



INSTRUCTIONS

PlayerMaste



USER MANUAL

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1 Introduction

1.1 Overview

PlayerMaster is a display network management software application developed by Colorlight for screen management users, which is easy to learn and use. Its features are as follows:

- **Powerful features: Simple to use**
- **Cluster management: Easy to operate**
- **Global cloud service: Stable and safe**

1.2 Software Operating Environment

PlayerMaster supports the following Windows operating system: Windows 7, Windows 8 and Windows 10. Recommended system configuration:

- **CPU: 2.0 GHZ or more**
- **Memory: 1GB or more**
- **Dedicated graphics card or D3D acceleration**

2 Installation and Uninstallation

2.1 Installation

Double-click the PlayerMaster installer. Read the software agreements and select the “I’m agree with: Software agreements” check box.

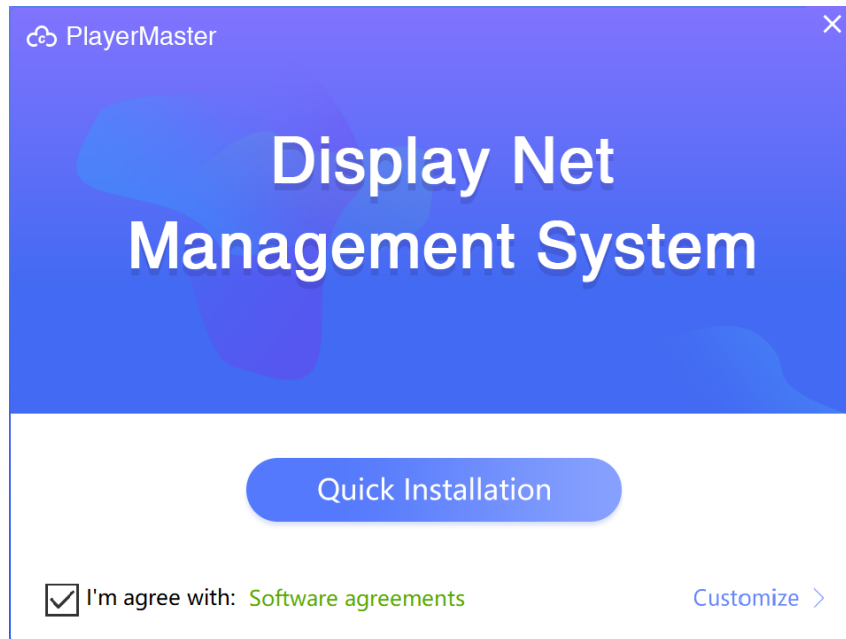


Figure 2.1-1 Installation

Click **Customize**, select the **Dependent Files** and **USB Driver for PlayBox** check box, and then click **Install**.

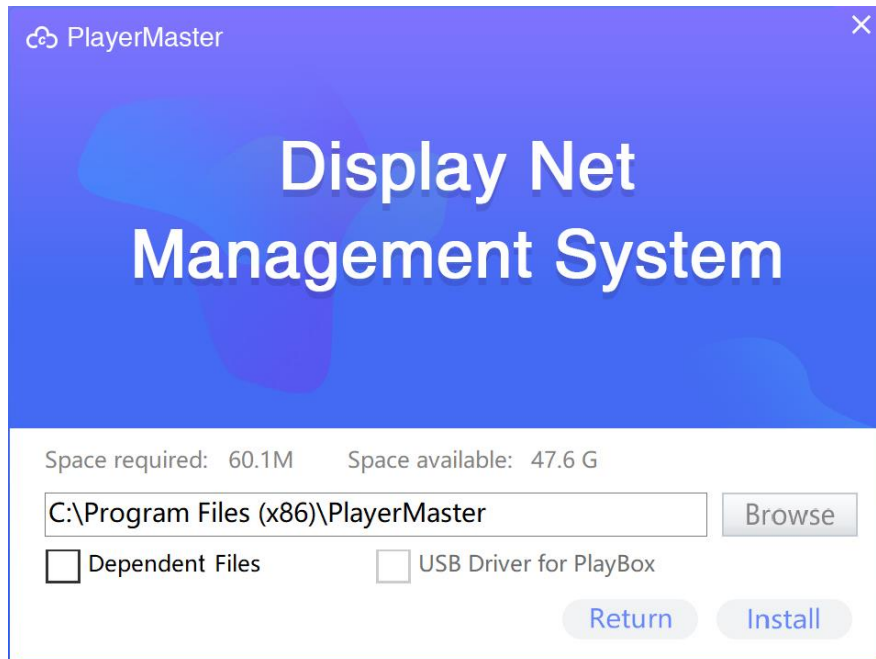


Figure 2.1-2 Customized installation settings

When the installation is completed, click **Start** to run the software.

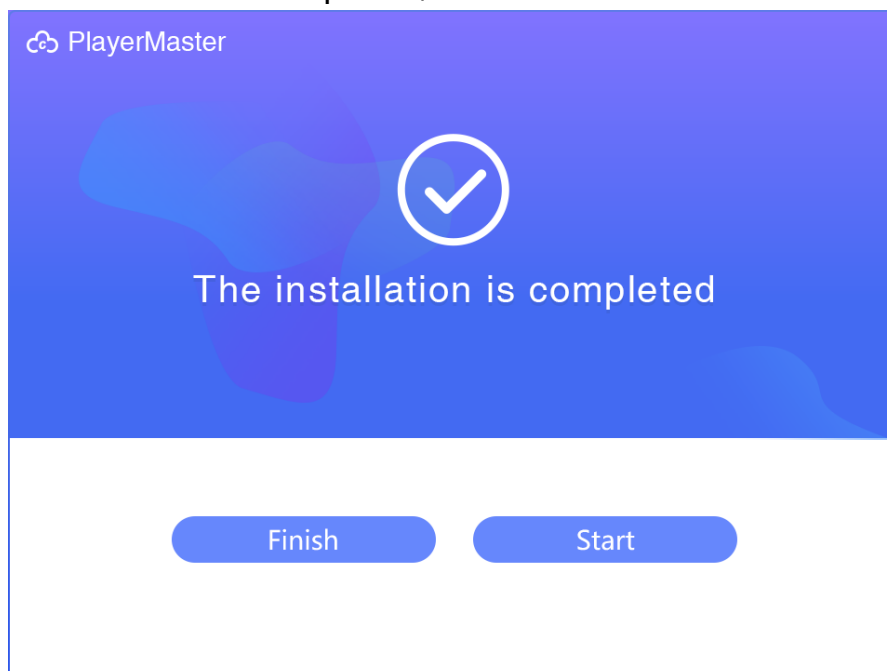



Figure 2.1-3 Installation completed

2.2 Uninstallation

Open the software installation directory, and double-click the

 `uninst.exe` icon. In the pop-up dialog box, you can select the **Save User Data** check box to save the user data stored in local files, and then click **Uninstall** to uninstall the software.

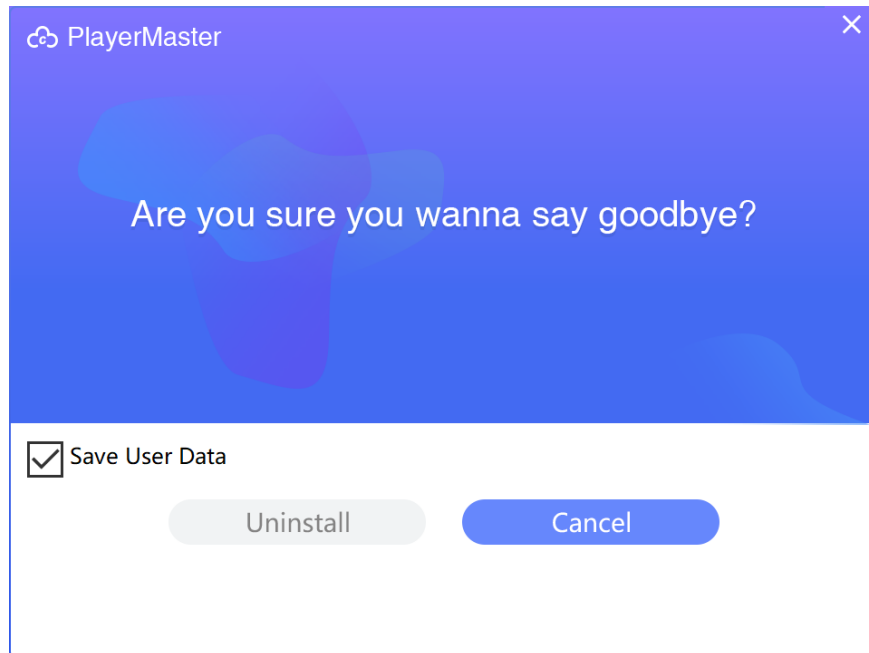


Figure 2.2-1 Uninstallation

3 Quick Start Guide (Cloud/LAN)

The following is a brief introduction of the software interface. This guide takes a terminal connected to the computer via a USB cable as an example.

3.1 Mode Selection

After installation, open the software. In the pop-up dialog box, click **LAN Mode** or **Cloud Mode**.

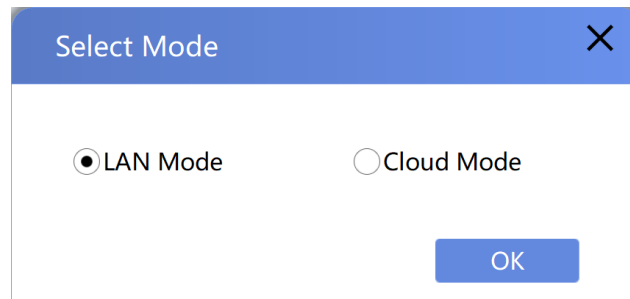


Figure 3.1-1 Application mode selection

- **LAN Mode:** Used for managing the terminals in the same local area network.
- **Cloud Mode:** Used for managing the terminals on the ColorlightCloud platform.

3.2 Software Interface

- If **LAN Mode** is selected, you can directly enter the main interface; If **Cloud Mode** is selected, you can enter the main interface after logging into your account of ColorlightCloud.
- You can apply to Colorlight staff for an account of ColorlightCloud. Please remember to provide your username, password, email and company name for registration.

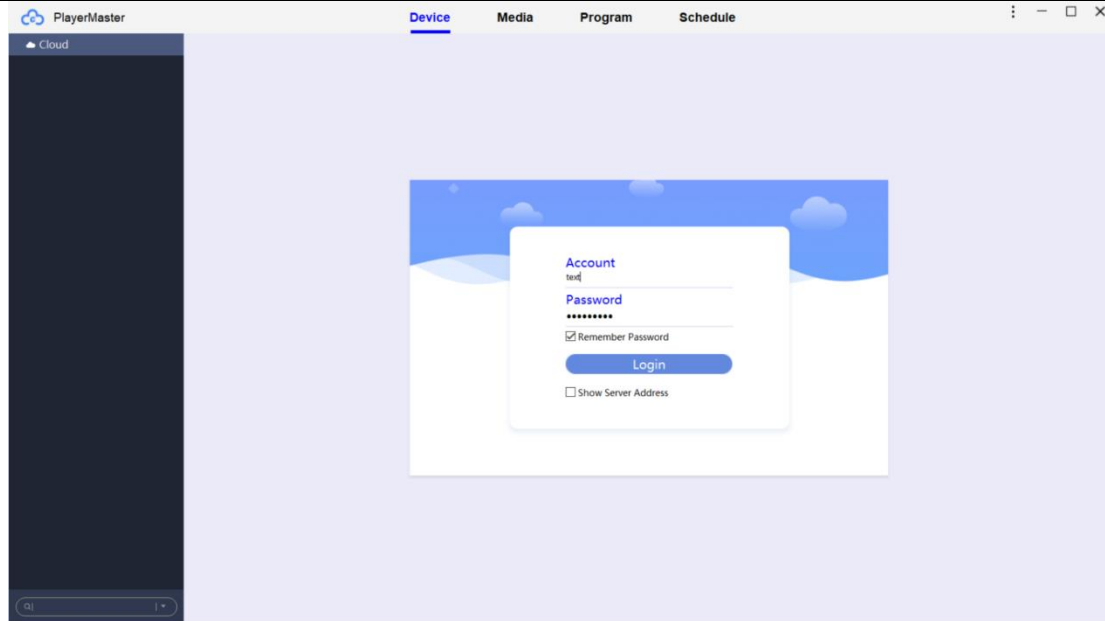


Figure 3.2-1 Login interface of Cloud mode

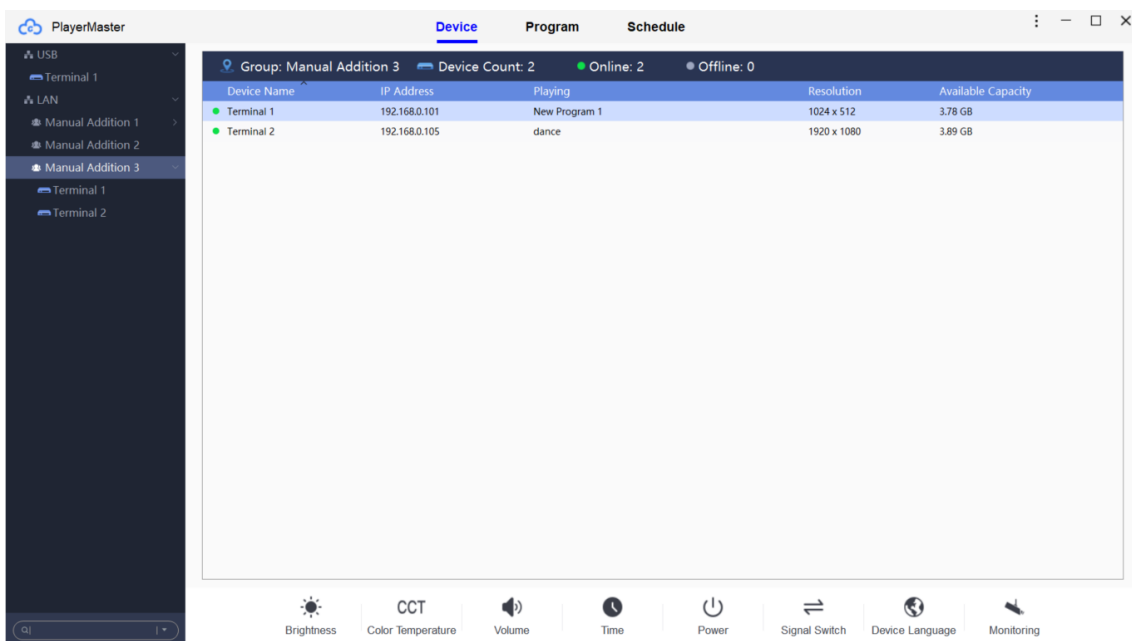


Figure 3.2-2 Main interface

The software has three main pages: **Device**, **Program** and **Schedule**.

- **Device**: used for viewing terminal information as well as manage and control terminals.
- **Media**: used for viewing cloud media files or uploading media files to the cloud in Cloud mode.

- **Program:** used for managing programs, such as adding, editing, publishing, importing, exporting, and deleting programs, and viewing publish details.
- **Schedule:** used for managing schedules, such as adding, editing, publishing, exporting, and deleting schedules, and viewing publish details.

3.3 Device

You can view terminal information, as well as manage and control terminals on this page.

3.3.1 Terminal Tree

In LAN mode, you can see the terminals in the same local area network as your computer in the terminal tree.

In Cloud mode, you can see all terminal groups and terminals under your cloud account after login.

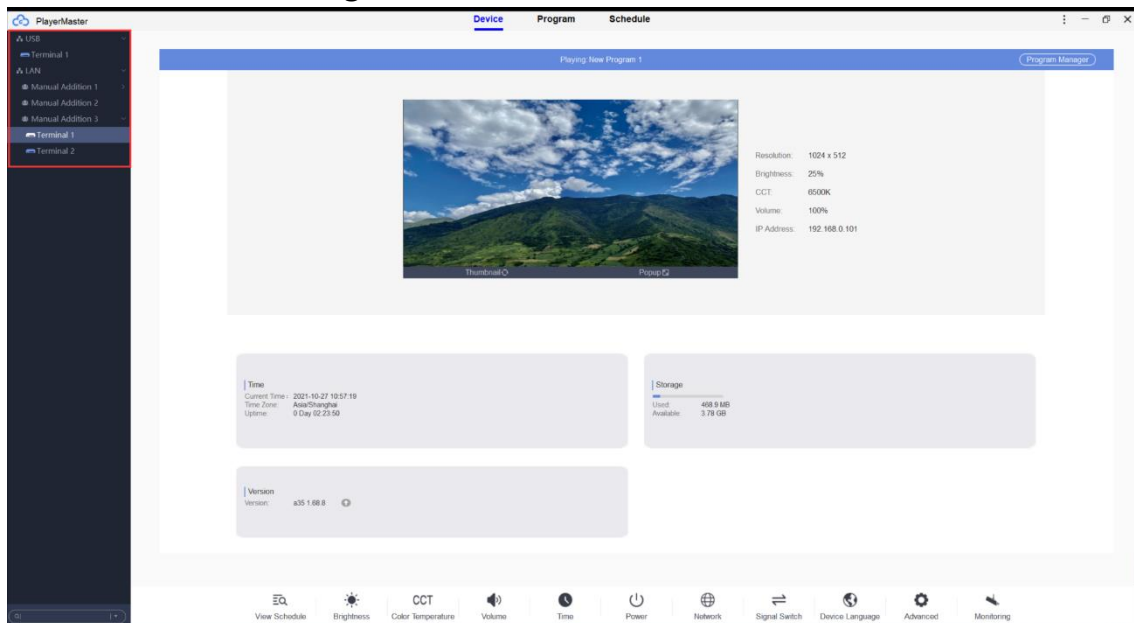
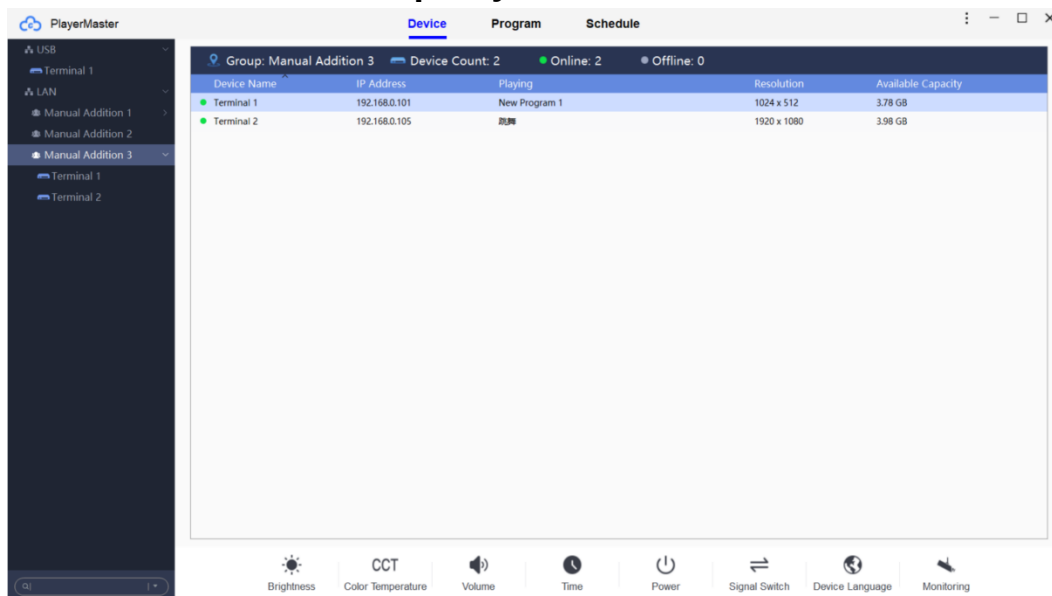


Figure 3.3-1 Terminal tree

3.3.2 Terminal List

Select a group in the terminal tree, and on the right of the page you can view the number of online and offline devices in the group, and a

terminal list, in which you can view **Device Name**, **IP Address**, **Playing**, **Resolution** and **Available Capacity** of the terminal.



Device Name	IP Address	Playing	Resolution	Available Capacity
Terminal 1	192.168.0.101	New Program 1	1024 x 512	3.78 GB
Terminal 2	192.168.0.105	暂停	1920 x 1080	3.98 GB

Figure 3.3-2 Terminal list

3.3.3 Terminal Group Control

Select a group in the terminal tree, and you can perform the following operations on all terminals of the group on the toolbar at the bottom of the page: brightness settings, color temperature settings, volume settings, time settings, signal switching, device language settings, and monitoring.

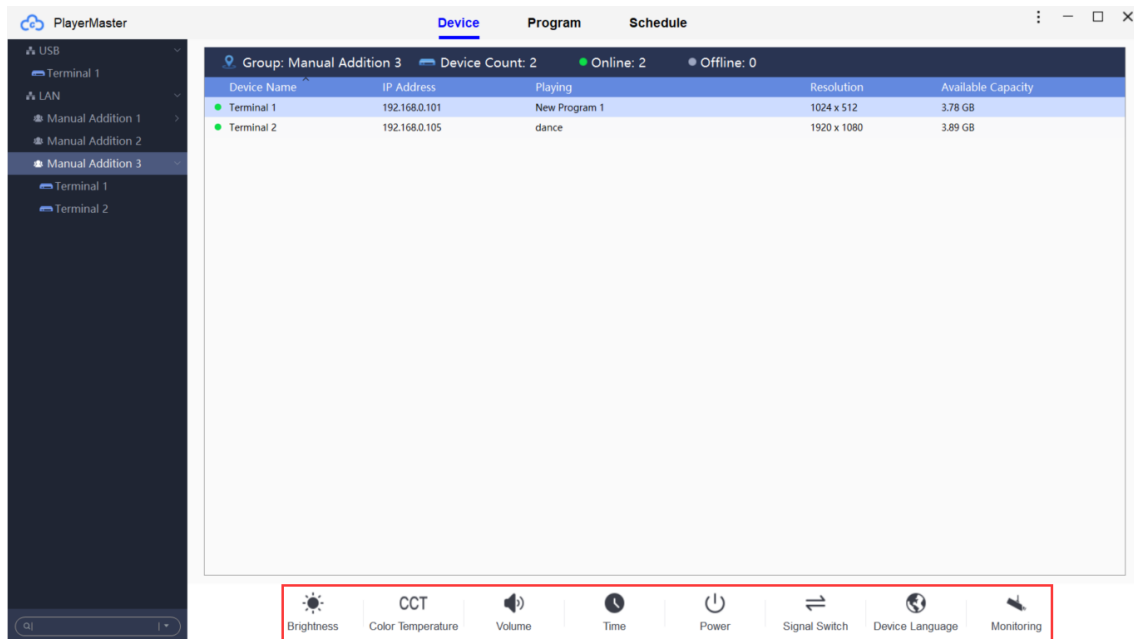


Figure 3.3-3 Terminal group control

3.3.4 Terminal Information

Select a terminal in the terminal tree, and you can view and switch the program which is being played on the terminal, and delete the programs of the terminal. You can also view screen information and terminal information such as **IP Address** (in LAN mode), **Time**, **Storage**, and **Version**, and upgrade the program, and clear cache (in Cloud mode). Right-click the target terminal, and the operation menu is displayed. From the menu, you can publish programs and schedules to the terminal, delete programs and schedules, view publish details, and rename the terminal.

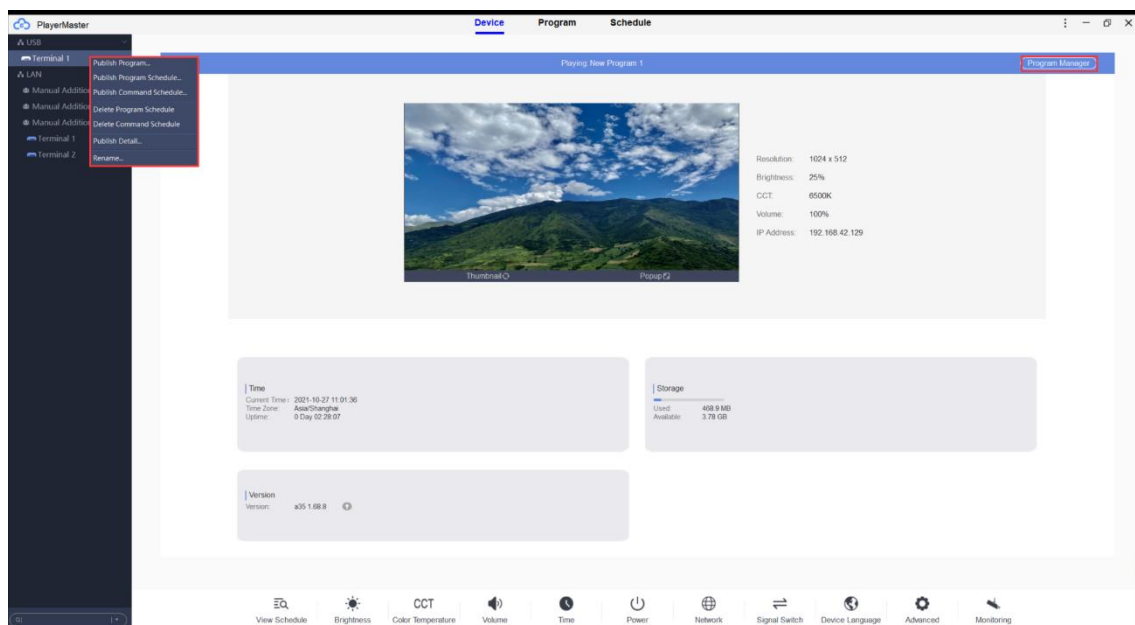


Figure 3.3-4 Terminal information

3.3.5 Terminal Control

Select a terminal in the terminal tree, and you can perform the following operations on the terminal on the toolbar at the bottom of the page: viewing schedules, brightness settings, color temperature settings, volume settings, time settings, power settings, network settings, signal switching, device language settings, advanced settings, and monitoring.

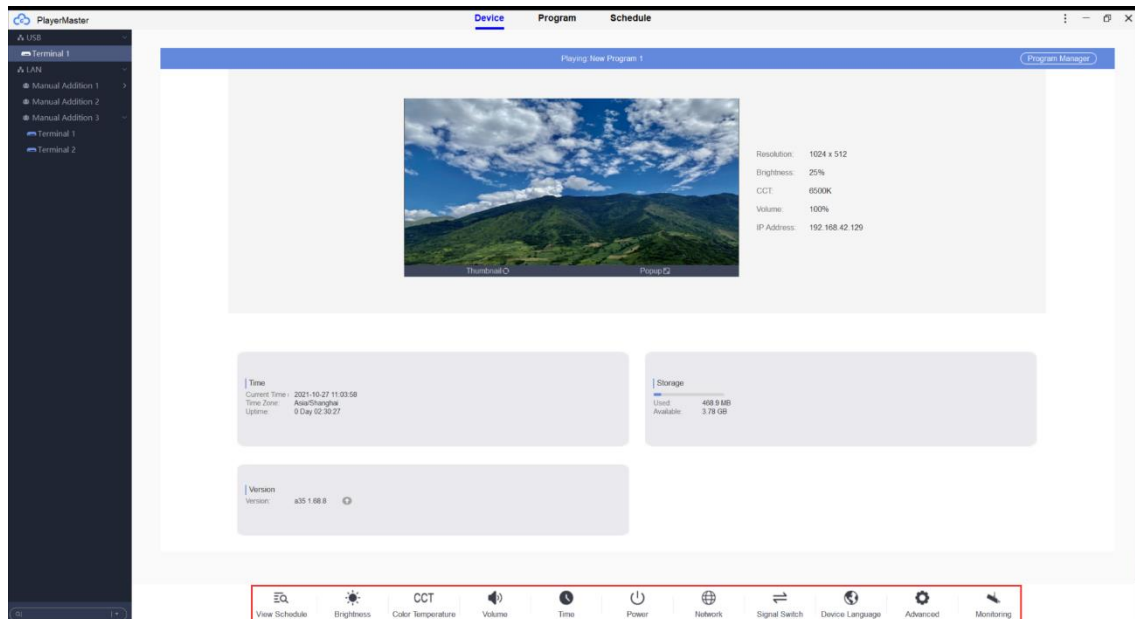


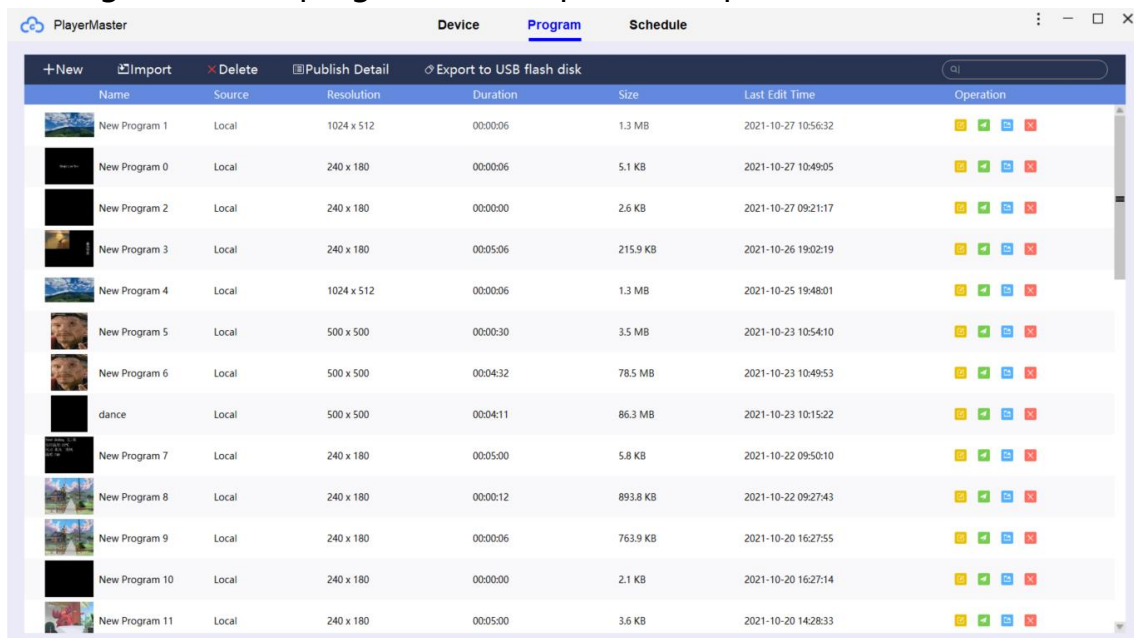
Figure 3.3-5 Terminal control

3.4 Program

On the **Program** page, you can add, edit, publish, import, export, and delete programs, and view publish details, and export programs to a USB flash drive.

3.4.1 Program List

In the program list, you can view the information of all programs edited on your computer (Thumbnail, **Name**, **Source**, **Resolution**, **Duration**, **Size**, and **Last Edit Time**), search programs, and perform the following operations on the program: **Edit**, **Publish**, **Export** and **Delete**. You can also right-click the program to edit, publish, export, delete and rename it.



The screenshot shows the PlayerMaster web interface with the 'Program' tab selected. At the top, there are tabs for 'Device', 'Program', and 'Schedule'. Below the tabs, there are buttons for '+New', 'Import', 'Delete', 'Publish Detail', and 'Export to USB flash disk'. A search bar is located on the right. The main area contains a table with the following columns: Name, Source, Resolution, Duration, Size, Last Edit Time, and Operation. The table lists 12 programs, including 'New Program 1' through 'New Program 11' and one named 'dance'. Each row has a thumbnail on the left and a set of four icons (yellow, green, blue, red) in the Operation column.

Name	Source	Resolution	Duration	Size	Last Edit Time	Operation
New Program 1	Local	1024 x 512	00:00:06	1.3 MB	2021-10-27 10:56:32	[Icons]
New Program 0	Local	240 x 180	00:00:06	5.1 KB	2021-10-27 10:49:05	[Icons]
New Program 2	Local	240 x 180	00:00:00	2.6 KB	2021-10-27 09:21:17	[Icons]
New Program 3	Local	240 x 180	00:05:06	215.9 KB	2021-10-26 19:02:19	[Icons]
New Program 4	Local	1024 x 512	00:00:06	1.3 MB	2021-10-25 19:48:01	[Icons]
New Program 5	Local	500 x 500	00:00:30	3.5 MB	2021-10-23 10:54:10	[Icons]
New Program 6	Local	500 x 500	00:04:32	78.5 MB	2021-10-23 10:49:53	[Icons]
dance	Local	500 x 500	00:04:11	86.3 MB	2021-10-23 10:15:22	[Icons]
New Program 7	Local	240 x 180	00:05:00	5.8 KB	2021-10-22 09:50:10	[Icons]
New Program 8	Local	240 x 180	00:00:12	893.8 KB	2021-10-22 09:27:43	[Icons]
New Program 9	Local	240 x 180	00:00:06	763.9 KB	2021-10-20 16:27:55	[Icons]
New Program 10	Local	240 x 180	00:00:00	2.1 KB	2021-10-20 16:27:14	[Icons]
New Program 11	Local	240 x 180	00:05:00	3.6 KB	2021-10-20 14:28:33	[Icons]

Figure 3.4-1 Program list

- **Edit:** open the **Program Editor** page to edit the program.
- **Publish:** publish the program to a terminal or a terminal group.
- **Export:** pack and export the program to a local file or a U-Disk.
- **Delete:** delete the program.

3.4.2 Adding Programs

Click **+New** . In the pop-up dialog box, set the name, width and height of the program, and then click **OK** to enter the **Program Editor** page.

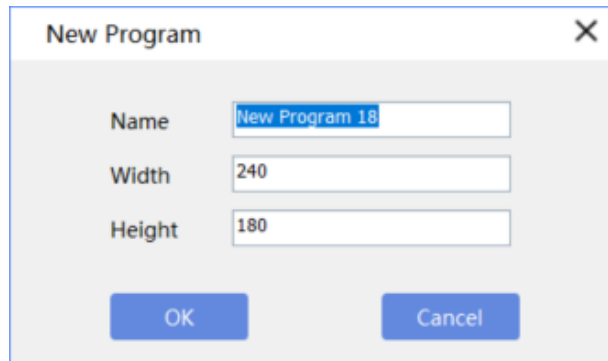


Figure 3.4-2 Adding programs

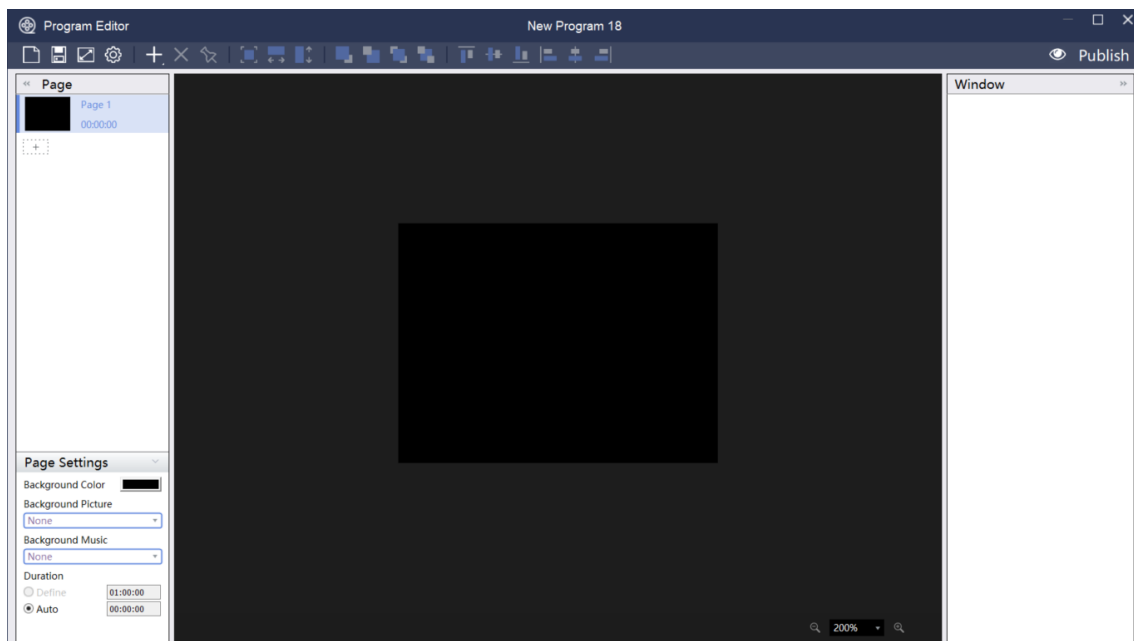



Figure 3.4-3 Program Editor page

You can edit and publish the program on the **Program Editor** page.

3.4.3 Adding Windows

Click  to select a window from the following program windows.

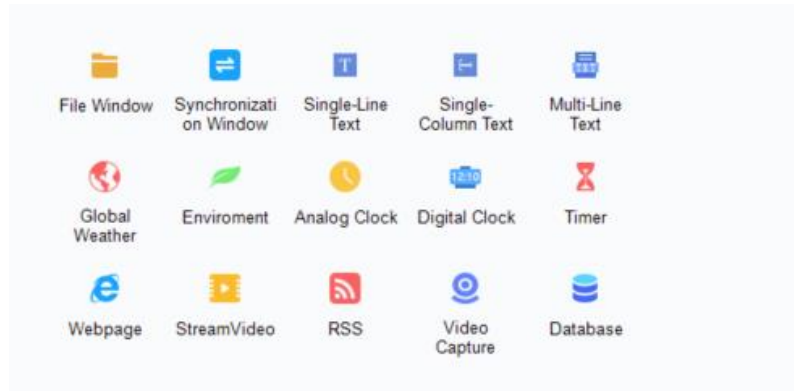


Figure 3.4-4 Program window type

- **Window Settings**

After adding a window, you can adjust the size and border of the window at the left side of the page, and set item properties at the right side of the page. The following figure takes a file window as an example.

