

Player User Manual

Model: A100,A200,A60

1 Safety precautions

To prevent personal injury and to protect the device from damage, read and follow these safety precautions.

- Do not remove the cover

To avoid personal injury, do not remove the top cover.

- Only use the power supply and accessories specified by the manufacturer

Ensure the power supply is within the specified voltage and power range, and use the power adapter attached with the package of this product.

- Avoid all functional interfaces from contacting live objects

This product is an electronic product. If the functional interface contacts a live object, it may cause damage to the circuit components, thus affecting normal use of the product.

- Electromagnetic interference

This is a class A product. In a domestic environment, this product may cause radio interference in which case the user may be required to take adequate measures.

- Avoid moisture

This product is not waterproof, so avoid contact with liquid or operating the product in a humid environment.

- Keep the product away from flammable and explosive hazardous substances

Do not use the product in an environment with flammable and explosive hazardous substances.

Unpacking and inspection

After unpacking, checking the items according to the packing list in the box. Please contact the salesman in time if you find the accessories are incomplete.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

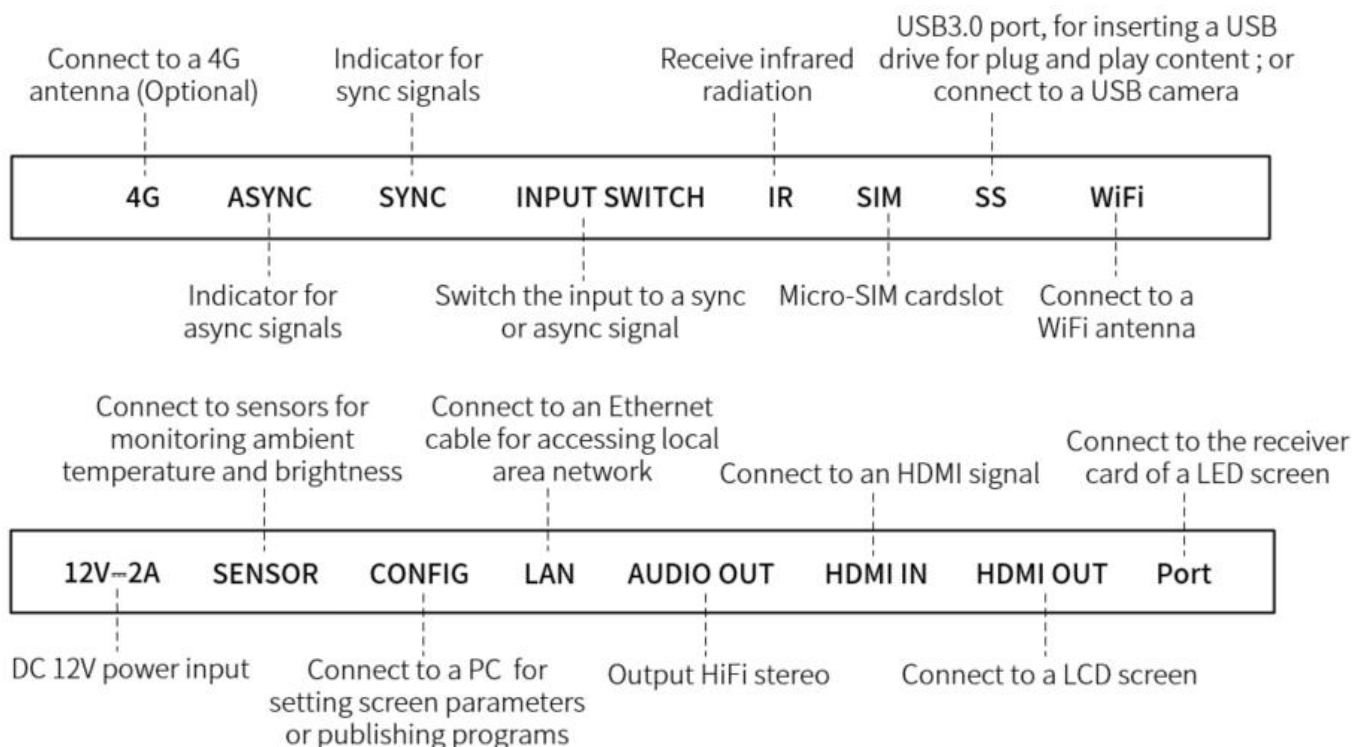
Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.

