

C3 PLAYER

USER MANUAL

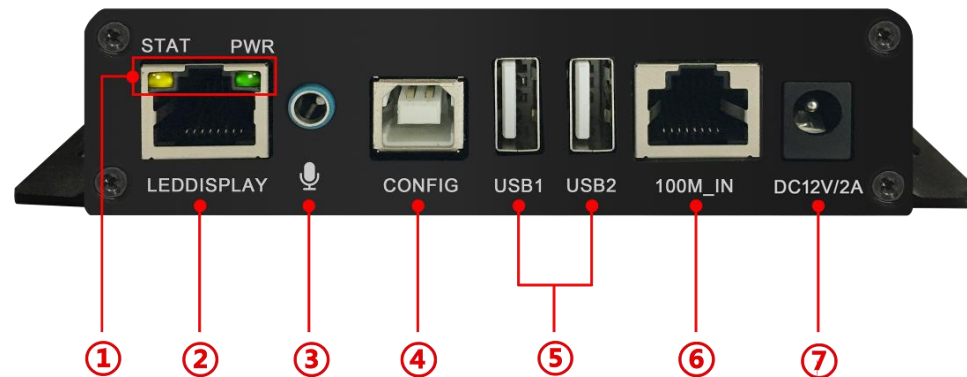
INSTRUCTIONS

CONTENT

Chapter 1 C3 Interfaces Introduction.....	1
1.1 C3 Interface.....	1
1.2 Hardware Connection.....	2
Chapter 2 Operation Environment.....	3
Chapter 3 C3 Parameter Settings.....	5
3.1 Connection Settings	5
3.2 Basic Settings	8
3.3 Advanced Settings.....	10
Chapter 4 Async Program Editing and Publishing	11
4.1 Async Program Editing	11
4.2 Async Program Publishing.....	12
4.2.1 Publish Program through Direct USB	12
4.2.2 Publish Program through Ethernet Port.....	14
4.2.3 Publish Program through USB Disk.....	16
4.3 Async Program Scheduling	19

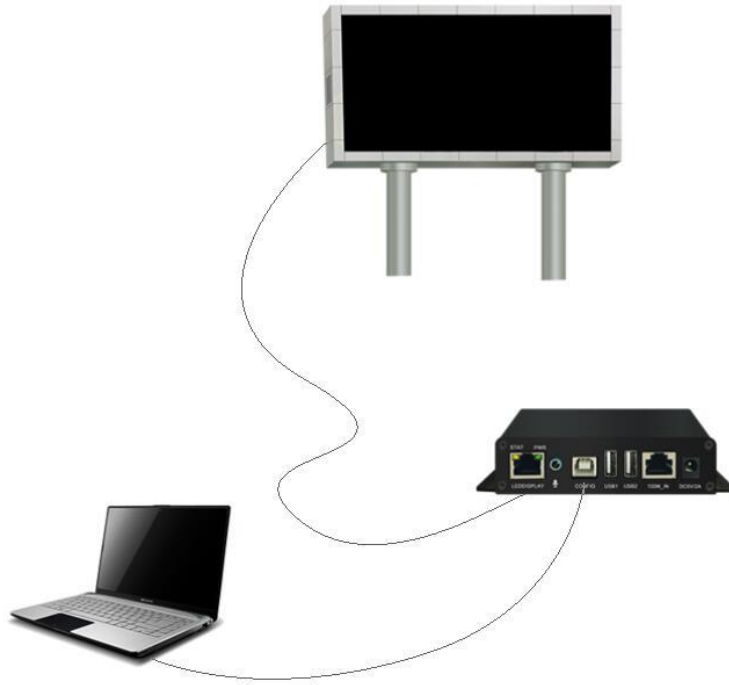
Chapter 1 C3 Interfaces Introduction

1.1 C3 Interface

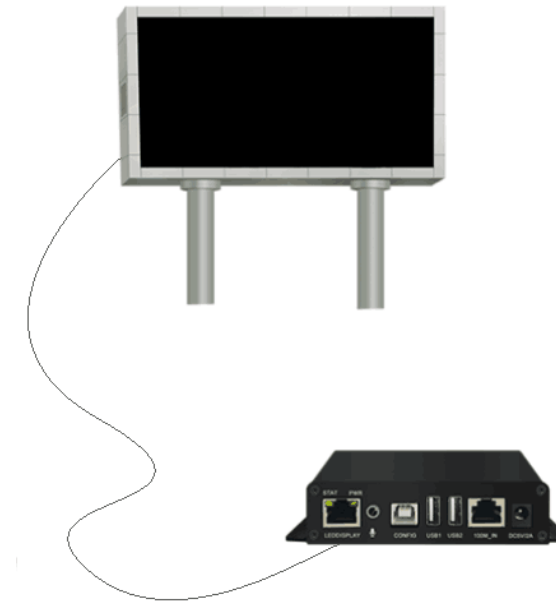


No.	Interface	Function
1	Indicator Light	Indicate power and signal status
2	LED DISPLAY	Connect with LED screen (connect to receiving card)
3	Audio	HIFI stereo output
4	CONFIG	Connect with PC for parameters setting and contents update
5	USB1/2	Update and play content through USB stick, support factory reset through U disc
6	100M_IN	Connect with PC to access LAN
7	Power	DC 5V/2A

1.2 Hardware Connection



C3 Configuration



Control & play without computer

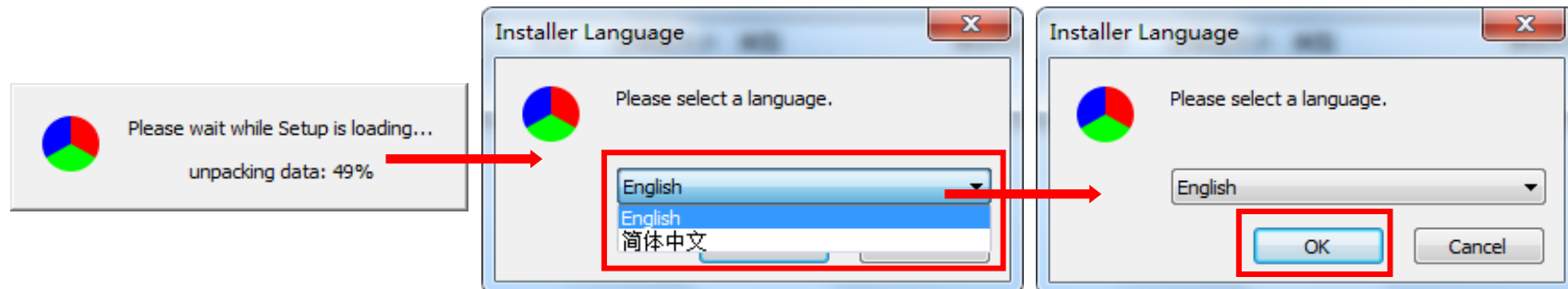
Chapter 2 Operation Environment

Supported system: C3 only can run under windows 7/8/10, not support windows XP.

