DigiBird Technology Co., Ltd.

UniStream

User Manual V1.7

DIGIBIRD
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Preface

This manual applies to the DMIS visual management platform. Thank you for purchasing our product. Please read this manual carefully before use.
All images in this manual are for reference only; please refer to the actual product.
The descriptions in this manual may not correspond exactly to the products or accessories you purchase. Our company reserves the right to modify any information in this manual at any time and will periodically improve or update its content based on product feature enhancements. Updated content will be added to new versions of this manual without prior notice. Thank you for your understanding.

Icon Conventions

	INSTRUCTION	Necessary tips, supplements, and explanations will help you better understand the content described in the manual.
	NOTE	The instructions and guidelines for operation will guide you to use the equipment more conveniently and efficiently.
	WARNING	There may be potential hazards; please be aware that the device can be used safely.

Text Symbol Conventions

[ ]	Square Brackets	Identifies the area or window of the user interface, such as [Control Panel], which refers to the computer's Control Panel window.
"	Quotation Mark	User interface buttons. For example, "Center" means to center the selected content.
< >	Angle Brackets	Keyboard keys. For example, <CTRL+1> means pressing the "CTRL" key and the "1" key on the keyboard simultaneously.
→	Arrow	The order of options or menus for executing steps, such as selecting A→B, means selecting A first, and then selecting B.

Important Notice

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1. System Introduction

1.1. Hardware Description

UniStream, a network-distributed AV&KVM system developed by DigiBird Technology Co., Ltd., is designed based on the concept of IP-based resource pools. Combining deep and shallow compression, it easily enables the transmission, processing, and sharing of large-scale, cross-regional audio and video signals.

The distributed system can be widely used in scenarios such as command and control centers, monitoring centers, data centers, and dispatch centers. Whether it is a room, a building, a park, or even a cross-regional scenario, it can realize the sharing and distribution of signals at any time, break geographical restrictions, build a highly efficient collaborative team, and has the characteristics of flexibility, convenience, unified management, multi-faceted interaction, stability, reliability, and high-cost performance.

Three different product series are provided based on functional and visual differences: UniStream Tr series, UniStream Br/Br-L series, UniStream H-L series. Each series includes encoding nodes, decoding nodes, control devices, and mounting racks.

CLASSIFICATION	FEATURES
UniStream Tr series	VC2 shallow compressed bitstream and H.264 and H.265 deep compressed bitstream, 4:4:4 original color processing.
UniStream Br /Br-L series	H.264 and H.265 deeply compressed bitstreams.
UniStream H -L series	VC2 shallow compressed bitstream, 4:4:4 original color processing.

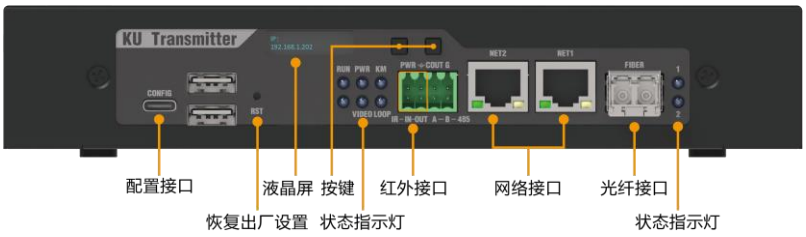
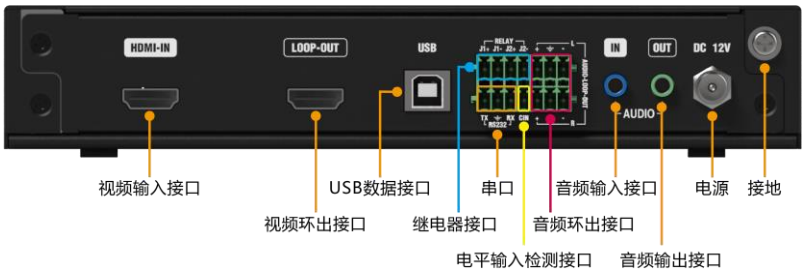
1.1.1. Tr Series

The UniStream Tr series encoding/decoding node types are shown in the table below:

CLASSIFICATION	APPLICATION TYPE	INTERFACE TYPE
ENCODING NODE	Workstation collaborative encoding node (KU)	HDMI / 4K HDMI / 4K60 HDMI / DP / 4K DP / 4K60 DP / DVI-I
	Workstation encoding node (KM)	HDMI / 4K HDMI / 4K60 HDMI / DP / 4K DP / 4K60 DP / DVI-I
	Audio/video encoding node (VA)	HDMI / 4K HDMI / 4K60 HDMI / DP / 4K DP / 4K60 DP / DVI-I / SDI
	10 gigabit workstation collaborative encoding node (KU)	Choose between 4K60 HDMI and 4K60 DP.
	10 gigabit workstation encoding node (KM)	Choose between 4K60 HDMI and 4K60 DP.
DECODING NODE	Workstation collaborative decoding node (KU)	HDMI / 4K HDMI / 4K60 HDMI / DP / 4K DP / 4K60 DP / DVI-I
	Workstation decoding node (KM)	HDMI / 4K HDMI / 4K60 HDMI / DP / 4K DP / 4K60 DP / DVI-I
	Audio/video decoding node (VW)	HDMI / 4K HDMI / 4K60 HDMI / DP / 4K DP / 4K60 DP / DVI-I / SDI
	Video wall decoding nodes (VA)	HDMI / 4K HDMI / 4K60 HDMI / DP / 4K DP / 4K60 DP / DVI-I
	Enhanced video wall decoding node (EVW)	4K60 HDMI
	10 gigabit workstation collaborative decoding node (KU)	Choose between 4K60 HDMI and 4K60 DP.
	10 gigabit host decoding node (KM)	Choose between 4K60 HDMI and 4K60 DP.

1.1.1.1. Encoding Node

1. Product Appearance

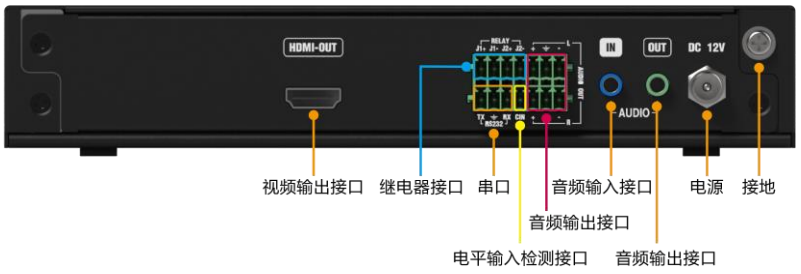
APPLICATION	APPEARANCE
AUDIO AND VIDEO ENCODING NODE (VA)	前面板 
WORKSTATION ENCODING NODE (KM)	前面板 
WORKSTATION COLLABORATION ENCODING NODE (KU)	前面板 
/	背面板  Note: The back panels of different types of encoding nodes are the same except for the video interface. The product's appearance is subject to the actual product.

2. Interface Description

INTERFACE	DESCRIPTION		
APPLICATION	**STATION COLLABORATIVE ENCODING NODE**	**STATION ENCODING NODE**	**AUDIO AND VIDEO ENCODING NODES**
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.		
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.		
LCD SCREEN	Supports displaying node IP and MAC addresses		
STATUS INDICATOR LIGHTS	RUN: Node running status indicator. Flashing indicates the node is running normally, while rapid flashing indicates the node is unclaimed. PWR: Power indicator light, stays on after startup. VIDEO: Video signal indicator light, stays on when there is input. KM: This indicator light stays on when a workstation is connected to a signal via a USB cable. This indicator light is currently not functional for audio/video nodes. LOOP: Video loop -out status indicator light, stays on when the output is normally connected. 1: The NET1 connection status indicator light on the network port stays on continuously during operation. 2: FIBER connection status indicator light, stays on during operation. Note: If neither 1 nor 2 is lit, it means that network port NET2 is working.		
BUTTON	Supports 2 buttons and accepts function customization.		
INFRARED INTERFACE	IR IN: Connect to an infrared receiver; IR OUT: Connect to the infrared transmitting device		
NETWORK INTERFACE	NET1, NET2: Two RJ45 network ports, supporting PoE power supply, fixed speed 1000Mbps		
FIBER OPTIC INTERFACE	FIBER: 1 SFP optical port (excluding optical module)		
VIDEO INPUT INTERFACE	Workstation nodes support HDMI / 4K-HDMI / 4K60-HDMI / DP / 4K-DP / 4K60-DP / DVI-I signal input, and audio/video nodes additionally support SDI signal input.		
VIDEO LOOP-OUT INTERFACE	Workstation nodes support HDMI / 4K-HDMI / 4K60-HDMI / DP / 4K-DP / 4K60-DP / DVI-I signal loop-out, and audio/video nodes additionally support SDI signal loop-out.		
USB DATA INTERFACE	USB: Connects to a signal, transmitting KM signals and USB data signals.	USB: Connects to a signal and transmits KM signals.	Reserve
RELAY INTERFACE	RELAY: Supports connecting two relay devices to achieve relay switching control.		
SERIAL PORT	RS232: Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.		
LEVEL INPUT DETECTION INTERFACE	CIN: 1-channel level input detection interface		
AUDIO LOOP-OUT INTERFACE	AUDIO-LOOP-OUT: Phoenix terminal audio loop-out interface		
AUDIO INPUT INTERFACE	AUDIO IN: 3.5mm audio input jack		
AUDIO OUTPUT INTERFACE	AUDIO OUT: 3.5mm audio output jack for bidirectional audio transmission.		
POWER SUPPLY	DC 12V: Power connection interface, 12V DC power supply.		

1.1.1.2. Decoding Node

1. Product Appearance

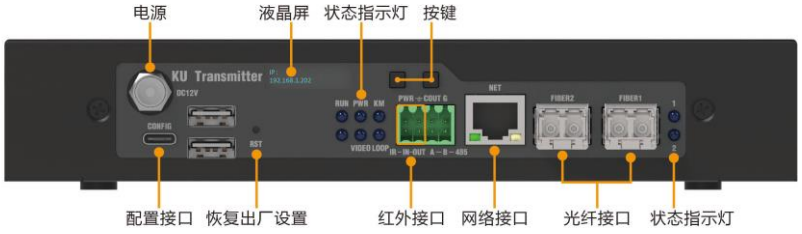
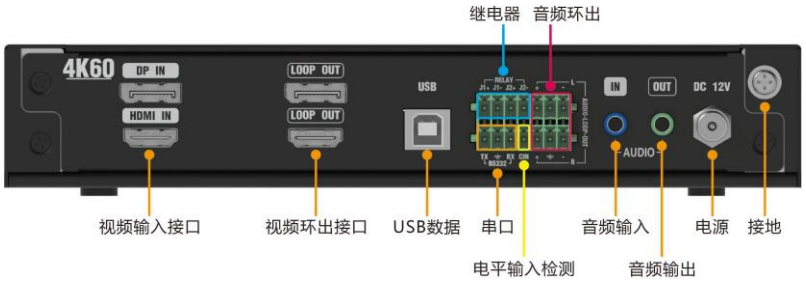
APPLICATION	APPEARANCE
VIDEO WALL DECODING NODE (VW)	前面板 
AUDIO AND VIDEO DECODING NODE (VA)	前面板 
WORKSTATION DECODING NODE (KM)	前面板 
WORKSTATION COLLABORATION DECODING NODE (KU)	前面板 
/	背面板  Note: The back panels of different types of decoding nodes are the same except for the video interface. The product's appearance is subject to the actual product.

2. Interface Description

INTERFACE	DESCRIPTION			
APPLICATION	WORKSTATION COLLABORATIVE DECODING NODE	WORKSTATION DECODING NODE	AUDIO AND VIDEO DECODING NODES	VIDEO WALL DECODING NODES
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.			
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.			
INFRARED INTERFACE	IR IN: Connect to an infrared receiver; IR OUT: Connect to an infrared transmitting device			
K/M INTERFACE	K/M: 2x USB Type A, for connecting a mouse and keyboard to enable Station control.		/	/
USB INTERFACE	USB: 2x USB Type A, for connecting USB flash drives and other devices to enable USB data transfer.	/	/	/
LCD SCREEN	Supports displaying node IP and MAC addresses			
BUTTON	Supports 2 buttons and accepts function customization.			
STATUS INDICATOR LIGHTS	RUN: Node running status indicator. Flashing indicates the node is running normally, while rapid flashing indicates the node is unclaimed. KM: This indicator light stays on when the mouse and keyboard are properly connected for agent-type nodes; this indicator light does not currently have a function for non-agent-type nodes. PWR: Power indicator light, stays on after startup. VIDEO: Video output status indicator light, stays on when connected to a monitor. IN1: Reserved IN2: NET2 port connection status indicator light, constantly lit during operation. 1: The NET1 port connection status indicator light is constantly on when the device is in operation. 2: FIBER fiber optic interface connection status indicator light, stays on during operation.			
NETWORK INTERFACE	NET1, NET2: Two RJ45 network ports, supporting PoE power supply, fixed speed 1000Mbps			
FIBER OPTIC INTERFACE	FIBER: 1 SFP optical port (excluding optical module)			
VIDEO OUTPUT INTERFACE	Workstation units and video wall nodes support HDMI / 4K-HDMI / 4K60-HDMI / DP / 4K-DP / 4K60-DP / DVI-I signal output. Audio and video nodes additionally support SDI signal output.			
RELAY INTERFACE	RELAY: Supports connecting two relay devices to achieve relay switching control.			
SERIAL PORT	RS232: Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.			
LEVEL INPUT DETECTION INTERFACE	CIN: 1-channel level input detection interface			
AUDIO INPUT INTERFACE	AUDIO IN: 3.5 mm audio input jack for bidirectional audio transmission.			Reserve
AUDIO OUTPUT INTERFACE	AUDIO OUT: Phoenix connector & 3.5mm audio jack, for connecting headphones/speakers and other devices to achieve audio output.			
POWER SUPPLY	DC 12V: Power connection interface, 1.2V DC power supply.			

1.1.1.3. 10 Gigabit Encoding Node

1. Product Appearance

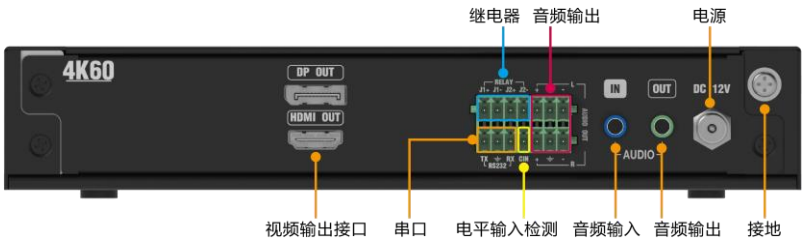
APPLICATION	APPEARANCE
WORKSTATION ENCODING NODE (KM)	前面板 
WORKSTATION COLLABORATION ENCODING NODE (KU)	前面板 
/	背面板 

2. Interface Description

INTERFACE	DESCRIPTION	
APPLICATION	WORKSTATION COLLABORATIVE ENCODING NODE	WORKSTATION ENCODING NODE
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.	
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.	
LCD SCREEN	Supports displaying node IP and MAC addresses	
STATUS INDICATOR LIGHTS	RUN: Node running status indicator. Flashing indicates the node is running normally, while rapid flashing indicates the node is unclaimed. PWR: Power indicator light, stays on after startup. VIDEO: Video signal indicator light, stays on when there is input. KM: Always on when connected to a signal via USB cable LOOP: Video loop -out status indicator light, stays on when the output is normally connected. 1: The NET connection status indicator light on the network port stays on continuously during operation. 2: FIBER 1 connection status indicator light, stays on during operation. Note: If neither 1 nor 2 is lit, it means that the optical port FIBER 2 is working.	
BUTTON	Supports 2 buttons and accepts function customization.	
INFRARED INTERFACE	IR IN: Connect to an infrared receiver; IR OUT: Connect to an infrared transmitting device	
NETWORK INTERFACE	NET: Reserved interface, RJ45 network port, supports PoE power supply, fixed speed 1000Mbps	
FIBER OPTIC INTERFACE	FIBER 1 and FIBER 2: Two SFP optical ports that serve as backups for each other (excluding optical modules).	
VIDEO INPUT INTERFACE	Choose between 4K60 HDMI and 4K60 DP.	
VIDEO LOOP-OUT INTERFACE	Video signal loop-out, choose between 4K60 HDMI and 4K60 DP.	
USB DATA	USB: Connects to a signal, transmitting KM signals and USB data signals.	USB: Connects to a signal and transmits KM signals.
RELAY	RELAY: Supports connecting two relay devices to achieve relay switching control.	
SERIAL PORT	RS232: Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.	
LEVEL INPUT DETECTION	CIN: 1-channel 5V level input detection interface	
AUDIO LOOP-OUT	AUDIO-LOOP-OUT: Phoenix terminal balanced audio, supports embedded audio loop-out.	
AUDIO INPUT	AUDIO IN: 3.5mm audio input jack, supports embedded audio input.	
AUDIO OUTPUT	AUDIO OUT: 3.5mm audio output jack for bidirectional audio transmission.	
POWER SUPPLY	DC 12V: Two 12V DC power interfaces, supporting power backup.	

1.1.1.4. 10 Gigabit Decoding Node

1. Product Appearance

APPLICATION	APPEARANCE
WORKSTATION DECODING NODE (KM)	前面板 
WORKSTATION COLLABORATION DECODING NODE (KU)	前面板 
/	背面板 

2. Interface Description

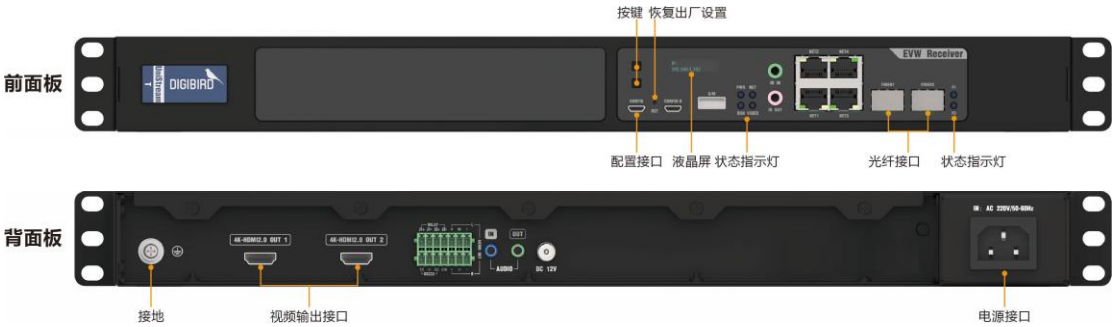
INTERFACE	DESCRIPTION	
APPLICATION	WORKSTATION COLLABORATIVE DECODING NODE	WORKSTATION DECODING NODE
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.	
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.	
INFRARED INTERFACE	IR IN: Connect to an infrared receiver; IR OUT: Connect to an infrared transmitting device	
K/M INTERFACE	K/M: 2x USB Type A, for connecting a mouse and keyboard to enable Station control.	
USB INTERFACE	USB: 2x USB Type A, for connecting USB flash drives and other devices to enable USB data transfer.	/
LCD SCREEN	Supports displaying node IP and MAC addresses	
BUTTON	Supports 2 buttons and accepts function customization.	
STATUS INDICATOR LIGHTS	RUN: Node running status indicator. Flashing indicates the node is running normally, while rapid flashing indicates the node is unclaimed. KM: Light stays on when the mouse and keyboard are properly connected. PWR: Power indicator light, stays on after startup. VIDEO: Video output status indicator light, stays on when connected to a monitor. IN1: Reserved IN2: FIBER 2 optical port connection status indicator light, always on during operation. 1: FIBER 1 optical port connection status indicator light, stays on during operation. 2: NET port connection status indicator light, stays on while working.	
NETWORK INTERFACE	NET: Reserved interface, RJ45 network port, supports PoE power supply, fixed speed 1000Mbps	
FIBER OPTIC INTERFACE	FIBER 1 and FIBER 2: Two SFP optical ports that serve as backups for each other (excluding optical modules).	
VIDEO OUTPUT INTERFACE	Choose between 4K60 HDMI and 4K60 DP.	
RELAY	RELAY: Supports connecting two relay devices to achieve relay switching control.	
SERIAL PORT	RS232: Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.	
LEVEL INPUT DETECTION	CIN: 1-channel 5V level input detection interface	
AUDIO INPUT	AUDIO IN: 3.5 mm audio input jack for bidirectional audio transmission.	
AUDIO OUTPUT	AUDIO OUT: Phoenix terminal balanced audio & 3.5mm audio jack, for connecting headphones/speakers and other devices to achieve audio output.	
POWER SUPPLY	DC 12V: Two 12V DC power interfaces, supporting power backup.	

1.1.1.5. Enhanced Video Wall Decoding Node

The enhanced video wall decoding node comes in two forms: a single node in a 1U chassis and a dual node in a 1U chassis.

In single-node mode, it supports 2-channel 4K60 HDMI video outputs, while in dual-node mode, it supports 4-channel 4K60 HDMI video outputs, enabling multi-screen video wall displays. Each interface supports up to eight 4K windows and simultaneously supports 9-view/16-view display on a single screen, with a maximum bitrate resolution of 4K60. Output backup is supported to ensure a stable display on the spliced Video Wall.

Taking a single-node configuration as an example, the device interfaces and indicator lights are described below:



INTERFACE	DESCRIPTION
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.
LCD SCREEN	Supports displaying node IP and MAC addresses.
STATUS INDICATOR LIGHTS	POWER: Power indicator light, stays on after startup. RUN: Node running status indicator. Flashing indicates the node is running normally, while rapid flashing indicates the node is unclaimed. NET: Reserved VIDEO: Video output status indicator light, stays on when connected to a monitor. F1: Fiber optic connection status indicator light, stays on when FIBER1 is working. F2: Fiber optic connection status indicator light, stays on when FIBER2 is working.
BUTTON	Supports 2 buttons and accepts function customization.
FIBER OPTIC INTERFACE	FIBER1 and FIBER2: Two 10 Gigabit fiber optic interfaces with a speed of 10 Gbps (excluding optical modules).
VIDEO OUTPUT INTERFACE	2x 4K60-HDMI signal output interfaces
POWER SUPPLY	IN AC 220V/50-60Hz: 220V AC power interface
OTHER INTERFACES	Reserve

The device can transmit embedded audio; please refer to the actual product for its appearance.

1.1.2. Br/Br-L Series

The UniStream Br series encoding/decoding node types are shown in the table below:

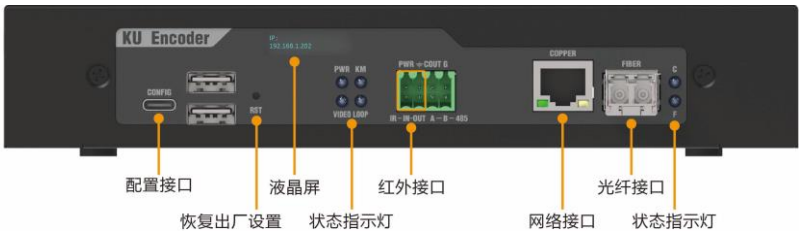
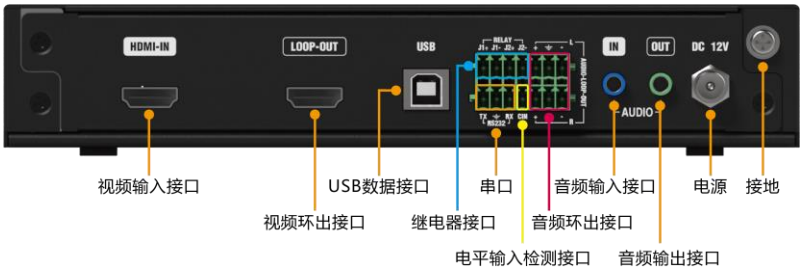
CLASSIFICATION	APPLICATION TYPE	INTERFACE TYPE
ENCODING NODE	Workstation collaborative encoding node (KU)	HDMI / 4K HDMI / DP / 4K DP / DVI-I
	Workstation encoding node (KM)	HDMI / 4K HDMI / DP / 4K DP / DVI-I
	Audio/video encoding node (VA)	HDMI / 4K HDMI / DP / 4K DP / DVI-I / SDI
DECODING NODE	Workstation collaborative decoding node (KU)	HDMI / 4K HDMI / DP / 4K DP / DVI-I
	Workstation decoding node (KM)	HDMI / 4K HDMI / DP / 4K DP / DVI-I
	Audio/video decoding node (VA)	HDMI / 4K HDMI / DP / 4K DP / DVI-I / SDI
	Video wall decoding nodes (VW)	HDMI / 4K HDMI / DP / 4K DP / DVI-I
DUAL-PATH ENCODING NODE	Workstation encoding node (KM)	HDMI / DVI
	Audio/video encoding node (VA)	HDMI / DVI
DUAL-PATH DECODING NODE	Workstation decoding node (KM)	HDMI / DVI
	Audio/video decoding node (VA)	HDMI / DVI

The UniStream Br-L series encoder/decoder node types are shown in the table below:

CLASSIFICATION	APPLICATION TYPE	INTERFACE TYPE
ENCODING NODE	Workstation collaborative encoding node (KU)	HDMI / 4K HDMI
	Workstation encoding node (KM)	HDMI / 4K HDMI
DECODING NODE	Workstation collaborative decoding node (KU)	HDMI / 4K HDMI
	Workstation decoding node (KM)	HDMI / 4K HDMI
	Video wall decoding nodes (VW)	HDMI / 4K HDMI
ENHANCED ENCODING NODE	Workstation collaborative encoding node (KU)	4K60 HDMI-DP
	Workstation encoding node (km)	4K60 HDMI-DP / 4K HDMI
ENHANCED DECODING NODE	Workstation collaborative decoding node (KU)	4K60 HDMI-DP
	Workstation decoding node (km)	4K60 HDMI-DP
	Video wall decoding nodes (VW)	4K60 HDMI-DP

1.1.2.1. Encoding Node

1. Product Appearance

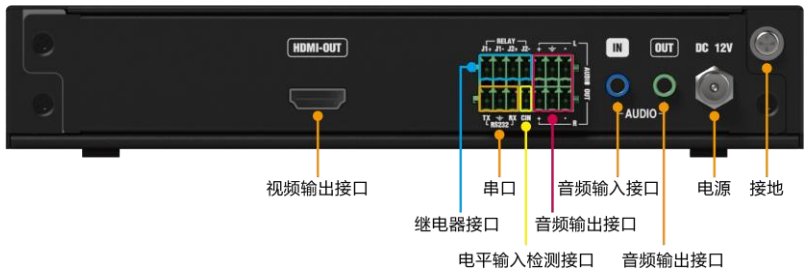
APPLICATION	APPEARANCE
AUDIO AND VIDEO ENCODING NODE (VA)	前面板 
WORKSTATION CODE NODE (KM)	前面板 
WORKSTATION COLLABORATION ENCODING NODE (KU)	前面板 
/	背面板  Note: The back panels of different types of encoding nodes are the same except for the video interface. The product's appearance is subject to the actual product.

2. Interface Description

INTERFACE	DESCRIPTION		
APPLICATION	**WORKSTATION COLLABORATIVE ENCODING NODE**	**WORKSTATION ENCODING NODE**	**AUDIO AND VIDEO ENCODING NODES**
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.		
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.		
LCD SCREEN	Supports displaying node IP and MAC addresses		
STATUS INDICATOR LIGHTS	PWR: Power indicator light, stays on after startup. VIDEO: Video signal indicator light, stays on when there is input. KM: This indicator light stays on when a workstation is connected to a signal via a USB cable. This indicator light is currently not functional for audio/video nodes. LOOP: Video loop -out signal indicator light, stays on when connected to a monitor. C: Network port connection status indicator light, always on during operation. F: Fiber optic connection status indicator light, always on during operation.		
INFRARED INTERFACE	IR IN: Connect to an infrared receiver; IR OUT: Connect to an infrared transmitting device		
NETWORK INTERFACE	COPPER: 1 RJ45 network port, supports PoE power supply, fixed speed 1000Mbps		
FIBER OPTIC INTERFACE	FIBER: 1 SFP optical port (excluding optical module)		
VIDEO INPUT INTERFACE	BR series: Station nodes support HDMI / 4K-HDMI / DP / 4K-DP / DVI-I signal input; audio and video nodes additionally support SDI signal input. Br -L series: Supports HDMI / 4K-HDMI signal input		
VIDEO LOOP-OUT INTERFACE	BR series: Station nodes support HDMI / 4K-HDMI / DP / 4K-DP / DVI-I signal loop-out; audio and video nodes additionally support SDI signal loop-out. Br -L series: Supports HDMI / 4K-HDMI signal loop-out		
USB DATA INTERFACE	USB: Connects to a signal, transmitting KM signals and USB data signals.	USB: Connects to a signal and transmits KM signals.	Reserve
RELAY INTERFACE	RELAY: Supports connecting two relay devices to achieve relay switching control.		
SERIAL PORT	RS232: Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.		
LEVEL INPUT DETECTION INTERFACE	CIN: 1-channel level input detection interface		
AUDIO LOOP-OUT INTERFACE	AUDIO-LOOP-OUT: Phoenix terminal audio loop-out interface		
AUDIO INPUT INTERFACE	AUDIO IN: 3.5mm audio input jack		
AUDIO OUTPUT INTERFACE	AUDIO OUT: 3.5mm audio output jack for bidirectional audio transmission.		
POWER SUPPLY	DC 12V: Power connection interface, 1.2V DC power supply.		

1.1.2.2. Decoding Node

1. Product Appearance

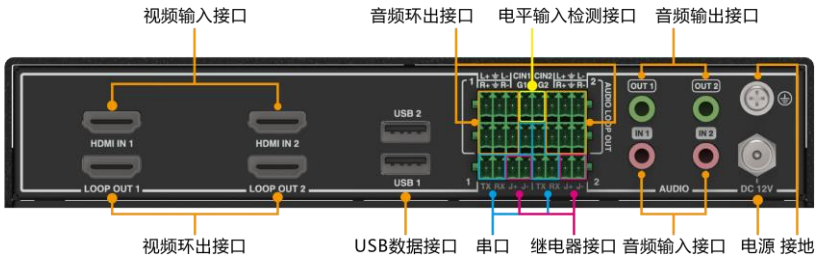
APPLICATION	APPEARANCE
VIDEO WALL DECODING NODE (VW)	前面板 
AUDIO AND VIDEO DECODING NODE (VA)	前面板 (1)  前面板 (2)  Note: For the appearance of the front panel of the HDMI/DVI node, see front panel (1); for the other nodes, see front panel (2).
WORKSTATION DECODING NODE (KM)	前面板 (1)  前面板 (2)  Note: For the appearance of the front panel of the HDMI/DVI node, see front panel (1); for the other nodes, see front panel (2).
WORKSTATION COLLABORATION DECODING NODE (KU)	前面板 
	背面板  Note: The back panels of different types of decoding nodes are the same except for the video interface. The product's appearance is subject to the actual product.

2. Interface Description

INTERFACE	DESCRIPTION			
APPLICATION	**WORKSTATION COLLABORATIVE DECODING NODE**	**WORKSTATION DECODING NODE**	**AUDIO AND VIDEO DECODING NODES**	**VIDEO WALL DECODING NODES**
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.			
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.			
INFRARED INTERFACE	IR IN: Connect to an infrared receiver; IR OUT: Connect to an infrared transmitting device			
K/M INTERFACE	K/M: 2x USB Type A, for connecting a mouse and keyboard to enable Station control.		/	/
USB INTERFACE	USB: 2x USB Type A, for connecting USB flash drives and other devices to enable USB data transfer.	/	/	/
LCD SCREEN	Supports displaying node IP and MAC addresses			
STATUS INDICATOR LIGHTS	POWER, PWR: Power indicator lights, stay on after startup. VIDEO: Video output status indicator light, stays on when connected to a monitor. KM 1: For agent-type nodes, this indicator light stays on when a device is connected to the KM interface; for non-agent-type nodes, this indicator light currently has no function. KM 2: For agent-type nodes, this indicator light stays on when a device is connected to the KM interface below; for non-agent-type nodes, this indicator light currently has no function. C: Network port connection status indicator light, always on during operation. F: Fiber optic connection status indicator light, always on during operation.			
NETWORK INTERFACE	COPPER: 1 RJ45 network port, supports PoE power supply, fixed speed 1000Mbps			
FIBER OPTIC INTERFACE	FIBER: 1 SFP optical port (excluding optical module)			
VIDEO OUTPUT INTERFACE	BR series: Station units and video wall nodes support HDMI / 4K-HDMI / DP / 4K-DP / DVI-I signal output; audio and video nodes additionally support SDI signal output. Br -L series: Supports HDMI / 4K-HDMI signal output			
RELAY INTERFACE	RELAY: Supports connecting two relay devices to achieve relay switching control.			
SERIAL PORT	RS232: Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.			
LEVEL INPUT DETECTION INTERFACE	CIN: 1-channel level input detection interface			
AUDIO INPUT INTERFACE	AUDIO IN: 3.5 mm audio input jack for bidirectional audio transmission.			Reserve
AUDIO OUTPUT INTERFACE	AUDIO OUT: Phoenix connector & 3.5mm audio jack, for connecting headphones/speakers and other devices to achieve audio output.			
POWER SUPPLY	DC 12V: Power connection interface, 1.2V DC power supply.			

1.1.2.3. Dual-Channel Encoding Node

1. Product Appearance

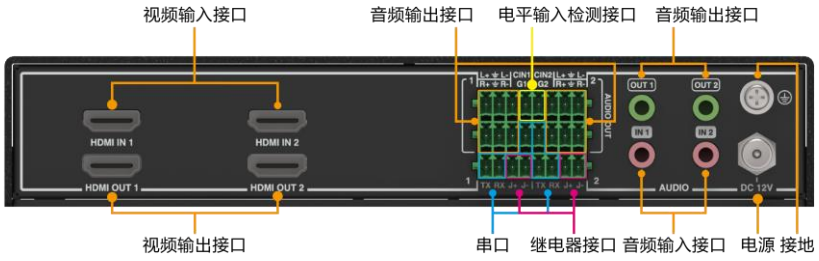
APPLICATION	APPEARANCE
AUDIO AND VIDEO ENCODING NODE (VA)	前面板 
WORKSTATION ENCODING NODE (KM)	前面板 
/	背面板  Note: • The node can be configured in single-path/dual-path mode. In dual-path mode, the two interfaces are equivalent to two separate nodes. In single-path mode, only interface 1 is available. • The back panels of different types of encoding nodes are identical except for the video interface. The product's appearance is subject to the actual product.

2. Interface Description

INTERFACE	DESCRIPTION	
APPLICATION	**DUAL-CHANNEL WORKSTATION ENCODING NODE**	**DUAL-CHANNEL AUDIO AND VIDEO ENCODING NODE**
LCD SCREEN	Supports displaying node IP and MAC addresses	
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.	
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.	
STATUS INDICATOR LIGHTS	PWR: Power indicator light, stays on after startup. KM 1: This indicator light stays on when the USB data interface of Station node 1 is connected to the signal via a USB cable. This indicator light is currently not functional on audio/video nodes. KM 2: The indicator light on Station node 2's USB data interface is constantly lit when connected to the signal via a USB cable. This indicator light is currently not functional on audio/video nodes. RUN: Node running status indicator. Flashing indicates the node is running normally, while rapid flashing indicates the node is unclaimed. VIDEO 1: Video signal indicator light, stays on when there is input at interface 1. VIDEO 2: Video signal indicator light, stays on when there is input at interface 2. C: Network port connection status indicator light, always on during operation. F: Fiber optic connection status indicator light, always on during operation.	
INFRARED INTERFACE	IN 1/2: Connect to infrared receiving device; OUT 1/2: Connect to infrared transmitting device.	
NETWORK INTERFACE	COPPER: 1 RJ45 network port, supports PoE power supply, fixed speed 1000Mbps	
FIBER OPTIC INTERFACE	FIBER: 1 SFP optical port (excluding optical module)	
VIDEO INPUT INTERFACE	2-channel HDMI / DVI signal input	
VIDEO LOOP-OUT INTERFACE	2-channel HDMI / DVI signal loop-out	
USB DATA INTERFACE	USB: Supports connection to 2 computers and transmission of KM signals.	Reserve
RELAY INTERFACE	RELAY: Supports connecting two relay devices to achieve relay switching control.	
SERIAL PORT	RS232: Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.	
LEVEL INPUT DETECTION INTERFACE	CIN: 2-channel level input detection interface	
AUDIO LOOP-OUT INTERFACE	AUDIO-LOOP-OUT: Phoenix terminal audio loop-out interface, supporting 2-channel audio loop-out.	
AUDIO INPUT INTERFACE	AUDIO IN: 3.5mm audio input jack, supports 2-channel audio input.	
AUDIO OUTPUT INTERFACE	AUDIO OUT: 3.5mm audio output jack, supporting 2-channel bidirectional audio transmission.	
POWER SUPPLY	DC 12V: Power connection interface, 1.2V DC power supply.	