2 Interface and button

2.1 Player



Note: The player must connect to a 4G antenna if it connects to the network via a 4G module.

2.2 Remote control



	Signal switch	Switch the input to a sync or async signal
	Sleep/Wakeup	Make the player sleep or wake up
	INFO	Display device information
	Home	Return to the loop mode, and close all pop-up windows
	Return	Exit the INFO interface step by step
	Arrow and enter	Use up and down arrows to switch the program source, which is displayed in the upper-left corner; Use right and left arrows to switch programs played on repeat
	Brightness +	Increase brightness
	Brightness -	Decrease brightness
	Gallery	Enter the gallery, in which you can use the "arrow" and "enter" buttons
	Volume +	Increase volume
	Volume -	Decrease volume

Note: Ensure the distance between the remote control and the player does not exceed 10 meters.

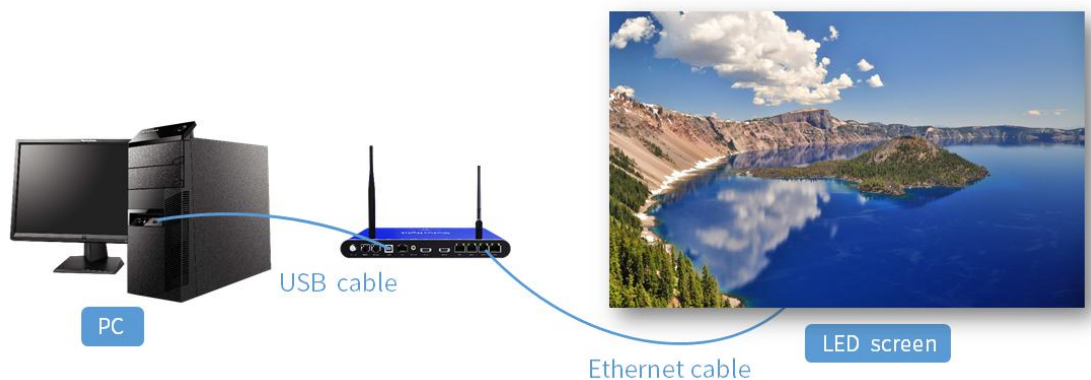
3 Get started

You can publish programs and schedules to a player, and also configure player parameters to adjust the brightness and color temperature of a screen. Before you start it, go to www.colorlightinside.com to download the installation package of PlayerMaster, and install PlayerMaster.

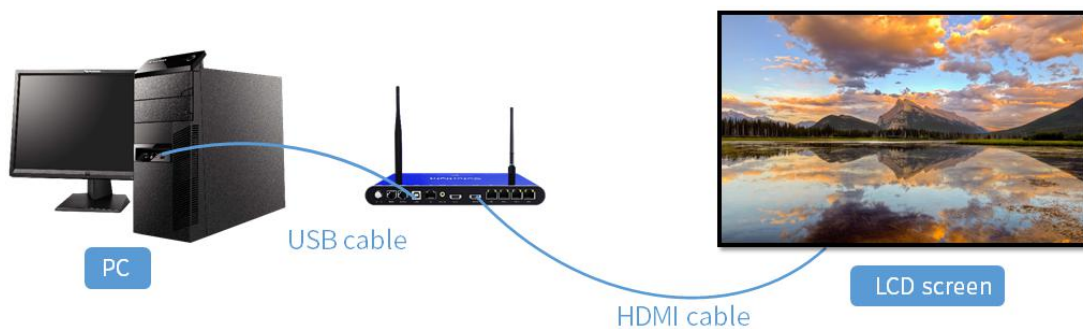
3.1 Configure a screen

3.1.1 Connect the player with a screen

Before configuring a screen, connect the player to the power, and connect it to a computer with a USB cable, and then connect it to a LED screen with Ethernet cables, or to a LCD screen with an HDMI cable.



