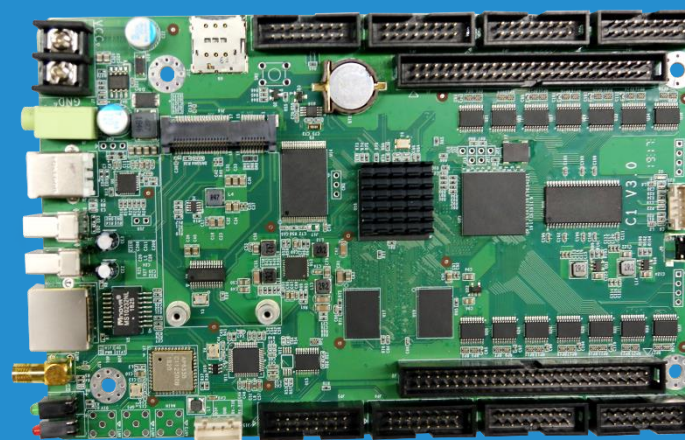




C1 PLAYER

USER MANUAL

INSTRUCTIONS

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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.

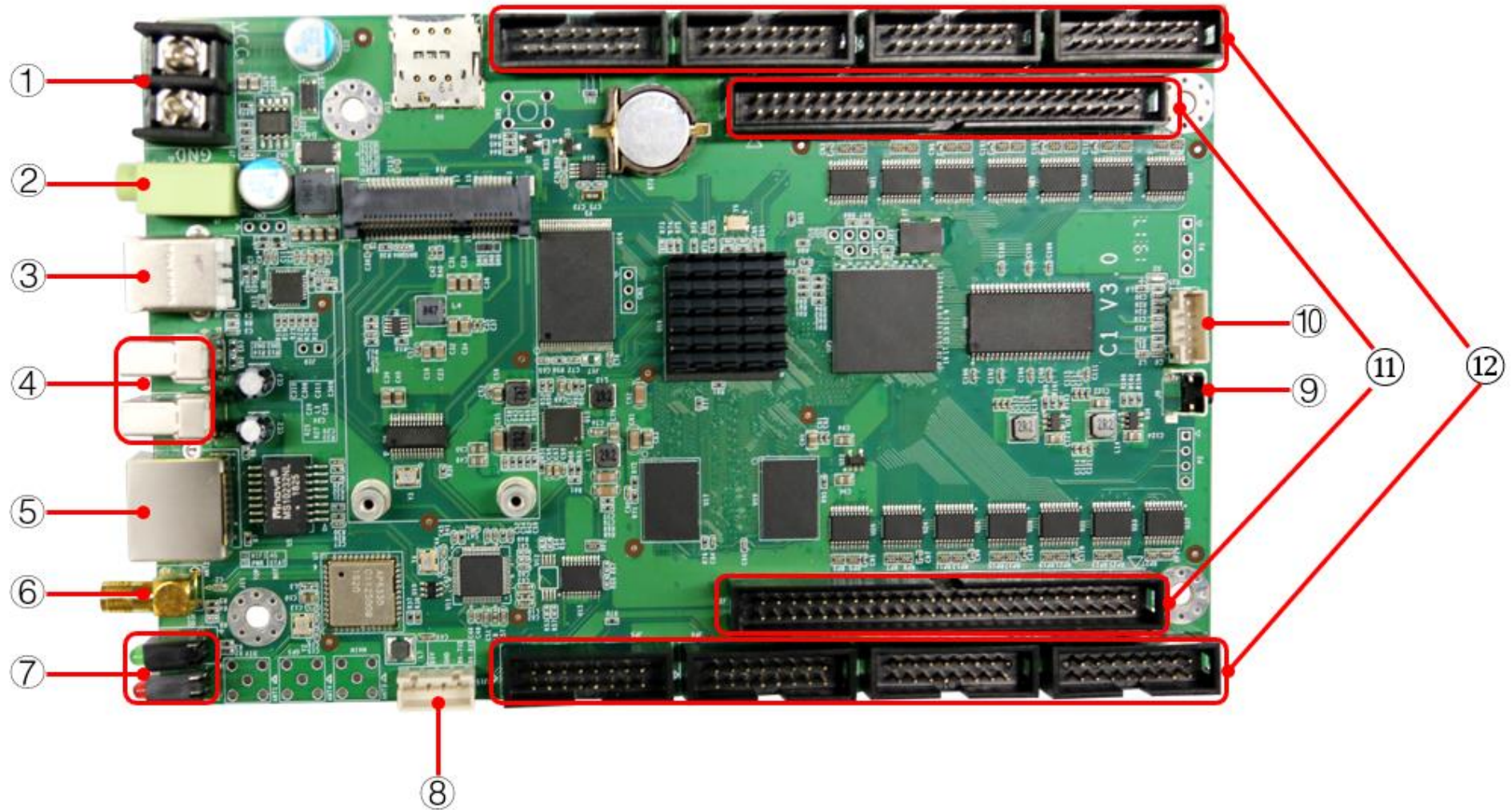
Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate 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.

RF Exposure Statement

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.

Chapter 1 Interface and Hardware Connection

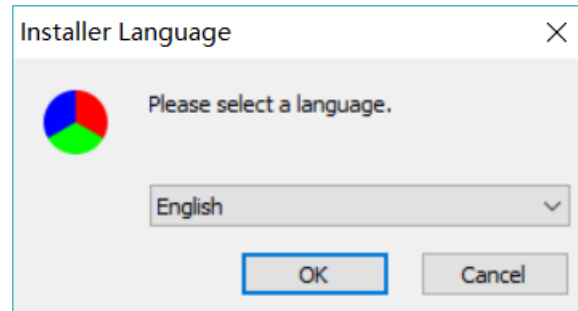


1.1 Interfaces

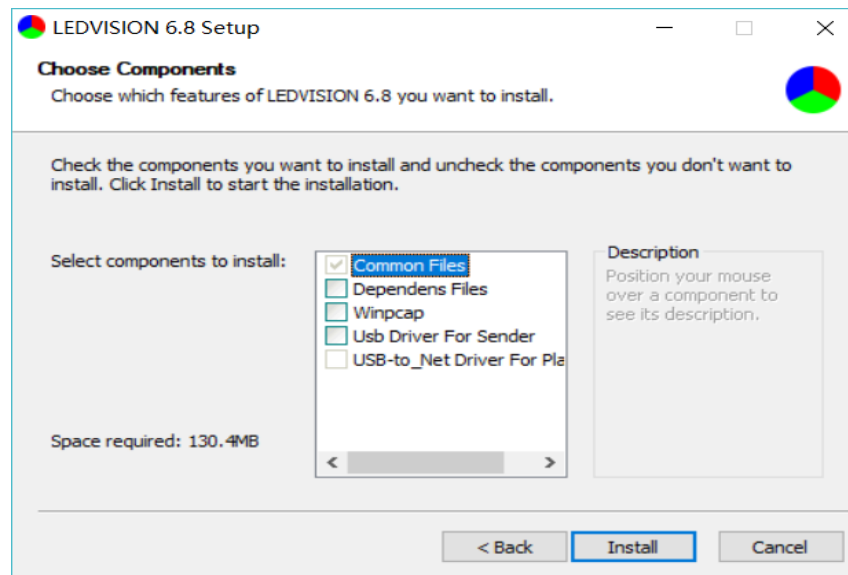
No.	Name	Functions
1	Power Supply Port	DC 5V-12V
2	Audio Output	3.5mm HIFI stereo output
3	CONFIG Port	Screen parameters setting and Program publishing
4	USB Port	Play or Sync playlist from USB Disk
5	LAN Port	Access network
6	WIFI interface	Connect with WIFI antenna
7	Indicators	WiFi/PWR/STAT indicator light
8	M2 Port	Connect with M2 (optional), with M2, the C1 can, • Monitoring brightness, temperature, etc. • Automatic brightness adjustment, etc.
9	Test button	Test with red, green, blue and white monochrome displays. Test with horizontal, vertical and other scanning displays.
10	External interface	Connect the HUB board of the display
11	Double 50p	Connect to various HUB boards
12	HUB Port	HUB75 data interface, connect to display unit board