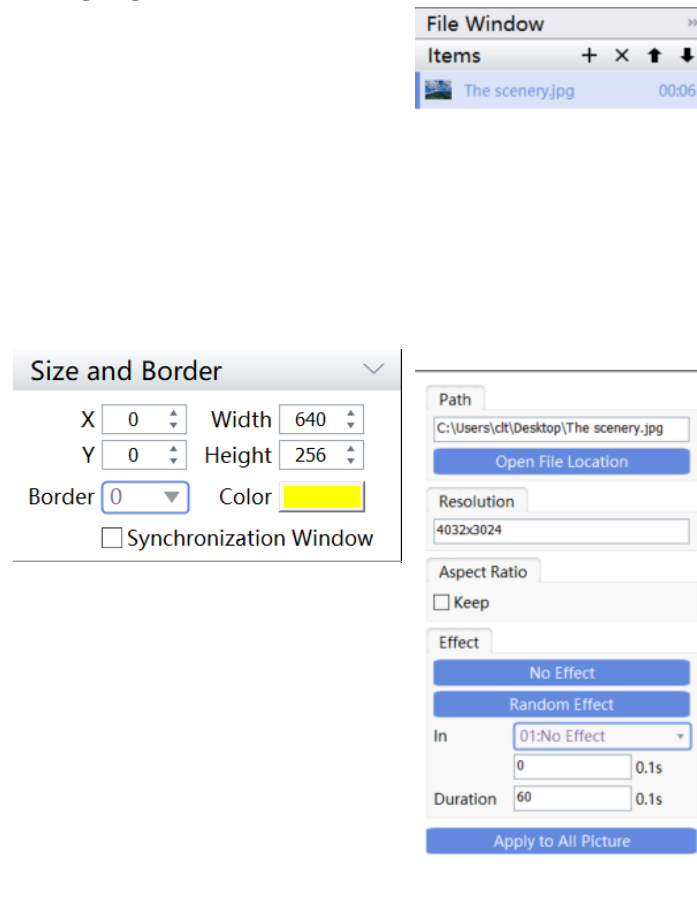




Figure 3.4-5 Window settings

- **Saving Programs**

Click  to save the currently edited program.

- **Publishing Programs**

Click  **Publish** to publish the program to a terminal or a terminal group.

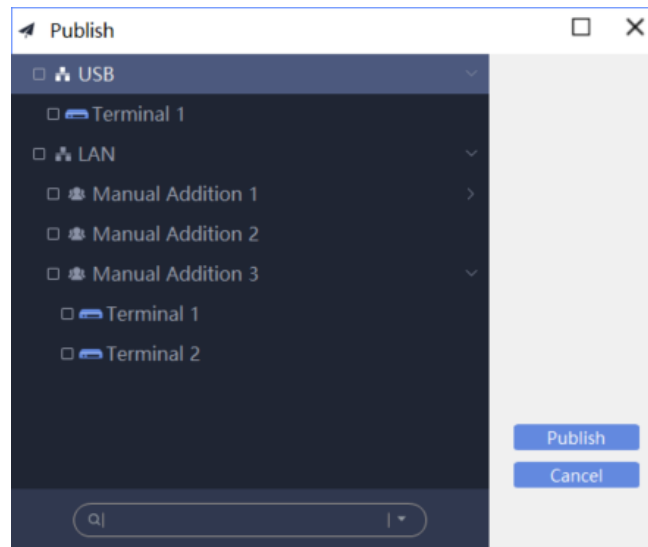
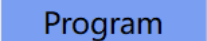


Figure 3.4-6 Publishing programs

3.5 Schedule

On the **Schedule** page, you can add, edit, publish, and delete schedules, and view publish details.

3.5.1 Program Schedule

Click  to enter the program schedule operation page.

● Program Schedule List

In this list, you can view the information of program schedules:

Name, **Source** and **Last Edit Time**, and perform the following operations on the schedules: **Edit**, **Publish** and **Delete**.

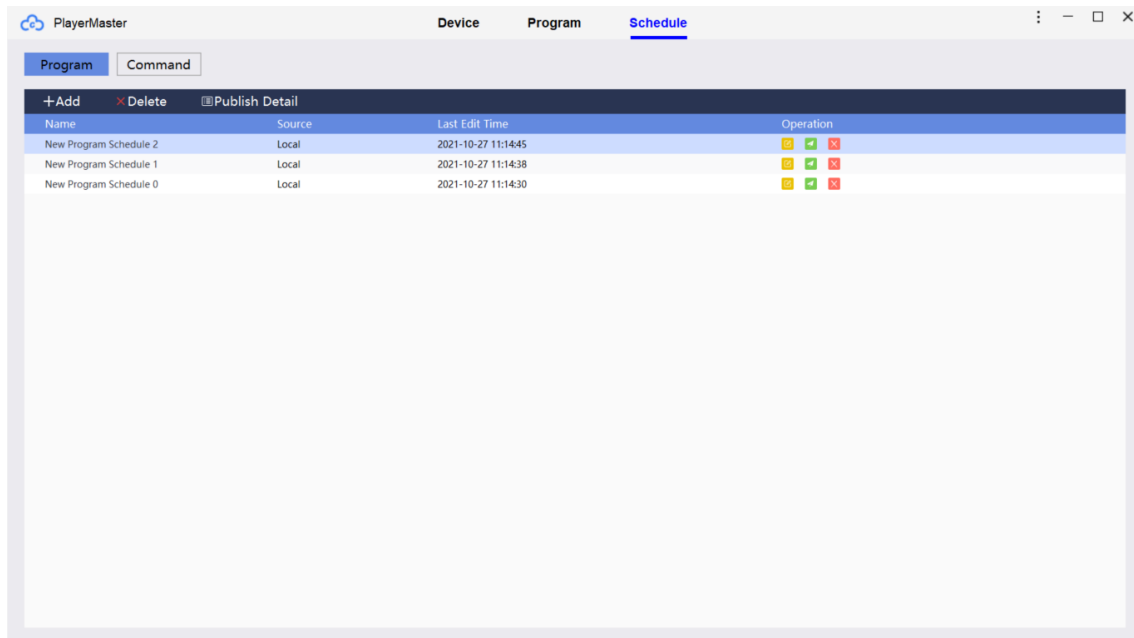
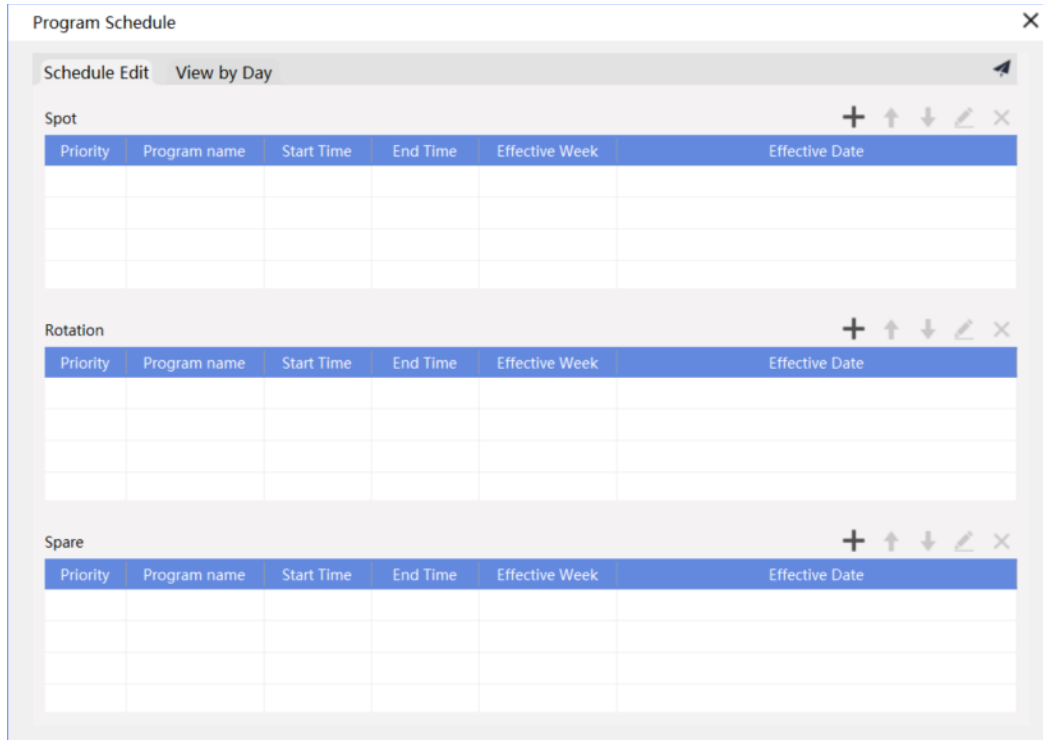


Figure 3.5-1 Program schedule operation page

- **Adding Program Schedules**

Click **+Add**. In the pop-up dialog box, you can add **Spot**, **Rotation** and **Spare** programs.




The screenshot shows a 'Program Schedule' dialog box with a close button (X) in the top right corner. It features a tabbed interface with 'Schedule Edit' and 'View by Day' tabs. The 'Schedule Edit' tab is active, displaying three sections: 'Spot', 'Rotation', and 'Spare'. Each section has a header row with columns: 'Priority', 'Program name', 'Start Time', 'End Time', 'Effective Week', and 'Effective Date'. Each section also includes a set of icons for adding (+), moving up (↑), moving down (↓), editing (✎), and deleting (✕) items. The 'Spot' section is currently empty, while the 'Rotation' and 'Spare' sections each contain one row of data.

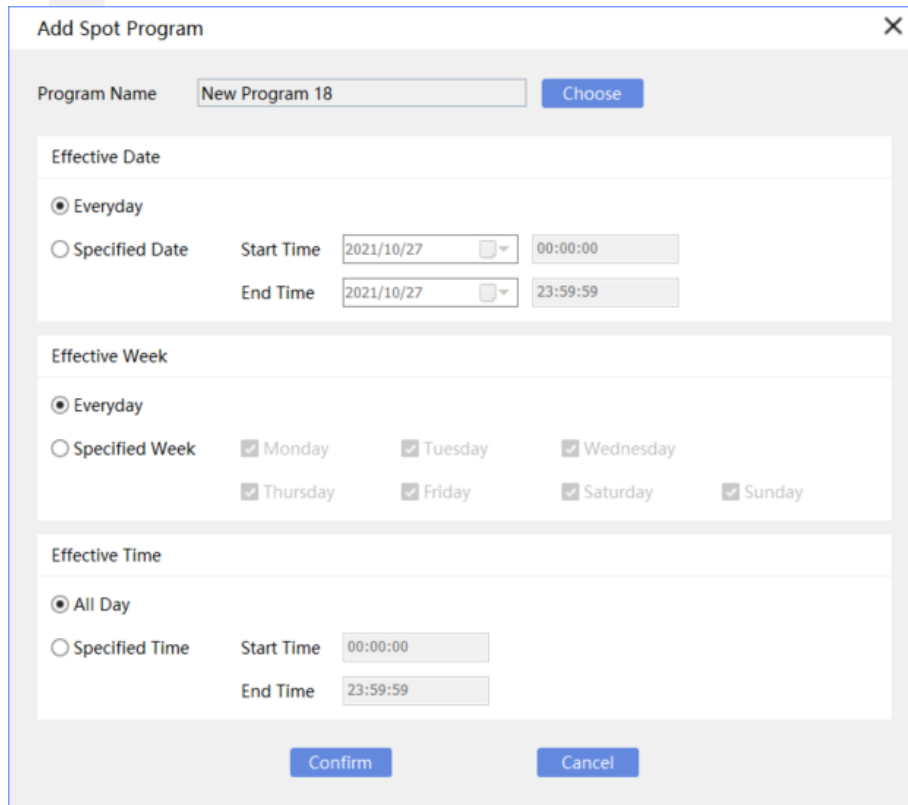
Priority	Program name	Start Time	End Time	Effective Week	Effective Date

Priority	Program name	Start Time	End Time	Effective Week	Effective Date

Priority	Program name	Start Time	End Time	Effective Week	Effective Date

Figure 3.5-2 Adding program schedules

Click  to add a program and set its play time.




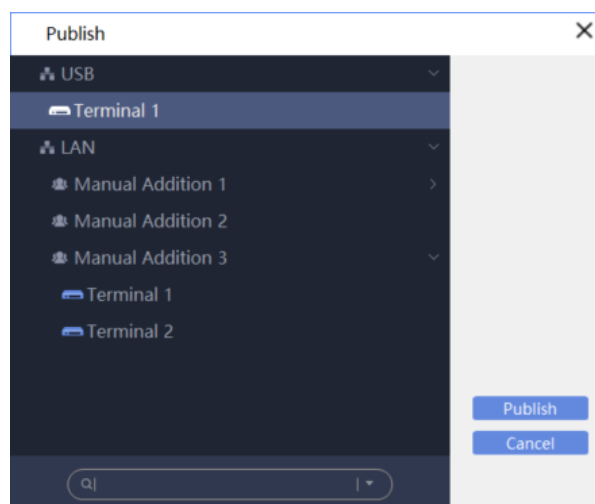
The "Add Spot Program" dialog box contains the following fields and options:

- Program Name:** A text input field with "New Program 18" and a "Choose" button.
- Effective Date:**
 - ☒ Everyday
 - ☐ Specified Date: Includes "Start Time" (2021/10/27) and "End Time" (2021/10/27) dropdowns, each with a time input field (00:00:00 and 23:59:59 respectively).
- Effective Week:**
 - ☒ Everyday
 - ☐ Specified Week: Includes checkboxes for Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, and Sunday, all of which are checked.
- Effective Time:**
 - ☒ All Day
 - ☐ Specified Time: Includes "Start Time" (00:00:00) and "End Time" (23:59:59) input fields.
- Buttons:** "Confirm" and "Cancel" buttons at the bottom.

Figure 3.5-3 Adding an item of program schedules

- **Publishing Program Schedules**

Click  to publish the program schedule to a terminal or a terminal group.



The "Publish" dialog box shows a list of devices to publish to:

- USB:** A dropdown menu.
- Terminal 1:** A device selected for publishing.
- LAN:** A dropdown menu containing:
 - Manual Addition 1
 - Manual Addition 2
 - Manual Addition 3
 - Terminal 1
 - Terminal 2
- Buttons:** "Publish" and "Cancel" buttons on the right.
- Search:** A search bar at the bottom left.

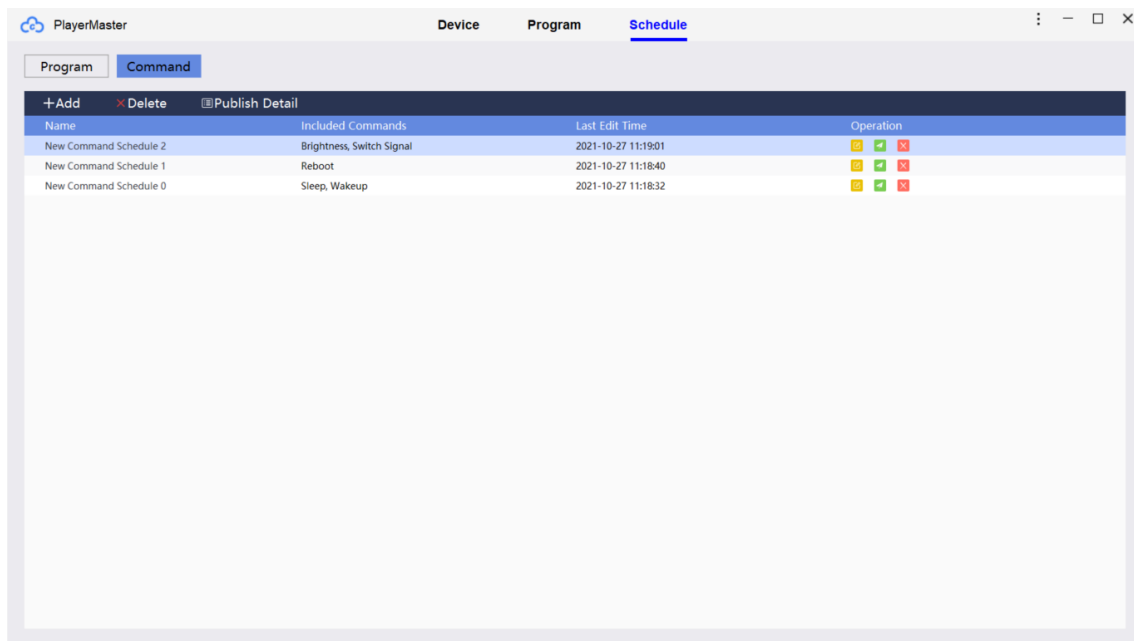
Figure 3.5-4 Publish schedules

3.5.2 Command Schedule

Click **Command** to enter the command schedule operation page.

● Command Schedule List

You can view the information of command schedules: **Name**, **Included Commands**, and **Last Edit Time**, and perform the following operations on the schedules: **Edit**, **Publish** and **Delete**.












Name	Included Commands	Last Edit Time	Operation
New Command Schedule 2	Brightness, Switch Signal	2021-10-27 11:19:01	  
New Command Schedule 1	Reboot	2021-10-27 11:18:40	  
New Command Schedule 0	Sleep, Wakeup	2021-10-27 11:18:32	  

Figure 3.5-5 Command schedule operation page

- **Adding Command Schedules**

Click **+Add**. In the pop-up dialog box, click **+** to add a command and set its execution time.

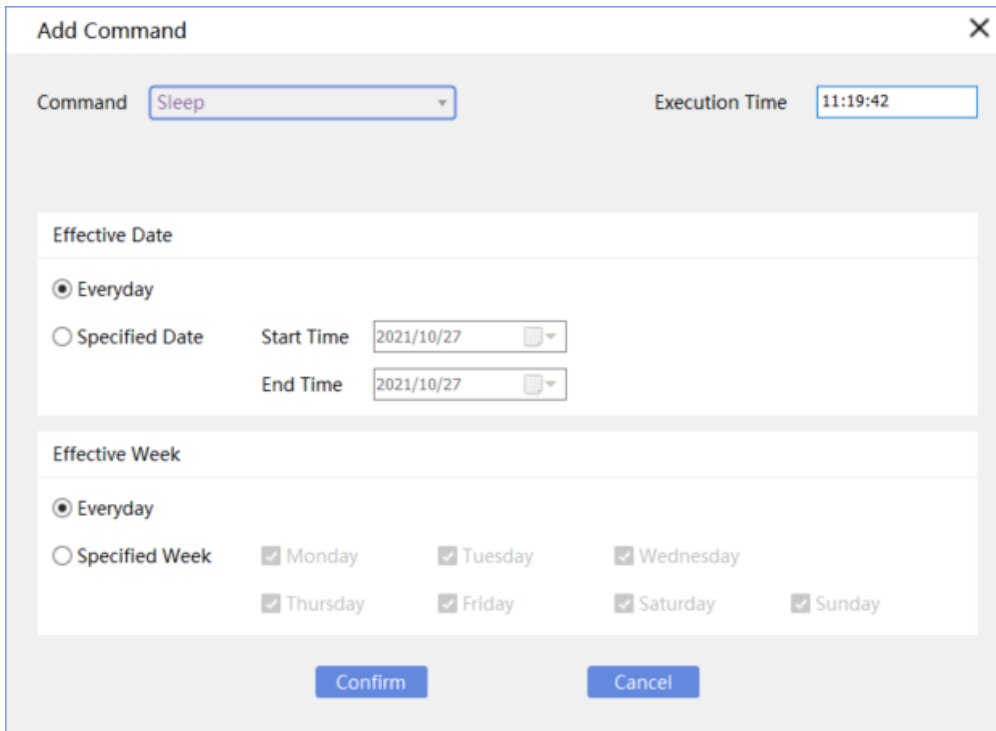



Figure 3.5-6 Adding command schedules

- **Publishing Command Schedules**

Click  to publish the command schedule to a terminal group or a terminal.

4 Software Details

4.1 Interface

In LAN mode, the software contains three main pages: **Device**, **Program** and **Schedule**.

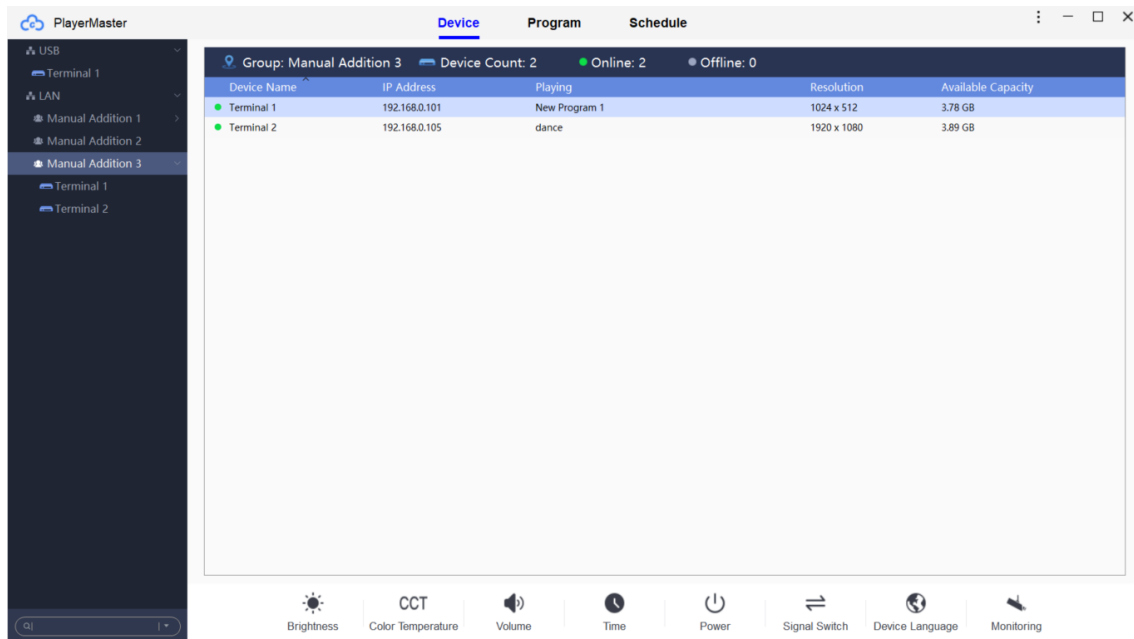


Figure 4.1-1 Main interface

In Cloud mode, you can enter the main interface after logging into your account of ColorlightCloud. In the login interface, enter the password and the server address. The default server address is <https://www.colorlightcloud.com>. You can also select the **Show Server Address** check box and choose an address from the drop-down list, or enter an address. After a successful login, you will view four pages: **Device**, **Media**, **Program** and **Schedule**.

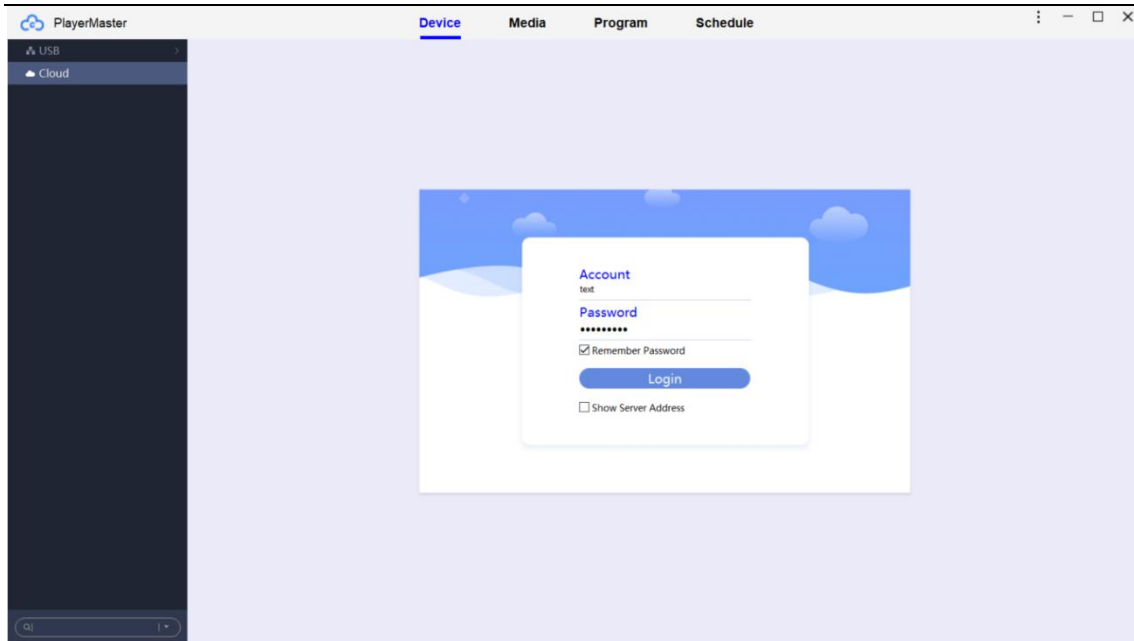



Figure 4.1-2 Login Interface of Cloud Mode

4.2 Main Menu

Click  in the upper-right corner of the software, and the main menu is displayed, which includes **Software Settings**, **Publish Configuration to U-disk**, **Help** and **About**.

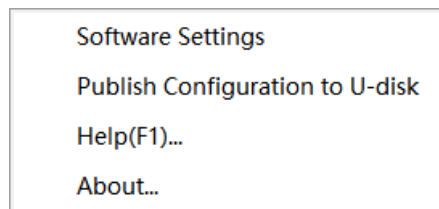


Figure 4.2-1 Main menu

● **Software Settings**

You can switch modes, change common settings, set device management modules, and set cache path.

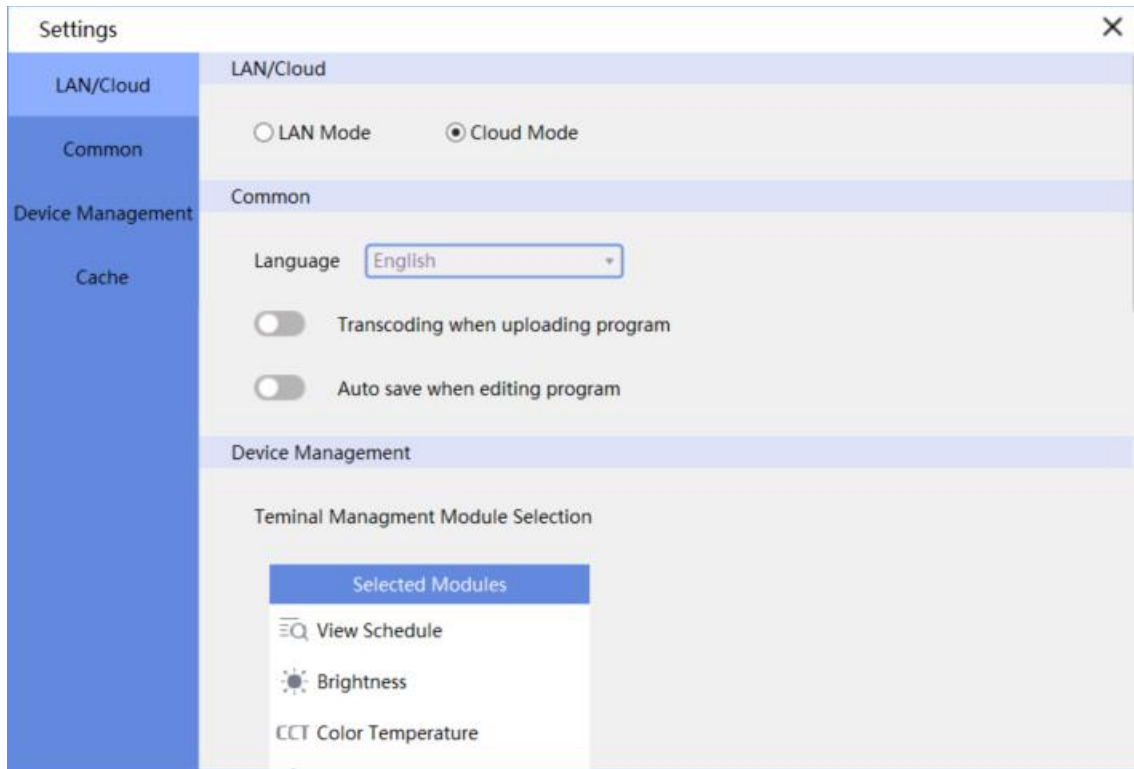


Figure 4.2-2 Software settings

➤ **LAN/Cloud**

You can switch between LAN mode and Cloud mode.

➤ **Common**

Settings	Function
Language	The software will initially choose a language according to system environment after installation. Here you can switch between Chinese, English and French.
Transcoding when uploading program	If turned on, a program will be automatically transcoded when it is being published.
Auto save when editing program	If turned on, a program will be automatically saved when it is being edited.

➤ Device Management

You can select or deselect the terminal management modules displayed at the bottom of the **Device** page, and turn on or off **USB and LAN Encryption**.

If you turn on LAN encryption, you need to enter the account and password before viewing terminal information, controlling a terminal, and entering the standalone webpage and ftp directory.

If you turn on USB encryption, LAN encryption will also be turned on by default, and the permission for updating and playing programs, upgrading via a USB flash drive, and entering the adb debug mode will be limited.

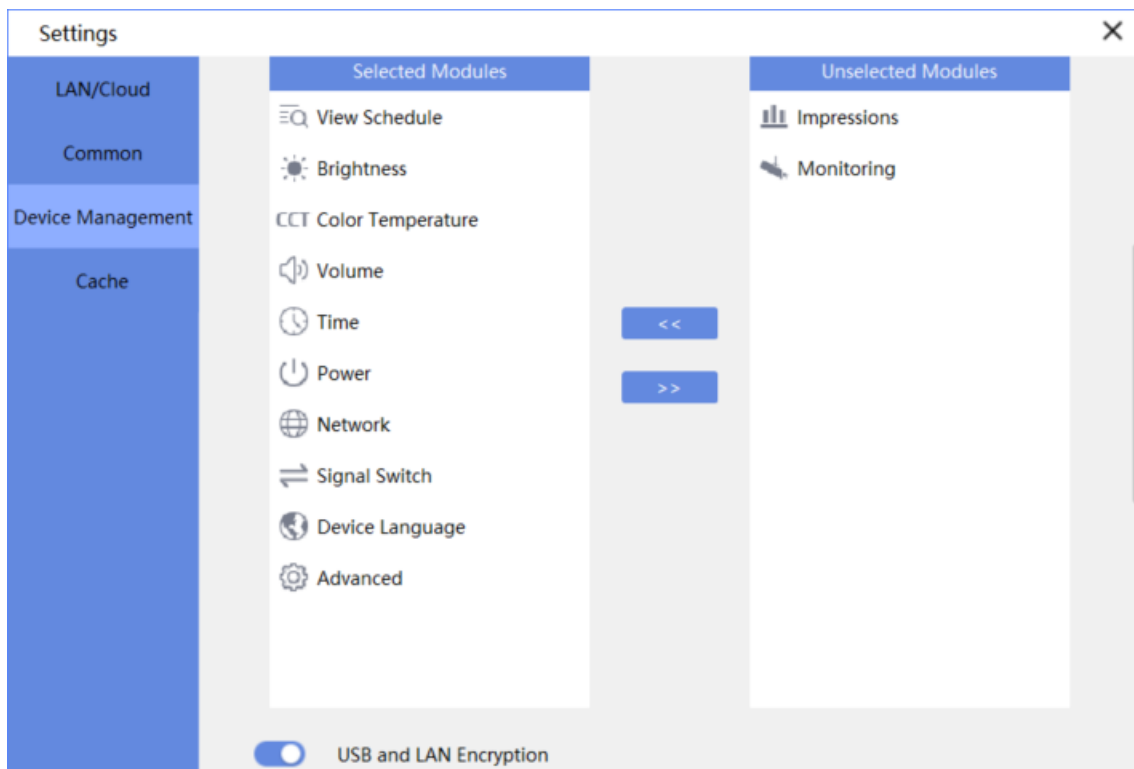


Figure 4.2-3 Terminal management module settings

➤ **Cache**

You can view and change cache path, view disk capacity, and clear the cache.

● **Publish Configuration to U-disk**

Click **Publish Configuration to U-disk**. In the pop-up dialog box, you can publish screen resolution, control area, network and other configurations to the U-disk, and then configure the terminal via the U-disk.

● **Help**

Click **Help** to view the PlayerMaster user manual.


● **About**

Click **About**. In the pop-up window, you can view the logo of the software, version number (compile time), build number, company name and company address. You can click the address to go to the Colorlight website.



Figure 4.2-4 About

4.3 Cloud Account

You can click the profile icon  to view account information, change passwords, or log out of your account.

Settings	Function
----------	----------

Profile	View the username and cloud space.
Modify Password	Modify account password. The password length is between 8 and 30 characters. The new password should contain numbers and uppercase and lowercase letters.
Logout	Log out of your account.

4.4 Device

4.4.1 Terminal Tree

In the terminal tree, you can manage terminal groups and terminals, and publish programs and commands to them.

USB

Terminals connected to the computer via a USB cable can be detected in the terminal tree.

Right-click the target terminal, and the operation menu is displayed.

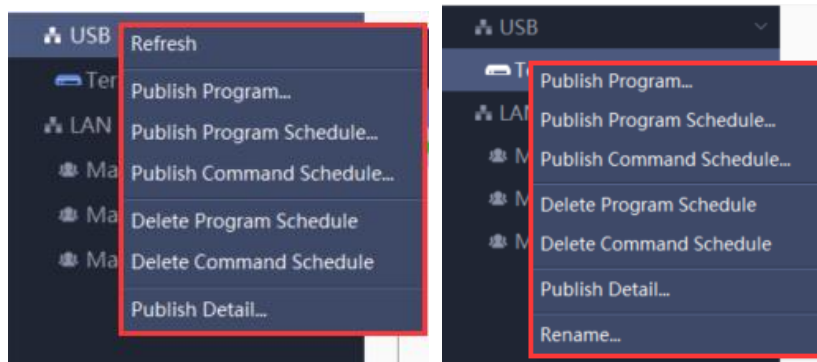


Figure 4.4-1 Right-click menu

Option	Function
Refresh	Refresh the information of the terminal group.
Publish Program	Publish a local program to the terminal.
Publish Program Schedule	Publish a local program schedule to the terminal. (Supported in LAN mode)
Publish Command Schedule	Publish a local command schedule to the terminal. (Supported in LAN mode)

Delete Program Schedule	Delete the local program schedules of the terminal. (Supported in LAN mode)
Delete Command Schedule	Delete the local command schedules of the terminal. (Supported in LAN mode)
Publish Detail	View the details of the programs and schedules published in the current running course of the software...
Rename	Rename the terminal.

● Publishing Programs

Click **Publish Program**. In the pop-up dialog box, select a program and click **OK** to send it to the target terminal.

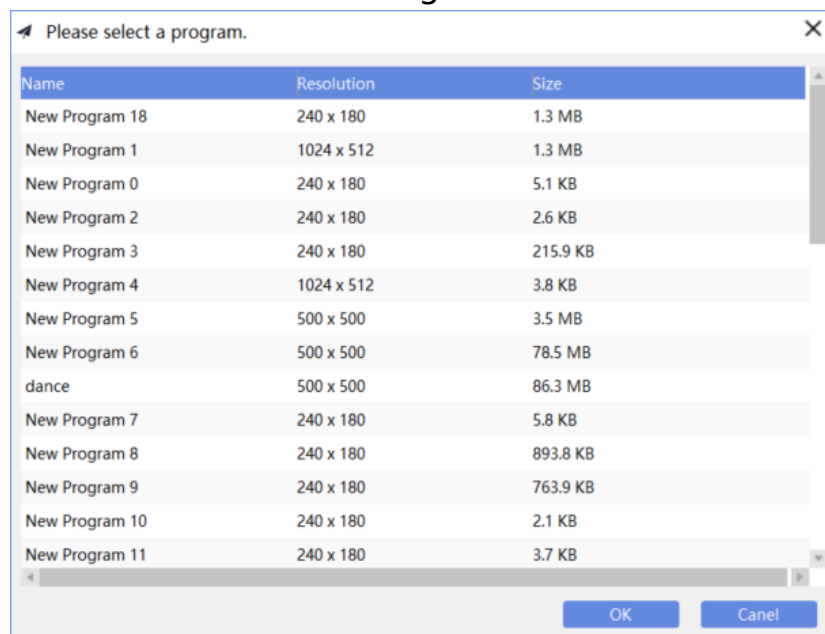


Figure 4.4-2 Publishing programs

● Publishing Program Schedules

Click **Publish Program Schedule**. In the pop-up dialog box, select a program schedule and click **OK** to send it to the terminal.

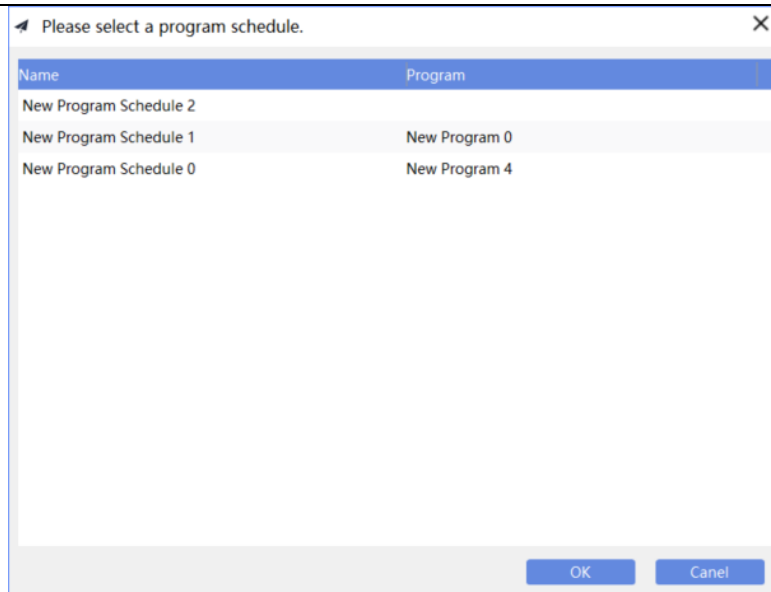


Figure 4.4-3 Publishing program schedules

- **Publishing Command Schedules**

Click **Publish Command Schedule**. In the pop-up dialog box, select a command schedule and click **OK** to send it to the terminal.

