Easy Show

Software instructions

V1.5

Address: Building 65, No. 17, Jingsheng South 4th Street, Zhongguancun Science and Technology Park, Tongzhou District, Beijing, China Postcode: 101102

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One .Installation Environment

1. System Requirements: Win7, Win8, Win10 Professional or Enterprise versions. The Home version is not recommended

2. Hardware requirements: CPU :I3 or above

Memory: more than 4G

Hard disk: 120GB or more

The higher the system configuration, the smoother the software will run. For projects with more points, increase the configuration appropriately to meet the performance needs

Two. Installation Steps

1. Close the security software running on the PC such as: 360 Security Guard, Tencent Butler, etc.
2. Right click on "Easy Show" installation package, pop up menu and select "Run as administrator".
3. Install according to the displayed interface. After the installation is complete, wait for a moment until the mouse cursor returns to normal, indicating that the ES installation has completed successfully.
4. After the installation is complete, two ICONS will appear: ES and RDM. ES is the control software, and RDM is the lamp inspection software

Three. Basic operating instructions

1. Double-click the ES icon to open the software and the following dialog box will pop up

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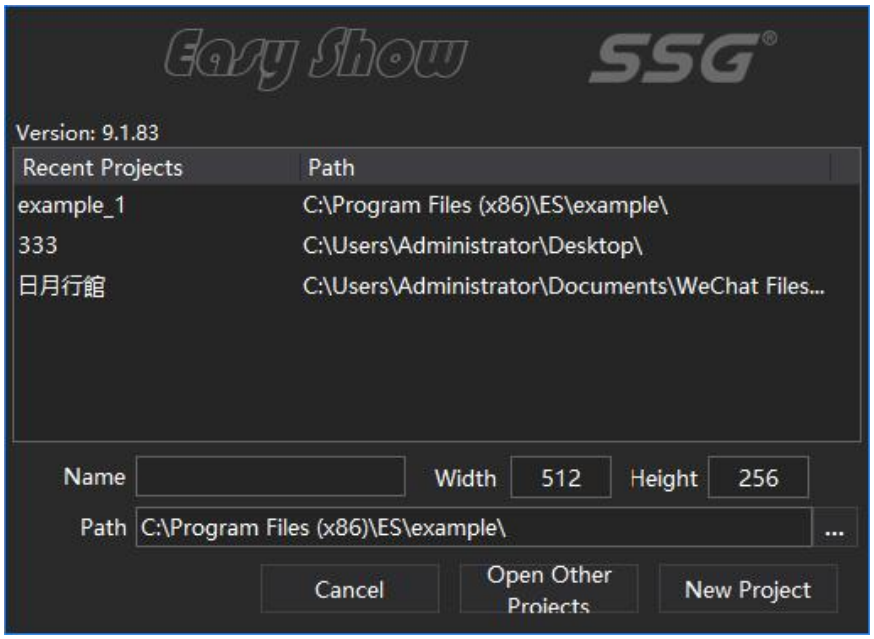

The project name and project path can be set as required.

Screen width and screen height refer to the size of the software display, the general recommendation is consistent with the wiring, and the software can also be modified.

Click on the new project. After entering, the wiring interface pops up, optionally do not wire temporarily, go to the next step. Click "No wiring for now" to enter the main interface.

2. Log into administrator mode. Help -- Administrator login... -- Enter the administrator password (default :ssg) and click OK.

3. Set IP

Click on the 'Controller List' within the red box, then click the drop-down button next to the 'Host IP' option in the yellow box to open the dialog box.

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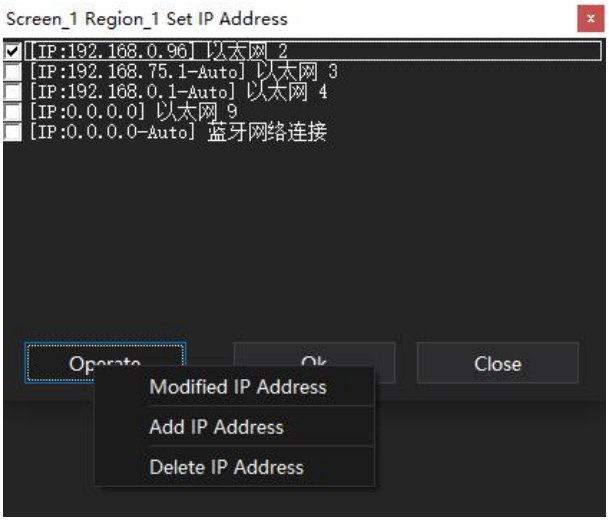
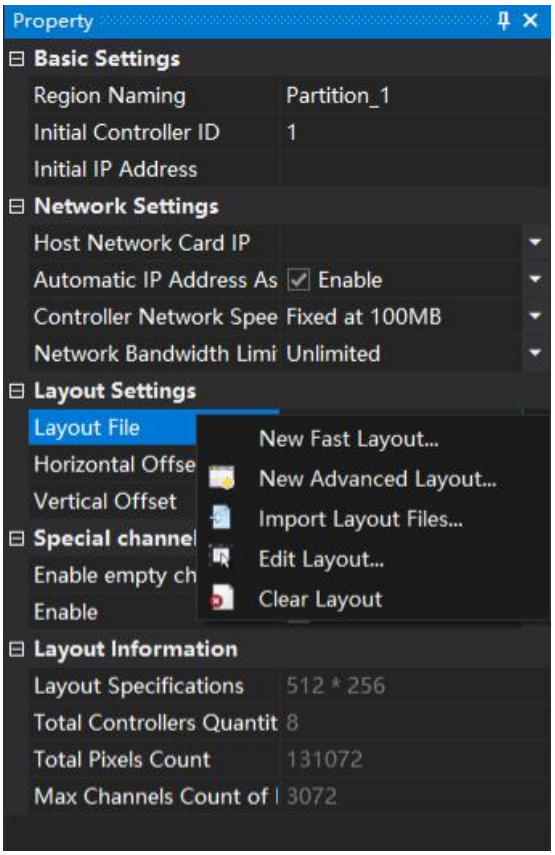


