

Multi-media broadcast control software

Z3

User manual

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I. Introduction

1.1、 Overview

Kommander Z3 is a LED display broadcast control software with a simple 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 Z3 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 grouping management functions for 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.

Recommended configuration

operating system

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

Hardware Configuration

CPU: Core i5 or higher

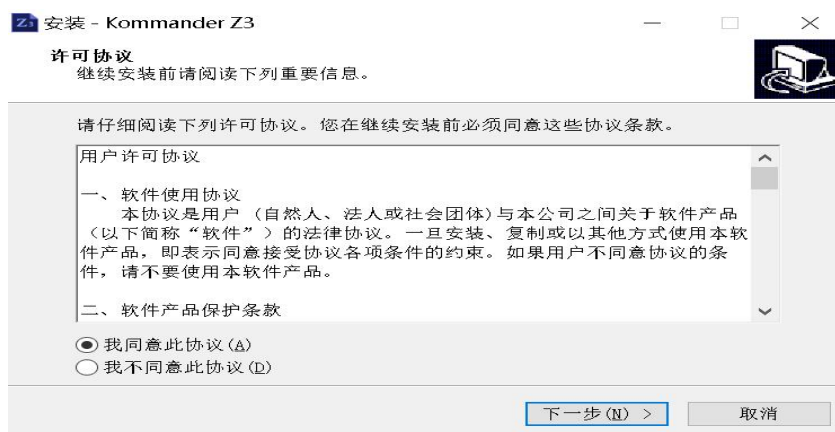
Memory: 4G or higher

Graphics card: GTX950 or higher

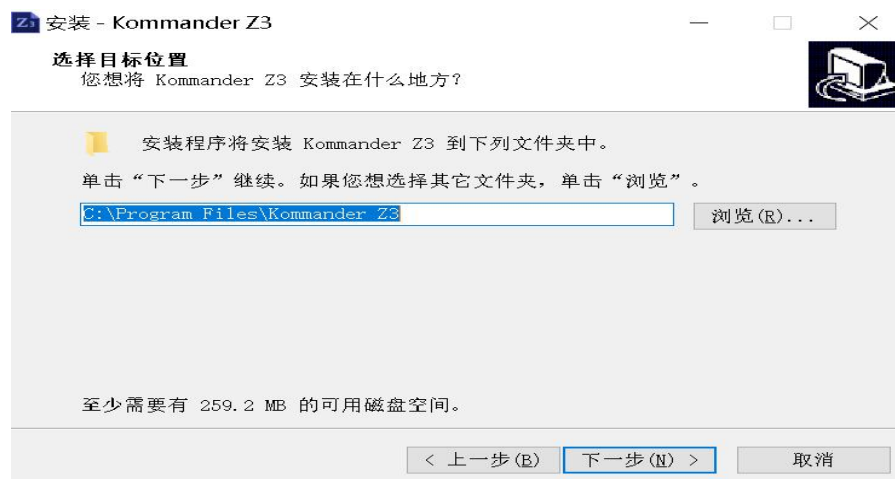
II. Software installation and uninstallation

Double-click the Kommander_Z3_Setup_X64.exe installation file, and follow the software installation wizard to install it.

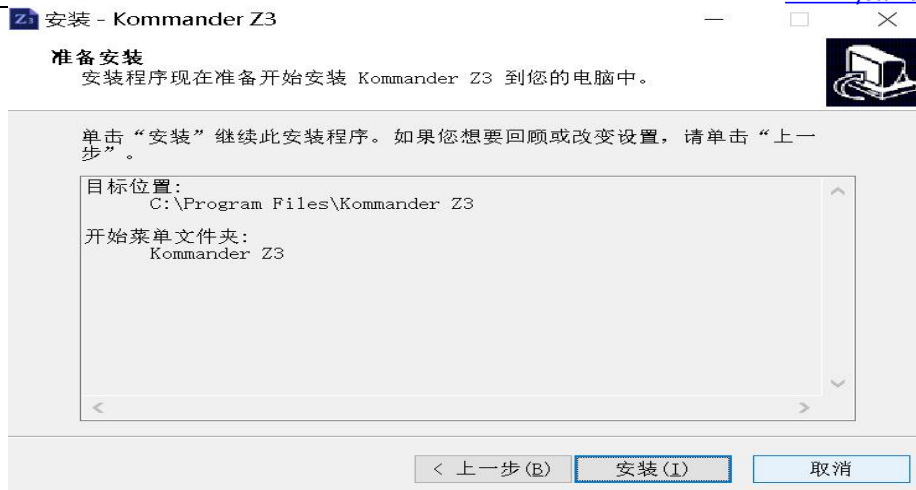
2.1. Read the installation license agreement, select "I agree to this agreement", and click "Next";



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、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 Z3 program group in [Start]/[Programs], enter the Kommander Z3 under the program group, and click to run.

III. Kommander Z3 Interface introduction

Kommander Z3 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 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) Connected device: used for Pad connection, mobile terminal operation improves operation flexibility, and makes presentation and control more fitting.
- (4) Screen mode: used to switch computer copy/expansion mode.

