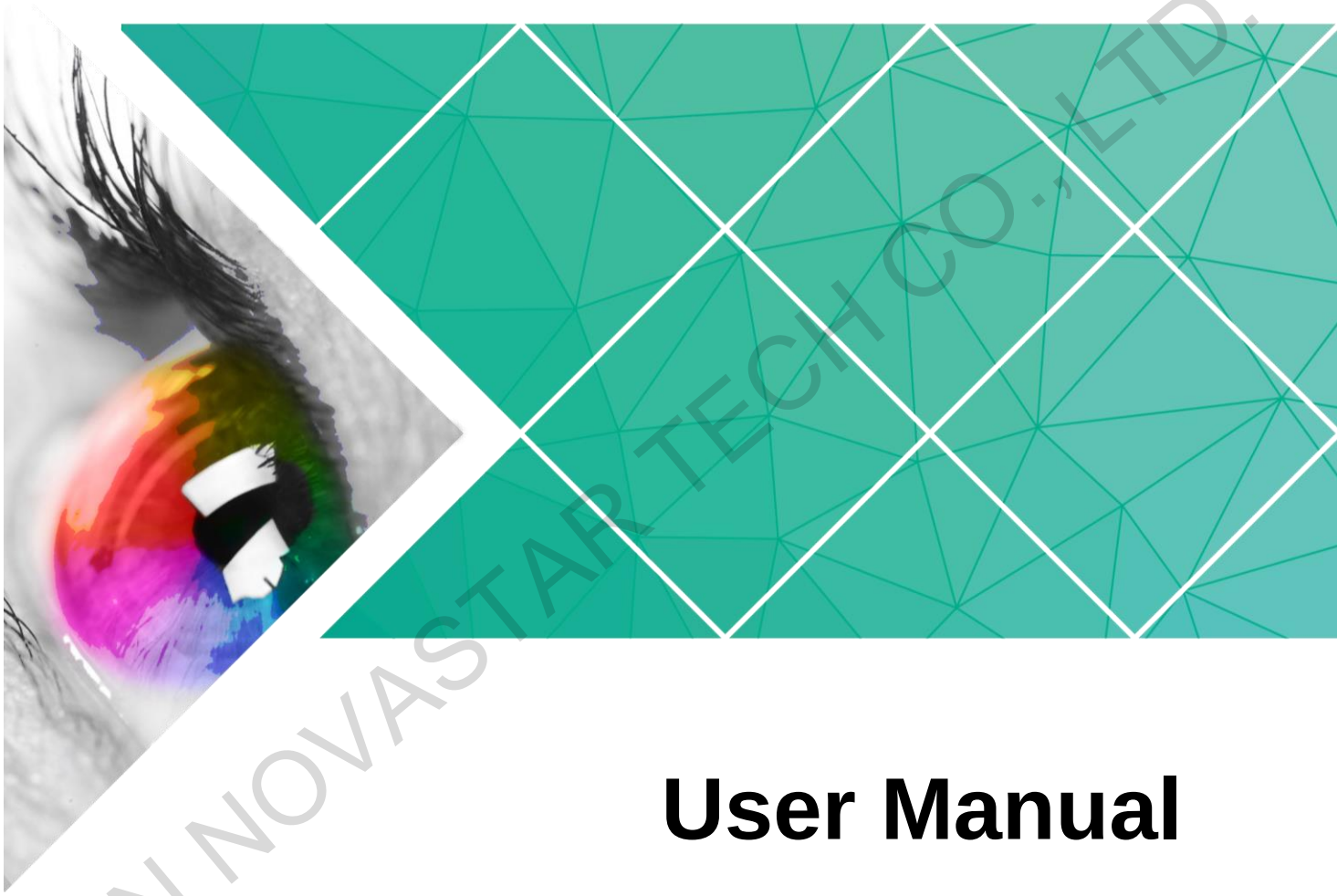
V-Can Handy

Video Control App



User Manual

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Website: www.novastar.tech

Contents

1 Overview

V-Can Handy is an intelligent mobile control platform designed for video controllers. It can work on Android or iOS devices, which makes it much easier and flexible to control and operate the video controllers.

2 Preparations

2.1 Installing Software

The installation of V-Can Handy is the same as that of other software. You can just simply tap the app to install it.

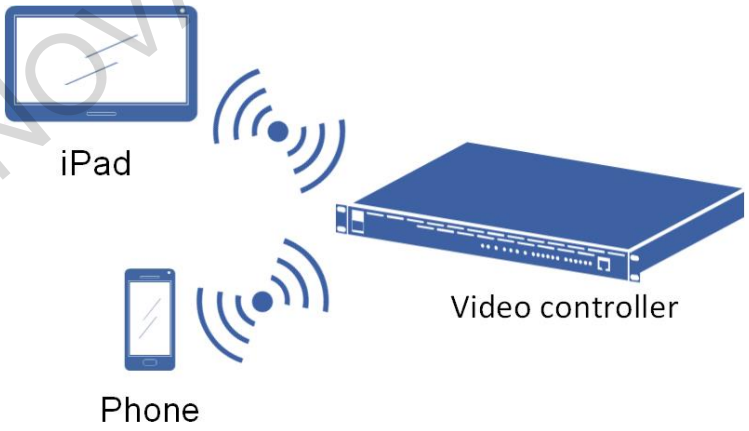
2.2 Connecting Network

The mobile device should be connected to the same network with the video controller.

Connecting Directly

The mobile device searches and connects to the video controller WiFi, as shown in Figure 2-1.

