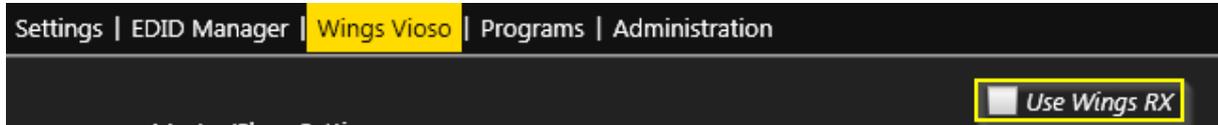# How to create a basic WINGS RX project

Before starting the project you should watch out if Wings RX is selected within the Engine settings. You can access the settings here:


As soon as you have selected the icon (preselected on all RAW Engines) you are free to start Wings.

Wings RX:

Upon opening Wings the first option you encounter is the project creation. The easiest way to create a multidisplay project, either with or without a softedge surface, is by using the project wizard.
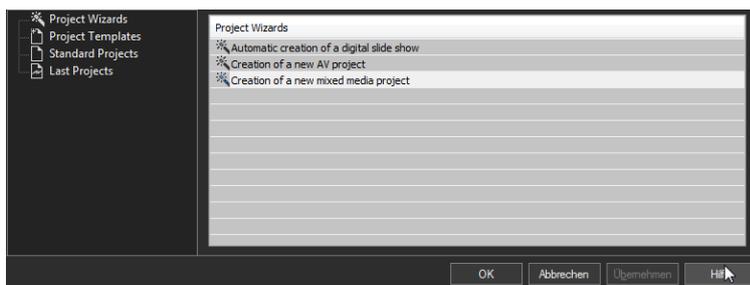

Here we want to choose "Creation of a new mixed media project".The next option dialog offers various different options such as usage of pictures, videos and the option to use multiple playback devices.
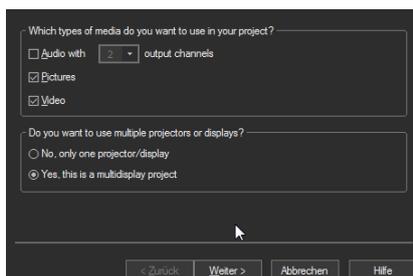
The next step is a crucial one. Here we are defining the resolution of our final screen. For softedge projects we want to choose an overlapping area of approximately 20%. A minimum of 15% upon to 35% is mandatory.

Generally 20% is a value to aim for. For easy alignment please use the built in alignment grid (Wings GUI).
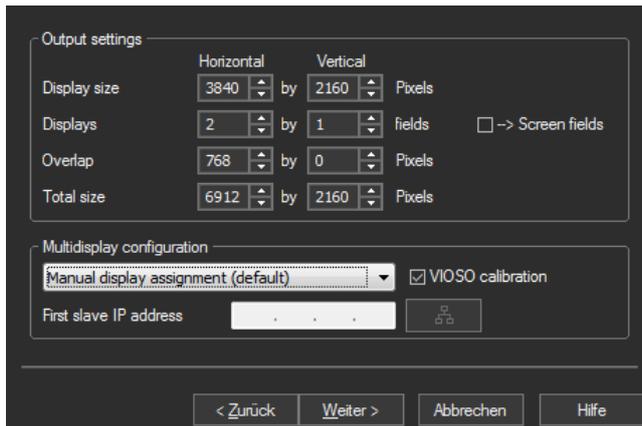
The Display size defines the size of our single outputs. Displays define the number of outputs. Overlap is where we define our overlapping area. 768 equals 20% of 3840. This values changes of course depending on the used Display size.

Last but not least the total size defines our final screen size. You can furthermore decide set up the output options automatically. After you have finished the mixed media creation Wings has set up a project with all the necessary items to start doing a softedge or hardedge projection.

Wings GUI:

Now let´s take a look at the Wings GUI and where to find all the necessary options:
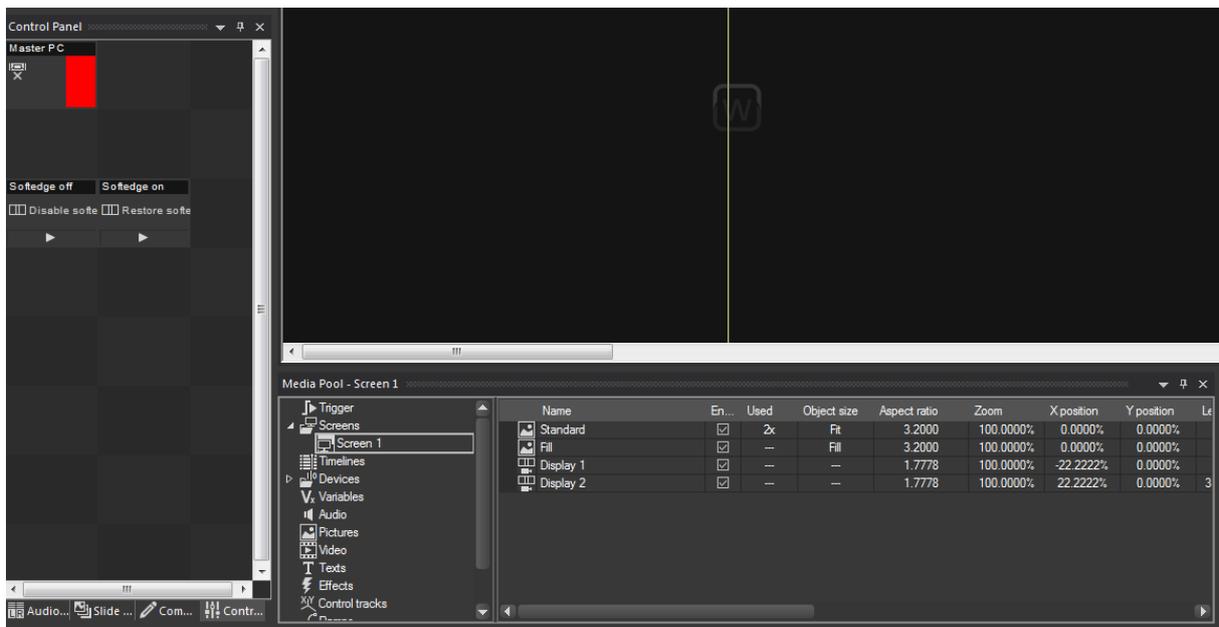
One of the biggest differences between the "regular" Wings and Wings RX is, that you need to create a Master PC under Devices even if you are not using multiple Engines connected

through the network. By using the project wizard, the device is created automatically. It is also already put into the control panel so we have visual feedback if the connection is steady. As for now our Master PC is red. This indicates that no network connection is set up at the moment. There are three visual feedback states:

-RED: no network connection

-GREEN: stable connection

-YELLOW: data transfer; furthermore shows missing amount to be transferred

The next settings we want to check are the multidisplay area properties. They are accessible within your screen.
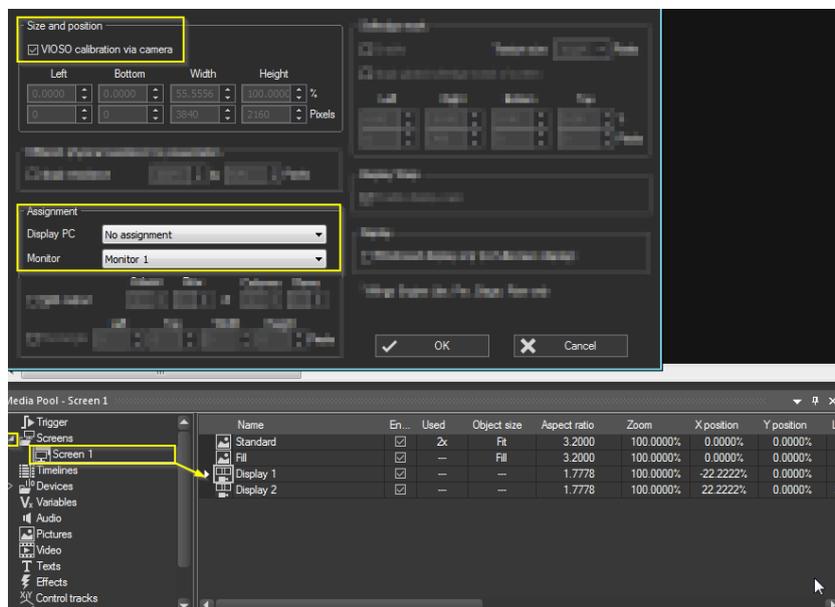
The most important settings to set up are highlighted. Among "Display PC" the corresponding output computers are chosen. In our case we are going to choose "Local Master PC" as we are only using a single machine. For projects with multiple Engines connected through the network we can choose all the available machines by IP addresses or names.

Within the "Monitor" drop down menu we are able to choose the physical output of the corresponding machine. Depending on the engine type we either have to select "Monitor 1 – 6" or "Display A – D". To check if the outputs have been selected correctly open the "Slave Background" menu for visual feedback:
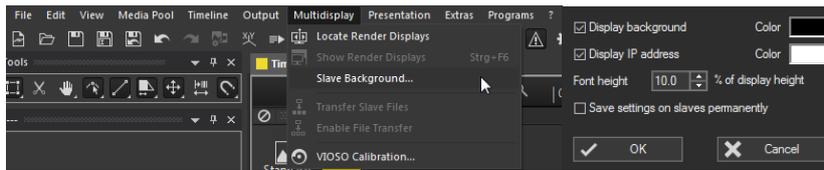
By choosing "Slave Background" within the "Multidisplay" tab Wings shows the display information on the outputs.

To be able to output anything on Wings RX we have to activate further options.

The marked options are crucial for a successful playback.