Ethernet output (Take A200 as an example)



HDMI output (Take A200 as an example)

3.1.2 Configure screen parameter (LCD screen needs no configuration)

1. Open PlayerMaster (Select "LAN" mode if you initially open the software) , select the player under the "USB" tab at the left side of the "Device" page, click the advanced setting icon  in the bottom-right corner of the interface, and enter the password "168" .
2. In the "Advanced Settings" interface, click Screen Parameter.
3. Click Save Screen Parameter and select a correct screen parameter file.

3.1.3 Set screen resolution

In the "Advanced Settings" interface, click Screen Settings , enter a screen resolution (generally enter the actual screen resolution), and click Apply and Reboot.

3.1.4 Configure mapping (LCD screen needs no configuration)

1. In the "Advanced Settings" interface, click Receiver Card Mapping.
2. Click an add icon  , select Custom, and enter the width and height of the cabinet.
3. In the painting area, add cabinets according to the combination of the LED screen, and drag the cabinet frame to change cabinet number.
4. If the mapping automatically generated by the software is inconsistent with the actual one, click  , and right-click the cabinet to clear the mapping, and then hold and press the left mouse button and move the mouse to set mapping.
 You can also select a mapping in the "Fast Mapping" pane.
5. Click Save in the bottom-right corner of the interface.

If the LED screen doesn' t display image normally, check if the setting in Advanced Settings > Control Area is appropriate; if the LED screen displays image normally, then you have accomplished screen configuration.

3.2 Select an operation mode

PlayerMaster has two modes: LAN mode, cloud mode. You can publish programs and schedules to a player and set player parameters in LAN mode or cloud mode. To switch modes, click  in the upper-right corner of the interface, and select Software Settings.

3.2.1 LAN mode

To perform operations on a player in LAN mode, the player and your computer should be connected to the same local area network. The following are 4 ways to make a control device and a player connected to the same local area network:

- The control device and the player connect to the same WiFi
- The control device connects to the WiFi hotspot of the player
- The control device and the player connect to the same router via Ethernet cable.
- The control device connects to the player via an Ethernet cable

If a player under the “LAN” tab at the left side of the “Device” page is online, it means that your computer and the player are connected to the same local area network.

3.2.2 Cloud mode

To perform operations on a player in cloud mode, the player should first be connected to the Internet. When the player is networked, do the following to link the player to the ColorlightCloud platform:

1. Open PlayerMaster, enter your account, password and server address of the cloud platform, and then click Login.
2. After a successful login, at the left side of the “Device” page, drag the player under the “USB” tab to a cloud group.
 - ① If a player is under the “Cloud” tab and is online, and the player information at the right side of the interface has loaded, it means that the player has successfully linked to the cloud platform, and you can publish programs to it.

3.3 Configure network

Note: If you want to perform operations on a player in LAN mode or cloud mode, you should configure player network; if you use a player in standalone mode (your computer directly controls the player under the “USB” tab), this step can be skipped.

Open PlayerMaster, select a player under the “USB” tab at the left side of the “Device” page, and click the network icon  at the bottom of the interface. There are 4 ways of configuring network. To adopt LAN mode, you can select way 1, 2 or 3; to adopt cloud mode, you can select way 1, 3 or 4.

Way 1: The player connects to WiFi

1. Select WiFi, and select a WiFi name, and enter the password.
2. Click Apply > Test Network State.

If a prompt of “The connection is successful” appears, it means the player has networked.

Way 2: A control device connects to the WiFi hotspot of the player

1. Select WiFi hotspot. The hotspot of the player is turned on by default. The default WiFi

name is player model, and the default password is 123456789. You can modify WiFi name and its password, and click Apply.

2. Turn on the WLAN of the control device, and connect the WiFi hotspot of the player.

If the connection is successful, and the control device can search the player, then it means the control device and the player is connected to the same local area network.

