



HIKVISION

DS-C10S Series Video Wall Controller

User Manual (V2.0)

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User Manual

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About this Manual

This Manual is applicable to DS-C10S Series Video Wall Controller.

The Manual includes instructions for using and managing the product. Pictures, charts, images and all other information hereinafter are for description and explanation only. The information contained in the Manual is subject to change, without notice, due to firmware updates or other reasons. Please find the latest version in the company website (<http://overseas.hikvision.com/en/>).

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2006/66/EC (battery directive): This product contains a battery that cannot be disposed of as unsorted municipal waste in the European Union. See the product documentation for specific battery information. The battery is marked with this symbol, which may include lettering to indicate cadmium (Cd), lead (Pb), or mercury (Hg). For proper recycling, return the battery to your supplier or to a designated collection point. For more information see: www.recyclethis.info

Industry Canada ICES-003 Compliance

This device meets the CAN ICES-3 (A)/NMB-3(A) standards requirements.

Thank you for purchasing our product. If there is any question or request, please do not hesitate to contact us.

This manual is applicable to following product:

Product Module	Product Name
DS-C10S	Video Wall Controller
iVMS-4200	Client Software for Video Wall Controller

To simplify the description in this user manual, we make conventions as follows in this manual:

The DS-C10S series video wall controller client is defined as *software*

The video wall controller (DS-C10S) is defined as *controller*

Click refers to click by using the left key of mouse, *double-click* refers to quickly press the left mouse button twice, *right-click* refers to press the right mouse button once.

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Chapter 1 DS-C10S Series Controller

Introduction

1.1 Overview

Designed with the newest system architecture, data switching and processing method, DS-C10S is a high-performance image processing device that can realize the integrated processing for multiple types of video streams and network data. As the core display control device, it is mainly used in Video Wall system for dynamic displaying videos on multiple display units simultaneously.

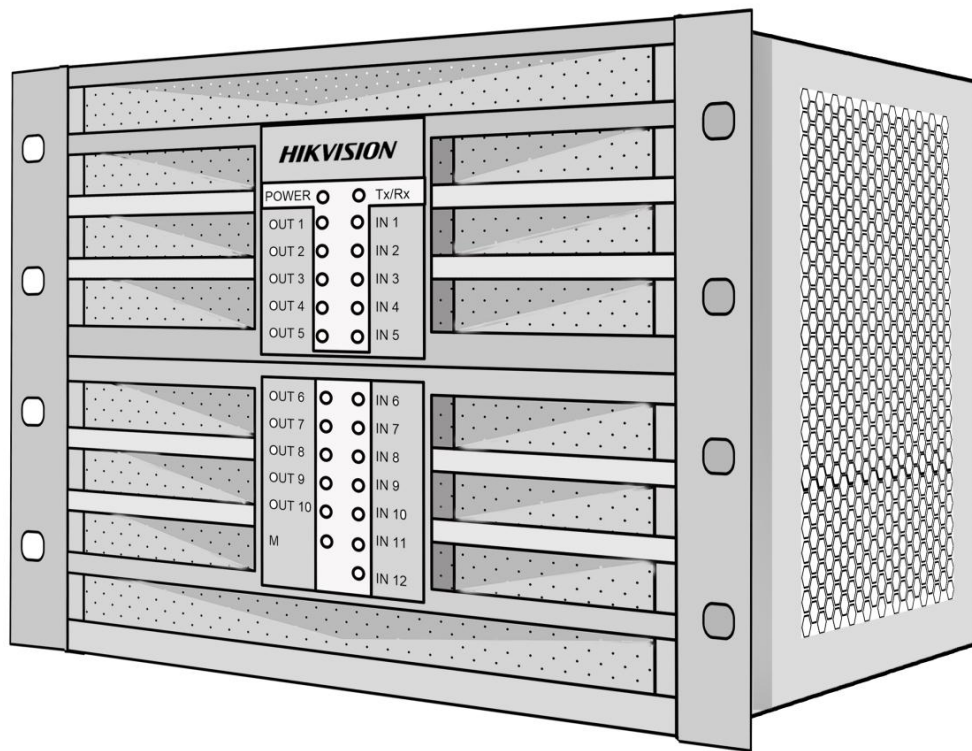


Figure 1. 1 Overview of DS-C10S Series Controller

1.2 Product Features

- A signal source can be displayed on the M×N ($M \geq 1$, $N \geq 1$, $M \times N \leq 72$) display units.
- Up to 10 kinds of signal sources are supported, including VGA, DVI, HDMI, BNC, SDI, YpbPr, Ultra HD, HDTV, DP (DisplayPort) and IP camera input.
- An enhanced network decoding board can display network signal of 2-ch@800W, 2-ch@600W, 2-ch@500W, 8-ch@1080P, 16-ch@720P and 32-ch@D1. And display local record files.
- Supports 1/4/9/16 multi-screen layout.
- Up to 6 image layers can be displayed on one screen, including one virtual LED image layer and a

background layer.

- The LED font size, background color and moving type are adjustable. The resolution of background layer is up to 16384×8192.
- Users have the permission to manage the signal source and video wall.
- Provides dual link signal collection card whose input resolution is up to 4088×4088/15Hz.
- Build-in matrix feature for opening a signal source on several windows at the same time.
- Supports cross-window video roaming.
- Supports adjusting the output to match the virtual output of client software with real output of controller.
- Supports opening windows to display video signal for the purpose of adjusting signal.
- Up to 272 devices can be managed by a client server, including 256 devices and 16 SMSs (stream media server).
- Up to 4 virtual video walls can be displayed in a video wall controller.
- Remote control via IPAD client server and IE browser.
- Supports opening windows to display video signal, with the window location and size adjustable
- Supports SADP searching active IP address.
- Resets the password of administrator.

1.3 Product Introduction

1.3.1 Available Models

Model	Chassis	Motherboard	Description	Assembly
DS-C10S-S11/E	4U chassis	DS-C10S-MSU	Core display control module.	Motherboard, chassis, fan and power supply.
DS-C10S-S22/E	8U chassis			
DS-C10S-S41/E	13U chassis			

1.3.2 Assembly Introduction

Input Module (Optional Module)

Model	Module	Description
DS-C10S-DI/4	DVI Input Board	4 DVI input connectors.
DS-C10S-DI/E		4 DVI input connectors.
DS-C10S-DI/2		2 DVI input connectors.
DS-C10S-HDI/1	DVI Dual link Ultra-HD Input Board	1 DVI dual link input connector.
DS-C10S-HI/4	HDMI Input Board	4 HDMI input connectors. (The adaptor for switch DVI to HDMI is needed.)
DS-C10S-HI/2		2 HDMI input connectors. (The adaptor for switch DVI to HDMI is needed.)
DS-C10S-HI/E		4 HDMI input connectors.

Model	Module	Description
DS-C10S-VI/4	VGA Input Board	4 VGA input connectors. (The adaptor for switch DVI to VGA is needed.)
DS-C10S-VI/2		2 VGA input connectors. (The adaptor for switch DVI to VGA is needed.)
DS-C10S-BI/8	BNC Input Board	8 BNC input connectors.
DS-C10S-SDI/4	SDI Input Board	4 SDI input connectors.
DS-C10S-YI/2	YPbPr Input Board	2 YPbPr input connectors.
DS-C10S-SI	Network Decoding Board	Decode for network signal with resolution at 2@500W, 4@1080P, 8@720P or 16@D1.
DS-C10S-SI/E	Enhanced Network Decoding Board	Decode for network signal with resolution at 2@800W (low frame rate), 2@600W (full frame rate), 2@500W (full frame rate), 4@500W (low frame rate), 8@1080P, 16@720P or 32@D1.
DS-C10S-DPI/4	DP (DisplayPort) Input Board	4 DP input connectors.
DS-C10S-TVI/4	HDTV Input Board	4 HDTV input connectors.

Output Module (Optional Module)

Model	Module	Description
DS-C10S-VO/4	VGA Output Board	4 VGA output connectors. (The adaptor for switch DVI to VGA is needed.)
DS-C10S-VO/2		2 VGA output connectors. (The adaptor for switch DVI to VGA is needed.)
DS-C10S-DO/4	DVI Output Board	4 DVI output connectors.
DS-C10S-DO/2		2 DVI output connectors.
DS-C10S-SDO/4	SDI Output Board	4 SDI output connectors.
DS-C10S-HO/2	HDMI Output Board	2 DVI output connectors. (The adaptor for switch DVI to HDMI is needed.)
DS-C10S-HDBO/4	HDBaseT Output Board	4 RJ45 output connectors.

1.4 Panel Introduction

1.4.1 Front Panel

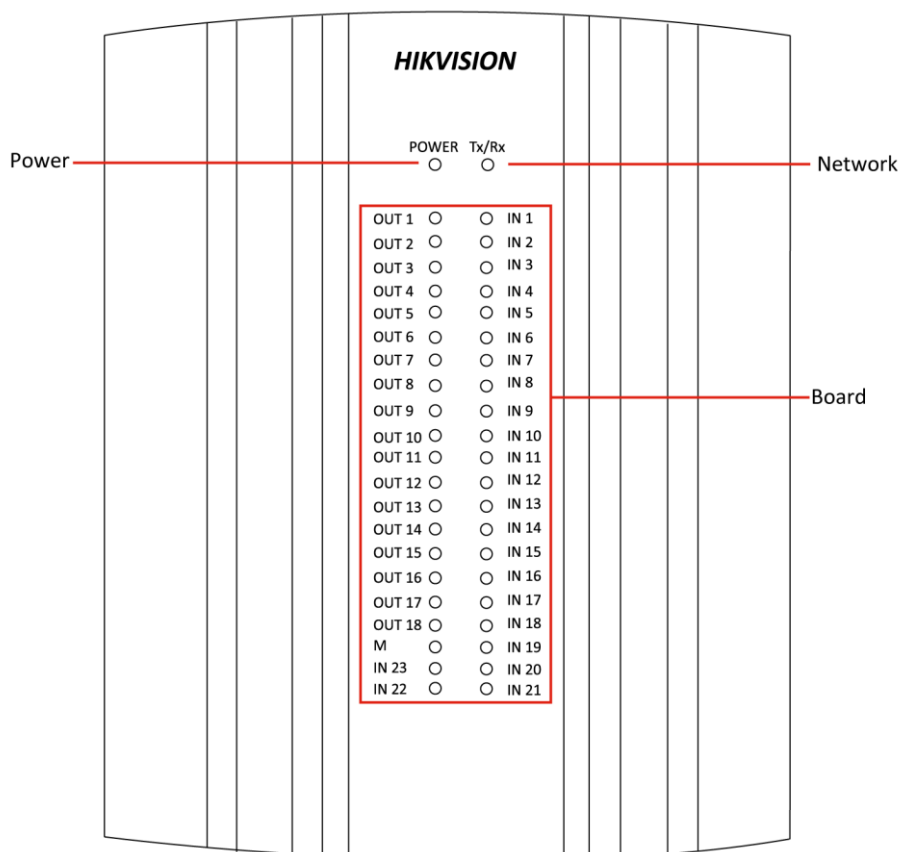


Figure 1. 2 Front Panel of DS-C10S-S41/E

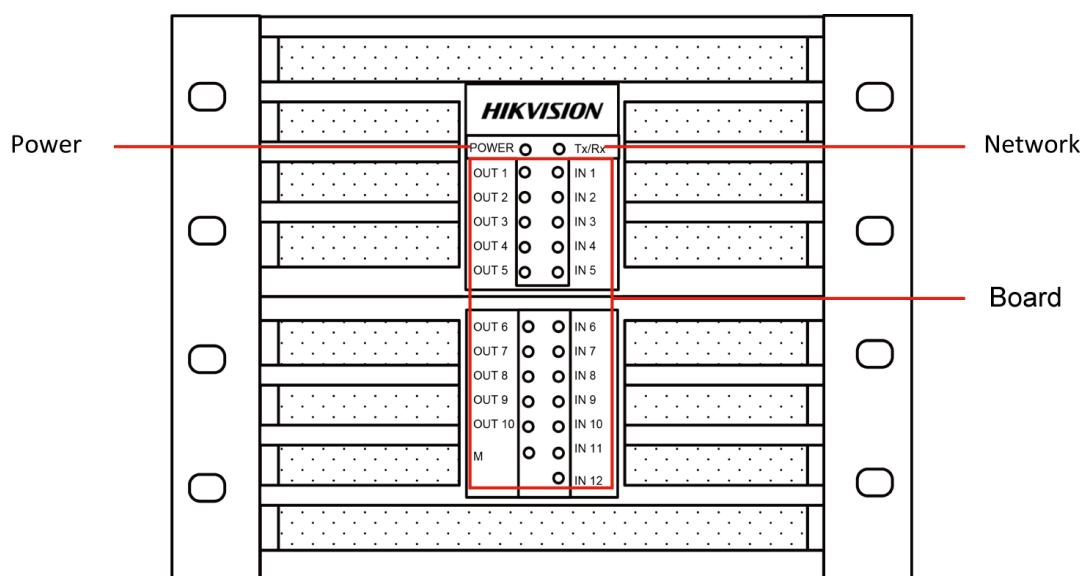


Figure 1. 3 Front Panel of DS-C10S-S22/E

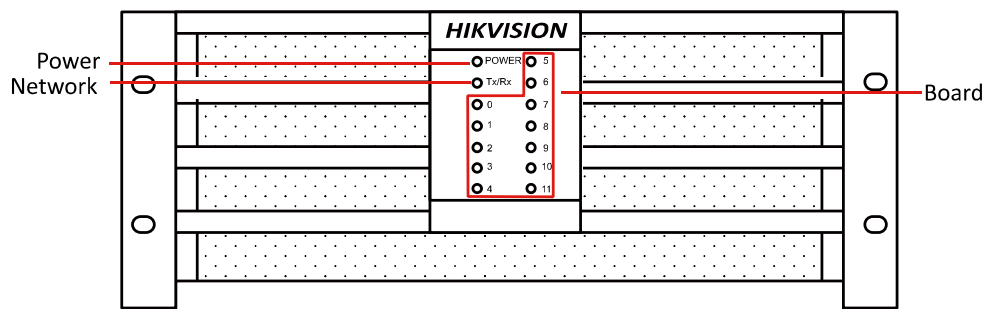


Figure 1. 4 Front Panel of DS-C10S-S11/E

Table 1. 1 Front View Description

Name	Description
Power Indicator	Indicates the status of power supply.
Network Indicator	Indicates the status of network connection.
Board Indicator	Indicates the status of board status.