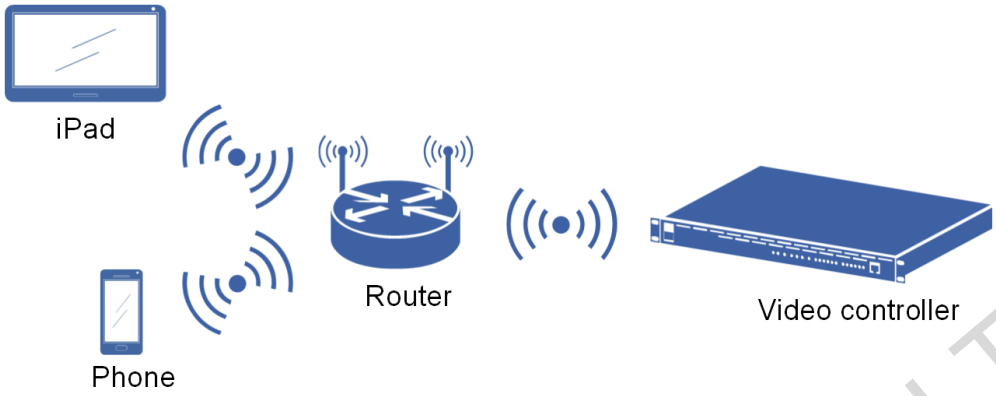
Figure 2-1 Connecting directly



Connecting Through Router

The mobile device connects to the same LAN with the video controller through router, as shown in Figure 2-2.

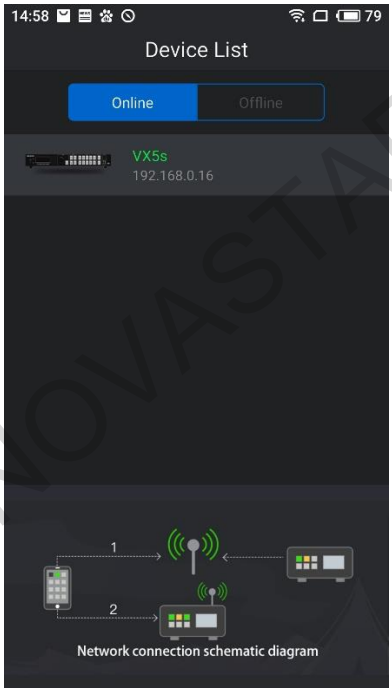
Figure 2-2 Connecting through router



2.3 Selecting Device

Launch V-Can Handy app as shown in Figure 2-3. You can view the online and offline devices.

Figure 2-3 V-Can Handy home screen



Note:

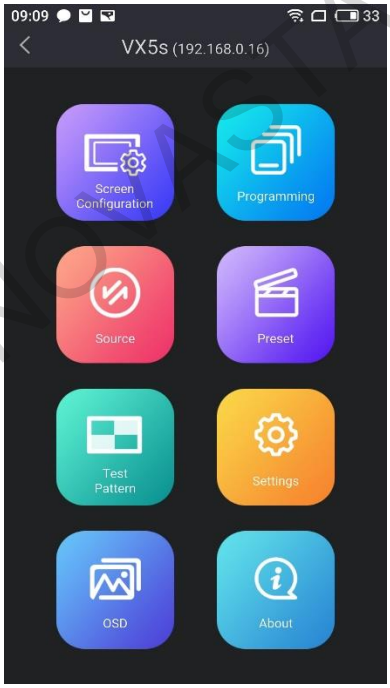
V-Can Handy not only allows you to view the offline devices, but also to perform simulation operations of those devices.

2.4 Logining Device

Tap the device to pop up the device login screen as shown in Figure 2-4. Then enter the password and tap **Login** to enter the main menu as shown in Figure 2-5.

Figure 2-4 Device login

Figure 2-5 V-Can Handy main menu



Note:

- Check **Remember Password** to automatically fill in the password next time you log in the device.
- The initial password of the device is “novastar”. You can also enter the device serial number to log into the device.

3 Functions

3.1 Screen Configuration

V-Can allows you configure the screens by **Quick Configuration** or **Advanced Configuration**.

Tap **Screen Configuration** to enter the screen configuration screen as shown in Figure 3-1.

Figure 3-1 Screen configuration

3.1.1 Quick Configuration

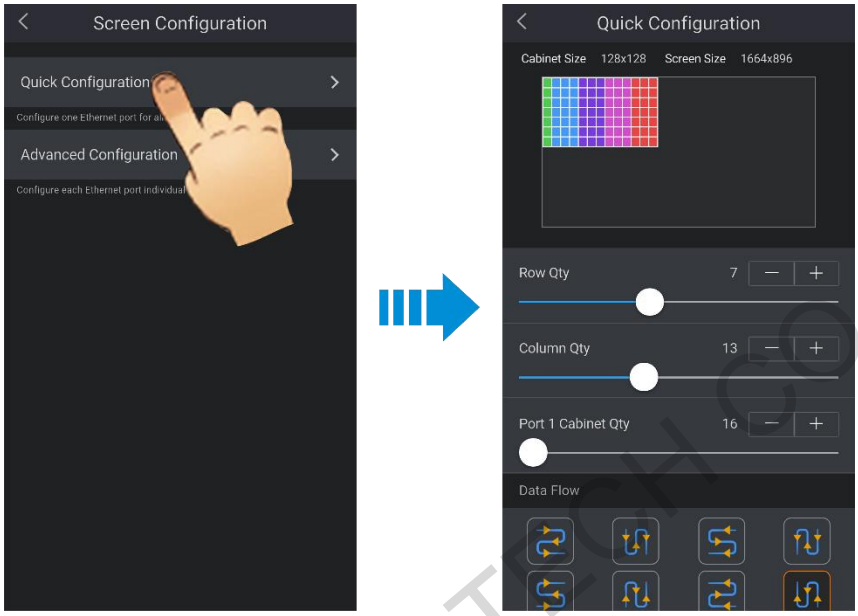
Applicable Screens

Quick configuration is applicable to regular screens and cabinets, with the same loading capacity of each cabinet.

Operating Procedures

Step 1 Tap **Quick Configuration** to enter the quick configuration screen as shown in Figure 3-2.

Figure 3-2 Quick configuration



Step 2 Set the row and column quantities of cabinets loaded by the device according to the actual situation.

Step 3 Set the quantity of cabinets loaded by Ethernet port 1. The device has restrictions on loading capacity of the Ethernet ports. For details, please see Note a).

Step 4 Set the data flow of the screen. For details, please see Note b), c) and d).