1.1.2.4. Dual-Channel Decoding Node

1. Product Appearance

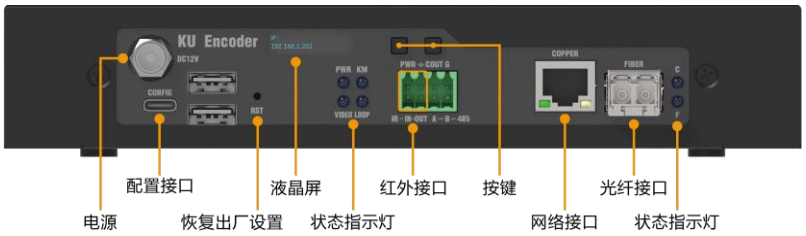
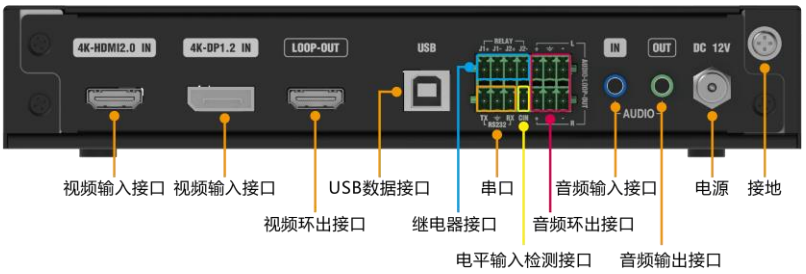
APPLICATION	APPEARANCE
AUDIO AND VIDEO DECODING NODE (VA)	前面板 
WORKSTATION DECODING NODE (KM)	前面板 
/	背面板  Note: • The node can be configured in single-path/dual-path mode. In dual-path mode, the two interfaces are equivalent to two separate nodes. In single-path mode, only interface 1 is available. • The back panels of different types of encoding nodes are identical except for the video interface. The product's appearance is subject to the actual product.

2. Interface Description

INTERFACE	DESCRIPTION	
APPLICATION	**DUAL-CHANNEL WORKSTATION DECODING NODE**	**DUAL-CHANNEL AUDIO AND VIDEO DECODING NODE**
LCD SCREEN	Supports displaying node IP and MAC addresses	
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.	
K/M INTERFACE	K/M 1/2: 4x USB Type A, for connecting a mouse and keyboard to enable Station control.	/
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.	
STATUS INDICATOR LIGHTS	PWR: Power indicator light, stays on after startup. KM1: This indicator light stays on when any device is connected to the K / M1 interface on the left side of the agent node. This indicator light is currently not functional for audio/video nodes. KM2: This indicator light stays on when any device is connected to the K / M2 interface on the right side of the agent node. This indicator light is currently not functional on audio/video nodes. VIDEO 1: Video output status indicator light, stays on when the HDMI OUT 1 interface is connected to a monitor. VIDEO 2: Video output status indicator light, stays on when the HDMI OUT 2 interface is connected to a monitor. C: Network port connection status indicator light, always on during operation. F: Fiber optic connection status indicator light, always on during operation.	
INFRARED INTERFACE	IN 1/2: Connect to infrared receiving device; OUT 1/2: Connect to infrared transmitting device.	
NETWORK INTERFACE	COPPER: 1 RJ45 network port, supports PoE power supply, fixed speed 1000Mbps	
FIBER OPTIC INTERFACE	FIBER: 1 SFP optical port (excluding optical module)	
VIDEO INPUT INTERFACE	Reserve	
VIDEO OUTPUT INTERFACE	Supports 2-channel HDMI/ DVI signal output	
RELAY INTERFACE	Supports the connection of two relay devices to achieve relay switching control.	
SERIAL PORT	Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.	
LEVEL INPUT DETECTION INTERFACE	CIN: 2-channel level input detection interface	
AUDIO INPUT INTERFACE	AUDIO IN 1/2: 3.5 mm audio input jack, supporting 2-channel bidirectional audio transmission.	
AUDIO OUTPUT INTERFACE	AUDIO OUT 1/2: Phoenix connector & 3.5mm audio jack, for connecting headphones/speakers and other devices, supporting 2-channel audio output.	
POWER SUPPLY	DC 12V: Power connection interface, 1.2V DC power supply.	

1.1.2.5. Enhanced Encoding node

1. Product Appearance

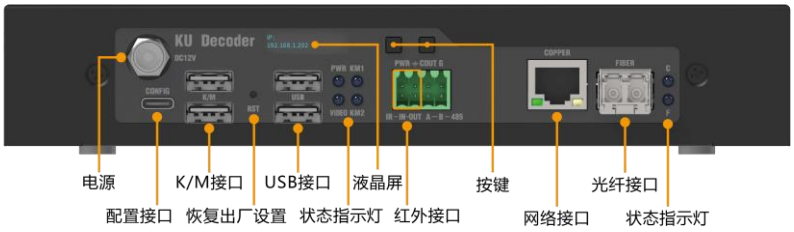
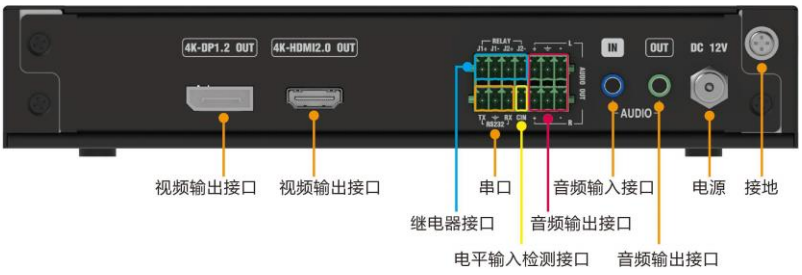
APPLICATION	APPEARANCE
ENHANCED WORKSTATION ENCODING NODE (KM)	前面板 
ENHANCED WORKSTATION COLLABORATION ENCODING NODE (KU)	前面板 
/	背面板  Note: The back panels of different types of encoding nodes are the same except for the video interface. The product's appearance is subject to the actual product.

2. Interface Description

INTERFACE	DESCRIPTION	
APPLICATION	**ENHANCED WORKSTATION COLLABORATION ENCODING NODE**	**ENHANCED WORKSTATION ENCODING NODE**
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.	
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.	
LCD SCREEN	Supports displaying node IP and MAC addresses	
STATUS INDICATOR LIGHTS	PWR: Power indicator light, stays on after startup. VIDEO: Video signal indicator light, stays on when there is input. KM: Always on when connected to a signal via USB cable LOOP: Video loop -out signal indicator light, stays on when connected to a monitor. C: Network port connection status indicator light, always on during operation. F: Fiber optic connection status indicator light, always on during operation.	
BUTTON	Supports 2 buttons and accepts function customization.	
INFRARED INTERFACE	IR IN: Connect to an infrared receiver; IR OUT: Connect to an infrared transmitting device	
NETWORK INTERFACE	COPPER: One RJ45 network port, supports PoE power supply, fixed speed 1000Mbps, and is redundant with the optical port.	
FIBER OPTIC INTERFACE	FIBER: 1 SFP optical port (excluding optical module)	
VIDEO INPUT INTERFACE	Choose between 4K60 HDMI and 4K60 DP.	Video signal input: Choose between 4K60 HDMI and 4K60 DP / 4K HDMI
VIDEO LOOP-OUT INTERFACE	4K60-HDMI signal loop-out	4K60-HDMI / 4K HDMI signal loop-out
USB DATA INTERFACE	USB: Connects to a signal, transmitting KM signals and USB data signals.	USB: Connects to a signal and transmits KM signals.
RELAY INTERFACE	RELAY: Supports connecting two relay devices to achieve relay switching control.	
SERIAL PORT	RS232: Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.	
LEVEL INPUT DETECTION INTERFACE	CIN: 1-channel level input detection interface	
AUDIO LOOP-OUT INTERFACE	AUDIO-LOOP-OUT: Phoenix terminal audio loop-out interface	
AUDIO INPUT INTERFACE	AUDIO IN: 3.5mm audio input jack	
AUDIO OUTPUT INTERFACE	AUDIO OUT: 3.5mm audio output jack for bidirectional audio transmission.	
POWER SUPPLY	DC 12V: Two power connection interfaces, 1.2V DC power supply.	

1.1.2.6. Enhanced Decoding Node

1. Product Appearance

APPLICATION	APPEARANCE
ENHANCED VIDEO WALL DECODING NODE (VW)	前面板 
ENHANCED WORKSTATION DECODING NODE (KM)	前面板 
ENHANCED WORKSTATION COLLABORATION DECODING NODE (KU)	前面板 
/	背面板  Note: The back panels of different types of decoding nodes are the same except for the video interface. The product's appearance is subject to the actual product.

2. Interface Description

INTERFACE	DESCRIPTION		
APPLICATION	ENHANCED WORKSTATION COLLABORATION DECODING NODE	ENHANCED WORKSTATION DECODING NODE	ENHANCED VIDEO WALL DECODING NODE
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.		
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.		
INFRARED INTERFACE	IR IN: Connect to an infrared receiver; IR OUT: Connect to an infrared transmitting device		
K/M INTERFACE	K/M: 2x USB Type A, for connecting a mouse and keyboard to enable Station control.		/
USB INTERFACE	USB: 2x USB Type A, for connecting USB flash drives and other devices to enable USB data transfer.	/	/
LCD SCREEN	Supports displaying node IP and MAC addresses		
STATUS INDICATOR LIGHTS	PWR: Power indicator light, stays on after startup. VIDEO: Video output status indicator light, stays on when connected to a monitor. KM 1: This indicator light stays on when a device is connected to the KM interface on a workstation-type node. This indicator light is currently not functional for video wall nodes. KM 2: This indicator light stays on when a device is connected to the KM interface below a workstation node. This indicator light is currently not functional for video wall nodes. C: Network port connection status indicator light, always on during operation. F: Fiber optic connection status indicator light, always on during operation.		
BUTTON	Supports 2 buttons and accepts function customization.		
NETWORK INTERFACE	COPPER: One RJ45 network port, supports PoE power supply, fixed speed 1000Mbps, and is redundant with the optical port.		
FIBER OPTIC INTERFACE	FIBER: 1 SFP optical port (excluding optical module)		
VIDEO OUTPUT INTERFACE	Simultaneous output of 4K60-HDMI and 4K60-DP signals		
RELAY INTERFACE	RELAY: Supports connecting two relay devices to achieve relay switching control.		
SERIAL PORT	RS232: Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.		
LEVEL INPUT DETECTION INTERFACE	CIN: 1-channel level input detection interface		
AUDIO INPUT INTERFACE	AUDIO IN: 3.5 mm audio input jack for bidirectional audio transmission.		Reserve
AUDIO OUTPUT INTERFACE	AUDIO OUT: Phoenix connector & 3.5mm audio jack, for connecting headphones/speakers and other devices to achieve audio output.		
POWER SUPPLY	DC 12V: Two power connection interfaces, 1.2V DC power supply.		

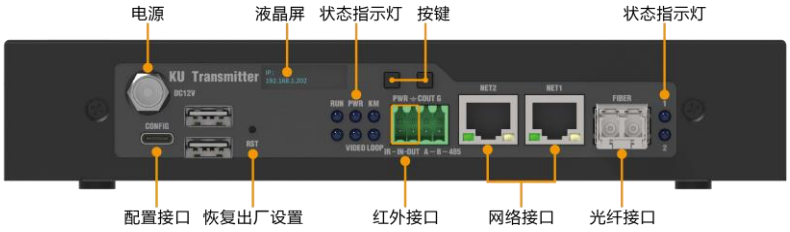
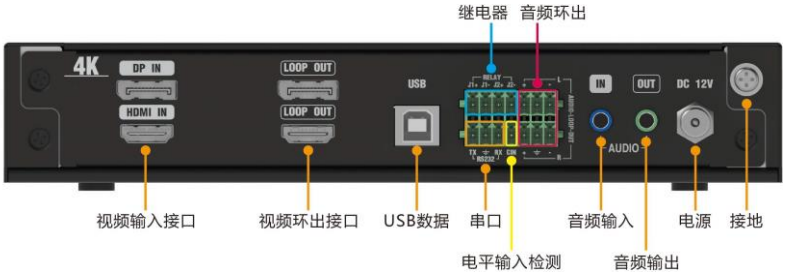
1.1.3. H-L Series

The UniStream H-L series encoding/decoding node types are shown in the table below:

CLASSIFICATION	APPLICATION TYPE	INTERFACE TYPE
ENCODING NODE	Workstation collaborative encoding node (KU)	4K HDMI-DP / 4K60 HDMI-DP
	Workstation encoding node (KM)	4K HDMI-DP / 4K60 HDMI-DP
	Audio/video encoding node (VA)	4K HDMI-DP / 4K60 HDMI-DP
DECODING NODE	Workstation collaborative decoding node (KU)	4K HDMI-DP / 4K60 HDMI-DP
	Workstation decoding node (KM)	4K HDMI-DP / 4K60 HDMI-DP
	Audio/video decoding node (VA)	4K HDMI-DP / 4K60 HDMI-DP
	Video wall decoding nodes (VW)	4K HDMI-DP / 4K60 HDMI-DP

1.1.3.1. Encoding Node

1. **Product Appearance**

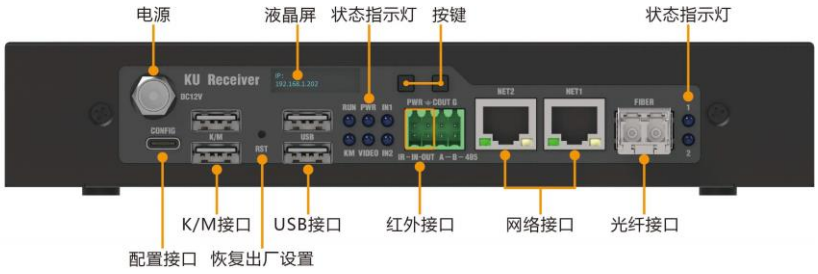
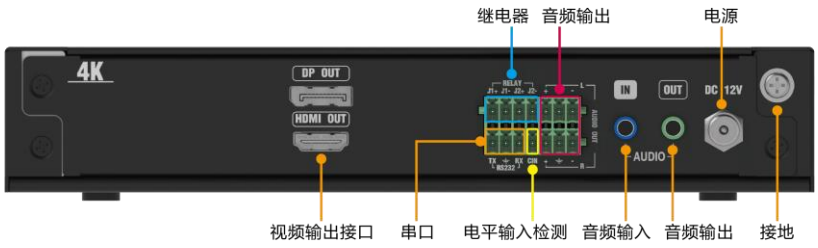
APPLICATION	APPEARANCE
AUDIO AND VIDEO ENCODING NODE (VA)	前面板 
WORKSTATION ENCODING NODE (KM)	前面板 
WORKSTATION COLLABORATION ENCODING NODE (KU)	前面板 
/	背面板  Note: The back panels of different types of encoding nodes are the same except for the video interface. The product's appearance is subject to the actual product.

2. Interface Description

INTERFACE	DESCRIPTION		
APPLICATION	**WORKSTATION COLLABORATIVE ENCODING NODE**	**WORKSTATION ENCODING NODE**	**AUDIO AND VIDEO ENCODING NODES**
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.		
FACTORY RESET	R ST: Press and hold for 5 seconds to restore factory settings.		
LCD SCREEN	Supports displaying node IP and MAC addresses		
STATUS INDICATOR LIGHTS	RUN: Node running status indicator. Flashing indicates the node is running normally, while rapid flashing indicates the node is unclaimed. PWR: Power indicator light, stays on after startup. KM: This indicator light stays on when a workstation is connected to a signal via a USB cable. This indicator light is currently not functional for audio/video nodes. VIDEO: Video signal indicator light, stays on when there is input. LOOP: Video loop -out status indicator light, stays on when the output is normally connected. 1: The NET1 connection status indicator light on the network port stays on continuously during operation. 2: The NET2 connection status indicator light on the network port stays on continuously during operation. Note: If neither 1 nor 2 is lit, it means the optical port FIBER is working.		
BUTTON	Supports 2 buttons and accepts function customization.		
INFRARED INTERFACE	IR IN: Connect to an infrared receiver; IR OUT: Connect to an infrared transmitting device		
NETWORK INTERFACE	NET 1, NET 2: Two RJ45 network ports, supporting PoE power supply, fixed speed of 1000Mbps, and supporting three-port link redundancy.		
FIBER OPTIC INTERFACE	FIBER: 1 SFP optical port (excluding optical module)		
VIDEO INPUT INTERFACE	Video signal input: Choose between 4K HDMI and 4K DP / Choose between 4K60 HDMI and 4K60 DP		
VIDEO LOOP-OUT INTERFACE	Video signal loop-out, choose between 4K HDMI and 4K DP / choose between 4K60 HDMI and 4K60 DP		
USB DATA	USB: Connects to a signal, transmitting KM signals and USB data signals.	USB: Connects to a signal and transmits KM signals.	Reserve
RELAY	RELAY: Supports connecting two relay devices to achieve relay switching control.		
SERIAL PORT	RS232: Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.		
LEVEL INPUT DETECTION	CIN: 1-channel 5V level input detection interface		
AUDIO LOOP-OUT	AUDIO-LOOP-OUT: Phoenix terminal balanced audio, supports embedded audio loop-out.		
AUDIO INPUT	AUDIO IN: 3.5mm audio input jack, supports embedded audio input.		
AUDIO OUTPUT	AUDIO OUT: 3.5mm audio output jack for bidirectional audio transmission.		
POWER SUPPLY	DC 12V: Two 12V DC power interfaces, supporting power backup.		

1.1.3.2. Decoding Node

1. Product Appearance

APPLICATION	APPEARANCE
VIDEO WALL DECODING NODE (VW)	前面板 
AUDIO AND VIDEO DECODING NODE (VA)	前面板 
WORKSTATION DECODING NODE (KM)	前面板 
WORKSTATION COLLABORATION DECODING NODE (KU)	前面板 
/	背面板 

Note: The back panels of different types of decoding nodes are the same except for the video interface. The product's appearance is subject to the actual product.

2. Interface Description

INTERFACE	DESCRIPTION			
APPLICATION	**WORKSTATION COLLABORATIVE DECODING NODE**	**WORKSTATION DECODING NODE**	**AUDIO AND VIDEO DECODING NODES**	**VIDEO WALL DECODING NODES**
CONFIGURATION INTERFACE	CONFIG: Micro USB interface, used during device debugging.			
FACTORY RESET	RST: Press and hold for 5 seconds to restore factory settings.			
INFRARED INTERFACE	IR IN: Connect to an infrared receiver; IR OUT: Connect to an infrared transmitting device			
K/M INTERFACE	K/M: 2x USB Type A, for connecting a mouse and keyboard to enable Station control.		/	/
USB INTERFACE	USB: 2x USB Type A, for connecting USB flash drives and other devices to enable USB data transfer.	/	/	/
LCD SCREEN	Supports displaying node IP and MAC addresses			
BUTTON	Supports 2 buttons, and accepts function customization.			
STATUS INDICATOR LIGHTS	RUN: Node running status indicator. Flashing indicates the node is running normally, while rapid flashing indicates the node is unclaimed. KM: This indicator light stays on when the mouse and keyboard are properly connected for agent-type nodes. This indicator light does not currently function for non-agent-type nodes. PWR: Power indicator light, stays on after startup. VIDEO: Video output status indicator light, stays on when connected to a monitor. IN1: Reserved IN2: NET 1 network port connection status indicator light, stays on while working. 1: The NET 2 network port connection status indicator light is constantly on when the device is in operation. 2: FIBER optical port connection status indicator light, stays on during operation.			
NETWORK INTERFACE	NET 1, NET 2: Two RJ45 network ports, supporting PoE power supply, fixed speed of 1000Mbps, and supporting three-port link redundancy.			
FIBER OPTIC INTERFACE	FIBER: 1 SFP optical port (excluding optical module)			
VIDEO OUTPUT INTERFACE	Video signal output: Choose between 4K HDMI and 4K DP / Choose between 4K60 HDMI and 4K60 DP			
RELAY	RELAY: Supports connecting two relay devices to achieve relay switching control.			
SERIAL PORT	RS232: Supports instruction set control; baud rates: 9600, 19200, 38400, 57600, 115200.			
LEVEL INPUT DETECTION	CIN: 1-channel 5V level input detection interface			
AUDIO INPUT	AUDIO IN: 3.5 mm audio input jack for bidirectional audio transmission.			Reserve
AUDIO OUTPUT	AUDIO OUT: Phoenix terminal balanced audio & 3.5mm audio jack, for connecting headphones/speakers and other devices to achieve audio output.			
POWER SUPPLY	DC 12V: Two 12V DC power interfaces, supporting power backup.			

1.1.4. Controlling Device

1.1.4.1. Visualized Management and Control Platform

INTERFACE	DESCRIPTION
VIDEO INTERFACE	1x DP port, 1x HDMI port, 1x VGA port
USB INTERFACE	4x USB 3.2 GEN2, 2x USB 3.2 GEN1
NETWORK PORT	4x RJ-45 LAN pị ort
AUDIO INTERFACE	1x 3-jack audio connector (Line-in, Line-out, MIC)
COM PORT	6x Serial port connector (COM1/COM2/COM3/COM4/COM5/COM6, COM1 supports RS232/422/485 function)
PARAMETER	**DESCRIPTION**
INPUT VOLTAGE	AC INPUT 100–240V ~, 4–1.5A, 50–60Hz
POWER	250W
SIZE	Dimensions (L x W x H): 404 x 482 x 88 mm (including mounting ears)
POWER SUPPLY	1

1.1.4.2. Recording Extension Host

INTERFACE	DESCRIPTION
VIDEO INTERFACE	1x DP port, 1x HDMI port, 1x VGA port
USB INTERFACE	4x USB 3.2 GEN 2, 2x USB 3.2 GEN 1
NETWORK PORT	2x RJ-45 LAN ports
AUDIO INTERFACE	1x 3-jack audio connector (Line-in, Line-out, MIC)
COM PORT	2x Serial port connector (COM1 supports RS232/422/485 function)
PARAMETER	**DESCRIPTION**
INPUT VOLTAGE	AC INPUT 100–240V ~, 4–1.5A, 50–60Hz
POWER	400W
SIZE	Dimensions (L x W x H): 481.5 x 482.6 x 88 mm (including mounting ears)
POWER SUPPLY	1

1.1.4.3. Maintenance Expanded Host

INTERFACE	DESCRIPTION
VIDEO INTERFACE	1x DP port, 1x HDMI port, 1x VGA port
USB INTERFACE	4x USB 3.2 GEN 2, 2x USB 3.2 GEN 1
NETWORK PORT	2x RJ-45 LAN ports
AUDIO INTERFACE	1x 3-jack audio connector (Line-in, Line-out, MIC)
COM PORT	2x Serial port connector (COM1 supports RS232/422/485 function)
PARAMETER	**DESCRIPTION**
INPUT VOLTAGE	AC INPUT 100–240V ~, 4–1.5A, 50–60Hz
POWER	400W
SIZE	Dimensions (L x W x H): 404 x 482 x 88 mm (including mounting ears)
POWER SUPPLY	1

1.1.4.4. Intelligent Identification Extended Host

INTERFACE	DESCRIPTION
VIDEO INTERFACE	1x DP port, 1x HDMI port, 1xVGA port
USB INTERFACE	4x USB 3.2 GEN 2, 2x USB 3.2 GEN1
NETWORK PORT	4x RJ-45 LAN ports
AUDIO INTERFACE	1x3-jack audio connector (Line-in, Line-out, MIC)
COM PORT	6x Serial port connector (COM1/COM2/COM3/COM4/COM5/COM6, COM1 supports RS232/422/485 function)
PARAMETER	**DESCRIPTION**
INPUT VOLTAGE	AC INPUT 100 -240V ~, 4-1.5A, 50–60Hz
POWER	250W
SIZE	Dimensions (L x W x H): 404 x 482 x 88 mm (including mounting ears)
POWER SUPPLY	1

1.1.5. Device Assembly

Node devices can be installed in standard cabinets via chassis or racks and can be powered by a centralized power supply, facilitating implementation and management.

1.1.5.1. 1U Bracket

The 1U rack supports single-unit installation and can accommodate up to two encoding/decoding nodes, each with its own power supply.

PARAMETER	DESCRIPTION
DIMENSIONS (WIDTH X DEPTH X HEIGHT)	444x200x42.5(mm) without mounting ears 483x200x42.5(mm) with mounting ears
WEIGHT	1.1kg (bracket only)
CHASSIS CAPACITY	2

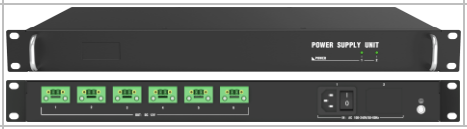
1.1.5.2. 6U Bracket

6U bracket supports single-unit installation and can accommodate up to 8 encoding/decoding nodes, each with its own power supply.

PARAMETER	DESCRIPTION
DIMENSIONS (WIDTH X DEPTH X HEIGHT)	482.6x200.8x266mm (depth includes the dimensions after the nodes are installed) 482.6x42x266mm (bracket depth only)
WEIGHT	1.972kg (bracket + 16 mounting ears + screws required for assembly) 1.348kg (bracket only)
CHASSIS CAPACITY	8

1.1.5.3. 1U Centralized Power Supply

This 1U centralized power supply is designed specifically for distributed nodes, providing them with a stable power source. It supports power backup to ensure the safety of distributed node power supply, offers convenient device wiring, and a centralized power supply reduces the need for extensive use of electrical outlets at the implementation site.

PARAMETER	DESCRIPTION	
PRODUCT NAME	1U CENTRALIZED POWER SUPPLY 400W	1U CENTRALIZED POWER SUPPLY 400W (REDUNDANT BACKUP)
PRODUCT APPEARANCE		
DIMENSIONS (WIDTH X DEPTH X HEIGHT)	482.6x262.24x44(mm) (including mounting ears)	
INPUT VOLTAGE	110-240V AC, 50/60Hz	
OUTPUT VOLTAGE	DC 12V	
OUTPUT POWER	400W (maximum output)	
POWER EFFICIENCY	93.0%	
EQUIPMENT CAPACITY AND SPECIFICATIONS	24-channel 12VDC tuning fork terminal output	
BACKUP CAPABILITIES	Independent dual power supply backup is not supported.	Independent dual power supply backup is supported.
WEIGHT	3.6kg (fully equipped)	4.6kg (fully equipped)
OPERATING TEMPERATURE	-30 ~ +55 ℃ (operating environment), -40 ~ +85 ℃ (storage environment)	
OPERATING HUMIDITY	20%~90%RH (operating environment), 10%~95%RH (storage environment)	

1.1.6. Factory Default Settings

Encoding node: 192.168.1.202

Decoding nodes: NET1—192.168.1.203, NET2—192.168.1.215 (NET2 is only supported by Tr series agent collaboration decoding nodes, agent decoding nodes, and video wall decoding nodes)

Visualized management and control platform: LAN1 — 192.168.1.6

The IP address of the encoding/decoding node can be modified in the software.

1.2. Software Overview

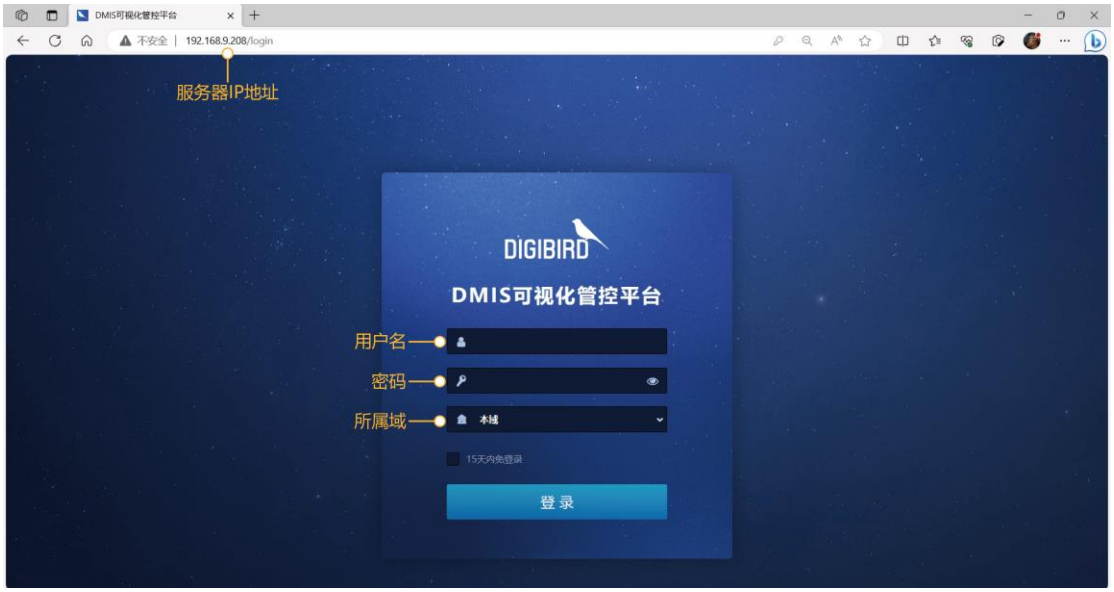
The UniStream distributed system's operating terminals include the DMIS visual management platform (web software) and the workstation management system (OSD menu).

The DMIS Visual Management and Control Platform, based on a B/S architecture, is a control software integrating visualization, customization, intelligence, and touch control. It can simultaneously control audio, video, environmental signals, and control signals from multiple locations, easily achieving interconnection and interoperability of audio and video data, dynamic environmental monitoring and alarms, and visualized operation and maintenance management. This makes command and control flexible and rapid, and conference communication accurate and efficient. The DMIS Visual Management and Control Platform covers the four core aspects of audio and video scenarios: transmission, exchange, processing, and control, as well as six major functional applications: domain management, display and control management, conference management, resource management, streaming media management, and operation and maintenance management. It can be widely used in command and control centers, emergency dispatch centers, large, medium, and small conference rooms, demonstration centers, and other locations to achieve intelligent comprehensive management and control.

The workstation management system is responsible for calling and controlling the OSD of the signal. Users can use a mouse and keyboard to call any signal of the system on multiple displays.

1.2.1. Software Login

Open your browser, enter **the server IP address** in the address bar, press the "Enter" key on your keyboard to enter the software login page, enter the username and password (default username: admin, password: admin@123), select the domain name, and click the "Login" button to log in to the software.



Please change your default password promptly and update it regularly. For details, please refer to section 10.1 User Management.

1.2.2. Interface Introduction

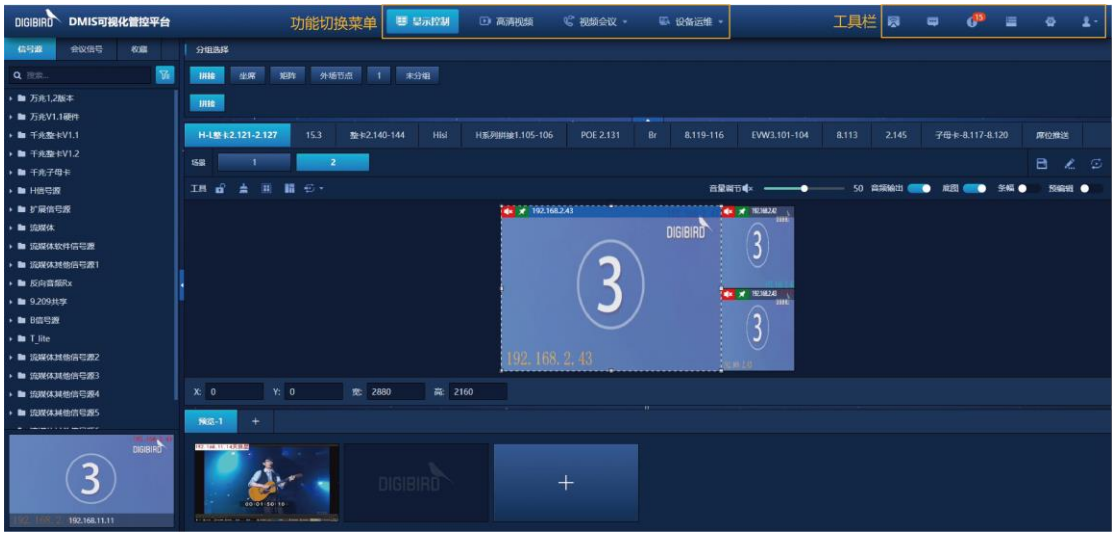
The DMIS visual management platform consists of two main parts: the front-end operation interface (hereinafter referred to as the "front-end interface") and the back-end management interface (hereinafter referred to as the "back-end interface").

The workstation management system uses a visual OSD menu and is mainly operated through the [Main Navigation Menu] and [Window Navigation Menu].

1.2.2.1. Front-End Operation Interface

Logging in, you will be automatically redirected to the front-end interface. It supports display control, high-definition video-on-demand, video recording, video conferencing, and equipment maintenance functions.

Click  in the upper right corner of the front-end interface to access the backend management page.



1. Function Switch Menu

Clicking on different tabs will switch to different function operation interfaces.

2. Toolbar

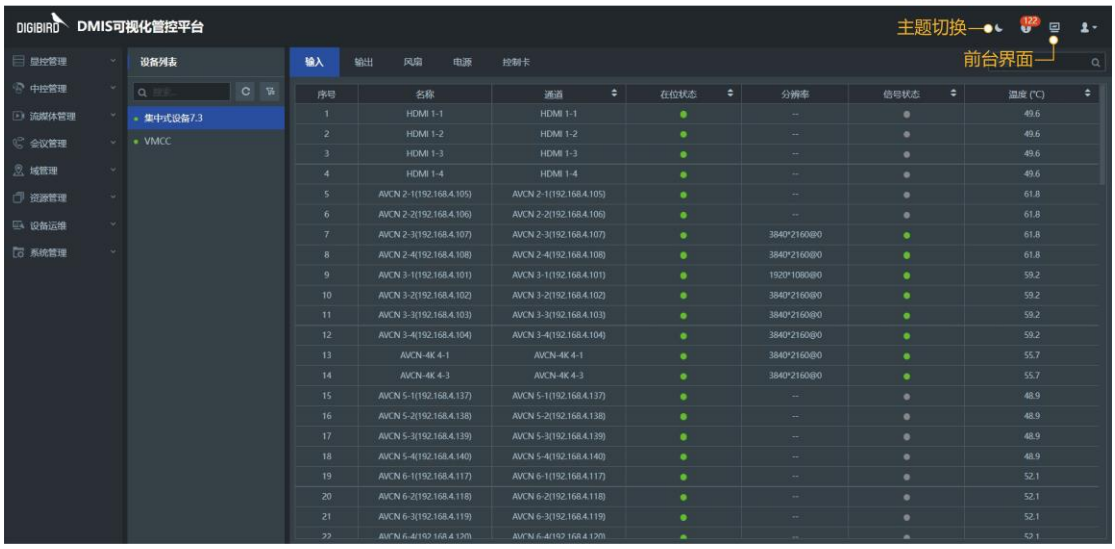
- **One-click projection:** Click this button to project the screen of your control PC onto a video wall.
- **Message posting:** Click this button to send a message to other users.

- **Alarm management:** Click this button to enter the alarm management interface.
- **Hot standby status:** Click this button to view the host's hot standby status.
- **Backend interface:** Click this button to enter the backend management interface.
- **User management:** Click this button to modify your personal information or log out.

1.2.2.2. Backend Management Interface

Click  in the upper right corner of the front-end interface to enter the backend management page, which includes modules such as domain management, display and control management, conference management, resource management, streaming media management, equipment operation and maintenance, system management and central control management. Administrators can configure these modules according to the site conditions.

The backend interface supports theme switching. Clicking the "Theme Switch"  button in the upper left corner will switch to the "Simple White" theme; the current theme is "Inky Black". Clicking the "Foreground Interface"  button will return you to the foreground interface.



1.2.2.3. OSD Menu

If the system includes workstation nodes, users can log in to the workstation management system at their workstations and manage their workstations conveniently through the visual OSD menu.

2. Display Control

Once you enter the front-end [Display Control] interface, you can control the video wall screen, matrix, and workstation, including screen layout, video preview, workstation arrangement, scene management, and video switching.

2.1. Video Wall Control

Users can select a video wall group to control in the "Device Groups" section of the "Display Control" interface on the front end.

