Kompass FX2

Multimedia Playback Software

User Manual

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1 Overview

1.1 Introduction

Kompass FX2 is a professional multimedia playback software. Together with the video or image processing devices, it allows for professional management for LED screen playback. Featuring a simplified and friendly user interface, Kompass FX2 makes operations as simple as possible.

Kompass FX2 takes full advantage of the hardware decoding and rendering technologies of the professional graphics card, realizing smooth playback of multiple 4K videos of different formats. In addition, separated live and pre-edit modes greatly enhance the convenience and safety of video playback and control management. Kompass FX2 supports multi-layer and multi-program management, fade transition effect, quick picture rotation, and dynamic playback of PowerPoint files, thus undoubtedly becoming the ideal choice for a variety of fixed installation applications such as multimedia exhibition halls, conference rooms, data centers and more.

1.2 Features

- Playback of up to 8 layers and 1 audio simultaneously
- Visualized program arrangement and management
- Live and pre-edit modes
  - The program editing and playback are in sync in live mode
  - Edit the programs before displaying them on the screen in pre-edit mode
- Media library management, including videos, images, PowerPoint slides and audio files
- Media file sorting
- Media file batch import
- NDI sources, website sources, sources from capture devices, streaming media sources, and text sources supported
- Media collection configurations
- Up to 1080p PowerPoint files supported
- Support using a laser pointer for moving between PowerPoint slides
- Playback progress management
- Program auto jump
- Configurable layer size and priority
- Main KV and main KV jumping settings
- Main media based playback progress management
- Crossfade on program switching
- Layer mask, cropping, keying, blurring and opacity adjustment
- Audio properties are inherited within the same layer of a program, maintaining audio consistency when media is replaced
- Automatic saving during project file editing

- Hardware decoding supported
- One-click FTB
- Auto startup of built-in software on system power on, auto program playback on software startup
- Controlled via NovaStar's Visual Intelligent Control Platform (VICP), enabling a highly efficient and user-friendly control experience

2 Software Installation and Activation

2.1 Software Installation

Requirements of Software Operating Environment

- CPU: 9th Generation Intel® Core™ i5 or later
- RAM: 16GB or greater DDR4 2666
- Graphics card: T400 or later discrete graphics card recommended
- HD space: 250G or larger SSD
- OS: Windows 10 Enterprise LTSC

Installing Software

The installation procedure is the same as that of other software applications.

Step 1 Double click the program file (*.exe) and follow the instructions to proceed. On the **Select Additional Tasks** screen, select **Create a desktop shortcut** and click **Next**.

Step 2 Proceed to **Ready to Install** window and click **Install** to start the installation. After the installation process ends, click **Finish**.

Two application programs are installed during the installation process:

- Kompass FX2: The video playback and control application program
- NDI Sender: The NDI sender end that provides NDI inputs for Kompass FX2

Note

- It is recommended you turn off the anti-virus software and firewall in advance.
- During installation, if the anti-virus software or firewall prevents the installation, choose to allow the installation.
- If the software prompts you to restart after the installation, it is recommended you restart the software for normal operation.

2.2 Software Licensing

Kompass FX2 supports two authorization modes: temporary authorization and permanent authorization.

- When Kompass FX2 is temporarily authorized, the remaining days of temporary authorization is displayed at the top right.
- When Kompass FX2 is permanently authorized, no authorization message is displayed at the top right.
- When Kompass FX2 is not authorized, **Trial** is displayed at the top right.

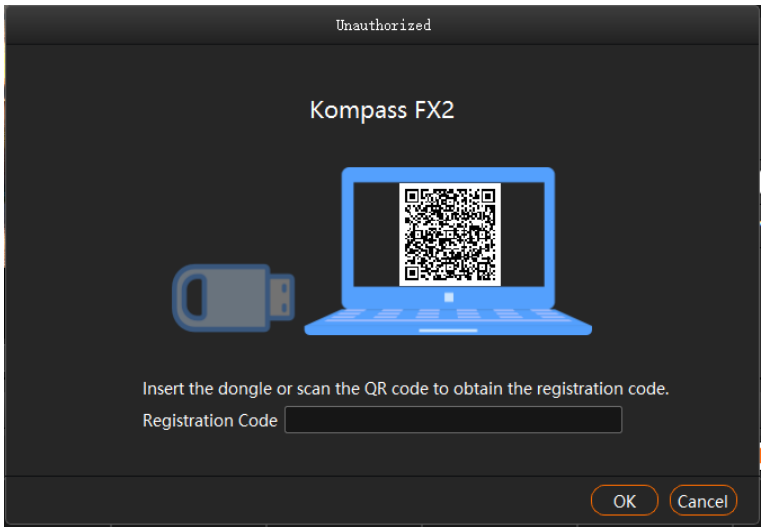
If you want to obtain authorization, please contact our sales engineer for purchasing the dongle or registration code.

In trial mode, the Kompass FX2 is displayed on the output.

Dongle detection rules are as follows:

- When the inserted dongle is recognized, **Trial** will disappear automatically and the output will not display the Kompass FX2 .
- Within 3 seconds after the dongle is removed, the software knows the dongle has been removed and prompts you that no dongles have been detected, and the software will again display the Kompass FX2 text on the output in 5 seconds.

Figure 2-1 Dongle removed



When the dongle is inserted and recognized normally, the above window and the **Kompass FX2** text on the output will disappear automatically.

3 User Interface Introduction

Note

The software pictures given in this guide are for illustration purposes only. The actual user interface may vary due to product enhancement. The content of the pictures can be slightly different from reality such as the media files, form and position of software windows and more.

After the software is started, the main user interface is shown in Figure 3-1. The functions of each area are described in Table 3-1.

Figure 3-1 User interface

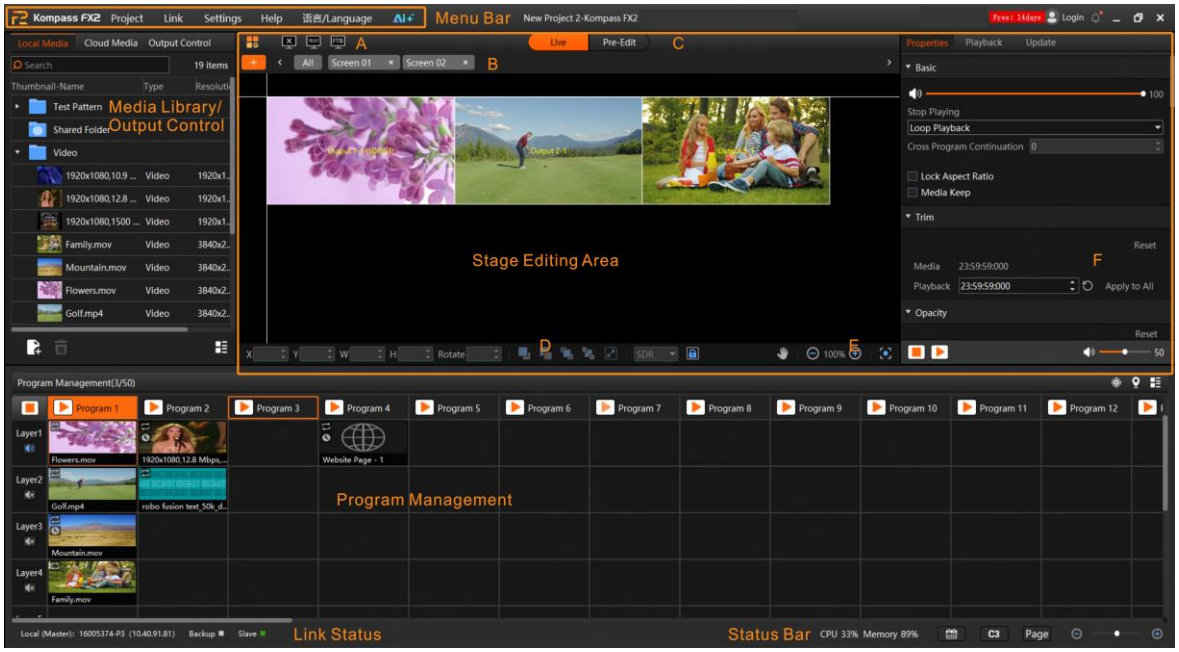
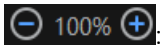


Table 3-1 User interface area descriptions

Area	Item	Description
Menu bar	Project	Project file operations include: • New: Create a new project. • Open: Open a saved project. • Save: Save the current project. • Save As: Save the current project as a new project. • Package Project: Package the current project file and all media in it for easy use in the future.
	Link	• Link Settings: Set the master/slave devices. • Update to Slave: Manually update the data on the master device to the slave device. • Disconnect: Disconnect the slave device from the master device.
	Settings	Settings include system, output, audio, display mode and external control settings.

Area	Item	Description
	Help	• Use the transcoding assistant. • View and export the playback logs. • Open the user manual. • View the software information.
	语言/Language	Change the software language.
	AI Assistant	Open AI Assistant to perform AI chat and text-to-image operations.
	Login	Log in to VNNOX to access media on it after logging in.
Media library & Output control	• Local Media: Add the desired local media files, including videos, pictures, PowerPoint files, audios, website pages, streaming media, OSDs and digital clocks, etc. Go to **Settings** > **System Settings** to set the shared folder path, and then place the desired media files under this path. Kompass FX2 will automatically read the files and display them in the **Media Library** area. When you delete the media saved in the shared folder, this media will also be deleted in Kompass FX2. • Cloud Media: Display media from VNNOX. After downloading, they can be stored locally. If **Cloud Media Path** is set under **Settings** > **System Settings**, the downloaded cloud media can be directly placed in this shared folder path. • Output Control: Add the commands for controlling the splicers.	
Stage editing area	Stage	• Preview the real-time playback content. • Edit the position and size of the added media.
	A	Output control buttons •  : Open the output editing window. •  : Enable the output screen and display the playback content on the screen. (Shortcut key: **Shift+H**) •  : Disable the output screen. (Shortcut key: **Shift+H**) •  : Close the test pattern and display the playback content. •  : Open and display the test pattern. •  : Disable the FTB function and display the playback content. •  : Make the output fade to black.
	B	Individual screen management area • Click  to add a screen. • Click each screen to view and manage the programs by screens.
	C	Two editing modes are provided. • Live: The playback editing process is displayed on the output screen in real time. • Pre-Edit: The playback editing process will not be

Area	Item	Description
		displayed on the output screen. After you have completed the editing, click  at the top right in the stage editing area to send the playback content to the output screen and play the content from the beginning.
	D	Quickly adjust the layers. • X: Set the initial horizontal coordinate of the layer. • Y: Set the initial vertical coordinate of the layer. • Width: Set the width of the layer. • Height: Set the height of the layer. • Rotate: Set the angle by which the layer rotates clockwise. •  : Bring the selected layer forward. •  : Send the selected layer backward. •  : Bring the selected layer to front. •  : Send the selected layer to back. •  : Make the selected layer fill the output area. •  : Configure the rendering mode for the video played in the stage editing area. The options include **SDR** and **HDR10**. When **HDR10** is selected, the monitor where the software is installed must support HDR10 and the HDR playback function is enabled, so that the HDR effect can be displayed. Note Only 10th Gen Intel GPU or later supports HDR output. •  : Lock the stage editing area.
	E	Pan or zoom the output area. •  : Pan the stage editing area. •  : Zoom in or out the stage editing area. •  : Make the stage start at the origin and all layers locate within the visible range in the stage editing area.
	F	• Properties: configure the media properties, including the layer basic info, trim, opacity, color, cropping, transition effect, graphics card mapping and more. • Playback: Control and view the playback progress. –  : Count up timer –  : Count down timer

Area	Item	Description
		–  : Start the playback. –  : Pause the playback. –  : Stop the playback. –  : Adjust the volume. • Update: View the progress of updating the data to the slave device.
Program management area	n/50	Indicate the quantities of the edited programs and the total programs in the current group. • n: Indicates the quantity of the edited programs or the programs that have media files. • 50: Indicates the default quantity of the total programs. When a new program is added, the value increases accordingly.
	Program n	View the program name.
	Layer and layer status	• Layer n/audio: Displays the layer name and indicates whether the layer comes with audio or not. •  : Turn off the layer audio. •  : Play the layer audio. • Icons on the layer: –  : This icon indicates the layer is the main media and the timer in the **Playback** area is based on this layer. –  : After the playback of the media in the current layer is completed, the layer stops the playback and displays the last frame of the playback image. –  : Within the timing period for the main media, the current layer media is in loop playback mode. –  : Within the timing period for the main media, the audio media playback will be stopped after it is finished. – Lock: The layer is locked.
Status bar		•  : Increase or decrease the program column width. •  : Enable the PowerPoint file playback mode. You can use the laser pointer buttons or keyboard buttons to move between slides. •  : Disable the PowerPoint file playback mode. •  : Disable the C3 control. •  : The C3 control is enabled.

Area	Item	Description
		•  : The scheduled playback is enabled. •  : The schedules playback is disabled. •  : The paging turning function is enabled, and the arrows keys on the keyboard can be used to turn pages. •  : The paging turning function is disabled, and the arrows keys on the keyboard can be used to select between programs. • Display the current CPU and memory usage.
Link status		• Name: The computer name by default • Slave: Show the statuses of the slave devices. These items are shown on the master end only. –  : Not set –  : Disconnected –  : Normal communication

3.1 Change Layout

The main user interface can be customized according to user preferences. Once adjusted, the layout is automatically saved. Upon reopening next time, the interface retains the layout as adjusted last time.

To modify a particular area, hover the mouse cursor over the edge of the area until it changes into a double-headed arrow. Then, click and hold the left mouse button to drag horizontally to adjust the width, or vertically to adjust the height of the selected area.

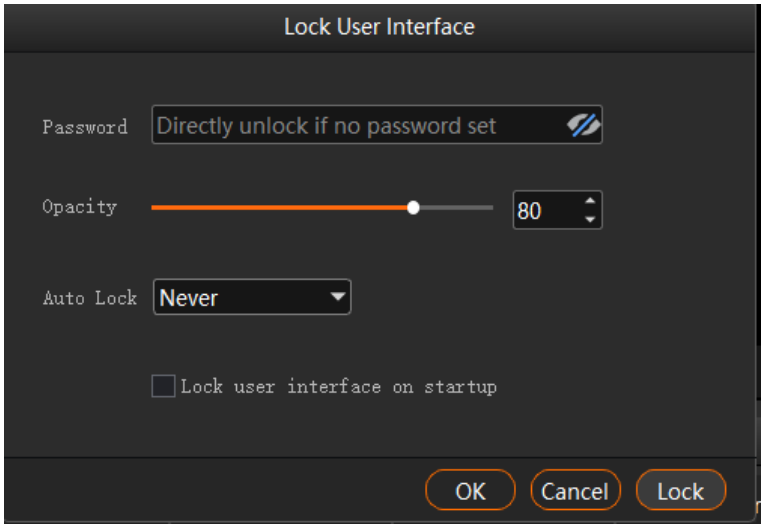
Figure 3-2 Change user interface layout

3.2 Lock User Interface

Locking the user interface prevents unauthorized access to the editing environment, particularly when the operator is away.

Step 1 Click  at the top right of the main interface to open the UI locking window.

Figure 3-3 Lock user interface



Step 2 Enter the password in the text box next to **Password**.

Clicking or next to **Password** allows you to show or hide the password.

Step 3 Adjust the opacity of the lock screen.

An opacity setting of 100% means it is completely opaque, obscuring the editing interface and showing only the lock screen background.

Step 4 Define the duration of inactivity after which the system will automatically lock itself.

Options include **Never**, **3 minutes**, **5 minutes**, **10 minutes**, and **30 minutes**, with **Never** indicating no automatic screen locking.

Step 5 Decide whether to lock the user interface upon software launch.

- Select **Lock user interface on startup** to default to the lock screen when the software starts up.
- Deselect it to display the main software interface after startup.

Step 6 Confirm the settings by clicking **OK**.

By clicking **Lock**, the system enters to the lock screen mode, and the screen lock settings take effect.

Note

- To unlock, enter the previously set password and click to access the software editing interface.
- If the password is forgotten, please contact our technical support engineer for assistance.

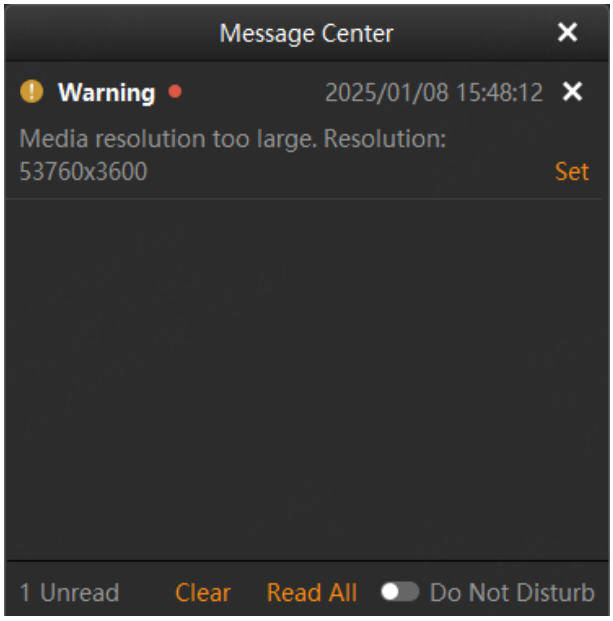
3.3 View System Messages

The system will provide alarms or messages in **Message Center** under the following conditions:

- Added media exceeds 8192×4320.
- The main display's refresh rate is non-standard, such as 59.94/59.95/60 Hz.

Click at the top right corner to open the **Message Center** interface.

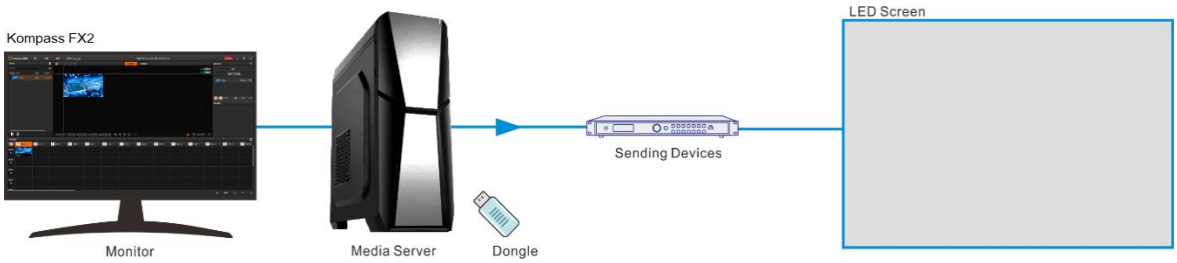
Figure 3-4 Message center



- Set:
  - If media resolution is too large, click **Set** to open the **Transcoding and Encryption Assistant** window for transcoding to enable normal playback.
  - If the display has a non-standard refresh rate, click **Set** to enter the Windows system advanced settings interface.
- Clear: Clear all messages.
- Read All: Set all messages as read.
- Do Not Disturb: Turn the mode on or off.
  - On: The system will receive messages but not display notifications.
  - Off: The system will show message alerts.

4 Applications

Figure 4-1 Applications



5 Project

Kompass FX2 allows you to add media files, edit the programs and set the program playback sequence and media properties. After all these are done, you can save those configuration as an independent project file to your local storage for future use.

5.1 Create New Projects

There are two methods to create a new project.

- Start Kompass FX2 and the software will create a new project automatically.
- Go to **Project** > **New** to create a new project.

5.2 Edit Outputs

Kompass FX2 supports output editing, allowing you to partition the output screen and perform output connector mosaic, thus realizing a mosaic output of desired connectors and partitions.

Click  to open the **Edit Output** window.

Figure 5-1 Edit output

5.2.1 Add Outputs

To synchronize output images, please refer to Graphics Card Mosaic to complete relevant configurations.

Add and bind outputs automatically

After startup, Kompass FX2 will automatically detect the graphics card connectors and then complete the adding and binding of those detected connectors. All the connectors are displayed in the output list on the left.

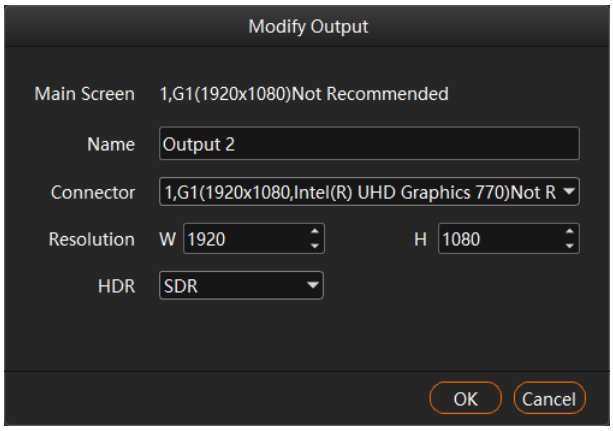
When you need to change the binding relations between the output connectors and screens, click  to change the output name, connector binding and resolution.

Add and bind outputs manually

When more graphics cards are installed on the control PC or you want to change the connector quantity in a saved project file, you can select to add the outputs manually.

Click + in the output list area to add an output.

Figure 5-2 Add and edit outputs



- Name: Change the current output name.
- Connector: Select the desired output connector from the drop-down list or change the connector binding relation. Here take Figure 5-2 as an example to illustrate.
  - 1: Connector number of the graphics card (**1** indicates the connector 1 of the graphics card.)
  - G1: Graphics card 1
  - 1920×1080: Output resolution of the current connector of the graphics card
  - Intel(R) UHD Graphics 770: The graphics card name of the current device
- Resolution: Set the desired output width and height.
- HDR: Configure the output format for the video. The options include **SDR** and **HDR10**. When **SDR** is configured, the video will be output in **SDR** format.

Note

Before you configure **HDR**, go to **Settings** > **Output Settings** to enable **HDR**.

5.2.2 Configure Regular Screens

Step 1 Click to open the **Edit Output** window.

Step 2 Organize the output connectors on the right via drag and drop operations to suit the loaded screen.

Figure 5-3 Connector layout

Step 3 Click **OK** to complete the editing.

Note

In the output editing area, click and drag to select multiple outputs to adjust them simultaneously.

5.2.3 Construct Irregular Screens

When you want to output an image of an irregular shape, you can partition the output and reorganize the sub-outputs to suit the loaded screen.

Output Partitioning

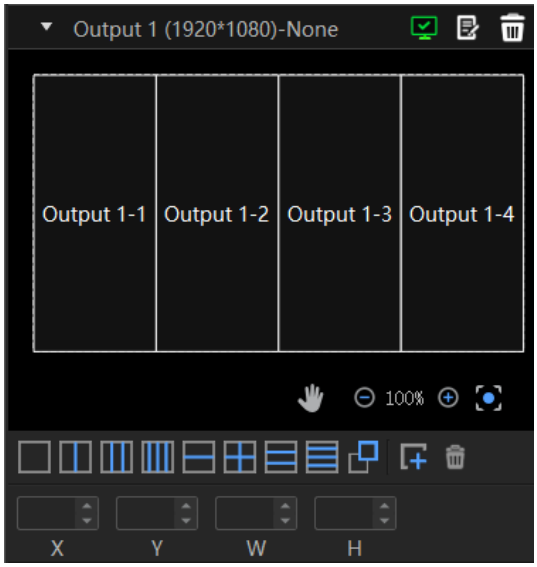
This function divides an output into several sub-outputs, breaks up and reorganizes the outputs, realizing easy reconstructing and management for irregular output images.

You can realize the output of an irregular image via the reorganizing of regular output connectors.

Figure 5-4 T-shape output image

Step 1 Select a partition layout in the output list area.

Figure 5-5 Output partitioning



- : 1x sub-output
- : 2x sub-outputs in horizontal position
- : 3x sub-outputs in horizontal position
- : 4x sub-outputs in horizontal position
- : 2x sub-outputs in vertical position
- : 2x sub-outputs in both horizontal and vertical positions
- : 3x sub-outputs in vertical position
- : 4x sub-outputs in vertical position
- : Custom layout

- : Click once to add one sub-output of the same size as the first one.
- : Delete the selected sub-output.

Step 2 Select a sub-output and set its position and size.

- Position:
  - X: Set the initial horizontal position of the sub-output area.
  - Y: Set the initial vertical position of the sub-output area.
- Size:
  - W: Set the width of the sub-output area.
  - H: Set the height of the sub-output area.

Sub-Outputs Reorganizing

Reorganizing sub-outputs refers to the re-layout of the output partitions of an output connector as required.

After startup, Kompass FX2 will automatically detect the graphics card connectors and display all the connectors in the output list on the left.

- : Enable the output.
- : Disable the output.
- : Delete the output.

Click to change the output name, connector binding relation and resolution.

Step 1 Click and drag the sub-outputs on the right to reorganize them.

Figure 5-6 Sub-outputs reorganizing

You can change the size and position of the sub-output at the bottom.

Figure 5-7 Output adjustment

- Name: Change the current output name.
- X: Set the initial horizontal position of the sub-output or output on the stage. The adjusting reference is the top left corner of the stage.
- Y: Set the initial vertical position of the sub-output or output on the stage. The adjusting reference is the top left corner of the stage.
- W: Set the width of the sub-output or output.
- H: Set the height of the sub-output or output.
- Rotate: Set the rotation angle (clockwise) of the sub-output or output.

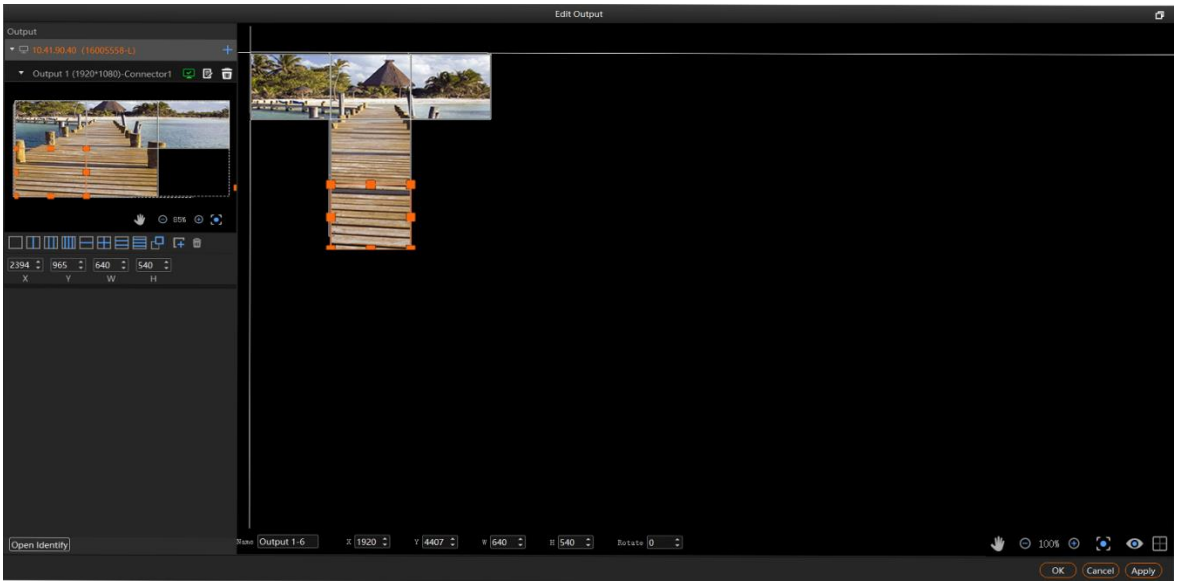
Figure 5-8 Canvas adjustment

- : Drag to move the stage canvas.
- 100% : Zoom in or zoom out the canvas.
- : Canvas automatically returns to the origin. If the canvas moves out of the editing area, click the icon to return it to the origin.
- / : Show or hide connector information.
- / : Show or hide connector borders.

Step 2 Click **OK** to complete the reorganizing.

After the reorganizing, you can add the layer image to the stage area. The mapping between the sub-output and image is shown as follows.

Figure 5-9 Sub-output and image mapping



5.3 Manage Media

You can add the desired media files to the current media library. Kompass FX2 supports pictures, videos, PowerPoint files, audio media files, NDI, websites, streaming media.

The supported media formats are as follows:

- Video: mp4, avi, mkv, flv, mov, wmv, mpeg, m4v, m2ts
- Picture: jpg, jpeg, bmp, png, gif, ico
- Audio: mp3, aac, flac, amr, ape, wav, wma
- Office files: ppt, pptx, xls, xlsx, pdf, doc, docx
- Other formats: sensor, exe

Note

You can add up to 15 PowerPoint files to the media library, with support for decoding PowerPoint files up to 4K.
High-resolution image loading may be affected by hardware performance. The maximum image resolution is 50000×3000.
Recommended video coding formats:

- 4K < resolutions ≤ 8K: H.265 (HEVC) or VP9 recommended
- Resolutions ≤ 4K: H.264 (AVC) recommended

For a better image quality experience, the following video bitrates are recommended.

- Recommended video bitrates for SDR uploads – single media server and single graphics card:

Type	Video Bitrate Standard Frame Rate (24 Hz, 25 Hz, 30 Hz)	Video Bitrate High Frame Rate (48 Hz, 50 Hz, 60 Hz)
4320 (8K)	75 to 90 Mbps	110 to 135 Mbps
2160 (4K)	35 to 45 Mbps	53 to 68 Mbps
1440 (2K)	16 Mbps	24 Mbps
1080p	8 Mbps	12 Mbps

Video Media Requirements

The video playback performance varies depending on the graphics card. To ensure optimal compatibility and smooth playback, please prepare and add media materials according to the following specifications:

- Requirements for single graphics card scenario:
  - 4K video: Resolution ≤ 4096 pixels (width/height), encoded in H.264
  - 8K video: Resolution ≤ 8192 pixels (width/height), encoded in H.265
  - Super 8K video: Resolution > 8192 pixels and ≤ 16384 pixels (width/height), encoded in HAP
- Requirements for multi-graphics card scenario:
  - 4K video: Resolution ≤ 4096 pixels (width/height), encoded in H.264
  - 8K video: Resolution ≤ 8192 pixels (width/height), encoded in H.265
  - Super 8K video: Requires segmentation, with all segments of equal duration.