Note:

a) If n (n ≦ 4) ports are used to load the screen, the quantity of cabinets loaded by the first (n–1) ports must be:
1. the same;
2. the integral multiple of the quantity of rows or columns;
3. no less than the quantity of cabinets loaded by the last port. For example, if Ethernet ports 1, 2 and 3 are used to load the screen, the quantity of cabinets loaded by port 1 and port 2 must be the same and the integral multiple of the quantity of rows or columns. Therefore, you need to set only the quantity of cabinets loaded by port 1 according to the actual situation during quick configuration. The quantity of cabinets loaded by port 3 must be less than or equal to the quantity of cabinets loaded by port 1.

b). If there are irregular cabinets, cabinets with different sizes, or irregular screens, it is required to connect NovaLCT for screen configuration.

c). During data flow settings, you must ensure that the physical connection of each port is along the same direction and downward to next one.

d). During data flow settings, you must ensure that the Ethernet Port 1 is at the beginning position of the of whole physical connection.

e). After the data flow is set, the cabinets loaded by different Ethernet ports are displayed in different colors.

3.1.2 Advanced Configuration

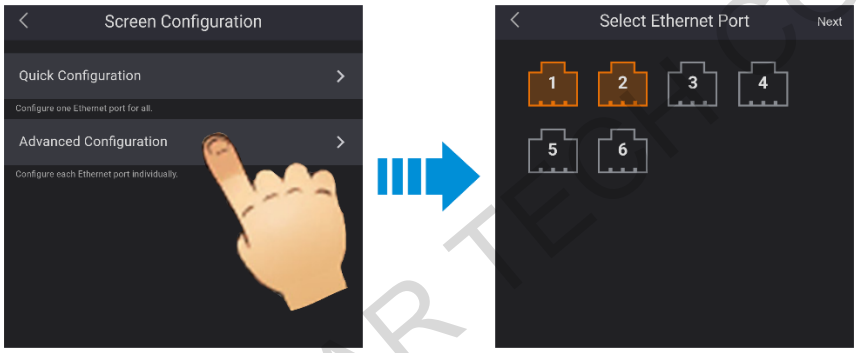
Applicable Screens

- The cabinets with different sizes
- The Ethernet ports with different loading capacities

Operating Procedures

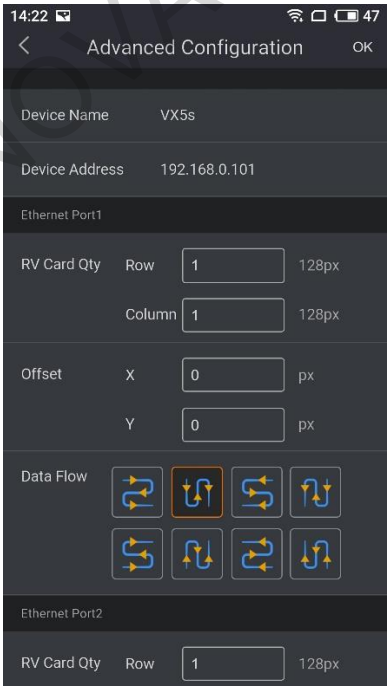
Step 1 Tap **Advanced Configuration** to enter the Ethernet port selection screen as shown in Figure 3-3.

Figure 3-3 Ethernet port selection



Step 2 Select the desired Ethernet ports and tap **Next** to enter the advanced configuration screen as shown in Figure 3-4.

Figure 3-4 Advanced configuration



Step 3 Fill in the row and column quantities of the receiving card loaded by current Ethernet port according to the actual situation.

Step 4 Fill in the actual X and Y coordinates of the cabinet loaded by the Ethernet port.

Step 5 Select the data flow. For details, please see Note a). and b).

Step 6 Tap **OK** on the top right to complete the configuration.

Note:

a). During data flow settings, you must ensure that the physical connection of each port is along the same direction and downward to next one.

b). During data flow settings, you must ensure that the Ethernet Port 1 is at the beginning position of the of whole physical connection.

3.2 Programming

The programming function of V-Can Handy allows you to add layers, adjust the layer size, position and priority, as well as the OSD position.

Only when you have completed the screen configuration, this function is available.

3.2.1 Programming Screen

Tap **Programming** to enter the programming screen as shown in Figure 3-5. For detailed function descriptions, please refer to Table 3-1.

