

DigiBird Technology Co., Ltd.

DECS

Intelligent Content Management

User Manual V2.2

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Usage

This manual applies to the DECS Intelligent Content Management System, thank you very much for purchasing our products, please read this manual carefully before use.

All pictures 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 you purchase or their accessories, we reserve the right to modify any information in this manual at any time, and will periodically improve or update the contents of this manual according to the enhancement of product functions. Updates will be added to the new version of this document without notice. Please understand.

Icon Conventions

	Description	Necessary instructions, additions and explanations to help you better understand what is described in the manual.
	Notes	The points that must be noted and followed during operation prompt you to use the device more conveniently and quickly.
	WARNING	Warns you of potentially hazardous situations to ensure the safe use of the device.

Text Symbol Conventions

[]	Square Brackets	Identifies the area or window of the operation interface, such as [Control Panel], representing the control panel window of the computer.
" "	Quotation Mark	Operating interface buttons. For example, "Center" means to center the selection.
< >	Angle Brackets	Keyboard key. For example, <CTRL+1>, 'Ctrl' and '1' keys in the keyboard are pressed simultaneously.
→	Arrows	The option or menu order in which to perform the step, for example, select A→ B, which means select A first, and then select B.

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1. System Introduction

1.1. DECS Overview

The DECS Intelligent Content Management System is software that corresponds to the display device and can control the video wall by controlling the display content of the Windows desktop.

Connected to WiFi, the content distribution and control of multimedia resources can be performed by the mobile tablet after logging in to the control interface. All screens in the scene can be changed with one click through the control terminal.



1.2. Operating Environment

1.2.1. Software

Terminal Category	Operating System	Related Applications
DECS	Windows 10 64-bit	DECS_Setup.exe DECS_Environment_Setup.exe Office 2013 64-bit or Office 2016 64-bit
PAD	iOS/Android	Safari/Google Chrome

1.2.2. Hardware

Terminal Category	Operating System	Related Applications
Single-Screen Host	Machine codes for hardware devices	CPU: Intel®Core i5-7400U and above; Memory: 8G GPU: Integrated graphics Network Card: Wired/wireless network card Storage: 256G SSD

1.2.3. Network Environment

Network Type	Bandwidth	Device	Quantity
Local area network	1Gbps	Gigabit Router	1



1.3. Functional Module

The DECS intelligent content management system consists of two modules: the DECS Video Wall Controller and the Mobile Controller.

1.3.1. Video Wall Controller

Double-click the "DECS" shortcut on the video wall controller to run the program. The program start animation is shown in the following figure:



After the startup is complete, as shown in the following figure.

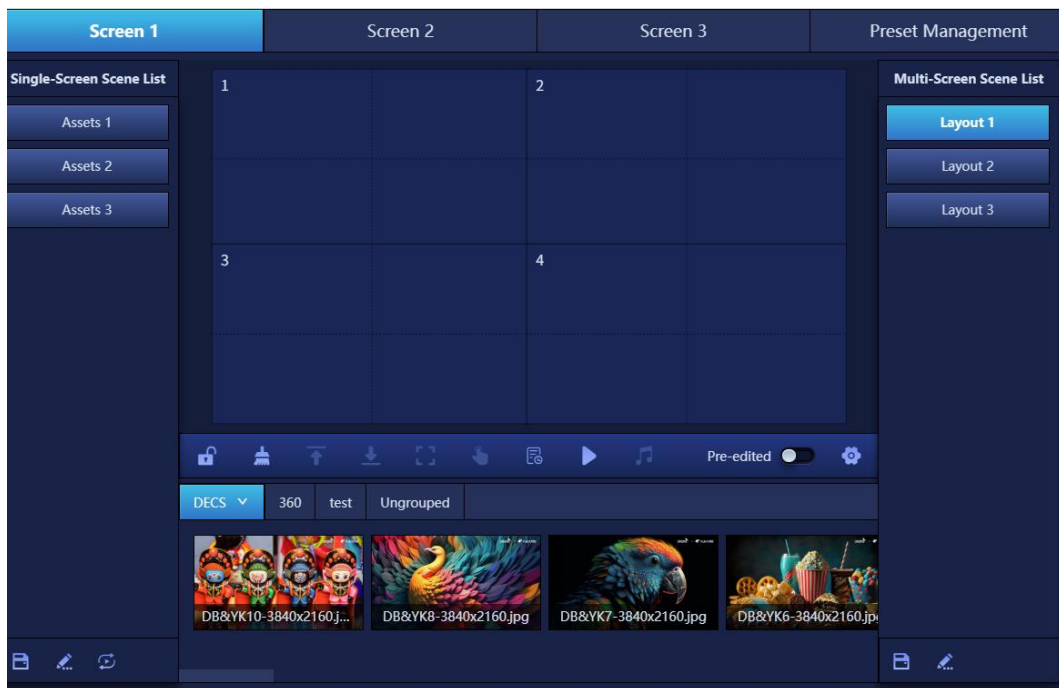


1.3.2. Mobile Controller

The mobile controller is mainly connected to the DECS through the local network to achieve remote operation. The operation includes controlling the DECS screen content, opening multimedia files such as documents, videos, and pictures, saving the single-screen and multi-screen session scenarios on the DECS side, and patrolling the single-screen session scenarios on the DECS side, so as to control the video wall via PAD conveniently.

