



# C7 PLAYER

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USER MANUAL

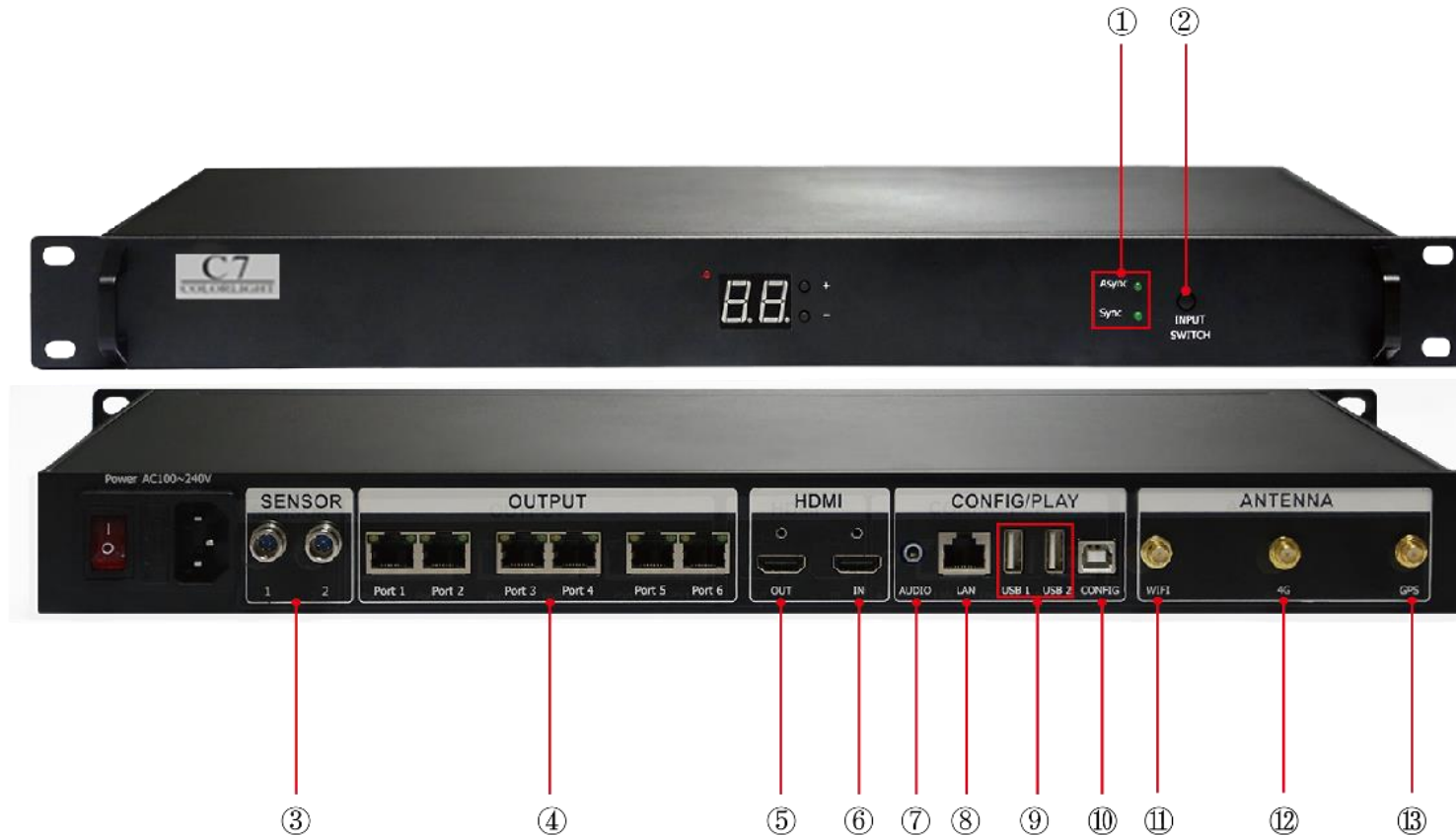
INSTRUCTIONS

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# Chapter 1 C7 Interface and Hardware Connection

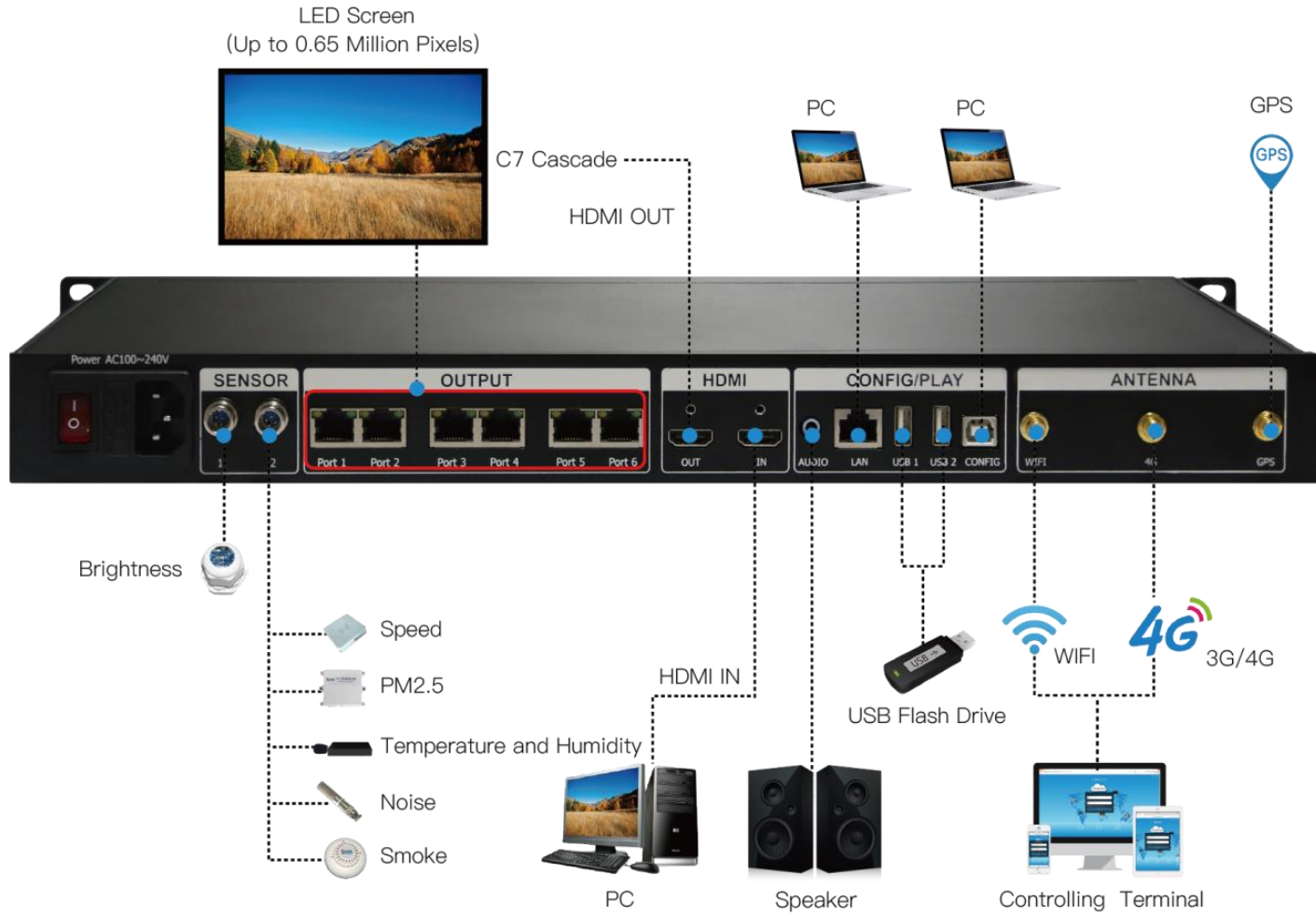


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## 1.1 C7 Interface

| No. | Name             | Functions   |
|-----|------------------|---|
| 1   | Indicator        | Green indicator shows Async or Sync display   |
| 2   | Switch Button    | Switch between Async & Sync display   |
| 3   | Sensor Interface | Environmental temperature and brightness monitoring;<br>Automatic brightness adjustment |
| 4   | Ethernet Output  | RJ45, signal output, connecting with receiving cards                                    |
| 5   | HDMI_OUT         | HDMI output, for cascading between players  |
| 6   | HDMI_IN          | HDMI input, for cascading between players   |
| 7   | Audio Output     | HIFI stereo output  |
| 8   | LAN Port         | Access network  |
| 9   | USB Port         | Program updating through U disc   |
| 10  | CONFIG Port      | Screen parameters setting; Program publishing   |
| 11  | WiFi interface   | Connect with WiFi antenna   |
| 12  | GPS interface    | Connect with GPS antenna (optional)   |
| 13  | 4G interface     | Connect with 4G antenna (optional)  |

## 1.2 Hardware Connection

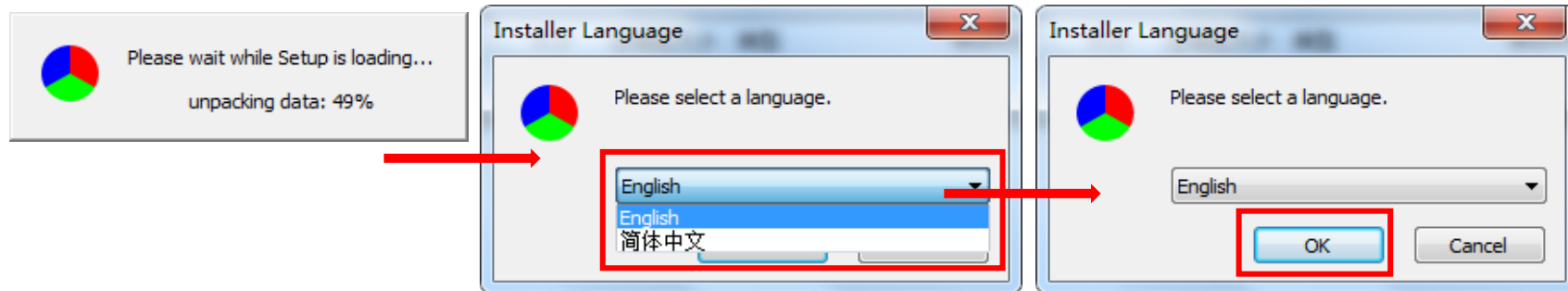


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## Chapter 2 LEDVISION Installation

First download the installation package of LEDVISION software from Colorlight's official website [www.colorlightinside.com](http://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.



