Visual Intelligent Control Platform

User Manual

Contents

1 Introduction

Visual Intelligent Control Platform (hereinafter referred to as VICP) is a visualized control software for comprehensive management and control of screen display systems, multimedia playback and control systems, audio systems, and environment peripherals in various fixed installation application scenarios, such as exhibition halls, conference rooms or centers, media centers, command and control centers, and smart city data centers.

What you see is what you get

VICP allows fully-visualized operations, enabling more accurate and pertinent on-site control. In addition, its elaborated and interactive UI design brings a more friendly, simple and smooth using experience, thus providing users with a highly smart and efficient operating environment.

Everything is under your control

VICP can realize all-round management and control of splicing screen display systems, audio systems and environment peripherals, such as input signal switching, preset switching, screen brightness adjustment, system topology viewing, IP camera control, plan management, media service management, lighting, curtains, screens, TVs and audio, and more.

2 Installation Requirements

Device Requirements

OS	Hardware Configuration
Android	• Android: Android 10.0 or later • Memory: 6 GB or above • Processor: 8 cores or above • Storage: 128 GB or above
Harmony	• HarmonyOS: HarmonyOS from 2.0 to 5.0 • Memory: 6 GB or above • Processor: 8 cores or above • Storage: 128 GB or above
iOS	• iOS: iPadOS 14.4 or later • Memory: 4 GB or above • Processor: A10 or above • Storage: 32 GB or above
Windows	• Processor: 9th Generation Intel® Core™ i5 Processor or above • Memory: 16 GB or above • Hard disk space: 256 G or above • OS: Windows 10 64-bit, version 20H2 or above

Obtaining

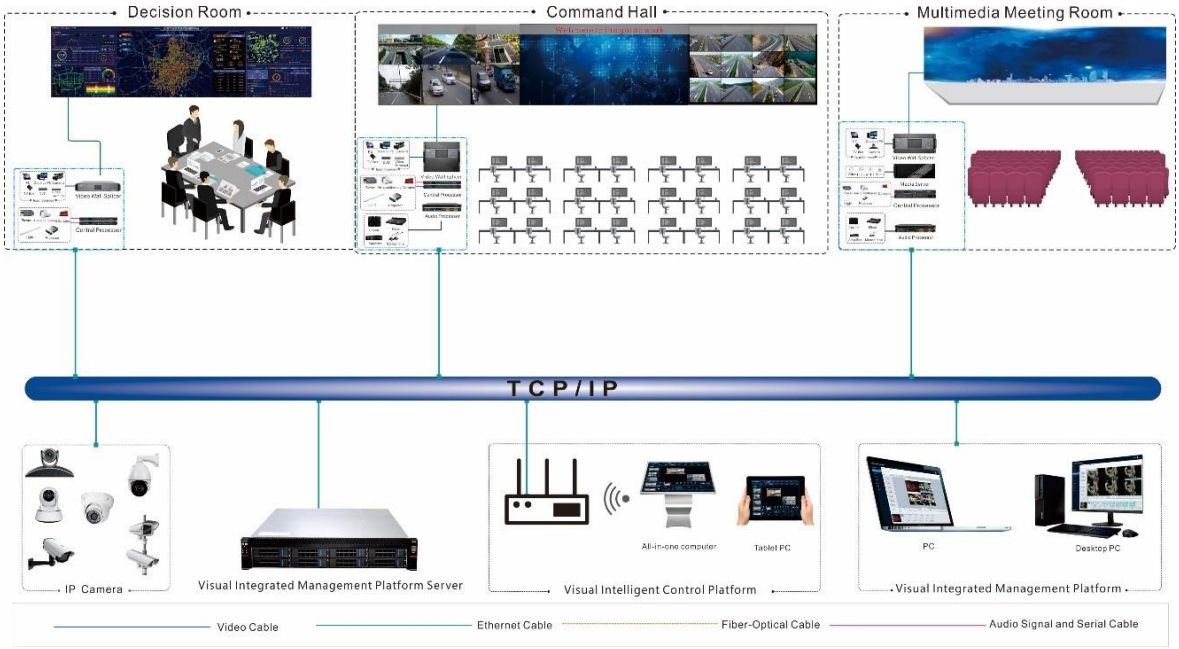
VICP supports tablet PC (iOS, Android OS and HarmonyOS) installation and Windows installation.

- For tablet PCs: Search for VICP in Apple or Android app store, or HUAWEI AppGallery to download and install the software.
- Windows OS: Obtain the package from your sales engineer or technical support engineer.

Installation

VICP is installed in the same way as an ordinary software. Follow the instructions to complete the installation.

3 Typical Networking



4 Authorization

After you log into the platform for the first time, you need to authorize the system before you use it.

The operations in the Windows system are performed in the same way as those on tablets. Here take the operations on tablets as an example to illustrate.

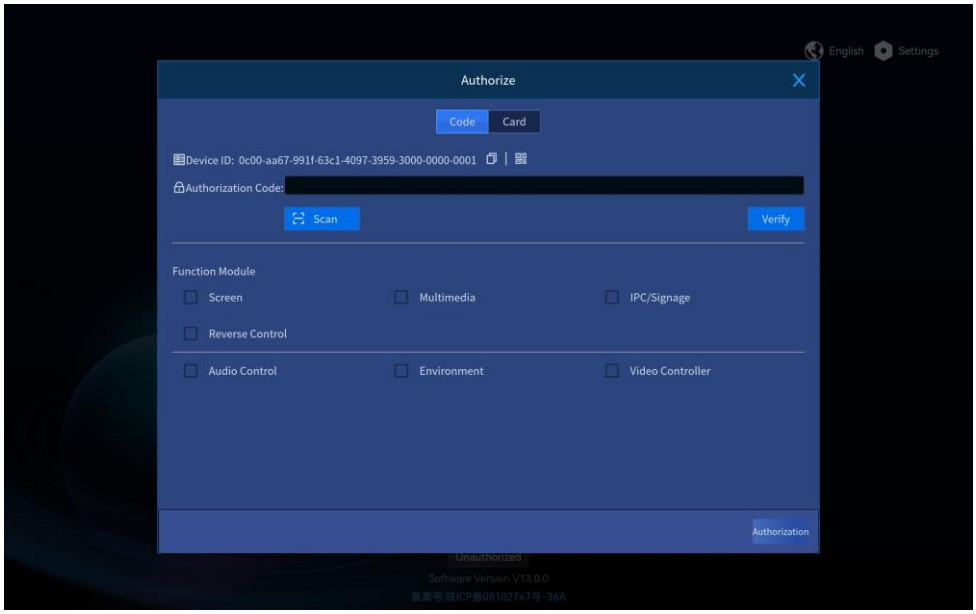
- If you select **Visual Integrated Management Platform** (hereinafter referred to as VIMP), you need to authorize the system in VIMP.
- If you select **Distributed Integrated Management Platform** or **Video Wall Splicer Integrated Management Platform**, you need to authorize the system in VICP.

4.1 Authorization Code

Step 1 Tap VICP to run the app.

Step 2 Tap **Unauthorized** at the bottom to open the authorization window.

Figure 4-1 Authorization interface



Step 3 Tap  to copy the device ID, or tap  and scan the QR code to obtain the device ID. Then, send the device ID to your sales.

Step 4 After you obtain the authorization code from your sales, perform the follow operations based on various situations.

- If you obtain an authorization code string, manually enter it in the text box next to **Authorization Code**.
- If you obtain an authorization QR code, tap **Scan** and the system will automatically fill in the code in the text box. (VICP on Windows terminal does not support scanning to fill in the authorization code.)

Step 5 Tap **Verify** and the authorized function modules will be displayed below.

Step 6 Tap **Authorization** to complete the authorization.

After a successful authorization, the prompt "**Authorized**" is shown on the login interface.

4.2 Authorization Card

Prerequisites

You have purchased the authorization card.

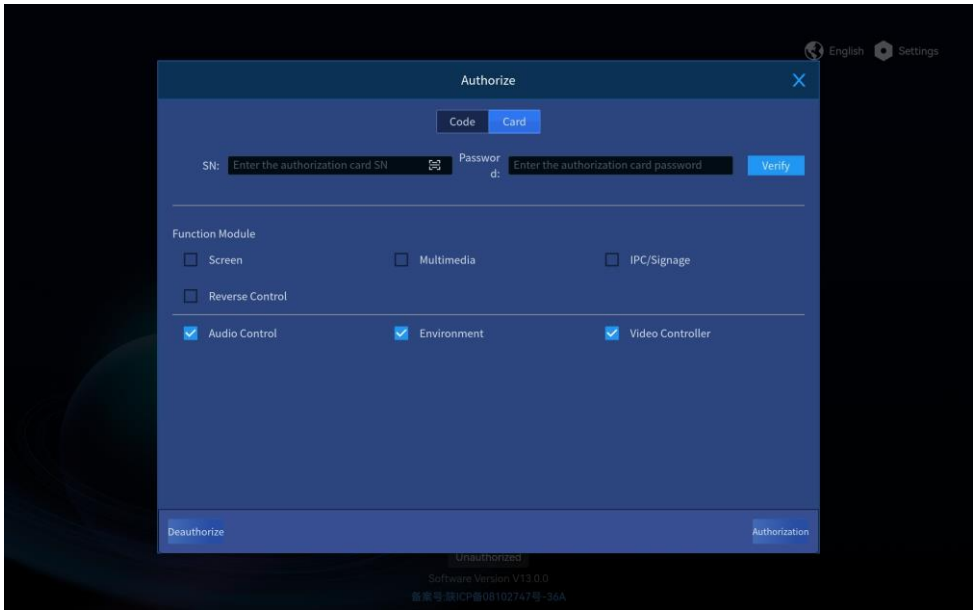
Operating Procedure

Step 1 Tap VICP to run the app, and then tap **Distributed Integrated Management Platform** or **Video Wall Splicer Integrated Management Platform** to enter the corresponding interface.

Step 2 Tap **Unauthorized** at the bottom to open the authorization window.

Step 3 Tap **Card** to enter the authorization card interface.

Figure 4-2 Authorization card



Step 4 Enter the authorization card SN in the text box.

Step 5 Scratch off the password coating, and then enter the password in the text box.

Step 6 Tap **Verify** to verify whether the filled-in information is correct. After a successful verification, the authorization card information will be displayed automatically.

Step 7 Select the desired function module to authorize it.

Step 8 Tap **Authorization** to complete the authorization.

Notes:

- Both the SN and password are case-sensitive.
- Tap next to **SN** and you can take a picture of the authorization card where the authorization information is displayed. The SN and password will be filled in the corresponding text box automatically.
- One authorization card can authorize only one function module at a time.

Reauthorization

You can use the authorization card to reauthorize another function module.

Step 1 After you enter the SN and password, tap **Deauthorize** to deauthorize the current function module.

Step 2 Reselect the desired function module.

One authorization card can authorize only one function module at a time.

Step 3 Tap **Authorization** to authorize the selected function module.

5 Import Project to Other Systems

Note:

When a sub project file is placed in the main project folder named **vct**, the main project content will be overwritten. When a sub project file is placed in the sub project folder named **vct_env**, there are following situations:

- If the standard template is used and the sub project does not contain business controls, the sub project will be loaded in the **Environment** module.
- If the standard template is used and the sub project contains business controls, or if a non-standard template is imported, the sub project will not be loaded.

5.1 Import Projects via VI Designer

After a project file is configured in VI Designer, you can import the configured file to VICP by using VI Designer.

Prerequisites

- The computer where VI Designer is installed and the tablet are on the same network segment.
- You have installed VICP on the tablet, and the project file version must be the same as or earlier than the app version.
- You have logged into VICP.
- You have obtain the IP address of the tablet.

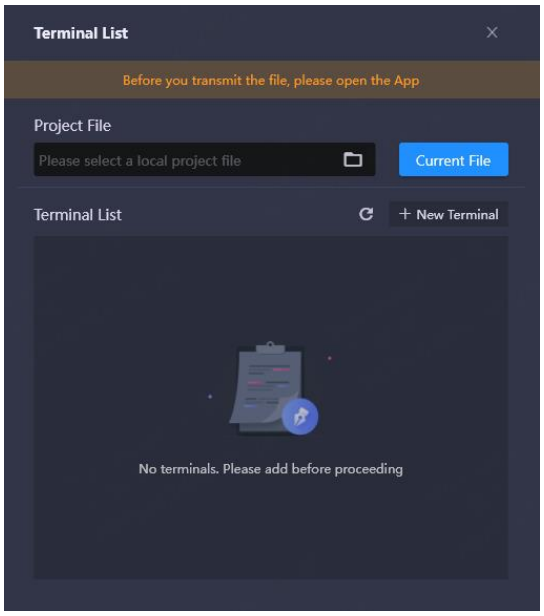
Notes

- The tablet running iOS can only be added manually.
- After the file is transmitted successfully, restart the app on the tablet.

Operating Procedure

Step 1 Go to **Project** > **Transfer Project**.

Figure 5-1 Transfer projects



The system will automatically search for the terminals on the current network.

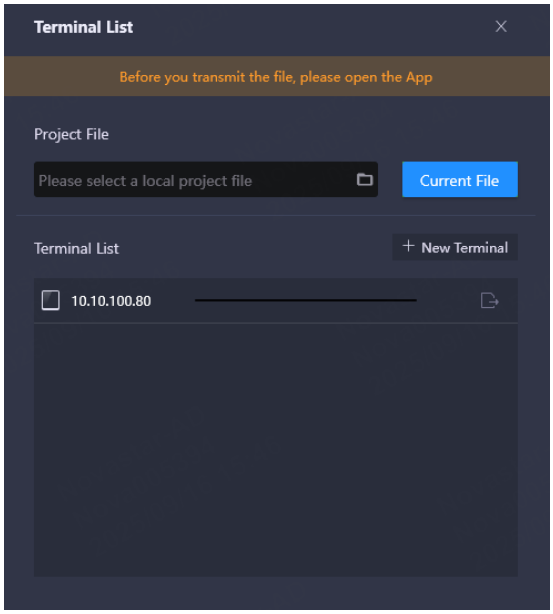
Step 2 Click **New Terminal**, enter the IP address of the tablet, and then click ✓ to complete the adding.

