

Media server

Kommander F2

Instruction

Service Hotline: 400-159-0808

Official website: www.kystar.com.cn



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Version Information

Version: v4.1

Release Date: February 2020

Safety instructions

	<p>Power supply The normal working power of this equipment is 100 ~ 220V AC, please make sure to use this product within this voltage range.</p>
	<p>High voltage This device contains high voltage components.</p>
	<p>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.</p>
	<p>Ensure good grounding In order to protect the personal safety of the user, before use, please ensure that the power cable is well grounded.</p>
	<p>Keep away from strong magnetic fields, engines and transformers In order to ensure the normal use of the equipment, please keep away from strong magnetic fields, engines and transformers.</p>
	<p>Pay attention to moisture Keep the use environment dry. If the device is wet accidentally, do not connect it to the power supply. Dry the device before using it.</p>
	<p>Keep away from explosives Don't use this product in a flammable or explosive environment.</p>

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1、Foreword

With the rapid development of the LED industry, LED displays are used in a variety of places. The dot pitch of LEDs is getting smaller and smaller, the size is getting bigger, the display effect is getting better, and the display requirements are becoming more and more complicated.

In recent years, the demand for display screens is also increasing. 1. Stadiums: Nowadays, LED display screens have gradually replaced traditional lighting and CRT backward display screens as the main means of game information display and game live broadcast. LED displays have become a must-have game facility in modern stadiums. 2. Outdoor advertising: In addition to the single large indoor and outdoor LED displays used as advertising media, cluster LED display advertising systems and train LED advertising display release systems have also been adopted and are being widely promoted. 3. Stage rental: indoor and outdoor stage backgrounds, concerts, large events, large opera houses, theaters, hotels, auditoriums, multifunctional halls, lecture halls, conference rooms, high-end entertainment venues, disco bars, night clubs, karaoke rooms, etc. ... these are inextricably linked to the stage LED display. 4. Exhibition: As one of the important services provided by the company's corporate exhibition organizer, the LED display large screen provides customers with their own brand culture and product use. There are also studios and monitoring rooms. Today, LED display screens also play a very important role in radio and television studios and security monitoring rooms.

The display effect of LED screens is also getting higher and higher. The point-to-point display is deeply rooted in people's hearts. The point-to-point display has higher and higher requirements for the resolution of servers and video materials. Then it requires the configuration of the server and the player of the video material to support super-resolution output and playback.

The number of LED screens is increasing. From the original single-screen display to multi-screen display, multi-screen playback management of LED screens has always been a difficult point. Many players on the market support single-player playback, but they are unified for multiple screens. There are very few playback control managements, and there is an urgent need for software and hardware that integrates control and playback in the market

2、 Product introduction

F2 server is an integrated broadcast control server specially designed for multimedia areas such as multimedia exhibition halls, banquet halls, and rental performances. The product has powerful functions, flexible and convenient operation, high stability and high cost performance.

The F2 server can not only complete the large screen point-to-point display, but also can realize a variety of special-shaped screen displays, with the program arrangement function of professional dance performances

The product has the following characteristics:

- 4 DP outputs for super-large screen point-to-point display
- 1 DVI monitor output port
- Supports smooth playback of video images with a resolution of 7680×2160
- Supports hardware decoding, super rendering capabilities, and excellent playback performance
- Unlimited channels, automatic splicing and fusion
- Support projection correction fusion
- Support geometric deformation function, showing the effect of creative display
- Supports multiple connections and realizes cascading multiple devices with large screens
- Pre-planned pre-editing broadcast control, which can edit the pre-plan without affecting the output
- Emulation screen layout management, split display port, special-shaped display, WYSIWYG in any layout
- Special effects superimposed to reshape materials, multiple special effects can be arbitrarily combined
- Unlimited video layer playback control
- Active / standby mode plan linkage
- Support multiple video and audio output separately (optional)
- Support automatic backup of project editing to prevent accidental re-editing of the project on site
- Support DVI, SDI signal acquisition and management (optional)
- Support NDI network screen capture
- Support PPT special effect playback control, support webpage and streaming media playback
- Humanized rear panel neon lights, which can also illuminate the interface while rendering the atmosphere
- Arbitrary layout of function window modules, can save multiple layouts
- Wireless control of cloud control system, not limited to control room control
- Material tree structure, plan group jump, time crop, shortcut keys and other convenient functions
- Screen clone, material playback is fully synchronized
- Control commands support remote command control under UDP protocol
- Humanized panel design, real-time monitoring operation status
- Support linkage control with splicer and console to achieve scene switching

Panel description



Serial number	Function Description
①	Full color LCD performance monitor
②	Switch button
③	USB3.0 interface



Port specifications

Input port (optional)		
Types	Quantity	Specification
SDI	2	Maximum support 1080P @ 60Hz (optional)
DVI	2	1.3 standard, maximum support 1920 × 1080 @ 60Hz (optional)
Audio	1	Microphone input

Output port		
Types	Quantity	Specification
DP	4	Maximum support 3840 × 2160 @ 60Hz
DVI-Monitor	1	Supports 1920 × 1080 @ 60Hz
Audio	3	Cannon audio output with internal isolation

Control port		
Types	Quantity	Specification
RJ-45	1	1000M
USB	6	USB3.0×6

3、 F2 Hardware debugging

3.1、 F2 Connection settings

3.1.1、 DVI-Monitor

The unique 4 + 1 channel output of the F2 server breaks the restriction that traditional servers must be left all the way to monitor. F2 has a separate DVI monitor port and is bound to the main display by default.

Note: When the output is not connected to DVI-monitor, other DP output ports are not the main display. You need to select a screen as the main display in the display settings.

3.1.2、 DP Output

F2 has 4 DPs, which can all be used for output. It can be connected with the back-end splicer, supports multiple modes of vertical splicing, horizontal splicing, and field splicing, supports custom resolution, and can be arbitrarily selected according to demand.

3.1.3、 SDI/DVI Input (optional)

F2 has two sets of SDI / DVI capture card inputs, supporting simultaneous capture of two DVI, two SDI, or one DVI and one SDI (one DVI and one SDI cannot be in the same group).

Supports camera, notebook, broadcasting system and other external equipment signal acquisition.

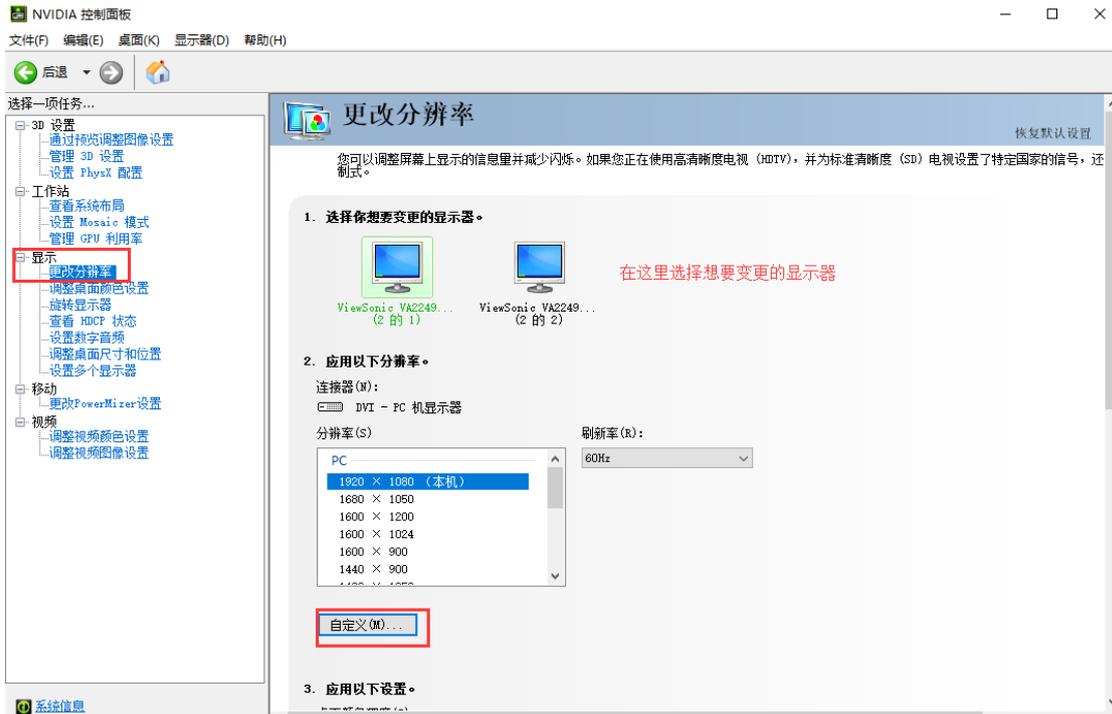
3.2、 F2 Custom resolution

F2 custom resolution steps are as follows:

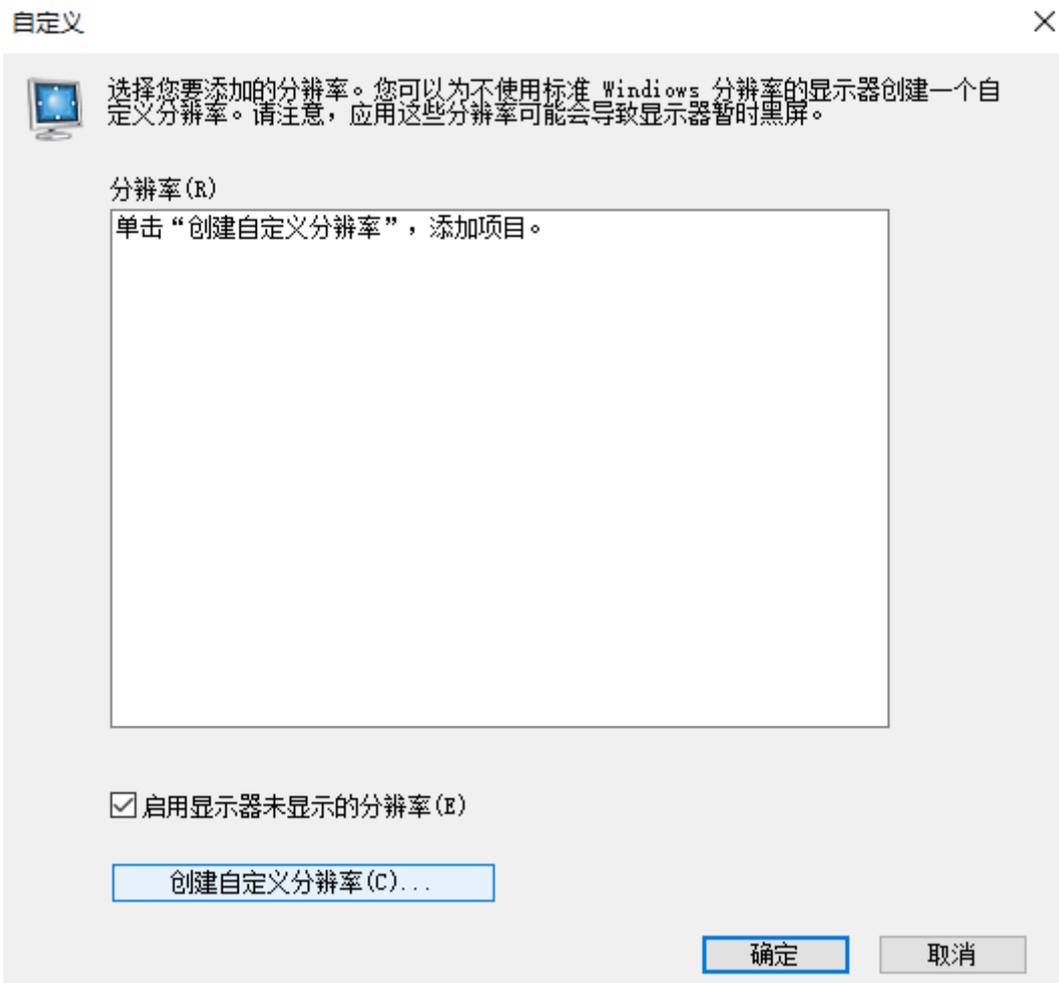
1. Right click on the desktop to enter the NVIDIA control panel



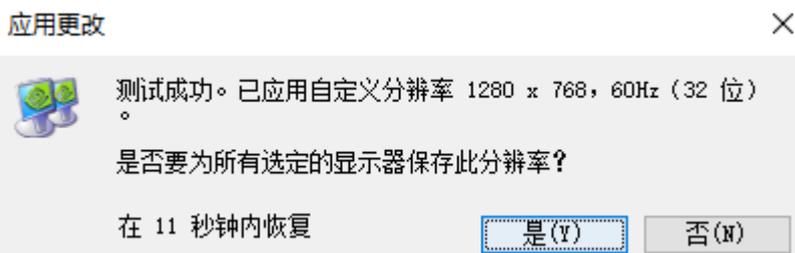
2. Select Change Resolution in the NVIDIA Control Panel and click the Customize button



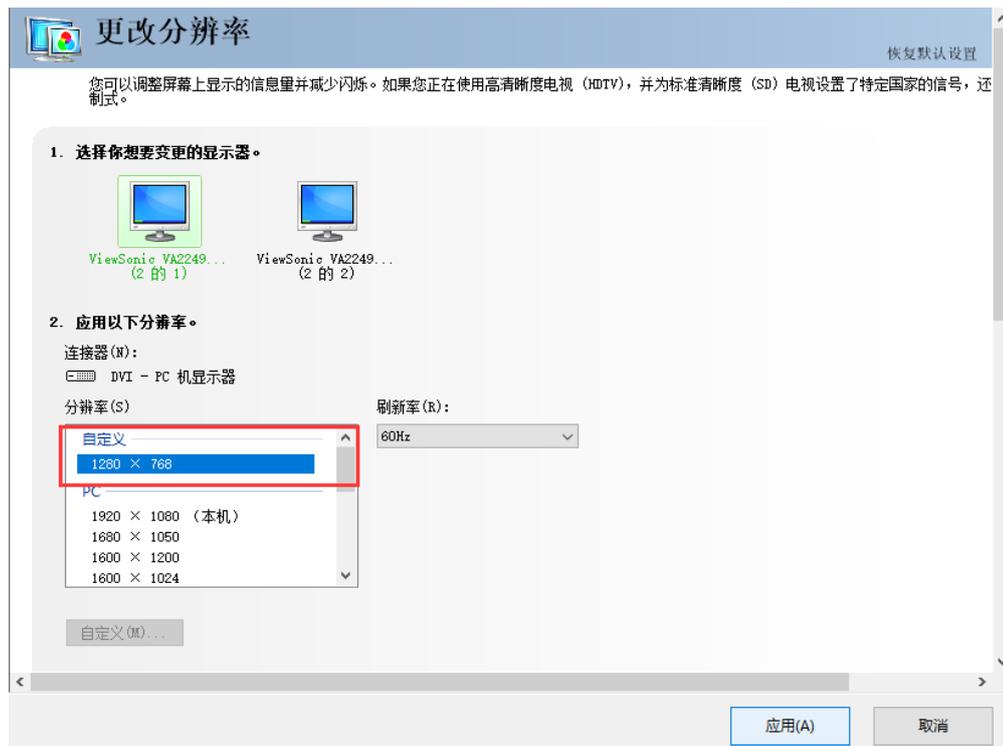
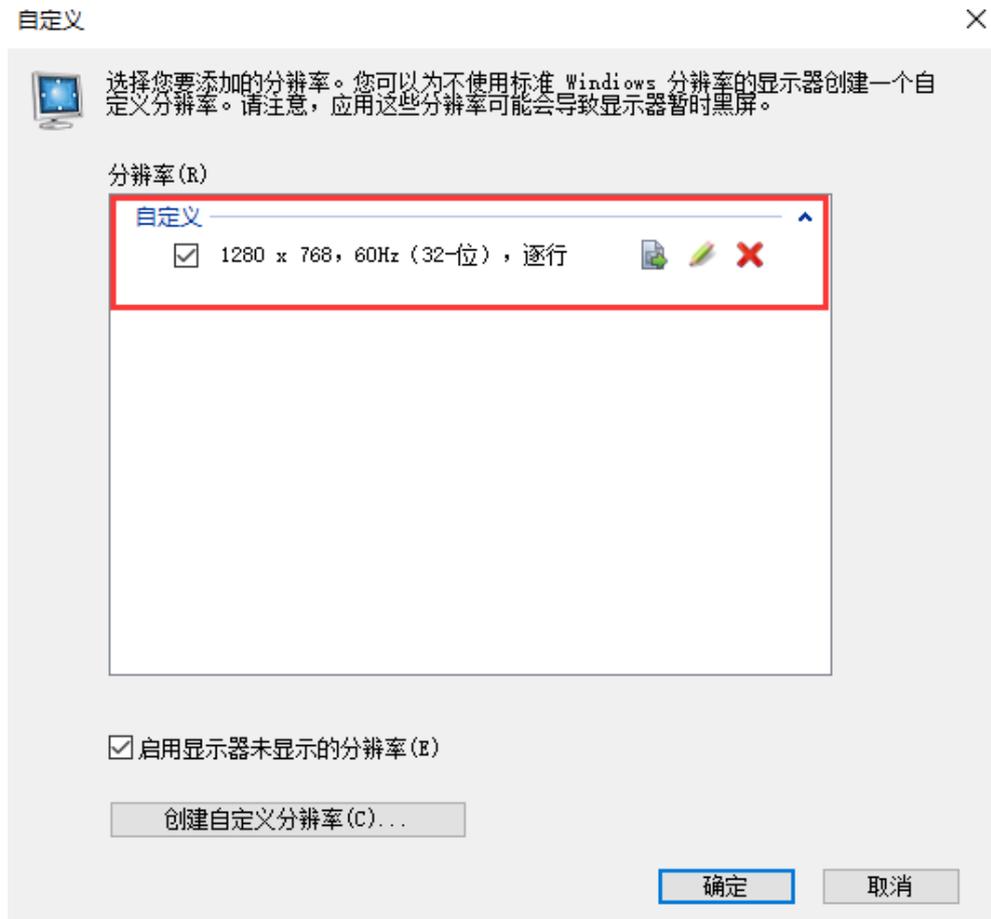
3. Enter the custom instruction box and click to create a custom resolution



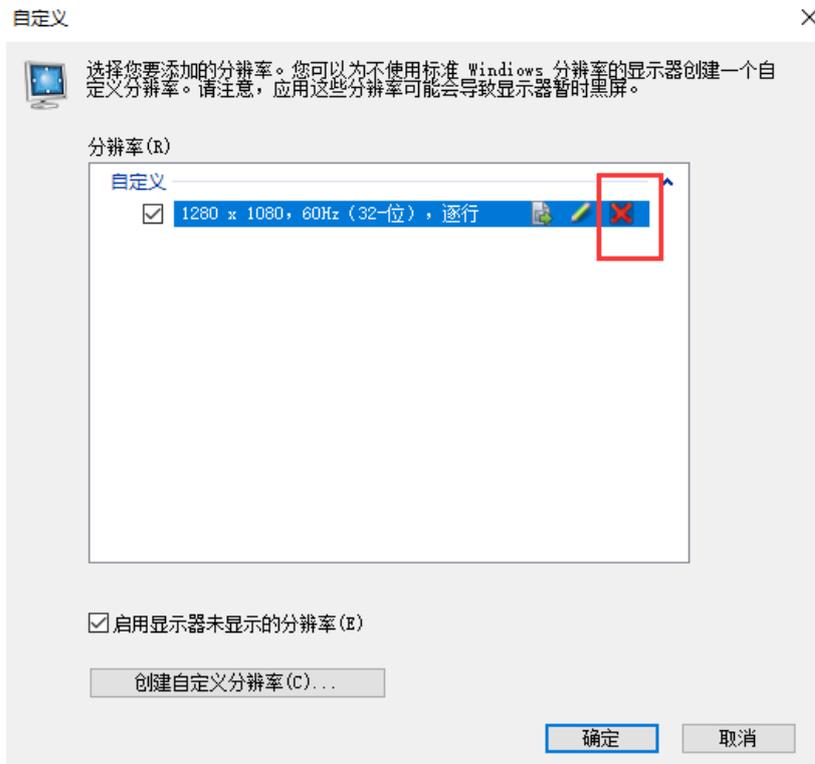
4. Enter the Create Custom Resolution Instruction box and choose to enter a custom resolution. After customizing the resolution setting, click Test to bring up the application change prompt box. Select Yes to complete the custom resolution operation.



