

Kommander PE User Manual

V2.1.0

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1、 Introduction

1.1、 Overview

Kommander PE is an easy-to-learn and easy-to-use LED screen playback control software with simple interface. With this software with rich features, users can support KYSTAR P series box playing project through its fast and convenient editing.

Kommander PE supports mixed editing of video, audio, image, office, clock, timing, weather forecast and other media files, and real-time visual editing of the whole process.

1.2、 Software Operating Environment

Users can adjust the device configuration depending on practical situation, especially on the pixel count of LED screen, the complexity of programs, and whether the .Below is the recommended minimum configuration.

Operating System

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

Hardware configuration

CPU: Core i5

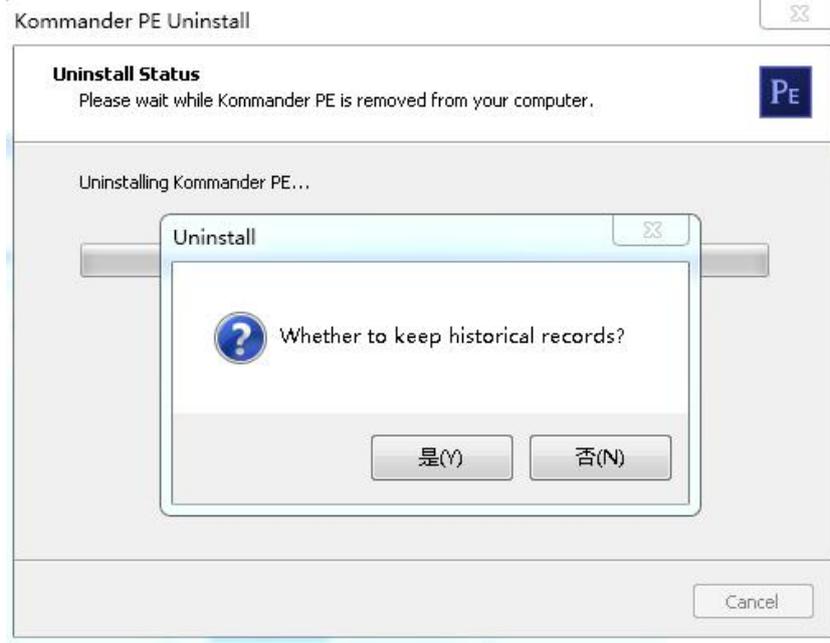
Memory: 4G

Graphics card: GTX950

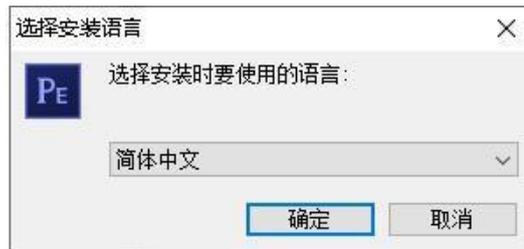
2、 Software Installation and Unloading

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

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



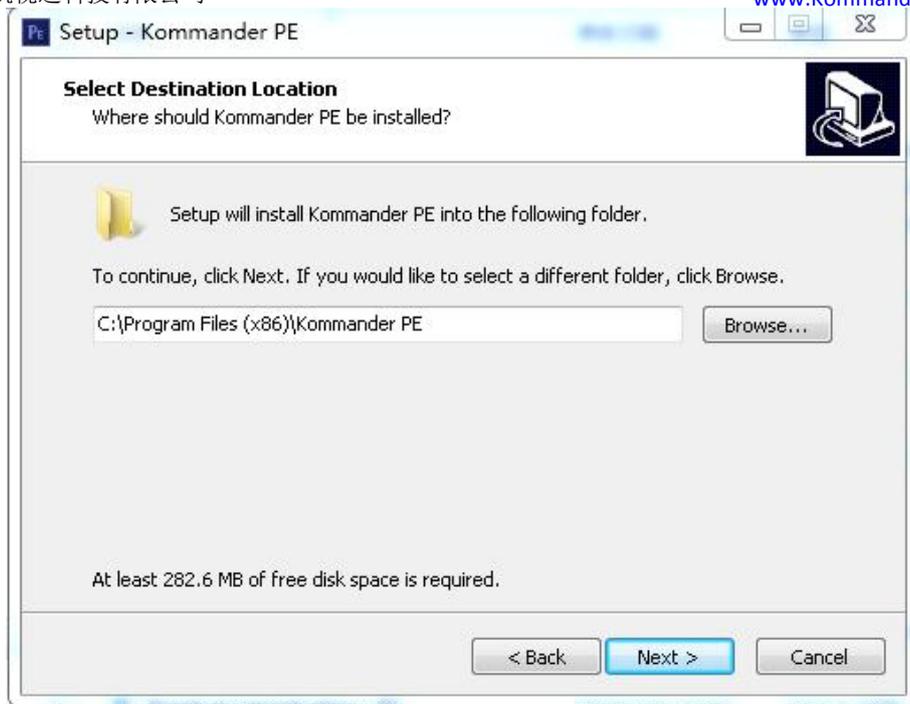
2.2 Prompt to select installation language



