Kommander T1 User Manual

V3.5.0

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Catalog

Version Intro	duction	6
I. Introductio)n	6
1.1 Ove	rview	6
1.2 Soft	ware Operating Environment	6
II. Software I	Installation and Unloading	9
III. Komman	der T1 Interface Introduction	. 10
6 Output window	wand σ status har	10
3 1 Mer	nu Bar	10
3.1 1 Fil	e Menu	10
3120	anvas Menu	11
3 1 3 Be		11
3.1.5 Ke	Source Menu	12
3.1.4 W	nidow Menu	. 12
31650	reen Lock	12
3 1 7 Ha	aln	12
3.1.7 HG	dia Resource Library	12
3.2 Met	edia Resource Management	1/
3.2.1 IVI		11
3.2.2 Pl	avlist	15
3.2.4 Ff	fects library	15
3 3 Plav	/back Area	. 16
33150	reen Management	16
3 3 2 Ed	liting Canvas	17
3 3 3 Pla	avhack State	18
3 3 4 Bl	ank Screen	18
33500	ontent Setun on Canvas	18
3.4 Par	ameters Setup Bar	19
3.5 Play	vhack progress	.23
3.6 Play	y Plan Area	.23
3.6.1 Pl	an grouping	.24
3.6.2 Pla	an	.24
3.6.3 KV	1	.24
3.7 Out	put Area	.26
3.8 Upd	late	. 26
IV. Project E	diting Process	28
4.2. Swi	itching Computer Display Mode	. 28
4.3. Rur	nning Software	. 28
4.4. Cre	ate Project	.28
4.5. Add	d Content	29
4.6. Scr	een Management Configuration	. 29
4.6 Can	vas Editing and Output	.30
V. Material S	Support	. 32
5.1. Loc	al Media	. 32
5.1.1 M	edial Introduction	.32
5.1.2 M	edia Operation	. 32
5.2 Play	/list	33
5.2.1 In	troduction to List	. 33
5.2.2 Ac	dd List	. 33
5.3. Sub	otitles	.33
5.3.1 In	troduction to Subtitles	. 33
5.3.2 Ac	dd Subtitles	.34
5.4. Off	ice File	.34
5.4.1 Ac	dd Office File	. 34
5.4.2 Of	ffice Support	34
5.5. Inp	ut Device	.35
5.6. We	b Media	. 35
5.7. Scr	eenshot	. 36
5.8. We	bsite	.36
5.8.1 W	ebsite Introduction	. 36

Beijing	KYSTAR Technology Co.,

5.8.2 Add Website	
5.8.3 Interface Size	
5.9. Widgets	36
5.10. NDI Signal Collection	40
VI. Other Features	42
6.1. Software System Setup	42
6.2. Project Packaging	43
6.3. Update Software Online	44
6.4. Host-Slave Linkage	45
6.5. Image Optimization	
6.6. Auto Save and Recovery	
6.7. Use of pre-edited and real-time layout	49
6.8 Cloud-Control	49
6.9 Master & Standby Connection	50
6.10 Timing task	53
VII. Q&A	55
7.1. How does T1 realize the loop playback of play plan	55
7.2 How to edit canvas output and switch off audio when "blank	56
screen" is selected in T1	56
7.3. How to make the contents in new plan continue the progress of previous plan after plan sv	vitching56
7.4. How to ensure the complete synchronization of multiple identical materials	56
7.5. How to achieve extra-long screen output using a small number of display ports	57
7.6. How to achieve special-shaped screen output using a small number of display ports	58
7.7. How to edit plan without affecting the performance?	59
7.8. Is it possible to save 2 different interface layouts for users?	60
7.9. Why does wireless presenter not work sometimes?	60
7.10. Why does content correspondence error occur on the screen output into externally connection	ected big
screen?	60
7.11. How many abnormality symbols are there for contents? What are their meanings?	60
7.12. Why would IP addresses and names turn red in the slave device management?	60
7.12 Why the slave does not implement the synchronous control command?	61
7) The slave does not work in slave mode	62
7.13 What to do if the PPT output is abnormal?	62
7.14. What to do if the dongle prompt is abnormal and the software no longer works?	63
7.15 Why the screen output from the pre-editing is abnormal sometimes?	64
7.16 How long will it be effective after the modifications of media time cropping, playbac	k mode,
or end mode?	64

Version Introduction

Function	T1 Basic Edition	T1 professional Edition	T1 Ultimate Edition
Media on Canvas	2 (including pictures)	8 (Unlimited pictures)	Unlimited
Output	1 (<4K)	Unlimited	Unlimited
Screen management	×	V	V
Backup	×		
Plan Linkage	×		\checkmark
Cloud Control	×	\checkmark	V
Effects	3	26	26

Backup: It is not online as of 20190419

I. Introduction

1.1 Overview

Kommander T1 is an easy-to-learn and easy-to-use LED screen playback control software with simple interface. With this software with rich features, users can enjoy the most popular high-quality playback control platform.

Kommander T1 supports the playback of video, audio, image, office, streaming media and other media files; supports the use of widgets such as clock, timing and weather forecast; supports the collection and playback of external video signals, and additionally incorporates features like group management of content and plans and the positioning of content, etc. The software provides abundant and flexible content switching features so that the display effect of screen can be presented perfectly.

1.2 Software Operating Environment

Users can adjust the device configuration depending on practical situation, especially on the pixel count of LED screen, the complexity of programs, and whether the videos are HD ones. The low configuration below can assure the smooth operation of this software in the case of 4k. Please use the recommended configuration for HD output on extra-large screen.

Minimum Configuration

Operating System

Windows7/8/10 64-bit operating system in Chinese or English

Hardware configuration

CPU: Core i5 Memory: 4G

Graphics card: GTX950

Recommended Configuration

Operating System Windows 10 64-bit operating system in Chinese or English

Hardware configuration

CPU: Core i7 or higher

Memory: 16G

Graphics card: NVIDIA 1050

II. Software Installation and Unloading

Double-click the setup file Kommander_T1_Setup_X64.exe and follow the installation wizard to finish the installation.

2.1 When a new version is installed to replace the old one, the system will prompt whether to retain the history when uninstalling the old version; you just need to make the choice as needed.

2.2 Read the installation license agreement, check "I agree to this agreement", and click "Next";



2.3 Select the installation path, make confirmation, and click "Next";



2.4 Upon confirmation of installation information, click "Install" to start installing the software;



2.5 Wait for the system to be installed. The installation is successful when the

following information appears.

T Setup - Kommander T1	— 🗆 ×
	Completing the Kommander T1 Setup Wizard Setup has finished installing Kommander T1 on your computer. The application may be launched by selecting the installed shortcuts. Click Finish to exit Setup.
	Einish

2.6 Launch the Program

Upon completion of installation, the system automatically generates a desktop

shortcut when the software could be started by double-clicking this icon; or alternatively, you can select Kommander T1 program group in [Start]/[Program], enter Kommander T1 under the program group, and click it.

III. Kommander T1 Interface Introduction

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Material Tools Product Effects + Read-Stree Pro-edit III III III III III III III III IIII IIII	
Yune Type Rodul Image 1920*** Image Image 1920*** Image	
emanylig linge 192/* emanylig	
reducting image 1927	
Attributes	
Parameters Playback progress Update	
🕼 Media:	6
📓 Leet 🖣 🗄 † 🗍	
Page: Up Down Go to	Pag
Sartpage: Paulo Set	Page
Projin	÷Χ
Freplan group 1 Kv1 Kv	
Queden 26111136 🔮 🙆 Locald Communication (142) 1680 (137). 🛧 🔥 (2014)	emany-279

The Kommander T1 software interface is as follows:

Kommander software interface is into seven functional areas, i.e. ① Menu bar, ② Media resources library, ③ Playback control area, ④ Parameter setup, ⑤ Plan area, ⑥ Output window and⑦ status bar.

