

# Multi-media broadcast control software

T1

User manual

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# I. Introduction

## 1.1、 Overview

Kommander T1 is an LED display broadcast control software with a concise interface style. The software is rich in functions, easy to learn and easy to use, and users can enjoy high-quality and most popular playback control platforms.

Kommander T1 supports the playback of media files such as video, audio, images, office and streaming media; supports the use of gadgets such as clock, timing, weather forecast; supports the collection and playback of external video signals, and adds the grouping management function of materials and plans And material positioning and other functions. The software provides a rich and flexible material switching function, so that the display effect of the display screen is perfectly displayed.

## 1.2、 Software operating environment

The user can adjust the machine configuration according to the actual situation, mainly according to the LED screen pixels, the complexity of playing the program, and whether the video is a high-definition video source. The lower part below can run the software smoothly under a 4k case. Please use the recommended configuration for large screen HD output.

Minimum configuration

operating system

Chinese and English Windows7/8/10 64-bit operating system

Hardware Configuration

CPU: Core i5

Memory: 4G

Graphics card: GTX950

Recommended configuration

operating system

Chinese and English windows 10 64-bit operating system

Hardware Configuration

CPU: Core i7 or higher

Memory: 16G

Graphics: NVIDIA 1050

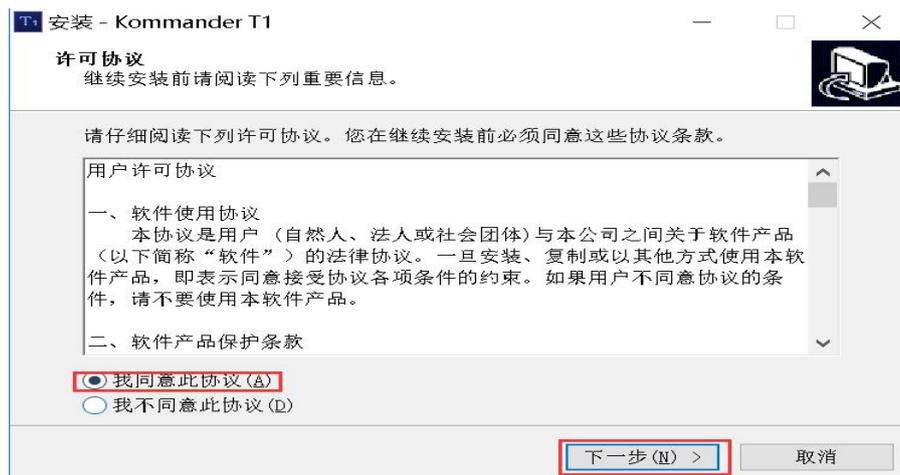
## II. Software installation and uninstallation

Double-click the Kommander\_T1\_Setup\_X64.exe installation file, and follow the software installation wizard to install it.

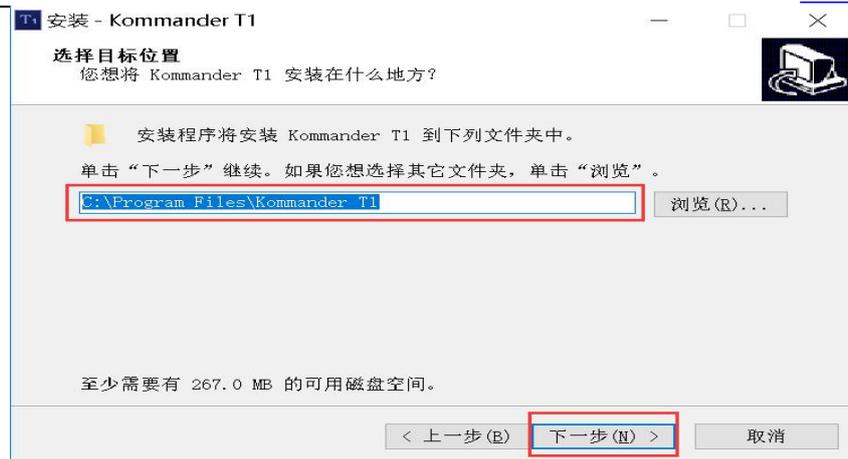
2.1. Read the installation license agreement, select "I agree to this agreement", and click "Next";



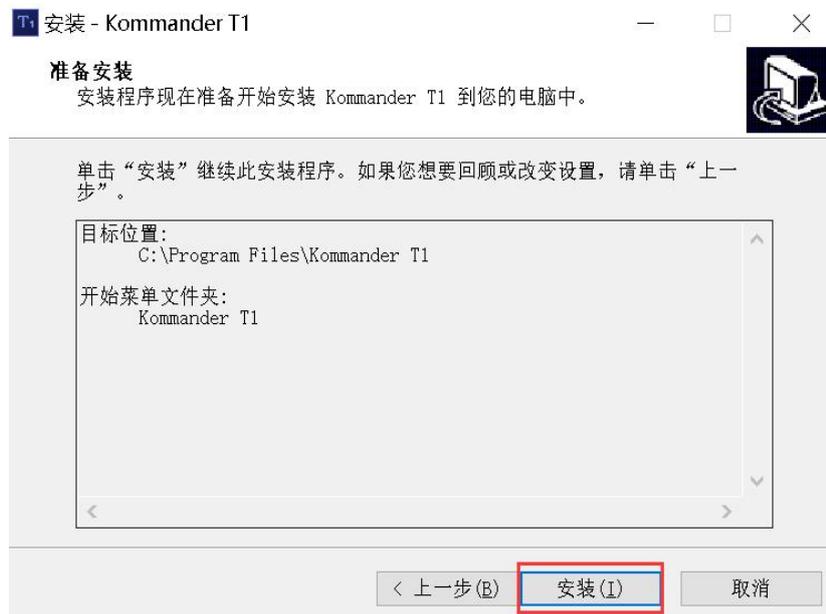
2.2. Select the software installation path, click "Next" after confirmation;



2.3. After confirming the installation information, click "Install" to start installing the software;



2.4、Wait for the system to install. After seeing the following information, the installation is successful.



2.5、Wait for the system to install. After seeing the following information, the installation is successful.



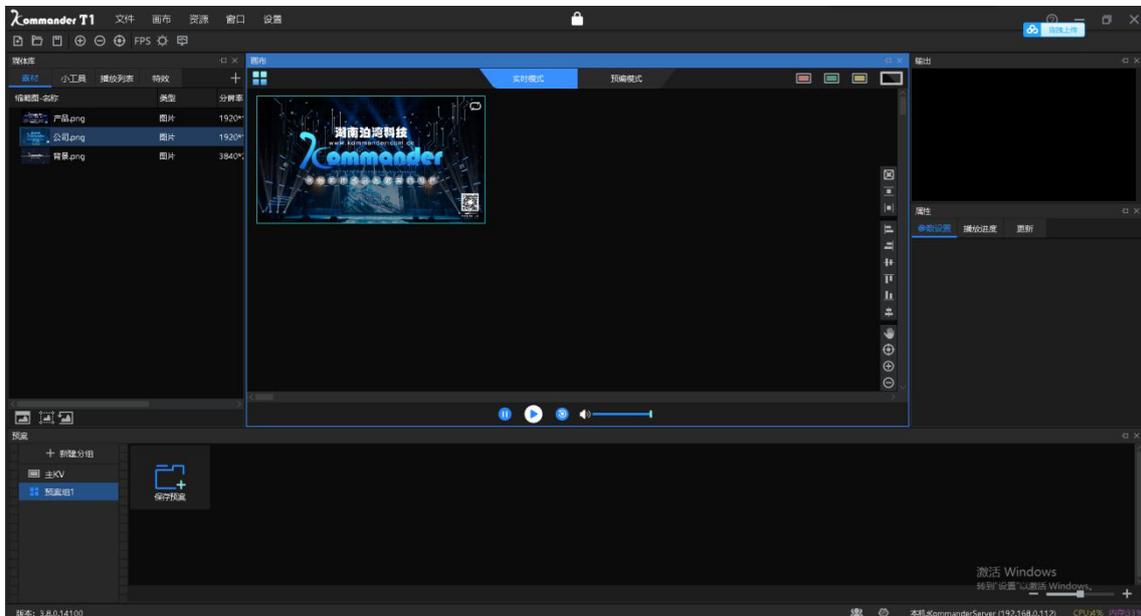
## 2.6、Open the program



After the installation is complete, the system automatically generates a desktop shortcut, double-click to open the software; or select the Kommander T1 program group in [Start]/[Programs], enter the Kommander T1 under the program group, and click to run

### III. Kommander T1 Interface introduction

Kommander T1 The software interface is as follows:



The Kommander software interface can be divided into seven functional areas, namely: ① menu bar, ② plan area, ③ broadcast control area, ④ status bar, ⑤ label area, ⑥ material type selection, ⑦ material resource area;

①Menu bar: Menu options, including file, canvas, resources, setting four options;

②Pre-plan area: generate the pre-planned scenes that have been edited, double-click to call directly;

③ Broadcast control area: edit and monitor the content played on the screen;

④Status bar: view and edit the corresponding material properties;

⑤ Label area: label classification management of materials;

⑥Material screening area: screening different types of materials;

⑦ Material resource area: material resource display area, you can browse the content of each material;

## 3.1、Menu Bar

There are four parts in the menu bar options: file, canvas, resources and settings

### 3.1.1 File menu

The file menu is mainly to realize the operation of creating, opening, saving, closing and timing setting of project files;



### 3.1.2 Canvas menu

The canvas menu is mainly used to set parameters such as the size ratio and position of the canvas



### 3.1.3 Resource menu

The resource menu is mainly used to add various materials to the resource area



### 3.1.4 Window menu

Set the hidden and display settings of the corresponding window, 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: You can call the saved layout mode.

(3) Manage layout: You can rename and delete the saved layout.

### 3.1.5 setting menu

The software is mainly set in the setting menu



(1) System settings: Set the basic properties of the software operation to facilitate the smooth operation of the software;

(2) Device linkage: it can be linked with Kaisida processor to control the hardware device and software together;

(3) Screen mode: used to switch computer copy/expansion mode.

### 3.1.6 Lock screen

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

When the screen is locked, some keyboard shortcuts are opened, such as the pageup/pagedown and arrow keys required for office page turning. The lock screen does not affect the control of the cloud control, but does not receive the central control command message.

After V4.2, the password function is added to the lock screen. After the user configures the password, the password must be entered to unlock it.



### 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 for use.

Shortcut key shortcut: Open the system shortcut key file, which is convenient for users to quickly understand the shortcut operations defined by the product.

Contact us: provides the contact information required for product after-sales service.

About us: product basic information description, providing remote update entrance

Problem feedback: Provide a description of the problem feedback channel.

## 3.2、Media library

Manage and organize media resources, including material files, gadgets, playlists, and special effect resources provided by the system.



### 3.2.1 Media Resource Management

Consists of added or created resources. The main functions are adding materials, renaming materials, grouping management, and deleting, and some types support attribute setting.

Material adding method:

- (1) Through the plus sign at the top right of the material column
- (2) Right-click menu to add materials
- (3) Support the material or the folder to which the material belongs directly to the material area to complete the addition.

Material management

- (1) Support material drag and drop sorting
- (2) Support reorganization of materials in new folders
- (3) Support material renaming, allowing renaming

Material property settings

- (1) Provide settings editing menu for all gadget materials and office type materials
- (2) Provide continuous opening setting for acquisition card and NDI acquisition

### 3.2.2 small tools



Provide subtitles, digital clocks, analog clocks, tables, countdown, countdown, weather, lottery widgets.

Support users to create media materials through these gadgets. The specific attributes are introduced in "Chapter 5 Material Support".

