LED Phantom media player Server PS4

Media server

PS4

Wechat Public Page

User's Manuel

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Version info

Version: v4

Release date:2020.09

Safety Precocious

	Power supply This device is working properly access the power supply 100~220V AC, please use this product in this voltage range.
	High voltage components This equipment contains high voltage components.
	Non-professionals do not disassemble This equipment is not equipped with maintenance accessories for users to repair and use by themselves, please do not open the case for operation by yourself. Disassembly by yourself may cause irreparable damage to the equipment. If repair is required, please contact the after-sales personnel.
	Ensure good grounding and earthing To protect users safety, before you power up this device, make sure that the earthing is good
	Stay away from high-intensity magnetic field, electric generator and voltage transformer
	Keep dry Keep dry ,we are not water-proofed device, so if there is water in this device, dry it up and then check if everything is ok before you plug it into electricity

	Keep explosive away Don’t use this device near any explosive things

1 Preface

With rapid development took places in LED display industry. LED displays are being used everywhere. Pixel Pitch of LED is getting smaller, its size is getting bigger customers' requirements are become much harder to fulfill, thus companies like us are born to save the day.

In these years, demand of led screen is taking a big step ahead. Now LED display screen has become the main tool to display information and play the game live. It has gradually replaced the traditional lighting and CRT backward display. In modern stadiums and gymnasium, LED display screen has become a necessary component facility. Outdoor billboard. In addition to the one single large indoor and outdoor LED display screen used as advertising media in the past, the cluster LED display advertising system and the train LED advertising display screen publishing system have been taken into use and are widely promoted. Screen rental : concerts and indoor activities, indoor and outdoor stage background, concerts, large events, opera houses, theaters, hotels, auditoriums, multi-functional halls, lecture halls, conference rooms, high-end entertainment places, discos, nightclubs, karaoke, etc. They are closely related to the stage LED display screen. Exhibition:one of the most important services provided by the exhibition organizers of the company, LED display large screen provides users with their own brand culture and product use. There are also studios and monitoring rooms. Nowadays, LED display screen plays an important role in broadcast and TV studio and security surveillance room.

Display effect of LED screen is also required to be higher and higher, pixel-to-pixel display is becoming more and more popular, and pixel-to-pixel display requires higher and higher resolution for servers to decode high resolution videos. Then it requires the configurations of the server and video material can support the output and play high-resolution. Also, more and more LED screens. From single screen display to multi-screen display, the management of multi-screen play of LED screen has always been a difficulty. There are many players supporting single material broadcast on the market, but there are few unified broadcast control managements for multi-screen. Software and hardware integrated control and broadcast is in big need in the market.

2 Overview

2.1 Introduction

Kommander-ps4 --- multimedia player server device (including software) launched by Kommander, programmed by Hunan Bowan tec.Ltd., which is mainly used for splicing and synchronous play of super large screen, super multi-screen and special-shaped screen scenes. With 8K hard decoding, scene pre-editing, virtual screen management, planned split screen play and 1(DVI from motherboard for monitor)+ 4(DP interface from graphics card)output interfaces and other innovative technologies, it is easy to realize medium and large scale stages.

Hunan Bowan Technology Co., Ltd.

Characteristics

- 4DP output ,pixel-to-pixel display
- 1DVI for monitor
- Support 7680*2160 resolution (With Graphics acceleration)
- Hardware decoding,super rendering ability, excellent playback performance
- Unlimited channels, automatic splicing and fusion
- Support projection correction fusion
- Support geometric deformation function, showing the effect of creative display
- Multi-device linkage, main-backup, main-slave and main-control modes
- Pre-editing , you can edit the plan without affecting the output
- Simulation screen layout management, split display port and display the way you wanted, realizing WYSIWYG
- Special effects to reshape the material, a variety of special effects can be combined freely
- Unlimited dynamic layer
- Interaction between master and backup mode plans
- Support multiple video and audio output separately (optional)
- Audio mapping
- Automatic backup when editing plans to prevent data loose
- Support DVI, SDI signal capture and management (optional)
- NDI signal receive and send out function to let signal share between devices and software
- PPT with animation (Microsoft Office 2010 or 2016 version is preinstalled)
- Video playback from network resources
- The humanized neon light on the rear panel can illuminate the interface while rendering the atmosphere
- Free layout of functional window modules, multiple layouts can be saved
- The remote center control system supports PAD wireless control, not limited to control in the control room
- Material tree structure, plan group jump, time clipping, shortcut key and other

convenient functions

- Screen cloning, material playback is fully synchronized
- Control commands support remote command control under UDP protocol

2.2 Front panel

1	Full-color LCD Performance Monitor
2	Power button
3	USB3.0
4	Neon light

2.3 Back panel

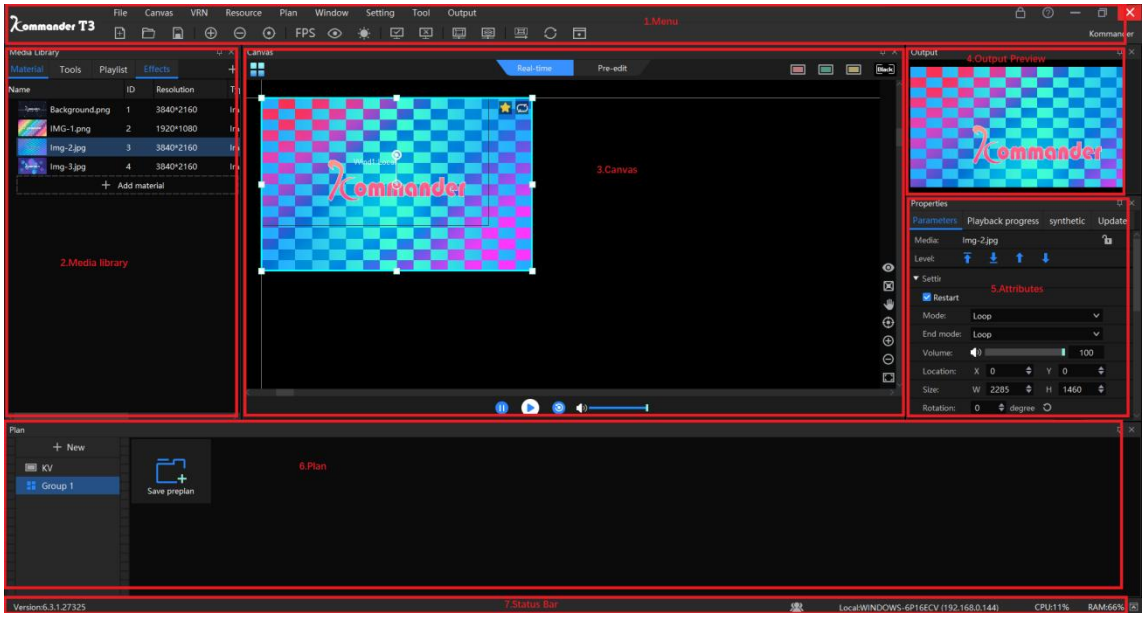
Input

Type	Qty.	Specifications
SDI	2	Maximum 1080P@60Hz
DVI	2	1.3 standard Maximum 19201080@60Hz
Audio	1	Mic phone

Output		
Type	Qty.	Specifications
DP	4	3840*2160@60Hz
DVI-Monitor	1	Maximum 19201080@60Hz
Audio	3	Canon audio output with internal isolation

Control port		
Type	Qty.	Specifications
RJ-45	1	1000M
USB	6	USB3.0 * 6

2.4Interface



Function area	Introductions
Menu	**Fist row** File: New project/ Open project/ Recent project/ Project packing Canvas: Zoom/ Canvas preview/ Open or close all outputs of software VRN: Work Mode/ KiR/ Management of ends Resources: Import or add new sources/ Create folder/ Group materials Window: Close or Open work area/ Layout management Setting: System settings/ MIDI / DMX/ OSC/ COM/ NDI send/ Spout send Screen lock: Lock the operating surface Help: User's manual, hot-key enquiries and feedback Basic min, max, close windows buttons Second Row[Put your mouse onto the icon and you will see the name and description of each button] FPS

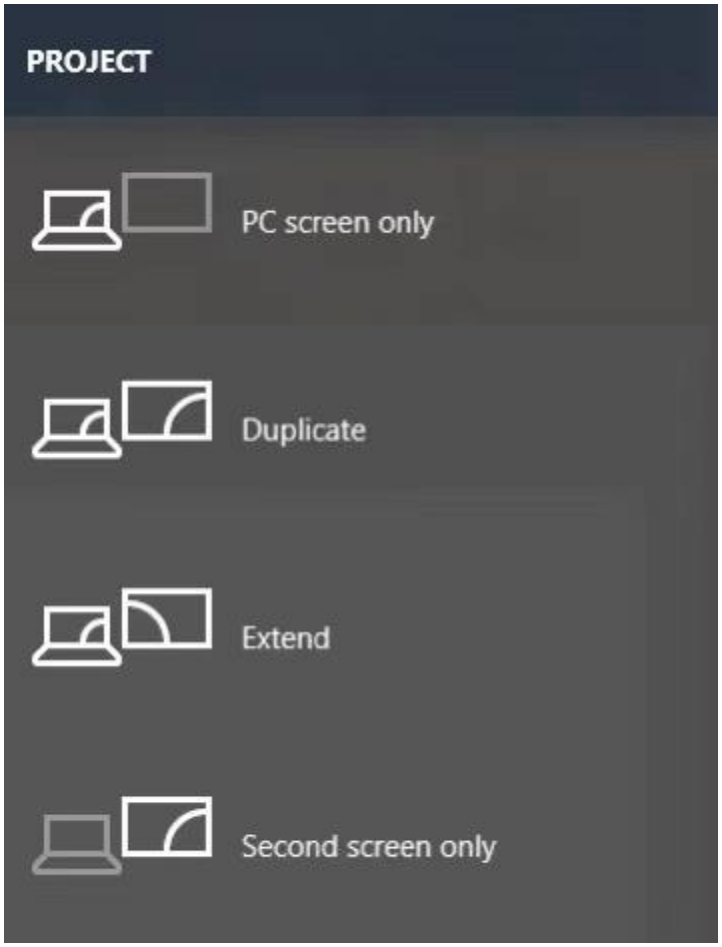
	Global brightness and contrast Linkage and sync
Media Lib	1.Add all kinds of materials/ Picture optimization/ Tools/ Playlist/ Effects 2.Little tools: subtitles/clocks/weather/countdown and so on 3.Playlist: Add and use Playlists 4.Special effects: feathering and so on
Canvas	1.Screen management: Add screen, adjust its size and location 2.Play Mode: PGM [Real- time]/PVW [Pre- edit] 3.KV Hotkey for jump: using red/yellow/green buttons to jump to KV; Blank screen 4.Play statues: stop/play/pause/volume (In PVW, those settings wont affect current output)
Output	Monitoring the statues of software, in PVW, control play statues individually (Play/Pause)
Attributes	1.Parameters: screen size and position settings, plan shortcut key settings, special effect parameters and other settings 2.Playback progress: View playback progress in real-time / pre-programmed state, and the progress display can be set up / down 3.Sync: View the progress of the update from the master to the slave in the active and standby mode
plan	1.KV: The main background plan of the event site is managed separately in groups, which is more convenient to call 2.Save plans: save the edited plan, the number of saves is unlimited, and you can also update or delete 3.Group management: group management of plans based on demand, unlimited number of groups 4.Plan thumbnail size adjustment
Statues	1.The current software version number is showed in the lower left corner 2.Main-backup linkage statues 3.Main-Standby linkage statues 4.IP address

	5.CPU/ Current CPU / Memory usage display

3.Quick start

2.5Prep work

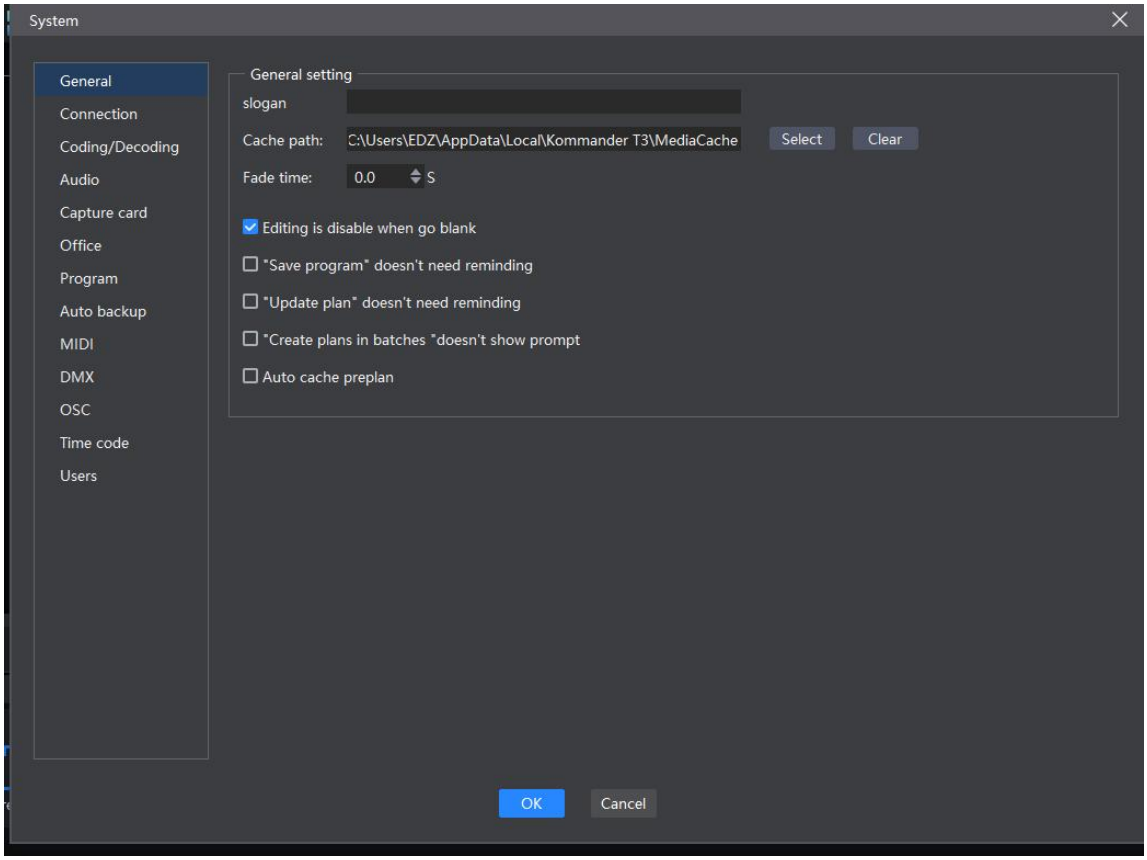
Our software work in extend mode, so before you start, please change display into extend, you can do that by press WINDOWS+P to change into extend



Independent Nvidia card can help video decoding process in a great way, so if your computer or laptop comes with a graphics card, don't forget to toggle Hardware decoding and also choose Independent graphics card as your adapter[Way of dong it: Setting – System- Coding/ Decoding]

PS: IF YOU DON'T HAVE A EXTEND MONITOR CONNECT TO YOUR COMPUTER,

THE DISPLAY PART MAY ONLY SHOW AN INTEL GRAPHICS CARD, YOU CAN CONFIGURE A 3D SETTINGS FOR OUR SOFTWARE IN NVIDIA CONTROL PANEL AND USE NVIDIA CARD TO LOAD OUR SOFTWARE.



If you are thinking to present a slide using our software, please install Office unit, we support the following office version: 2010 and 2016 , professional and plus are preferred, delete other office software such as WPS and King soft in case confliction. Also go get a license of office.

2.6Running software

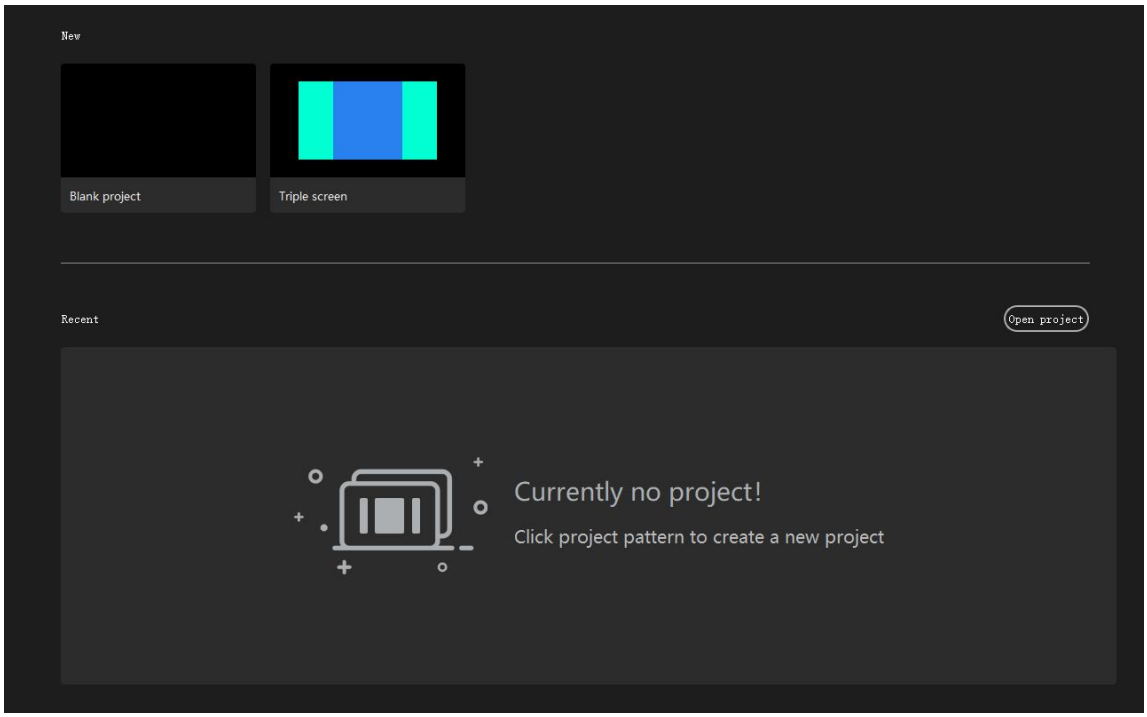
Double-click the software icon to run the software

PS: STUDY VERSION CANNOT OUTPUT; YOU CAN ONLY USE THEM TO EXPERIMENT DIFFERENT FUNCTIONS AND CREATE A PROJECT

2.7Create a new project

Click "New" to create a project file, enter the project name and select the save path, then click "OK" to complete the new project file.

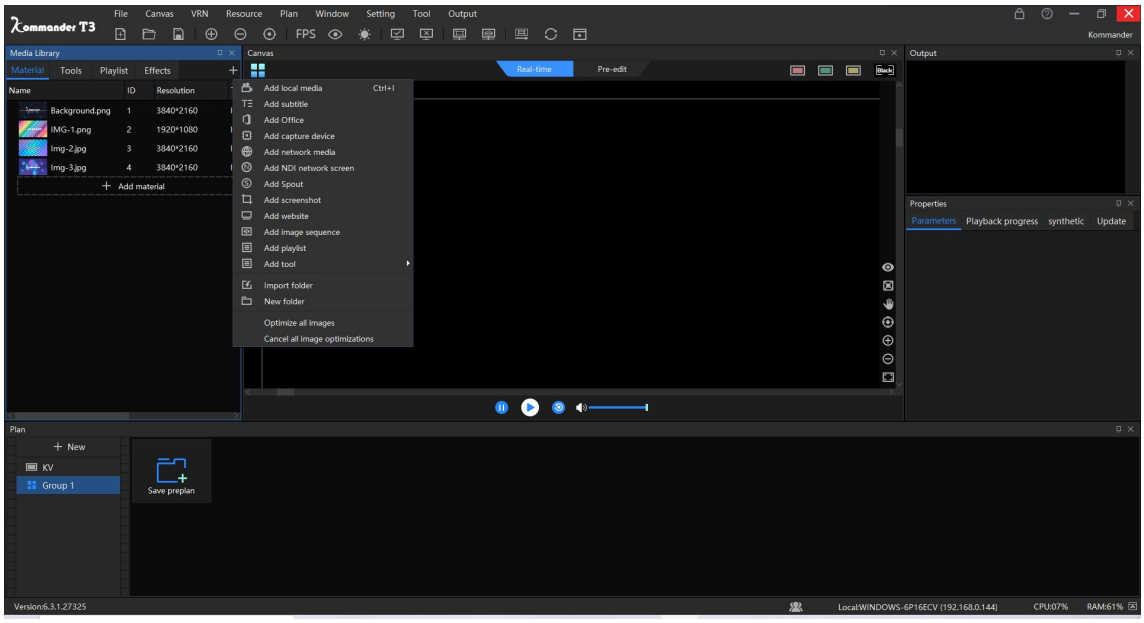
- Under New, you can see saved screen management template, it comes with a triple screen template
- Under Recent, you can see your latest project



(Project name and save path can be changed)

2.8Add materials into media library

After creating a new project, enter the software interface, click "+" at the right upper corner of media library to add the playback material, and select the corresponding one according to the type of material you need to add. You can also just drag a whole folder into software just like any software

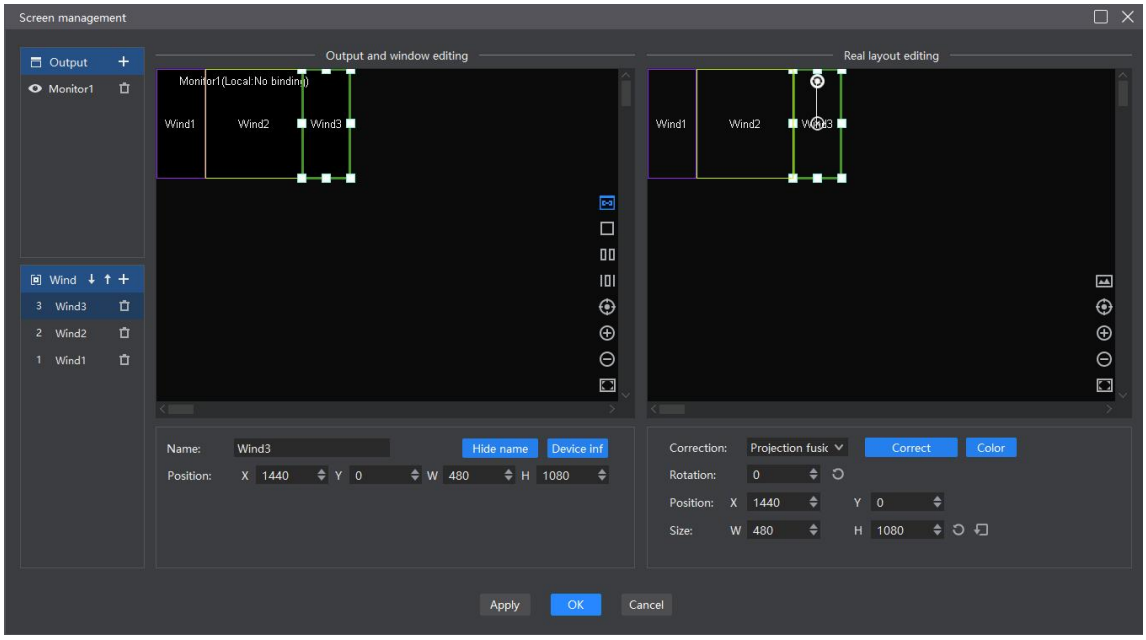


Supported Media and its format	
TYPE	FORMAT
Video	*.mp4 *.avi *.mkv *.flv *.mov *.wmw *.asf *.mpeg *.mpg *.tp *.ts *.mnts *.m2ts *.vob *.rmnwb *.rm *.ram *.divx *.evo *.ogm *.m1v *.m4v *.mpe *.3gp *.webm
Audio	*.mp3 *.mp2 *.mpa *.aac *.ogg *.wav *.wma *.ape *.ac3 *.flac *.m1a *.m2a *.m4a *.ra *.dts *.dtshd
Pic	*jpg *jpeg *.bmp *.png *.gif *.tif *.tiff *.ico
Word	*.doc* *.docx*
Excel	*.xls* *.xlsx*
PPT	*.ppt* *.pptx*
Internet URL	http，https，rtsp，rtmp
Other	NDI, Spout

Pic sequence	*.png *.jpg *.tiff *.bmp

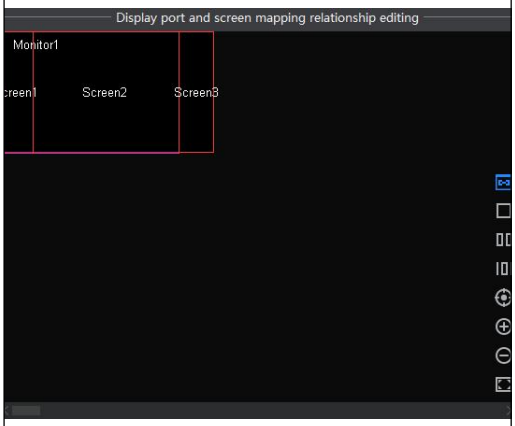
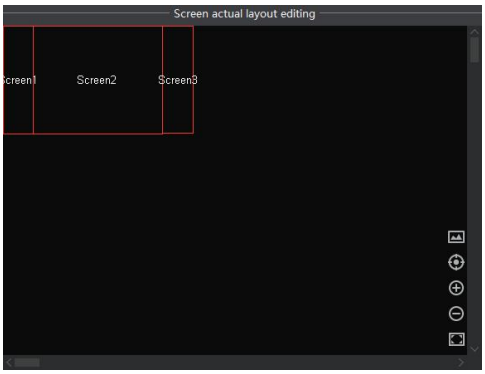
2.9Screen Management

After materials are added into media library, now it's time to decide which kind of screen effect you want to achieve, no matter what , you will need to enter screen management at first, it's on the right upper corner of Canvas and it looks like this

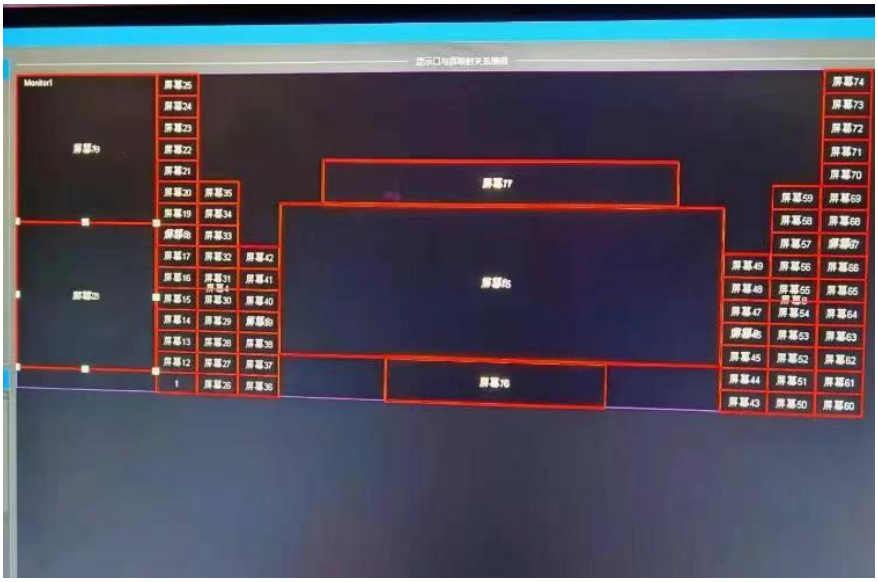
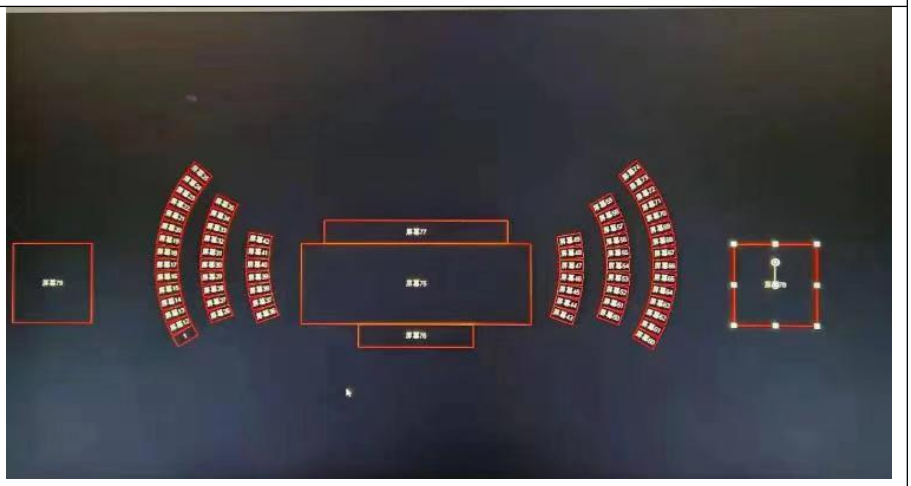


There are four concepts that you need to process before start:

	Output Number of connected extend display, you got one display, then click plus once and then you will be asked to map the connection
	Wind Number of layers, you can add multiple according to you need and this is the simulation

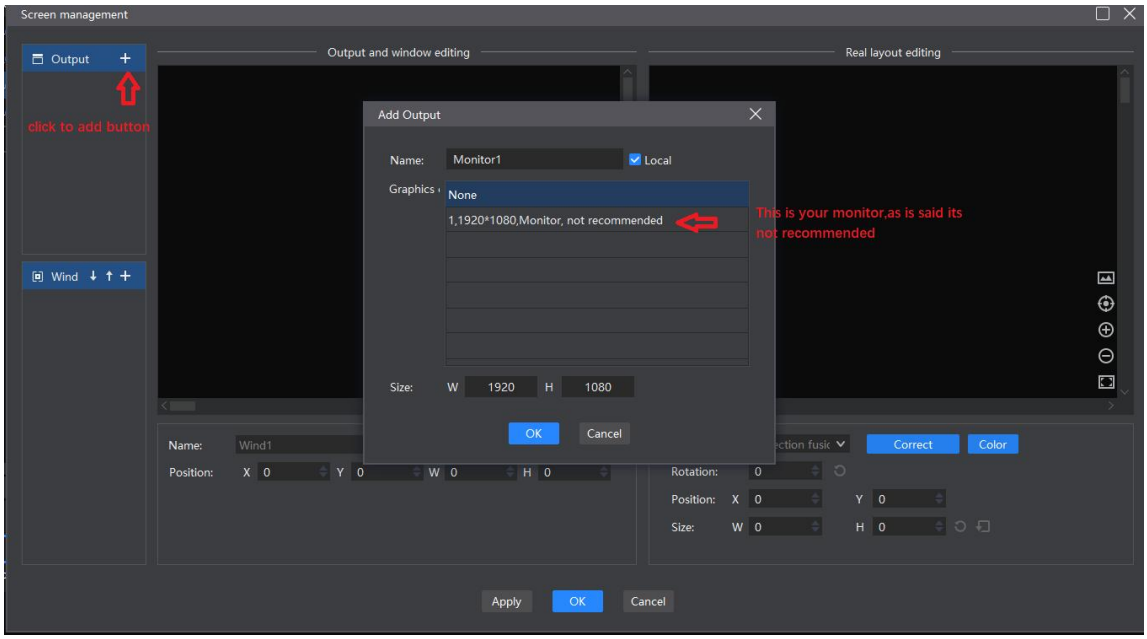
	on computer ,if you got an output, but one screen, than you will not able to output content
	**Display port and screen mapping relation editing** Here you need to match the output and the screen you added, you can overlay multiple screens onto one output and this one display port will output content you put into screens, here I added there screens, so that means this one display port will be output three layers out, or one ,depends on how you put materials.
	**Screen Actual Layout Editing** Here comes the fun and difficult part, here you can rearrange the position and layout of screen, it's concept is kinda similar to clip but different, basically it means you can rearrange it to the way that your actual LED display look like, I will show you an example.

Example：

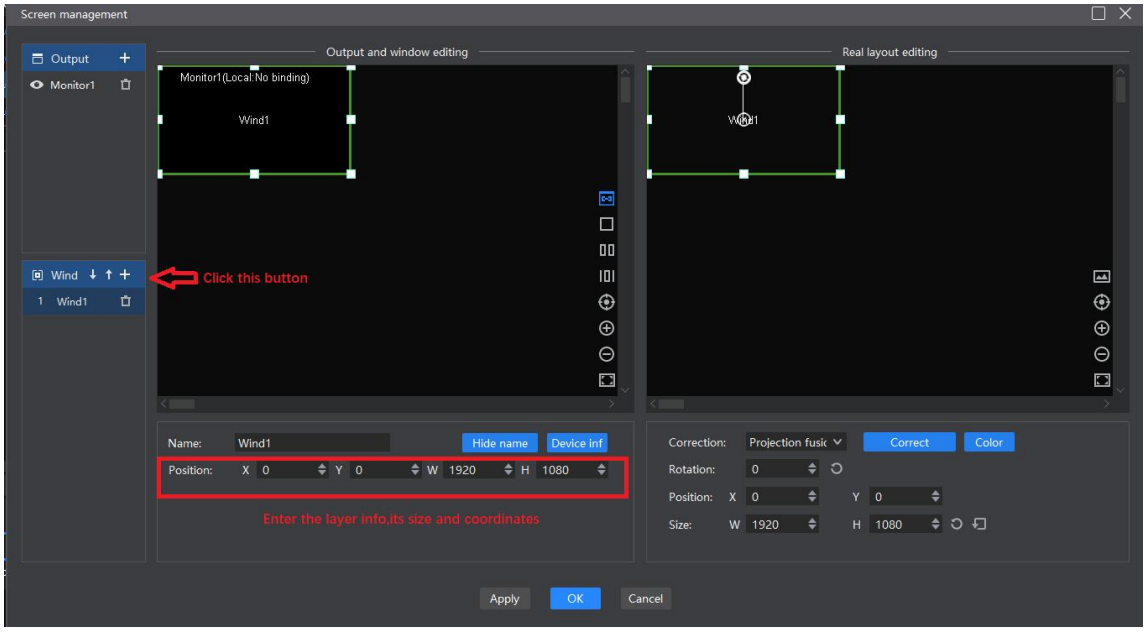
Display port and screen mapping relation editing	
Screen Actual Layout Editing	
Actual layout of LED screen	

So, we will start from the simplest scene, the triple screen, one main screen plus two side screens, how to do that:

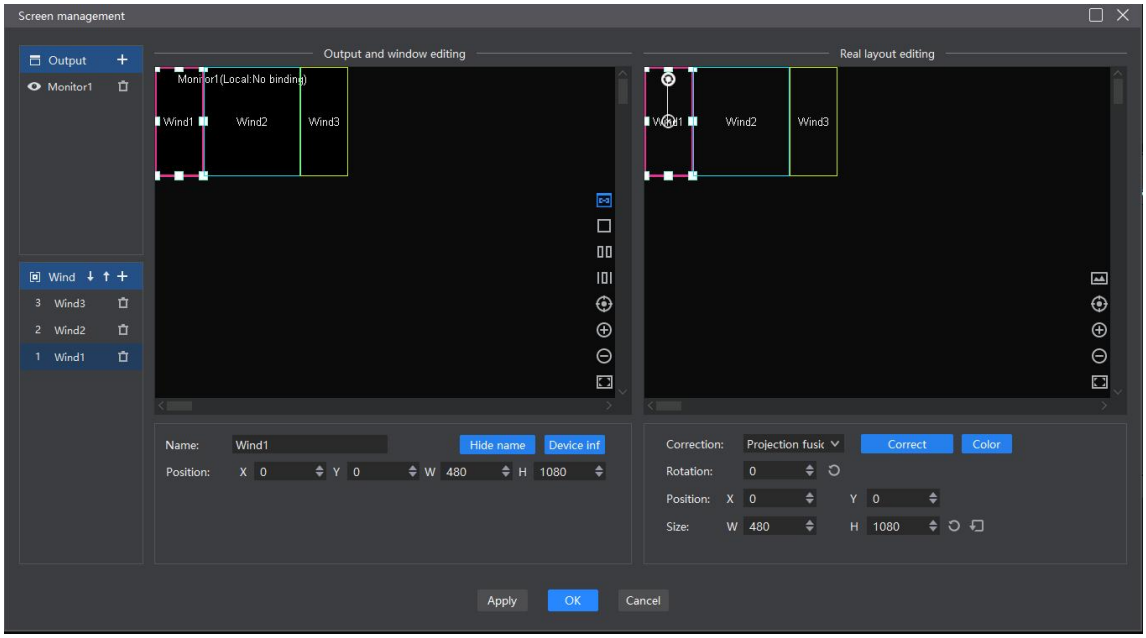
1. Add an output



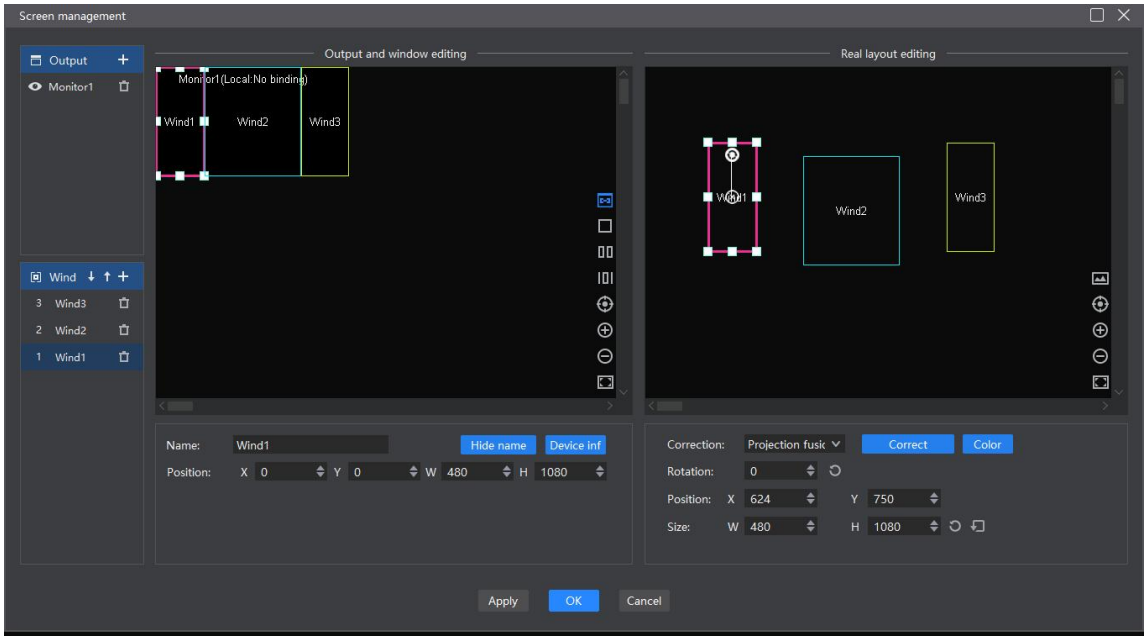
2. Add one screen and adjust its size



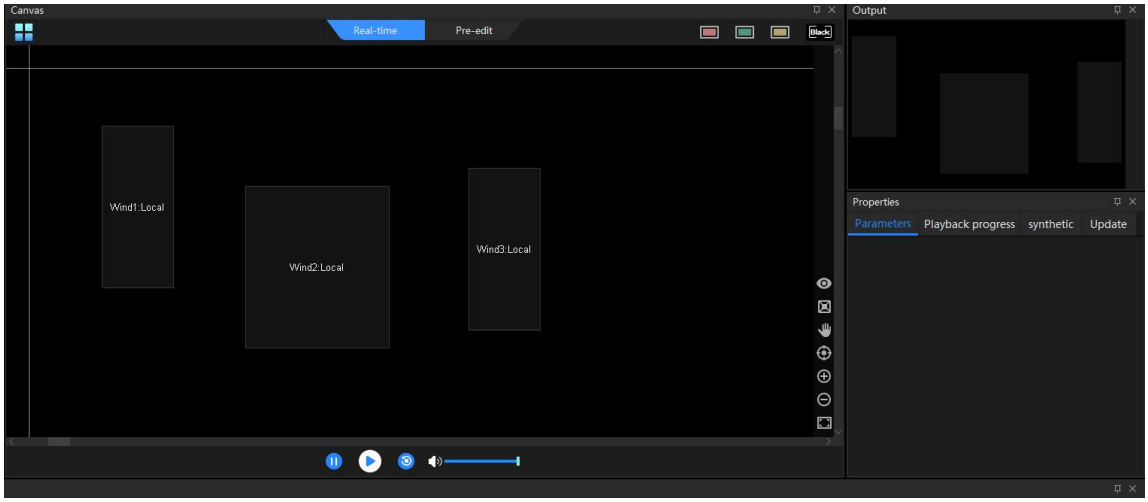
3. Add two more and adjust its size, and you got 3 screens