Figure 3-5 Programming screen

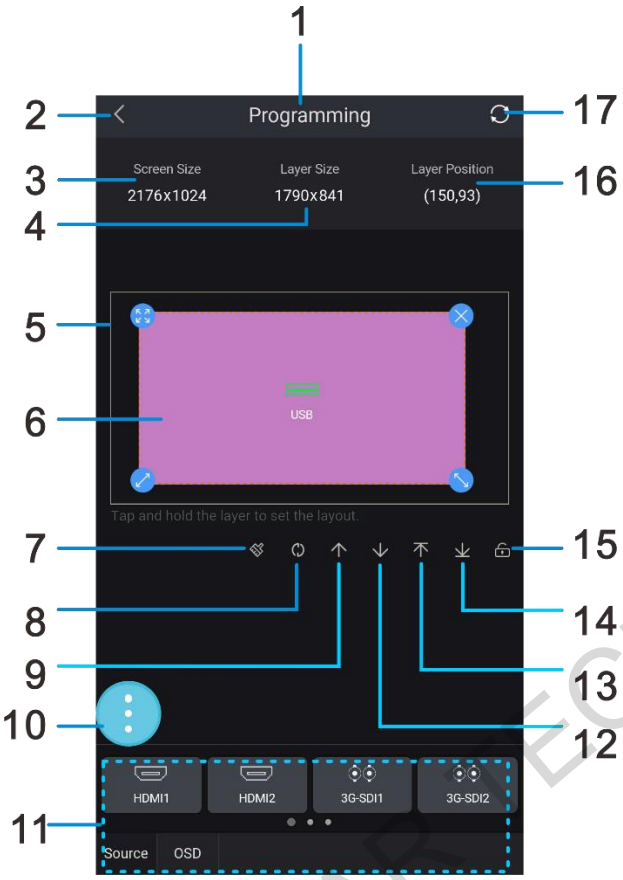


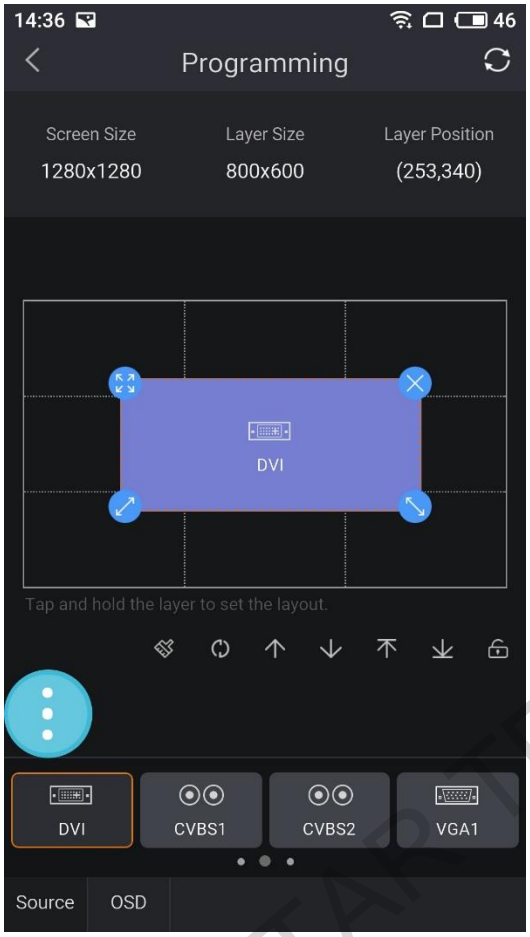
Table 3-1 Programming screen description

No.	Description
1	Name
2	Back to parent menu
3	Display size
4	Layer size
5	Programming area
6	Layer
7	Clear all layers in the area.
8	Move the layer(s) on the top right corner of the area.
9	When there are multiple layers, tap to bring the selected layer forward.
10	Floating button(s)
11	Input source list and OSD list
12	When there are multiple layers, tap to send the selected layer backward.
13	When there are multiple layers, tap to bring the selected layer to the top.
14	When there are multiple layers, tap to send the selected layer to the bottom.
15	Lock the selected layer.
16	Layer position
17	Refresh button

3.2.2 Creating Layers

Select a desired input source from the input source list, and double tap or drag the input source to the programming area to create a layer, as shown in Figure 3-6.

Figure 3-6 Creating layers



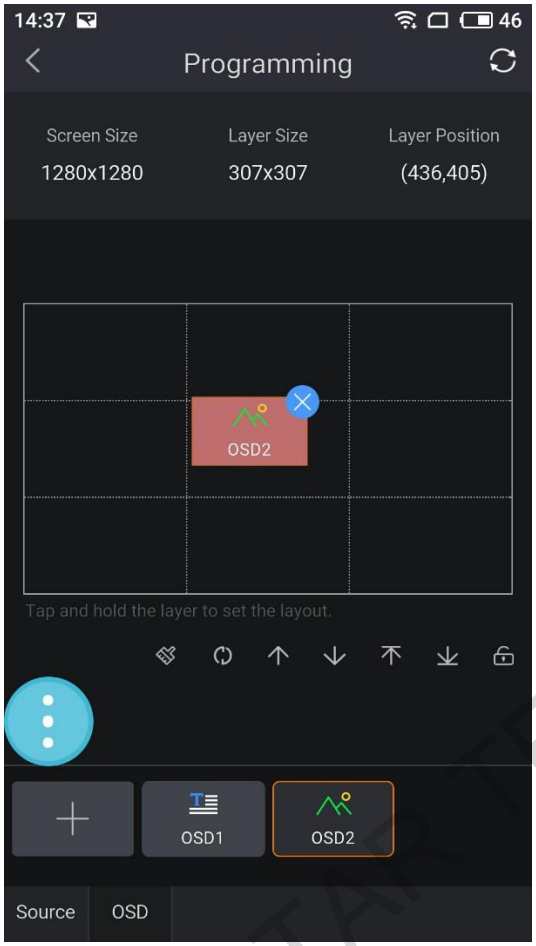
Note:

The size of a newly created layer is 800×600 by default.

3.2.3 Adding OSD

Before you add the OSD, please add OSD images or texts as described in 3.7 . Then select the target OSD from the OSD list. Double tap it or drag it to the programming area to add an OSD as shown in Figure 3-7.

Figure 3-7 Adding OSD



Note:

OSD can only be placed at the top or bottom.

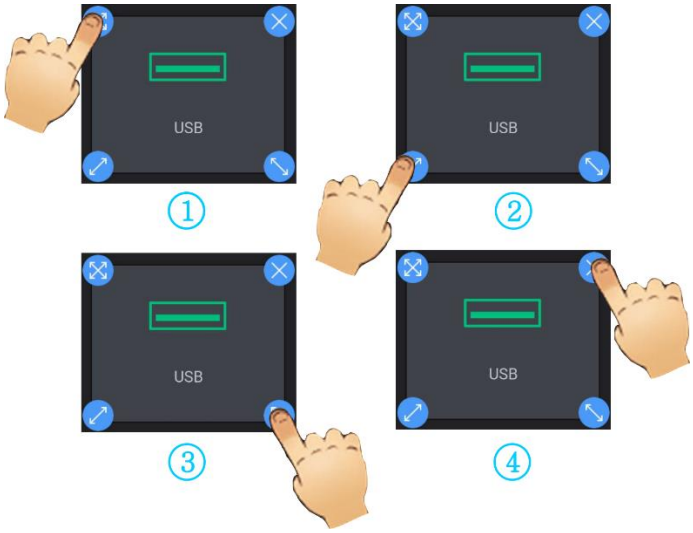
You cannot adjust the OSD size, while you can drag it to adjust its position and tap  to close it.

3.2.4 Operating Layers

Icon Operations

Figure 3-8 shows the operation methods and meanings of the four icons at the corners.