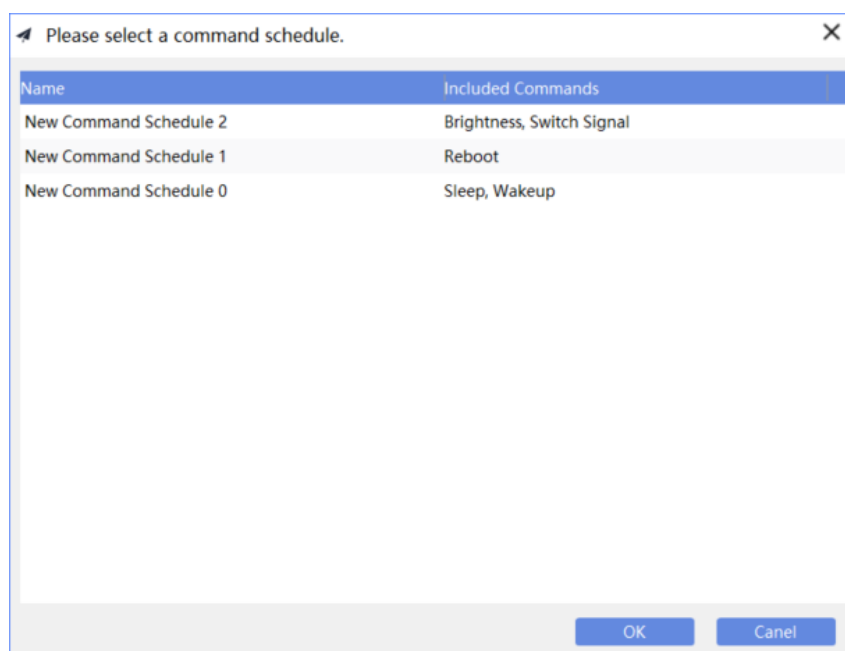
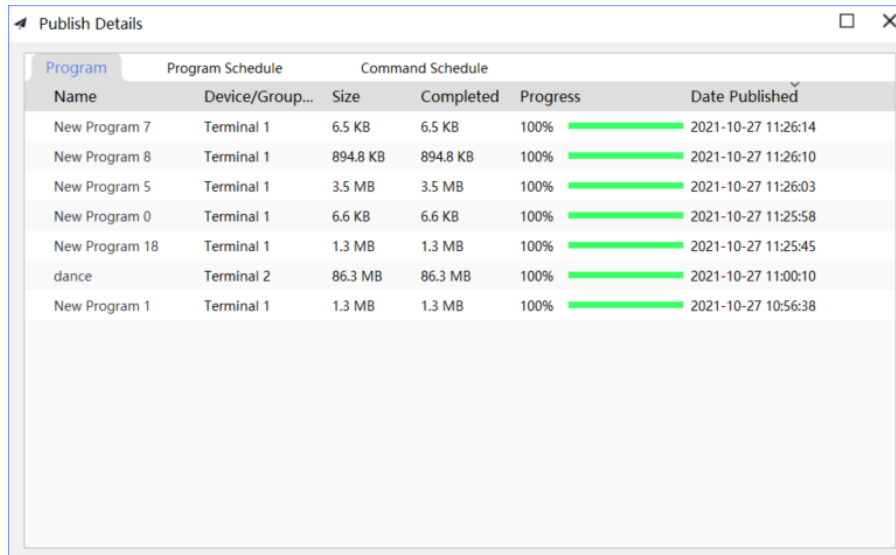


Figure 4.4-4 Publishing command schedules

- **Publish Detail**

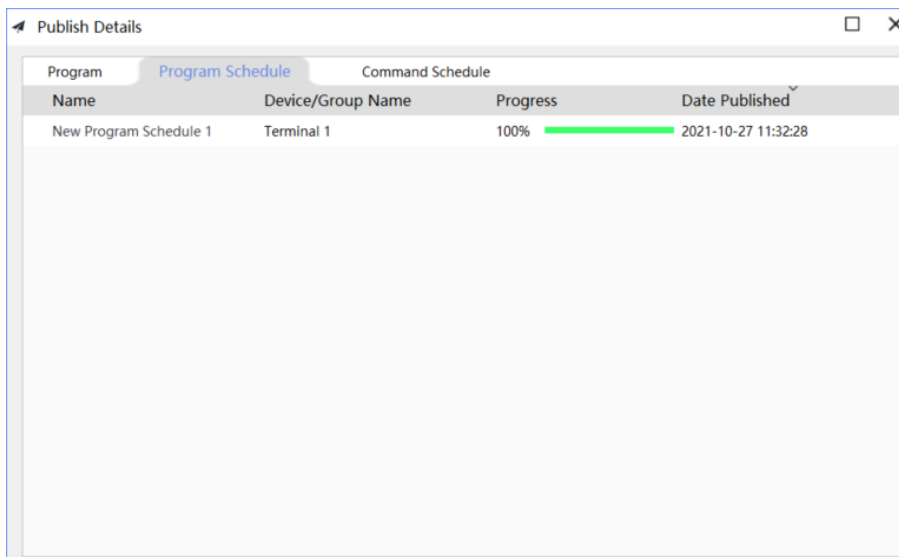
Click **Publish Detail**. In the pop-up dialog box, you can view the detailed information of the programs and schedules published in the

current running course of the software.



Name	Device/Group...	Size	Completed	Progress	Date Published
New Program 7	Terminal 1	6.5 KB	6.5 KB	100%	2021-10-27 11:26:14
New Program 8	Terminal 1	894.8 KB	894.8 KB	100%	2021-10-27 11:26:10
New Program 5	Terminal 1	3.5 MB	3.5 MB	100%	2021-10-27 11:26:03
New Program 0	Terminal 1	6.6 KB	6.6 KB	100%	2021-10-27 11:25:58
New Program 18	Terminal 1	1.3 MB	1.3 MB	100%	2021-10-27 11:25:45
dance	Terminal 2	86.3 MB	86.3 MB	100%	2021-10-27 11:00:10
New Program 1	Terminal 1	1.3 MB	1.3 MB	100%	2021-10-27 10:56:38

Figure 4.4-5 Details of published programs



Name	Device/Group Name	Progress	Date Published
New Program Schedule 1	Terminal 1	100%	2021-10-27 11:32:28

Figure 4.4-6 Details of published program schedules

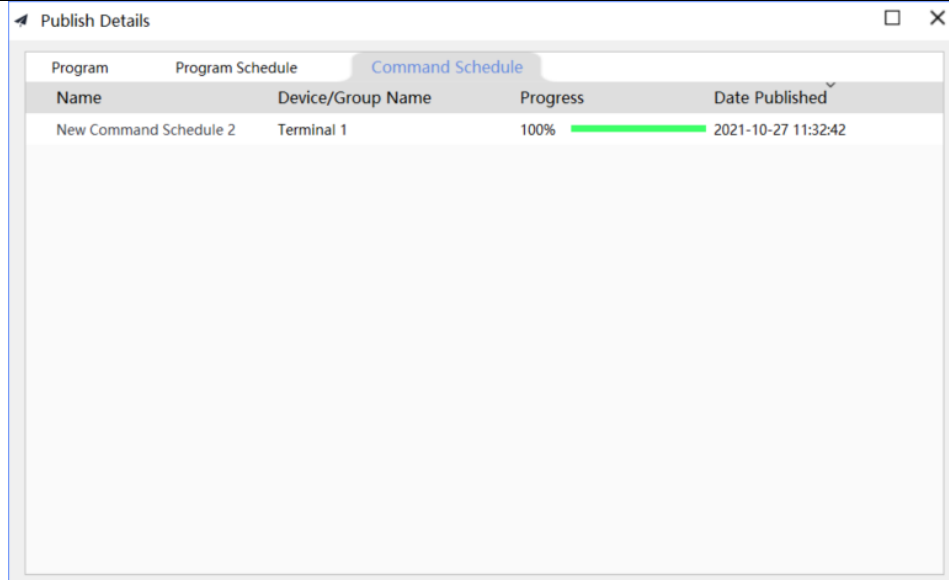


Figure 4.4-7 Details of published command schedules

LAN

You can view the terminals in the same local area network as the computer in the terminal groups of the LAN.

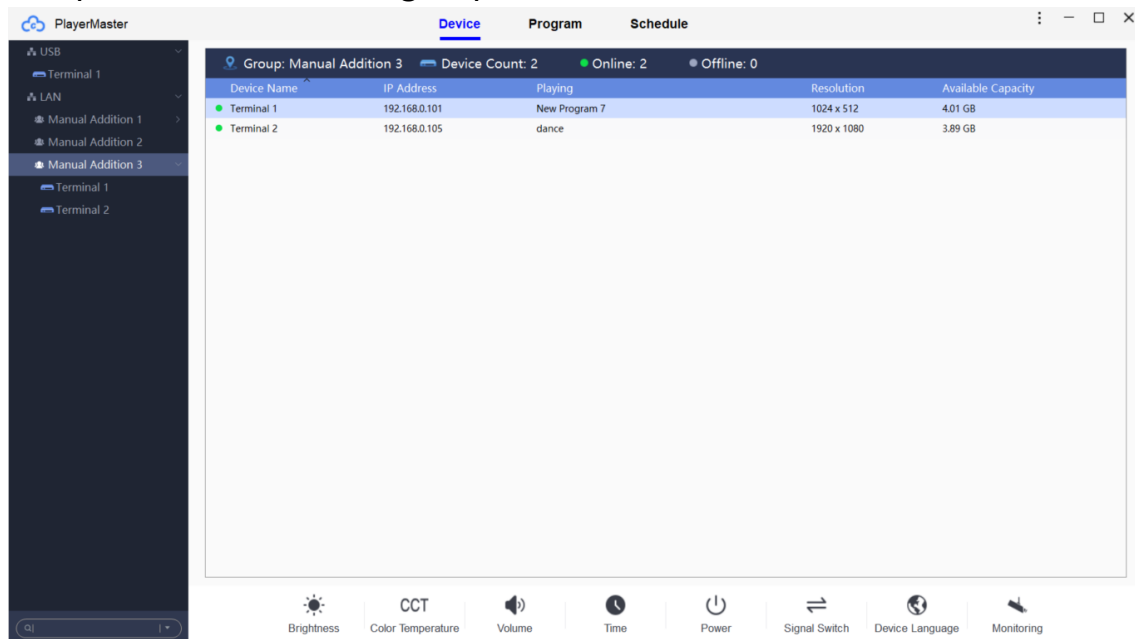


Figure 4.4-8 LAN mode

- **Terminal Group in the LAN**

Right-click the target terminal group, and the operation menu is displayed.

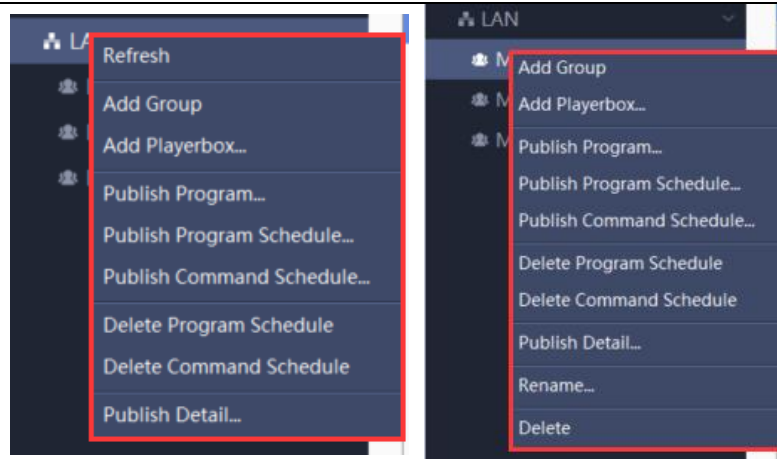


Figure 4.4-9 Right-click menu

Option	Function
Refresh	Refresh the information of terminals in the LAN.
Add Group	Add a subordinate terminal group.
Add Playerbox	Add a player box by entering its IP address.
Publish Program	Publish a program to all terminals of the selected group.
Publish Program Schedule	Publish a program schedule to all terminals of the selected group.
Publish Command Schedule	Publish a command schedule to all terminals of the selected group.
Delete Program Schedule	Delete the LAN-based program schedules of all terminals of the selected group.
Delete Command Schedule	Delete the command schedules of all terminals of the selected group.
Publish Detail	View the detailed information of the programs and schedules published in the current running course of the software.
Rename	Rename the terminal group.
Delete	Delete the terminal group.

Click **Add Playerbox**. In the pop-up dialog box, enter the IP address of the target player box to add the terminal.

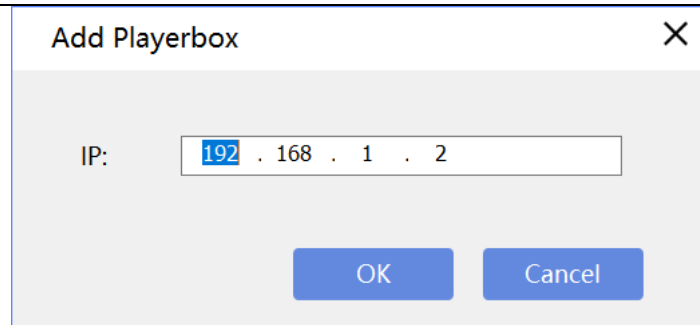


Figure 4.4-10Manually adding terminals

- **Terminal in the LAN**

Right-click the target terminal, and the operation menu is displayed.

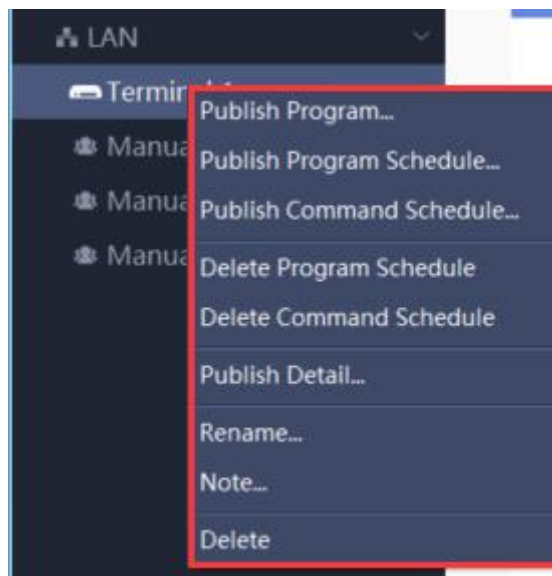


Figure 4.4-11Right-click menu

Option	Function
Publish Program	Publish a program to the selected terminal.
Publish Program Schedule	Publish a local program schedule to the selected terminal.
Publish Command Schedule	Publish a local command schedule to the selected terminal.
Delete Program Schedule	Delete the LAN-based program schedules of the selected terminal.
Delete Command Schedule	Delete the command schedules of the selected terminal.

Publish Detail	View the detailed information of the programs and schedules published in the current running course of the software.
Rename	Rename the terminal.
Note	Add or change the remark of the terminal.
Delete	Delete the terminal.

Cloud

In Cloud mode, you can view and control all terminal groups and terminals under your account.

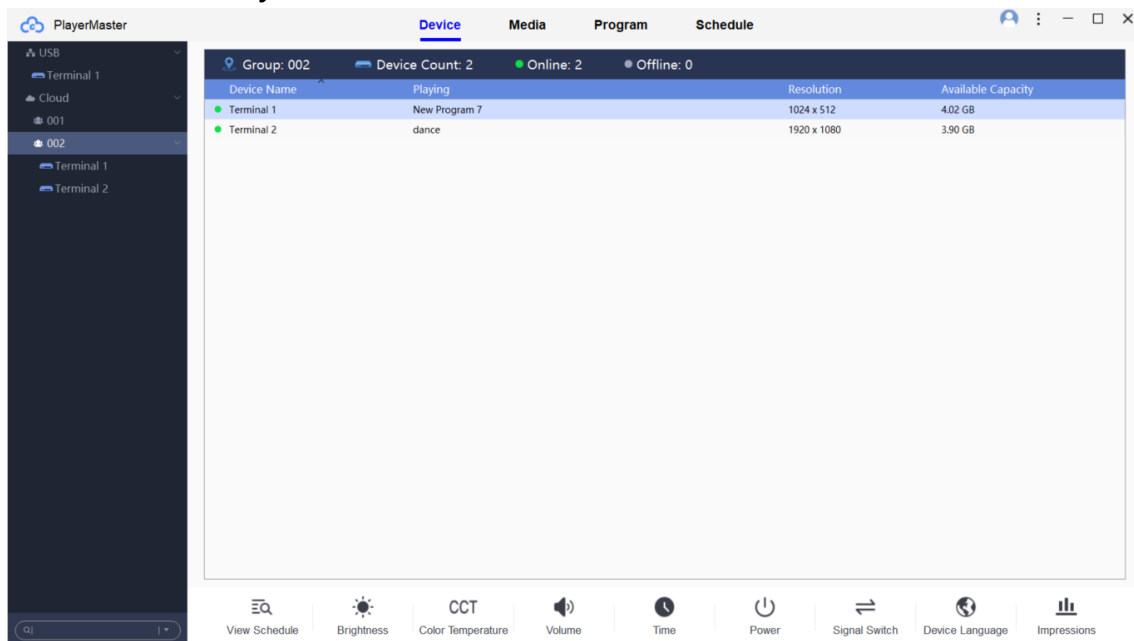
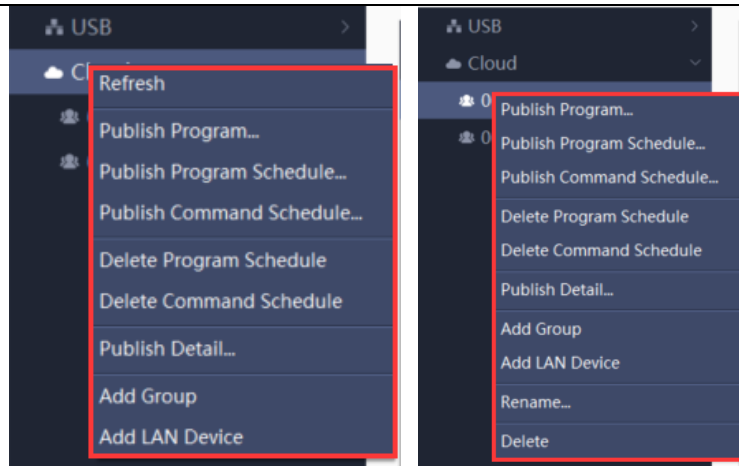


Figure 4.4-12Cloud mode

- **Terminal Group in the Cloud**

Right-click the target terminal group, and the operation menu is displayed.


Figure 4.4-13 Right-click menu

Option	Function
Refresh	Refresh the information of the terminals in the cloud.
Add Group	Add a subordinate group.
Publish Program	Publish a local program to all terminals of the selected group.
Publish Program Schedule	Publish a local or cloud program schedule to the selected group.
Publish Command Schedule	Publish a local command schedule to the selected group.
Delete Program Schedule	Delete the cloud program schedules published to the selected group.
Delete Command Schedule	Delete the cloud command schedules published to the selected group.
Publish Detail	View the detailed information of the programs and schedules published in the current running course of the software.
Rename	Rename the terminal group. (Root groups in the cloud cannot be renamed.)
Delete	Delete the terminal group. (Root groups in the cloud and groups having subordinate groups or terminals cannot be deleted.)

- Terminal in the Cloud

Right-click the target terminal, and the operation menu is displayed.

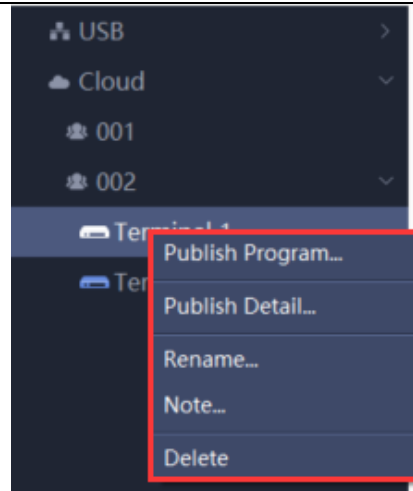


Figure 4.4-14Right-click menu

Option	Function
Publish Program	Publish a local program to the selected terminal.
Publish Detail	View the detailed information of the programs and schedules published in the current running course of the software.
Rename	Rename the terminal.
Note	Add or change the remark of the terminal.
Delete	Delete the terminal.

Terminal Management

Left-click a terminal, drag the terminal to the terminal group icon (in the cloud or LAN), and then you can manage the terminal from the terminal group. The terminal connecting to the computer with a USB cable cannot be dragged to the group in the LAN.

Search

You can search for a terminal or a terminal group by name, by note, and by both name and note.

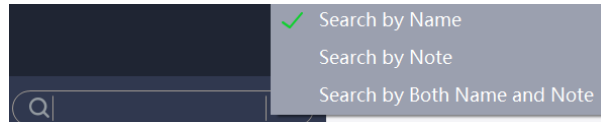


Figure 4.4-15 Terminal tree search

4.4.2 Terminal Information

You can view the information of a terminal or of all terminals in a group.

Terminal List

In the terminal list, you can view the information of all terminals in a group, and simultaneously control the terminals.

- **Terminal List**

Select a group in the terminal tree, and you can view the information of all terminals in the group, and simultaneously control all the terminals. You can view the number of online and offline devices,

Device Name, IP Address (LAN), Playing, Resolution and Available Capacity.

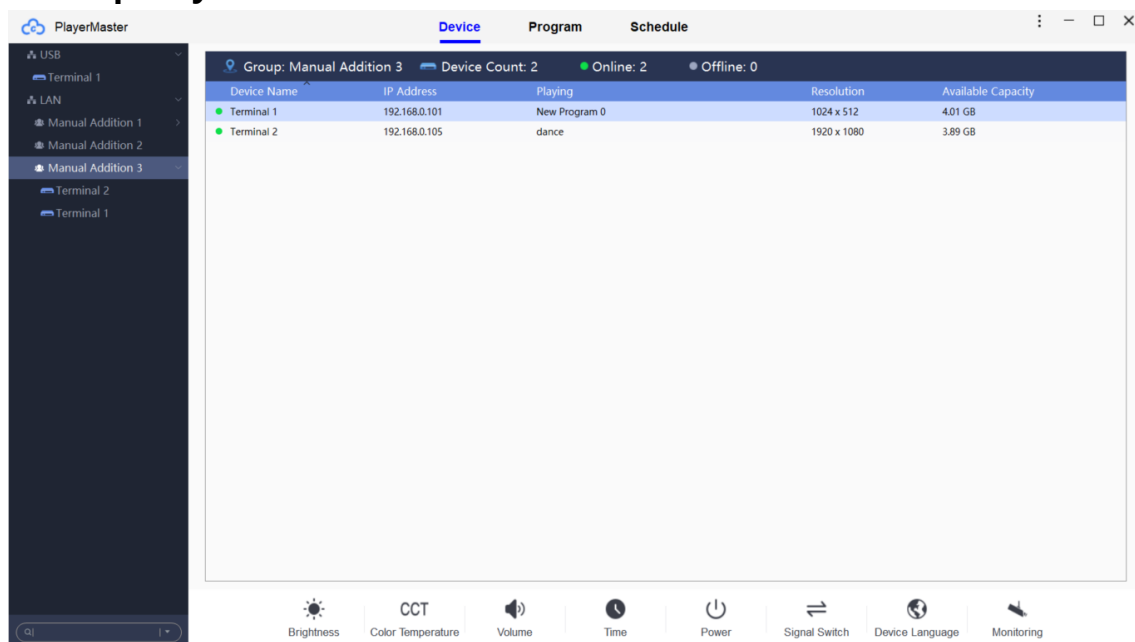


Figure 4.4-16 Terminal list

● Terminal Group Control

Select a group in the terminal tree, and then you can simultaneously control all the terminals in the group.

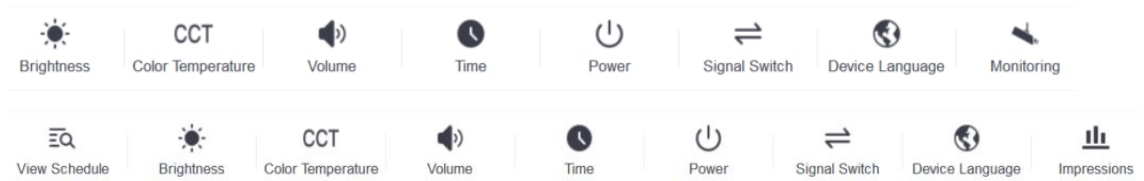


Figure 4.4-17 Terminal control toolbar in LAN/Cloud mode

Operation	Function
View Schedule	View the schedules published to the group.
Brightness	Set the brightness of all the terminals in the group.
Color Temperature	Set the color temperature of all the terminals in the group.
Volume	Set the volume of all the terminals in the group.
Time	In LAN mode, set the time and time zone of all the terminals in a group. In Cloud mode, set the time zone of all the terminals in a group.
Power	Make terminals in a group restart, sleep, or wakeup
Signal Switch	Switch between priority show of HDMI signals and that of playbox content.
Device Language	Set the language of all the terminals in a group.
Monitoring	View the monitoring data of all terminals in a group
Impressions	View and download the playback statistics of all terminals in a group (in Cloud mode)

Terminal Information

You can view terminal information, such as the program being played on the terminal, **Thumbnail**, **Resolution**, **Brightness**, **CCT**, **Volume**, **IP Address** (in LAN mode), **Time**, **Storage**, **Version**, and upgrade the program, and clear cache (in Cloud mode). You can also manage the programs in the terminal.

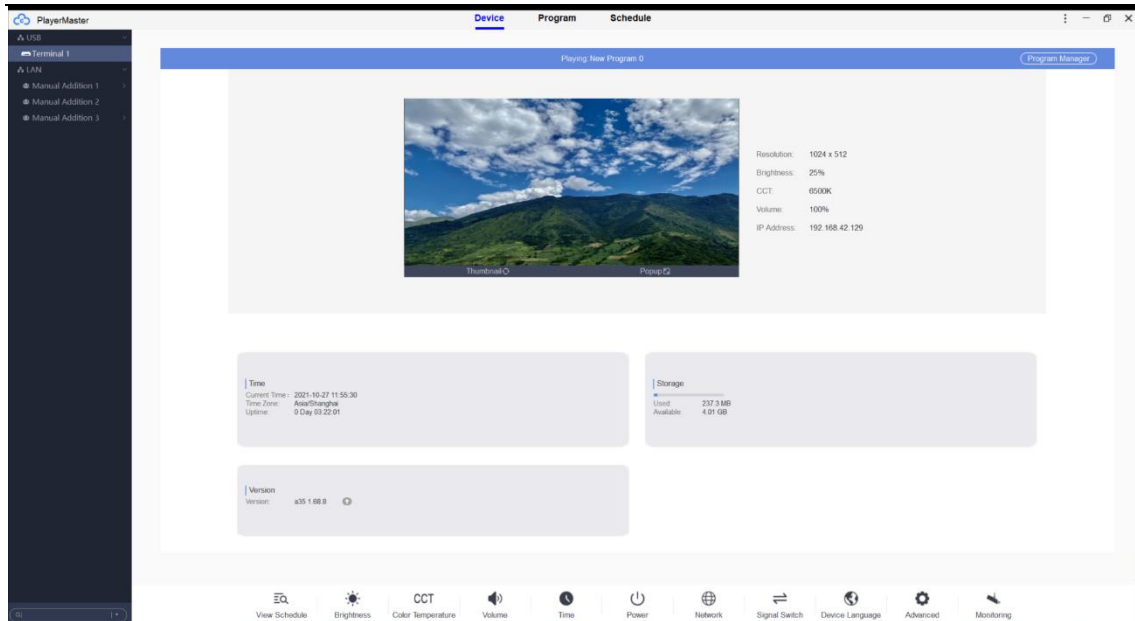


Figure 4.4-18 Terminal information

● Program Management

You can click **Program Manager** in the upper-right corner of the page to manage, switch or delete the programs in the terminal.

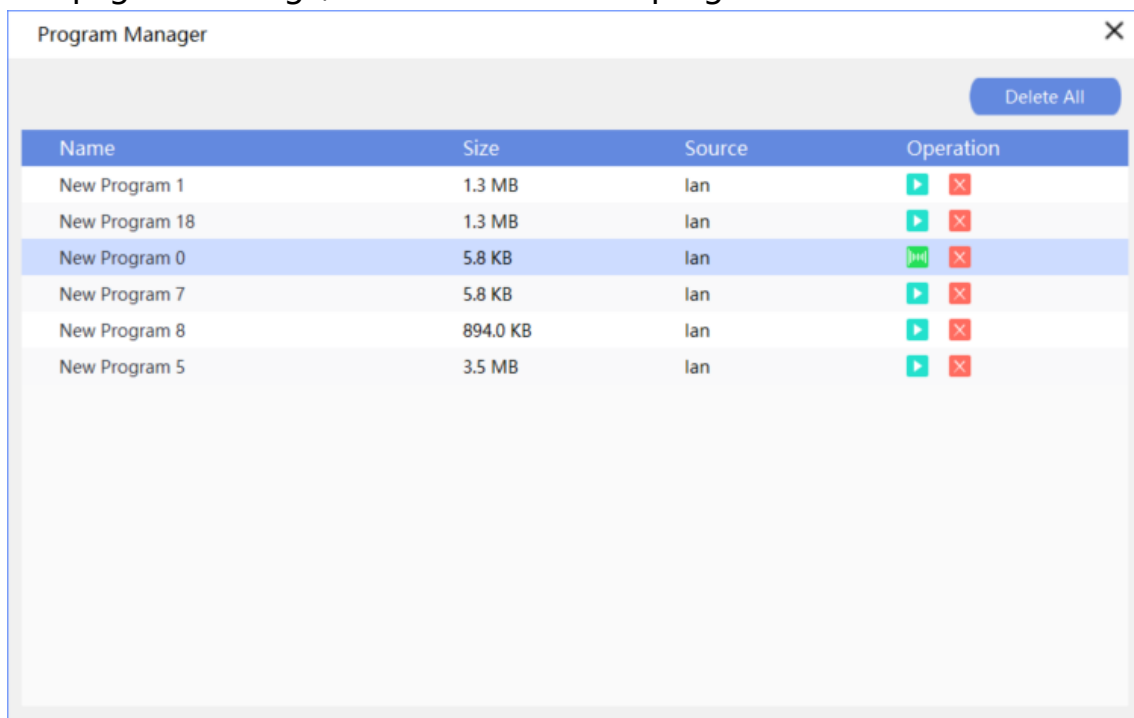


Figure 4.4-19 Terminal program management

- **Viewing Screenshot**

You can refresh the screenshot to view the real-time picture of the program which is being played on the terminal.



Figure 4.4-20 Screenshot

Click **Thumbnail** to refresh the thumbnail of the screen.

Click **Full** to refresh the screenshot and view a clearer version.

Click **Popup** to refresh the screenshot and view a larger version.
You can view the screenshot in 100% or 200% scale.

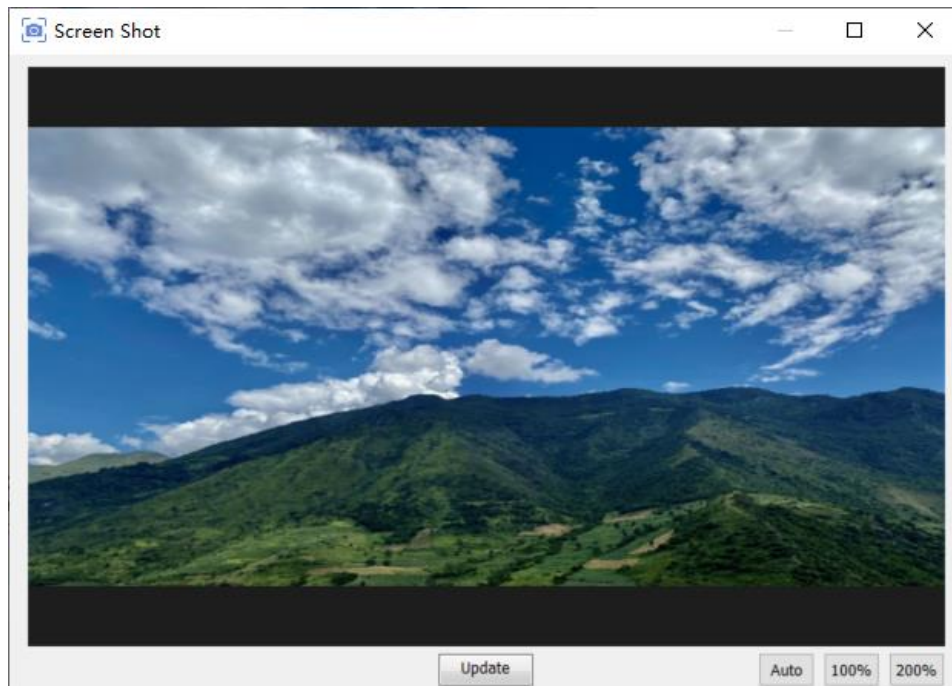


Figure 4.4-21A larger version of screenshot

- Upgrade

Click  to upgrade the player.

In LAN mode, you can upgrade the player program to a higher version or a lower version. Before upgrade, ensure that:

- ① The free space of the player is more than or equal to the size of the upgrade package
- ② The file name of the upgrade package conforms to the following format: update_player_model_version_md5.zip
- ③ The upgrade package is suitable for the player.
- ④ Check if the md5 of the installation package is the same as that of the file name.

After the upgrade package passes the validation, an uploading progress will appear.

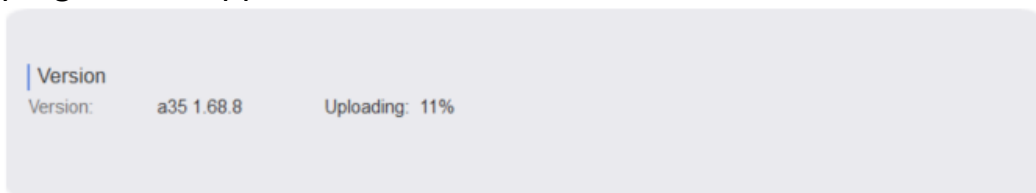


Figure 4.4-22 Uploading progress

In Cloud mode, the upgrade package is the newest version in the cloud server; if the server has no upgrade package that is suitable for this player model, or the package version is lower or equal to the current version, the upgrade button will be hidden.

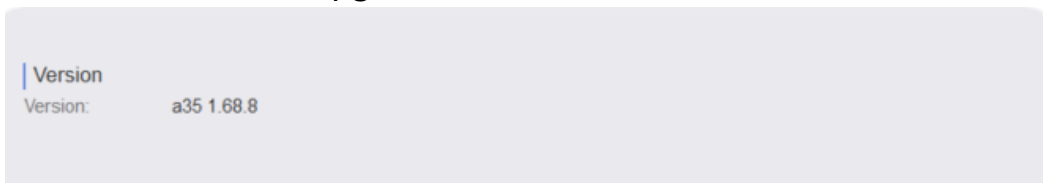


Figure 4.4-23 Upgrade button is hidden.

4.4.3 Terminal Control


On the toolbar at the bottom of the page, you can perform the following operations on the target terminal: viewing schedules, brightness settings,

color temperature settings, volume settings, time settings, power settings, network settings (in LAN mode), signal switching, device language settings, and advanced settings, impressions (in Cloud mode), monitoring.



Figure 4.4-24 Terminal control toolbar in LAN/Cloud mode

Viewing Schedules

Click  to view the program schedules, command schedules of the terminal, and their execution time.

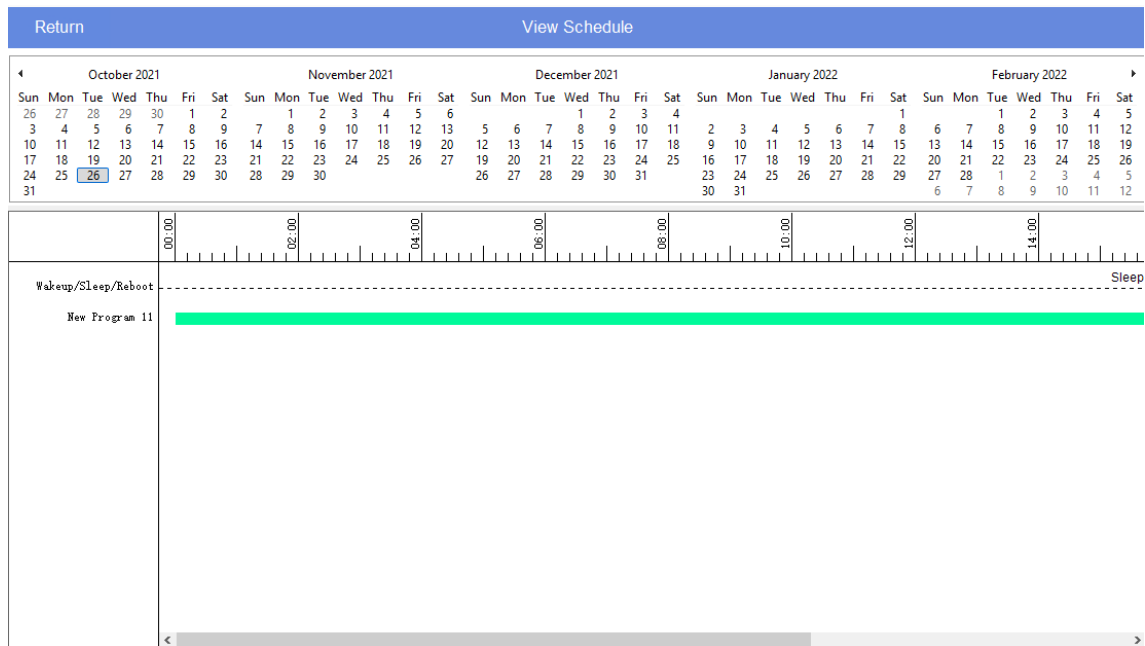

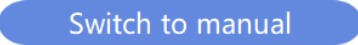


Figure 4.4-25 Viewing schedules

Brightness Settings

Click  to set screen brightness.
Brightness

- **Manual Brightness Adjustment**

Click , and drag the slider to adjust screen brightness.