1.4.2 Rear Panel

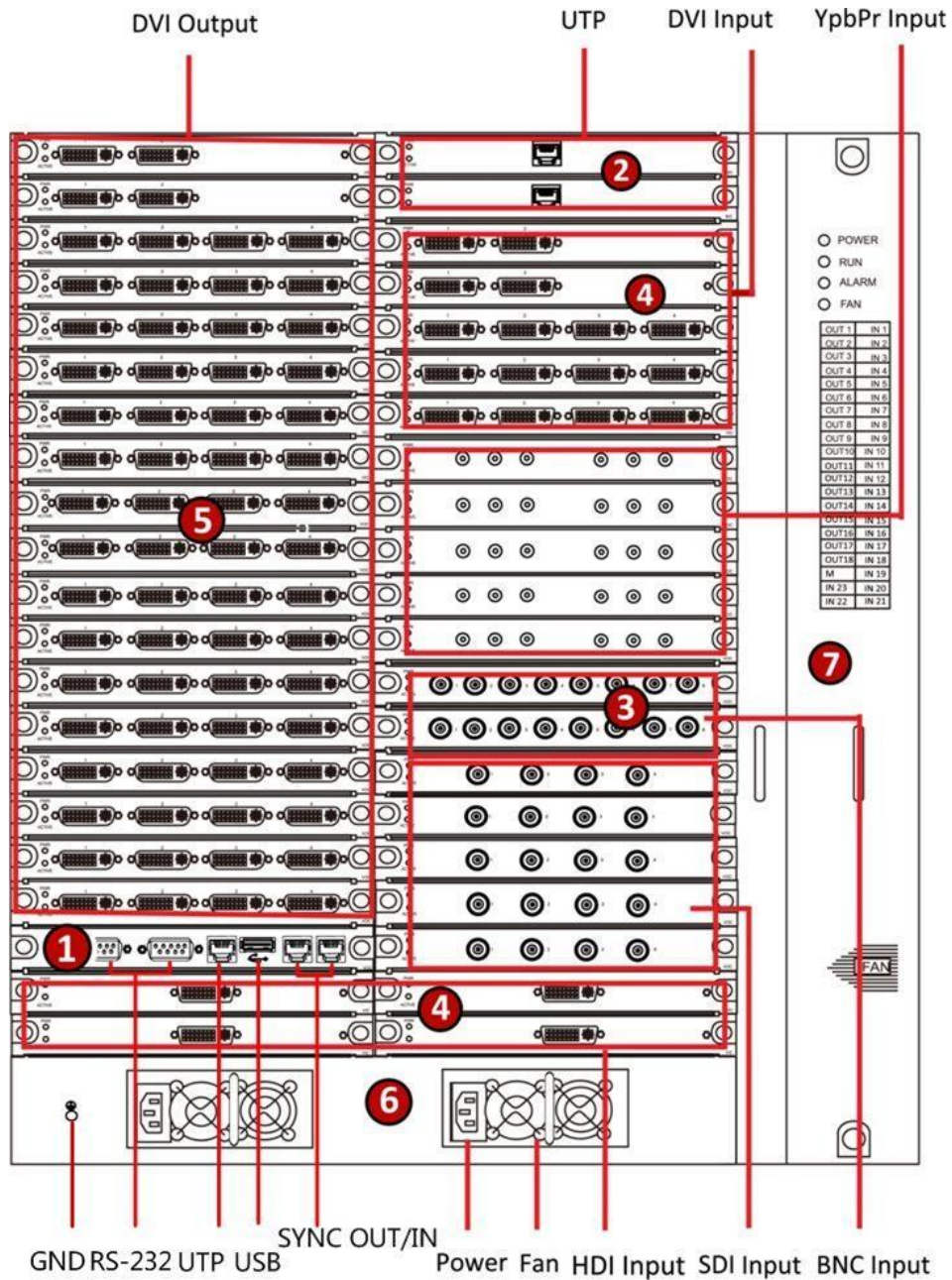


Figure 1. 5 Rear View of DS-C10S-S41/E

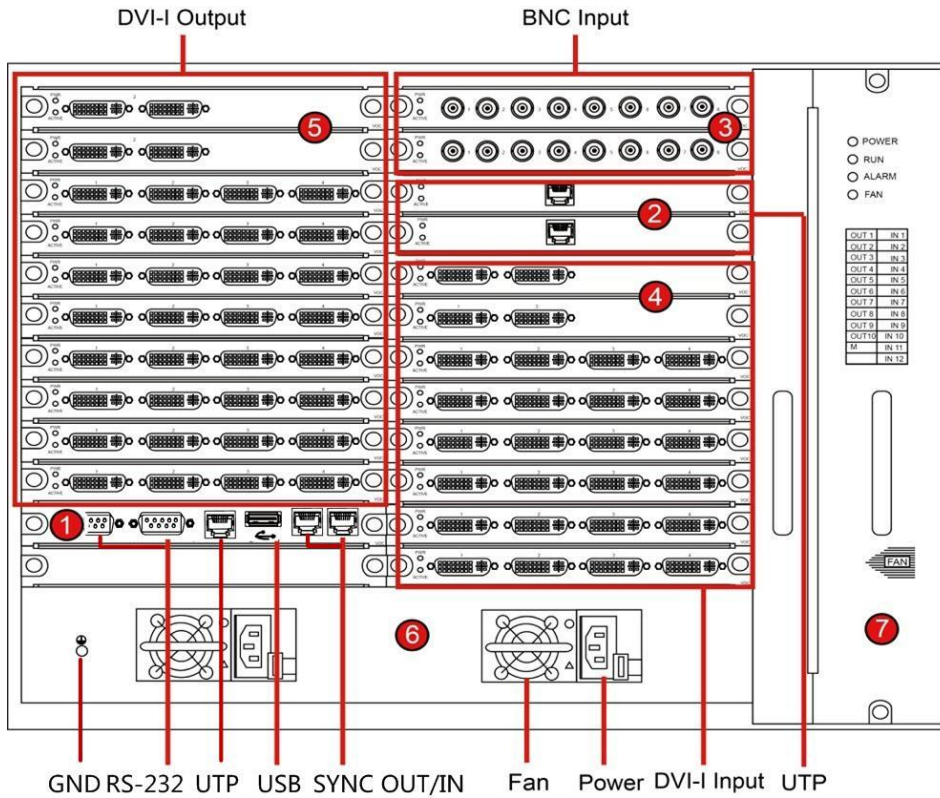


Figure 1. 6 Rear Panel of DS-C10S-S22/E

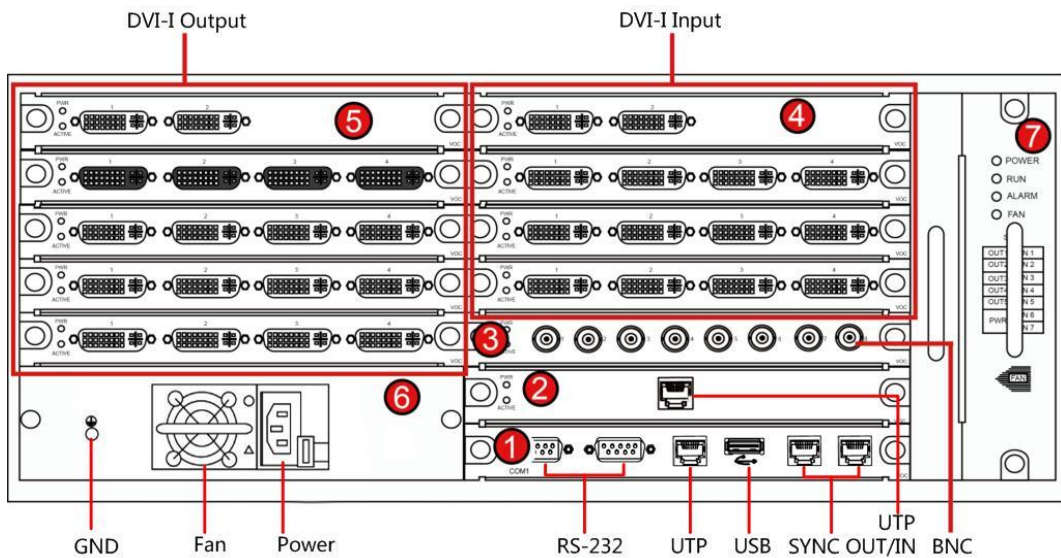


Figure 1. 7 Rear Panel of DS-C10S-S11/E

Table 1. 2 Interface Description of Rear View

No.	Name	Description
1	Motherboard	Includes USB, UTP, and RS-232 interfaces.
2	Network Decoding Board	With UTP interfaces.
3	BNC Input Board	With BNC Input interfaces.
4	DVI-I Input Board	With DVI-I input interfaces.

No.	Name	Description
5	DVI-I Output Board	With DVI-I output interfaces.
6	Power	Contains the physical power switch, power plug and power supply fan. NOTE Ensure that the site's AC power supply is stable and within the rated voltage of the unit. If the site's AC power is likely to have spikes or power dips, use power line conditioning or an uninterruptible power supply (UPS).
7	Fan	Hot-swap may cause damage to the fan. There are four indicators on the fan board. They are the POWER, RUN, ALARM and FAN. The RUN and POWER shows the working status of the fan, and the ALARM shows an abnormal status of the fan.

1.4.3 Motherboard

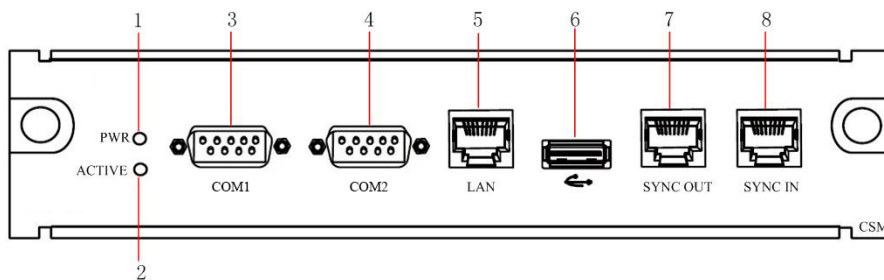


Figure 1. 8 Rear Panel of Motherboard

Table 1. 3 Motherboard Description

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	COM 1	Debugging interface.
4	COM 2	Control interface for screen control, matrix linkage, and keyboard.
5	Network Interface	Interface for network transmission and control.
6	USB Interface	Reversed interface.
7	Synchronization Output	Input interface for synchronization signal. (reserved)
8	Synchronization Input	Input interface for synchronization signal. (reserved)

1.4.4 Input Module

DVI Input Board

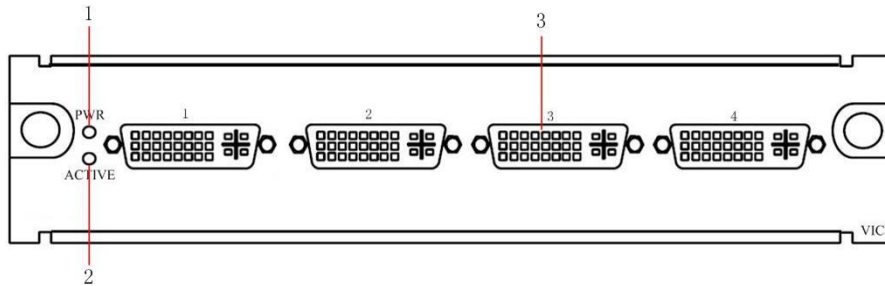


Figure 1. 9 Rear Panel of DS-C10S-DI/4 and DS-C10S-DI/E

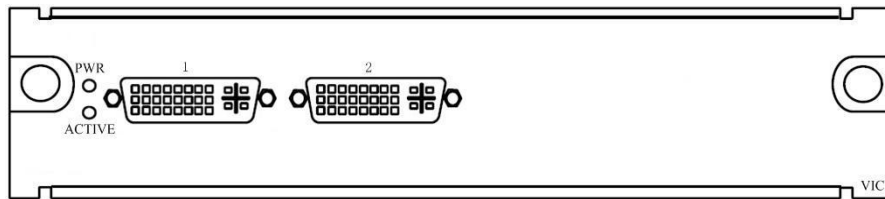


Figure 1. 10 Rear Panel of DS-C10S-DI/2

Table 1. 4 Interface Description of DVI Input Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	DVI-I Input Connector	DVI-I Input Connector (If you want to connect the VGA or HDMI signal, the adaptor is needed.)

DVI Dual Link Input Board

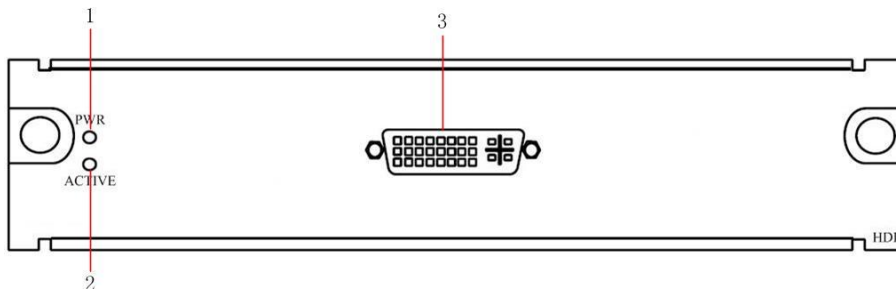


Figure 1. 11 Rear Panel of DS-C10S-HDI/1

Table 1. 5 Interface Description of DVI Dual link Input Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	DVI-I Input Connector	DVI-I Input Connector.

SDI Input Board

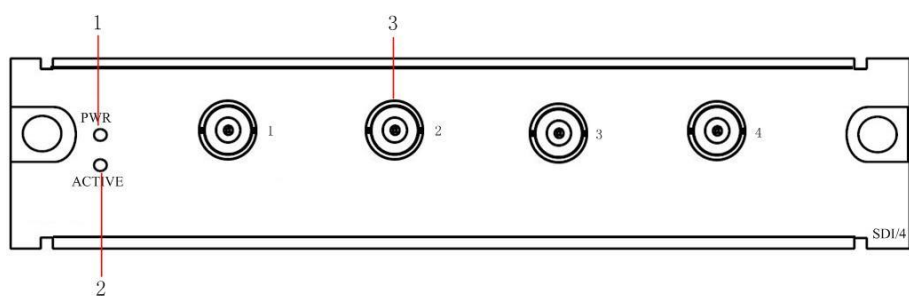


Figure 1. 12 Rear Panel of DS-C10S-SDI/4

Table 1. 6 Interface Description of SDI Input Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	BNC Input Connector	BNC input connector for SDI high definition digital signal.

BNC Input Board

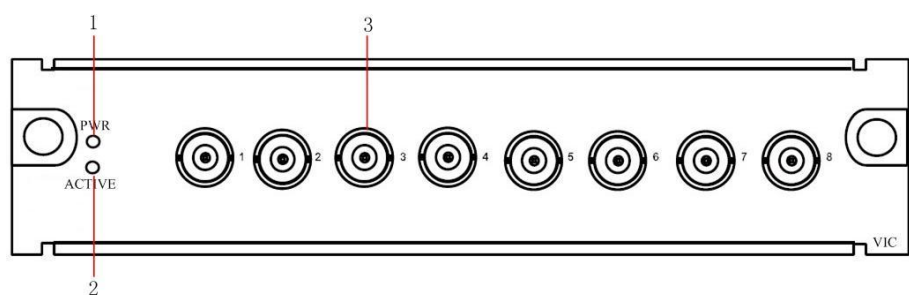


Figure 1. 13 Rear Panel of DS-C10S-BI/8

Table 1. 7 Interface Description of BNC Input Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	BNC Input Connector	BNC input connector for BNC analog signal.

YPbPr Input Board

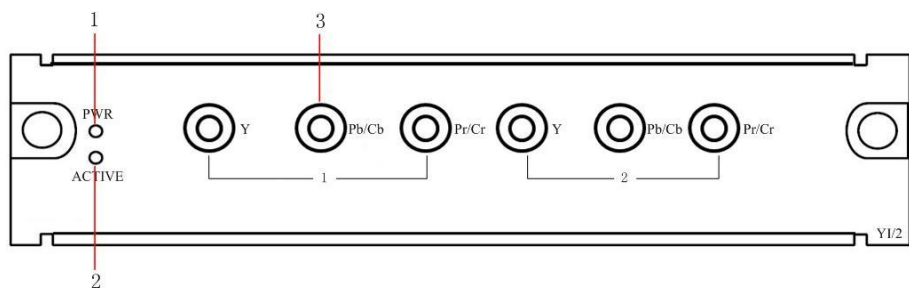


Figure 1. 14 Rear Panel of DS-C10S-YI/2

Table 1. 8 Interface Description of YPbPr Input Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	YPbPr Input Connector	RCA connector for YPbPr signal.

Network Decoding Board and Enhanced Network Decoding Board

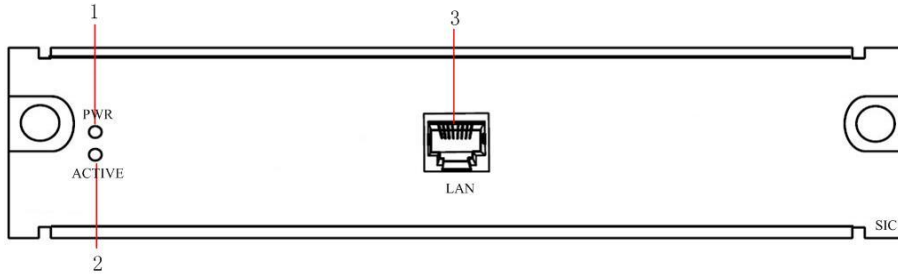


Figure 1. 15 Rear Panel of DS-C10S-SI

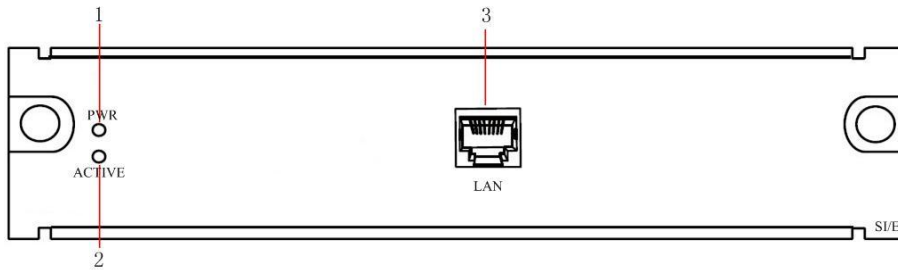


Figure 1. 16 Rear Panel of DS-C10S-SI/E

Table 1. 9 Interface Description of Network and Enhanced Network Decoding Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	Network Interface	The decoding board needs to be connected to the network independently.