Please ensure that the added tablet is online. If the tablet is offline, the project file cannot be transferred.

Step 3 Click **Current File** and the system will compress the current project file.

If you need to import other project files, click 🗀 next to **Current File** to select other files in the popup window. Once selected, the files will be automatically compressed.

Figure 5-2 Current project file



Step 4 Click next to the desired terminal to import the current project file to the target terminal.

The system will prompt whether the file is sent successfully. If the failure occurs, click to cancel the transmission, and then click to send the project file once again.

After the file is sent, a prompt will be displayed on the receiving end. After the receiving end accepts the request, the system will transmit the file.

5.2 Import Projects to iPads

If a project file cannot be imported to iPads following the steps in 5.1 Import Projects via VI Designer, you need to manually import the edited central control project file.

Prerequisites

- You have installed VICP on your iPad.
- You have installed iTunes on your computer.

Notes

If a project file is imported to the **vct** folder in the VICP program, you should clear the project file in the **vct** folder before importing.

Operating Procedure

Step 1 Connect the iPad with your computer via a USB cable.

Step 2 Create a folder named vct on your computer and copy the folders and files (**audio** folder, **material** folder, **resource** folder and **index.vct** file) in the local **VICP Projects** folder to the created **vct** folder.

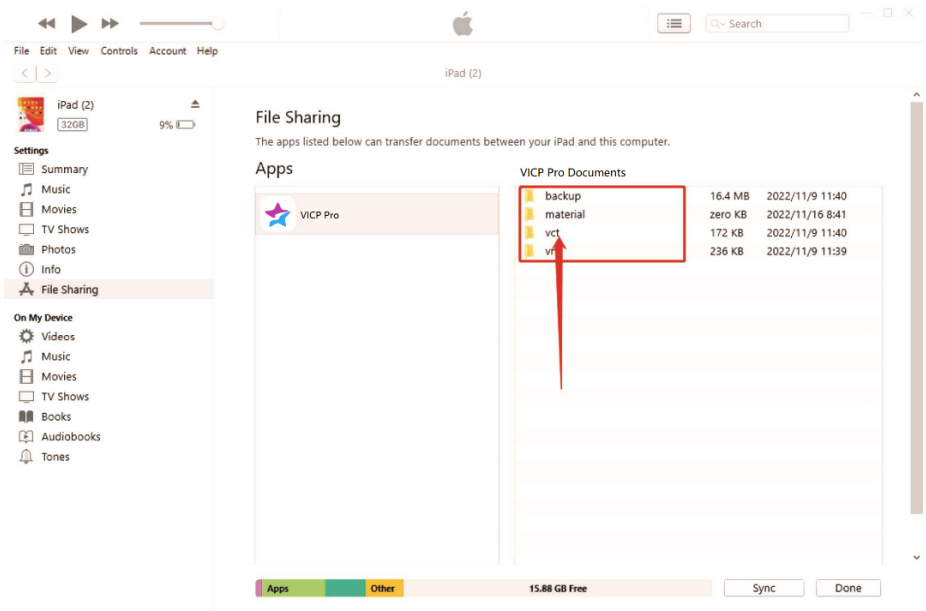
Step 3 Start iTunes on the computer.

Step 4 Go to **Settings** > **File Sharing**.

Step 5 Find **VICP** in the Apps area.

Step 6 Click the created **vct** folder and drag it to the **VICP Documents** area.

Figure 5-3 Import projects to iPads



Step 7 Go to the **Environment** interface to view the imported project files.

5.3 Import Projects to Android Systems

If a project file cannot be imported to Pads installed with Android systems following the steps in 5.1 Import Projects via VI Designer, you need to manually import the edited central control project file.

Prerequisites

You have installed VICP on your Pad.

Operating Procedure

Step 1 Go to **File Manager** > **Apps** on the Android device to enter the file manager interface.

Step 2 Go to the internal storage folder > **Android** > **data** > **com.nova.vicp.cube** > **files** and create a new folder named **vct**.

Step 3 Connect the Android device with the computer via a USB cable.

Step 4 Copy the folders and files (**audio** folder, **material** folder, **resource** folder and **index.vct** file) in the local **VICP Projects** folder to the created vct folder.

Step 5 After the import is completed, restart VICP. Go to the **Environment** interface to view the imported project files.

5.4 Import Projects to Windows Systems

VICP supports Windows installation.

Import the edited project file to VICP installed on the computer running Windows OS.

Prerequisites

You have installed VICP on your computer running Windows OS.

Operating Procedure

Step 1 Go to **C:/Users/User/AppData/Roaming/NovaStar/VICP /** to enter the VICP folder.

Step 2 Create a new folder and name it **vct**.

Step 3 Copy the folders and files (**audio** folder, **material** folder, **resource** folder and **index.vct** file) in the local **VICP Projects** folder to the created vct folder.

Step 4 After the import is completed, restart VICP. Go to the **Environment** interface to view the imported project files.

6 Log into System

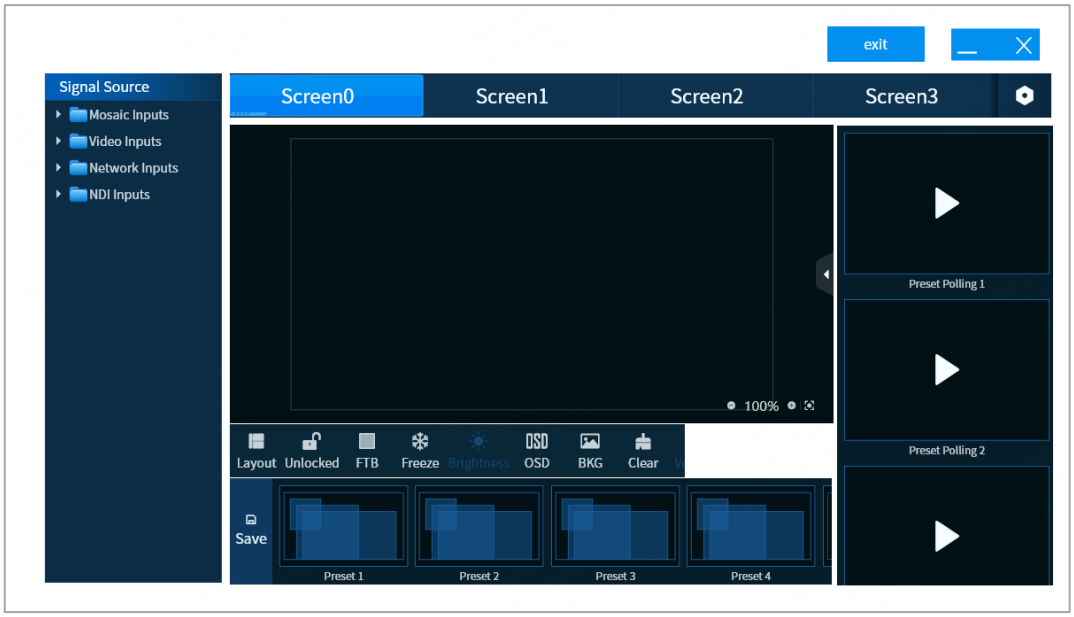
6.1 Log into Custom Devices

You have bound the device and imported the project file in VI Designer.

6.1.1 Log into Devices

If the integrated management and control system is not included in the imported project, tap **Enter System** after starting VICP to directly enter the control interface.

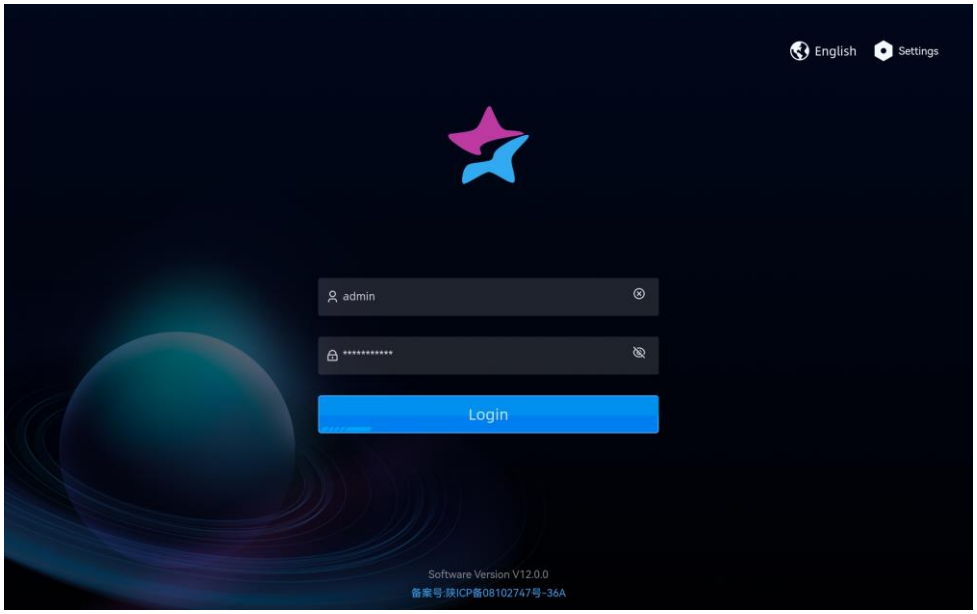
Figure 6-1 Control interface



6.1.2 Log into VIMP Server

If the integrated management and control system is included in the imported project, tap **Enter System** after starting VICP to directly enter the login interface of the system.

Figure 6-1 Log into VIMP



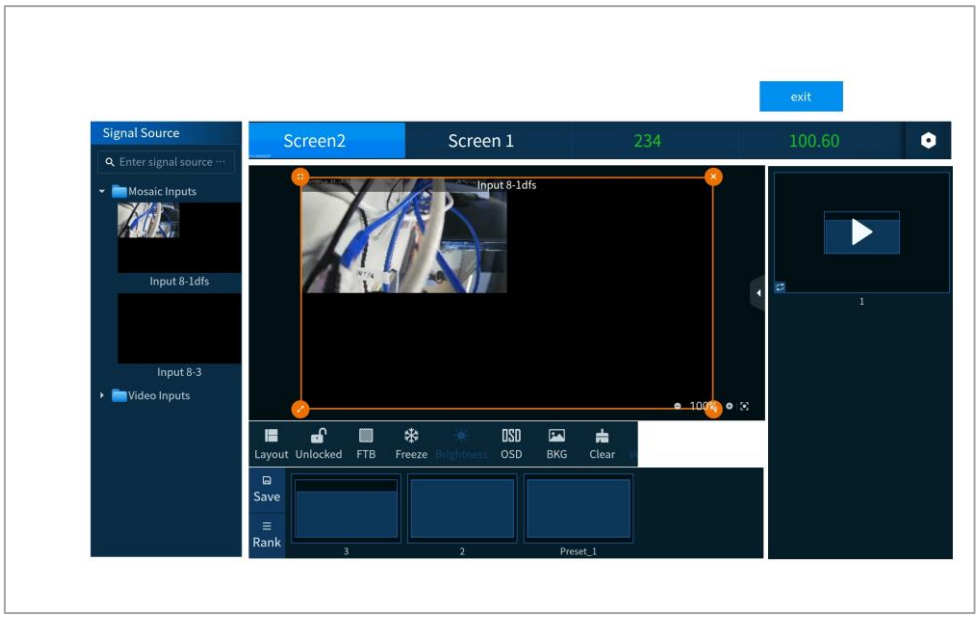
Go to **Settings** > **Device Config** at the top right corner to configure the IP address of the integrated management and control system.

You need to configure the port number of the integrated management and control system in VI Designer.

Enter the username (default: admin) and password (default: password123).

Tap **Login** to enter the configuration interface of VI Designer.

Figure 6-2 Control interface



6.2 Log into Standard Templates

When a standard template is imported, you need to configure the template information. After the configuration is completed, you can control and manage the added device.

You can obtain the standard template from your sales, or go to **Settings** > **Download Template** to download the target template. After the template is downloaded successfully, you can log into the system.

6.2.1 Log into Direct Control System

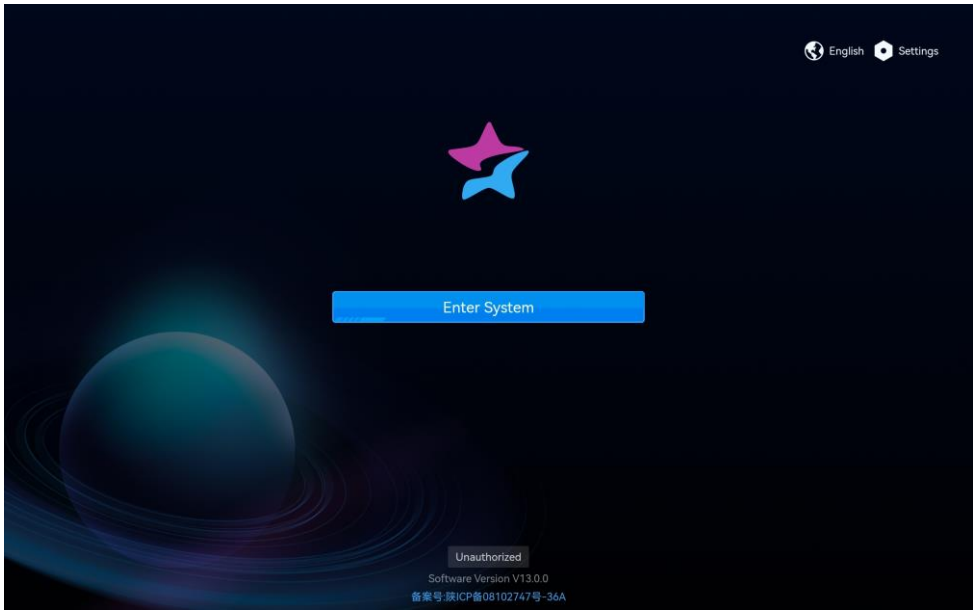
Prerequisites

You have imported the direct control template, and also obtained the IP address, username and password of the controlled device.

