control points</td>
</tr>
<tr>
<td></td>
<td>F8</td>
<td>Decrease the number of vertical control points</td>
</tr>
<tr>
<td></td>
<td>N</td>
<td>Select next geometrical correction grid</td>
</tr>
<tr>
<td></td>
<td>Left</td>
<td>Select left control point</td>
</tr>
<tr>
<td></td>
<td>Right</td>
<td>Select right control point</td>
</tr>
<tr>
<td></td>
<td>Up</td>
<td>Select up control point</td>
</tr>
<tr>
<td></td>
<td>Down</td>
<td>Select down control point</td>
</tr>
<tr>
<td>Ctrl</td>
<td>Left</td>
<td>Move control point left by 1 pixel</td>
</tr>
<tr>
<td>Ctrl</td>
<td>Right</td>
<td>Move control point right by 1 pixel</td>
</tr>
<tr>
<td>Ctrl</td>
<td>Up</td>
<td>Move control point up by 1 pixel</td>
</tr>
<tr>
<td>Ctrl</td>
<td>Down</td>
<td>Move control point down by 1 pixel</td>
</tr>
<tr>
<td>Ctrl Shift</td>
<td>Left</td>
<td>Move control point left by 10 pixels</td>
</tr>
<tr>
<td>Ctrl Shift</td>
<td>Right</td>
<td>Move control point right by 10 pixels</td>
</tr>
<tr>
<td>Ctrl Shift</td>
<td>Up</td>
<td>Move control point up by 10 pixels</td>
</tr>
<tr>
<td>Ctrl Shift</td>
<td>Down</td>
<td>Move control point down by 10 pixels</td>
</tr>
<tr>
<td></td>
<td>F10</td>
<td>Toggle between geometrical correction and soft edge blending editing</td>
</tr>
<tr>
<td></td>
<td>F11</td>
<td>Toggle between simple and advanced soft edge blending grid</td>
</tr>
<tr>
<td></td>
<td>F12</td>
<td>Select next soft edge blending grid</td>
</tr>
<tr>
<td>Ctrl Shift</td>
<td>Q</td>
<td>Reset all geometrical correction and soft edge blending grids</td>
</tr>
<tr>
<td>Ctrl</td>
<td>Q</td>
<td>Reset all geometrical correction and soft edge blending grids to the whole display area</td>
</tr>
</tbody>
</table>

Mouse operations
In geometrical correction mode:

- Drag control point with LEFT mouse button normal drag
- Drag control point with RIGHT mouse button fine grained drag
- Key combinations: “H” – drag all points in the same horizontal line
- Key combinations: “V” – drag all points in the same vertical line
- Key combinations: “A” – drag all points in the grid
- CTRL + S + MIDDLE mouse – Select a region to select all control points in the region
- CTRL + D + MIDDLE mouse – Select a region to de-select all control points in the region
- RIGHT mouse double-click – Select and De-select a control point

In soft edge blending correction mode:

- Drag control point with LEFT mouse button normal drag
- Drag control point with RIGHT mouse button fine grained drag

- Mouse wheel: Increase/Decrease the Red, Green and Blue gamma value of the soft edge blending point
- Mouse wheel + Key R – Increase/Decrease the Red gamma value of the soft edge blending point
- Mouse wheel + Key G – Increase/Decrease the Green gamma value of the soft edge blending point
- Mouse wheel + Key B – Increase/Decrease the Blue gamma value of the soft edge blending point

The list of all keyboard and mouse shortcuts keys can be shown in the calibration screen using the “Help” button. A new window will be shown next to the calibration configuration dialog.

6.2 Advanced configuration dialog

Pressing the “D” key can toggle the visibility of the advanced configuration dialog.
Geometrical correction tab

In the geometrical correction tab, the user can:

- Select the projector to be edited
- Enable/disable the projector output
- Show/hide the control points
- Show/hide the lines between the control points
- Select the number of horizontal and vertical control points
- Double or halve the number of horizontal and vertical control points
- Select the curved or linear geometrical correction
- Select to move single control point, all control points in the horizontal or vertical line, selected points or all control points on the grid
- Select to lock the movement in X, Y or XY directions
- Select to move only the edges control points and let the program interpolate the other control points
• Enable or disable the horizontal, vertical or diagonal animation lines for perfect geometrical correction
• Add additional checker grid overlay on top of the background image. Configure the number of horizontal and vertical checker boxes.
• Control for image mirroring, flipping and rotation
• Select the background image from the list of the built-in image of customer provided images in the images folder
• Load a background image from any location form the hard disk.
• Create a perspective images as background
• Adjust the image mapping on the screen for perfect aspect ratio.