3.2、Plan area

Add, edit, and manage playback plans



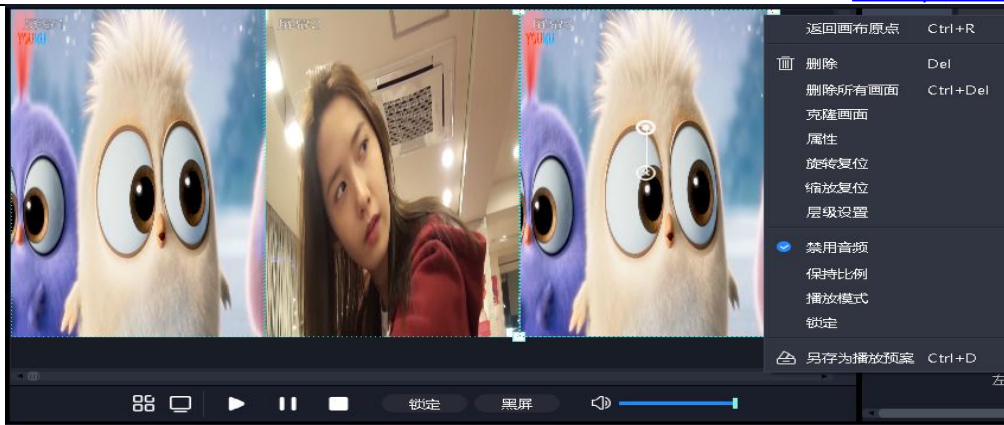
3.2.1 Save plan: After editing the material on the canvas, click Save plan to add it to the plan column, which is convenient for quickly calling this plan again

3.2.2 Rename the plan: right click the name of the plan, you can customize and change it according to your needs

3.2.3 Plan update: When the specified plan needs to be changed, you can right-click the plan and select update plan to overwrite the plan before the change

3.3、Broadcast Control Area

The broadcast control area is used to edit the content of the large screen. Drag the lower material to the broadcast control area and adjust the size and position. After clicking to play, the large screen display content can be monitored in real time in the broadcast control area, and the material or plan can be switched at any time



3.3.1 Screen management

(1) Edit the display port and screen, the software will automatically recognize the size and number of the graphics card port

(2) Screen list: when there are many screens, search the corresponding screen through the list to check the screen playback status

3.3.2 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 setting: volume setting of output audio material

3.3.3 locking

After the canvas is locked, the parameters in the parameter setting bar on the right cannot be set, but you can switch the video and the plan, and the locked state is also after the switch.

3.3.4 Black screen

(1) In the system settings, the black screen is forbidden to be checked. If you select a black screen, there is no picture on the canvas and output.

(2) In the system settings, the black screen prohibit editing is not checked, select the black screen, there is no screen output, but the

canvas has a screen and can be changed {Note: new projects are checked by default}

(3) Mute check when there is a black screen in the system settings. If you select a black screen, there is no output from the screen or audio

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

3.3.5 Material settings on canvas

(1) Return to the original layout point: when the painting is pulled to another position, return to the upper left corner display by returning to the original layout point

(2) Delete all pictures: all pictures on the canvas will be deleted

(3) Clone screen: The cloned screen is fully synchronized, and the mirror display effect can also be achieved by dragging the screen window

(4) Rotation reset: After the screen is rotated, quickly adjust to the original angle through rotation reset

(5) Zoom reset: the original size of the material is displayed through zoom reset

(6) Level setting: set the top, bottom, upper and lower layers of the material at the canvas

(7) Disable audio: select material audio output, the software default single audio output, you can change the multi audio output in the system settings

(8) Maintain the ratio: when the ratio between the material and the screen is different, the maintained ratio will be output according to the original ratio of the material

(9) Play mode: select how to play the material (loop, jump plan, etc.)

(10) Save as play plan: add the current canvas resource to the play plan

3.4、Parameter setting bar

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



3.4.1 Level adjustment

When there are many current screens, and there are overlapping parts between the screens, you can set the screen to be top, bottom, upper layer, and next layer on the canvas to realize the hierarchical relationship between the screens.

3.4.2 Play mode

(1) Loop mode: The material repeats looping playback {Note: The default is looping playback}

(2) Freeze at the last frame: After the material playback time ends, the picture is fixed at the last frame

(3) Stop playing: no output at the end of material playback time

(4) Switch to the next plan: After the set material playback time is over, automatically jump to the next plan to play

(5) Switch to the specified plan: after the set material playback time ends, it automatically jumps to the specified plan to play

3.4.3 File transparent channel

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

3.4.4 Tailoring

Cropping is equivalent to partial display, cutting out a part of the material for display

3.4.5 Effect settings

(1) Saturation, brightness, contrast, 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, mostly used for special-shaped screens