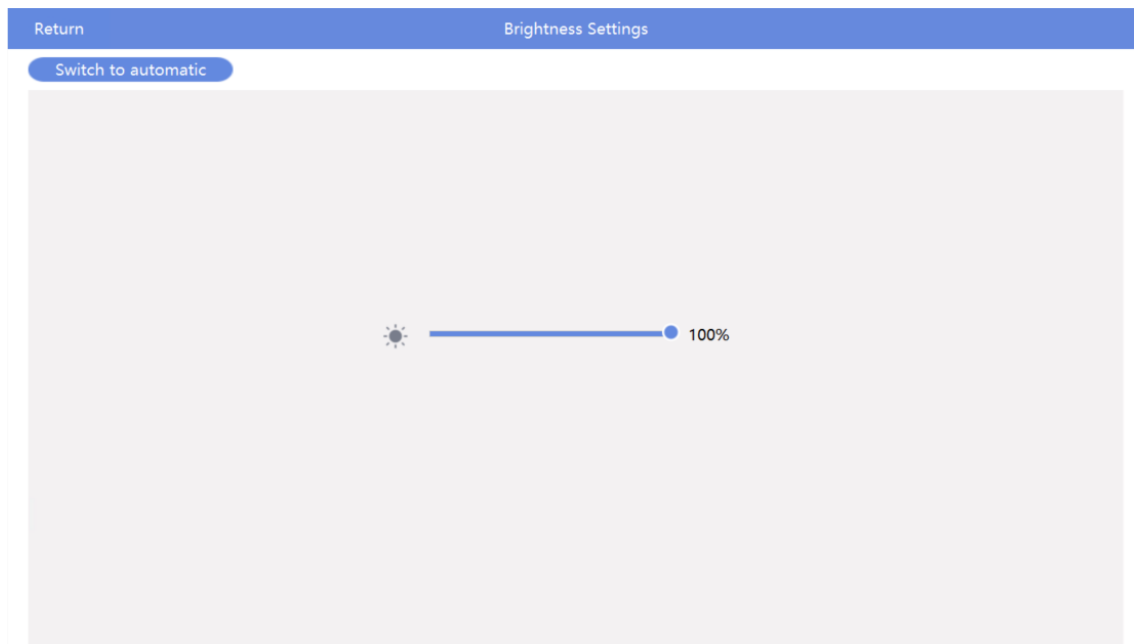


Figure 4.4-26 Brightness settings

Automatic Brightness Adjustment

Click **Switch to automatic**, and the brightness adjustment of the terminal directly switches to the automatic mode. Please ensure that the terminal has been connected to a brightness sensor.

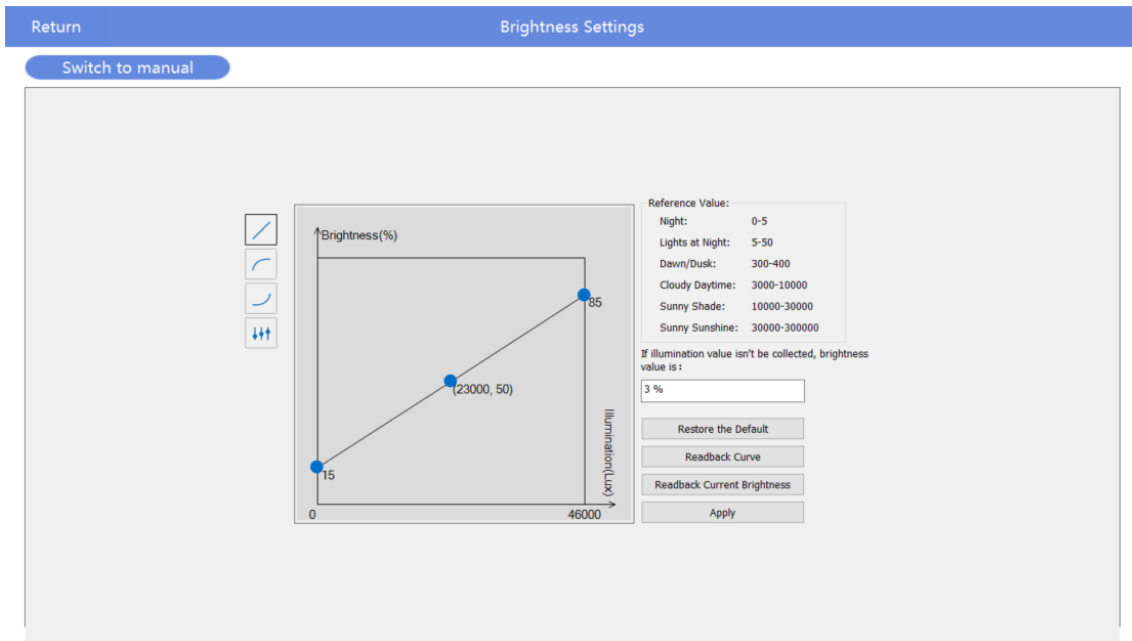



Figure 4.4-27 Automatic brightness adjustment

Setting	Function
Automatic Brightness Mode	You can select Linear , Gamma , Anti-Gamma or Custom mode.
Brightness Coordinate System	<p>You can move the blue point in the coordinate system to adjust the brightness curve. The horizontal axis shows illumination (Lux), and the vertical axis shows screen brightness.</p> <p>In linear mode, you can adjust the minimum value, intermediate value and maximum value of the illumination to set the brightness curve.</p> <p>In gamma and anti-gamma mode, you can adjust the minimum value and maximum value of the illumination to set the brightness curve.</p> <p>In custom mode, you can set the brightness in different range.</p>
Reference Value	You can refer to the reference value to set the brightness curve.

Default Brightness	When the terminal is not connected to the brightness sensor, or the sensor fails to collect the illumination data because of being damaged, the screen brightness is default brightness.
Restore the Default	Restore the default settings of the brightness curve.
Readback Curve	Read-back the last settings of the brightness curve.
Readback Current Brightness	Read-back the current screen brightness.
Apply	Apply the automatic brightness settings to the terminal.

Color Temperature Settings

Click  , and drag the slider to adjust the color temperature of the screen.

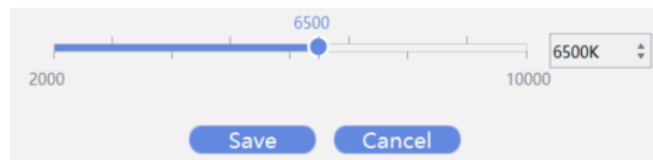



Figure 4.4-28Color temperature adjustment

Volume Settings

Click  , and drag the slider to adjust the volume of the terminal.

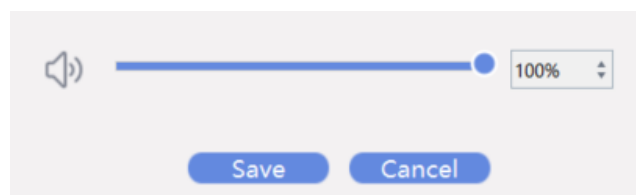



Figure 4.4-29Volume adjustment

Time Settings

Click  to enter the time settings page.

- **Time Setting**

Time setting is not supported in Cloud mode.

You can change terminal time if the **Sync network time** check box is not selected; terminal time will be synchronous with the network time of the selected time zone if the **Sync network time** check box is selected. After setting, click **Apply**.

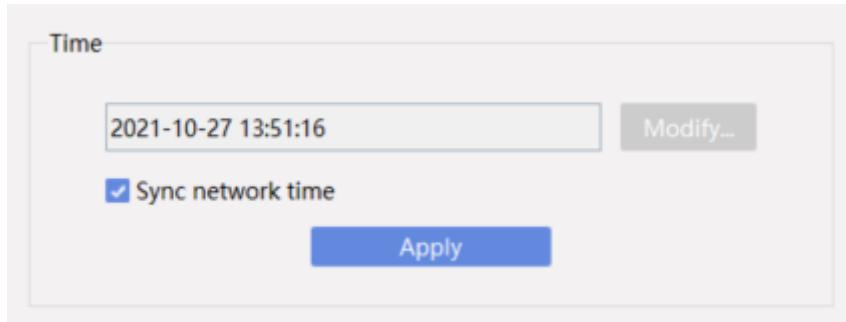


Figure 4.4-30 Time setting

- **Time Zone Setting**

Select a time zone and click **Apply**.

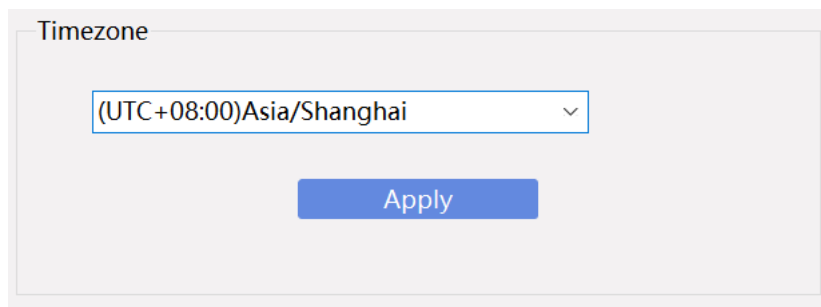



Figure 4.4-31 Time zone setting

Power Settings

Click  , and choose **Restart**, **Sleep** or **Wake Up** to control the terminal.

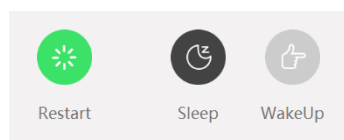



Figure 4.4-32 Power control

Network Settings

Click  to enter the network settings page. (Network setting is not

supported in Cloud mode.)

Click **Test Network State** to check the network state of the terminal.

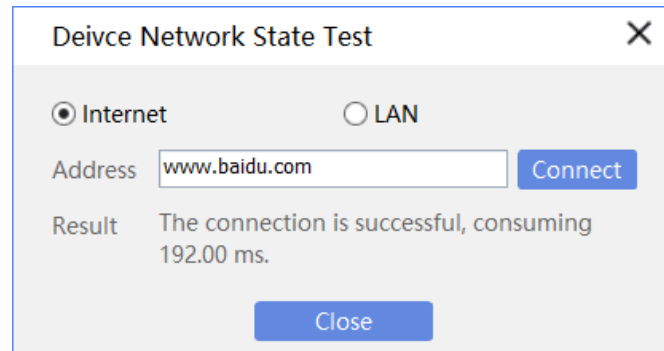



Figure 4.4-33Checking network state

Click **Update** to refresh the network state of the terminal.

After setting, click **Apply**.

- **Wi-Fi**

Click  to search for networks, and double-click the name of a network. Then enter the password, and click **Apply**.

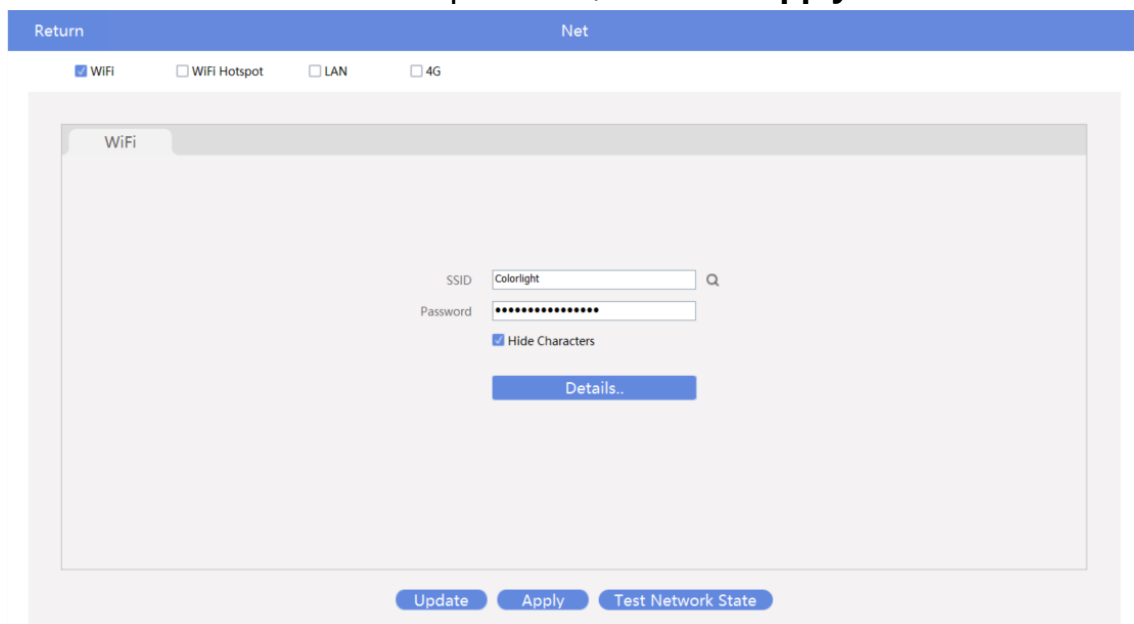
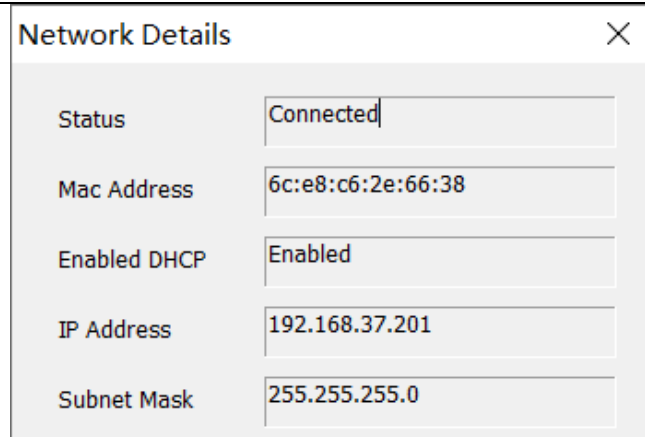


Figure 4.4-34Wi-Fi settings

Click **Details..** to view terminal information such as **IP Address** and **Subnet Mask**.



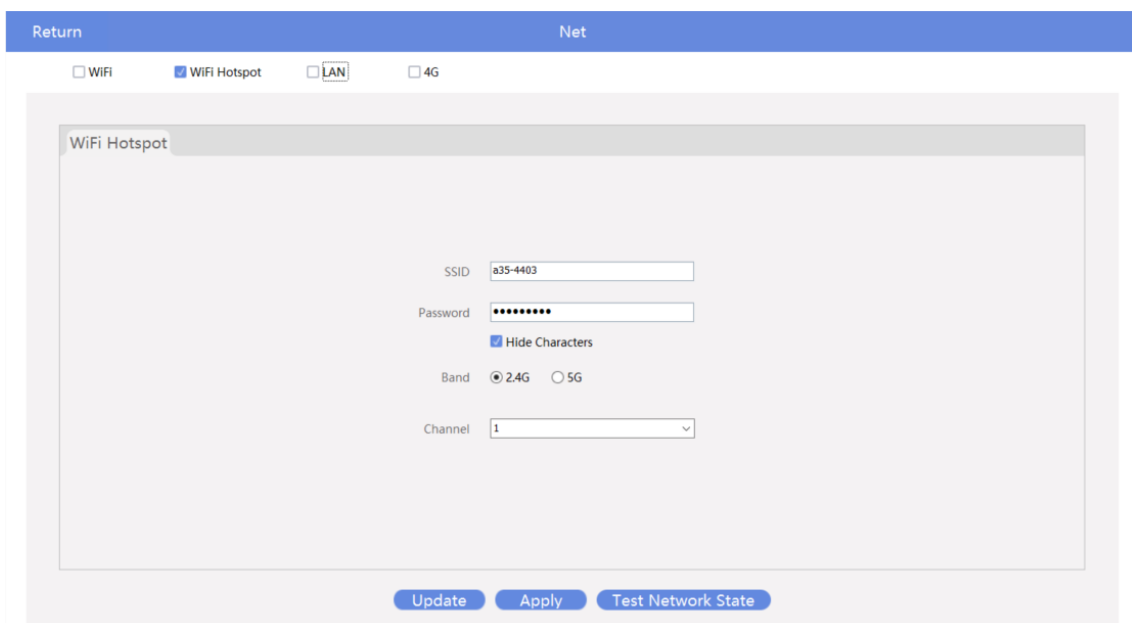
Network Details	
Status	Connected
Mac Address	6c:e8:c6:2e:66:38
Enabled DHCP	Enabled
IP Address	192.168.37.201
Subnet Mask	255.255.255.0

Figure 4.4-35 Viewing details of network connection

- Wi-Fi Hotspot

You can connect the computer to the Wi-Fi hot spot of the terminal.

Set **SSID**, **Password**, **Band** and **Channel**.



Return
Net

☐ WiFi
☒ WiFi Hotspot
☐ LAN
☐ 4G

WiFi Hotspot

SSID

Password

☒ Hide Characters

Band

☒ 2.4G
☐ 5G

Channel

Update
Apply
Test Network State

Figure 4.4-36 Wi-Fi hotspot settings

- LAN

Click **Automatically Obtain IP Address**, or click **Use Following IP Address** and enter correct IP information, and then click **Apply**.

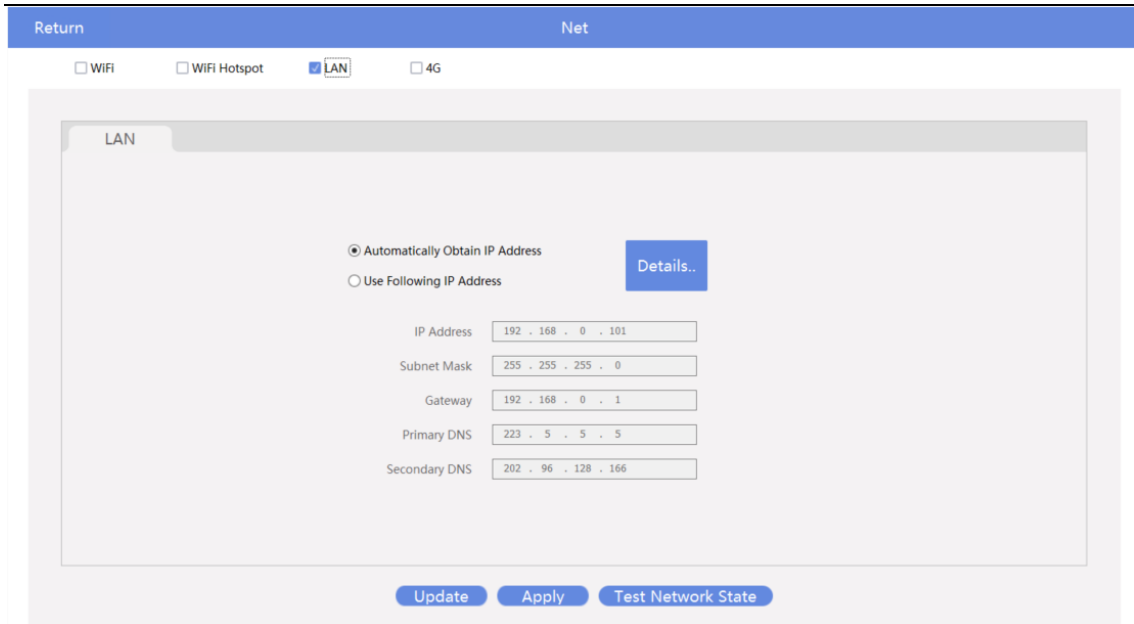


Figure 4.4-37LAN settings

● 4G

After installing a 4G module and a SIM card on the terminal, select the **4G** check box, and click **Apply** to automatically configure APN, or click **Apply Config** to manually configure APN.

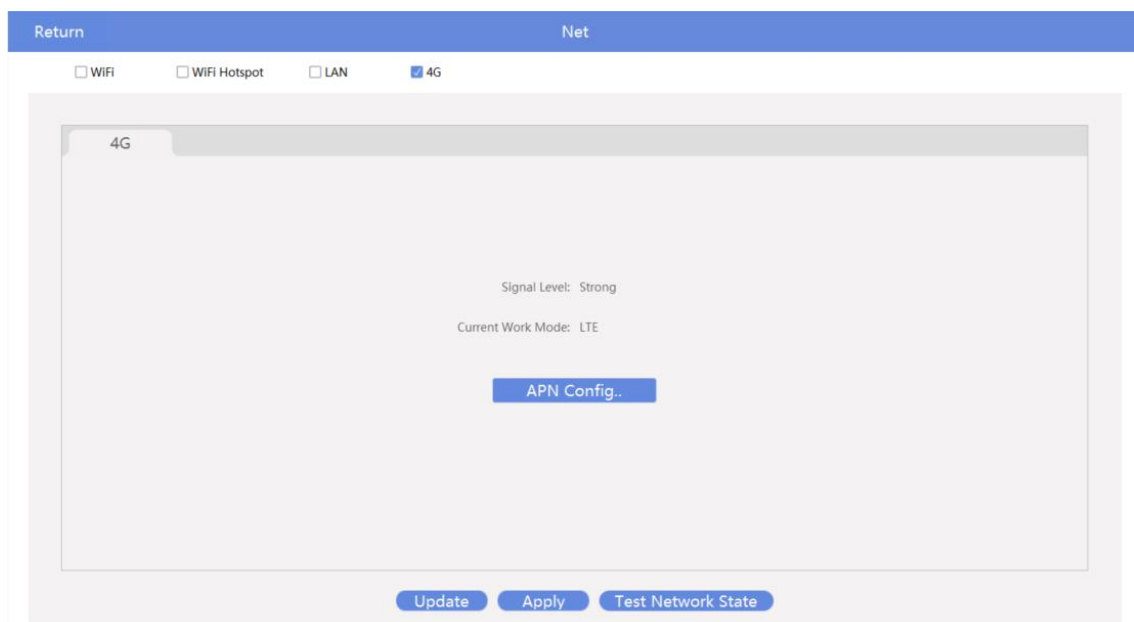



Figure 4.4-384G connection settings

Signal Switching

Click  to choose **Priority show of HDMI signals** or **Priority show playbox content**, and then click **Save**.

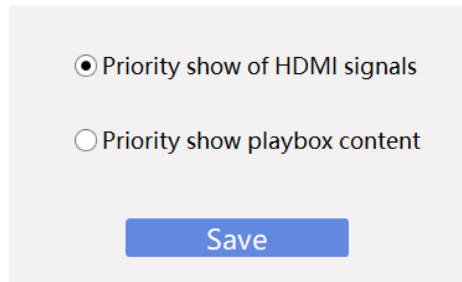



Figure 4.4-39 Signal switching

Device Language Settings

Click  to enter the **Language Settings** page. Click the arrow and select a language from the language list, and then click **Apply and Reboot**.

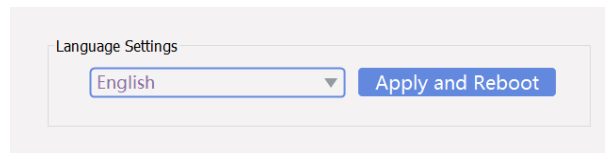



Figure 4.4-40 Language settings

Advanced Settings

Click  and enter the password "168" to enter the **Advance Settings** page, which has 7 sub-pages: **Screen Resolution** (Cloud mode only has this sub-page), **Control Area**, **Detect Receiver Card**, **Screen Parameter**, **Receiver Card Mapping**, **Internet** and **Other**. (Advanced settings are not supported in Cloud mode.)

- **Screen Settings**

You can set the rotation angle and resolution of the screen.

Return
Advanced Settings

Screen Settings
Control Area
Detect Receiver Cards
Screen Parameters
Receiver Card Mapping
Other

Rotation

Clockwise Rotation 0° 90° 180° 270°

Resolution

Width

Height

Apply and Reboot

Figure 4.4-41 Screen parameter settings

- **Control Area**

- **Control Area**

You can set the starting point of the row, the starting point of the column, and the width and height of the control area of every port on the terminal. After setting, click **Save**.

- **Cropping and zooming**

Only C5 player supports auto and manual zooming, and cropping.

Figure 4.4-42Control area settings

You can detect the receiver card connected to the terminal, and view the following information of the receiver card: **Port**, **Type**, **Temperature**, **Error Ratio** and **Worktime**.

Figure 4.4-43 Detecting receiver cards

- **Screen Parameter**

You can set the receiver card parameter, HDMI input resolution (EDID) and the advanced parameter.

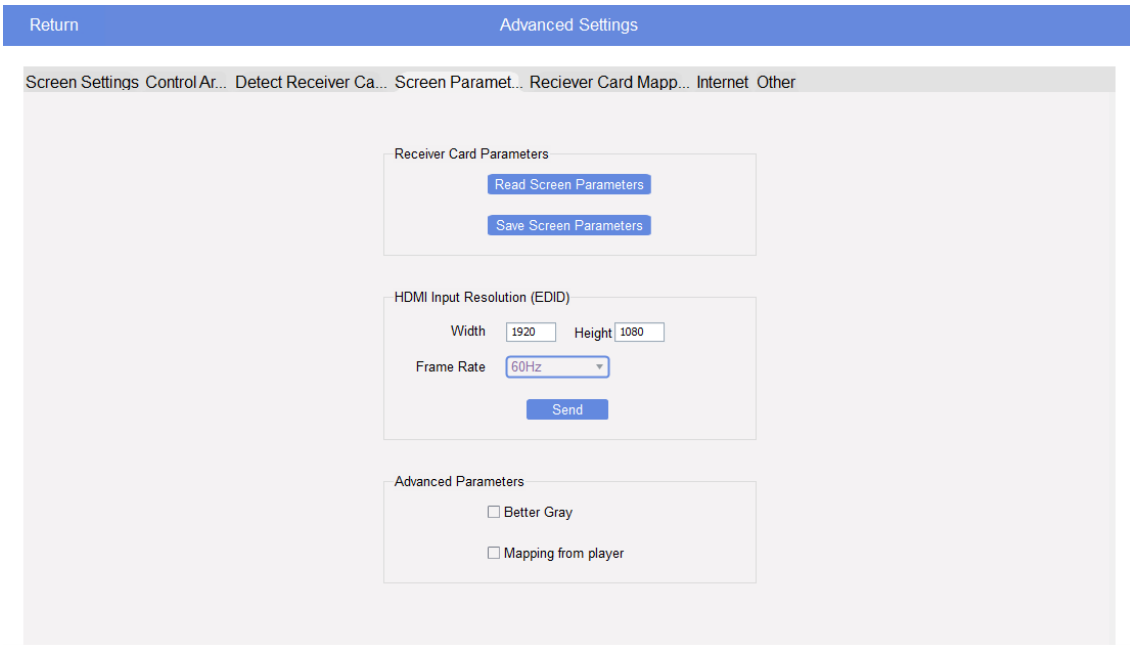


Figure 4.4-44Screen parameter

- **Receiver Card Parameter**

You can read back screen parameters and save them to the local file, or load local parameters and save them to the receiver card.

- **HDMI Input Resolution**

You can set the EDID of a player. The player with HDMI inputs supports this function.

- **Advanced Parameter**

You can turn on or off the grayscale improvement function and set mapping from the player.

- **Receiver Card Mapping**

You can set the mapping of the cabinets connected to the terminal.

You can open and save mappings. In the normal editing mode, you can add cabinets, delete cabinets, clear the mapping or set the fast mapping of the selected cabinets, and group or ungroup the selected cabinets; in the manual editing mode, you can successively left-click the cabinets to create the mapping, and right-click the cabinets to clear the mapping.

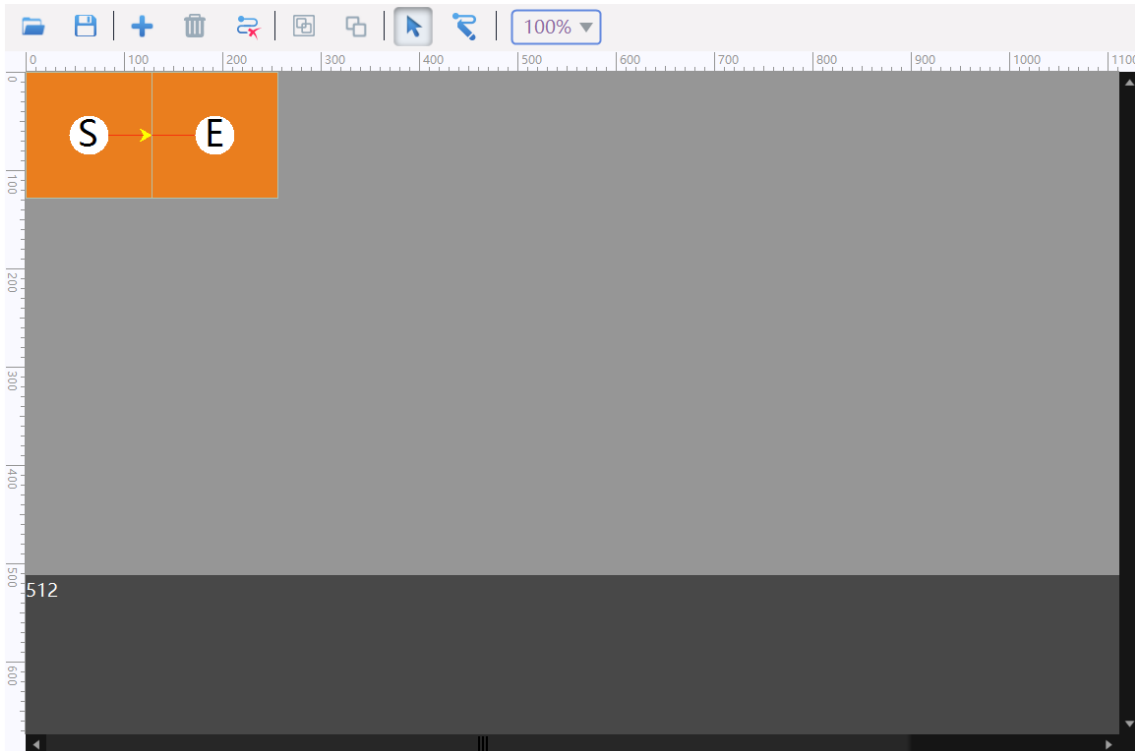
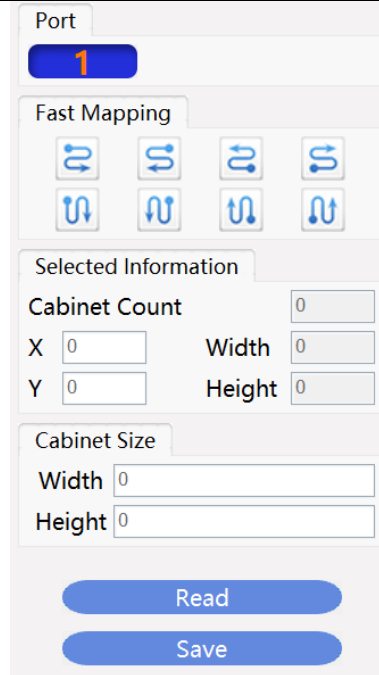


Figure 4.4-45 Mapping - Painting Area

You can change the position and size of the cabinets.



Port

Fast Mapping

Selected Information

Cabinet Count

X Width

Y Height

Cabinet Size

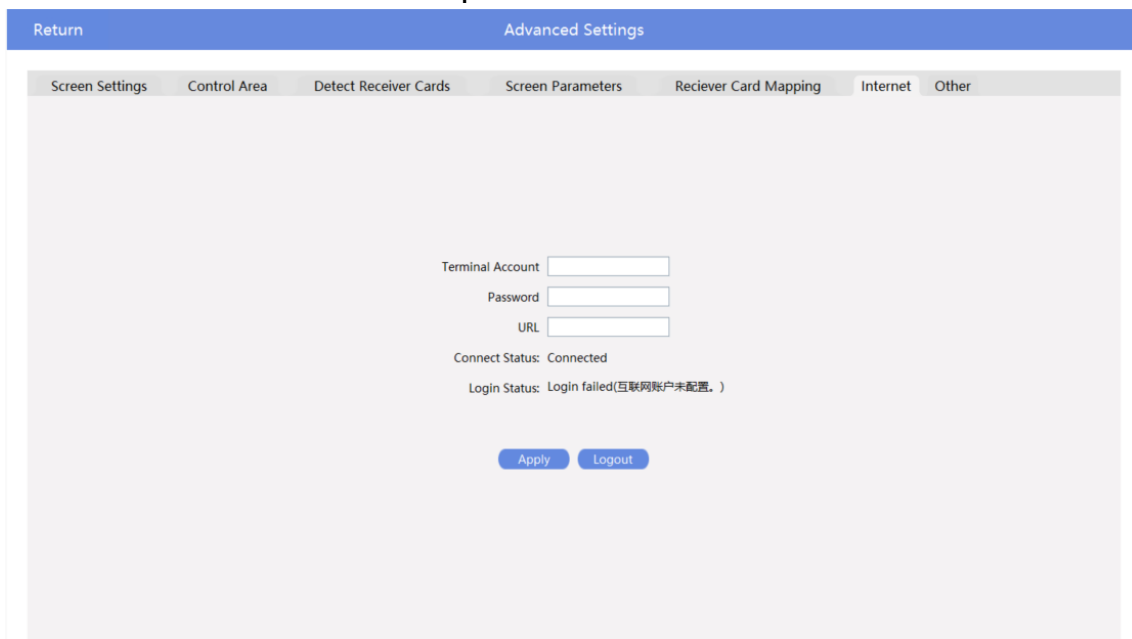
Width

Height

Figure 4.4-46 Mapping - cabinet settings

● Internet

Set the Internet account of the terminal, and you can manually add the terminal to the cloud platform.



Return Advanced Settings

Screen Settings Control Area Detect Receiver Cards Screen Parameters Receiver Card Mapping Internet Other

Terminal Account

Password

URL

Connect Status: Connected

Login Status: Login failed(互联网账户未配置。)

Figure 4.4-47 Internet account settings

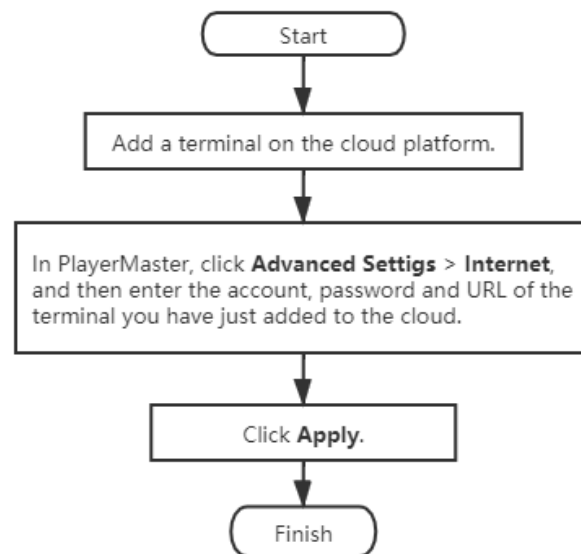


Figure 4.4-48Manually adding terminals to the cloud

Apart from the method mentioned above of adding terminals to the cloud, in the terminal tree, you can also directly drag the target terminal connected to the computer via a USB cable to a terminal group in the cloud.

● Other

You can set the on-screen display of program name, turn on safe encryption, and perform factory reset.

➤ Program name

If the **Show Toast** check box is selected, program name will be displayed on the screen.

➤ Safe encryption

To set safe encryption, you must first, in the upper-right corner of the main interface, click **Software Settings > Device Management**, and turn on **USB and LAN Encryption**.

Then return to the **Advanced Settings > Other** interface. After turning on encryption, you must enter the account and password

before viewing the information of the encrypted terminal and controlling the terminal.

If USB encryption is turned on, LAN encryption will also be turned on by default.

