



Media Player
TO
User's manual



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Hunan Bowan Tech. Ltd.

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1 Overview

1. Introduction

The Kommander-T0, basic version of Kommander-T3, used for LED broadcast control, developed by Hunan Bowan Technology. This a broadcast control software specifically designed to meet customer basic and simple needs in a reasonable price range. Product is also equipped with many powerful features, with its flexible and convenient operation, extremely high stability, great performance and satisfying user's experience, sure he soon will be your go-to software.

The Kommander-T0 can do simple broadcast with no more than 4 picture-in- picture effects and one output to make it can run on your laptop, you can just grab your laptop to small event and having no trouble in controlling and broadcasting, inherited operation logic from flagship Kommander-T3, which makes him also flagship in operation area. **[Simple event that have no more than 4 screens or 4 video or image needed be playing at the same time]**



1.1 Software operating environment

Users can customize specs of computers or servers according to their needs, customization mainly based on the number of pixels of the LED screen, the complexity of the broadcast program, and whether there is a high-definition video. Configurations below will be powerful enough to play a standard 4k video and run our software. For large screens HD output, please use the recommended configurations.

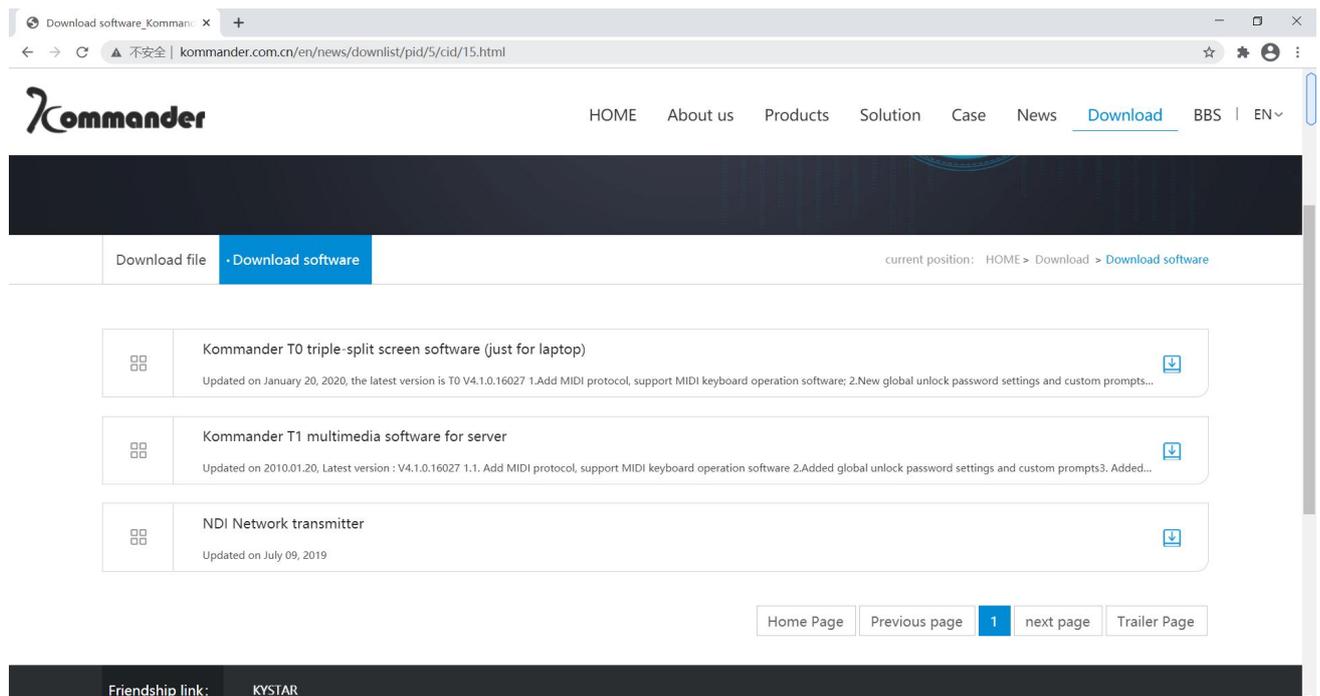
System Requirements		
	Minimum	Recommended
OS	Windows7/8/10 64-bit	Windows 10
Processor	2Ghz Quad-Core Processor	Intel Core i7 Processor or above
Memory	4GB DDR4	8GB DDR4
Hard Drive	7200 RPM Hard Drive	Solid State Disk

Graphics Card	Dedicated Direct X 10.1 Compatible Graphics Card (GTX 950)	Dedicated Nvidia Card with 2GB + Memory (NVIDIA 1050)
Screen Resolution	1280x720	1920x1080

2 Installment

Visit our official website: www.kommander.com.cn/en/, download the software according to your need, in our case, download T0, after you have downloaded the software, Double click Kommander_T0_Setup_X64.exe file, follow the lead of the install wizard. Please make sure that when installing our software, there is no unnecessary safety software is running on the background in case stopping essential part

installing



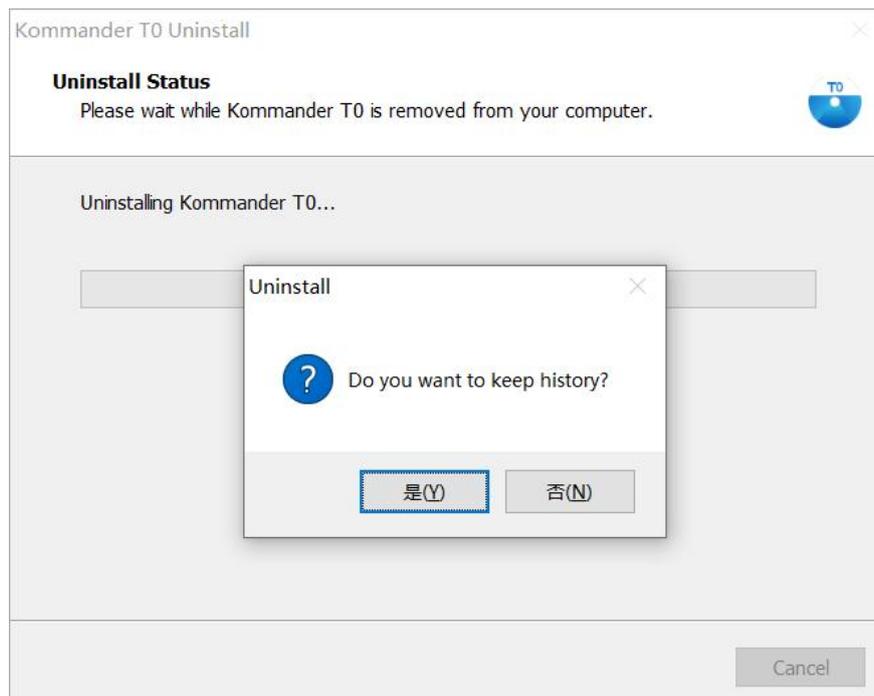
2.1 Choose your language

Our software supports following languages: English, Russian, Chinese. Considering that we are not native speakers, grammatical errors may exist, if you find any errors please contact us (Email: caich@kystar.net) and shed some lights on translation, we will be more than great.



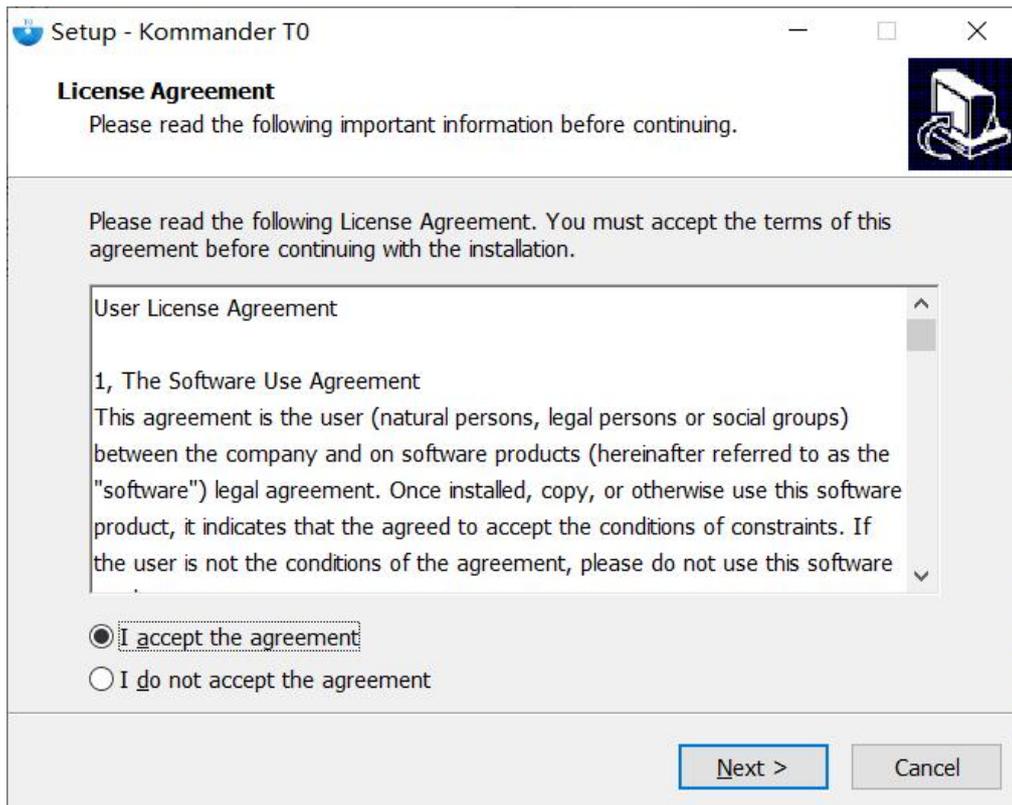
2.2 Keep history or not

When you install the latest version on your computer while the previous version is not uninstalled, you will be seeing the following prompt asking if you want to clear history or not, if you are not sure if there is a file that you might need, please keep history record just in case



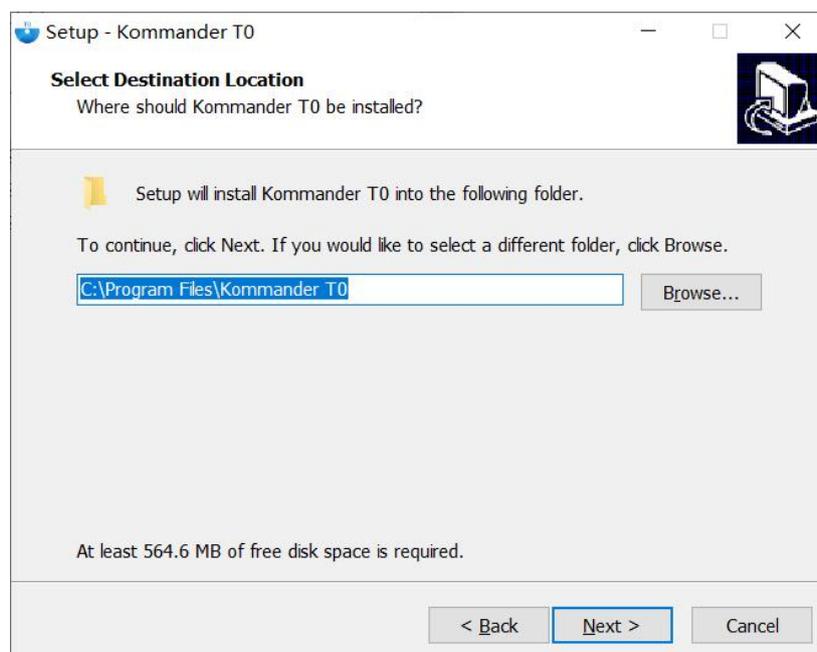
2.3 Install agreement

Read the installation agreement carefully or not, you have to agree this contact before proceeding the install process. Make sure to toggle I agree button and move on.



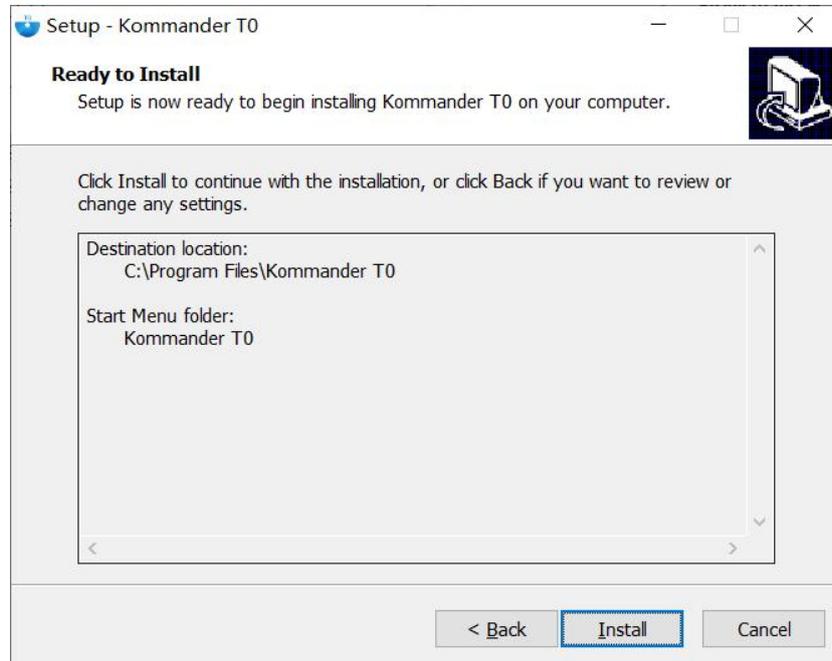
2.4 Select Installation path

Select the software installation path, we firmly recommend you to install our software on your C disk to make sure that the license request generation works, click "Next" after confirming



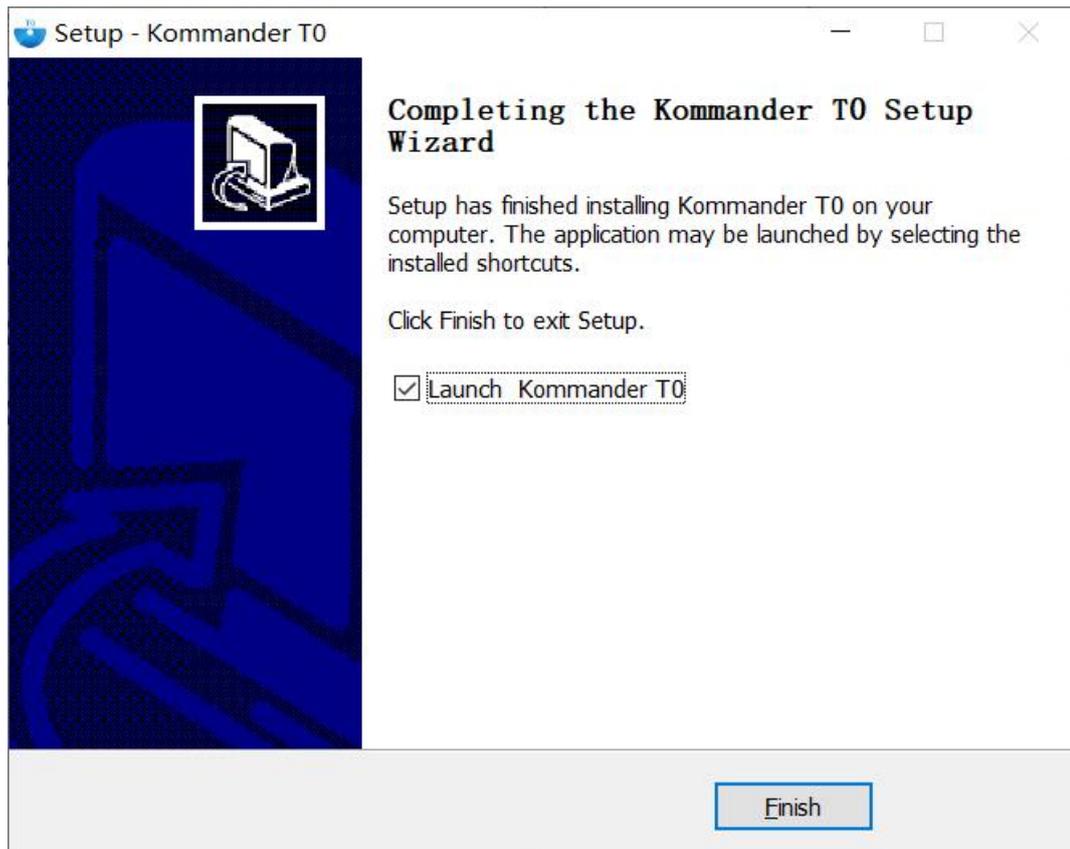
2.5 Start installation

After confirming the installation information, click "Install" to start the software installation process



2.6 Wait and start

Wait for a while until you see the following window, which means successful installation, if you have a license, that toggle load software ,if no, than just click Finish, and start experiment in Study version.



2.7 Launch program

Depending on the software you have installed, there might be different icons on your desktop, here are the tables that you will see on your desktop



Kommander T0: The very software that you can use after activation, only he can output

Kommander T0 Study: For Study usage, all function can be used but can output signals

Kommander T0 Activation: Activation wizard, used to generate file to activate T0

3 License and troubleshooting

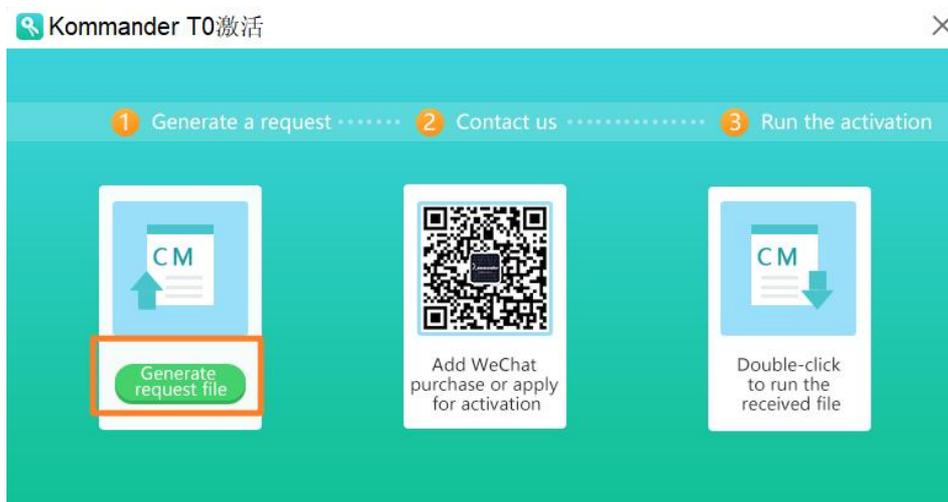
License: We have to kinds of license: digital license and physical dongle

<p>Digital license</p>	<p>Digital license is tied to your computer and in your MB and processor, with that being said, if you change your MB or processor, the license will be expired and you can't transfer license to another computer. Once activation process is done, it's rooted in your computer</p>
<p>Dongle</p>	<p>As it looks like a U-disk, as you have seen at the cover of this manual, it basic like a key, when it's plugged into any computer that have Kommander-T0 on it, you can use it right way. Not tied to computer. Unplug the dongle, software will stop outputting until dongle is once again being plugged in.</p>

Digital license:



1. Find **Kommander T0 Activati...** on your desktop, double click to start
2. Click the **GENERATE REQUEST FILE** to continue



3. Choose save path and then send the request file to us. [Request file with a .WibuCmRaC extension, its size should be around 33K, by default it's named as MyCmDongle]

MyCmDongle	2021/2/2 10:44	WIBU Control File	33 KB
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4. Before sending the request file to us, we would like to ask you to rename the file as the following format: Name-Company-Email or phone number, for example:
DAVE-Kommander-Caich@kystar.net

 DAVE-Kommander-Caich@kystar.net	2021/2/2 10:44	WIBU Control File	33 KB
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5. After us receiving request file we will active it and return you a Receipt File [With a .WibuCmRaU extension, its size is about 117KB]

 DAVE-Kommander-Caich@kystar.net	2021/1/14 17:24	Wibu-Systems C...	117 KB
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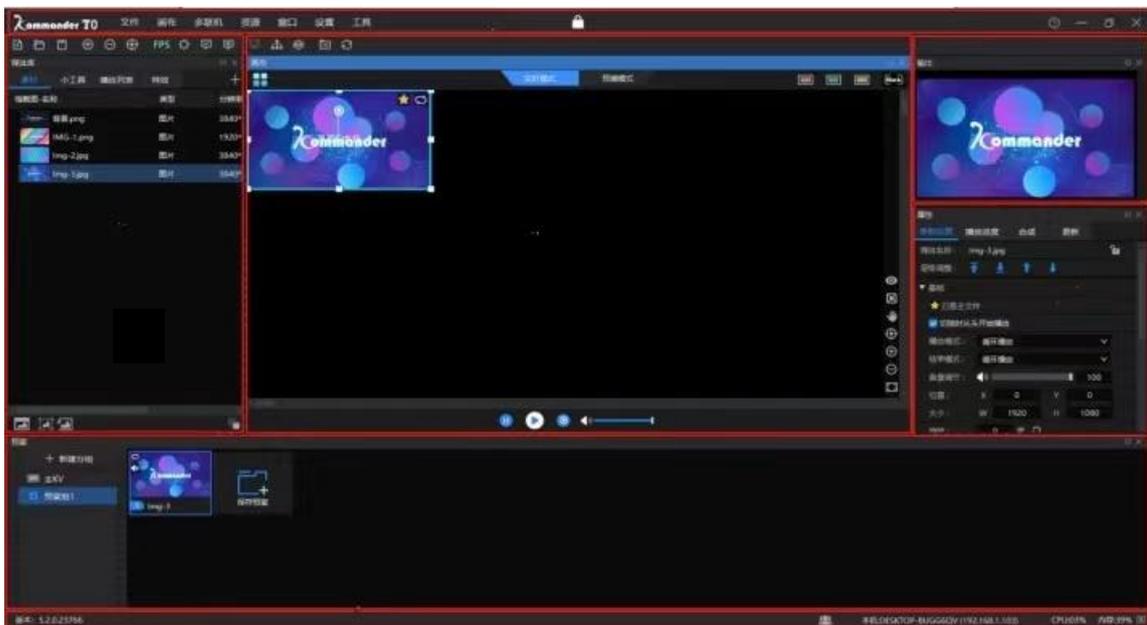
6. After receiving the Receipt File, double click and then after done importing into CodeMeter Control Center and you will be able to use Kommander- T0 right away. Storage it in your U-disk in case someday you might need to use it again.

As our encryption algorithm comes from a German company which is called WIBU-SYSTEM, so when you are installing our software, you are also installing their software, so there is something you should pay attention to:

1. To avoid failure generation of activation file, you'd better install our software on you C drive
2. To avoid failure installation of WIBU-SYSTEM, you may wanna turn off your security software like 360 and King soft.
3. If you have any trouble in installation and the process is dragging very long, make sure stable internet connection during download process.

4 Interface Overview

Standard interface of software looks like the following, it can be customized, the position can be changed by just dragging and also the size of each work area can be altered or closed, work similar to Adobe software if you are familiar with them.



Function area	Introductions
Menu	<ol style="list-style-type: none"> 1.File: New project/ Open project/ Recent project/ Project packing 2.Canvas: Zoom/ Canvas preview/ Open or close all outputs of software 3.VRN: Work Mode/ KIR/ Management of ends 4.Resources: Import or add new sources/ Create folder/ Group materials 5.Window: Close or Open work area/ Layout management 6.Setting: System settings/ MIDI / DMX/ OSC/ COM/ NDI send/

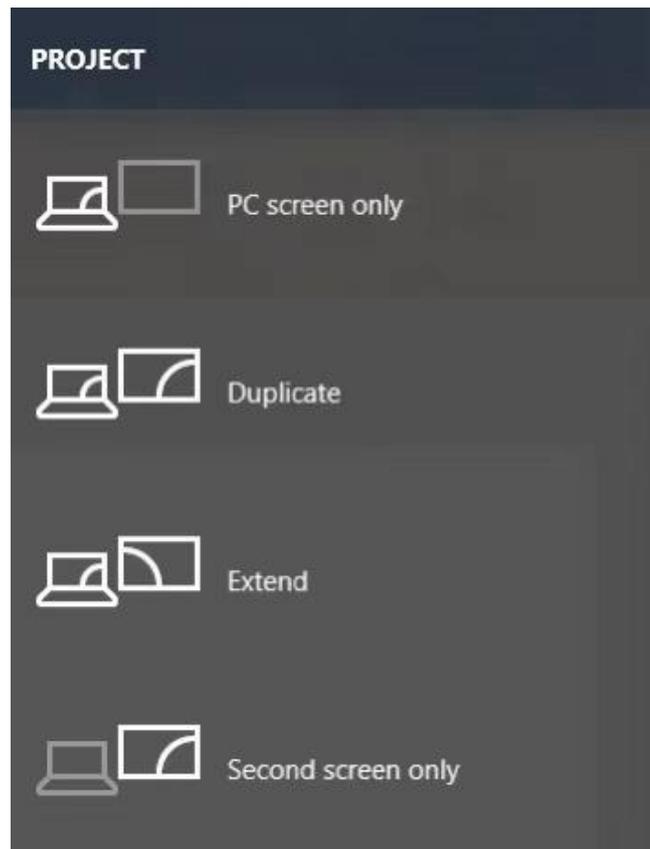
	<p>Spout send</p> <p>7.Screen lock: Lock the operating surface</p> <p>8.Help: User’s manual, hot-key enquiry and feedback</p> <p>9.Basic min, max, close windows buttons</p> <p>10.Second Row[Put your mouse onto the icon and you will see the name and description of each button]</p> <p>11.FPS</p> <p>12.Global brightness and contrast</p> <p>13.Linkage and sync</p>
Media Lib	<p>1.Add all kinds of materials/ Picture optimization/ Tools/ Playlist/ Effects</p> <p>2.Little tools: subtitles/clocks/weather/countdown and so on</p> <p>3.Playlist: Add and use Playlists</p> <p>4.Special effects: feathering and so on</p>
Canvas	<p>1.Screen management: Add screen, adjust its size and location</p> <p>2.Play Mode: PGM [Real- time]/PVW [Pre- edit]</p> <p>3.KV Hot key for jump: using red/yellow/green buttons to jump to KV; Blank screen</p> <p>4.Play statues: stop/play/pause/volume (In PVW, those settings won’t affect current output)</p>
Output	<p>1.Monitoring the statues of software, in PVW, control play statues individually (Play/Pause)</p>
Attributes	<p>1.Parameters: screen size and position settings, plan short cut</p>

	<p>key settings, special effect parameters and other settings</p> <p>2.Playback progress: View playback progress in real-time / pre-programmed state, and the progress display can be set up / down</p> <p>3.Sync: View the progress of the update from the master to the slave in the active and standby mode</p>
<p>Pre-plan</p>	<p>1.KV: The main background plan of the event site is managed separately in groups, which is more convenient to call</p> <p>2.Save plans: save the edited plan, the number of saves is unlimited, and you can also update or delete</p> <p>3.Group management: group management of plans based on demand, unlimited number of groups</p> <p>4.Plan thumbnail size adjustment</p>
<p>Statuses</p>	<p>1.The current software version number is showed in the lower left corner</p> <p>2.Main-backup linkage statues</p> <p>3.Main-Standby linkage statues</p> <p>4.IP address</p> <p>5.CPU/ Current CPU / Memory usage display</p>

5 Quick Start

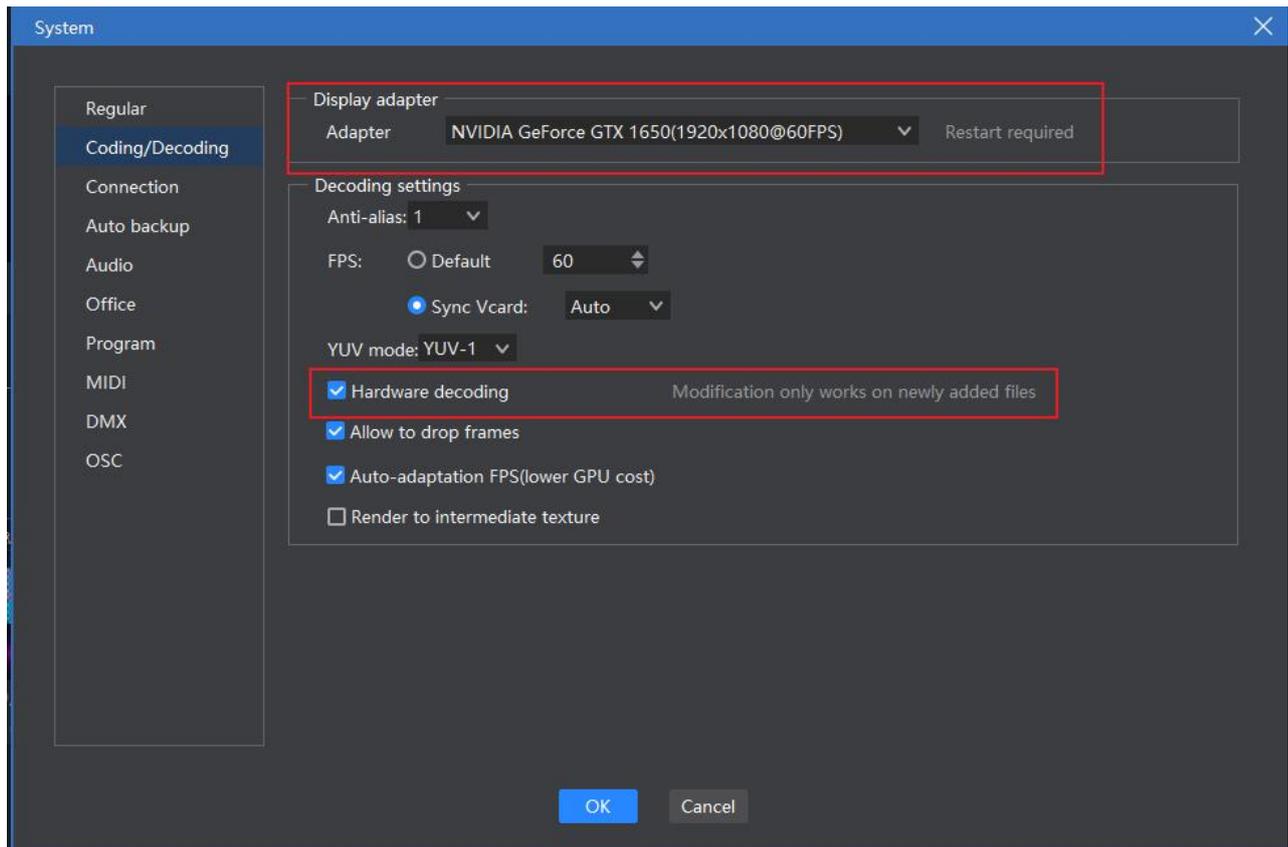
3.1 Prep work

- 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 doing it: Setting – System- Coding/ Decoding]

PS: IF YOU DON'T HAVE AN 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.