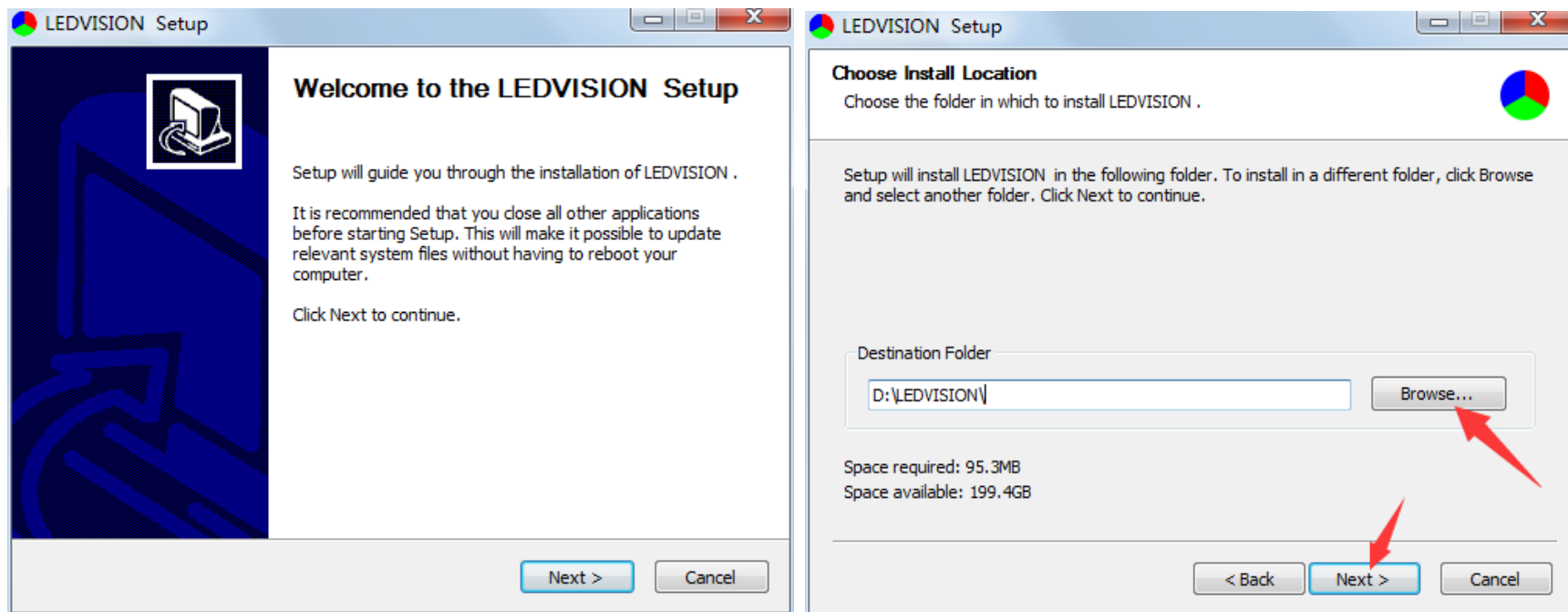
**Note:** Run LEDVISION version 5.0 or higher while using the C7.

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;

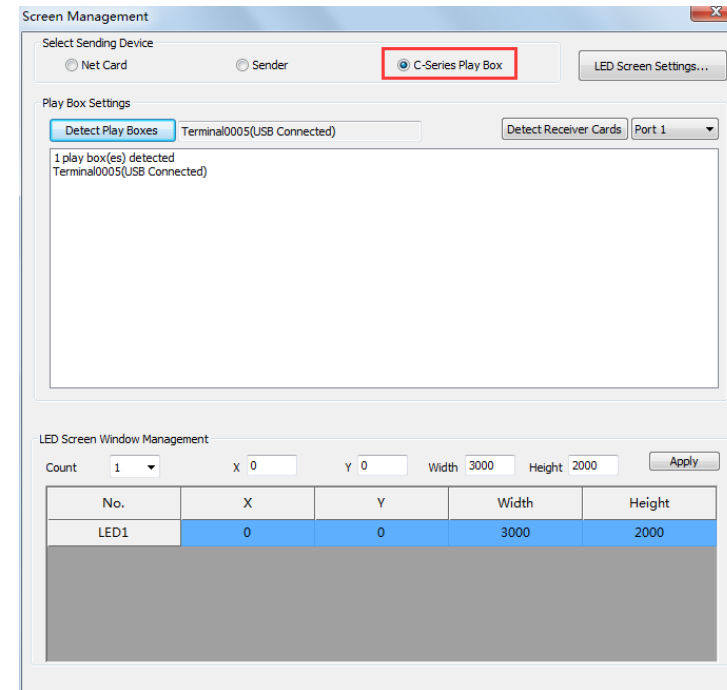
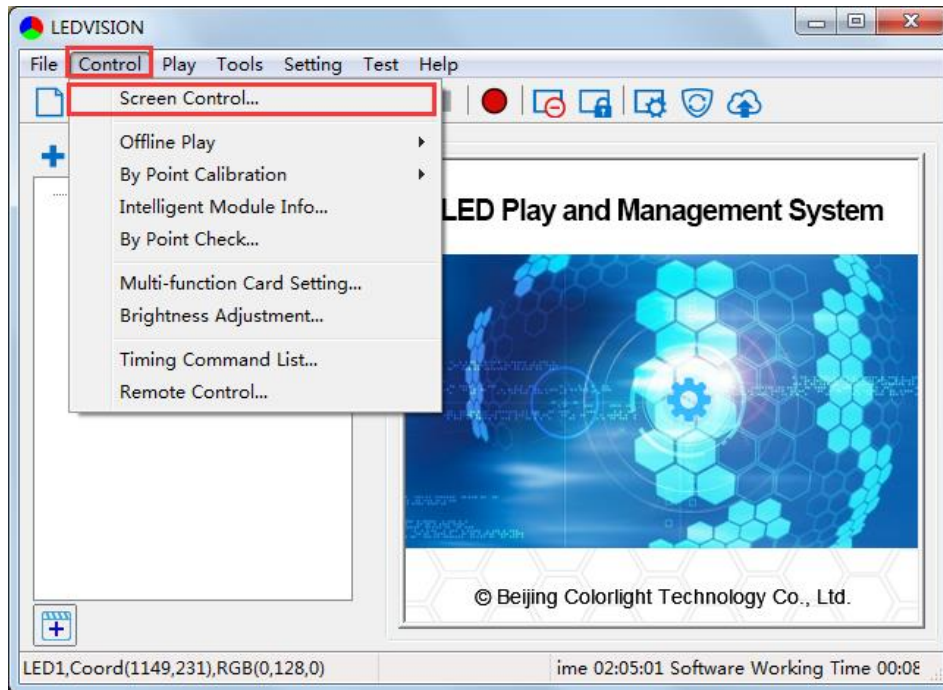
After the installation is complete you are ready to use LEDVISION.



# Chapter 3 C7 Parameter Settings

## 3.1 Connection Settings

1. Before connecting your C7 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** ].

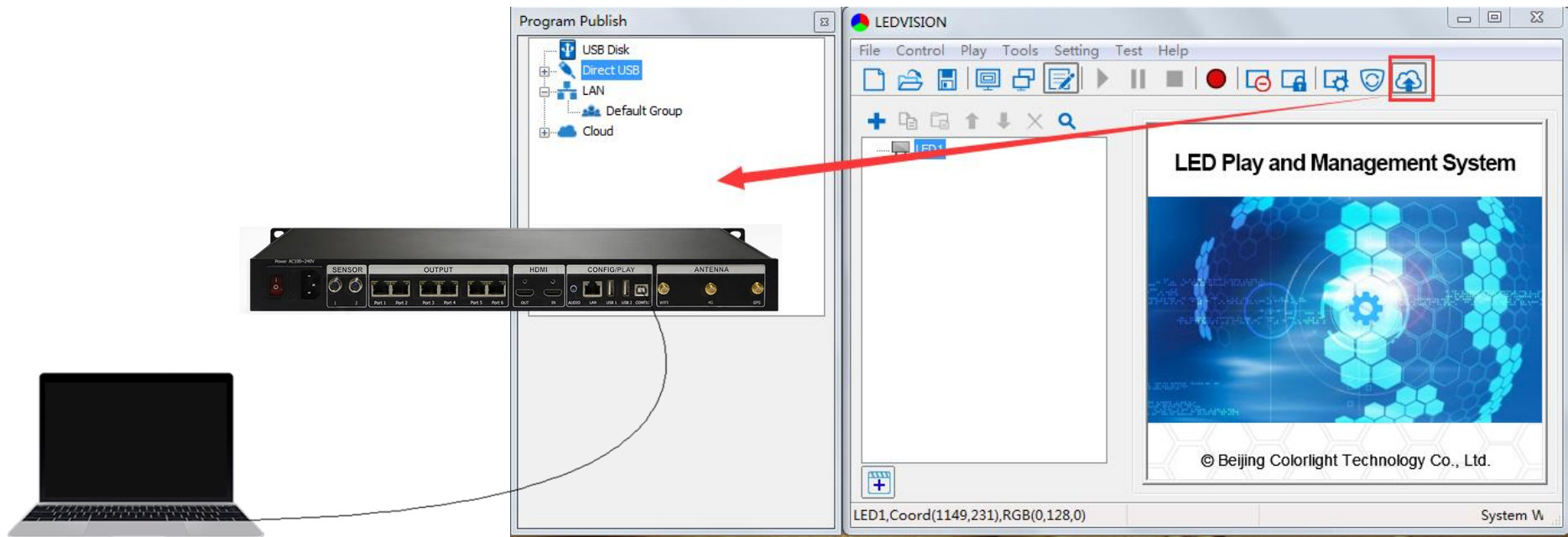




**Note:** If you do not complete this step, LEDVISION may not function properly because of a conflict between Net Card mode and C7 CONFIG interface.

2. Use a standard USB A/B cable to connect the C7 to your computer once the C7 is powered on, and note that one side is to connect to the USB port and the other side is for the C7 CONFIG port.

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



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## 3.2 Basic Settings

- Ensure the LED display is under normal configurations before setting the C7 parameters.
- When setting C7 parameters, you can connect the C7 to your PC through a standard USB A/B cable and connect the C7 to the LED screen through a network cable.

