

Miranda Kaleido-K2

Requirements

- Monitor Wall Interface Software Option
- Serial Interface Cable

Port Connections

	Switcher		Monitor Wall
Communications	REMOTE Port (female)	⇒	COM 1 Port

Pinouts

Switcher	Kaleido-K2
2 (Tx)	2 (Rx)
3 (Rx)	3 (Tx)
5 Ground	5 Ground

Switcher Setup

To Set Up Communications

1. Press **HOME** ⇒ **Setup** ⇒ **Installation** ⇒ **Com Setup** ⇒ **Type**.
 - Use the **Com Port** knob to select the **REMOTE X** port that you connected the Kaleido-K2 to.
 - Use the **Device** knob to select **Monitor Wall**.
2. Press **Select Device**.
 - Use the **Device** knob to select **Kaleido**.
3. Press **Com Type**.
 - Use the **Type** knob to select **RS-232 (RS-232 NULL)** on the **Synergy 1**.
4. Press **Com Settings**.
 - Use the **Baud** knob to select **38400**.
 - Use the **Parity** knob to select **NONE**.
5. Press **More** ⇒ **Mon Wall Settings**.
 - Use the **Monitor Wall** knob to select **38400**.
 - Use the **IP Settings** knob to select **IP Address**.
 - Enter the IP Address of the monitor wall you want to control.
 - Use the **IP Settings** knob to select **Port Number**.
 - Enter the port number of the monitor wall you want to control. (**13000** for Vision Q/MD/X switchers)

6. Press **HOME** ⇒ **Confirm**.

Device Setup

1. Ensure that the Dispatcher software is properly installed on the computer you want to use to control the Kaleido-K2. This computer must be connected to the switcher and on the same network as the Kaleido-K2.
2. Ensure that the serial communications port parameters in the **SerialPort.properties** file for the Dispatcher match those on the switcher.
3. Ensure that the Kaleido-K2 Layouts accept text modified by the switcher as follows:
 - Each text label you want to modify for a Kaleido-K2 **Layout** must be set to **Dynamic** on the Kaleido-K2.
 - Each text label you want to modify for a Kaleido-K2 **Layout** must also have its controlling source set as **Gateway** in order to accept the modified text from the switcher.
 - Set the **Text Label Address** on the Kaleido-K2 and make a note of it. This address is required when programming custom controls on the switcher that will modify text.

Compatibility

Character Generator	Version
Miranda Kaleido Software	5.30
Kalypso Service	1.002
Switchers	
Synergy 1 SD	16.0 or higher
Synergy Series SD	18.0 or higher
Synergy MD/X	8.2 or higher
Vision MD/X	8.2 or higher
Vision QMD/X	8.2 or higher
Vision MultiPanel Support	--
Automation	
OverDrive	7.0 or higher
Port Expanders	
BSS4	✓
Control DeviceMaster	✓





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