Way 3: The player connects to a router or a computer via an Ethernet cable

1. Select LAN, and select Automatically Obtain IP address.
2. Click Apply > Test Network State.
3. If the player connects to a router, click Connect; if the player connects to a computer, select LAN and enter the IP address of the player, and click Connect.

If a prompt of "The connection is successful" appears, it means the player has networked.

Way 4: The player connects to the network via a 4G module

Prerequisite: The player has installed a 4G module (optional) and a SIM card, and has connected to a 4G antenna (Note: Don't place the 4G antenna in a cabinet).

Select 4G, click Apply > Test Network State > Connect.

If a prompt of "The connection is successful" appears, it means the player has networked.

3.4 Publish programs

You can use a USB drive for plug and play content, or publish programs to a player with a control device. This chapter takes PlayerMaster as an example to explain how to edit and publish programs to a player.

1. Click Program in the navigation bar of PlayerMaster.
2. Click Add in the upper-left corner of the "Program" page, and enter the name and resolution of a new program.

❗ Program resolution is generally equal to screen resolution.

3. In the "Program Editor" window, click the add icon  in the toolbar at the top of the window, and add a window.

❗ Multiple windows in the same page will be played simultaneously.

Window type description

No.	Type	Description
1	File window	Display an added video, picture, Gif file, Text file, RTF file or Office file (Word, Excel, PPT files)

2	Single-Line text	Display an added Txt file or a manually entered text in a single-line form
3	Single-Column text	Display an added Txt file or a manually entered text in a single-column form
4	Multi-Line text	Display an added Txt, RTF or Word file, or a manually entered text in a multi-line form
5	Global weather	Display the weather of global cities
6	Environment	Display environment information detected by external sensors
7	Analog Clock	Display time zone, date and time in an analog clock
8	Digital Clock	Display time zone, date and time in a digital clock
9	Timer	Count up or down
10	Webpage	Display the content of a website you manually enter
11	StreamVideo	Display a website video program
12	RSS	Display news from a manually entered RSS path
13	Video Capture	Display the images captured by an external camera

4. Optional: Right-click a page at the left side of the interface and add a page.

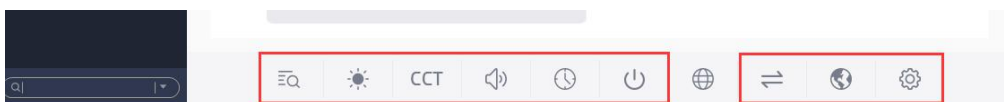
❗ A program can contain multiple pages, and the pages will be played in order.

5. After editing the program, click the save icon  in the upper-left corner of the window.
6. Click the publish icon  in the upper-right corner, select a player or a player group, and click Publish.

If the screen connected to the player display the content you just sent, it means the program has been successfully published.

3.5 Set player parameters

In the “Device” page of PlayerMaster, select a player, and click the icon at the bottom of the interface to view player schedules, or set brightness, color temperature, volume, device time and power, or switch signals and languages, or perform advanced settings.