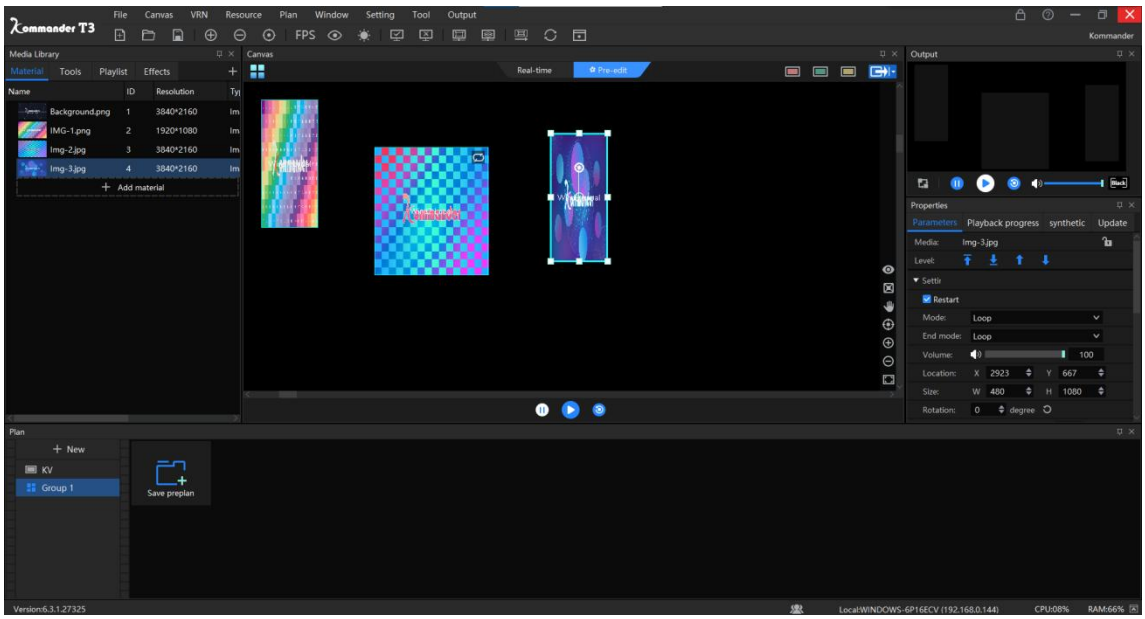
4. Go to the right column [Screen Actual Layout Editing], change its position to actual layout of output, just use mouth to drag



5. Hit apply and Ok and this is what you will see on Canvas



6. Now drag material onto each screen

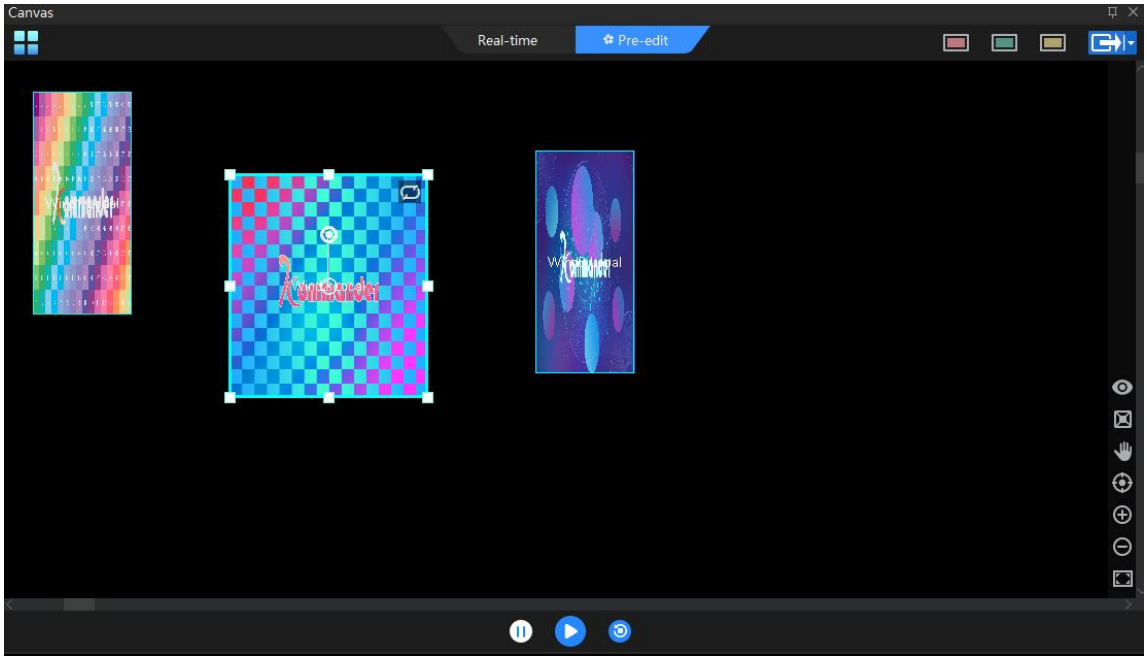


2.10Drag material onto canvas and other operations on materials

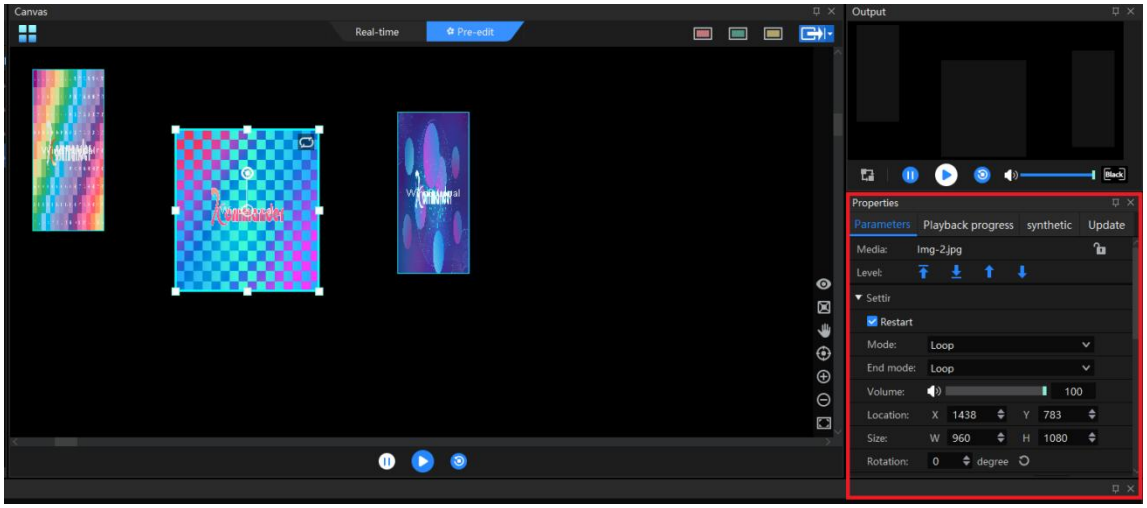
After Screen management process is done, right now you will be needing to output something onto display, you can just drag material from Media Lib onto screen and it will start output.

What if I need to do some adjustment on materials, what should I do and where I can do things like change opacity, rotate, cut, erase black bezels or change its loop mode?

Click the material that you wish to change(When material is chosen, it would have dots around the picture, these dots can be used like handles, you can change its size and also rotate it.)

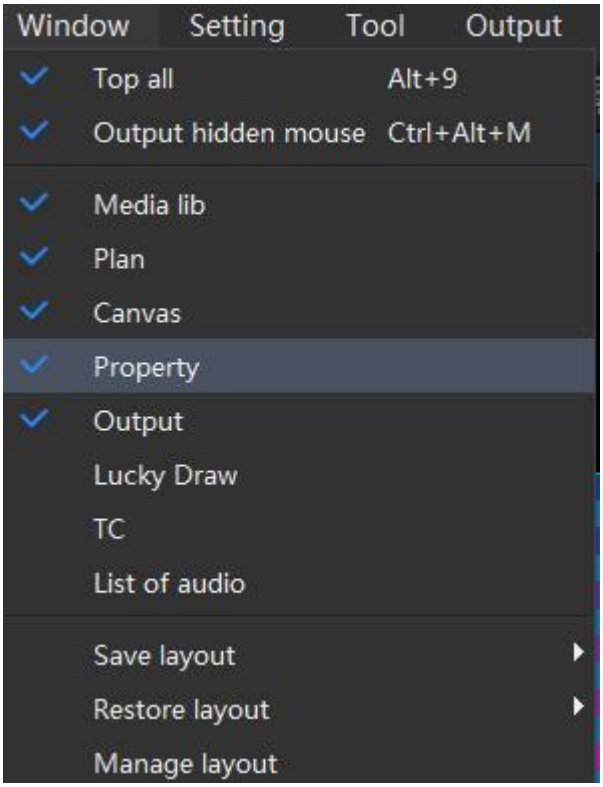


Check the Attributes window---Parameter [If there is none showing, please click the material first]

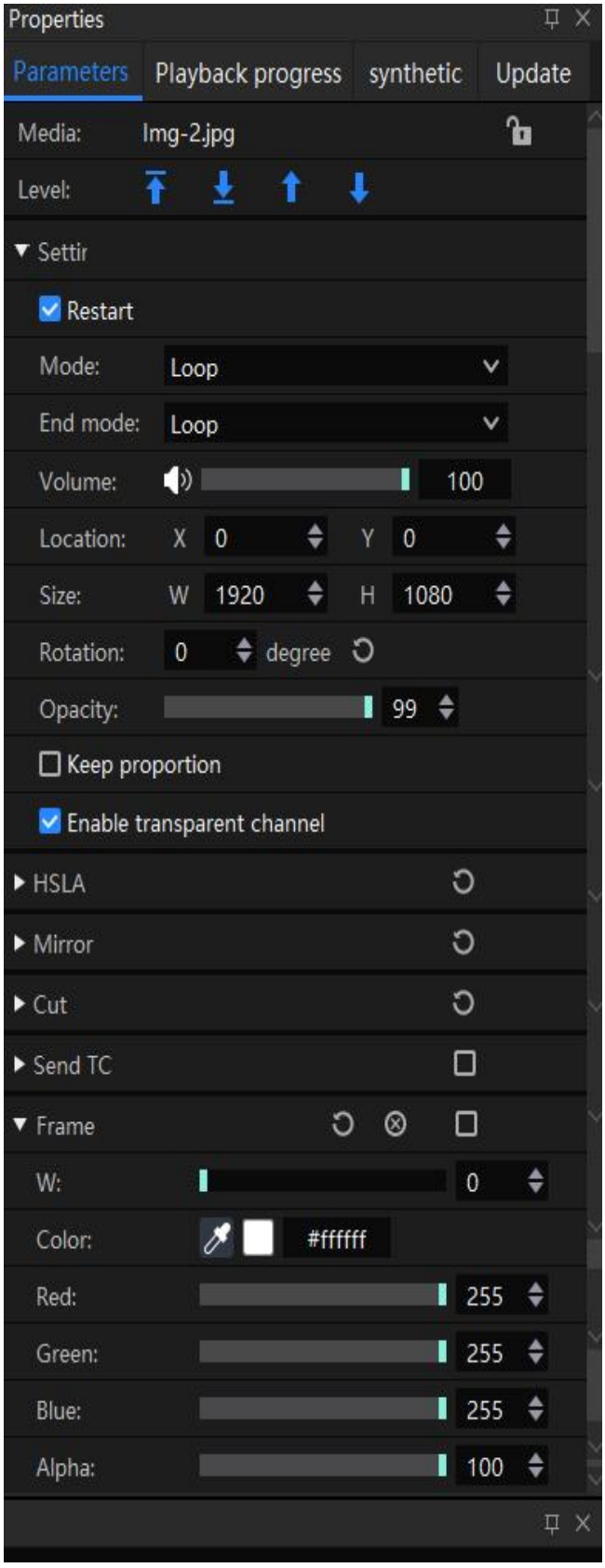


PS: IF STILL NOT SHOWING AFTER CLICKED THE MATERIAL, PLEASE CHECK WINDOWS—

PROPERTY



Changes you can make on materials


Properties
Parameters
Playback progress
synthetic
Update
Media:
Img-2.jpg
Level:
Settir
Restart
Mode:
Loop
End mode:
Loop
Volume:
100
Location:
X
0
Y
0
Size:
W
1920
H
1080
Rotation:
0
degree
Opacity:
99
Keep proportion
Enable transparent channel
HSLA
Mirror
Cut
Send TC
Frame
W:
0
Color:
#ffffff
Red:
255
Green:
255
Blue:
255
Alpha:
100

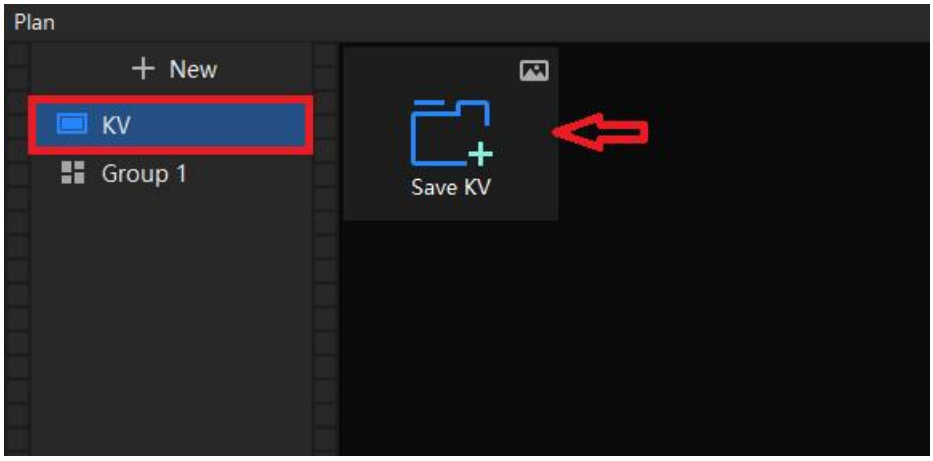
2.11Save a KV

What is a KV?

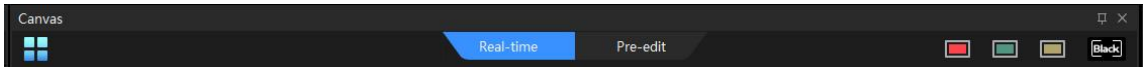
Main Background, which means that KV is a special plan, because it will be used quiet frequently, so we specially designed it so it can be found and called easily. KV after all is just a special plan.

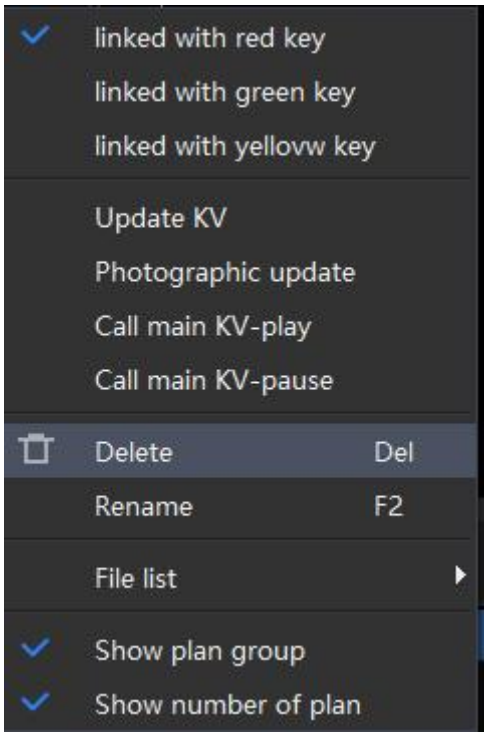
How to save one?

1.After you have edited the materials the way you wanted, go to plan; Click KV, and the Save



2.After KV is saved, there will be a thumbnail, as you can see there is a red button at the left lower corner, it stands for its shortcut key **[RED KEY]**, which can be seen on canvas, there are three in total, by right click the KV thumbnail, you can link it to another key of color. **Call them just by click the button on Canvas**





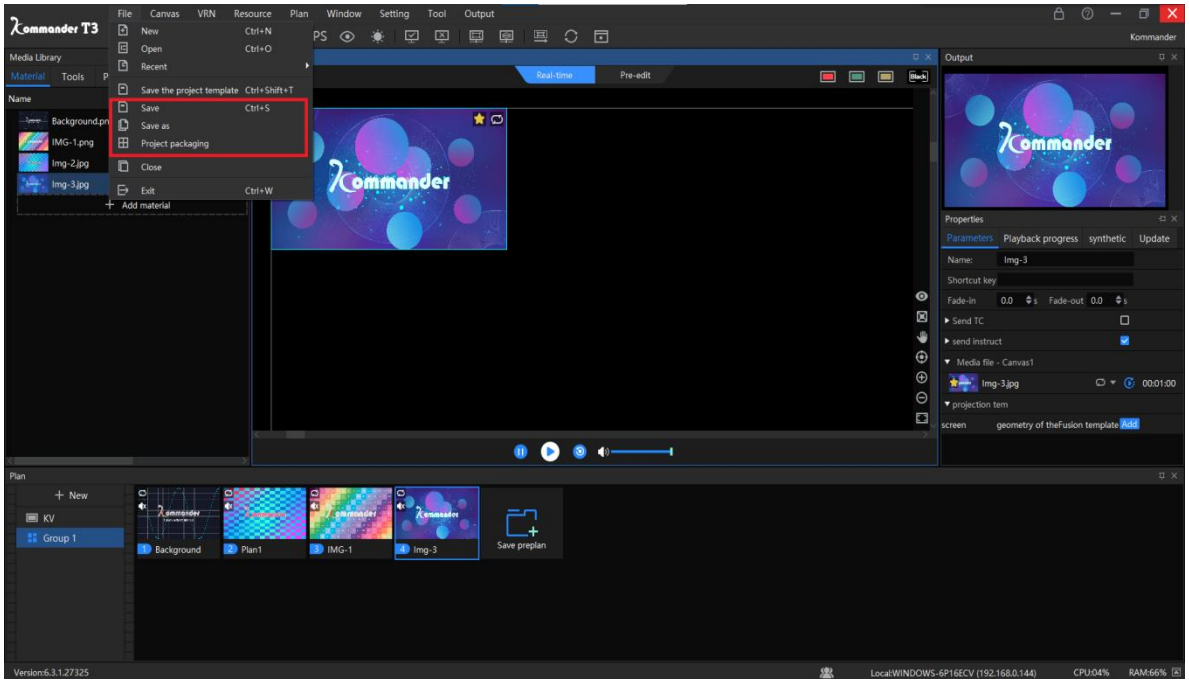
2.12Save plan

Just like the way you save a KV, you can repeat the same routine to save a plan, there is only on tiny different step, you need enter **Group 1** of plan instead KV

And after you save the right amount of plan, you can now by click plans to switch scenes between and start your show.

2.13Save a project

After the projects are done, click "File" in the menu area and select "Save Project" to save the project. You can directly open the project for later use without editing it again. Or you could package this project and copy it to another computer that has a license to start broadcast. Universal hot key can be applies here **[Ctrl+S]**

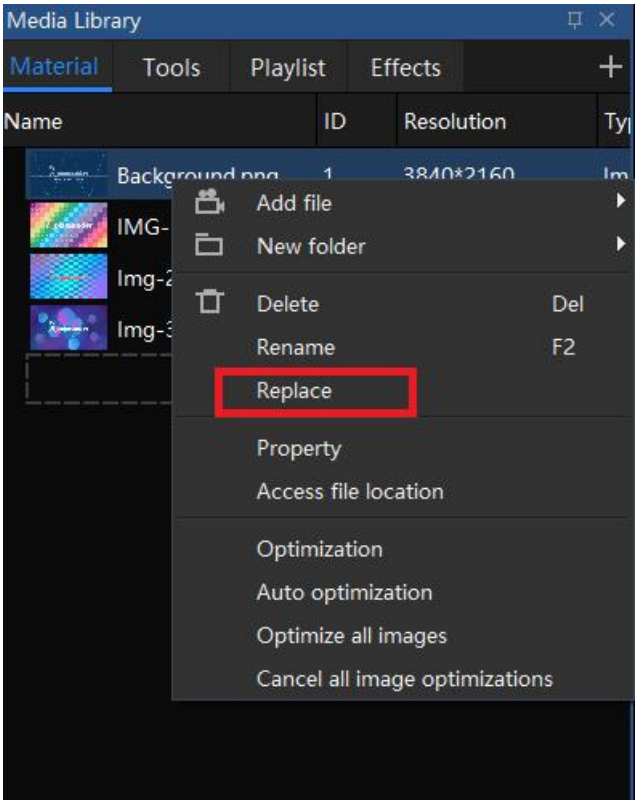


2.14Pre-edit function save you from emergency Situation

Sudden change of certain materials

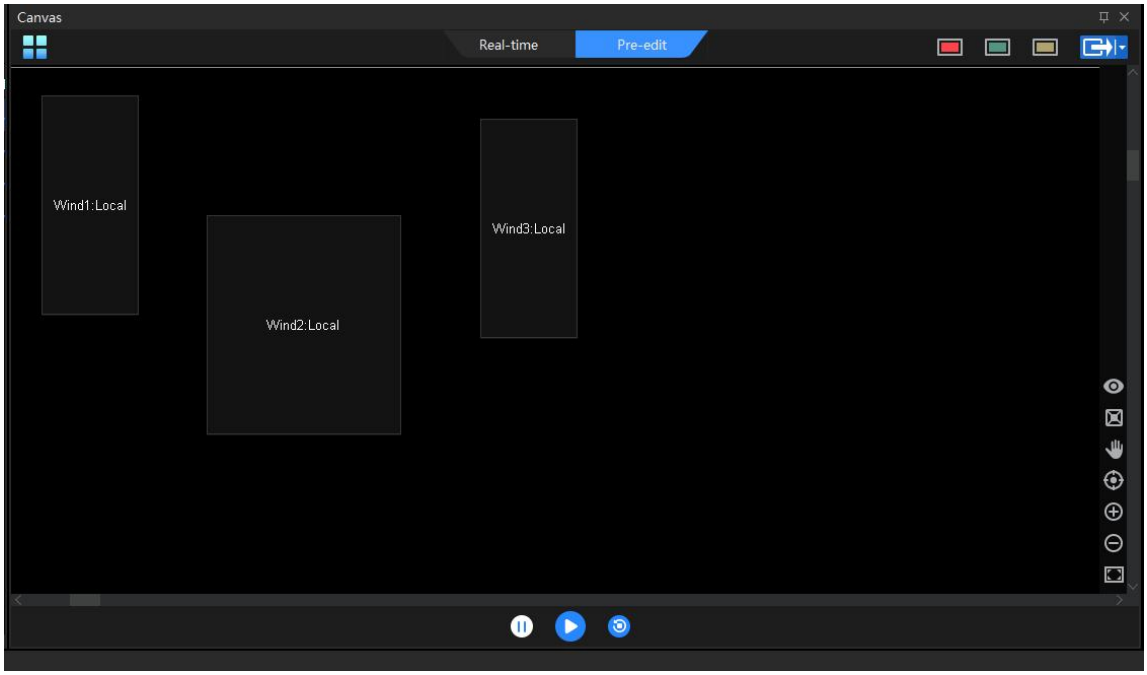
After your show is all lined up and suddenly they have replace some video or picture materials and this picture or video exit in every plan, if you have to do that one by one, it would take a lot of time. How to replace one materials with another at once

Go to media lib, right click the material that you need to replace, right click, you will see a replace option, just click and choose the one you need replace with



Inter-cut plan, save new or change already exit plan

It happens quite often and we have specially designed one function comes to help, you might have noticed that we have done all operations in **real-time** on canvas and there is also a pre-edit menu and section that we have not spoke of, right now we are going to have a close look at this function



As you can see that it looks identical to Real-time, but actually what ever you do on Pre-edit won't affect current output. With that being said, you can load your plan into Pre-edit and make changes and then save, by the time you call plan, all alterations are done.

If you need to save a new one when event is ongoing already, you can just edit here and then save, go back to Real-time, you are free to call the saved plan.

3 Function

3.1 Audio Mapping

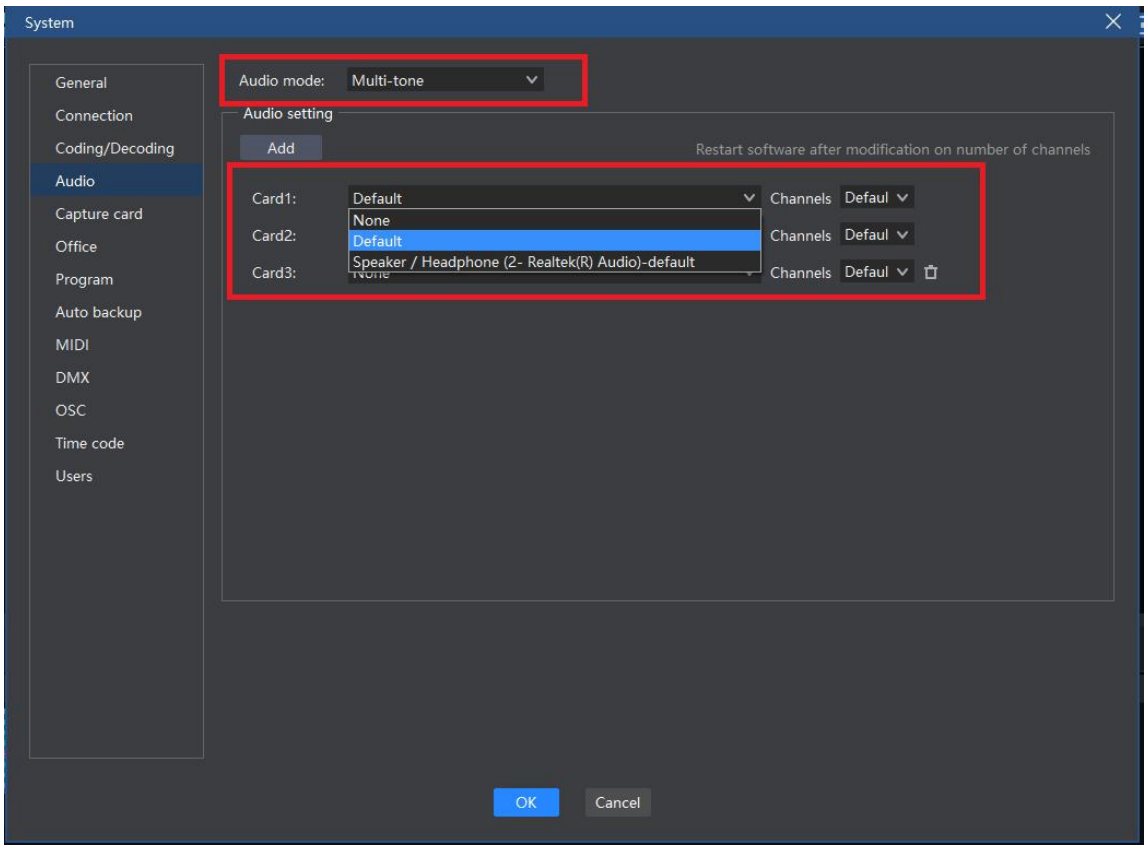
Introduction

In attributes- parameters, you will see something call audio mapping, this function is used for cases that require more then one audio output to two or more speakers individually, without one interfering another.

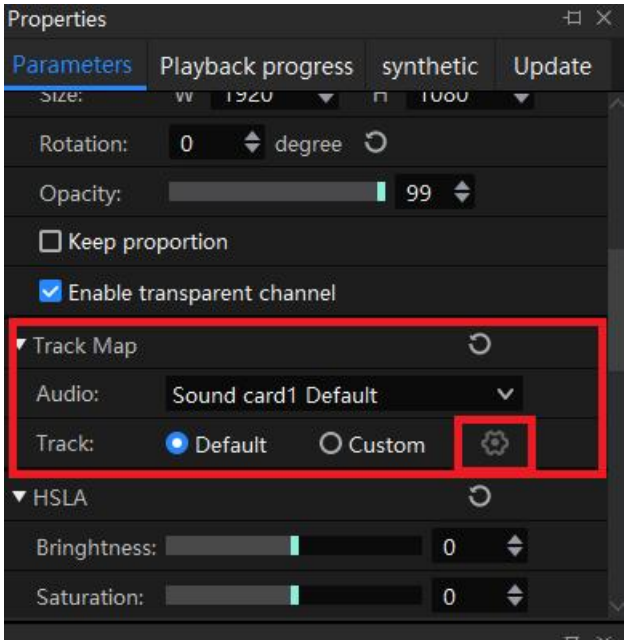
Setting method

1. In order to output two soundtracks at the same time, you need enter system setting and change audio mode to multi-tone instead of mono-tone, if you

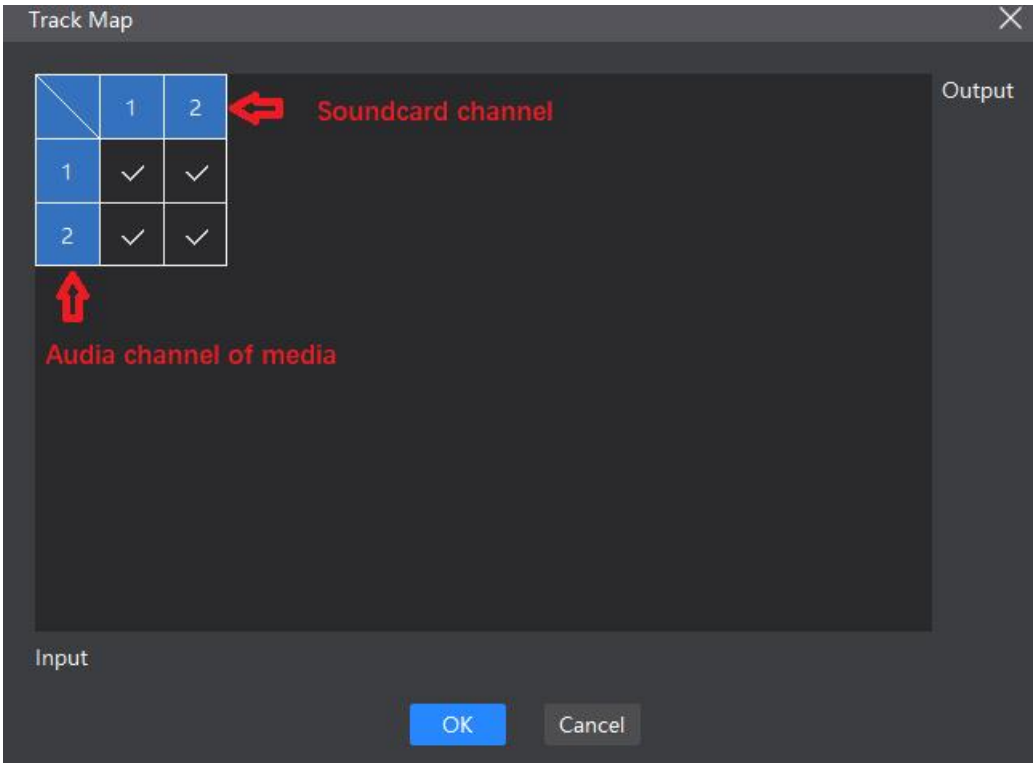
multiple output devices, than you should tie your device to different sound card below in audio section, you can leave the channel part at default.



2. Here if you have a 5.1 or 7.1 surround card, you can basically use one sound card to output multiple sound by channel. Click material on canvas and then in Attributes and parameters click Track map: Choose a sound card and click the gear under



3. Here in track, you can toggle the binding relation.



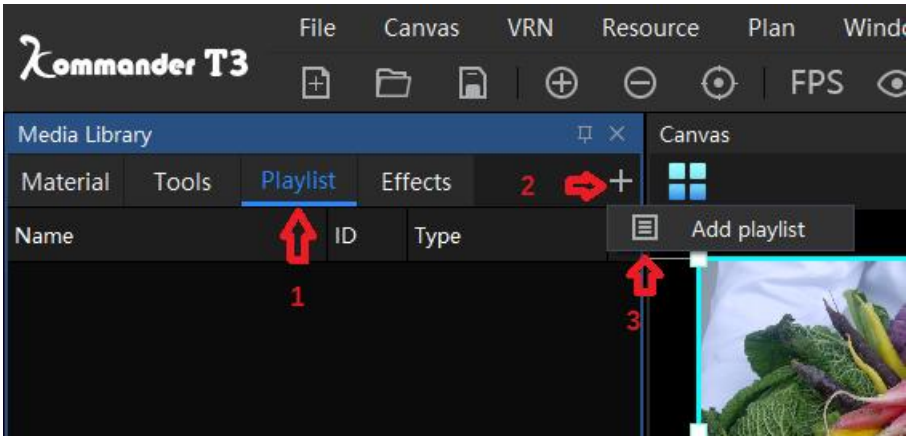
3.2 Playlist

Introduction

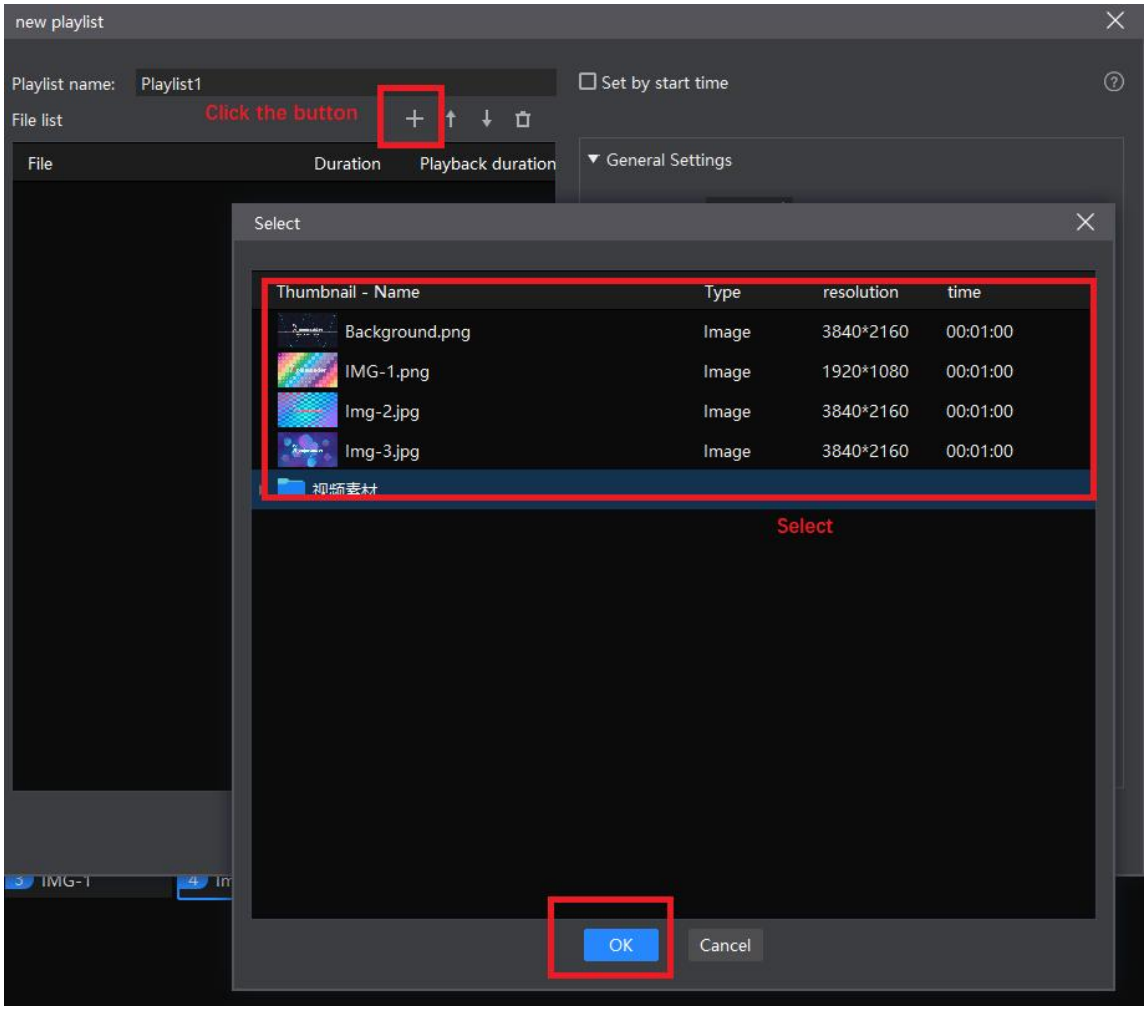
In Playlist you can easily add video and picture files for loop playback, and the playback time of each file can be changed

Setting method

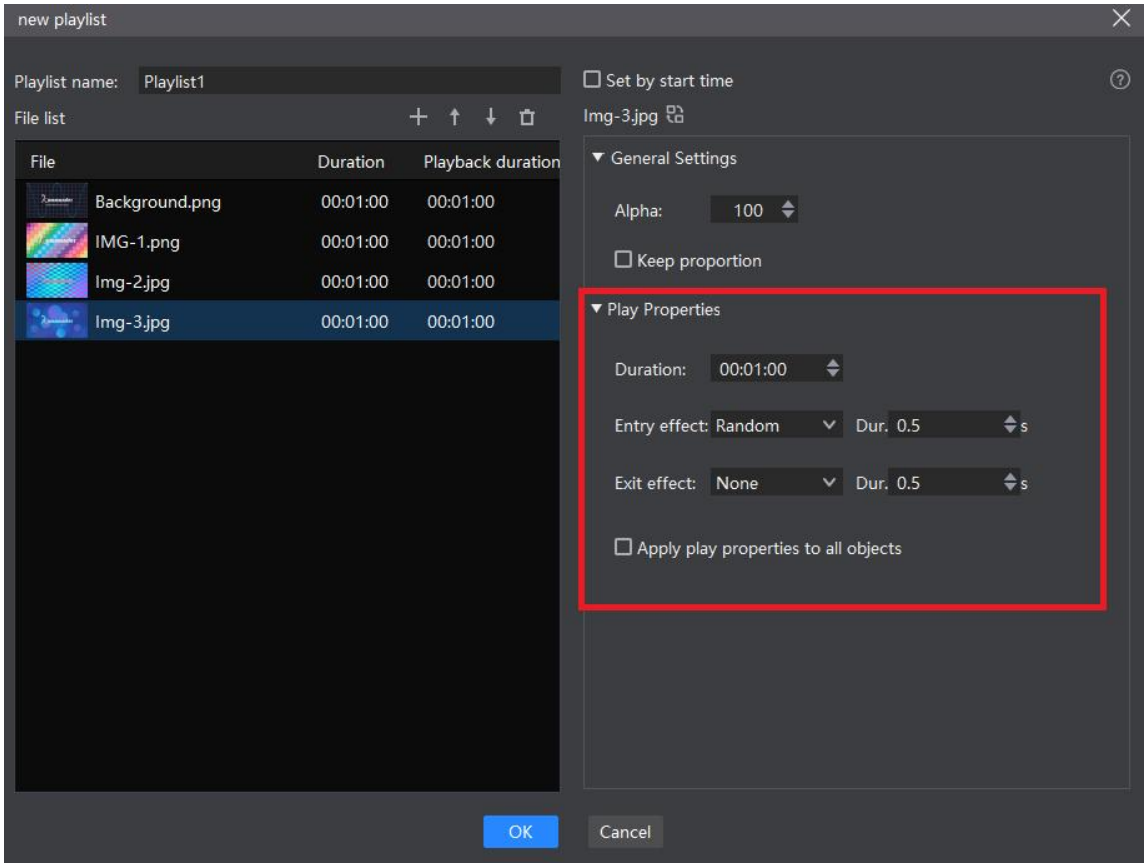
1. Click "Playlist" in the material column, then click the "" sign on the right and click "Add Playlist"



2. Select the materials that needed to be added in the resource list, and click in the middle of the window to move the selected materials to the list (<< can move the materials in the list; the selected materials in the list can be moved up and down)



3. Select the files in the list to set the parameters, including the number of plays, duration, and dwell time. (Video can be clipped, pictures can be set to stay for a while, you can set it according to need)



4. When done setting every parameter, click "OK", the list will be added, drag the playlist to the canvas window to play (you can see the playback progress in the parameter settings)

3.3 Generate plans in batches

Introductions

Batch generation of plans can help you save plans quickly and easily during the event

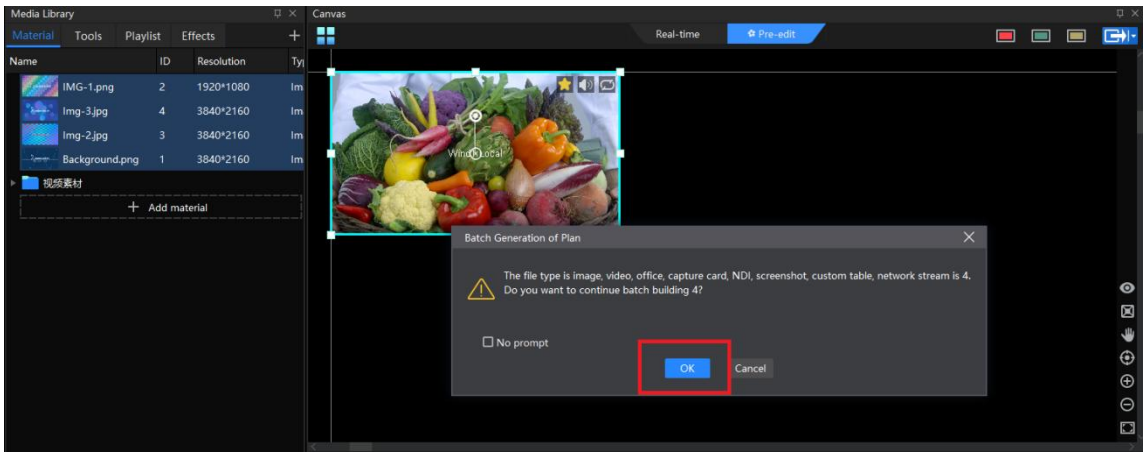
Setting method

1. Select the first target material in the material bar, then keep on pressing the shift key, and then select the last target material,by doing that the middle material will be all selected .