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

**Player Time:** Display current time.

**Uptime:** Calculated running time once the C7 is powered on.

**Total/Available:** View memory utilization.

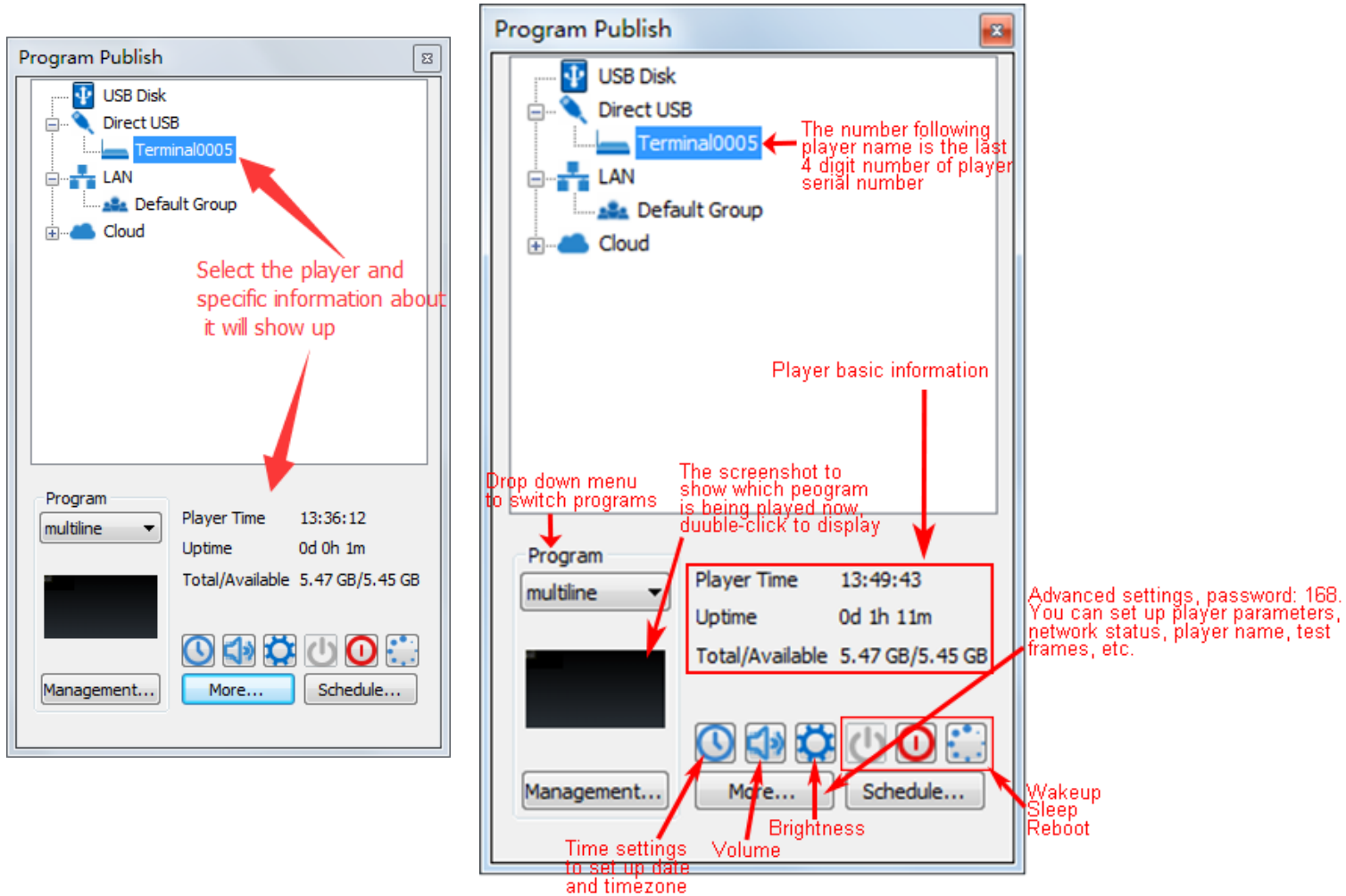
**Wakeup, Sleep, Reboot:** Performs C7 operations like wakeup, sleep and reboot once clicked.

**Program:** Use the drop down menu to play programs.

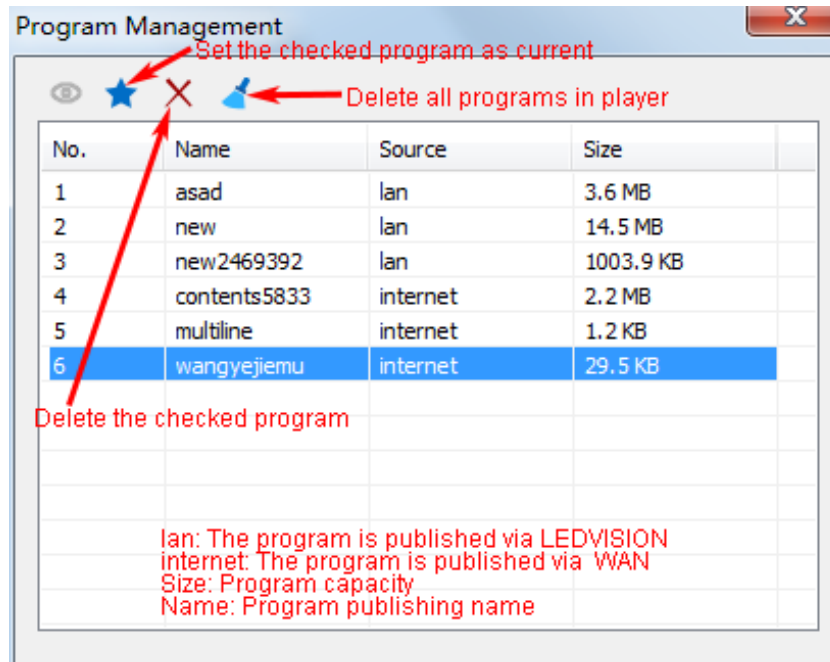
**Management:** Check, delete, choose a program, and much more.

**Schedule:** Conduct timed settings on command content such as play program, sleep, wakeup, reboot, brightness adjustment, etc.

1. After connecting the C7 to the computer, a C7 player will show up in **Direct USB** (you can check specific information and some basic settings of it by selecting the player).

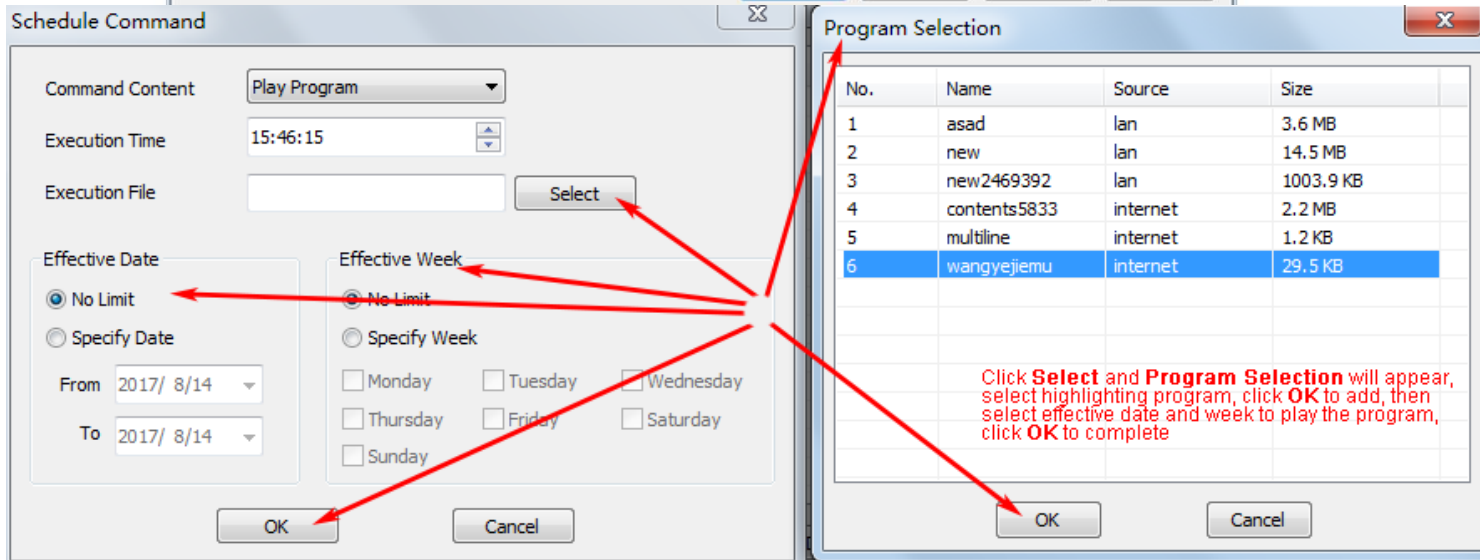
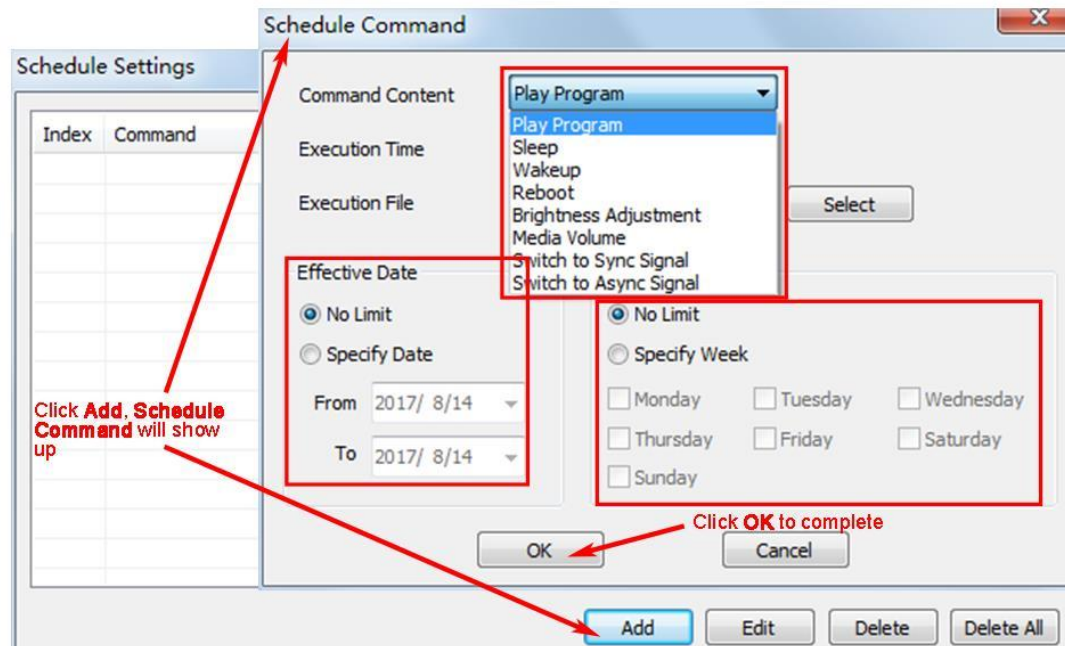


2. In **Program Management**, you can conduct a comprehensive management on programs included in the C7 player. All programs can be deleted in **Program Management** regardless of the type and source.

