

# NeoLIVE R2 PLUS

## User Manual

V1.0



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# 1. Quick Guide

## 1.1 Overview

NeoLive R2 Plus is a professional live streaming switcher. It supports 4 x HDMI multi-resolution inputs and 2 x external audio inputs. The output supports 2 x HDMI PGM outputs, and transmits the real-time audio and video signals to the computer for live streaming through the TypeC interface, user can also fill in the RTMP code for network streaming directly.

When using the TypeC interface, Neolive R2Plus will be recognized by the computer as a high-definition web camera, which can adaptively support MJPEG and YUY2 formats (the default format is MJPEG under USB2.0, while it is YUY2 default under USB3.0, YUY2 format supports better image quality, higher-quality performance and more efficient decoding performance, YUY2 format is better for use). It has a built-in 5.5-inch LCD display, which can realize real-time monitoring of input and output and online operation. At the same time, it has more convenient functions, such as PTZ camera control, scene preset, chroma /luma key, special transition effects, mixed audio and monitoring and recording etc. R2Plus can also deal with various live broadcasting needs which is a professional product in live streaming.

### Audio Operation

Press Audio to enter the audio setting interface  
The volume knob is for the PGM output volume adjustment  
Press to mute and restore  
The Channel A knob is for the volume adjustment of PIP  
The Channel B knob is for the volume adjustment of the background

### REC & Pause

Press the REC button to start recording for PGM  
Press again to stop recording and generate MP4 files  
Press PAUSE to stop recording or continue recording

### Auxiliary Operation Area

It is for logo switching when the logo button is flashing  
◀+Scale knob is for layer vertical adjustment  
▶+Scale knob is for layer horizontal adjustment  
After pressing Scene  
◀ for Save page the scene,  
▶ for Load page for scene

### Under PTZ control

It is for zoom in or out

### SCENE

Press to activate the scene  
◀ for Save page the scene,  
▶ for Load page for scene  
Select the number button to save and load the scene

### Switch & Lock Button

Press to power on  
Short press and return to the main scene  
Press and hold for 3s to lock and unlock  
Press and hold for 5s to switch off

### STREAM Button

Press STREAM button to start the RTMP stream. The button is on when the stream is normal

### EFFECT

Press STILL to freeze the current PGM screen

### FTB

Press to fade to black in PGM output

### CUT & AUTO

Press CUT to switch between PST & PGM  
Press AUTO to realize the transition effect between PST & PGM

### MODE

For layer operation modes  
T-bar mode is for PST layer operation  
EAZY mode is for PGM layer switching

### Knob

It is for the menu operation when the menu is activated  
Layer zoom adjustment in the scene



### PIP

Press to enable PIP  
Press again to select the PIP sub-layer  
When the button is flashing, and the sub-layer can be edited and closed

### MEDIA

Load picture  
Select image as signal source when editing layers

### LOGO

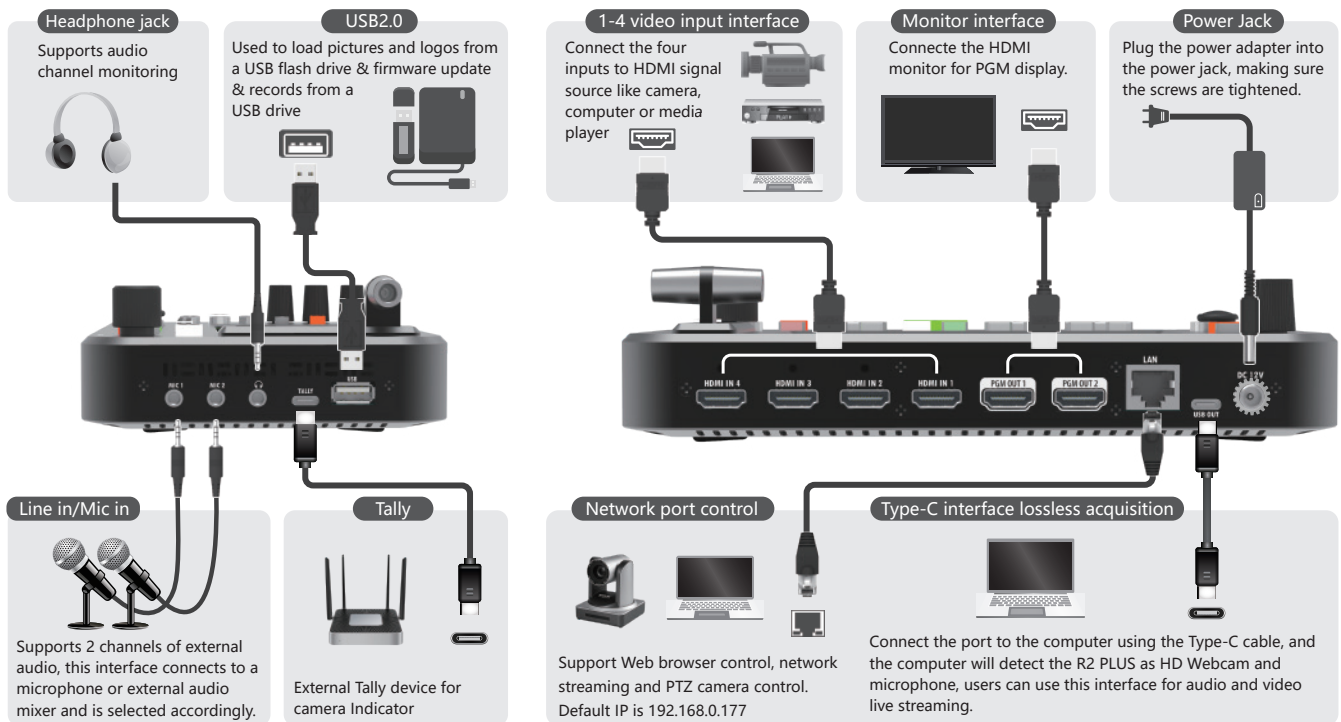
Press to display the logo  
Press again to edit the logo  
Adjust the logo position by joystick  
Switch the logo by ◀▶ button

