

C4 PLAYER USER MANUAL

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Chapter 1 C4 Interface and Hardware Connection



1.1 C4 Interface

No.	Name	Functions			
1	Sensor Interface	Environmental temperature and brightness monitoring; Automatic brightness adjustment			
2	Ethernet Output	RJ45, signal output, connecting with receiving cards			
3	Audio Output	HIFI stereo output			
4	CONFIG Port	Screen parameters setting; Program publishing			
5	USB Port	Program updating through U disc			
6	LAN Port	Access network			
7	Power Port	DC12V			
8	WiFi interface	Connect with WiFi antenna			
9	4G interface	Connect with 4G antenna (optional)			
10	GPS interface	Connect with GPS antenna (optional)			
11	Indicator Light	Green light flashes when a signal detected; Red light is bright when power is normal			

1.2 Hardware Connection



Chapter 2 LEDVISION Installation

First download the installation package of LEDVISION software from Colorlight's official website

www.colorlightinside.com, and complete the installation according to the diagrams below.

1. Run the software package, then select [English] for installer language. Click [OK] to move on.



Note: Run LEDVISION version 5.0 or higher while using the C4.

2. After selecting a language, an installation wizard like below will appear. Click [Next].

Choose the installation location, click [Browse] to change the default target location, then click [Next] after completing;

Choose components according to your own computer status, then click [Install] to complete;

After the installation is complete you are ready to use LEDVISION.

LEDVISION Setup		EEDVISION Setup
	Welcome to the LEDVISION Setup	Choose Install Location Choose the folder in which to install LEDVISION .
	Setup will guide you through the installation of LEDVISION . It is recommended that you close all other applications before starting Setup. This will make it possible to update relevant system files without having to reboot your computer. Click Next to continue.	Setup will install LEDVISION in the following folder. To install in a different folder, click Browse and select another folder. Click Next to continue.
		Destination Folder D: \LEDVISION\ Browse
		Space required: 95.3MB Space available: 199.4GB
	Next > Cancel	< Back Next > Cancel

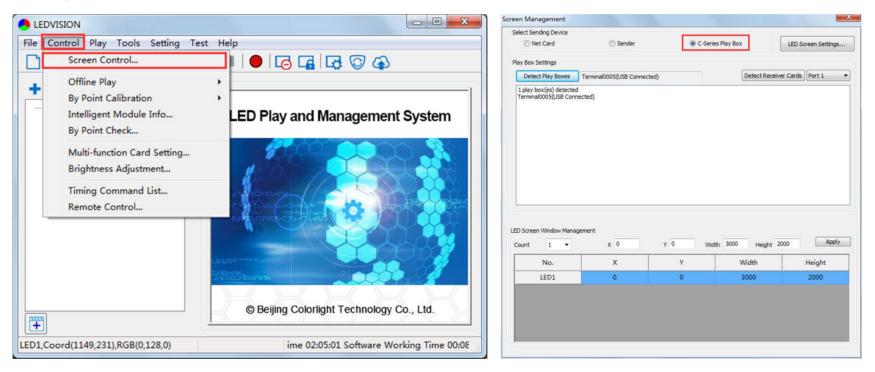
Chapter 3 C4 Parameter Settings

3.1 Connection Settings

1. Before connecting your C4 to the computer, first click the control menu [Control] - [Screen Control],

then select [C-Series Play Box] in Select Sending Device, then set up [LED Screen Window

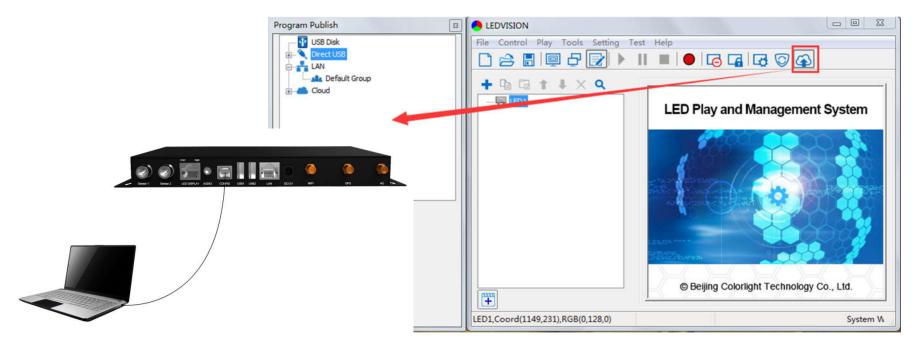
Management].