If the corresponding network adapter already has a fixed IP address, you can select it, click OK. If the corresponding network card does not have a fixed IP address, click Action - Add IP address. Click OK to add the IP address. It is recommended that the IP address of the network adapter be from 1 to 10, for example, 192.168.1.10

4. Cabling



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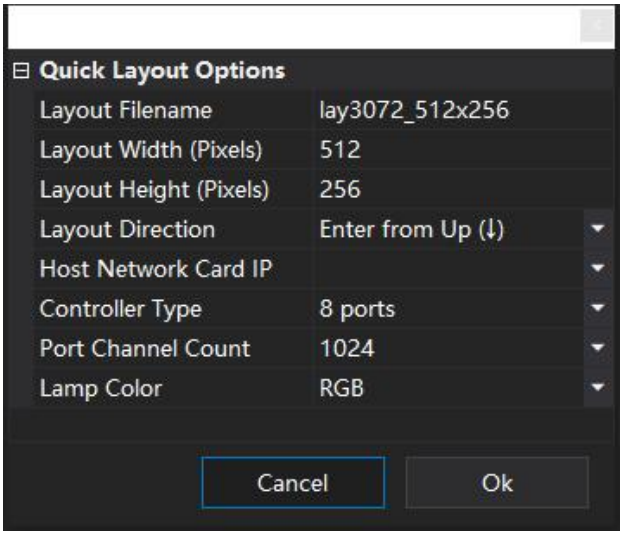
In the network card IP Settings below the wiring Settings, there are fast wiring, advanced wiring two, according to the actual need to choose.

- Fast wiring, suitable for lighting arrangement comparison rules of the project or test lamp address (wiring width and height and display width and height is the same).



Wiring width height refers to the number of horizontal and vertical pixels.

Wiring direction refers to the controller port lighting direction.

Controller type refers to the actual number of controller ports in use.

The default number of port channels is 2048. If the actual number is greater than 2048, it can be changed.

The lamp color can match the actual lamp color.

- See Advanced cabling instructions at the back

5. Controller sort addressing

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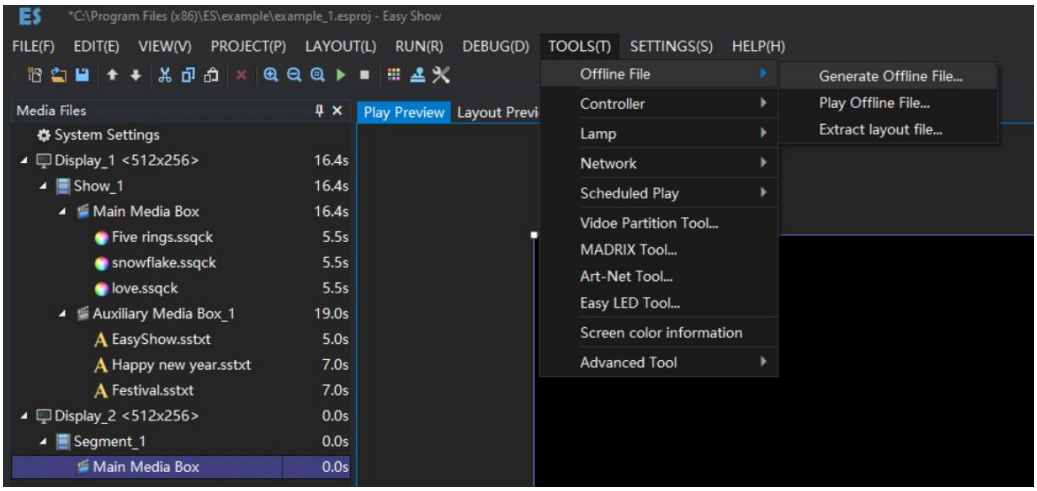
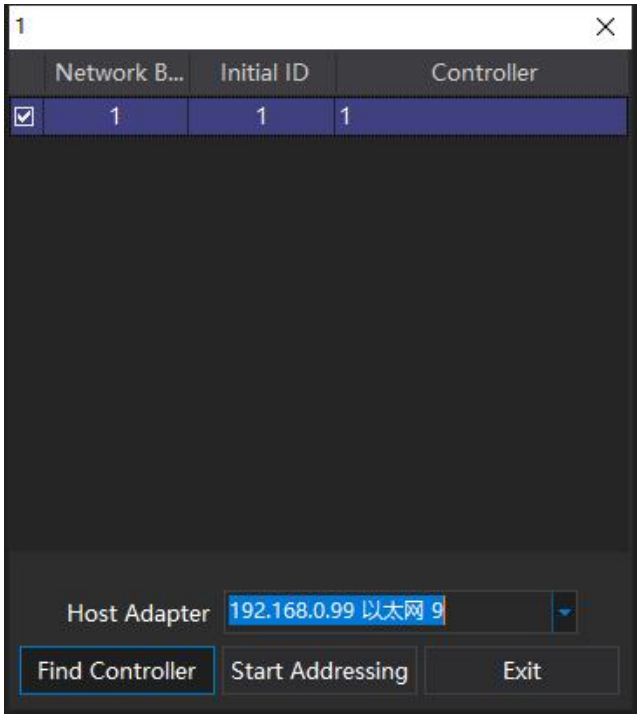