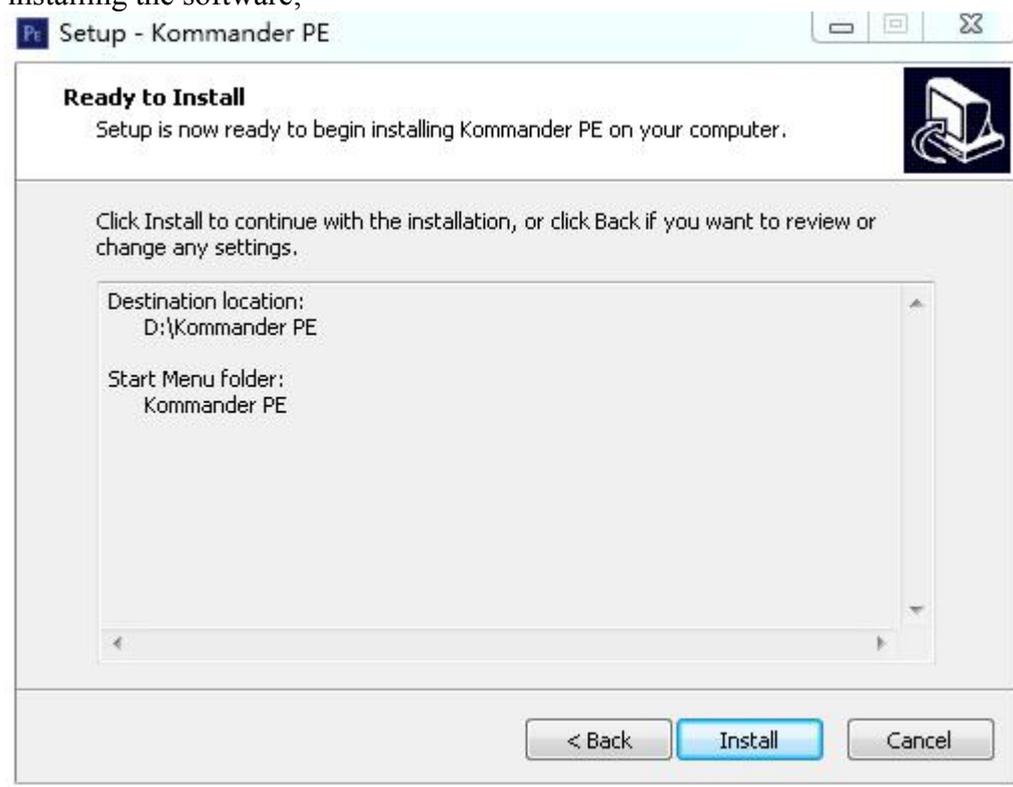
2.3、Read the installation license agreement, check “I agree to this agreement”, and click “Next”;



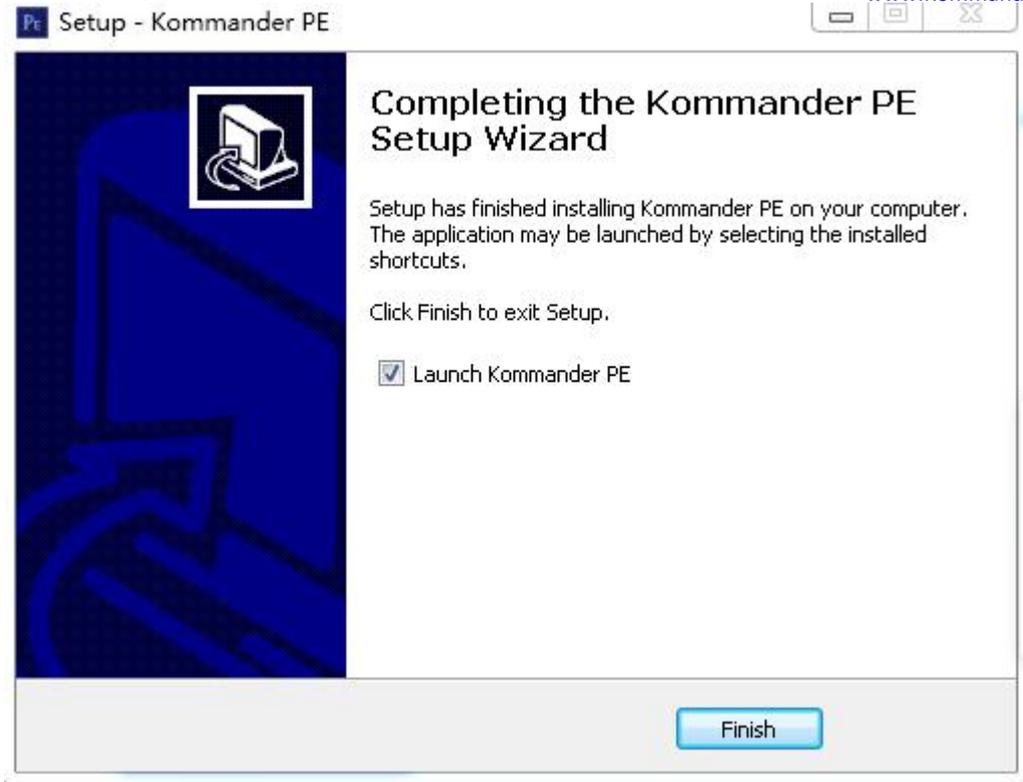
2.4 、 Select the installation path, make confirmation, and click “Next”;