2.1.1. Interface Introduction

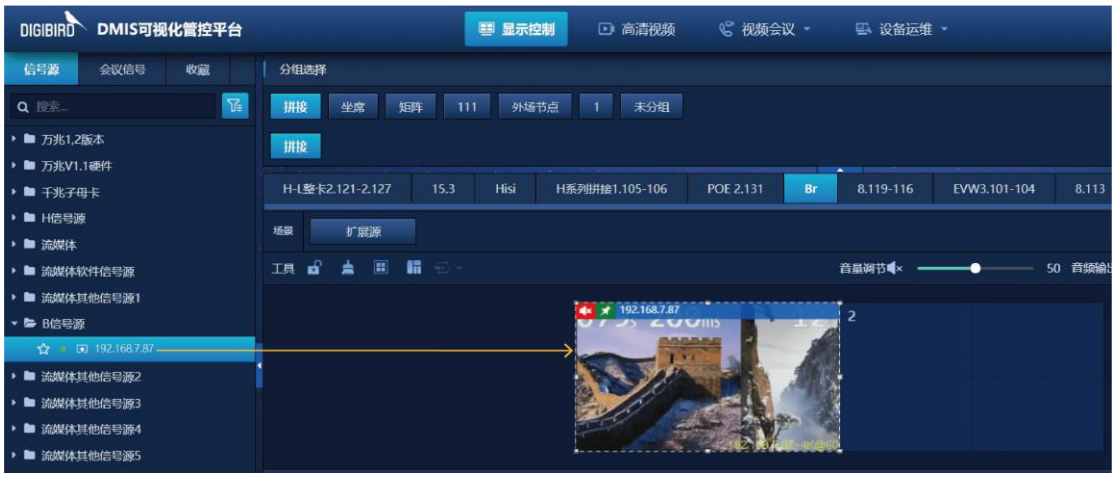
The video wall interface allows for operations such as opening a video wall window, video preview, and scene management.

PROJECT	DESCRIPTION
SIGNAL LIST	Displays signals from this domain, signals uploaded from lower-level domains, and signals assigned from the upper-level domain. Clicking the tabs above allows you to switch to a conference signal list or a favorites list.
EQUIPMENT GROUPING	Display all output devices, including video walls, matrix switches, and workstations.
SCENE LIST	Displays all scenes currently on the video wall.
SINGLE SIGNAL PREVIEW	Preview a single signal.
MULTI-SIGNAL PREVIEW	Preview multiple signals simultaneously.
LOCK THE VIDEO WALL	Click  button can lock the video wall. In the locked state, only scene invocation, scene patrol, and window signal patrol are supported; other window operations (signal switching, window creation, window size/position/layer adjustment, window closing, etc.) are not supported. Clicking  button can unlock the device.
CLEAR THE VIDEO WALL	Click  button can clear all windows on the video wall.
RECOVER	The video wall layout area supports the "Navigator" function, which allows for zooming in/out. When zoomed in, clicking  will restore it to the default size.
VIDEO WALL LAYOUT	Click  button to apply the video wall layout.
WINDOW SIGNAL PATROL	Click  button to open the "Window Signal Patrol Configuration" window, where you can configure window patrol as needed. Note: This feature is only supported by some nodes. Please confirm whether the node you purchased supports it before use.
WINDOW PINNED BUTTON	The window is a pinned button (located in the upper left corner of the window), which can be clicked to toggle its state.  This indicates that the window is not fixed.  This indicates that the window is fixed. Once fixed, the window cannot be moved, but the window signal can be switched, and the window can be closed.
AUDIO STATUS INDICATOR	 This indicates that audio output is on.  This indicates that audio output is off.
CLOSE WINDOW	By clicking the button in the upper right corner  or by dragging the window out of the virtual screen to close the window.

2.1.2. Signal Windowing

2.1.2.1. Single-Screen Windowing

In the [Device Groups] section, select the video wall you want to operate. Then, in the [Signal] list on the left, select the signal with your mouse and drag it to the video wall area. This will create a single-screen-sized signal window on the video wall.

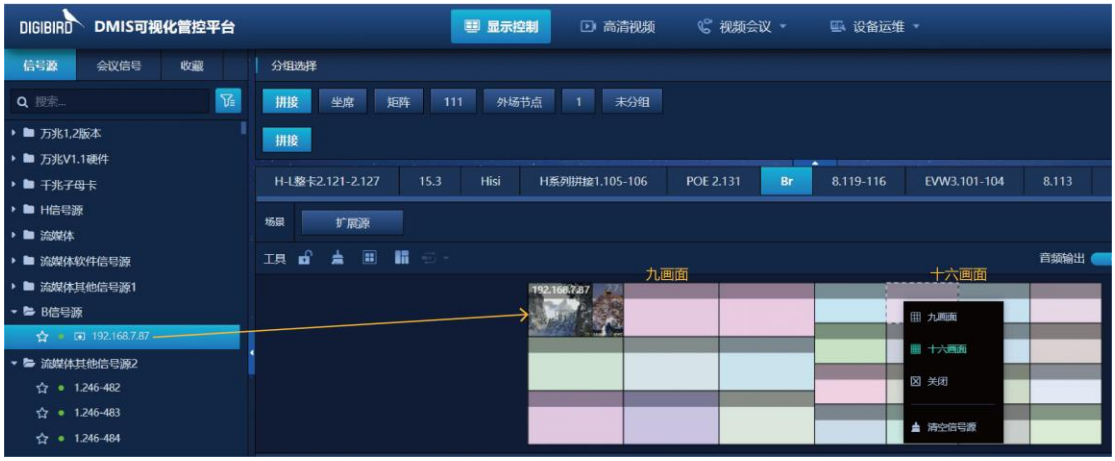


2.1.2.2. Free Windowing

Select a signal from the [Signal] list on the left. Then, click and drag the mouse anywhere on the Video Wall to form a rectangle. Release the mouse to create a window of any size and position.

2.1.2.3. Nine/Sixteen-View Windowing

Right-clicking the mouse in the video wall area brings up the single-screen right-click menu, allowing you to divide the screen into nine or sixteen equal parts. Selecting a signal in the [Signal] list and dragging it to a screen will create a signal window that is the same size and position as that screen.



2.1.2.4. Window Layer

It supports creating multiple windows on a video wall. Windows can be dragged and scaled freely within the video wall area, and can also be stacked through the layer settings in the right-click menu.

The functions of the right-click menu in the window are explained below:

FUNCTIONS	DESCRIPTION
TOP	Select the window and bring it to the top.
BOTTOM	Select the window and place it in the bottom layer.
SCALING TO A SINGLE SCREEN	Resize the selected window to the top left corner of the screen occupied by the window.
SCALE TO THE SCREEN SIZE	Resize the selected window to its entire sub-screen, single screen, or Video Wall. (This can be achieved by double-clicking the middle of the window.)
MAXIMIZE TO ALL SCREENS	Zoom in on the selected window to the entire screen (this can be done by double-clicking the window title bar).

Sub-screen: A segmented screen within a single screen. Single screen: A single display screen. Video Wall: The entire display.

2.1.3. Signal Switching

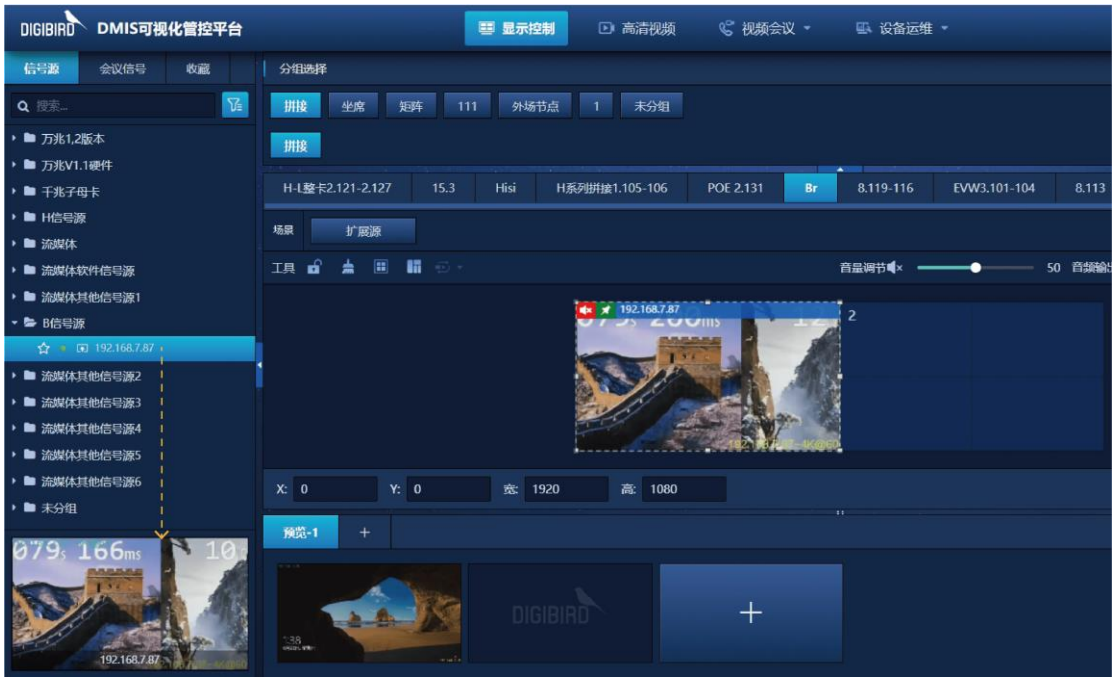
Drag a signal from the "Signal" list on the left into the window to switch the image of that signal to the corresponding window on the video wall.

2.1.4. Signal Previewing

The software supports previewing the signal, which can effectively prevent accidental operation.

2.1.4.1. Single Signal Preview

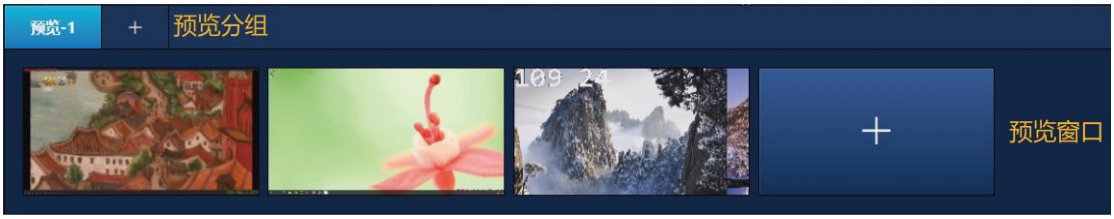
Click on a signal in the "Signal" list on the left to preview the signal in the area shown in the figure.



2.1.4.2. Multiple Signal Previews

For scenarios with multiple signals, such as multi-camera shooting, users need to compare the shooting effects of different camera positions and select the best image to display. At this time, it is necessary to preview the images from each camera position at the same time.

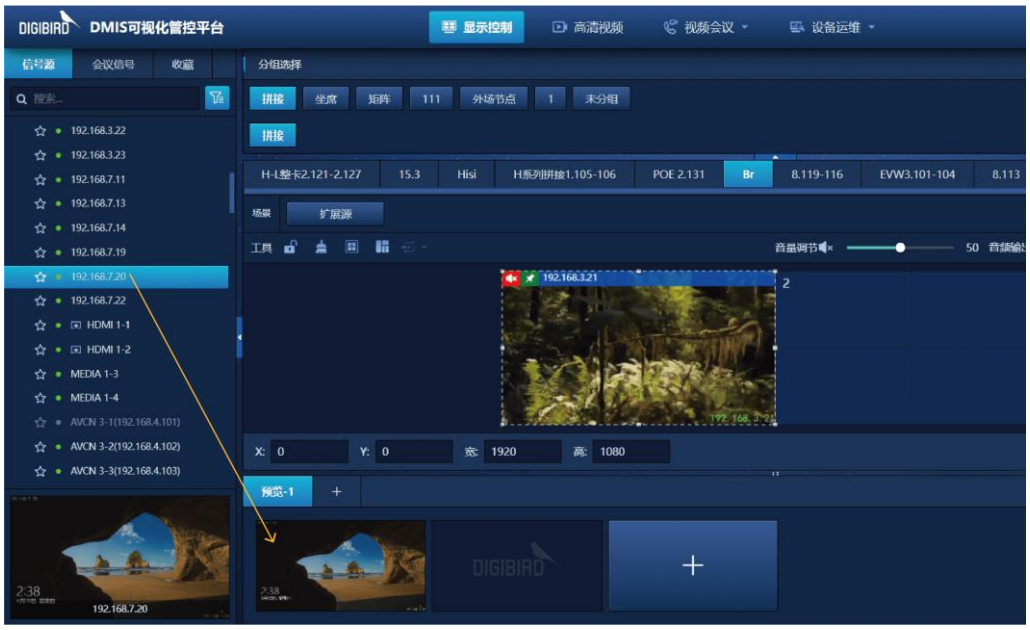
The software supports simultaneous previewing of multiple screens. In the "Multi-Signal Preview" area at the bottom of the "Display Control" interface, there is a default preview group: Preview-1. This group contains one preview window by default: simply drag the signal into the window to preview. Users can add more preview windows as needed (each group can contain a maximum of 1-2 windows) and can also add new preview groups.



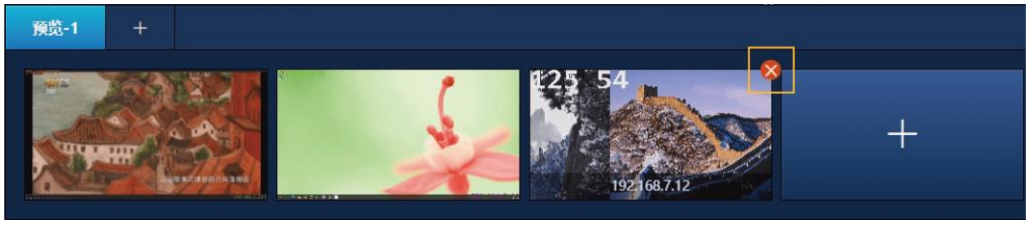
1. **Add a preview group:** Click "Add"  next to the preview group name to select the group name, enter the group name in the pop-up window, and then click the "OK" button.

2. **Add a preview window:** Click "Add"  button to add a preview window.

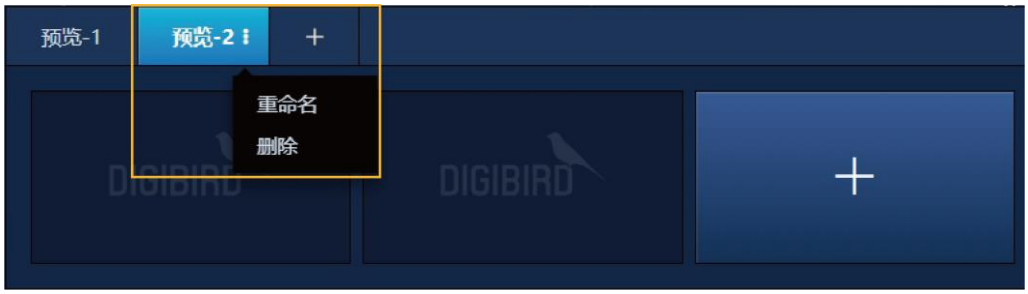
3. **Multiple signal preview:** Simply drag and drop the signal from the [Signal] list into the preview window.



4. **Delete a preview window:** Place your mouse over the preview window and click the delete button  in the upper right corner to delete the preview window.



5. **Preview group editing:** Place the mouse over the preview group name and click  . The button allows you to choose to delete a group or rename a group.

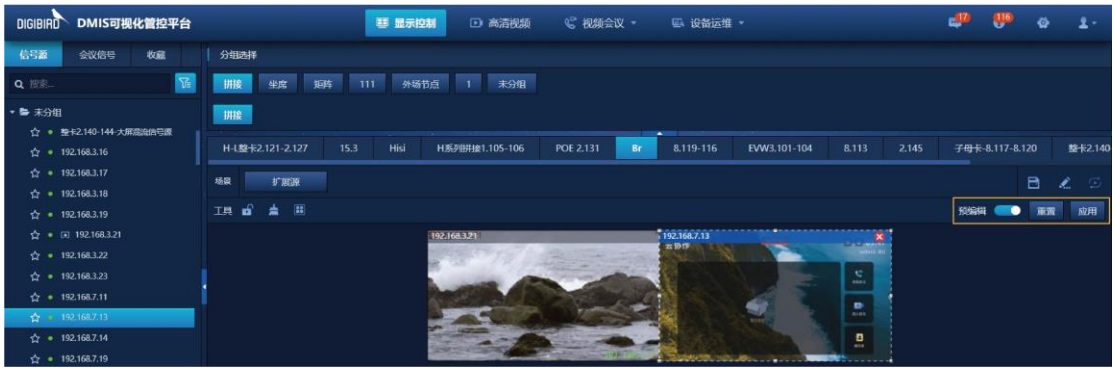


6. **Hide preview area:** Place the mouse over the top edge of the preview area to reveal the preview area. When the cursor  is displayed, hold down the mouse button and drag it down to hide the preview area.

2.1.5. Pre-Editing

The platform supports pre-editing of video wall layouts. Pre-editing mode allows you to open a window on the Video Wall without changing the overall display. Once the window is opened, the changes are applied directly, and the Video Wall switches to the new window layout without displaying any intermediate states.

1. **To enter "Pre-edit Mode":** Click the "Pre-edit" button in the upper right area of the [Display Control] interface in the foreground to enter pre-edit mode.
2. **Video wall window opening:** Perform operations such as opening windows and switching signals in the Video Wall area.
3. **Application:** Clicking the "Apply" button will apply the pre-layout to the Video Wall; clicking the "Reset" button will restore the Video Wall to its previous state.



2.1.6. Scene Management

The platform supports saving frequently used video wall layouts as scenes, which can be quickly recalled when needed.

2.1.6.1. Scene Saving

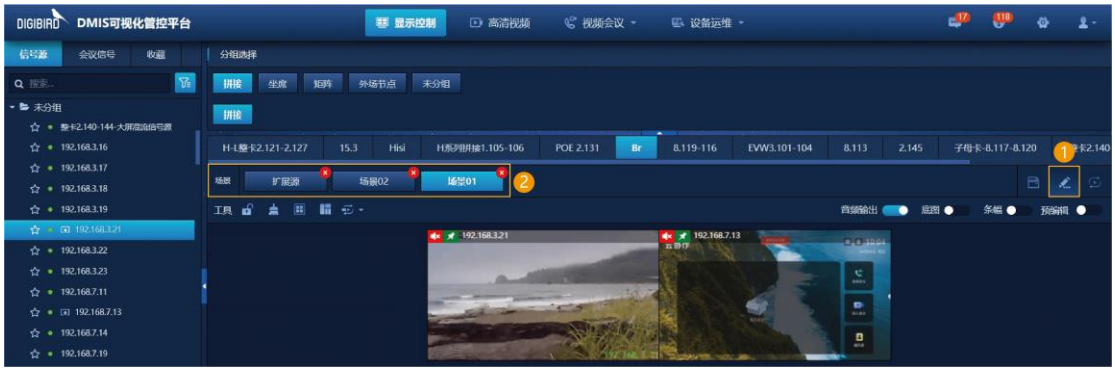
1. First, you need to complete the layout of the Video Wall window, then click  to open the "Save Scene" dialog box;
2. Enter a scene name in the [Save Scene] dialog box to save the screen layout as a scene:
3. Click the "OK" button to save the scene.
4. Saved scenes will be displayed in the software scene list area.

2.1.6.2. Scene Recall

To invoke a scene, simply click the scene button in the list: the scene name in the application will then be highlighted.

2.1.6.3. Scene Editing

In the scene list, click  to enter edit mode (click again to exit edit mode). Clicking the scene button will open the rename window, allowing you to modify the scene name and window layout; clicking the delete icon  to delete the scene.

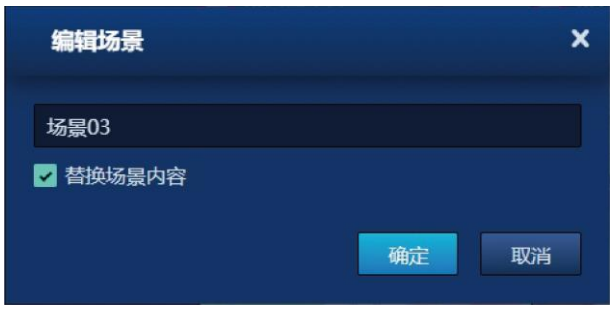


1. **Scene Renaming**

In edit mode, click the scene button. In the pop-up "Edit Scene" window, enter the new scene name and click the "OK" button to complete the scene renaming.

2. **Scene Content Modification**

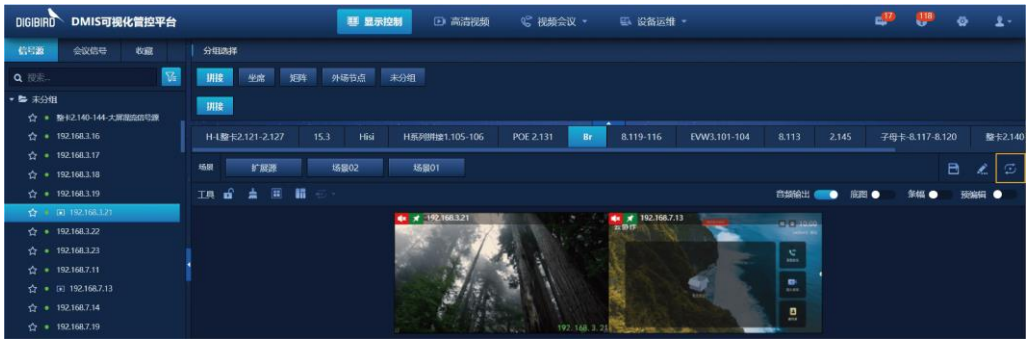
After modifying the scene content, click the scene button in edit mode. In the pop-up "Edit Scene" window, check "Replace Scene Content" and click the "OK" button to complete the scene content modification.



2.1.6.4. Scene Patrol

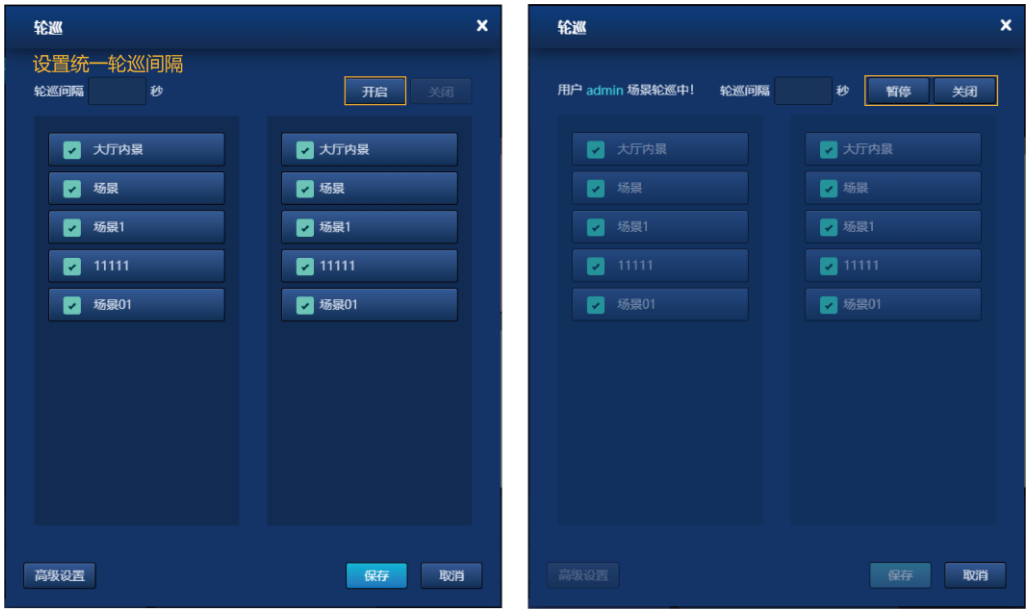
It supports multiple scenes playing in turn at fixed time intervals.

1. Click Scene Patrol  on the right side of the scene list area to open the patrolling settings window.



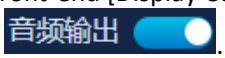
2. Select scenes in the desired order from the left-hand [Scene List] to add them to the right-hand [Patrol List]; deselect scenes in the [Patrol List] to remove them from the list; press and drag scenes up and down to adjust the patrol order; click the "Advanced Settings" button to set the interval between adjacent scenes and adjust the patrol order individually: finally, return to the [Patrol Window] and click the "Save" button to complete the settings.

3. The patrol time interval set here is uniform. If a patrol interval was set separately in step 2, it cannot be set again here. Click the "Start" button, and the software will play the scenes in turn according to the order of the "Patrol List" on the right; click the "Pause" button to pause the scene patrol, and click the "Close" button to stop the scene patrol.

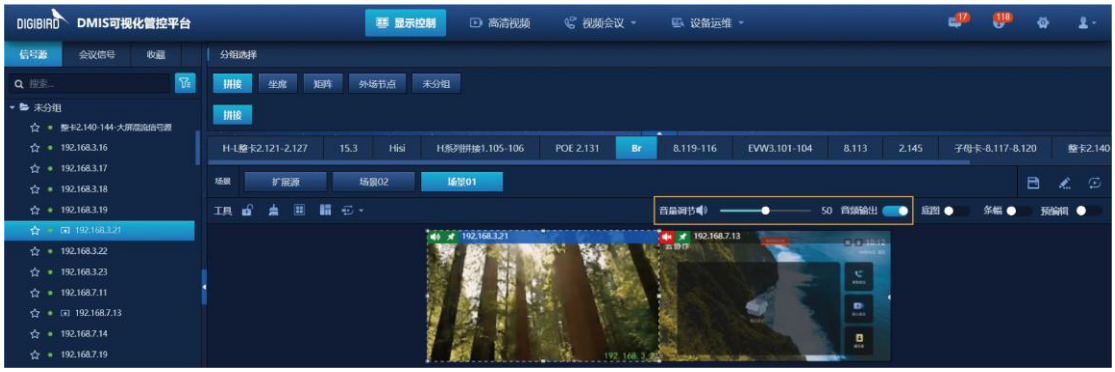


2.1.7. Video Wall Audio Configuration

The software supports controlling the audio status of the signal on the video wall screen, including whether to output audio and the audio volume.

In the front-end [Display Control] interface, select the video wall and turn on the "Audio Output" switch 

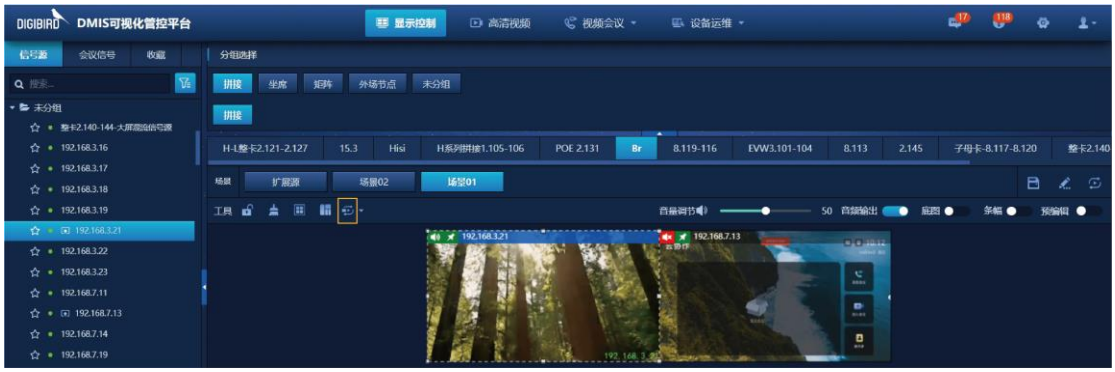
. The video wall can output audio, supporting simultaneous mixing of up to four channels; clicking on a selected window allows for individual control of its audio status. You can set whether to mute or not by clicking  /  , and drag the slider to adjust the volume.

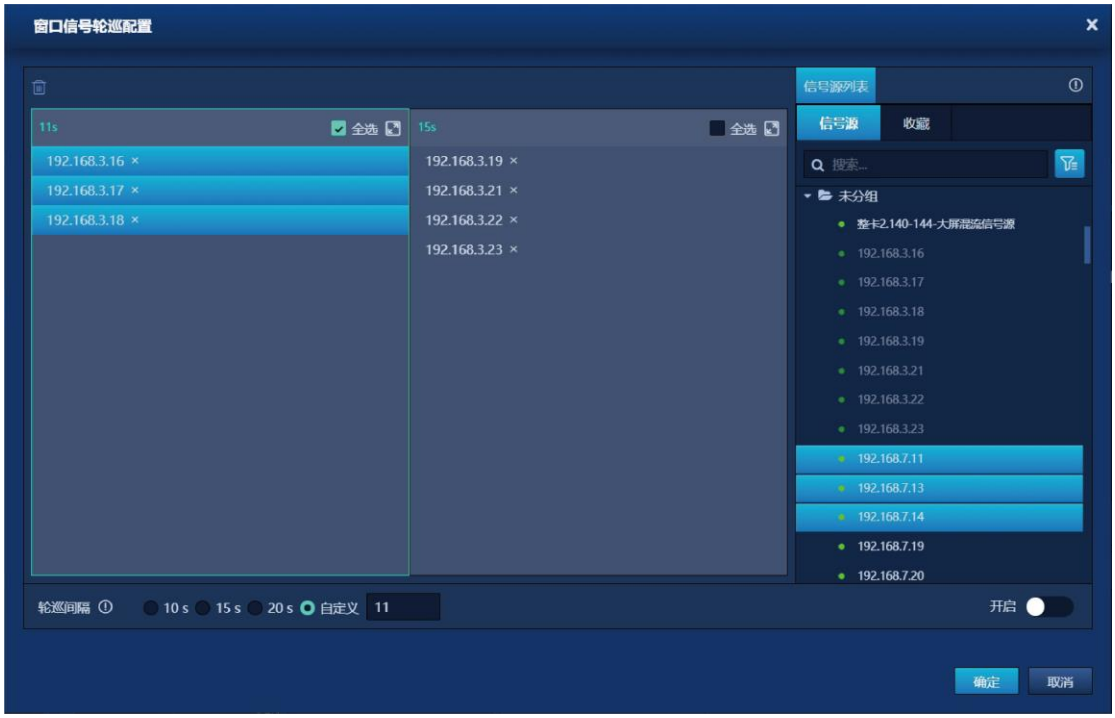


2.1.8. Window Signal Patrol

The software supports window signal patrol, which means that multiple signals (at least 2) can be configured for a window in the video wall. These signals will switch and display in the window in turn according to the set patrol interval.

In the front-end [Display Control] interface, select the video wall, click the button  , and enter the window signal patrol configuration interface for the selected video wall.





The configuration steps are as follows:

1. **Configure signal:** Click to select multiple signals (at least 2) in the [Signal] list on the right side of the interface. The selected signals will be highlighted. Drag the signal to a window, and the signal name will turn gray and cannot be selected again.
2. **Delete signal:** Click the "×" button next to the signal in the window to delete that signal; check "Select All" and then click the "  " button in the upper left corner to delete all signals at once;
3. **Set the patrolling interval:** Select the configured window (the edge of the selected window is highlighted), and you can set the interval at the bottom of the interface. It supports custom interval time, with the shortest interval being 10 seconds. The interval can be different for different windows.
4. After configuration, click the "OK" button to save the configuration and close this interface. If "Enable" 

was checked before clicking the "OK" button, clicking the "OK" button will close the interface and automatically start the patrol process.
5. In the front-end [Display Control] interface, clicking the small arrow next to the button  allows you to control the window patrol to start, pause, and close.

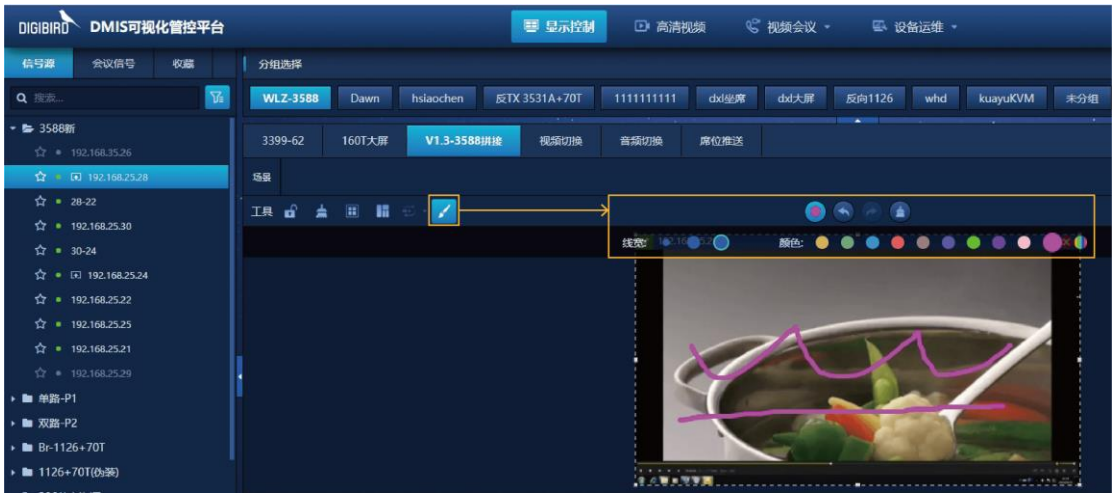

DIGIBIRD
DMIS可视化管控平台
显示控制
高清视频
信号源
会议信号
收藏
分组选择
搜索...
拼接
坐席
矩阵
外场节点
未分组
拼接
未分组
整卡2.140-144-大屏混流信号源
192.168.3.16
192.168.3.17
192.168.3.18
192.168.3.19
192.168.3.21
192.168.3.22
192.168.3.23
H-L整卡2.121-2.127
15.3
Hisi
H系列拼接1.105-106
场景
扩展源
场景02
场景01
工具
暂停
关闭
192.168.3.16

2.1.9. Video Wall Annotation

The Br-L series 4K60 enhanced video wall decoding node supports video wall annotation functionality. Simply configure the node for video wall in the web software to use it.

In the front-end [Display Control] interface, select the video wall screen, click the "Brush" button, and you can make annotations on the screen. The line width and color of the brush can be set as needed.

Click button to set the brush line width and color, click button to undo the previous comment, click button to restore the previous comment, and click button to clear all comments.



2.2. Matrix Switching

The matrix switching interface allows for video switching, audio switching, signal preview, and scene management. The signal preview operation is the same as that of the video wall, and will not be repeated here. For details, please refer to section 2.1.4. Signal Preview.

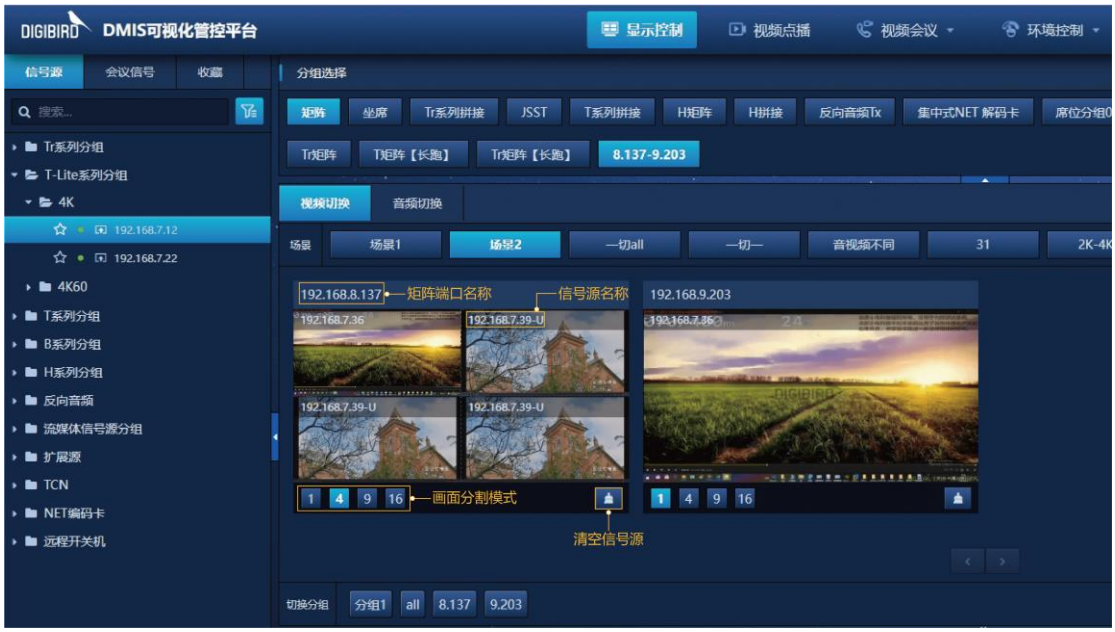
The platform supports two matrix display modes: preview mode and list mode, which can be switched in the software backend under [Implementation Management]—[Display and Control Configuration] interface.

2.2.1. Video Switching

2.2.1.1. Previewing Mode

In the front-end [Display Control] interface, select a device group, and then click "Video Switching" to enter the matrix switching interface.

The matrix screen supports split-screen display, including four split modes: 1/4/9/16. In preview mode, clicking the 1/4/9/16-view button at the bottom of the screen will switch to the corresponding multiview mode.



There are two modes to switch signals in the preview mode, and the operation is as follows:

Method 1: Drag a signal from the [Signal] list on the left side of the interface to the matrix split screen to complete the switching.

Method 2: Click on a signal in the [Signal] list, then click on a matrix to split the screen to switch.