Operating Procedure

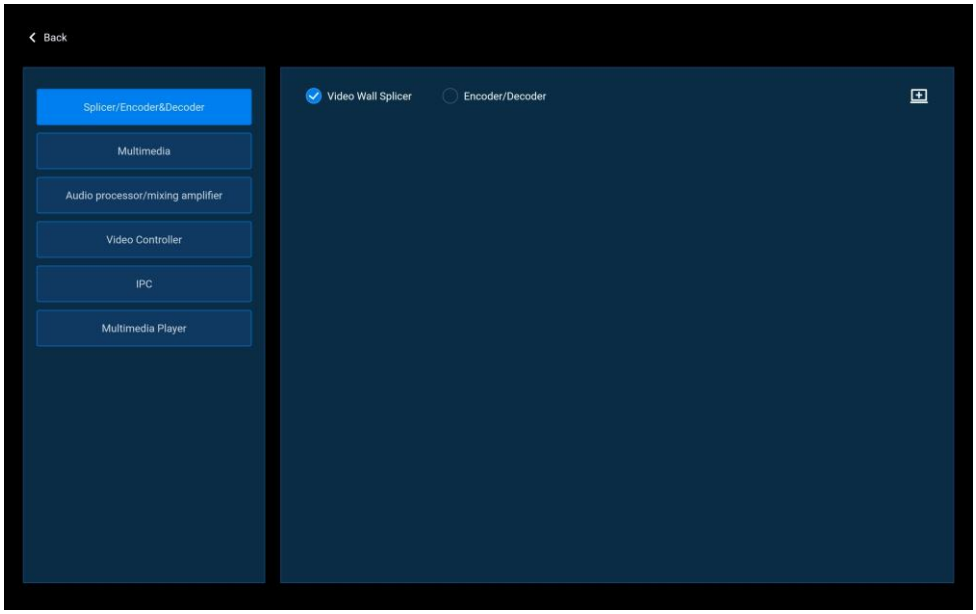
Step 1 Tap **VICP** to run the app.

Figure 6-3 VICP



Step 2 Tap **Settings** at the top right corner, and then tap **Device Config** in the popup menu to enter the device configuration interface.

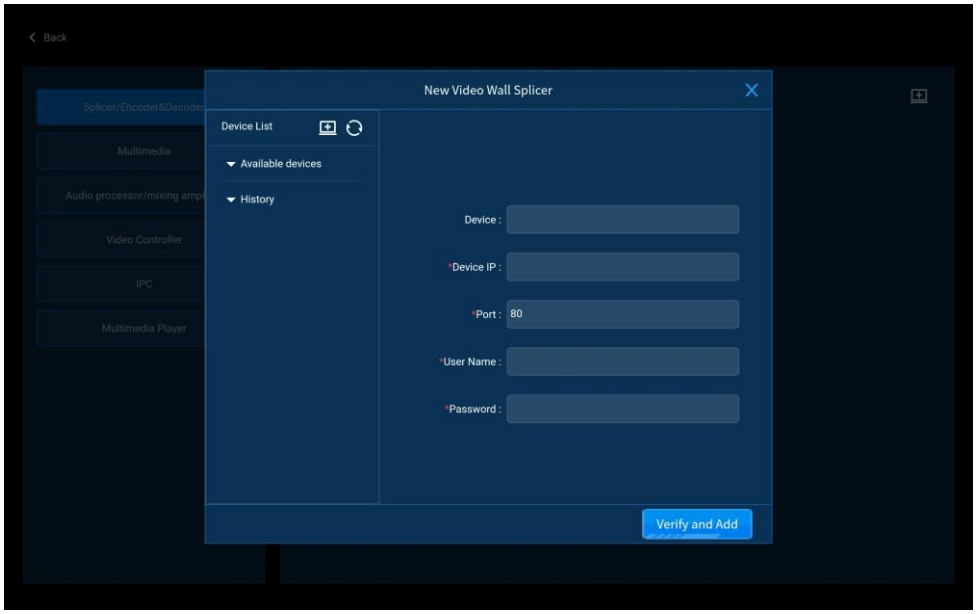
Figure 6-4 Configure devices



Step 3 Select the desired device type from the left list.

Step 4 Tap  to open the device adding window.

Figure 6-5 Add devices



Step 5 Enter the device information and tap **Verify and Add**.

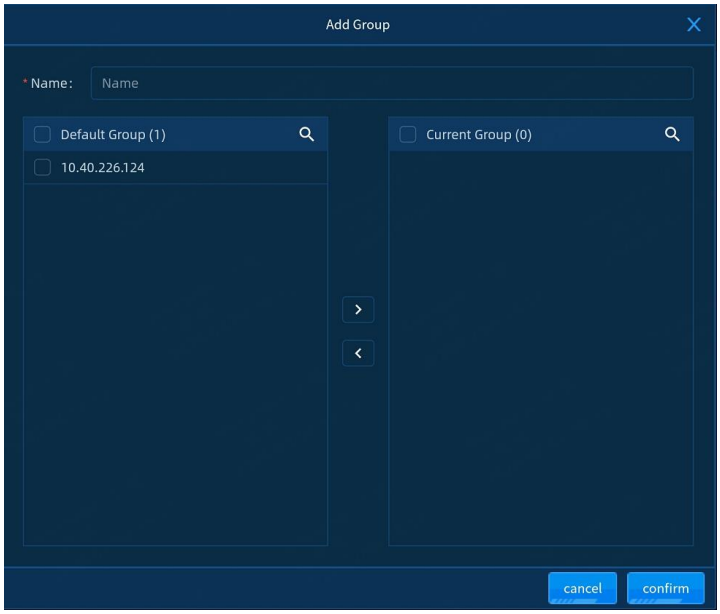
-  : Edit the device information.
-  : Delete the device information.

Step 6 Repeat Step 3 to Step 5 to add other controlled devices.

Step 7 After you add IPCs or multimedia players, the system can sort them by IP addresses. Additionally, you can group them through the following steps. For device of other types, please skip this step.

a. Tap  .

b. In the popup window, enter a group name.



c. Select the desired device from the **Default Group** area, and then click  to add it to the **Current Group** area.

d. After the settings are done, click **OK**.

Click  to edit the group, and click  to delete the group as needed.

6.2.2 Log into VIMP

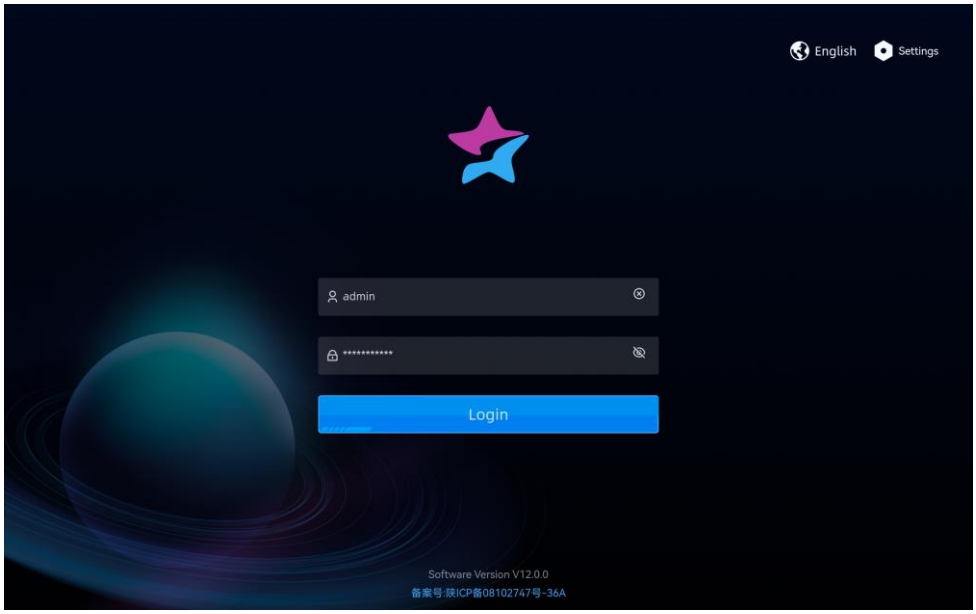
Prerequisite

- You have imported the VIMP template.
- You have obtained the IP address, username and password of VIMP.

Operating Procedure

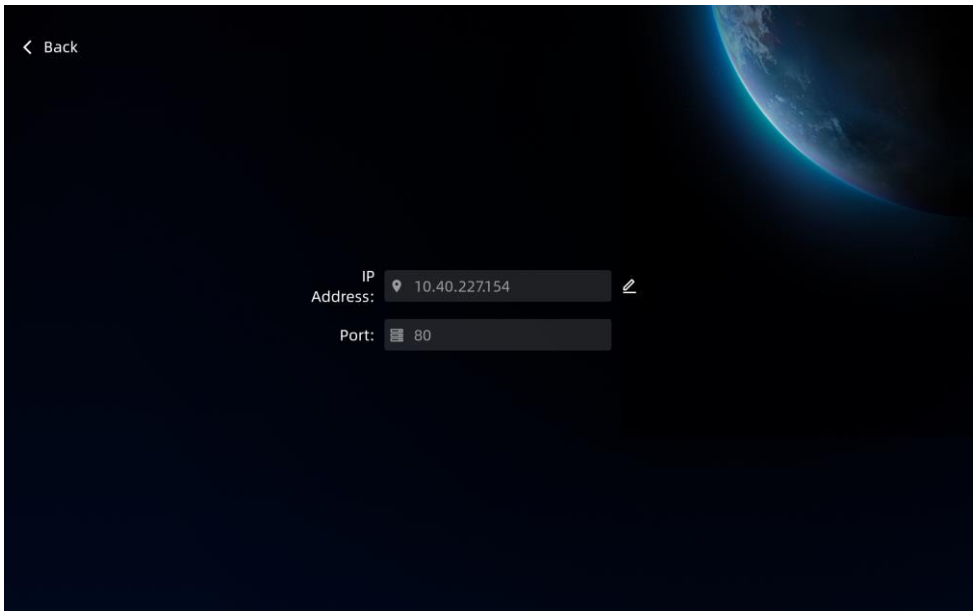
Step 1 Tap **VICP** to run the app.

Figure 6-6 VIMP



Step 2 Tap **Device Config** at the top right corner to enter the device configuration page.

Figure 6-7 Configure VIMP



Step 3 Enter the system IP address.

Step 4 Enter the system port number.

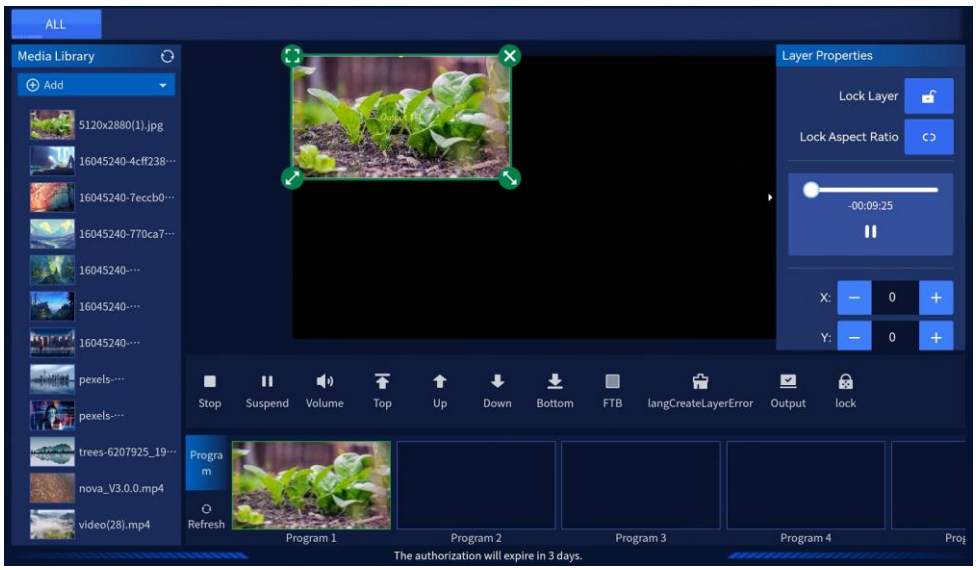
The default port number is 80.

Step 5 Tap **Return** to return to the system login interface as shown in Figure 6-7.

Step 6 Enter the username and password.

Step 7 Tap **Login** to log into the system.