2.5 、 Upon confirmation of installation information, click “Install” to start installing the software;



2.6 、 Wait for the system to be installed. The installation is successful when the following information appears.



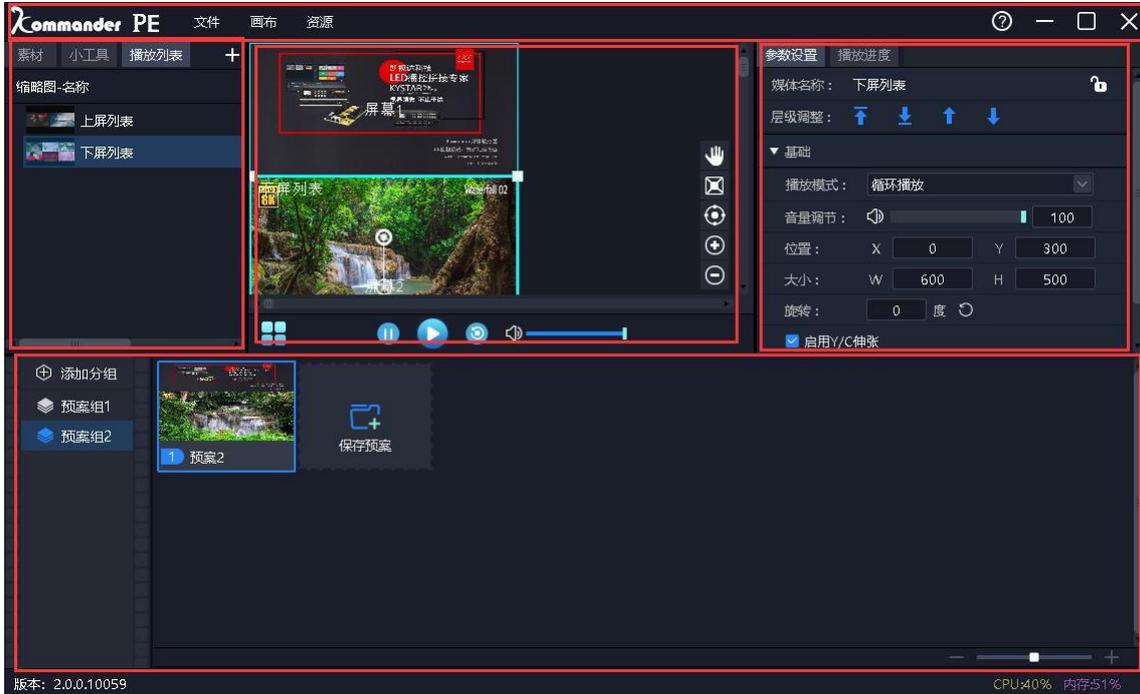
2.7、Launch the Program

Upon completion of installation, the system automatically generates a desktop

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

3、Kommander PE Interface Introduction

Kommander PE software interface is as follows:



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

- ① Menu bar: Menu options, including file, canvas, resource, window, settings, and screen lock;
- ② Media resources library: Content grouping, widgets, and the addition and modification of playlist.
- ③ Playback control area: Screen editing, output mode setup, content replacement, etc.;
- ④ Parameter setup bar: View and edit corresponding content parameters;
- ⑤ Plan bar: Settings for addition and grouping of plans;

3.1、Menu Bar

Menu bar options include file, canvas, resource.

3.1.1 File Menu

File menu is principally used for the creation, opening, saving, exporting and closing setup of project file. The export project refers to export the current project to the project format supported by the P-Series box, and gather the referenced files and projects into a target file for easy copying to the playback box.