Chapter 2 Install LEDVISION

- Download the installation package of LEDVISION from Colorlight's official website: www.colorlightinside.com
- Run the package downloaded, and select the installer's language



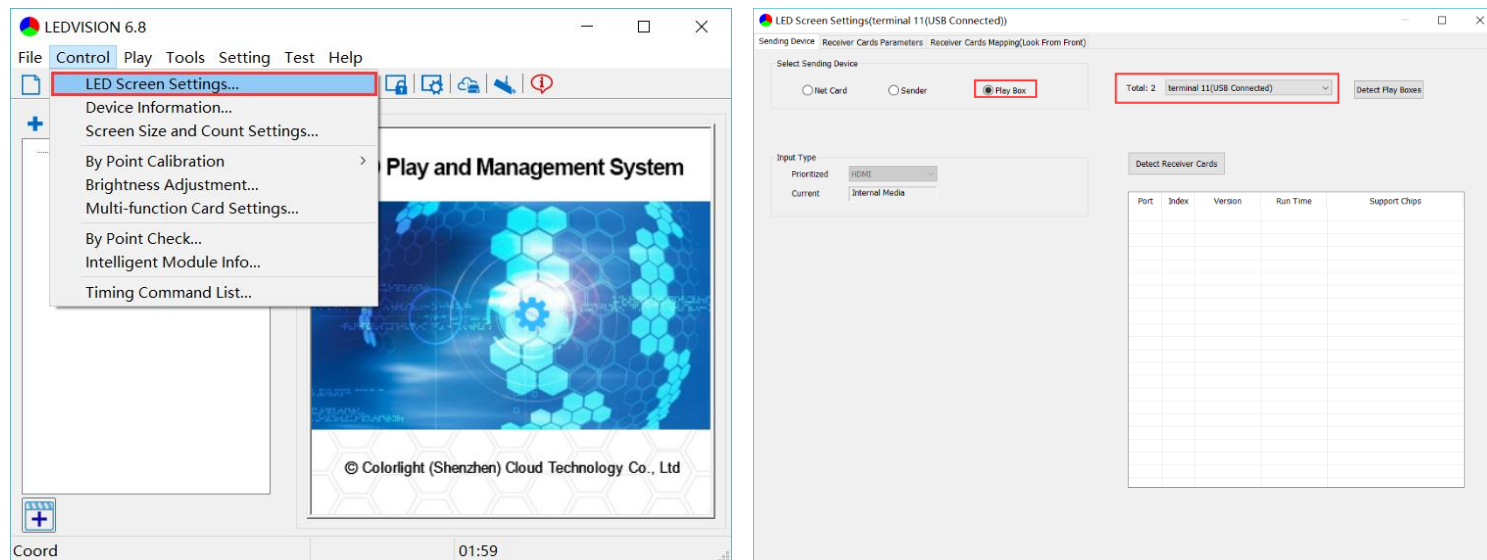
- Choose another destination location or use default
- Keep AS-IS components to be installed, click [Install] to complete



Chapter 3 Settings

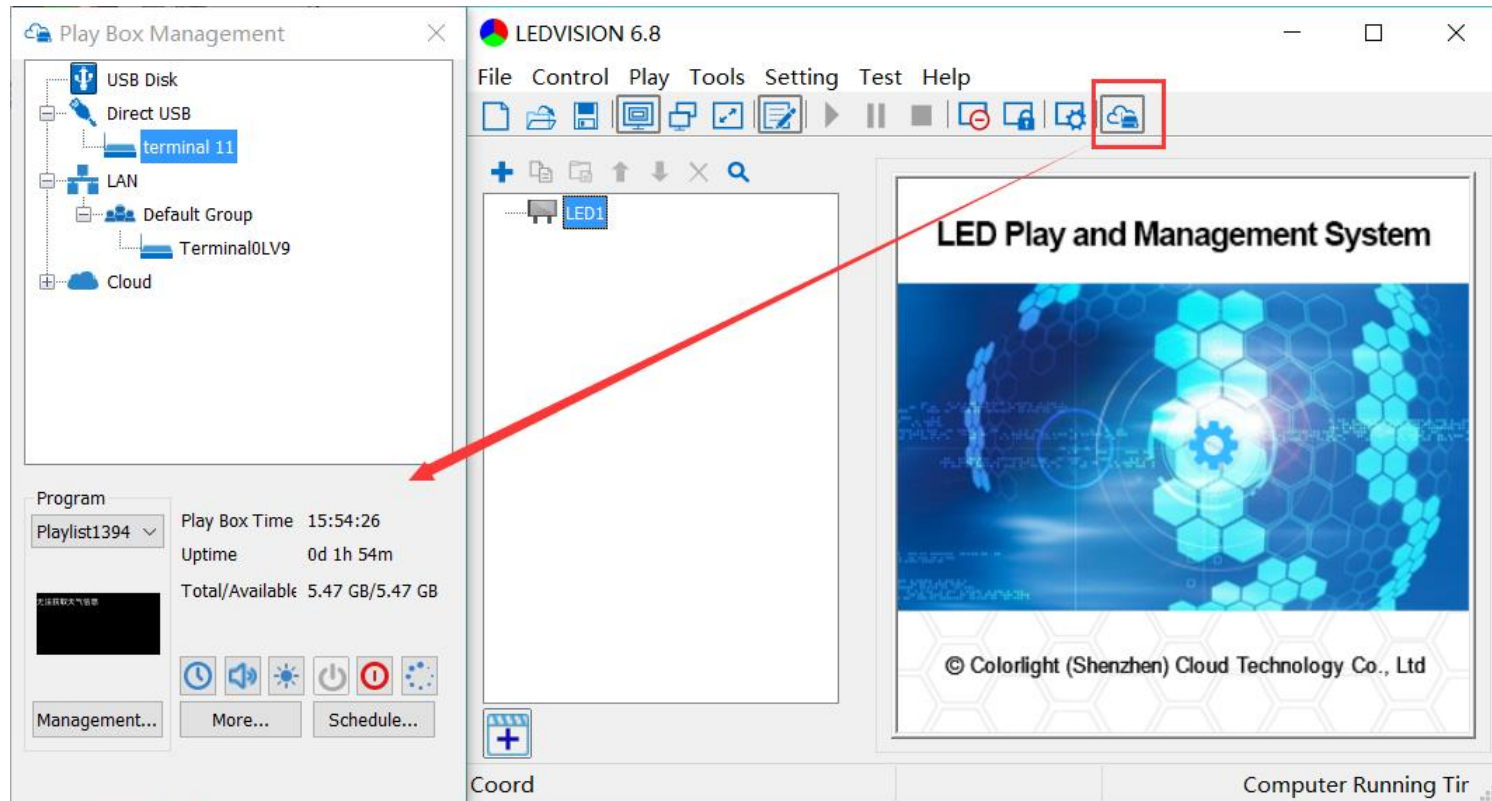
3.1 Connect C1 with USB Cable

- Before connecting C1 to the computer, select in the menu [Control] - [LED Screen Settings...], select [C-Series Play Box] in Select Sending Device section.



- Make sure to complete this step, otherwise the LEDVISION may not function properly if it's in Net Card mode.
- C1 supports only PWM, 2053 and conventional chips.

- Connect C1 to the computer with the standard USB A/B cable.
- Open player panel by clicking [Publish Program to C Series Play boxes].



