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# Chapter 1 Install and Uninstall

## 1. Software Install

- 1) Open the CD, double click the icon HDPlayer.X.X.X.X.exe(Like: HDPlayer 3.2.97.0.exe). Select the installer Language, click “ok”.



Fig. 1-1 Installer Language

- 2) Installation Interface, Click “next”.



Fig. 1-2 Installation Guide

- 3) Confirm the Installation type, Click “Next”.

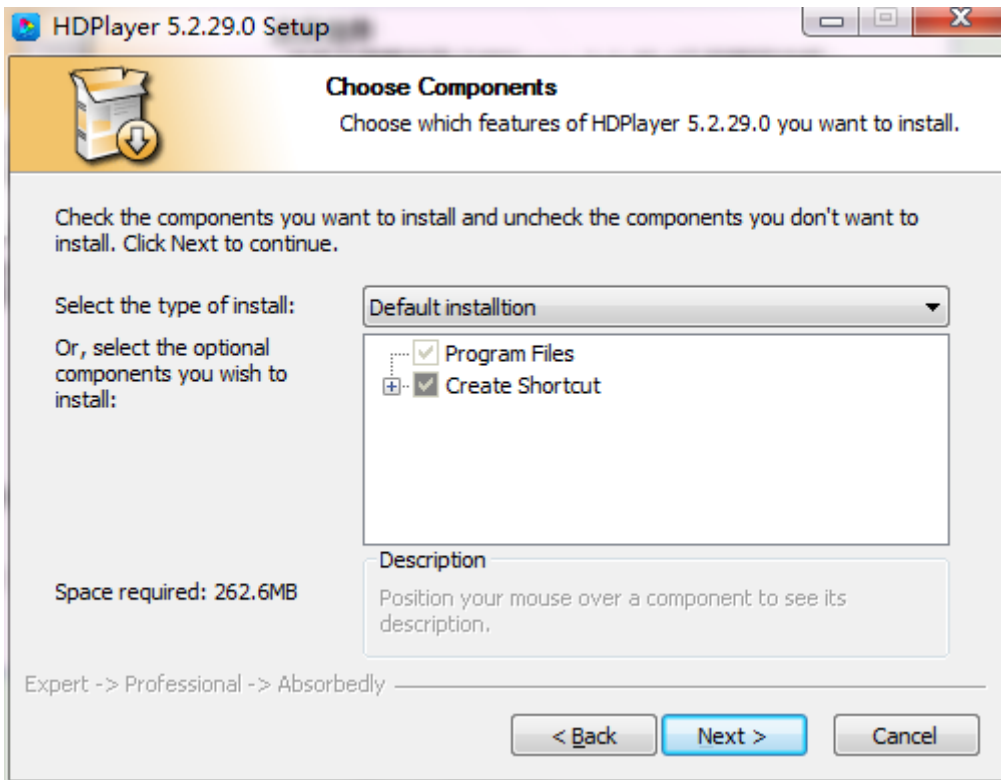


Fig.1-3 Installation type

4) Choose Installation Path, Click "Install".

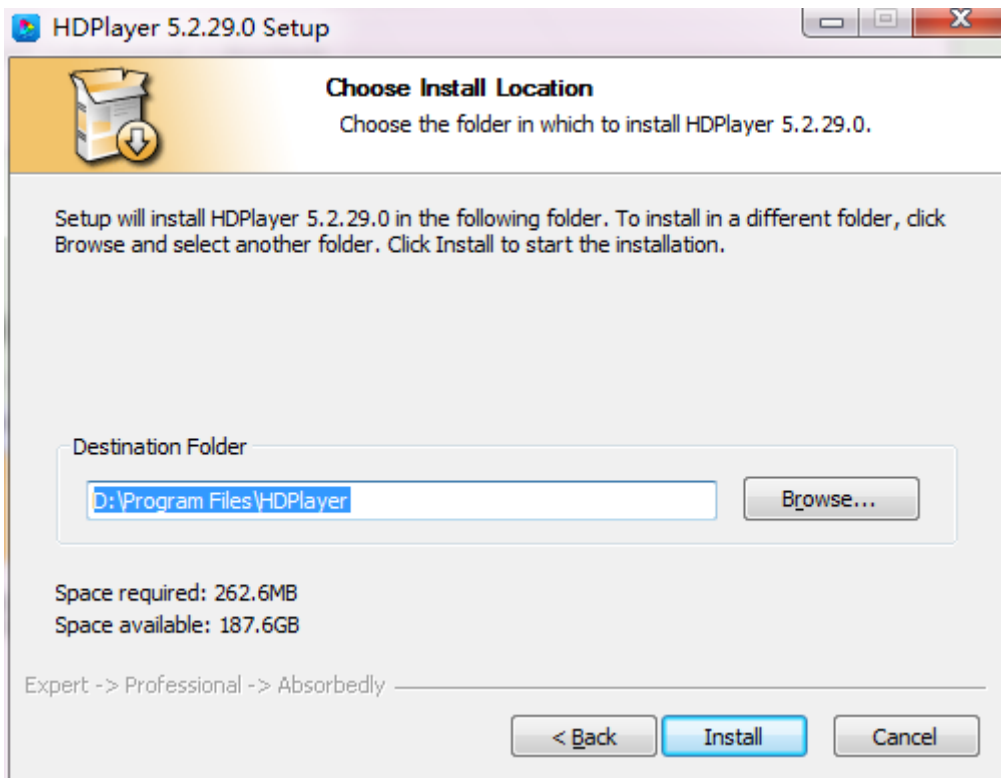


Fig. 1-4 Installation Path

5) Click “Finish”.

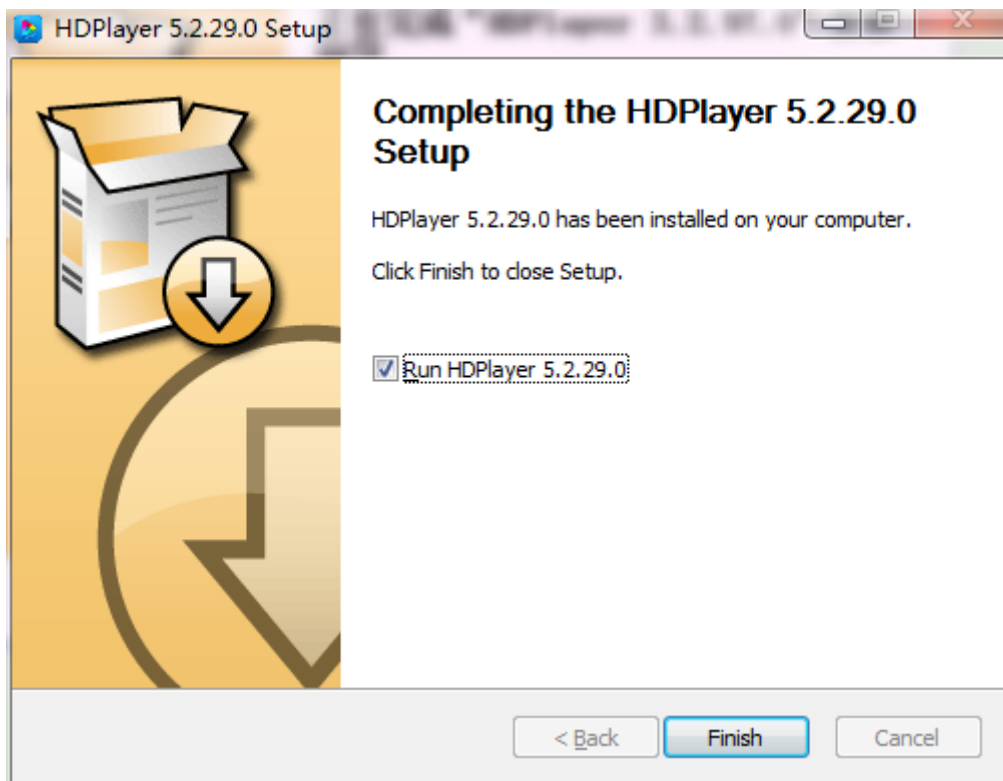


Fig. 1-5 Finish Installation

## 2. Software Uninstall

“Start”→ “All Programs”→“HDPlayer”→“Uninstall HDPlayer”

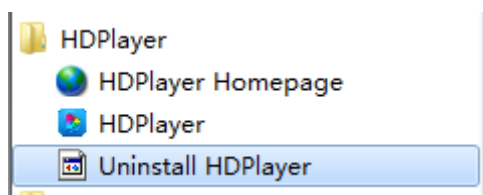


Fig.1-6 Software Uninstall

# Chapter 2 Network setting

The controller can connect to the computer directly. It can also connect to the computer via the Router. No need to do network setting.

When connected with computer, the network port (The Green light always flicker, the orange light bright), then wait for few seconds (Windows XP need more than 50Seconds, Window7 only need 40Seconds).When the right corner of computer show Network normal (see below), it means it have been connected of network, -----then open the software HDPlayer, it will find the controller ID automatically.



Fig. 2-1 Network normal connected



Fig. 2-2 Network abnormal connected

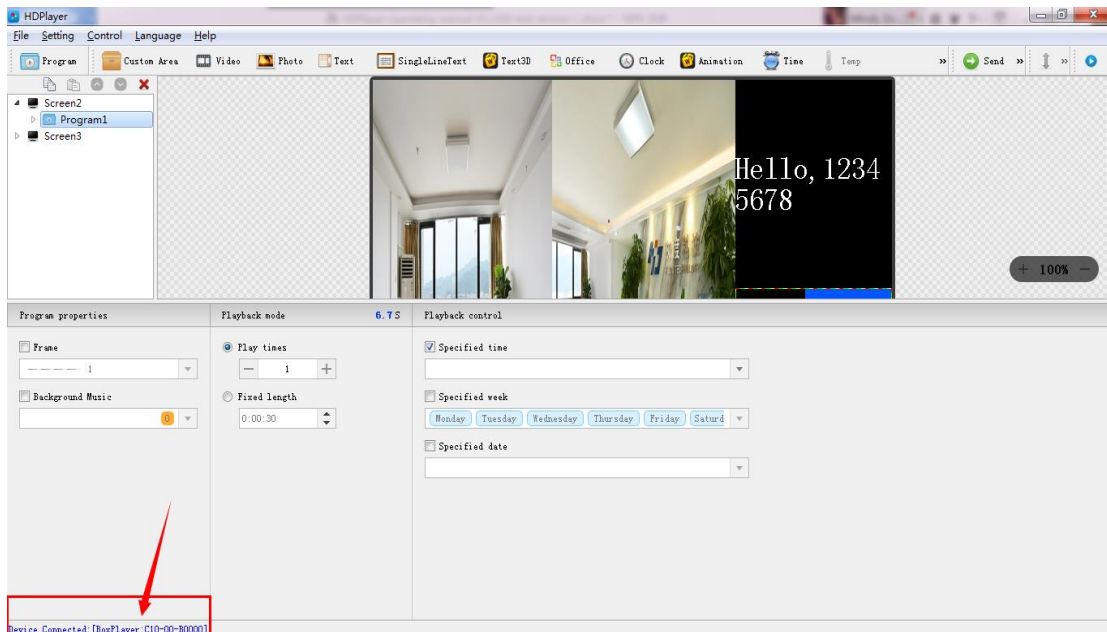


Fig. 2-3 Device Found

If the cards connect to the computer via the Router, then the computer can control all the cards at the same time.

# Chapter 3 Hardware Setting

Click "Settings" → "Hardware Settings", password 168 to enter the hardware settings.

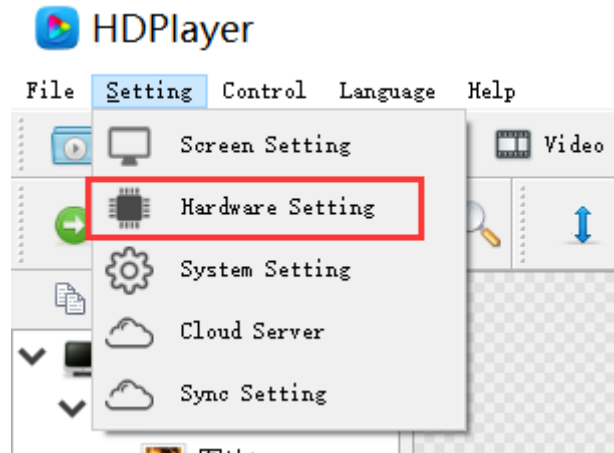


Fig. 3-1 enter hardware setting

The settings window is divided into send card parameter settings, connection settings, and receive card parameter settings. If only sending card is used (no receiving card), only the receiving card parameters need to be set, so the sending card parameters and connection settings are not visible.

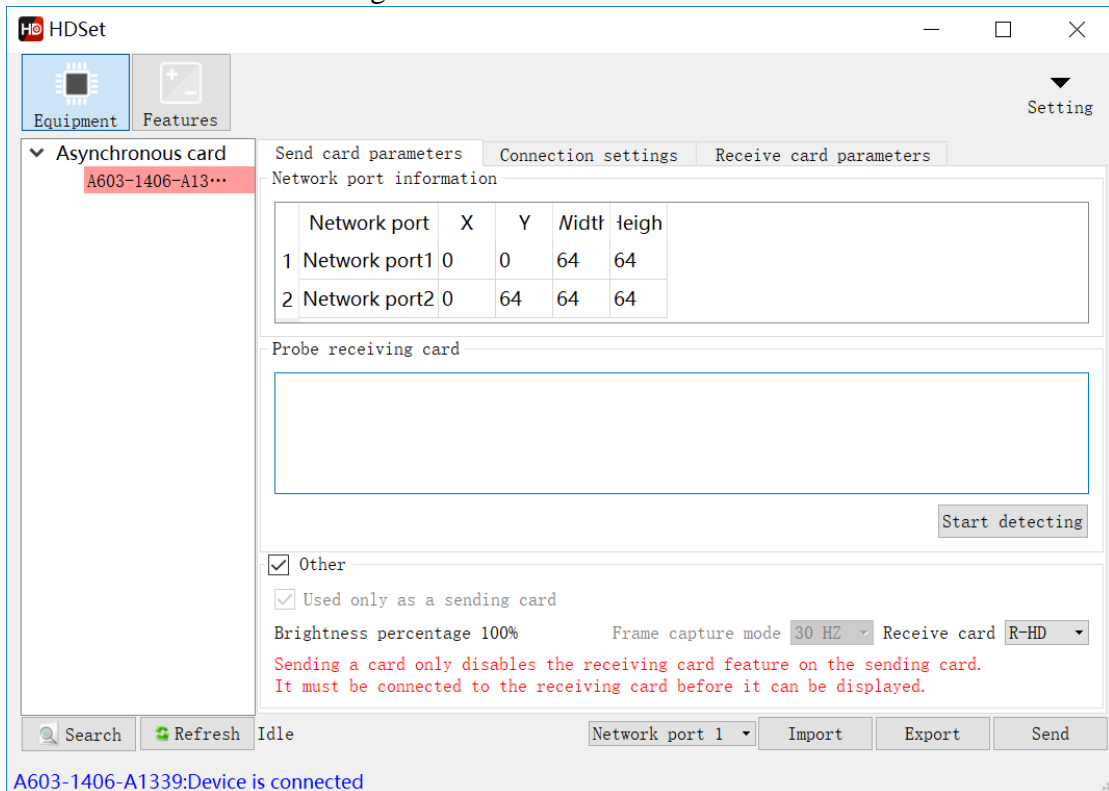


Fig. 3-2 hardware setting

## 1.Send card parameters

In the sending card parameters, set the X, Y, width ,height and receiving card detection of each network port. (Only A603 and T901 need to set X, Y ,width and hight,other control cards are only one network port output, no need to set)

Note: In the interface of “Send card parameters”, click “send”, only send the send card parameters, if you want to send “connection setting ”or “receive card parameters”,need enter to the interface of "Connection Settings" and "Receive Card Parameters".

## 2.Connection settings

Click "Connection Settings" to enter the interface of connection settings.

Connection setting is divided into standard settings and professional settings.

It is setting of how many card connect and each card control range (pixel) convenient and quick to set the connection relationship of the receiving card. From the front of the screen, the card 1 is the card connect to the sending card , next is card 2...and so on.

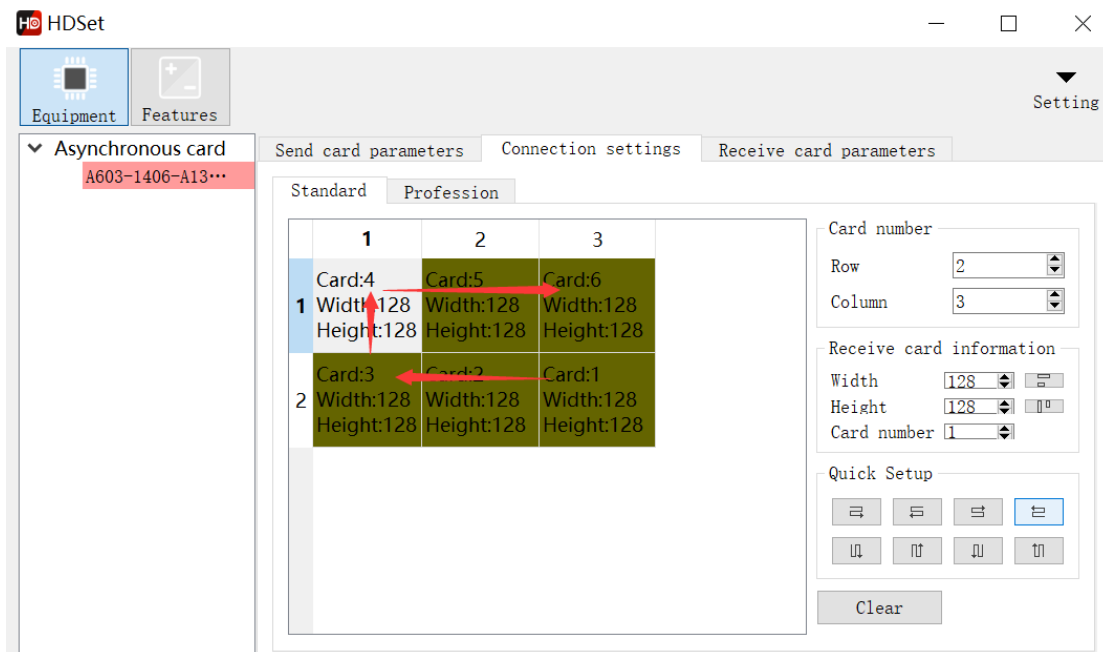


Fig. 3-3 standard connection setting

‘Profession’ settings is for non-rectangular screens. Set the X and Y coordinate points and the loading width and height of each receiving card.



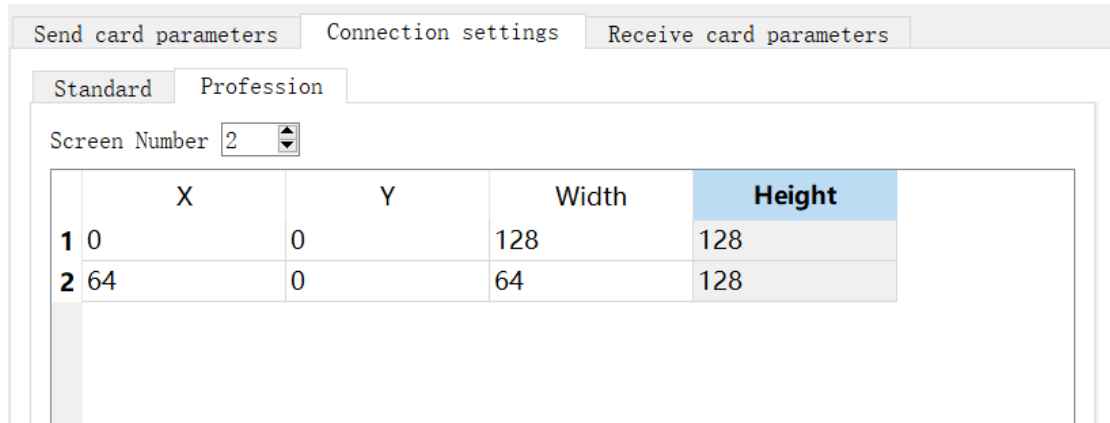


Fig. 3-4 profession connection setting

### 3.Receive card paramters

Click 'receive card parameters', this interface is for the gray level, refresh rate, PWM register parameter settings, the parameters of this interface directly affect the effect of LED display screen .

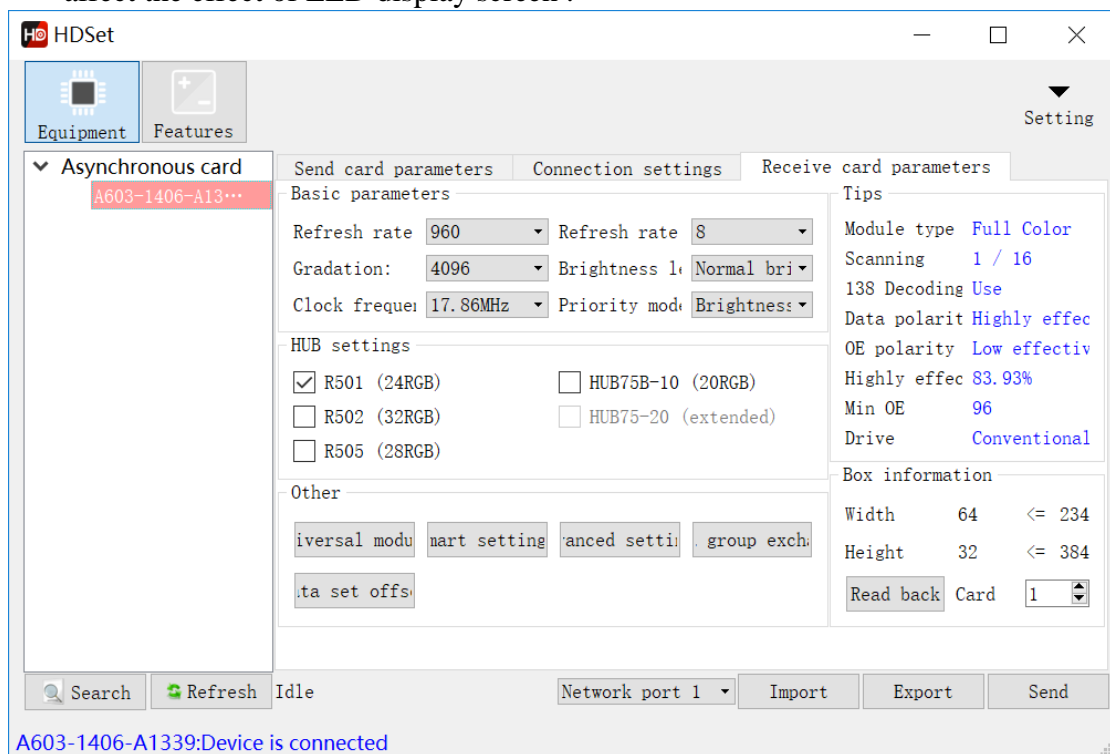


Fig. 3-5 receive card parameters

1) Universal module, use for set up the common module quickly.

(If you can't find the corresponding parameter file, refer to point 4, do smart setting.)