① Menu bar: Menu options, including file, canvas, resource, window, settings, and screen lock;

2 Media resources library: Content grouping, widgets, and the addition and modification of playlist

③ Playback control area: Screen editing, output mode setup, content replacement, etc.;

- ④ Parameter setup bar: View and edit corresponding content parameters;
- ⑤ Plan bar: Settings for addition and grouping of plans;
- 6 Output window: Output screen monitoring;
- \bigcirc status bar: Displays version information and program status.

3.1 Menu Bar

Menu bar options include file, canvas, resource, windows, settings, and screen lock.

3.1.1 File Menu

File menu is principally used for the creation, opening, saving, packaging, closing

and timing setup of project file.

Ð	New	Ctrl+N	
ð	Open	Ctrl+O	
ħ	Recent files		Þ
	Save	Ctrl+S	
Ē1	Save as		
\odot	Project packag	ing	
, ©	Close		
9	Exit	Ctrl+W	

3.1.2 Canvas Menu

Canvas menu is mainly used to set the size ratio, location and other parameters of canvas.



3.1.3 Resource Menu

Resource menu is principally used to add various consents to the content resource area.



3.1.4 Window Menu

Hide and show corresponding windows, where the check mark means to show the window.



(1) Save layout: You can save the edited layout, and save a number of layout patterns for convenient switching.

- (2) Restore layout: The saved layout pattern can be invoked.
- (3) Manage layout: You can rename and delete the saved layouts.

3.1.5 Setup Menu

The setup menu is principally used to set the software.



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

(2) Device linkage: Linkage control is available with Kystar processor to switch the devices and software together;

(3) Screen mode: Used to switch the computer copy/extension modes.

3.1.6 Screen Lock

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

Some keyboard shortcuts, such as pageup/pagedown and orientation keys, are opened when the screen is locked.



3.1.7 Help



Indicated in the upper right corner of the software.

User Manual: Facilitate users to quickly browse the product manual for obtaining help.

Shortcut Cheat Sheets: Open the system shortcut key document, which let users quickly understand the shortcut operation of product definitions.

Contact us: Provide the contact information needed for after-sales service.

About us: Basic product information description, providing remote update entry.

Feedback: Provide a description of the feedback channel of problems.

3.2 Media Resource Library

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



www.Kommander.com.cn

3.2.1 Media Resource Management

Comprising resources that have been added or created. The main functions are to add materials, to rename materials, group management, and to delete. Some types support attribute settings.

• Method to add material:

(1) ia the add icon on the top right of the material column

(2) right click menu to add material

(3) Support the way by dragging the folder of the material or material directly into the material area.

• Material management

(1) Support dragging material to sort

- (2) Support creating new folder to reorganize the material
- (3) Support material renaming, allowing duplicate names
 - Material attribute settings

(1) Provide setting editing menu for all gadget materials and office type materials

(2) keep the settings function open for capture card and NDI capture

3.2.2 Tool



Provide subtitles, digital clock, analog clock, table, timing, countdown, weather, lottery gadgets.

Enables users to create media material through these gadgets, the specific attributes are introduced in Chapter 5 "Material support".

3.2.3 Playlist

Media Libi	rary				× D
Material		Playlist	Effects		+
Name				Туре	Durati
m -	Playlist1			Playlist	00:04:2
×	Playlist2			Playlîst	00:10×

Support for creating, editing, and deleting playlists.

Supports setting the duration or number of times each file is played. Support for quick setup of duration.

3.2.4 Effects library

1) Add effects to the screen



Support dragging effects to the canvas screen.

Effects superimposition is supported by all objects with images.

CLip	HSLA	Feather	Mirror	Cover	Borde
Strobe	Auto-	Auto-	Matte	Adjust	Invert
NightV	Emboss	Denois	Sharpe	Kaleidos	Fishey
Swirl	Mosaic	Magnif	Offset	Blur	Lattic
Blur-	Blur-				

The effect superimposition order affects the final result.

2) There are 26 special effects, which are sorted by:

3.3 Playback Area

Playback control area is used to edit screen, set output mode, and add or replace content, etc. Drag and drop the content below to playback area and adjust the size and location; click PLAY to monitor the display content of big screen in real time in output area, and to switch the content or plan at any time.



3.3.1 Screen Management

Huna	n Bowan Technology C	o., Ltd.		www.Komma	nder.com.cn
屏幕管理					
 □ 显示□ ◆ 显示□1 	+ 豆 豆 」 見示山1 」 用幕1 用幕2 用幕3	显示口与屏映射关系编辑 ————————————————————————————————————		屏 <u></u> 实际布局编辑 屏墓1 屏墓2 屏墓3	Î
回 屏幕 ↓↑	+				
屏幕3	Ċ .				
屏幕2	à		A		Ô
屏幕1	*		↔ ⊕ ⊖		⊕ ⊝
	名称: 显示口1	✓ 本地 投影融合		〇 异形编辑不支持投影融合	
	显卡输出:无	✓ 拼接模式: 1×1	✔ 名称:		
	位置: X 0		旋转:	度 〇	
	显示尺寸: W 1920	H 1080	位置:	X Y	
			显示尺寸:		
		应用	<u>确认</u> 取消		

(1) Edit the number and size of the explicit interface and screen, and the corresponding relationship between them.

(2) Edit the actual display position of the screen, adjust the display layout, facilitate the screen combination, and realize the long and special screen display.

3.3.2 Editing Canvas

The software offers 2 editing modes:

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

(2) Pre-edit mode: Editing the contents on canvas (including dragging and dropping the contents and loading the plan) will not affect the output content. Attach the edited content to plan or click "[]" button to push the pre-edited content to output screen.

Note 1: When is clicked, each media is directly output to external screen based on current progress. However, if there is content from the same source before external screen and the content is marked with "continued" in pre-edit screen, the

17

original output will be preserved.

Note 2: If there is live stream content (including NDI, capture card and office files) that shares the same source with current output during pre-editing, the output content of pre-edit display or the first frame of screen is normal.

3.3.3 Playback State

(1) Play: The PLAY key shall be pressed to resume playback after the addition of content to canvas, pause or stop.

(2) Pause: All contents on canvas are paused.

(3) Stop: All contents on canvas stop.

(4) Sound setting: Set the volume of output audio content; mute, and restoration.

3.3.4 Blank Screen

(1) Check "prohibit editing in case of blank screen" in system settings, and choose "blank screen", when both canvas and output corresponds to no screen.

(2) Leave "prohibit editing in case of blank screen" unchecked in system settings, and choose blank screen, when there is no screen output while the canvas has a screen that can be modified.

(3) Check "mute in case of blank screen" in system settings, and choose blank screen, when neither screen nor audio is output.

(4) Leave "mute in case of blank screen" unchecked in system settings, and choose "blank screen", when there is no screen output but audio output {unchecked for new project by default}.

(5) When blank screen is activated, the playback of screen content is automatically paused by default; when blank screen is deactivated, the playback will is automatically resumed. In case of blank screen, user can manually control the playback state.

(6) Black screen will automatically exit when you "call the preplan to real time" or execute the "pre-editing to output" function when it is in black screen.

3.3.5 Content Setup on Canvas

(1) Back to canvas origin: The canvas origin refers to the coordinate point (0,0). When the user moves to another location and is not sure about the origin, the canvas is automatically moved to the upper left corner by clicking on "back to canvas origin".

(2) Delete all screens: All screens on the canvas except those that are locked will be deleted.

(3) Cloning screen: The cloned screen is fully synchronized; when a progress is

modified, the other will be adjusted synchronously. Non-cloned screens always carry ms-level playback difference; users who desire complete synchronization could choose this option.