### 3.2.3 playlist



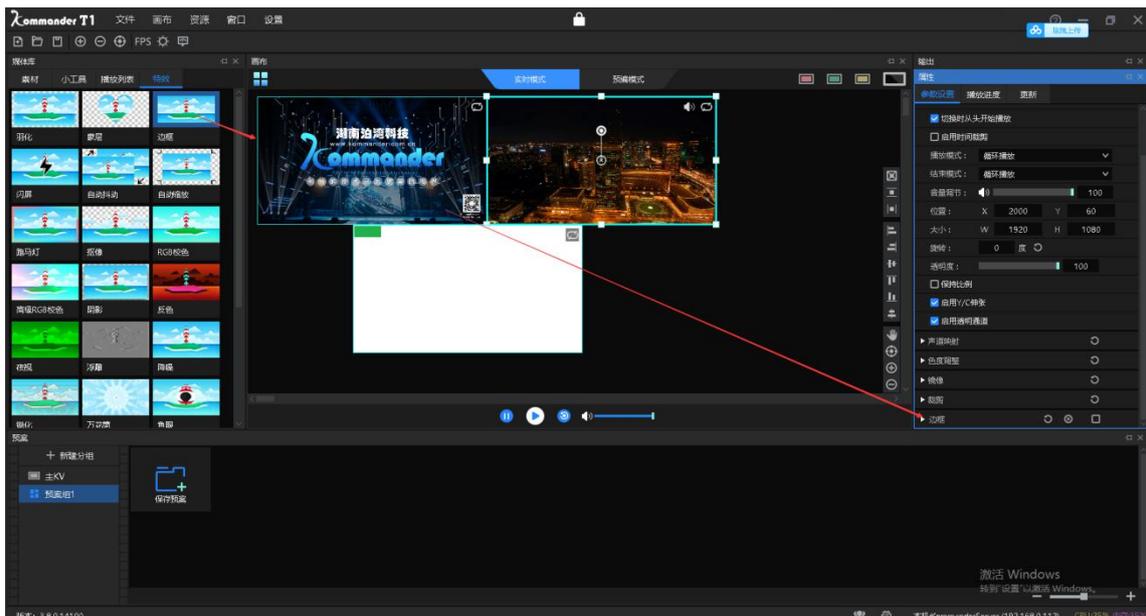
Support for creating, editing, and deleting playlists.

Support to set the duration or times of each file.

Support to set the duration quickly.

### 3.2.4 Special effects library

1) Add effects to the picture



Support drag and drop effect to the screen on the canvas.

All objects with pictures support superposition of special effects.

The order of special effects stacking affects the final effect.

2) A total of 26 special effects, according to the order are:

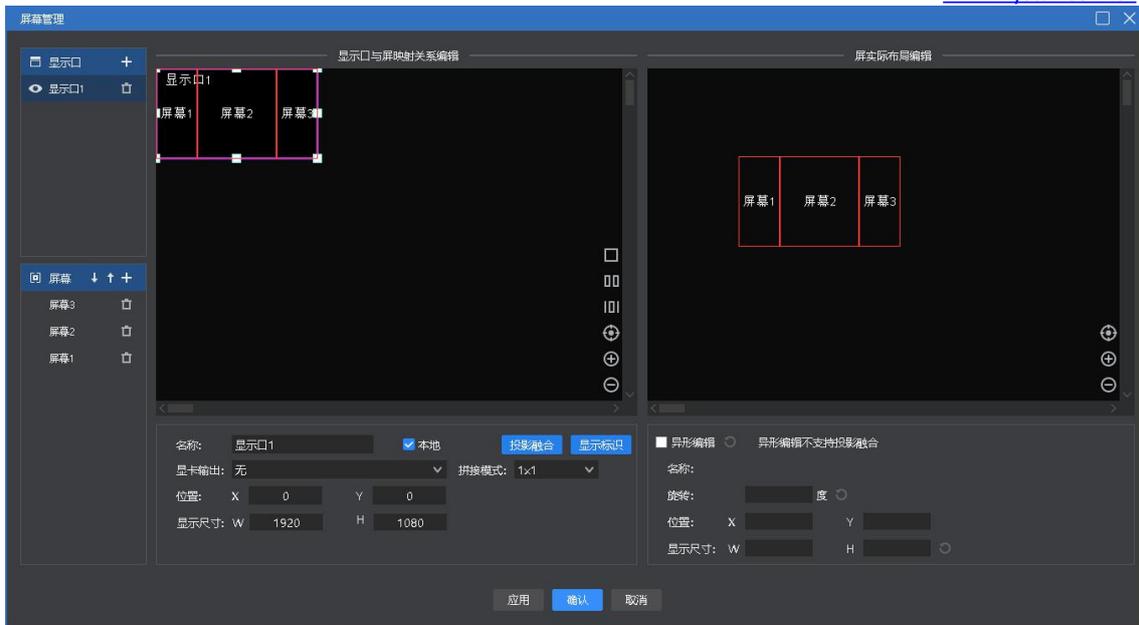
Crop	Chroma adjustment	Feathering	Mirror	Mask	frame
Splash screen	Automatic dithering	Auto zoom	Chromakey	RGB Toning	Reverse color
Night vision	Relief	Noise reduction	Sharpen	kaleidoscope	Fisheye
swirl	Mosaic	enlarge	Offset	blurry	External fluctuation
Radial Blur-Zoom	Radial blur-rotation				

### 3.3、Broadcast Control Area

The broadcast control area is used for screen editing, output mode setting, material addition and replacement, etc. Drag the lower material to the broadcast control area and adjust the size and position. After clicking to play, you can monitor the large screen display content in the output area in real time, and you can switch the material or plan at any time.



#### 3.3.1 Screen management



(1) Display port management: realize the addition, deletion and modification of the display port, and define the mapping between the display port and the physical screen (including the screen connected to the display end).

(2) Virtual screen management: add, delete, and modify the virtual screen. The left canvas defines the size of the virtual screen in the display port, and the right canvas defines the size of the virtual screen in the editing canvas. Since v4.2, the screen level affects the output, and the user can adjust the level through the up and down keys. The screen supports abnormal editing in special application scenarios (such as corner screens), and is deformed into a non-rectangular shape.

### 3.3.2 Canvas editing

The software provides 2 editing modes:

(1) Real-time mode: any edits made to the material on the canvas will directly affect the output.

(2) Pre-editing mode: Editing the material on the canvas, including dragging and dropping the material and loading the plan, will not affect the output content. After editing, you can keep it 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 , each media is directly output to the external screen according to the current progress by default. However, if there is the same source material before the external screen, and the material is "continued" on the pre-edit screen, the original output will be maintained.

Note 2: When pre-editing, if there is a live stream material (including NDI, capture card, office document) with the same source as the current output, it is normal for the pre-edit to display the output content or the first frame of the screen.

### 3.3.3 Play state

(1) Play: After adding new material on the canvas or pausing and stopping, you need to click the play button to continue playing.

(2) Pause: All materials on the canvas are paused.

(3) Stop: All materials on the canvas stop playing.

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

### 3.3.4 Black screen

(1) In the system settings, the black screen is forbidden to be checked. When the black screen is selected, there is no picture on the canvas and output.

(2) In the system settings, the black screen prohibit editing is not selected, select the black screen, there is no screen output, but the canvas has a screen and can be changed.

(3) In the system settings, select the mute when there is a black screen. If you select a black screen, no picture or audio will be output.

(4) Mute is not checked when the screen is blank in the system settings. If you select a black screen, the screen has no output but the audio is output {Note: New projects are not checked by default}.

(5) When entering the black screen, the playback of the screen content will be automatically paused by default. When exiting the black screen, the playback will be resumed automatically. When the screen is

blank, the user can manually control the playback status.

(6) When the screen is blank, "call plan to real time" or execute "preprogram to output" function will automatically exit the black screen.

### 3.3.5 Material settings on canvas

(1) Return to the origin of the canvas: the origin of the canvas refers to the (0, 0) coordinate point. When the user moves to another location and is unsure of the origin, he can click "Return to Canvas Origin" and the canvas will automatically move to the upper left corner for display.

(2) Delete all screens: All screens on the canvas will be deleted, except the locked screen.

(3) Clone the picture: generate the same picture without dragging it into the material again.

(4) Rotation reset: After the screen rotates, it can be quickly adjusted to 0 angle through rotation reset.

(5) Zoom reset: The material is quickly restored to its original size through zoom reset.

(6) Hierarchical setting: The material has a hierarchical relationship, which can be modified through the hierarchical setting.

(7) Disable audio: Select to disable the output of audio from the material. Only one audio output is allowed for all the materials on the canvas. The default is the first audio material added. Uncheck the box to automatically disable the audio output of the previous material that outputs audio.

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

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

(10) Save as playback plan: add the current canvas resource to the playback plan, which is convenient for quick recall in the next or official performance.

### 3.4、Parameter setting bar

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



#### 3.4.1 Level adjustment

Provide adjustment buttons for top, bottom, previous layer and next layer to adjust the level of the material on the canvas.

### 3.4.2 Play from the beginning when switching

Select if you want to confirm that the current material needs to inherit the progress in the output when outputting, that is, if a material is used in multiple connected plans at the same time, and you want its playback progress to be uninterrupted, you can select this setting.

When calling the plan containing the material, it will first determine whether the current output contains, if it contains, it will maintain the current progress playback; if it does not contain (or has ended), it will play again.

Continuation progress includes progress continuation and playback mode, sound attributes, and time cropping attributes. After inheritance, the playback mode set in the current plan is invalid.

### 3.4.3 Play mode and end mode

Play Mode: Define the duration of the material output.

(1) Cyclic mode: The material is looped for unlimited times, the default item.

(2) The specified playing time: set the playing time of the material, and stop playing after the specified time.

(3) Specified number of times of playback: It supports setting the number of times of audio/video material, and stops playing after the specified number of times.

End mode: define the action of the material after the end of the playback, and trigger after the end of the playback. When the material playback mode is loop mode, this parameter cannot be set because it does not end.

(1) Freeze at the last frame: After the material playing time ends, the picture is fixed at the last frame.

(2) Stop playing: There is no output after the playing time of the material ends.

(3) Switch to the next plan: After the set material playback time ends, it automatically jumps to the next plan.

(4) Switch to the designated plan: After the set material playback time ends, it automatically jumps to the designated plan.

(5) Loop: When the playback mode of the file is loop, the end mode is also loop.

#### 3.4.4 File transparent channel

After it is enabled, transparent materials can be overlaid on other materials to highlight the display atmosphere, and the opposite sex display can also be achieved {Note: New projects are enabled by default}.

#### 3.4.5 Enable Y/C stretching

**For videos and pictures:**

If the user finds that the screen is grayed out and the item is not enabled, the modification is enabled.

If the user finds that the screen is black and the item is enabled, modify it to not be enabled.

#### 3.4.6 Crop

Currently supports two modes of stretching and non-stretching:

(1) When the stretch is checked, the cropped material will be enlarged and displayed on the entire window.

(2) When stretch is not checked, the cropped part is not output, the uncut part is displayed normally and the scale and position are unchanged.

#### 3.4.7 Effect settings

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

(2) Feathering: The feathering is worth adjusting and has a blanking effect on the surroundings of the material to improve the

display effect.

(3) Restore settings: restore all changed effect values to default values.