Figure 3-8 Icon operations

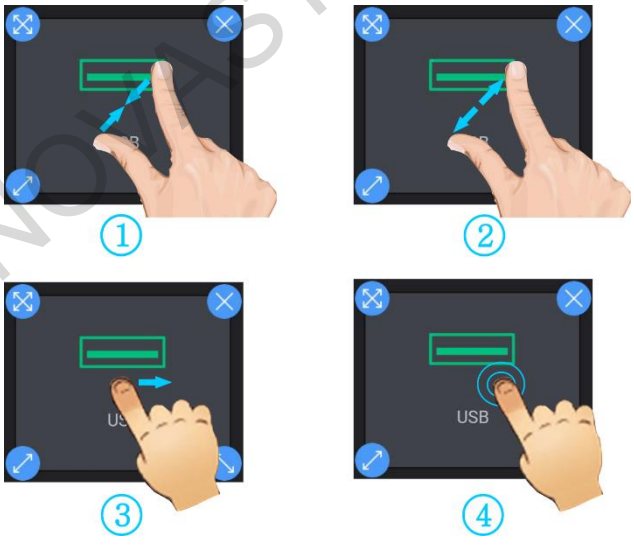


①Tap to make the layer fill the whole screen.
②Drag this icon to the left bottom to enlarge the layer.
③Drag this icon to the right bottom to enlarge the layer.
④Tap to close the layer.

Gesture Operations

Besides icon operations, gesture operations are also supported. You can move your two fingers away from each other to zoom in the layer, pinch them together to zoom out the layer, or double tap the layer to maximize it, as shown in Figure 3-9.

Figure 3-9 Gesture operations

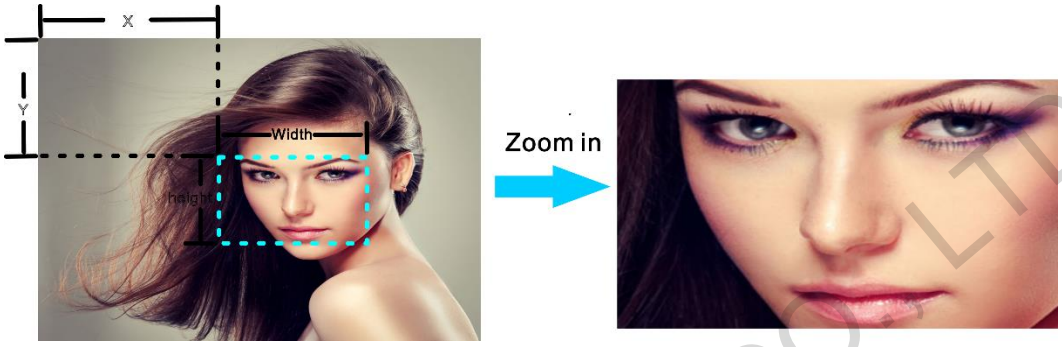


①Zoom out the layer.
②Zoom in the layer.
③Drag to move the layer.
④Double tap to make the layer fill the whole screen.

3.2.5 Cropping Source Image

Crop a part of the input source image and fill the whole display area with this image as shown in Figure 3-10.

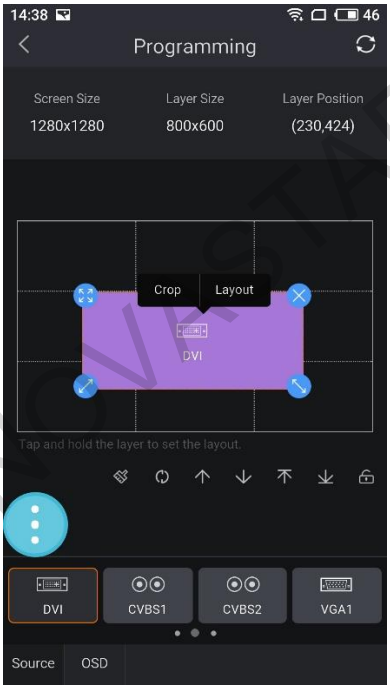
Figure 3-10 Cropping source image



Operating Procedures

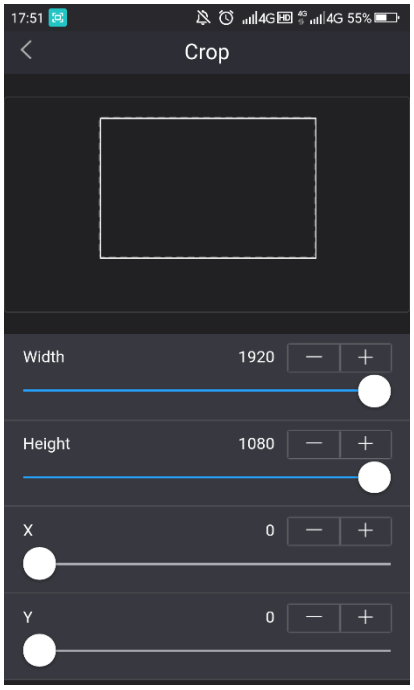
Step 1 Tap and hold the layer, then **Crop** option is shown as in Figure 3-11.

Figure 3-11 Showing crop option



Step 2 Tap **Crop** to enter the crop screen as shown in Figure 3-12.

Figure 3-12 Entering crop screen



Step 3 Set the desired width, height, X and Y coordinates for the cropping area.

Then all the settings are sent to the connected device in real time.

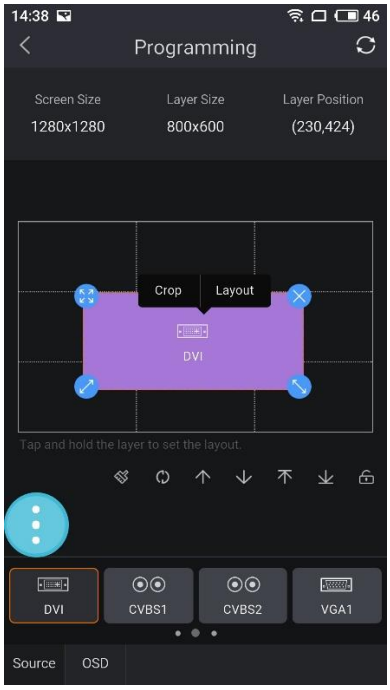
3.2.6 Layer Layout

Adjust the layer size and position.

Operating Procedures

Step 1 Tap and hold the layer, then **Layout** option is shown as in Figure 3-13.

Figure 3-13 Showing layout option



Step 2 Tap **Layout** to enter the layout screen as shown in Figure 3-14.