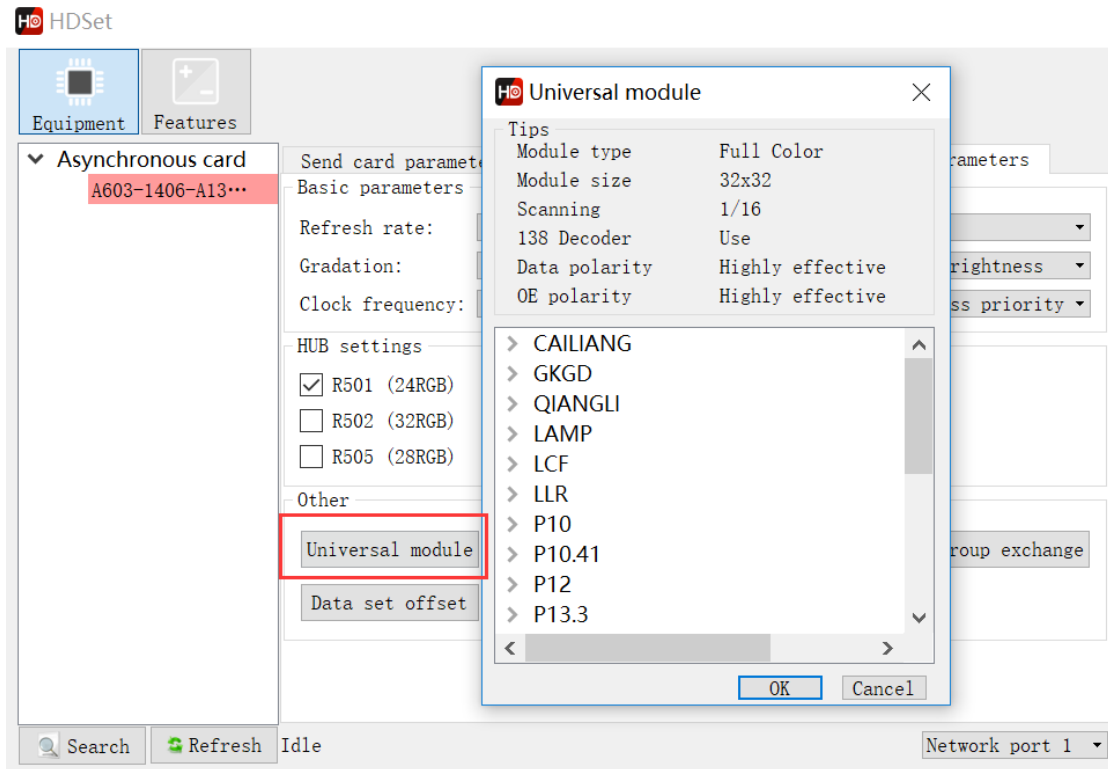


Fig. 3-6 Universal module

- 2) Smart setting, for the all module, if there is no corresponding configuration file in 'Universal module', the module parameters can be set by 'Smart setting'.——For details, see section 4.
- 3) Advanced setting , In this interface, you can adjust gamma, color correction and other parameters to further adjust the effect of the LED screen display.

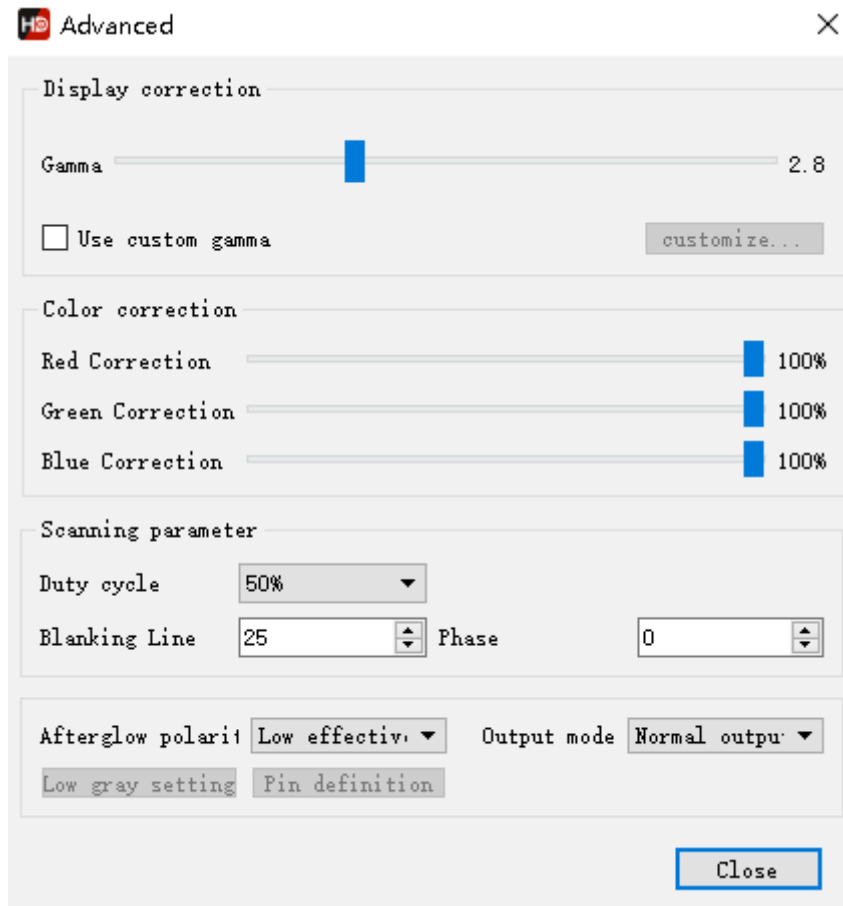


Fig. 3-7 advance setting

- 4) Data group exchange, use for exchange output data from one ports to another ports.

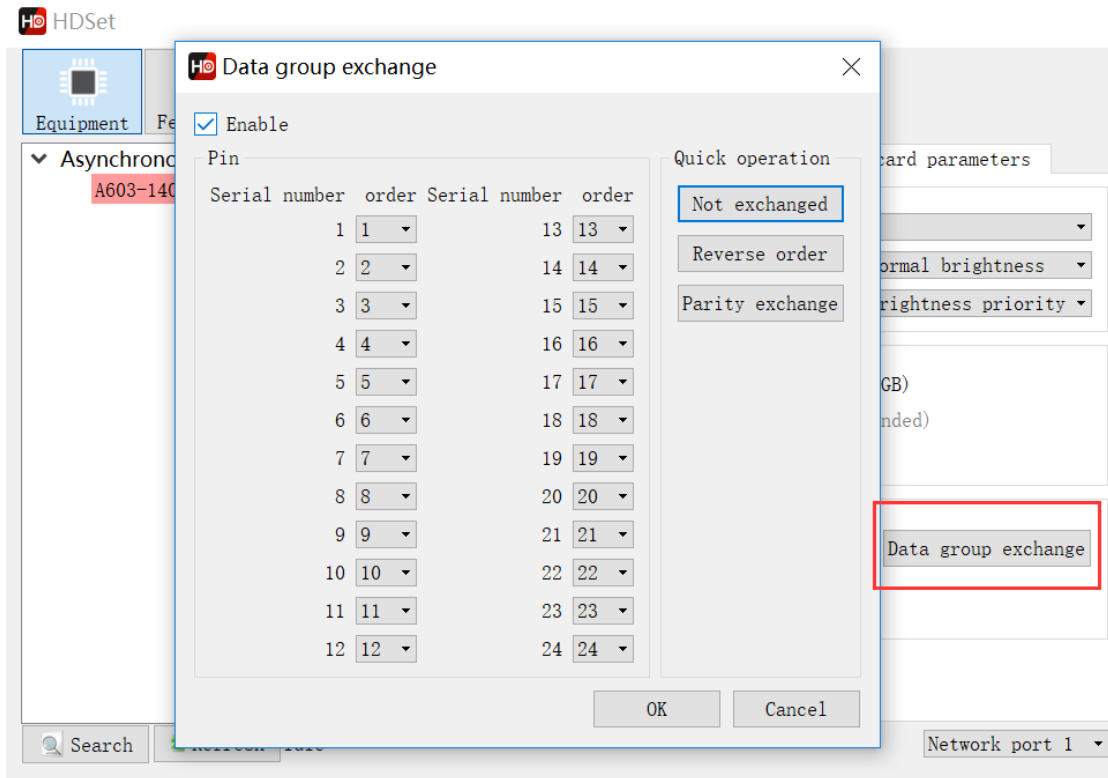


Fig. 3-8 data group exchange

5) Extended attribute, use for some special IC, such as high refresh rate IC. Register configuration is required to set up with this function.

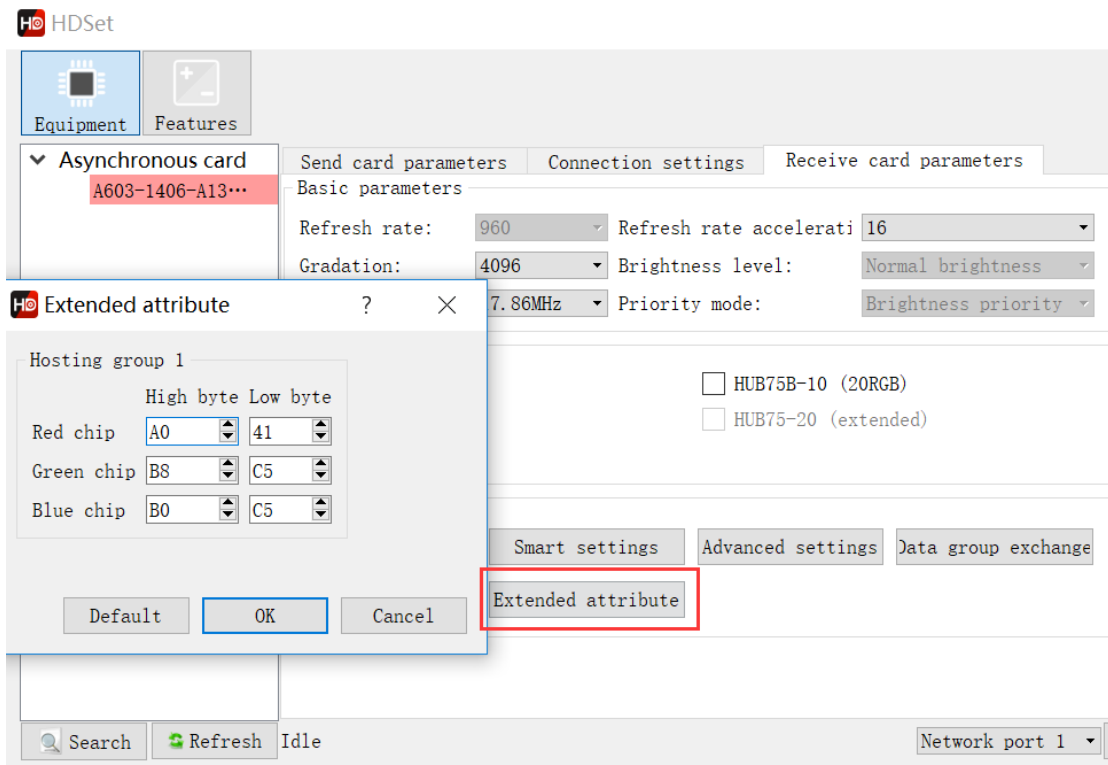


Fig. 3-9 extended attribute

6) Data set offset ,use for some non-rectangular screens, such as cross screens, we can choose the data set offset to make it display ok.

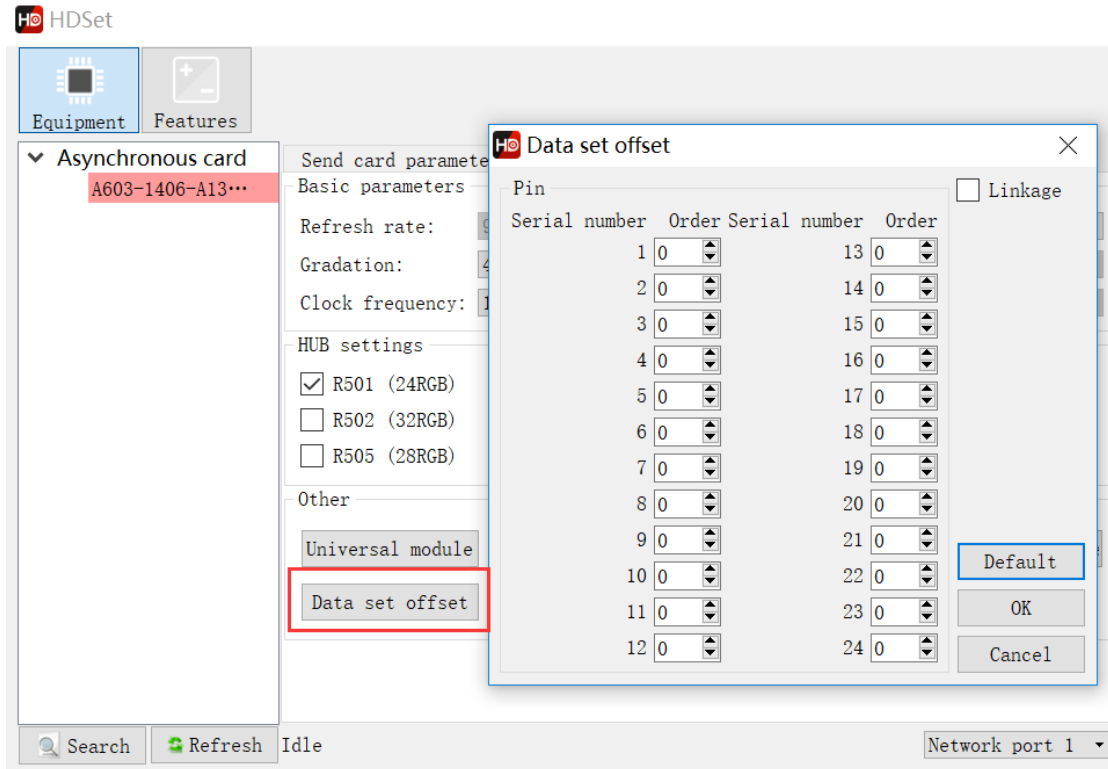


Fig. 3-10 data set offset

#### 4.Smart setting

1) The first step for Smart setting,need to set the screen color type, single module width(in pixel), module chip type, and [decoding mode](#) (drop-down options are: [138 decode](#), [non decode](#), [595 decode](#), [5958 decode](#), etc.). If the module is larger than 16 scan, please check 'More than 16'.

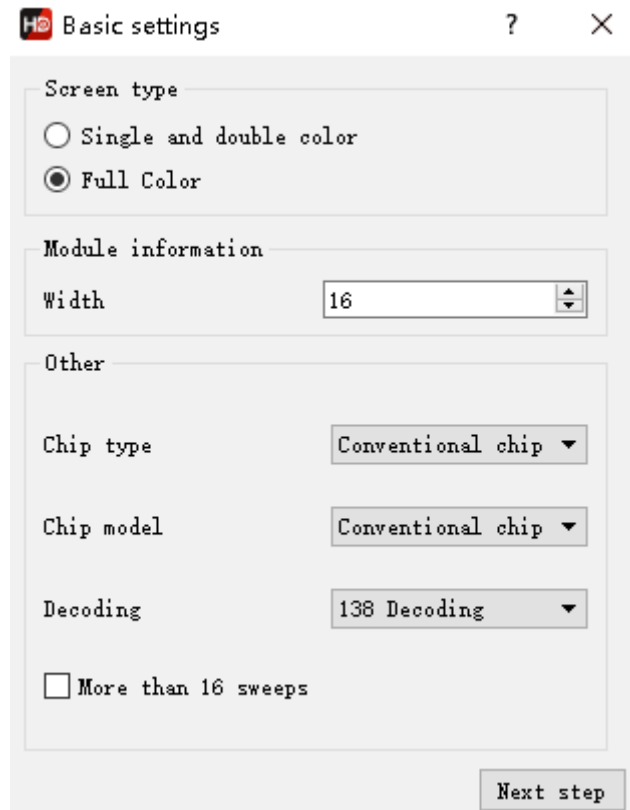


Fig. 3-11 basic setting

2) Data polarity setting, In this step, please try to select A B to see if the module is fully lit. Select the corresponding option in the display state according to the module performance.

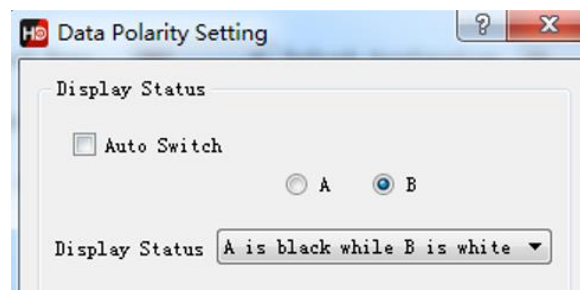


Fig. 3-12 data polarity setting

3) OE polarity setting, At this step, please try to select A B to observe the brightness of the module. According to the performance of the module, select the corresponding option in the display state.

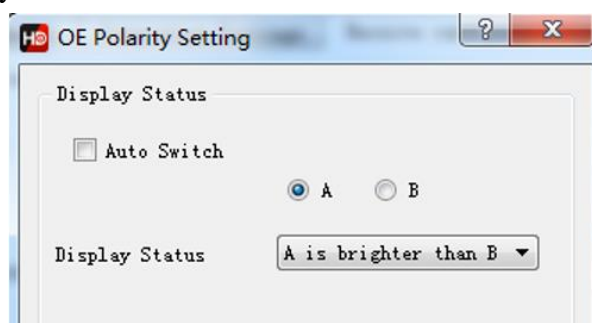


Fig. 3-13 OE polarity setting

4) Color channel setting, At this step, please try to select the status A ,B,C,D to observe the color display of the module. According to the module performance, select the corresponding option in the display status. If A is selected, the screen displays red, then choose red; if A is selected, the screen displays blue, then you need to change red to blue.

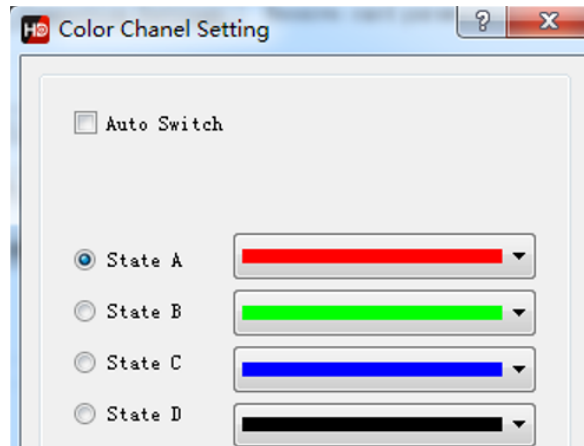


Fig. 3-14 color channel setting

5) lines controlled by one RGB data, Please observe the performance of the module and fill in the corresponding values. This step is to test the height of a set of RGB controls

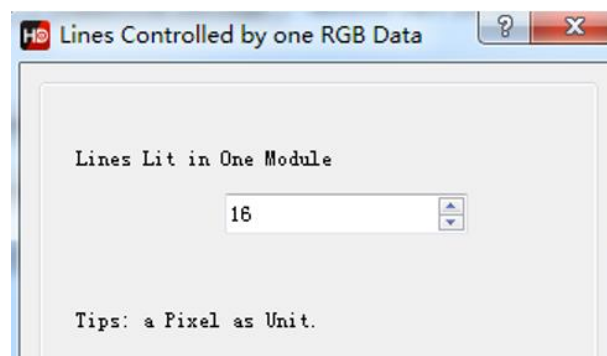


Fig. 3-15 lines controlled by one RGB data

6) Determine the scan module, Please observe the performance of the module and fill in the corresponding values. This step is to test the scan type.

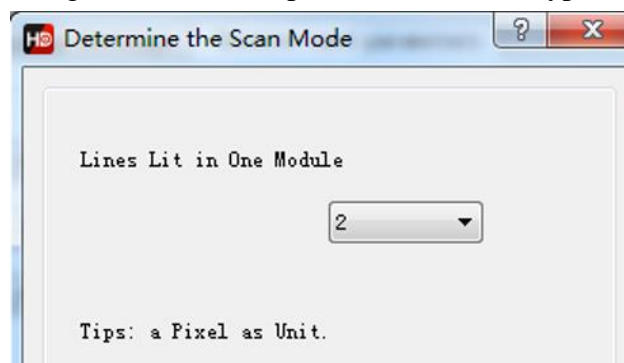


Fig. 3-16 determine the scan module

7) Alignment description, Please observe the module performance and click the corresponding cell according to the location of the flashing point .

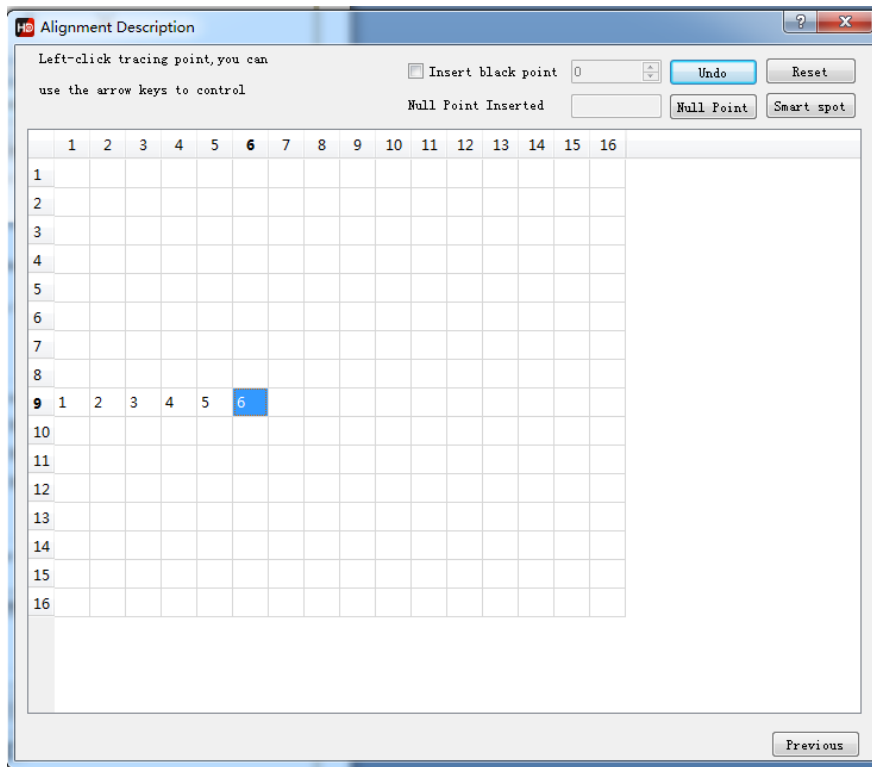


Fig. 3-17 alignment description

There is one point in the module which is in the upper left corner of the screen is flashing ,and which point is flashing, click on the corresponding point in the table. For example, the 9th line, the 1st point is flashing, then click the point (9th, 1st ) in the table. Then the point (9th, 2th) is flashing, then click it, following the flash point until all table is clicked.

After you finish, click Save to complete the smart settings.



# Chapter 4 Edit the Program

## 1. Software Interface

There is two parts in the software: play window and edit window.

