ILEDCloud Multimedia Information Release Platform Detailed user manual

Company: Suzhou Cloud ScreenMedia Technology Co., Ltd

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Writing Instructions

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1 introduction

1.1 Compile Purpose

The purpose of writing this detailed user manual is to fully describe the functions and operating environment that iLEDCloud multimedia information publishing platform can achieve, so that users can have a detailed understanding of the scope and usage methods of this platform, and provide answers to some questions that may arise during use.

1.2 project background

With the continuous development of LED technology, more and more LED screens are appearing on the streets and alleys of cities. How to better manage and update the playback content of these LED screens in a timely and fast manner has become an urgent problem for screen managers to solve. The iLEDCloud multimedia information publishing platform is developed by Suzhou Yunping Media Technology Co., Ltd., a wholly-owned subsidiary of Shanghai Yangbang Technology Co., Ltd. It is an efficient, fast, and integrated LED advertising management and publishing platform. This platform has powerful ad editing functions such as immediate editing and broadcasting, and what you see is what you get. It integrates all resources such as materials, screens, and programs for unified management and sharing.

1.3 Definitions

List the definitions of specialized terms and the original meanings of abbreviations used in the manual.

Serial Numbe r	abbreviation	Explanation/Definition	Full Name	Chinese translation
1	PID	Product serial number of LED multimedia player	Product ID	Product identification number

1.4 reference material

document number	document name	Author/Reviewer	VERSION	notes
	Quick Guide to iLEDCloud Platform	Li Shenshen, Bai	v2024.12.19	
		Jie, Yu Tianyu		

■ other

number	document name	Author/Revie wer	Release Date	Publisher	notes

2 Platform Overview

2.1 target

The goal of this platform is to manage and update the playback content of LED screens and LCD commercial display screens in a timely and fast manner.

2.2 function

This platform has powerful ad editing functions such as immediate editing and broadcasting, and what you see is what you get. It integrates all resources such as materials, screens, and programs for unified management and sharing.

2.3 performance

This platform adopts a distributed design with elastic scaling effect.

3 Operating environment

3.1 hardware

The hardware requirements of the platform for the operating environment are to use a computer with a memory of at least 2G and a CPU model of at least i3-3220, which can be connected to the Internet.

3.2 support software

This platform can run on any operating system on a computer, and users only need to install Google Chrome, version 45.0 or above, or Firefox, version 30.0 or above, under the operating system.

4 preparation in advance

Before starting to use the iLEDCloud multimedia information publishing platform, users need to connect their LED multimedia devices to the local area network, set the device's IP address and WEB mode, and obtain the device's identification code. The above operations require the use of the controller provided by Onbon Technology along with the PC software.

4.1 Install supporting PC software

4.1.1 Download installation package

Users need to access the official website of Yangbang (http://www.onbonbx.com/) Click on 'Download Center' on the homepage. In the left navigation bar of the download center page, find the software download module. According to the controller model required by the user, select the corresponding matching PC software. Click on "Multimedia Player Matching PC Software" for YQ or Y series controllers, select the latest software with a version number greater than 18.9.29.1, as shown in Figure 4.1-1. Click on "Single and Dual Color Controller Matching PC Software" for 6th generation controllers, select the latest software with a version number greater than 18.10.19.0, as shown in Figure 4.1-2, and then click to download the latest version of the matching PC software. (Note: This multimedia software can only run on the Windows system)

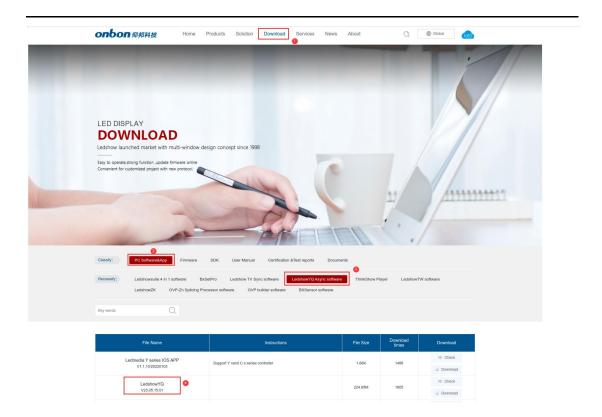


Figure 4.1-1 YQ Software Download Page

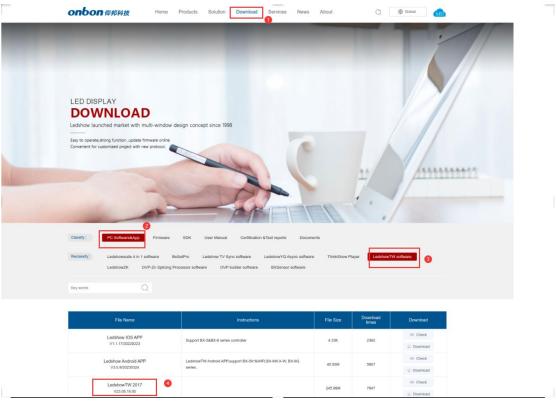


Figure 4.1-2 Download page

4.1.2 Install editing software

After downloading the software installation package, the software installation begins. The installation process of TW software is the same as that of YQ software. The following will introduce the installation process of YQ software.

1 Extract the downloaded file, run the installation package, select the language used by the user, click OK, and then click Next on the installation wizard interface.



Figure 4.1-3 Language Selection

2 Select the installation directory for the editing software.

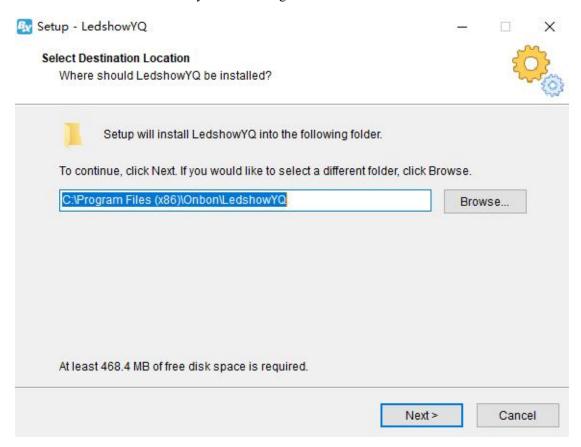


Figure 4.1-4 Select installation directory

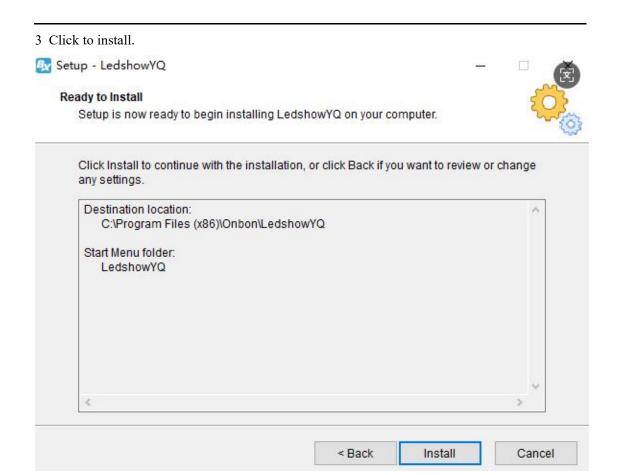


Figure 4.1-5 Preparation for Installation

4 Installation completed.

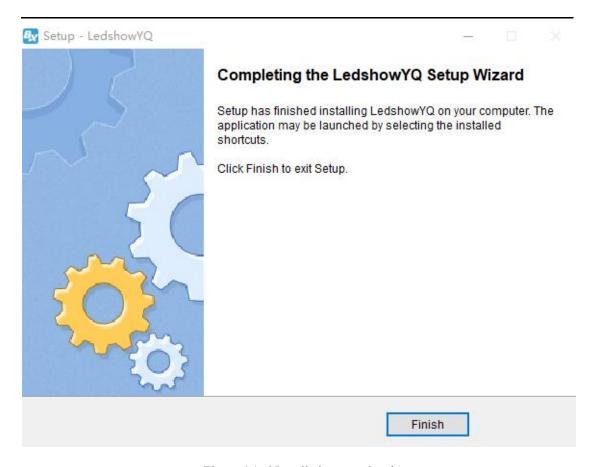


Figure 4.1-6 Installation completed

4.2 Configure to obtain device parameters

After installing the accompanying PC software, users need to power on the multimedia player and connect it to the same LAN as the computer where the editing software is installed. Please keep the device and computer on the same network segment. Then you can use editing software to configure and obtain the parameters of the device.

4.2.1 Configure the WEB mode of the device using YQ software

1 Open LedshowYQ multimedia editing software (hereinafter referred to as YQ software), click on "Settings" on the menu bar, select "Set Screen Parameters", click on the "Add Screen" button, select "Online Controller List" and choose the screen you want to add, then click "Add".

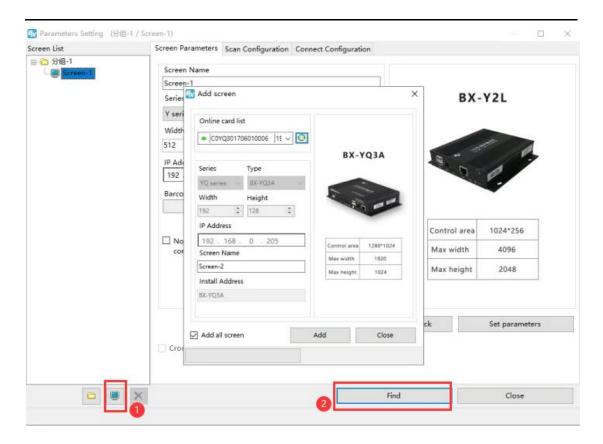


Figure 4.2-1 Add Screen Interface

2 After successfully adding the screen, as shown in Figure 4.2-2, click on "Settings" on the menu bar, select "Controller IP Configuration", and enter the password: 888

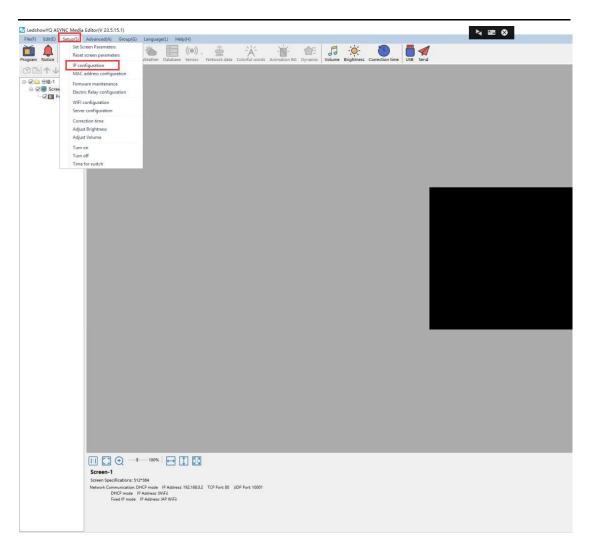


Figure 4.2-2 Open IP standalone configuration



Figure 4.2-3 Enter Password

3 In the controller IP configuration interface, users can modify the device's IP address (recommended to use "automatically obtain IP address"), check "server configuration", select "WEB server", Chinese users should select "China Station", international users should select "International Station". If the user fills in "username" (email or phone number used for platform login) and "installation address" (customizable, using identification screen), as shown in Figure 4.2-4, then click "settings" (note: when configuring IP standalone, please

ensure that only one device is connected to the current local area network). When this controller is connected to the network, it will be automatically added to the corresponding user's name without the user manually adding the screen.

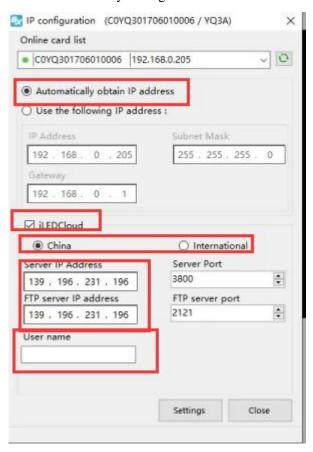


Figure 4.2-4 Controller IP Configuration Interface

4.2.2 Configure the W EB mode of the device using TW software

1 Open the TW software and click on "Set Screen Parameters" in the "Settings" menu bar.

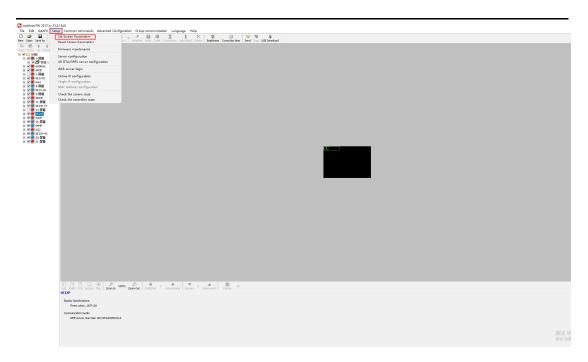


Figure 4.2-5 Open screen parameter settings

2 Select the corresponding model based on the connected controller and choose "WEB communication" as the communication mode.

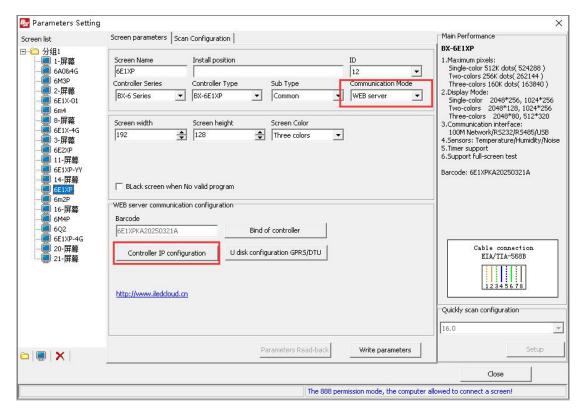


Figure 4.2-6 Configuring Controller Model and Network Mode

3 If using a 4Gm type, you can select "4Gm" in the sub model and configure it using a USB flash drive

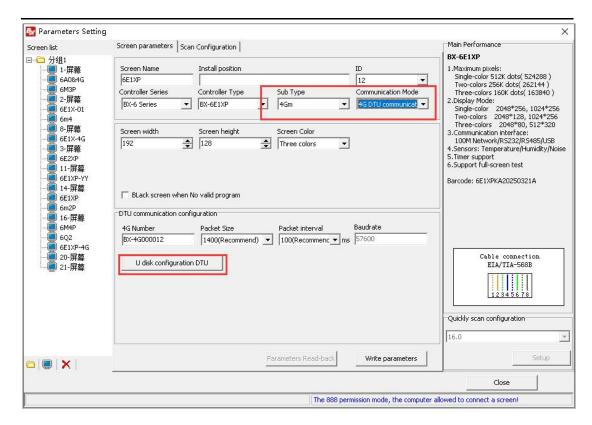


Figure 4.2-7 Configuring a 4Gm Controller

4 Click on the 'Web Configuration' button. In the IP configuration interface, fill in the IP address of the controller. For Chinese users, please select "China Station", and for international users, please select "International Station". After filling in, click the "Settings" button. (Note: Only one device can be connected to the local area network during setup)

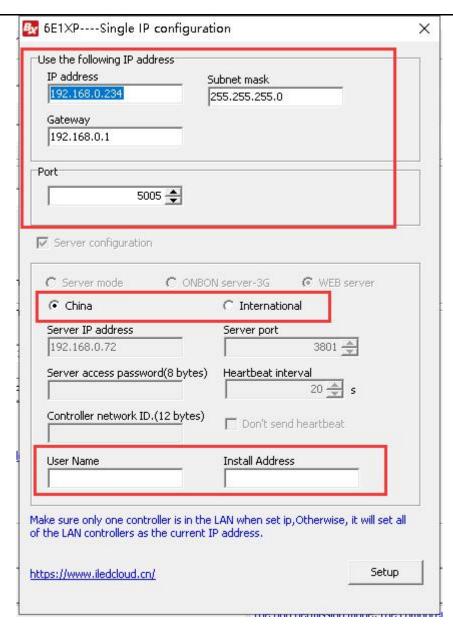


Figure 4.2-8 Configuring Controller IP and Server Information

4.2.3 Obtain the identification code or barcode of the device

In the YQ software settings ->settings screen parameters, users can obtain the barcode of the device, as shown in Figure 4.2-9. Barcode labels will also be affixed to the body of the controller. If the user can obtain both the identification code and barcode in the screen parameter settings of YQ software, the barcode will be given priority when adding screens in the future. If the user can only obtain an identification code, enter the identification code when adding the screen.

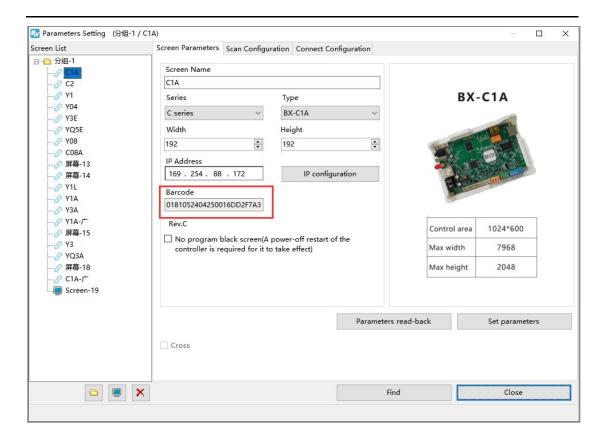


Figure 4.2-9 Obtaining Barcode

The barcode of the 6th generation controller can be viewed on the controller body, as shown in Figure 4.2-10.



Figure 4.2-10 6Q Controller Barcode

4.2.4 Configure the WEB mode of the device using the four in one software

1. Open the LedShow multimedia editing software (hereinafter referred to as the four in one software), click on "Device" ->"Online Screen Search" ->Add the screen that needs to be configured in the menu bar, as shown in Figure 4.2-11

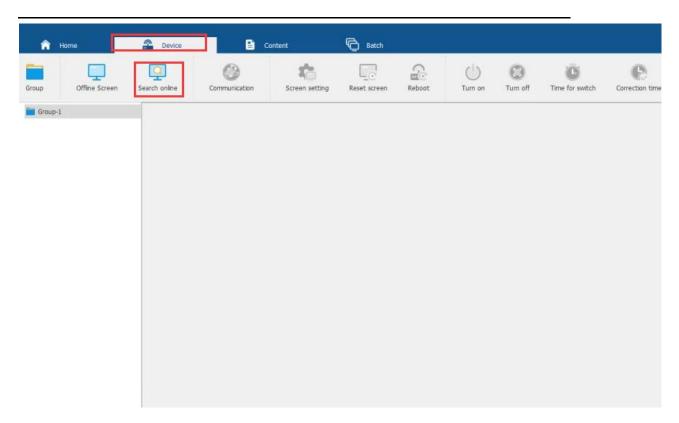


Figure 4.2-11 Online screen search-

2. Click to enter the online search pop-up box, as shown in Figure 4.2-12. Select the option to configure it on the screen and click the add button to add it to the homepage.

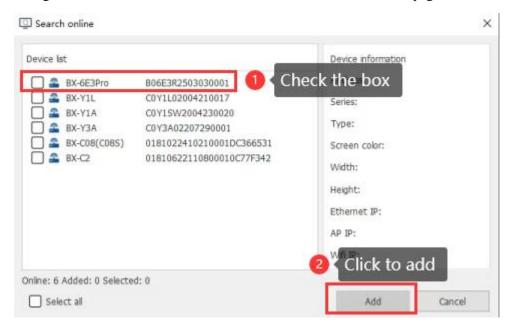


Figure 4.2-12 Online Screen Search - Add Screen-

3. Click on "Device" ->"Manual Screen Addition" ->in the menu bar to enter the "Manual Screen Addition" interface, as shown in Figure 4.2-13. In the "Screen Name" section, the name can be modified, and the barcode is the device number of the controller itself. Under "Series" and

"Type", select the corresponding controller series and specific model. Under "Screen Color", select the corresponding screen and click "Add". As shown in Figure 4.2-14.

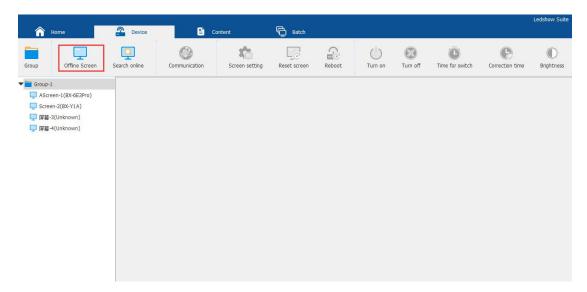


Figure 4.2-13 Manual screen addition-

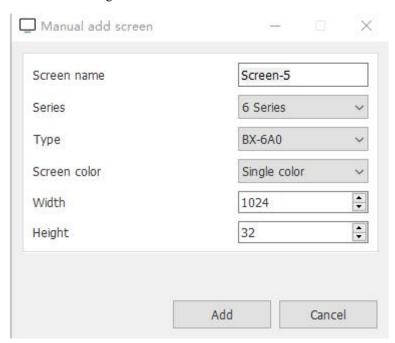


Figure 4.2-14 Manual Screen Addition - Add Screen-

4. Check the control card that needs to be set, click on "Device" ->"Communication" ->in the menu bar to enter the "Network Configuration" interface, as shown in Figure 4.2-15. Configure the communication of the control card, and select "fixed IP", "single machine direct connection" or "serial port" mode for communication under "communication mode". Select the "Fixed IP" mode, and in the "Set Network" drop-down list, you can choose "Ethernet", "Wifi", "AP" or

"Custom". If you choose "Custom", you can fill in the IP address and port parameters by yourself.

After setting up, click "OK". As shown in Figure 4.2-16.

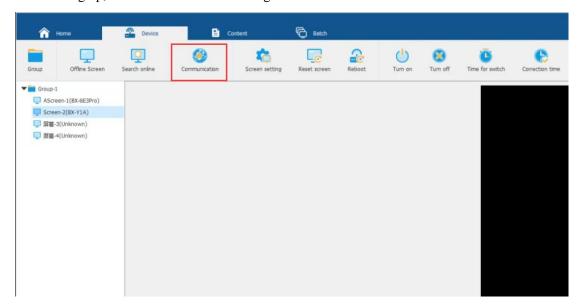


Figure 4.2-15 Enter Settings Communication

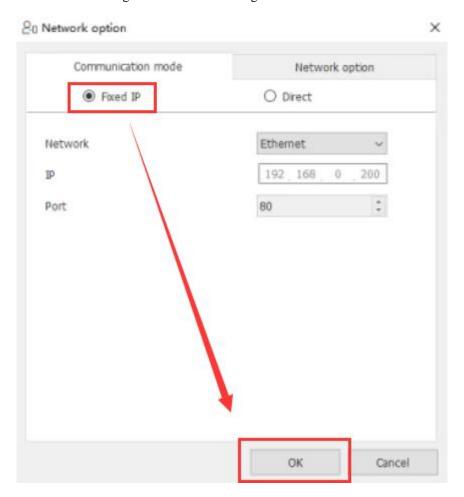


Figure 4.2-16 Setting Communication-

5. Network configuration can be selected as "Ethernet", "Wifi Station", "Wifi AP" or "Server".

Taking the server as an example, check to enable the server. The server address can be selected as Cloud Screen China Station, Cloud Screen China Station (C series), Cloud Screen International Station, Cloud Screen China Station (single and dual color), Cloud Screen International Station (single and dual color) and Cloud Screen System. After setting up the communication method and network configuration, click on the write device button, as shown in Figure 4.2-17.

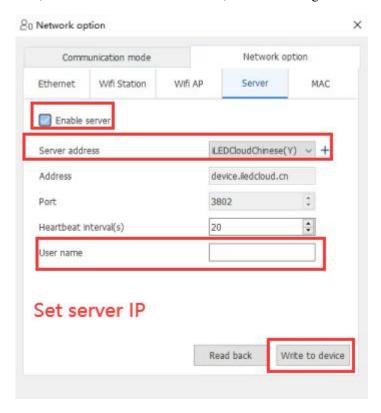


Figure 4.2-17 Setting Network-

6. Check the control card that needs to be set, click on the device ->settings screen parameters ->enter password 888 in the menu bar to enter the screen settings interface. As shown in Figure 4.2-18.

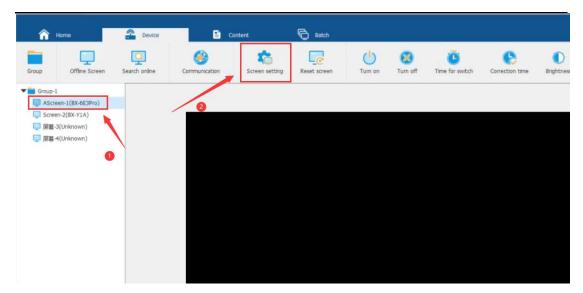


Figure 4.2-18 Set screen parameters button

7. In the "Screen Settings" interface. After setting the width and height, click on "Settings" and "Save". As shown in Figure 4.2-19.

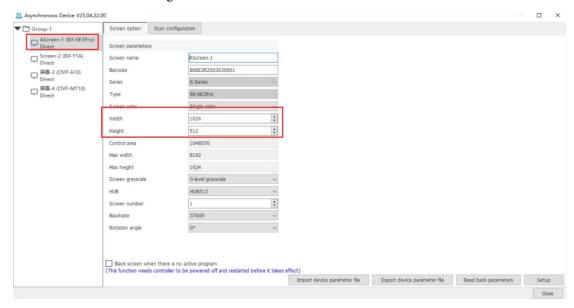


Figure 4.2-19 Setting Screen Parameters

5 Platform Usage Instructions

5.1 Login

Please log in using Google Chrome or Firefox browser http://www.iledcloud.com Click the Login or Register button in the upper right corner of the iLEDCloud multimedia information publishing website to enter the login interface of the iLEDCloud multimedia platform publishing platform.



Figure 5.1-1 Opening the Platform

5.1.1 register

For users who have never used this platform before, you need to register. This platform provides enterprise user registration and individual user registration. Users can register as needed according to their own needs. The registration interface is shown in Figure 5.1.1-1.

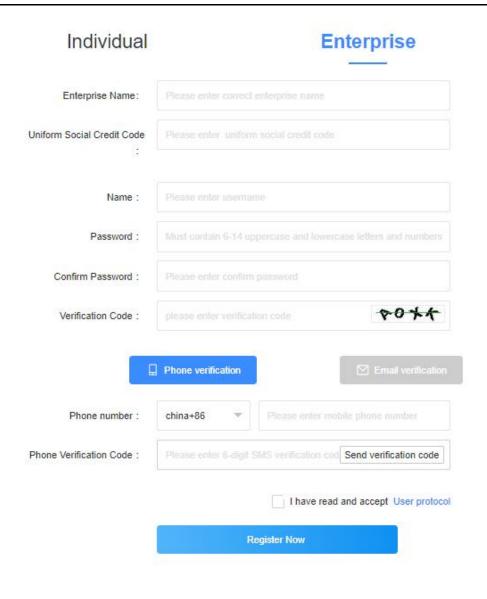


Figure 5.1.1-1 Registration Page

1 Enterprise users

This platform provides two registration methods for enterprise users: mobile phone number and email. When registering as a corporate user, it is necessary to fill in the company name, organizational code/unified social credit code. Users who register using their mobile phone number or email will receive a dynamic verification code. After completing the verification, they can log in using their mobile phone number or email.

After successful registration, the role of enterprise users is business administrator. There are 8 major functional modules for enterprise users, namely Program Manager、Material、Screen、Payment、Equipment、Usage、System Settings And Advanced Features. The Program Manager

module is mainly used for program creation, editing, and other operations. This module is subdivided into Program list, Playlist, Program Approve, Program Release, Material mainly involves adding and modifying materials. Material is mainly used for adding and modifying screens, and this module is divided into Screen control, Screen initialization, Firmware, and Controller. Paymen is mainly responsible for purchasing and viewing packages, and this module is divided into Package, Order, and Coupon View. The main purpose of equipment operation and maintenance is to facilitate users to quickly understand the status data of the screen and compare the power on and off data of the screen. This module is divided into operation statistics and screen operation and maintenance. Usage management mainly involves operations related to capacity and traffic, which are further divided into capacity management and traffic management modules. System management mainly involves modifying the organizational structure and permissions of users. This module is divided into user management, organizational structure management, role permission management, system log management, controller log management, notification management, My Work Orders, task supervision, and playback logs. The advanced functional modules are subdivided into: electronic fence, regional publishing, secondary development, synchronous combination, cloud monitoring, warning management, sensor management, digital monitoring, playback statistics, and automatic publishing tasks.

Enterprise users refer to business administrators who can independently add new users (without the need for platform registration) and modify the role permissions of users under their organization. The platform defaults to the following four roles: business administrator, program producer, program reviewer, and program publisher. The program can be subcontracted to different users from creation to review and publication.

2 Individual users

This platform also provides two registration methods for individual users: mobile phone number and email. Individual users who register using their phone number or email address are required to provide their personal phone number or email address during registration. The platform will send a dynamic verification code to verify the authenticity of their phone number or email address. After completing the verification, the user can log in to the platform using their phone number or email address.

There are 8 modules under individual users, including program management, material

management, screen management, paid services, equipment operation and maintenance, usage management, system management, and advanced functions. The program management, material management, paid services, equipment operation and maintenance, and usage management modules for individual users are the same as those for enterprise users, except that there is no controller management in screen management.

In system management, individual users only have system log management, controller log management, notification management, My Work Order, task supervision, and playback logs, without user management, organizational management, or role permission management. Individual users can only view their operation records in the system management module and cannot perform any other operations on their own accounts.

5.1.2 log on

After completing all registration procedures, users can log in to the iLEDCloud multimedia information publishing platform using their phone number or email. The verification code on the login page can be clicked to obtain a new verification code image.

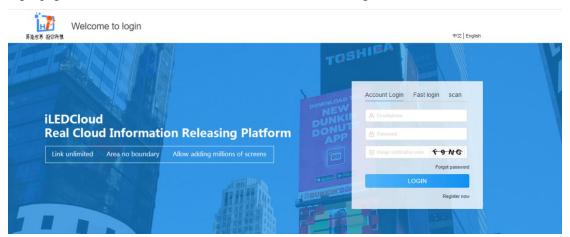


Figure 5.1.2-1 Login Interface-

Users who have bound their phone numbers can use their phones for quick login. Simply click on "Quick Login" on the login page of the platform to jump to the quick login page, as shown in Figure 5.1.2-2.

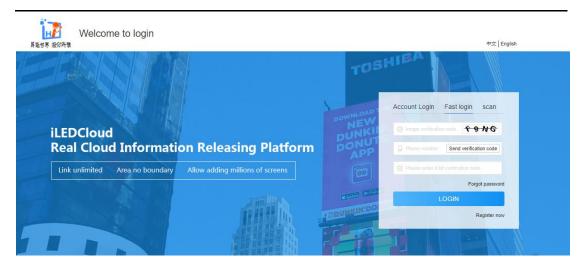


Figure 5.1.2-2 Quick Login

Users who have bound WeChat mini programs can use the mini program to scan codes and log in. Simply click on "Scan Code Login" on the login page of the platform to jump to the scan code login page, as shown in Figure 5.1.2-3

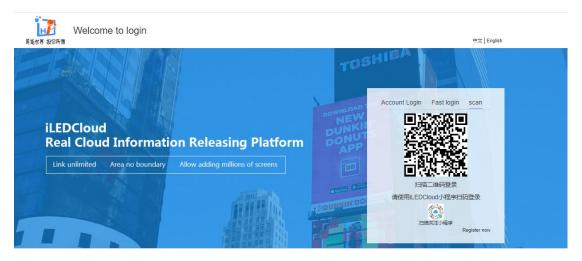
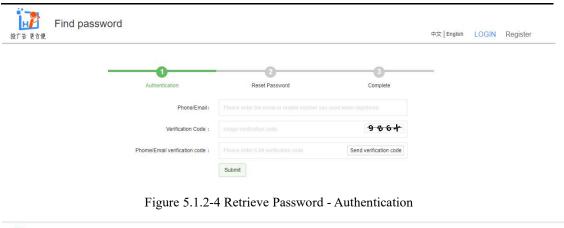


Figure 5.1.2-3 Scan Code Login

When the user forgets their login password, they can click on the forgot password link on the login page to enter the password recovery page, as shown in Figure 5.1.2-4. Users only need to enter the phone number or email address filled in during registration, click to obtain the verification code, enter it and click submit to enter the new password setting page, as shown in Figure 5.1.2-5. Users can set a new password, and after setting it, they can use the new password to log in.



Find password 軟产養更有



Figure 5.1.2-5 Retrieve Password - Set New Password

5.2 home page

The user successfully logs in and enters the homepage. They can access the corresponding page through the menu button of all functions on the homepage, or return to the old version of iledeloud. As shown in Table 5.2-1

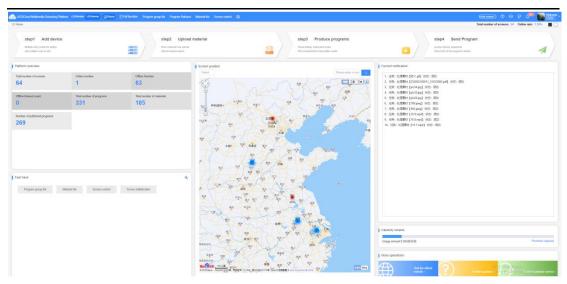


Figure 5.2-1 Homepage

Table 5.2-1 Homepage Button Function Annotations

button	Function Introduction
份Home	After clicking on other pages, you can be redirected to the homepage.
≡Full function	All function buttons, move the mouse in to expand all functions, and click to enter the
	corresponding page.
(\$)	Navigation bar function settings, click to pop up the navigation bar function settings
	pop-up window.
(AOId version 7)	Return to the old version, click to jump to the old version of iledcloud.
2	Quick channel setting button, click to pop up a quick channel setting pop-up window,
	where you can set common functions.
Total number of screens: 4	The total number of platform screens, when clicked, will redirect to the screen control
	page.
Online rate: 0%	Screen online rate, click to jump to the running statistics page.

5.3 program management

Users can perform operations such as program production, editing, viewing, reviewing, and publishing in the program management module.

5.3.1 PROGRAM LIST

Users can view all programs on the program list page, as shown in Figure 5.3.1-1. On the left side, program groups are displayed. When the user clicks on the group name, the page will show a list of all programs within that group. Some button annotations on the page are shown in Table 5.31, and programs can be managed through the operation buttons after each program list.-

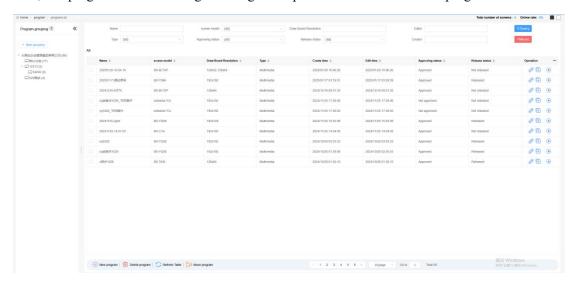


Figure 5.3.1-1 Program List

Table 5.3-1 Program List Button Function Annotations

button	Function Introduction
0	Edit program button, click to enter the program production page, and users can make
	secondary edits to the program based on its original content. If editing the simplified
	version of the program, a prompt message will pop up. After confirming the
	conversion, you can enter the program production page of the program.
•	Preview program button, click to enter the program preview interface, as shown in
	Figure 5.3.1-2.
+	Copy Program Button to make a copy of the current program

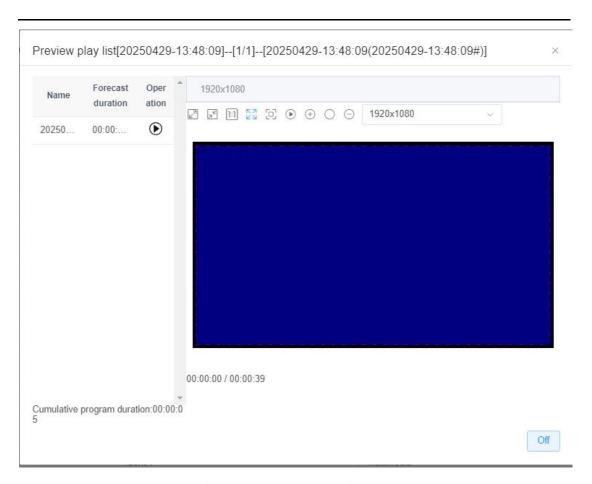


Figure 5.3.1-2 Program Preview Page

5.3.1.1 Preset Program

After adding a controller on the platform, preset programs (including example plain text programs, example image programs, and example video programs) will be automatically added to the program viewing page based on the support of the controller added by the user, to facilitate users to conduct simple program publishing tests on the platform without real name authentication. The preset programs are automatically added by the platform, and users cannot modify, edit, or delete them. Sending the preset programs will not consume the data in the user's purchased package.

5.3.2 New Program

Users can perform operations such as program creation, production, editing, and modification on the new program page of the "Program List". If the user wants to create a new program, after

clicking on "New Program" in the upper left corner, as shown in Figure 5.3.2-1, a window for creating a new program will be displayed on the page. After selecting the controller manufacturer, controller product series, program type, program grouping, and drawing board size, the creation of a new program can be completed. You can also create a combination screen program, as shown in Figure 5.3.2-2.

Multimedia programs support users to add multiple sizes of drawing boards, and the platform will calculate the matching rate between the drawing board and the screen according to the corresponding formula. When the matching rate is greater than 60%, the program can be adaptively published to the corresponding size screen. Plain text programs only support adding one size of drawing board, but they are 100% adaptable to screens of various sizes.

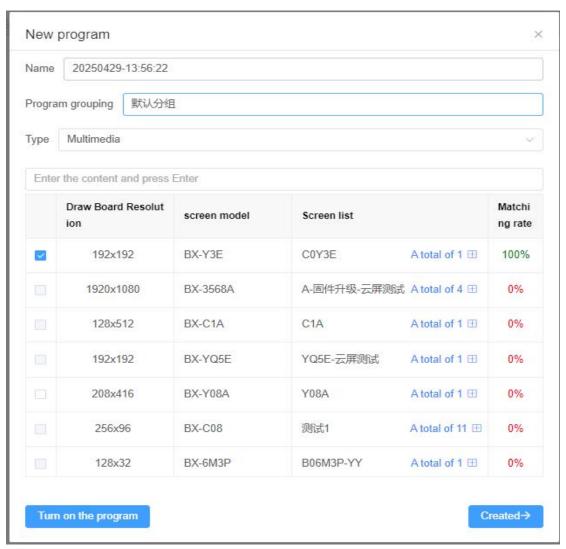


Figure 5.3.2-1 Creating a Program

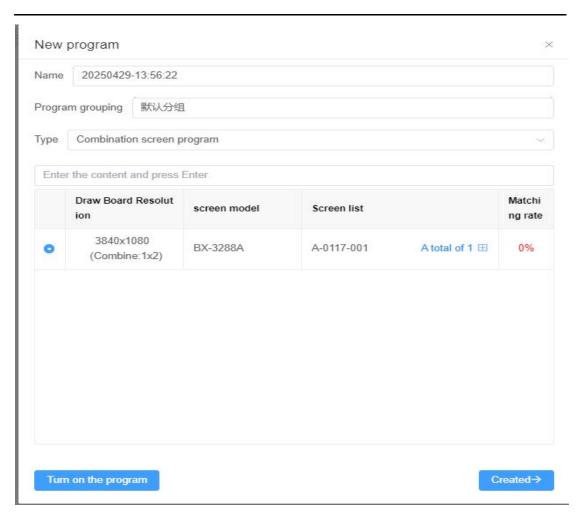


Figure 5.3.2-2 Combination screen program

If the user wants to modify the existing program, they can click "Open Program" on the Create New Program Wizard window, which will display the existing program, as shown in Figure 5.3.2-3. Clicking "New Program" on this window will return to the window for creating a new program.

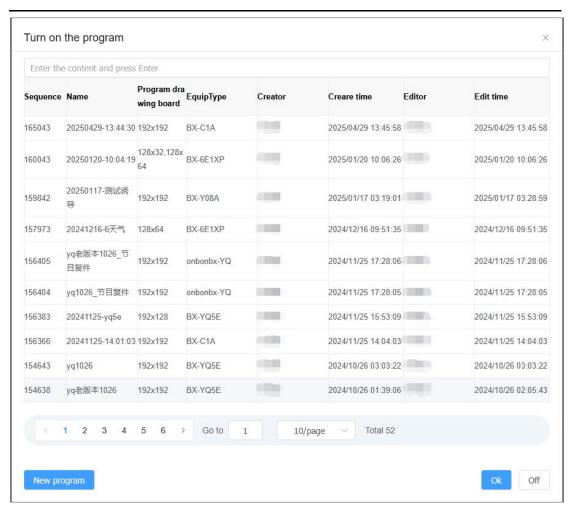


Figure 5.3.2-3 Open Existing Program Page

After creating a new program, you will enter the program production page, which is divided into three parts: left, middle, and right, including playlists, screens, partitions, materials, content, and attributes, as shown in Figure 5.3.2-4. The following will provide a detailed introduction to the functions and operations of each part.

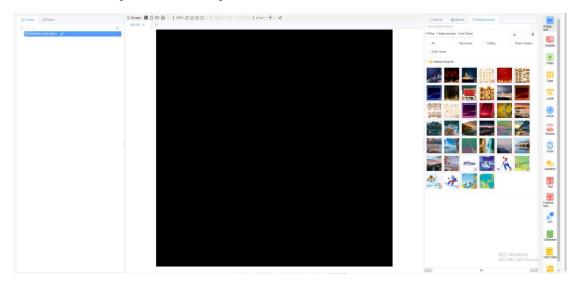


Figure 5.3.2-4 Program Production

1 Left side of the page

The left side of the page consists of a content bar and a playlist bar. The playlist bar is located on the left side of the production page and is used to display all the playlists containing the current program, as shown in Figure 5.3.2-5. Users can not only view all the programs in the playlist, but also edit and modify other programs by clicking on them.

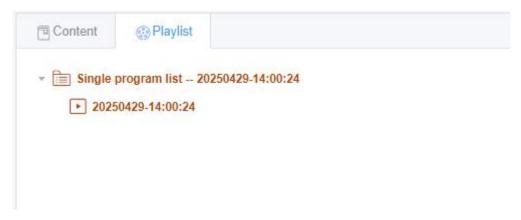


Figure 5.3.2-5 Playlist section

The content bar is used to display the tree structure diagram of the program, as shown in Figure 5.3.26-, and some button annotations are shown in Table 5.3.2-6.

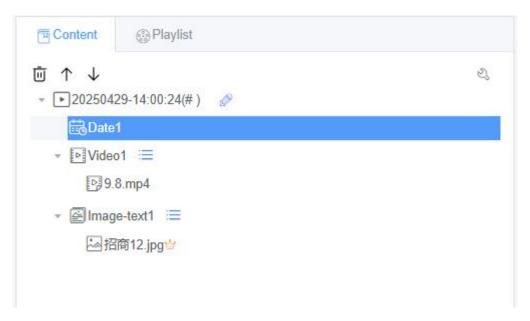


Figure 5.3.2-6 Content section

Table 5.3-2 Content Part Button Function Annotations

button	Function Introduction
Û	Delete Selected
$\uparrow \downarrow$	Move up and down one layer, and also modify the structural position

	of materials in the partition
0	Change program name
=	Edit the list, display the material list under the current partition, and
	perform editing operations
8	Content settings can open the floating box in the content bar, as shown
	in Figure 5.3.27-
0	Edit button to edit the text or table within the partition
	≡

2 Middle area of the page

The middle area of the page is composed of the screen section, which is used for partition placement and effect display, as shown in Figure 5.3.2-7. Some of the button annotations are shown in Table 5.3-3. The black part in the middle is the screen, where users can place partitions for editing, as well as add and delete drawing boards.

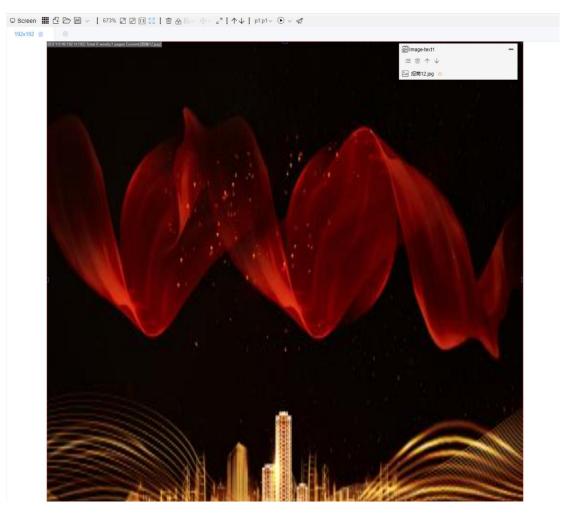


Figure 5.3.2-7 Screen section

Table 5.3-3 Screen Button Function Annotations

button	Function Introduction
Œ	New Program
	Open the program
	Save Program (there are "Save Program" and "Delete Program"
	buttons in the submenu)
673%	Zoom ratio, displays the zoom ratio of the current screen, can be
	manually adjusted
2	Enlarge the screen
A ^C	Reduce screen size
1:1	Display the screen in its original size
KX	Display all screens
	Delete the selected partition
\bigcirc	Select lock and unlock before moving
8	Alignment method, selecting multiple partitions at the same time can
	set their alignment method (there are multiple alignment methods in
	the submenu)
$\Leftrightarrow \nabla$	Size assimilation, which can keep the size, width, or height of
	multiple selected partitions consistent (there are multiple size
	assimilation methods in the submenu)
Z Z	Partition extension to full screen, filling the entire screen with
	partitions
$\wedge \downarrow$	Move up and down one layer to adjust the structural position of the
	selected partition
₽ ▽	Non grayscale program preview button, previewing the program
	effects of different base colors (there are "monochrome", "dual
	color", and "tri color" buttons in the submenu)

⊙ ⊽	Play, preview the program (there are buttons for "Speed Up Play",
	"Normal Play", and "Slow Down Play" in the submenu)
\$	Publish, click to publish the program

3 Right side area of the page

The right area of the page consists of a partition bar, a property bar, and a material bar. The partition bar will display the corresponding supported partitions, as shown in Figure 5.3.2-8. Each partition has a different effect, and users can directly double-click or drag to add partitions.





RGM

Figure 5.3.2-8 Partition Column

The material bar displays different materials under the corresponding partition, as shown in Figure 5.3.2-9. Users can directly right-click, double-click, or drag to add materials within the partition. Users can also add materials in the material column by simply clicking the add button to upload them.