Note: If you do not complete this step, LEDVISION may not function properly because of a conflict between Net Card mode and C4 CONFIG interface.

2. Use a standard USB A/B cable to connect the C4 to your computer once the C4 is powered on, and note that one side is to connect to the USB port and the other side is for the C4 CONFIG port.

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



3.2 Basic Settings

- Ensure the LED display is under normal configuration before setting up C4 parameters.
- When setting C4 parameters, you can connect the C4 to your PC through a standard USB A/B cable and connect the C4 to the LED screen with a network cable.

Time Settings: Click [Modify] to set up date and time, or to select a time zone.

Player Time: Display current time.

Uptime: Calculated running time once the C4 powered on.

Total/Available: View memory utilization.

Wakeup, Sleep, Reboot: Perform C4 operations like wakeup, sleep and reboot once clicked.

Program: Use the drop down menu to play programs.

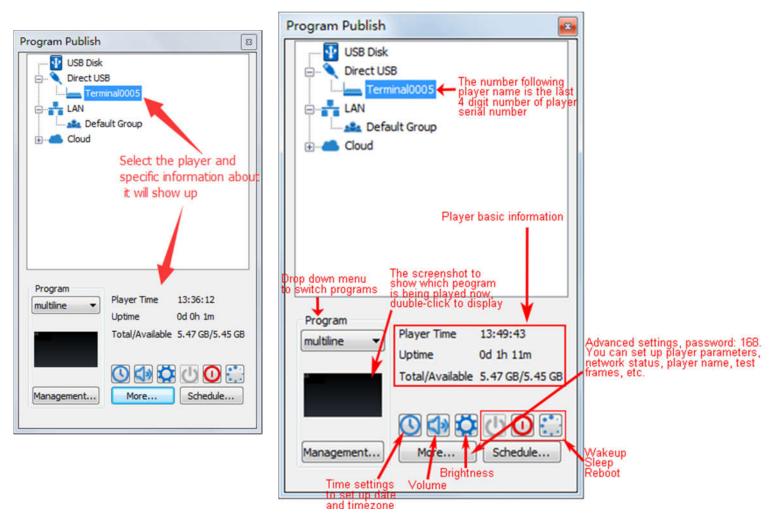
Management: Check, delete and choose programs, and much more.

Schedule: Conduct timed settings on command content such as play program, sleep, wakeup, reboot,

brightness adjustment, etc.

1. After connecting the C4 to the computer, a C4 player icon will show up in **Direct USB**. You can check the

specific information and some basic settings for it by selecting the player.



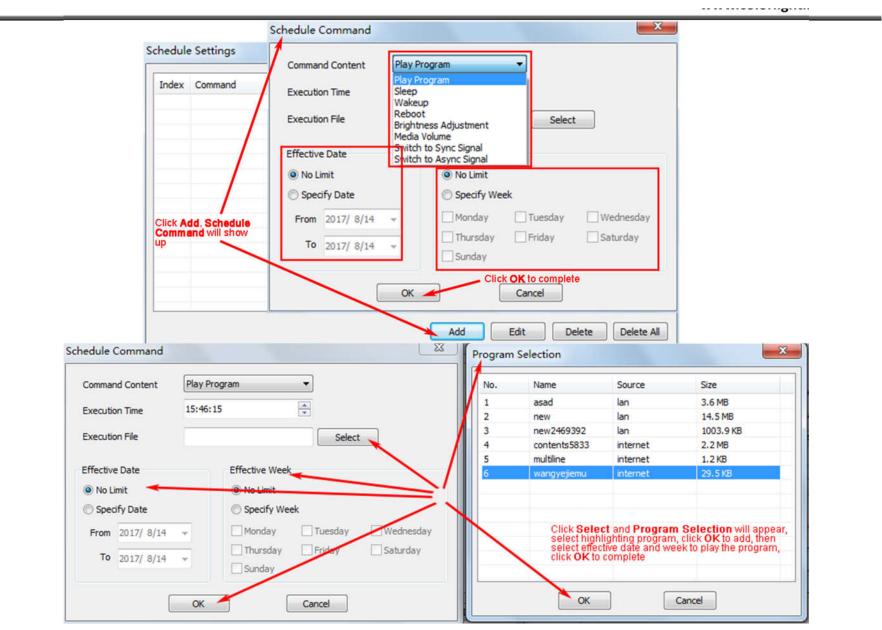
2. In Program Management, you can conduct a comprehensive management on programs included in the

C4 player. All programs can be deleted in **Program Management** regardless of the type and source.