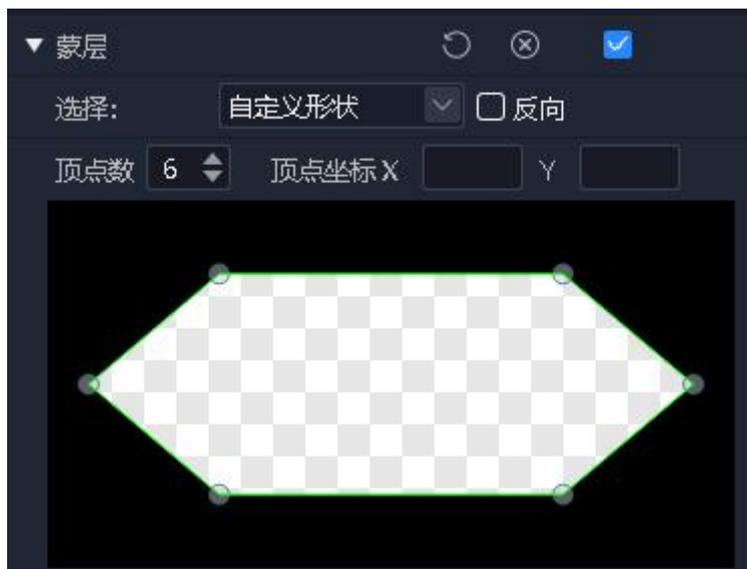
(4) Rotation: set the material to rotate on the canvas to output at a specified angle, which is mostly used for special-shaped screens.

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

### 3.4.8 Time cropping

It supports time cropping of audio/video material, that is, the material that intercepts the start time to the end time is the output object.

### 3.4.9 Mask



(1) After enabling the masking layer, you can use the built-in graphics masking layer, custom shape masking layer, and custom layer masking layer to perform masking, supporting reverse masking.

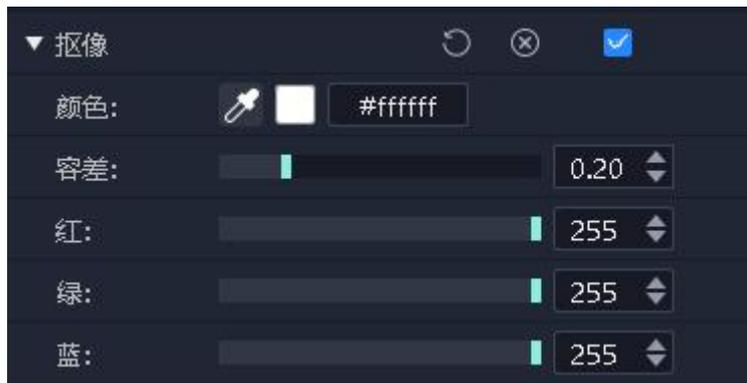
(2) The system provides commonly used mask patterns, such as diamond, triangle, heart, etc.

(3) Support user-defined shapes, the number of vertices and vertex coordinates can be customized and modified.

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

### 3.4.10 Chromakey

Absorb a certain color in the picture as a transparent color, and remove it from the picture, so as to make the background transparent and form a superimposed composition of two layers of pictures. The software supports sucking pens to absorb colors, and also supports direct input of hexadecimal color values and RGB color values, and supports tolerance (0-1).



#### 3.4.11 Other special effects

Users can experiment more special effects by themselves.

#### 3.5、Play progress

Displays the playback progress of objects in the current output canvas and pre-edited canvas, displayed in groups.



From here, you can set the material to fast forward, rewind, pause, and play.

Support collective seek operation of the same group of materials.

Collective Seek: After enabling this function, drag a video progress, the program will automatically calculate the relative position of other videos in the same group, and adjust its progress, which is convenient for users to quickly understand the stage picture effect at different time points of the program.

Timing: When enabled, the video playback progress is played according to the timing.

Countdown: When enabled, the video playback progress will follow the countdown.



### 3.6、Play plan area

There are 2 parts here, plan grouping and plan. The plan

distinguishes between the main kv and the ordinary plan.



### 3.6.1 Plan group

You can add plan groups according to your needs, classify different plans, and make management more convenient.

The plan grouping supports creating, renaming, sorting, and deleting.

### 3.6.2 Plan

#### 1、Save plan

After editing the materials on the canvas, click the "Save Plan" in the plan area or right-click on the canvas "Save as Plan" to call the plan to save.

Kommander supports batch generation of plans. When the application scenario is that multiple subsequent plans only need to replace the same file on the current canvas, you can select the replacement files in the material library and drag them to the target file. The program will automatically replace the target files one by one and generate a plan. , The plan name is the name of the replacement file.

#### 2、Rename plan

The name of the right mouse button can be customized and changed according to the needs.

#### 3、Sorting plans

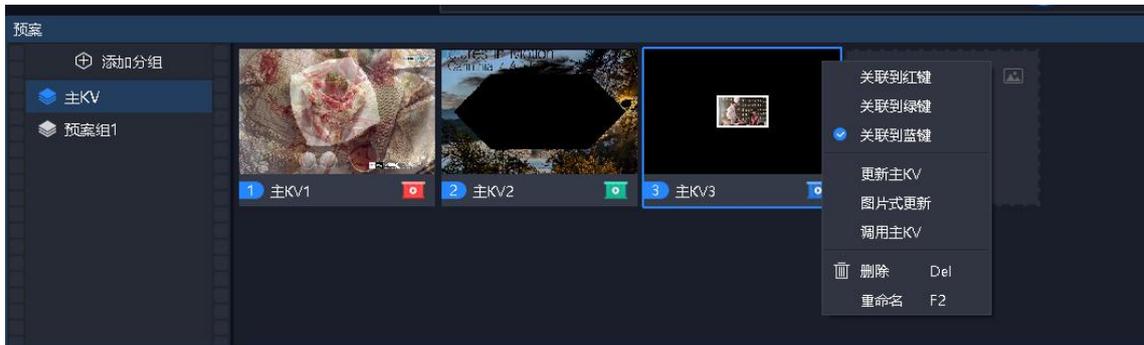
By dragging the target plan with the mouse, you can change the position of the plan in this group, or you can drag and drop to other plan groups.

The plan does not support dragging to the main KV group.

#### 4、 Plan update

When you need to change the material for the specified plan, you can right-click the plan after the change and select Update Plan to overwrite the plan before the change.

### 3.6.3 Main KV



#### 1. Main KV grouping

- 1) Support to adjust the order, not delete and rename.

#### 2. Save the main KV

- 1) Support picture saving and non-picture saving.

The frame selection in the picture above supports clicking to switch the main KV save mode. Picture saving will capture the dynamic elements in the current canvas to capture the current picture to generate a picture, and then save. Non-picture saving is consistent with plan saving, and the effect when calling is consistent with plan calling.

- 2) Save operation:

- a) Click "Save Master KV"
- b) After selecting the main KV group, right click on the canvas and "Save as Main KV"
- c) After selecting the main KV, press Ctrl+D

#### 1、 Associate red, green, and blue main KV shortcut calling keys

Red, green and blue main KV shortcut calling keys are provided on the canvas (corresponding to the system shortcut keys ALT+1, ALT+2 and ALT+3 respectively). The main KV can be associated with these three buttons to facilitate quick calling.

Support association through the main KV right-click menu.

Support the association through the right-click menu of the red, green and blue main KV shortcut call keys.

## 2、Main KV update

Click "Update" for non-picture update.

Click "Image Update" to update the image.

As with the plan, a new main KV is generated and replaced with the current canvas element.

## 3、Main KV call

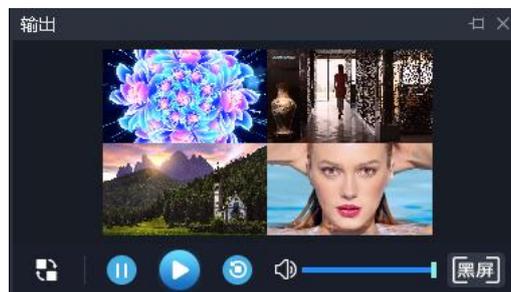
The interaction is basically the same as the plan call, but does not change the position of the "in use" or "pre-edit" mark.

Support double-click the main KV to call, or set a shortcut key, support shortcut key to call.

Support red, green and blue main KV shortcut calling keys (including shortcut keys).

## 3.7、Output area

Display the actual output screen content of each screen, and display the screen from the upper left corner to the lower right corner according to the canvas layout.



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

(2) There is a control panel in the pre-editing mode, including edit, play, pause, stop, black screen/cancel black screen.

① Does not affect the playback of the same-source video media

in the pre-edit window.

②The control panel is invalid for live streaming.

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

### 3.8、update



Display the file transfer status when the media files are synchronized online and offline, which is convenient for users to view the files that are being synchronized, not started, or failed to synchronize, and understand whether the transfer is complete.

## IV. Engineering editing process

### 4.1、Switch computer display mode

At the same time click the "Windows" + "P" button, the following window appears, select the expansion mode;

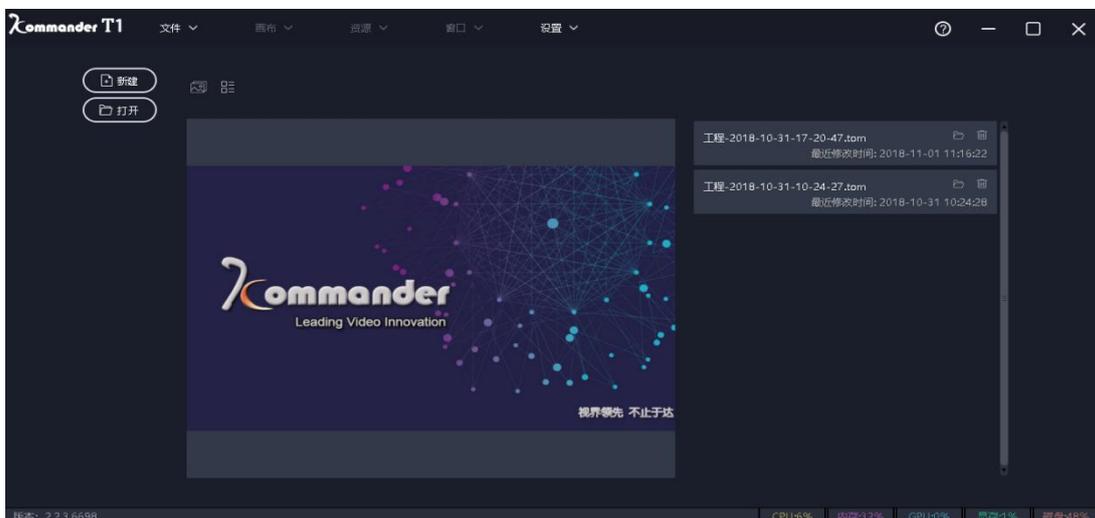


## 4.2、Run the software

Double-click the software icon , Run Kommander T1 player software;

## 4.3、New Construction

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

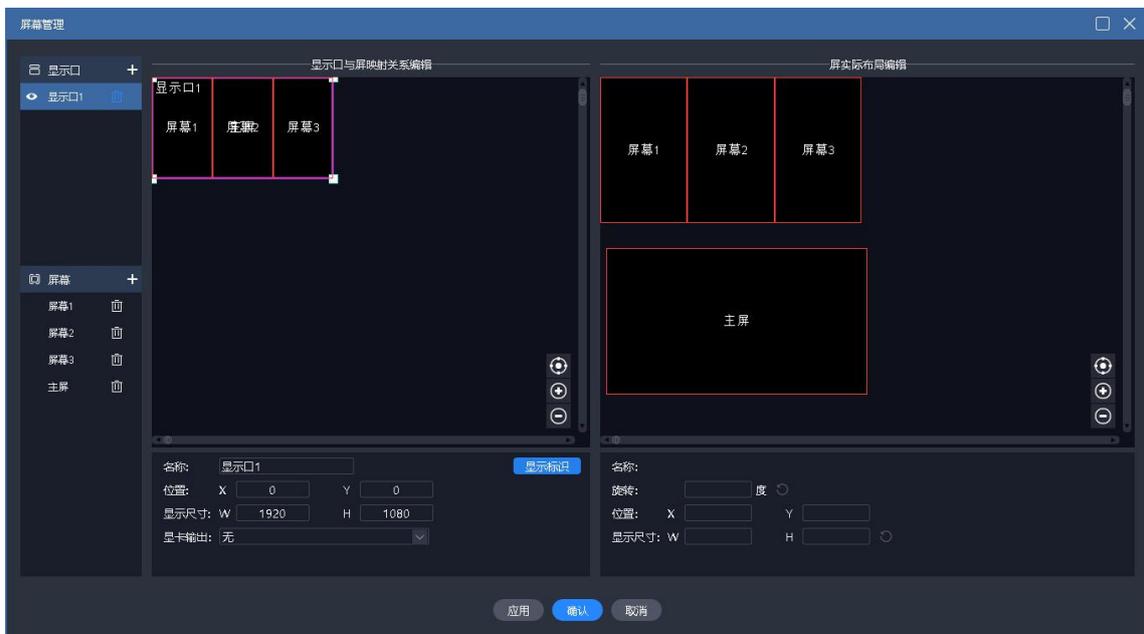
After creating a new playback solution, enter the main interface of the system, click the + sign in the material resource area to add the playback material, and select the corresponding addition option according to the type of material to be added.