Figure 3-14 Entering Layout screen

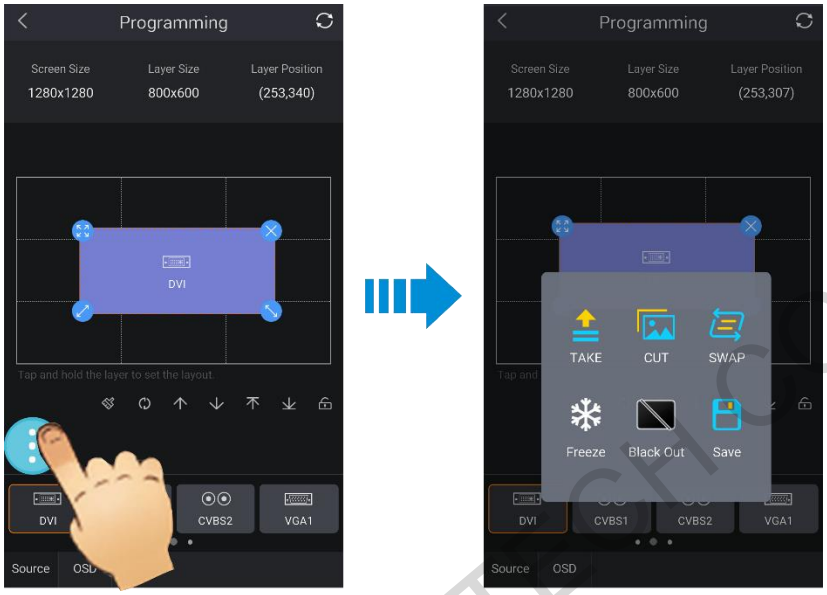
Step 3 Set the layer size and position.

Then all the settings are sent to the connected device in real time.

3.2.7 Floating Buttons

Tap the floating button to show **TAKE**, **CUT**, **SWAP**, **Freeze**, **Black Out** and **Save** buttons as shown in Figure 3-15.

Figure 3-15 Floating buttons

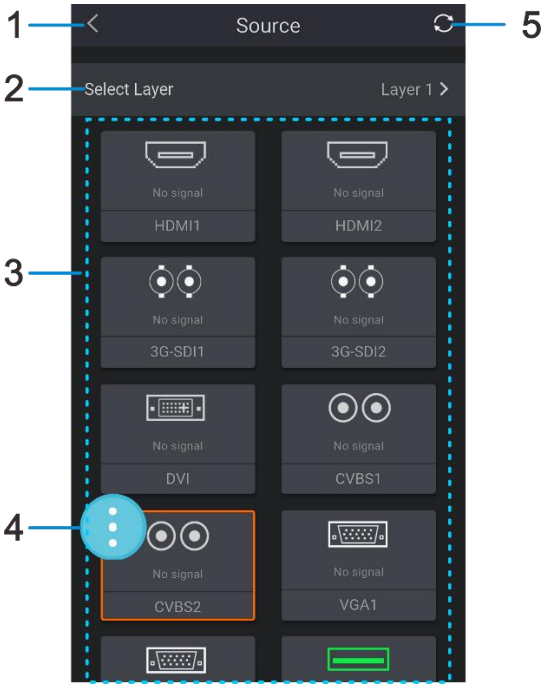


- TAKE: Switch PVW to PGM with switching effects.
- CUT: Switch PVW directly to PGM.
- SWAP: Swap PVW and PGM with the same layer layout, quantity and absolute position.
- Freeze: Freeze the current display.
- Black Out: Black out the PGM.
- Save: Save the programming settings as a preset. At most 16 presets can be supported.

3.3 Source

Tap **Source** to enter the source screen as shown in Figure 3-16. When the source is highlighted, it means the source is being used.

Figure 3-16 Source screen



① Back to main menu
② Select a layer
③ Video source list
④ Floating button(s)
⑤ Refresh button

Step 1 Tap **Select Layer** to select a layer as shown in Figure 3-17.

Figure 3-17 Selecting layer

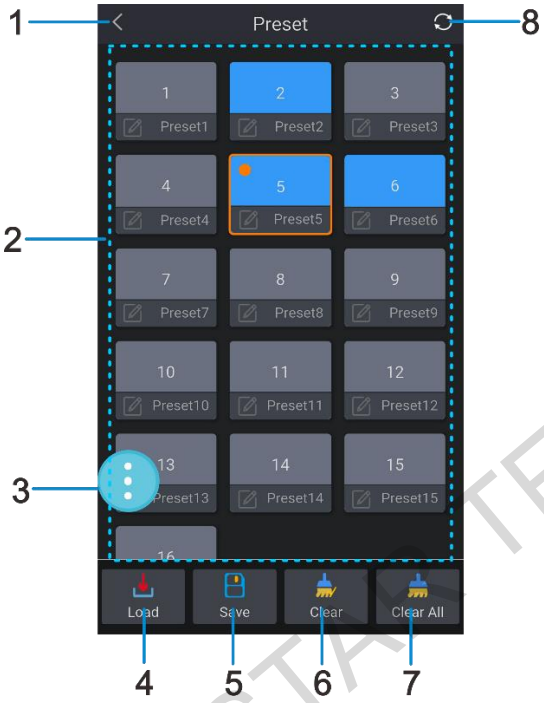
Step 2 Tap to select a target input source. When the input source is highlighted, it means the input source is selected successfully.

3.4 Preset

Preset Screen

Tap **Preset** to enter the preset screen as shown in Figure 3-18. Blue indicates there are contents in the preset, while gray indicates there are no contents in the preset.

Figure 3-18 Preset screen



① Back to main menu
② Preset list
③ Floating button(s)
④ Load the preset
⑤ Save the preset
⑥ Clear the contents in the preset
⑦ Clear all presets
⑧ Refresh button

Rename Preset

Tap  to rename the preset in the displayed dialog box as shown in Figure 3-19.

Figure 3-19 Rename preset

Load Preset

- In Switcher mode, select a desired preset and tap **Load** to load it to PVW.
- In Direct mode, select a desired preset and tap **Load** to load it directly to the screen.