Note

Video playback must utilize hardware decoding, with a frame rate of 30/60 fps, and a recommended video bitrate under 200 Mbps to ensure synchronization.

Graphics Card	Resolution	Frame Rate	Encoding Format	Pixel Format	Bitrate Range
AMD	4096×4096	60	H.264	YUV4:2:0/YUV4:2:2	0 to 300 Mbps
	3840×2160	60	H.264 (HDR)	YUV4:2:0/YUV4:2:2	0 to 300 Mbps
MPGT400	8192×4320	60	H.265 (HDR)	YUV4:2:0/YUV4:2:2	0 to 300 Mbps
HPGA4000	8192×4800	60	H.265 (HDR)	YUV420/YUV422	0 to 450 Mbs
	7680×4320	60	Prores422 HQ	YUV420/YUV422	No requirements
	3840×2160	60	Prores422 HQ	YUV420/YUV422	No requirements
HPGA5000	8192×8192	60	H.265 (HDR)	YUV420/YUV422	0 to 150 Mbs
	3840×2160	60	Prores422 HQ	YUV420/YUV422	No requirements
HPGA6000	8192×8192	60	H.265 (HDR)	YUV420/YUV422	0-150Mbs
	3840×2160	60	H.265 (HDR)	YUV420/YUV422	No requirements
HPGA4000 HGPA5000 HPGA6000	16384×4320	60	HAP	YUV420/YUV422	No requirements

5.3.1 Add Media Files

You can select to import a single media file or a folder including multiple media files.

5.3.1.1 Add Local Files

Step 1 Click  at the bottom left corner of the **Media Library** area, or right click the area to select **Add Local File**.

Step 2 Select the target media files and click **Open**. Kompass FX2 will import the selected files to the media library automatically.

- Importing a single file: Select the desired file and click **Open** to complete the importing.
- Importing multiple files: Press the **Shift/Ctrl** key, select the desired files, and then click **Open** to complete the importing.
- Drag and drop to import: Select one or multiple media files and drag them to the blank area of the media library to complete importing.

Note

- When you add a media file whose size exceeds the processing capacity of the graphics card installed on the software server, the prompt **Optimizable** appears next to the added media file in the **Media Library** area. To render and play this media normally, go to **Help** > **Transcoding and Encryption Assistant** to optimize it.
- When the value of the width × height × frame rate of a video is greater than the recommended value, or the value of the width or height is greater than 8192 pixels, the prompt **Optimizable** appears.
- When the width or height of a picture is greater than 8192 pixels, the prompt **Optimizable** appears.
- When a media file in hap format exceeds the recommended maximum resolution, the prompt **Optimizable** does not appear.
- After the media file is added successfully, hover the mouse over the media and you can view its basic information.

5.3.1.2 Add Local Folders

Step 1 Click  at the bottom left corner of the **Media Library** area, or right click the area to select **Add Local Folder**.

Step 2 Select the target folder and click **Select Folder**. Kompass FX2 will import the folder and the media files in it to the media library automatically.

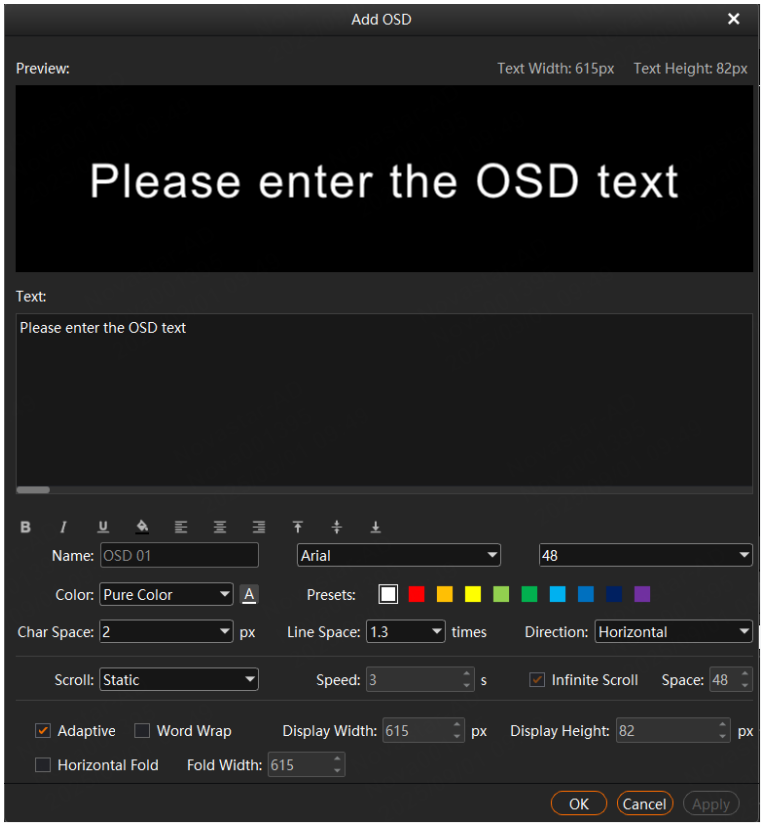
You can also select one or multiple folders and drag them to the blank area of the media library to complete importing folders quickly.

5.3.1.3 Add OSDs

Kompass FX2 supports the OSD as a kind of media.

Step 1 Right click the **Media Library** area to show the context menu and then select **Add OSD**.

Figure 5-10 Add OSD



Step 2 Enter the desired content in the **Text** area.

Step 3 Adjust the font and style.

You can set the following attributes.

- **B**: Make the text bold or not.
- *I*: Italicize the text or not.
- U: Underline the text or not.
- : Align the text to the left.

  When the display area width is larger than the text width and the moving is set to **Static**, align the text to the left of the display area.
- : Center the text horizontally.

  When the display area width is larger than the text width and the moving is set to **Static**, center the text horizontally to the display area.
- : Align the text to the right.

  When the display area width is larger than the text width and the moving is set to **Static**, align the text to the right of the display area.
- : Align the text to the top.

When the display area height is larger than the text height and the moving is set to **Static**, align the text to the top of the display area.

- : Center the text vertically.

  When the display area height is larger than the text height and the moving is set to **Static**, center the text vertically to the display area.

- : Align the text to the bottom.

  When the display area height is larger than the text height and the moving is set to **Static**, align the text to the bottom of the display area.

Step 4 Enter a name next to **Name**.

Step 5 Set the font and font size.

Select the desired font from the drop-down list and the default font is **Arial**.

Select the desired font size from the drop-down list and the default size is **48**. You can only select a number from the drop-down list and you cannot enter a number manually.

Step 6 Set the font color.

Gradient and **Pure Color** are supported.

- Pure Color: Select **Pure Color** from the drop-down list and select the desired color block next to **Presets**.

  When you are not interested in any of the preset colors, click to open the **Select Color** window to customize your own color, and then click **OK** to complete the pure color settings.

- Gradient: Select **Gradient** from the drop-down list and the default gradient color is displayed.

  Click two color blocks at the both ends of the gradient color to customize your own gradient colors. Set the gradient angle to complete the gradient color settings.

Step 7 Set the character spacing, line spacing, and text direction.

- Char Space: Set the horizontal distance between adjacent characters. A larger value results in looser spacing, and a smaller value makes it tighter, ranging from 0 to 30 pixels.
- Line Space: Set the vertical distance between consecutive lines of text. A larger value results in looser spacing, and a smaller value makes it tighter.
- Direction: Set the orientation of the OSD text. The options include **Horizontal** and **Vertical**.

Step 8 Set the moving effect and speed.

- Scroll: The options include **Static**, **From Left**, **From Right**, **From Top** and **From Bottom**.
- Speed: Set the moving speed. This parameter is available when the moving effect is not **Static**.
- Infinite Scroll: Set whether the scrolling text should seamlessly connect.
  - Checked: The scrolling text will seamlessly connect the end of one sequence with the beginning of the next. If selected, you must also set **Space**, which defines the spacing between the end of one scroll and the start of the next.
  - Unchecked: The text will complete one scroll before starting the next.

Step 9 Set the OSD adaption information.

- Adaptive: The OSD text adjusts automatically.
  - Checked: When enabled, the text display area will automatically adjust based on the text size to ensure a complete and logical presentation.
  - Unchecked: You can manually adjust the text display area to meet specific layout requirements.
- Word Wrap: The continuous text wraps naturally based on display width, preserving content coherence.
  - Checked: You must set the OSD display width in **Display Width**. After setting, the text display area will automatically wrap according to this width, ensuring that the text is completely and suitably displayed
  - Unchecked: The OSD text will be displayed within the set **Display Width**. If in a scrolling mode, the text will scroll within this width.
- Horizontal Fold: Strictly segments according to folding width, potentially truncating text and leaving blanks, suitable for structured layout needs.
  - Checked: The OSD text will forcibly wrap according to the set **Display Width**, even if it leads to truncating text and leaving blanks, thus meeting specific formatting demands.
  - Unchecked: The OSD text will not wrap, presenting in a continuous format.

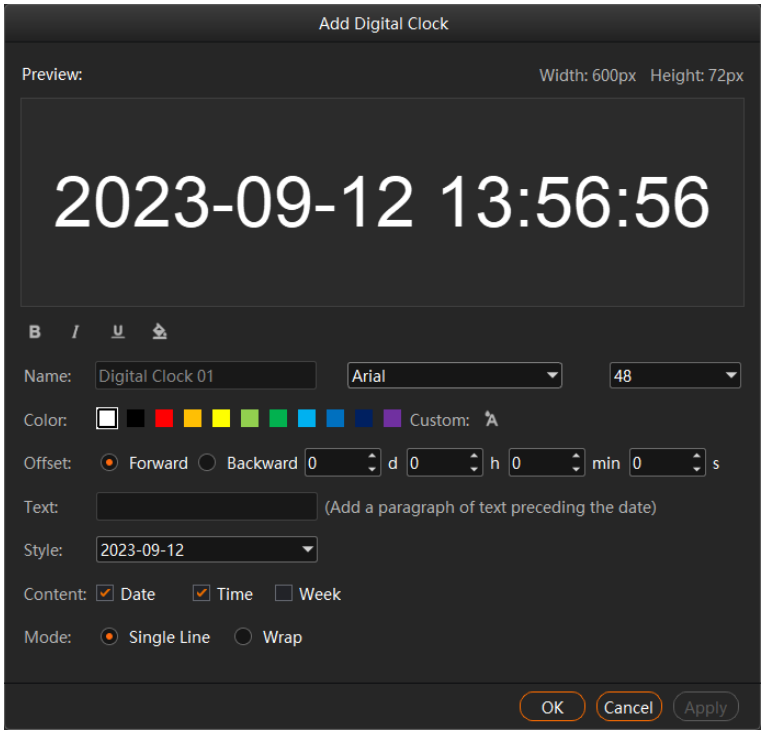
Step 10 Click **OK** to complete the OSD settings.

5.3.1.4 Add Digital Clocks

Kompass FX2 can set a digital clock as a media. You can view the details of the current date and time.

Step 1 Right click the blank area of **Media Library** and select **Add Digital Clock**.

Figure 5-11 Add digital clocks



Step 2 Enter the clock name and select the desired text font and size from the drop-down list next to **Name**.

Step 3 Select the desired color block next to **Color** to set the clock text color.

Click  next to **Custom** to open the **Select Color** window to customize your own color. Set the value of the background transparency next to **Alpha channel**. The value ranges from 0 (totally transparent) to 255 (opaque).

Step 4 Set the clock offset information, which includes the number of days, hours, minutes or seconds.

- Forward: Set the time to offset before the current time.
- Backward: Set the time to offset after the current time.

Step 5 Enter a paragraph of text which will be displayed preceding the date.

Step 6 Select the desired date format from the drop-down list next to **Style**. Three formats are provided.

Step 7 Select the clock content. The options are as follows.

- Date: After checked, the current date will be displayed.
- Time: After checked, the current time will be displayed.
- Week: After checked, the current week will be displayed.

Step 8 Set the desired clock display mode. The options include **Single Line** and **Wrap**.

Step 9 Set the style of the clock content below the **Preview** area.

You can set the following text attributes.

-  : Make the text bold or not.
-  : Italicize the text or not.
-  : Underline the text or not.
-  : Click this icon to open the **Select Color** window to change the text background color.

  Set the value of the color transparency next to **Alpha channel**. The value ranges from 0 (totally transparent) to 255 (opaque).

Step 10 Click **OK** to complete the digital clock adding.

After the clock is added successfully, right click the added clock and select **Edit** to open the clock editing window. After you complete the editing, click **Apply** to change the clock display information of all the programs.

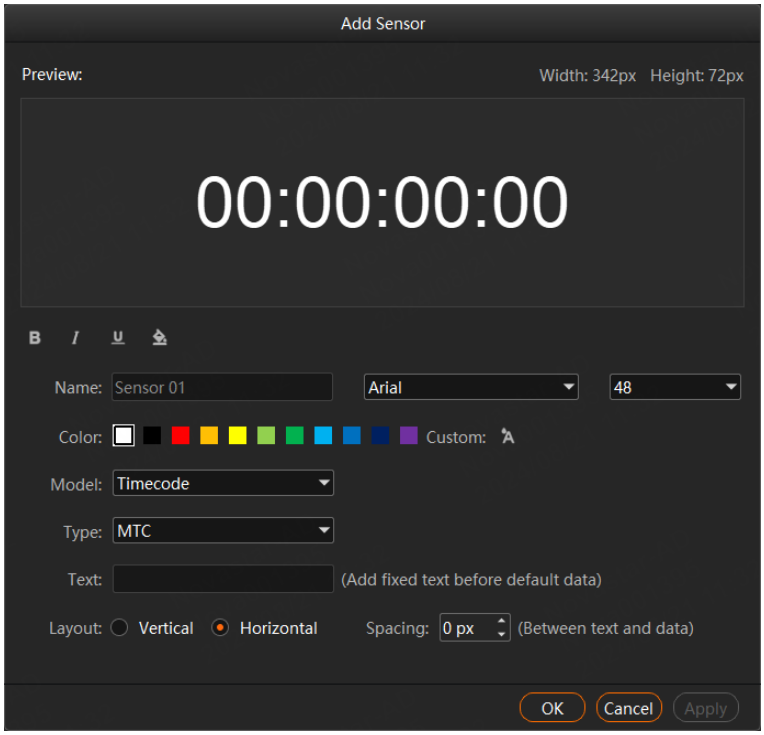
5.3.1.5 Add Sensors

Kompass FX2 supports adding the data acquired by the sensor, and can display the sensor data on the screen.

In order to use the time data generated by a timecode generator, the connection between the timecode generator and media server (built-in Kompass FX2) must be established in advance.

Step 1 Right click the blank area of **Media Library** and select **Add Sensor**.

Figure 5-12 Add sensors



Step 2 Enter the sensor name and select the desired text font and size from the drop-down list next to **Name**.

Step 3 Select the desired color block next to **Color** to set the clock text color.

Click  next to **Custom** to open the **Select Color** window to customize your own color. Set the value of the background transparency next to **Alpha channel**. The value ranges from 0 (totally transparent) to 255 (opaque).

Step 4 Select the model of the connected sensor next to **Model**.

The sensor models are classified based on the physical quantity and measurement principles of the sensors.

Step 5 Select the sensor type of the current sensor model next to **Type**.

The sensor types are differentiated based on specifications and performance parameters of the sensor models.

When playing the timecode data, the data type set in **Type** must be consistent with the data type generated by the timecode.

Step 6 Enter certain text that needs to be displayed preceding the default data.

Step 7 Select the layout mode for the fixed text and sensor data next to **Layout**.

- Vertical: The fixed text and sensor data are displayed in two lines, with the fixed text on the first line and the sensor data on the second line.
- Horizontal: The fixed text and sensor data are displayed in one line, with the fixed text on the left and the sensor data on the right.

Step 8 Set the distance between the input fixed text and the sensor data next to **Spacing**.

The value ranges from 0 px to 500 px.

Step 9 Set the style of the sensor text below the **Preview** area.

- B : Make the text bold or not.
- I : Italicize the text or not.
- U : Underline the text or not.
- : Click this icon to open the **Select Color** window to change the text background color.

  Set the value of the color transparency next to **Alpha channel**. The value ranges from 0 (totally transparent) to 255 (opaque).

Step 10 Click **OK** to complete the sensor adding.

5.3.1.6 Create Media Copies

Kompass FX2 supports the creation of copies of the added OSDs, digital clocks, sensors, image sequences, and media collections. After a copy is created, the copy can be edited to quickly complete the addition of a new media.

Step 1 Right click an added media and select **Create Copy**, and the system will automatically add a copy of the selected media.

The copied one is named with the original media name plus a number.

Step 2 Right click the copied media and select **Edit** to change the media properties.

Step 3 Click **OK** to complete the editing of the media copy.

5.3.1.7 Add NDI Input Sources

Before adding an NDI input source, you must configure the NDI source image size and position in NDI Sender and enable NDI so that Kompass FX2 can search and find the NDI source and add it.

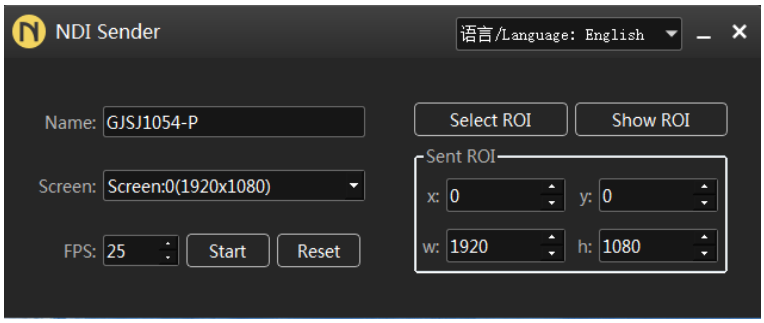
Note

The computers running the NDI Sender and Kompass FX2 must be on the same network segment.

Configurations in NDI Sender

Step 1 Double click the NDI Sender shortcut on the desktop to open the NDI Sender software.

Figure 5-13 NDI Sender



Step 2 Enter an NDI name.

Step 3 Click **Reset**.

After the name is changed, you must click **Reset** to make the setting take effect.

Step 4 If there are multiple screens in NDI Sender, select the screen that you want to send.

If you want to send multiple screens, select the first screen that you want to send.

Step 5 Click **Select ROI**, click and drag the mouse to select the display area that you want to send.

In the **Sent ROI** area, you can see the position and size of the sent image. You can also change the **x**, **y**, **w** and **h** values to change the image position and size.

- x: The horizontal offset from the sent area to the selected screen's left edge
- y: The horizontal offset from the sent area to the selected screen's top edge
- w: The horizontal width of the sent area
- h: The vertical height of the sent area

Step 6 Click **OK** to complete image settings in NDI Sender.

Step 7 Click **Start** to complete NDI Sender settings.

Note

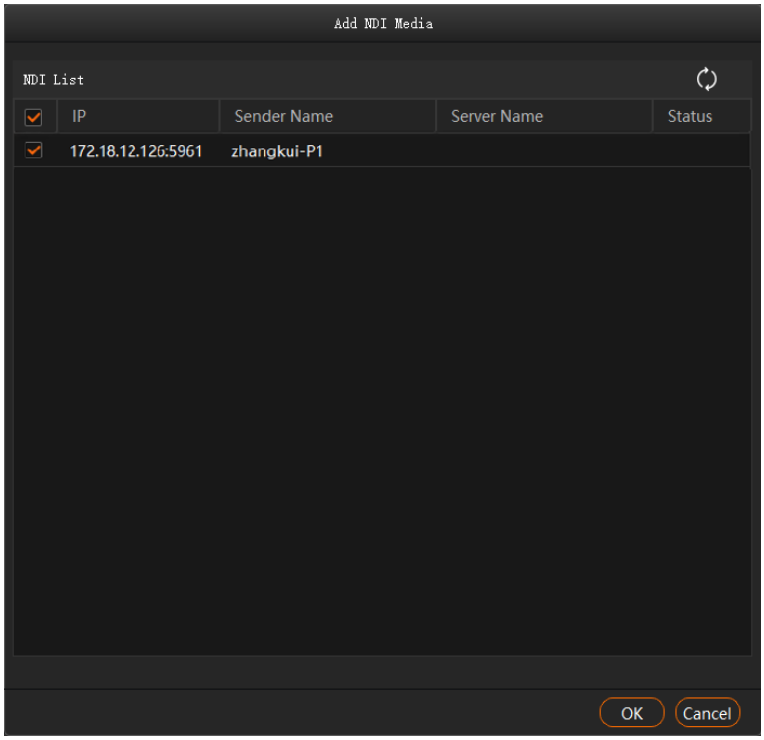
After the settings, you can click **Show ROI** to see the image position and image size you have set.

Add NDI Sources

Step 1 Right click the blank area of **Media Library** in Kompass FX2 and select **Add NDI Media**.

Step 2 The system will automatically search on the current network segment for all the devices with NDI enabled.

Figure 5-14 Add NDI sources



Step 3 Select the NDI sources from the NDI list.

Step 4 Click **OK** to complete NDI source adding.

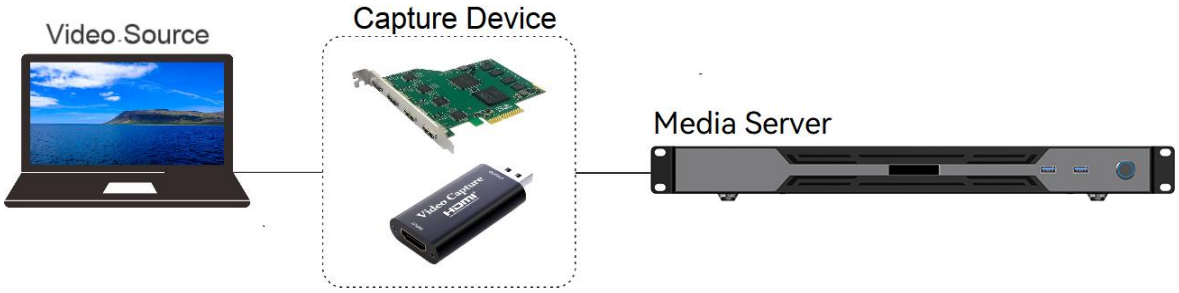
Note

After adding NDI sources, you can right click an NDI source and select **Edit** to change the NDI source name.

5.3.1.8 Add Sources from Capture Devices

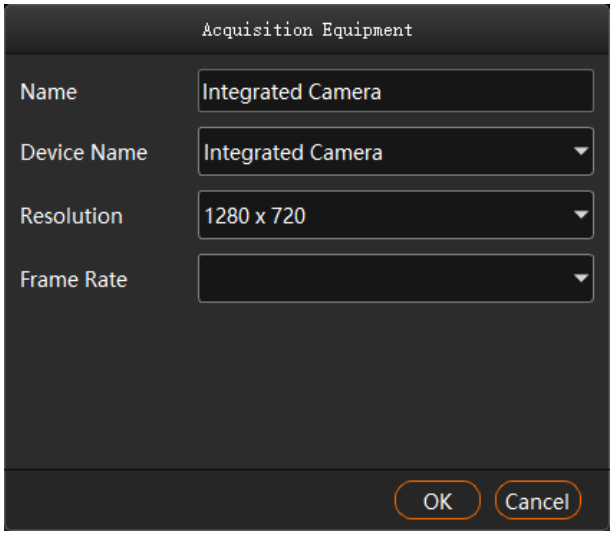
Kompass FX2 can obtain input sources via the capture card.

Figure 5-15 Capture card connection



Step 1 Right click the blank area of **Media Library** and select **Add Acquisition Equipment**.

Figure 5-16 Add capture device



Step 2 On the displayed window, enter the capture device name next to **Name**.

Step 3 Select a capture card next to **Device Name**.

The system will automatically read the resolution and frame rate.

Step 4 Click **OK** to complete adding the capture device.

5.3.1.9 Add Website Sources

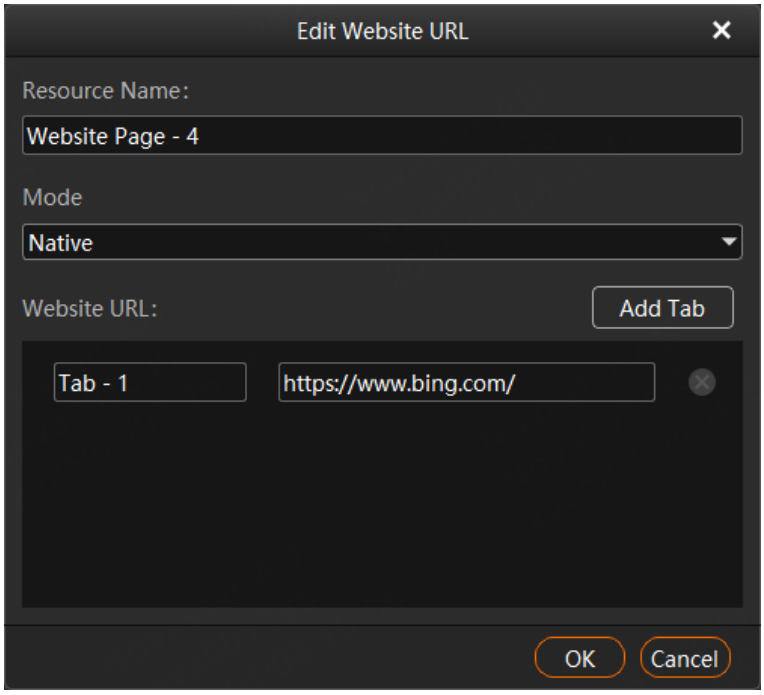
Prerequisites

The computer running the software is connected to the network.

Operating Procedure

Step 1 Right click the blank area of **Media Library** and select **Add Website**.

Figure 5-17 Add website



Step 2 Enter the desired website name in the **Resource Name** area.

Step 3 Select the display mode for the added website in the **Mode** area. The options include **Native** and **Screenshot**.

- Native: During playback, the stage editing area does not provide a preview. Instead, it is displayed directly on the extended screen, and the output image can be controlled using the mouse.

  It is NOT recommended to use this mode when the resolution of the added webpage exceeds the graphical card processing capabilities of the media server.
- Screenshot: During playback, the software captures the image from the webpage window and renders it onto the display screen connected to the connector, and allows for the image to be cropped if needed.

Step 4 Enter the tab name in the left text box in the **Website URL** area.

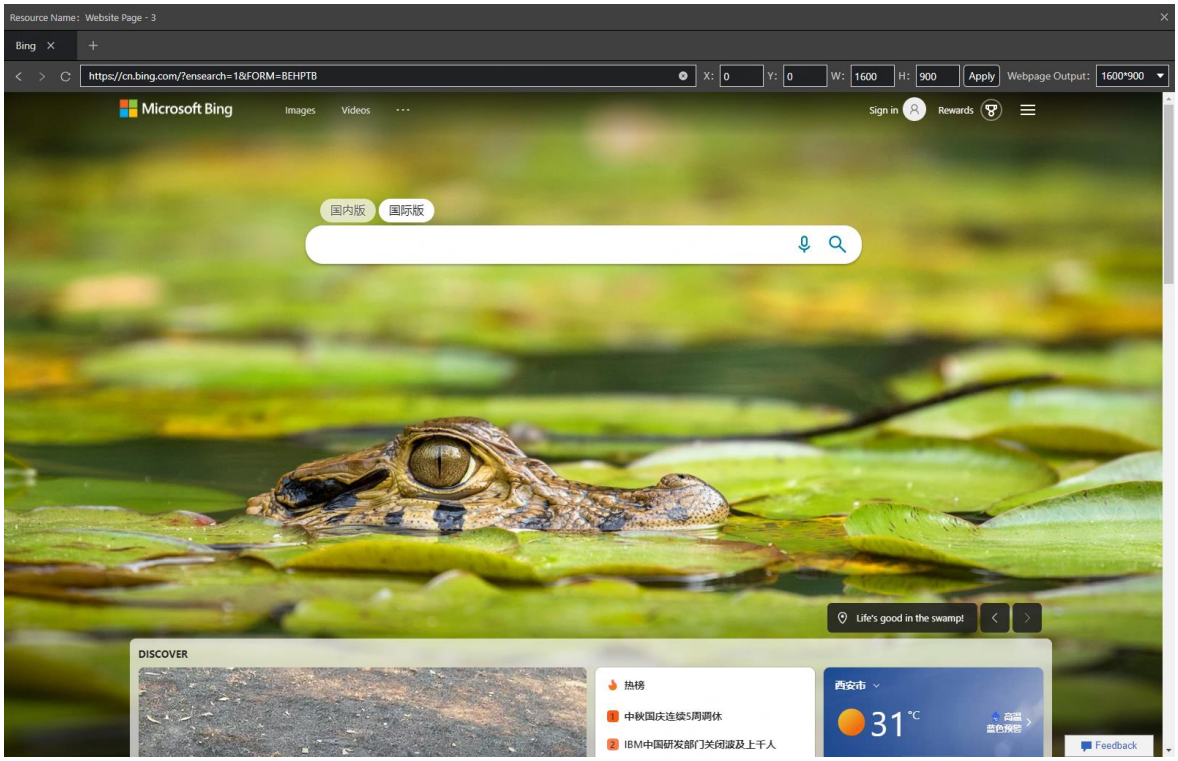
Step 5 Enter the complete website domain name in the right text box.

Step 6 Click **Add Tab** to add a new tab page.

Step 7 Enter the tab name and domain name of the new tab page.

Step 8 Click **OK** to enter the added website.

Figure 5-18 Website page (screenshot mode)



If the screenshot mode is selected, when a super-large browser image is added, which exceeds the processing capacity of a single graphics card on the media server, you can crop the bowser image to several parts and then mosaick them together in the program to finally display the whole webpage content.

You can complete the webpage cropping configuration using the following parameters:

- Y: Sets the starting vertical coordinate for the cropping, based on the top-left corner.
- W: The horizontal width of the cropped image.
- H: The vertical height of the cropped image.
- Apply: Click **Apply** to make the parameters take effect.
- Webpage Output: Adjust the size of the output webpage by selecting an output resolution.