The system supports the addition of multiple playback resources including: local media, subtitles, office files, capture cards, streaming media, NDI network screens, websites, screenshots.

## 4.5、Configure screen management

After adding the playing material, click on the left  Can enter the screen management interface.



### 4.5.1 Add display port

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

and sets properties.

If the expansion screen is connected when creating a new project, the display port and screen will be automatically created, and only editing is required at this time.

The display ports here are all virtual ports, which must be set to the graphics card output before they can be finally output.

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

#### 4.5.2 New and edit screen

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

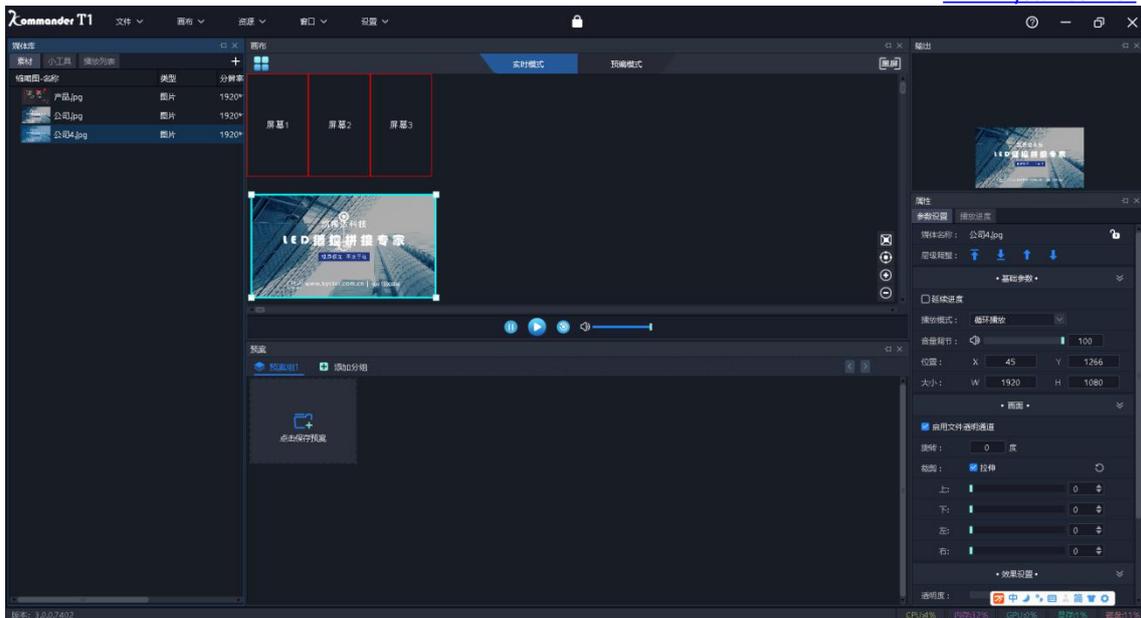
The left side defines which display port and location through which the screen is output, and is composed of position and physical size.

The right side defines where on the canvas the screen takes the picture, consisting of position and display size.

As shown in the above figure 1, the main 2 sub 1 full screen 4 screens use a display port output. The four screens on the right can be laid out as another type in order to get the canvas content.

#### 4.6 Canvas editing and output

After finishing the screen management, return to the main interface, as shown in the figure above.



Drag and drop the material to be output from 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.

Select multiple materials and drag and drop them to the canvas at once, which can trigger batch generation of plan/master kv. (Applicable to other canvas content unchanged, changing one content is to save the scene of the plan.)

The material can be operated on the canvas for size, rotation, playback mode, display efficiency, cropping, etc.

The user can also save the canvas content as a plan or the main KV. When the event starts, only need to call to output the content directly, without editing again.

When the user needs to edit the content temporarily after the activity starts and does not want to affect the output, he can switch to the pre-editing mode of the canvas for editing.

Note: It is recommended not to drag in materials at the same time on overlapping screens (referring to overlapping on the display port).

## V. Material support

### 5.1、Local media

#### 5.1.1 Media introduction

Local media includes video, audio, and pictures. This software comes with 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, wav, wma, ape, etc.

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

#### 5.1.2 Media add

Click the + sign in the menu bar and select "Add Local Media"; or right-click in the blank space of the asset area and select "Add Local Media" to add local files to the asset area. Drag and drop the material to the canvas in the broadcast control area to play.

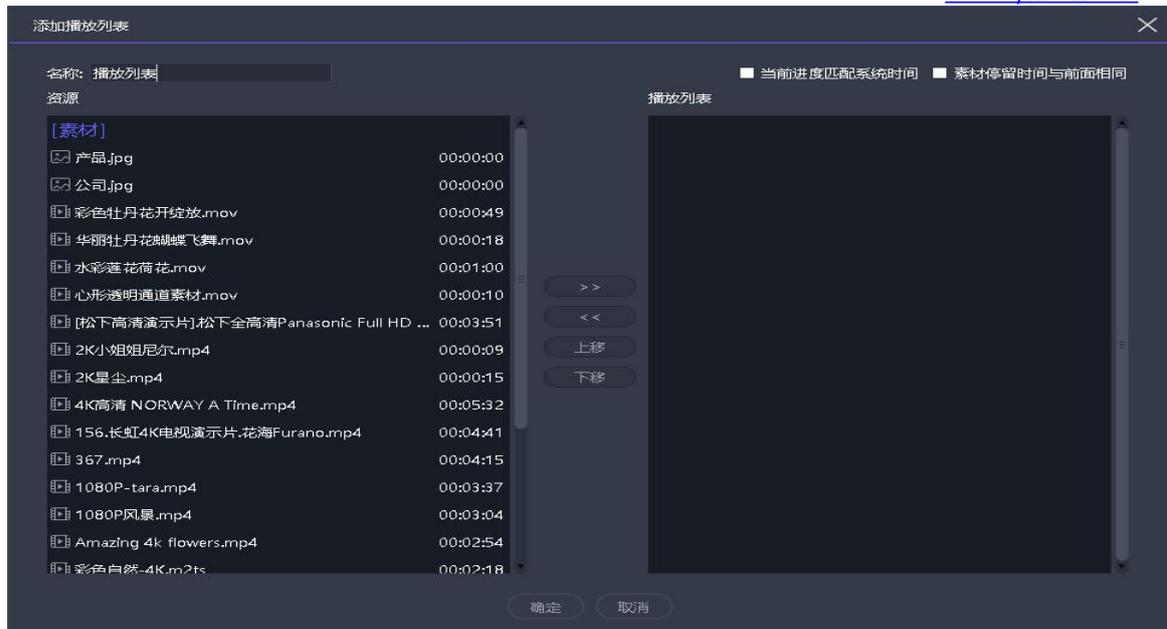
### 5.2、playlist

#### 5.2.1 List introduction

A playlist is to add multiple local media files to the same playlist, to achieve multiple media files in turn in a window, and you can set the duration of each media file

#### 5.2.2 Add list

In the media library in the upper left corner, select the playlist, you can add multiple local media files to the same playlist; drag to change the location of the file after the addition, you can set the playback order of the files in the list. (Playlist only supports adding pictures and videos)



## 5.3、 subtitle

### 5.3.1 Introduction to subtitles

Subtitles are to display the required text on the screen, and you can edit it according to your needs (text content, font color, size, etc.), such as some welcome words, company name, etc.

### 5.3.2 Subtitle added

In the media library in the upper left corner, select "Subtitles" in the gadget to add subtitle files to the asset area. Drag and drop the material to the canvas in the broadcast control area to play.

When adding subtitle material, the subtitle editing interface will be displayed. If you want to modify the subtitle content during playback, just right-click the subtitle material in the broadcast control area and select "Edit"; or double-click the subtitle material to enter the editing interface.

## 5.4、 Office file

### 5.4.1 office added

Click the + sign in the menu bar and select "Add Office" to add the office file to the resource area. Drag and drop the material to the

canvas in the broadcast control area to play.

## 5.4.2 office support

Office documents can be automatically turned pages, or you can use the page turning pen to turn pages.

Currently the software supports Microsoft Office 2010–2016 version, WPS and other office software are not supported yet.

It is recommended to use win10 system, 2010 version office.

## 5.5、Collection equipment

Click the + sign in the menu bar, select "Add Acquisition Device", and select the corresponding acquisition device to add the acquisition card file to the material resource area. Drag and drop the material to the canvas in the broadcast control area to play.



## 5.6、Internet media

Click the + sign in the menu bar, select "Add Network Media", enter the correct streaming media address, you can add network media files to the material resources area. Drag and drop the material to the canvas in the broadcast control area to play.



## 5.7、Screenshot

### 5.7.1 Screenshot introduction

Screen capture is to capture your computer screen as output, the output content is the current computer display interface, and it is updated in real time. By setting the cutting parameters in the parameter settings on the right, you can intercept a part of the computer display and cast it on the screen

### 5.7.2 Screenshot added

Click the + sign in the menu bar and select "Add screenshot" to add the screenshot file to the resource area. Drag and drop the material to the canvas in the broadcast control area to play.

## 5.8、website

### 5.8.1 Website Introduction

Add a website, enter the target URL, and output the contents of the URL, such as news and videos, on the large screen

### 5.8.2 Add website

Click the + sign in the menu bar and select "Add Website" to add the website file to the resource area. The Baidu webpage is added by default. Drag and drop the material to the canvas in the broadcast control area to play.

During playback, double-click the website window of the broadcast control area to modify the website. This includes changing URLs or viewing web-related content. During the editing process, the screen display will be updated in real time.

### 5.8.3 Interface size

After adding a website, the content (width) of the web page may not be displayed at all. In this case, you can appropriately increase the

width of the interface on the editing website interface to achieve full display.

## 5.9、small tools

### 5.9.1 subtitle

Welcome words, company name, etc. can be added on the screen:



### 5.9.2 Digital clock

The following are two digital clocks and two display formats, which can be set according to requirements.



### 5.9.3 Analog clock



### 5.9.4 form

Add a table, you can enter the content to be displayed, the table size and format can be customized.

	输入	需求	内容
添加			
表格			
上屏			
显示			

### 5.9.5 Positive timing

Set the start time of the event and view the duration of the event in real time



抢购开启 16小时30分钟27秒

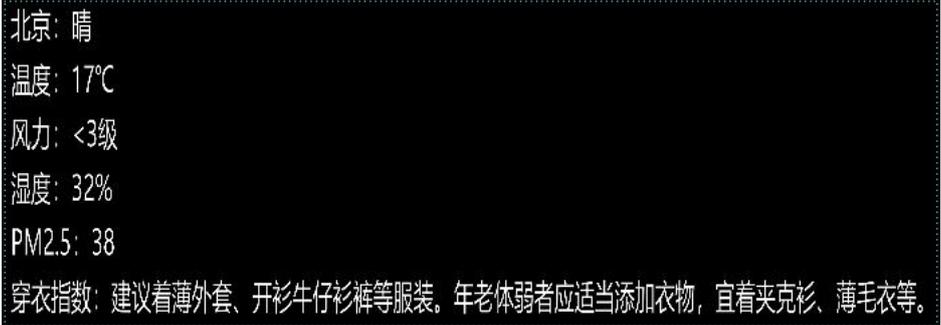
### 5.9.6 Countdown



距开幕式 03小时24分钟59秒

### 5.9.7the weather

Weather needs to be used online to detect weather conditions



北京: 晴  
温度: 17°C  
风力: <3级  
湿度: 32%  
PM2.5: 38  
穿衣指数: 建议着薄外套、开衫牛仔衫裤等服装。年老体弱者应当适当添加衣物, 宜着夹克衫、薄毛衣等。

### 5.9.8 lottery

To meet the needs of the event lottery.