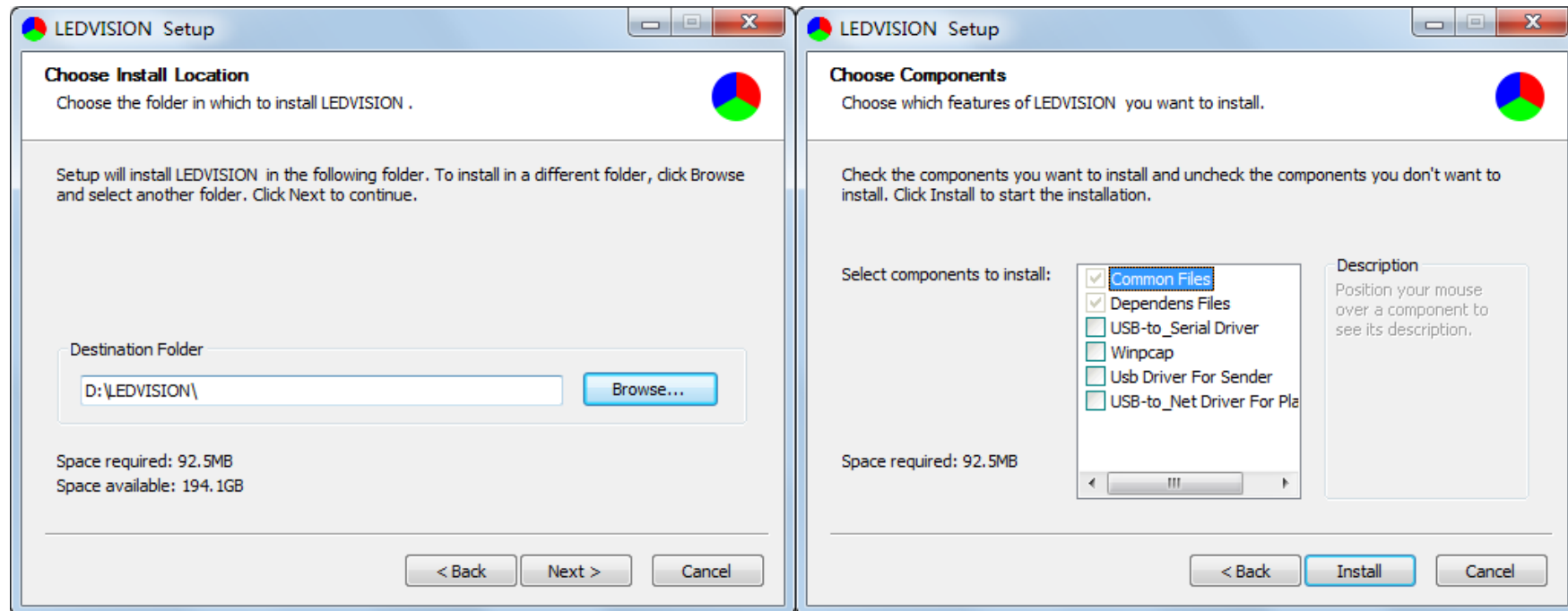
Supported software: LEDVISION, 4.20 version or higher version is recommended.

You can download the LEDVISION software from Colorlight's official website www.colorlightinside.com, then complete the installation according to the steps below.

1. Run the software package, and select [**English**] → [**OK**].



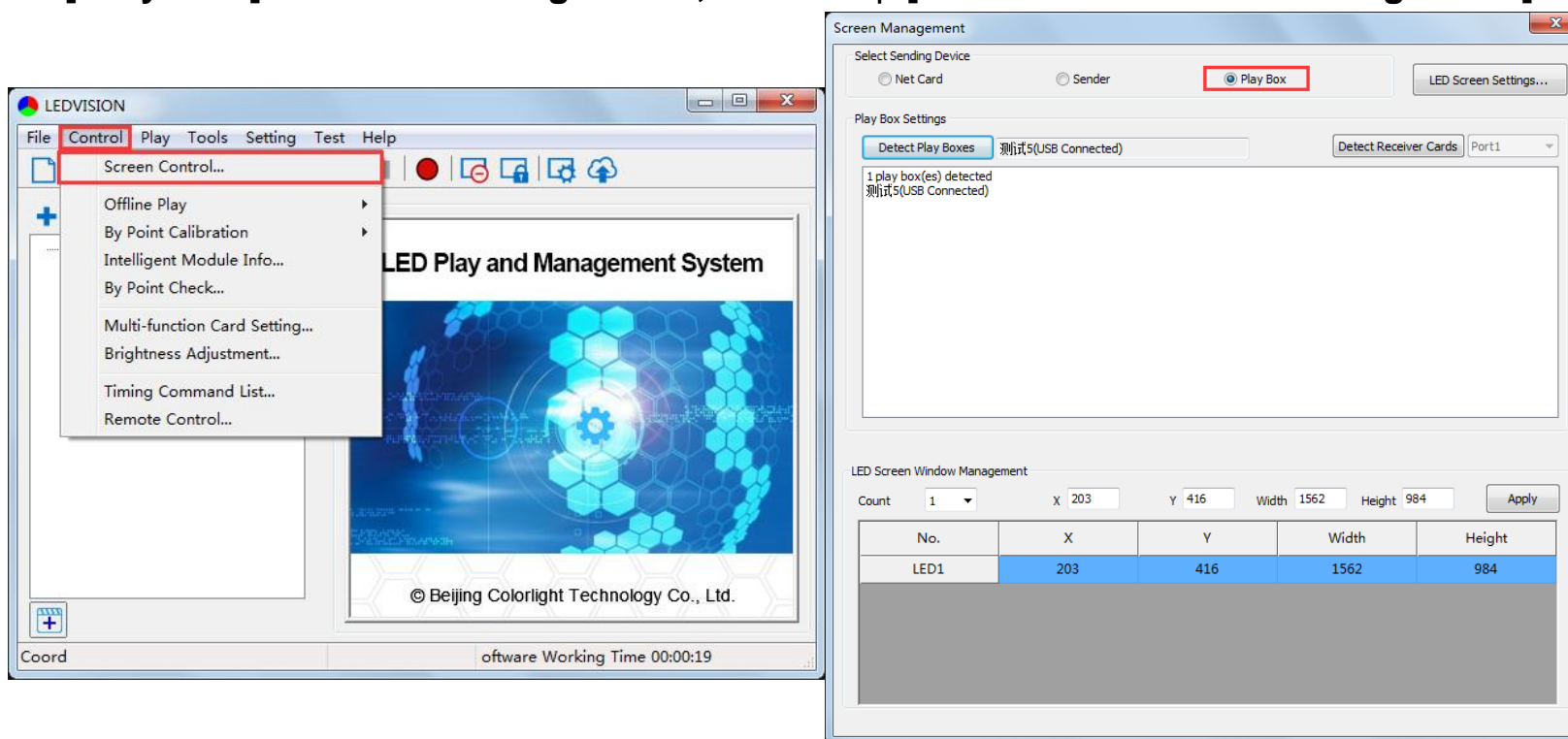
2. Click [**Browse**], then choose the installation location, then click [**Next**], choose components according to your own computer status, click [**Install**] to complete.



Chapter 3 C3 Parameter Settings

3.1 Connection Settings

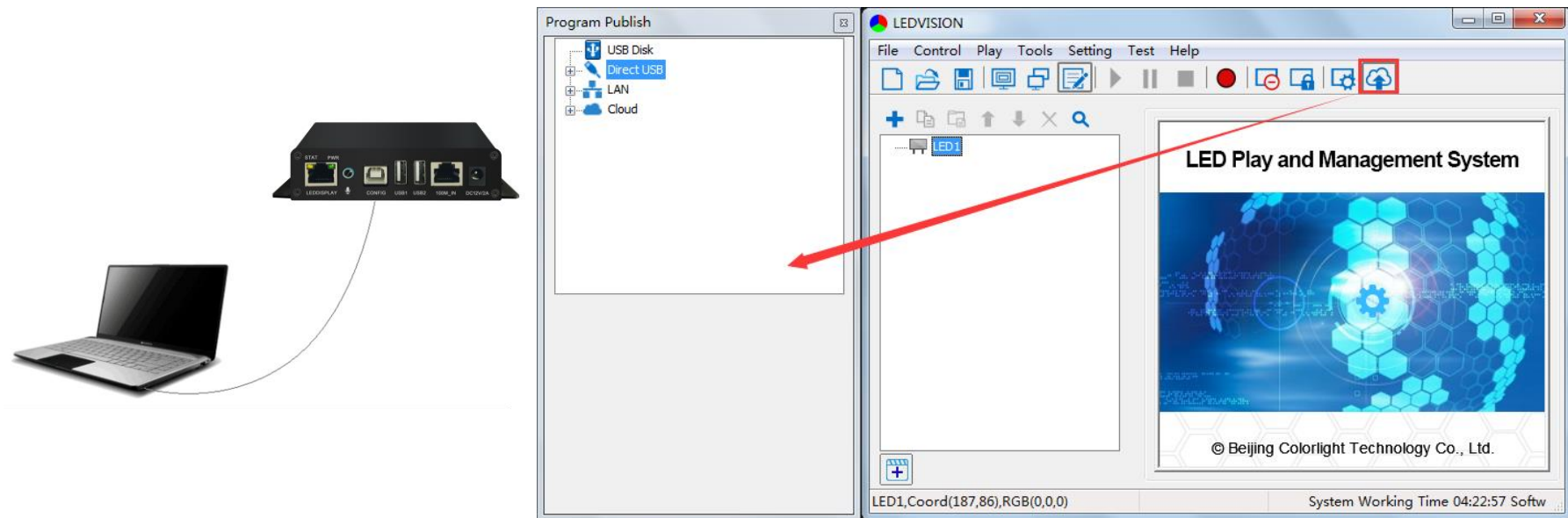
1. Before connecting your C3 to the computer, first click [**Control**] on menu → [**Screen Control**], then select [**Play Box**] in **Select Sending Device**, then set up [**LED Screen Window Management**].