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

3.4.6 Play progress

Can fast forward, rewind, pause, play the specified material

3.5、Label area

Add material groups to the material area for easy viewing and management



3.6、Material selection area

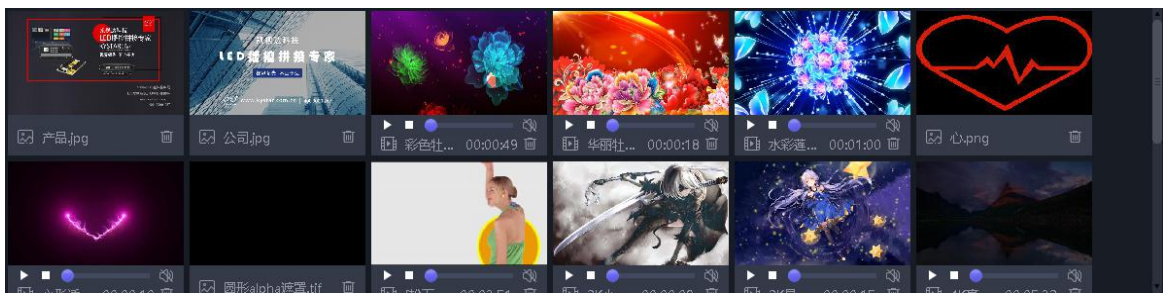
Sort and filter the materials, you can directly filter out all the materials of the same type.

The buttons from left to right represent: all materials, video, audio, pictures, subtitles, screenshots, Office, network media, websites, and capture devices.



3.7、Asset area

You can browse all the materials in the current category, and you can directly drag and drop to the broadcast control area for editing.



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;



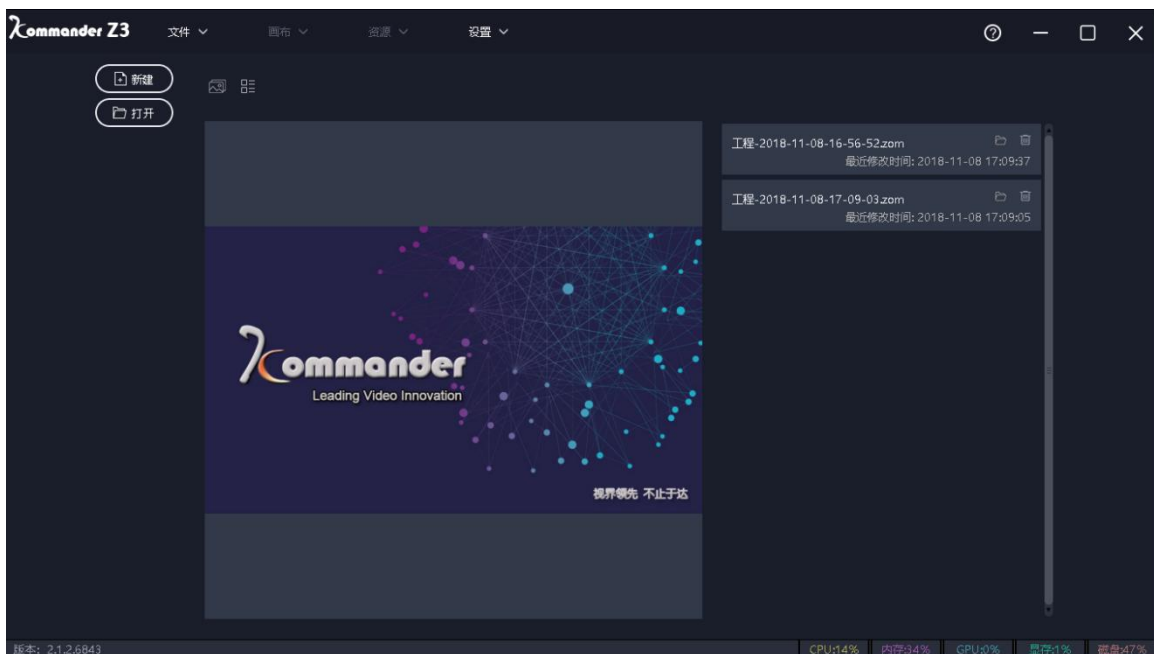
4.2、Run the software



Double-click the software icon , Run Kommander Z3 player software;


4.3、New Construction

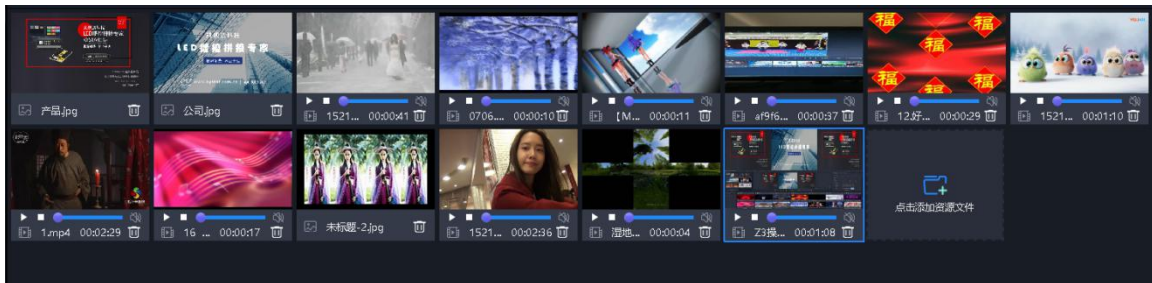
Click "New" to create a project file, enter the project name and select the storage path, and then click "OK" to complete the new project file.