DP (DisplayPort) Input Board

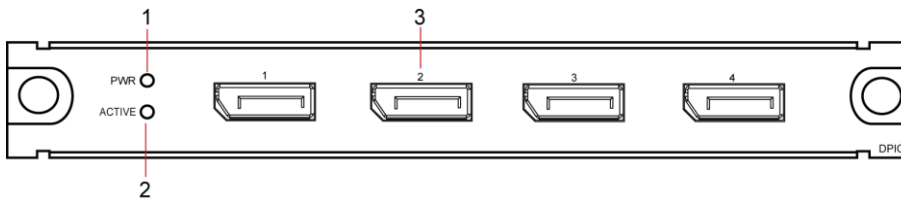


Figure 1. 17 Rear Panel of DS-C10S-DPI/4

Table 1. 10 Description of DP Input Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	DP Input Connector	DP input connector for DP signal.

HDTVI Input Board

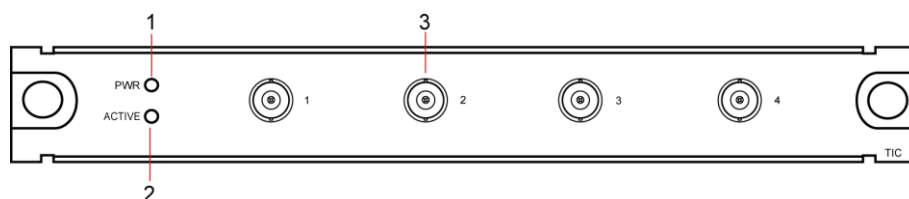


Figure 1. 18 Rear Panel of DS-C10S-TVI/4

Table 1. 11 Description of HDTVI Input Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	HDTVI Input Connector	BNC input connector for BNC signal.

HDMI Input Board

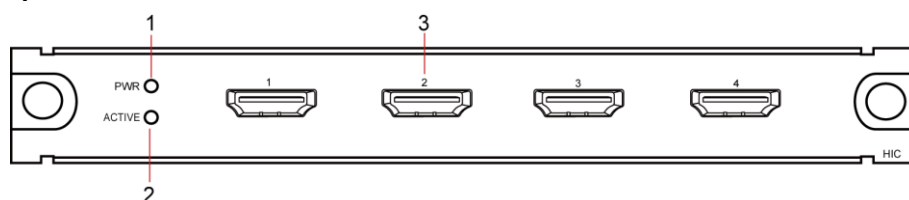


Figure 1. 19 Rear Panel of DS-C10S-HI/E

Table 1. 12 Description of HDMI Input Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	HDMI Input Connector	HDMI input connector for HDMI signal.

1.4.5 Output Module

DVI Output Board

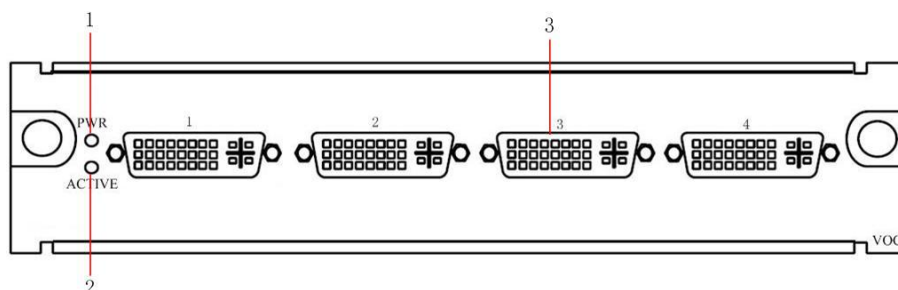


Figure 1. 20 Rear Panel of DS-C10S-DO/4

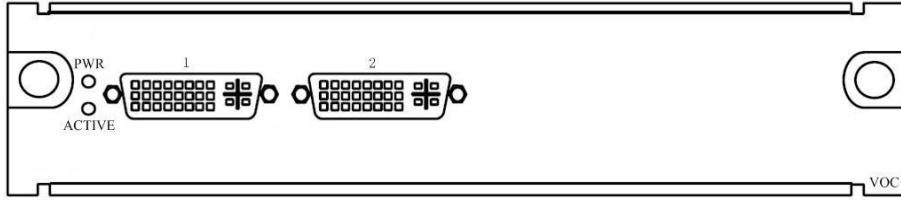


Figure 1. 21 Rear Panel of DS-C10S-DO/2

Table 1. 13 Interface Description of DVI Output Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	DVI-I Output Connector	DVI-I output connector (If you want to connect the VGA output, the adaptor is needed.) HDMI output is supported.

SDI Output Board

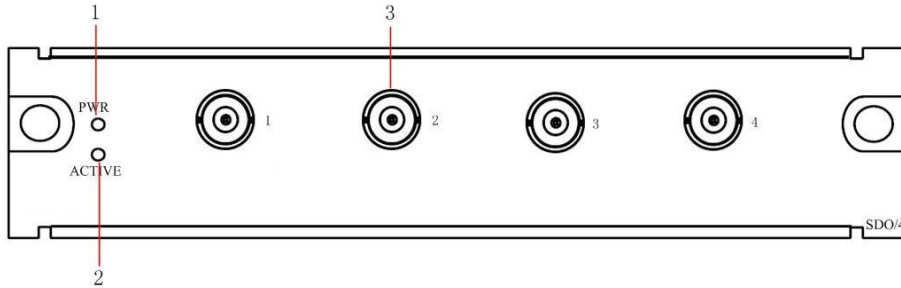


Figure 1. 22 Rear Panel of DS-C10S-SDO/4

Table 1. 14 Interface Description of SDI Output Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	BNC Output Connector	BNC output connector.

HDBaseT Output Board

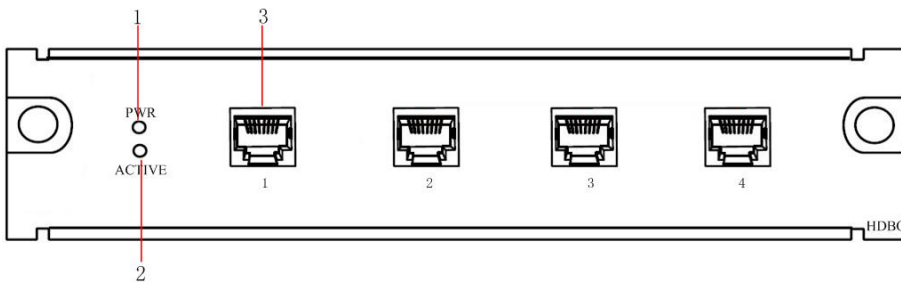


Figure 1. 23 Rear Panel of DS-C10S-HDBO/4

Table 1. 15 Interface Description of HDBaseT Output Board

No.	Name	Description
1	Power Indicator	When power on, the indicator is steady green.
2	Working Status Indicator	Flickering when the board is working.
3	HDBaseT Interface	HDBaseT output connector.

1.5 Specification

Module		DS-C10S-S11/E	DS-C10S-S22/E	DS-C10S-S41/E
Hardware	Slot No.	11 (6 × Input & 5 × Output)	22 (12 × input & 10 × output)	41 (23 × input & 18 × output)
Motherboard (DS-C10S-MSU)	Network	1; 10M/100M/1000M self-adaptive Ethernet interface		
	USB	1 × USB2.0 (Reserved)		
	RS-232	2		
Network Decoding Board (DS-C10S-SI)	Decoding Performance	2-ch@5MP; 4-ch@1080p; 8-ch@720p; 16-ch@D1.		
Enhanced Network Decoding Board (DS-C10S-SI/E)	Decoding Performance	2-ch@8MP (low frame rate), 2-ch @6MP (full frame rate), 2-ch @5MP (full frame rate), 8-ch @1080P, 16-ch @720P, or 32-ch @D1.		
BNC Input Board (DS-C10S-BI)	Input	8 × BNC interface; PAL/NTSC self-adaptive.		
VGA Input Board (DS-C10S-VI/2, DS-C10S-VI/4)	Input	4/2 × VGA interface		
	RGB Resolution	HD15 interface (DVI-HD15 adaptor is needed) 720P@60Hz, 1024×768@60Hz, 1024×768@75Hz, 1280×1024@60Hz, 1280×1024@75Hz, 1366×768@60Hz, 1400×1050@60Hz, 1080P@60Hz, UXGA@60Hz, 1920×1200@60Hz.		
DVI Input Board (DS-C10S-DI/2, DS-C10S-DI/4, DS-C10S-DI/E)	Input	<ul style="list-style-type: none"> DS-C10S-DI/4, DS-C10S-DI/E: 4 × DVI interface. DS-C10S-DI/2: 2 × DVI interface. 		
	DVI Resolution	720P@50Hz, 720P@60Hz, 1024×768@60Hz, 1024×768@75Hz, 1280×1024@60Hz, 1280×1024@75Hz, 1366×768@60Hz, 1400×1050@60Hz, 1080P@50Hz, 1080P@60Hz, UXGA@60Hz, 1920×1200@60Hz.		
DVI Dual Link Input Board (DS-C10S-HDI/1)	Analog Signal Input Resolution	2048×1536@30Hz, 2560×1440@30Hz, 2560×1600@30Hz, 2560×2048@30Hz, 2800×2100@30Hz, 3072×2304@30Hz, 3840×2160@30Hz, 4088×4088@15Hz.		
HDMI Input Board (DS-C10S-HI/4, DS-C10S-HI/2, DS-C10S-HI/E)	Input	<ul style="list-style-type: none"> DS-C10S-HI/4 and DS-C10S-HI/E: 4 × HDMI interface. DS-C10S-HI/2: 2 × HDMI interface. (The adaptor for switch DVI to HDMI is needed.)		
	HDMI Resolution	<ul style="list-style-type: none"> DS-C10S-HI/4, DS-C10S-HI/2: 720P@50Hz, 720P@60Hz, 1024×768@60Hz, 1024×768@75Hz, 1280×1024@60Hz, 1280×1024@75Hz, 1366×768@60Hz, 1400×1050@60Hz, 1080P@50Hz, 1080P@60Hz, UXGA@60Hz, 1920×1200@60Hz. DS-C10S-HI/E: 720P@50Hz, 720P@60Hz, 1024×768@60Hz, 1024×768@75Hz, 1280×1024@60Hz, 1280×1024@75Hz, 1366×768@60Hz, 1400×1050@60Hz, 1080P@50Hz, 1080P@60Hz, UXGA@60Hz, 1920×1200@60Hz, 3840×2160@30Hz, and 3840×2160@25Hz (3840×2160@30Hz and 3840×2160@25Hz are only support by No. 1 and 3 interfaces) 		
SDI Input Board (DS-C10S-SDI)	Input	4 × BNC interface		
	SDI Analog Signal Input Resolution	720P@25Hz, 720P@30Hz, 720P@50Hz, 720P@60Hz, 1080P@25Hz, 1080P@30Hz.		
YPbPr Input Board	Input	2 × RCA interface		

Module		DS-C10S-S11/E	DS-C10S-S22/E	DS-C10S-S41/E
(DS-C10S-YI)	Resolution	480I@60Hz, 480P@60Hz, 576I@50Hz, 576P@50Hz, 720P@50Hz, 720P@60Hz, 1080I@50Hz, 1080I@60Hz.		
DP Input Board (DS-C10S-DPI/4)	Input	4 × DP interface		
	Resolution	1024×768@60Hz, 1024×768@75Hz, 1280×720@50Hz, 1280×720@60Hz, 1280×1024@60Hz, 1280×1024@75Hz, 1366×768@60Hz, 1400×1050@60Hz, 1600×1200@60Hz, 1920×1080@50Hz, 1920×1080@60Hz, 1920×1200@60Hz, 3840×2160@30Hz, and 3840×2160@25Hz (3840×2160@30Hz and 3840×2160@25Hz are only support by No. 1 and 3 interfaces)		
HDTV Input Board (DS-C10S-TVI/4)	Input	4 × TVI interface		
	Resolution	1280×720@25Hz, 1280×720@30Hz, 1280×720@50Hz, 1280×720@60Hz, 1920×1080@25Hz, 1920×1080@30Hz		
VGA Output Board (DS-C10S-VO)	Output	4/2 × VGA interface		
	RGB Resolution	HD15 interface (DVI-HD15 adaptor needed); Resolution: 1024×768@60Hz, 1024×768@75Hz, 1360×768@60Hz, 1080P@60Hz, 1400×1050@60Hz, 1920×1200@60Hz, 720P@60Hz.		
DVI Output Board (DS-C10S-DO)	Output	4/2 × DVI interface		
	DVI Resolution	1024×768@60Hz, 1024×768@75Hz, 1360×768@60Hz, 1080P@60Hz, 1400×1050@60Hz, 1920×1200@60Hz, 720P@60Hz.		
SDI Output Board (DS-C10S-SDO/4)	Output	4 × BNC interface		
	SDI Resolution	720P@50Hz, 720P@60Hz, 1080P@50Hz, 1080P@60Hz.		
HDMI Output Board (DS-C10S-HO/2)	Output	2 × DVI interface		
	HDMI Resolution	1024×768@60Hz, 1024×768@75Hz, 1360×768@60Hz, 1080P@60Hz, 1400×1050@60Hz, 1920×1200@60Hz, 720P@60Hz.		
HDBaseT Output Board (DS-C10S-HDBO/4)	Output	4 × RJ45 interface		
	HDBaseT Resolution	1024×768@60Hz, 1024×768@75Hz, 1360×768@60Hz, 1080P@60Hz, 1400×1050@60Hz, 1920×1200@60Hz, 720P@60Hz.		
Other	Power Supply	100 to 240 VAC, 50/60Hz		
		A build-in power supply	Build-in redundant power supply	
	Consumption	≤ 250W (full-loaded)	≤ 450W (full-loaded)	≤ 800W (full-loaded)
	Working Temperature	0° C to 50° C (32° F to 122° F)		
	Working Humidity	10 to 90% (non-condensing)		
	Chassis	Standard 4U chassis	Standard 8U chassis	Standard 13U chassis
	Dimension (D×H×W)	352×177×442.4 mm (13.9×7×17.4")	352×354×442.4 mm (13.9×13.9×17.4")	417×576.6×442.4mm (16.4×27.7×17.4")
Weight	≤20KG (full-loaded)	≤35kg (full-loaded)	≤50kg (full-loaded)	

Chapter 2 Overview of Client Software

The C10S series large-screen controller must be controlled and managed by the iVMS-4200 client software. iVMS-4200 is a versatile video management software for embedded DVR (Digital Video Recorder), H-DVR (Hybrid Digital Video Recorder), NVR (Network Video Recorder), IP camera, IP Dome, PC-NVR, decoding device and compression card. It provides the multiple functionality, including live view, remote configuration, record files storage, remote playback, downloading, log search, etc.

2.1 Features

- A user friendly GUI (Graphical User Interface). You can access to target interface with least steps.
- Centralized management for small-scale decentralized system.
- Up to 50 users, with 3 levels permission (super user, administrator and operator), can be added.
- Configure user permission in batch and retrieve password by super user.
- Compatible to configuration files generated by customized tools.
- Hide menu you do not need thus to save limited space on screen.
- Support channel management.
- A simplified switch method for multi-screen and signal screen.

2.2 Working Environment

Operating System: Microsoft Windows 7 / Windows Server 2008 (32/64-bit operating system); Windows Server 2003 or Windows XP (32-bit operating system).

CPU: Intel Pentium IV 3.0 GHz or models above.

Memory: 1G or above.

Displayer: 1024 × 768 or above.



The software does not support 64-bit operating system; the above mentioned 64-bit operating system refers to the system which supports 32-bit applications as well.

2.3 Performance

- Up to 256 controllers can be managed.
- Many controllers can be added to the software; however, only one controller can be controlled at a time.
- One controller can be connected by 320 clients at a time.



A higher hardware configuration is needed when viewing multiple channels or HD (High Definition) images.

Chapter 3 Client Software Installation and Uninstallation

3.1 Installing Software

Double-click the setup program to pop up InstallShield Wizard. Follow the steps and complete the installation.

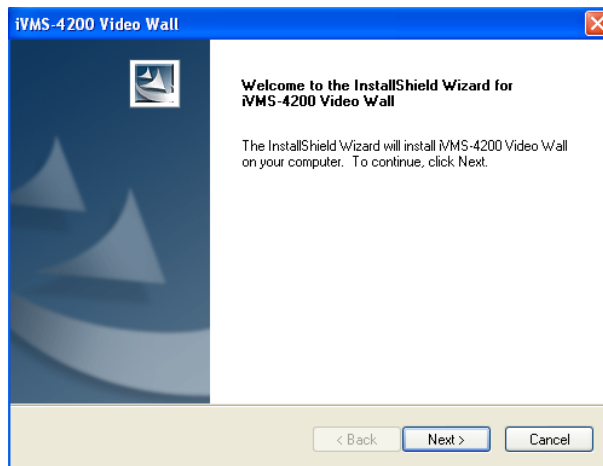


Figure 3. 1 Software Installation

3.2 Uninstalling Software

Option 1:

Double-click the setup program again to enter uninstall menu. And follow the prompt to uninstall the iVMS-4200.