(4) Rotation reset: When screen is rotated, the angle is rapidly adjusted to 0° through rotation resetting.

(5) Zoom reset: The content is rapidly reduced to original size through zoom reset.

(6) Hierarchy settings: Content involves hierarchical relation that can be modified through hierarchy settings.

(7) Disable audio: If this option is checked, the content will be prohibited from outputting audio; all contents of canvas have to share one audio output (the first added content with audio by default); when this option is unchecked, the previous content that outputs audio is automatically prohibited from audio output.

(8) Keep ratio: Where the ratio of content is different from that of screen, keeping ratio will cause the output to maintain original ratio.

(9) Locating resource media: Identify the location of content in the content library.

(10) Saved as play plan: Add the current canvas resources to play plan so that quick call is available for next or official performance.

3.4. Parameters Setup Bar

This bar is used to view and set the basic parameters for corresponding content.

Attributes		
Parameters		
Media:	The_Magic_of_Flight	Ъ
Level:	〒 圭 (†) ↓ · · ·	
▼ Basic		
🗌 Inherita	ance	
🗌 Enable	time cropping	
Mode:	Loop	\sim
Volume:	<]x Ⅰ 1	00
Location:	Х 1920 У 0	
Size:	W 1920 H 108	30
Rotation:	0 0	
🛃 Enable	Y/C expansion	
🛃 Enable	transparent channel	
▼ HSLA	ට 🛞 🗌	
Transparer	nc 🚺 100	b 🗢
Bringhtnes	ss: 0	¢
Contrast:	0	¢
Saturation	n: 0	\$
▼ Auto-scale	e ව⊗	
Frequency	/: 10	\$

3.4.1 Level Adjustment

Adjusting buttons "top", "bottom", "previous level" and "next level" are provided to adjust the level of content on canvas.

3.4.2 Continuing Progress

This option could be checked if you hope that the current content needs to keep playback progress during output; that is to say, if one content can be used in a number of connected plans and it is hoped its playback is not interrupted, the option can be checked.

When the plan containing that content is used, priority is given to checking whether current output contains the content; if yes, the playback will resumes the current progress; if not (or ended), the content will be played again.

Continuing the progress comprises progress continuation and play mode continuation. After the inheritance, the play mode set in current plan is invalid.

3.4.3 Play mode and end mode

Play mode: Defines the output duration of the content.

(1) Loop mode: Unlimited loop playback of content (default).

(2) Designated playback duration: Set the play time of content, and stop when the designated time elapses.

(3) Designated number of playback cycles: Support set the number of playback cycles of audio/video footage, and stop when designated number of cycles is reached.

End mode: Defines the action of the content after the end of playback, and triggers after the playback ends. When the content is in loop mode, this parameter cannot be set because it will not end.

(1) Frozen in the last frame: The screen is frozen in the last frame after the content play time elapses.

(2) Stop play: No output after content play time elapses.

(3) Switch to the next plan: Automatically go to next plan and play after the set content play time elapses.

(4) Switch to designated plan: Automatically go to the designated plan and play after the set content play time elapses.

3.4.4 Transparent File Overlap

Once this option is activated, the transparent content could superimpose on other contents to create special effect and realize differentiated display {note: New project is

20

3.4.5 Enabling Y/C Expansion

For videos and pictures:

If the user finds that the screen is gray and the option is not enabled, change it to enabled.

If the user finds that the screen is black and the option is enabled, modify it to disabled.

3.4.6 Clipping

This is equivalent to local display; both drag-and-drop setup and number-entry setup is available.

(1) When STRETCH is checked, the clipped content is displayed in the whole window after being enlarged.

(2) When STRETCH is not checked, the clipped-off portion is not output, while the portion that is not clipped is displayed with ratio and location unchanged.

3.4.7 Effect Setup

(1) Saturation, brightness, contrast, and transparency: The colors and effects can be set through numerical adjustment.

(2) Feathering: Adjusting the feather value blanks off the surrounding areas of content, thereby improving the display effect.

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

(4) Rotation: Set to make the content rotate by designated angle on canvas before output; normally used for special-shaped screen.

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

3.4.8 Time cropping

Supports time cropping of audio/video material, that is, clipping the content from the start time to the end time as the output object.

3.4.9 Mask



(1) After the mask is enabled, the built-in graphic mask, custom shape mask, and custom layer mask can be masked in three ways to support the reverse mask.

(2) The system provides common mask patterns such as diamonds, triangles, heart shapes, etc.

(3) Support user custom shapes, you can customize the number of vertices and vertex coordinates of the modified shape.

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

3.4.10 Cutout

Draw a certain color in the picture as a transparent color, and remove it from the picture, so that the background is revealed, and a superimposed composition of the twolayer picture is formed. The software supports the pen to absorb colors, and also supports direct input of hexadecimal color values and RGB color values, and support tolerance (0-1).



3.4.11 Other effects

Users can try more special effects on their own.

3.5. Playback progress

Displays the playback progress of the objects in the current output canvas and the pre-edited canvas, and displays them in groups.

Attributes				-13	
Parameters	Playback progress				
	Output			*	
o Asia n	[720]赌群英会[第14.	Ŵ	Delete Property		ľ
	• Pre-edit •		Rotary reset Zoom reset		
	no files		Disable audio Keep proporti	on	

Here, you can fast forward, rewind, pause, and play back the material. Support the same group of materials for collective seek operations.

Collective Seek: When this function is enabled, dragging 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 stage picture effect at different time points of the program.

Count up: When enabled, the video playback progress is played according to the clock.

Count down: When enabled, the video playback progress is played back in countdown.

3.6 Play Plan Area

There are two parts here, the plan group and the plan. The plan area is divided into the KV and the general plan.



3.6.1 Plan grouping

a plan group can be added as per requirements, which can classify different plans and realize more convenient management.

The plan group supports creation, renaming, sorting, and deletion.

3.6.2 Plan

1. Save Plan

After editing the content on the canvas, click "save plan" on the plan area or the right click the canvas to "save as plan".

Kommander supports batch plan generation. When the following multiple plans only need to replace the same file on the current canvas, you can select the replacement file in the material library and drag it to the target file. The program will automatically replace the target file one by one and generate the plan.

2. Rename Plan

Right-click the plan name, and change the name in a user-defined manner as required.

3. Plan sorting

The plan can be dragged and dropped to other locations within this group, or to other plan groups.

The plan does not support dragging to the KV group.

4. Plan update

Where content needs to be modified within designated plan, user can right-click the plan after such modification to choose Plan Update so as to overwrite the original plan.



3.6.3 KV

1、KV grouping

Support for order adjustment, but deletion and renaming are not supported.

2 Save KV

1) Support for image saving and non-image saving.



The framed area in the above figure can be clicked to switch the save mode of the KV. Image saving will capture the dynamic elements in the current canvas as the current image and save it. The non-image saving is consistent with the plan saving, and the effect in call is the same as the plan call.

- 2) Save function operation:
 - a) Click "Save KV"
 - b) After selecting the KV group, right click on the canvas "Save as KV"
 - c) After selecting the KV, press Ctrl+D
- 3、 linked red, green, blue KV shortcut call button

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

Support for association through the KV right-click menu.

Supports association through the right-click menu of the red, green, and blue KV shortcut call keys.

4、KV update

Click "Update" to update the non-image saving.

Click "Picture Update" to update the image saving.

As with the plan, the new KV is generated and replaced with the current canvas element.

5、KV call

The interaction is basically the same as the plan call, but does not change the location of the "in use" and "pre-editing" tags.

Support double-click the KV to make a call, or set a shortcut key to support shortcut key calls.

Supports red, green, and blue KV shortcut call buttons (including shortcut

3.7 Output Area

Display the screen content actually output from each screen; show the area from upper left corner to lower right corner based on canvas layout.