1.3.2.1. Access Control Panel

Open the Google browser for Android Pad, and Safari browser for iPad, then input the access URL for the User Control Page corresponding to DECS: <http://IP/um-app/project4/index>.

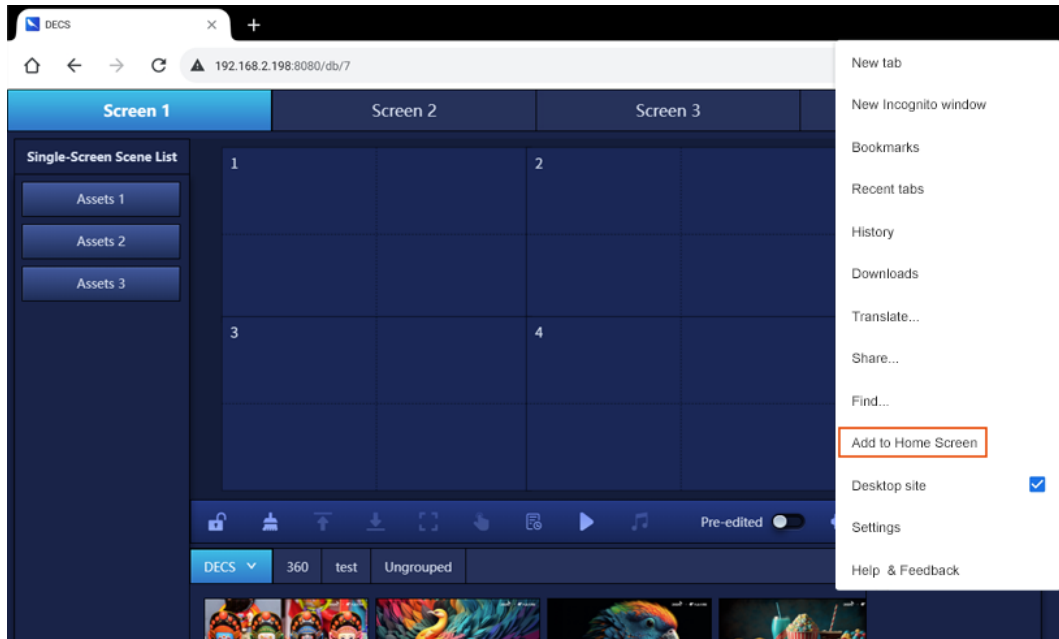


The access URL for the User Control Page is provided by the administrator.