2. Drag all selected plans onto the canvas. and it will show a prompt box

(prompts that the types of materials that can be used to generate plans in batches）

3. Click OK



3.4 Global brightness

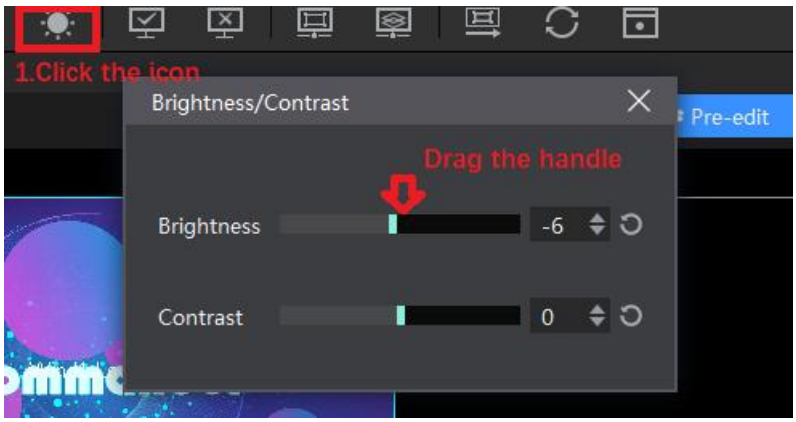
Introductions

Adjust the brightness of all screen output on the canvas

Setting method

Find the light bulb shaped icon (global brightness adjustment icon) in the menu bar of the software interface

After clicking, a setting window will pop up, and set the configurations according to the requirements



(Note: Selecting the canvas screen, you can change the brightness setting of every layer in the parameter settings on the right)

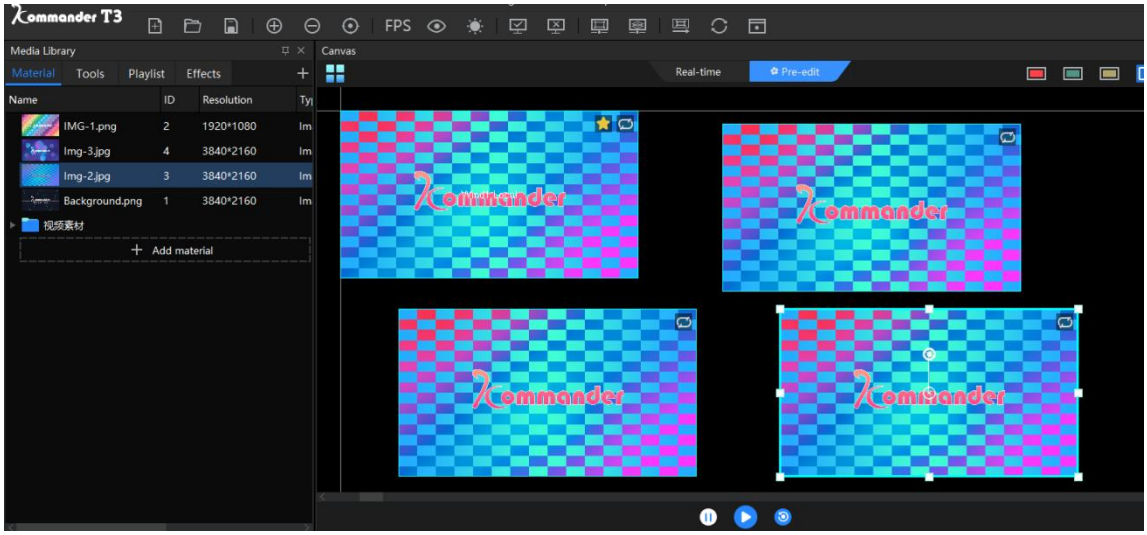
3.5 Replace all cloned material

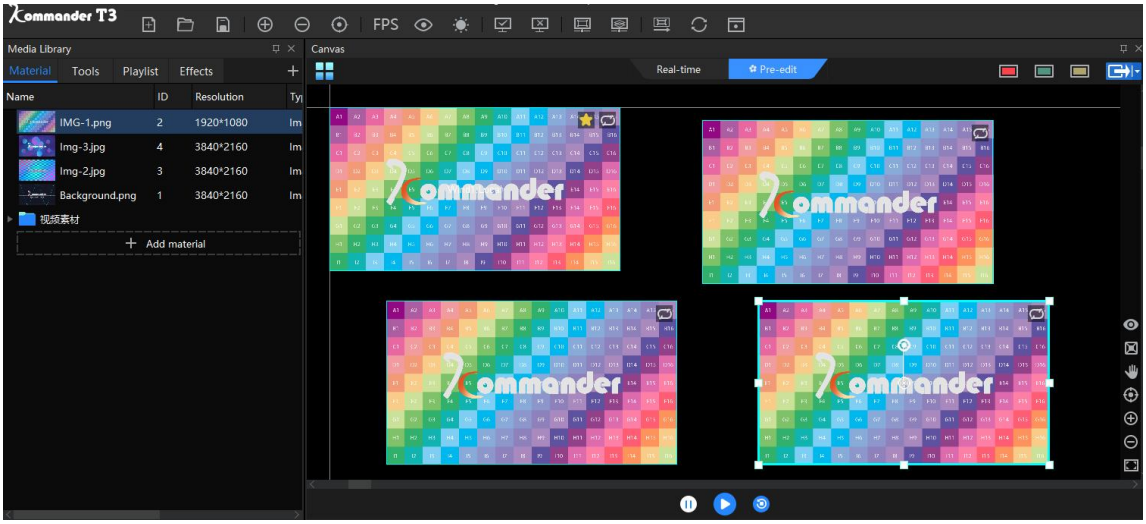
Introduction

Multiple clones of one material can ensure complete synchronization. When the cloned material needs to be replaced, you can use the following key combination

Setting method

Hold down the ALT key, select the material you want to replace, and drag it to the canvas screen to complete the replacement.





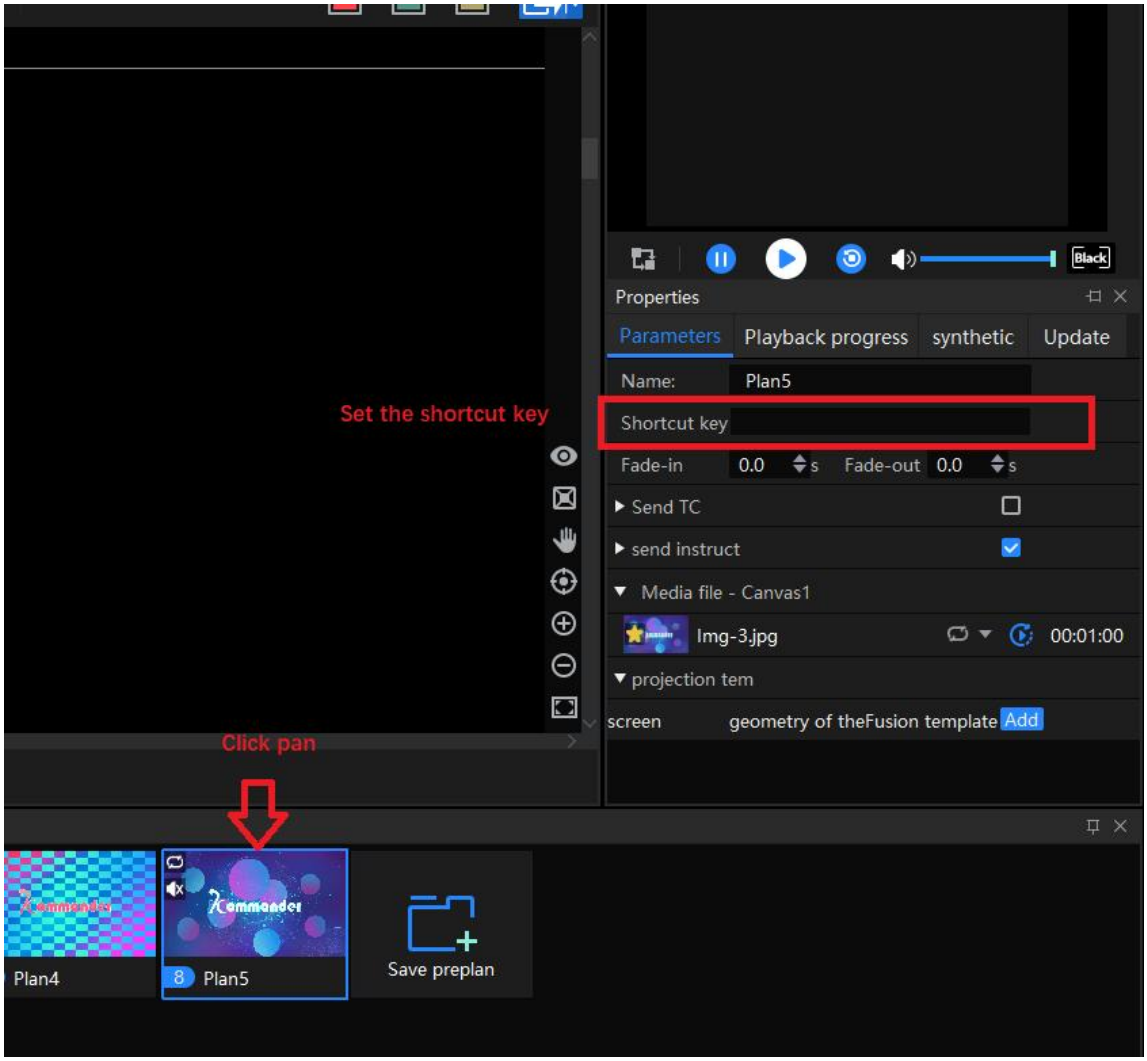
3.6 Shortcut keys for plans

Introduction

The plan shortcut keys can be used to call plans. One plan can correspond to one key. It is convenient and quick to switch plans by pressing the buttons.

Setting method

1. Click the saved plan
2. Key in the chosen key (a-z, 0-9) in the shortcut key position in the parameter setting column on the right.
3. After the setting is completed, the shortcut name will be displayed in the lower left corner of the plan icon



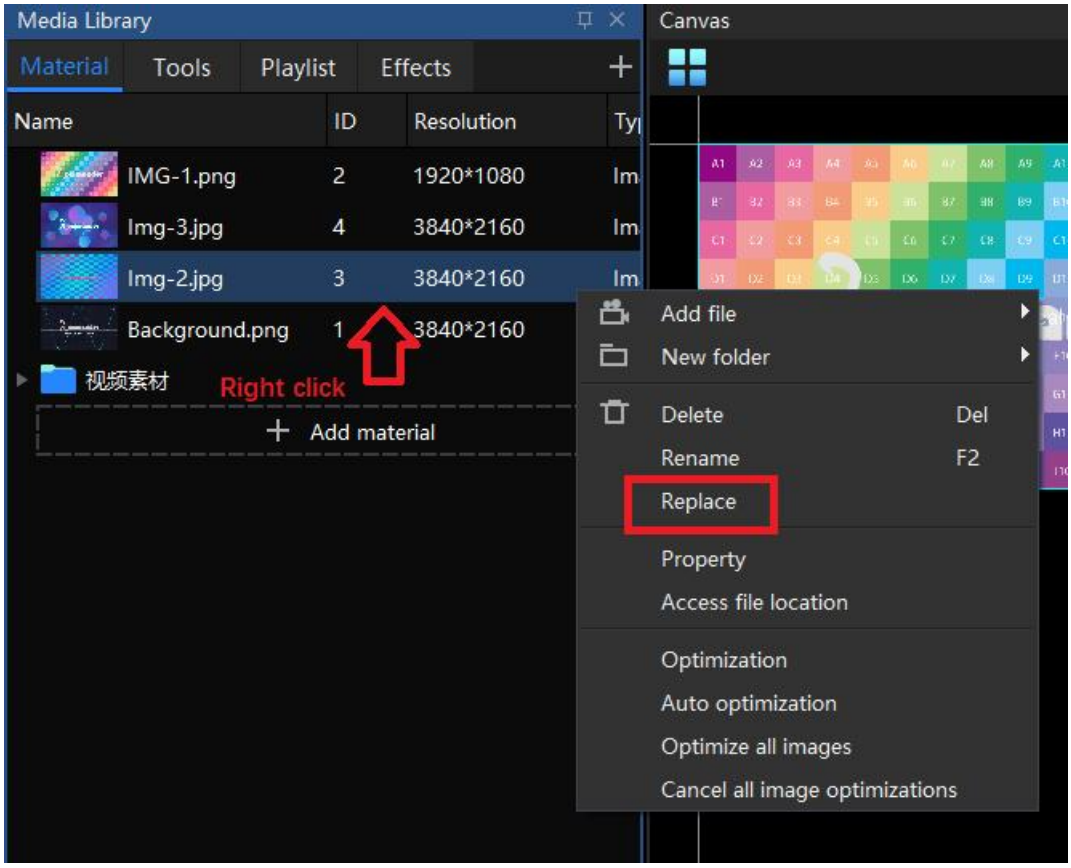
3.7 Replace one certain material of plans

Introduction

Unified replacement of the same material used in the established plan, which can be used to adjust to temporarily replacement of customers

Setting method

1. Right-click material in media lab
2. Click Replace
3. Choose one material that you want to use instead



3.8 NDI

Introduction

NDI capture can capture the screen of another computer through the network (it can capture any screen of the same computer, or capture them at the same time)

Setting method

1. Network environment establishment
   a) Multiple servers can be connected through the switch to ensure that the IPs are on the same network segment
   b) Or you can directly connect them via a network cable (custom IP address required)

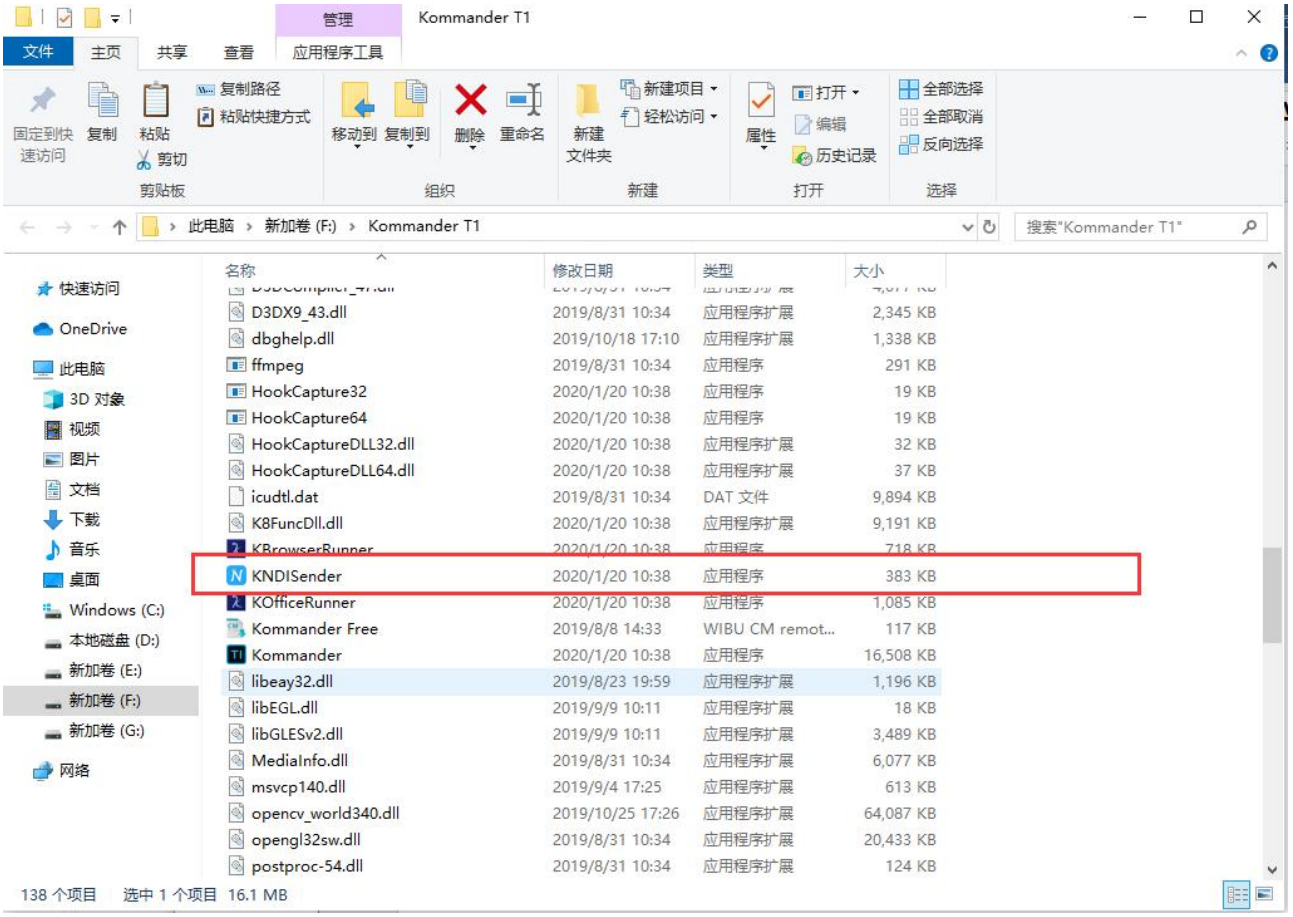
(Note: After the network environment is established, the server must be restarted.)

2. Computer system settings

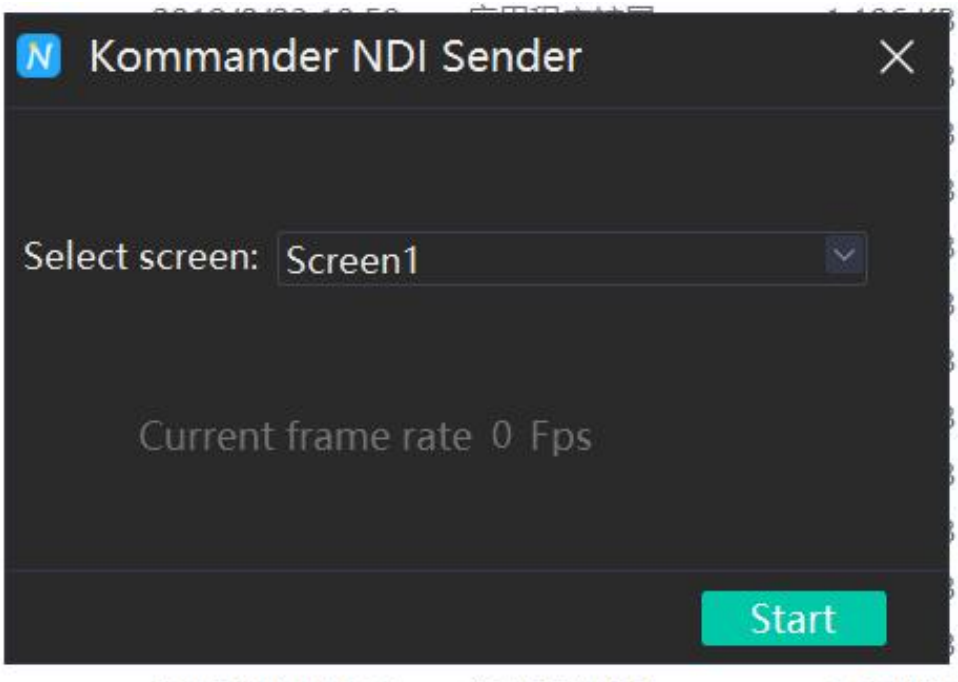
a) Every server needs to turn off the firewall

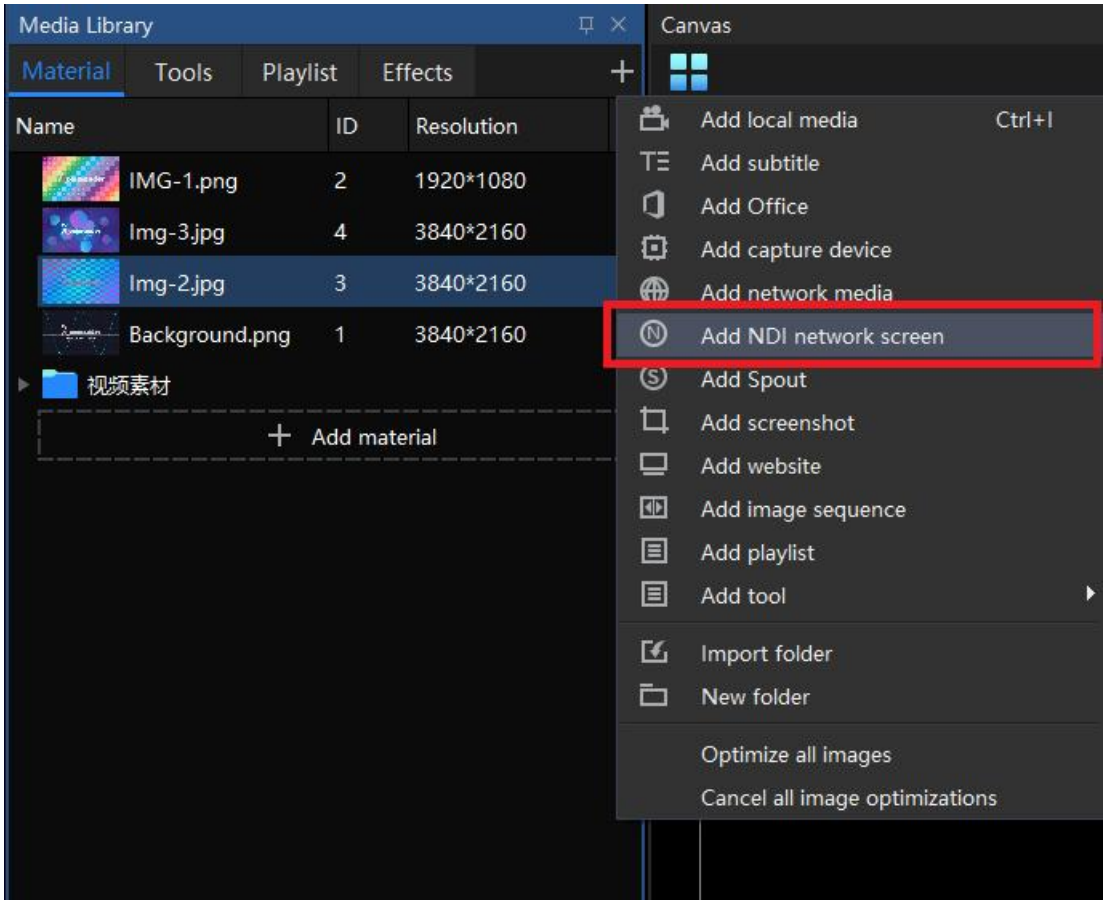
3. Software settings

a) Launch the NDI Sender program, the program can be found in the location of the Kommander software file.

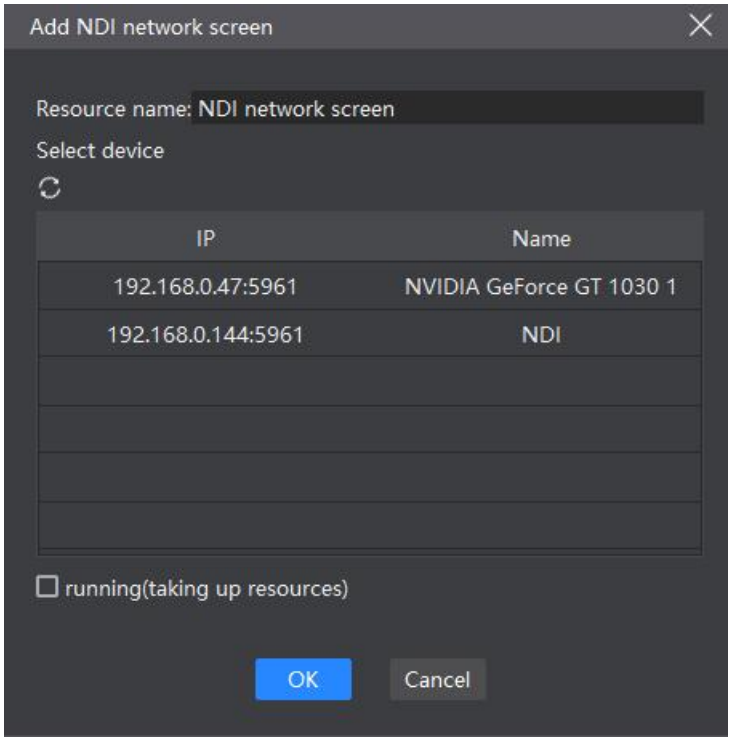

管理
Kommander T1
文件
主页
共享
查看
应用程序工具
固定到快速访问
复制
粘贴
复制路径
粘贴快捷方式
剪切
剪贴板
移动到
复制到
删除
重命名
组织
新建项目
轻松访问
新建文件夹
新建
属性
打开
编辑
历史记录
打开
全部选择
全部取消
反向选择
选择
此电脑 › 新加卷 (F:) › Kommander T1
搜索"Kommander T1"
快速访问
OneDrive
此电脑
3D 对象
视频
图片
文档
下载
音乐
桌面
Windows (C:)
本地磁盘 (D:)
新加卷 (E:)
新加卷 (F:)
新加卷 (G:)
网络
名称
修改日期
类型
大小
D3DX9_43.dll 2019/8/31 10:34 应用程序扩展 2,345 KB
dbghelp.dll 2019/10/18 17:10 应用程序扩展 1,338 KB
ffmpeg 2019/8/31 10:34 应用程序 291 KB
HookCapture32 2020/1/20 10:38 应用程序 19 KB
HookCapture64 2020/1/20 10:38 应用程序 19 KB
HookCaptureDLL32.dll 2020/1/20 10:38 应用程序扩展 32 KB
HookCaptureDLL64.dll 2020/1/20 10:38 应用程序扩展 37 KB
icudtl.dat 2019/8/31 10:34 DAT 文件 9,894 KB
K8FuncDll.dll 2020/1/20 10:38 应用程序扩展 9,191 KB
KNDISender 2020/1/20 10:38 应用程序 383 KB
KOfficeRunner 2020/1/20 10:38 应用程序 1,085 KB
Kommander Free 2019/8/8 14:33 WIBU CM remot... 117 KB
Kommander 2020/1/20 10:38 应用程序 16,508 KB
libeay32.dll 2019/8/23 19:59 应用程序扩展 1,196 KB
libEGL.dll 2019/9/9 10:11 应用程序扩展 18 KB
libGLESv2.dll 2019/9/9 10:11 应用程序扩展 3,489 KB
MediaInfo.dll 2019/8/31 10:34 应用程序扩展 6,077 KB
msvcp140.dll 2019/9/4 17:25 应用程序扩展 613 KB
opencv_world340.dll 2019/10/25 17:26 应用程序扩展 64,087 KB
opengl32sw.dll 2019/8/31 10:34 应用程序扩展 20,433 KB
postproc-54.dll 2019/8/31 10:34 应用程序扩展 124 KB
138 个项目 选中 1 个项目 16.1 MB

b) Send NDI


Kommander NDI Sender
Select screen:
Screen1
Current frame rate 0 Fps
Start



c) Choose NDI signal by its IP



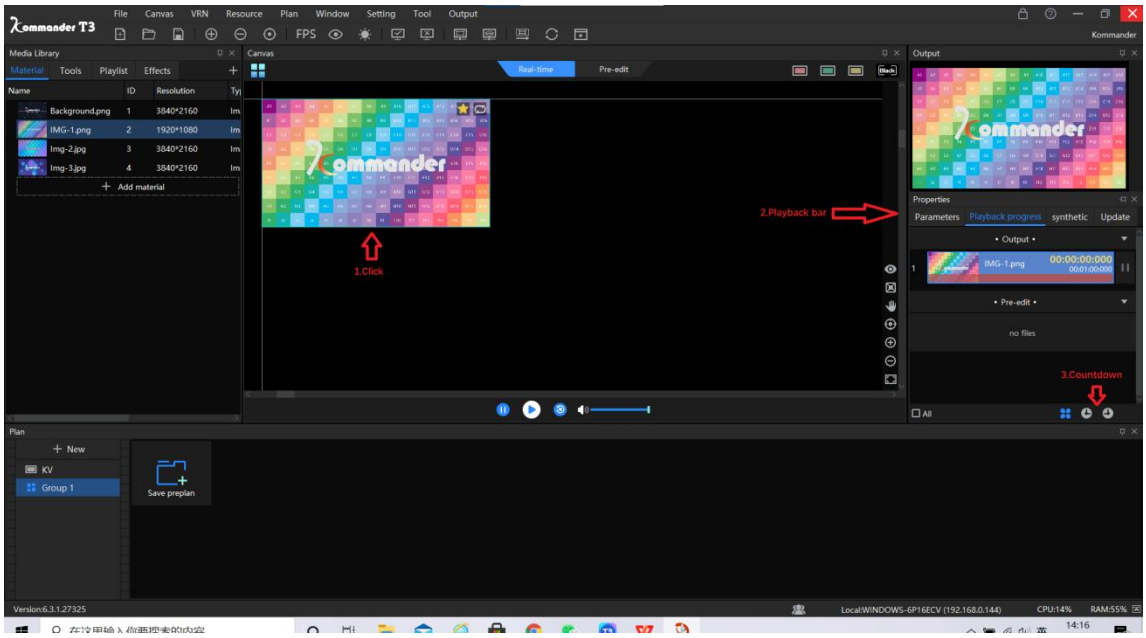
3.9 Playback process display

Introduction

When the material is playing, its playback progress can be seen in the parameter setting bar. In order to facilitate the operation habits of different customers, we have added the selection of the timer of the playback progress (the time already played) and the countdown (the remaining time of the material)

Setting method

1. Select the screen in the canvas
2. Select "Progress Bar" on the right
3. The icon of two tables will appear in the attribute bar. Select the corresponding settings.



3.10Tutorial of Main&Standby mode (Two machine)

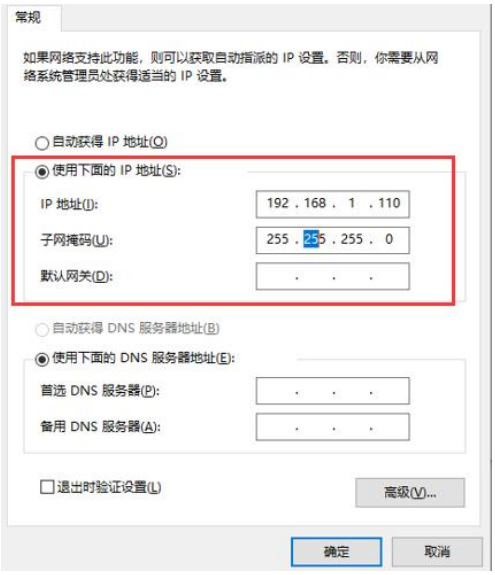
Introduction

The main&standby mode is the backup connection between the main and

backup ends. When there is a problem on the main end, it will automatically switch to the backup output without affecting live performance

Setting method

1. Network environment establishment
   a) Multiple servers can be connected through the switch to ensure that the IPs are on the same network segment
   b) Can also be directly connected via a network cable (custom IP address required)

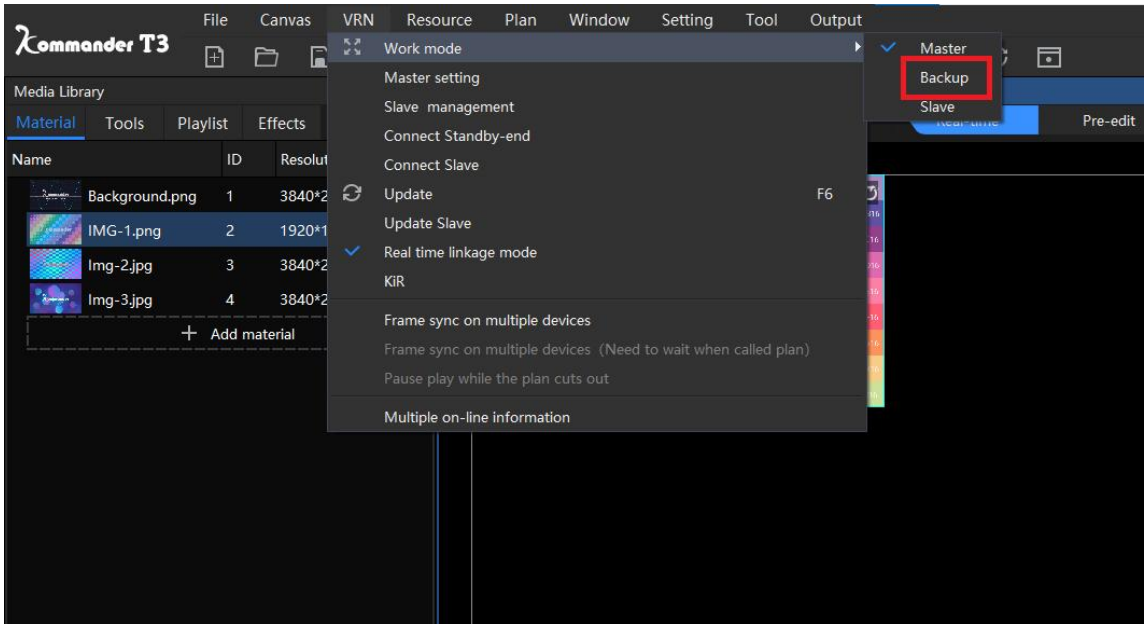


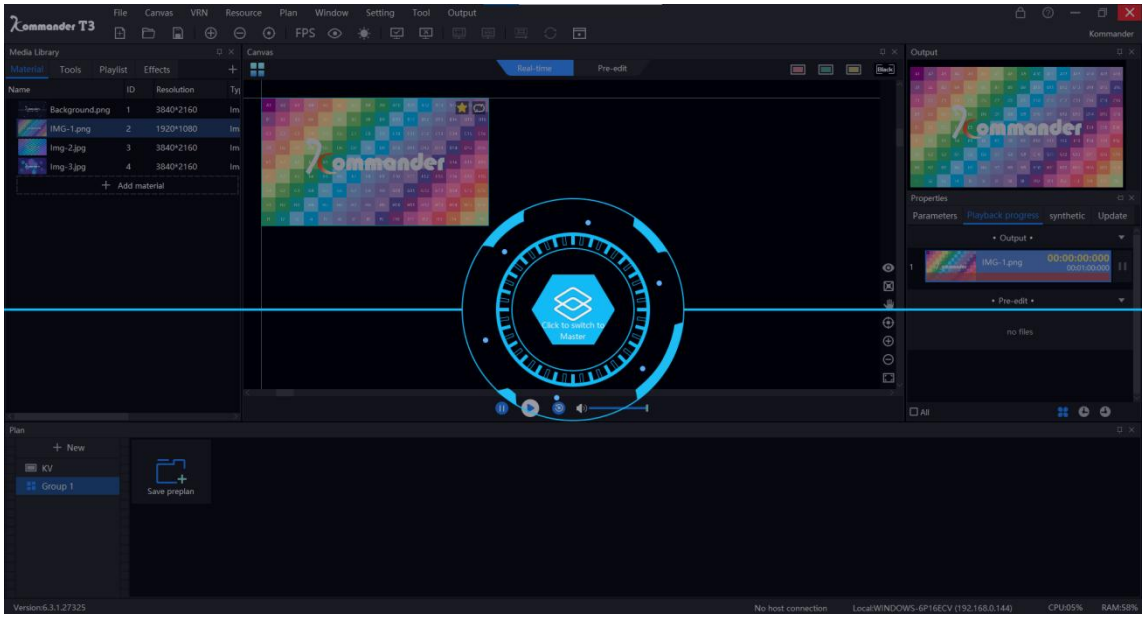
2. Computer system settings
   a) Switch off firewall o

b)

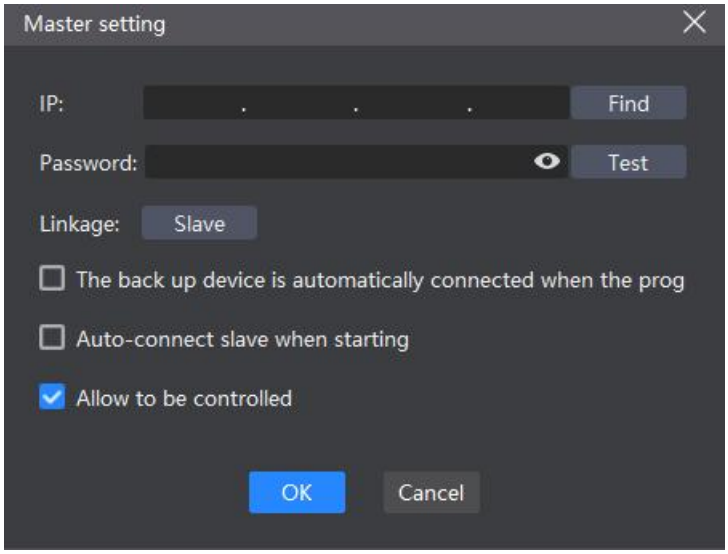
3. Software setting

a) VRN—workmode(for backup machine ,choose backup and it won't be operational)

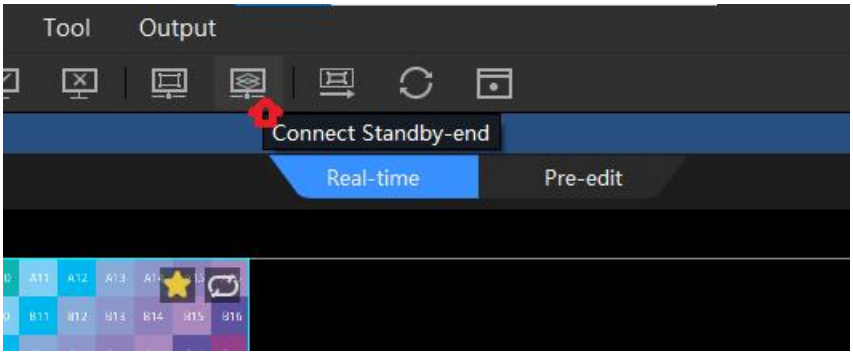




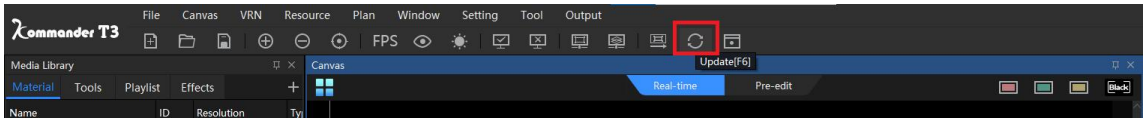
b) Main-end : VRC---Main end setting and click find the ip address of standby machine



c) After being connected ,make sure to click the Standby-end button



d) After setting up the project, press F6 to update the main and back up the project to the standby or click the following button



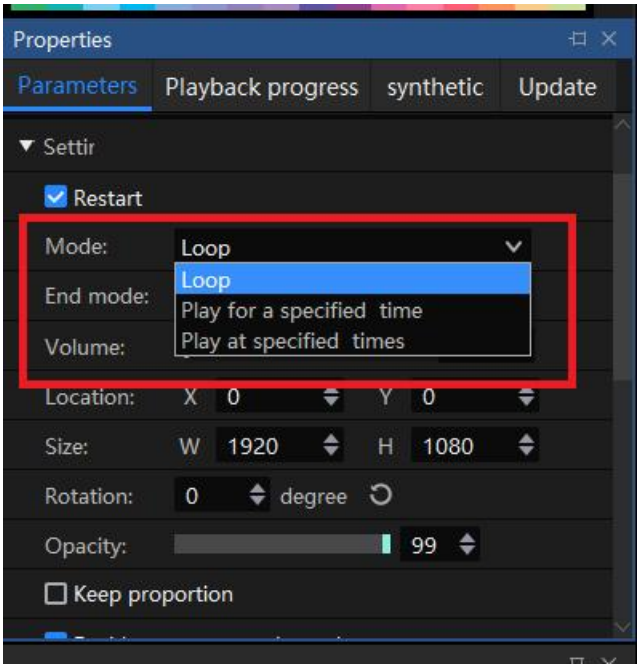
3.11 Plan loop and jump

Introduction

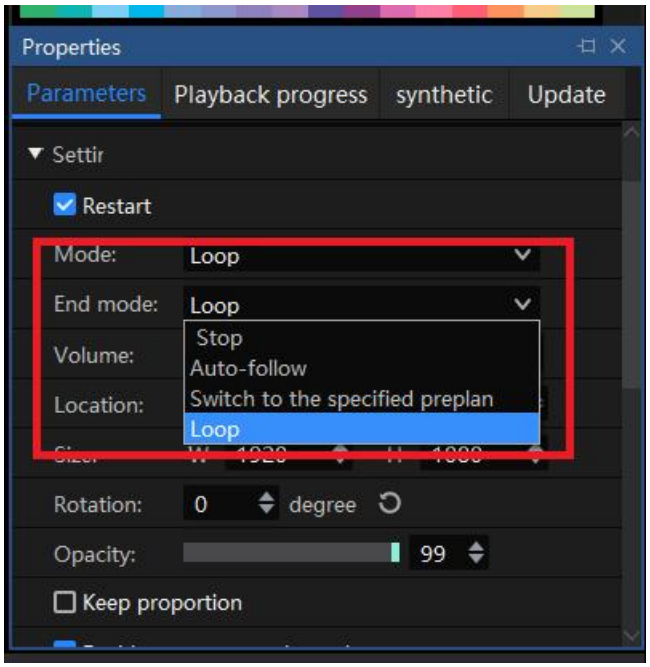
By setting the playback mode, you can loop or jump between plans.