#### ● Use steps

1) Drag and drop a lottery tool in the media library and put it on the canvas (multiple dragging is supported).

- 2) 双击 Double-click the draw tool on the canvas to enter the settings page to complete the personnel and award settings.
  - a. Under "Participants", import the edited participant folders.
  - b. Under "Awards Setting", modify the award name and quota according to actual needs.
- 3) In the lottery window, set the display status to confirm whether the current selection displays the lottery result or the lottery process.



- 4) In the lottery window, set the lottery prizes of this round, click the "Lottery (F7)" button to start the lottery, click the button again to stop the lottery, and generate a winning record in real time.
- 5) After the draw result, support to export the winning record through the draw window.

#### ● matters needing attention

- 1) Currently only supports photo lottery draws, please organize all participants' photos into a folder in advance, and ensure that the names are unique. The photos only support jpg and png formats, and the recommended size is <1M.
- 2) Reset the lottery: all winning records are invalid, all prizes need to be re-drawn. In addition, the following settings modification requires resetting the draw:
  - ① Delete used awards
  - ② Re-import or refresh participants
- 3) Reasons for not being able to continue the draw:
  - a. No participant
  - b. All current awards have been drawn
- 4) Abandonment of prizes: The winning record is invalid and the quota can be redrawn. The winner cannot participate in the subsequent lottery. The exported lottery record will record the information of the abandoned winner.

- 5) Quota +1: To meet the temporary bonus needs, +1 the current prize quota.
- 6) Lottery interface design: The lottery tool itself does not provide style adjustment. For the background and prize display, please design it yourself through the canvas.
- 7) Support drag and drop of the same lottery material to the canvas multiple times to meet the needs of displaying the lottery process, all winning results, and current prize winning results 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 startup program is located under the T1 installation path, and there is a startup item in the start menu. If it is an NDI client program, you can run the startup program in the compressed package directly after decompression.

The program is compatible with third-party NDI senders.

The second step: run the NDI sender program, when the computer has other extended screens, select the screen to be collected, click "start sending", the interface is as follows:



Description: One computer supports running multiple NDI programs to collect multiple screens on the computer.

Step 3: Add NDI collection to the T1 material library on the computer side of the collection and output.



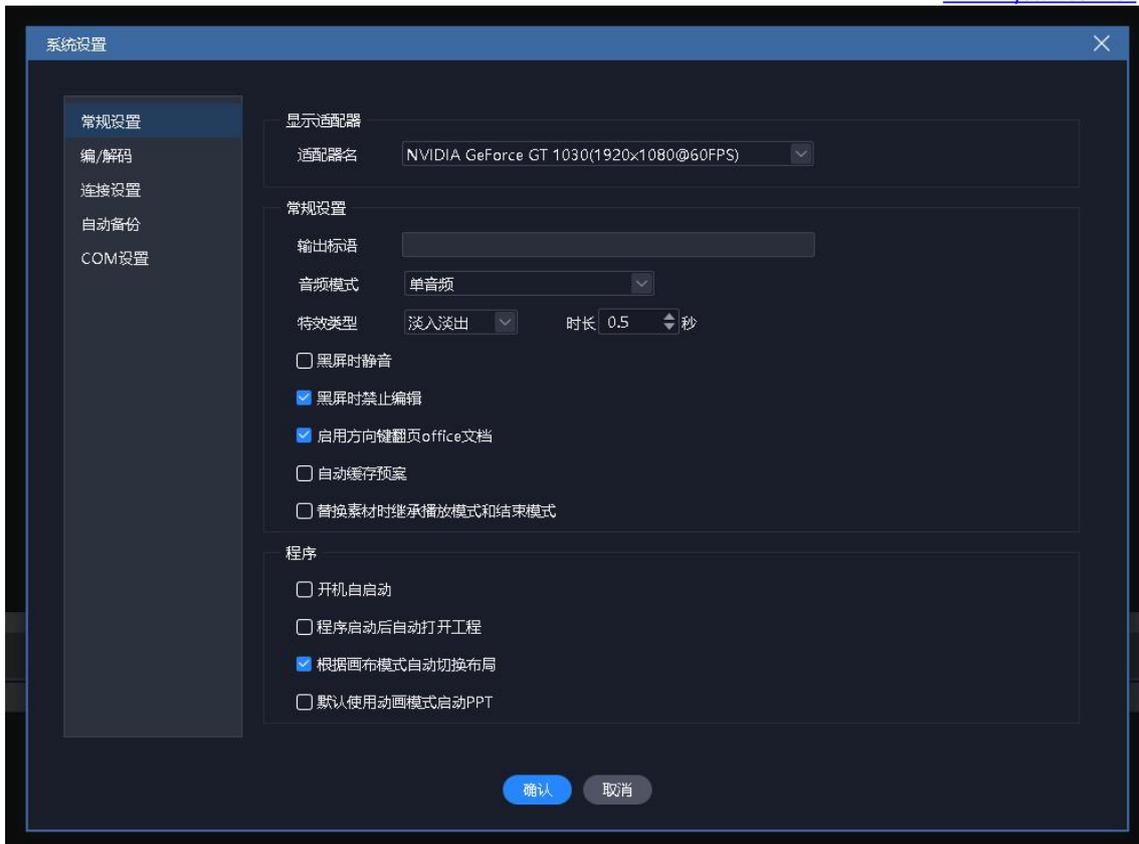
Description:

- 1) Scanning may be slow here, please be patient.
- 2) The collection and collected computer networks need to be on the same network to be able to ping each other, otherwise they will not be discovered.
- 3) Before use, check whether the NDI sender has started to send.

## VI. Other functions

### 6.1、Software system settings

The software can implement different system settings for different operating environments to make the software run more smoothly. The system setting interface is as follows:



(1) Display adapter: When the computer has multiple graphics cards, you can select the graphics card configuration to make the software run under a higher graphics card configuration. Generally, the discrete graphics card is selected by default.

(2) General settings:

Audio mode is used to set audio selection when multiple materials. When single audio is selected, only one channel of audio can be output.

The special effect types are divided into straight cut and fade in and fade out, which are used to set the transition effect when switching the plan.

Auto-start and project auto-start are used to set whether the software and project are automatically opened.

Output slogan: When there is no output, the output slogan can be displayed on the line chart. The default is none, and users can configure it as needed.

Enable the arrow keys to turn office documents: when selected, the arrow keys are used to turn pages in the office, not selected, and used

for other purposes.

Automatically switch the layout according to the canvas mode: when selected, different layout effects are displayed when the canvas is switched in real time or pre-edited.

The default animation mode starts PPT: currently only office2010 supports animation mode, please do not check it in other versions of office. When the animation effect plays ppt, the original animation set in ppt is effective, and the dubbing and page turning sound effects will be output.

Inherit the play/end mode when replacing materials: when selected, inherit; when not selected, the default "loop" is used.

(1) Encoding/decoding settings: used to set encoding/decoding parameters.

① If an independent high-performance graphics card is installed, it is recommended to enable the hardware solution.

② If the performance of the machine is insufficient, the refresh rate is not high, and the frame rate can be reduced. No need for canvas, you can turn off editing rendering. There is no requirement for the output window, and echo rendering can be turned off.

③ Sensitive to aliasing and frame loss, adjust the corresponding parameters.

(2) Connection settings: used to set the working mode (master, backup, slave) and related parameters of the program; set the connection parameters related to the cloud control; and the connection parameters related to the splicer.

(3) COM configuration: used to set the system to connect to com, confirm the function corresponding to each com port.

① The center console refers to the front control panel of the F2 server.

② Device linkage: refers to connecting the splicer to switch the communication port of the splicer user mode.

③Display panel: refers to the display screen that displays the current device performance and input/output information on the front of the server.

(4) Automatic backup: Set the time interval for automatic saving of the program and the automatic backup path.

## 6.2、Project packaging

Organize the project materials and project information into a folder for easy copying to other output computers.

Packaging steps:

- ① Select the project package in the file on the menu bar.
- ② Edit the package project name, save path, and select the packaged material.
- ③ Choose Start to enter the sorting process.
- ④After finishing, you can copy the project to other computers and open them on other computers.



Note: Packing engineering materials by copying does not affect display output

## 6.3、Update software online

Through the "About Product" in the upper right corner of the software, you can detect whether the current software is the latest version, and can update the software online.



For more products, please go to [www.kystar.com.cn](http://www.kystar.com.cn) to learn more about Z3, Z4, F2 and other products.

## 6.4、Master-slave linkage

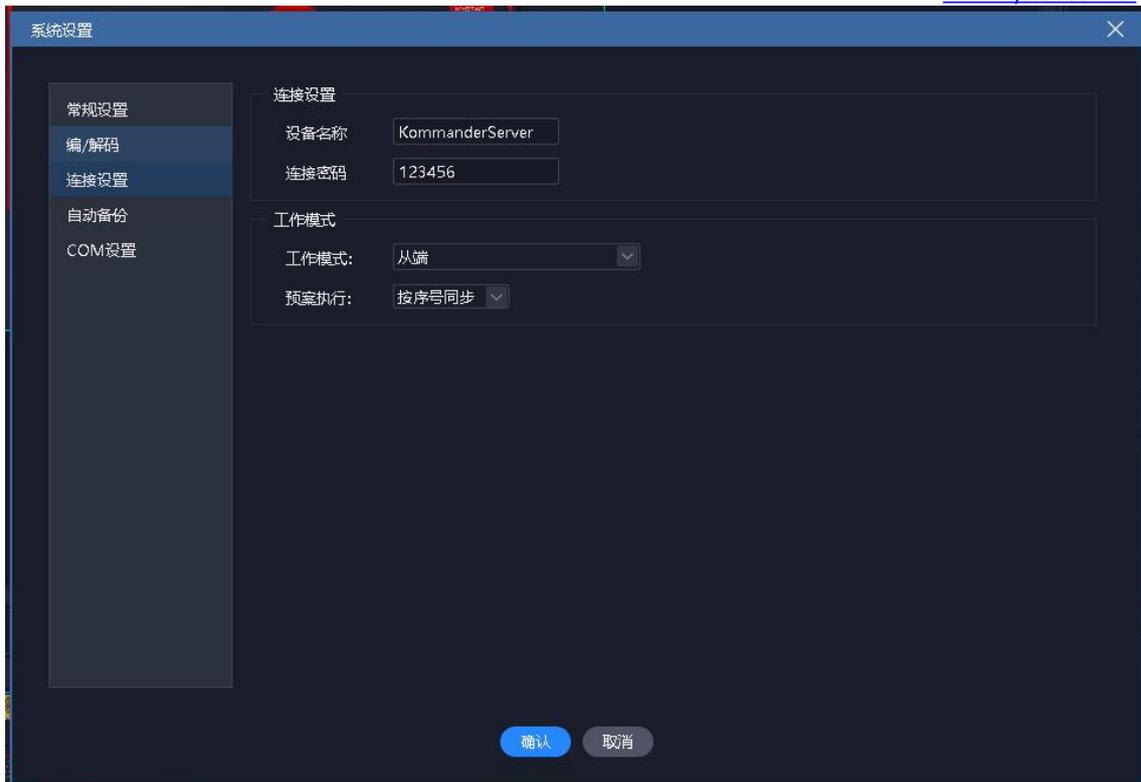
Function: When simple synchronous control is needed among multiple kommanders, master-slave plan linkage can be used. This function mainly meets the needs of users to control playback (play, pause, stop, black screen, lock, mute) and switch plans simultaneously.