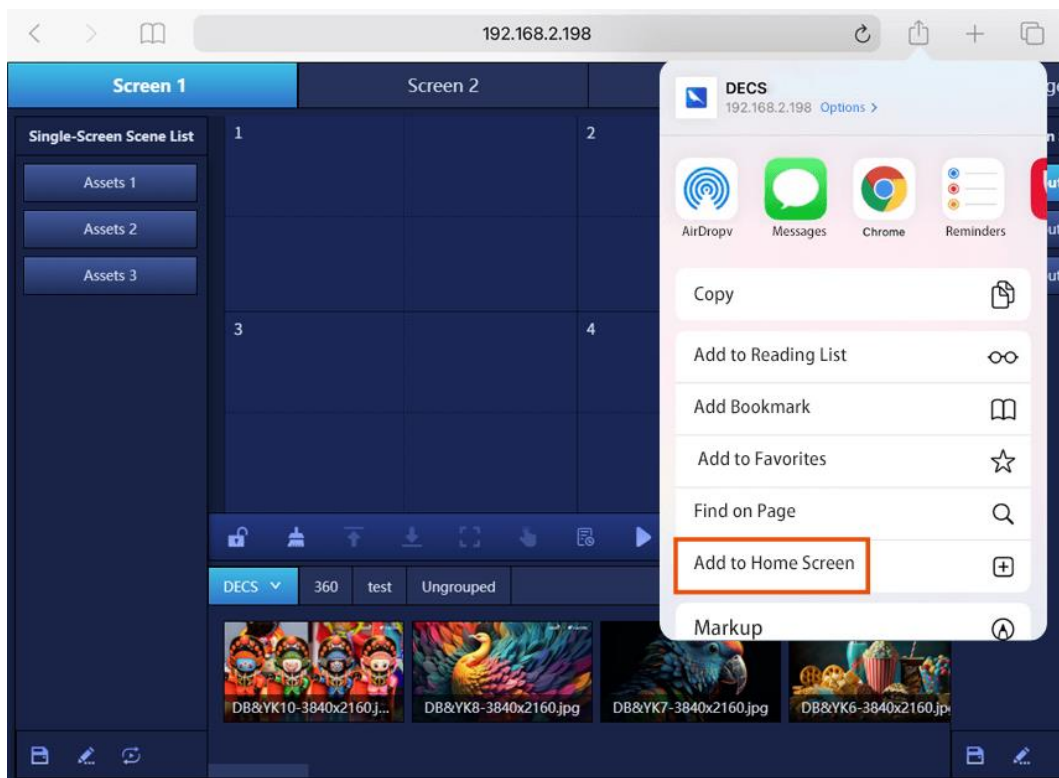


1.3.2.2. Quick Access

For Google Chrome, add the browser to the desktop by clicking the "More" button and selecting "Add to Home Screen" for quick access to the control page.



For the Safari browser, add the browser to the desktop by clicking the "Share" button and selecting "Add to Home Screen" for quick access to the control page.

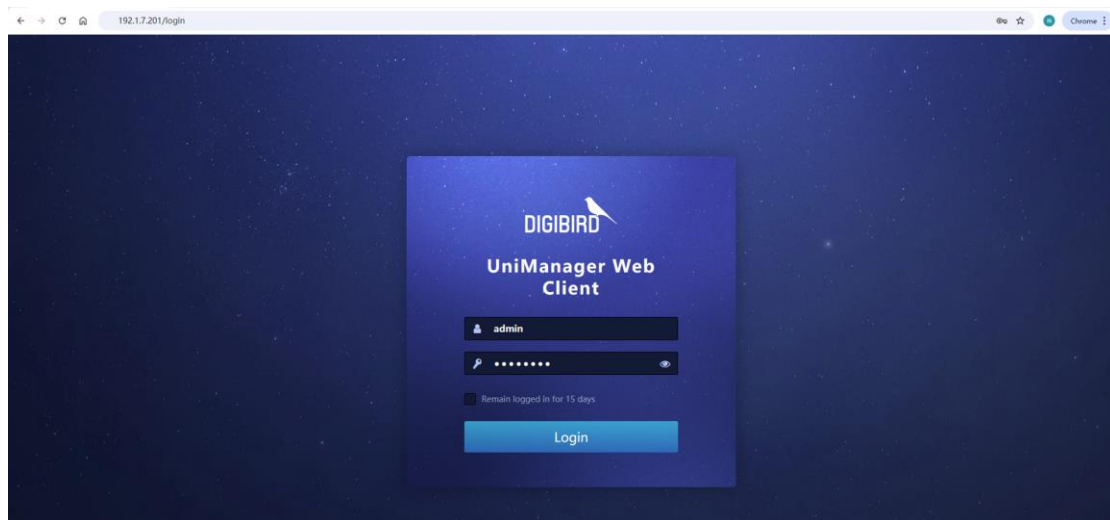
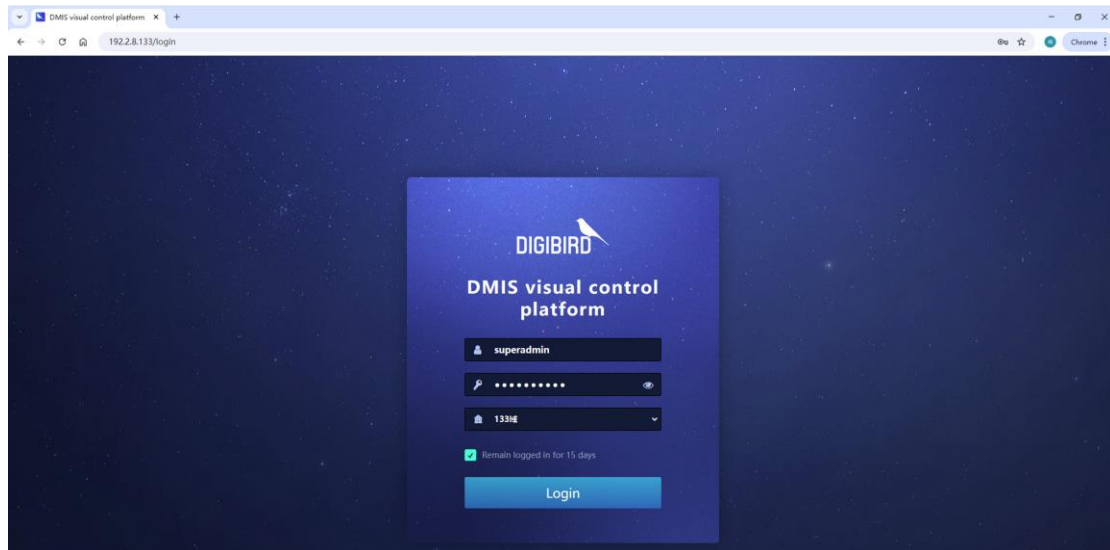