Setting method

1. Click the material on the canvas, and click parameter to set the playback mode
2. Play mode: Here you can set a specified duration or a specified number of times



3. End mode: There are many options to choose from. The loop of the plan needs to set the last plan to "Switch to the specified plan ", and other plans are set to "Switch to the next plan"



3.12Setting

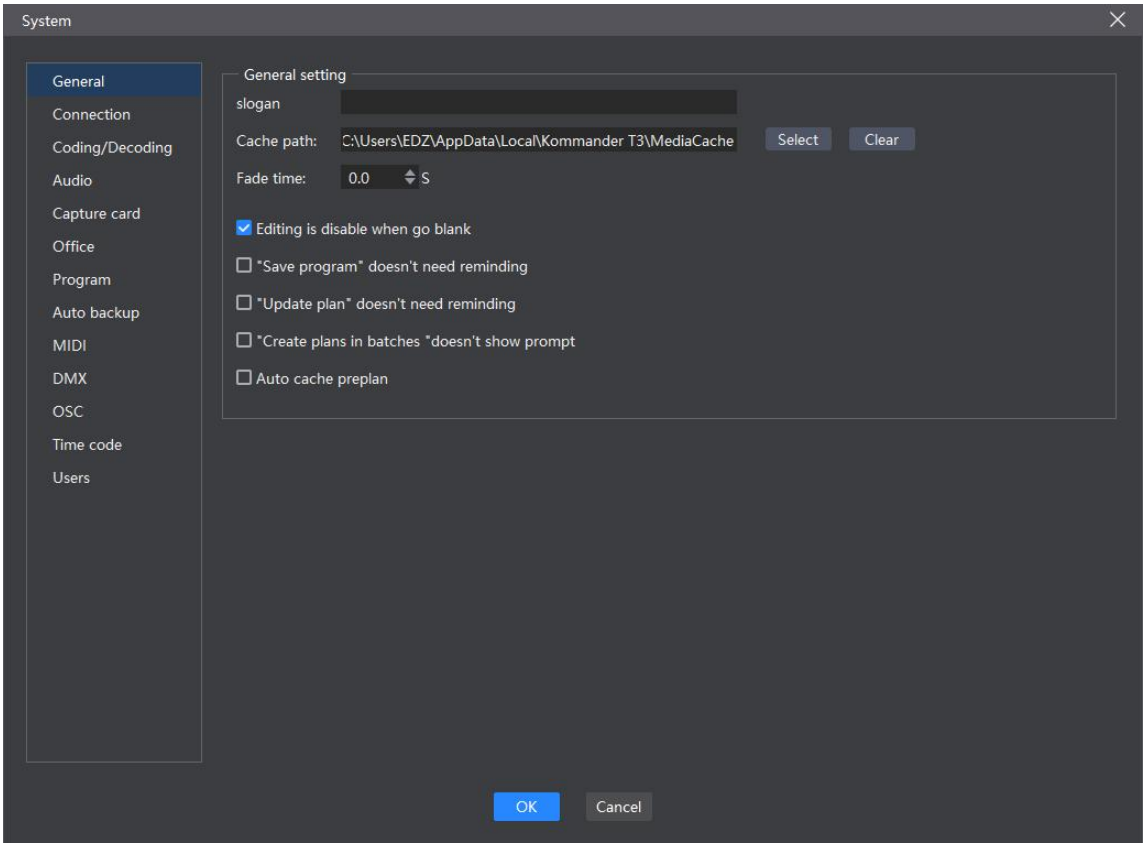
Introduction

Depending on the operating environment, you can adjust the correspondent

setting

Different settings

1. General

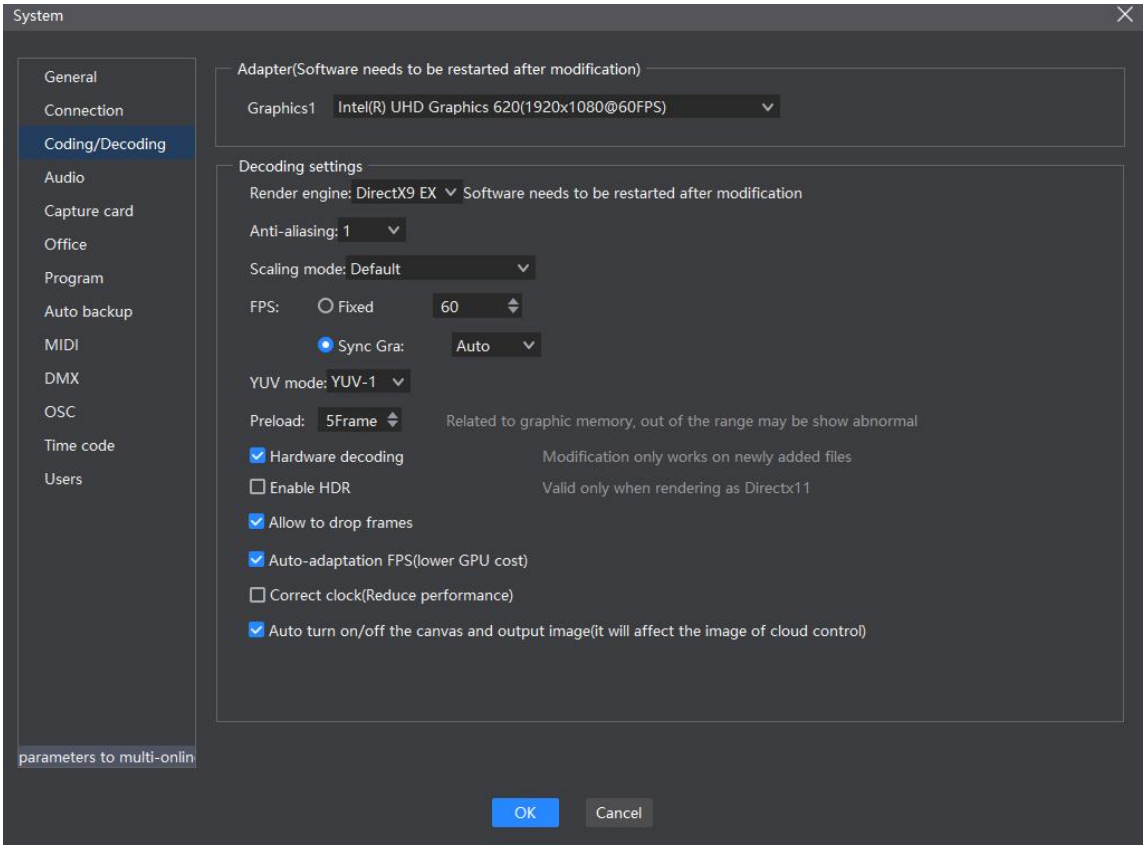


a) Slogan: Every time when open our software while outputting signals and on the screen the slogan will be shown on the screen with our company's logo

b) Gache path: Place stored the temp files

c) Fade time: When switching plans ,if you want a clean cut ,then set the parameter as 0 ,and if you want a fade effect ,type in fade duration according to your needs

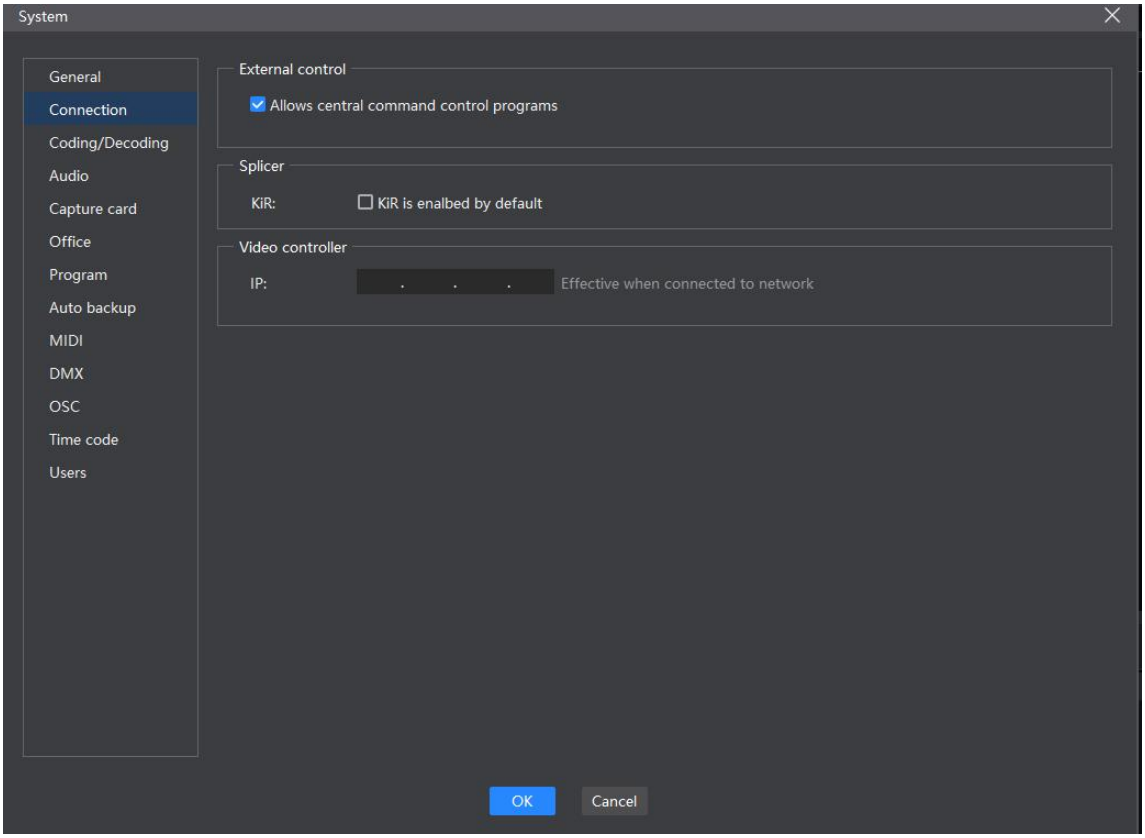
2. Encoding / decoding



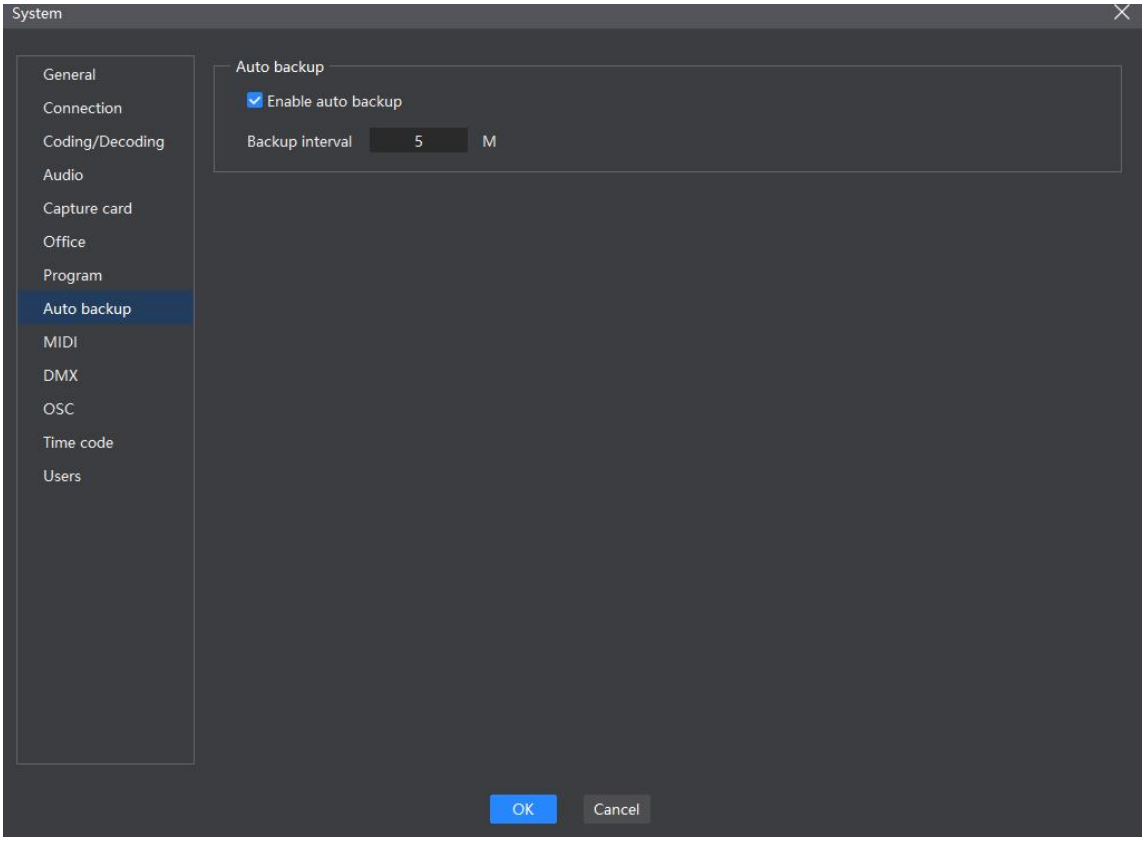
a) Adapter： choose a more powerful GPU(The server comes with Nvidia graphics card and you won't be needing change it)

b) Adjust the corresponding parameters according to your needs.

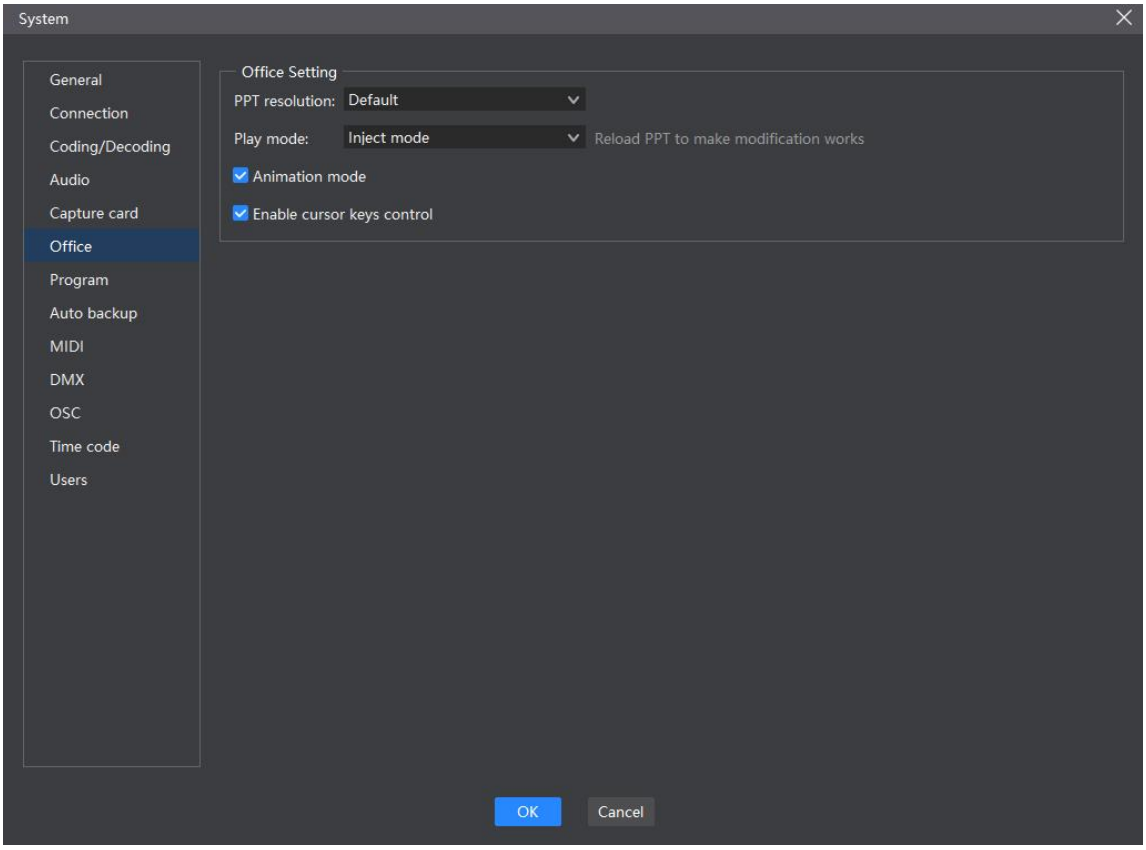
3. Connection: Connect to Kystar splicer



4. Auto backup: Set the time interval and automatic backup path for the program to get everything saved automatically.



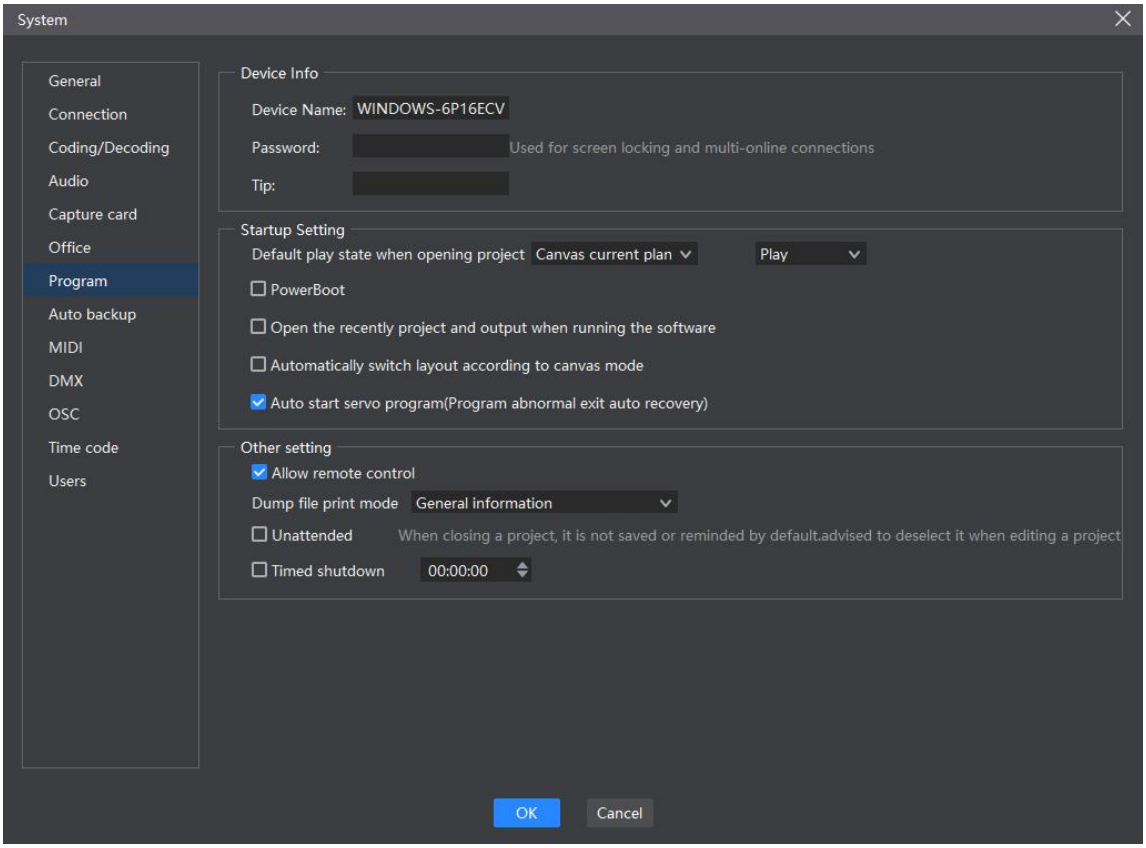
5. Audio: For audio mapping, change its channel and the hardware for output
6. Office



a) PPT default resolution: change its quality

b) Animation mode: Injection and screenshot mode (By default injection)

7. Program



a) Device name

b) Password: Lock software with a password

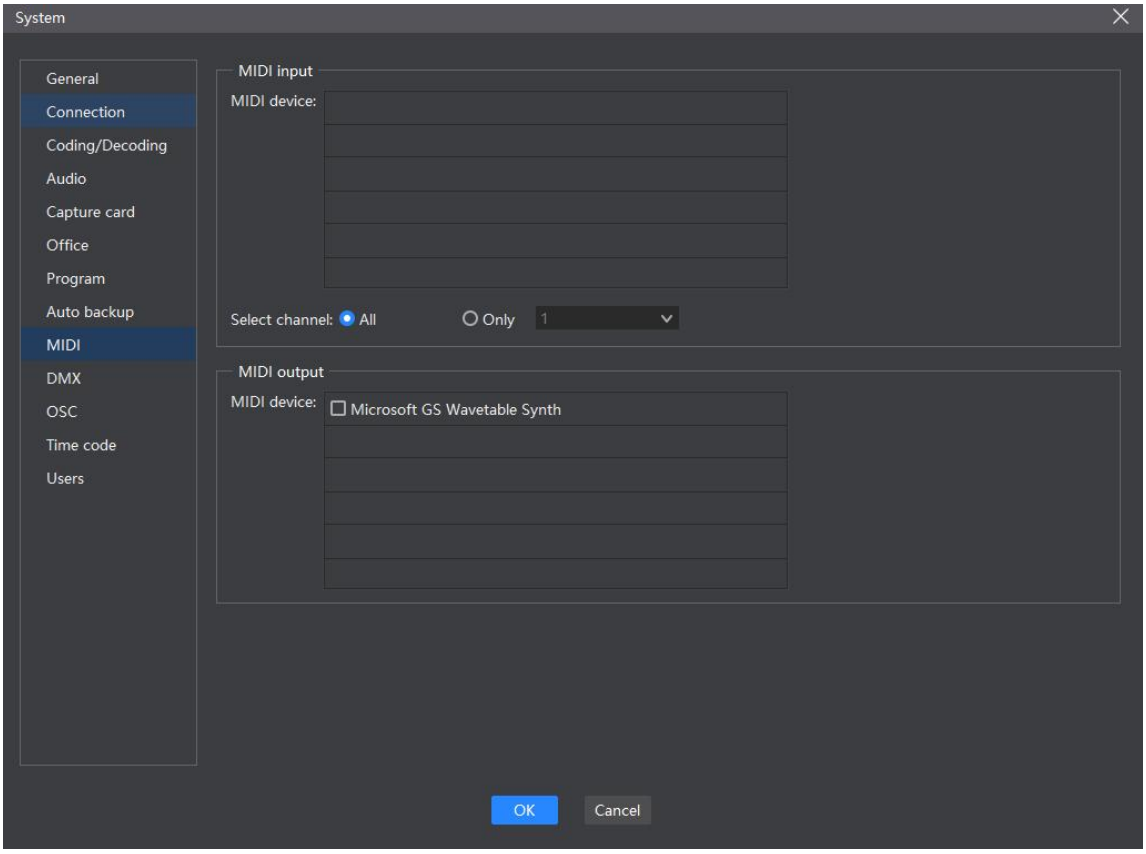
c) Tip: in case you forget set a tip

d) Power boot: Start with windows

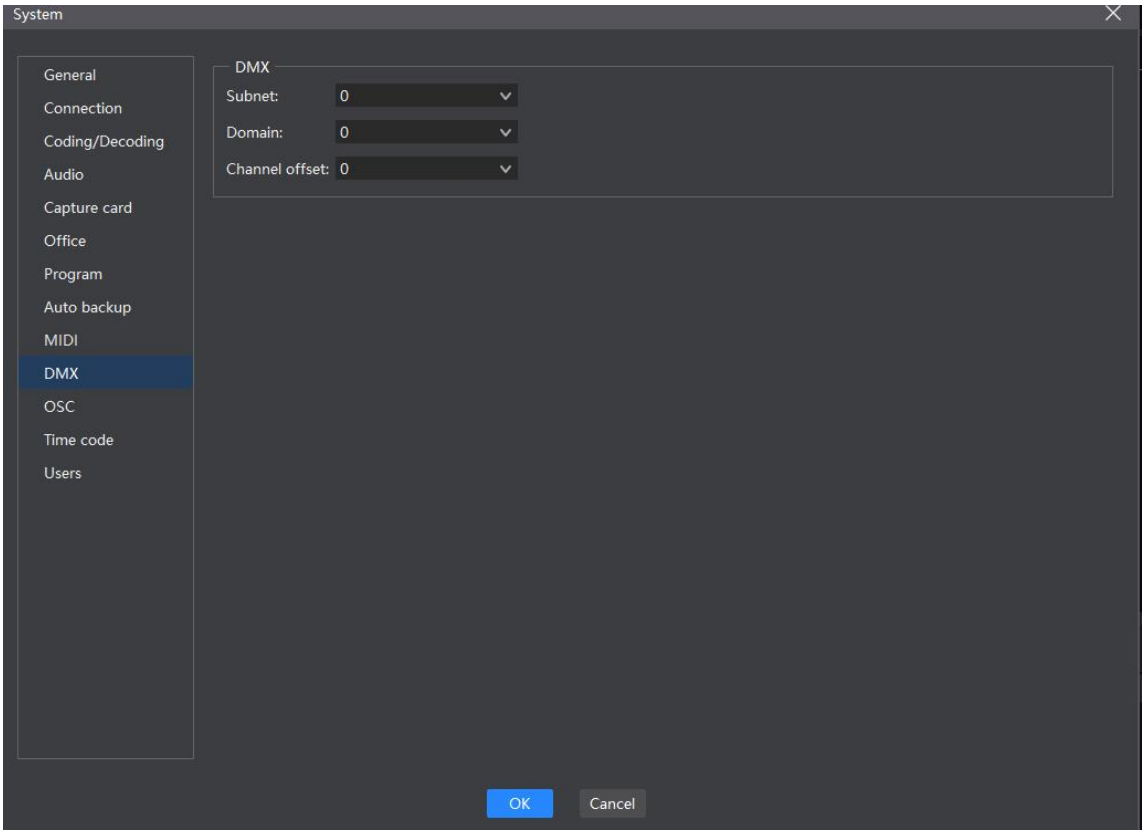
e) Open the recently project and output when running the software

f) Timed shutdown: Turn off software at a certain time everyday

8. MIDI: MIDI mapping, connect a midi keyboard or output midi signal



9. DMX: connect a lighting console



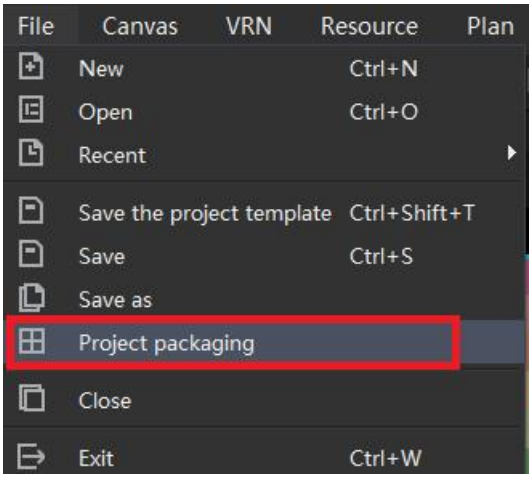
3.13Project Packaging

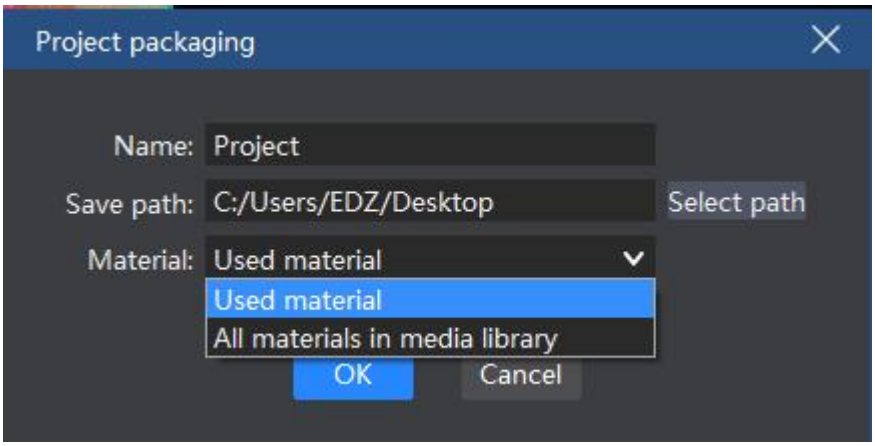
Introduction

Organize the materials and project information required for the project into a folder for easy duplication to other output computers.

Setting method

1. In menu section, you can choose to pack your project
2. Edit the name, save path and materials of one project
3. Click start, and start the processing progress
4. After processing progress, you can already duplicate the project to other computer and open it with the identical software.





3.14OTA

Introduction

Through "About Product" in the upper right corner of the software, you can check whether the current software is the latest version, and you can update the software online.

If you want to know more products, please go to www.kommander.com.cn/en/ *to learn more about T1, PS4, K1Pro, Q5 and other products.*

3.15Master-slave connection

Introduction

When synchronization control is required between multiple kommander products, master-slave plan linkage can be used. This function mainly meets the user's requirements for synchronously controlling playback (play, pause, stop, black screen, lock, mute) and synchronous switching plans.

Setting method

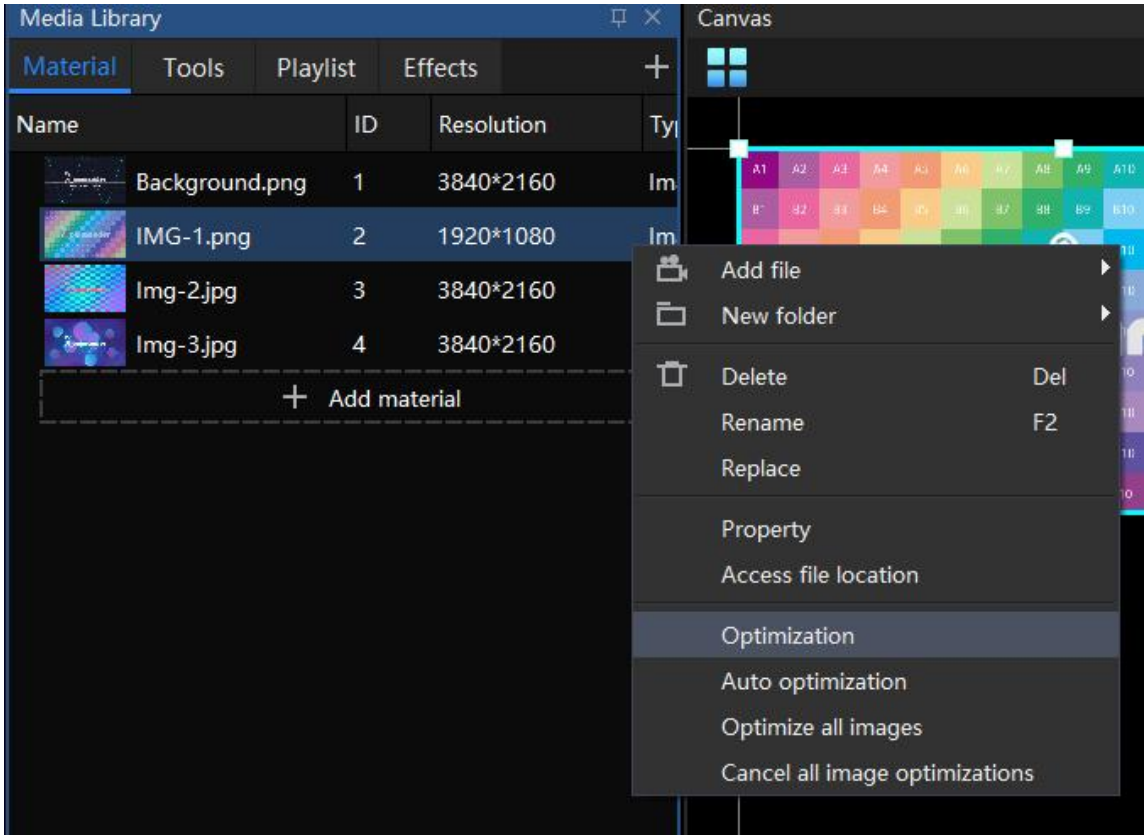
1. Ensure both servers are in lan and also Kommander T3 is opened and the corresponding sever have set the right mode
    a) Slave-end: shows that the current device works as the slave-end. Can be connected by the master-end, and will receive and execute commands sent by the master.
    b) Master-end: shows that the current device works on the primary side. You can set up slave management to send commands to the connected slave.
2. Slave-end connection setting: Set the working mode of the program as slave-end through the menu "Settings-System-Linkage connection".
    a) Synchronization: When the device works on the slave-end, this attribute can be set to determine the processing method after the slave receives the plan switch command.
    b) Synchronize by serial number: It means synchronize according to its number of the plan. If the master sends a command to switch to the third plan in the third group, the slave-end also executes the switch plan code of the third plan in the third group. If there is no such plan, it will not be ignored.
    c) Synchronization by name: shows that the synchronization is performed according to the name of the plan. If the main-end sends a command like switch to "Plan A", the slave-end also switches to "Plan A", if the "Project A" does not exist in the slave project.,then the slave-end will neglect it automatically
3. Main-end setting
    a) Check the plan linkage and select the controlled slave through the slave management.
    b) If you need to automatically connect to the last slave and control it every time you turn on the device, please check the box “Auto-connect slave-end when starting"
4. Slave management: When the computer is working as the master, there is a "slave management" item in the settings, which is used to set which slaves will perform the linkage operation.
    a) Automatically discover the devices working on the slave-end under the same network, which is convenient for the user to connect the slave-end that is needed to be connected.
    b) History information is recorded here. If invalid information is found, you can switch a master-slave mode or restart the project to clear the historical information.
    c) If the information is in red, which indicates that the connection history was discovered, but it is currently unavailable.

3.16Picture optimization

Introduction

Optimize ultra-high-resolution pictures without compromising the sharpness of pictures, freeing up computer CUP usage

Setting method



Right click then check optimization

3.17Hot keys

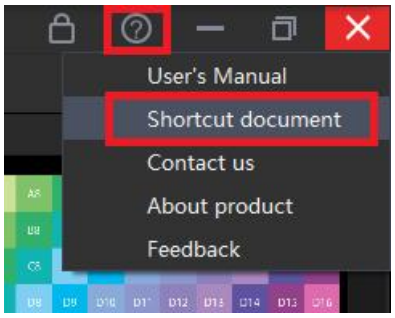
Introduction

To make project editing more easy and feasible to edit, the software provides various shortcut key settings such as shortcut key call plan, shortcut key for output, shortcut key for deletion, etc.

Kinds of shortcut keys

Click the question mark on the upper right corner,and you can check out the

shortcut document,you can see every shortcut



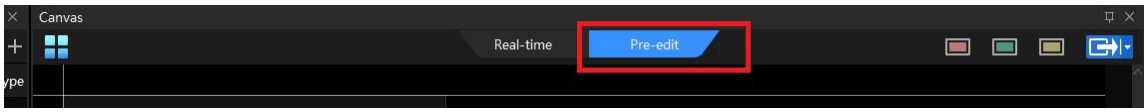
3.18PVW mode

Introduction

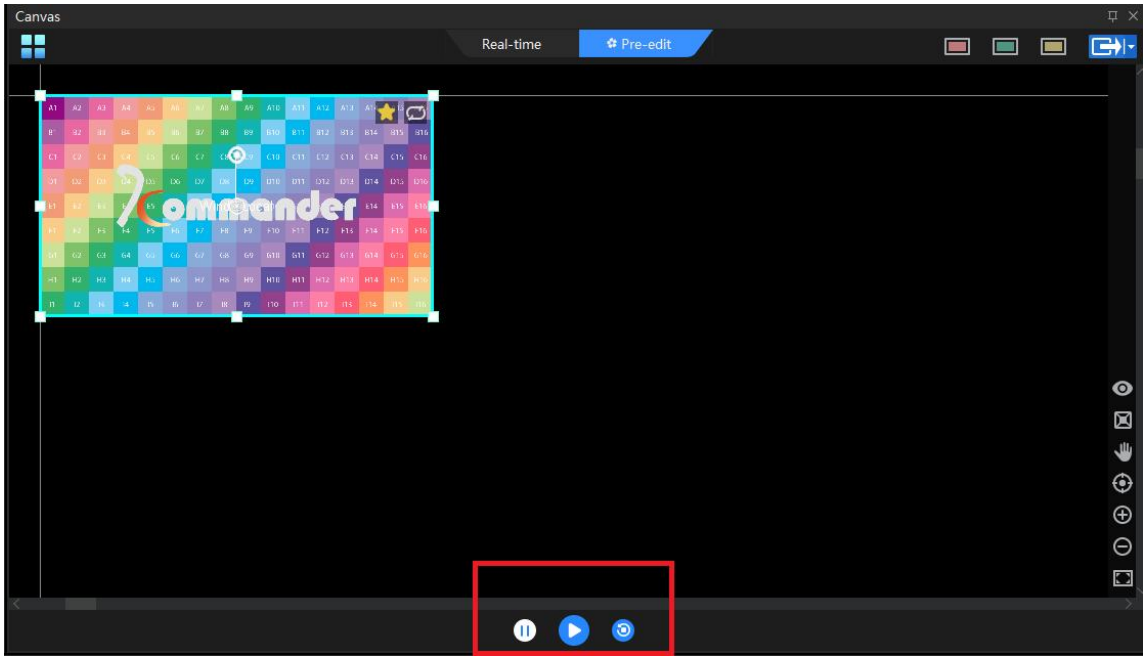
To make everything goes in order,you can use the PVW mode to edit the plan without affecting the current output. After editing and correcting the error, push it to the output

Setting method

Choose PVW mode (Pre -Edit mode)



1. Now you can edit the next plan on the canvas without affecting the current output.
2. The playback status settings (play, pause, stop) under the canvas only take effect on the canvas editing layer
3. Check everything on the canvas, and when everything is ready ,click this button to push them onto the display, you can output and stop or play



4. the playback status setting under the output window only takes effect on the current output material

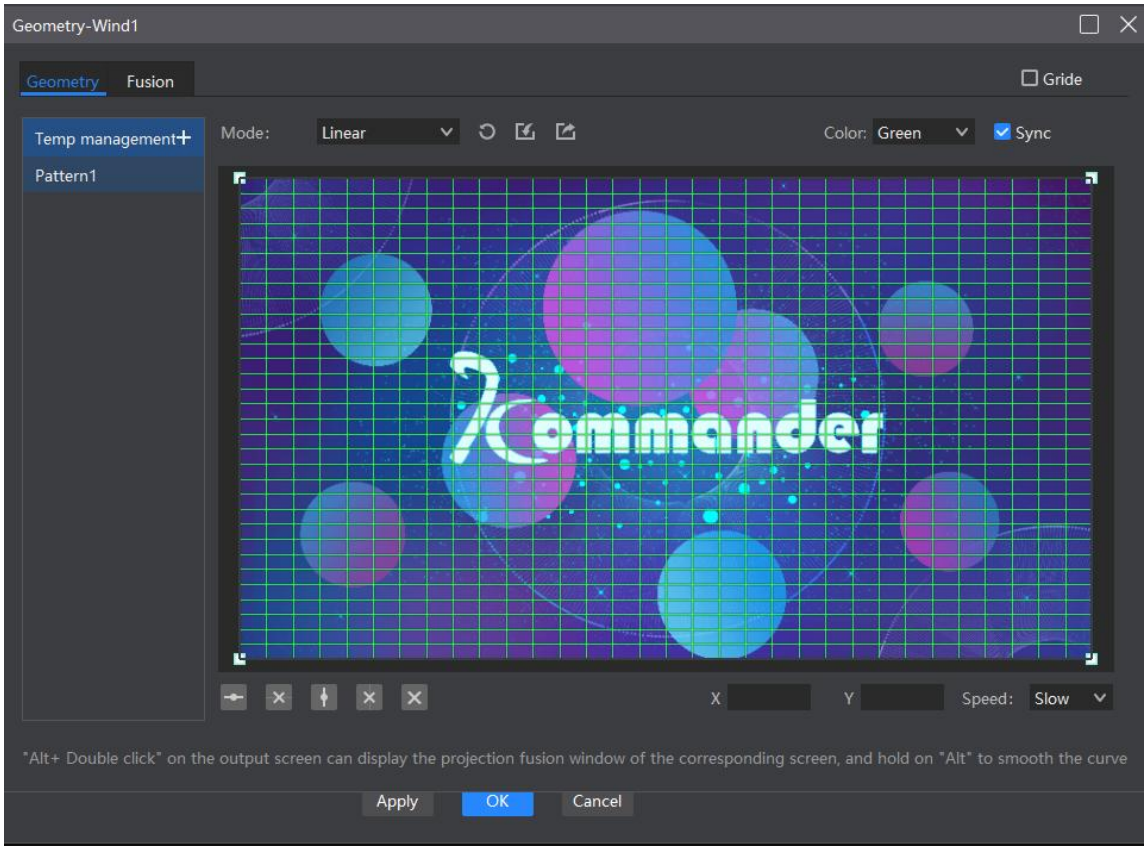
3.19Geometry correction

Introduction

When using projector as the output device, because of the characteristics of the projection, the picture needs to be corrected. If there are multiple projection outputs, the overlapping part needs to be fused. Kommander provides screen-based correction and fusion settings.

Setting method

1. Screen management-choose a screen -geometry,and the following window will pop up



2. Geometric correction provides three modes: linear correction, full correction, and perspective correction. Linear correction is recommended for planar projection, full correction is recommended for curved projection, and perspective correction is recommended for perspective effects. Support manual adding point (press ctrl to add point).