0.	Name	Source	Size
	asad	lan	3.6 MB
	new	lan	14.5 MB
_ /	new2469392	lan	1003.9 KB
	contents5833	internet	2.2 MB
1	multiline	internet	1.2 KB
	wangyejiemu	internet	29.5 KB
lete th	le checked program lan: The program internet: The pro Size: Program ca Name: Program		a LEDVISION ed via WAN

3. Schedule Settings:

In **Schedule Settings**, click **[Add]** to add a scheduled command. Scheduled commands can conduct timing settings on content such as play program, sleep, wakeup, reboot, brightness adjustment, media volume, switch to sync/async signal, and more, as shown below:



Commands can be edited and deleted after add	ing scheduled commands is completed.
--	--------------------------------------

Index	Command	Execution Time	Effective Date	Effective Week	Value
1	Play Program	15:59:59	Everyday	1234567	asad.vsn
2	Play Program	21:24:07	2017-08-14~2017-08-27	67	new.vsn
3	Sleep	00:00:00	Everyday	1234567	
4	Wakeup	08:00:00	Everyday	1234567	

3.3 Advanced Settings

3.3.1 Playing Parameters

1 LED Resolution

The [Width] / [Height] you input must be equal to or slightly larger

than the actual screen resolution.

②Input Type: HDMI or Internal Media

③Output

```
[Every Frame] (Default)
```

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

④Control Area

Select **[Custom]** in control area and modify the values according to your network port control area. Click **[Apply]** to complete the setting.

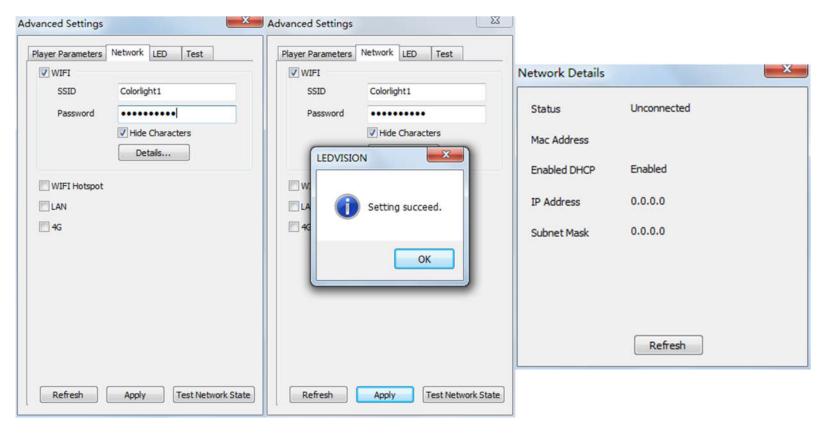
Player Param	neters	Network	LED	Test
1 LED Resol	lution			
Width	12	80 👻		
Height	72	0 -		Modify
Equal or	larger t	than the a	actual screer	resolution.
 Input Typ 	e			
Prioritize	d HD	MI	-	Apply
Current I	Inout-Ir	oternal		
current	- porta	recirica		
3 Output	_	ery Frame	e v]
	Ev		• •]
3 Output	Ev	ery Frame	• •]
3 Output	Ev	ery Frame	• • Width	Height
3 Output	Ev Area Custor X	ery Frame	•	Height 512
OutputControl	Ev Area Custor X 0	ery Frame n Y	▼ Width	
 Output Control Port 1 	Ev Area Custor X 0 0	ery Frame n Y 0	Width	512

3.3.2 Network

 $\textcircled{1}{W}iFi$

Check [WiFi] in the network tab and input your WiFi login information for [SSID] and [Password], then

click [Apply] and [Refresh] to complete the setting. Click [Details] to check the connection status.



2 WiFi Hotspot

Input your [SSID] and [Password] to use a WiFi Hotspot;

[Band]: 2.4G or 5G (5G mode will be faster and more reliable if both the smart phone and computer

support 5G WiFi)

[Channel]: 14 or 24 choices, to

avoid network overload.