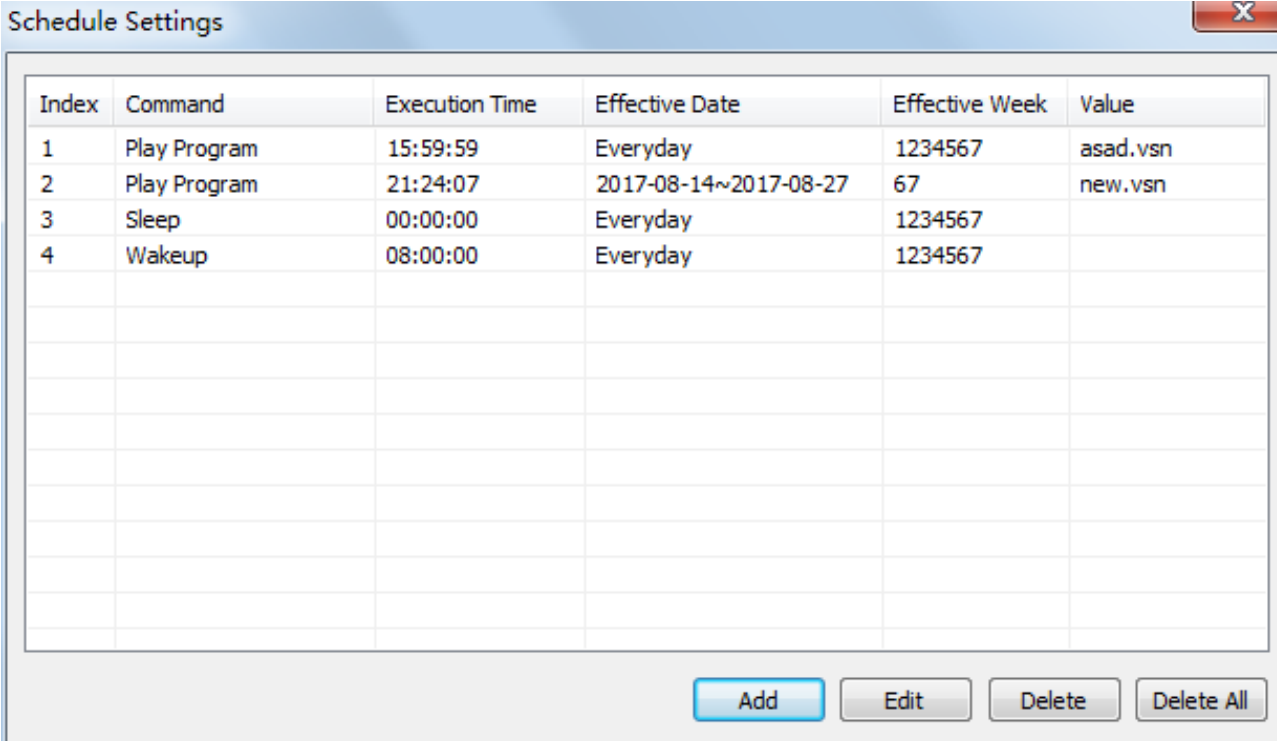


### 3. Schedule Settings:

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 adding scheduled commands is completed.



The screenshot shows a window titled "Schedule Settings" with a close button in the top right corner. Inside the window is a table with the following columns: Index, Command, Execution Time, Effective Date, Effective Week, and Value. The table contains four rows of data. Below the table are four buttons: "Add", "Edit", "Delete", and "Delete All".

| 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        |          |
|       |              |                |                       |                |          |
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## 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.

#### ② Input Type: HDMI or Internal Media

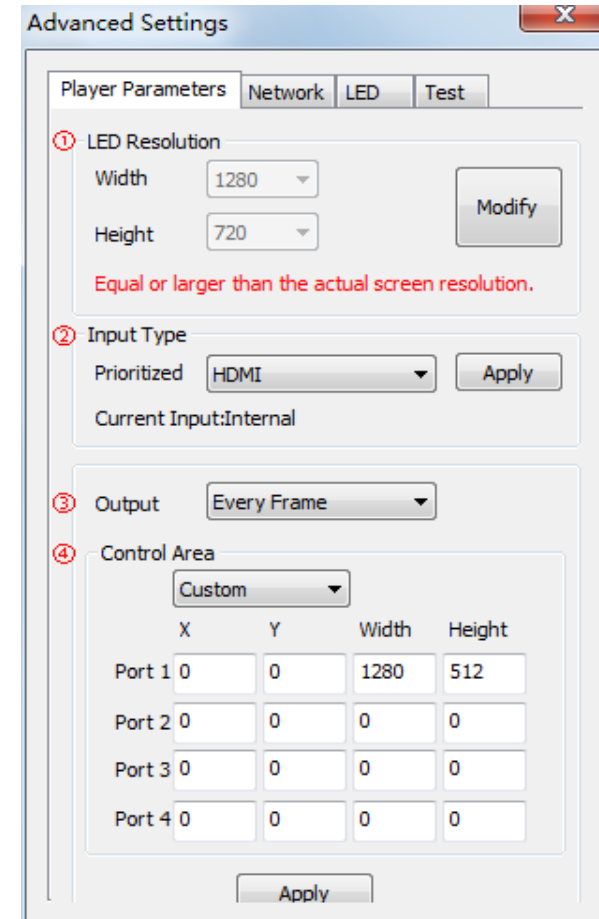
#### ③ Output

[ **Every Frame** ] (Default)

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

#### ④ Control Area

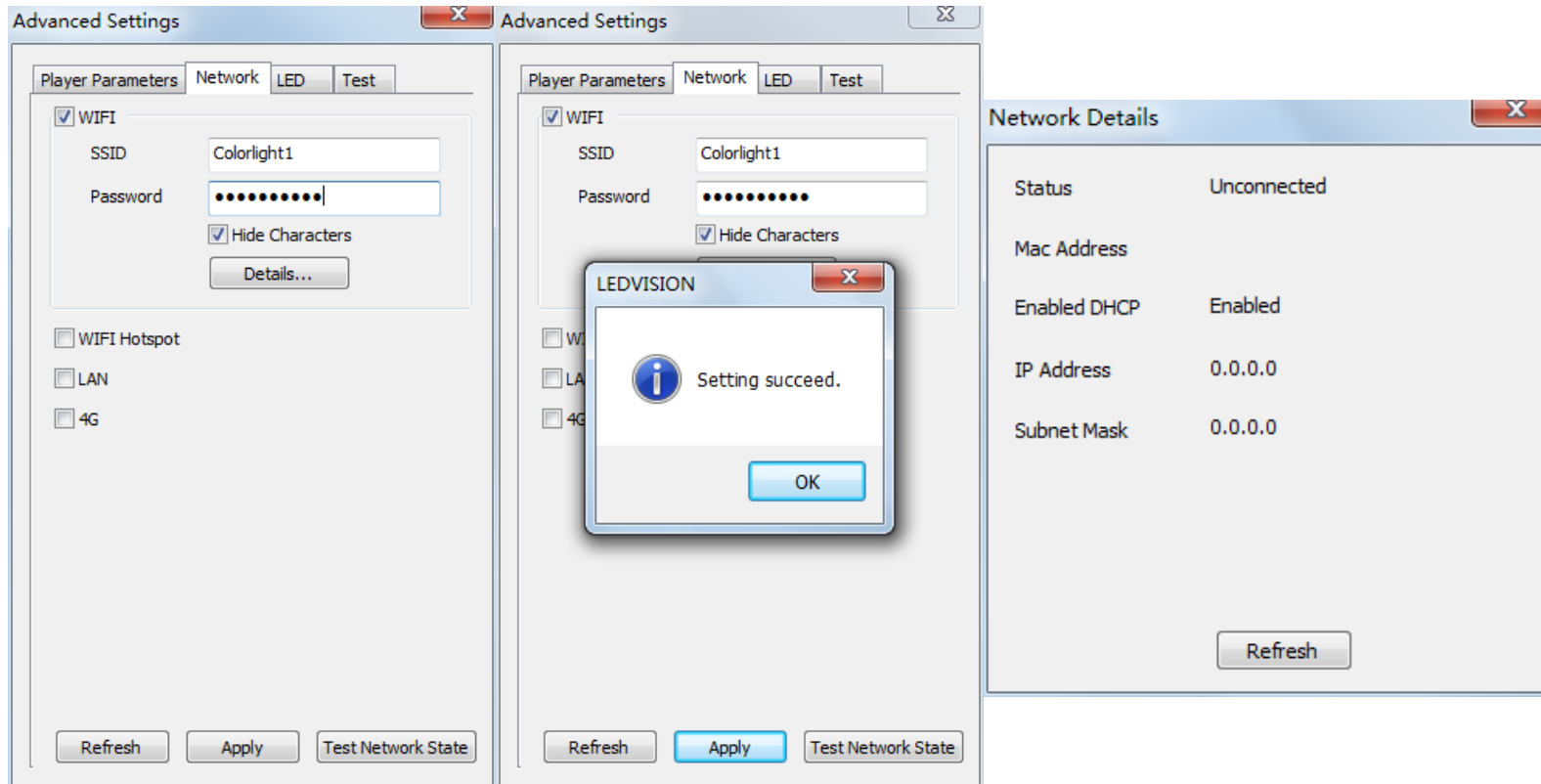
Select [ **Custom** ] in control area, then modify the values according to your network port control area. Click [ **Apply** ] to complete the setting.