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

(2) In the pre-edit mode there is a control panel, including "edit, play, pause, stop, blank screen/blank screen off".

(1) No effect on the playback of video media from the same source in pre-edit window.

② Control panel is not effective for live stream.

③ "Edit" means to load the content from output window to pre-edit window for editing purpose.

3.8 Update





The transmission status of the file is displayed when the media file is synchronized between the active and standby machines or display machines, which is convenient for users to view the files that are being synchronized, that are not synchronized, and that failed to synchronize, and to learn about whether the transmission is completed.

IV. Project Editing Process

4.1. Switching Computer Display Mode

Click "Windows" and "P" keys simultaneously, when the following window appears; select the extend mode;

投影	
д□	仅电脑屏幕
	复制
<u>L</u>	扩展
	仅第二屏幕

4.2. Running Software

Double-click software icon Kommander T1 player software;

4.3. Create Project

Click "Create" to create a project file, enter the project name and select the storage path; click on "OK" to finish the creation of project file.







4.4. Add Content

Get into the main interface of system after creating play scheme; click the sign "+" in content resource area to add play content; select appropriate addition options based on the type of content to be added.

Media Libr	ary					
Material						+
Name		Туре	Resolution	Duration	Path	
	company.jpg	Image	1920*1080	00:01:00	D:/Kommander T1/Language/en/Demo/company.jpg	
	product.jpg	Image	1920*1080	00:01:00	D:/Kommander T1/Language/en/Demo/product.jpg	
	Fabric.mov	Video	7560*1536	00:00:19	Z:/Fabric.mov	
	0706.wmv	Video	720*576	00:00:10	Z:/0706.wmv	
	02玫瑰花瓣飘落 带通道 (1)	Video	1280*720	00:00:19	Z:/02玫瑰花瓣飘落 带通道 (1).mov	
	3-2015年常州年中会-世界	Video	1920*1080	00:45:16	Z:/3-2015年常州年中会-世界级的梦想.mp4	

This system supports the addition of various play resource packs, including local media, subtitles, Office files, capture cards, streaming media, NDI network screen, website, and screen shot etc.

4.5. Screen Management Configuration

After the content for playback is added, click **B**on the left to enter screen management interface.

Screen manag	ement									
8 Output	+	Display port and screen mapping relationship editing Screen Actual Layout Editing								
• Output1		Screen1 Screen2 Screen3								
A 6	4	Part of the second s								
© Screen	т m	Sc@n4								
Screen2	۵ ش									
Screenz	<u>لت</u>									
Screen4	m	0	•							
			€							
		8	0							
		Name: Screen4 Show Identifier Name: Screen4								
		Location: X 0 Y 0 Rotation: 0 O								
		Size: W 3840 H 2160 Location: X 0 Y 2960								
		Size: W 3840 H 2160 O								
	Apply OK Cancel									

4.5.1 Add Display Port

The left portion of the figure above shows how to add and set the properties of display port and screen.

If the extended screen is connected during creation of new project, the display port and screen will be automatically created, at which point only editing is needed.

All display ports here are virtual ports for which the graphics card output must be set for purpose of final output.

If the display size of display port is associated with graphics card output, the content will be compressed, filled and output based on graphics card size.

Support for adding remote display screen as display port. See "Master & Display" for details.

4.5.2 Create and Edit Screen

The left portion of the figure above shows how to create screen and edit its physical properties. The right portion shows how to edit the display layout of screen.

The left portion defines which location at which display port is used for screen output, where the information consists of location and physical dimensions.

The right portion defines the position at which the screen is captured on canvas; the information comprises position and display size.

As shown in the figure above, "1 main, 2 assistant, 1 full screen and 4 screens" are output via one display port. The 4 screens on the right can employ another layout so as to obtain canvas content.

4.6 Canvas Editing and Output

Go back to the main interface upon completion of screen management, as shown in

the figure above.

Kommander T1			Resource	Window					<u></u>						0 -	đΧ
Material Tools Playist				**						Pre-edit		(Beeck)				
Name		ype	Resolu													
company _i pg																
product.jpg		mage												1		
Folder				Screen1	Screen2	Screen3								A COM N	And the second second	
Best Waterfallmov		/Ideo	7992**												The second	
Aquarlummov		/idea												•		
Fantasy_scene.mov		/ideo														
Fabric.mov		/ldeo														80
(b) 0706.wmv		video	720*57													
LewisClark_HiDefa	vmv V	video	1280%		1-15	170							Enable Y/C			
Discoverers_1080.	amiv V	video	1440**		Led bras	deast control	splicing expert									
The Living Sea 10	80.wmv V	Video	1440**		11	-										
The Maple of File	nt 108 V	video	1440**		de							100				
Dust to Glory 721	Javmy V	/idea	1280%		- Connece							2				
T3 1080 www.		Edea	14404									B				
12_1000/00110		ndeb										0				
												⊕ ⊖				
												0				
										18						
								- W								
Preplan																
⊕ Add																
I KV		Ē7														
Preplan group 1																
Group 1																
Group 2																
Group 3																
🔰 🤤 Group 4																

Drag and drop the content to be output in content library into the position of screen in canvas so that the content can be output to external LED screen through the screen.

Drag and drop multiple material to the canvas, can trigger batch generation plan/master KV. (Apply to canvas other content unchanged, only change one content, and save the case plan.)

The content can be handled in respect of size, rotation, play mode, display efficiency and clipping in canvas.

Alternatively, user can save the canvas content as plan or main KV; when the activity starts, the content can be directly output by calling the plan without the need for editing.

If the user needs to temporarily edit the content without affecting the output after the start of activity, the canvas pre-edit model can be activated for editing.

Note: It is recommended not to drag and drop the content to lapped screen (the overlapping at display port).

V. Material Support

5.1. Local Media

5.1.1 Medial Introduction

Local media includes video, audio and image. Since this software is designed with built-in video decoding feature, it substantially supports all formats.

Examples: Video: mp4, avi, mkv, flv, mov, wmv, asf, mpeg, etc.

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

Image: jpg, jpeg, bmp, png, gif, tif, tiff, ico, etc.

Recommended optimal video edit:

Videos >=4k: H265 coding or VP9 recommended.

Videos <4k: H264 coding recommended.

Recommendations on content optimization:

System decoding and rendering take up many system resources, so users are recommended to optimize the content to the optimal format, resolution, code rate and frame rate before use.

5.1.2 Media Operation

Add media:

1. Click on the sign "+" in menu bar, select "Add Local Media", and finish the addition.

2. Right-click the content resource area, and select "Add Local Media" to add local files to content resource area.

3. Drag the content or folder to the content area for addition.

Media management:

Support the creation of folder and the reorganization of media classification. Support the drag & drop operation that changes the order of contents.

Support the renaming of content, and this operation does not affect the

physical properties of media. Moreover, it has not effect on the edited plans and playlists.

Support "Open File Location" for quick file search.

Content deletion:

Support selection of multiple contents. Support the individual or bulk deletion contents.

The deletion of contents that have been referenced (that is, added to the plan)

5.2 Playlist

5.2.1 Introduction to List

Playlist is designed to add a number of local media files into the same playlist for the playback of a number of media files in turn in one window, where the time for each media file to stay can be set.

5.2.2 Add List

By selecting playlists from the media library in the upper left corner, user can add local media files into the same playlist; the playback order of file in list can be changed by changing the added file through drag-and-drop operation.

Playlist currently supports the addition of video and image only; for the loop playback of other contents, it's necessary to add play plan to change play mode.



Note: If "the content stays the same time as before" is checked in the figure, when the previous time is modified, the image contents in the following items is automatically changed to the same value, but videos are not affected.

5.3. Subtitles

5.3.1 Introduction to Subtitles

Subtitle means the presentation of desired text on the screen, and could be edited as necessary (text content, font color and size, etc.); for example, some greeting words and company names, etc.