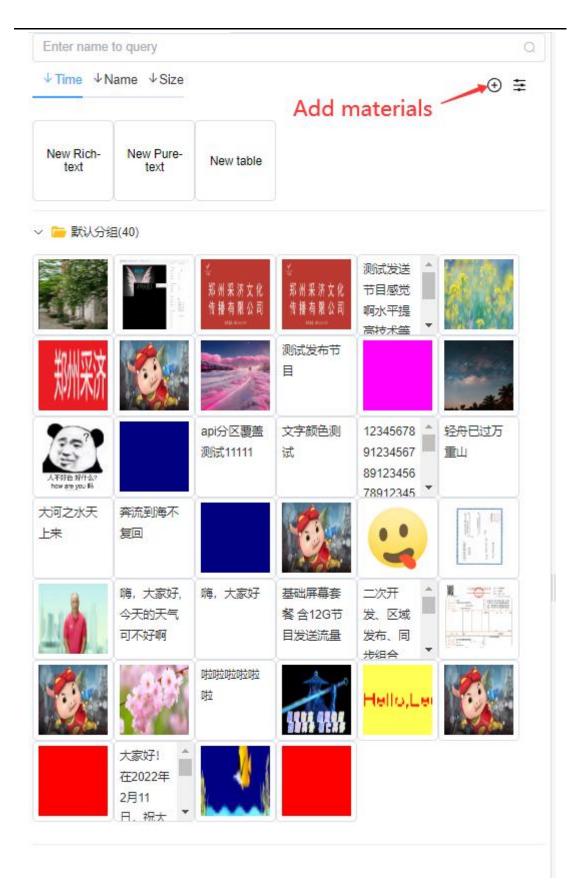
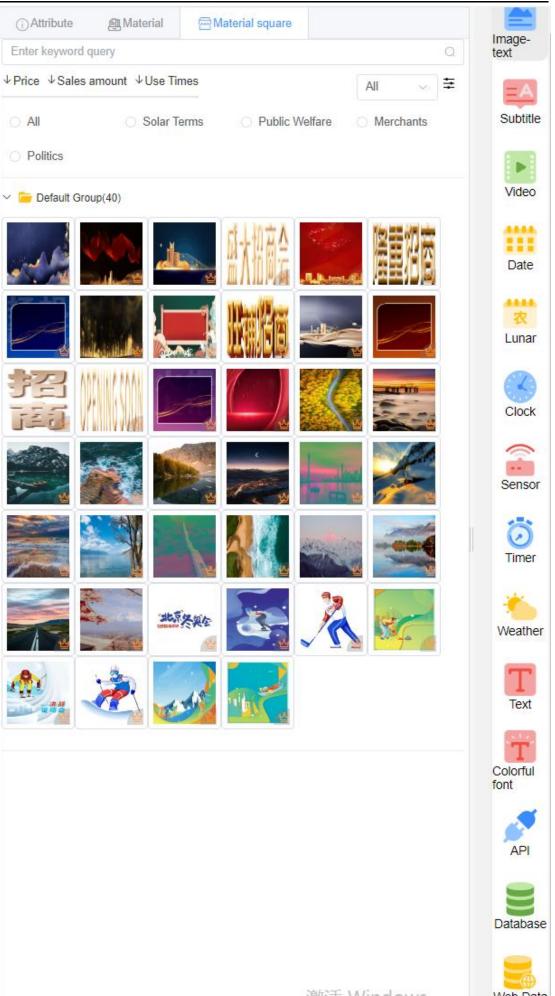


Figure 5.3.2-9 Material column

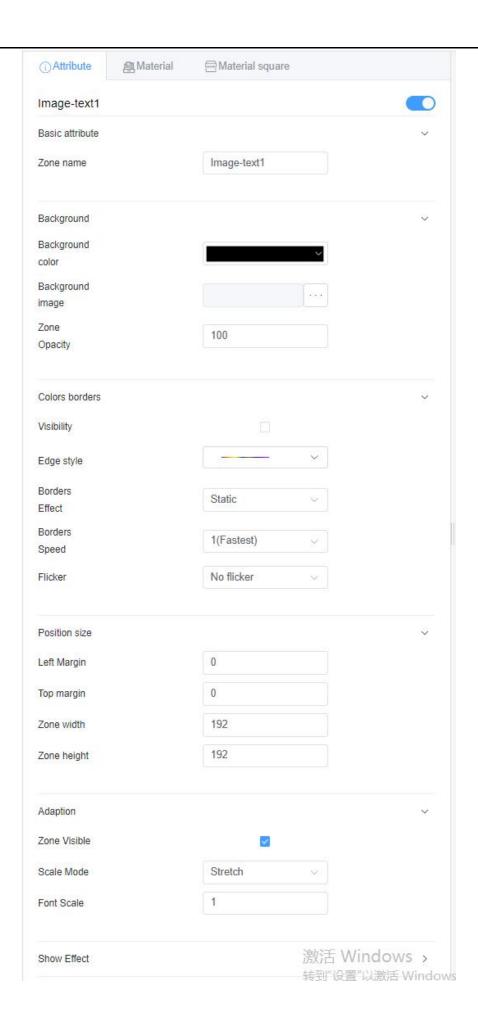
The material square displays classified materials, and users can display corresponding materials according to the selected category, as shown in Figure 5.3.2-10



激活 Windows 转到"设置"以激活 Windows。 Web Data

Figure 5.3.2-10 Material Square

The attribute bar will display some attribute values of the current program, selected partition, or material. Taking program attributes as an example, as shown in Figure 5.3.2-11, users can reset the device model as needed. When resetting the device model, users can only select the device model that is within the current program size, as shown in Figure 5.3.2-12. The newly added 'set duration' attribute only takes effect when the program is published on the synchronized combination screen.



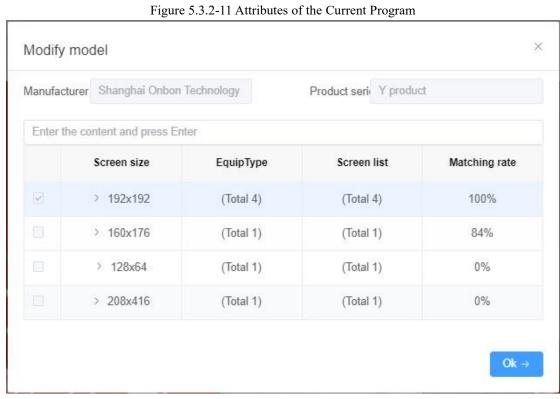


Figure 5.3.2-12 Modified Model

5.3.2.1 Publish on the production page

Users can perform single program publishing operations on the program production page by simply clicking the publish button on the screen to enter the publishing wizard. Users can select the corresponding model's screen

EDEE: If multiple screens need to be sent, move the mouse to the group name and a button will be displayed. After clicking, all screens in the current group or available screens can be selected. As shown in Figure 5.3.2.1-1, under the "Available Screens" option, screens with a matching rate of over 60% with the program and supported models will be displayed. Under the "All Screens" option, as shown in Figure 5.3.2.1-2, all screens under the username and their reasons for unavailability will be displayed. Users can click on the left screen group, and all screens under that group will be displayed on the right, as shown in Figure 5.3.2.1-3. If you click 'publish', a publishing task will be generated immediately; If the "Advanced Options" are selected, the user will enter the publishing setup phase of the publishing wizard, as shown in Figure 5.3.2.1-4. If the user selects the "Clean up useless materials" option, unnecessary program material files on the controller will be deleted before the new program is released. If the user

wants the program to be automatically released on a scheduled basis, they need to check the "Scheduled Automatic Release" option. After checking it, the automatic release settings will be displayed. After setting it up, clicking "Finish" will generate a scheduled automatic task.

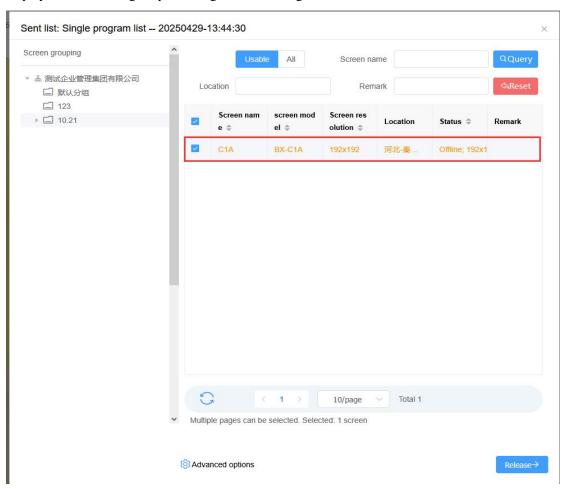


Figure 5.3.2.1-1 Release Single Program Guide - Available Screens

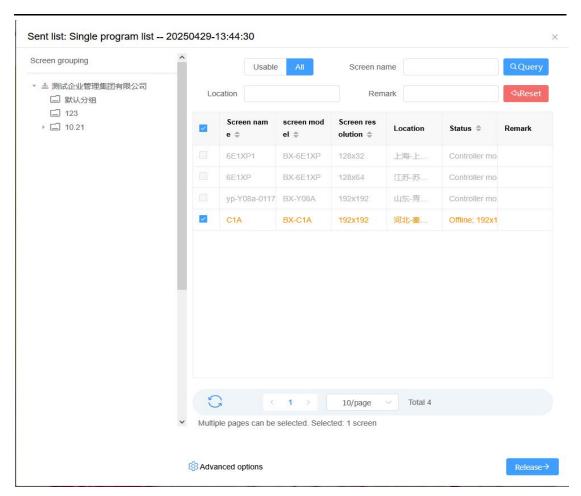


Figure 5.3.2.1-2 Release Single Program Guide - All Screens

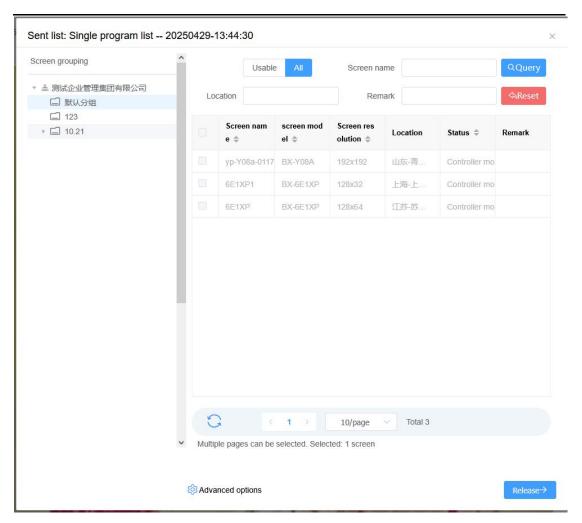


Figure 5.3.2.1-3 Release a Single Program Guide - Click on the Left Group

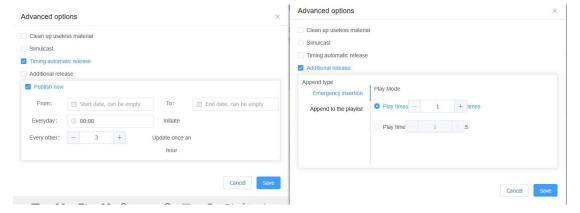


Figure 5.3.2.1-4 Guide for Publishing a Single Program - Advanced Options Publishing Settings-Users can also publish playlists on the program production page, as shown in Figure 5.3.2.1-5. Switch to the "Playlist" tab, click on the name of the playlist to be published, and then click the "Publish" button to complete the playlist publishing operation.

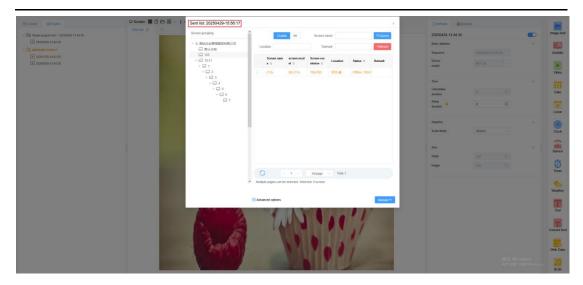


Figure 5.3.2.1-5 Posting Playlist

After completing the program publishing wizard, you can view the upload process of the program publishing in the upper right corner of the webpage, as shown in Figure 5.3.2.1-6. At present, the platform can perform publishing operations and generate publishing tasks for both online and offline screens, as shown in Figure 5.3.2.1-7. For online screens, the publishing task is completed normally. For offline screens, the publishing task will prompt "The screen is not online, wait for the screen to go online and automatically resend". After the offline screen goes online, the publishing task will be automatically completed. During the publishing process, if the screen goes offline or other reasons are encountered, the task will enter the automatic resend stage. If the task cannot be completed after resending 3 times, a prompt will be given and the user will be asked to click the resend button, as shown in Figure 5.3.2.1-8.

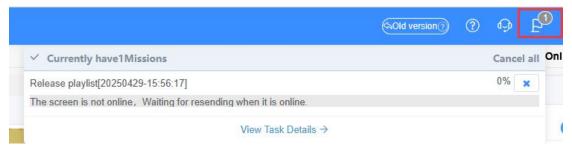


Figure 5.3.2.1-6 Release Process



Figure 5.3.2.1-7 Offline Screen Publishing Process



Figure 5.3.2.1-8 After 3 failed attempts to resend the task

After the publication is completed, users can check whether the published results are successful at locations 5.3.2.1-9 and 5.3.2.1-10.

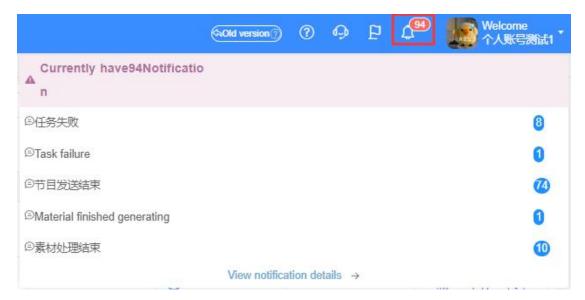


Figure 5.3.2.1-9 Notification Information

	program that	t was just released has been suc	cesstully relea	iseg
Yes	Notification type	Notice content	Creare time	rati on
No	Program sending fin ished	Task:Screen[默认分组C08A-广]Release playlist[单节目列表20250425-C] Status:Task finished success fully	2025/05/20 09:56:57	
No	Program sending fin ished	Task:Screen[默认分组C08A-广]Release playlist[单节目列表20250512-C-视频-01] Status:The program played successfully	2025/05/20 09:56:19	
No	Material finished ge nerating	Task:Process material[IMG_4503(20250507-10531 0).PNG] Status:Success	2025/05/20 09:54:31	
No	Material finished ge nerating	Task:Process material[IMG_3918(20250307-15004 9).PNG] Status:Success	2025/05/20 09:54:26	[~
No	Material finished ge nerating	Task:Process material[IMG_38.JPG] Status:Success	2025/05/20 09:54:23	
No	Material finished ge nerating	Task:Process material[IMG_31(20250224-151454).P NG] Status:Success	2025/05/20 09:54:18	~
No	Material finished ge nerating	Task:Process material[IMG_2890(20241128-18025 3).PNG] Status:Success	2025/05/20 09:54:06	
	Material finished ge	Task:Process material[ee42128536d85460288c3594		

Figure 5.3.2.1-10 Detailed Notification List

5.3.2.2 Adaptive Function Description

The adaptive function of the platform is that the program can automatically adapt to different screen sizes within a certain range. The platform has two types of programs, multimedia programs and pure text programs. Multimedia programs support users to add multiple sizes of drawing boards. When users publish a program, the platform calculates the matching rate between the drawing board in the current program and the screen selected by the user based on a formula. If the matching rate is greater than or equal to 60%, the program can adapt and be successfully published. If the matching rate is less than 60%, the program cannot adapt. In this case, users can add corresponding sized drawing boards to the program to solve the problem. Pure text programs only support adding one size of drawing board, but this type of program can adapt 100% to Click on the notification of 'Program Release End' to

screens of various sizes.

Adaptive related attributes have also been added to the program attributes and partition attributes. The program attributes have added "zoom mode", which includes stretching and aspect ratio scaling. In the partition properties, "scaling mode", "line break height", "line break count", and "font scaling" have been added. The 'scaling mode' in the partition is the same as that in the program properties, which is also stretching and scaling by aspect ratio. The 'line break height' is when the user sets a value, and when the partition height exceeds the set 'line break height', the partition will automatically wrap. The font size of the text in the partition will be calculated to a fixed value based on the 'line break height' attribute value, and the font size will remain unchanged. The number of line breaks "is set, and the partition will be fixed with the corresponding number of lines according to the set value. The font size of the text in the partition will increase as the partition height increases. The values of the "line break height" and "line break count" properties affect the line break effect of the partition. When both values are set, if the partition height exceeds the "line break height", the content in the partition will be replaced with the corresponding number of lines according to the value of "line break count". As the partition height increases, the font size of the text will also increase accordingly; When only the "line break height" is set and the "line break count" value is 0, if the partition height exceeds the "line break height", the partition will wrap lines. The number of line breaks depends on the partition height, and the font size of the Chinese characters in the partition is fixed; When both values are 0, the partition effect is displayed according to the original properties of the partition without line breaks by default. Font scaling "is the process of scaling the font size of the text in the partition within the current canvas, with an impact only on the current canvas.

5.3.3 PlayList

Users can view all playlists on the playlist page in the program management, as shown in Figure 5.3.3-1, and can switch to some button annotations on the scheduling mode page, as shown in Table 5.3-4. By using the operation buttons after each playlist, users can manage the list.

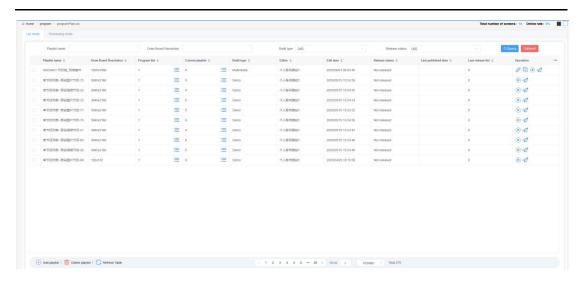


Figure 5.3.3-1 Playlist Page
Table 5.3-4 Playlist Button Function Annotations

button	Function Introduction
\equiv	Click the program list button to enter the program list interface, where you can view and
	edit the playlist, as shown in Figure 5.3-23.
	Edit button, click to enter the Edit Playlist Wizard interface. If editing the simplified
	version list, a prompt message will pop up. After confirming the conversion, all programs
	in the list will be converted to the professional version, and a modification playlist wizard
	interface will pop up.
(Play button, click to preview the playlist.
+	Copy playlist button to make a copy of the current playlist
1	Press the publish button, and when clicked, a selection screen pop-up window will pop
	up. After selecting the screen, you can publish the playlist.

If users want to edit the playlist, they can click the program list button. On the program list setting page, as shown in Figure 5.3.3-2, they can edit and view the programs, and click the edit button to edit the programs.

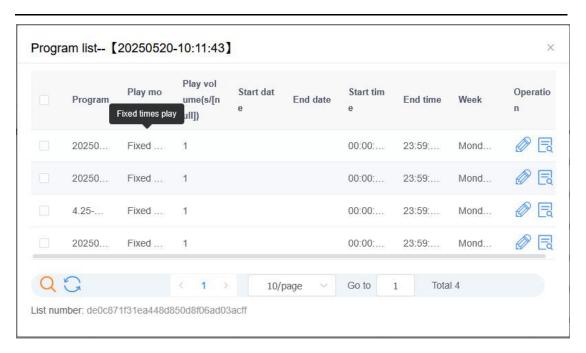


Figure 5.3.3-2 Program List Page

When users click the add or edit button on the playlist page, they will enter the playlist wizard interface. Below is an introduction to adding a playlist. On the create playlist page, as shown in Figure 5.3.3-3, users need to fill in the corresponding name, select the program type, and match the program.

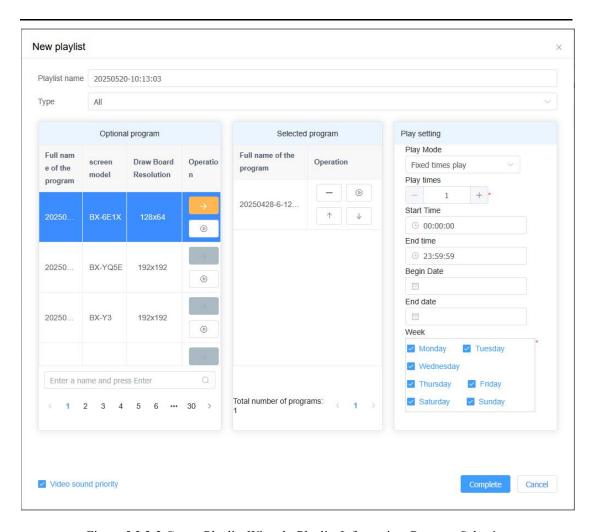


Figure 5.3.3-3 Create Playlist Wizard - Playlist Information, Program Selection

Then click "Next" to enter the program selection interface, as shown in Figure can add the program to the playlist through the "" button,

preview the program through the "" button, remove the program through the "" button, and click the "Finish" button to successfully create a new playlist.

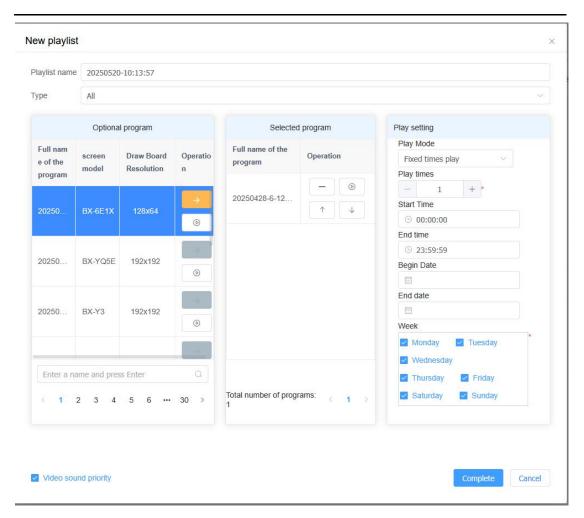


Figure 5.3.3-4 Create Playlist Wizard - Select Program

Then click "Next" to enter the program selection interface, as shown in Figure 5.3.3-5. The user can add the program to the playlist through the "button, preview the program through the "button, remove the program through the "button, and click the "Finish" button to successfully create a new playlist.

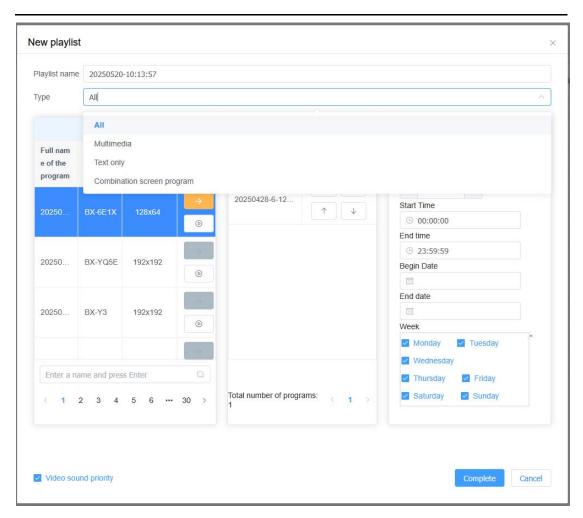


Figure 5.3.3-5 Create Playlist Wizard - Select Program Type and Program

5.3.4 Scheduling mode

The playlist can be switched to scheduling mode. Click on the scheduling mode switch on the account settings page, as shown in Figure 5.3.4-1; After activation, users can select the scheduling mode to display playlist data in the scheduling view, and can add, edit, and delete playlists, as shown in Figure 5.3.4-2.

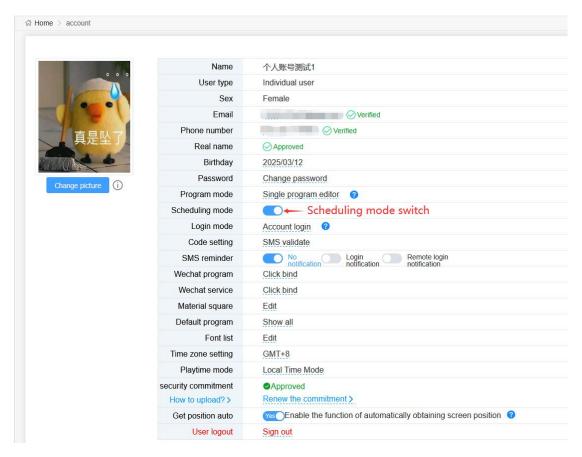


Figure 5.3.4-1 Activate Scheduling Mode

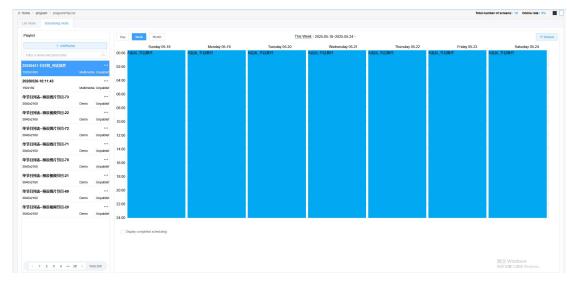


Figure 5.3.4-2 Scheduling Mode

5.3.5 Program review

Users can view all playlists on the program review page in the program management, as

shown in Figure 5.3.5-1. There are some button annotations on the page, as shown in Table 5.3-5. Users can view, review, and preview the playlists.

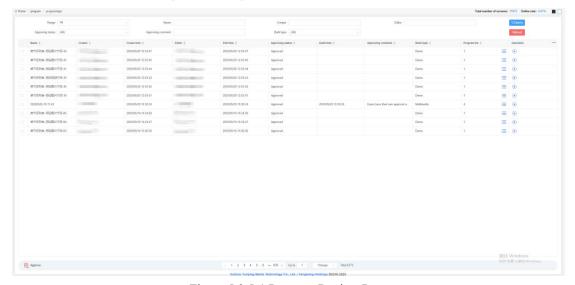


Figure 5.3.5-1 Program Review Page
Table 5.3-5 Program Review Button Function Annotations

button	Function Introduction
=	The program list button allows for editing and viewing of programs, as shown in
	Figure 5.3.5-2.
2	The program review button allows for the review of individual programs.
•	The program viewing button allows for preview operations on the playlist.
	The batch review button allows for batch review of programs.

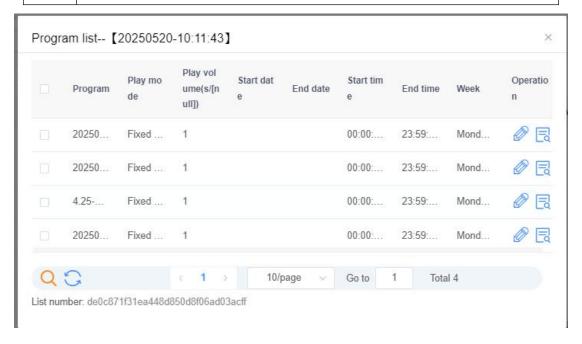


Figure 5.3.5-2 Viewing Program List Page

Users can click the review button to conduct individual or batch reviews of the program.

After clicking the review button, a review playlist page will pop up, as shown in Figure 5.3.5-3.

To prevent duplicate reviews, the review button is hidden after the list review.

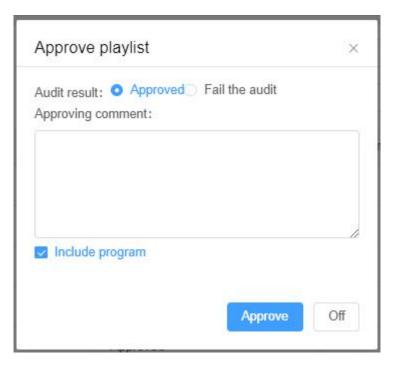
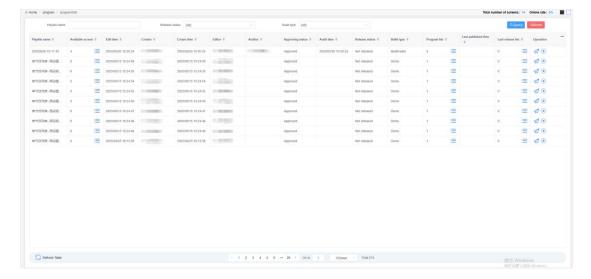


Figure 5.3.5-3 Review Playlist Page

5.3.6 Program release

Users can view all approved playlists on the program publishing page in the program management (note: playlists that have not been approved are not allowed to be published), as shown in Figure 5.3.6-1. Each approved playlist can be viewed, published, and previewed.



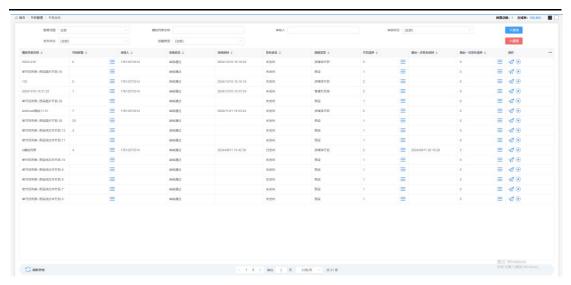


Figure 5.3.6-1 Program Release Page

After clicking the publish button of the corresponding playlist, the user can enter the publish playlist interface, as shown in Figure 5.3.6-2. If there are no special requirements for the playback mode, click "Finish" after selecting the screen to complete the publication. If users need to schedule automatic publishing, synchronized playback, or additional publishing of playlists (additional publishing is only applicable to single program lists), they can click on the advanced option in the bottom left corner of the page to make relevant settings, as shown in Figure 5.3.2.1-3.

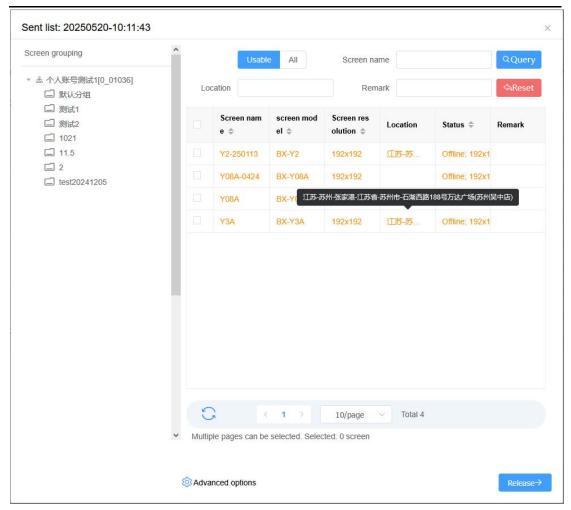


Figure 5.3.6-2 Publish Playlist Page

The platform supports the function of quickly canceling current unfinished tasks when publishing programs. When there are unfinished publishing tasks on the screen, as shown in Figure 5.3.6-2, users can continue to select the screen for publishing. Clicking publish will automatically cancel the current task, as shown in Figure 5.3.6-3, and successfully distribute the latest program to the control card. This feature is also applicable in multi program editing mode and on pages with publishing function.

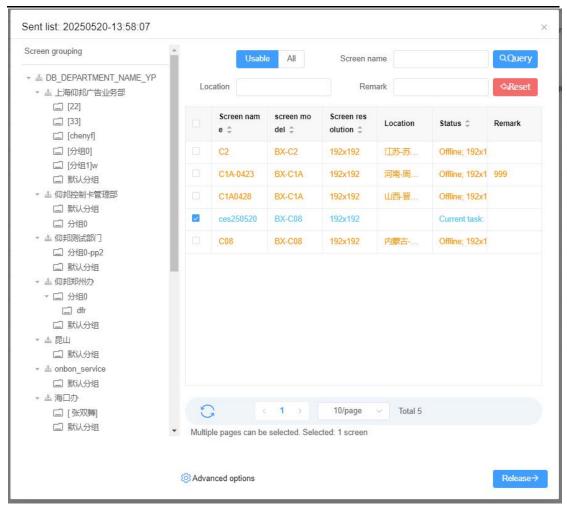


Figure 5.3.6-3 Quickly Cancel Current Task

5.4 Screen management

After successfully logging in, users can add screens and upload materials in the resource management module to prepare for future program production.

5.4.1 screen control

Users can perform relevant operations on the screen in the resource management screen management page, as shown in Figure 5.4.1-1. Some operation button annotations on the screen management page are shown in Table 5.4-1.

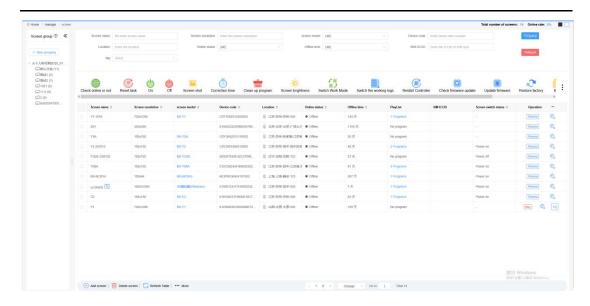


Figure 5.4.1-1 Screen Management Page
Table 5.4-1 Screen Management Page Button Function Annotations

	Table 5.4-1 Screen Management Lage Button Function Annotations
button	Function Introduction
Online	Check the online button. After selecting the screen, you can check if the screen is
	online.
	Reset Task button, click to reset the task and cancel the current ongoing task.
	The restart controller button is used to restart the controller.
-	The screenshot button is used to capture the content displayed on the current screen.
	Currently, YQ5E, YQ2A, YQ2AE, YQ3A, YQ3AE, and Y series controllers support
	this function.
Q	Check firmware button, used to check if there is any new firmware update.
	Upgrade firmware button. When new firmware is detected, you can check the screen
*****	and click this button to update.
-	Program cleaning button, select the screen and click the button to clear the programs
	on that screen.
-)-	The screen brightness button is used to adjust the screen brightness.
T	Screen timing button. After selecting the controller, click this button to calibrate the
	controller's time to the set time zone.
(Press the power button and send the screen start command after clicking.

()	Press the shutdown button and send a shutdown command after clicking.
	Purchase button, select the screen to purchase a screen package
€ A S J	The switch mode button can switch the working modes of YQ5E, YQ2AE, YQ3A and Y5E
	The switch work log button allows for the switching of work logs between the series, Y series, Z series, and S6 controllers
2	The factory reset button can be clicked to restore the control card to its fact settings.
1	Voice broadcast button, Y series control card supports voice broadcast text
£3	Screen control button, click to enter the screen control interface, you can set screen related parameters.
+ 新建分组	Create a new group, click to create a new screen group.
续费	The package renewal button can be clicked to renew the screen or purchase package.
\oplus	Add button, used to add a new screen.
III	Delete button, used to batch or individually delete selected records.
G	Refresh button, used to refresh the list.
••• 更多	More buttons, click to pop up "Platform Operations and Terminal Instructions"
(g)	The screen unified settings button will pop up a settings page when clicked, allow
	for unified settings of the screen's time zone, merge, and clear overlay permissions
	Move screen button, click to move the screen to the corresponding group list.
\rightarrow	The screen migration button can be clicked to batch migrate control cards to iledsys server.
0	Set offline reminder button, click to set specific offline duration for reminder.
	Fill in addresses in bulk, and click to pop up the batch settings screen informat

	pop-up window.
€	Change department, click to open the Change Department pop-up window, where
	you can select another department.
(1)	Batch set timed power on/off button, click to add power on/off settings for multiple
	screens in batches.
10	IO pin setting button, click to set IO program.
(1)	Volume setting, click to set the volume on the control card
一	Relay control button, which can set the opening and closing of the relay and screen
	linkage switch.

5.4.1.1 add screen

To create and publish a program, the first step is for users to add screens. Click the add button on the screen management page, and the add screen page will pop up, as shown in Figure 5.4.1.1-1. Enter the "serial number" and "name" to complete the screen addition operation, but it should be noted that the controller must be online to successfully add.

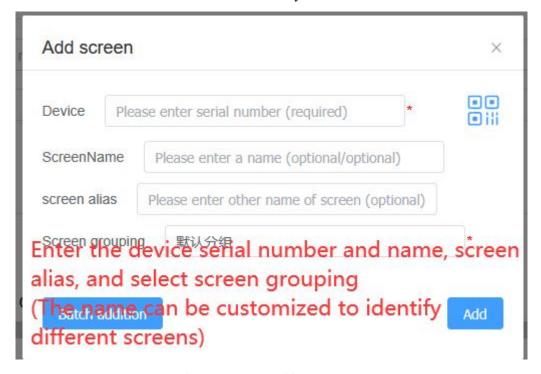


Figure 5.4.1.1-1 Add Screen Page

Table 5.4-2 Screen Management Page Add Screen Pop up Button Function Annotation-		
button	Function Introduction	
• • • • • • • • • • • • • • • • • • • •	Click the upload QR code button to upload the controller QR code/barcode for	
	screen addition	

For YQ model controllers, if you fill in "username" and "name" when setting the IP, there is no need to manually add them. When the controller goes online, it will be automatically added to the designated user's name; On the contrary, you need to manually add it. When adding a screen, it is recommended to use a barcode as the serial number first. If there is no barcode, the identification code should be used as the serial number. For the 6Q model controller, it currently only supports manual addition and can only use barcodes as serial numbers. After the screen is successfully added, relevant information will be displayed on the screen management page, as shown in Figure 5.4.1.1-2.



Figure 5.4.1.1-2 After successfully adding the screen

If multiple screens are added together, batch screen addition can be performed on the screen

addition page. After the user clicks the button again, they will enter the batch addition screen page, as shown in Figure 5.4.1.1-3. Enter the screen name, device number, and group (if left blank, it will be added to the default group by default) separated by a comma.

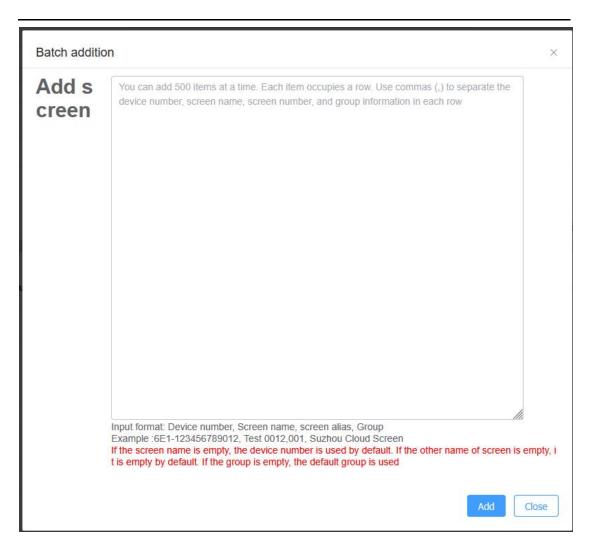


Figure 5.4.1.1-3 Batch Adding Screens

After clicking the add button, the input content will be automatically filtered and displayed in the form of a table, as shown in Figure 5.4.1.1-4.

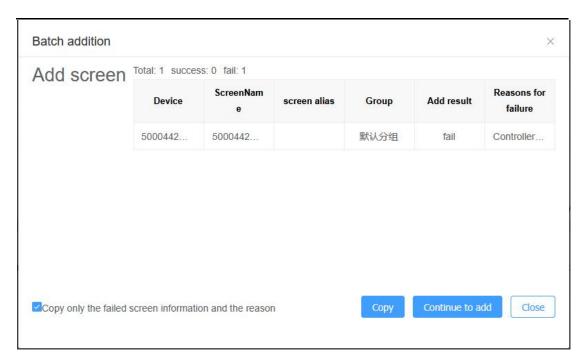


Figure 5.4.1.1-4 Batch Add Results

5.4.1.2 Modify screen information

Click the screen control button corresponding to the screen, and on the screen information modification tab of the screen control page, you can modify the relevant information of the screen, as shown in Figure 5.4.1.2-1. Users can modify the grouping, name, screen type, address information, detailed address, time zone, and comments of the screen. Users can manually input the address or click the "Map Location" button behind the input box to locate the map on the pop-up "Screen Location" page. When the user changes the time zone of the screen and calibrates the screen, the screen time will be changed to the time in the time zone. Enterprise users can migrate the selected screen to a visible organizational structure by clicking the 'Migration Screen' button.

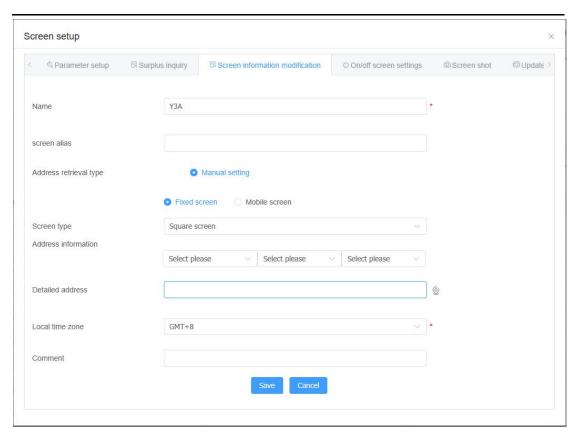


Figure 5.4.1.2-1 Editing Screen Information

5.4.1.3 Screen firmware update

When the firmware update is available on the screen, there is a red dot displayed on the corresponding screen control button, as shown in Figure 5.4.1.3-1.



Figure 5.4.1.3-1 Screen Management Firmware Update

When the user clicks the screen control button with a red dot, the firmware update tab on the pop-up screen control page will display the firmware version that can be updated on the current screen and related prompt information, as shown in Figure 5.4.1.3-2. Clicking the update firmware button will start the upgrade, and the firmware update task will be displayed in the current task list. After the upgrade is successful, the success information can be viewed in the notification list, as shown in Figure 5.4.1.3-3.



Figure 5.4.1.3-2 Firmware Update Confirmation Page

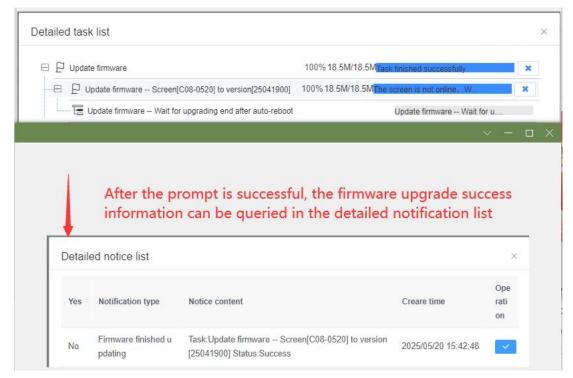


Figure 5.4.1.3-3 Message notification after successful firmware update

5.4.1.4 Screen parameter modification

When the user clicks the screen control button at the back of the screen, a screen settings page will pop up, as shown in Figure 5.4.1.4-1. Users can check the remaining space on the controller or perform timed screen on/off operations on the screen settings page, as shown in Figures 5.4.1.4-2 and 5.4.1.4-3.



Figure 5.4.1.4-1 Screen Control - Parameter Settings

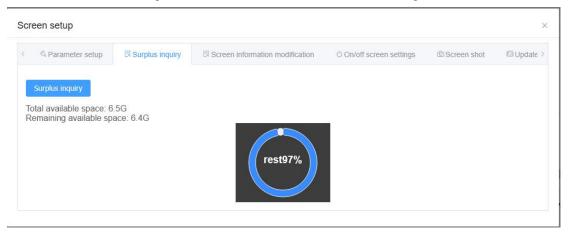


Figure 5.4.1.4-2 Screen Settings - Surplus Query

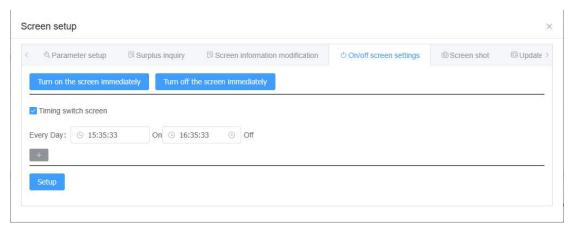


Figure 5.4.1.4-3 Screen Control - Switch Screen

When the user turns on the automatic timing function, the 6th generation card will automatically perform timing when offline and online again, as shown in Figure 5.4.1.4-4.



Figure 5.4.1.4-4 6th Generation Card - Automatic Timing

Users can see the control card IP and control card connection IP in other options on the screen settings page, and this is also the display language of the control card, as shown in Figure 5.4.1.4-5.

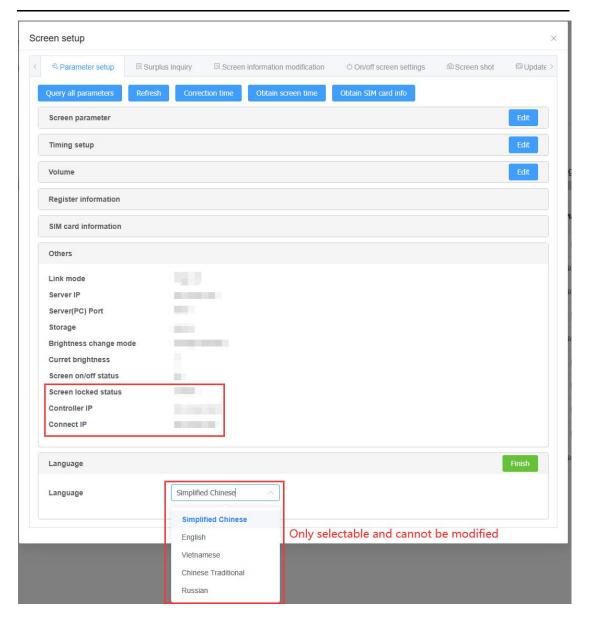


Figure 5.4.1.4-5 Controller IP and Language Settings

Users can view the firmware version number, FPGA version number, kernel version number, and MQTT configuration parameters through other options on the screen settings page, as shown in Figure 5.4.1.4-6. (Currently only Z-series cards are supported)

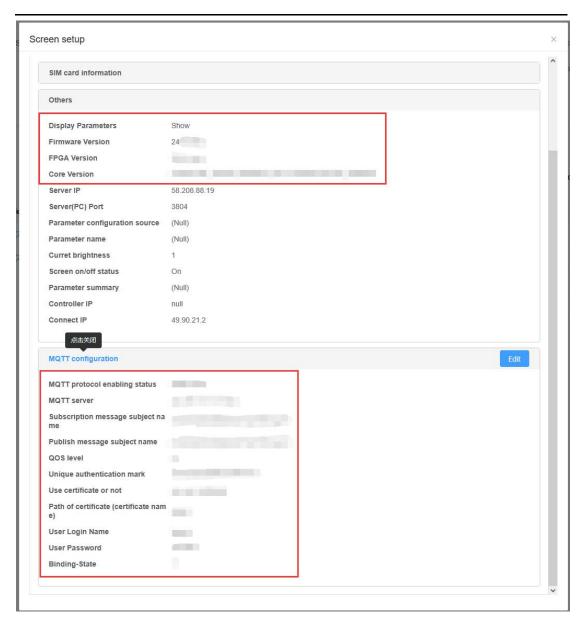


Figure 5.4.1.4-6 Core Version and MQTT Settings

5.4.1.5 Camera function

Users can not only operate the controller on the screen management page, but also bind the camera to the controller and use the camera to view the real-time playback status of the program on the screen. Users can enter the camera management page by clicking on the corresponding screen control button and clicking on the camera management tab, as shown in Figure 5.4.1.5-1. Currently, the platform supports direct camera connection or adding camera URL live streaming sources. Physical camera devices support Hikvision (Fluorite) and Dahua (Lecheng). Some button function annotations on the camera management page are shown in Table 5.4-3.



Figure 5.4.1.5-1 Camera Management Page

Table 5.4-3 Camera Management Page Button Function Annotations

button	Function Introduction
(-)	Bind button to perform camera binding operation
్ప	Unbind button to unbind the camera
Ď	Activate the live streaming button to enable the
	camera's live streaming function
Ď	Stop live streaming button, stop the live streaming
	function of the camera

Users can click the "+" button on the camera management page to choose between adding camera devices or adding camera URL addresses. After clicking, a page will pop up as shown in Figure 5.4.1.5-2. If the user selects "camera direct connection", an add page will pop up as shown in Figure 5.4.1.5-3. The user only needs to select the manufacturer of the camera, fill in the camera's serial number and verification code, and click save to complete the addition of the camera direct connection. If the user selects "URL live streaming source", a pop-up will appear as shown in Figure 5.4.1.5-4. The user needs to fill in the name and the live streaming URL of the camera, and click save to complete the addition of the camera live streaming URL. After the camera is directly connected and added, click the "Bind" button. After successful binding, you can click the "Start Live" button and click the image area below the button. A page for watching the live stream will pop up, as shown in Figure 5.4.1.5-5. You can only watch the live broadcast for 1

minute at a time, and the live broadcast page will automatically close after the time is up. After adding the camera URL live stream source, simply click on the image area below the button, and a page for watching the live stream will pop up, as shown in Figure 5.4.1.5-5, which can be viewed for a long time.