Figure 6-8 Log into system



7 Function Operation Descriptions

7.1 Multimedia

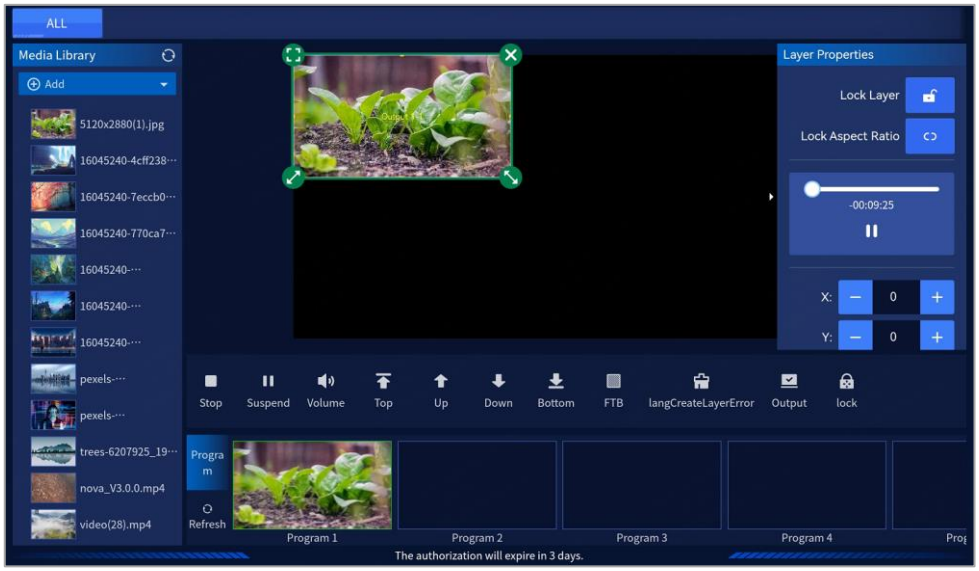
You can edit the programs saved in the media server and control playback.

Prerequisites

- The multimedia playback software that is built in the media server runs normally and the port listening is enabled.

  For how to enable the port listening, please refer to the user manual of the multimedia playback software.
- You have configured the output area and imported the media files to the multimedia playback software.
- You have added the online media server in VIMP.

Figure 7-1 Multimedia control

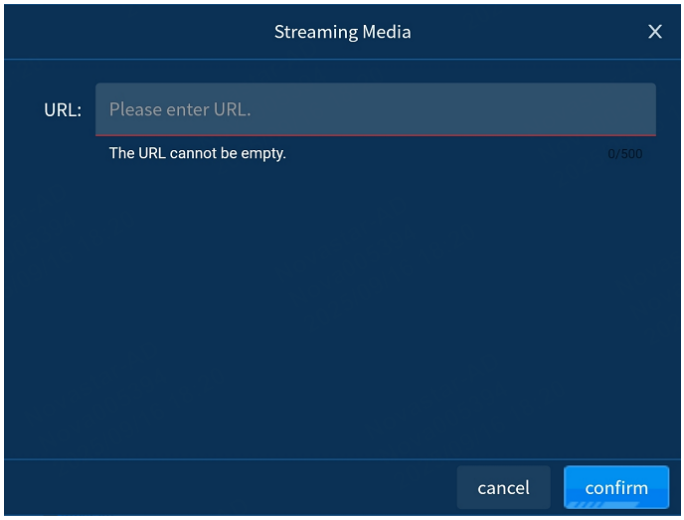


7.1.1 Add Media

7.1.1.1 Add Streaming Media

Step 1 Under **Media Library** area, tap **Add Media** to open the window for adding streaming media.

Figure 7-2 Add streaming media



Step 2 Enter the media URL address in the URL field.

The path must begin with "rtsp://", "rtmp://", "http://" or "https://".

Step 3 Tap **Confirm** once you are done.

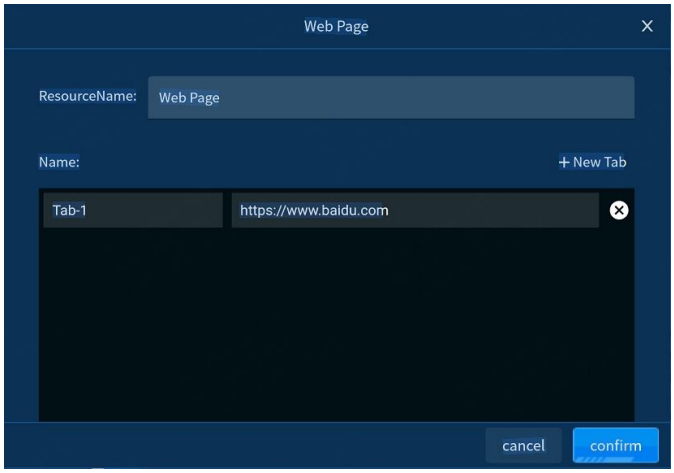
The system will automatically use the streaming media URL as the default media name. However, you can easily change the name within the **Media Library** section of the multimedia playback control software.

7.1.1.2 Add Website Pages

Step 1 In the **Media Library** area, tap **Add Media** to open the window for adding streaming media.

Step 2 Tap **Website** on the left to enter the interface for adding website pages.

Figure 7-3 Add website pages



Step 3 Enter the name of the website in the **Resource Name** field.

Step 4 Enter the tab name in the left text box below **Website URL**.

Step 5 Enter the website URL in the right text box below **Website URL**.

Step 6 [Optional] Tap **Add Tab** to add more tab pages.

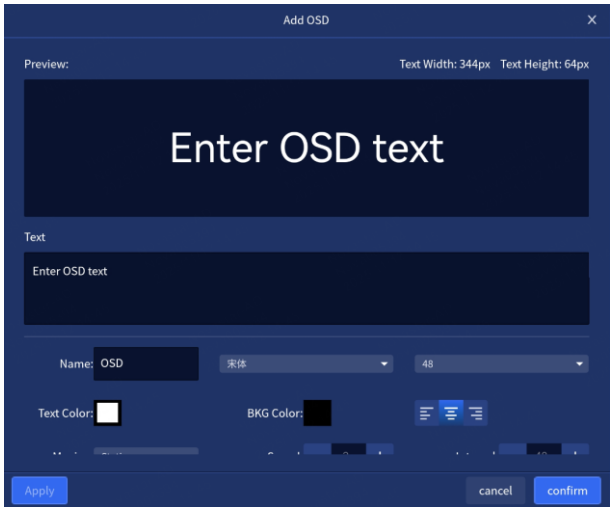
Step 7 Tap **Confirm** once you are done.

If the added webpage media has multiple tab pages, you need to change the playback tab in the multimedia playback control software after you add the media to the program.

7.1.1.3 Add OSD

Step 1 In the **Media Library** area, go to **Add** > **OSD** to enter the OSD adding interface.

Figure 7-4 Add OSD



Step 2 Enter the desired content in the **Text** area.

Step 3 Enter a name next to **Name**.

- Select the desired font from the drop-down list.
- Select the desired font size from the drop-down list.

Step 4 Tap the color block next to **Text Color** to set the font color.

Step 5 Tap the color block next to **BKG Color** to set the display area color.

Step 6 Set the text display position.

When you set the moving effect to **Static**, you can set the text display position.

- : Align the text to the left.
- : Center the text horizontally.
- : Align the text to the right.

Step 7 Set the moving effect.

- Static: The text is displayed statically.
- From Left: The text scrolls from left to right.
- From Right: The text scrolls from right to left.

Step 8 Set the moving speed.

The value ranges from 0 (static) to 10.

Step 9 Set the interval from the end character of the previous scrolling to the start character of the next scrolling.

Step 10 Set the display area information.

1. Deselect the box next to **Adaptive**.
2. Set the display area width.
3. Set the display area height.

Step 11 Tap **Confirm** to complete the settings.

7.1.2 Add Layers

Step 1 In the **Program** area, tap the desired program.

Step 2 In the **Media Library** area, select the desired media file by sliding up or down the media list.

Step 3 Tap and hold the media and then drag it to the stage area to add or switch the media for the target layer.

7.1.3 Edit Layer Properties

The layer properties include the layer size, position, priority and playback.

Quick Editing

In the stage area, tap the target layer. After a layer is selected, four quick operation buttons appear at four corners of the layer.

- : Tap the icon to make the layer fill the output connector.
- : Tap and hold the icon, and then drag it to change the layer size. The position of the top left corner of the layer remains unchanged.
- : Tap and hold the icon, and then drag it to change the layer size. The position of the top right corner of the layer remains unchanged.
- : Tap the icon to delete the layer.
- Tap and hold the layer, and then drag it to quickly adjust its position.

Precise Editing

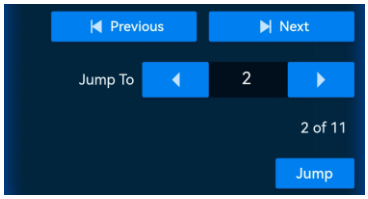
In the stage area, tap the desired layer and then tap « on the right edge to expand the layer properties pane.

- Lock: Once the layer is locked, you will no longer be able to control playback, adjust its size, volume, or change the layer order in the **Layer Properties** section.
- Playback control
  - Tap ▶ or ⏸ to play the media or pause the media playback.
  - Drag the slider block to control the playback progress.
- Position and size adjustment

  Adjust the position and size of the layer by either tapping + or − for fine adjustments or directly entering the exact values in the text boxes.
  - X: Adjust the initial horizontal position of the layer.

  - Y: Adjust the initial vertical position of the layer.
  - Width: Adjust the layer width.
  - Height: Adjust the layer height.
  - Rotate: Rotate the layer image clockwise with the layer center as the rotation point. The value range is 0–360.
- Volume control
  - : Turn on the layer sound, and adjust the volume by either tapping **+/-** or dragging the slider block.
  - : Turn off the layer sound.
- Lock aspect ratio

  Select whether to lock the aspect ratio of the selected layer during the adjustment.
- Playback control over PowerPoint files



  - Previous: Tap the icon to view the previous page.
  - Next: Tap the icon to view the next page.
  - Jump: Enter a page number in the text box and tap **Jump** to jump to the specified page.

7.1.4 Delete Layers

Step 1 In the **Program** area, tap the desired program.

Step 2 Tap the target layer.

Step 3 Tap at the top right of the layer to delete it.

7.1.5 Switch Layer Media

Step 1 In the **Program** area, tap the target program.

Step 2 In the **Media Library** area, select the desired media file by sliding up or down the media list.

Step 3 Tap and hold the media and then drag it to the center of the target layer to replace the existing media.

7.1.6 Play Programs

In the **Program** area, tap the desired program to play and switch it.

7.1.7 Playback Control

Function	Description
Stop	Stop the program playback.
Play/ Suspend	Play the selected program or pause the program playback.
Notes	•  : Hide the notes below each slide. •  : Show the notes below each slide.
Previous	Switch to the previous slide.
Next	Switch to the next slide.
Volume	Adjust the output volume.
Top	Bring the layer to the front.
Up	Move the layer one level up.
Down	Move the layer one level down.
Bottom	Send the layer to the back.
FTB	•  : Disable (The output image displays normally.) •  : Enable (The output image is blackout, while the input source image displays normally.)
Clear	Clear all layers on the current screen.
Output	•  : Disable the media server outputs •  : Enable the media server outputs
Lock	•  : Unlock the layer position and size.

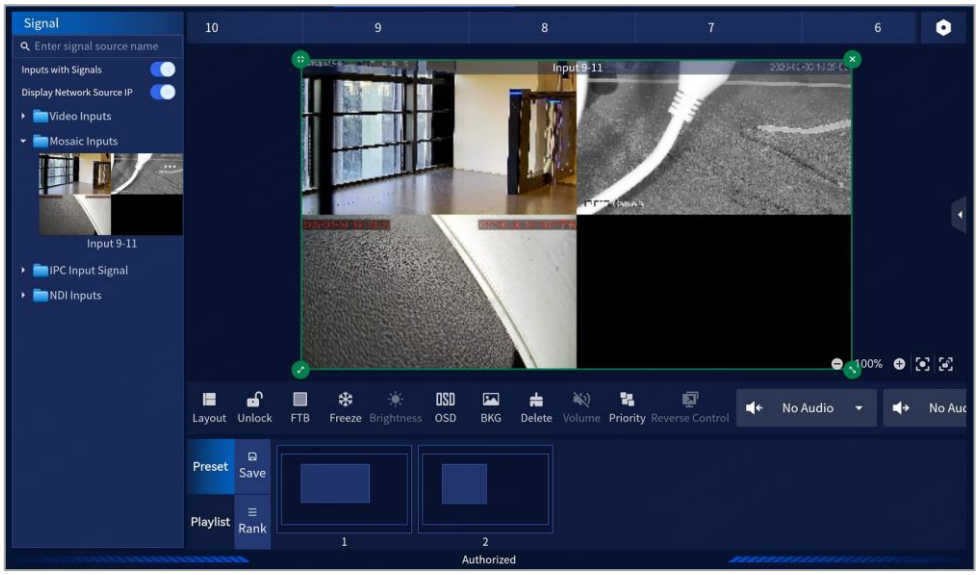
Function	Description
	• : Lock the layer position and size.
Remote Control	For the webpage media, if the layer source is provided by a computer, you can remotely control the input source PC.

7.2 Screen Control

Operate and control screens loaded by video wall splicers and video controllers.

This section takes the operations and control of screens loaded by video wall splicers as an example to illustrate.

Figure 7-5 Screen control interface



7.2.1 Add Layers

Tap and drag an input source in the signal list on the left and drag it to the screen to add a layer.

- For the distributed processor and VIMP, toggle the switch next to **Only signals** in the **Signal Source** area and the system will only display the input sources with signals in the signal source list; if the switch is not turned on, all input sources will be displayed. In the **Source Playback Group** area, the configured groups will be displayed. Tap and drag the

desired group to the screen to add a layer, and the input sources in the group will be played in sequence.