3.2 Basic Settings

Ensure the LED screen is powered on, before setting up C1 parameters,

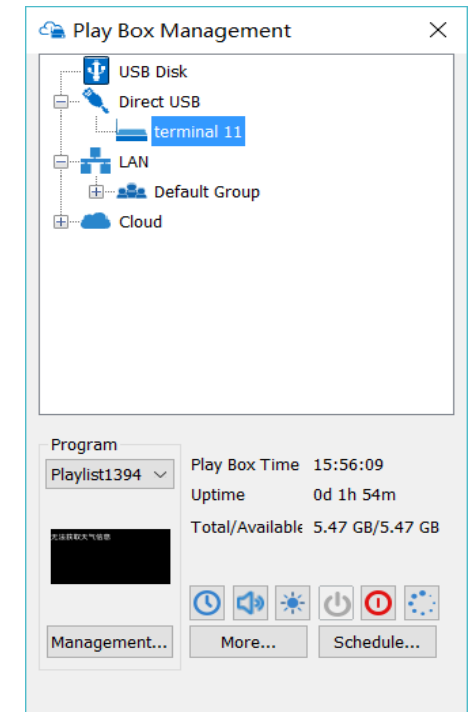
- Connect the C1 to a computer with the standard USB A/B cable, and,
- Connect the C1 to LED screen through the 75 port or 50P port.

3.2.1 Basic Parameter Settings

When the C1 is connecting to the computer, it will be displayed under the Direct USB section.

Select the player box to check its status and basic settings.

- Player Time: Display current time.
- Up time: Calculated running time once C1 powered on.
- Total/Available: View storage utilization.
- Program: List programs in the player
Use the drop down menu to switch program.
Double click the Screenshot to refresh it.
- Time Settings
Click  to open the settings interface
Click [Modify] to set up date and time, or TimeZone, etc.
- Volume adjustment: Click  to adjust the volume.
- Brightness adjustment: Click  to adjust the brightness.
- Wakeup: Click  to wake up the currently sleeping player.
- Sleep: Click  to put to sleep the player.
- Reboot: Click  to restart the player.

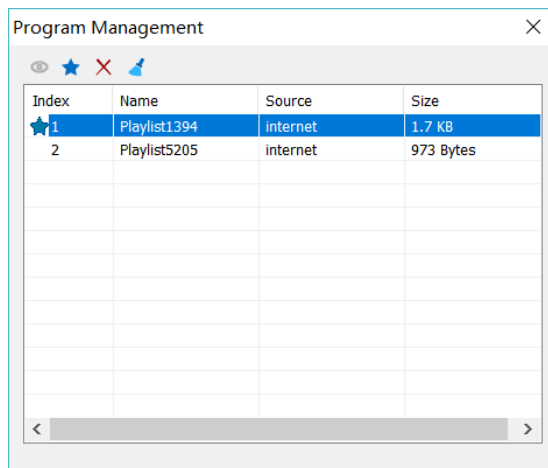


3.2.2 Program Management

Click the [Program management] to open the program management interface, you can manage programs in C1 player, regardless of the type and source of programs.

In the program management window,

- Click  to play the highlighted program,
- Click  to delete the selected program,
- Click  to empty programs in the box.



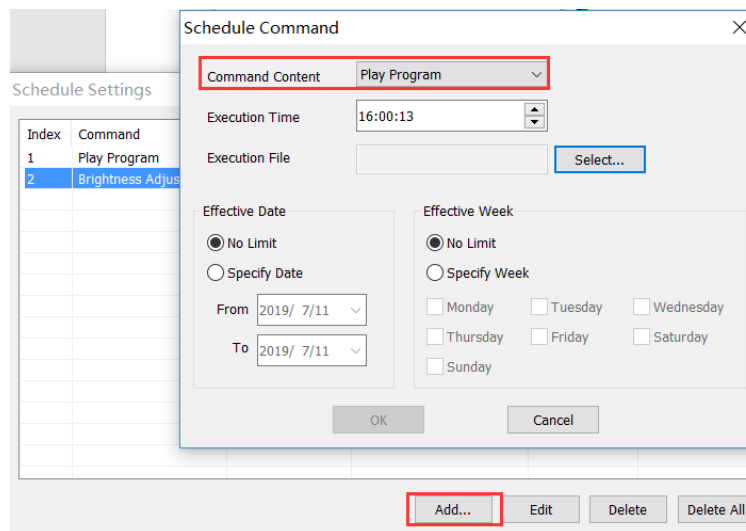
A program has name, source and size properties.

There are 4 possible source of a program,

- "usb-synced" - the program is synced from a USB Disk,
- "usb" - the program is in the USB Disk,
- "Internet" - the program comes from the Cloud, and
- "LAN" - the program comes from local network or USB Cable.

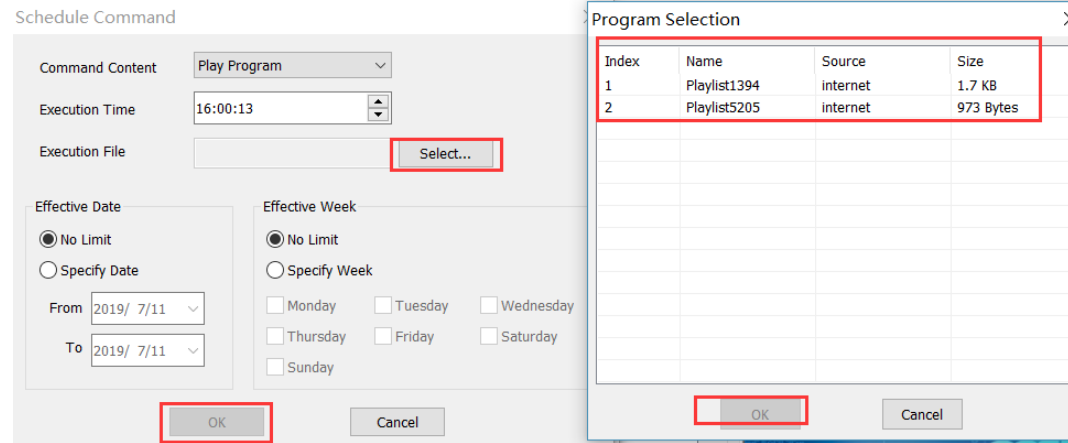
3.2.3 Schedule

- Click "Schedule Settings" to open Schedule window.
- Click [add] to add schedule for
 - program,
 - device sleep,
 - device wake up,
 - device reboot,
 - device brightness adjustment,
 - device volume, etc.
- Set the effective date, effective week and time of the execution,
- Click [ok] to confirm.



To schedule a program,

- Select the program by clicking the [select],
- Click [ok] to add the specified program, then set its specific time,
- Click [ok] to complete the setting.



3.3 Advanced Settings

Click the [more...] in the device panel, input “168” as the password to open the advanced settings UI.

3.3.1 Playing Parameters

- Resolution
[Width] / [Height]: LED screen’s pixel resolution in width and height. (C1 has a maximum resolution of 130,000)

Advanced Settings

Play Box Parameters Network LED Test

LED Resolution

Width: 768

Height: 384

Modify

Equal or larger than the actual screen resolution.

Input Type

Prioritized: HDMI

Current: Internal Media

Apply

Output: Every Frame

Control Area

Custom

	X	Y	Width	Height
Port 1	0	0	768	384

Apply

3.3.2 Network

- Setup player as a WiFi station
 - Check [WiFi] in the network tab,
 - Input your WiFi login information in terms of [SSID] and [Password],

Advanced Settings

Play Box Parameters Network LED Test

☒ WiFi

SSID: Colorlight

Password: clt4008770775

☐ Hide Characters

Details...