Click Tool -- Controller -- Controller Addressing to bring up the Controller addressing dialog box



Click Start Addressing

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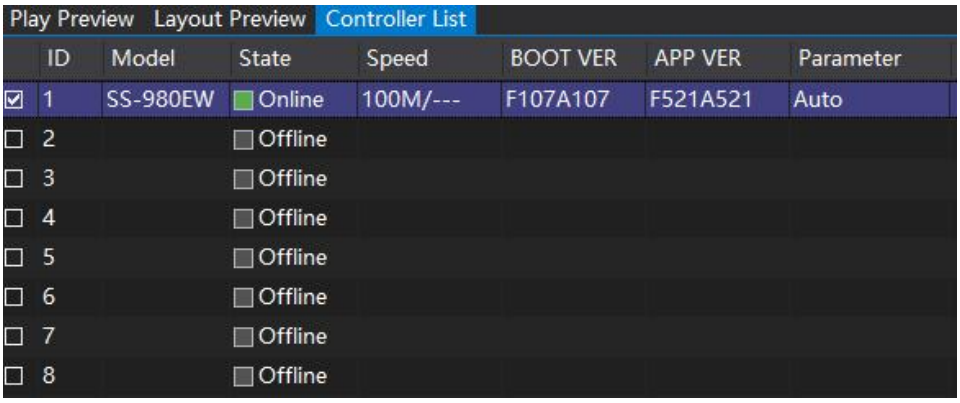
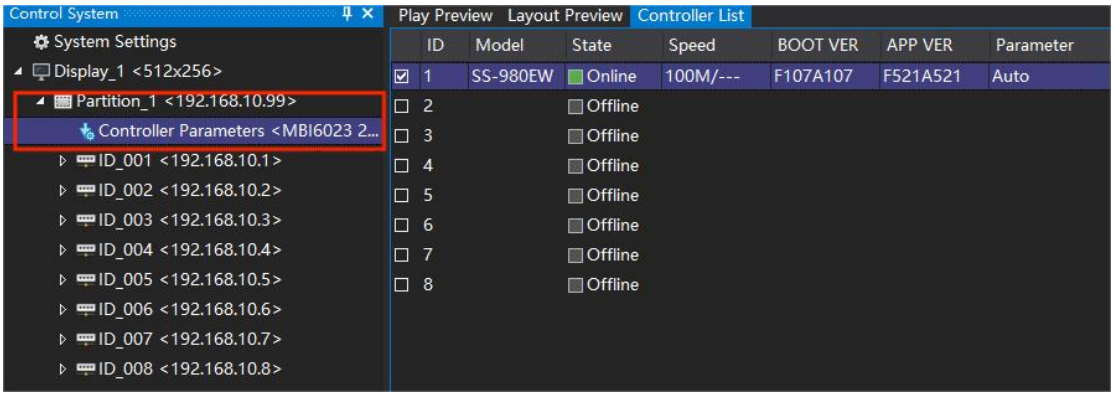


After the controller is addressed, it will be arranged in the sequence as shown in the figure, indicating that the control sorting is successful, and the controller display will also be displayed.

6. Set the driver chip parameters and write the address



Click "Partition One" drop down button, pop up "Controller parameters" option, and then look at the right side of the form property