**Play window (what will show on the display) :** Use for showing the videos, photos and texts etc.

**Edit window:** Include the menu bar, tool bar, tree area, attribute area and status bar.

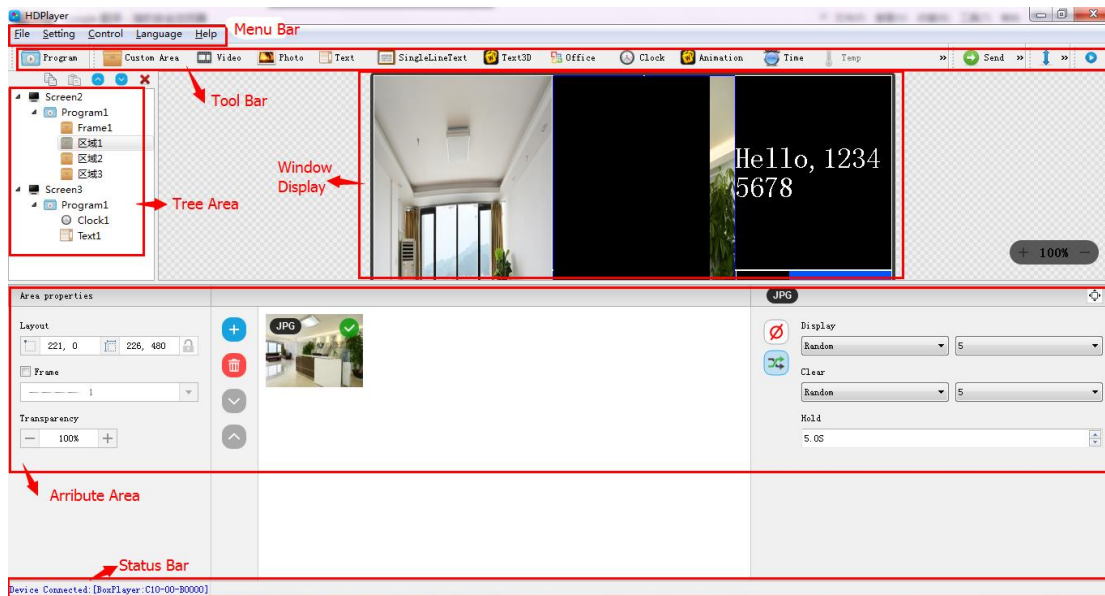


Fig.4-1 Software Interface

**Menu Bar:** Include files, setting, control, language and help.

**Tool Bar:** Include program, area, source file, text, document, clock and timer etc.

**Attribute Area:** Showing each section's information; Set the frame, the playing effect and playing time.

**Tree Area:** Showing all the contents of this program.

**Status bar:** Detecting the card information.

## 2. Program Structure

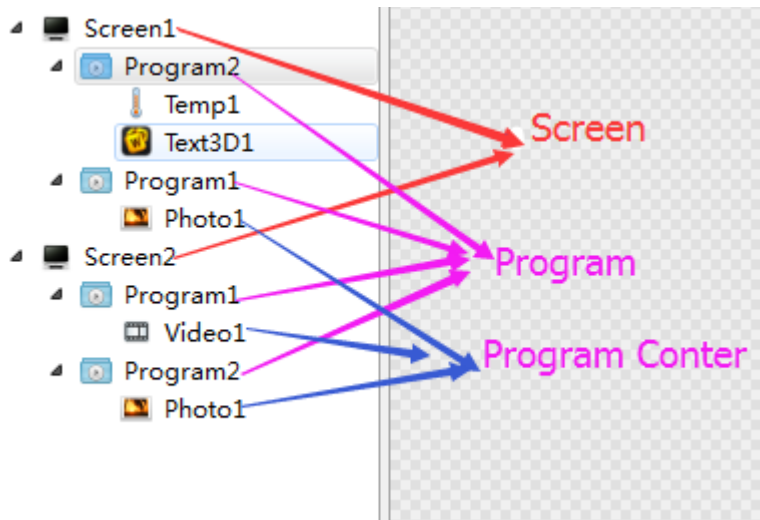
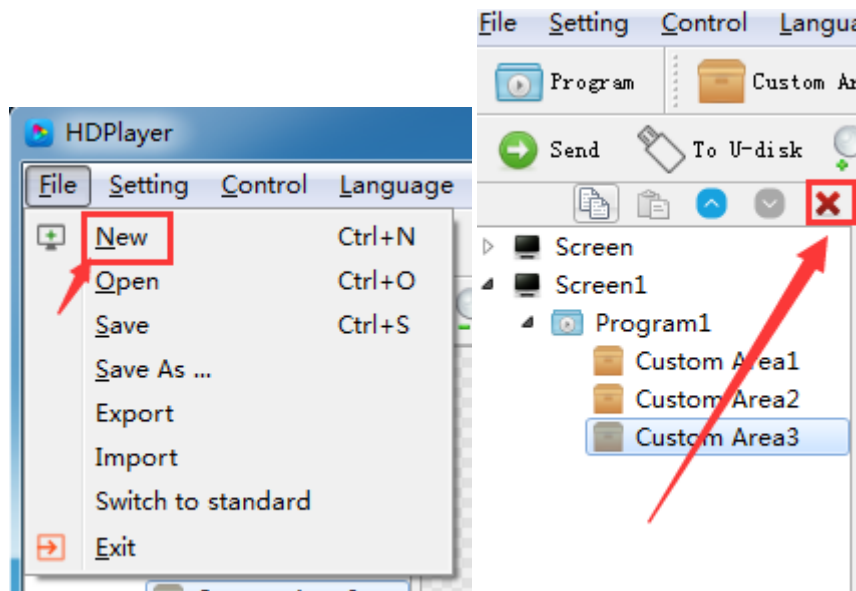


Fig.4-2 Program Structure

## 3. New Screen

Select the menu bar **【File】** → **【New】** option or press Ctrl + N key to create a new display, and can add multiple display at the tree area. To delete the display, select the display, and then press Delete or right-click to select the Delete option to delete the display.



### 1) Setting the play window

Click **【Setting】** → **【Screen Parameter Setting】**, into the parameter setting interface:  
(The width and Height it is led display size)

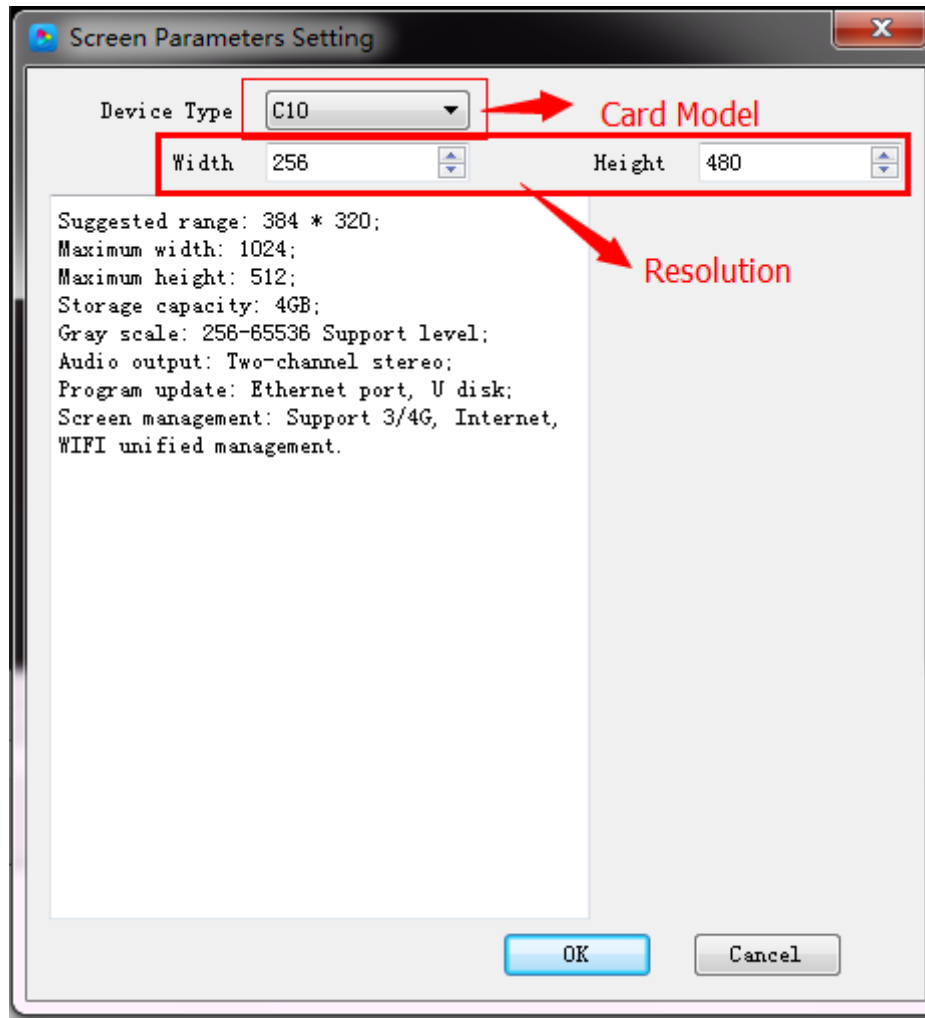


Fig. 4-3 Screen Parameter Setting

The default is use "hardware settings" read back the parameters of the control card;  
When you not select the "hardware settings", you can set the device model, module type, width and height;

If the control card is connected to the computer, the system will show the control card ID in the "Select Device" option and select the device automatically.

The Software supports "display" rename, delete, create, adding programs, send, close and other operations.

## 2) Display properties

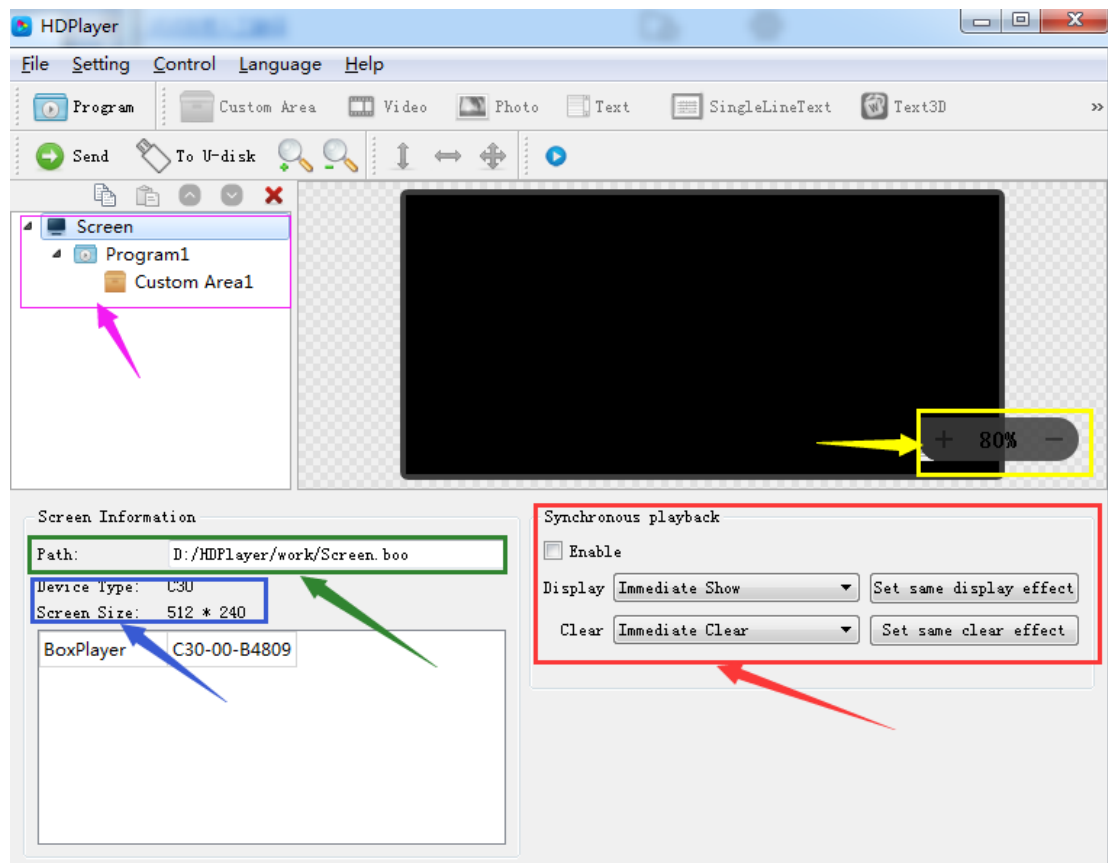


Fig. 4-4 Display properties

## 4. Adding programs

Click the "program" icon on the toolbar to create a new program; you need to add a display before you add a program. One display can add multiple programs, click the shortcut bar "delete" button can delete the "program".

Users can right-click to rename, delete, add, copy, and move the "program".

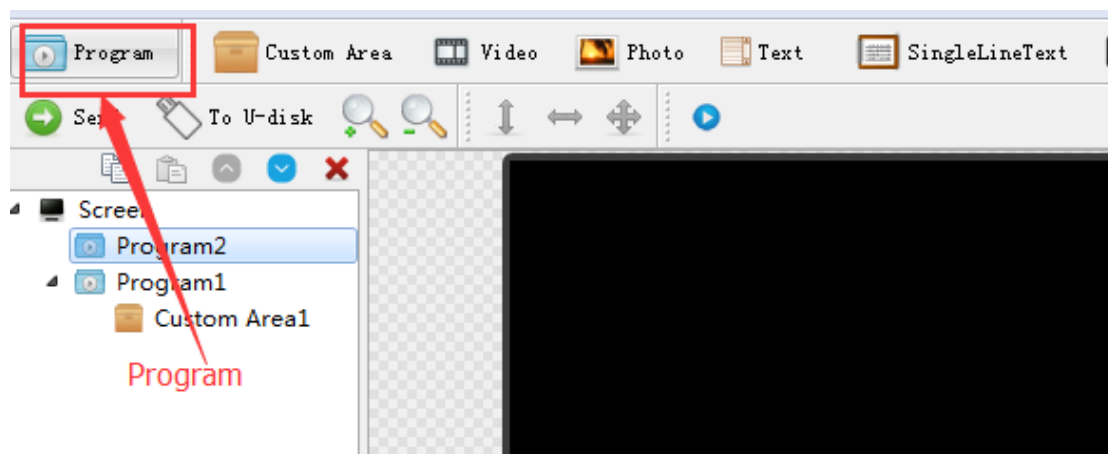


Fig. 4-5 adding new programs

## 1) Program attribute

In the program attribute, we can set the play time, duration, what time to play and play background music and borders; also can choose a number of background music, the setting has to be sent to the control card so it can take effect.

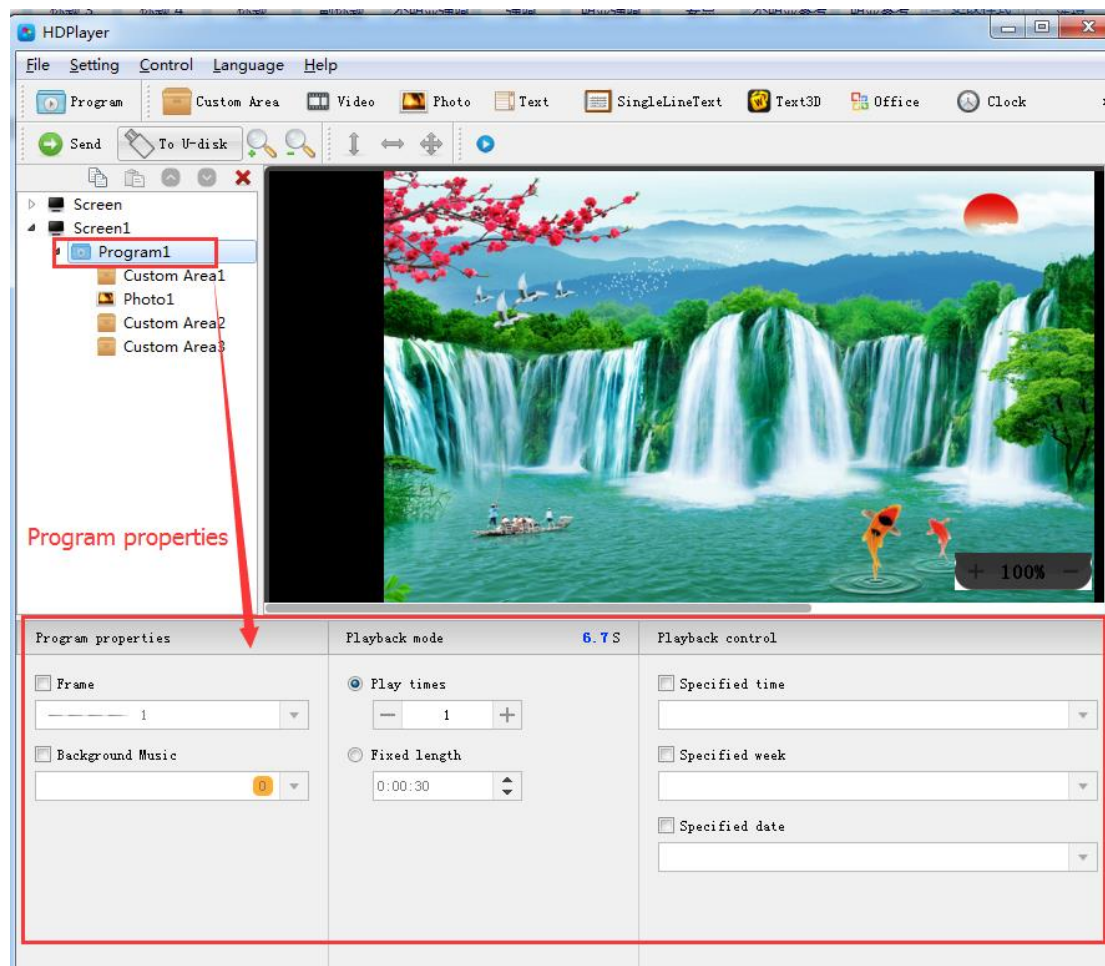


Fig. 4-6 Program attributes

"Specified time" is the program playing time, "playing time" means play at a certain time or time period.

## 5. Add Custom Area

Click the "Custom Area" icon on the toolbar to create a new area (a blue border area appears on the analog display). It needs to add a program before you add a zone. You can add multiple areas under a program.

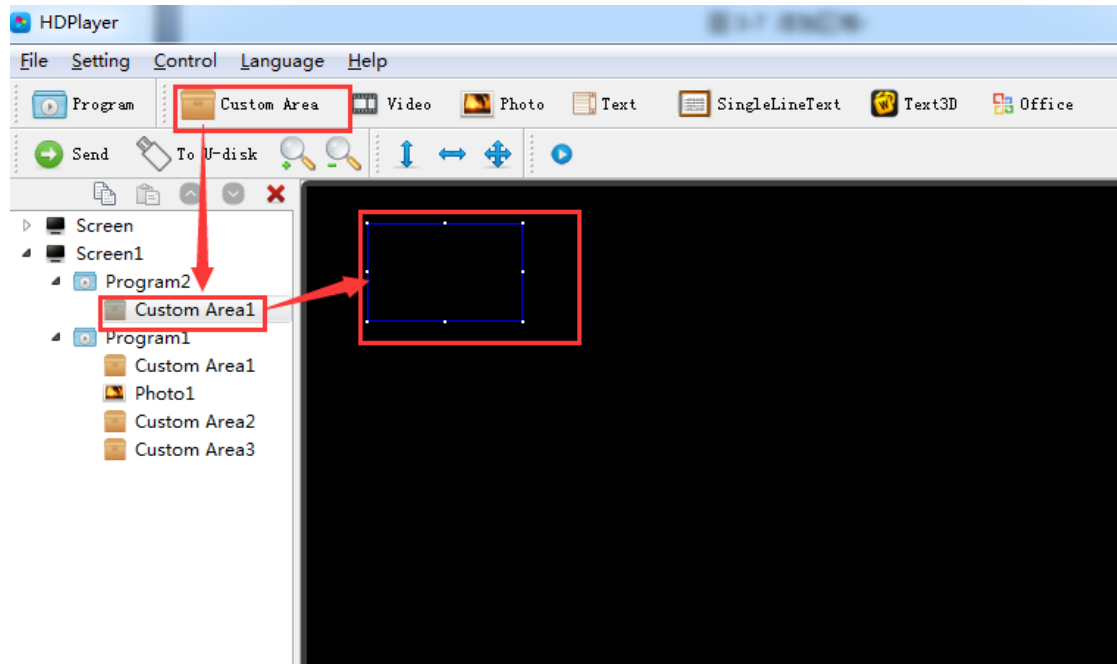


Fig. 4-7 Add Custom Area

Right-click the "area" can rename, delete, and add, copy, move and other operations.

### 1) Area attribute

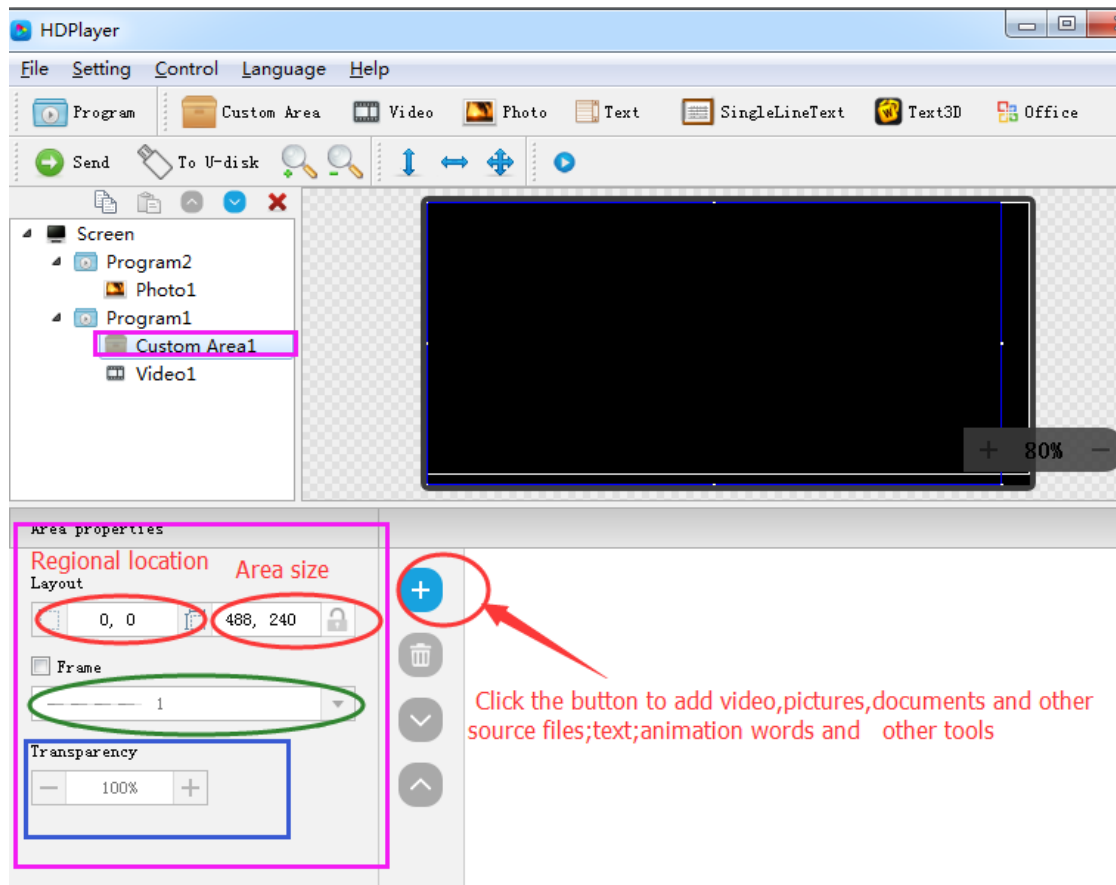



Fig. 4-8 Area attributes

Change the location and size of the area:

- Set the X / Y coordinate, the width and height
- Drag the area or stretch in the playback window
- Choose this  option

You can also set the area border and the transparency.