4.4、Add material

After creating a new play plan, enter the main interface of the system, click on the “” To add playing material, select the corresponding adding 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, websites, screenshots.

4.4.1 Local media: add video and picture files of various formats on the computer;

4.4.2 Subtitles: edit subtitle text and add it to video or pictures;

4.4.3 Website: Enter the web address, you can add the corresponding web page;


4.4.4 Screen capture: add a screen capture to display the real-time picture of the local display;

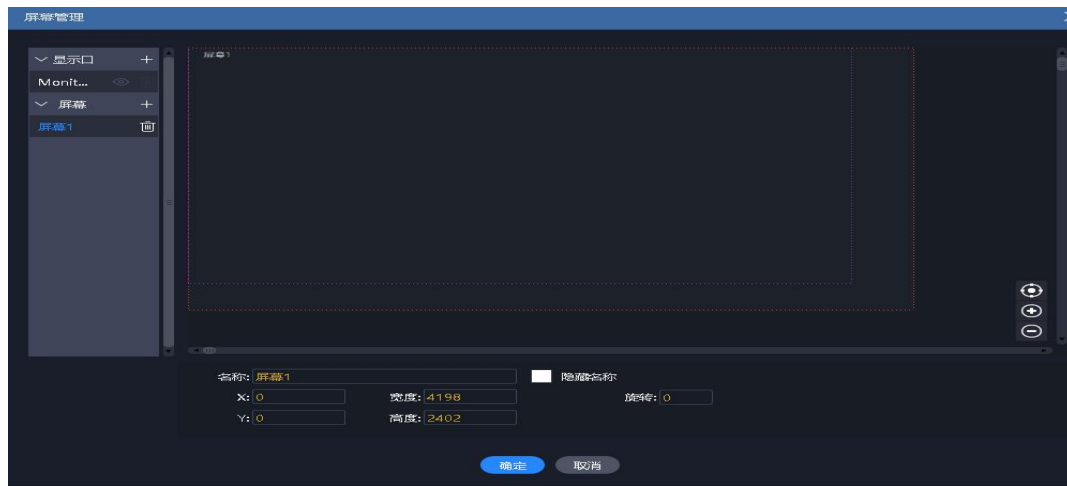
4.4.5 Acquisition card: add the signal of the acquisition card device

4.4.6 Streaming media: add streaming media video

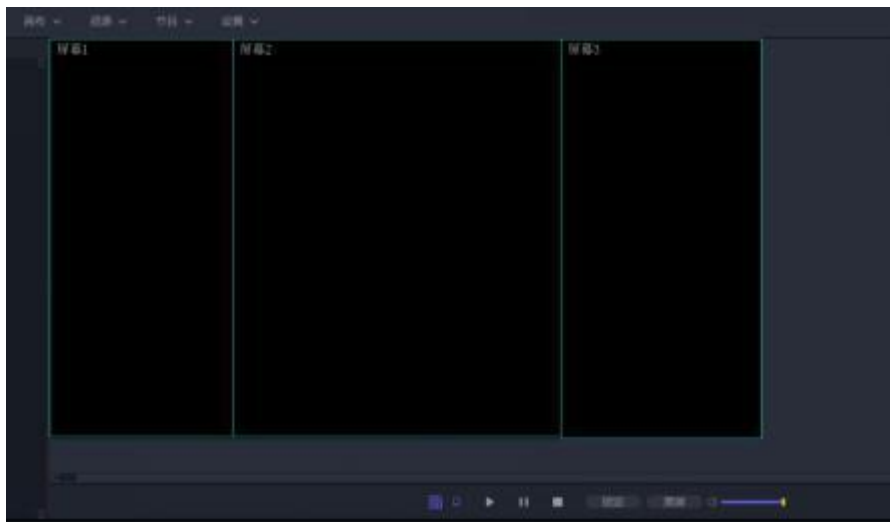
4.4.7 Office files: add Word and PPT files (you can add Office2010-2016 files)

4.5、Setting screen management

After adding the playing material, click on the left  Can enter the screen management interface. Set the number and parameters of the screen windows according to the actual size of the LED screen and on-site requirements.