3. The blending setting supports adding standard blending bands of up, down, left, right, and special blending bands of circles and polygons. Supports moving, zooming, and rotating the fusion zone; adding or deleting control points of the fusion zone; adjusting the edge curve of the fusion; supporting red, green, blue, and gray adjustment

3.20Lock

Introduction

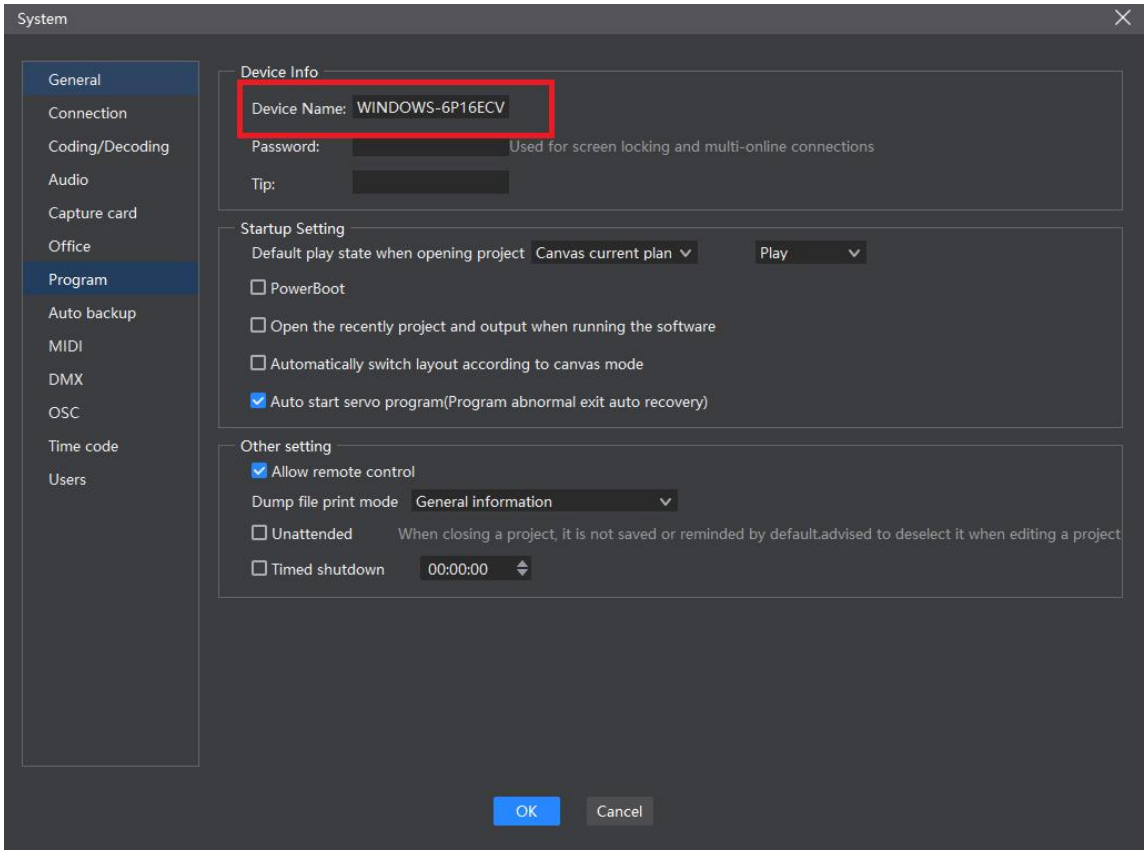
When the user does not need to operate the software temporarily and does not want to affect the current output, the user can use the lock screen function to prevent mis operation (after V4.2, the lock screen has added a password function)

Some keyboard shortcuts were opened yo use when the screen was locked, such as pageup / pagedown and arrow keys required for office page turning. The lock screen does not affect the control of the cloud control, but does not receive

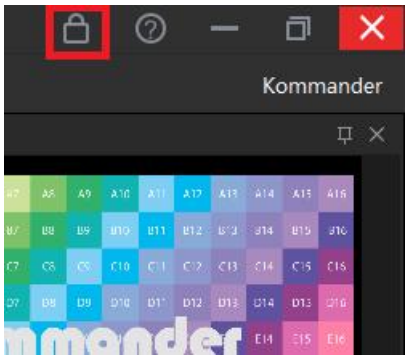
commands from the central console

Setting method

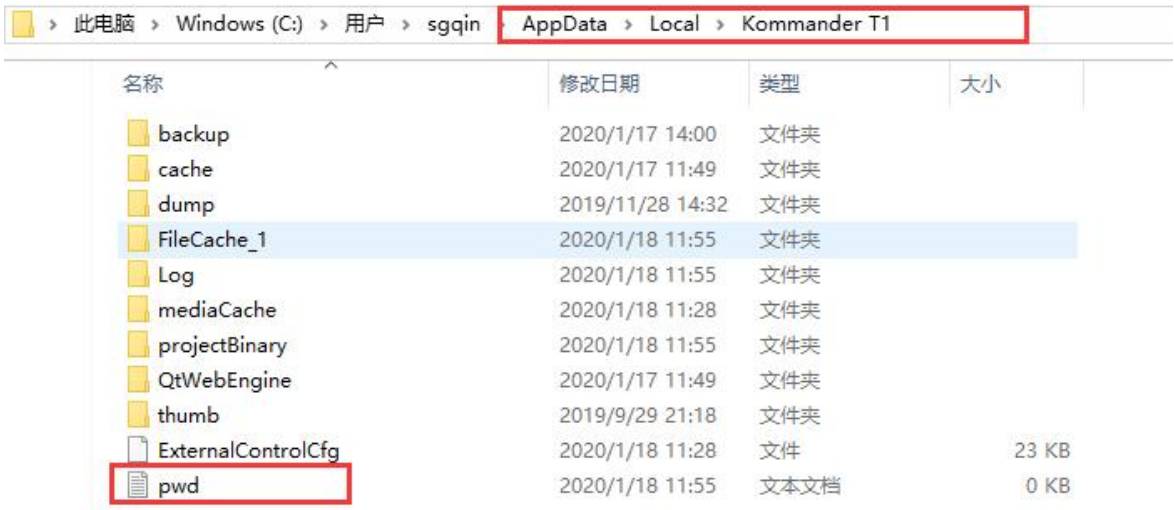
1. Setting-System-Program
2. Set the lock screen password and prompt (this password is the same as the cloud control connection password)



3. There is a lock shaped icon on the surface of this software ,using that to lock and unlock



4. When you forgot your password, you can always find it under this path ,in a pwd file :AppData/Local/Kommander T3



3.21Local media setting

4.22.1Inroduction

Local media includes video, audio, and pictures. This software comes with a video decoding function, so it basically supports all formats.

For examplemp4,avi,mkv,flv,mov,wmv,asf,mpeg...

mp3,mp2,mpa,aac,ogg,wavwma,ape...

jpg,jpeg,bmp,png,gif,tif,tiff,ico...

recommend codec of video

video of 4k or higher resolution use H265 or VP9 codec

Video under 4 K use H264 codec

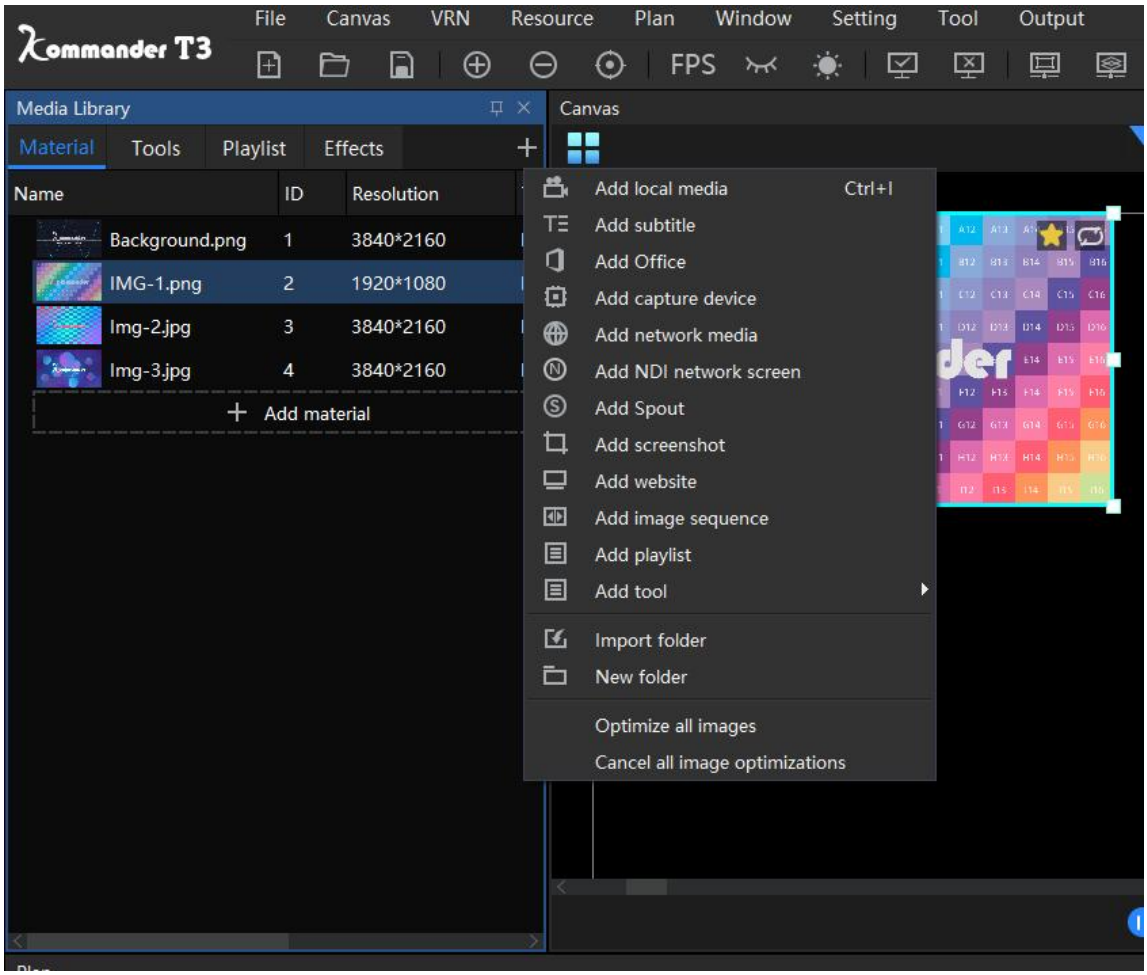
Suggestions

System decoding and rendering all take up a lot of system resources. It is recommended that users optimize the material to the best format, best resolution, bit rate, and frame rate before use.

4.22.2Media operation

1. Add media file

   a) Click the + ,and add local media into software



   b) Right-click in the asset area and select "Add Local Media" to add local files to the asset area.

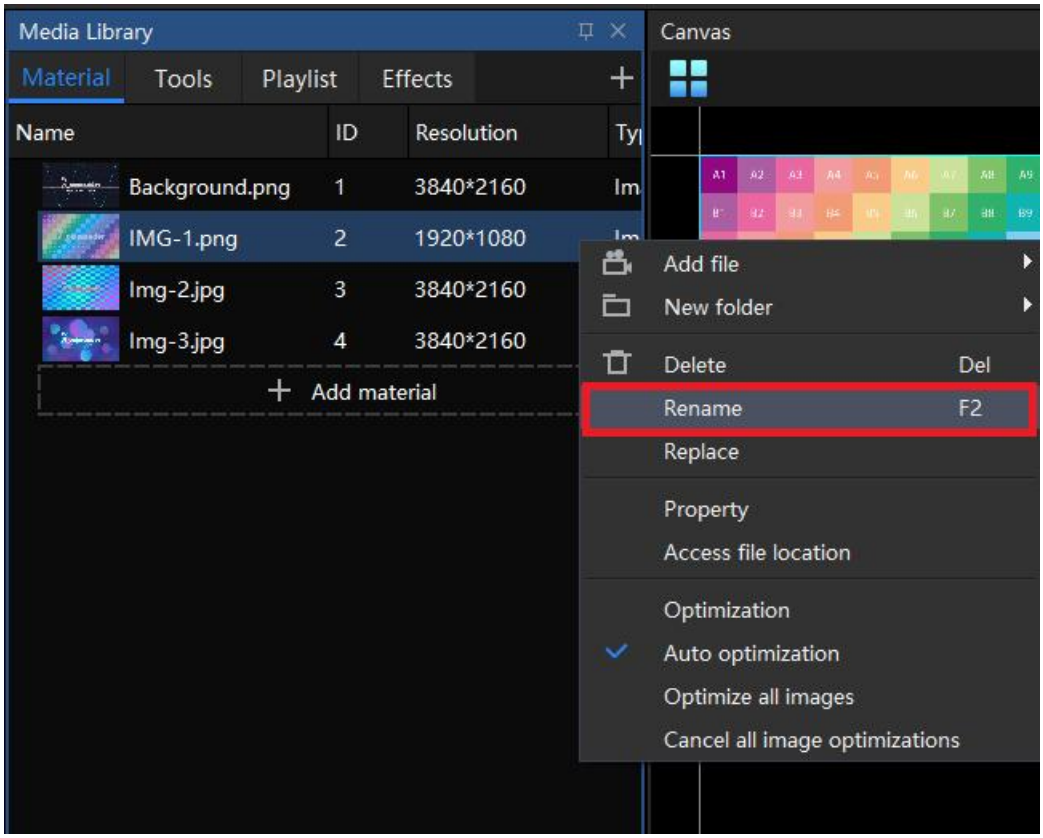
   c) Drag clips or folders to media lib to add

2. Media lib management

   a) Supports creating new folders and reorganizing the classification of media.

   b) Support drag to change the order of material .

   c) Supports renaming of clips. This operation does not affect the physical properties of the media. It also does not affect edited scenarios and playlist.



d) Locate the original location of file,to find files much more easily

3. Delete media

a) Support multiple choose ,delete one or delete a group

b) The materials that have been referenced (that is, added to the plan) cannot be deleted.

3.22Office file settings

4.23.1 Introduction

This software supports adding and playing PPT, EXCEL, and WORD files, and supports automatic page turning, pen turning, and keyboard turning

4.23.2office

Click the + sign in the menu bar and select "Add Office" to add office files to the media lib. Drag the material to the canvas to start presenting

4.23.3office compatibility

1. Office documents support automatic page turning through "Settings" and define the page-turning interval.
2. You can use the keyboard (pagedown / pageup, up, down, left and right keys) to turn pages, or a page pen to turn pages. This shortcut is valid for all the current office output. For the arrow keys, select "Enable arrow keys to page office documents" under the system settings. This shortcut is only valid for real-time output files. Please turn the page of the office of the PVW canvas through the properties area button.
3. Support Page-turning by the page up and down buttons in the material property area. Page turning is only valid for the current document (including homologous documents).
4. Set the officer's start page through the material property area. When the plan is saved after being saved to the plan, it will be displayed from the start page.
5. Currently the software supports Microsoft Office 2003 and above, WPS and other office software are not supported for the time being.
6. We recommend you to use win10 and office 2010 and above to support animation effects and dubbing output. Office2016 is recommended.
7. When abnormal output of PPT animation mode occurs:
    a) Setting -system-office,change it to other mode and reload the file
    b) Modify the PPT to picture mode through the right-click "Settings" menu of the material. This is used to solve the problem that the animation mode can be loaded into office but the content is abnormal, but the picture mode has no animation effect and no sound.

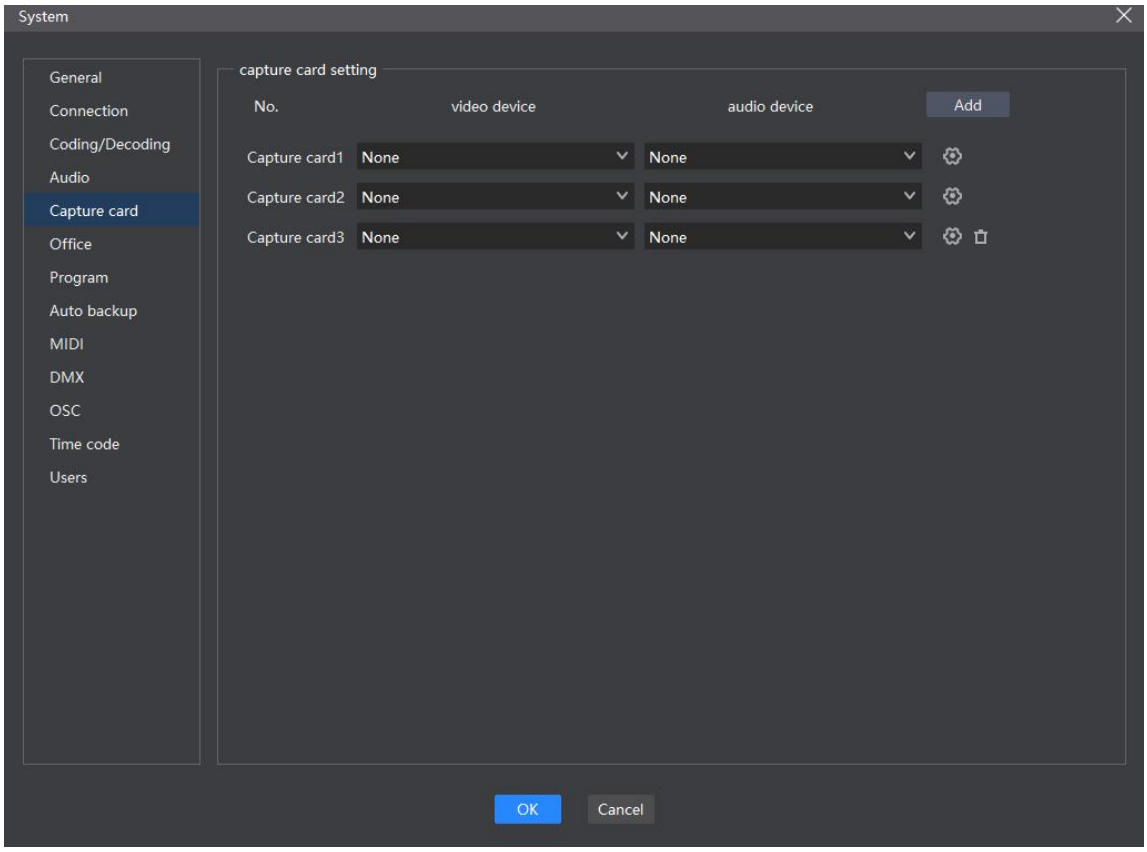
3.23Capture device

4.24.1Inroduction

The software supports DVI \ HDMI \ SDI capture, which can be added as required

4.24.2 Connect capture devices

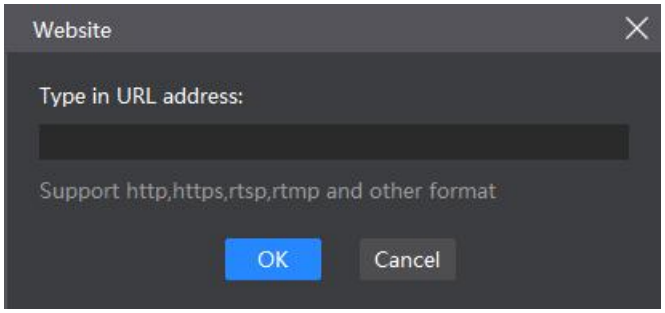
Click the + sign on the menu bar, select "Add a capture device", and select the corresponding capture device to add a capture card file to the asset area. Drag the material to the canvas in the control area to play it.



It currently supports all capture cards based on the windows standard framework, Blackmagic, decklink capture cards. If the setting parameters of capture cards are incorrect, the display may be abnormal. Please right-click the Parameter Settings of the material to change the parameters and then re-add it.

3.24Network Media

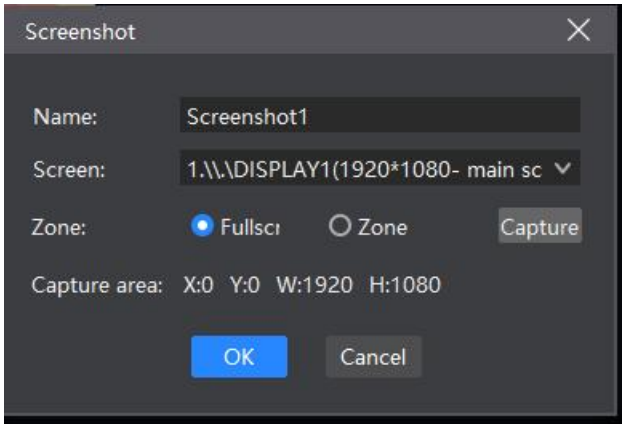
Click the + in the menu bar and select "Add Network Media". After entering the correct streaming media address, you can add network media files to media lib. Drag the material to the canvas in the broadcast area to play it.



3.25Computer screenshot

Screenshot is to capture your computer screen as an output, and the output content is the your computers screen, and it is updated in real time. By setting the crop parameters in the parameter settings on the right, you can capture part of the computer display and cast it to the screen.

Click the + in the menu bar and select "Add Screenshot" to add the screenshot file to the media lib. Drag the material to the canvas .



3.26Built-in Browser

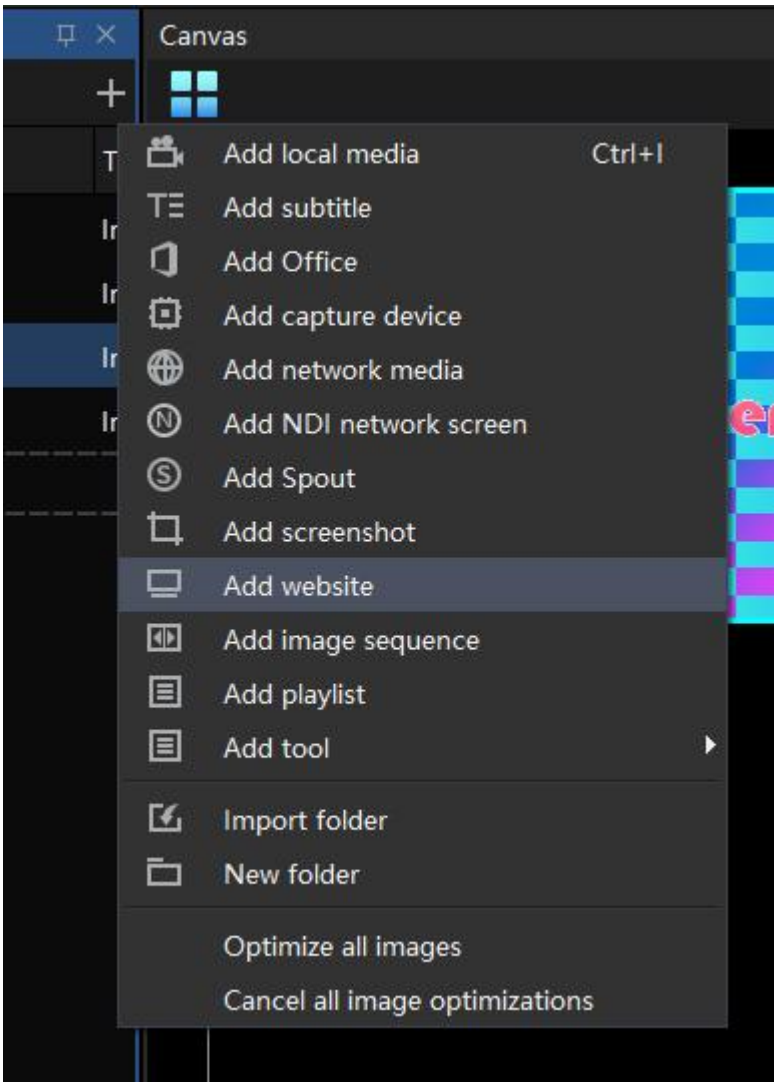
4.27.1Inroduction

Add a website, enter the URL, and output the content (news, videos, etc.) on the big screen.

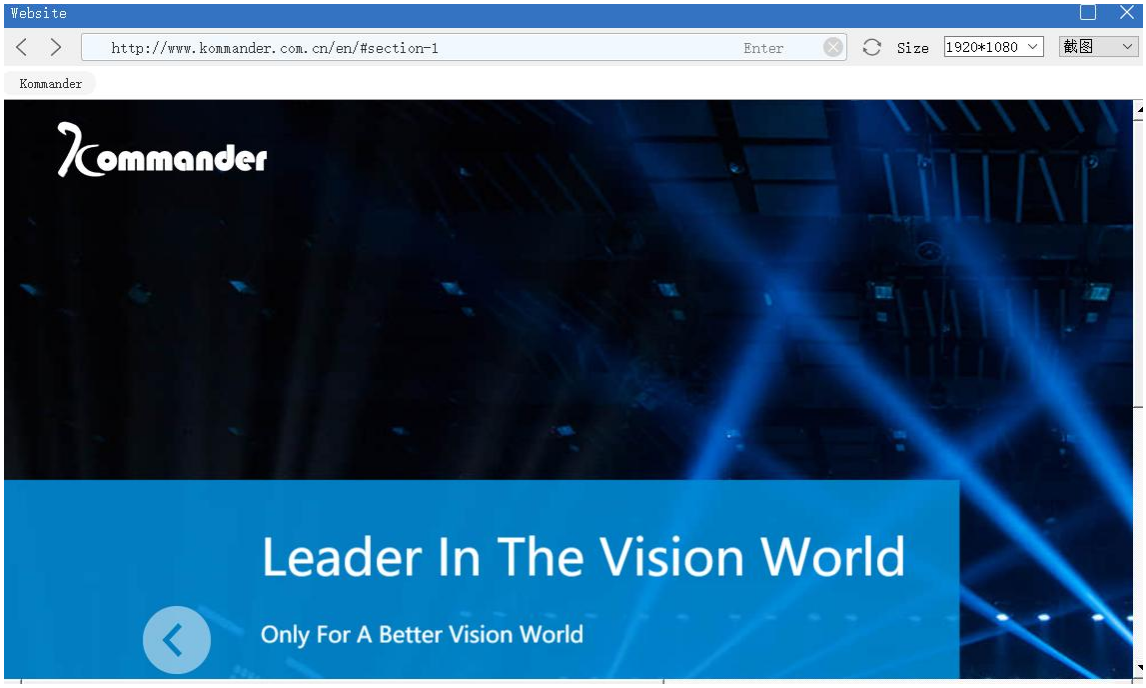
4.27.2Add a website

1. Click the + sign in the menu bar and select "Add Website" to add the

website file to the asset area. The default is a Baidu webpage. Drag the material to the canvas in the control area to play it.

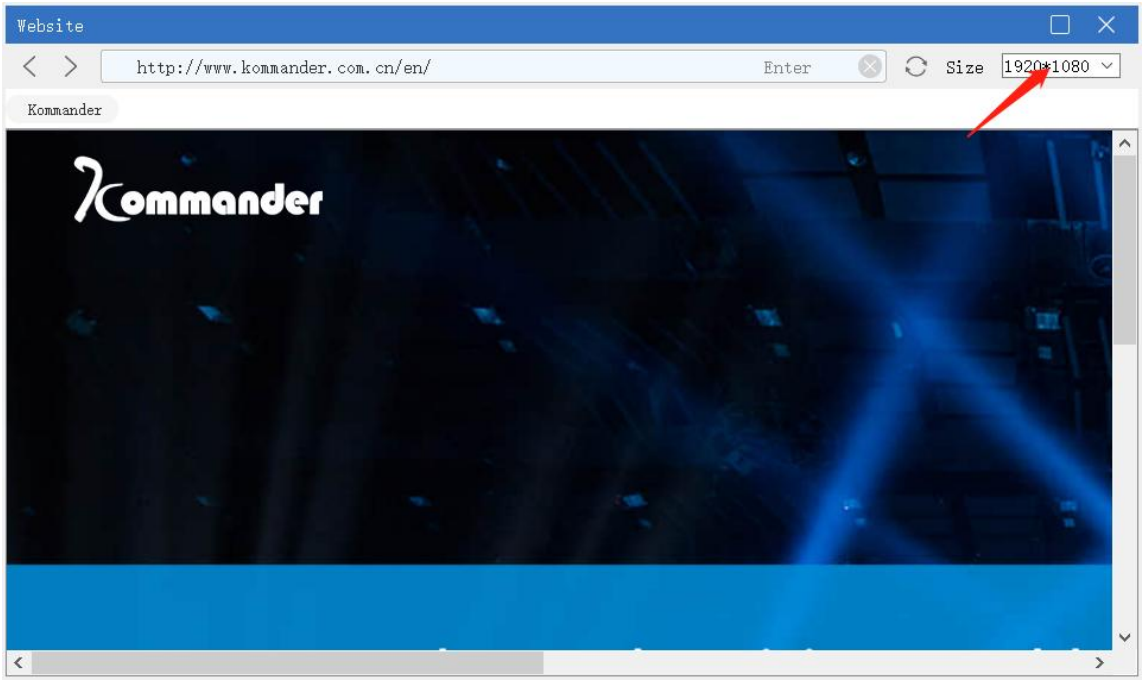


2. During playback process, double-click the website window in the broadcast control area to go further. Including changing URLs or viewing webpage-related content. During the editing process, the screen display is updated in real time



4.27.3 Size of the page

After adding a website, the webpage content (width) may not be displayed all the time. while you can click maximize in the edit website interface.

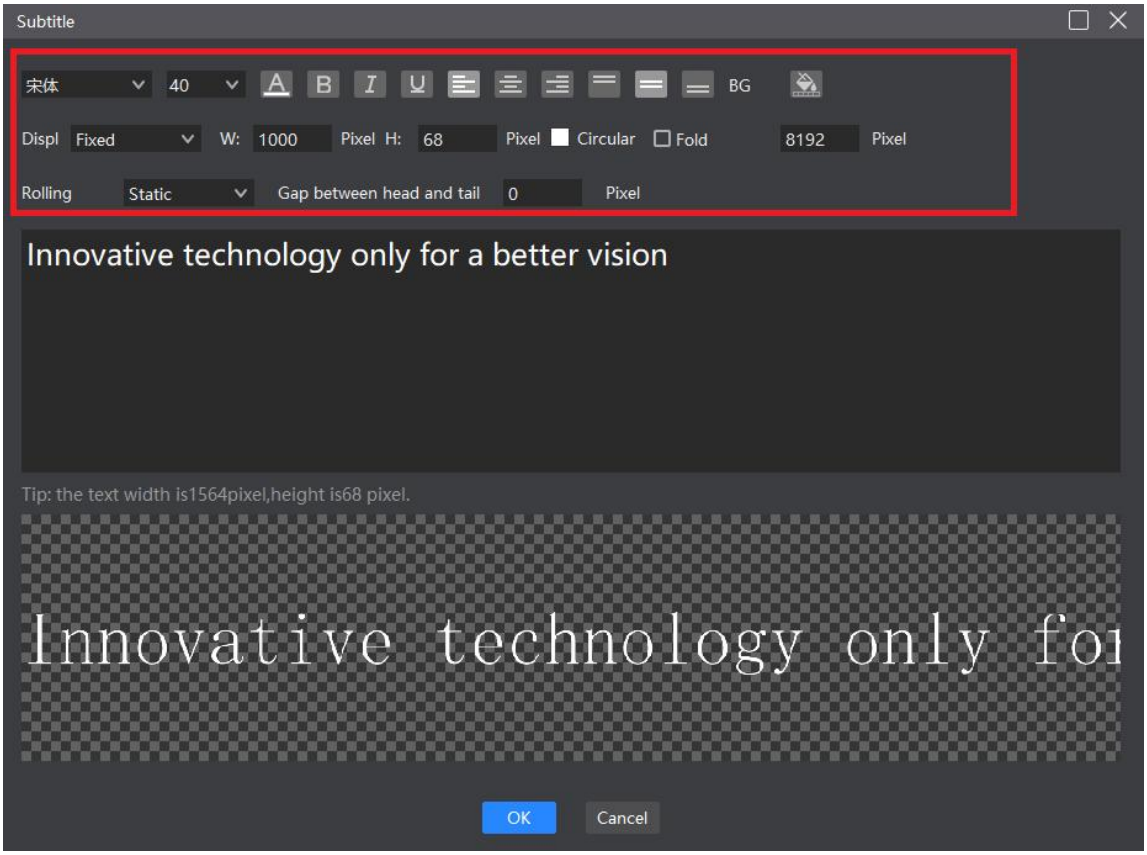


(Note: The maximum display rate of web pages is affected by the resolution of the main display. If the main display is 1920 1080, then the maximum display resolution of the web page is 19201080)

3.27Subtitle

You can add words such as welcome words, company names, etc. to your screen.

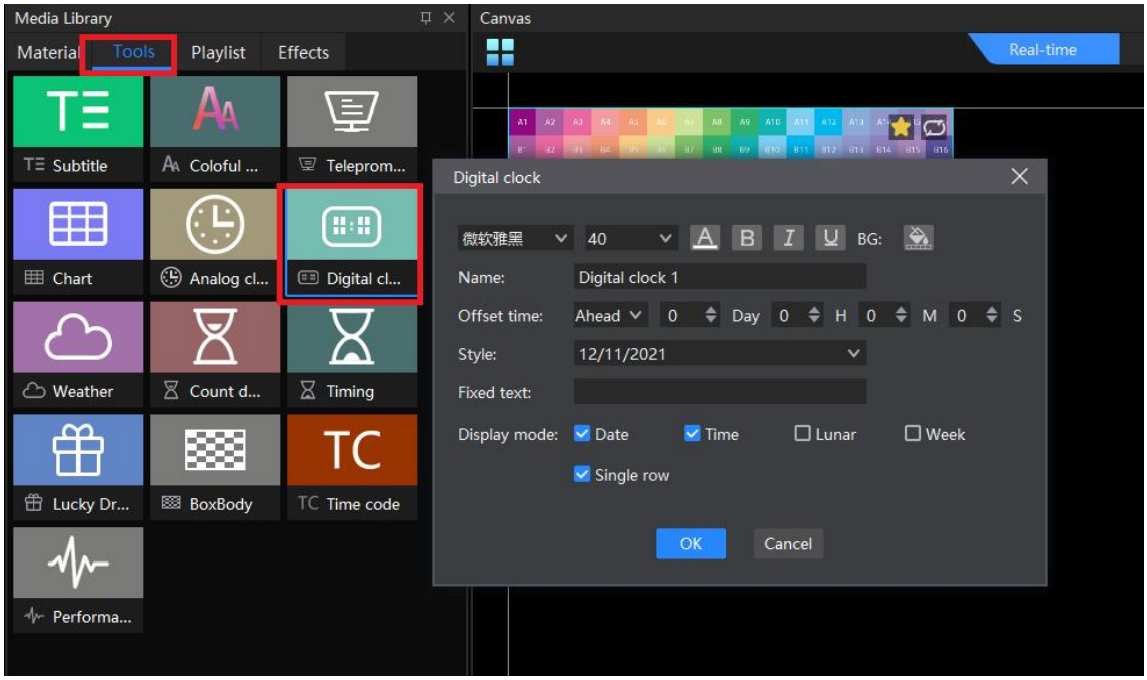
Support subtitle scrolling effect, background color filling, text size and color customization

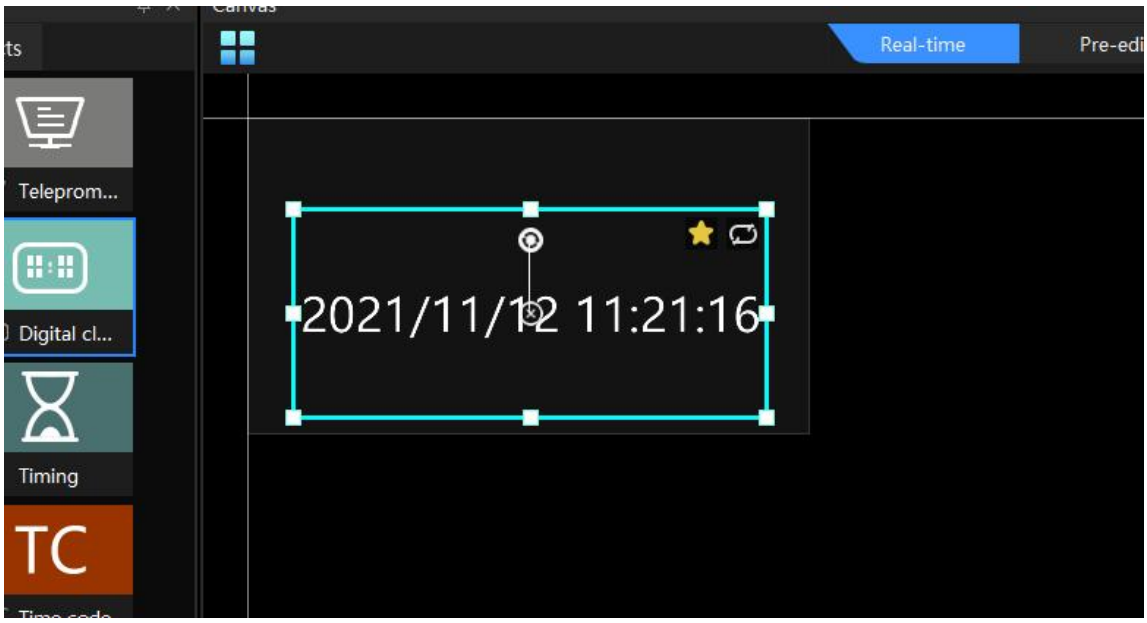


3.28Digital clock

Support digital clock display, provide multiple display styles, can be set according to

requirements

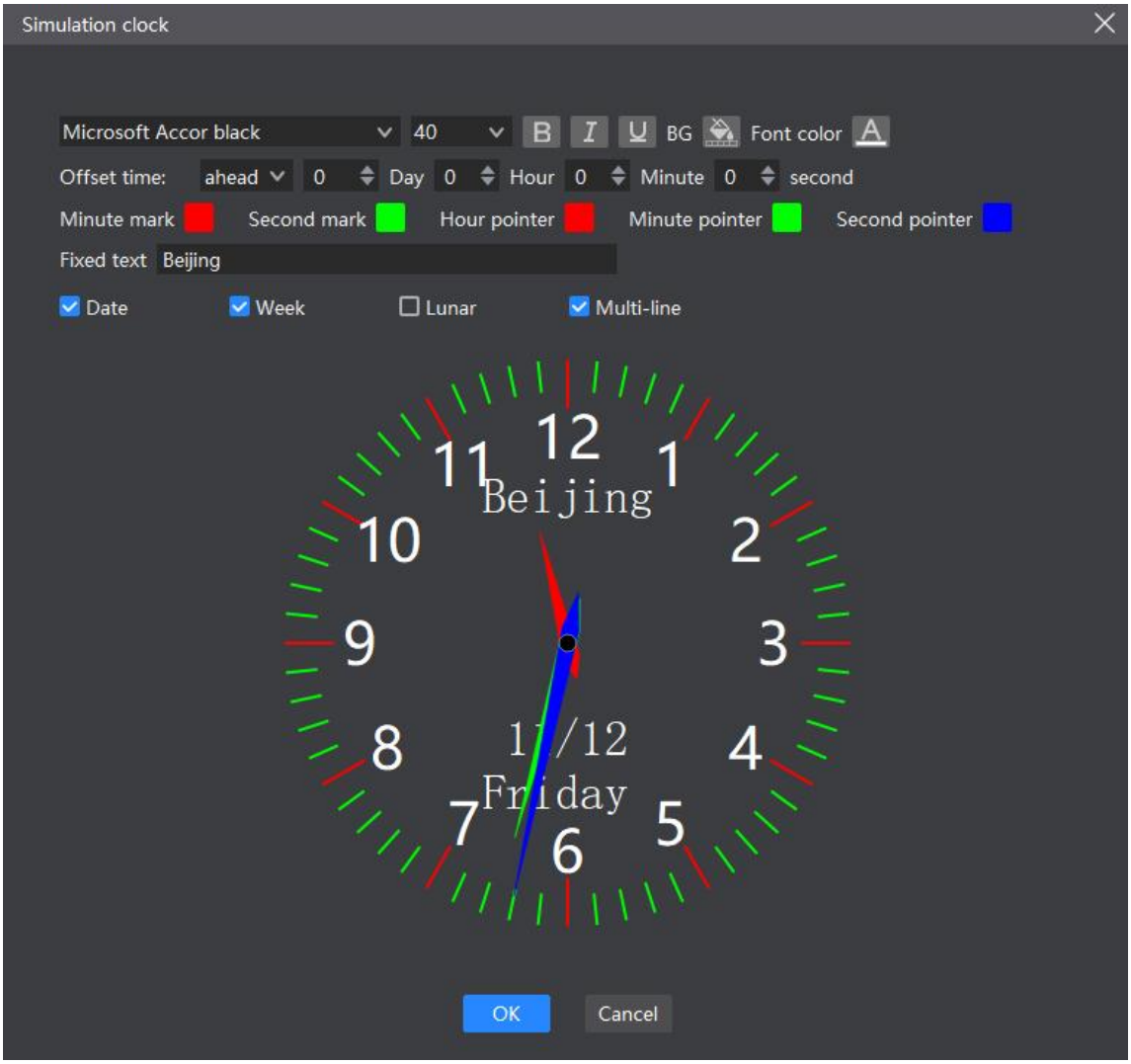


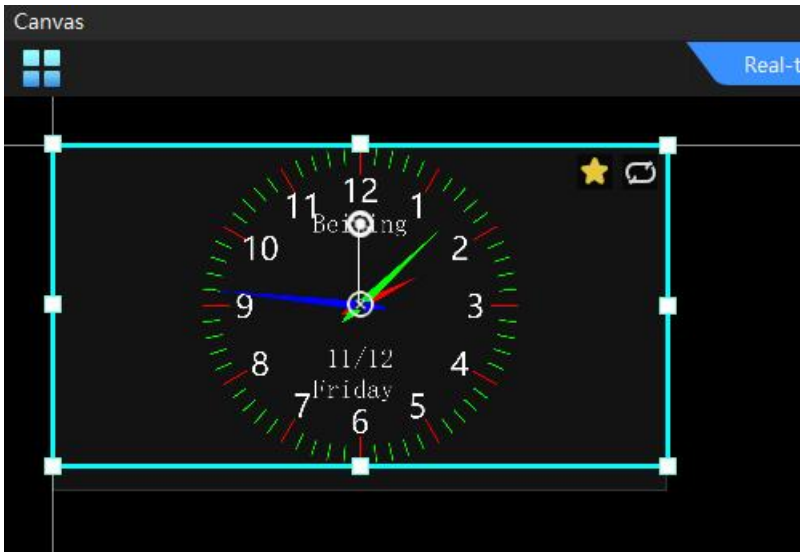


3.29

Add an analog clock, you can customize clock hands, minute hand, scale, text format

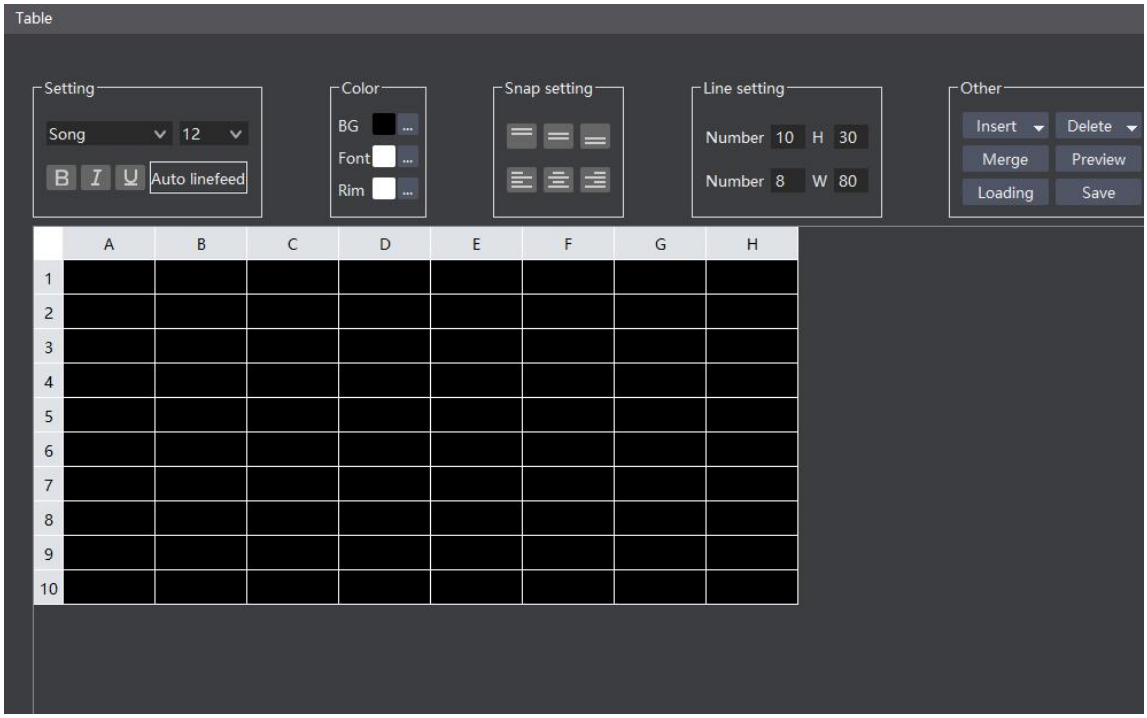
Media Library
Material
Tools
Playlist
Effects
Subtitle
Coloful ...
Teleprom...
Chart
Analog cl...
Digital cl...
Weather
Count d...
Timing
Lucky Dr...
BoxBody
TC Time code
Performa...

