

# Kommander T1 manual

V3.3.1

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# 一、 brief introduction

## 1.1、 Summary

Kommander T1 is a simple interface style of LED display broadcast control software, the software features rich, easy to learn and use, users can enjoy the most popular high-quality playback control platform.

Kommander T1 supports the playback of media files such as video, audio, image, office and streaming media; supports the use of small tools such as clocks, timing, weather forecast; supports the collection and playback of external video signals, and adds functions such as grouping management of materials and plans and material location. Software provides a rich and flexible material switching function, so that the display effect of the screen can be perfectly displayed.

## 1.2、 Software Running Environment

Users can adjust the machine configuration according to the actual situation, mainly according to the number of pixels on the LED screen, the complexity of playing programs and whether the video is a high-definition video source. The software can run smoothly when the lower part is equipped with a 4k. Ultra-large screen HD output, please use the recommended configuration.

### **Minimum allocation**

operating system

Chinese and English Windows 7/8/10 64 Bit Operating System 硬件配置

CPU: CoREi5

internal storage: 4G

Graphics card:GTX950

### **Recommended configuration**

operating system

Chinese and English Windows 1064 Bit Operating System

hardware configuration

CPU: Core i7 or higher

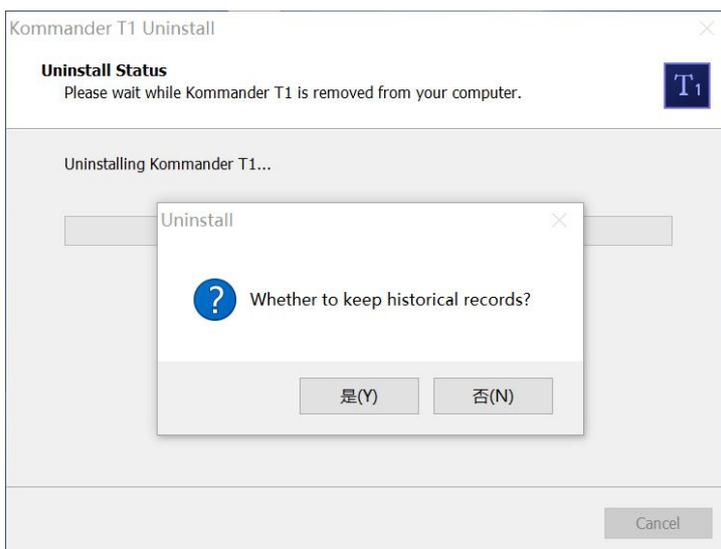
internal storage: 16G

Graphics card:NVIDIA 1050

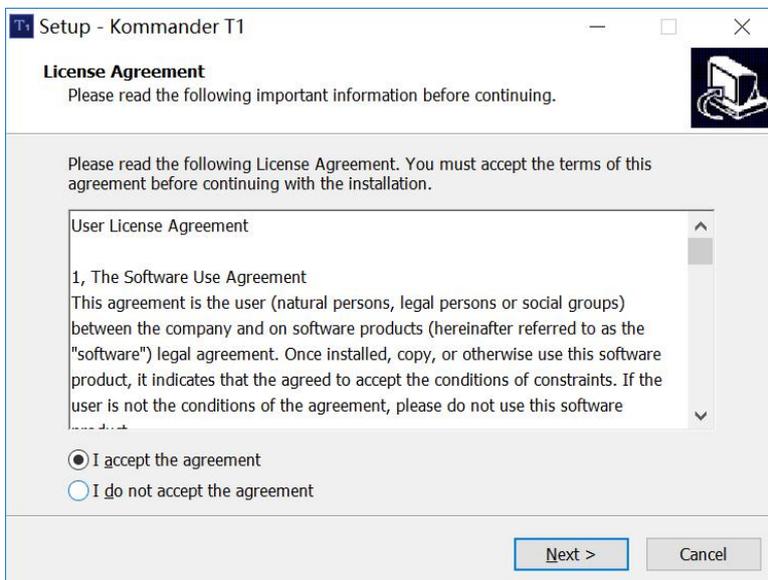
## 二、 Software Installation and Unloading

Double-click the Kommander\_T1\_Setup\_X64.exe installation file and proceed with the installation operation according to the software installation wizard.

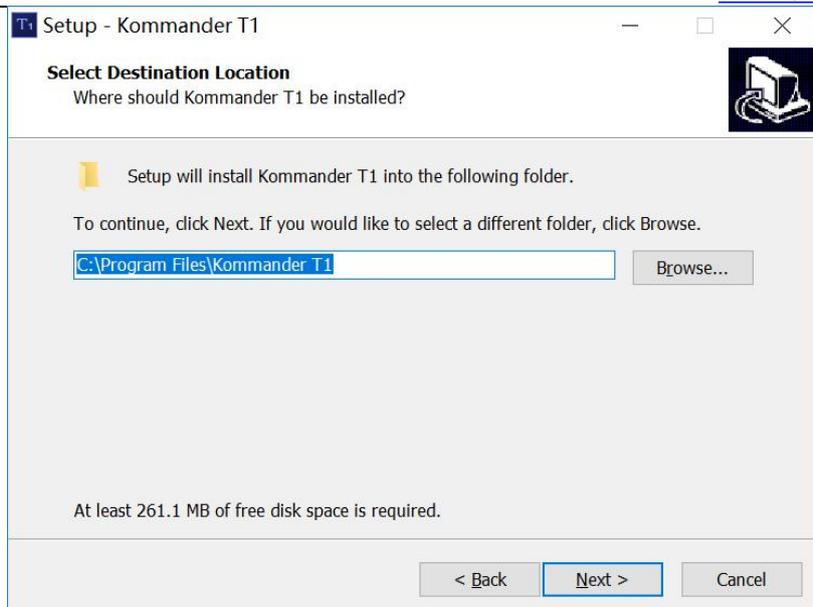
2.1、 When the new version replaces the old version, uninstalling the old version will prompt whether to retain the historical record and select according to the need.



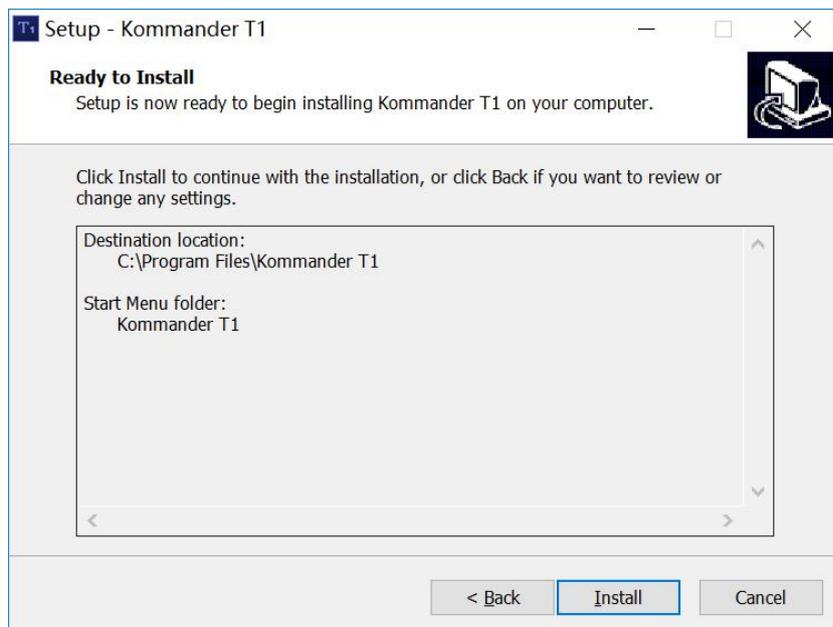
2.2、 Read the installation license agreement and select "I agree with this agreement" and click "Next step";



2.3、 Read the installation license agreement and select "I agree with this agreement" and click "Next step";



2.4、 After confirming the installation information, click "Install" to start the installation of software.



2.5、 Waiting for the system to install, see the following information, the installation is successful.



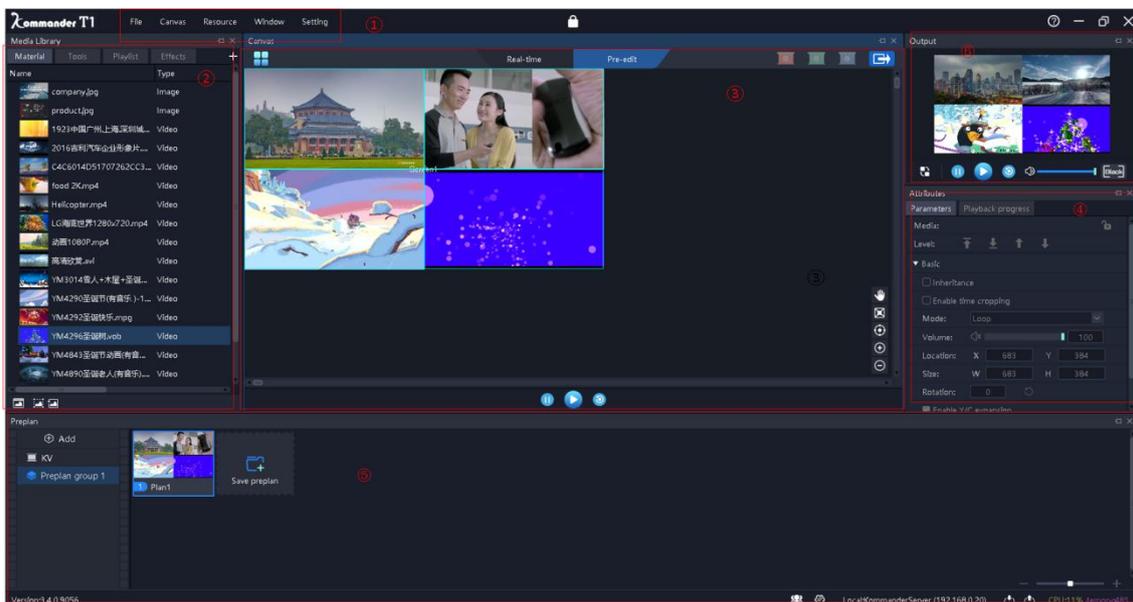
## 2.6、 open programs



After installation, the system automatically generates desktop shortcuts ,  
Double-click to open the software; or select Kommander T1 program group in  
Start/[Program], enter Kommander T1 under the program group, and click to run.