Option 2:

Enter Windows Start Menu and select uninstall iVMS-4200. Then follow the prompt to uninstall the iVMS-4200.

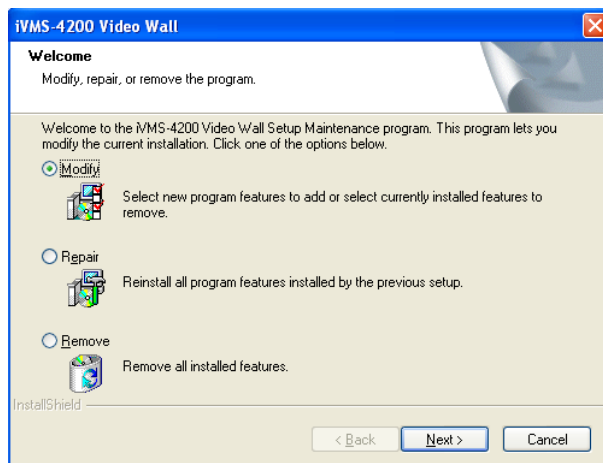


Figure 3. 2 Software Uninstallation

3.3 User Registration and Login

3.3.1 Registration

For the first time to use iVMS-4200 software, you need to register a super user for login.

Steps:

1. Input the **user name**, **password** and **confirm password**.
2. Optionally, you can check the checkbox of **Auto-login** to log in automatically when running software next time.
3. Click **Register** to save the user and log in.

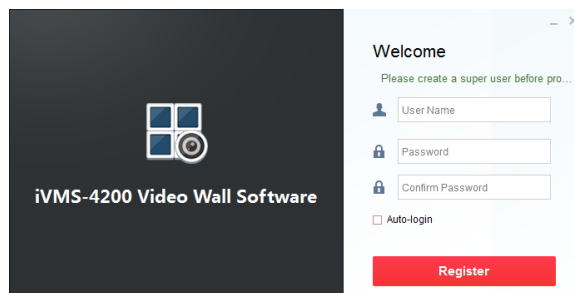


Figure 3. 3 Registration



- User name and password can't be empty and should not contain the following characters: / \ : * ? \ " < > | .
- The valid character of user name includes numerical (0 ~9) and letters (a ~ z, A ~ Z).
- The blank character before or behind the user name will be automatically deleted.
- The valid length of password for super user ranges from 6 to 16 characters. The valid length of password for other users should be less than 16 characters.
- Password cannot be copied and pasted.

3.3.2 Login

Steps:

1. Input the **user name** and **password**.
2. Optionally, check the checkbox of **Auto-login** to log in automatically when running software next time.
3. Click **Login** to log in.

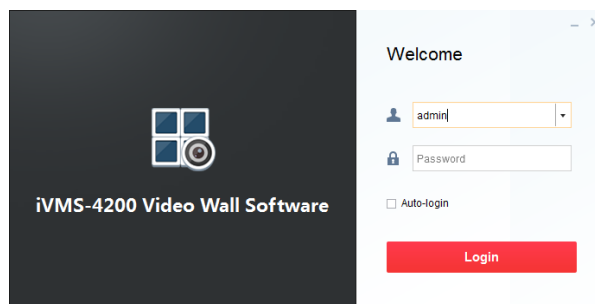


Figure 3. 4 Login

3.4 Using the Wizard for Basic Configuration

Purpose:

After login for the first time, the setup wizard pops up automatically. It can walk you through some basic settings of the video wall.

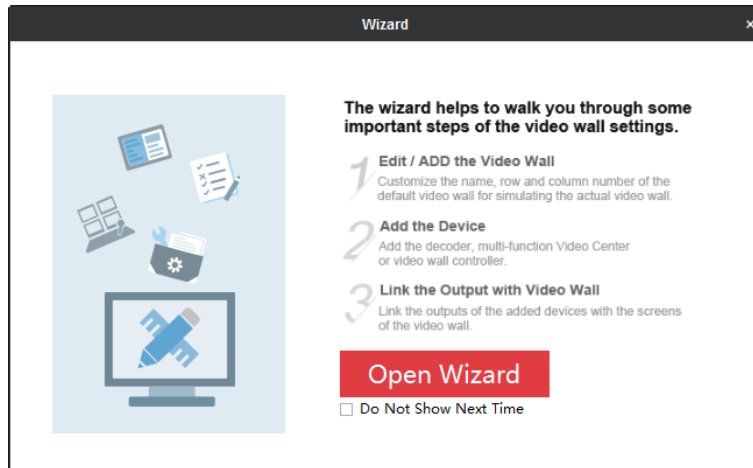



Figure 3. 5 Start Wizard

Steps:

1. Click **Open Wizard** to enter **Add Video Wall** interface.

If you don't want to use the setup wizard at the moment, click  to exit. You can also use the Setup Wizard next time by leaving the **Do Not Show Next Time** unchecked.

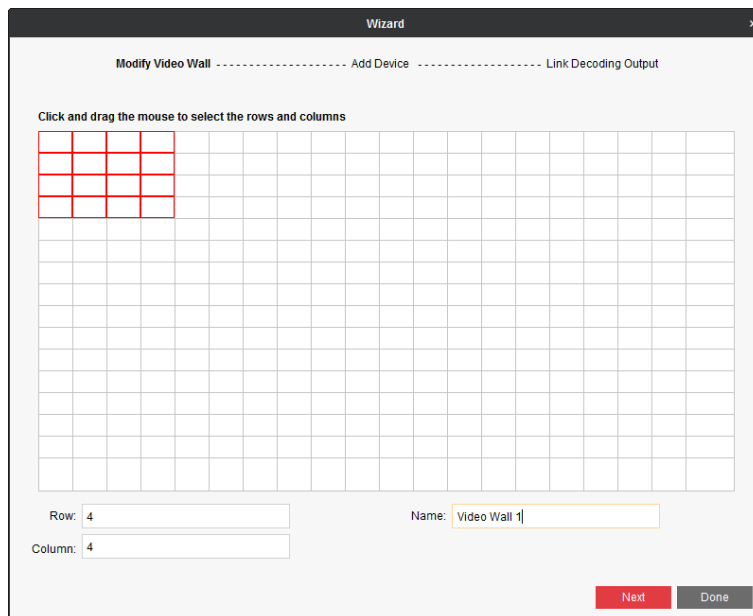


Figure 3. 6 Add Video Wall Interface

2. Draw a video wall by clicking and dragging the mouse to select the rows and columns, or inputting values in **Row** and **Column** text fields.
3. Input the video wall name in **Name** text field.
4. Click **Next** to save the settings and enter **Add Device** interface.

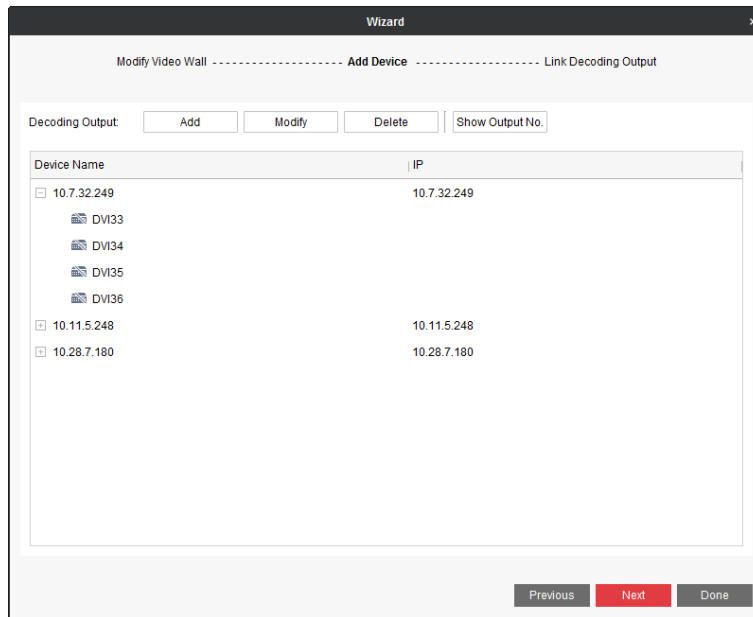


Figure 3. 7 Add Devices Interface

5. You can add, modify and delete devices here. Three types of devices can be added, including Video Wall Controller, MVC (Multifunction Video Center), and decoder.

- Add Devices

- 1) Click **Add** to pop up adding interface.
- 2) Select **Adding Mode** as **IP/Domain**, **IP Segment** or **HiDDNS**. We take adding via IP/Domain as an example.
- 3) Input **Nickname**, **Address**, **Port**, **User Name**, **Password** and **Group** in the text fields.
- 4) Click **Add** to add the device(s).

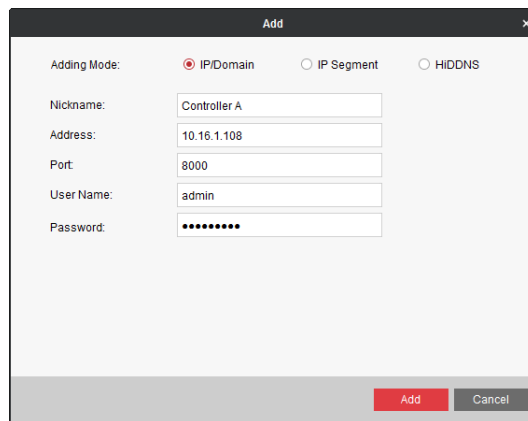


Figure 3. 8 Adding a Device

- Modify Devices

- 1) Click to select an added device and click **Modify**.
- 2) Edit the information.
- 3) Click **Modify** to save the changes.

- Delete Devices

Click to select an added devices and click **Delete** to delete it.

- Show Output No.

- 1) Click the **Show Output No.**

- 2) Select the device(s) you need to display the output No..
- 3) Click **Show** to enable the function. Thus the output No. of the selected device(s) will be shown in the video wall.



The function is only supported by video wall controller.

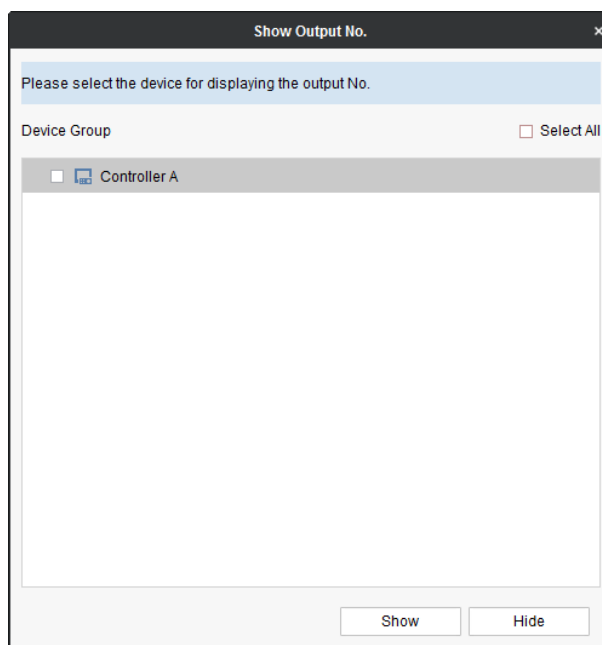


Figure 3. 9 Show Output No.

6. After the devices are configured, click **Next** to enter **Link Decoding Output** settings interface.

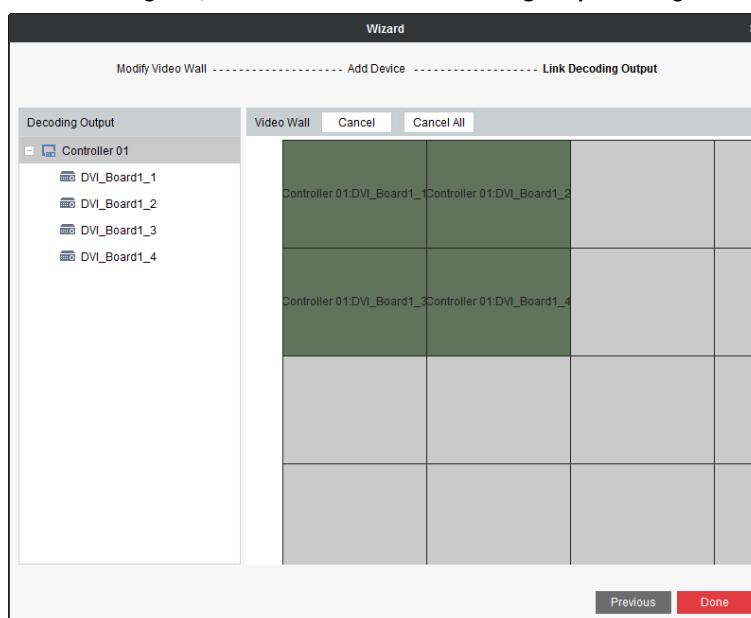


Figure 3. 10 Link Decoding Output

7. You can adjust the output window of the added video wall controller.
 - 1) Click **Cancel All** to clear the default settings. Or select a window and click **Cancel** to clear the linkage between the output and the window.
 - 2) Select and hold a decoding output in the Decoding Output list and drag it to a window to link the output to the window.

- 3) Repeat the above steps to configure for other outputs.
8. Click **Done** to save the settings.

3.5 GUI Introduction

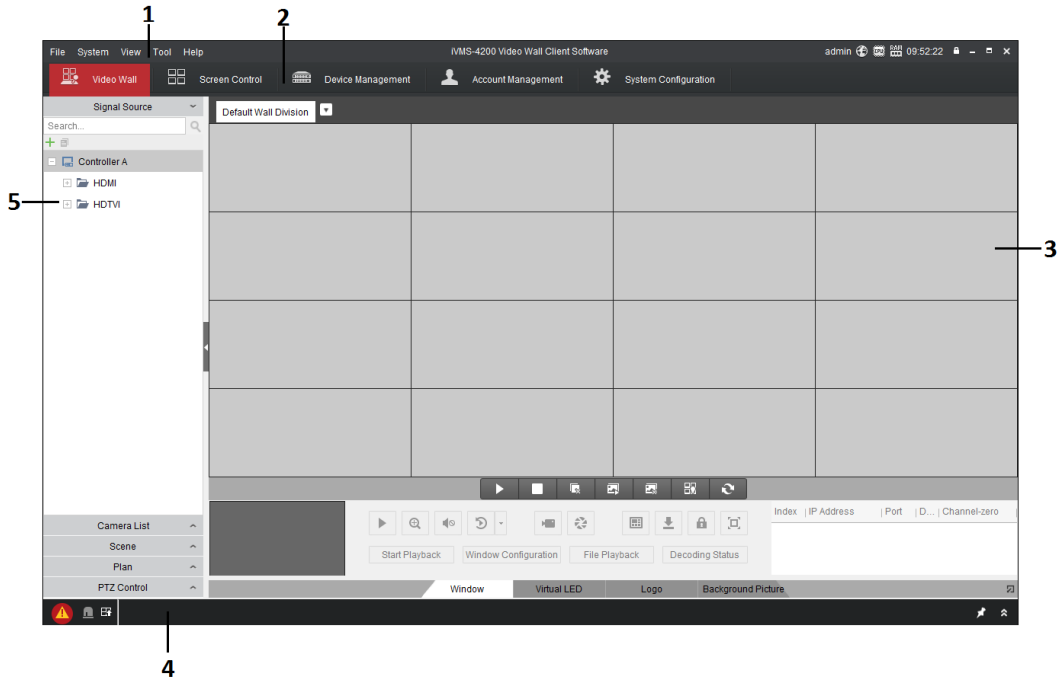


Figure 3. 11 Software Interface

Table 3. 1 Table of Description

Region	Name	Description
1	Menu Bar	Menus include File, System, View, Tool, and Help.
2	Quick Launch Bar	Video Wall, Screen Control, Device Management, Account Management, and System Configuration.
3	Maintenance and Management Area	Configure and manage the video wall controller, and the software.
4	Notification Bar	Display information of current window and preview information list; View alarm channel information.
5	Configuration List	Manage Signal Source, Camera, Scene, Plan and PTZ.
Detailed Description of Menu Bar		
(1)	File	Open log file save in computer and exit from the software.
(2)	System	Lock software, switch user, and import/export system configuration file.
(3)	View	Enter Video wall, Screen Control, Device Management, Account Management, and System Configuration interface.
(4)	Tool	Enter Log Search, Video Wall Linkage, and Device Arming Control interface.
(5)	Help	Open video wall wizard, open user manual, view software version, and switch language.