3.1.2 Canvas Menu

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

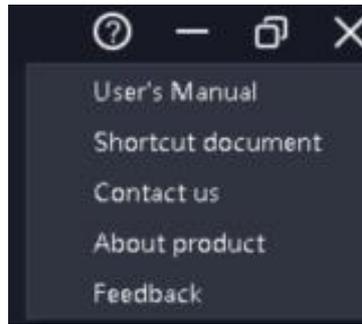


3.1.3 Resource Menu

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



3.1.4 Help



Indicated in the upper right corner of the software.

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

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

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

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

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

3.2、Media Resource Library

Manage and organize media resources, including content files, gadgets, playlist.



3.2.1 Media Resource Management

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

Method to add material:

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

- (2) right click menu to add material
- (3) Support the way by dragging the folder of the material or material directly into the material area.

Material management

- (1) Support dragging material to sort
- (2) Support creating new folder to reorganize the material
- (3) Support material renaming, allowing duplicate names

Material attribute settings

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

3.2.2 Tool



Provide subtitles, digital clock, analog clock.

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

3.2.3 Playlist



Support for creating, editing, and deleting playlists.

Supports setting the duration or number of times each file is played.

Support for quick setup of duration.

3.3 、 Playback Area

Canvas is used for screen editing, add or replace content , playback and preview, etc. Drag the material below to the canvas, and adjust its size and position, click play to preview the playback effect, and finally save as a plan.



3.3.1 Screen Management

According to the output screen size of the box, add the display port and screen.

The screen can be used to locate the position and size of the material when it is output, reducing the workload of adjusting the position and size of the material when editing the plan.

3.3.2 Editing Canvas

When editing, it is recommended to combine the operation with the property area in order to quickly complete the editing of the plan.

Support drag and drop material to the canvas, arrange the position, size, and level of the m

aterial on the canvas side by side, adjust the playback mode of the material to support the setting of the playback time.

Supports loading the edited plan to the canvas and making secondary adjustments.

The software supports editing attributes: position, size, level, playback mode, volume, rotation, Y / C stretch, transparent channel.

Note: The current version of the box currently does not support volume, rotation, Y / C stretch, and transparent channel settings.。

3.3.3 Preview

Support to use play, pause, stop, volume adjustment and other function keys to preview the effect of plan play.

At this point, the user can open the “Play Progress” window to view and seek the progress of each file to further confirm the playback effect of the plan, see section 3.5 for details.

3.3.4 Auxiliary editing function

(1) Back to canvas origin: The canvas origin refers to the coordinate point (0,0).

When the user moves to another location and is not sure about the origin, the canvas is automatically moved to the upper left corner by clicking on “back to canvas origin”.

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

(3) Cloning screen: copy screen.

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

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

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

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

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

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

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

3.4、Playback progress

Displays the playback progress of canvas, and displays them in groups.



Here, you can fast forward, rewind, pause, and play back the material.

Support the same group of materials for collective seek operations.

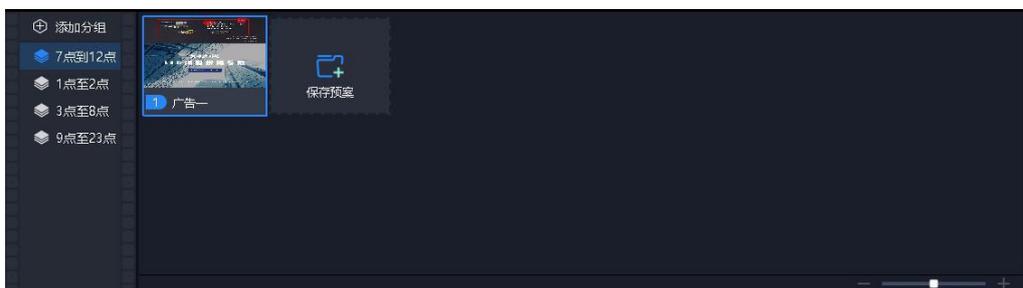
Collective Seek: When this function is enabled, dragging a video progress, the program will automatically calculate the relative position of other videos in the same group, and adjust its progress, so that users can quickly understand the stage picture effect at different time points of the program.

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

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

3.5、Play Plan Area

There are two parts here, the plan group and the plan.