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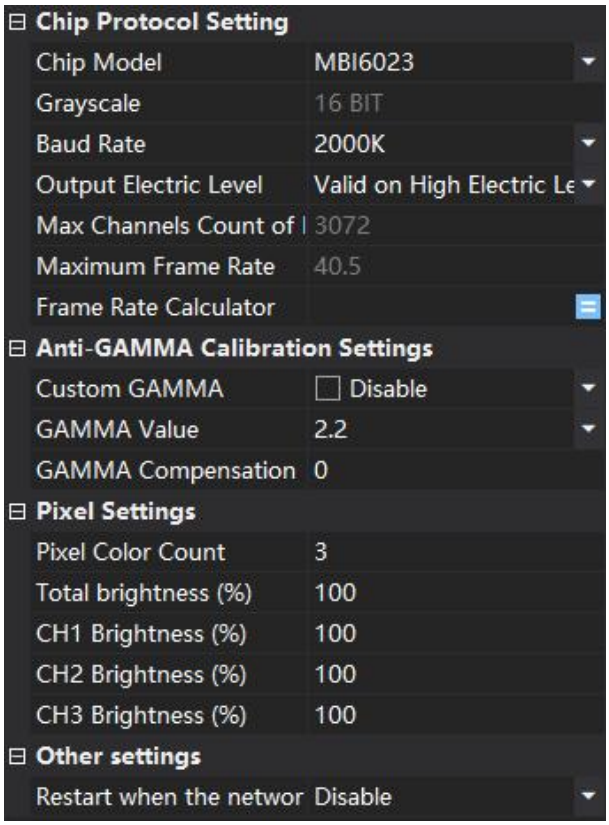
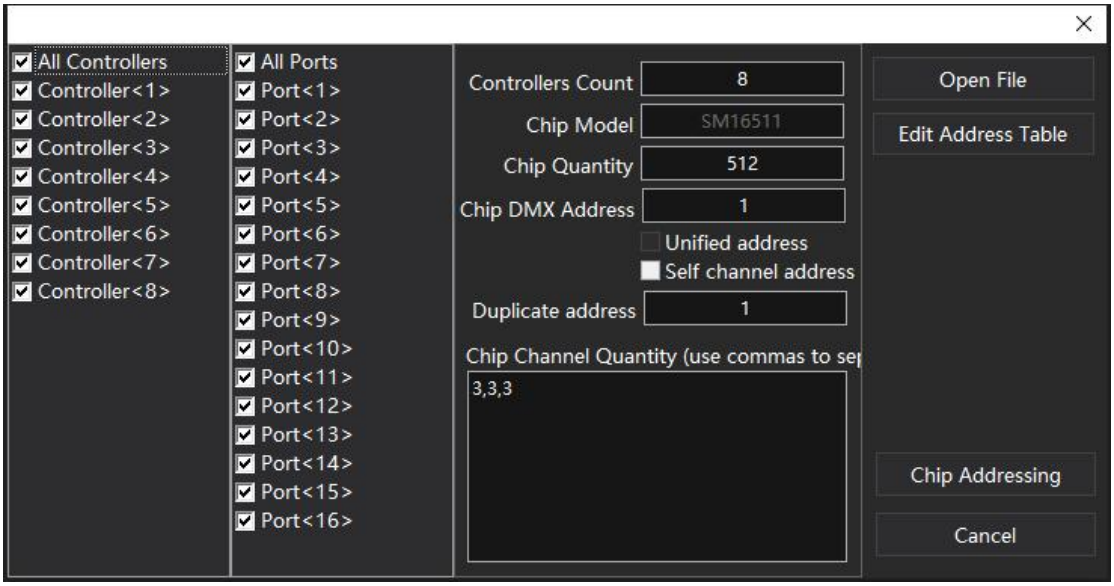


Chip protocol Settings can be set inside the chip model and related parameters, to be consistent with the actual lighting parameters.

After setting the relevant parameters, begin to write the address of the luminaire, click the blue button behind the luminaire sorting and addressing



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Set the internal parameters of the form according to the actual parameters, click "chip addressing" to enter the next step and click "immediate addressing".

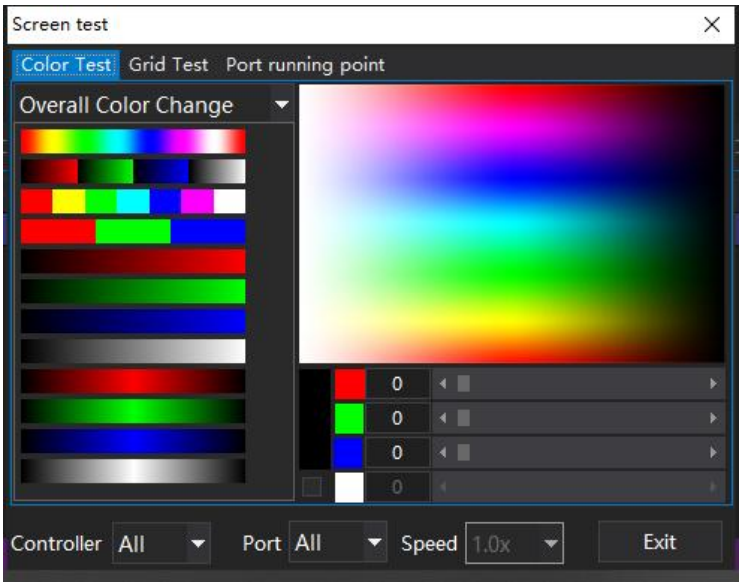
7. Debug and test the address

After completing the above Settings, you can enter the debugging step of the project.

Click "Debug (D)" in the ES interface and select "Screen Test" to enter the debugging item.

- Test whether the light fixture is under overall control

As shown above, select the corresponding effect in the overall color change page to debug the overall lighting of the project. If you need to debug a controller and a port in the whole project, you can set the controller and port to be debugged separately in the "controller" and "port" items.