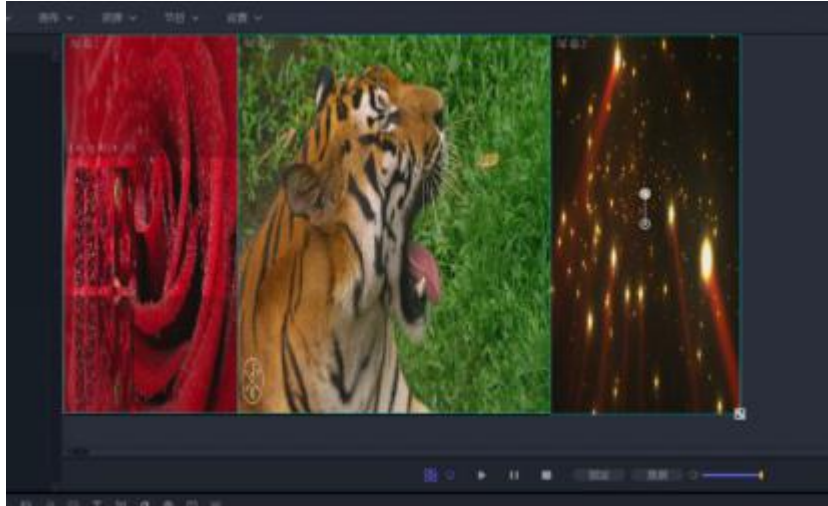
Set the three screens as left, center and right, click OK, as shown below:



4.6、Play content editing

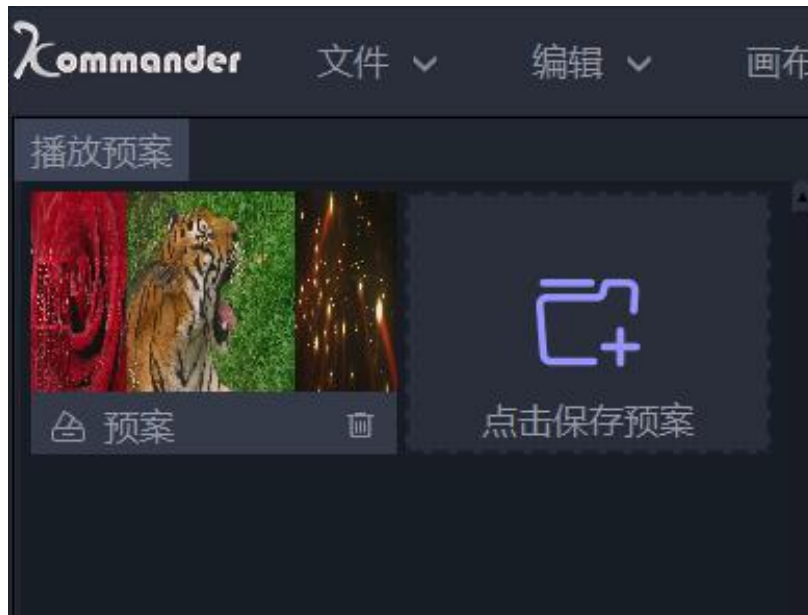
Drag the material from the material resource area to the three screen points and click play. During the playback process, you can drag and drop new material to the editing area at any time to realize the

real-time replacement of the material content, as shown below:

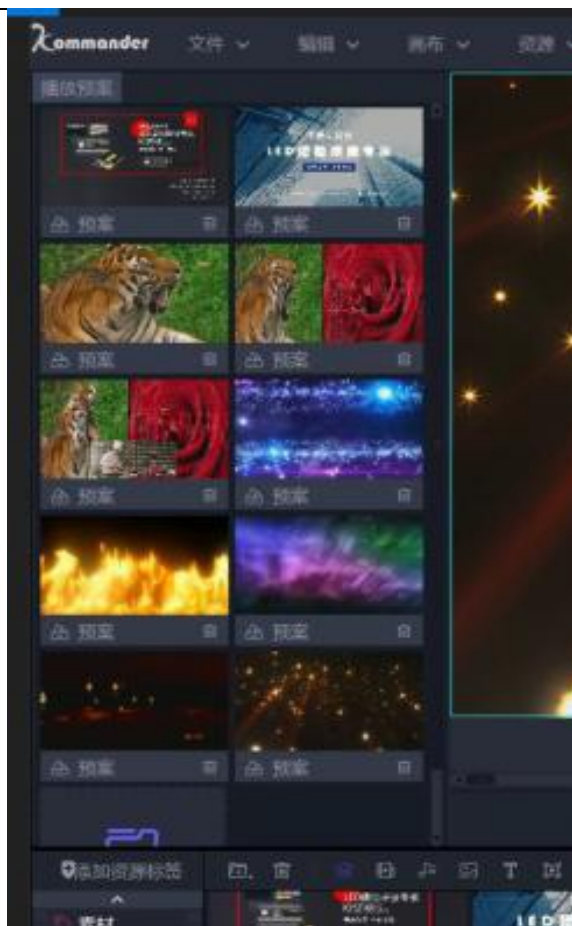


4.7、Play plan creation

Right-click in the editing area and select "Save as Play Plan" to generate a play plan file in the play plan area. The play plan is displayed as a screenshot of a frame in the edit area, as shown below:



According to the actual needs, edit the required playback content plan and generate it in the plan resource area, as shown below:



After editing the playback plan, clear the material in the editing area, double-click the plan in the playback plan area, and click Play to play the pre-saved plan on the large screen.

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.