## 6. Add video, pictures, animation, forms and other source files

Click the corresponding icon in the toolbar to add video, picture, animation, excel, Word, PPT and other source files, to delete the "source file", click the shortcut bar "delete" button.

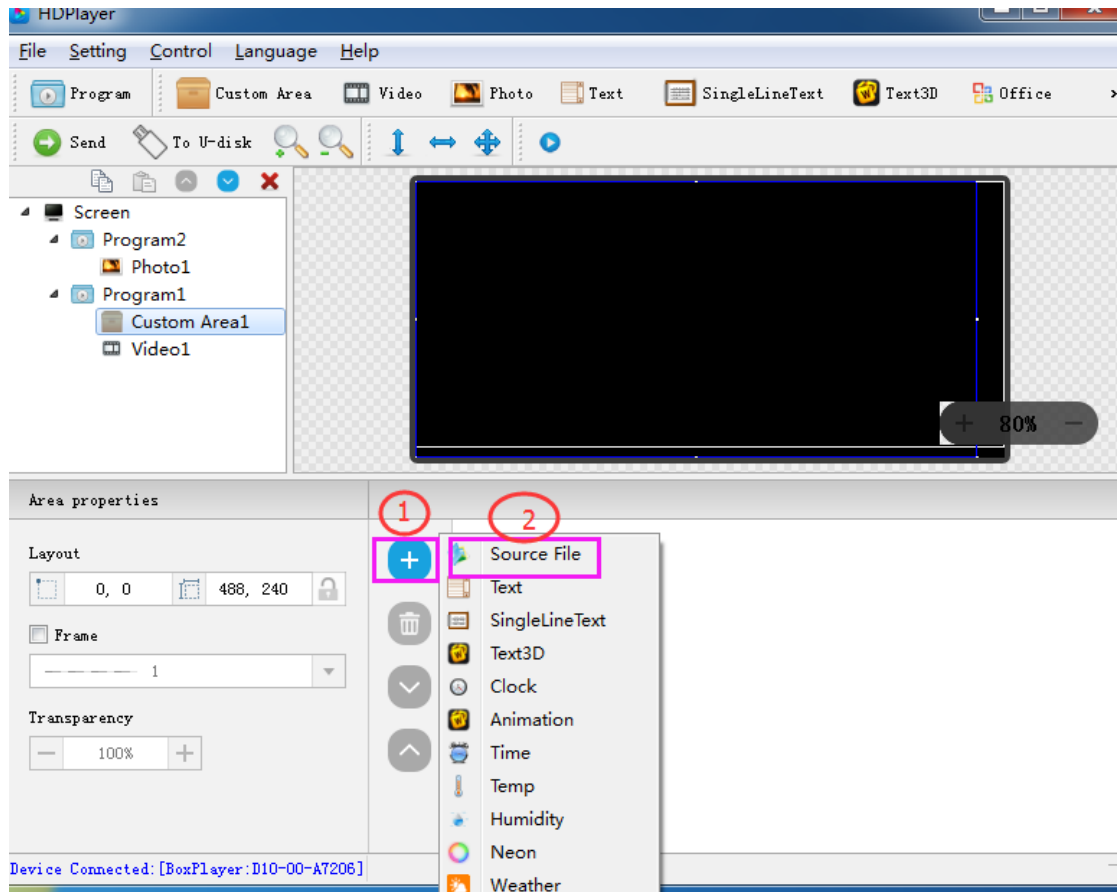


Fig. 4-9 Add source files

### 1) video attributes



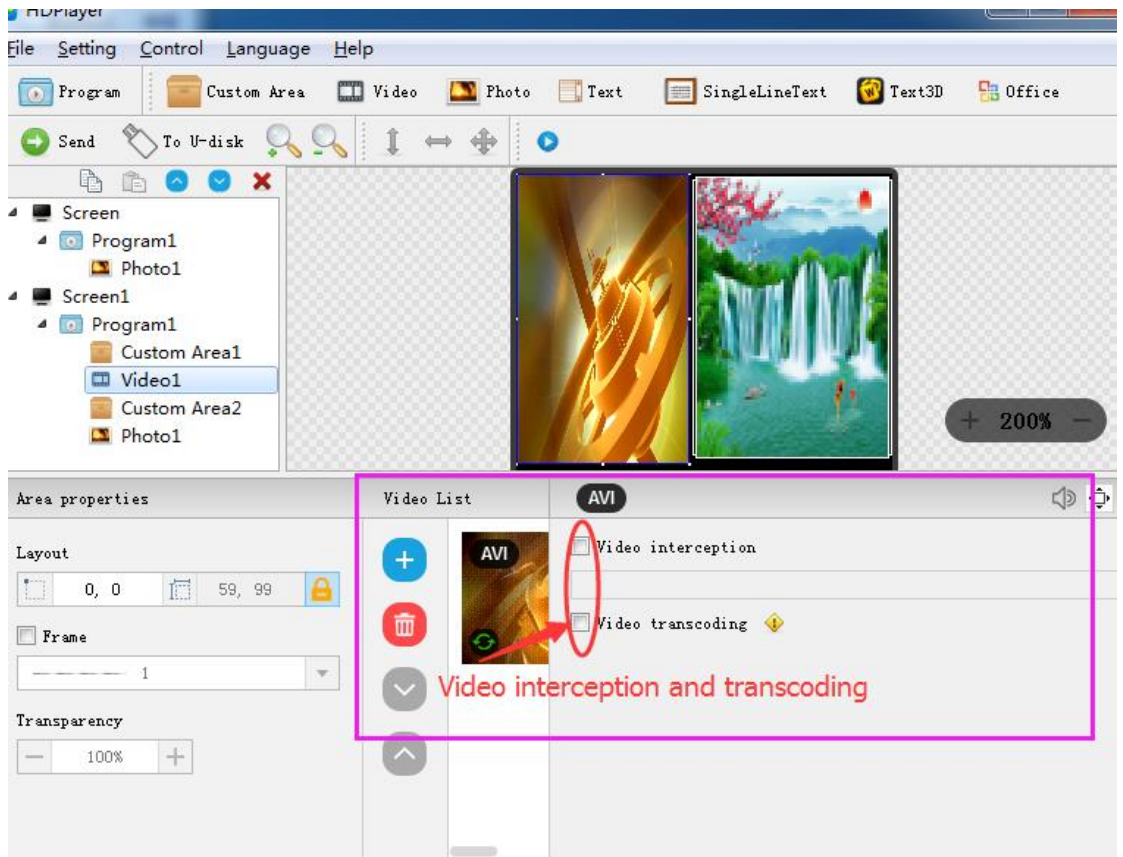


Fig. 4-10 video attributes

## 2) Photo properties

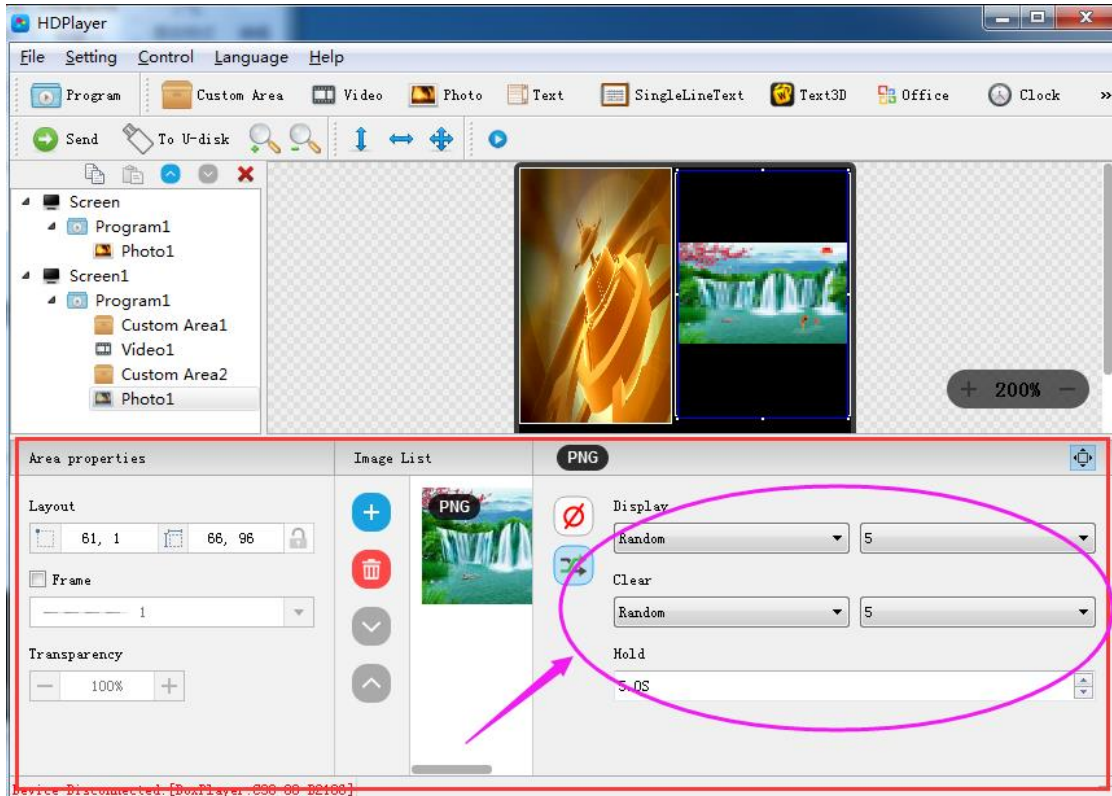


Fig. 4-11 Photo properties

We can set the picture display effects, display speed and the time of the displays and clear.

### 3) Gif animation properties

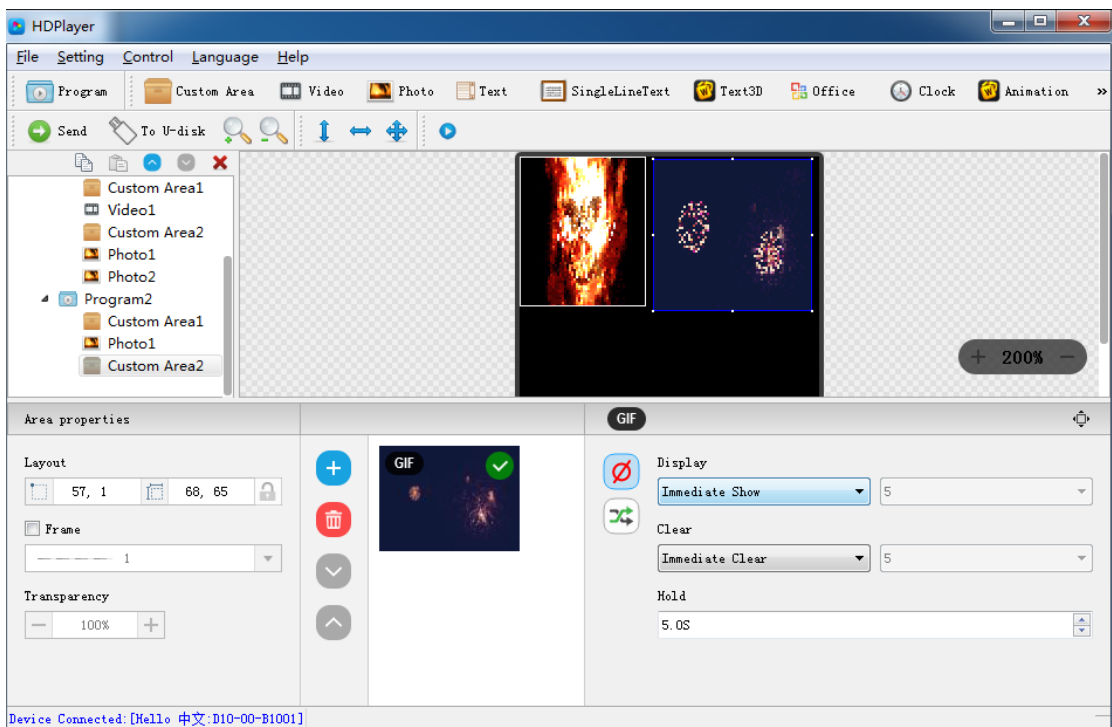


Fig. 4-12 Gif animation properties

We can set the picture display effects, display speed and the time of the displays and clear.

#### 4) Excel、Word、PPT properties

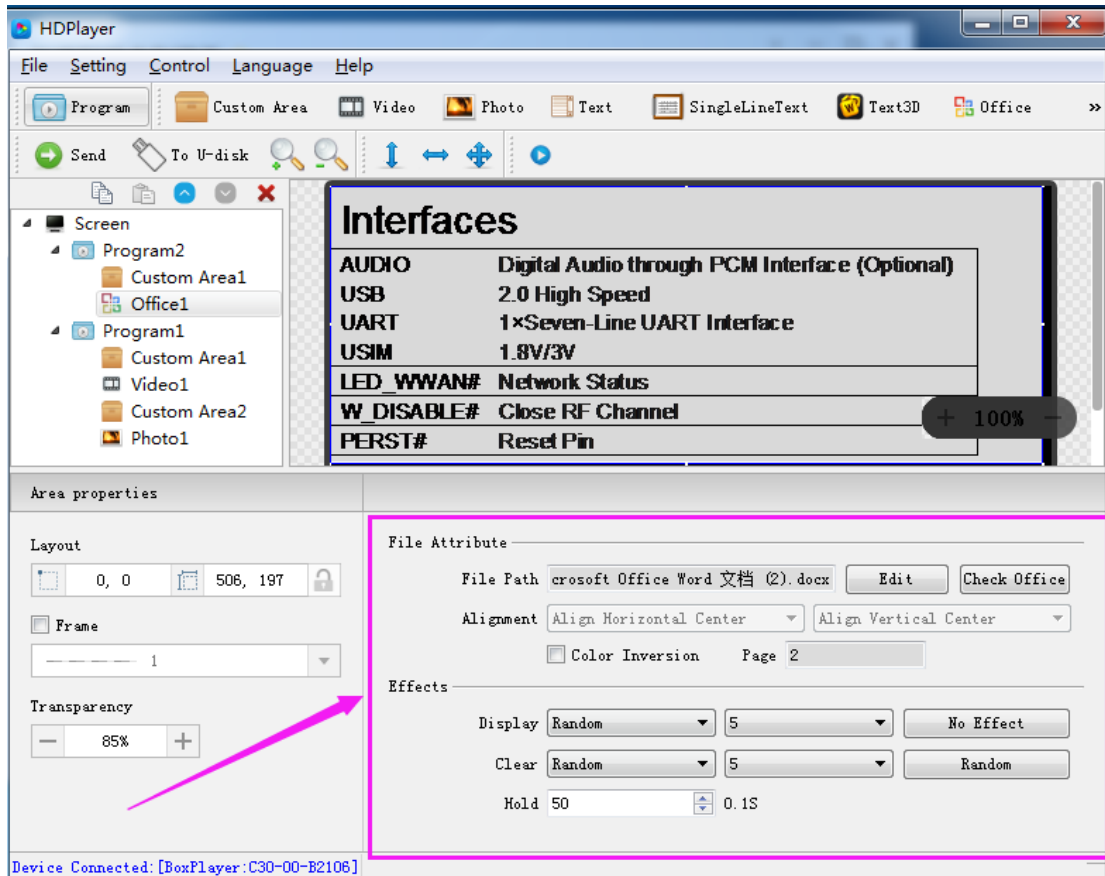


Fig. 4-13 File properties

When you add a document, you need to install a software in Office 2007, Office2010, WPS (software version 5.1.15.0 or later version can support WPS), support Word, Excel, PPT and other formats, you can set the document display effects (40 kinds of display and clear Screen effects), display speed, display and the text color reversal, Excel documents can be set to align (6 in the alignment).

### 7. Add multiple lines Text

Click the "text" to add multiple lines text, to delete the "multi-line text", click the shortcut bar "delete" button.

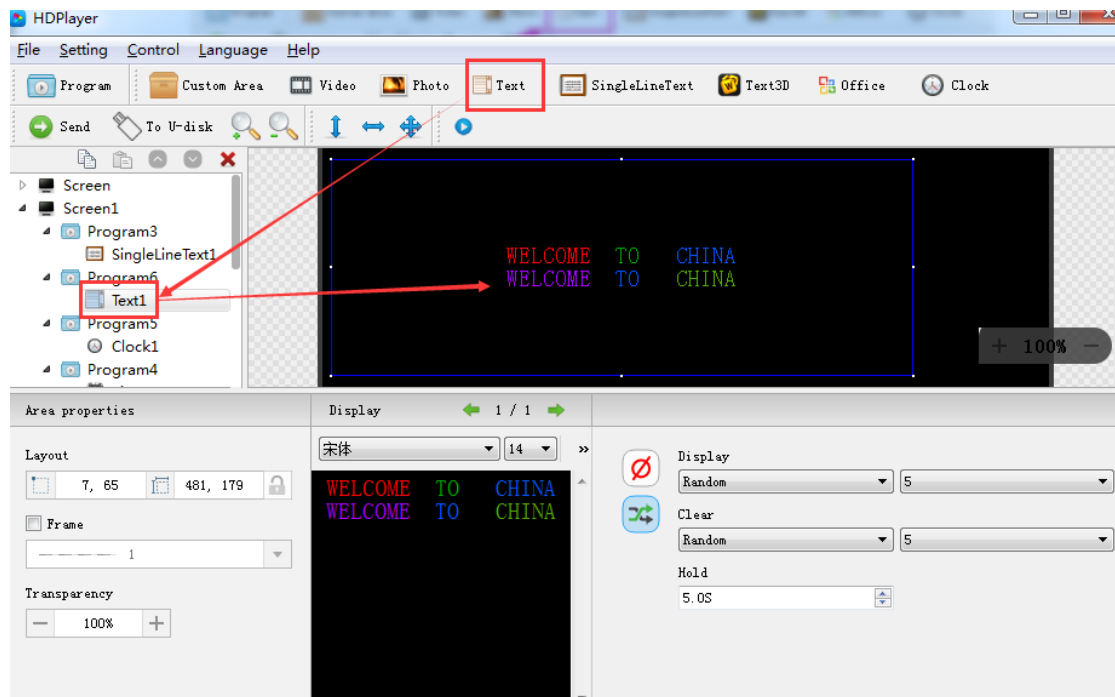


Fig. 4-14 Add Text

## 1) Text attributes

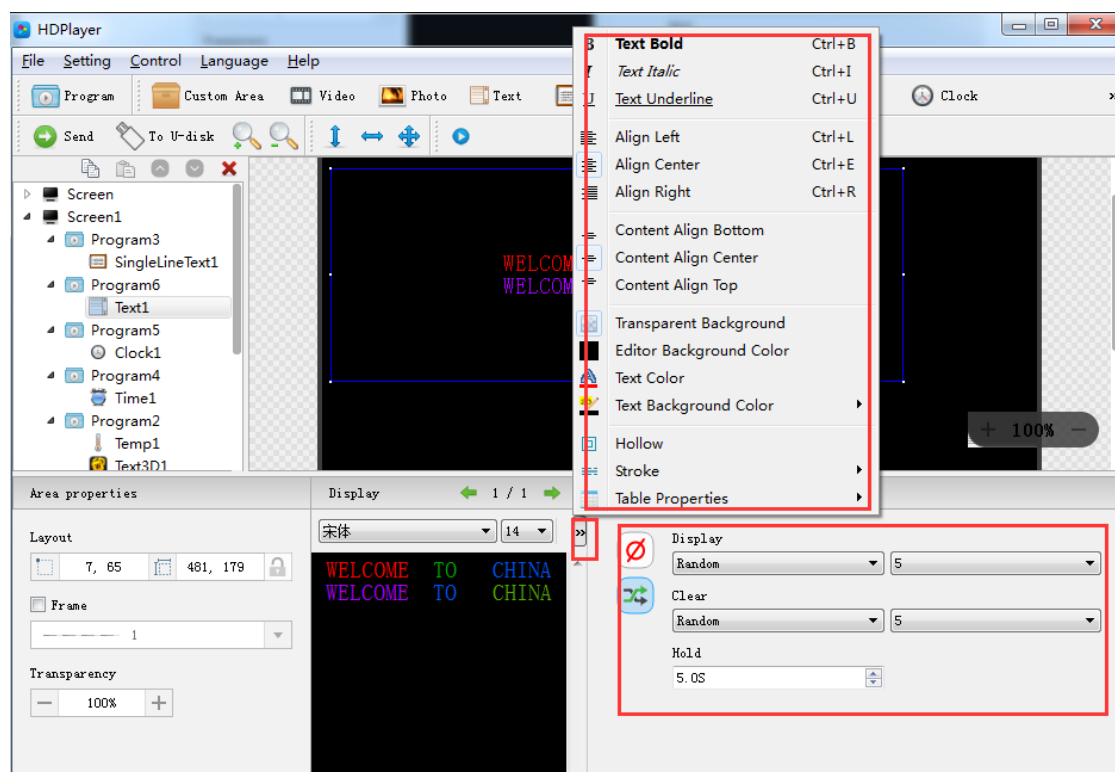


Fig. 4-15 Text attributes

It can set the text display effects (40 kinds of display and clear screen effects), display speed, the time of display and clear screen and text editing, it can also import Word, TXT, RTF and other formats of text;

## 8. Add Single Line Text

Click the "single line text" icon on the toolbar to add a single line of text, click the "Delete" button to delete "single line text".