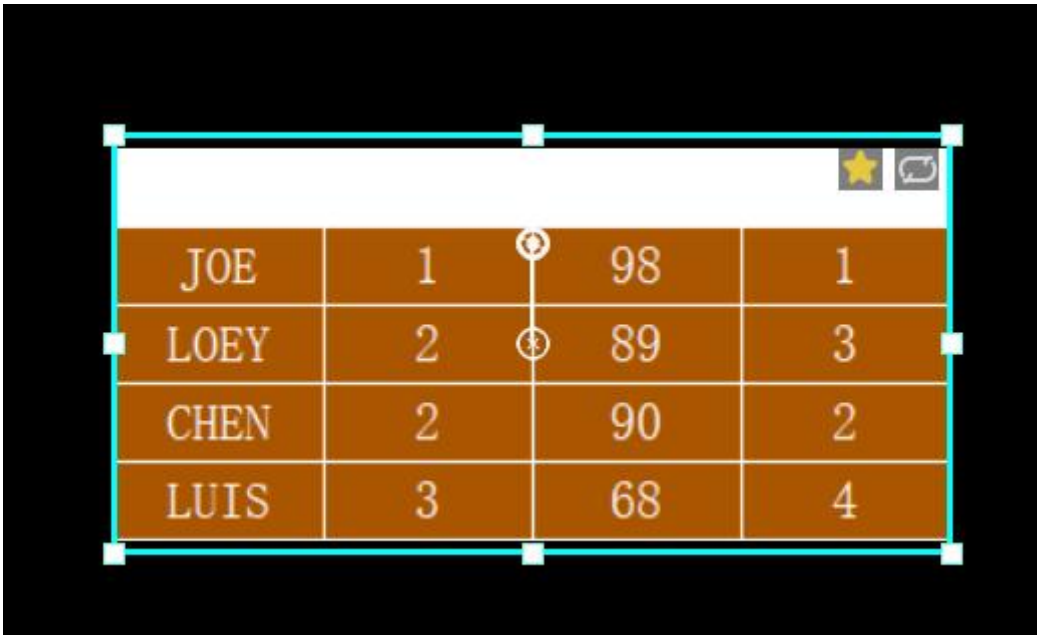

Simulation clock
Microsoft Accor black
40
BG
Font color
Offset time:
ahead
0
Day
0
Hour
0
Minute
0
second
Minute mark
Second mark
Hour pointer
Minute pointer
Second pointer
Fixed text
Beijing
Date
Week
Lunar
Multi-line
Beijing
11/12
Friday
OK
Cancel


Canvas
Real-t

3.30Tablets

Support adding tablet , filling in content according to requirements, supporting custom form size, text color, font alignment, etc.

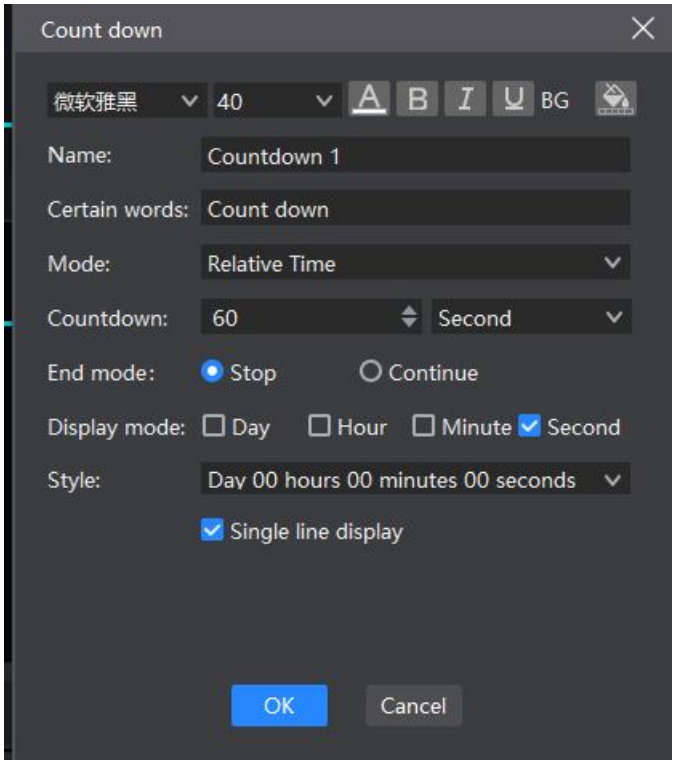




3.31Countdown

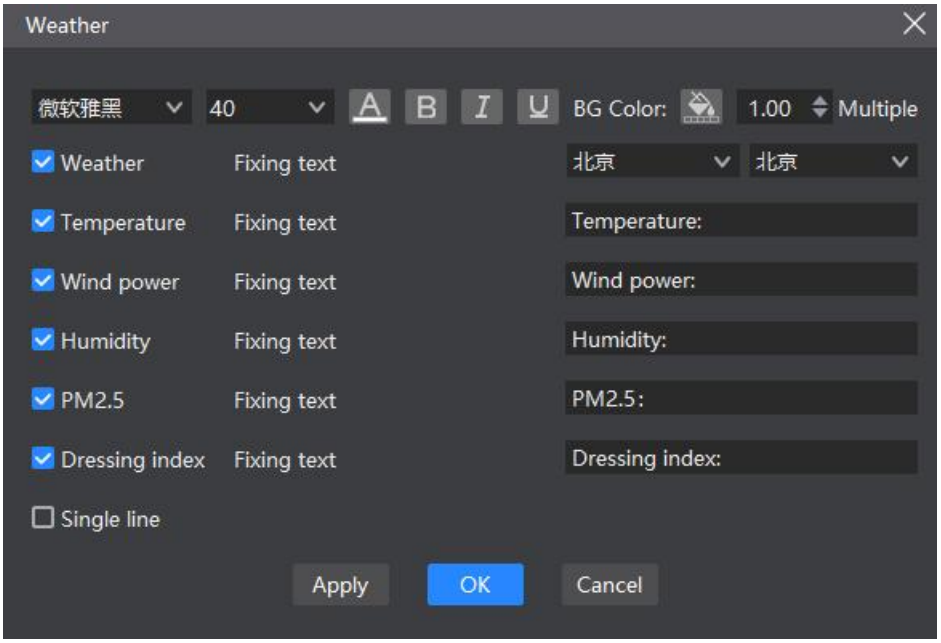
Showing process bar and countdown ,providing multiple choices of styles that you can apply with

Media Library
Material
Tools
Playlist
Effects
Subtitle
Coloful ...
Teleprom...
Chart
Analog cl...
Digital cl...
Weather
Count d...
Timing
Lucky Dr...
BoxBody
Time code
Performa...



3.32Weather widget

Support adding weather display, real-time viewing of weather conditions, providing multiple display styles, which can be customized according to demands

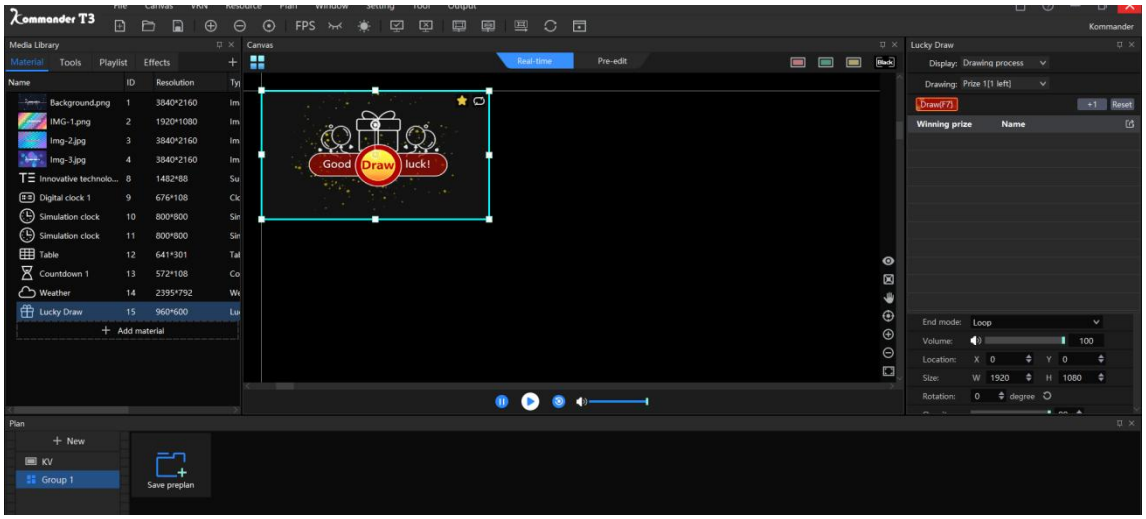


Note: Weather requires internet access

3.33Lucky draw

4. 34. 1Instructions

1. Add a lucky draw on canvas first(You can add multiple of them)



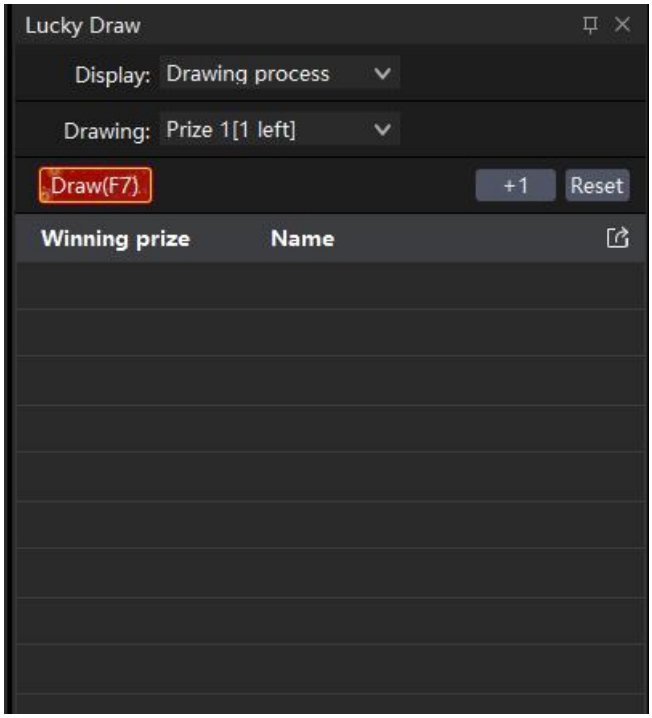
2. Double-click the lucky draw and it will allow you to add the participant and the prizes

   a) Under the column of Participant and import the folder of participants

   b) Under the column of Prize to modify the name and amount of prizes

3.

In the lucky draw window, set the display status to confirm whether the current selection is to display the lucky draw result or the lucky draw process.



4. F7

In the lucky draw window, set the prize for this round, click the "Draw (F7)" button to start the process, and click the button again to stop and generate a winning record in real time.

5. After getting the results, you can export winning records through the lucky draw window.

4.34.2Precautions

1. Jpg ,png size below 1M . You can only use an image to make a participant ,Please organize all participants pics into a folder and make sure there are no repeated naming ,we support those formats of pics :jpg ,png
2. Reset this process: all record will be deleted,you need to restart the drawing
    a) Delete all prizes
    b) Reimport or refresh the participant
3. Why it won't start
    a) Maybe there is no participant
    b) Already got to final stage, all prizes are taken
4. Abandonment: The winning record is invalidated, and the quota can be drawn again. The winner cannot participate in subsequent draws. The exported draw record will record the abandoned winner information.

5. +1

Participant +1 make changes if there is any new arrived guest

6.

Lucky draw interface design: The lucky draw tool itself does not provide style adjustments. For background and prize display, please design by canvas yourself.

7. 2

Supports dragging and dropping the same lucky draw material to the canvas multiple times to meet the needs of simultaneously displaying the lucky draw process, all winning results, and the current winning result. However, it is not recommended to drag and drop more than 2 different lucky draw materials at the same time to avoid anomalies.

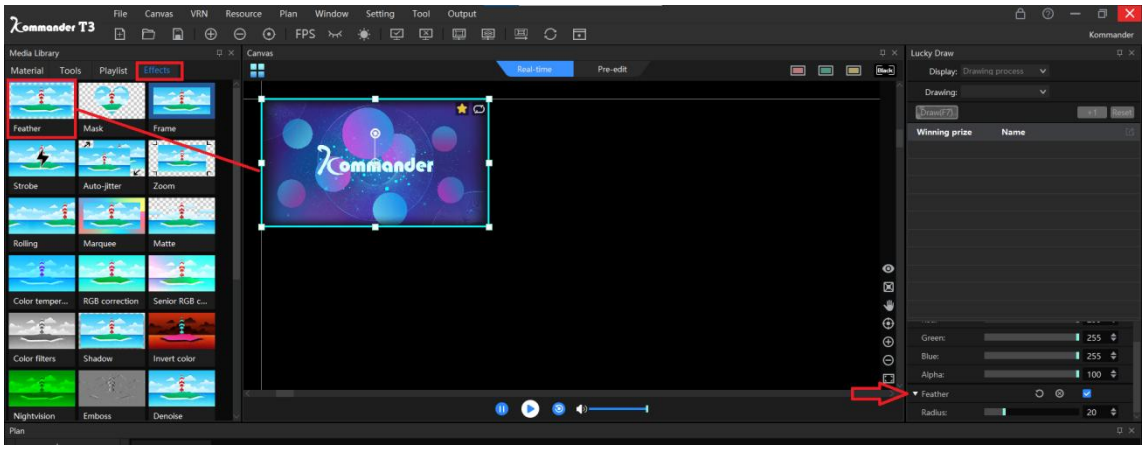
3.34Feathering

5. 35. 1Introduction

Special effect feathering can be added to the picture in picture layer, making the picture embedded in it more harmonious

4. 35. 2Setting method

1. Click Effects in the media lib and drag the special effect to the material
2. Choose the screen and Adjust feather radius in the parameter sections to meet the needs



3.35Customize the output display

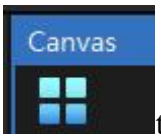
4. 36. 1Introduction

Display port customization can change the display port size to the actual size of the large screen, and then add the screen according to the actual size of each screen, which saves scale conversion and makes correction more convenient

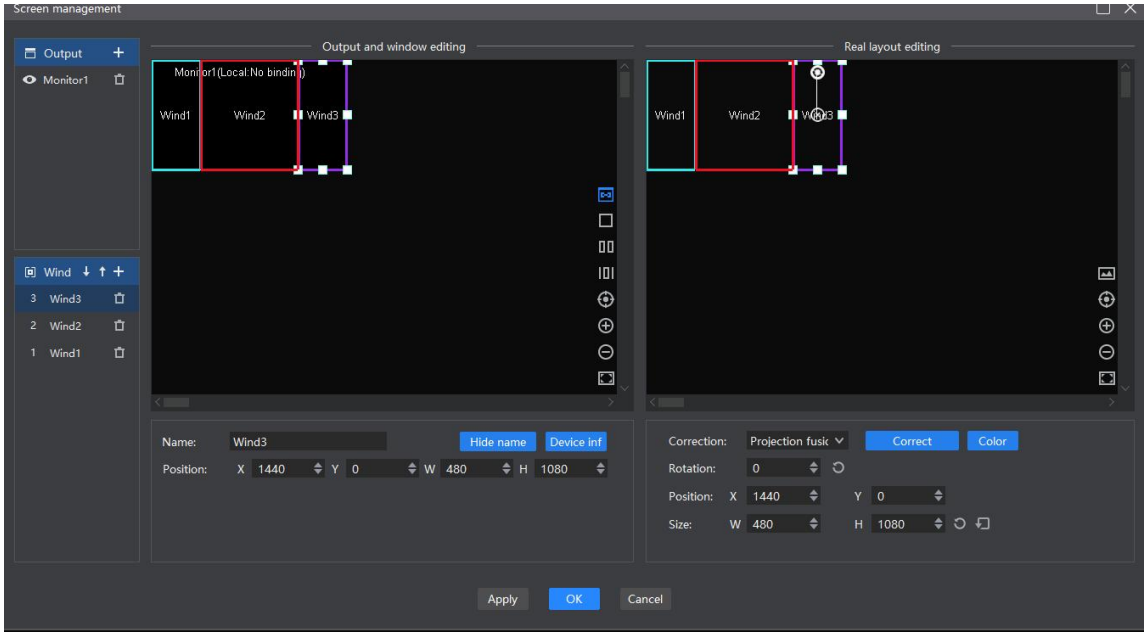
4. 36. 2Scenario

1536*1080 320*960 1920*1080There are one main and two sidekick screens ,the main one is 15361080 ,and the smaller ones are 320960,and right now there is only one output display port 19201080,how to make

4. 36. 3Instructions

1. Click this icon 

to enter Screen Management
2. 19201080Choose the detected 1920*1080 display port
3. 21761080 Change it is resolution to 2176*1080
4. Set the resolution according to the actual screen resolution ,and click OK



3.36Splitting and reorganization of display port through Output display management

4.37.1Introduction

Display port splitting and reorganization can split the display port into several segments, and then splice into a wider or higher display combination to achieve super long and high load

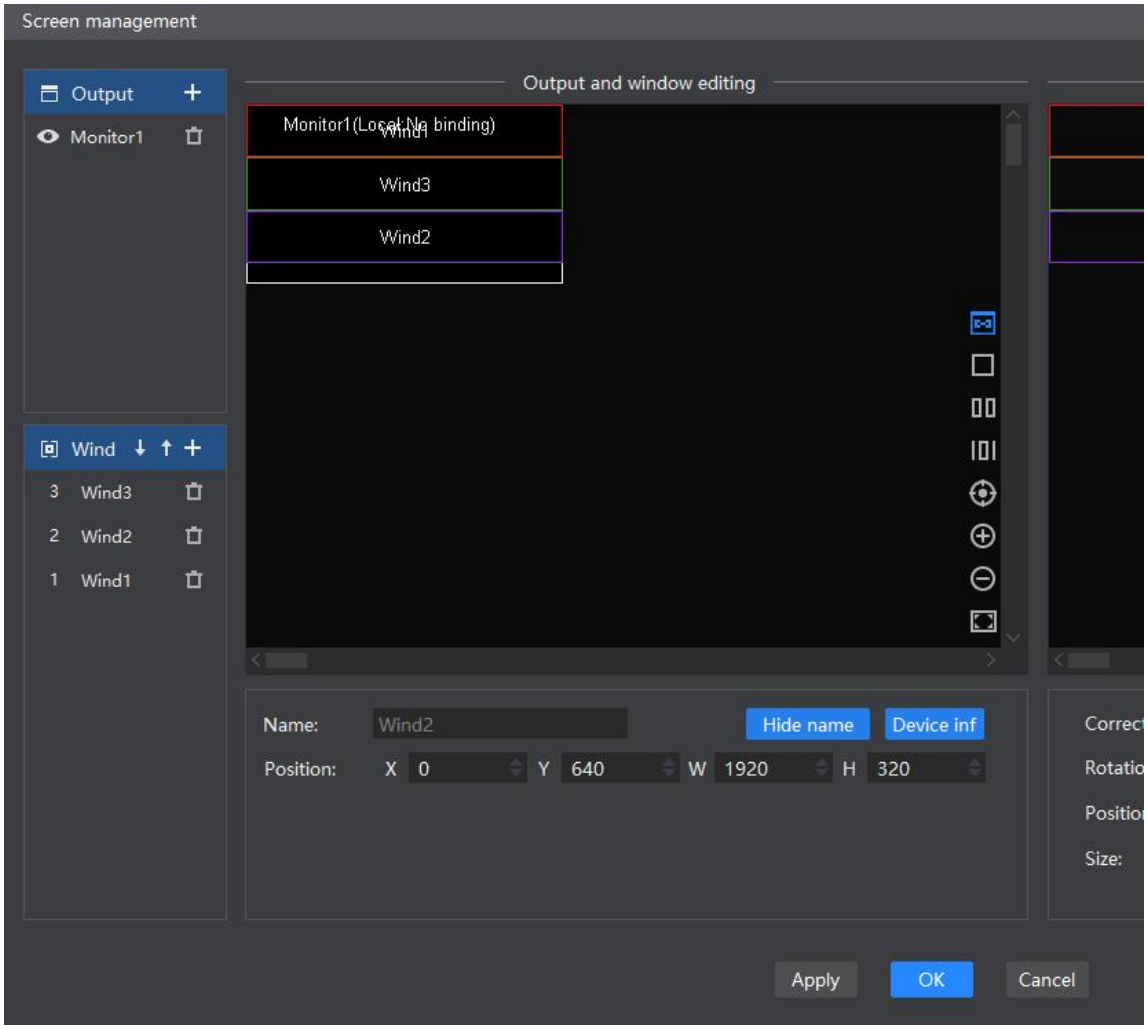
4.37.2Scenario

576032019201080On-site screen resolution is 5760 320, on-site computer output 1920 1080 resolution, how to set everything

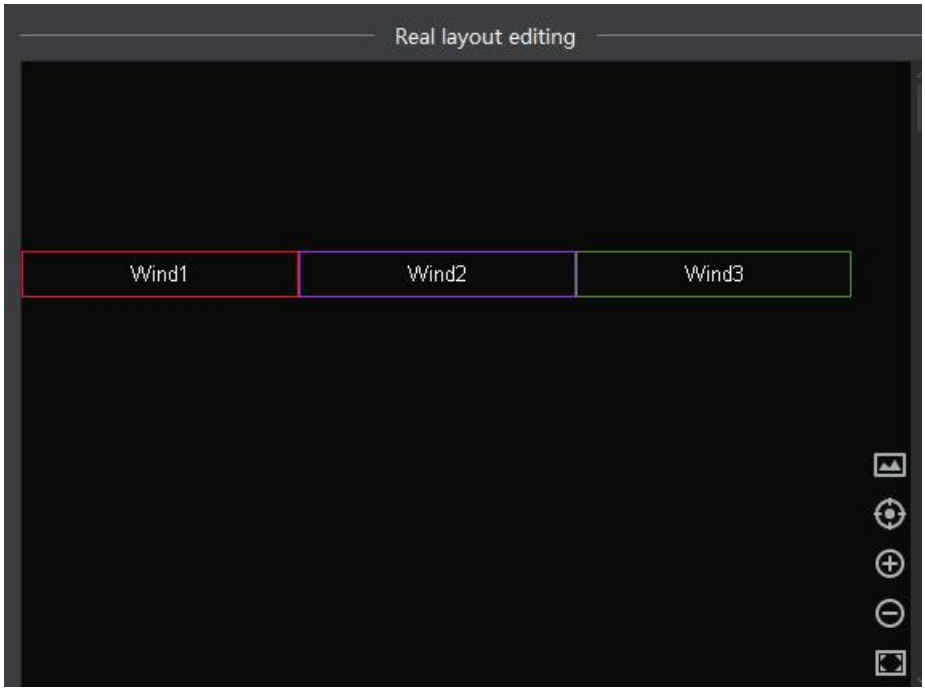
4.37.3Instructions

1. By clicking

to enter screen management
2. Choose the detected 1920*1080 display
3. In the Display port and screen mapping relationship editing ,create three screens ,which are 1920*320 and put them vertically



4. In "Screen Actual Layout Editing", place the three screens horizontally and stitch them into a size of 5760*320. Click OK to complete the setting.



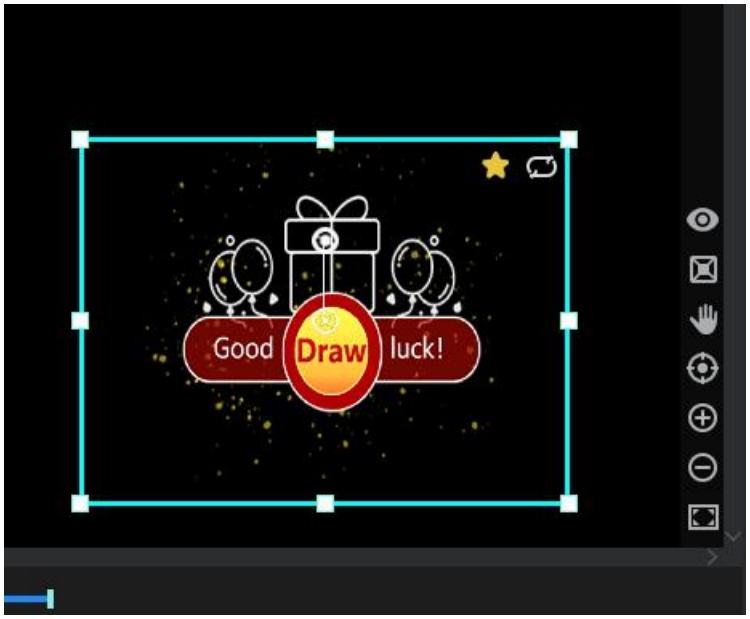
3.37Size of canvas and change its position

4. 38. 1Introduction

Complex abnormal display scene,it will be many screens, and the canvas cannot be displayed completely at this time, we can view all screens by setting the canvas size and its position

4. 38. 2Instructions

1. There are three places that allow you to set the canvas



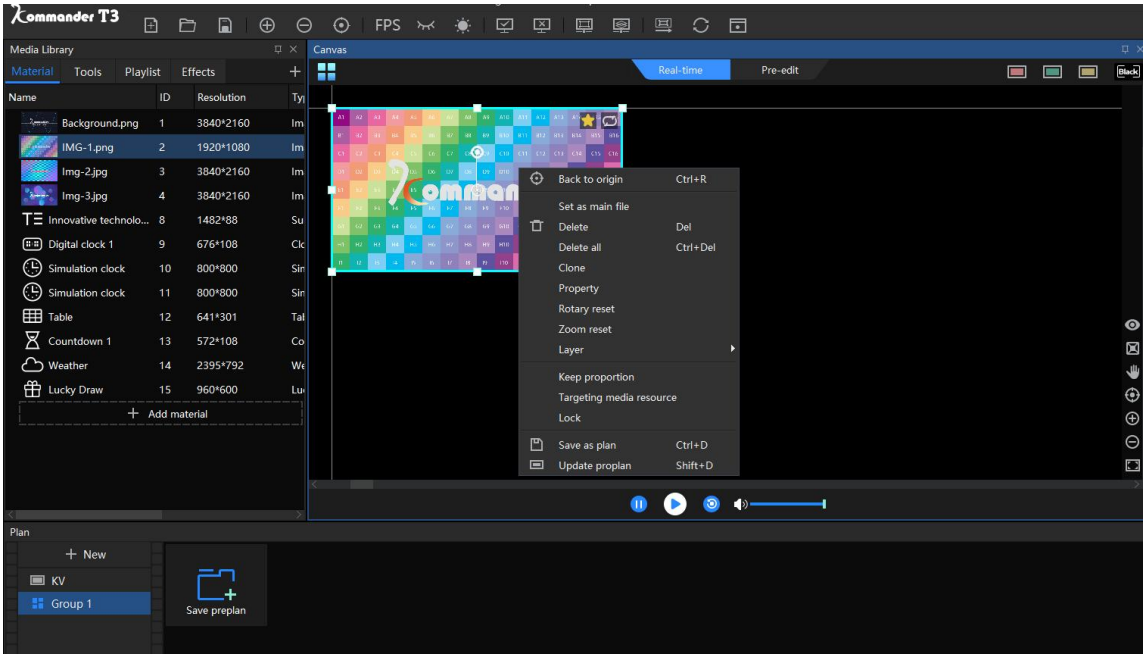
2. Through these three buttons,you can change the size,scale,position of the canvas

3.38Materials on canvas

4. 39. 1Introduction

Right-click the material on the canvas, you can quickly make some settings for the material, the following are the setting types

4. 39. 2



1. Back of origin of canvas: the origin of canvas is set (0,0) by coordinate,when the user cannot find where they are ,it will take you the origin of canvas by clicking Ctrl +R
2. Set as main file: to have a bigger playback bar for easier correction
3. Delete: Delete the chosen file
4. Delete all: delete all the materials on canvas, other than the locked ones
5. Clone: The cloned picture is fully synchronized. If you justify one of the progress, the other is adjusted. Non-cloned pictures always have millisecond-level playback differences, which are optional when users want full synchronization.
6. Property: to view file's info
7. Reset rotation: picture after spun, click this button to reverse the rotation
8. Reset zoom: by clicking this button to set all back to its original size
9. Layers: There are layer priorities, you can change priority through this button
10. Mute: check to disable the audio output of the material. Only one audio output is allowed for all the materials on the canvas. The default is the first audio material added. If you uncheck it, the previous output audio material is automatically disabled.
11. Keep proportion: When the ratio of the material and the screen is different, the maintaining ratio will be output according to the original ratio of the material.
12. Locate media resource: locate media resource in the media lib

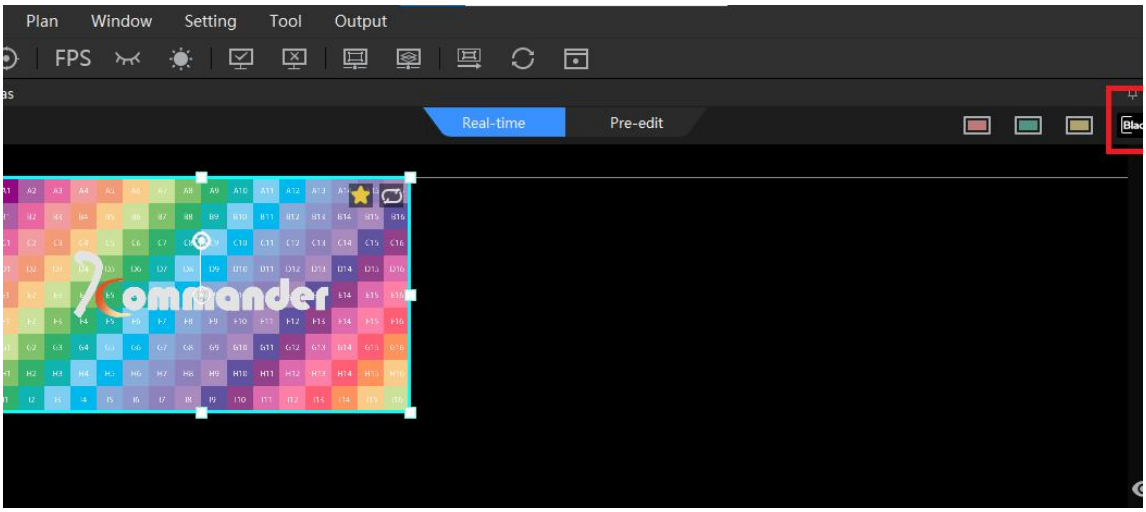
13. Save as a preplan: Add the current canvas resources to the play plan for quick access at the next or official performance.

14. Lock: Lock the current material so that its size and position cannot be changed, double-clicking the material cannot be replaced

3.39Blank screen

4. 40. 1Introduction

The software supports the black screen function, which can be called with one button when the event needs it, the fade-in and fade-out effect is provided when the screen is black, and various status settings are provided when the screen is black. Here are more settings for the black screen



4. 40. 2More options【Come across maloperation】

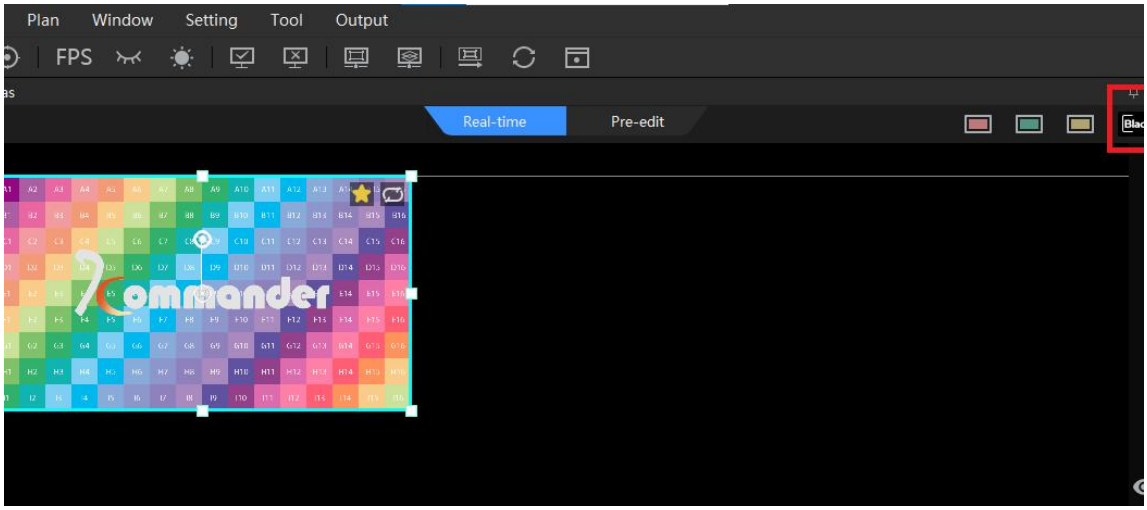
1. Forbidden from editing. If you select the black screen, there is no picture on the canvas or output.
2. Forbidden from editing. If you CHECK black screen, there is no screen output but the canvas has a screen and can be changed.
3. If Mute is on then No audio either
4. Mute is unchecked when the screen is blank in the system settings. If you select black screen, there is no output on the screen but audio is output
5. When entering the black screen, the playback of the screen content will

be automatically paused by default, and when exiting the black screen, the playback will resume automatically. When the screen is blank, users can manually control the playback status by themselves.

6. When the screen is black, "call plan to real time" or execute "pre-programmed to output" function will automatically exit the black screen.