2.2.1.2. List Mode

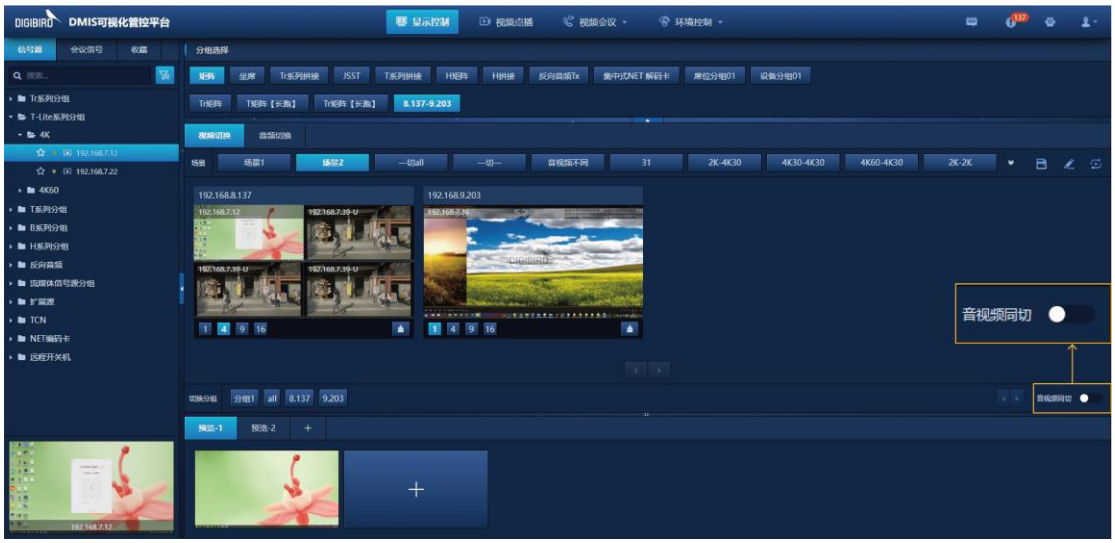
In list mode, the multiview mode can be set in the right-click menu of the decoding node.

The Br series dual-channel nodes only support 1/4/9-view modes, and do not support 16-view mode.

Click on the signal in the [Signal] list, and then click on a matrix to split the channel to switch (the channel border will be highlighted after switching).

2.2.1.3. Independent Video Switching

By default, audio is switched synchronously when switching videos. If you only need to switch videos and not audio, you need to configure audio multicast and turn off the "AV Sync Switch" function.



2.2.1.4. Grouping Switching

The group switching function enables "one-to-many" (one signal can be switched to multiple decoding nodes/decoding split channels), simplifying operation steps and improving work efficiency.

Click on a signal in the [Signal] list, and then click on a switch group to switch the signal to all decoding nodes/decoding split channels/output ports within the group.

2.2.2. Audio Switching

The software supports independent audio switching, including the following three scenarios:

1. The audio switching of the matrix decoding node supports simultaneous audio and video switching as well as independent audio switching;
2. Reverse audio switching switches the audio input from the decoding node to the output of the encoding node. Note: This function is only available for codec nodes that support reverse audio.
3. For decoding nodes that are set to "independent audio output" in the video wall, a separate audio source can be configured for such nodes.

In the front-end [Display Control] interface, select a group of matrix devices and switch to the [Audio Switching] tab to switch audio independently. In the [Signal] list, click on a signal, and then click on a node to switch the signal's audio output to that node.

Decoding nodes that support reverse audio will appear as signals in the foreground's [Signal] list, while encoding nodes will appear as devices in the foreground's [Device Groups].

2.2.3. Scene Management

Frequently used video and audio switching relationships can be saved as scenes and recalled with a single click when needed, simplifying the operation process.

Saving, recalling, and editing matrix scenes are the same as for video wall scenes; for more details, see section 2.1.6 Scene Management. The matrix scene patrol operation is mainly explained here.

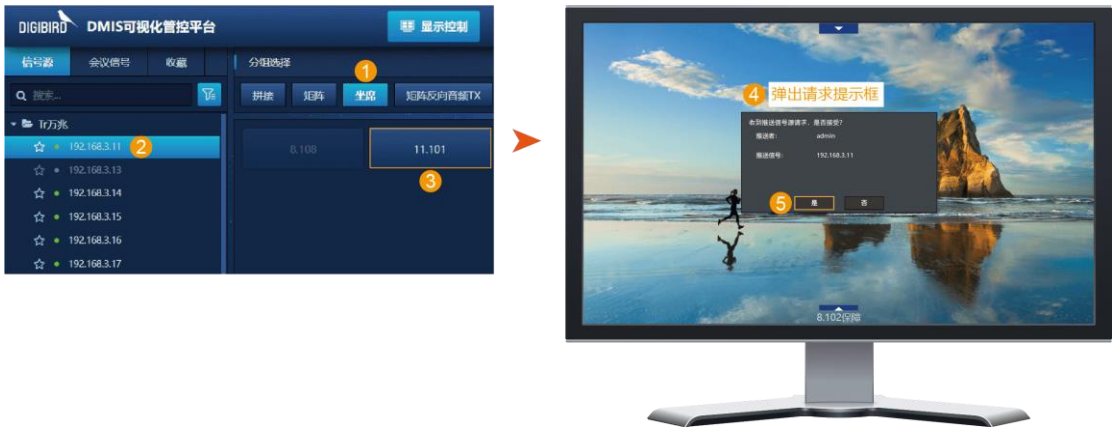
The matrix video scene supports the patrolling function, while the audio scene does not.

1. Click Scene Patrol on the right side of the scene area to open the patrolling settings window.
2. Select the scenes in the desired order in the left-hand [Scene List] and add them to the right-hand [Patrol List]. Click the "Save" button to save your changes.
3. Set the patrolling time interval (range 10 to 9999 seconds), click the "Start" button, and the system will play the scenes in turn according to the order of the "Patrol List" on the right; click the "Close" button to stop the scene patrolling.

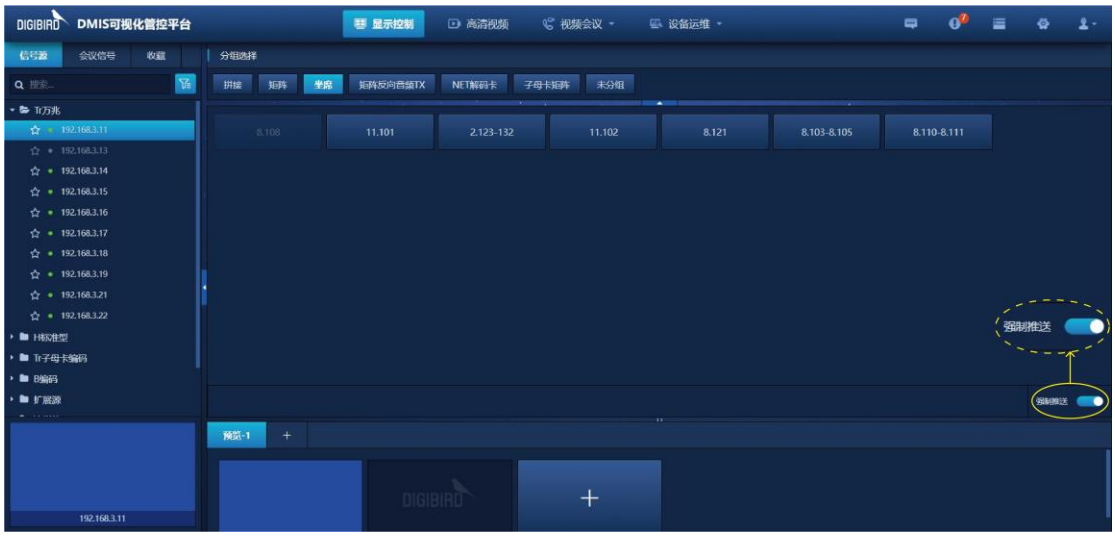
2.3. Station Push

The signal can be pushed to the selected Station in the front-end [Display Control] interface. The software operation is as follows:

In the front-end [Display Control] interface, select the group containing stations in [Device Grouping]. Select the signal in the [Signal] list on the left. Click on a station in the station list on the right. A request prompt box will pop up on the receiving screen of that station. Click the "Yes" button to accept the push and display the signal on the station screen. Click the "No" button to reject the push.



If the "Force Push"  switch in the lower right corner of the interface is turned on, the station will accept the push by default when a push signal is sent.



2.4. Signal Management

The software supports renaming signals, setting input labels, cropping signals, and viewing detailed information. For easier viewing and location of signals, the software supports quick filtering by signal tags, online status, domain, and keywords.

2.4.1. Signal Status

This indicates that the signal has not been saved.

This indicates that the signal has been saved and can be viewed and accessed on the "Favorite" tab.

This indicates that the signal has been displayed on the video wall.

This indicates that the signal is online.

This indicates that the signal is offline.

This indicates that the signal icon has been set and the signal is online.

This indicates that the signal icon has been set, but the signal is offline.

2.4.2. Signal Filtering

Signals can be filtered by signal status, signal label, domain, and keywords.

2.4.3. Signal Rename

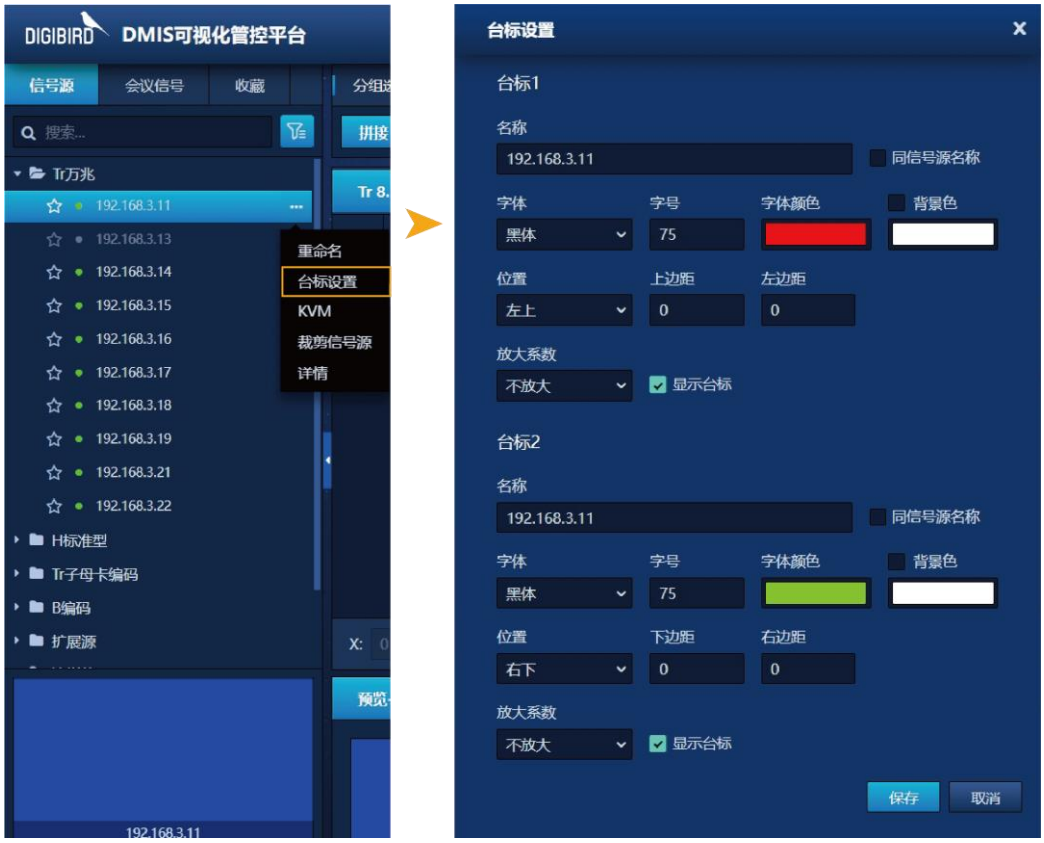
In the "Signal" list of the "Display Control" interface, click  after the signal name, and then click the "Rename" button in the pop-up menu to rename the signal.

2.4.4. Signal Details

In the "Signal" list of the "Display Control" interface, click ••• after the signal name, and then click the "Details" button in the pop-up menu to view detailed information about the signal.

2.4.5. Input Label Settings

In the "Signal" list of the "Display Control" interface, click ••• after the signal name, to set the input label for a signal, click the "Input Label Settings" button in the pop-up menu, enter the corresponding input label parameters in the pop-up window, and click the "Save" button.



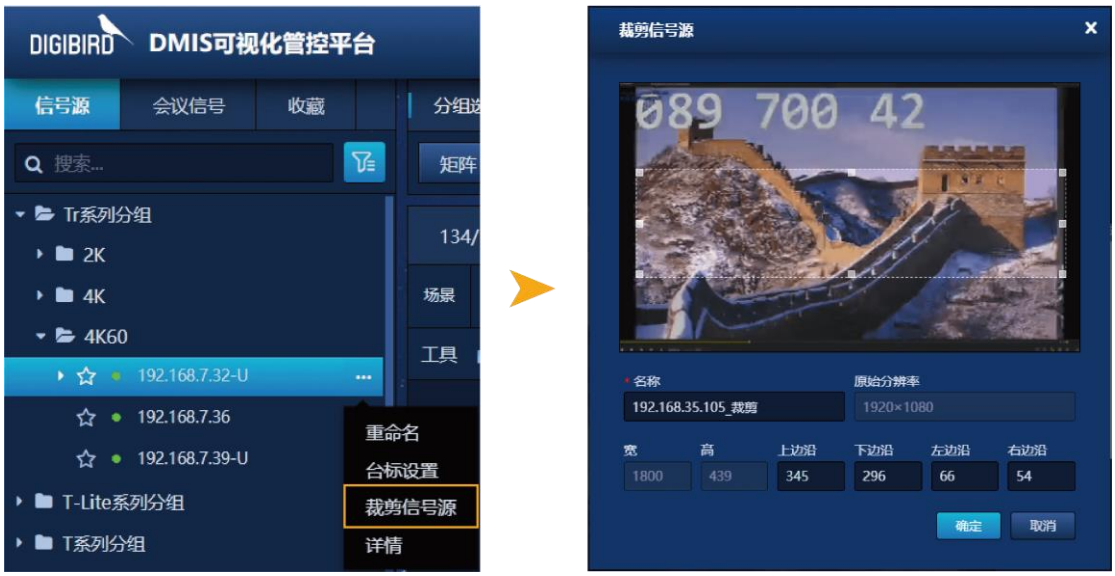
The configurable parameters are explained below:

PARAMETER	DESCRIPTION
NAME	Enter any input label content.
SAME SIGNAL NAME	Select this option to use the signal name as the input label.
FONT	Choose the font for the input label text, including SimSun and Heiti.
FONT SIZE	Set the size of the input label text, selectable from 12 to 128.
FONT COLOR	Set the color of the input label text.
BACKGROUND DISPLAY	If you select this function, the input label background color will be displayed on the signal.
BACKGROUND COLOR	Set the background color of the input label.
LOCATION	Set the input label display position, providing four options: top left, top right, bottom left, and bottom right.
MARGIN	If the input label is located in the upper left corner, then set the left margin and top margin; If the input label is located in the upper right corner, then set the right margin and top margin; If the input label is located in the bottom left corner, then set the left margin and bottom margin. If the input label is located in the bottom right corner, then set the right margin and bottom margin.
MAGNIFICATION FACTOR	Set the magnification factor for the input label; options include "No magnification", "Magnify 2x", and "Magnify 4x".
DISPLAY INPUT LABEL	If you select this option, the input label text will be overlaid on the signal.

2.4.6. Signal Cropping

The following functions can be achieved by cropping the signal: removing the black border of the signal; cropping out the excess parts while retaining the important information of the signal; and adjusting the aspect ratio of the signal without distortion.

In the "Signal" list of the "Display Control" interface on the front end, click  after the signal name, and in the pop-up menu, click the "Crop Signal" option. In the "Crop Signal" window, you can drag the mouse in the signal area at the top of the window to crop, or you can enter values in the " top/bottom/left/right edge " fields at the bottom of the window for precise cropping. Click the "OK" button to complete the cropping.



The newly added cropped signals can be seen in the [Signal] list. The window operation for cropped signals is the same as for regular signals. Clicking on  , any cropped signal will allow you to manage it in the drop-down menu, including renaming, modifying, viewing details, and deleting.

2.4.7. PTZ Control

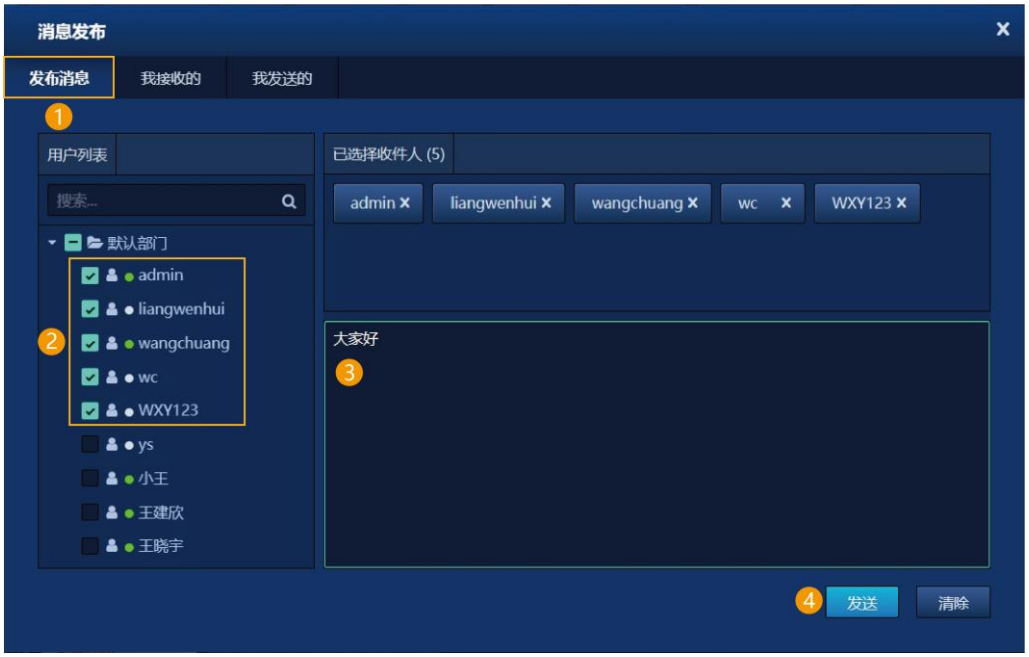
The platform supports camera pan-tilt control. Locate the pan-tilt camera in the "Signal" list on the front-end "Display Control" interface, and click on  after it. Click the "PTZ Control" button in the drop-down menu to open the "PTZ Control" interface. In this interface, you can adjust the camera's direction and focus, and set and recall preset positions.

OPERATE	DESCRIPTION
DIRECTION ADJUSTMENT	Click the corresponding direction button to change the direction of the camera lens.
ZOOM IN/ ZOOM OUT	Click + button to view details; click − button to view the panorama.
SAVE PRESET POSITION	The current state of the camera can be saved as a preset position and can be recalled with one click when needed.
CALL PRESET BIT	Clicking the corresponding number button will recall the saved preset position.

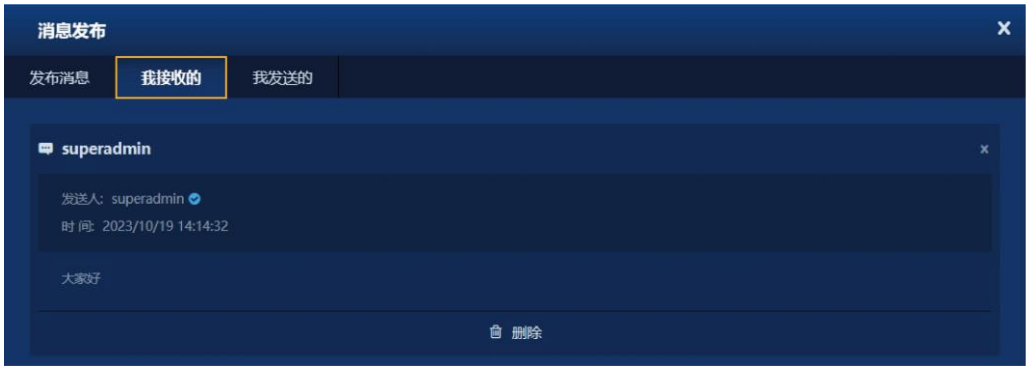
2.5. Message Posting

It supports sending text messages to other users. The user must have the appropriate permissions, which can be set in the backend interface.

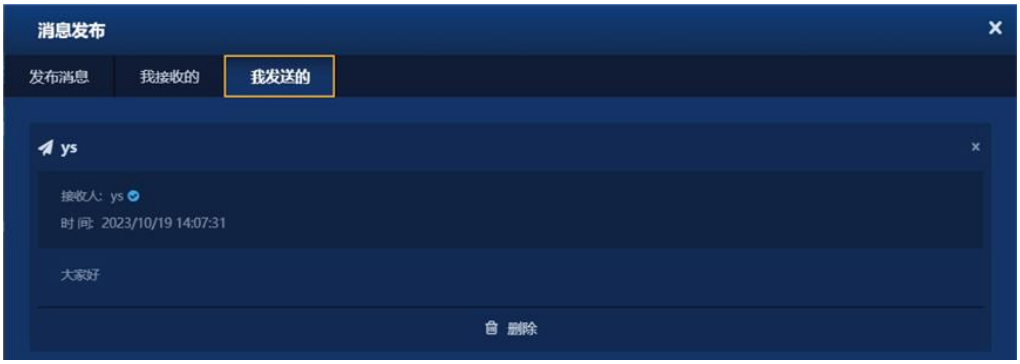
Click "Message Posting" button  in the toolbar of the front-end interface to switch to the "Post Message" tab, select the users to receive the message (multiple selections are possible), enter the message to be posted in the message box, and finally click the "Send" button.



Switch to the "Received" tab to view message records sent to you by other users; click the "Delete" button to delete message records.



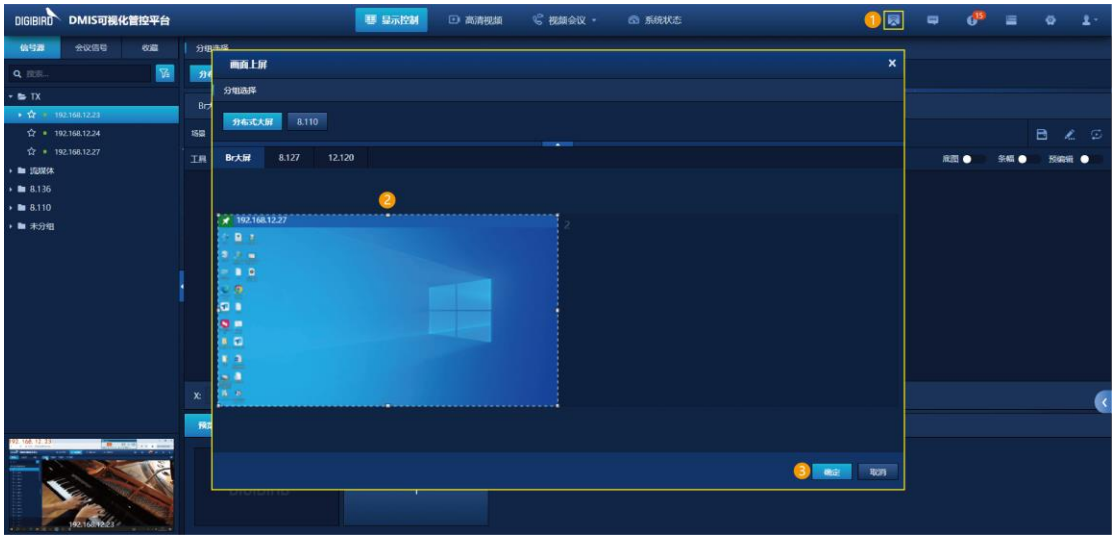
Switch to the "Sent" tab to view your message history sent to other users.

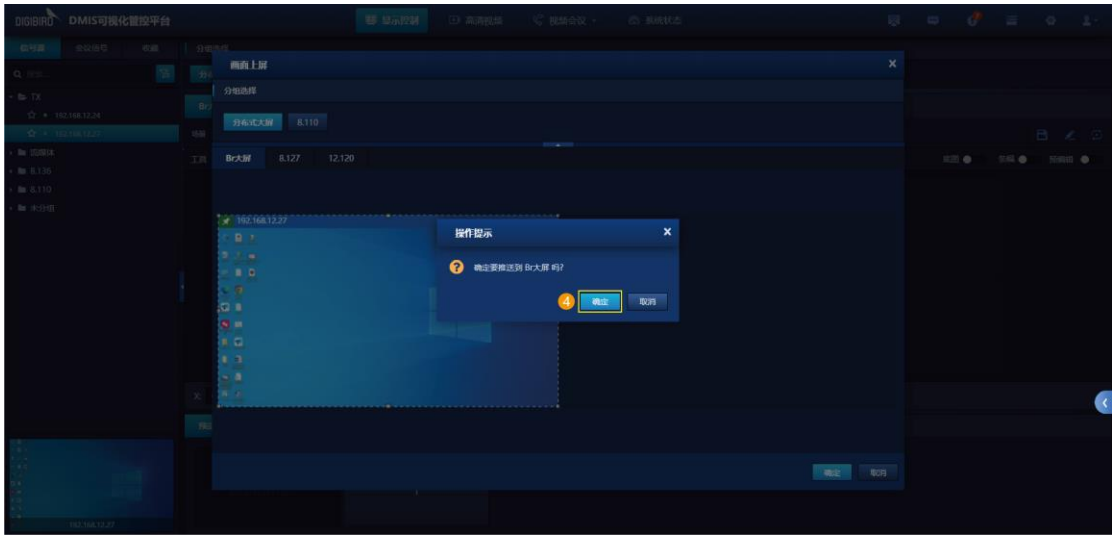


2.6. One-Click Local Casting

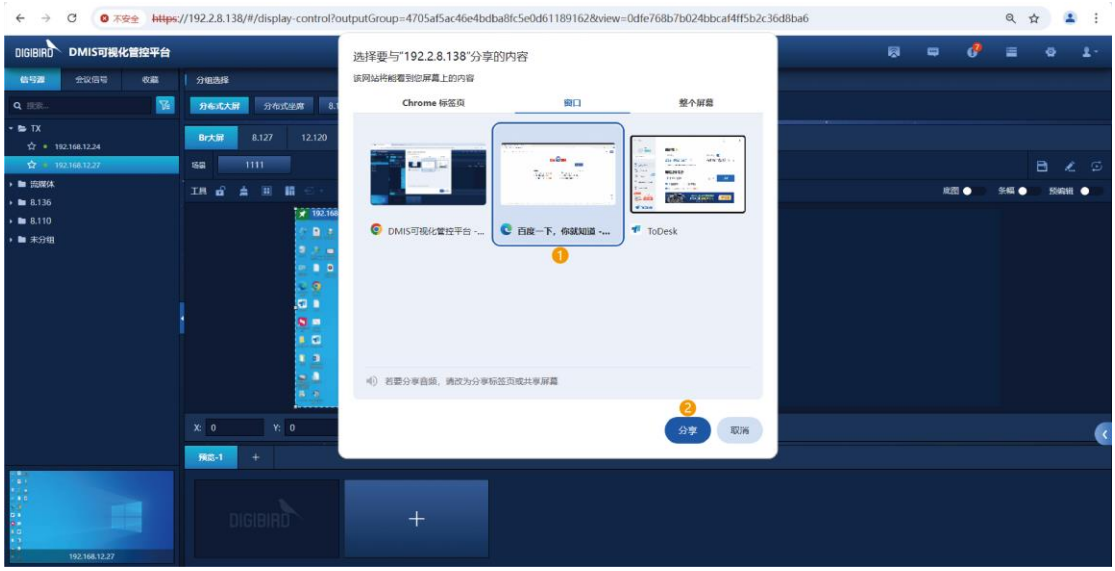
The software supports local one-click screen mirroring, which can project the screen of the control PC onto a video wall for playback.

Once you enter the front-end interface, click the "One-Click Local Casting" button  in the toolbar. In the pop-up window, select a video wall window, click the "OK" button, and confirm again.

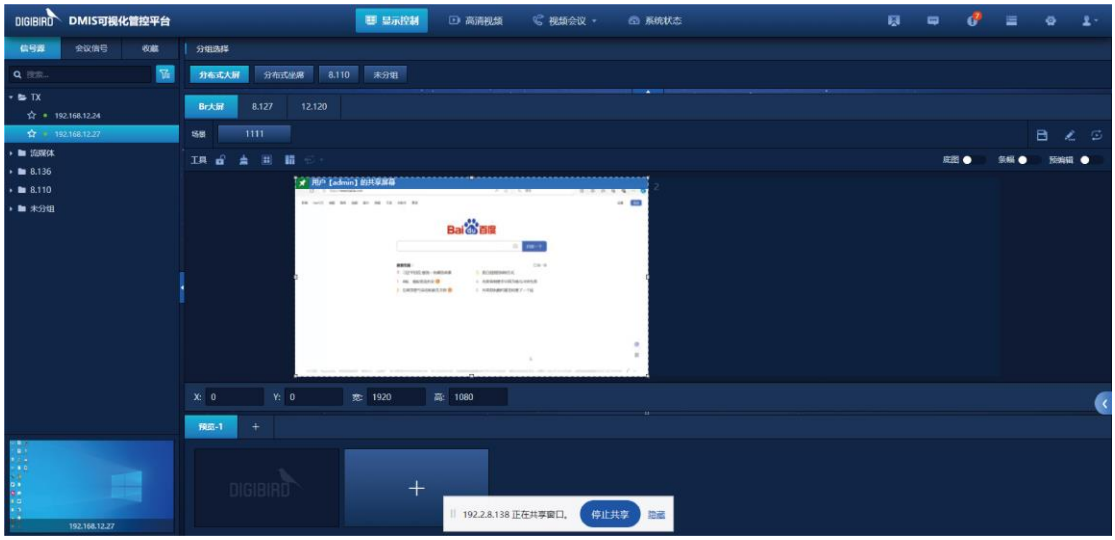




Select the content you want to share and click the "Share" button to display the selected content in a video wall window.



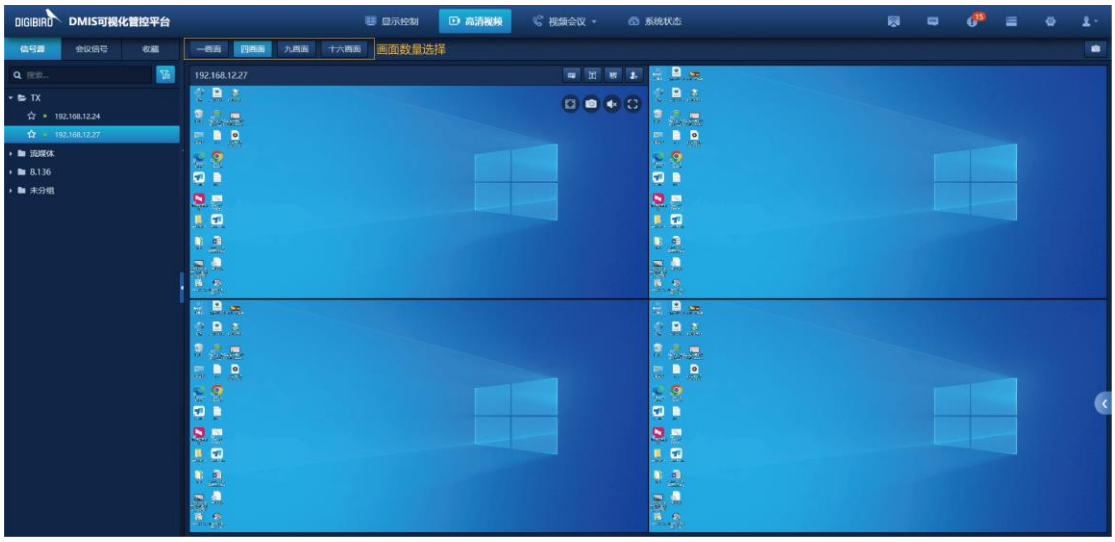
Click the "Stop Sharing" button, and the video wall window will return to the display screen before sharing.



3. Video On Demand

The platform supports real-time on-demand playback of all signals and offers four playback modes: 1/4/9/16 screens, meaning it can simultaneously play up to 16 signals. It supports operations such as single-screen/full-screen screenshots, muting, full-screen playback, setting input labels, recording, and pushing to a video wall. If the signal is a PTZ camera, PTZ control is additionally supported. If the signal is a PC, KVM control functionality is additionally supported.

Once you enter the software's front-end "High-Definition Video" interface, you can click the corresponding button to switch the number of on-demand videos.



3.1. Signal On Demand

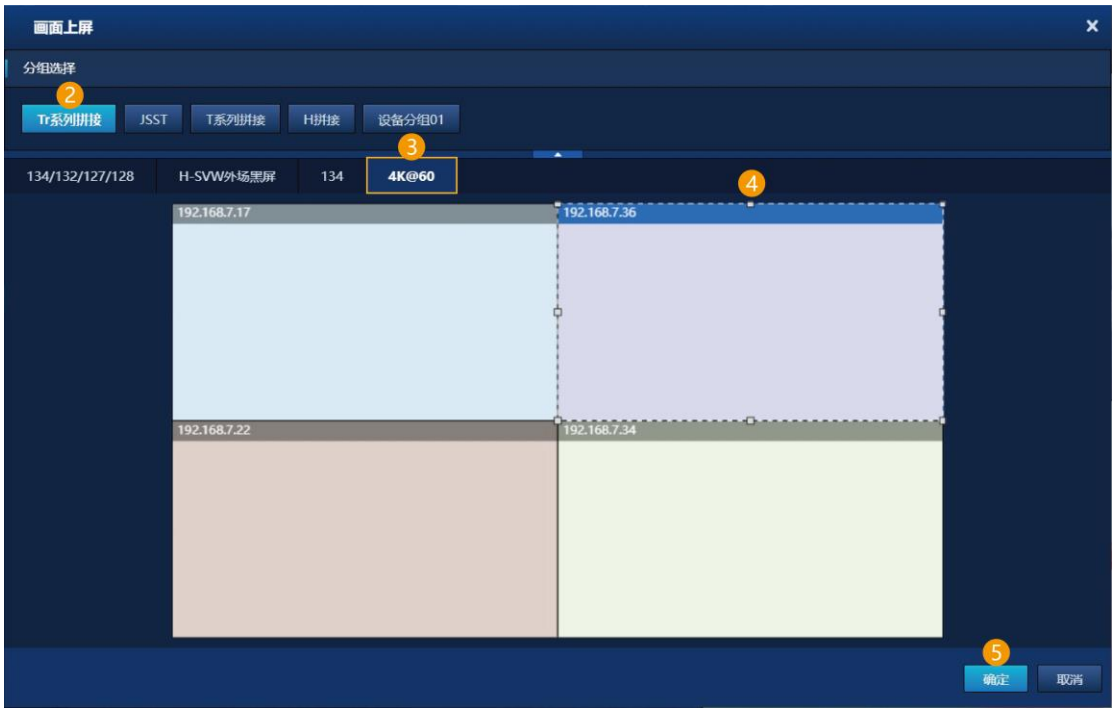
Simply drag a signal from the [Signal] list into any screen to enable on-demand playback.

3.2. Signal Push

3.2.1. Push to Video Wall

The platform supports pushing the on-demand signal to the system for display on a video wall.

Place your mouse over the signal screen you want to push, click the "On-Screen Display" button  , select the video wall in the pop-up window, click the window you want to push to, and finally click the "OK" button.