Save Preset

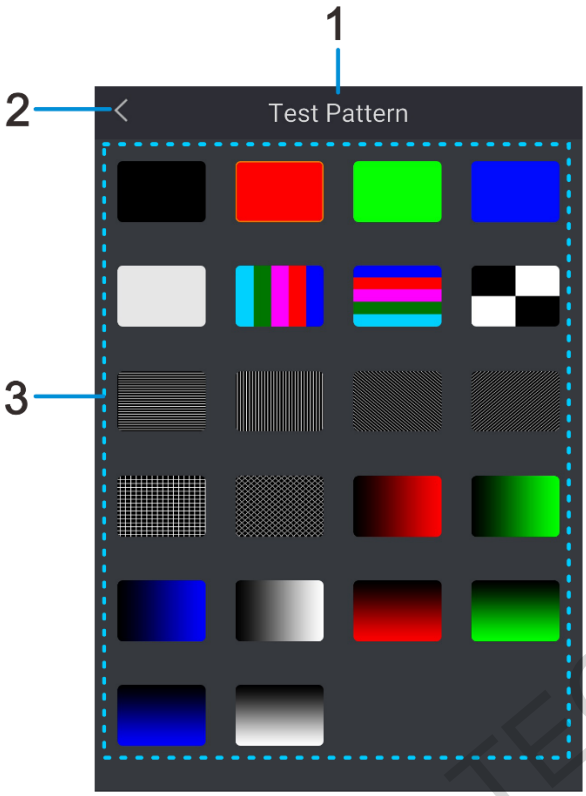
Tap **Save** to save the preset to the device.

3.5 Test Pattern

You can use the test patterns to test whether the screen can display the image normally and whether the device is connected to the screen correctly.

Tap **Test Pattern** to enter the test pattern screen as shown in Figure 3-20. Select the desired test pattern to display it on the screen in real time. Tap **<** on the top left to exit the test pattern screen.

Figure 3-20 Test pattern



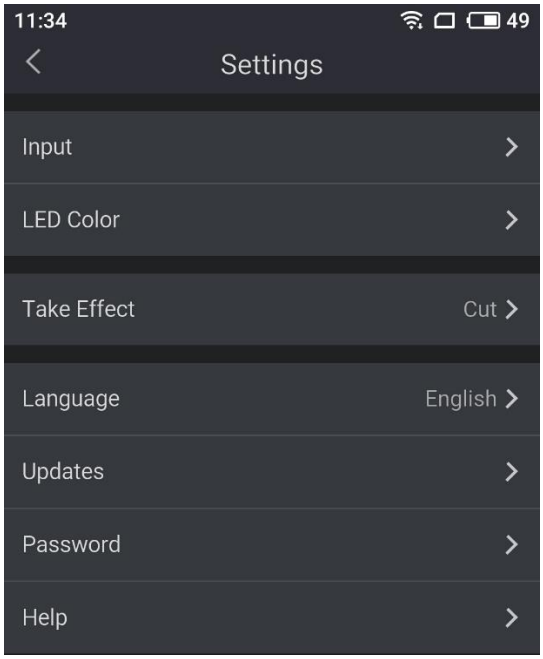
① Function Name
② Back to main menu or exit test pattern
③ Test pattern list

3.6 Settings

Settings Screen

Tap **Settings** to enter the settings screen as shown in Figure 3-21.

Figure 3-21 Settings



Input Configuration

Tap **Input** to configure all the parameters as shown in Figure 3-22. For detailed parameter descriptions, please refer to Table 3-2.

Figure 3-22 Input configuration

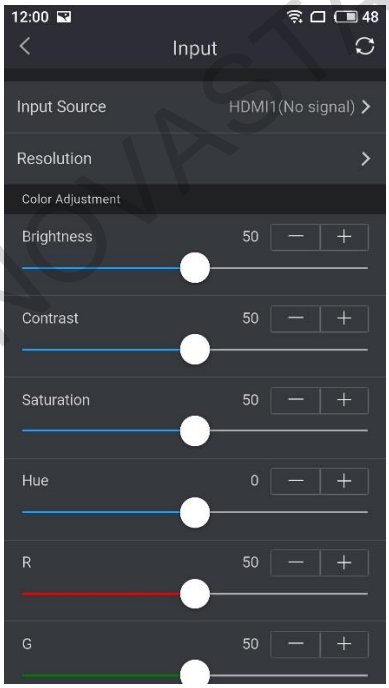


Table 3-2 Parameter description

Name	Description
Input Source	Allows you to select an input source to be configured.
Resolution	When the input source is HDMI or DVI, the resolution can be set.
Brightness	Adjusts the screen brightness of the input source image. The larger this value is, the brighter the screen will be.
Contrast	Adjusts the difference between the darkest and brightest areas of the input source image displayed on the screen. The larger this value is, the bigger this difference will be.
Saturation	Adjusts the purity or vividness grade of the input source image color. The larger this value is, the purer the color will be.
Hue	Adjusts the gradation or variety of the input source image color. The larger this value is, the intenser the color will be. • R: Adjusts the red color value separately. • G: Adjusts the green color value separately. • B: Adjusts the blue color value separately.
Reset	Reset the parameters to their default settings.

LED Color Adjustment

Tap **LED Color** to configure all the parameters as shown in Figure 3-23. After setting all the parameters, tap **Save to RV Card** to complete the settings.

Figure 3-23 LED color adjustment

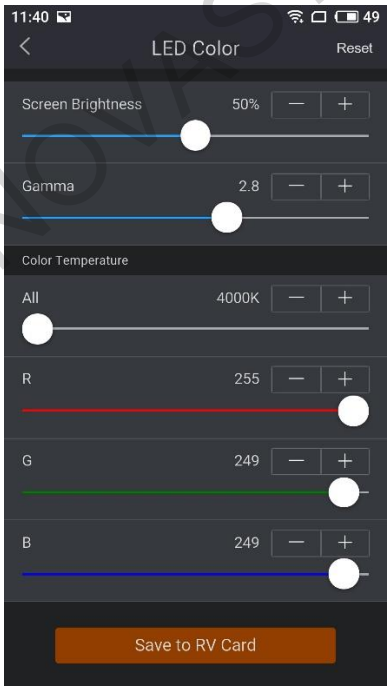


Table 3-3 LED color adjustment

Name	Description
Screen Brightness	Adjusts the LED screen brightness.
Gamma	Adjusts the image distortion from the input to output. The larger this value is, the more distorted the image will be.
Color Temperature	
ALL	Adjusts the warmth or coolness of the image color. Cool colors are close to the sea, while warm colors are close to the sun.
R	Adjusts the red color value separately.
G	Adjusts the green color value separately.
B	Adjusts the blue color value separately.
Save to RV Card	Save the LED parameters to the receiving card.