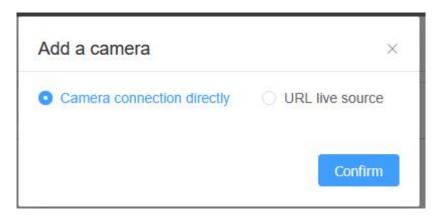
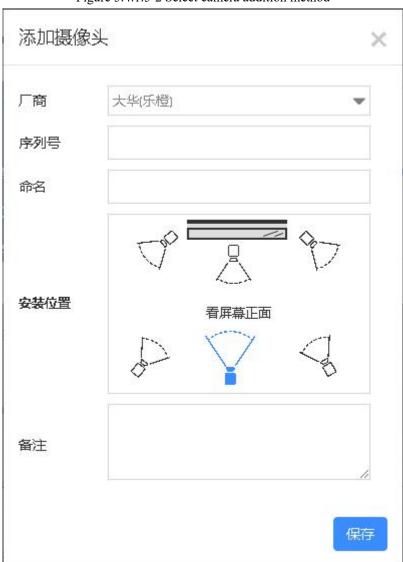


Figure 5.4.1.5-2 Select camera addition method



添加摄像头

命名

直播URL

安装位置

看屏幕正面

保存

Figure 5.4.1.5-3 Add Camera - Camera Direct Connection

Figure 5.4.1.5-4 Adding Camera URL Live Streaming Source



Figure 5.4.1.5-5 Watching Live Streaming

5.4.1.6 Sensor data feedback

The Y series controller supports sensor data feedback function. Users can open the screen settings page of the Y series controller on the screen management page, and the sensor data tab page will display the values obtained by the external sensors of the current controller, as shown in Figure 5.4.1.6-1. The latest value of sensor data will only be obtained after entering the page or

clicking the refresh button. Hovering the mouse over the value will display which sensor the data is from and the corresponding address.

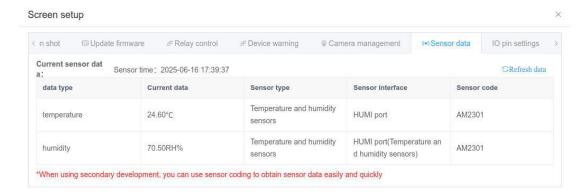


Figure 5.4.1.6-1 Screen Settings - Sensor Data

5.4.1.7 Purchase and Renewal of Screen Package

After the user successfully adds the screen, they still need to purchase a screen package to use it normally. The screen added for the first time will automatically use the coupons issued by the platform to purchase the basic package. Users can also click the "Purchase" button at the back of the corresponding screen in the screen management or select the desired screen and click the purchase button at the top of the page to purchase the screen package. When hovering over the "Purchase" button, a floating box will pop up displaying brief descriptions of two packages, as shown in Figure 5.4.1.7-1. When the user clicks on "View Details", the page will redirect to the "Packages and Services" page, where the user can view the detailed description of the package.

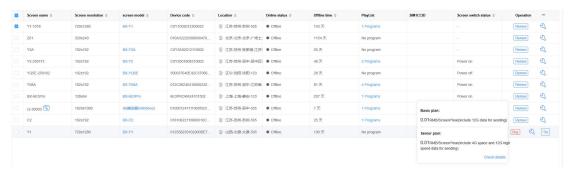


Figure 5.4.1.7-1 Brief Introduction to Package

After clicking the 'Purchase' button, you will enter the payment process. In the first step 'Confirm Purchase', the details of the package purchased by the current user will be displayed, as shown in Figure 5.4.1.7-2. It will also display the number of screens that need to be renewed or purchased under the current account. When the user clicks "Add Here", these screens will be

added to the current order details for easy purchase.

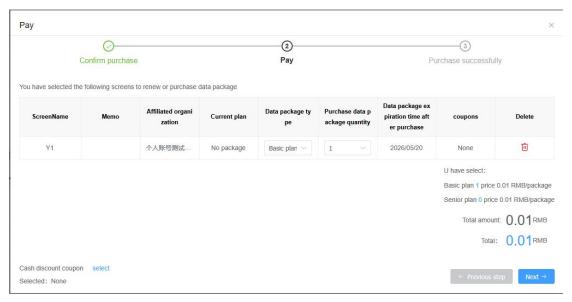


Figure 5.4.1.7-2 Confirm Purchase

After clicking "Next", enter the second step of "Payment", and the page will display the order information, payment method and platform payment agreement initiated by the user, as shown in Figure 5.4.1.7-3. Users in China can use Alipay payment or offline bank transfer to purchase packages, while users in international stations can use PayPal to pay for packages.

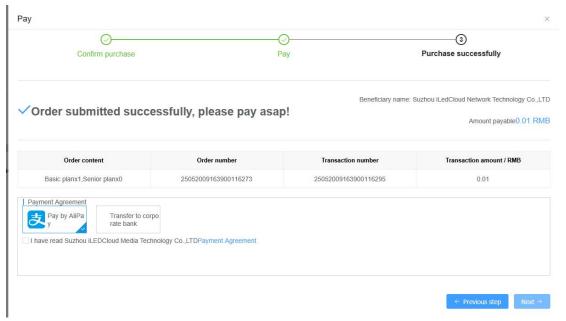


Figure 5.4.1.7-3 Payment

After selecting Alipay or PayPal and clicking "Next", the payment page of Alipay or PayPal will pop up. After the user successfully makes the payment, the payment process will enter the third "Payment Succeeded", as shown in Figure 5.4.1.7-5. After successful payment, the screen can be used normally. If the user chooses to transfer money to a corporate bank, after clicking

"Next", the user needs to fill in the corresponding transfer account information, as shown in Figure 5.4.1.7-4. After clicking "OK", the order information is generated. After waiting for financial confirmation, the order is completed and the package begins to take effect. If you need to issue an invoice, please refer to the reminder message on the "Payment Successful" page.

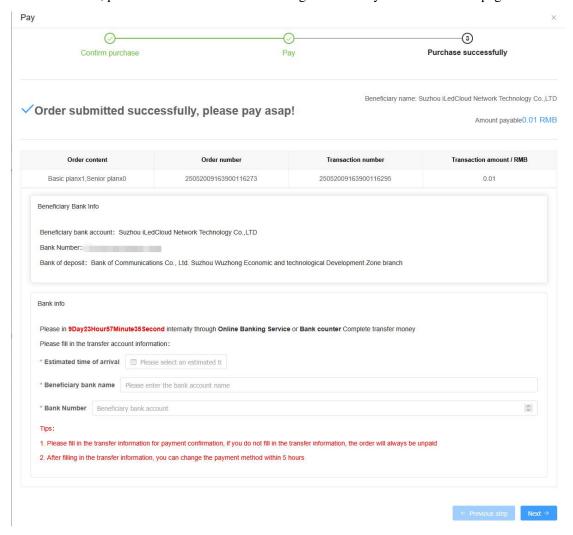


Figure 5.4.1.7-4 Payment - Transfer Information Filling





Figure 5.4.1.7-5 Payment Successful

When the package on the screen is about to expire, users can also renew it by clicking the "renew" button at the back of the corresponding screen or selecting the desired screen and clicking the purchase button at the top of the page. The renewal process is basically the same as the purchase process, and the default package for screen renewal is the original package. When hovering over the "renew" button, a floating box will pop up displaying the package related information and usage status on the current screen, as shown in Figure 5.4.1.7-6.



Figure 5.4.1.7-6 Current Package Usage

5.4.1.8 Delete Screen

Select the controller that needs to be deleted, click the delete button at the bottom of the page, and a prompt page will pop up to confirm the deletion, as shown in Figure 5.4.1.8-1. When deleting, the automatic screen addition information of the controller will be cleared by default. If the deleted screen has been set with an electronic fence, it will prompt that the screen has been used by the electronic fence and cannot be deleted. The screen needs to be cleared from the corresponding electronic fence before it can be deleted, as shown in Figure 5.4.1.8-2. After deleting the screen on the platform, the originally purchased package will continue to be retained and can still be used after being added back.

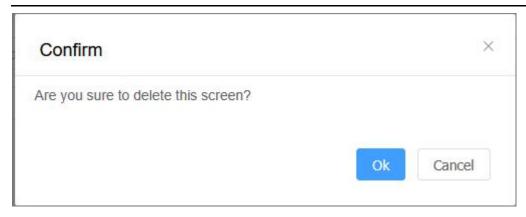


Figure 5.4.1.8-1 Screen deletion prompt

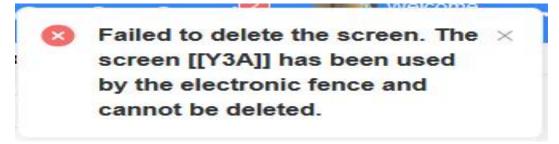


Figure 5.4.1.8-2 Screen Cannot Delete Prompt

5.4.1.9 Current playback function

The screen management page has added the function of viewing the current playback. Clicking on the link in the "Current Playback" column of the corresponding screen will pop up a playlist of the current playback and the programs included in the list, as shown in Figure 5.4.1.9-1. Users can also preview programs or view the size of the current list on this page.

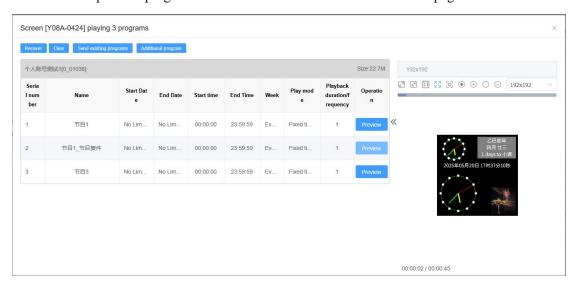


Figure 5.4.1.9-1 Current playback page

Users can perform operations such as restoring and cleaning programs in the list on this page.

You can also add new programs to the current list by clicking the "Add Program" button.

When cleaning up programs, it supports selecting range cleaning, as shown in Figure 5.4.1.9-2. It can not only clean up programs at this level, but also support cleaning programs at this level and subordinate departments, as well as setting program lists on the LO pin. When cleaning programs, you can also choose to check the cleaning dynamic area.

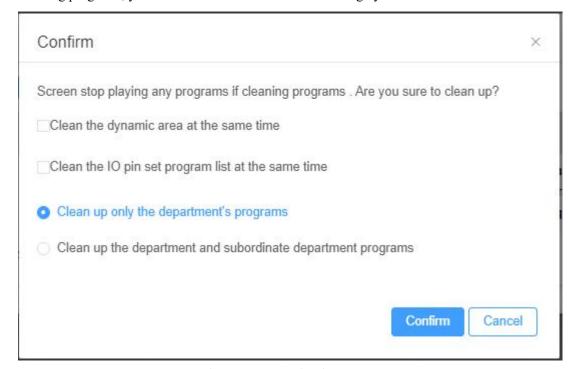


Figure 5.4.1.9-2 Cleaning Program

5.4.1.10 Unified screen settings

The screen management page has added a unified screen settings button, which will pop up the unified screen settings page when clicked, as shown in Figure 5.4.1.10-1. The page will list the settings that can be uniformly set, including the time zone where the screen is located, merge settings, and permission settings for subordinate cleaning or overwriting. The above three settings are individually set on the screen settings - screen information modification page of each screen record.

Merge setting is mainly used to retain programs published by both superiors and subordinates. The default setting is "do not merge", which means that programs sent between different institutions will be played in an overlapping manner. After being set to "fully merged", programs sent between different institutions will be merged into one list and played and displayed in the

hierarchical order of the institutions.

Allow subordinates to clean or overwrite, mainly used to restrict subordinates from cleaning, adding, or urgently inserting screens. The default setting is "Allow All", which means that subordinate users can clean, add, or urgently insert screens. When set to 'Not allowed at all', when a program published by a higher authority is playing on the screen, lower level users cannot perform related operations such as cleaning the screen. When set to "partially allowed", users also need to check the allowed subordinate departments. Therefore, when playing programs published by superiors on the screen, only specific subordinate organizations can perform related operations such as cleaning the screen.

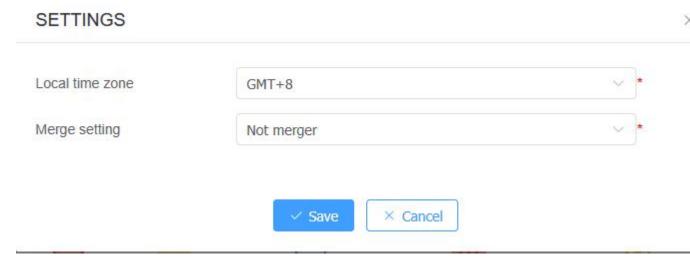


Figure 5.4.1.10-1 Screen Unified Settings

5.4.1.11 Batch setting timed power on/off

Users can click the "Batch Set Timer Power On/Off" button on the screen management page, and add a timer plan on the pop-up "Batch Power On/Off Timer" page, as shown in Figure 5.4.1.11-1. After clicking "Add Timer Plan", select the screen on the timer settings page, as shown in Figure 5.4.1.11-2. Click "Next" to enter the page for setting the timing period, as shown in Figure 5.4.1.11-3. After clicking 'OK', generate a timing plan. On the 'Batch Power On/Off Timing' page, click 'Save' and the platform will send a timing command to the corresponding screen.

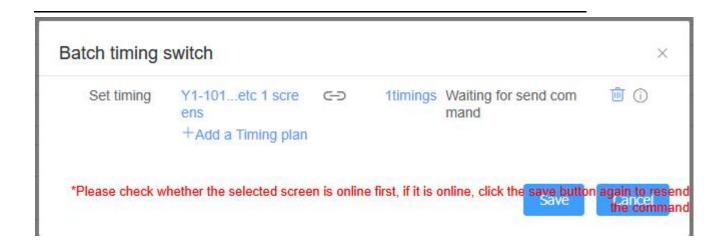


Figure 5.4.1.11-1 Batch Power On/Off Timing

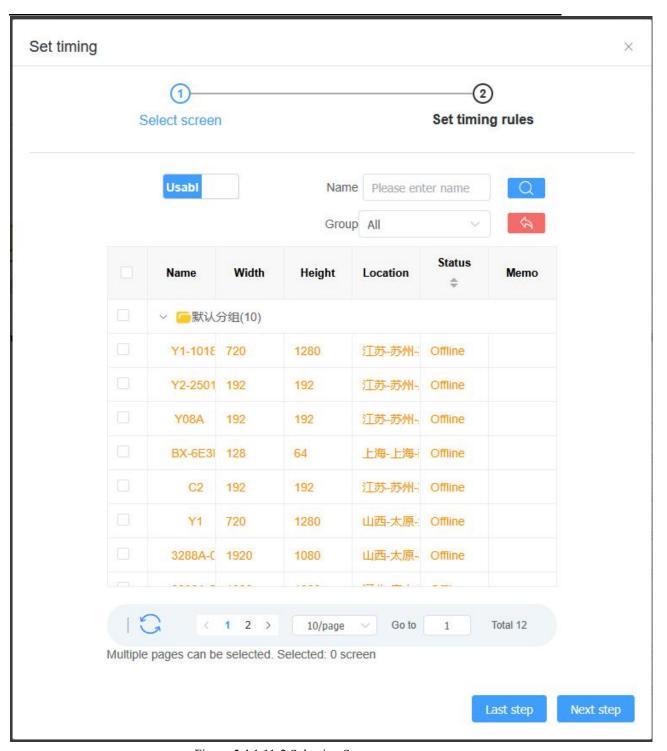


Figure 5.4.1.11-2 Selection Screen

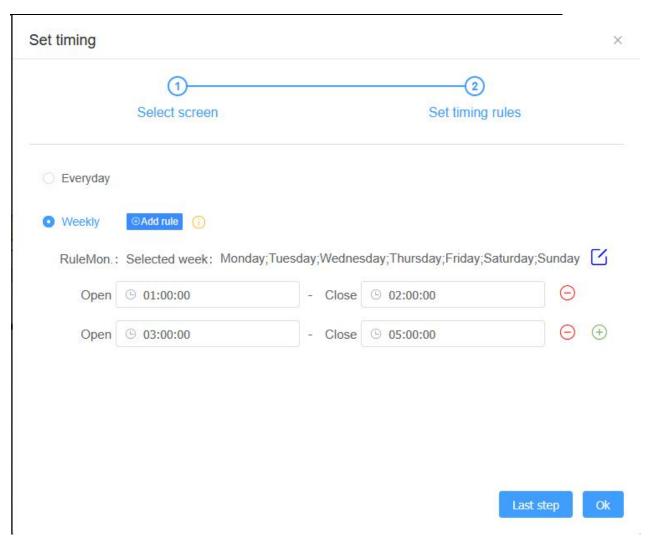


Figure 5.4.1.11-3 Setting Timing Rules

5.4.1.12 Batch fill in screen positions

If there is a screen that has not been filled in with screen position after 30 days of addition, a page will pop up for users to batch fill in the position after entering the screen management page, as shown in Figure 5.4.1.12-1. After selecting multiple screens, click Next to enter the address information for all screens, as shown in Figure 5.4.1.12-2. Click Next to go to the confirmation page where you can edit the detailed address of the screen, as shown in Figure 5.4.1.12-3. Click OK to complete the storage of the address information.

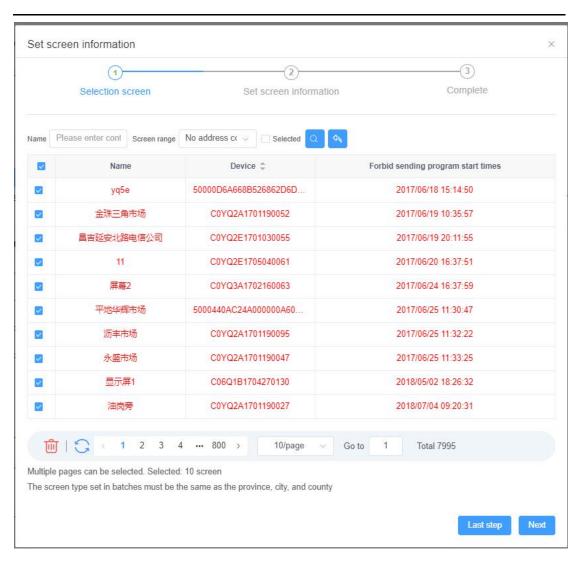
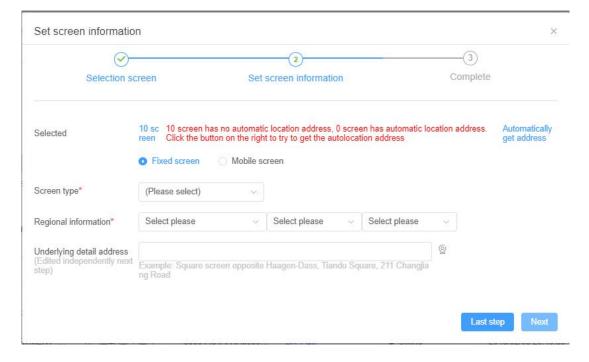


Figure 5.4.1.12-1 Fill in Position - Select Screen



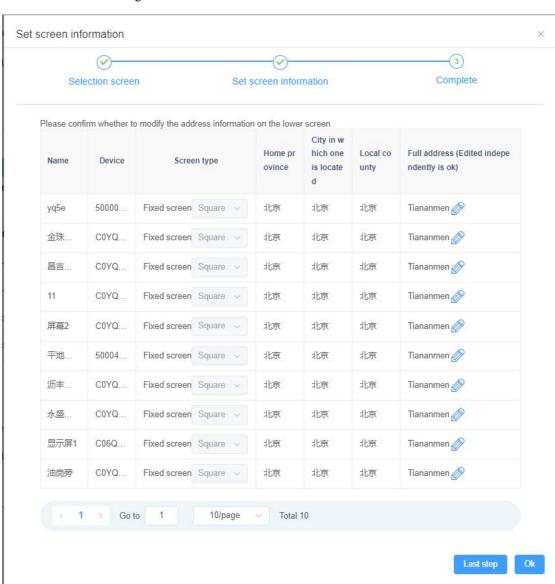


Figure 5.4.1.12-2 Fill in Position - Set Screen Information

Figure 5.4.1.12-3 Fill in Address - Confirm Information

5.4.1.13 Offline publishing

For offline screen users, the offline function can be used in screen management. Offline command publishing is now supported, as shown in Figure 5.4.1.13-1. After clicking the send button, commands can also be sent to the offline screen. After waiting for the screen to go online, offline commands will be automatically executed. The currently supported offline commands include firmware update, screen brightness, timing, power on, power off, and program cleaning.

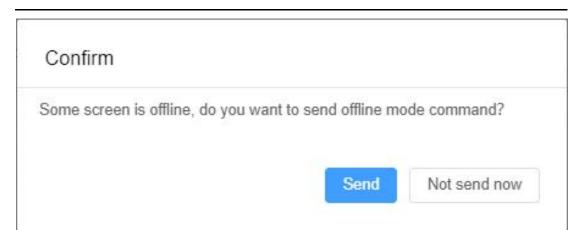


Figure 5.4.1.13-1 Offline publishing pop-up window

5.4.1.14 SIM card information inquiry

When the user uses the controller with onboard 4G module, entering the parameter settings of screen management, as shown in Figure 5.4.1.14-1, clicking to obtain SIM card information will display the signal strength of the current SIM card ICCID. Operator, issuing location, issuing year, data acquisition time.

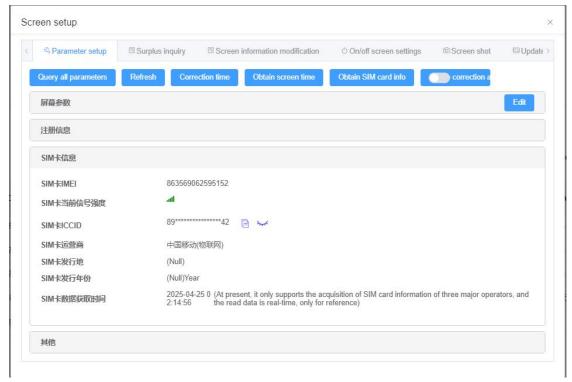


Figure 5.4.1.14-1 SIM Card Information

5.4.1.15 Offline timeout reminder

Offline timeout reminder can be set in screen management. Click the offline reminder button, as shown in Figure 5.4.1.15-1, fill in the required duration and save.

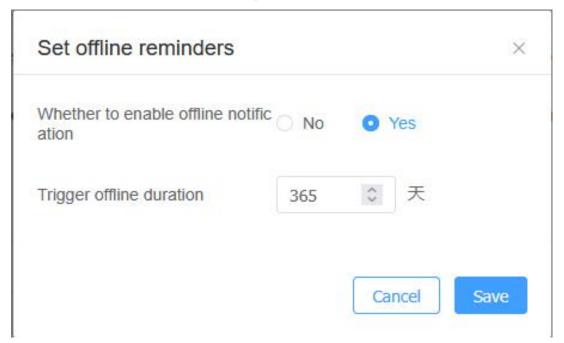


Figure 5.4.1.15-1 Setting Offline Reminder

5.4.1.16 ScreenShot

Users can perform screenshot related operations in the screen settings, as shown in Figure 5.4.1.16-1. After clicking the screenshot now button, the control card will send a screenshot command, and after selecting the original size option, the returned screenshot will be consistent with the actual size. Delete screenshot button, click to delete unnecessary screenshots.

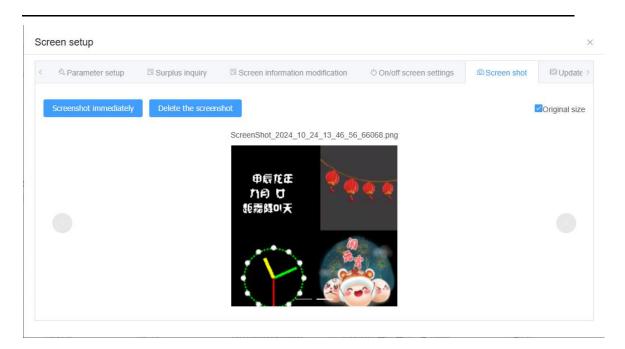


Figure 5.4.1.16-1 Screenshot

5.4.1.17 Screen Migration

Users can batch migrate screens to iLEDSys in screen management. After selecting the screen and clicking the migration button, as shown in Figure 5.4.1.17-1, fill in the target server IP, port, or account. After entering, click the confirm button. The page is shown in Figure 5.4.1.17-2, and after entering the image verification code and phone verification code, the migration will be successful.



Figure 5.4.1.17-1 Screen Migration Information Filling

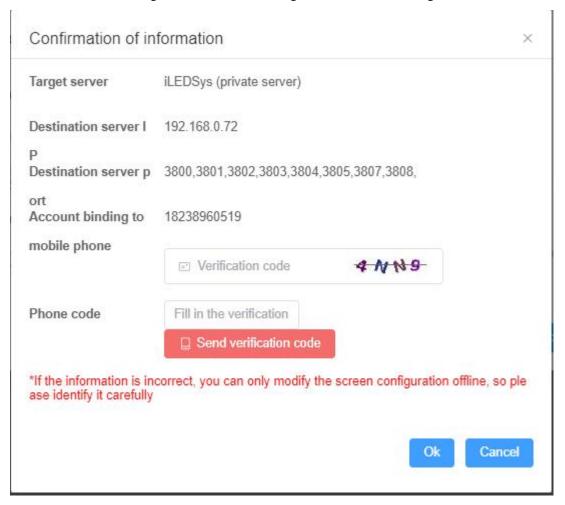


Figure 5.4.1.17-2 Screen Migration Information Confirmation

5.4.1.18 Screen grouping management

Users can click the "New Group" button on the left side of the screen control to add groups. The page is shown in Figure 5.4.1.18-1 and supports multi-level group addition for easy screen management; Users can modify group names and delete groups, as shown in Figure 5.4.1.18-2; Click on the page to move the screen to another group, as shown in Figure 5.4.1.18-3.



Figure 5.4.1.18-1 New Screen Grouping

```
+ New grouping

- 多个人账号测试1[0_01036] (14)
- 默认分组 (11)
- 测试1 (2)
- 测试2 (1)
- 1021 (0)
- 11.5 (0)
- 2 (0)

- test20241205 (0)
- 5.21 (0)   □
```

Figure 5.4.1.18-2 Editing and Deleting Screen Grouping

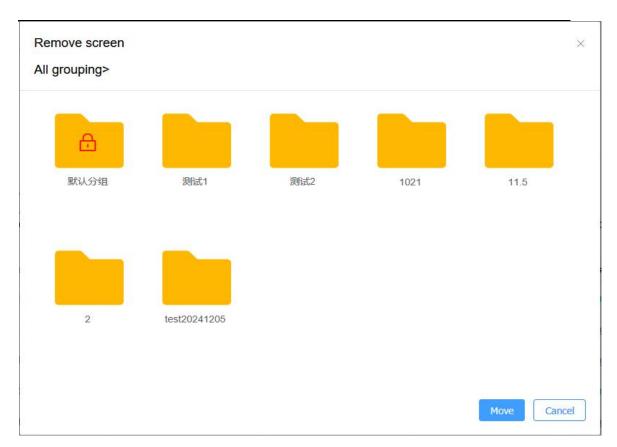


Figure 5.4.1.18-3 Moving Screen

5.4.1.19 Voice Announcements

The controller with voice module enabled in the Y series supports voice broadcasting function, which can convert text information into voice, greatly facilitating users in different usage scenarios. Users can access it in the screen management, as shown in Figure 5.4.1.19-1. The black area on the left allows for editing of the text content to be broadcasted, while the area on the right allows for setting of voice gender, speed, intonation, volume, sound effects, number pronunciation, number "1" pronunciation, number of loops, pause interval, and speed enhancement.

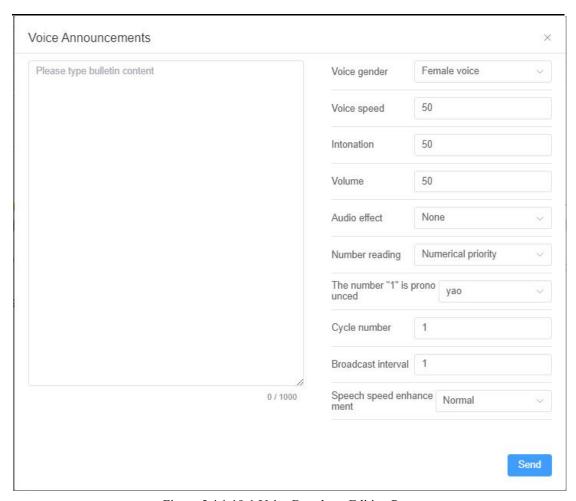


Figure 5.4.1.19-1 Voice Broadcast Editing Page

5.4.1.20 IO program selection function

The controller of the Y series that supports liquid level sensors can set IO program selection in the screen settings, as shown in Figure 5.4.1.20-1. Different programs can be played for different threshold values, and the triggering methods can be edited as switch triggering and sensor triggering, as shown in Figure 5.4.1.20-1.

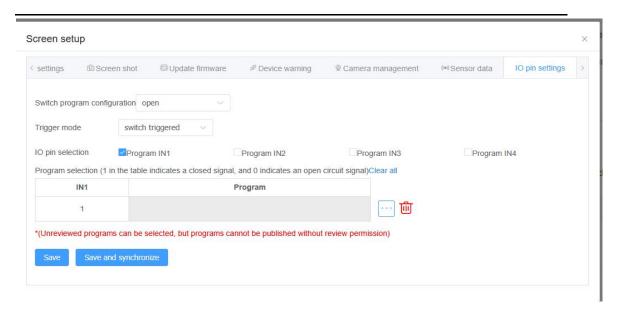


Figure 5.4.1.20-1 Manual Trigger for IO Pin Setting

The 6th generation card has added lo pin settings, as shown in Figure 5.4.1.20-2. Users can not only control the playback of different programs through different buttons, but also control the playback of different programs through sensor interfaces such as brightness, temperature, and humidity.

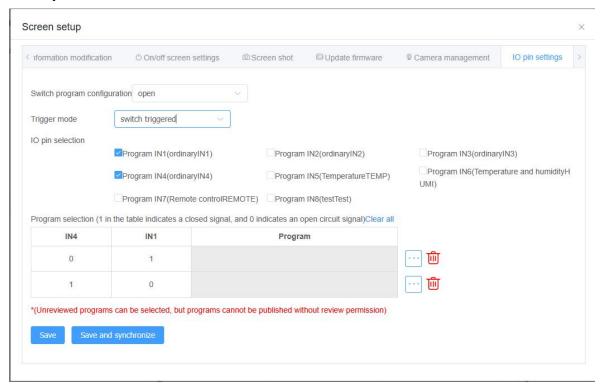


Figure 5.4.1.20-2 6th generation card pin settings

5.4.2 Screen initialization management

Screen initialization management is aimed at configuring parameters and MQTT functions for Z-series cards. Uploading parameter files can also modify parameters, which can also change the configuration IP of the control card. Parameter files are mainly divided into fubx files and CRT files, mainly used for uploading, deleting, and issuing parameters. As shown in Figure 5.4.2-1

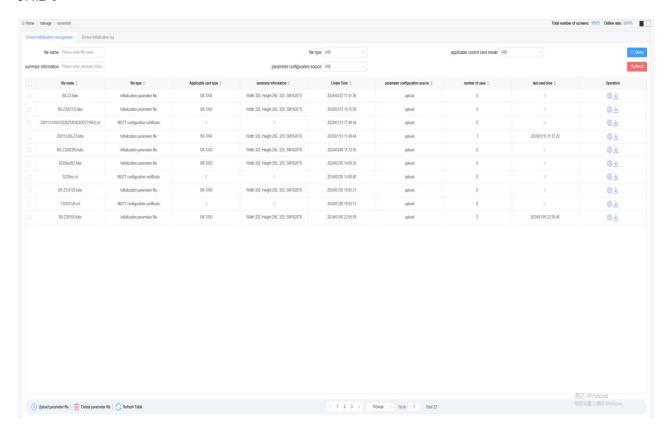


Figure 5.4.2-1 Screen Initialization Management Page

5.4.2.1 Upload parameter file

Users can click the upload parameter file button in the screen initialization management to upload the parameters required for Z-series cards, as shown in Figure 5.4.2.1-1. The page displayed after the upload parameter file button allows users to upload not only the parameters required for Z-series cards, but also MQTT parameter files. You can click the "File Upload" button to select the file you want to upload, or drag and drop it to the designated location for file selection, as shown in Figure 5.4.2.1-1. After the upload process is completed, the screen initialization

management page will display the newly added parameter file record.

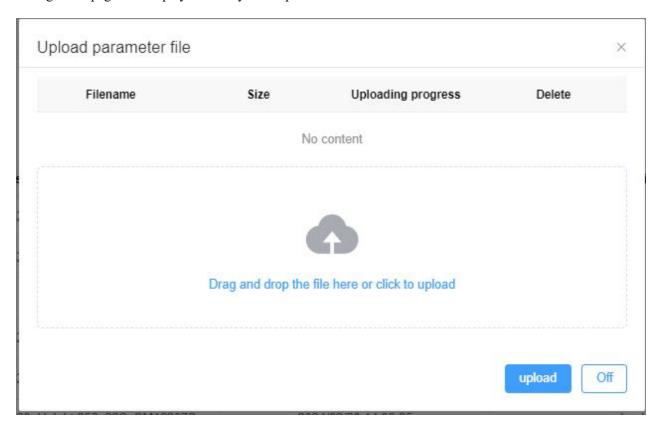


Figure 5.4.2.1-1 Uploading Parameter Files

5.4.2.2 Delete parameter file

Users can select the parameter configuration file they want to delete and click the delete selected record button below to delete the parameter configuration file.

5.4.2.3 Distribute parameter configuration files

After the user clicks on the parameter configuration file they want to issue, as shown in Figure 5.4.2.3-1, the screen that can be issued will be displayed. Users can search for the issued screen based on the screen name, model, and device number. If the screen is not selected, the parameters cannot be issued. After clicking on the option, the configuration file will be automatically issued and the issuance dialog box will be closed.

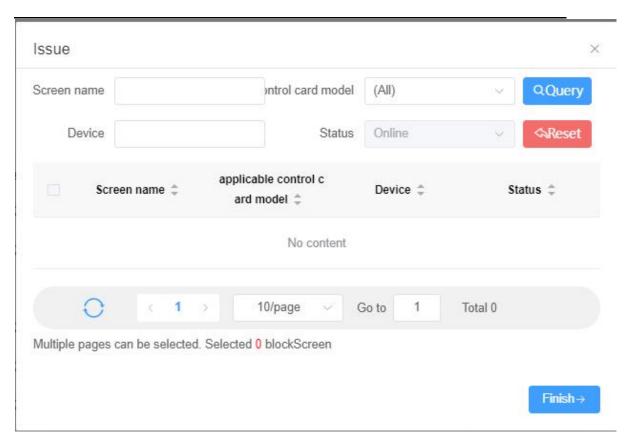


Figure 5.4.2.3-1 Issuing Parameter Configuration File

The user sends the MQTT parameter configuration file and clicks on the "Sending" button behind the MQTT configuration file to select the MQTT protocol enable status, as shown in Figure 5.4.2.3-2. There are two options: enable and disable. The unique authentication flag can be selected as either not default or customized, and customization requires manual filling. Whether to use a certificate is divided into "yes" and "no". Please enter the MQTT server, subscription message topic name, publication message topic name, QoS level, certificate path, user login name, and user password to complete the configuration of the MQTT protocol. Please note that these fields must be filled in, otherwise the next screen selection cannot be made. Issued as shown in Figure 5.4.2.3-3.

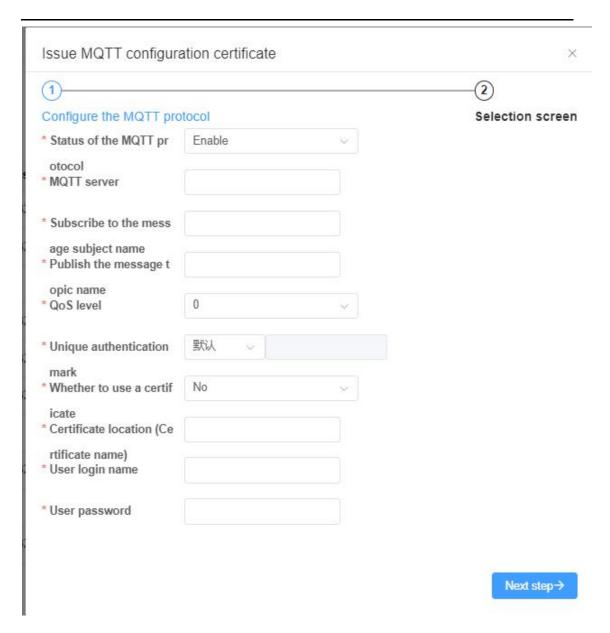


Figure 5.4.2.3-2 MQTT Parameter Configuration File

After setting the MQTT configuration parameters, the user clicks on the next button in the bottom right corner to enter the selection screen page, as shown in Figure 5.4.2.3-3. Please note that only online screens can be selected here.

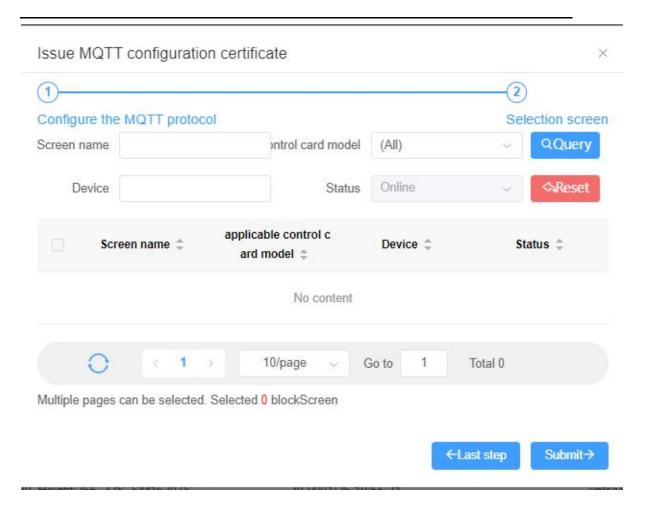


Figure 5.4.2.3-3 MQTT Configuration Certificate Issuance - Selection Screen

5.5 Material Management

5.5.1 Material List

Users can perform relevant operations on materials in the material management page of resource management, as shown in Figure 5.5.1-1. Users can add, delete, search, edit, download, and view materials, as well as group them, and the left side can quickly add groups. Annotations for some operation buttons on the material management page are shown in Table 5.5-1.

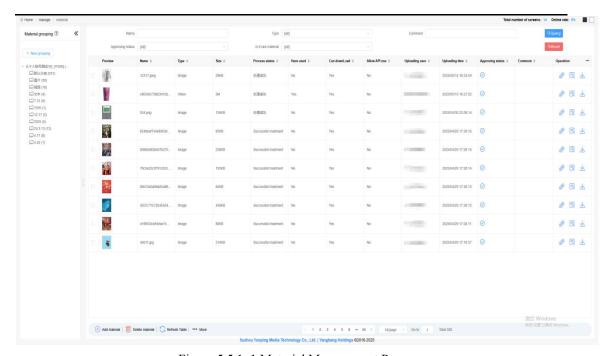


Figure 5.5.1-1 Material Management Page
Table 5.5-1 Material Management Page Button Function Annotations

	5 5
button	Function Introduction
	View button, click to enter the detailed interface of the record.
	Modify button, click to enter the edit material page.
$\overline{\bot}$	Download button, download the current material file.
0	Click the 'Apply for Trusted Font' button to apply for a trusted font.
(+)	The add material button will pop up the upload material page after clicking,
	allowing for batch uploading.
	Delete material, click to delete material.
S	Refresh button, click to refresh the list page.
	Group management button, click to view the current group and perform
	operations such as adding, modifying, or deleting
	Move material button. After selecting the material, click this button to transfer
	it to another group
00	The material setting button can set the display range of materials and trigger
	cleaning conditions.

5.5.1.1 Add materials

When producing a program, in addition to the screen, materials are also required. Users can complete the operation of adding materials by clicking the add button on the material management page (note that before adding materials, they need to select the group uploaded by the materials on the left side of the page). After clicking the add button, a batch upload material page will pop up, as shown in Figure 5.5.1.1-1. Users can modify the "downloadable", "allowed API use", and grouping information of the materials on this page. Click on 'Add File', select the materials (documents, images, videos, PDF files, fonts, and live video sources) that need to be added, and click upload. During the material upload process, users can close the upload dialog box and enter other pages to perform other operations. The upload and processing of materials are carried out in the small window shown in Figure 5.5.1.1-2. After the upload process is completed, the material management page will display the newly added material records.

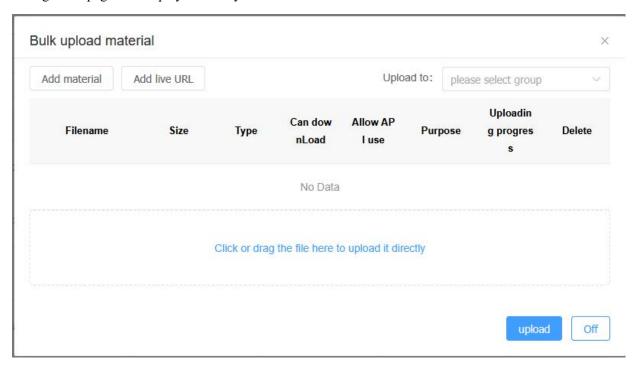


Figure 5.5.1.1-1 Material Upload Page

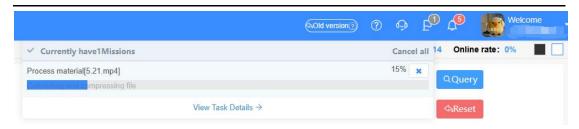


Figure 5.5.1.1-2 Upload Window

The Y series controller supports playing live video sources, so a "Add Live URL" button has been added to the material upload page of the material management. Users can add live video sources through this button, as shown in Figure 5.5.1.1-3. Currently, only RTMP, RTSP, and HTTP addresses are supported.

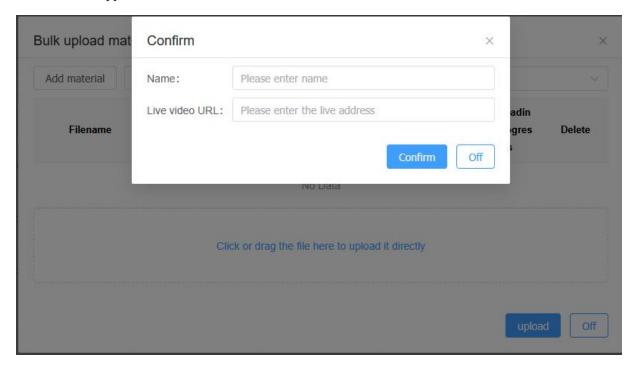


Figure 5.5.1.1-3 Adding Live Video Source Address

5.5.1.2 Modify material information

When the user clicks the edit button behind the material, a material editing page will pop up, as shown in Figure 5.5.1.2-1, where the user can modify the name and comments of the material.

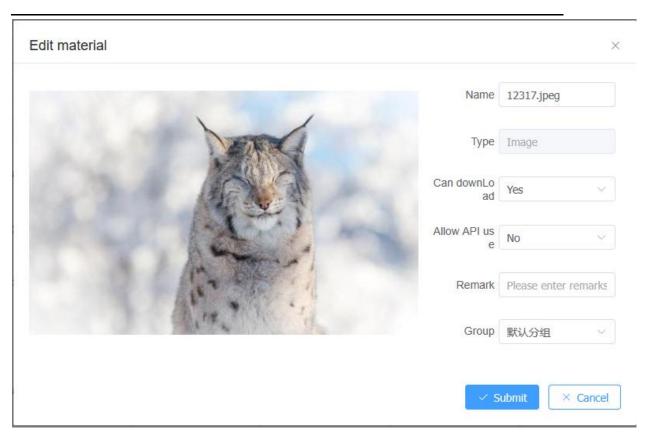


Figure 5.5.1.2-1 Material Editing Page

5.5.1.3 Video transcoding

The platform supports online transcoding of video files uploaded by users, without the need for users to perform multiple transcoding operations locally. When users publish programs with video files, if the platform finds that the controller does not support the video file, it will automatically perform transcoding operations based on the controller's screen parameters before publishing the program. After transcoding is completed, the user's material management will add a record of the transcoded video file, as shown in Figure 5.5.1.3-1.

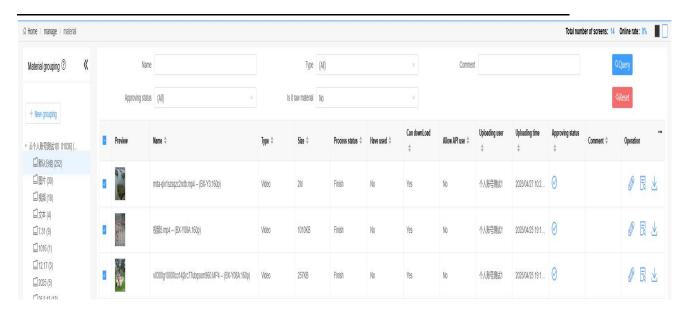


Figure 5.5.1.3-1 Video file generated after transcoding

5.5.1.4 Delete material

Users can delete materials on the material management page. For unused materials, they will be immediately deleted after confirmation. For used materials, select them and click the delete button. The page will pop up as shown in Figure 5.5.1.4-1, displaying the current usage status of the material. If the user only checks "Force deletion of materials" and clicks "Delete", the record of the material will be deleted. Programs that have used the material will prompt that some materials have been deleted and cannot be published normally. If the user selects "Force deletion of materials" and "Force deletion of programs and playlists", the programs and playlists that have referenced the materials will be deleted together.

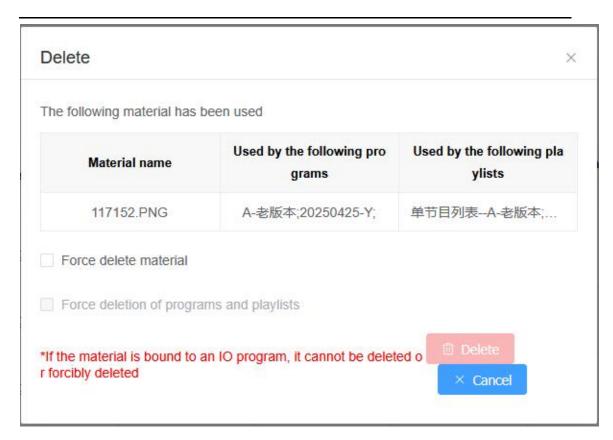


Figure 5.5.1.4-1 Occupation of Materials

5.5.1.5 Management Group

The platform supports users to group and manage materials. Users can click the "Group Management" button on the material management page to view the visible group information of the current user, as shown in Figure 5.5.1.5-1. Individual users have a 'default group', while each institution under the enterprise account has a 'default group'. The 'default group' cannot modify the group name and cannot be deleted.