Note

If the webpage resolution is too large, drag the thumbnail in the bottom right to select the crop area.

- Hold the spacebar to drag the bottom right canvas.
- Hold the Ctrl key and scroll the mouse to zoom in or out of the bottom right canvas.

Step 9 Click **×** at the top right corner to close the website and complete adding the website.

Note

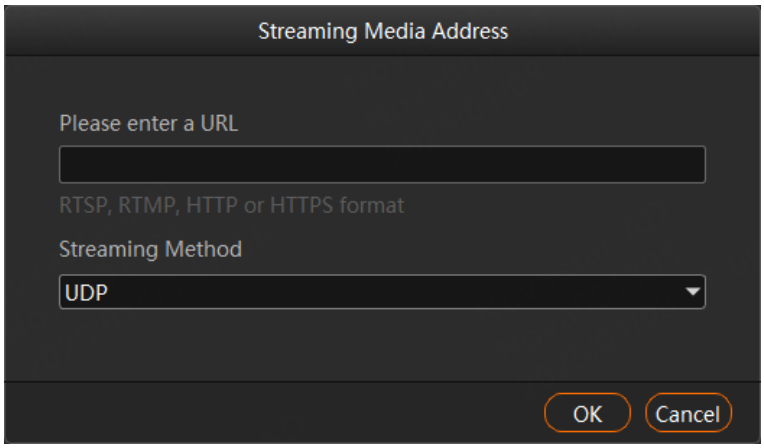
- When multiple tabs are opened, the tab where you stay on before closing the website will be used as the input source.
- If you opened other website pages and the new page is displayed on the new tab, the system automatically adds the new tab page.
- If you require long-time webpage playback, it is advisable to configure software to automatically restart at scheduled intervals via **Settings** > **System Settings**, in order to periodically clear the webpage cache.

5.3.1.10 Add Streaming Media

Kompass FX2 supports adding streaming media in rtsp, rtmp, http and https formats as input source.

Step 1 Right click the blank area of **Media Library** and select **Add Streaming Media** to open the window of adding a media network address.

Figure 5-19 Add streaming media



Step 2 Enter the media path in the URL field.

The path must begin with "rtsp://", "rtmp://", "http://" or "https://".

Step 3 Select the streaming transmission protocol in the **Streaming Method** section. The options include UDP and TCP.

Step 4 Click **OK** to complete adding the media path.

5.3.1.11 Add Media Collections

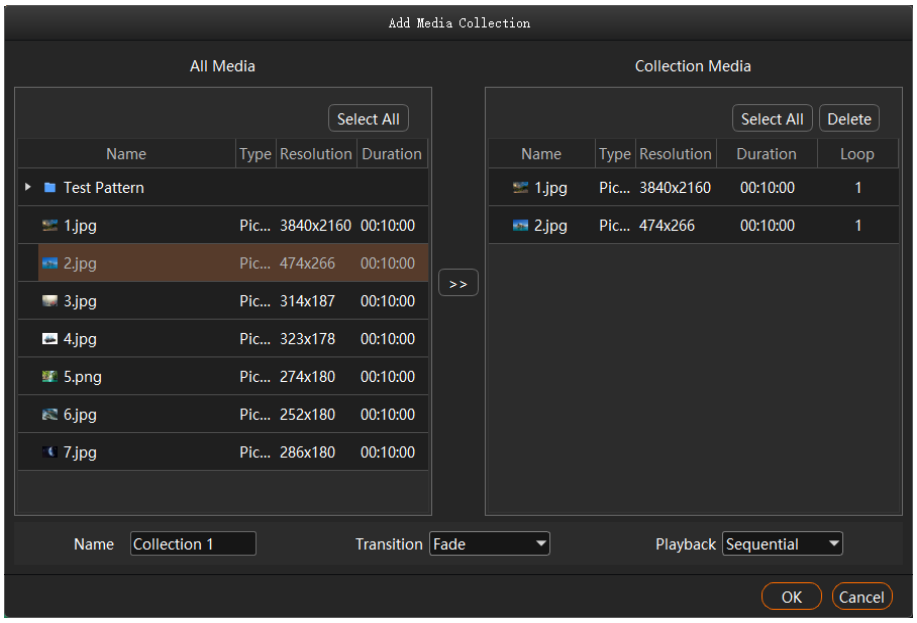
Multiple videos or videos and pictures can be combined with a specific order to form a new video source called media collection. The videos and pictures in the collection can be played automatically according to the set mode.

Note

The PowerPoint files, NDI sources, websites and media paths cannot be added to the media collection.

Step 1 Right click the blank area of **Media Library** and select **Add Media Collection** to open its window.

Figure 5-20 Add media collections



Step 2 In the **All Media** area, select the media files you want to add to the media collection

Step 3 Click >> in the middle to add the selected files to **Collection Media**.

You can click and drag the media to adjust its order in the collection media.

Step 4 For picture media, select a picture in **Collection Media** and click the value in the **Duration** column to change the playback duration of the picture.

For video media, select a video in **Collection Media** and click the value in the **Loop** column to change the number of times that the video can be played consecutively.

Note

- The duration of video media cannot be set.
- The number of playback times of picture media cannot be set.

Step 5 In the **Name** filed, enter a name for the media collection.

Step 6 In the **Transition** filed, select a media switching effect. Supported effects include **Fade** and **Cut**.

Step 7 In the **Playback** field, select a playback order of media files in the media collection. Supported orders include **Sequential** and **Shuffle**.

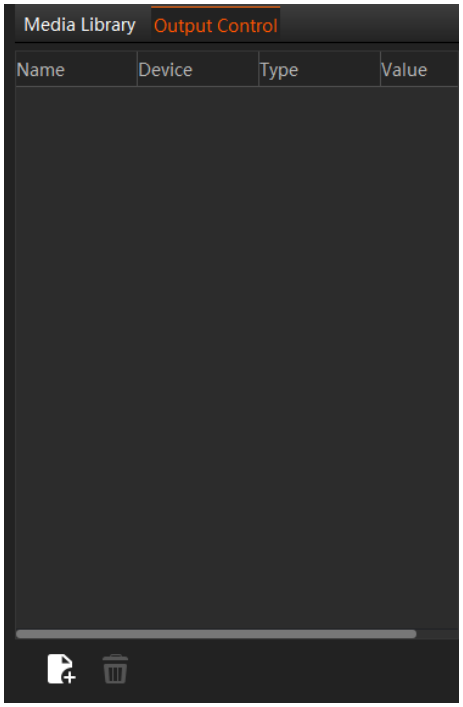
Step 8 Click **OK** to complete adding a media collection.

5.3.1.12 Add Control Commands

Kompass FX2 supports the control of the back-end splicers via the control commands. It is recommended the trained personnel use this function.

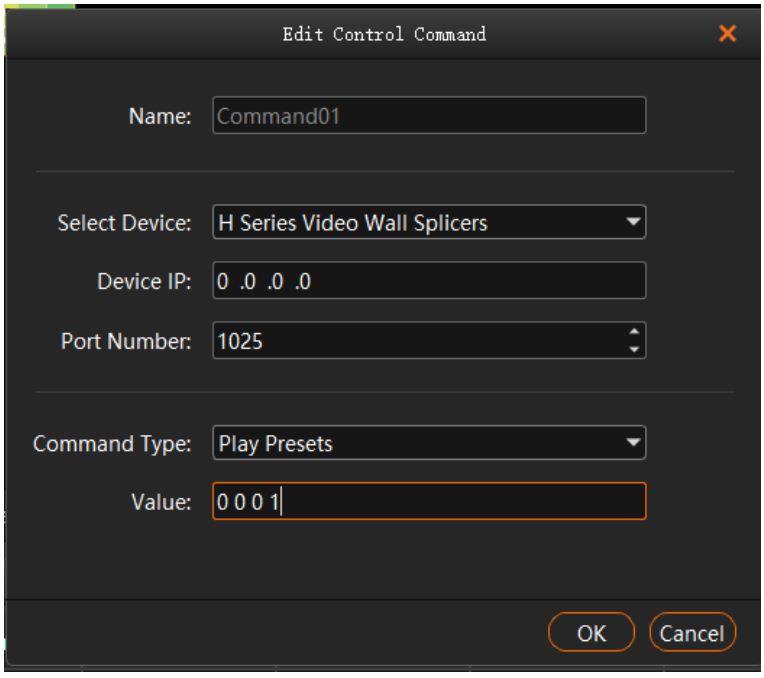
Step 1 Select the **Output Control** tab.

Figure 5-21 Output control



Step 2 Click  at the bottom-left corner or right click the blank area and select **Add** to open the **Edit Control Command** window.

Figure 5-22 Add control commands



Step 3 Enter the control command name next to **Name**.

Step 4 Enter the splicer information.

1. Select the connected splicer next to **Select Device**. The supported devices include the video wall splicer and intelligent controller.
2. Enter the splicer IP address next to **Device IP**.

3. Enter the port number for the external control next to **Port Number**.

Step 5 Configure the control command.

1. Select the control command type next to **Command Type**.
2. Enter the control command value next to **Value**. For the control command values, please refer the control protocol of the corresponding splicer.

Step 6 Click **OK** to complete the settings.

Note

- Each control command is a media file.
- The playback duration of the command media is fixed to 3s. If a program has the command media only, the output will be black for 3s.

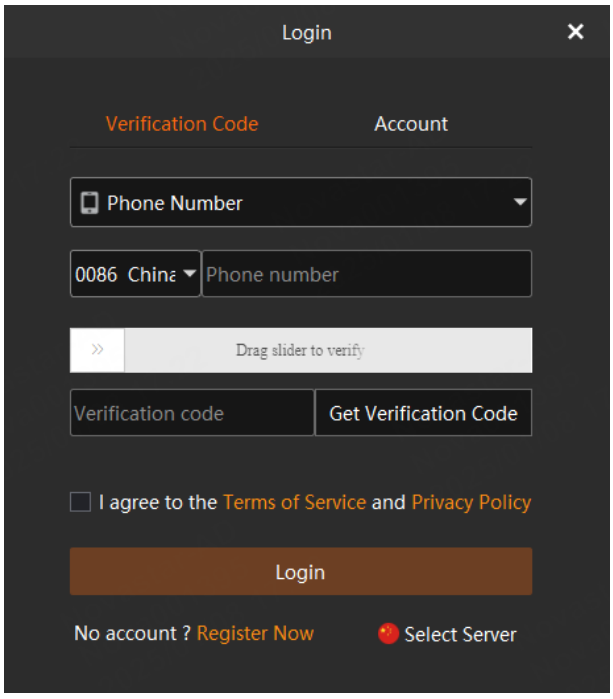
5.3.2 Cloud Media

Kompass FX2 supports acquiring playback media from VNNOX.

5.3.2.1 Register Account

Step 1 Click **Login** at the top right to open the login window.

Figure 5-23 Login window

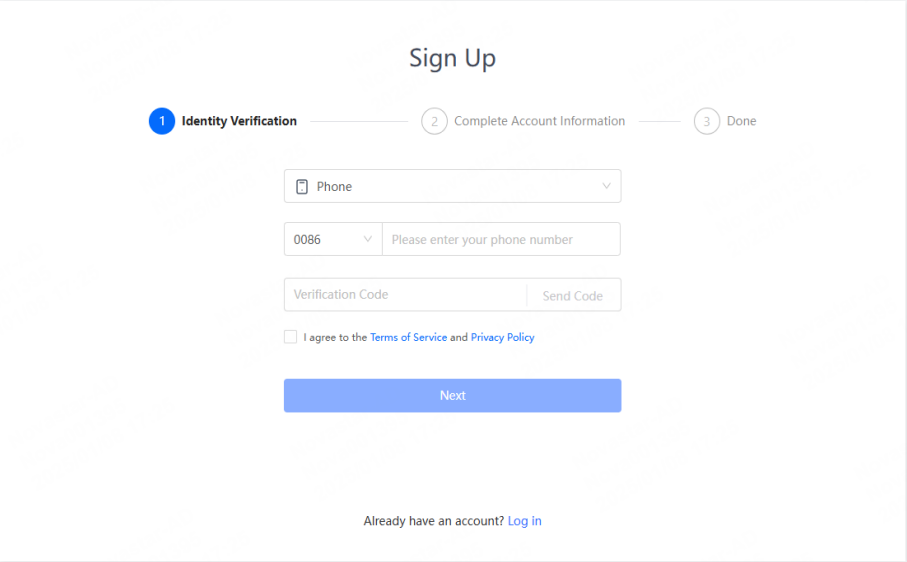


Step 2 Click **Select Server** to enter the server selection interface.

Step 3 Choose a server node, then click **OK**.

Step 4 Click **Register Now** to enter the registration interface.

Figure 5-24 VNNOX registration



Step 5 Choose the registration method. The options include **Phone** and **Email**.

Step 6 Enter your phone number or email.

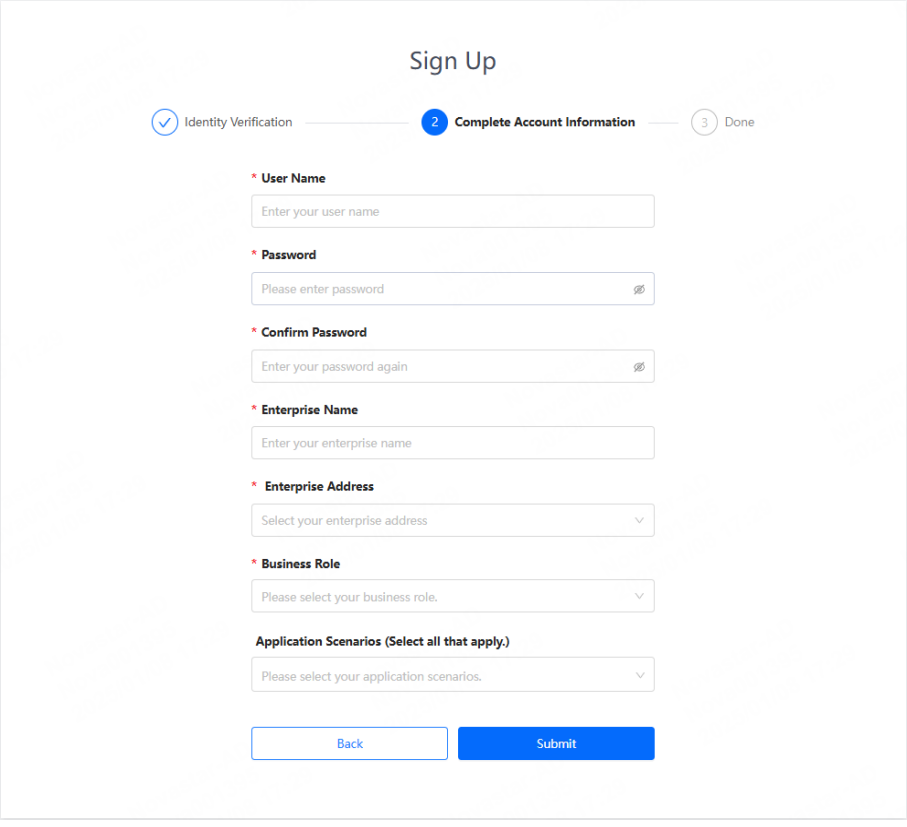
Step 7 Check **I agree to Terms of Service and Privacy Policy**.

Step 8 Click **Send Code** and complete the slider verification in the pop-up.

Step 9 Enter the received verification code into the text box.

Step 10 Click **Next** to enter the **Complete Account Information** interface.

Figure 5-25 Complete account information

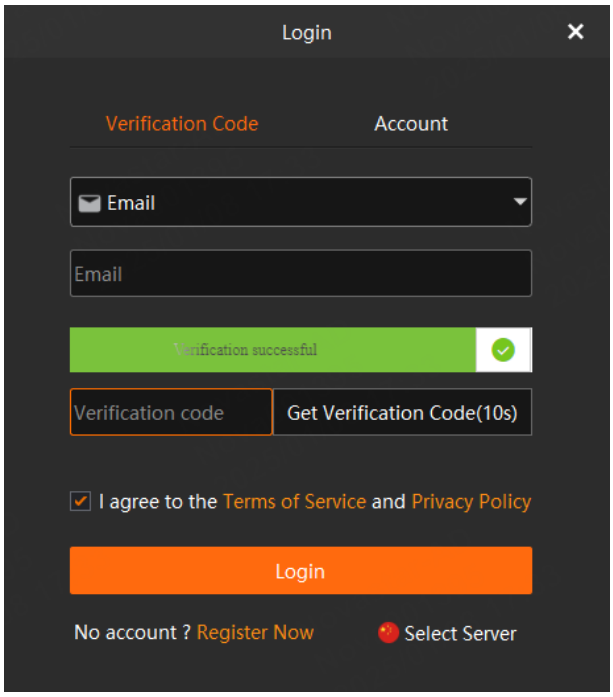


Step 11 Fill in the user name, password, and enterprise information, then click **Submit** to complete registration.

5.3.2.2 Log In Account

Step 1 Click **Login** at the top right to open the login window.

Figure 5-26 Login interface



Step 2 Click **Select Server** to enter the VNNOX server selection interface.

Step 3 Choose a server node, then click **OK**.

Step 4 Click **Verification Code** or **Account** to select login method.

Step 5 Enter the account information.

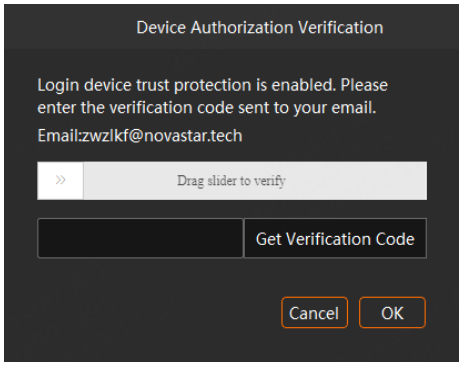
For verification code login, after entering your email, drag the slider to the far right and get a code, and then enter the received code into the text box on the left.

For account login, after entering your user name and password, drag the slider to the far right to complete verification.

Step 6 Check **I agree to the Terms of Service and Privacy Policy**.

Step 7 Click **Login** to enter the device authorization verification interface.

Figure 5-27 Device authorization verification



Step 8 Drag the slider to the far right to receive the verification code by email or phone.

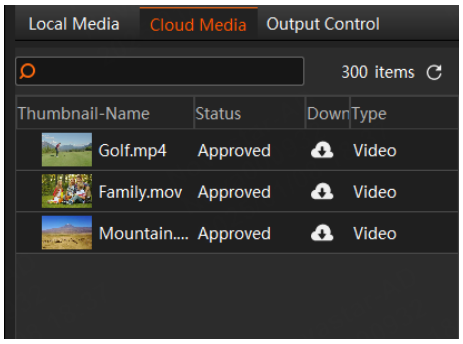
Step 9 Enter the received verification code in the text box.

Step 10 Click **OK** to complete the login.

5.3.2.3 Obtain Cloud Media

Step 1 In the media library area, click **Cloud Media** to enter the interface.

Figure 5-28 Cloud media



Step 2 Click  next to the media to download it locally.

The downloaded media are stored in the cloud media path you set under **Settings** > **System Settings**. Changing the path will save files to the new location.

Step 3 Click **Local Media** to enter the local media interface.

Step 4 Double click **Cloud Media Folder** to view the downloaded media.

5.3.3 Manage Media Files

Renaming

- Right click the media file or folder and select **Rename**. Enter a new name in the text box that appears.

- Click the media file or folder and press the **F2** key. Enter a new name in the text box that appears.

Deleting

There are three methods to delete a media file.

- Select the desired media file and click  .
- Right click the media file and select **Delete**.
- Click the media file and press the **Delete** key.

Management

You can create folders to classify the added media files.

- Click  at the bottom left corner in the **Media Library** area, and then select **New Folder** and name the folder.
- Right click the **Media Library** area, and then select **New Folder** and name the folder.
- Select the desired media files and drag them to the new folder for better classification and management.
- Change the order of the files or folders by simply dragging and dropping them.

Switching View

Click the icon next to **Media Library** to switch the view mode.

- In list view mode, click  to switch to the thumbnail view mode. All media files will be displayed in thumbnails and folders will not be displayed.
- In thumbnail view mode, click  to switch to the list view mode. The media files will be displayed in folders.

5.4 Edit Programs

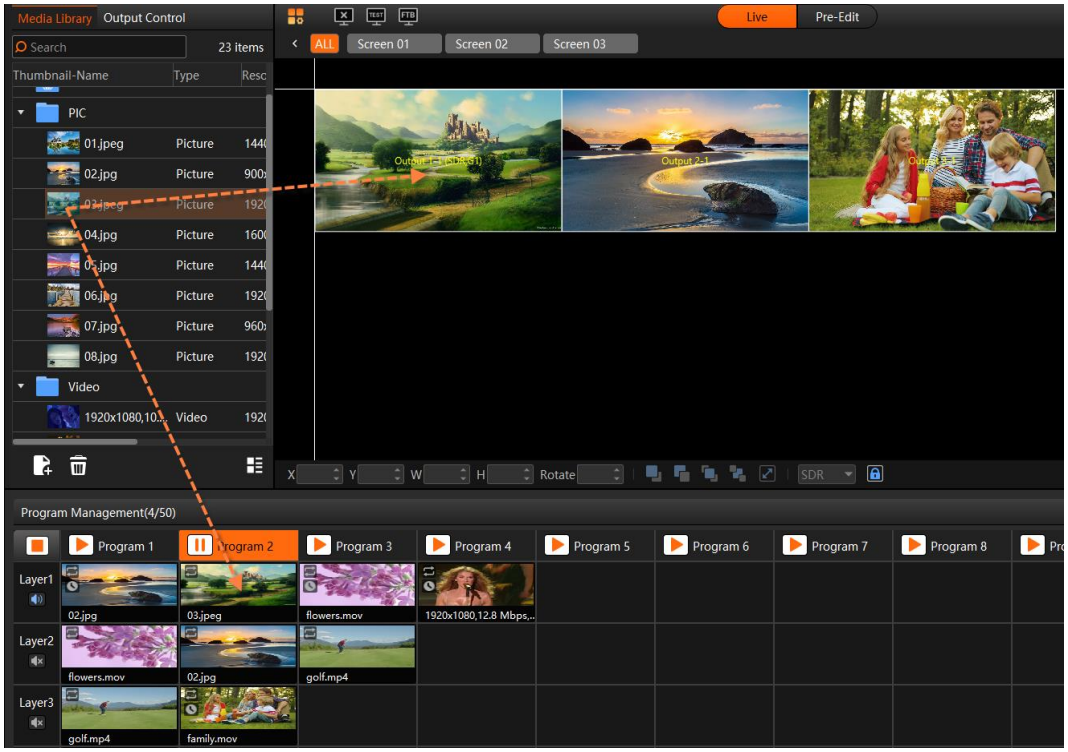
The playback unit of Kompass FX2 is a program. Each program supports at most eight layers and one audio.

5.4.1 Edit Layers

Click and drag a media file to the layer in a program, and then adjust the layer in the stage editing area, such as the layer size and position.

Step 1 Select a media file in **Media Library** and drag it to the desired layer or output area.

Figure 5-29 Edit programs



If the added media is an encrypted video converted using Transcoding and Encryption Assistant, when dragging the media to the target destination, you need to enter the password to decrypt the media in the pop-up dialog box. Alternatively, in the media library, right click the encrypted video, select **Decrypt**, and enter the password before you add the media.

Step 2 Adjust the layer size, position, rotation and priority.

Figure 5-30 Adjust layers

- Position adjustment: Drag and move the layer to adjust the layer position quickly, or fill in the values for the following parameters to precisely adjust the layer position.
  - X: Set the distance between the left edge of the layer and the left edge of the stage.
  - Y: Set the distance between the top edge of the layer and the top edge of the stage.
- Size adjustment: Drag the layer edge to adjust the layer size quickly, or fill in the values for the following parameters to precisely adjust the layer size.
  - Width: Set the layer width.
  - Height: Set the layer height.
  - Double click the layer to automatically fill the located connectors. Double click again to return the layer to its original size.
- Rotate: Set the angle by which the layer rotates clockwise.
- Priority adjustment:
  - : Bring the selected layer forward.
  - : Send the selected layer backward.
  - : Bring the selected layer to front.

-  : Send the selected layer to back.
-  : Make the selected layer fill the output area.

Step 3 Set the rendering mode for the image displayed in the stage editing area.

Select the desired rendering mode below the stage area. The options include **SDR** and **HDR10**.

- SDR: Preview the output image displayed in the stage area in **SDR** format.
- HDR10: Preview the output image displayed in the stage area in **HDR10** format.

Note

- Before you configure the rendering mode, go to **Settings** > **Output Settings** to enable **HDR**.
- When **HDR10** is set, the monitor where the software is installed must support HDR and the HDR playback function is enabled.
- If the monitor does not support HDR and **HDR10** is set, the image may be displayed abnormally such as exposure, but the output will not be affected.

Step 4 Set whether to play the layer audio.

Click the audio icon in the **Layer** column on the left of the program columns to set whether to play the layer audio.

-  : Play the audio that comes with the layer.
-  : Do not play the audio that comes with the layer.

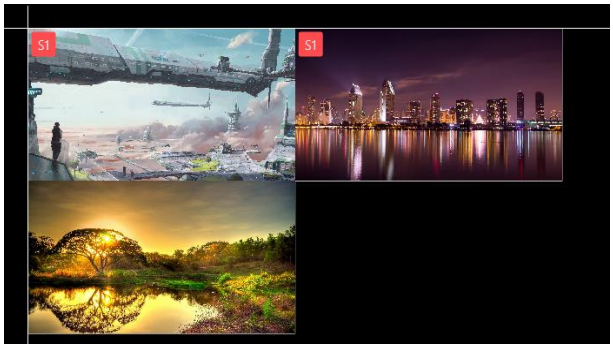
Step 5 Group the media.

1. In the stage editing area, select the target media.

   Press the **CTRL** key and click the mouse to select multiple media.

2. Right click to open the context menu and select **Create Group**.
   - For the media in the same group, the same icon appears on the top left of each layer as shown below.
   - For the group media, you can perform the playback, fast forward, rewind, pause and stop operations on all the media in the group simultaneously.

Figure 5-31 Layer group

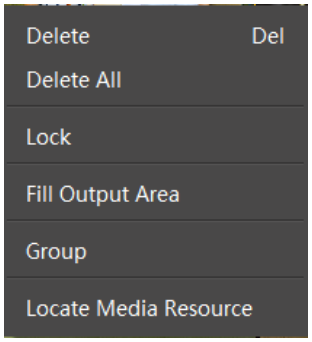


Step 6 Lock the layer media.

After a layer is edited, you can lock the layer to avoid unexpected changes to the layer caused by misoperation.

1. In the stage editing area, right click the target media to open the context menu.

Figure 5-32 Lock media



2. Select **Lock** to lock the selected media. After locked, the layer cannot be moved.
   - After the layer is locked, **lock** appears at the top right corner of the layer in the **Program Management** area.
   - After locked, the layer cannot be moved or re-sized, and the layer input source cannot be replaced.
   - Right click the locked layer and select **Unlock** to unlock the layer.

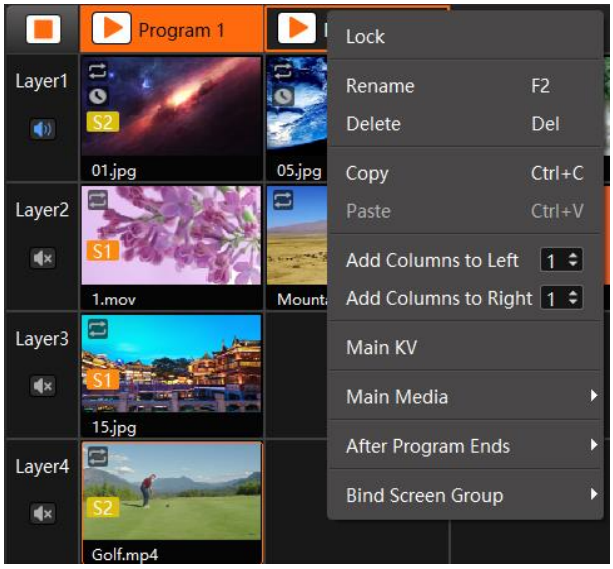
Note

- In the stage editing area, you can click and drag to select multiple layers.
- After you have completed all the editing in the stage editing area, click  to lock the stage to avoid the layout changes in the stage caused by misoperation.
- Select **Locate Media Resource** to quickly find out where the media file is in the media library.
- If the selected media is a webpage media that has multiple tab pages, you need to set the desired playback tab for each media respectively.
- Right click the layer and select **Rename** to give the layer a new name.
- Right click a layer and select **Bind Screen Group** to modify the binding relationship between the layer and the screen.
- In the program management area, right click a media and select **Locate Media Resource** to quickly locate the media in the media library.
- In the program management area, right click a media and select **Access File Location** to open the storage location of the current media on the media server.

5.4.2 Set Program Properties

Right click a program to open the context menu as shown in the following, and you can set the program properties as needed.

Figure 5-33 Set program properties



- Lock: Lock the selected program. Once locked, you can only play, pause, copy and insert the program.
- Rename: Give the program a new name for better management.
- Delete: Delete the current program. All the layers, layer settings and media properties will be deleted.
- Copy: Copy the layers, layer settings and media properties in the current program.
- Paste: Paste the copied program to a new program.
- Add Columns to Left: Insert a specified number of program columns to the left of the currently selected program column.
- Add Columns to Right: Insert a specified number of program columns to the right of the currently selected program column.

Note

- To add program columns to left or right, click  to set the number of columns to be added first and then click **Add Columns to Left** or **Add Columns to Right**.
- When you perform the copy and paste operations on a program, the pasted program becomes a newly-added program.