Prerequisites for the function: The user needs to edit the project files separately for each kommander. At the beginning of the event, the user needs to start the project in advance and ensure that the slave works in slave mode, and the canvas is in real-time mode.

Slave: indicates that the current device is working on the slave. Can be connected by the master, and will receive and execute commands sent by the master.

Main end: indicates that the current device works on the main end. You can set the slave management to send commands to the connected slave.

(1) Slave terminal connection setting: Set the working mode of the program to the slave terminal through the menu "Settings-System Settings".

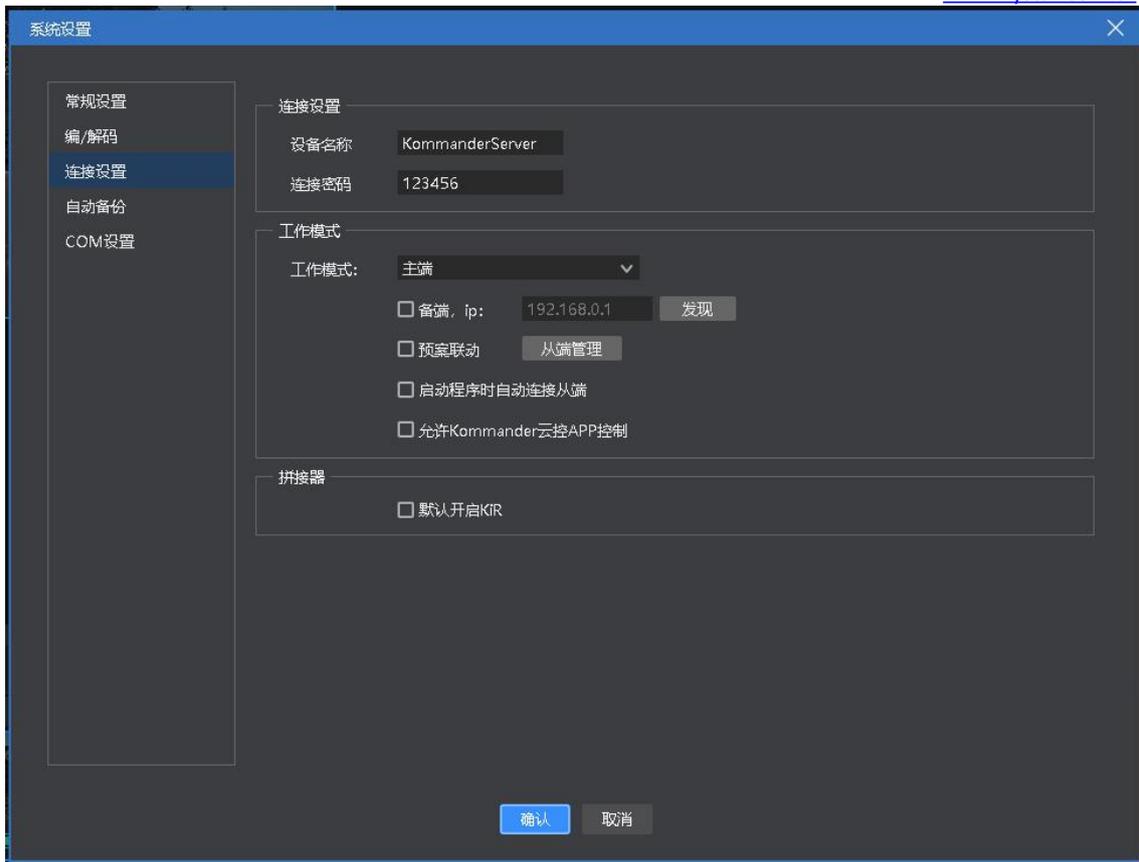


Plan synchronization: When the device works on the slave side, this property can be set to determine the processing method after the slave receives the plan switching command.

Synchronization by serial number: indicates synchronization according to the sequence number of the plan. If the master sends a command to switch to the third plan of the third group, the slave will also execute the switching plan to the third plan of the third group. If there is no plan for the serial number, it will not be ignored.

Synchronization by name: It means to synchronize according to the name of the plan. If the master sends the command to switch to "plan A", the slave will also switch to "plan A". If there is no "plan A" in the slave project, it will be ignored.

## (2) Main terminal connection setting



Check the plan linkage and select the slave to be controlled through slave management.

If you need to automatically connect and control the original slave every time you turn it on, check "Automatically connect the slave when starting the program".

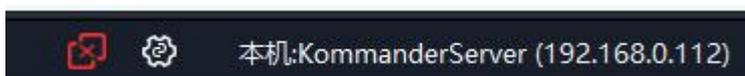
### (3) Information description at the bottom status bar

#### a) Master:



- : Indicates that the current work is in the master mode. When clicked, the slave management window pops up.
- : An icon indicates that one slave terminal is connected, and multiple displays when multiple. Normally white; abnormally red. Tips will prompt the slave name and iP.
- : Click to enter the connection settings.

#### b) From the end:



- : Indicates that it is currently working on the slave side and is not controlled by the master side.
- : Indicates that the current work is on the slave end and has been controlled by the master end. The tips will prompt the master name and ip.
- : Click to enter the connection settings.

## 6.5、Picture optimization

- : Indicates that automatic optimization is turned on, and the target resolution is set when turned on. After opening, the pictures added to the material library will be optimized automatically.
- : After clicking, optimize all the image material in the material library. The optimized target resolution is set in the pop-up dialog box.
- : It means to cancel the optimization of all pictures in the material library.
- Support users to perform single optimization and cancel optimization of pictures through the right-click menu of picture materials.

## 6.6、Automatic save and restore

The system settings menu adds settings for automatic saving. Support to define save interval.

The software is abnormally closed, and when it is opened again, if there is an automatic save record, it will prompt the user whether to recover.

This automatic saving is executed regularly, so there will be a small amount of data loss.

At the time of automatic saving, a backup record will be generated under the backup path. Currently, only the most recent backup of the project with the same name is kept.

## 6.7、Use of pre-edited layout and real-time layout

The pre-editing and real-time layout functions have been added to the settings

menu. And open by default.

After this function is enabled, the real-time layout will be called when the user switches from the pre-programmed mode to the real-time mode. Conversely, when switching from real-time mode to pre-edited mode, the pre-edited layout is called.

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

## 6.8、Cloud Control

Kommander supports remote control via kommander cloud control APP. Mainly includes material playback, plan switching, playback control, PPT page turning, etc.

For cloud control, please set relevant parameters through "System Settings-Connection Settings". At present, only when kommander works in master mode and allows cloud control, cloud control can control kommander.

When the cloud control controls the master, if the master is connected to the slave or slave, the related operations of the slave or slave will also be performed.

## 6.9、Main and standby machine connected

It supports users to add a device as a backup terminal to realize real-time backup of the main terminal, so that when the main terminal is abnormal, the output is normal. This function is used in conjunction with the kystar splicer. The splicer can automatically determine whether the main end is abnormal. When an abnormality occurs, it automatically switches to the standby end to read data to ensure the normality of the entire output.

When the master end returns to normal, the user can consider whether to set the original master end as the standby end to form a new master-standby relationship.

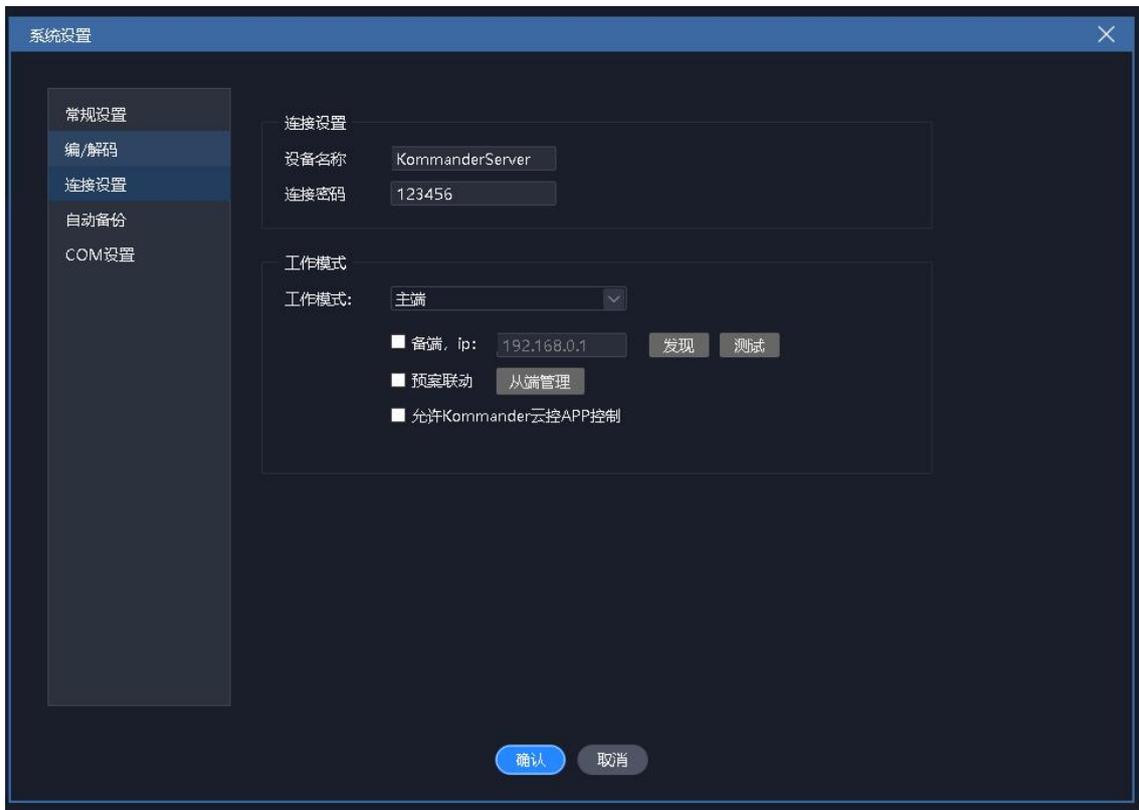
When the active and standby multi-machine environment, please use the synchronization card to enhance synchronization.

### 6.9.1 Configuration before use

The two devices, active and standby, need to be connected to the same route in advance and set a fixed IP address to ensure that the two networks can communicate with each other.