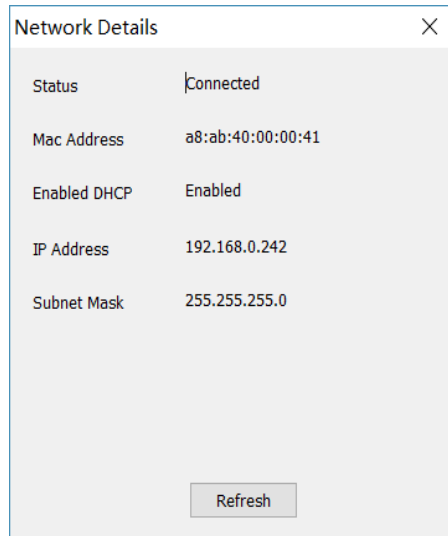
☐ WiFi Hotspot

☐ LAN

☐ 4G

Refresh Apply Test Network State

- Click [Apply] to complete setting
- Click [Refresh] / [Details] to check connection status.



A screenshot of a 'Network Details' dialog box. The dialog has a title bar with a close button (X). Inside, there is a table with network information. At the bottom, there is a 'Refresh' button.

Status	Connected
Mac Address	a8:ab:40:00:00:41
Enabled DHCP	Enabled
IP Address	192.168.0.242
Subnet Mask	255.255.255.0

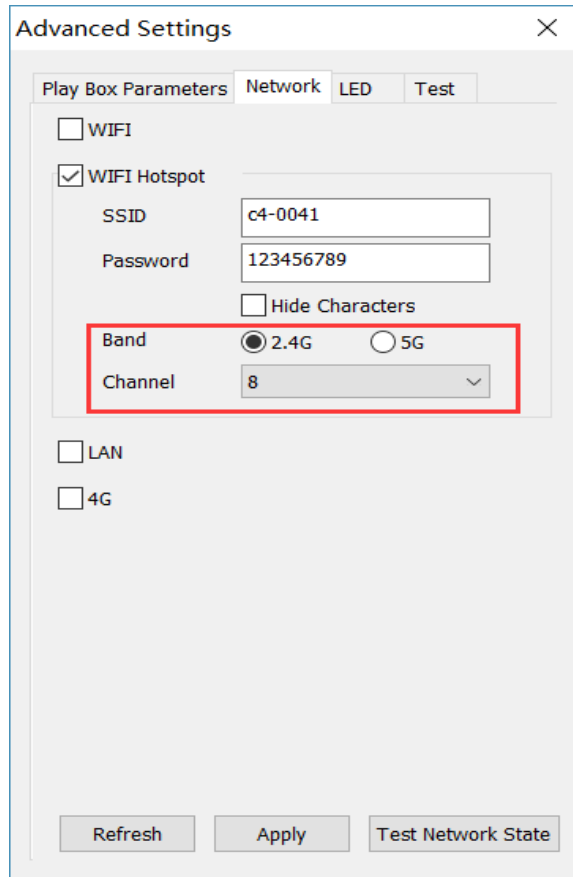
Refresh

- WiFi Hotspot
 - Enter your target [SSID] and [Password].

[Band]: 2.4G or 5G

5G mode will be more reliable if controlling devices such as a smart phone or a computer support 5G WiFi, and you are in a WiFi crowded area.

[Channel]: Choose channel 1, 6 and 11 for 2.4G for better connectivity.



The image shows a screenshot of the 'Advanced Settings' dialog box. It has four tabs: 'Play Box Parameters', 'Network', 'LED', and 'Test'. The 'Network' tab is selected. Under 'WIFI', the 'WIFI Hotspot' checkbox is checked. The 'SSID' field contains 'c4-0041' and the 'Password' field contains '123456789'. There is a 'Hide Characters' checkbox. The 'Band' section has two radio buttons: '2.4G' (selected) and '5G'. The 'Channel' dropdown menu is set to '8'. A red rectangle highlights the 'Band' and 'Channel' settings. At the bottom, there are three buttons: 'Refresh', 'Apply', and 'Test Network State'.

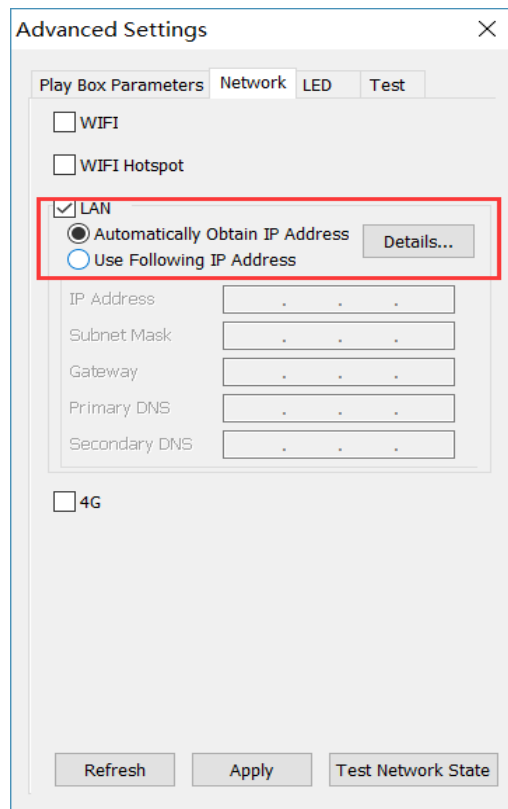
Consult local authorities when select a channel.

- LAN (Local Network)
 - [Automatically Obtain IP Address] (Default)

When you connect C1's LAN port to a LAN capable of providing IP address, C1 will in this case automatically obtain an IP address.

- To use a static IP address,
Enter information of [IP], [Sub net Mask] and [Gateway], then connect C1's LAN port to the router.

[Details] - View network connection information like Status, Mac Address, IP address, etc.



The image shows a screenshot of the 'Advanced Settings' dialog box, which is part of a software interface. The dialog has a title bar with a close button (X). Below the title bar, there are four tabs: 'Play Box Parameters', 'Network', 'LED', and 'Test'. The 'Network' tab is currently selected. Inside the 'Network' tab, there are several settings:

- ☐ WIFI
- ☐ WIFI Hotspot
- ☒ LAN
 - ☒ Automatically Obtain IP Address
 - ☐ Use Following IP Address

The 'LAN' section is highlighted with a red rectangle. To the right of the radio buttons, there is a button labeled 'Details...'. Below the radio buttons, there are five input fields for network configuration:

- IP Address: . . .
- Subnet Mask: . . .
- Gateway: . . .
- Primary DNS: . . .
- Secondary DNS: . . .