5. After the operation is completed, you can see the custom resolution that you just set appears in the custom prompt box. After you confirm, you can see that the custom resolution that you set also appears in the change resolution.



6.Delete custom resolution: Enter the custom prompt box, select the custom resolution you want to delete, click X, enter the edit custom resolution, and then select delete



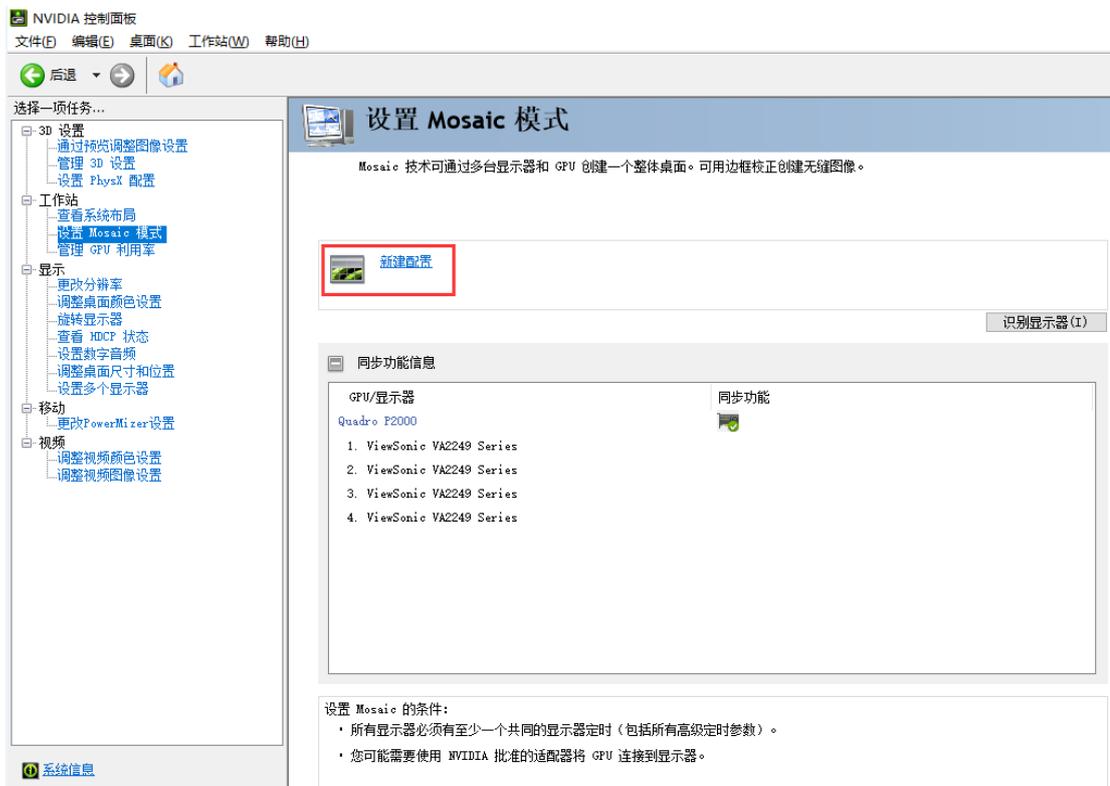
3.3、F2 Graphics card splicing

F2 graphics card splicing steps are as follows:

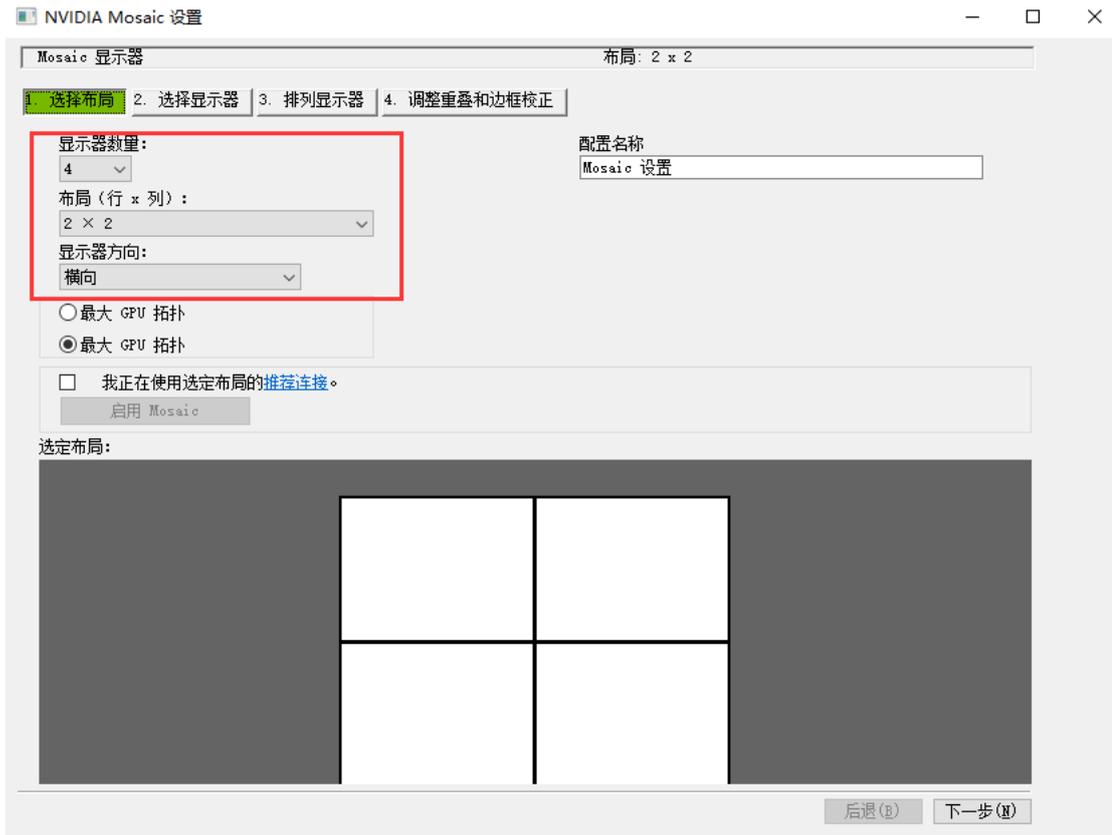
1. Right click on the desktop to enter the NVIDIA control panel



2. Click on set mosaic mode in NVIDIA control panel, then make new configuration



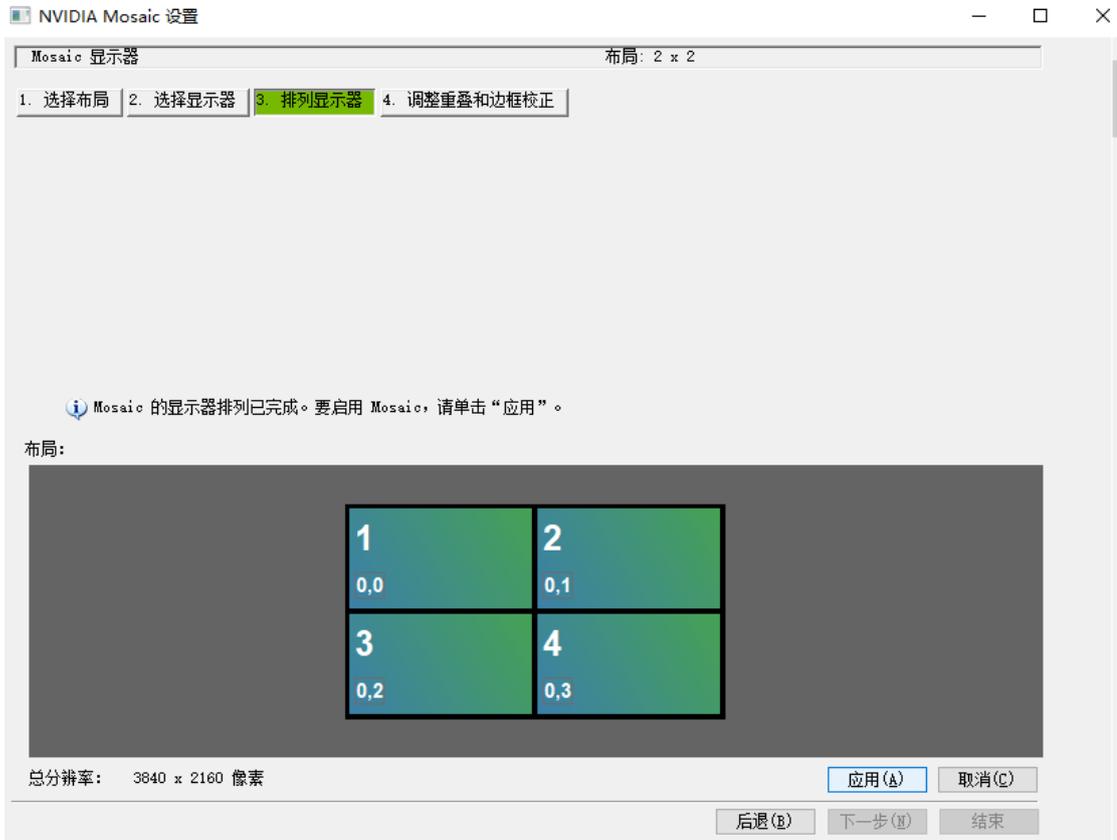
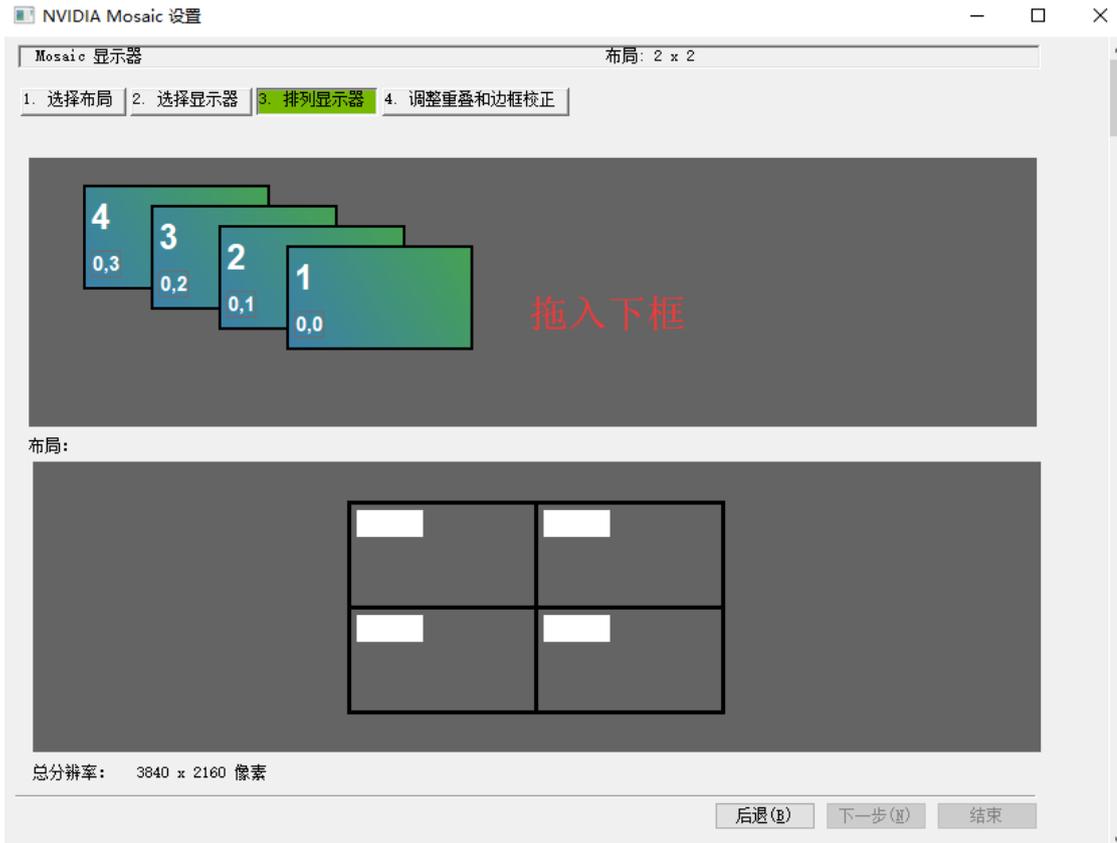
3. Set the number and layout of spliced screens



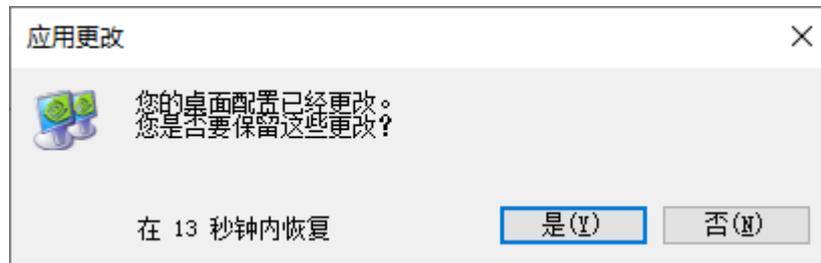
4. Select the display device to be spliced



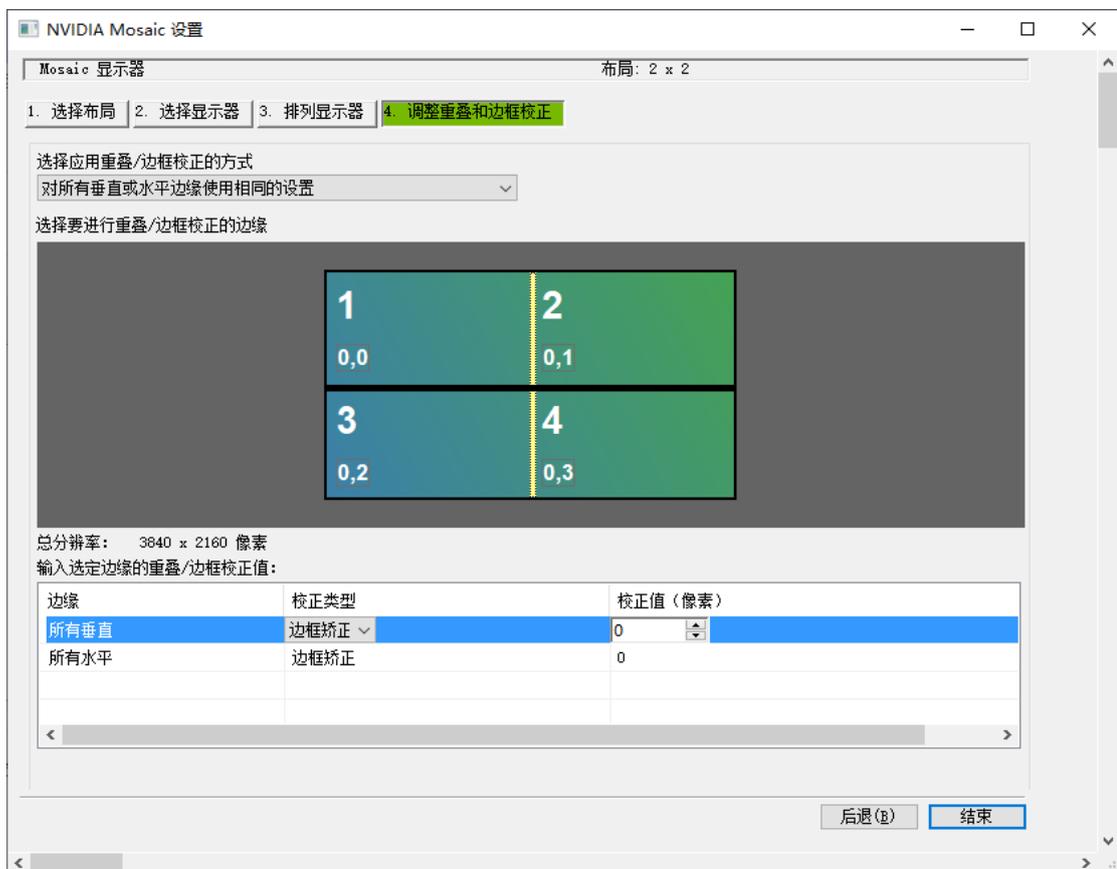
5. Arrange the display (whichever is actual)



6. Click Apply, the prompt box selects Yes (the main display will be disconnected after clicking the Apply operation, resulting in a black screen, the screen can be operated blindly if you do not see the screen, left button + Enter to select Yes, then win + p switches to extended mode)



7. Prompt that the mosaic mode is enabled, go to the end of the next step



8.The operation to change the extension mode is as follows: right-click on the desktop to enter the display settings, change to expand these displays, and then apply, confirm, and retain the changes (note: the screen will be black after splicing, this step is for operation reference)



3.4、F2 EDID locking

The meaning of EDID: it is a parameter about the display and its performance, including the maximum image size, color settings, frequency range restrictions, and the string of the display name and serial number.