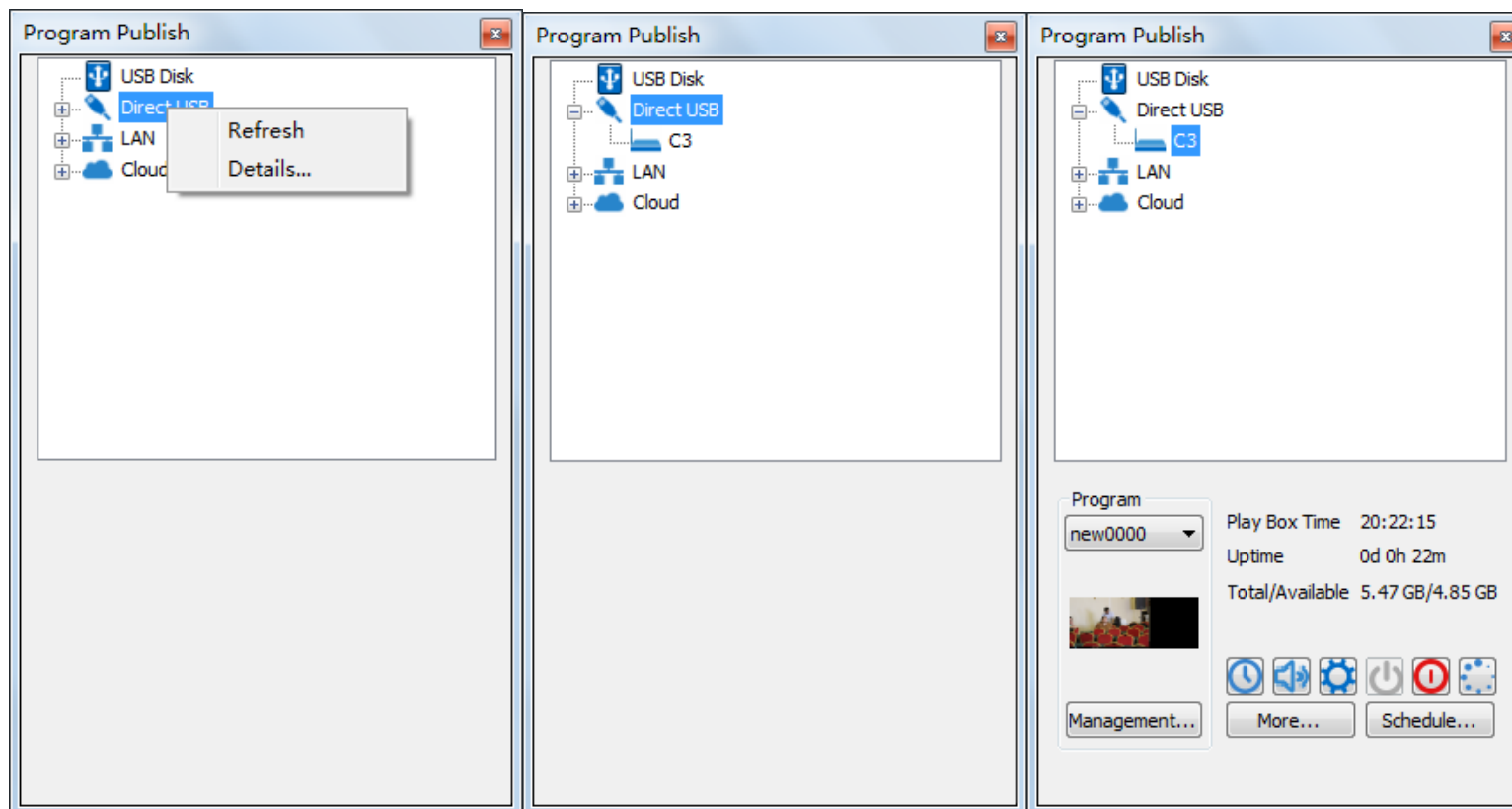
Note: If you do not complete this step, LEDVISION may not function properly because of a conflict between Net Card mode and C3 CONFIG interface.

2. Use standard A/B cable to connect C3 to computer when C3 is powered on, one side to connect USB port, another side for C3 CONFIG port.

Click [**Publish Program to Playboxes**] (as shown in the red box) to enter program publish interface.



3. Left-click [**Direct USB**] and then right-click [**Refresh**], your C3 will show up in program publishing window, select your device to set parameters and choose what content to play.



3.2 Basic Settings


- Ensure LED display is under normal configuration before setting on C3 parameters.
- When setting C3 parameters, you can connect your C3 to PC through a standard USB A/B cable, and connect your C3 to LED screen through network cable.

Play Box Time: Display current time.

Uptime: Calculated running time once C3 powered on.




Total/Available: View memory utilization.

Program: Use the drop down menu to play programs.

Play Box Date & Time: Click "" to enter the setting interface, click [**Modify**] to set up date and time, or timezone as well.

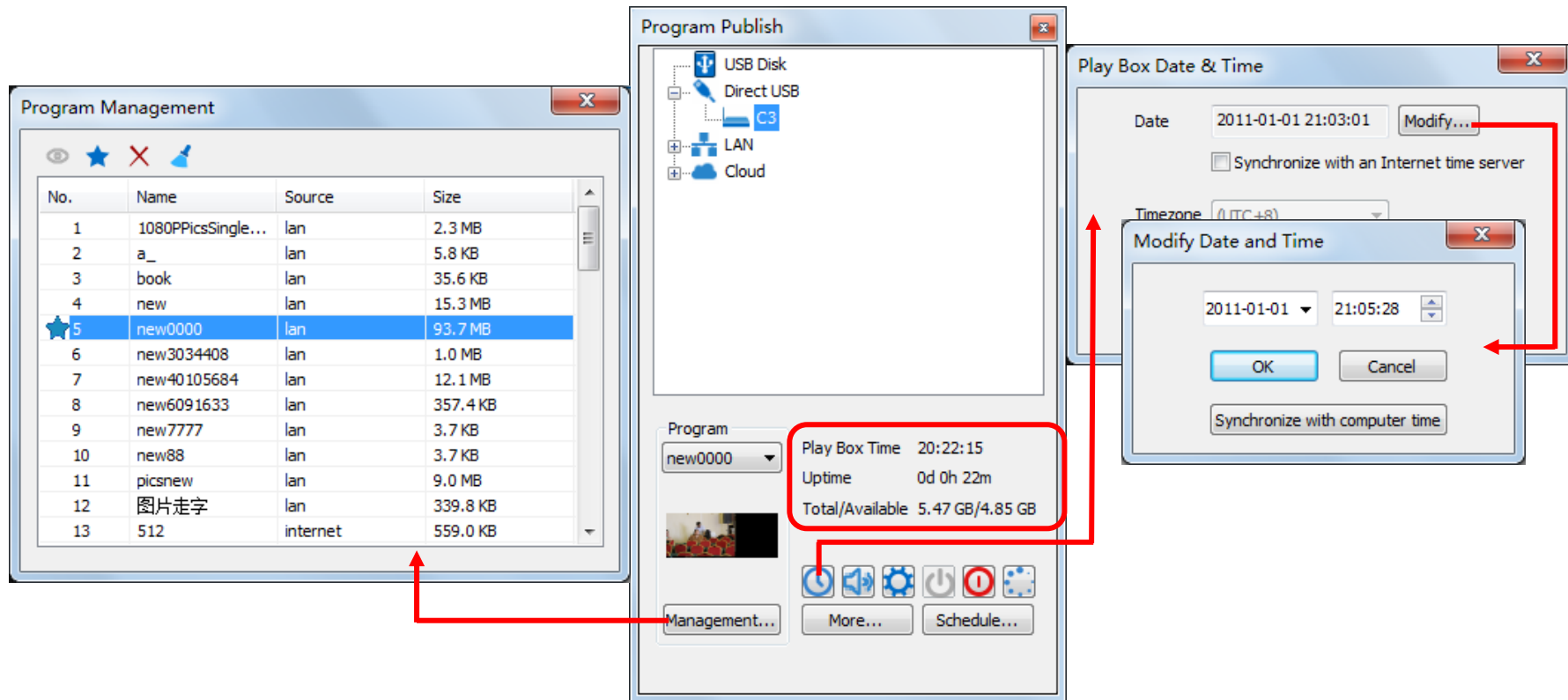
Volume Adjustment: Click "" to adjust volume.