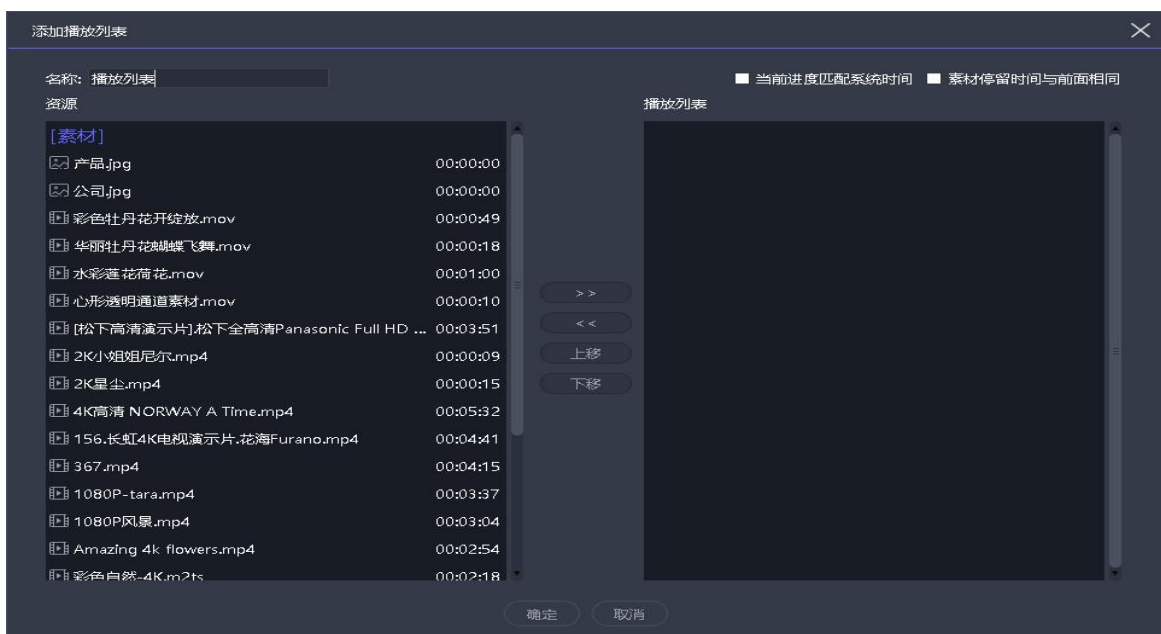
5.2、playlist

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.

2018年11月01日 戊戌[狗]年九月廿四 16:13:28 星期四
2018年11月01日 16:13:28

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

5.9.7 the 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。年老体弱者应当添加衣物, 宜着夹克衫、薄毛衣等。

VI. Pad control

The app client is kommander z3 supporting software, uses pad as a carrier, and transmits control commands to z3 through wifi wireless network, and finally achieves the purpose of mobile terminal controlling large-screen output.

The typical application scenario is a large-screen demonstration site. The user can control the output of the content through the pad instead of operating on the server side, which improves the operational flexibility and makes the presentation and control more suitable.

Pad working conditions: z3 is compatible with the version of the pad. On the same network as z3, the device to which z3 belongs has been turned on, and z3 has run and started the project.

6.1、Connection steps

(1) Search for "Kommander Cloud Control" in the App Store



and choose to download and install.

(2) Open the cloud control version of Kommander Z3 software on the PC side, and open the connection settings in the settings, the following interface will appear



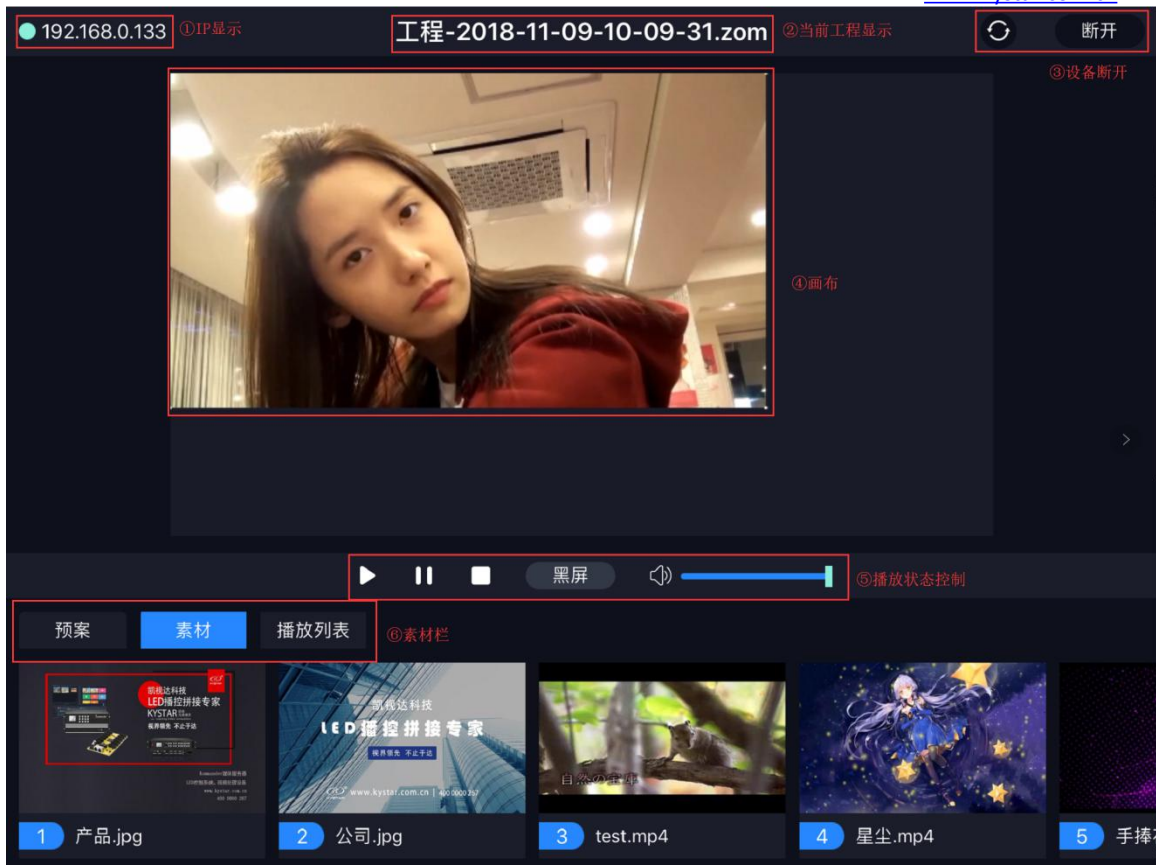
(3) Open the Kommander cloud control software on the Pad terminal, establish a new connection, enter the IP and password, and select to start the connection.