3.2 Load software

As I have said earlier that after installation you will find a few icons on your desktop, you will have to lunch the one without study or activation in its name, they look like this:



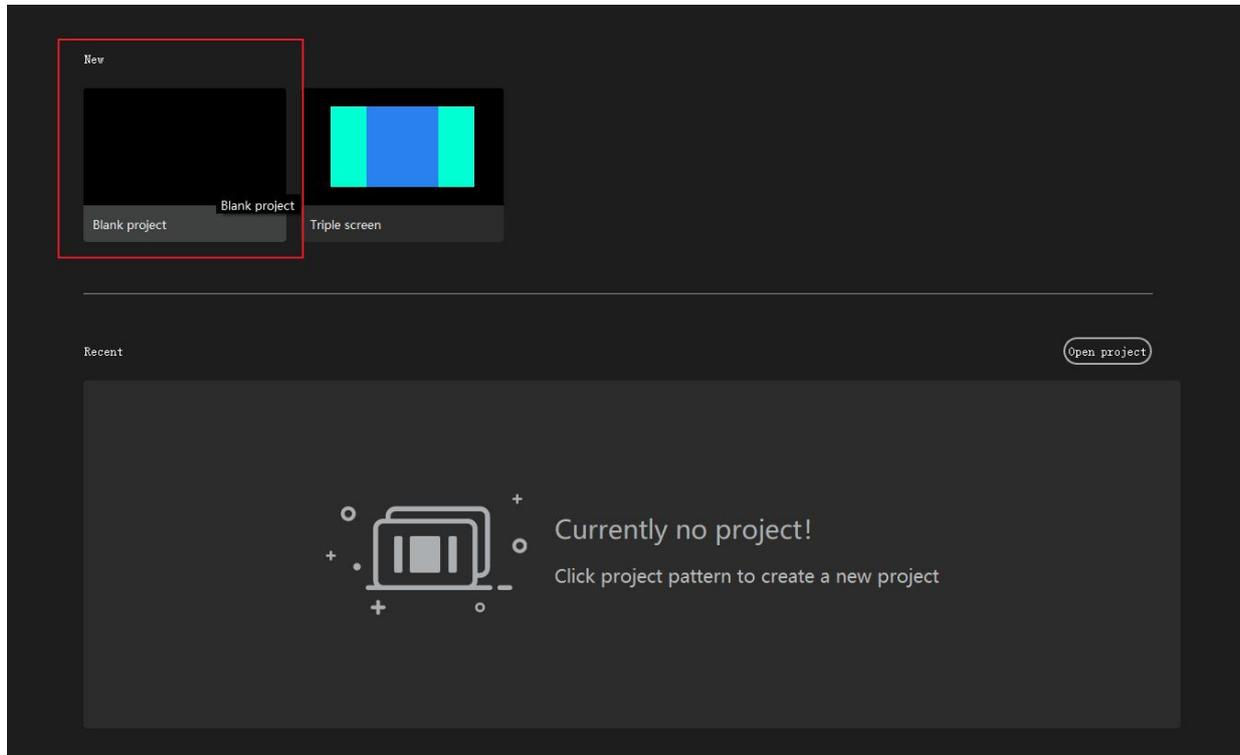
PS: STUDY VERSION CANNOT OUTPUT; YOU CAN ONLY USE THEM TO EXPERIMENT DIFFERENT FUNCTIONS AND CREATE A PROJECT

3.3 Create 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

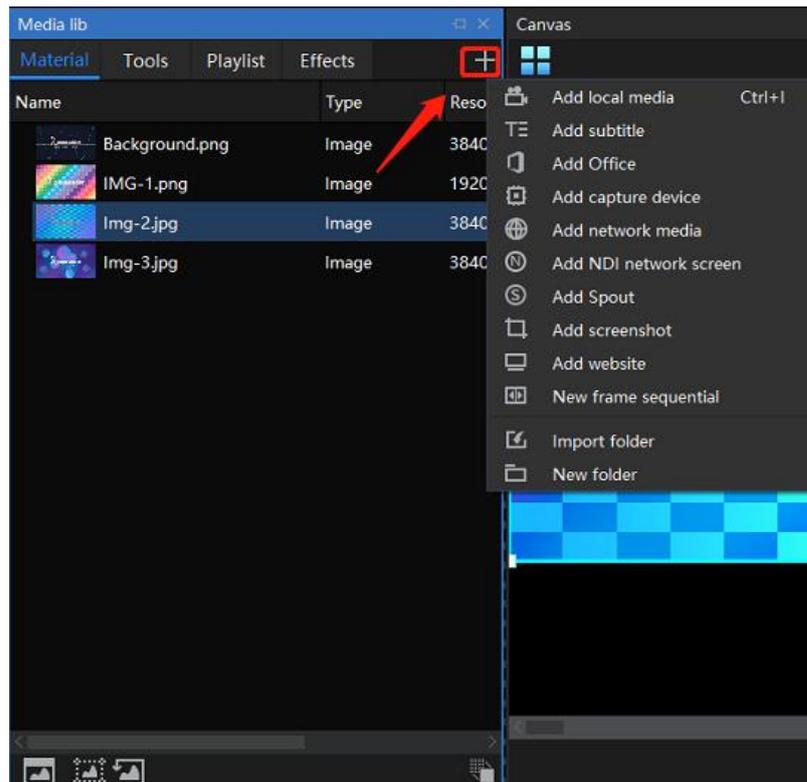
Under Recent, you can see your latest project



(Project name and save path can be changed)

3.4 Add 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

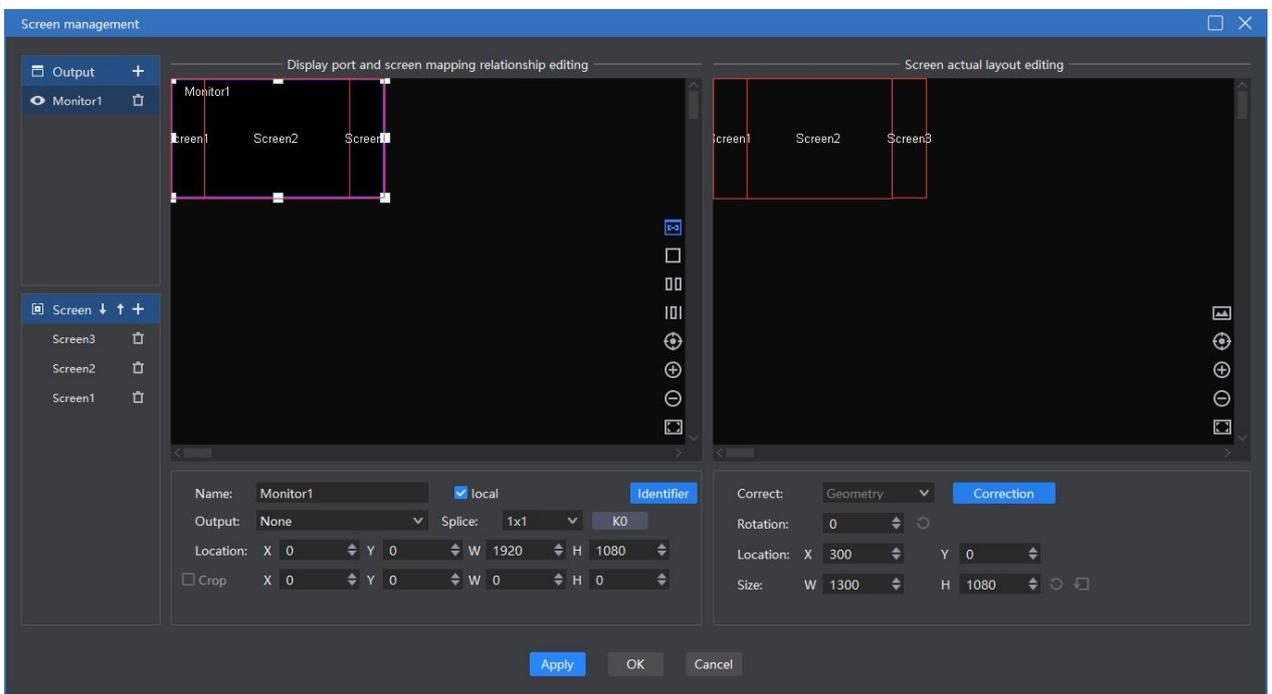
Pic sequence *.png *.jpg *.tiff *.bmp

3.5 Screen Management

PS: YOU CAN ONLY HAVE 1 OUTPUT AND 4 SCREEN IN T0

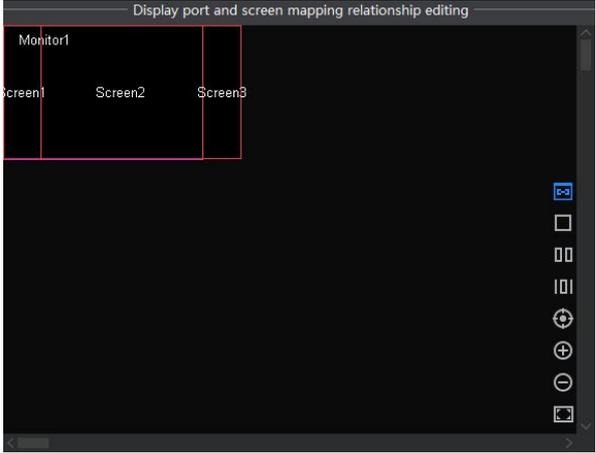
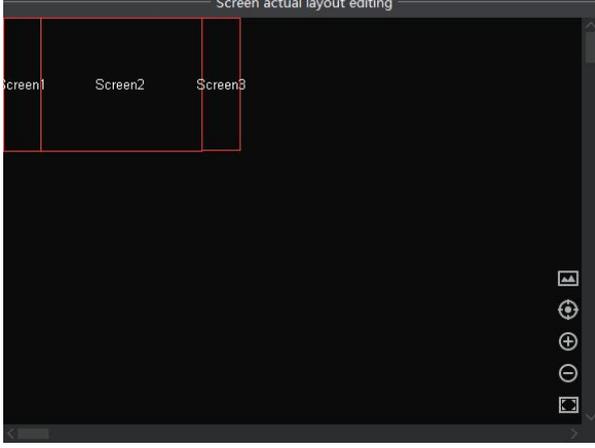
After materials are added into media library, now it's time to decide which kind of screen effect you want to achieve, no matter what, you will need to enter screen management at first,

it's on the right upper corner of Canvas and it looks like this



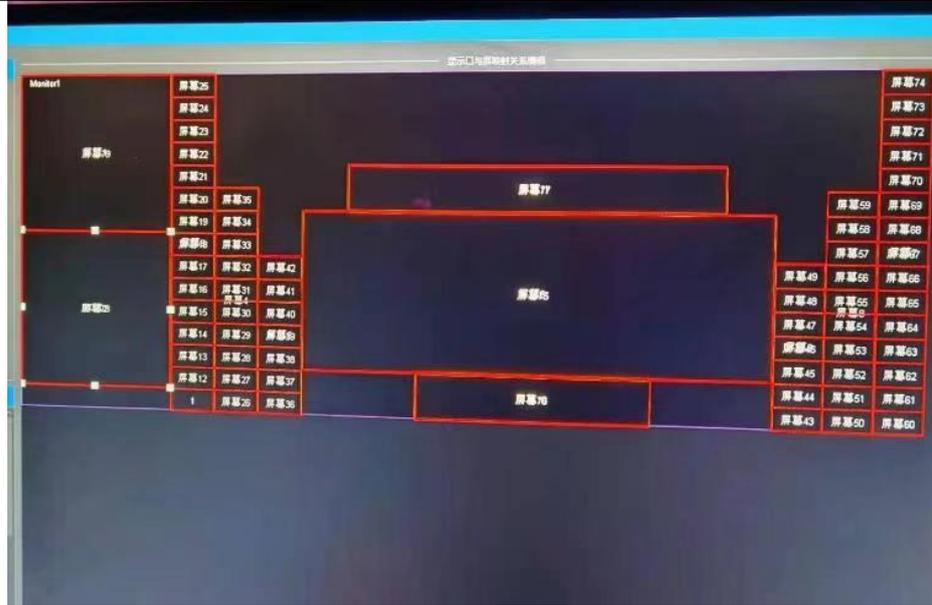
There are four concepts that you need to process before start:

	<p style="text-align: center;">Output</p> <p>Number of connected extend display, you got one display, then click plus once and then you will be asked to map the connection</p>
	<p style="text-align: center;">Screen</p>

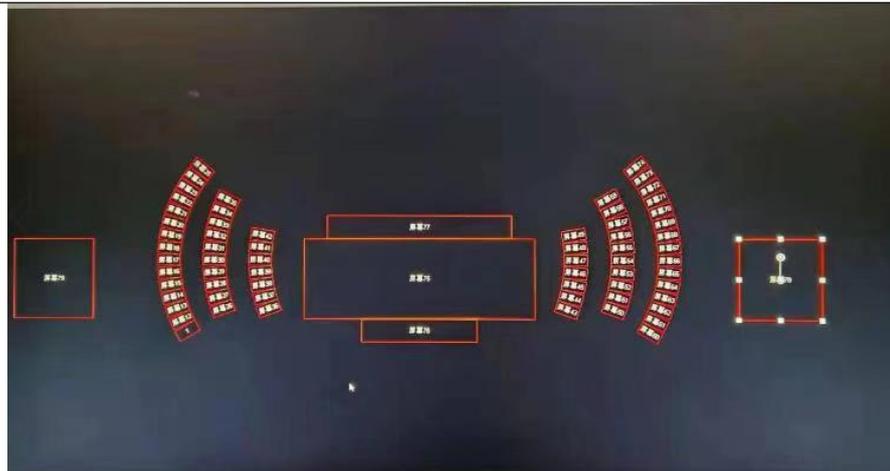
	<p>Number of layers, you can add multiple according to you need and this is the simulation on computer ,if you got an output, but one screen, than you will not able to output content</p>
	<p>Display port and screen mapping relationship editing</p> <p>Here you need to match the output and the screen you 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.</p>
	<p>Screen Actual Layout Editing</p> <p>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.</p>

Example:

Display port and screen mapping relation editing



Screen Actual Layout Editing

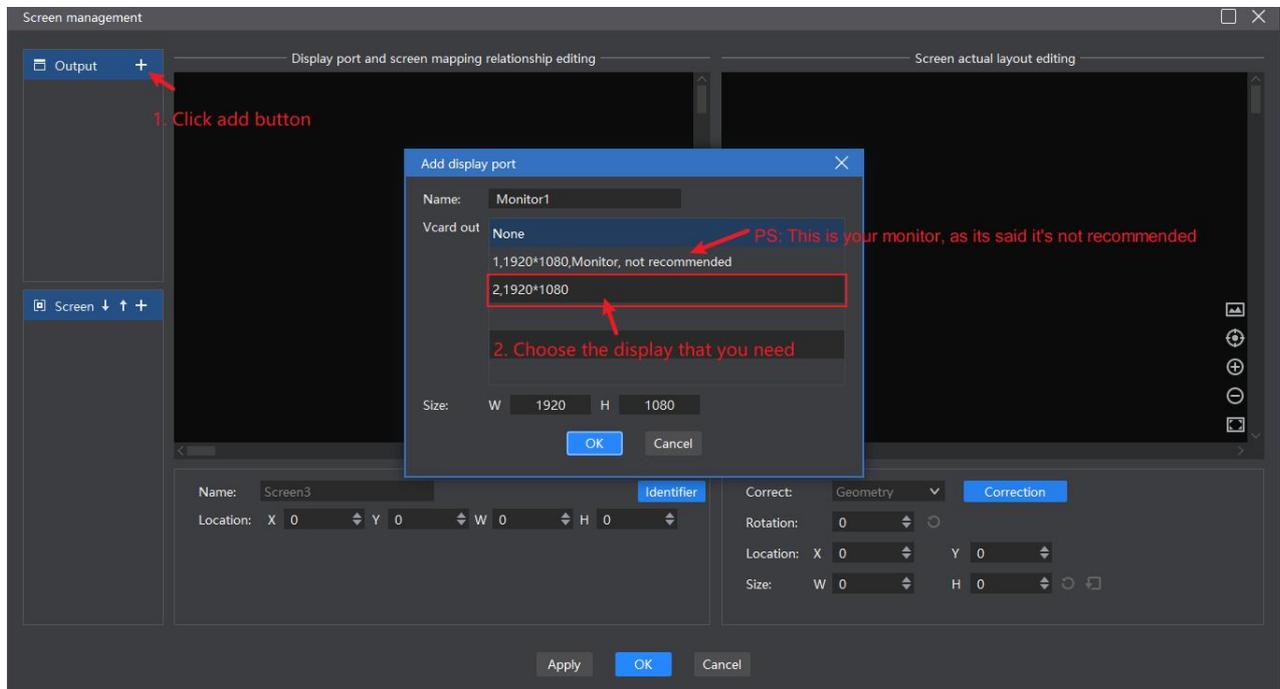


Actual layout of LED screen

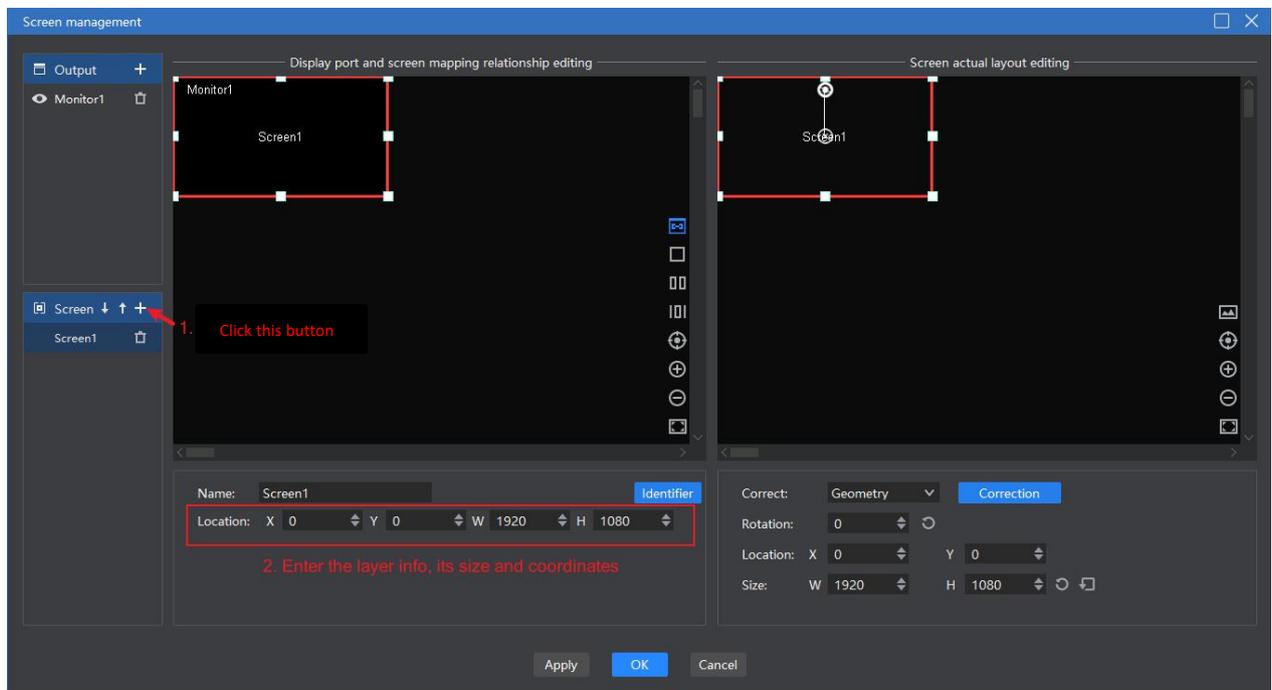


So, we will start from the simplest scene, the triple screen, one main screen plus two side screens, how to do that:

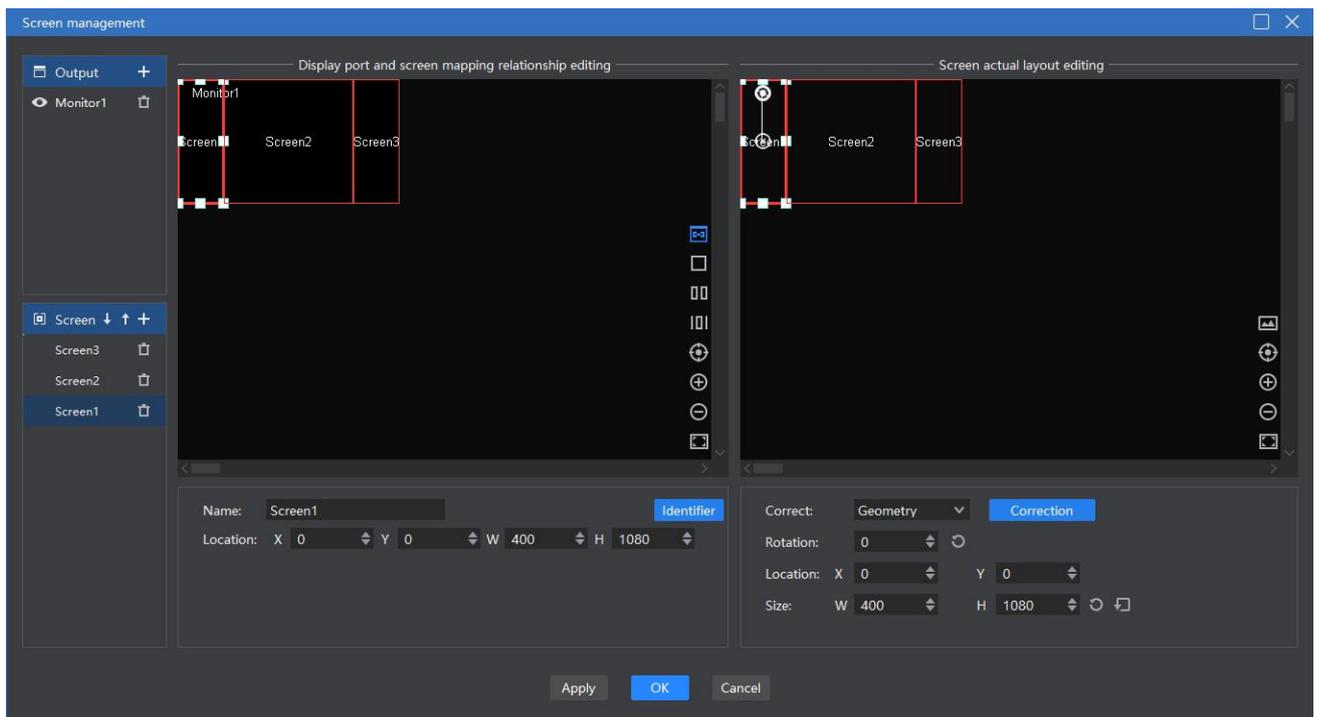
- Add an output



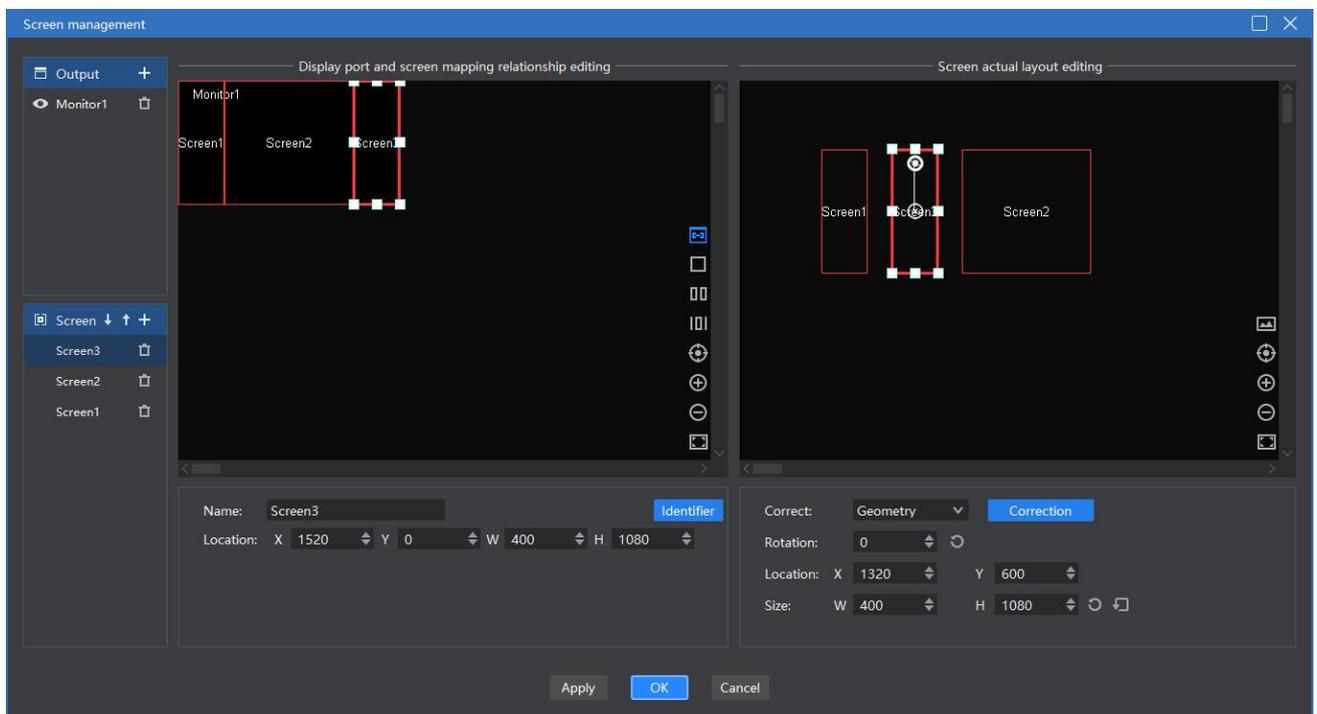
- Add one screen and adjust its size



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

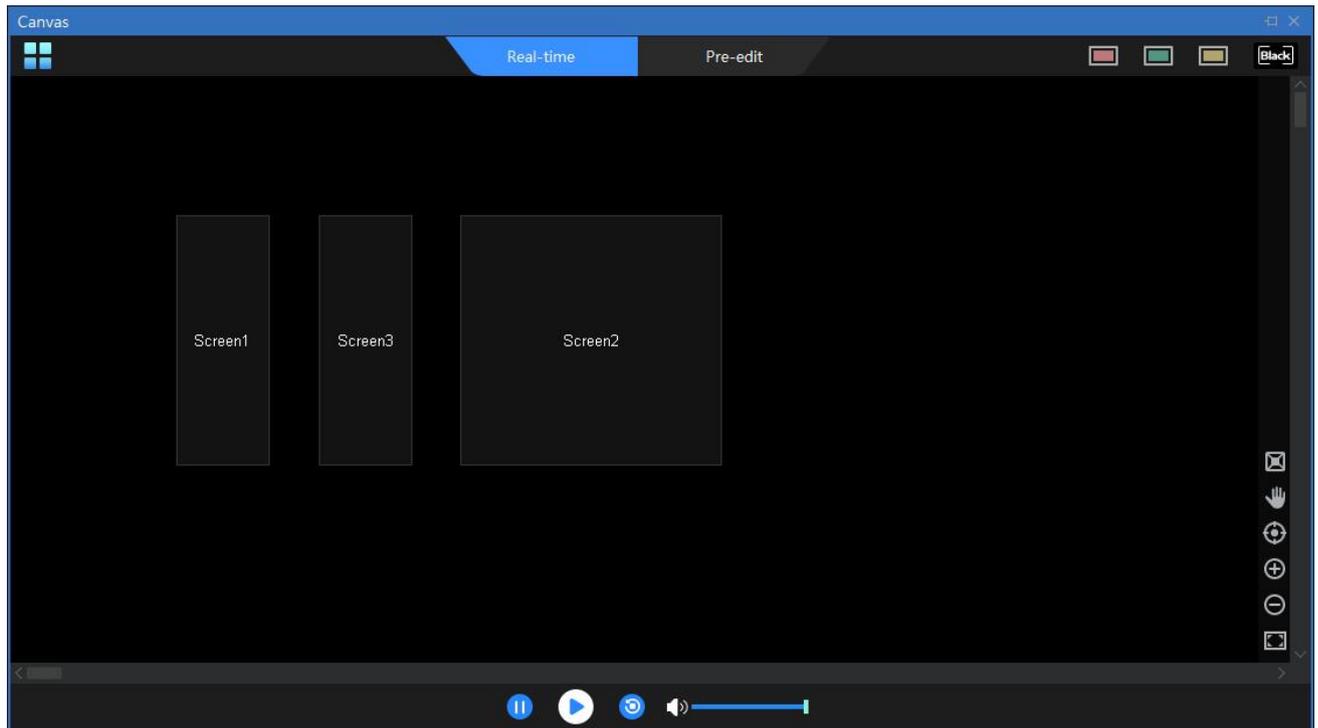


- Go to the right column [**Screen Actual Layout Editing**], change its position to actual layout of output.

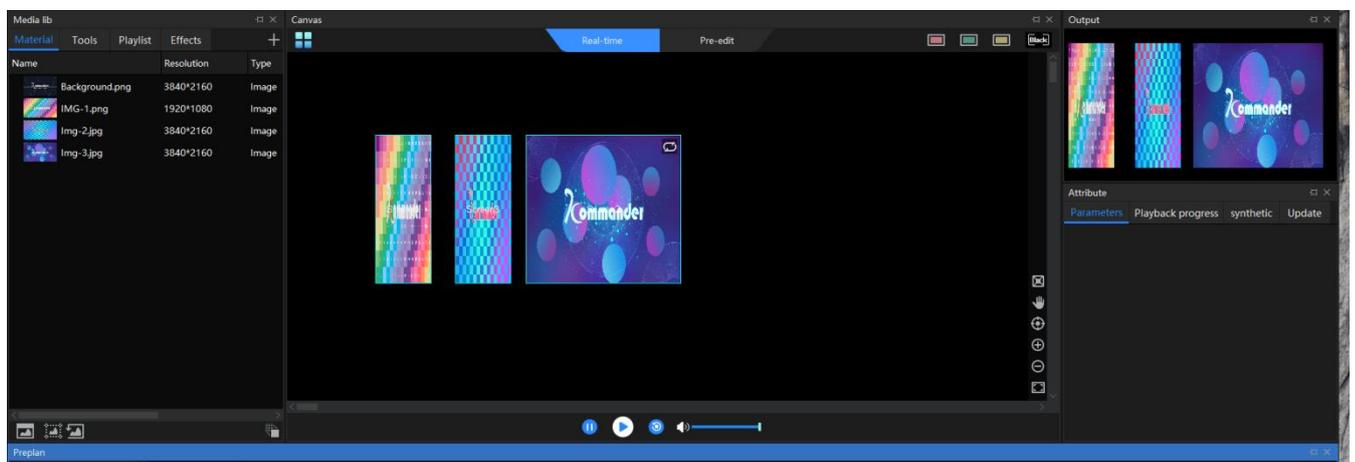


- Hit apply and Ok and this is what you will see on

Canvas



Now drag material onto each screen



3.6 Drag 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.

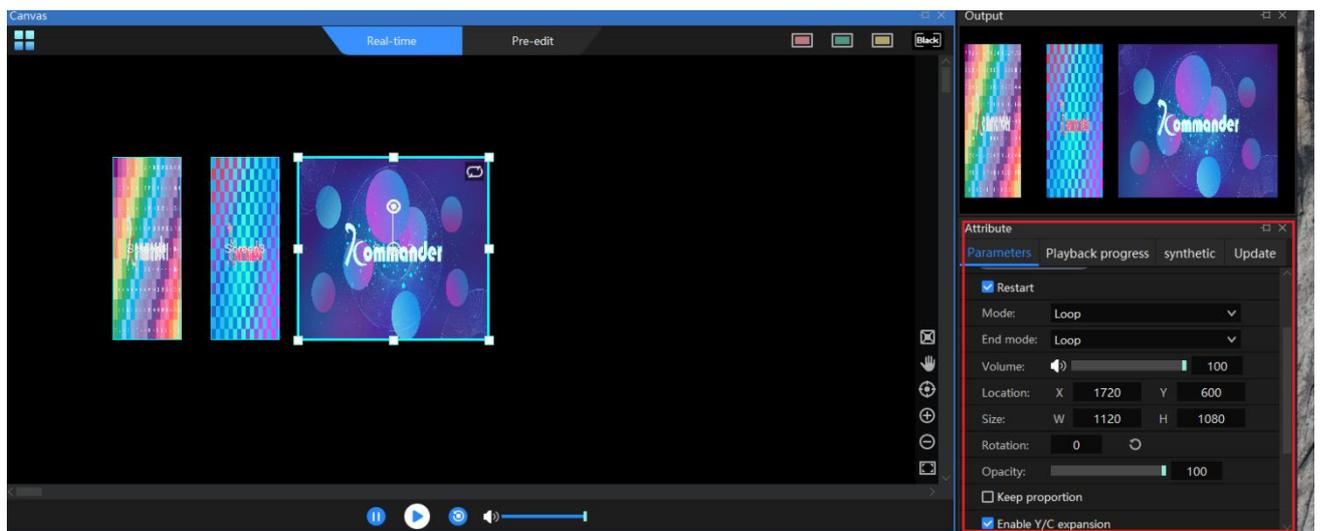
What if I need to do some adjustment on materials, what should I do and where I can do

things like change opacity, rotate, cut, erase black bezels or change its loop mode?