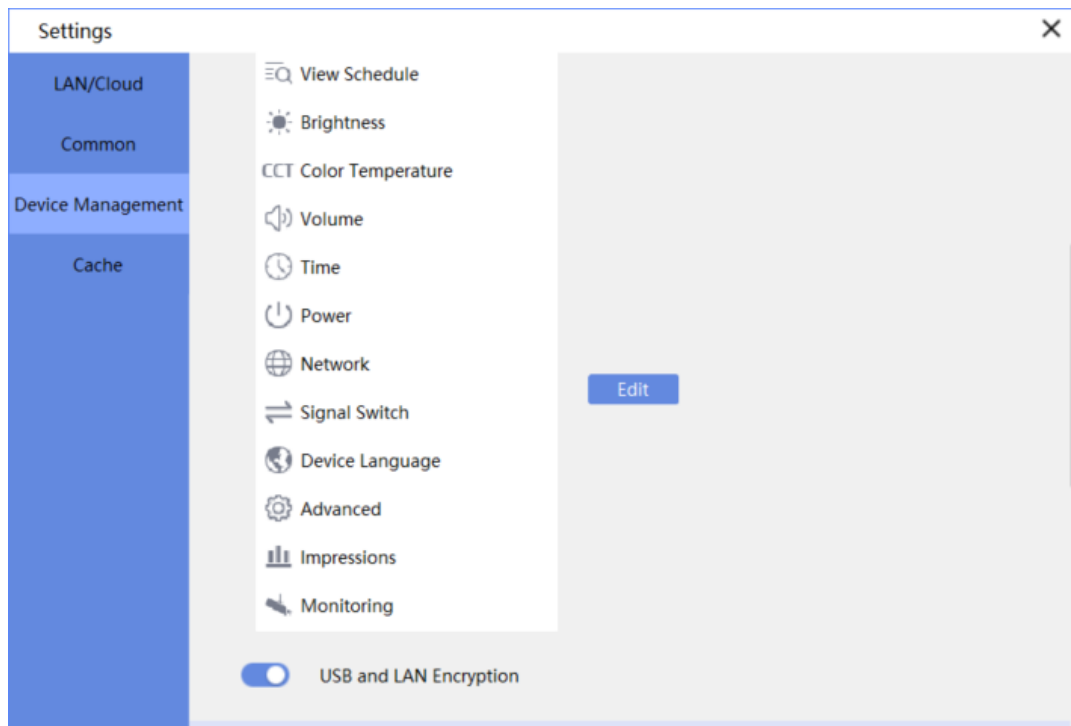


Figure 4.4-49 Software settings-device management

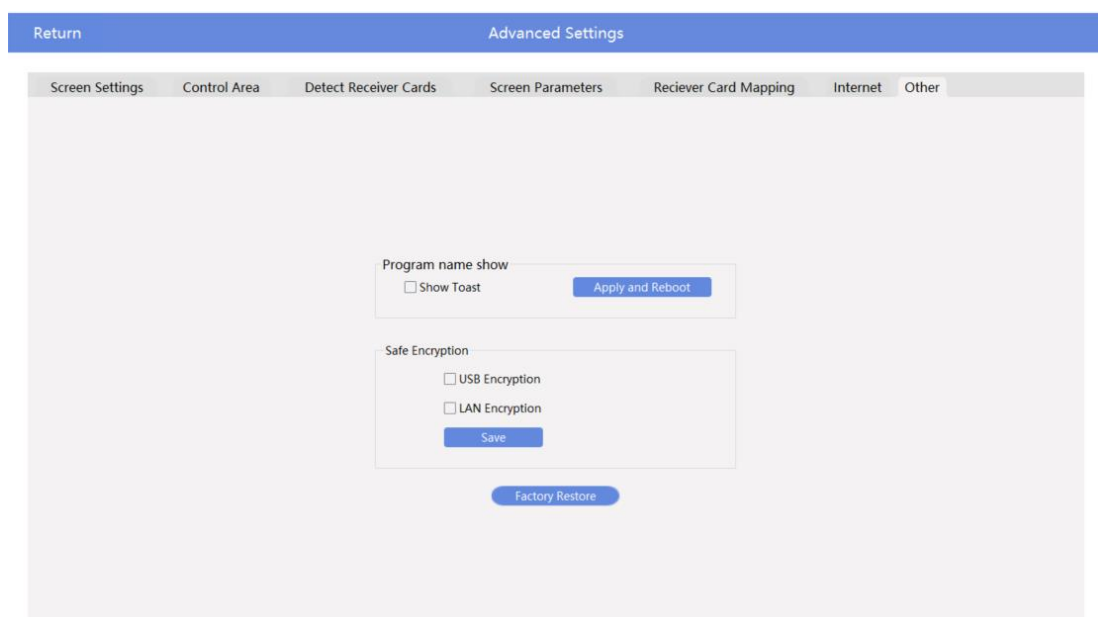



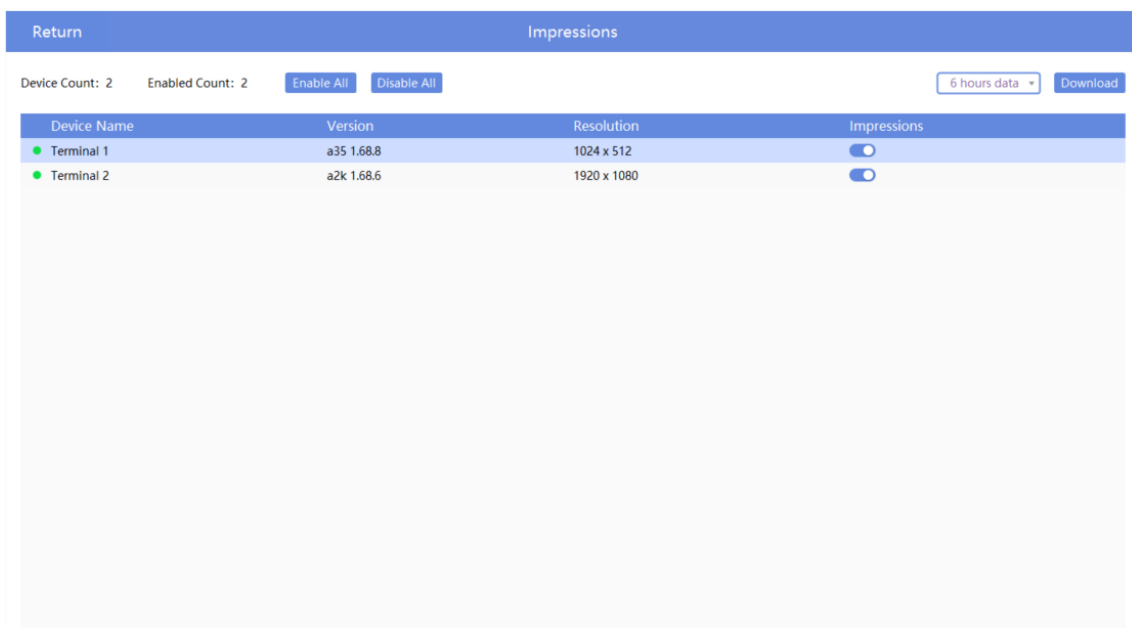
Figure 4.4-50 Advanced Settings – other

Impressions

Click  to view and download the impression data of a single player or all players in a terminal group.

- **Group impressions**

You can view the device count, enabled count, device name, version, and resolution, and turn on or off impressions, and download impressions data.



Device Name	Version	Resolution	Impressions
Terminal 1	a35 1.68.8	1024 x 512	<input checked="" type="checkbox"/>
Terminal 2	a2k 1.68.6	1920 x 1080	<input checked="" type="checkbox"/>

Figure 4.4-51 Group impressions

- **Terminal impressions**

You can turn on or off impressions, and view and download impressions data within a specified time range.

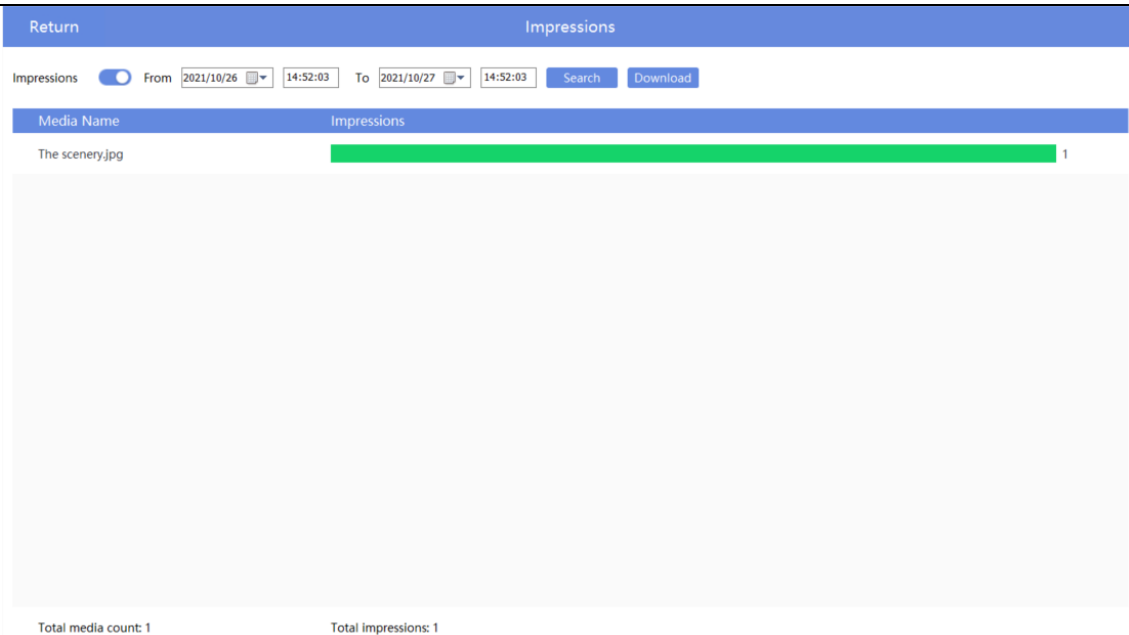


Figure 4.4-52 Terminal impressions

Monitoring

Click  to view the monitoring data of a player and a M2.

- **Group monitoring in LAN mode**

You can view the monitoring information table of the player and M2.

- **Player monitoring information table**

You can view the device name, brightness, temperature, humidity, smoke, and noise.

- **M2 monitoring information table**

You can view the device name, M2 board temperature, M2 board humidity, M2 board voltage 1, M2 board voltage 2, environment brightness, environment humidity, smoke, and noise.

Return

Monitoring

Device	Brightness	Temperature	Humidity	Smoke	Noise
Terminal 1	--	--	--	--	--
Terminal 2	--	--	--	--	--

Device	M2 Board Temper...	M2 Board Humidi...	M2 Board Voltage1	M2 Board Voltage2	Environment Brig...	Environment Tem...	Environment Hu...	Smoke	Noise
Terminal 1	--	--	--	--	--	--	--	--	--

Figure 4.4-53 Group monitoring in LAN mode

● Player monitoring in LAN mode

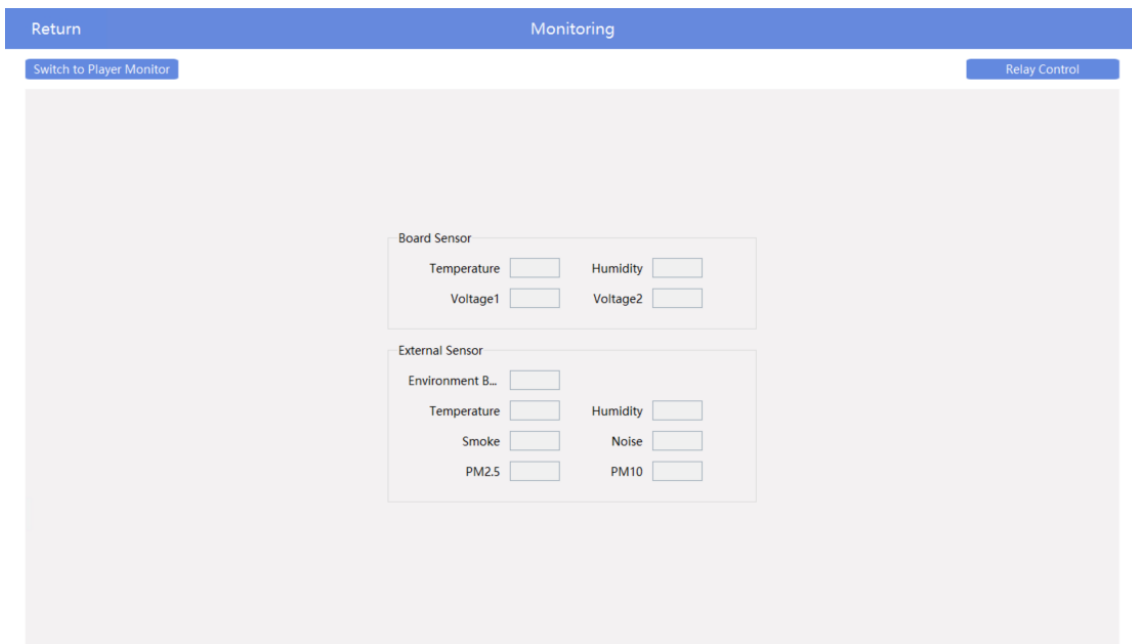
You can view the monitoring data of the player and M2, and set relay switches and auto control.

In the player monitoring interface, you can view the value of brightness, temperature, humidity, smoke, and noise.

Return		Monitoring	
		Switch to M2 Monitor	
		<div> <div>Brightness:</div> <div>No Sensor</div> </div> <div> <div>Temperature:</div> <div>No Sensor</div> </div> <div> <div>Humidity:</div> <div>No Sensor</div> </div> <div> <div>Smoke:</div> <div>No Sensor</div> </div> <div> <div>Noise:</div> <div>No Sensor</div> </div>	

Figure 4.4-54 Player monitoring in LAN mode

Click [Switch to M2 Monitor](#) to switch to the M2 monitoring interface, in which you can view the value of temperature, humidity, voltage1, and voltage2 from board sensors, and the value of environment brightness, temperature, humidity, smoke, noise, PM2.5, and PM10 from external sensors.


Figure 4.4-55 M2 monitoring in LAN mode

Click [Relay Control](#) to switch to the “Relay Control” interface, in which you can manually open or close relays, or turn on auto control (needs connecting M2).

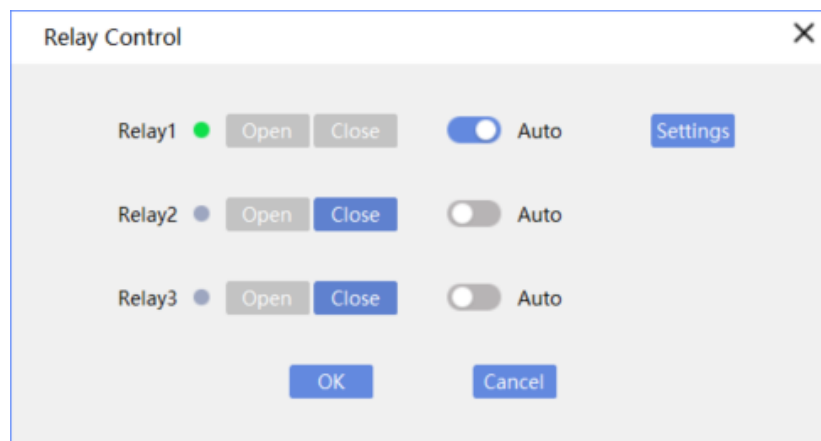


Figure 4.4-56 Relay control

Click **Settings** to switch to the “Auto Control” interface, in which you can set auto control according to the value of temperature, humidity, and smoke from board or external sensors.

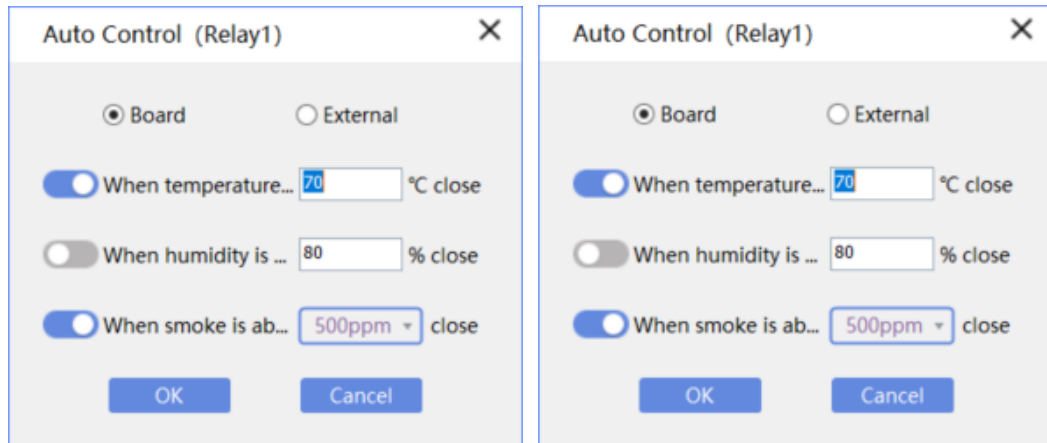


Figure 4.4-57 Auto relay control

- **Player monitoring in Cloud mode**

You can view the monitoring data of a player and a M2, and set alarm and auto relay control.

In the player monitoring interface, you can view the value of screen brightness, sensor brightness, temperature, humidity, smoke, noise, PM2.5, and PM10, and set data uploading interval and time range.

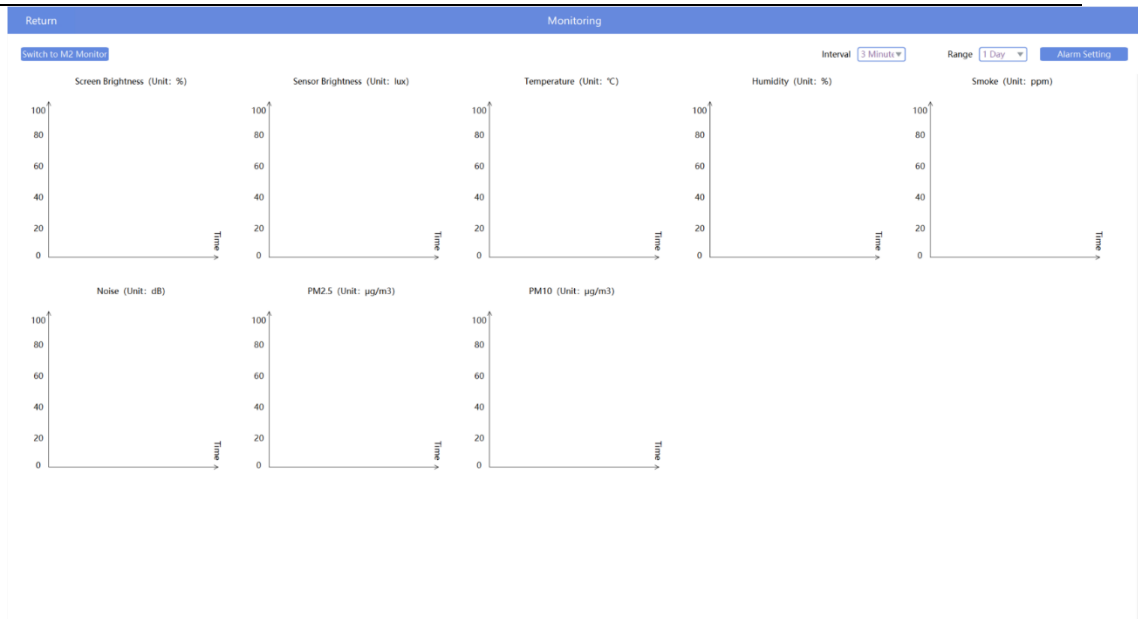


Figure 4.4-58 Player monitoring in Cloud mode

Click [Alarm Setting](#) to switch to the alarm setting interface, in which you can set basic alarm for terminal, config card alarm, and config environment alarm.

Alarm

Alarm Setting

Email List

Basic Alarm For Terminal

Offline

Email Template

Config Card Alarm

Bit Error Ra... 20 ppm

Email Template

Upper Tem... 0 °C

Email Template

Lower Tem... -5 °C

Email Template

Humidity 0 %

Email Template

Config Environment Alarm

Upper Tem... 0 °C

Email Template

Lower Tem... 0 °C

Email Template

Humidity 0 %

Email Template

Smoke 550 ppm

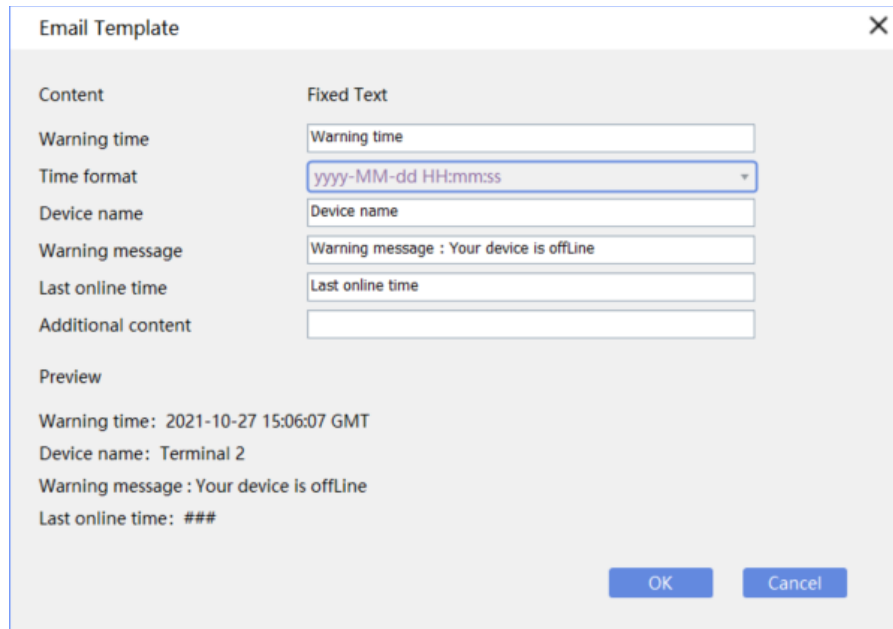
Email Template

OK

Cancel

Figure 4.4-59 Alarm setting

Click **Email Template** to edit alarm email template.



The dialog box titled "Email Template" contains the following fields and preview:

Content	Fixed Text
Warning time	Warning time
Time format	yyyy-MM-dd HH:mm:ss
Device name	Device name
Warning message	Warning message : Your device is offLine
Last online time	Last online time
Additional content	

Preview

Warning time: 2021-10-27 15:06:07 GMT
 Device name: Terminal 2
 Warning message : Your device is offLine
 Last online time: ###

Buttons: OK, Cancel

Figure 4.4-60 Email template

Click **Email List** to switch to the email list, in which you can add or delete an email address.

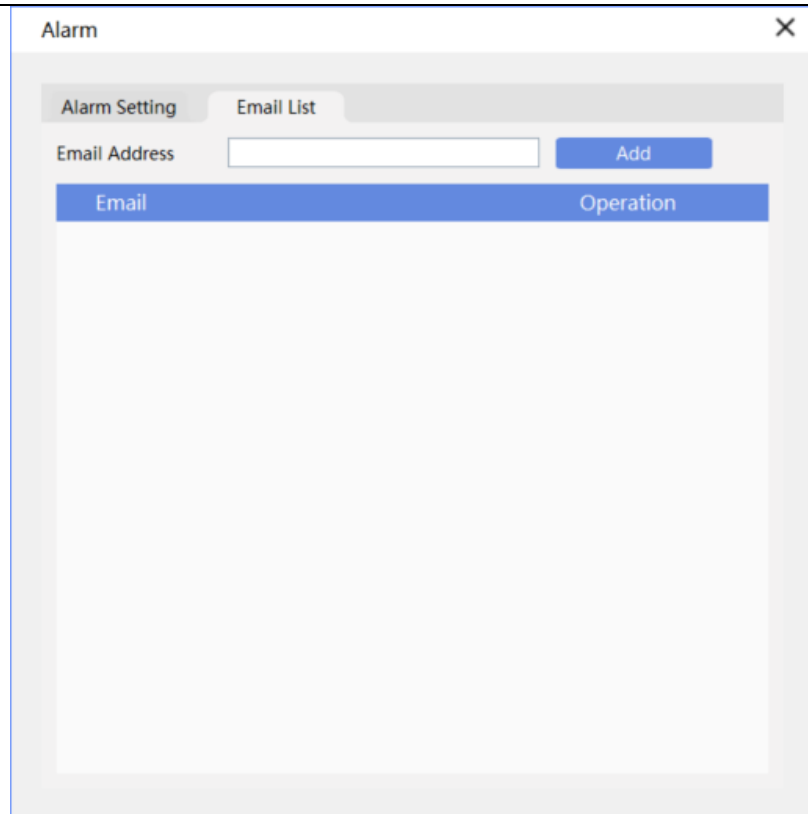


Figure 4.4-61 Email list

In the player monitoring interface, click **Switch to M2 Monitor** to switch to the M2 monitoring interface, in which you can view the value of onboard temperature, onboard humidity, relay, voltage, sensor brightness, temperature, humidity, smoke, noise, PM2.5, and PM10, and set data uploading interval and time range.

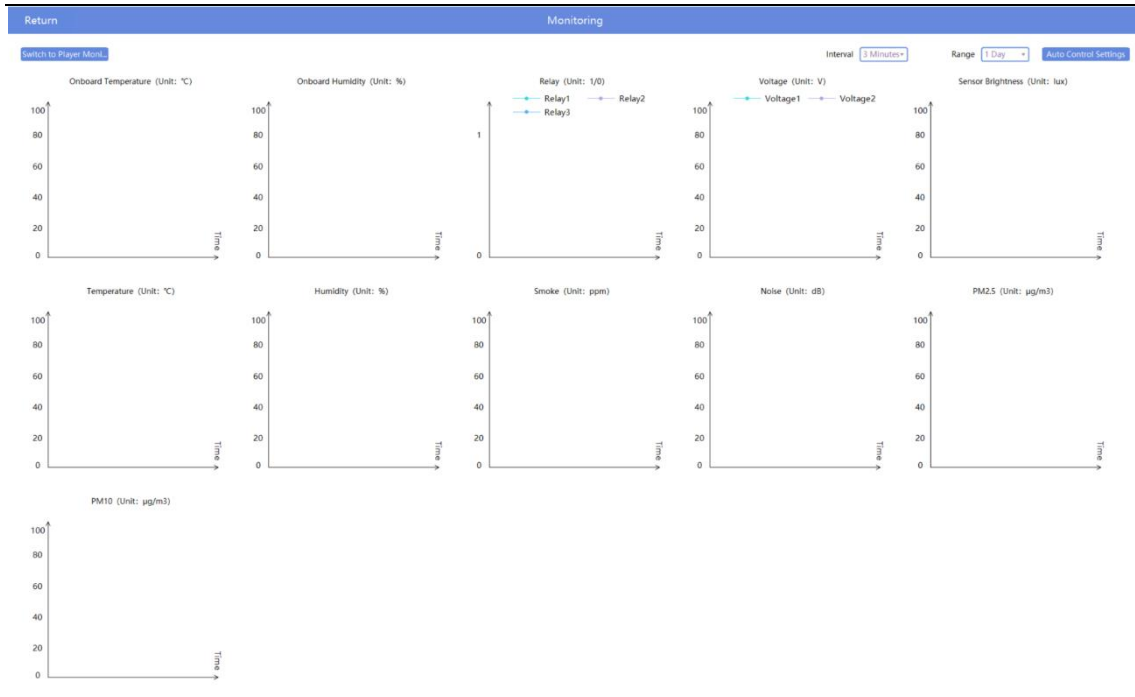


Figure 4.4-62M2 monitoring in Cloud mode

Click **Auto Control Settings** to switch to the “Auto Control Settings” interface, in which you can set auto control according to the onboard temperature and sensor temperature.

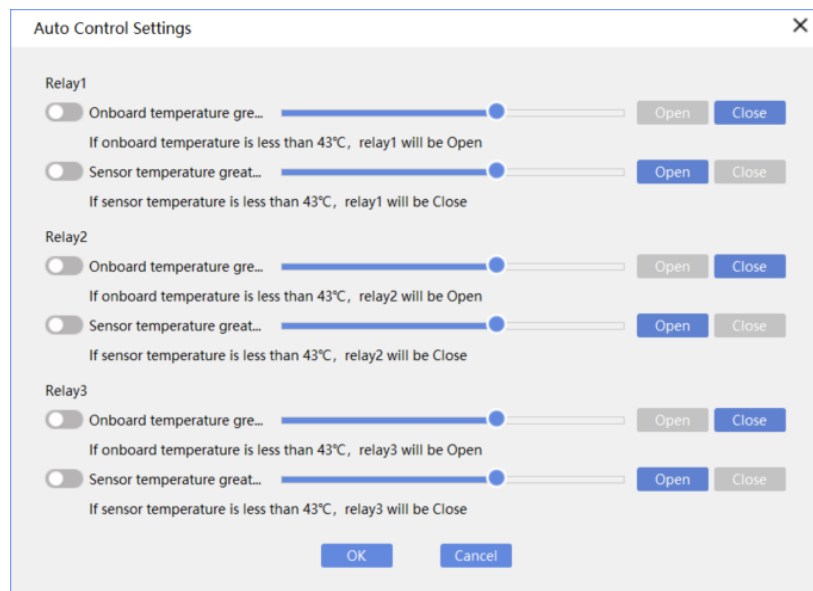


Figure 4.4-63Auto relay control in Cloud mode

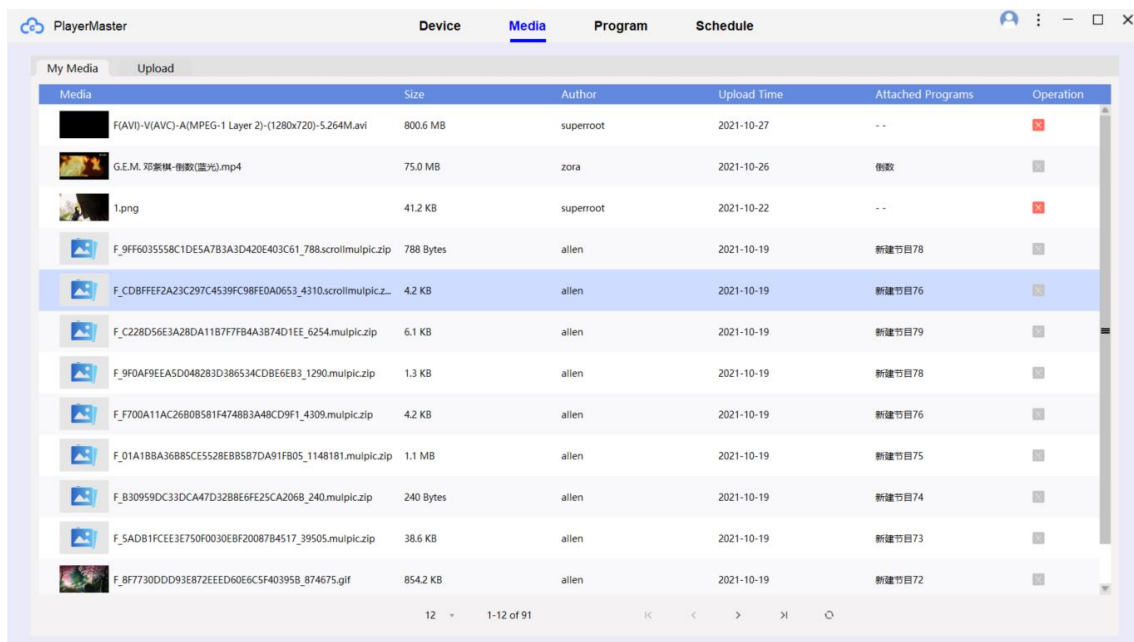
4.5 Media

In Cloud mode, you can view and manage the uploaded media files under this account, and upload media files to the cloud.

4.5.1 My Media

You can view the uploaded media files under this account.

The **Attached Program** column displays the name of the cloud programs that contain the corresponding media files. The media files that have been used cannot be deleted.















Media	Size	Author	Upload Time	Attached Programs	Operation
F(AVI)-V(AVC)-A(MPEG-1 Layer 2)-(1280x720)-5.264M.avi	800.6 MB	superroot	2021-10-27	--	
G.E.M. 邓紫棋-倒数(蓝光).mp4	75.0 MB	zora	2021-10-26	倒数	
1.png	41.2 KB	superroot	2021-10-22	--	
F_9FF6035558C1DE5A7B3A3D420E403C61_788.scrollmulpic.zip	788 Bytes	allen	2021-10-19	新建节目78	
F_CDBFFEF2A23C297C4539FC98FE0A0653_4310.scrollmulpic.z...	4.2 KB	allen	2021-10-19	新建节目76	
F_C228D56E3A28DA11B7F7FB4A3B74D1EE_6254.mulpic.zip	6.1 KB	allen	2021-10-19	新建节目79	
F_9F0AF9EEA5D04828D386534CD8E6EB3_1290.mulpic.zip	1.3 KB	allen	2021-10-19	新建节目78	
F_F700A11AC26B0B581F4748B3A48CD9F1_4309.mulpic.zip	4.2 KB	allen	2021-10-19	新建节目76	
F_01A1BBA36B85CE528EBB5B7DA91FB05_1148181.mulpic.zip	1.1 MB	allen	2021-10-19	新建节目75	
F_B30959DC33DCA47D32B8E6FE25CA206B_240.mulpic.zip	240 Bytes	allen	2021-10-19	新建节目74	
F_5ADB1FCEE3E750F0030EBF20087B4517_39505.mulpic.zip	38.6 KB	allen	2021-10-19	新建节目73	
F_8F7730DD093E872EED60E6C5F40395B_874675.gif	854.2 KB	allen	2021-10-19	新建节目72	

Figure 4.5-1 Media – My Media

4.5.2 Upload

You can upload the local media files to the cloud.

Image formats supported: jpeg, bmp, png, gif (Maximum size: 20M)

Video formats supported: mp4, avi, mpeg, mov, wmv (Maximum size: 20G)

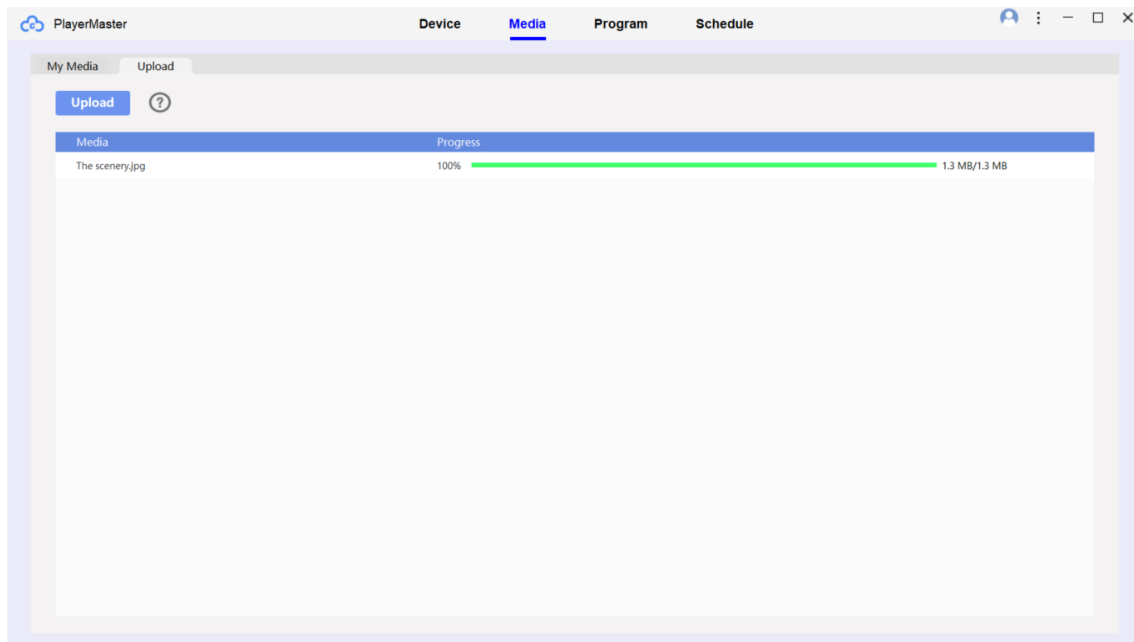


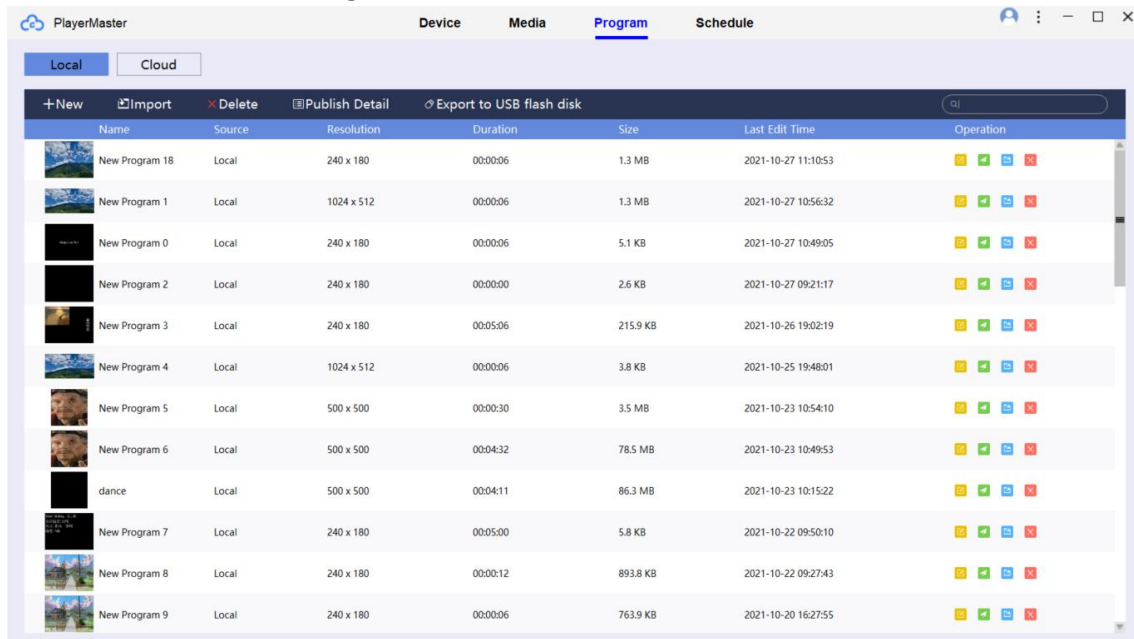
Figure 4.5-2 Upload media files

4.6 Program

On the **Program** page, in LAN mode, you can view, search, add, edit, delete, publish, import, and export programs; in Cloud mode, you can also publish and delete cloud programs.

4.6.1 Program List

In the program list, you can view **Name**, **Source**, **Resolution**, **Duration**, **Size**, and **Last Edit Time** of the program, and perform the following operations on the program: **Edit**, **Publish**, **Export** and **Delete**.




