

iLEDCloud Multimedia Information Publishing Platform
User Manual

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Information Publishing Platform

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1. Log in

Please use Google Chrome or Firefox to log in to <http://www.iledcloud.com> and open the platform. As shown in Figure 1-1, click the login 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.

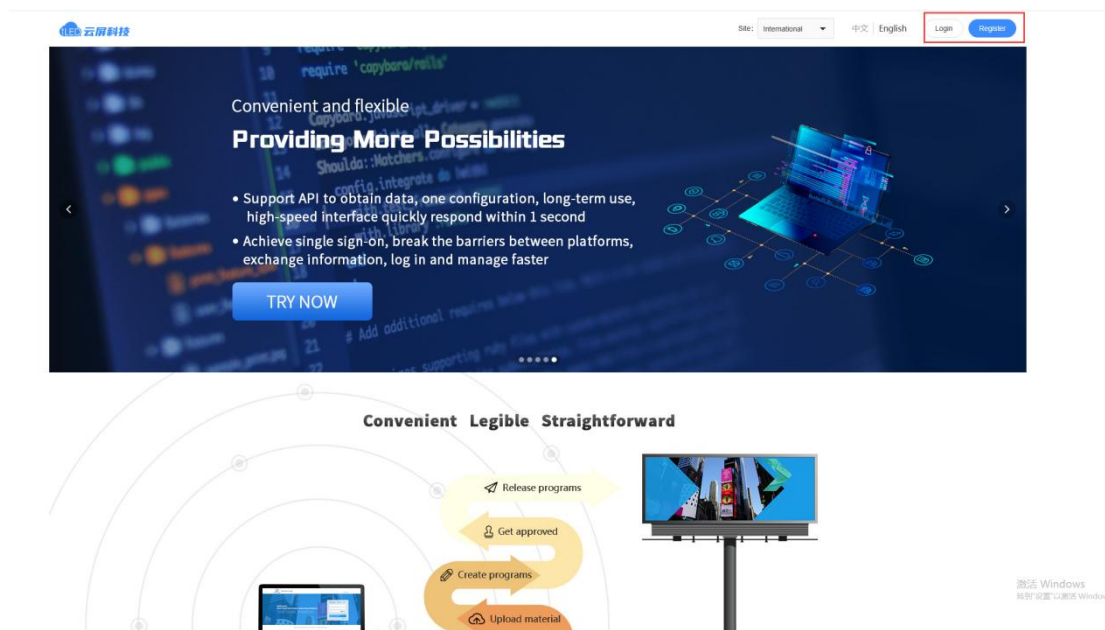


Figure 1-1 Opening the platform

Open the login page and log in to the iLEDCloud multimedia information publishing platform using your mobile phone number or email address. You can click on the verification code on the login page to obtain a new verification code image , as shown in Figure 1-2 .

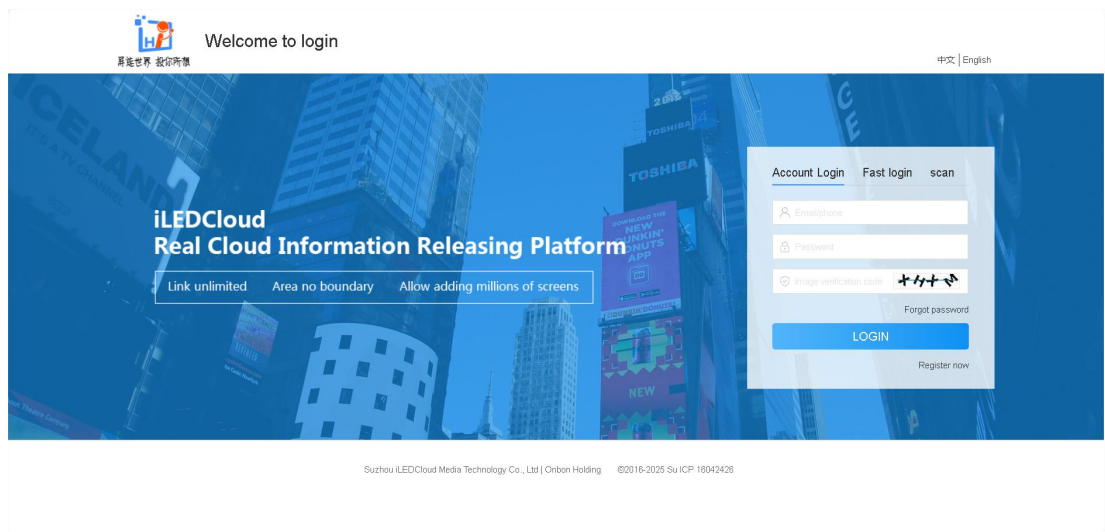


Figure 1-2 Login Interface

Users who have linked their mobile phone number can log in quickly using their mobile phone. Simply click "Quick Login" on the platform's login page to be redirected to the quick login page, as shown in Figure 1-3 .

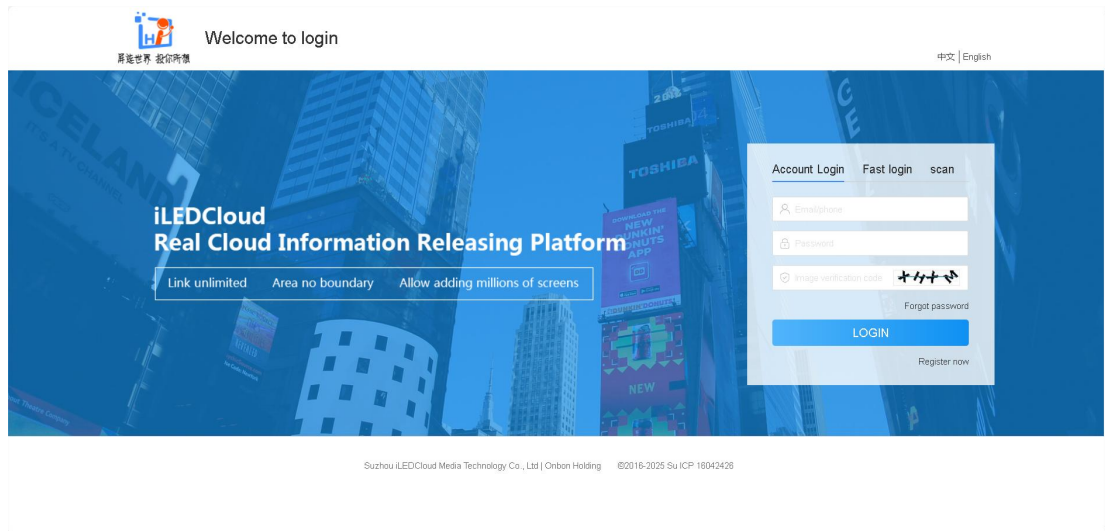


Figure 1-3 Quick Login

2. Homepage

When a new user registers and logs in to the platform for the first time, a pop-up window will appear asking them to select a version, as shown in Figure 2-1. Selecting the LCD version will take them to the LCD version homepage, as shown in Figure 2-2. Existing users can click the "Switch LCD Version" button in the upper left corner of the LED version homepage, as shown in Figure 2-3, to enter the LCD version page.

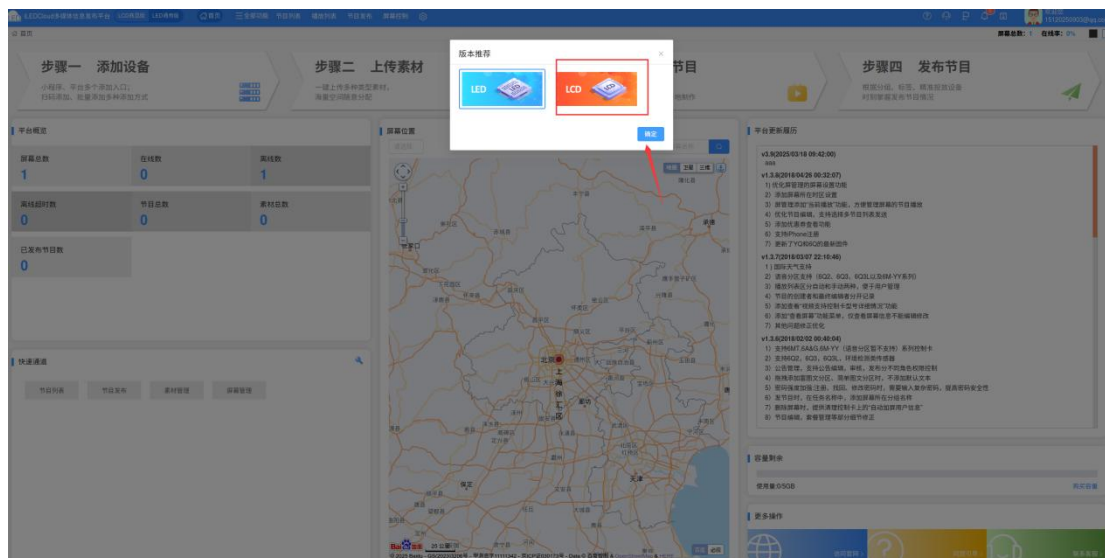


Figure 2-1 Version selection page for newly registered users

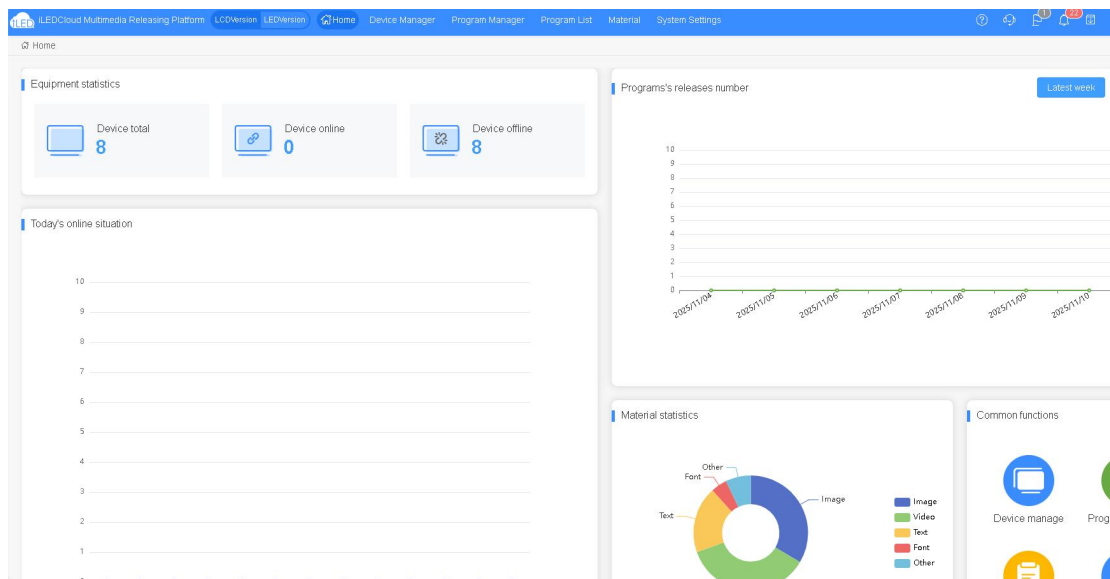


Figure 2-2 LCD Version Homepage

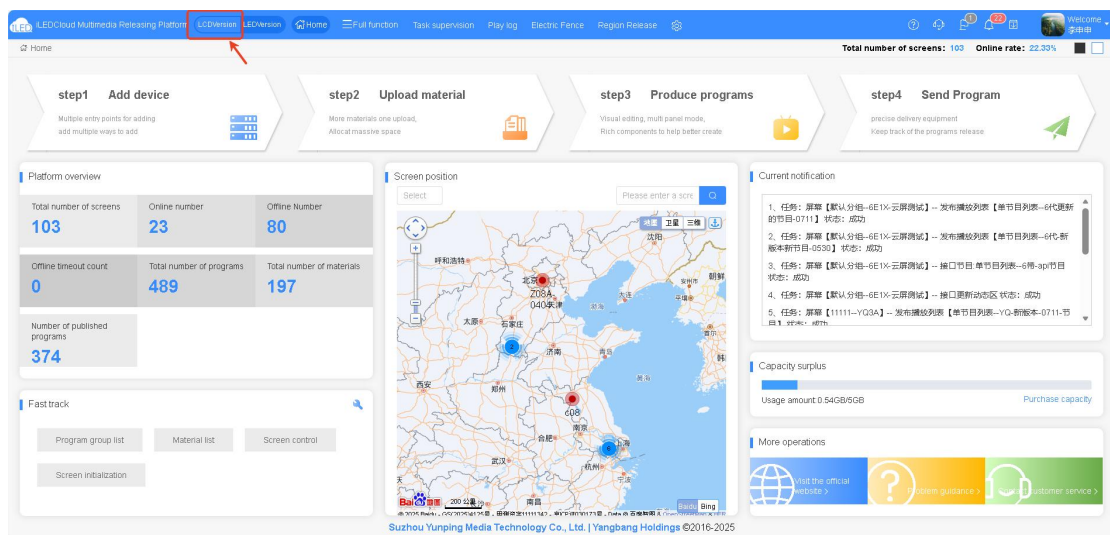


Figure 2-3 LED Version Homepage Switching Version

3. Equipment Management

3.1 Device List – General List

On the device management page, users will be directed to the device list – normal page by default, which displays information on all LCD

monitors under the account. Users can perform related operations on the screen, as shown in Figure 3.1-1.

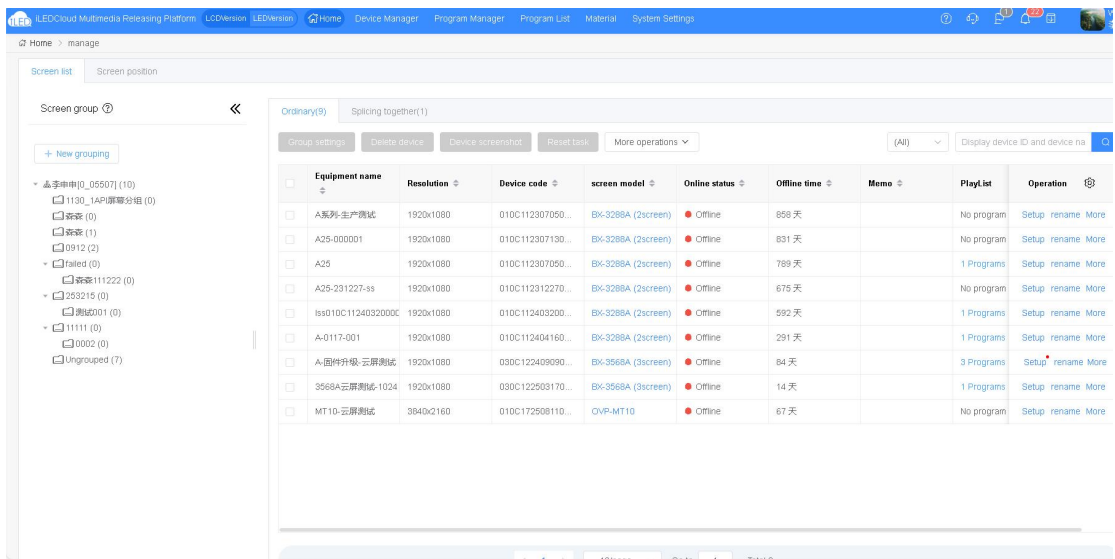


Figure 3.1-1 Device List – Normal List Page

3.1.1 Moving Groups

Click on Group Settings to move individual or multiple screens to a group, as shown in Figure 3.1.1-1; select a group, click OK, and the screen will move to the selected group.

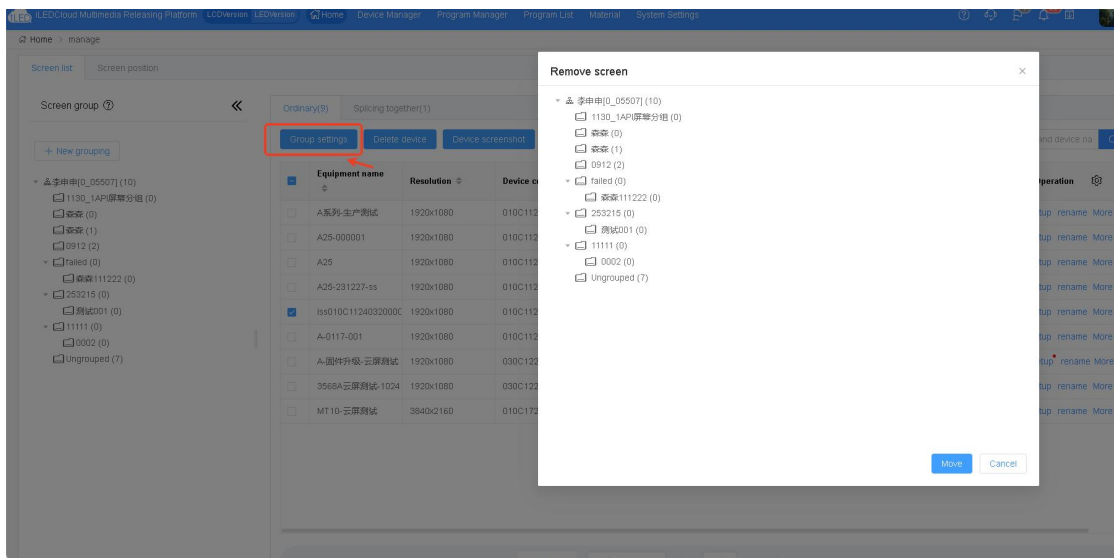


Figure 3.1.1-1 Mobile Group Page

3.1.2 Deleting the device

Clicking the "Delete Device" button allows you to delete a single screen or a batch of screens, as shown in Figure 3.1.2-1; clicking the "OK" button deletes the screen.

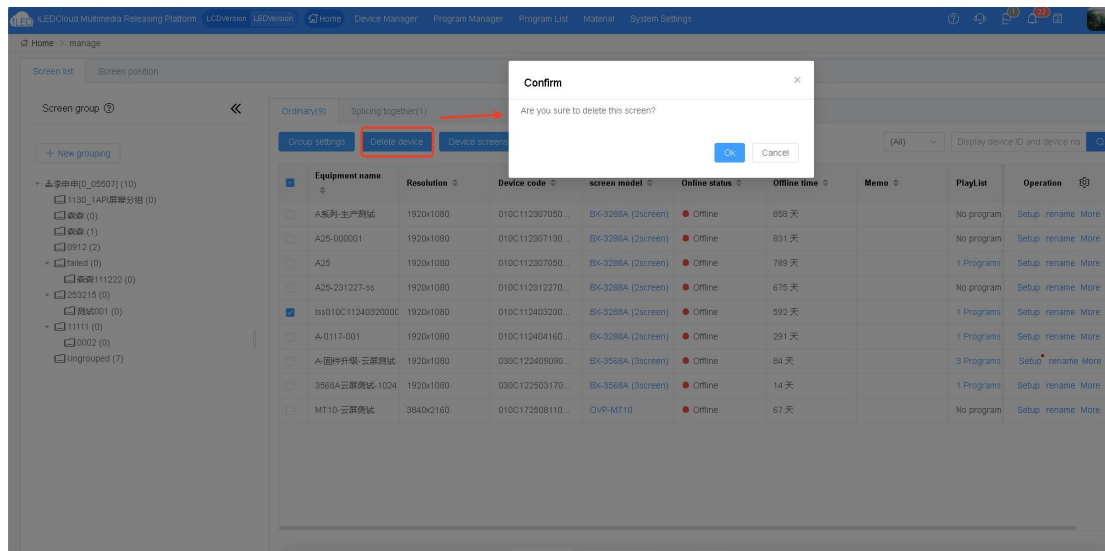


Figure 3.1.2-1 Device deletion pop-up

3.1.3 Reset Task

Clicking the Reset Task button allows you to reset tasks for a single screen or a batch of screens, as shown in Figure 3.1.3-1. Resetting a task will cancel the currently running task on that screen .

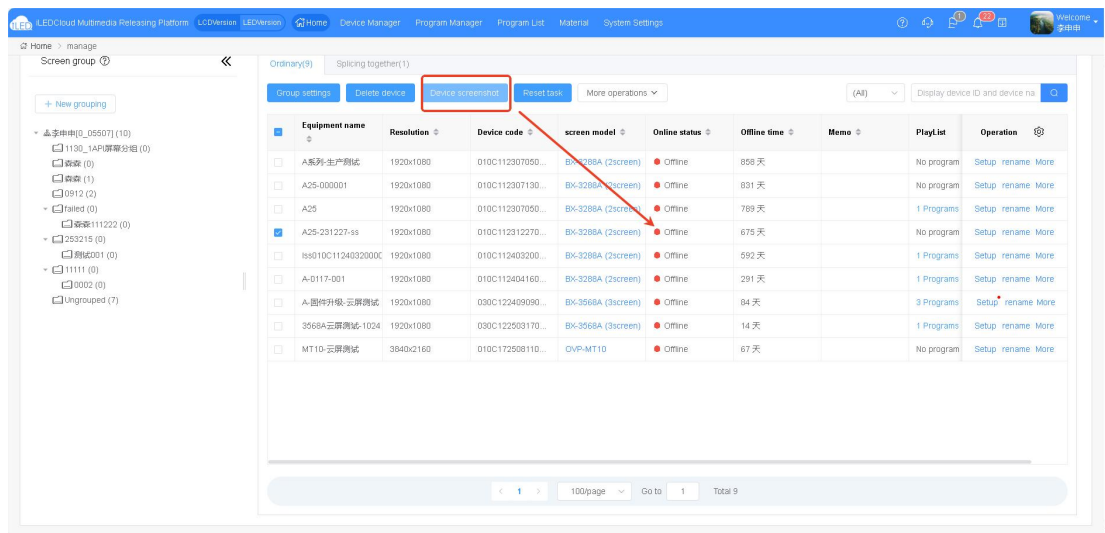


Figure 3.1.3-1 Reset Task Button

3.1.4 More pop-ups

Hovering the mouse over the "More Operations" button will bring up a pop-up window for more operations, as shown in Figure 3.1.4-1. This window allows for batch operations on the screen, including: timed on/off, clearing programs, unified device settings, checking firmware, automatic time synchronization, device brightness, volume settings, switching playback logs on/off, IO pin settings, screen on, and screen off. The button descriptions for these more operations are shown in Table 3.1.4-1 .

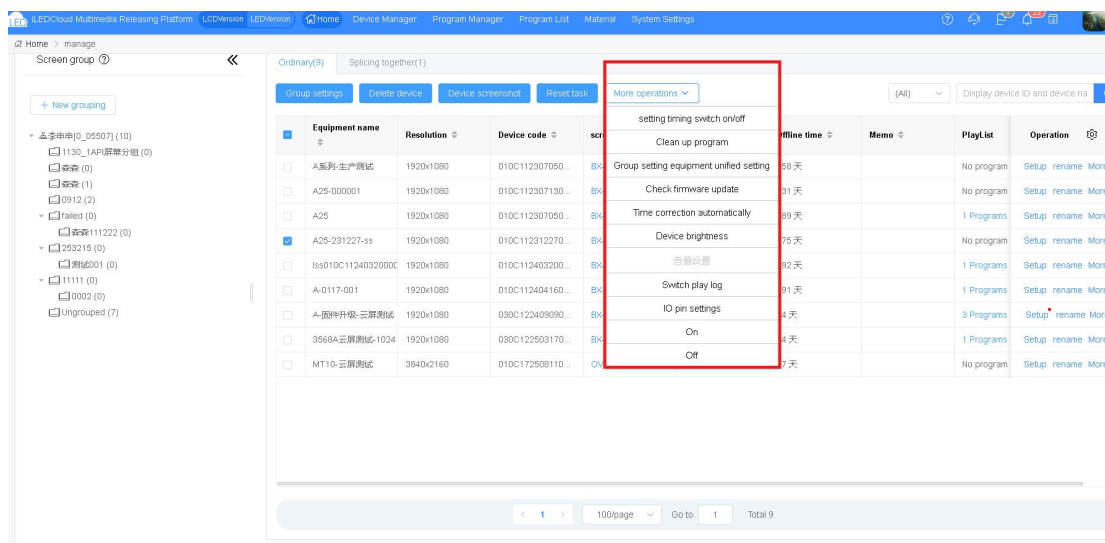


Figure 3.1.4-1 More Operations Pop-up

Table 3.1.4-1 Comments on the "More Operations" pop-up button functions

Button	Function Introduction
Timer switch	Batch set timed power on/off buttons; clicking this option allows you to add power on/off settings to multiple screens in batches.
Cleaning up programs	Batch clean up program content on the screen
Unified equipment setup	The unified screen settings button, when clicked, will bring up a settings page where you can uniformly configure the screen's time zone, merging, and cleanup/overwrite permissions.
Check firmware	The "Check for Updates" button is used to check if there are any new firmware updates available.
Automatic time synchronization	Providing time synchronization to the controller will calibrate its time to the set time zone.
Equipment brightness	The screen brightness button is used to adjust the screen brightness.
Volume settings	The screen volume buttons are used to adjust the screen volume .
Switch Playback Log	Click the "Toggle Playback Log" button to turn the playback log on or off.
I/O pin settings	Batch configure I/O pin buttons, manage on/off programs, and assign different buttons to play different programs.
Open screen	Power button
Turn off screen	Power off button.