Brightness Adjustment: Click "" to adjust brightness.

Wakeup, Sleep, Reboot: Click "" or "" or "" to perform C3 operation like wakeup, sleep and reboot once clicked.

Management: Check, delete and choose program, and much more.

The surface development of your C3's parameter setting interface is shown below:



3.3 Advanced Settings

① LED Resolution

The [**Width**] / [**Height**] you input must be equal to or slightly larger than the actual screen resolution.

② Output

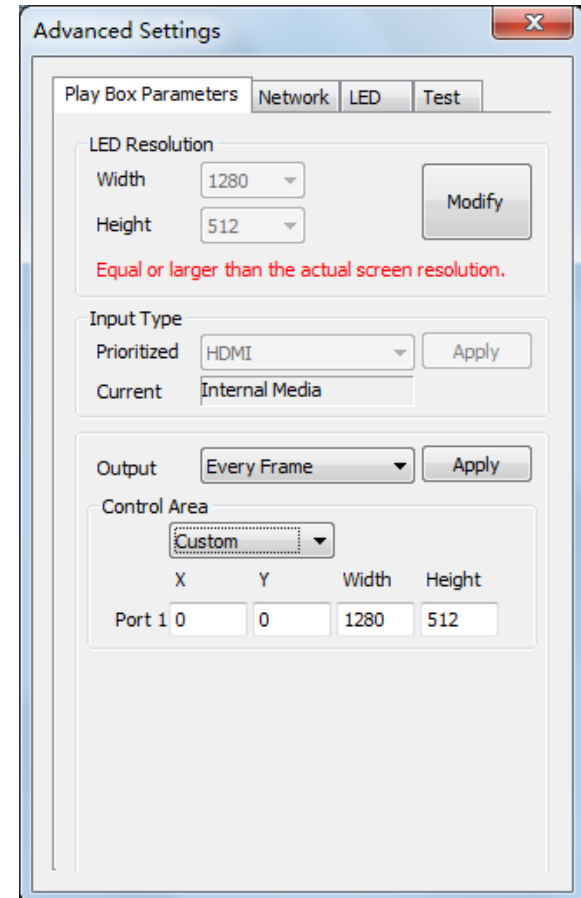
[**Every Frame**] (Default)

[**Every Other Frame**] (Choosing **Every Other Frame** can help avoid lag when image loading is too large)

③ Control Area

Select [**Custom**] in control area, and modify the values according to your network port control area.

Click [**Apply**] to complete setting.



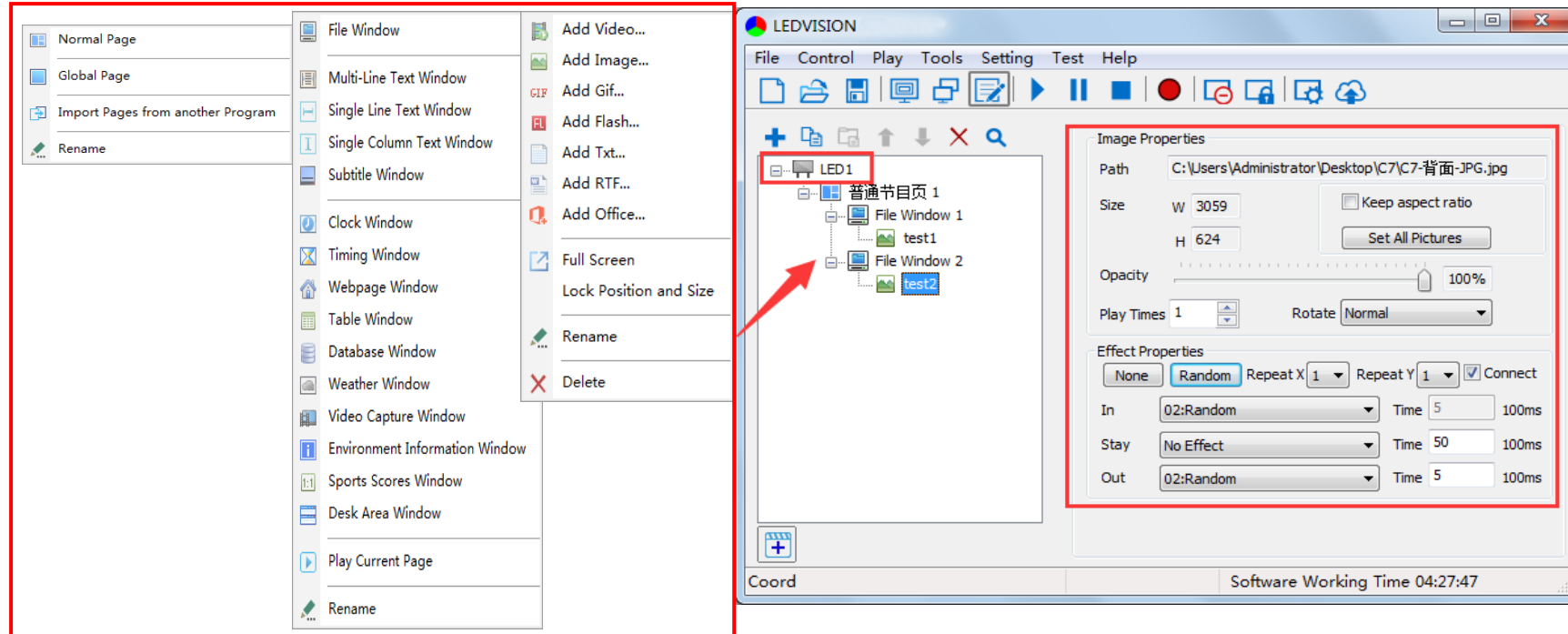
The screenshot shows the 'Advanced Settings' dialog box with the following configuration:

- Play Box Parameters** tab is selected.
- LED Resolution**: Width is 1280, Height is 512. A 'Modify' button is present. A red note below reads: "Equal or larger than the actual screen resolution."
- Input Type**: Prioritized is HDMI, Current is Internal Media. An 'Apply' button is present.
- Output**: Set to 'Every Frame'. An 'Apply' button is present.
- Control Area**: Set to 'Custom'. Below this, a table shows settings for 'Port 1':