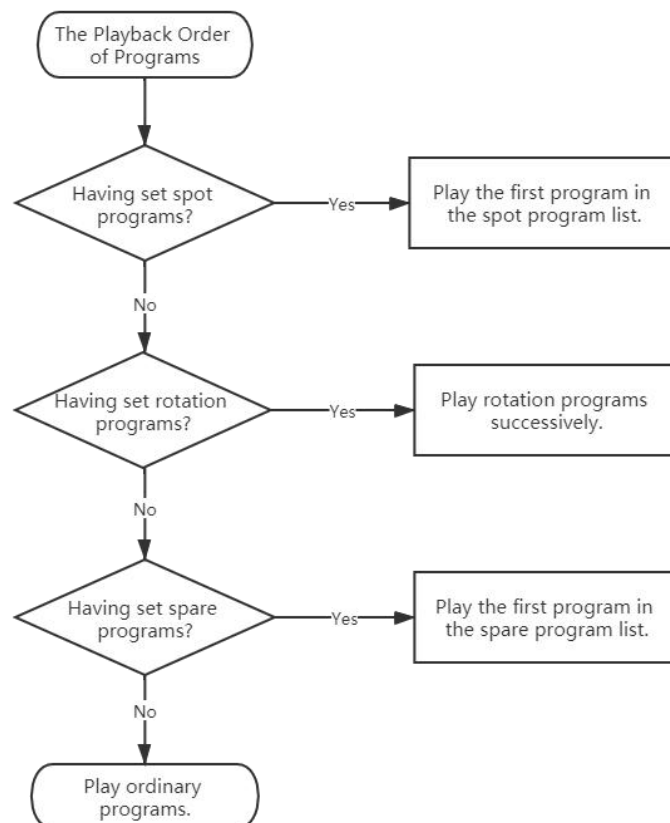


3.6 Publish schedules

To make programs played at regular time, you can publish program schedules to a player; to adjust player brightness and color temperature at regular time, you can publish command schedules to a player.

3.6.1 Publish program schedules

1. Click **Schedule** in the navigation bar of PlayerMaster.
2. Click **Add** in the upper-left corner of the interface, and enter a name of a new program schedule, and then click **OK**.
3. In the “Program Schedule” window, add a spot, rotation or spare program, and select a program and set effective period.
 - ① If the effective period of a spot, rotation and spare program overlaps, the programs are played according to the following order:



4. Click the publish icon  in the upper-right corner, select a player or a player group, and click **Publish**.

You can click **View by Day** to view the published program schedule.

3.6.2 Publish command schedules

1. Click **Schedule** in the navigation bar of PlayerMaster, and select **Command**.
2. Click **Add** in the upper-left corner of the interface, and enter a name of a new command schedule, and then click **OK**.
3. Click the add icon  in the upper-right corner of the “Command Schedule” window, select a command, and set its execution time and effective period.

- ❶ The reboot command is a moment command, and others are status commands. Thus, all commands must be set in pair, except the reboot command. For example, the sleep and wakeup command must be set together, and the brightness adjustment command must be set in pair to realize brightness control, as shown in the following figure.



Index	Command	Value	Execution Time	Effective Date	Effective Week
1	Brightness Adjustment	70%	07:00:00	Everyday	1234567
2	Brightness Adjustment	20%	18:00:00	Everyday	1234567

4. Click the publish icon  in the upper-right corner, select a player or a player group, and click Publish.

You can click View by Day to view the published command schedule.

4 FAQ

How to publish programs with a USB drive (use a USB drive for plug and play content) ?

Do any of the following:

- Drag a picture or video into the root directory of a USB drive, and insert the drive into a player, and then the player will automatically play the program in the drive.
- Insert a USB drive into the computer, and on the “Program” page of PlayerMaster, click the export icon  at the right side of program list. Select U-Disk Plug and Play > Play or Update, and choose the path of the USB drive, and then click Start. Finally insert the USB drive to a player, and the player will automatically play the program in the drive.

Difference between “Play” and “Update” :

- ❶ Play: the program in the USB drive will not be copied to the player. The player will play the original program after you unplug the drive.
- ❷ Update: the program in the USB drive will be copied to the player. The player will continue playing the USB program after you unplug the drive.

How to switch or delete programs in a player?

Click Program Manager in the upper-right corner of the “Device” page of PlayerMaster. In the pop-up window, click  to switch to the selected program, or click  to delete the selected program.

How to delete the schedules in a player?

At the left side of the “Device” page of PlayerMaster, right-click a player or a player group, and select Delete Program Schedule or Delete Command Schedule. In cloud mode, you can only delete the schedules of a player group.

How to view device information of a player?

At the left side of the “Device” page of PlayerMaster, select a player, and its device information will display at the right side of the interface. At the center of the interface is a screenshot of the player’ s currently played program. To refresh the screenshot, you can click Thumbnail in the bottom-left corner of the screenshot.