Chapter 4 Video Wall Client Management

4.1 Account Management

Purpose:

In default situation, there will be only one super user, registered when logging in. Besides the super user, you can add 50 users, including administrator and operator, with different permission.

Steps:

1. Click **Account Management** in the Quick Launch Bar.

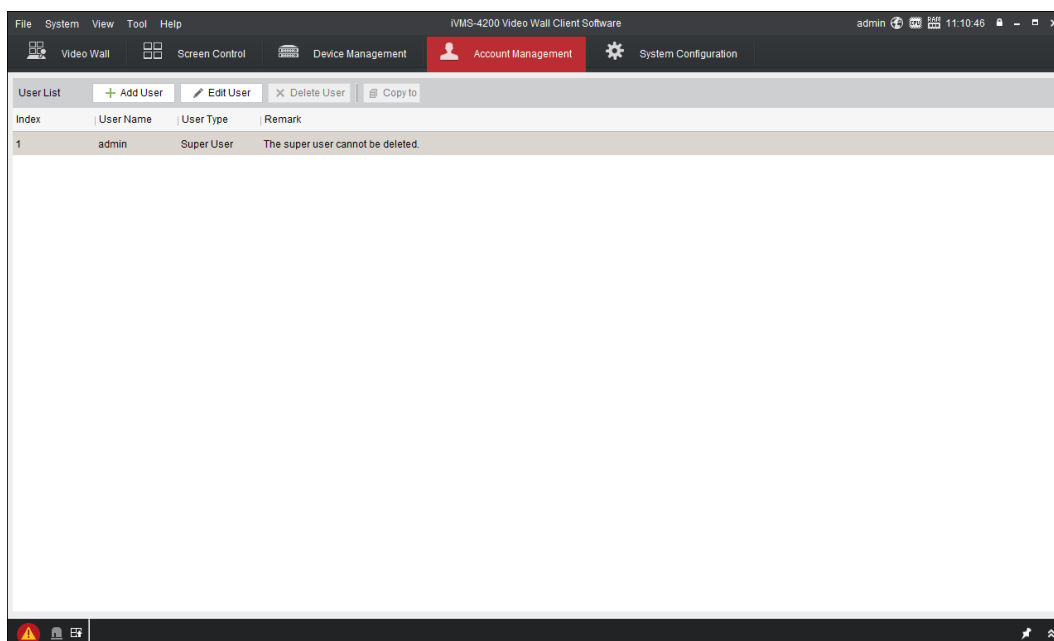


Figure 4. 1 Account Management Interface

2. Click **Add User** button to enter Add User interface.

Figure 4. 2 Add User

3. Select **User Type** as **Administrator** or **Operator**.
4. Input **User Name**, **Password**, **Confirm Password**, **Remark** and specify **user** permission by checking or unchecking corresponding checkbox. Or you can click **Copy from** to copy from other user.



- User Name cannot contain: \ / : * ? " < > | .
- The length of password should not less than 6 bits.

5. Click **Save** to add the account.
6. Optionally, click **Edit User** to modify its parameters or click **Delete User** to remove it.



Super user cannot be deleted.

4.2 System Configuration

The frequently-used parameters, including the log expired time, file saving path, etc., can be set.

4.2.1 General Settings

Steps:

1. Click **System Configuration** in the Quick Launch Bar to enter System Configuration interface.

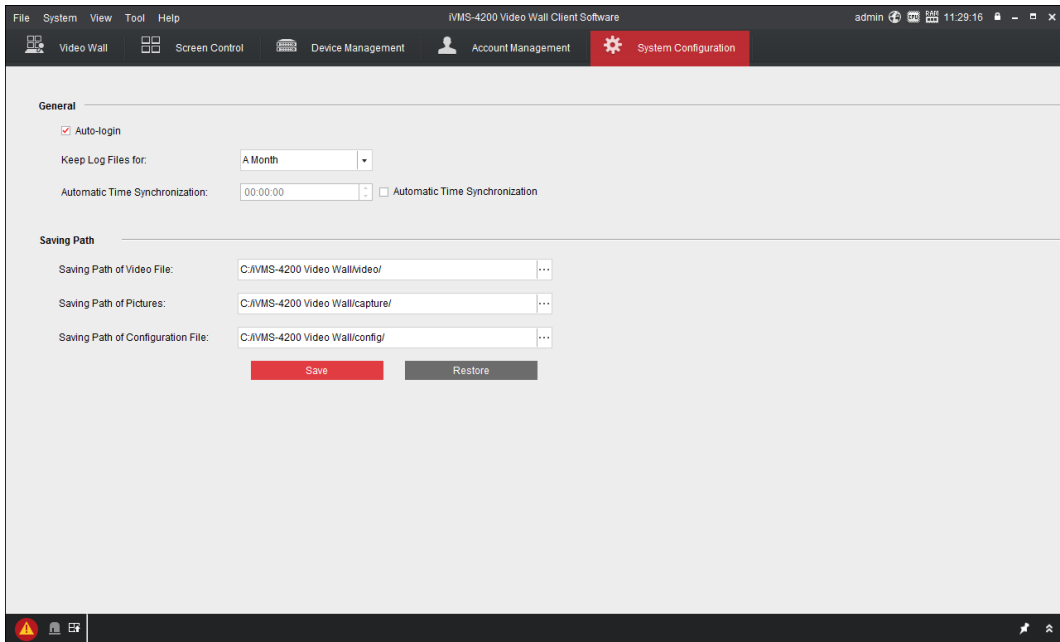


Figure 4. 3 System Configuration

3. Configure the general parameters. For details, see *Table 4. 1 General Parameters*.

Table 4. 1 General Parameters


Parameters	Description
Auto-login	Log in the client software automatically.
Keep Log files for	The time for keeping the log files, once exceeds, the files will be deleted. A Month, A Week, Half A Month and 6 Months are selectable. The default time is A Month.
Automatic Time Synchronization	Adjust the time automatically at a specified time point.
Automatic Time Synchronization	Check the checkbox to enable the function.

4.2.2 File Saving Path Settings

Purpose:

The video files of manual recording, the captured pictures and the system configuration files are stored on the local PC. The saving paths of these files can be set.

Steps:

1. Click **System Configuration** in the Quick Launch Bar to enter System Configuration interface.
2. Click the icon  and select a local path for the files.
3. Click **Save** to save the settings.



You need to reboot software to activate the settings.

4.3 Device Management

4.3.1 Setting Admin Password for a Device

Purpose:

You are required to activate the video wall controller first by setting a strong password for it before you can use the video wall controller.



- Three types of devices can be added, including Video Wall Controller, MVC (Multifunction Video Center), and decoder.
- You are required to modify the password of old version controller to a strong one.

Before you start:

Ensure your computer is in the same network segment with the controller.

Steps:

1. Click to select **Device Management** in the Quick Launch Bar to enter Device Management interface.
2. Select an inactive device and click **Activate** to enter Activation interface.

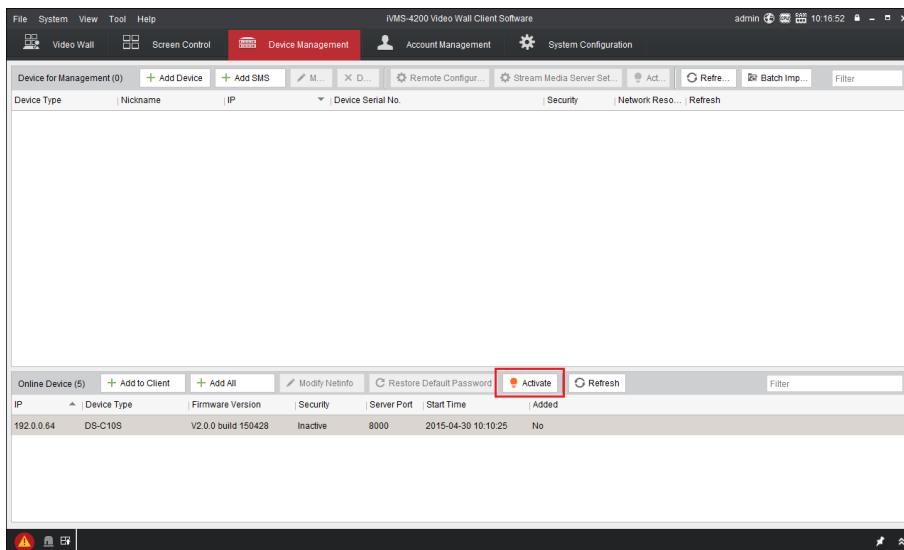


Figure 4. 4 Activating Video Wall Controller

3. Create a password and input the password into the password field, and confirm the password.



STRONG PASSWORD RECOMMENDED— We highly recommend you create a strong password of your own choosing (using a minimum of 8 characters, including upper case letters, lower case letters, numbers, and special characters) in order to increase the security of your product. And we recommend you reset your password regularly, especially in the high security system, resetting the password monthly or weekly can better protect your product.

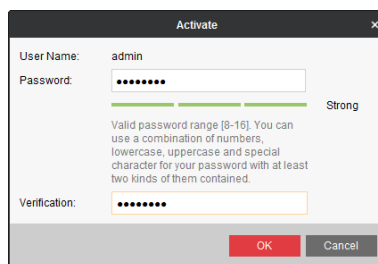


Figure 4. 5 Creating Password

4. Click **OK** to save the password and activate the controller.

4.3.2 Adding a Device

Steps for Latest Version Controller:

1. Select the activated controller and click **Modify Netinfo** to set the IP address of the controller.

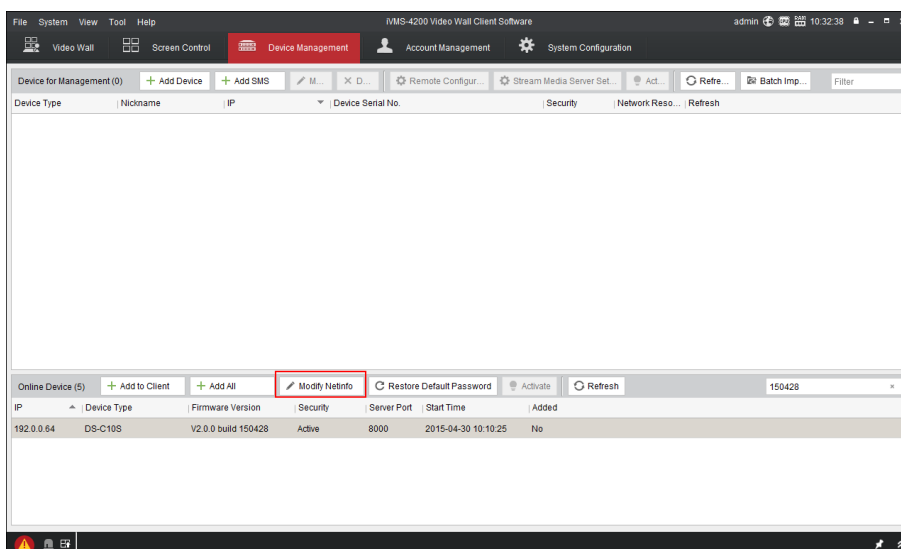


Figure 4. 6 Modifying Network Parameters

2. Input the **IP address, Gateway and Password**, and click **OK** to save the IP address.

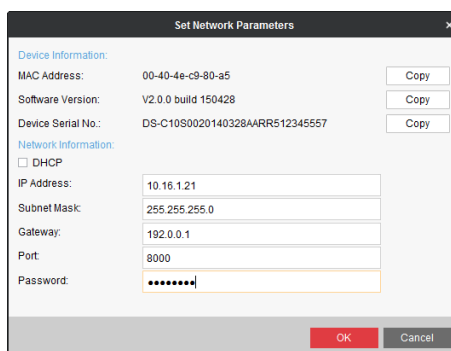


Figure 4. 7 Device Management Interface

3. Click the **Add to Client** button and input the **Nickname** for the controller.

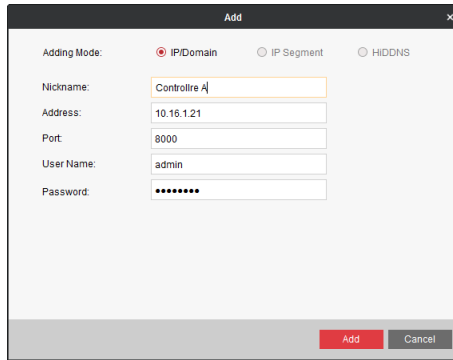


Figure 4. 8 Adding Device Interface

4. Click **Add** to add it.

Steps for Old Version Controller:

1. Click the **Add Device** button.

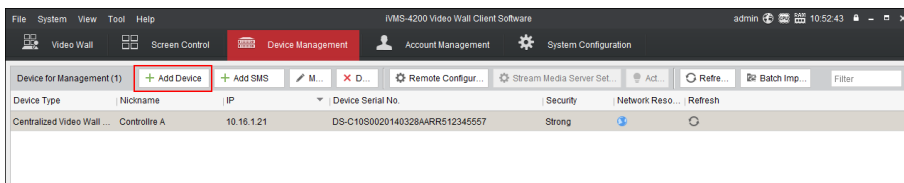


Figure 4. 9 Device Management Interface

2. Input the **Nickname, Address and Password**, and click **Add** to add it.

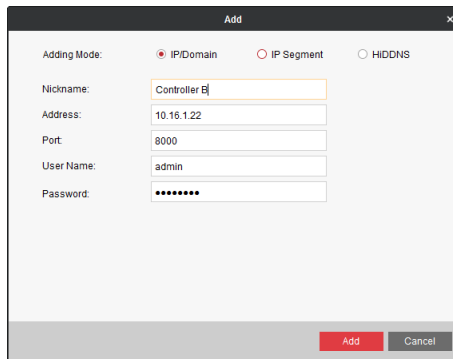


Figure 4. 10 Adding Device Interface

3. The **Security** of added controller will be shown. If the Security is not strong, you are required to modify the password. For detailed steps, please refer to the chapter *System Settings*.

⚠️ STRONG PASSWORD RECOMMENDED– *We highly recommend you create a strong password of your own choosing (using a minimum of 8 characters, including upper case letters, lower case letters, numbers, and special characters) in order to increase the security of your product. And we recommend you reset your password regularly, especially in the high security system, resetting the password monthly or weekly can better protect your product.*

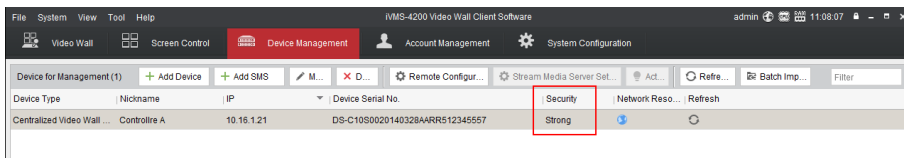


Figure 4. 11 Device Management Interface

4.4 Remote Configuration

Purpose:

In remote configuration interface, the parameters of the added controller, including the system, network, etc., can be set.

Step:

Click to select an added device and click **Remote Configuration** to enter Remote Configuration interface.

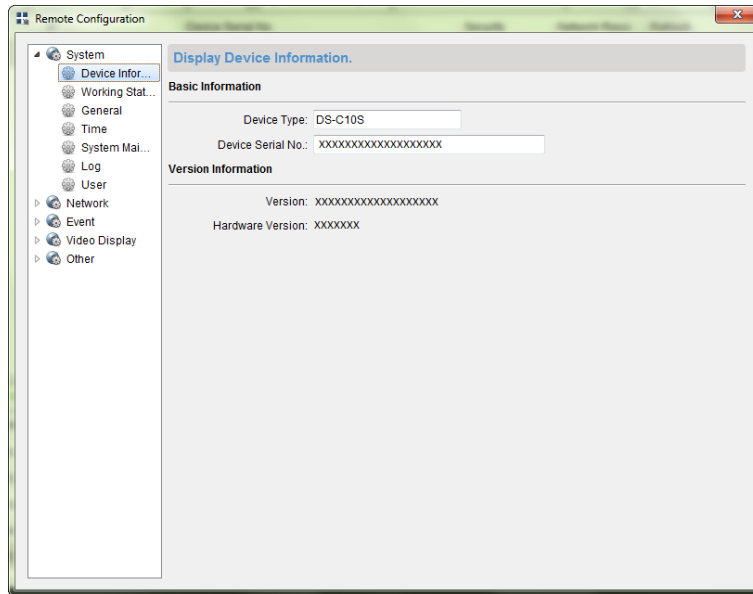


Figure 4. 12 Remote Configuration Interface

Table 4. 2 Description of Remote Configuration

Parameters	Description
System	View device information and status, configure general parameters and user, manage device, adjust time, search and backup log.
Network	Configure general network parameters.
Event	Configure exception linkage method.
Video Display	Upload background picture, configure video effect of input signal, adjust picture position, and configure background color.
Other	Configure parameter of LED, external decoder, external matrix and background colour.