5.3.2 Add Subtitles

Select "Subtitles" in the widget of the media library in the upper left corner, when subtitle files can be added to the content resource area. The content can be played by dragging and dropping it onto the canvas in playback control area.

The subtitle editing interface appears when subtitle content is added. To change the subtitle content during playback, it's simply necessary to right-click the subtitle content in playback control area and select "Edit"; user can also enter the edit interface by double-clicking the subtitle content.

5.4. Office File

5.4.1 Add Office File

Click on sign "+" in menu bar and select "Add Office" to add Office file to content resource area. The content can be played by dragging and dropping it onto the canvas in playback control area.

5.4.2 Office Support

Office files support the setup of automatic page turning and the definition of turning interval.

Page turning can be performed using keyboard (pagedown/pageup or UDLR keys) or wireless presenter; this quick turning of page is valid for all currently output office files. This shortcut is only valid for real time output files. Please scroll through the property area button for office documents on the preedited canvas.

Pages can be turned using the pageup and pagedown buttons in content property area, where the page turning is valid only for current files (including files from the same source).

The start page of Office file can be set through content property area; after such files are saved to the plan, the display will start with the start page when the plan is called.

At present, the software supports Microsoft Office 2003 and above, while WPS and other office software are not supported temporarily.

It is recommended to use win10 system, Office 2010 and above to support animation effect and voice output, and office 2016 is recommended

If the output of PPT animation mode is abnormal:

After setting - office, adjust the animation mode to another mode, and then reload office. This is for problems caused by version and pattern mismatches.

2) Change the PPT to picture mode by right-click "Settings" menu of the material. This is used to solve the following problem : the animation mode can be loaded , the content is abnormal, the picture mode has no animation effect and no sound.

5.5. Input Device

Click the sign "+" in menu bar, select "Add input device", and select corresponding input device to add memory card file to content resource area. The content can be played by dragging and dropping it onto the canvas in playback control area.

Capture card		×
Name:	Logitech HD Webcam C270	
Input:	Logitech HD Webcam C270 🛛 🗸	
	If shows error,please Parm Setting	
	OK Cancel	

All capture card based on Windows standard framework and blackmagic decklink capture card are supported at present.

If the parameter settings are not correct for some capture card, screen anomaly may occur. Please right click the material to call the "Parameter Setting", modify the parameters, and "Reload" the screen.

5.6. Web Media

Web media file can be added to content resource area by clicking the sign "+" in menu bar, selecting "Add web media", and entering the correct streaming media address. The content can be played by dragging and dropping it onto the canvas in playback control area.



5.7. Screenshot

Screenshot means to capture your computer screen for output, of which the content is current computer display interface and updated in real time. By setting up the clip parameters in Parameter Setup on the right, a portion of computer display is projected onto the screen.

Click on sign "+" in menu bar and select "Add screenshot" to add screenshot file to content resource area. The content can be played by dragging and dropping it onto the canvas in playback control area.

5.8. Website

5.8.1 Website Introduction

Add website and enter target URL to output the contents (news, videos, etc.) there onto big screen.

5.8.2 Add Website

Click the sign "+" in menu bar, and select "Add website" to add website file to the content resource area; Baidu's website is added by default. The content can be played by dragging and dropping it onto the canvas in playback control area.

The website can be modified by double-clicking the website window in playback control area during playback. The items include the change of url or the view of relevant contents on web page, etc. The screen display is updated in real time during editing.

5.8.3 Interface Size

After the addition of a website, the web page content (width) can't be completely displayed sometimes; in such a case, it's advisable to appropriately widen the interface in the website edit interface to enable full display.

5.9. Widgets

5.9.1 Subtitles

Greeting words, company names and other texts could be added to screen.

Scrolling subtitles are supported.



5.9.2 Digital Clock

Various display styles are available on demand; examples are as follows:

|--|

5.9.3 Analog Clock

The colors of hours, minutes, seconds, graduation and texts can be defined separately.



5.9.4 Table

Add a table, where it's possible to enter the content to be displayed and define the table size, text color, front and alignment, etc.

	class	grade	score	
luke	1	1	A	
lucy	2	1	В	
angle	3	1	A	
			Scree	n1

5.9.5 Timing

Set the start time of activity, and view its duration in real time



5.9.6 Countdown

距开幕式 03小时24分钟59秒

5.9.7 Weather

The "weather" feature must be used online for figuring out weather condition

北京:晴
Temperature:-1°C
Wind power:4-5级
Humidity:11%
PM2.5: 8
Dressing index:天气寒冷,建议着厚羽绒服、毛皮大衣加厚毛衣等隆冬服装。年老体弱者尤其要注意保暖防冻。

5.9.8 Lucky draw

Meet the needs of lucky draw on the event site.



Steps for usage

1) Drag a drawing tool to the canvas from the media library (support for dragging more than one tool).

2) Double-click the drawing tool on the canvas to enter the settings page to complete the staff and awards settings.

- a. Under "Participants", import the edited participant folder.
- b. Under the "Award Setting", modify the name and quota of the award 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.



4) In the lottery window, set the prize of this round, click the "drawing (F7)" button to start the draw, click the button again to stop the draw, and generate the winning record in real time.

5) After the results of the drawing, the winning record is allowed to be exported through the drawing window.

Precautions

1) Currently it only supports photo drawing, please put all participants photos into a folder in advance, and guarantee a unique name. The photos only supports jpg, png

format, recommended size <1M.

2) Reset drawing: All winning record invalid, the awards have to be re-drawn. The following settings changes require to reset the draw:

①Delete used awards

⁽²⁾Re-import or refresh participants

3) Reasons for unable to continue the draw:

a. No participants

b. The current awards have all been drawn up

4) Abandonment of the prize: The winning record is invalidated, quota can be redrawn, the winner cannot participate in the subsequent drawing, and the imported drawing record will record the information of the winner who has abandoned the prize.

5) quota +1: the conditions of temporary additional award is met, the award quota will +1.

6) Drawing interface design: The drawing tool itself does not provide style adjustment, and the background and prize display, etc., please design by canvas.

7) Support dragging the same draw material repeatedly onto the canvas, meet the demand for showing the drawing process, the winning result, the current award winning results simultaneously. However, it is not recommended to drag and drop more than 2 different drawing materials at the same time to avoid anomalies.

5.10. NDI Signal Collection

Step I: Install T1 or NDI clients on the target computer for signal collection.

Where T1 is installed, NDI transmitter launcher is located in the installation path of T1, and there are startup shortcut in the start menu. If it's NDI client program, the startup file in the compressed package can be directly run after decompression.

The program is compatible with third-party NDI transmitter .

Step II: Lunch the NDI transmitter program; if the computer is designed with other extension screens, the following interface appears when user selects the target screen of signal collection and clicks "Start the transmission":

nnology Co., Ltd.		www.Kommande	r.com.cr
N Kommande	r NDI Sender	×	
P-1+	Permat		
Select screen:	Screen Screen Screen2		
		Start	
住予扩展 :	3,880 KB		

Note: Every computer supports the operation of several NDI programs for the purpose of signal collection in several screens of computer.

Step III: Add NDI signal collection to the signal-output computer client T1's content library.

Add NDI network screen				×
Resource name: NDI network s	creen			
Select device			C	
IP		Name		

Note:

- 1) The scan may be slow here. Please be patient.
- 2) The collecting and collected computers shall be in the same network,

which is to say, they must be ping-connected with each other; otherwise, they can't be found.

3) Check if the NDI transmitter has started the transmission before use.