(4) Each connected PC will generate a record. The history record shows the list of all servers connected to the current pad, which is convenient for reconnecting again.

(5) At the same time, only one connection of the Pad terminal is received, and other connections are automatically rejected

6.2、Pad interface

After completing the connection, the display interface on the Pad side is as follows



6.2.1 IP display: display the IP of the server currently connected

6.2.2 Project display: display the project name used before the current service

6.2.3 Refresh and Disconnect: "Refresh" reloads the project data to synchronize the data and status, "Disconnect" disconnects the connection with the current server through the Pad terminal

6.2.4 Canvas: display the current output screen, you can drag the material to the corresponding window to switch

6.2.5 Play state control: including play, pause, stop, black screen, volume increase and decrease control

6.2.6 Material column:

(1) Material: including material and material grouping column, showing all loaded materials

(2) Plan: The plan column displays all plans added by the server, which can be called by dragging.

(3) Playlist: All playlists added by the server are displayed in the playlist column, which can be called by dragging

6.3、PC interface

Added remote device ID on PC



When a device is connected, it prompts which device id is connected.
Support to disconnect from the device

6.4、Cloud control operation details

- (1) The Pad side can display the materials, plans, and playlists added on the PC side. The Pad side cannot be added or edited.
- (2) Long press the target material with your finger, drag it into the target window after selection, and complete the replacement.
- (3) Clearing the cache does not delete historical connection records.
- (4) Long press the connection record with your finger to select the target record to delete.

VII. Other functions

7.1、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 default selection is a discrete graphics card.
- (2) General settings: The audio mode is used to set the audio selection for multiple materials. When single audio is selected, only one channel of audio can be output; the special effect types are straight cut and fade in and out, used to set the switching effect when

switching materials or plans; self-starting at startup and project self-starting, used to set whether the software and project are automatic turn on.

(3) Decoding settings: used to set the decoding path and frame rate, divided into graphics card decoding and CPU decoding You can choose the appropriate decoding method according to the computer configuration, so that the software runs smoothly without freezing.



7.2、Timed switching function

The software has the function of scheduling tasks, and the software can be set to switch specific plans at specific times.

In the "File" menu, select "Timed Settings". Add timing switching command here, as shown below. After the setting is completed, check the option "Start timing command table" in the lower left corner.



7.3、Picture rotation

Method 1: Select the material that needs to be rotated in the broadcast control area, click and drag the rotation button on the material to achieve the rotation of the screen;

Method 2: Select the material that needs to be rotated in the broadcast control area, and set the angle to be rotated in the parameter setting on the right to complete the rotation of the screen.



7.4、Effect setting function

After adding the material to the broadcast control area, select the corresponding material and set the display effect of the material under