2. System Configuration

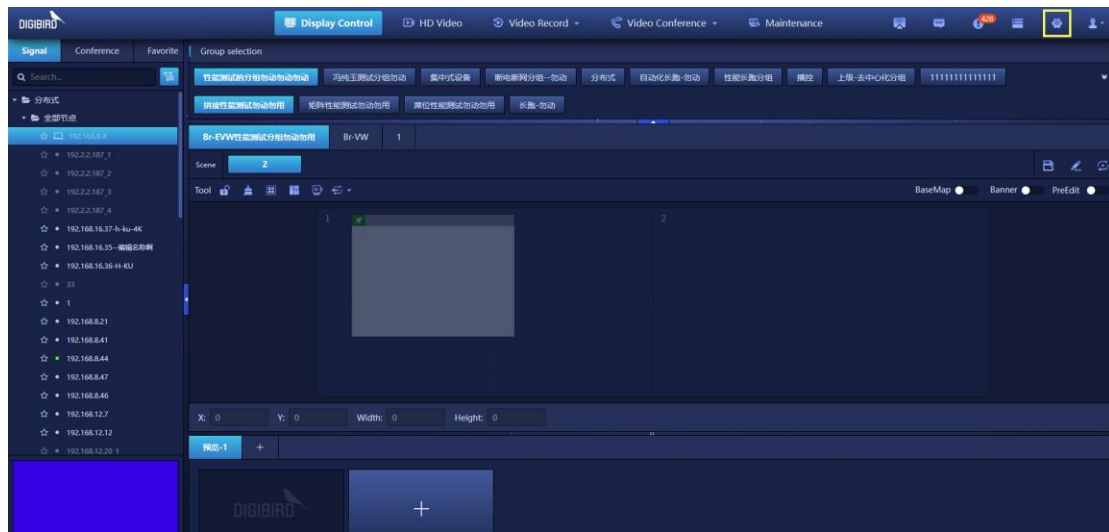
According to the project's actual situation, the DECS server and file server can be managed through DMIS or UniManager.

2.1. Software Login

Open the chrome browser, enter the **DMIS Server IP or Centralized Controller IP** in the address bar according to the actual situation, press the keyboard "Enter" key to enter the login page, enter the username and password (if you log in to the DMIS, you also need to select "Domain"), the administrator's initial user name and password are: admin, admin@123, click the "Login" button to enter the software frontend interface.



Click the "Settings" button  in the upper right corner of the front-end interface to enter the software back-end interface.



No.	Name	IP	Port	Device type	Device model	Communication type	Remarks
1	2.248-二代服务器	192.2.2.248	5000	VWC2	--	TCP	
2	2.2.88	192.2.2.88	5000	VWC2	--	TCP	
3	192.2.8.110	192.2.8.110	5000	VWC2	--	TCP	
4	2.211-服务器	192.2.2.211	5000	UnitStation	--	TCP	
5	坐席214设备	192.2.2.214	5000	UnitStation	--	TCP	
6	光配216	192.2.2.216	5000	UnitStation	--	TCP	
7	2.209	192.2.2.209	5000	UnitStation	--	TCP	
8	2.217-光配	192.2.2.217	5000	UnitStation	--	TCP	
9	2.277-光配	192.2.2.277	5000	UnitStation	--	TCP	
10	2.210设备-音频	192.2.2.210	5000	UnitStation	--	TCP	
11	2.10-利亚德	192.2.2.30	5000	Layed VWC	--	TCP	
12	206-利亚德	192.2.2.206	5000	Layed VWC	--	TCP	
13	153-音频	192.2.3.153	5000	VWC2-8	--	UDP	
14	3.151-音频网络终端...	192.2.3.151	5000	VWC2-8	--	UDP	
15	192.1.0.156	192.1.0.156	5000	VWC3	--	TCP	
16	2.42	192.2.2.42	5000	VWC3	--	TCP	
17	2.43	192.2.2.43	5000	VWC3	--	TCP	
18	192.2.2.37-三代服务器	192.2.2.37	5000	VWC3	--	TCP	
19	3.121-音频	192.2.3.121	5000	HMX	--	UDP	
20	3.976a	192.2.3.97	37813	Multimedia File Station	--	HTTP	
21	第三方视频服务器 TCP...	192.2.8.133	16180	Third party matrix	--	HTTP	
22	3.976b	192.2.3.97	37812	Multimedia Control	--	HTTP	
23	192.2.3.55	192.2.3.55	37812	Multimedia Control	--	HTTP	



Please change the default password in time and update the password regularly. For details, see [2.9.1 Users Management](#).