- Test whether the address of the luminaire is written

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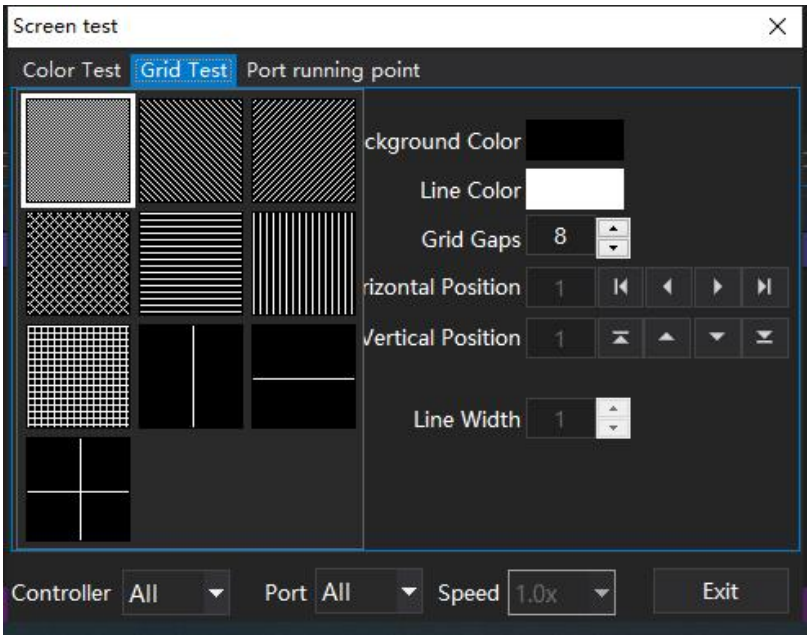

As shown above, click "Grid Test" to enter the lamp address test page.

If you test whether all the luminaire addresses of the entire project are normal, the default setting is to select the white box option in the upper left corner, and press the keyboard arrow keys to carry out the running point test.

If the luminaire address code of a single port of a single controller in the test project, the controller number and port number to be tested can be selected from the drop-down buttons of "Controller" and "port".

The above is the debugging step of the lamp and the address code

8. Import material

As shown below, click the "Material" item in the ES interface, you can select the material file we need to import from the drop-down option.

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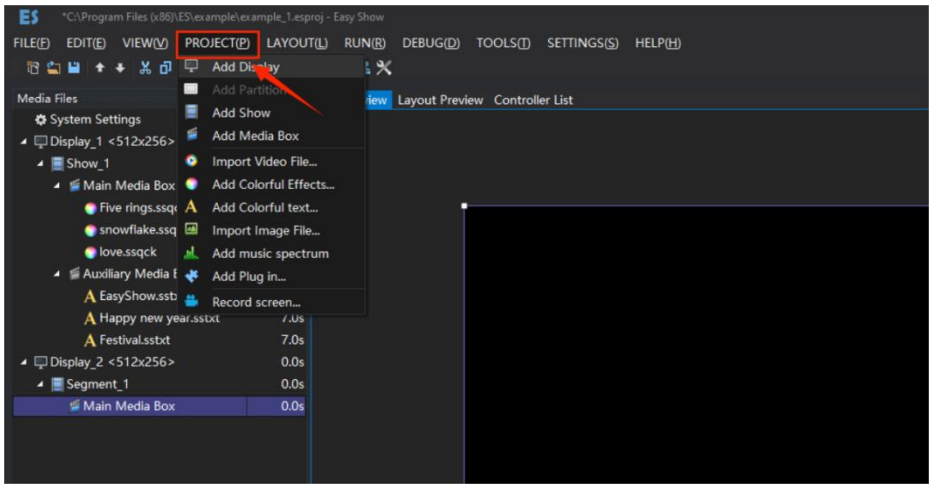
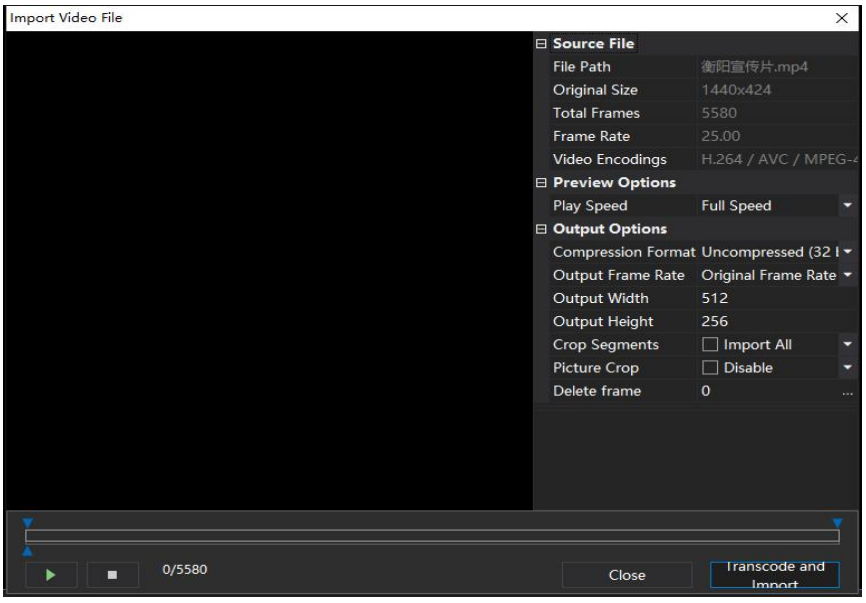


Here we click "Import video file", select the video file we need to import can be imported, because there are many formats of video material, such as: AVI, MOV, MP4 and so on. When the video is imported into ES, ES will transcode the video in a unified format, as shown below to enter the transcoding interface.