### 3.3.2 Network

#### ①WiFi

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.



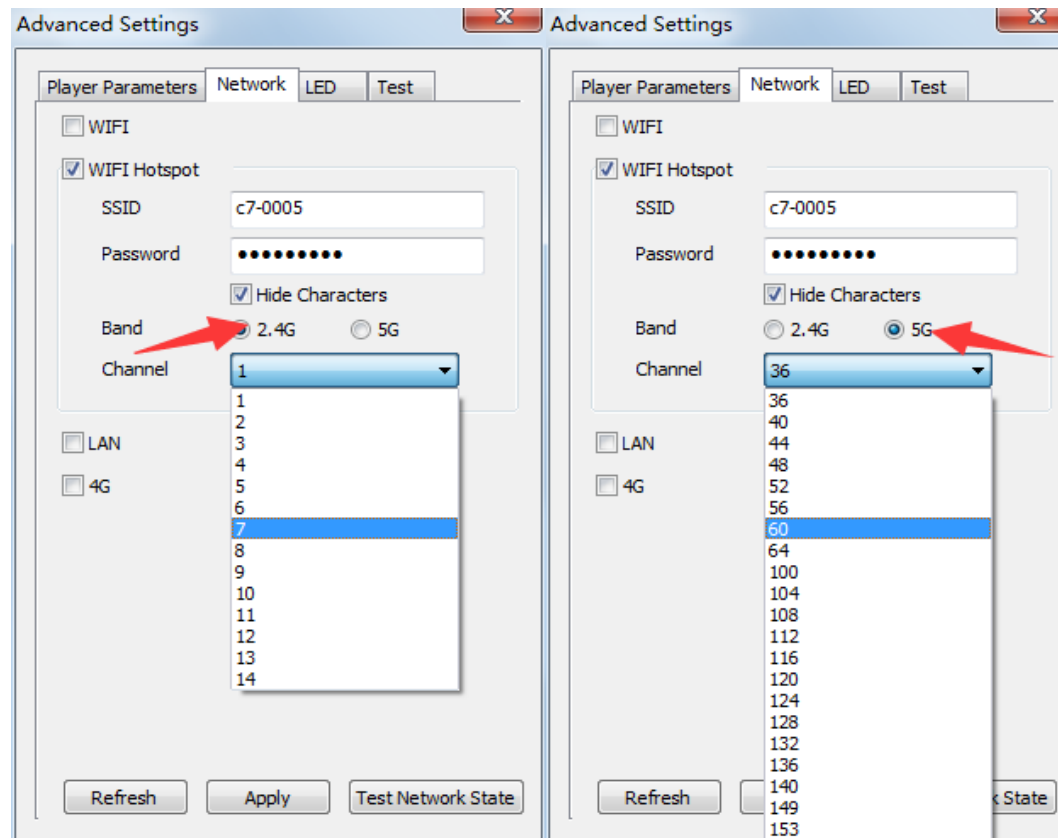


## ②WiFi Hotspot

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 supports 5G WiFi)

[ **Channel** ]: 14 or 24 choices, to avoid network overload.



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### ③ LAN (Network Cable)

#### 1. [ Automatically Obtain IP Address ] (Default)

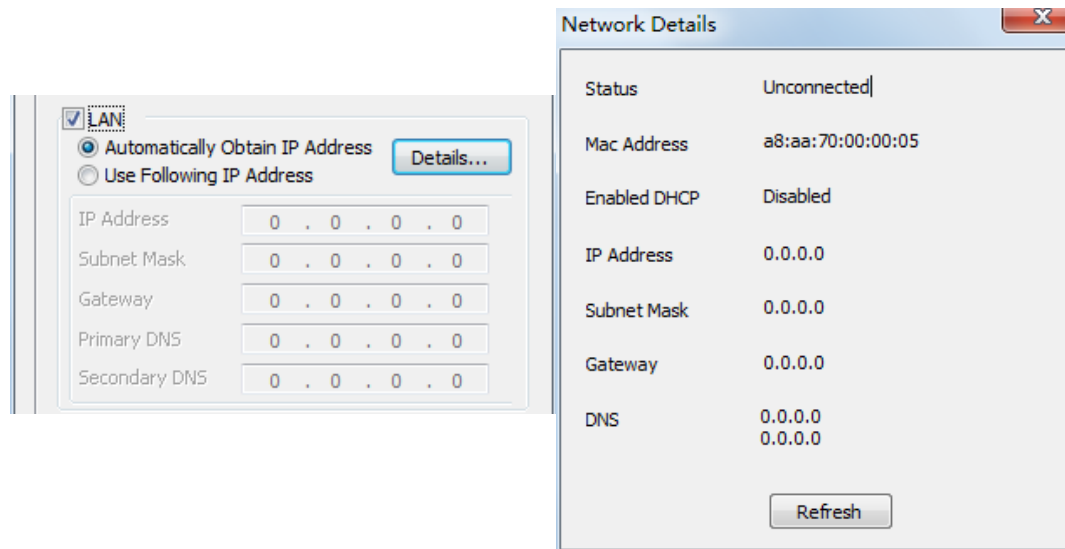
When you connect your C7's LAN port to a networked router, the C7 will automatically obtain an IP address.

#### 2. [ Use Following IP Address ]

To use a specific IP address, enter information for [ IP ], [ Subnet Mask ], [ Gateway ], then connect the C7 LAN port to the router.

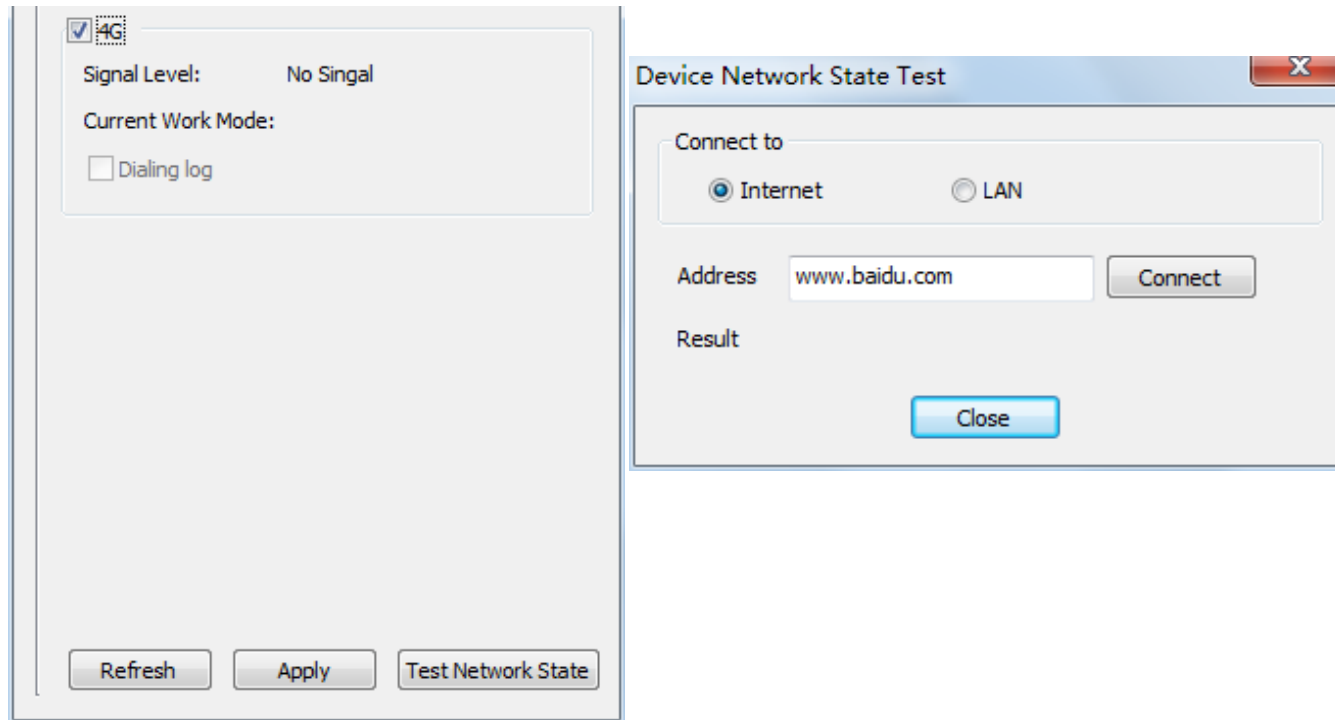
#### 3. [ Details ]

View network connection information like **Status**, **Mac Address**, **Address**, **IP address**, etc.



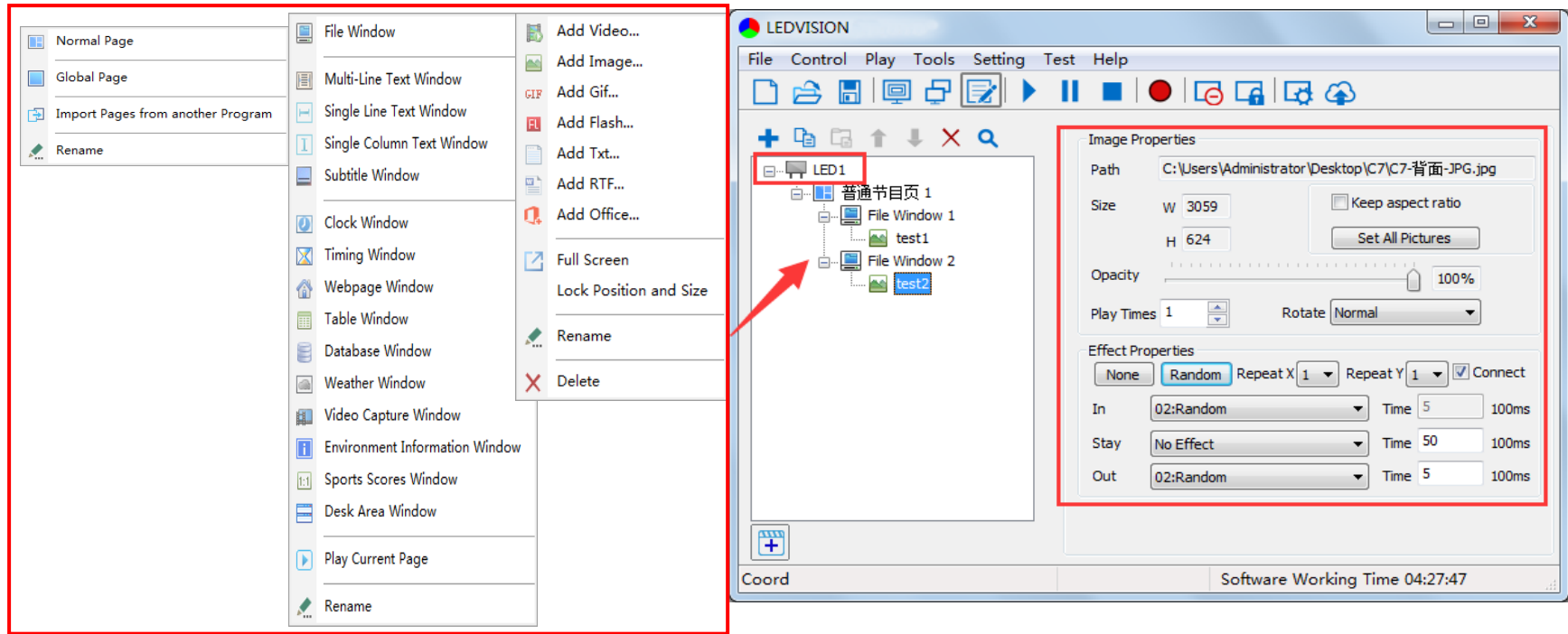
## ④4G

Check [ **4G** ] in the network tab, click [ **Apply** ] and [ **Refresh** ] to access the 4G network. Click [ **Test Network State** ] to check the connection status.