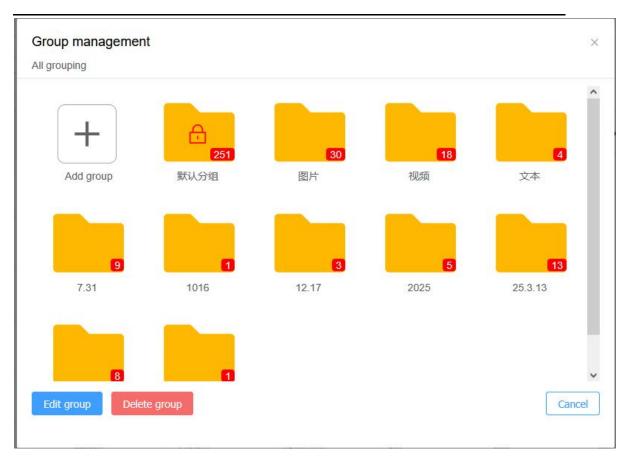


Figure 5.5.1.5-1 Management Grouping

If the user wants to create a new group, they only need to click "Create Group", and a page as shown in Figure 5.5.1.5-2 will pop up, where they can enter the group name. Users can create new groups on pages such as batch uploading materials, managing groups, and editing materials.

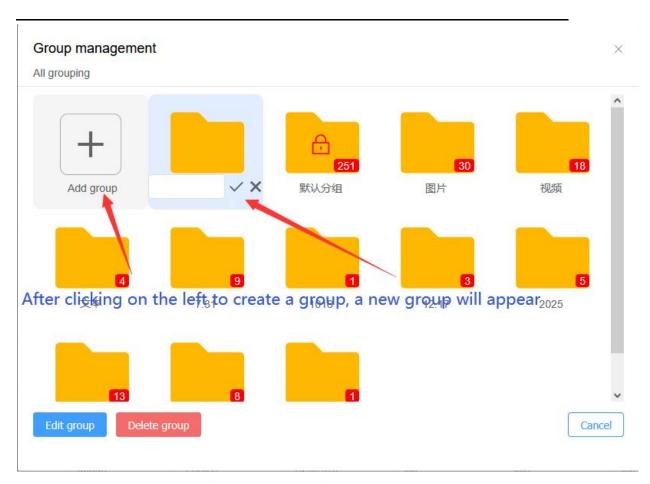


Figure 5.5.1.5-2 Creating Groups

If the user wants to modify the group name of an existing group, they only need to select the corresponding group on the group management page and click the "Modify Group" button to modify the group, as shown in Figure 5.5.1.5-3.



Figure 5.5.1.5-3 Modify Grouping

Users can also delete groups by selecting them on the group management page and clicking "Delete Group". If there are no materials in the group, the group will be deleted after user confirmation. If there are materials in the group, clicking the "Delete Group" button will prompt that there are materials in the group that cannot be deleted, as shown in Figure 5.5.1.5-4.

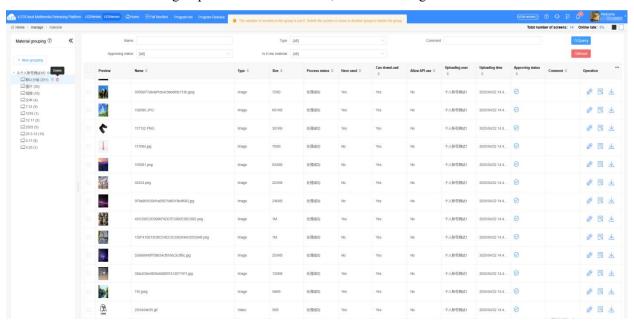


Figure 5.5.1.5-4 Unable to delete group prompt

5.5.1.6 Mobile materials

After selecting the material that needs to be moved, the user clicks the "Move Material" button on the material management page to pop up the group selection page, as shown in Figure 5.5.1.6-1. Select the group that needs to be moved to and click "Move" to complete the batch material movement operation. Users can also modify the grouping of materials on the editing page.

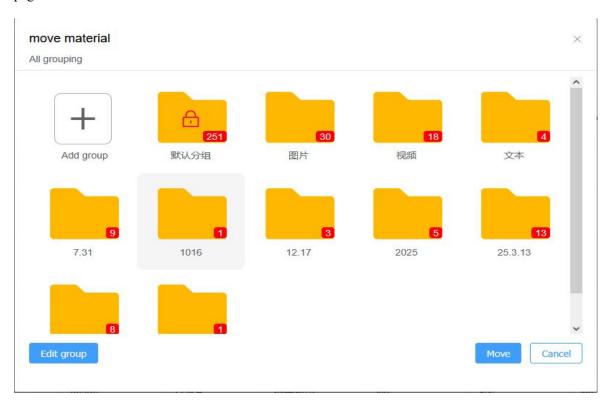


Figure 5.5.1.6-1 Selecting Grouping

5.5.1.7 Material settings

Users can set the display range of materials in the material settings of the material management, as shown in Figure 5.5.1.7-1, which includes displaying only original materials, displaying only transcoded materials, and displaying all materials. The triggering cleaning condition can be set according to the remaining space size. When the remaining space is less than the set value, the material will be automatically cleaned up. The scope of material cleaning can be set according to different material types, and an automatic cleaning time needs to be set. When the material exceeds the set upload days, it will be automatically cleaned up.

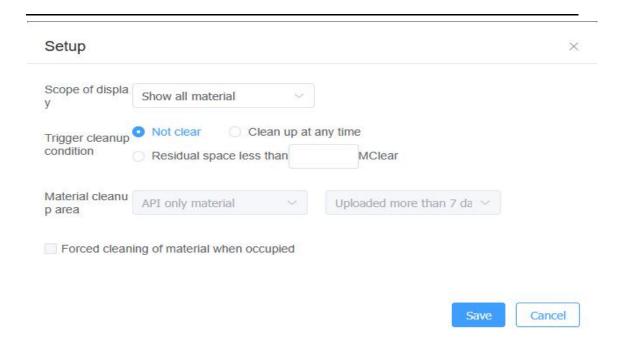


Figure 5.5.1.7-1 Material Settings

5.6 Paid services

5.6.1 Package and Services

The package and service page will display to users the specific content introduction of two ordinary annual fee packages and eSIM card specific packages provided by the platform, including basic screen package, advanced screen package, SIM data package, as well as capacity expansion package and data refueling package, as shown in Figure 5.6.1-1.

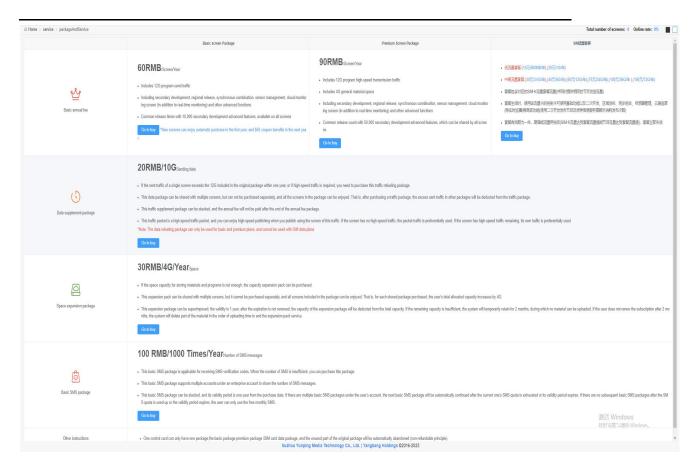


Figure 5.6.1-1 Packages and Services

5.6.2 order management

Users can view the order information under the current organizational structure on the order management page, as shown in Figure 5.6.2-1. Users can also make payments, change payment methods, cancel, and view order details on the current page. The platform supports two payment methods: online payment and corporate bank transfer. Users can check multiple unfinished orders on the order management page and click the "Pay" button in the bottom left corner to merge payments.

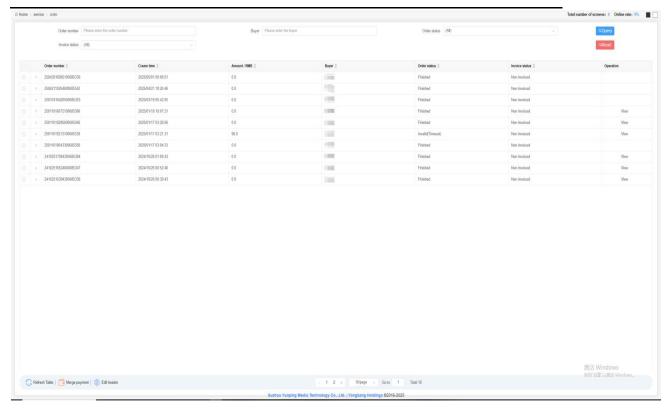


Figure 5.6.2-1 Order Management

5.6.2.1 payment

The user only needs to click the "Payment" button behind the order to enter the payment process, and can choose online payment (Alipay can be used for users in China, and PayPal can be used for users in international stations to purchase packages) or corporate bank transfer, as shown in Figure 5.6.2.1-1. After successful payment, the order status will automatically refresh, and the corresponding purchased product content will be immediately added to the corresponding screen or organizational structure.

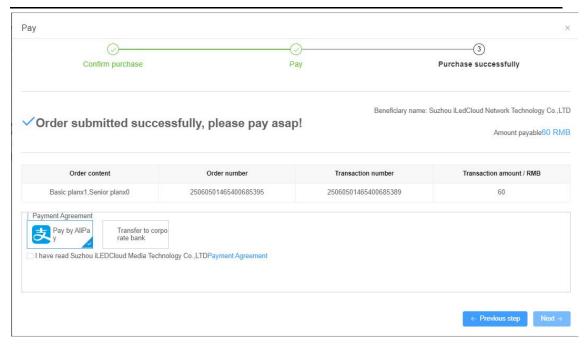


Figure 5.6.2.1-1 Payment

If the user selects Alipay, click Next to enter the Alipay code scanning payment page, and the user can open Alipay with his mobile phone for code scanning payment, as shown in figure 5.6.2.1-2.

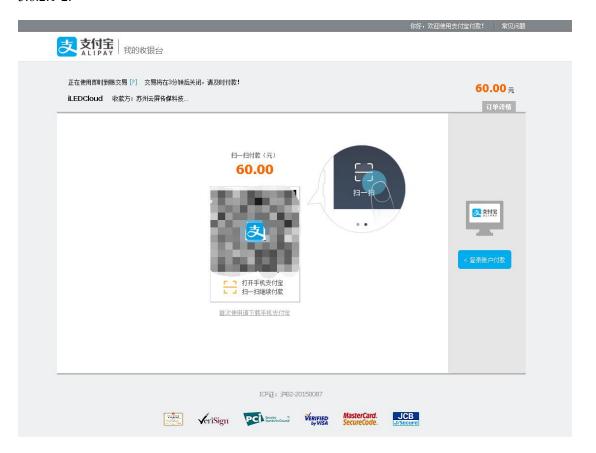


Figure 5.6.2.1-2 Alipay

If the user chooses to transfer money to a corporate bank, clicking next will enter the page for filling in the bank account information for corporate bank transfer, as shown in Figure 5.6.2.1-3. After the user fills in the corresponding information and submits the payment to the platform account, the platform's financial personnel will confirm it. After confirming that the payment is correct, the order status will automatically refresh, and the corresponding package or fuel package will also take effect immediately. In addition, after submitting a corporate bank transfer order, it can be changed to another payment method within 5 hours, but cannot be changed after 5 hours.

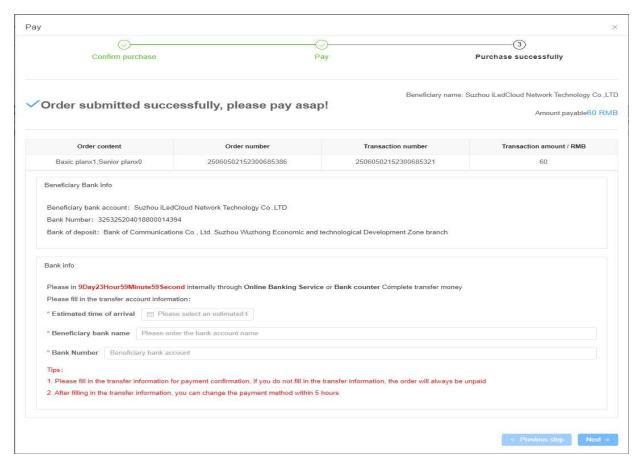


Figure 5.6.2.1-3 Corporate bank transfer

5.6.2.2 cancellation of order

Users can click the "Cancel" button behind the "Pending Payment" order to cancel it, as shown in Figure 5.6.2.2-1. After successful cancellation, the status of the order will change to 'closed'.

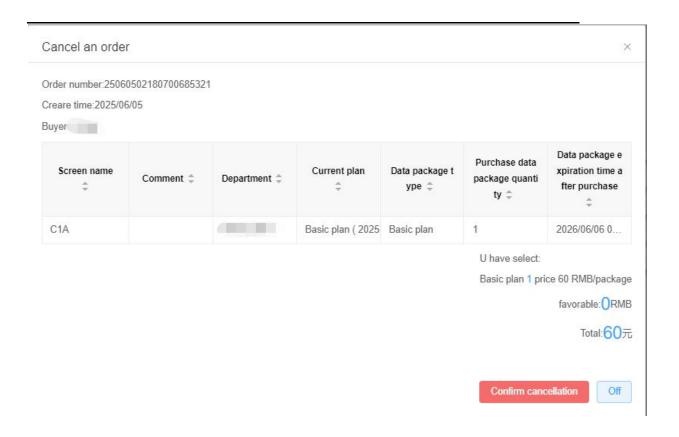


Figure 5.6.2.2-1 Cancel Order

5.6.2.3 view order details

Users can view the details page of the current order by clicking the "View" button behind it, as shown in Figure 5.6.2.3-1. If the payment/pending order is checked, the details page will prompt the remaining payment time. If the user fails to complete the payment within 10 days, the platform will determine that the order is invalid and the user will not be able to make the payment and will need to place a new order for purchase.-

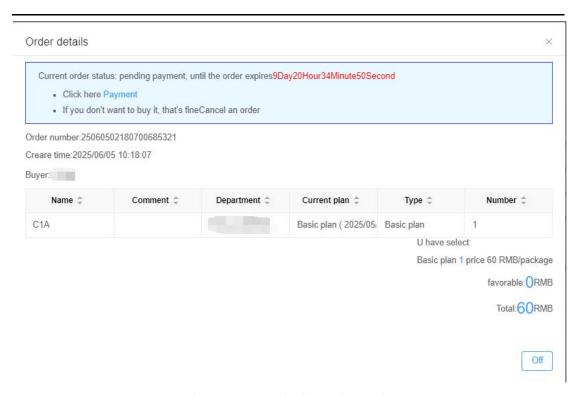


Figure 5.6.2.3-1 Viewing Order Details

5.6.2.4 Invoice header management

If the user wants to add an invoice header, they can directly click the "Edit Header" button in the bottom left corner of the page, which displays the invoice header management pop-up box. They can perform operations such as adding, deleting, and modifying invoices, as shown in Figure 5.6.2.4-1. The specific addition rules are shown in Figure 5.6.2.5-3, Figure 5.6.2.5-4, and Figure 5.6.2.5-5 in the electronic invoice issuance section of 5.6.2.5-2.

	ader management	Tuna	Operation
	Name	Туре	Operation
	Test 1 [default]	Personal	Editor
	Test 2	Personal	Editor
	Test3	Business	Editor
Ū	O (1)	10/page V Go to 1 To	tal 3
尤指			

Figure 5.6.2.4-1 Invoice Header Management

5.6.2.5 Issuing electronic invoices

If the user needs to issue an invoice, they can click the "Go to Invoice" button on the completed payment order to issue an invoice, as shown in Figure 5.6.2.5-1, to enter the invoice issuance page. The invoice types are VAT ordinary invoice and VAT special invoice. Note: The process for value-added tax ordinary invoices and value-added tax special invoices is the same.

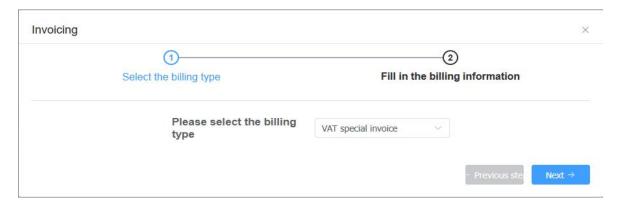


Figure 5.6.2.5-1 Invoice Issuance

After clicking "Next", enter the page for filling in invoice information, as shown in Figure 5.6.2.5-2. If no default header is set, you need to click the "Add Invoice Header" button to select a header or add header information. If no header has been added, you need to click the "Add Header" button in the invoice header management pop-up box to add header information. The header type can be either personal or corporate, as shown in Figure 5.6.2.5-3.

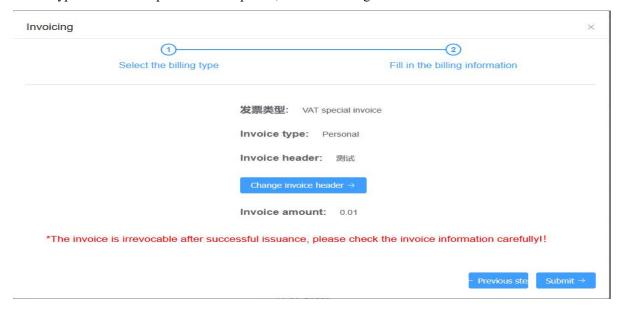


Figure 5.6.2.5-2 Filling in Invoice Information

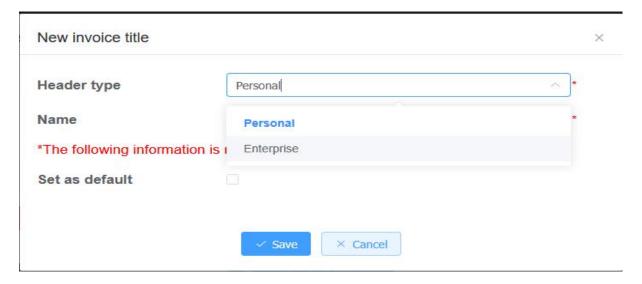


Figure 5.6.2.5-3: Added header

Click on 'New Header' to edit header information, as shown in Figure 5.6.2.5-4. Please enter a name to select the header type, which can be either a company or an individual. If the header type is enterprise, as shown in Figure 5.6.2.5-5, please enter the name, tax number, opening bank, bank account, enterprise address, and enterprise number.

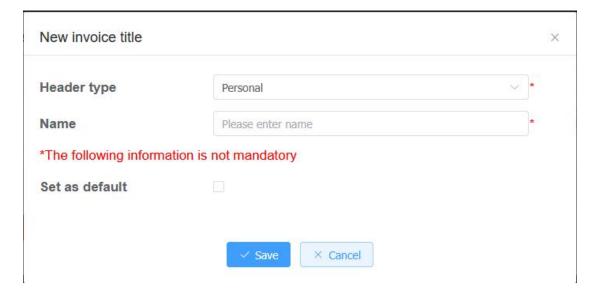
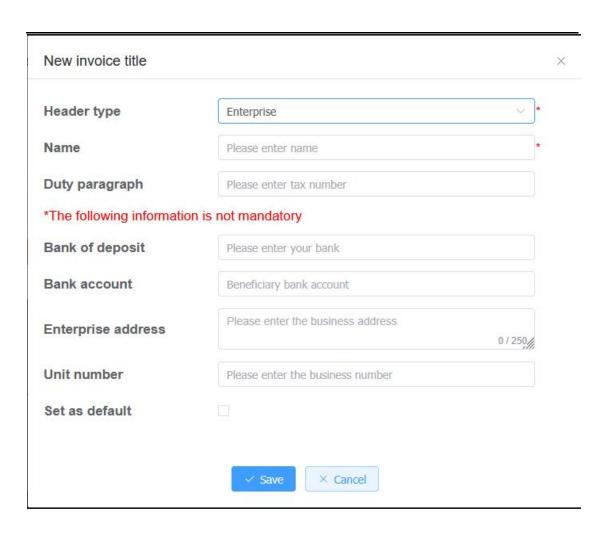


Figure 5.6.2.5-4 New Invoice Header (Personal)



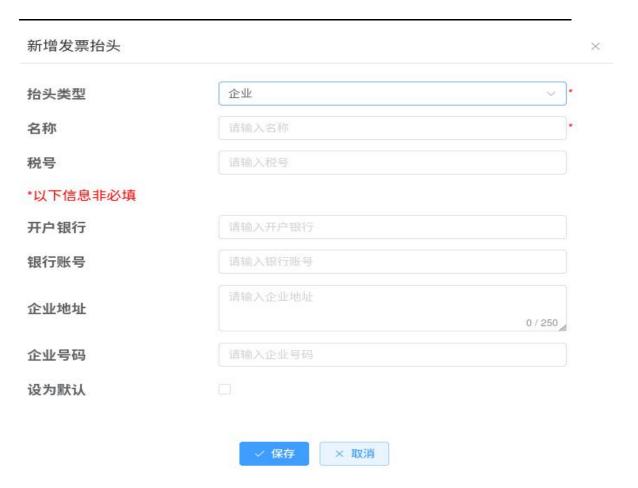


Figure 5.6.2.5-5 New Invoice Header (Enterprise)

If the user has added a header and set a default, it will be displayed directly on the invoice information page. If you need to change the header, you can click the "Change Invoice Header" button, as shown in Figure 5.6.2.5-6.

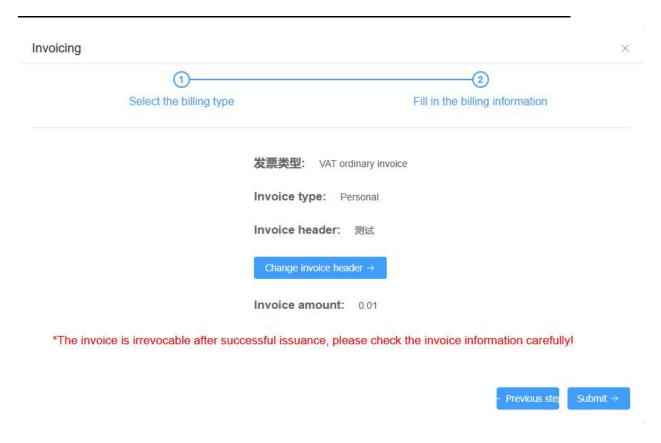


Figure 5.6.2.5-6 Default Head up Display

To change or modify the invoice header, you can click on "Change Invoice Header" to input the header, as shown in Figure 5.6.2.5-7. After saving, select an invoice header and click "Set as Header" to return to the invoicing page.

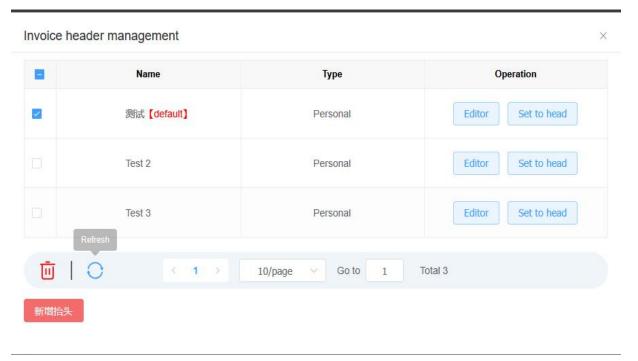


Figure 5.6.2.5-7 Invoice header management

After clicking submit, the page will prompt that the invoice application has been successfully submitted, as shown in Figure 5.6.2.5-8. Please check all information for errors before invoicing, such as the inability to withdraw an order after submission.

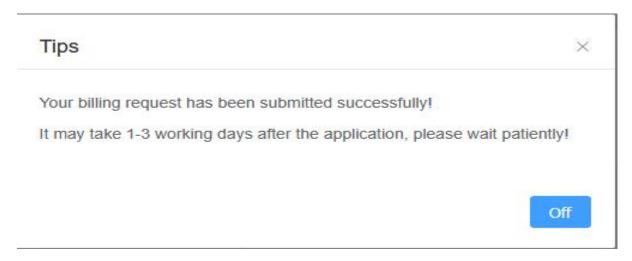


Figure 5.6.2.5-8 Successful application prompt

5.6.3 Coupon View

Users can view coupon information under the current organizational structure on the coupon viewing page, as shown in Figure 5.6.3-1. When the coupon status is "occupied", please go to the order management page to check if there are any pending payment orders.

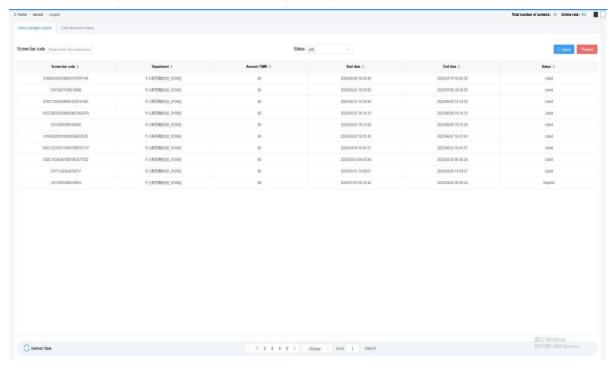


Figure 5.6.3-1 View Coupon Details

5.7 Equipment operation and maintenance

5.7.1 operating statistic

Running statistics is designed to facilitate users to quickly understand the status data of the screen, and to quickly compare the power on and off data of the screen. Users can view the current and historical overall operation of the screen, as well as record important status information such as the power on and off time and offline frequency of the screen device, making it convenient for users to view the screen status

The user clicks on "Data Operations and Maintenance - Run Statistics" to enter the real-time statistics page, as shown in Figure 5.7.1-1. The page displays the online status of the screen for the day and the online status per minute. When the mouse hovers over a time node, the number of screens online for the node will be displayed.

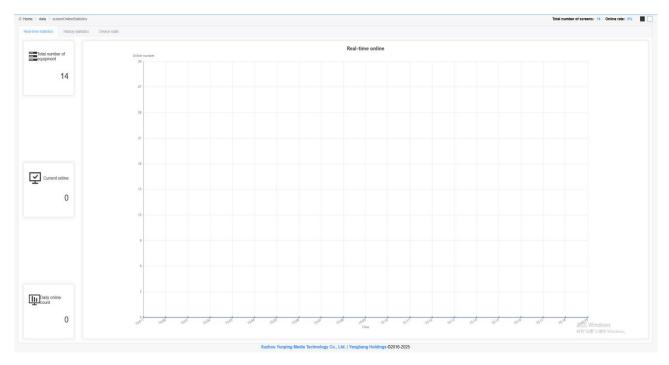


Figure 5.7.1-1 Running Statistics - Real time Statistics Page
The user clicks on the historical statistics to enter the historical statistics page, where they can
view the number of screens online or offline by day/hour. By hour, the number of screens
online/offline per hour for the past 3 days can be displayed, as shown in Figures 5.7.1-2 and

5.7.1-3; Click the toggle button to switch between viewing online/offline screens. Click on the number of screens at any time period to view all screen details, as shown in Figure 5.7.1-4

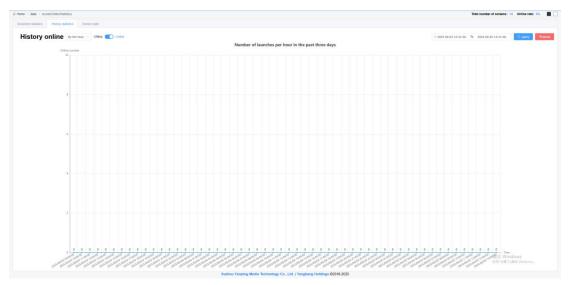


Figure 5.7.1-2 Historical Statistics - Number of Online Users per Hour in the Past 3 Days (Online)

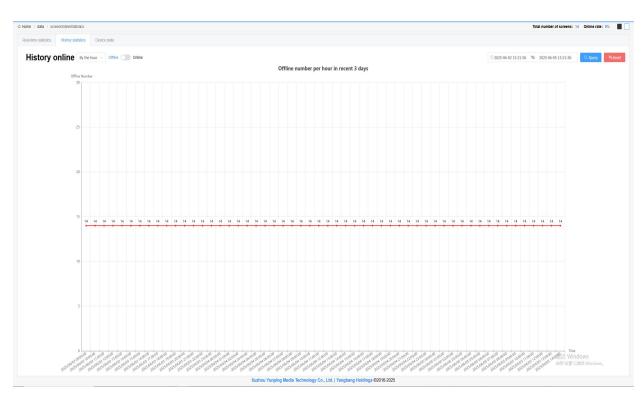
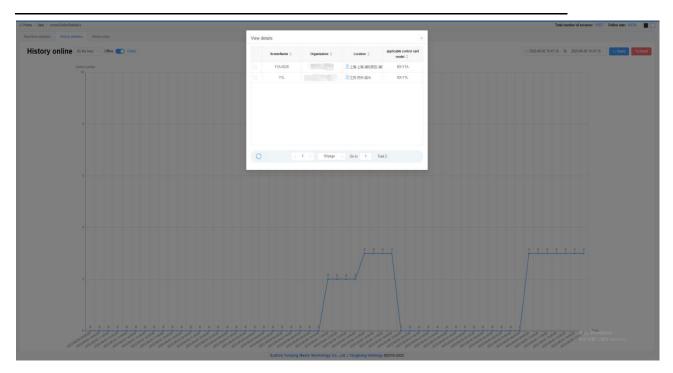
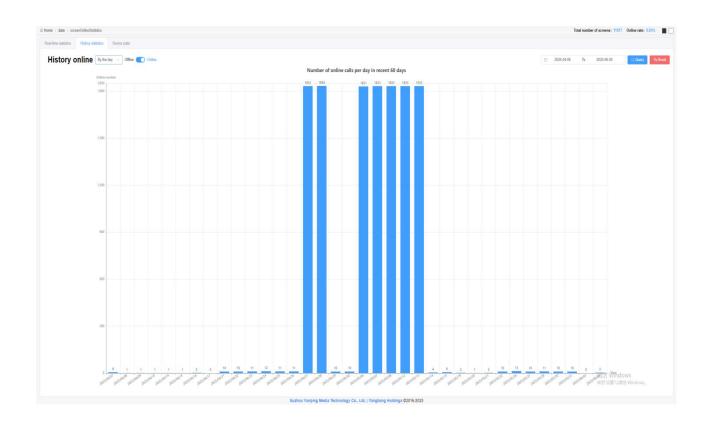


Figure 5.7.1-3 Historical Statistics - Hourly Online Number (Offline) in the Past 3 Days



 $Figure \ 5.7.1-4 \ Historical \ Statistics - Hourly \ Online \ Numbers \ in \ the \ Past \\ 3 \ Days - View \ Details$

By day, the online/offline screen count for the past 60 days can be displayed, as shown in Figures 5.7.1-5 and 5.7.1-6. Clicking the switch button can switch between viewing online/offline screens.



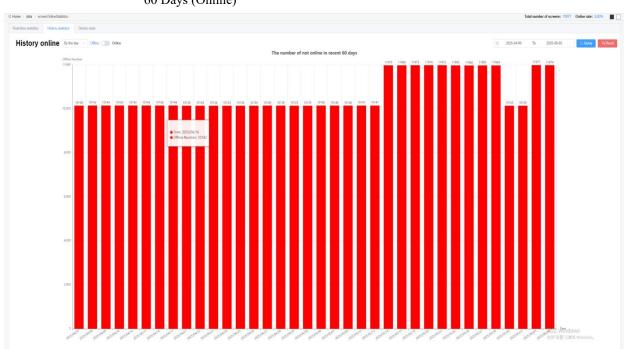


Figure 5.7.1-5 Historical Statistics - Daily Online Number in the Past 60 Days (Online)

Figure 5.7.1-6 Historical Statistics - Daily Online Number (Offline) in the Past 60 Days

The user clicks on the device status to enter the device status page, as shown in Figure 5.7.1-7.

Clicking on the trend chart button of any screen device can view information such as power on/off time and offline times of the screen device. The trend chart can only display the T+1 statistical method. As shown in Figure 5.7.1-8.

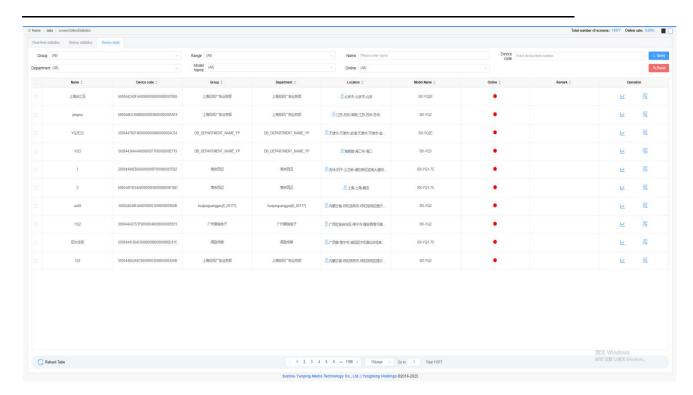


Figure 5.7.1-7 Equipment Condition Page

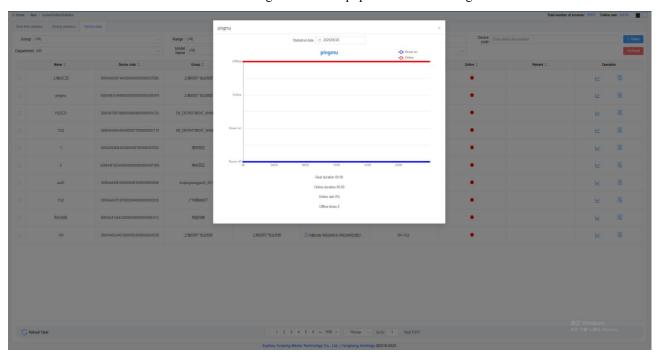


Figure 5.7.1-8 Selected Screen Power on/Online Details

Page

5.7.2 Screen operation and maintenance

The user clicks on screen maintenance to enter the screen maintenance page, which displays the online and powered status of all screens, as shown in Figure 5.7.2-1.

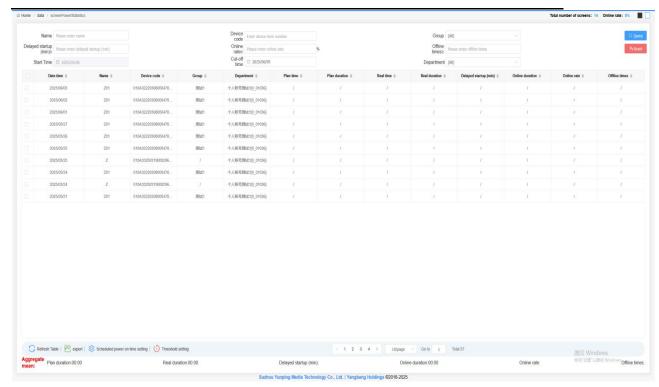


Figure 5.7.2-1 Screen Operation and Maintenance Page

Annotations for some operation buttons on the screen maintenance page are shown in Table 5.6-1.

Table 5.7-1 Annotations on Button Functions on the Screen Operation and Maintenance Page

button	Function Introduction
	Export button, the data information on the screen operation and maintenance page can
	be exported locally
(2)	The button for setting the planned power on time will pop up when clicked.
©	Threshold setting button, click and the threshold setting page will pop up.
5	Refresh button, used to refresh the table list.

The user clicks the button for setting the planned power on time, and after clicking, a page for setting the planned power on time will pop up, as shown in Figure 5.7.2-2.

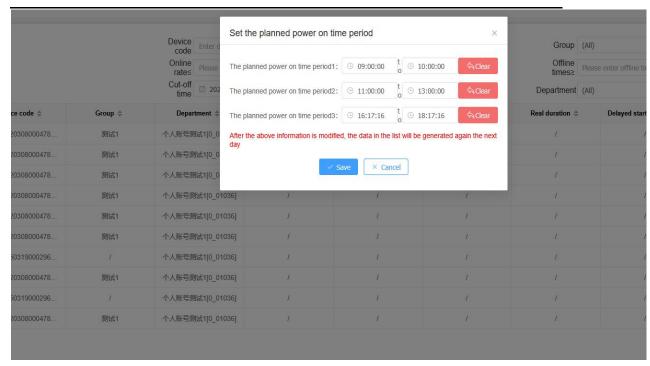


Figure 5.7.2-2 Planned Power on Time Setting Page

The user threshold setting button, when clicked, pops up the threshold setting page, as shown

in Figure 5.7.2-3, where screen information that meets the threshold can be queried.

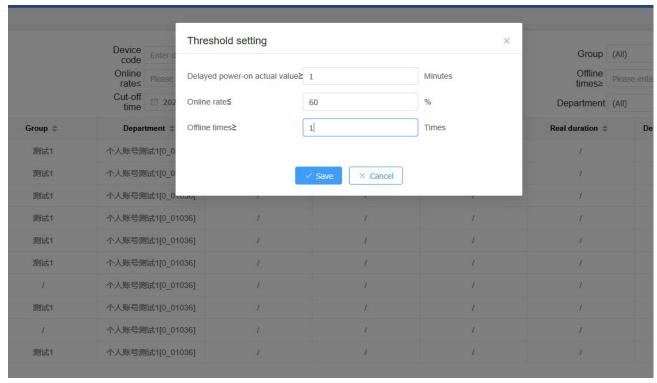


Figure 5.7.2-3 Threshold Setting Page

5.8 Usage management

5.8.1 Capacity management

On the capacity management page, users can view the usage status of the capacity and capacity expansion packages within the package, as well as the records of pending packages and pending capacity expansion packages, as shown in Figure 5.8.1-1.

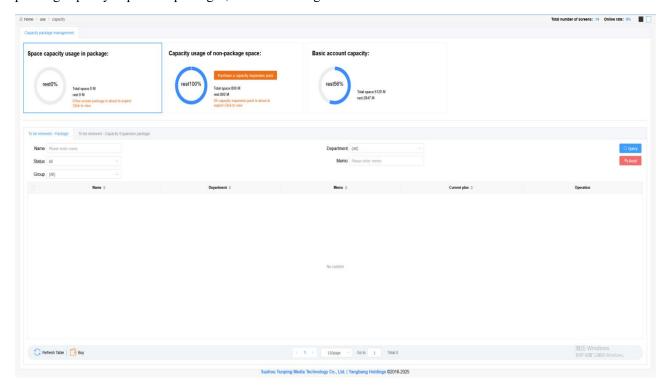


Figure 5.8.1-1 Capacity Package Management

After the user completes the purchase or renewal of the package or capacity expansion pack, they can go to the current page to allocate space, as shown in Figure 5.8.1-2.



Figure 5.8.1-2 Space Allocation

5.8.2 Traffic management

On the traffic management page, users can view the usage of data and fuel packages outside the package, as well as the usage of data within the screen package under the current organizational structure, as shown in Figure 5.8.2-1.

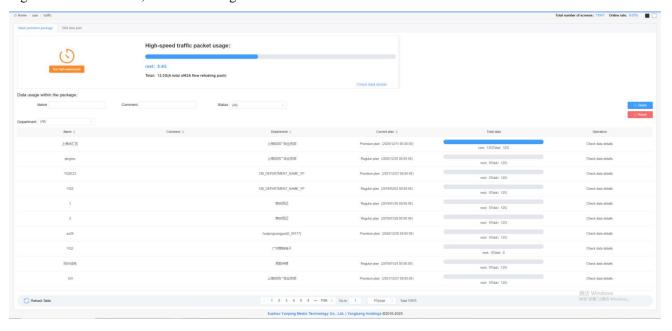


Figure 5.8.2-1 Traffic Management - Basic Premium Package

In data management, in addition to viewing the data of basic and premium packages, you can also view the usage of SIM data packages, as shown in Figure 5.8.2-2.

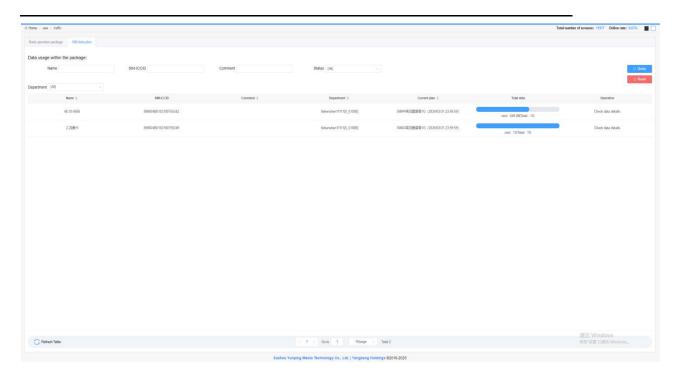


Figure 5.8.2-2 Traffic Management - SIM Traffic Package

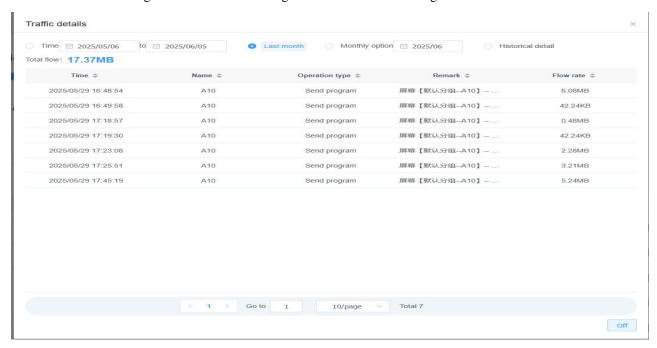


Figure 5.8.2-3 Flow Details

5.9 system management

Different user types have different functions in system management. The user role of enterprise users is "business administrator", and business administrators can operate and manage users in other roles (such as producers, auditors, and publishers) under their organization in the

following four sub modules. The user role of individual users is "personal account", and they can only view the operation log information of their own account in system management.

5.9.1 User Management

Only business administrators can manage users in the system management, as shown in Figure 5.9.1-1. Some button annotations on the page, as shown in Table 5.9-1, can add, modify, delete, and lock users.

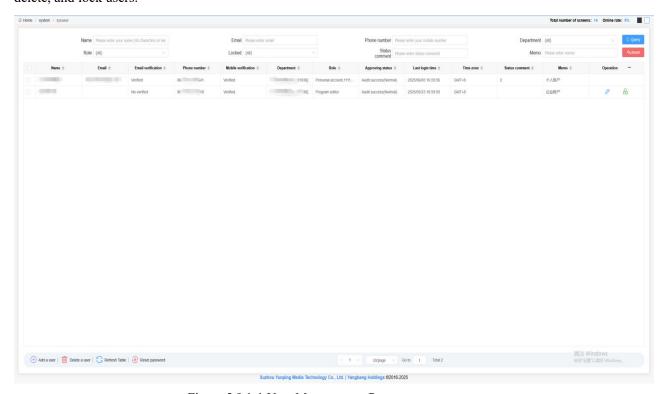


Figure 5.9.1-1 User Management Page

Table 5.9-1 User Management Button Function Annotations

button	Function Introduction
-	The lock button will lock the corresponding user when clicked, and the locked
	user will not be able to log in to the platform again.
(a)	Reset password button, select any user, click this button to enter the login
	password of the business administrator, and the reset password page will be
	displayed and the reset password will be set.

When the business administrator needs to add a user, they can click the add button below and enter the corresponding information, email, and phone number on the page shown in Figure 5.9.1-2. At least one should be set, and both email and phone numbers need to be verified for

authenticity using dynamic verification codes. After entering the correct information, click submit. When the business administrator modifies user information, click the modify button after the corresponding user record, and the pop-up modification page will be the same as the add page (without a password input box). After the modification is completed, click submit. To lock a user, click the lock button corresponding to the user record. Once locked, the user cannot log in to this platform again.

Add a user ×

Name	Please enter y	our name (40 characters	s or less)	*
Password				*(
ſ	rs, numbers, or		e types of uppercase and lowercase must be at least 6 characters long a ces).	
onfirm passwo				*(
Email	Please enter e	email		
mail verificatio	Please enter e	email code	Get the email verification code	
hone number	86	Please enter your mob	ile number	
Phone code	Type phone ve	erification code please.	Get the phone verification code	
Department	Please select	an organization	V	*
	Click Add Ro	ole		
Role				*
tatus commer	Please enter s	status comment		
	Please enter i	memo		
Memo				
			0 / 100	

5.9.2 Organizational structure management

When the user's role is a business administrator, they can perform organizational management in the system management, as shown in Figure 5.9.2-1. On this page, they can add, modify, and delete organizations. To add an institution, users need to select a higher-level institution, click the add button, enter the corresponding information, and then click submit. To modify an institution, you need to select one and click the modify button. When deleting an institution, if the selected institution already has user data, it cannot be deleted.

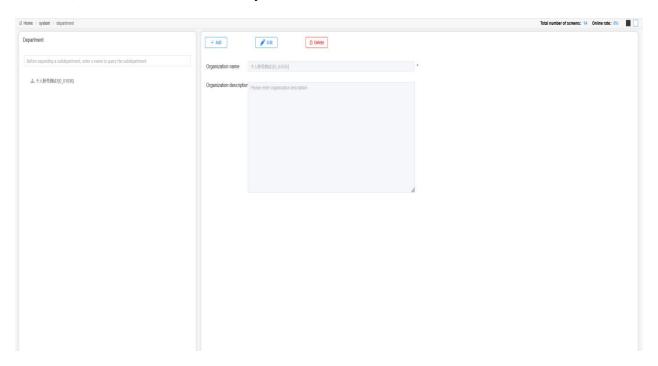


Figure 5.9.2-1 Organizational Management Page

Business administrators can set up program publishing verification for organizational structures. After selecting a certain organizational structure and clicking the "Publish Program Verification Settings" button, a settings page will pop up, as shown in Figure 5.9.2-2. Expand the 'SMS recipient' dropdown menu to see users with phone numbers bound to the selected institution. After selecting a user and clicking "OK", the organization will require the input of a SMS verification code before completing the publishing wizard when publishing programs, otherwise it cannot be published normally.

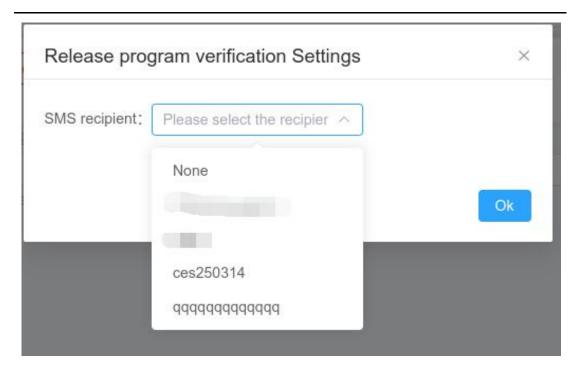


Figure 5.9.2-2 Program Verification Settings for Publishing

5.9.3 Role permission management

Only business administrators can manage role permissions in system management, as shown in Figure 5.9.3-1. Some button function annotations on the page are shown in Table 5.9-2. You can add a new role by clicking the add button, as shown in Figure 5.9.3-2, entering the corresponding information and submitting it to complete the creation. To delete a role, select the role and click the delete button below. To modify character information, click the corresponding record editing button. The permissions of the role can be changed, as shown in Figure 5.9.3-3. To view role information, click the corresponding record's view button.

This platform has four default roles, namely business administrator, program producer, program reviewer, and program publisher. The program producer is mainly responsible for adding materials, creating and editing programs, and creating and editing playlists. The program reviewer is mainly responsible for the review work after the producer creates the program, and the reviewer can also edit and modify the program. The program publisher can publish the programs approved by the reviewer on the screen.