**Perspective background images**

When mapping content from a game engine or another IG which produce images for the projectors from a different perspective camera, the users can create the background images with exactly the same virtual camera parameters and map them accurately on the screen.

The following 3 screen shapes are supported: cylindrical screen, partial dome screen and full dome screen.
Soft-edge blending tab
In the soft-edge blending tab user can:

- Select to edit Left, Right, Top or Bottom edge of the projector to edit the overlap or the fade (blend) area.
- Select between pan or stretch overlap mode
- Adjust the overlap region per edge
- Toggle between simple and advanced soft edge blending mode
- Adjust the fade region per edge (available only in simple edge-blending mode)
- Adjust the fade ramp per component R/G/B or for all components simultaneously.
- Use a parametric formula to configure the fade ramp based on 3 parameters (gain, slope, gamma).
- Manually fine-tune the fade ramp using the advanced fade controls.
- Select the masking bitmap that can be applied to the projectors.
Note: When putting the cursor on top of an adjustable field, a small window will be opened with one or two horizontal sliders. The first slider is for normal change of the value. The bottom slider is for very fine change of the value.

This is a very convenient input method that allows the users quick and fine adjustment of the blending parameters.

The overlap can be configured either as a projector overlap or as an image overlap. When the check box next to projector overlap is checked, the user can enter the projector overlap in percentages. This value should match the actual overlap of the projected images on the projection screen. When overlap is configured for that edge, the projected image will contain also part of the image projected from the adjacent projector. Both images must be matched on the projected screen. When using projector overlap, the overlap of the adjacent projector is automatically updated and the image overlap is automatically calculated. Using the projector overlap is the preferred way of calibrating the overlap and produces the best results for manual calibration.

Note that, due to the limitations of the graphical system, the overlap region should be set only to projectors connected to the same display. For projectors connected to other display, the output of the displays has to be configured in such a way that both displays show an overlapping image.

Fade is configured as percentage of the total projector image. This is a region whiting which the color intensity of the individual Red, Green and Blue components will fade to black for achieving seamless soft edge blending. The width of the fade region is very important for achieving good soft edge blending results. Before setting the fade ramp of the fade regions per projector users can select the red color of the of the fade region of the left part of the overlapped edge and select green color on the neighboring projector on the same overlap edge. A combination of green and red color will produce yellow color on the screen. Using the fade regions control points users should adjust
the fade region per projector so that no red of green areas are visible outside of the yellow regions.

Fade regions wider than the actual projector overlap.

Once this alignment is completed, the fade regions color should be turned off and users can proceed to configure the fade out parameters. This region can be configured using a parametric formula or manually. In manual mode this region is divided in 10 segments. The intensity of the color
components and the beginning of the segments can be adjusted with the vertical sliders. The values inside the segments are interpolated. In parametric formula mode the three parameters (gain, slope and gamma) can be used to create the desired fade function profile. The gain and the slope parameters determine the shape of the fade curve while gamma determines how fast the color will fade to black. The parametric formula can be adjusted per Red, Green and Blue color components or for all components together (Luma).

The following figure shows three gamma functions depending on the gamma value.

![Gamma function graph](image)

**Color balancing tab**
In the color-balancing tab the user can adjust the color profile per projector in order to achieve color uniformity among projected images.