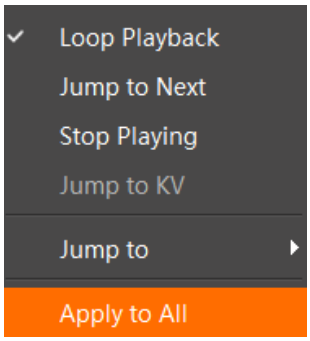
- Main KV: Set the current program as the main KV (key video).
  - After a KV program is set, if you add a layer in another no-layer program, the added-layer will automatically match the layer style and properties in the KV program, including the position, rotation, locking, sound channel mapping, graphics card mapping, start playing and stop playing settings, and layer grouping of each layer in main KV.
  - If you set KV program after you add the layers to an empty program, the layers will not follow the layer style and properties in the KV program.
- Main Media: Set which layer is used as the main media. The playback timing and program switching are all based on the main media.

  When **Main Media** is set to **None**, no program jumping is performed. All media in the program will be played completely and with a set ending action after the program playback ends.

Note

- If **Main Media** is set to **None** in the pre-edit mode, click **Take** to make the setting take effect.
- If **Main Media** is set to **None** and then the program is added to the schedule list, the playback of the program is not limited by the set loop times and the program jump settings do not take effect.
- If you have added the program to the schedule list, **Main Media** cannot be set to **None**.
- **Main Media** does not support the cross program continuation function.

- After Program Ends: Set the actions after the current program playback ends.



  - Loop Playback (default): The current program will be played circularly.
  - Jump to Next: The next program will be played automatically after the current program is stopped. If the program is the last program of a specific screen, this function is not available.
  - Stop Playing: The playback will be stopped after the current program is stopped.
  - Jump to KV: The main KV program will be played automatically after the current program is stopped.
  - Jump to: You can select the desired program and the specified program will be played automatically after the current program is stopped.
  - Apply to All: Apply your selected option for **After Program Ends** to all the programs.
- Bind Screen Group: Associate programs with screens and then group the programs by screens.

  Once a program is bound to a screen, by selecting different screens, you can view the programs bound to each screen, allowing for rapid switching between programs.

5.4.3 Play Programs

After you have completed the program editing, play the programs through either of the following two methods.

- Click  next to the program name in the **Program Management** area.
- Click  next to the program name in the **Playback** area.
- Click  or  next to each media to play or pause the playback of the selected media.
- For the media of the same group, drag the progress bar of a single media to control the synchronous playback of all the media in the group.

Note

If there are no PowerPoint files in the playlist and the PowerPoint file playback mode is disabled, you can use the arrow keys, **Page Up** and **Page Down** keys on the keyboard to switch programs, and press the space key to start the playback.

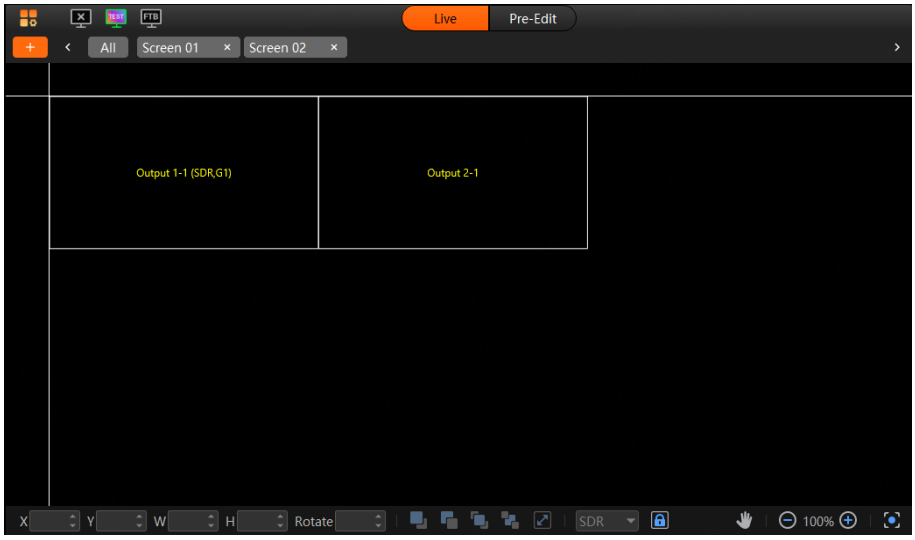
5.4.4 Play Programs by Screens

You can add multiple screens and manage the programs and outputs by screens.

Add Screens

On the main user interface, click + to add a screen.

Figure 5-34 Add screens



Click the screen name to manage the programs and layers by screen groups.

- All: Click **All** to display the programs not bound to any screen and all layers.
- Screen name: Click each screen name to display the programs and layers bound to that screen, as well as the layers not bound to any screen.

  When adding screens, the system binds 10 programs to each screen automatically. If the added screens exceed the default 50 programs, the system will automatically add 10 programs for each extra screen. When the automatically-added programs reach 100, the system will no longer add programs automatically. Subsequent screens will require manual program insertion and screen binding operations.
- Click the screen to select it. Click it again to deselect it, showing all programs and layers.

Note

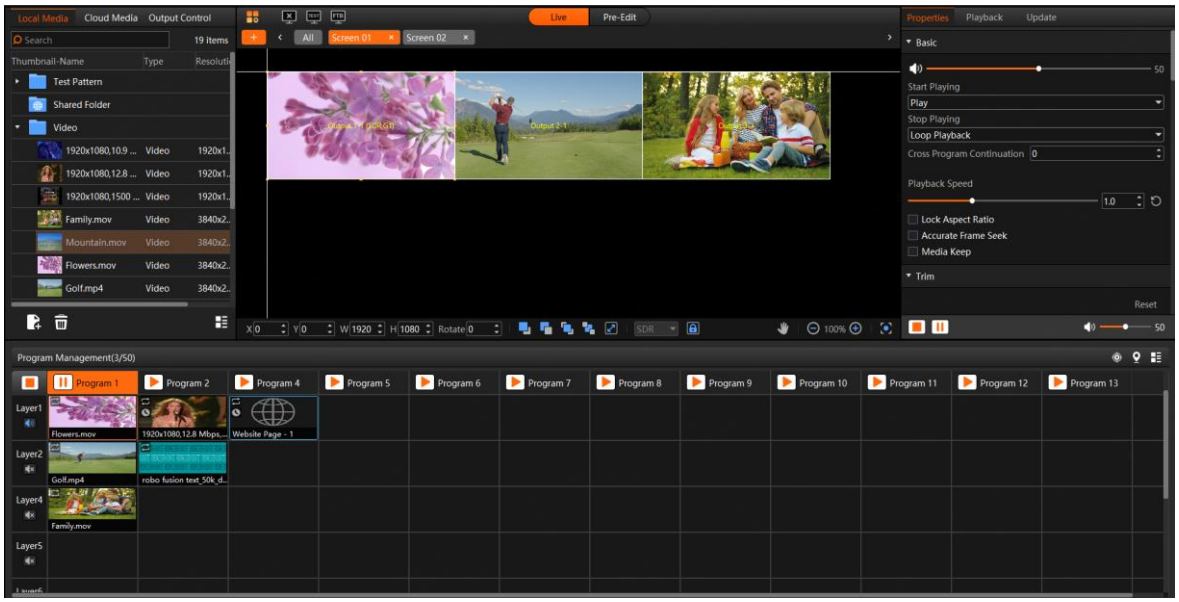
To let other programs to inherit the main KV layer properties, click **All** first, adjust the layer layout and properties on the stage, and set the current program as **Main KV**. For subsequent screen program edits, this will save time on adjusting the layer positions and sizes.

Play Programs by Screens

Each screen can only play one program at a time. Playback across screens does not interfere with each other. Use the following methods to perform playback.

Click the screen and it will automatically jump to the program list bound to the current screen. Click  next to the program name to start playback.

Figure 5-35 Play programs by screens



Playback Instructions:

- Each screen can only play one program in the program list at a time. Playback across screens does not interfere with each other.
- After selecting a screen, right click a program to insert a new program. The newly-inserted program will automatically bind to the selected screen.
- After selecting a screen, adding media to a layer will automatically bind that layer to the selected screen.
- Once a layer is bound to a screen, you can only add media to that layer within the bound screen, but cannot add media to that layer of other screens since that layer does not exist for other screens.
- Right click a layer and select **Bind Screen Group** to quickly modify the layer's screen binding.
- Removing all media from a layer already bound to a slit screen does not affect the layer's binding to that screen.
- Click ✕ next to the screen name to delete the screen. When a screen is deleted, the layers and programs bound to it will be automatically unbound, but the media in the added programs and layers will remain unchanged.

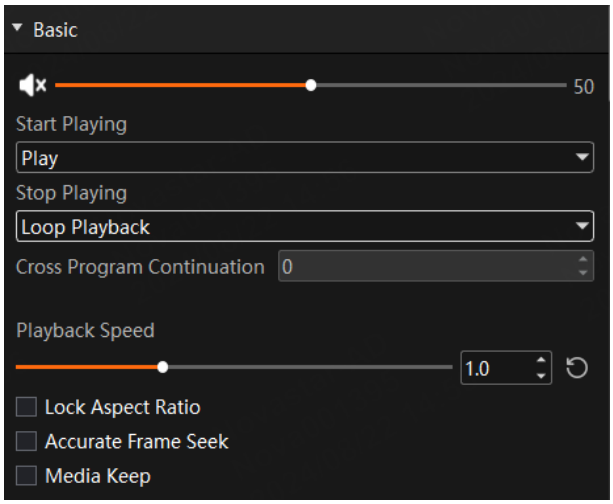
5.4.5 Set Media Playback Properties

You can set whether to mute the playing, and set display image when the playback stops.

Step 1 Click the playing media in the **Program Management** area or in the **Output** area to select the media.

Step 2 In the **Media Properties** area within the **Output** area, click **Basic** to set the basic properties of the media.

Figure 5-36 Basic properties



- Volume adjustment: Adjust the output volume of the program media. Click or to mute or unmute the output.
- Start Playing: Configure the state of the current media upon starting playback.
  - Play: The media enters directly into normal playback mode after the program begins.
  - Hold on First Frame: The media remains frozen at the first frame while the program starts playing, and can be resumed by clicking next to the media name in the **Playback** area in the top right corner.
- Stop Playing: Set the status or action when the playback of the current media ends.
  - Hold on Last Frame: After the playback of the current media ends, the output displays the last frame of the playback media.
  - Black Screen: After the playback of the current media ends, the output displays a black screen.
  - Loop Playback: The current media will be played circularly after the playback ends.
  - Stop Playing: The playback will be stopped after the playback ends. When the media file type is audio, this option is available.
- Cross Program Continuation: Enable the feature of cross program continuation, so that selected media will continue playing seamlessly when switching between programs. Once cross program continuation is set, the media will play according to its normal progress without restarting from the beginning due to program switching.

  Input a numerical value in the text box to determine the number of programs in which the selected media will continue playing after its original program ends.

  The main media does not support the configuration of cross program continuation.
- Playback Speed: Configure the playback speed of video or audio media. The value ranges from 0.5 to 2.0, and defaults to 1.0.
  - 1.0: The media plays at its original speed.
  - Smaller than 1.0: The media plays slowly. The smaller the value, the slower the playback speed.
  - Larger than 1.0: The media plays quickly. The larger the value, the faster the playback speed.

- Lock Aspect Ratio: Keep the aspect ratio of the media file unchanged during the adjustment.
- Accurate Frame Seek: Enable this function to precisely seek at and play an exact frame in a video stream. Only videos, media collections and image sequences support this function.
- Media Keep: Check or uncheck the box to enable or disable the function.
  - When enabled, the media will continue playing from the last position in the previous playback after program switching.
  - When disabled, the media will start playing from the beginning after program switching.

Note

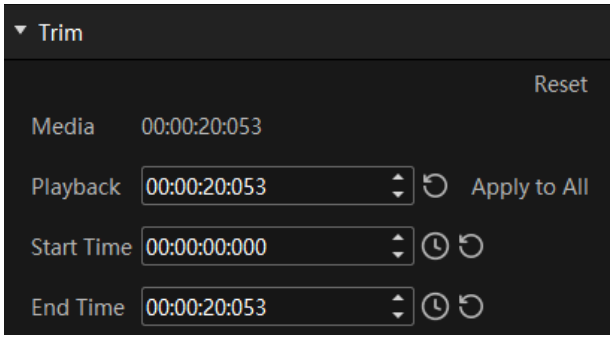
- When the media file type is a PowerPoint file, the basic property settings are unavailable.
- When the media file type is audio, **Hold on Last Frame** and **Black Screen** options are unavailable.
- When the accurate frame seek function is enabled for the layer in the main KV program, the setting does not apply to the layer in other newly-added programs.
- When the accurate frame seek function is enabled for a program, after the program copy and paste operations, the function is also enabled for the pasted program.

5.4.6 Trim

Media Trim

Within a program, by selecting a media and accessing its **Media Properties**, you can configure the desired media playback duration by setting the start time and end time.

Figure 5-37 Trim settings



- Media: View the time length of the media.
- Playback: This is the time length the media is set to play, typically calculated by subtracting **Start Time** from **End Time**. When the playback duration is adjusted, the media will play for the newly set duration. The default playback duration for media other than video can be set in **Settings** > **Output Settings** > **Default Duration**.
  - If the **Playback** duration exceeds the interval between **Start Time** and **End Time**, the media will repeatedly loop between these two time points.
  - If the **Playback** duration is shorter than the interval between **Start Time** and **End Time**, the media will begin at the start time and stop playing once the set playback duration has elapsed.
  - If the **Playback** duration equals the time interval between **Start Time** and **End Time**, the media will play from the start time and stop at the end time.

  - By clicking **Apply to All**, the playback duration for all media of the same type within the layer can be synchronized to the current setting.
  - Clicking  to restore the playback duration to the default value.
- Start Time: Set when the media begins playing. The start time must not exceed the playback duration.
  - Clicking  to reset the start time to 00:00:00:000.
  - Clicking  to set the current time point of the media playback as the start time.
- End Time: Defines when the media playback should conclude, which should be later than the start time but cannot exceed the playback duration.
  - Clicking  to reset the end time to the actual ending time of the media playback.
  - Clicking  to set the current time point of the media playback as the end time.
- Clicking **Reset** in the upper right corner restores all settings to their default values.

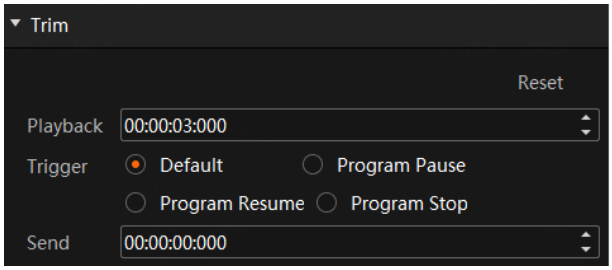
Note

- You can change the values of **Playback**, **Start Time**, and **End Time** for video media only.
- Other types of media only support modification of **Playback**.

Command Trim

When a command is added to the program, select the command and configure the trimming parameters in the media properties area on the right.

Figure 5-38 Trim settings



- Playback: Set the command playback duration.
- Trigger: Set the command trigger conditions. The options include **Default**, **Program Pause**, **Program Resume**, or **Program Stop**. When set to **Default**, you must specify the precise send time for the command.
- Send: Set the command send time.
  - Send time must be less than or equal to the media playback duration.
  - If send time exceeds the media playback duration and the media isn't set to loop, the command will not be sent.

5.4.7 Flip Pages

When the media type is Word, Excel, PDF, PowerPoint, or image sequence with a manual playback mode, manual page flipping is required.

For Excel Files

Select an Excel media, and click **Page** in the **Media Properties** area on the right side to expand the page flipping interface.

Figure 5-39 Excel page flipping

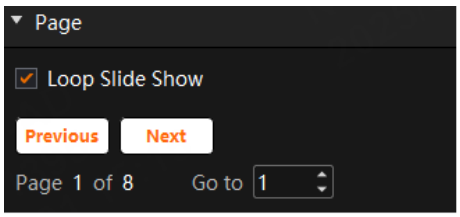
The functionality of the page flipping buttons differs depending on the playback mode set in **Settings** > **Output Settings**.

- When the Excel playback mode is set to **Native** or **Animation**, manual page flipping methods are as follows:
  - ←: Click it to move leftward, with each click moving one column.
  - →: Click it to move rightward, with each click moving one column.
  - ↑: Click it to move upward, with each click moving one row.
  - ↓: Click it to move downward, with each click moving one row.
  - PgUp: Click it to flip up, with each click flipping one page up.
  - PgDn: Click it to flip down, with each click flipping one page down.
  - Sheet ←: Click it to switch the Sheet page of the Excel table, with each click moving to one Sheet page to the left.
  - Sheet →: Click it to switch the Sheet page of the Excel table, with each click moving to one Sheet page to the right.
- When the Excel playback mode is set to **Picture**, manual page flipping methods are as follows:
  - ← / ↑ / PgUp: Each click flips one page up.
  - → / ↓ / PgDn: Each click flips one page down.

For Other Files

When the media type is Word, PDF, or PPT, the page flipping interface appears as follows:

Figure 5-40 Page flipping



- Loop Slide Show: When the media is a PowerPoint file, this feature is supported.
  - Checked: PowerPoint file will loop playback.
  - Unchecked: PowerPoint file will not loop playback.
- Click **Previous** or **Next** to view the previous or next page.
- Enter a page number in the text box next to **Go to** to jump to the specified page.

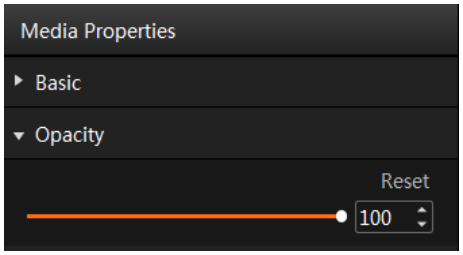
5.4.8 Set Layer Opacity

You can set the overlapping effect of the output images by adjusting the layer opacity.

Step 1 Click the playing media in the **Program Management** area or in the **Output** area to select the media.

Step 2 In the **Media Properties** area within the **Output** area, click **Opacity** to set the nontransparent degree of the layer.

Figure 5-41 Set layer opacity



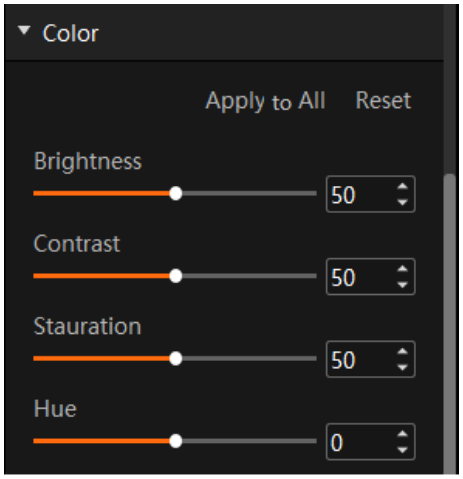
Step 3 Drag the slider to adjust the layer opacity degree, or enter a value in the text box below **Reset** to precisely adjust the layer opacity degree.

The value range is 0 to 100. 0 stands for totally transparent and 100 stands for nontransparent.

5.4.9 Set Layer Color

You can adjust the layer color parameters to adjust the output image effect. The related parameters are shown below.

Figure 5-42 Layer image quality



Basic Color Settings

Table 5-1 Color parameters

Parameter	Description
Brightness	Adjust the brightness or darkness of the image. The value ranges from 0 to 100 and defaults to 50.
Contrast	Adjust the difference in brightness between light and dark areas of the image. The value ranges from 0 to 100 and defaults to 50.
Saturation	Adjust the strength or purity of the colors of an input source image. The larger the saturation, the more vivid the input source image; the smaller the saturation, the larger the image grayscale. The value ranges from 0 to 100 and defaults to 50.
Hue	Adjust the distinction between colors. The value ranges from –180 to +180 and defaults to 0.
Apply to All	Apply all the parameter settings to all the layers.

Apply Color Settings

- Apply to All: Apply the basic and advanced color settings to all the layers.
- Reset: Reset all the color parameters to defaults.

5.4.10 Crop Layers

Crop a certain part of the layer image and make it display in the output area.

The PowerPoint files do not support the cropping.

Step 1 Click the playing media in the **Program Management** area or in the **Output** area to select the media.

Step 2 In the **Media Properties** area within the **Output** area, click **Crop** to set the cropping parameters.

Figure 5-43 Crop layers

Step 3 Set the position and size of the cropped area.

- Position:
  - X: Set the distance between the left edge of the cropped area and the left edge of the input source image.
  - Y: Set the distance between the top edge of the cropped area and the top edge of the input source image.
- Size:
  - Width: Set the width of the cropped area.
  - Height: Set the height of the cropped area.

The cropping takes effect in real time and the cropping result is shown as follows.

Figure 5-44 Cropping

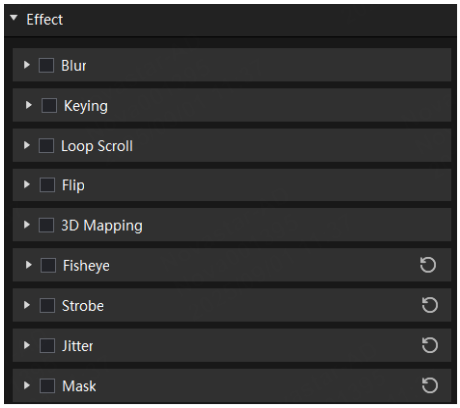
5.4.11 Set Layer Effects

Layer effect settings include multiple stunning visual effects, such as keying, mask and flipping.

Step 1 Click the playing media in the **Program Management** area or in the **Output** area to select the media.

Step 2 In the **Media Properties** area within the **Output** area, click **Effect** to set the related parameters.

Figure 5-45 Layer effect settings



Blur

You can set whether to blur the layer image.

Step 1 Select **Blur** to turn on the function.

Step 2 Drag the slider to adjust the blurring degree.

The value range is 0 to 100, and it defaults to 0.

- 0: Do not blur the layer image.
- 100: Blur the layer image to the greatest extent.

Keying

Keying is used to key out a solid-color background and replace it with transparency.

Step 1 Click  and select the color area to be removed.

Step 2 Pick the desired color.

After the color is selected, the picked color, the color Hex and RGB values are displayed next to  , or you can also set the Hex and RGB values to specify the color.

Step 3 Select **Keying** to turn on the function and remove the selected color in the layer image.

Loop Scroll

Enable media scrolling in a continuous loop. Media will scroll in the specified direction with adjustable speed.

Step 1 Select the media that you want to configure for scrolling.

Step 2 In the **Effect** section of the media properties, check the box next to **Loop Scroll** to activate scrolling playback for the media.

Step 3 Specify the scrolling direction for the media.

Choose from four scrolling modes: **From Left**, **From Right**, **From Top** and **From Bottom**.

Step 4 Adjust the scrolling speed.

The value ranges from 1 to 100, and it defaults to 5.

You can manually drag the adjustment bar or enter the desired numerical value in the adjacent text box to set the scrolling speed.

Flip

Configure the media to play with a flipped image.

- Horizontally: Flip the media image horizontally, meaning the output image will be displayed flipped from left to right.
- Vertically: Flip the media image vertically, meaning the output image will be displayed flipped from top to bottom.

After selecting the desired flip option, check the checkbox next to **Flip** to enable the flip output.

3D Mapping

The 3D texture mapping function allows you to project the media onto different irregular-shaped displays, such as curved or spherical screens.

Step 1 Check the **3D Mapping** box to activate the function.

Step 2 Select **Map Model File** from the Mode drop-down list.

Step 3 Import a 3D model file in the **Model File** area. The model file format is n3dx.

Step 4 Set the original resolution of the media in the **Texture Resolution** area.

Step 5 Adjust the texture mapping parameters.

- Distance (m): The distance from the virtual camera position in the three-dimensional space to the center of the model, defaulting at 1.0 m, with a range from 0 to 10 and increments of 0.1.
- Horizontal (m): The horizontal offset distance of the virtual camera position in the three-dimensional space, defaulting at 0 m, with a range from -10 to 10 and increments of 0.1.
- Vertical (m): The vertical offset distance of the virtual camera position in the three-dimensional space, defaulting at 0 m, with a range from -10 to 10 and increments of 0.1.
- Click  next to each parameter to reset it to its default value.

Click **Apply to All** in the upper right corner to apply the current settings for 3D mapping parameters to all added media. Parameters applied include the model file, distance, horizontal, and vertical data.

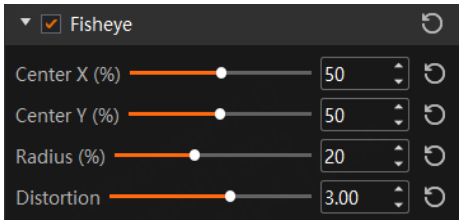
Click **Reset** in the upper right corner to restore all parameters set in the 3D mapping to their default values.

Fisheye

The fisheye distortion effect allows the display to mimic the ultra-wide-angle, edge-distorted visuals of a fisheye lens, suitable for spherical screens.

Check the **Fisheye** box to activate the function.

Figure 5-46 Fisheye effect



- Center X: Adjusts the horizontal center position of the fisheye effect on the selected media for precise effect placement.
- Center Y: Adjusts the vertical center position for precise effect placement.

  The value range is 0% to 100%, and it defaults to 50%.
- Radius: Control the fisheye effect's area size, with a default value of 20%, meaning the effect impacts 20% of the object's width and height.

  The value range is 0% to 50%, with 0% indicating no effect and 50% indicating it covers half the width or height.
- Distortion: This calculates the embossing effect for the fisheye special effect, controlling its strength and visual impact. By adjusting this parameter, the fisheye effect can manifest varying degrees of concavity or convexity, enhancing the image's three-dimensionality and visual appeal.

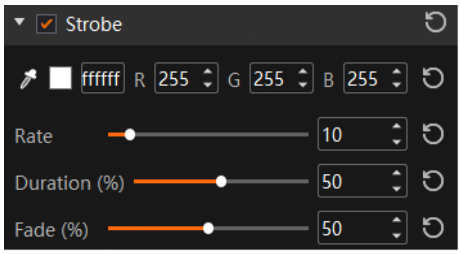
  The value range is 0.00 to 5.00, and it defaults to 3.00. The larger the value, the more pronounced the concavity and convexity.

Strobe

This create a flickering effect through rapid on-and-off imagery, designed to capture attention and create a dynamic atmosphere.

Check the **Strobe** box to activate the function.

Figure 5-47 Strobe effect



- Color: Set the strobe color.
  - : Click the eyedropper to select the desired color.
  - Click the default white color block to open the color picker and choose a color.
  - Enter a hexadecimal color code in the text box to set a precise color.
  - Set the color by adjusting the RGB values in the text box.
- Rate: Configure how many times the strobe occurs per second.

  The higher the value, the faster the strobe. The value range is 1 to 100, and it defaults to 10.
- Duration: Determine how long the opacity change lasts for the strobe color.

  The value range is 0 to 100, and it defaults to 50.

- Fade: Set the proportion of fade-in and fade-out within the duration.

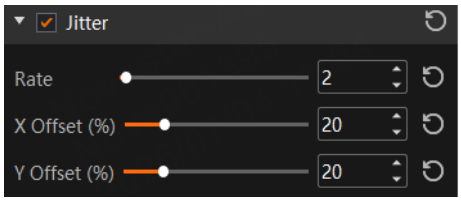
  The value range is 0 to 100, and it defaults to 50.

Jitter

Jitter is a visual effect that adds a dynamic feel to the image through slight or rapid vibration, enhancing vitality and realism.

Check the **Jitter** box to activate the function.

Figure 5-48 Jitter effect



- Rate: Set the speed of image movement within a default time unit.

  The value range is 1 to 100, and it defaults to 2.
- X Offset: Set the horizontal displacement for the jitter based on the original media width.
- Y Offset: Set the vertical displacement for the jitter based on the original media width.

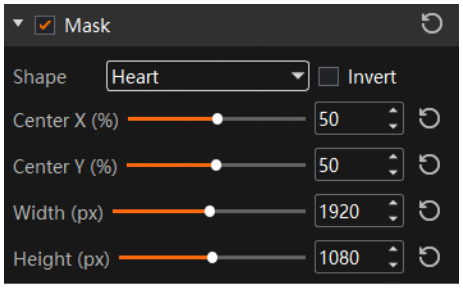
  The value range is 0 to 100, and it defaults to 20, meaning a single displacement value is 20% of the media's original width or height.

Mask

Masks use specific shapes to obscure part of the image, revealing only the content within the mask to create a unique display effect.

Check the **Mask** box to activate the function.

Figure 5-49 Mask effect



- Shape: Choose the mask shape. The options include **Heart**, **Triangle**, **Circle (Oval)**, and **Rectangle**.

  If you check **Invert**, the image outside the shape is displayed, while the inside is not.
- Center X: Set the X coordinate for the center of the mask's bounding rectangle based on the original media width.
- Center Y: Set the Y coordinate for the center of the mask's bounding rectangle Based on the original media width.

  The value range is 0 to 100, and it defaults to 50, meaning 50% of the media's original width or height.

- Width: Set the width of the mask's bounding rectangle.
- Height: Set the height of the mask's bounding rectangle.

5.4.12 Set Webpage Tabs

When you configure a webpage media for the layer of a program, this function is available.

When there are multiple tab pages, you can configure different tabs for the programs.

If you require long-time webpage playback, it is advisable to configure software to automatically restart at scheduled intervals via **Settings** > **System Settings**, in order to periodically clear the webpage cache.

Step 1 Select the desired webpage media in the stage or program area.

Step 2 Click **Webpage Tab** to show the tab setting options.

Step 3 Select the current webpage tab name next to **Main Tab**.

5.4.13 Set Sound Channel Mapping

You can configure the sound card for the layer media to output the media audio from different sound cards.

Step 1 Select the desired media from the program management area or the output editing area.

Step 2 Select **Sound Channel Mapping** in the **Media Properties** area on the right side.

Only the media with audio information supports this function.

Figure 5-50 Sound channel mapping

Step 3 Select the desired sound card from the drop-down list.

The default option is the sound card used by the software. Please refer to Audio Settings for specific sound channel mapping settings.

Step 4 Click the desired sound channel and sound track to configure the output channel for each track.