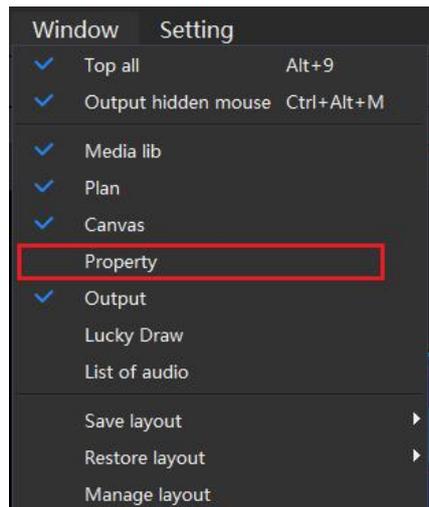
- Click the material that you wish to change(When material is chosen, it would have dots around the picture, these dots can be used like handles, you can change its size and also rotate it.)



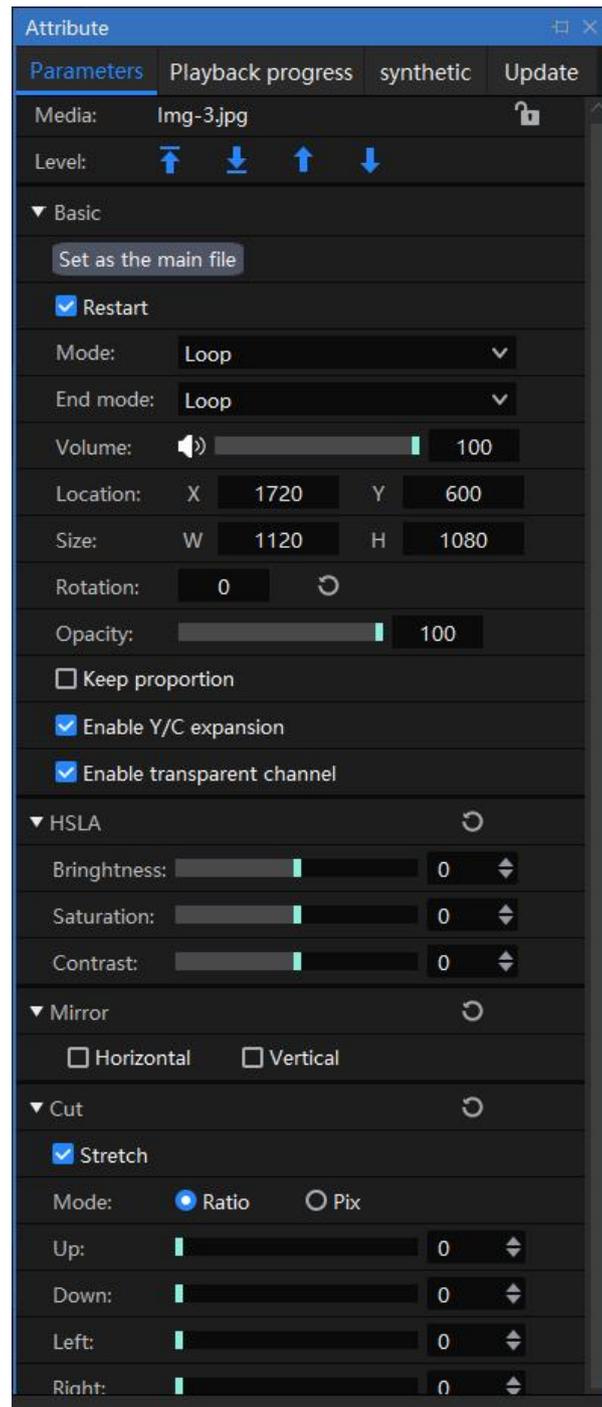
- Check the Attributes window---Parameter [If there is none showing, please click the material first]



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



- Changes you can make on materials



3.7 Save a KV

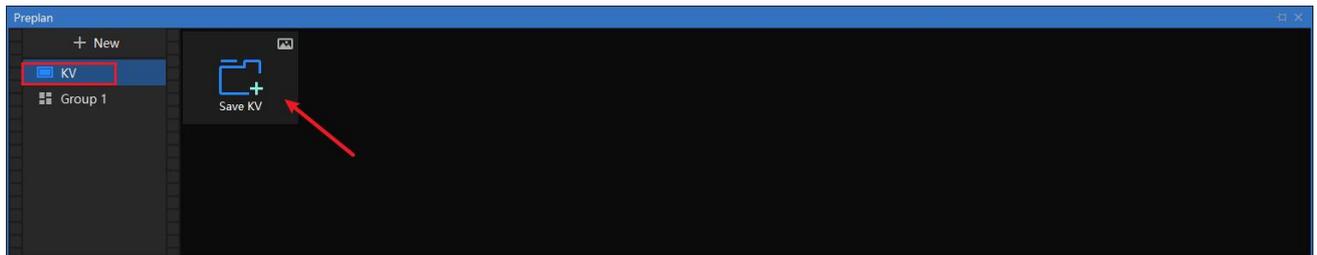
What is a KV?

Main Background, which means that KV is a special plan, because it will be used quiet

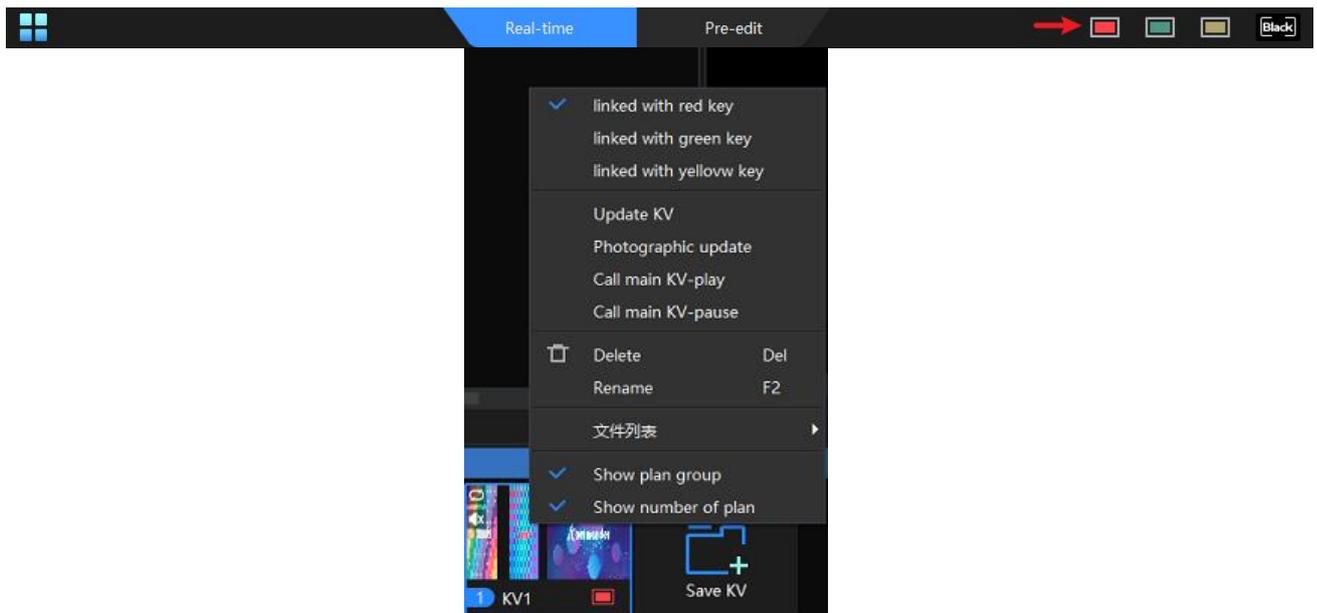
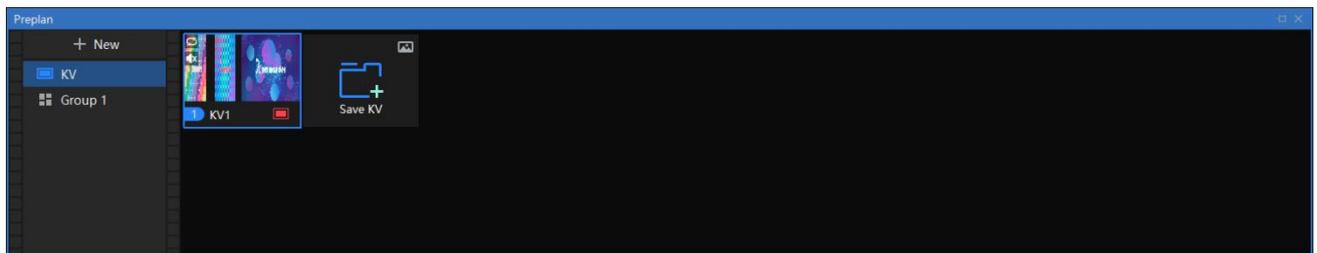
frequently, so we specially designed it so it can be found and called easily. KV after all is just a special plan.

How to save one?

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

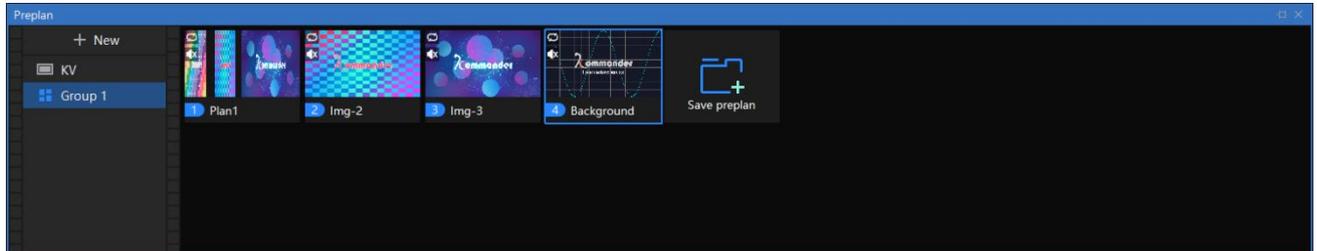


- After KV is saved, there will be a thumbnail, as you can see there is a red button at the left lower corner, it stands for its shortcut key [RED KEY], which can be seen on canvas, there are three in total, by right click the KV thumbnail, you can link it to another key of color. **Call them just by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



3.8 Save a 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

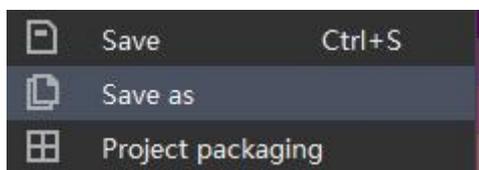


And after you save the right amount of plan, you can now by click plans to switch scenes between and start your show.

3.9 Save 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 too .**[Ctrl+S]**

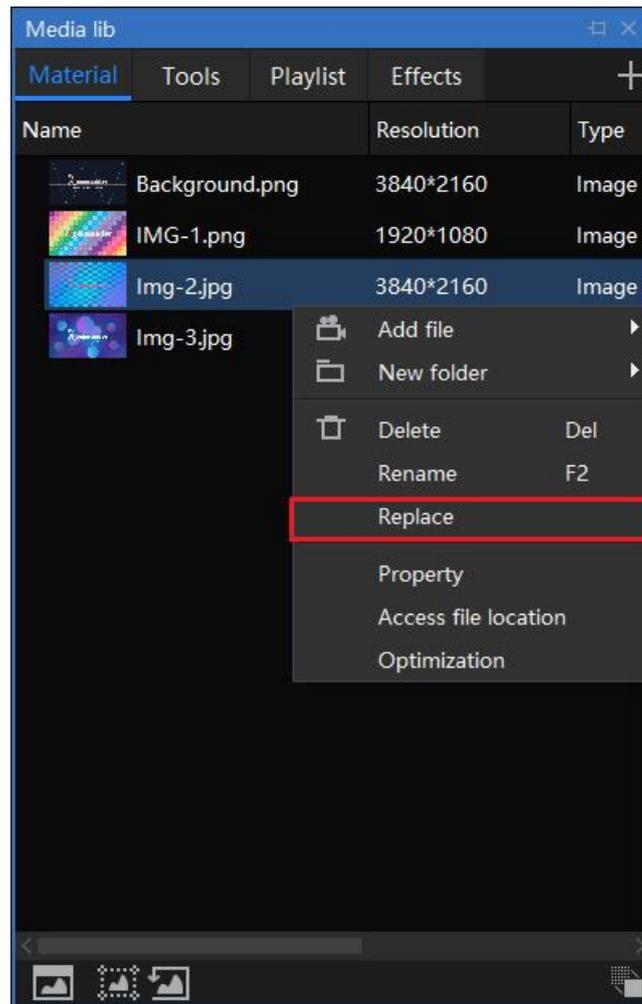


3.10 Pre-edit function saves you from emergency Situation

3.10.%1 Sudden change of certain materials

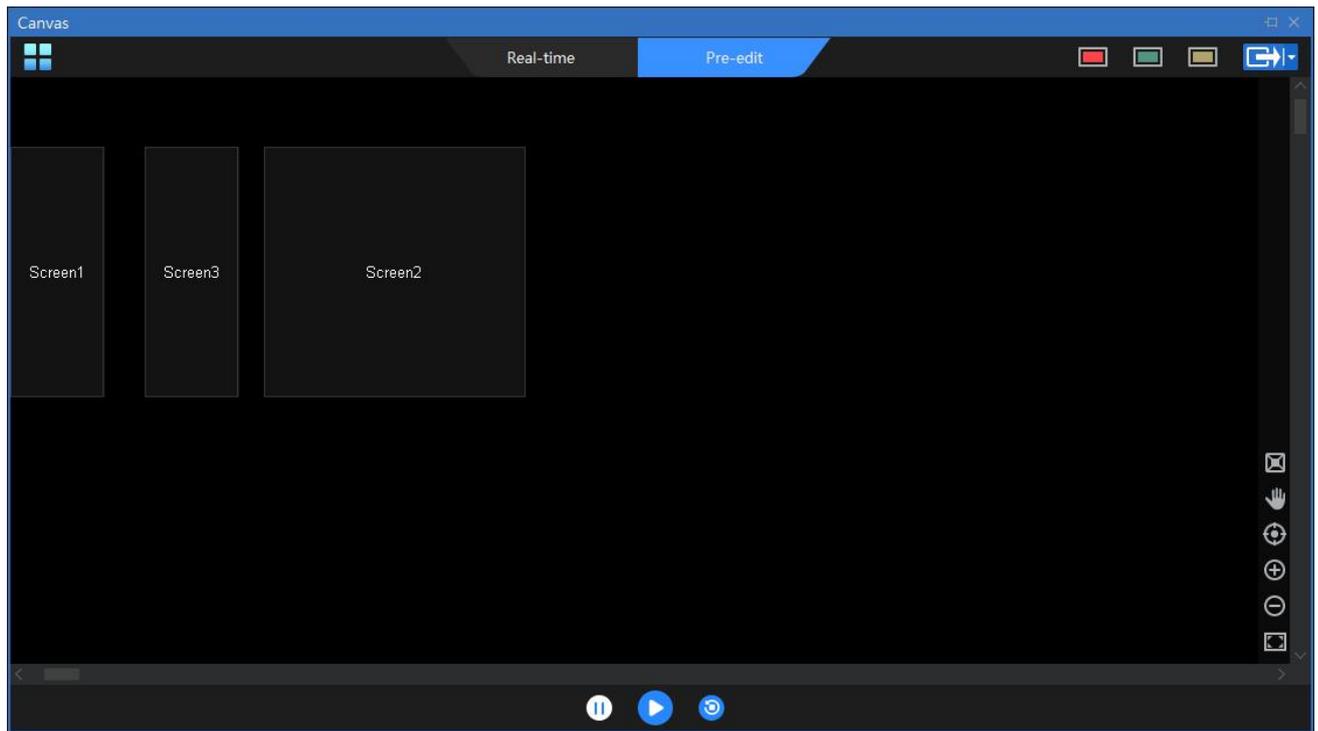
After your show is all lined up and suddenly, they have to replace some video or picture materials and this particular picture or video exists in many plans, if you have to do that one by one, it would be time-consuming. How to replace one material with another at once ?

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.



3.10.%2 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.

4 Speed up your workflow

4.1 Create plans in batch

Introduction:

Batch generation of plans can help you save plans quickly and easily during the event. When your first plan and the following plans share the same material on one same screen, it might be hard to comprehend, let's take a close look at this function.

Example:

We have a event that uses there screens looks like the following set:



In some plans, the side screens such as Screen No.1 and Screen No.3 will be displaying certain logo or poster of this event, only the central one changes.

How to do?

First of all, drag the logo or poster onto screen No.1 and No.2 and then use SHIFT to select the material that is meant to be put onto Screen No.2, and then drag them onto Screen No.2, and you shall see a prompt, after click YES, you will be seeing a lot of plans in the plan area.

4.2 Auto call and jump

Introduction:

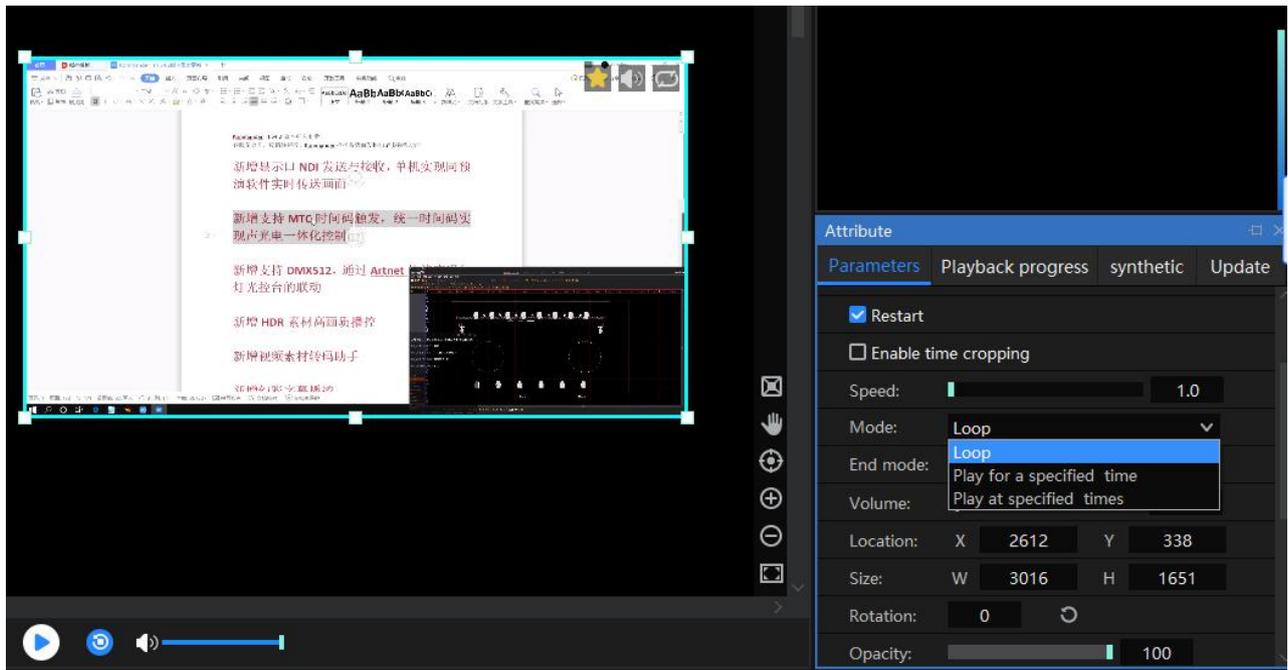
When you have multiple plans and they are designed to play one after another, normally you have to manually switch plans, but with this function, it really would save you a lot of time and energy to switch and saves you from distraction.

How to do?

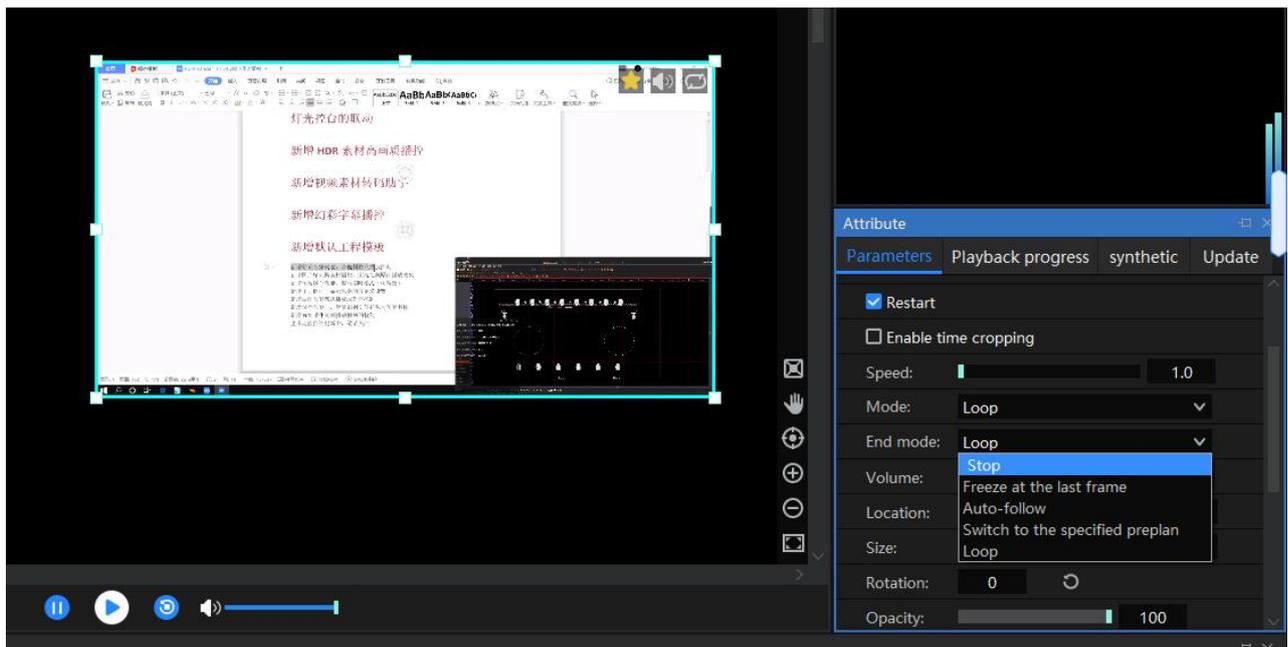
First of all, you need to set an object of reference, by saying that, you should set input(material) a limited playback time so that this function could be triggered. If you set your all

your input (material) on loop, then this plan will never end. So, with that being said, what you should do is to pick a certain input(material) as a reference, and set this input a limited playback time and after this material is done playing, which means this plan has ended, you are free to set its end mood, like freeze at the last frame, stop playing or switch to a certain plan.

1. Set an input as an object of reference and limit its playback time or playback length



1. Set its end mood as switch to a certain plan.



2. Save a new plan or update current plan.

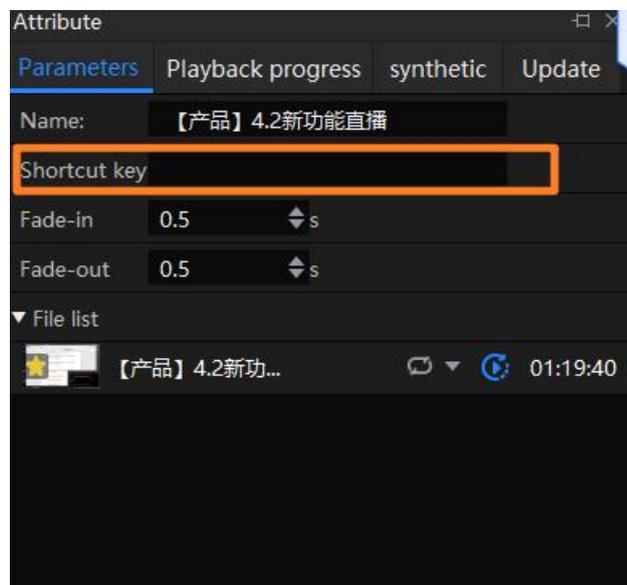
4.3 Shortcut key mapping [Call plan using a-z,0-9 keys]

Introduction:

Shortcut key is used to call plans without using a mouse so that you could call plans more efficiently and effortlessly

How to do?

1. Click a plan and check its attributes window



1. You will see a Shortcut key box and enter a value, after successful operation, you should see a number at the corner of the thumbnail of plan (I set alphabet Q as the shortcut)

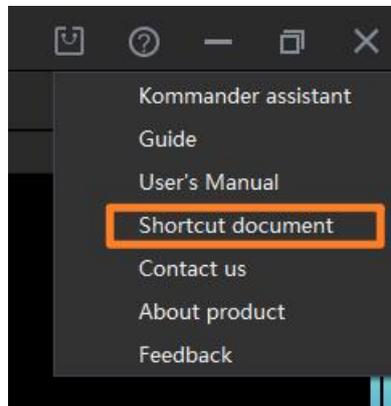


4.4 Shortcut key list

Introduction:

As we all know that shortcut key is the most validated way to speed up workflow, it

works everywhere, so I think it's my obligation to show you what shortcut key you could use and learn to speed up your workflow. And also we made a shortcut key list for you, it is right at the corner of software, definitely check that out and also some basic universal shortcut keys such as Ctrl+ S stands for save and etc.



5 Hardcore and boring introductions

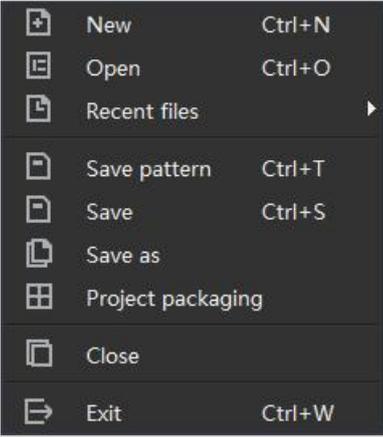
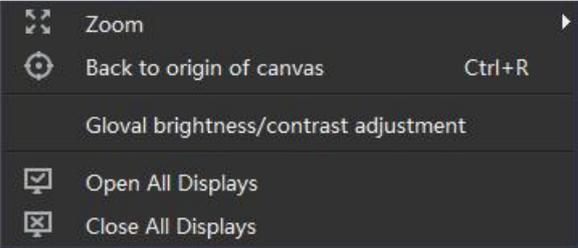
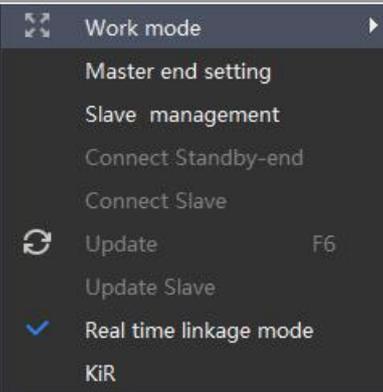
5.1 Menu

First Row



From Left to right, we have:

<p>Model of software</p>	<p>We have altogether three products, they are: Kommander T0, Kommander T1, Kommander T3 They share the same operational logic and looks identical, but actually they vary from their ability and function, such as number of output and number of screens, number of inputs.</p>
---------------------------------	---

<p>File</p>	 <p>Basic file operation such as save, open and create new, recent file and also project packaging</p>
<p>Canvas</p>	 <p>Canvas zoom: the whole canvas zoom percentage Back to origin of canvas: Return to coordinate (0,0) Global brightness/contrast adjustment: Brightness and contrast of output Open all displays, close all displays: decide whether software will be outputting or not</p>
<p>VRN</p>	 <p>Work mode: software works as main, stand-by, control or slave mode Master end setting: By default, when software launches as master-end and if you need to find standby end or another ends, you need to do that here Slave management: Here you can manage all connected slave ends</p>

Connect standby-end: When you have find one standby-end, you need to connect it after finding and only when you connected standby-end, backup function is properly working

Connect slave: Same as the description above

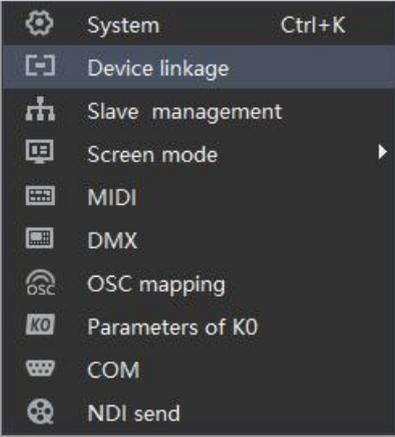
Update : when you have a standby end and you need to transfer materials between ends, that is the key you need be pressing

Resource

Material we support, we have mentioned before

Window

Also known as working area and also this is where you restore and save your personal layout of software

<p style="text-align: center;">Setting</p>	 <p>System: We will have a dedicated chapter for system settings</p> <p>Device linkage: This works with Kystar splicer to call plans of splicer</p> <p>Slave management: Manage all connected slave-end</p> <p>Screen mode: Just like windows project mode, you can change to duplicate or extend mode</p> <p>MIDI: Connecting midi keyboard to control software, here you map the keys and functions</p> <p>DMX: Same as the description above</p> <p>OSC mapping: Same as the description above</p> <p>Parameters of K0: We have a device called K0, it's a 4K splicer, here you can control its connection status</p> <p>COM: Our software communicate with our console MPC-Q5 via COM, in this menu, you can see Q5 or other our device</p> <p>NDI Send: Send out NDI network signal</p>
	<p style="text-align: center;"> Lock</p>

Comparison of software T1 and T0

Update
✕

	T0	T1
License keys	Digital lisenec or plastic dongle	Metal dongle
Display port	1	No limit
Screen	4	No limit
File on canvas max.	4(including pics)	8
Effect	2	26
Plan cache	✕	✓
Main & Backup mode	✓	✓
Main & Slave mode	✓	✓
Pre-edit	✓	✓
Plans	✓	✓
Geometry & correction	✓	✓

TEL: 400-159-0808

网址: www.kommander.com.cn

Add me to purchase

Help and Product info.