4.40.3Setting method

1. Black :Click the "Black" button in the upper right corner of the canvas to realize a black screen operation



a

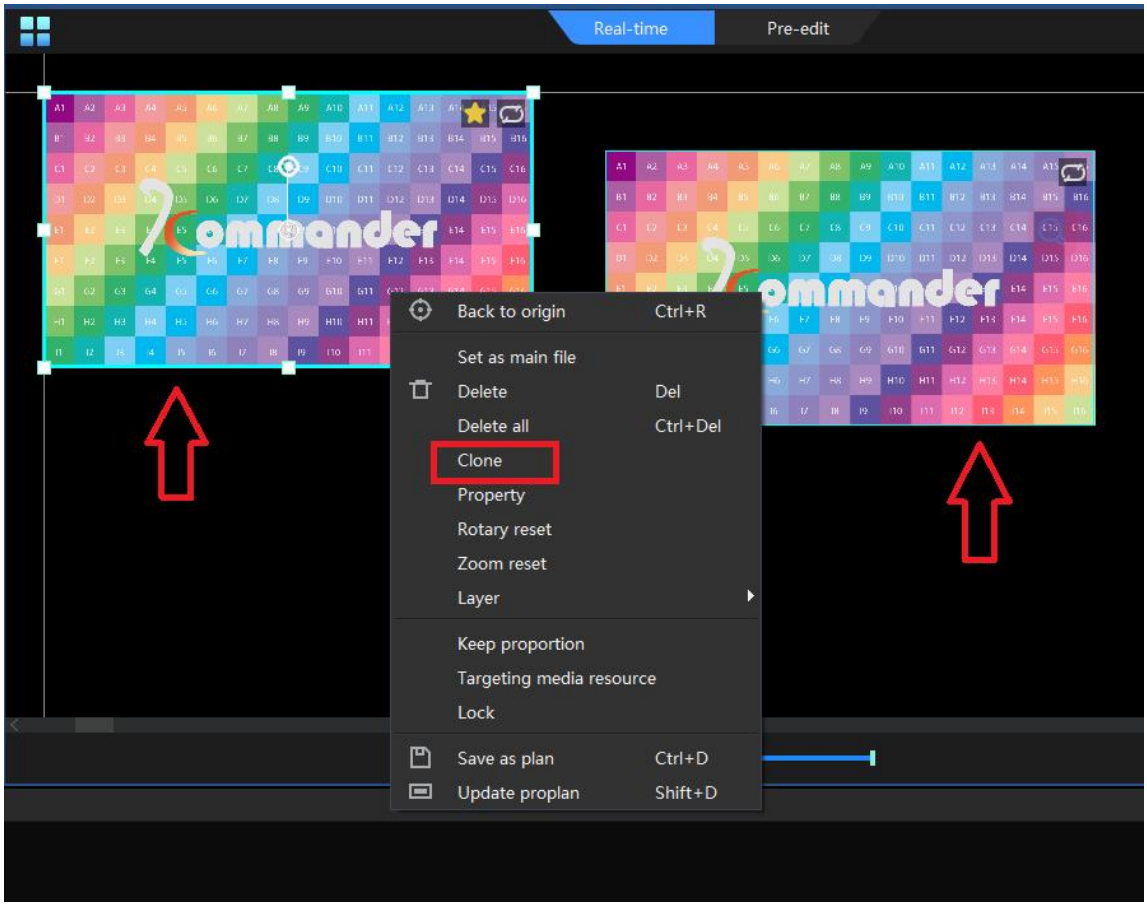
3.40Clone

5.41.1Introduction

Cloned layers will show identically as the one he cloned from, with that being said, they play Synchronously

4.41.2Setting method

1. Right-click the material on the canvas and click clone
2. Clone the Qty. as required and set the size and location of the cloned material



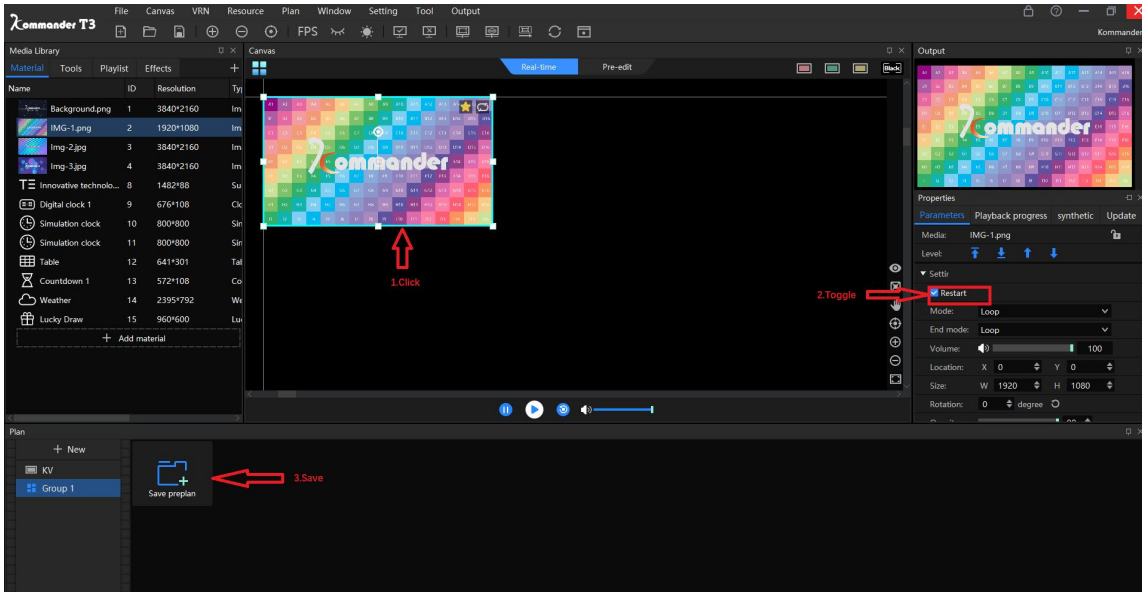
3.41Rewind option when switching

4. 42. 1Introduction

Play from the beginning when switching means that every time the plan is called, the material should be played from the beginning. If it is required to switch the plan, the material continues to play according to the progress of the previous plan, you can uncheck that

4. 42. 2Instructions

1. First of all, there is a common material in multiple plans
2. Select the layer to be set on the canvas, and uncheck "play from the beginning when switching" in the parameter setting
3. Update or save plan
4. Every plan repeat upper step

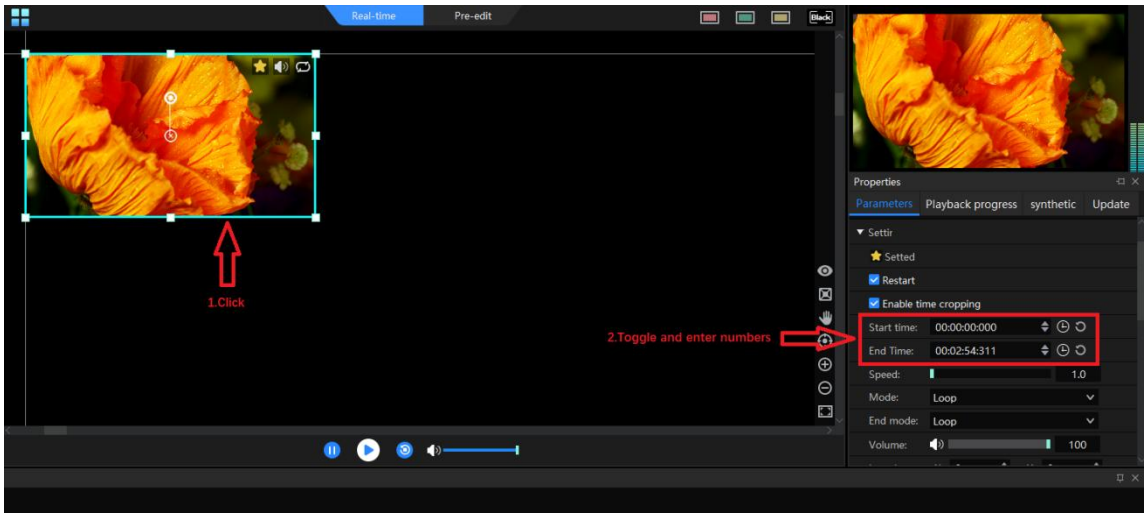


4.43.1Instruction

It supports time clipping of audio / video materials, i.e. the materials from the interception start time to the end time are output objects.

4.43.2 Instructions

1. Select the layer to be set in the canvas
2. Check "enable time cropping" in parameter settings
3. Set the start and end time and complete the setting



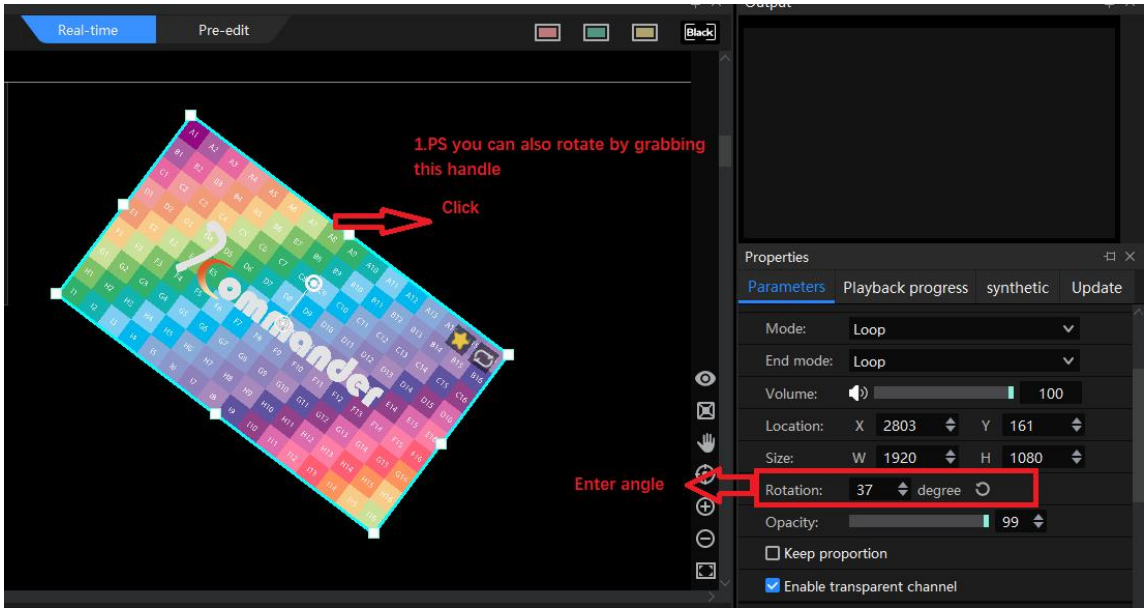
3.42Layer rotation

4. 44. 1Introduction

360Layer rotation can provide a convenient way to realize special-shaped display, and rotation angle can be set according to demand, supporting 360 degree rotation

4. 44. 2Instructions

1. Choose the layer
2. Adjust rotation angle in parameter setting to complete full transmission



3.43Keep image ratio

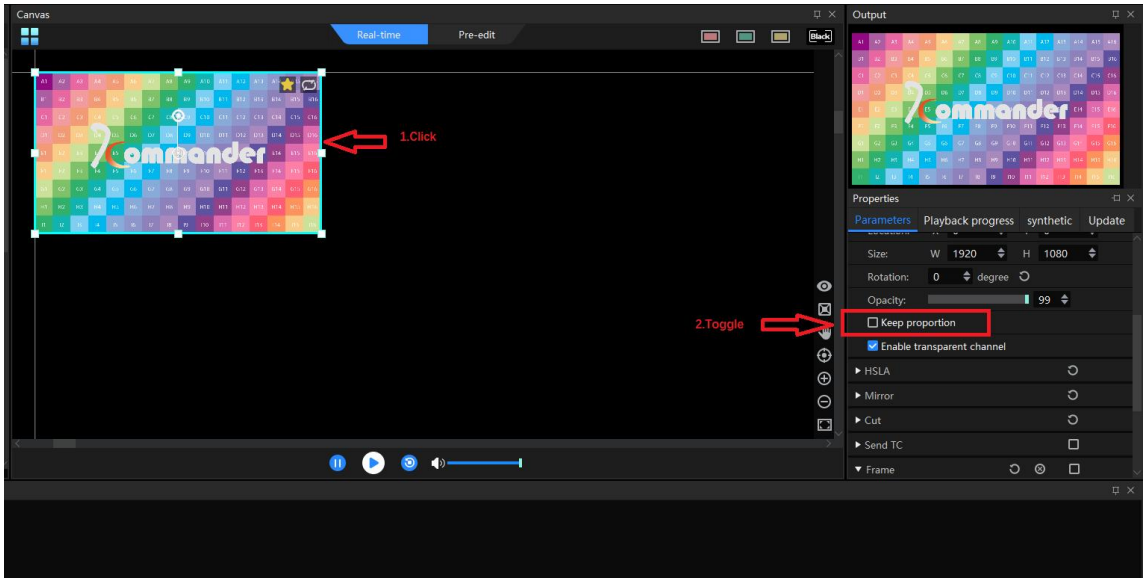
5. 45. 1Introduction

When the material proportion is inconsistent with the output, the large screen will be deformed. In order to maintain the deformation, we can check maintain proportion to solve the problem

44. 45. 2Instructions

1. Choose the layer

2. Check keep proportion in the Parameters



3.44Alpha Channel

4. 46. 1Instructions

When enabled, video or image with alpha channel can be overlaid on other materials to set off the display atmosphere. Enabled by default

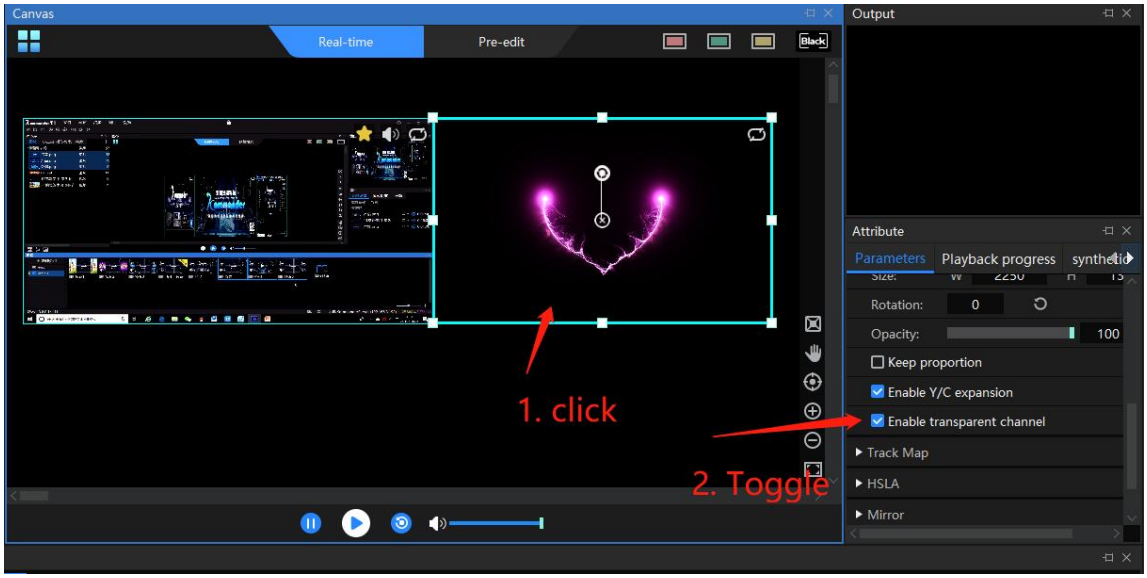
4. 46. 2Instructions

1.Confirm that "enable transparent channel" is checked in the parameter setting

2.Select the masked material in the media library and drag it to the canvas screen

3.Select the mask material in the media library and drag it to the empty position of the canvas (do not directly cover the masked material)

4.Drag the mask material to the masked material to complete the setting



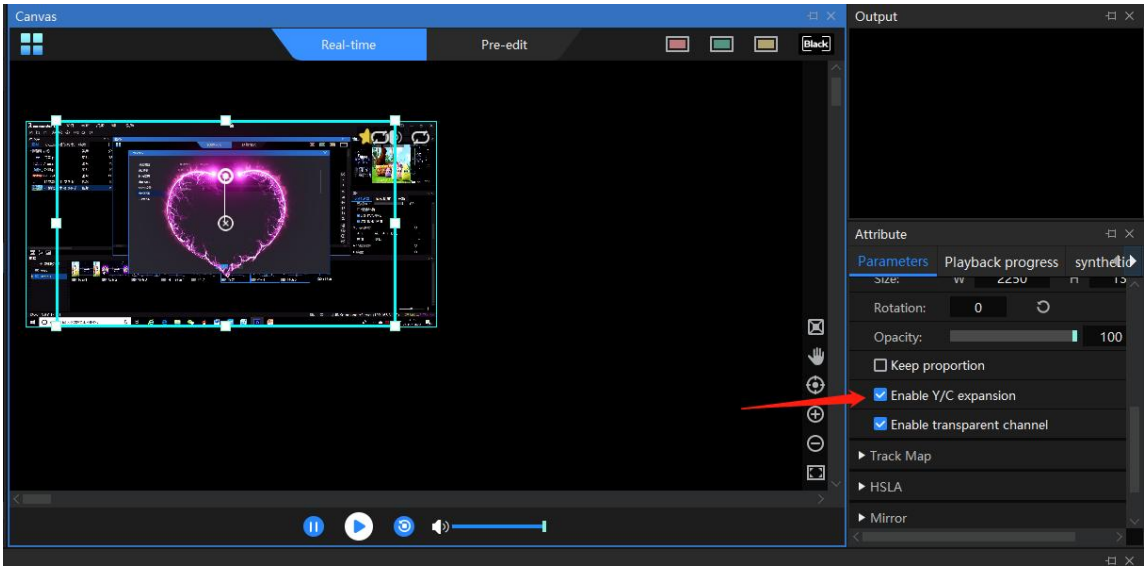
3.45Activate Y/C stretch

5.47.1Introduction

Fine tune video and picture gray scale

4.47.2Setting method

1. If the user finds that the screen is a little bit gray and this item is not enabled, then enable it.
2. If the user finds that the screen is a little bit black and this item has been enabled, then disable it.



3.46Cut

4. 48. 1Instructions

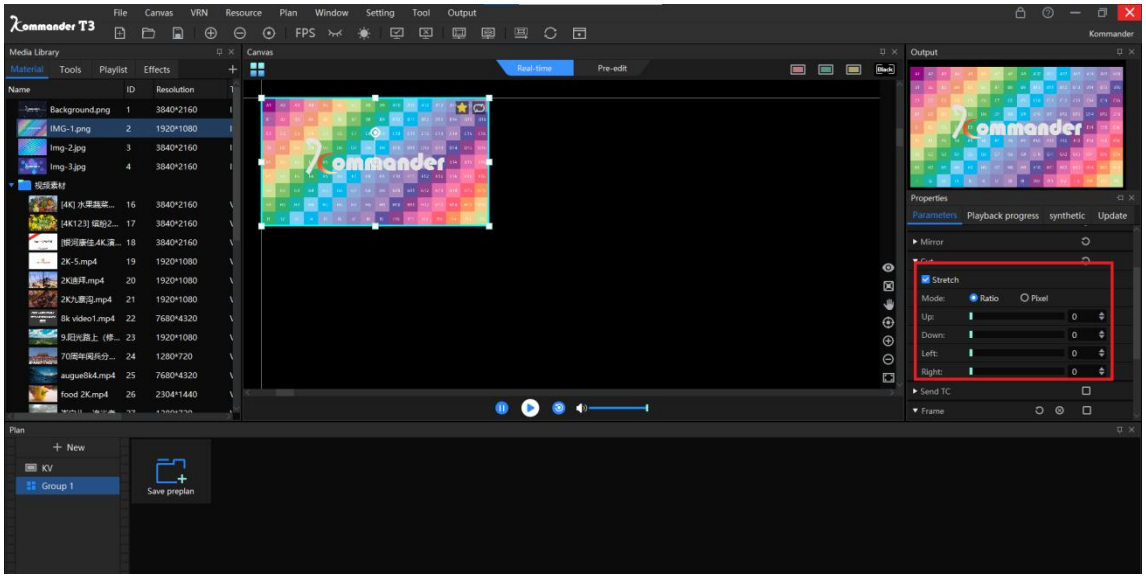
The cut function can intercept a part of the material for display according to requirements. Currently, it supports two cut modes: stretch and no stretch:

1. When stretch is checked, the cropped material will be enlarged and displayed on the whole window.

2.When stretch is not checked, the cropped part will not be output, and the uncut part will be displayed normally with the same scale and position.

4. 48. 2Intructions

1. Select the layer you want to change
2. Find the cut function in the parameter settings, check the stretch or not stretch boxes
3. Select the by scale or by pixel
4. Set the value according to the requirements and complete the setting



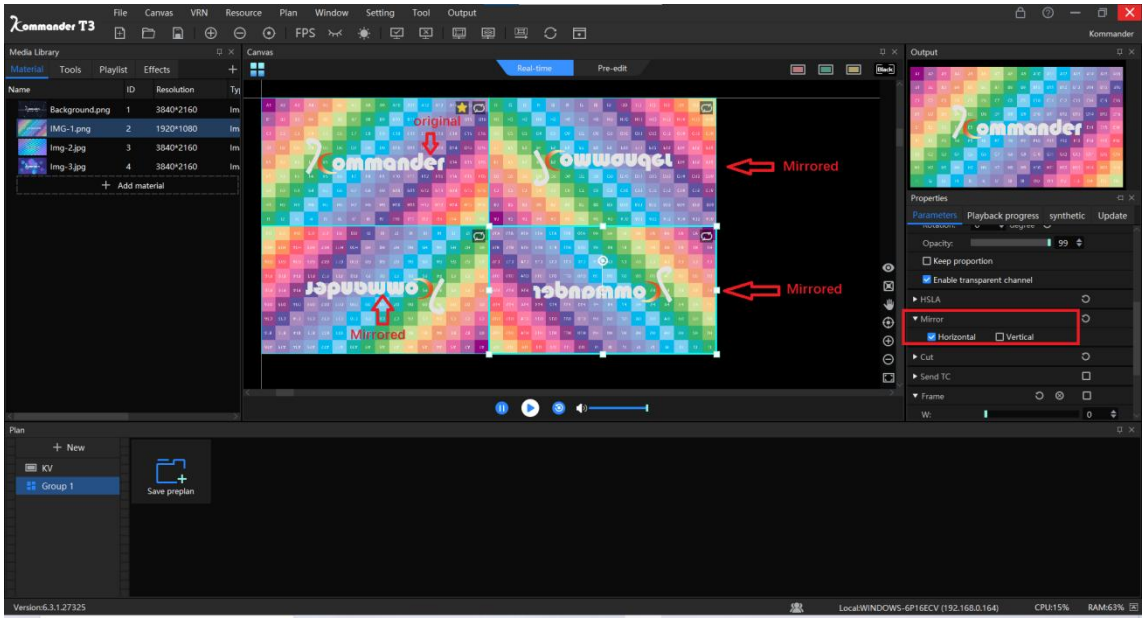
3.47Mirror image

5. 49. 1Introduction

Support horizontal and vertical mirror selection to achieve multiple different display effects

4. 49. 2Instructions

1. Select the layer you want to set
2. Find the mirror function in the parameter settings
3. Select horizontal or vertical mirror effect



3.48HSLA

5. 50. 1Introductions

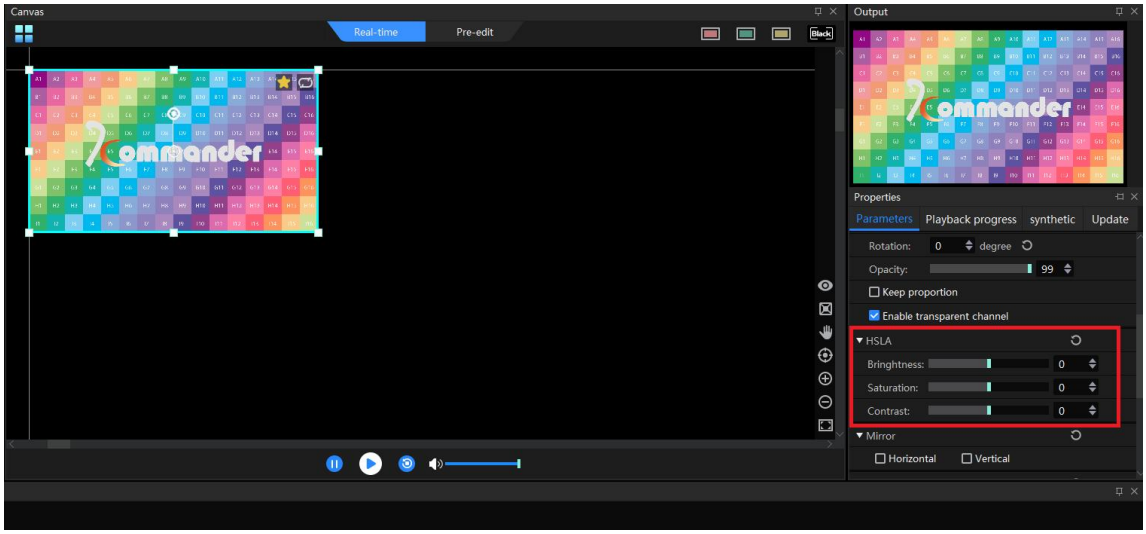
Support brightness, saturation, contrast adjustment, and achieve color requirements through settings

4. 50. 2Setting method

1.Select the layer you want to set

2.Find the chromaticity adjustment function in the parameter settings

3.Adjust each value according to demand



3.49Frame

5. 51. 1Introduction

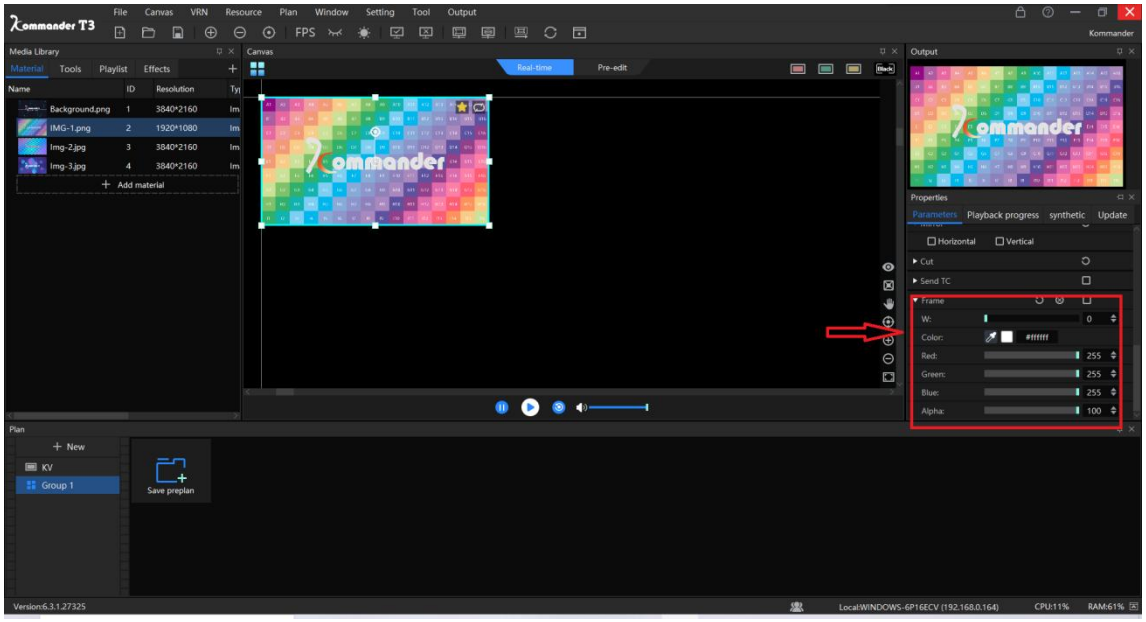
Add colorful borders around the material to achieve different effects. The border supports custom color and width.

4. 51. 2Instructions

1.Select the layer you want to set

2.Find the frame function in the parameter settings and check it

3.Set parameters such as color and width according to requirements



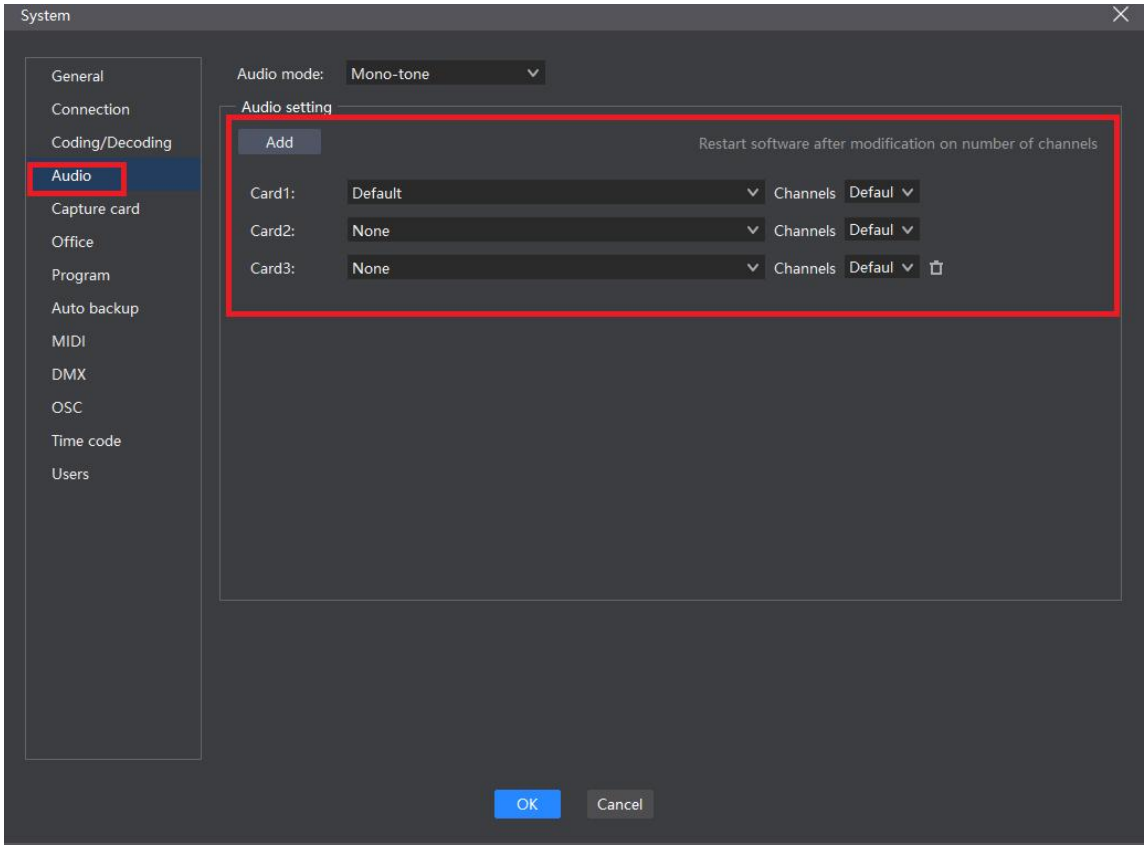
3.50Audio channel map

4. 52. 1Introduction

With the hardware support (adding a sound card), the channel mapping can output the audio of multiple videos that are played to different power amplifiers separately to achieve independent output of multi-video audio and audio. Currently the software supports the mapping selection of three sound cards

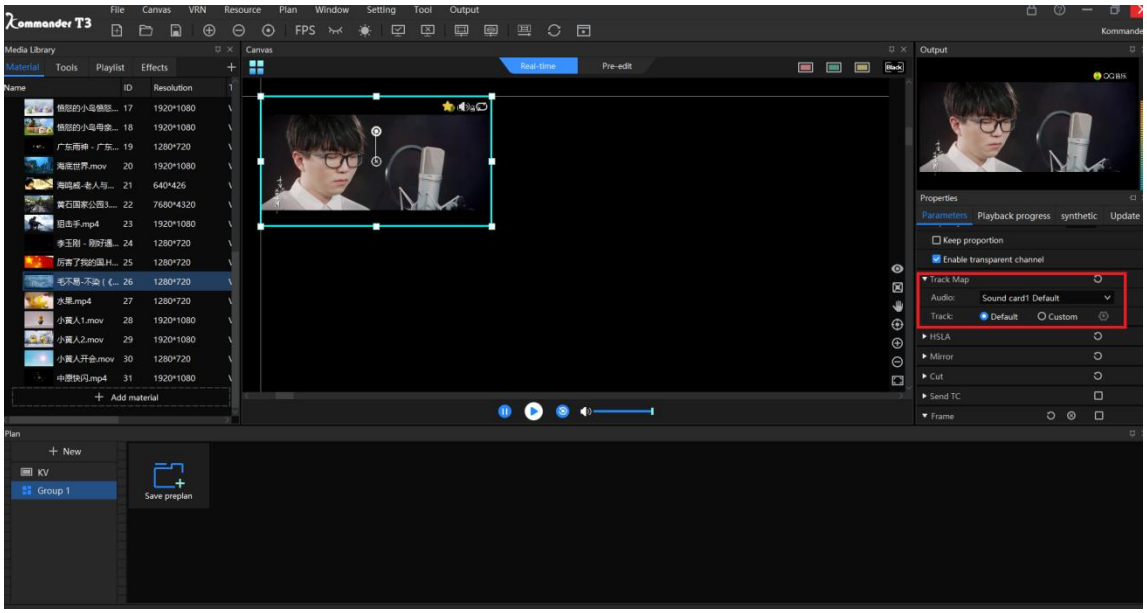
4. 52. 2Instructions

1. Settings-system-Audio
2. Set the audio mode to "Multi Audio", and then select the three sound cards one by one



3. Select the layer to be set on the canvas

4. Find the track map function in the parameter settings, select the sound card and channel



5. Each selected layer corresponds to a sound card, and the mapping of each layer is completed.

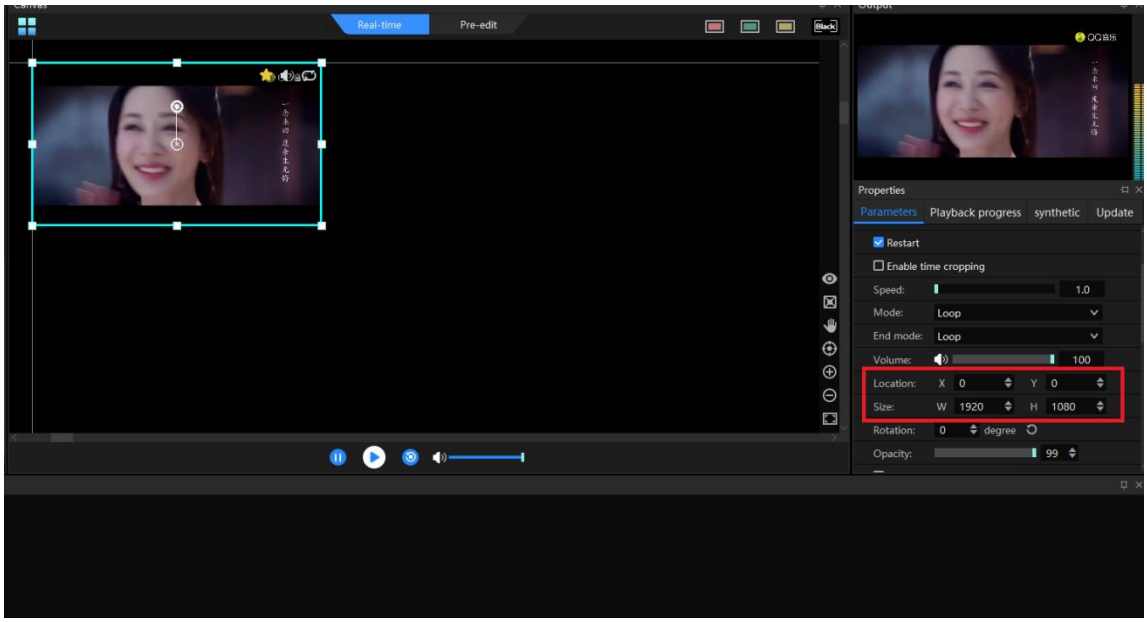
3.51Layer parameter settings

4. 53. 1Introduction

When the layer display position and size are not correct, you can change through Parameters

4. 53. 2Instructions

1. Select the layer to set
2. Find the position and size adjustment in the parameter settings
3. Adjust the value according to demand



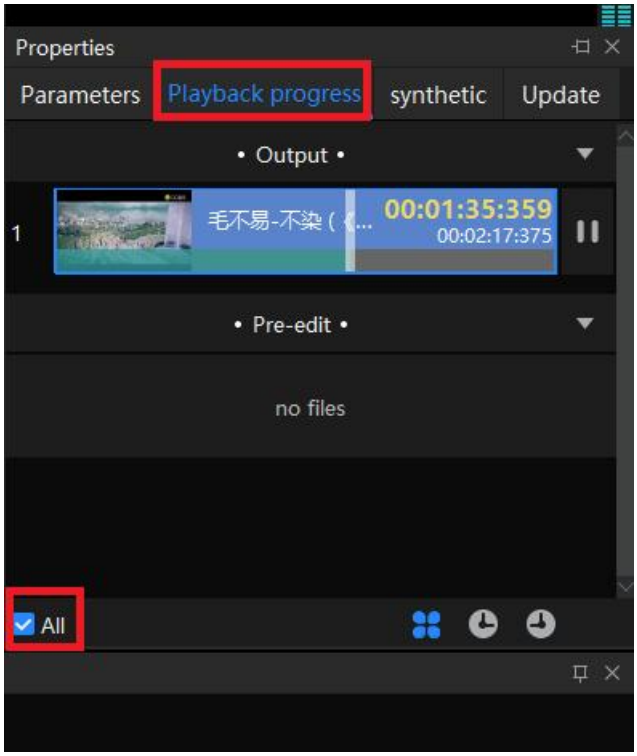
3.52Seek All

4. 54. 1Introduction

After enabling this function, drag a video progress, the program will automatically calculate the relative position of other videos in the same group, and adjust its progress, so that users can quickly understand the effect of the stage picture at different points in the program

4.54.2Instructions

1. Progress bar
2. Check ALL ,and then after dragging progress bar of one video and other video will be dragged at the same time



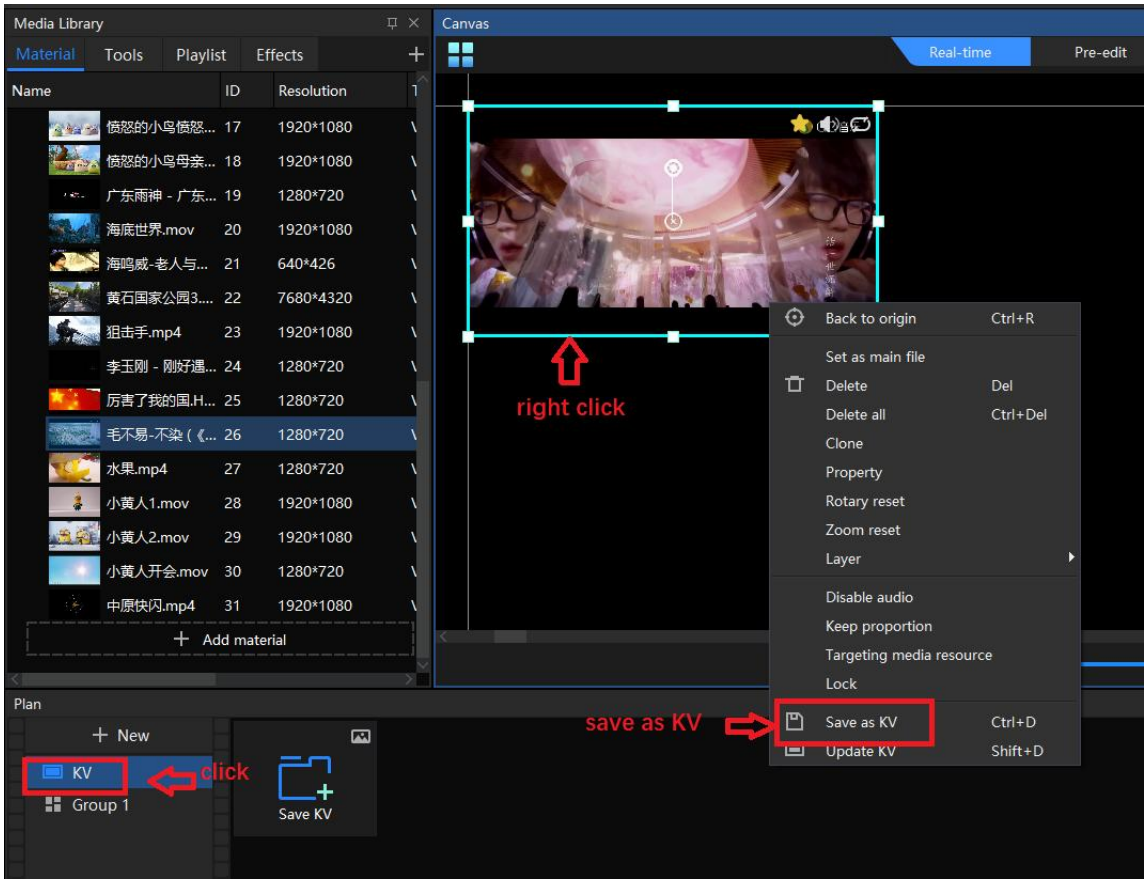
3.53KV

5.55.1Introduction

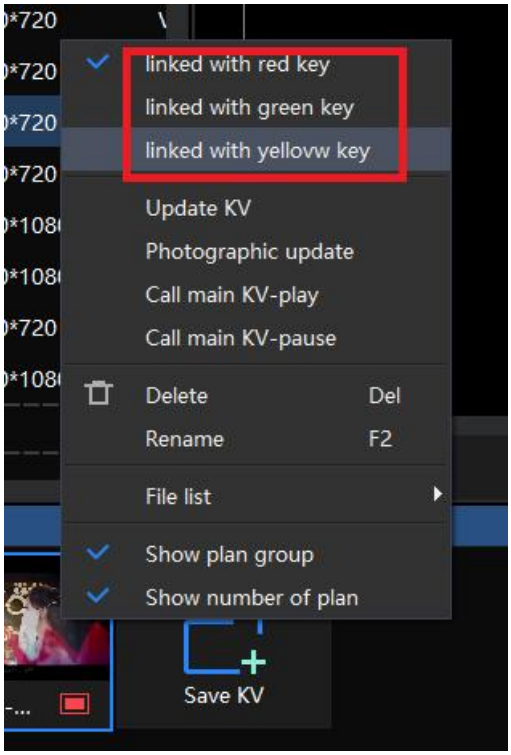
KV has an independent plan group. Each event will have several main background plans that are called frequently. We can save these plans in the main KV and set the corresponding shortcut keys to make a quick call

4.55.2Setting method

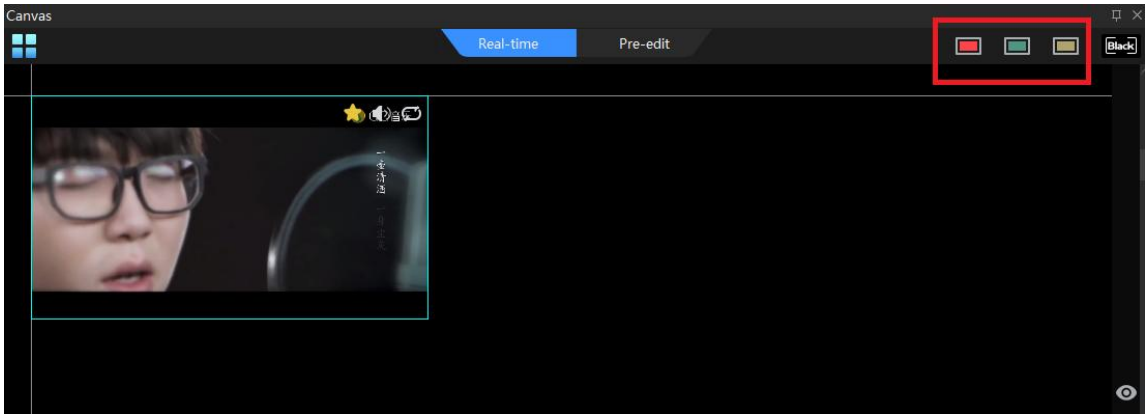
1. Add the main background to the canvas
2. KV Click plan section and click KV



3. KV Right-click the saved plan in the KV group and associate the shortcut call button



4. KV. In the upper right corner of the canvas, you can quickly call the three KVs: red, green and yellow buttons.



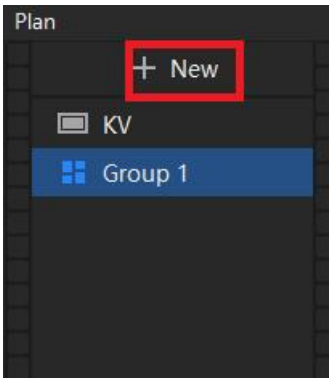
3.54Plan management

4. 56. 1Introduction

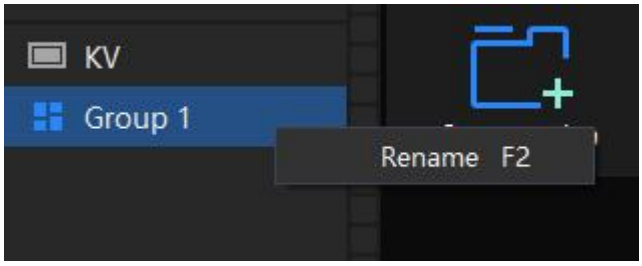
Support plan group management, you can create multiple groups according to the needs of the event, name of each group can be customized, more convenient to find and call