# Chapter 4 Async Program Editing and Sync Playing

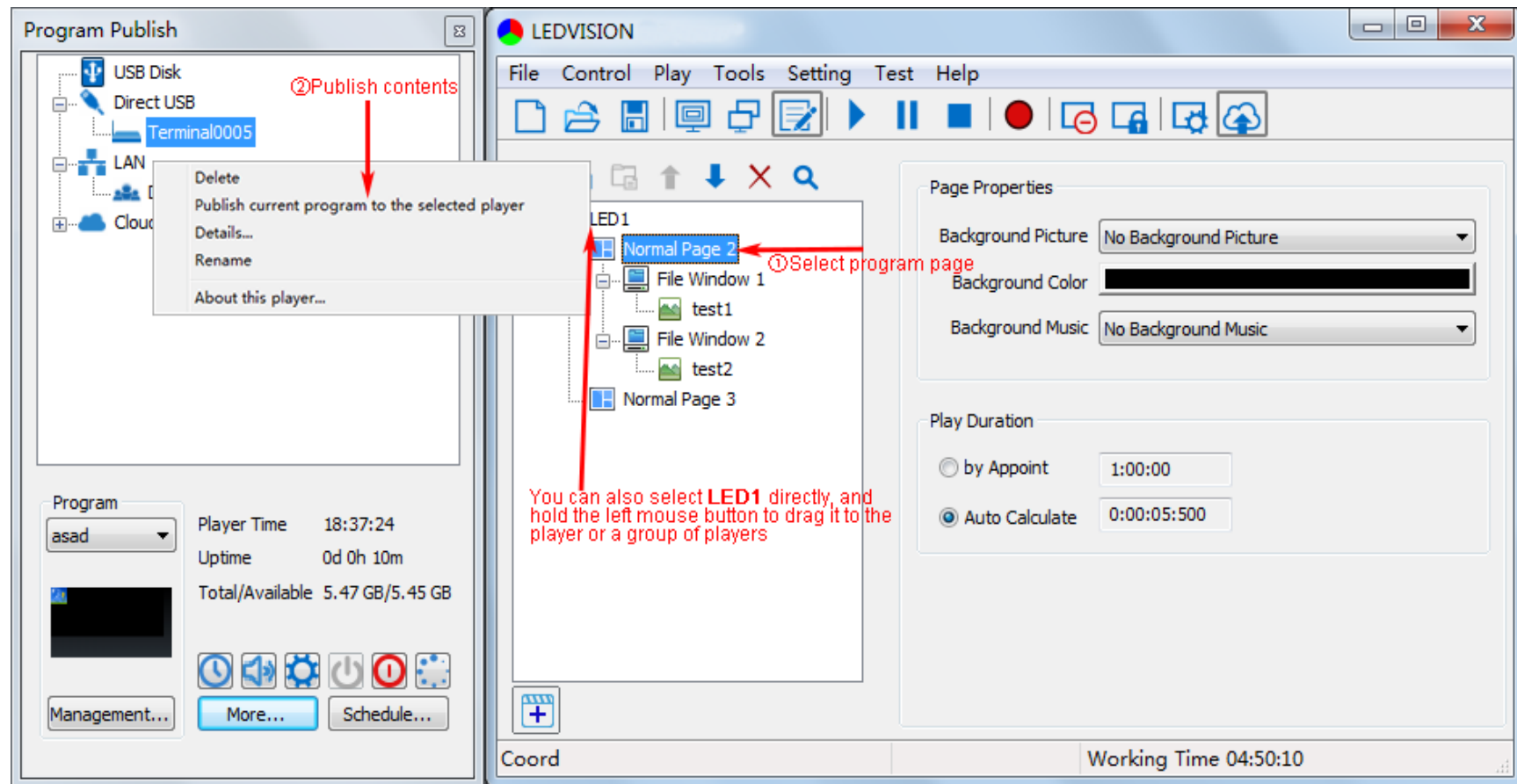
## 4.1 Async Program Editing



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.

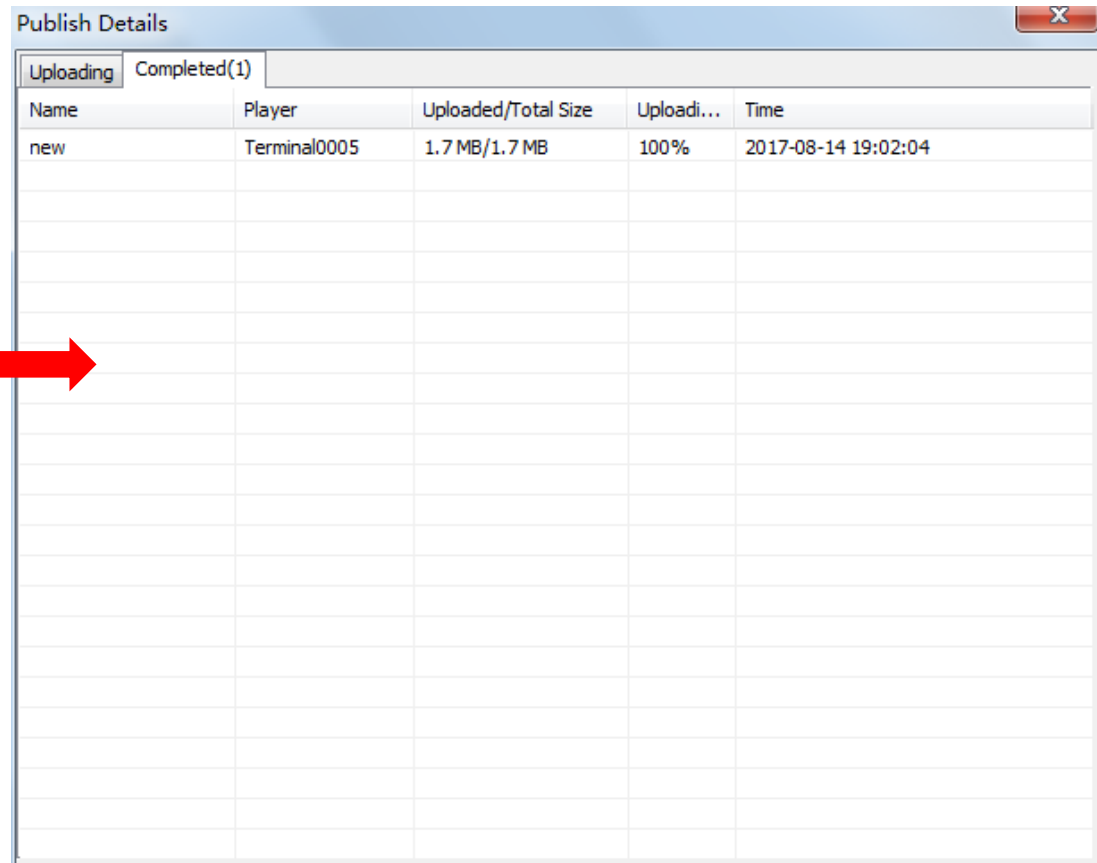
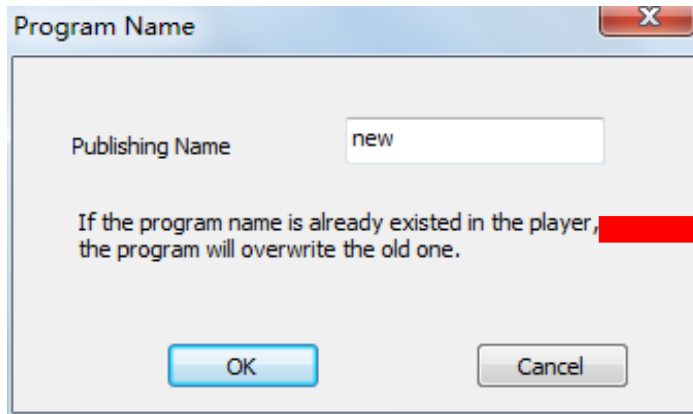
## 4.2 Async Program Publishing