- Kommander assistant
- Guide
- User's Manual
- Shortcut document
- Contact us
- About product
- Feedback

Kommander Assistant: A video and audio convertor

Guide: Leads you to short video of our software(Only exists on KommanderT0)

User' manual: You are reading it

Shortcut document: Here you will find all essential shortcuts of software

Contact us: Our company's name, phone number and official website

About product: OTA through here

Feedback: If you have any suggestions or complaints, you can file that up here and also if software crashes, you need to access the dump file through here and send them to our R&D department

Second Row [Some shortcut]



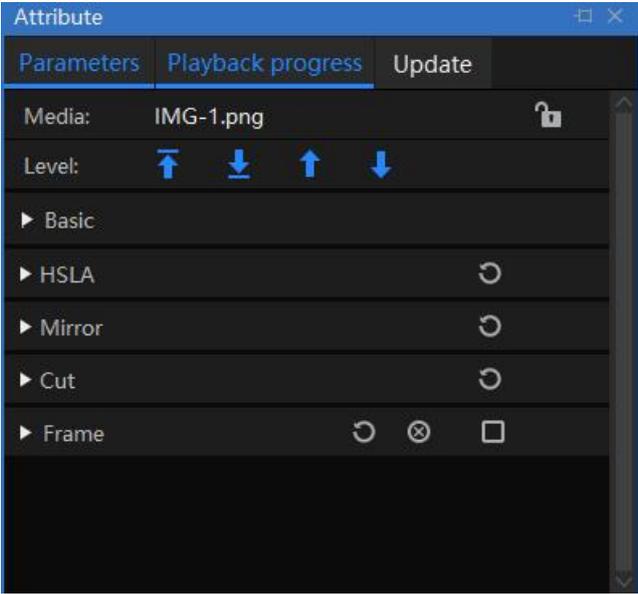
	New project; Open Project; Save project
	Zoom options of Canvas
	FPS; Global brightness and contrast; Open All Display; Close All Display
	Update Slave-end; Connect slave end; Connect standby-end; Update

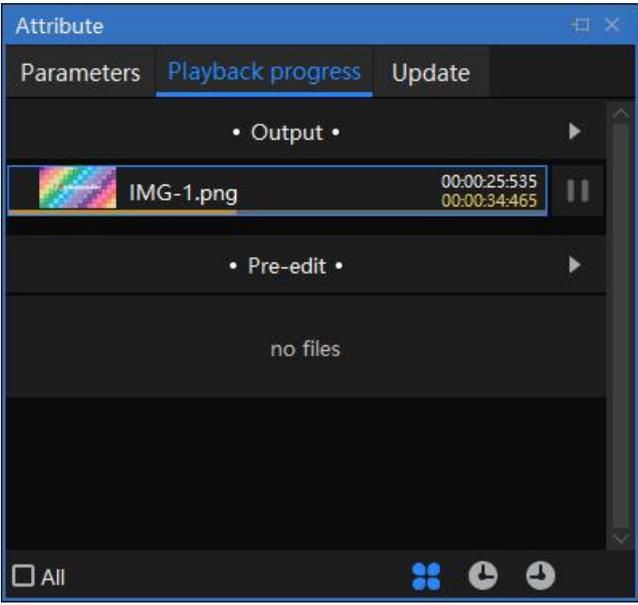
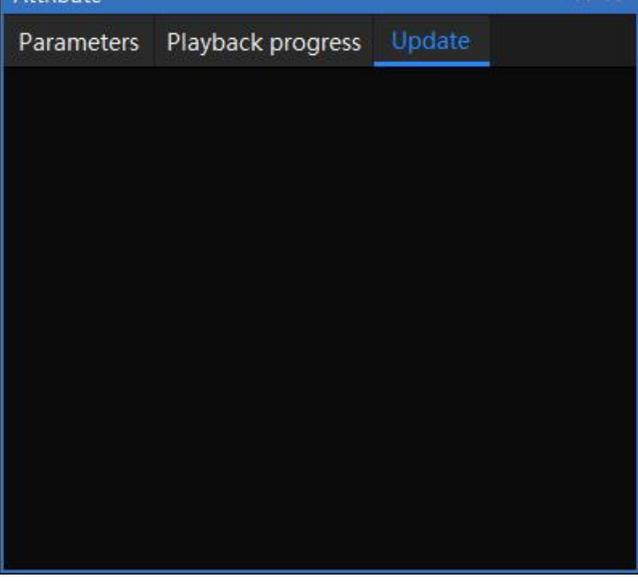
5.2 Media Library (Input)

Material (Input)	Tools	Playlist	Effects
Picture optimization Kommander Assistant	Subtitles Colorful Words Charts		

	Analog clock Digital clock Weather Countdown Timing Lucky draw LED cabinets		
--	---	--	--

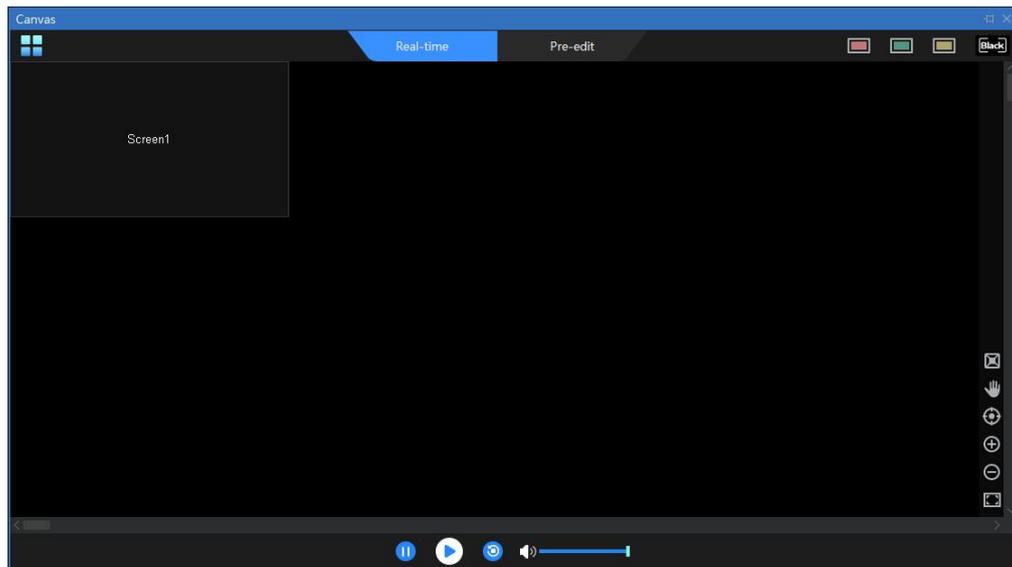
5.3 Attributes (Input setting)

 <p style="text-align: center;">Parameters</p>	<p style="text-align: center;">Parameters of material (Input)</p> <p>Depending on the type of the material, the parameters vary. In media, we got its name and also a lock icon, when it's locked then you will not be able to edit.</p> <p>Under Basic menu you got Time Clip, Volume, Play mode, End mode, Rotate, Opacity, Enable Alpha channel.</p> <p>Under Audio Mapping, you can map material sound output to various sound card and change material's audio channel</p> <p>Under HSLA, you can change brightness, saturation and contrast of material.</p> <p>Mirror: you can do vertical and also horizontal flip effect</p> <p>Cut: Change size and tailor the material</p>
--	--

	<p>Frame: Add a colored frame to bring out the content</p>
 <p style="text-align: center;">Playback Progress</p>	<p style="text-align: center;">Playback progress</p> <p>Here you can see the playback of current Output material and also the Pre-edit material's playback progress.</p> <p>At the bottom of the window, you can see there are all and there icons</p> <p>All: when it's toggled, when you drag one material's playback progress and also other materials will follow the action</p> <p>Three icons control the style of display of playback progress</p>
 <p style="text-align: center;">Update</p>	<p style="text-align: center;">Update</p> <p>Here you will see the progress of file transfer between devices when its worked in main-backup mode and also other function than requires file transfer</p>

5.4 Canvas

On canvas, it is the operation area for output material.



From left to right:



Screen management: Here you create the display and create screens



Real-time: Here is the canvas that you make changes

and take effect immediately



Shortcut Keys of Main KV and also the last one marked as Black is used to output pure black onto screen.



Pre-edit: Here is the canvas that is the opposite Real-

time, when you make changes on material, only when you save it or output it can the changes take place.



Shortcut Keys of Main KV and also the last blue one is used when you need to output what is on Pre-edit canvas



Playback control and volume control.

	<p> Auto Fill Screen: when you drag a material onto canvas instead onto screen, when you drag it onto screen, it might be bigger or smaller than screen and you click this button to auto fulfill.</p> <p> Drag canvas</p> <p> Back to origin of canvas</p> <p> Scale up of canvas</p> <p> Scale down of canvas</p> <p> Auto scale</p>
---	--

5.5 plan



plan Group: Group plan and categorize

KV: Main background

plan: Show itself

5.6 Status Bar



Version information

Linkage status

IP address

6 Function Description

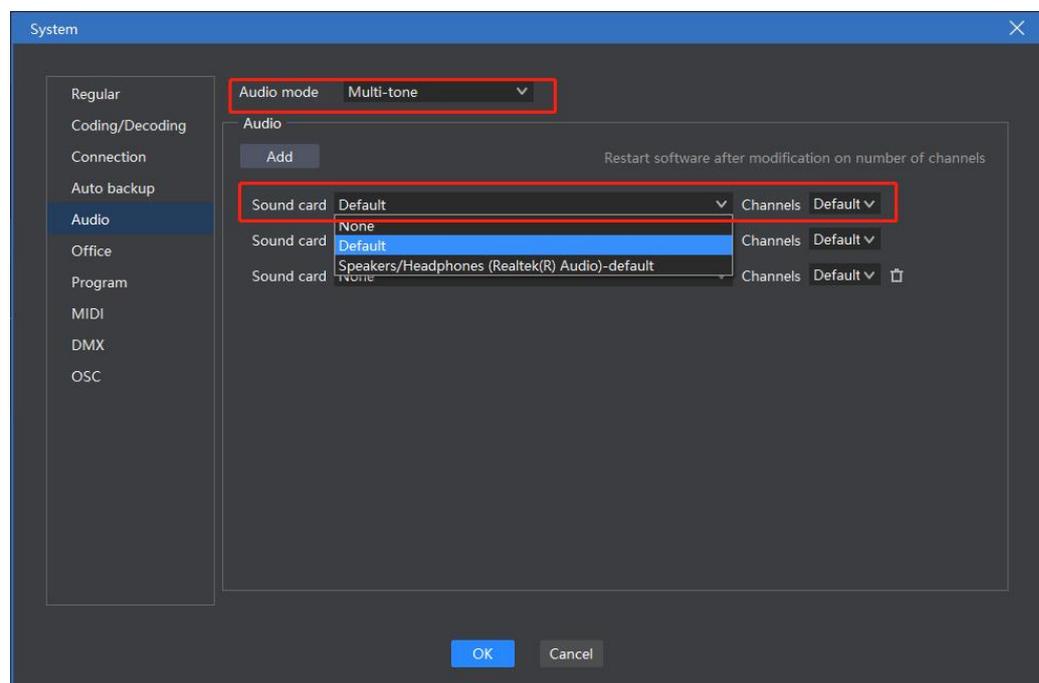
6.1 Audio Mapping

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.

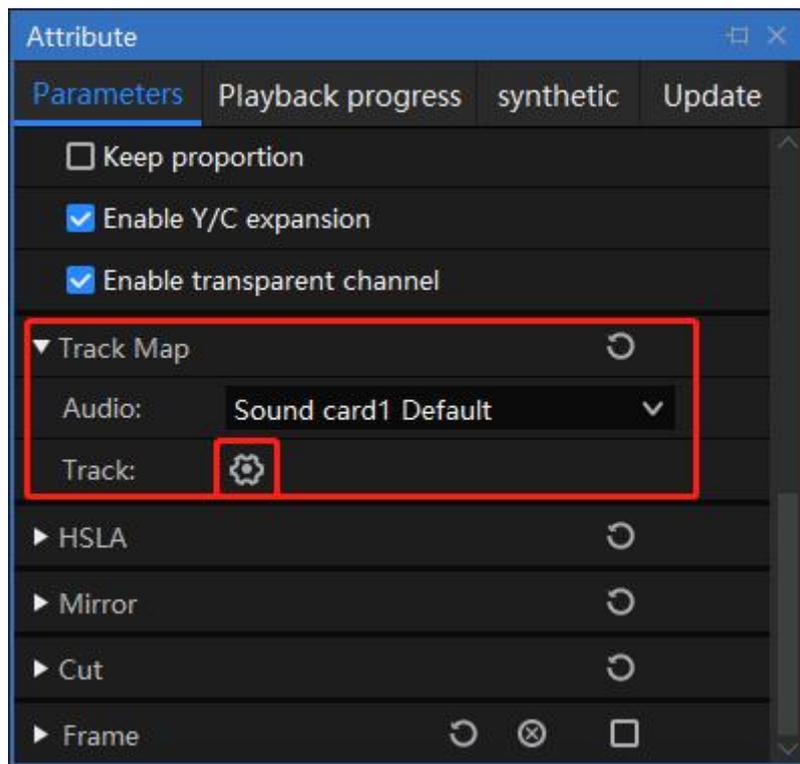
Setting method

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.

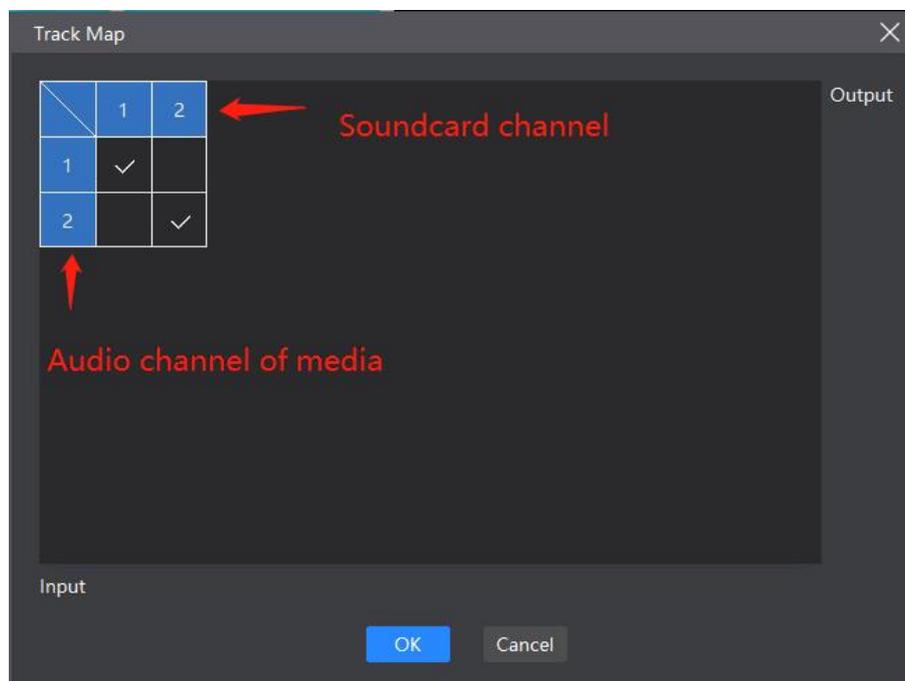


2. Here if you have a 5.1 or 7.1 surround sound card, you can basically use one sound card to output multiple sound by channel. Click material on canvas and then in Attributes and parameters click Track map: Choose a sound card and

click the gear under



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



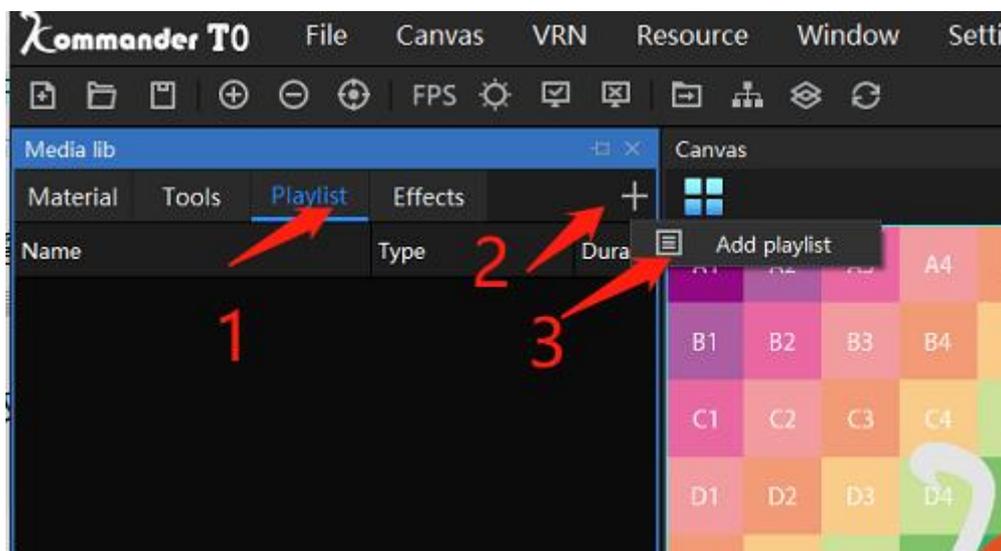
6.2 Playlist

Introduction

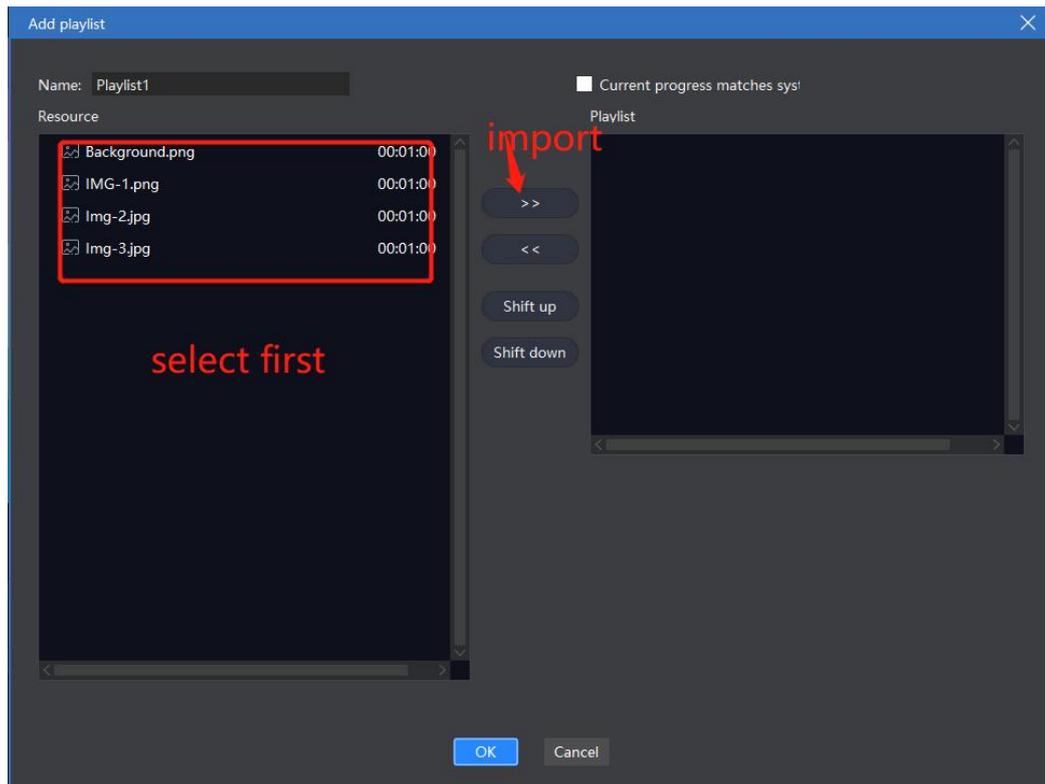
In Playlist you can easily add video and picture files for loop playback, and the playback time of each file can be changed

Setting method

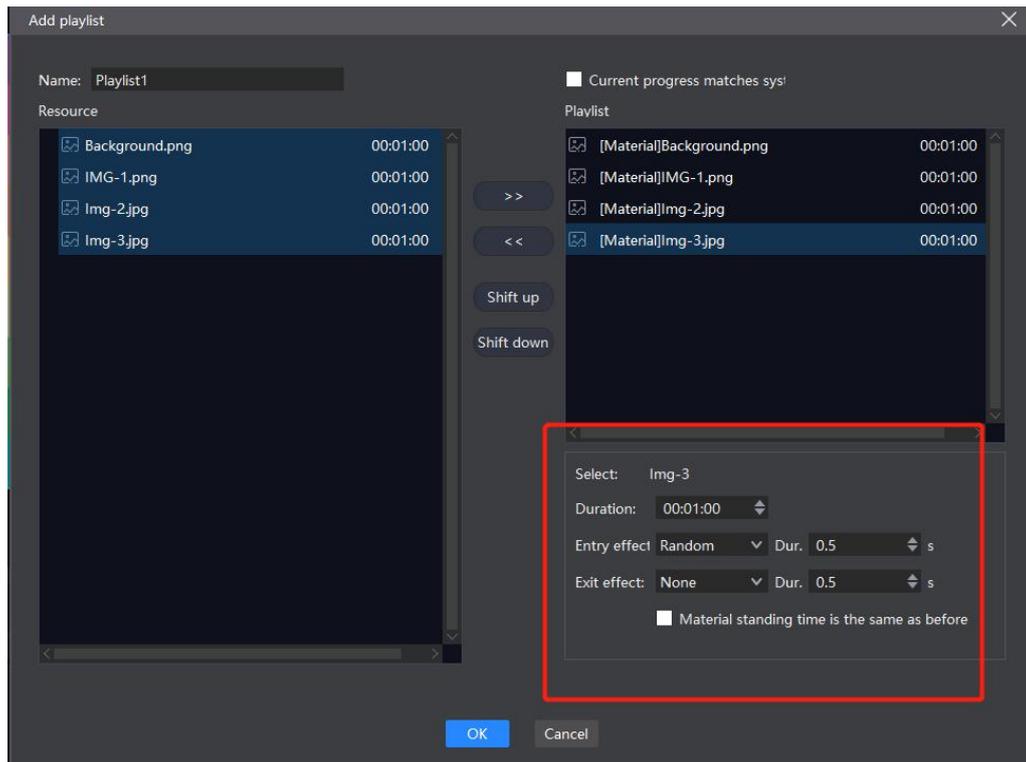
1. Click "Playlist" in the material column, then click the "+" sign on the right and click "Add Playlist"



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 parameters, 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)

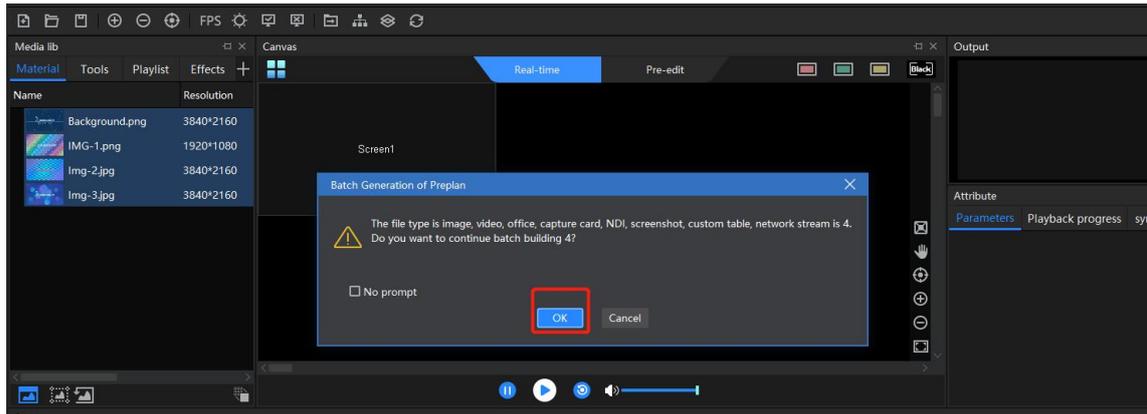
6.3 Generate plans in batches

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, dummy. All plans generated this way will be named after the material



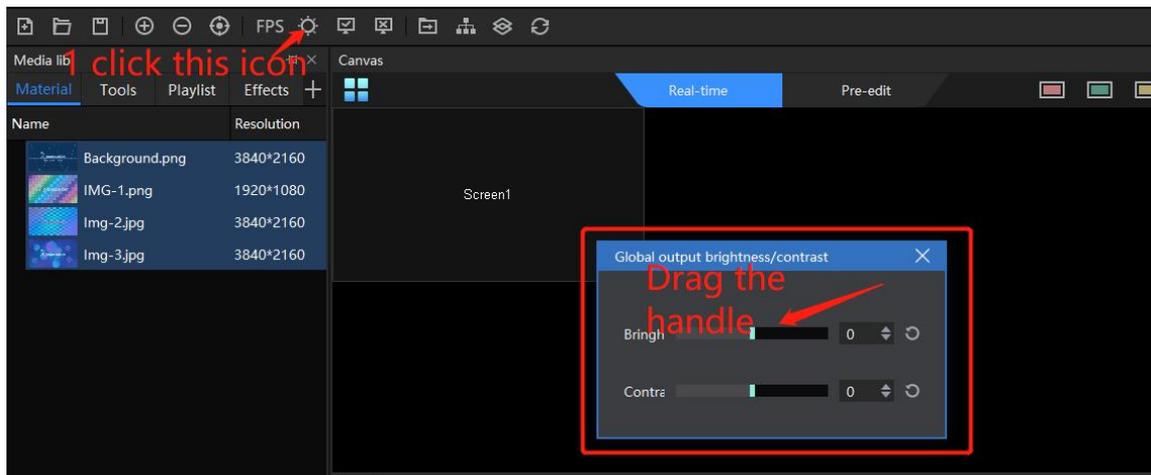
6.4 Global brightness

Introductions

Adjust the brightness of all screen output on the canvas

Setting method

1. Find the light bulb shaped icon (global brightness adjustment icon) in the menu bar of the software interface
2. 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)

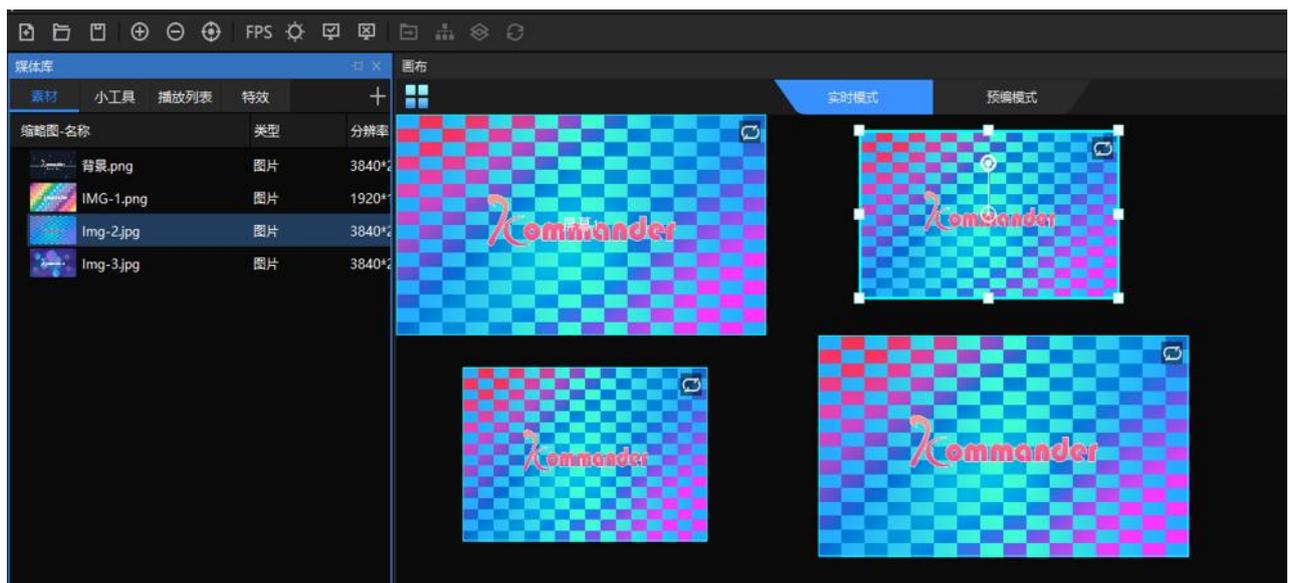
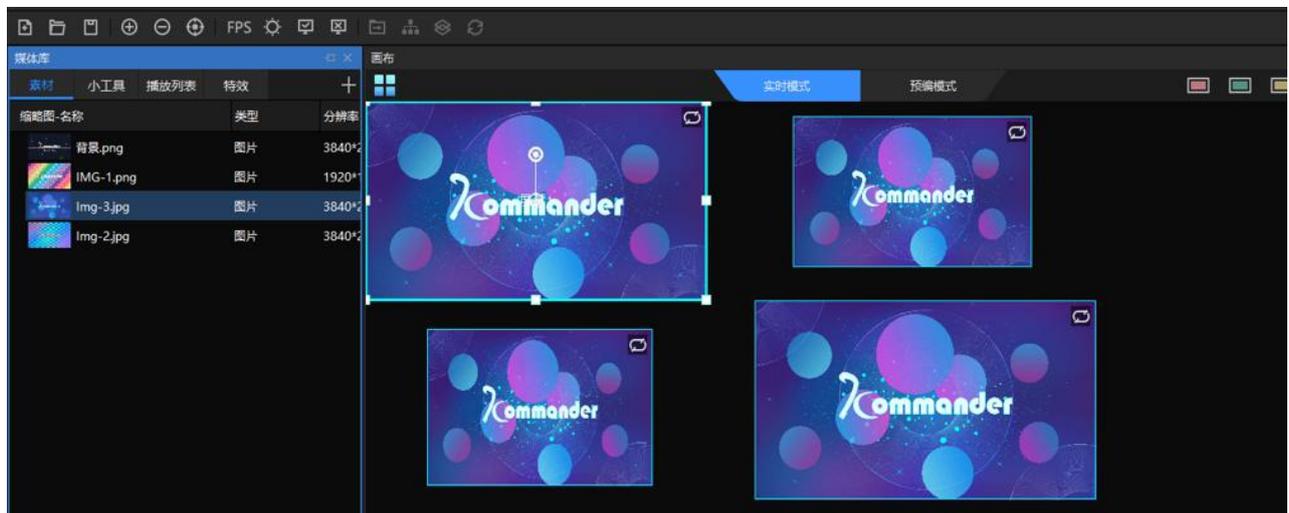
6.5 Replace all cloned material

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.