**Masking tab**
In the masking tab the user can select different masking options per projector or for the whole display. When a part of the projected image has to be masked for whatever reasons the users can use the masking controls. Masking can be defined in two ways: An interactive masking grid per projector or a masking bitmap per display. In the masking grid mode, user can use the grid control points in the similar way as with geometrical correction grids. The shape of the grid will determine which part of the image will be visible and which parts will become invisible and will be masked. User can select the number of the horizontal and vertical grid control points as well as the mode of the grid: curved edges or linear edges. In the masking bitmap mode, the user can select an existing black & white .bmp or .png file. The file can be prepared offline using a paint program. The black parts of the image will determine which part of the projected image will be masked and will not be displayed.
Only one masking control can be selected at a time. When no masking control is selected the masking will not be applied.

**Align tab**

Using the Align tab user can use the align grid to indicate the position of the projected image on the screen as well as indicate the overlap regions on the screen with other projectors. By pressing the “Automap” button, Immersive Display PRO will calculate the geometrical correction, the overlap region and the edge blend region to produce the combined mapped image on the screen. This function is a utility function to map the projected image on the screen as accurate as possible using the align grid before the user can continue with the fine-tuning of the geometrical correction and the soft-edge blending.

The users have to position the grid points on the projector so that the points will be shown on the edges of the screen and the edges of the overlapping regions with other projector. If the projector has one overlapping edge the grid contains only point for the screen edges and the one overlapping edge region. For projectors that have overlapping edges with more projectors (horizontally or vertically) the grid will contain points for all the overlapping regions. The “colors” background image can be selected during mapping of the align grid for the best identification of the overlap regions.

Left projector align points
A left projector in 3x1 projector configuration the first column of align grid points should be mapped to the left edge of the screen. The second column of the align grid should be mapped in the middle of the projected image on the screen for this projector. The third column should be mapped on the left edge of the overlap between the left and the center projector. The forth column should be mapped on the right edge of the overlap between the left and the center projector.
Center projector align points on the screen

Similar to the left projector the center projector has align grid points for the both overlaps with the left and the right projector. The most left columns of the align grid should be aligned with the overlap region with the left projector. The rightest columns of the align grid should be aligned with the overlap region with the right projector.

The align grid mapping for the right projector is similar to the left projector. After pressing the “Automap” button the warping approximation will be calculated and applied.

Only small adjustments of the geometrical correction and the edge blending are needed to get the perfect multi projector projection.

Bezel correction tab
Bezel correction is a new feature in Immersive Display PRO. Users can use this feature to correct the images and compensate for the displays bezels when using large tiled displays.

Some graphics cards a drivers do not support fine grained bezel correction. Immersive Display PRO supports fine grained bezel correction. For each display, users can specify the percentage of the bezels on each edge of the display.

When bezel correction is enabled, other geometrical corrections are disabled and not applied.

Desktop warping must be enabled to apply the bezel corrections.

**Keyboard and mouse shortcuts help window**

Pressing the “Help” button in the advanced configuration dialog will open the keyboard and mouse shortcuts help window. This help window shows all available keyboard and mouse shortcuts to manipulate the warping and blending.
<table>
<thead>
<tr>
<th>Shortcut</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Keyboard</td>
<td></td>
</tr>
<tr>
<td>D</td>
<td>Toggle dialog visibility</td>
</tr>
<tr>
<td>I</td>
<td>Toggle info visibility</td>
</tr>
<tr>
<td>Esc</td>
<td>Close</td>
</tr>
<tr>
<td>F5</td>
<td>Add horizontal control points</td>
</tr>
<tr>
<td>F6</td>
<td>Remove horizontal control points</td>
</tr>
<tr>
<td>F7</td>
<td>Add vertical control points</td>
</tr>
<tr>
<td>F8</td>
<td>Remove vertical control points</td>
</tr>
<tr>
<td>Tab</td>
<td>Select next warp grid</td>
</tr>
<tr>
<td>Left</td>
<td>Select left control point</td>
</tr>
<tr>
<td>Right</td>
<td>Select right control point</td>
</tr>
</tbody>
</table>
7 Warping and soft-edge blending info

7.1 Image geometrical correction (warping)

When a computer generated image is projected on a non-planar surface, the projected image will look distorted due to the fact that the projectors are designed to project on planar surfaces. In order to compensate for this distortion, an "inverse" distortion can be applied on the computer generated image. When such an image is projected to a non-planar surface, the image looks corrected.