4. 56. 2Setting method

1. Click "New Group" in the plan column to add the corresponding number of groups



2. Right-click the plan group to rename or delete a group



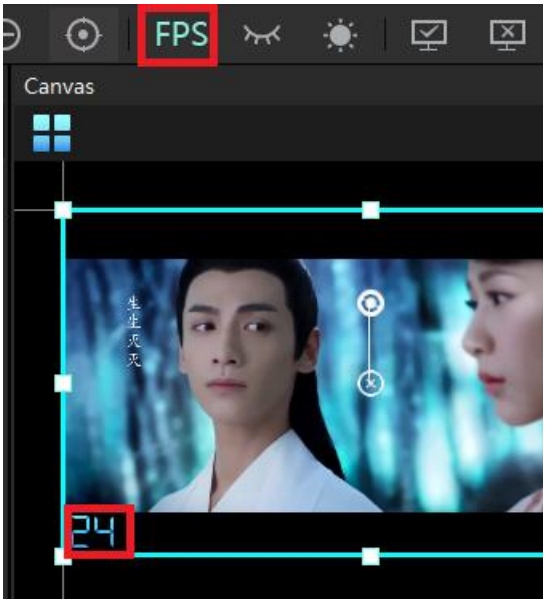
3.55FPS

4.57.1Introduction

FPS shows the Video playback fluency and also view frames drop

4.57.2

1. FPS Find the "FPS" icon in the software menu bar and open it (when the text is green, it is activated)
2. FPS20Check the FPS value in the lower left corner of the canvas layer. When the value reaches below 20, it will be shown in red.Under this circumstance , a stutter that can be seen by the naked eye



3.56Open/ close all display ports

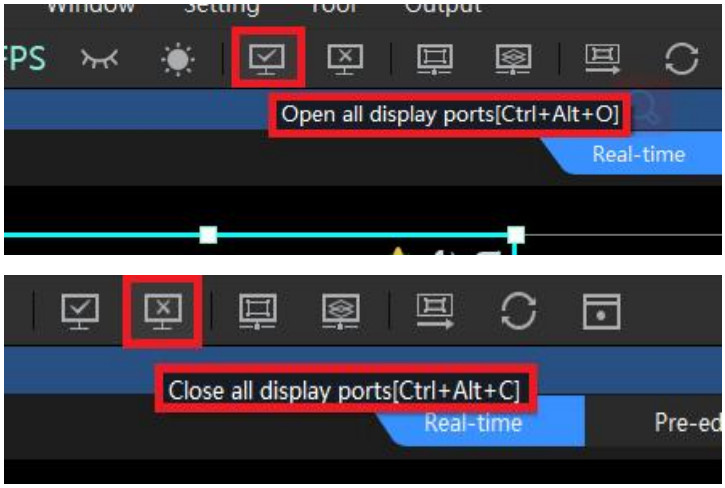
4.58.1Introduction

Open all the display ports, the large screen displays the software output normally;

close all the display ports, the large screen displays the extended desktop at this time, and the software output is not displayed

4.58.2Setting method

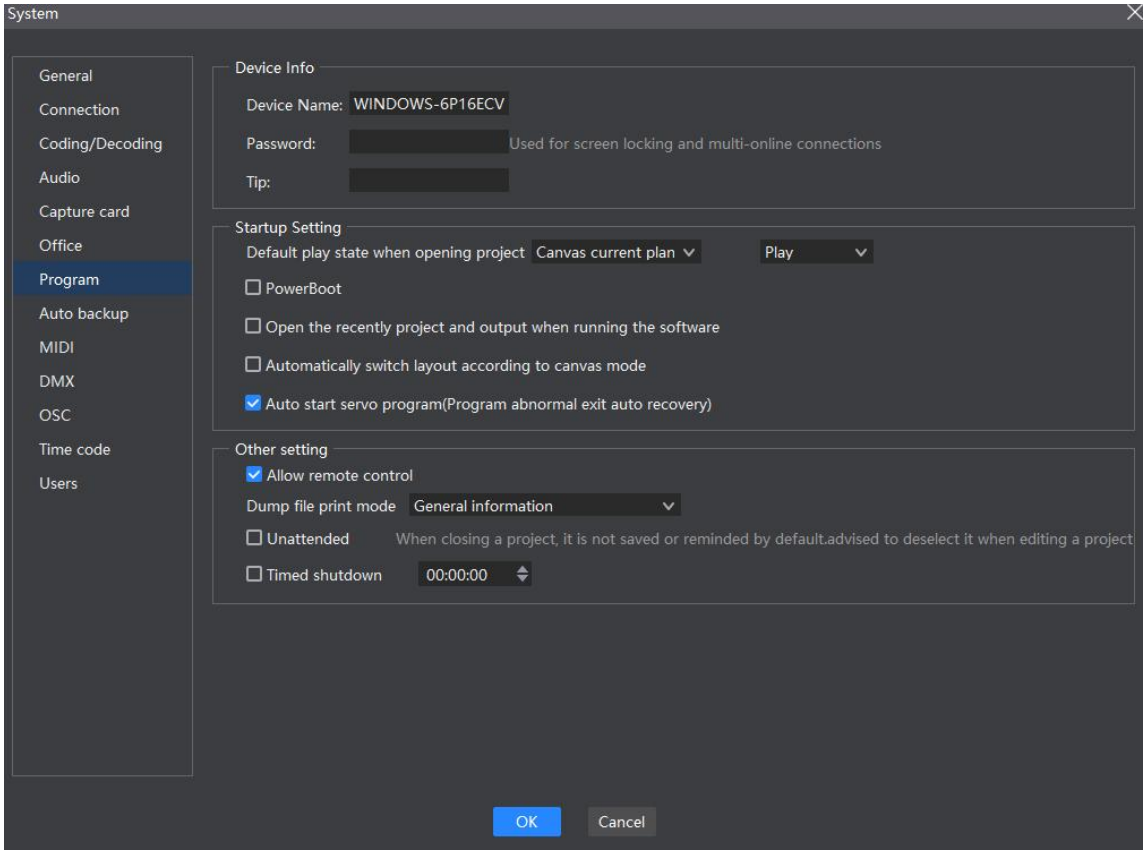
1. /Find open / close all display icons in the software menu bar
2. Click the corresponding icon to complete the setting as required



3.57 Start with Windows

4.59.1Introduction

Support the server to automatically launch the software and load the project when the server is powered on. The launched project is the one edited at the end of the last .



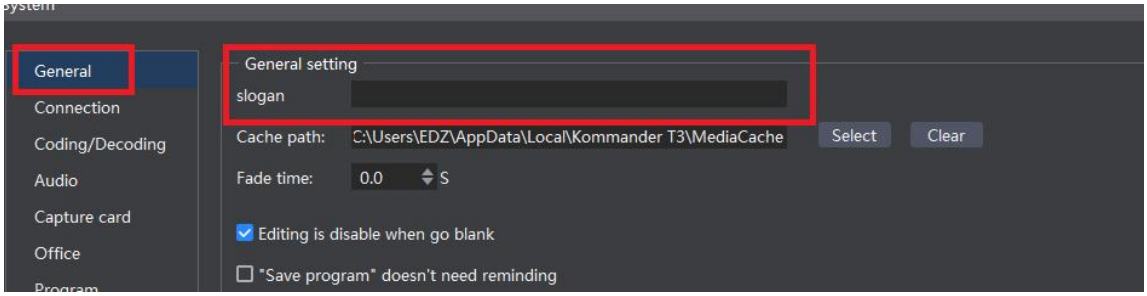
3.58Output slogan

4.60.1Introduction

When there is no output, the output banner can be displayed on the line type diagram (appears when no material is added in the new project).

4.60.2Setting method

1. Setting-System-regular
2. Enter slogan



3.59Save path

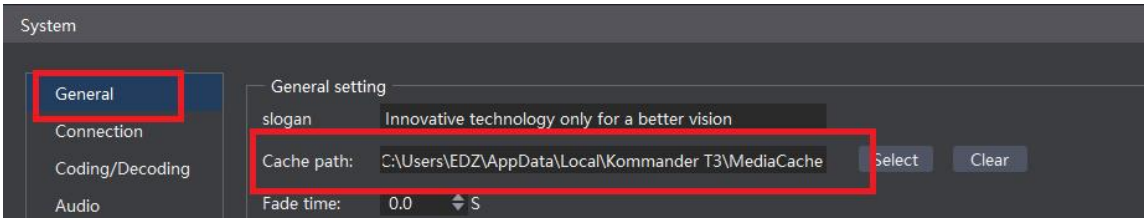
4.61.1Introduction

Software main and backup update path cache location, C disk is by default ,if the

//:C drive space is insufficient, you can change the location

4.61.2

1. Setting-general-Cach path
2. Set save path



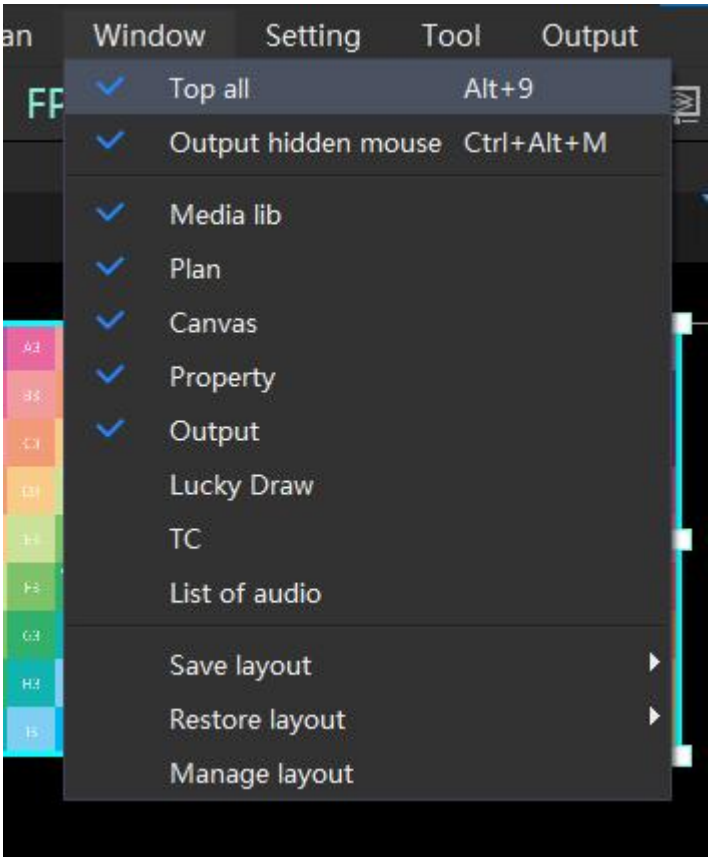
3.60Setting of output top all

4.62.1Introduction

The software output is set to the top.It is checked by default. Remove the check to make other content appear on the software output surface

4.62.2 Setting method

1. Windows-TOP all (ALT+9)
2. Check that by your demand



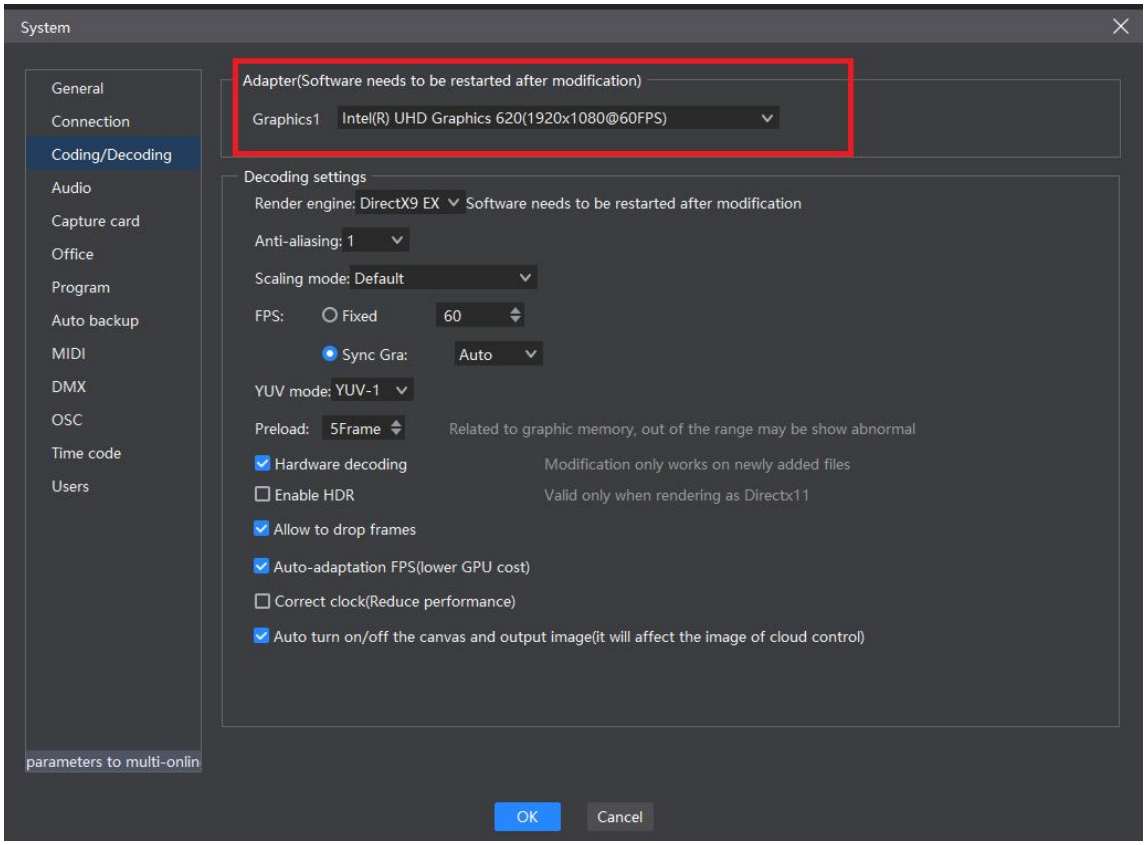
3.61Display adapter

4.63.1Introduction

Select the adapter used for software rendering. In order to play smoothly, you need to choose a discrete graphics card

4.63.2Instructions

1. Setting-Coding/decoding-Display adapter
2. Select independent graphics card (extension output needs to be connected to via the independent display port, or there will not your independent display)
3. The software needs to be restarted after modification to take effect.



3.62Activate hardware decoding

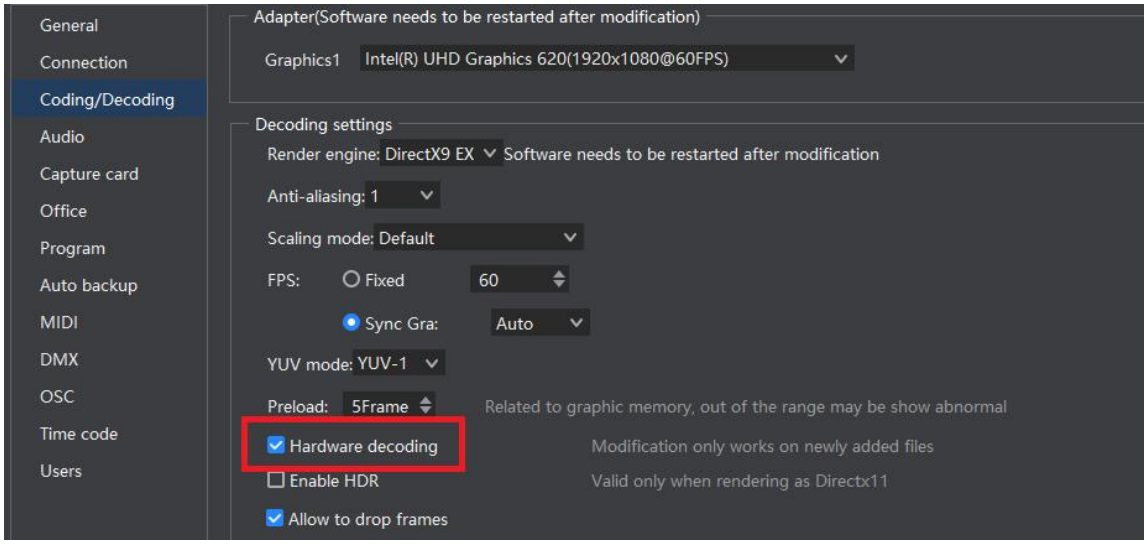
4.64.1Introduction

The software supports hardware decoding, lower the CPU usage, and makes the

server run more smoothly. This setting is selected by default; since not all videos support hard decoding, you can try to remove the check during playback freeze.)

4. 64. 2Instructions

1. Setting-system-coding/decoding-hardware
2. 2. Select according to your needs (checked by default)



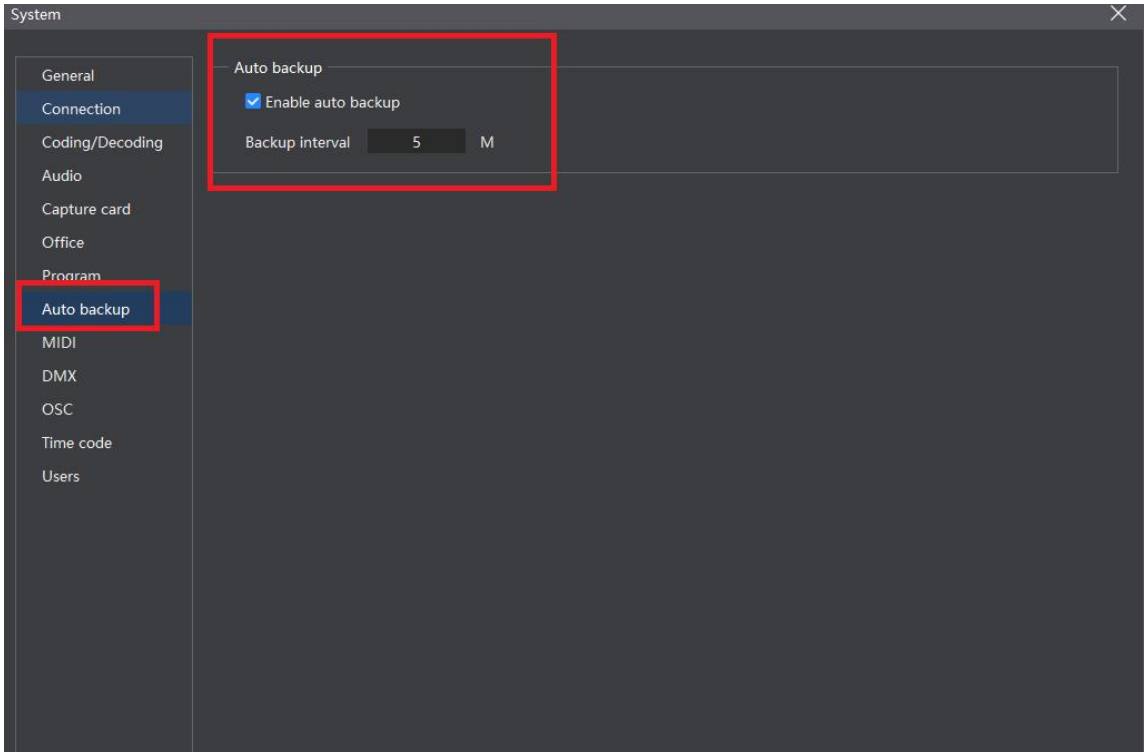
3.63Auto-backup

4. 65. 1Introduction

Automatic backup is enabled, and backup can be performed according to the time interval. When a power outage or other abnormal situation occurs during the project editing process, you can open the file in the backup path to continue editing.

4. 65. 2Instructions

1. Setting-system-auto-backup
2. Set backup path and backup interval according to requirements



3.64COM console

4. 66. 1Introduction

Q5Connect to Q5 through serial cable, and can call the plan of house arrest on Q5 to realize integrated control of software and hardware

4. 66. 2Instructions

1.The serial cable connects the computer to Q5 (USB to RS232)

2.Open Software Settings-System Settings-COM Settings

3.Select the corresponding serial port number at the video console

4.Q5 selects T0 for control

3.65COM splicer

5.67.1Instruction

Connected with Kystar video processor through serial cable, can call processor mode in software, realize software and hardware synchronous switch

4.67.2Instructions

1. Connect the computer to the video processor using a serial cable (USB to RS232)
2. Open Software Settings-System -COM Settings
3. Select the corresponding serial port number at the splicing control

1. -4. Open the software settings-device linkage, call the processor user mode

3.66Office PPT

4.68.1Introduction

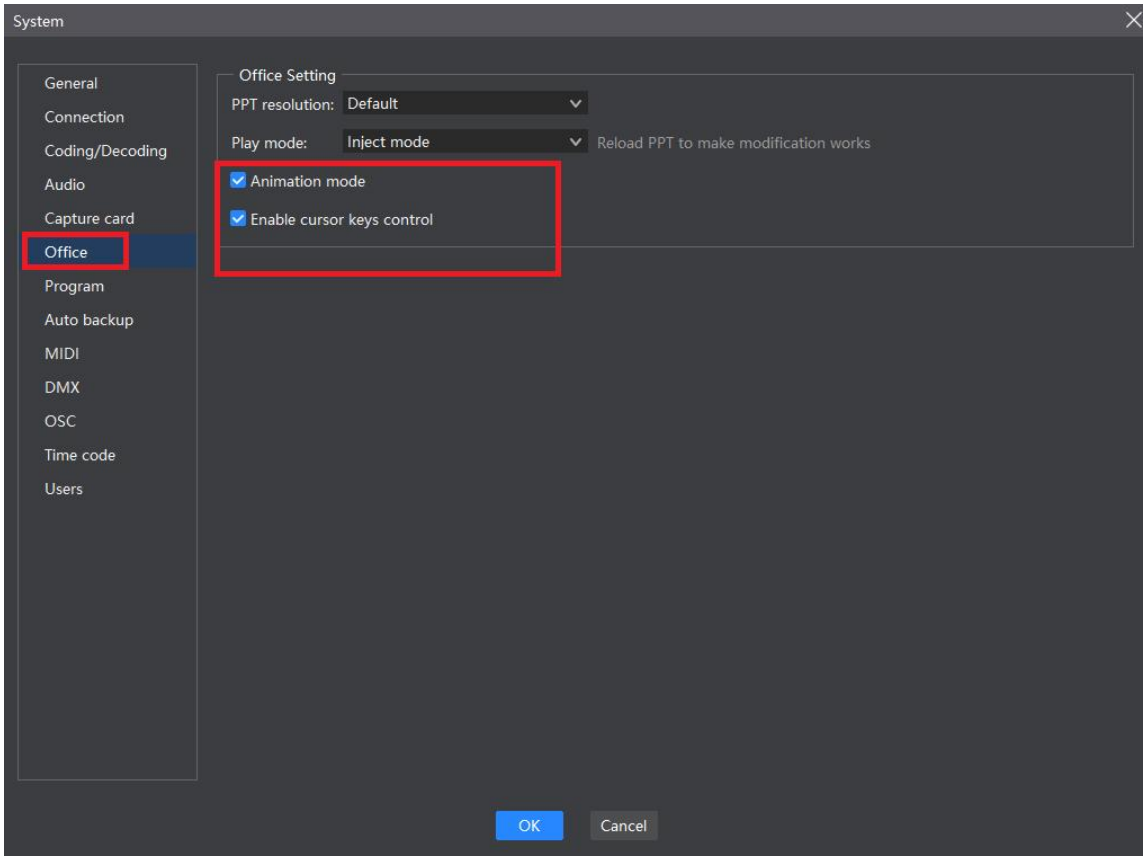
The software supports PPT special effects, video playback, keyboard, page turning pen and page turning. PPT resolution, PPT playback mode, loading mode and page turning button selection settings are provided here. When PPT playback is abnormal, you can try to solve it through office settings

4.68.2Instructions

1. Setting-System-Office
2. Select the resolution of PPT according to your needs
3. Select PPT animation mode (the default is injection mode, you can try to change the screenshot mode when the PPT is loading abnormally, and you need to reload the PPT after the modification takes effect)
4. By default, the animation mode is on. This setting is selected by default

and supports video playback in the PPT. When the PPT is abnormally loaded, you can try to remove the check and add it again.

5. Use the arrow keys to page through the office. This setting is not selected by default. You need to use the page up and page down buttons to turn the page. The page pen also needs to call the page up and page down buttons. Arrow keys to page office documents "



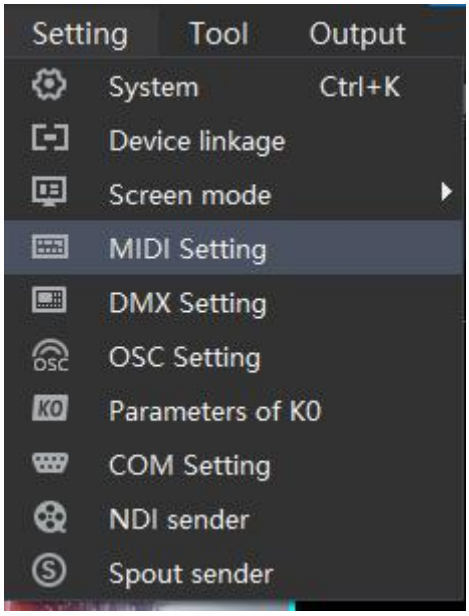
3.67MIDI

5.69.1Introduction

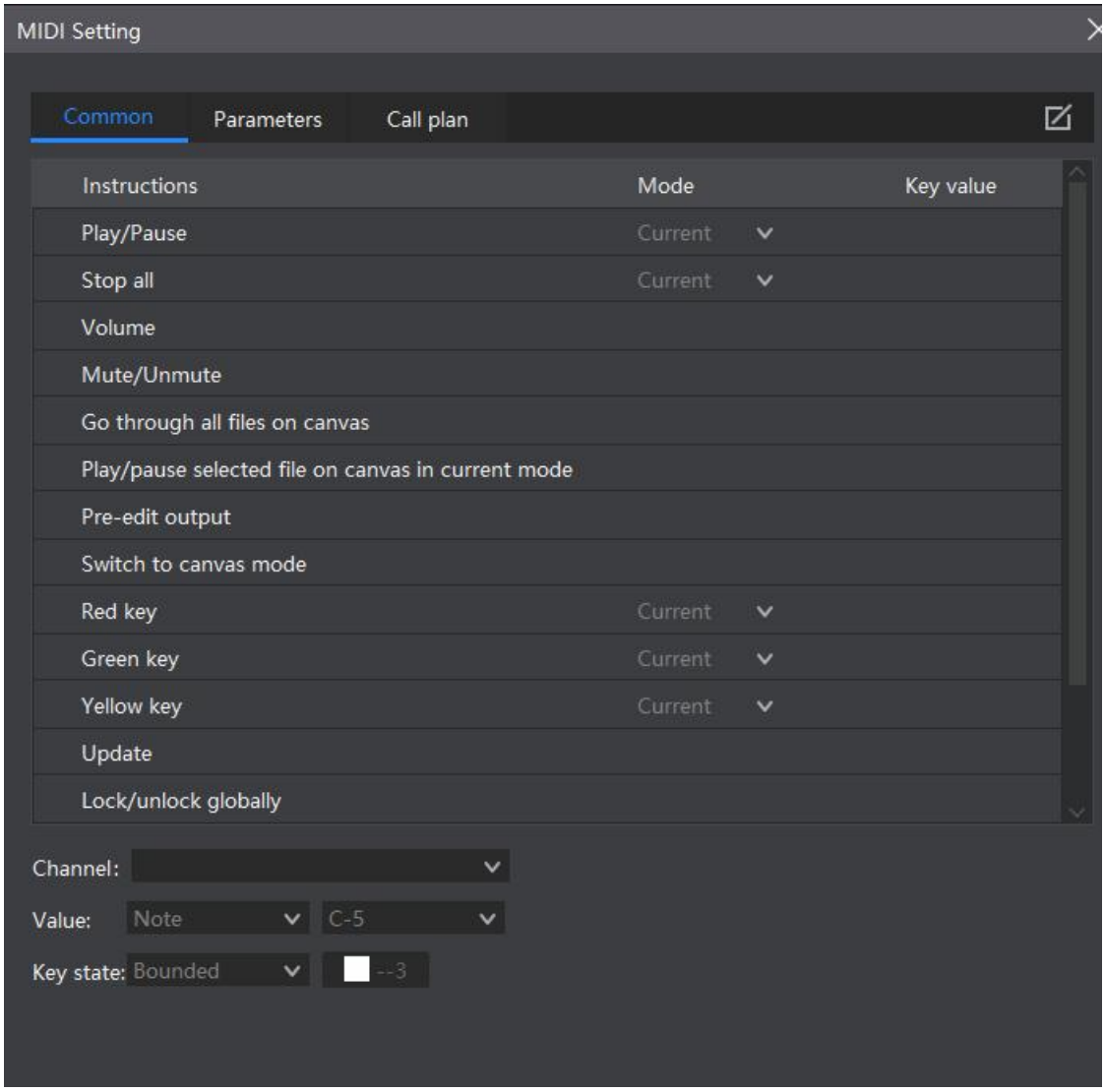
v4.2midi Since v4.2, some functions of the program support midi keyboard control

5.69.2Instructions

1. Setting-system-MIDI



2. Setting-MIDI edit, and set key values



3. In the list instructions are listed that support midi control, and the key values are the corresponding midi values.
4. Edit the trigger key value of the instruction after selecting it. After turning on the learning function, it supports learning the current key value from the midi keyboard to associate it with the instruction.
5. Toggle Commands with parameters support setting trigger mode (relative value, absolute value, toggle) and value range (consisting of maximum and minimum values)
6. In this version, the two-state instruction (such as mute / unmute) is triggered by pressing, and then pressing reverse again. Pressing trigger is not supported for the time being, and release the reverse.
7. After closing the window, you can use the midi keyboard to control the

software

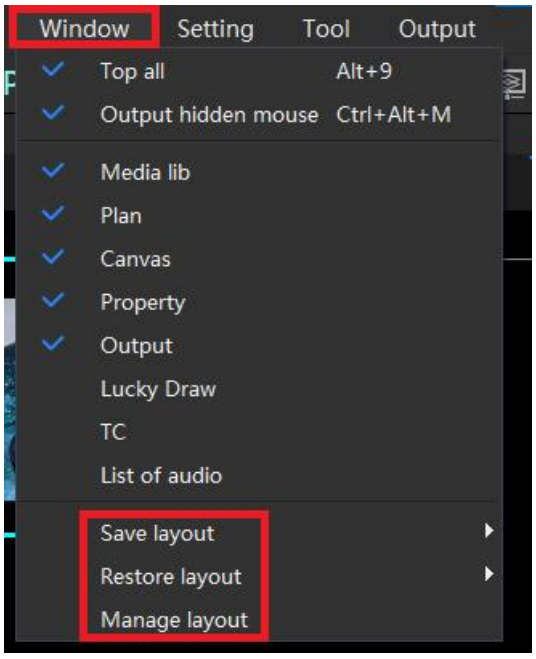
3.68Windows layout

4. 70. 1Introduction

The software supports custom layout of the window, and can save multiple layouts according to everyone's operating habits, and can directly call the layout when using

4. 70. 2Instructions

1. First set the layout according to your needs
2. Click on the software window, select Save layout, save new layout and rename



3. When used by other operators, you can revert to your own layout, select "Restore layout"
4. Choose your own layout and complete the switch
5. Manage the layout, you can rename, delete layout operations

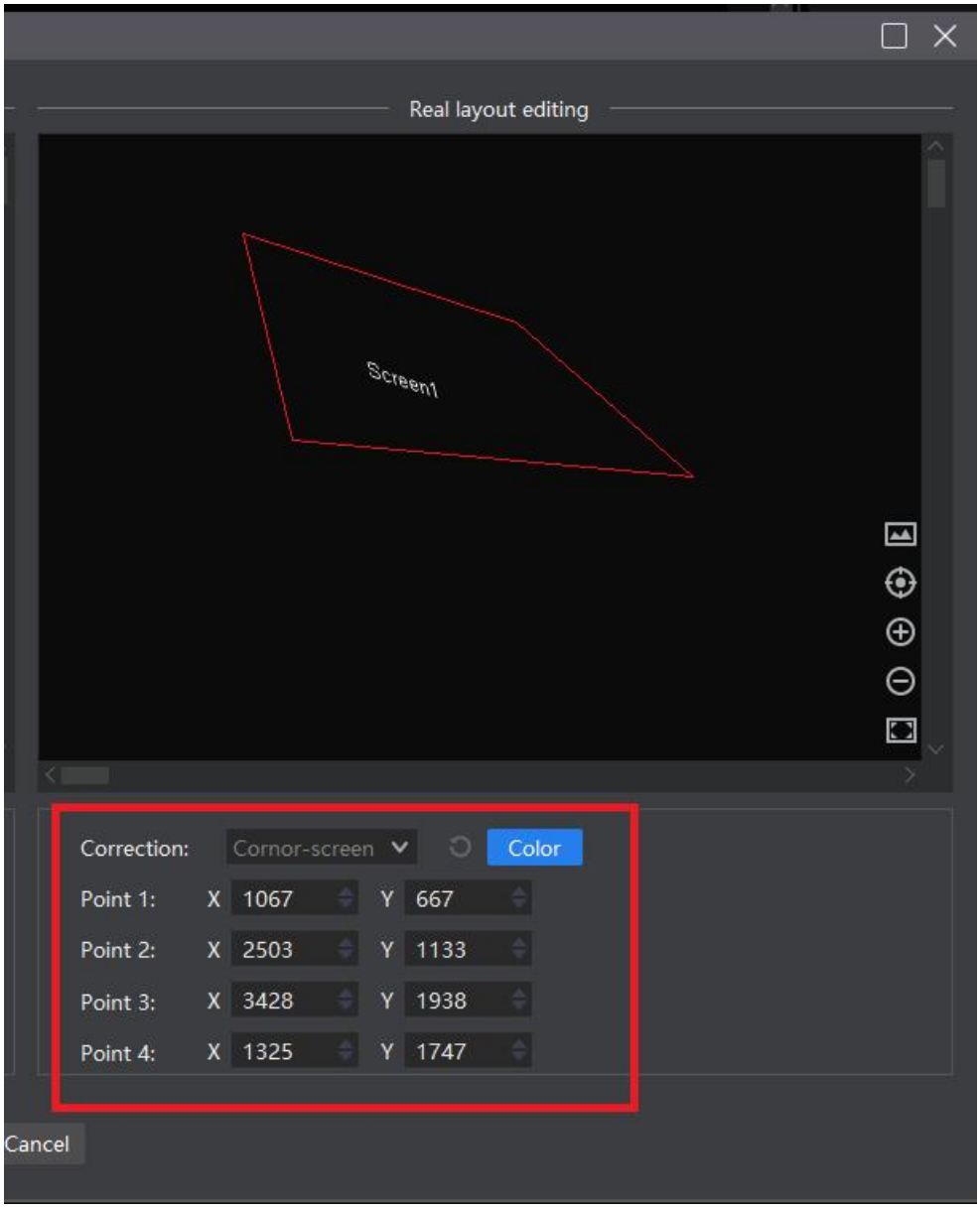
3.69Fixed screen edits

4.71.1Introduction

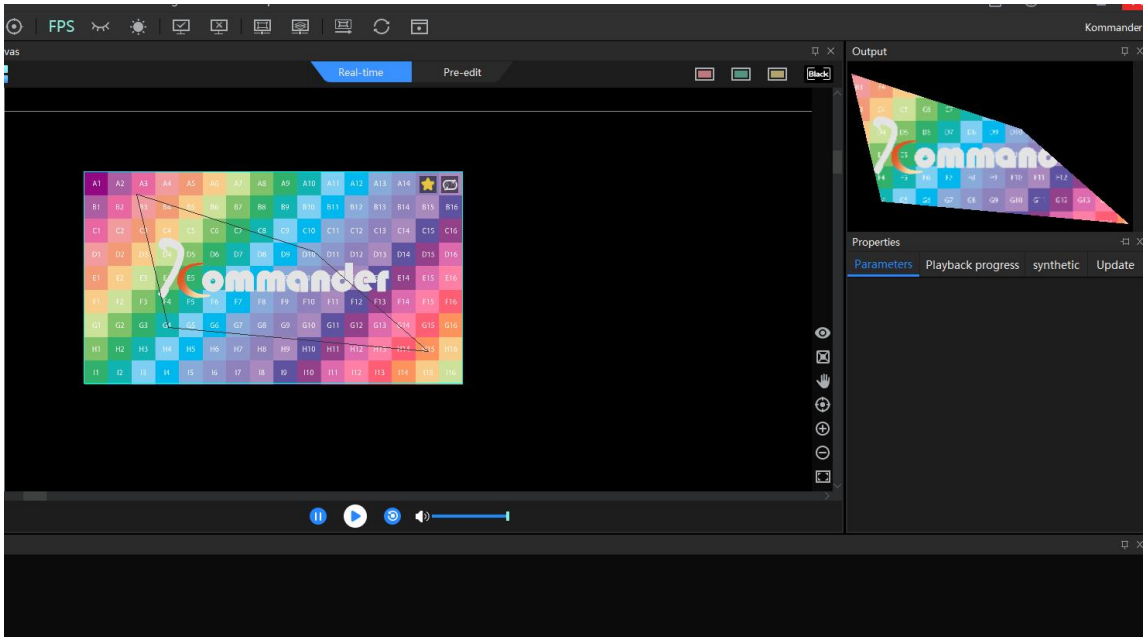
Fixed screen editing can set the screen to an irregular shape according to your needs to achieve regular display

4.71.2Instructions

1. Launch the software and click the canvas icon to enter the screen management
2. Select the screen to be set, under "Screen actual layout editing", check "Abnormal editing"
3. Set screen parameters according to requirements

4. 

4. After setting the parameters, click OK, you can see the deformation effect in the output window.



3.70Remote central control docking

4. 72. 1Introduction

Software supports serial port and network protocol central control docking for remote control

4. 72. 2Instructions

1. For central control docking, please contact us, we provide central control agreement

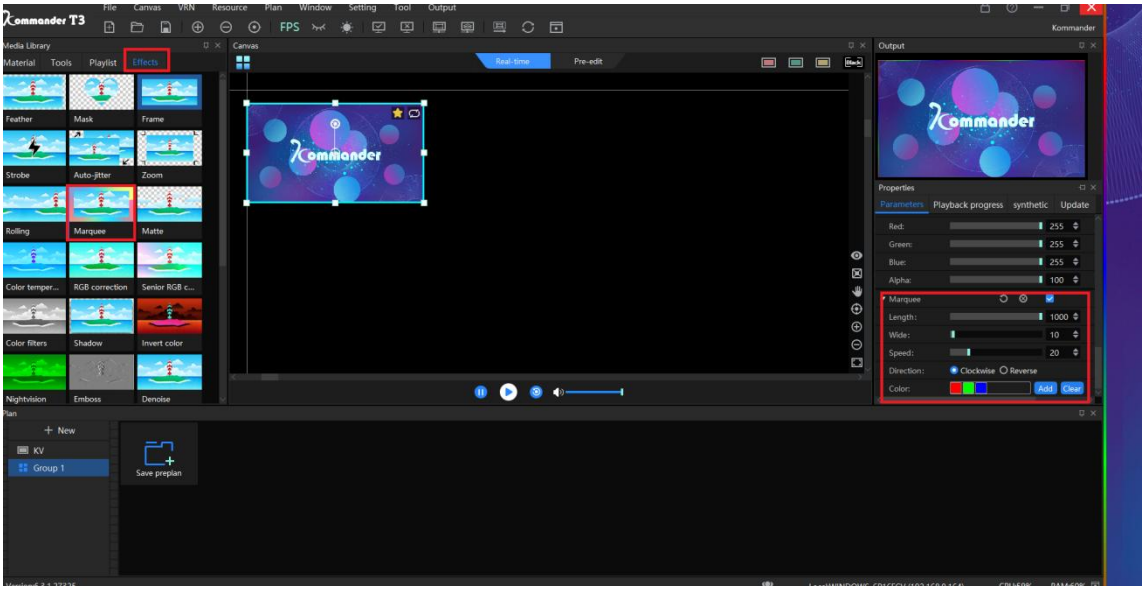
3.71Marquee

4. 73. 1Intoductions

Add marquees around the display (color and speed can be customized) to enhance the atmosphere of the scene

4. 73. 2Setting method

1. Click Effects in the media lib section, click marquee and drag it onto canvas
2. Set the marquee parameters in the parameter setting column on the right (set marquee color, width, etc. according to requirements)


Kommander T3
File
Canvas
VRN
Resource
Plan
Window
Setting
Tool
Output
FPS
Kommander
Media Library
Material
Tools
Playlist
Effects
Feather
Mask
Frame
Strobe
Auto-jitter
Zoom
Rolling
Marquee
Matte
Color temper...
RGB correction
Senior RGB c...
Color filters
Shadow
Invert color
Nightvision
Emboss
Denoise
Canvas
Real-time
Pre-edit
Output
Properties
Parameters
Playback progress
synthetic
Update
Red:
Green:
Blue:
Alpha:
Marquee
Length:
Wide:
Speed:
Direction:
Clockwise
Reverse
Color:
Add
Clear
Plan
New
KV
Group 1
Save preplan