Player Parameters	Network LED Test	Player Parameters	Network LED Test
WIFI		WIFI	
WIFI Hotspot		WIFI Hotspot	
SSID	c4-0005	SSID	c4-0005
Password	•••••	Password	
	V Hide Characters		Hide Characters
Band	🗩 2.4G 💿 5G	Band	🗇 2.4G 🛛 🧿 5G
Channel	1	Channel	36 🔹
	1		36 40
I LAN	3	I LAN	44
🕅 4G	4 5	🕅 4G	48 52
	6 7		56 60
	8		64 100
	10		104 108
	12		112
	13 14		116 120
			124 128
			132 136

③LAN (Network Cable)

1. [Automatically Obtain IP Address] (Default)

When you connect your C4's LAN port to a networked router, the C4 will automatically obtain an IP address.

2. [Use Following IP Address]

To use a specific IP address, enter information for **[IP]**, **[Subnet Mask]**, **[Gateway]**, then connect the C4 LAN port to the router.

				Network Details	×
3. [Details]				Status	Unconnected
View network connection	LAN Automatically O Use Following IF		etails	Mac Address	a8:aa:70:00:00:05
information like Status, Mac	IP Address	0.0.0	. 0	Enabled DHCP	Disabled
	Subnet Mask		. 0	IP Address	0.0.0.0
Address, IP address, etc.	Gateway	0.0.0	. 0	Subnet Mask	0.0.0.0
	Primary DNS	0.0.0	. 0	Colores	0.0.0.0
	Secondary DNS	0.0.0	. 0	Gateway	0.0.0.0
I	N			DNS	0.0.0.0 0.0.0.0
					Refresh

④4G

Check [4G] in the network tab, click [Apply] and [Refresh] to access the 4G network, then click [Test

Network State] to check the connection status.

Z 4G Signal Level: No Singal	Device Network State Test
Current Work Mode:	Connect to Internet
	Address www.baidu.com Connect Result
	Close
Refresh Apply Test Netwo	rk State

Chapter 4 Async Program Editing and Publishing

4.1 Async Program Editing

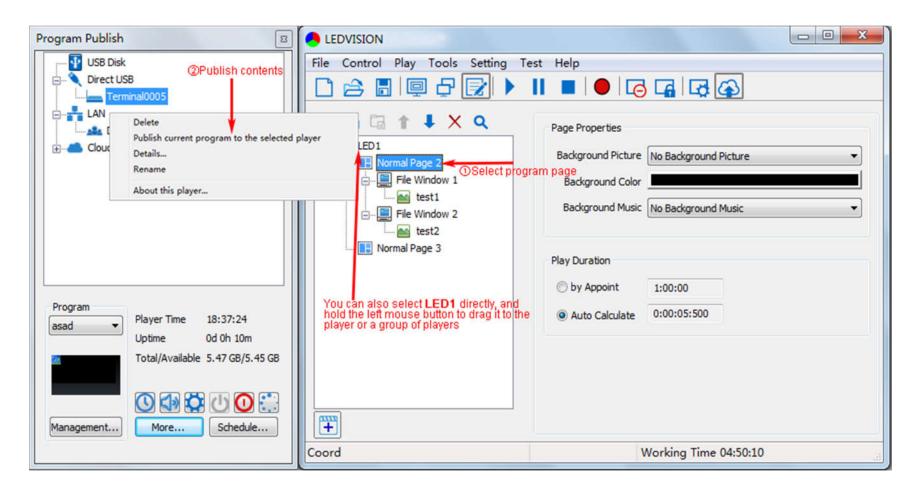
Import Page Import Pages from another Program Rename	File Window Add Video Multi-Line Text Window Add Image Single Line Text Window Add Gif Single Column Text Window Add Flash Subtite Window Add Txt Subtite Window Add Office Clock Window Add Office Timing Window Add Office Webpage Window Full Screen Lock Position and Size Rename Database Window Delete Video Capture Window Delete Sports Scores Window Desk Area Window	LEDVISION File Control Play Tools Setting Test Help File Control Play Tools Setting Test Help File Control Play Tools Setting Test Help File Window 1 File Window 1 File Window 2 File Window 3 File Window 4 File Window 4 File Window 5 File Window 5 File Window 6 File Window 7 File Wi
	Sports Scores Window	

When you open LEDVISION, you will see [LED1] in the program editing area. Right-click [LED1] to add

[Normal Page]. You can add [File Window] in [Normal Page], then add [Image] and [Video] under the [File Window] to add media for asynchronous play.