Depending on the position of the projector and the dimensions of the projection screen, the image on the projection screen does not follow the screen lines.

The projected image can be geometrically corrected (warped) before sending the image on the graphical output. The corrected images look distorted on a planar surface.
When this image is projected on a curved projection screen the projected image will follow the lines of the projection screen and will look undistorted.

7.2 Soft-edge blending

If multiple projectors are used, the images from two or more projectors can overlap. In this case, soft-edge blending techniques can be used to fade the overlapped images and provide a seamless transition from one image to another.

Soft edge blending can be done using two methods **pan** and **stretch**. Using the pan method, the overlap regions are created by panning the original images. In this case, part of the original image is lost due to the overlapped
regions, but the aspect ratio of the image stays unchanged. The following image shows the pan soft-edge blending steps.

Using the stretch method, the overlap regions are created by stretching the original images. In this case, the size of the original image stays the same.
independent of the overlapped regions, but the aspect ratio of the image is changed. The following image shows the stretch soft-edge blending steps.
8 External camera assisted calibration

The manual geometric correction and soft-edge blending can be completely automated by using a standard off-the-shelves webcam. A HD webcam is recommended for the best results (Ex: Logitech Webcam PRO 9000, Logitech HD Pro Webcam C920, etc.)

The external program **Immersive Calibration PRO** should be used to perform the automatic calculation of the geometric correction and soft-edge blending. After **Immersive Calibration PRO** has finished, the calculation results should be saved to a file “*.camcalib”.

Immersive Display PRO can import this file by selecting “External calibration” menu from the projectors calibration drop-down menu of the display.

After the external calibration file is loaded, users cannot perform further manual geometrical correction. Users can still manually adjust (fine-tune) the soft-edge blending parameters and the black offset parameters.

Note: “Ultimate” licensing option is required to be able to use Immersive Calibration PRO files in Immersive Display PRO
9 Nvidia Quadro native warp and blend support

Immersive Display PRO supports the NVidia Quadro native warp and blend features. The NVidia native warping & blending features are supported for NVidia’s high-end and ultra-high-end Workstation Graphics Processors: Quadro 5000, Quadro K5000, Quadro K6000 and Quadro Plex 7000, or all other NVidia Graphics Processors which support NVidia native warping.

Using the NVidia mosaic technologies users can create the following projectors configuration with one or more NVidia Quadro K5000 graphical cards

- 2 projectors: Single NVidia K5000
- 4 projectors: Single NVidia K5000
- 8 projectors: Two NVidia K5000+SLI or Two NVidia K5000+Quadro Sync
- 12 projectors: Tree NVidia K5000+Quadro Sync
- 16 projectors: Four NVidia K5000+Quadro Sync

When using NVidia Quadro Mosaic, the user can adjust the native desktop resolution to match the aspect ratio of the projection screen. This way, the software will perform optimal fit of the desktop surface to the projection surface, without doing unnecessary image stretching. The aspect ratio of the desktop image will 100% match the aspect ratio of the projection surface. Using the display context menu select the item “Custom Aspect Ratio”.

In the “Custom Resolution” Dialog user can select to enter the sizes of the projection screen and the aspect ratio and the custom resolution will be automatically calculated.

By selecting the Advanced mode, user can manually enter the desktop resolution to match the projection screen size.
In both cases the needed settings will be calculated to make sure when the desktop warping is enabled in NVidia Quadro Native warping mode, the desktop resolution will be adjusted to match the projection screen.
10 License options

The software can be licensed with different license modes. For more information about the available license modes please visit:

https://dev.elise-ng.net/index.php/products

10.1 PC Locked and USB Dongle Licenses

The PC Locked License is "locked" to the PC Hardware components. The software will generate a "HardwareID", and based on this HardwareID, a "License Code" will be generated and emailed. The software can run only on that PC as long as the hardware components do not change. When a hardware component changes, the software will generate another HardwareID. Based on the changed HardwareID, it can be determined which component has been changed. If only one hardware component has been changed, we can generate a new PC Locked License. If the PC hardware is changed completely or a new PC is used, PC Locked License can NOT be re-generated.