### LUMA & CHROMA KEY

Press to chroma key for the current input source

### STILL

Press STILL to freeze the PGM screen



## 2. Common Operation

### 2.1 Video Part

a. Press the "SCENE" button, turn the knob to select the image layout and press the knob to confirm, if it is the PIP, press the PIP button to select and edit the corresponding layer under PST, there will be a green frame to mark the selected layer, press the input source 1/2/3/4 button to switch the input source for the layer, turn the knob to scale the selected image and use the joystick to change the layer position.

b. Press the MODE button. When the button is red, press the input source 1/2/3/4 button to switch directly to the PGM screen. When the button is green, press the input source 1/2/3/4 button to switch directly to the PST screen.

c. After that, press the MENU button to enter the scene menu, select any number to save, and the number is white when it is done. When you need to load the saved scene, enter the scene menu and select the corresponding number to load the scene.

d. Press the "EFFECT" button and rotate the button to select the transition effect for the current layer.

e. Press the "AUTO" button, and the content will switch to the PGM output. You can also use CUT button to switch directly.



## 2.2 Volume Adjust

a. Press the MENU button and select the audio part, you can adjust all the audio, or you can press the AUDIO button to enter.

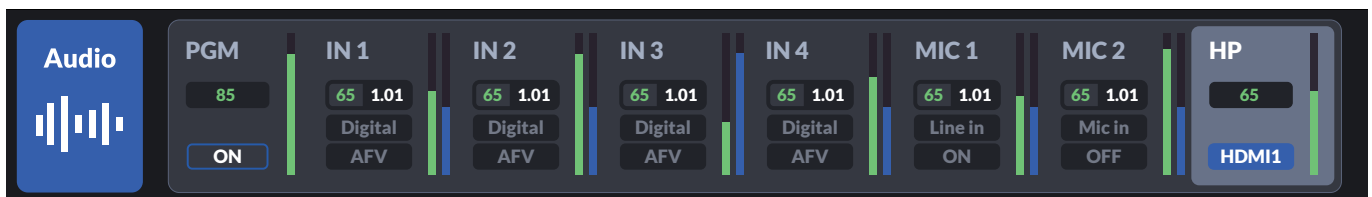
b. Knob 1 is the Volume knob, which is used to adjust the volume of the main output. Press to mute and restore.

c. Knob 2 is the Channel A knob, which controls the volume adjustment of the PIP layer.

d. Knob 3 is the Channel B, which controls the volume of the background layer.

e. All the audio channels are available for adjust on Audio menu. PGM total output volume, four input source volume IN1/IN2/IN3/IN4, two external audio inputs MIC1/MIC2 and audio monitoring.

f. HP can be selective monitoring.

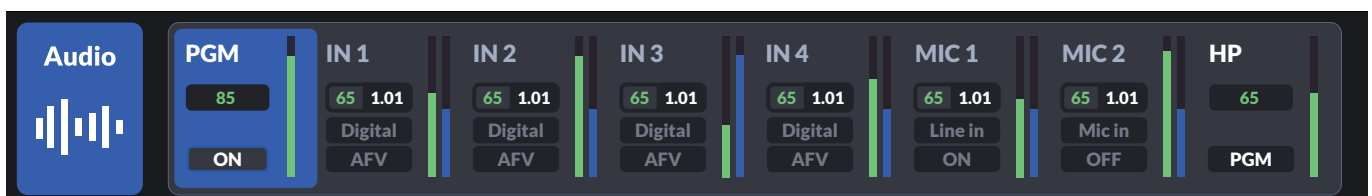


g. Use the knob to select and adjust the desired audio and volume level, and toggle the 5-way button up and down to set different parameters.

h. When the audio mode is AFV, the audio will switch with the layer switch.