4.2 Async Program Publishing

4.2.1 Publish Program through Direct USB



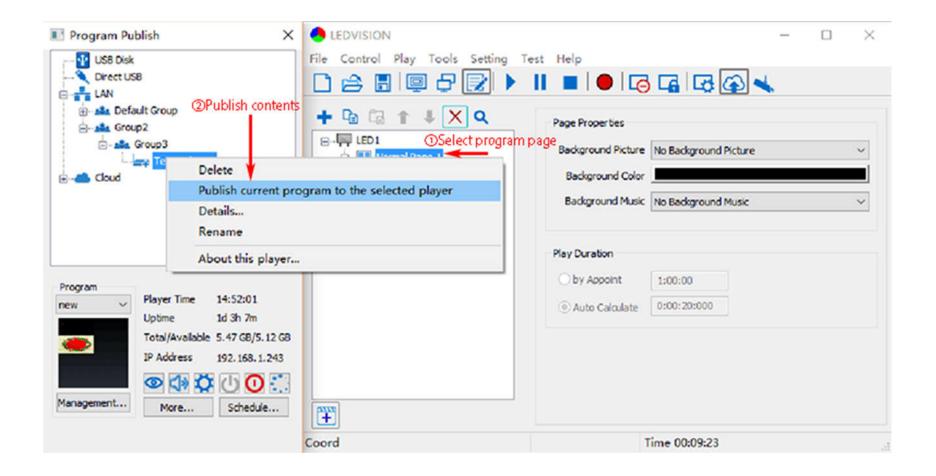
①In [**Program Editing Area**], after finishing program editing, select the [**Program Page**] that you are going to publish;

②Click [C4] and then right-click to choose [Publish current program to the selected player]. You must

rename the program and allow it to finish uploading to fully publish your program.

		Publish Details				
		Uploading Completed	(1) Player	Uploaded/Total Size	Uploadi	Time
ram Name	×	new	Terminal0005	1.7 MB/1.7 MB	100%	2017-08-14 19:02:04
ublishing Name	new					
if the program name is a the program will overwrit	lready existed in the player,					
ОК	Cancel					

4.2.2 Publish Program through Ethernet Port



①In [**Program Editing Area**], after finishing program editing, select the [**Program Page**] that you are going to publish;

②Click [C4] and then right-click to choose [Publish current program to the selected player]. You must

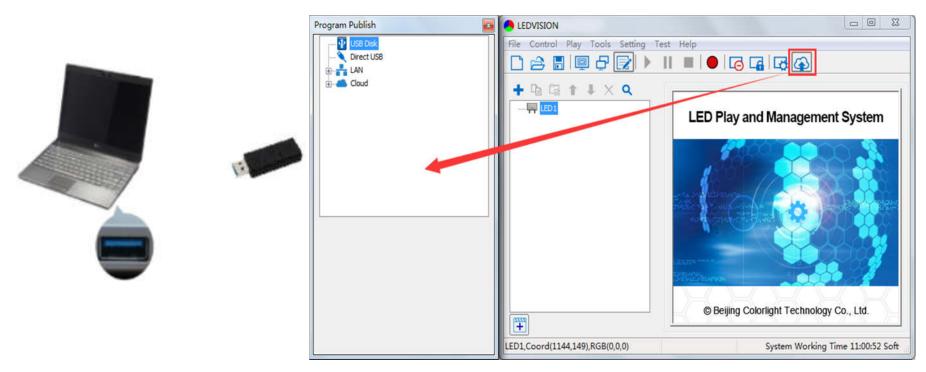
rename the program and allow it to finish uploading to fully publish your program.

		Publish Details				
		Uploading Completed(Name	(1) Player	Uploaded/Total Size	Uploadi	Time
gram Name	×	new	Terminal0005	1.7 MB/1.7 MB	100%	2017-08-14 19:02:04
Publishing Name	new					
If the program name is a the program will overwri	already existed in the player,					
ОК	Cancel					

4.2.3 Publish Program through USB Disk

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

Click [Publish Program to C-Series Playboxes] to extend program publishing window.