The two devices respectively start the kommander program, set the working

mode of the master device to "master", and enable the master and slave functions, and set the IP address of the slave device. Set the working mode of the standby device to "standby". The setting interface is as follows:



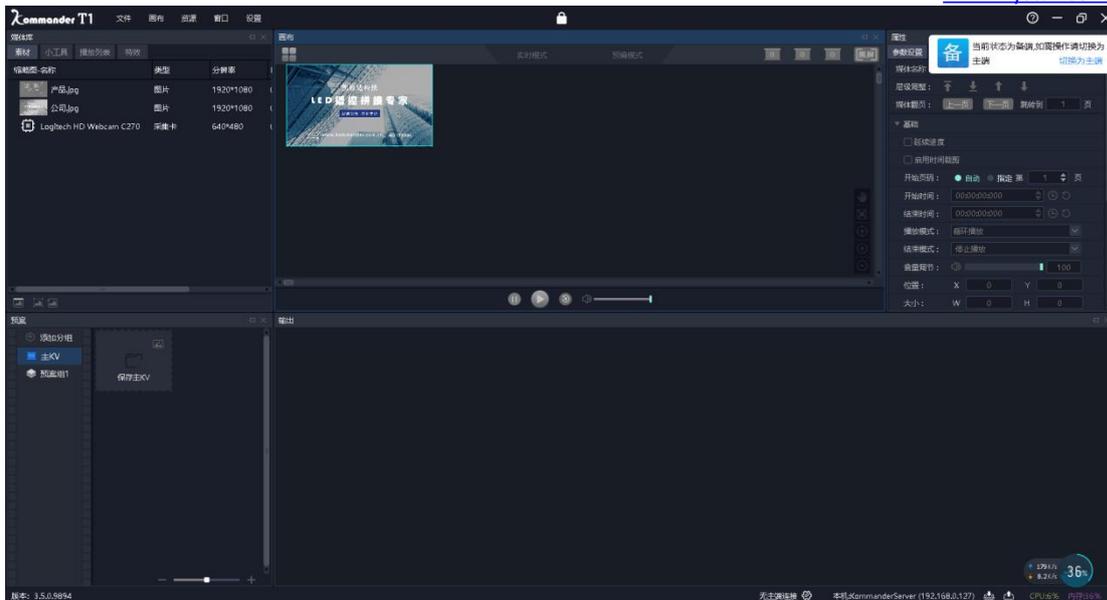
After setting, check the connection status through the taskbar at both ends of the main and backup. White is normal, and red is abnormal, indicating that the network is unavailable (local network is not enabled, ip is unavailable, firewall blocked) or the other party's working mode is incorrect (program is not enabled, working mode is incorrect), and the two cannot establish a master-slave connection.

As shown below, it means that the current is the master, and the current connection of the device is abnormal.



Note: The settings are saved with the program, but if it is the primary end, enabling the standby end will not be saved, that is, it needs to be checked again after restarting.

## 6.9.2 Description of the working mode of the standby



We do not allow users to edit projects in standby mode, only allowing system settings, program minimization, restore, and close program operations to avoid unnecessary exceptions. When the main terminal is abnormal, please switch the backup terminal to the main terminal, and then edit or operate.

When Kommander is in standby mode, it will not send commands to the slave computer, and does not allow remote control by the cloud control APP. The planned jumps and scheduled tasks set by the project will not take effect.

### 6.9.3 Master control

- **"Real-time linkage mode" switch**

The program adds a "real-time linkage mode" status switch under the "canvas" menu.

After being selected, the primary side will operate once, and the standby side will execute synchronously.

If it is not selected, the primary terminal operates once, and the standby terminal does not change.

Synchronized instructions include new project, open project, save project, all editing operations and broadcast control operations in the project. Does not include canvas zoom, window layout adjustment, plan group switching, various settings pop-ups, etc. The standby side will not pop up any settings and confirmation pop-ups, but only synchronize the corresponding results.

- **"Update" operation**

The program adds an "update" operation under the "canvas" menu. When clicked,

the project and media data files will be synchronized to the standby side, and the project content and playback progress of both parties will be completely consistent.

Because the update itself is an operation instruction, the "real-time linkage mode" switch is required to be turned on, otherwise the execution is invalid.

When performing the update, the project will be synchronized with priority. At this time, a processing progress window will appear, restricting the user's operation. It may wait up to 30 seconds to confirm whether the update can be performed.

After the project is synchronized, the "Update" progress window can view the file transfer progress and status. After the file transfer is completed, the standby terminal is automatically refreshed.

If the message "Insufficient space" is displayed during the master/slave update, please visit the backup AppData cache directory to clear the cache files, or confirm that all disks of APPData have enough space.

The transferred files include all files in the material library, thumbnails of the plan, and screenshots generated by the main KV. The system will first determine whether the same file exists under the same path on the standby side, then determine whether the same file exists under the AppData directory, and then transfer it. If there is an error in the file transfer, you can perform "Update" again to transfer again.

#### 6.9.4 KiR With splicer

The current main and standby modes of some kystar splicers are: when the main terminal is abnormal, switch to the output of the backup terminal; when the main terminal returns to normal, switch back to the output of the main terminal. The splicer judges whether the master end is normal by the KiR signal.

There are KiR default state settings under System Settings-Connection Settings, which determine the state of KiR when the program starts. The KiR switch is added to the canvas menu to decide whether to send the KiR signal currently. Please make relevant settings according to your needs.

### 6.10 Scheduled tasks

The software has the function of scheduling tasks, and the software can be set to switch and output a specific plan at a specific time.

Select "Timed Settings" under the system menu to expand the

following setting window.



Add a timing switch command through "New", as shown in the pop-up window in the middle of the picture above, you can set which time period and time to play which plan.

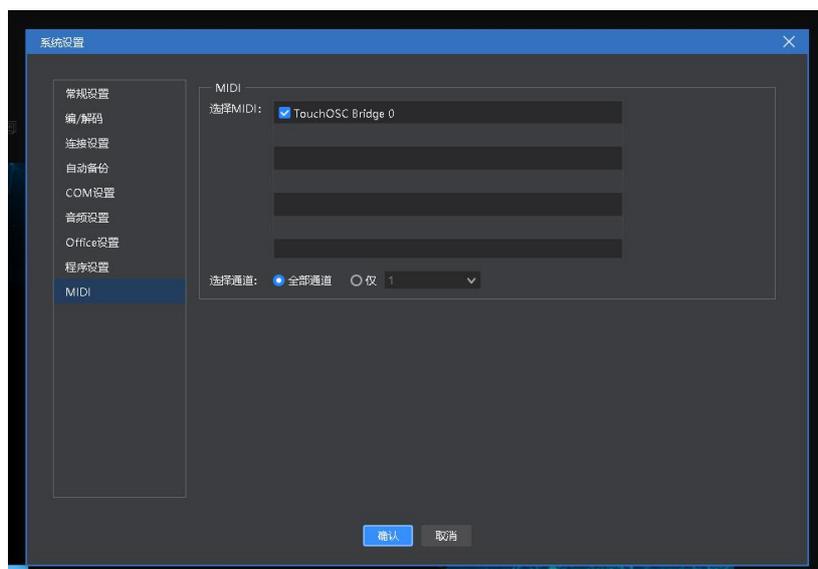
Support to create multiple timing instructions.

After the setting is completed, check the option "Start timing command table" in the lower left corner.

## 6.11 MIDI control

Since v4.2, some functions of the program support midi keyboard control.

Step 1: Configure the midi source device and channel through "System Settings".



The midi keyboard is required to be connected.

The second step: through the "system settings-midi edit" command mapping.



In the list are the instructions that support midi control, and the key value is the corresponding midi value.

After selection, edit the trigger key value of the instruction. After the learning function is enabled, it supports learning the current key value from the midi keyboard to associate it with the instruction.

The instruction with parameters supports setting the trigger mode (relative value, absolute value, toggle) and value range (composed of the maximum value and minimum value).

The current version of the two-state command (such as mute/resume) is press trigger, press again to reverse, press trigger is not supported yet, release reverse.

Step 3: After closing the window, you can use the midi keyboard to control the software.

## VII. Q&A

### 7.1、T1 how to realize the loop of the playback plan

When there are many plans that need to be looped repeatedly or if you need to add a list of materials other than videos and pictures to loop and play, you can achieve this requirement by establishing a playback plan.

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 plan C to jump to the designated plan and designate it as the A plan.

In this way, loop playback can be realized, and when there are more plans, they can be set in sequence.



### 7.2、How to edit the canvas output after T1 selects a black screen and how to cut off the audio

- Open the software and enter the system settings.

- Turn off the "Prohibit editing when black screen" option. At this time, when the black screen is selected, there is still a picture on the canvas and it can be changed.

- Check the "Mute when black screen" option, at this time there will be no audio output when selecting a black screen.

- "Edit is prohibited when the screen is black", the installation software is checked by default.

- "Mute when black screen", the installation software is not checked by default.

### 7.3、How to realize the progress of the previous plan after the plan is switched

Tick the material continuation progress attribute in the new plan. Or set in the plan properties.

When a site needs many plans and each plan has a common material, when switching the plans, it is hoped that the common material will continue to play according to the playback progress of the previous plan. In this case, the continuation progress needs to be used.

Setting steps:

- Select the target material.
- Tick the continuation progress in the parameter setting column on the left.
- Save the current plan.
- The same operation as other plans.

### 7.4. How to realize ultra-long screen output with fewer display ports

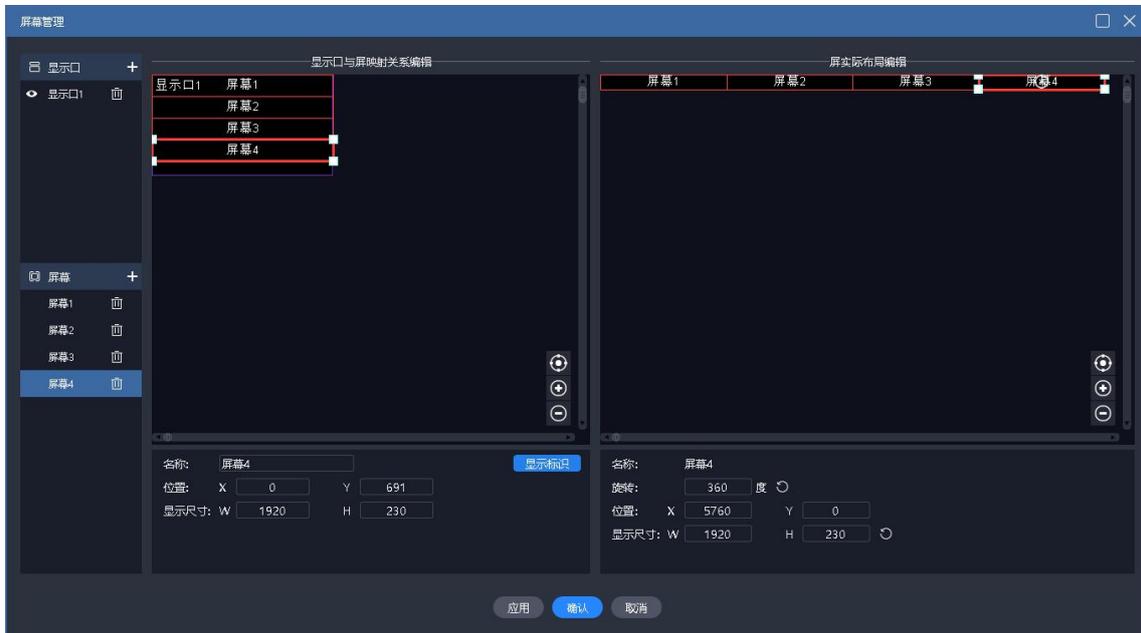
(1) Demand: an output port of the computer with a large screen resolution of 7680\*250 to achieve point-to-point

(2) Implementation method:

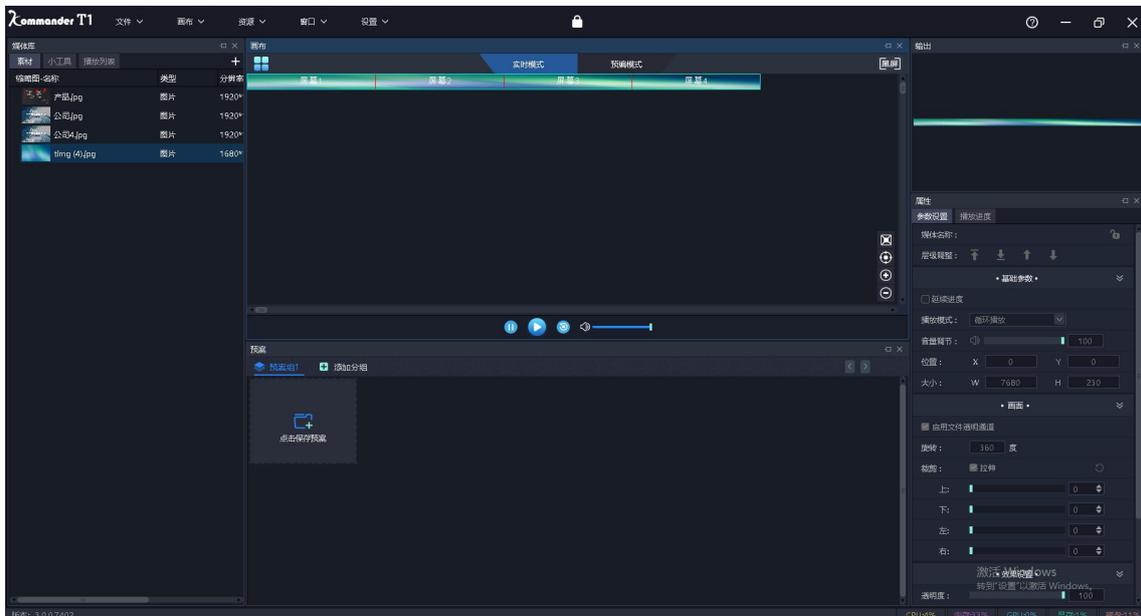
- ① Add a 1920\*1080 display port in the screen management.