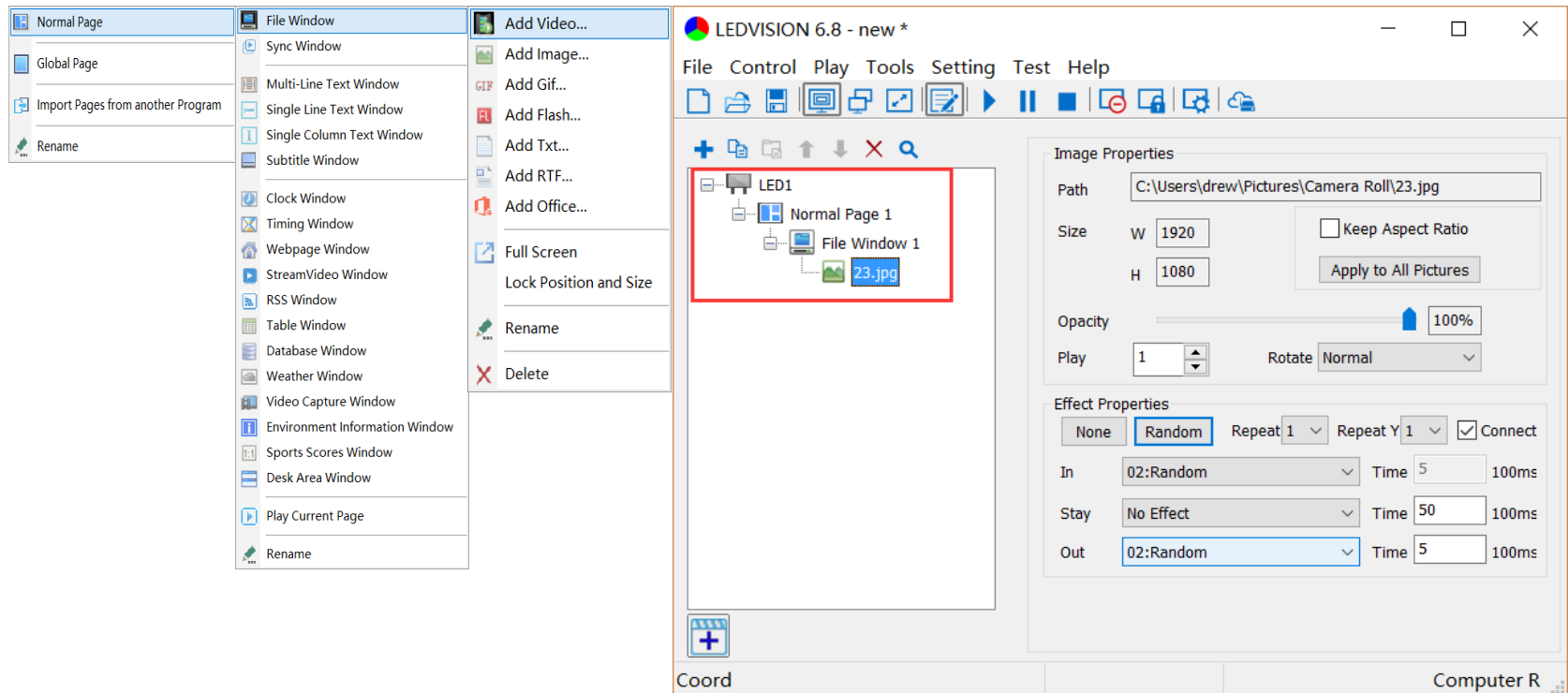
At the bottom of the dialog, there are three buttons: 'Refresh', 'Apply', and 'Test Network State'. There is also an unchecked checkbox for '4G' below the LAN settings.

Chapter 4 Program Editing and Publishing

4.1 Program Editing

Open LEDVISION,

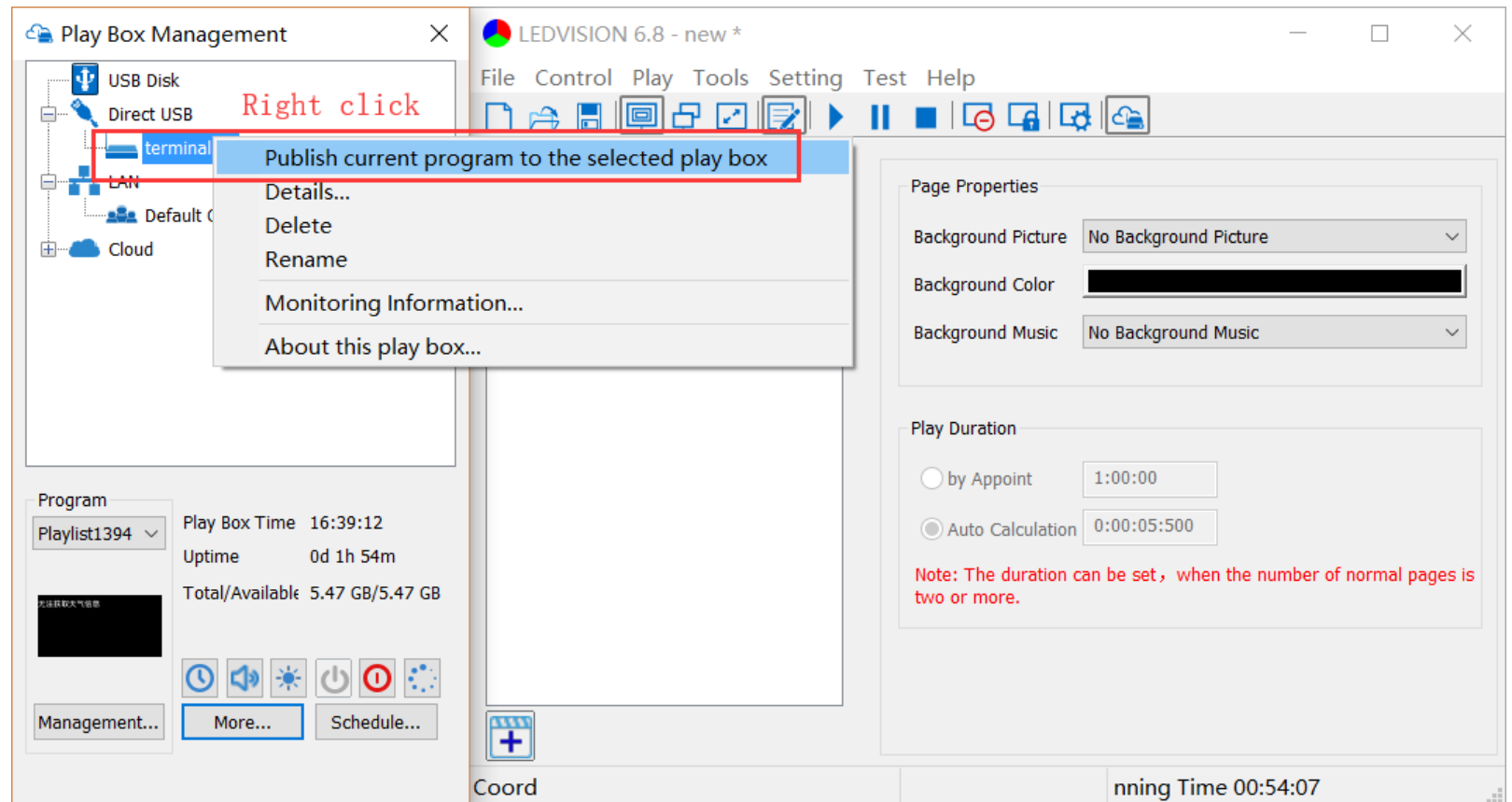
- Find the [LED1] in program editing area,
- Right-click [LED1] to add [Normal Page],
- Add [File Window] in [Normal Page], then
- Add [Image] and [Video] under the [File Window] to add media.



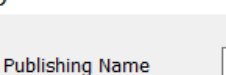
4.2 Program Publishing

4.2.1 Publish Program through USB Cable or LAN

- In [Program Editing Area], after finishing program editing, select the [Program Page] that you are going to publish.



- Right-click the target C1 and choose [Publish current program to the selected player] from the menu to publish your program.