- For the video wall splicer, toggle the switch next to **Pull IPC Sub Stream**, and the system will automatically pull the IPC sub streams; if the switch is not turned on, the main streams will be pulled.

When you tap the layer, four function icons appear at four corners of the layer, allowing for quick adjustment.

- : Tap this icon to make the selected layer fill the screen.
- : Tap and hold the icon, and then drag it to change the layer size. The position of the top left corner of the layer remains unchanged.
- : Tap and hold the icon, and then drag it to change the layer size. The position of the top right corner of the layer remains unchanged.
- : Tap the icon to delete the layer.

Note:

Double tap the layer to make the layer fill the output connectors where it locates and crosses.

7.2.2 Adjust Layer Properties

After a layer is selected, tap « on the right edge to expand the layer properties pane.

- X: Set the initial horizontal position of the layer, that is, the horizontal offset from the top left corner of the layer to the top left corner of the screen. The unit is the pixel.
- Y: Set the initial vertical position of the layer, that is, the vertical offset from the top left corner of the layer to the top left corner of the screen. The unit is the pixel.
- Width: Set the layer size in the horizontal direction. The unit is the pixel.
- Height: Set the layer size in the vertical direction. The unit is the pixel.
- Parameter Adjustment
  - Tap ⊟ or ⊞ to increase or decrease the parameter value by one pixel at a time.
  - Enter the parameter value directly between ⊟ and ⊞.

7.2.3 Delete Layers

After you have loaded a preset or added a layer, tap the layer and four function icons appear at the corners of the layer. Tap at the top right corner to delete the layer. Tap in the control area to clear all the layers on the current screen.

7.2.4 Switch Layer Input Sources

Slide the signal source list up and down, and then select the target source and drag it to the layer to switch the layer input source. The layer size remains unchanged.

7.2.5 Set Reverse Control

When the accessed signal is from your local computer, the reverse control function is supported.

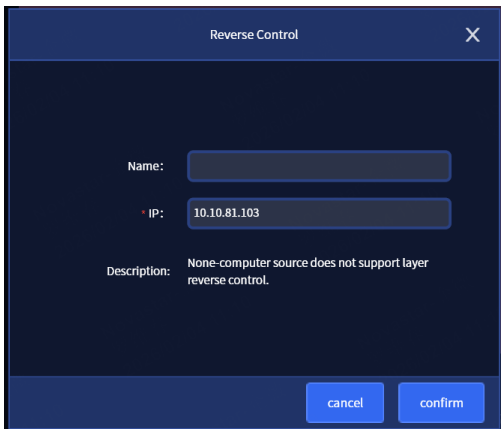
Prerequisites

The signal source must be a local signal (connected to your local device) and must come from a computer with the Windows OS installed.

Operating Procedure

Step 1 In the signal list on the left, tap at the top right of a desired input source and tap **Reverse Control** to open the reverse control setting window.

Figure 7-6 Reverse control of input source



Step 2 Enter the name of the reverse control device.

Step 3 Enter the IP address of the computer where the signal source comes from. For the port No., use the default value.

Step 4 Tap **Confirm** to complete the input source configuration.

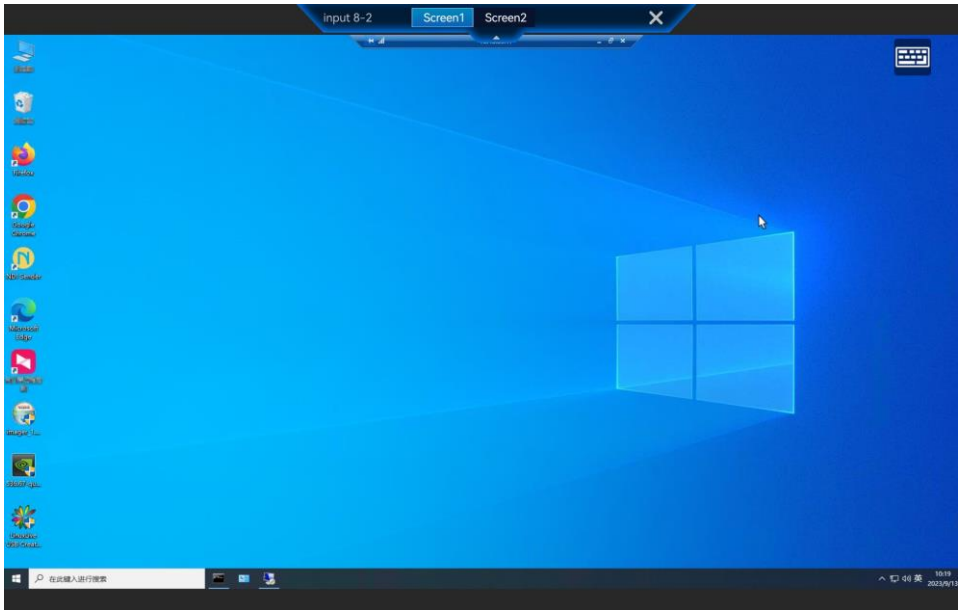
Step 5 Tap a video wall name to select the desired video wall.

Step 6 In the **Signal Source** list on the left, select the signal source that has been configured for reverse control, and then use this signal to add a layer.

Step 7 Tap the layer you have added.

Step 8 Tap **Reverse Control** in the screen control area and the system will connect to the signal source and show the desktop of your local computer. Enter the login password if required to log in to the local computer and perform the needed operations.

Figure 7-7 Reverse control



Tap **×** at the top to exit the reverse control interface.

7.2.6 Add OSDs

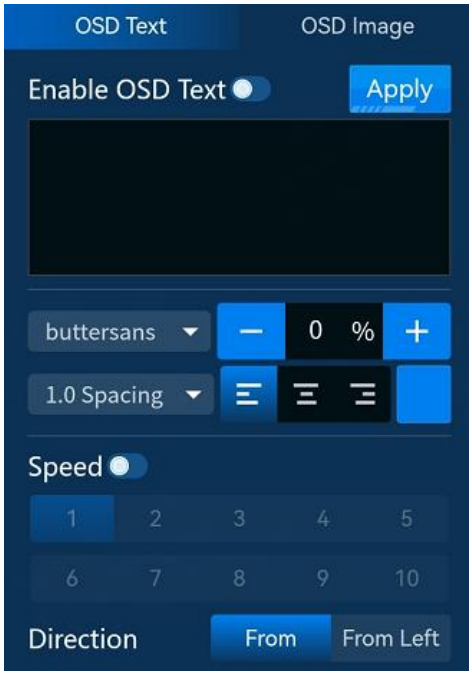
Text OSD

Step 1 Tap a video wall name to select the desired video wall.

Step 2 Tap OSD in the control area to expand the OSD settings pane.

If you do not select a layer, tap « on the right edge to expand the OSD properties pane.

Figure 7-8 OSD settings pane



Step 3 Tap the **OSD Text** tab to show the OSD text settings.

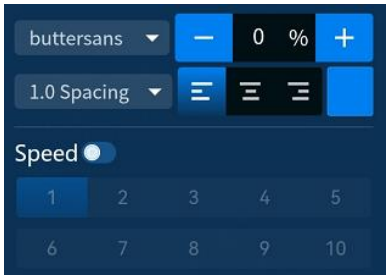
Step 4 Toggle the switch next to **Enable OSD Text** to turn on the OSD text function.

Step 5 In the text box below **Enable OSD Text**, enter the OSD text content.

Figure 7-9 OSD Text

Step 6 Set the OSD text properties.

Figure 7-10 OSD Text properties



- Set the text font.

  From the drop-down list, select the desired text font.

- Set the text size.

  Set the text size by either entering the value in the text box or tap ⊞ or ⊟. The text size is shown in percentage that indicates the ratio of the text size to the text area height.

- Set the text spacing.

  From the drop-down list, set the spacing between two letters or characters.

- Set the color and opacity of the text OSD.

- Set the text alignment method.

  When the switch next to **Speed** is disabled, the alignment item is available. Three alignment options are provided.

  - (Align left): Align the text content with the left margin of the OSD area.
  - (Center): Center the text content in the OSD area.
  - (Align right): Align the text content with the right margin of the OSD area.

Step 7 Set the OSD text scrolling speed.

Toggle the switch next to **Speed** to enable the text scrolling.

Tap the desired speed in the Speed area. The default value is 5.

Step 8 Set the OSD text scrolling direction.

The options are **From Right** (default) and **From Left**.

Step 9 Set the background color of the OSD text.

A solid color is supported.

1. Toggle the switch next to **Background Color** to turn on the background for OSD text.

2. Tap the color block icon next to **Background Color** to open a window where you can select or custom colors.
3. Select an existing color or enter the RGB values to define a custom color in the displayed window.
4. Tap and drag the slider block to set the opacity for the OSD background.

Step 10 Set the OSD position and size.

- Position
  - X: Set the horizontal distance from the top left corner of the OSD to that of the screen.
  - Y: Set the vertical distance from the top left corner of the OSD to that of the screen.
- Size
  - Width: Set the OSD area width. The value ranges from 64 to 7620 pixels.
  - Height: Set the OSD area height. The value ranges from 64 to 3240 pixels.

Step 11 Tap **Apply** at the top right corner of the OSD settings pane to complete the OSD text settings and display the OSD text on the screen.

Note:

The displayed functions may vary based on the controlled devices. For detailed operations, please refer to the user manual of the controlled device.

OSD Image

Before enabling the OSD image, you need to upload or crop the image on the device's control end.

Step 1 Tap the **OSD Image** tab to show the OSD image settings.

Step 2 Toggle the switch next to **OSD Image** to display the OSD image in VICP.

7.2.7 Add Other OSDs

When an EL series video wall splicer is added, you can add the static text OSD, dynamic text OSD, time OSD and weather OSD.

Step 1 Tap a video wall name to select the desired video wall.

Step 2 Tap OSD in the control area to expand the OSD settings pane.

If you do not select a layer, tap « on the right edge to expand the OSD properties pane.

Set Static Text OSD

Step 1 Tap  and the system will automatically create an OSD layer.

Step 2 Tap the OSD layer to expand the static text OSD settings pane.

Step 3 Enter the text OSD content.

The static text OSD supports multi-line display. You can press **Enter** on the keyboard to have line breaks.

Step 4 Set the text properties.

- : Select the desired text font from the drop-down list.
- : Set the font size. The value ranges from 8 to 512 px and it defaults to 100 px.
- B: Make the text bold or not.
- I: Italicize the text or not.
- U: Underline the text or not.
- VA: Set the spacing between characters. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Set the spacing between rows. This parameter is available when there are multiple rows. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Align the text content with the left margin of the OSD area.
- : Center the text content in the OSD area.
- : Align the text content with the right margin of the OSD area.
- : Align the text to the top of the display area.
- : Center the text vertically to the display area.
- : Align the text to the bottom of the display area.
- : Horizontally display the text.

- : Vertically display the text.
- Position and Size: Set the position and size of the OSD area.
  - X: Set the horizontal distance from the top left corner of the OSD area to that of the OSD layer.
  - Y: Set the vertical distance from the top left corner of the OSD area to that of the OSD layer.
  - W: Set the OSD area width.
  - H: Set the OSD area height.

Step 5 Set the OSD common properties.

- Color: Tap the color block icon to open a window where you can select the desired color or customize your own color. Drag the slider or enter a value in the text box to adjust the opacity. The opacity ranges from 0% (totally transparent) to 100% (nontransparent).
- Set the OSD background color.

a. Check the box next to **Enable BKG Color** to turn on the background for OSD text.

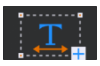
b. Tap the color block icon to open a window where you can select the desired color or customize your own color

c. Set the opacity for the OSD background.

- Position and Size: Set the position and size of the OSD layer, that is, the position and size of the OSD layer displayed on the screen.
  - X: Set the horizontal distance from the top left corner of the OSD layer to that of the screen.
  - Y: Set the vertical distance from the top left corner of the OSD layer to that of the screen.
  - W: Set the OSD layer width.
  - H: Set the OSD layer height.

Step 6 Tap **Apply** at the top right corner of the OSD settings pane to complete the static text OSD settings and display the static text OSD on the screen.

Set Dynamic Text OSD

Step 1 Tap  and the system will automatically create an OSD layer.

Step 2 Tap the OSD layer to expand the dynamic text OSD settings pane.

Step 3 Enter the text OSD content.

The dynamic text OSD supports single-line display only. When there is a line break in the OSD text area, the system will automatically display it as one line.

Step 4 Set the text properties.

- : Select the desired text font from the drop-down list.
- : Make the text bold or not.
- : Italicize the text or not.
- : Underline the text or not.
- : Set the font size. The value ranges from 8 to 512 px and it defaults to 100 px.
- : Set the spacing between characters. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Align the text content with the left margin of the OSD area.

  When the switch next to Speed is disabled, the alignment item is available.
- : Center the text content in the OSD area.

  When the switch next to Speed is disabled, the alignment item is available.
- : Align the text content with the right margin of the OSD area.

  When the switch next to Speed is disabled, the alignment item is available.

Step 5 Set the text OSD scrolling speed and direction.

- Speed: Tap the desired speed in the **Speed** area. The value ranges from 0 (static) to 10 (fastest).
- From right: The text scrolls from right to left in the OSD display area.
- From left: The text scrolls from left to right in the OSD display area.

Step 6 Set the OSD common properties.

- Color: Tap the color block icon to open a window where you can select the desired color or customize your own color. Drag the slider or enter a value in the text box to adjust the opacity. The opacity ranges from 0% (totally transparent) to 100% (nontransparent).