## 三、Kommander T1 Interface introduction

The Kommander T1 software interface is as follows:



Kommander software interface can be divided into six functional areas: menu bar, media resource library, broadcast control area, parameter setting, plan area and output window.

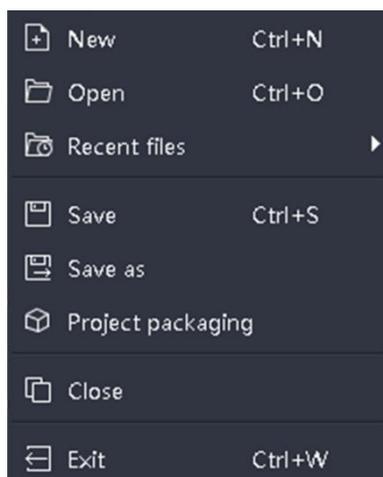
- ① Menu bar: menu options, including file, canvas, resources, windows, settings, lock screen six options;
- ② Media repository: Material Grouping and widgets, playlist addition and modification
- ③ Broadcast control area: screen editing, output mode setting, material replacement, etc.
- ④ Parameter Settings Column: View and edit the corresponding material parameters;
- ⑤ Pre-plan column: plan addition and grouping settings;
- ⑥ Output window: Output screen monitoring.

### 3.1、 menu bar

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

#### 3.1.1 File menu

File menu mainly implements the operation of new construction, opening, saving, packaging, closing and timing setting of Engineering documents.



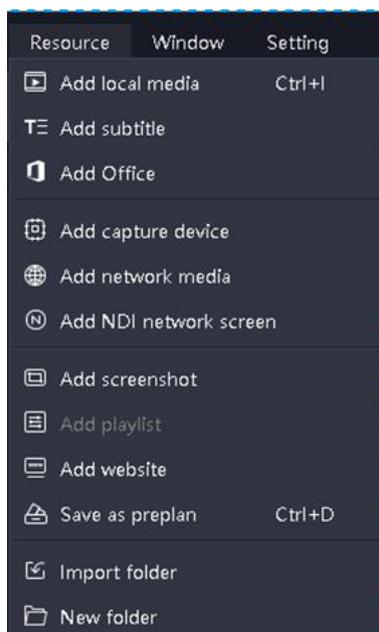
### 3.1.2 Canvas menu

Canvas menu is mainly used to set the canvas size ratio and position parameters.



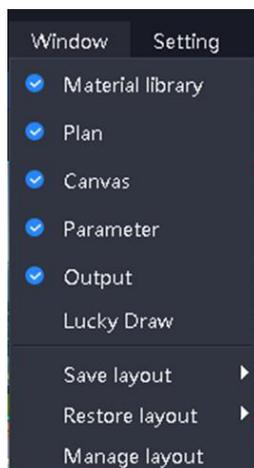
### 3.1.3 Resource menu

The resource menu is mainly used to add all kinds of materials to the resource area.



### 3.1.4 Window menu

The corresponding window is hidden and displayed, and the check mark indicates the display status.



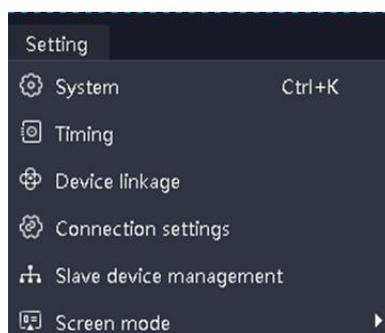
(1) Save layout: The edited layout can be saved, and multiple layout modes can be saved for easy switching.

(2) Restore layout: Callable saved layout mode.

(3) Management Layout: The saved layout can be renamed and deleted.

### 3.1.5 Setup menu

Settings menu is mainly for software settings.



(1) System settings: Setting the basic attributes of software operation to facilitate the smooth operation of software;

(2) Device linkage: It can be controlled by KYSTAR processor to switch hardware and software together.

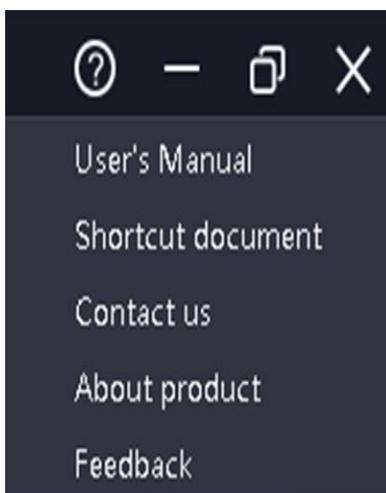
(3) Screen mode: Used to switch computer replication/expansion mode.

### 3.1.6 Lock screen

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

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

### 3.1.7 Help



Located in the upper right corner of the software.

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

Shortcut key quick check: Open the system shortcut key document, so that users can quickly understand the quick operation of product definition.

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

About us: Product basic information description, provide remote update entry.

#### Question Feedback:

Provide a description of the problem feedback channel.

## 3.2、 Media repository

Responsible for material management and organization.



### 3.2.1 Material addition

- (1) Adding material can be done by adding a sign at the top right of the material bar and right clicking on any material with the mouse.
- (2) Select the appropriate grouping, you can directly add material to the grouping.
- (3) Support dragging material or folder directly to the material area to complete the addition.

### 3.2.2 Material grouping management

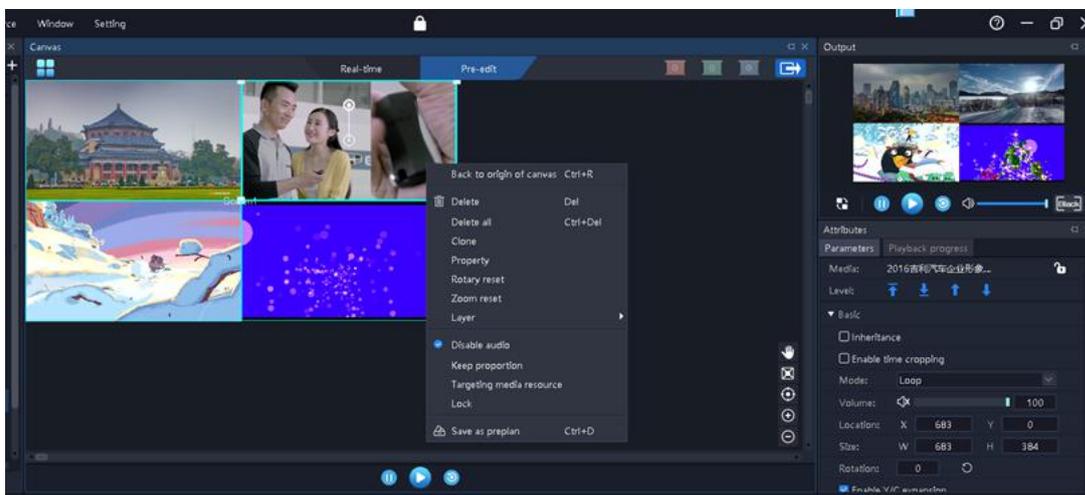
Material grouping is in the form of tree structure, which can divide the material into several levels more clearly, and it is more convenient to find and add.

### 3.2.3 Material settings

- (1) Attributes: View the name, length, size, exception prompt of the material, etc.
- (2) Rename: Modify the material name without affecting the actual file name stored.
- (4) Tools: Add subtitles, clocks, countdown and other gadgets.
- (5) Playlist: Add, view and edit the playlist.

## 3.3、 Broadcast control area

The broadcast control area is used for screen editing, output mode setting, material addition and replacement, etc. Drag the following material to the broadcast control area and adjust the size and position. After clicking on the play, the display content can be monitored in real time in the output area, and the material or plan can be switched at any time.



### 3.3.1 Screen management

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

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

### 3.3.2 Canvas editing

The software provides 2 editing modes:

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

(2) Pre-editing mode: Editing the material on the canvas, including drag-and-drop material and loading plan, will not affect the output content. After editing, it can be kept to the plan, or you can choose to click the button to push the pre-edited content to the output screen.

Note 1:  After clicking, the media will output directly to the outside screen by default according to the current schedule. However, if there is homologous material before the screen, and the material on the pre-edited screen is "continued", the original output will be maintained.

Note 2: When preediting, if there is the same source of live streaming material (including NDI, acquisition card, office document) as the current output, the content of preediting display output or the first frame picture is normal.

### 3.3.3 Playback status

(1) Play: Add new material to the canvas or pause or stop after clicking the play button to continue playing。

(2) Pause: All material on the canvas is suspended.

(3) Pause: All material on the canvas is suspended.

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

### 3.3.4 Black screen

(1) In the system settings, the black screen forbids editing and checking, and chooses the black screen. There are no pictures on the canvas and the output.

(2) In the system settings, the black screen forbids editing without checking,

chooses the black screen, has no picture output, but the canvas has a picture and can be changed.

(3) When the system is set in black screen, the mute check is selected, and the black screen is selected. There is no output of the screen and audio.

(4) When the system is set in black screen, the mute check is selected, and the black screen is selected. There is no output of the screen and audio.

(5) When entering the black screen, the screen content will be automatically suspended by default, and when exiting the black screen, the play will be automatically restored. When the screen is black, the user can control the playing state manually.

### 3.3.5 Material Settings on Canvas

(1) Return to Canvas Origin: Canvas Origin refers to (0, 0) coordinate points. When the user moves to another location and is uncertain about the origin position, the canvas can be automatically moved to the upper left corner by clicking "Return to the origin of the canvas".