### 4.2.1 Publish Program through Direct USB



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

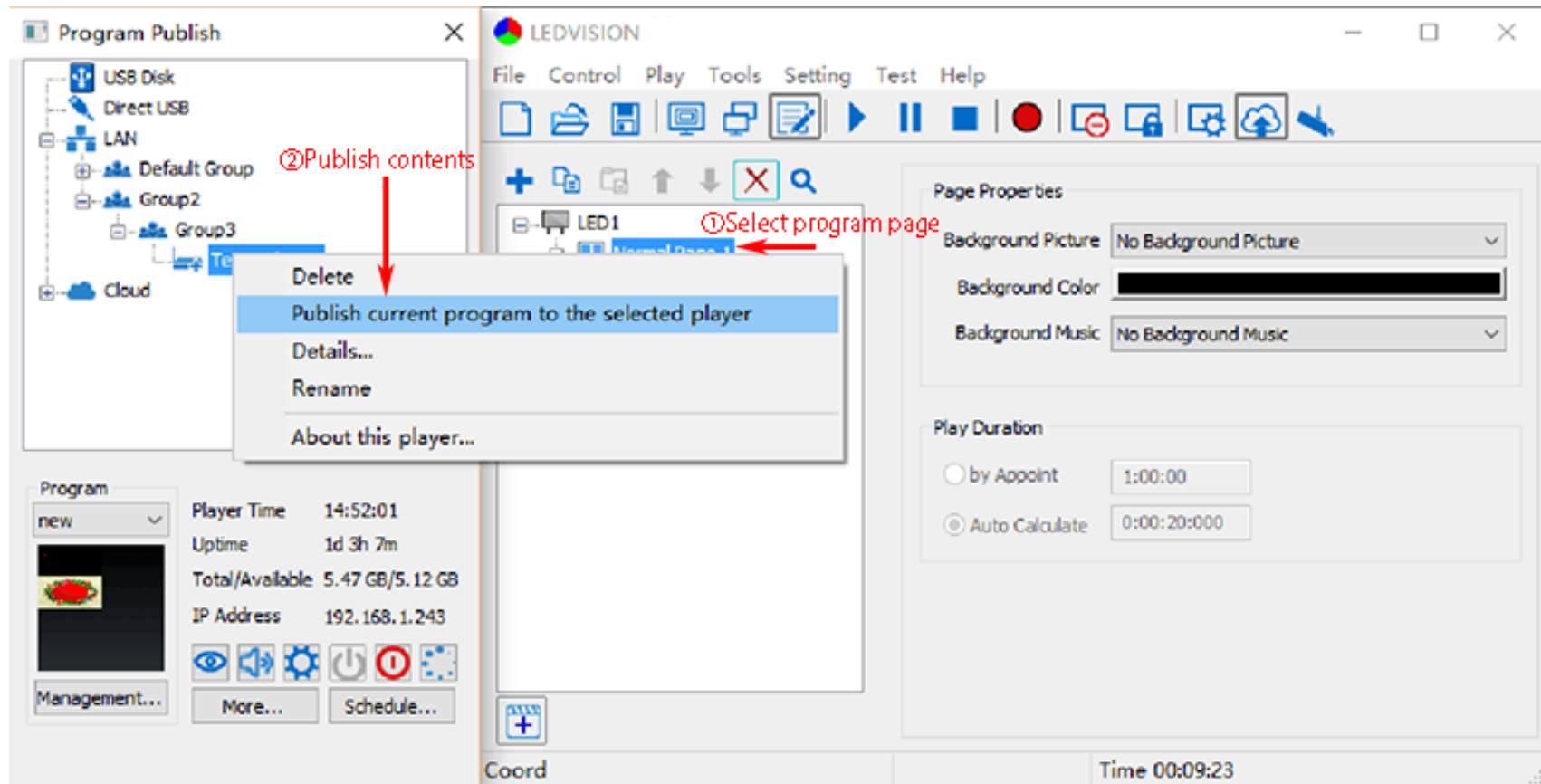
② Click [ **C7** ] and then right-click to choose [ **Publish current program to the selected player** ]. You must rename the program and allow it to finish uploading to fully publish your program.



A window titled "Publish Details" with a close button (X) in the top right corner. It features two tabs: "Uploading" and "Completed(1)". The "Completed(1)" tab is active, displaying a table with the following data:

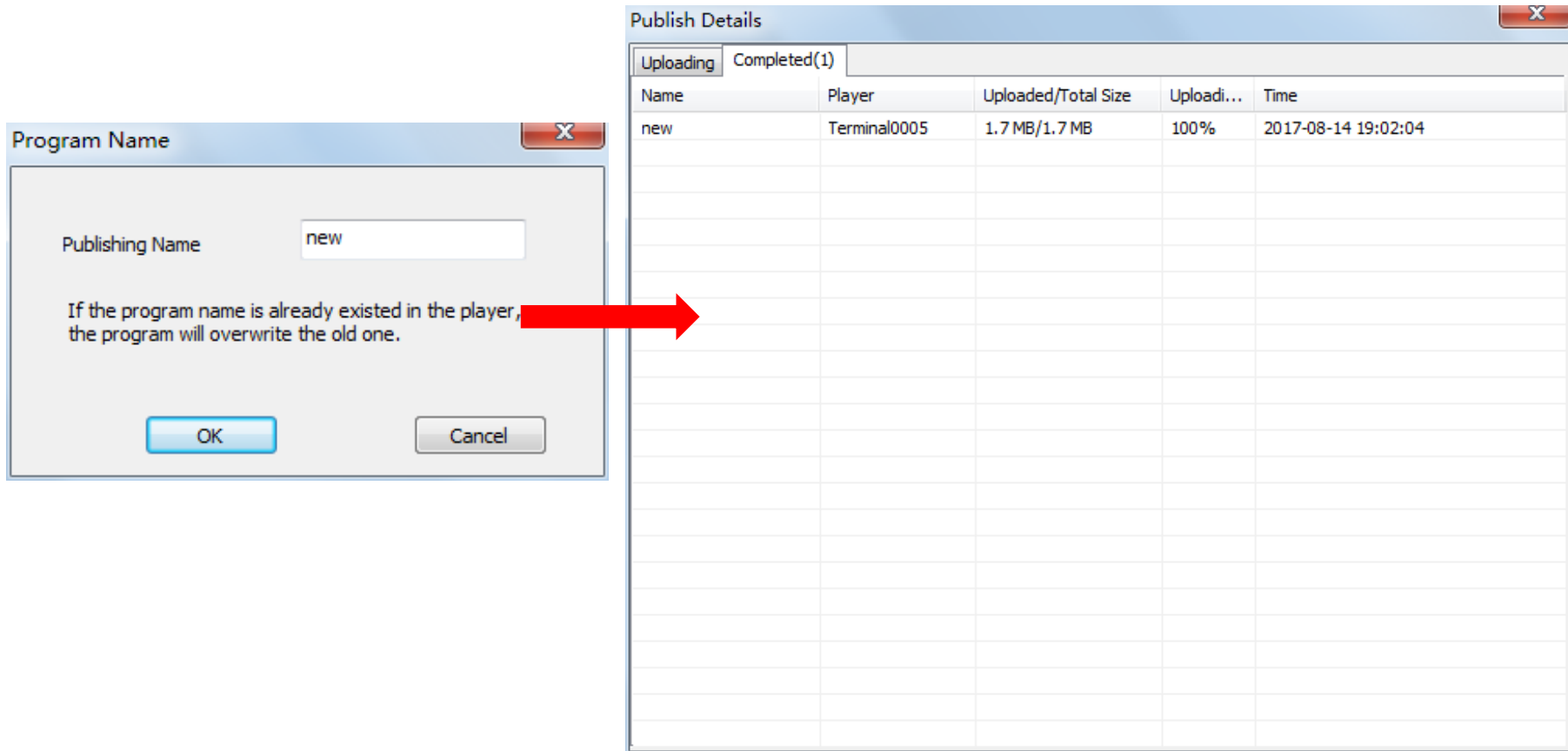
| Name | Player       | Uploaded/Total Size | Uploadi... | Time                |
|------|--------------|---------------------|------------|---------------------|
| new  | Terminal0005 | 1.7 MB/1.7 MB       | 100%       | 2017-08-14 19:02:04 |
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## 4.2.2 Publish Program through Ethernet Port



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

②Click [ **C7** ] 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.