- Set the OSD background color.
  a. Check the box next to **Enable BKG Color** to turn on the background for OSD text.
  b. Tap the color block icon to open a window where you can select the desired color or customize your own color
  c. Set the opacity for the OSD background.
- Position and Size: Set the position and size of the OSD layer, that is, the position and size of the OSD layer displayed on the screen.
  - X: Set the horizontal distance from the top left corner of the OSD layer to that of the screen.
  - Y: Set the vertical distance from the top left corner of the OSD layer to that of the screen.
  - W: Set the OSD layer width.
  - H: Set the OSD layer height.

Step 7 Tap **Apply** at the top right corner of the OSD settings pane to complete the dynamic text OSD settings and display the dynamic text OSD on the screen.

Set Time OSD

Step 1 Tap  and the system will automatically create a time OSD layer.

Step 2 Tap the OSD layer to expand the time OSD settings pane.

Step 3 In the **Time Zone Settings** area, set the time zone for the screen or time offset to ensure a precise time.

- Time Zone: Select the time zone from the drop-down list.
- Time Offset: Set the time offset value. The value ranges from -2 to +2 (unit: hour).
- Spacing: Set the spacing between the date, day of the week and time in **Single Line** display mode or set the spacing between rows in **Multi-Line** display mode.
- Display Mode: Set the display mode of the time OSD.
  - Single Line: Display the date, day of the week and time in single-line.
  - Multi-Line: Display each item in single-line.

Step 4 In the **Date Settings** area, set the content to be displayed in the time OSD.

Toggle the switch next to **Date Settings** to display the date and set relevant parameters.

- Date: Set the date format.
  - Year Format: Set the year format. The supported options include YYYY (four-digit year) and YY (two-digit year).
  - Date Format: Set the date format.
- Week: Toggle the switch next to **Week** to display or hide the week.

Step 5 In the **Time Settings** area, set the following parameters.

Time: Set the specified time and time format.

- AM/PM: Set whether to display AM or PM.
  - Display: Display the time with AM or PM in 12-hour format.
  - Hide: Display the time without AM or PM in 24-hour format.
- Time Format: Set the time format.

Step 6 In the **Font Settings** area, set the text properties.

- : Select the desired text font from the drop-down list.
- : Make the text bold or not.
- : Italicize the text or not.
- : Underline the text or not.
- : Set the font size. The value ranges from 8 to 512 px and it defaults to 100 px.
- : Set the spacing between characters. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Set the spacing between rows. This parameter is available when there are multiple rows. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Align the text content with the left margin of the OSD area.
- : Center the text content in the OSD area.
- : Align the text content with the right margin of the OSD area.
- Position and Size: Set the position and size of the OSD area.
  - X: Set the horizontal distance from the top left corner of the OSD area to that of the OSD layer.

- Y: Set the vertical distance from the top left corner of the OSD area to that of the OSD layer.
- W: Set the OSD area width.
- H: Set the OSD area height.

Step 7 Tap **Apply** at the top right corner of the OSD settings pane to complete the time OSD settings and display the time OSD on the screen.

Set Weather OSD

Step 1 Tap  and the system will automatically create a weather OSD layer.

Step 2 Tap the OSD layer to expand the weather OSD settings pane.

Step 3 In the **Weather Settings** area, set the location for the current screen, refresh interval and display mode for the weather information.

- Location: Tap to open the map window, where you can select the desired location or enter the address. Tap **OK** to complete the settings.
- Refresh: Set the automatic refresh interval for the weather information. The value ranges from 1 to 1440 minutes and it defaults to 10 minutes.
- Spacing: Set the spacing between each selected content in **Single Line** display mode or set the spacing between rows in **Multi-Line** display mode.
- Display Mode: Set the display mode of the weather OSD.
  - Single Line: Display all items in single-line.
  - Multi-Line: Display each item in single-line.
- Temperature Unit: Set the temperature unit. The supported options include ℃ and ℉.

Step 4 Set the content to be displayed in the weather OSD.

Check the box next to the desired content to display it in the weather OSD. You can also tap **Custom Tab** to edit the default display content.

Step 5 In the **Font Settings** area, set the text properties.

- : Select the desired text font from the drop-down list.
- B: Make the text bold or not.
- I: Italicize the text or not.

- U: Underline the text or not.
- : Set the font size. The value ranges from 8 to 512 px and it defaults to 100 px.
- : Set the spacing between characters. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Set the spacing between rows. This parameter is available when there are multiple rows. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Align the text content with the left margin of the OSD area.
- : Center the text content in the OSD area.
- : Align the text content with the right margin of the OSD area.
- Position and Size: Set the position and size of the OSD area.
  - X: Set the horizontal distance from the top left corner of the OSD area to that of the OSD layer.
  - Y: Set the vertical distance from the top left corner of the OSD area to that of the OSD layer.
  - W: Set the OSD area width.
  - H: Set the OSD area height.

Step 6 Set the OSD common properties.

- Color: Tap the color block icon to open a window where you can select the desired color or customize your own color. Drag the slider or enter a value in the text box to adjust the opacity. The opacity ranges from 0% (totally transparent) to 100% (nontransparent).
- Set the OSD background color.
  a. Check the box next to **Enable BKG Color** to turn on the background for OSD text.
  b. Tap the color block icon to open a window where you can select the desired color or customize your own color
  c. Set the opacity for the OSD background.
- Position and Size: Set the position and size of the OSD layer, that is, the position and size of the OSD layer displayed on the screen.
  - X: Set the horizontal distance from the top left corner of the OSD layer to that of the screen.

- Y: Set the vertical distance from the top left corner of the OSD layer to that of the screen.
- W: Set the OSD layer width.
- H: Set the OSD layer height.

Step 7 Tap **Apply** at the top right corner of the OSD settings pane to complete the weather OSD settings and display the weather OSD on the screen.

Delete OSDs

Step 1 Tap a video wall name to select the desired video wall.

Step 2 Tap OSD in the control area to expand the OSD settings pane.

Step 3 Tap **Clear** to clear all OSDs.

Step 4 Tap **Apply** to complete the deletion.

7.2.8 Preset Operations

7.2.8.4 Save Presets

After the layer settings, you can save the current layer layout and settings as a preset for future use.

Tap and hold the desired empty preset and select **Save** in the popup menu to save the current layer layout as a preset.

Overwrite Presets

Tap and hold the desired preset and select **Overwrite** in the popup menu to replace the selected preset with a new one.

Rename Presets

Tap and hold the desired preset and select **Rename** in the popup menu. Enter a new name for the selected preset.

Delete Presets

Tap and hold the desire preset and select **Delete** in the popup menu to clear the layer information saved in the preset.

Load Presets

Step 1 On the **Screen** interface, tap the desired screen to enter the corresponding screen control interface.

Step 2 Tap the desired preset to load it.

Note:

After a preset is loaded, you can select a layer and change its size and position, or switch the layer input source by tapping and dragging the desired source to the layer. All the changes you have made will not be saved to the preset.

7.2.8.5 Preset Playback

Prerequisites

You have added a preset playlist playback on the Web control page.

Operating Procedure

Step 1 On the **Screen** interface, tap the desired screen to enter the corresponding screen control interface.

Step 2 Tap **Schedule** to show the preset playback list.

Step 3 Tap ▶ on a preset playlist to play it.

During the playback, the screen is locked automatically and no operations are allowed. Tap ⏸ to stop the playback and then you can perform other operations.

7.2.9 Screen Control

Function	Description
Layout	The screen will be divided based on the select layout. Tap and drag input

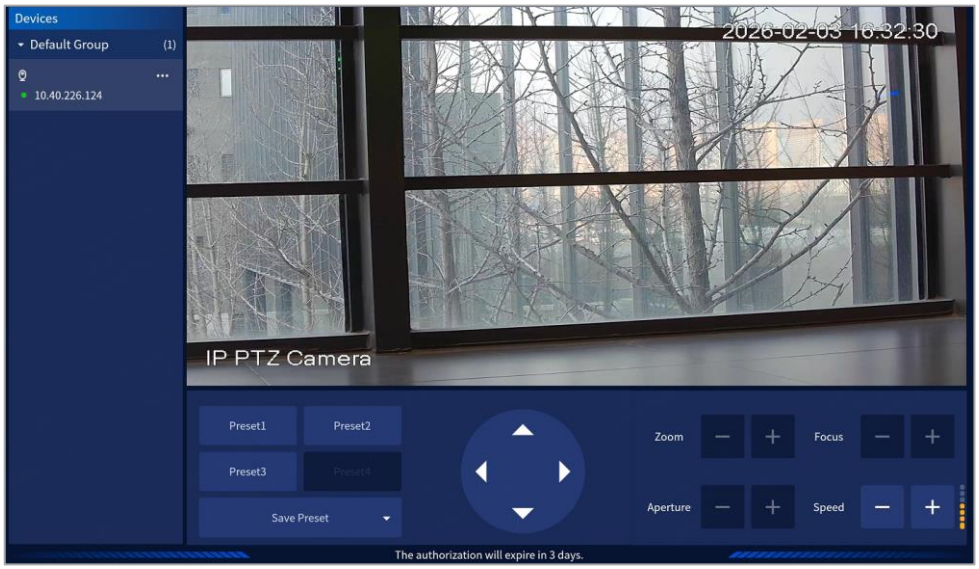
Function	Description
	sources to each layout area to add layers, and the layer will automatically fill the layout area.
Unlock/Lock	•  : Unlock the screen. •  : Lock the screen and the layer cannot be edited.
FTB	•  : Disable (The output image displays normally.) •  : Enable (The output image is blackout, while the input source image displays normally.)
Freeze	•  : Unfreeze (The output image displays normally.) •  : Freeze (The output image is frozen on the current frame, while the input source image displays normally.)
Brightness	Adjust the output image brightness. Click **Save** to save the brightness value to the device.
OSD	Enable the text/image OSD, or disable the OSD function. •  : Disable •  : Enable
BKG	Enable BKG and select the BKG image, or disable BKG. •  : Disable •  : Enable
Clear	Clear all layers on the current screen.
Volume	Adjust the output volume.
Priority	Adjust the layer priority. • Top: Bring the selected layer to the top. • Bottom: Send the selected layer to the bottom. • Up: Bring the selected layer one level up. • Down: Send the selected layer one level down.
Remote Control	If the layer source is provided by a computer, you can remotely control the input source PC.
Audio Input	When the screen is loaded by a video wall splicer and the output card supports audio output, you can select the audio input source from the drop-down list.

Function	Description
Audio Output	When the screen is loaded by a video wall splicer and the output card supports audio output, you can select the audio output connector from the drop-down list.
Mode	• Live: Display the layer editing process on the screen in real-time. • Pre-Edit: The layer editing process is not displayed on the screen.
Take	When **Pre-Edit** is selected, tap **Take** after the layer editing is completed to send the layer images to the screen.
Flip	When the screen is loaded by a video wall splicer, you can set the layer flipping. The support options include **No Flip**, **Flip Horizontally**, **Flip Vertically** and **Flip Horizontally and Vertically**.

7.3 IPC Management

IPC (Internet Protocol Camera) management allows you to remotely control network cameras using the ONVIF protocol, including shooting angle adjustment and configurations of zoom, focus, aperture and speed. In VI Designer, the layout of the IPC management interface can be customized.

Figure 7-11 IPC management



You can view the IPC images in VICP in real-time and set the following parameters as needed.

- Speed: Adjust the shooting angle, zoom in/out, focus, and aperture steps.
  - −: Decrease the speed.
  - +: Increase the speed.
- Zoom: Adjust the focal length of the camera to obtain a clearer image.
  - −: Zoom in the camera lens and the scene.
  - +: Zoom out the camera lens and the scene.
- Focus: Set the camera focus to obtain a precise focus position to calibrate the focal length to ensure a clearer image.
  - −: The nearby objects become clear and the distant ones gradually become blurred.
  - +: The distant objects become clear and the nearby ones gradually become blurred.
- Aperture: Adjust the amount of light transmitted in the lens. If the aperture is too large, it will cause overexposure; if it is too small, it will cause underexposure.
  - −: Decrease the aperture.
  - +: Increase the aperture.
- Shooting angle: Tap four buttons on  or directly drag the image to adjust the camera shooting angle.
- Save to Pattern: Save the current settings as a pattern for future use. The pattern cannot be deleted. If you need to edit a pattern, you can adjust the parameters and then overwrite it.
- Edit accounts: If the camera username and password are changed, tap ••• next to the target IPC in the device list, and then select **Edit** to edit the username and password

7.4 Audio Control

Adjust the system audio info, including the input and output volume as well as the audio matrix correspondence settings.

Figure 7-12 Audio control

7.4.1 Adjust Audio Volume

Move the slider block up or down to increase or decrease the audio volume.

Toggle the switch next to **Mute** in the **Input** or **Output** area to make the inputs or outputs no sound.

7.4.2 Load Presets

Load a preset to quickly adjust the output audio.

Prerequisites

You have saved the preset to the audio processor.

Operating Procedure

Step 1 Tap **Audio Control** to enter the audio control interface.

Step 2 Tap the **Preset** tab to enter the audio preset interface.

Step 3 In the preset list, tap the desired preset to load it.

7.4.3 Configure Audio Matrix

Configure the correspondence relations between the input and output audio connectors.

On the **Matrix** interface, double tap the matrix cells to relate or unrelate the inputs with the outputs.

Tap  at the top right to delete all the relations.