Program Name

Publishing Name

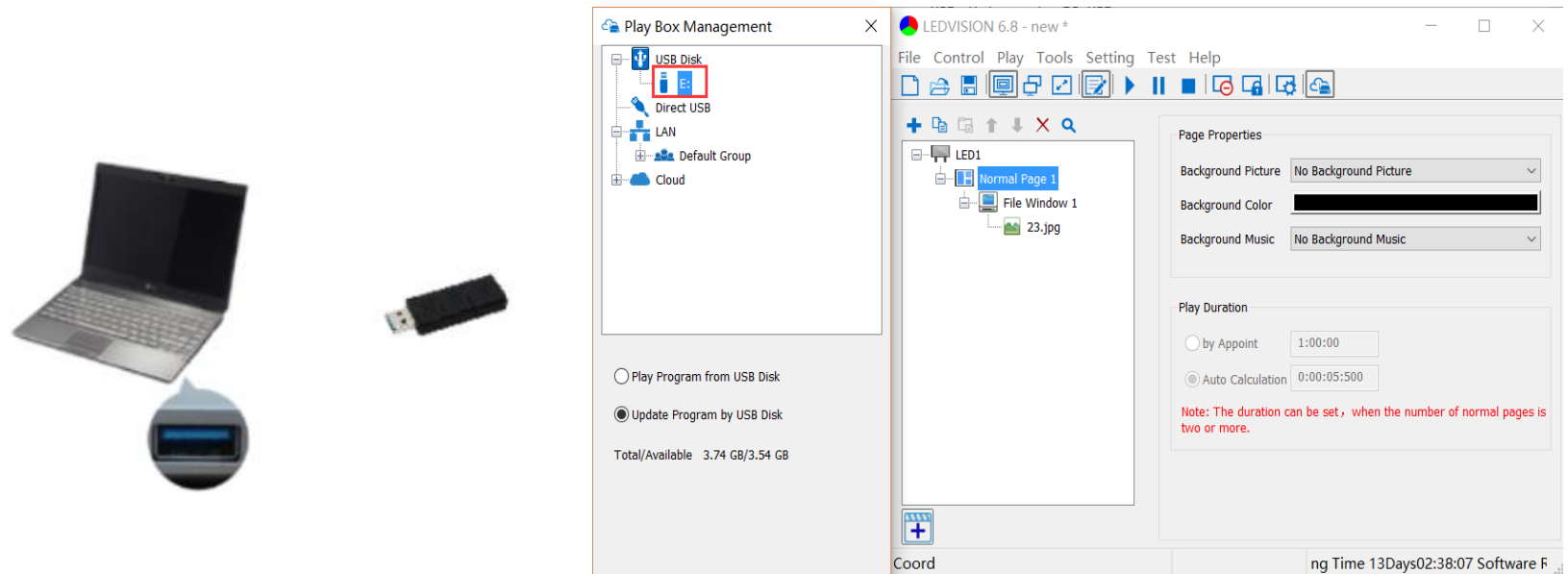
Note: If the name is already existed in the device, it will overwrite the old one.

OK Cancel

[illegible]

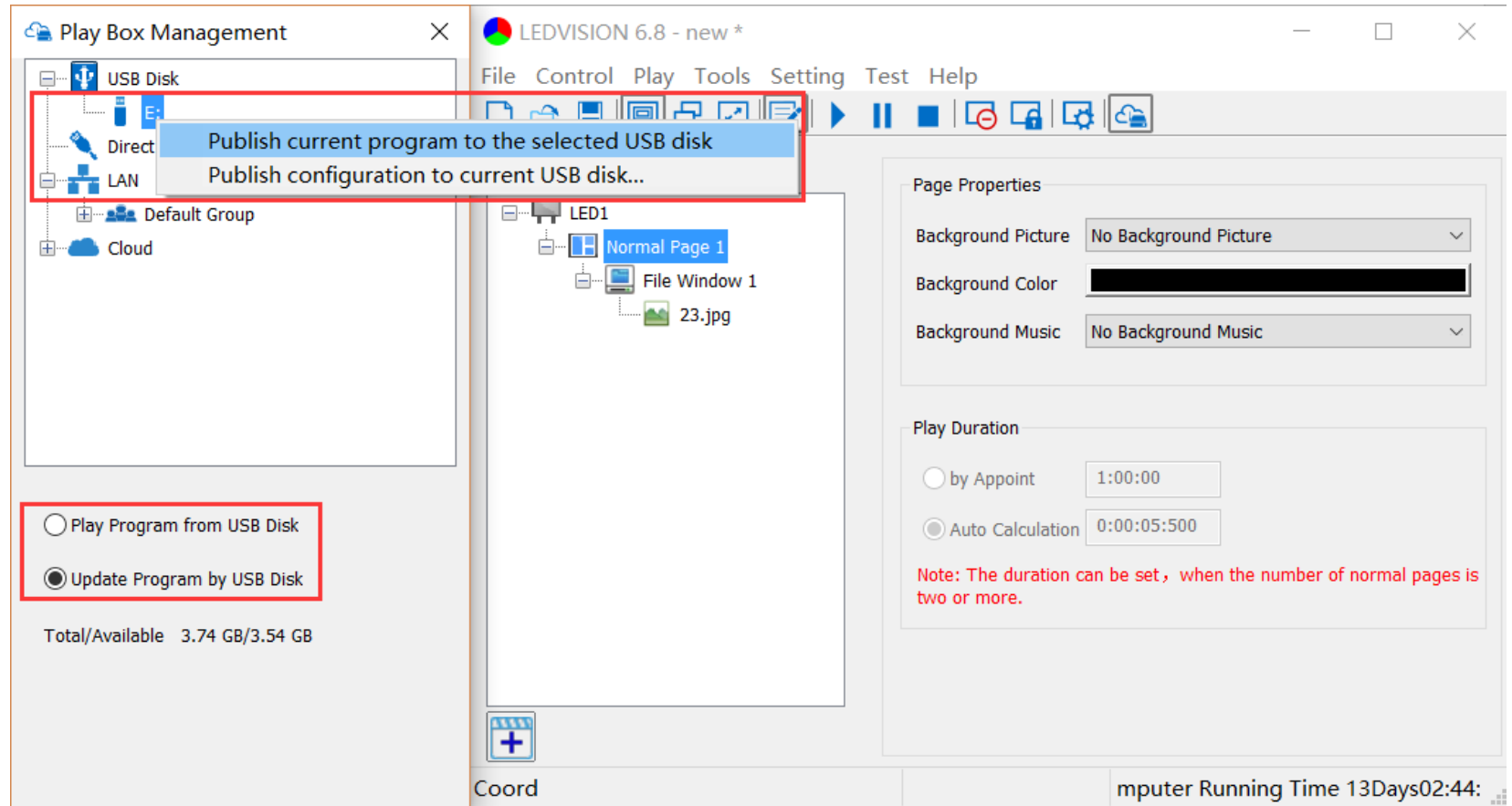
4.2.2 Publish Program with a USB Disk

- Insert an empty USB Disk to the computer,
- Click [Publish Program to C-Series Play boxes] to have the extended Player Management panel if it's not visible



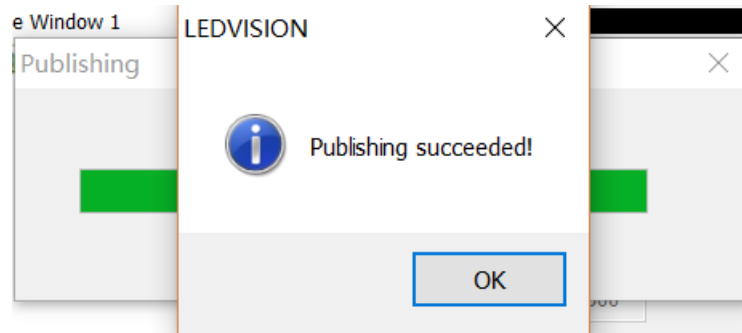
For best performance and avoid any problems, please empty the USB Disk before use.

- The USB Disk will be automatically detected by the LEDVISION after plug in
- Select the [Program Page] in Program Editing Area.

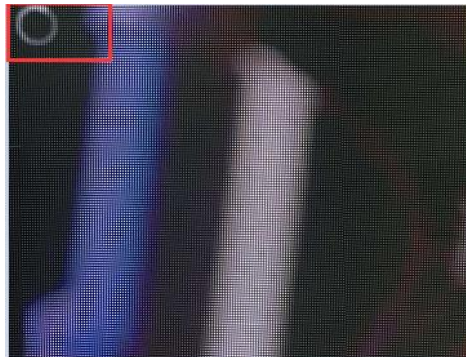


- Choose USB Disk mode:
 - Play program from USB Disk
The C1 will automatically play content published to the USB Disk. The content in the USB Disk won't be stored in C1.
 - Update program from USB Disk
The C1 will automatically play USB disk content the content copied to the C1.