VI. Other Features

6.1. Software System Setup

The software can set up the system in different ways depending on operating environment so as to ensure the software run more smoothly. The system setup interface is shown in the figure below:

(1) Display adapter: For the computer equipped with several graphics cards, user is allowed to choose graphics card configuration so that the software runs with higher graphics card configuration. "Discrete graphics card" is normally selected by default.

System		×
Regular setting Coding/Decoding Connect Setting Auto backup COM Setting	Display adapter Adapter name NVIDIA GeForce GT 1030(1920×1080@60FPS) Regular setting Output slogan Audio mode Mono-tone Effect type Fade in fade out Duration 0.5 Second Mute under black screen Effect type Fade in fade out Duration 0.5 Second Mute under black screen Effect type and the black screen Effect type Fade in fade out Point black screen Auto cache preplan Inherit play mode and end mode when replacing media Program	
	Open project automatically after program is started	
	Automatically switch layout according to canvas mode Start PPT by using animation mode(default) Image: start PPT by using a	

(2) General Settings:

• Audio mode: Used to set the audio selection in case of multiple contents. When "single audio" is selected, only the audio with one channel of content can be output.

• Effect type: Classified into direct switching and fade-in fade-out for configuring the effects of switching content or plan.

- "auto start upon booting" and "project auto start" are used to set whether the software and project is automatically launched.
- Output slogan: when there is no output, the output slogan can be displayed on the linestyle. The default is none, and the user can configure it as needed.

• Enable arrow keys to turn page of office documents: If selected, the arrow keys are used for page turning in office, unselected, for other purposes.

• Automatically switch layout according to canvas mode: when selected, toggles the canvas in real time or preprogrammed to show different layout effects.

• Start PPT by animation mode: only office2010 supports animation mode at present, please do not check when other versions of office are available. When the animation effect plays the PPT, the original set animation in the PPT is effective, and the audio effects of dubbing and page turning will be output.

• Inherit play/end mode when replacing media: If selected, inherit; If unchecked, the default loop is used.

(3) Codec setting: used to set the encoding/ decoding parameters .

(1) If a separate high-performance graphics card is installed, it is recommended to enable hard solutions.

(2) If the performance of the unit is insufficient, the refresh rate is not high, and the frame rate can be reduced. There is no need for the canvas, the editing of rendering can be turned off. There is no requirement for the output window to turn off echo rendering.

3 It is sensitive to sawtooth and frame loss, and can adjust the corresponding parameters.

(4) Connection setting: Used to set the working mode (active, standby, slave) and related parameters of the program; set the connection parameters related to cloud control; and set the connection parameters associated with splicer.

(5) COM: Used to confirm the feature corresponding to each COM port.

① Central console:refers to the front control panel of F2 server.

2 Device linkage: refers to the connection splicer, switch splicer user mode of communication port.

(3) Display panel: refers to the display screen of the device displaying the current device performance and the input and output information.

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

6.2. Project Packaging

The contents necessary for project and the project information are put in a folder so that they can be conveniently copied to other output computers.

Packaging procedure:

- ① Select "Project Packaging" in menu bar file.
- 2 Edit the name and save path of packaged project, and select the packaging contents.
- ③ Select OK to get into the collating process.
- 4 Upon completion of collation, the project could be copied to other computers, where

they can be opened and used.

	File 🗸	Canvas 🗸	Res			
Ð	New	Ctrl+N				V
þ	Open	Ctrl+O		Project packaging		×
đ	Recent files		•			
لصا	Save	Ctrl+S		Name		
] []	Save as			Save path	D:\Kommander T1\工程_Z	Select path
R	Project pack	ading		Material object	Used material	\checkmark
~	i i oject paci	aging			Used material	
Ū	Close				All materials in media library	
Ð	Exit	Ctrl+W			OK Cancel	

Note: The packaging of project contents by means of copy has no effect on presentation output

6.3. Update Software Online

"About Product" in the top right corner of software can be used to check whether the current software is the latest version, and to update software online where Internet access is available.



For further information about other products like F2 and T3, please visit the website www.kommander.com.cn .

6.4. Host-Slave Linkage

Function: When multiple kommanders need to implement simple synchronization control, the host-slave preplan linkage can be used. This function mainly satisfies the user's synchronous control of playback (play, pause, stop, black screen, lock, mute) and synchronous switching plan requirements.

Prerequisites for the function: The user needs to edit the project files separately for each kommander . At the beginning of the activity, 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 is working at the slave. It can be iconnected to the main terminal, and receive and execute commands sent by the host.

Host: Indicates that the current device is working at the host end. You can set slave management to send commands to the connected slave .

1) Slave's connection settings:

Hunan Bowan Tech	nology Co., Ltd.	www.Kommander.com.cr
System		×
Regular setting Coding/Decoding Connect Setting Auto backup COM Setting	Connection settings Device name KommanderServer Password 123456 Mode Mode: Slave Preplan Switch Sync by serial number v	
	OK Cancel	

Select the "Host-slave" tab in the figure. It can be opened via the menu "Settings -System Settings" or click the bottom status bar icon to open.

When the device works at the slave, this attribute can be set to determine the processing mode after receiving the pre-plan switch command from the slave.

Sync by serial number: indicates synchronization according to the order number of the preplan. For instance, if the host sends a command to switch to the third plan in the third group, then the slave will also execute the command by switching to the third plan in the third group. If there is no plan with the seral number, it will not be ignored.

Sync by name: indicates synchronization according to the name of the preplan. For instance, if the host sends a command to switch to the "preplan A", then the slave will also switch to the "preplan A". If there is no the "preplan A" in slave projects, it will be ignored.

2) Master's connection settings

Hunan Bowan Tech	nnology Co., Ltd.	www.Kommander.com.cn
System		×
Regular setting Coding/Decoding	Connection settings Device name KommanderServer	
Connect Setting	Password 123456	
Auto backup	Made	
COM Setting	Mode Master Master Master Mode Master Mode Master Mode Master Master Mode Master Maste	
	Splicer	
	OK Cancel	

Check "Plan linkage" and select "Slave setting" to manage slave.

If it is necessary to automatically connect to control the slave when starting the program, please check "Automatically connect slave when starting the program".

- 3) The bottom bar information description:
- a) Host:



• Indicates that the current work is in the host mode . When clicked, the slave management window pops up .

An icon indicates that a single slave is connected, and multiple icons show multiple slaves. It is white if normal; and red if abnormal. Tips will prompt the slave name and iP.

- Olick to enter the connection settings.
 - b) Slave:



• Indicates that the current work is on the slave side and is not controlled by the host.

OP: Indicates the current work in the slave end, and it has been under the host's control. Tips will prompt the host name and iP.

• Ø: Click to enter the connection settings.

6.5. Image Optimization

- Indicates that automatic optimization is enabled, and the target resolution setting is performed when enabled. At that time, images added to the library are automatically optimized.
- Click to optimize all the image materials of the library. The optimized target resolution is set in the pop-up dialog.
- Indicates that the optimization of all images in the material library is canceled.

Support users to individually optimize and unoptimize images through the rightclick menu of image material.

6.6. Auto Save and Recovery

Sy	rstem		×
	Regular setting	Auto backup	
	Coding/Decoding	🗹 Enable auto backup	
	Auto backup	Backup interval 5 Minute	
		Backup path C:/Users/Administrator/AppData/Local/Kommander T1/b Select Open	
		OK Cancel	
T			

The settings menu adds settings for auto save. Support define save intervals.

The software is abnormally closed. When it is opened again, if the record is automatically saved, the user is prompted to recover.

This auto save is a timed execution, so there will be a small amount of data loss.

Auto-save will also generate a backup record in the backup path, currently only retains the most recent backup of the same name project.

6.7. Use of pre-edited and real-time layout

The pre-edited and real-time layout features have been added under the current setup menu. And it is turned on by default.

When this feature is enabled, the real-time layout is called when the user switches from the pre-edited mode to the real-time mode. Vise verses, when switching from the pre-edited mode to real mode, it calls pre-edited layout.