	X	Y	Width	Height
Port 1	0	0	1280	512

Chapter 4 Async Program Editing and Publishing

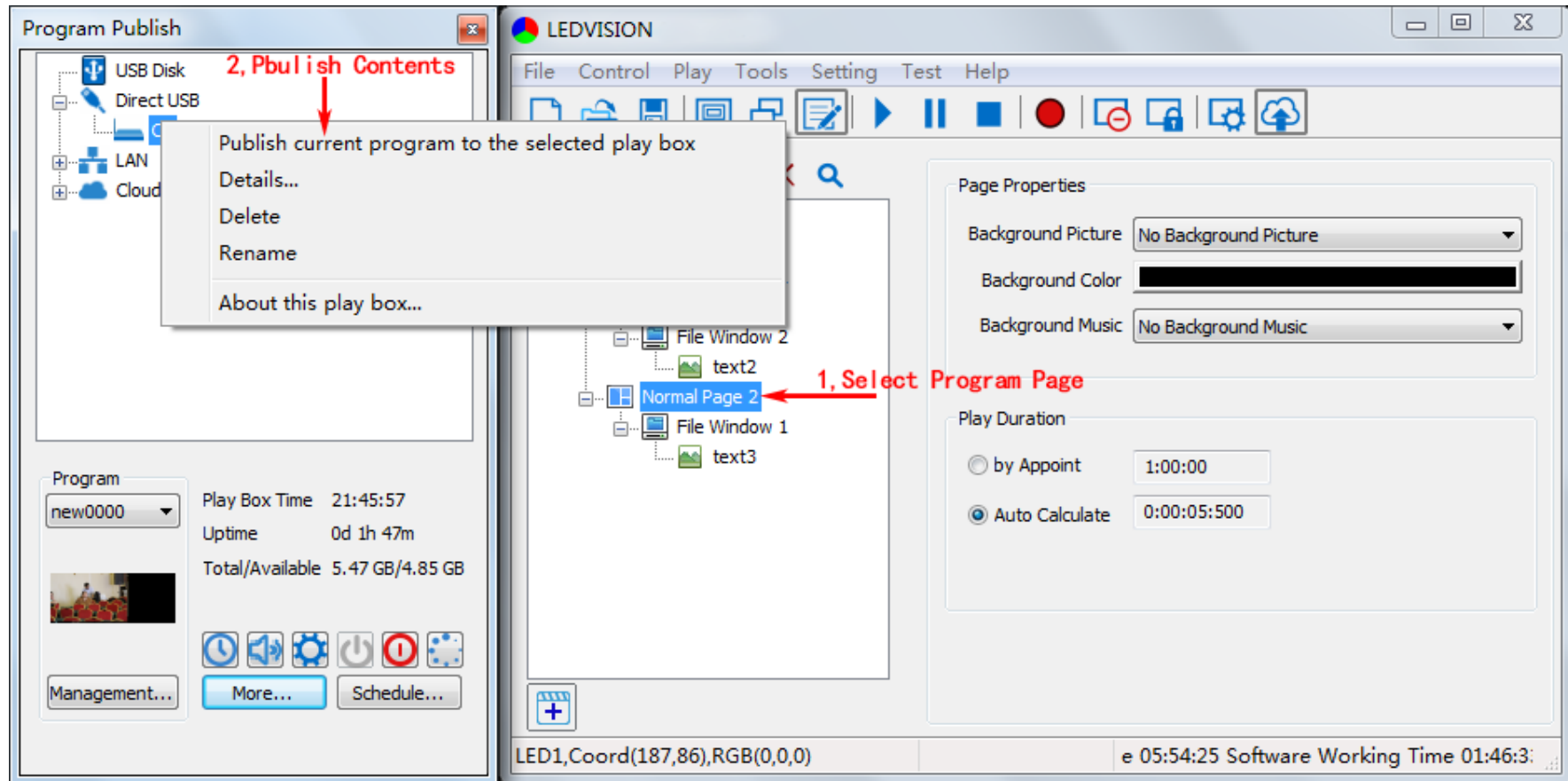
4.1 Async Program Editing



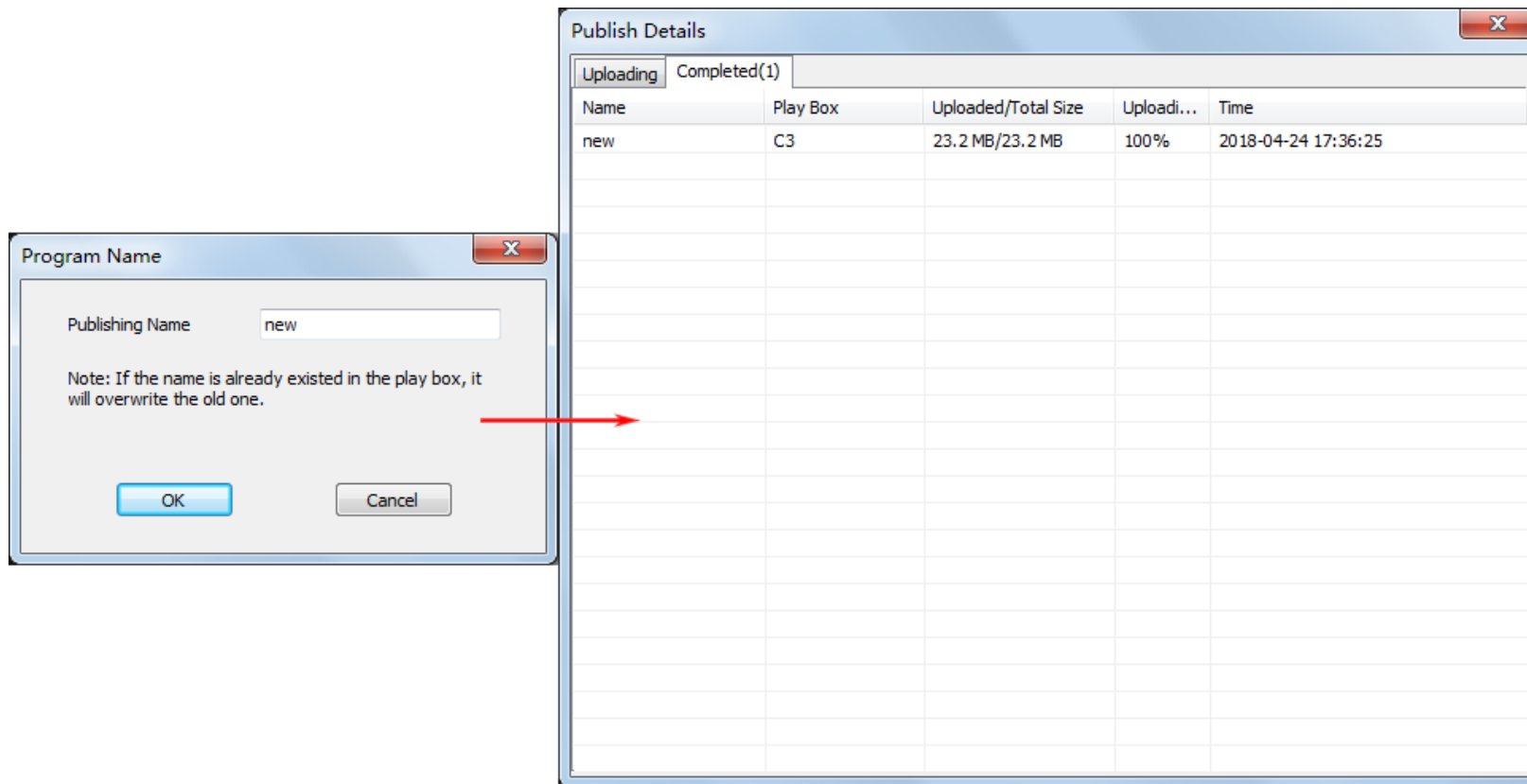
When you open LEDVISION, you will see [LED1] in program editing area. Right-click [LED1] to add [normal page], you can add [file window] in [normal page], then add [image] and [video] under the [file window] to add media for asynchronous play.