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

③ Place 4 screens horizontally on the right.



④ Return to the main interface, drag and drop the material to the area composed of 4 screens to complete the ultra-long screen output. When you need to replace the material in the future, just replace it directly.



7.5、How to realize the output of special-shaped screen with fewer display ports

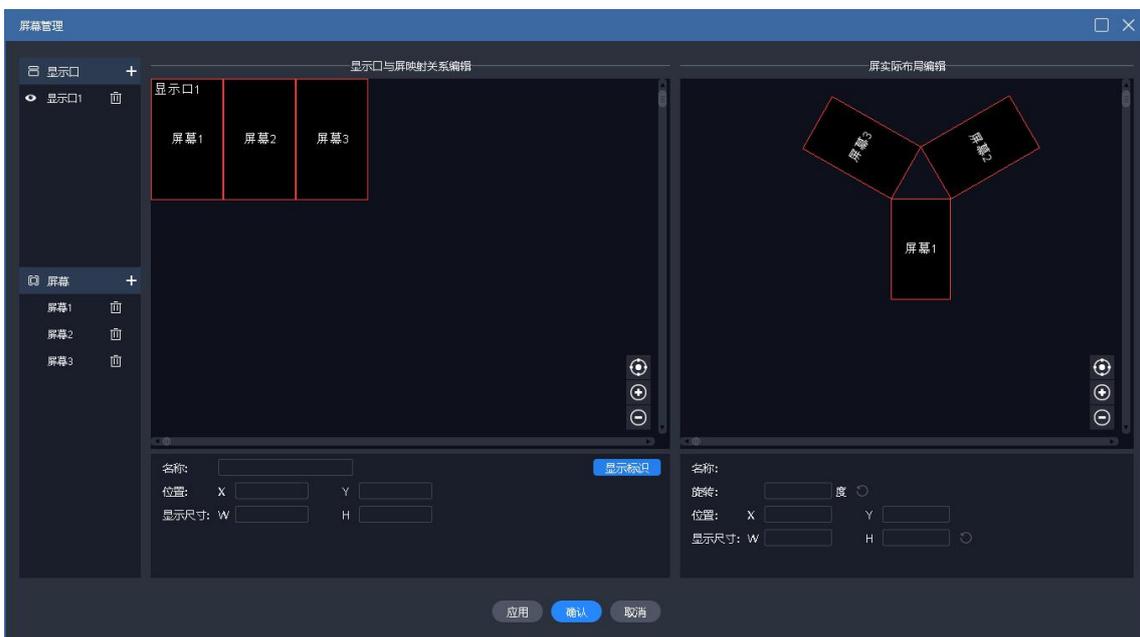
(1) Requirements: Four special-shaped screens, want to display different areas of a screen, and the text is always displayed upward.

(2) Implementation method:

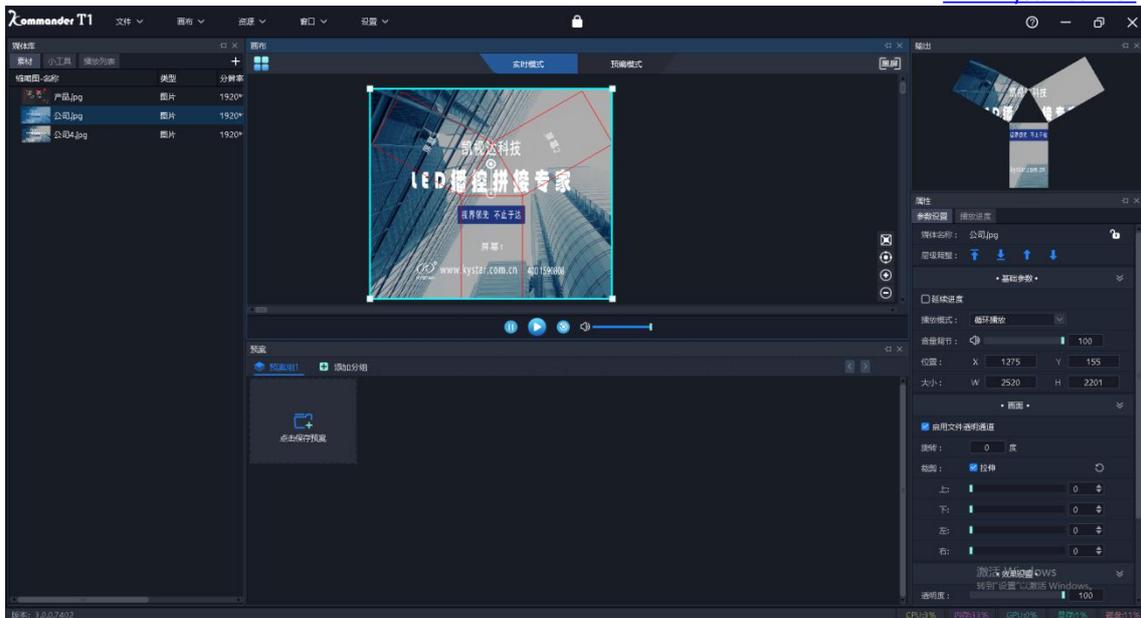
① Create a good screen based on the points of the external physical screen.

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

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



④ Return to the main interface, drag and drop the material to this area, you can complete the special-shaped screen output. When you need to replace the material in the future, just replace it directly.



## 7.6、 How to edit the plan without affecting the performance?

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

- Support the current content as a pre-edited object.

- Support any plan as a pre-edited object.

- Support saving pre-edited canvas content as a plan.

- Support direct output of pre-edited content.

Support to temporarily quit pre-editing, return to pre-editing again, and continue editing the original content.

## 7.7、 Can users meet the requirements of saving 2 different interface layouts?

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

We also provide flexible layout saving functions, support user-defined layouts, and have complete layout creation, update, restore, rename, and delete logics.

## 7.8、 Why sometimes the page turning pen is invalid?

Make sure that the "System Settings-Enable Direction Keys to Turn Office Documents" option is selected.

We support pagedown/pageup and the up, down, left, and right arrow keys to page office documents, but the page turning logic adopted by each page turning pen manufacturer is different. If the above options are not selected, it may happen that the page cannot be turned.

In addition, after this option is selected, the arrow keys used in other places for quick operation will be invalid.

## 7.9、What is the reason for the error in the content of the screen on the external output large screen?

This may be because the graphics card output setting of the display port is wrong, or the screen cable is plugged or unplugged, or there is a wrong sequence problem when reopening the project. You can restore it by performing the following operations:

- (1) Please check the connection of each screen is normal, no drop.
- (2) Please go to "Screen Management" to check that the graphics card output setting corresponding to the display port is correct. Please open the "Display Logo" to confirm that the serial number in the graphics card output is consistent with the actual serial number of each screen. If they are inconsistent, correspond again and click "Apply" or "OK" to complete the setting.
- (3) Check the splicer settings.
- (4) If there are still problems, please feedback to kommander technical support staff.

## 7.10、There are several abnormal signs of the material, what do they mean?

- (1) : Indicates that the material does not exist. The cause may be that the USB drive has fallen off or may have been deleted.
- (2) : During file loading, it is usually an office document. The office document requires a long opening time. In this state, dragging to the canvas is not allowed to avoid other abnormalities. Please wait patiently.
- (3) : The file fails to open, there may be a problem with the file, it does not

support opening, please check whether the file itself has problems by other means.

7.11、Why does the IP address and name turn red in slave management?



The abnormal color indicates that the connection with the slave terminal is abnormal, so that the master terminal cannot control the slave terminal. Maybe the experimental environment of the master-slave linkage has not been established, so the original white IP address and name become red. We can check the following conditions:

- ① The network is abnormal, including network interruption, not in the same network
- ② The slave is not working in slave mode
- ③ changed from the end ip
- ④ The slave software version does not support master-slave plan linkage

7.12、What is the reason why the synchronous control command is not implemented on the slave side?

- (1) Whether the network is abnormal, please determine whether it can communicate normally through master-slave ping
- (2) Improper firewall settings, it is recommended to close
- (3) There are multiple network cards, it is recommended to disable other network cards

(4) Whether the slave IP has changed

(5) Whether the engineering design of the slave terminal meets the synchronization requirements

(6) The slave does not work in real-time mode

(7) The slave does not work in slave mode

(8) If the black screen effect is inconsistent, please confirm that the black screen settings are consistent. If the black screen is not checked in the settings of the slave side, editing is prohibited, resulting in a black screen on the master side and the slave side cannot be black.

### 7.13、What should I do if the PPT output is abnormal?

First determine the current office version, the software recommends that users use the office2010 version.

Office2010 supports two output modes: animation mode and picture mode. The default value is set by the system setting menu "default enabled animation mode playback ppt".

If the current animation mode output is abnormal, it is recommended that the user modify the output mode of the current material to "picture mode" through the right-click menu "Settings" of the material. If the system settings are modified, users are required to add materials or restart the project to take effect.

Ppt sound cannot be muted: currently the software cannot control the playback of ppt sound.

There will be a sound when adding ppt to the material library: if it only sounds once, this is normal; if it continues to sound, it is abnormal, and feedback to the technician or upgrade the software.

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

### 7.14. The dongle prompt is abnormal and the software can no longer be used. What should I do?

Failure performance: The following prompt pops up, restart the software, and reinstalling the dongle driver is invalid.



Cause of failure: The encryption lock comes with a detection program, which may think that the user is using a cracking tool to decrypt, and then automatically call the locking program to lock itself.

Contact our sales staff.

## 7.15 Why sometimes the output screen from the pre-edit is abnormal

The material on the pre-edit screen can be set to a plan jump, but in order to ensure the user's normal editing, the program sets the pre-edit mode to not trigger the jump logic, and the material screen will be hidden.

"Pre-edit to output" is output based on the playback progress of the media in the current pre-edit. If the media in the pre-edit has finished playing or enters the last fade time, the media may be replayed once or directly ended. If the media also has jump parameters, it may not be executed. It is recommended that users set the relevant parameters in advance, and do not adjust the parameters when the media is about to end. Otherwise, stop and then output.

7.16 What is the effective time after the modification of media time cropping, playback mode, and end mode?

Time cropping, playback mode, and end mode all involve the current playback of the media and are related to the current playback status of the media:

1. If the media is currently playing or is about to end, the modification will take effect the next time it is played;

2. If you press the modified setting, the media will directly execute in the end mode according to the media's current playing duration and progress.

3. In both cases, the cursor will take effect immediately after leaving the setting box to meet the real-time requirements.

Comprehensive, non-emergency situations, users are requested to prepare plans in advance and conduct rehearsals to avoid non-effective situations.