First of all, select the default "Full speed" in the "Playback rate" item of "Preview Options".

Just in "Output Options", set the width and height of the video file we need to import, and the width and height of the video are generally the same as the width and height of our display screen.

If we need to intercept and crop the imported video file, the following figure is shown

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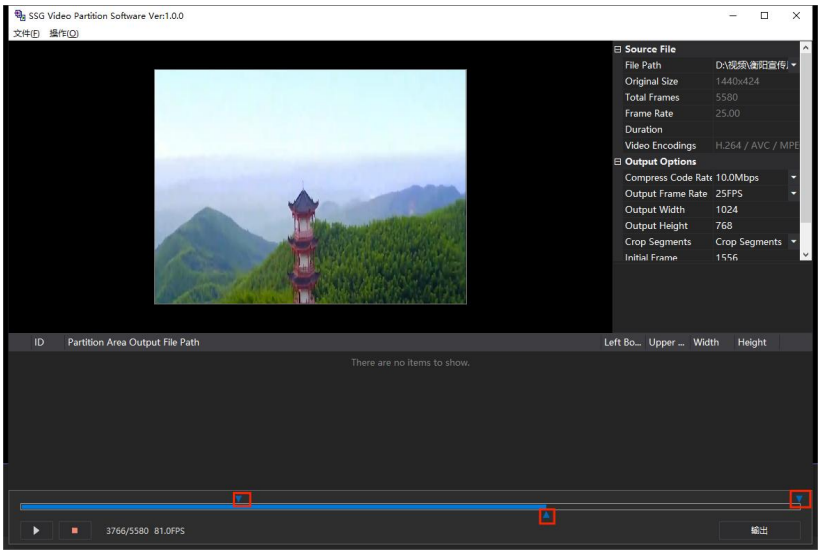

- In the red box, the area between the two blue triangles in the downward direction is the number of video frames captured. The former blue triangle bit is the start frame position of the video captured, and the latter blue triangle is the end frame position of the video captured.
- The position of the blue triangle that is checked in the upward direction in the red box is the image that is captured in a certain frame in the video material

After completing the appeal Settings, click transcoding and import to complete the import of the video footage.

9. Generate the offline file

When we use offline master or offline synchronous master to play offline in the actual project, we need our built-in SD memory card player program to achieve the overall effect, the following we explain the main operation process of ES to generate offline files.

First of all, as shown below, click the "Tools" item, select "offline file" in the drop-down option, select "Generate offline file", enter the offline file generation interface.

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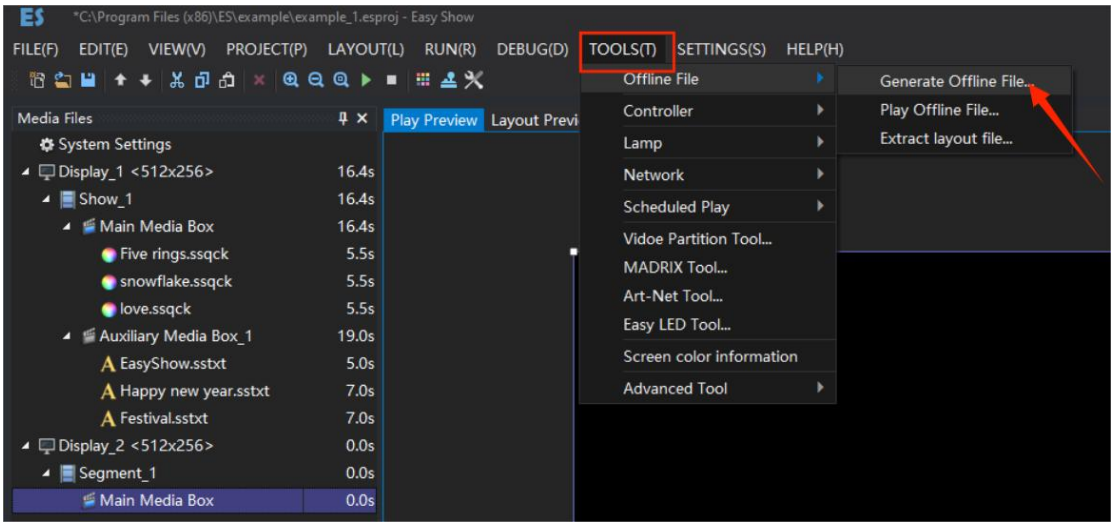
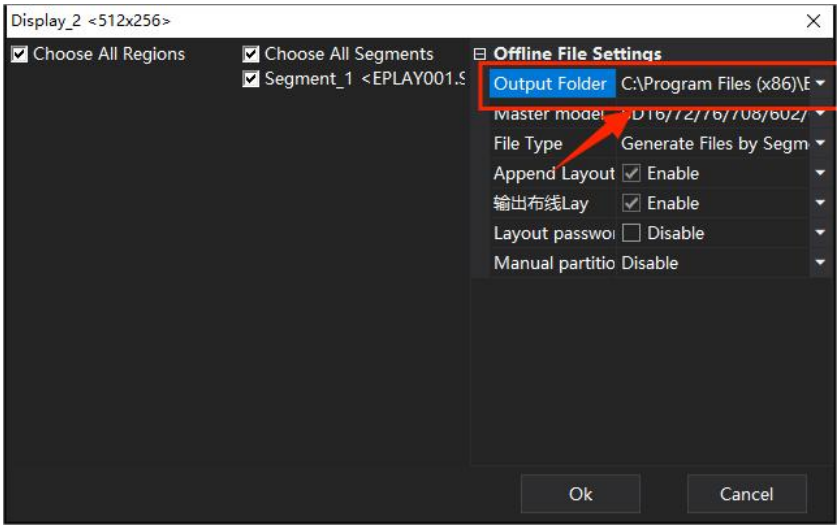


As shown below, after entering the offline file generation interface, start to set the basic parameter Settings of offline file, the default Settings can be set.