2.2. Device Addition

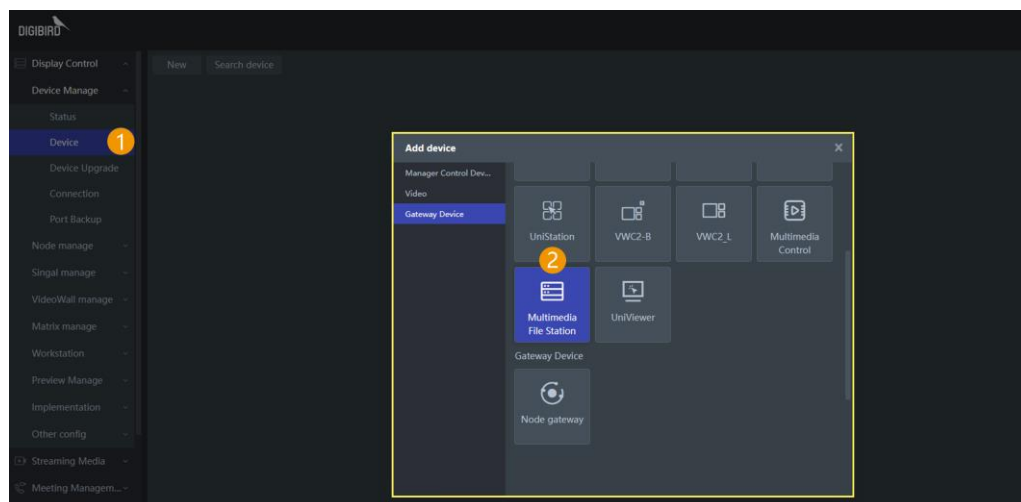
The software supports two methods of addition: manual addition and automatic retrieval.

2.2.1. Manual Addition

2.2.1.1. Multimedia File Server

Multimedia file server, responsible for the storage and management of multimedia files.

1. In the software background [Display Control Management] — [Device Management] — [Device Maintenance] interface, click the "Add" button, find and click "Multimedia File Server" in the pop-up window, and the device information window will pop up;



2. Enter the device information in the pop-up window and click the "Save" button;

Add device - Multimedia File Station

* Name

* IP

* Port

* Sync Local IP

Remarks

Back

Save

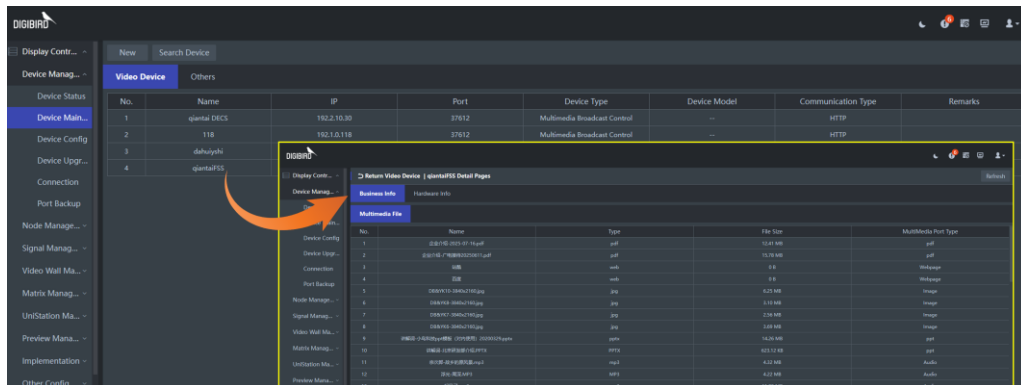
Cancel



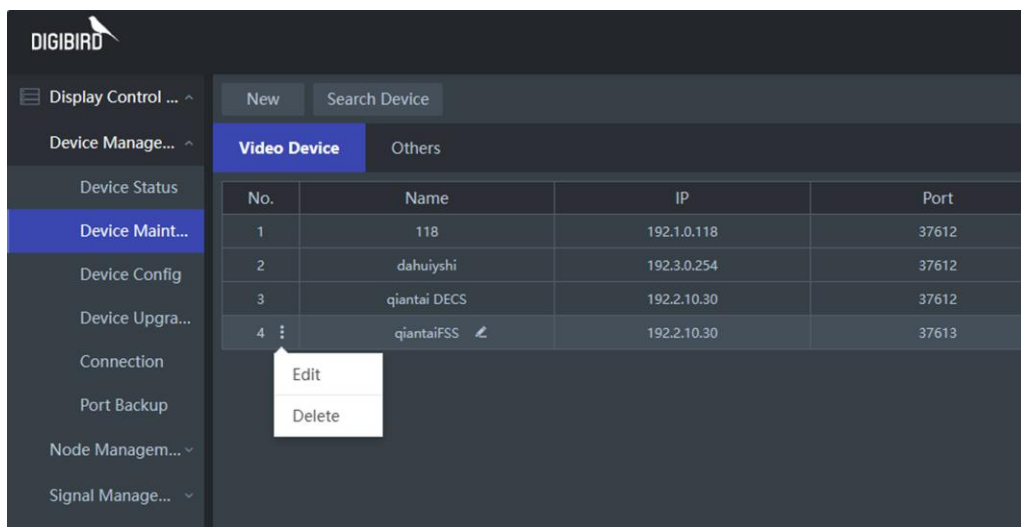
Parameter description as follows:




Parameters	Description	Parameters	Description
Name	Enter name	IP	Enter the local IP of the file server
Port	Enter the port number corresponding to the file server	Sync Local IP	Enter the local IP of the DMIS server (Centralized Controller)

- Place the mouse on the row of the device name and click to access the device details page, which displays business information (multimedia files) and hardware information (total disk space, disk used space, operating system type, maximum file size supported for upload, supported file formats) for the multimedia file server.



- You can rename, edit, and delete devices.



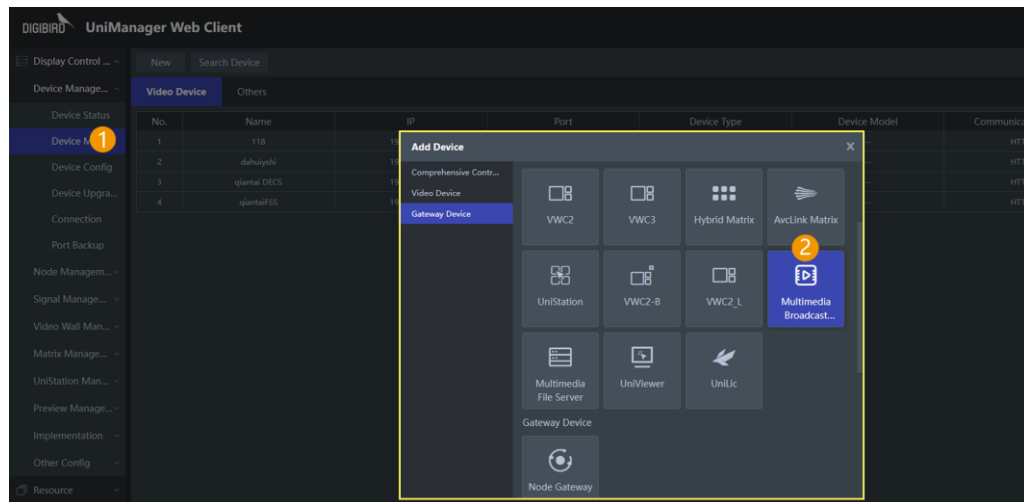
Items	Description
Rename	Click  the button to rename this device.
Edit	Click  the button, and then click the "Edit" button to modify the device information.
Delete	Click  the button, then click the "Delete" button to delete the device.



2.2.1.2. Multimedia Control Device (DECS)

The DECS is mainly responsible for the playback and control of multimedia files. A single device supports 1 video wall, 1 matrix output port, and 4 projection signals.

1. In the software background [Display Control Management] — [Device Management] — [Device Maintenance] interface, click the "Add" button, find and click "Multimedia Control" in the pop-up window, and the device information window will pop up;



2. Enter the device information in the pop-up window and click the "Save" button;

Add Device - Multimedia Broadcast Control

Name

IP

Port

37612

Sync Local IP

192.168.3.200

Resource Distribution Method

Auto

Remarks

Background Image

Back

Save

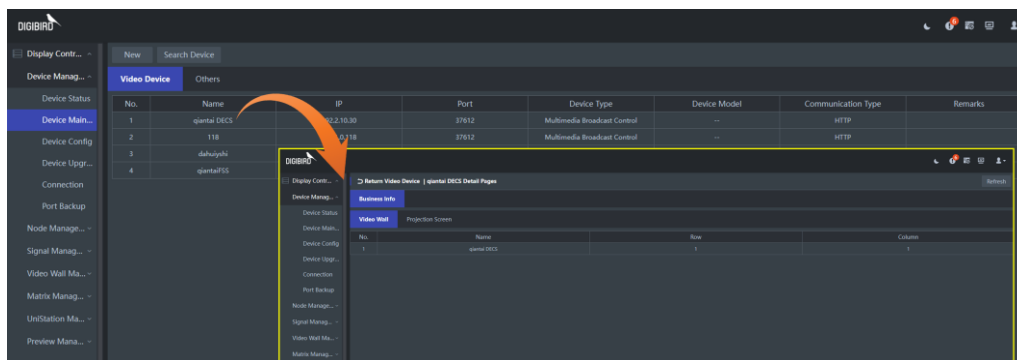
Cancel



Parameter description as follows:

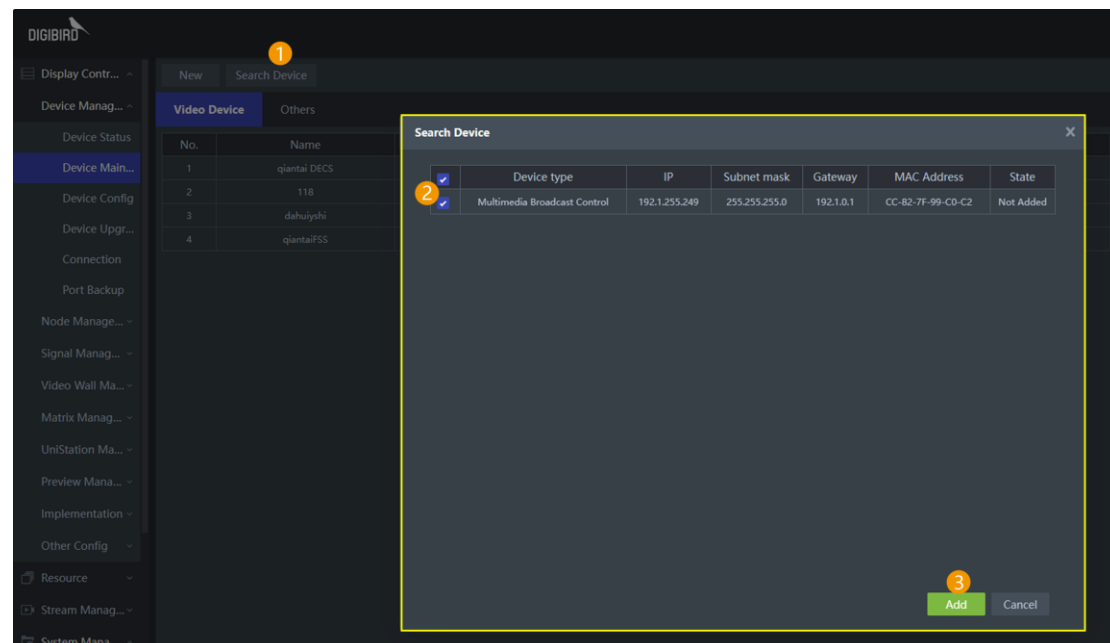
Parameters	Description	Parameters	Description
Name	Enter name	IP	Enter the DECS device IP
Port	Enter the port number corresponding to the device	Sync Local IP	Enter the local IP of the DMIS server (Centralized Controller)
Resource Delivery Method	"Automatic"/"Manual" can be selected. For details, see 2.5 Broadcast Control Host Configuration	Background Image	Pictures can be uploaded from the local PC as background pictures when the device has no signal

- Place the mouse in the row of the device name and click to enter the device details page, which displays the matrix port, video wall, and projection signal of DECS.



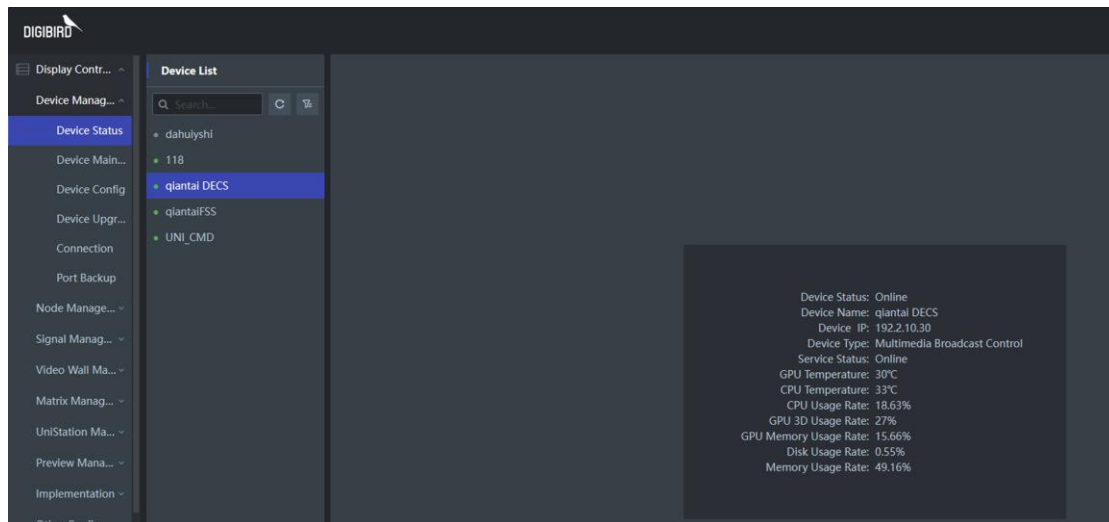
2.2.2. Automatic Retrieval

In the software background [Display Control Management] — [Device Management] — [Device Maintenance] interface, click the "Search Device" button to automatically retrieve all devices in the local area network, check the device, and click the "Add" button to add the device to the platform.