When ON, the main outputs output this audio at the same time.

When OFF, the sound is turned off and that audio sound does not appear.

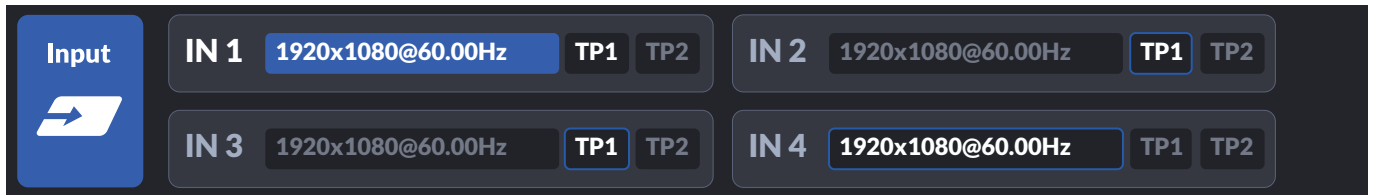


### 3. Menu Functions and Details

#### 3.1 Input

a. Input setting mainly includes input detection of 4 HDMI signal sources and picture setting. The input resolution of the current input source will be detected and displayed when there is HDMI input source access.

b. When there is no HDMI input source, it can be manually set as TP test pattern.



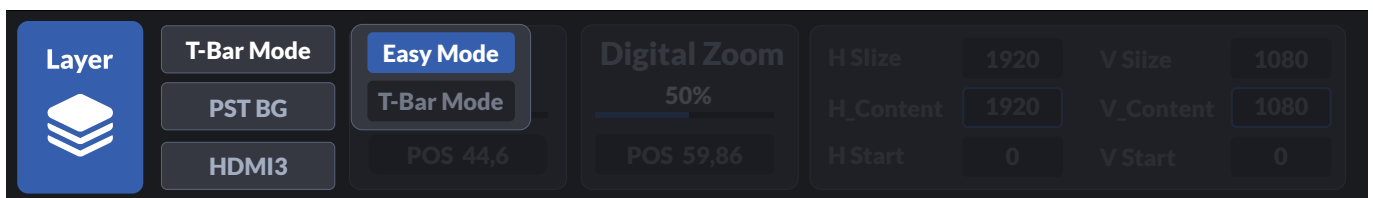
#### 3.2 Output

The output contains output format and colorspace, which can be selected according to the needs of the corresponding output, including 1080P60/1080P50/1080P30/1080P25/1080P24/1080i60/1080i50 output format, the color mode is RGB Full mode by default, and add RGB Limit and YUV two modes can be selected.

#### 3.3 Layer

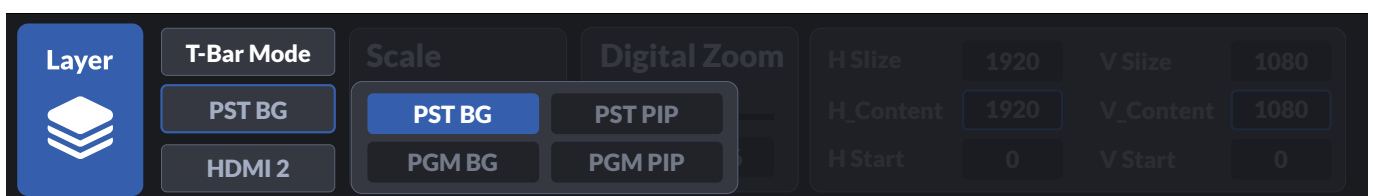
a. Switch mode is optional under the Layer menu, T-Bar Mode and Fast Switching Mode. In T-Bar switching mode, switching the source will take effect on the PST first. The PGM transition switching will only be completed when the T-bar or Auto key is used.

In fast switching mode, switching the signal source will directly switch the screen on the PGM.



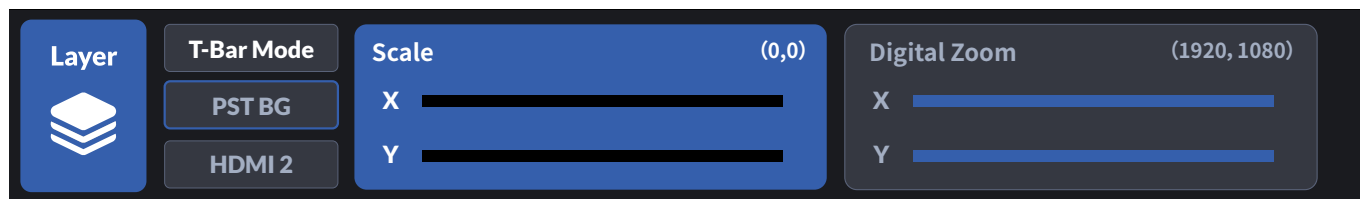
b. The corresponding layer can be selected under the Layer menu for signal source switching.