The software supports users to modify both layouts by saving the layout function.

6.8 Cloud-Control

Kommander supports the remote control realized through Cloud-Control APP, Including material play, preplan switching, play control, PPT page turning, etc.

Where Cloud-Control is needed, please set relevant parameters through "System Settings - Connection Settings". At present, the Cloud-Control can only control kommander when it runs in master mode and allows cloud control.

When Cloud-Control is used to control the master, if the master is connected with the standby or slave, relevant operations will also be performed at the standby or slave.

6.9 Master & Standby Connection

Users are allowed to add a device as the Standby for the real-time backup of master, so that the output is kept normal when the master goes wrong. This function is used in conjunction with kystar splicer, which can automatically determine whether the master is abnormal, and automatically switch to the backup for data reading an exception happens, thereby assuring the normal output.

When the master returns to normal, users can decide whether to set the original master to be the backup, thus creating a new active-standby relation.

Please use the synchronization card to enhance synchronization in the activestandby multi-device environment.

6.9.1 Configuration before Use

The master and backup devices shall be connected to the same route in advance, and fixed IP address shall be set to ensure network connection between them.

Launch the commander program respectively at the two devices; set the working mode of master device to "master", and activate the active-standby feature; properly set the IP address of backup device; set the working mode of backup device to "backup". The setup interface is as follows:

Sys	stem		×
	Regular setting Coding/Decoding Connect Setting	Connection settings Device name KommanderServer Password 123456	
	Auto backup COM Setting	Mode Mode: Master Standby,IP: Find Plan linkage Slave Setting Support Kommander Cloud-Control	
		Cancel	

Check the connection status through the taskbar at master and backup after the setup. White color indicates normal, while red color indicates exception, which means the network is not accessible (local network not enabled; IP not available; firewall blockage) or the working mode of the other side is not correct (program not enabled; incorrect working mode), which cause both to fail to establish the master-backup connection.

As shown below, the connection of backup set for the master is exceptional.

音端未知名称(192.168.3.52) 👭 🛛 🖉

Note: the Settings are saved with the program. But if this is master, the param of Standby will not be saved, that is, check again after restart.

6.9.2 The Working Mode of Standby



Users are not allowed to edit the project in backup mode, and are only allowed to perform such operations as system setup, program minimization, restoration, and program shutdown so as to avoid unnecessary exceptions. When the master is abnormal, please switch the backup to the master, and then edit or operate.

When in backup mode, Kommander does not send command to the slave PC, and does not allow the cloud control APP to perform remote control; the preplan jump and timed task etc. set for the project will not take effect.

6.9.3 Master Control

Standby switch

The "Standby switch" state switch is added under the "Canvas" menu.

When this option is checked, the backup runs synchronously with the

master.

If this option is not checked, the backup does not change with the operation of master.

The synchronous instruction packets include new project, open project, save project, all editing operations in project, and play control operation. It does not include the canvas zoom, window layout adjustment, preplan group switching, various popup setup windows, etc. The backup will not show setup and confirmation popup window, and will only synchronize corresponding result.

• "Update" operation

"Update" operation is added under the "Canvas" menu. When it is clicked, the project and media data file will be synchronized with backup; both sides share the same project content and playback progress.

Since update is an operational instruction, the "real-time linkage mode" switch is required to be turned on; otherwise, the execution is invalid.

During the execution of update, the project is synchronized preferentially, at which point the progress window appears and restricts the user operation; the max. waiting time is 30s for determining whether it's possible to execute update.

After the synchronization of project, the transmission progress and status of file can be viewed in the "update" progress window. The backup is automatically refreshed upon completion of file transmission.

If the message "lack of space" is indicated during active-standby update, please visit the backup AppData cache directory and remove cache file or confirm all disks of APPData have enough space.

The transmitted files include all files of material library, preplan thumbnails, and screenshots generated by the main KV. Priority is given to determine whether the same file exists under the same path of backup before to determine whether the same file exists under the APPData directory; then, the transmission will be transmitted again. If document transmission goes wrong, "update" could be performed again for transmission.

6.9.4 KiR and Splicer

The active-standby mode of splicer in current kystar part: When the master is abnormal, the backup output is enabled; when the master returns to normal, the master output is resumed. The splicer determines whether the master is normal through KiR.

Under the "System Settings - Connection Settings" are the default state settings of KiR, which determine the status of KiR at program activation. KiR changeover switch is

52

added under the Canvas menu to determine whether KiR is transmitted currently. The user is asked to establish related settings as needed.

6.10 Timing task

The software has the function of planning tasks and can set the software to switch to output specific preplan at specific time.

Select "timing Settings" under the system menu and expand the following Settings window.

埠号	撤金内容	节目名称	执行时间	有效日期	有效星期
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	指令内容: 张 仪	ME.			
	预编编程:				
	均行时间: 14:1	209		÷	
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	● 元日期限制		○ 元證期限制 1000円KS		
		018-06-25	23-	星期五	
	創止日期 2	018-06-25	「「「「「」」」	重期六 軍期日	
		1000	Rector		

Add timing switch command through "new", such as the popup in the middle of the picture above, which can set the time and time to play which plan.

Support to create multiple timing instructions.

After setting, check the "start timing instruction table" in the lower left corner.

54

VII. Q&A

7.1. How does T1 realize the loop playback of play plan

Provided many plans need to be played in loop repeatedly or that other contents than videos and images need to be added to a list for loop playback, this could be realized by establishing play plan.

Operation procedure:

- Develop plans A, B and C.
- Set the content playback mode in plan A as "go to next plan".
- Set the content playback mode in plan B as "go to next plan".

• Set the content playback mode in plan C as "go to the designated plan" (plan A is designated).

Loop playback is realized in this way. When there are more plans, they can be set in sequence.

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切换下一预案	2 切换下预案	3 跳转指定预塞1	
🗌 Inher	itance		
Inher Mode:	itance Switch to t	he specified preplan	2

7.2 How to edit canvas output and switch off audio when "blank screen" is selected in T1

• Start the software, and go to System Settings.

• Disable the option "prohibit editing in case of blank screen", when screen still exists on canvas even if blank screen is selected, while modification can be performed.

• Check the option "Mute in case of blank screen", when no audio will be output if blank screen is selected.

• The option "Prohibit editing in case of blank screen" is checked by default when the software is being installed.

• The option "Mute in case of blank screen" is not checked by default when the software is being installed.

7.3. How to make the contents in new plan continue the progress of previous plan after plan switching

Just check the property "Contents in new plan continue progress" or make settings in the plan properties.

When a site needs many plans, each of which has a common content, and it is hoped that the common content continue the playback progress of previous plan after plan switching, "progress continuation" should be used.

Setup procedure:

- Choose the target content.
- Check Progress Continuation in the parameter setup column on the left.
- Save current plan.
- The same operation procedure applies to other plans.

7.4. How to ensure the complete synchronization of

multiple identical materials

To achieve full synchronization output of multiple identical materials, you can first add a material to the screen, and then right-click the material to select the clone screen. The cloned screen can ensure full synchronization.



7.5. How to achieve extra-long screen output using a small number of display ports

(1) Requirements: The computer has an output port; the big screen resolution is 7680*250; point-to-point operation is available

(2) Implementation method:

- ① Add 1 1920*1080 display port to screen management.
- ② Create four 1920*250 screens and put them in the same display port as shown in the figure below. Set the splicer, and identify the splicing relation between each screen and the actual screen.

③ Place the 4 screens horizontally on the right.

④ Return to the main interface, and drag and drop the content to the area composed of the 4 screens for extra-long screen output. The contents could be directly replaced later, when necessary.