Name	Source	Resolution	Duration	Size	Last Edit Time	Operation
New Program 18	Local	240 x 180	00:00:06	1.3 MB	2021-10-27 11:10:53	[Edit] [Publish] [Export] [Delete]
New Program 1	Local	1024 x 512	00:00:06	1.3 MB	2021-10-27 10:56:32	[Edit] [Publish] [Export] [Delete]
New Program 0	Local	240 x 180	00:00:06	5.1 KB	2021-10-27 10:49:05	[Edit] [Publish] [Export] [Delete]
New Program 2	Local	240 x 180	00:00:00	2.6 KB	2021-10-27 09:21:17	[Edit] [Publish] [Export] [Delete]
New Program 3	Local	240 x 180	00:05:06	215.9 KB	2021-10-26 19:02:19	[Edit] [Publish] [Export] [Delete]
New Program 4	Local	1024 x 512	00:00:06	3.8 KB	2021-10-25 19:48:01	[Edit] [Publish] [Export] [Delete]
New Program 5	Local	500 x 500	00:00:30	3.5 MB	2021-10-23 10:54:10	[Edit] [Publish] [Export] [Delete]
New Program 6	Local	500 x 500	00:04:32	78.5 MB	2021-10-23 10:49:53	[Edit] [Publish] [Export] [Delete]
dance	Local	500 x 500	00:04:11	86.3 MB	2021-10-23 10:15:22	[Edit] [Publish] [Export] [Delete]
New Program 7	Local	240 x 180	00:05:00	5.8 KB	2021-10-22 09:50:10	[Edit] [Publish] [Export] [Delete]
New Program 8	Local	240 x 180	00:00:12	893.8 KB	2021-10-22 09:27:43	[Edit] [Publish] [Export] [Delete]
New Program 9	Local	240 x 180	00:00:06	763.9 KB	2021-10-20 16:27:55	[Edit] [Publish] [Export] [Delete]

Figure 4.6-1 Program management page in Cloud mode

● Editing Programs

Click  to enter the **Program Editor** page, where you can edit the program.

- Publishing Programs

Click . In the pop-up dialog box, you can publish the program to a terminal or a terminal group.

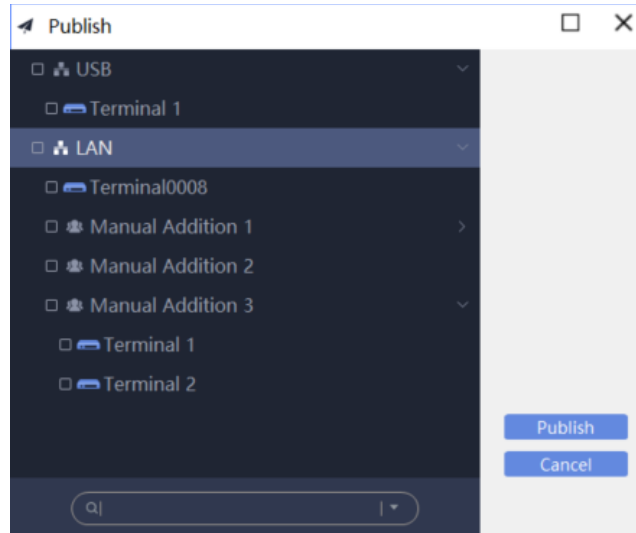

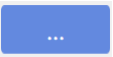


Figure 4.6-2 Publishing programs

- Exporting Programs

Click . In the pop-up dialog box, you can pack and export the program to a local file or the U-Disk.

You can select the **U-Disk Plug and Play** check box, choose **Play** or **Update**, and click  to choose the U-Disk for the program to be packed and exported, and then click **Start**.

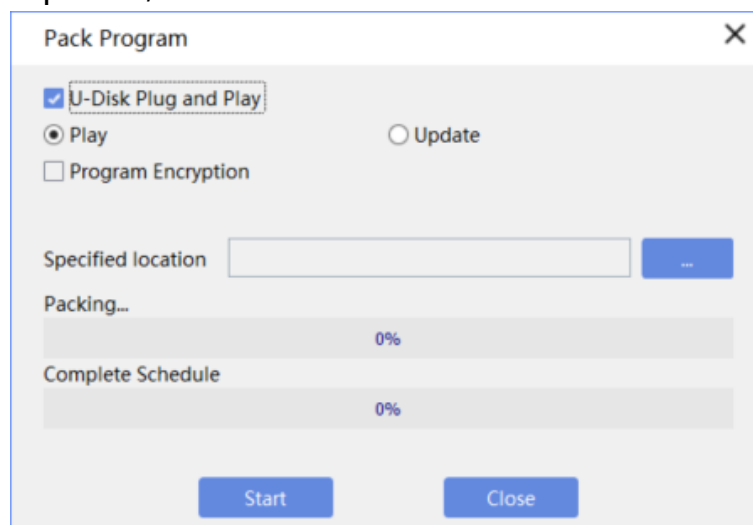


Figure 4.6-3 Program packing

If you select the **Program Encryption** check box, you need to enter the

password of USB encryption before exporting the program, or the terminal will fail to play the program from the U-Disk. (You must first turn on USB encryption)

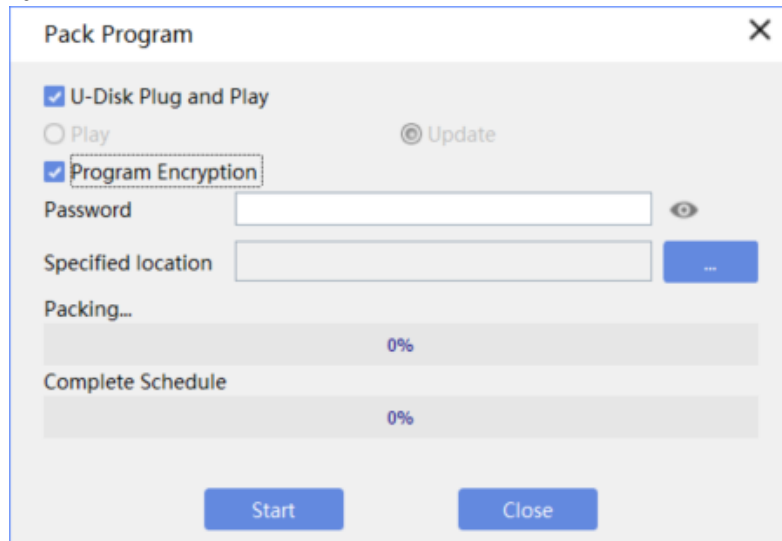
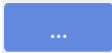


Figure 4.6-4 Turn on program encryption

Or you can clear the **U-Disk Plug and Play** check box and click  to choose a destination for the program to be packed and exported, and then click **Start**.

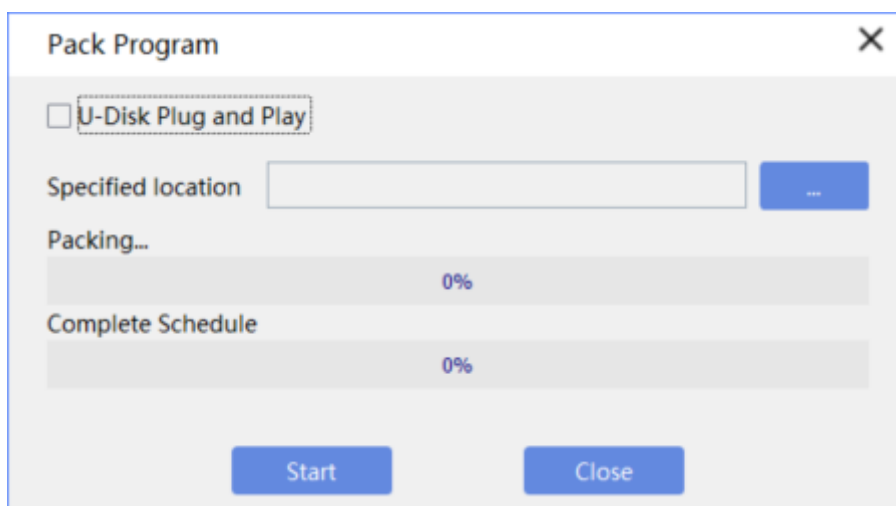


Figure 4.6-5 Pack and export the program to a specified location

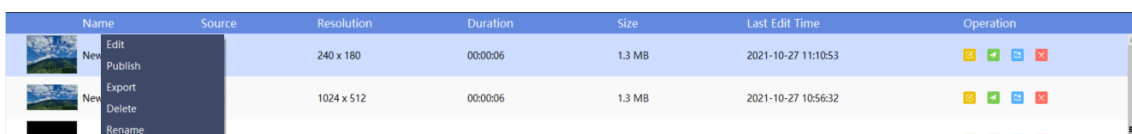
Operation	Function
U-Disk Plug and Play-Play, Specified location: U-Disk	Export the program to the U-Disk. The program will be played as soon as the U-Disk where programs are stored is inserted into the terminal. When the U-Disk is removed, the terminal will stop playing programs.
U-Disk Plug and Play-Update, Specified location: U-Disk	Export the program to the U-Disk. The terminal starts playing programs after copying the programs from the U-Disk. The U-Disk can be removed during playback.
U-Disk Plug and Play-Program Encryption, Specified location: U-Disk	Export the program to the U-Disk. If USB encryption is not turned on or you enter a wrong password when you export the program, the terminal will fail to play the program from the U-Disk; If USB encryption is turned on and you enter a correct password when you export the program, the terminal will start playing programs after copying the programs from the U-Disk. The U-Disk can be removed during playback.
Specified location: a local file	Export the program to a local file.
Specified location: U-Disk	Export the program to the U-Disk. The terminal cannot play programs when the U-Disk is inserted into it.

● Deleting Programs

Click  to delete the program.

● Renaming Programs

Select the target program, right-click (or double-click) the program name to rename the program.


















Name	Source	Resolution	Duration	Size	Last Edit Time	Operation
New		240 x 180	00:00:06	1.3 MB	2021-10-27 11:10:53	    
New		1024 x 512	00:00:06	1.3 MB	2021-10-27 10:56:32	    
New		240 x 180	00:00:06	1.3 MB	2021-10-27 10:48:05	    

Figure 4.6-6 Renaming programs

4.6.2 Adding Programs

- **Adding Programs**

Click **+New**. In the pop-up dialog box, set the name, width and height of the program, and then click **OK** to enter the **Program Editor** page.

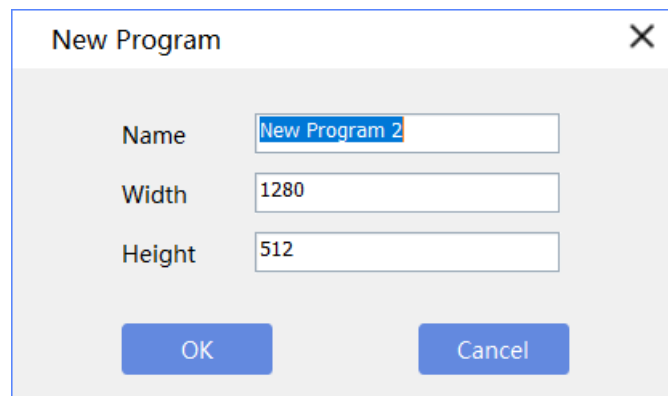


Figure 4.6-7 Adding programs

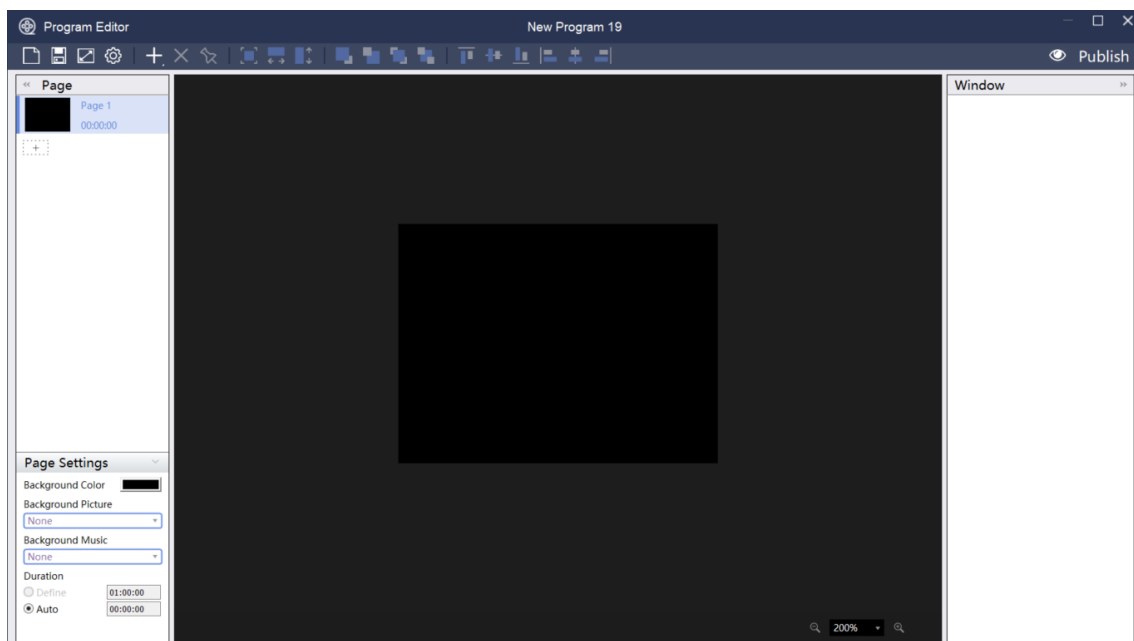


Figure 4.6-8 Editing programs

You can edit and publish the program on the **Program Editor** page.

- **Importing Programs**

Click  to import a local program.


4.6.3 Editing Programs

You can create different types of programs.

Program Editing Toolbar

You can create programs, save programs, and set program resolution, autosave, window layer and window position.


- **Creating Programs**

Click  to save the currently edited program and create a new program.

- **Saving Programs**

Click  to save the currently edited program.

- **Setting Program Resolution**

Click  to set program resolution.

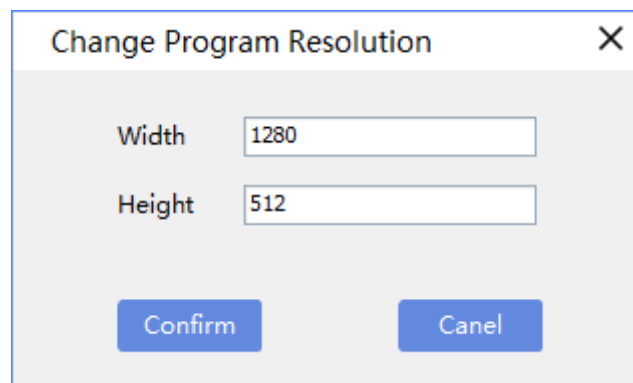



Figure 4.6-9 Setting program resolution


- **Settings**

Click  to perform software settings. You can turn on the **Transcoding when uploading program** and **Auto save when editing program** function.


- **Adding Windows**

Click  to add a new program window.

- **Deleting Windows**




Click  to delete the selected window.

- **Locking Windows**





Click  to lock the selected window.

- **Maximization**







You can maximize the window horizontally, vertically, and both horizontally and vertically.

Operation	Function
Maximization 	Maximize the size of the window.
Horizontal Maximization 	Maximize the width of the window.
Vertical Maximization 	Maximize the height of the window.

- **Window Layer Settings**

Operation	Function
Move Up 	Move the selected content upward.
Move Down 	Move the selected content downward.
Move to Top 	Move the selected content to the top layer.
Move to Bottom 	Move the selected content to the bottom layer.


- **Window Aligning**

Operation	Function
Align to Top 	Align more than one window with the top edge.
Vertical Center 	Vertically center-align more than one window.
Align to Bottom 	Align more than one window with the bottom edge.
Align to Left 	Left-align more than one window.
Horizontally 	Horizontally center-align more than one window.
Align to Right 	Right-align more than one window.

- **Shortcut Keys**

Key	Function
Tab	Switch windows.
Ctrl + Left-click	Select more than one window.
Ctrl + A	Select all windows.

Publishing Programs

Click  **Publish** to publish the program to a terminal or a terminal group.

Program Page List

You can create more than one page, and manage them.

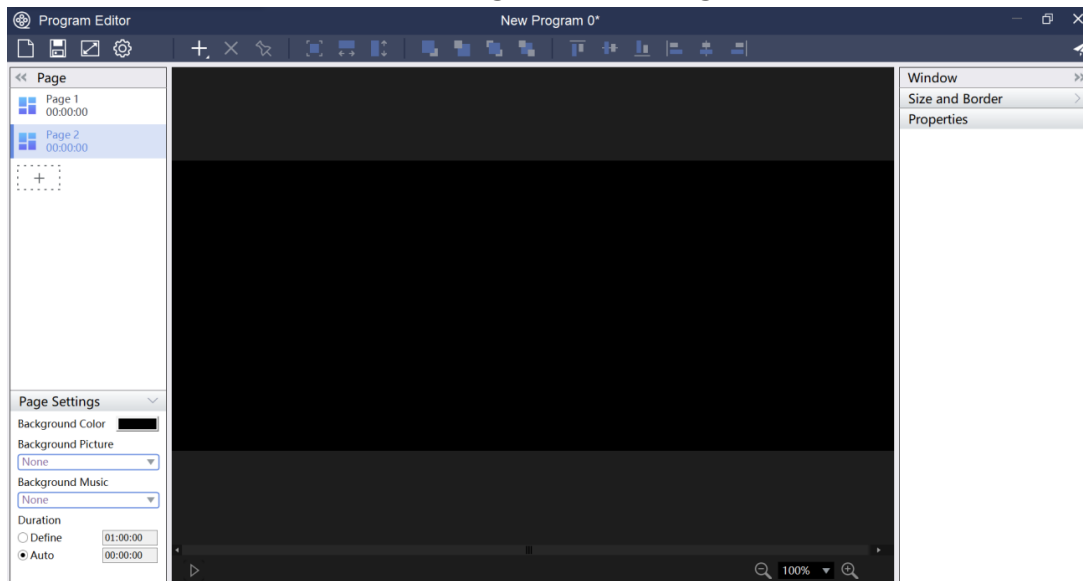


Figure 4.6-10 Program page window

- **Program Page**

Right-click the page, and the operation menu is displayed.

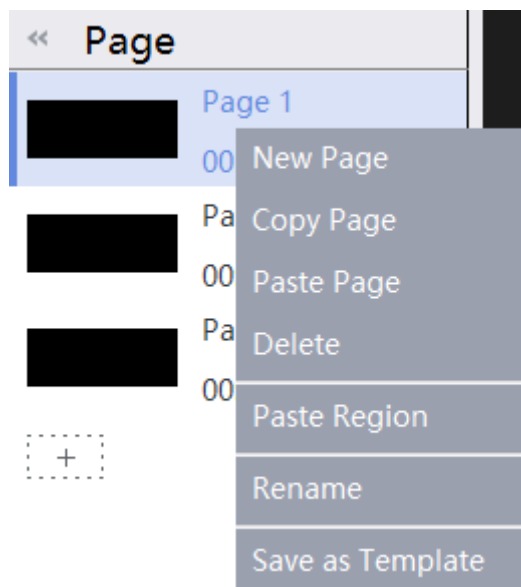



Figure 4.6-11 Right-click menu

Option	Function
New Page	Create a new page.
Copy Page	Copy the content of the selected page.
Paste Page	Create a new page next to the selected page and paste the copied content into the page.
Delete	Delete the selected page.
Paste Region	Paste the copied window to the selected page.
Rename	Rename the page.
Save as Template	Save the page as a template in a local file.

You can click  to create a new page or import a template.

● Page Settings

You can set **Background Color**, **Background Picture**, **Background Music** and **Duration** on the selected page.

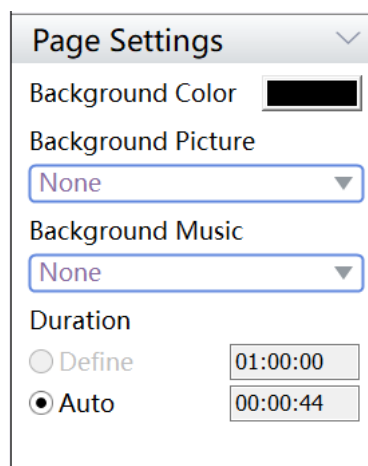


Figure 4.6-12Page settings

Option	Function
Background Color	Set the background color of the page.
Background Picture	Select a background picture for the page.
Background Music	Select a background music for the page.
Duration-Define	Set the playback duration of each page when there is more than one page on the page list.
Duration-Auto	Automatically compute the playback duration of each page based on the content.

Window List

Add windows to the page. Right-click the window name, and the operation menu is displayed.

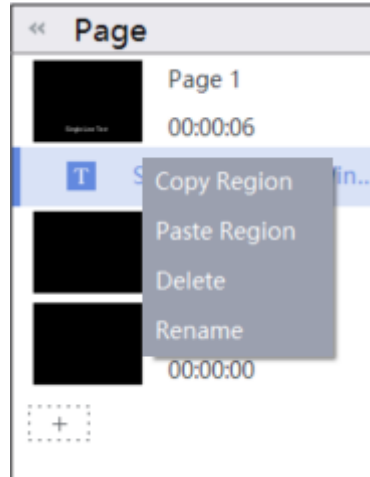


Figure 4.6-13Right-click menu

Option	Function
Copy Region	Copy the window.
Paste Region	Paste the window to the top layer of the current page.
Delete	Delete the window.
Rename	Rename the window.

Media

In Cloud mode, you can view cloud media files and use them to make programs.

You can select a media file in the media list, and drag it to the program.

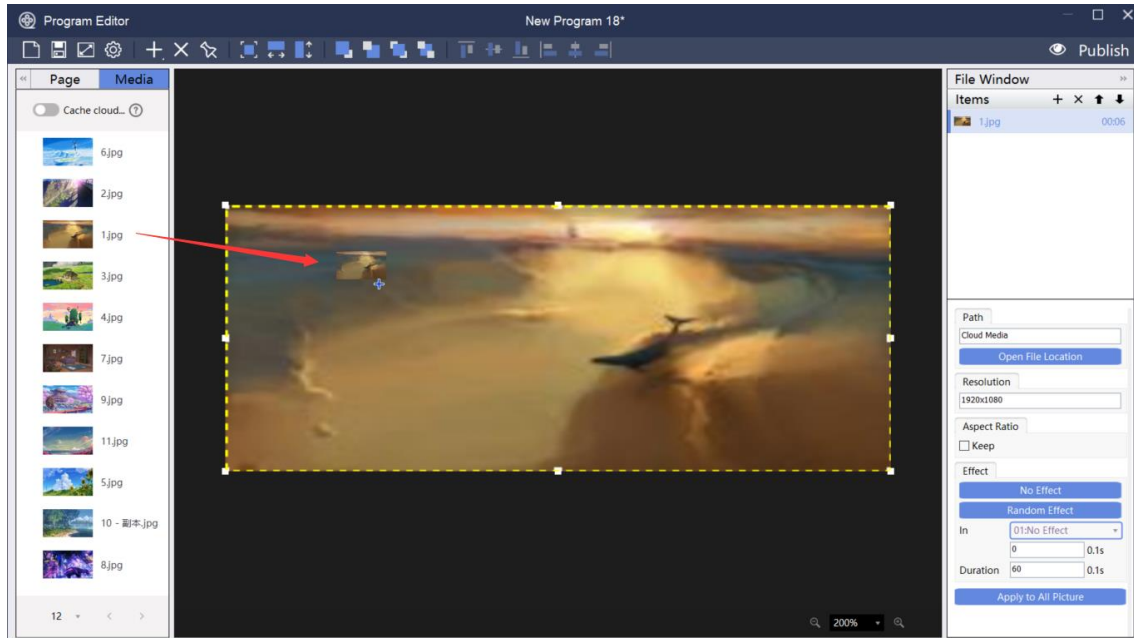


Figure 4.6-14 Add media files

Canvas

You can edit and preview the program on the canvas.

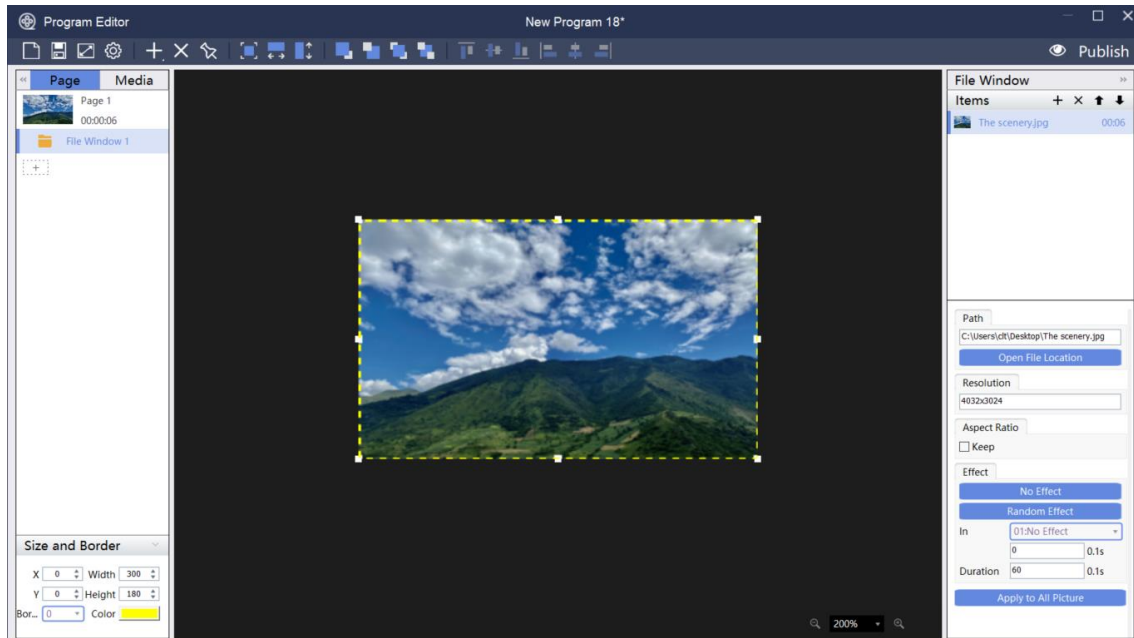



Figure 4.6-15 Canvas

Click  in the upper-right corner of the page to preview the program.

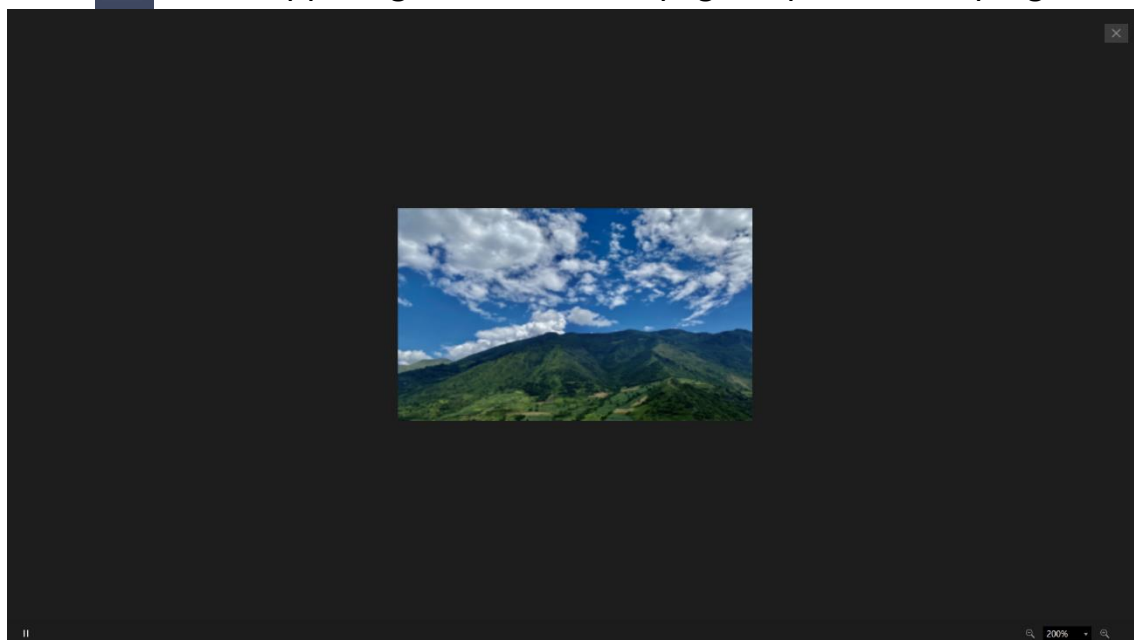

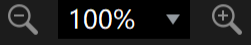


Figure 4.6-16 Preview programs

Click  in the bottom-left corner to stop preview.

You can use the size adjustment tool  to scale up or down the canvas.

Window Settings

You can set the size and border of the window.

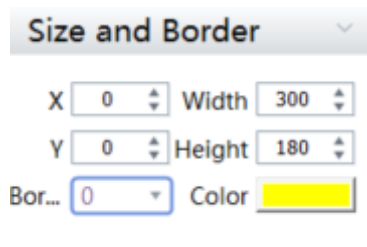


Figure 4.6-17 Window settings

Option	Function
X	Set the starting point of the window in the horizontal direction.
Y	Set the starting point of the window in the vertical direction.
Width	Set the width of the window.
Height	Set the height of the window.
Border	Set the thickness of the window border.
Color	Set the color of the window border.

4.6.4 Program Window

You can create different types of program window.

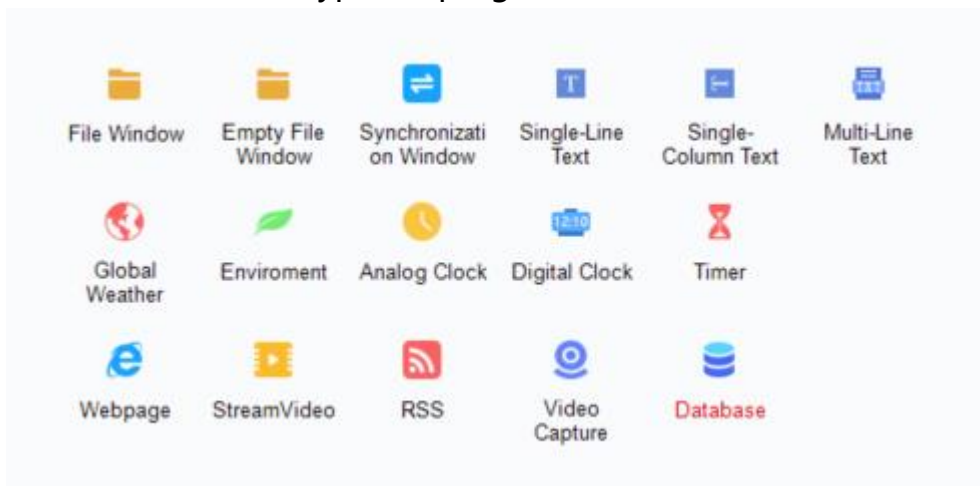


Figure 4.6-18 Type of program window

File Window

Click **File Window** to add videos, images, Gif, Txt, RTF, Word, PowerPoint and Excel.

- **Item Management**

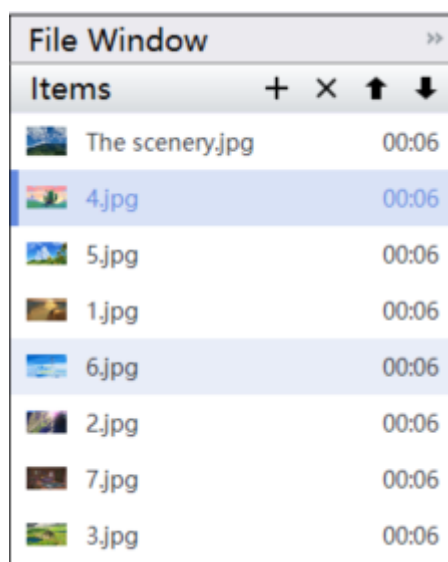



Figure 4.6-19 Setting items in the file window

Click **+** to add an item.

Click **X** to delete the selected item.

Click  to move up the item to change its playback order.

Click  to move down the item to change its playback order.

To change item playback order, you can also drag the item up or down in the **Items** panel.

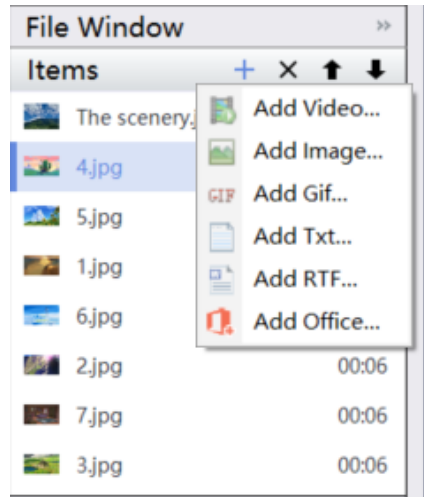


Figure 4.6-20 Managing items in the file window

- **Video Item**

You can view video details, adjust preview progress, view video resolution, and keep the aspect ratio of the video.

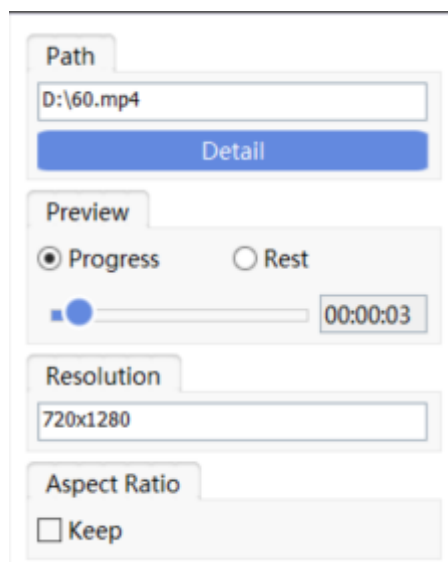


Figure 4.6-21 Setting video items in the file window

Click  to view the detailed information of the

video.

Click **Progress** and adjust the playback progress of the video in program editing area.

Select the **Keep** check box to keep the aspect ratio of the video.

Clear the **Keep** check box to make the video fill the window.

● Image Item

You can change images, view image resolution, and set aspect ratio and effect.

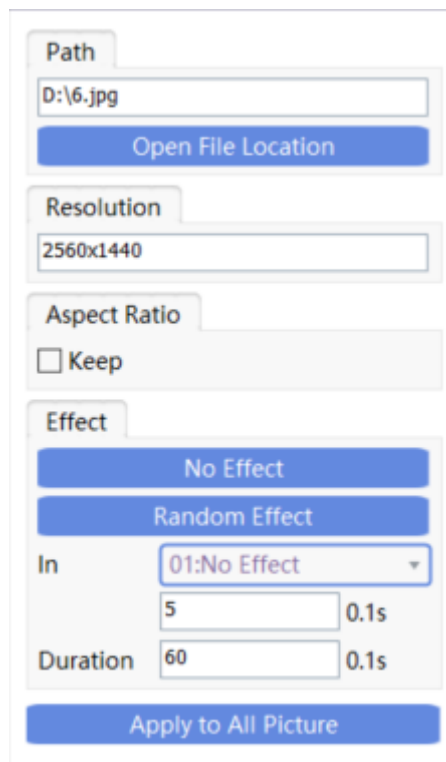


Figure 4.6-22Setting image item properties

Click **Open File Location** to change the image, and then its resolution is automatically displayed.

Select the **Keep** check box to keep the aspect ratio of the image.

Clear the **Keep** check box to make the image fill the window.

Click **No Effect** to set no effect.

Click **Random Effect** to set a random effect from the effect list. Click ▼ next to **Random Effect** to select an effect from the **Effect** list.

In the **In** field, enter a value to set effect duration.

In the **Duration** field, enter a value to set the playback duration of the image.

Click **Apply to All Picture** to apply the setting of aspect ratio and effect to all images in the window.

- **Gif Item**

You can change the Gif file, and set play times and aspect ratio.

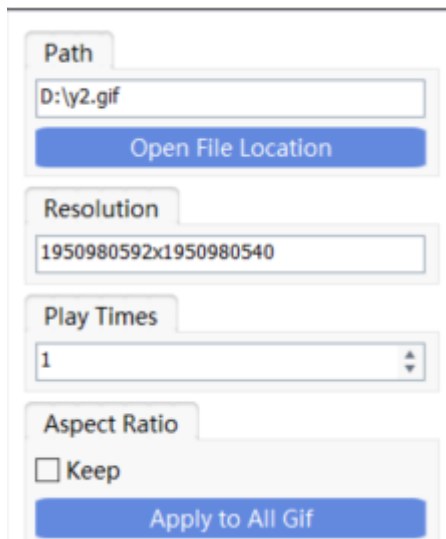


Figure 4.6-23Setting Gif item properties

Click **Open File Location** to change the Gif file.

In the **Play Times** field, enter a value or click ▼ to set play times of the Gif file.

Select the **Keep** check box to keep the aspect ratio of the Gif file.

Clear the **Keep** check box to make the Gif file fill the window.

Click **Apply to All Gif** to apply the setting of aspect ratio to all Gif files.

- **Txt Item**

You can set the property of Txt files.

Click **Edit** to edit the file.

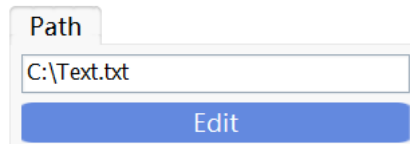


Figure 4.6-24Editing Txt files

Set **Font**, **Color** of the font and background, and **Inverse**.