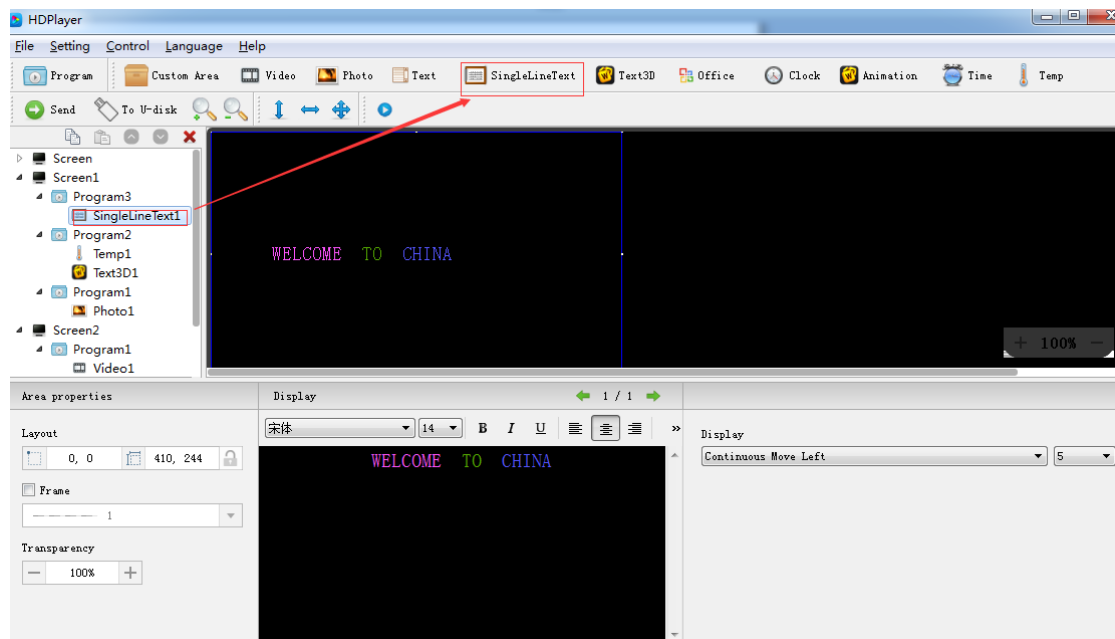


Fig. 4-16 Add Single Line Text

### 1) Add Single Line Text attributes

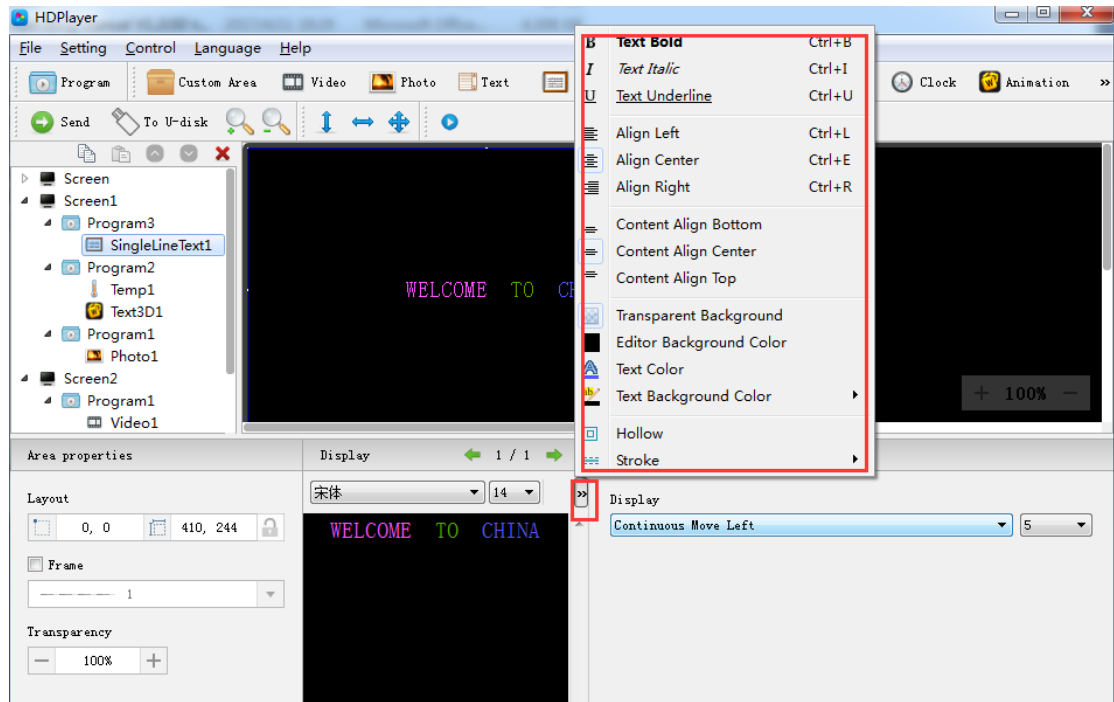


Fig. 4-17 Single Line Text attributes

Support "ordinary effects" and "continuous movement" two special effects, "ordinary effects" can set a single line text display effects (40 kinds of display and clear screen effects), display speed, the time between display and clear screen and the text edit; "continuous movement" can set continuous left or continuous right shift, whether the first connected, playback speed, playback time, playback times, etc.,

## 9. Add Clock

Click the "Clock" icon on the toolbar to add a clock, click the "Delete" button to delete "clock".

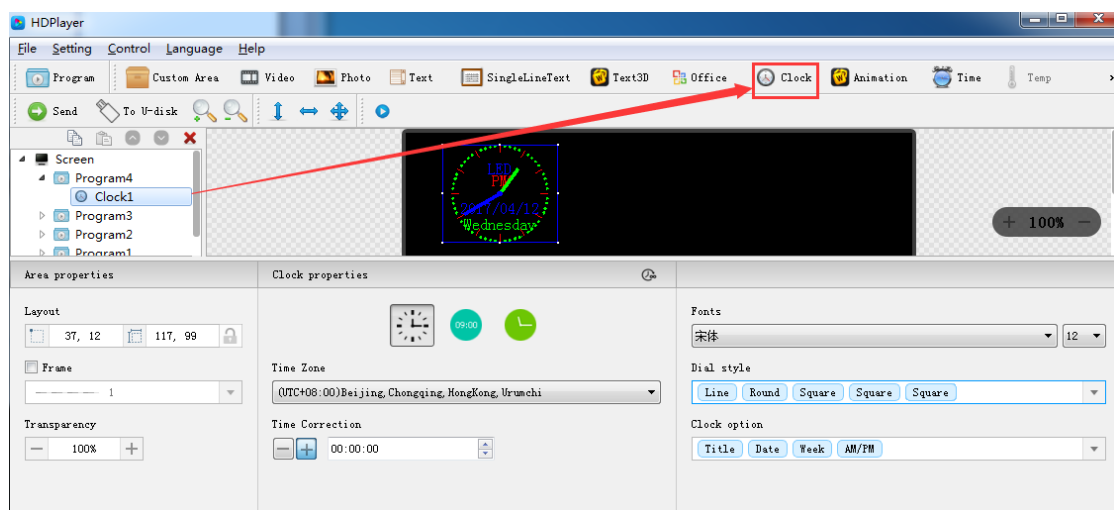


Fig. 4-18 Add Clock

## 1) Clock attribute

Support "analog clock" "digital clock" "picture clock" three clock types. It can set different time zones; the time can be corrected if there is a deviation. We can set description text, spacing, font type, and font size, etc.

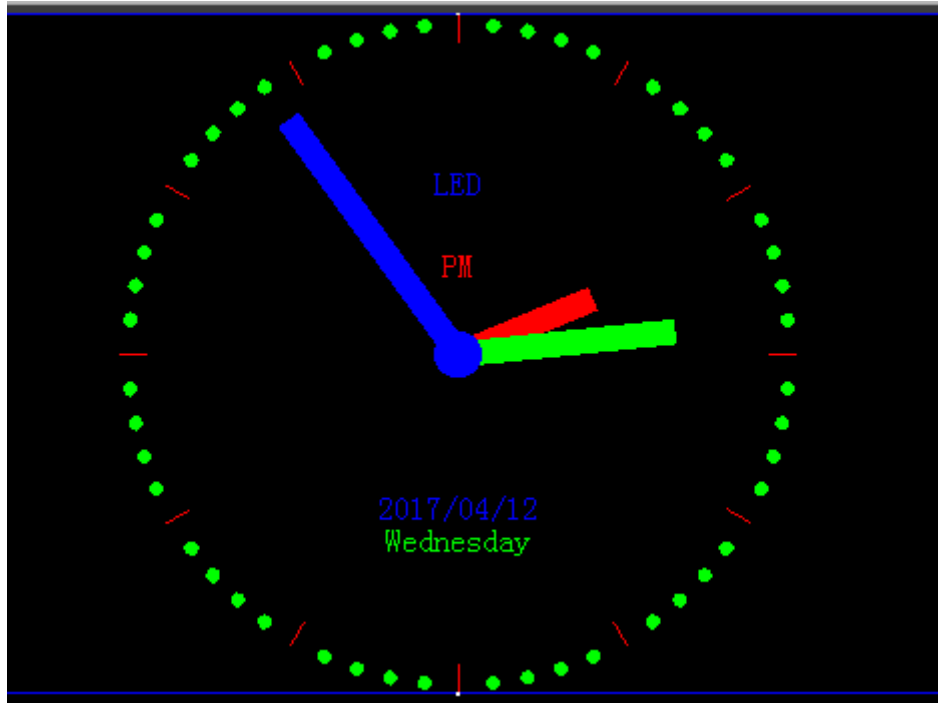


Fig. 4-19 Analog clock display

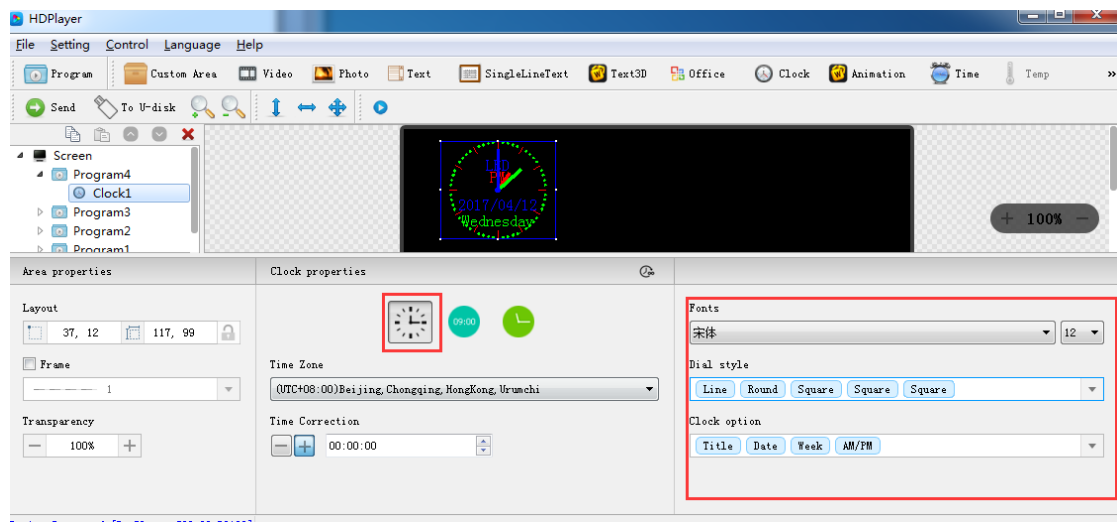


Fig. 4-20 Analog clock attribute

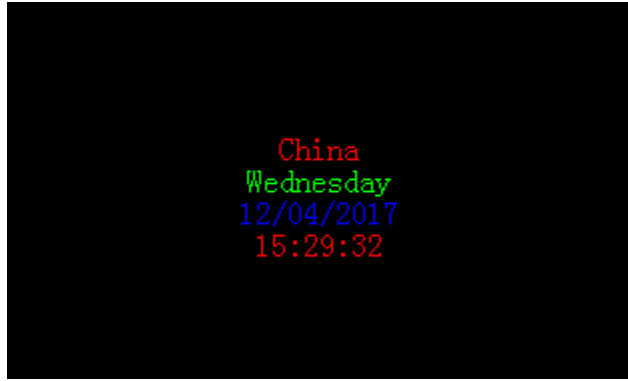


Fig. 4-21 DIGITAL CLOCK DISPLAY

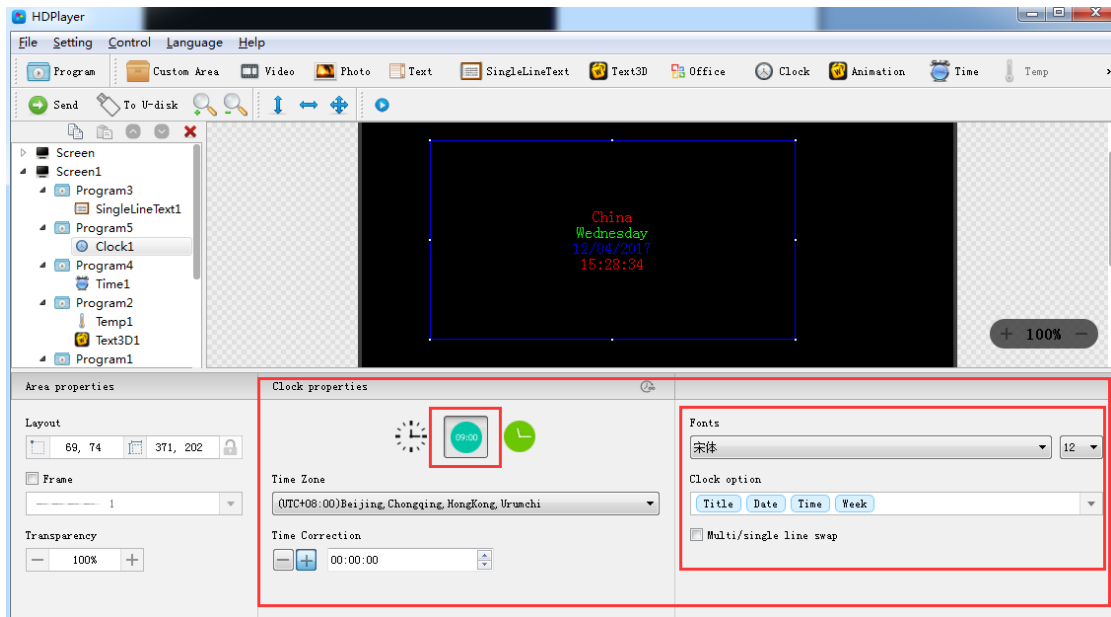


Fig. 4-22 DIGITAL CLOCK ATTRIBUTES





Fig. 4-23 PICTURE CLOCK DISPLAY

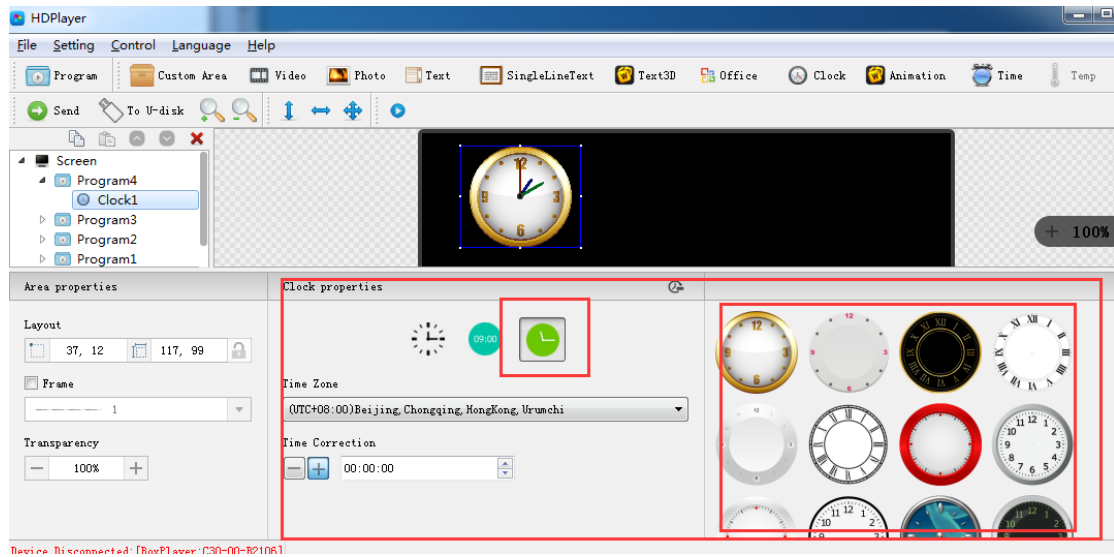


Fig. 4-24 PICTURE CLOCK ATTRIBUTES

## 10. Add Time

Click “Time” icon to add timer, click the "Delete" button to delete "time".

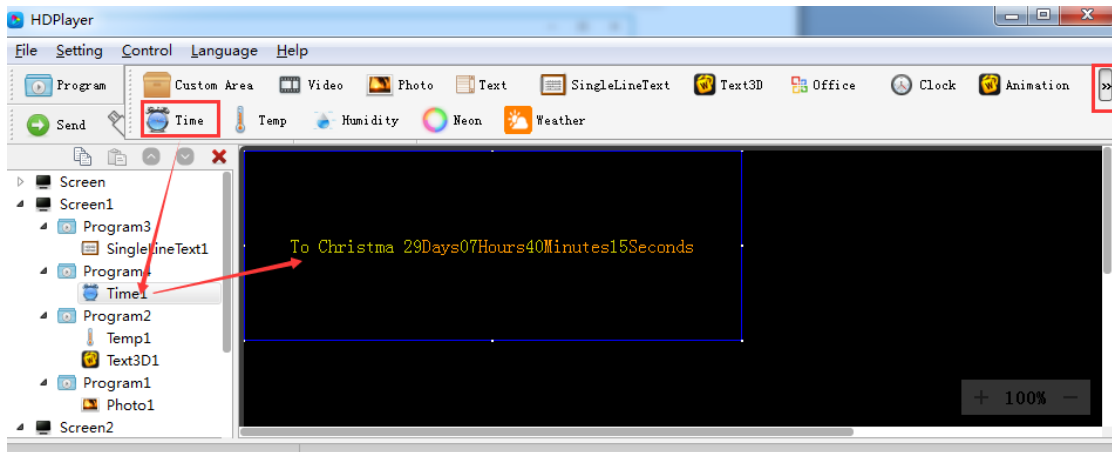


Fig. 4-25 Add Time

### 1) Time attribute

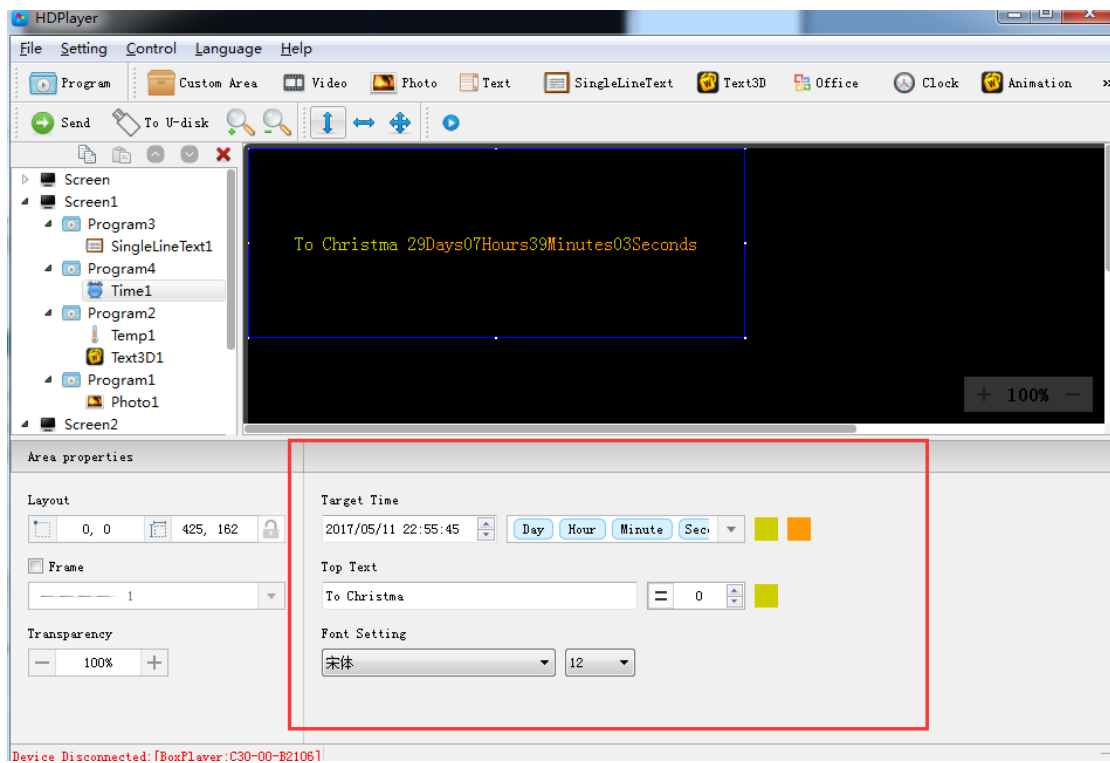


Fig.4-26 Time attributes

We can set timing mode, display mode, goal time, spacing, font type, font size, color etc.

### 11. Add Temperature

Click Temperature icon to add this mode, click the "Delete" button to delete "tem".

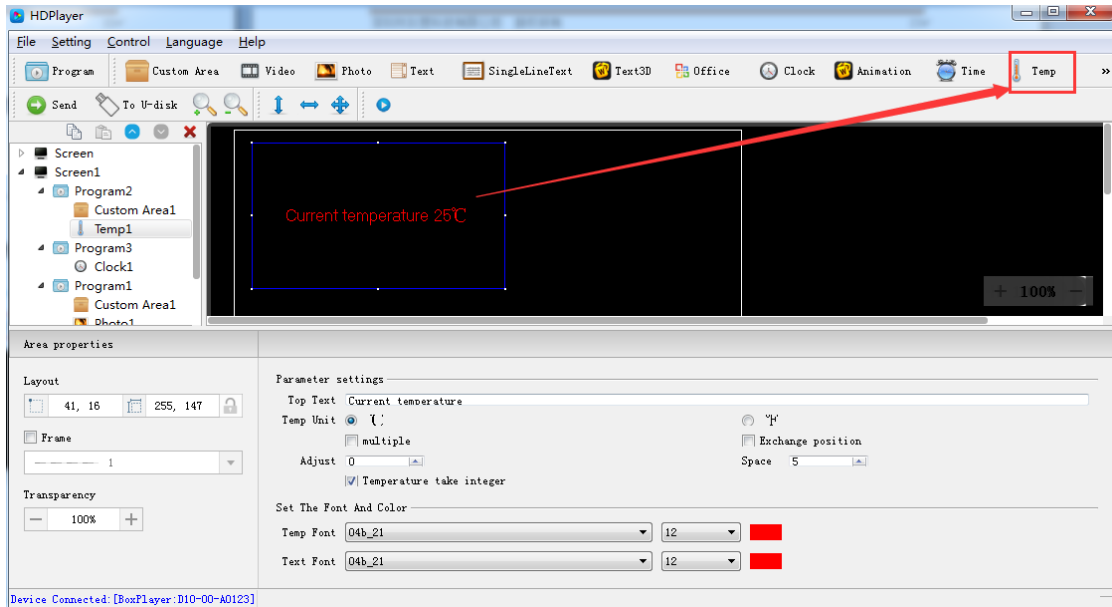


Fig. 4-27 Add Temperature

Notice: temperature sensor need to be welded on control card to ensure a correct temperature value show on the led screen.

### 1) Temperature Attribute

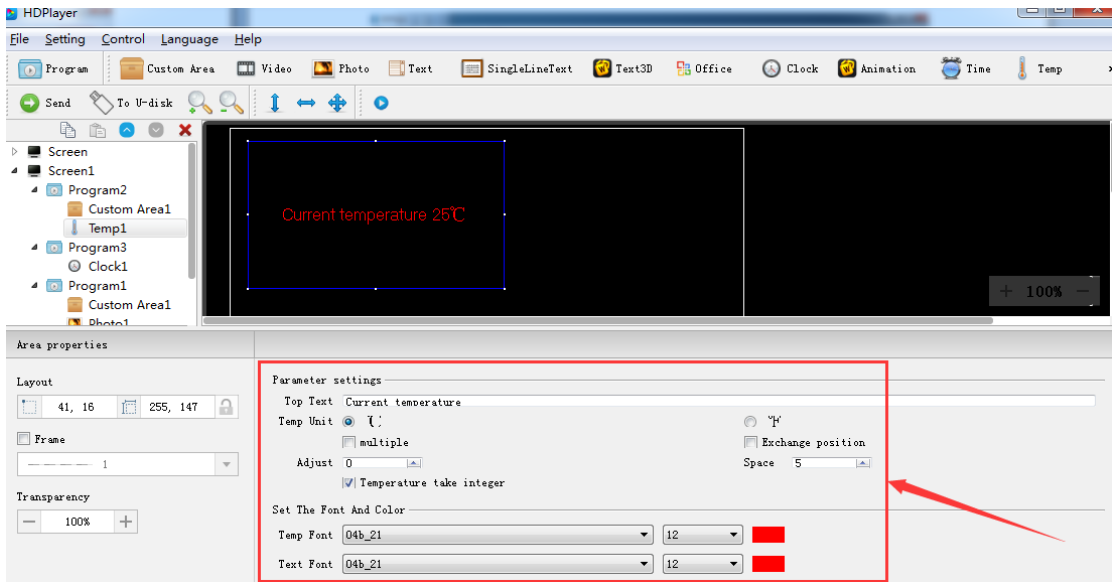


Fig. 4-28 Temperature Attribute

Support setting the font size, color, temperature unit etc.