Xommander T1	File 🗸 🛛 Canvas 🗸	Resou	urce 🗸 🛛 Wind	dow ∽ Setting ∾	6		5	â						0	- ó	۶ ×
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7.6. How to achieve special-shaped screen output using a small number of display ports

(1) Requirements: Four special-shaped screens are used to display different areas of a screen with the text displayed upward all the time.

(2) Implementation method:

① Create the screen based on the point count of externally connected physical screen.

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

③ Set the location and rotation angle of each screen in the right window, save the settings and go back to the main interface.

Hunan	Bowan Technology Co., Ltd.	www.Kommander.com.cn
Screen management		
吕 Output + ◆ Output1 前	Display port and screen mapping relationship editing Output1 Screen1 Screen2 Screen3	Screen Actual Layout Editing
🖾 Screen 🕂		
Screen1 🗍		Screen2
Screen2 🔟		
Screen3 🔟	⊕ ⊙ ⊖	 ● ● ● ●
	Name: Show Identifier) Location: X Y Size: W H	Name: Rotation: O Location: X Y Size: W H O
	Apply OK Can	(ref)

④ Return to the main interface, and drag & drop the content to this area to finish the special-shaped screen output. The contents could be directly replaced later, when necessary.



7.7. How to edit plan without affecting the performance?

We offer a pre-edit mode that enable users to edit canvas content without affecting current output. The following actions of users are supported:

Current content is taken as pre-edit object. Any plan can be taken as pre-edit object. Pre-edited canvas content can be saved as plan Support the direct output of pre-edited content.

Return to the "pre-edit for continued editing of original content after temporary quit from pre-edit.

7.8. Is it possible to save 2 different interface layouts for users?

We provide flexible interface layout feature for users to change the location of window by dragging & dropping it.

We also provide flexible layout storage function that enables users to define the layout and has sophisticated layout, creation, update, restoration, renaming and deletion logics

7.9. Why does wireless presenter not work sometimes?

Please make sure the option "System Settings - Enable page turning of Office file by direction keys" is checked.

We support the page turning of Office file using pagedown/pageup and UDLR keys, but wireless presenter manufacturers employ different page turning logics, so it is possible that the page can't be turned if the option above is not checked.

Moreover, if this option is checked, the direction keys used for shortcut actions in other areas will not work.

7.10. Why does content correspondence error occur on the screen output into externally connected big screen?

This may result from the error in graphics card output settings in display port; or the insertion & pulling of screen connection cable; or the order error that happens when the project is opened again. This problem can be solved by the following actions:

1. Please check whether the screens are properly connected without line break.

2. Please enter "Screen management" and check if the graphics card output settings

corresponding to display port are correct; please open the "show mark" to make sure the serial numbers in graphics card output are consistent with actual serial numbers on each screen. If they are different from each other, user shall correct the correspondence, and click "Apply" or "OK" to finish the setup.

3. Check splicer settings.

If there are still problems, please inform the technical support personnel of Kommander.

7.11. How many abnormality symbols are there for contents? What are their meanings?

1. The content does not exist because of USB flash disk fall-off or the deletion of content.

2. The file is being loaded. The file is normally an Office file that takes long to open; in this state, the content shall not be dragged and dropped to canvas so as to avoid other abnormalities; please wait in patience.

3. Eailed to open a file; this file may goes wrong, so it failed to be opened. Please check other ways to see if there is something wrong with the file itself.

7.12. Why would IP addresses and names turn red in the slave device management?

e management		×
ce		0
IP	Name	
192.168.0.106	KommanderServer	
192.168.0.110	KommanderServer	
192.168.0.118	KommanderServer	
192.168.0.123	KommanderServer	
192.168.0.135	KommanderServer	
II 0 selected		
ОК	Cancel	
	e management ce	e management ce IP Name 192.168.0.106 KommanderServer 192.168.0.118 KommanderServer 192.168.0.123 KommanderServer 192.168.0.135 KommanderServer 192.168.0.135 KommanderServer 192.168.0.135 KommanderServer 192.168.0.135 KommanderServer

Abnormal color indicates the slave's connection abnormality which resulted in the host cannot control the slave. The experimental environment of the host-slave linkage may not be well established, thus causing the original white IP address and name to turn red. We can check the following:

(1) The network is abnormal, including network interruption, or not on the same network.

- (2) The slave does not work in slave mode
- ③ The slave IP is changed
- (4) The slave software version does not support the host-slave preplan linkage

7.12 Why the slave does not implement the synchronous control command?

1) whether the network is abnormal, Whether the network is abnormal, please judge whether it can communicate normally through the master and slave ping.

2) The firewall is not properly set, it is recommended to close

3) There are multiple network cards, it is recommended to disable other network cards.

4) whether the slave IP is changed

- 5) whether the slave engineering design meets the synchronization requirements
- 6) The slave is not working in real-time mode
- 7) The slave does not work in slave mode
- 8) If the black screen effects are inconsistent, please make sure the black screen settings are the same. For instance, the option of "editing is prohibited if black screen" is not checked in the slave settings, which resulted in the black screen of the host and the slave cannot turn to black screen.

System		×
Regular setting Coding/Decoding	Display adapter Adapter name Radeon 550 Series(1920×1080@59FPS)	
Auto backup	Regular setting Audio mode Mono-tone Effect type Fade in fade out Duration 3.0 Mute under black screen Editing is prohibited under black screen Enable arrow keys to turn page of office documents Auto cache preplan	
	Program Auto-start at boot Open project automatically after program is started Automatically switch layout according to canvas mode Start PPT by using animation mode(default)	
	OK Cancel	

7.13 What to do if the PPT output is abnormal?

First determine the current office version, for the software, users are recommended to 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 currently the animation mode output is abnormal, the user is recommended to change the output mode of the current material to "picture mode" through the right-click menu "Settings" of the material. If the system settings are modified, the user is required to re-add the material or restart the project to take effect.

Ppt unable to mute: the current software cannot control playback of ppt sound.

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

If the number of ppt pages is abnormal and the ppt display is incomplete, please upgrade the software version to T1 v3.3 and above.

7.14. What to do if the dongle prompt is abnormal and the software no longer works?

Failure performance: The following prompt pops up, and it doesn't work to restart the software.



Cause of the failure: The encryption lock comes with a detection program. It may think that the user is using the crack tool to decrypt it, so it will automatically call the lock program to lock itself.

Solution 1:

Please install the CM client on the computer and use this client to generate MyCmDongle.WibuCmRaC File, and then send the file to our sales staff.

Our sales staff will return the MyCmDongle.WibuCmRaU file to you via email . Once received, double-click the file to unlock the dongle .

Solution 2:

Contact our sales staff and send back the dongle to us.

7.15 Why the screen output from the pre-editing is abnormal sometimes?

The material on the pre-editing screen can be set to jump plan, but to ensure user's normal editing, the program sets the pre-edit mode to not trigger the jump logic, and the material screen will be hidden.

"Pre-editing to output" is output based on the playback progress of the media in the current pre-editing. If the media has finished playing in the pre-editing or enters the last fade time, the media may be re-played or directly ended. The media also sets the jump parameters, it may not execute. It is recommended that the user set the relevant parameters in advance, and do not adjust the parameters when the media is about to end. Otherwise, stop and output.

7.16 How long will it be effective after the modifications of media time cropping, playback mode, or end mode?

Time cropping, play mode, end mode involve the current media playing, related to the current playing state of the media:

 1_{\sim} if the media playing is currently finished or about to end, the modification will take effect until the next play;

 2_{x} If the settings is done after the modification, according to the current playing time and progress of the media, the media will directly execute according to the end mode.

3, Neither the above two cases, it will take effect immediately after the cursor left the settings box, and the real-time effective requirement is met.

In conclusion, under non-emergency situation, please prepare the plan in advance and rehearse to avoid ineffectiveness.