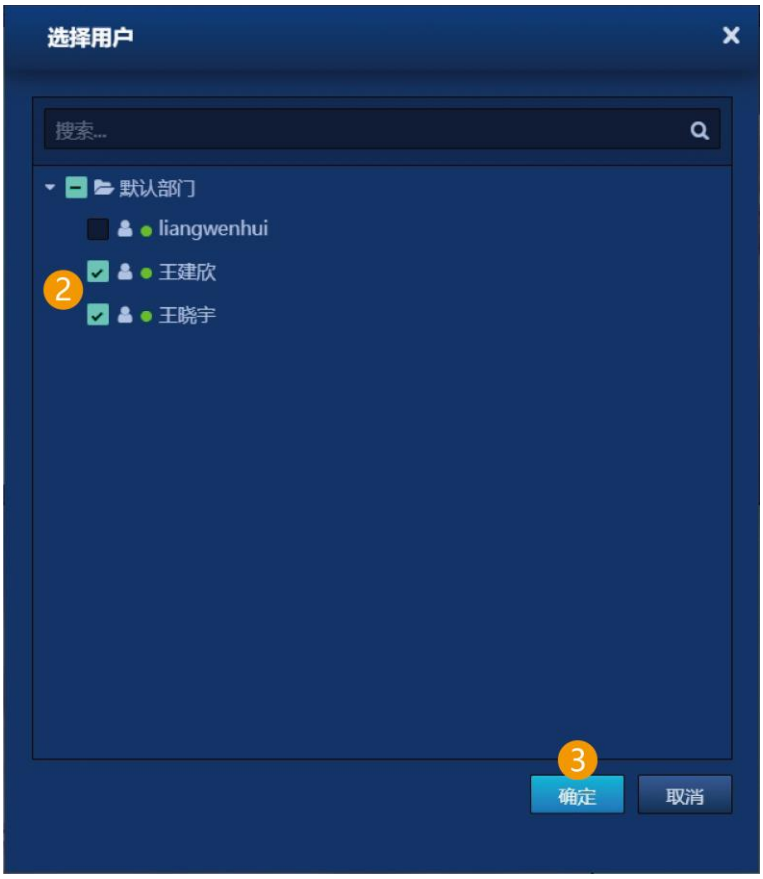


When pushing content to a video wall, only existing windows on the screen can be pushed; opening new windows is not supported. If necessary, you must return to the [Display Control] interface to open a new window before pushing.

3.2.2. Push to Users

The platform supports sharing the currently streaming video with other users. The steps are as follows:

Place your mouse over the signal you want to push to, and click "Push to User"  , and select the users to be pushed to from the pop-up user list (multiple selections are allowed), and click the "OK" button;

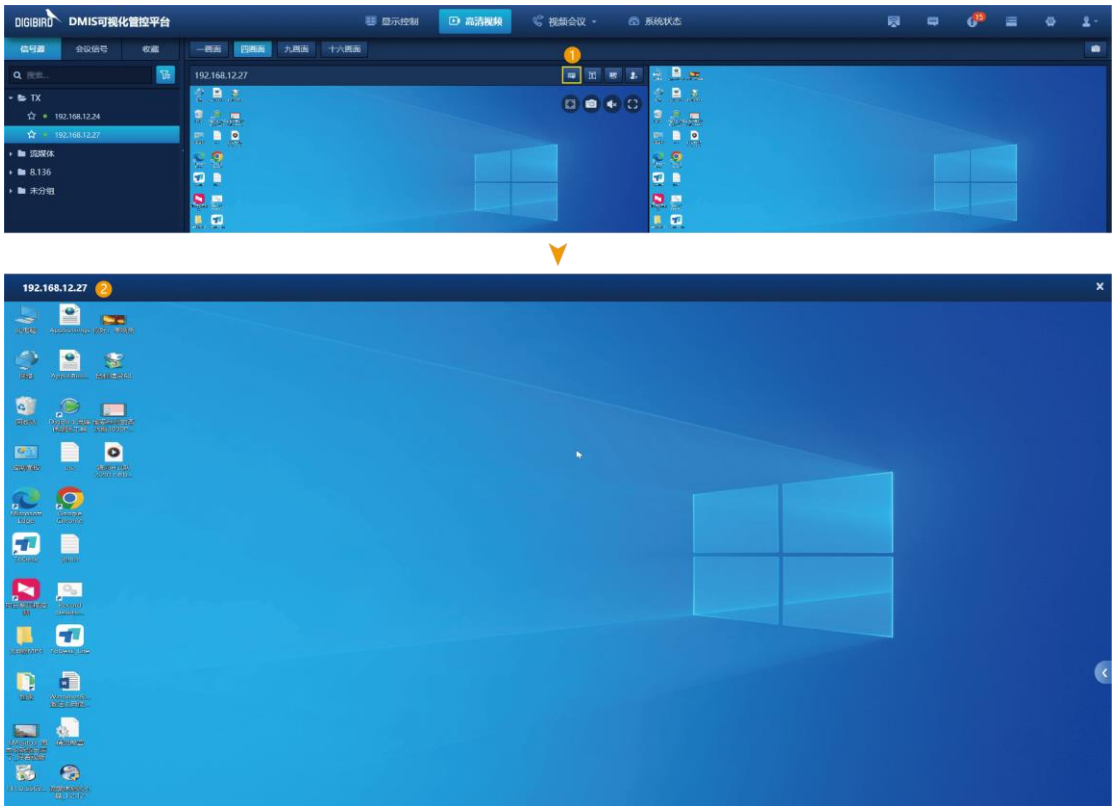


At this point, the user receiving the push notification will receive a notification box. If the user selects "OK", a window will open, and the video will start playing. If the user selects "Cancel", the video will not play.

3.3. KVM Control

If the on-demand signal is a PC, server, or other signal that supports keyboard and mouse control, you can remotely control the signal via KVM in the [HD Video] interface.

Place the mouse cursor over the screen you want to control and click the "KVM"  button to remotely control the signal using KVM.

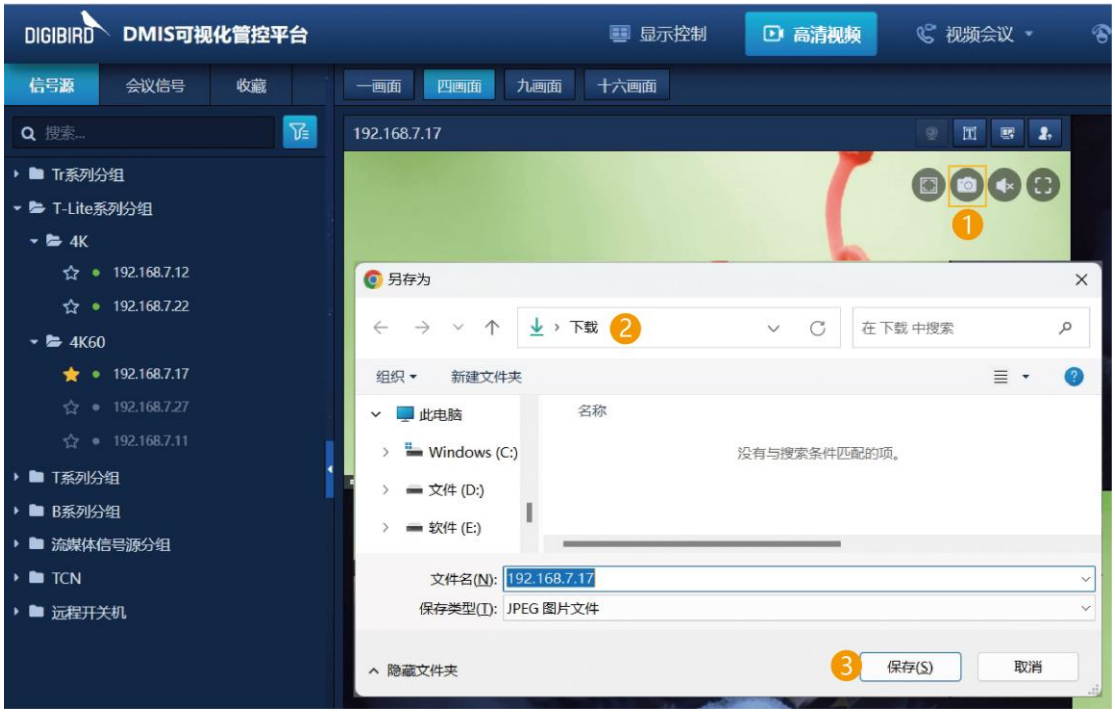


3.4. Screenshot of On-Demand Playback

3.4.1. Single-Screen Screenshot

A single-screen screenshot captures an image of a single on-demand video.

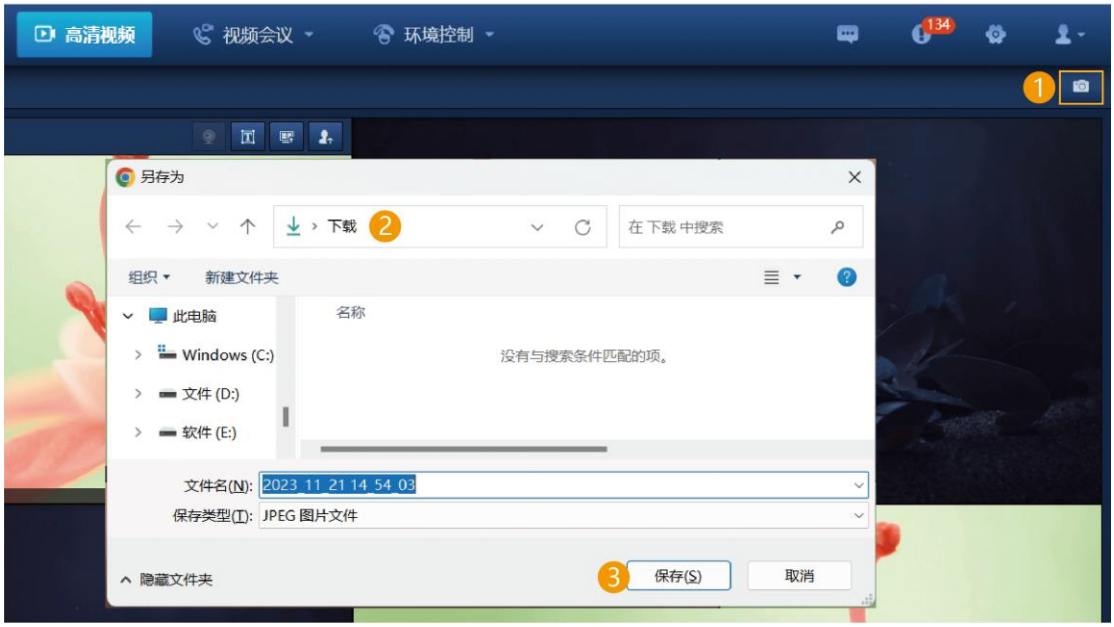
Place your mouse cursor over the area of the screen you want to capture, and click "Screenshot"  , select the local PC storage path in the pop-up window, and finally click the "Save" button to save the screenshot to your local PC.



3.4.2. Full-Screen Screenshot

A full-screen screenshot captures the entire on-demand video frame.

On the [Video on Demand] screen, click "Screenshot"  in the upper right corner, select the local PC storage path in the pop-up window, and finally click the "Save" button to save the screenshot to your local PC.



3.5. Other Functions

The function items are described as follows:

FUNCTION	DESCRIPTION
PTZ CONTROL	If the on-demand signal is a PTZ camera, you can click to control the PTZ. For control details, please refer to 2.4.7 PTZ Control.
INPUT LABEL SETTINGS	Click this button to set an input label for the signal. For details, please refer to section 2.4.5 Input Label Settings.
SWITCH TO FULL SCREEN	Click this button to zoom in to full screen.
SWITCH TO MUTE	Click this button to turn the current audio source on/off.
SCALING SETTINGS	Click this button to switch between screen zoom modes, including original scale and full screen.

4. Video Recording

The software supports video recording and playback, including signal recording and playback, scene recording and playback, and video wall recording and playback.

Note: To implement this function, an additional recording and playback extension host is required.

4.1. Signal Recording

Signal recording includes single signal recording and multi-signal recording, and broadcasting.

4.1.1. Single Signal Recording

In the "Signal" list of the "Video Recording" interface, click  after the signal name to access the [Recording Management] window by clicking the "Recording Management" button in the menu.

Set the recording parameters in the window, supporting both temporary and scheduled recording. Click the "Start" button to begin recording.

- **Temporary recording:** Temporary recording means that after configuring the parameters, you can click the "Start" button to start recording video immediately.
- **Scheduled recording:** Scheduled recording means setting the start and end times of the recording in advance, and the signal will automatically record according to the set time, without the need for manual operation by the user.

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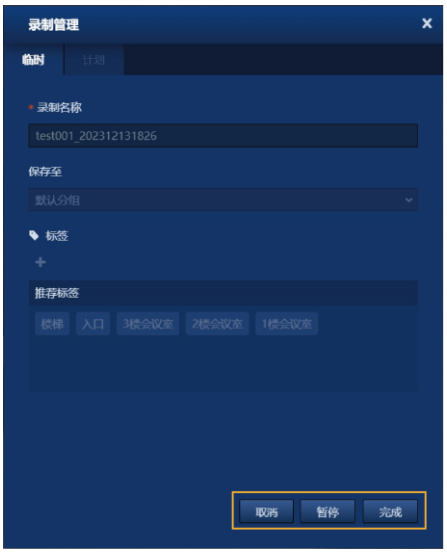
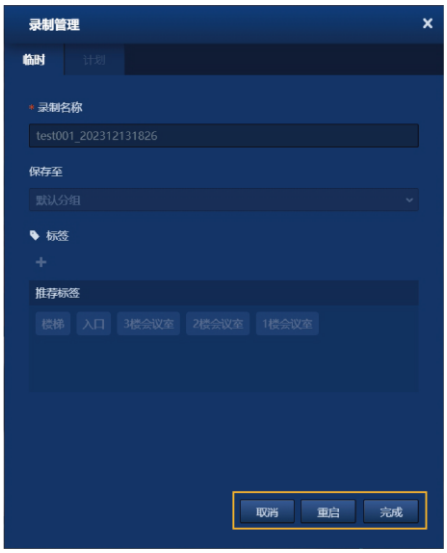
The recording parameters are explained below:

PARAMETER	DESCRIPTION
RECORDING NAME	Customizable recording file name
START TIME	Recording start time.
END TIME	Recording end time.
SAVE TO	You can select the video recording storage group from the drop-down menu. The storage group can be set in the background under [File Management] — [Recorded Files].
LABEL	Add tags to your recordings for easier searching. Click  button to customize the labels, or select from the "Recommended Labels" list.
RECOMMENDED LABEL	The video label list can be added in the backend under [Resource Management]—[Label Management] interface.

To pause or finish recording early, re-enter the recording management interface for that signal and click the "Pause" or "Finish" button. To restart a paused recording process, click the "Restart" button in the recording management interface for that signal. To cancel recording, click the "Cancel" button.





In the [Signal] list, signals that are recording will have a status indicator. Recording in progress will display a recording indicator ; recording paused will display a paused indicator ; scheduled recording not yet started will display a scheduled indicator .
Recording cannot be paused or stopped within one minute of its start.

4.1.2. Multi-Signal Recording

Multi-signal recording means recording multiple signals simultaneously, with a maximum of 20 signals recorded at a time.

In the "Signal" list of the "Video Recording" interface on the front end, click the "Add" button to open the "Add" window.

Select multiple signals from the "Signal" drop-down list in the window, set other recording parameters, and click the "Start Recording" or "Save" button to start recording. The naming rule for the recording file is: Recording Name - Signal Name.

Multi-signal recording also supports both temporary and scheduled recording, as well as recording pause and restart operations. For parameter settings and operation details, please refer to 4.1.1 Single Signal Recording.

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Click  after the signal name to access the recording history, and click the "Recording History" button in the pop-up menu. A window will open where you can view and watch all recorded files.

Recordings can be filtered by name, start time, end time, and tags. Click the "Play"  button to watch the recording.

4.1.3. Video Playback

Clicking on a signal in the [Signal] list allows you to view the recording in the right-hand area of the interface. The software supports pushing the recording to a video wall or other users for playback. During playback, users can start/pause playback, adjust the playback aspect ratio, playback speed, and playback volume as needed, take screenshots of key images, and download the recording to their local PC.

The button functions are explained below:

AREA	BUTTON	DESCRIPTION
A		On-Screen display: Click this button to push the video to a video wall window for playback. Select the window and click the "OK" button.
		Push to user: Click this button to push the video to a user for playback. Select users (multiple selections are possible) and click the "OK" button.
B	12/15	Select date: Click this button to select a specific day's recording.
	TIMELINE	The timeline displays all recordings for the day. Hovering the mouse over the file area displays the recording name, start and end times, duration, and tag information. Dragging the playback indicator adjusts the playback time point, and scrolling the mouse wheel or clicking... / to zoom in or out on the timeline by pressing the button or dragging the slider.
	/	Click to pause/start recording.
		Click to download the current recording to your local PC.
	/ 1:1	Aspect Ratio Settings: Click to switch the aspect ratio, including full-size and original ratio.
	/	Volume adjustment: Click to turn mute on/off; when not muted, you can adjust the volume.
	1X ▲	Click to adjust the playback speed, including 1/60, 1/30, 0.25, 0.5, 1x, 2x, and 3x speed.
		Screenshot: Click to take a screenshot and save it to your local PC.
		Switch to full screen: Click this button to enlarge to full screen playback.

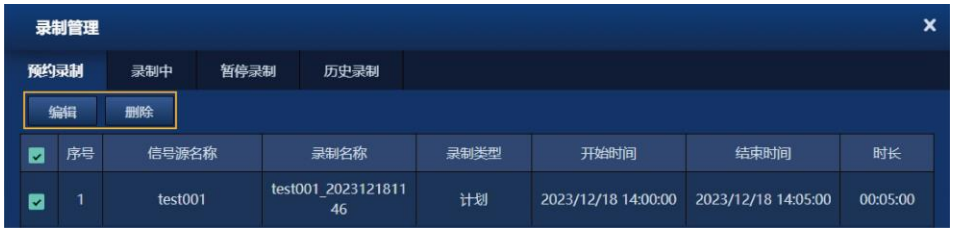
4.1.4. Recording Management

Click  on the [Signal] list to open the [Recording Management] window, which contains recording items in various states, including scheduled recording, recording in progress, paused recording, and historical recording.

The recording items in each list are independent of each other. For example, if you open the [Recording Management] window in the [Signal] list, the window will only contain the signal recording items and will not contain the scene or video wall recording items.

4.1.4.1. Appointment Project Management

In the [Recording Management] window, switch to the [Scheduled Recording] tab. On this tab, you can view recording projects that are currently scheduled. Select a recording project, click the Edit button to change its parameters, and click the Delete button to delete it.



4.1.4.2. Project Management During Recording

In the [Recording Management] window, switch to the [Recording in Progress] tab. On this tab, you can view projects currently being recorded and also pause or stop recording.

4.1.4.3. Pause Project Management

In the [Recording Management] window, switch to the [Pause Recording] tab. On this tab, you can view paused recordings and restart or stop them.

4.1.4.4. Historical Project Management

In the [Recording Management] window, switch to the [Recording History] tab. This tab allows you to view all completed recordings and watch them. You can filter recordings by name, start time, end time, and tags. Click the "Play" button to watch the recording.

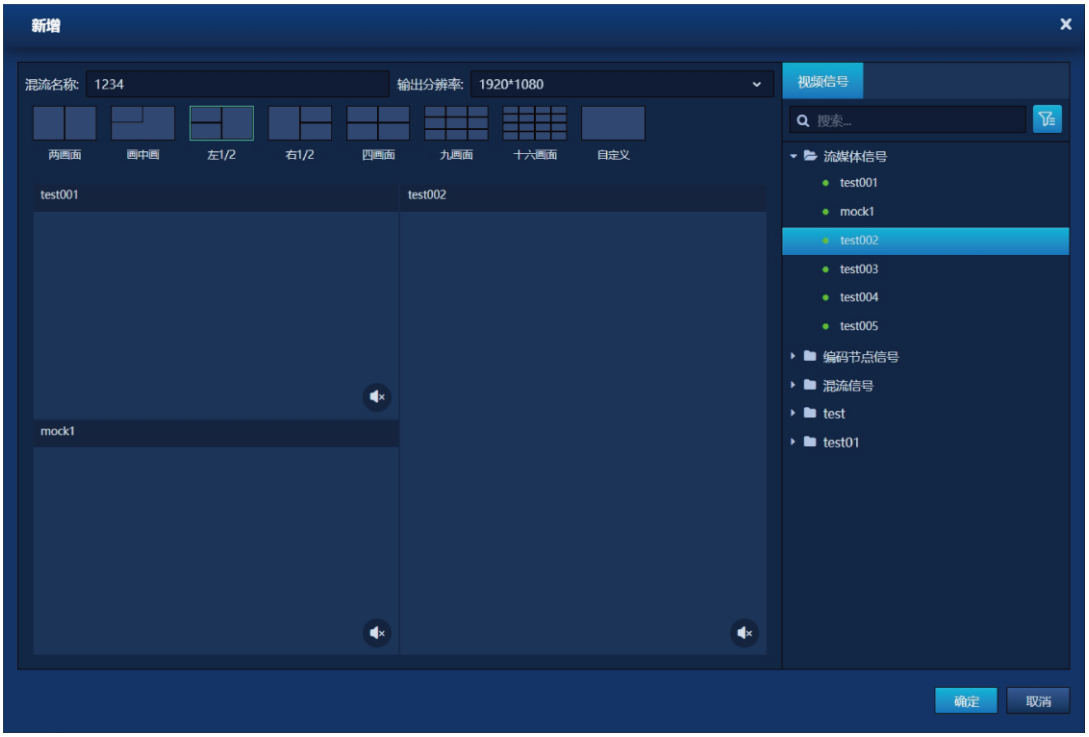
4.2. Scene Recording

The software supports scene recording, which allows you to save multiple signals (no more than 20 channels) as a scene for recording. The layout of the signals in the scene can be customized.

4.2.1. New Scene

In the "Scene" list of the "Video Recording" interface on the front end, click the "Add" button to open the configuration window.

Enter the mix name in the window, set the output resolution, select the scene layout (the layout can be customized; left-click and drag to set the screen size and position, with a maximum of 20 screens), drag the signal from the [Video Signal] list into the screen, and click the "OK" button to complete the scene creation.



4.2.2. Scene Recording

Click ••• after the scene name, click the "Recording Management" button in the menu, configure the recording parameters in the pop-up window, and then click the "Start" button to start recording.

Scene recording supports both on-demand recording and scheduled recording, and supports recording pause and restart operations. For parameter settings and operation details, please refer to 4.1.1 Single Signal Recording.

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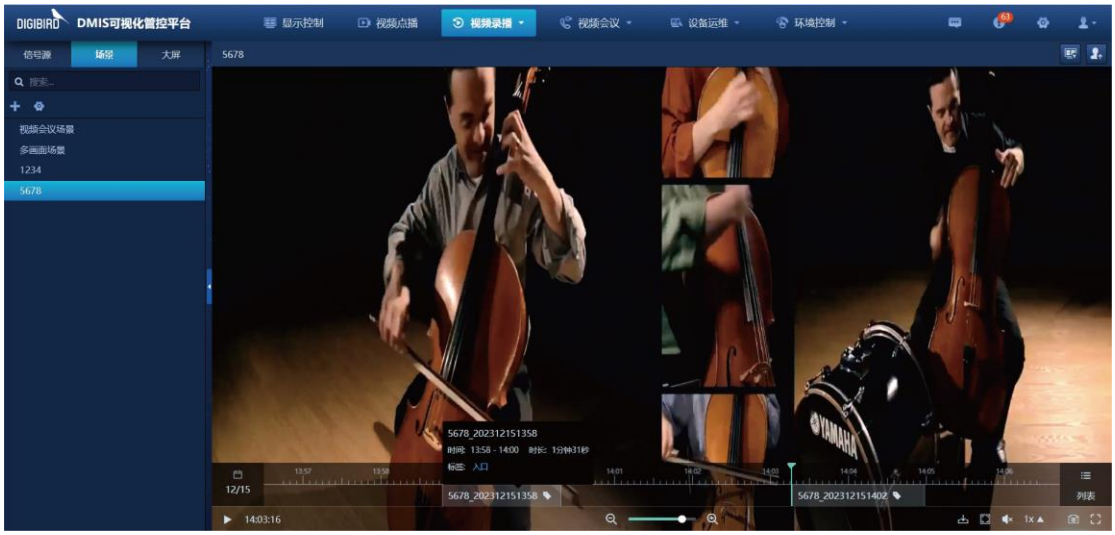
Click  after the scene name, and click the "Recording History" button in the pop-up menu. A window will open where you can view and watch all recorded files. Recordings can be filtered by name, start time, end time, and tags. Click the "Play"  button to watch the recording.

Click the "Rename" button in the menu to change the scene name, and click the "Delete" button to delete the scene.

4.2.3. Video Playback

Clicking on a scene in the [Scene] list allows you to view the recording in the right-hand area of the interface. The software supports pushing the recording to a Video Wall or other users for playback. During playback, users can start /pause playback, adjust the aspect ratio, playback speed, and volume as needed, take screenshots of key images, and download the recording to their local PC.

For a detailed explanation of the button functions, please refer to section 4.1.3. Video Playback.



4.2.4. Recording Management

Click  in the [Scene] list to open the [Recording Management] window, which contains recording items in various states, including scheduled recording, recording in progress, paused recording, and historical recording. For details, see 4.1.4 Recording Management.

4.3. Video Wall Recording

Video wall recording involves recording the display screens of multiple video walls, with a maximum of 5 video walls that can be recorded at once.

4.3.1. Single Video Wall Recording

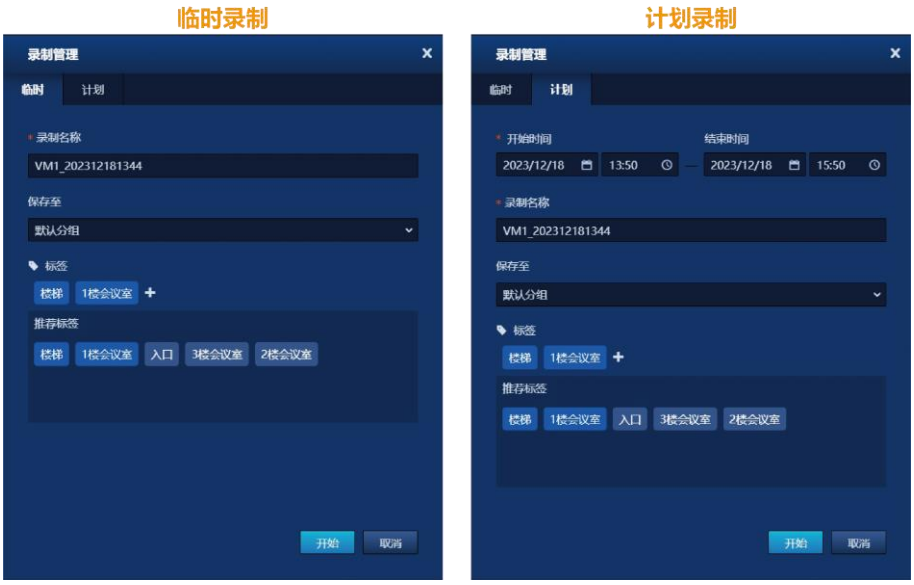
The platform offers two recording methods.

Method 1: Enter the front-end [Video Recording] interface, and click  after the video wall name in the [Video Wall] list on the left side of the interface. Click the "Recording Management" button in the pop-up menu.

Method 2: Enter the front-end [Display Control] interface, select a video wall in the device group, and click the "Recording Management"  button.

Configure the recording parameters in the [Recording Management] window, and click the "Start" button to begin recording.

Video wall recording supports both temporary and scheduled recording, but does not support recording pause and restart operations. For parameter settings and operation details, please refer to 4.1.1 Single Signal Recording.

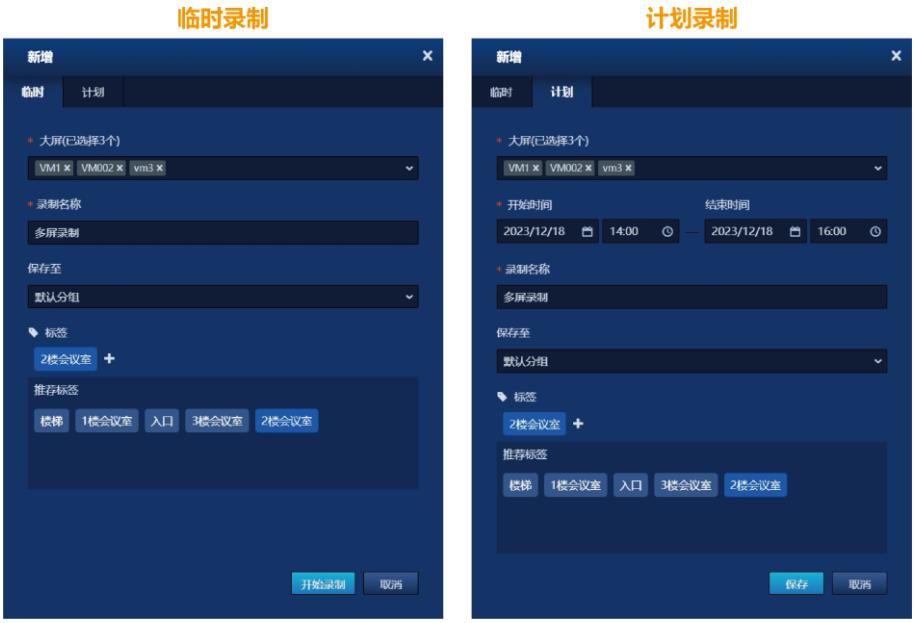


4.3.2. Multiple Video Wall Recording

Enter the front-end [Video Recording] interface, and click the "Add" button  in the [Video Wall] list on the left side of the interface.

Select multiple video walls from the "Video Wall" drop-down list in the window, set other recording parameters, and click the "Start Recording" or "Save" button to start recording. The naming rule for the recording file is: Recording Name - Video Wall Name.

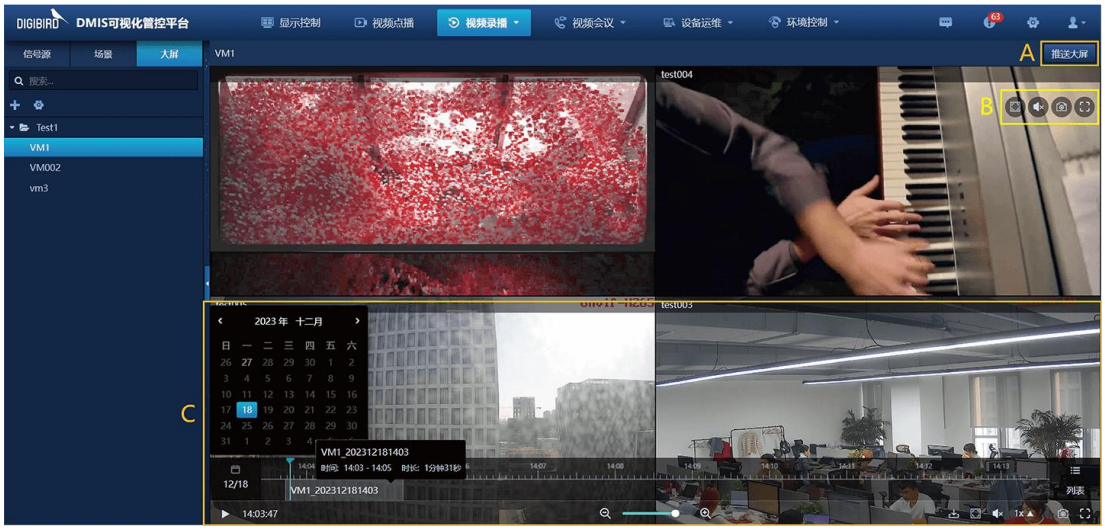
Multiple video wall recordings support both temporary and scheduled recording, but **do not support recording pause and restart operations.** For parameter settings and operation details, please refer to 4.1.1 Single Signal Recording.



Click the button  after the Video Wall name, and click the "Recording History" button in the pop-up menu. A window will open where you can view and watch all recorded files. Recordings can be filtered by name, start time, end time, and tags. Click the "Play" button  to watch the recording.

4.3.3. Video Playback

Clicking on a video wall in the [Video Wall] list allows you to view the recording in the right-hand area of the interface. The software supports pushing recordings to the corresponding video wall for playback. During playback, users can start /pause playback, adjust the playback aspect ratio, playback speed, and playback volume as needed, take screenshots of key images, and download the recording to their local PC. Users can also individually adjust the volume, aspect ratio, full-screen mode, and individual screenshot settings for a specific window of the recording on the video wall.



The button functions are explained below:

AREA	BUTTON	DESCRIPTION
A	推送大屏	Push to video wall: Click this button to push the video to the corresponding Video Wall for playback.
	停止推送	Stop push: Click this button to stop push.
B	/	Aspect ratio settings: Click to switch the aspect ratio of the current window, including full-size and original ratio.
	/	Volume adjustment: Click to mute/unmute the current window. When not muted, you can adjust the volume.
		Screenshot: Click to take a screenshot of the current window and save it to your local PC.
		Switch to full screen: Clicking this button will enlarge the current window to full screen for playback.
C	12/15	Select date: Click this button to select a specific day's recording.
	Timeline	The timeline displays all recordings for the day. Hovering the mouse over the file area displays the recording name, start and end times, duration, and tag information. Dragging the playback indicator adjusts the playback time point, and scrolling the mouse wheel or clicking / , you can zoom in or out on the timeline by pressing the button or dragging the slider.
	/	Click to pause/start recording.
		Click to download the current recording to your local PC.
	/	Aspect ratio settings: Click to switch the aspect ratio, including full-size and original ratio.
	/	Volume adjustment: Click to turn mute on/off; when not muted, you can adjust the volume.
	1X ▲	Click to adjust the playback speed, including 1/60, 1/30, 0.25, 0.5, 1x, 2x, and 3x speed.
		Screenshot: Click to take a screenshot and save it to your local PC.
		Switch to full screen: Click this button to enlarge to full screen playback.

4.3.4. Recording Management

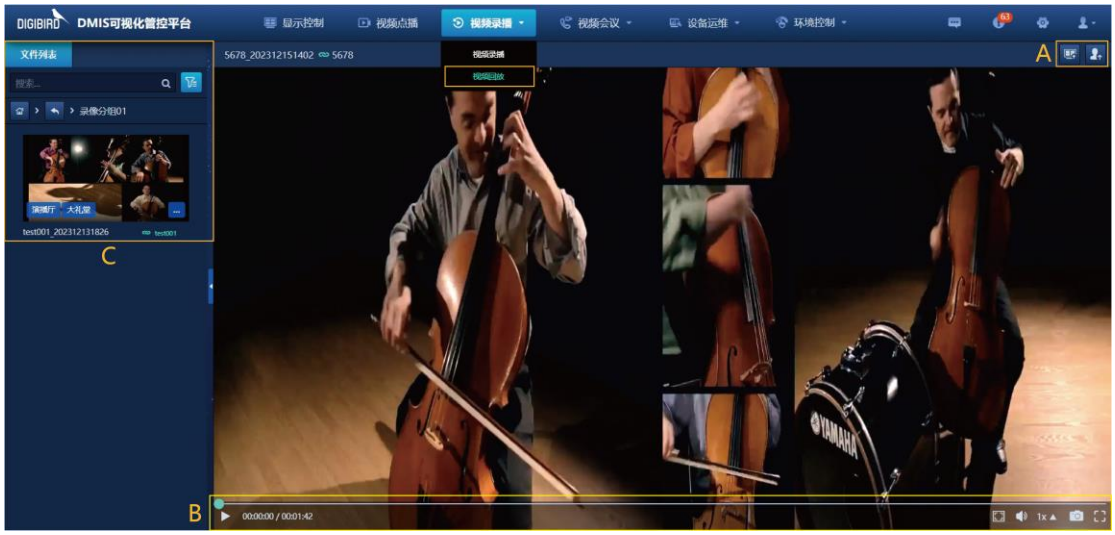
Click on the [Video Wall] list to open the [Recording Management] window, which contains recording items in various states, including scheduled recording, recording in progress, and historical recording. **It does not support managing paused recording items.** For details, please refer to 4.1.4 Recording Management.

4.4. Video Playback

Enter the "Video Playback" sub-interface of the "Video Recording" section on the front end. You can play back all recordings, add subtitles to the recordings, and download and rename the recording files.

4.4.1. Video Playback

Click on the recording in the [File List] to view it on the right side of the interface. During playback, users can start /pause playback, adjust the aspect ratio, playback speed, and volume as needed, and take screenshots of key images.



The button functions are explained below:

AREA	BUTTON	DESCRIPTION
A		Display on Video Wall: Click this button to push the video to a Video Wall window for playback. Select the window and click the "OK" button.
		Push to user: Click this button to push the video to a user for playback. Select users (multiple selections are possible) and click the "OK" button.
B	/	Click to pause/start recording.
	/ 1:1	Aspect ratio settings: Click to switch between the full-size and original aspect ratios.
	/	Volume adjustment: Click to turn mute on/off; when not muted, you can adjust the volume.
	1X ▲	Click to adjust the playback speed, including 1/60, 1/30, 0.25, 0.5, 1x, 2x, and 3x speed.
		Screenshot: Click to take a screenshot and save it to your local PC.
		Switch to full screen: Click this button to enlarge to full screen playback.
C		Search: You can enter keywords to search for related recording files.
		Filter search: Click this button to filter files by recording time and video tags.
		Return to homepage: Click this button to return to the [File List] homepage, where all recorded file groups will be displayed.
		Return to previous page: Click this button to return to the previous page list.

4.4.2. Subtitle Settings

The platform supports adding subtitles to video files, making it easy to provide a brief description of the video.