Take Effect

Tap **Take Effect** to set the display effect on PGM when the image is switched from PVW to PGM. V-Can Handy supports 22 kinds of Take effects. Tap **Take Effect** to select the desired effect.

Language

Tap **Language** to change the UI language. The supported languages are English and Chinese.

Check for Updates

Tap **Updates** to check whether there are any software updates.

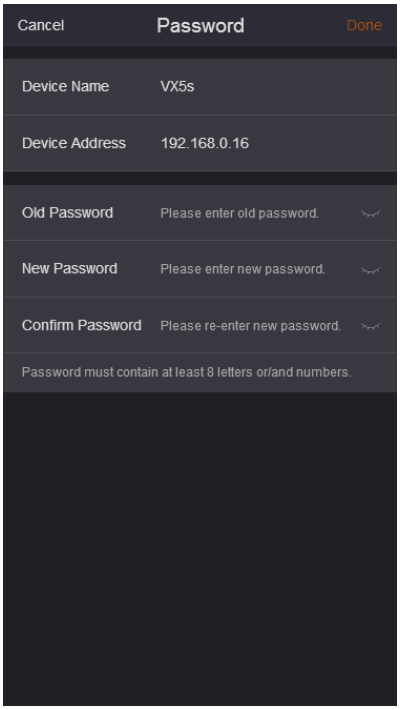
Change Password

Tap **Password** to enter the screen as shown in Figure 3-24.

Step 1 Enter the old password and new password. Password must contain at least 8 letters or/and numbers.

Step 2 Tap **Done** to save the changes.

Figure 3-24 Change password



Note:

When you forgot the password, you can enter the device serial number to log into the device. When you change the password, you can also enter the device serial number to replace the old password.

Help

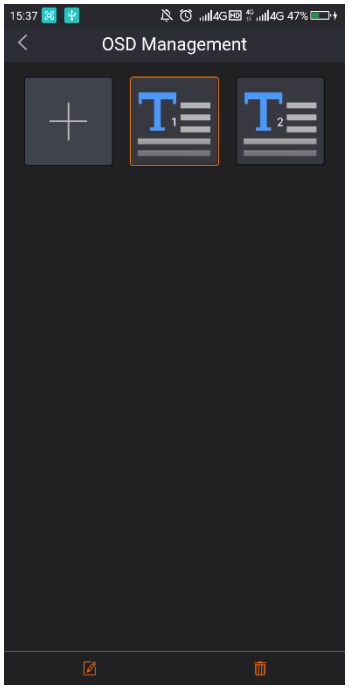
Tap **Help** to check the user manual, software version and hardware version.

3.7 OSD

OSD Screen

Tap **OSD** to enter the OSD management screen as shown in Figure 3-25.

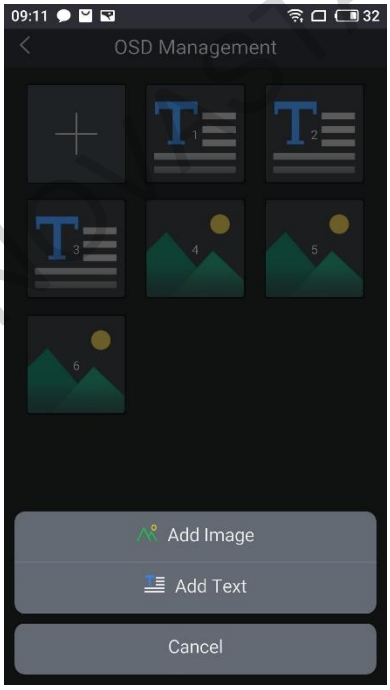
Figure 3-25 OSD management



Adding OSD Image

Step 1 Tap  to select **Add Image** as shown in Figure 3-26.

Figure 3-26 Adding OSD image



Step 2 Tap **Add Image** to select the desired OSD image from your local disk and enter the OSD image editing screen as shown in Figure 3-27.

Figure 3-27 OSD image editing

Step 3 Edit the OSD image.

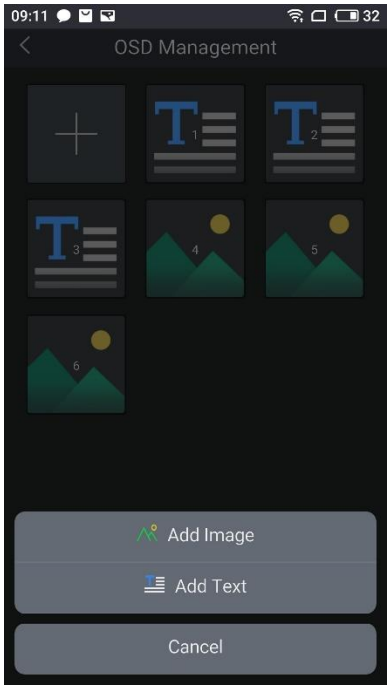
- Tap  to undo the changes to the OSD image.
- Tap  to crop the OSD image. Drag the image borders to crop it to the desired size.
- Tap  to enter your local disk to re-select the OSD image.
- Tap  to select the background color of the OSD image.

Step 4 Tap **Save** to complete the OSD image settings.

Adding OSD Text

Step 1 Tap  to select **Add Text** as shown in Figure 3-28.

Figure 3-28 Adding OSD text



Step 2 Tap **Add Text** to enter the OSD text editing screen as shown in Figure 3-29.

Figure 3-29 OSD text editing

Step 3 Tap the text editing area to edit the text.

- Tap B to make the text bold.
- Tap I to italicize the text.

- Tap  to underline the text.
- Tap  to select text font.
- Tap  to select the text size.
- Tap  to select the text color.
- Tap  to select the background color of the OSD text.

Step 4 Tap **Save** to complete the OSD text settings.

Editing Existing OSD

Select an existing OSD and tap  to edit it.

Deleting OSD

Select an OSD and tap  to delete it.

3.8 About

Tap **About** to view the software version, technical support email, official website, QR codes of official WeChat and Facebook as shown in Figure 3-30.

Figure 3-30 About