

Multi-screen MS600H, MS1600L/H, MS2800L/H Transition Effect Reference Table for High-Resolution Images (4K/8K)

*Please note not every transition effect is supported for Multi-screen Appliances.

*Please note image files across multiple screens with bezel compensation will only play smoothly if the duration is longer, like 30 seconds. If the duration is set to 15 seconds or shorter, the performance will be significantly impacted.

- Pass
- △ Not Smooth
- × Fail to Play

Transition Effect Types	4x4 without Bezel Compensation				4x4 with Bezel Compensation			
	15sec		30sec		15sec (Not Suggested)		30sec	
	4K image	8K image	4K image	8K image	4K image	8K image	4K image	8K image
Wipes								
Wipe down	○	○	○	○	△	×	○	○
Wipe up	○	○	○	○	△	×	○	○
Wipe left	○	○	○	○	△	×	○	○
Wipe right	○	○	○	○	△	×	○	○
Wipe left-down	○	○	○	○	△	×	○	○
Wipe left-up	○	○	○	○	△	×	○	○
Wipe right-down	○	○	○	○	△	×	○	○
Wipe right-up	○	○	○	○	△	×	○	○
Wheel clockwise, 1 spoke	○	○	○	○	△	×	○	○
Wheel clockwise, 2 spokes	△	△	○	○	△	×	○	○
Wheel clockwise, 4 spokes	△	△	○	○	△	×	○	○
Strips Left Up	○	○	○	○	△	×	○	○
Strips Left Down	○	○	○	○	△	×	○	○
Strips Right Up	○	○	○	○	△	×	○	○
Strips Right Down	○	○	○	○	△	×	○	○
Not Available	Wipe down(Vague), Wipe up(Vague), Wipe left(Vague), Wipe right(Vague), Wipe left-up(Vague), Wipe right-down(Vague), Wheel clockwise, 1 spoke(Vague), Wheel clockwise, 5 spoke(Vague), Block Out, Block In, Newsflash							
Iris								
Box in	○	○	○	○	△	×	○	○
Box out	○	○	○	○	△	×	○	○
Split Supportedvertical Out	○	○	○	○	△	×	○	○

Split Horizontal Out	○	○	○	○	△	×	○	○
Split Supportedvertical In	○	○	○	○	△	×	○	○
Split Horizontal In	○	○	○	○	△	×	○	○
Spape Plus Out	○	○	○	○	△	×	○	○
Spape Plus In	○	○	○	○	△	×	○	○
Spape Circle Out	○	○	○	○	△	×	○	○
Spape Circle In	○	○	○	○	△	×	○	○
Shape Diamond Out	○	○	○	○	△	×	○	○
Shape Diamond In	○	○	○	○	△	×	○	○
Not Available	Shape Circle Center(Vague), Shape Diamonds(Vague), Triangle(Vague)							
Fades and Dissolves								
Fade out Fade in	○	△	○	△	○	△	○	△
Dissolve	○	○	○	○	△	×	○	○
Not Available	Waterfall, Random Bars horizontal, Random Bars Vertical, Random Lines(Vague), Point Dissolve, Point Dissolve(Vague)							
Stripes and Bars								
Blinds Horizontal	○	○	○	○	△	×	○	○
Blinds Supportedvertical	○	○	○	○	△	×	○	○
Checkerboard Across	○	○	○	○	△	×	○	○
Checkerboard Down	○	○	○	○	△	×	○	○
Not Available	Comb Horizontal, Comb Horizontal(Vague), Comb Supportedvertical, Blinds Horizontal(Vague)							