(2) Delete all pictures: All pictures on the canvas will be deleted except those in locked state.

(3) Clone screen: Clone screen is completely synchronized, modify one progress, and adjust the other synchronization. Non-cloned pictures always have millisecond-level playback differences. Users can choose when they want full synchronization.

(4) Rotary reset: After the picture is rotated, the rotation reset is quickly adjusted to 0 angle.

(5) Zoom Reset: Quickly restore the material to its original size by zoom reset.

(6) Hierarchical settings: There is a hierarchical relationship among the materials, which can be modified through the hierarchical settings.

(7) Disabled Audio: Selection will prohibit the output of audio material, all canvas materials only allow one audio output, default to add the first audio material, uncheck the previous output audio material automatically prohibit audio output.

(8) Maintain proportion: When the ratio of material to screen is different, the proportion of material will be output according to the original proportion.

(9) Locate resource media: Locate the position of material in the material library.

(10) Save it as a playback plan: Add the current canvas resources to the playback plan to facilitate quick calls next time or during a formal performance.

## 3.4、Parametric Settings Bar

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



### 3.4.1 Level adjustment

Provides top, bottom, top and bottom adjustment buttons to adjust the level of material on the canvas.

### 3.4.2 Continuation progress

If you confirm that the current material needs to inherit the progress in the output, that is, if a material is used in multiple connected schemes at the same time, you can choose this setting when you want the playback progress to be uninterrupted.

When calling a plan that contains the material, it will first determine whether it is included in the current output, and if it is included, it will keep the current schedule playing; if it is not included (or finished), it will be replayed.

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

### 3.4.3 Play mode and end mode

Play mode: Define the length of material output.

(1) Loop mode: Material is played indefinitely, default items。

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

(3) Play the specified number of times: support setting the number of times to play audio/video material, stop playing after the specified number of times.

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

(1) Fixed frame in the last frame: After the playback time of the material is over, the picture is set in the last frame.

(2) Stop playing: no output after the playback time.

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

(4) Switch to the designated plan: After the set material playback time is over, automatically jump to the designated plan broadcasting.

#### 3.4.4 File Transparent Channel

When enabled, transparent materials can be overlaid on other materials, which can set off the display atmosphere, and also realize heterosexual display {Note: New projects are opened by default.

#### 3.4.5 Enable Y/C stretching

For videos and pictures:

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

If the user finds the screen blackened and the item is enabled, the modification is not enabled.

#### 3.4.6 Tailoring

Equivalent to local display, you can drag and drop settings or enter digital settings.

(1) When stretching checks, the clipped material will be enlarged and displayed throughout the window.

(2) When the stretching is not checked, the cut part is not output, and the uncut part is displayed normally with the same proportion and position.

#### 3.4.7 Effect settings

(1) Saturation, brightness, contrast and transparency: The color and effect can be set by adjusting the value.

(2) Feathering: It is worth adjusting through feathering, which can eliminate the hidden effect around the material and improve the display effect.

(3) Restore settings: Restore all effect values that have been changed to default values.

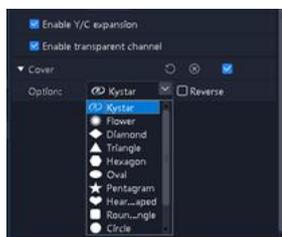
(4) Rotation: Set the material on the canvas to rotate the specified angle output, mostly for special-shaped screen.

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

### 3.4.8 Time clipping

Support time clipping of audio/video material, i.e. to intercept the material from the beginning time to the end time as the output object.

### 3.4.9 Cover function



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

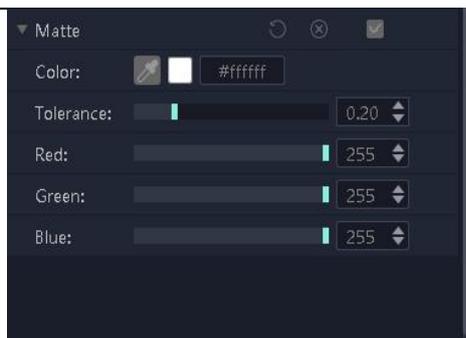
(2) The system provides commonly used masking patterns, such as diamond, triangle, heart-shaped, etc.

(3) User-defined shapes are supported, and the number of vertices and coordinates of vertices can be customized.

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

### 3.4.10 Matte function

Absorbing a certain color in the picture as a transparent color, it is cut out from the picture, so as to make the background penetrate, forming a two-tier picture superimposed synthesis. The software supports suction pen to absorb color, and also supports direct input of hexadecimal color value and RGB color value, and supports tolerance (0-1).



### 3.5、 Playback progress

Display the current output canvas and preprogrammed canvas object playback progress, group display.



Through this, the material can be fast forward, fast backward, pause, playback settings.

Support the collective seek operation of the same group of materials.

**Collective Seek:** When this function is enabled, a video progress is dragged. The program automatically calculates the relative position of other videos in the same group and adjusts their progress, so that users can quickly understand the effect of stage pictures at different time points.

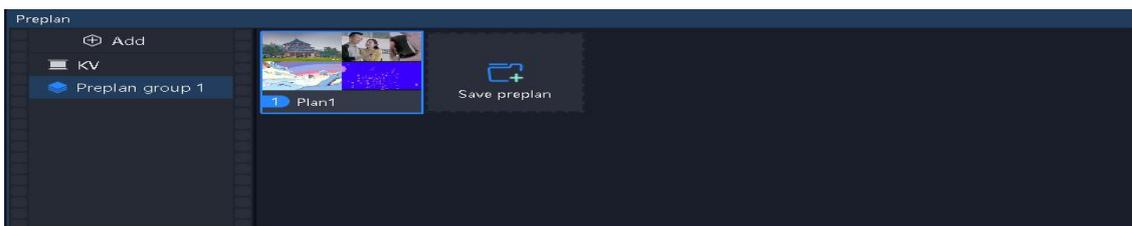
**Positive Timing:** When enabled, the video playback progress is timed.

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



## 3.6、Play Plan Area

Add, edit and manage playback plan.



### 1、Preservation plan

After editing the material on the canvas, Click to save the plan and add it to the plan bar, so that the plan can be quickly invoked again.

### 2、Plan renaming

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

### 3、Preplan sorting

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

### 5、Plan grouping

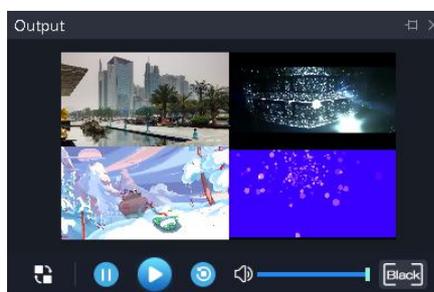
According to the needs, we can add plans grouping, classify different plans, and manage them more conveniently.

### 6、Plan update

When the material needs to be changed in the specified plan, you can select the update plan by right-clicking after the change, and overwrite the plan before the change.

## 3.7、Output area

Display the actual output of the screen content, according to the layout of the canvas display the top left to the bottom right corner of the screen.



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

(2) In pre-editing mode, there are control panels, including editing, playing, pausing, stopping, black screen/canceling black screen.

①It does not affect the playback of homologous video media in the pre-edit window.

②The control panel is invalid for live streaming.

③Editing refers to loading the contents of the output window into the pre-editing window for editing.

## 四、 Engineering editing process

### 4.1、 Switching Computer Display Mode

At the same time, click the "Windows"+ "P" button, the window below appears, and select the expansion mode.



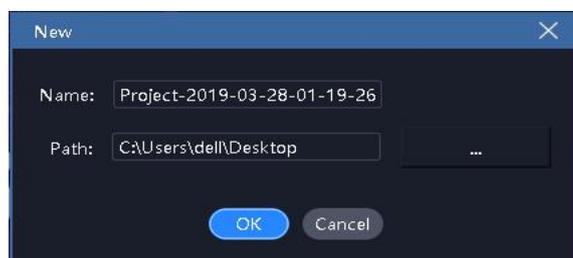
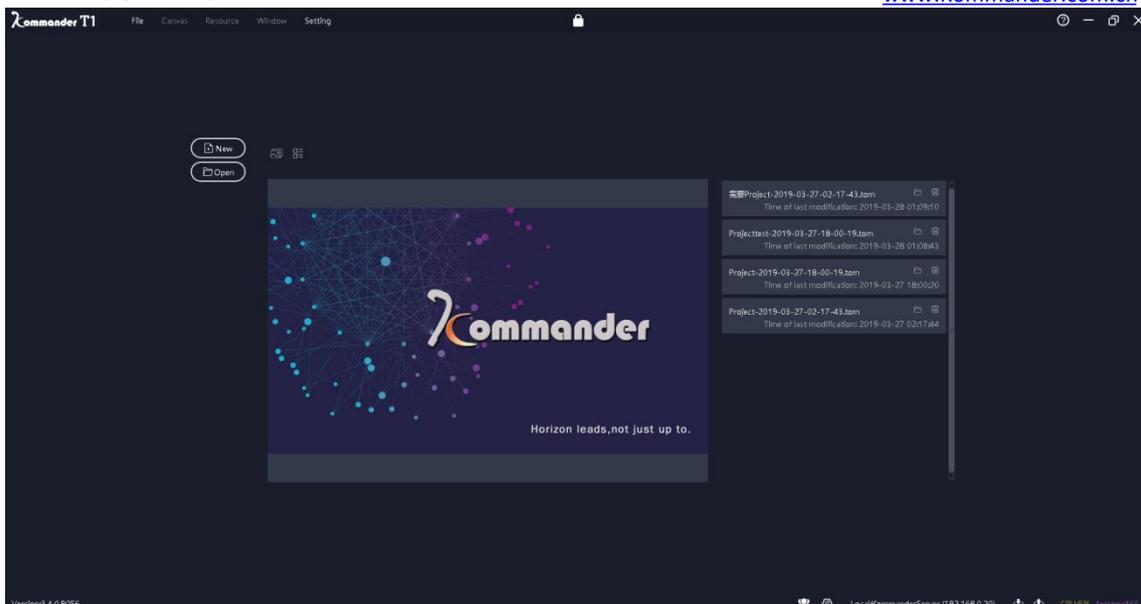
### 4.2、 Running software