## 12. Add animation characters

Click animation character icon to add this mode, click the "Delete" button to delete this item.

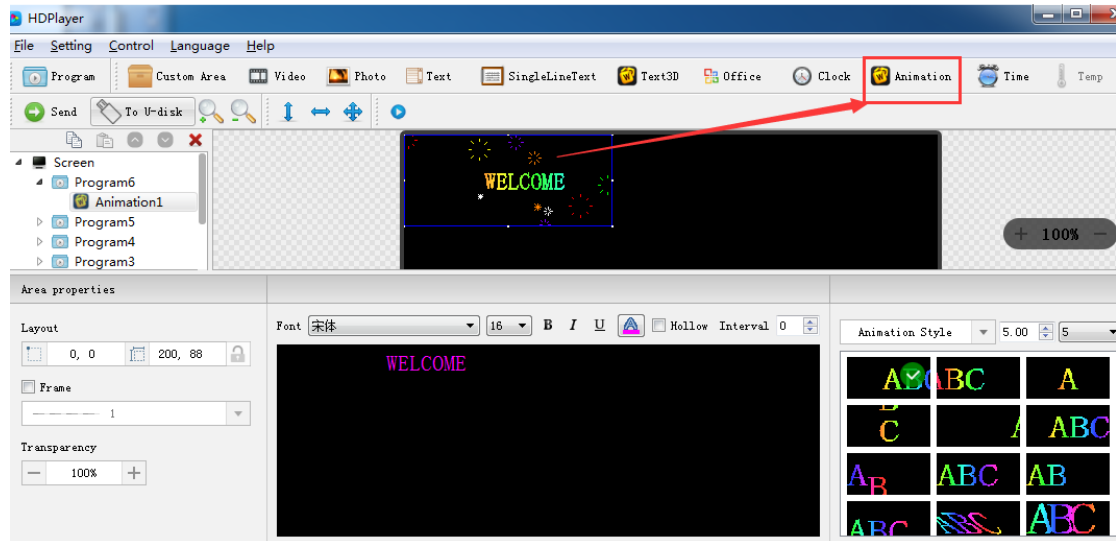


Fig. 4-29 Add animation characters

### 1) Animation characters Attributes

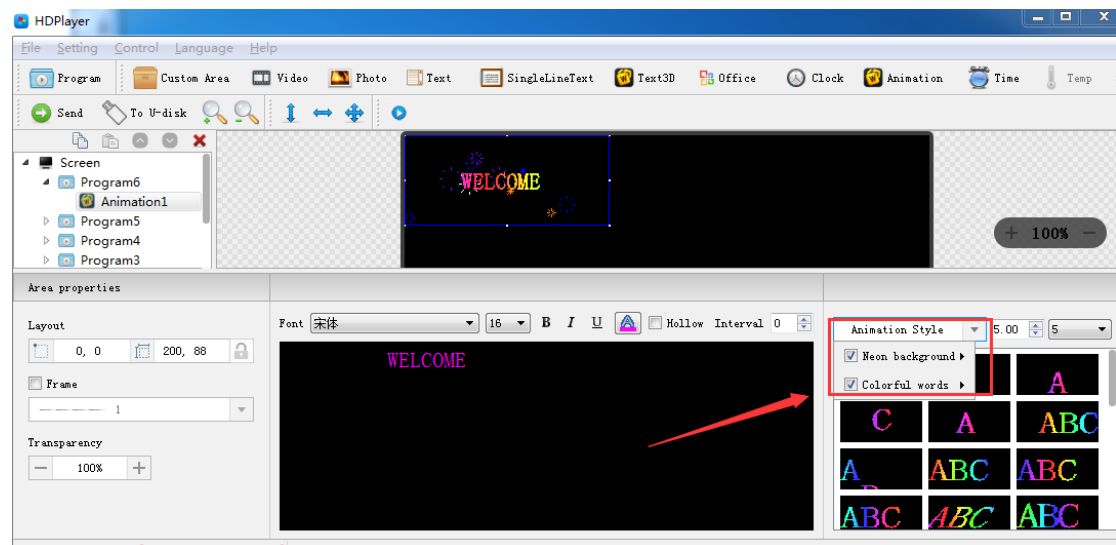


Fig.4-30 Animation characters Attributes

Support setting the font description, font color, font special effect, special effect speed etc.

## 13. Add Humidity

Click "Humidity" icon to add this mode, click the "Delete" button to delete this item.

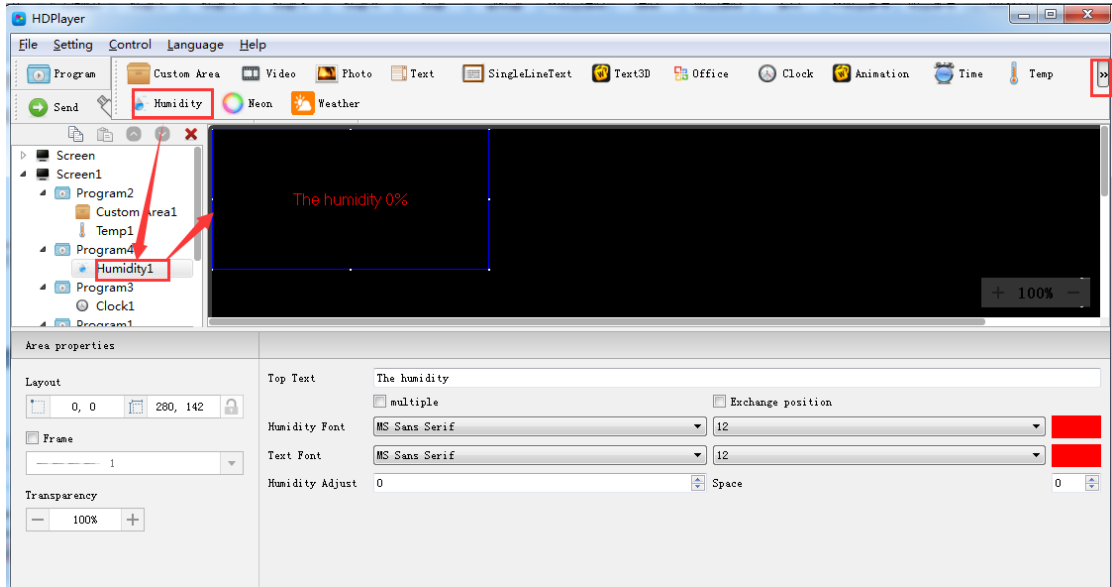


Fig. 4-31 Add Humidity

Notice: Humidity sensor need to be welded on control card to ensure a correct humidity value show on the led screen.

### 1) Humidity Attribute

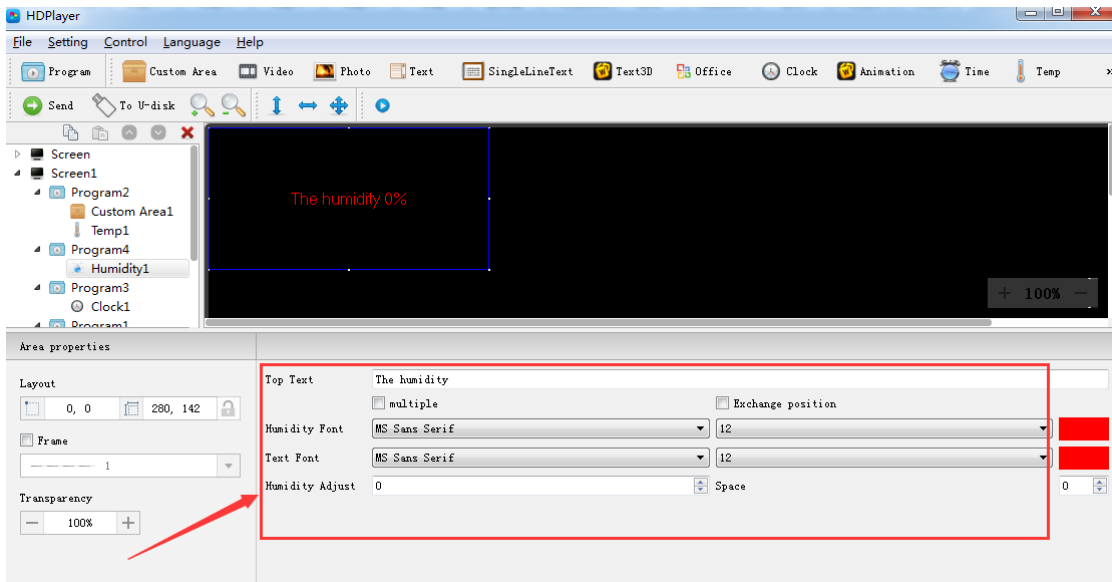


Fig. 4-32 Humidity Attribute

Support setting the font size, font color, humidity unit etc.

## 14. Add Neon

Click “Neon” icon to add this mode, click the "Delete" button to delete this item.

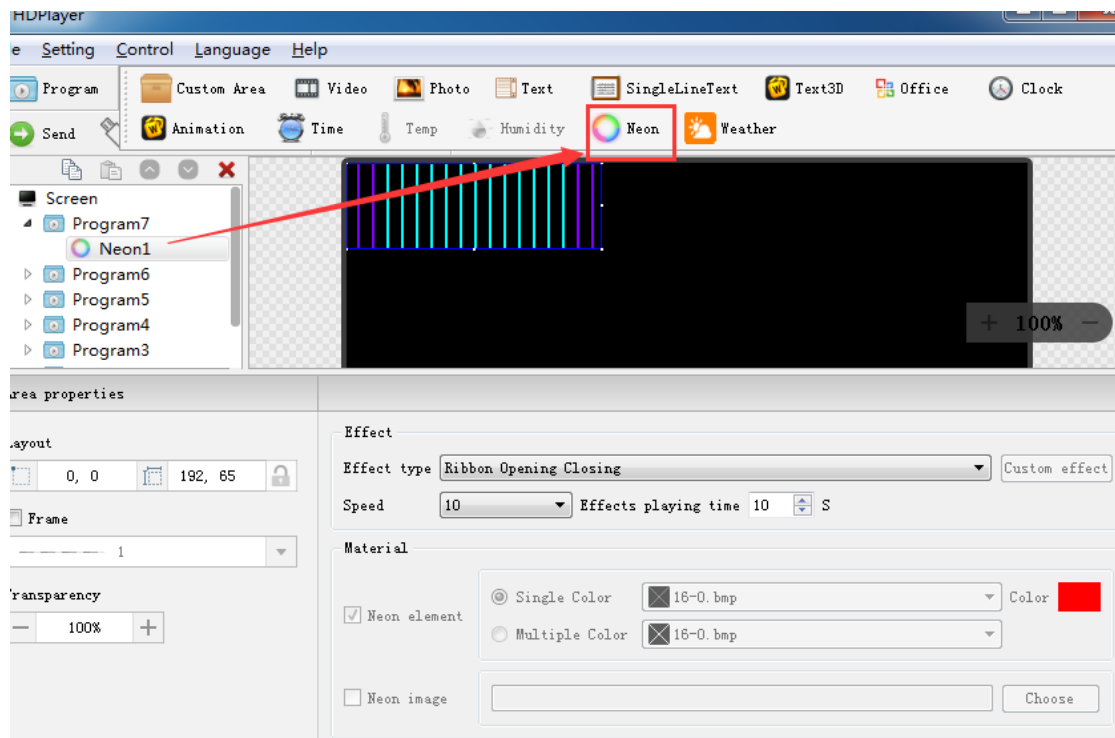


Fig. 4-33 Add Neon

### 1) Neon Attribute

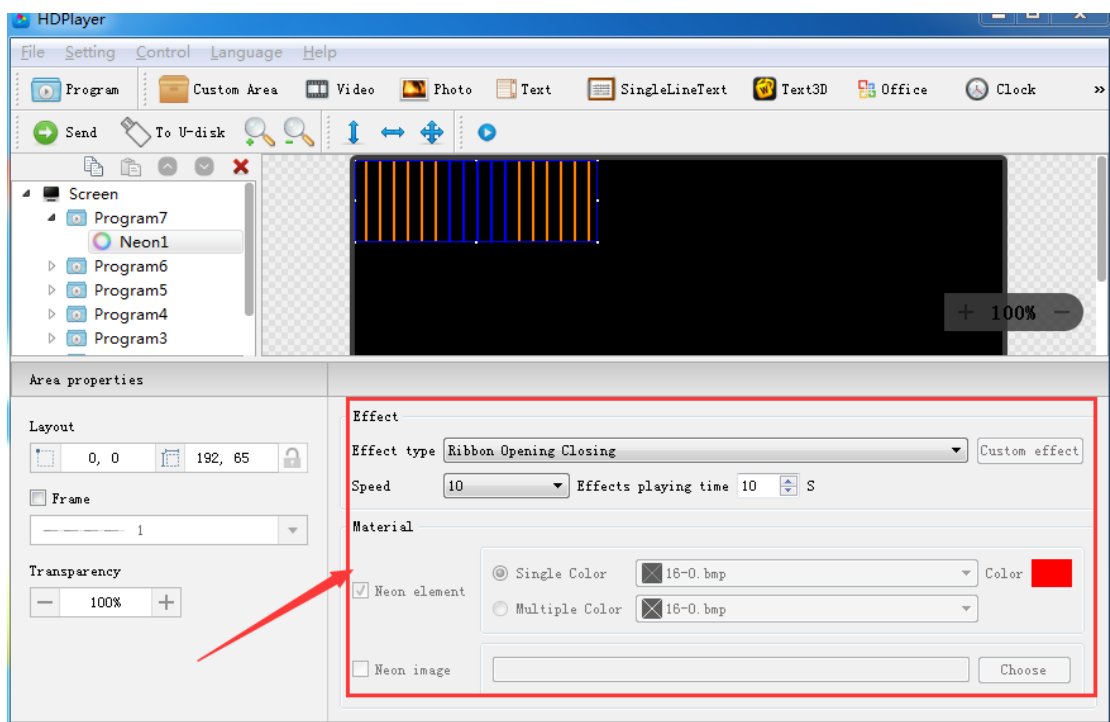


Fig. 4-34 Neon Attribute

## 15. Program Preview & Save

### 1) Program Preview

After finishing editing program, click  to play, click  to pause, and click  to stop.

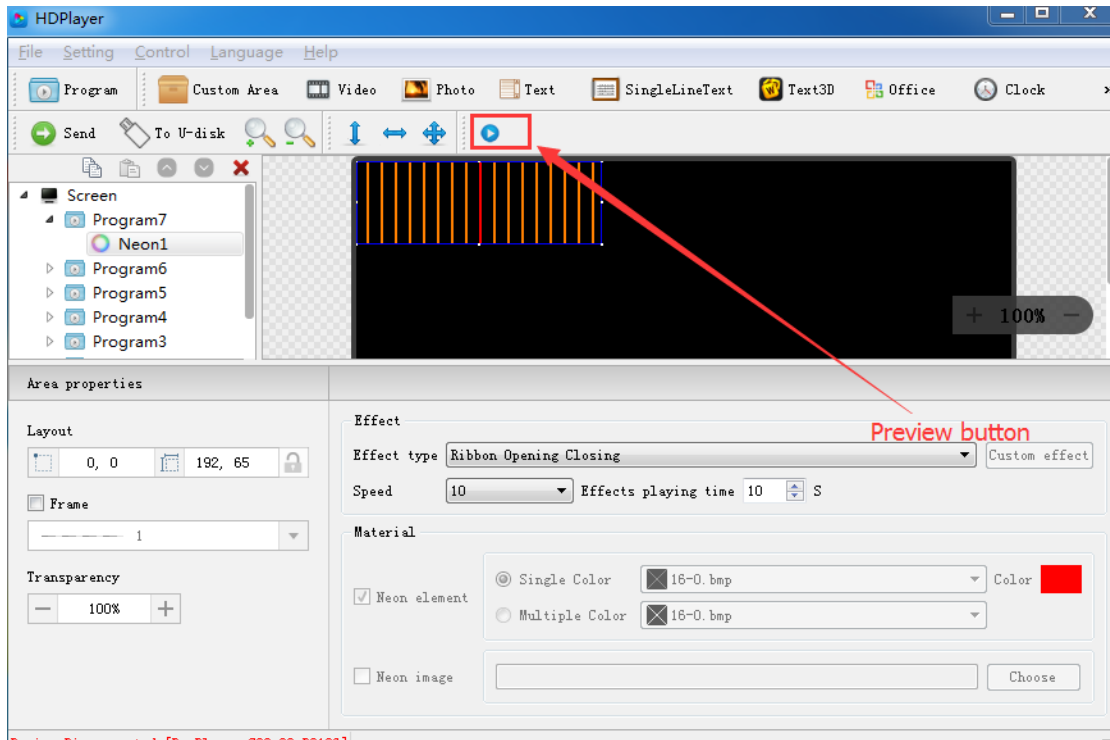


Fig. 4-35 Program Preview

**Play:** Program could not be edited while the screen is under a loop playback;

**Pause:** Program could not be edited while the screen is on pause status.

**Stop:** Screen will display the contents before operating, back to editing status.

### 2) Program Saving

Choose **File** → **Save** , or press “Ctrl” and “S”, edited program will be saved on a default file named work, file name will be “screen name. boo”, users can choose **File** → **Open** for using.

Choose **File** → **Save as** , users can choose the saving location and set the file name, and then open to use at next time.

## 16. Import & Export Program

Choose **File** → **Export** , export the edited program to specified directory, for the next using in different computer.

Choose **File** → **Import** , import the exported program into software.

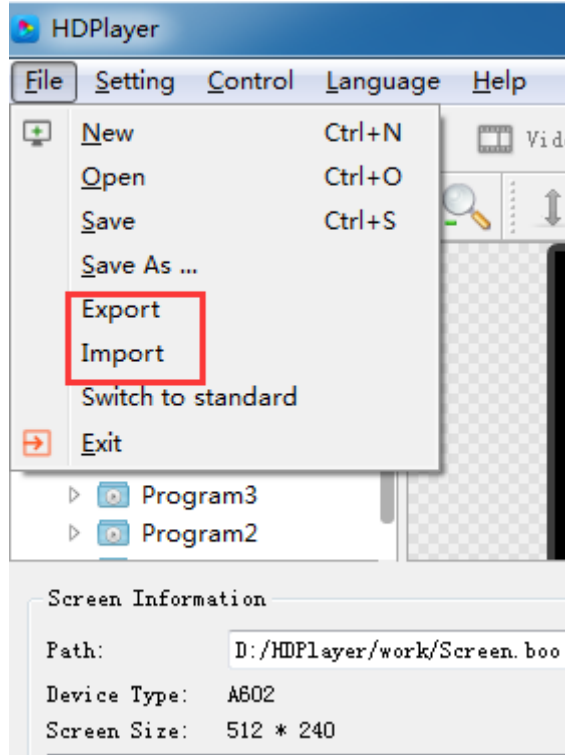


Fig. 4-36 Import & Export Program

## 17. Add 3D Text

Click “3D Text” icon to add 3D subtitle; click “delete” button to delete it.

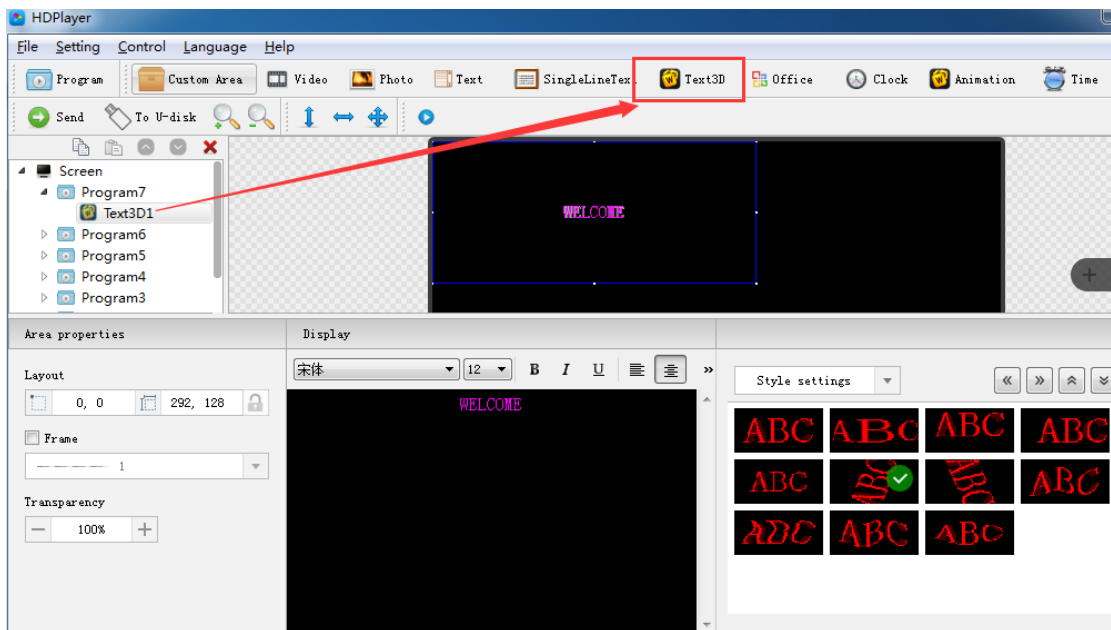


Fig. 4-37 Add 3D Text

### 1) 3D Text Attribute



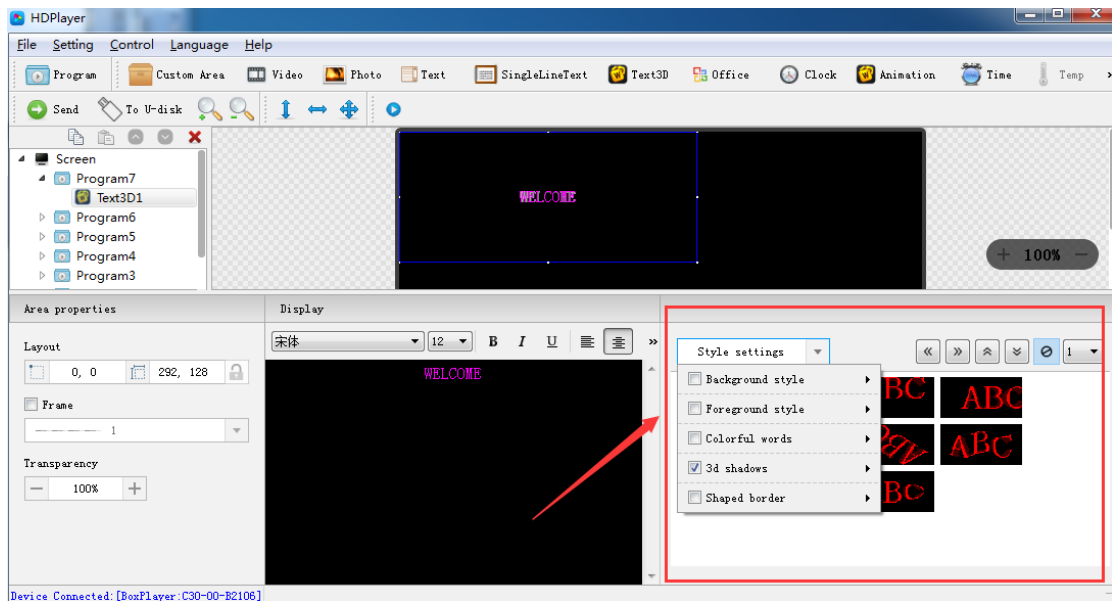


Fig. 4-38 3D Text Attribute

## 18. Add Weather

Click “Weather” icon to add weather; click “delete” button to delete it.