In the file list, hover the mouse over the recording file and click  , click the "Set Subtitle" button in the menu to bring up the "Set Subtitle" window. In this window, you can set the subtitle position, content, font, font size, font color, and character spacing. Once you're finished setting, click the "OK" button.

Subtitle settings parameter instructions:

PARAMETERS	DESCRIPTION
SHOW SUBTITLES	Check this box to display subtitles on the video; otherwise, they will not be displayed.
SUBTITLE POSITION	The rectangle in the image represents the position and size of the subtitles. Dragging the rectangle with the mouse will change the position of the subtitles, and dragging the edge nodes of the rectangle will change the size.
SUBTITLES	Enter the subtitle content.
FONT	Select a font from the drop-down menu; the software offers a variety of commonly used fonts for users to choose from.
SIZE	Select the font size from the drop-down menu; the font size range is 12 to 60.
COLOR	Click to open the color palette, where users can set the font color as needed.
CHARACTER SPACING	Customizable text spacing.

4.4.4. Other

In the file list, hover the mouse over the recording file and click  , the button allows you to download files to your local PC by clicking the "Download File" button in the menu: the "Rename" button allows you to change the file name.

5. Video Conference

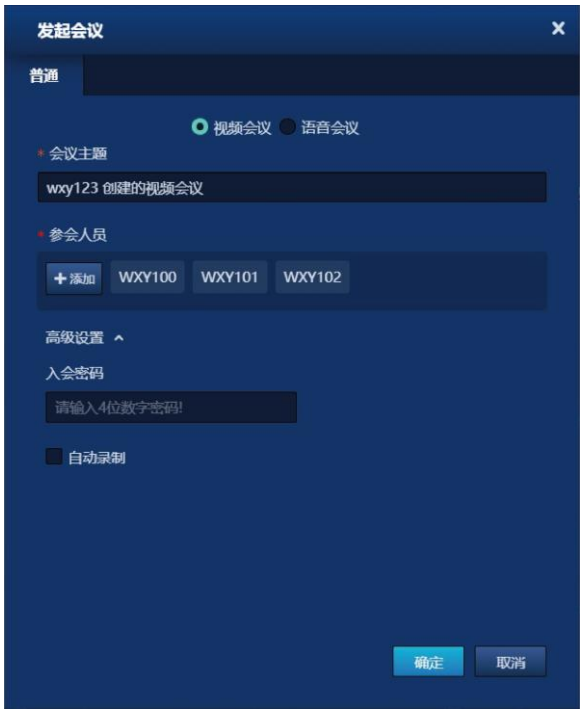
Users can conduct video conferences with video conferencing terminals through the software, which supports functions such as meeting management, initiating meetings, scheduling meetings, contingency planning, and using meeting templates.

Once you enter the front-end [Video Conferencing] interface, you can conduct video conferences.

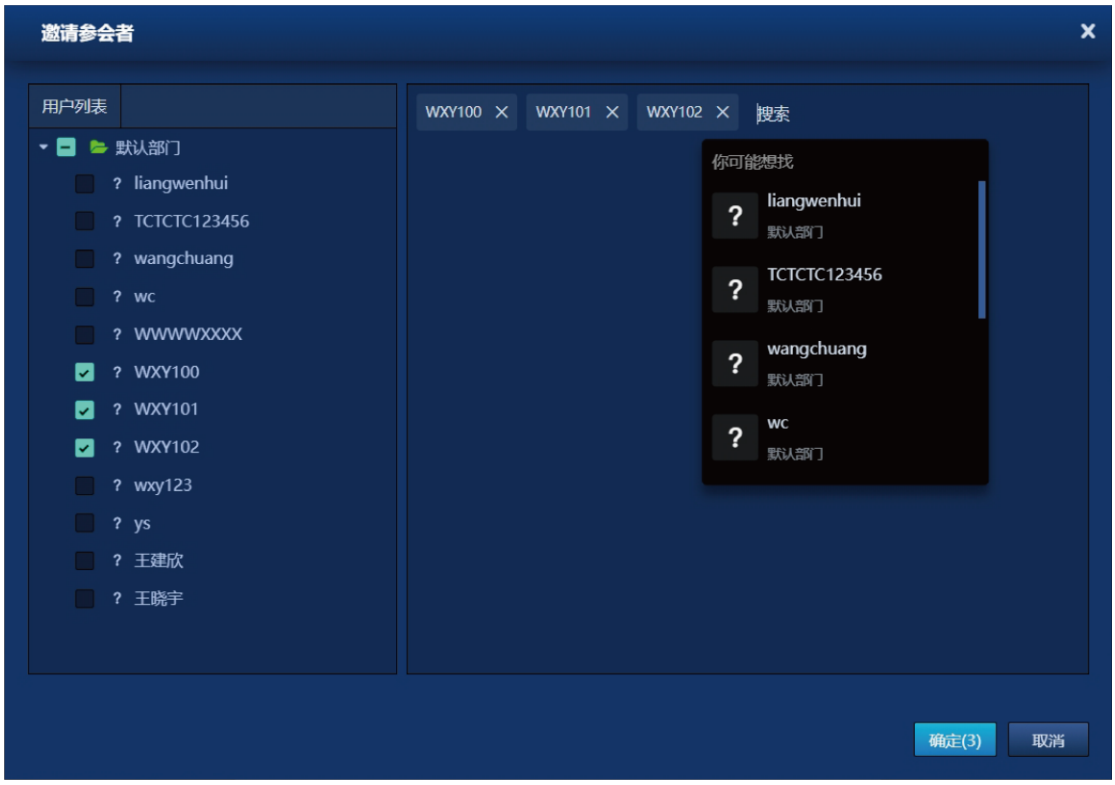
5.1. Initiate Conference

Enter the front-end [Video Conference] homepage and click the "Start a Conference" button.

In the pop-up window, you can choose to initiate a "Video Conference" or "Audio Conference". Then set the conference topic, select the participants, and choose to set a meeting password and enable automatic recording. Click the "OK" button to send a conference invitation to the members.



Clicking the "Add" button allows you to select participants in a pop-up window, while clicking the "Search" button allows you to find users.



5.2. Schedule Conference

The platform supports meeting booking. The specific steps are as follows:

Enter the front-end [Video Conference] homepage and click the "Schedule Conference" button.

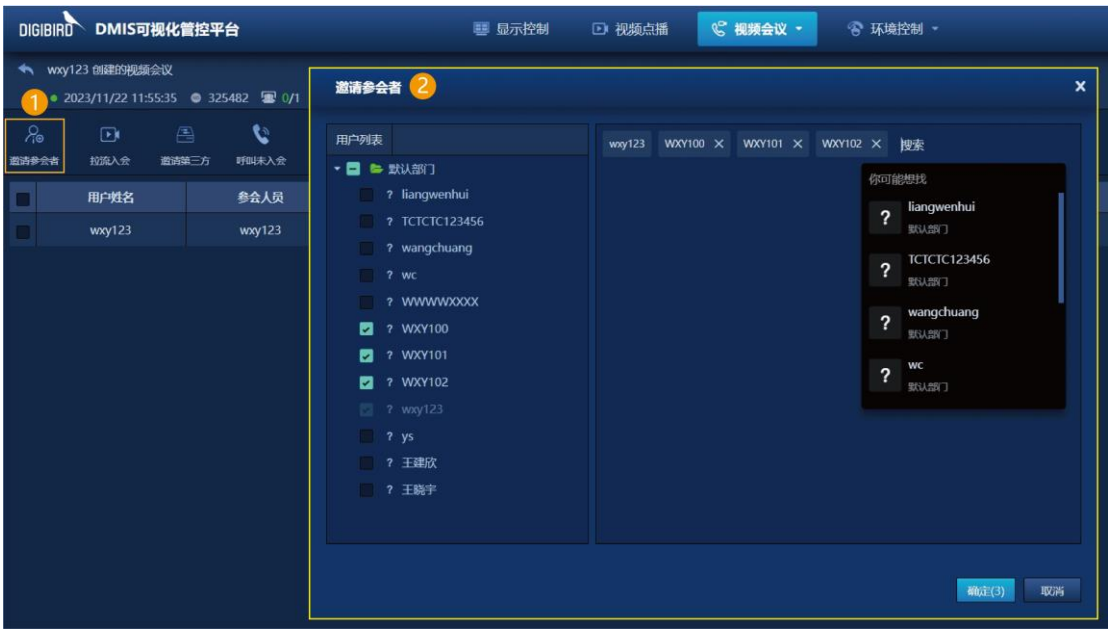
In the pop-up window, you can choose to initiate a "Video Conference" or "Audio Conference". Then, set the conference topic, the start and end times of the conference, whether to schedule recurring conferences (If scheduled, you can set the repetition frequency and end date of the repetition), select the participants, and choose to set a meeting password and enable automatic recording. Click the "OK" button to send a conference invitation to the participants.

5.3. Conference Control

On the front-end [Video Conference] interface, you can view all ongoing meetings. Click the "Enter Conference" button to enter the meeting control interface, where you can manage the meeting.

5.3.1. Invite Participant

Click the "Invite Participants" button to invite new members to the meeting in the opened window.



5.3.2. Pull Stream into Meeting

Click the "Pull Stream into Meeting" button, select the signal in the opened window, and click the "OK" button to display the signal screen during the meeting.

5.3.3. Invite Third Party

Click the "Invite Third Party" button, enter the participant's name, calling protocol, and identifier in the opened window, and click the "OK" button to invite the third party to join the meeting.

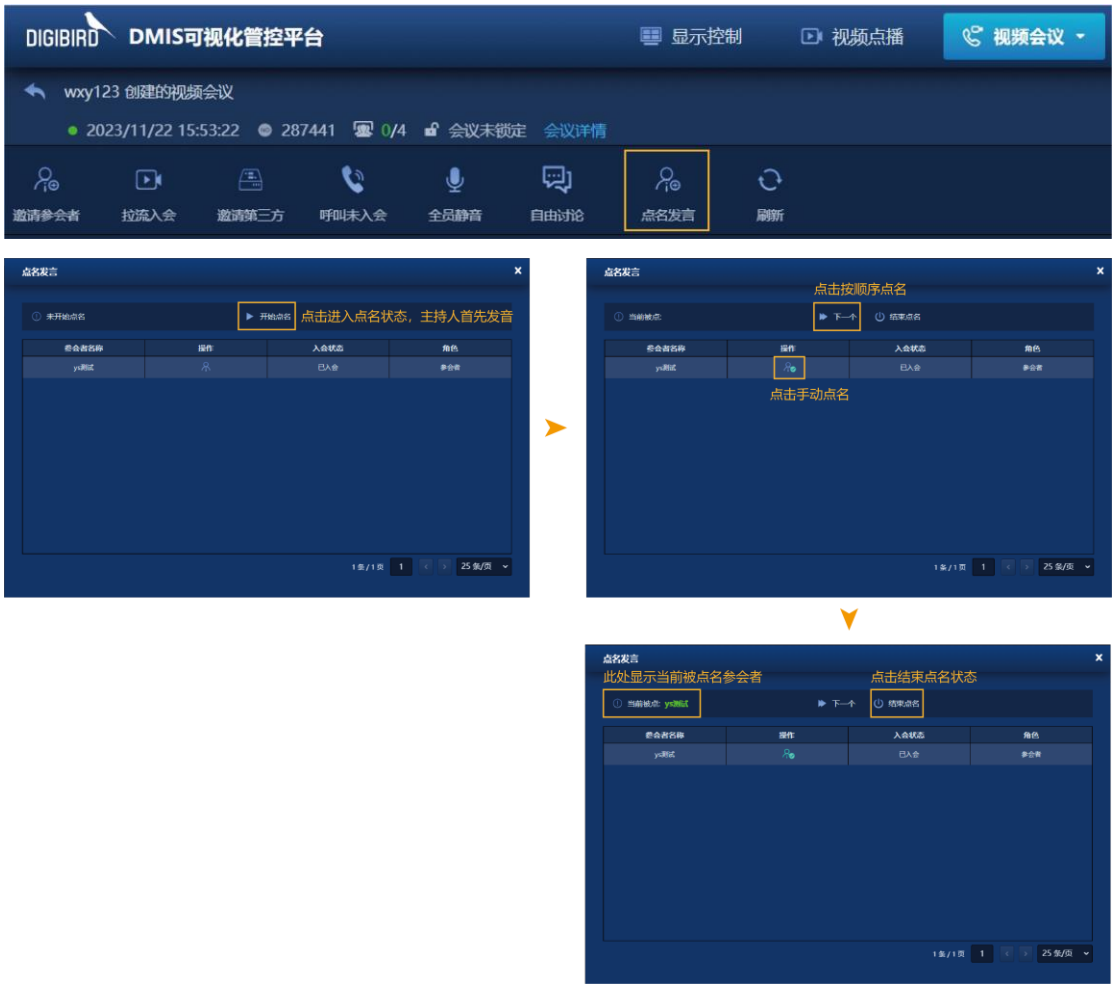
5.3.4. Call Unjoined Participant

Select the members who have not yet joined the meeting, and click the "Call Unjoined" button to initiate a meeting call.

5.3.5. Roll-Call Speaking

Click the "Roll-Call Speaking" button, and the host can call on a specific participant to speak in the pop-up window.

Once roll call begins, everyone is muted. The meeting interface displays only the host's video feed, and only the host can speak. Subsequent participants called upon by the host can speak, but their video feeds will not be displayed. Roll call can be performed sequentially by participants or by directly calling on specific individuals.



5.3.6. Setting Meeting Layout

Click the "Set Layout" button to set the meeting window layout and personnel polling in the pop-up window.

1. Choose a layout: The platform offers 4 built-in layouts. When you choose "Free Layout", you can arrange the layout according to the number of attendees. If the built-in layouts do not meet your needs, you can add custom layouts in the backend management interface.
2. Participant arrangement: Select a participant from the [Participant] list and drag it to the window (or click the "Auto Layout" button to automatically arrange all participants). The participant's video will then only appear in the corresponding window.
3. Set polling: When there are two or more participants in a single window, polling will be set up so that the participants in the window are displayed in sequence according to the polling interval; otherwise, only the first participant in the window queue will be displayed.
4. Start polling: Click the "Start Polling Now" button to begin polling;
5. Click the "OK" to apply the layout, and the meeting interface layout will switch immediately.

To pause or turn off polling, click the "Set Layout" button  to configure the settings.

5.3.7. Other Control Functions

Other meeting control functions are described below:

FUNCTION	DESCRIPTION
MUTE EVERYONE	The host can set this button to mute/unmute all participants.
FREE DISCUSSION	Click this button to unmute everyone, allowing all participants to speak.
LOCKED MEETING	Click this button to lock the meeting; click again to unlock.
LOCKED LAYOUT	Click this button to lock the meeting interface layout. The meeting interface layout cannot be modified. Click again to unlock.
END OF MEETING	Click this button to end the meeting.

The meeting operation instructions for participants are as follows:

Monitoring can only be performed when the user has higher privileges than the participants. If the conference terminal supports PTZ (pan-tilt-zoom) functionality, the camera can be controlled.

Enter the "Meetings in Progress" sub-interface of the "Video Conference" interface on the front end to view all ongoing meetings. Click on the meeting topic to enter the meeting details page. It also supports starting a new meeting and ending a meeting.

Accessing the "Upcoming Meetings" sub-interface within the "Video Conference" interface allows you to view all upcoming meetings. Clicking on a meeting topic displays meeting information, including basic details and participants. It also supports scheduling and starting meetings  and canceling meeting  .

Access the "Completed Meetings" sub-interface within the "Video Conference" interface to view all completed meetings. Clicking on a meeting topic will display meeting information, including basic details and participants.

5.4. Preset Recalling

The platform allows users to save meeting participants and meeting interface layouts as meeting templates, enabling them to initiate meetings with a single click when needed.

5.4.1. Conference Template

Enter the "Meeting Template" sub-interface of the "Video Conference" interface on the front end, click the "Add" button, select the meeting type, set the template name, participants, and meeting layout, and finally click the "OK" button to add a meeting template.

You can view the created templates in the [Conference Template] interface, and you can modify and delete the templates.

5.4.2. Preset Recalling

Return to the [Video Conference] homepage, click the "Preset Recalling" button, select a template in the pop-up window, and click the "Call" button to send a video conference invitation to the participants in the template.

6. Device Maintenance

The platform supports intelligent operation and maintenance functions for devices, and can manage and monitor all assets within the system through software, so that the assets can achieve the desired results.

The device operation and maintenance module includes sub-modules for status dashboard, alarm management, intelligent inspection, system topology, and intelligent diagnosis, providing an integrated operation and maintenance management solution based on the entire network assets.

Note: To implement this function, an additional maintenance extension host needs to be added.

6.1. Status Dashboard

Upon entering the software's front-end interface, under [Device Maintenance]—[Status Dashboard], the interface displays a statistical overview of the system's assets in a card layout. Specifically, it includes the following aspects:

- Overall health status: Supports dashboard charts, which display the health values of assets within the system in a percentage format.
- Alarm area statistics: Displays the number and percentage of alarms for each asset, based on its location.
- System topology: Displays the asset location topology. The topology map is attached to a virtual root node (named "Operations and Maintenance System"). You can view the asset status, including online, offline, critical alarm, important alarm, general alarm, alert alarm, and key monitoring. Double-clicking an asset location will allow you to view assets in its sub-location.
- Asset classification statistics: Displays the number of assets in the system based on asset type.
- Alarm data announcement: Displays all alarm information in the system in a scrolling manner, including alarm content, source, and handling opinions.
- Alarm quantity trend: Displays the daily number of alarms at different levels within the system, using alarm level as the statistical dimension.

6.2. System Topology

The system topology is divided into location topology, asset topology, and rack topology. Users can view asset information and status intuitively and conveniently in a graphical manner, from a global perspective to specific details.

6.2.1. Location Topology

On the software's front-end [Device Maintenance] interface, click the "System Topology" option to enter the [System Topology] interface. This interface will display a 3D asset location topology map based on the system asset location data. The asset location topology map will be attached to a virtual root node (named "Maintenance System").

Each real location node will directly display the alarm status of the assets within that location.

If an alarm exists at a certain location node, the corresponding alarm icon will be displayed; otherwise, it will not be displayed. Hovering the mouse over a location node will bring up a pop-up window displaying the location name.

6.2.2. Asset Topology

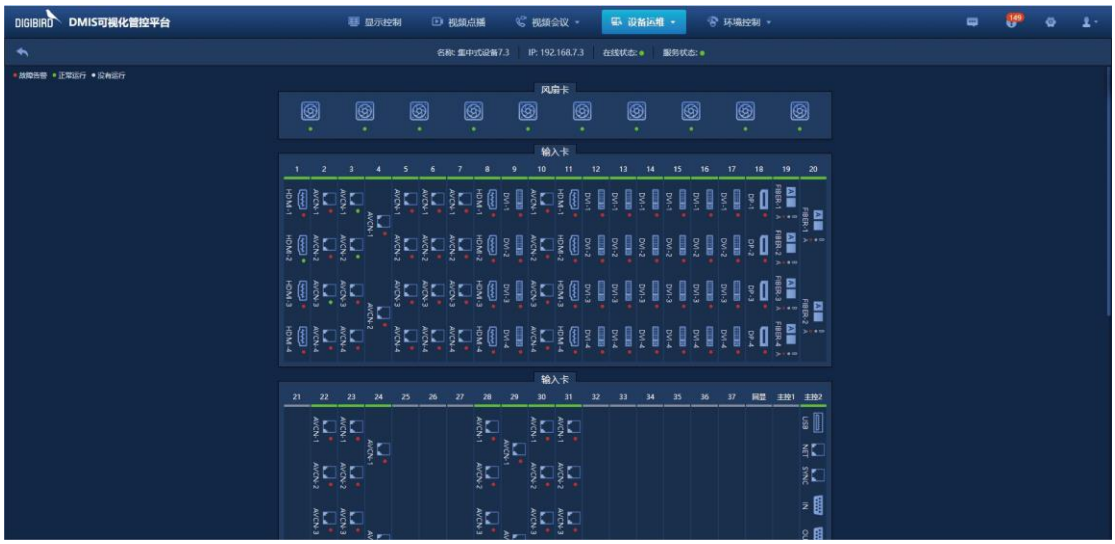
Double-clicking a real location node will display the asset topology map under that location node.

The topology map starts from a virtual node and arranges asset data in all directions according to asset categories. Each asset directly displays its alarm status (the alarm icon varies depending on the alarm level; no alarm is displayed if there is no alarm) and its on-site status (green connecting line for on-site, gray connecting line for offline). Hovering the mouse over an asset node will bring up a pop-up window displaying information such as the asset name, location, communication address, and online status.

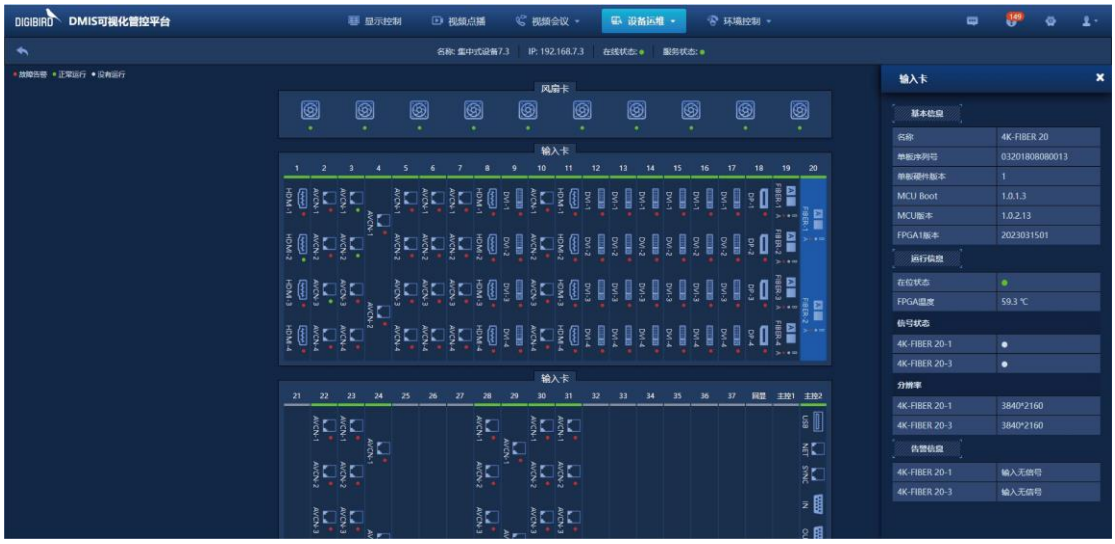
6.2.3. Rack Topology

Double-clicking an asset node will take you to the rack topology interface if the asset supports rack topology; otherwise, it will not redirect. Currently, this function only supports our company's centralized equipment, such as centralized video wall products, centralized hybrid matrix products, centralized optical matrix products, and centralized agent products.

This topology diagram realistically displays the chassis's card layout, card presence status, card alarm status, input port signal status, and output port output status from the perspectives of cards and channels.



In the rack topology diagram, the smallest operable unit is the card. Clicking on a card will bring up a details window for that card on the right, which includes basic information, operating information, signal status, resolution, alarm information, etc.



6.3. Alarm Management

Enter the software's front-end interface under [Device Maintenance]—[Alarm Management]. This interface contains two sub-interfaces: one displays all unresolved alarms in the system, and the other displays all resolved alarms in the system. You can switch between sub-interfaces by clicking the button on the left sidebar.

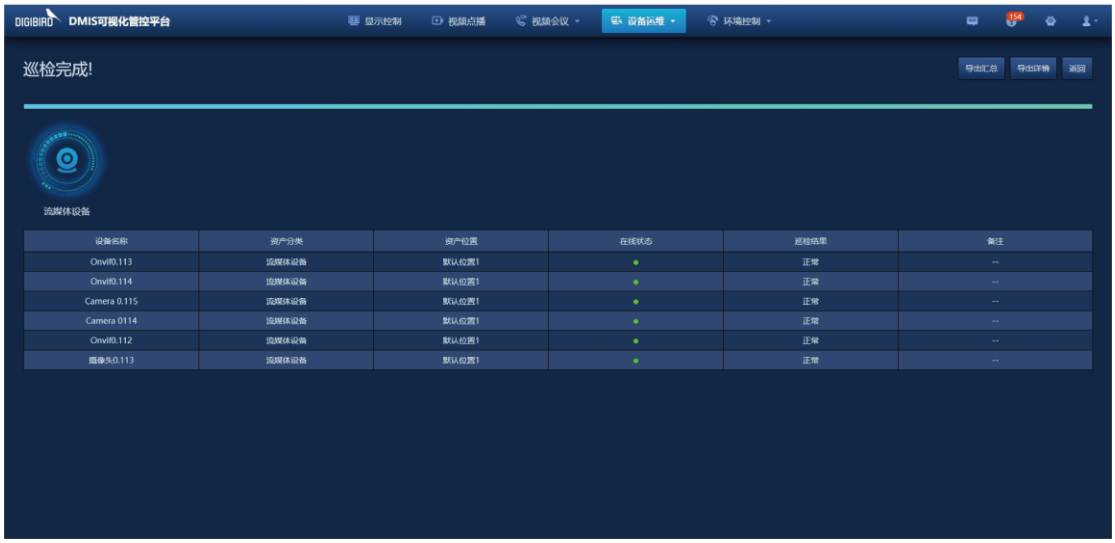
Alarm information can be filtered by alarm status, alarm level, and alarm time. Filtered information can be exported to a local PC. An alarm silencing function is supported, which can silence alarm information; silenced alarm information will not be displayed in the [Status Dashboard] interface.

Alarms that have been cleared can be filtered by alarm level and alarm time, and the filtered information can be exported to a local PC.

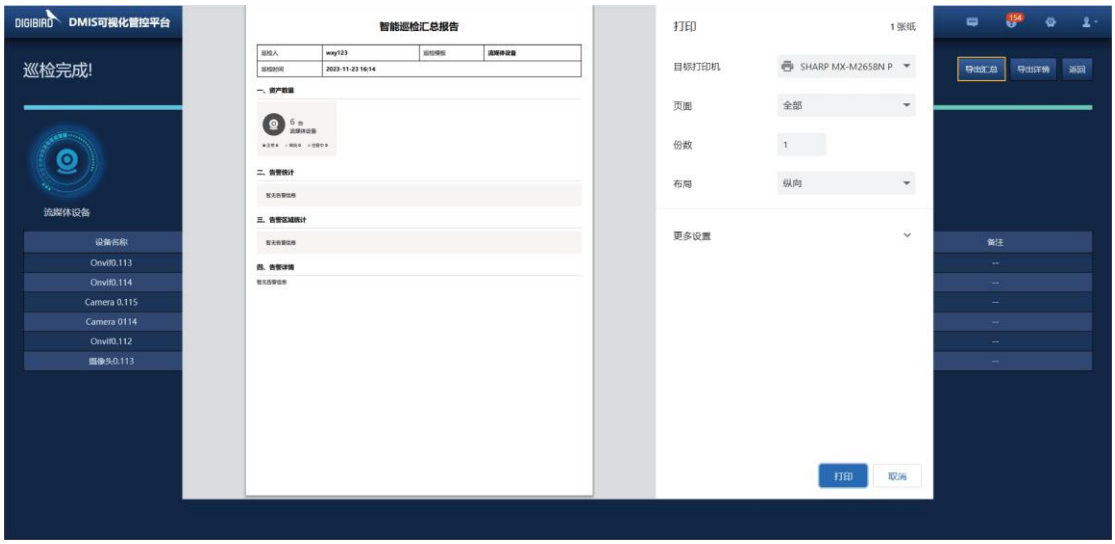
6.4. Intelligent Inspection

The software supports intelligent inspection functions, which can manually inspect assets according to asset categories and inspection templates, or automatically inspect assets by creating inspection plans. It also supports downloading and printing inspection reports.

Inspection by Asset Category: Access the software's front-end interface under [Device Maintenance]—[Intelligent Inspection], and click on the asset category to begin the inspection. For example, to inspect "Streaming Media Device":



Click the "Export Summary" button to print the summary report, and click the "Export Details" button to print the details report.



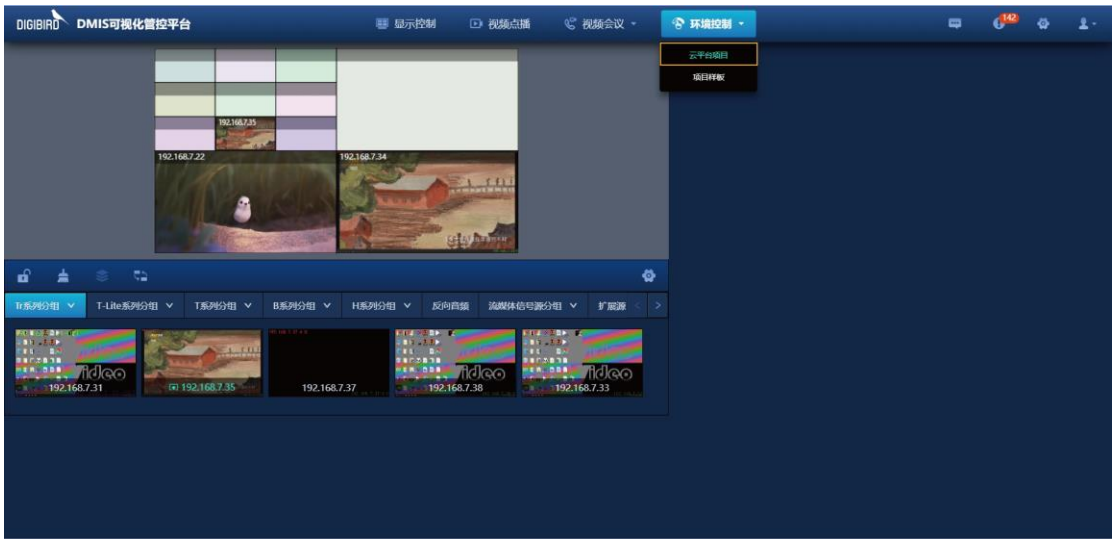
Inspection by a Template: Go to the software's front-end interface, select the template from the "Inspection Template" drop-down menu, and click the "One-Click Inspection" button to begin the inspection.

6.5. Intelligent Diagnosis

It allows you to configure video and network links for devices within the system. After configuration, you can visually view the video and network links between the signal and the output display device in the front-end interface of [Device Maintenance] - [Intelligent Diagnosis].

7. Environmental Control

After publishing a project in the backend [Central Control Management] interface, you can view and use the published project in the [Environment Control] interface on the software front end. An example is as follows: On the front-end interface, click "Environment Control", then click the project name to enter the project interface and use it.



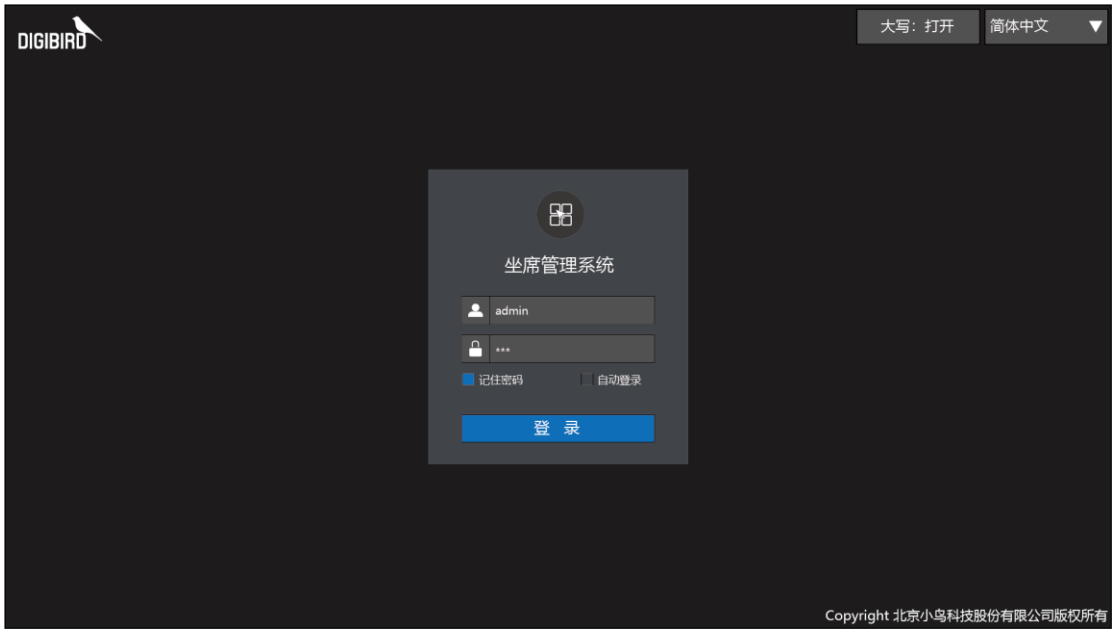
8. Workstation Application

After completing the workstation configuration in the web software backend, you can log in to the OSD menu on the station terminal to perform convenient visual workstation management operations.

8.1. Station Login

On the main screen's login page, enter your username and password to log in.

The interface language can be changed on the login screen; the system provides Simplified Chinese and English for users to choose from.



8.2. OSD Menu Introduction

Each display screen in the operator's workstation has two operator operation navigation menus.

- **Window navigation menu:** Located at the top center of the screen, it allows you to switch the signal of this window, push settings, etc.
- **Main navigation menu:** Located at the bottom center of the screen, it allows you to configure the layout and presets of this screen.

If the display is in four-view mode, each split window has a [Window Navigation Menu] at the top, but there is only one main navigation menu.

The operator supports two control modes: OSD control mode and PC control mode. Press the left <CTRL> + <M> key combination to switch modes. This shortcut key can be modified. For details, please refer to 8.15.3 Shortcut Key Settings.

- **OSD control status:** Only the OSD mouse can be used, the signal cannot be controlled.
- **PC control status:** You can use an OSD mouse or control the signal (keyboard and mouse permissions required).

8.2.1. Main Navigation Menu

Clicking the button at the bottom center of the screen will bring up the main navigation menu.

The menu functions are explained below:

FUNCTIONS	DESCRIPTION
SIGNAL	To preview or switch signals, simply drag the signal onto the screen with your mouse.
PRESET	It includes contingency plans for workstations, single screens, video walls, and matrixes, and these plans can be invoked.
LAYOUT SELECTION	The workstation screen layout can be set up in two ways: single-screen and four-view. A single-screen displays one signal on one screen, while a four-view screen displays four signals evenly divided on one screen. Note: The Br series dual-channel workstation/workstation collaboration decoding node only supports a single-screen layout.
INTERACTIVE MANAGEMENT	Follow: View the operations of other users or agents in real time (on any screen of any Station); Meeting: If your Station is already connected to a video conferencing terminal, you can conduct video conferences with other users. For connection instructions, please refer to **8.11 Workstation Conference**. Messages: Allows you to send text messages to other users.
OTHER	Clear screen: Clears all signals on the current screen; Clear Station: Clears all signals from all screens in this station; Batch power on/off: Simultaneously control multiple signals to perform power on/off and restart operations (the signals need to be remotely configured for power on/off on the web software before remote power on/off can be achieved). System management: Configure OS SD interface display or operating habits, including personal settings, shortcut keys, system status, etc. Logout: Exit station login.

8.2.2. Window Navigation Menu

Clicking the button  at the top center of the screen will bring up the [Window Navigation Menu].

The menu functions are explained below:

FUNCTIONS	DESCRIPTION
SIGNAL	Preview or switch signals; simply click with your mouse to switch.
PUSH	You can choose to push the current signal to the main screen, other users, other stations, the video wall, or the matrix.
SOUND	Adjust the volume of the signal.
ENTER FULL SCREEN	In four-screen split mode, clicking the "Enter Full Screen" button will enlarge the split window to full screen display; clicking the "Exit Full Screen" button will restore the signal to the split window display.
OTHER	Lock: Locks the current window's view. When locked, only the signal feed can be viewed; signal switching is not possible. Power on/off: Controls the power on/off of the signal (the signal must support remote power on/off); USB flash drive: Controls USB devices (USB devices need to be connected to the agent collaboration decoding node); Clear window: Clears the signal of the current window; Release keyboard and mouse: If you have keyboard and mouse permissions for the current signal, click this button to release those permissions so that other users can use them.

8.3. Signal Management

8.3.1. Main Navigation Menu

The OSD functions and operation instructions for the list mode of the main navigation menu are as follows:

MENU ITEMS	DESCRIPTION
LIST MODE	Click the button to switch to the list view.
PREVIEW MODE	Click the button to switch to the preview interface.
COLLECTION LIST	Click the button to switch to the favorites interface.
FOLDING GROUPS	Click the button to collapse all groups in list mode.
GROUPED FOLDING/EXPANDING	Click the button to collapse/expand the current group list.
FAVORITE/UNFAVORITE	Click the button to switch the status between signal favorite ★ or unfavorite ☆.
ONLINE STATUS	The current online status of the signal is indicated by green (online), gray (offline), and blue (video signal not connected).
SIGNAL NAME	The display name of the current signal.
SIGNAL IP	The IP address of the current signal.
KVM OWNER	Users with keyboard and mouse permissions for this signal.
KVM STATUS	The current keyboard and mouse status, white ⌨ indicates controllability, gray ⌨ indicates that something is beyond control.
KEYWORD SEARCH	Enter the signal name keywords to filter signals for easier searching. Right-clicking the mouse in the search box will bring up the soft keyboard.