Select the storage path of offline file output, click Output to start output, and wait until the generation is complete.

- Note: If you need to test whether the generated offline file is normal, choose to play the offline file in the generation bar of the offline file, enter the storage path of the offline file to find the offline file, open it to play the offline file.

Four .Basic setup instructions

1. Four color Settings

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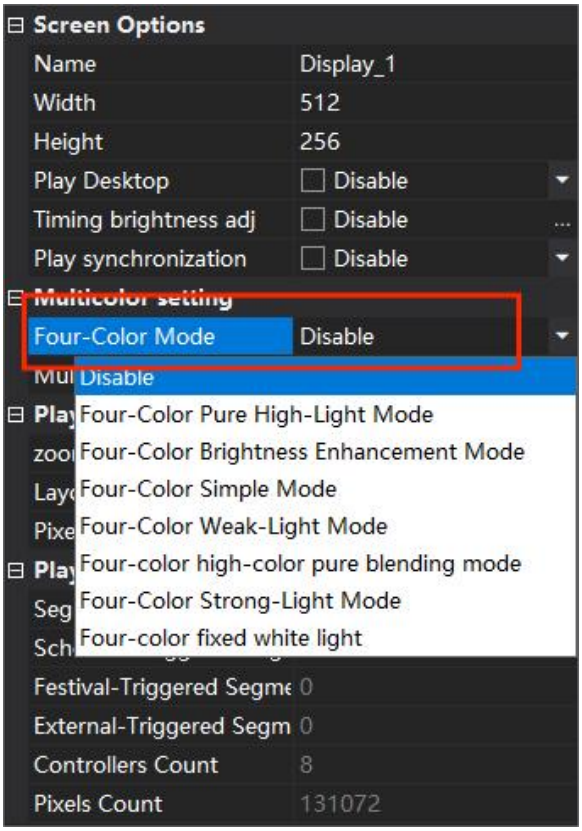
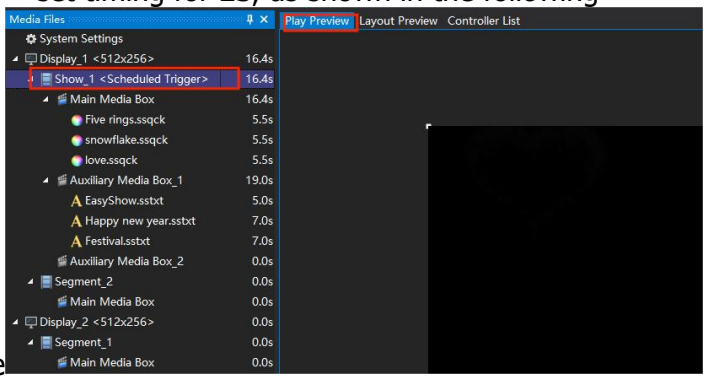
When the lighting in the project is four-color, it is necessary to set the four-color mode of ES. Click "Display 1" in the control system setting option, and the setting item of "Display 1" will appear in the right property box as shown below. Select the mode we need to select.



2. Timing setting

When the project needs to schedule playback of the material, we need to set timing for ES, as shown in the following figure



First, click "Play preview" item, and then click "Program 1" in the left "Media Resources" column to set the timing of its program.

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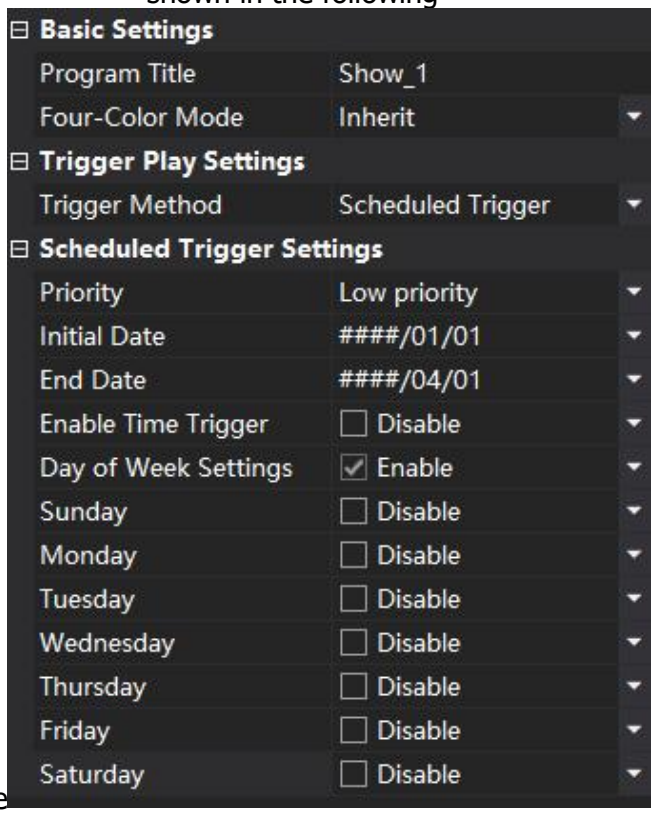
Click "Program 1" in the right property bar, the timing option appears, as shown in the following figure



Select the timing mode in "Trigger Mode". There are two trigger modes, "timing trigger" and "festival trigger", which can be set according to our needs.