If the software will be used on a changing PC Hardware configurations, or if the software will be used on more than one PC, a USB Dongle License needs to be ordered.

The USB Dongle License is stored and delivered on a secure "USB Dongle". The USB Dongle License is independent of the PC Hardware. The software can be used on any PC as long as the USB Dongle is inserted. USB dongles are delivered by post. Shipping costs are included in the price.

10.2 Commercial and Home–User Licenses

A Commercial License is for customers who are using the software for commercial applications and receive financial compensation from using the software. Re-sellers and system integrators who use the software in their solutions are considered commercial parties. Commercial license can NOT be ordered as PC Locked License. For commercial use only USB Dongle License must be ordered. If a PC Locked License is ordered and if the PC Hardware components change, PC License will not be re-generated.
A **Home–User License** (non–commercial) is for individual home–use only. It can only be purchased if no financial compensation is received whatsoever from using the software. A Home–user License can be ordered as both PC Locked License and USB Dongle License.

### 10.3 License validity

Both PC Locked and USB Dongle licenses are **perpetual**. A perpetual license will allow the customer to use the licensed software **indefinitely**. For the first **2 years**, the perpetual license also entitles the customer to download all **updates** to the software and to receive **technical support**.

After the 2 – year period ends, the customer can choose to remain with the last version downloaded or to purchase a 2 – year **Updates & Support** package, for 40% of the license price. There are no penalties for letting Updates & Support lapse for a while before purchasing a new 2 – year Updates & Support package. The new 2 – year Updates & Support period will be extended from the expiry date of the last 2–year period.

### 10.4 Register the software with PC Locked License

After you send us the HardwareID, we will generate the PC Locked License Code.

PC Locked License can be entered using the Software License Window and pressing the **Enter PC Locked License** button.
A new window will open to enter the license code.
Paste the license code that you received from us in the window and press Apply. The software needs to be restarted to apply the license. If you have an “old” license with UserName and LicenseKey, select the “Old” tab.

Enter the UserName and LicenseKey. Press Apply and restart the software to apply the license.
12 License agreement

Copyright (c) 2009–2018 by Fly Elise-ng.

License for use and distribution of this software:

*Immersive Display PRO* is "try–before–you–buy" software. This means:

- Fly Elise-ng exclusively owns all copyrights to Immersive Display PRO.
- You may use this software for evaluation purposes without charge for 30 days. The evaluation version displays an 'Unregistered Version' text on the screen. To remove the text, you need to buy a registration key and register it with the software. You can purchase the key from our website at [http://fly.elise-ng.net](http://fly.elise-ng.net)
- Once purchased, the user is granted a non-exclusive license to use Immersive Display PRO on one computer (i.e. a single CPU), for any legal purpose, at a time. The licensed Immersive Display PRO software may not be rented or leased, nor may be transferred to another person.
- You may not redistribute Immersive Display PRO in any manner other than by linking to the Web page listed below without prior written permission.
- You may not redistribute your registration key in any manner.
- Immersive Display PRO IS DISTRIBUTED "AS IS". NO WARRANTY OF ANY KIND IS EXPRESSED OR IMPLIED. YOU USE AT YOUR OWN RISK. THE AUTHOR WILL NOT BE LIABLE FOR DATA LOSS, DAMAGES, LOSS OF PROFITS OR ANY OTHER KIND OF LOSS WHILE USING OR MISUSING THIS SOFTWARE.
- You may not use, copy, emulate, clone, rent, lease, sell, modify, decompile, disassemble, otherwise reverse engineer, or transfer the licensed program, or any subset of the licensed program, except as provided for in this agreement. Any such unauthorized use shall result in immediate and automatic termination of this license and may result in criminal and/or civil prosecution.
- The Author reserves all rights not expressly granted here.
- Installing and using Immersive Display PRO signifies acceptance of these terms and conditions of the license.
- If you do not agree with the terms of this license you must remove Immersive Display PRO files from your storage devices and cease to use the product.

Thank you for using the original Immersive Display PRO.

Web: [https://fly.elise-ng.net](https://fly.elise-ng.net)

Email: [info@elise-ng.net](mailto:info@elise-ng.net)