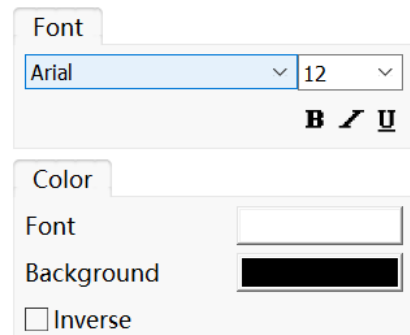


Figure 4.6-25Setting font and background of Txt items

Select or clear the **Move Up** or **Center** check box to set the display effect of the text.

If you select the **Move Up** check box, you can select the **End to End** check box, and set **Interval**, **Scroll Speed** and **Duration** of the text.

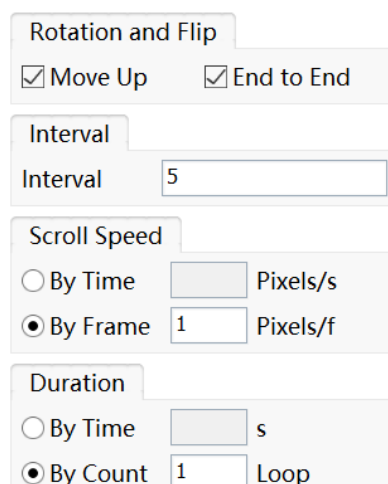
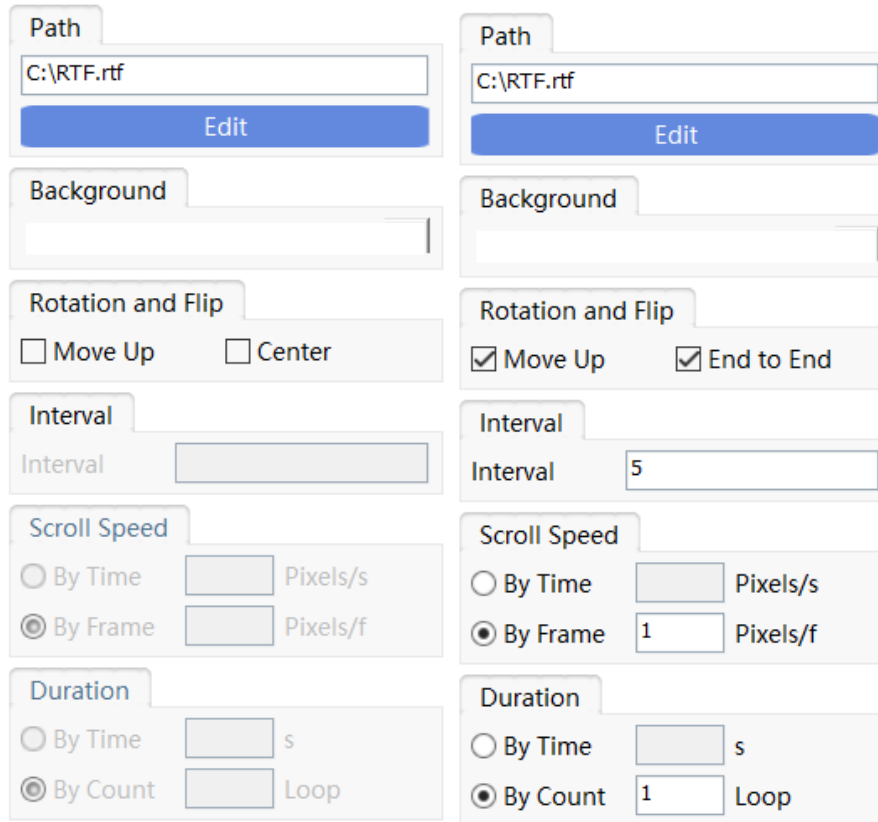


Figure 4.6-26Setting display effect of Txt items

- **RTF Item**

You can edit the RTF file, and set the background color and the display effect of the text.

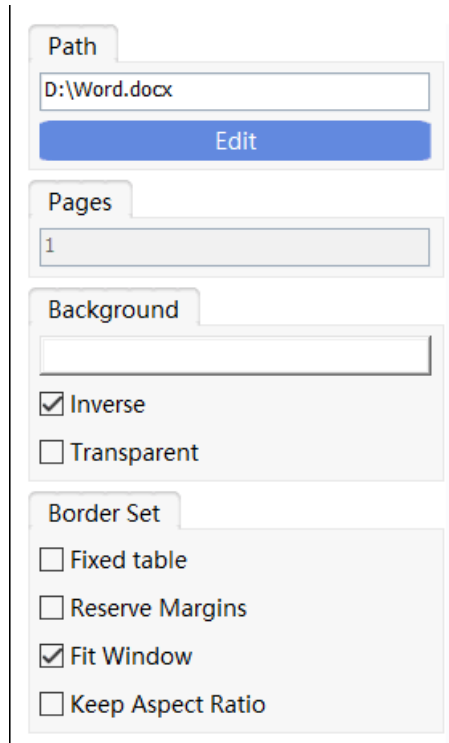


Property	Default Value	Modified Value
Path	C:\RTF.rtf	C:\RTF.rtf
Background		
Rotation and Flip	<input type="checkbox"/> Move Up, <input type="checkbox"/> Center	<input checked="" type="checkbox"/> Move Up, <input checked="" type="checkbox"/> End to End
Interval		5
Scroll Speed	<input type="radio"/> By Time, <input checked="" type="radio"/> By Frame	<input type="radio"/> By Time, <input checked="" type="radio"/> By Frame
Duration	<input type="radio"/> By Time, <input checked="" type="radio"/> By Count	<input type="radio"/> By Time, <input checked="" type="radio"/> By Count

Figure 4.6-27Setting RTF item properties

- **Office Item**

You can edit the Word file, view the number of its pages, and set **Background** and **Border**.

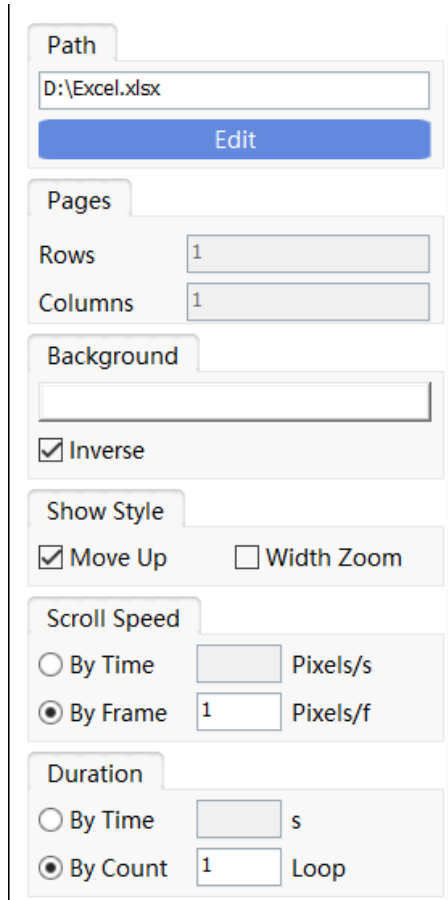


The screenshot shows a vertical panel with four sections, each with a tabbed header:

- Path**: Contains a text field with "D:\Word.docx" and a blue "Edit" button below it.
- Pages**: Contains a text field with the number "1".
- Background**: Contains a large empty rectangular box, a checked checkbox for "Inverse", and an unchecked checkbox for "Transparent".
- Border Set**: Contains four checkboxes: "Fixed table" (unchecked), "Reserve Margins" (unchecked), "Fit Window" (checked), and "Keep Aspect Ratio" (unchecked).

Figure 4.6-28 Setting Word item properties

You can edit the Excel file, view the number of its rows and columns, and set **Background** and **Show Style**.



Path

D:\Excel.xlsx

Edit

Pages

Rows 1

Columns 1

Background

☒ Inverse

Show Style

☒ Move Up ☐ Width Zoom

Scroll Speed

☐ By Time Pixels/s

☒ By Frame 1 Pixels/f

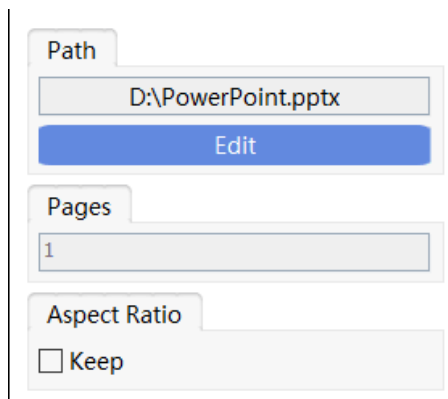
Duration

☐ By Time s

☒ By Count 1 Loop

Figure 4.6-29 Setting Excel item properties

You can edit the PowerPoint file, view the number of its pages, and set **Aspect Ratio**.



Path

D:\PowerPoint.pptx

Edit

Pages

1

Aspect Ratio

☐ Keep

Figure 4.6-30 Setting PPT item properties

Empty File Window

An empty file windows is similar to a file window, and it is available in Cloud mode.

Synchronization Window

Click **Synchronization Window** to add an image or video file.

Single-line Text

The single-line text window displays the text in the single-line form.

Choose a content source:

From File: Click  to select a text file, and click **Edit** to edit the text.

From Input: Enter the text manually.

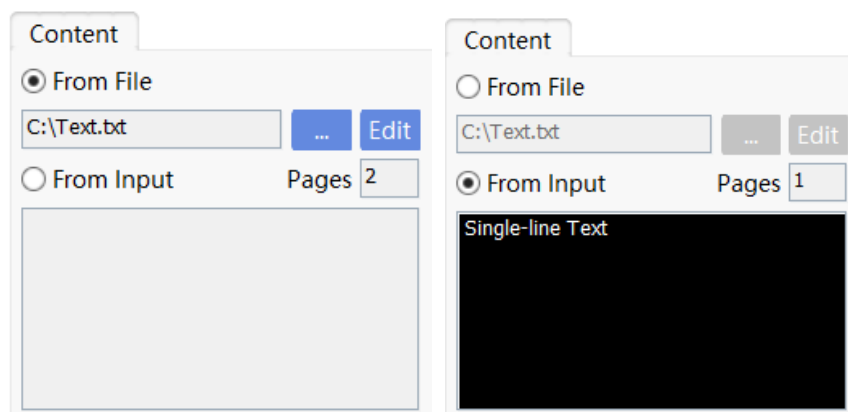


Figure 4.6-31 Setting content of single-line texts

Set **Font**, and **Color** of the font and background.

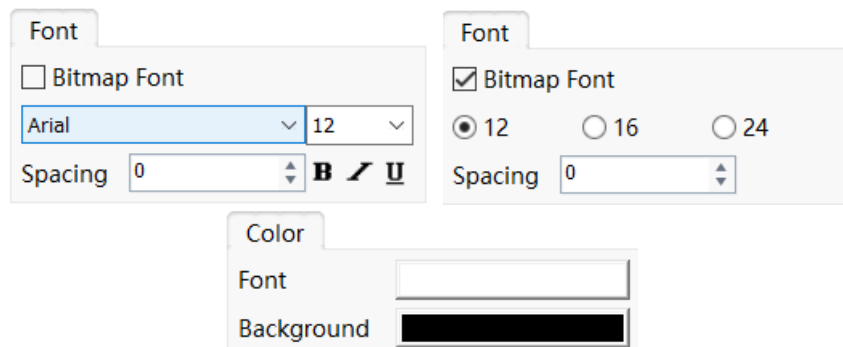


Figure 4.6-32 Setting font and color of single-line texts

Select the **Move Left** check box to make the text move left continuously.

Clear the **Move Left** check box to achieve page-turning effect (default).
If the **Move Left** check box is selected, you can select the **Glaring** check box to give the texts a glaring effect, which is supported for SimSun and SimHei fonts.

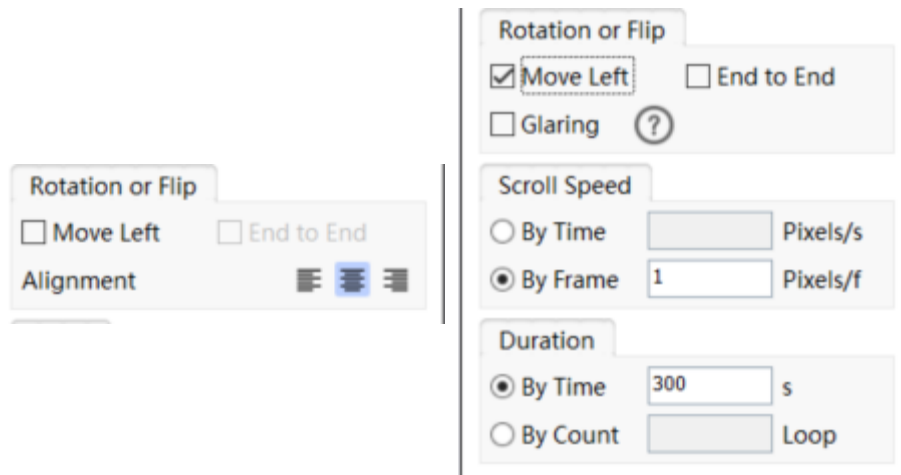


Figure 4.6-33Setting display effect of single-line texts

You can set text entering effect and playback duration per page.

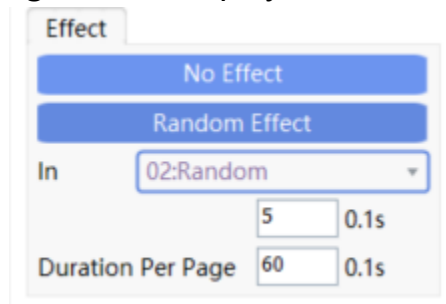


Figure 4.6-34Setting display effect of single-line texts

Single-column Text

The single-column text window displays the text in the single-column form.

Choose a content source:

From File: Click  to select a text file, and click **Edit** to edit the text.

From Input: Enter the text manually.

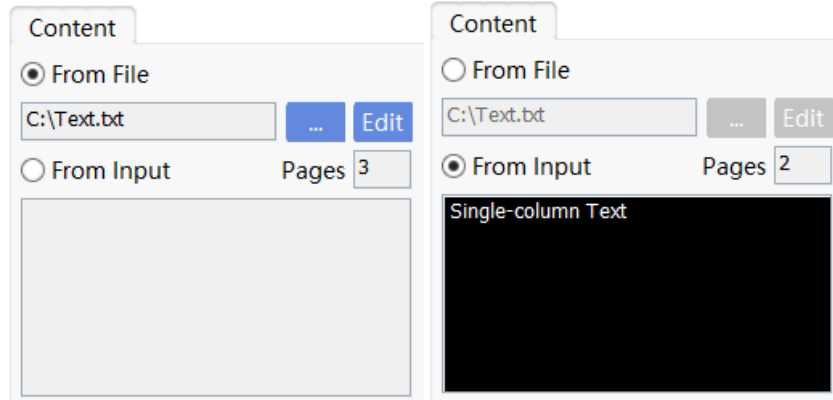


Figure 4.6-35 Setting content of single-column texts

Set **Font**, and **Color** of the font and background.

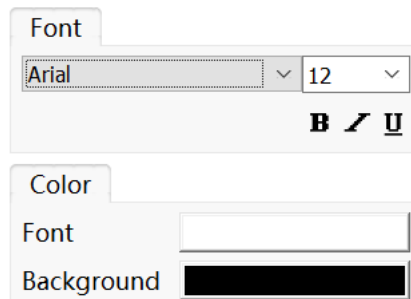


Figure 4.6-36 Setting font and color of single-column texts

Select the **Move Top** check box to make the text move top continuously.
Clear the **Move Top** check box to achieve page-turning effect (default).

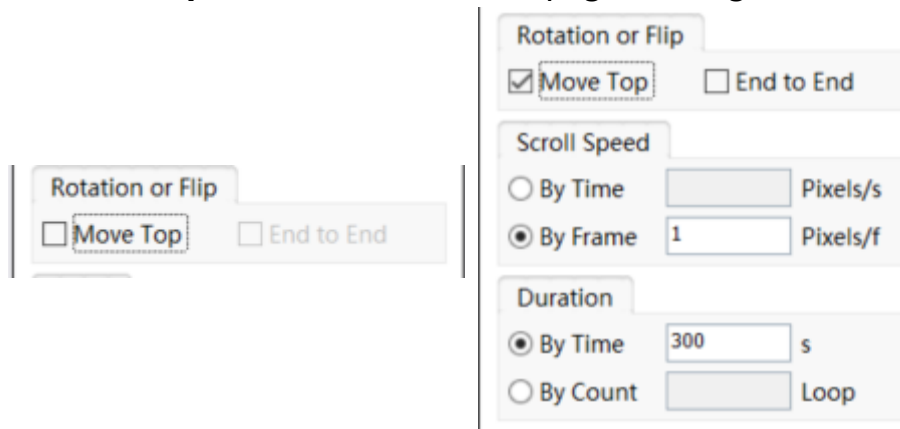


Figure 4.6-37 Setting display effect of single-column texts

You can set text entering effect and playback duration per page.

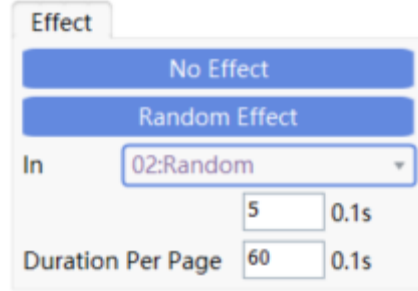
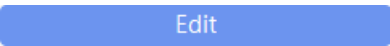


Figure 4.6-38 Setting display effect of single-column texts

Multi-line Text

The multi-line text window displays the text in the multi-line form. Click . In the pop-up dialog box, you can enter the text, load a Txt, RTF or Word file, set the line space, font, font color and background color, and export the text as RTF format to a local file.

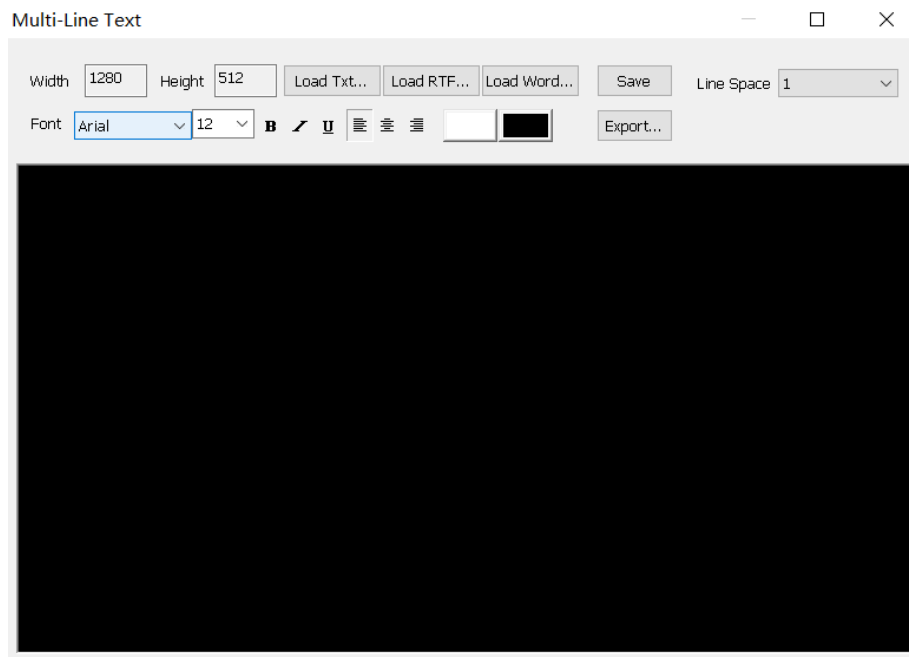


Figure 4.6-39 Editing multi-line texts

Set the background color of the multi-line text window.

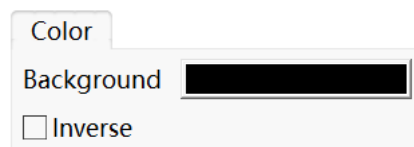


Figure 4.6-40 Setting background color of multi-line texts

Select the **Move Up** check box to make the text move up continuously.

Clear the **Move Up** check box to achieve page-turning effect (default).

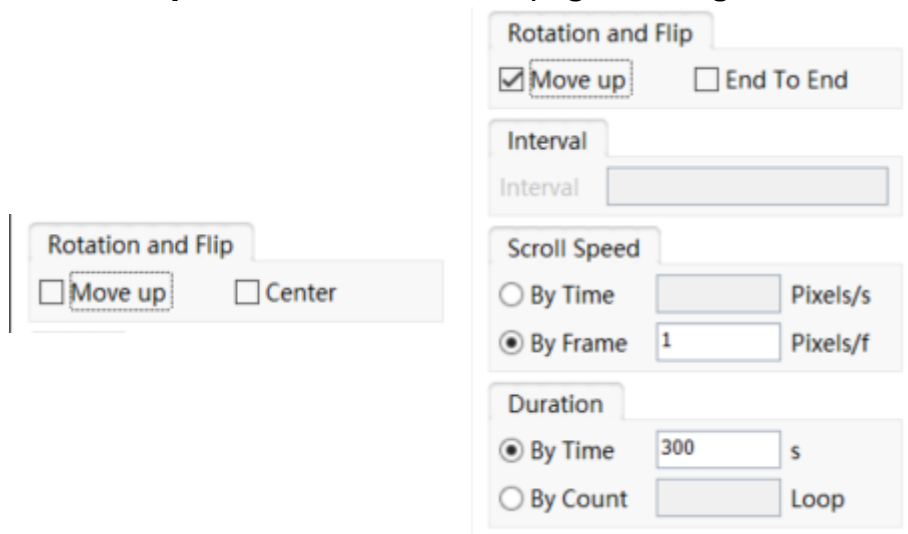


Figure 4.6-41 Setting display effect of multi-line texts

Global Weather

The global weather window displays the real-time weather information of a city in the globe. The window can normally display the weather information only when the terminal is connected to the network.

In the **City** field, enter a city name, select a city in the drop-down list, and then click **Get** to get the weather information of the selected city.

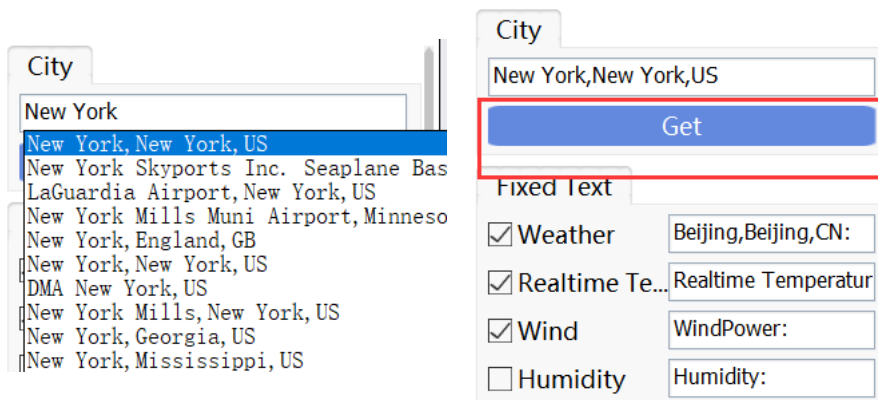


Figure 4.6-42 Searching for a city

Select displayed information: **Weather**, **Realtime Temperature**, **Wind** and **Humidity**. You can also modify the fixed text.



Figure 4.6-43 Setting displayed information

Choose a temperature unit.

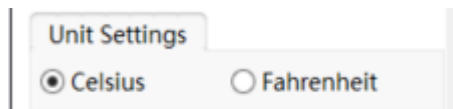


Figure 4.6-44 Set temperature unit

Set **Font** and **Background**.

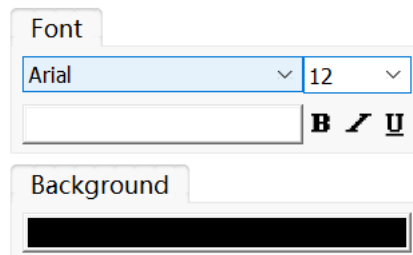


Figure 4.6-45 Setting font and background of global weather information

Set **Duration** and **Move Type**.

If you select the **Multi-Line** check box, you can choose **Page** or **Move Up** to set the display effect, and click **By Time** or **By Frame**, and then enter a value of pixels to control the scrolling speed.

If you clear the **Multi-Line** check box, you can choose **Page** or **Move Left** to set the display effect, and enter a value in the **Speed** and **Stay** field to control the scrolling speed.

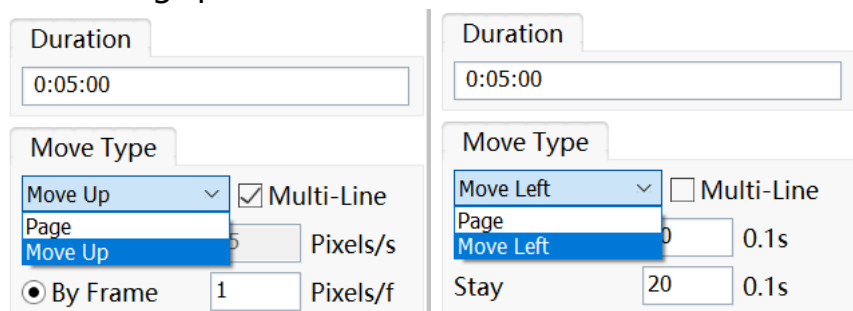


Figure 4.6-46 Setting display effect of global weather information

Environment

The environment information window has 5 types: **Temperature**, **Humidity**, **Smoke**, **Noise** and **Air**. The window can normally display environmental data only when the terminal is connected to the related sensor.

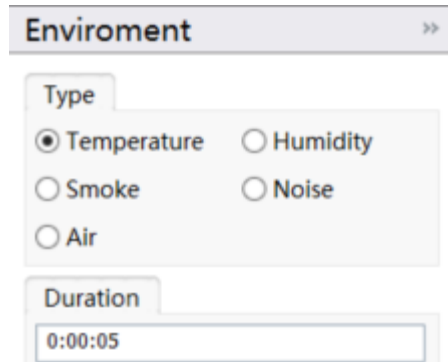


Figure 4.6-47Type of environment window

You can select a type of environment window, and set **Duration**.

- **Temperature**

The temperature window displays the real-time ambient temperature. You can set **Font**, **Color** and **Fixed Text**, and select or clear the **Show as Fahrenheit** check box to change the unit of temperature, and choose a digit format.

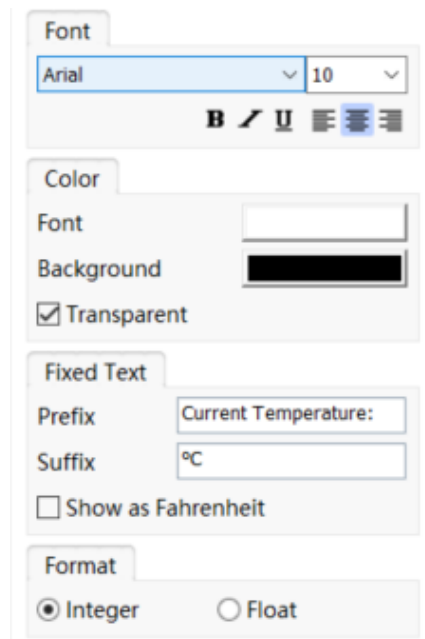


Figure 4.6-48Temperature window

- Humidity

The humidity window displays real-time ambient humidity. You can set **Font**, **Color** and **Fixed Text**.

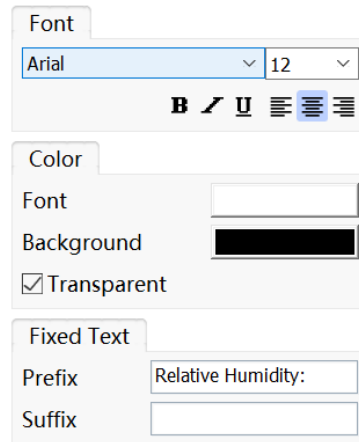


Figure 4.6-49 Humidity window

- Smoke

The smoke window displays the smoke value of the environment. You can set **Font**, **Color**, **Threshold**, **Over threshold display**, **Not over the threshold display**.

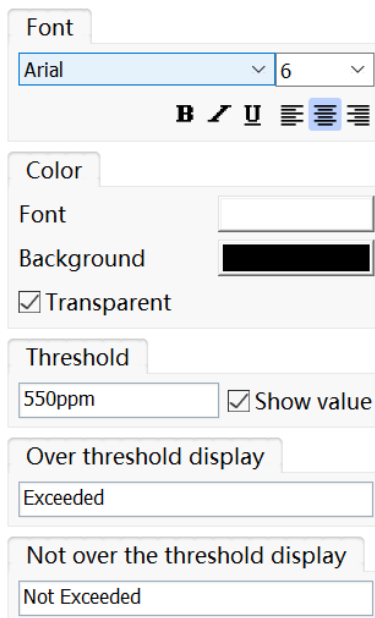


Figure 4.6-50 Smoke window

● Noise

The noise window displays the value of real-time ambient noise. You can set **Content**, **Text Position**, **Fixed Text**, **Font**, and **Color**.

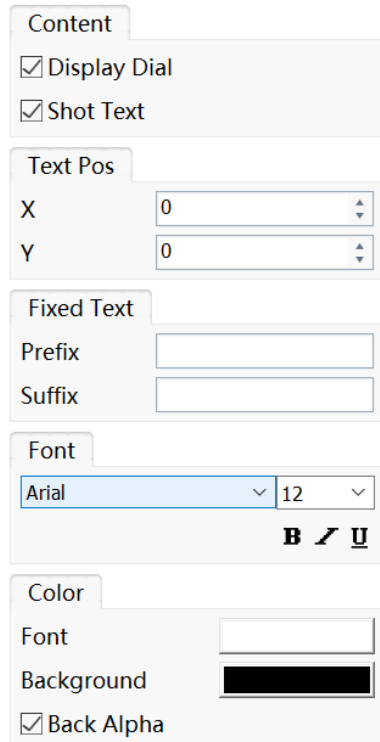


Figure 4.6-51 Noise window

● Air

The air window displays the information of air quality. You can set **Font**, **Color** and **Fixed Text**.

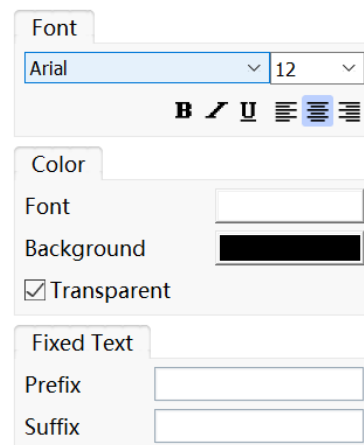


Figure 4.6-52 Air window

Analog Clock

The analog clock window stimulates the clock to display time.

You can set **Time Zone**, **Duration**, **Background**, **Hour Scale**, **Minute Scale**, **Hour Color**, **Fixed Text**, **Date** and **Week** of the clock.

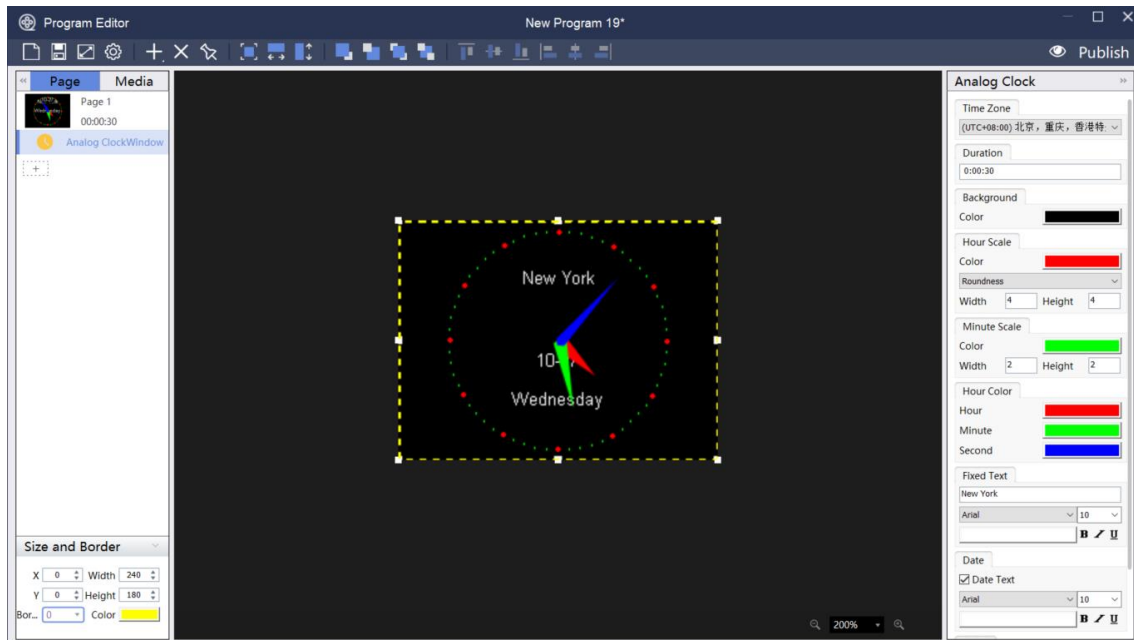


Figure 4.6-53 Analog clock window

Digital Clock

The digital clock window can display the time in various forms.

You can set **Clock Format**, **Time Zone**, **Duration**, **Background**, **Show Content**, **Fixed Text**, **Clock Style**, **Year Style** and **Style** of the clock.

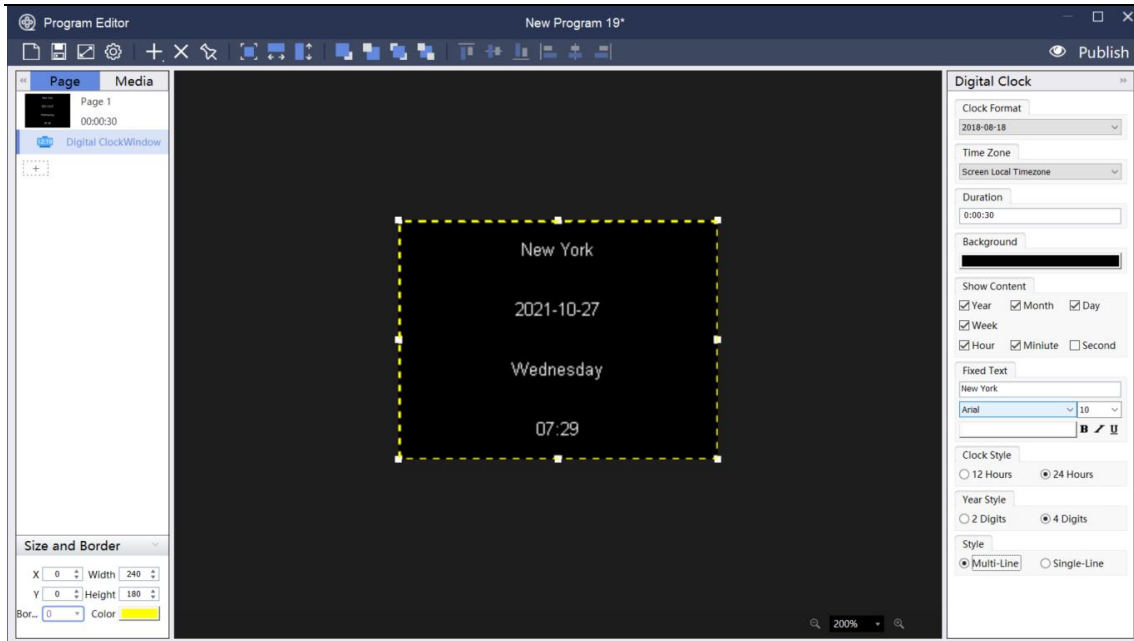


Figure 4.6-54 Digital clock window

Timer

The timer window has two timer styles: **Count Up**, **Count Down**.

- **Count Up**

You can set **Duration**, **Background**, **Fixed Text**, **Start Time**, **Style**, **Font**, and **Content** of the timer.

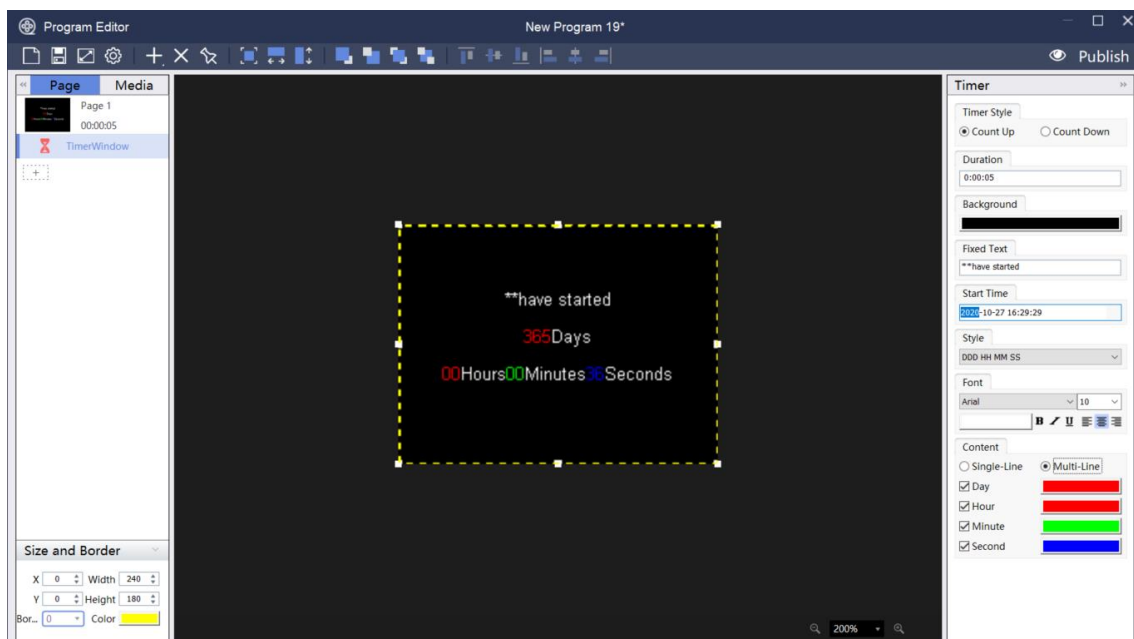


Figure 4.6-55 Count Up window

● Count Down

You can set **Duration**, **Background**, **Fixed Text**, **End Time**, **Style**, **Font** and **Content** of the timer.