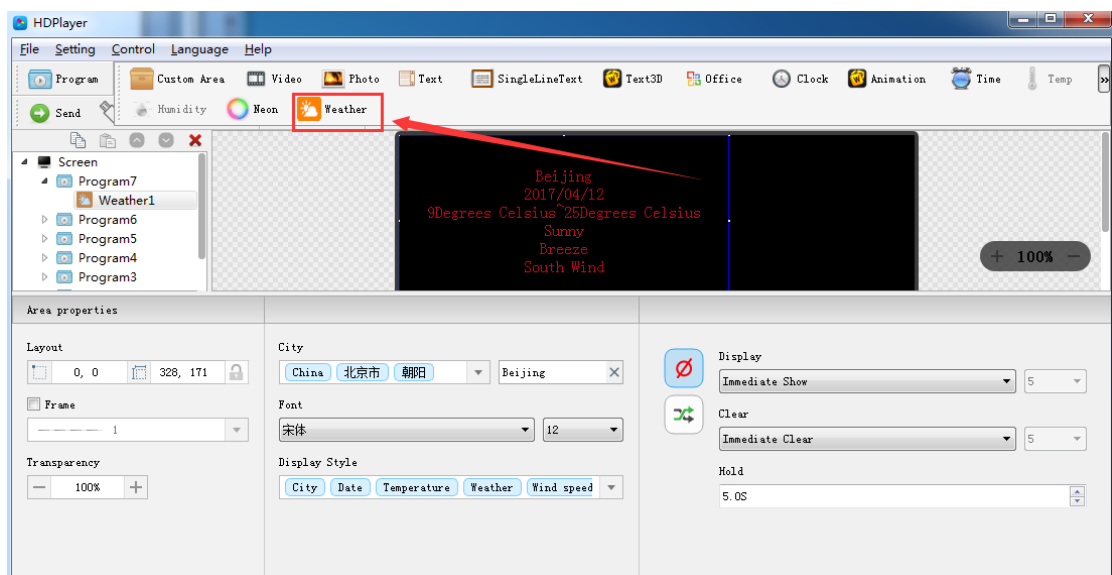


Fig. 4-39 Add Weather

### 1) Weather Attribute

Users can modify city weather and set the font, display type etc.

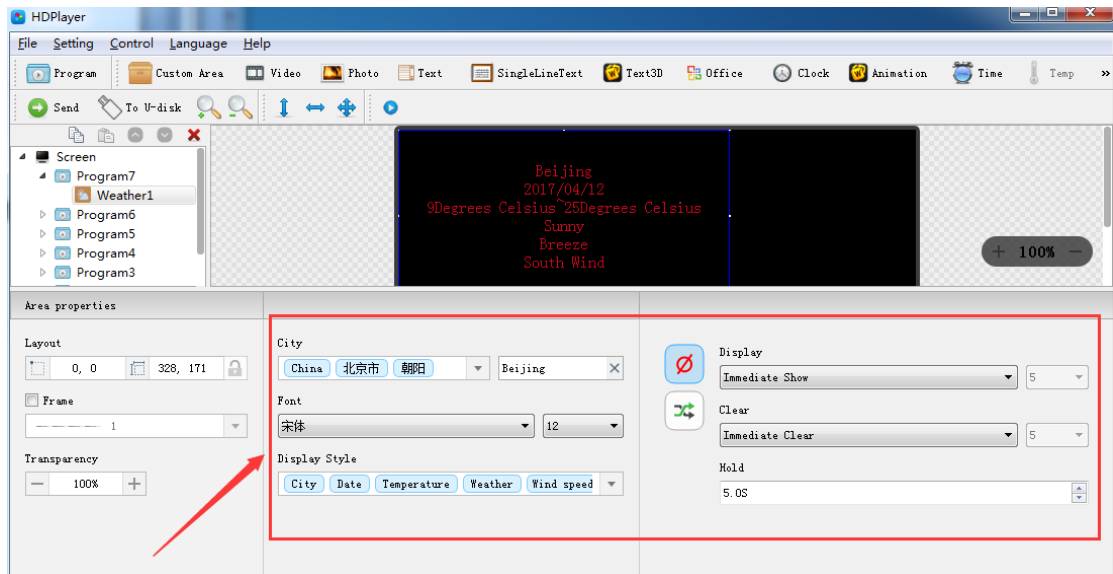


Fig. 4-40 Weather Attribute

**Notice: above functions can also be added on custom area.**

# Chapter 5 Program Update

After finishing editing, the contents can be sent to the screen and will be showed on screen. The control card support updating programs through network and U-Disk. Meanwhile, it supports U-disk to expand memory limitless.

## 1. Network Cluster sending

Before sending the program, connect screen and control card by steps: **【control】** → **【device Bind】** . When connect screen with multiple card, program will send to all cards simultaneously (cluster sending); when connect multiple screens with one card, ongoing program will be replaced by later sending program.

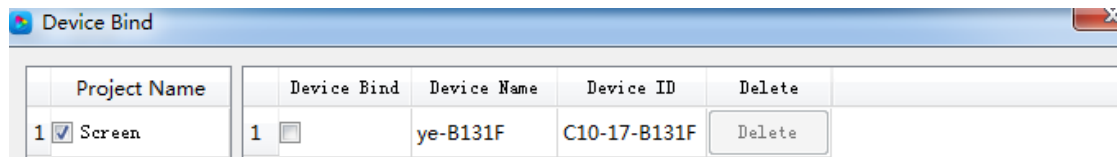
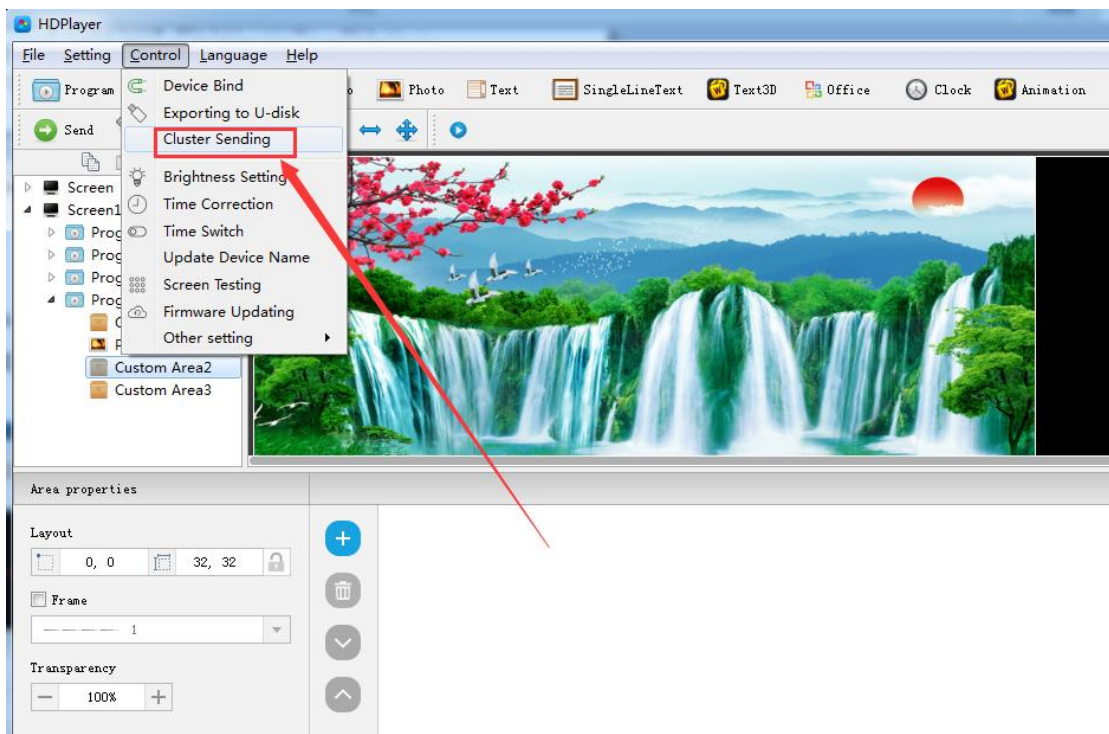


Fig. 5-1 Device Bind

Click **【Control】** → **【Cluster sending】** or click sending button on tool bar, program will be sent to the associated card.



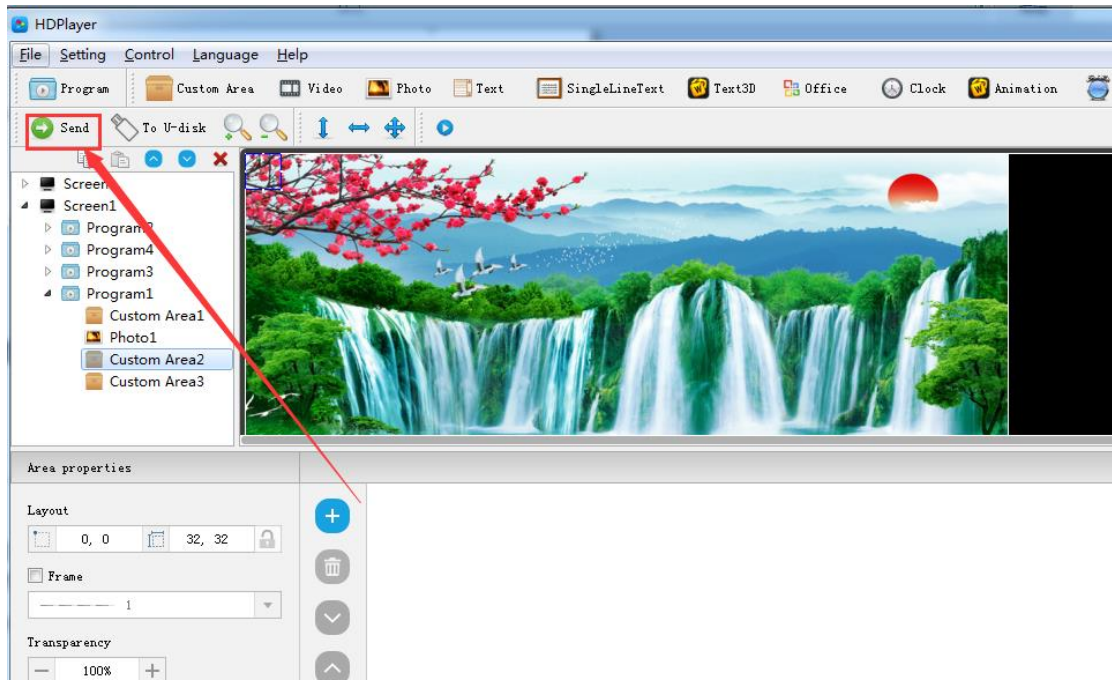


Fig.5-2 Network Cluster sending

## 2. Update program by U-Disk

Plug U-Disk into PC, click **control** -> **export to U Disk** or click **Export to U-Disk** on tool bar, choose “Update Program”, programs will be exported into U-Disk.

Plug U-Disk into control card, program on U-Disk will be copied to the card's storage board; screen will come out the tips.

Take away the U-Disk after copy. Screen will display the new program. Repeat same operation when renew program.

USB extension cable should be within 5m.

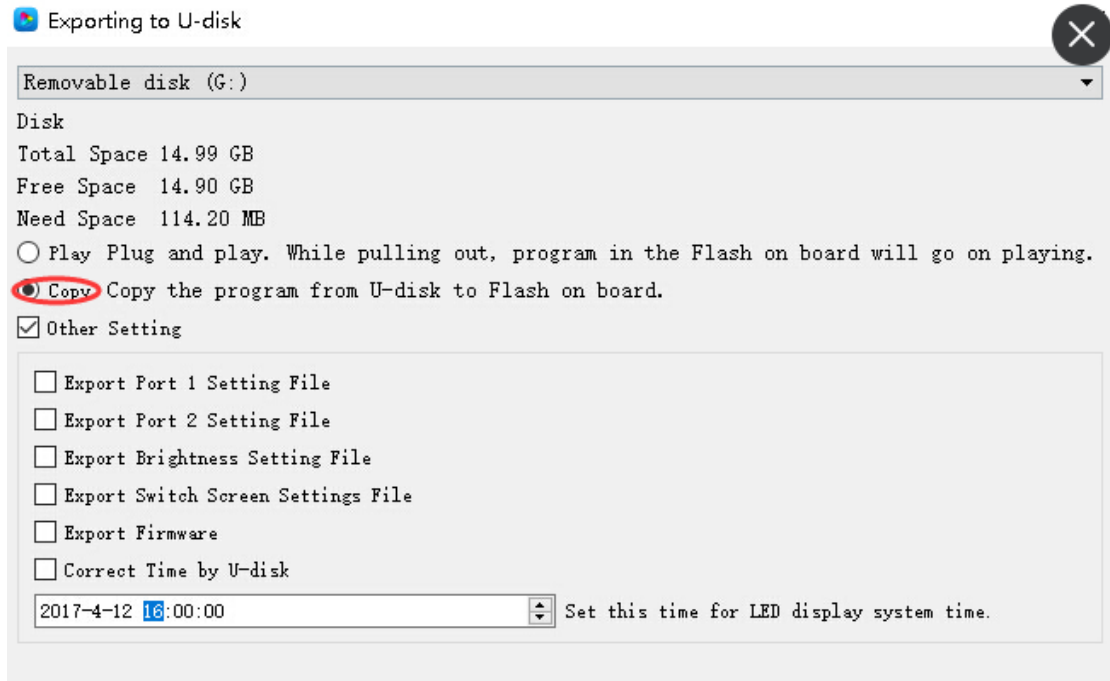


Fig. 5-3 Update program by U-Disk

### 3. U-Disk expand memory Limitless

Choose “Display” after exporting program to U-Disk. Control card will display contents on U-Disk after inserting U-Disk into card. (No need to restart computer, program will begin display once inserting U-Disk into card). By this way, users can extend programs contents according to memory of U-Disk.

5m USB extension cable also support for U-Disk Display.

Exporting to U-disk

GSP1RMCULXF (G:)

Disk  
Total Space 7.60 GB  
Free Space 4.38 GB  
Need Space 114.20 MB

Play Plug and play. While pulling out, program in the Flash on board will go on pla  
 Copy Copy the program from U-disk to Flash on board.

Other Setting

Export Port 1 Setting File  
 Export Port 2 Setting File  
 Export Brightness Setting File  
 Export Switch Screen Settings File  
 Export Firmware  
 Correct Time by U-disk

2017-4-12 16:00:00 Set this time for LED display system time.

Fig. 5-4 U-Disk expand memory Limitless

# Chapter 6 System Setting

Click **【setting】** -> **【system setting】** , it has saving warning, delete warning, using password, automatic log on setting.

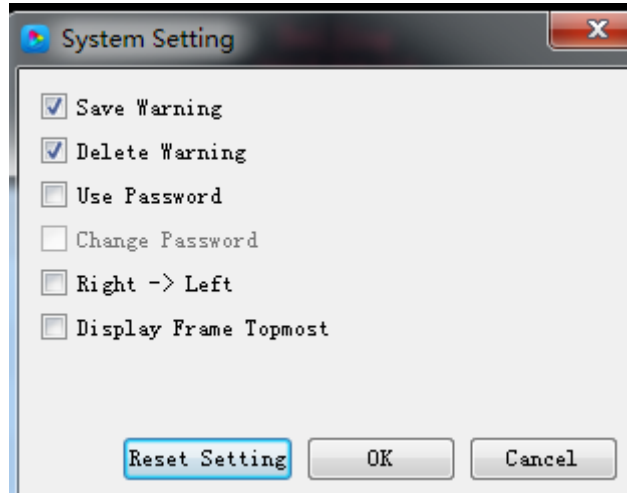


Fig. 6-1 system setting

## **Saving warning:**

When tick it, saving warning will pop out when exit the software; or else, software will save automatically without warning.

## **Delete warning:**

When tick it, delete warning will pop out when exit the software; or else, software will delete automatically without warning.;

## **Using password:**

When tick it, users will need to input password to enter “hardware setting”、 “firmware upgrade” or cancel password; Or else, software will regard user as administrator thus no need to input password.

Default password is “168” or “888”.

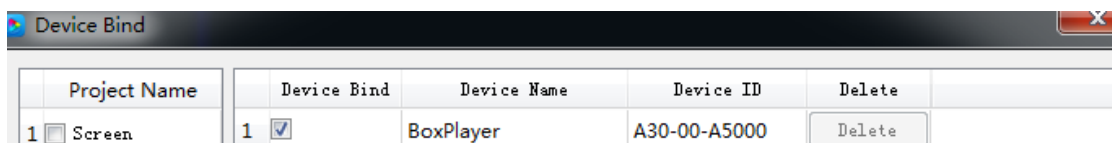
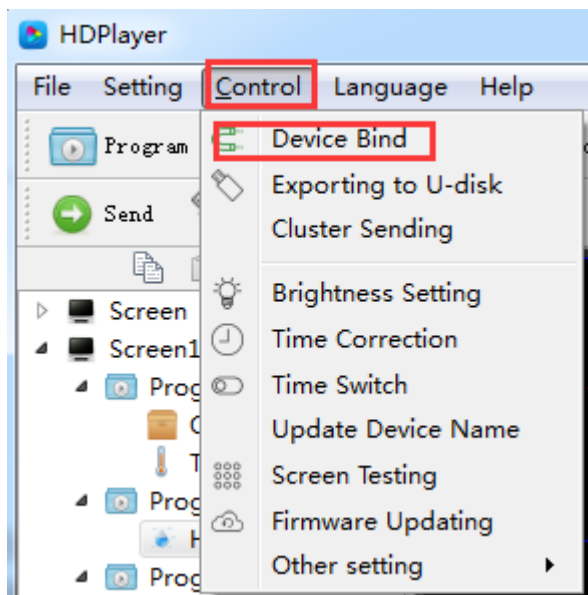
# Chapter 7 System Control

In Software, click “Control”, and it include below total 9 functions:

(Device bind, Boot screen, Brightness setting, Time correction, Cluster sending, Export to U-disk, Screen testing, Firmware updating, Device network information).

## 1. Device bind

It means the relationship between the display and the sending controller. Bind the controller together with display, programs on screen will be sent to controller.



Project Name	Device Bind	Device Name	Device ID	Delete
1 <input type="checkbox"/> Screen	1 <input checked="" type="checkbox"/>	BoxPlayer	A30-00-A5000	Delete

Fig. 7-1 Device Bind

Users can bind multiple controllers with one screen, and can also bind multiple screens with one controller.

## 2. Brightness setting

After connecting device, choose controller ID and network port so that can adjust brightness. “Network port 1” adjust brightness of port 1, “Network port 2” adjust brightness of port 2.

When connected the sending controller ID, at the left bottom left shows tip “Got brightness successfully”, then can start setting.



Three types of brightness setting for choice: 1. Brightness setting; 2. Brightness setting according to time; 3. Brightness setting according to environment.

### 1) Default Brightness Adjustment

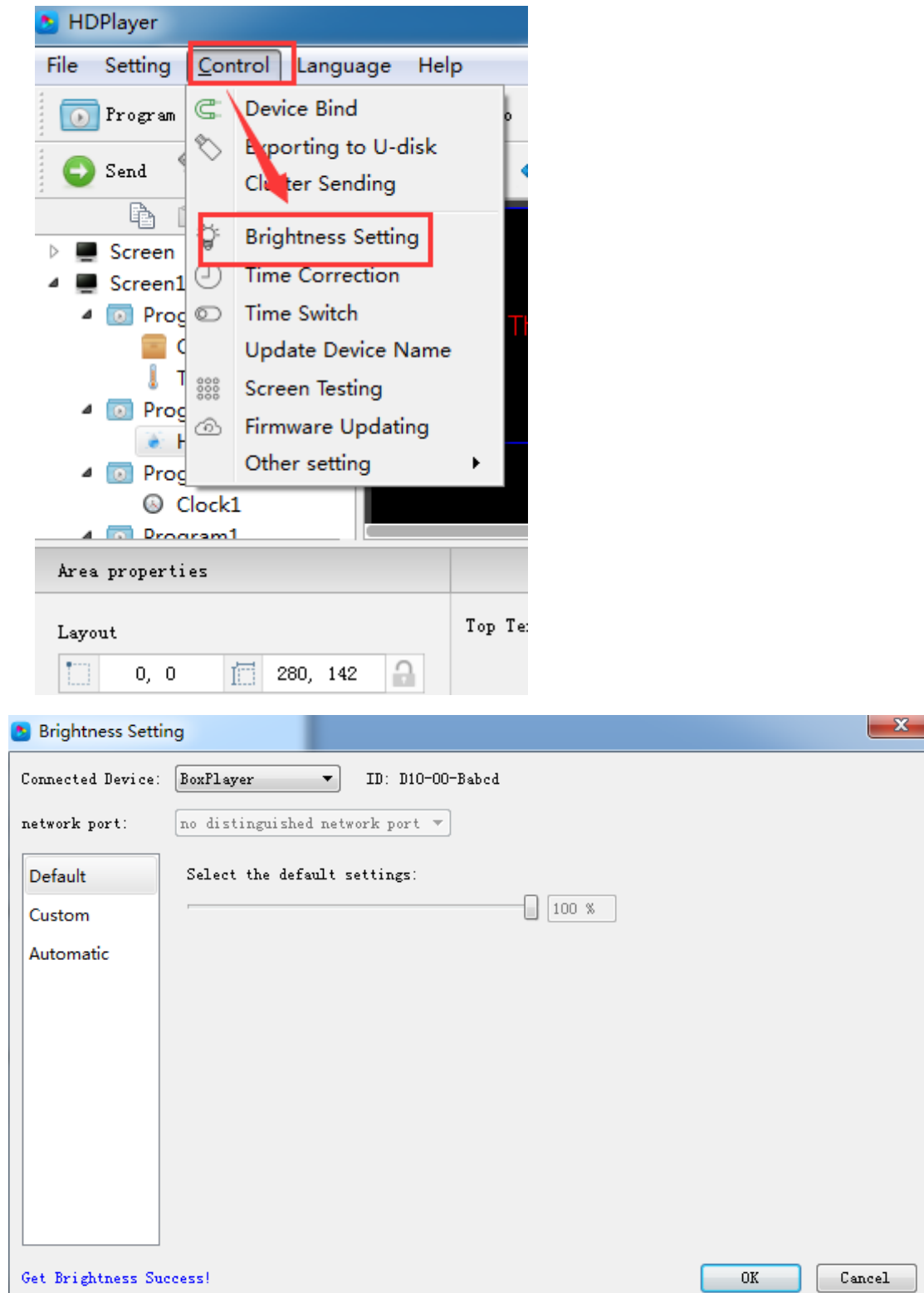


Fig. 7-2 Default Brightness Adjustment

## 2) Custom brightness

Tick it after setting the time and brightness and then click “ok”, on left bottom will see tip “set successfully”, it means save in controller. Choose Adding option can have multiple setting for user-defined data range. The defaults are three user-defined options.