Double-click on the software icon , Run Kommander T1 playback software;

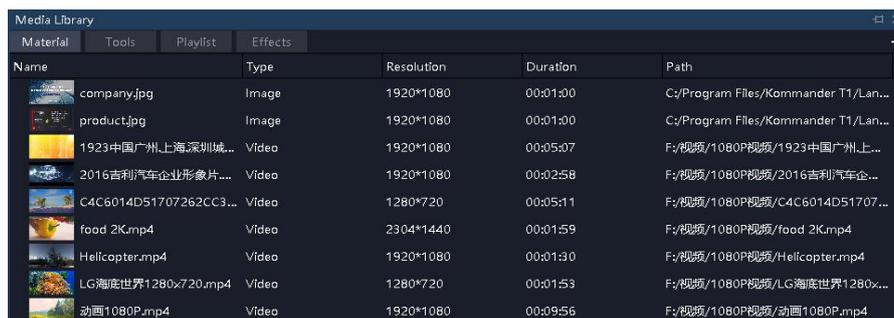
### 4.3、 New project

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



#### 4.4、 Add material

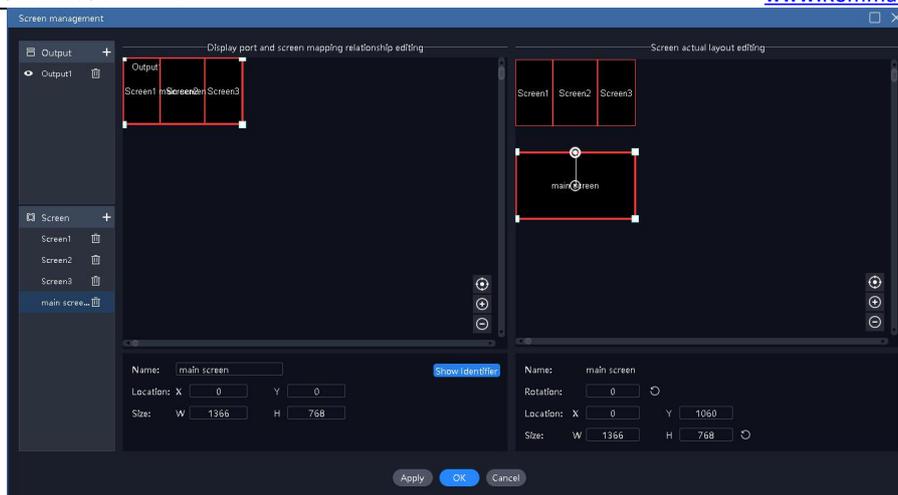
After the new playback scheme is built, it enters the main interface of the system, clicks the + number in the material resource area to add the playback material, and chooses the corresponding adding option according to the type of material added.



This system supports adding a variety of broadcast resources, including: local media, subtitles, office files, acquisition cards, streaming media, NDI network screen, website, screenshots.

#### 4.5、 Configuration of screen management

After adding the playback material, click on the left side  You can enter the screen management interface.



### 4.5.1 Add Display Port

The left part of the figure above adds the display ports and screens and sets the attributes.

If the extension screen is connected to the new project, the display port and screen will be created automatically, and only editing is needed at this time.

The display ports here are all virtual ports. The output of the display card must be set before the final output can be achieved.

The display size of the display port, when it relates to the output of the graphics card, will automatically compress and fill the output according to the size of the graphics card.

### 4.5.2 New and Editorial Screen

On the left side of the image above, the screen is newly created and the physical properties are edited. On the right, edit the display layout of the screen.

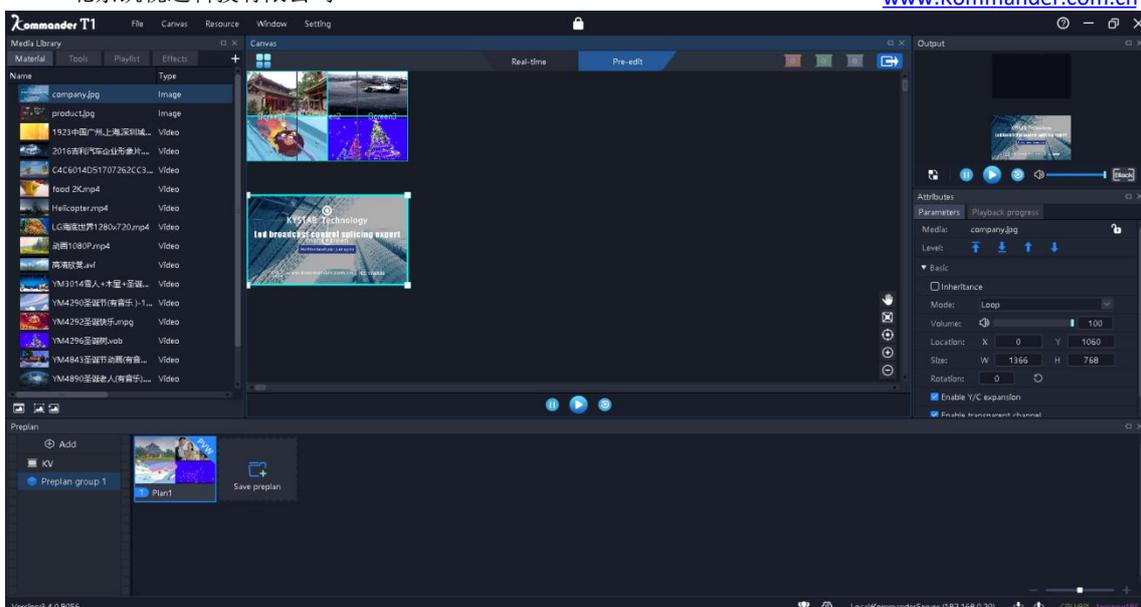
The left side defines which display port and location the screen is output through, which is composed of location and physical size.

The right side defines where the screen is located on the canvas to capture the screen, which consists of position and display size.

As shown in Figure 1 above, the main 2 sub 1 full screen 4 screens use a display port output. Four screens on the right can be arranged in another way to get the content of the canvas.

## 4.6 Canvas editing and output

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



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

Material in the canvas can be size, rotation, playback mode, display efficiency, cutting and other operations.

Users can also save the canvas content as a plan. At the beginning of the activity, the content can be directly output by calling the plan without re-editing.

When the user needs to edit the content temporarily after the activity starts without affecting the output, he can switch to the pre-editing mode of the canvas for editing.

Note: It is recommended not to drag material into the overlapping screen at the same time.

## 五、Material support

### 5.1、Local media

#### 5.1.1 Media introduction

Local media include video, audio and pictures. This software has video decoding function, so it can basically support all formats.

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

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

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

Video Best Editor Recommendation:

>= 4K Video: Recommend H265 encoding, or VP9.

Video < 4k: Recommended H264 encoding.

System decoding and rendering need to occupy more system resources. It is recommended that users optimize the material to the best format, resolution, bit rate and frame rate before using it.

## 5.1.2 Media operation

### **Add media:**

1. Click on the + number in the menu bar and select Add Local Media to complete the addition.

2. Right-click in the material resource area and select "Add local media" to add local files to the material resource area.

3. Drag the material or folder to the material area to complete the addition.

### **Media management:**

Support new folders and reorganize media classification.

Support drag and drop to change material order.

Renaming of material is supported without affecting the physical properties of media. Nor does it affect edited plans and playlists.

Support "Open File Location" to find files quickly.

### **Material deletion:**

Support material selection. Support single or batch deletion of material.

Material that has been referenced (that is, added to the plan) does not support deletion.

## 5.2、Playlist

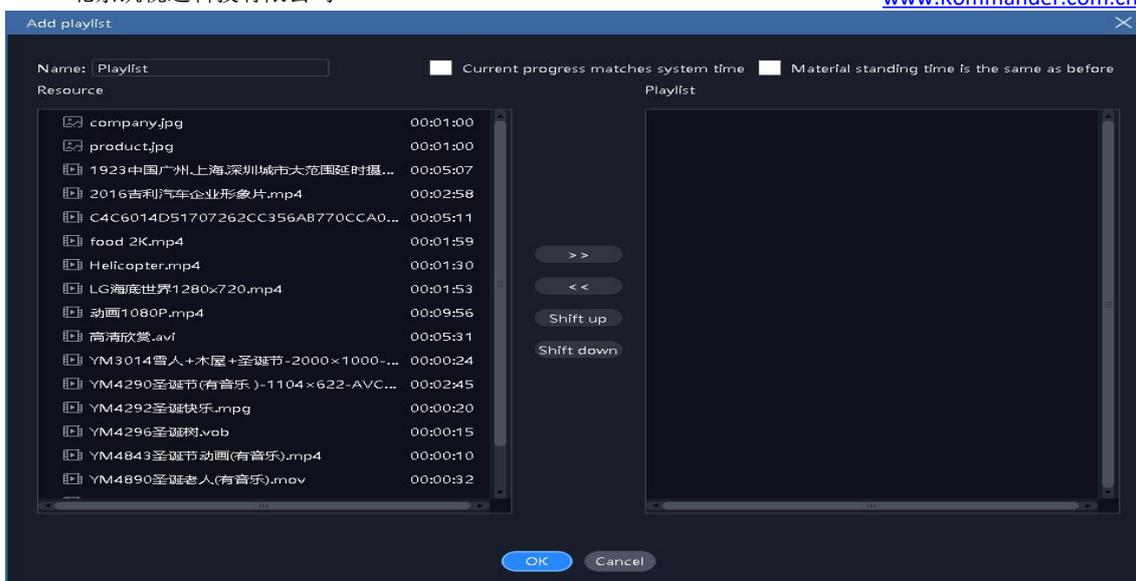
### 5.2.1 List introduction

Playlist is to add multiple local media files to the same playlist, to achieve a window in turn to play multiple media files, and can set the time each media file stays.