The OSD functions and operation instructions for the preview mode of the main navigation menu are as follows:

FUNCTIONS	DESCRIPTION
LIST MODE	Click the button to switch to the list view.
PREVIEW MODE	Click the button to switch to the preview interface.
COLLECTION LIST	Click the button to switch to the favorites interface.
FAVORITE/UNFAVORITE	Click the button to switch the status between signal favorite ★ or unfavorite ☆.
ONLINE STATUS	The current online status of the signal is indicated by green (online), gray (offline), and blue (video signal not connected).
SIGNAL NAME	The display name of the current signal.
KVM OWNER	Users with keyboard and mouse permissions for this signal.
KVM STATUS	The current keyboard and mouse status, white ⌨ indicates controllability, gray ⌨ indicates that something is beyond control.
KEYWORD SEARCH	Enter the signal name keywords to filter signals for easier searching. Right-clicking the mouse in the search box will bring up the soft keyboard.

8.3.2. Window Navigation Menu

The OSD functions and operation instructions for the list mode of the [Window Navigation Menu] are as follows:

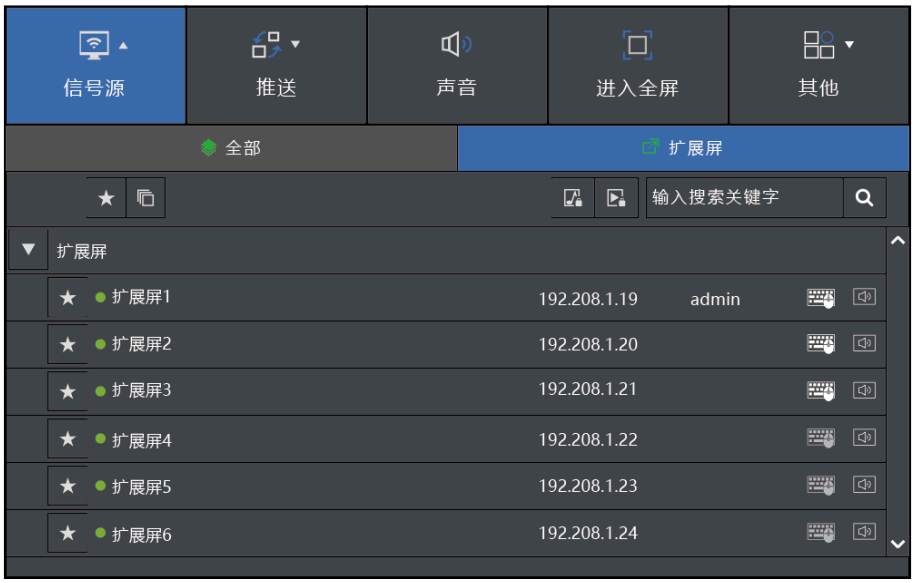
MENU ITEMS	DESCRIPTION
AUDIO LOCK	Click the button to enter audio lock mode. When switching signals, only the video signal changes, while the audio signal remains unchanged.
VIDEO LOCK	Click the button to enter video lock mode. When switching signals, only the audio signal changes, while the video signal remains unchanged. Click the audio switch button for the signal. This allows you to switch audio.
AUDIO SWITCHING	White indicates that the signal supports independent audio switching, while gray indicates that the TX node does not enable audio multicast.

8.4. Extended Screen Switching

For PCs equipped with multi-head graphics cards (such as 2-head graphics cards), they will be connected to the system as 2 signals. These 2 signals can be bound into an extended signal and switched with one click on the workstation.

In the main navigation menu or [Window Navigation Menu] of the operator's OSD interface, click the "Extended Screen" button to open the extended source management interface. Users can view, switch, and control extended signals (requires extended source keyboard and mouse permissions).

The operation of switching extended screens is the same as that of ordinary signals. For details, please refer to 8.3 Signal Management.



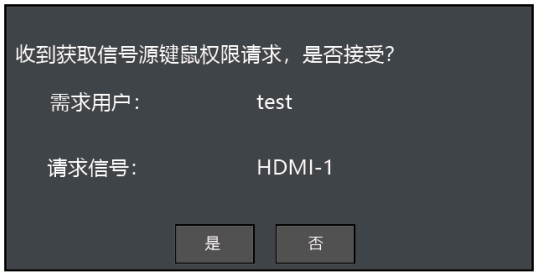
8.5. Signal Control

After the signal switching is completed, the current signal can be controlled via the mouse and keyboard.

If you cannot control the current signal with a keyboard and mouse, it may be because the current signal does not support the KM control function, or the current signal is being controlled by another user.

If an icon  appears in the middle right part of the current signal window, it means that this signal is being manipulated by another user.

Clicking  icon allows you to send a request to the user station that is controlling this signal, and control of this signal can only be performed after obtaining the other party's consent.



Only signals that have been correctly connected to the KM control signal can be controlled by keyboard and mouse at the workstation.

If you no longer need to control the signal, you can click the "Other" option in the [Window Navigation Menu], and then click the "Release Keyboard and Mouse" button to release keyboard and mouse permissions.

8.6. Signal Push

The software supports pushing the current operation signal to other users, other workstations, other video walls, or other matrices for display (the devices connected to the decoding node).

In the [Window Navigation Menu], click the "Push" option to push the signal.

8.6.1. Push to Home Screen

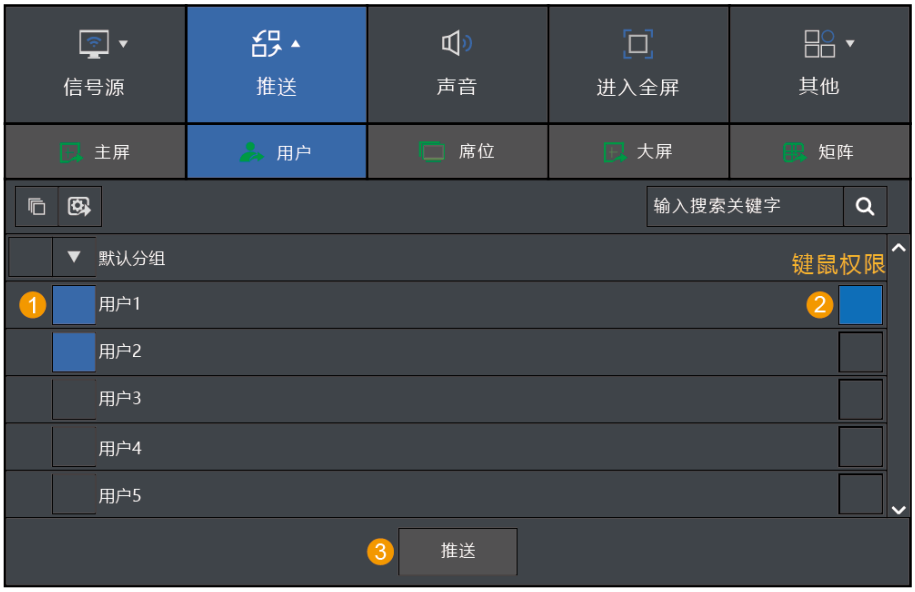
In the secondary screen (other screens besides the main screen), under the [Push] menu of the [Window Navigation Menu], clicking the "Main Screen" button will push the signal of the current window to the main screen for display.

8.6.2. Push to User

The signal of the current window can be pushed to the display screens of other users within the permissions.

In the [Push] menu of the [Window Navigation Menu], switch to the [Users] tab, select other users on the network (multiple selections are possible), and if you need the pushed user to control the signal, you must also check the "Keyboard and Mouse" option (single selection), and click the "Push" button.

Users receiving the push notification will see the request on their receiving screen. Clicking the "Yes" button will switch to the push notification signal. If keyboard and mouse permissions are granted, the receiving user can use the push notification signal to control the keyboard and mouse.



Users receiving push notifications can be set to automatically receive them; For the setting method, see automatic response settings in section 8.15.1 Personalization Settings.
The difference between pushing to users and pushing to stations is that when pushing to users, it doesn't matter which station the user is logged into; when pushing to stations, it doesn't matter which user is logged into.

8.6.3. Push to Station

The signal from the current window can be pushed to the displays of other stations within the permissions.

In the [Push] menu of the [Window Navigation Menu], switch to the "Station" tab, select a station (multiple selections are possible), and if the pushed station needs to control the signal, you need to check the "Keyboard and Mouse" option (single selection) at the same time, and click the "Push" button.

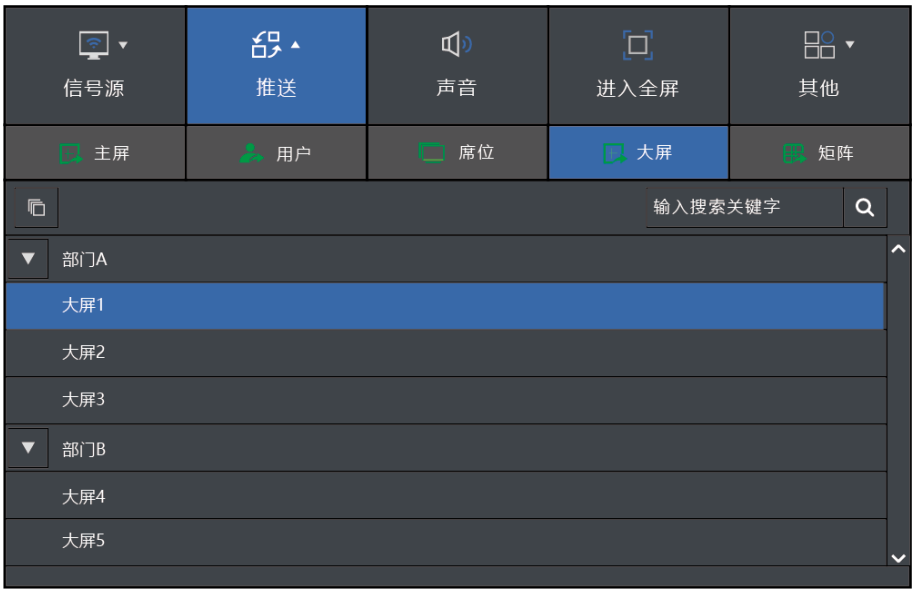
The receiving station will receive a push request on the receiving screen. Clicking the "Yes" button will switch to the pushed signal. If keyboard and mouse permissions are granted, users logged into the receiving station can use the keyboard and mouse to control the device via this push signal.

8.6.4. Push to Video Wall

It can push to the video wall screen in the system, including pushing the whole screen, pushing a single screen, pushing a window, saving the video wall plan, and recalling the video wall preset.

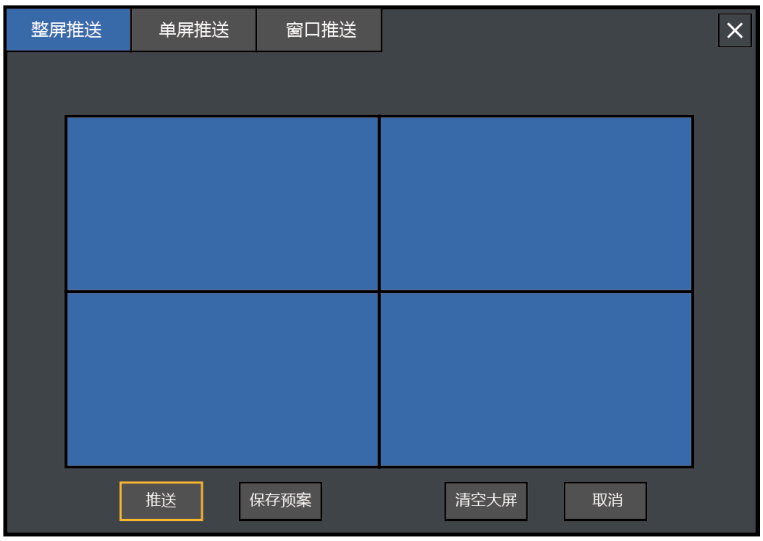
Click on a group of video wall screens in the Video Wall list, and a push settings window will pop up to perform the Video Wall signal push operation.

In the [Push] menu of the [Window Navigation Menu], switch to the "Video Wall" tab, click on a video wall in the video wall list, and a push settings window will pop up to perform the video wall signal push operation.



- **Push to Full Screen**

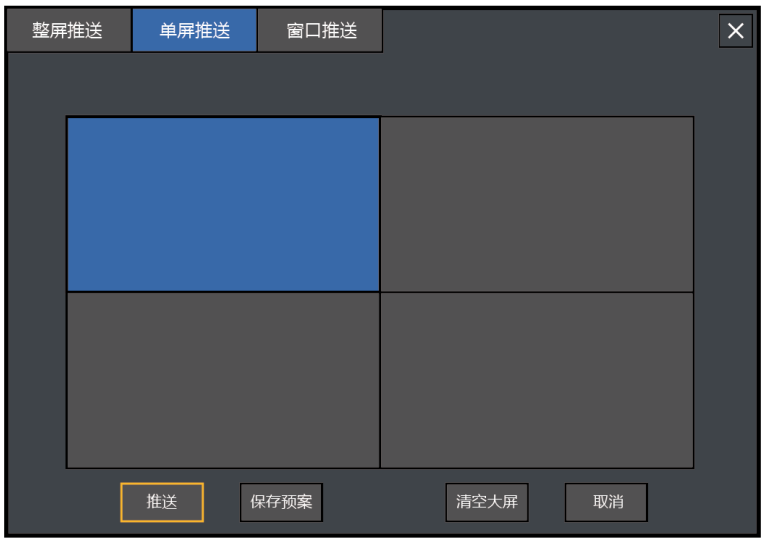
  In the "Full Screen Push" tab, click the "Push" button to push the signal from the current station display to the selected video wall for full-screen display.



The push effect is as follows:

- **Push to Single Screen**

  In the "Single Screen Push" tab, select a screen and click the "Push" button to push the signal from the current station display to the selected single screen of the video wall.

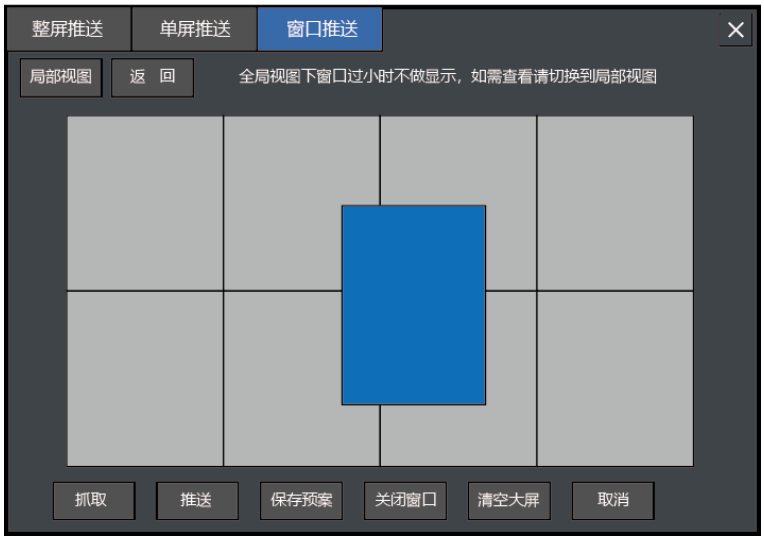


The push effect is as follows:

- **Push to Window**

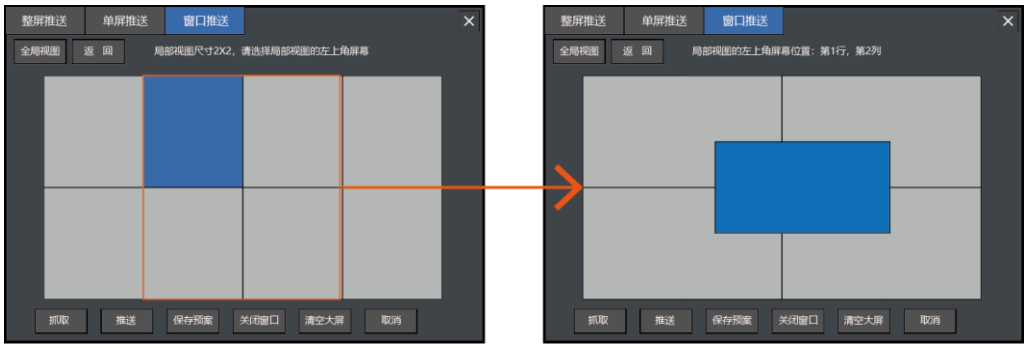
  In the "Window Push" tab, select a window and click the "Push" button to push the signal from the current station display to the selected window.

  You can select a window and then click the "Close Window" button to close the selected video wall window.



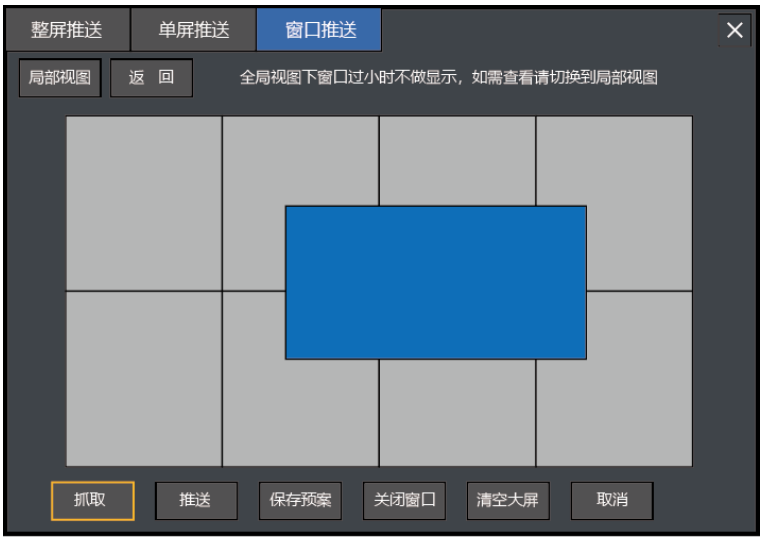
If the video wall is too large to click on the window on the interface accurately, you can switch to "Partial View". In partial view, you can open a 2x2 screen in the entire video wall and select a window in this 2x2 screen to push.

Click the "Partial View" button, then click on a screen to open a 2x2 partial video wall with that screen as the top left corner. On the partial video wall, click on a window to push it.



- **Capture**

  On the [Window Push] tab, you can select a window signal and click the "Capture" button to switch the display of this signal to the currently operating station.



The capturing results are as follows:

- **Save Preset**

After modifying the display layout of the video wall screen via signal push, you can click the "Save Preset" button to save the current screen layout as a preset. The saved preset will be displayed in the main navigation menu [Preset] - [Screen Preset] interface. It is only visible to the user who saved the preset and not to other users. For details, see section 8.9.3 Video Wall Preset.

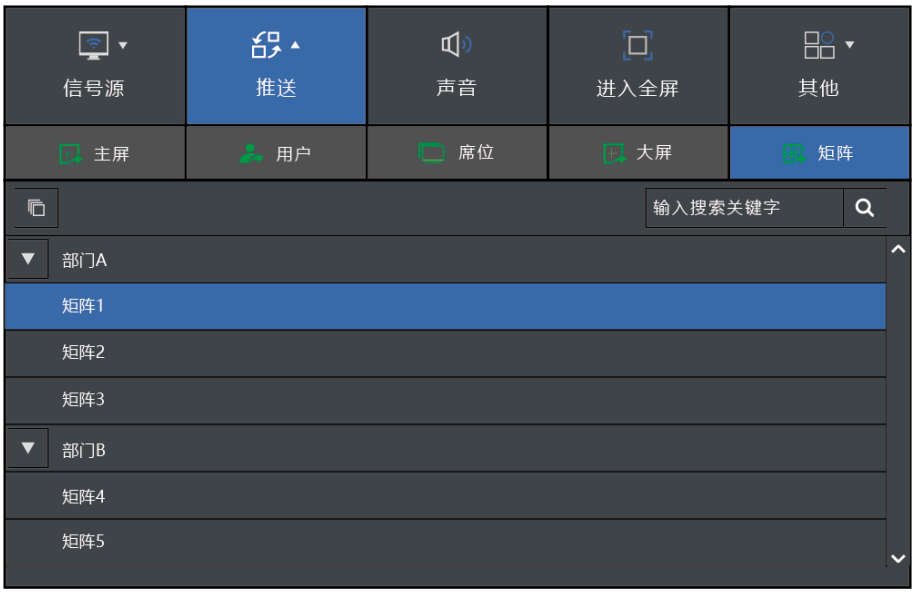
- **Clear the Video Wall**

  Clicking the "Clear Video Wall" button will delete all signals on the current screen and clear the display.

8.6.5. Push to Matrix

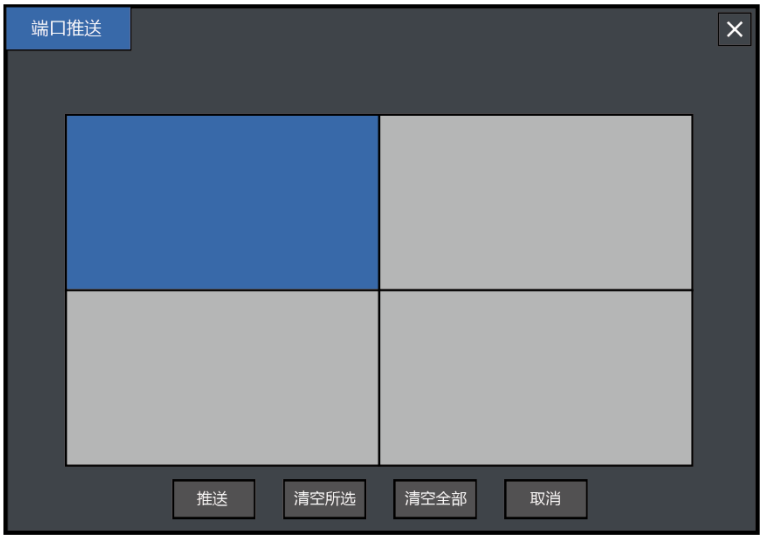
Signals can be pushed from the workstation to the matrix screen in the system. If the matrix screen is set to multi-view, signals can also be pushed to a specific split screen.

In the [Window Navigation Menu], under the [Push] menu, click the "Matrix" option. In the matrix screen list, click on a matrix group to bring up the push settings window and perform matrix signal push operations.



In the matrix push interface, click to select the screen you want to push to, and then click the "Push" button.

Click the "Clear Selected" button to clear the currently selected screen; click the "Clear All" button to delete all split screens on the current screen.

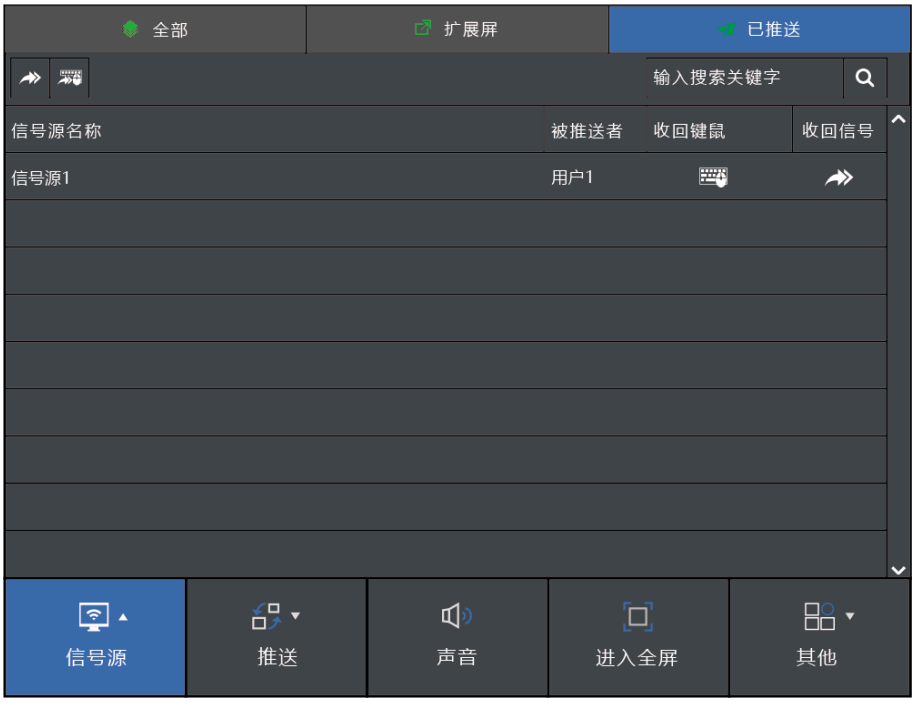


The matrix push effect is as follows:

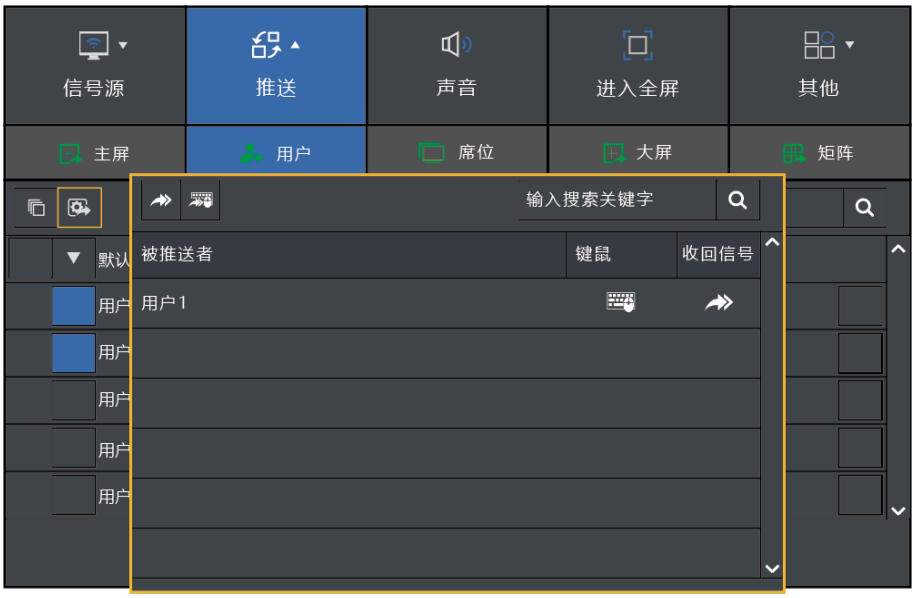
8.6.6. View and Retrieve

In the Signal interface of the Main Navigation Menu, click the Pushed option to view the pushed signals and retract them.

Click  to revoke keyboard and mouse control, click  to cancel the push signal.



In the [Push] window of the [Window Navigation Menu], click the "User" or "Station" option. In the opened interface, click the button  to view the pushed signals and retract them. Click  to revoke only keyboard and mouse control; click  to cancel the push signal.



Users who received the pushed signal can click  on the center right side of the screen to exit push mode.

8.7. Layout Settings

The workstation display screen supports multi-view display, allowing users to view more video source information simultaneously.

In the [Main Navigation Menu], click the "Layout Selection" option and choose either "Single View" or "Quad-View".

OPTIONS	DESCRIPTION
SINGLE VIEW	Each screen displays one signal, which is suitable for situations where there are few signals and the operation of the signals is required.
QUAD-VIEW	Each screen displays four signals. This layout is suitable for situations where there are a large number of signals and real-time monitoring is required.

In addition to supporting single-screen and four-split layouts, **the Br-L series 4K60 enhanced workstation decoding node** also supports nine-view, sixteen-view, six-view, eight-view and free windowing layouts.

Click the "Free Window" option, left-click and drag to create windows of different positions and sizes.

Selecting a window will display its position coordinates and dimensions, allowing you to input precise values to adjust the window.

Click the "Save Current Layout" button, enter a layout name in the dialog box, click the "OK" button to save the layout and return to the "Layout Selection" menu, where the saved layout will be displayed.

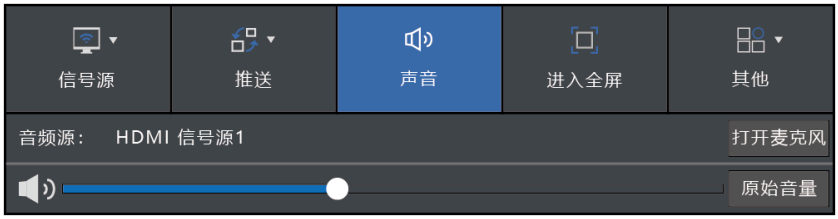
Click  to modify the layout. After modification, click the "Save Current Layout" button to save the current layout and overwrite the original layout; click the "Save as New Layout" button to save it as a new layout; click the "Delete Current Layout" button to delete this layout.

8.8. Sound Settings

It supports turning the speaker output sound on and off, as well as adjusting the volume.

Click the "Sound" option in the [Window Navigation Menu], then click the button  to change the "On" or "Off" status of the current seat's sound output. Drag the volume bar with your mouse to adjust the volume; drag left to decrease the volume, and drag right to increase the volume.

If you are in four-view mode, you can open the [Window Navigation Menu] for each split screen and adjust the volume of each split screen individually to achieve mixed output.



8.9. Preset Management

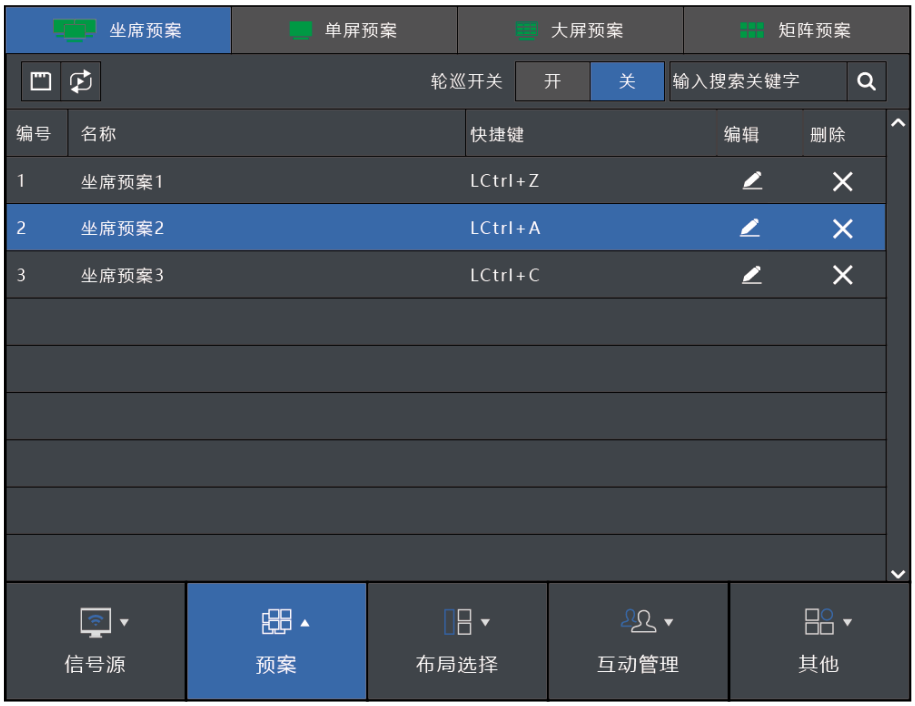
Users can save frequently used modes for daily work as presets and recall them with a single click when a specific mode is needed, eliminating the need for temporary configuration and enhancing work efficiency.

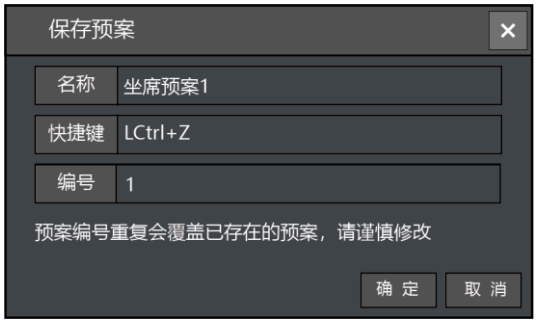
In the "Presets" interface of the "Main Navigation Menu", you can save, recall, and patrol through the plans.

It supports "Single-Screen Preset", "Station Preset", "Video Wall Preset", and "Matrix Preset". The workstation plan saves the layout of all screens of the current workstation as a preset and recalls it. The single-screen plan saves the current screen layout as a plan and calls it. The Video Wall preset calls the video wall screen preset. The matrix preset means to recall the matrix screen preset.

8.9.1. Workstation Preset

1. **Save:** In the [Workstation Preset] tab, click "Save" button , and in the pop-up window, enter the preset name, shortcut key, and other information, then click the "OK" button to save the plan.



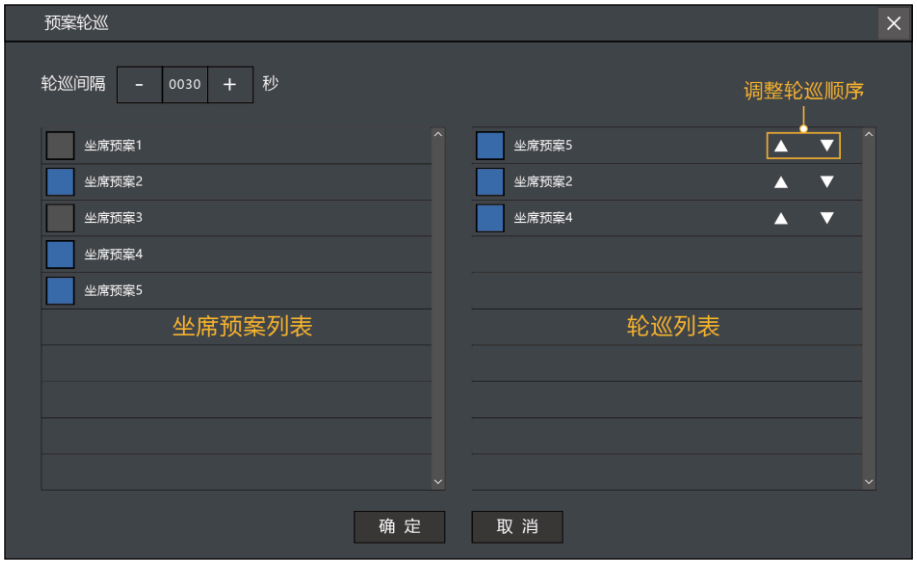


2. **Recall:** In the "Workstation Preset" tab, click the plan with your mouse or press the shortcut key.

3. **Patrol:** It means that multiple presets are played in turn at fixed time intervals.

   1) In the [Workstation Preset] tab, click the "Patrol" button to open the patrol settings interface;

   2) In the "Workstation Preset List," select the plans that will participate in the patrol. The selected plans will appear in the "Patrol List" on the right. Click to adjust the patrolling order, then set the "Patrolling Interval", and finally click the "OK" button to save the configuration and close the interface;



   3) In the [Workstation Preset] tab, click the "On" button of "Patrol Switch". The station terminal will play the preset content in turn according to the set order. Click the "Off" button to end the patrol.

8.9.2. Single-Screen Preset

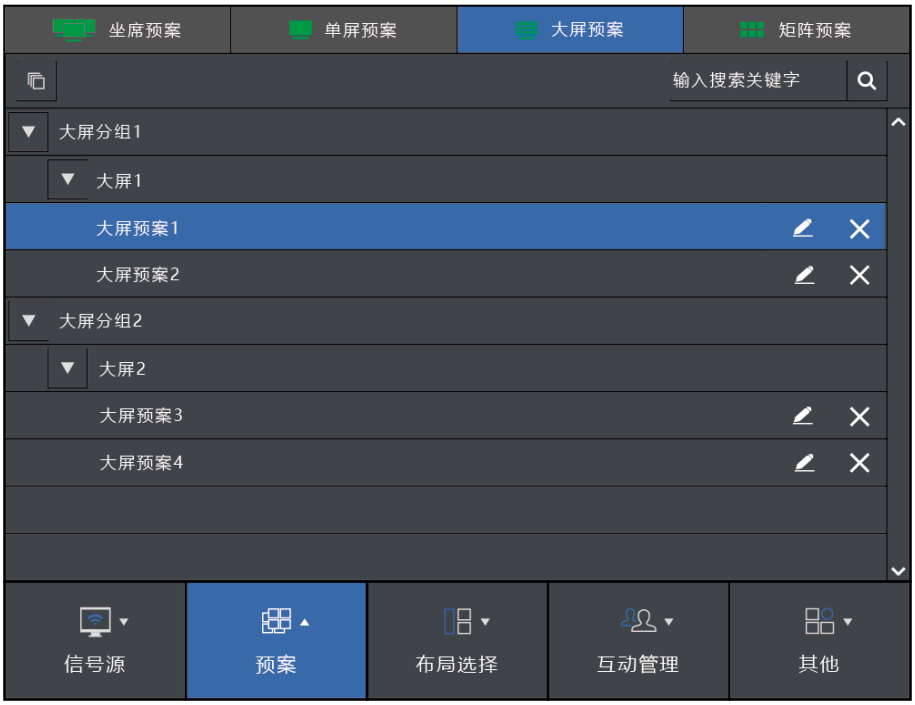
The single-screen preset saves the layout of the currently used station screens as a preset and allows for their recall and patrol. The saving, recall, and patrol operations are the same as the workstation preset; for details, please refer to section 8.9.1 Workstation Preset, which will not be repeated here.