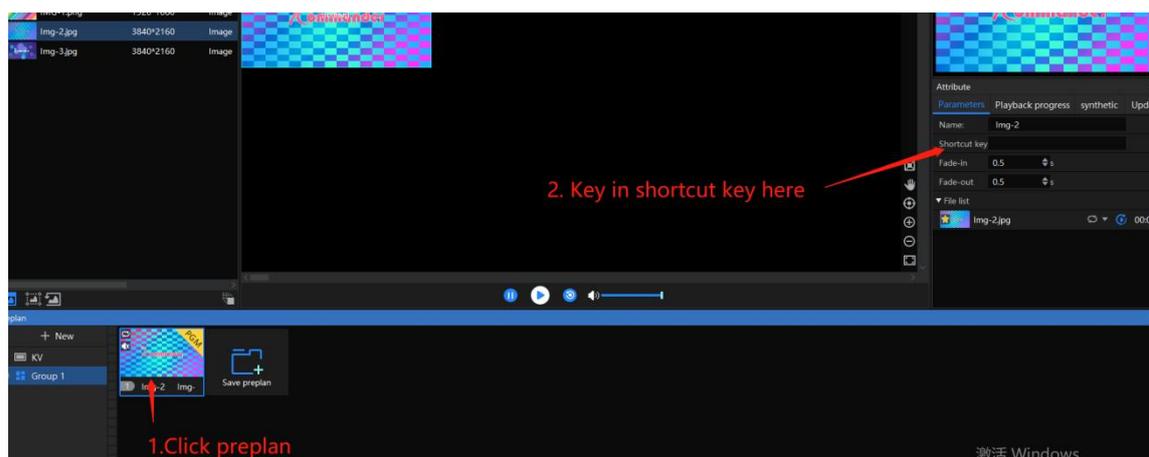
6.6 Shortcut keys for Plans

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



6.7 Replace the original material

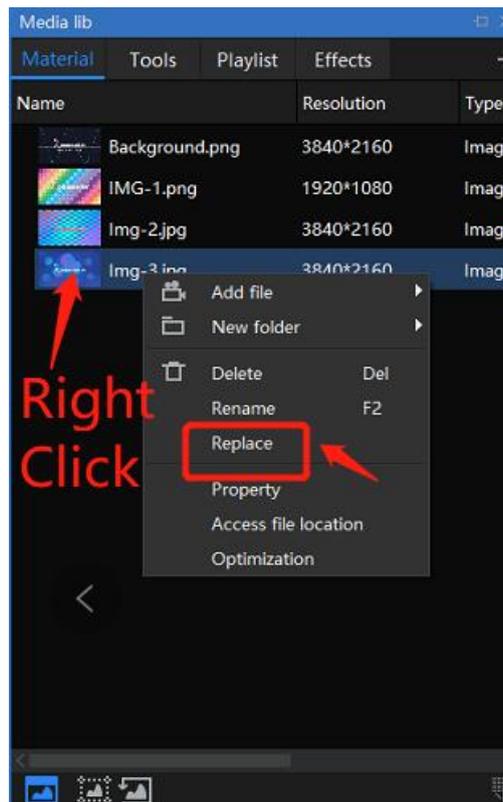
Introduction

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

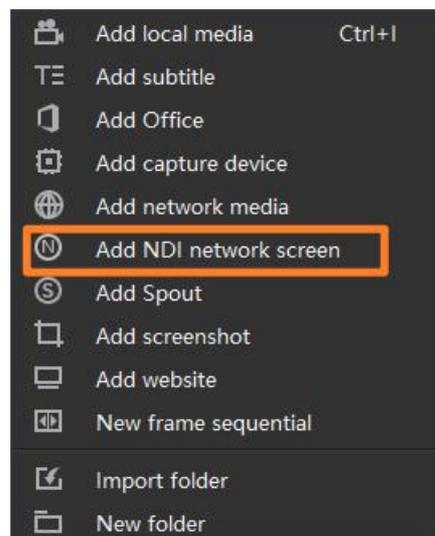
3. Choose one material that you want to use instead



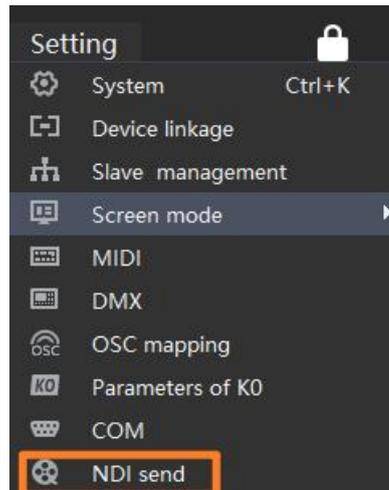
6.8 NDI

Our software can receive and send out NDI form or to other devices that in the LAN, supports NDI signal

Receive NDI: In media lib, right click to add a new NDI resource



Send NDI: In setting and dropdown menu there is a NDI send



6.9 Countdown

6.10 Plan loop and jump

Introduction

Plan loop or auto jump, by default a plan is always on loop and if you don't change its play or end mode, the plan will never ends until you manually switch to another plan.

Jump: You can by set a certain material as an object and according to its play and end mode to realize auto jump. As you have learned [HERE](#)(Speed up your work flow ---auto jump and call)

6.11 Software Settings

Introduction

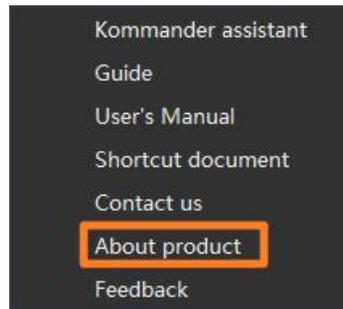
Software setting is already covered in previews chapters, click [HERE](#)(Hardcore and boring introduction ---Menu)

6.12 OTA

Introduction

You can update your software without visiting our website, click the question mark on the right top corner and click About product, and you can update when you are connected to

internet.



6.13 Picture optimization

Introduction

If you have a 8K picture or higher and your computer seems to have some issue in loading it in or it eat up a lot of memories, you should definitely try this feature. It can shrink your picture down to the resolution that set by you.

Setting method

In media lab, under you can see three icons, from left to right (Auto optimization, Set optimization resolution, reverse optimization.)



6.14 [Common hotkeys](#)

We have covered this in Speed up your workflow--- Shortcut key list

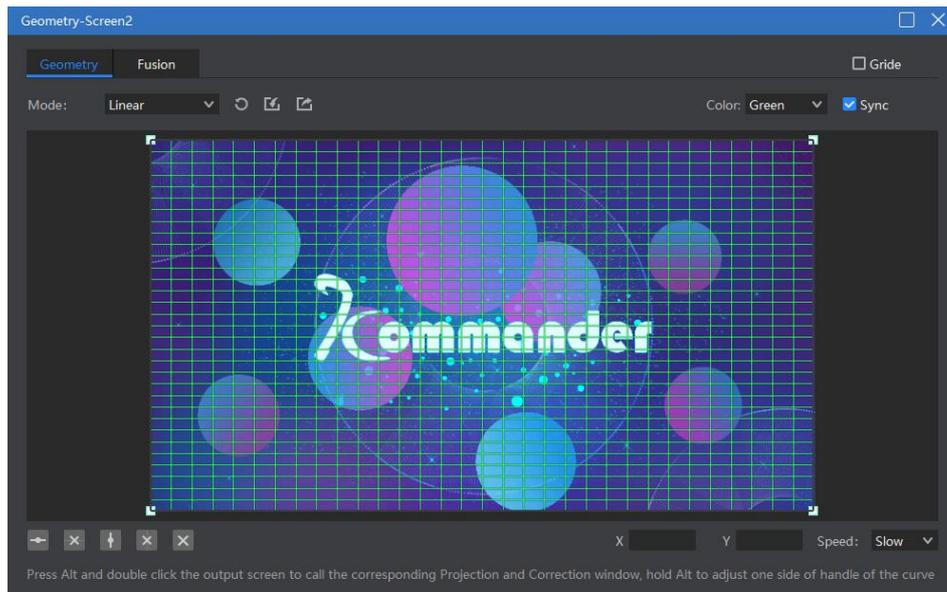
6.15 Geometry correction

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

6.16 Lock

Introduction

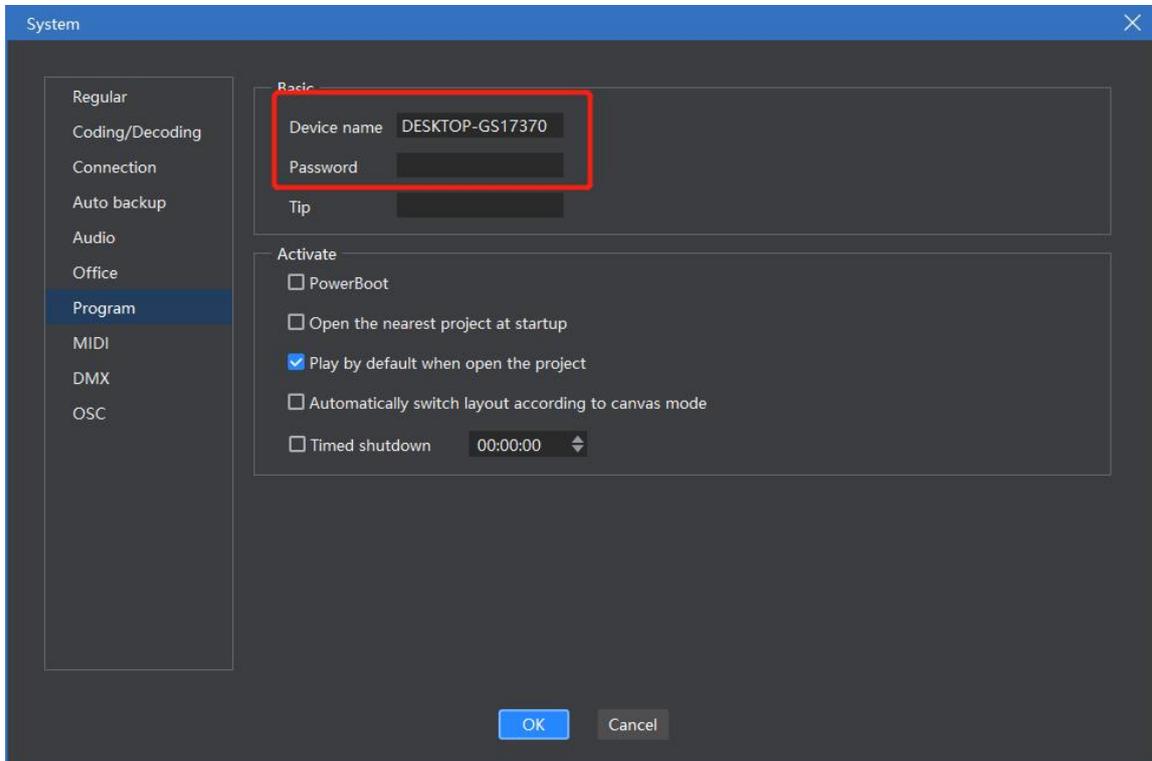
When the user does not need to operate the software temporarily and does not want to affect the current output, the user can use the lock screen function to prevent maloperation, the lock screen has added a password function)

Some keyboard shortcuts were opened yo use when the screen was locked, such as page up / page down 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

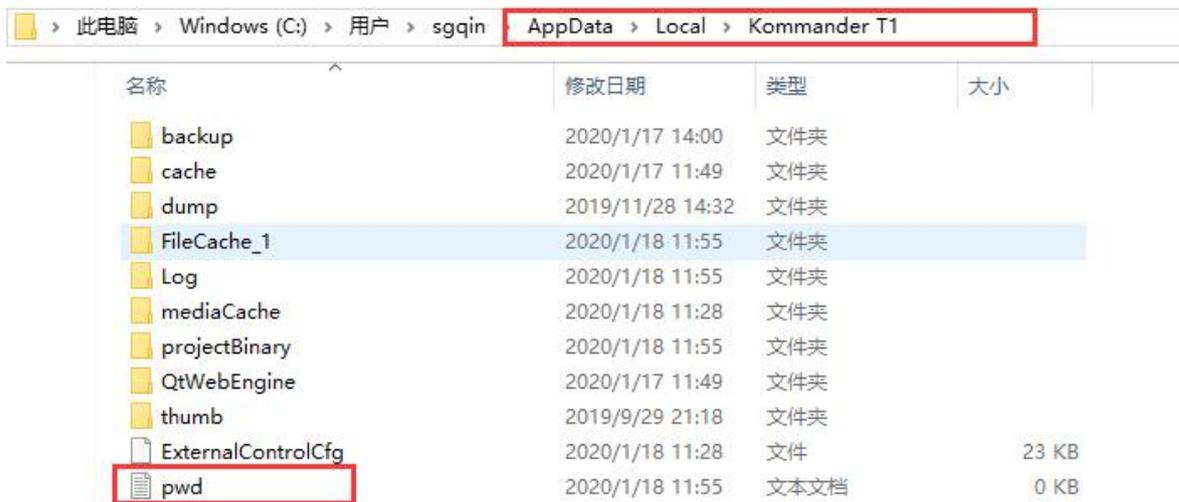
1.Setting-System-Program

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: App Data/Local/Kommander T3



6.17 Office setting

Introduction

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

1. Office documents support automatic page turning through "Settings" and define the page-turning interval.

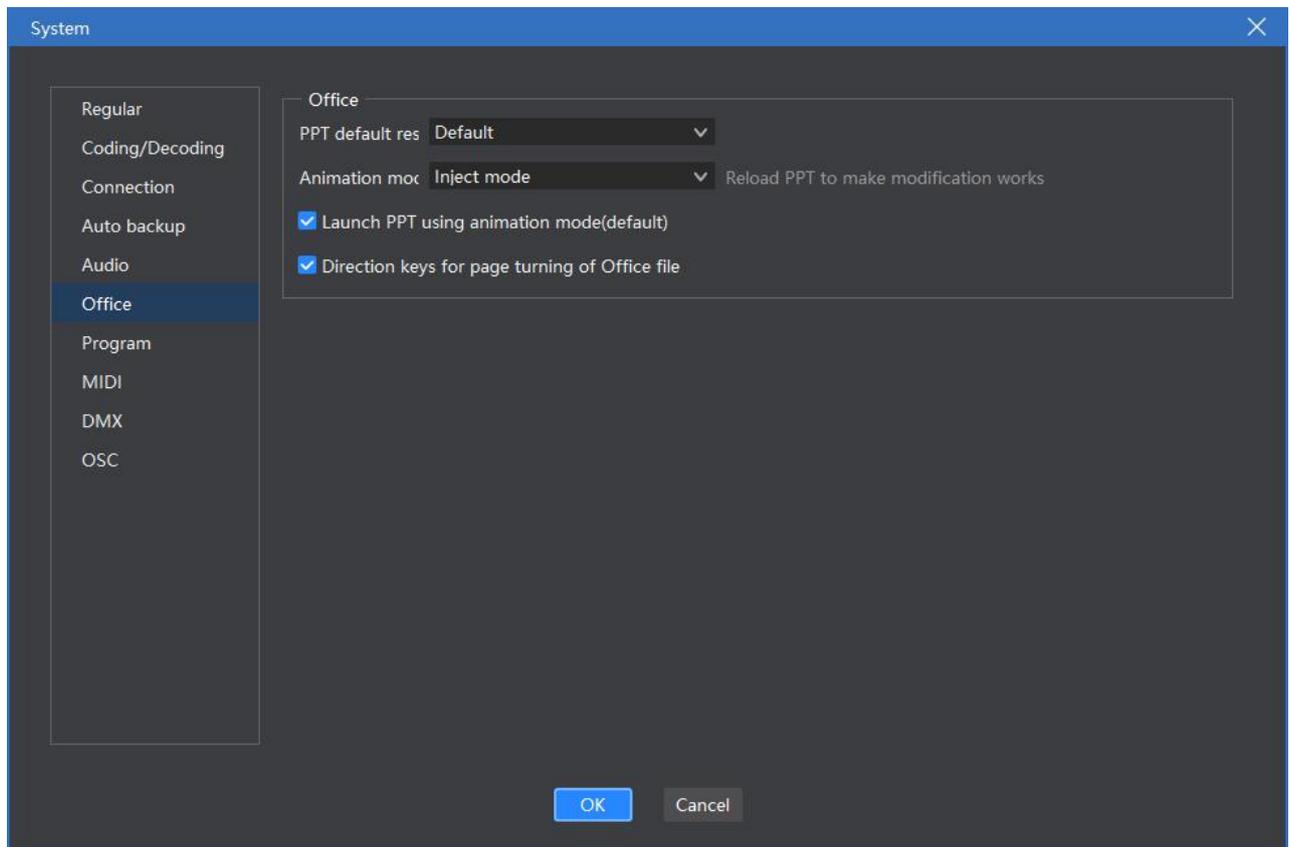
2. You can use the keyboard (page down / page up, down, left and right keys) to turn pages, or a page pen to turn pages. This shortcut is valid for all the current office output. For the arrow keys, select "Enable arrow keys to page office documents" under the system settings. This shortcut is only valid 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.



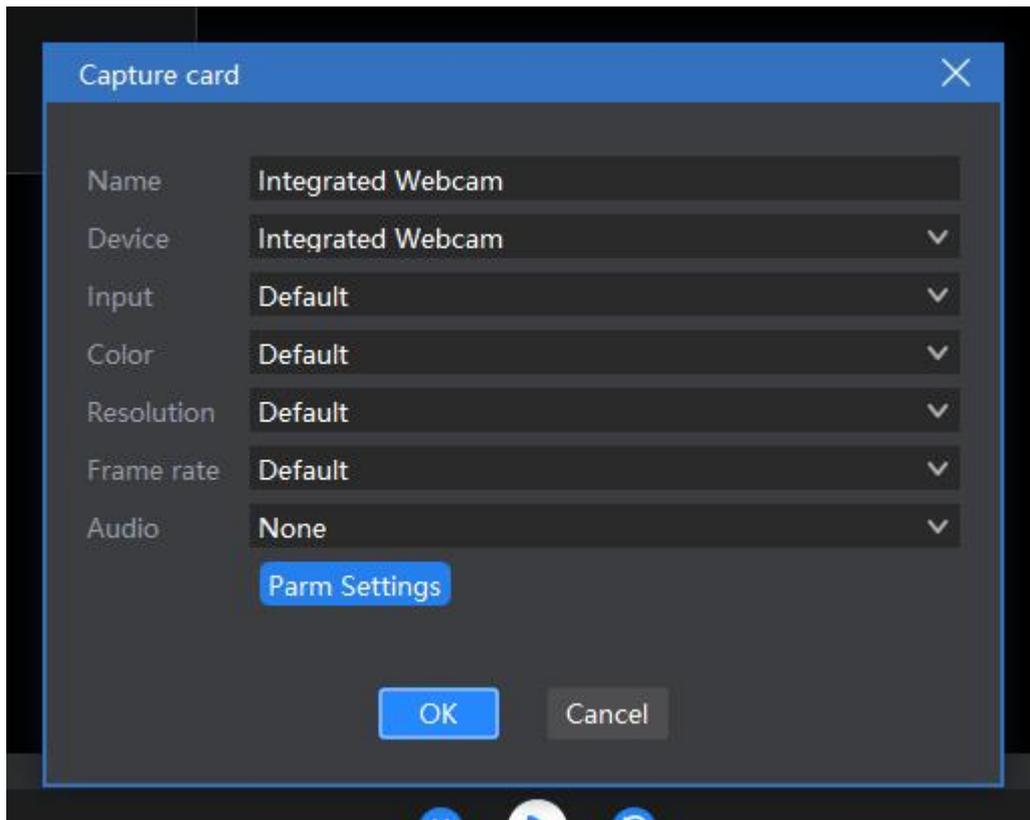
6.18 Capture devices

Introduction

Our software supports DVI \ HDMI \ SDI capture, USB capture card and also PCI capture card are supported

Setting method

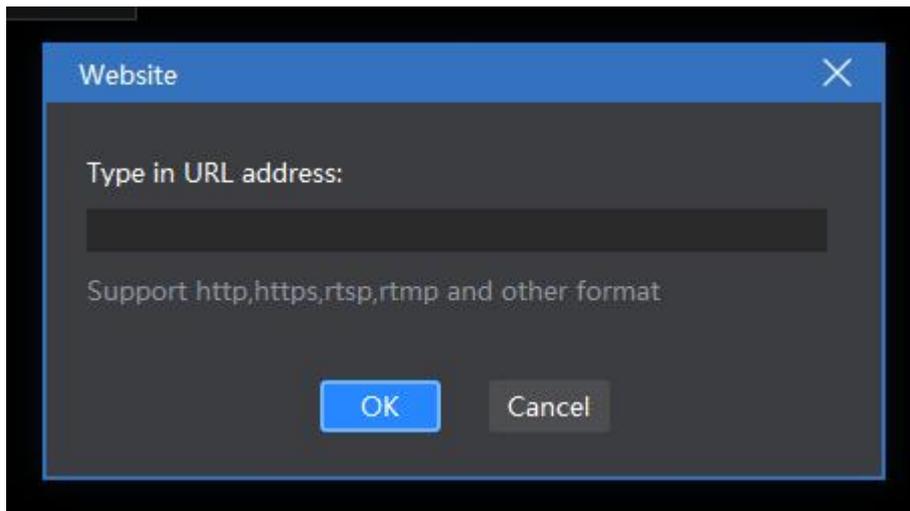
Click the + sign on the menu bar, select "Add a capture device", and select the corresponding capture device to add a capture card file to the asset area. Drag the material to the canvas in the control area to play it.



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.

6.19 Network Media

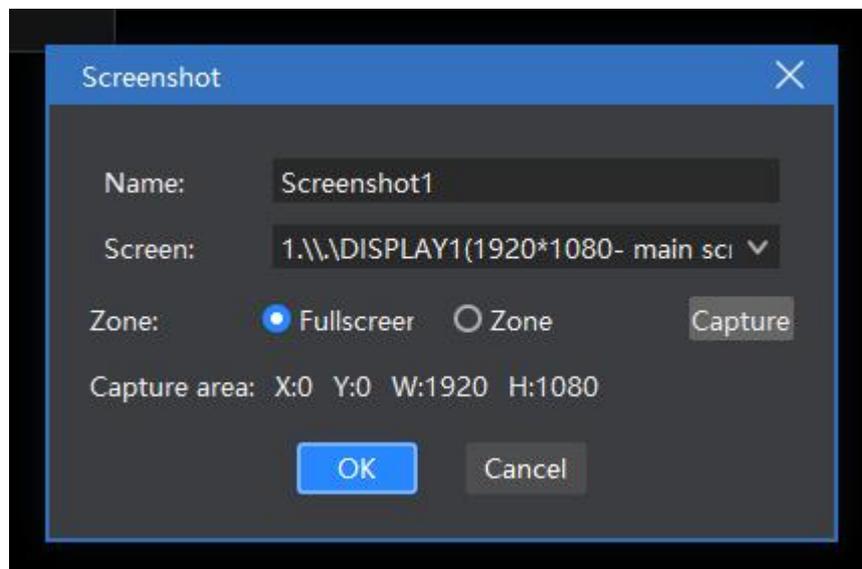
Click the + in the menu bar and select "Add Network Media". After entering the correct streaming media address, you can add network media files to media lib. Drag the material to the canvas in the broadcast area to play it.



6.20 Computer 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 .



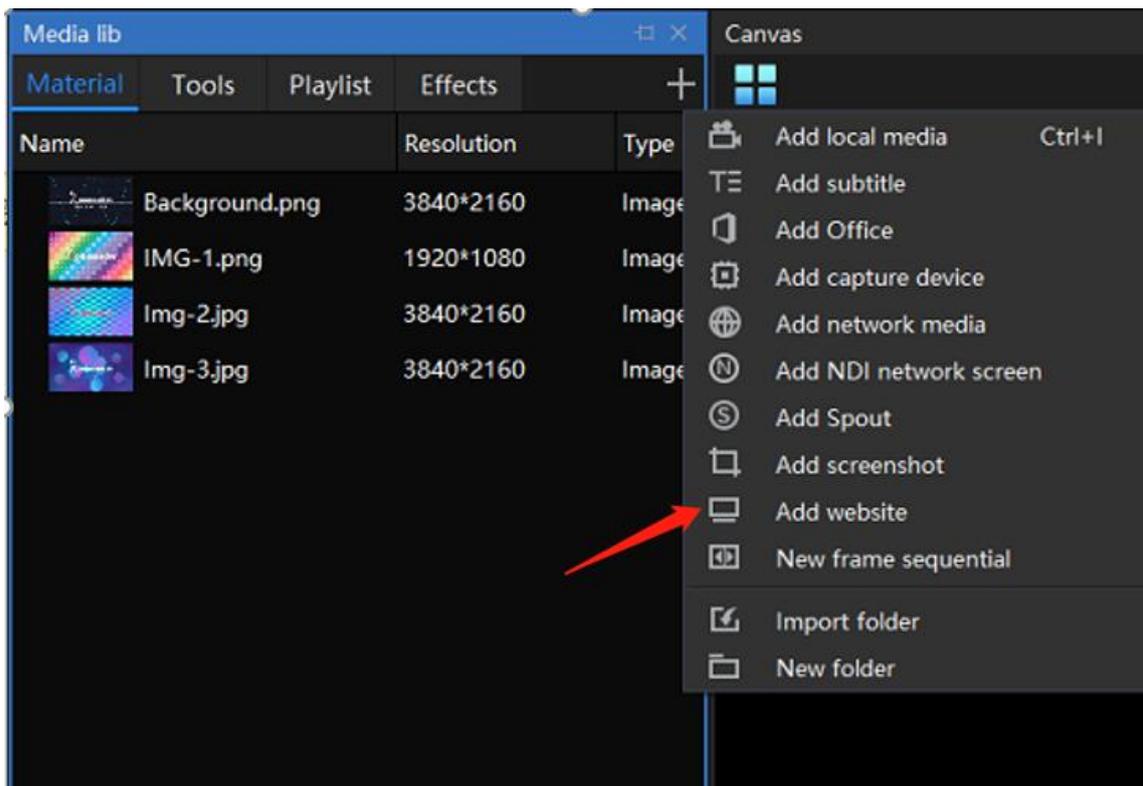
6.21 Built-in Browser

Introduction

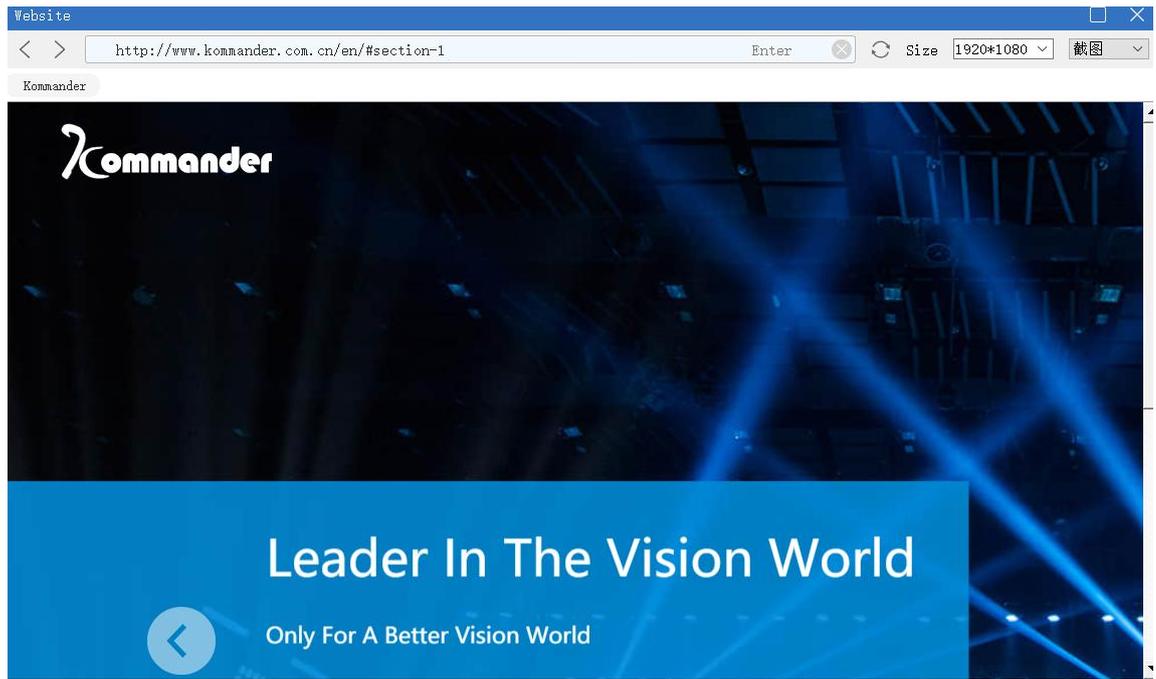
Add a website, enter the URL, and output the content (news, videos, etc.) on the big screen.

Setting Method

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.

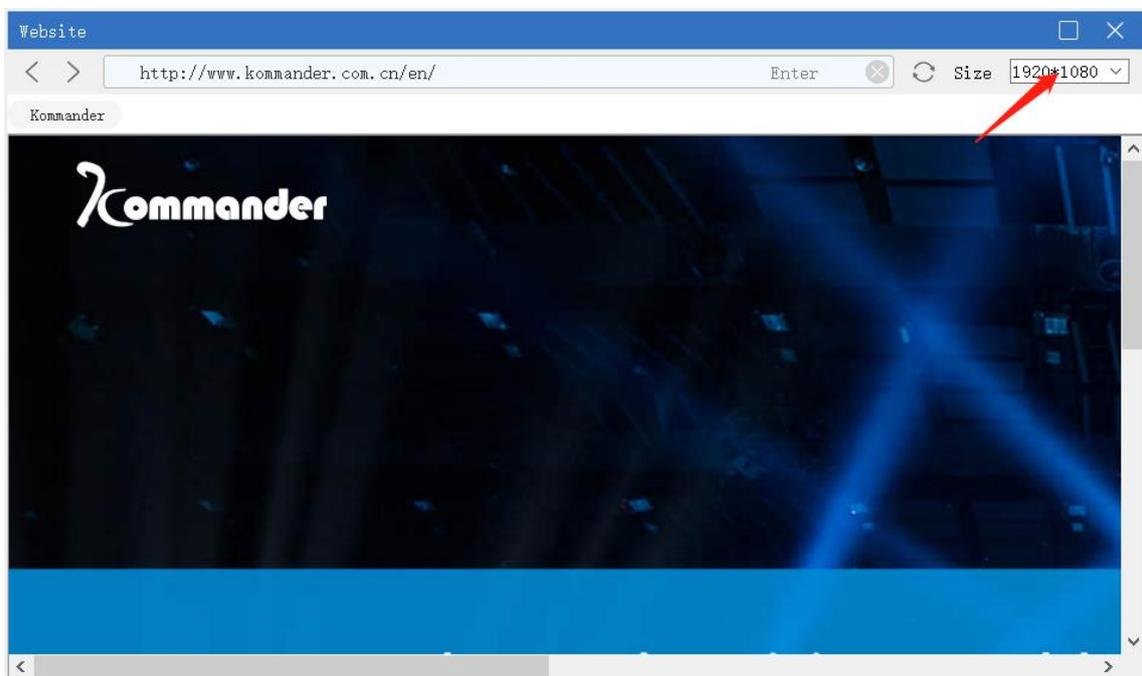


2. During playback process, double-click the website window in the broadcast control area to go further. Including changing URLs or viewing webpage-related content. During the editing process, the screen display is updated in real time



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.