BG is the bottom layer, PIP is the top layer. Select the corresponding layer then



you can change the screen by switching the signal source.

Position and Zoom can adjust the size and position of the corresponding layer, and the five-way key can select the X-axis and Y-axis.



### 3.4 Transition

a. Transition settings mainly include the switching of transition effects and the setting of special effects, which can also be accessed by EFFECT button.

b. In transition setting, you can use the knob to select the transition effects, press the knob to confirm the effect.

c. DIP and FTB

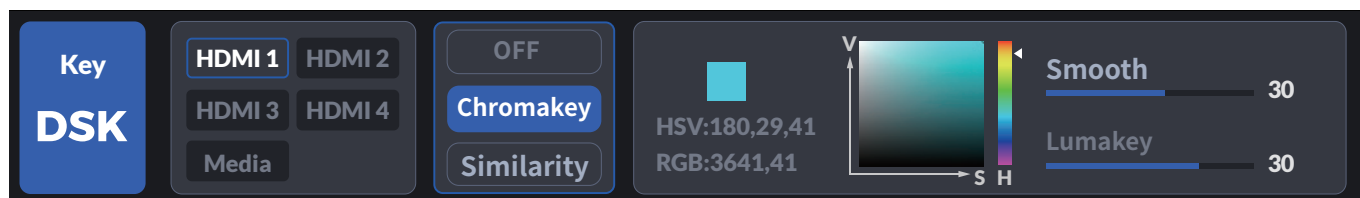
DIP transition and FTB are allowed to set as the specific colors or pictures. The colors can be adjusted by the knobs and the five-way keys.

DIP color and FTB color can be adjusted separately.



### 3.5 Chroma Key

Enter the chroma keying menu, select the HDMI signal of the PIP layer to be keyed and turn on the chroma key switch, you can key in the chroma key; support manual color picking through the knob and five-way key. Add the bottom layer as needed.



### 3.6 Media

a. In Media menu, You can switch the LOGO and picture file.

b. (1) when the LOGO key is always on, the LOGO will display on PGM directly.

c. (2) when the LOGO key blinks , You can adjust logo position by the five-di-

rection key, use the arrows keys to switch LOGO and press the knob to confirm.

d. In Image menu you can choose the picture mode and to edit the required picture.

### 3.7 PTZ

a. R2Plus support up to four PTZ cameras control. Connect R2Plus and PTZ camera by HDMI cable then use router or switch to set R2Plus and PTZ to the same network segment.

b. The ip of PTZ can be modified by the combination of five-way key and knob; the first three digits of the ip of PTZ should be consistent with the first three digits of the ip of R2Plus. (Note: 192.168.5.163)

### 3.8 System Settings

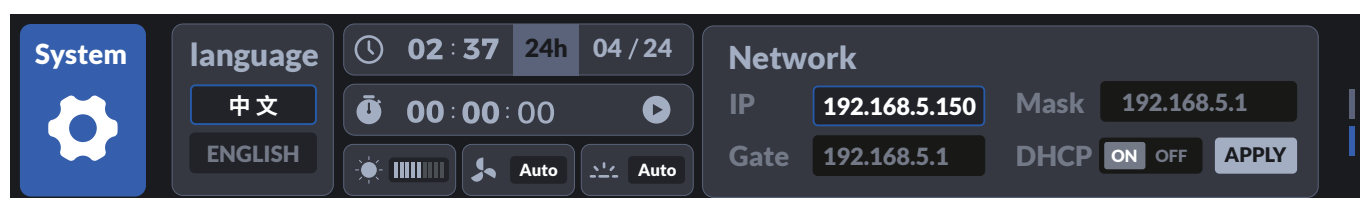
a. System setup mainly includes network setup, time setup, device parameter setup, system information and system reset.

b. Enter the network settings to view the MAC address, choose to turn on or off the dynamic host configuration protocol, set the IP address, subnet mask and default gateway, and apply the settings after completion.

Set the IP address, subnet mask and default gateway, and then apply the settings after completion.

c. Ip address can be obtained by external cable, open DHCP one-key, or manually through the five-way key and knob.

Both methods need to be applied before they can be saved and take effect.



## XIAMEN SPROLINK SCIENCE & TECHNOLOGY CO., LTD

Room 1010, the 2rd Building, Torch Xinke Plaza, Weili 2 Road, Huli district, Xiamen, China

sales@sprolink.com

+86 592 5565698

www.sprolink.com