3.1.5 Equipment Settings – Equipment Information

Click the settings button on the back of any device to enter the device settings page, as shown in Figure 3.1.5-1. By default, you will enter the device information tab , where you can modify screen parameters, time synchronization settings, and volume control.

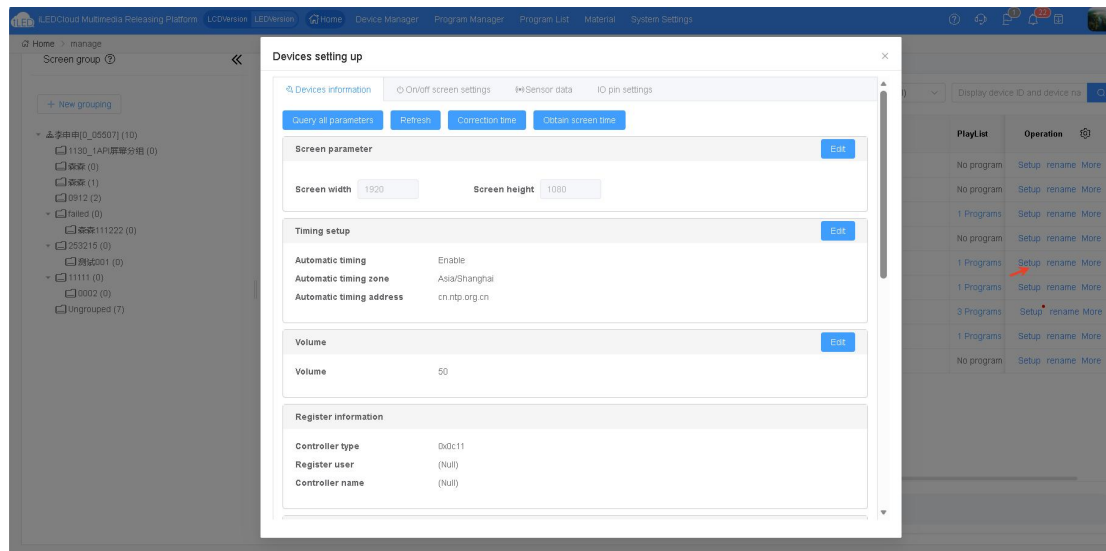


Figure 3.1.5-1 Device Settings – Device Information Page

3.1.6 Device Settings – Power On/Off Settings

Clicking the "Screen Switch Settings" tab allows you to power on/off the screen and schedule power on/off times, as shown in Figure 3.1.6-1. After setting the rules and clicking "Save," the platform will send a timed command to the device .

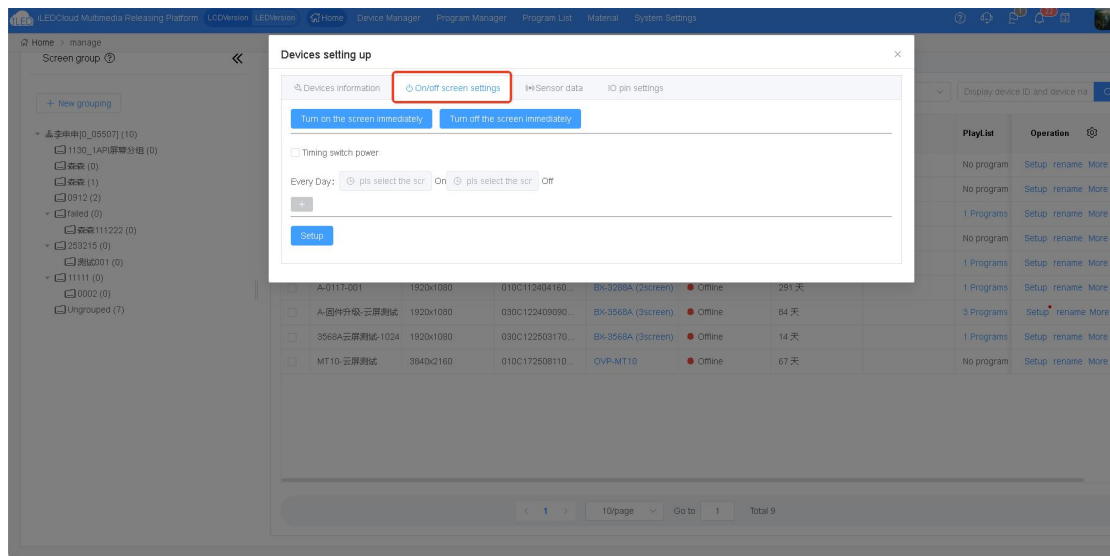


Figure 3.1.6-1 Device Settings – Screen On/Off Settings Page

3.1.7 Device Settings – Sensor Data

Click the Sensor Data tab to view the values obtained by the external sensors connected to the controller, as shown in Figure 3.1.7-1. The latest sensor data values will be obtained after entering this page or clicking the refresh button .

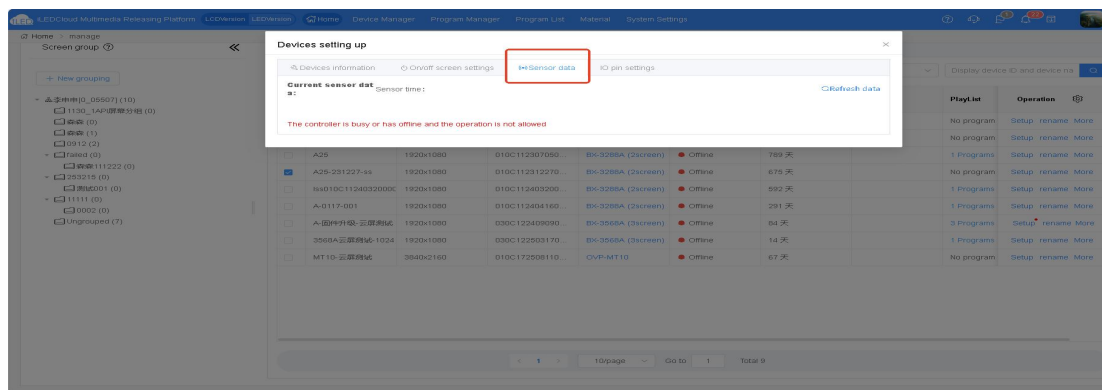


Figure 3.1.7-1 Device Settings – Sensor Data Page

3.1.8 Device Settings – IO Pins

Click the IO pin settings tab to configure the on/off program

management and assign different buttons to play different programs, as shown in Figure 3.1.8-1 .

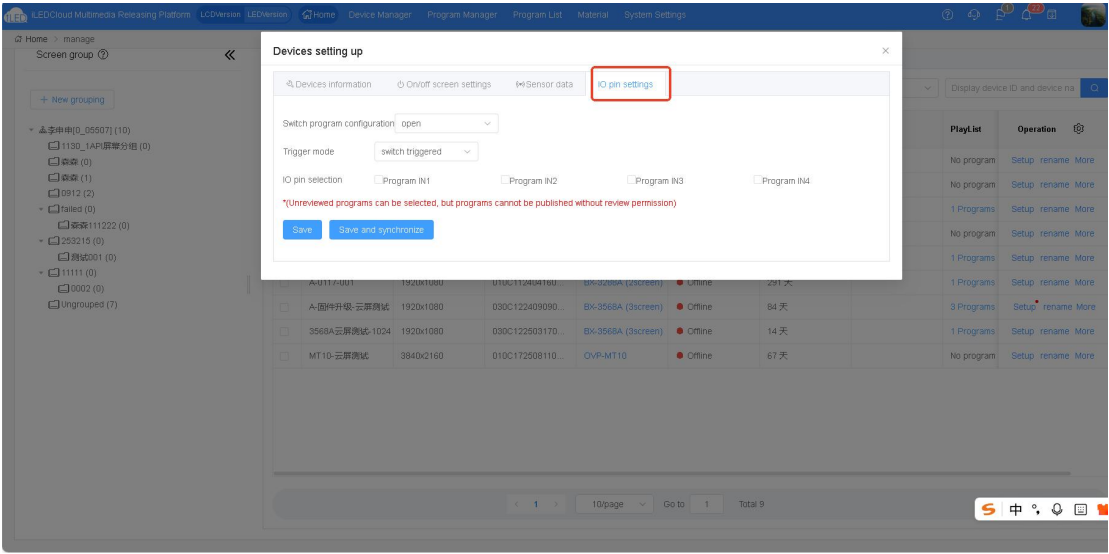


Figure 3.1.8-1 Device Settings – IO Pins

3.1.9 Rename

Click the rename button on the back of the device to bring up the rename dialog box, where you can modify the device name, as shown in Figure 3.1.9-1.

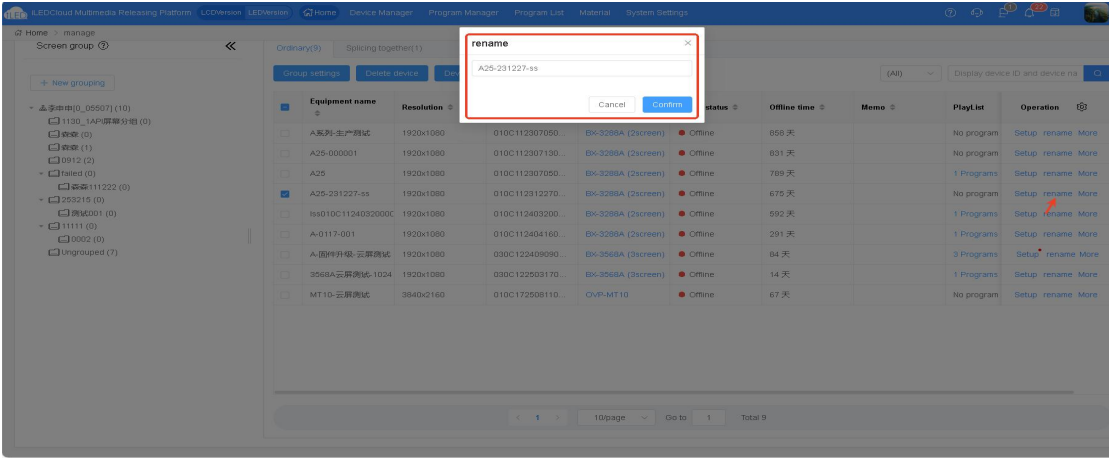


Figure 3.1.9-1 Rename pop-up window

3.1.10 Single Device – More Pop-ups

Click the “More” button on the back of the device to bring up a pop-up window for more settings, where you can perform the following operations: modify device information, take screenshots, preview and query, and check firmware version, as shown in Figure 3.1.10-1.

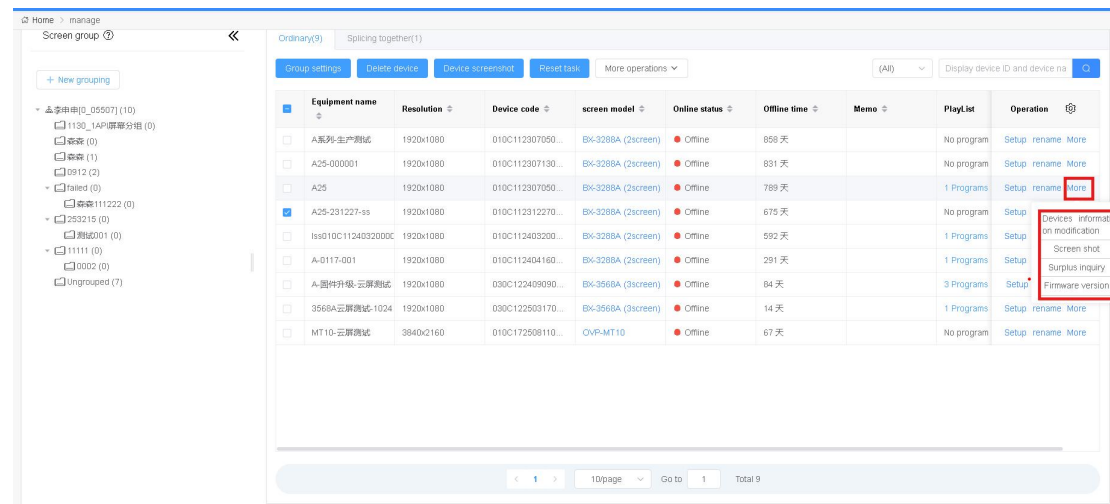


Figure 3.1.10-1 Single Device – More Pop-ups

3.1.11 Individual Device – Device Information Modification

Click the “Modify Device Information” button in the pop-up window to open the device information modification page. You can modify the device name, device alias , address information, detailed address, time zone , remarks , and allowed sub-level cleanup coverage , as shown in Figure 3.1.11-1.

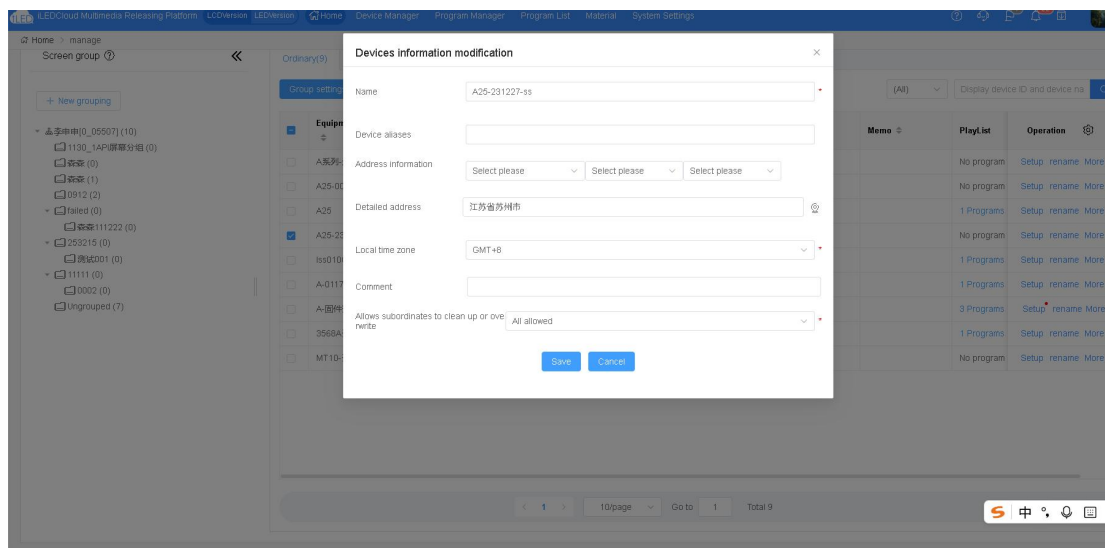


Figure 3.1.11-1 Single Device - Device Information Modification

3.1.12 Single Device - Screenshot

Clicking the "Screenshot" button in the "More" pop-up window will open a screenshot pop-up window, as shown in Figure 3.1.12-1. After clicking the "Screenshot Now" button, the control card will send a screenshot command. If the "Original Size" option is checked, the returned screenshot will be the same size as the actual image. Clicking the "Delete Screenshot" button will delete unwanted screenshots .

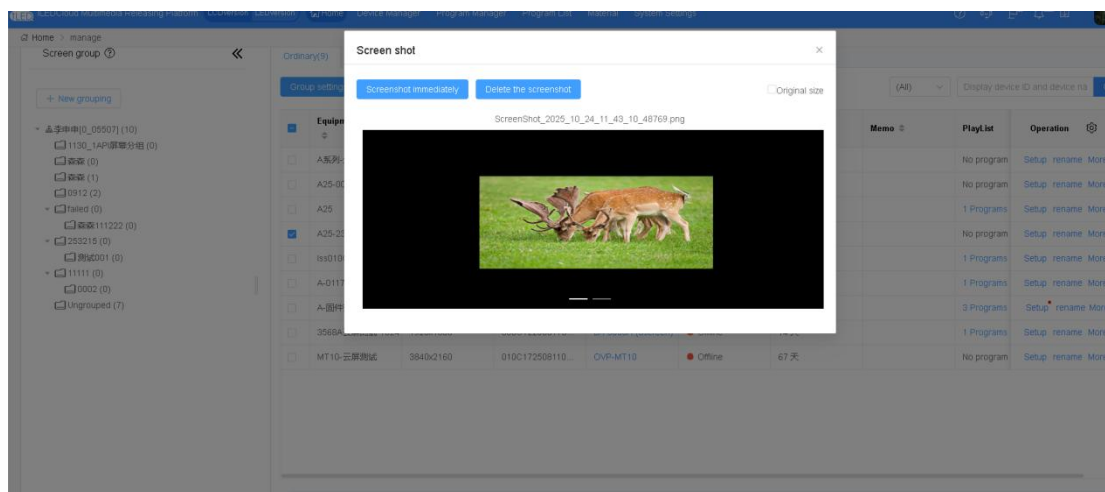


Figure 3.1.12-1 Single Device - Screenshot

3.1.13 Single Device - Remaining Capacity Inquiry

Clicking the "Remaining Space Query" button in the "More" pop-up window allows you to query the remaining space on the controller, as shown in Figure 3.1.13-1. Clicking "Query Remaining Space" will refresh and display the latest remaining space information.

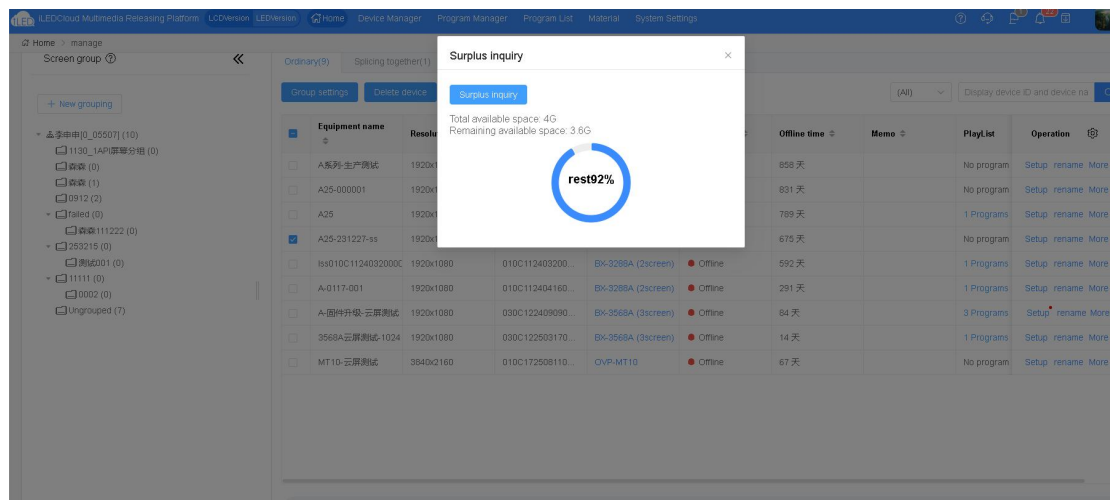


Figure 3.1.13-1 Single device - Balance query

3.1.14 Single Device - Firmware Version

Clicking the "More Firmware Versions" button in the pop-up window will bring up a firmware version pop-up window, as shown in Figure 3.1.14-1. This pop-up displays the currently available firmware versions and related information. If a new version is available, there is an "Update Now" button; clicking it will allow you to upgrade to the latest version.

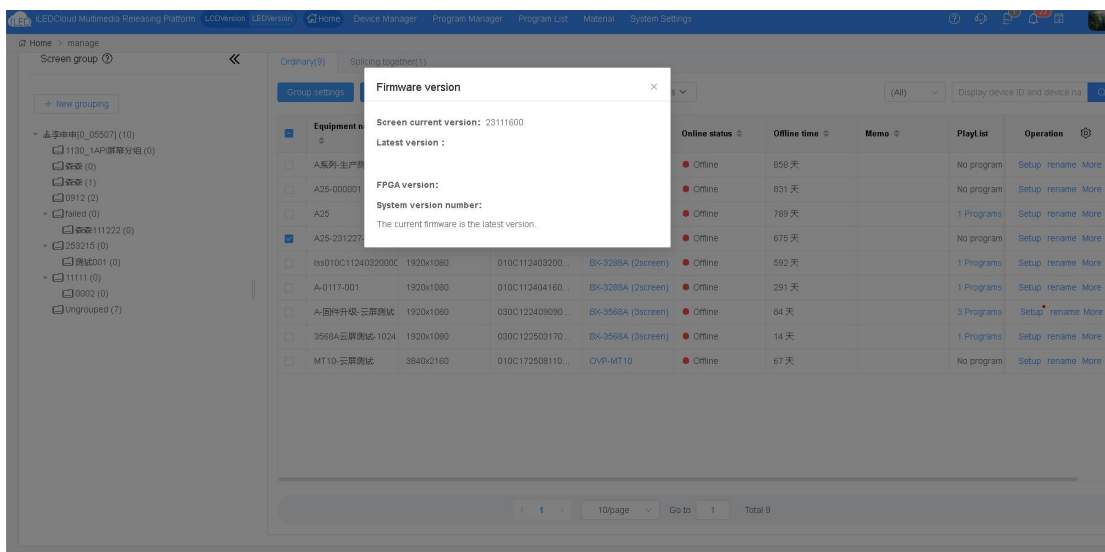


Figure 3.1.14-1 Single Device - Firmware Version

3.1.15 Batch Timed Power On/Off

Select the screen, click More Operations, click the Timer Switch button, add a timer plan on the pop-up “Batch Timer Switch” page, as shown in Figure 3.1.15-1. After clicking “Add Timer Plan”, set the screen and power on/off time periods on the timer settings page, as shown in Figure 3.1.15-2. After clicking OK, the timer plan will be generated. After clicking Save on the “Batch Timer Switch” page, the platform will send timer commands to the corresponding screens.