### 5.2.2 List add

In the media library in the upper left corner, by selecting the playlist, you can add multiple local media files to the same playlist; by dragging to change the location of the added files, you can set the playback order of the files in the list.

Playlists currently only support adding videos and pictures. If you want to play other materials in turn, you can add playback plans to change the playback mode.



Note: When checking "Material Residence Time is the same as the previous" in the figure, the former time will be modified, and the image material in the latter item will be automatically changed to the same value, while the video will not be affected.

## 5.3、Subtitle

### 5.3.1 Subtitle introduction

Subtitling is to display the required text on the screen. It can be edited according to its own needs (text content, font color, size, etc.), such as some welcoming words, company names, etc.

### 5.3.2 Subtitle addition

In the media library in the upper left corner, select the "subtitles" in the widget to add subtitles to the material resource area. Drag the material onto the canvas in the broadcast control area to play.

When adding subtitle material, the editing subtitle interface will be displayed. If you want to modify the subtitle content in the broadcast process, just right-click the subtitle material in the broadcast control area and select "edit". Or double-click the subtitle material, you can enter the editing interface.

## 5.4、Office file

### 5.4.1 office add

Click on the + sign in the menu bar and select "Add Office" to add office files to the material resource area. Drag the material onto the canvas in the broadcast control area to play.

## 5.4.2 office support

Office documents support setting up automatic page turning, defining the length of page turning.

You can use the keyboard (pagedown / pageup, up and down, left and right keys) to turn pages, or the turning pen to turn pages. This fast translation is effective for all office output currently.

Supports turning pages through the top and bottom turning buttons in the material property area, where turning pages is only valid for the current document (including homologous documents).

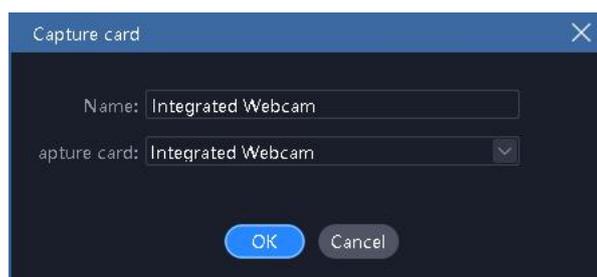
It supports setting the start page of officer through the material property area. When the plan is saved and then called, it will be displayed from the start page.

At present, the software supports Microsoft Office version 2010-2016, while other office software such as WPS does not support it.

It is suggested to use Win10 system and 2010 Edition office with animation effect and dubbing output.

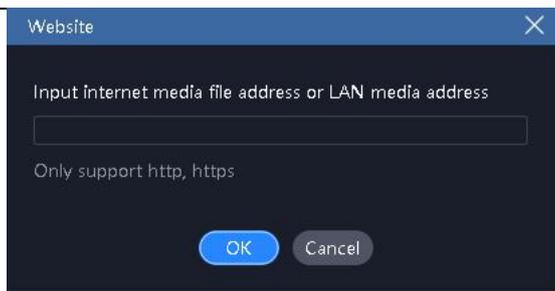
## 5.5、Capture equipment

Click on the + sign in the menu bar, select "Add acquisition equipment", select the corresponding acquisition equipment, you can add the acquisition card files to the material resources area. Drag the material onto the canvas in the broadcast control area to play.



## 5.6、Network media

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



## 5.7、 Screenshot

Screenshot is to intercept their own computer screen for output, output content for the current computer display interface, and real-time updates. By setting the clipping parameters in the parameter setting on the right side, you can intercept part of the computer display and put it on the screen.

Click on the + number in the menu bar and select "Add Screen" to add screenshot files to the material resource area. Drag the material onto the canvas in the broadcast control area to play.

## 5.8、 website

### 5.8.1 Website introduction

Add a website, enter the target address, and output the content (news, video, etc.) on the big screen.

### 5.8.2 Website add

Click on the + number in the menu bar and select "Add Website" to add website files to the material resource area. Baidu Web page is added by default. Drag the material onto the canvas in the broadcast control area to play.

In the process of broadcasting, the website can be modified by double-clicking the website window of the broadcasting control area. Including changing the web site or viewing the relevant content of the web page. During the editing process, the screen display is updated in real time.

### 5.8.3 Interface size

After adding websites, the content (width) of webpages sometimes can not be fully displayed. At this time, the interface width of editing websites can be properly enlarged to achieve full display.

## 5.9、 small tool

### 5.9.1 Subtitle

Welcome words, company names and other text display requirements can be added to the screen.

Supports caption scrolling effect.



### 5.9.2 Digital clock

Various display styles can be implemented according to requirements. Examples are as follows:

2019/03/28 01:38:52

### 5.9.3 Analog clock

Support the definition of colors for clocks, minutes, seconds, scales and text respectively.



### 5.9.4 form

Add a table, you can enter the content to be displayed, define the table size, text color, font, alignment, and so on.

	输入	需求	内容
添加			
表格			
上屏			
显示			

### 5.9.5 Timing

Set the start time of the activity and view the duration of the activity in real time.

## Timing 00 Seconds

### 5.9.6 Count down

## Count down 60 Seconds

### 5.9.7 weather

Weather needs to be networked to detect weather conditions



### 5.9.8 Luck draw

To meet the demand of lottery draw on the spot.



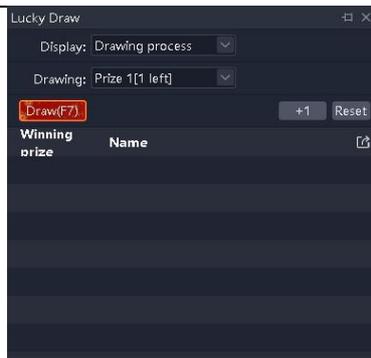
## Using steps

1) Drag a lottery tool into the media library and place it on the canvas (multiple drags are supported).

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

- a. Under "Participants", import the edited Participants folder.
- b. Under the "Award Settings", the name and quota of the award should be revised according to the actual needs.

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



4) In the lottery window, set up the current round of lottery awards, click the "F7" button to start the lottery, click the button again to stop the lottery, and generate the winning record in real time.

5) After the result of the lottery, it is supported to export the winning record through the lottery window.

## Matters needing attention

1) At present, only photo lottery is supported. Please organize all participants' photos into a folder in advance, and ensure that the name is unique. Photos only support jpg, png format, and the recommended size is less than 1M.

2) Reset Drawing: All winning records are invalid and all awards need to be re-drawn. In addition, the following settings are modified to require the reset of the lottery draw:

- ① Delete Awards Used
- ② Re-import or refresh participants

3) The reason why the lottery cannot be continued:

- a. Non-participants
- b. The current awards have all been drawn.

4) Abandonment: The winning record is invalid, the quota can be re-drawn, the winner can not participate in the follow-up lottery, the exported lottery record will record the information of the abandoned winner.

5) Quota + 1: To meet the temporary reward demand, the current award quota + 1.

6) Drawing interface design: Drawing tool itself does not provide style adjustment, background and prize display, etc. Please design by yourself through canvas.

7) It supports dragging and dropping the same lottery material on the canvas several times to meet the needs of displaying the lottery process, all the winning results,

and the winning results of the current awards at the same time. However, it is not recommended to drag and drop more than two different lottery materials at the same time to avoid anomalies.

## 5.10、NDI collection

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

If T1 is installed, the NDI sender starter is located under the installation path of T1, and there are startup items in the Start Menu. If the NDI client program, then after decompression can directly run the startup program in the compressed package.

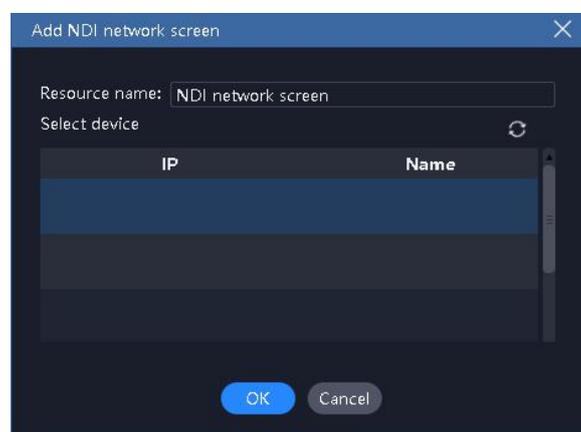
Programs are compatible with third-party NDI senders.

Step 2: Run the NDI sender program. When the computer has other expansion screens, select the screen that needs to be captured and click "Start Sending". The interface is as follows:



Description: A computer supports running multiple NDI programs to capture multiple screens of the computer.

The third step is to add NDI to the T1 material library of the acquisition and output computer.



**Explain:**

- 1) Scanning may be slow here. Please wait patiently.
- 2) The acquisition and acquisition computer networks need to be located in the same network, they can ping each other, otherwise they will not be found.
- 3) Before using, check whether the NDI sender has started sending.