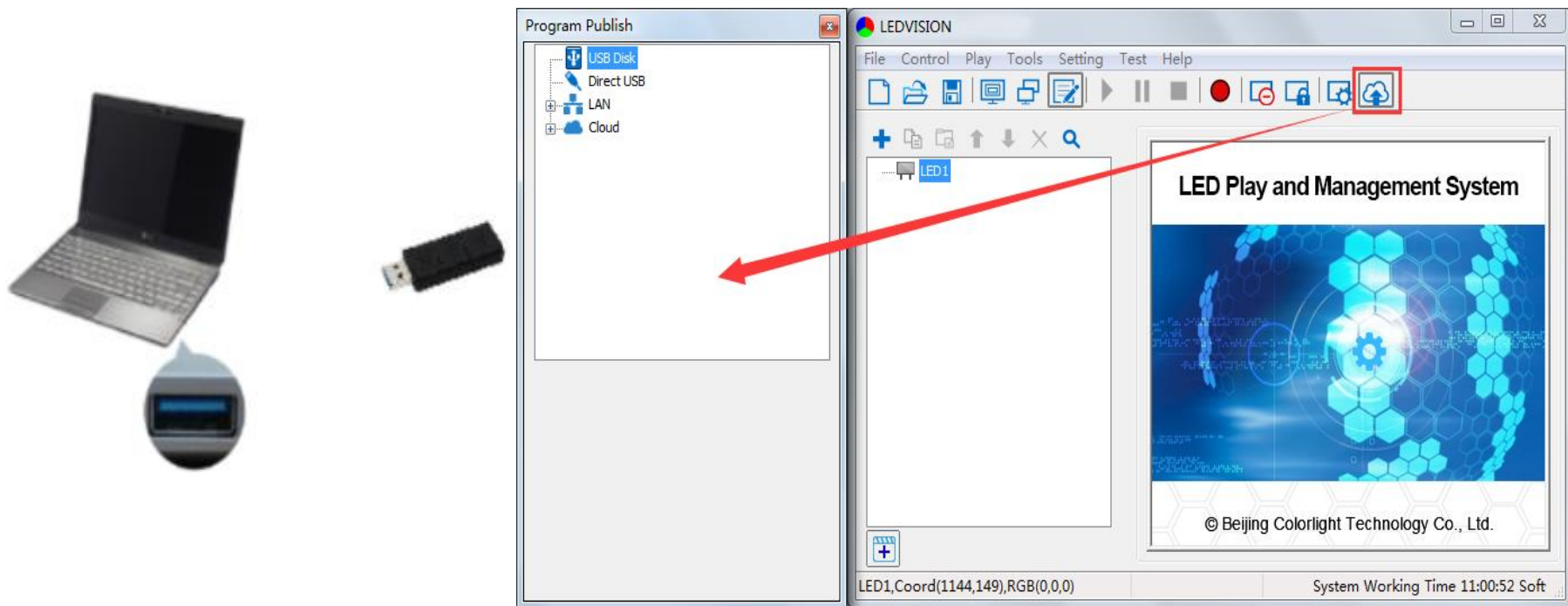




### 4.2.3 Publish Program through USB Disk

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

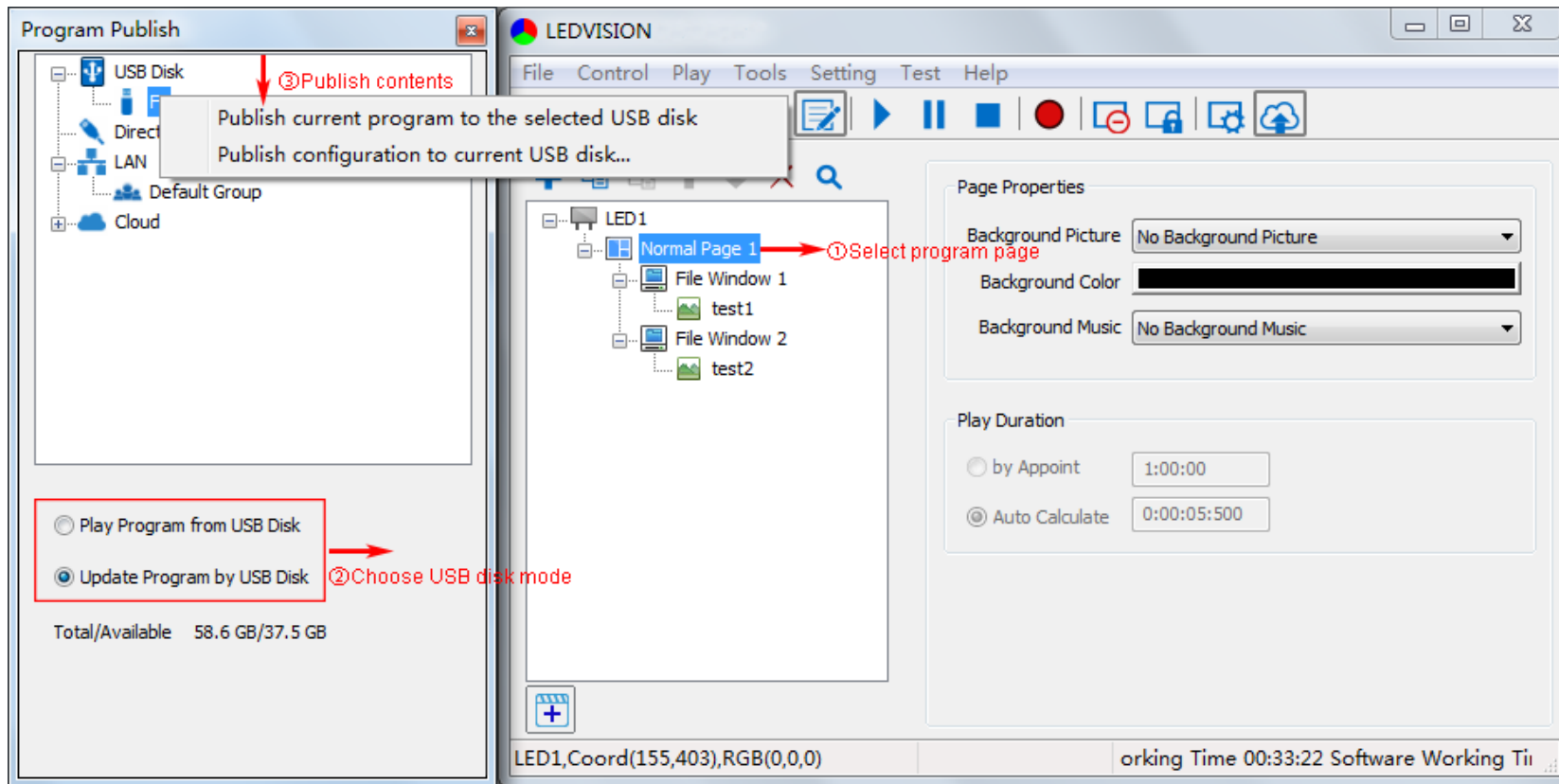
Click [ **Publish Program to C-Series Playboxes** ] to extend the program publishing window.



**Note:** The 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.

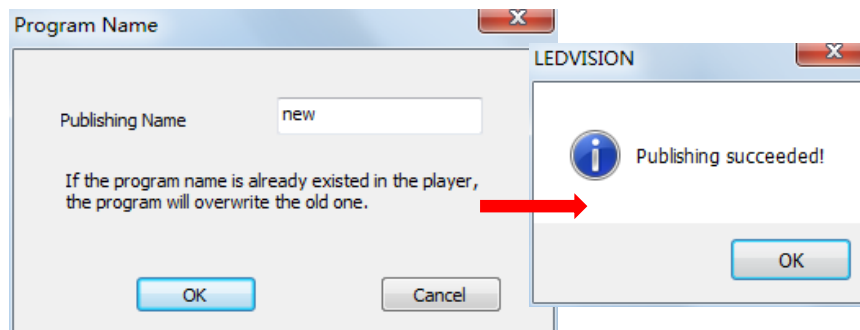
2. The software will automatically identify the USB disk when plugged in. Click [ U Disk ] to choose [ Your USB's Drive ].

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

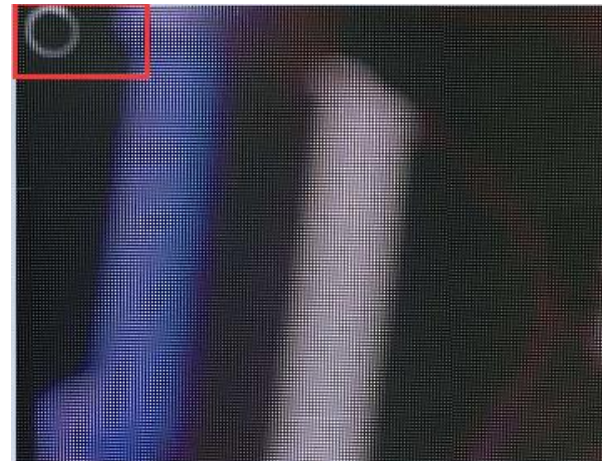


② Choose **USB Disk Mode**:

- 
- Play the program from the USB disk (automatically play the USB disk content after inserting it into the C7; **the content won't be stored on the C7**)
  - Update the program from the USB disk (automatically play the USB disk content after inserting it into the C7; **the content will be stored on the C7**)
- ③ Select **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 C7 USB port.



**Plug in the USB disk to the C7 after uploading to enter the updating procedure**



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.

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## 4.3 Sync Playing

In sync playing, your C7 plays programs sent to its HDMI port by an external source like your PC.



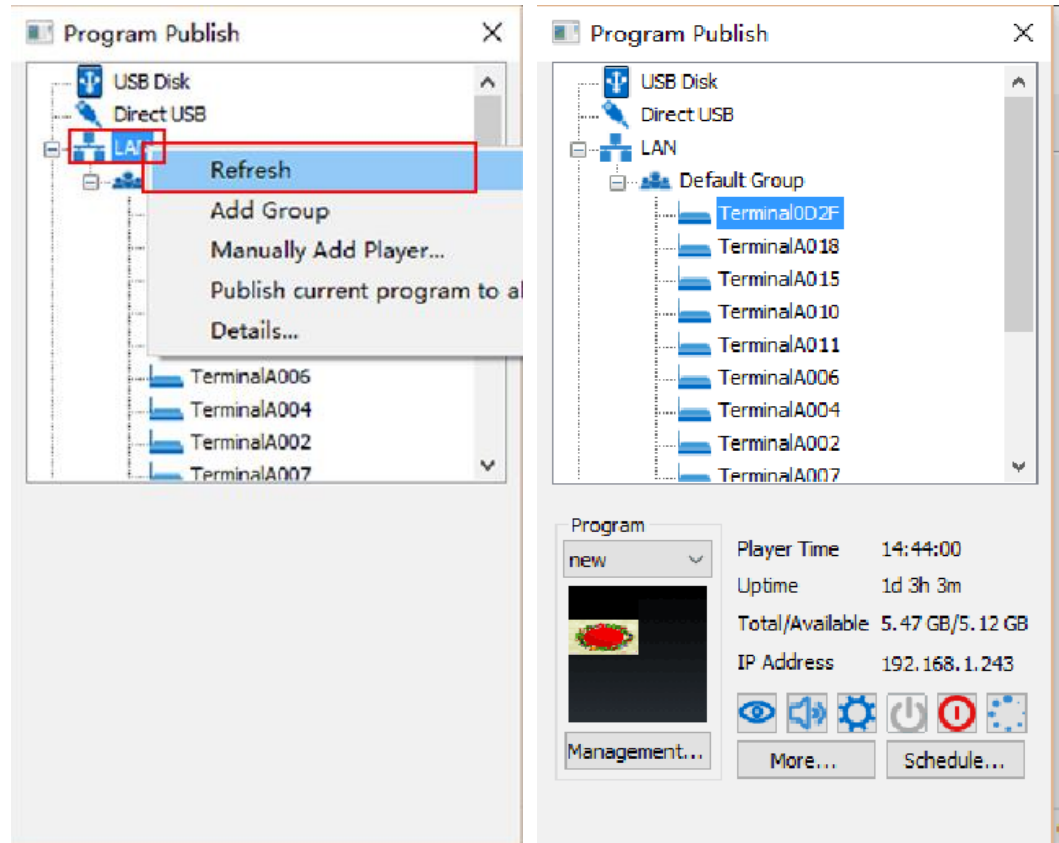
**Note:** The C7 will automatically switch to play the sync signal program when an external HDMI signal input is detected. You can press the [ **Input Switch** ] button to return to async signal program playing.

## Chapter 5 Network Management of C7

### 5.1 Connection and Management

1. **LAN Connection:** Connect the C7 to the network through **WiFi** or a **LAN port**.

2. **C7 Network Management:** After the controller end (PC, smart phone, or other device) and C7 are connected to the same LAN network, select [ **LAN** ], then [ **Refresh** ]. LEDVISION will automatically identify the **C7** in the LAN network and place it in the **Default Group**. You can manage your C7 under **Default Group**.



## 5.2 Add Group and C7

1. **Add Group:** Select [ LAN ], then right- click to choose [ **Add Group** ].
2. **Add C7:** Select any player group and right-click to choose [ **Manually Add Player** ], then input the C7's corresponding IP (add this even if your device did not connect to the network).