Figure 3.1.15-1 Batch Timer Switch Page

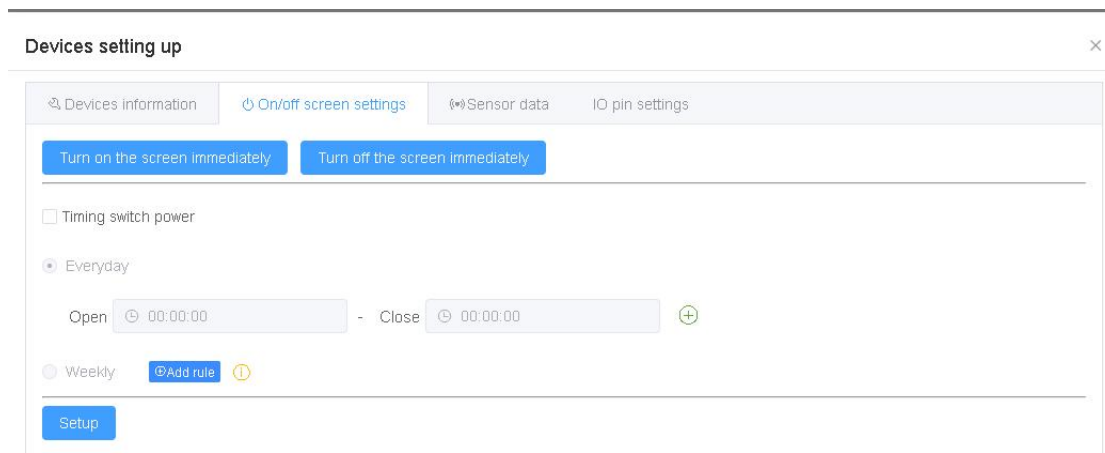


Figure 3.1.15-2 Timer Rule Configuration Page

3.1.16 Batch program cleanup

Select the screen, click More Operations, click the Clean Programs button to perform batch program cleanup. The layout supports cleaning up currently playing programs and also supports cleaning up the program list by setting IO pins, as shown in Figure 3.1.16-1.

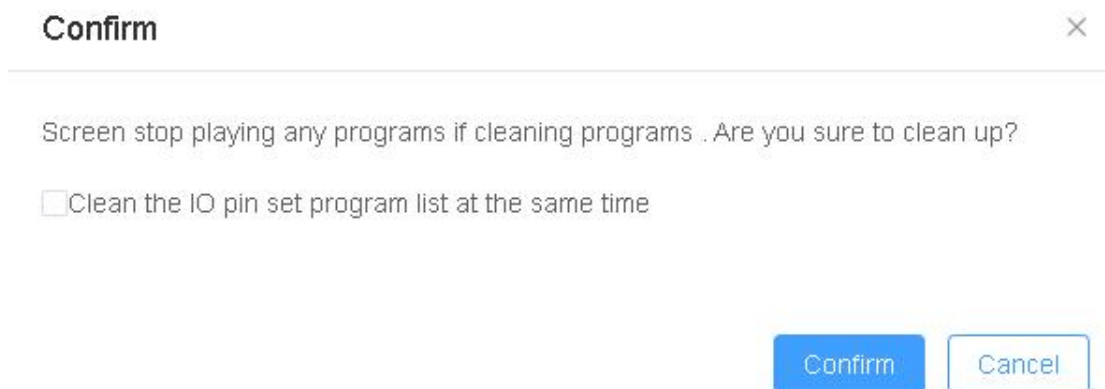


Figure 3.1.16-1 Batch clearing of program pop-ups

3.1.17 Unified Equipment Setup

Select the screen, click "More Operations," then click the "Device Unified Settings" button. A unified screen settings page will pop up, as

shown in Figure 3.1.17-1 . This page lists the settings that can be configured uniformly, including the screen’s time zone, merge settings, and permissions for clearing or overwriting sub-screens. These three settings should be configured individually on the screen settings – screen information modification page for each screen record.

The merge setting is primarily used to retain programs published by different organizations simultaneously. The default setting is “No Merge,” meaning programs sent between different organizations will be played over each other. When set to “Full Merge,” programs sent between different organizations will be merged into a single list and displayed in hierarchical order according to the organization.

Allowing subordinates to clean or overwrite screens is primarily used to restrict subordinates’ screen cleaning capabilities. The default setting is “Allow All,” meaning subordinate users can clean the screen. When set to “Disallow All,” subordinate users cannot clean the screen or perform related operations when a program published by the superior is playing. When set to “Partially Allow,” users must also select the allowed subordinate departments; in this case, only specific subordinate organizations can clean the screen or perform related operations when a program published by the superior is playing.

Group setting equipment unified setting

Local time zone

GMT+8

Merge setting

Not merger

✓ Save

✕ Cancel

Figure 3.1.17-1 Screen Unified Settings

3.1.18 Check firmware

Select the screen, click More Operations, click the Check Firmware button, the system will issue a check version command, and the results can be viewed in More – Firmware Version on the back of the device.

3.1.19 Batch Automatic Time Synchronization

Select the screen, click More Operations, click the Automatic Time Synchronization button, and an Automatic Time Synchronization dialog box will pop up, as shown in Figure 3.1.19-1. You can synchronize the controller’s time, which will calibrate the controller’s time to the set time zone.

Automatic timing

×

Automatic timing

Enable

▼

Timing type

NTP timing

▼

Automatic time zone

Asia/Shanghai

Automatic time network address

203.107.6.88

*At present, only Y series, YQ series, S6 players, 6th generation card series support automatic timing and the screen must be online

Save

Figure 3.1.19-1 Automatic Time Synchronization Page

3.1.20 Equipment Brightness

Select "Screen," click "More Operations," and then click the "Device Brightness" button. A device brightness pop-up window will appear, as

shown in Figure 3.1.20-1. There are three brightness settings: manual adjustment by default, time-based brightness adjustment (as shown in Figure 3.1.20-2), and automatic brightness adjustment (requires an external sensor), as shown in Figure 3.1.20-3. After clicking "Settings," the device will display brightness according to the selected method.

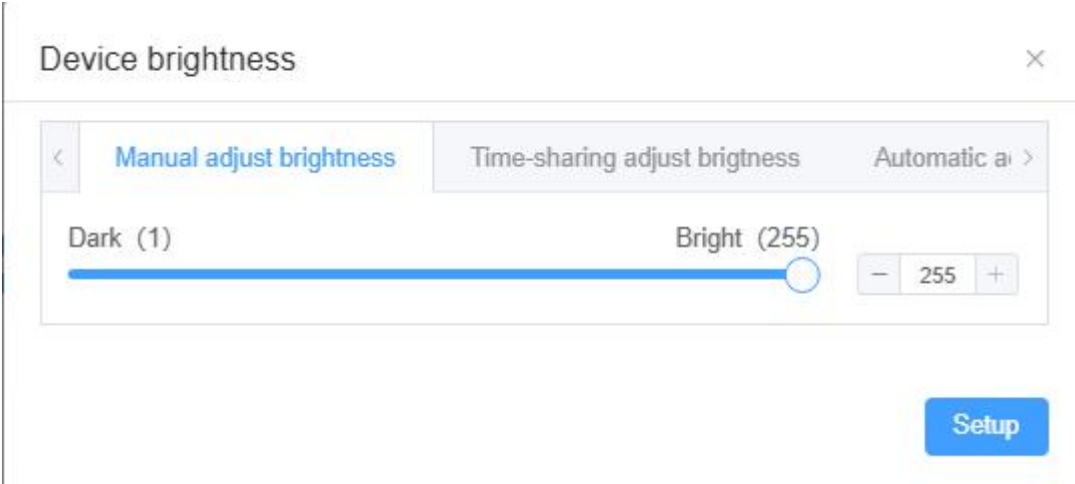


Figure 3.1.20-1 Manually brightening the page

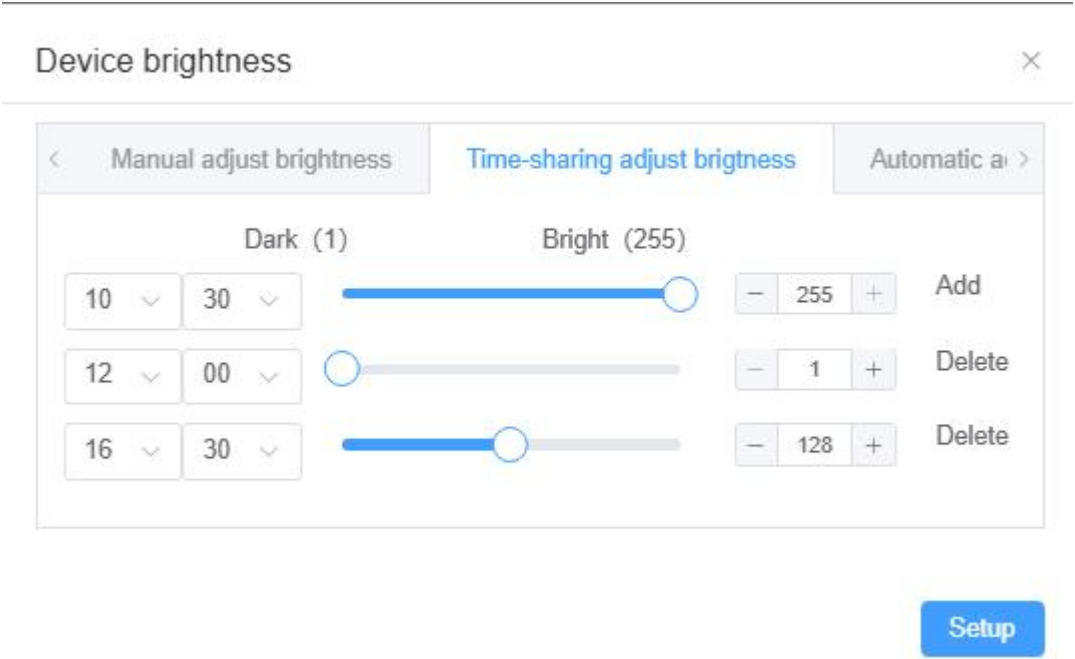


Figure 3.1.20-2 Time-based page brightening

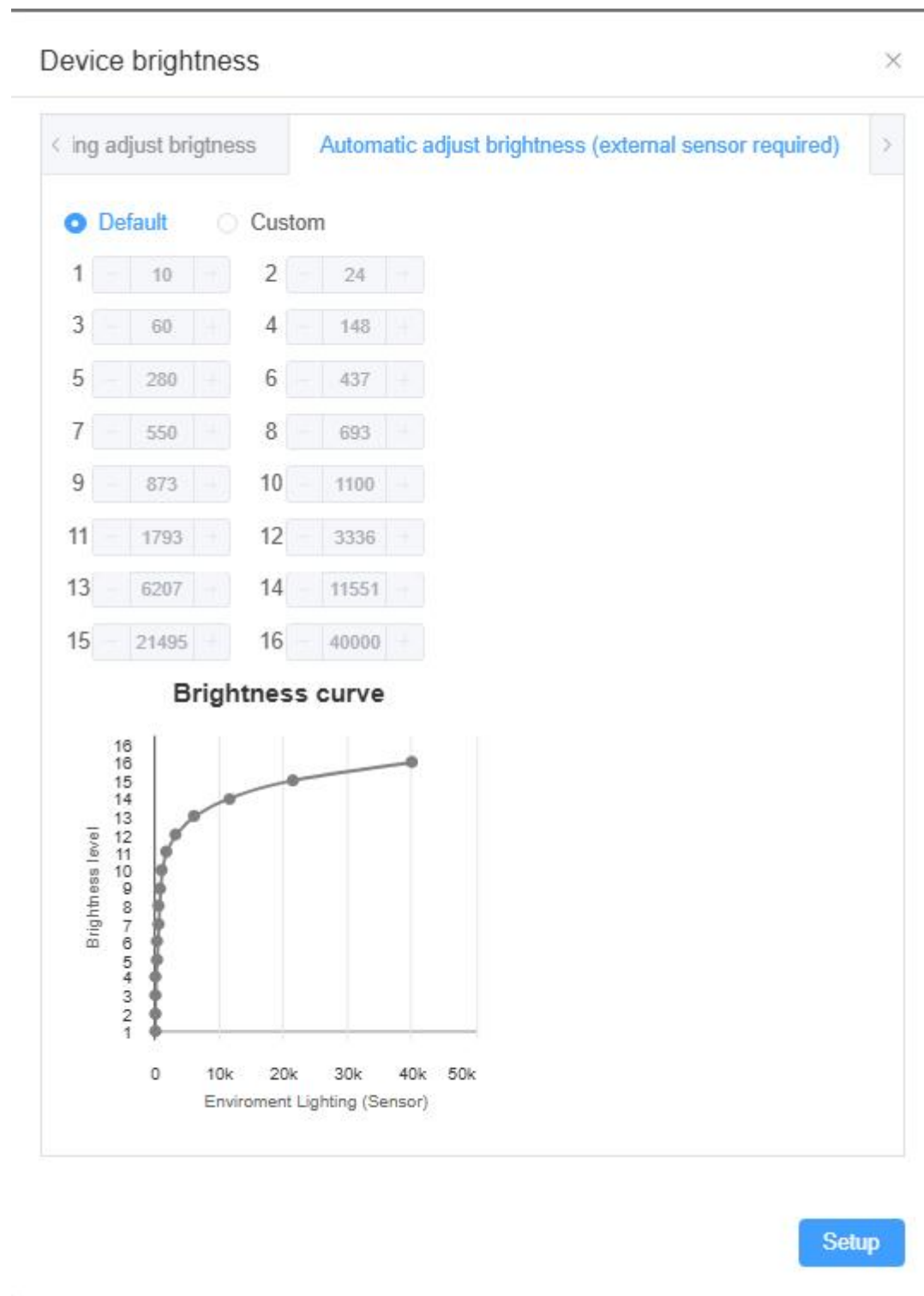


Figure 3.1.20-3 Automatic Brightness Adjustment (External Sensor Required) Page

3.1.21 Switch Playback Log

Select the screen, click "More Operations," then click the "Toggle

Playback Log” button. A pop-up window for toggling the playback log will appear, as shown in Figure 3.1.21-1. To toggle the playback log status, click the button to enable or disable the playback log.

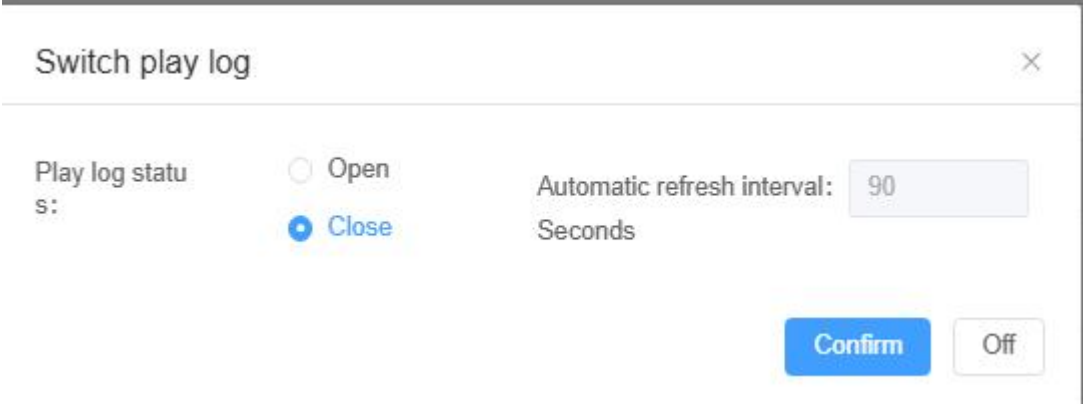


Figure 3.1.21-1 Switch playback log pop-up window

3.1.22 Batch I/O pin settings

Select the screen, click More Operations, click the IO Pin Settings button, and the IO Pin Settings pop-up window will appear as shown in Figure 3.1.22-1. Configure the on/off program management and assign different buttons to play different programs.

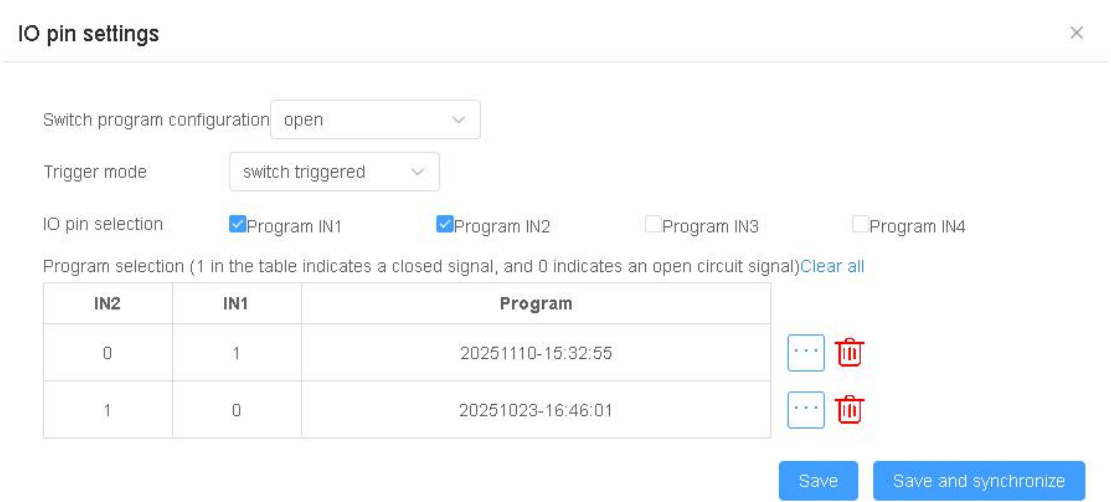


Figure 3.1.22-1 IO pin settings page

3.1.23 Playlist

the playlist of the corresponding screen in Device Management will bring up the currently playing playlist and the programs contained in the list, as shown in Figure 3.1.23-1 . Users can also preview programs or view the current size of the playlist on this page.

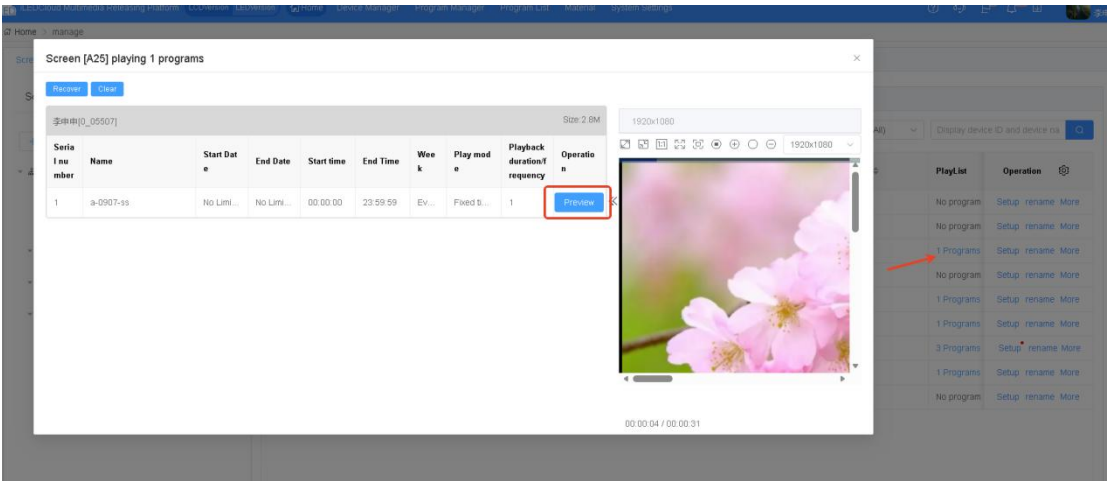


Figure 3.1.23-1 Playlist Page

Users can restore and clean up programs in the list on this page . When cleaning up programs, it is possible to select a range to clean up, as shown in Figure 3.1.23-2 . It is possible to clean up not only the programs at the current level, but also the programs of the current department and its subordinate departments, as well as the program list set by the LO pin . When cleaning up programs, users can also choose to check the box to clean up the dynamic area.

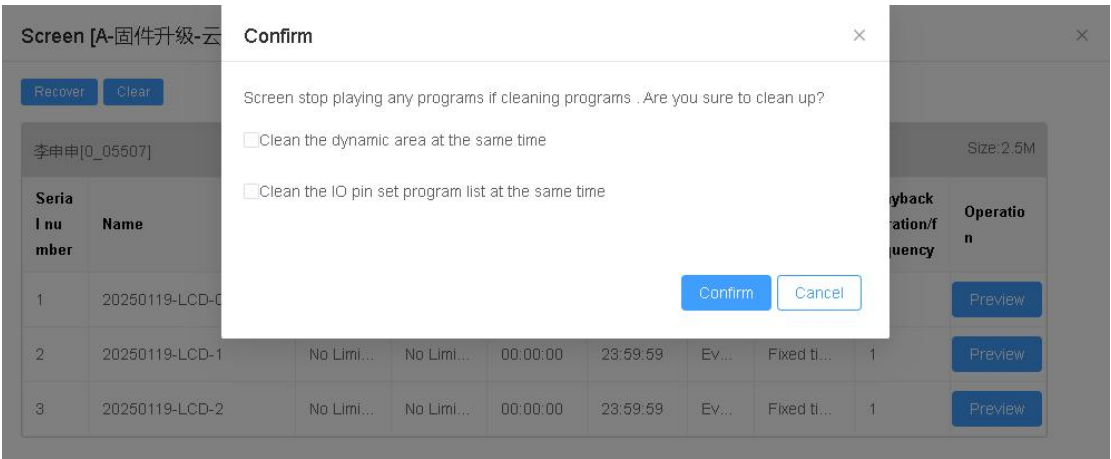


Figure 3.1.23-2 Single device program cleanup page

3.2 Equipment List - Splicing List

On the Device List - Normal page, click the splicing button to enter the LCD splicing screen page, which displays the splicing list, as shown in Figure 3.2-1. A splicing screen is used to divide images or videos and publish them to multiple screens, then stitch them together to form a complete image or video program for playback. Users can click the "Create Splicing Screen" button to create a new splicing screen, as shown in Figure 3.2-2.

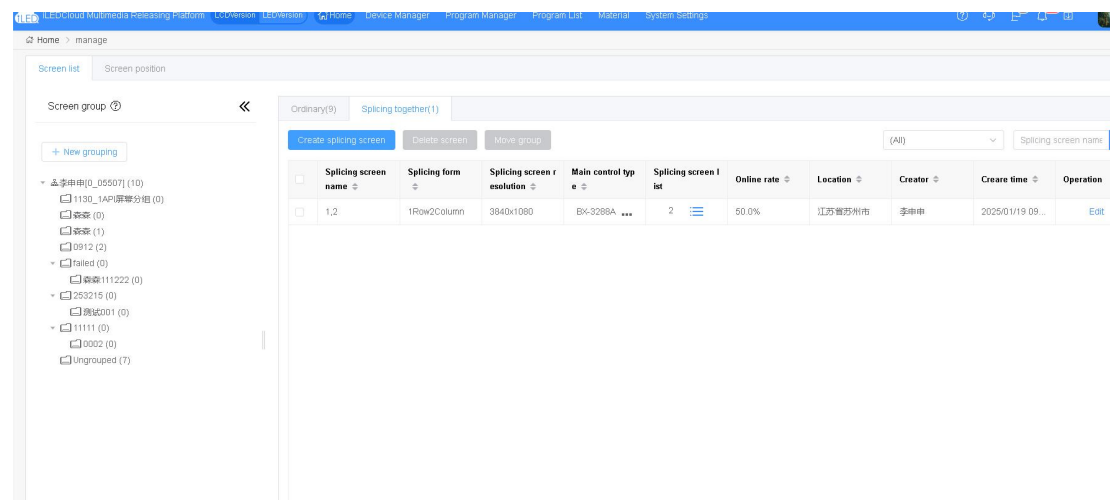


Figure 3.2-1 Device List - Composite List Page

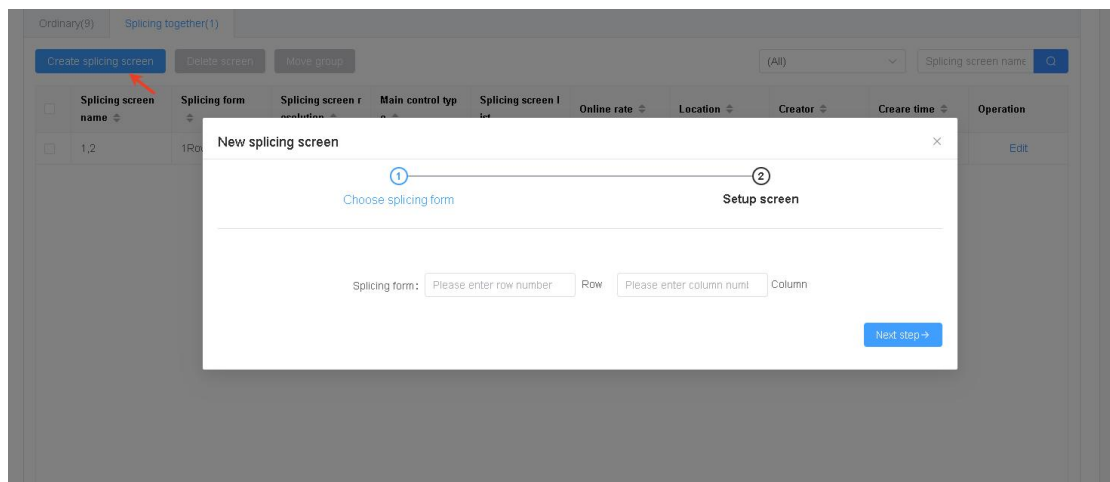


Figure 3.2-2 New Video Wall Wizard

Click Next to enter the screen settings page. Click the "+" in the lower left corner to select the screens you want to combine , select the devices under the group, and add them to the region, as shown in Figure 3.2-3 . Click the Finish button to complete the creation of the combined screens , which can be automatically spliced according to the screen names .