4.4.1 System Settings

Steps:

1. Click **System** tab.
2. Configure parameters. For details, refer to *Table 4. 3 Description of System*.
3. Click **Apply** to save the settings.

Table 4. 3 Description of System

Parameters	Description
Device Information	View basic information and version.
Working Status	Display the status of controller and its sub board.
General	Configure device name and device number.
Time	Configure time zone, NTP and DST parameters.
System Maintenance	System management and remote upgrade.
Log	Search and back up device logs.
User	<p>Add operators and specify permissions.</p> <p>NOTE</p> <ul style="list-style-type: none"> Besides the admin account, up to 7 operators can be added. Admin can add, modify and delete other operators. Operators can only modify parameters for itself.

4.4.2 Network Settings

Steps:

1. Click **Network** tab.

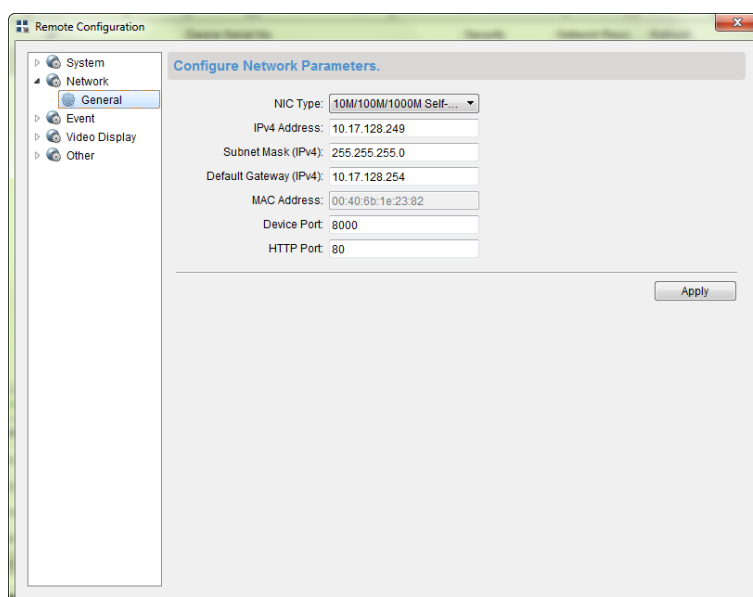


Figure 4. 13 Network Configuration Interface

2. Select **NIC Type** in the dropdown list.
3. Input **IPv4 address**, **Subnet Mask** and **Default Gateway**.
4. Click **Apply** to save the settings.

4.4.3 Event Settings

Steps:

1. Click **Event** tab.

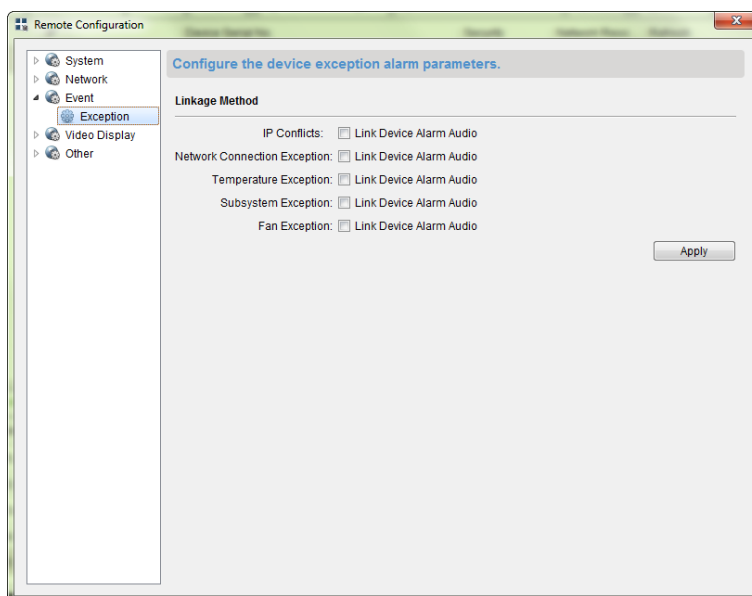


Figure 4. 14 Event Configuration Interface

2. Enable **Link Device Alarm Audio** by checking the corresponding checkbox.
3. Click **Apply** to save the settings.

4.4.4 Video Display Settings

Steps:

1. Click **Video Display** tab.

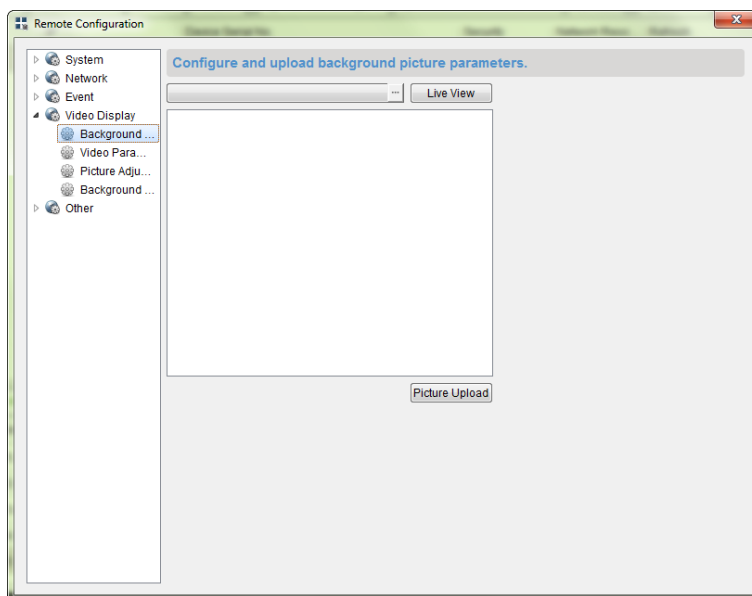


Figure 4. 15 Video Display Configuration Interface

2. Select a page of **Background Picture Upload**, **Video Parameters**, **Picture Adjustment** or **Background Color** to configure parameters. For details, refer to *Table 4. 4 Description of Image Settings*.

Table 4. 4 Description of Image Settings

Parameters	Description
Picture Upload	Upload local picture as the background of output screen.
Video Parameters	Adjust the video parameters of input signal.
Picture Adjust	Adjust the position of input signal.
Background Color	Set the background color of output.

4.4.5 Other Settings

Steps:

1. Click **Other** tab.

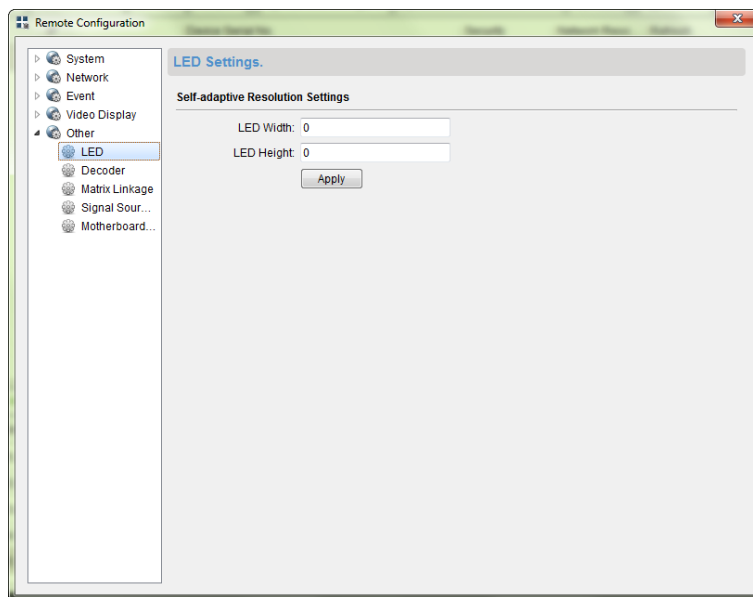



Figure 4. 16 Others Configuration Interface

2. Select the page as **LED**, **Decoder**, **Matrix Linkage**, **Signal Source Collage** or **Motherboard Port**. For details, please refer to *Table 4. 5 Description of Other Settings*.

Table 4. 5 Description of Other Settings

Parameters	Description
LED	Adjust the Width and Height of LED.
Decoder	Configure the general network parameters of decoder and view decoding board status. NOTE Decoding board needs be independently connected to network. And it does not decode the stream with frame rate below 1 fps.
Matrix Linkage	Add, edit and delete linkage matrix. The channel of added matrix will be listed in signal resource of video wall interface and you can display it in video wall. NOTE Before display the matrix signal sources, you need to perform following operations. <ul style="list-style-type: none"> ● Connect the COM 2 of motherboard to the COM port of matrix. ● Configure the board function of motherboard as matrix control.
Signal Source Collage	Collage several signal sources into one. For detailed steps, please refer to

Parameters	Description
	<i>Collaging Signal Sources.</i>
Motherboard Port	Configure the parameter of motherboard serial port.  The Board Function can to be set as Console , Matrix Control , Screen Control or Keyboard Control according to the serial port usage.

Collaging Signal Sources

Purpose:

You can collage several signal sources into one.

Steps:

1. Enter Signal Source Collage to enter Signal Source Collage interface.
2. Click **Add** to collage signal source.

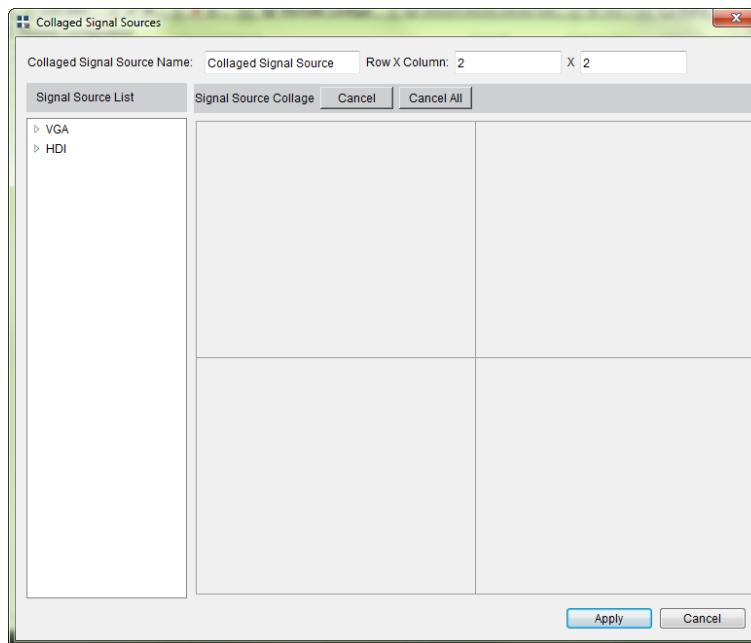


Figure 4. 17 Collage Signal Source

3. Input the **Collaged Signal Source Name**, input the **Row × Column** in corresponding text fields and select the **Group Name** the signal belongs.
4. Drag signal sources need to be collaged into the windows.



- IP camera does not support to be collaged.
 - Ensure each window links to a signal source.
5. Click **Apply** to save the settings.
 6. Put the jointed signal source on the video wall.

4.5 Video Wall Introduction

Click **Video Wall** in the Quick Launch Bar to enter Video Wall interface. For detailed configuration, you can refer to *Chapter 5 Video Wall Management*.

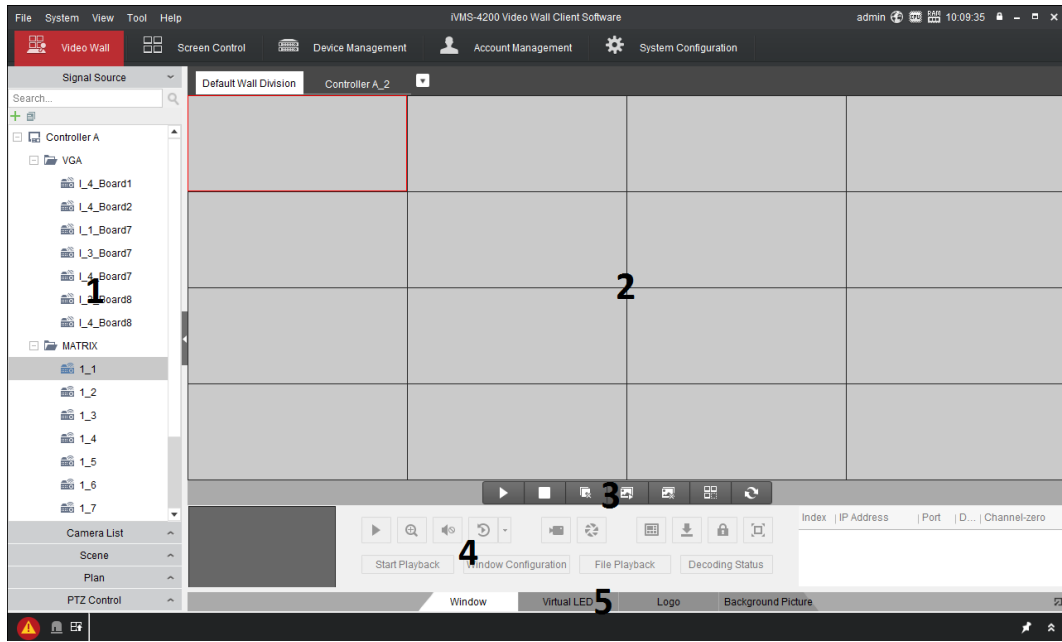


Figure 4. 18 Video Wall Interface

Table 4. 6 Video Wall Description

Video Wall Description		
Region	Name	Description
1	Menu List	Manage Signal Source, Camera, Scene, Plan, and PTZ.
2	Window Management Area	Open/close screens and move screens.
3	Window Management Toolbar	Start/stop decoding all signal sources and cameras, close/open windows, start/stop smart decoding for all signal sources and cameras, and refreshing live view screens are provided.
4	Advanced Setting Area	Setting area for advanced parameters.
5	Advanced Setting Menu Bar	Configure Window, Virtual LED, Logo and Background Picture.

Screen Control Toolbar Description		
Icon	Name	Description
	Start All Decoding	Start all the live view of signal sources. Thus to enable live view of real video wall.
	Stop All Decoding	Stop all the live view of signal sources. Thus to disable live view of real video wall.
	Close All Windows	Close all the screens displayed on the video wall.
	Start All Smart Decoding	Start smart decoding for all live view signals. Once starts, the smart information can be viewed in live view.
	Stop All Smart Decoding	Stop smart decoding for all live view signals.
	Open Window	Draw a window according to your need. The size and position of the window are adjustable.
	Refresh	Refresh the video wall status.

Advanced Setting Bar Description	
Name	Description
Window	Advanced settings for screens.
Virtual LED	Enable/disable virtual LED and edit virtual LED context.
Logo	Reserved function. Not supported by video wall controller.
Background Picture	Upload and enable/disable background picture.

4.6 Screen Control

Purpose:

In the screen control interface, you can set to turn on or off the monitors, and you can also configure the screen color and image position.



You are not recommended to configure the screen control without professional instructors.

Before you start:

Connect the COM of screen to the COM2 of motherboard of video wall controller.