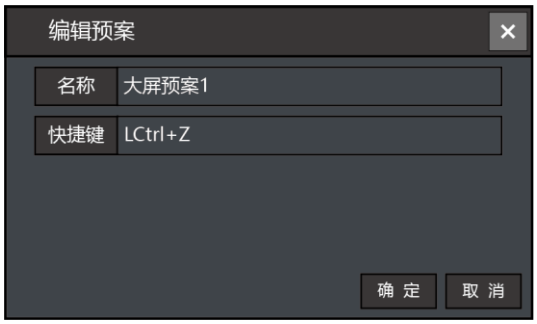
8.9.3. Video Wall Preset

Click on the preset name in the "Video Wall Preset" tab to call it up.

Click  to modify information about the video wall preset, including the display name and shortcut key.

For saving the video wall preset, please refer to the preset saving in 8.6.4 Push to Video Wall.



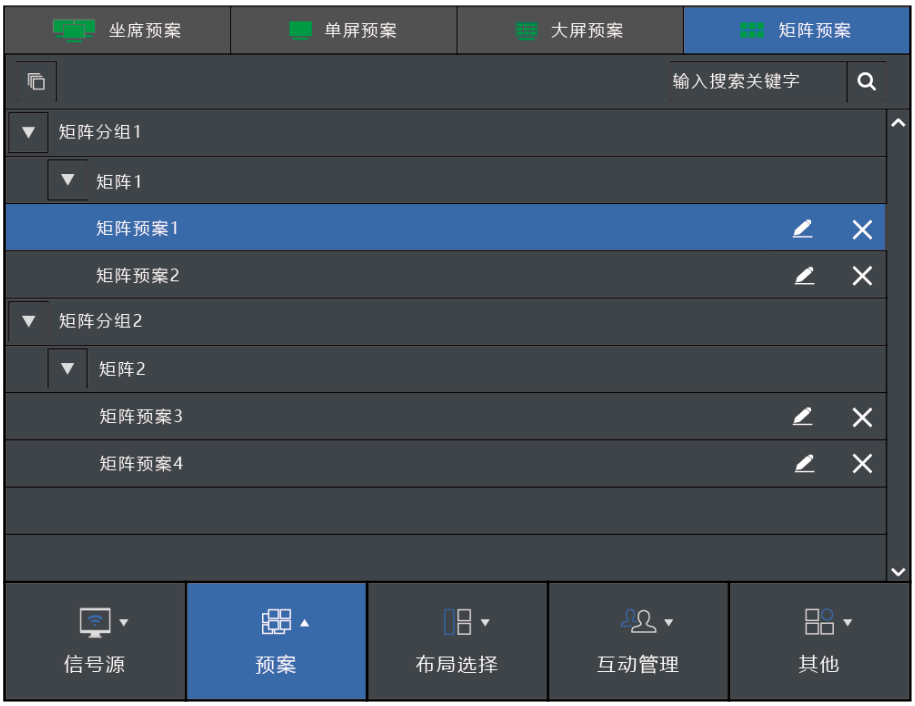


8.9.4. Matrix Preset

Click the name of the matrix plan in the [Matrix Preset] tab to call it up.

Click  to modify information about the matrix plan, including the display name and shortcut key.

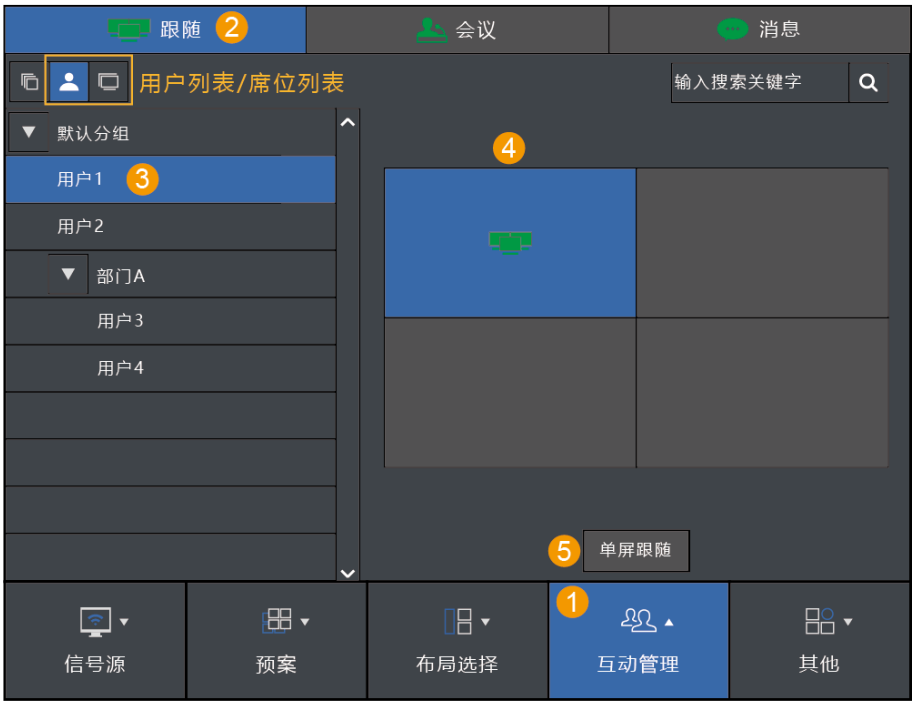
The matrix preset can be set in the web software. For details, please refer to 2.2.3 Scene Management.



8.10. Following

The following function allows you to view a specific screen from other users in real time, enabling you to understand how they are interacting with a particular signal. An example of how to use it is shown below:

1. On the main navigation menu of one of the screens in "Station 1" (regardless of whether it is the main screen or a non-main screen, referred to here as "following screen"), click the "Interaction Management" option;
2. Click the "Follow" option, and then you can choose to follow a station or follow a user;
3. Select a station or user from the station list or user list, select the screen you want to follow, and click the "Single Screen Follow" button;



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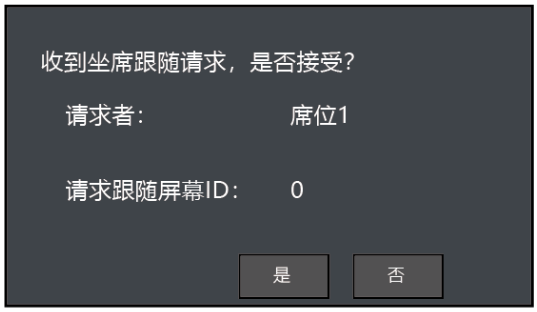
A follow request window will pop up on the main screen of "Station 2". Click the "Yes" button and the screen of "Station 1" will display the screen of "Station 2" in real time (high-privilege users do not need to request when following low-privilege users and can follow directly).

Click  on the center right side of the "Follow Screen" for "Station 1". The icon indicates that you can exit follow mode.



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8.11. Workstation Conference

The Br-L series 4K60 enhanced workstation decoding node supports workstation conferencing functionality; simply configure the node as a station on the web software to use it.

Click the "Video Conference" option in the [Main Navigation Menu] on the main screen to enter the meeting management interface.

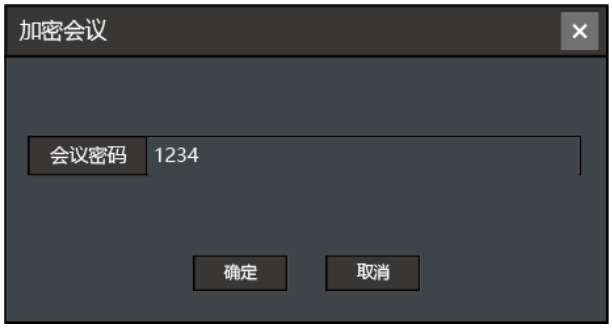
8.11.1. Initiate Conference

It supports two meeting types: video conferencing and audio conferencing, and supports meeting encryption.

The steps to create a meeting are as follows:

1. **Select the meeting type:** audio conference or video conference. Here, we will use video conferencing as an example.
2. **Configure encryption:** Check "Encrypt Meeting" to encrypt the meeting. Before starting the meeting, you need to set a password for the participants. The participants need to enter the password to enter the meeting. Skip this step if you do not encrypt.
3. **Select members:** Check the meeting members in the [User List];
4. **Initiate a meeting:** Click the "Initiate Conference" button to send meeting invitations to meeting members.

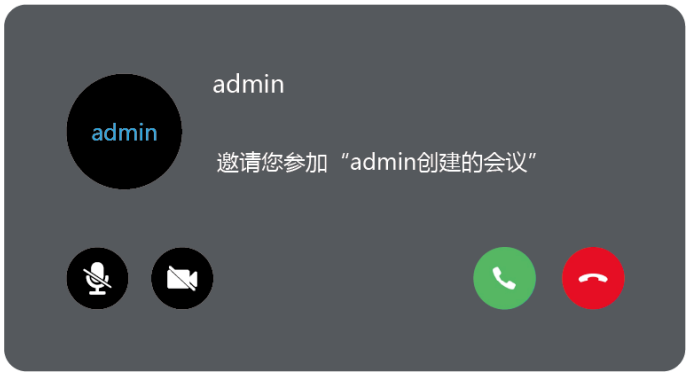
If the meeting is encrypted, a password must be set to join.



Meeting participants received a meeting invitation and clicked  button to join the video conference.

Click  button to decline the meeting. You can rejoin the meeting through the "Join Meeting" interface. For details, see 8.11.4 Join Conference.

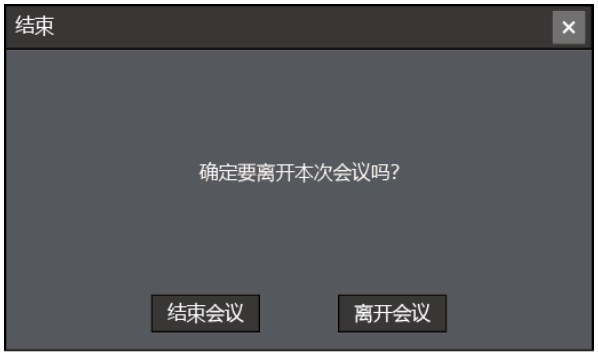
You can set the microphone and camera status after joining the meeting on this interface: click button to turn the microphone on/off, and click button to turn the camera on/off.



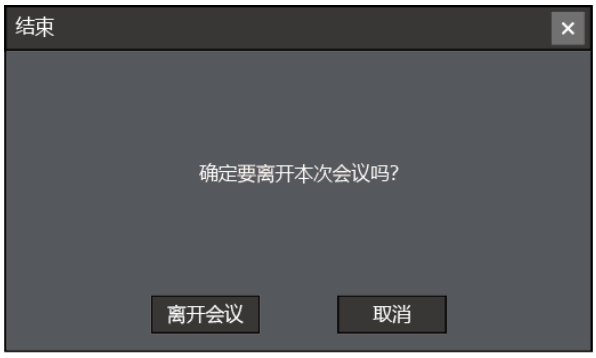
The video conference interface for the meeting host is shown below. There is no "Invite" button in the meeting interfaces of other participants.

8.11.2. End Conference

The host can click the "End" button in the lower right corner to choose to "End Conference" or "Leave Conference".



Non-hosts who click "End" in the lower right corner choose to "Leave Conference" or "Cancel".



PROJECT	DESCRIPTION
END MEETING	This meeting is now adjourned.
LEAVE MEETING	If you temporarily leave the meeting, you can rejoin the meeting using the "Join Conference". See section 8.11.4 Join Conference for details. The software will automatically assign a new meeting host after the host leaves the meeting.

8.11.3. Conference Function Description

8.11.3.1. Switch Views

In the meeting interface, click the "View" button to switch between "Speaker View" and "Grid View".

Note: This feature is supported in video conferencing, but not in audio conferencing.

Speaker View

Grid View

8.11.3.2. Screen Sharing

Clicking the "Share" button on the meeting interface will share the current signal on your station screen with other participants in the meeting in real time. Users can choose whether to enable shared audio. When the station layout is "Quad-View", the signal in the upper left window will be shared. Click the "Share" button again to end the sharing process.

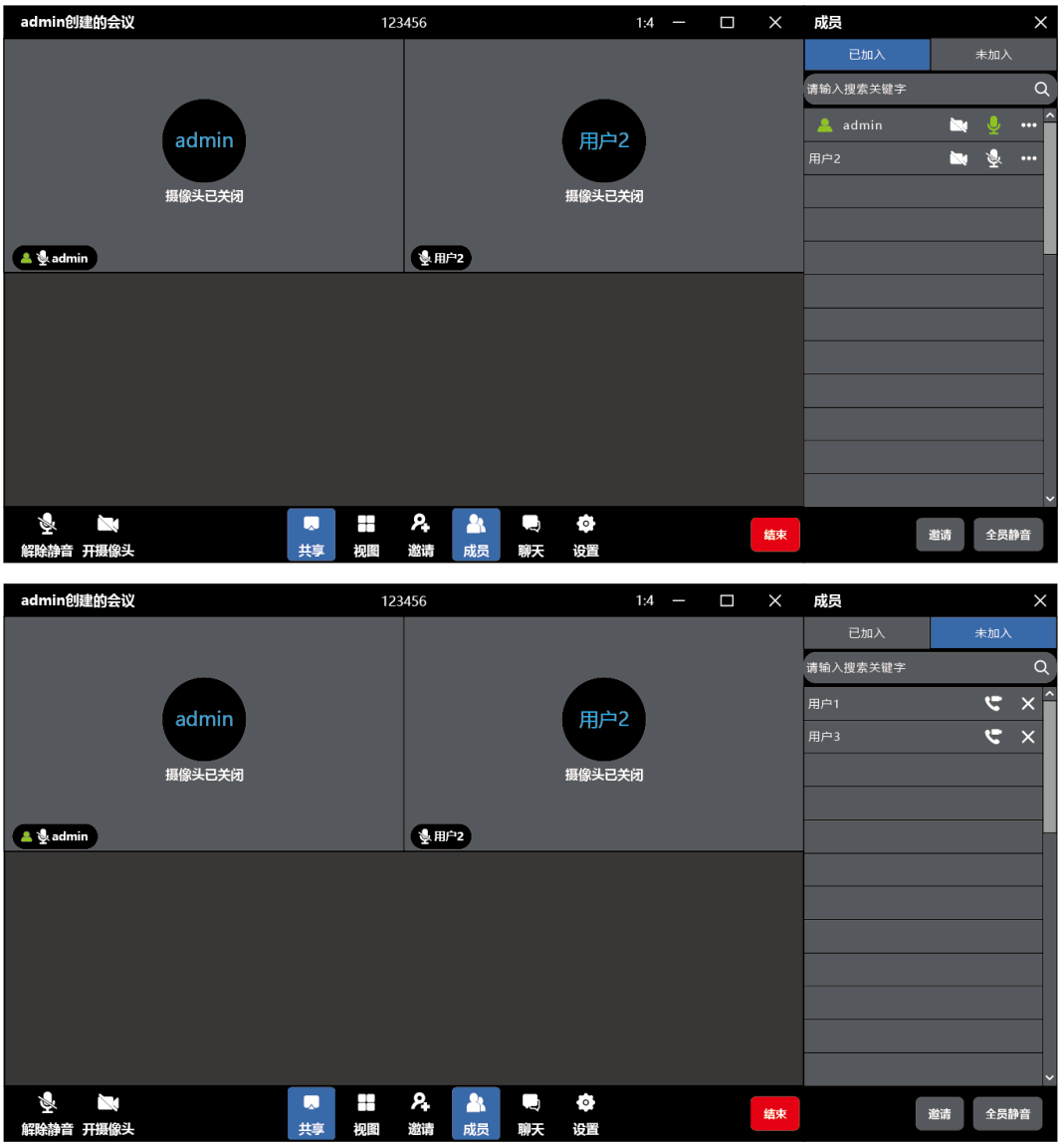
Note: This feature is supported in video conferencing, but not in audio conferencing.

8.11.3.3. Invite to Join Conference

The meeting host can invite other participants from the meeting interface. Click the "Invite" button, select users from the user list, and then click the "Invite to Join" button to send meeting invitations to the selected users.

8.11.3.4. Member Viewing and Management

Clicking the "Members" button on the meeting interface allows you to view "Joined" and "Not Joined" members, and control the microphone and camera of participating members to be turned on/off.

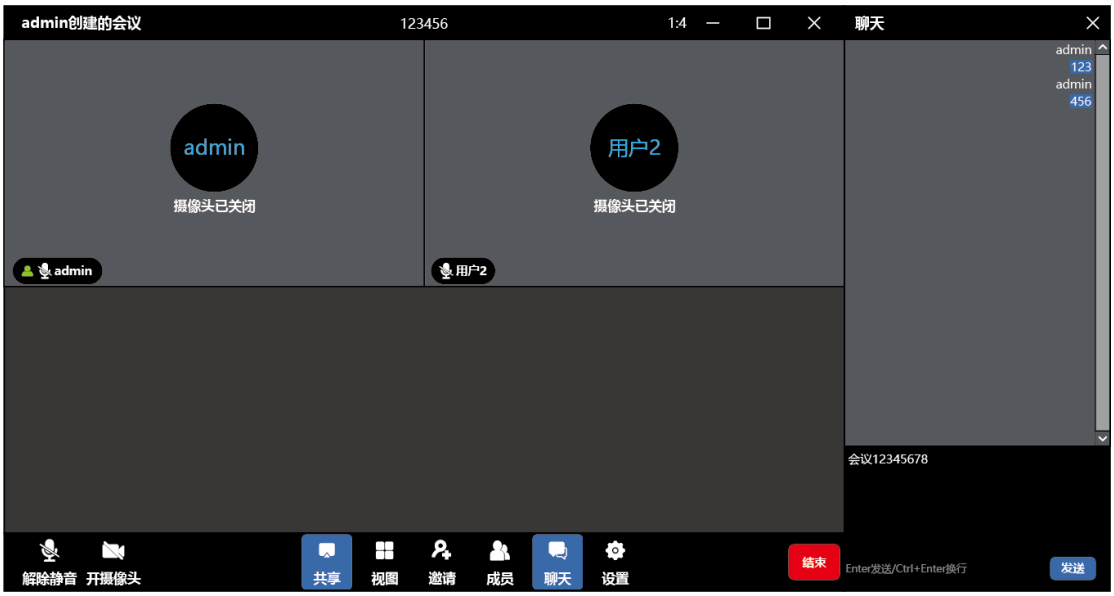


BUTTON	FUNCTION DESCRIPTION	PERMISSIONS DESCRIPTION
	Click to turn the microphone on/off.	The meeting facilitator has control over all participants; Other participants can only control themselves.
	Click to turn the camera on/off.	
	Click to modify the participant's displayed name.	All participants have access privileges.
	Click to call members who have not joined.	
	Click to remove a member from the "Not Joined" list.	
INVITE	Click to send a meeting invitation to other users.	Only the meeting host has this permission.
MUTE EVERYONE	Click to mute microphones for all users; you can choose whether to force it. Force all participants to mute: participants are not allowed to unmute themselves. Mute all participants: participants are allowed to unmute themselves at will.	

8.11.3.5. Chatting

Clicking the "Chat" button on the meeting interface will open a dialog box for text message interaction with other participants.

Note: This feature is supported in video conferencing, but not in audio conferencing.



8.11.3.6. Settings

Click the "Settings" button on the meeting interface to configure the microphone and speaker.

8.11.4. Join Conference

If a user leaves the meeting midway or does not receive a meeting invitation, they can rejoin the meeting using the "Join Meeting" function. The software operation is as follows:

In the OSD menu, under the "Video Conference" interface, click the button  in the upper left corner to switch to the "Join Conference" tab. The list displays the meetings you have received invitations to. Click the button  to join the meeting; alternatively, you can enter the meeting number in the red box area shown in the image, and click the  or  buttons to turn the microphone and camera on/off respectively. Then, click the "Join Conference" button to enter the meeting.

8.11.5. Historical Conference

In the OSD menu, under the "Video Conference" interface, click  in the upper left corner to switch to the "Historical Conferences" tab, which displays all historical meetings in a list.

8.12. Messaging Interaction

You can send text messages to other users from the workstation, supporting both single and group messages.

In the [Main Navigation Menu], click the "Interaction Management" option, then click the "Messages" option to open the "Messages" interface. Click the button  to enter the [Write Message] interface.

Select the recipients on the left side of the interface, enter the message content on the right side of the interface, and finally click the "Send" button to send the message.

A message notification will pop up on the recipient's screen; click the "View" button to see the message.

In the [Message] interface of the [Main Navigation Menu], click on the message record in the list. In the open interface, you can continue to send messages to the other party and view the history.

8.13. Power On/Off

It supports controlling the power on/off, forced shutdown, and restart of the signal via the OSD menu on the operator's terminal.

Note: To support this feature, you need to configure the remote power on/off of the signal in the web software.

8.13.1. Single Signal Power On/Off

In the [Window Navigation Menu], click the "Other" option, then click the "Power On/Off" button. In the drop-down list that appears, select the device's power on/off status. After powering off, the OSD menu will still be available; you can click the "Power" button to power on.

The user must have keyboard and mouse control permissions for the signal.

8.13.2. Batch Signal Power On/Off

In the [Window Navigation Menu], click the "Other" option, then click the " Batch Power On/Off " button. In the pop-up list, select multiple signals, and then choose to power on/off, force shutdown, or restart as needed.

Even if the user does not have keyboard and mouse control permissions for the signal, they can still perform batch power-on/off operations.

8.14. USB Flash Drive Usage

It supports inserting USB devices into the workstation and operating devices such as USB flash drives and USB printers. The operation steps are as follows:

1. Switch the current station screen to the signal that needs to connect the USB device and obtain the keyboard and mouse permissions of the signal:
2. Connect the USB device to the decoding node corresponding to this display;
3. In the [Window Navigation Menu], click the "Other" option, then click the "USB Flash Drive" button to enable the USB flash drive function and connect the USB device to the selected signal. Click the "USB Flash Drive" button again to disable the USB flash drive function.
4. Once the connection is successful, a USB connection status window will appear on this signal, where you can perform normal USB device operations.

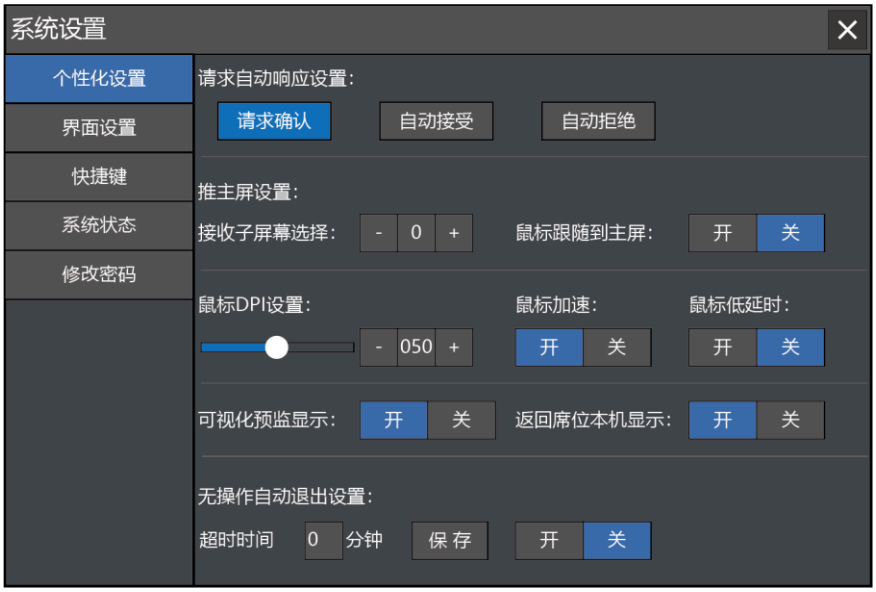
8.15. System Management

System management includes personalization settings, interface settings, shortcut key settings, system status viewing, and password modification.

In the [Main Navigation Menu], click the "Other" option, and then click the "System Management" button to open the settings interface.

8.15.1. Personalization Settings

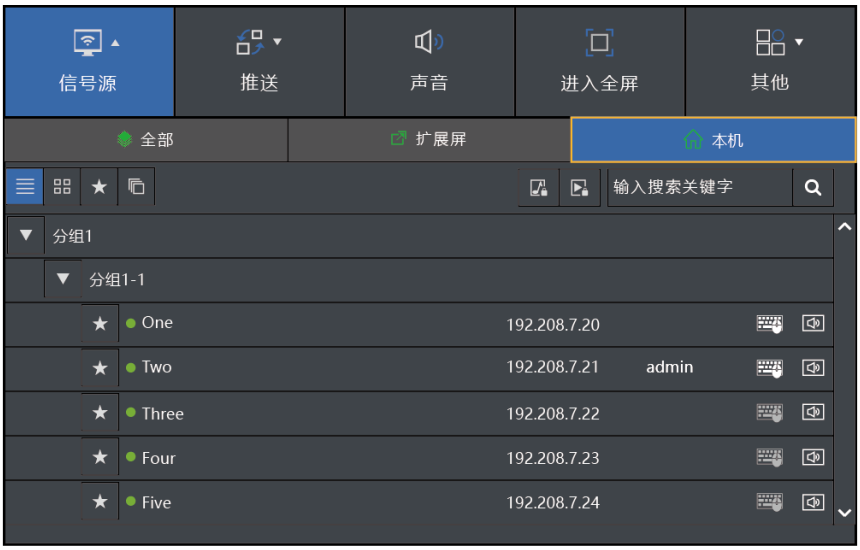
On the [Personalization Settings] page, you can configure automatic response to requests, receive sub-screen selections, mouse DPI settings, visual preview, return to station local display, automatic exit without operation, etc. Click the "Save" button to complete the settings.



OPTIONS	DESCRIPTION
REQUEST AUTOMATIC RESPONSE SETTINGS	Configure the response method when receiving keyboard and mouse push notifications, signal push notifications, and agent follow requests. Selecting "Request Confirmation" will bring up a request window; the request will only be executed after the user confirms. Select "Auto-Accept" to automatically execute all requests without requiring confirmation; Select "Auto-Reject" to automatically reject all requests without confirmation.
RECEIVE SUB-SCREEN SELECTION	Set the default receiving screen.
MOUSE FOLLOWS TO THE HOME SCREEN	The feature is enabled, the mouse cursor will automatically follow the home screen after the notification is pushed to the home screen.
MOUSE DPI SETTINGS	Set the mouse DPI value.
MOUSE ACCELERATION	Configure mouse acceleration.
LOW MOUSE LATENCY	Set mouse delay.
VISUALIZED PREVIEW DISPLAY	Once enabled, the signal can be previewed on the workstation device: once disabled, it cannot be previewed.
RETURN TO STATION LOCAL DISPLAY	If the station is already configured with "Local Signal", enabling this function will add a "Local" option to the [Window Navigation Menu]. Clicking it will switch to "Local Signal".
AUTOMATICALLY EXIT SETTINGS IF NO ACTION IS TAKEN	Configure the function to automatically exit the OSD interface when there is no operation, and set the timeout period.

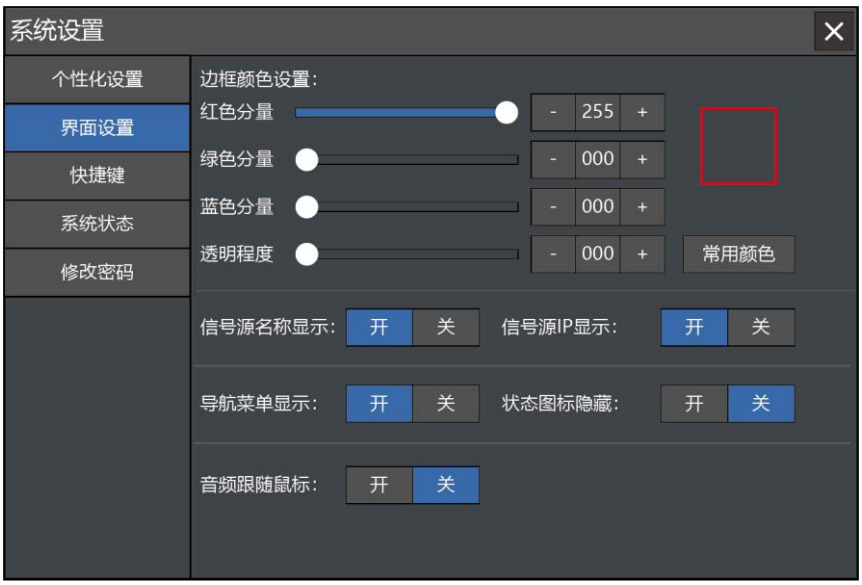
- **Local Signal Recall**

Enabling the "Return to Local Station Display " function, you can quickly access the "Local Signal" in the [Signal] interface of the [Window Navigation Menu].



8.15.2. Interface Settings

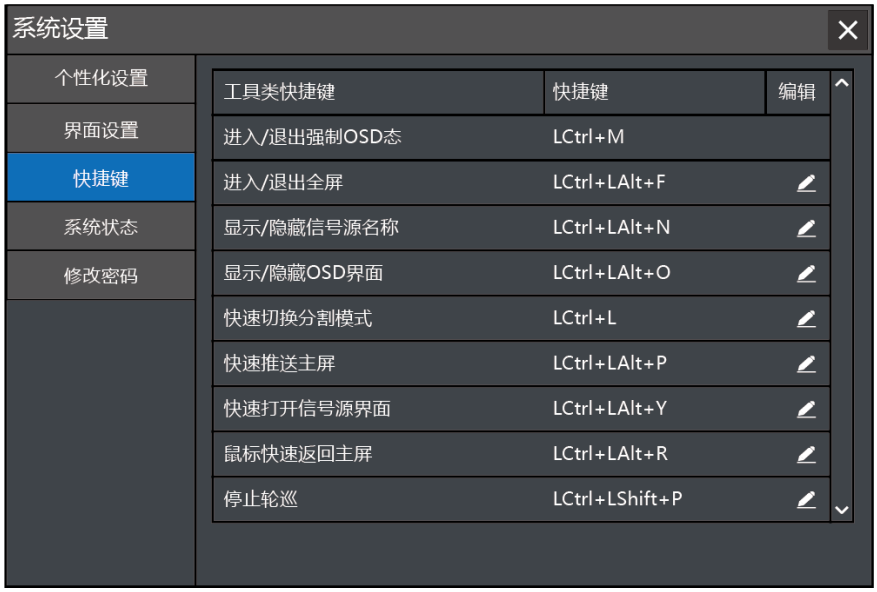
On the [Interface Settings] page, you can configure the color of the OSD screen border, the display of the signal label and IP, and the display of the navigation menu.



OPTIONS	DESCRIPTION
BORDER COLOR SETTINGS	YOU CAN SET THE BORDER COLOR AND TRANSPARENCY OF THE SCREEN OR WINDOW WHERE THE MOUSE IS LOCATED. YOU CAN SET RGB VALUES OR SELECT FROM THE SYSTEM'S BUILT-IN COMMON COLORS.
SIGNAL NAME DISPLAY	Enabling this feature will display the signal name in the central area below the signal window; disabling it will not display it.
SIGNAL IP DISPLAY	Enabling this feature will display the IP address of the corresponding encoding node of the signal in the [Signal] interface of the main/[Window Navigation Menu]: disabling it will not display it.
NAVIGATION MENU DISPLAY	Enabling this feature will display the navigation menu normally, while disabling it will hide it. It can be enabled via a keyboard shortcut, the default being <LCtrl + LAlt + O>, which can be changed in the shortcut settings page.
STATUS ICON HIDDEN	Enabling this feature will hide the keyboard and mouse status icons in the upper-right corner of the window.
AUDIO FOLLOWS MOUSE	This setting enables or disables the audio mixing output function in the quad-view layout mode. If enabled, audio mixing output will not be possible; only the audio of the window where the mouse is located will be output.

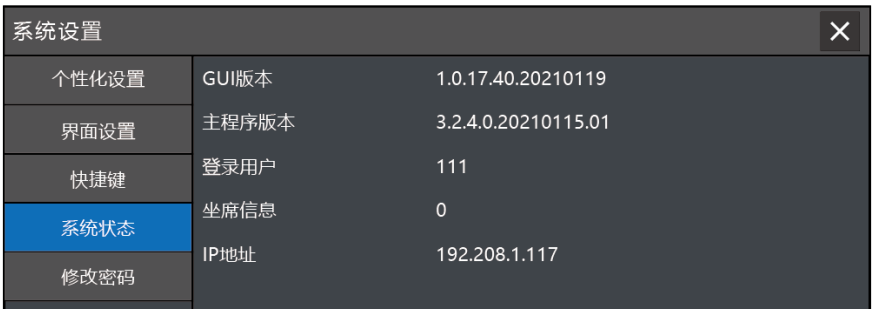
8.15.3. Shortcut Key Settings

On the [Shortcut Keys] page, you can view or modify the shortcut keys for utility operations. Click Edit button to change the shortcut key.



8.15.4. System Status Check

On the [System Status] page, you can view system version information and currently logged-in user information.



8.15.5. Change Password

On the [Change Password] page, you can change the password of the currently logged-in user.

8.16. Secure Login

The Br-L series 4K60 enhanced station decoding node supports face and fingerprint login at the station. After users enter their information at the station and configure it on the web software, they can log in to the station by face and fingerprint, which improves the security and convenience of operation.

For advanced features related to secure login on the web software, please contact our technical staff for technical support.

8.16.1. Information Enrollment

To use the biometric login station, you need to enter the user's facial and fingerprint information via the OSD menu. The specific steps are as follows:

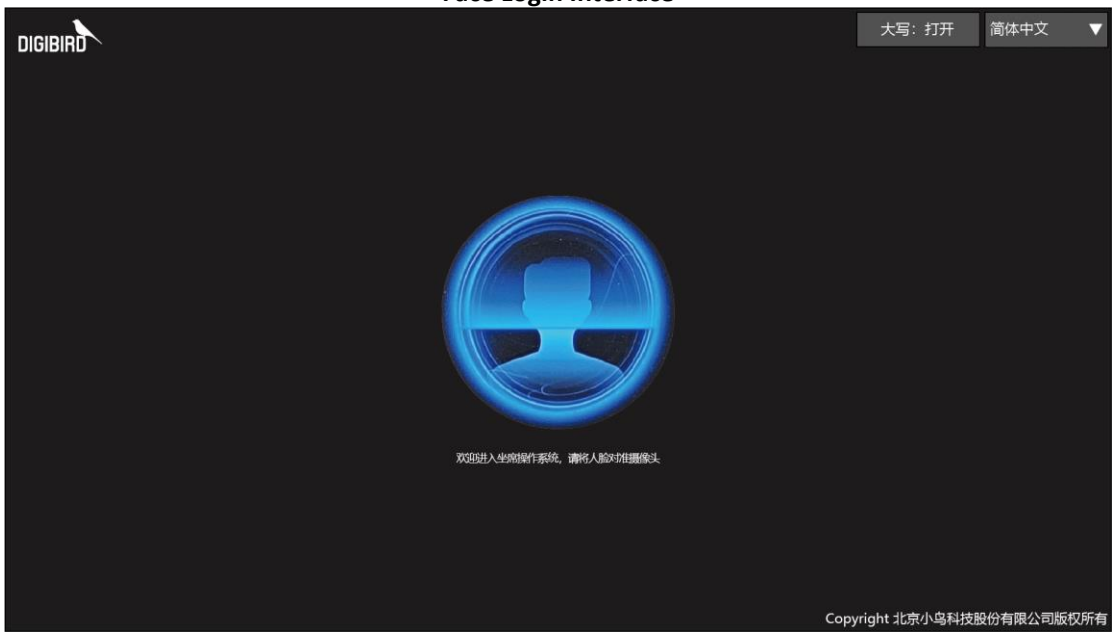
1. Log in to the workstation OSD menu using the administrator account and the username and password.
2. In the [Main Navigation Menu], click on "Other" - "Biometrics";
3. Select a user from the user list on the left, and then select "Face Enrollment" or "Fingerprint Enrollment" on the right.
4. Click the "Start Enrollment" button and enter your face/fingerprint information according to the enrollment requirements.

8.16.2. Face/Fingerprint Login

After biometric information is entered and configured, users can log in at their stations using facial recognition or fingerprint recognition.

At the station, follow the instructions to identify the user. After successful identification, enter the login password for verification. Once verified, you can enter the station's operating system.

Face Login Interface



Fingerprint Login Interface

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