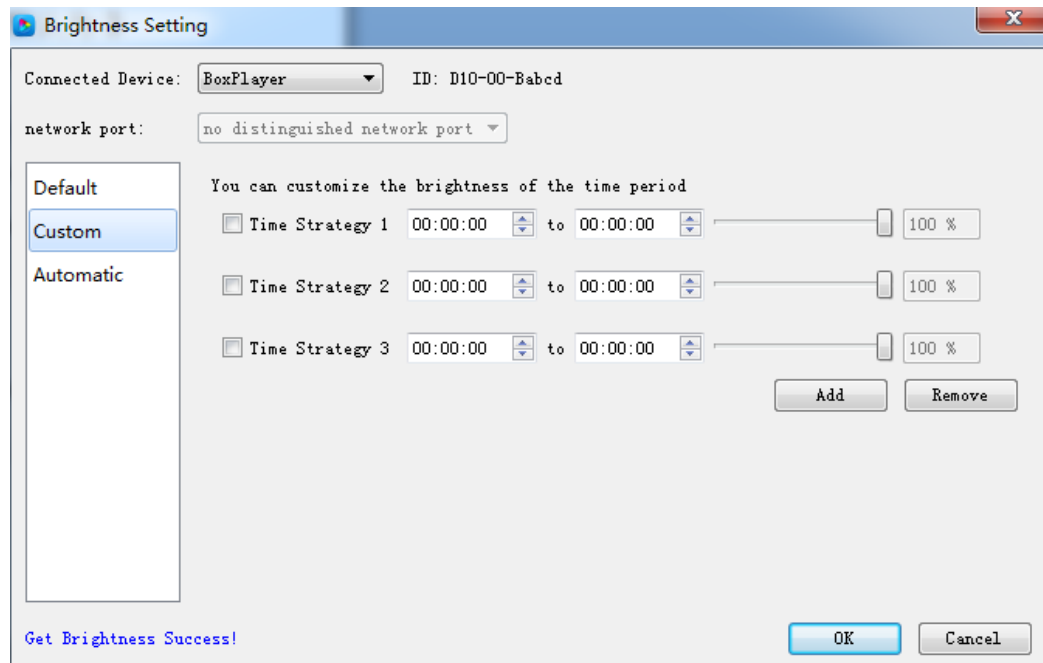


Fig. 7-3 Custom brightness

## 3) Automatic Adjustment

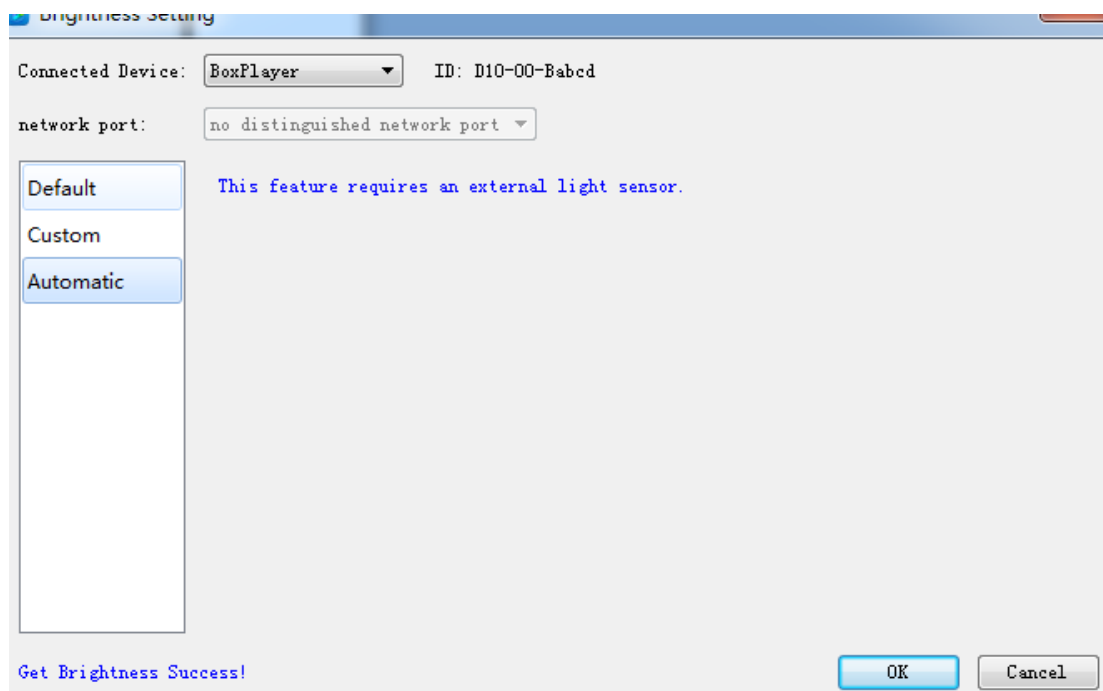


Fig. 7-4 Automatic Adjustment

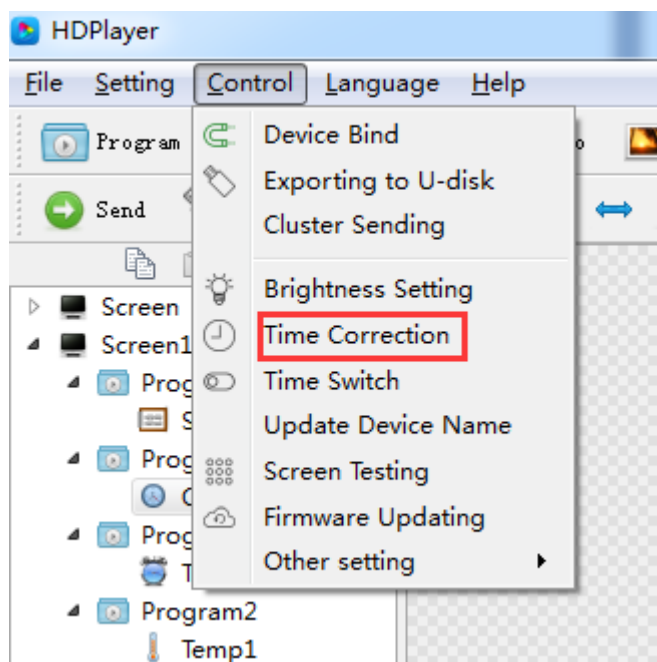
Note: The brightness must have an external brightness sensor for automatic adjustment, otherwise this function is invalid.

### 3. Time Correction

After connecting device, choose ID of the controller that need to correct time. On left bottom will show a tip “get time successfully” then can start time correction. System will adjust time automatically according to time zones setting by computer and controller.

#### 1) Synchronous Correction

Time will be synchronous with computer time. Choose option “OK”, on left bottom will show “Set Successfully”, means set successfully.



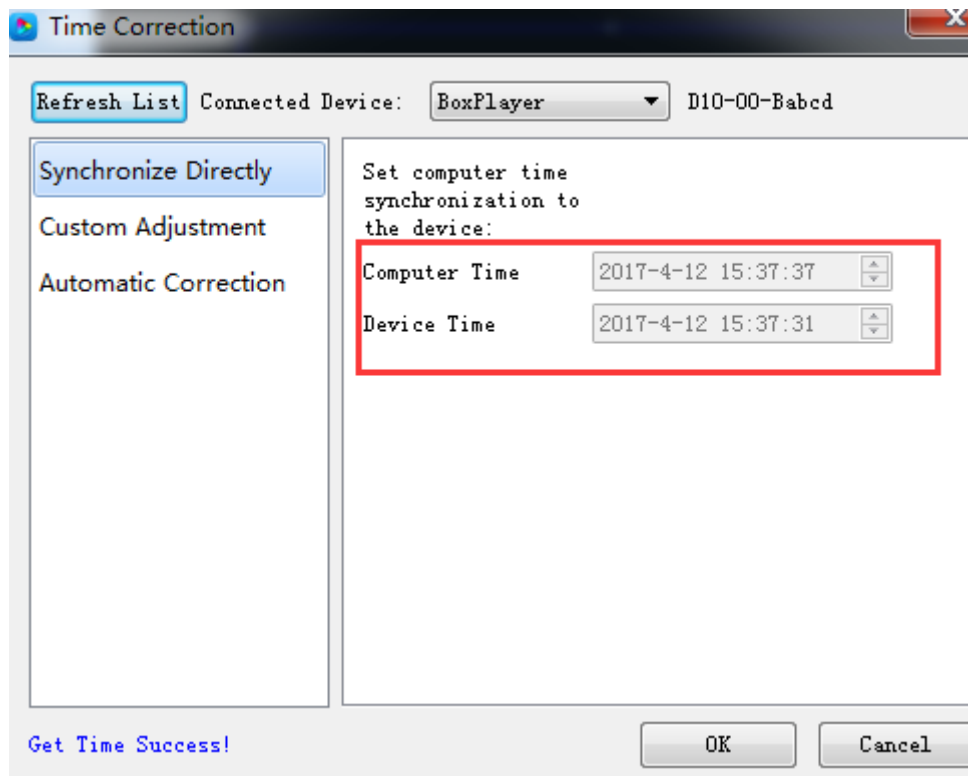


Fig.7-5 Synchronous Correction

## 2) Custom adjustment

Choose option “OK” after time setting, on left bottom will show “Set Successfully”, means set successfully.

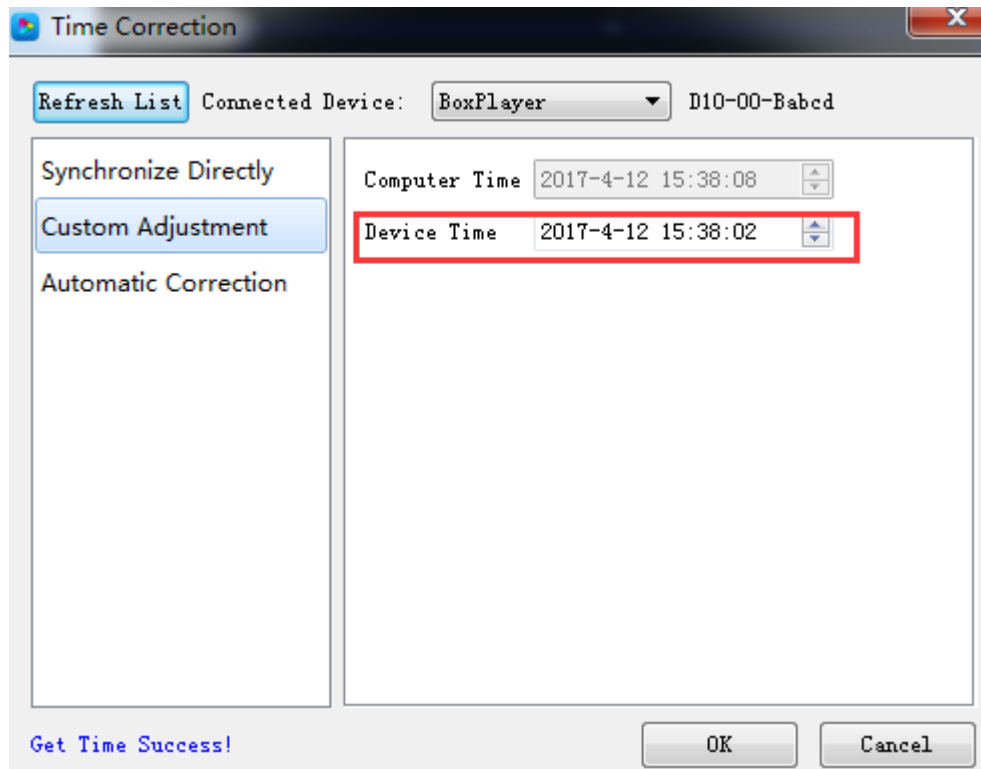


Fig. 7-6 Custom adjustment

#### 4. Screen Testing

The system support gray scale test, color lump test, mesh test, spot test etc, so users can check lamp working situation of the screen.

Choose device ID, after see tip “connect successfully”, start screen test. Press button “TEST” (SW1) on control card to start screen test is also OK.

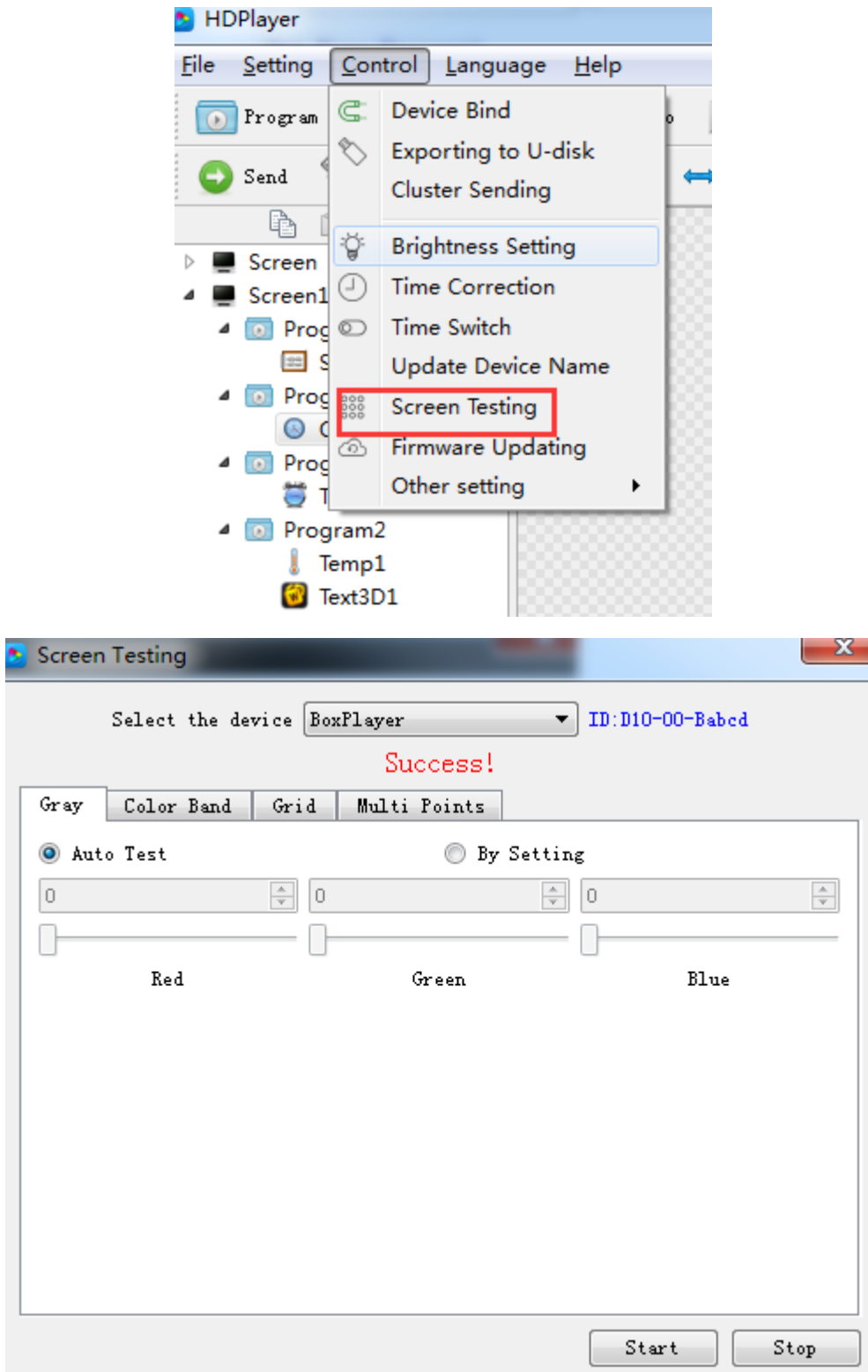


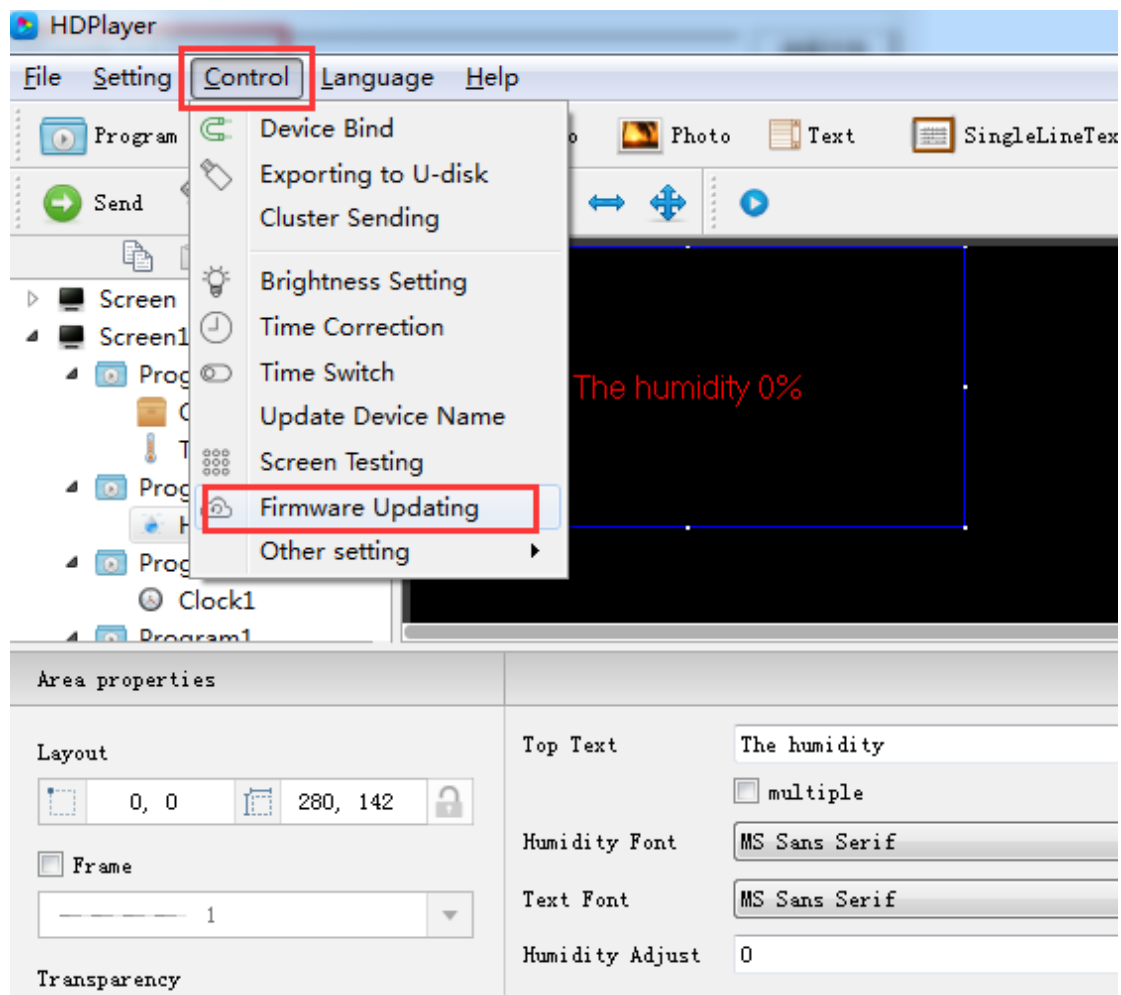
Fig. 7-7 Screen Testing

## 5. Firmware Update

Updating firmware, all firmware of the connected controller will be updated. Users

should add new version firmware, compare its version number with the one with the connected controller, click button “Upgrade” if need to upgrade.

Whole upgrading procedure will be finished by software in backstage. After successful upgrade, users will see new firmware version, means the controller can be used normally. (Tip: do not cut off power supply for controller during update).



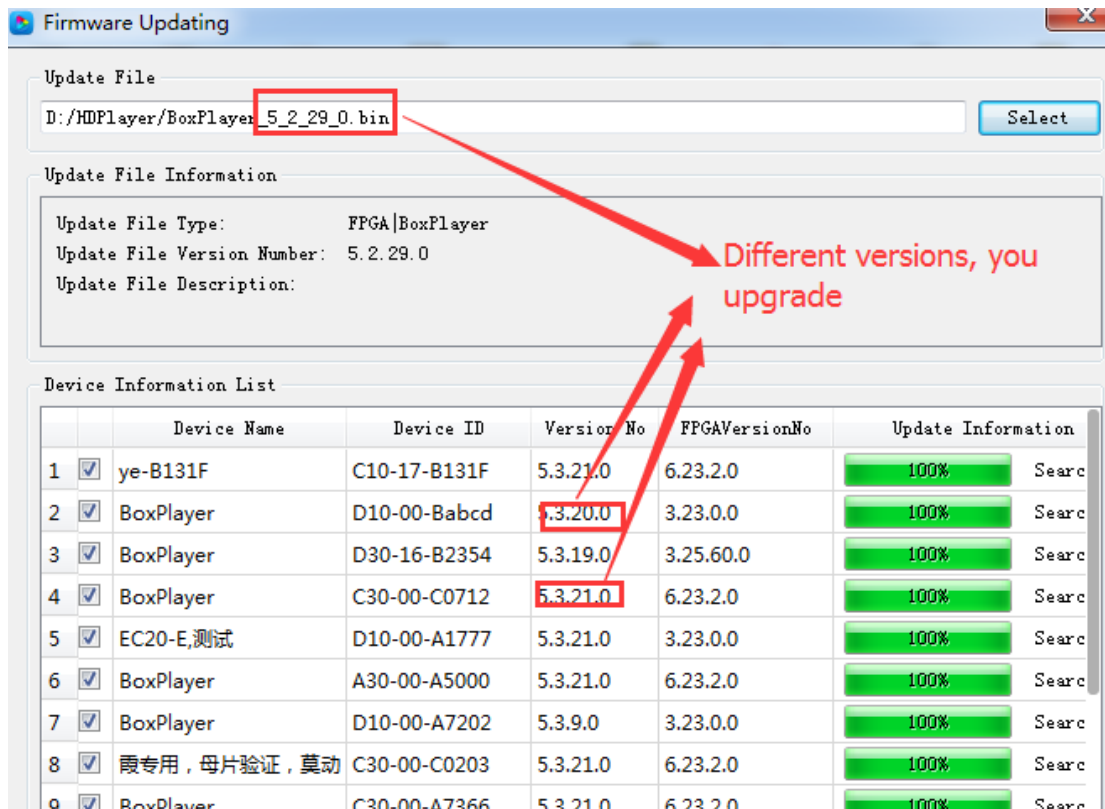


Fig. 7-8 Firmware Update

## 6. Network Information Setting

Two connections way are supporting: 1. Connect controller with computer; 2. Connect router with computer. No need to set IP for controller. If need to fix IP, click **【Control】** → **【set network information】** for setting.

Obtain IP automatically: Click “set”→“use”→“set”.

Obtain IP manually: click “set”, do not tick “use”, then users can set controller IP and other network information. After setting, click “set”, then will obtain IP successfully. (Tip: use this function with caution. Setting IP needs to be in same network segment with computer’s local connection.)