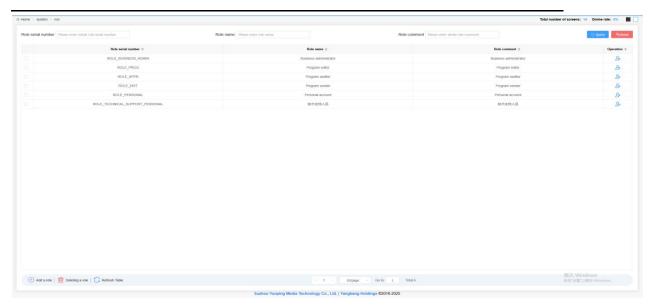


Figure 5.9.3-1 Role Permission Management Page

Table 5.9-2 Annotations on Role Permission Management Button Functions

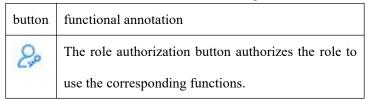




Figure 5.9.3-2 Add New Character Page

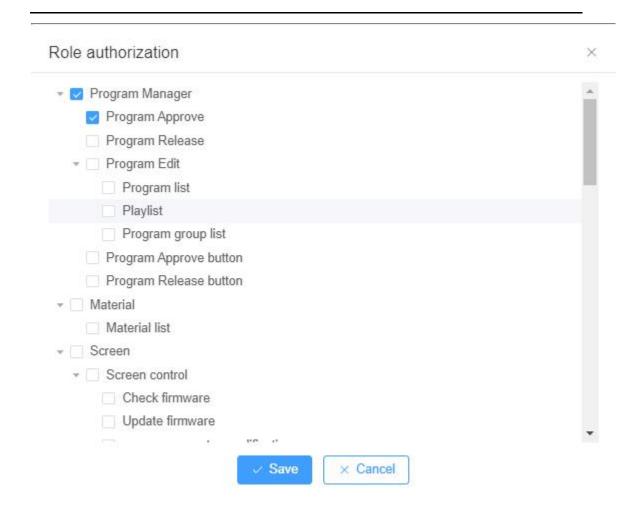


Figure 5.9.3-3 Role Authorization Page

5.9.4 System log management and controller log management

Users with different roles have system log management and controller log management. Taking system log management as an example, as shown in Figure 5.9.4-1, business administrators can view the operational behavior of all users under the organizational structure, while other roles can only view their own operational behavior, such as login, add, delete, etc. Users can also export logs and export the current query results to an XLS spreadsheet file for their use.

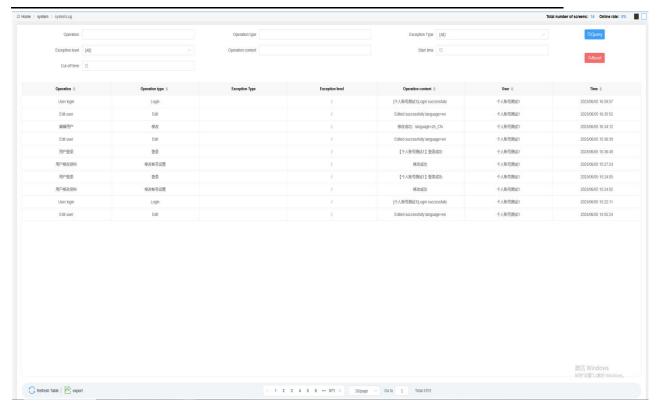


Figure 5.9.4-1 System Log Management Page

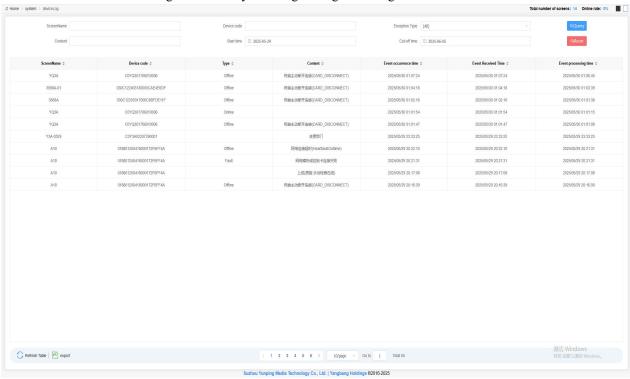


Figure 5.9.4-2 Controller Log Management Page

Table 5.9-3 System/Controller Log Management Button Function Annotations

-	8 8
button	functional annotation
	Export button to export the query results to an XLS

file.

5.9.5 Notification Manager

Users with different roles have notification management, as shown in Figure 5.9.5-1. Each user can view the notification information generated by their own operation behavior on the notification management page. Users can mark unread notifications as read by clicking the "All Read" button on the page.

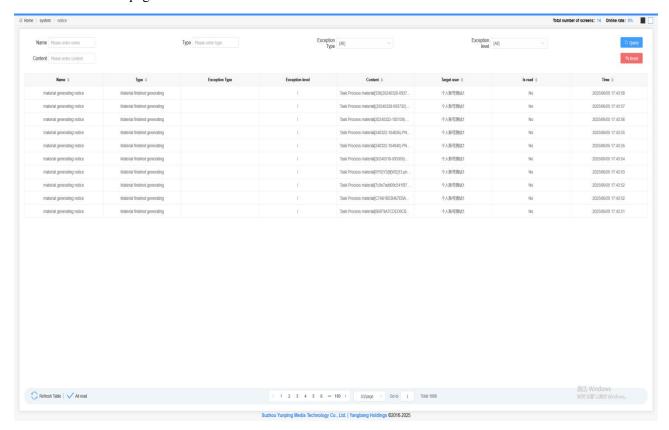


Figure 5.9.5-1 Notification Management Page

5.9.6 My work order

Users can consult the platform customer service by submitting a work order to address any issues or questions they may have while using the platform.

As shown in Figure 5.9.6-1, users can click the "+" button at the bottom left of the page, enter the work order title in the pop-up box, and select the work order type; Provide a detailed description of any issues or suggestions that arise during the use of the platform.

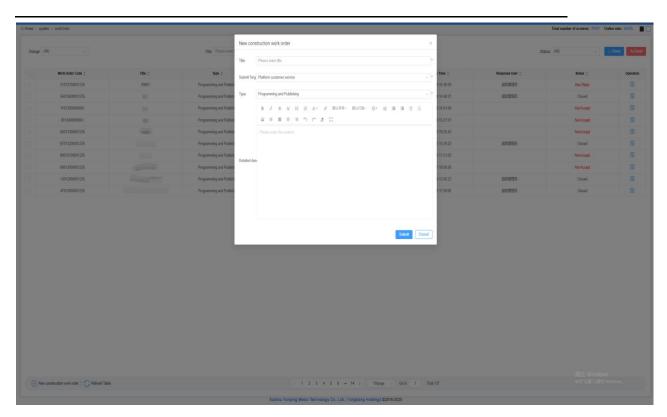


Figure 5.9.6-1 Submitting Work Order

After the platform customer service replies to the work order submitted by the user, the user's bound email or mobile phone will receive a reply reminder notification. The user can enter the My Work Order page to view the customer service reply, as shown in Figure 5.9.6-2.



Figure 5.9.6-2 Platform has replied to the work order

Users can continue to ask questions about the platform's customer service response, or close the ticket as shown in Figure 5.9.6-3.

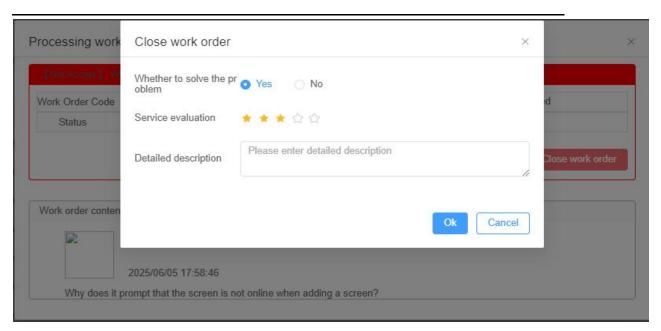


Figure 5.9.6-3: Closing a Reply Work Order

Users can also close the work order before the platform responds, as shown in Figure 5.9.6-4.



Figure 5.9.6-4 Closing Unreturned Work Orders

5.9.7 Task supervision

Task supervision is to facilitate users to view the overall and individual screen task status after publishing tasks. Users can view the daily program publishing status (publishing success rate and program publishing time) of the screen within the query time range, and conveniently view the running status of all screens within the query time range.

The user enters the task supervision - current task page, where they can view detailed

information about all ongoing tasks under their account, including task name, task type, total task status, operator, creation time, number of task execution screens, number of task success screens, number of task progress screens, number of task failure screens, task progress, task time consumption, and display actionable items, as shown in Figure 5.9.7-1.

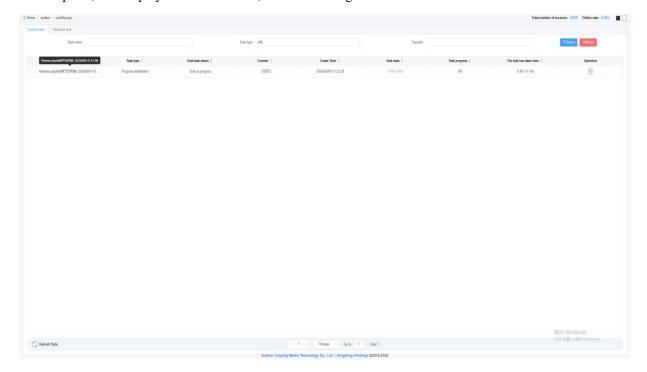


Figure 5.9.7-1 Task Supervision - Current Task Page

On the current task page , click the task details button after any task to enter the task details page, as shown in Figure 5.9.7-2. You can view the current status and task status of all screens that send programs. There will be a cancel task button after the ongoing task. Click the cancel button to manually cancel the task, and the task status will change to task failure. There are batch cancellation buttons and task cancellation buttons below, which can only be clicked by the user's own account and superiors.



Figure 5.9.7-2 Task Supervision - Task Details Page

Users can click on the historical task page to view all historical tasks, as shown in Figure 5.9.7-3.

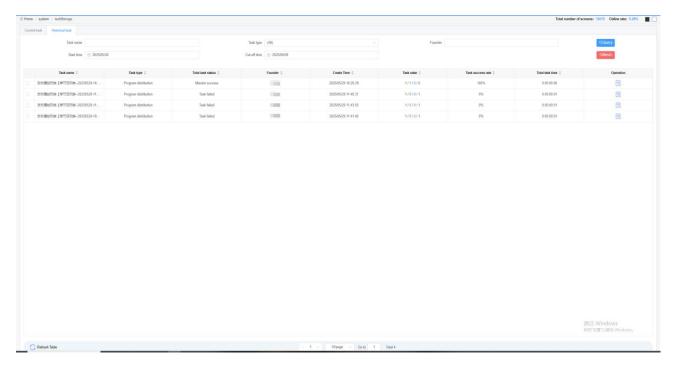


Figure 5.9.7-3 Task Supervision - Historical Task Page

The user clicks the task details button at the back of the screen to view the execution status of all tasks on the screen, as shown in Figure 5.9.7-4,

Click the button to re execute the task.



Figure 5.9.7-4 Task Supervision - Historical Task Details Page

5.9.8 Play logs

For Z/Y series control cards, generate playback statistics based on the control card playback logs. After the user selects the screen, program, and date, a data table is generated on the platform. (Note: To generate a playback log, you need to open the playback log in the screen management before it can be generated. Otherwise, it cannot be generated.)

The user clicks on System Management - Play Log to enter the play log data list page, as shown in Figure 5.9.8-1. The specific details of the playback log can be viewed, including screen name, device number, program name, start time, end time, and playback duration. (The playback log only counts the normal playback times (must have both start and end playback time data), and only retains data within 6 months)

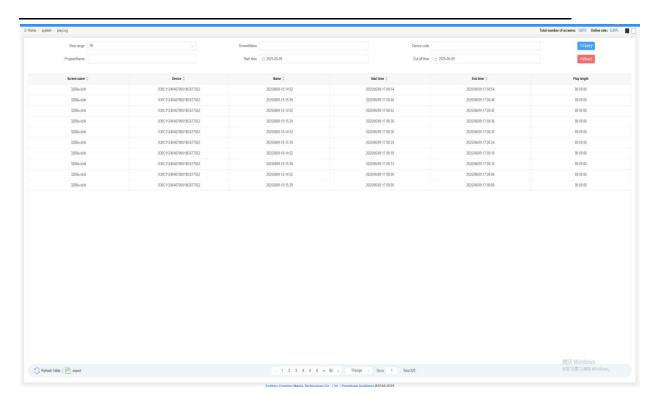


Figure 5.9.8-1 Play Log Page

5.10 ADvanced

5.10.1 electronic fence

The electronic fence function can enable the mobile screen to switch and play different programs based on GPS positioning. Users need to draw a fence for a special area on the map, set up associated screens and specific programs to play. When the associated screen moves within the fence, it will switch to playing the designated program in that area. After leaving the fence, the screen will resume playing regular programs.

Users can enter the monitoring page of the electronic fence to view the current status of the screens associated with the fence, as shown in Figure 5.10.1-1. The list on the left side of the page will display all screens associated with the current fence, and distinguish the fence where the screen is currently located by the color of the screen icon. If the screen is currently in the associated red fence, the screen icon will be displayed in red. If the screen is not currently in any fence, the screen icon will be displayed in gray. After clicking on the screen, the map on the right will immediately jump to display the current location of the screen, as well as relevant information

about the screen, such as the current location, current playback content, associated fences, etc.

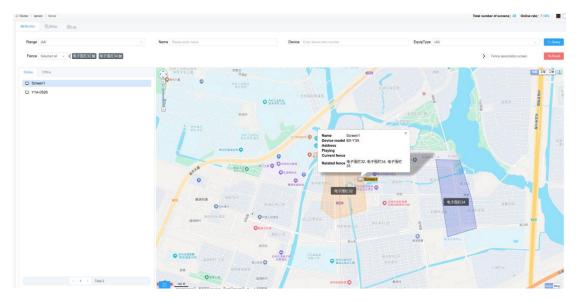


Figure 5.10.1-1 Electronic Fence - Monitoring

Users can enter the settings page to view the current status of the drawn fence, as shown in Figure 5.10.1-2. Users can draw fences, set fence screens and programs, and send fence programs on this page. Some operation buttons on the settings page are annotated, as shown in Table 5.10-1. Users can create a total of 20 fences. Before publishing on this page, the screen associated with the fence needs to have a regular program playing, which serves as the display content after leaving the fence. Users can adjust the priority of fences in the fence settings column by dragging and dropping with the mouse. The higher the order, the higher the priority of the fence. When there is an overlap between the fences associated with the screen, the screen will play the program corresponding to the fence with higher priority. After modifying the screen or program of the fence, a publishing operation is required, otherwise it will still operate according to the previous settings. Alarm settings, which can set alarms for all screens within a certain electronic fence. The notification mode function supports notifying users of alarm information through service numbers or mobile SMS



Figure 5.10.1-2 Electronic Fence - Setting Table 5.10-1 Settings Page

button	functional annotation
6	Lock/unlock fence. After clicking, the current fence will be in a locked or unlocked
	state. The locked fence will not work, and the screen will not switch programs when
	entering the locked fence.
×	Delete, clicking on it will delete the fence
	Add a regular fence, click to draw the fence range on the map on the right side of the
	page, double-click to end the drawing
	Add administrative division fence, click on it and select the corresponding
	administrative division in the pop-up page. After confirmation, it will automatically
	draw [International Station does not currently support adding administrative division
	fence]
1	Send all fence programs, after clicking, all fence programs will be sent to the
	associated screen

After entering the log page, users can view the time and type of alarms triggered by various associated screens entering and exiting the fence, as well as the duration of notification mode stay, as shown in Figure 5.10.1-3.

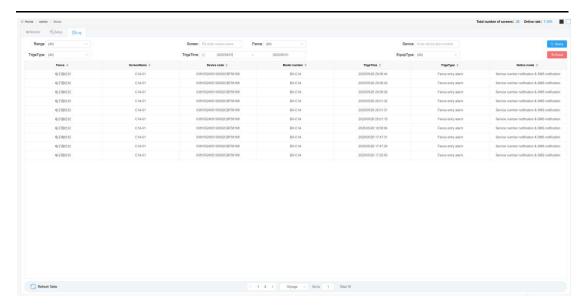


Figure 5.10.1-3 Electronic Fence - Log

5.10.2 Regional Release

The platform v1.5.0 version has added a regional publishing function, as shown in Figure 5.10.2-1. Users can click the "Add Area" button to draw the area range on the map, and double-click to end the drawing. After completing the drawing, click the publish button to specify the corresponding playlist for the area and complete the program publishing operation. Click the quick publish button next to it to publish the last playlist to the controllers in the area.

Compared to ordinary program publishing methods, regional publishing has a higher degree of visualization, making it easier for users to publish content in designated areas through maps.



Figure 5.10.2-1 Regional Release

Users can connect to the mobile screen of the GPS module on the screen tab to perform trajectory tracking operations, as shown in Figure 5.10.2-2. Click the tracking screen button behind the mobile screen record to enable trajectory tracking. The platform will send positioning instructions to the screen at regular intervals and display real-time location on the map based on the latitude and longitude information returned by the screen.

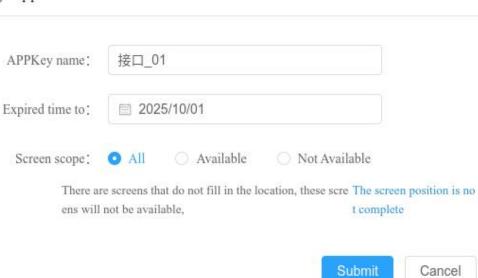


Figure 5.10.2-2 Regional Release Trajectory Tracking

5.10.3 Secondary development

The platform supports secondary development functionality from version 2.1.0. Users who have not applied for an APPKey will be prompted with an application page as shown in Figure 5.10.3-1 when accessing the "Secondary Development" page. After the application is completed, the page will display the information of the APPKey, as shown in Figure 5.10.3-2. Users can also set IP access restrictions for secondary development functions, and set an IP list to allow or restrict these IPs from using APPKey to call platform interfaces. Users can also modify the information data (congestion level and travel time) of the induction service through secondary development of example programs.

APPKey Application



X

Figure 5.10.3-1 Application for APPKey

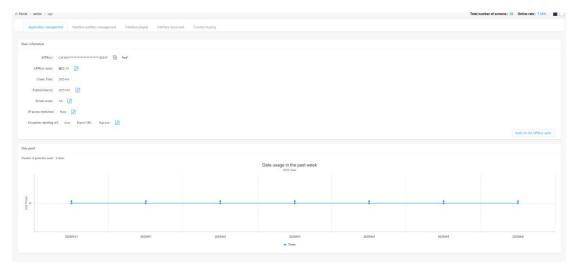


Figure 5.10.3-2 Application Management

On the interface grouping management page, users can view the relevant information of interface partitions in the program, as shown in Figure 5.10.3-3. You can operate on the switch status of API partitions. The platform supports publishing playlists through APIs, and users can view playlist numbers in Program Management=>Playlists=>Program List, as shown in Figure 5.10.3-4.

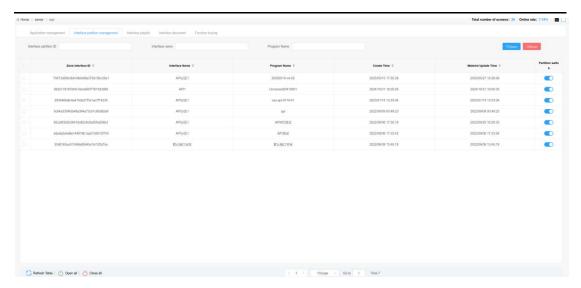


Figure 5.10.3-3 Interface Partition Management

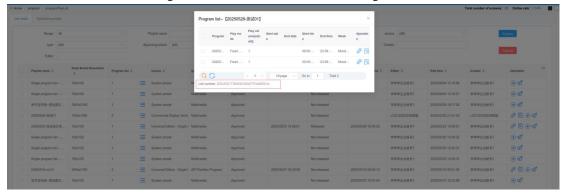


Figure 5.10.34 Playlist Number

The relevant content of secondary development can be viewed in the interface document tab, as shown in Figure 5.10.3-5.

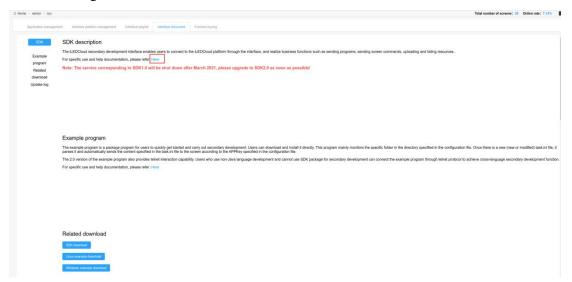


Figure 5.10.3-5 Interface Document

If it is found that the call to secondary development cannot be published and prompts with the words' the number of times has been exhausted', you can purchase the number of publishing times on the feature purchase page, as shown in Figures 5.10.3-6 and 5.10.3-7. In addition, new users can receive 15000 free usage and publishing times. If they do not use them all within two years from the start of the collection, they will automatically expire and be reset to zero.

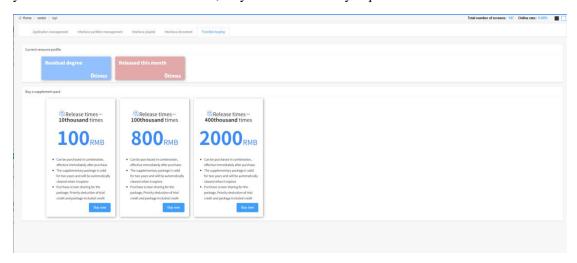


Figure 5.10.3-6 Function Purchase

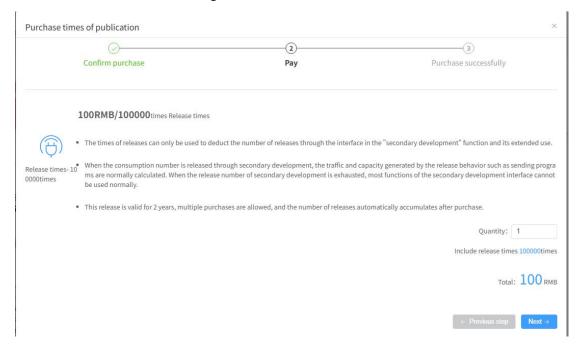


Figure 5.10.3-7 Confirm Purchase

5.10.4 Synchronous combination

The synchronous combination function is designed to meet the needs of users to play the same picture on different screens at the same time. It is divided into two combination playback modes: simultaneous playback and interval playback. Simultaneous playback refers to all screens

playing the same program at the same time; Interval playback is the sorting of multiple screens, with each screen starting to play X seconds slower than the previous one, allowing mobile viewers to seamlessly connect and watch the entire program.

Users can click the "+" button at the bottom left of the page to select the desired synchronization combination mode, as shown in Figure 5.10.4-1.

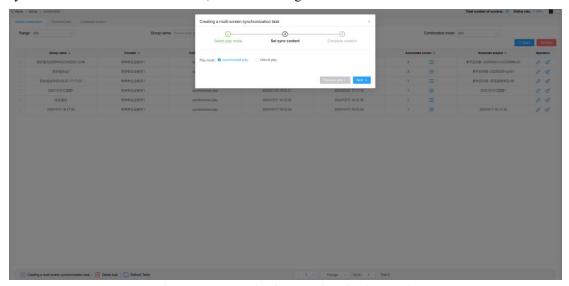


Figure 5.10.4-1 Selecting Synchronization Mode

Click "Next" to enter the synchronization content setting page, click the "+" in the bottom left corner to select the screen that needs to be synchronized. To ensure synchronization effect, it is recommended to choose the same model, firmware version, and series of controllers, and ensure that the screen parameter matching degree of each controller is greater than 60%. As shown in Figure 5.10.4-2.

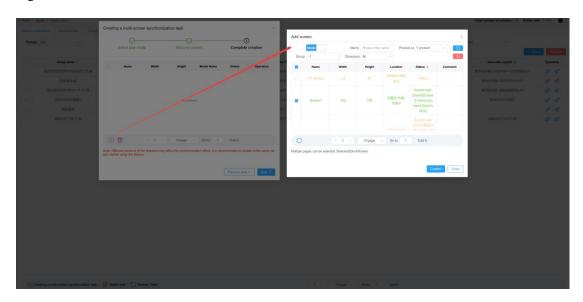


Figure 5.10.4-2 Setting synchronization content

If you choose interval playback, you need to set the interval duration on the synchronized content page. After setting, each screen starts playing X seconds slower than the previous one. Users can sort each screen in order in the operation column, as shown in Figure 5.10.4-3.

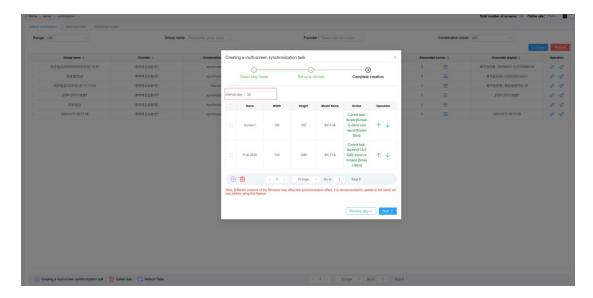


Figure 5.10.4-3 Interval playback setting

Click 'Next' to complete the creation of the synchronized combination. Users can also select a playlist here. If not selected, the combination can only be saved and cannot be published; If selected, it can be saved or published, as shown in Figure 5.10.4-4. The platform defaults to selecting "Automatically calibrate all screens when publishing tasks". After selecting this option, the platform will automatically send timing instructions to the selected screens when publishing tasks to ensure synchronization.

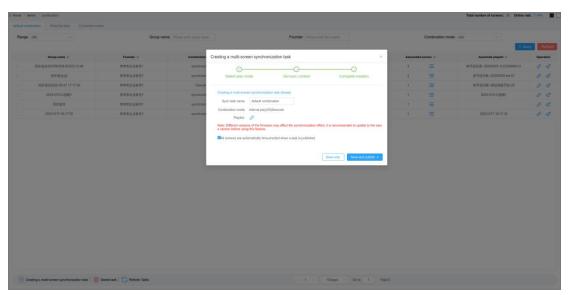


Figure 5.10.4-4 Completed synchronization task creation

Users can view the synchronized combination tasks that have been published on the historical task page, or they can republish the combination tasks, as shown in Figure 5.10.4-5.

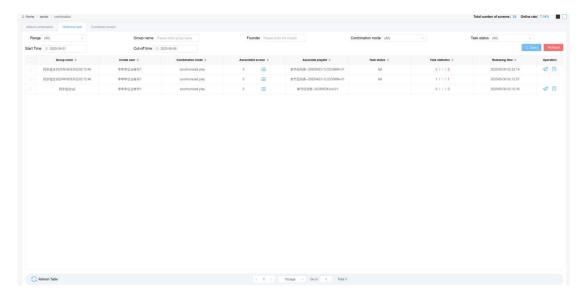


Figure 5.10.4-5 Historical Tasks

Combination screen is the process of dividing images or videos, publishing them onto multiple screens, and combining them into a complete image or video program for playback. Users can click the "+" button in the bottom left corner to create a new combination screen, as shown in Figure 5.10.4-6

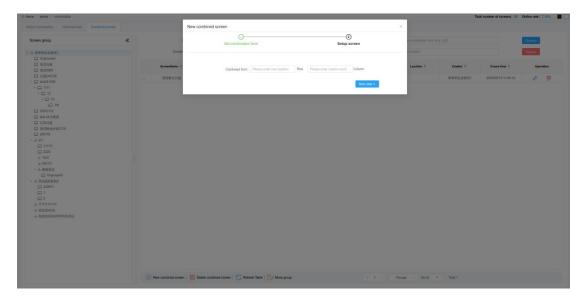


Figure 5.10.4-6 Setting Combination Form

Click "Next" to enter the settings screen page, click the "+" in the bottom left corner to select the screen that needs to be combined. To ensure synchronization effect, it is recommended to choose controllers of the same model, firmware version, and series, and ensure that the screen parameter matching degree of each controller is greater than 60%. As shown in Figure 5.10.4-7.

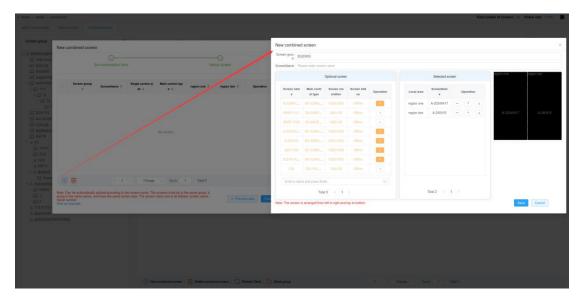


Figure 5.10.4-7 Set Combination Screen

Click the 'Finish' button to complete the creation of the combination screen, which can be automatically spliced according to the screen name. The screens must be in the same group, belong to the same series, and have the same screen size. The screen name rule is: screen name serial number, as shown in Figure 5.10.4-8.

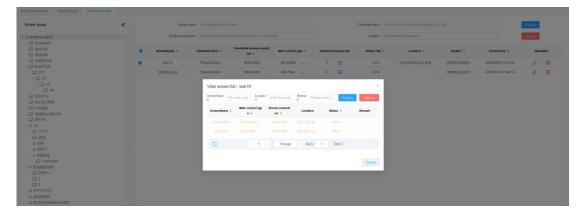


Figure 5.10.4-8 Completed synchronization task creation

5.10.5 Cloud monitoring screen

The cloud monitoring function is convenient for users to view the status information of all visible screens on the status monitoring page of cloud monitoring, as shown in Figure 5.10.5-1. If the screen is in a fault state, users can view the duration and reason for the status. Some operation

button annotations on the status monitoring page are shown in Table 5.10-2.

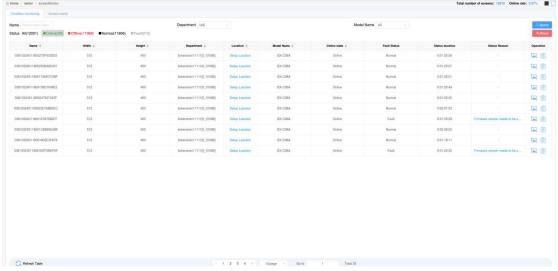


Figure 5.10.5-1 Cloud Monitoring Screen - Status Monitoring
Table 5.10-2 Status Monitoring Page

button	functional annotation
==	Screen capture button, click to jump to the screen matrix
	page, where you can view a screenshot of the current
	content being played on the screen
3	Status log button, click to view the status log of the
	screen for the past week

When users enter the screen matrix page, they can create a new multi-level matrix, open the last opened matrix, or open an existing matrix to monitor the current playback content on the screen, as shown in Figure 5.10.5-2. Users can create single, second-order, third-order, or fourth-order matrices, and adjust the refresh rate of the screen to refresh the screen content every 3, 5, 8, or 10 seconds. Annotations for some operation buttons on the screen matrix page are shown in Table 5.10-3.



Figure 5.10.5-2 Cloud Monitoring Screen Matrix Table 5.10-3 Screen Matrix Page

button	functional annotation
	Add Screen button, click to perform batch screen addition operation on the matrix,
	but it is not allowed to check the added screens repeatedly.
	Save button, click to modify the matrix.
	The "Change Name" button allows you to modify the name of a matrix when
	clicked, and duplicate names are not allowed between matrices.
(1)	The "Change Position" button can be clicked to adjust the order of screen positions
	in a multi-level matrix.
Û	Delete button, click to delete the current matrix
(Rotate button, click to rotate the screenshot content of the screen, click once to
	rotate 90 degrees clockwise.
©	The camera button, when clicked, will pop up a list of cameras bound to the current
	screen. After selecting one, a page for viewing live content will pop up.
\oplus	The zoom in button will enlarge the screenshot content of the current screen when
	clicked, and can only be enlarged twice.
Q	The shrink button will shrink the screenshot content of the current screen when
	clicked, and can only shrink twice.

⑩	Delete screen button, click to remove the current screen from the matrix.
K N	Full screen button, click to enter the full screen display mode of the current matrix.
0	Refresh button, click to obtain the latest screenshot of all screens in the current matrix. The frequency of clicking should not exceed half of the current refresh
	frequency time.

5.10.6 Early warning management

In order to facilitate users' understanding of the FLASH usage rate (%), memory usage rate (%), CPU usage rate (%), FLASH usage rate (%), and whether the network signal is too high or too low and affects the use of the control card, the platform has added a warning management function, as shown in Figure 5.10.6-1. Users can set thresholds for certain usage rates of the control card, and annotate some operation buttons on the warning management page, as shown in Table 5.10-4

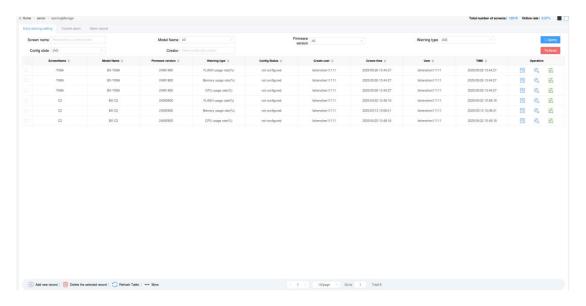


Figure 5.10.6-1 Warning Management

Table 5.10-4 Warning Management Page

button	functional annotation
	View button, when clicked, displays the set screen name, device model, firmware
	version, alert type, alert threshold, and alert trigger conditions.

2	Set button, click to set warning threshold and warning trigger conditions in the
	pop-up box.
000	Configure distribution, click and send the device's set warning information to the
	control card.
\$	Reset the alert and click to send the configured alert information to the selected
	screen.

After clicking the add button on the alert management page, the add alert page will pop up, as shown in Figure 5.10.6-2. On this page, users can select the currently online screen and click the "Alert Enumeration" button on the right side of the page to obtain the alert types currently supported by the selected screen. Users can set one or more warning types and triggering conditions on this page. After selecting the warning type, clicking the edit button will pop up the settings page, as shown in Figure 5.10.6-3. Up to three warning threshold rules can be added.

After the user clicks on the configuration issue on the warning management page, when the returned data value meets the conditions for triggering an alarm, a corresponding record will be generated on the alarm management page. If an emergency contact is set, the user will also be notified through SMS

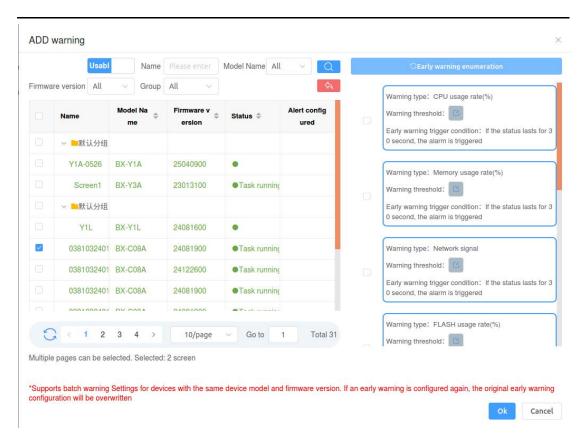


Figure 5.10.6-2 Add Alert

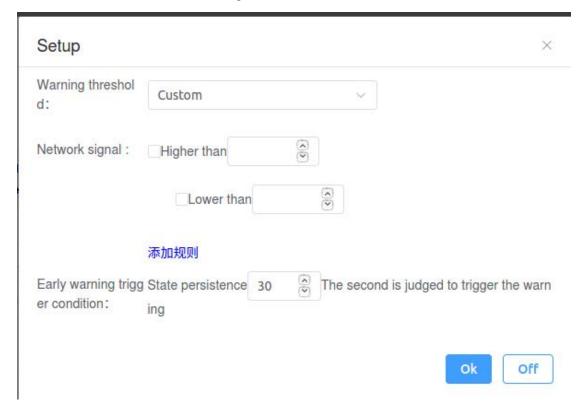


Figure 5.10.6-3 Setting Threshold

On the current alarm page, users can view the relevant alarm records after setting the threshold alarm, as shown in Figure 5.10.6-4. Users can confirm alarms and set emergency

contacts on this page. Some operation buttons on the alarm management page are annotated, as shown in Table 5.10-5

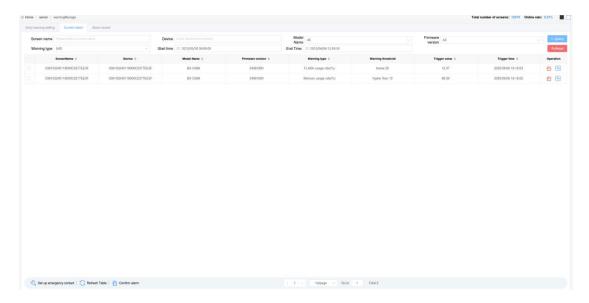


Figure 5.10.6-4 Current Alarm

Table 5.10-5 Current Alarm Page

After the user clicks the "Set Emergency Contact" button, they can perform the addition operation on the pop-up page, as shown in Figure 5.10.6-5. After clicking "Add Emergency Contact", a settings page will pop up, as shown in Figure 5.10.6-6. Users can select relevant screens on the left side of the page and add up to 3 emergency contacts on the right side of the page. Notify via SMS based on the binding status of the selected user account. Save the relevant configurations, and when the configured warning information meets the triggering alarm conditions, emergency contacts will be notified via SMS according to the set situation.



Figure 5.10.6-5 Alarm Management - Setting Emergency Contacts

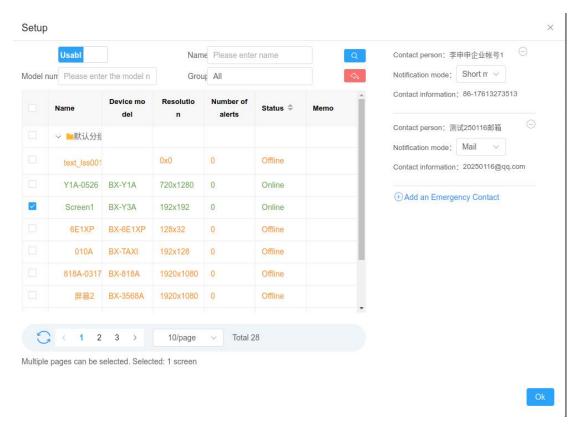


Figure 5.10.6-6 Alarm Management - Settings

Users can enter the alarm record page to view the alarm release records of the set alarm, as shown in Figure 5.10.6-7. Users can view or export and download each record. Some operation buttons on the alarm record page are annotated, as shown in Table 5.10-6.



Figure 5.10.6-7 Alarm Record

On the alarm record page, users can click the view button for any alarm record to enter and view the historical alarm data (in the form of a data list) for that alert, as shown in Figure 5.10.6-8.



Figure 5.10.6-8 Alarm Record - View

5.10.7 sensor management

Sensor management can meet users' requirements for sensor device management, as well as data collection, monitoring, and sharing. Users can enter the sensor management page to view the relevant information of the current sensor device, as shown in Figure 5.10.7-1. Users can add, delete, modify, and set sensor devices on the device management page. Some operation buttons on the device management page are annotated, as shown in Table 5.10-5.

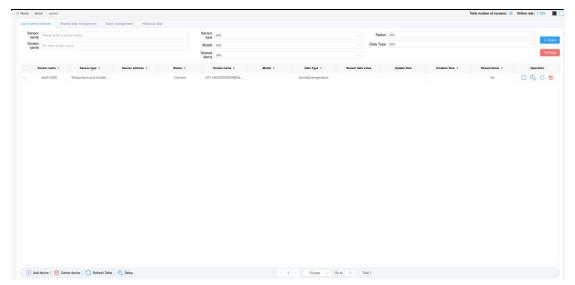


Figure 5.10.7-1 Sensor Management - Device Management Table 5.10-5 Equipment Management Page

button	functional annotation
	Change the name to modify the name of the sensor device.
3	Settings can be made for timed sensor data feedback and threshold alarm settings.
C	Refresh status, click to obtain the current connection status of the sensor device.

After clicking the add button on the device management page, the add device page will pop up, as shown in Figure 5.10.7-2. On this page, users can select the currently online screen and click the "Get and Refresh Device Information" button on the right side of the page to obtain the sensor device currently connected to the selected screen. Users can set the device name on this page. If not filled in, after selecting the device and clicking save, the sensor type will be used as the default name.

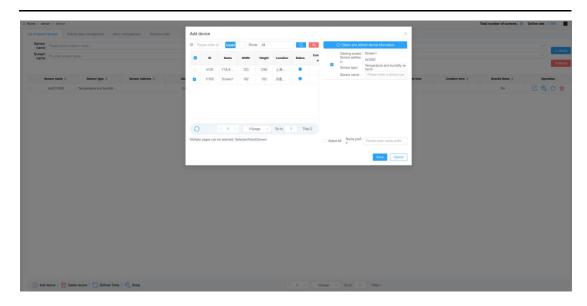


Figure 5.10.7-2 Device Management - Add Device

After adding the device, each sensor device user can set regular feedback and threshold alarms. Just click the settings button behind the record to pop up the settings page, as shown in Figure 5.10.7-3. When setting up regular feedback, users can manually select the date, and the feedback frequency can be set at fixed minute intervals, such as every 60, 30, or 20 minutes. They can also set timed feedback or choose not to store feedback data.

Users can choose different types of data returned by sensors to set threshold alarms. After clicking save, when the returned data value meets the conditions for triggering an alarm, a corresponding record will be generated on the alarm management page. If an emergency contact is set, the user will also be notified through SMS or email.

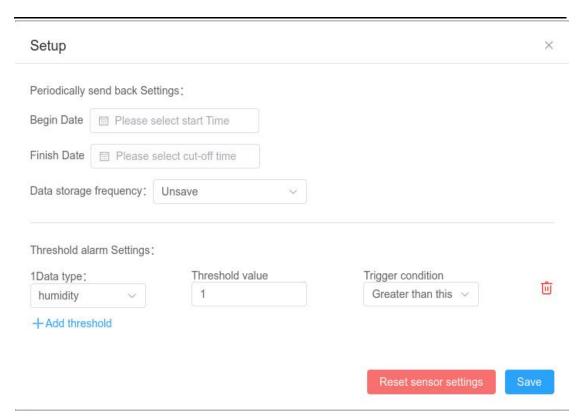


Figure 5.10.7-3 Device Management - Settings

On the alarm management page, users can view the relevant alarm records after setting threshold alarms, as shown in Figure 5.10.7-4. Users can confirm alarms and set emergency contacts on this page. Some operation buttons on the alarm management page are annotated, as shown in Table 5.10-6.

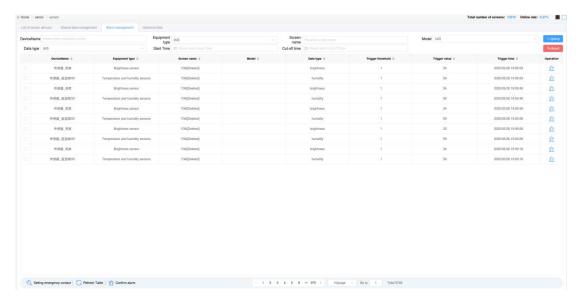
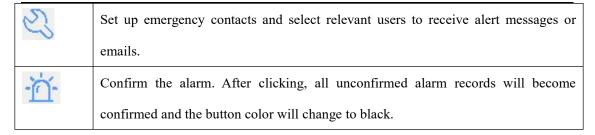


Figure 5.10.7-4 Sensor Management - Alarm Management Table 5.10-6 Alarm Management Page

button



After the user clicks the "Set Emergency Contact" button, they can perform the addition operation on the pop-up page, as shown in Figure 5.10.7-5. After clicking "Add Emergency Contact", a settings page will pop up, as shown in Figure 5.10.7-6. Users can select relevant screens on the left side of the page and add up to 3 emergency contacts on the right side of the page. According to the binding status of the selected user account, SMS or email notifications can be selected. Save the relevant configurations, and when the external sensor device of the selected screen meets the triggering alarm conditions, emergency contacts will be notified through SMS or email according to the set situation. If the relevant user fails to confirm the alarm on the alarm management page after triggering the alarm, and the subsequent sensor feedback values still meet the triggering alarm conditions, no further SMS or email notifications will be sent to the emergency contact.



Figure 5.10.7-5 Alarm Management - Set Emergency Contact

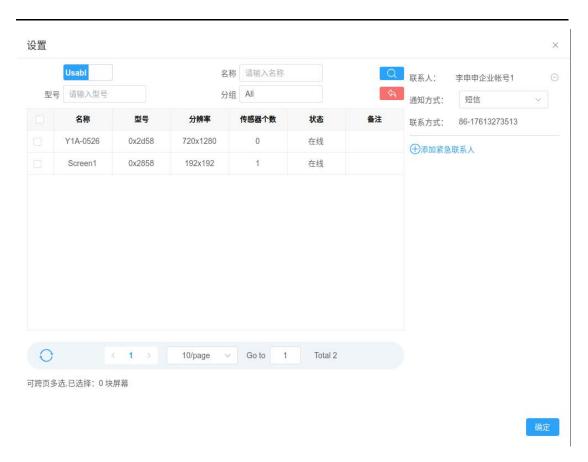


Figure 5.10.7-6 Alarm Management - Settings

Users can enter the historical data page to view the feedback history data of various sensor devices, as - shown in Figure 5.10.7-7. Users can export or switch to chart mode to save historical data as image materials and upload them to the platform. Some operation buttons on the historical data page are annotated, as shown in Table 5.10-7.

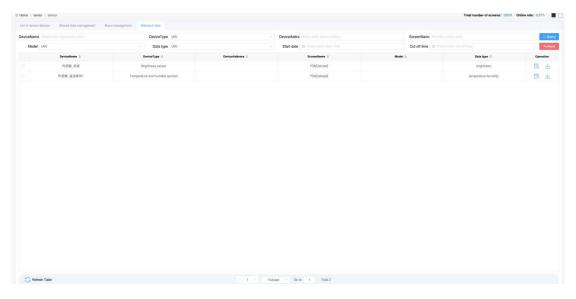


Figure 5.10.7-7 Sensor Management - Historical Data Table 5.10-7 Historical Data Page

button	functional annotation
	View, click to view the historical feedback data of the sensor device
$\underline{\bot}$	Download and click to store historical data in Excel document format

On the historical data page, users can click the view button for any device record to enter the view of the device's historical data (in the form of a data list), as shown in Figure 5.10.7-8. On this page, you can view the average daily data and also modify the displayed data. Clicking the export Excel button on this page will export some data based on the user's modifications.-

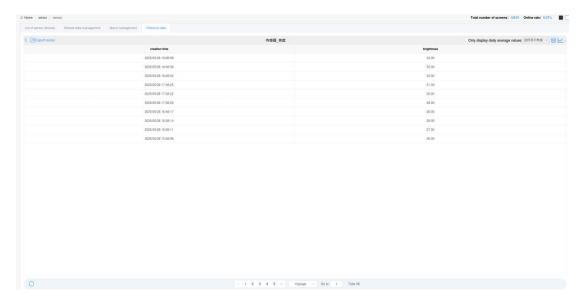


Figure 5.10.7-8 Historical Data - View

Users can view the historical feedback data of sensors not only in the form of a data list, but also in the form of charts. After clicking the chart analysis button, as shown in Figure 5.10.7-9. Users can also switch between different types of charts and modify their related properties. Click the "Generate Material" button, and a page as shown in Figure 5.10.7-10 will pop up. Users can directly generate images adapted to the screen from the modified chart and save them in the material management. The images can be sent to the screen for direct display.

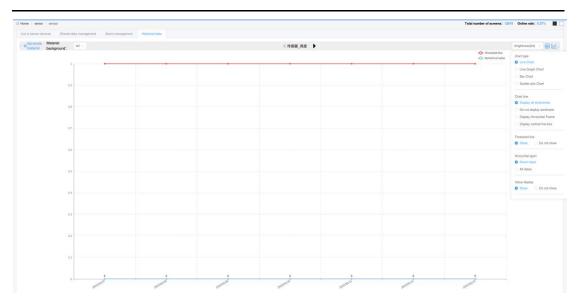


Figure 5.10.7-9 Historical Data - View - Chart Form



Figure 5.10.7-10 Historical Data - Generated Materials

Users can also share data from sensors on a control card with other control cards that do not have sensor devices connected. After adding data on the shared data management page, the sensor values in the network data partition of the program production page can achieve the sharing effect.

View the added shared data on the shared data management page, as shown in Figure 5.10.7-11.

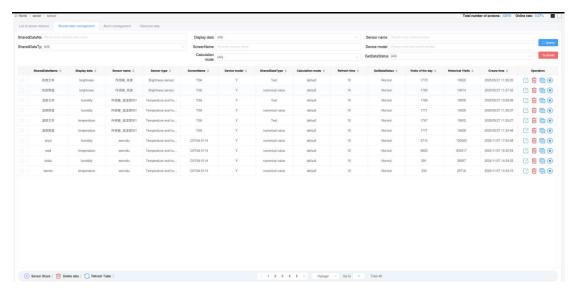
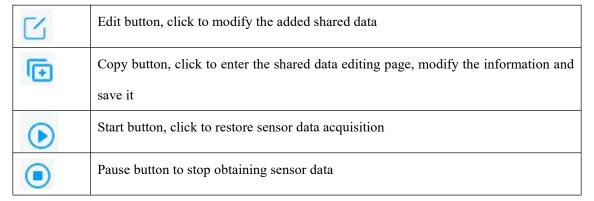


Figure 5.10.7-11 Shared Data Management

Users can add data in the shared data management, as shown in Figure 5.10.7-12. Annotations for some operation buttons on the shared data management page, as shown in Table 5.10-8

Table 5.10-8 Shared Data Management Page



After clicking the add button on the shared data management page, the add shared data page will pop up, as shown in Figure 5.10.7-12. On this page, users can set the name of shared data, display data, unit, shared data type, calculation mode, significant digit retention bit, data

acquisition frequency, and other information. Clicking the button after selecting the sensor will pop up the sensor data added to the sensor device list, and users can also set sensor correction values. Note: Before using this feature, you need to add a sensor to the sensor device list, otherwise it cannot be used.

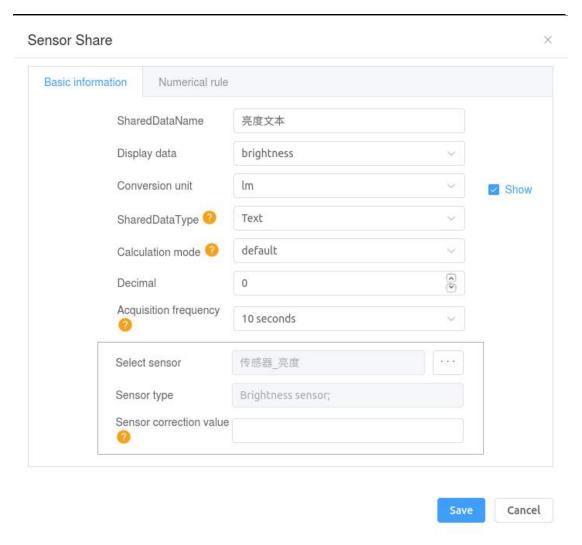


Figure 5.10.7-12 Adding Shared Sensor Data

After adding the data popup input and selecting the completed data, users can also set the display rules for numerical values on the numerical rules page, as shown in Figure 5.10.7-13. In addition to numerical values, display rules for text types can also be set, as shown in Figure 5.10.7-14.

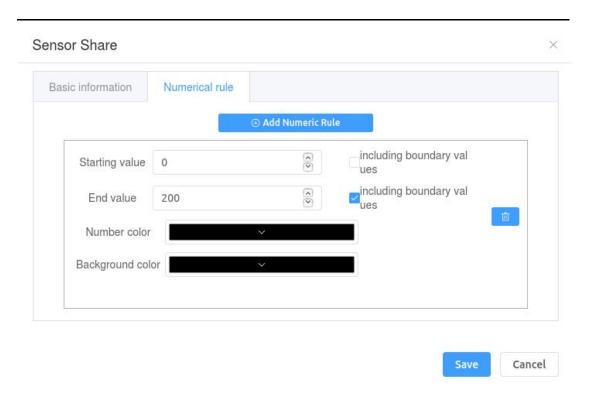


Figure 5.10.7-13 Shared Sensor - Numerical Types

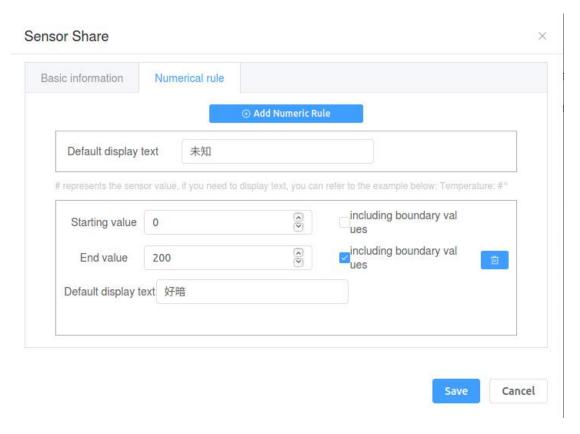


Figure 5.10.7-14 Shared Sensor - Text Type

After adding shared data on the shared data management page, users need to add network data partitions on the program production page and modify the data type to sensor values, as

shown in Figure 5.10.7-15. Click the button behind the shared data to select the shared data to be added on the shared data management page. The added sensor data will be displayed in the partition, and the update frequency of the partition can be set.

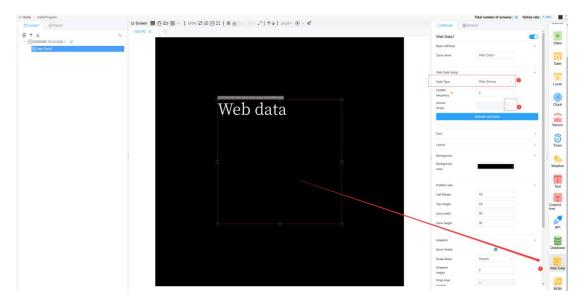


Figure 5.10.7-15 Sensor Values

5.10.8 Digital monitoring broadcast

Digital monitoring is a convenient way for users to monitor a single program after it is displayed on the screen. It records the playback of the program on all screens during a set date and time period, and provides feedback on the program's playback compliance. If the program meets the standard, it will be displayed in blue, and if it does not meet the standard, it will be displayed in red. Each program can only have one monitoring contract, and currently only Z-series control cards and S6 players support digital monitoring functions. When selecting programs, only programs that support Z-series control cards or S6 players can be selected, and the program creation date must not exceed 30 days from the day of adding monitoring

The user clicks on digital monitoring to enter the program monitoring page, selects the program that has ended monitoring from the drop-down menu, and can view the specific playback status of the program, as shown in Figure 5.10.8-1.

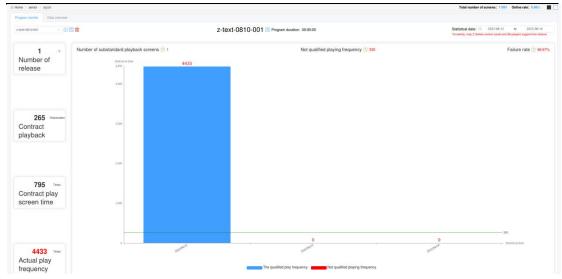


Figure 5.10.8-1 End Program Monitoring Page

When the user selects to view program monitoring that has not started or has started but has not ended, the monitoring page only displays the contracted playback quantity, as shown in Figure 5.10.8-2. There is an edit button on the right side of the drop-down box to edit the monitoring contract, as shown in Figure 5.10.8-3.



Figure 5.10.8-2 Unstarted Monitoring Page

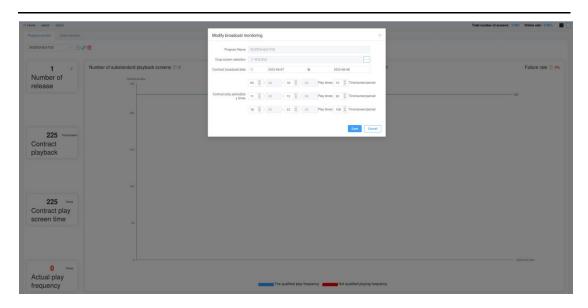


Figure 5.10.8-3 Page for clicking the edit button before starting monitoring

When viewing the program monitoring that has started but not ended, the page counts all data from the start date to the previous day. The edit button changes to the view contract button, as shown in Figure 5.10.8-4. After clicking, only the monitoring contract can be viewed, and the contract content cannot be changed, as shown in Figure 5.10.8-5.

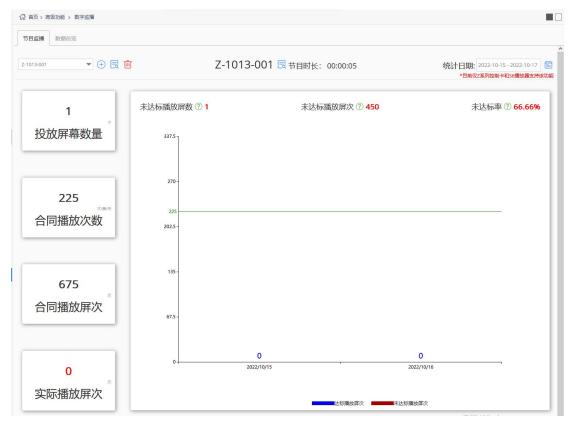


Figure 5.10.8-4 Monitoring page that has started but not ended

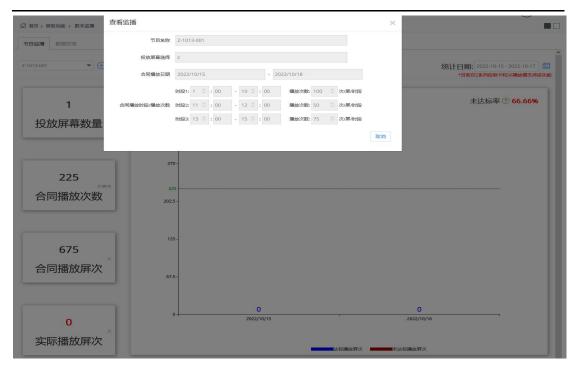


Figure 5.10.8-5: Monitoring has started but not ended. Click on the "View Contract" button page Annotations for some operation buttons on the monitoring page are shown in Table 5.10-9.

Table 5.10-9 Annotations on the Button Functions of the Program Monitoring Page

_					
button	Function Introduction				
	Edit button, click to enter the monitoring contract editing page, where you can				
	modify contract information. (This button only appears when the contract has been				
	created but has not yet started)				
①	Add button, click to add monitoring contract, and contract settings will pop up.				
⑩	Delete button, used to delete the selected monitoring contract.				
₽	The screen playback details button allows you to view the playback status of each				
	playback period in the monitoring contract.				
#	After clicking, a calendar will pop up for selection. You can choose a time within the				
	contract date to check the playback status.				

Click the add button to bring up the add monitoring contract page as shown in Figure 5.10.8-6. You can enter contract information on this page, click save, and the page will return to the program monitoring page. Click the drop-down box to view the newly created program monitoring.

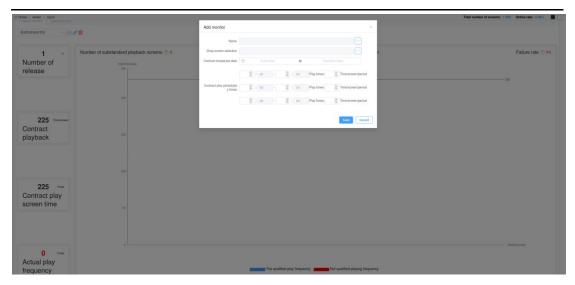


Figure 5.10.8-6 New Contract Monitoring Page

Click the screen details button to pop up a screen playback details pop-up window. On this page, you can view the playback status of each playback period in the monitoring contract. By default, only the non compliant screens are counted, as shown in Figure 5.10.8-7. After unchecking, the page will display the playback status of all playback time periods, as shown in Figure 5.10.8-8.

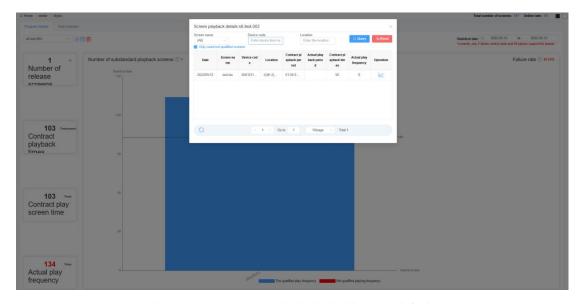


Figure 5.10.8-7 Screen playback details page (default)



Figure 5.10.8-8 Screen playback details page (uncheck - all)

On the "Screen Playback Details" page, users can click the "Screen Playback Details" button behind any screen time period to view a bar chart of the playback volume of a single screen during the contract period, as shown in Figure 5.10.8-9.

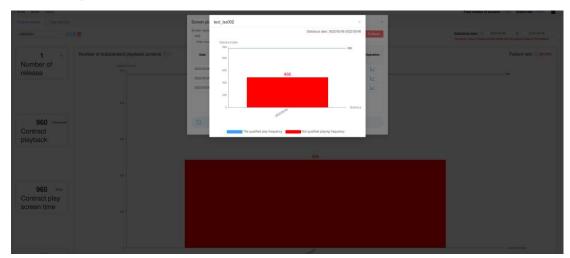


Figure 5.10.8-9 Screen playback details page (single screen)

Users can view all program monitoring data on the data overview page, arranged by list, and directly view various data, as shown in Figure 5.10.8-10. Click the export button below to export all monitoring data locally.



Figure 5.10.8-10 Data Overview Page

On the data overview page, select any monitoring data, click the program task button at the back, and select any day by date to view the playback data for each hour, as shown in Figure 5.10.8-11.



Figure 5.10.8-11 Data Overview - Program Monitoring Details Page

On the Data Overview - Program Monitoring Details page, when the user hovers over a certain column, the corresponding time slot and the set time slot playback volume are displayed, as shown in Figure 5.10.8-12.



Figure 5.10.8-12 Program Monitoring Details Page

5.10.9 Play statistics

The playback statistics can be divided into two pages: 1. Program playback statistics, which refers to querying the number of screen views and total playback times of programs on the control card within a specified date, as shown in Figure 5.10.9-1. 2. Screen playback statistics refer to the number, duration, and total number of programs played on the screen, as shown in Figure 5.10.9-2.

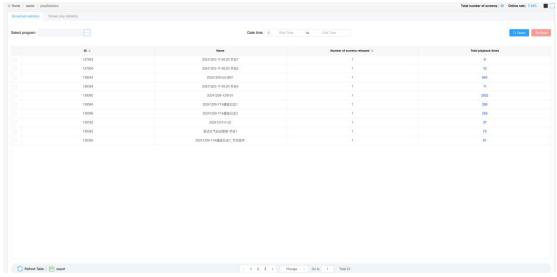


Figure 5.10.9-1 Program playback statistics

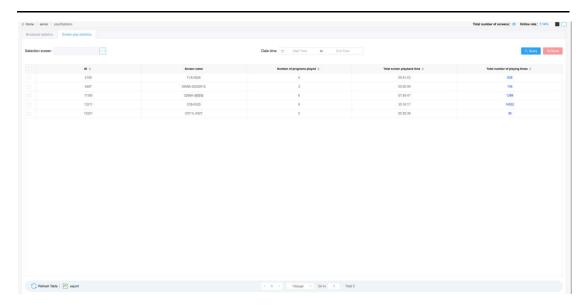


Figure 5.10.9-2 Screen playback statistics

5.10.9.1 Program playback statistics

Users can check the playback status of a program based on its data range, program name, creator, model name, and publishing status by clicking on the program selection box shown in Figure 5.10.9.1-1. After selecting the program, click the OK button to display its playback status. Click the blue number button under the Total Playback tab to pop up a program playback

details pop-up box as shown in Figure 5.10.9.1-2. Click

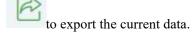


Table 5.10-10 Program playback statistics page

button	functional annotation			
***	In program playback statistics, select the program button, and in screen playback			
	statistics, select the screen button. Click to enter the screen/program selection dialog			
	box.			
	Export, clicking on it will export the data and download it locally			

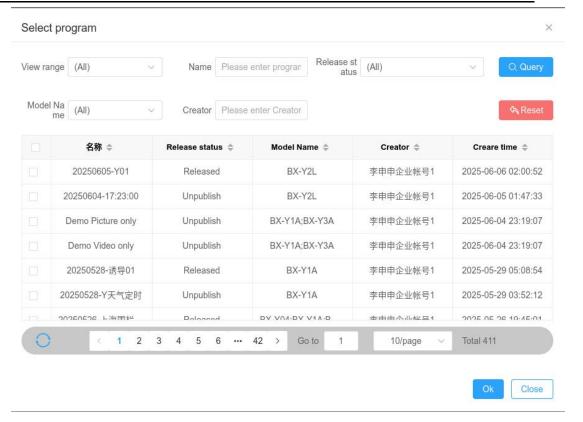


Figure 5.10.9.1-1 Program Selection

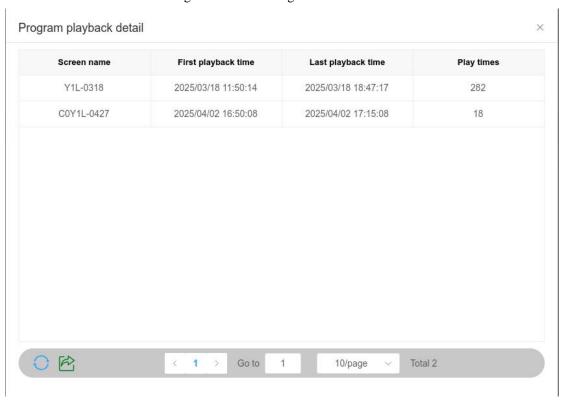


Figure 5.10.9.1-2 Program playback details

5.10.9.2 Screen playback statistics

Users can check the playback status of programs on the screen. Clicking on the program selection box will pop up, as shown in Figure 5.10.9.2-1. Users can search the screen based on data range, name, device number, location, model name, and grouping. After selecting the screen, click the OK button to display the program playback status on this screen. Click the blue number button under the Total Playback tab to pop up a screen playback details pop-up box

as shown in Figure 5.10.9.2-2. Click

to export the current data

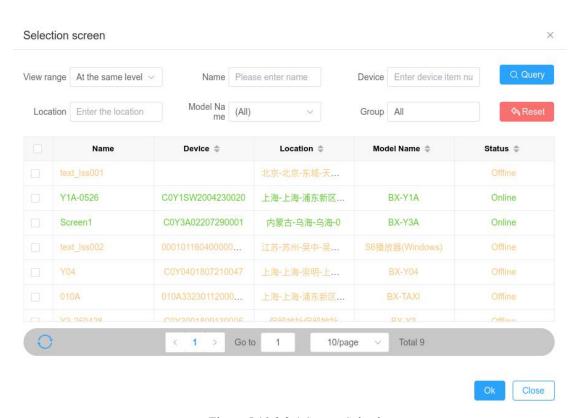


Figure 5.10.9.2-1 Screen Selection

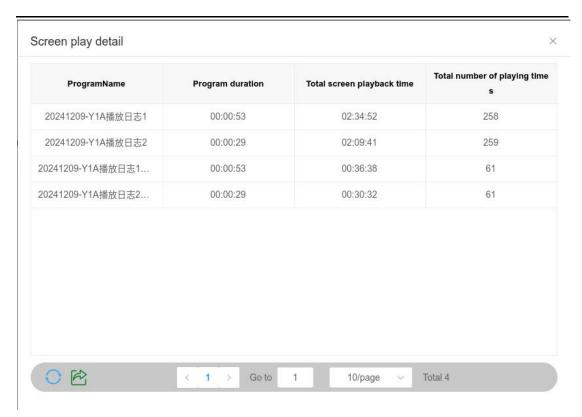
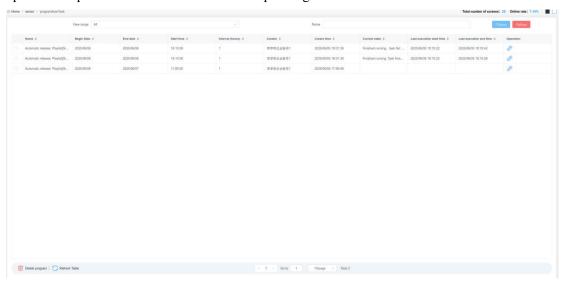


Figure 5.10.9.2-2 Screen Playback Details

5.10.10 Automatically publish tasks

On the advanced automatic publishing task page, the task selected for scheduled automatic publishing at the last stage of program publishing will be displayed, as shown in Figure 5.10.10-1. Users can modify and delete automatically published tasks. The modification operation can modify the start date, end date, start time, and interval time of the task, while the deletion operation requires the user to check the corresponding task and click the delete button.



5.11 Personal Center

After logging in, the user can move the mouse to expand the personal center menu in the upper right corner of the page, as shown in Figure 5.11-1. There are 5 options in the personal center, including account settings, switching to English/Chinese, platform resume updates, help center, and logout. Users clicking on "Switch to English" or "Switch to Chinese" will switch the language display on the platform. When the user clicks "Exit", they will log out of this platform.



Figure 5.11-1 Personal Center

5.11.1 Account Settings

Users can view their relevant information on the account settings page, as shown in Figure 5.11.1-1. They can also modify their profile picture, name, gender, phone number, email, birthday, and password on the page. Newly registered users need to submit real name authentication here, otherwise they will not be able to publish programs normally.

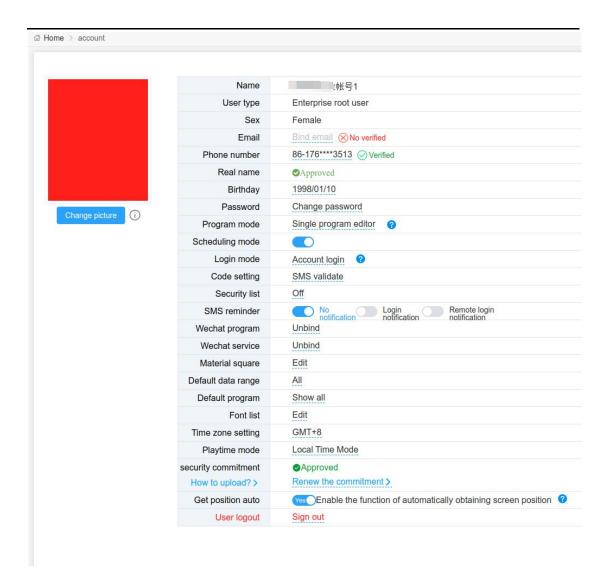


Figure 5.11.1-1 Personal Profile Page

Users can set their preferences for login methods in the account settings page: account login/quick login/security verification login. If security verification login is enabled, dual verification login with password and SMS verification code is required during login. Users can also set reminders after logging in, with the default setting being 'no notification'. If "Notify after login/Remote login notification" is enabled, every time the account logs into the platform, the user will receive a corresponding prompt message on their mobile phone.

The personal profile page of individual users has an option for "program publishing verification". After enabling it, every time a program is published, a SMS verification code needs to be filled in to complete the verification. To enable this function, a phone number must be bound and verified.

After clicking on 'bind phone number' or 'bind email' on the personal profile page, a 'bind

phone number' or 'bind email' page will pop up, as shown in Figure 5.11.1-2 and Figure 5.11.1-3. Users can change or bind their phone number or email on the pop-up page.

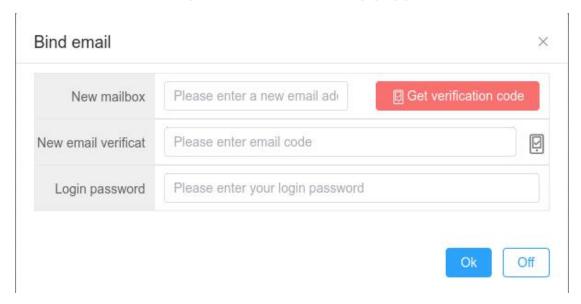


Figure 5.11.1-2 Personal Information - Bind Email Page

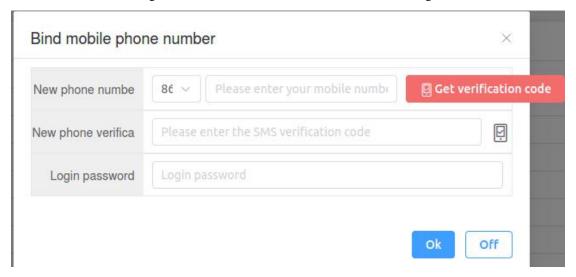


Figure 5.11.1-3 Personal Information - Binding Phone Number Page

After clicking on real name authentication on the account settings page, a real name authentication page will pop up. Both enterprise and individual users need to undergo real name authentication, as shown in Figure 5.11.1-4 and Figure 5.11.1-5. Individual users need to fill in their names, ID number, and upload the front and back of their ID cards and photos of their handheld ID cards; Enterprise users can choose to submit real name authentication information based on their actual situation (legal person, legal representative, government department representative). After real name authentication, the submitted information needs to be reviewed by the platform administrator. After the review is approved, the user can publish the program

normally (users cannot modify the verified real name authentication information by themselves, and if they want to modify it, they need to contact the platform administrator).--

In addition, to ensure the authenticity and uniqueness of real name authentication information, the same organizational code/unified social credit code can only be authenticated and approved by a unique enterprise user. After approval, other enterprises that fill in the same organizational code/unified social credit code will not be able to pass the real name authentication review and cannot log in normally.

Real name authentication						
Company Information:						
Company Name :	Ĵ					
Uniform Social Credit Code :						
business license expire:		works forever				
Uploading Photos for Certific	ates:	Select				
	+ upload Businer Organization Co					
Legal Person Information:	Example:					
Please select user type:	Legal person himself Legal	al agent O Government agent				
Legal Person Name :	Please type in artificial person name					
Legal Person ID Number :	Please type in artificial person ID Card N					
Uploading Photos for Certificates :	Select	Select	Select			
	+ The front side of ID card	+ The back side of ID card	+ Handheld ID card			
	Example:	Example:	Example:			
	to er than 5M, the support format are JPG,JPEG,PNG effer to 《Handheld ID card shooting lutorial》					

Figure 5.11.1-4 Personal Information - Enterprise User Real Name Authentication Page

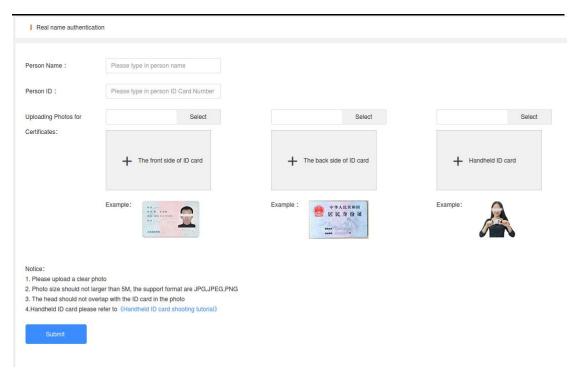


Figure 5.11.1-5 Personal Information - Personal User Real Name Authentication Page

When the business license or power of attorney submitted by enterprise users for real name authentication expires, corresponding prompt messages will be displayed in the "Real Name Authentication" and "Network Security Commitment Letter" fields on the account settings page, as shown in Figure 5.11.1-6. Users can enter the real name authentication page by clicking 'update' and re upload relevant documents. Due to the expiration of some information in real name authentication, users also need to sign a new commitment letter.

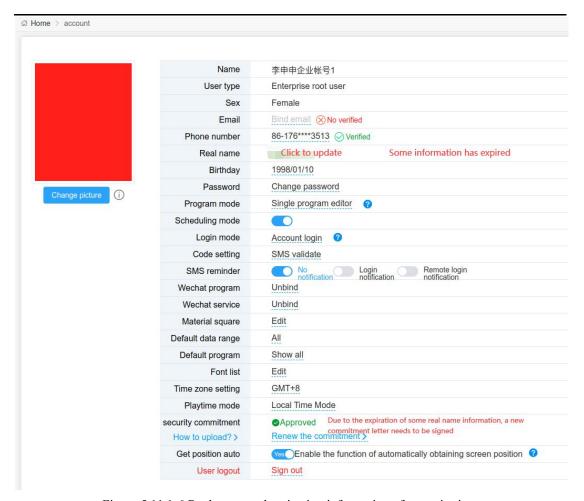


Figure 5.11.1-6 Real name authentication information after expiration-

Users can modify their font list on the account settings page by clicking the "Edit" button next to the "Font List" on the page. The newly added font can be added to the "Current Font List" on the pop-up page, as shown in Figure 5.11.1-7. Then, users can use the font they uploaded on the program production page. (Fonts can be uploaded on the material management page)

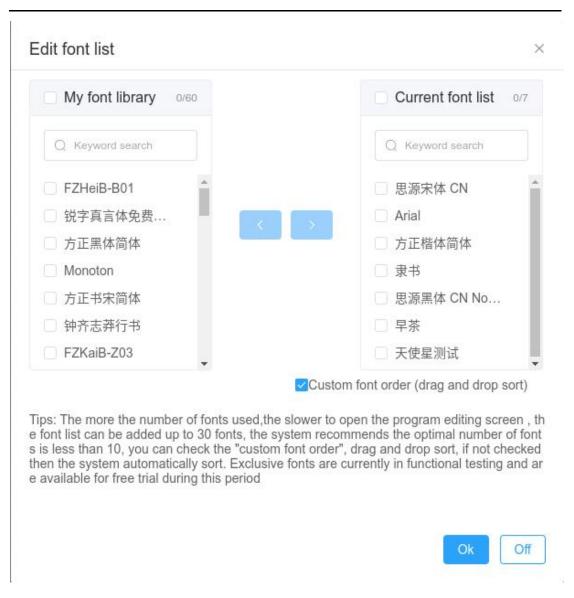


Figure 5.11.1-7 Edit Font List

The cloud platform uses UTC time to address program playback issues caused by users being in the same or different time zones as the screen. Users can set the "playback time mode" in their account settings, as shown in Figure 5.11.1-8.-

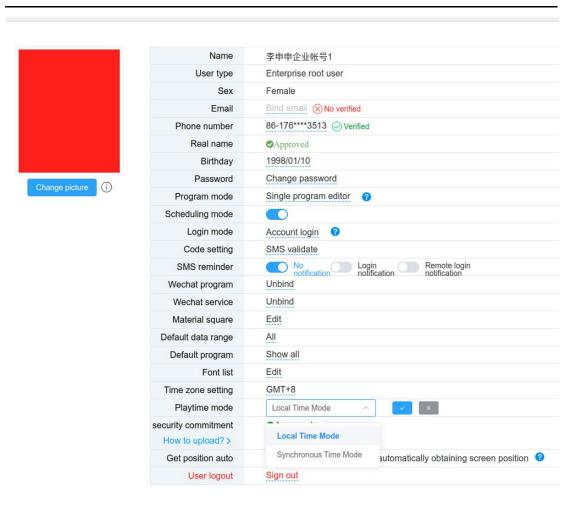


Figure 5.11.1-8 Personal Profile - Play Time Mode

When the user is set to local time mode, the time zone in which the user is located is the main one, that is, the time when the controller plays the program is consistent with the time zone in which the user is located (regardless of the time zone set by the controller); When the user is set to synchronous time mode, the time zone where the controller is located is the main one, that is, the time when the controller plays the program is consistent with the time zone set by the controller (regardless of the time zone where the user is located).

In response to the provisions of the National Cybersecurity Regulations, the platform has launched an audit mechanism, where users can improve their security scores and speed up the audit process by uploading a cybersecurity commitment letter. Click on the "How to Upload" link to view the detailed rules of the security composition and download the template of the network security commitment letter. As shown in Figure 5.11.1-9.

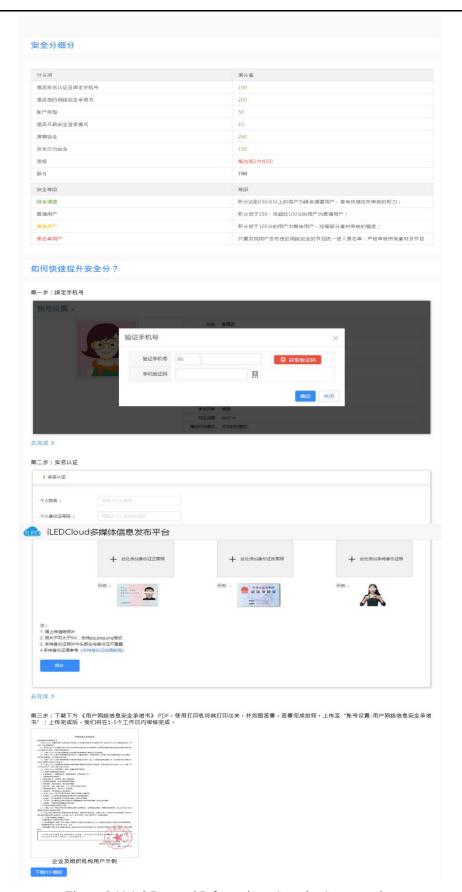


Figure 5.11.1-9 Personal Information - Security Segmentation

In addition to setting login methods and SMS reminders, users can also enhance account

security by setting a login security list, as shown in Figure 5.11.1-10. After selecting to enable, users can enter their IP address or select a region on the allowed access list page. Once confirmed and submitted, all accounts under the current organization can only access the platform through the set IP address. If the IP address used to access the platform is not on the whitelist, the user will not be able to log in to the platform normally, and can also enter the IP address or select a region on the Do not allow access list page. Some IP addresses or regions can be restricted from using this account to access the platform.

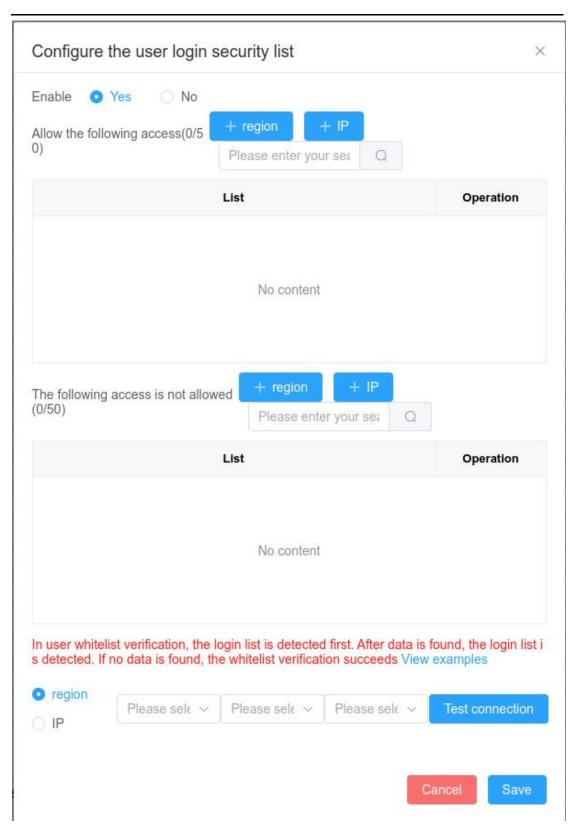


Figure 5.11.1-10 Login Security List

Every time a user adds a screen, the platform automatically generates their preset program, which can be configured in the account settings to display in the program list, as shown in 5.11.1-11. The platform defaults to displaying all programs. After modification, go to the program

ଣ Home > account Name 李申申企业帐号1 User type Enterprise root user Sex Female Email Bind email No verified Phone number 86-176****3513 Verified Approved Real name Birthday 1998/01/10 Password Change password Program mode Multiprogram editor Single program editor Scheduling mode Login mode Account login Code setting SMS validate SMS reminder No No Wechat program Unbind Wechat service Unbind Edit Material square Default data range All Default program At the same level Font list Sublevel Time zone setting All Playtime mode security commitment Approved Renew the commitment > How to upload?>

list to check if the preset programs exist.

Figure 5.11.1-11 Preset Program Settings

Get position auto
User logout

Yes Enable the function of automatically obtaining screen position ?

There are too many materials in the material square. Users can set the materials they need to display and use themselves. They can set them in the material square settings on the account management page, as shown in Figure 5.11.1-12. After clicking OK to modify, refresh the page and enter the program production page - where you can view the material square displayed according to user settings.

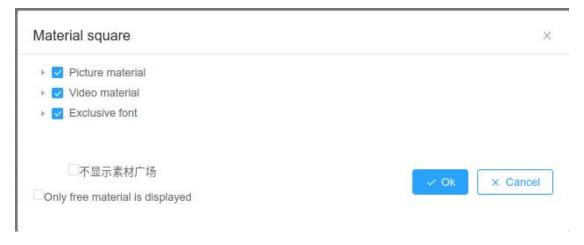


Figure 5.11.1-12 Material Square Setting

In addition, users can change the program editing mode according to their personal habits, as shown in Figure 5.11.1-13. The multi program editing mode is the original simplified version program production mode, and the single program editing mode is the original professional version program production mode. To learn more about the multi program editing mode, please refer to section 5.12.

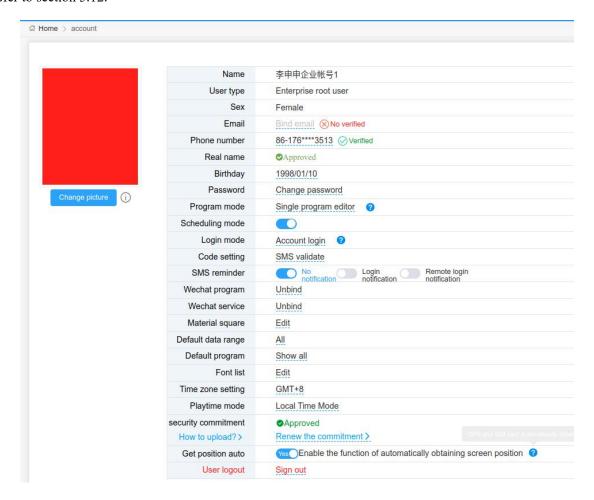


Figure 5.11.1-13 Program Editing Mode

When the user chooses to cancel the account, it means that the account is no longer in use. After canceling the account, all data of the account will be cleared and cannot be restored, including the content of the 51toubo account. Please use this function with caution. After clicking to log out, you will enter a reminder page, as shown in Figure 5.11.1-14. All content must be checked before logging out. After logging out, this account cannot log in to the platform. (You can register a new account, but the account content is empty and it is a brand new account)

HP 設广告 更方便	账户注销	中文 English
27 12 2.412		
	重要提醒	
	注意! 您正在进行账户注销操作! 请仔细阅读以下提示! 如因操作不当引起其他问题,本平台概不负责1.您将无法继续使用账号登陆平台。 2.您账号中所有资产和虚拟权益将被清除,历史订单可能存在的退款将被视为自动放弃。 3.将移除您账号下所有实名认证信息。 4.您账号所有相关平台下个人资料和历史信息都将无法找回(即使您使用相同的手机号码再次注册并使用)。 5.因注销账号所带来的不便或不利后果,由您自行承担,与ILEDCloud云平台无关。	
	该帐号涉及相关平台如下,须勾选后才能完成注销 iLEDCloud 51toubo	
	我已阅读并接受 用户协议	
	THE RESIDENCE CONTROL OF STATE OF THE STATE	

Figure 5.11.1-14 Account Cancellation Reminder Page

5.11.2 Platform update history

After clicking on the platform update history in the personal center, as shown in Figure 5.11.2-1, the system platform update history page will pop up, displaying the content updated by each version of the platform.

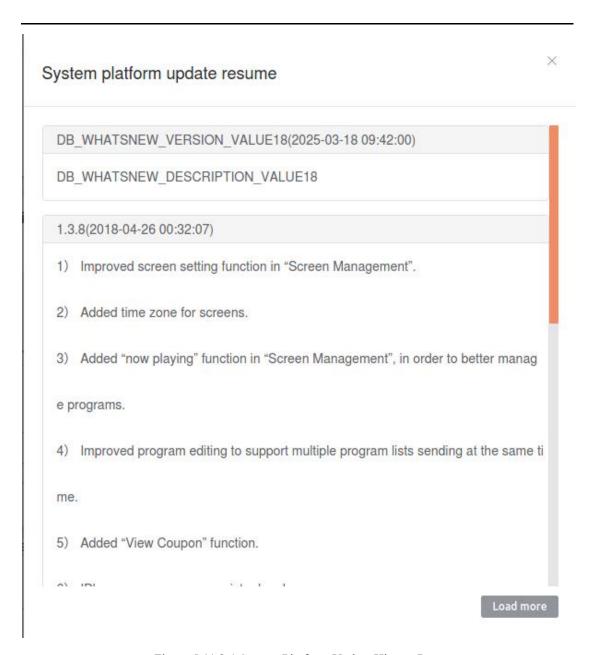


Figure 5.11.2-1 System Platform Update History Page

5.11.3 User Manual

Clicking on the user manual in the personal center menu will display the platform's quick guide and detailed manual online, making it convenient for users to view, as shown in Figure 5.11.3-1.

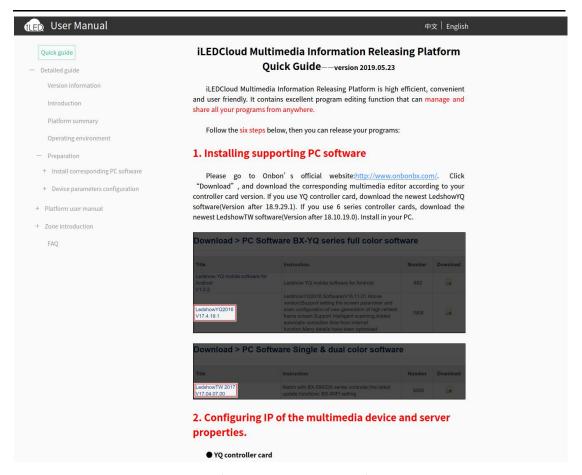


Figure 5.11.3-1 User Manual

5.11.4 Customer problem guidance

The iLEDCloud cloud platform has added a customer problem guidance function, which can help customers solve problems they encounter with control cards or cloud platforms based on guidance. And when customers use the guidance function, they will record the content and solutions selected by the customer's guidance on the Support platform for operational analysis and better cooperation with customers to solve problems.

On any page of the platform, click the customer problem guidance button in the upper right corner, and a problem guidance box will appear on the right side of the page, as shown in Figure 5.11.4-1. You can select the corresponding problem type based on the problem classification, click on the problem type to proceed to the next step, and continue until it is resolved or not resolved. Unresolved and other pages can provide feedback suggestions, as shown

in Figures 5.11.4-2 and 5.11.4-3.

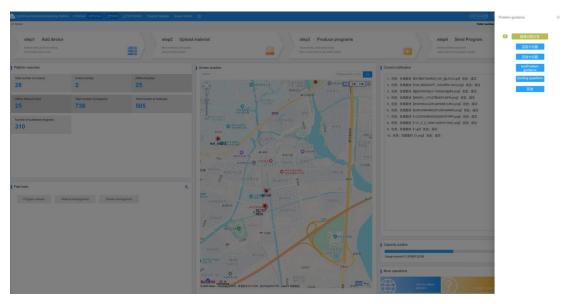


Figure 5.11.4-1 Customer Guidance Page

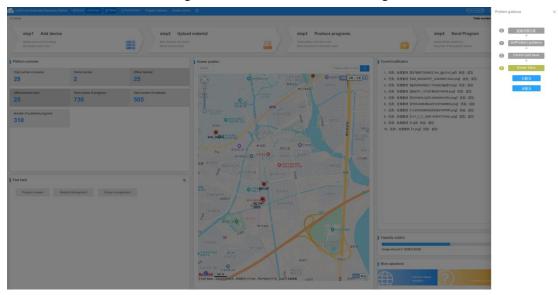


Figure 5.11.4-2 Customer Guidance Unresolved Page

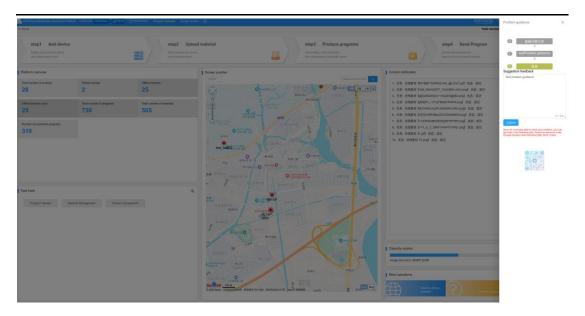


Figure 5.11.4-3 Customer Guidance Other Feedback Page

5.12 Multi program editing mode

You can switch to multi program editing mode through account settings, as shown in Figure 5.12-1; The iLEDCloud multi program editing mode can only present programs in the form of a list and no longer provides operation functions for individual programs. In the multi program editing mode, the program management menu only has the functions of program group list, program publishing, and program review.

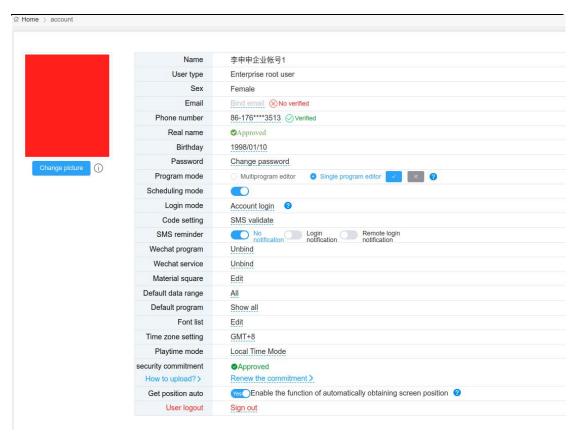


Figure 5.12-1 Switching Multi Program Editing Mode

5.12.1 Program group list

Users can create, edit, view, and publish program lists on the program group list interface, as shown in Figure 5.12.1-1. The multi program mode can only present programs in the form of a list and no longer provides operational functions for individual programs. Some button annotations on the page are shown in Table 5.12, and the list can be managed through the operation buttons after each playlist.

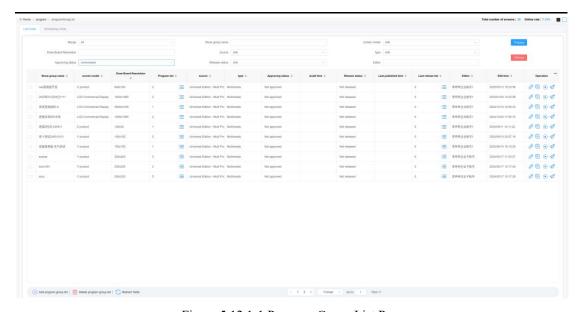


Figure 5.12.1-1 Program Group List Page
Table 5.12 Program Group List Button Function Annotations

button	Function Introduction
O	Edit program button, click to enter the list production page, and users
	can make secondary edits to the program on the basis of the original.
•	Preview program button, click to enter the program list preview
	interface, as shown in Figure 5.12.1-2.
+	Copy playlist button to make a copy of the current playlist
A	Press the program release button and click to enter the program release
	interface, as shown in Figure 5.12.1-3. Click to publish.

Figure 5.12.1-2 Program List Preview Page

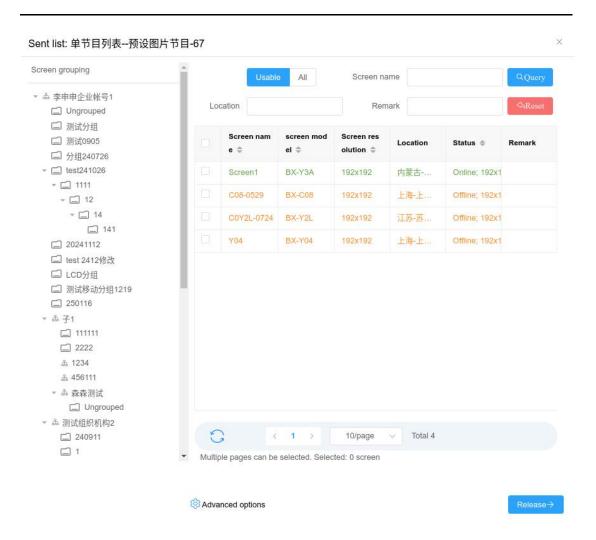


Figure 5.12.1-3 Publish Playlist Page

5.12.2 List creation

In the multi program editing mode, users will directly create and edit playlists, and a single program can only exist attached to each playlist. Users can create, produce, edit, and modify programs in the "Program Group List". If the user wants to create a new program group list, click the plus sign in the bottom left corner of "Program Group List", and a window for creating a new program list will be displayed on the page, as shown in Figure 5.12.2-1. After selecting a drawing board size and model, controllers of different drawing board sizes and models cannot be selected. Click "Create" to complete the creation of a new program list.

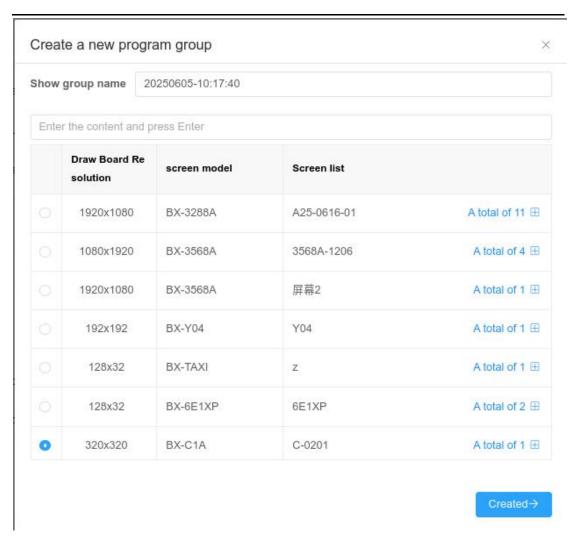


Figure 5.12.2-1 Creating a Program

After creating a new program group list, you will enter the production page, which is divided into three parts: left, middle, and right, including playlists, screens, partitions, and attributes, as shown in Figure 5.12.2-2. The following will provide a detailed introduction to the functions and operations of each part.

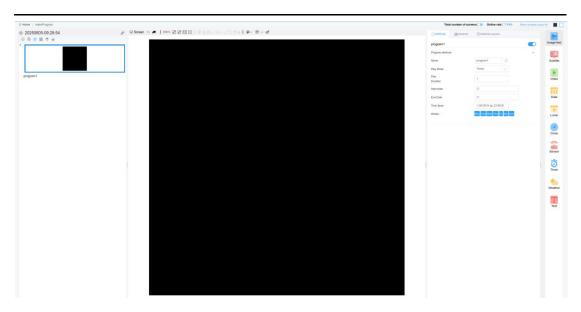


Figure 5.12.2-2 Program Production

1 Left side of the page

On the left is a preview of the playlist, as shown in Figure 5.12.2-3. Each rectangular box represents a program, which will be highlighted when selected. The order of the programs is their playback order in the playlist. Users can add, delete, copy, paste, and adjust the order of programs in the list here. After selecting a program, users can right-click to perform shortcut operations: insert a new program above/below, or delete the currently selected program. Some of the button annotations are shown in Table 5.12-1

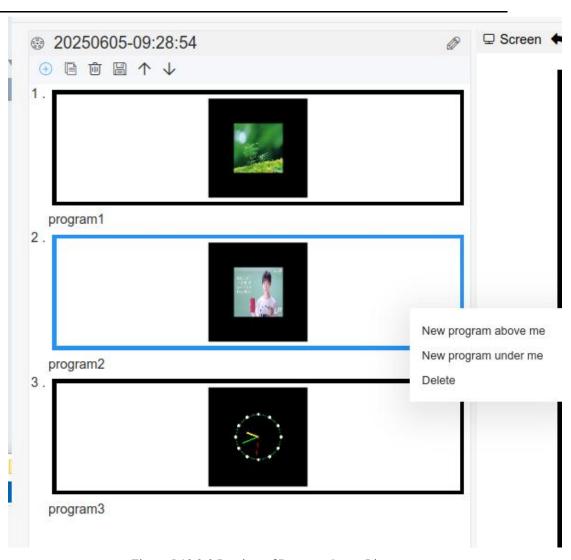


Figure 5.12.2-3 Preview of Program Group List Table 5.12-1 Playlist Preview Button Function Annotations

button	Function Introduction
\oplus	Add a new blank program at the end of the list
	Copy the same program at the end of the list
(iii	Delete selected program
8	Save this list
$\uparrow \downarrow$	Adjust the order of the selected programs in the list up and down
0	Edit the name of the list

The middle area of the page is composed of the screen section, which is used for partition placement and effect display, as shown in Figure 5.12.2-4. Some of the button annotations are shown in Table 5.12-2. The black part in the middle is the screen, where users can place partitions for editing.



Figure 5.12.2-4 Screen section
Table 5.12-2 Screen Button Function Annotations

button	Function Introduction
**	Revocation and redo
100%	Zoom ratio, displays the zoom ratio of the current screen, can be manually adjusted
	Enlarge the screen
74	Reduce screen size

1:1	Display the screen in its original size
KN	Display all screens
Ü	Delete the selected partition
£.	Select lock and unlock before moving
₽ ▷	Alignment method, selecting multiple partitions at the same time can set
	their alignment method (there are multiple alignment methods in the
	submenu)
↔ ▽	Size assimilation, which can keep the size, width, or height of multiple
	selected partitions consistent (there are multiple size assimilation
	methods in the submenu)
⊾ ^N	Partition extension to full screen, filling the entire screen with partitions
$\uparrow \downarrow$	Move up and down one layer to adjust the structural position of the
	selected partition
₽ ▽	Non grayscale program preview button, previewing the program effects
	of different base colors (there are "monochrome", "dual color", and "tri
	color" buttons in the submenu)
▶ ▽	Play, preview the program (there are buttons in the submenu for "Speed
, -	Up Play", "Normal Play", and "Slow Down Play")
\triangleleft	Publish program

3 Right side area of the page

The right area of the page consists of a partition bar, a property bar, and a material bar. The partition bar will display the corresponding supported partitions, as shown in Figure 5.12.2-5. Each partition has a different effect, and users can directly double-click or drag to add partitions. There are text and image, subtitles, video, time, dial, sensor, weather timer, and pure text partitions.

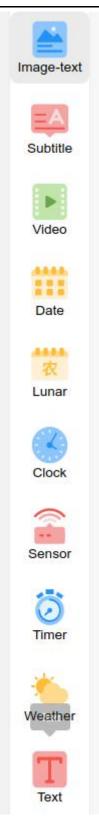


Figure 5.12.2-5 Partition Column

After adding text, subtitles, videos, and plain text sections, the material bar will be displayed in the right area. Users can directly right-click, double-click, or drag to add materials within the partition. Users can also add materials in the material bar by clicking the add button, as shown in

Figure 5.12.2-6.

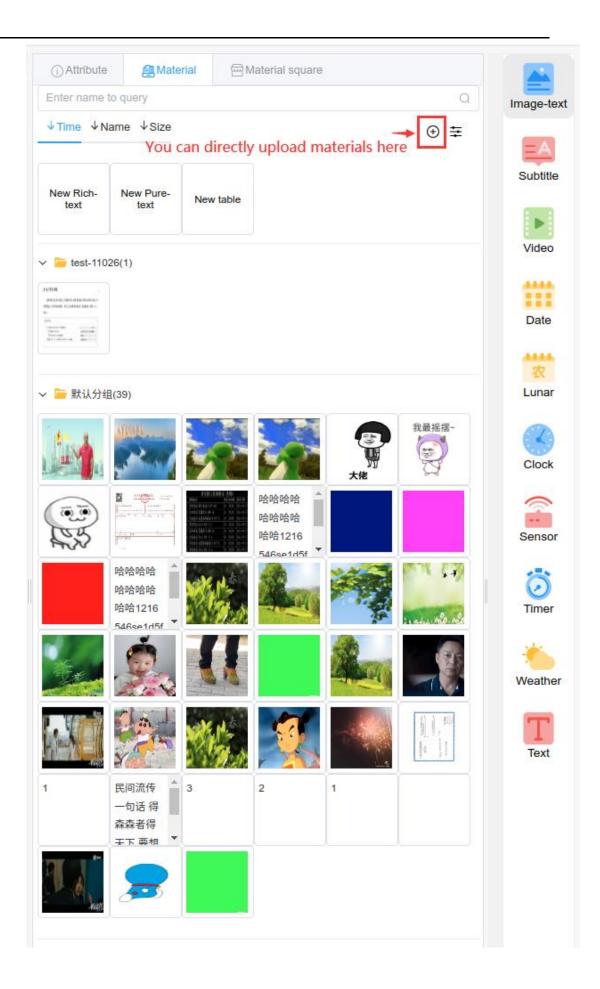


Figure 5.12.2-6 Material Attributes

The attribute bar will display some attribute values of the current program and the selected partition. When no partition is selected, the playback attributes of the program will be displayed. Users can modify the data to change the playback mode, duration, etc. of the program, as shown in Figure 5.12.2-7.

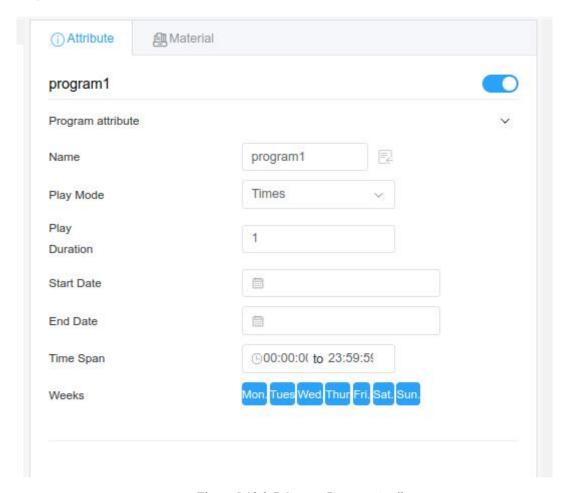
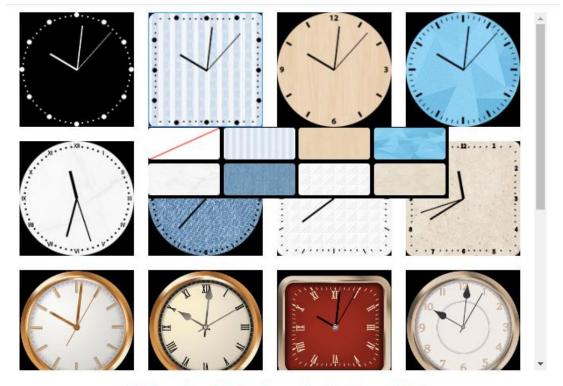


Figure 5.12.2-7 Current Program Attributes

After selecting a partition, the attribute bar on the right will display the partition properties of that partition. In the multi program editing mode, we have appropriately reduced the modifiable items in the partition properties according to the user's usage habits, hoping to shorten the time for users to produce programs. In addition, we have designed style templates for dials, weather, and time zones, which can be opened in the "Styles" section of the zone properties. Each zone has 8 styles and 8 shades for users to freely combine and match according to their needs, eliminating the need for users to manually adjust styles. Taking the dial partition as an example in Figure 5.12.2-8, the dial style can be selected and the background pattern can be changed.

Select Style ×



Click on the style to change the background texture



Figure 5.12.2-8 Partition Style Selection

5.12.3 Program group list release

Users can publish program group lists in the "Program Group List" and program group list production pages. In the pop-up publishing wizard, as shown in Figure 5.12.3-1, select the corresponding screen to complete the publishing task. Complete the program group list publishing wizard, and the list will be immediately sent to the corresponding screen. At present, the platform can perform publishing operations and generate publishing tasks for both online and offline screens, while completing publishing tasks normally for online screens; For offline screens, the publishing task will be automatically completed after going online.

In addition, the simplified version supports adaptive functionality. We will calculate the matching rate between the user's program list and other screen sizes based on a formula. If the matching rate is greater than 60%, the user can choose to send it to that screen; Otherwise, it cannot be selected, as shown in Figure 5.12.3-1.

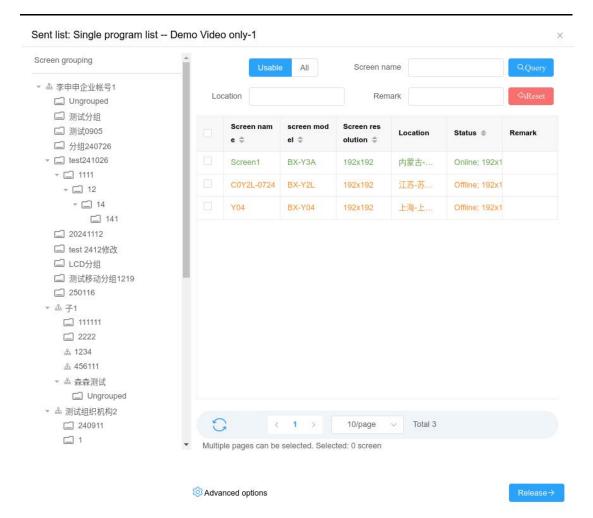


Figure 5.12.3-1 List of Program Groups Released

5.13 Platform Security Management Standards

5.13.1 Material review

After uploading, your materials will first enter the risk review stage. At this time, you can still use the materials for program production, but your program can only be published if all the materials in your program are in the approved state. (To minimize the impact on your use, it is recommended that you upload materials in advance)



Figure 5.13.1-1 Material Review

5.13.2 Program review

After clicking publish, your program will enter the program review stage, and after the review is completed, your program will be automatically published. If the program is not approved after a certain period of time, you can click on the small bell next to the release list to urge approval, as shown in Figure 5.13.2-1.

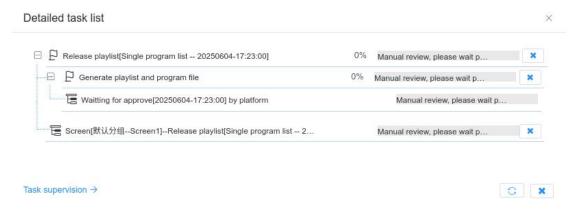


Figure 5.13.2-1 Program Review Reminder Button

6 Partition Introduction

The platform currently has 12 partitions, including graphic and text partition, subtitle partition, plain text partition, video partition, dial partition, time partition, timing partition, lunar calendar partition, sensor partition, weather partition, voice partition, and local live broadcast partition. Users can add partitions by double clicking or dragging.

6.1 The characteristics of partitioning in 6th generation, Y series, Z series, C series, and LCD commercial display series programs

At present, the platform supports 6th generation controllers, Y-series controllers, Z-series control cards, C-series control cards, LCD commercial display series controllers, and YQ controllers. The 6th generation controllers have some slight differences in program display compared to the other five series controllers, with the most obvious difference being that the 6th generation controllers support dazzling borders and colorful backgrounds. In the program attributes of the 6th generation program, there will be a "dazzling border" attribute, as shown in Figure 6.1-1. After the user checks it, the entire program will display the border. By modifying other attributes, the desired effect can be displayed.

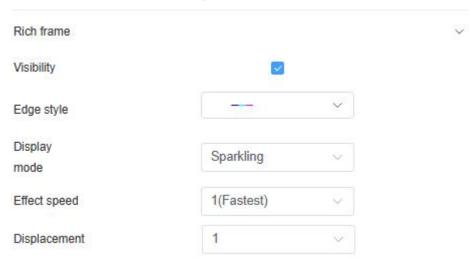


Figure 6.1-1 Dazzling border

In the attributes of any partition of the 6Q program, there will be "dazzling border" and "dazzling background" attributes, as shown in Figure 6.1-2. "Colorful background" not only supports static background but also dynamic background. After the user checks it, the background of the entire partition will display the corresponding background. The user can click the "Add" button and select the background in the pop-up window, as shown in Figure 6.1-3. The background in "Image 1" can be set to zoom mode, the background color is static display, the static texture is default to tile mode, and the dynamic background can set its playback speed.



Figure 6.1-2 Colorful Background

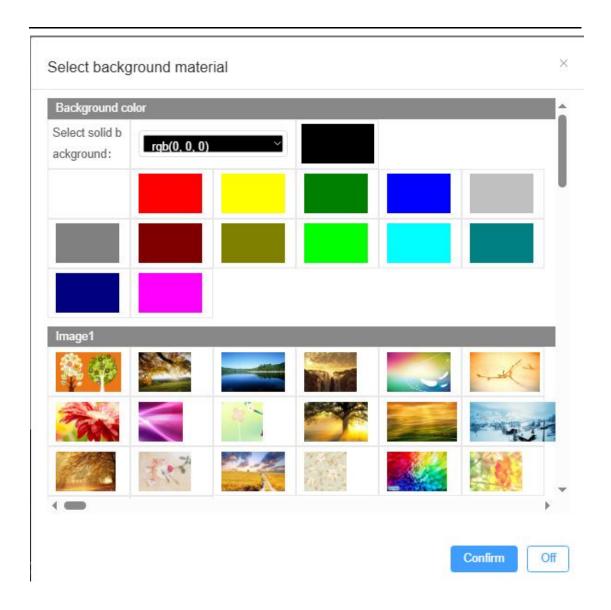


Figure 6.1-3 Colorful Background Selection

The Y series controller supports the colorful border attribute of partitions. After the user checks it, the entire partition will display colorful borders, as shown in Figure 6.1-4.



Figure 6.1-4 Y-series Colorful Border

6.2 Text and image partition

The graphic and text partition can contain text materials, image materials, and table materials. Its main feature is that the text editor in this partition has powerful functions, and the text styles can be set separately. Users can click the edit button next to the text materials and table materials in the content section, graphic and text partition, as shown in Figure 6.2-1. After clicking, the text or table in the partition will enter the editing mode on the screen, as shown in Figures 6.2-2 and 6.2-3.

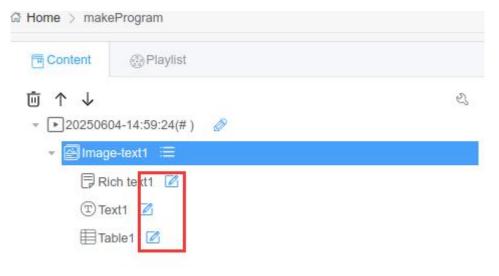


Figure 6.2-1: How to enter text editing mode

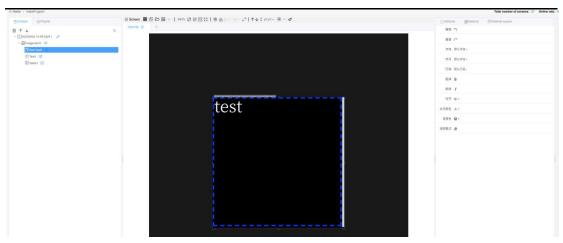


Figure 6.2-2 Rich Text Editor Page with Text and Text Partition

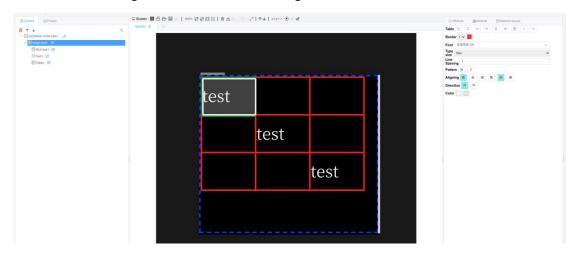


Figure 6.2-3 Text and Text Partition Table Editing Page

The attributes of image materials in the graphic and text partition, as shown in Figure 6.2-4, are divided into four parts: basic attributes, materials, background, and display effects. In the basic properties, users can modify the "name" attribute to change the name of the material within the partition. In the material properties, users can change the image and zoom mode. In the background, users can modify the background color and image. In the display effects, users can modify the effect, display speed (note: the larger the value, the slower the display speed), and pixel speed (note: if the multimedia device version is low, this attribute is used as speed control) of the image.

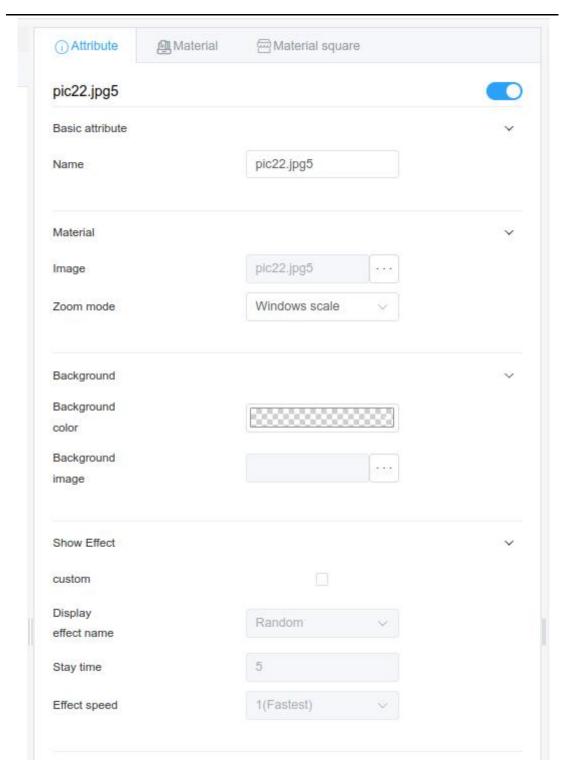


Figure 6.2-4 Image and Text Partition Image Material Attributes

The attributes of text materials in the graphic and text partition, as shown in Figure 6.2-5, are divided into five parts: basic attributes, layout (font from aspect ratio), and display effects. In the text properties, you can modify the text material, in the text properties, you can modify the background color or background image of the text, and in the layout properties, you can modify the horizontal and vertical display ratios of the text.

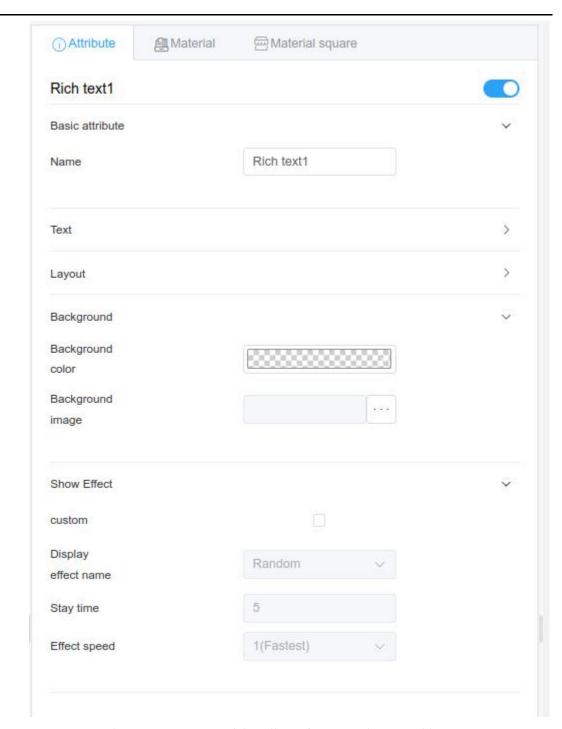


Figure 6.2-5 Text Material Attributes for Text and Text Partitions

The attributes of table materials in the graphic and text partition, as shown in Figure 6.2-6, are divided into four parts: basic attributes, materials, background, and display effects. Modify the name in the basic attributes, and in the material attributes, users can select other materials again. In the background, users can modify the background color and image, and in the display effects, users can modify the effects, dwell time, and speed of the table.

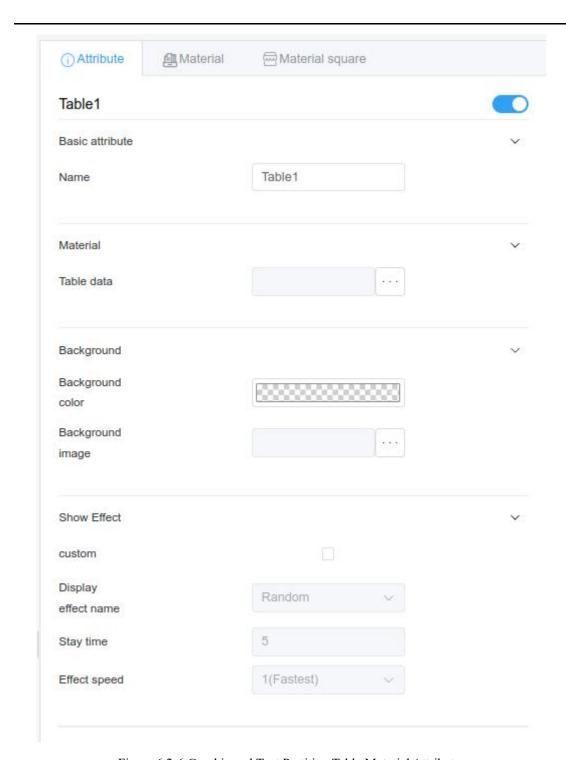


Figure 6.2-6 Graphic and Text Partition Table Material Attributes

6.3 Subtitle partition

The subtitle section only contains text materials, and the style of the text materials can be set in the text editor or properties. The text does not wrap by default, and the special effect is set to "Move Left" by default

The text editing mode of the subtitle section is roughly the same as that of the graphic and text section, as shown in Figure 6.3-1. Because the text in the subtitle section does not wrap by default, there is no line break button or line spacing attribute in the editor. The text material attributes of the subtitle section are shown in Figure 6.3-2. Users can set the movement mode between multiple subtitle materials: connected end to end, waiting for all of them to disappear. If connected end-to-end, the first word of the second subtitle material will scroll and display alongside the last word of the first subtitle material; If this option disappears completely, the second option will only be displayed after the first subtitle material has finished scrolling completely. Users can modify the display ratio of text horizontally and vertically in the layout properties.

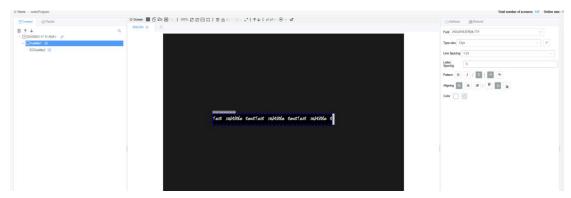


Figure 6.3-1 Subtitle Partition Text Editing

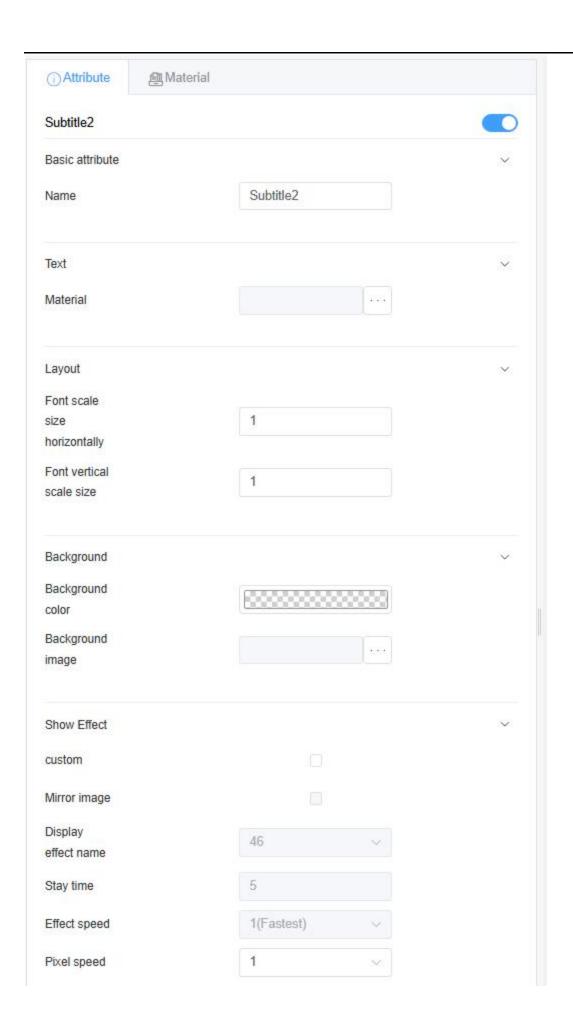


Figure 6.3-2 Subtitle Partition Text Material Attributes

6.4 Plain text partition

The pure text partition only contains text materials, which have corresponding editors. The text editor is shown in Figure 6.4-1. The style of text in a plain text partition can only remain consistent. Users can set the name in the basic properties, and set different display ratios for text horizontally and vertically in the layout properties.

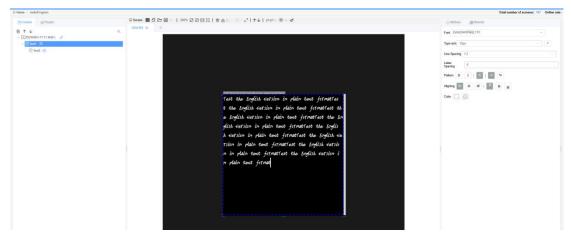


Figure 6.4-1 Text Editing with Plain Text Partition

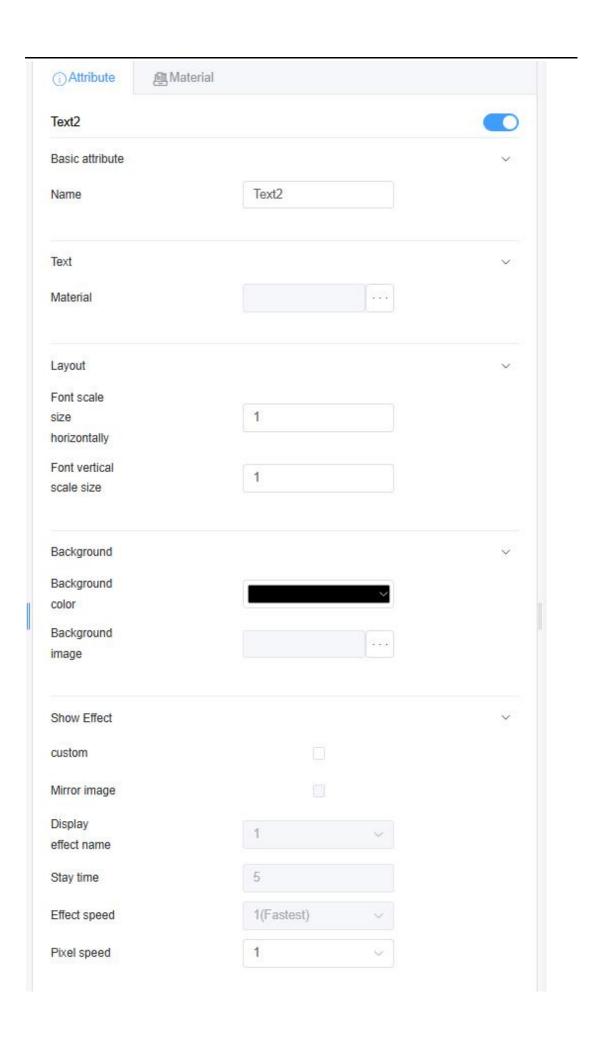


Figure 6.4-2 Pure Text Partition Text Material Attributes

6.5 Video partition

The video partition only contains video materials, and users can upload and add video files in the material management. The attributes of video materials are slightly different in the 6th generation/Y series programs and YQ programs, as shown in Figure 6.5-1 and Figure 6.5-2. In the 6th generation/Y series programs, video materials can be intercepted and played. Users only need to set the "start of interception" attribute (which must be less than or equal to the total video duration), and the "video duration" attribute will change accordingly. The rule is that the combination of "start of interception" and "video duration" will always be less than or equal to the total duration of the video materials. In the YQ program, users can modify the "video duration" attribute to adjust the actual playback time of the video in the program. Users can modify the video file and volume (1-100) in the material properties. The scaling modes of video materials are divided into "according to the original scale" and "according to the window scale". "According to the original scale" will leave the video material black up and down, while "according to the window scale" will fill the entire screen display.

The Y series can clone video partitions, with a maximum of three video partitions cloned from one video partition. The cloned video partition uses the same materials as the original partition. Users can right-click on an existing video partition and click the "Clone" button to clone it.

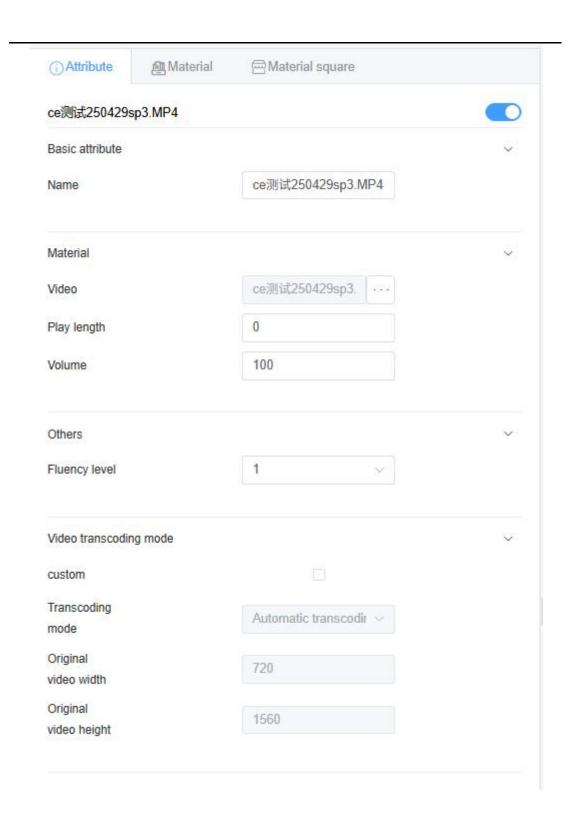


Figure 6.5-1 Video Material Attributes in YQ Program

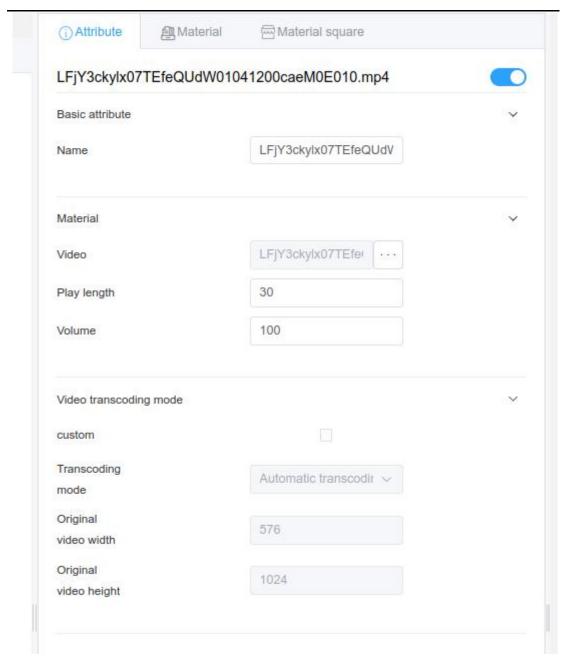


Figure 6.5-2 Video Material Attributes in Y Series Programs

6.6 Dial partition

The dial partition only contains clock dial materials, as shown in Figure 6.6-1. After creating the dial partition, you can manage and edit the dial partition through the editing bar on the right, as shown in Figure 6.6-2.

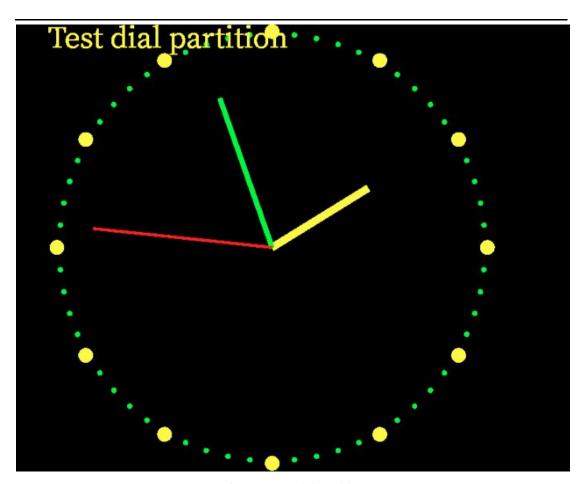
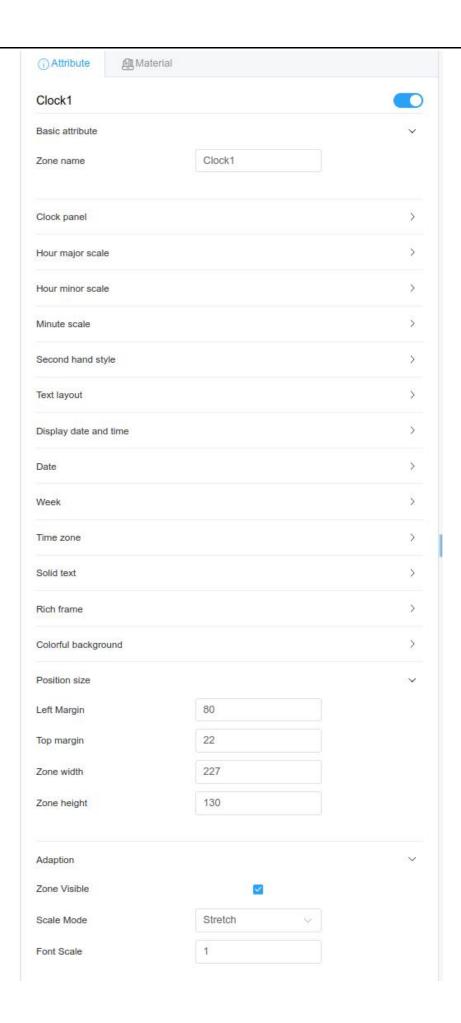


Figure 6.6-1 Dial Partition



6.6.1 Edit dial

6.6.1.1 Edit dial surface

Users can expand the dial surface by clicking on "", which includes nine attributes: dial style, border rounded corners, border width, border gap, border color, internal color, dial image, filling method, and self drawn scale, as shown in Figure 6.6.1.1-1. There are two types of dial styles: circular dial and square dial. The rounded border is only effective when the dial shape is square, as it can cause jagged edges. It is not recommended to turn on LED screens with large dot pitch. The width of the border and the gap inside the border can be manually entered or

adjusted using the "" adjustment tool on the right (note: the value should not be too large, users can adjust it themselves). The border color can be selected by clicking on the input box on the right and selecting various different colors in the color selector

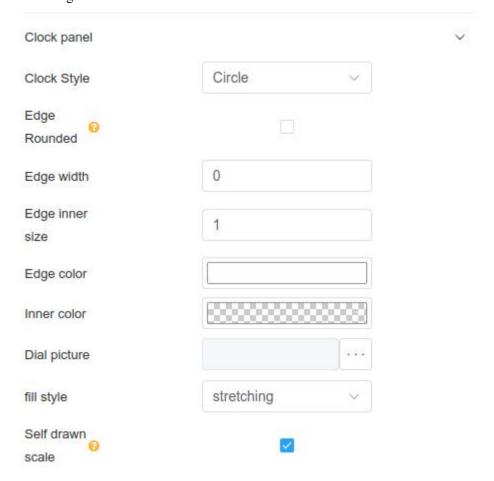


Figure 6.6.1.1-1 Disk Properties

Users can select the desired dial style from the dial image, as shown in Figure 6.6.1.1-2. If the background image of the disk has scales and the filling method is stretching, self drawn scales can be omitted.

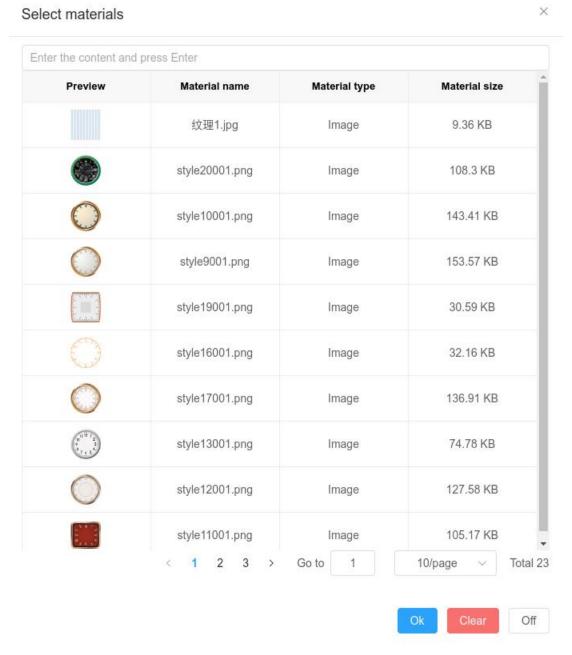


Figure 6.6.1.1-2 Dial face style

6.6.1.2 Scale Editing

There are three types of scales, namely: hour main scale, hour sub scale, and minute scale. Each scale has seven attributes: scale style, scale size, scale width, scale offset, scale color, scale direction, and scale font, as shown in Figure 6.6.1.2-1.

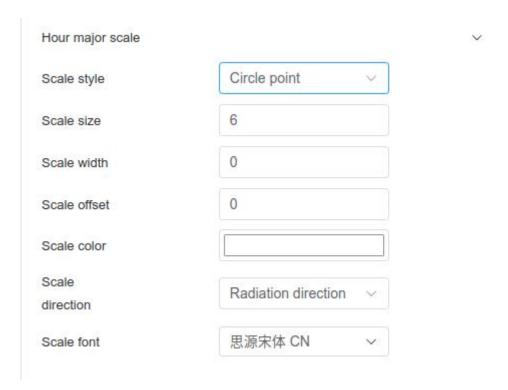


Figure 6.6.1.2-1 Scale Attributes

Below is an introduction to the hour main scale, where the hour sub scale and minute scale are set to the same hour main scale. The scale style can be selected from the drop-down list, as shown in Figure 6.6.1.2-2. The scale size, scale width, and scale offset can be manually entered or adjusted using the right-hand adjustment tool (-note: the values should not be too large, users can adjust them themselves). The scale color can be selected by clicking on the color selector on the right to choose various different colors. The direction of the scale can be selected from the drop-down list, as shown in Figure 6.6.1.2-3. The scale font can be selected from the drop-down list, as shown in Figure 6.6.1.2-4.

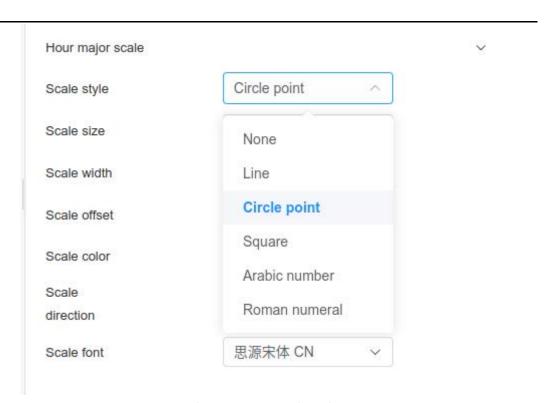


Figure 6.6.1.2-2 Scale Style

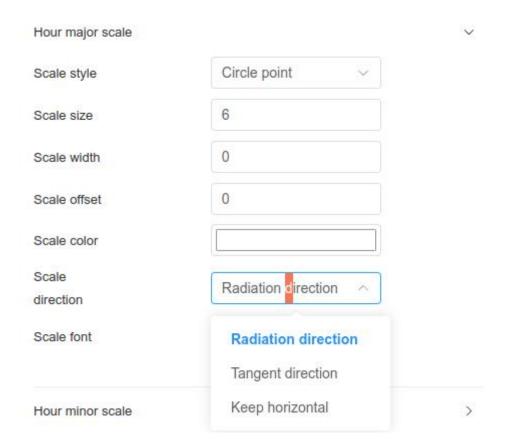


Figure 6.6.1.2-3 Scale Direction

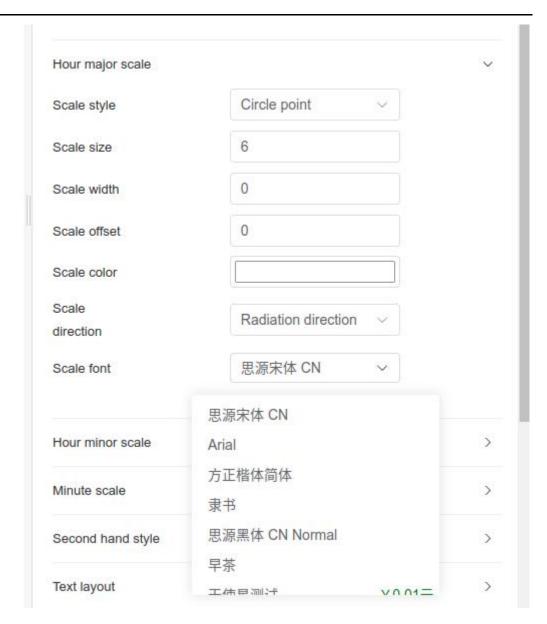


Figure 6.6.1.2-4 Font Settings

6.6.1.3 Hour, minute, and second style editing

Users can set the styles of hour, minute, and second hands in the properties, and the platform provides pointer styles for users to choose from, as shown in Figure 6.6.1.3-1.

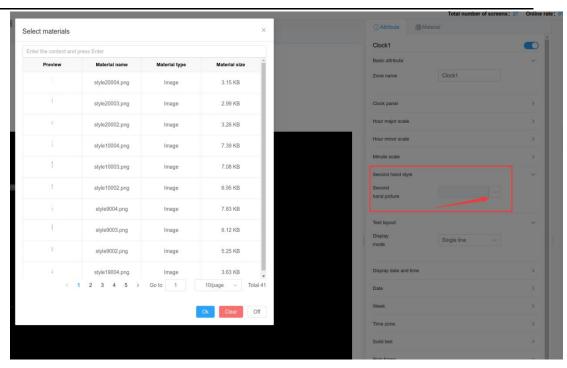


Figure 6.6.1.3-1 Pointer Style Attributes

6.6.1.4 Display date time and date week editing

Users can set whether to display the date and time as well as the bottom offset in the display date and time attribute (note: the larger the bottom offset, the closer the date display position is to the top). After selecting "Display Date and Time", they also need to select "Display Day" in the "Date" attribute or "Display Week" in the "Week" attribute, as shown in Figure 6.6-1. After displaying the date, you can expand the date attribute and edit the date, as shown in Figure 6.6.1.4-1.

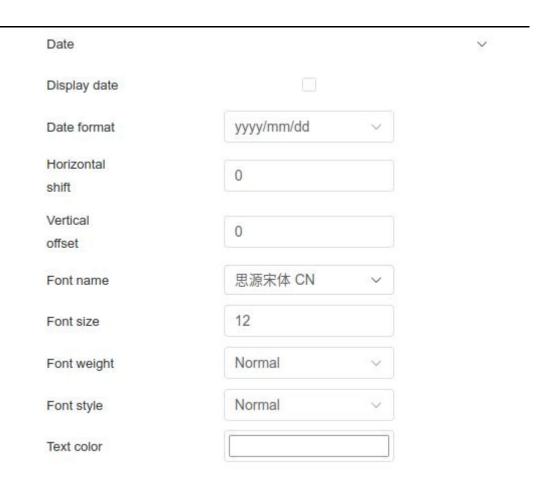


Figure 6.6.1.4-1 Date Editing-

After displaying the week, you can expand the week properties and edit the week, as shown in Figure 6.6.1.4-2.