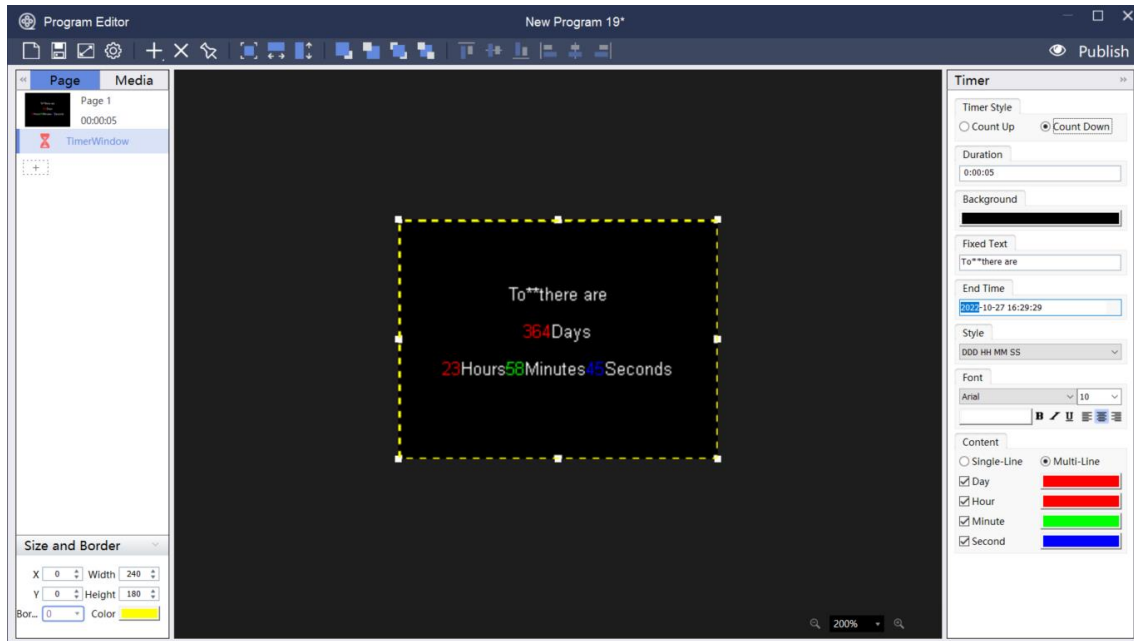


Figure 4.6-56Count Down window

Webpage

The webpage window can normally display a webpage only when the terminal is connected to the network.

Set **Duration** of the webpage, enter a website address in the **URL** field, and then click **Goto**. The webpage can be normally played after being sent to the terminal.



Figure 4.6-57Webpage window

Stream Video

The stream video window can normally display a streaming video only when the terminal is connected to the network.

Set **Duration** of the video, enter the steaming video address in the **URL** field, and then click **Goto**. The streaming video can be normally played after being sent to the terminal.

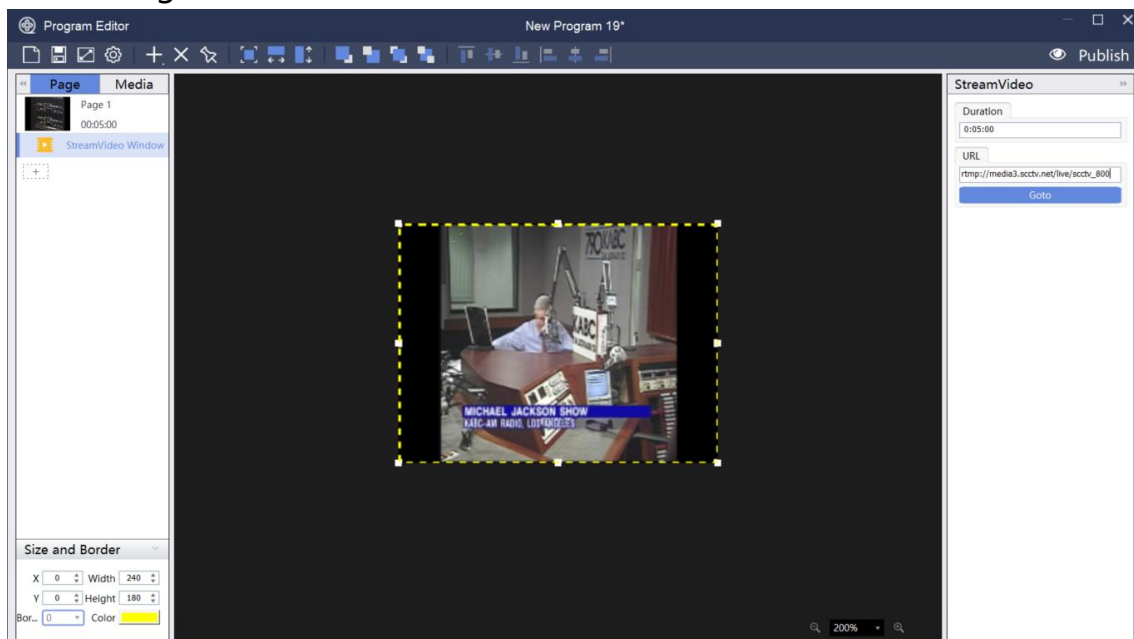


Figure 4.6-58Stream Video window

RSS

The RSS window can display news only when the terminal is connected to the network.

Enter the RSS path in the **URL** field, and then click **Goto**. The news can be normally played after being sent to the terminal.

You can set **Content**, **Font**, **Background**, **Duration** and **Speed** of the news.

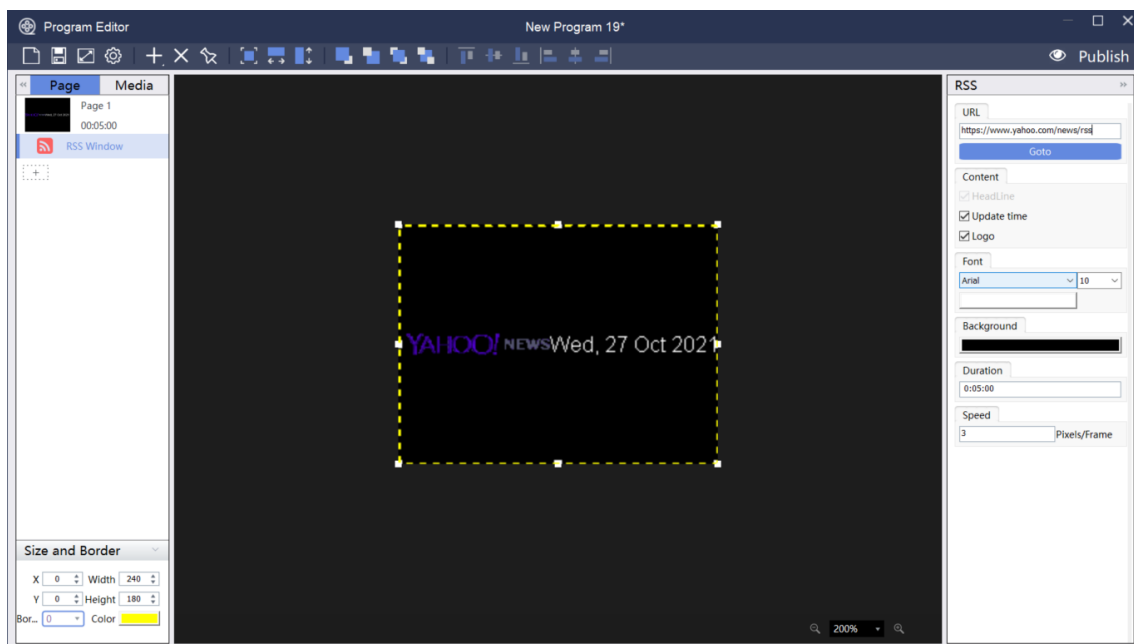


Figure 4.6-59 RSS window

Video Capture

The video capture window can display the video captured by the external camera connected to the terminal. You can set **Duration** of the video.

Database

The database window can display the database table that a terminal connects to. To connect the terminal to the database, you need to select a database type, enter the server address, port, database name, username, password, and ODBC version. It temporarily supports MySQL database only.

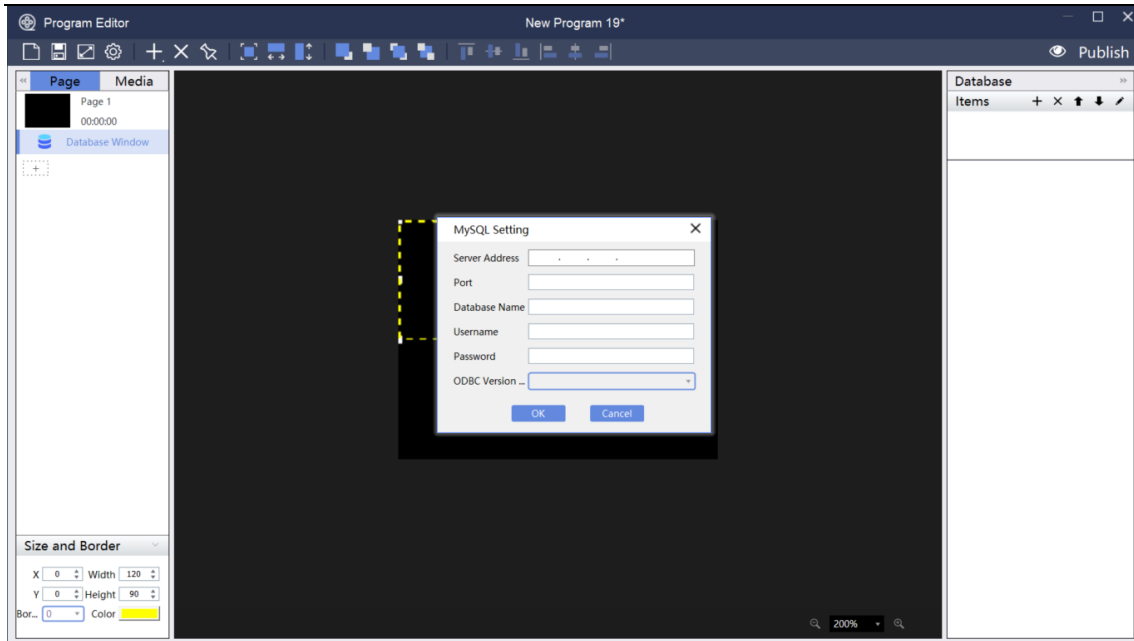


Figure 4.6-60 Database window

4.7 Schedule

On the **Schedule** page, you can view, add, delete, edit and publish schedules. (LAN-based schedules are supported by terminals of which the version is 1.63.3 or above.)

4.7.1 Program Schedule

You can add, edit, delete, and publish program schedules.

Click **Program** to enter the program schedule page.

Program Schedule List

In this list, you can view the information of program schedules: **Name**, **Source**, and **Last Edit Time**, and perform the following operations: **Edit**, **Publish** and **Delete**.

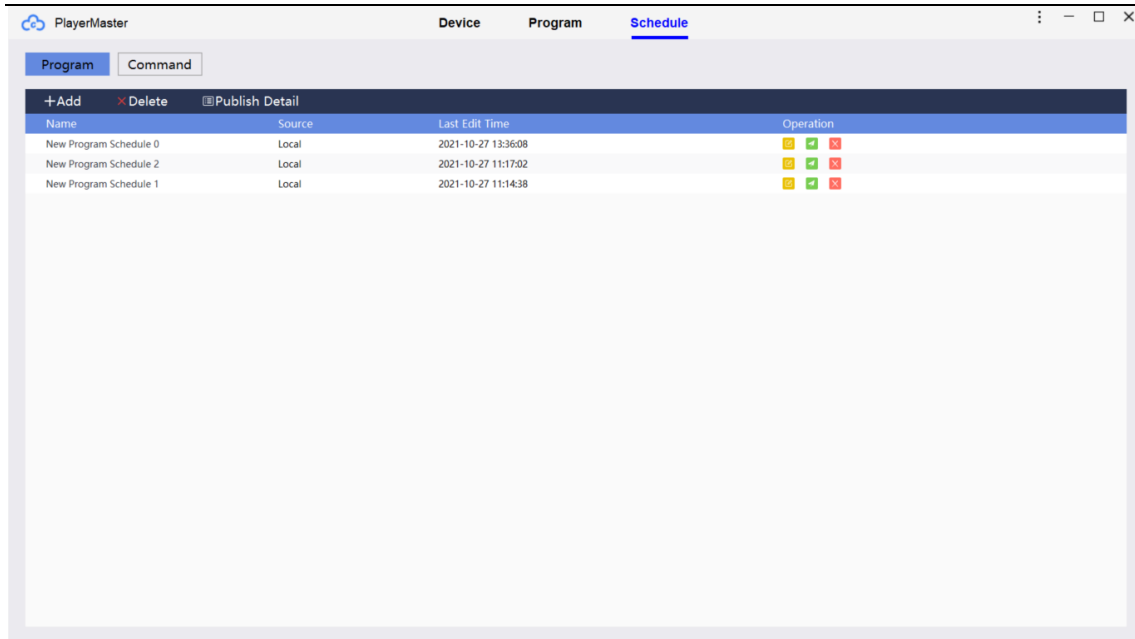




Figure 4.7-1 Program schedule

Click  to edit the program schedule.

Click  to publish the program schedule to a terminal or a terminal group.

Click  to delete the program schedule.

In Cloud mode, program schedules can only be sent to a terminal group; in LAN mode, program schedules can be sent to a terminal or a terminal group.

Renaming Program Schedules

Select the program schedule, and right-click the name to rename the schedule.

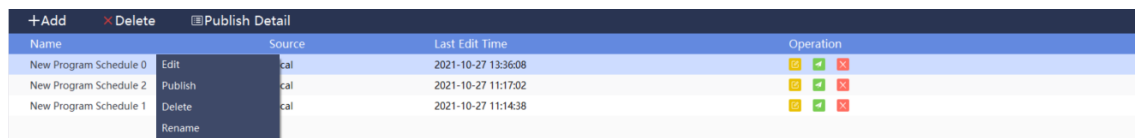


Figure 4.7-2 Renaming program schedules

Adding/Editing Program Schedules

Click **+Add** to add program schedules. In Cloud mode, you can click **Local** or **Cloud** to choose program source.

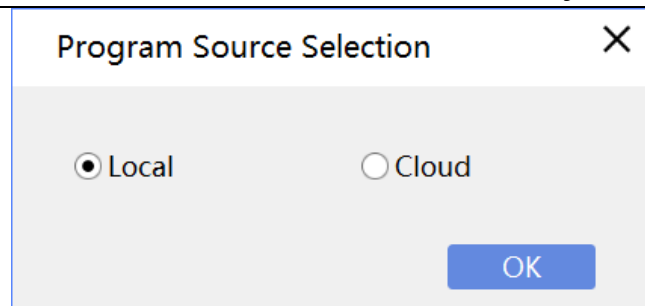


Figure 4.7-3 Adding program schedules

In the pop-up dialog box, you can add **Spot**, **Rotation** and **Spare** programs.

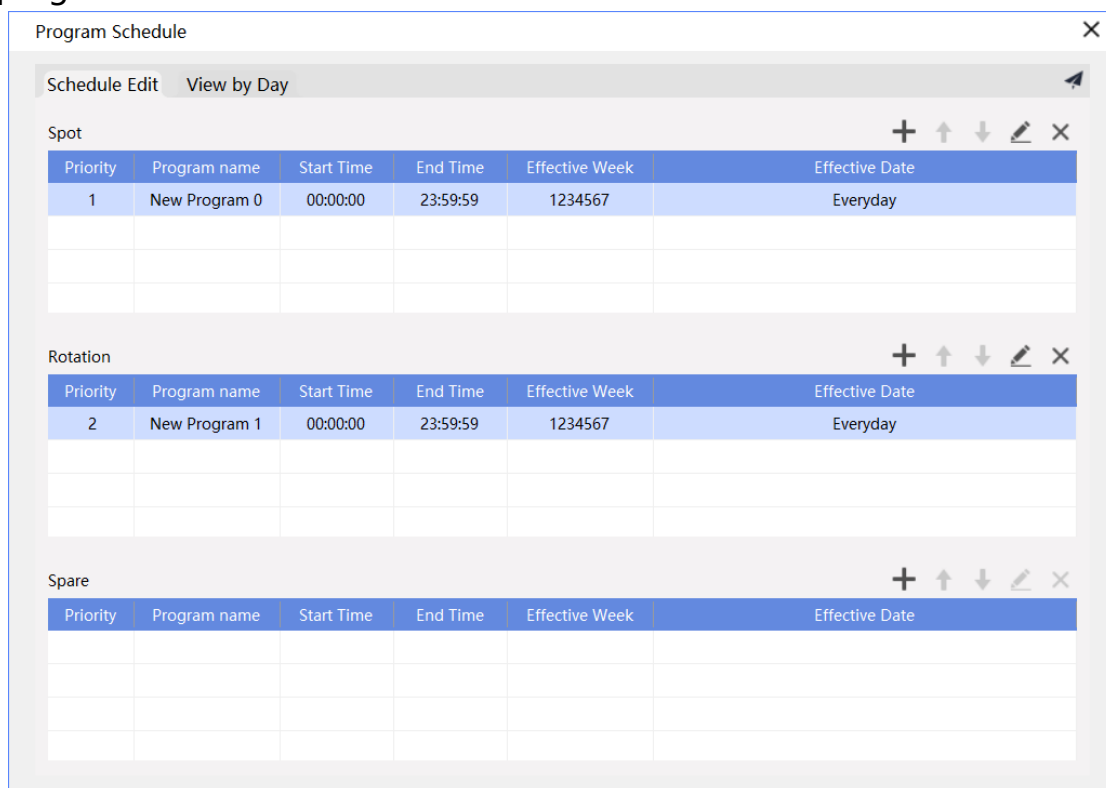

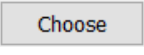
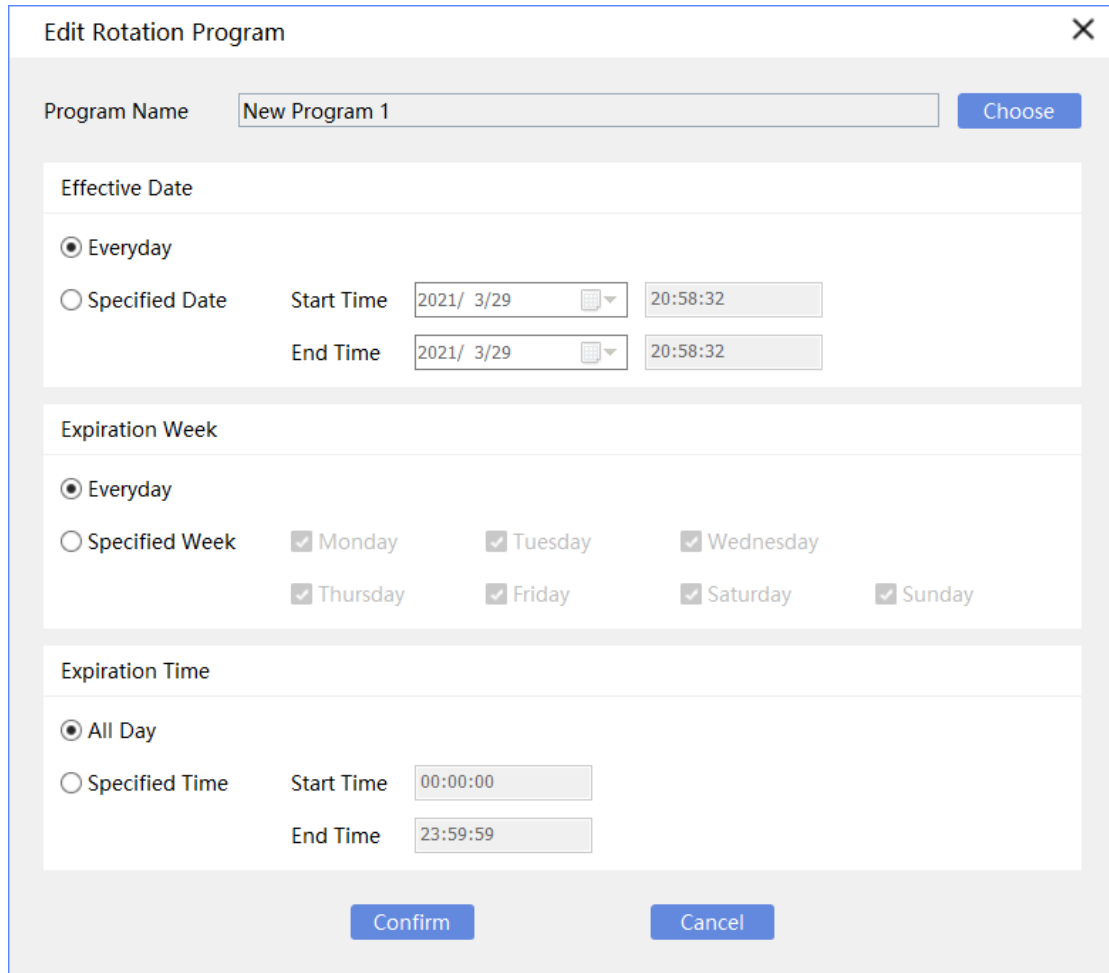


Figure 4.7-4 Editing program schedules

Click . In the pop-up dialog box, click  to select a program, and set **Expiration Time**, **Expiration Date** and **Expiration Week**, and then click **Confirm**.



The dialog box is titled "Edit Rotation Program" and contains the following sections:

- Program Name:** A text field containing "New Program 1" and a "Choose" button.
- Effective Date:**
 - ☒ Everyday
 - ☐ Specified Date: Includes "Start Time" (2021/ 3/29) and "End Time" (2021/ 3/29) fields, each with a calendar icon.
- Expiration Week:**
 - ☒ Everyday
 - ☐ Specified Week: Includes checkboxes for Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, and Sunday, all of which are checked.
- Expiration Time:**
 - ☒ All Day
 - ☐ Specified Time: Includes "Start Time" (00:00:00) and "End Time" (23:59:59) fields.

At the bottom of the dialog box are "Confirm" and "Cancel" buttons.

Figure 4.7-5 Program settings

Programs are played according to the following order:

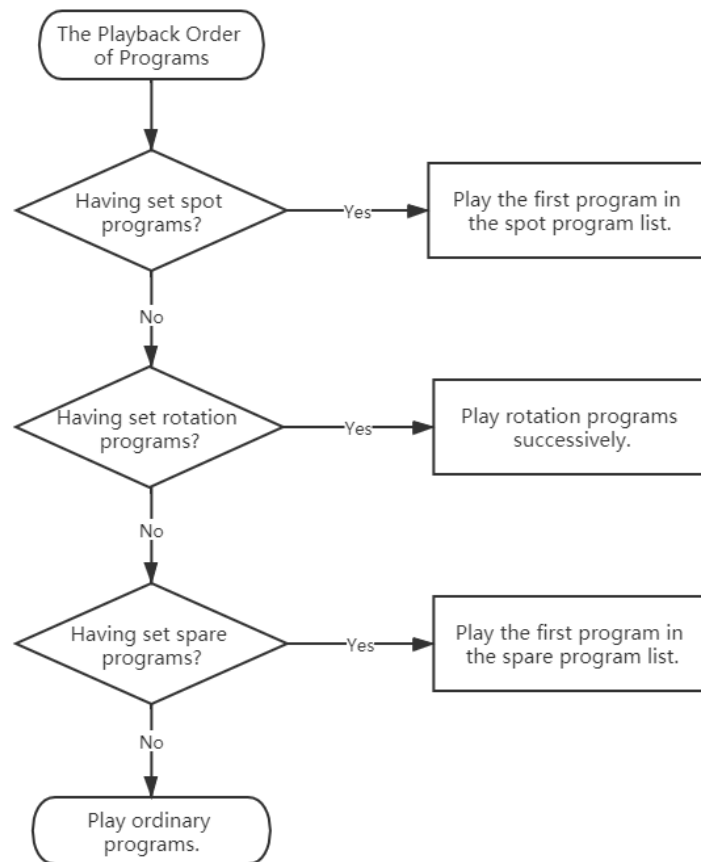






Figure 4.7-6 The playback order of programs

- Click  to move up the program to change its playback order.
- Click  to move down the program to change its playback order.
- Click  to edit the schedule of the program.
- Click  to delete the schedule of the program.

Viewing Schedules

Click **View by Day** to view the execution time of program schedules.

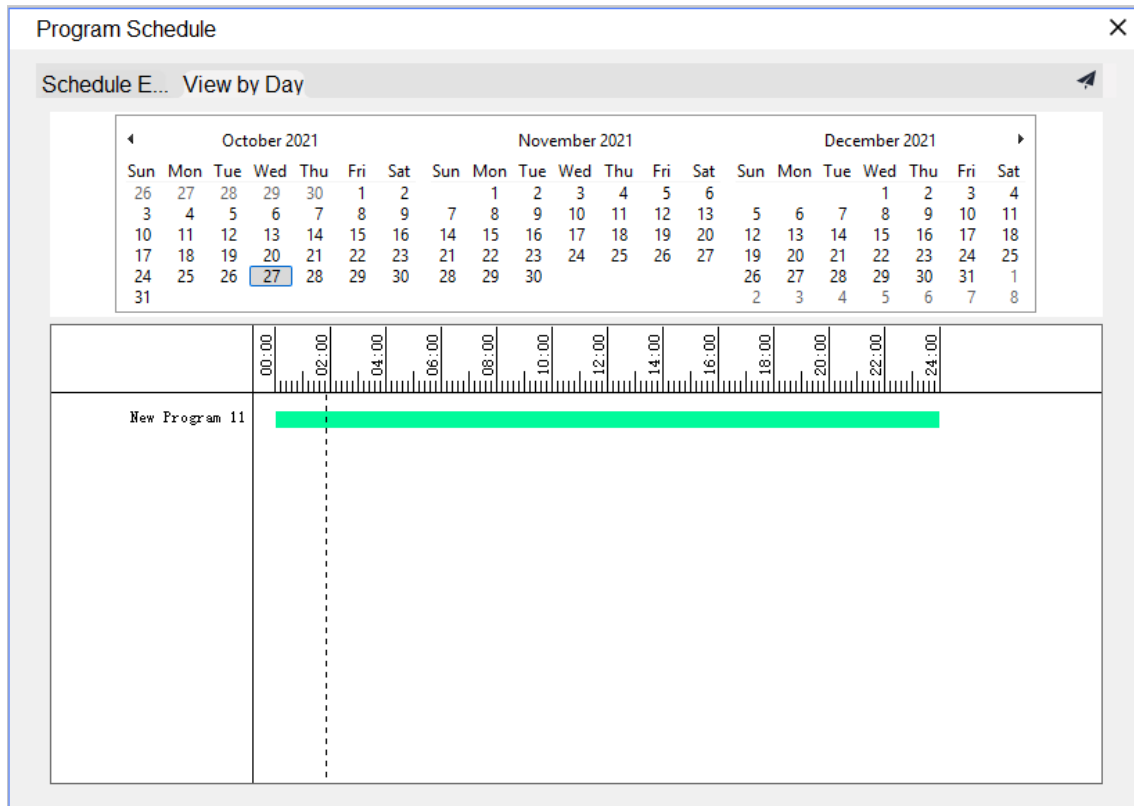


Figure 4.7-7 Viewing program schedules

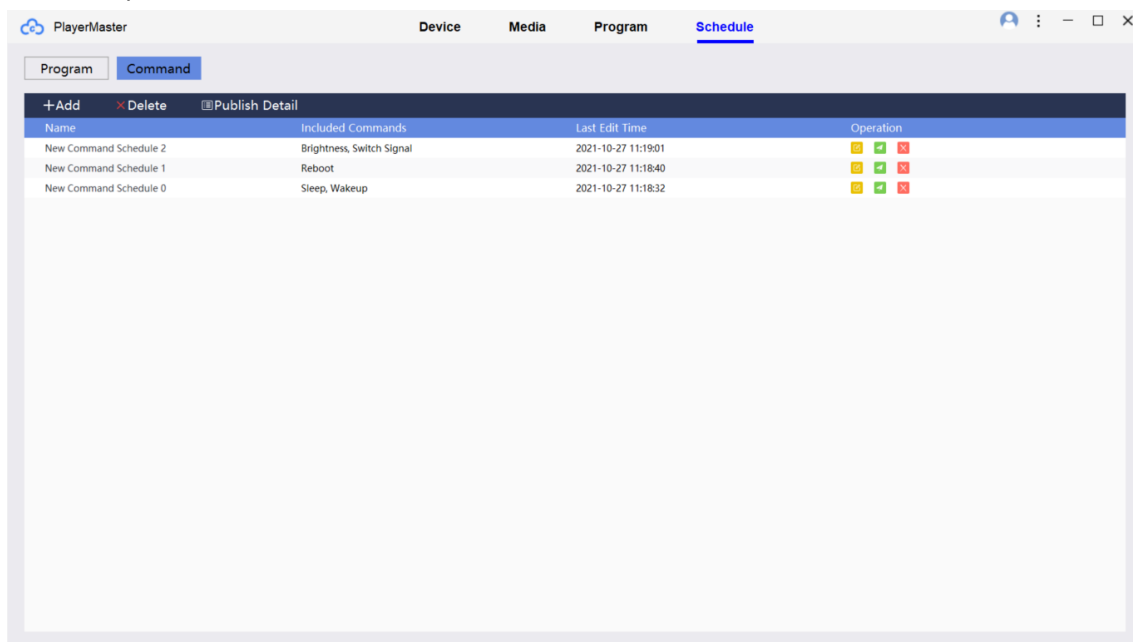
4.7.2 Command Schedule

You can add, edit, delete and publish command schedules.

Click **Command** to enter the command schedule page.

Command Schedule List

In this list, you can view the information of command schedules: **Name**, **Included Commands**, and perform the following operations: **Edit**, **Publish**, **Delete**.



The screenshot shows the PlayerMaster web interface with the 'Schedule' tab selected. Below the 'Program' and 'Command' tabs, there is a table with the following data:












Name	Included Commands	Last Edit Time	Operation
New Command Schedule 2	Brightness, Switch Signal	2021-10-27 11:19:01	  
New Command Schedule 1	Reboot	2021-10-27 11:18:40	  
New Command Schedule 0	Sleep, Wakeup	2021-10-27 11:18:32	  

Figure 4.7-8 Command schedules

Click  to edit the command schedule.

Click  to publish the command schedule to a terminal or a terminal group.

Click  to delete the command schedule.

In Cloud mode, command schedules can only be published to a terminal group; in LAN mode, command schedules can be published to a terminal or a terminal group.


Renaming Command Schedules

Select the command schedule, and right-click the name to rename the schedule.

Figure 4.7-9 Renaming command schedules

Click **+Add** to add new command schedules.



Click  . In the pop-up dialog box, set **Command**, **Running Time**, **Expiration Date**, **Expiration Week**, and then click **Confirm**.

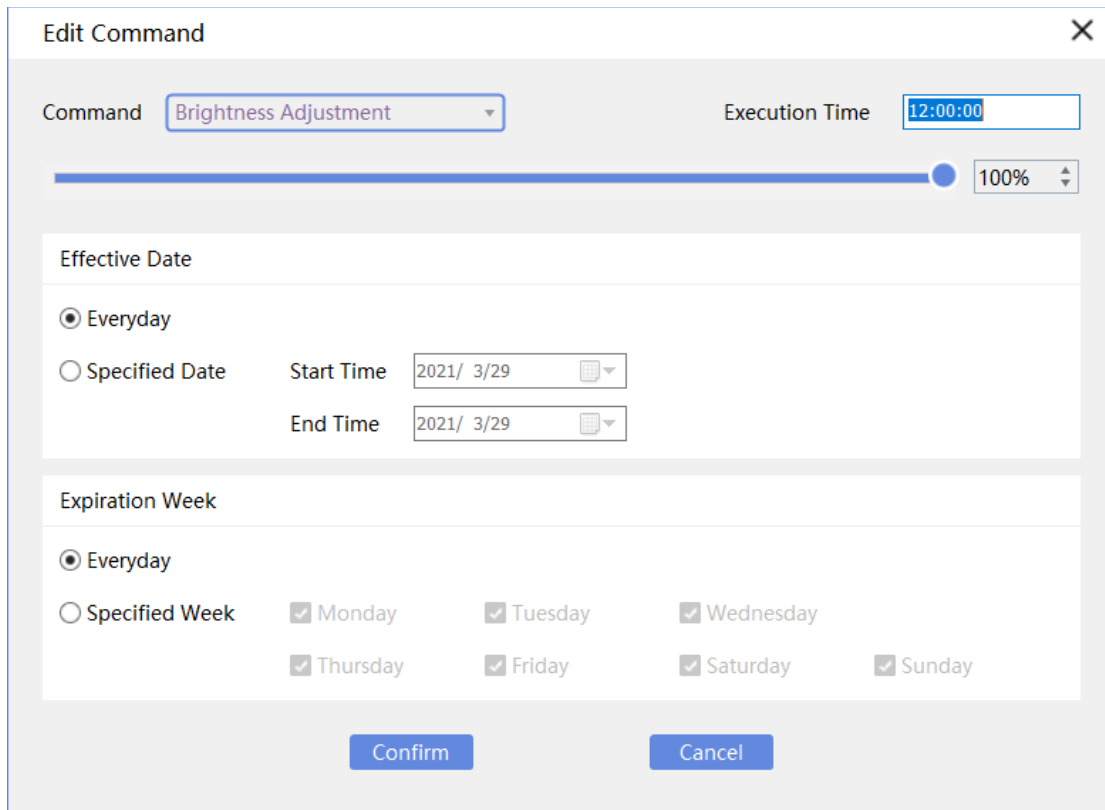



Figure 4.7-11Editing commands

Command	Function
Sleep	Turn off the terminal at execution time. (Must be used with the Wakeup command.)
Wakeup	Wake up the terminal at execution time. (Must be used with the Sleep command.)
Reboot	Reboot the terminal at execution time.
Brightness Adjustment	Adjust screen brightness at execution time.
Media Volume	Adjust media volume at execution time.
Switch to Sync Signal	Switch to sync signal at execution time.
Switch to Async Signal	Switch to async signal at execution time.

Click  to edit the command.

Click  to delete the command.

Viewing Schedules

Click **View by Day** to view the execution time of command schedules.

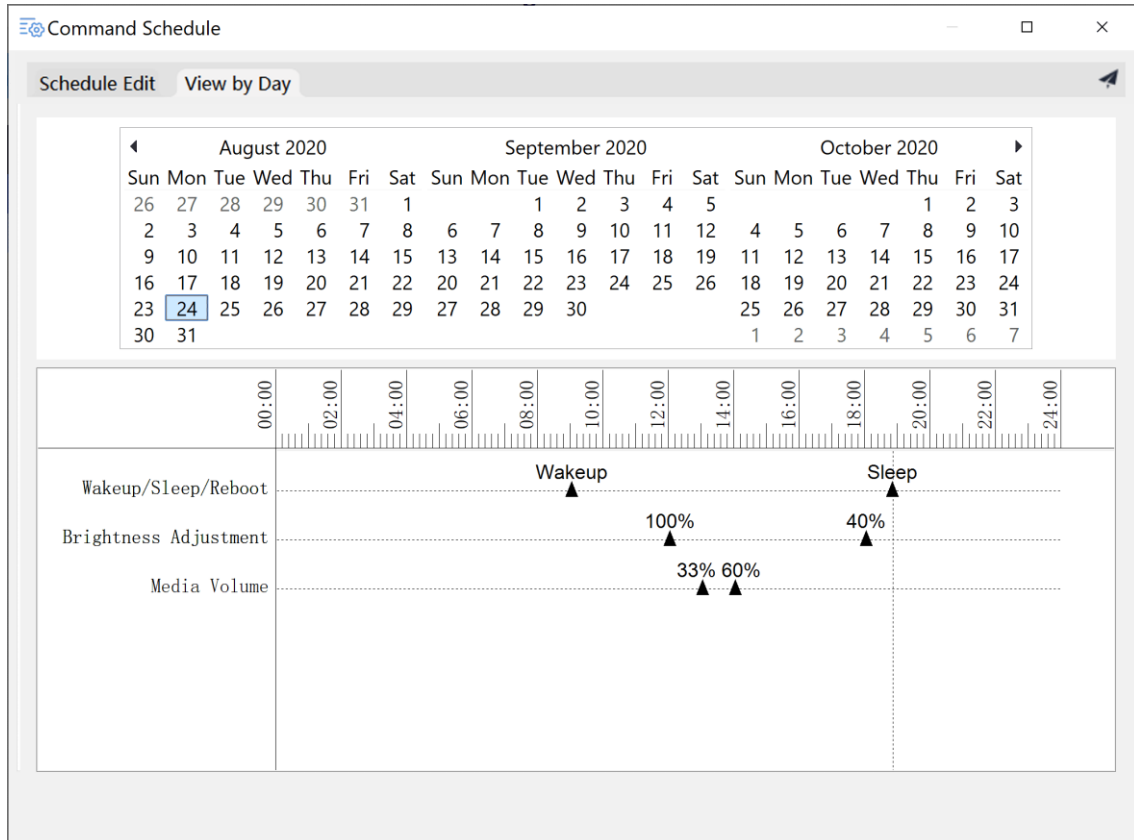


Figure 4.7-12 Viewing command schedules



Visual Future

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