- Select the drive letter under USB Disk, then
- Right-click to [Publish current program to the selected USB disk]



Wait for the program published. Insert the USB Disk into any one of the two C1 USB ports.

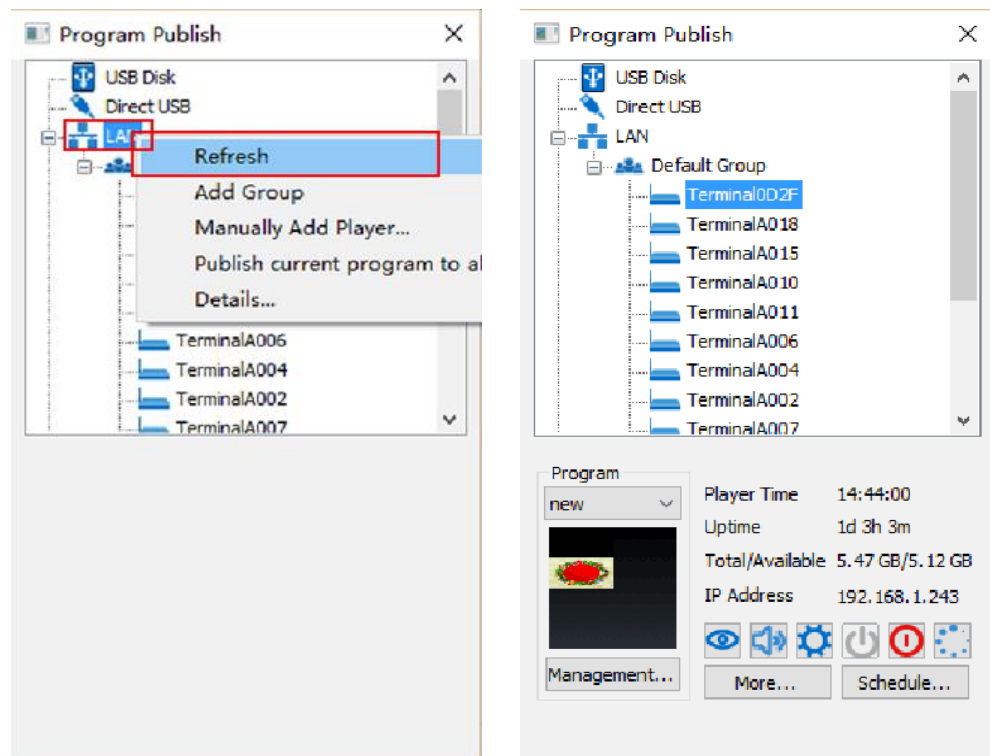


A rotating circle will appear at upper left corner of the LED during the updating procedure. You may unplug the USB drive after the circle disappears.

Chapter 5 Network Management of C1

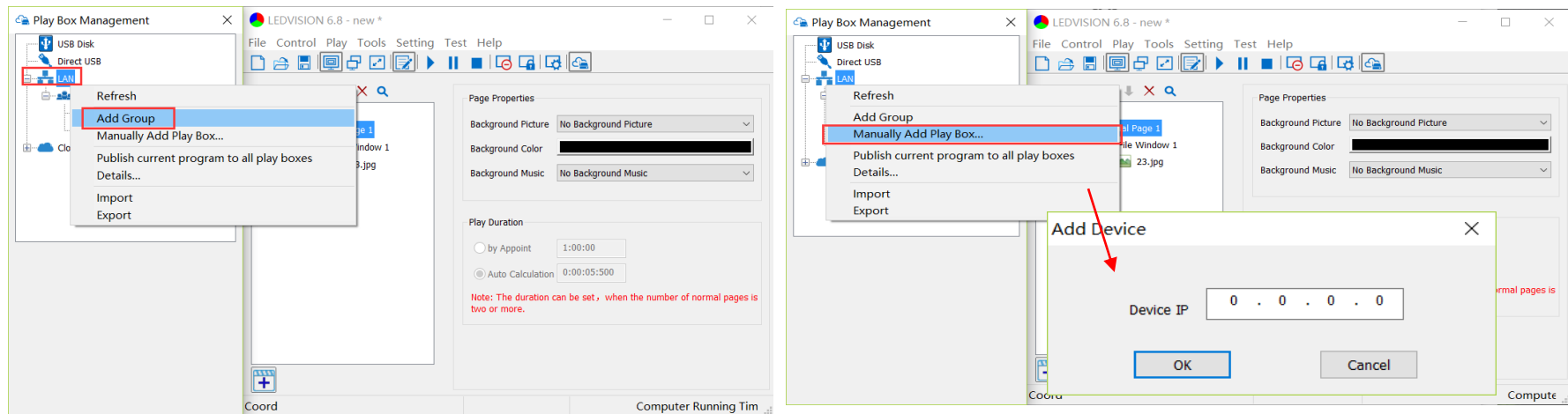
5.1 Connection and Management

- LAN Connection: Connect the C1 to the network through WiFi or the LAN port.
- C1 Network Management:
 - Connect C1 to the same LAN with the control computer.
 - Right click [LAN], then [Refresh], LEDVISION will automatically search the C1 in the LAN and place it in the Default Group. You can manage all your C1 found under Default Group.



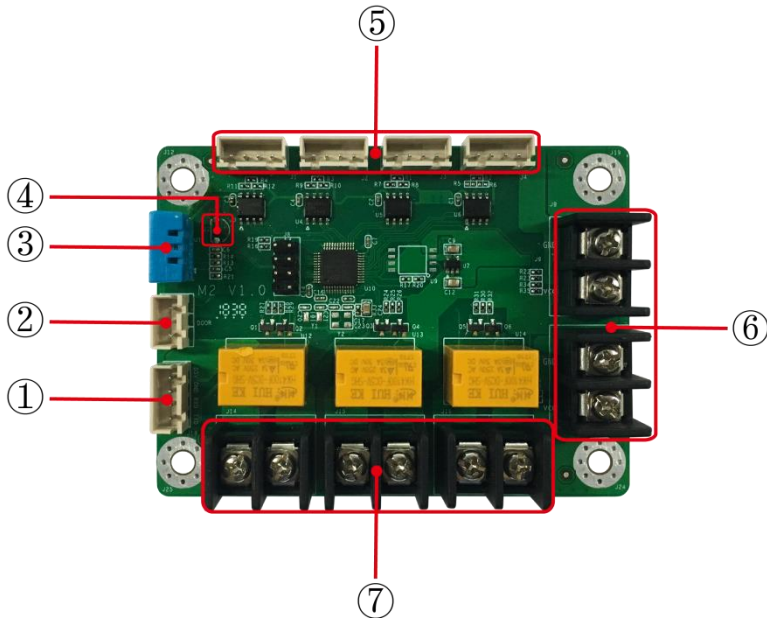
5.2 Add Group and C1

- Add Group: Right click [LAN] and choose [Add Group].
- Add C1: Right click any player group and choose [Manually Add Player], then input the C1's corresponding IP (add it even if your device isn't currently connecting to the network).