- At most 8 sound channels are supported. The specific sound track number depends on the actual media.

- If the media file does not contain any sound track information, the sound channel settings are not supported.

Note

After you set the sound channel and re-install the sound card, the configured parameters of the sound card will be applied to a new card automatically.

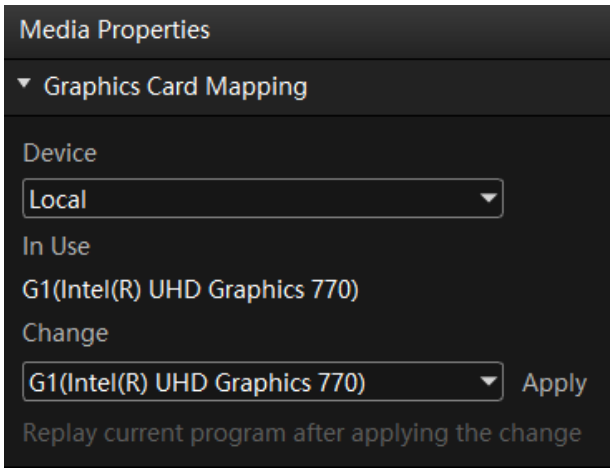
5.4.14 Set Graphics Card Mapping

Set the rendering graphics card for the layer media.

Step 1 Click the playing media in the **Program Management** area or in the **Output** area to select the media.

Step 2 Select **Graphics Card Mapping** in the **Media Properties** area on the right side to set the related parameters.

Figure 5-51 Graphics card mapping



Step 3 Select the media output device from the drop-down list below **Device**. The options include the local and slave device.

Step 4 View the graphics card used by the current media below **In Use**.

Step 5 Select the rendering graphics card from the drop-down list below **Change**.

Step 6 Click **Apply** to complete the settings.

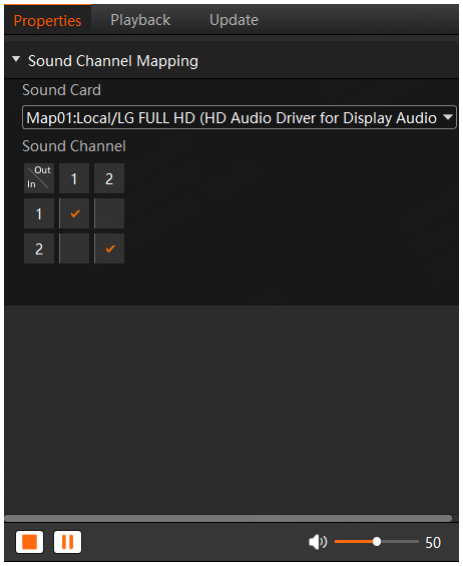
Note

- The media server where the software is installed has multiple graphics card, the rendering graphics cards will display at the bottom left corner of the layer, such as G1 and G2.
- The graphics card display area in green indicates that the layer rendering graphics card is the same as the graphics card of the output connector and the output is normal.
- The graphics card display area in red indicates that the layer rendering graphics card is not the same as the graphics card of the output connector and there is no output.
- When the media resolution is greater than that of the mosaic graphics cards and multiple graphics cards are required for mosaic output, you need to use the layer mosaic and configure the matched rendering graphics card for each layer.

5.4.15 Set Layer Properties

Select a layer in the **Program Management** area, and then select the **Properties** tab on the right pane to show the layer property settings interface.

Figure 5-52 Layer properties



Layer properties involve configuring the audio channel mapping for the media within the layer. Before modifying the layer's channel mapping, you need to complete the sound card mapping configuration in Audio Settings.

The relationship between layer channel mapping and media channel mapping is as follows:

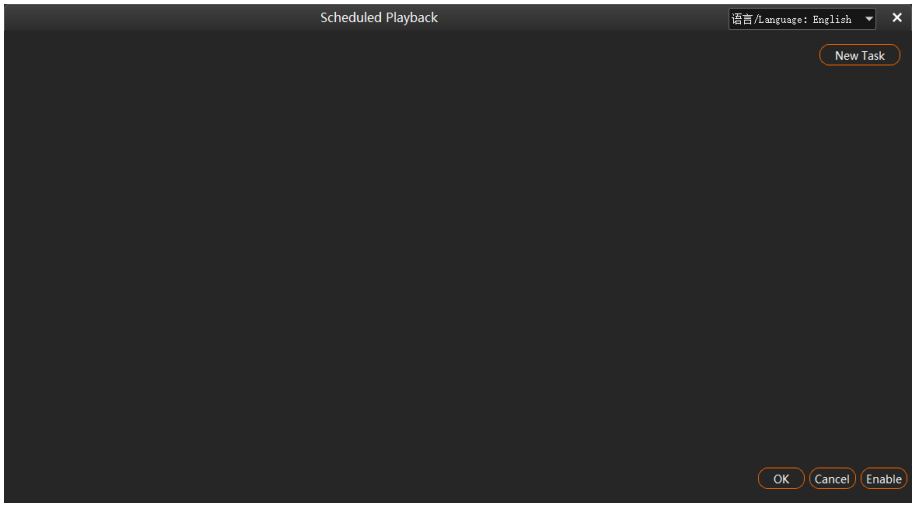
- If you modify the layer channel mapping first and then add the media, and if you subsequently modify the media channel mapping, the output will follow the modified media channel mapping.
- If you add the media first and then modify the layer channel mapping, the existing media within the current layer will retain its original channel mapping. Media added thereafter will follow the layer's configured channel mapping for output.

5.4.16 Set Scheduled Programs

After the program editing, you can realize automatic playback of the programs according to the scheduled time and times.

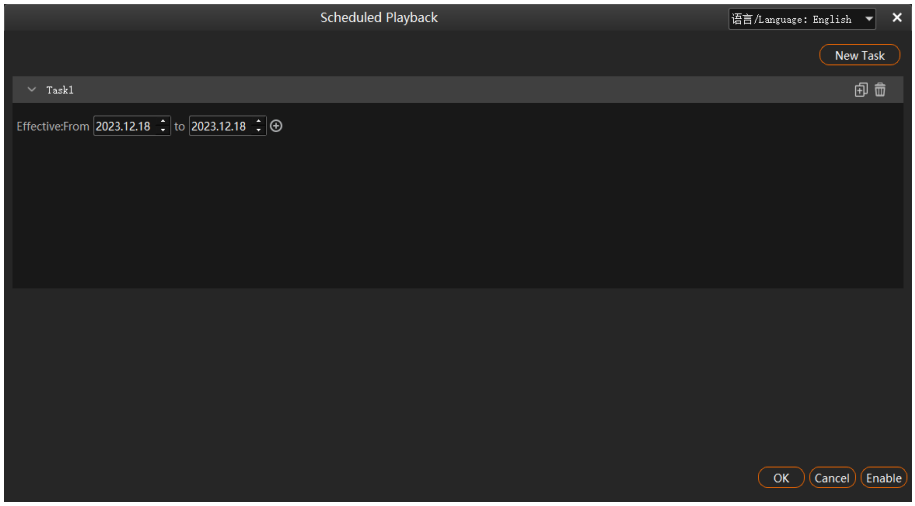
Step 1 Click  > **Edit Scheduled Playback** at the bottom right of the main user interface to open the **Scheduled Playback** window.

Figure 5-53 Scheduled programs



Step 2 Click **New Task** at the top right of the window to create a new playback task.

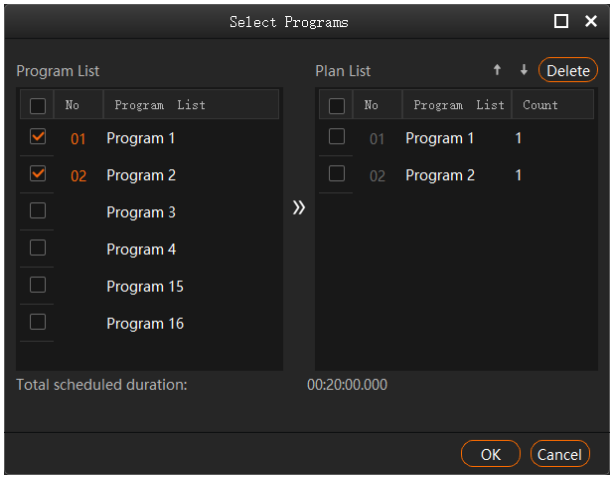
Figure 5-54 Playback tasks



Step 3 Set the start date and end date of the task in the **Effective** area.

Step 4 Click  next to the effective time to add a new playback task.

Figure 5-55 Set scheduled programs



1. Select the desired programs in the **Program List** area on the left.
2. Click » to add the selected programs to **Plan List.**

   The programs will be played according to the sequence (from the top to the bottom) in the **Plan List** area. If you want to adjust the playback sequence, check the box next to the desired program and click ↑ or ↓ to adjust the sequence of the selected program. Only one program sequence can be adjusted at a time.
3. Double click the play count on the right side of the program to set the playback times.

   After the setting, the software will automatically rearrange the program playback order according to the set count to minimize consecutive playbacks of the same program.

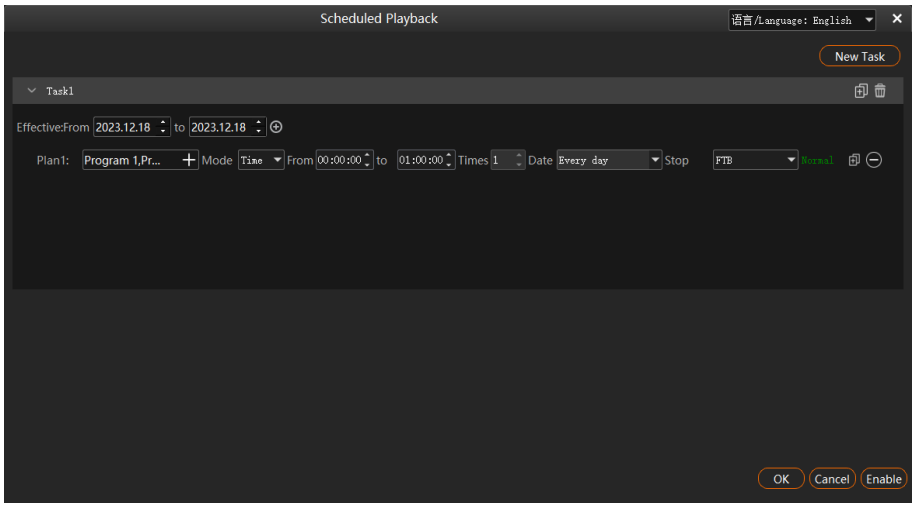
   The play count range is 1 to 999.

   If a program play count exceeds 1, the system will first play programs in order. After completion, for programs with a play count greater than 1, the system will automatically loop through the list until the set play count is reached.

   After the setting, the system will automatically calculate the total duration of the planned programs. If the total duration exceeds 24 hours, program configuration cannot be completed.
4. Click **OK** to complete the settings.

Step 5 Click **OK** to show the tasks and plans.

Figure 5-56 Set playback tasks



Step 6 Select the program playback mode next to **Mode**. The options include **Time** and **Times**.

- Time: The programs will be played by their own durations circularly.
- Times: The programs will be played according to the set playback times.

Step 7 Set the start and end time within the schedule range.

1. Set the automatic start time of the program in the **From** area.
2. Set the automatic end time of the program in the **to** area.

   When the playback mode is set to **Times**, the end time of the program is **23:59:59** by default and cannot be changed.

Step 8 Set the program playback times.

Click the number next to **Times** to activate the times setting function. Enter the desired times and then the program will be played automatically according to the set times. When the playback mode is set to **Time**, the playback times of the program is **1** by default and cannot be changed.

Step 9 Set the program playback date. The options include **Every day**, **Monday**, **Tuesday**, **Wednesday**, **Thursday**, **Friday**, **Saturday** and **Sunday**.

- Every day: The plan will be played every day automatically according to the schedule within the effective time range.
- Monday: The plan will be played every Monday automatically according to the schedule within the effective time range.
- Tuesday: The plan will be played every Tuesday automatically according to the schedule within the effective time range.
- Wednesday: The plan will be played every Wednesday automatically according to the schedule within the effective time range.
- Thursday: The plan will be played every Thursday automatically according to the schedule within the effective time range.
- Friday: The plan will be played every Friday automatically according to the schedule within the effective time range.
- Saturday: The plan will be played every Saturday automatically according to the schedule within the effective time range.
- Sunday: The plan will be played every Sunday automatically according to the schedule within the effective time range.

Step 10 Set the action after the program stops. The options include **FTB** and **Current Frame**.

- FTB: After the program playback ends or the playback time reaches the end time, the output image fades to black.
- Current Frame: FTB: After the program playback ends or the playback time reaches the end time, the output image displays the frame when the program stops.

Step 11 Repeat steps Step 4 to Step 10 to add more plans under the current task.

Step 12 Repeat steps Step 2 to Step 10 to add more tasks and plans.

Step 13 Click **OK** to finalize the program scheduling.

Step 14 Go to  > **Enable Scheduled Playback** in the bottom right corner of the main interface to enable scheduled playback.

Note

- Different plans cannot have the overlapping time slots.
- Different tasks cannot have the overlapping time slots.

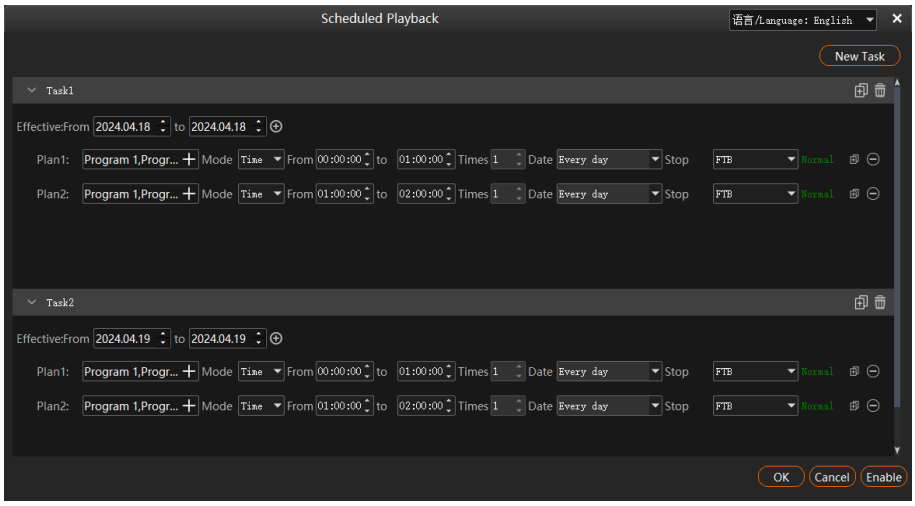
Insert Program

Once the scheduled playback is activated, it supports the program insertion. This insertion can be executed either immediately or with a delay.

- Immediate Insert: Play the next selected program instantly.
- Delayed Insert: Wait for the current program to finish before playing the selected program.

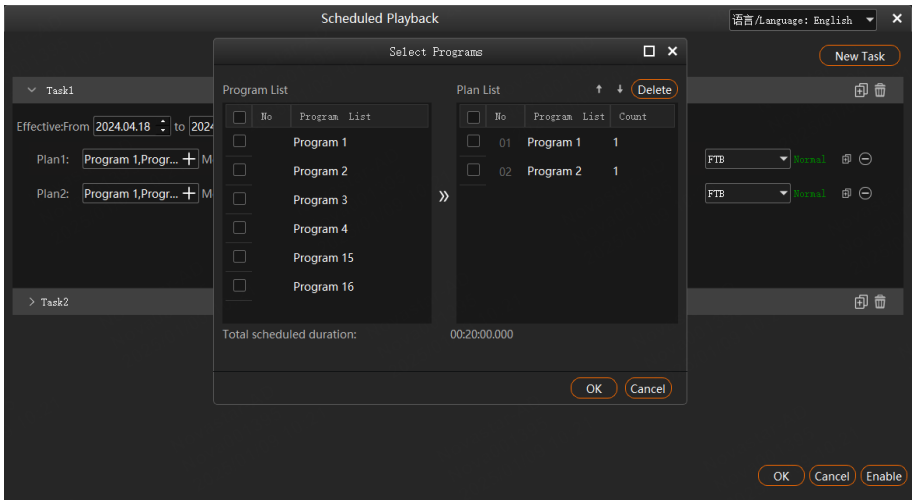
Step 1 Navigate to  > **Edit Scheduled Playback** from the bottom right of the main interface to open the scheduled playback window.

Figure 5-57 Edit scheduled playbacks



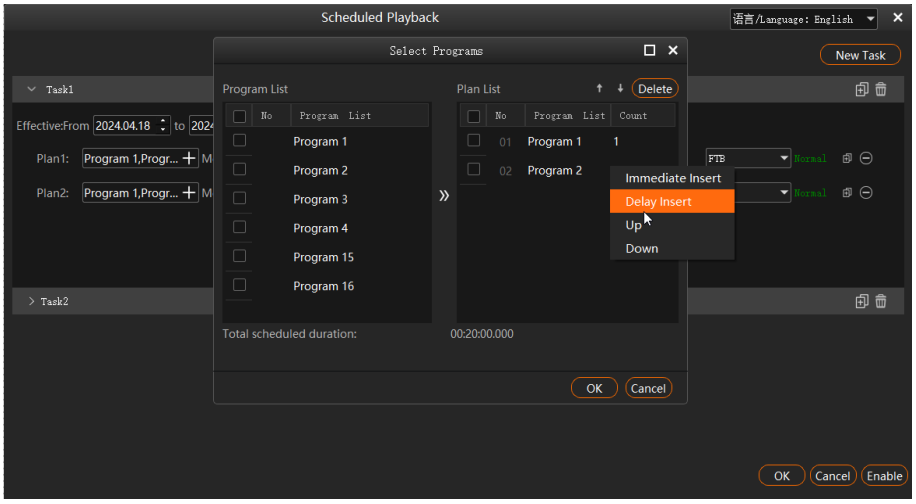
Step 2 Click the program name next to the plan that requires insertion to open the program selection window.

Figure 5-58 Select programs



Step 3 Right click the desired program name in **Plan List** and select either **Immediate Insert** or **Delay Insert** to proceed with the program insertion.

Figure 5-59 Insert programs



Rules for program insertion:

- Only programs that are currently being played or have not yet begun support program insertion. The programs that have already been played do not support insertion.
- For a schedule plan that is being played, the insertion can alter the order of the program sequence.
- If an insertion spans different plans, after the insertion, the playback will switch to the plan that contains the inserted program and continue until the end of the new plan.
- If an insertion spans different tasks, after the insertion, the inserted task will play first; once completed, the playback will revert back to the pre-insertion plan and continue.

Other Operations

- Delete plans

- In the **Scheduled Playback** window, click ⊖ next to the desired plan to delete the plan.
- Delete tasks

  In the **Scheduled Playback** window, click 🗑 next to the desired task to delete the task.
- Edit plans

  Click  at the desktop taskbar to open the **Scheduled Playback** window and then add, edit or delete the desired plans or tasks.
- Create task copies

  Click  located on the right side of the task to quickly create a task copy. By expanding the copied task, you will be able to modify the related information.
- Create plan copies

  Click  located on the right side of the plan to quickly create a plan copy. By expanding the copied plan, you will be able to modify the related information.
- Disable scheduled playbacks

Go to  > **Disable Scheduled Playback** in the bottom right corner of the main interface to halt the scheduled playback.

5.5 Save Projects

You can save the project when you are satisfied with the project settings for easy use in future.

Go to **Project** > **Save** or **Save As** to save the current project file to your local storage.

The project file includes the following information:

- Media files
- Output editing settings
- Programs and all layers in the programs

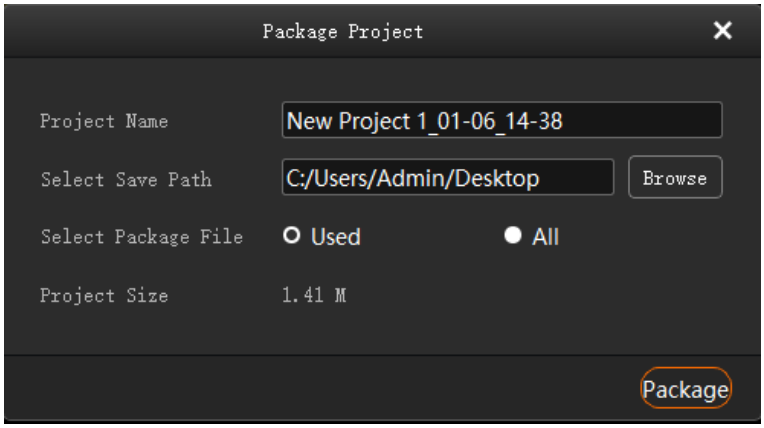
5.6 Package Projects

You can save the edited project and the imported media files as an independent project file for easy and convenient use on any computers in the future.

Step 1 Go to **Project** > **Package Project.**

Step 2 Enter the project file name, and select the save location and desired files in the displayed window.

Figure 5-60 Package projects



- Used: The media files that have been imported to the media library and added into the programs
- All: All the media files that have been imported to the media library

Step 3 Click **Package**.

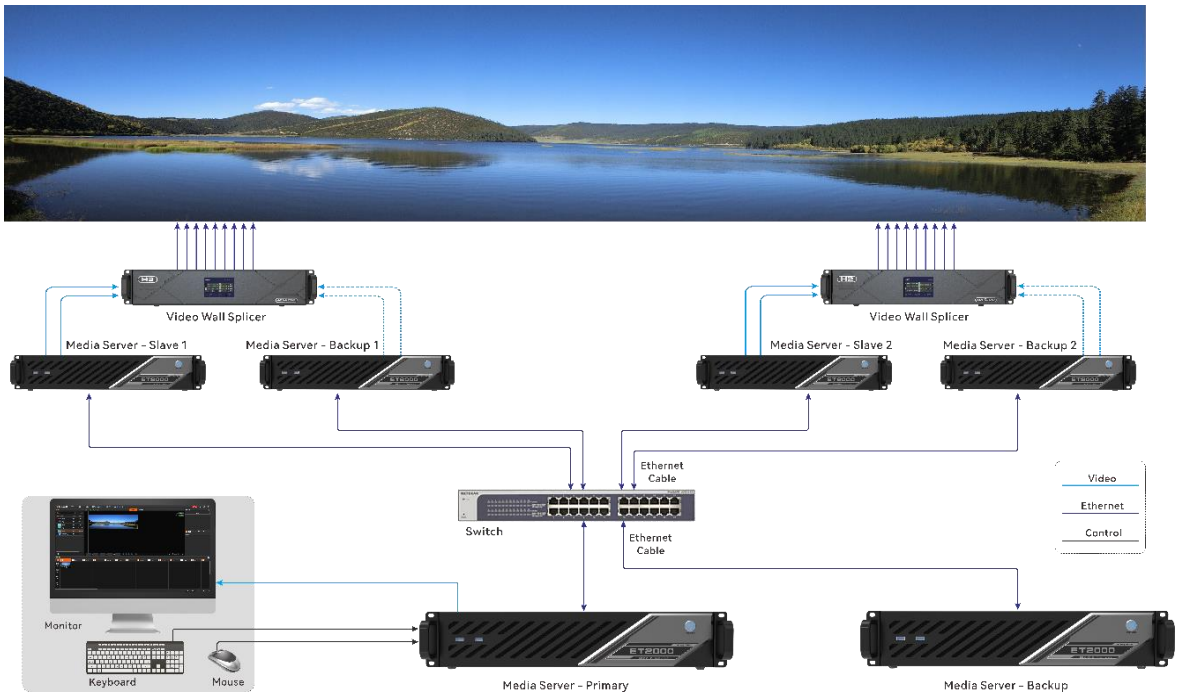
6 Link

6.1 Link Settings

Application Scenarios

Kompass FX2 supports the master and slave outputs. If the master device cannot load the screen independently, one or multiple slave devices can help load the screen. You can configure the master and slave outputs on the master device to manage the playback images on the screen.

Figure 6-1 Applications



Prerequisites

The master and slave devices must be on the same network segment.

Notes

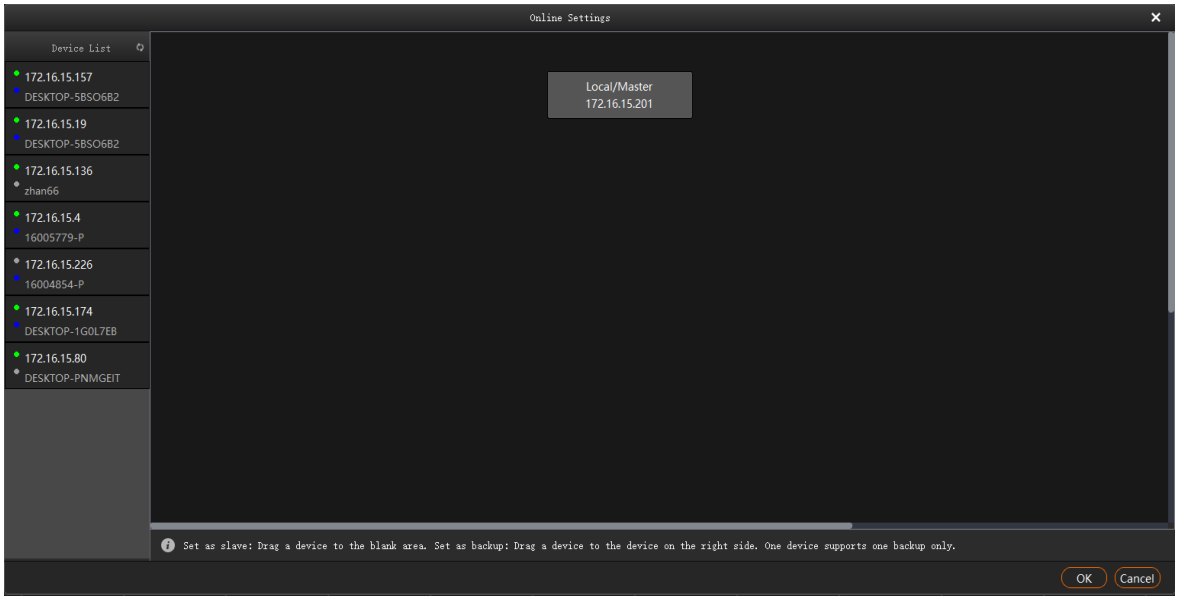
Kompass FX2 does not support frame sync playback.

Operating Procedure

Step 1 In the Kompass FX2 of the master device, go to **Link** > **Link Settings** to open the link settings window.

The system will automatically search for the IP addresses of the devices where Kompass FX2 is enabled on the current network segment, and then show the IP addresses in the **Device List** area.

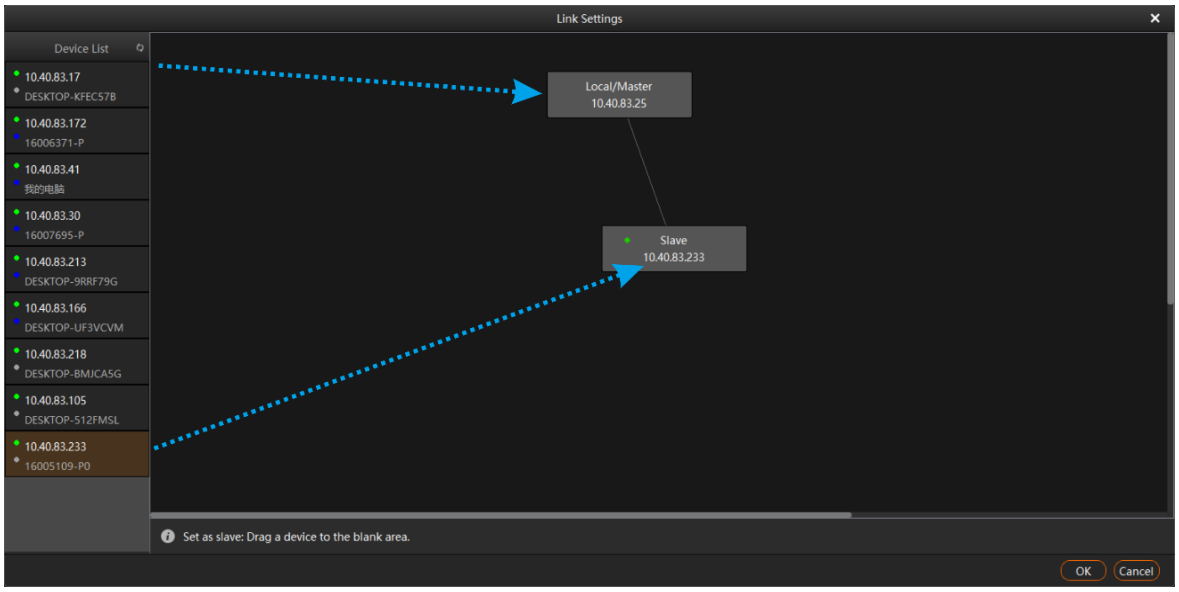
Figure 6-2 Link settings



Step 2 Add a slave device.

1. In the **Device List** area, select the IP address of the device that you want to add as a slave device.
2. Click and drag the selected IP address to the blank area on the right side as shown in the following figure.

Figure 6-3 Add slave devices



Step 3 Manage the slave devices.

1. In the topology, select the slave device.
2. Right click the device to open the context menu.
   - Connect: If the master and slave connection fails, select this option to manually connect the devices.
   - Delete: Break the master and slave connection.
   - Power On: Power on the slave device remotely.

- Power Off: Power off the slave device remotely.
- Restart: Restart the software on the slave device.

Note

- Right click **Local/Master** to show the context menu and select **Disconnect All Links** to disconnect all the linked devices.
- Right click **Local/Master** to show the context menu and select **Remote Power On/Off** to set the desired power on time and power off time of the linked device. Before you set the remote power on/off time, make sure you have enabled the auto power on/off function in the BIOS menu of the linked device.

Step 4 Click **OK** to complete the slave device settings.