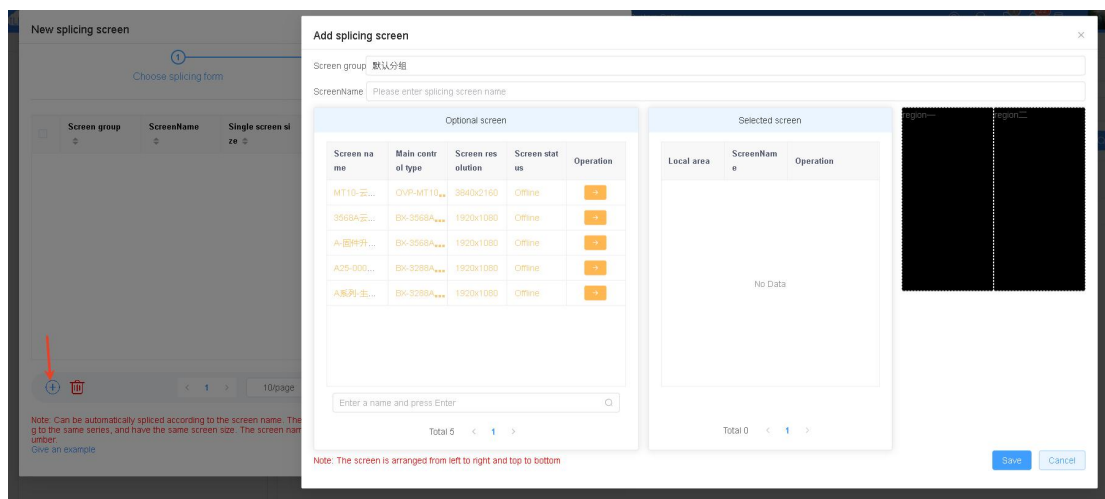


Figure 3.2-3 Creating a new video wall – Selecting screens page

3.3 Equipment Location

When a user views a device map, the devices are displayed on the map, as shown in Figure 3.3-1. The number of devices displayed per page can be set; if the number of screens is less than 30, this button will not be displayed. Clicking a screen will bring up a pop-up window displaying the screen's detailed information.

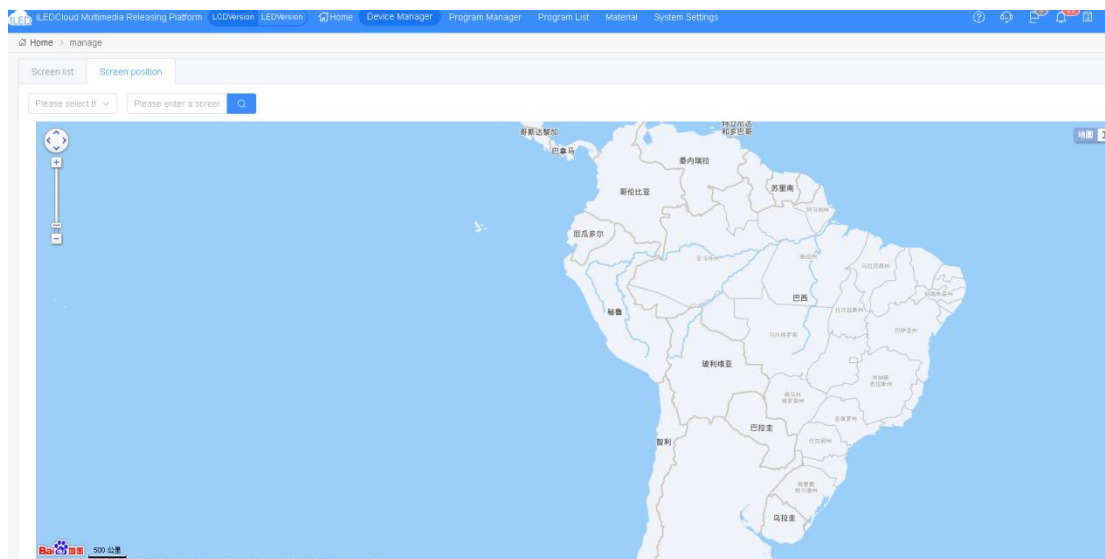


Figure 3.3-1 Device Location Page

4. Program Management

4.1 Creating New Programs

Users can create new programs in the "Program Management" module, and can also view, edit, modify , approve, and publish programs . Programs are divided into three types: ordinary, multi-screen display, and soft splicing programs. The default is the ordinary program page, as shown in Figure 4.1-1.

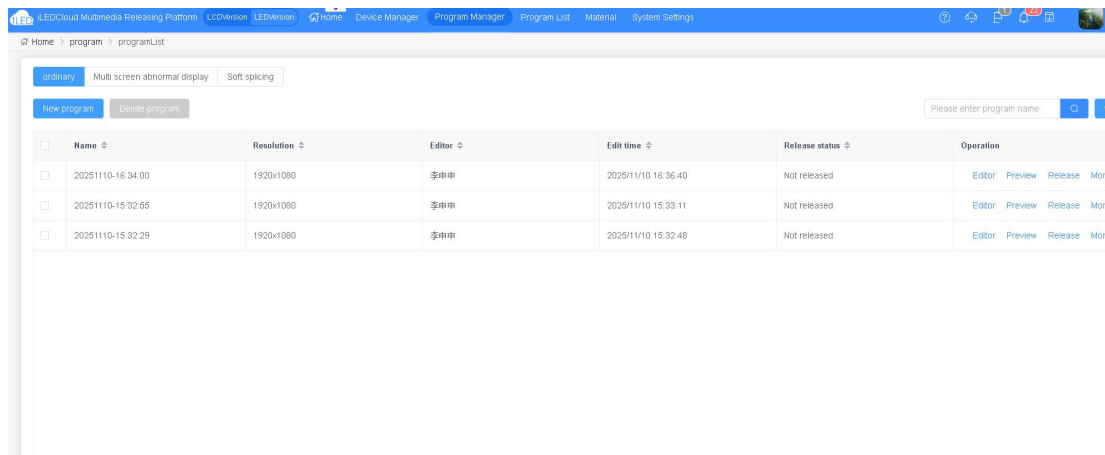


Figure 4.1-1 Program Management Page

4.1.1 Creating new regular programs

Users can create a new regular program on the regular page. Clicking the "Create Program" button will display a window for creating a new program, as shown in Figure 4.1.1-1. The number of screens for a regular program is a single screen (if the number of screens is two or three, it will be considered a multi-screen display program). After entering the program name and resolution, click "Create" to complete the creation of the new program.

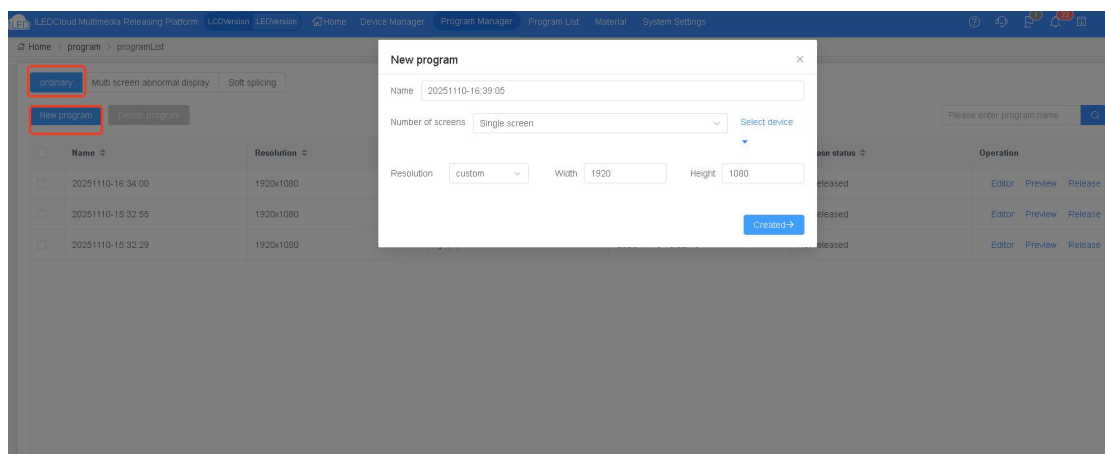


Figure 4.1.1-1 Creating a new regular program

4.1.2 Creating new multi-screen display programs

On the multi-screen display page, create a new multi-screen display

program. Click the "Create Program" button to display the window for creating a new program , as shown in Figure 4.1.2-1. The number of screens for a multi-screen display program can be two or three. After entering the program name and resolution, click "Create" to complete the creation of the new program.

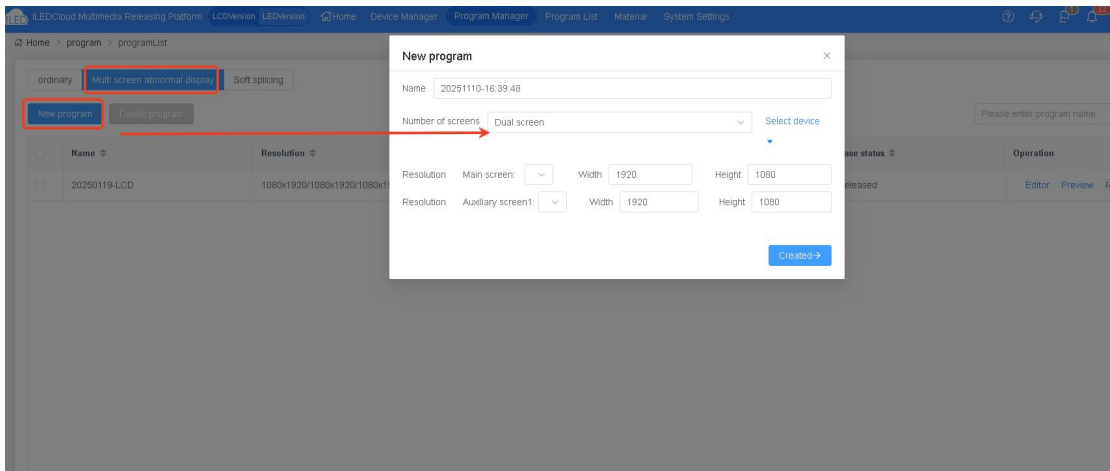


Figure 4.1.2-1 Creating a new multi-screen display program

4.1.3 Creating new software splicing programs

On the soft splicing page, create a new soft splicing program. Click the "Create Program" button to display the window for creating a new program , as shown in Figure 4.1.3-1. Enter the program name, select the canvas resolution and main control model, and then click "Create" to complete the creation of the new program.

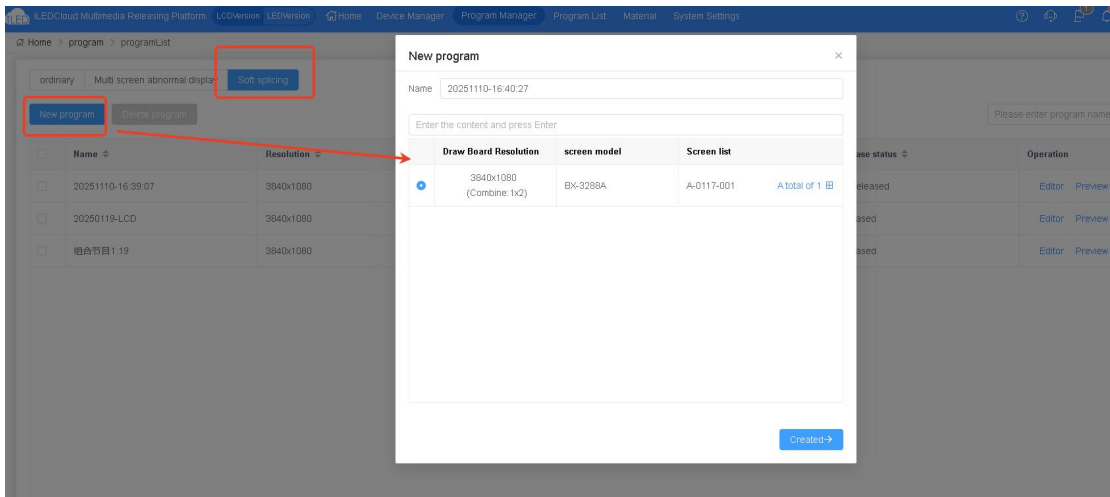


Figure 4.1.3-1 Creating a new software splicing program

On the program management page, when you hover your mouse over the "More" button next to any program, the "Copy" and "Approve" buttons will appear, as shown in Figure 4.1.3-2.

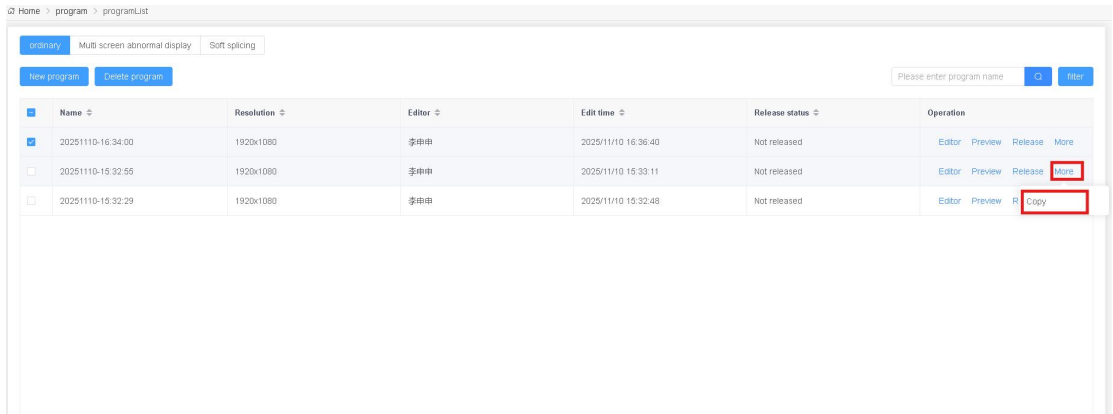


Figure 4.1.3-2 More Buttons

Some operation buttons on the program management page are annotated as shown in Table 4.1.3-1.

Table 4.1.3-1 Functional Notes for Buttons on the Program Management Page

Button	Function Introduction
Delete program	programs in batches or individually.
edit	Access the program production page to modify and edit program content.
release	Display program content to the screen
Preview	View preview program content
copy	Copy a new program with identical content into the program list.
Review	Review program content

4.2 Program Production Page

After creating a new program, you will enter the program production page. There are two versions: the regular program production page (Figure 4.2-1) and the multi-screen display program production page (Figure 4.2-2). The difference is that the multi-screen display program production page has an additional main screen/secondary screen canvas selection on the left side. Multi-screen display programs can switch between the main screen/secondary screen canvas to add materials and create different program content.

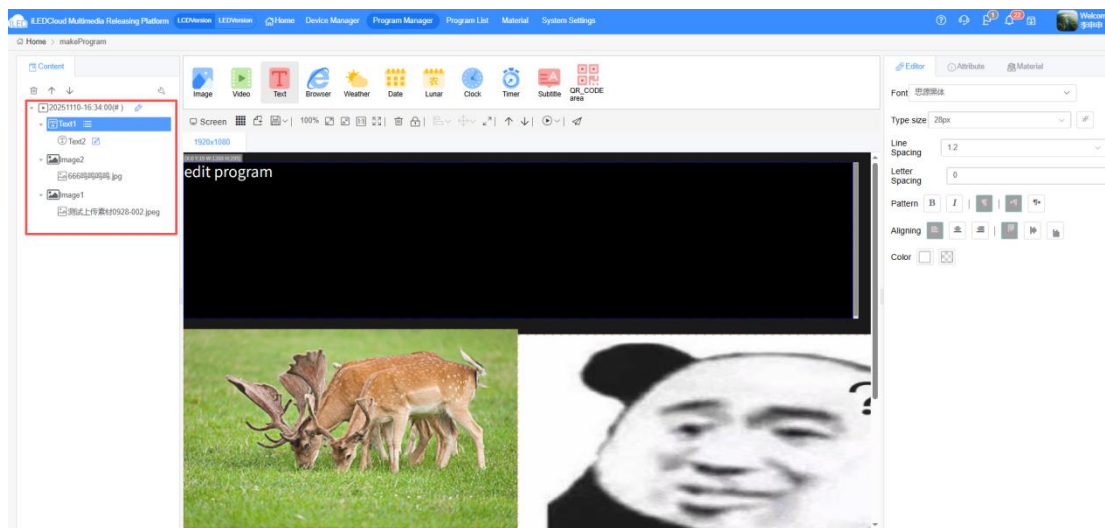


Figure 4.2-1 Standard Program Production Page

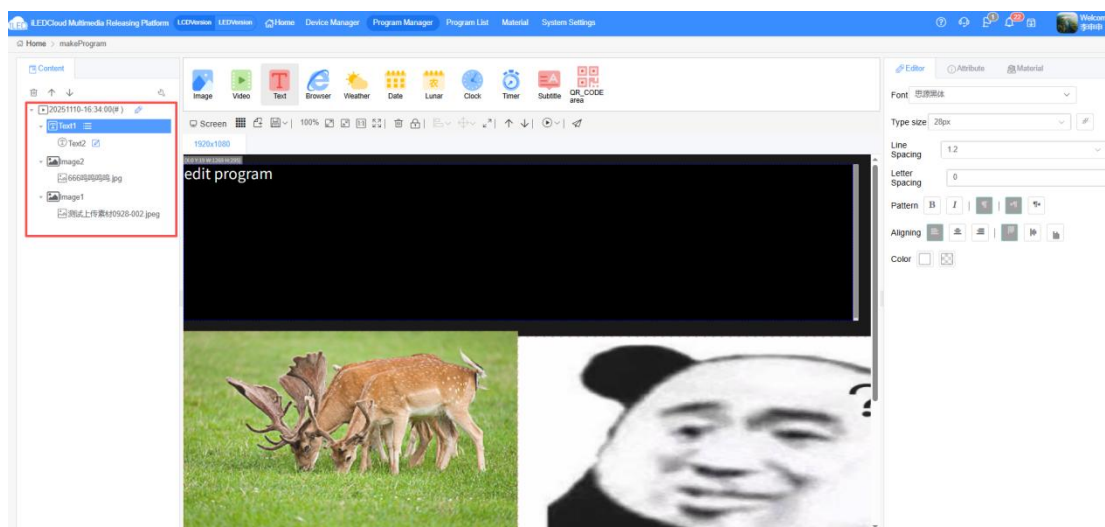


Figure 4.2-2 Multi-screen display program production page

The program production page is divided into four parts: left, top center , bottom center, and right. It includes screen, partition, materials , content, and attributes, as shown in Figure 4.2-3 . The functions and operations of each part will be introduced in detail below.



Figure 4.2-3 Program Production Page

4.2.1 Left side







The left side of the page displays a content bar that shows the tree structure of the program, as shown in Figure 4.2.1-1 . Some button annotations are shown in Table 4.2.1-1 .



Figure 4.2.1-1 Contents Section

Table 4.2.1-1 Content Section Button Function Notes

Butto	Function Introduction
-------	-----------------------

n	
	Delete selected
	Moving items up or down one layer also allows you to modify the structural position of materials within a partition.
	Change program name
	The edit list displays a list of materials in the current section, which can be edited.
	Content settings allow you to open a floating window in the content bar.
	The edit button allows you to edit the text or table within a section.

4.2.2 Upper Part

The upper middle section is the partition bar, which displays the corresponding supported partitions, as shown in Figure 4.2.2-1. Each partition has a different effect, and users can add partitions by double-clicking or dragging. The LCD version only retains the following partitions: image, video, plain text, browser, weather, time, sensor, lunar calendar, clock face, timer, subtitle, and QR code.



Figure 4.2.2-1 Section Bar

4.2.3 Lower Middle Region







The lower part of the page consists of a screen section, used for placing sections and displaying effects, as shown in Figure 4.2.3-1. Some











button annotations are shown in Table 4.2.3-1 . The black area in the middle is the screen, where users can place sections for editing, and also add and delete canvases.



Figure 4.2.3-1 Drawing board page

Table 4.2.3-1 Screen Button Function Notes

Button	Function Introduction
	Canvas layout: Select a canvas layout to display content by area.
	New Program
	Save the program (there is a "Save Program As" button in the submenu).
	Zoom ratio: Displays the current screen zoom level, which can be adjusted manually.
	Zoom in
	Shrink screen

	Display screen at original size
	Show all screens
	Delete selected partition
	You can only move the device after selecting "Lock" and then unlocking it.
	Alignment options: Selecting multiple partitions allows you to set their alignment (various alignment options are available in the submenu).
	Size assimilation allows multiple selected partitions to maintain the same size, width, or height (various size assimilation methods are available in the submenu).
	Expand the partition to full screen, making the partition fill the entire screen.
	Move up one level or down one level to adjust the structural position of the selected partition.
	Playback is available to preview the program (the submenu contains "Speed Up Playback", "Normal Playback", and "Slow Down Playback" buttons).
	Publish: Click to publish the program.

4.2.4 Right side area

The right side of the page consists of an attribute panel and a resource panel . The resource panel displays different resources under the corresponding section, as shown in Figure 4.2.4-1 . Users can add resources within a section by right-clicking, double-clicking, or dragging. Users can also add resources directly from the resource panel

by clicking the "Add" button ; the process for adding resources is the same as uploading resources.

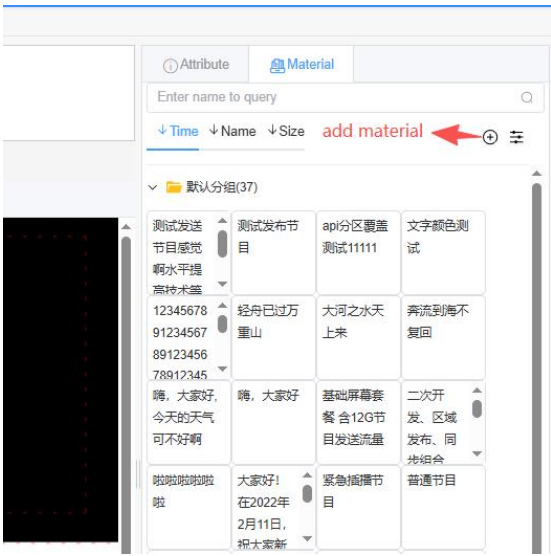


Figure 4.2.4-1 Material Column

The properties panel will display some property values of the current program, the currently selected section, or the material. For example, the program properties are shown in Figure 4.2.4-2 .