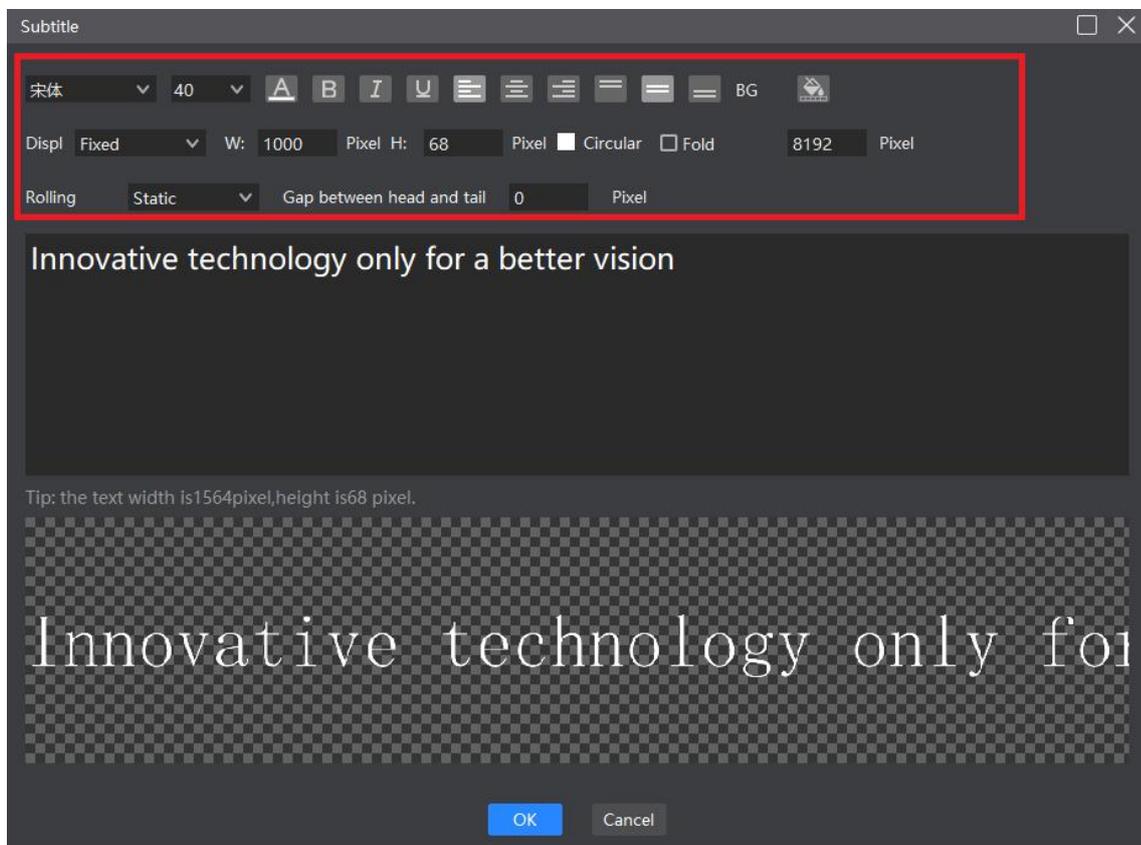


(Note: The maximum display rate of web pages is affected by the resolution of the main display. If the main display is 1920 1080, then the maximum display resolution of the web page is 1920 1080)

6.22 Subtitle

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

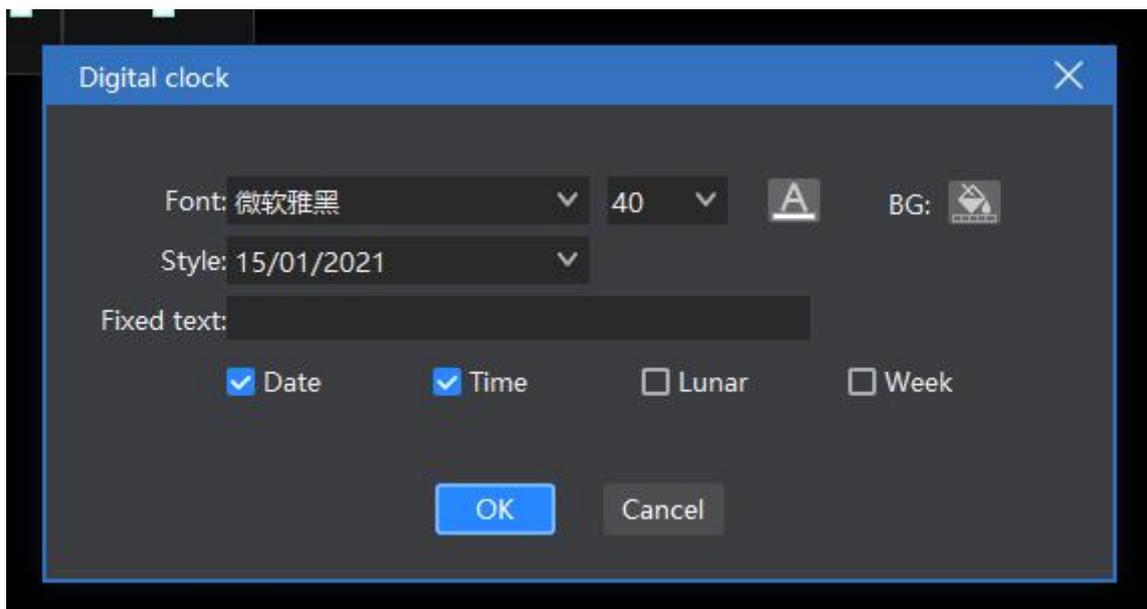
Support subtitle scrolling effect, background color filling, text size and color customization

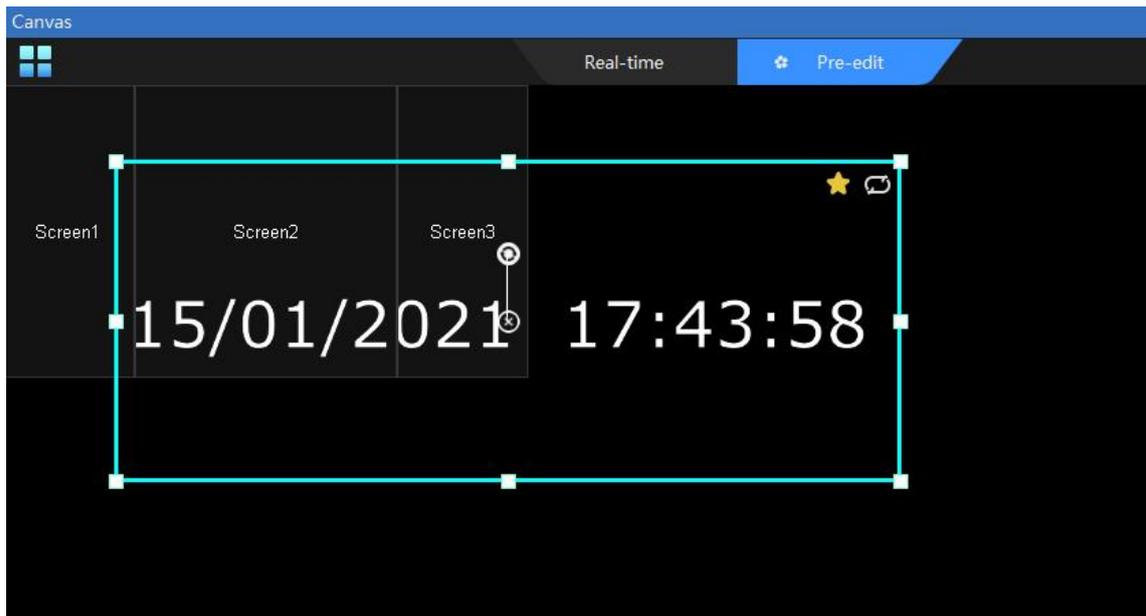




6.23 Digital clock

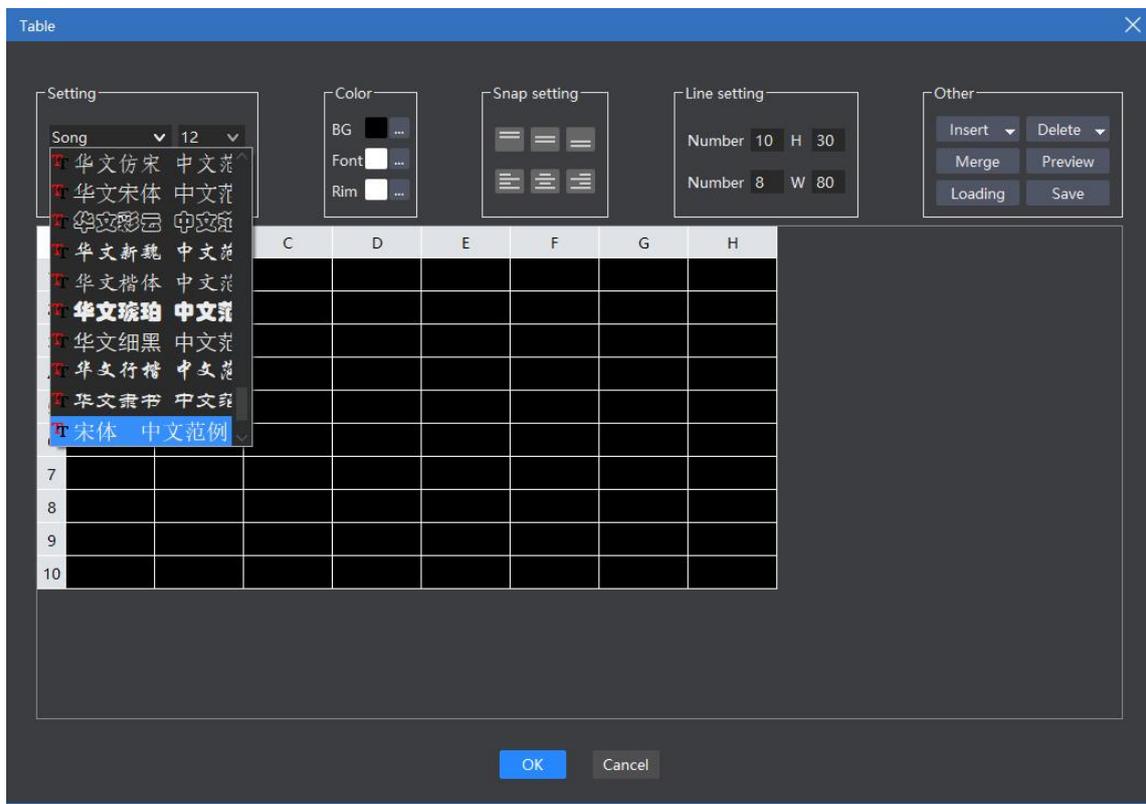
Support digital clock display, provide multiple display styles, can be set according to requirements





6.24 Charts

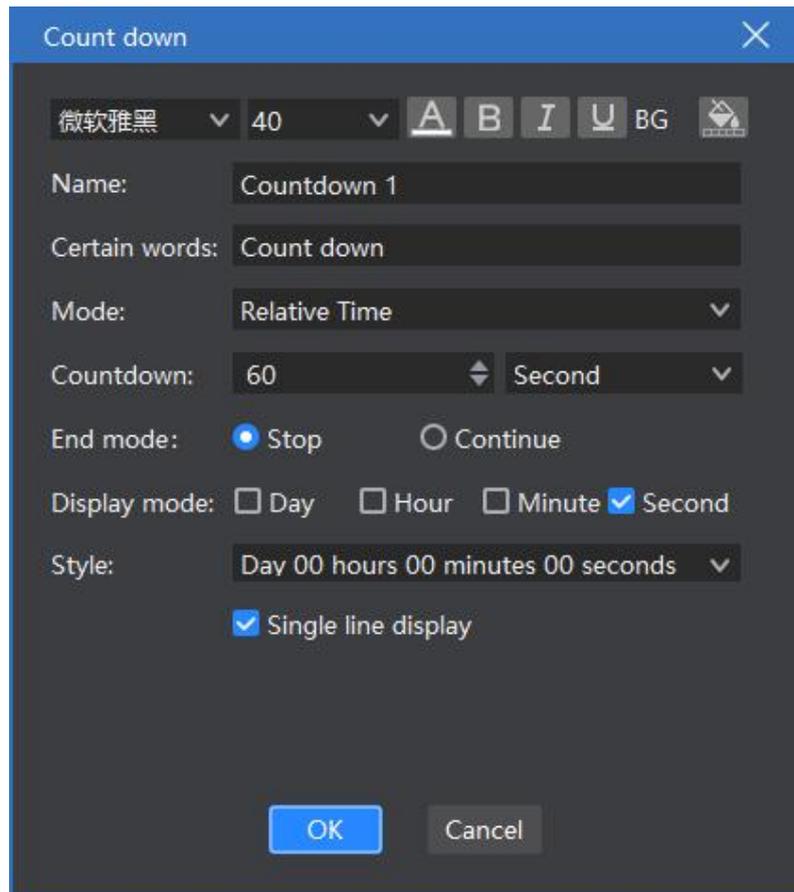
Support adding tablet , filling in content according to requirements, supporting custom form size, text color, font alignment, etc.



JOE	1	98	1
LOEY	2	89	3
CHEN	2	90	2
LUIS	3	68	4

6.25 Countdown

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



6.26 Weather 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

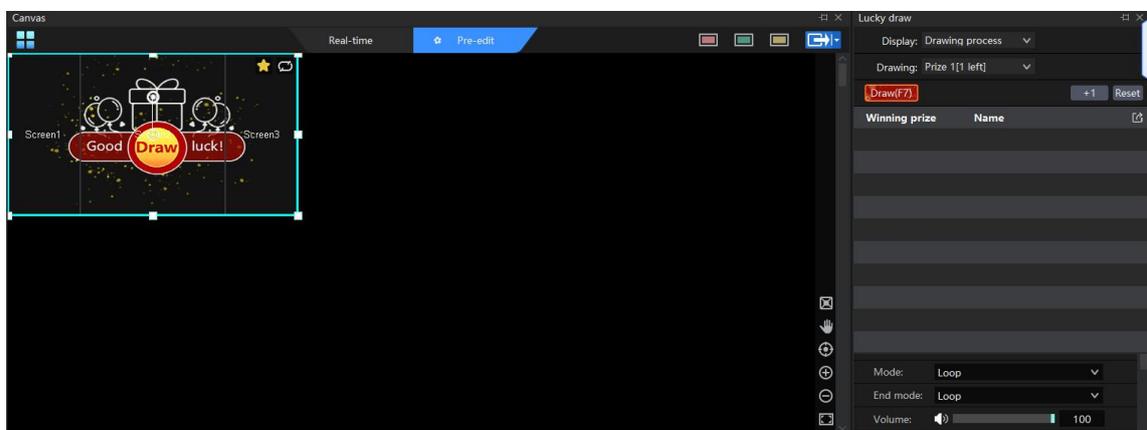
6.27 Lucky draw

Introductions:

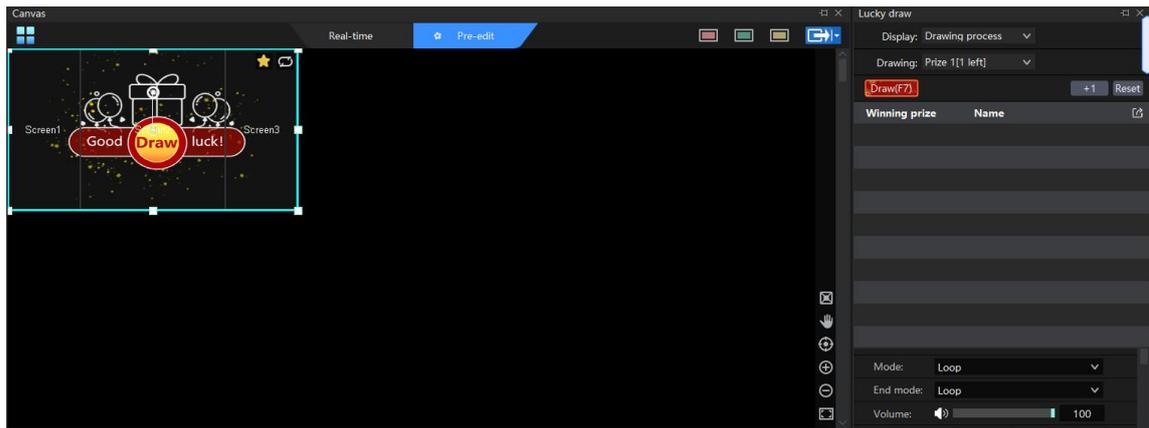
Used at certain cases to have a good time, to give out presents

Setting Method

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. 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.

Precautions

1. 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. 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.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.

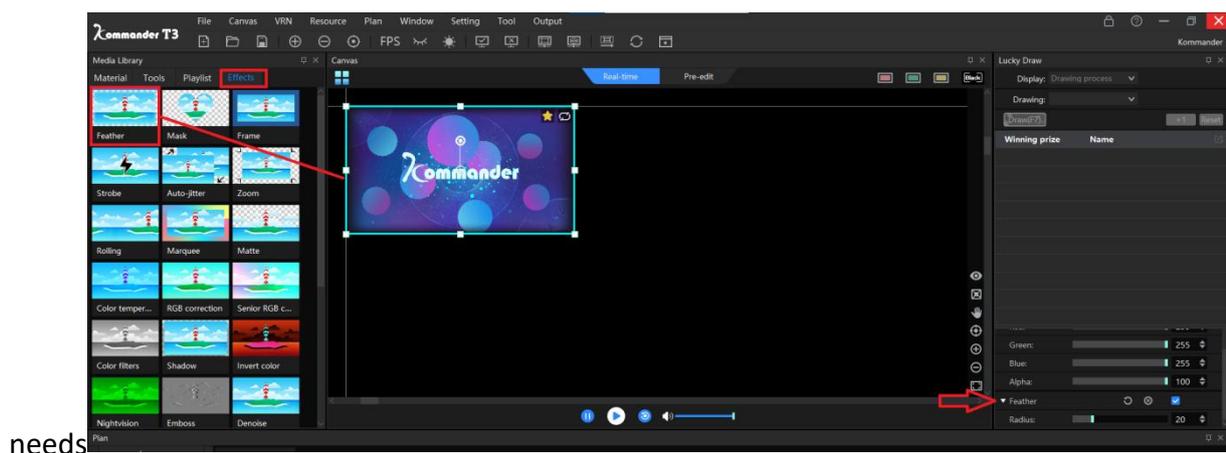
6.28 Feathering

Introduction

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

Setting method

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



needs

6.29 Blank screen



Blank screen, once you clicked this button, the output will pure black and also video on canvas will stop playing and sound also goes mute

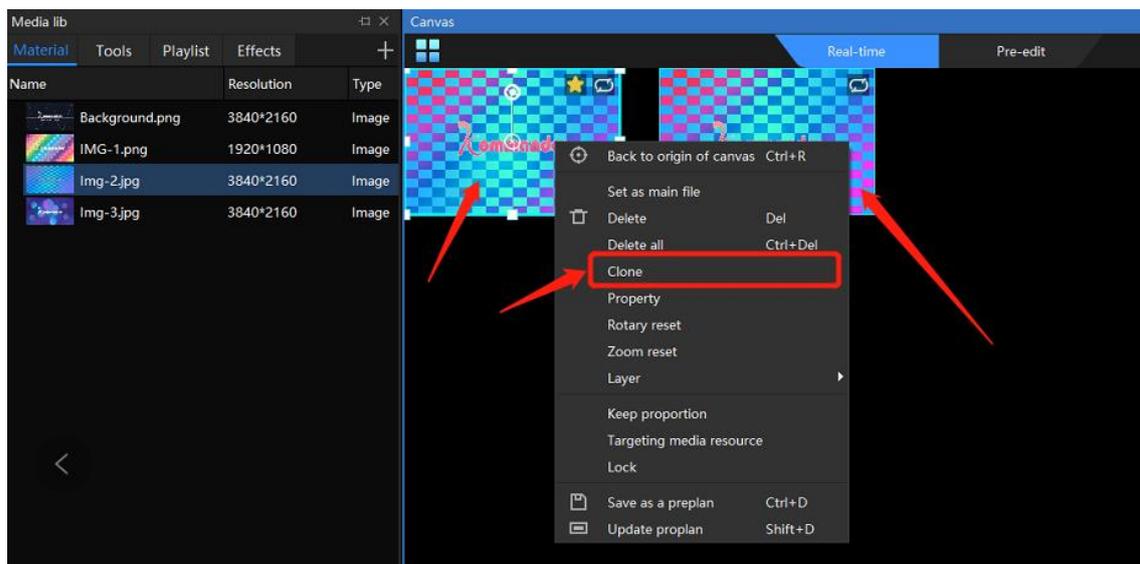
6.30 Clone

Introduction

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

Setting method

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



6.31 Rewind option when switching

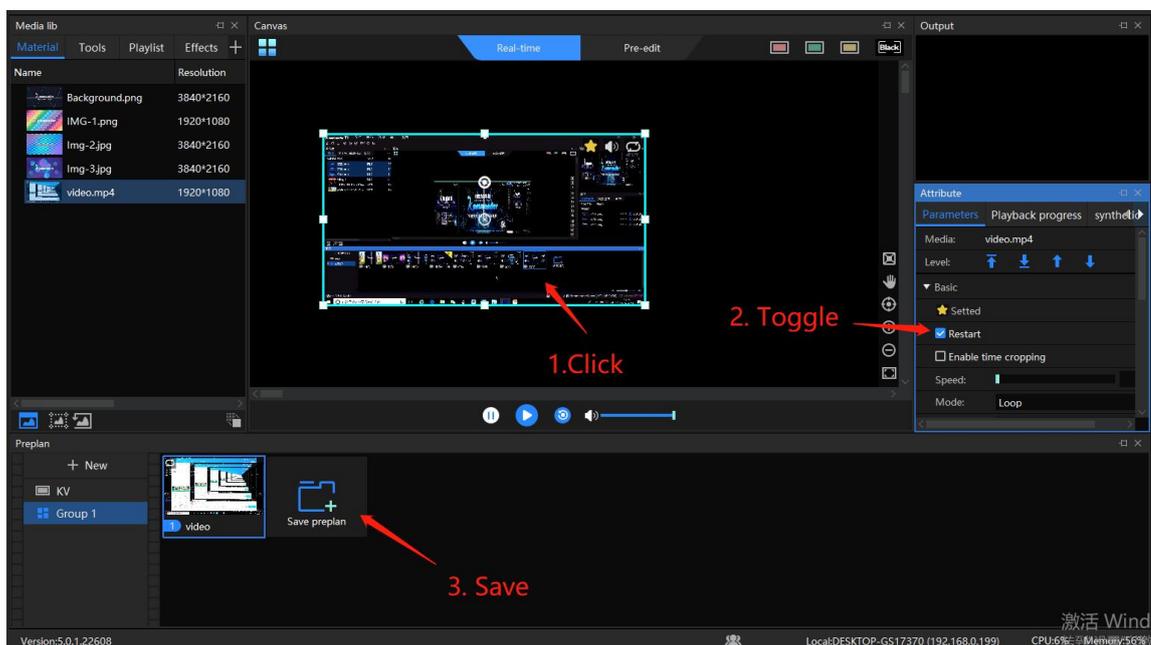
Introduction

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

Setting method

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 steps



4.43.1 Instruction

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

Set the start and end time and complete the setting

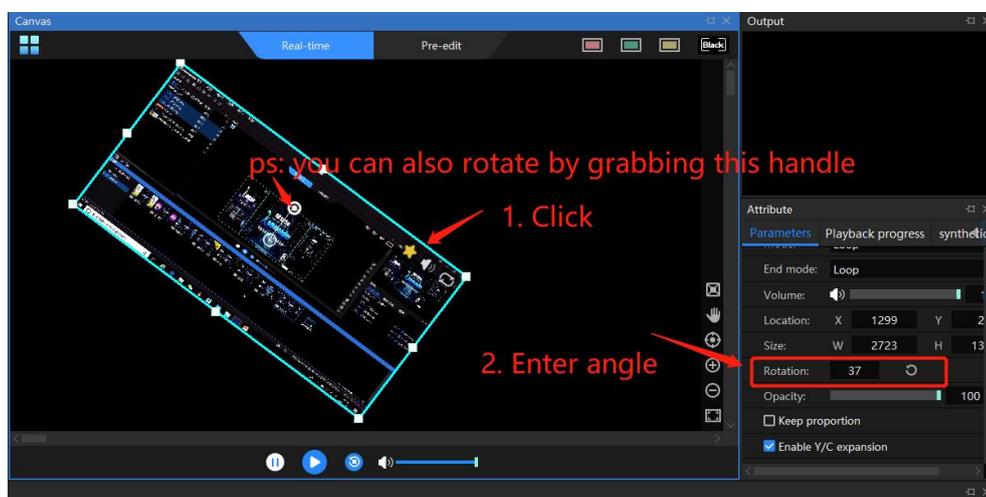
6.32 Layer rotation

Introduction

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

Setting method

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



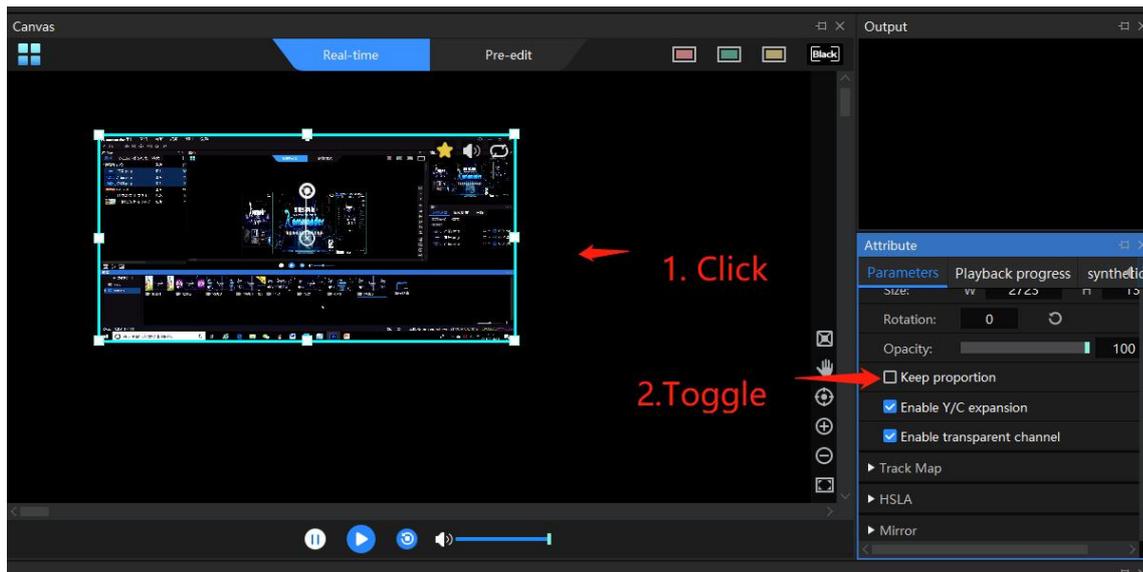
6.33 Keep rotation

Introduction

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

Setting method

1. Choose the layer
2. Check keep proportion in the Parameters



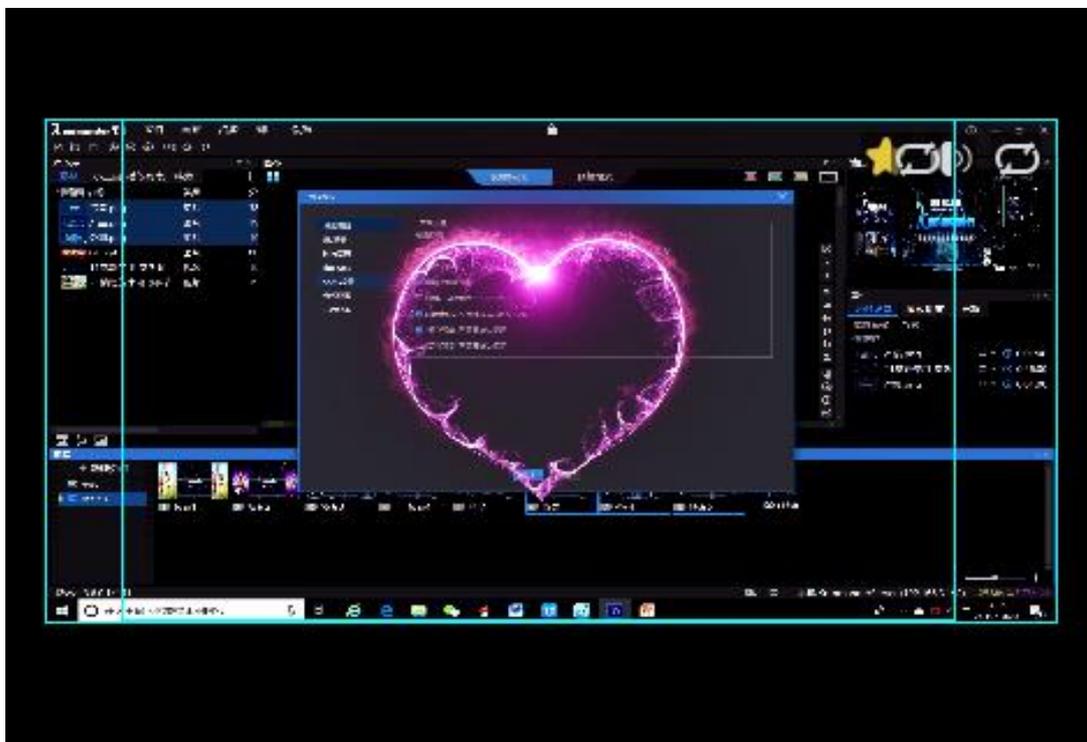
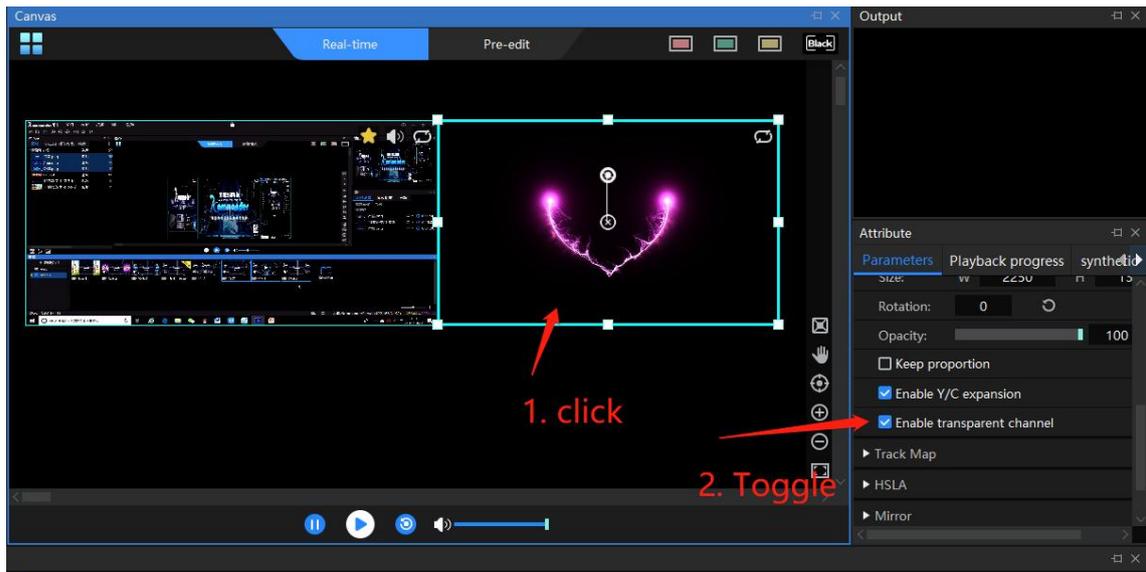
6.34 Video with Alpha channel

Instructions

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

Setting method

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



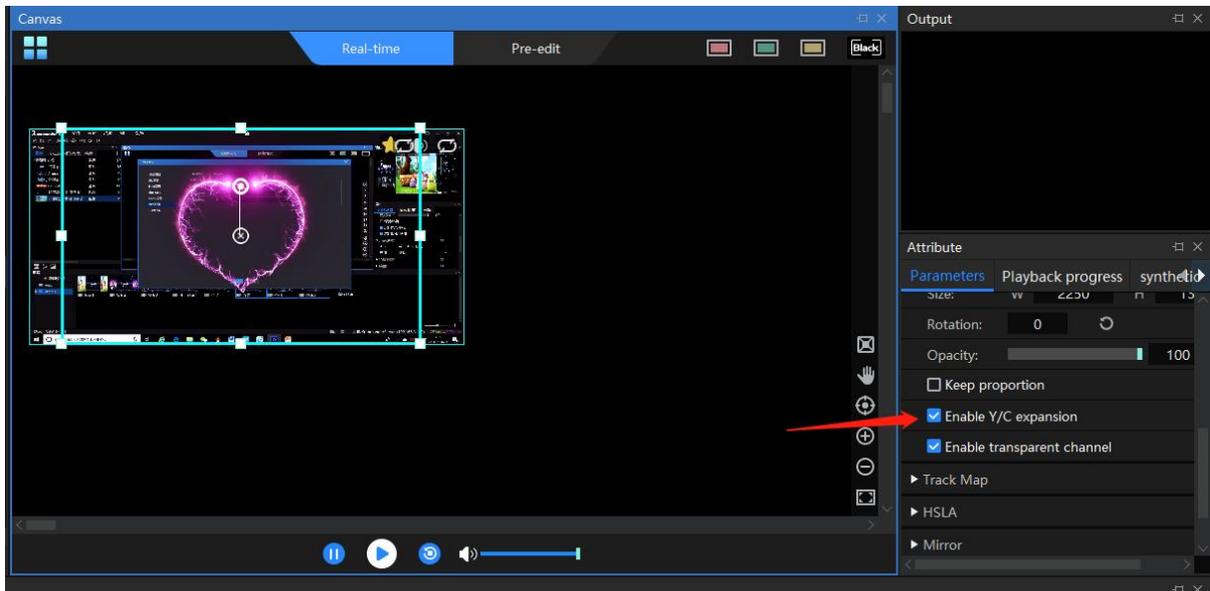
6.35 Y/C stretch

Introduction

Fine tune video and picture gray scale

Setting 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.