4.2 Async Program Publishing

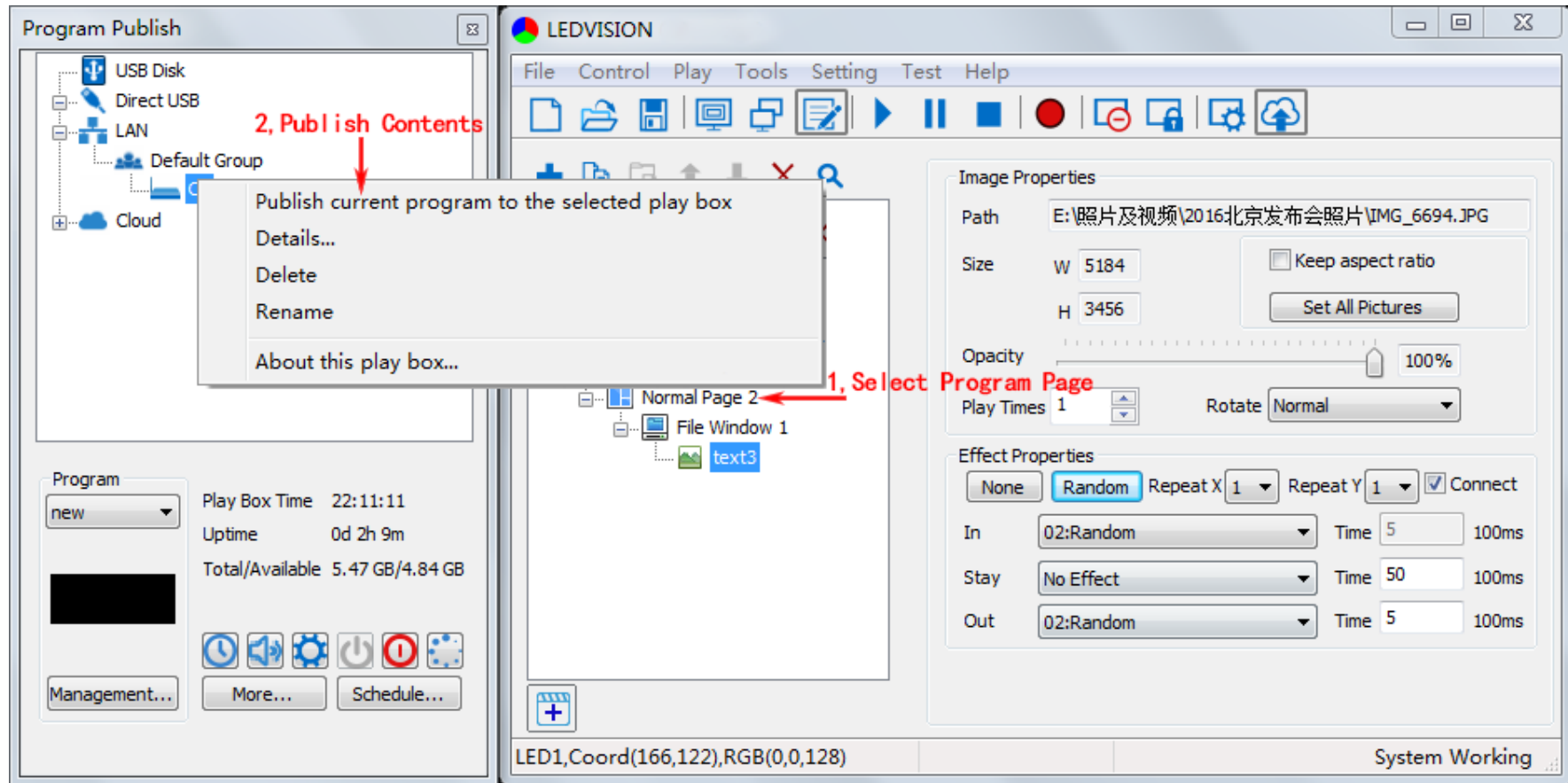
4.2.1 Publish Program through Direct USB



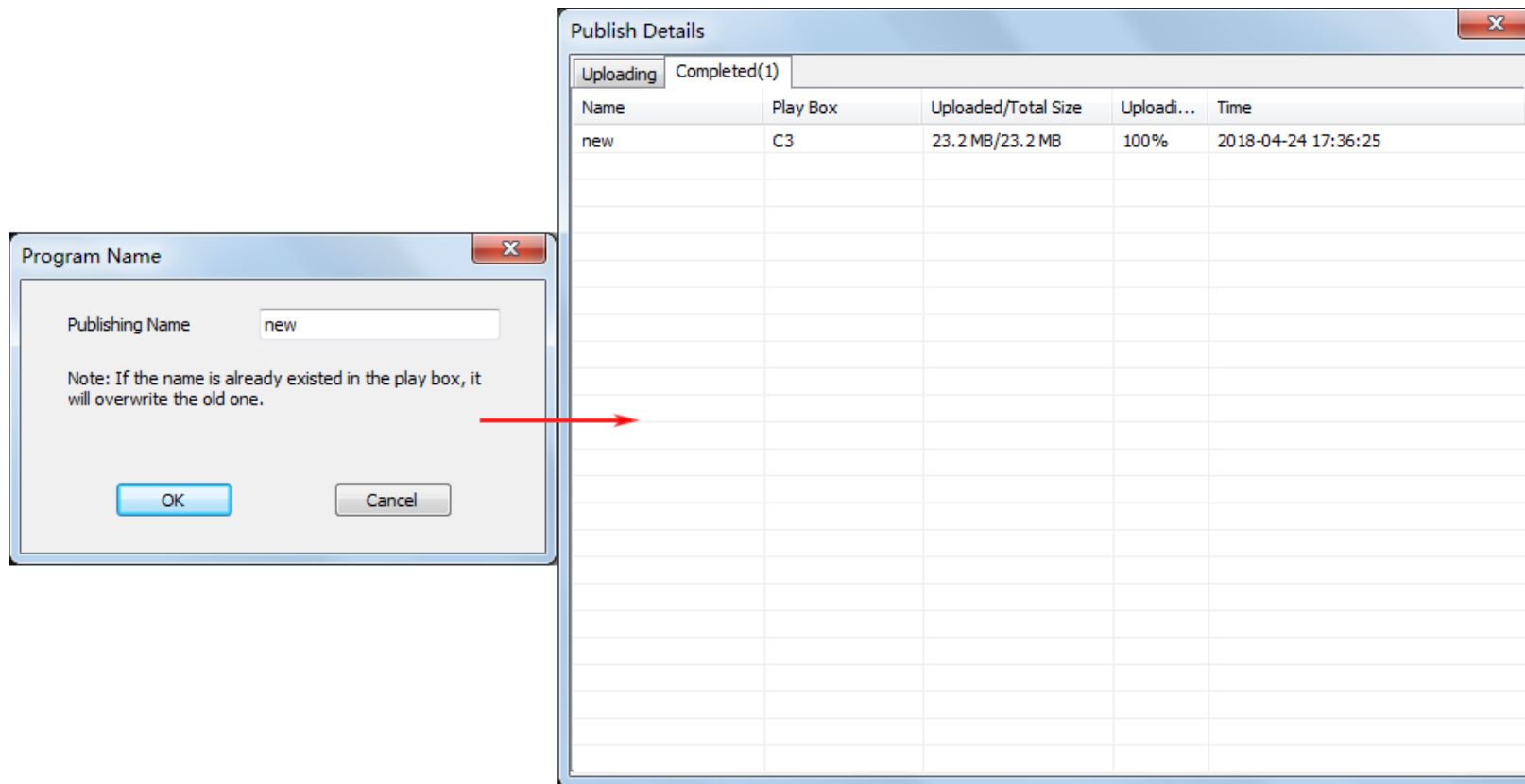
- ① In [**Program Editing Area**], after finishing program editing, select the [**Program Page**] that you are going to publish.
- ② Click [**C3**] and then right-click to choose [**Publish current program to the selected play box**], you must rename the program and allow it to finish uploading to fully publish your program.