3.5.1 Plan grouping

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

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

3.5.2 Plan

1. Save Plan

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

2. Rename Plan

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

3. Plan sorting

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

4. Plan update

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

4、Project Editing Process

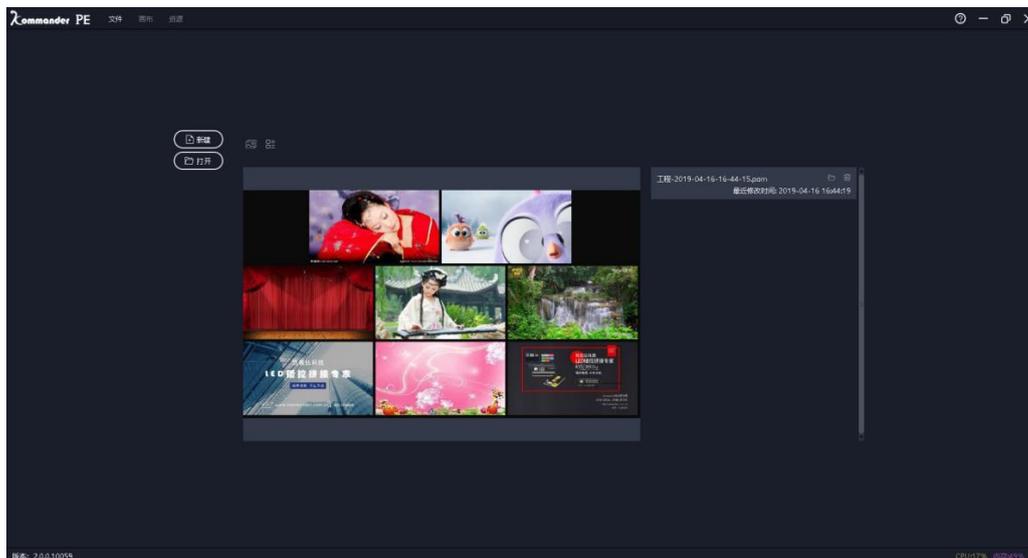
4.1 Running Software



Double-click software icon to launch the Kommander T1 player software;

4.2 Create Project

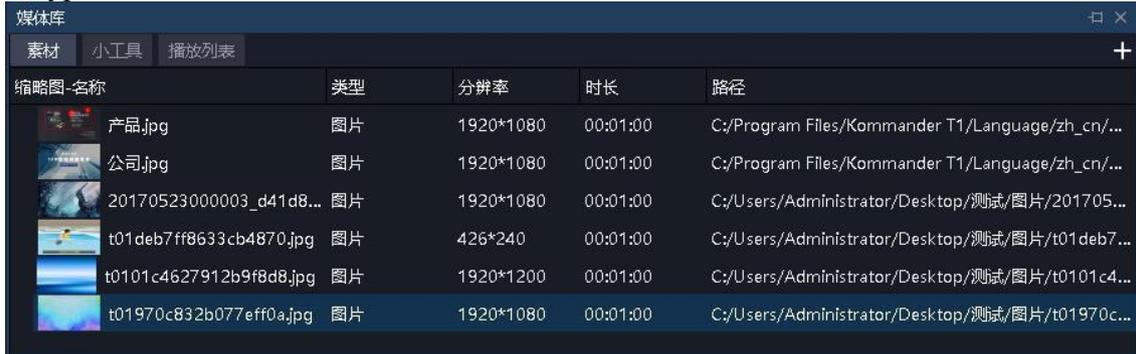
Click "Create" to create a project file, enter the project name and select the storage path; click on "OK" to finish the creation of project file





4.3 Add Content

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

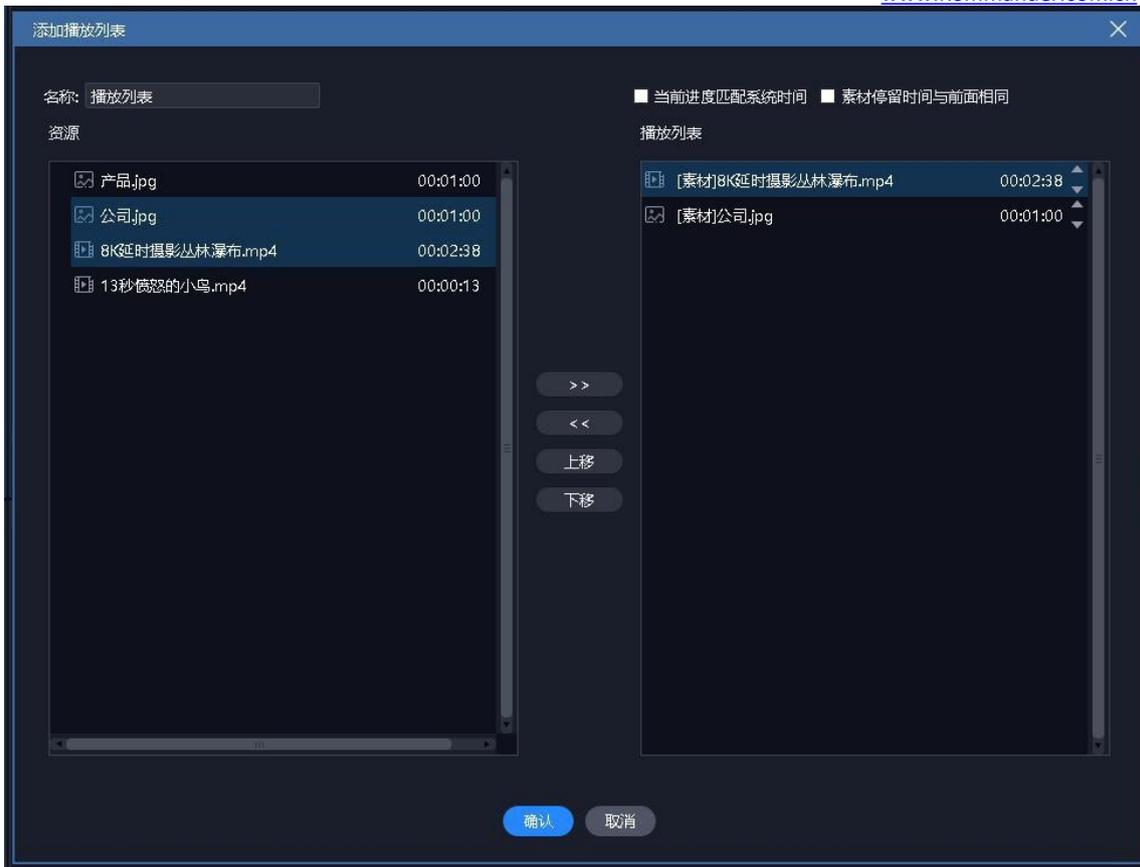


Supports adding multiple playback resources including: video, picture, audio, subtitle, streaming media, website.

Supports creating subtitles, analog clocks, digital clocks, and other materials through tool.

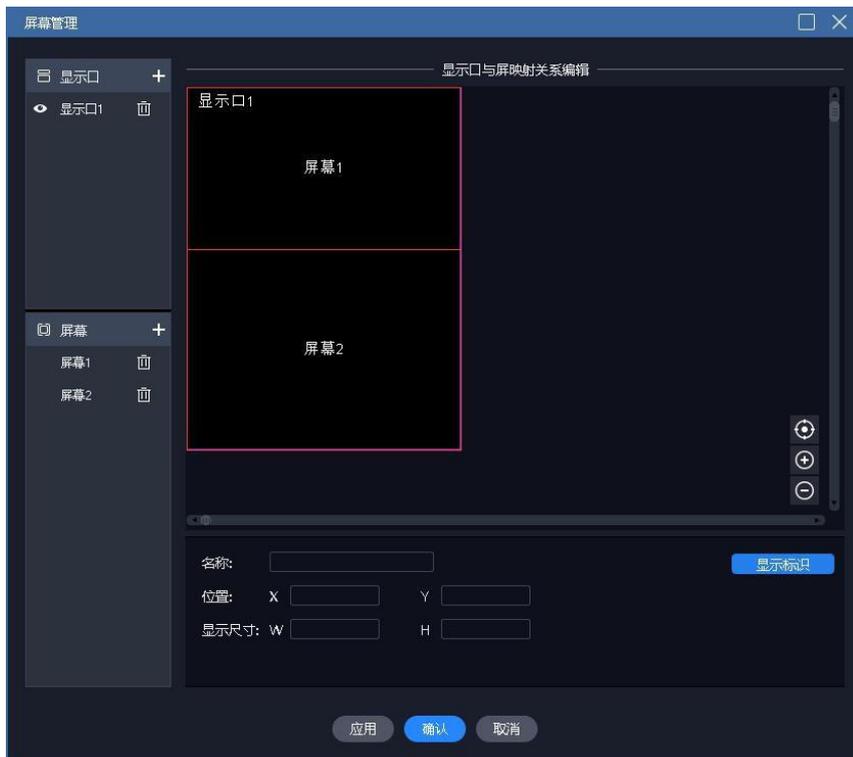
If the screen position is not a fixed output of a single media, but is composed of multiple media and is expected to be output in a carousel manner, please go to the playlist, create the relevant material as a playlist, and then use it as the material.

When editing the playlist, you can define the duration of each clip. If you check the "same material stay time as before", and then modify the duration of the picture, all the pictures in the back will be modified to the same duration.



4. 4 Screen Management Configuration

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



The actual output of the box is the content from the upper left corner of the canvas

(0, 0) to the screen size position. Users can plan the layout by adding display ports and screens to quickly edit the plan. Suggest:

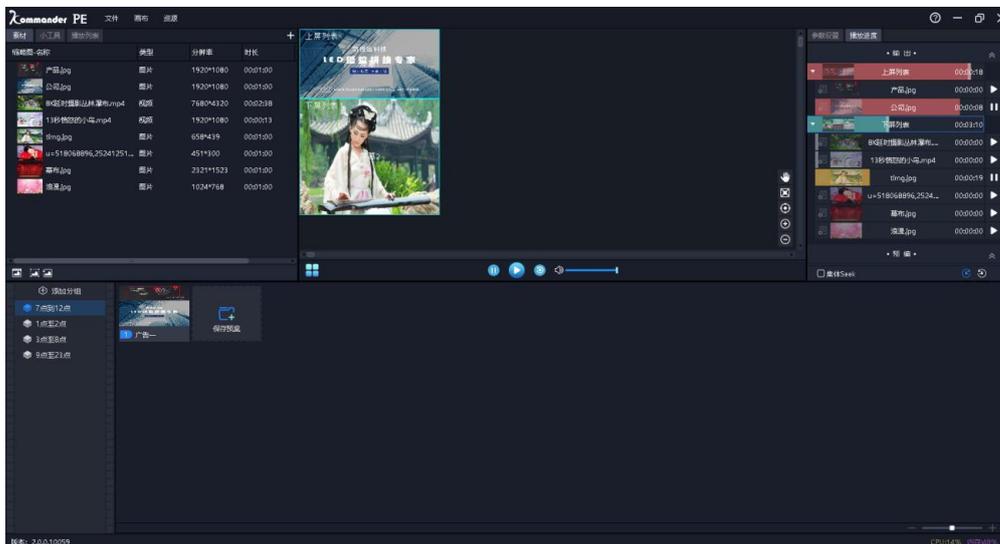
- 1) Add the display port according to the size of the screen connected to the box. The current box only supports one screen, please add only one port, and do not modify the position of the port.
- 2) According to the position of the window on the screen, add a screen, set the size, position, and layout.

4.5 Canvas Editing and Plan

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

The plan here corresponds to the program in the box.

The box outputs the content from the upper left corner of the canvas (0, 0) to the screen size of the box, and the content is automatically cropped if it exceeds the content.



Drag and drop the material in the material library to the screen position in the canvas, and confirm its size, playback mode and other parameters. Confirm the playback effect through the play, pause, stop, and play progress windows.

When confirming that the effect of the plan is consistent with the expected output effect, save it as a plan

4.6 Export project

Use the "Export Project" function under the "File" menu to save the edited project and the materials referenced by the project to the P-project folder.

Users can copy the folder to a removable storage device such as a USB flash drive, and then insert it into the box for use. The box automatically judges whether the project is played by U disk or needs to be copied to the box before playing.

Note: Please do not modify the name of the folder and the name of the project under the folder to avoid the box not recognizing.

5、Material Support

Note:P series boxes support video, pictures, subtitles, digital clock, analog clock, network media, and website type for subsequent expansion

5.1、Local Media

5.1.1 Medial Introduction

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

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

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

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

Recommended optimal video edit:

Videos \geq 4k: H265 coding or VP9 recommended.

Videos $<$ 4k: H264 coding recommended.

Recommendations on content optimization:

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

5.1.2 Media Operation

(1) **Add media:**

1. Click on the sign "+" in menu bar, select "Add Local Media", and finish the addition.
2. Right-click the content resource area, and select "Add Local Media" to add local files to content resource area.
3. Drag the content or folder to the content area for addition.

(2) **Media management:**

Support the creation of folder and the reorganization of media classification.

Support the drag & drop operation that changes the order of contents.

Support the renaming of content, and this operation does not affect the physical properties of media. Moreover, it has not effect on the edited plans and playlists.

Support "Open File Location" for quick file search.

(3) Content deletion:

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

The deletion of contents that have been referenced (that is, added to the plan)is not supported.