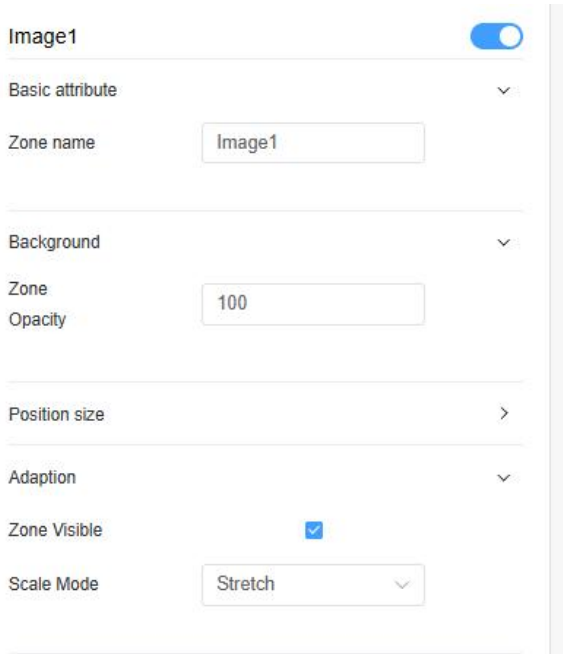


Figure 4.2.4-2 Current Program Attributes

4.2.5 Perform the publishing operation on the creation page.

Users can publish individual programs on the program production page. Simply click the publish button on the screen to enter the publish wizard. Users can select the corresponding screen models, as shown in Figure 4.2.5-1 . Under the "Available Screens" option, screens with a matching rate of over 60% and supported by the program will be displayed. Under the "All Screens" option, as shown in Figure 4.2.5-2 , all screens under the user's name will be displayed, along with the reasons why they are unavailable. Clicking "Publish" will immediately generate a publish task; selecting "Advanced Options" will take the user to the publish wizard's publish settings section, as shown in Figure 4.2.5-3 . If the user selects the "Clean Up Unnecessary Materials" option, unnecessary program material files on the controller will be deleted before publishing the new program. If the user wants to create a synchronized combined program, they can select "Synchronized Combined," and a synchronized combined record will be generated in the synchronized combined list after selection . If a user wants the program to be automatically published on a scheduled basis, they need to check the "Automatic Scheduled Publish" option. After checking, the automatic publishing settings will be displayed, as shown in Figure 4.2.5-4 . After setting, click "Finish" to generate a scheduled automatic task. If a user wants to add a program to the screen, they need to check the "Add Publish" option. After checking, the add settings will be displayed, as shown in Figure 4.2.5-5 . After setting, click Publish, and the inserted program will be generated on the screen.

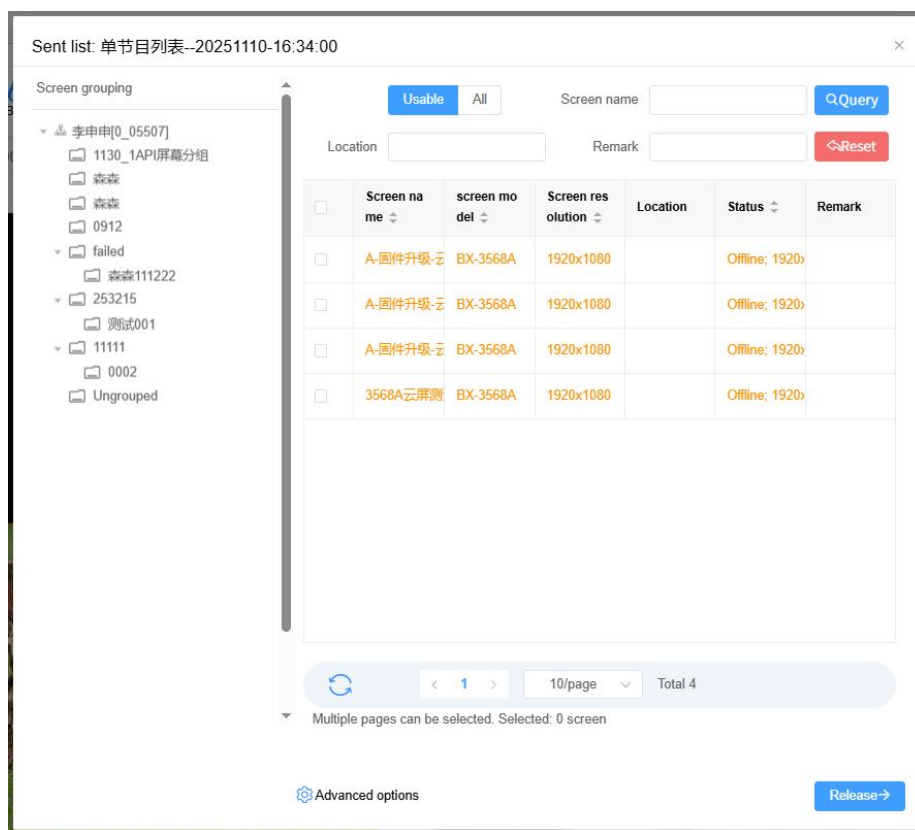


Figure 4.2.5-1 Program Release Wizard - Available Screens

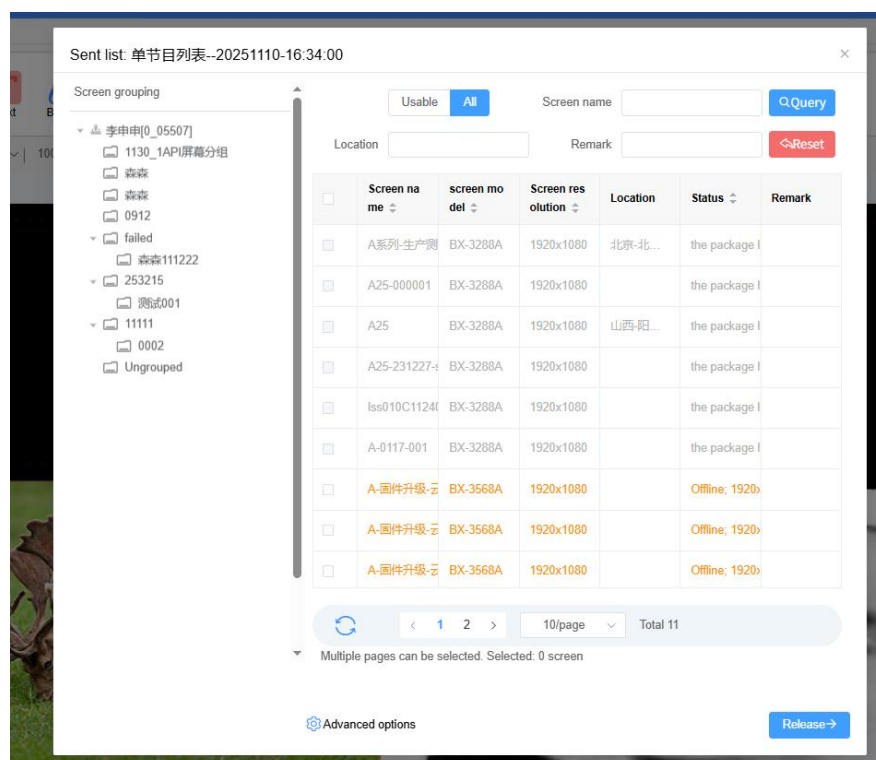


Figure 4.2.5-2 Program Release Wizard - All Screens

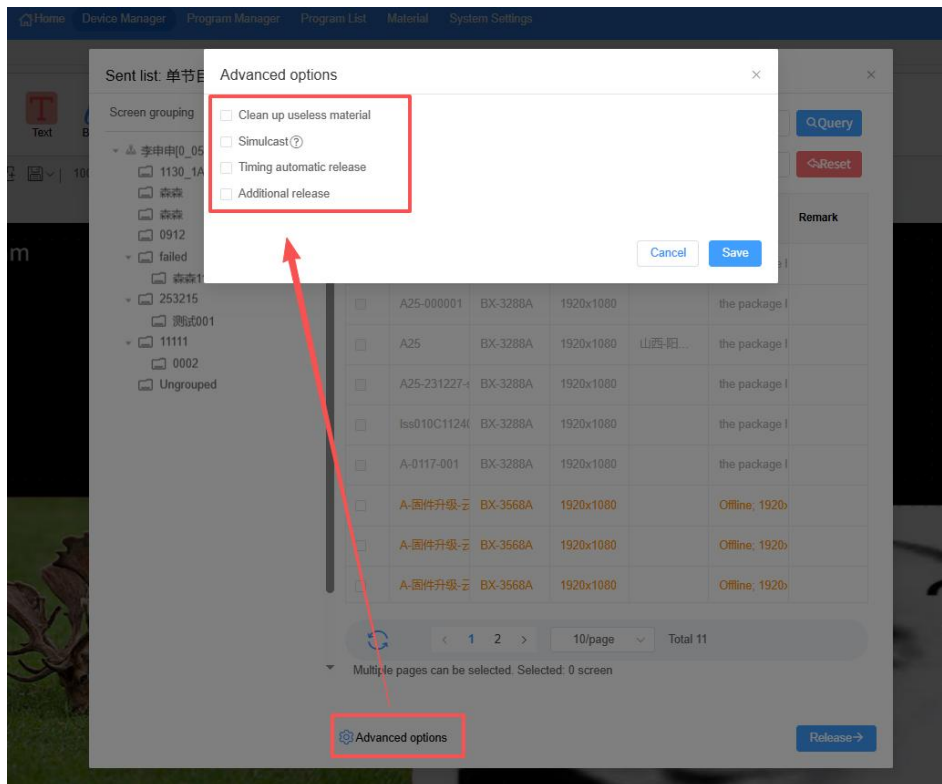


Figure 4.2.5-3 Advanced Options

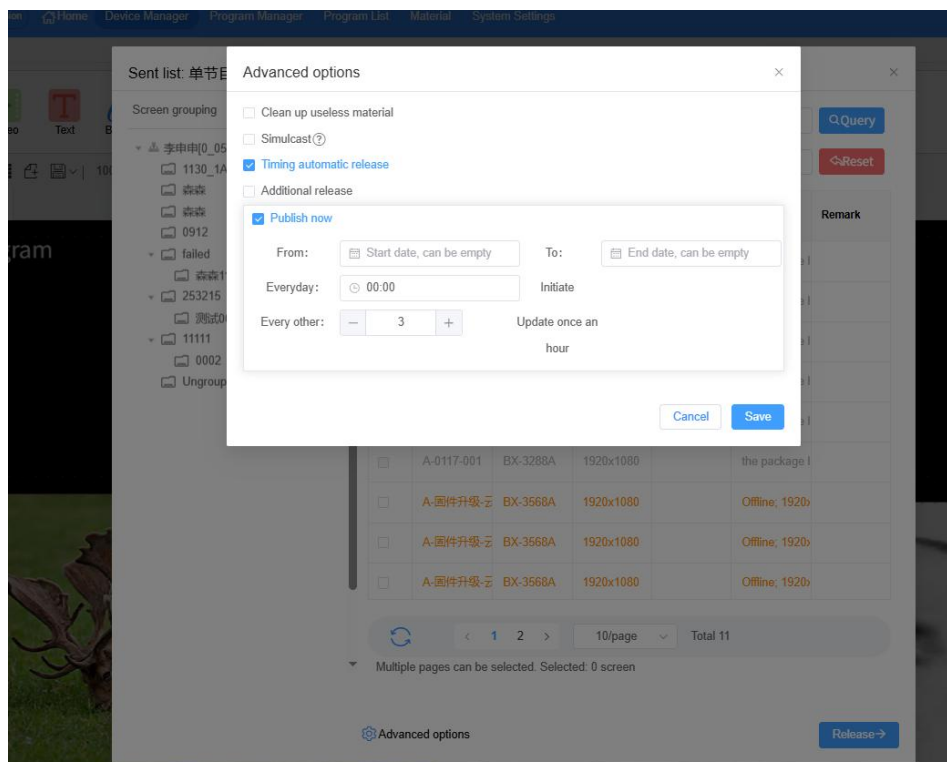


Figure 4.2.5-4 Scheduled Automatic Publishing

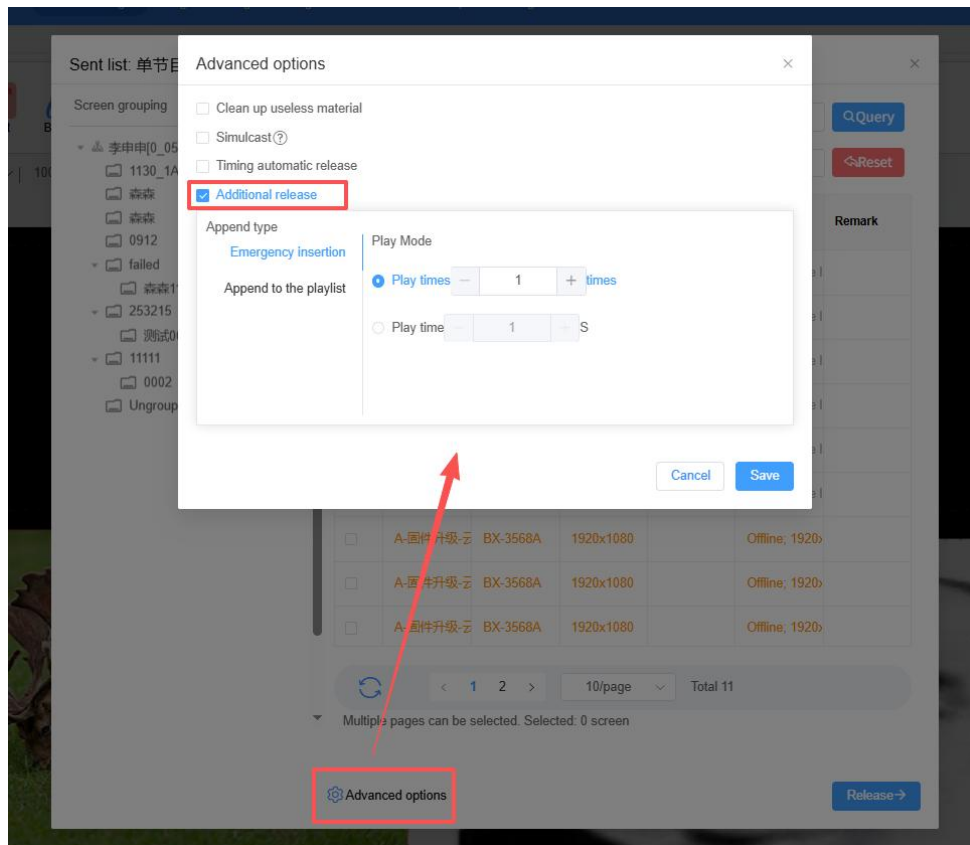


Figure 4.2.5-5 Program Interlude Release

After completing the program publishing wizard, you can view the program publishing upload progress in the upper right corner of the webpage, as shown in Figure 4.2.5-6. Currently, the platform can publish to both online and offline screens and generate publishing tasks, as shown in Figure 4.2.5-7. For online screens, the publishing task will complete normally. For offline screens, the publishing task will display a message: "Screen is offline; will automatically resubmit after the screen comes online." The publishing task will automatically complete once the offline screen comes online. During the publishing process, if the screen goes offline or other reasons, the task will enter an automatic resubmission phase. If the task still cannot be completed after 3 resubmissions, a prompt will appear, requiring the user to click the resubmit button, as shown in Figure 4.2.5-8.

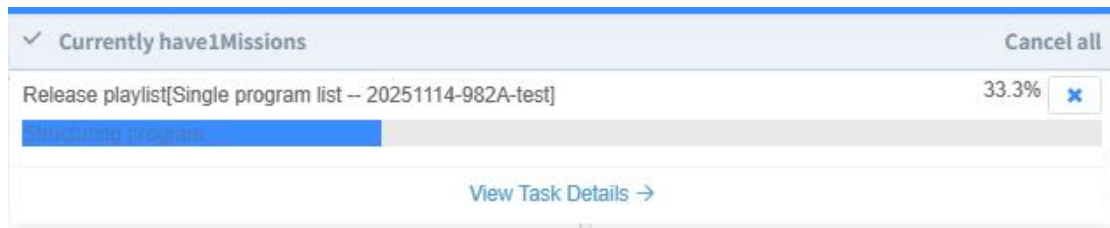


Figure 4.2.5-6 Release Process

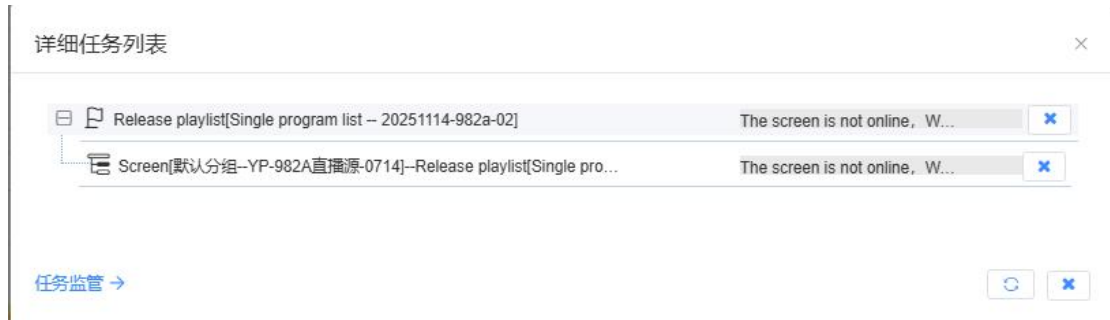


Figure 4.2.5-7 Offline screen publishing process

4.2.6 Adaptive Function Description

The platform's adaptive functionality relates to attributes within program and section attributes. Program attributes now include a "scaling mode," offering stretch and aspect ratio scaling. Section attributes add "scaling mode," "line wrap height," "line wrap count," and "font scaling." The section's "scaling mode" is the same as in program attributes, offering stretch and aspect ratio scaling. "Line wrap height" means that when a user sets a value, if the section height exceeds the set value, the section will automatically wrap lines, and the font size of the text within the section will be calculated based on the "line wrap height" value and remain unchanged. "line wrap count" means that after setting this value, the section will consistently wrap to the corresponding number of lines, and the font size of the text within the section will increase as the section height increases. The "Line Break Height" and "Line Break Count" attributes affect the line break effect of a section. When both are set, if the section height exceeds the "Line Break Height," the content

within the section will be broken into the corresponding number of lines according to the "Line Break Count" value. As the section height increases, the font size also increases. When only "Line Break Height" is set, and the "Line Break Count" value is 0, the section will break into new lines when its height exceeds the "Line Break Height," with the number of line breaks depending on the section height. The font size within the section remains fixed. When both values are 0, no line breaks are allowed by default, and the section will be displayed according to its original attributes. "Font Scaling" scales the font size of the section's text within the current artboard .

4.2.7 Software splicing of programs

On the software splicing program production page, users can see that the canvas is made up of spliced areas, as shown in Figure 4.2.7-1. The canvas size is the total size of the spliced screens. Each area is a screen, and the software splicing program only supports image partitions and video partitions.

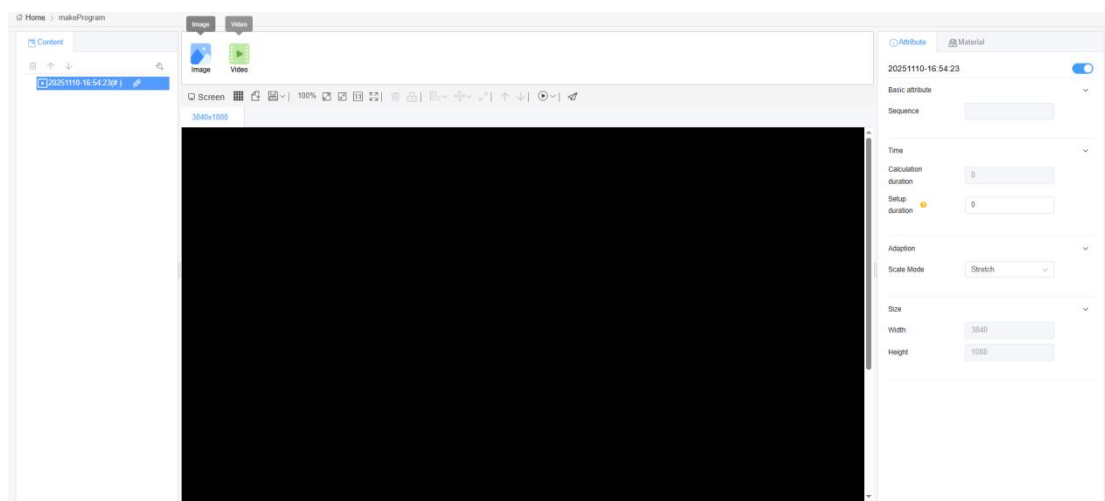


Figure 4.2.7-1 Soft splicing program production page

When dragging elements from different sections into the canvas, they

are displayed in one area by default, as shown in Figure 4.2.7-2. Elements can be dragged to fill other areas to complete the splicing, as shown in Figure 4.2.7-3.

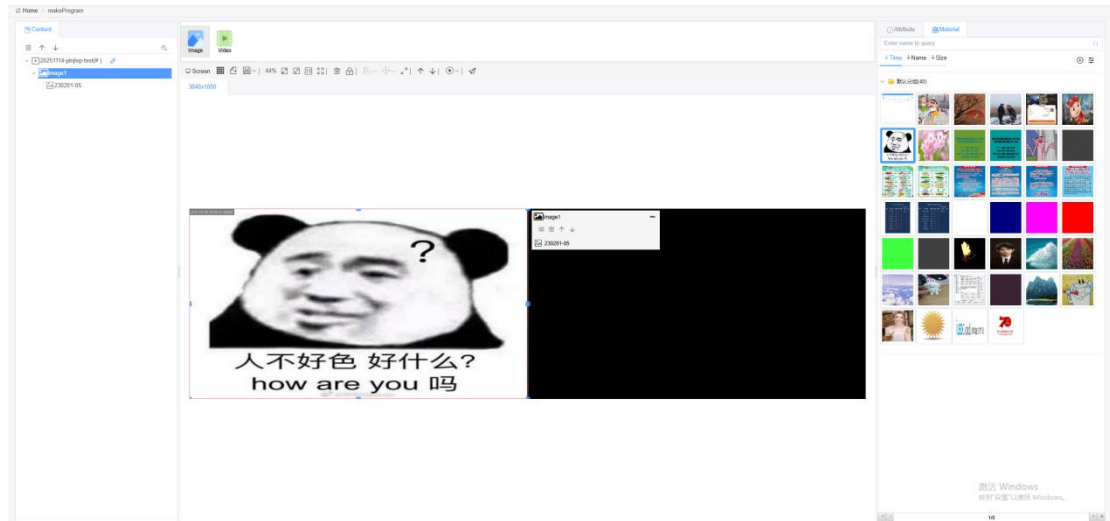


Figure 4.2.7-2 Adding materials to the canvas

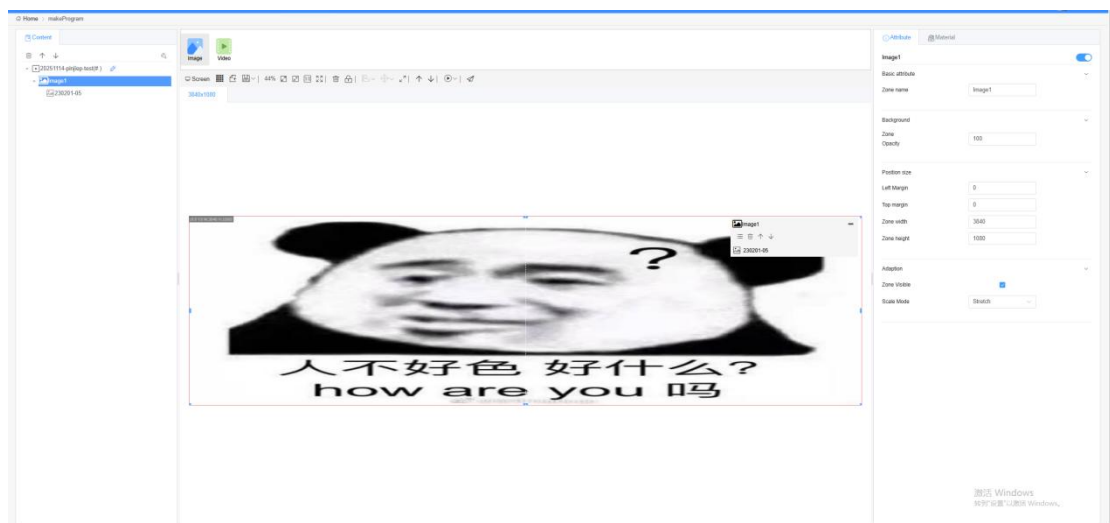


Figure 4.2.7-3 Drag the material to other areas

5. Program Schedule

Users can view two tabs on the program schedule page: Normal and Multi-screen Sync. The default is the Normal tab, where users can create

new program schedules. Multi-screen Sync is a combined sync function.