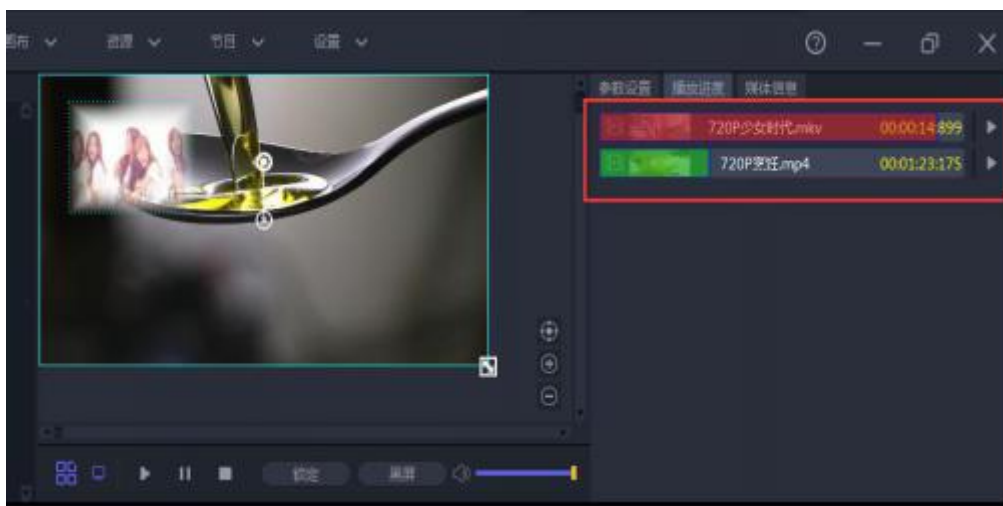
the status bar on the right. Including: transparency, contrast, saturation, brightness and feathering. The picture will change in real time during the debugging process, making the material display effect more satisfactory.

The picture below shows the effect of debugging material feathering.



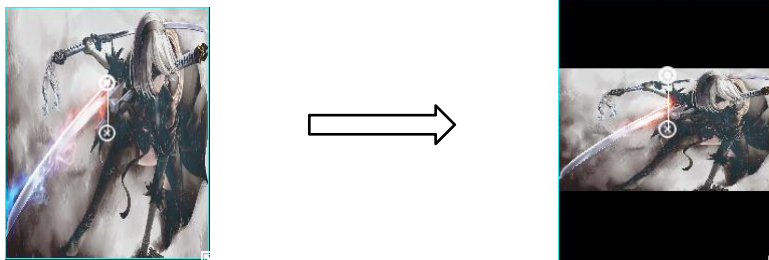
7.5、Play progress management

You can check the time progress of the material playback in "Play Progress". When the video playback is about to end, the progress bar color is red. Through the corresponding pause button of the progress bar, you can pause playback of the corresponding material. You can directly click anywhere on the progress bar to fast forward or rewind the material.



7.6、Keep proportional function

When the window size ratio is relatively small, the effect will be poor when the material is displayed in full screen. Right-click in the broadcast control area and select "Keep Proportion", then the screen in the window will switch to the normal scale without distortion. As shown below: Due to the window, the horizontal direction of the screen is compressed; after checking the maintain ratio option, the screen display changes to 16:9 again, which means that the screen does not look compressed.



7.7、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 to learn more about Z4, T1, F2 and

other products

VIII. Q&A

8.1、How does Z3 realize the looping playback plan

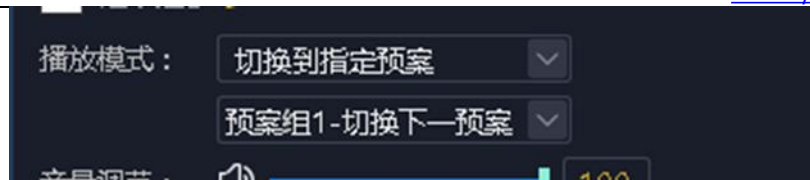
When there are many plans that need to be looped repeatedly or if you need to add a list of materials other than videos and pictures to loop and play, you can achieve this requirement by establishing a playback plan

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 the C plan to jump to the designated plan, and specify the A plan

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





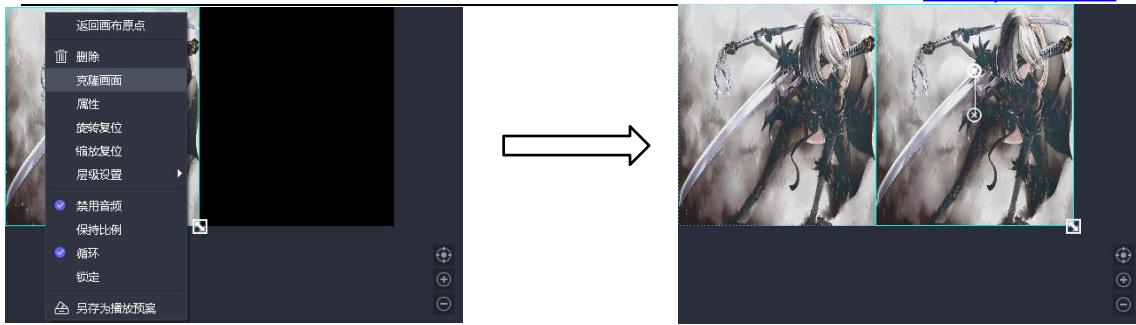
8.2、Z3 How to edit the canvas output after selecting a black screen and how to cut off the audio


- 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 you can make changes
- Check the "Mute when black screen" option, then select the black screen, there will be no audio output
- "Prohibit editing when the screen is black", the installation software is checked
- "Mute when black screen", the installation software is not checked by default

8.3、How can I ensure that multiple identical materials are fully synchronized, and how to achieve mirror display

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

Drag the cloned screen and flip it to achieve the mirror image display effect.



“” in the lower right corner of the window can quickly debug the size of the window. And drag to the left to mirror the display screen, as shown below:

