

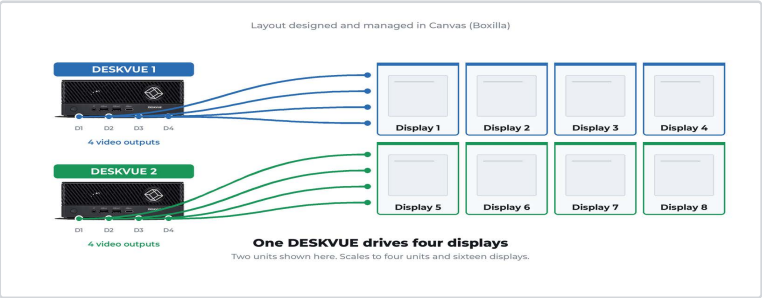
ALWAYS IN CONTROL. NOW ACROSS EVERY DISPLAY.

Canvas is a video wall capability built directly into the Boxilla management platform. Operators design, configure, and launch multi display video walls using Emerald DESKVUE units entirely from the Boxilla UI, with no separate video wall controller hardware required.

For the first time, the platform that manages your KVM connections now manages your display wall too. One pane of glass for both operator access and video wall control.

- No Separate Controller**
Design and run your entire wall from Boxilla software. No dedicated controller to buy, rack, or maintain.
- Walls and Workspaces**
Build the physical display grid once, then overlay and switch between multiple source layouts on top of it.
- Pixel Accurate Continuity**
Bezel compensation, 180 degree display flip, and per display resolution keep imagery seamless across large walls.
- Protocol Ready**
Distribute TX, RDP, and H264 connections to any tile, matching the sources already running in your environment.
- One Click Sync and Launch**
A single synchronize action pushes all configuration to DESKVUE units over IP. Launch or terminate a workspace instantly.

THE CANVAS AT A GLANCE



Model	Description	Role
EMD5004SE-R	Emerald DESKVUE SE	Wall Endpoint
EMD5004PE-R-R2	Emerald DESKVUE PE	Wall Endpoint
EMD5004FPE-R	Emerald DESKVUE PE+ (10G Fiber)	Wall Endpoint
BXAMGR-R2	Boxilla Manager	Management Platform

*Canvas requires Boxilla FW v5.1 or above and a video wall license. No additional controller hardware is required.

CAPABILITIES AND SPECIFICATIONS

WALL CONFIGURATION		WORKSPACE CONFIGURATION		OPERATOR CONTROLS	
Max Displays	Up to 16 per wall	Tiles	Up to 16 per workspace	Launch / Terminate	One click activation
Layout Grid	Selectable up to 16 displays	Connections	TX, RDP, H264	Status	Color coded sync indicators
DESKVUE Units	Multiple units per wall	Tile Snapping	Horizontal, vertical, four display	Identify DESKVUE	On screen device labels
Display Outputs	4 per DESKVUE (D1 to D4)	Quadrant Snapping	Multiple tiles per display	Mini Map	Overview of large layouts
Resolution	Preset, up to 3840 wide	Aspect Ratio	Fit to Desktop or Maintain	Canvas Tools	Zoom, pan, fit, lock
Bezel Compensation	Per display, per side	Tile Placement	Pixel level X, Y, width, height	REQUIREMENTS	
Display Flip	180 degree rotation	Tile Behaviour	Fixed, always on top, resizable	Manager	Boxilla BXAMGR-R2
BEZEL SETTINGS		SYNC AND LAUNCH		Firmware	v5.1 or above
Bezel Library	Global, reusable across walls	Synchronize	One click push to DESKVUE	License	Video wall license required
Measurement	Millimetre input, pixel adjusted	Device Mode	DESKVUE set to slave on sync	Endpoints	Emerald DESKVUE SE / PE / PE+
Sides	Top, bottom, left, right	Transport	JSON over IP, EDID validated		

HOW IT WORKS

- Build the Wall**
Define the display grid, add DESKVUE units, connect outputs, then set resolution and bezels.
- Assign a Workspace**
Drag source tiles onto displays. Set placement, aspect ratio, and tile behaviour.
- Sync and Launch**
Push the configuration to DESKVUE over IP, then launch the workspace in one click.

LICENSING AND AVAILABILITY

- Delivered** as a firmware and license upgrade to Boxilla.
- Compatible** with Boxilla BXAMGR-R2, FW v5.1 and above.
- No** additional video wall controller hardware required.
- Endpoints** Emerald DESKVUE SE, PE, and PE+.

WHY CANVAS?

- One Platform**
Single pane of glass for KVM and video wall.
- No Extra Controller**
Software driven and license based.
- Pixel Perfect Walls**
Bezel, flip, and resolution control.
- Switch Instantly**
Prebuilt workspaces, one click.