5.1 Normal

Users can view all the regular program schedules on the regular page , as shown in Figure 5.1-1 . Some button annotations are shown in Table 5.1-1 . Users can then manage the list using the operation buttons next to each program schedule .

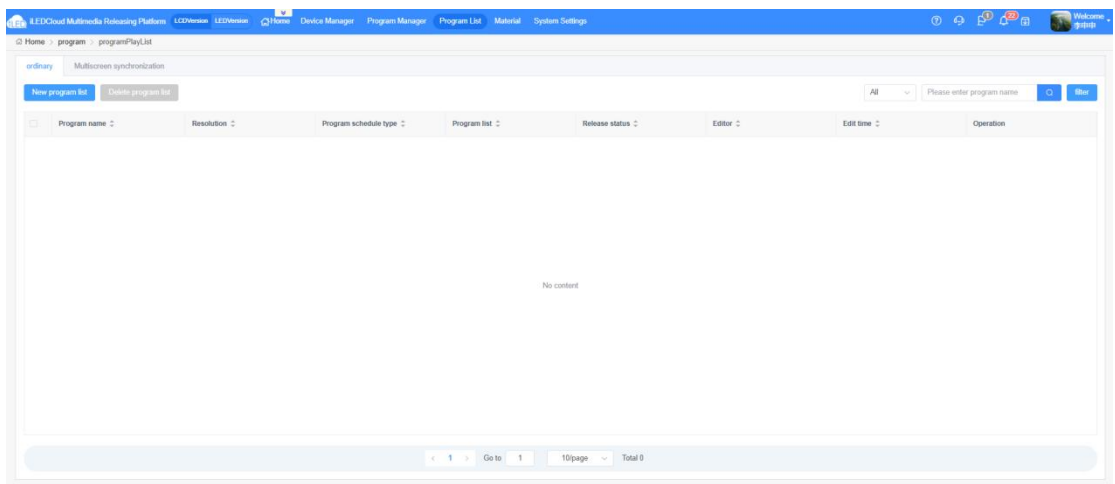



Figure 5.1-1 Standard Program Schedule Page

Table 5.1-1 Functional Notes for Standard Program Guide Buttons

Button	Function Introduction
Delete program schedule	playlists in batches or individually .
	Click the playlist button to enter the playlist interface, where you can view and edit the playlist, as shown in Figure 502.
edit	Click the "Edit" button to enter the program schedule editing wizard interface.
Preview	Click the play button to preview the playlist.
release	Publish program schedule button

More	More buttons (there is an "Approval" button in the submenu)
------	---

To edit the program list, users can click the program list button. On the program list settings page, as shown in Figure 5.1-2, users can add, edit, view, and adjust the order of programs. Clicking the edit button allows users to modify the playback mode and playback time of programs or change programs. Clicking the move up and move down buttons allows users to set the playback priority of programs.

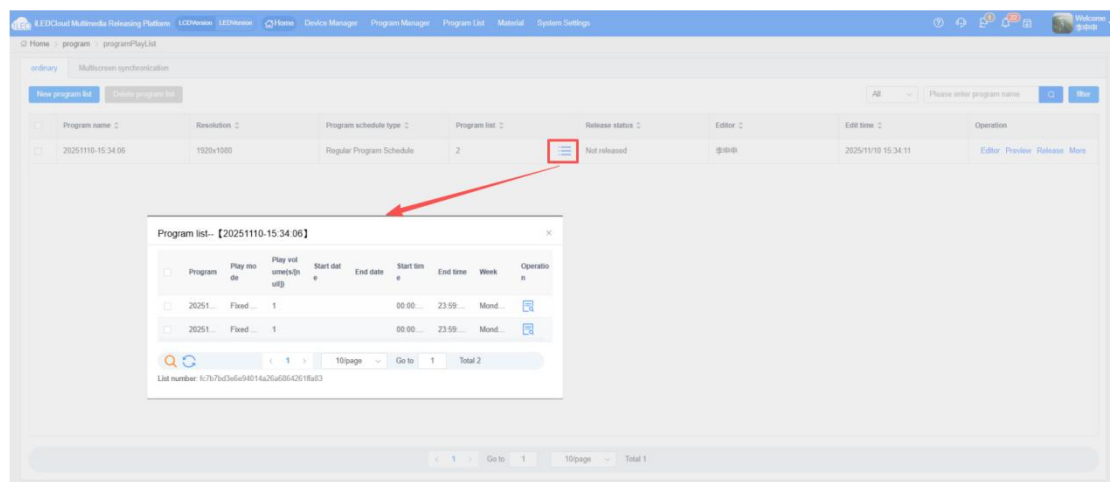


Figure 5.1-2 Program List Interface

Users will enter the program guide interface when they click the "New" or "Edit" button on the regular program guide page. The following is an introduction to creating a new program guide. On the program guide creation page, as shown in Figure 5.1-3, users need to fill in the corresponding name, program type and resolution.

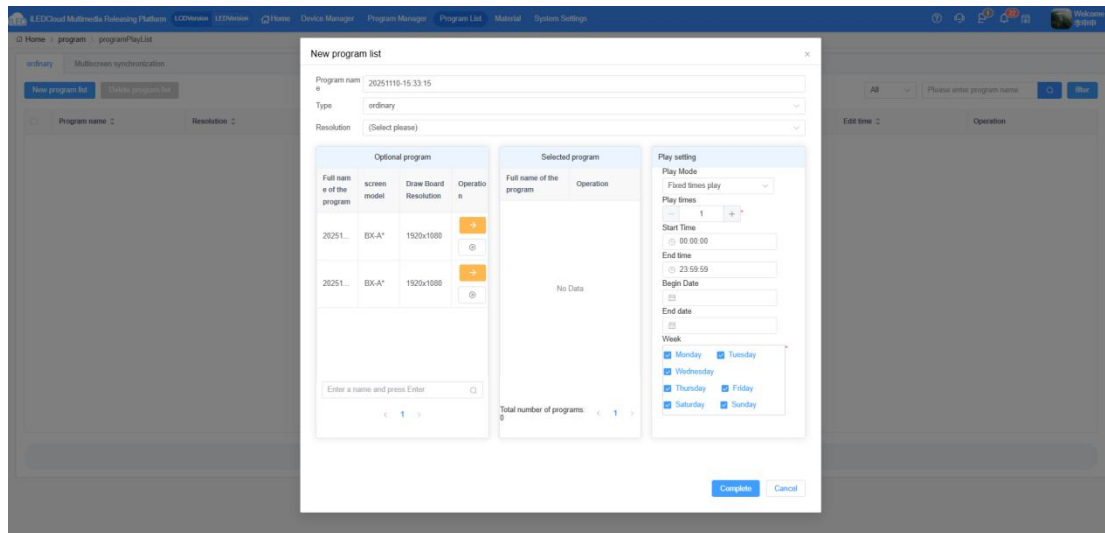




Figure 5.1-3 New Program Schedule Page

Users  can add programs to the playlist using the "+" button , as shown in Figure 5.1-4 . They can also  preview programs using the " " button, change the order of programs by dragging and dropping them, and remove programs using the "-" button. Once programs are selected , clicking the "Done " option completes the playlist creation.

Program name

20251110-15:36:58

Type

ordinary

Resolution

(Select please)

Optional program

Full name of the program	screen model	Draw Board Resolution	Operation
20251...	BX-A*	1920x1080	<div>→</div> <div>⊕</div>
20251...	BX-A*	1920x1080	<div>→</div> <div>⊕</div>

Enter a name and press Enter

<

1

>

Selected program

Full name of the program	Operation
No Data	

Total number of programs:

<

1

>

Play setting

Play Mode

Fixed times play

Play times

-

1

+

Start Time

00:00:00

End time

23:59:59

Begin Date

End date

Week

Monday

Tuesday

Wednesday

Thursday

Friday

Saturday

Sunday

Complete

Cancel

Figure 5.1-4 Program Selection Page

5.1.1 Publishing the program schedule

Users can publish program schedules on the program schedule page . Simply click the "Publish" button next to the program schedule to enter the publishing wizard. Users can select the corresponding screen models, as shown in Figure 5.1.1-1 . Under the "Available Screens" option, screens with a matching rate of over 60% and supported by the program will be displayed. Under the "All Screens" option, as shown in Figure 5.1.1-2 , all screens under the user's name will be displayed, along with the reasons why they are unavailable. Clicking "Publish" will immediately generate a publishing task; if "Advanced Options" is selected, the user will enter the publishing settings section of the publishing wizard, as shown in

Figure 5.1.1-3 . If the user selects the "Clean Up Unnecessary Materials" option, unnecessary program material files on the controller will be deleted before the new program is published. If the user wants to create a synchronized program combination, they can select "Synchronized Combination." After selecting and sending, a synchronized combination record will be generated in the synchronized combination list . If a user wants the program to be automatically published on a scheduled basis, they need to check the "Automatic Scheduled Publish" option. After checking, the automatic publishing settings will be displayed, as shown in Figure 5.1.1-4 . After setting, click "Finish" to generate a scheduled automatic task. If a user wants to add a program to the screen, they need to check the "Add Publish" option. After checking, the add settings will be displayed, as shown in Figure 5.1.1-5 . After setting, click Publish, and the inserted program will be generated on the screen.

Sent list: 20251110-15:34:06

Screen grouping

李申申[0_05507]

1130_1API屏幕分组

森森

森森

0912

failed

森森111222

253215

测试001

11111

0002

Ungrouped

Usable

All

Screen name

QQuery

Location

Remark

Reset

	Screen name	screen model	Screen resolution	Location	Status	Remark
<input type="checkbox"/>	A-固件升级-云	BX-3568A	1920x1080		Offline; 1920x	
<input type="checkbox"/>	A-固件升级-云	BX-3568A	1920x1080		Offline; 1920x	
<input type="checkbox"/>	A-固件升级-云	BX-3568A	1920x1080		Offline; 1920x	
<input type="checkbox"/>	3568A云屏测	BX-3568A	1920x1080		Offline; 1920x	

10/page

Total 4

Multiple pages can be selected. Selected: 0 screen

Advanced options

Release

Figure 5.1.1-1 Publishing Program Guide – Available Screens

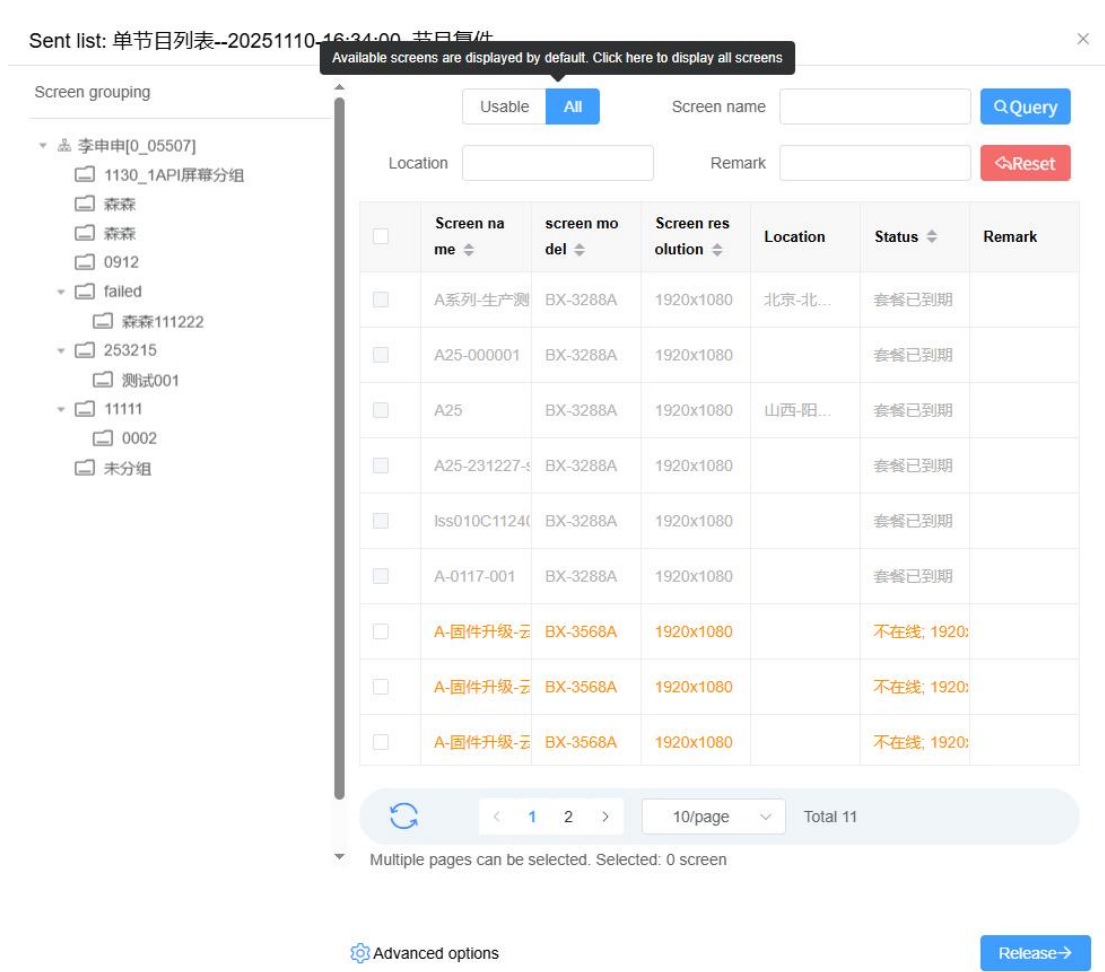


Figure 5.1.1-2 Publish Program Guide - All Screens

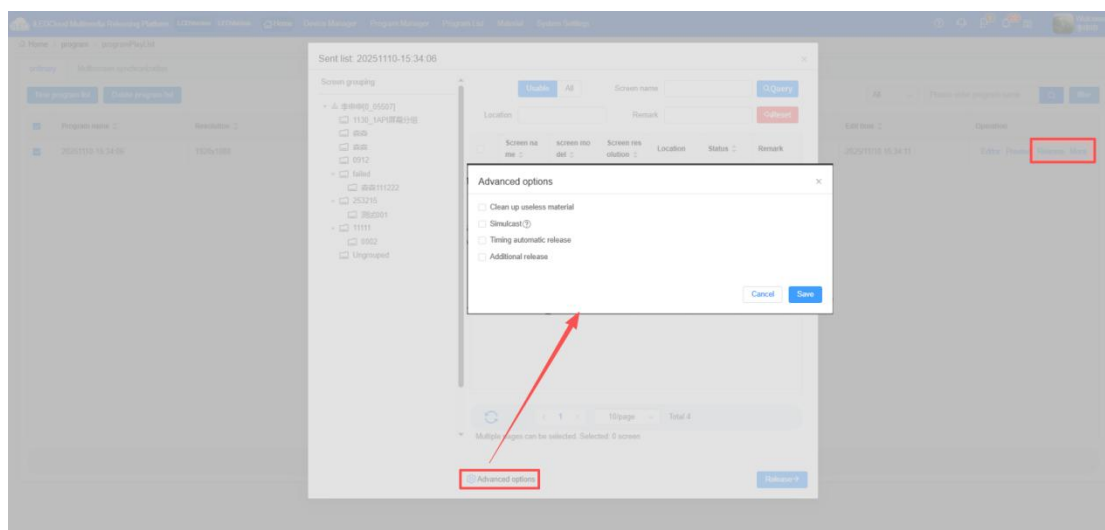


Figure 5.1.1-3 Advanced Options

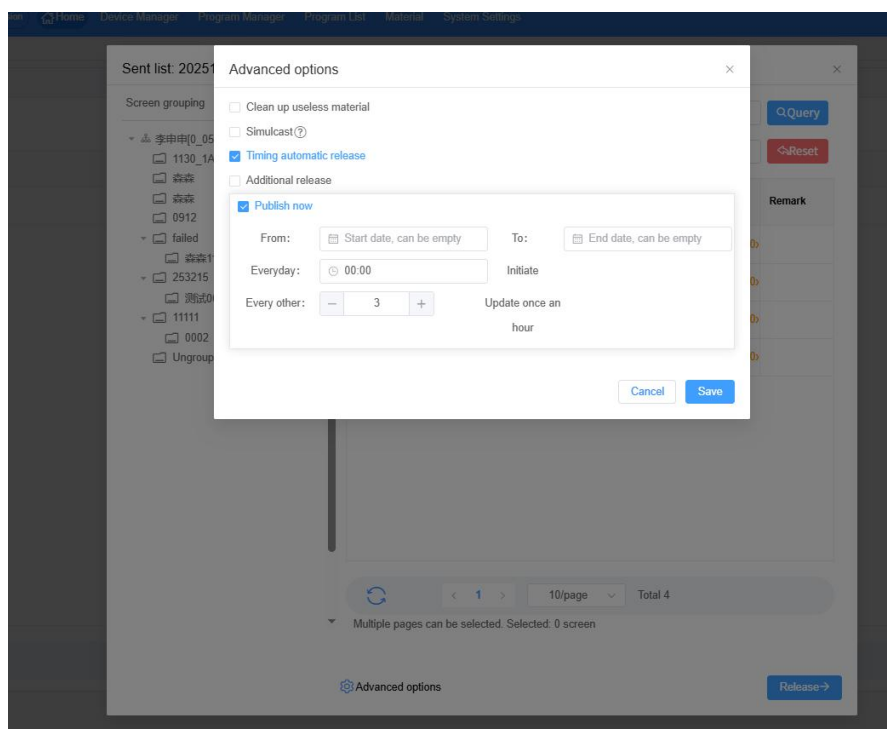


Figure 5.1.1-4 Scheduled Automatic Publishing

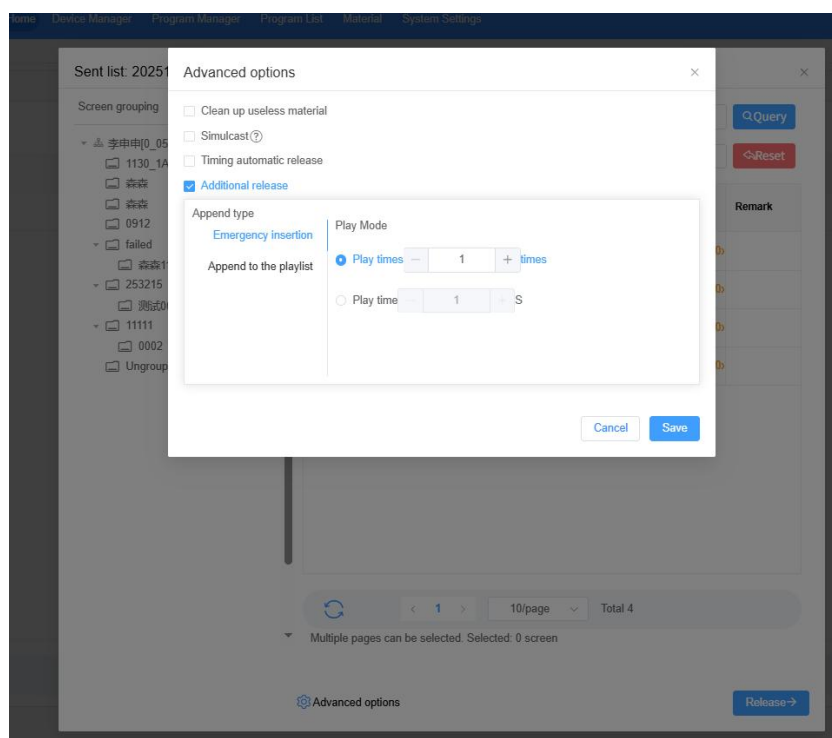


Figure 5.1.1-5 Additional Release

5.2 Multi-screen synchronization

The multi-screen synchronization function is designed to meet the needs of users to play the same video on different screens at the same time. It is divided into two combined playback modes: simultaneous playback and interval playback. Simultaneous playback means that all screens play the same program at the same time. Interval playback sorts multiple screens, with each screen starting to play X seconds later than the previous screen, allowing viewers who are moving to seamlessly watch the complete program.

Users can click the "Create Multi-Screen Sync" button in the upper left corner of the page to select the desired sync combination mode, as shown in Figure 5.2-1.

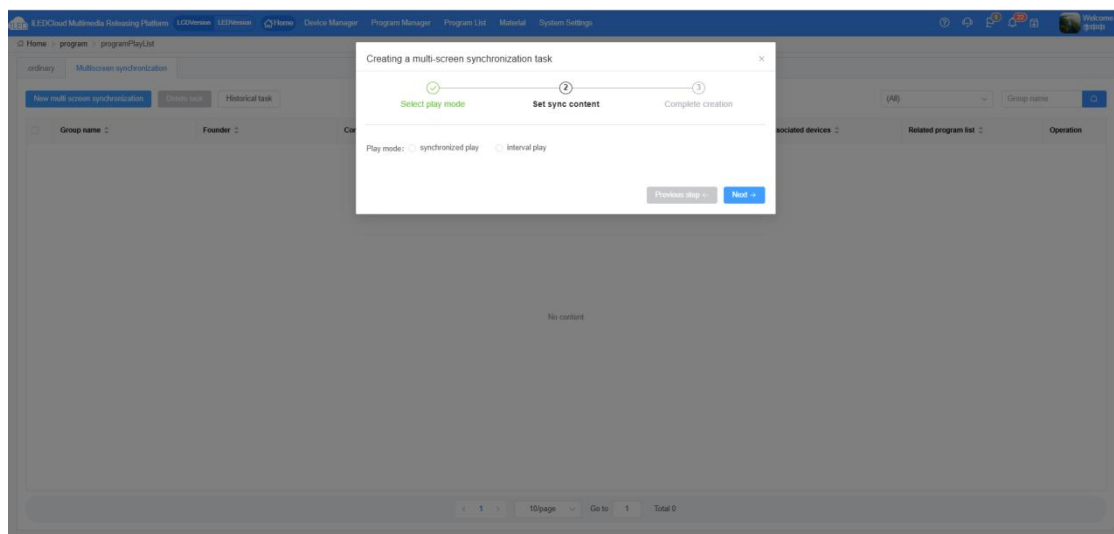


Figure 5.2-1 Creating a new multi-screen synchronization

Click Next to enter the synchronization settings page. Click the "+" in the lower left corner to select the screens to be synchronized. To ensure synchronization, it is recommended to select controllers of the same model and firmware version from the same series, set a unified automatic time synchronization network address, and ensure that the

screen parameters of each controller match more than 60%. See Figure 5.2-2 .