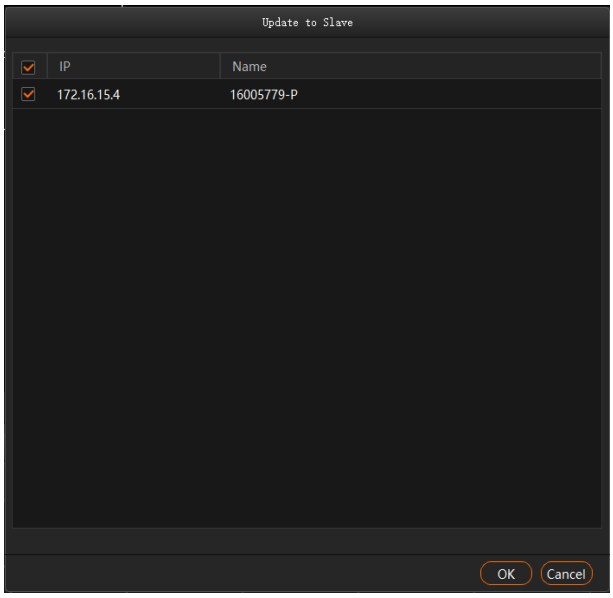
6.2 Update to Slave

Manually update all the data on the master device to the slave device.

Step 1 In Kompass FX2 of the master device, go to **Link** > **Update to Slave**.

Step 2 Select the desired slave device from the window that appears.

Figure 6-4 Update to slave



Step 3 Click **OK**.

On the main user interface, click **Update** on the top right to view the updating progress, i.e., the media transmission progress. If the slave device has a backup device, the **Update to Slave** action will also update the backup device data simultaneously.

6.3 Disconnect

In the Kompass FX2 of the backup or slave device, go to **Link** > **Disconnect** to break the connection between the primary and backup devices or the connection between the master and slave devices.

- In the Kompass FX2 of the primary or master device, this option is greyed out.

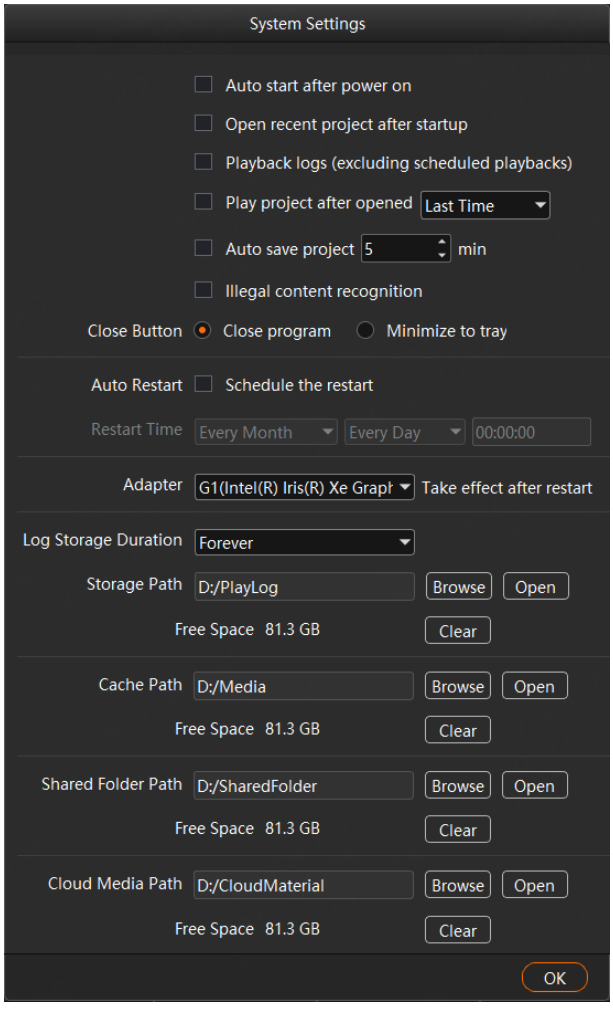
- In the Kompass FX2 of the primary or master device, go to **Link** > **Link Settings** to break the binding relation between the primary and backup devices or between the master and slave devices in the topology.

7 Settings

7.1 System Settings

Set the startup-related settings. Go to **Settings** > **System Settings** to open the **System Settings** window.

Figure 7-1 System settings



- Auto start after power on:
  - Selected: The software will be started automatically when OS starts.
  - Deselected: The software will not be started when OS starts.
- Open recent project after startup:
  - Selected: The recently-opened project will be opened when the software starts.
  - Deselected: A new project will be created when the software starts.
- Playback logs: Set whether to record the playback logs.
  - Selected: The playback logs will be recorded automatically.

  - Deselected: If the scheduled playback is disabled, the playback logs will not be recorded. If enabled, the playback logs will be recorded.
- Play project after opened:
  - Selected with specified program: The specified played project will be played automatically when the software starts.

    Last time: Play the program that was playing in the software before it was last closed.

    Program n: Play the specified program when the software starts.
- Deselected: No project will be played when the software starts.
- Auto save project:
  - Selected: The project file will be automatically saved according to the set time interval. The time interval ranges from 1 to 30 minutes and defaults to **5 minutes**.
  - Deselected: The project file will not be saved automatically and you need to save it manually.
- Illegal content recognition:
  - Selected: Enable the feature. When illegal content is detected, the screen will display black, but media playback will not be interrupted. Enabling this feature requires the installation of the illegal content detection plugin, which can be obtained by contacting the technical support.
  - Deselected: The feature is disabled, and the playback screen will display the media content as is.
- Close Button: The status of the software when you click **Close** at the top right
  - Close Program: You will directly exit the program and no image will be output.
  - Minimize to tray: The program will be minimized to tray and the image will be output normally. Click the program icon in the tray and then the program will be displayed on your desktop.
- Auto Restart: Schedule the restart time for the software.
  - Selected: The software will be restarted automatically according to the set time.

    A restart prompt appears 10 seconds before the restart time. You can restart the software or cancel the restart. If the software runs automatically for a long time, it is recommended to set the restart time to ensure that the software runs well.
  - Deselected: The software will not be restarted automatically.
- Adapter: Select the adapter for the video rendering in the stage editing area. After the selection, you must restart the server where the software is installed to apply this configuration.
- Log Storage Duration: Set the save duration for the playback logs. The supported options include **1 Month**, **3 Months**, **6 Months**, **12 Months** and **Forever**.
- Storage Path: Select the save location for the playback logs.
  - Click **Browse** to select the desired folder.
  - Click **Open** to open the folder where logs are saved.
  - Click **Clear** to clear the cache of the logs.
- Cache Path: Select the save location for the media files downloaded from the primary device.
  - Click **Browse** to select the desired folder.
  - Click **Open** to open the folder where the files are saved.
  - Click **Clear** to clear the cache of the files.

- Shared Folder Path: Set a shared folder locally and share the folder to other users on the same network segment. The user can add the media to the folder and the added media will be automatically displayed in the **Media Library** area. Add the desired media to the **Program Management** area and play it. A remote shared folder can also be added.
  - Click **Browse** to select the shared folder path.
  - Click **Open** to open the shared folder.
  - Click **Clear** to clear the files in the shared folder.
- Cloud Media Path: Set a local folder where the downloaded media from cloud storage will be automatically saved.
  - Click **Browse** to select the storage location for the cloud media.
  - Click **Open** to open the cloud media folder
  - Click **Clear** to clear the files in the folder.

Note

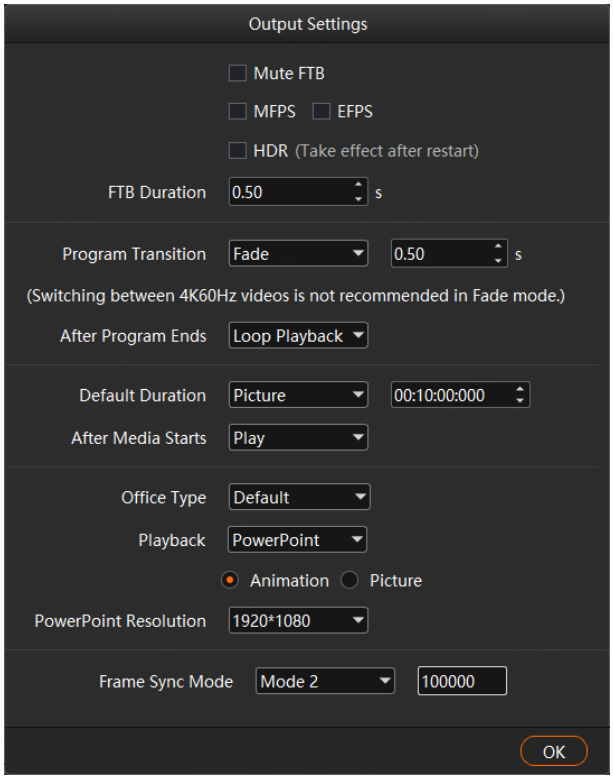
If the media under the shared folder is added to the program and media collections, after you delete the files under the shared folder path, the media saved in the program and media collections will also be deleted.

7.2 Output Settings

Set the program transition effect, transition duration, as well as the FTB status and duration.

Go to **Settings** > **Output Settings** to open the **Output Settings** window.

Figure 7-2 Output settings



- Mute FTB: Set whether to turn off the audio during the FTB process.
  - Selected: The audio will be turned off.

  - Deselected: The audio will be output as normal.
- MFPS/EFPS: The real-time frame rate
  - MFPS: After checked, the real-time frame rate will be displayed at the bottom left of the preview window.
  - EFPS: After checked, the real-time frame rate will be displayed at the bottom left of the output image.
- HDR: Set whether to support the HDR rendering.
  - Selected: The HDR rendering is supported. When the HDR rendering is performed, you need to enable **HDR10** below the stage editing area or in the output adding window.
  - Deselected: The HDR rendering is not supported.

Note

Only 10th generation Intel CPUs or later support HDR functionality.

- FTB Duration: Set the time length the FTB process lasts. The value range is 0.00 to 10.00s and it defaults to **0.50s**.
- Program Transition: Set the program transition effect. The options include **Fade** and **Cut**.
- Transition Duration: Set the time length the fade effect lasts. When **Program Transition** is set to **Fade**, this option is available. The value range is 0.00 to 10.00s and it defaults to **0.50s**.
- After Program Ends: Set the default playback action after the newly-added program stops playing. The setting here does not affect the existing programs.
  - Loop Playback: The newly-added program will be played circularly.
  - Jump to Next: When the newly-added program stops playing, the first program on its right will be played.
  - Stop Playing: When the playback of the newly-added program ends, the playing will be stopped.
- Default Duration: Select the desired media type, and then set the default playback duration for the media of the selected type.
- After Media Starts: Set the state of the media at the commencement of playback.
  - Play: The media transitions to normal playback mode immediately upon the start of the program.
  - Hold on First Frame: The media freezes on the initial frame upon the start of the program.

    To continue playback, click  next to the media name in the **Playback** tab on the right pane.
- Office Type: Select the application program that will be used to open the PowerPoint or Excel files.
  - Default: The PowerPoint or Excel files will be opened in the default tool of your media server.
  - Microsoft Office: The PowerPoint or Excel files will be opened in Microsoft Office.
  - WPS Office: The PowerPoint or Excel files will be opened in WPS Office.
- Playback: Set the playback mode for the PowerPoint or Excel files.
  - Animation:

    For the PowerPoint files, the animation effects will be shown during the slide switching.

    For the Excel files, one can navigate between columns and rows by means of page flipping.

WPS Office does not support this mode.

- Picture: The files are shown and switched as pictures.
- Native: The default mode of Excel, exclusively supported by Excel, allows for switching between rows, columns, and sheet pages.

- PowerPoint Resolution: Select the desired output resolution of the PowerPoint file.
- Frame Sync Mode: Ensures video signal frame synchronization during transmission, supporting three modes.
  - Mode 1 and mode 2 are for frame sync settings of multiple graphics card configuration, while mode 3 is for frame sync settings of multiple devices.
  - Mode 1 and mode 2 involve setting the number of calibrations after program switching. Mode 2 defaults to 5 calibrations.
  - Mode 3 defaults to 100000 calibrations, with continuous frame sync calibration after program switching.

7.3 Multiple Displays

When two or mode displays are connected, you can set to duplicate the desktop or set to show different content on each display, that is, extend mode. Go to **Settings** > **Multiple Displays** to select the desired mode.

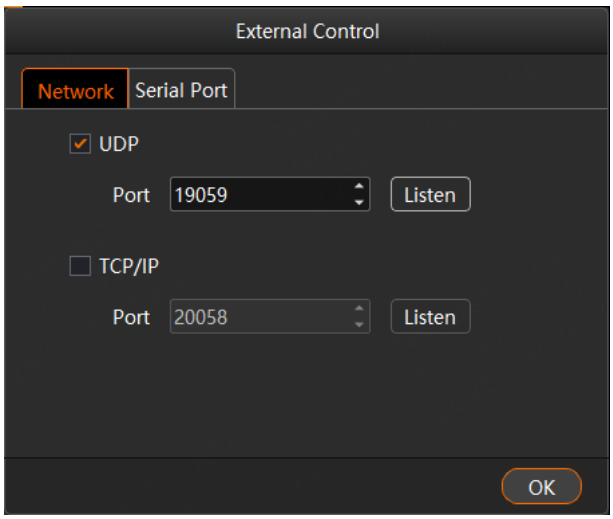
- Duplicate: All the connected displays output the same content.
- Extend: The connected displays output the different contents. The extend mode is the default option.

7.4 External Control

Kompass FX2 supports remote control and control via a control device, allowing users to manage the software conveniently. For details on the commands and command writing rules of remote controlling and controlling via a control device, please see *Control Protocol of NovaStar Playback and Control Software*.

Go to **Settings** > **External Control** to open the **External Control** window.

Figure 7-3 External control



7.4.1 Control via Network

For control via a network, Kompass FX2 supports remote control via UDP and TCP/IP protocols.

Go to **Settings** > **External Control** to open the **External Control** window.

Control via UDP Protocol

Step 1 Select **UDP** to enable UDP control.

Step 2 In the text box next to **Port**, enter the UDP port number of Kompass FX2.

The UDP port number ranges from 1024 to 65535 and defaults to 19059.

Step 3 Click **Listen**. The software will automatically check whether the port number is occupied.

- Occupied: Re-enter a port number and click **Listen** again to check.
- Not occupied: The UDP control settings are completed.

Control via TCP/IP Protocol

Step 1 Select **TCP/IP** to enable TCP/IP control.

Step 2 In the text box next to **Port**, enter the TCP/IP port number of Kompass FX2.

The TCP/IP port number ranges from 1024 to 65535 and defaults to 20058.

Step 3 Click **Listen**. The software will automatically check whether the port number is occupied.

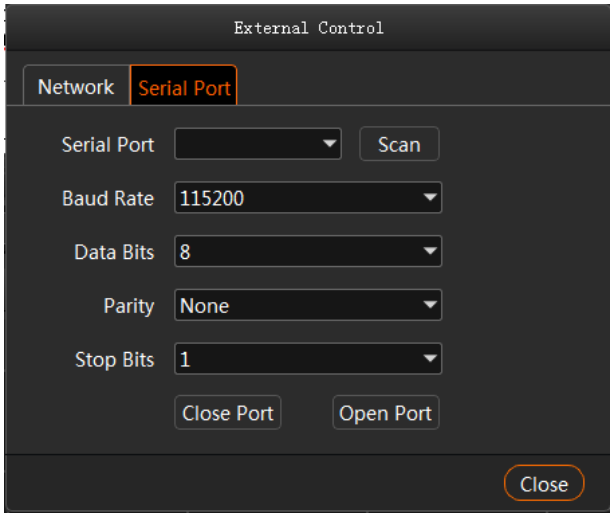
- Occupied: Re-enter a port number and click **Listen** again to check.
- Not occupied: The TCP/IP control settings are completed.

7.4.2 Control via Serial Port

To control Kompass FX2 via serial port, use a serial cable to connect the control device to the computer where Kompass FX2 is installed.

Step 1 Go to **Settings** > **External Control** > **Serial Port**.

Figure 7-4 Serial port control



Step 2 Click **Scan**. The system will automatically scan the serial ports of the computer.

Step 3 Click the drop-down box next to **Serial Port** and select the serial port currently connected to the control device.

Step 4 Set **Baud Rate**, **Data Bits**, **Parity**, and **Stop Bits**.

Note

The parameter values of baud rate, data bits, parity and stop bits of the serial port on the control device must be the same as the values of those parameters you set in Kompass FX2.

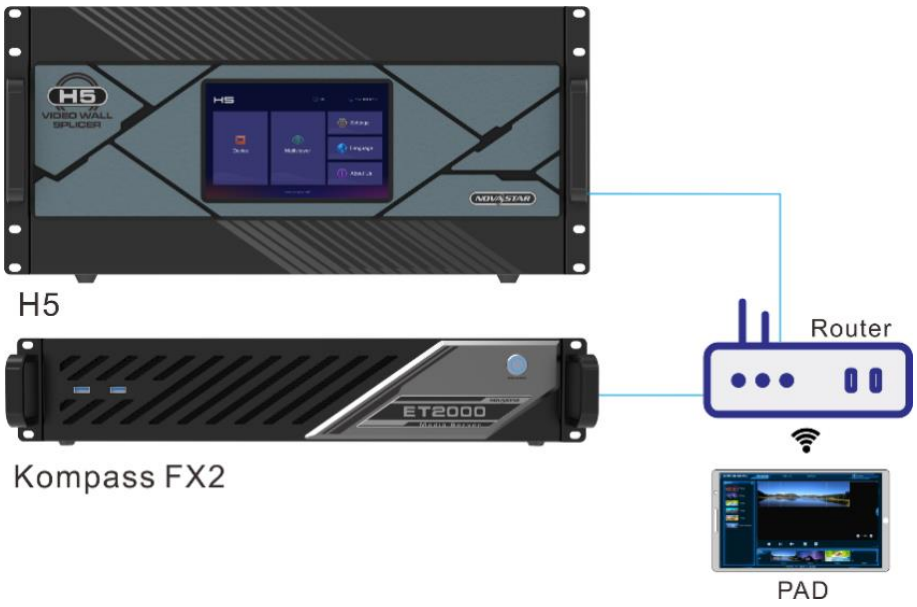
Step 5 Click **Open Port** to finish serial port settings.

Step 6 Click **Close** to close the window.

7.4.3 Control via App

Kompass FX2 can be controlled via VICP (Visual Intelligent Control Platform). The connections for app control are as follows.

Figure 7-5 Connections for app control



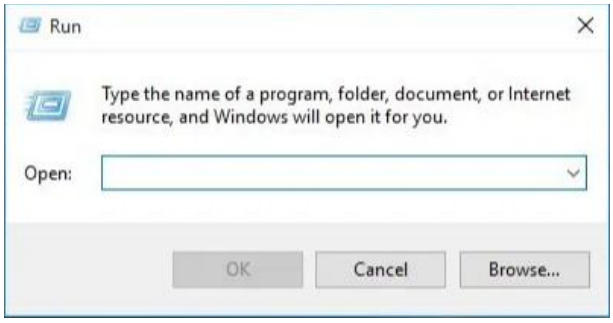
Connection Requirements

The media server, video wall splicer and pad (with app installed) must be on the same network segment.

Media Server Configuration

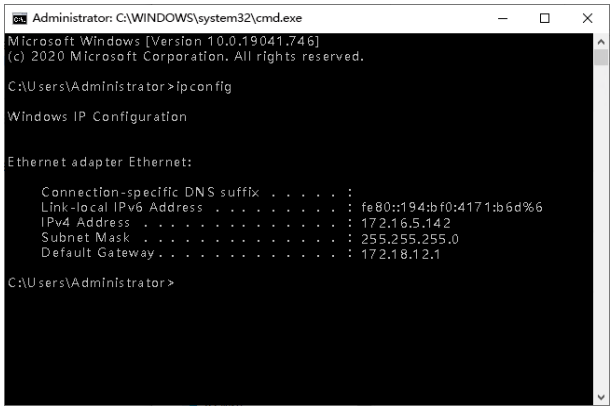
- Obtain the IP address of the media server.
  1) On the media server, press **Win** and **R** keys simultaneously to open the **Run** command dialog window.

Figure 7-6 Run command window



  2) Type "**cmd**" in the search box and then press **Enter** to open the command prompt.
  3) Type "**ipconfig**" and then press **Enter** to show the device IP address.

Figure 7-7 Obtain the IP address of the media server



IPv4 address indicates the IP address of the media server.

- Configure the listening port of the media server.
  1) Run Kompass FX2 and then go to **Settings** > **External Control** to open the external control settings window.
  2) Select the **Network** tab.
  3) Check the box in front of **TCP/IP** to enable the TCP/IP control.
  4) Enter the port number in the text box next to **Port**.
  5) Click **Listen** to enable the listening for the external control.

     If the port is occupied, a prompt saying "**Listening failed: The port is being used.**" is shown. You must re-enter a port number and click **Listen** again.

     If a prompt saying "**Listening succeeded.**" is shown, the listening succeeds and the **Listen** button is highlighted. Click **OK** to complete the settings.
  6) Click **Close** to complete the port settings.

Note

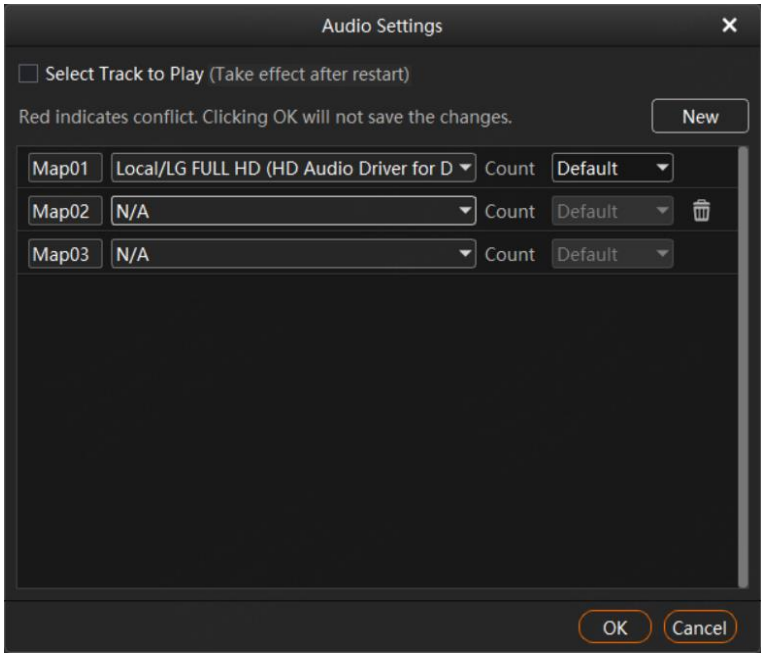
When you use the App for device control, please refer to the App user manual for operation details.

7.5 Audio Settings

You can configure the correspondent relations between the sound cards and sound channel mappings. One sound card corresponds to one mapping only.

For example, if you select Map 01 for the layer media A, B and C at the same time, the audio information in these three media will be output via the sound card that Map 01 corresponds to. If you want to change the sound card for these three media, you only need to change the sound card that Map 01 corresponds to rather than set the sound card for each media respectively.

Figure 7-8 Audio settings



- Select Track to Play: When the backend audio device is an Atmos device, you need to check this option. After setting, restart the software for it to take effect.
  - Checked: In program management, choose the media, and navigate to **Properties** > **Sound Channel Mapping** > **Select Track to Play** to choose the track. Once selected, non-Dolby audio media will not output audio.
  - Unchecked: No need to choose the track, audio outputs directly. At this time, Dolby audio media will not output normally to the backend Atmos device.
- Three mappings are displayed by default.

  You can click **New** at the top right to add a new mapping, and click the channel mapping name on the left to modify it as required.
- The drop-down list shows all the sound card devices of the device.

  Kompass FX2 supports the hot swapping of the sound card device and you do not need to restart the software after a new sound card is installed.
- Configure the sound channel count for the mapping. The supported options include **Default**, **2**, **4**, **6** and **8**.

  Default indicates the sound channel count of the corresponding sound card.

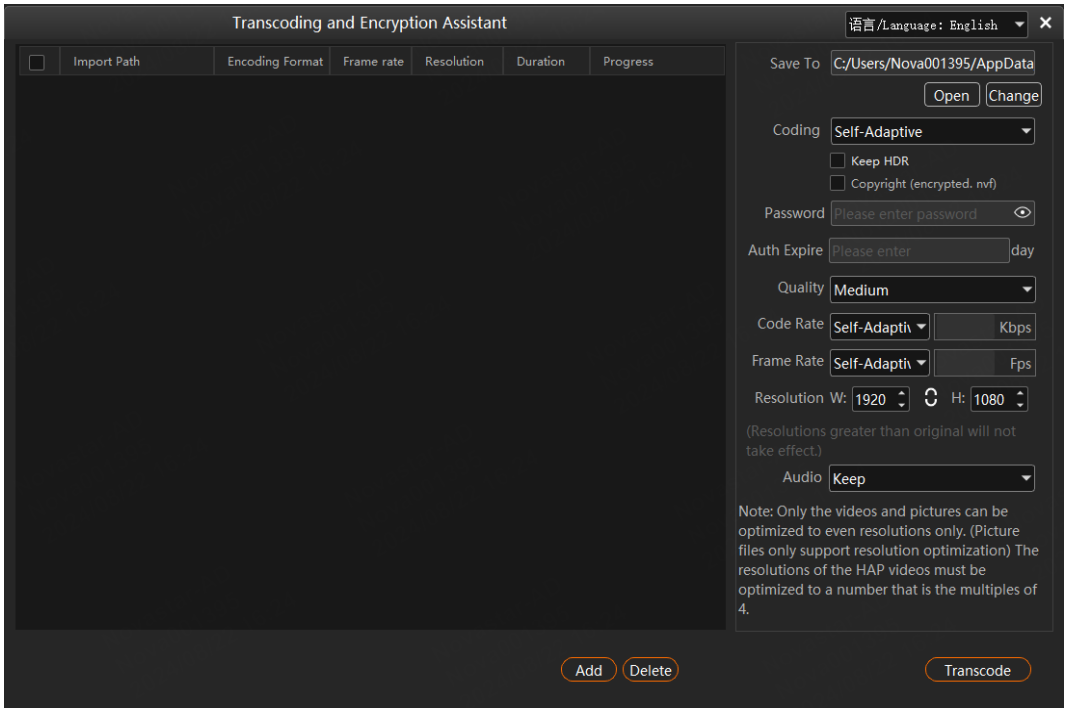
8 Help

8.1 Transcoding and Encryption Assistant

Kompass FX2 supports the conversion of the video coding format, code rate, resolution and frame rate, as well as the encryption of videos, to satisfy the requirements of different playback scenarios.

Step 1 Go to **Help** > **Transcoding and Encryption Assistant**.

Figure 8-1 Transcoding and encryption assistant



Step 2 Click **Add** at the bottom to open the local folder where you can select the desired video or image file.

You can also add multiple files by pressing the Ctrl key and selecting the files simultaneously.

Select the file and directly drag it to the file list area to swiftly add the video and image files.

Step 3 Click **Select File** to add them into the assistant.

Step 4 Select the target file for transcoding.

Step 5 Set the parameters of **Coding**, **Quality**, **Code Rate**, **Frame Rate**, **Resolution** and **Audio** and more as required.

- Coding: Set the coding format of the transcoded video. The supported options include **Adaptive**, **h264**, **h265**, **VP9** and **hap**.

  When **Self-Adaptive** is selected, the video will be transcoded according to the original video coding.

- Keep HDR: Set whether to retain HDR in the converted video. When the **Self-Adaptive**, **H264**, and **H265** coding option is selected, this item is available.

  - Selected: The converted video retains the HDR of the original video.
  - Deselected: The original video's HDR is not retained, and the converted video will be in SDR format.
- Keep Alpha Channel: Set whether to train the original alpha channel for the HAP videos.
  - Selected: Retain the alpha channel information for the HAP video.
  - Deselected: Do not retain the alpha channel information and the system will automatically fill in the alpha channel.
- Copyright: Encrypt the selected video, making it playable only in Kompass FX2.
  - Select **Copyright (encrypted. nvf)**: Enable video encryption and convert the video file to the .nvf encrypted one.
  - Password: Set a password for the encrypted video.
  - Auth Expire: Set the authorization duration for the encrypted video. The value ranges from 1 to 999. Once the authorization duration is exceeded, the encrypted videos will show as **Expired** in the media library.

Table 8-1 Copyright description

Password	Auth Expire	Description
Empty	Empty	The video is .nvf encrypted, but can be played directly without password decryption.
Non-empty	Empty	The video is .nvf encrypted, and requires password decryption in the media library to play.
Empty	Non-empty	The video is .nvf encrypted within the authorization duration, but can be played directly without password decryption.
Non-empty	Non-empty	The video is .nvf encrypted within the authorization duration, and requires password decryption in the media library to play.

- Quality: Set the quality of the transcoded video. The supported options include **Low**, **Medium** and **High**.
  - High: Keep the quality of the transcoded video the same as the original video quality.
  - Low: The quality of the transcoded video is relatively blurred compared to the original video quality.
  - Medium: The quality of the transcoded video is between the high and low qualities.
- Code Rate: Set the code rate of the transcoded video. The supported options include **Self-Adaptive** and **Custom**.
  - Adaptive: The code rates before and after the transcoding are the same.
  - Custom: Set the desired code rate and the video will be transcoded according to the set value.
- Frame Rate: Set the frame rate of the transcoded video. The supported options include **Self-Adaptive**, **24**, **30**, **60** and **Custom**.
  - Adaptive: The frame rates before and after the transcoding are the same.
  - 24/30/60: The frame rate after the transcoding will be 24 Hz, 30 Hz, and 60 Hz, respectively.
  - Custom: Set the desired frame rate and the video will be transcoded according to the set value.

- Resolution: Set the resolution of the transcoded video.
  - W: Set the horizontal size of the transcoded video. The value defaults to 1920 and can reach a maximum value of 8192 (recommended).
  - H: Set the vertical size of the transcoded video. The value defaults to 1080 and can reach a maximum value of 8192 (recommended).
- Audio: Set how to deal with the audio that comes with the video. The supported options include **Keep** and **Remove**.
  - Keep: The transcoded video retains the audio in the video before transcoding.
  - Remove: The transcoded video displays pure images without any audio.