6.36 Cut

Instructions

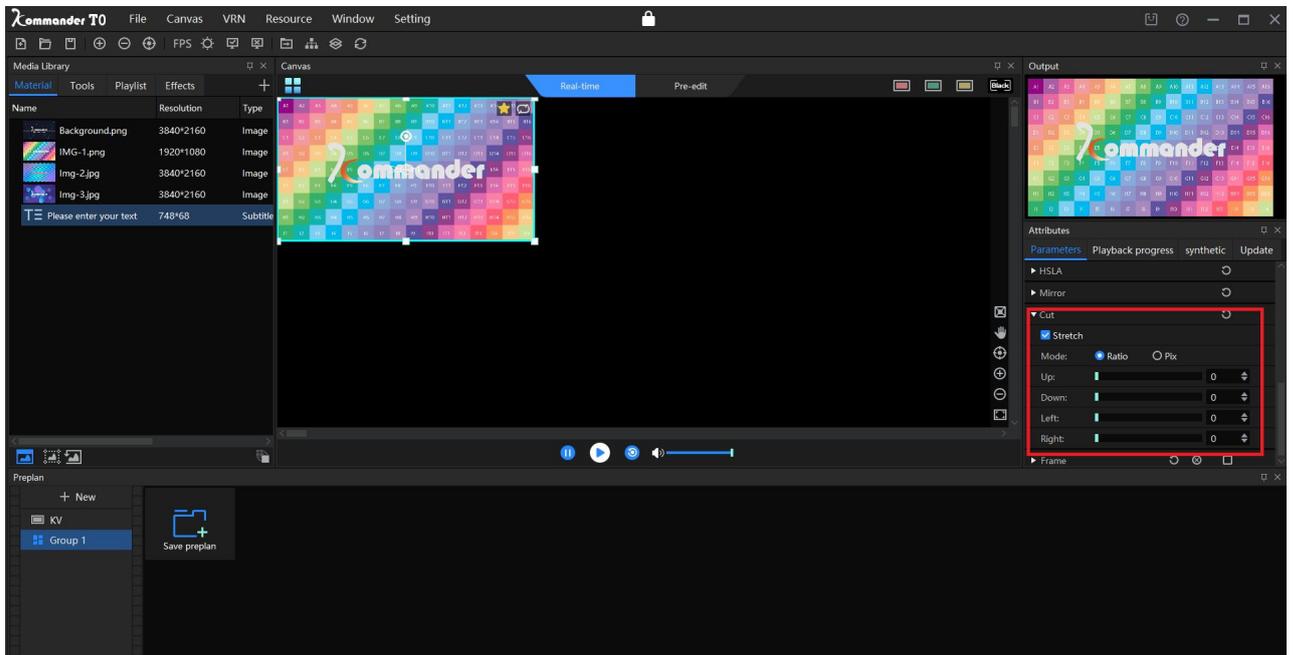
The cut function can intercept a part of the material for display according to requirements. Currently, it supports two cut modes: stretch and no stretch:

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.

Setting method

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



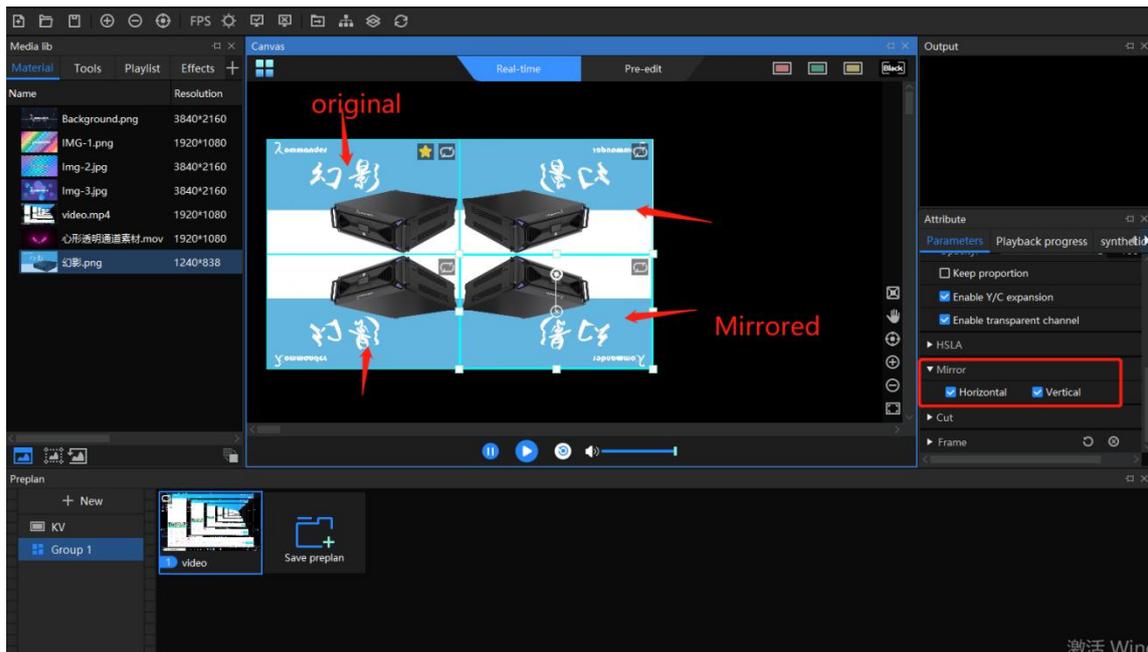
6.37 Mirror image

Introduction

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

Setting method

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



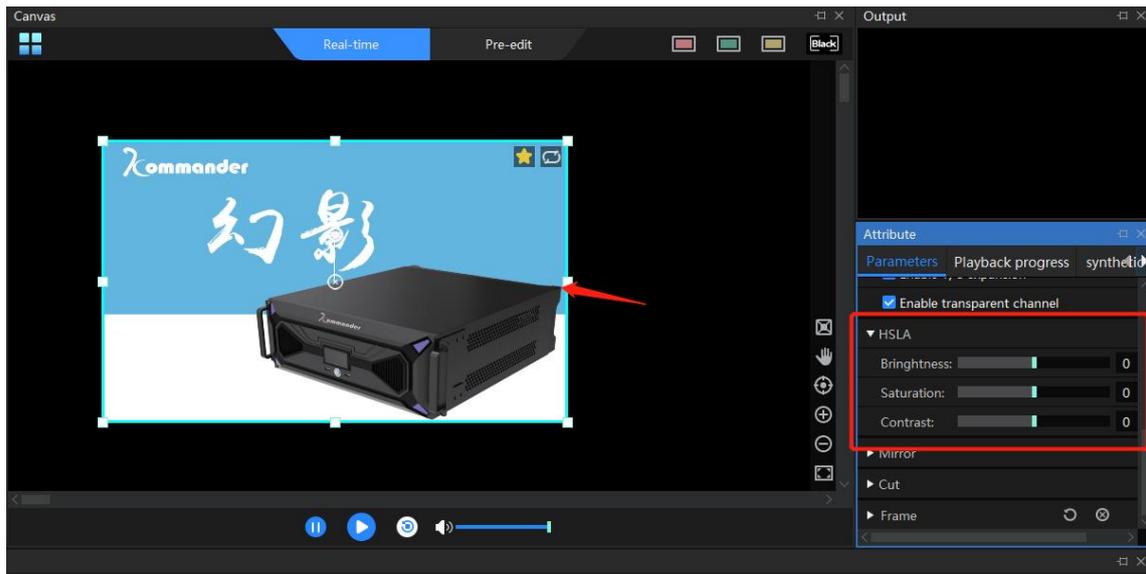
6.38 HSLA

Introductions

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

Setting 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



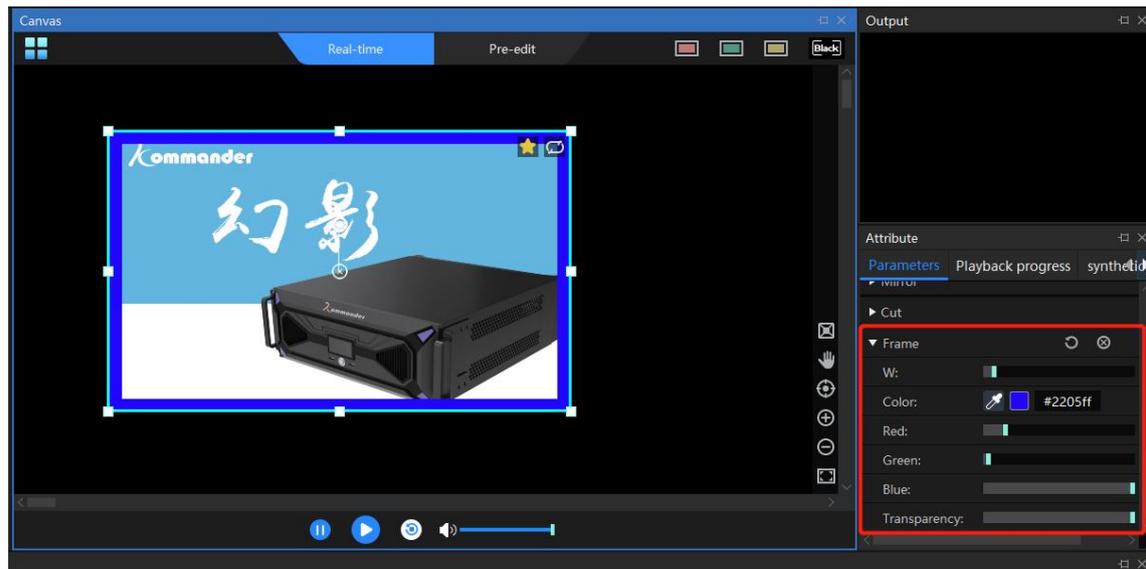
6.39 Frame

Introduction

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

Setting method

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



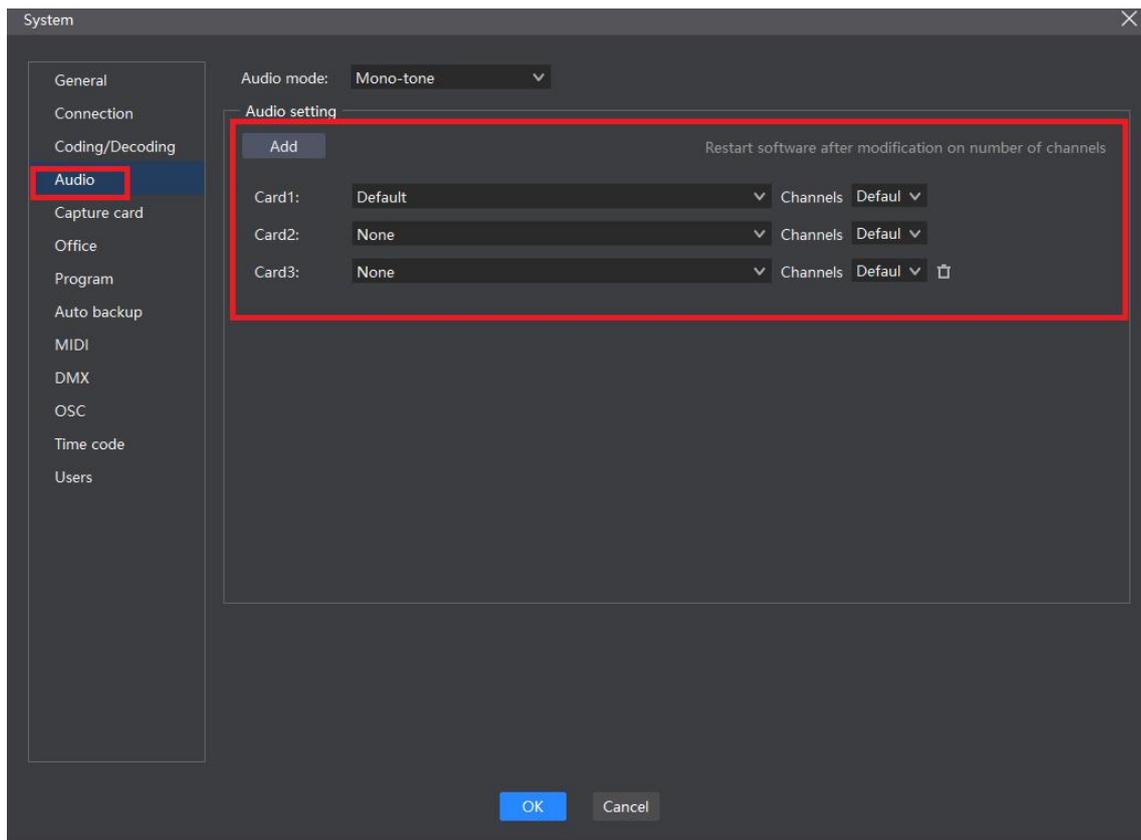
6.40 Audio channel map

Introduction

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

Setting method

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.

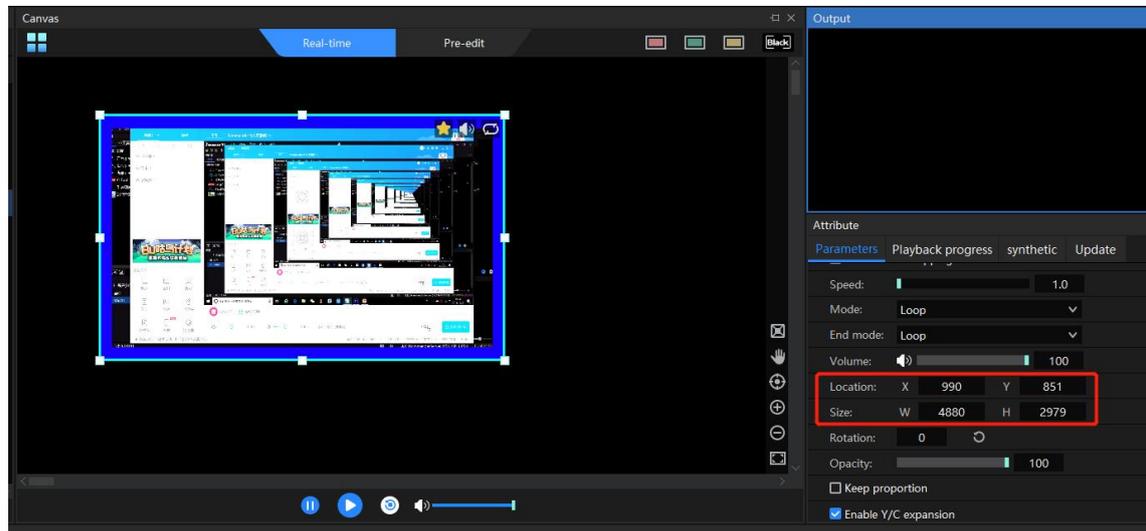
6.41 Layer parameter settings

Introduction

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

Setting method

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



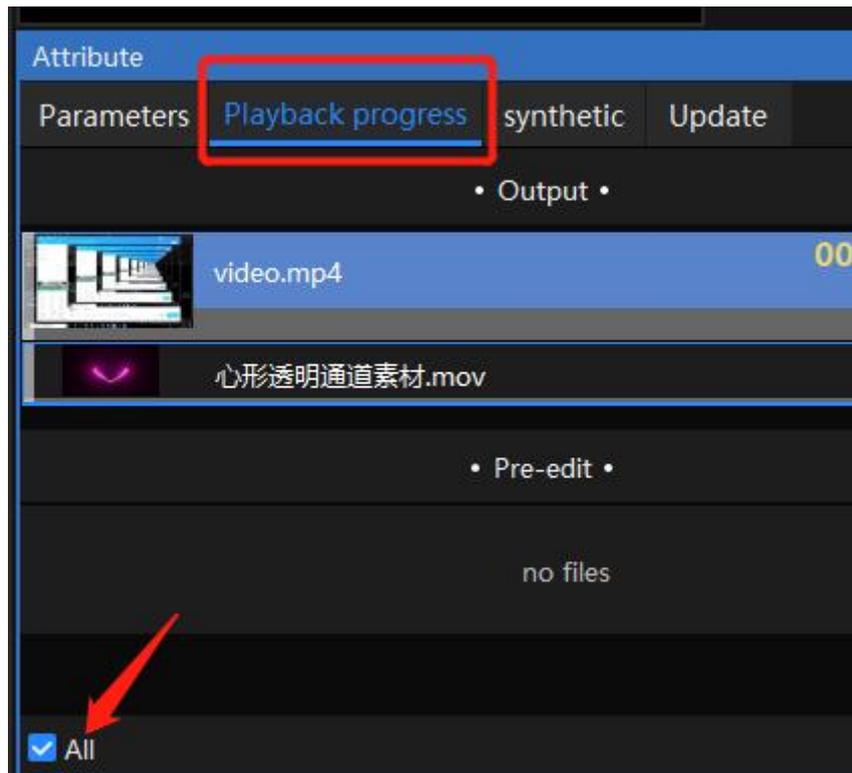
6.42 Seek All

Introduction

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

Setting method

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



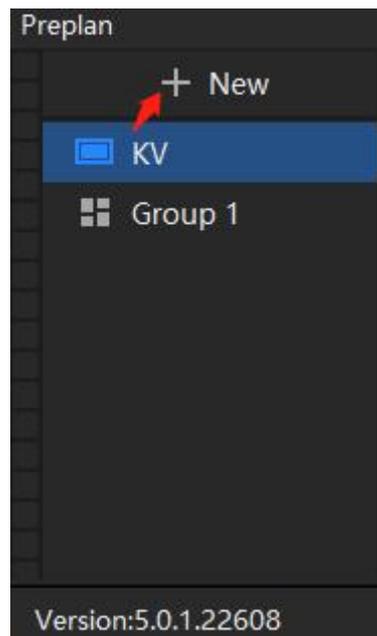
6.43 Plan management

Introduction

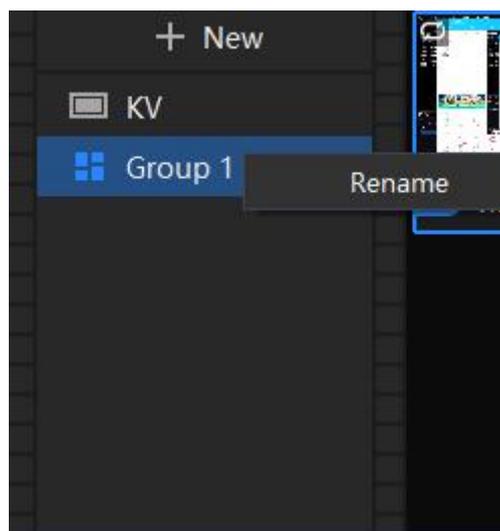
Support plan group management, you can create multiple groups according to the needs of the event, name of each group can be customized, more convenient to find and call

Setting 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



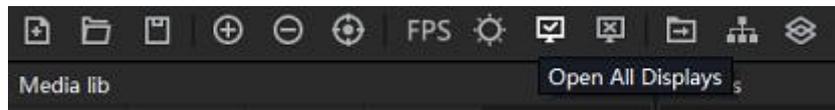
6.44 Open/ close all display ports

Introduction

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

Setting method

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



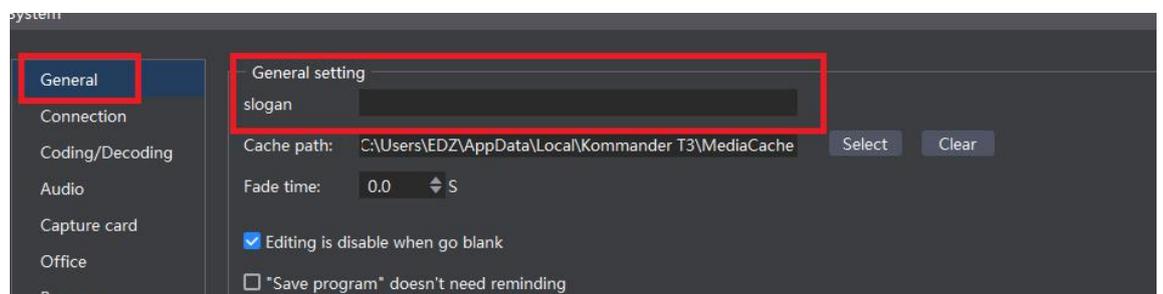
6.45 Output slogan

Introduction

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).

Setting method

1. Setting-System-Slogan
2. Enter slogan





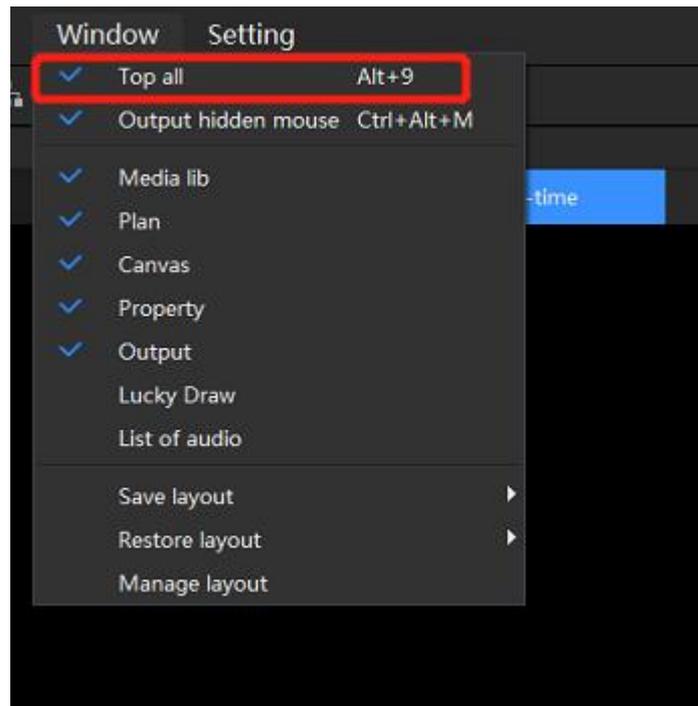
6.46 Output of software top all

Introduction

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

Setting method

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



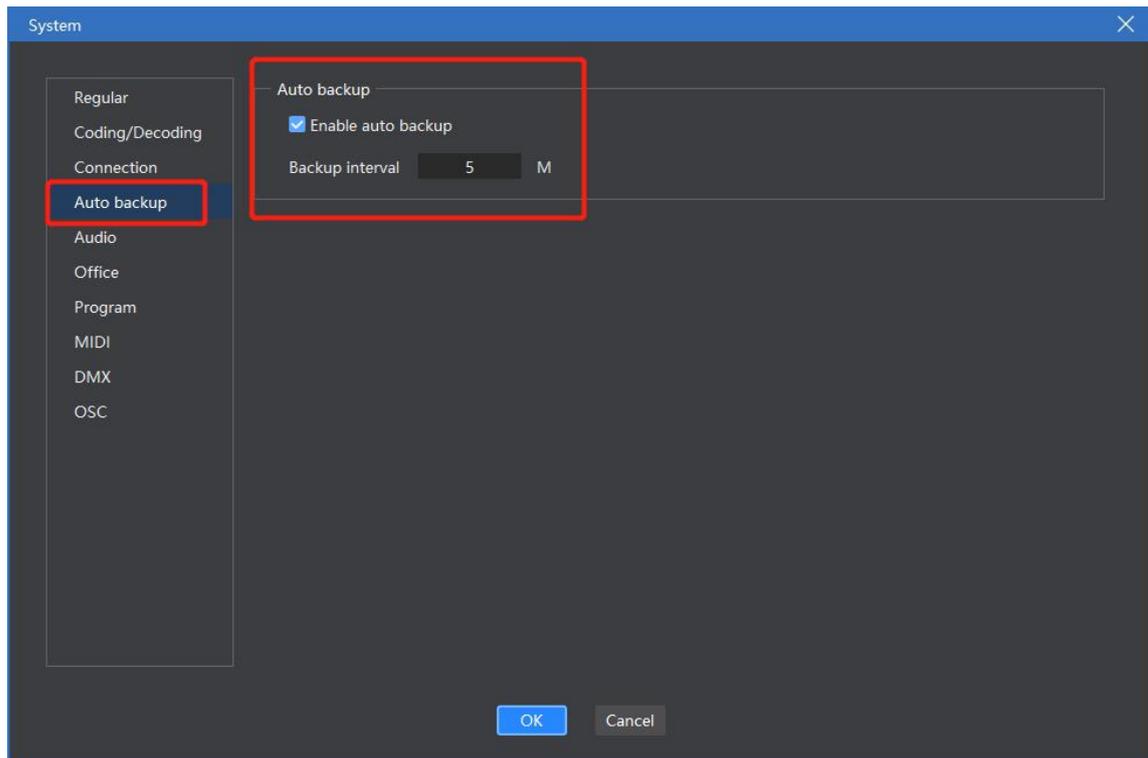
6.47 Auto-backup

Introduction

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.