As soon as we have hit the "Enable Network" button (ctrl+F8) the "Master PC" indicator in our control panel changes from red to green. Differently to the "regular" Wings we have to set up a network connection even if we don't use a network in Wings RX. This relates to the all new Render Engine and is crucial for a working playback.

The button right beside the "Enable Network" option is the "Enable File Transfer" option. When using multiple RAW Engines this option has to be activated in order to transfer files over the network. Proper playback requires locally stored files on each RAW system when multiple are used. The system knows exactly which files to copy to which Engine. There is no necessity to sort and copy the content by hand.
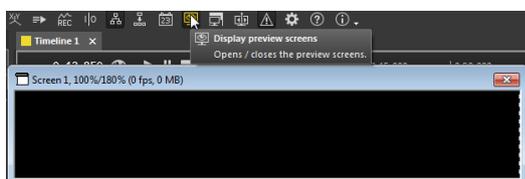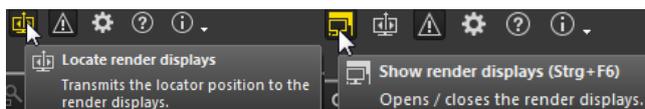

Last but not least the render displays have to be activated (ctrl+F6) and the locator position has to be transmitted to the render display ("Locate render displays" button). Furthermore it is possible to open a preview screen.
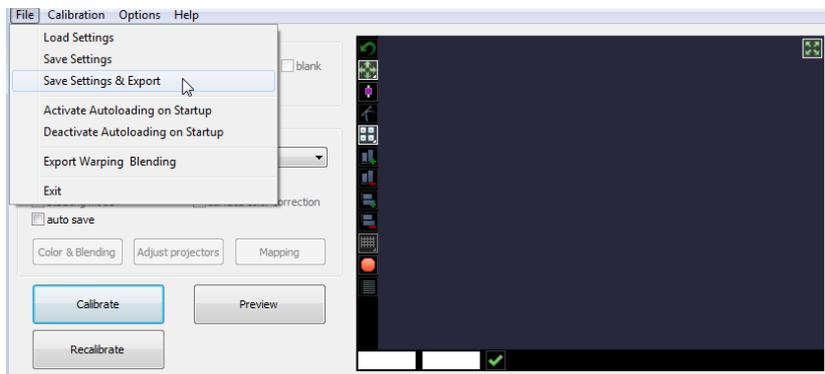
VIOSO Camera Calibration

For now, if a camera calibration is required, the VIOSO calibrator has to be opened. It is not yet possible to start the calibration process internally in Wings. The options of the calibration itself are not different though.

In order to start the calibration the Render Engine has to be shut down. To do so a trigger has to be created. The calibration won´t start as long as the Render Engine is still running. To shut it down, simply execute the trigger either in the control panel or in the medial pool. As soon as it has been executed the Master PC indicator in our control panel should turn red.

Now we can start doing our calibration. The calibration process, as already mentioned, is similar to the "regular" Wings. If information is needed please refer to our extensive help (F1).
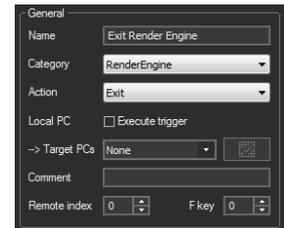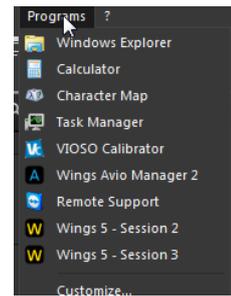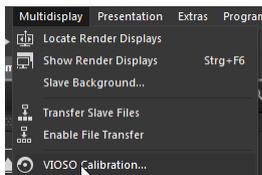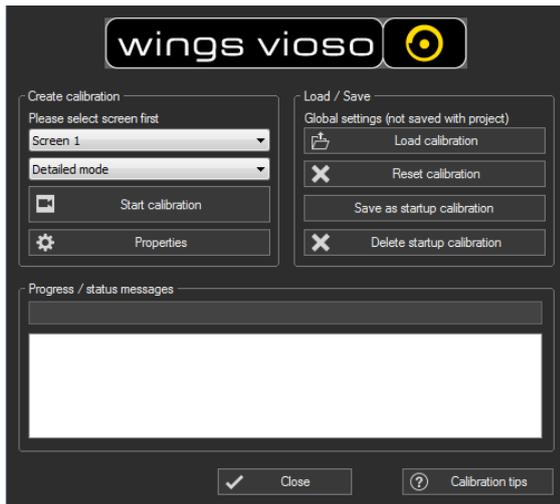
After having finished the calibration the Files has to be saved and exported.

This process will take a while depending on the size of the total screen.

As soon as it has been save, the WINGS internal VIOSO calibration has to be opened.

Here we have to choose "Load calibration" and select the file which we have created by using the VIOSO calibrator. Load the display compound, connect the network again (ctrl+F8) and also open the render displays if they are shut down (ctrl+F8).