The role of EDID lock: In order to allow the image output device to better identify the properties of the display and prevent confusion on the large screen display of the terminal.

EDID lock steps:

1. Right click on the desktop to enter the NVIDIA control panel



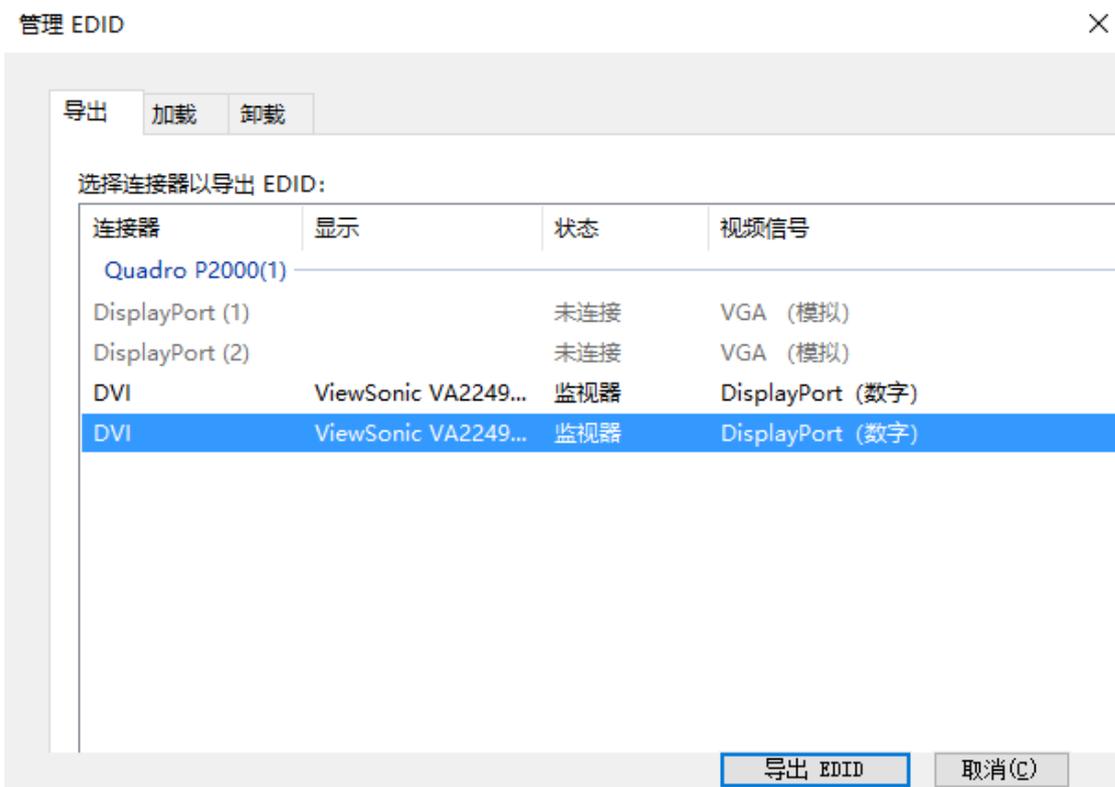
2. Click to view system layout in NVIDIA Control Panel

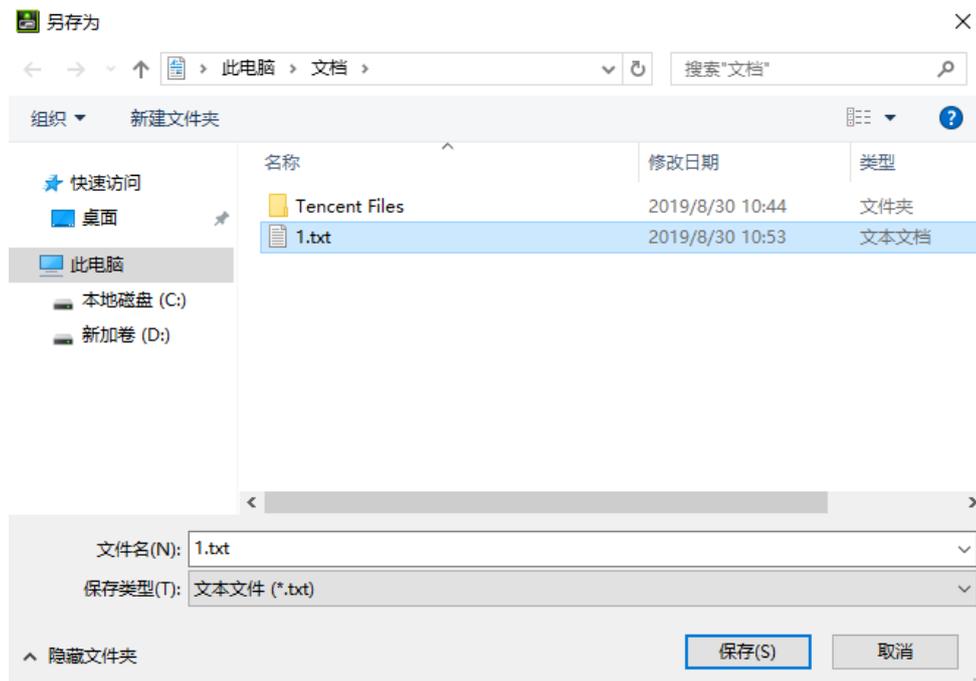


3. Click on the EDID (monitor) to be locked in the system layout to enter the management EDID prompt box

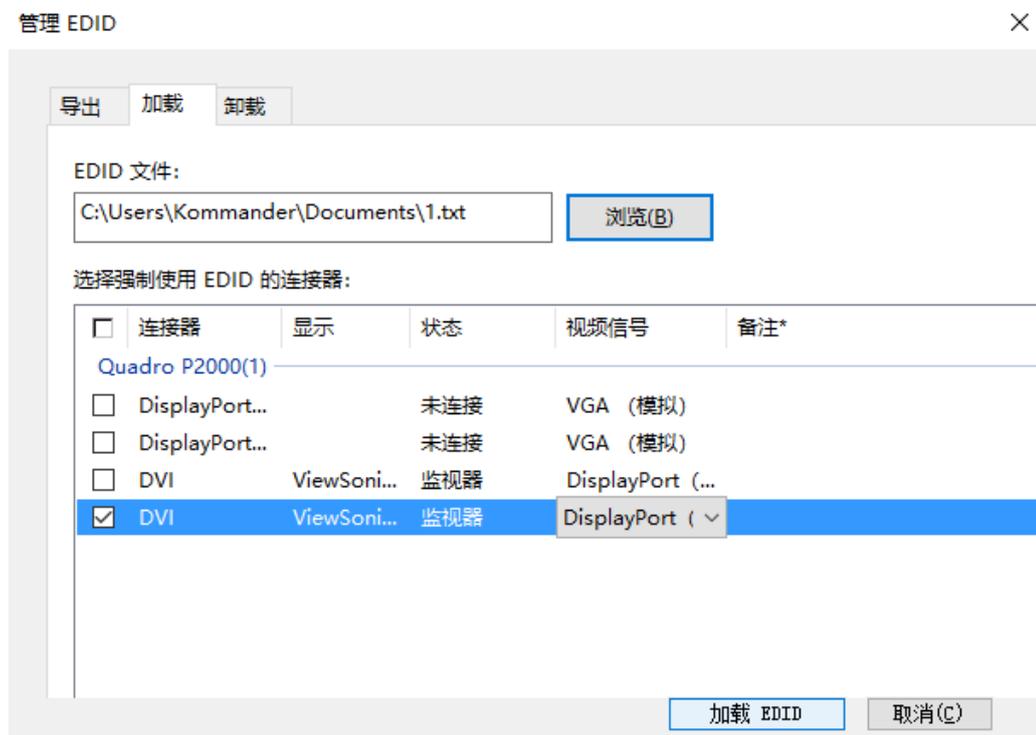


4. In the management EDID, export according to the first step of the step, select the monitor to be locked, click Export, and then generate the file as shown below to save





5. Load in the second step, browse and import the file generated in the previous step, then select the monitor to be locked, click Load EDID, and pop up to load successfully.



C:\Users\Kommander\Documents\1.txt EDID 已成功加载。

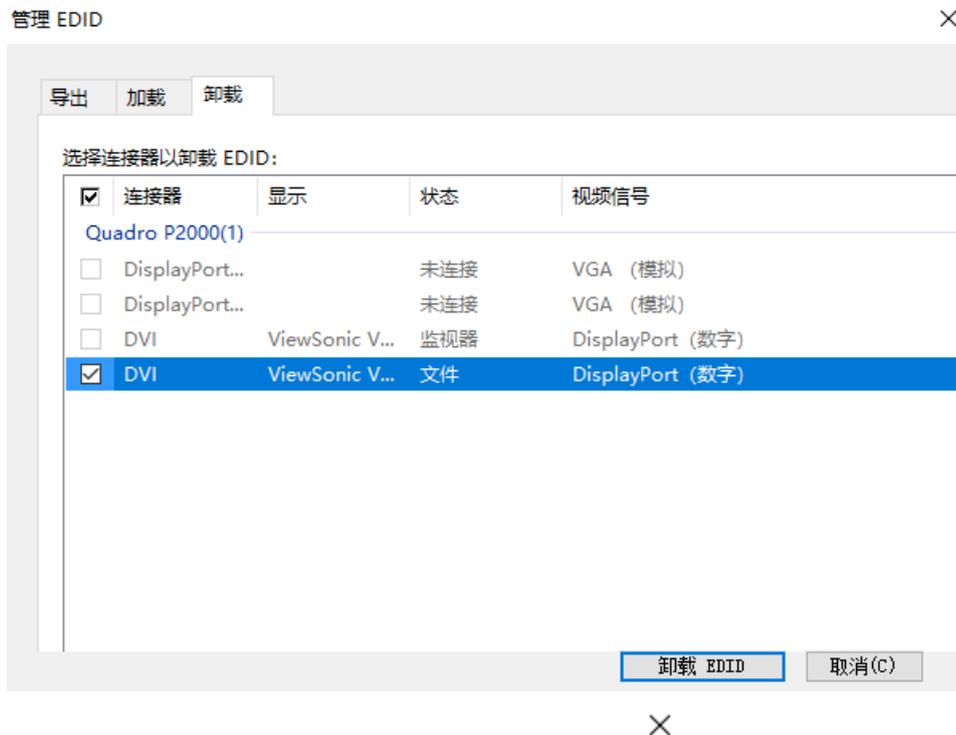
确定

6. After loading successfully, return to view the system layout to view the EDID lock status.

The monitor becomes a file and is set successfully.



7. After use, you need to uninstall EDID. You can prompt successful uninstallation. At this time, you can check the layout of the system to see that the EDID status is removed.

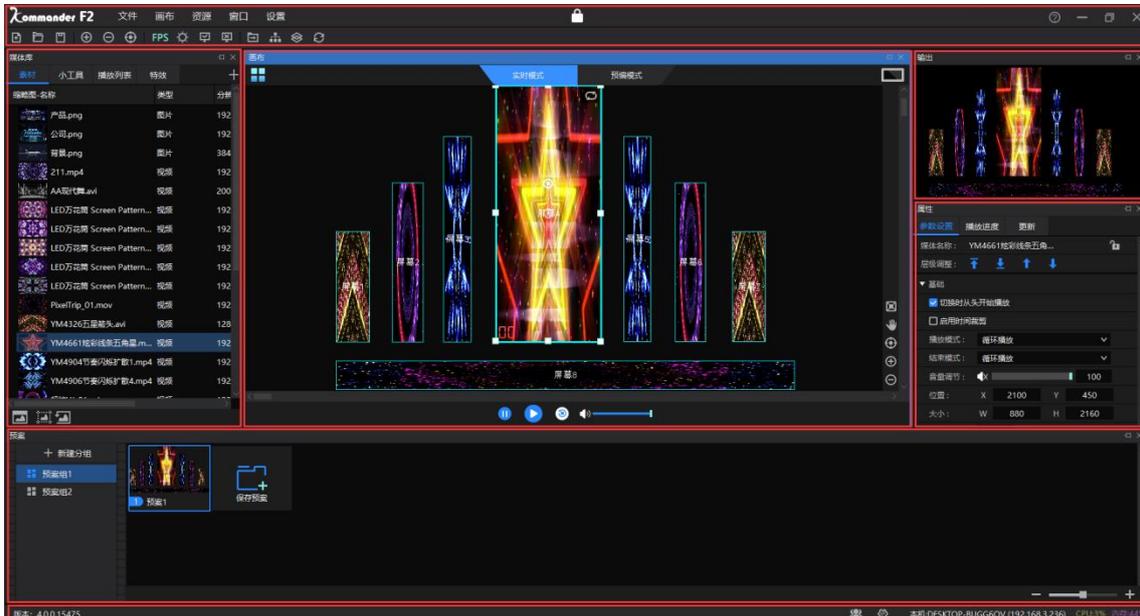


! EDID 已成功卸载。

确定

4、Kommander F2 Interface introduction

The software interface is as follows:



Kommander F2 software interface can be divided into six functional areas, namely: ① menu bar, ② media resource library, ③ broadcast control area, ④ parameter setting, ⑤ plan area, ⑥ output window, status bar

②Menu bar: menu options, including file, canvas, resources, window, settings, lock screen six options;

②Media Resource Library: Adding and modifying material groups and gadgets, special effects, and playlists

③ Broadcast control area: screen editing, output mode setting, material replacement, etc .;

④Parameter setting bar: View and edit corresponding material or plan parameters;

⑤ Proposal column: add and group settings of the plan;

⑥ Output window: output screen monitoring.

Status bar: display software version number, local machine running status information

4.1、Menu Bar

The menu bar options include six parts: file, canvas, resources, windows, settings, and lock screen.

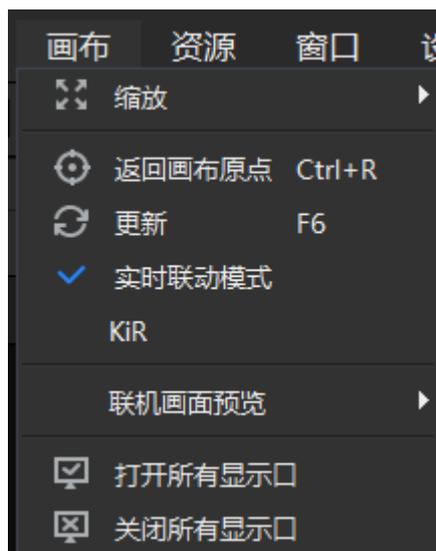
4.1.1 File menu

The file menu mainly implements operations such as creating, opening, saving, packaging, closing, and setting the project file.



4.1.2 Canvas menu

The canvas menu is mainly used to zoom the canvas's size, proportion, and other parameters, and contains functions such as multi-machine update and real-time linkage mode switching.



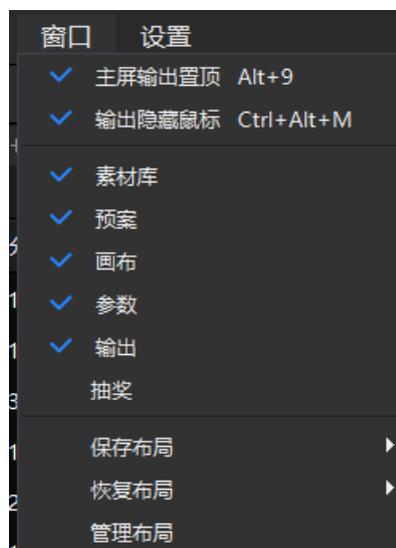
4.1.3 Resource menu

The asset menu is mainly used to add various materials to the asset area.



4.1.4 Window menu

Set the corresponding window to hide and show, if there is a check mark, it shows the display status.



(1) Save the layout: The edited layout can be saved, and multiple layout modes can be saved for easy switching.

(2) Restore layout: Save the saved layout mode.

(3) Manage layouts: Rename and delete saved layouts.

(4) Main screen output sticking: In the case of no extended screen, you can set up a display port in the screen management to bind to the main display. This shortcut key can switch the sticking relationship between the output and the software operation interface.

4.1.5 Setting menu

The setting menu mainly sets the software.



(1) System settings: Set the basic properties of the software to facilitate the smooth operation of the software;

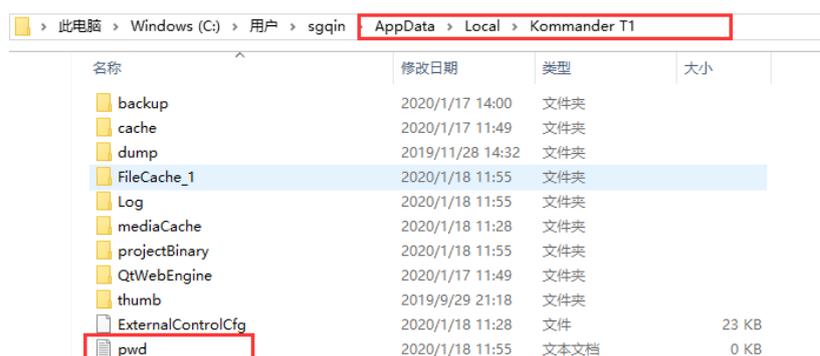
(2) Equipment linkage: It can be linked with the processor to control the hardware equipment and software to switch together;

(3) Screen mode: used to switch computer copy / extension mode.