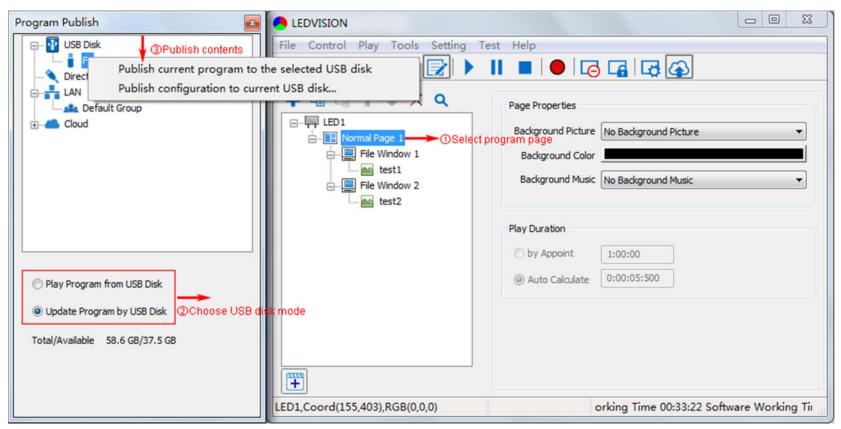
Note: USB disk should be empty before publishing for best performance. Remove previously updated

programs before using it to update or play new programs and to avoid any problems.

2. Software will automatically identify the USB disk when plugged in. Click [U Disk] to choose [Your

USB's Drive].

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



②Choose USB Disk Mode:

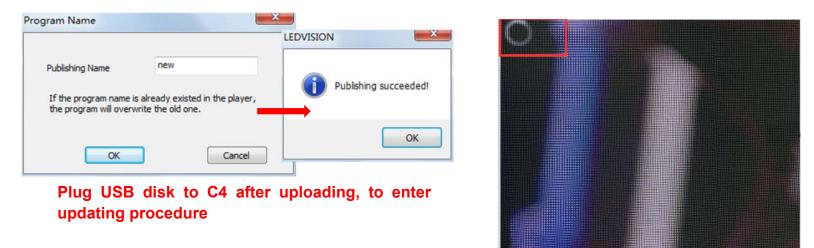
•Play the program from the USB disk (automatically play the USB disk content after inserting it into the C4;

the content won't be stored on the C4)

- •Update the program from the USB disk (automatically play the USB disk content after inserting it into the
- C4; the content will be stored on the C4)

③Select the drive letter under USB Disk, then right-click to choose [Publish current program to the

selected USB disk]. After publishing the program successfully, insert the USB disk into the C4 USB port.



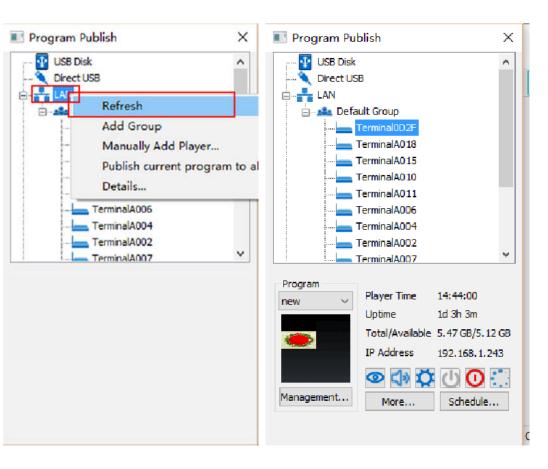
Note: A rotating circle on the LED's upper left corner will appear during the updating procedure. You may unplug the USB drive after the circle disappears.

Chapter 5 Network Management of C4

5.1 Connection and Management

1. LAN Connection: Connect the C4 to the network through WiFi or a LAN port.

2. C4 Network Management: After the controller end (PC, smart phone, or other device) and C4 are connected to the same LAN network, select [LAN], then [Refresh], LEDVISION will automatically identify the C4 in the LAN network and place it in the Default Group. You can manage your C4 under Default Group.



5.2 Add Group and C4

- 1. Add Group: Select [LAN] and right- click to choose [Add Group].
- 2. Add C4: Select any player group and right-click to choose [Manually Add Player], then input the

C4's corresponding IP (add it even if your device did not connect to network).