Steps:

1. Click **Screen Control** in Quick Launch Bar to enter Screen Control interface.

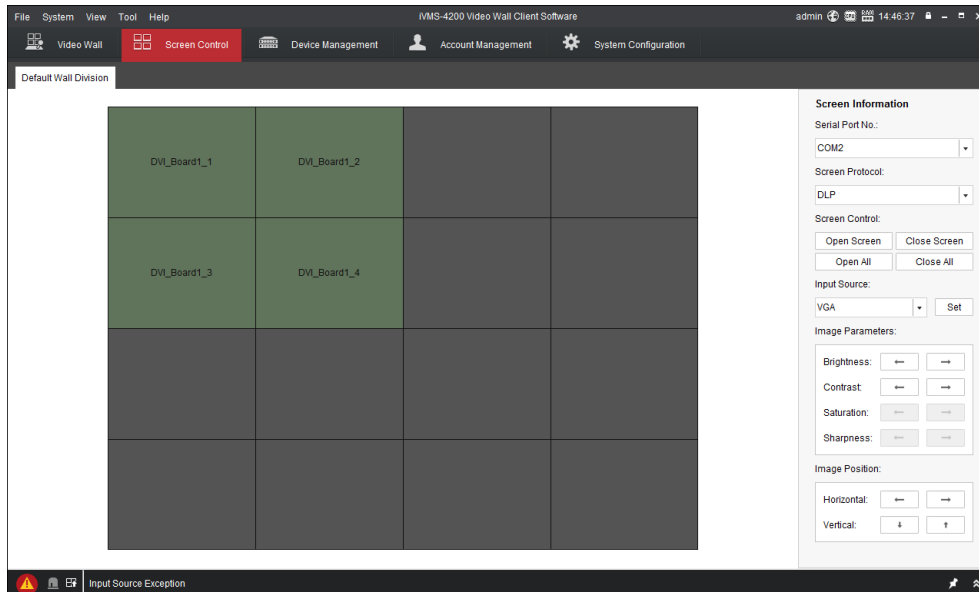


Figure 4. 19 Screen Control Interface

2. Drag to select a single window or multiple windows.
3. Select **Serial Port No.** as **COM 2**. Thus to specify transmitting port of screen control command.
4. Select **Screen Type** and **Input Source Type** according to actual cord connection.
5. Click **Save** to save the above settings.
6. Adjust **Image Parameters** and **Position Adjustment** by clicking **-** or **+**.
7. Click **Open Screen** or **Close Screen** to turn on/off the screen. Or click **Open All** or **Close All** to turn on/off all the screens.


Chapter 5 Video Wall Management

5.1 Adding Video Wall

Purpose:

The software supports adding video wall. You can specify the row, column and decoding outputs of the video wall.

Steps:

1. Click the  icon.

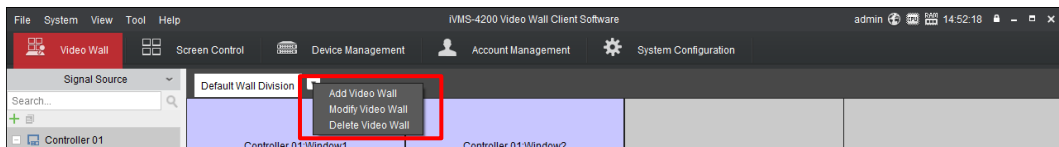


Figure 5. 1 Video Wall Interface

2. Select **Add Video Wall** to enter configuration interface.

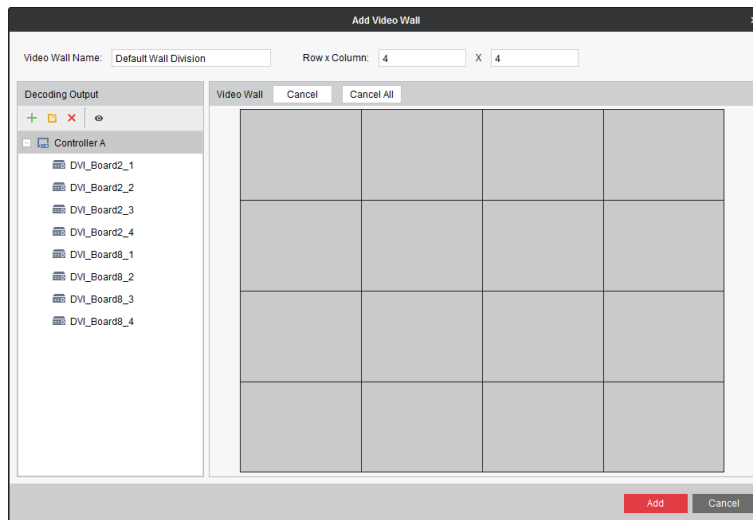






Figure 5. 2 Adding Video Wall Interface

3. Input **Video Wall Name** in the text field.
4. Input **Row** and **Column** value in the respective text fields. Or click a grid and hold to drag a video wall.
5. Optionally, you can add, edit and delete devices.
 - Add Devices
 - 1) Click  to pop up adding interface.
 - 2) Selecting **Adding Mode** as **IP/Domain**, **IP Segment** or **HiDDNS**.
 - 3) Input the other information in corresponding text fields.
 - 4) Click **Add** to add the device(s).
 - Edit Devices
 - 1) Click to select an added device and click .
 - 2) Edit the information.
 - 3) Click **Modify** to save the changes.

- Delete Devices

Click to select a device and click  to delete it.

- Show Output No.

- 1) Click the .
- 2) Select the device(s) you need to display the output No..
- 3) Click **Show** to enable the function. Thus the output No. of the selected device(s) will be shown in the video wall.



The function is only supported by video wall controller.

6. Select a decoding output and drag it to a window.
7. Repeat Step 6 to link more decoding outputs to the video wall.
8. Click **Add** to add the video wall.

5.2 Displaying Signals on the Video Wall

The output screen of the controller supports being divided in to 1, 4, 9 or 16 windows. And the input signal can be displayed in the divided window.

5.2.1 Preview Image

Steps:

1. Positioning the pointer on a signal for 2 to 3 seconds. Then the image will be displayed in a popup window.
2. Move the pointer out of the signal. Then the popup window will disappear.

5.2.2 Putting on Video Wall

Purpose:

A signal source can be put on multiple windows. Ultra HD and 500W signal only support to be displayed in a single window.

Steps:


1. Put signal sources on the video wall.
 - **Option 1**
 - 1) Click to select a window.
 - 2) Double-click a signal source. So the signal will be displayed in the selected screen.



Double-click another signal source will lead to the previous signal be replaced by this one.


- 3) Repeat the step 1) to 2) to display more signals.

- **Option 2**

- 1) Click to select a signal source in the signal source list.
- 2) Click  in Window Management Bar and drag to draw a screen in the video wall.
- 3) Repeat the step 1) to 2) to display more signals.



Repeat step 2) only will display the same signal in multiple windows.

- 4) After finishing settings, click  again to release the function.
2. Drag a screen to overlap several screens. The screen can be dragged to any position of the video wall.

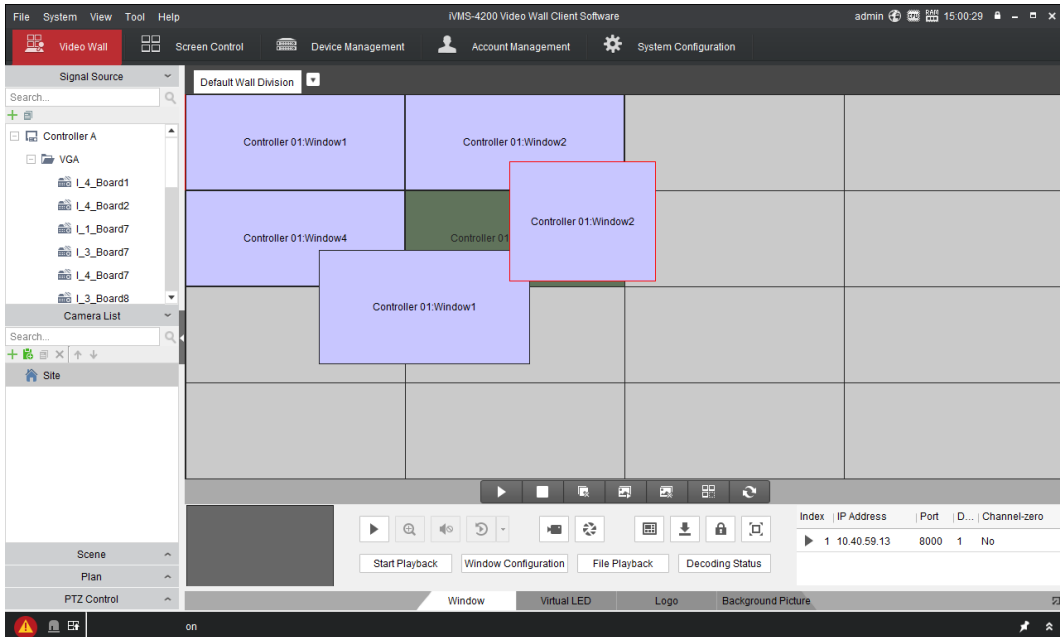




Figure 5. 3 Video Wall

3. Double-click a screen to fill up the window(s) it overlaps.
4. Positioning the pointer on the screen and click  to close the signal source. Or click  on Screen Control Bar to close all the screens.

5.3 Configuring Signal Sources

Purpose:


The added video wall controllers and decoding devices will be listed in the signal source list of Video Wall interface. You can manage added controllers and add new controllers here.

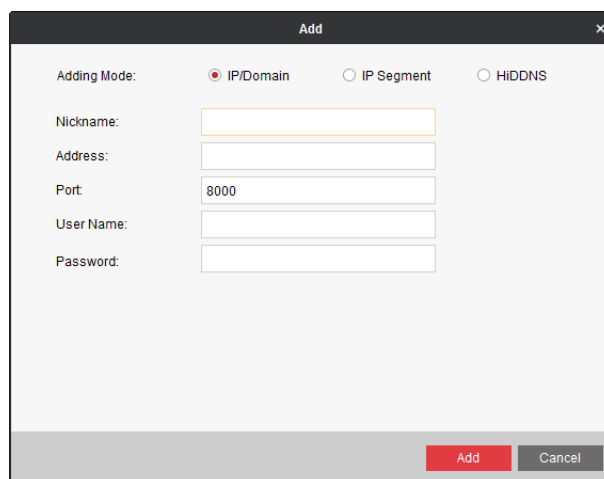
Besides in the Device Management interface, controller adding function is also provided in Video Wall interface.

Before you start:

Activate the devices need to add. For detailed steps, please refer to [4.3.1 Setting Admin Password for](#).

Steps:

1. Click  button in Signal Source list.
2. Input needed information. For detailed steps, please refer to the step 4 of [3.4 Using the Wizard for Basic Configuration](#).
3. Click **Add** to add the controller.



Adding Mode: IP/Domain IP Segment HIDDNS

Nickname:

Address:

Port:

User Name:

Password:

Add Cancel

Figure 5. 4 Add Device

5.4 Configuring Cameras

5.4.1 Adding a Camera


Purpose:

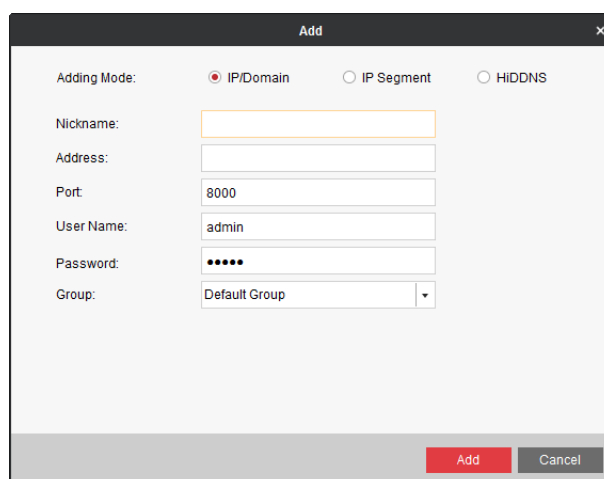
Besides in the Device Management interface, cameras adding function is also provided in Video Wall interface.

Before you start:

Activate the camera need to add. For detailed steps, please refer to 4.3.1 *Setting Admin Password for*.

Steps:

1. Click  button in Camera list.
2. Input needed information. For detailed steps, please refer to the step 4 of 3.4 *Using the Wizard for Basic Configuration*.
3. Click **Add** to add the controller.



Adding Mode: IP/Domain IP Segment HIDDNS

Nickname:

Address:

Port:

User Name:

Password:

Group:

Add Cancel


Figure 5. 5 Add a Camera

5.4.2 Adding a Group

Purpose:

A camera can belong to multiple groups. You can manage its group(s) here.

Steps:

1. Click  to pop up group adding interface.

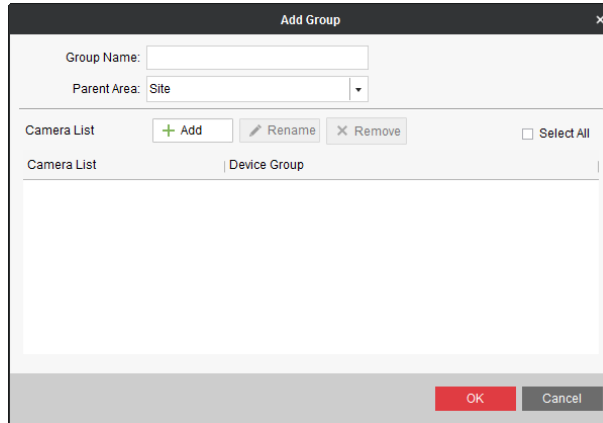
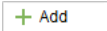

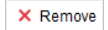


Figure 5. 6 Add Group


2. Input **Group Name** and select which **Parent Area** it belongs to.
3. Click  and select signal sources, and click **OK** to add them.
4. Optionally, select a signal source, click  to rename it or click  to delete it.
5. Click **OK** to add the group.

5.4.3 Modifying the Group

Purpose:

The name and signal resource of a group can be added.

Steps:

1. Click to select a group and click  button in Camera list.
2. Click the **Signal Source Settings** button to enter dialog box.

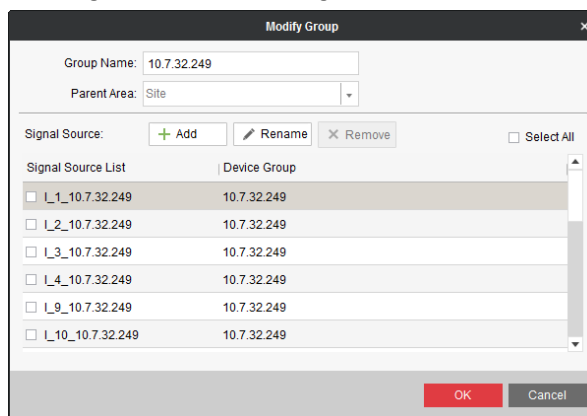


Figure 5. 7 Signal Source Settings Interface

3. Input a new **Name** for signal source.
4. Click **Configure** to save the new name.

5.5 Creating and Displaying Scene

For one controller, if you expect to get a more convenient way to manage the screen layouts as there are different video wall layouts need to be set repeatedly, the Scene function may help to ease the burden. With this function, you are able to save the video wall layout configuration and show it by just clicking on the scene name.




The scene information is saved in the video wall controller. That is to say, you can obtain the scenes of a controller created by others via adding it.

5.5.1 Creating a Scene

Before you start:

Set the video wall layout first.

Steps:

1. Click the  button after Scene in Menu list to show the Scene tab.

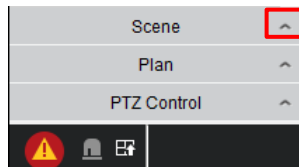





Figure 5.8 Apart of Menu List

2. Click  button and input the **Name** to create a scene.
3. Add a scene.
 - Adding new scene: select the created scene and click  button to save the current video wall layout to it.
 - Replace existing scene: click  and select the **Name** you want to save the scene, and click **OK** to save it.

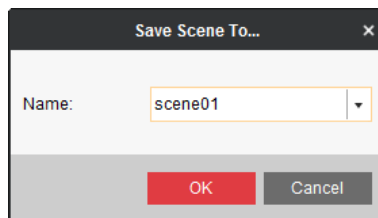


Figure 5.9 Saving Scene As Interface

4. Optionally, you can click  to edit a scene name. Or click  to delete a selected scene.

5.5.2 Calling a Scene

Purpose:

You can call a scene which you have created to display it on the video wall.

Steps:

1. Positioning the pointer on a created scene.

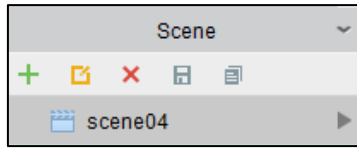



Figure 5. 10 Video Wall Interface

2. Click  to display the scene on video wall.



The calling scene will be marked as , instead other scenes are marked as .

5.6 Creating and Scheduling Plan

Sometimes, the video wall may be required to do auto-switch for displayed channels, or the screen need to be turn on/off automatically. Plan is a function to configure the schedule to switch the display of scenes on the video wall, and it can also automatically switch the screens.