Step 6 Repeat the above steps to set the transcoding parameters for other video files.

Step 7 Click **Transcode** and the system will automatically start the transcoding process.

When the progress reaches 100% in the **Progress** column, the transcoding completes. After the transcoding, the video will be saved in the path specified in **Save Path**.

Step 8 Click **Open** to open the local folder where you can view the transcoded files.

- Click **Change** to change the save path.
- Click **Delete** at the bottom to delete the selected video files.

Note

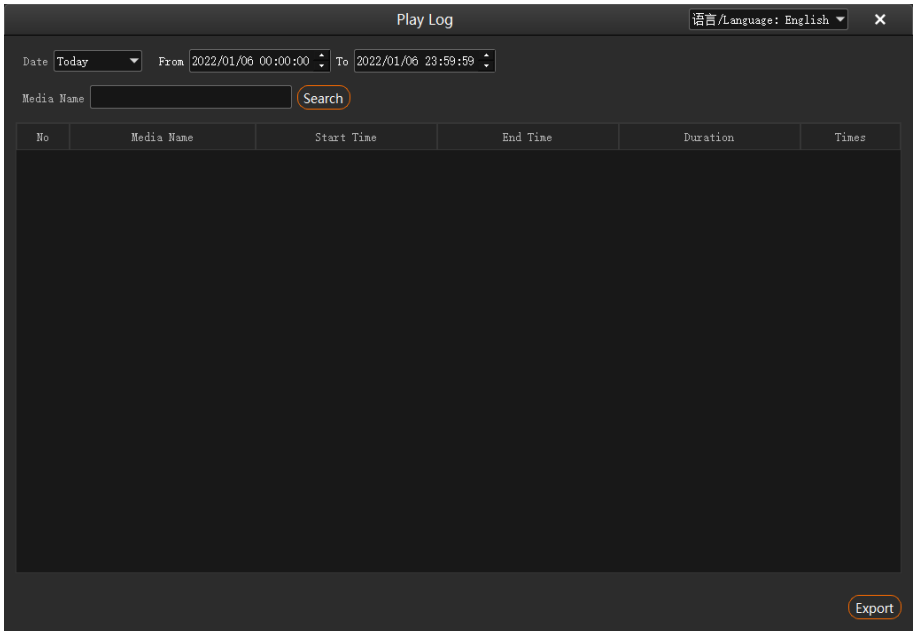
The transcoding and encryption assistant and play log windows do not automatically close with the main user interface and require manual shutdown.

8.2 Logs

Kompass FX2 supports the automatic statistics of the playback logs. When you select a certain date, time period or media name, you can search for the desired logs. The log information includes the number, media name, start time, end time, total duration and playback times.

Step 1 Go to **Help** > **Play Log** to open the playback log window.

Figure 8-2 Logs



Step 2 Click **Date** and select the desired time period. The supported options include **Today**, **Recent 7 Days**, **Recent 1 Month** and **Recent 3 Months**.

Note

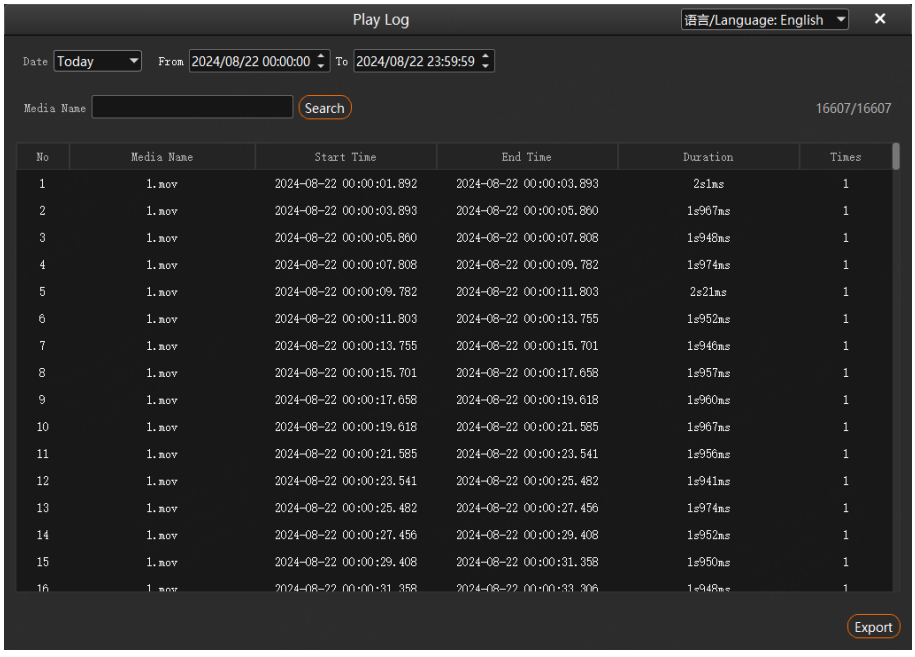
Before you use this function, please set the value range of **Log Storage** greater than the time period range you set here.

Step 3 Set the start and end time.

Step 4 Enter the media file name in the text box next to **Media Name** to search for the payback logs of this single media, otherwise the playback logs of all media files will be searched and displayed.

Step 5 Click **Search** to start the searching.

Figure 8-3 Media playback logs



Step 6 Click **Export** to export the playback logs to your local computer.

8.3 User Manual

On the menu bar, go to **Help** > **User Manual**, or press the **F1** key on the keyboard to open the user manual.

8.4 Identification Code

On the menu bar, go to **Help** > **Identification Code** to view the product unique ID code.

8.5 About

On the menu bar, go to **Help** > **About** to view the software information.

9 Language

Switch the software language according to your preference.

10 AI Assistant

AI Assistant is a versatile AI tool based on large models such as Nova and DeepSeek, providing accurate AI chat services to quickly answer questions and offer software operation guidance. Additionally, it allows users to generate personalized images by entering prompts, selecting image ratios, and styles. The integrated web search feature enables users to access real-time internet information, catering to diverse needs.

Prerequisites

- You have completed the software authorization.
- You have logged in the software.

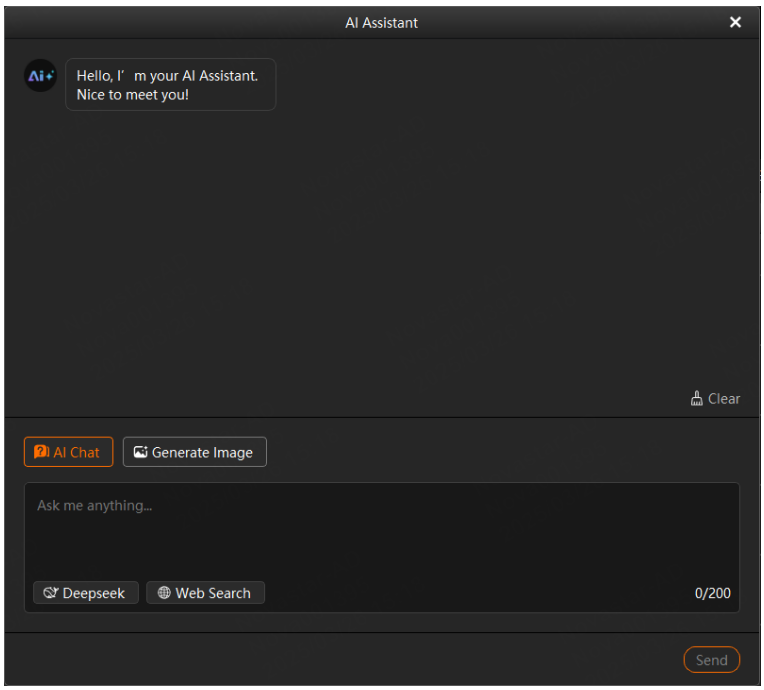
Limitations

- Each account is limited to 100 AI chat operations and 10 image generation operations per day.
- Only one image is generated per operation, consuming one image generation count.

AI Chat

Step 1 Click **AI Assistant** to open the **AI Assistant** interface.

Figure 10-1 AI assistant



Step 2 Click **AI Chat** to select the AI Q&A function.

Step 3 Enter your question in the text box below.

To ensure accurate answers, it is recommended to ask specific, clear, and unambiguous questions with sufficient context. A maximum of 200 characters is supported.

Step 4 Set the AI thinking mode, supporting **DeepSeek** and **Web Search** modes.

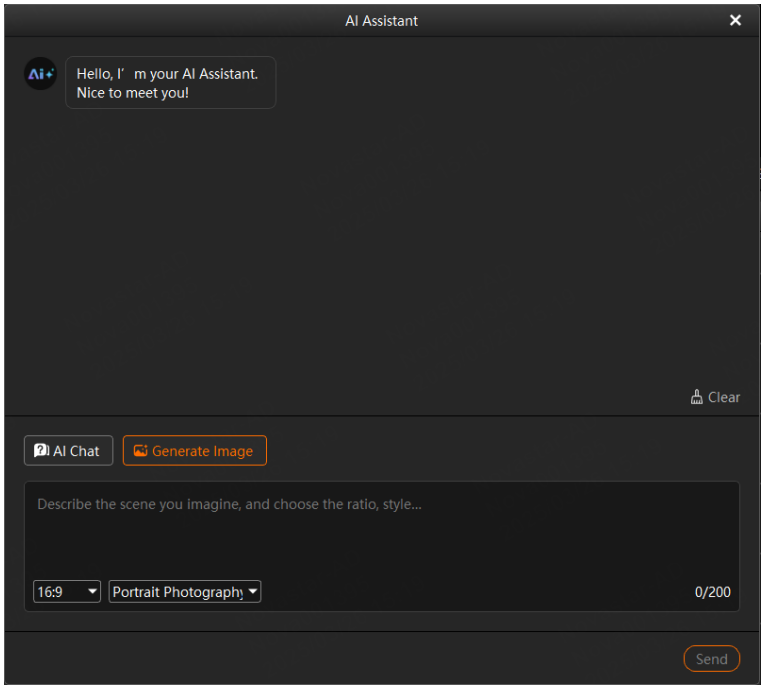
- DeepSeek:
  - On: If the user's question is not found in the current product knowledge base, the system will use the DeepSeek model to provide suggestions.
  - Off: If the user's question is not found in the current product knowledge base, the system will use the default Nova model to provide suggestions.
- Web Search:
  - On: Web search is enabled, and the system will search the internet based on the user's question to provide suggestions.
  - Off: The system will not perform a web search and will rely on the current product knowledge base and the selected large model for reasoning.

Step 5 Click **Send** to let the system process the question and provide an answer.

Image Generation

Step 1 In the **AI Assistant** interface, click **Generate Image** to enable the text-to-image function.

Figure 10-2 Image generation



Step 2 Enter the basic requirements for the image in the text box below.

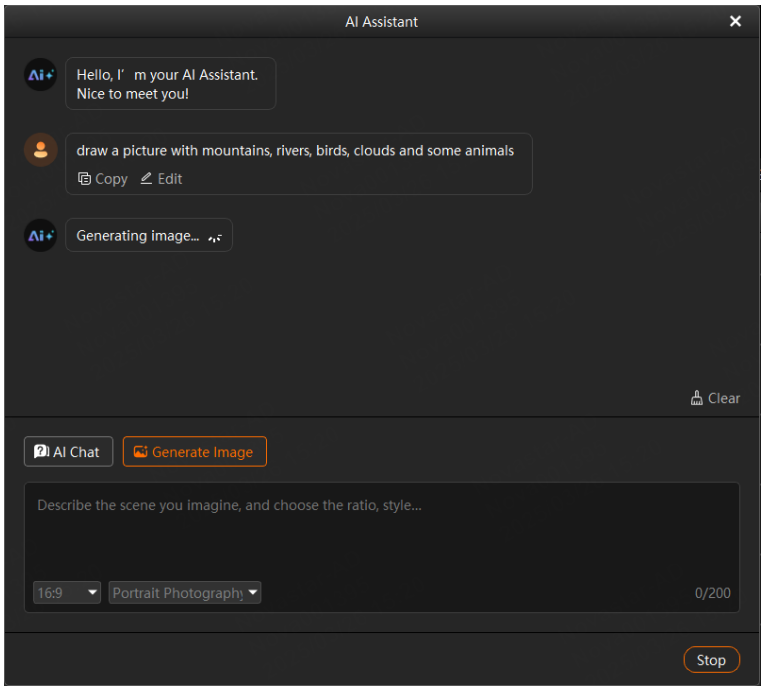
When using AI to generate images, please provide clear and detailed text descriptions, including the theme, details, style, emotion, and any specific requirements, to help the AI accurately understand and create images that meet expectations. A maximum of 200 characters is supported.

Step 3 Select the desired image aspect ratio from the default **16:9** options.

Step 4 Select the desired image style from the default **Portrait Photography** options.

Step 5 Click **Send** to let the system generate an image based on the input text. Only one image is generated per operation.

Figure 10-3 Generate images

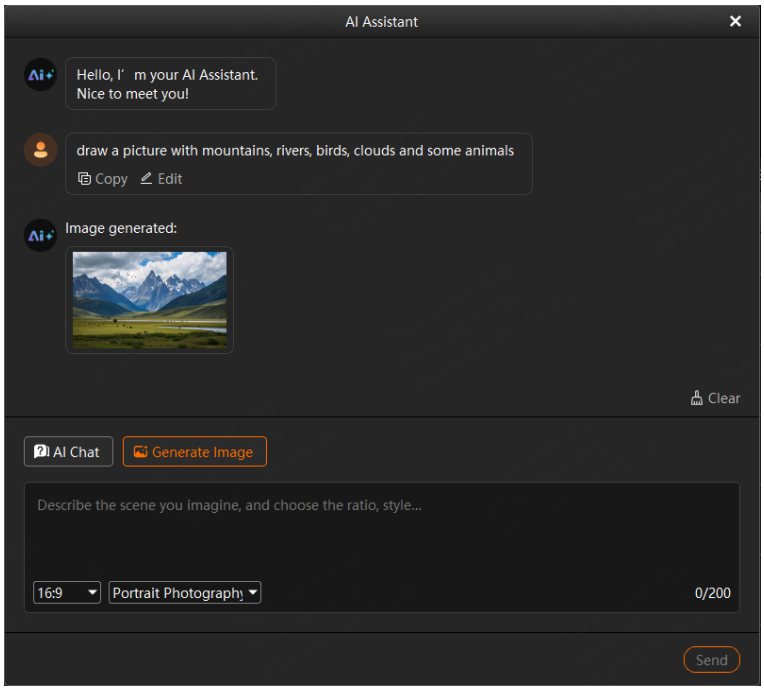


If generation is not needed, click **Stop**.

View and Check Images

After the image is generated, hover over the image to display the image tools.

Figure 10-4 View images



- : Click to zoom in the image, and click **Download Image to Media Library** to save the generated image to the media library.
- : Click to download the generated image directly to the media library.
- : Click to automatically fill the description used to generate the image into the text box below, allowing for modifications and regeneration.

More Operations

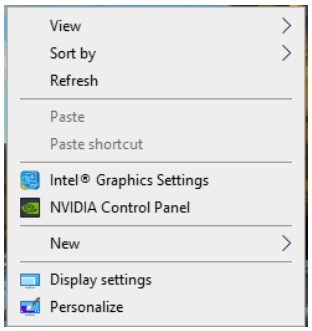
- Copy: Copy the question or AI result.
- Edit: Fill the description used to generate the image into the text box below.
- Try Again: If no result is received, click **Try Again** to reattempt the question.
- Clear: Clear all information in the dialog box.

11 Graphics Card Mosaic

11.1 Set Main Display

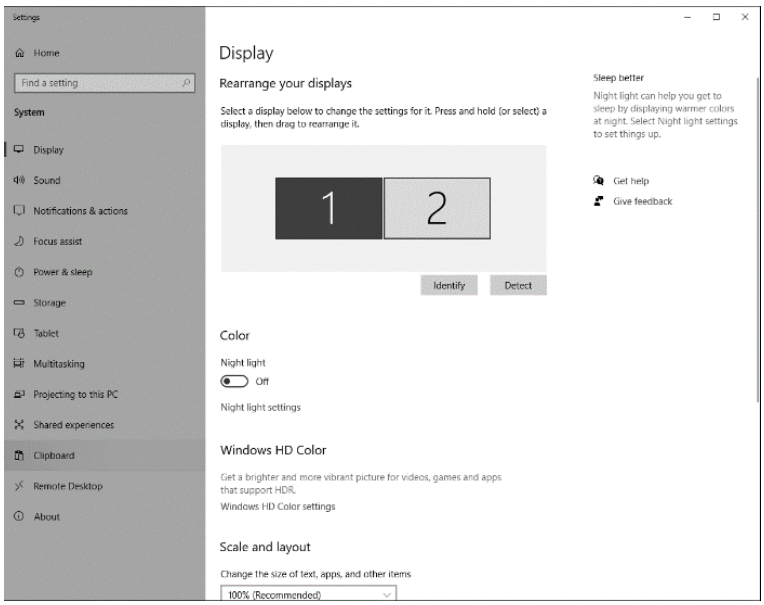
Step 1 Right click on your desktop and select **Display settings**.

Figure 11-1 Display settings



Step 2 Select a display to set it as the main display.

Figure 11-2 Multiple displays-1

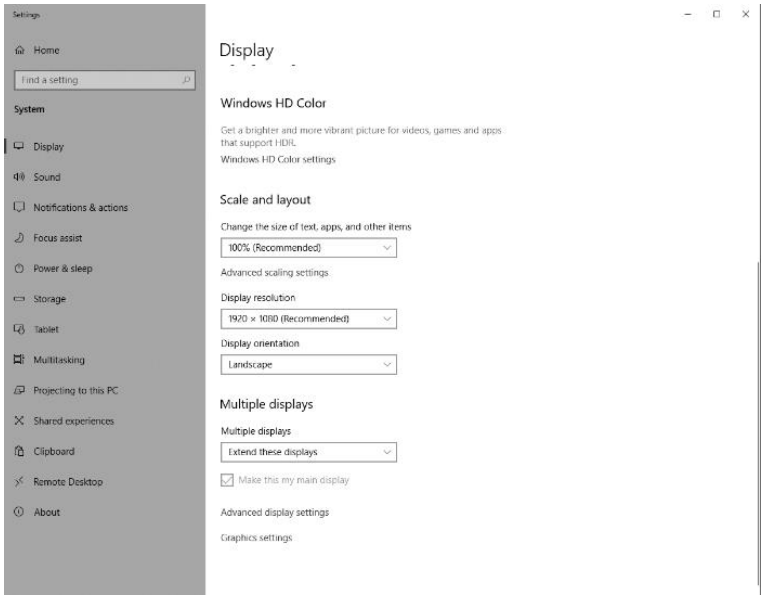


Note

When multiple displays are connected, you can click **Identify** to show the number at the bottom left corner on each display.

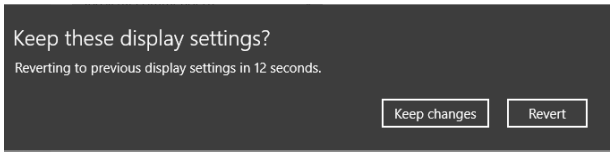
Step 3 For the **Multiple displays** item, select **Extend these displays**.

Figure 11-3 Multiple displays-2



Step 4 On the window that appears, select **Keep changes**.

Figure 11-4 Confirmation



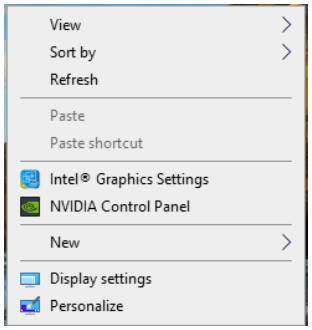
Step 5 Check the box next to **Make this my main display**.

11.2 Change Resolutions

11.2.1 Set Standard Resolutions

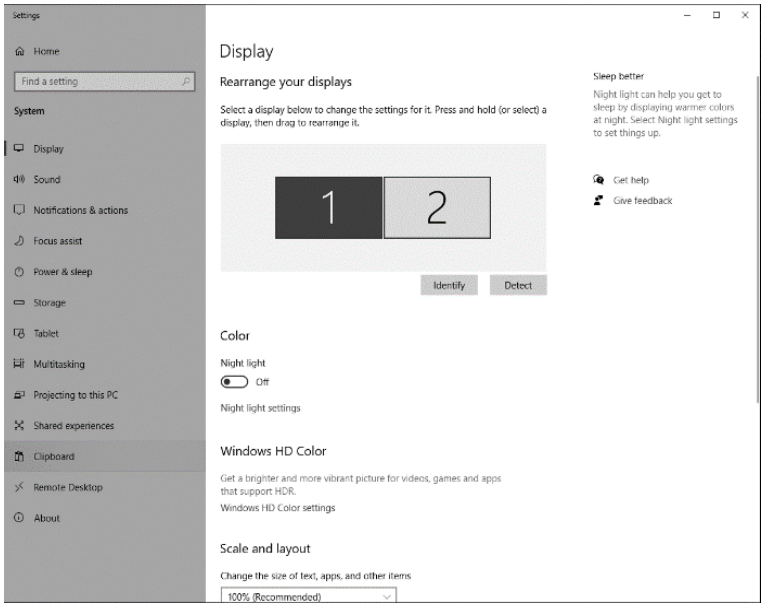
Step 1 Right click on your desktop and select **Display settings**.

Figure 11-5 Display settings



Step 2 Select a display to set it as the main display.

Figure 11-6 Multiple displays-1

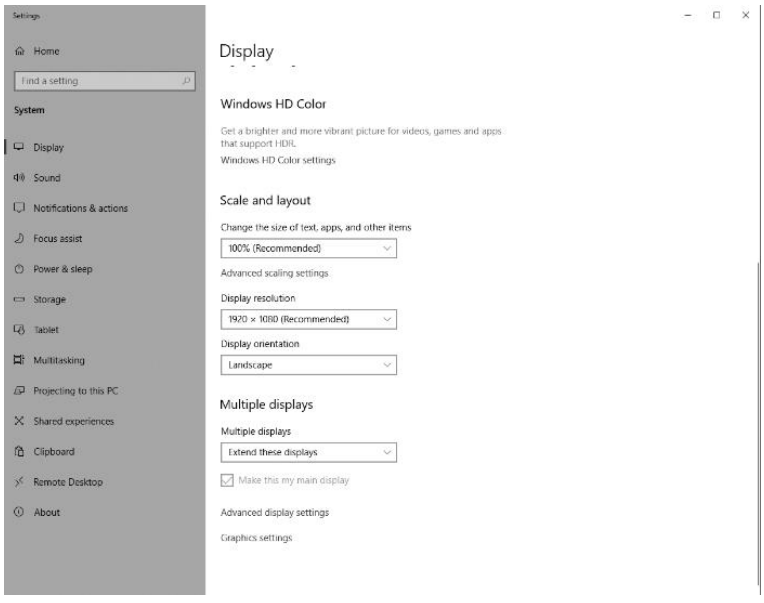


Note

When multiple displays are connected, you can click **Identify** to show the number at the bottom left corner on each display.

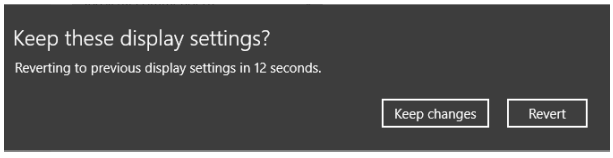
Step 3 For the **Display resolution** item, select the desired output resolution.

Figure 11-7 Multiple displays-2



Step 4 On the window that appears, select **Keep changes**.

Figure 11-8 Confirmation

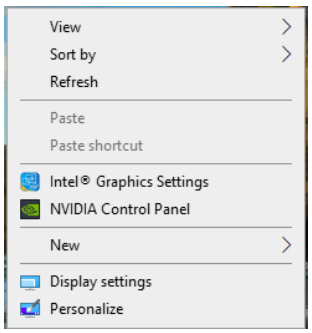


Step 5 Repeat the above steps to complete the resolution settings for other displays.

11.2.2 Set Custom Resolutions

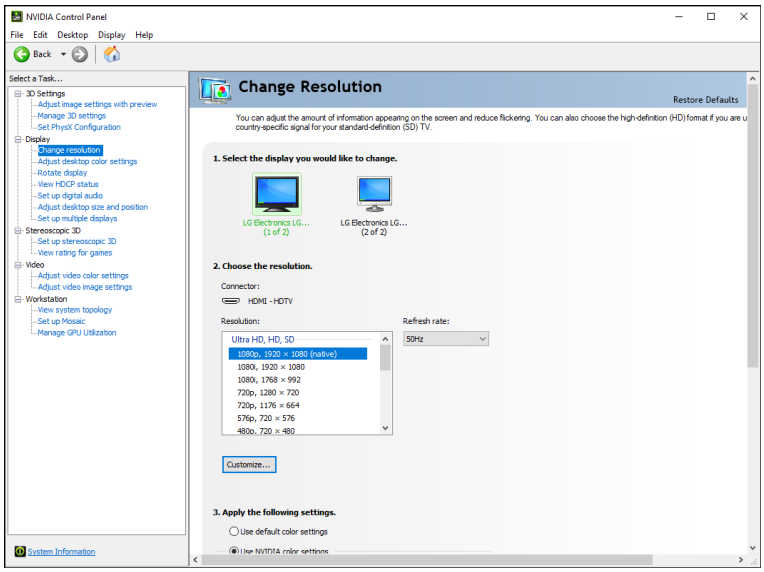
Step 1 Right click on your desktop and select **NVIDIA Control Panel**.

Figure 11-9 NVIDIA control panel



Step 2 On the **NVIDIA Control Panel** interface, go to **Display** > **Change resolution**.

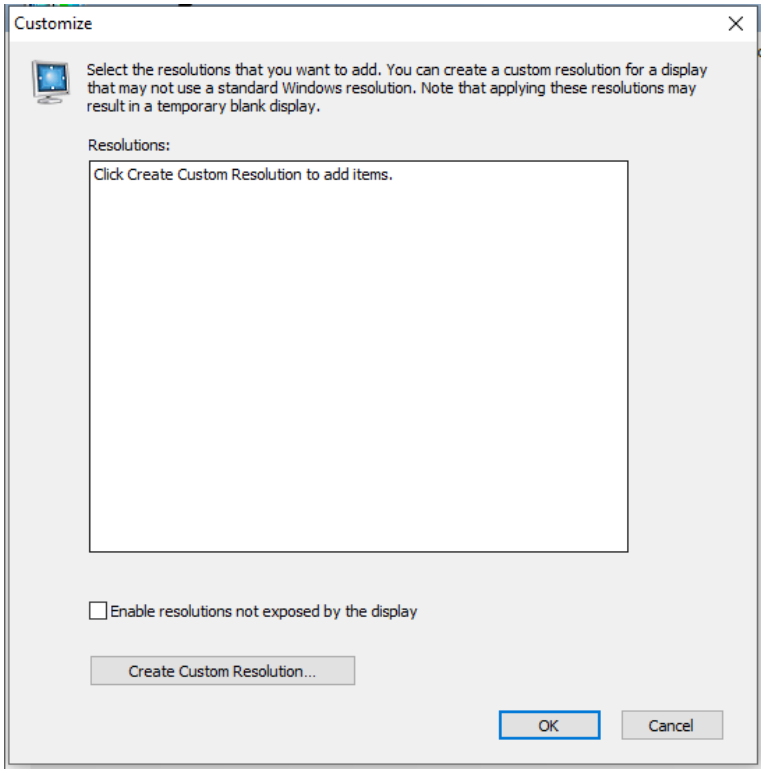
Figure 11-10 Change resolutions



Step 3 Select the desired display.

Step 4 Click **Customize** to show the customize window.

Figure 11-11 Custom resolution-1

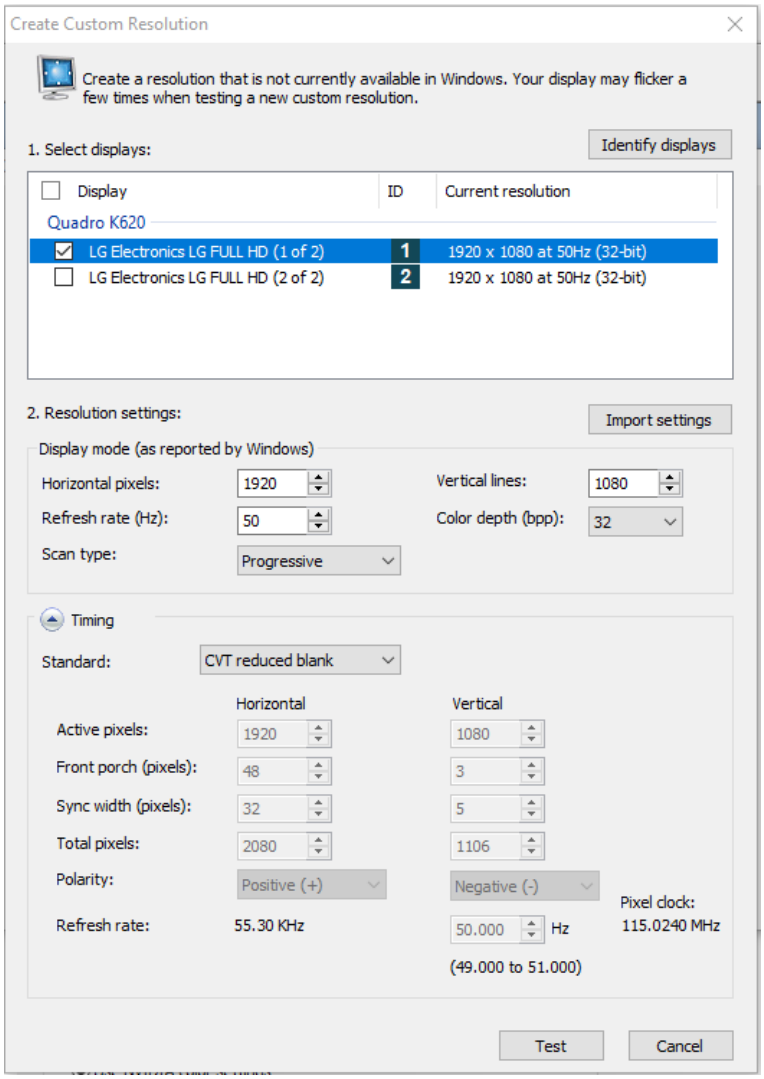


Step 5 Click **Create Custom Resolution**.