Setting Method

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



6.48 Use a PPT page turner

Introduction

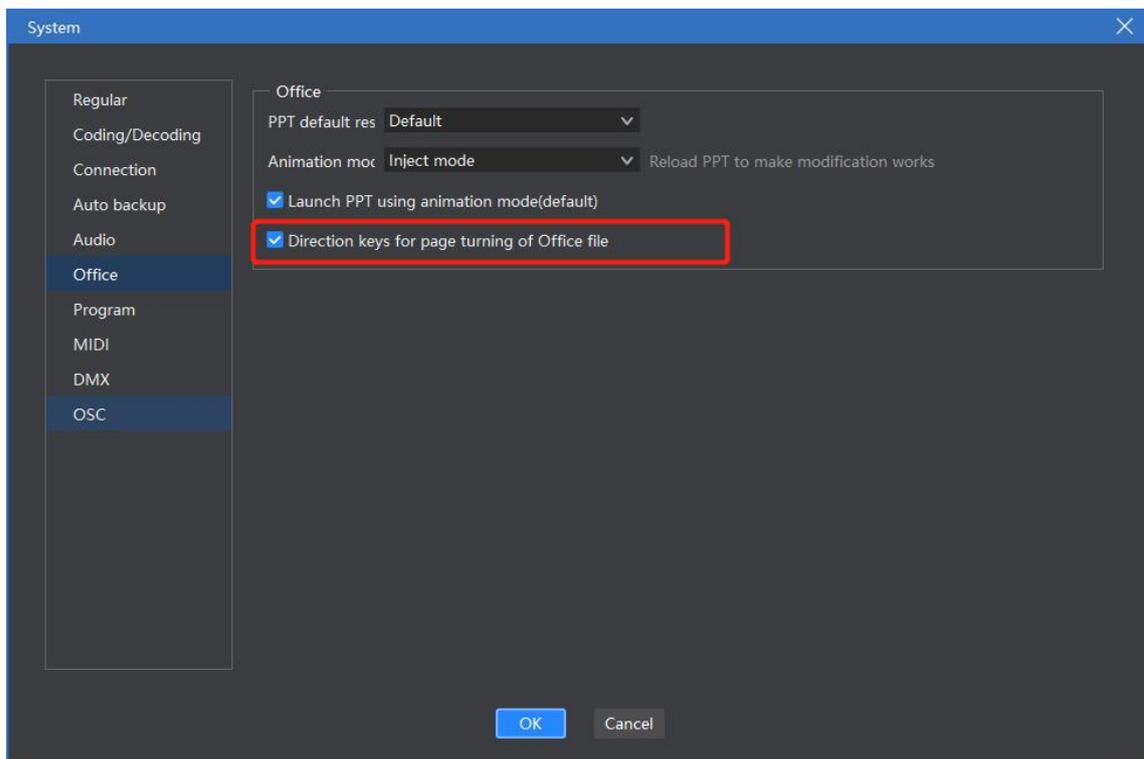
The software supports PPT special effects, video playback, keyboard, page turning pen and page turning. PPT resolution, PPT playback mode, loading mode and page turning button selection settings are provided here. When PPT playback is abnormal, you can try to solve it through office settings

Setting Method

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 "



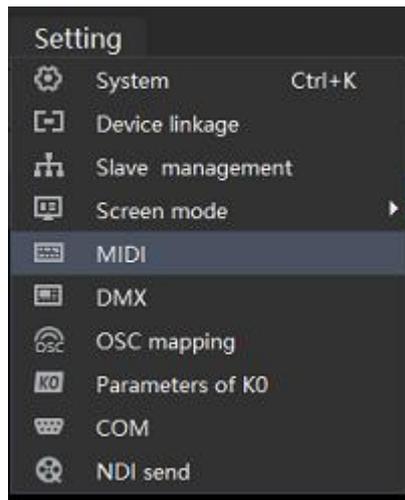
6.49 MIDI

Introduction

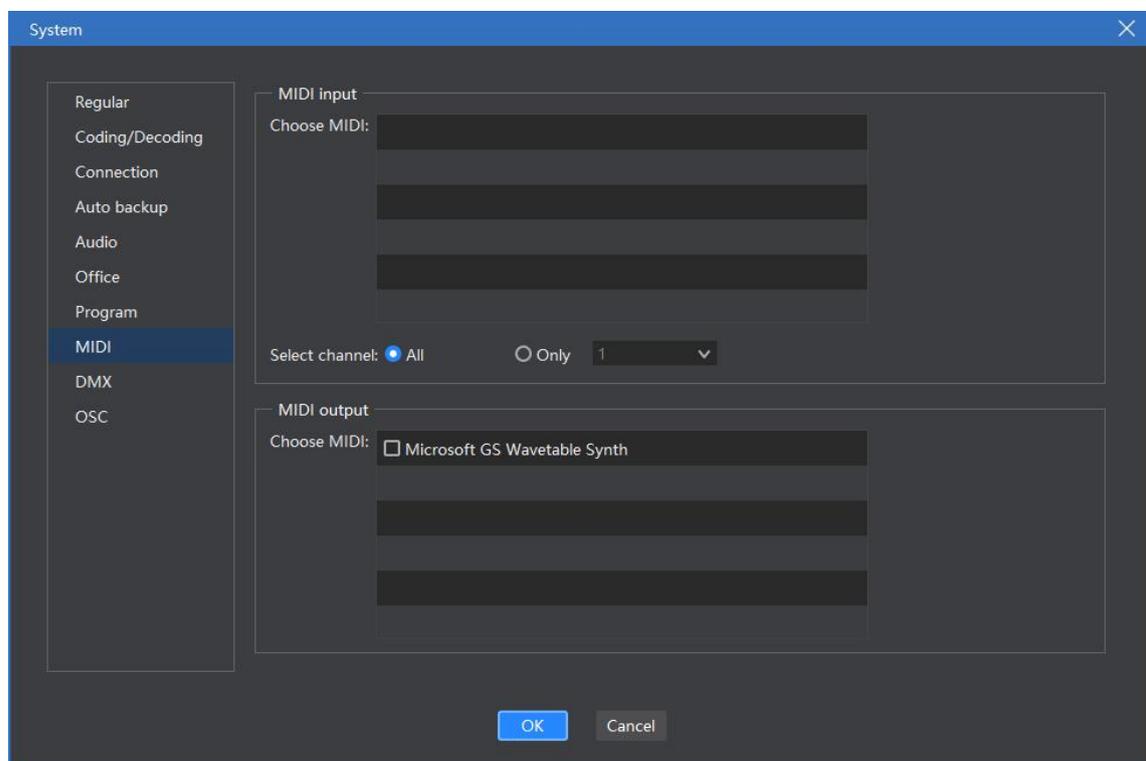
Midi keyboard control

Setting method

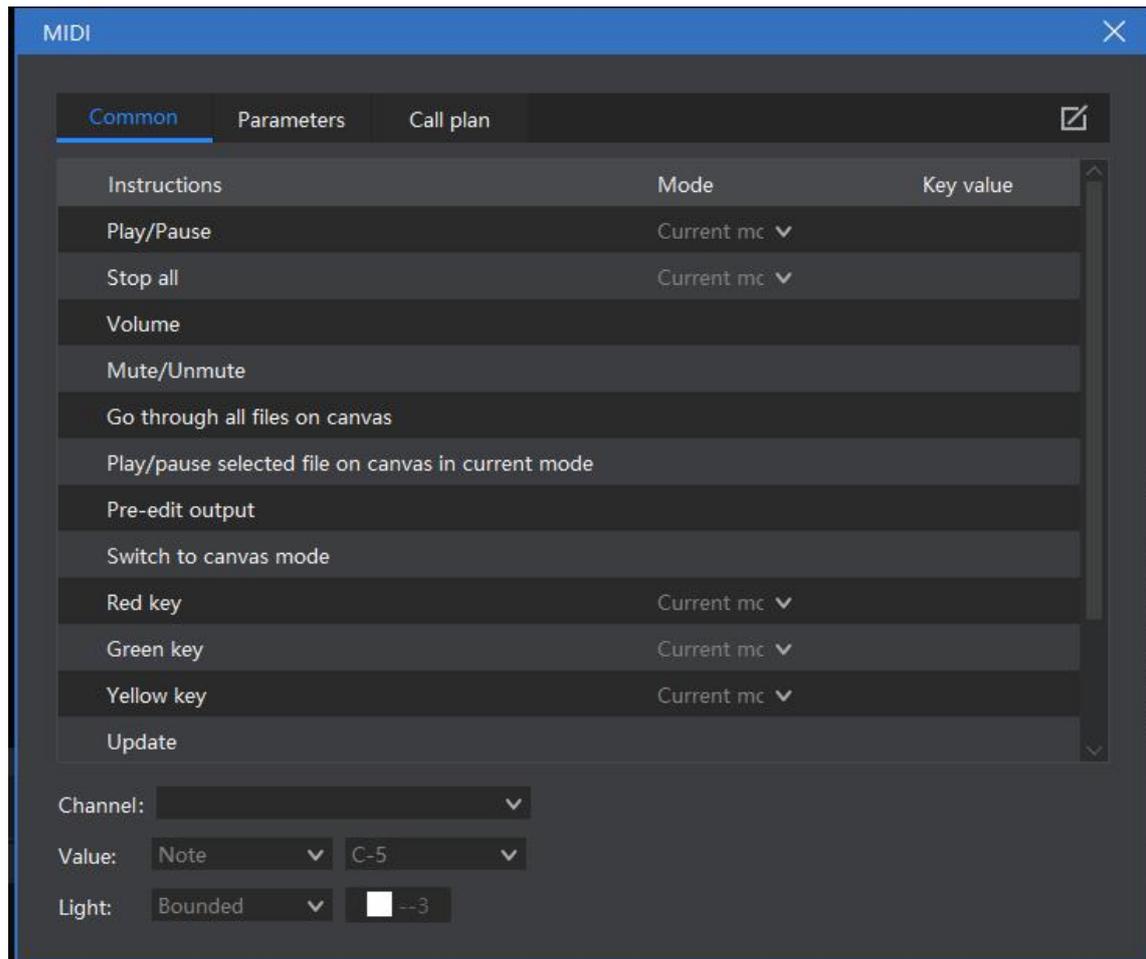
1. Setting-system-MIDI



2. Set the midi equipment and channel (when midi keyboard is connected)



3. Setting-MIDI edit, and set key values



4. In the list instructions are listed that support midi control, and the key values are the corresponding midi values.

5. 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.

6. Toggle Commands with parameters support setting trigger mode (relative value, absolute value, toggle) and value range (consisting of maximum and minimum values)

7. 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.

8. After closing the window, you can use the midi keyboard to control the software

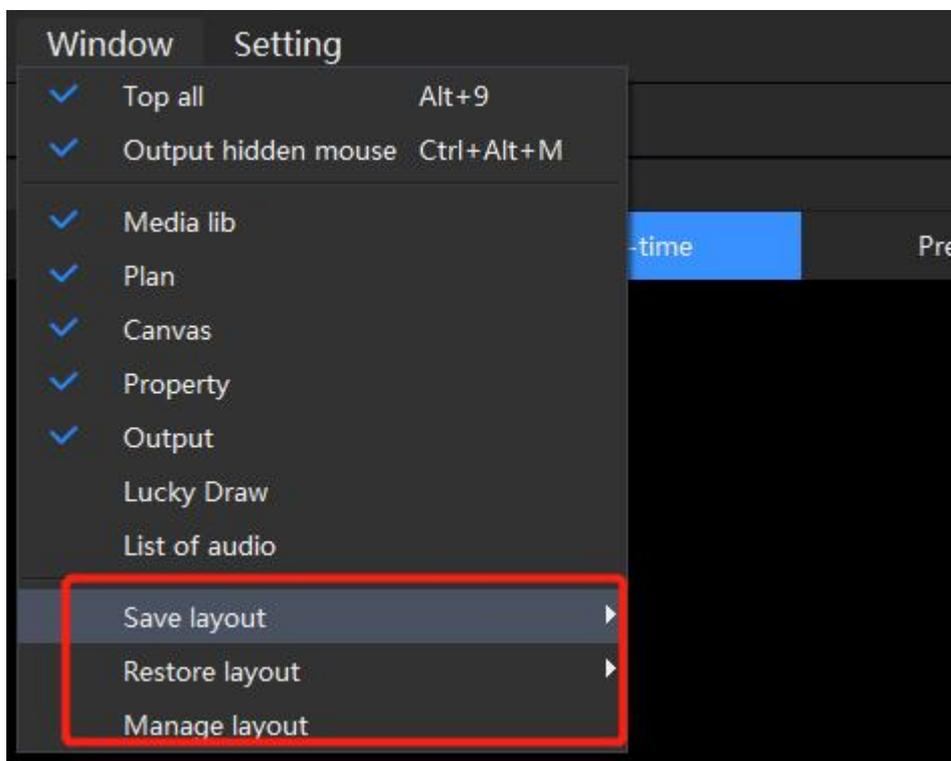
6.50 Windows layout

Introduction

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

Setting Method

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



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

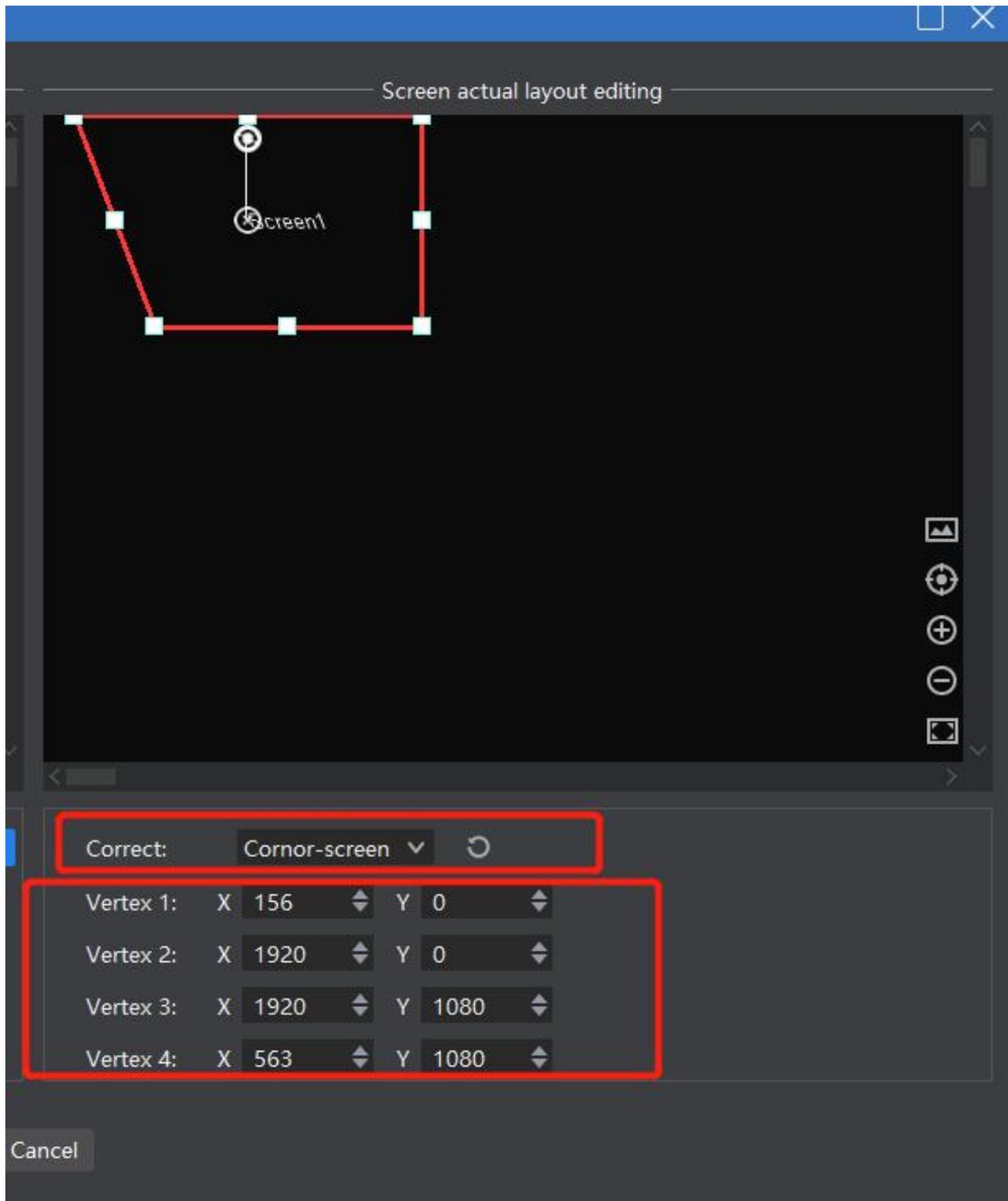
6.51 Shaped screen edits

Introduction

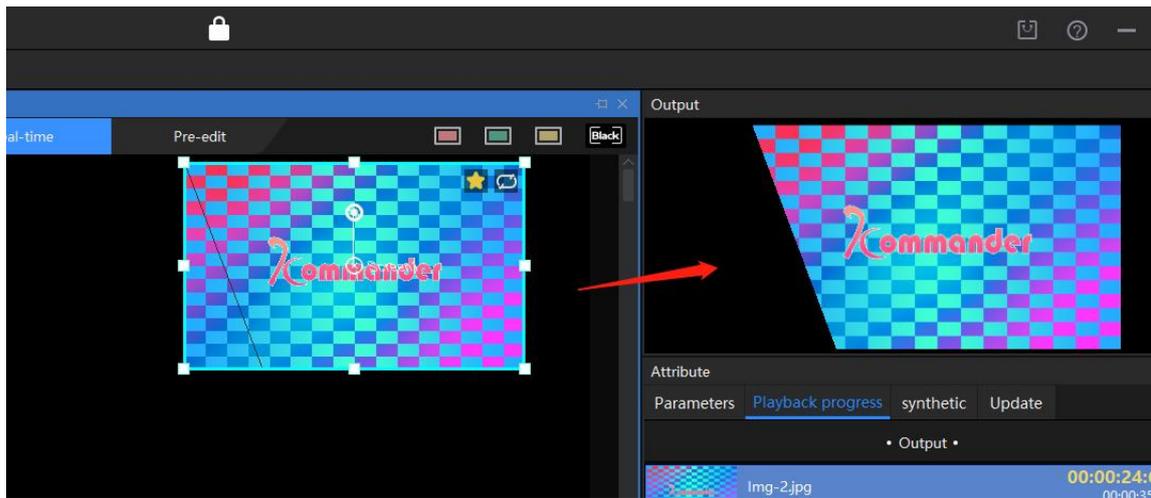
Fixed screen editing can set the screen to an irregular shape according to your needs to achieve regular display

Setting Method

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



6.52 Remote central control docking

Introduction

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

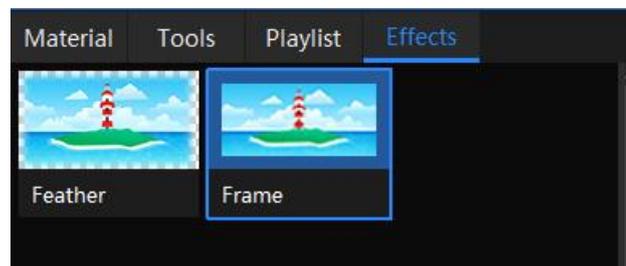
Setting Method

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

6.53 Overlay multiple effects

Introductions

This software comes with 2 special effects



6.54 Colorful words

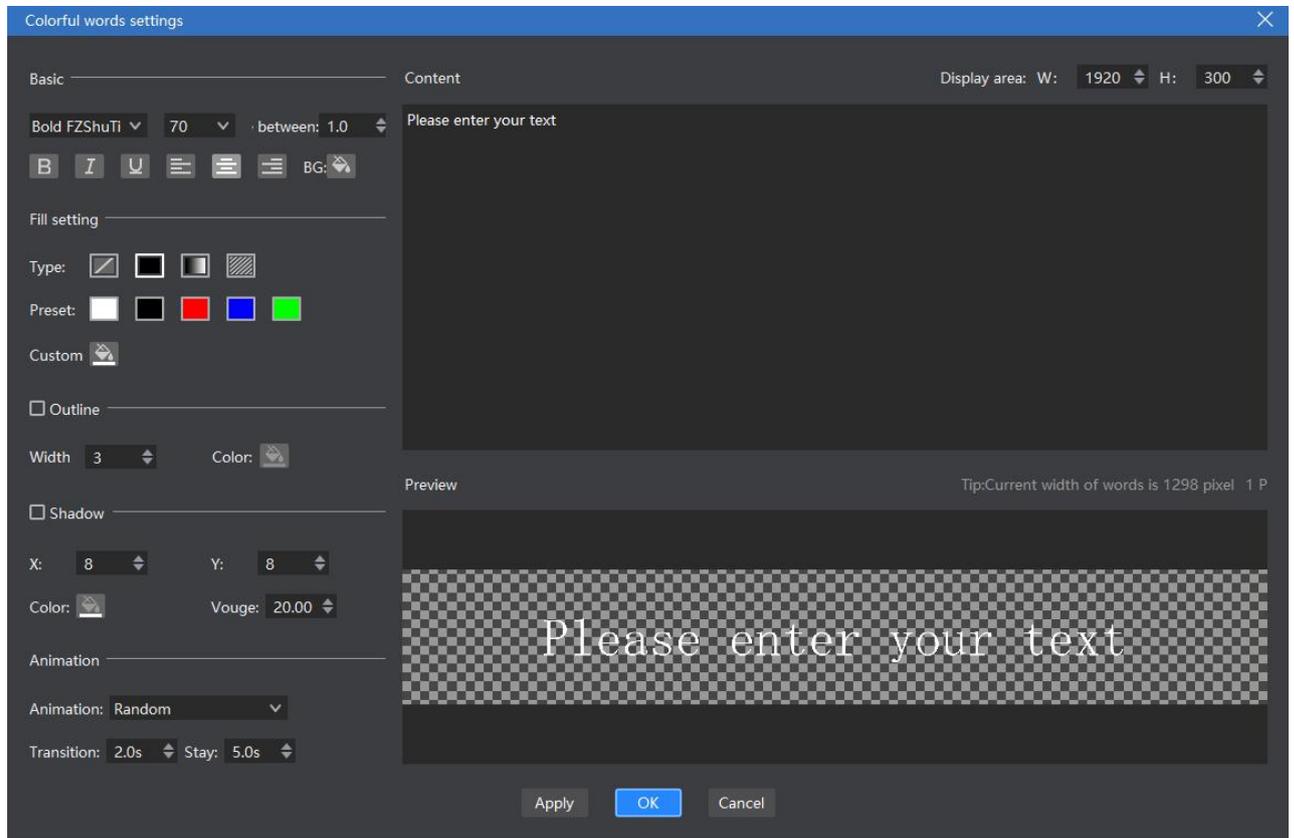
Introduction:

Colorful animated text

Setting Method:

Drag it onto canvas, double click to enter the following interface enter text, change its:

Filling setting; Color and text; Animation



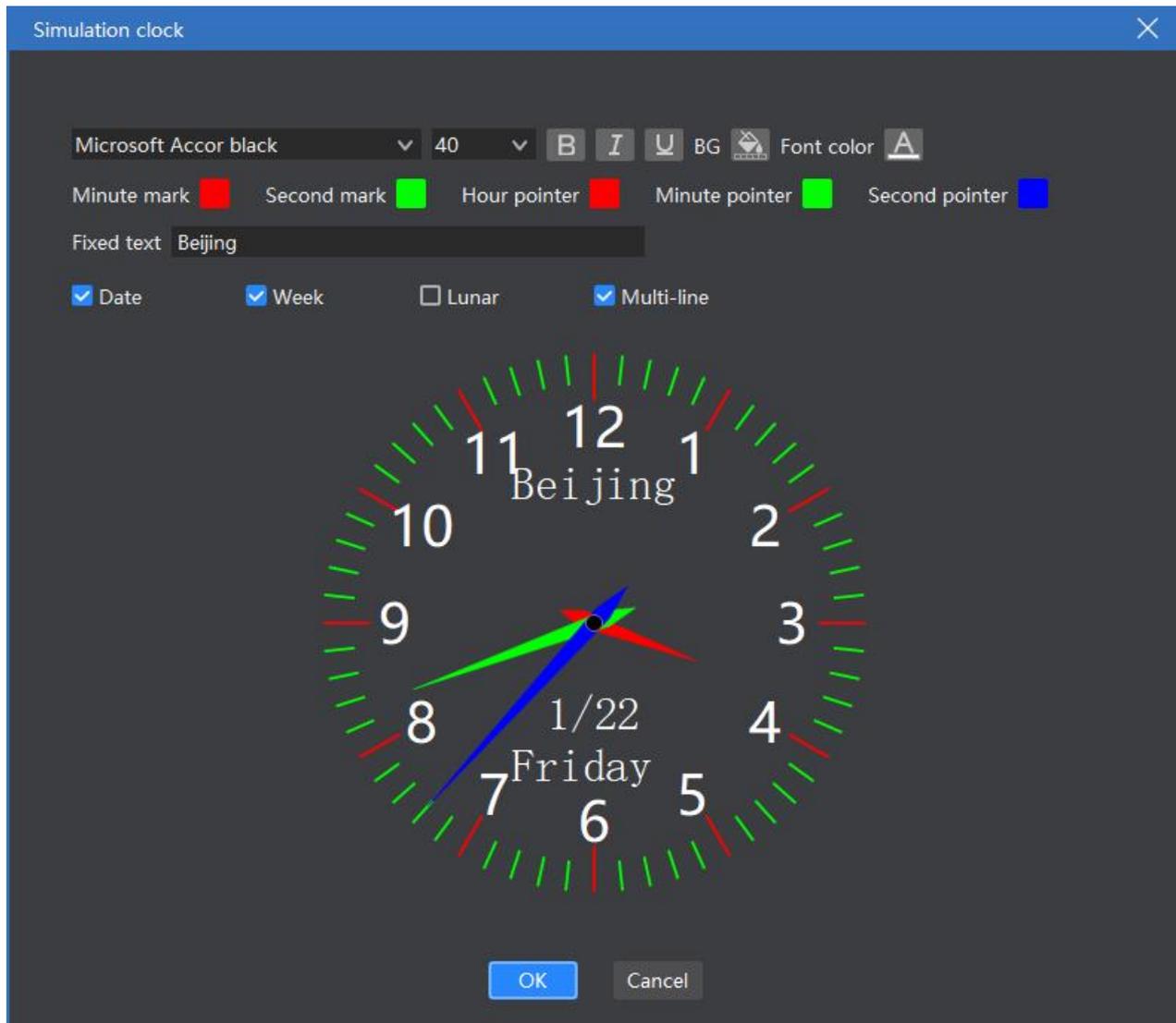
6.55 Analog clock

Introduction:

Analog clock to see system time and location

Setting Method:

Drag onto Canvas and double click to change style of analog clock



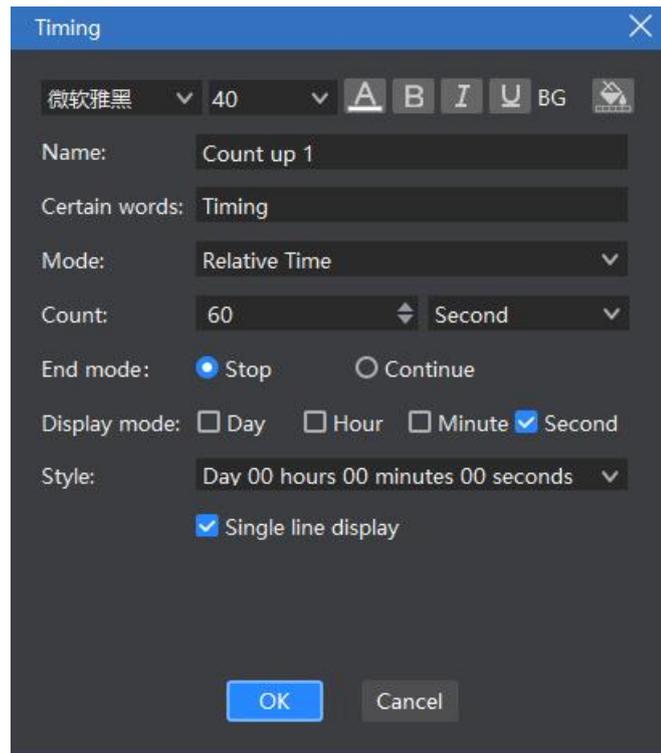
6.56 Timing

Introduction:

Count time

Setting Method:

Drag onto canvas and double click to enter setting the style of timing



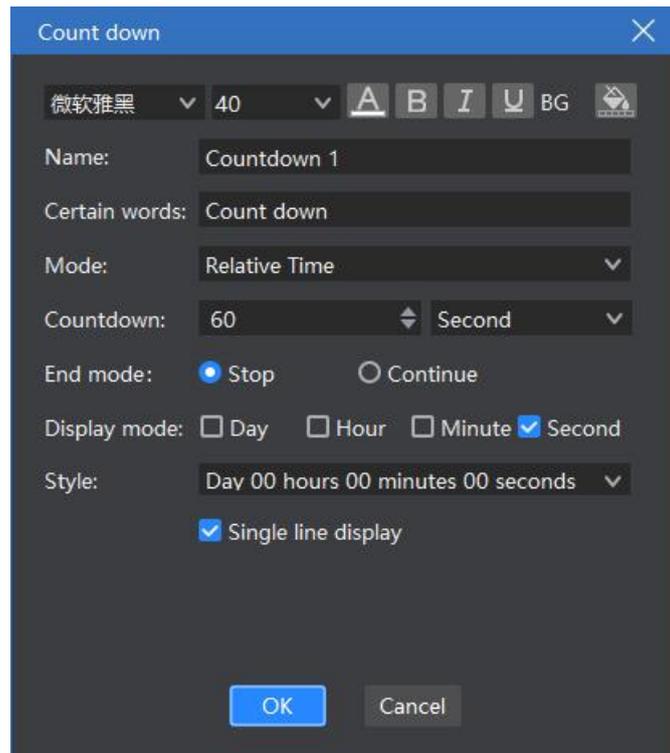
6.57 Countdown

Introduction:

Countdown certain period of time

Setting Method:

Drag onto canvas and double click to enter setting the style of timing



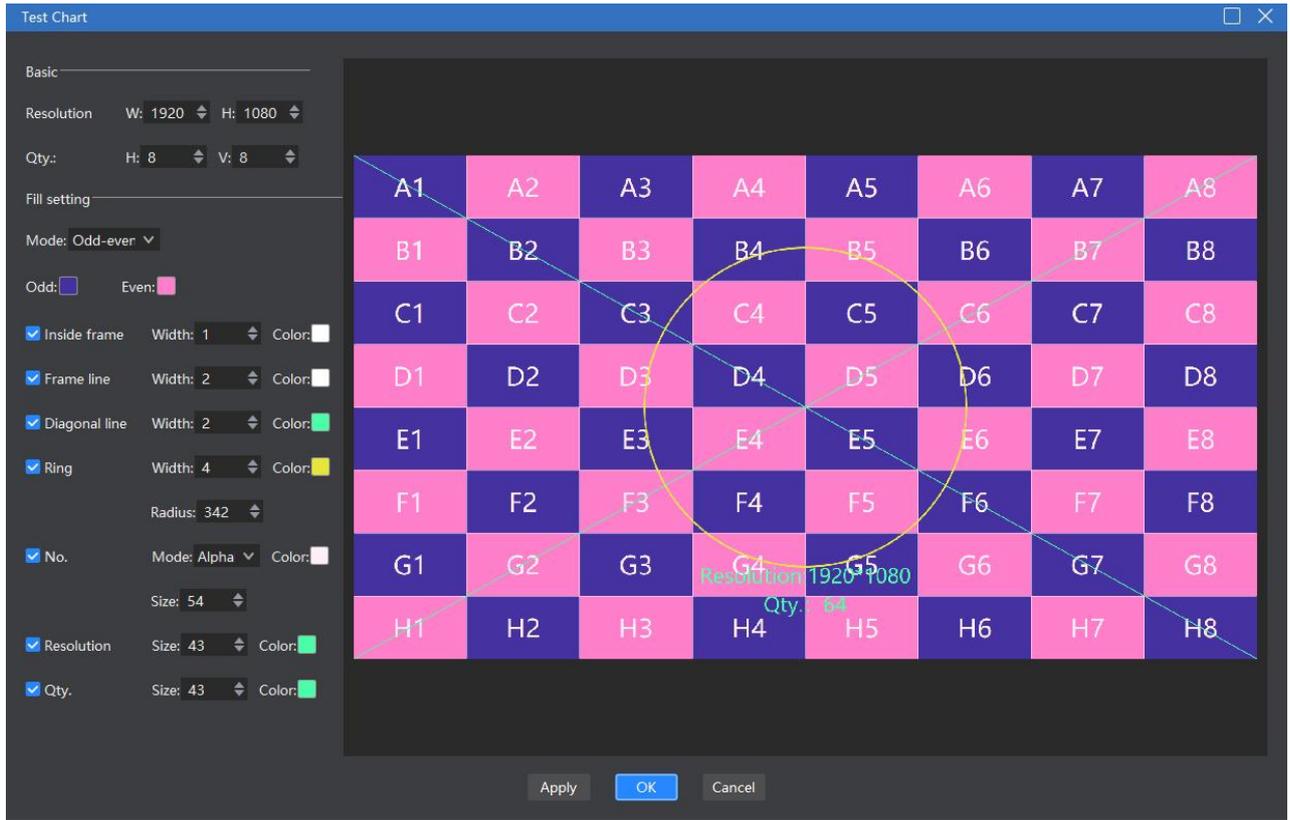
6.58 LED Cabinet/ Test Pattern

Introduction:

Use this function to create your own test diagram, to see which cabinet is misplaced or have a dead light

Setting Method:

Drag onto canvas and double click to configure. Set resolution and its quantity, change its color. And click OK to get a test diagram.



Update time: 2021.02.02