5.6.1 Creating a Plan

Steps:

1. Click the  button after Plan in Menu list to show the Plan tab.
2. Click  button.

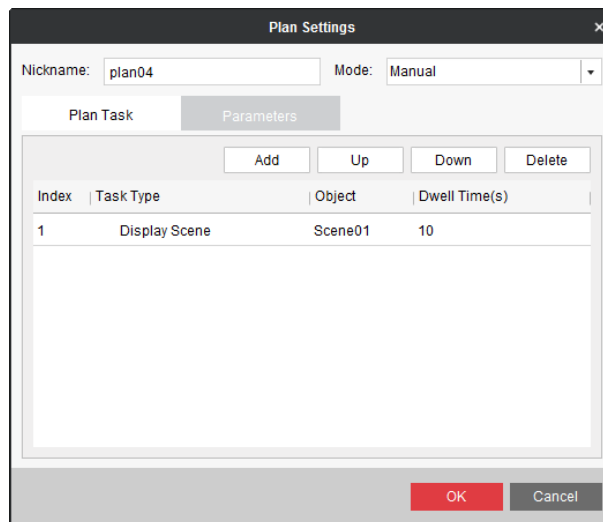


Figure 5. 11 Adding Plan Interface

3. Input **Nickname** in the text field.
4. Select the **Mode** as **Manual**, **Auto** and **Auto-Switch** in the dropdown list.
 - **Manual:** If you set the Mode of the plan as Manual, you need to start and stop the plan manually. And plan will only be activated once if you start it. To call the manual plan, you need to right-click on the plan and click Call on the right-click menu.

- **Auto:** When setting the Mode of the plan as Auto, you can set the start time and executing times for the plan. The plan will be activated on the start time and stopped when finish the executing times.
 - **Auto-Switch:** The Auto-Switch mode means that not only the times of executing can be set, the days on which the plan gets activated are also scheduled. The plan will be activated at the time of the day you configured and stopped after finishing the executing times.
5. Click **Plan Task** tab to add or edit plan task.
 6. Click **Add** to enter adding task interface.

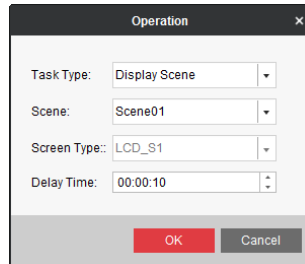


Figure 5.12 Operation Interface

7. Select **Task Type, Scene, and Screen Type** in respective dropdown list. And set the **Dwell Time**.
8. Click **OK** to add the task.
9. Repeat the above steps 6 ~ 8 to add more tasks.
10. If the **Mode** is set as **Auto** or **Auto-Switch**, you need to click **Parameters** tab to configure schedule.
 - For **Auto**: set the **Start Time** and input **Execution Times**.
 - For **Auto-Switch**: set the execution time for each weekday and input **Execution Times**.

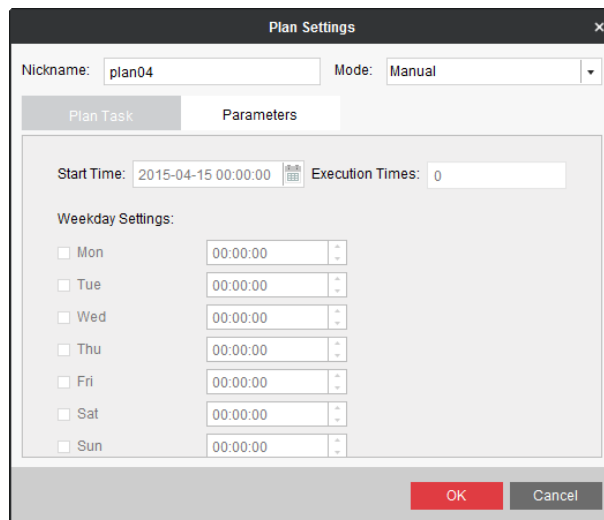






Figure 5.13 Adding Plan Interface

11. Click **OK** to save the settings. And the added plan will be displayed in the plan list.

5.6.2 Calling a Plan

Steps:

1. Positioning the pointer on the added plan.
2. Click  to call the plan. The calling plan will be marked as , instead other plans are marked as .
3. Click  to stop calling.

5.7 Advanced Settings

If the video wall is required to display a certain background image, such as the picture of the company, you can configure the background picture on the Display Configuration page, and the virtual LED is also supported.

5.7.1 Configuring Screen Layout

Purpose:

Each output screen can be divided into 1, 4, 9 or 16 screens.

Steps:

1. Click to select a screen.
2. Click  on the Advanced Setting Area to pop up screen layout interface.

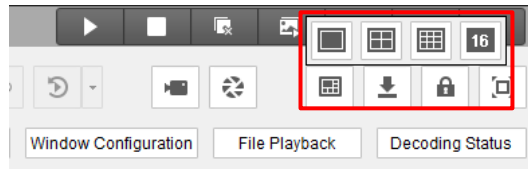




Figure 5. 14 Advanced Setting Area

3. Click to select a layout. So the window will be divided into the selected layout.
4. Click  again and select  to restore to single screen.

5.7.2 Adjusting Screens Position


Purpose:

While multiple screens overlay in the same window, you can stick one of them on top or at bottom, without having to changing their coordinates.

Step for sticking on top:

Click the screen you want to stick on top.

Step for sticking at bottom:

Click the screen you want to stick at bottom and click  in Advanced Settings Area.

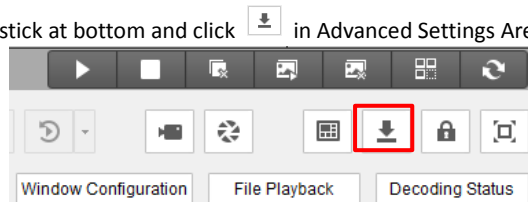




Figure 5. 15 Advanced Setting Area

5.7.3 Locking Screens

Purpose:

You can lock a screen, thus to fix it and prevent it from being closed.

Step:

Select a screen and click  in Advanced Setting Area. Click the  again to unlock.

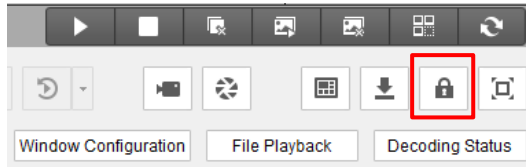


Figure 5. 16 Advanced Setting Area

5.7.4 Configuring Virtual LED

Purpose:

Virtual LED is the on-screen display of the text you want to show on the video wall. Only one text string is supported. The font color and background color are configurable.

Steps:

1. Click to select the **Virtual LED** tab in the bottom of video wall interface.

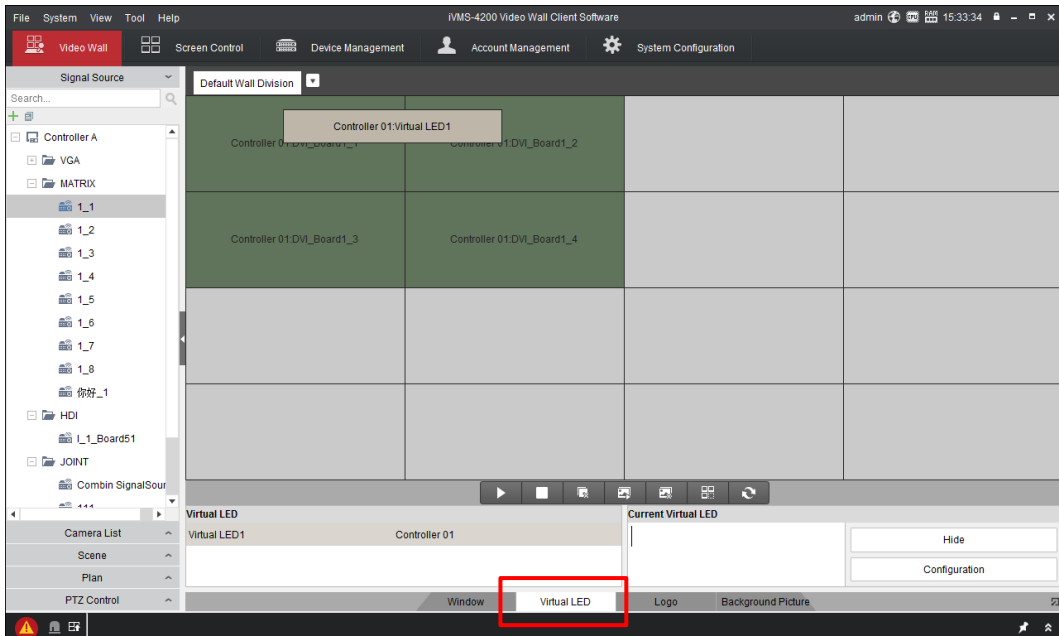


Figure 5. 17 Virtual LED

2. Click an online video wall controller and input the content you want to show on the video wall in the **Current Virtual LED** text field.



The length of content cannot be longer than 256 characters.

3. Click **Configuration** to configure **Font and Background Colour** and **Moving Mode**.

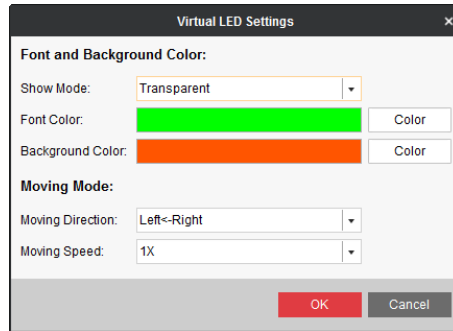


Figure 5.18 Virtual LED Settings Interface

4. Configure **Font and Background Color**.
 - Select the **Show Mode**, **Font Size**, **Font Color**, and **Background Color** in respective dropdown lists.
5. Configure **Moving Mode**.
 - Select **Moving Direction** and **Moving Speed** in respective dropdown lists.
6. Click **OK** to save the settings and back to video wall interface.
7. Click **Show** to display the virtual LED.

5.7.5 Editing Background Picture

Purpose:

Upload local picture as the background of output screen.

Steps:

1. Click **Background Picture** to enter background picture interface.

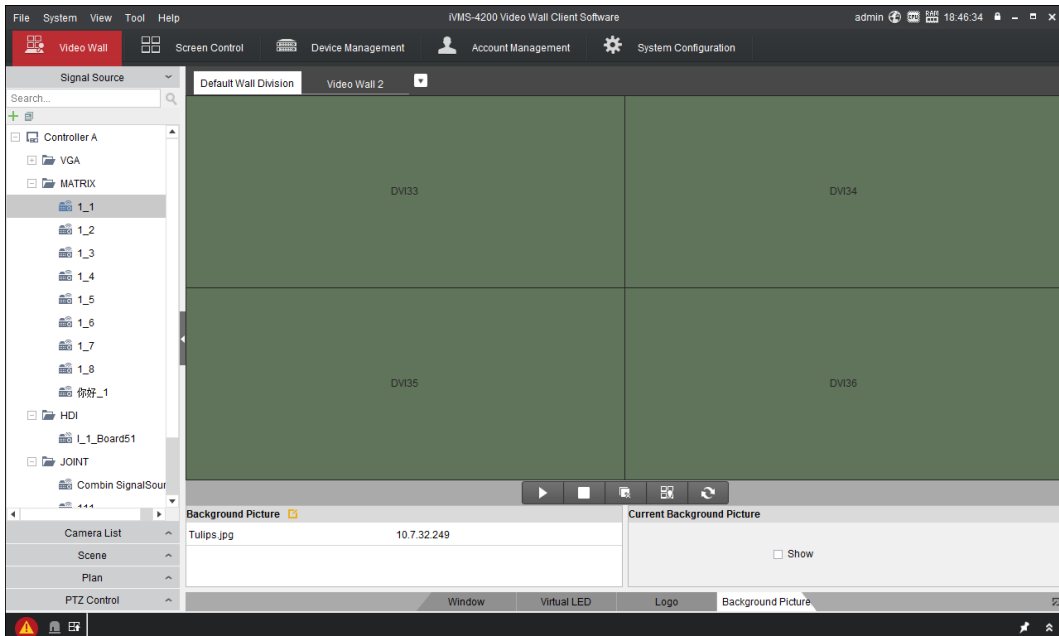



Figure 5.19 Background Picture

2. Click  to pop up selecting background picture interface.
3. Input the file path and click **Open** to upload the file. The uploaded picture will replaced the current picture.
4. Click and drag the background picture to the video wall.
5. Select the checkbox of Show to enable the background picture. Clear the checkbox to disable it.



- The supported resolution of background picture ranges from 1280 × 720 to 16384 × 8192.
- The supported formats of background picture are *.jpg and *.jpeg.
- The picture name cannot contain more than 32 characters.

Chapter 6 Log Searching

The client log files of the controller can be searched for checking. The client logs refer to the log files of the client and are stored on the local PC.

6.1 Searching Log

Steps:

1. Click the **Log Search** item in the dropdown list of **Tool**.

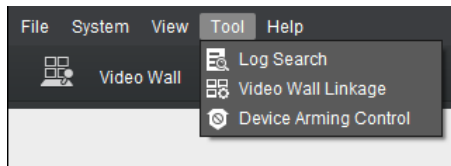


Figure 6. 1 Dropdown List of Tool

2. Specify the start time and end time.

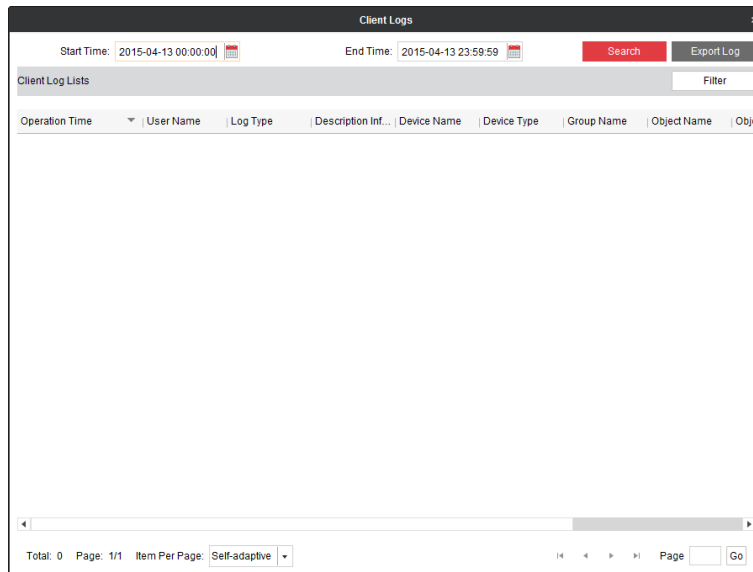


Figure 6. 2 Log Search Interface

3. Click **Search**. The log files meet the conditions be displayed on the list.
You can check the **Operation Time**, **Description** and other information of the logs.

6.2 Filtering Log Files

Purpose:

The search results (log files) can be filtered by the keyword or condition, and thus you can find the logs that you want.

Steps:

1. Click **Filter** or the icon  on the **Log Search** interface to expand the **Log Filter** panel.

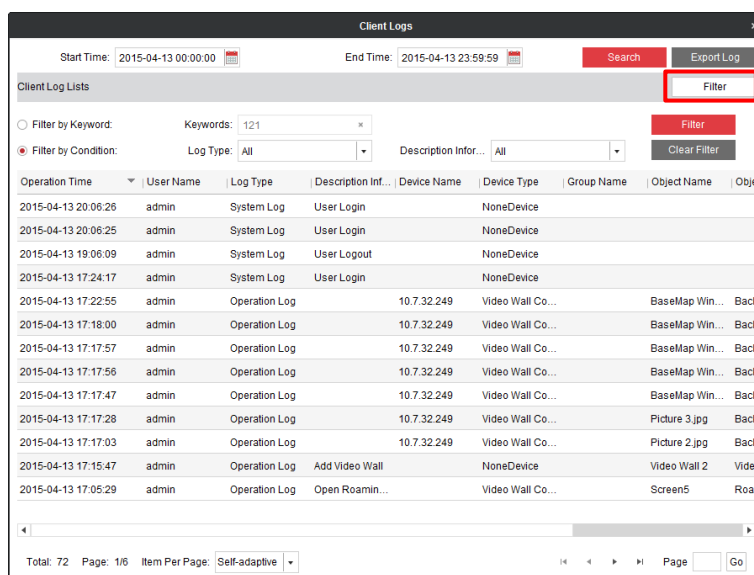


Figure 6. 3 Log Filter

2. Check the checkbox of **Filter by Keyword**, and then input keyword for filtering in the text field;
Or check the checkbox of **Filter by Condition**, and then specify log information in the drop-down list.
3. Click **Filter** to start filtering. You can click **Clear Filter** the clear the filtering.

6.3 Exporting Log Files


Purpose:

The log files, including the client logs and server logs, can be exported for backup.

Before you start:

Search out the log files first.

Steps:

1. Click **Export Log** to open the **Log Backup** dialog box.
2. Click the icon  and select a local saving path.
3. Click **Backup** to export the log file.



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