7.5 Signage

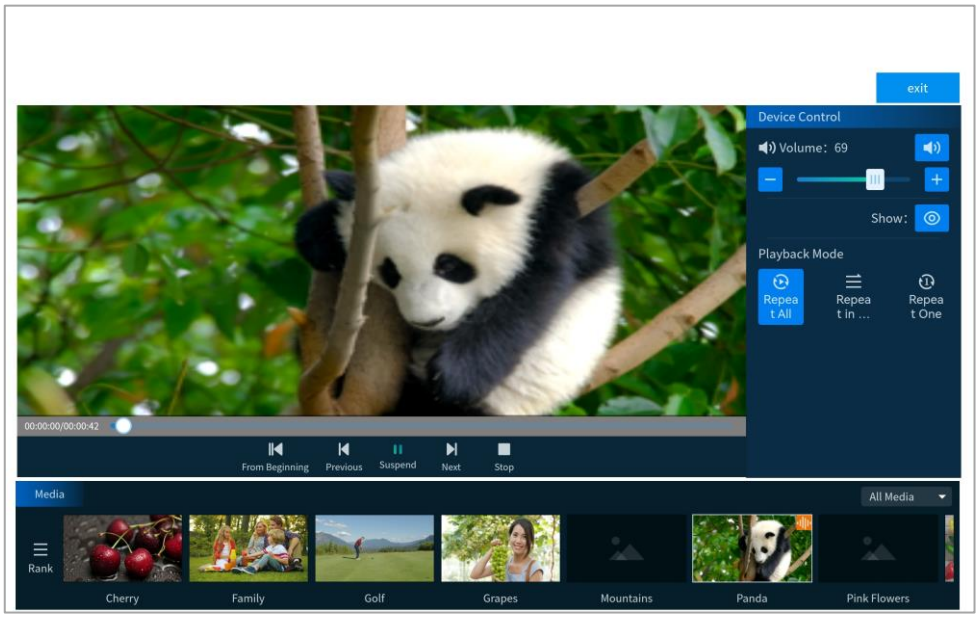
VICP allows you to perform the playback control over the following multimedia players on the current network segment.

- Multimedia player: TB10 Plus, TB20 Plus, TB30, TB40, TB50, TB60, LCB 4K, NS2K-40H, EMP200-40H
- LED playback control processor: TU15 Pro, TU20 Pro, SMP4 Pro, SMP6 Pro, TU40 Pro
- Kompass FX0

Prerequisites

- The multimedia player and VICP are on the same network segment.
- You have published the programs and made the program schedules via the multimedia player.
- You have obtained the user name and password for logging into the multimedia player and LED playback control processor. The default user name is "admin". For the default password, please refer to the SSID label on the device or the matched quick start guide.
- You have added Kompass FX0 in VIMP.

Figure 7-13 Signage



Control Playback

Use the icons at the bottom of the playback area to control the program playback.

- Play: Play the program or media.
- Pause: Pause the program or media playback.
- Stop: Stop the program or media playback.
- From Beginning: Play the first program or media.
- Previous: Play the previous program or media.
- Next: Play the next program or media.

Manage Programs/Media

Control Option	Description	Device Type Supported
Play	Tap the program or media to play it from beginning.	All
Filter	Select the filtering method from the drop-down list at the bottom right corner to quickly find the required materials.	LED playback control processor Kompass FX0
Sort	Enable the sequence adjustment function, and then tap and drag the target material to adjust its sequence.	Kompass FX0

Control Option	Description	Device Type Supported
	• : Enable • : Disable	
Switch sources	Select an internal source or external source from the drop-down list at the bottom right corner. (Please ensure that an external source is connected.)	LED playback control processor

Control Devices

Control Option	Description	Device Type Supported
Freeze	• : Unfreeze (The output image displays normally.) • : Freeze (The output image is frozen on the current frame, while the input source image displays normally.)	LED playback control processor
FTB	• : Disable (The output image displays normally.) • : Enable (The output image is blackout, while the input source image displays normally.)	LED playback control processor
Brightness	Adjust the output brightness.	LED playback control processor
Volume	Adjust the output volume, and mute/unmute the material. • : Unmute • : Mute	All
Mirroring	Select the mirroring type. The supported options include **Video**, **Image** and **Document**.	LED playback control processor
Secondary Mirroring	Enter the system interface of the LED playback control processor to control it.	LED playback control processor
Show Player	• : Show	LED playback control

Control Option	Description	Device Type Supported
	• : Hide	processor
Playback Mode	Set the material playback mode. The supported options include **Repeat All**, **Repeat in Order** and **Repeat One**.	LED playback control processor
Screen Monitoring and Progress Bar	• : Show • : Hide	All

Control Multiple Devices

Kompass FX0 supports the multi-device control function.

Tap **Multi-Device Control** and select the desired devices in the popup window. You can perform the following operations as needed.

- Show/Hide players: Tap to show players, and tap to hide players.
- Control playback: Please refer to details described in Control Playback.
- Adjust volume: Tap and drag the slider to adjust the output volume.

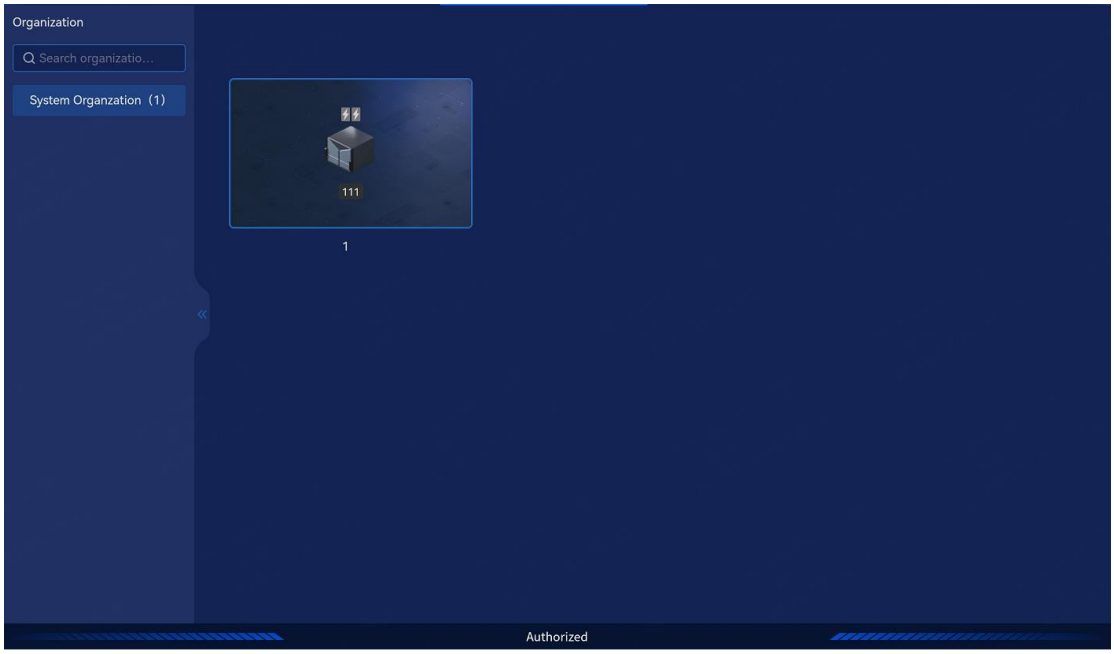
7.6 Topology

After you log into VIMP, the **Topology** tab will be displayed in the navigation bar at the top.

Step 1 Tap the **Topology** tab, and the system will display all topology organizations under the account permissions.

Step 2 Tap the desired organization, and the system will display all topology thumbnails of it.

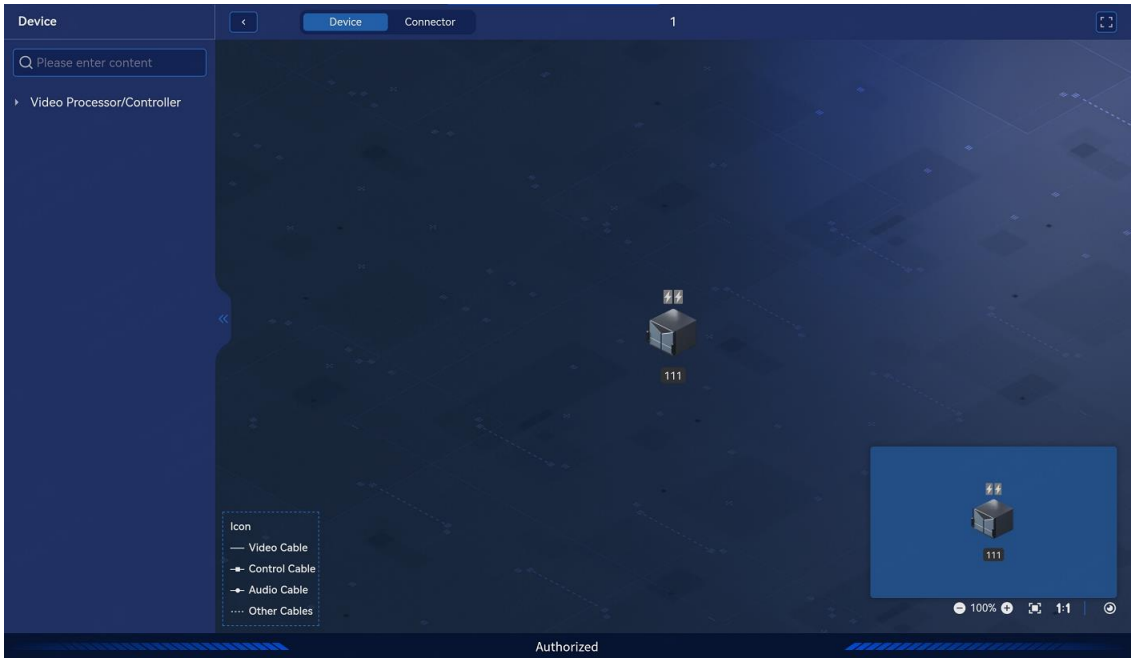
Figure 7-14 System topology



Step 3 Tap the desired topology to enter the topology detail interface.

Step 4 Tap **Device** or **Connector** to view the topology details.

Figure 7-15 Topology details

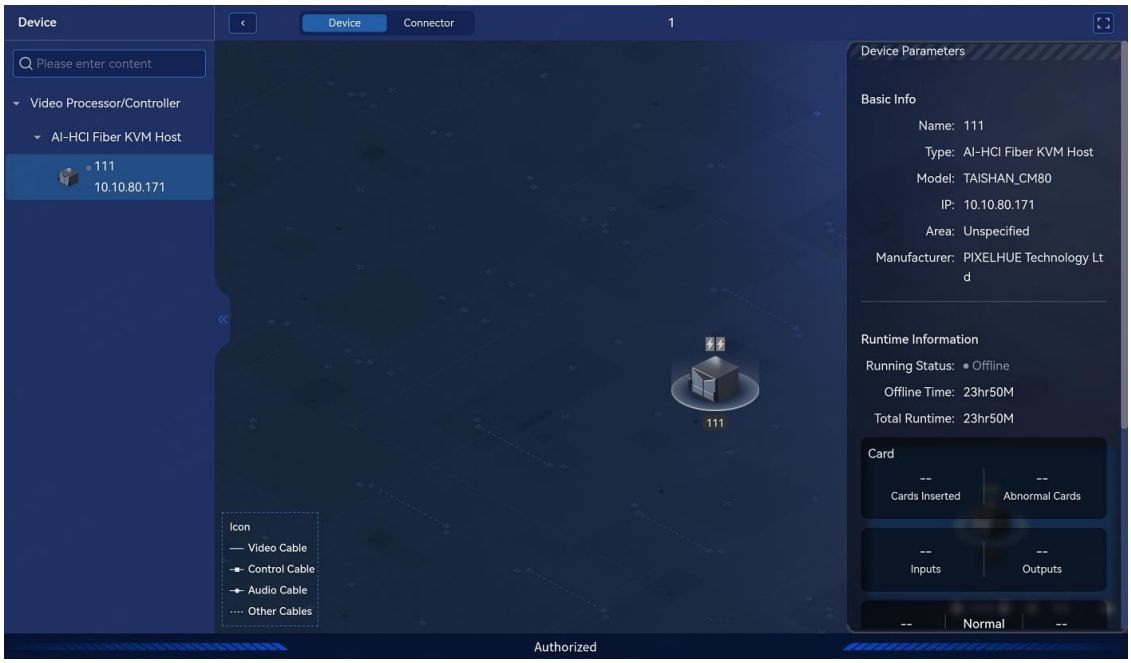


- /: Tap the icon or pinch with two fingers to zoom in/out the topology.
- : Automatically adjust the topology to fit the display area.

- 1:1: Fit the topology to 1:1 (actual size).
- : Show/Hide thumbnail view.
- / : Maximize or restore the topology.
- : Return to the thumbnail interface.

Step 5 Tap the desired device in the device list to view its running parameters.

Figure 7-16 Device running parameters



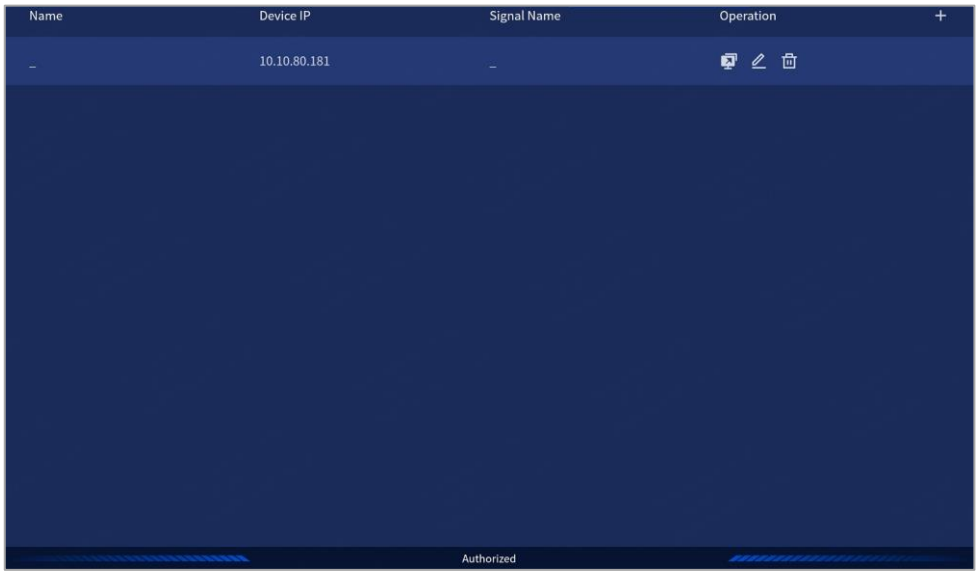
7.7 Reverse Control

Prerequisites

- You have configured the device to be reversely controlled in VI Designer.
- The input source PC must have the program package installed. The installed program is shown as **KVM**.