## 六、 Other functions

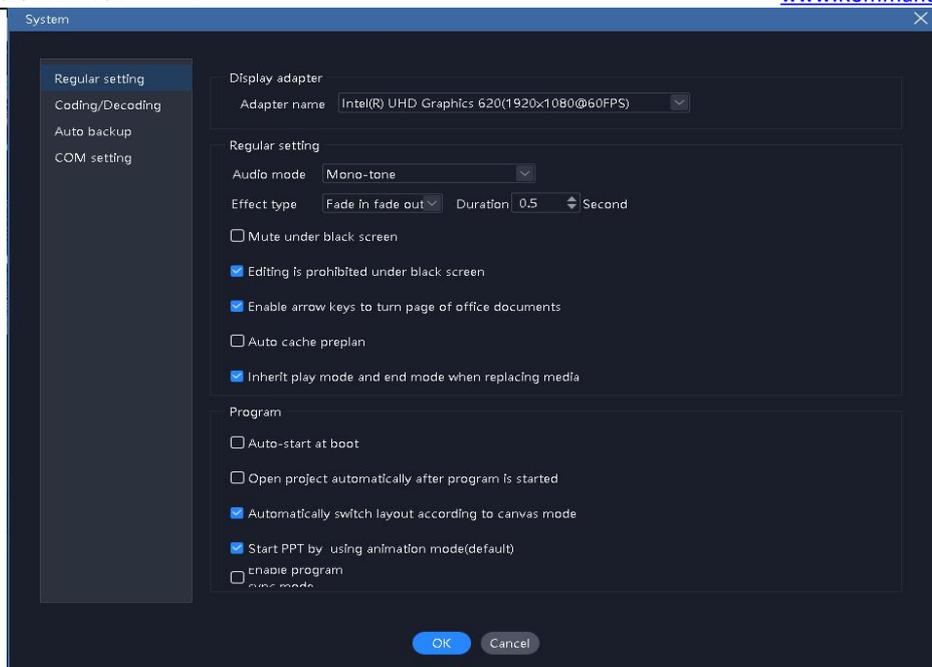
### 6.1、 Software System Settings

Software can implement different system settings for different operating environments, so that the software can run more smoothly. The system setup interface is as follows:

(1) Display adapter: When the computer has multiple graphics cards, you can choose the graphics card configuration to make the software run in a higher graphics card configuration. The default choice is a stand-alone video card.

(2) General Settings: Audio mode is used to select audio when setting up multi-material. When choosing single audio, only one audio can be output; special effects are divided into direct cut and fade-in and fade-out, which are used to set the switching effect when switching materials or plans; boot-up self-start and project self-start are used to set whether the software and project are automatically opened or not.

(3) Decoding settings: used to set the decoding path and frame rate, divided into video card decoding and CPU decoding. The appropriate decoding mode can be selected according to the computer configuration, so that the software can run smoothly without jamming.

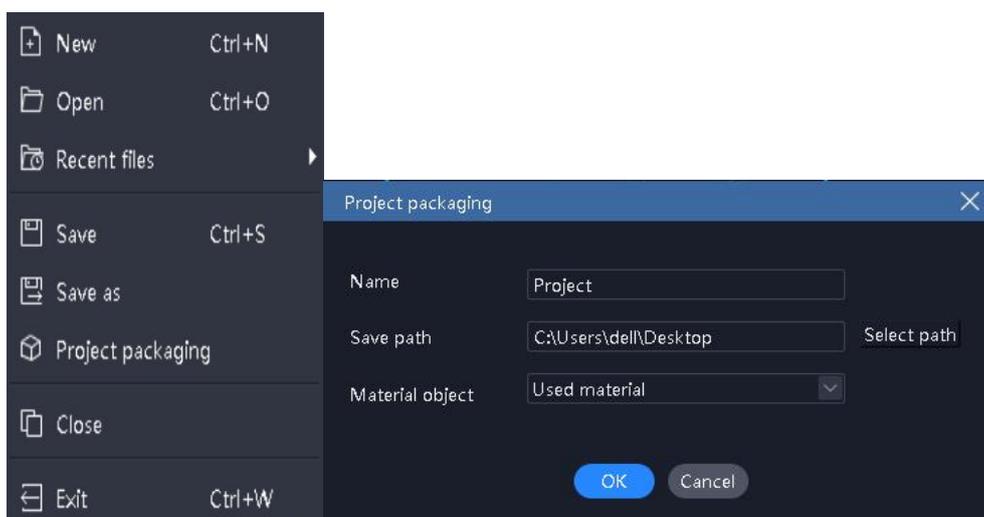


## 6.2、Engineering packing

The materials and engineering information needed by the project are arranged into a folder for easy copy to other output computers.

Packing steps:

- ① Select Engineering Packaging in the menu bar file.
- ② Edit the package project name, save the path, and select the package material.
- ③ Choose to start and enter the finishing process.
- ④ After finishing, the project can be copied to other computers and turned on and used on other computers.



Note: The duplicate packaging of engineering materials does not affect the display output.

## 6.3、Online Update Software

Through the "About Products" in the upper right corner of the software, we can check whether the current software is the latest version, and update the software online.



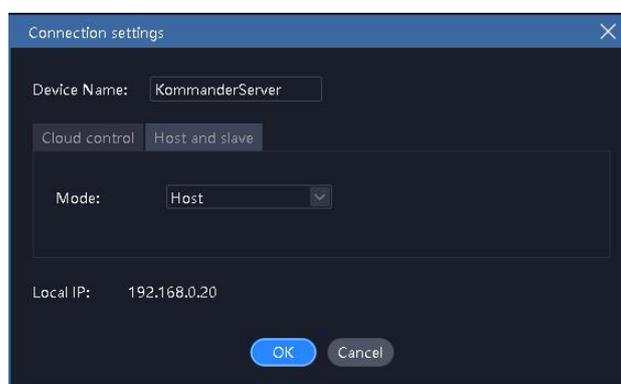
For more products, please go to [www.kommander.com.cn](http://www.kommander.com.cn) to learn more about F2, T3 and other products.

## 6.4、principal and subordinate linkage

Function: When multiple Kommanders need to achieve simple synchronization control, master-slave linkage can be used. This function mainly satisfies the user's needs of synchronous control playback (playback, pause, stop, black screen, lock, mute) and synchronous switching plan.

Functional prerequisite: Users need to edit engineering documents for each Kommander separately. At the beginning of the activity, the user needs to pre-start the project and ensure that the slave works in slave mode and the canvas works in real-time mode.

- 1) Connection settings: Set the computer to the main or slave end.



Select the Master-Slave tab in this figure. It can be opened through the menu

"Settings - System Settings" or through the bottom status bar icon.  Click Open.

#### Master-slave mode:

**Slave end:** Indicates that the current device is working at the slave end. Can be connected by the main end, and will receive and execute commands sent by the main end.

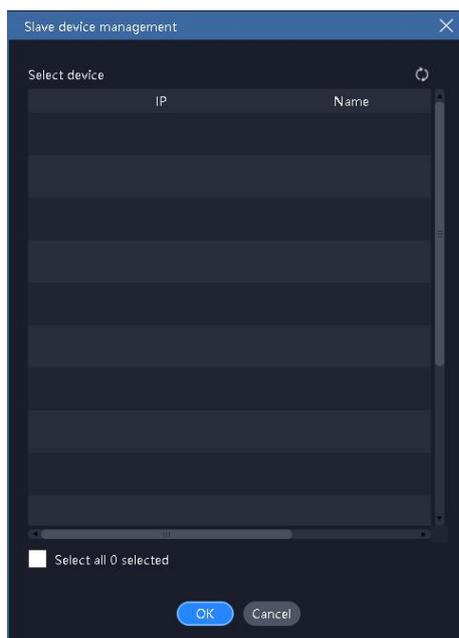
**Host:** Indicates that the current device is working in the host. The slave management can be set up to send commands to the slave end of the connection.

**Plan synchronization:** When the device works at the slave end, this property can be set to determine the processing mode after receiving the plan switching command from the slave end.

**Synchronization by serial number:** means synchronization by the sequence number of the plan. If the main end sends a command to switch to the third plan of group 3, the slave end also executes the switch plan to the third plan of group 3. If there is no plan with this serial number, it can not be ignored.

**Synchronization by name:** It means synchronization by the name of the plan. If the main end sends a command to switch to "Plan A", then it also switches from the end to "Plan A", and if there is no "Plan A" in the end project, it is ignored.

2) **Slave end management:** When the computer is the main end, there is a "slave end management" item in the settings, which is used to set the slave end for linkage operation.



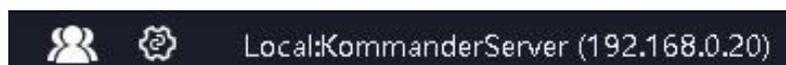
In order to automatically discover the slave devices working in the same network, it is convenient for users to select the slave terminals to connect.

The historical discovery information is recorded here. If invalid information is found, a master-slave mode can be switched or the project can be restarted to clean up the historical information.

The reddening of the information here indicates that the connection history has been found, but is not currently connected.

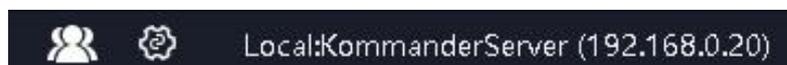
### 3) Bottom column information description:

Main end:



- : Represents the current work in the main mode, when clicked, pops up the slave management window.
- : An icon denotes the connection of a slave and the display of multiple when multiple. Normally white; abnormally red. Tips will prompt the slave name and the iP.
- : Click to enter the connection settings.

a) SPISlave:



- : Represents that the current work is on the slave side and is not controlled by the main side.
- : Indicates that the current work is in the slave end and is controlled by the main end. Tips will prompt the name and IP of the main end.
- : Click to enter the connection settings.

## 6.5、Image optimization

- : This means that the automatic optimization is turned on and the target resolution is set when it is turned on. When opened, the images added to the material library are automatically optimized.
- : After clicking, optimize all the picture materials in the material library. The

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

- : Represents the optimization of canceling all pictures in the material library.
- Supports users to optimize and cancel images individually through right-click menu of picture material.

## 6. 6、 Automatic Preservation and Recovery

Settings menu adds settings for automatic saving. Support for defining save intervals.

When the software is abnormally closed and opened again, the user will be prompted to restore if there is an automatic record saver.

This is automatically saved as a regular execution, so there will be a small amount of data loss.

A backup record will be generated at the same time of automatic saving under the backup path. At present, only the latest backup of the project with the same name will be kept.