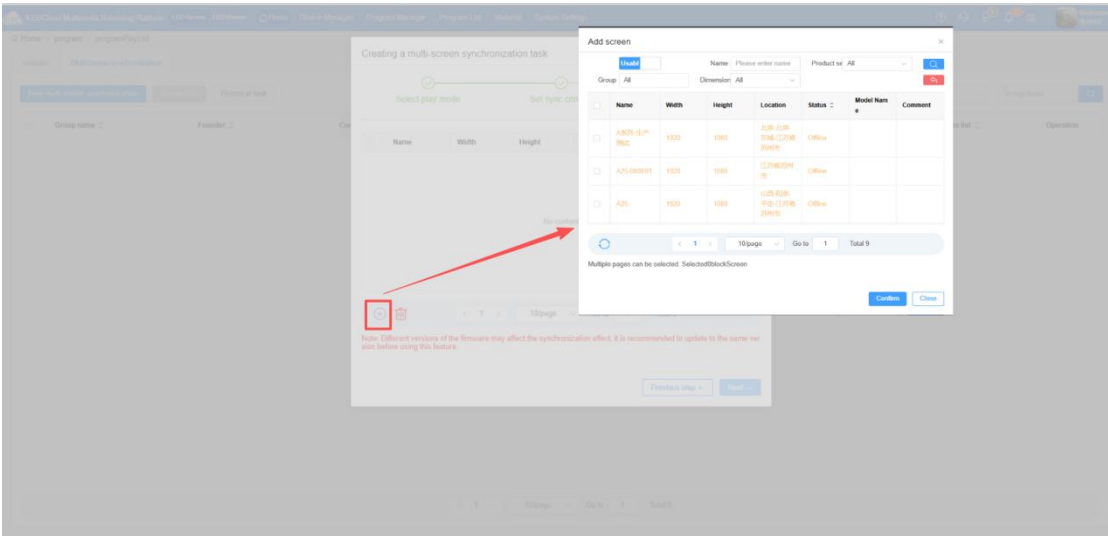


Figure 5.2-2 Adding synchronized content

If you choose to play at intervals, you need to set the interval duration on the Add Synchronized Content page. After setting, each screen will start playing X seconds later than the previous screen. Users can sort each screen in the order in the Operation column, as shown in Figure 5.2-3 .

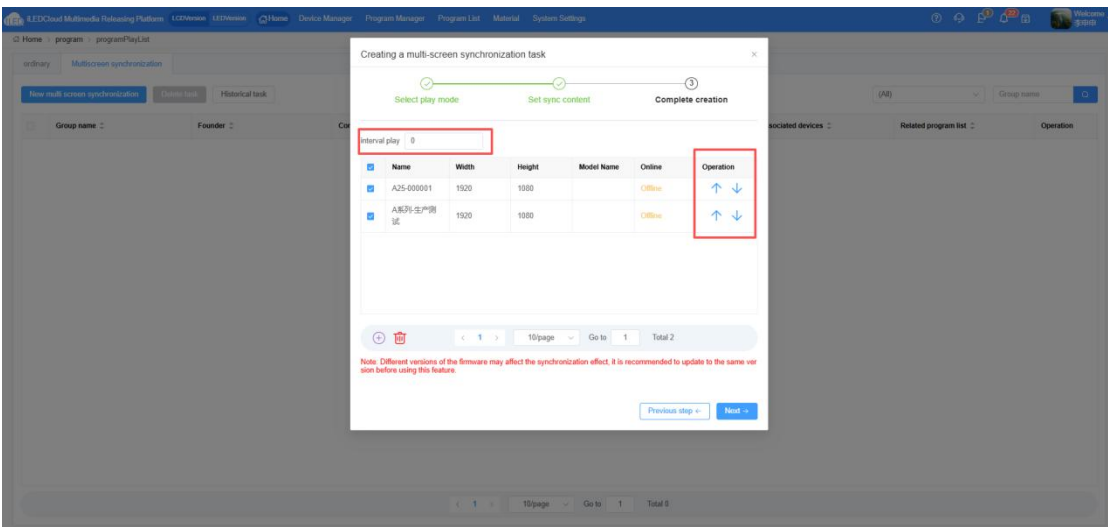


Figure 5.2-3 Intermittent playback

Clicking "Next" completes the creation of multi-screen synchronization. Users can also select a program list here. If no selection is made, only saving is possible, but publishing is not. If selected, both saving and publishing are possible, as shown in Figure 5.2-4. The platform defaults to checking "Automatically synchronize time for all screens when publishing tasks." When checked, the platform will automatically send time synchronization instructions to the selected screens when publishing tasks to ensure synchronization.

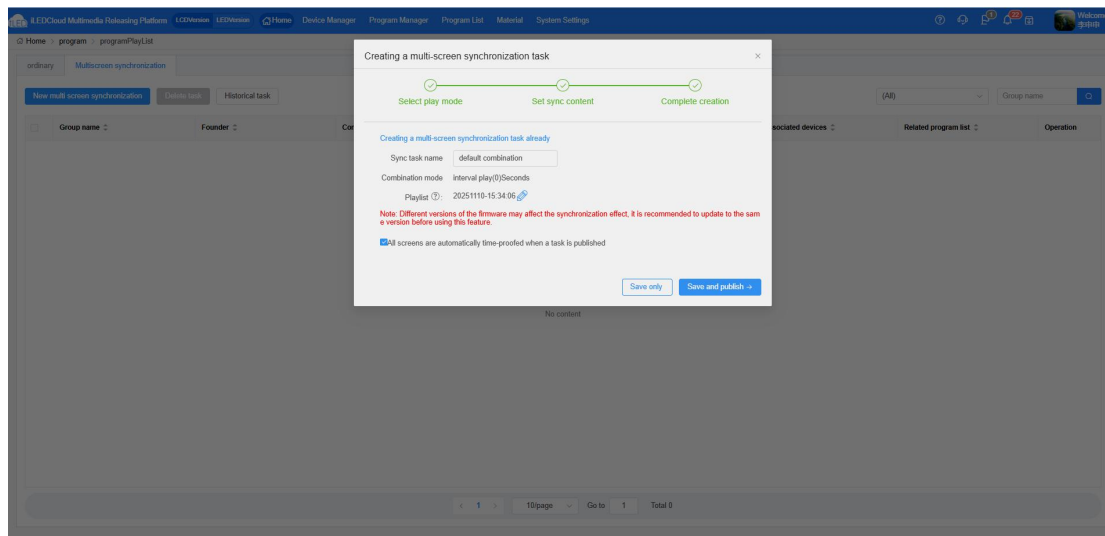


Figure 5.2-4 Multi-screen synchronization creation completion page

Users can delete synchronized programs on the multi-screen synchronization page. After selecting the program, click the delete task button in the upper left corner of the page, and confirm to successfully delete the synchronized program, as shown in Figure 5.2-5.

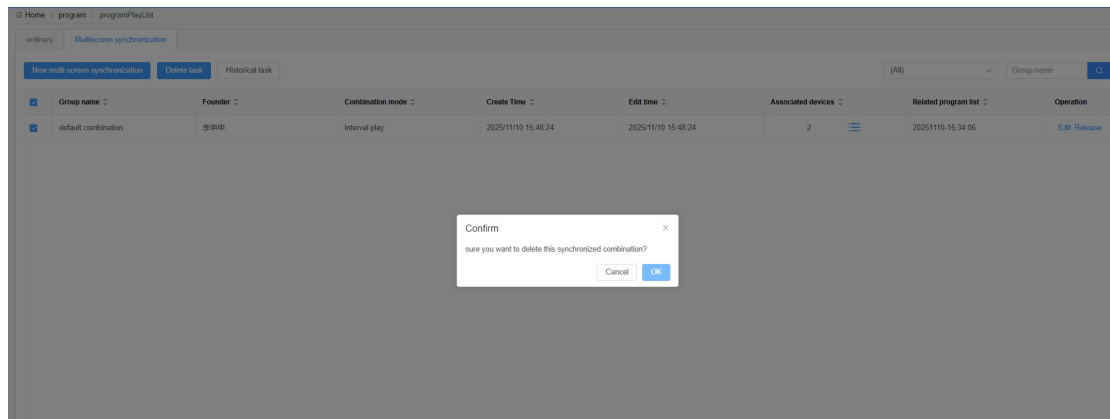


Figure 5.2-5 Deleting the multi-screen synchronization page

5.2.1 Historical Tasks

Users can view published synchronized combined tasks on the historical tasks page, and can also republish combined tasks, as shown in Figure 5.2.1-1 .

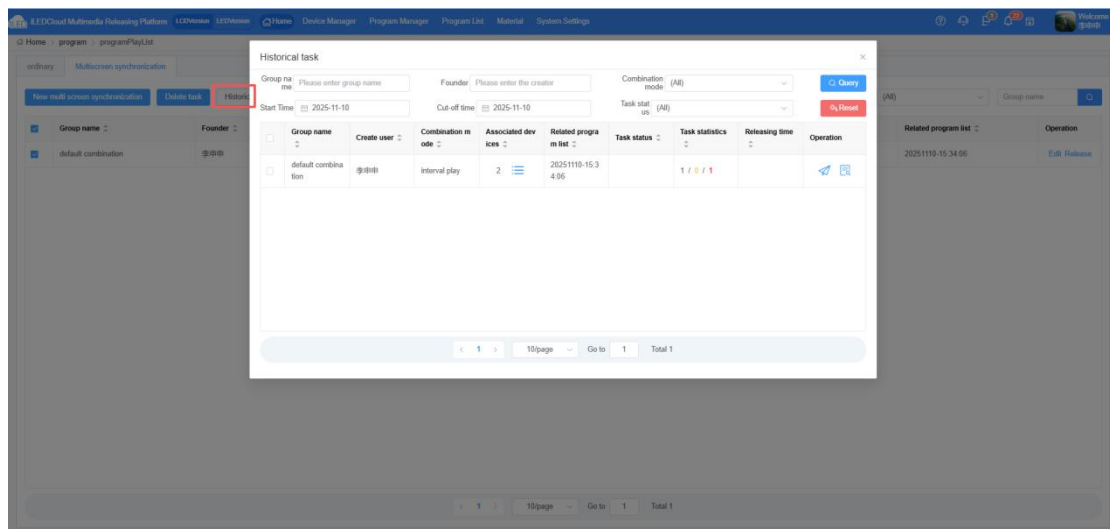


Figure 5.2.1-1 Republishing the Combined Task Page

6. Material Management

Users can perform related operations on materials on the material management page, as shown in Figure 6-1. On this page, users can add,

delete, search, edit, download, and view materials, and also manage materials in groups. Some operation annotations on the material management page are shown in Table 6-1 .

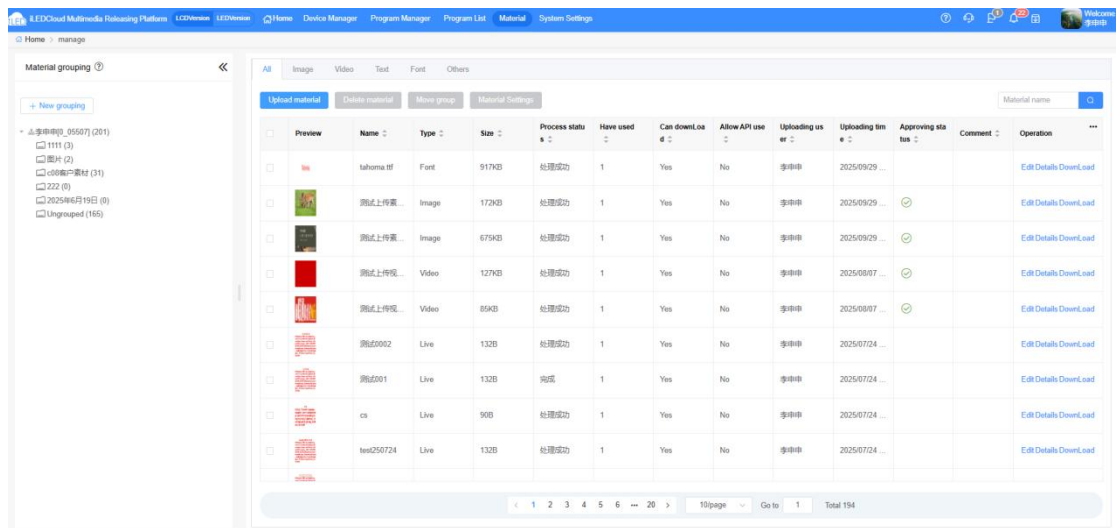




Figure 6-1 Material Management Page

Table 6-11 Material Management Page Function Notes

Button	Function Introduction
	“Upload Materials” button allows you to select local materials to upload to this page .
	“Create New Group” button allows you to add a new group, and you can edit or delete a selected group.
edit	The edit button allows you to edit the materials.
download	Click the download button to download the current media file.
Move group	The “Move Clips” button allows you to select clips and then click it to move them to other groups .
Material settings	The “Material Settings” button allows you to set the display range of materials and trigger cleanup conditions.

6.1 Upload materials

In addition to a screen, program production also requires source materials. Users can add materials by clicking the "Add" button on the material management page. Clicking "Upload Material" will bring up a batch upload material page, as shown in Figure 6.1-1. Users can modify the "Downloadable," "Allow API Use," and "Purpose" settings on this page. After clicking "Add Material," select the materials to be added (images, videos, documents, PDF files, PPT files, fonts), and then click "Upload." During the upload process, users can close the upload dialog box and proceed to other pages for other operations, as shown in Figure 6.1-2. Once the upload is complete, the newly uploaded materials will be displayed on the page.

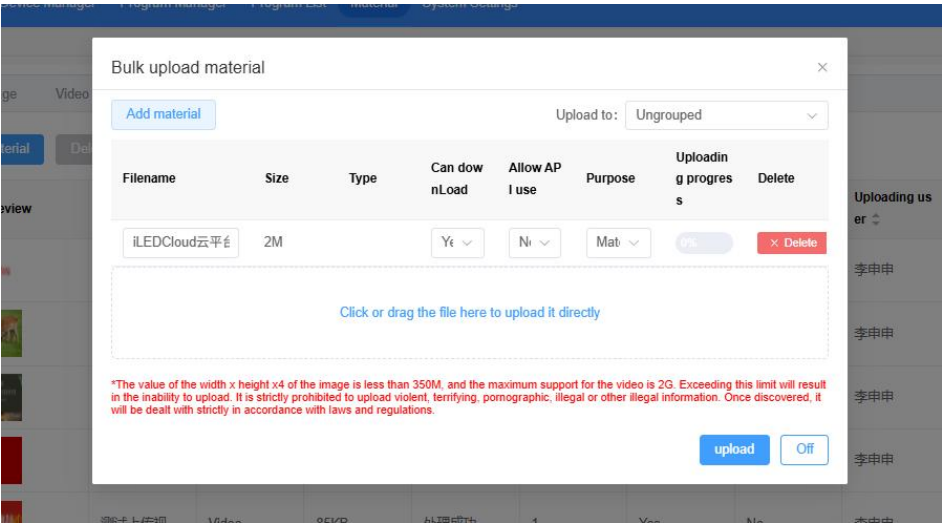


Figure 6.1-1 Uploading materials

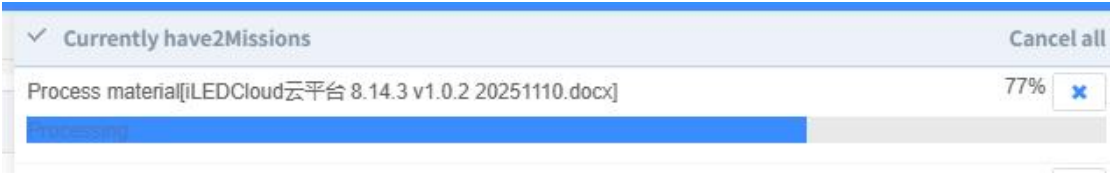
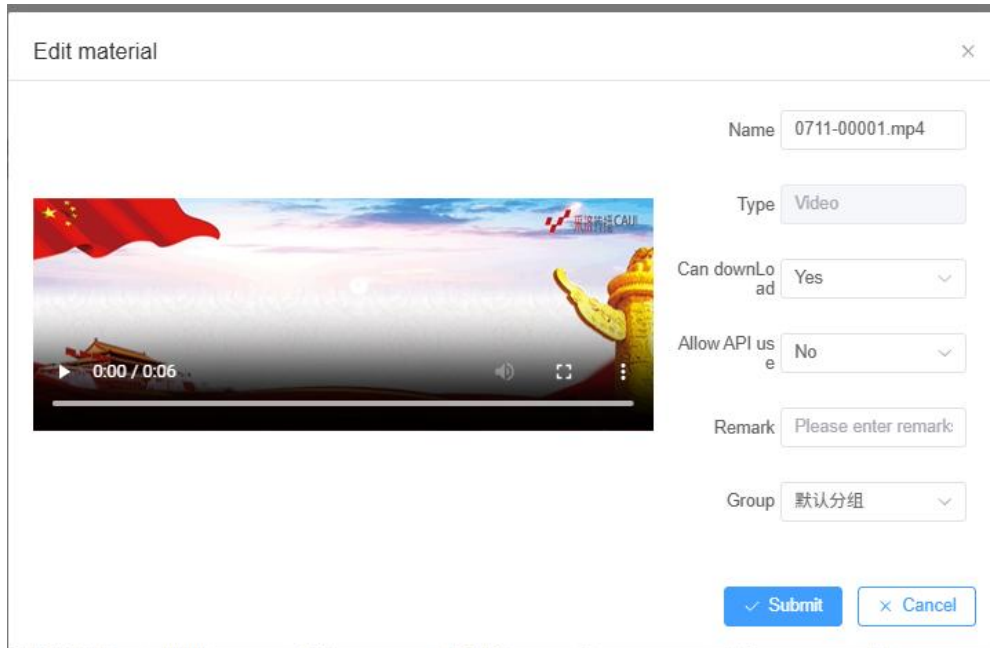


Figure 6.1-2 Upload Window

6.2 Editing Materials

Clicking the edit button next to the material will bring up a material editing pop-up window, as shown in Figure 6.2-1; on this page, users can modify the material name, downloadable status, and grouping, etc.



The screenshot shows a web-based 'Edit material' dialog. It features a video player on the left displaying a video with a red flag and a yellow structure. The video title is '0711-00001.mp4'. To the right of the video player are several form fields: 'Name' (0711-00001.mp4), 'Type' (Video), 'Can downLo ad' (Yes), 'Allow API us e' (No), 'Remark' (Please enter remark), and 'Group' (默认分组). At the bottom right are 'Submit' and 'Cancel' buttons.

Figure 6.2-1 Editing materials

6.3 Video transcoding

The platform supports online transcoding of user-uploaded video files, eliminating the need for users to perform multiple transcoding operations locally. When a user publishes a program containing a video file, if the platform detects that the controller does not support the video file, it will automatically perform transcoding based on the controller's screen parameters before publishing the program. After transcoding is completed, a new record of the transcoded video file will be added to the user's media management, as shown in Figure 6.3-1 .





	331233.mp4	Video	206KB	处理成功	1	Yes	No	李申申	2025/05/30 ...	
	333三三三...	Video	206KB	处理成功	1	Yes	No	李申申	2025/05/30 ...	

Figure 6.3-1 Video transcoding

6.4 Delete materials

Users can delete materials on the material management page. Unused materials will be deleted immediately upon confirmation. For used materials, selecting them and clicking the delete button will display a pop-up window as shown in Figure 6.4-1 , showing the current usage status of the material. If the user only checks "Force Delete Material" and clicks "Delete," the record for that material will be deleted. Programs that used that material will be notified when publishing that material and will be unable to publish normally. If the user checks both "Force Delete Material" and "Force Delete Programs and Playlists," all programs and playlists that referenced that material will also be deleted.

Delete
×

The following material has been used

Material name	Used by the following programs	Used by the following playlists
0711-00002.png	0806新-C-URL变量测...	单节目列表--0806新-C-...

☒ Force delete material

☐ Force deletion of programs and playlists

*If the material is bound to an IO program, it cannot be deleted or forcibly deleted

Delete
Cancel

Figure 6.4-1 Footage used by the program

6.5 Moving Packets

Group " button on the material management page . A group selection page will pop up, as shown in Figure 6.5-1 . Select the group to move the materials to and click "Move" to complete the batch material movement operation . Clicking "Cancel" will return to the material management page . Users can also modify the group of the materials on the material editing page.

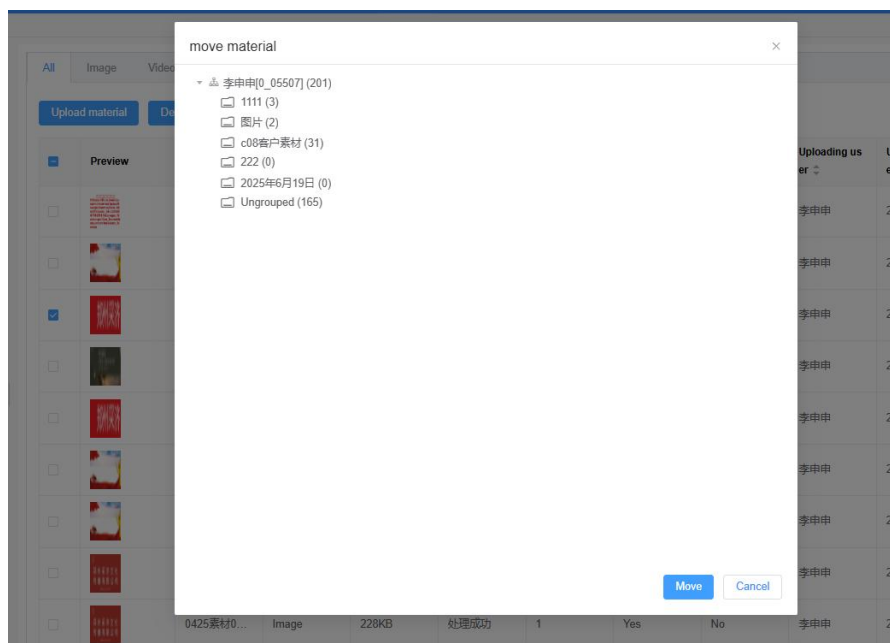


Figure 6.05-1 Moving Groups

6.6 Material Settings

configure the display scope of materials in the material settings of the material management section, as shown in Figure 6.6-1. Options include displaying only original materials, displaying only transcoded materials, and displaying all materials. The trigger for cleanup can be set to not

clean up, clean up at any time, or be based on remaining space. Materials will be automatically cleaned up when the remaining space is less than the set value. The material cleanup scope can be set according to different material types, and an automatic cleanup time needs to be set. Materials will be automatically cleaned up when the set number of upload days has passed.

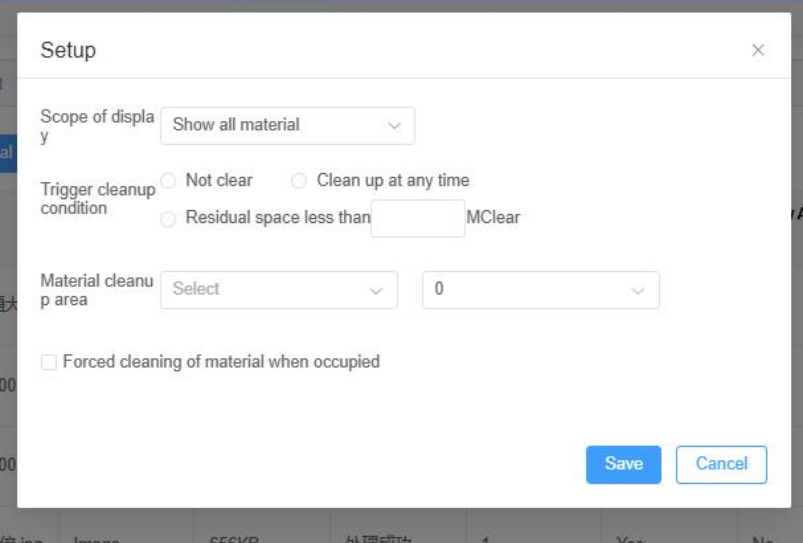
A screenshot of a 'Setup' dialog box for material settings. The dialog has a title bar with 'Setup' and a close button. It contains several configuration options: 'Scope of display' with a dropdown menu set to 'Show all material'; 'Trigger cleanup condition' with three radio button options: 'Not clear', 'Clean up at any time', and 'Residual space less than' followed by a text input field containing '0' and a unit dropdown set to 'MClear'; 'Material cleanup area' with a dropdown menu set to 'Select' and a unit dropdown set to '0'; and a checkbox labeled 'Forced cleaning of material when occupied' which is currently unchecked. At the bottom right, there are 'Save' and 'Cancel' buttons. The dialog is overlaid on a blurred background of a software interface.