Step 6 Read the disclaimer information carefully and click **Accept** to show the **Create Custom Resolution** window.

Step 7 Select the desired display.

Figure 11-12 Custom resolution-2



Step 8 Set the horizontal pixels, vertical lines, refresh rate and scan type.

Step 9 Click **Test** and then click **Yes** on the window that appears.

Figure 11-13 Confirmation

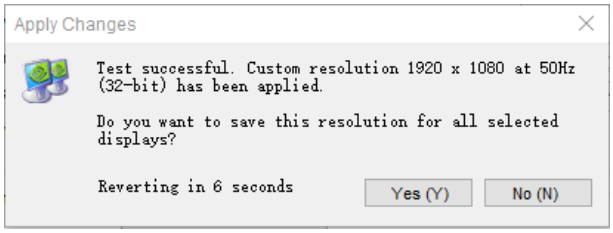
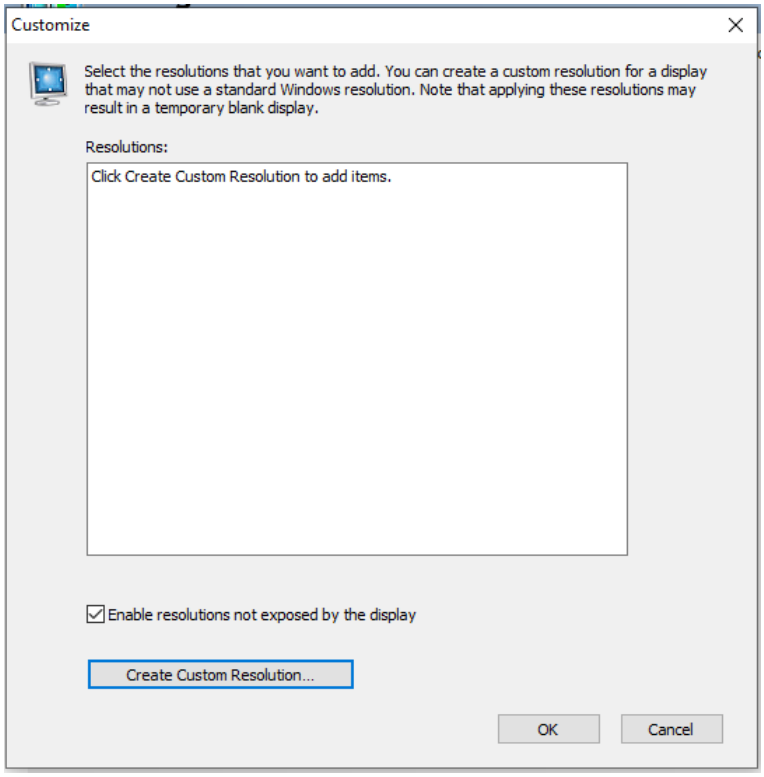


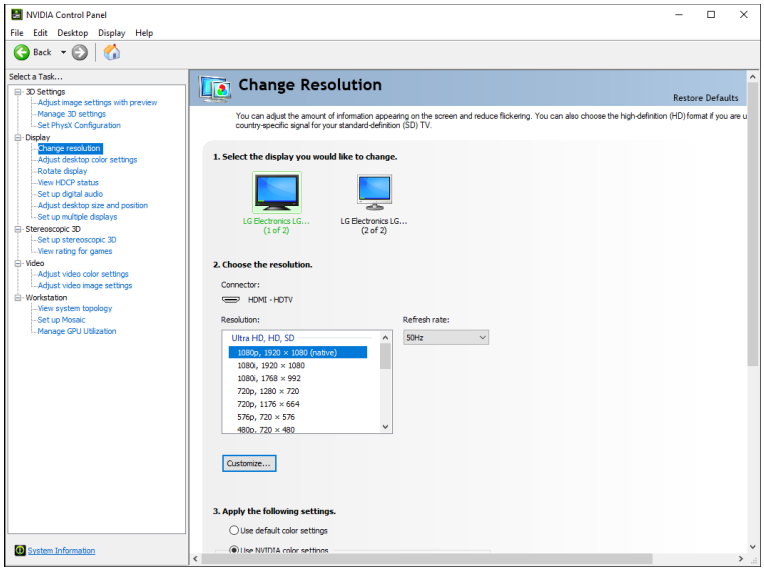
Figure 11-14 Custom resolution-3



Step 10 Click **OK** to complete the custom resolution settings.

After a custom resolution is created successfully, it will appear in the custom area as shown in the figure below.

Figure 11-15 Custom resolution-4



11.3 EDID Management

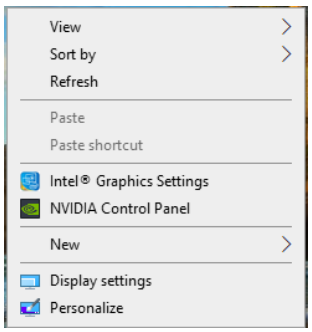
After the display resolution settings, you need to manage the EDID for precise identification of display properties and to avoid the on-site screen display disorder.

Load EDID

The procedure of how to load the EDID is as follows.

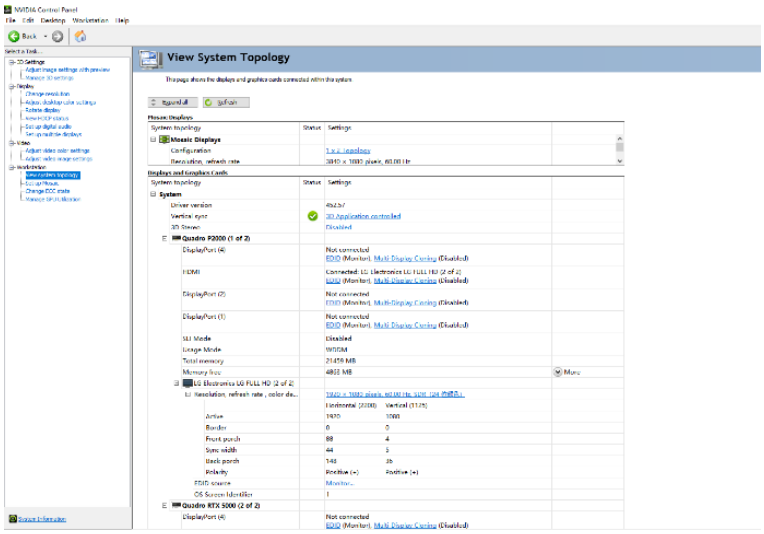
Step 1 Right click on your desktop and select **NVIDIA Control Panel**.

Figure 11-16 NVIDIA control panel



Step 2 On the **NVIDIA Control Panel** interface, go to **Workstation** > **View system topology**.

Figure 11-17 NVIDIA control panel



Step 3 Click **EDID (Monitor)** next to a desired output connector of the current graphics card to show the EDID management window.

Figure 11-18 EDID (Monitor)

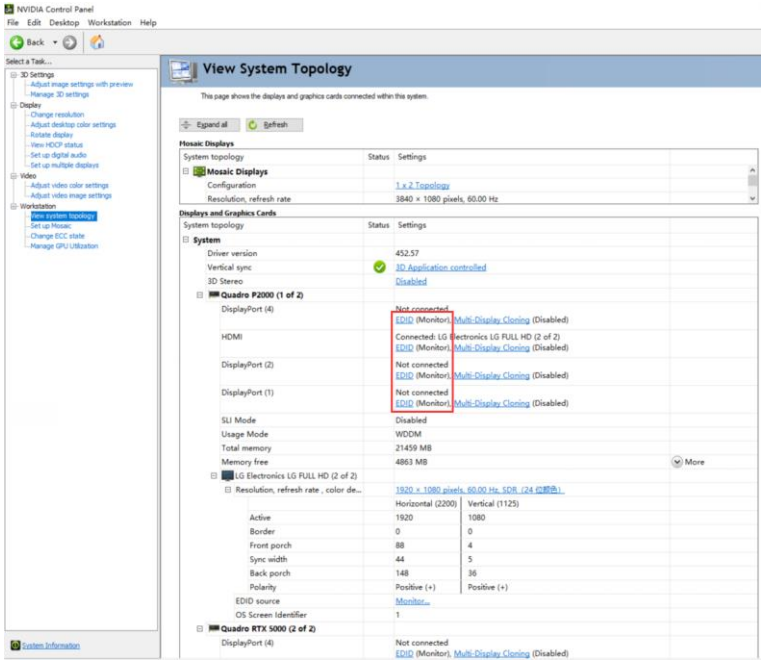
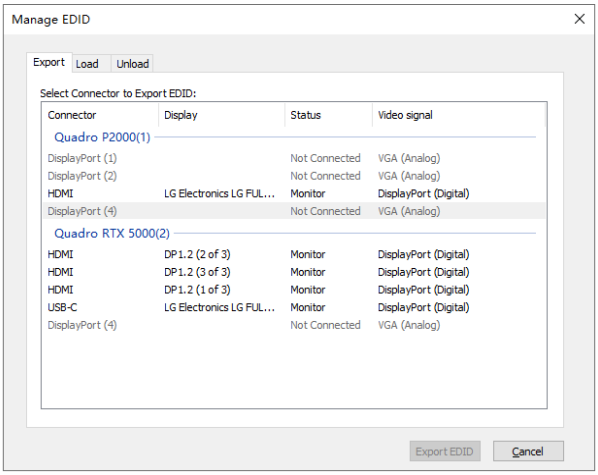


Figure 11-19 Manage EDID



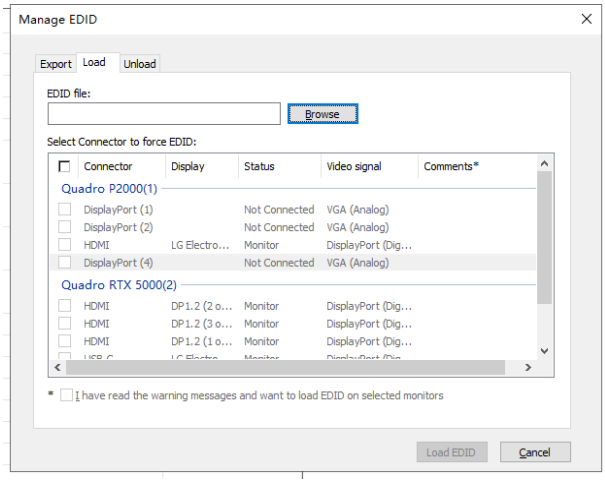
Step 4 Click **Export EDID** and then name the exported EDID file in the window that appears.

Step 5 Select the **Load** tab to show the EDID loading window.

Step 6 Click **Browse** and then select the EDID file exported in Step 4.

Step 7 In the **Select Connector to force EDID** area, select the desired connector.

Figure 11-20 Load EDID



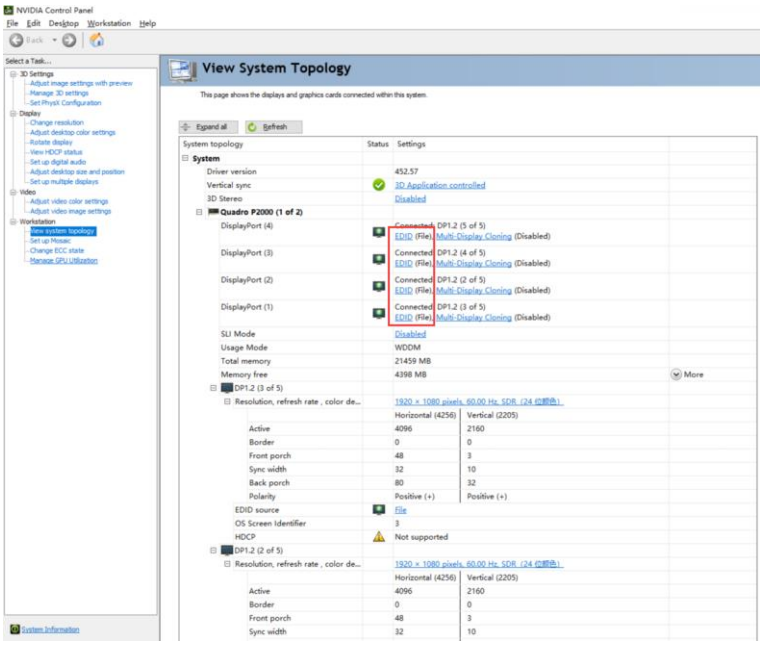
Step 8 Click **Load EDID**.

Step 9 On the dialog box that appears, click **OK** to complete loading the EDID.

Figure 11-21 EDID loaded successfully

Step 10 Go back to **Workstation** > **View system topology** to check the EDID status. If the original **EDID (Monitor)** changes to **EDID (File)**, the EDID is loaded successfully.

Figure 11-22 EDID loaded successfully



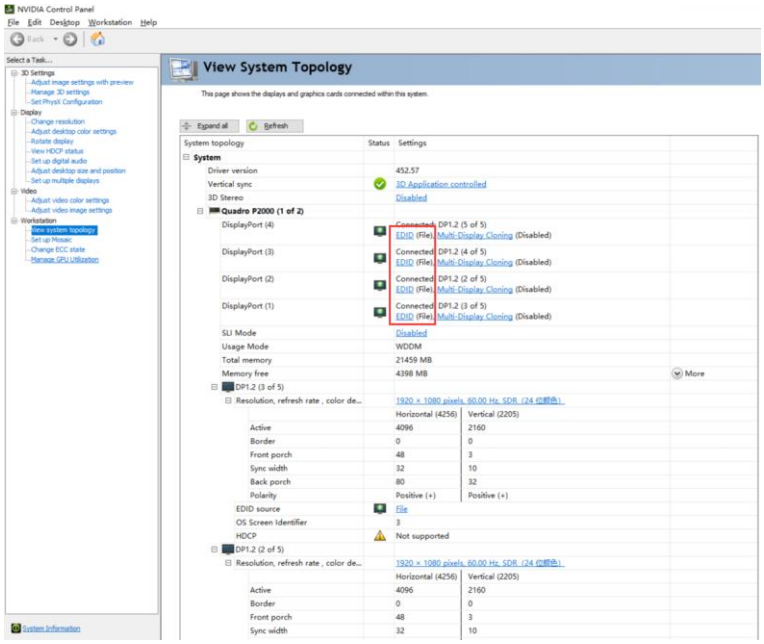
Unload EDID

The procedure of how to unload the EDID is as follows.

Step 1 On the **NVIDIA Control Panel** interface, go to **Workstation** > **View system topology**.

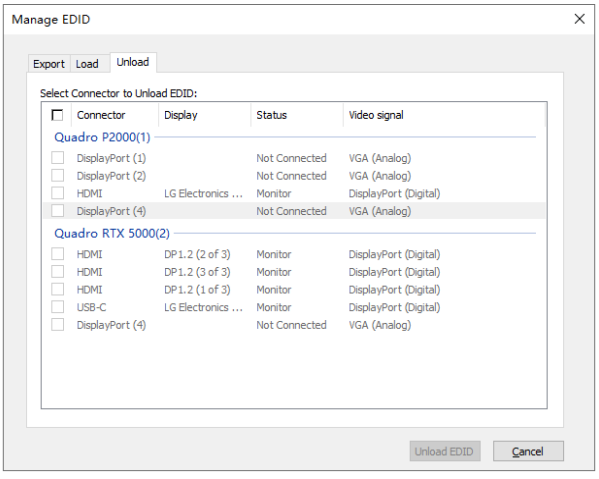
Step 2 Click **EDID (File)** to show the EDID management window.

Figure 11-23 EDID (File)



Step 3 Select the **Unload** tab and then select the desired connectors.

Figure 11-24 Unload EDID



Step 4 Click **Unload EDID**.

Step 5 After the EDID is unloaded successfully, click **OK** on the dialog box that appears.

Figure 11-25 EDID unloaded successfully

Step 6 Go back to **Workstation** > **View system topology** to check the EDID status. If the **EDID (File)** changes to **EDID (Monitor)**, the EDID is unloaded successfully.

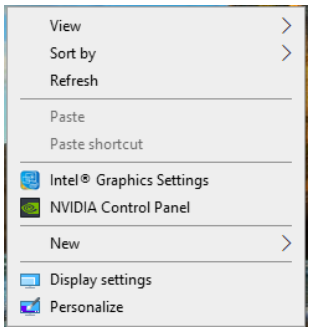
11.4 Output Mosaic

The graphics card supports connector mosaic output. The output connector mosaic must observe the following rules.

- The graphics card does not support irregular mosaic layouts. The mosaic layout must be 1×2, 1×3, 1×4, 2×2, 2×1, 3×1 or 4×1.
- The output resolutions of the graphics card connectors that are used for mosaic must be the same.

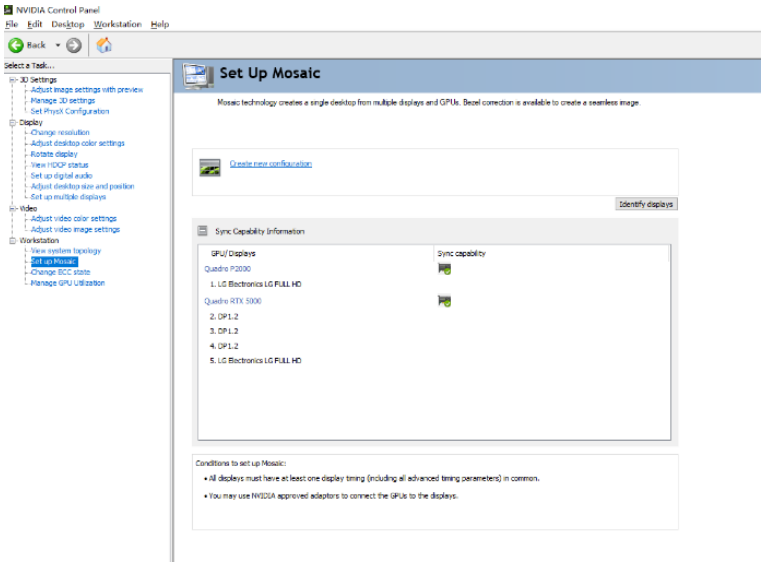
Step 1 Right click on your desktop and select **NVIDIA Control Panel**.

Figure 11-26 NVIDIA control panel



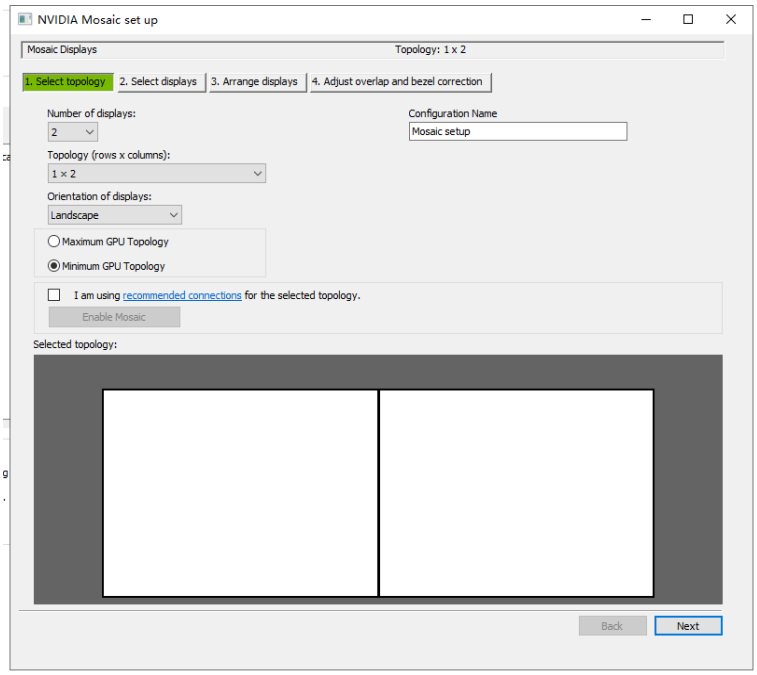
Step 2 On the **NVIDIA Control Panel** interface, go to **Workstation** > **Set up Mosaic**.

Figure 11-27 Set up mosaic



Step 3 Click **Create new configuration** to show the mosaic settings window.

Figure 11-28 Mosaic settings



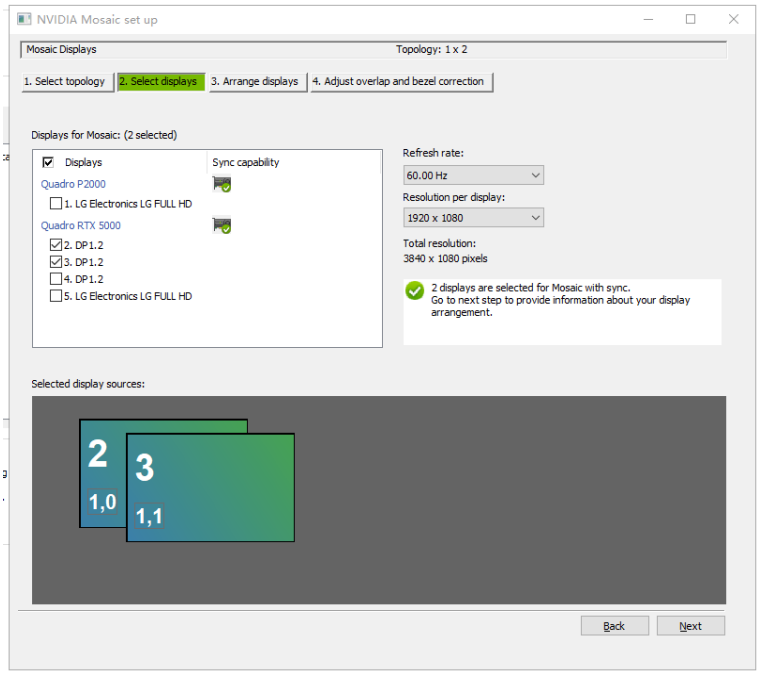
Step 4 Select the screen number from the drop-down list of **Number of displays**.

Step 5 Select the screen mosaic layout from the drop-down list of **Topology (rows x columns)**.

Step 6 Select the screen orientation from the drop-down list of **Orientation of displays**.

Step 7 Click **Next** to proceed.

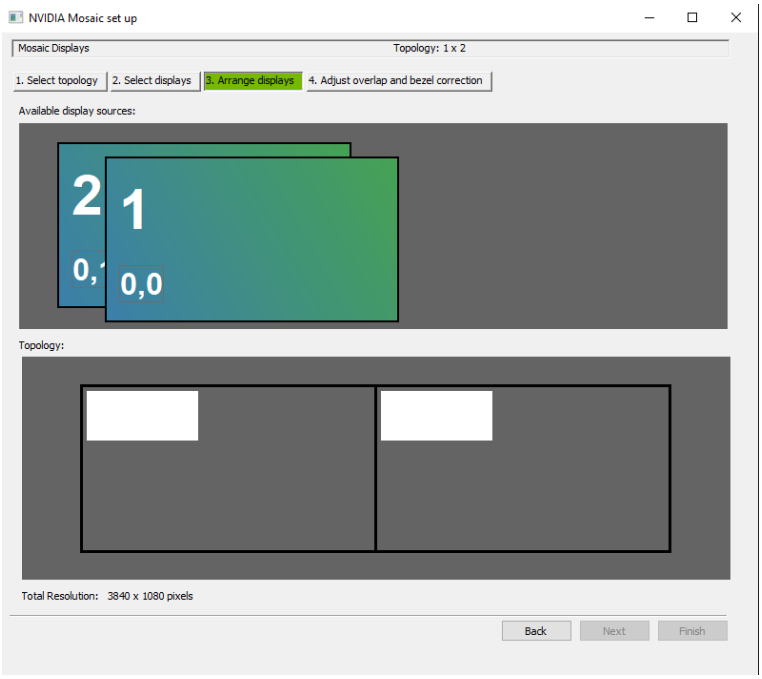
Figure 11-29 Select displays



Step 8 Select the connected displays and then select their refresh rate and resolution.

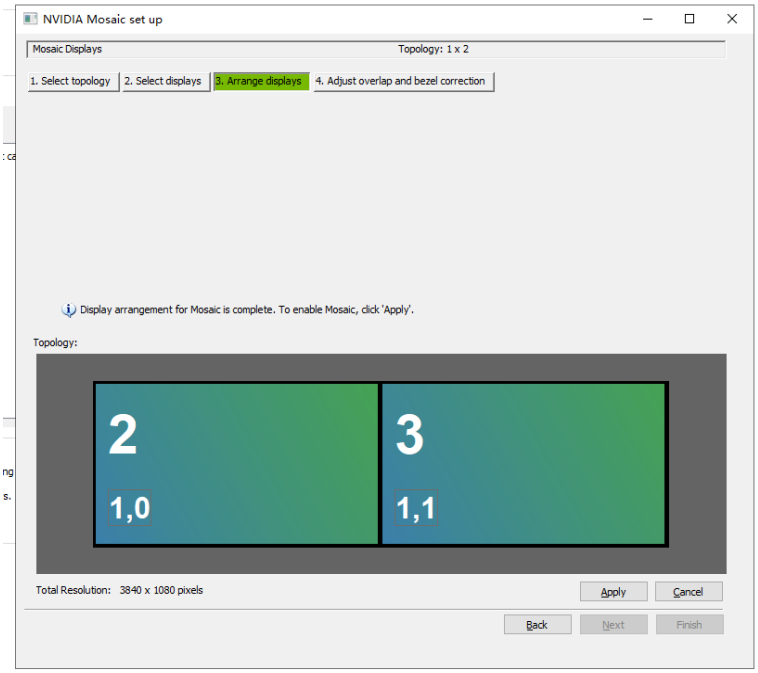
Step 9 Click **Next** to proceed.

Figure 11-30 Arrange displays



Step 10 Arrange the displays according to the screen arrangement and structure by dragging the available displays to the corresponding topology areas.

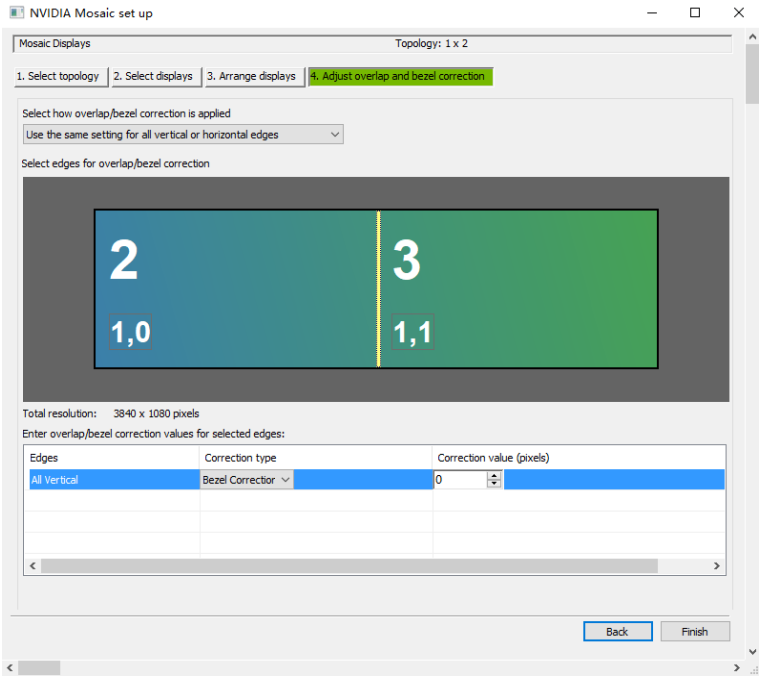
Figure 11-31 Arrange displays



Step 11 Click **Apply** and then click **Yes** on the confirmation window.

Step 12 Click **Next** to proceed.

Figure 11-32 Adjust overlap and bezel correction

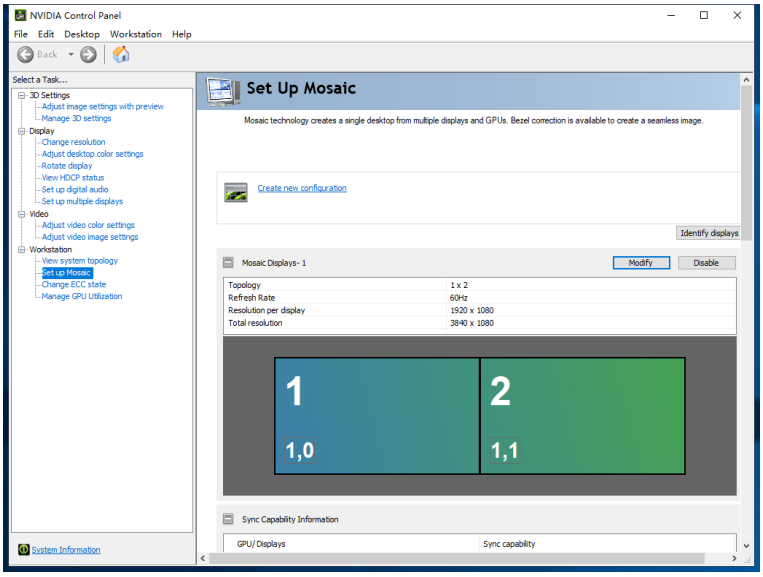


You can perform overlapping adjustment or bezel correction to the vertical or horizontal edges of the display as needed.

1. Select whether to use the same settings for all the vertical or horizontal edges of the display in the **Select how overlap/bezel correction is applied** area.
2. Select the desired edges and then enter the overlap or bezel correction values for the selected edges. Click **Apply** after the settings are done.

Step 13 Click **Finish** to complete the mosaic settings.

Figure 11-33 Mosaic completed



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