If you need to set the start date and end date, start time and end time, week setting, etc., set the corresponding response time in the corresponding drop-down arrow.

3. Video Segmentation

Usually, when we achieve unified picture playback in multiple buildings, we need to unify our video materials for fine video cutting, so as to give people a more three-dimensional and harmonious sensory feeling.

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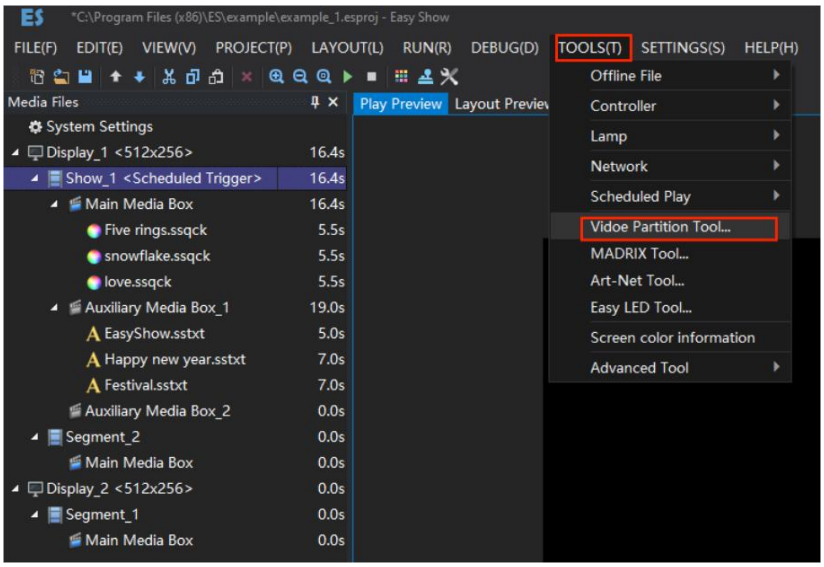
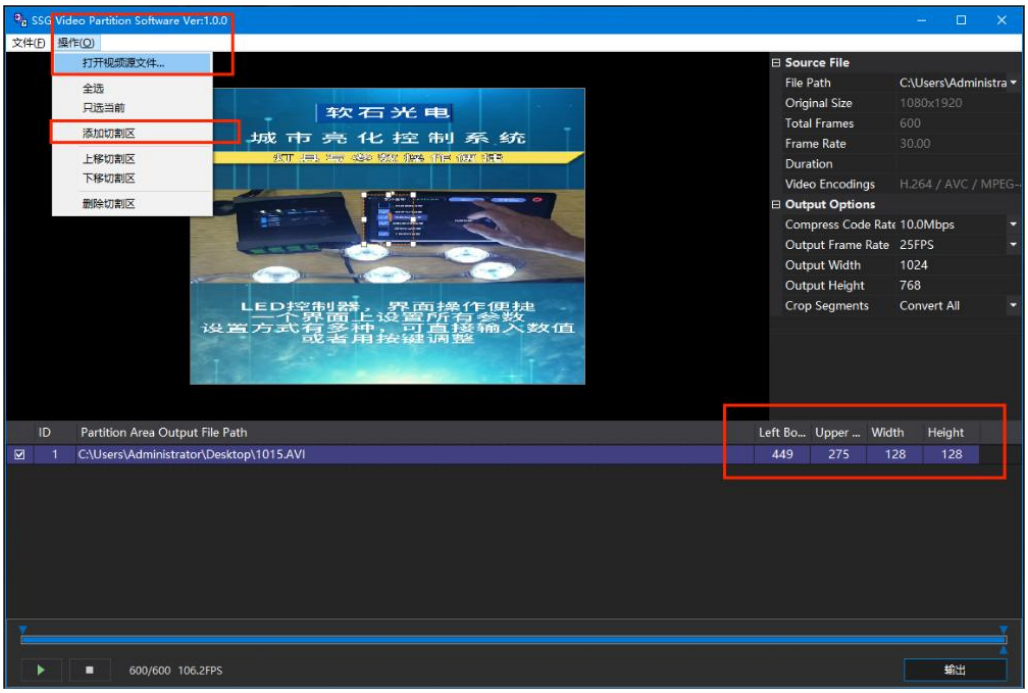
As shown below, click the "tool" option in "ES" and select the "Video segmentation tool" in the drop-down bar to enter the video segmentation tool.



As shown below, after entering the video segmentation tool, we need to add a cutting video source file, click "operation" to select "Open video source file", after successfully adding the video source file, we also need to add the area to be divided, also click "operation" to select "Add cutting area", change the location and size of the cutting area, click output to complete the video cutting.



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