Figure 6.6-1 Material Settings

7. System Management

7.1 Account Settings

When a user clicks on System Management, they will be directed to the Account Settings page by default. On this page, users can view their relevant information, as shown in Figure 7.1-1. They can also modify their avatar, name, gender, email, and mobile phone number. Clicking the Edit button allows users to set the default page to enter, as shown in Figure 7.1-2.

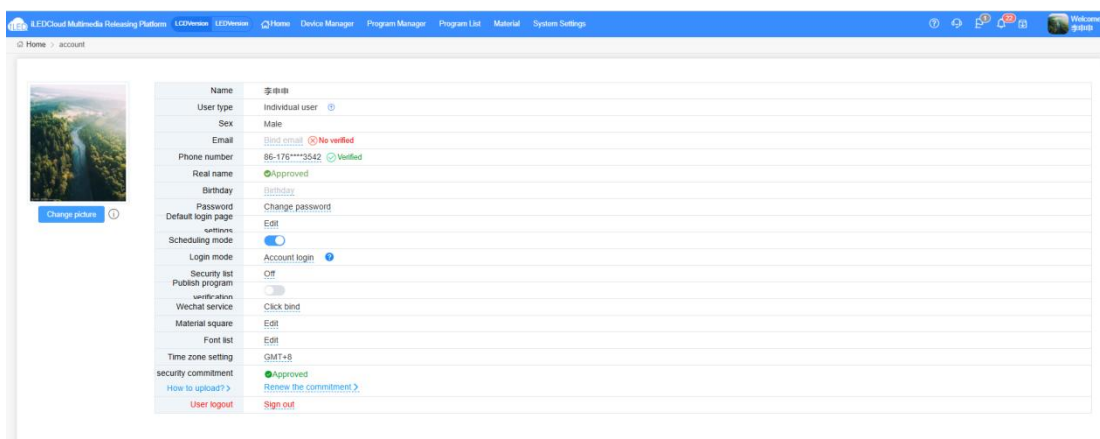


Figure 7.1-1 Account Settings

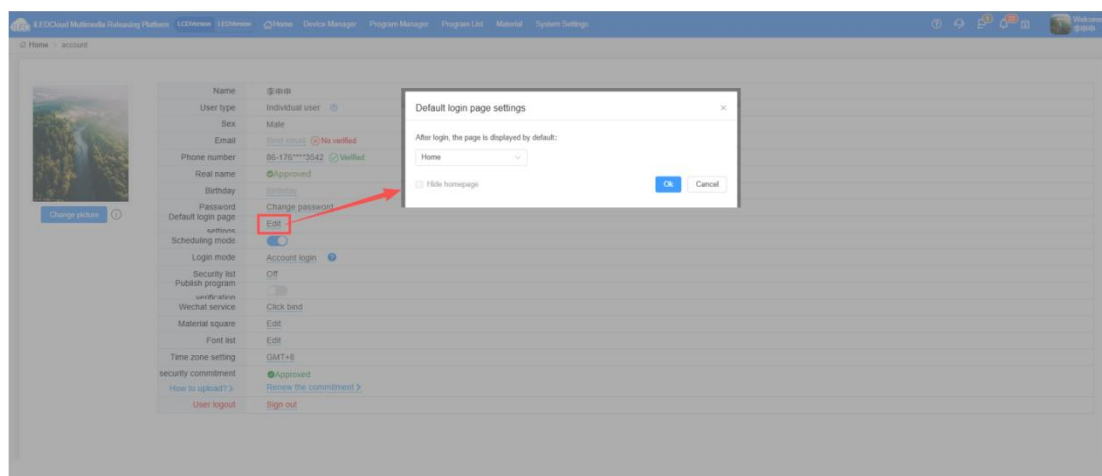


Figure 7.1-2 Modify the default entry page

7.2 User Management

On the user management page, you can view all users under the current account and perform operations such as adding, deleting, and editing users, as shown in Figure 7.2-1; some button annotations on the page are shown in Table 7.2-1; the user management on this page is not the same as the user management page for LED displays. (This page is not available for individual users)

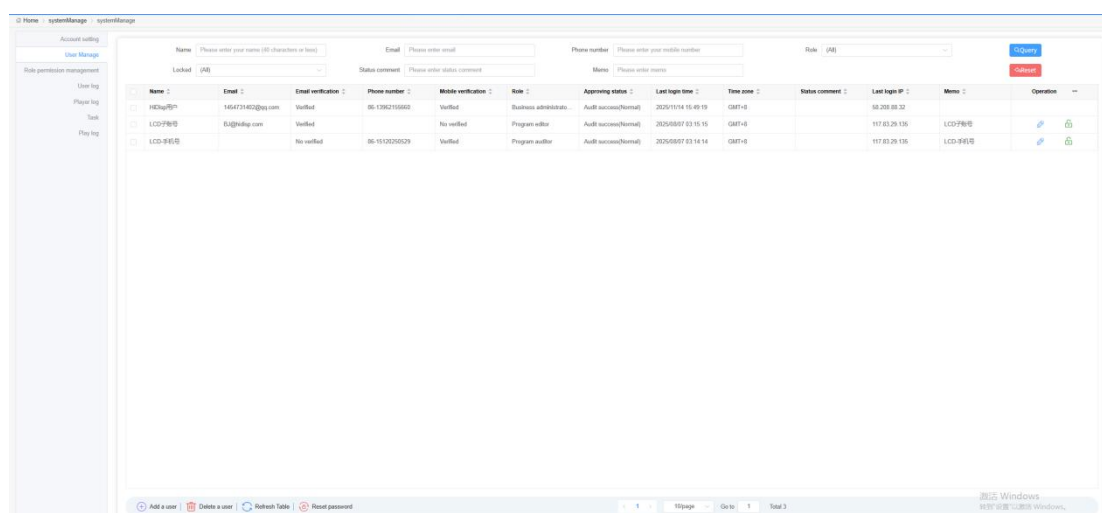








Figure 7.2-1 User Management

Table 7.2-1 User Management Button Function Comments

Button	Function Introduction
	The "Edit" button allows you to modify user information.
	The lock button, when clicked, will lock the corresponding user, preventing the locked user from logging into the platform again.
	Click the "Add User" button, fill in the user information, and submit to successfully add the user.
	The "Delete User" button allows you to delete users (only sub-users can be deleted) by selecting the selected users and clicking "Delete".
	The refresh button refreshes the page data when clicked.
	The "Reset Password" button allows you to select any user, click it, and enter the business administrator's login password to reset the selected user's password. The reset password will be 000000.

Click the "Add User" button to bring up the "Add User" form, as shown in Figure 7.2-2. You can choose either an email address or a mobile phone number. After filling in the relevant information on the page, click "Submit".

Add a user

Name

Please enter your name (40 characters or less)

*

Password

*

The password must contain at least three types of uppercase and lowercase letters, numbers, or special characters, and must be at least 6 characters long and at most 12 characters long (excluding Spaces).

Confirm password

*

Email

Please enter email

Email verification

Please enter email code

Get the email verification code

Phone number

86

Please enter your mobile number

Phone code

Type phone verification code please.

Get the phone verification code

Click Add Role

Role

*

Status comment

Please enter status comment

Memo

Please enter memo

0 / 100

☐ You must change the password at the next login

✓ Submit

✕ Cancel

Figure 7.2-2 Adding a User

7.3 Role and Access Management

Users can manage roles on the Role and Permission Management page,

as shown in Figure 7.3-1; some button functions on the page are explained in Table 7.3-1 ; to add a role, fill in the corresponding information and click Submit to successfully add the role, as shown in Figure 7.3-2. To authorize a role, click the Modify Permissions button to grant permissions, as shown in Figure 7.3-3. (This page is not available for personal accounts.)

The platform has four default roles: Business Administrator, Program Producer, Program Reviewer, and Program Publisher. Program producers are primarily responsible for adding materials, creating and editing programs, and creating and editing playlists. Program reviewers are mainly responsible for reviewing programs created by producers; reviewers can also edit and modify programs. Program publishers then publish programs approved by reviewers to the screen .

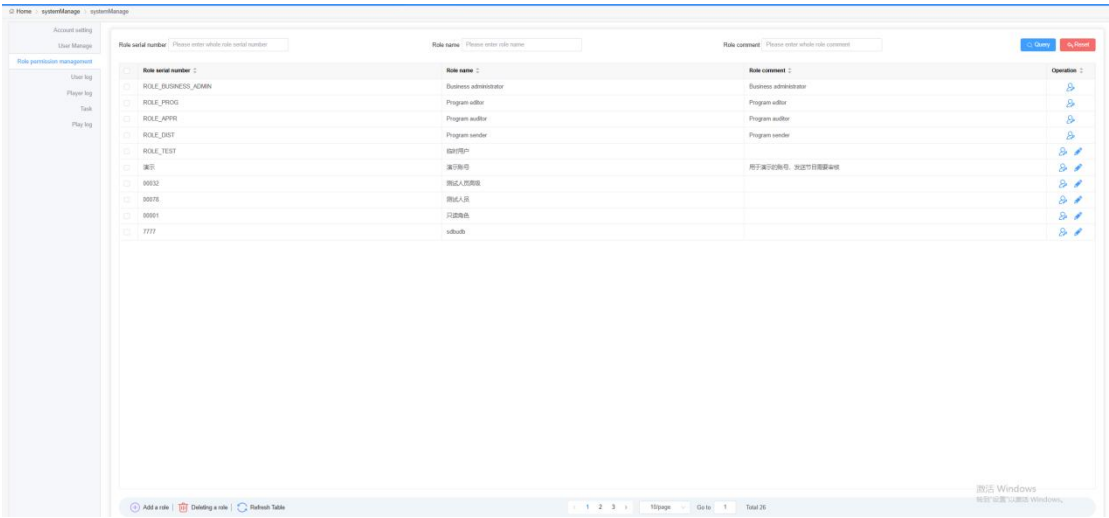







Figure 7.3-1 Role-based access control

Table 7.3-1 Functional Notes for Role Permission Management Buttons

Butt on	Functional annotations
	The "Authorize Role" button authorizes the role to use the corresponding

	functions.
	The "Edit Character" button allows you to modify the character's code and name.
	Click the "Add Character" button, fill in the information, and click submit to display the newly added character on the page.
	The "Delete Character" button can be used to successfully delete characters by selecting them and then clicking the button.
	The refresh button refreshes the page when clicked.

Add a role
×

Role serial number

Please enter the role code (40 words or less)
*

Role name

Please enter role name
*

Role comment

Please enter whole role comment
0 / 100

✓ Submit

× Cancel

Figure 7.3-2 Adding a character

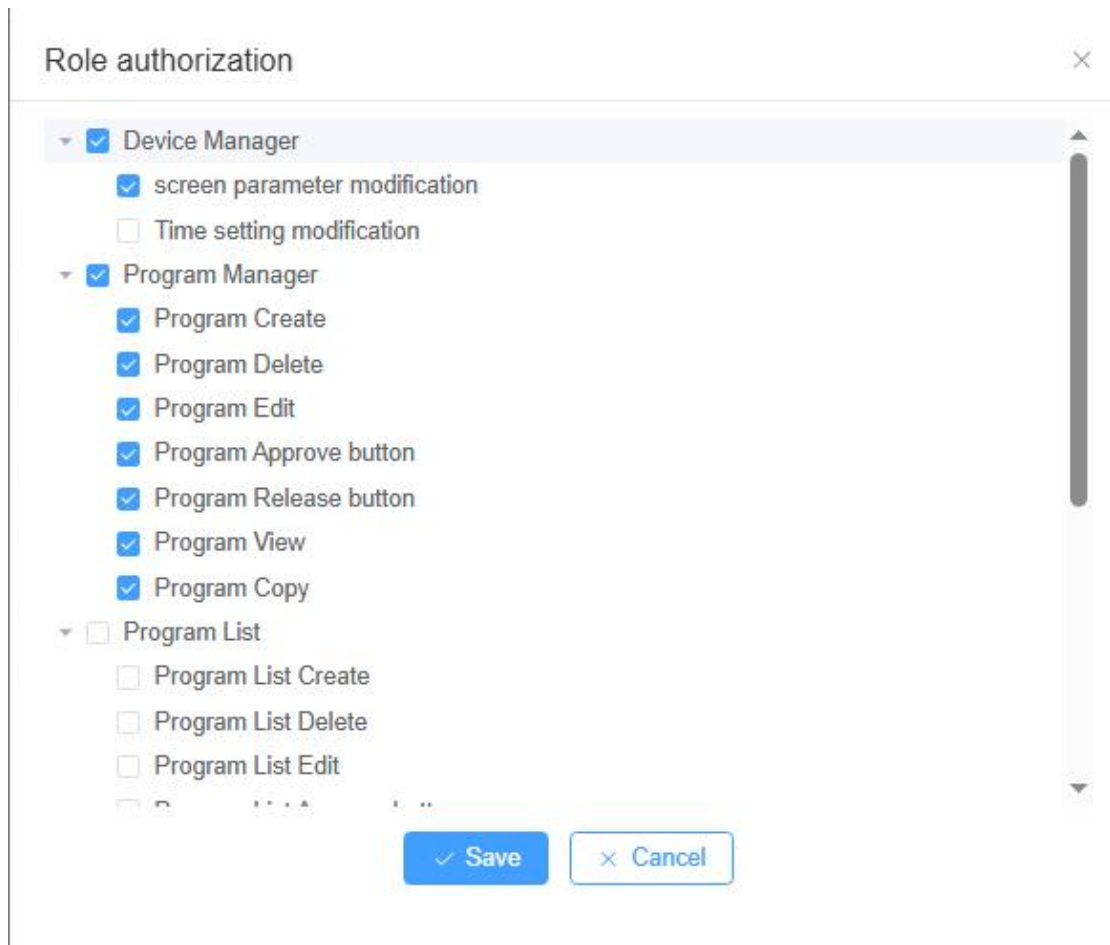


Figure 7.3-3 Role Authorization

7.4 User Logs and Device Logs

The platform allows users to view user logs and device logs. For example, as shown in Figure 7.4-1, user logs can be viewed. Business administrators can view the operation logs of all users under their organization, while other roles can only view their own operation logs, such as login, deletion, and modification. The platform also allows exporting the query results of the current page.

Account setting

User log

Player log

Task

Play log

export Click to export logs to the download center

Operation	Operation type	Exception Type	Exception level	Operation content	User	Time
Edit user	Edit		/	Edited successfully language=en	李申申	2025/11/10 16:03:09
Edit user	Edit		/	Edited successfully language=en	李申申	2025/11/10 16:03:09
用户修改	修改		/	修改成功: view_page=4	李申申	2025/11/10 16:03:06
用户修改	修改		/	修改成功: view_page=1	李申申	2025/11/10 16:02:32
用户修改	修改		/	修改成功: view_page=4	李申申	2025/11/10 16:02:22
用户修改	修改		/	修改成功: view_page=4	李申申	2025/11/10 16:01:54
编辑用户	修改		/	修改成功: language=zh_CN	李申申	2025/11/10 16:01:49
编辑用户	修改		/	修改成功: language=zh_CN	李申申	2025/11/10 16:00:55
Edit user	Edit		/	Edited successfully language=en	李申申	2025/11/10 16:00:40
用户修改	修改		/	修改成功: view_page=1	李申申	2025/11/10 16:00:35

1 2 3 4 5 6 ... 679 > 10/page Go to 1 Total 6765

Figure 7.4-1 User Log

7.5 Task

Users click on System Management – Tasks to display the current tasks and historical tasks pages. The default page is the current tasks page, as shown in Figure 7.5-1. The Tasks page allows users to view the task status after publishing a program. This page displays all task information for the account: task name, task type, overall task status, creator, creation time, task details, task progress, and elapsed time.

Account setting

User log

Player log

Task

Play log

Current task: Historical task


Program distribution Firmware update Parameter file distribution Command issuance

Task name

Task name	Task type	Total task status	Founder	Create Time	Task state	Task progress	The task has taken time	Operation
[李申申]更新部署的电子面...	Program distribution	Task in progress	李申申	2025/11/10 10:23:51	1 / 0 / 1 / 0	0%	0:05:39:58	Details

1 10/page Go to 1 Total 1

Figure 7.5-1 Task – Current Task Page

On the current task page, click the "Details" button in the operation bar next to any task to enter the task details page, as shown in Figure 7.5-2. You can view the overall task status of all screens sending the program. There will be a "Cancel Task" button next to the task that is in progress.  After clicking the "Cancel" button, the execution result will show "Manual Cancellation" and the task status will change to "Task Failed". The "Cancel" button below is for batch cancellation. After selecting the tasks, click "Batch Cancel" to successfully cancel the tasks in batches.

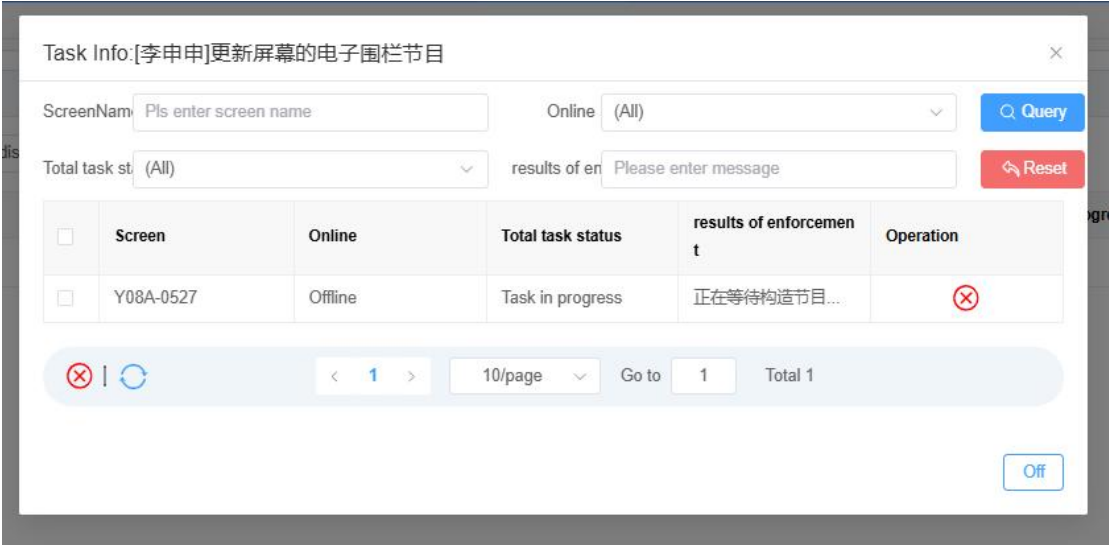



Figure 7.5-2 Task – Task Details Page

Users can click on historical tasks to view all historical tasks under the account, as shown in Figure 7.5-3; click on the details button in the operation bar to view the historical details of the task, as shown in Figure 7.5-4; when the execution result is "Automatic resending of the program failed three times and manual resending is required", there is a resend task button next to the task . Clicking it will allow the task to be executed again.

Task name	Task type	Total task status	Founder	Create Time	Task state	Task success rate	Total task time	Operation
发布播放列表【屏幕1】	Program distribution	Task failed	李申申	2025/11/10 00:16:05	1/0/0/1	0%	0:00:00:01	Details
发布播放列表【屏幕1】	Program distribution	Task failed	李申申	2025/11/09 00:15:34	1/0/0/1	0%	0:00:00:01	Details
发布播放列表【屏幕1】	Program distribution	Task failed	李申申	2025/11/08 00:15:47	1/0/0/1	0%	0:00:00:01	Details
发布播放列表【屏幕1】	Program distribution	Task failed	李申申	2025/11/07 00:16:05	1/0/0/1	0%	0:00:00:01	Details
发布播放列表【屏幕1】	Program distribution	Task failed	李申申	2025/11/06 00:16:03	1/0/0/1	0%	0:00:00:01	Details
发布播放列表【单节目列表】	Program distribution	Mission success	李申申	2025/11/05 12:33:00	1/1/0/0	100%	0:00:00:07	Details
发布播放列表【屏幕1】	Program distribution	Task failed	李申申	2025/11/05 00:16:11	1/0/0/1	0%	0:00:00:01	Details
发布播放列表【屏幕1】	Program distribution	Task failed	李申申	2025/11/04 00:15:59	1/0/0/1	0%	0:00:00:01	Details
发布播放列表【屏幕1】	Program distribution	Task failed	李申申	2025/11/03 00:15:46	1/0/0/1	0%	0:00:00:01	Details
发布播放列表【屏幕1】	Program distribution	Task failed	李申申	2025/11/02 00:16:00	1/0/0/1	0%	0:00:00:01	Details

Figure 7.5-3 Task – Historical Tasks

Screen	Online	Total task status	results of enforcement	Operation
屏幕18	Offline	Task failed	异常错误取消: 屏幕...	

Figure 7.5-4 Historical Task – Task Details

7.6 Playback Log

Users can access the playback log page by clicking System Management – Playback Log, which only displays the LCD’s playback log, as shown in Figure 7.6-1. This page displays log information generated by the control card: device name, device number, program name, start time, end time, and playback duration. (The playback log only counts the number of normal playbacks (both start and end playback times must be present)).

Home

systemManage

systemManage

Account setting

User Manage

Role permission management

User log

Player log

Task

Play log

report

2023-07-01

2023-11-14

name of device

Equipment name	Device	Name	Start time	End time	Play length
3548A-8#柜	030C12250317000C8BFD11F	2025/11/12-本地视频源	2025/11/12 21:28:15	2025/11/12 21:28:15	00:00:00
3548A-8#柜	030C12250317000C8BFD11F	2025/11/12-本地视频源	2025/11/12 21:28:15	2025/11/12 21:28:15	00:00:00
3548A-8#柜	030C12250317000C8BFD11F	2025/11/12-本地视频源	2025/11/12 21:28:13	2025/11/12 21:28:15	00:00:02
3548A-8#柜	030C12250317000C8BFD11F	2025/11/12-本地视频源	2025/11/12 21:28:13	2025/11/12 21:28:13	00:00:00
3548A-8#柜	030C12250317000C8BFD11F	2025/11/12-本地视频源	2025/11/12 21:28:13	2025/11/12 21:28:13	00:00:00
3548A-8#柜	030C12250317000C8BFD11F	2025/11/12-本地视频源	2025/11/12 21:28:11	2025/11/12 21:28:13	00:00:02
3548A-8#柜	030C12250317000C8BFD11F	2025/11/12-本地视频源	2025/11/12 21:28:11	2025/11/12 21:28:11	00:00:00
3548A-8#柜	030C12250317000C8BFD11F	2025/11/12-本地视频源	2025/11/12 21:28:11	2025/11/12 21:28:11	00:00:00
3548A-8#柜	030C12250317000C8BFD11F	2025/11/12-本地视频源	2025/11/12 21:28:09	2025/11/12 21:28:11	00:00:02
3548A-8#柜	030C12250317000C8BFD11F	2025/11/12-本地视频源	2025/11/12 21:28:09	2025/11/12 21:28:09	00:00:00

1 2 3 4 5 6 ... 4905

10/page

Go to 1

Total 49058

Figure 7.6-1 Playback Log