## 6. 7、 Prefabricated Layout and the Use of Real-time Layout

At present, the functions of pre-editing and real-time layout are added under the settings menu. And open by default.

When this function is enabled, users will call the real-time layout when they switch from pre-edit mode to real-time mode. Conversely, when switching from real-time mode to pre-edit mode, the pre-edit layout is invoked.

The software supports users to modify these two layouts by saving layout functions.

# 七、 Problem solving

## 7. 1、 How to Realize Recycling Play of Playback Plan in T1

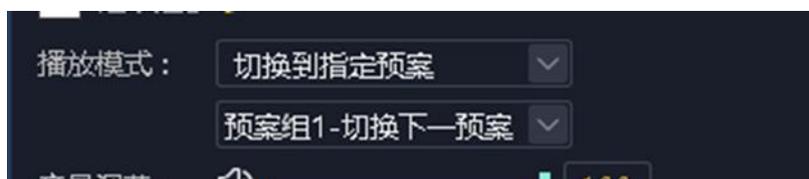
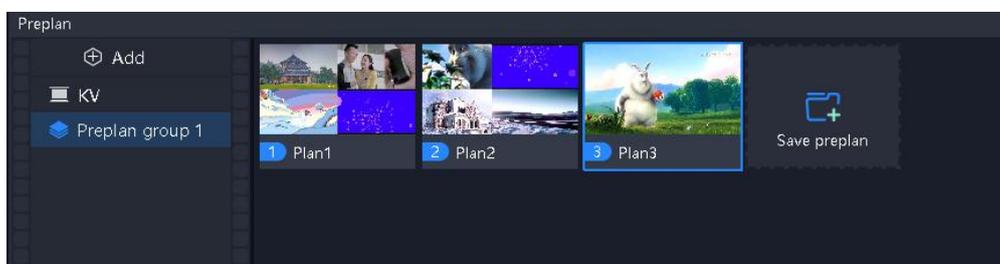
When there are many plans that need to be played repeatedly or add material other than videos and pictures to a list to play circularly, this requirement can be achieved by establishing a playback plan.

Operation steps:

- Establish three ABC plans.
- Set the playback mode of the material in Plan A to jump to the next plan.

- Set the playback mode of the material in Plan B to jump to the next plan.
- Set the playback mode of the material in C plan to jump the specified plan and designate A plan.

In this way, we can achieve circular playback. When there are more plans, we can set them in turn.



## 7.2、 How to edit canvas output and cut off audio when T1 chooses black screen

- Open the software and enter the system settings.
- Turn off the "No Editing When Black Screen" option, at which time there are still pictures on the canvas when Black Screen is selected and can be changed.
- Check the "Silence on Black Screen" option, then select the black screen and there will be no audio output.
- "No editing on black screen" is checked by default when installing software.
- "Mute in Black Screen" is not checked by default.

## 7.3、 How to realize the progress of material in the new plan after switching over the previous plan

Select the material continuation schedule attribute in the new plan. Or set in the plan properties.

When a scene requires a lot of plans and each plan has a common material, when switching plans, the material that you want to share will continue to play next to the playback schedule of the previous plan, and then you need to use the continuation

schedule.

Setting steps:

- Select the target material.
- Check the continuation progress in the parameter settings bar on the left.
- Save the current plan.
- Other plans operate in the same way.

## 7. 4、 How can we guarantee the complete synchronization of multiple identical materials?

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



## 7. 5、 How to Use Less Display Ports to Realize Ultra-Long Screen Output

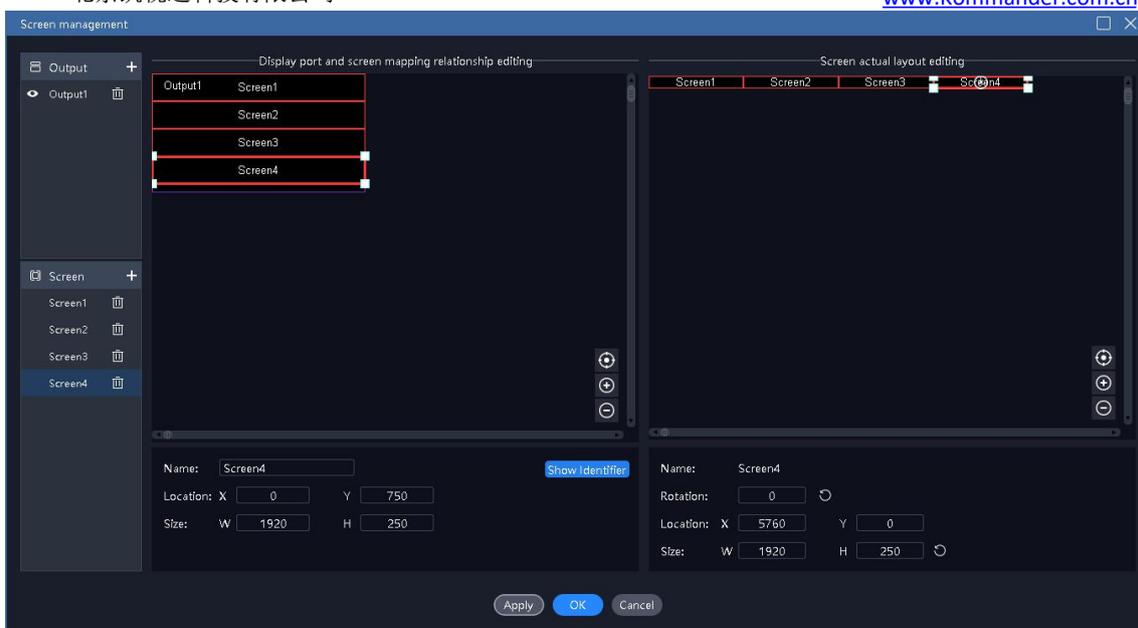
(1) Requirements: A computer output port, large screen resolution 7680\*250, to achieve point-to-point

(2) Method of realization:

① One 1920\*1080 display port is added to screen management.

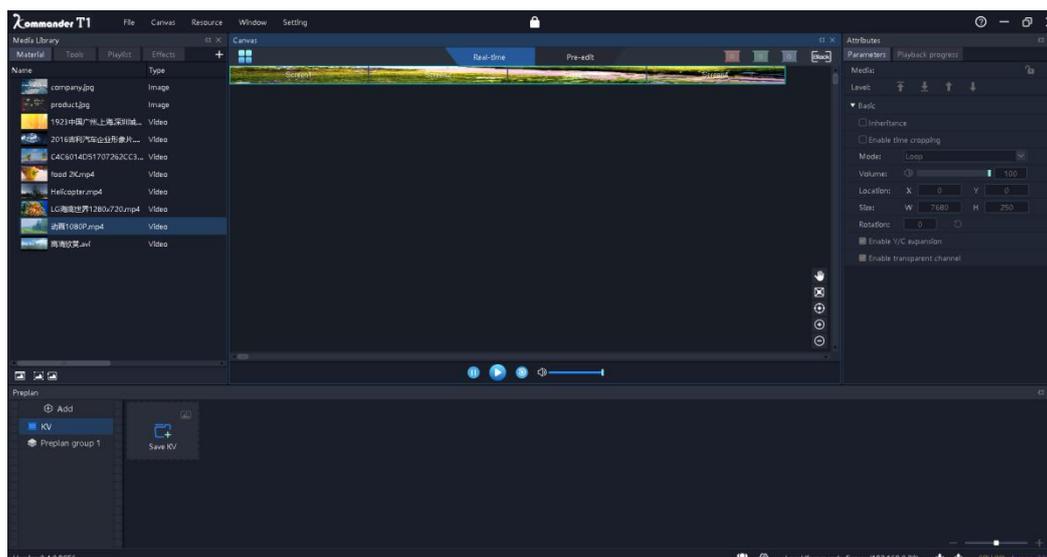
② Create four 1920\*250 screens and place them in the same display port as shown below. The splicer is set up to determine the splicing relationship between each screen and the actual screen.

③ Place four screens horizontally on the right.



④ Back to the m

ain interface, drag and drop the material to the area composed of four screens to complete the output of the ultra-long screen. Subsequently, when the material needs to be replaced, it can be replaced directly.



### 7. 6、 How to use fewer display ports to realize special-shaped screen output

(1) Requirement: Four special-shaped screens, want to display different areas of a screen, and text has been displayed.

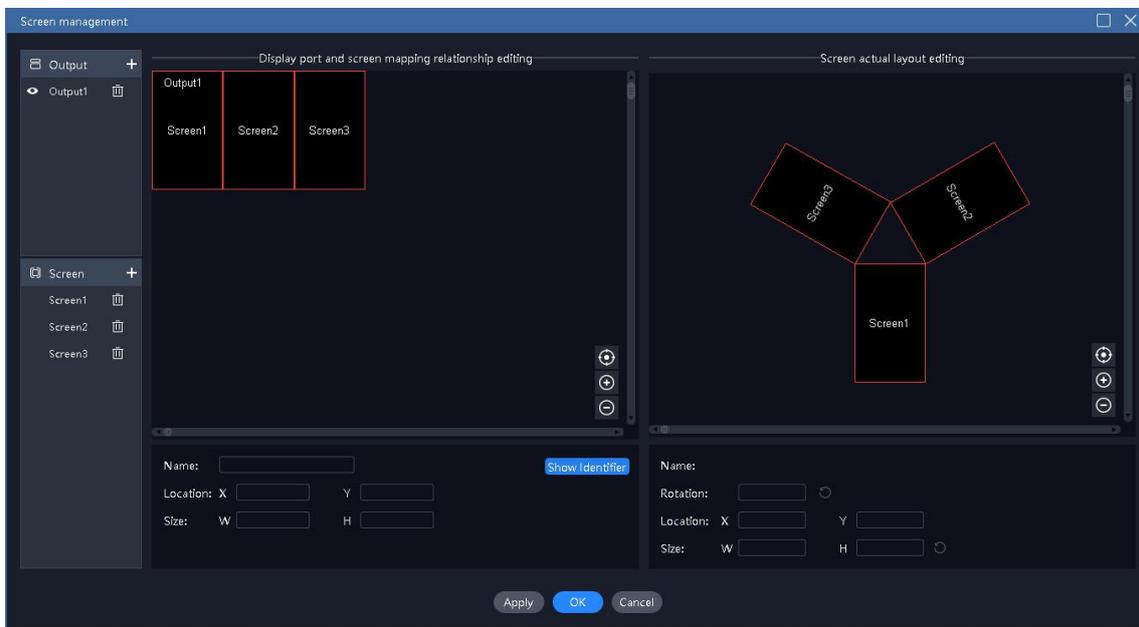
(2) Method of realization:

①According to the number of external physical screen points, create a good

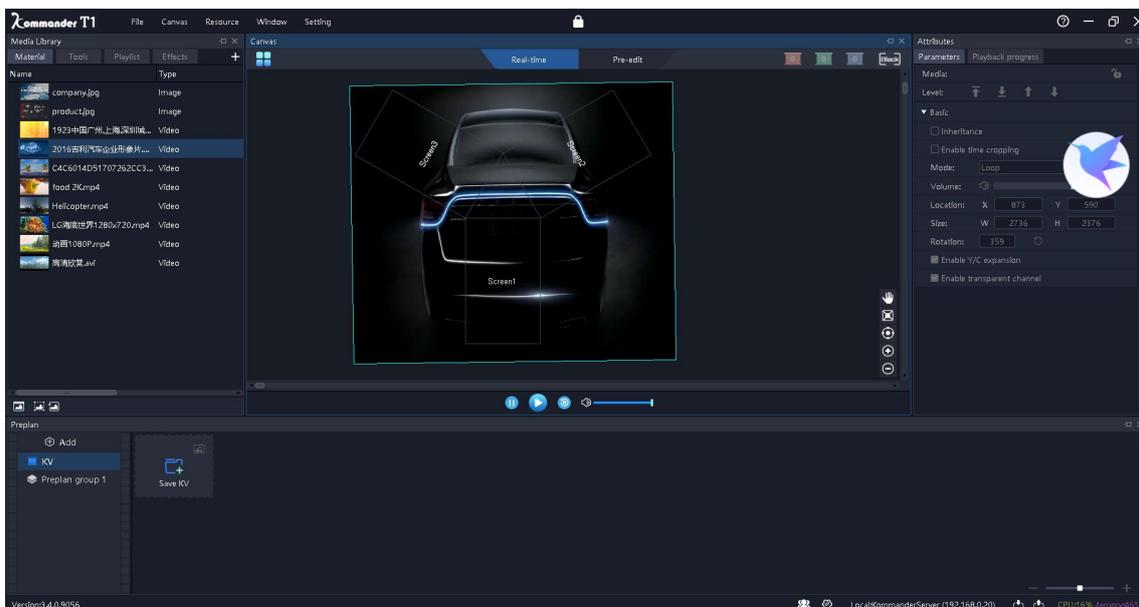
screen.

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

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



④ Back to the main interface, drag and drop the material to the area, you can complete the output of the special-shaped screen. Subsequently, when the material needs to be replaced, it can be replaced directly.



## 7.7、 How to edit the preplan without affecting the performance?

We provide a pre-editing mode to allow users to edit canvas content without affecting the current output. Support user's following actions:

Supports the current content as a pre-edited object.

Supports any plan as a pre-programmed object.

Supports to save the contents of the canvas as a plan.

Support for direct output of pre-edited content.

Supporting temporary withdrawal from pre-editing, go back to pre-editing again, and continue to edit the original content.

## 7.8、 Can T1 satisfy the user's need to save two different interface layouts?

We provide a flexible interface layout function, users can arbitrarily drag the window, change the location of the window.

We also provide a flexible layout preservation function to support user-defined layout, with perfect layout new, updated, restored, renamed and deleted logic.

## 7.9、 Why do Flip pen sometimes fail?

Make sure that the "System Settings - Enable Directional Key Page Flipping Office Documents" option is selected.

We support pagedown/pageup and turn-over office documents with up-down and left-right direction keys, but the turn-over logic adopted by various turn-over pen manufacturers is different. If the above option is not selected, it may not turn the page.

When this option is selected, the directional keys used elsewhere for quick operation will be invalid.

## 7.10、 What is the reason for the mismatch of the screen content on the external output screen?

This may be an error in setting the output of the display card of the display port, or when the screen connection is plugged out, or when the project is reopened, there is a problem of wrong sequence, which can be restored by following operations:

- 1、 Please check that all the screens are connected properly and there is no drop-off.
- 2、 Please enter "Screen Management" to check that the output of the graphics card

corresponding to the display port is set correctly. Open "Display Identification" to confirm that the serial number in the output of the graphics card is consistent with the actual serial number of each screen. If inconsistent, re-correspond and click "Apply" or "Determine" to complete the settings.

### 3、 Check splicer settings.

If there are still problems, please give feedback to Kommander technical support staff.

## 7.11、 There are several kinds of abnormal markings in the material. What are their meanings?

1、 : It means that the material does not exist. The reason may be that the U disk has fallen off or has been deleted.

2、 : File loading, usually office documents, office documents need a long time to open, this state does not allow dragging to the canvas to avoid other exceptions, at this time please wait patiently.

3、 : Failed to open the file, the file may have problems, do not support opening, please check the file itself through other ways.

## 7.12、 Why do IP addresses and names turn red in slave management?

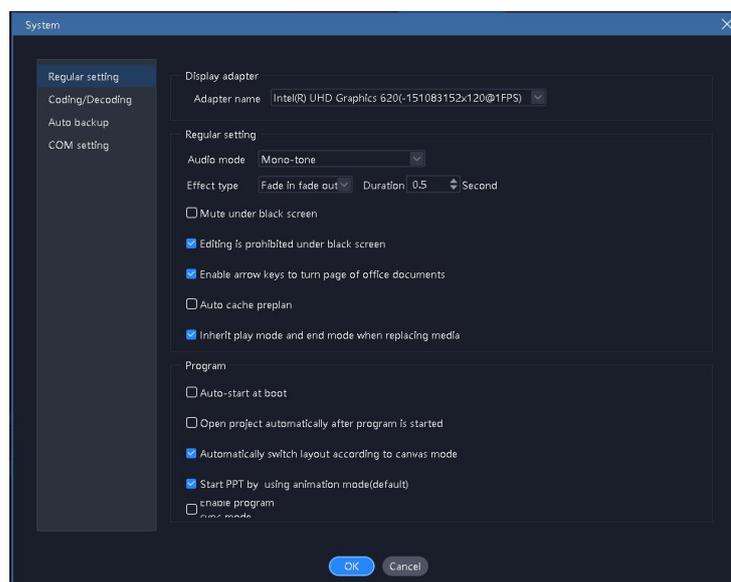


The color anomaly indicates the connection anomaly with the slave end, which causes the slave end to be uncontrolled by the main end. Maybe the experimental environment of master-slave linkage is not well established, which causes the original white IP address and name to turn red. We can check the following situation:

- ① Network anomaly, including network interruption, not in the same network
- ② Slave does not work in slave mode
- ③ Slave IP changed
- ④ Slave software version does not support master-slave scheme linkage

### 7.13、What is the reason why the synchronization control command is not implemented on the slave side?

- 1) If the network is abnormal, please judge whether it can communicate normally through master-slave mutual Ping
- 2) The firewall is not properly set up. It is recommended to close it.
- 3) There are multiple network cards. It is recommended to disable other network cards.
- 4) Is the slave IP changed
- 5) Whether the design of slave project meets the synchronization requirement
- 6) Slave does not work in real-time mode
- 7) Slave does not work in slave mode
- 8) If the black screen effect is inconsistent, please make sure that the black screen settings are consistent. If the black screen is not checked in the slave settings, it is forbidden to edit, resulting in the black screen on the slave side of the main side can not be black screen.



## 7.14、 What about abnormal PPT output?

First, judge the current version of office. The software recommends that users use the 2010 version of office.

Office 2010 supports animation mode and picture mode, and its default value is set by the system settings menu "default enabled animation mode to play ppt".

If the current output of animation mode is abnormal, the user is advised to change the output mode of current material to "picture mode" through the right-click menu of material "Settings". If the system settings are changed, users are required to add new materials or restart the project before it takes effect.

PPT voice can not be muted: at present, software can not control the playback of PPT voice.

When adding PPT to the material library, there will be a sound: if it only rings once, it will be normal; if it keeps ringing, it will be abnormal, feedback to technicians or upgrade software.

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

## 7.15、 USB key prompts abnormal, software can not continue to use, how to do?

Failure performance: pop up the following prompt, restart software is invalid.



Cause of failure: The encrypted lock has its own detection program, which may think that the user is using the cracking tool to decrypt, then automatically call the lock program to lock itself.

Solution 1:、

Please install CM client on the computer and use the client to generate MyCmDongle. WibuCmRaC file, which will be passed to our sales staff.

The salesperson will return the MyCmDongle. WibuCmRaU file to you by e-mail, etc. Once received, please double-click to run the file and unlock the encryption lock.

Solution 2:

Contact our salesman and send back the encrypted lock.

## 7. 16 Why Sometimes Output Screen from Pre-Edit is Abnormal

Material on pre-editing screen can set up pre-plan jump, but in order to ensure the normal editing of users, the program sets up pre-editing mode without triggering jump logic, so in this case, if the screen is output, the object will disappear and no jump will be triggered. For other normal materials, the current progress output will be maintained.

If the user loads and adjusts the material through pre-editing, confirm the playback progress of each object before output. If you want to play from scratch or follow up the progress like calling a plan, you can stop and output first. If the schedule has been adjusted to the expected position, it is recommended to suspend immediately or to adjust the schedule in the suspension state and then output.