4.2.2 Publish Program through Ethernet Port



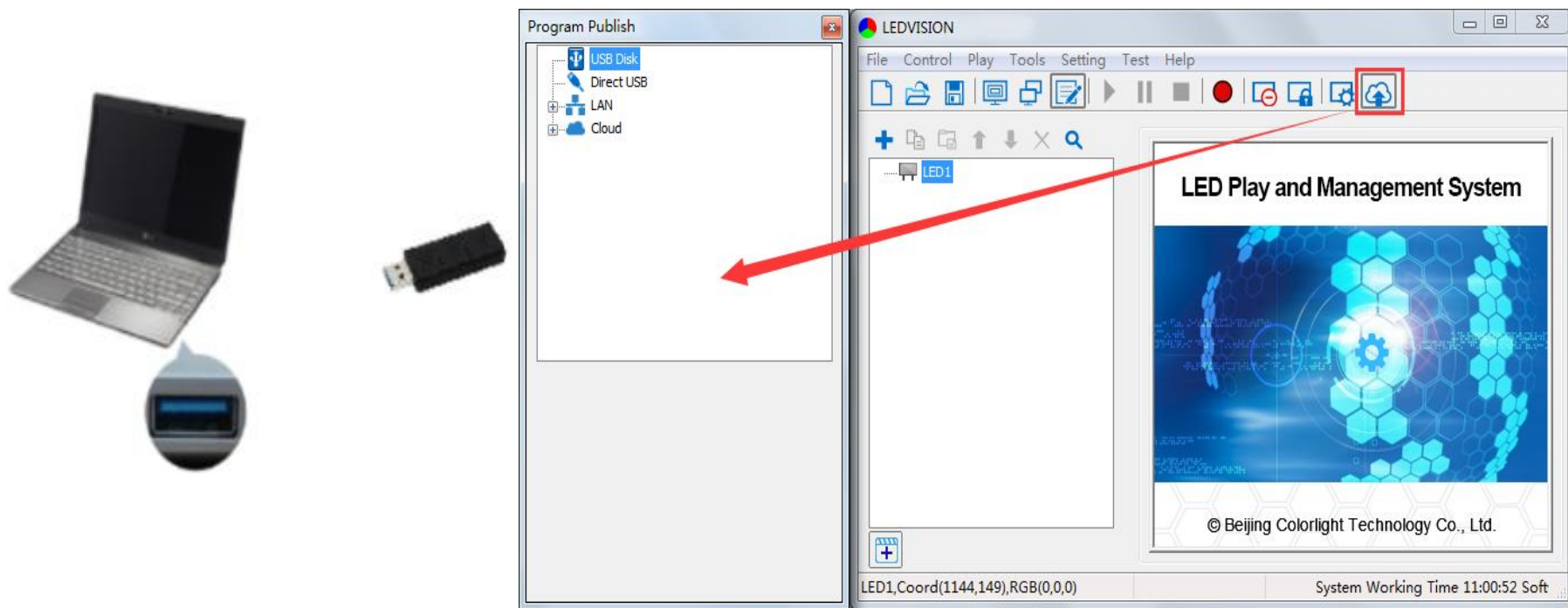
- ① In [**Program Editing Area**], after finishing program editing, select the [**Program Page**] that you are going to publish.
- ② Click [**C3**] and then right-click to choose [**Publish current program to the selected play box**], you must rename the program and allow it to finish uploading to fully publish your program.



4.2.3 Publish Program through USB Disk

1. To begin publishing through USB, first insert your USB disk to the PC USB port.

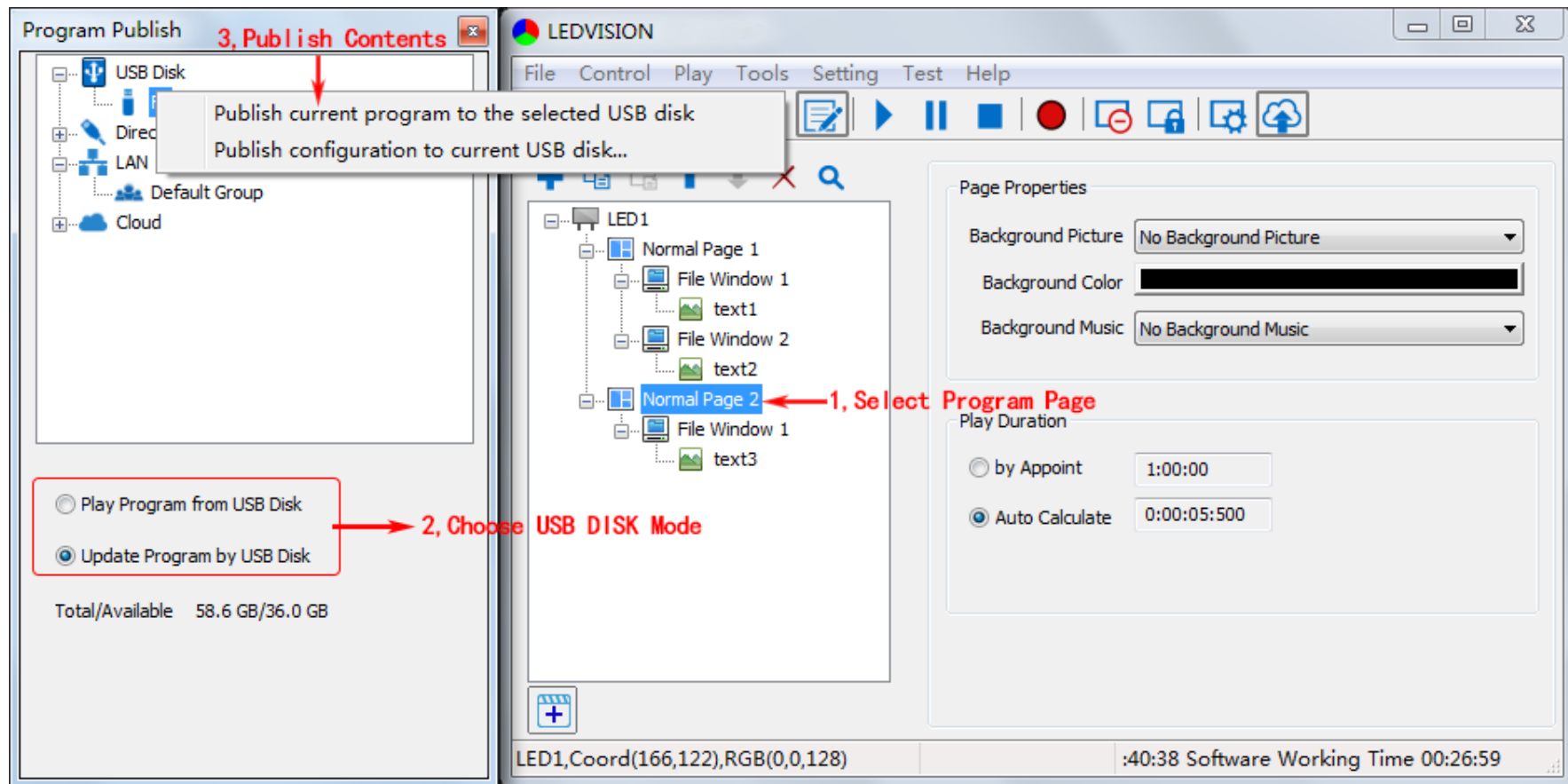
Click [**Publish Program to Play Boxes**] to extend program publishing window.



Note: USB disk should be empty before publishing for best performance. Remove previous updated programs before using it to update or play new programs, so as to avoid any problems.

2. Software will automatically identify USB disk when plug, click [**USB Disk**] to choose [**Your USB's Drive**].

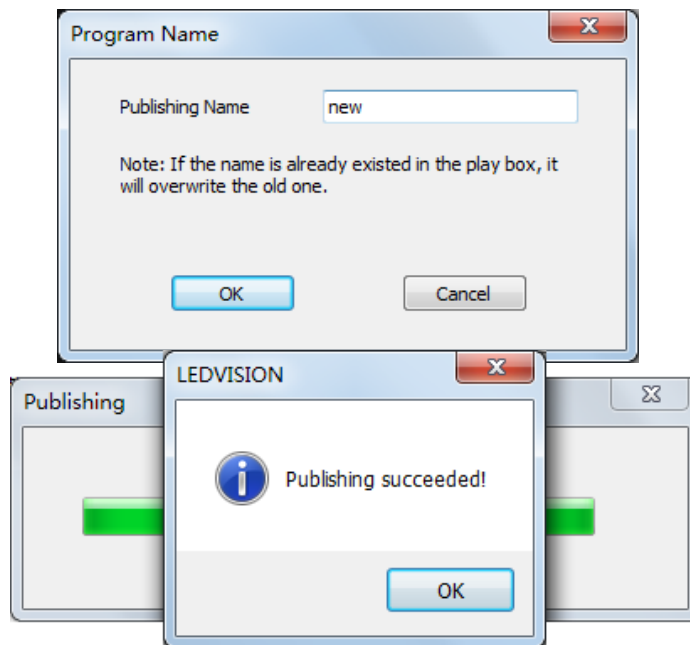
① Select [**Program Page**] in **Program Editing Area**.