Chapter 6 M2 Monitoring Card

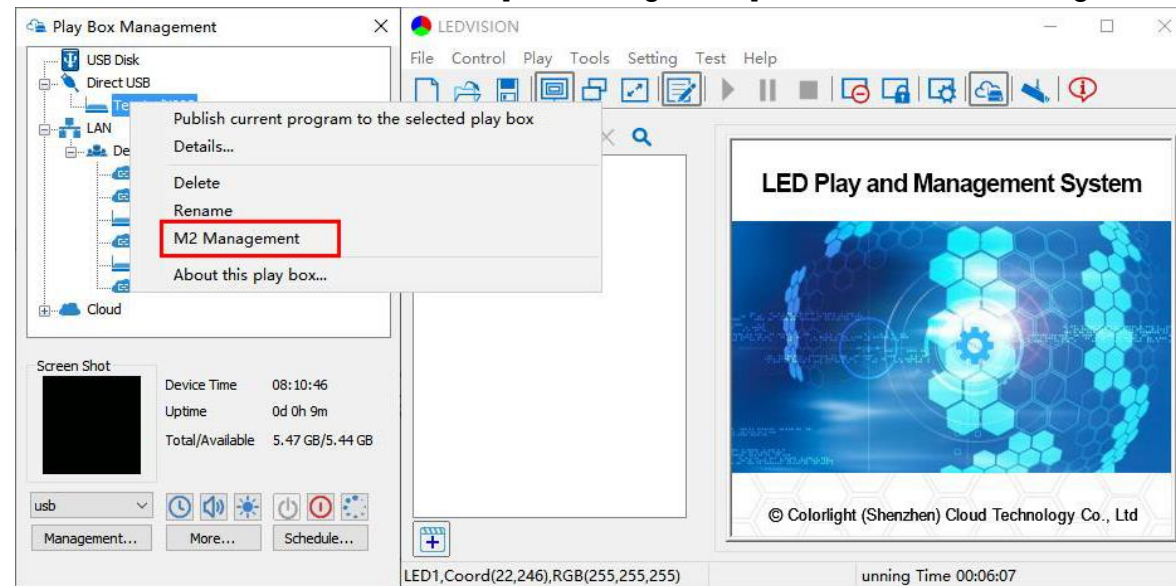
6.1 M2 Interface



No.	Name	Functions
1	Power/Control Interface	Connect power supply through the cable and communicate with C1
2	Electromagnetic Monitoring Interface	Electromagnetic switch status monitoring
3	Onboard Humidity Sensor	Environmental humidity monitoring
4	Onboard Temperature Sensor	Environmental temperature monitoring
5	External Sensor Interface	Connect with brightness sensor, temperature and humidity sensor, noise sensor, etc.
6	Voltage Monitoring Interface	External voltage monitoring
7	Relay Control Interface	Power switch control

6.2 M2 Management

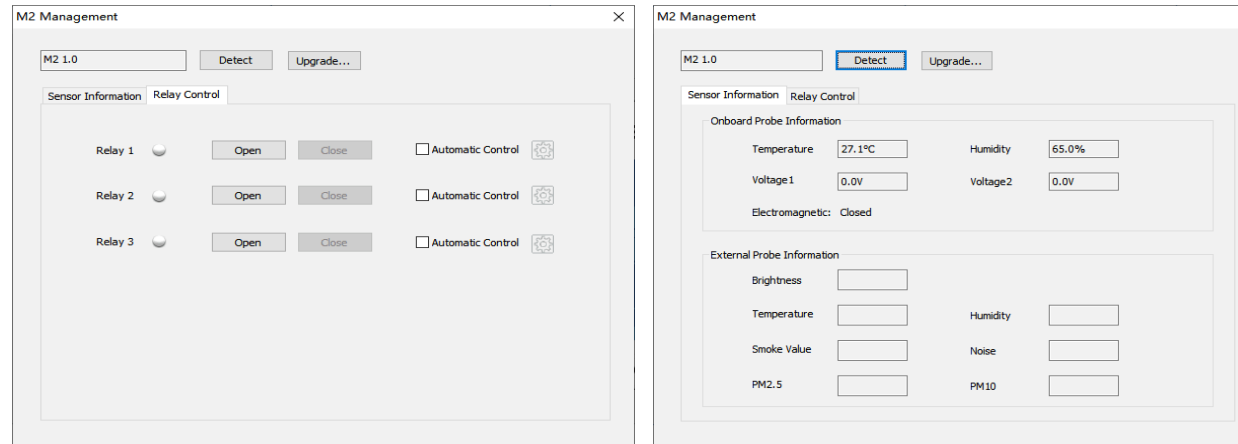
- In order to set up M2, connect the M2 to the C1 through provided XH cable and connect the C1 to your computer through the USB cable.
- After connecting the C1 to the computer, a C1 player icon will show up in Direct USB. Right click the C1 device, then select the menu item [M2 Management] to enter the M2 Management interface.



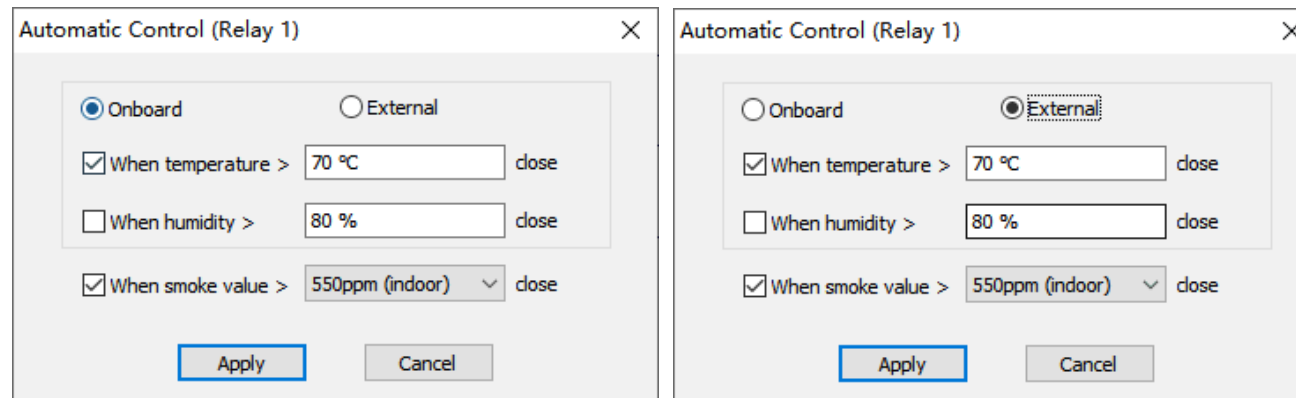
Note: The M2 Management interface requires LEDVISION of version 6.8 or higher.

6.3 M2 Management Interface

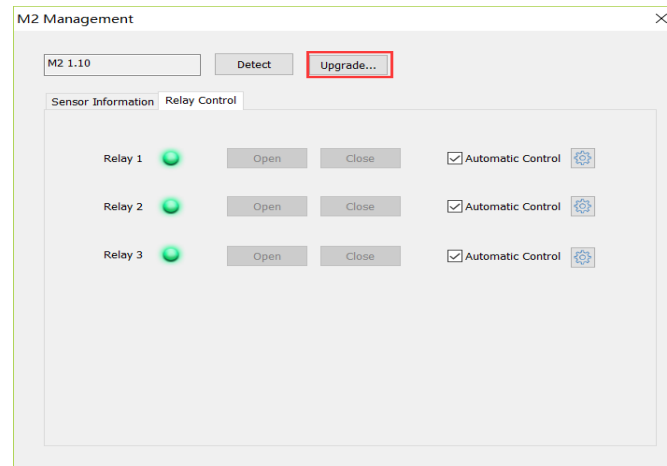
- All M2 functions are shown as below:



- In [Relay Control], click the settings to enter the Automatic Control interface. There are two ways of automatic relay control:
 - One is to control the relay through M2 onboard temperature and humidity, the other,
 - Is to control the relay through external temperature and humidity sensors.



- Upgrade
 - Click [Upgrade] - Select "Choose the Upgrade bin",
 - Select upgrade package (Please make sure the upgrade file is "update.bin", if not, please modify).
 - Click [OK]. It takes around 2 minutes to upgrade the M2.





Visual Future

Colorlight US, Inc.
www.colorlightinside.com