5.2 Playlist

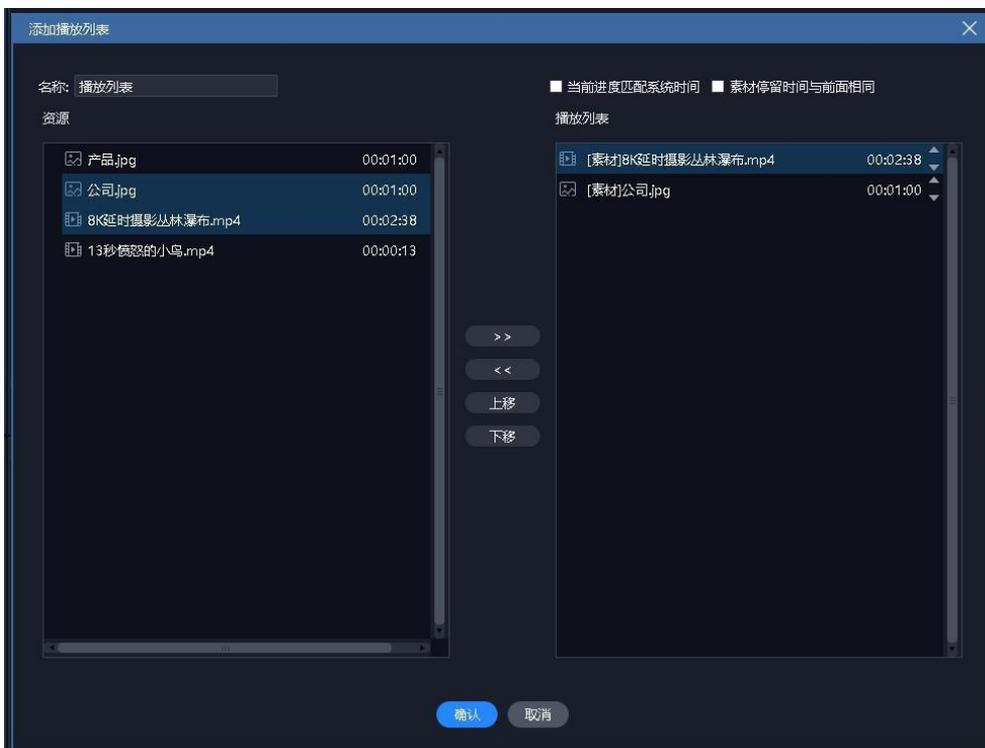
5.2.1 Introduction to List

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

5.2.2 Add List

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

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



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

5.2、Subtitles

5.2.1 Introduction to Subtitles

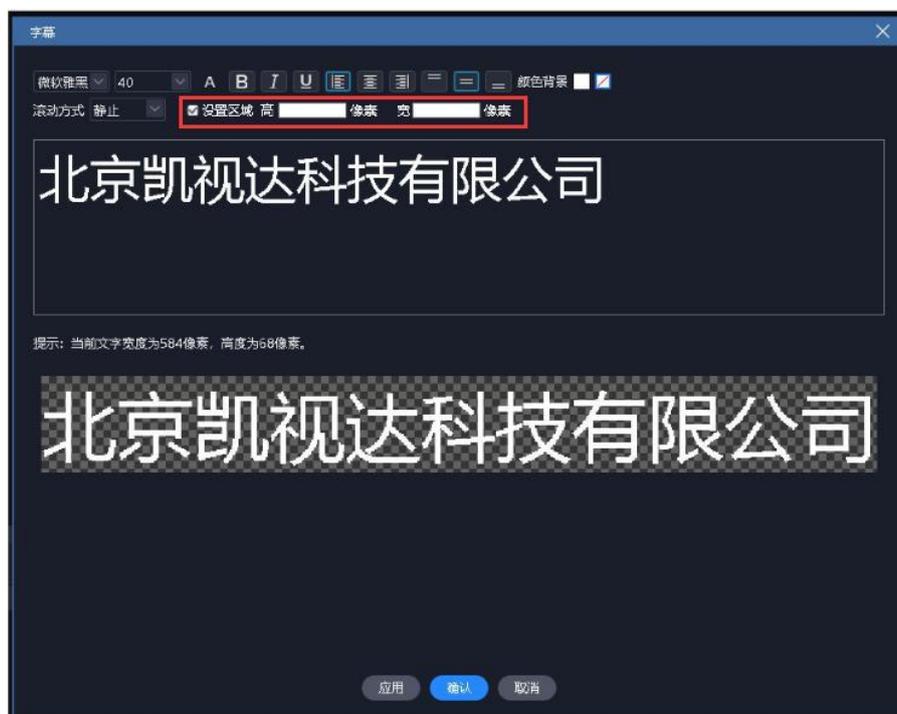
Subtitle means the presentation of desired text on the screen, and could be edited as necessary (text content, font color and size, etc.); for example, some greeting words and company names, etc.

5.2.2 Add Subtitles

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

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

When the subtitles are stretched on the canvas and processed as pictures, there will be stretch deformation, which will cause the effects on the canvas to be different from those on the P2 box. It is recommended that users set the subtitle area in the subtitle setting box. The area height and width values are filled in based on the size of the area displayed on the canvas (or external screen) of the subtitle.



5.3、Web media

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



5.4、Website

5.4.1 Website Introduction

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

5.4.2 Add Website

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

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

5.4.3 Interface Size

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

5.5、Tool

5.5.1 Subtitles

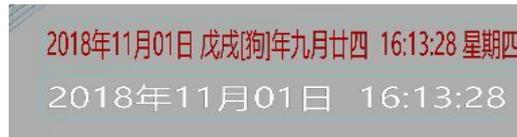
Greeting words, company names and other texts could be added to screen.

Scrolling subtitles are supported



5.5.2 Digital Clock

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



5.5.3 Analog Clock

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



六、Other Features

6.1、Update Software Online

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



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

6.2、Image Optimization

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

6.3、Auto Save and Recovery

The software has automatic save and recovery function with a time interval of 5 minutes and the backup path is the software temporary directory "\\ AppData / Local / Kommander PE / backup". When the user quits the project abnormally, reopening the project will remind whether to resume, or the user can open the software temporary directory and find the backup project for editing.