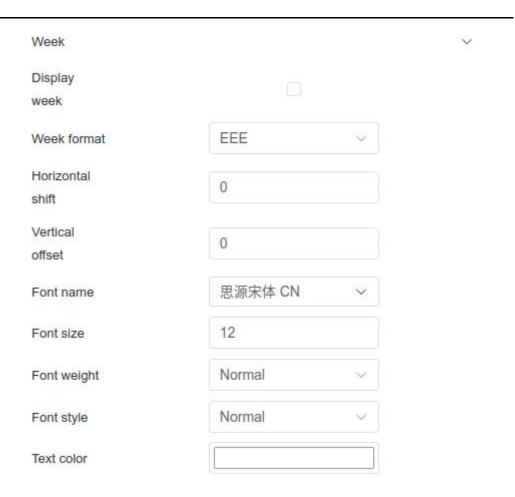


Figure 6.6.1.4-2 Week attribute

6.6.1.5 Time difference setting

Users can modify the current display time by setting the time difference (note: when the time difference or differential is positive, the set time difference is added to the current time, and when it is negative, the set time difference is subtracted from the current time, with a maximum time difference of plus or minus 12 and a maximum differential of plus or minus 59), as shown in Figure 6.6.1.5-1.



Figure 6.6.1.5-1 Time Difference Setting

6.6.1.6 Fixed Text Editing

After selecting "Display Fixed Text" in the fixed text attribute, the corresponding text will be displayed on the dial, as shown in Figure 6.61-. The specific text editing interface is shown in Figure 6.6.1.6-1.

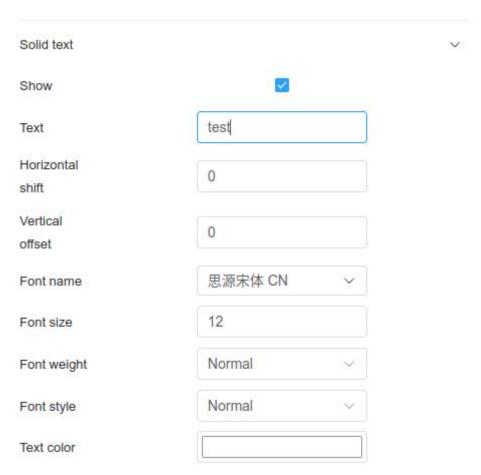


Figure 6.6.1.6-1 Fixed Text Attributes

6.7 Lunar zoning

The lunar partition contains textual lunar materials, as shown in Figure 6.7-1.



Figure 6.7-1 Creating Lunar Calendar Zones

6.8 Time partitioning

The time partition contains textual time materials, as shown in Figure 6.8-1.

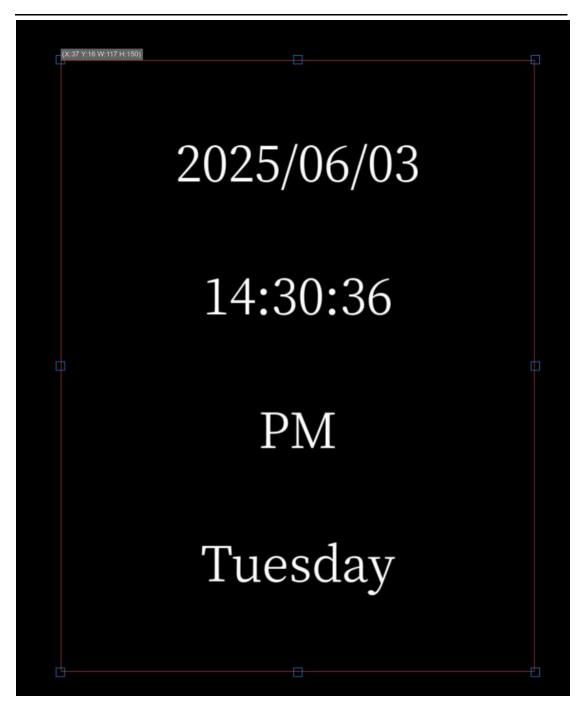


Figure 6.8-1 Creating Time Partitions

6.8.1 Edit time zone

The attributes of time partitioning are divided into basic attributes, position size, text layout, date, time, morning and afternoon, week, solar term, time difference, and fixed text, as shown in Figure 6.8.1-1.





Date1	
Basic attribute	>
Text layout	>
Date	>
Time	>
Am and Pm	>
Week	>
Solar term setup	>
Time zone	>
Solid text	>
Rich frame	>
Colorful background	>
Position size	>
Adaption	>



Figure 6.8.1-1 Time attribute

Under the settings of date, time, morning and afternoon, week, solar term, and fixed text attributes, you can check whether to display the current information in the time zone, and then set the style and format of the displayed information. Taking the date attribute as an example, as shown in Figure 6.8.1-2.

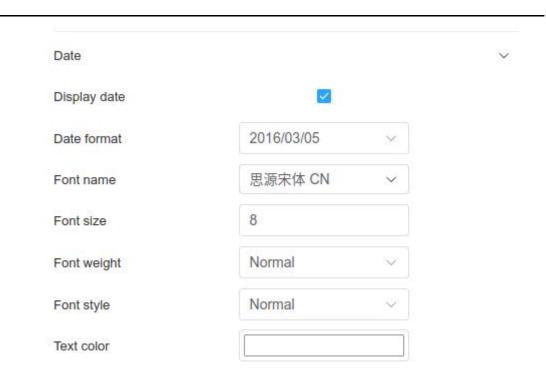


Figure 6.8.1-2 Date Attribute Details

6.9 Timing partition

The timing partition contains timing text materials, as shown in Figure 6.9-1. The main attributes are divided into timing settings, display settings, and fixed text settings, as shown in Figure 6.9-2.

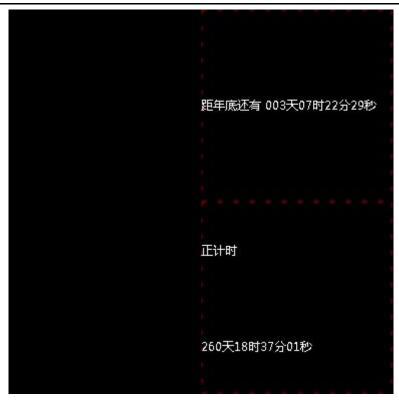


Figure 6.9-1 Creating a timing partition



Figure 6.9-2 Timing Partition Attribute

6.9.1 Edit timing partition

6.9.1.1 Timing settings

In the timing settings, users can select two timing methods: countdown and positive timing through the drop-down list (note: when selecting positive timing, the target date should be before the current date), choose the stopwatch accumulation and display unit, and set the target date and target time themselves (note: default is the current time), as shown in Figure 6.9.1.1-1.

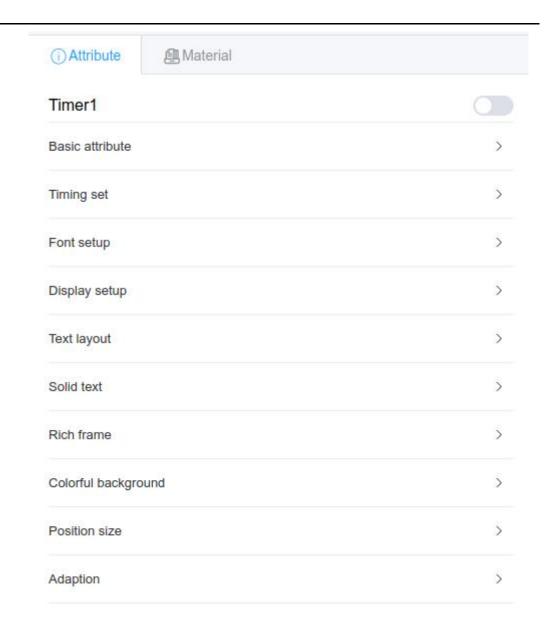


Figure 6.9.1.1-1 Timing Settings

6.9.1.2 Display Settings

Users can set the displayed content in the display settings, as shown in Figure 6.9.1.2-1. Setting the number of digits to 0 automatically displays all digits. (Note: When the number of digits is insufficient, add 0 to the front. When the number of days is not displayed, it will be converted into hour accumulation, as shown in Figure 6.9.1.2-2. When the hour is not displayed, it will be converted into minute accumulation, and so on.)

Display setup		~
Display days		
Day length	0	
Display hour		
Hour decimal	0	
Display minute		
Minute decimal	0	
Display second		
Second decimal	0	

Figure 6.9.1.2-1 Display Settings



Figure 6.9.1.2-2 does not display days

6.10 Sensor zoning

The sensor partition contains sensor materials such as temperature, humidity, noise, brightness, water level, and liquid level (please refer to the equipment description for the sensor models supported by each series of controllers), as shown in Figure 6.10-1. The attributes of sensor partitioning are divided into basic attributes, position size, background, sensor, threshold and correction, text layout, display settings, and fixed text, as shown in Figure 6.10-2.



Figure 6.10-1 Sensor Partition Display

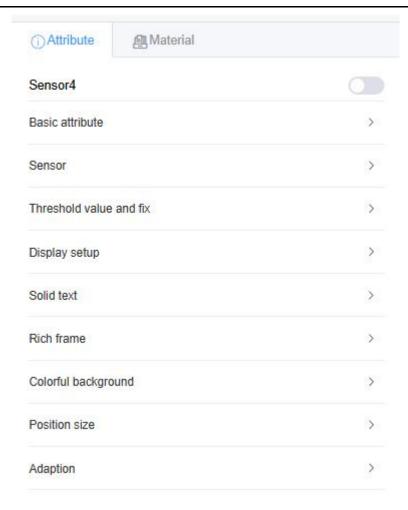


Figure 6.10-2 Sensor Partition Attributes

6.10.1 Edit sensor partition

6.10.1.1 Selection of sensors

In the sensor properties of the sensor partition, users can set the display data, sensor type, sensor address, and refresh time, as shown in Figure 6.10.1.1-1. The sensor display data can be selected from the corresponding type through the drop-down list, as shown in Figure 6.10.1.1-2 (note: when selecting the display data type, it should be confirmed that the controller used can use the relevant sensor equipment normally, otherwise it cannot be displayed correctly). The type and address of the sensor should be selected according to the specific situation. The refresh time is set as needed, with a default of updating data every 4 seconds.



Figure 6.10.1.1-1 Sensor Attributes

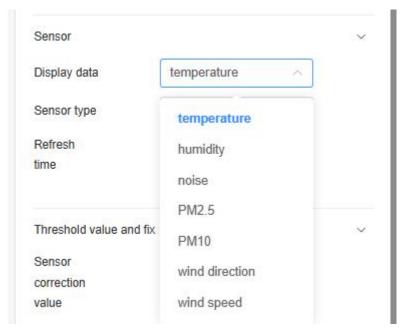


Figure 6.10.1.1-2 displays data types

In the sensor attributes of the 6Q program, users can set the display data, sensor type, and refresh time, as shown in Figure 6.10.1.1-3. Temperature, humidity, noise can be selected from the drop-down menu for displaying data PM2.5 PM10 Wind direction and speed.



Figure 6.10.1.1-3 6Q Sensor Attributes

The Y series supports editing programs and real-time viewing of sensor data. Users need to select an example screen to display the real-time data of the selected sensor. After selection, they

can click "Refresh Sensor Data" to obtain the real-time data, as shown in Figure 6.10.1.1-4.

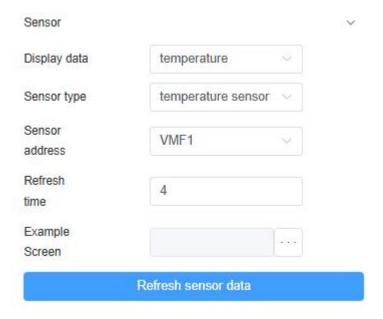


Figure 6.10.1.1-4Y Series Sensor Attributes

6.10.1.2 Threshold and correction

Users can adjust the specific display value by setting a threshold (note: threshold, also known as critical value, refers to the lowest or highest value that an effect can produce) or by modifying it, as shown in Figure 6.10.1.2-1. The sensor correction value can be adjusted through the right-hand adjustment tool, and the correction value can be positive or negative.

There are two modes to choose from for the threshold mode: when it is less than or greater than the set threshold, it will trigger an alarm, and the color will change accordingly. The color can be set in the display settings.

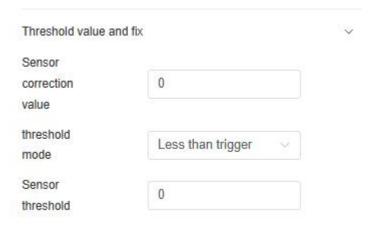


Figure 6.10.1.2-1 Threshold and Correction

6.10.1.3 Display Settings

Users can set display units, threshold mode colors, and display decimal places through display settings, as shown in Figure 6.10.1.3-1. (Note: The unit type can only be set as the unit of temperature, and the effective reserved digits refer to the decimal places. For example, when 1 is present, the decimal place is 0.1.) The final displayed value on the screen is equal to the sensor measurement value+correction value * 0.1 ^ The effective reserved digits are integers that can be positive or negative, and the value of the effective reserved digits is integers greater than or equal to 0.

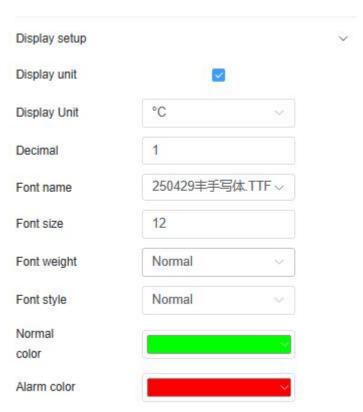


Figure 6.10.1.3-1 Display Settings

6.11 Weather zoning

The weather partition contains weather images and weather text materials, as shown in Figure 6.-111. The attributes of weather zoning are divided into basic attributes, location size, background, settings, and content, as shown in Figure 6.11-2. At present, weather zones can obtain weather forecasts for domestic cities and major cities in other countries.

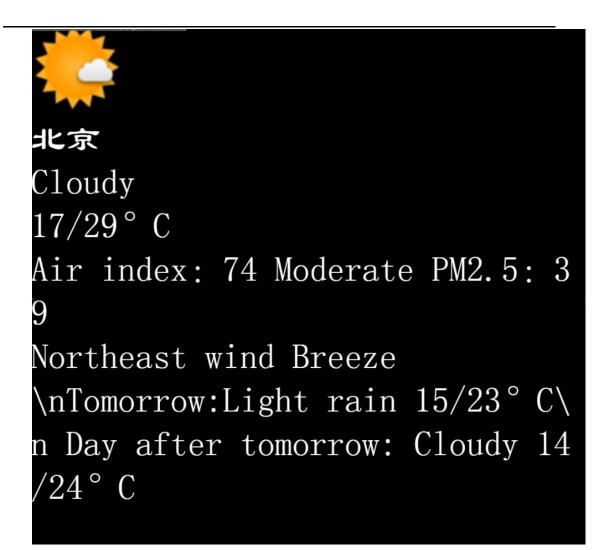


Figure 6.11-1 Creating Weather Zones

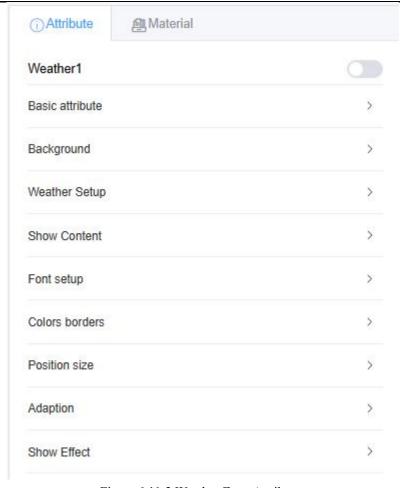


Figure 6.11-2 Weather Zone Attributes

6.11.1 Edit Weather

In version v1.0.40, the weather partition of YQ controller supports transparent background color, and users can find the "Background Color" item in the "Background" attribute of the weather partition to set it. If the partition background color is set to transparent, it is recommended that users choose special effects such as "Quick Play", "Static Display", "XX Move", and "XX Move" as much as possible when selecting special effects. Otherwise, screen flickering may occur during program playback, affecting viewing.

6.11.1.1 REGIONAL SETTINGS

In the attribute settings, users can modify the region and text style, as shown in Figure 6.11.1.1-1. Through the settings interface, you can set the city where the weather is to be displayed. At present, the platform supports real-time refreshing preview of weather data on the program

production page. Users can click the "Refresh Weather Data" button to obtain real-time weather data for the selected region, as shown in Figure 6.11.1.1-1.

Compared with YQ and Generation 6 controllers, the Y series has added the function of automatic weather update. The controller needs to be connected to the Internet and the firmware is upgraded to the latest version of the official website. Otherwise, weather information may not be available in real time, as shown in Figure 6.11.1.1-1. For the automatic weather update of the Y series, the platform has added multiple exquisite styles for users to choose from, which can be selected in the display style.

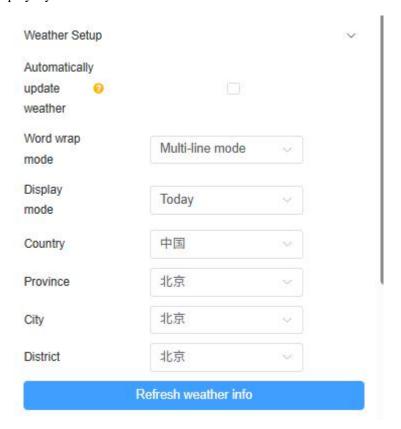


Figure 6.11.1.1-1 Setting Interface

6.11.1.2 show contents

Users can edit and set specific content displayed on the screen through content attributes, and can check them themselves, as shown in Figure 6.11.1.2-1. (Suggestion: You can create several weather zones, layout them, and optimize the display interface)

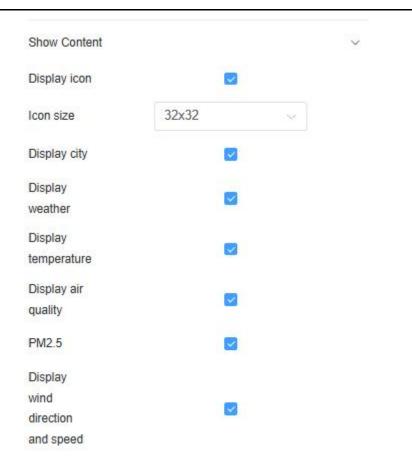


Figure 6.11.1.2-1 Content Attribute Settings

6.12 Local live streaming partition

The local live streaming partition is a newly added partition in version v1.0.42. Currently, only controllers of YQ5E, YQ2AE, YQ3AE, and Y5E models support live streaming partitions. The attributes of the local live streaming partition are divided into basic attributes, location size, and video source, as shown in Figure 6.12-1.

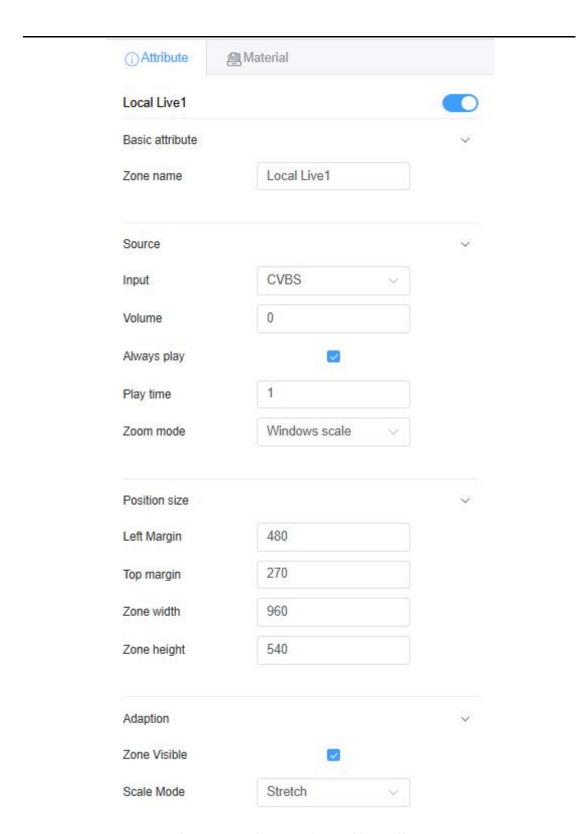


Figure 6.12-1 Live streaming partition attributes

In the "Input Video Source" section, users are provided with two video sources: "HDMI" or "CVBS", while the Y5E only supports one video source, "CVBS". If the user selects "permanent playback", it will play permanently. If not selected, the user needs to set the playback duration.

6.13 Voice partition

The voice partition was added after the platform supported the 6th generation voice controller, and currently only the 6M-YY series controllers support the use of this partition. The voice partition contains text materials, as shown in Figure 6.13-1. Users can add rich text, subtitles, or uploaded text materials. The attributes of the partition are divided into basic attributes, position size, other, dynamic borders, colorful background, and intelligent voice, as shown in Figure 6.13-2.

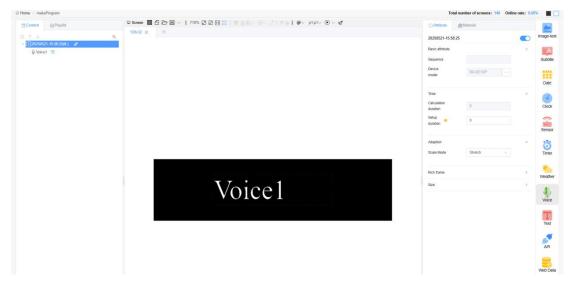


Figure 6.13-1 Voice Partition

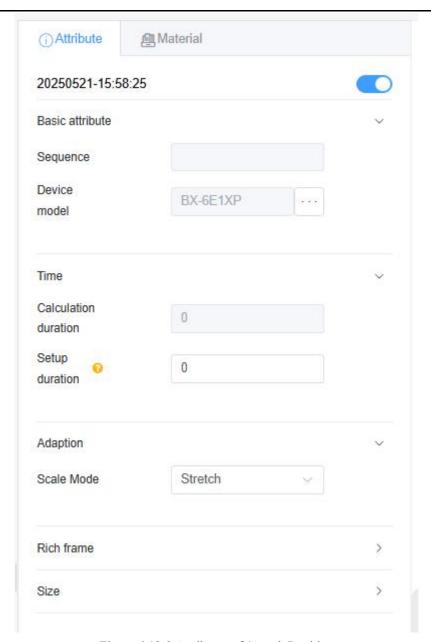


Figure 6.13-2 Attributes of Speech Partition

Users can modify the sound type, speed, volume, repetition frequency, interval time, and voice mode in the "Intelligent Voice" attribute, as shown in Figure 6.13-3.

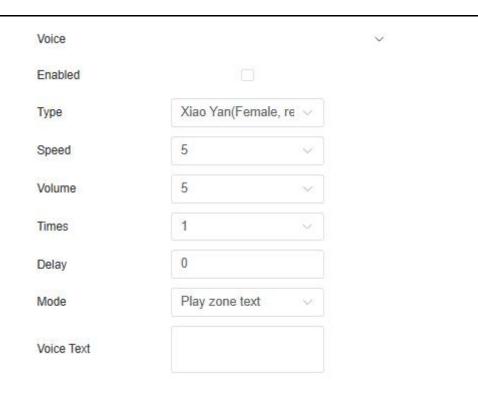


Figure 6.13-3 Intelligent Voice Attribute Settings

6.14 Colorful text partition

Colorful text partition is only applicable to Y-series controllers. Adding a colorful text partition requires adding colorful text materials. The properties of the colorful text partition include basic attributes, font, layout, colorful style, position and size, and adaptive settings, as shown in Figure 6.14-1. Users need to add material images as text in the "Colorful Styles" section. They can add multiple material images and adjust their order, skill type, speed, and dwell time, as shown in Figure 6.14-2. Users can set the dazzling text attributes in the dazzling text material properties, including basic attributes, text, font, layout, and displaying dazzling text, as shown in Figure 6.14-3.

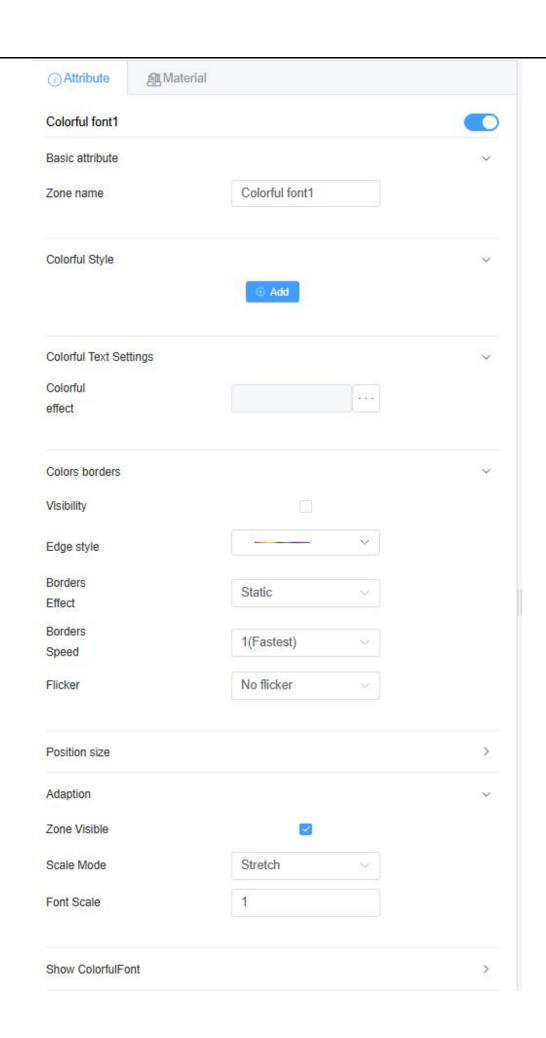


Figure 6.14-1 Colorful Text Partition Attributes

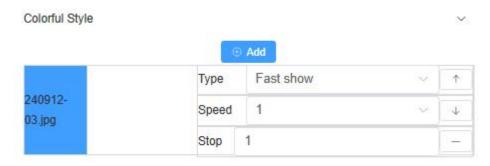


Figure 6.14-2 Colorful Style

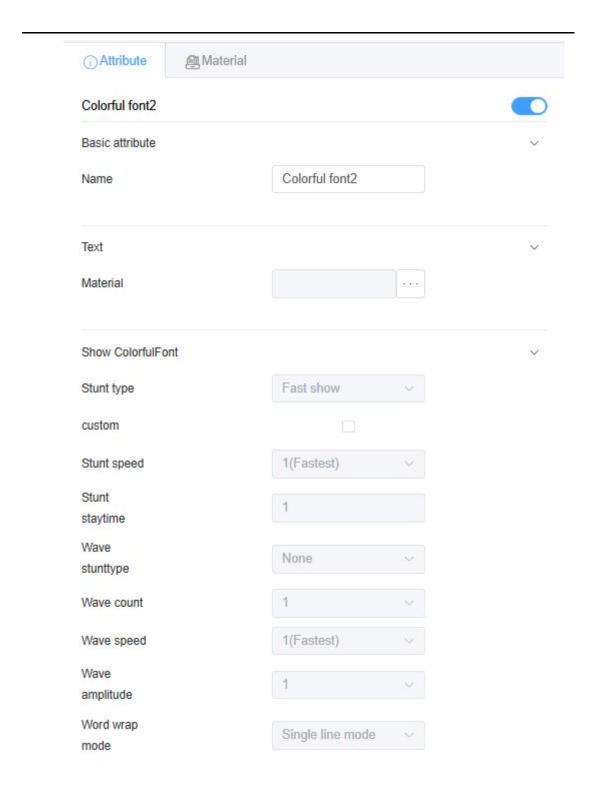


Figure 6.14-3 Colorful Text Material Attributes

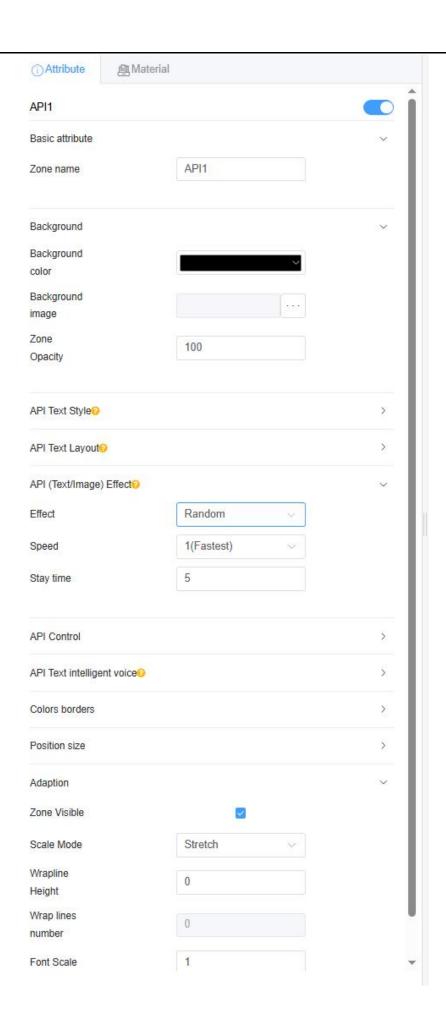
6.15 API Partition

API partitioning supports three types of programs: images, videos, and text. After adding the API partition, as shown in Figure 6.15-1, its properties can be set to include: basic properties,

background, API text style, API text layout, API (text/image) effects, interface control, position size, and adaptive settings, as shown in Figure 6.15-2. You can set fonts in API text styles, adjust text size, thickness, style, color, and text background color. The position of text displayed in the partition can be controlled in the API text layout. The API special effects settings can support image and text materials, customize the speed and dwell time of special effects, and include a variety of display special effects. You can choose to use dynamic zones in interface control.



Figure 6.15-1 API Partition



6.16 Database Partitioning

The database partition only supports Y-series controllers. After adding this partition, users can set properties including basic properties, background, colorful borders, position size, and adaptive settings, as shown in Figure 6.16-1. Database materials need to be added to the partition, which can be adjusted for background, database connection, database table settings, table settings, and header settings, as shown in Figure 6.16-2. The database partition supports two types of databases: MySql and SQLServer. Users can choose and complete the relevant information according to their usage needs, as shown in Figure 6.16-3. After completing the information filling, they need to select an online Y-series controller for database testing connection. Only after the connection is successful can they proceed with subsequent settings. After successful connection, users can set query statements in the data table settings properties, modify the display content of database fields, and modify the display style of tables in the table and header settings properties, as shown in Figure 6.16-4.

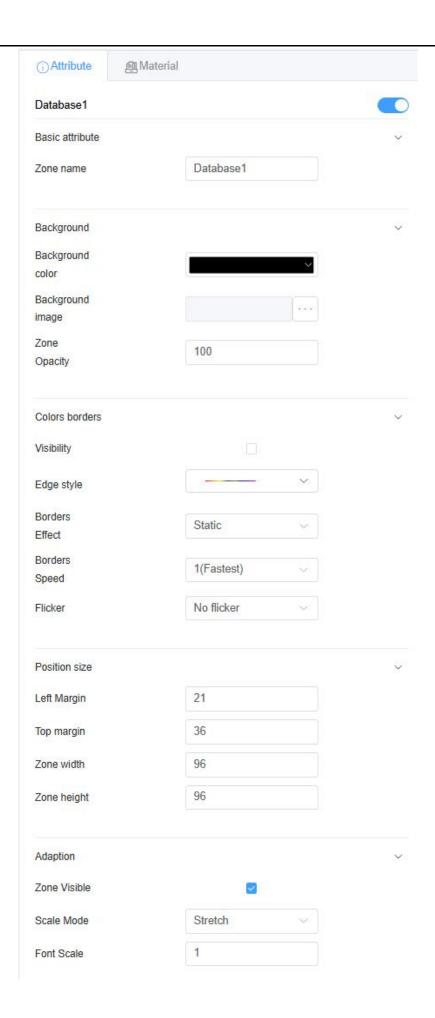


Figure 6.16-1 Database Partition Attributes

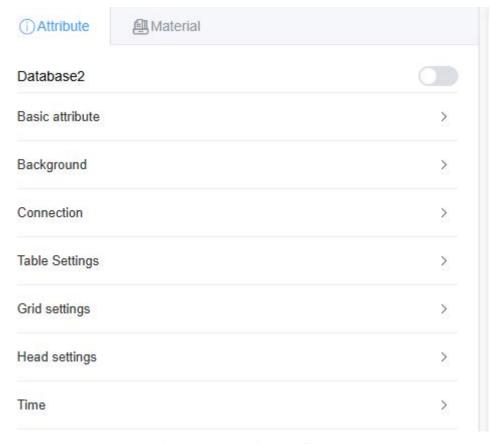


Figure 6.16-2 Database Attributes

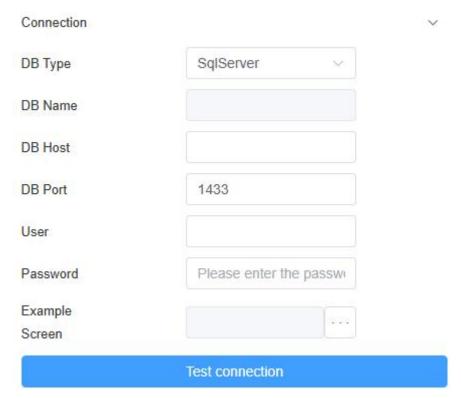


Figure 6.16-3 Database - Database
Connection

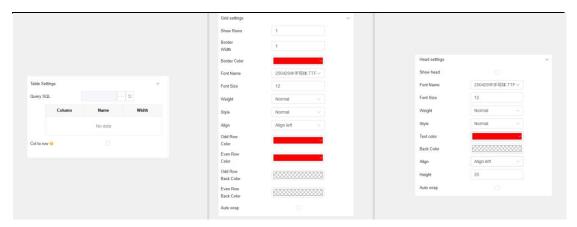


Figure 6.16-4 Database - Data Table Settings, Table Settings, Header Settings

6.17 Network data partitioning

Network data partition, after adding this partition, users can fill in the URL of the data source and the fields they need to obtain in the network data settings properties. If the update frequency field value is set to 0, the data will only be updated once. The final display effect can also be modified in font, layout, background, position size, adaptive settings, and display effects properties, as shown in Figure 6.17-1.

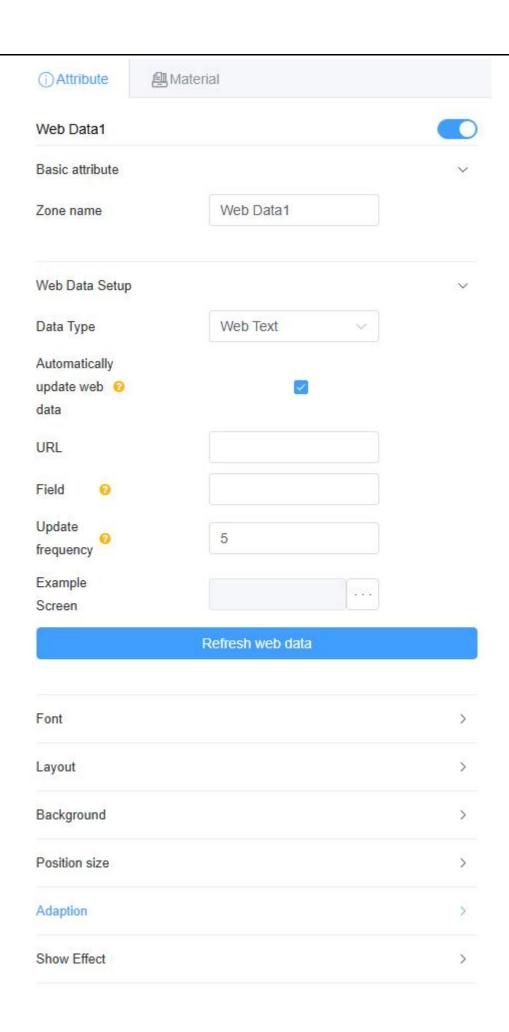


Figure 6.17-1 Network Data Partition Attributes

After adding a network data partition, users can modify the data type. In the data type selection box of the network data settings, users can select network values, sensor values, network images, webpage screenshots, and inducement information in addition to network text. As shown in Figure 6.17-2.

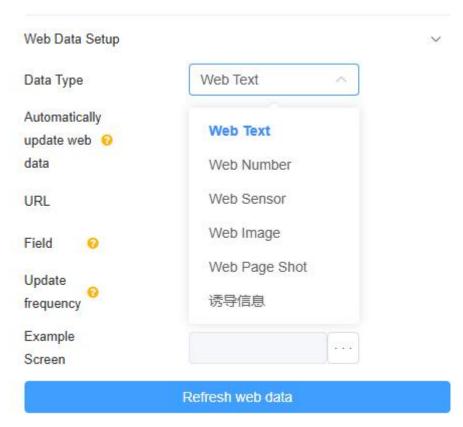


Figure 6.17-2 Network Data Settings

6.18 Background music partition

The background music partition currently only supports Y and C series controllers. After adding this partition, it defaults to a size of 1x1 in the upper left corner. Users can select background music for the program, as shown in Figure 6.18-1.



Figure 6.18-1 Background Music Partition

7 Introduction to Z-partition, C-series, and LCD commercial graphics cards

The platform currently has 12 partitions, including graphic and text partition, subtitle partition, plain text partition, video partition, dial partition, time partition, timing partition, lunar calendar partition, sensor partition, weather partition, voice partition, and local live broadcast partition. Users can add partitions by double clicking or dragging.

7.1 Characteristics of Zoning in Z Series Programs

At present, the platform supports 6th generation controllers, Y-series controllers, Z-series control cards, C-series control cards, and YQ controllers. "Z, C-series, and LCD commercial graphics cards are new series". The Z-card is slightly different from the other four series of controllers in terms of program display, with the most obvious difference being the video partition and supported partition. The Z-series lacks API, database, sensors, local live streaming, voice, network data, and colorful text partitions compared to the 6th generation Y-series. Only GIF type videos can be used in the Z-card video partition, as shown in Figure 7.1-1. And if the video length exceeds 40 seconds/frame, it will be automatically cropped to 40 seconds/frame, as shown in Figure 7.1-2.

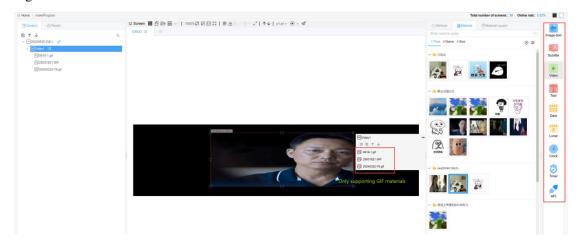


Figure 7.1-1 Video Partition

Figure 7.1-2 Video Tip

7.2 The characteristics of partitioning in C-series programs

At present, the platform supports 6th generation controllers, Y series controllers, Z series control cards, C series control cards (hereinafter referred to as C cards), and YQ controllers. "Z, C series, and LCD commercial graphics cards are new series". The C series cards are basically the same as the Y series controllers, but the difference is that the C card has different video partitioning and Y card underlying rules. The C card video can only be reduced to 1/8 of the original width and height. For example, a video with a resolution of 800 * 480 can be reduced to a maximum resolution of 100 * 60, as shown in Figure 7.2-1. If the ratio is less than this, the screen will not be able to display content.

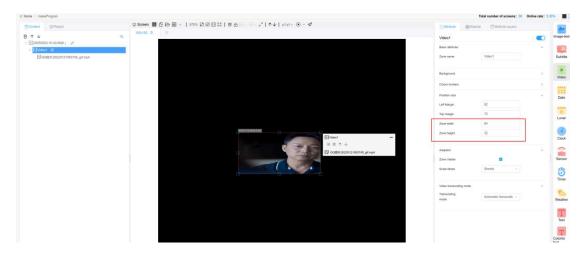


Figure 7.2-1 C Video Partition

7.3 The characteristics of partitioning in LCD commercial graphics card programs

At present, the platform supports 6th generation controllers, Y series controllers, Z series control cards, C series control cards (hereinafter referred to as C cards), and YQ controllers. "Z, C series, and LCD commercial graphics cards are new series". LCD commercial graphics cards are roughly the same as Y cards, with added browser partitions, QR code partitions, and button

partitions. The browser partitions and QR code partitions are shown in Figure 7.3-1. The button partition is displayed in program group mode, as shown in Figure 7.3-2.

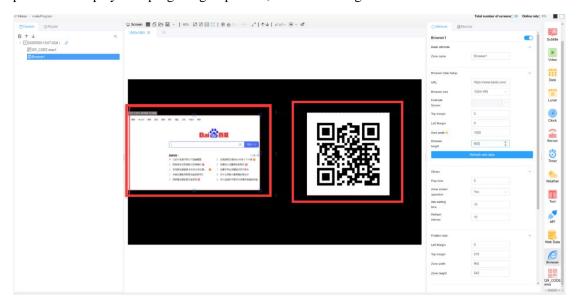


Figure 7.3-1 Browser Partition and QR Code Partition

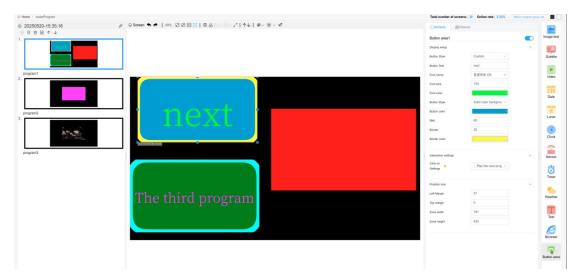


Figure 7.3-2 Button Partition

8 Material Square

The Material Square is a place where the platform provides users with more selectable materials, which can be directly seen on the program production page (materials are divided into images, videos, and fonts), as shown in Figure 8.1-1. The materials are divided into free materials and paid materials. The paid materials have a red RMB symbol in the lower left corner, and the free materials have a crown symbol in the lower left corner. Users can use and purchase according to their own needs. The purchased paid materials have a green RMB symbol in the lower left corner.



Figure 8.1-1 Program Production Page - Material Square

If the user is an enterprise user, the root account can also be used when their sub account purchases materials; If the root account is purchased, the sub account cannot be used and must be purchased again before it can be used.

If the user creates paid materials for the program (images and videos), the partition will display a watermark for the paid materials. After purchasing, the watermark disappears and can be used normally. The program can only be saved after purchasing all the paid materials. Otherwise, the program can only be saved and sent after deleting the unpaid paid materials in the program production, as shown in Figure 8.1-2.

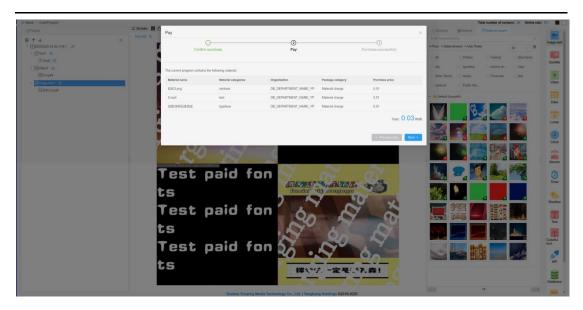


Figure 8.1-2 Program contains paid materials - click save

9 Main problem answers

1 Why are the width and height attributes of the screen not displayed after successfully adding it in screen management?

Answer: In this situation, you can click the screen management button behind the corresponding screen to open the screen control page. Click "Query All Parameters" to obtain the width and height of the screen.

2 Why have the previously produced programs, added screens, or added materials disappeared?

Answer: Firstly, you can check whether there are any deletion operation records in the log management of the system management. If there are, it is possible that you or someone else has performed the deletion operation; If not, you need to contact the business administrator of your organization, who may have made changes to your organizational structure.

3 Why is the online screen not displayed on the selection screen page of the publishing guide when the program is released?

Answer: Please confirm if the matching rate between the program and the screen exceeds 60%. If it does not match, you can add a drawing board of the same size as the screen to the current program. At the same time, ensure that the screen has purchased a package and that there is sufficient data within the package.

4 Why does the firmware update button on the corresponding screen still display after the firmware update?

Answer: You need to check the completed firmware and click the "Check for Updates" button on the screen management page

5 Why is the login prompt "username does not exist, please register first" when using a

registered account?

Answer: After the platform update on September 30, 2018, an international station was added to support foreign users' access. Data between the Chinese station and the international station is not interoperable. Chinese users should visit the Chinese station website www.iledcloud.cn, and the corresponding controller's web server IP remains unchanged; For foreign users, please visit the international website www.iledcloud.com, and the corresponding controller's web server IP is 8.213.218.237.

6 Why do programs that have been successfully published not play on the screen?

Answer: Firstly, please check if you have set a "start time" or "stop time" when publishing. Next, please check if the controller is set to timed power on/off. Try publishing again, if it still doesn't display, please contact our platform to find the specific reason.

7 Why does the program experience screen flickering during playback?

Answer: Please check if there are any partitions or materials with transparent background colors. If so, please modify the special effects of these partitions or materials to "Quick Play", "Static Display", "XX Move", and "XX Move". If not, please contact our platform to find the specific reason.

8 Why does the screen immediately darken after setting partition dimming?

Answer: It may be that the current time is not within the time period you set for time-sharing dimming. The controller will default to setting the brightness to the default value of 1. If you want to maintain brightness, it is recommended to set an additional time point to adjust the brightness, for example, 0:00 brightness is 100.

9 Why does the screen immediately turn off when it is set to timed on/off?

Answer: This is because during the time before the scheduled power on, the controller believes that the screen should be turned off. If it is not, it will immediately turn off.

10 Why does it prompt that the screen is not online when adding a screen?

Answer: When adding a screen to the platform, it is necessary to ensure that the controller is online, otherwise it cannot be successfully added.

11 Why does the controller still prompt that it is not online when adding the identification code after it is online?

Answer: Firstly, please check if there is a barcode label attached to the controller body. If so, please prioritize using the barcode as the serial number to add the screen. If there is no barcode label attached to the controller body, you need to use YQ software to view the identification code of the controller and add it using the identification code.

12 Why was the online 6Q controller not displayed when the announcement was released?

Answer: Only YQ and Y series controllers support the release of announcements.

13 Why do the YQ3 series controllers (YQ2E, YQ3, and YQ4) display white bars on the screen after their announcement?

Answer: Please confirm if the background color of the announcement you posted is transparent or if "Transparent" is checked. If it is confirmed that the background color is transparent, please modify the background color of the announcement.

14 Why is the screen not online?

Answer: For offline screens, we recommend that you check the following situations:

- 1 If using 3G/4G module, check if the phone card is overdue?
- 2 If using 3G/4G modules, check if the card slot pops out? Or is there poor contact in the card slot?
 - 3 Is the network situation in the area where the screen is located good?
 - 4 Is there any interference source in the area where the screen is located?
 - 5 There is a possibility of parameter loss in the controller

15 Why does the image material I uploaded prompt that it is not supported?

Answer: The platform supports image formats such as BMP, JPG, and PNG. Some images are

generated through web pages or special software, and due to encoding issues, the platform may determine that they cannot be parsed during processing. If the prompt indicates that the image is too large, it is recommended to use image processing software to compress it before uploading.