  The program package can be downloaded on the help page of VIMP. Before enabling the reverse control, you need to double click **KVM** on the input source PC to restart the remote control service.
- The input source PC and VIMP are on the same network.

Figure 7-17 Reverse control

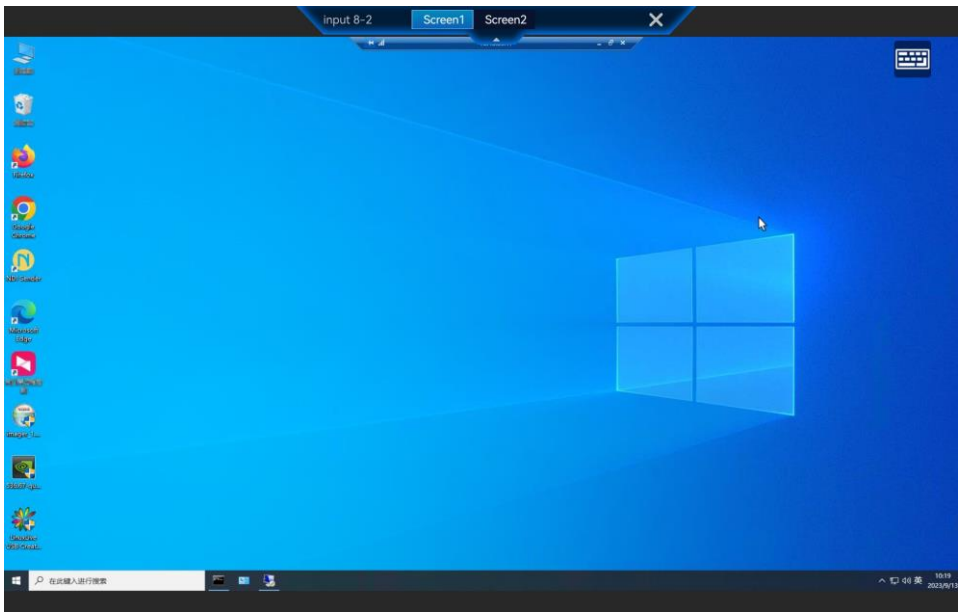


Operating Procedure

Step 1 On the **Reverse Control** interface, tap the desired device.

The system will automatically connect the device based on the configured device information. After successful connection, the desktop of the input source PC will be displayed.

Figure 7-18 Desktop of the input source PC



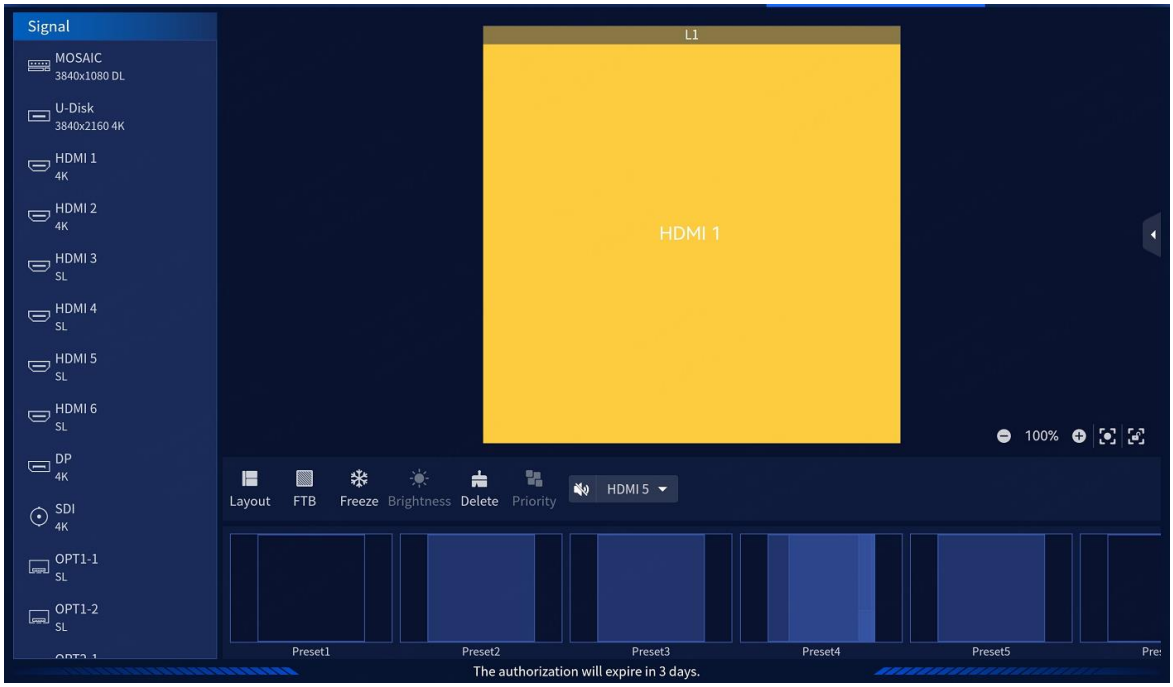
Step 2 Tap the screen name at the top to switch to the desired signal screen.

Step 3 Tap ✕ at the top to exit the reverse control interface.

After you set the reverse control, if the input source PC is configured with two or more screens, you can tap the screen name at the top to switch to the desired screen.

7.8 Video Controller

Figure 7-19 Video controller



7.8.1 Layers

Add Layers

Tap and drag an input source in the signal list on the left and drag it to the screen to add a layer.

After the layer is added successfully or you tap the layer, four function icons appear at four corners of the layer, allowing for quick adjustment.

- : Tap this icon to make the selected layer fill the screen.
- : Tap and hold the icon, and then drag it to change the layer size. The position of the top left corner of the layer remains unchanged.

- : Tap and hold the icon, and then drag it to change the layer size. The position of the top right corner of the layer remains unchanged.
- : Tap the icon to delete the layer.

Note:

Double tap the layer to make the layer fill the output connectors where it locates and crosses.

Adjust Layer Properties

After a layer is selected, tap on the right edge to expand the layer properties pane.

Table 7-1 Layer properties

Function	Description
3D	• : Enable • : Disable
Lock layer	• : Lock the layer and the layer position and size cannot be addjusted. • : Unlock the layer.
X	Adjust the initial horizontal position of the layer. The unit is the pixel.
Y	Adjust the initial vertical position of the layer. The unit is the pixel.
Width	Adjust the layer width.
Height	Adjust the layer height.

Switch Layer Input Sources

Slide the signal source list up and down, and then select the target source and drag it to the layer to switch the layer input source. The layer size remains unchanged.

7.8.2 Presets

The preset list is shown at the bottom. Tap the desired preset to load it on the screen.

7.8.3 Screen Control

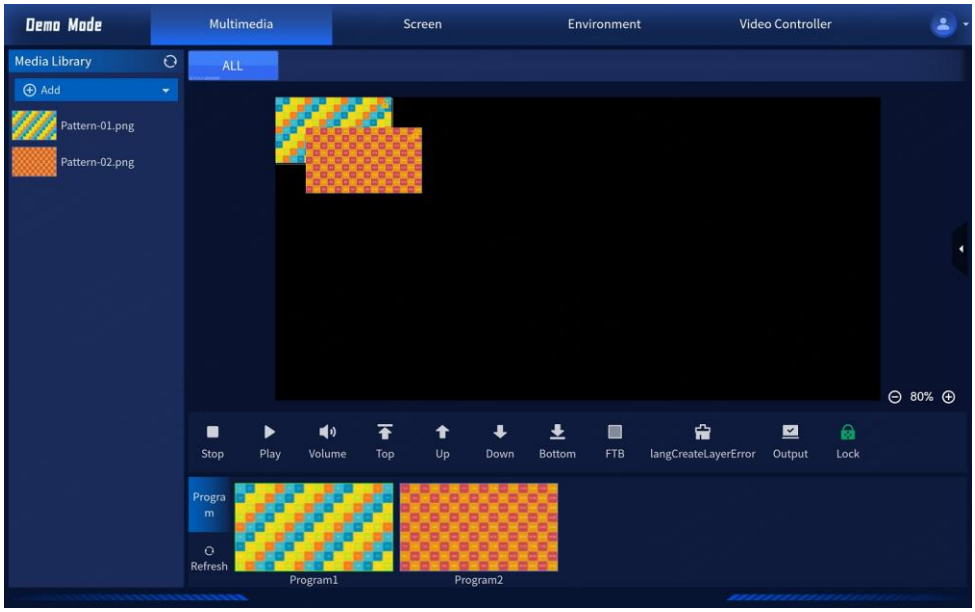
Function	Description
Layout	The screen will be divided based on the select layout. Tap and drag input sources to each layout area to add layers, and the layer will automatically fill the layout area.
FTB	•  : Disable (The output image displays normally.) •  : Enable (The output image is blackout, while the input source image displays normally.)
Freeze	•  : Unfreeze (The output image displays normally.) •  : Freeze (The output image is frozen on the current frame, while the input source image displays normally.)
Brightness	Adjust the output image brightness. Click **Save** to save the brightness value to the device.
OSD	Enable the text/image OSD, or disable the OSD function. •  : Disable •  : Enable
Clear	Clear all layers on the current screen.
Priority	Adjust the layer priority. • Top: Bring the selected layer to the top. • Bottom: Send the selected layer to the bottom. • Up: Bring the selected layer one level up. • Down: Send the selected layer one level down.
3D	•  : Disable the 3D function. •  : Enable the 3D function.
Audio	Adjust the output volume and switch the audio source.

8 Demo Mode

In demo mode, the operations of the following modules can be demonstrated, including **Multimedia**, **Screen**, **Environment** and **Video Controller**, and the virtual input sources will also be provided.

After running VICP, go to **Settings** > **Demo Mode** to enter the demo mode.

Figure 8-1 Demo mode



Select the desired tab at the top to enter the corresponding interface where you can perform relation operations.

Tap  at the top righter corner, and then you can perform the following operations:

- Customization: Customize your own menu.
- Skin: Change the system skin style.
- Language: Change the system language.
- Log Out: Exit the demo mode and return to the login interface.

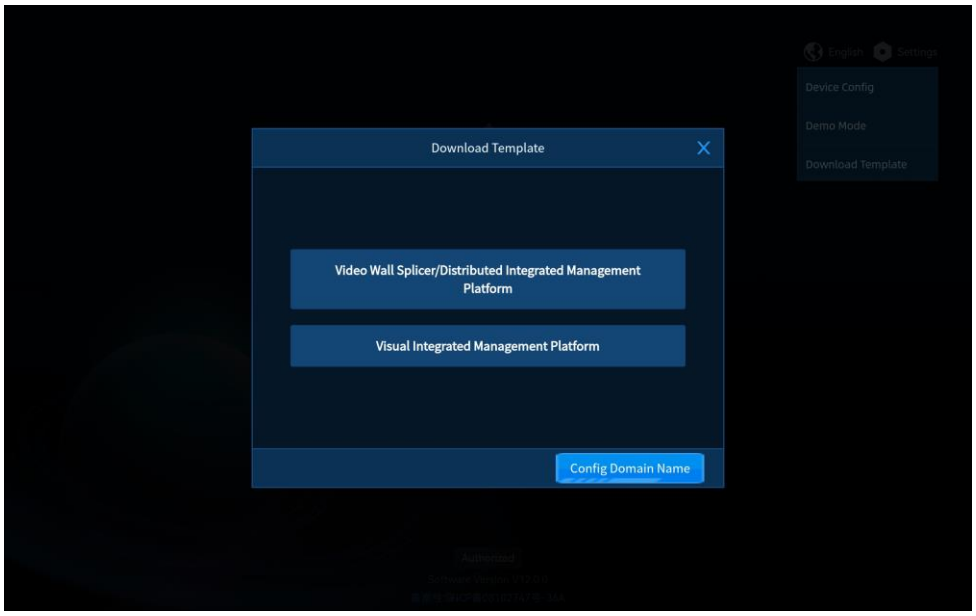
9 Download Templates

You can import the following templates to VICP for various control.

After running VICP, go to **Settings** > **Download Template** to open the template downloading window.

Once the template is downloaded successfully, it can be used directly.

Figure 9-1 Demo mode



- Video Wall Splicer/Distributed Integrated Management Platform: Download the standard direct control template, allowing users to separately control devices, such as video wall controllers, distributed integrated management and control system, media servers, and audio controllers.
- Visual Integrated Management Platform: Download the standard VIMP template. Users can log into VIMP and perform the control operations.
- Config Domain Name: Configure the exclusive domain name of the template. After successful configuration, the template is deployed under the configured domain. The domain name is configured by default and should be modified with caution; otherwise, the template cannot be downloaded.