② **Choose USB Disk Mode:**

- Play program from USB disk (Auto play USB disk content after inserting to C3, and **the content won't be stored in C3**).
- Update program by USB disk (Auto play USB disk content after inserting to C3, and **the content will be stored in C3**).

③ Select **the drive letter under USB disk**, then right-click to choose [**Publish current program to the selected USB disk**], after publishing program successfully, insert USB disk into C3 USB port.



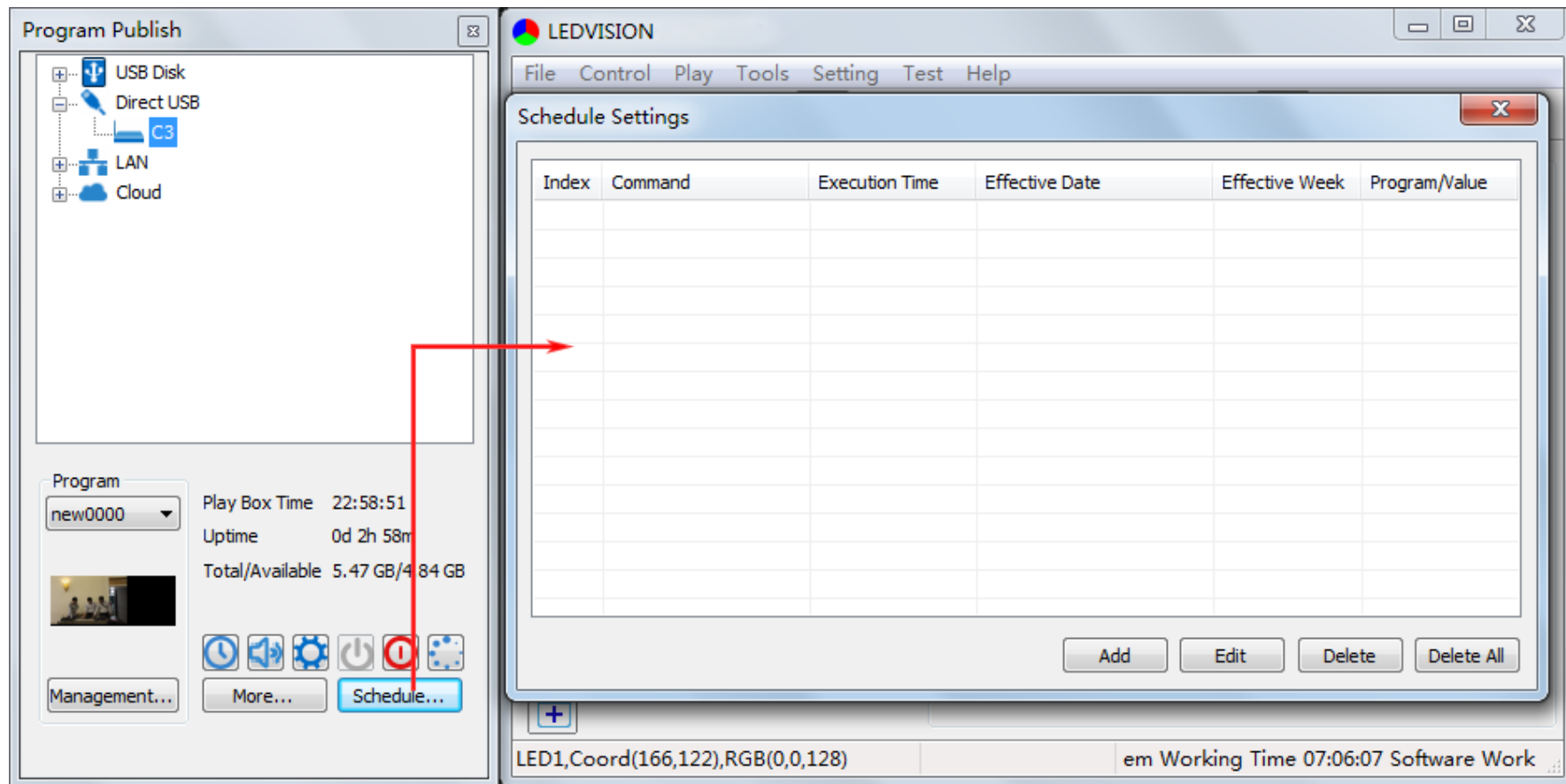
Note: A rotating circle in LED upper left corner will appear during the updating procedure. You may unplug the USB drive after the circle disappears.

4.3 Async Program Scheduling

First **publish multiple programs to C3** through the way of **4.1** and **4.2** above.

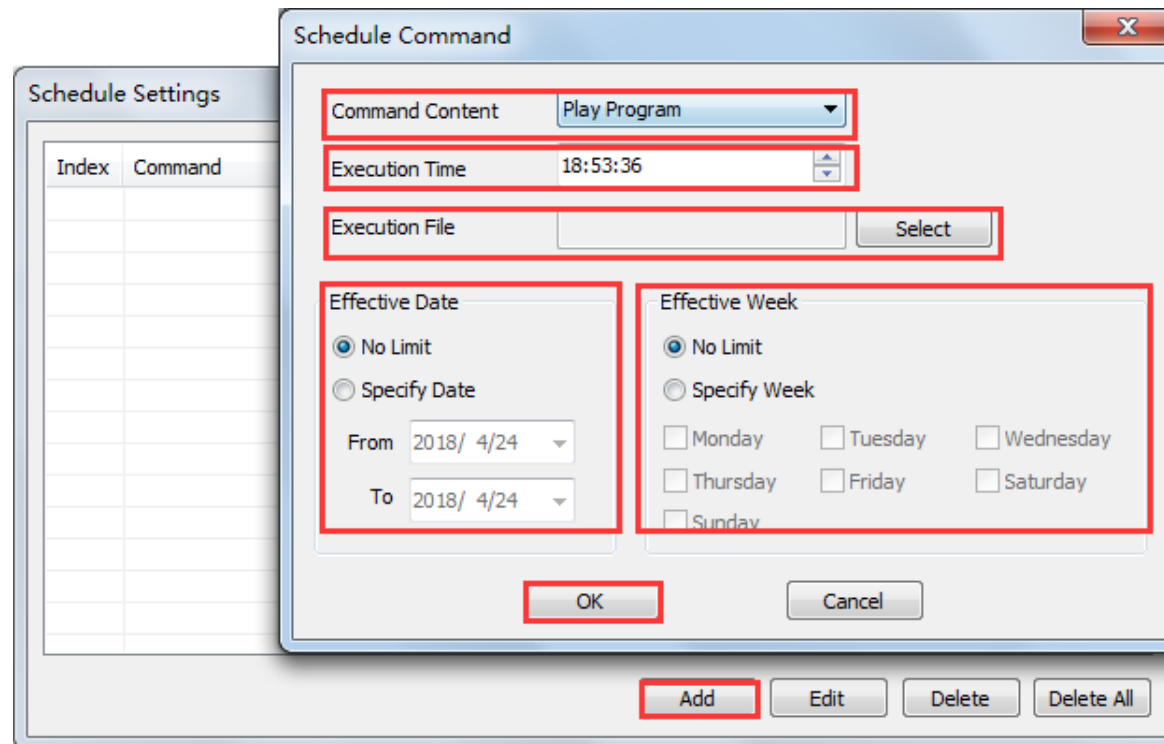
Then: ① In [**Program Publishing Area**], select **C3** and enter the interface of **C3 Parameter Settings**.

② Click [**Schedule**], and you can conduct **Schedule Settings**.



③ Click [**Add**] to add schedule command, select [**Play Program**] as **Command Content**, and select relevant **Execution File**, set up the **Effective Date**, **Effective Week** and **Execution Time**, finally click [**OK**] to complete.

④ Repeat the **step** ③ to complete the program scheduling.





Visual Future