4.1.6 Lock screen

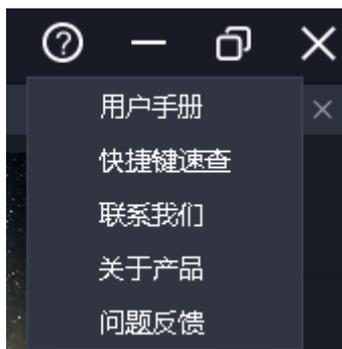
When the user does not need to operate the software temporarily and does not affect the current output, the user can use the lock screen function to prevent misoperation.

You can set the unlock password and lock screen prompt for the lock screen. This password is shared with the cloud control system password. Remember the password after the lock screen. If you forget it, you need to check it in the pwd file in the AppData / Local / Kommander T1 folder.



Some keyboard shortcuts were opened when the screen was locked, such as pageup / pagedown and arrow keys required for office page turning.

4.1.7 Help



Located in the upper right corner of the software.

User Manual: It is convenient for users to quickly browse the product manual and get help.

Shortcut Key Search: Open the system shortcut key document to facilitate users to quickly understand the shortcuts defined by the product.

Contact Us: Provides the contact information required for product after-sales service.

About us: Description of basic product information, providing remote update entry.

Problem feedback: Provide a description of the problem feedback channel.

4.2、Media Library

Manage and organize media resources, including material files, gadgets, playlists, and special effects resources provided by the system.



4.2.1 Media Resource Management

Consists of resources that have been added or created. The main functions are adding materials, renaming materials, grouping management, and deleting. Some types support attribute settings.

Material addition method:

- (1) Through the plus sign at the upper right of the material column
- (2) Right-click menu to add material
- (3) Support dragging the material or the folder to which the material belongs directly to the material area to complete the addition.

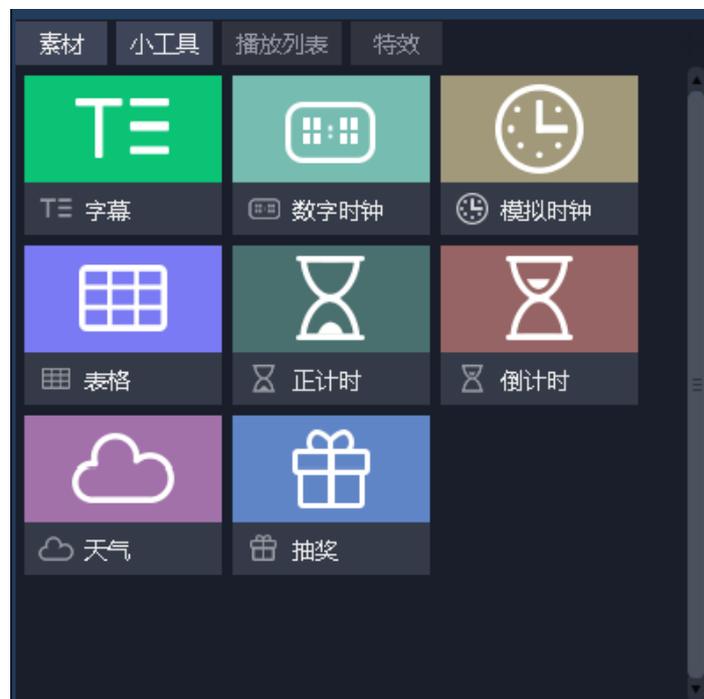
Material management

- (1) Support drag and drop sort
- (2) Support new folders to reorganize materials
- (3) Support material renaming, allow renaming

Material property settings

- (1) Provide setting editing menu for all gadget materials and office type materials
- (2) Provide continuous opening setting for capture card and NDI capture

4.2.2 Small tools



Provide subtitles, digital clocks, analog clocks, tables, countdown, countdown, weather, and lottery gadgets.

Support users to create media materials through these gadgets. The specific attributes are described in "Chapter 5 Material Support".

4.2.3 Playlist



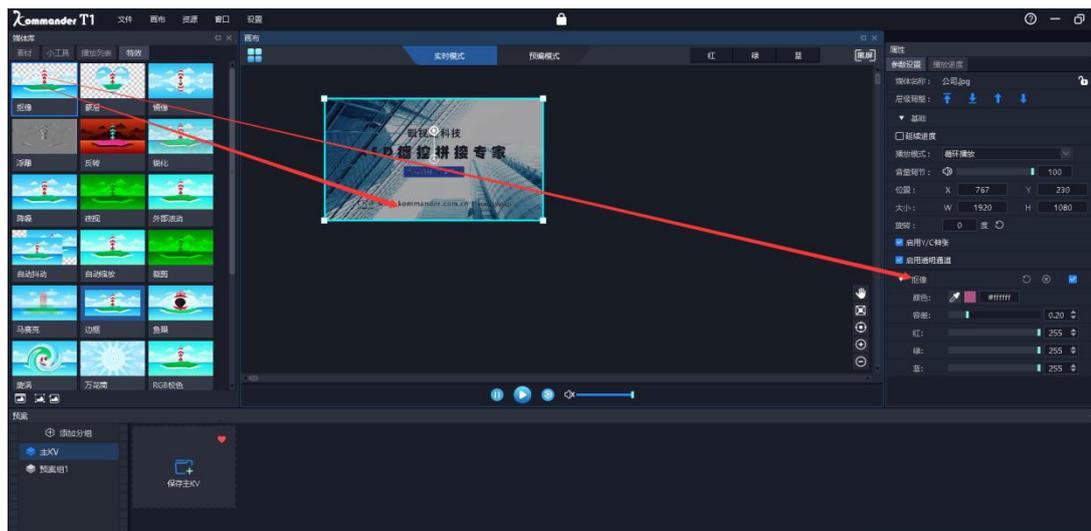
Supports new, edit, and delete playlists.

Supports setting the playing time or number of times for each file.

Supports quick setting of duration.

4.2.4 Effects library

1) Add effects to the screen



Support drag and drop effects to the screen on the canvas.

All objects with pictures support special effects overlay.

The effect stacking order affects the final effect.

2) There are 27 special effects, in order of:

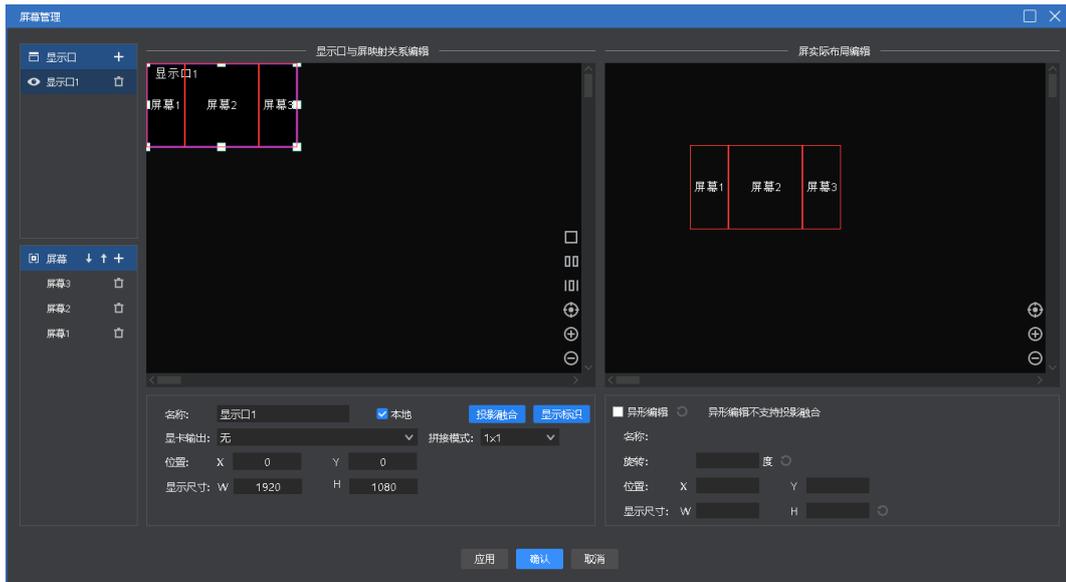
Crop	Chromaticity adjustment	Feathering	Mirror	Cover	frame
Splash screen	Automatic jitter	Auto scaling	Keying	RGB Toning	Reverse color
Night vision	Relief	Noise reduction	Sharpen	kaleidoscope	Fisheye
swirl	Mosaic	amplification	Offset	blurry	External fluctuation
Radial blur-scale	Radial blur-rotation	Marquee			

4.3、Broadcast control area

The playback control area is used for screen editing, output mode setting, material addition and replacement. Drag the material below to the broadcast control area, and adjust the size position. After clicking the playback, you can monitor the big screen display content in the output area in real time, and you can switch the material or plan at any time.



4.3.1 Screen management



(1) Display port management: Add, delete, and modify display ports, and define the mapping between display ports and physical screens (including the screen connected to the display end).

(2) Virtual screen management: Add, delete, and modify virtual screens. The left canvas defines the position of the virtual screen in the display port, and the right canvas defines the position of the virtual screen in the editing canvas. Since v4.2, the screen level affects the output, and users can adjust this level with the up and down keys.

(3) Under special application scenarios (such as corner screens), the screen supports abnormal editing and deforms into non-rectangular shapes.

4.3.2 Canvas editing

The software provides 2 editing modes:

(1) Real-time mode: Any editing of the material on the canvas will directly affect the output.

(2) Pre-editing mode: Editing the materials on the canvas, including dragging and dropping materials and loading the plan, will not affect the output content. After editing, you can keep it to the plan, or you can choose to click “”. The button pushes the pre-edited content to the output screen.

Note 1:  After clicking, each media outputs directly to the external screen according to the current progress by default. However, if there is a homologous material before the external screen, and the material is "continued" on the pre-editing screen, the original output is maintained.

Note 2: During pre-editing, if there is a live stream material (including NDI, capture card, office file) with the same output as the current output, the pre-edited display output content or the first frame picture is normal.

4.3.3 Playback status

(1) Play: After adding new material on the canvas or pausing or stopping, click the play button to continue playing.

(2) Pause: Pause all the materials on the canvas.

(3) Stop: Stop playing all the materials on the canvas.

(4) Sound settings: Set the volume of the output audio material, as well as mute and restore.

4.3.4 Black screen

(1) In the system settings, the black screen is forbidden to edit. If you select black screen, there is no picture on the canvas or output.

(2) In the system settings, the black screen forbidden editing is unchecked. If you select black screen, there is no screen output but the canvas has a screen and can be changed.

(3) When the screen is black in the system settings, check the box for mute. If black screen is selected, no picture or audio is output.

(4) Mute is unchecked when the screen is blank in the system settings. If you select black screen, the screen has no output but audio is output. {Note: New projects are not checked by default}.

(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 automatically resume. 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.

4.3.5 Material settings on canvas

- (1) Return to the canvas origin: The canvas origin refers to the (0,0) coordinate point. When the user moves to another position and is not sure of the origin position, he can click "Back to Canvas Origin" and the canvas will automatically move to the upper left corner for display.
- (2) Delete all screens: All screens on the canvas will be deleted, except for locked screens.
- (3) Clone screen: The cloned screen is completely synchronized. If one of the progress is modified, the other is adjusted. Non-cloned pictures always have millisecond-level playback differences, which are optional when users want full synchronization.
- (4) Rotation reset: After the screen is rotated, it can be quickly adjusted to 0 angle through rotation reset.
- (5) Zoom reset: Quickly restore the material to its original size through zoom reset.
- (6) Hierarchical settings: There is a hierarchical relationship between the materials, which can be modified through the hierarchical settings.
- (7) Disable audio: Select to disable the audio output of the material. Only one audio output is allowed for all materials on the canvas. The default is the first audio material added. Unchecking the previous output audio material will automatically disable audio output.
- (8) Keep ratio: When the ratio of the material to the screen is different, the keep ratio will be output according to the original ratio of the material.
- (9) Positioning resource media: positioning the position of the material in the material library.
- (10) Save as play plan: Add the current canvas resources to the play plan for quick recall at the next or official performance.

4.4、Parameter setting bar

Used to view and set the basic parameters of the corresponding material.



4.4.1 Level adjustment

Provide top, bottom, previous and next adjustment buttons for adjusting the level of the material on the canvas.

4.4.2 Continuation progress

If you want to confirm that the current material needs to inherit the progress in the output when it is output, that is, if one material is used in multiple connected scenarios at the same time, and you want its playback progress to be uninterrupted, you can select this setting.

When the plan containing the material is called, the current output will be judged first. If it is included, the current progress will be maintained; if it is not included (or ended), it will be played again.

Continuation progress includes progress continuation and playback mode continuation. After inheritance, its playback mode set in the current plan is invalid.

4.4.3 Play mode and end mode

Play mode: Define the duration of the material output.

(1) Loop mode: unlimited loop playback of material, default item.

(2) Play a specified duration: Set the playback time of the material, and stop playing after the specified time.

(3) Specified playback times: Supports setting playback times for audio / video materials, and stopping playback after reaching the specified number of times.

End mode: Define the action of the material after the playback ends, and trigger after the playback ends. When the material playback mode is loop mode, this parameter cannot be set because it will not end.

(1) Freeze at the last frame: After the material playback time is over, the picture is fixed at the last frame.

(2) Stop playback: After the playback time of the material ends, there is no output.

(3) Switch to the next plan: After the set material playback time is over, it will automatically jump to the next plan.

(4) Switch to the specified plan: After the set material playback time is over, it will automatically jump to the specified plan.

4.4.4 File transparent channel

After it is enabled, transparent materials can be overlaid on other materials to bring out the atmosphere and display the opposite sex. {Note: New projects are enabled by default}.

4.4.5 Enable Y / C stretch

For videos and pictures:

If the user finds that the screen is gray and the item is not enabled, modify it to enable.

If the user finds that the screen is black and the item is enabled, modify it to disable.

4.4.6 Crop

Currently supports both stretched and unstretched modes:

(1) When Stretch check is selected, the cropped material will be enlarged and displayed on the entire window.

(2) When the stretch is not checked, the cropped part is not output, and the uncropped part is displayed normally with the same proportion and position.

4.4.7 Effect settings

(1) Saturation, brightness, contrast, transparency: You can set the color and effect by adjusting the values.

(2) Feathering: It is worth adjusting through feathering, which has a blanking effect on the surroundings of the material and improves the display effect.

(3) Restore settings: Restore all effect values changed to the default values.

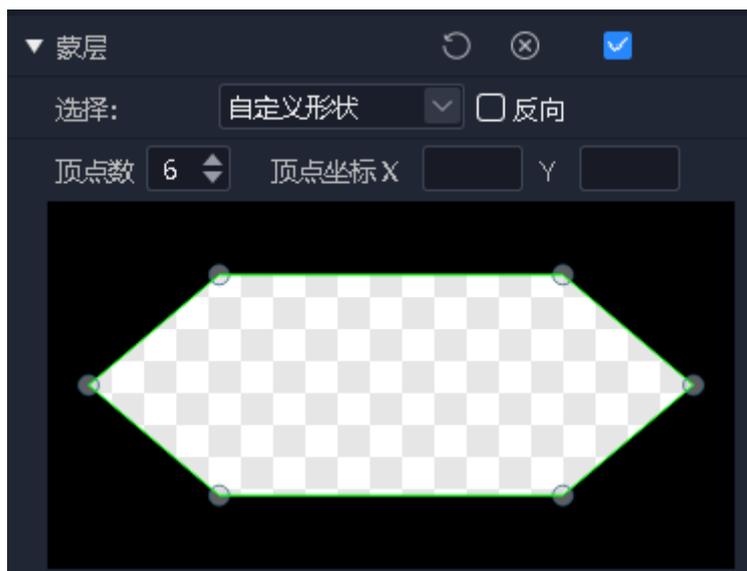
(4) Rotate: Set the material to rotate on the canvas and output at a specified angle, which is mostly used for special-shaped screens.

(5) Position size: Set the display position and size of the screen on the canvas.

4.4.8 Time clipping

Support time cropping of audio / video material, that is, clip the material from the start time to the end time as the output object.

4.4.9 Cover



(1) After the mask is enabled, you can use the built-in graphics mask, custom shape mask, and custom layer mask to support the reverse mask.

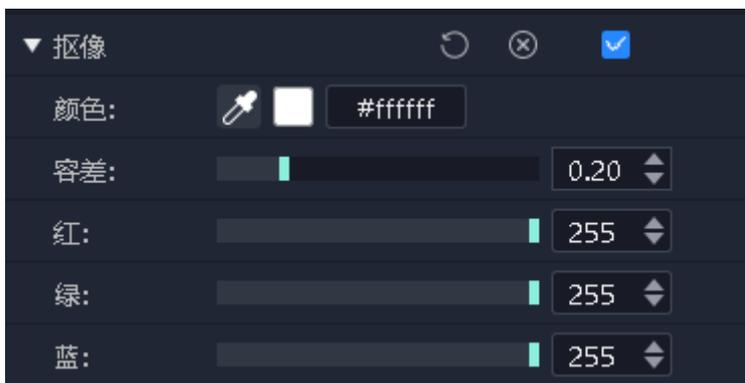
(2) The system provides commonly used mask patterns, such as diamonds, triangles, and hearts.

(3) Support user-defined shapes, and can modify the vertex number and vertex coordinates of the shape.

(4) Support users to import custom layers to mask the picture.

4.4.10 Keying

A certain color in the picture is taken as a transparent color, and it is cut out from the picture, so that the background is transparent and forms a superimposed composition of the two-layer picture. The software supports suction pen to draw colors, and also supports direct input of hexadecimal color values and RGB color values, and tolerance (0-1).

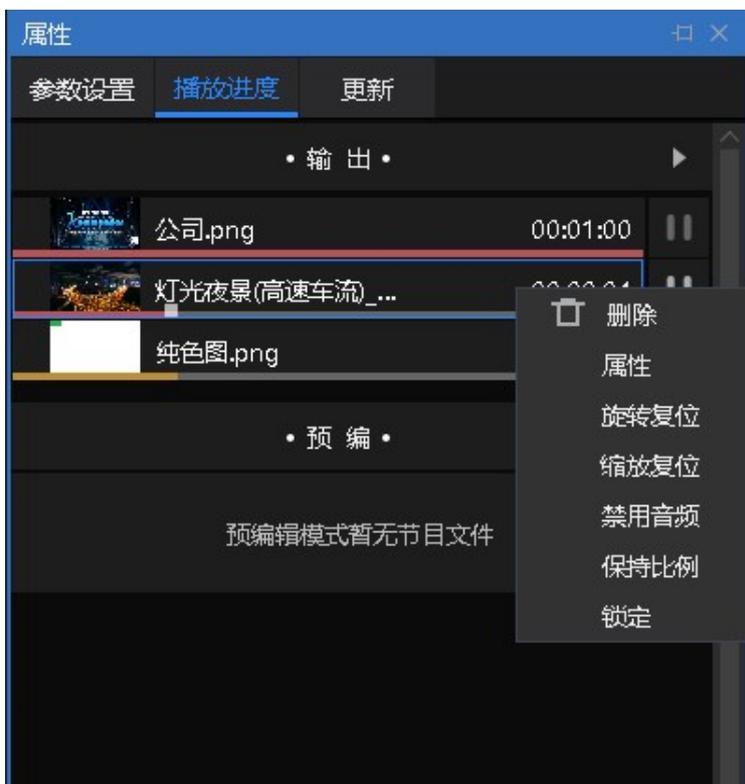


4.4.11 Other special effects

Users can experiment with more special effects by themselves.

4.5、Playback progress

Display the playback progress of objects in the current output canvas and pre-edited canvas, displayed in groups.



From here, you can set fast forward, rewind, pause, and playback of the material.

Support collective seek operation for the same group of materials.

Collective Seek: 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 show.

Positive timing: When enabled, the video playback progress is played according to the positive timing.

Countdown: When enabled, the video playback progress is played according to the countdown.



4.6、 Play plan area

It consists of 2 parts, the plan group and the plan. The plan distinguishes between the main kv and the ordinary plan.



4.6.1 Plan grouping

Plan groups can be added according to requirements to categorize different plans for easier management.

The plan group supports creating, renaming, sorting, and deleting.

4.6.2 预案

1. Save the plan

After editing the materials on the canvas, click "Save Plan" in the plan area or right-click "Save as plan" on the canvas to call the plan to save.

Kommander supports batch generation of plans. The application scenario is that multiple subsequent plans only need to replace the same file on the current canvas. You can batch select replacement files in the material library and drag them to the target file. The program will automatically replace the target files one by one and generate a plan. The plan name is the name of the replacement file.

2. Rename the plan

Right-click the plan name, and you can customize it according to your needs.

3.Planning plan

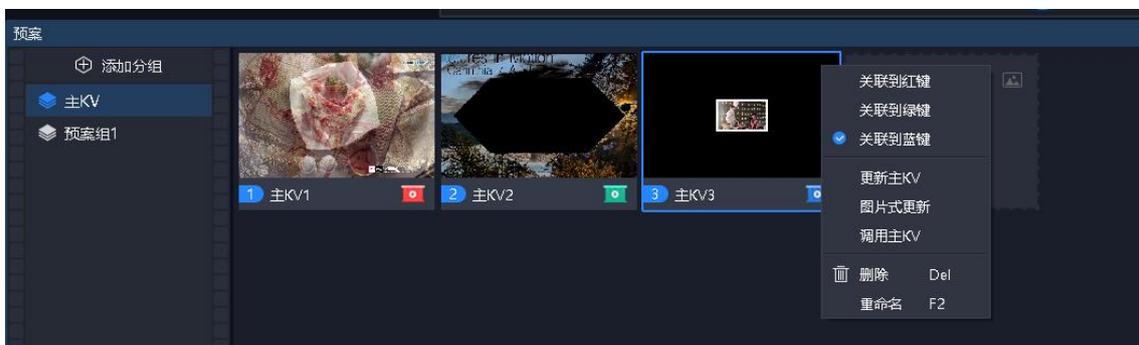
Drag the target plan with the mouse, you can change the position of the plan in this group, or drag it to other plan groups.

The plan does not support dragging to the main KV group.

4.Plan update

When you need to make changes to the specified plan, you can right-click the plan and select Update Plan after the change to overwrite the plan before the change.

4.6.3 Master KV

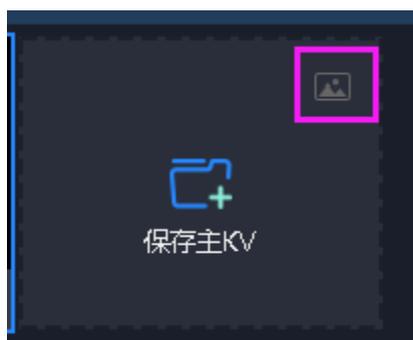


1.Main KV group

Supports adjusting the order, does not support deletion and renaming.

2.Save the master KV

1) Supports picture-type saving and non-picture-type saving.



The frame selection in the figure above supports clicking to switch the main KV save mode. Picture-based saving will capture the current picture from dynamic elements in the current canvas to generate a picture, and then save it. Non-picture saving is the same as saving the plan, and the effect when calling is the same as that of the plan.

2) Save operation:

a) Click "Save Master KV"

b) After selecting the main KV group, right-click on the canvas and click "Save as Main KV".

c) After selecting the main KV, press Ctrl + D

1. Associate red, green, and blue master KV shortcut call keys

Red, green and blue main KV shortcut call keys are provided on the canvas (corresponding to the system shortcut keys ALT + 1, ALT + 2, ALT + 3 respectively), and the main KV can be associated with these three buttons for quick call.

Supports association through the main KV right-click menu.

Supports right-click menus for red, green, and blue main KV shortcut call keys for association.

2.Master KV update

Click "Update" for non-picture update.

Click "Picture Update" for picture update.

As with the scenario, a new master KV is generated and replaced with the current canvas element.

3.Master KV call

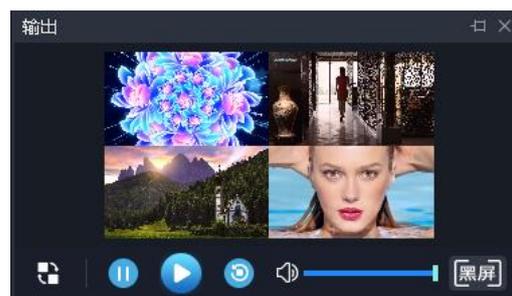
The interaction is basically the same as the plan call, but does not change the position of the "in use" and "pre-programmed" marks.

Support double-click the main KV to call, or set shortcut keys, support shortcut key call.

Support red, green, blue main KV shortcut call keys (including shortcut keys).

4.7、 Output area

Display the actual screen content of each screen, and display the screen from the upper left corner to the lower right corner according to the canvas layout.



(1) In the real-time mode, there is only a display window, there is no control panel, and the canvas is directly controlled.

(2) There is a control panel in pre-editing mode, including edit, play, pause, stop, black screen / cancel black screen.

① Does not affect the playback of the same source video media in the pre-editing window.

② The control panel is invalid for live streaming.

③ Edit refers to loading the output window content into the pre-edit window for editing.

4.8、 Update



The active and standby, main display and multi-line synchronization of media files displays the file transfer status, which is convenient for users to view the files that are being synchronized, not started, and failed to synchronize, and to know whether the transfer is complete.

5、 Engineering editing process

5.1、 Switch computer display mode

At the same time click "Windows" + "P" key, the following window appears, select the extension mode;



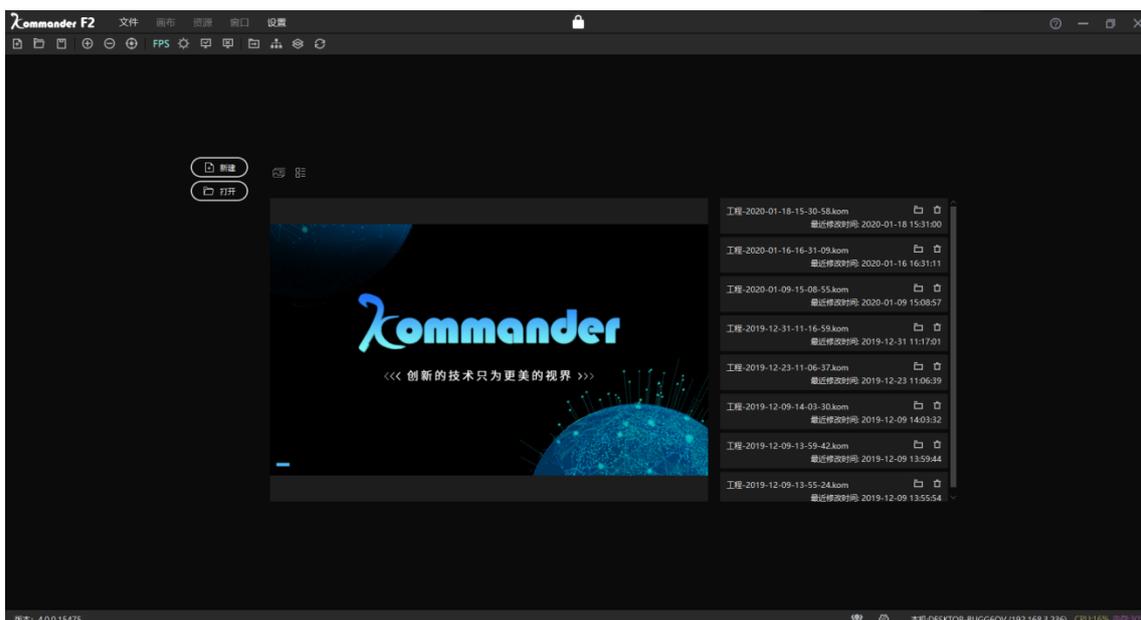
5.2、 Run the software



Double-click the software icon , run Kommander F2 playback software;

5.3、 New Construction

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





5.4、Add material

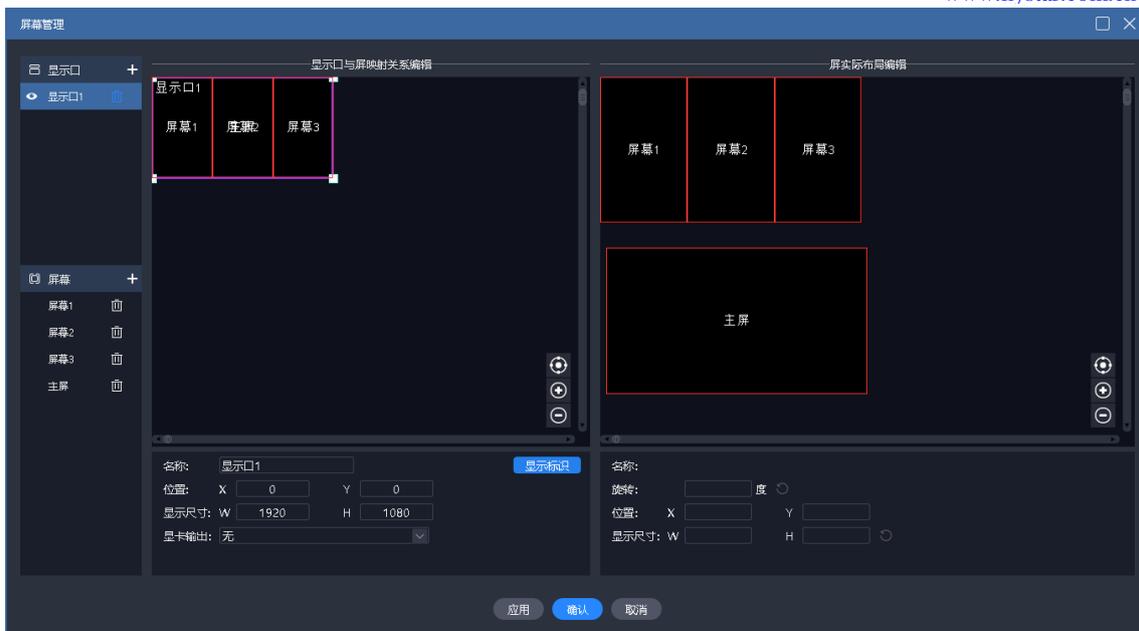
Enter the main interface of the system after creating a new playback scheme, click the + sign in the resource area to add playback materials, and select the corresponding addition option according to the type of material you need to add.



This system supports adding a variety of playback resources including: local media, subtitles, office files, capture cards, streaming media, NDI network screens, websites, screenshots.

5.5、Perform screen management configuration

When you are finished adding clips, click on the left  can enter the screen management interface.



5.5.1 Add display port

The left part of the figure above is to add the display port and screen and set the properties.

If a local expansion screen is connected when a new project is created, the display port and screen will be automatically created, and only editing is required at this time.

The display ports here are all virtual ports, and the graphics card output must be set for the final output. Supports adding a remote display screen as a display port. For details, please refer to "The Main Display".

When the display size of the display port is related to the output of the graphics card, the content is automatically compressed and filled according to the size of the graphics card.

5.5.2 New and edit screens

On the left side of the figure above, you can create new screens and edit physical properties. Edit the display layout of the screen on the right.

The left side defines through which display port and position the screen is output, consisting of position and physical size.

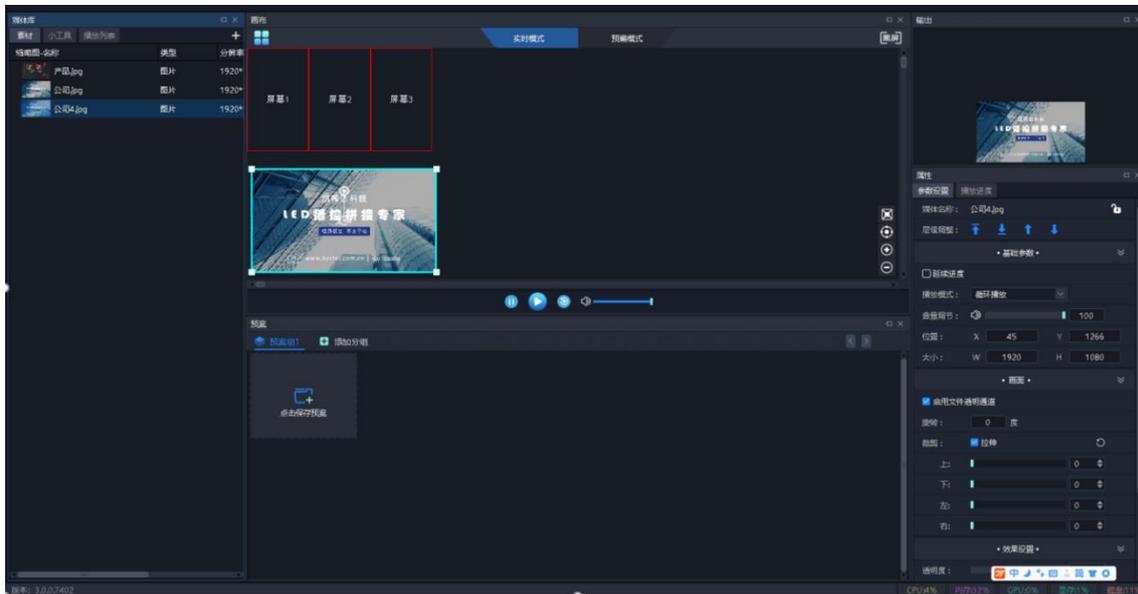
The right side defines where the screen gets the picture on the canvas, consisting of position and display size.

As shown in the figure above, the main screen, the first screen, the second screen, and the full screen are used to output four screens. The four screens on the right can be

laid out in another way to get the canvas content.

5.6 Canvas editing and output

After completing the screen management, return to the main interface, as shown in the figure above.



Drag and drop the material to be output from the material library to the position of the screen in the canvas, and the material can be output to the external led screen through the screen.

The material can be resized, rotated, playback mode, display efficiency, cropped and other operations in the canvas.

Users can also save the content of the canvas as a plan or a master KV. When the event starts, they only need to call to output the content directly without editing it again.

When the user needs to temporarily edit the content after the event starts, but does not want to affect the output, he can switch to the pre-editing mode of the canvas for editing.

Note: It is recommended not to drag in the material at the same time on the overlapping screen (referring to the overlap on the display port).

Six、 Material support

6.1、 Local media

6.1.1 Media introduction

Local media includes video, audio, and pictures. This software comes with a video

decoding function, so it can basically support all formats.

Example: video mp4, avi, mkv, flv, mov, wmv, asf, mpeg, etc.

Audio mp3, mp2, mpa, aac, ogg, wav, wma, ape, etc.

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

Best editor recommended for video:

> = 4k video: H265 encoding, or VP9 is recommended.

<4k video: H264 encoding is recommended.

Material optimization 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.

6.1.2 Media operations

(1) Add media:

1、 Click the + sign in the menu bar and select "Add Local Media" to complete the addition.

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

3、 Drag the clip or folder to the clip area to add it.

(2) Media management:

Supports creating new folders and reorganizing the classification of media.

Support drag and drop to change material order.

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

Support "open file location" for quick file search.

(3) Clip deletion:

Support multiple selection of materials. Supports single or batch deletion of clips.

Material that has been referenced (that is, added to the plan) cannot be deleted.

6.2、 Playlist

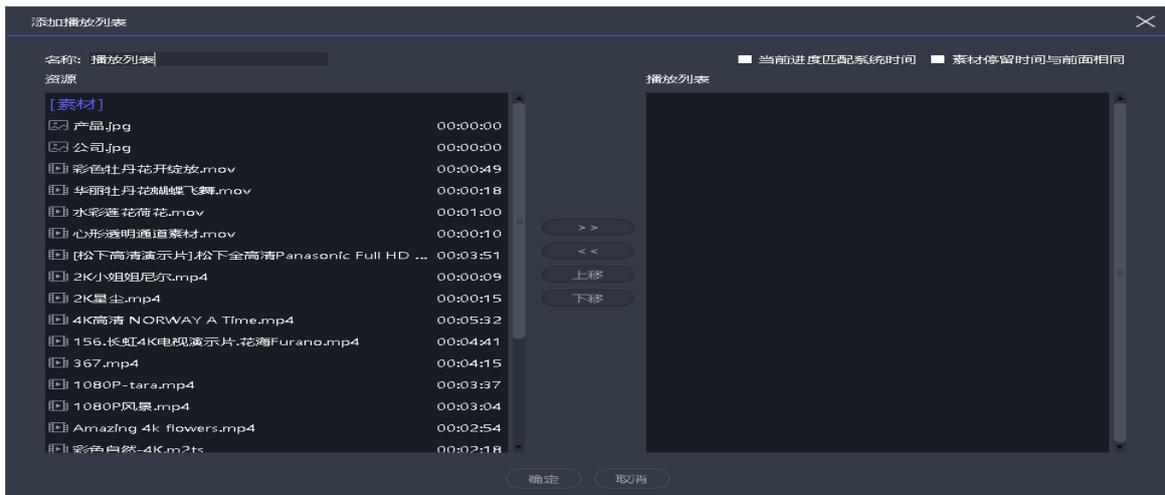
6.2.1 List introduction

A playlist is to add multiple local media files to the same playlist, to implement multiple media files in a window in turn, and you can set the time that each media file stays.

6.2.2 List add

In the upper left corner of the media library, select a playlist to add multiple local media files to the same playlist; drag to change the position of the files after adding, and you can set the playback order of the files in the list.

The playlist currently only supports adding videos and pictures. If you want to realize the round-robin playback of other materials, you can add a play plan to change the playback mode.



Note: When the "material stay time is the same as before" check box, the previous time will be modified, and the picture material in the later items will be automatically modified to the same value, and the video will not be affected.

6.3、Subtitle

6.3.1 Subtitle introduction

The subtitle is to display the required text on the screen, and you can edit it according to your needs (text content, font color, size, etc.), such as some welcome words, company name, etc.

6.3.2 Subtitles added

In the upper left corner of the media library, select "Subtitles" in the widget to add subtitle files to the asset area. Drag the material to the canvas in the control area to play it.

When adding subtitle material, the edit subtitle interface will be displayed. If you want to modify the subtitle content during playback, just right-click the subtitle material in the playback control area and select "Edit"; or double-click the subtitle material to enter the editing interface.

6.4、 Office file

6.4.1 office add

Click the + sign in the menu bar and select "Add Office" to add office files to the asset area. Drag the material to the canvas in the control area to play it.

6.4.2 office support

Office documents support automatic page turning through "Settings" and define the page turning time.

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 effective 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 pre-edited canvas through the properties area button.

Page turning is supported by the page up and down buttons in the material property area. Page turning is only valid for the current document (including homologous documents).

Support to 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.

Currently the software supports Microsoft Office 2003 and above, WPS and other office software are not supported for the time being.

It is recommended to use win10 system and office version 2010 and above to support animation effects and dubbing output. Office2016 is recommended.

If the output of PPT animation mode is abnormal:

1) Through the system setting -office, adjust the animation mode to another mode, and then reload office. This is used for problems caused by version mismatch.

2) 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.

6.5、 Acquisition equipment

Click the + sign in 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.



Currently supports all capture cards based on the windows standard framework, blackmagic decklink capture cards.

If the setting parameters of some capture cards are incorrect, the screen may be abnormal. Please right-click the “Parameter Settings” of the material to modify the parameters, and then “reload” the screen.

6.6、Internet media

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



6.7、Screenshot

Screen capture is to capture your computer screen for output, and the output content is the current computer display interface, and it is updated in real time. By setting the crop parameters in the parameter settings on the right, you can capture a part of the computer display and cast it to the screen.

Click the + sign in the menu bar and select "Add Screenshot" to add the screenshot file to the asset area. Drag the material to the canvas in the control area to play it.

6.8、Website

6.8.1 Website Introduction

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

6.8.2 Website add

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.

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

6.8.3 Interface size

After adding a website, the content (width) of the web page may not be displayed in all cases. At this time, the interface width can be appropriately enlarged in the editing website interface to achieve full display.

6.9、Small tools

6.9.1 Subtitle

You can add words such as welcome words, company names, etc. to your screen. Support subtitle scroll effect.



6.9.2 Digital clock

A variety of display styles can be performed according to requirements, examples are as follows:



6.9.3 Analog clock

Support color definition for clock, minute, second, scale and text.



6.9.4 Form

Add a form, you can enter the content to be displayed, define the form size, text color, font, alignment, etc.

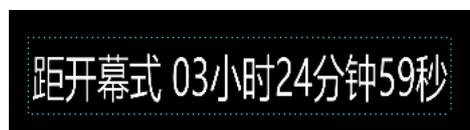
	输入	需求	内容
添加			
表格			
上屏			
显示			

6.9.5 Timing

Set the start time of the event and see the duration of the event in real time



6.9.6 Countdown



6.9.7 Weather

Weather needs to be connected to the Internet to detect weather conditions

北京: 晴
 温度: 17°C
 风力: <3级
 湿度: 32%
 PM2.5: 38
 穿衣指数: 建议着薄外套、开衫牛仔衫裤等服装。年老体弱者应适当添加衣物, 宜着夹克衫、薄毛衣等。

6.9.8 Lottery

Satisfy the demand of the on-site raffle.



● Use steps

1) Drag a lottery tool from the media library onto the canvas (multiple drag and drop is supported).

2) Double-click the lottery tool on the canvas to enter the setting page to complete the personnel and award settings.

a. Under Participants, import the edited participant folder.

b. Under "Award Setting", modify the award name and quota according to actual needs.

3) In the lottery window, set the display status to confirm whether the current selection is to display the lottery result or the lottery process.



1) 1) In the raffle window, set the raffle prize for this round, click the "Raffle (F7)" button to start the raffle, and click the button again to stop the raffle and generate a

winning record in real time.

2) After the raffle results, support for exporting winning records through the raffle window.

● Notes

1) Currently only photo draws are supported. Please organize all participants' photos into a folder in advance and ensure that the names are unique. The photos only support jpg and png formats. The recommended size is <1M.

2) Reset lottery: all winning records are invalidated, and all prizes need to be redrawn. In addition, the following setting changes require resetting the draw:

① Delete used awards

② Re-import or refresh participants

3) Reasons why the draw cannot be continued:

a. No participants

b. The current awards have been drawn

4) Abandonment: The winning record is invalid, and the quota can be drawn again.

The winner cannot participate in the subsequent draw.

5) Quota +1: To meet the temporary bonus requirements, +1 the current prize quota.

6) Raffle interface design: The raffle tool itself does not provide style adjustment. For background and prize display, please design by canvas yourself.

7) Support drag and drop the same lottery material to the canvas multiple times to meet the needs of displaying the lottery process, all winning results, and the current winning result at the same time. However, it is not recommended to drag and drop more than 2 different lottery materials at the same time to avoid anomalies.

6.10、 NDI collection

Step 1: Install T1 or NDI client on the computer being collected.

If T1 is installed, the NDI sender startup program is located in the installation path of T1, and there is a startup item in the start menu. If it is an NDI client program, you can run the startup program in the compressed package directly after decompression.

The program is compatible with third-party NDI senders.

Step 2: Run the NDI sender program. When the computer has other extended screens, select the screen you want to capture and click "Start Sending". The interface is as follows:



Note: A computer supports running multiple NDI programs to realize the collection of multiple screens of the computer.

Step 3: Add NDI capture to the T1 material library on the computer side of the capture output.



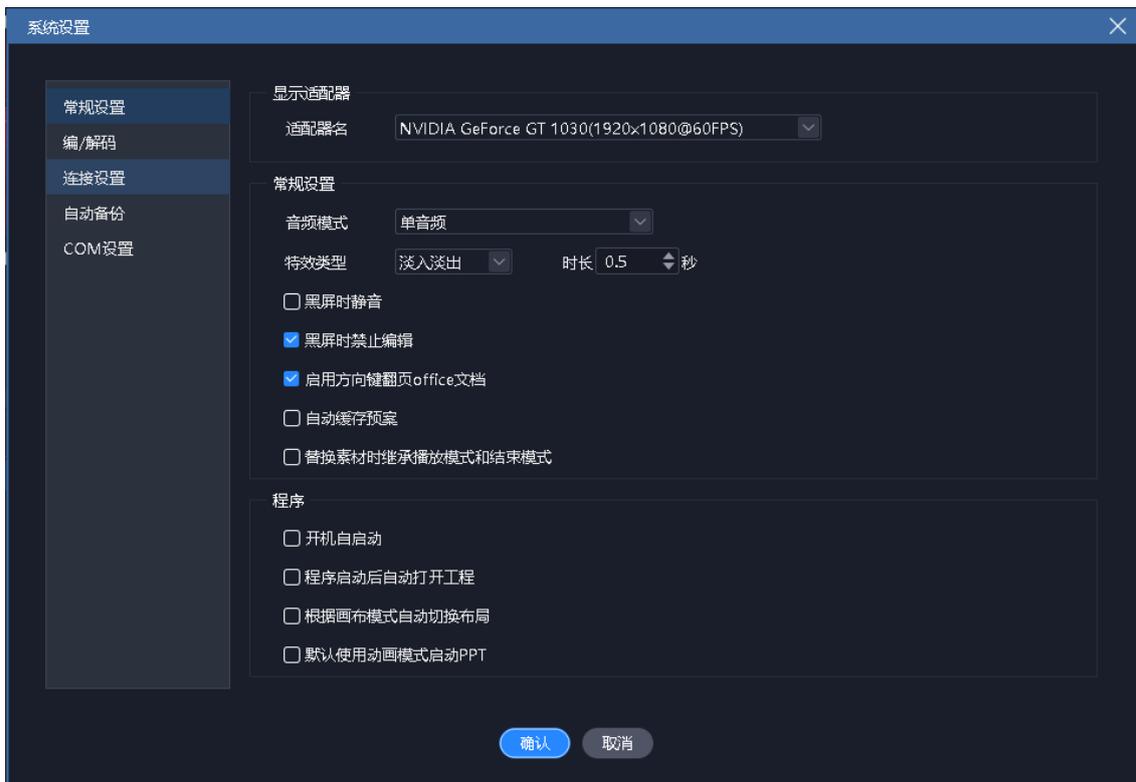
Explanation:

- 1) Scanning here may be slow, please be patient.
- 2) The collection and collection computer networks need to be under the same network, and they can ping each other, otherwise they will not be found.
- 3) Before use, check whether the NDI sender has started to send.

7、 Other functions

7.1、 Software system settings

The software can implement different system settings for different operating environments to make the software run more smoothly. The system setting interface is as follows:



(1) Display adapter: When the computer has multiple graphics cards, you can choose the graphics card configuration to make the software run under a higher graphics card configuration. Generally, the discrete graphics card is selected by default.

(2) General settings:

Audio mode is used to set the audio selection for multiple clips. When single audio is selected, only audio of one channel can be output.

Special effect types are straight cut and fade in and fade out, which are used to set the transition effect when switching plans.

Auto-start at startup and project start-up are used to set whether the software and project are automatically opened.

Output banner: When there is no output, the output banner can be displayed on the line graph. The default is None, which can be configured by the user as required.

Enable arrow keys to page office documents: When selected, the arrow keys are used to turn pages in the office. If not selected, they are used for other purposes.

Automatically switch the layout according to the canvas mode: When selected, when switching the canvas in real time or pre-edited, different layout effects are displayed.

Start PPT in default animation mode: Currently only office2010 supports animation mode. Please do not select it in other versions of office. Animation effect When ppt is played, the animation originally set in ppt is valid, and dubbing and page turning sound effects are output.

Inherit play / end mode when replacing material: When selected, inherit; when not selected, the default "loop" is used.

(1) encoding / decoding settings: used to set encoding / decoding parameters.

- ① If an independent high-performance graphics card is installed, it is recommended to open the hard solution.
- ② If the performance of this machine is insufficient and the refreshing requirements are not high, the frame rate can be reduced. No need for canvas, you can turn off editing rendering. There is no requirement for the output window, and the echo rendering can be turned off.
- ③ Sensitive to jagged and dropped frames, adjust corresponding parameters.

(2) Connection settings: used to set the working mode (master, standby, slave) and related parameters of the program; set connection parameters related to cloud control; and connection parameters related to splicer.

(3) COM configuration: used to set the system to connect to com, confirm the corresponding function of each com port.

- ① The center console refers to the front control panel of the F2 server.
- ② Equipment linkage: refers to the communication port that connects the splicer and switches the user mode of the splicer.
- ③ Display panel: refers to the display on the front of the server that displays the current equipment performance and input / output information.

(4) Automatic backup: Set the time interval and automatic backup path for the program to save automatically.

7.2、Engineering Packaging

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

Packaging steps:

- ① Select the project package in the file in the menu bar.
- ② Edit the package project name and save path, and select the packaged materials.
- ③ Select Start to enter the finishing process.
- ④ After finishing finishing, you can copy the project to other computers and open it on other computers.



Note: The project material is packaged by copying, which does not affect the display output

7.3、Update software online

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.



For more products, please go to www.kystar.com.cn to learn more about Z1, Z3, Z4, F2 and more.

7.4、 Master-slave linkage

Function: When multiple commanders need to achieve simple synchronous control, 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.

Prerequisites for the function: The user needs to edit the project files for each commander. When the event starts, the user needs to start the project in advance and ensure that the slave works in slave mode, and the canvas is in real-time mode.

Slave: indicates that the current device works on the slave. Can be connected by the master, and will receive and execute commands sent by the master.

Master: indicates that the current device works on the master. You can set up slave management to send commands to the connected slave.

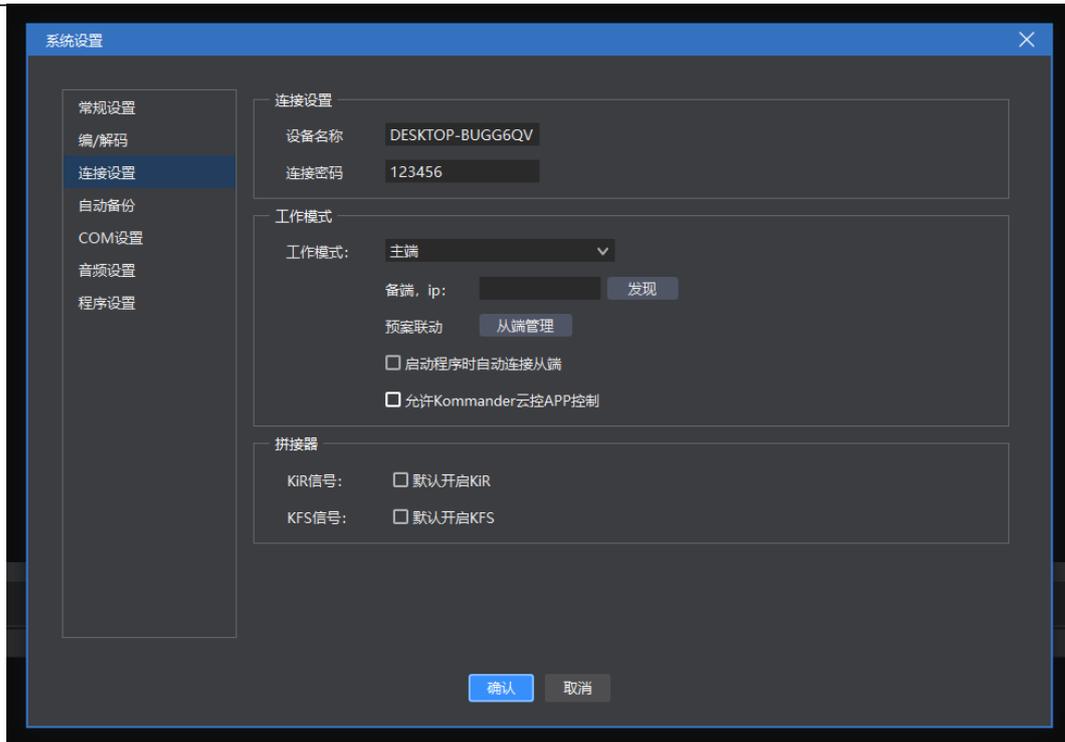
(1) Slave connection setting: Set the working mode of the program as the slave through the menu "Settings-System Settings".

Plan synchronization: When the device works on the slave, this property can be set to determine the processing method after the slave receives the plan switch command.

Synchronize by serial number: It means synchronize according to the sequence number of the plan. If the master sends a command to switch to the third plan in the third group, the slave also executes the switch plan to the third plan in the third group. If there is no such plan, it will not be ignored.

Synchronization by name: indicates that the synchronization is performed according to the name of the plan. If the master sends a command to switch to "Plan A", the slave also switches to "Plan A", and the "Scheme A" in the slave project is ignored.

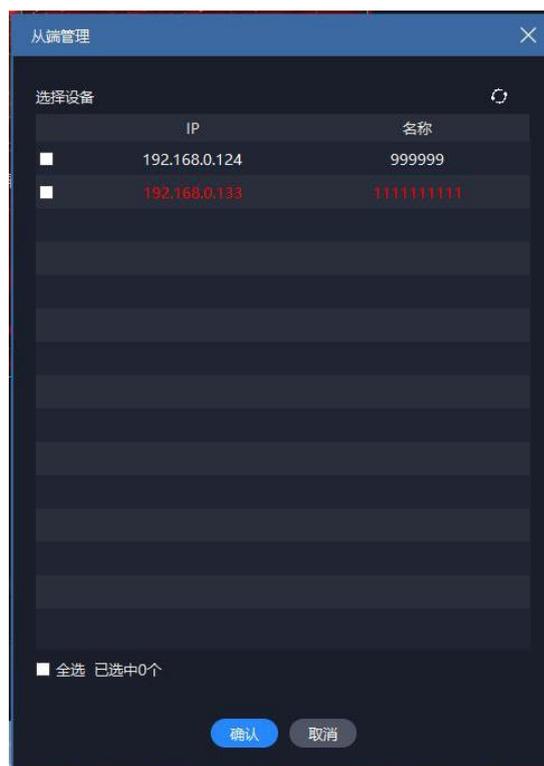
(2) Master connection settings



Select the scheme linkage and select the controlled slave through the slave management.

If you need to automatically connect to and control the original slave every time you turn on the computer, please check "Automatically connect to the slave when starting the program".

(2) Slave management: When the computer is the master, there is a "slave management" item in the settings, which is used to set which slaves will be linked.



This is to automatically discover the devices working on the slave side under the same network, which is convenient for the user to select the slave end to be connected.

History discovery 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.

The information here turns red to indicate that the connection history has been discovered, but it is currently unavailable.

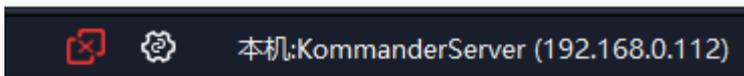
(3) Information in the bottom column:

a) Master:



- : Indicates that the current work is in the master mode. When clicked, the slave management window pops up.
- : An icon indicates that one slave is connected, and multiple when multiple are displayed. White when normal; red when abnormal. Tips will prompt the slave name and ip.
- : Click to enter the connection settings.

b) From the side:



- : Indicates that the current work is on the slave and is not controlled by the master.
- : Indicates that the current work is on the slave side and has been controlled by the master side. The tips will prompt the name and ip of the master side.
- : Click to enter connection settings.

7.5、Picture optimization

- : Indicates that automatic optimization is turned on, and the target resolution setting will be performed when turned on. After opening, the pictures added to the library will be optimized automatically.
- : After clicking, optimize all the image materials in the material library. The

optimized target resolution is set in the pop-up dialog box.

- : It means to cancel the optimization of all pictures in the material library.
- Supports users to perform single optimization and cancel optimization of pictures through the right-click menu of picture materials.

7.6、 Automatic save and restore

The system settings menu adds settings for autosave. Support for defining save intervals.

The software shuts down abnormally. When it is opened again, if there is an automatic save record, the user will be prompted whether to restore.

This automatic save is performed at regular intervals, so there will be a small amount of data loss.

At the same time of automatic saving, a backup record will be generated in the backup path. Currently, only the latest backup of the project with the same name is retained.

7.7、 Use of pre-edited and live layouts

Currently, the function of enabling pre-editing and real-time layout is added under the setting menu. It is enabled by default.

When this function is enabled, when the user switches from the pre-editing mode to the real-time mode, the real-time layout will be called. Conversely, when switching from live mode to pre-edited mode, the pre-edited layout is called.

The software supports users to modify these two layouts through the save layout function.

7.8、 Cloud Control

Kommander supports remote control via kommander cloud control APP. It mainly includes material playback, plan switching, playback control, PPT page turning, etc.

If you need cloud control, please set related parameters through "System Settings-Connection Settings". At present, cloud control can control kommander only when kommander works in master mode and cloud control is allowed.

When the cloud control controls the master, if the master is connected to the slave or slave, the related operations will also be performed on the slave or slave.

7.9、Active / standby connection

Supports users to add a device as the backup end to implement real-time backup of the master end, so that when the master end is abnormal, the output is normal. This function is used in conjunction with the splicer. The splicer can automatically determine whether the primary end is abnormal. When an abnormality occurs, it automatically switches to the standby end to read data to ensure the normal output.

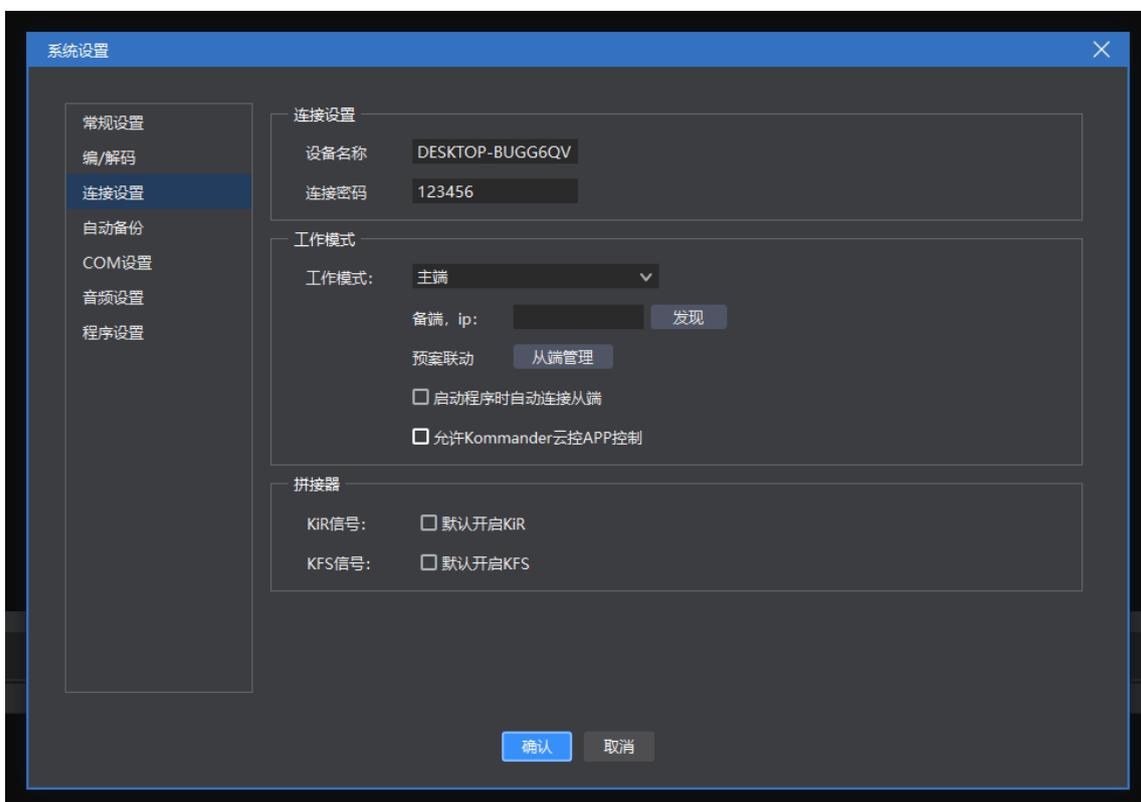
When the master end returns to normal, the user can consider whether to set the original master end as the standby end and form a new active / standby relationship.

When working in a multi-machine environment, use a synchronization card to enhance synchronization.

7.9.1 Configuration before use

The two master and backup devices need to be connected to the same route in advance, and fixed IP addresses must be set to ensure that the two networks can communicate with each other.

The two devices start the kommander program, set the working mode of the master device to "master", enable the master and backup functions, and set the IP address of the slave device. Set the working mode of the standby device to "standby". The setting interface is as follows:



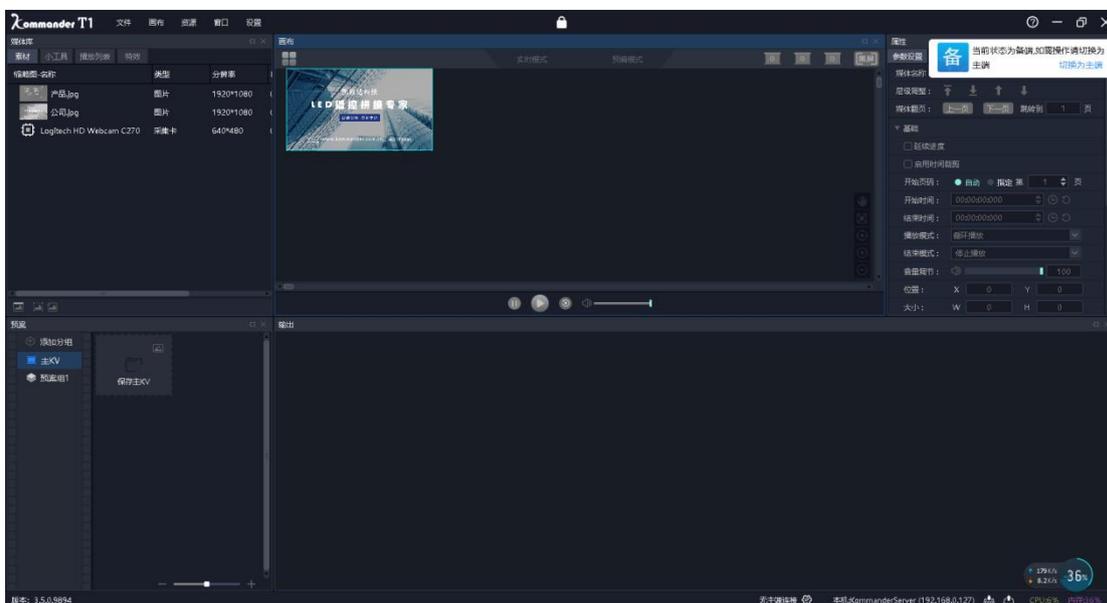
After setting, check the connection status through the taskbars on both the active and standby sides. White is normal and red is abnormal, indicating that the network is unavailable (the local network is not enabled, the ip is unavailable, or the firewall is blocking) or the other party's working mode is incorrect (the program is not enabled and the working mode is incorrect). The two cannot establish a master-backup connection.

The following shows that the current device is currently the master and the device is currently connected abnormally.



Note: The settings are saved with the program, but if it is the master, the enabled slave will not be saved, that is, it needs to be checked again after restart.

7.9.2 Description of standby mode



We do not allow users to edit projects in standby mode. Only system settings, program minimization, restore, and close program operations are allowed to avoid unnecessary exceptions. When the primary end is abnormal, please switch the standby end to the primary end, and then edit or operate.

When Kommander is in standby mode, it will not send instructions to the slave computer, remote control of the cloud control APP is not allowed, and the planned jumps and scheduled tasks set by the project will not take effect.

7.9.3 Master control

- **"Real-time linkage mode" switch**

The program adds a "real-time linkage mode" status switch under the "canvas" menu.

After being selected, the master will operate once and the slave will execute synchronously.

If it is not selected, the primary side operates once, and the secondary side remains unchanged.

The synchronized instructions include new project, open project, save project, all editing operations and broadcast control operations in the project. Cannot include canvas zoom, window layout adjustment, scheme group switch, various settings popups, etc. The standby side does not pop up any settings and confirmation popups, only the corresponding results are synchronized.

- **Update operation**

The program adds an "Update" operation under the "Canvas" menu. When clicked, the project and media data files will be synchronized to the standby side, and the project content and playback progress of both parties will be completely the same.

Because the update itself is an operation instruction, the "Real-time linkage mode" switch is required to be turned on, otherwise the execution is invalid.

The project will be synchronized first when the update is performed. At this time, a processing progress window will appear to limit user operations. It may take up to 30 seconds to confirm whether the update can be performed.

After the project is synchronized, the Update progress window can view the file transfer progress and status. After the file transfer is completed, the standby device will be refreshed automatically.

If the message "Insufficient space" is displayed during the active / standby update, please visit the AppData cache directory on the standby side to clear the cache files, or confirm that all disks in APPData have sufficient space.

The transferred file includes all the files in the material library, thumbnails of the plan, and screenshots generated by the master KV. The system will first determine whether the same file exists in the same path on the standby end, and then determine whether the same file exists in the AppData directory, and then transfer it. If the file transfer error occurs, you can perform "Update" again to retransmit.

7.9.4 KiR and splicer

The current main and standby modes of the splicer are: when the master is abnormal, switch to the standby output; when the master returns to normal, switch back to the master output. The splicer judges whether the master is normally judged by KiR signal.

There is a KiR default state setting under System Settings-Connection Settings, which determines the state of KiR when the program starts. Add KiR switch under canvas menu to decide whether to send KiR signal currently. Users are requested to make relevant settings according to their own needs.

7.10 Timed task

The software has a scheduled task function, and the software can be set to switch and output a specific plan at a specific time.

Select "Timing Setting" under the system menu to expand the following setting window.

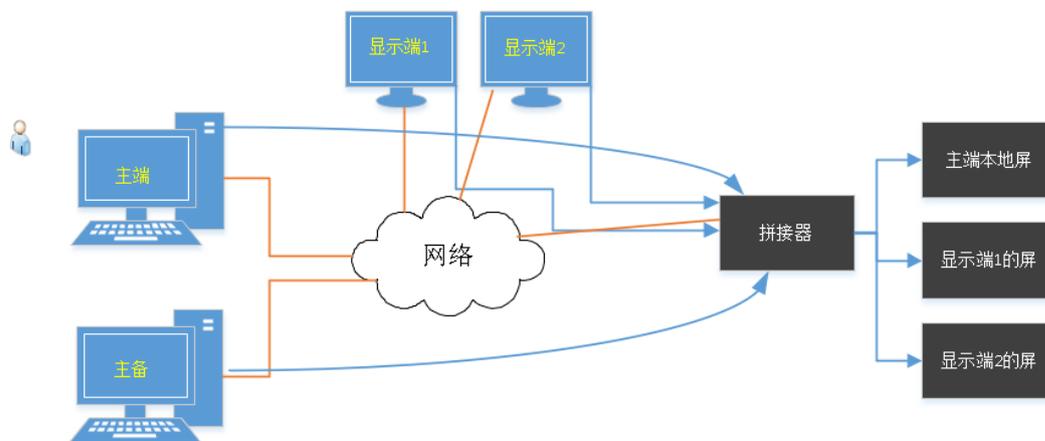


Through "New", you can add timing switching commands, such as the pop-up window in the middle of the figure above, to set which time period and time to play which plan.

Supports creation of multiple timing instructions.

After the setting is completed, select the "Start timing instruction table" option in the lower left corner.

7.11 The main display is more online



Application scenario: When a machine is not enough to output all screen content, consider using the main display function. The display can be used as an extension of the main end to have more output ports and more decoding and rendering capabilities.

Steps for usage:

- 1) 1) Start the display terminal and run its display program (the desktop shortcut is labeled "display terminal").
- 2) 2) Add a display port in the main screen management and specify it to be connected to the remote display, that is, configure it as non-local, fill in the ip and screen. After confirming or applying, the display terminal is automatically connected.
- 3) 3) Add screen and layout in the main screen management.
- 4) 4) Drag and drop material to the screen in the canvas on the main end, and it can be saved as a plan.
- 5) 5) After the production of the main project is completed, click "Update" to synchronize the material files required for the display and the project modification to the display.

6) After the update is completed, the scenario is played, and the material at the remote screen position will be output through the display screen.

Note 1: Currently it supports call plan and playback control. The editing instructions need to be synchronized with the display through "Update".

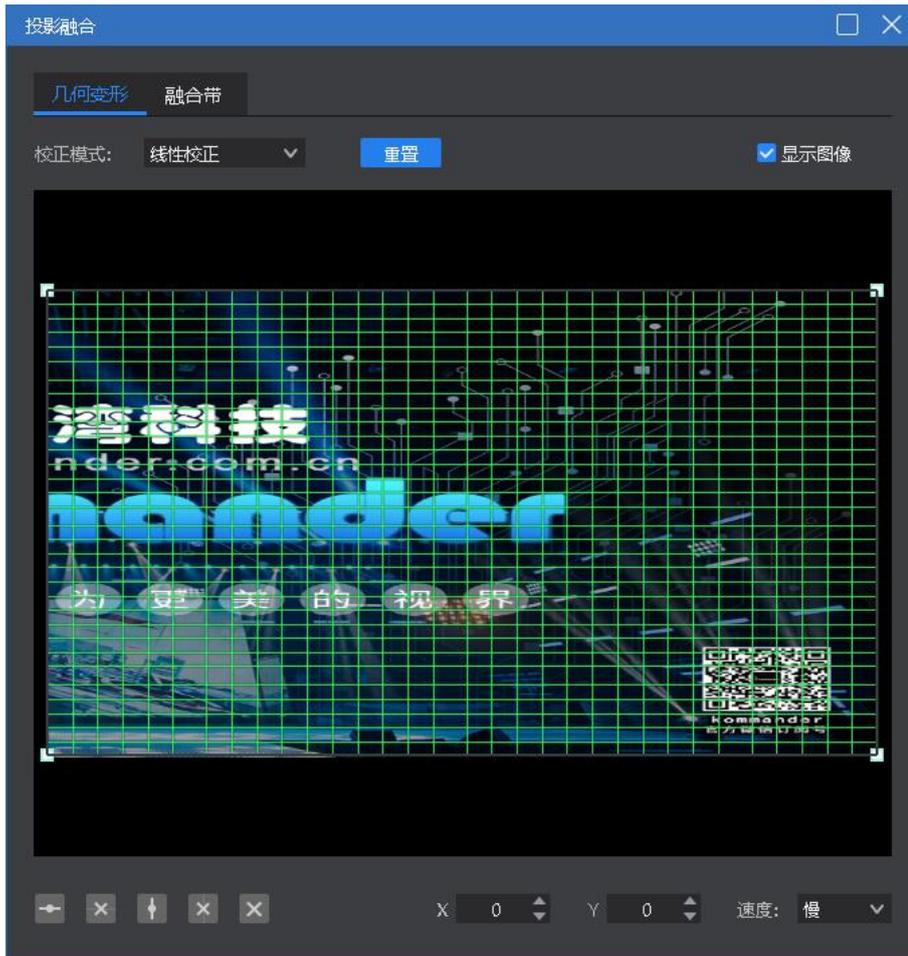
Note 2: Check the status of the bound display on the status bar, whether it is connected, and whether the clock is synchronized

Note 3: "Online picture preview" under the canvas menu. When it is in wireframe or thumbnail mode, files that are not output locally are not decoded locally and displayed in wireframe or thumbnail mode to reduce the main-end performance overhead.

7.12 Correction and fusion

When using a projector as an output, 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.

The entrance position is "Screen Management"-Select Screen-"Fusion Correction", the following window pops up:



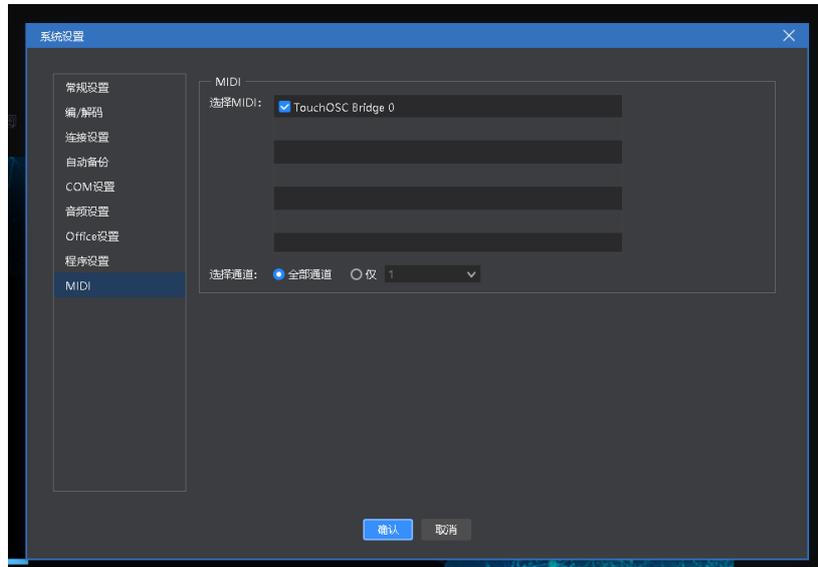
Geometric correction provides three modes: linear correction, full correction, and perspective correction. Linear correction is recommended for planar projection, full correction is recommended for curved projection, and perspective correction is recommended for perspective effects. Support manual adding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

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 grayscale adjustment.

7.13 MIDI control

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

Step 1: Configure the midi source device and channel through "System Settings".



Requires midi keyboard to be connected.

Step 2: Use "System Settings-Midi Edit" for instruction mapping.



In the list are instructions that support midi control, and the key value is the corresponding midi value.

After selecting, edit the trigger key value of the instruction to enable the learning function . Supports learning the current key value from the midi keyboard to associate it with the instruction.

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

In the current version, the two-state instructions (such as mute / restore) are triggered by pressing, and then reversed by pressing again. Pressing the trigger is not supported at this time, and the reverse is released.

Step 3: After closing the window, you can use the midi keyboard to control the software.

8、 Q & A

8.1、 T1 how to achieve playback loop playback plan ?

When there are many preplans that need to be played repeatedly, or you need to add a list of materials other than videos and pictures to play in a loop, you can achieve this requirement by establishing a preplan.

Steps:

- Establish three ABC plans.
- Set the playback mode of the material in scenario A to skip to the next scenario.
- Set the playback mode of the material in scenario B to skip to the next scenario.
- Set the playback mode of the material in plan C to jump to the specified plan, and specify it as A plan.

In this way, loop playback can be achieved. When there are more plans, set them in order.



8.2、 T1 How to edit the canvas output and how to cut off the audio after selecting a black screen ?

- Open the software and enter the system settings.
- Turn off the "Prohibit editing when black screen" option. At this time, when the black screen is selected, there is still a picture on the canvas and you can change it.
- Check the "Mute on black screen" option, at this time, no audio output will be available when black screen is selected.

- "Prohibit editing when the screen is black", the installation software is checked by default.

- "Mute when black screen", the installation software is unchecked by default.

8.3、 How to implement the materials in the new plan after the previous plan is switched?

Just tick the material continuation progress property in the new plan. Or set in the plan properties.

When a site needs many plans and each plan has a common material, when switching plans, it is hoped that the shared material will continue to play from the previous plan's playback progress. At this time, the continuous progress needs to be used.

Setup steps:

- Select the target clip.
- Check the continuation progress in the parameter setting column on the left.
- Save the current plan.
- Same operation for other plans.

8.4、 How to achieve ultra-long screen output with fewer display ports?

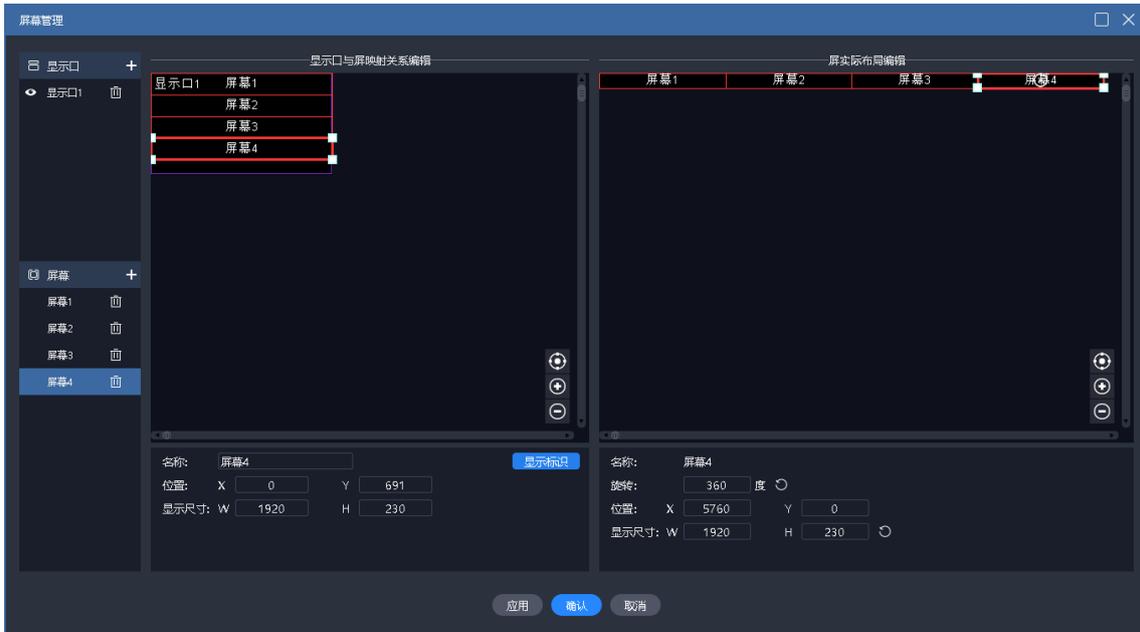
(1) Requirements: one output port of the computer, large screen resolution 7680 * 250, to achieve point-to-point

(2) Implementation method:

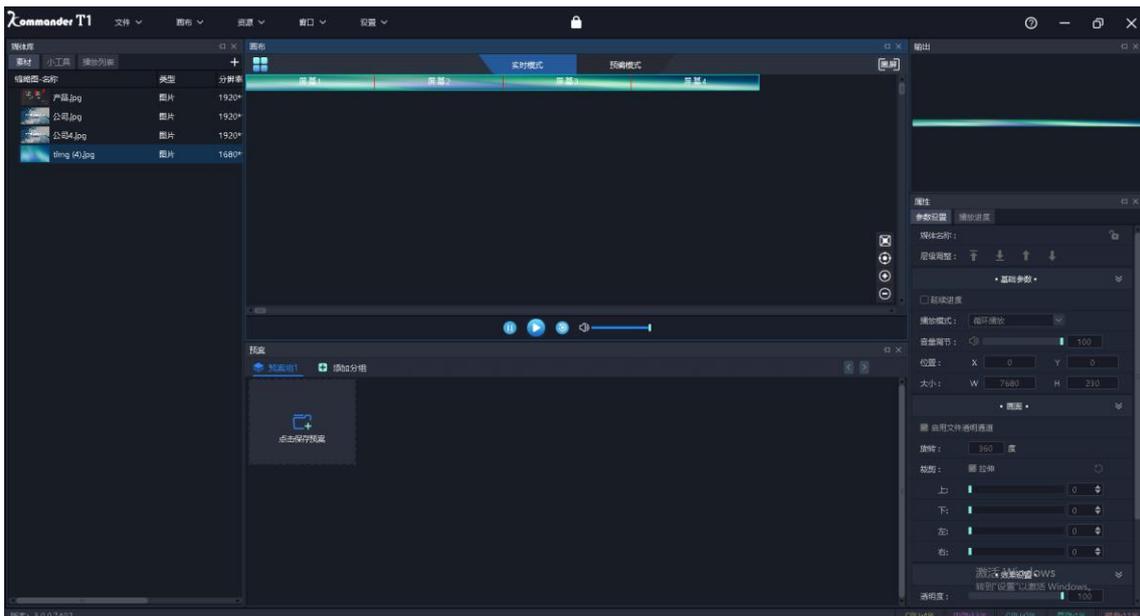
① Added a 1920 * 1080 display port in the screen management.

② Create 4 1920 * 250 screens and place them in the same display port as shown below. Set the splicer to determine the splicing relationship between each screen and the actual screen.

③ Place the 4 screens horizontally on the right.



④ Back to the main interface, drag and drop the material to the area composed of 4 screens to complete the ultra-long screen output. When you need to replace the material in the future, you can directly replace it.



8.5、 How to achieve special-shaped screen output with fewer display ports?

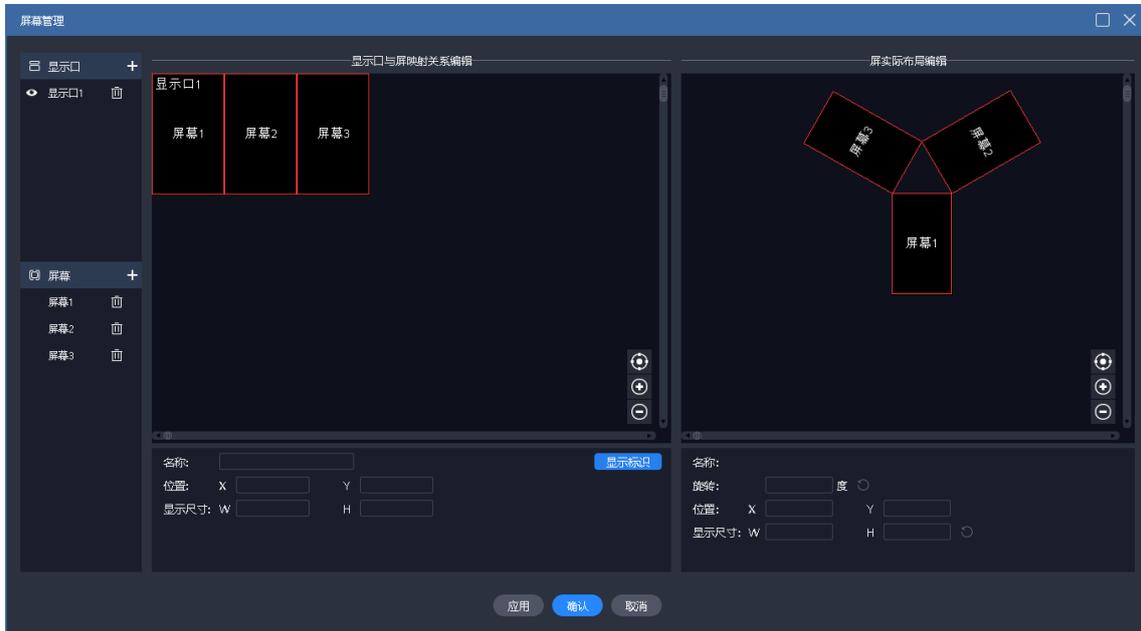
(1) Requirements: Four special-shaped screens, want to display different areas of a screen, and the text is always displayed upwards.

(2) Implementation method:

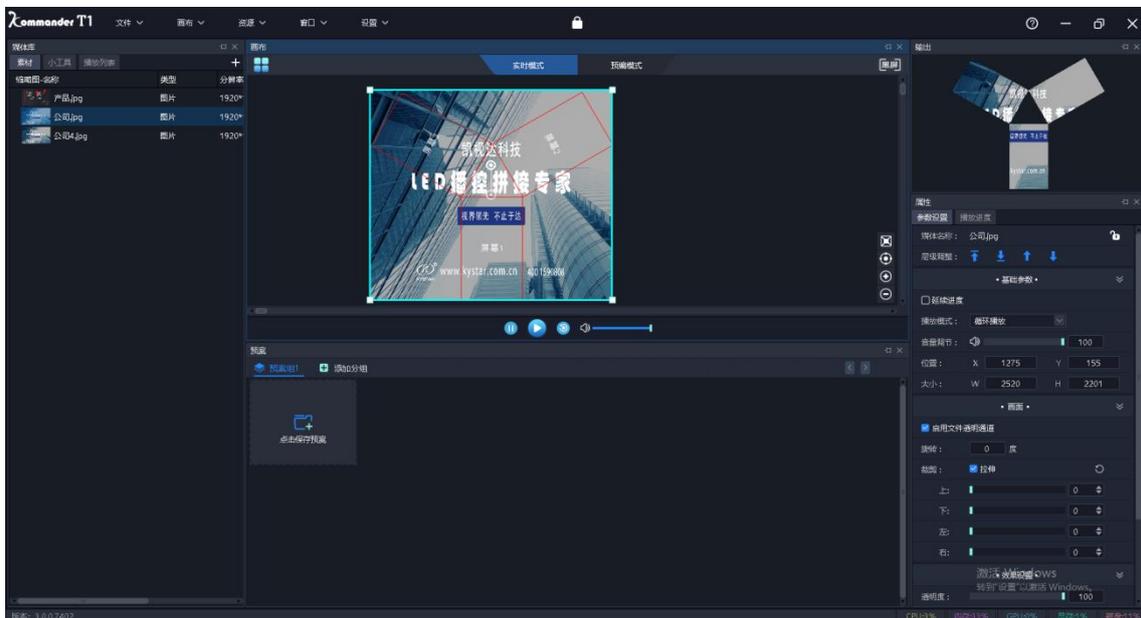
① Create a good screen according to the points of the external physical screen.

② Put the screen into a display port, confirm the output of each screen, and configure the splicer.

③ Set the position and rotation angle of each screen in the right window, save and return to the main interface.



④ Return to the main interface, drag and drop the material to this area, and you can complete the output of the special screen. When you need to replace the material in the future, you can directly replace it.



8.6、 How to edit the plan without affecting the performance?

We provide a pre-editing mode that allows users to edit canvas content without

affecting the current output. The following operations are supported for users:

Supports the current content as a pre-programmed object.

Support any pre-plan as the pre-programmed object.

Supports saving pre-edited canvas content as a plan.

Supports direct output of pre-edited content.

After temporarily exiting the pre-editing, you can return to the pre-editing again and continue editing the original content.

8.7、 Can it meet the user's requirements for saving 2 different interface layouts?

We provide a flexible interface layout function, users can drag the window at will to change the window position.

We also provide flexible layout saving functions, support user-defined layouts, and have complete layout new, update, restore, rename, and delete logic.

8.8、 Why is the page turning pen sometimes invalid?

Please make sure that the "System Settings-Enable arrow keys to page office documents" option is selected.

We support pagedown / pageup and page-down office documents with up, down, left, and right arrow keys. However, the page turning pen manufacturers use different page turning logics. If the above options are not selected, pages may not turn up.

After this option is selected, the arrow keys used in other places are shortcut operations, and will be invalid.

8.9、 What is the reason for the corresponding error of the screen content on the external output large screen?

This may be caused by incorrect output settings of the graphics card on the display port, or when the screen cable is plugged or unplugged, or an out-of-order problem occurs when the project is reopened. Perform the following operations to recover:

(1) Please check that the screens are connected properly and there is no disconnection.

(2) Please enter the "Screen Management" to check that the output of the graphics card corresponding to the display port is set correctly. Please turn on the "Display Logo" and confirm that the serial number in the graphics card output is consistent with the

actual serial number of each screen. If they are not consistent, re-correspond and click "Apply" or "OK" to complete the setting.

(3) Check the splicer settings.

(4) If there are still problems, please feedback to kommander technical support staff.

8.10、 There are several kinds of anomalous signs in the material.

What do they mean?

- (1) : It means that the material does not exist. The reason may be that the USB flash drive has fallen off or it may have been deleted.
- (2) : During file loading, it is usually an office document. Office documents take a long time to open. In this state, dragging to the canvas is not allowed to avoid other abnormalities. Please wait patiently at this time.
- (3) : Failed to open the file. The file may have a problem and cannot be opened. Please check the file for other problems by other methods.

8.11、 Why does the IP address and name turn red in the secondary management?



The abnormal color indicates that the connection to the slave is abnormal, causing the master to be unable to control the slave. It may be that the experimental environment of master-slave linkage has not been established, so the original white IP address and name become red. We can check the following conditions:

- ① Network abnormality, including network interruption, not on the same network
- ② The slave does not work in slave mode

③ Changed from the end IP

④ Slave software version does not support master-slave plan linkage

8.12、 What is the reason why the slave does not implement the synchronous control command?

(1) Whether the network is abnormal. Please judge whether the communication can be performed normally by the master-slave ping.

(2) Improper firewall settings, it is recommended to close

(3) Multiple network cards exist, it is recommended to disable other network cards

(4) Is the slave IP changed?

(5) Whether the secondary engineering design meets the synchronization requirements

(6) The slave does not work in real-time mode

(7) Slave does not work in slave mode

If the black screen effect is inconsistent, please make sure the black screen settings are consistent. If the black screen is not checked in the slave settings, editing is prohibited, resulting in a black screen on the master and a black screen on the slave.

8.13、 What to do if the PPT output is abnormal?

First determine the current office version. The software recommends that users use the office2010 version.

Office2010 supports two output modes: animation mode and picture mode. The default value is set by the system setting menu "Enable animation mode to play ppt by default".

If the current animation mode output is abnormal, it is recommended that the user change the output mode of the current material to the "picture mode" through the right-click menu "settings" of the material. If you modify the system settings, you need to re-add the material or restart the project to take effect.

Ppt sound cannot be muted: currently the software cannot control the playback of ppt sound.

When adding ppt to the material library, there will be a sound: if it only sounds once, this is normal; if it continues to sound, it is abnormal, and it will be feedback to the technician or upgrade software.

If you encounter abnormal ppt pages and incomplete ppt display, please upgrade the software version to T1 v3.3 and above.

8.14、 The dongle prompts abnormally and the software cannot be used anymore, what should I do?

Failure performance: The following prompt pops up, restart the software, and reinstalling the dongle driver is invalid.



Failure reason: The encryption lock comes with a detection program. It may think that the user is using a cracking tool to decrypt, and then automatically call the lock program to lock itself.

Contact our sales staff.

8.15 Why sometimes the output screen is abnormal from the pre-edit

The material on the pre-editing screen can be pre-planned jump, but to ensure the normal editing of the user, the program sets the pre-editing mode to not trigger the jump logic, and the material screen will be hidden.

“Pre-edit to output” is output based on the playback progress of the media in the current pre-edit. If the media in the pre-edit has been played or entered the last fade-in time, the media may be replayed once or directly ended. The media also sets jump parameters, which may not be executed. Users are advised to set relevant parameters in

advance, and do not adjust the parameters when the media is about to end, otherwise please stop and then output.

8.16 Effective time after media time trimming, playback mode, and end mode modification?

Time cropping, playback mode, and end mode all involve the current playback of the media and are related to the current playback status of the media:

1. If the media is currently finished playing or is about to end, the modification will take effect the next time it is played;
2. If you press the modified setting, according to the current playing duration and progress of the media, the media will directly execute in the end mode.
3. In the other two cases, the cursor will take effect immediately after leaving the setting box, which meets the real-time requirements.

Comprehensive, non-emergency situations, please prepare the plan in advance and rehearse to avoid ineffective situations.