2.3. Device Status

In the background [Display Control Management] — [Device Management] — [Device Status] interface, select the device you want to view in the device list to view the device status, device name, device IP, device type, service status, operating temperature, CPU & memory & disk usage.



2.4. Signal Management

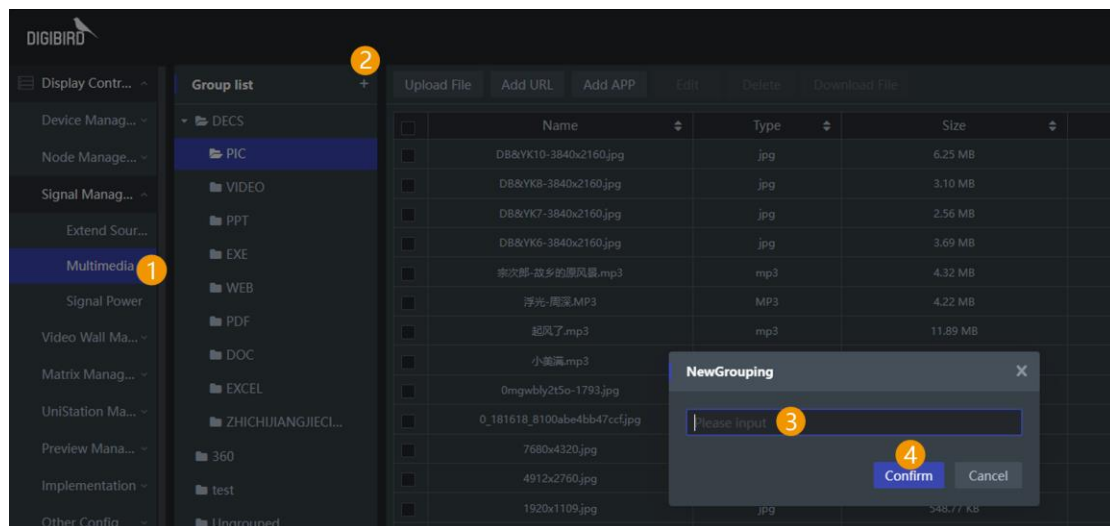
2.4.1. Multimedia Management


Multimedia resources can be uploaded to the Multimedia File Server. After the resources are sent to DECS, they can be displayed and controlled on the screen through DECS. For the configuration of resource delivery, see [2.5 Broadcast Control Host Configuration](#).

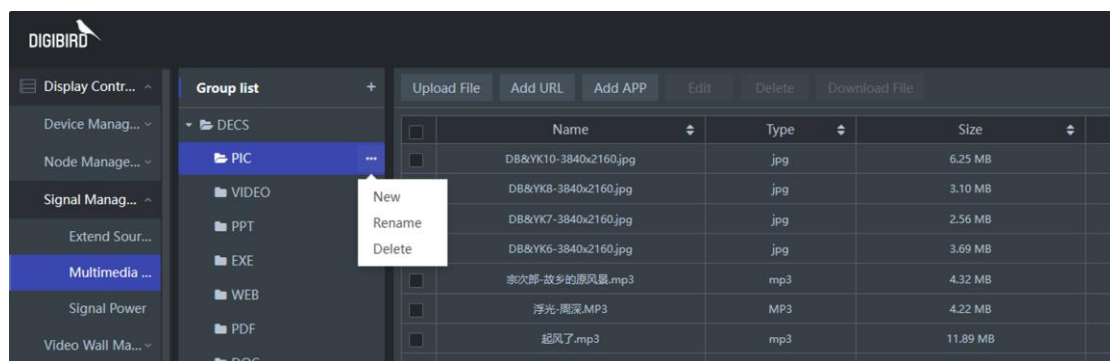
When there are many resources, they can be grouped according to the resource type, making it easy to distinguish between searches.

2.4.1.1. Group Creation

Enter the [Group List] of the background [Display Control Management] - [Signal Management] - [Multimedia Management] interface, click the "New" button , enter the group name in the pop-up window, and click the "Confirm" button.



Click the button  on the right side of the first-level group name, and click the "New" button in the drop-down menu to add a lower-level group, or rename or delete the group.



The group levels and names created in this interface are grouped and communicated with other pages. Under the same packet name, different types of signals can be assigned, including the streaming media signal in the [Streaming Media Management] interface and the extended signal in the [Extended Source Configuration] interface.



If a signal has been added under the primary group, it is not allowed to create another secondary group under the primary group. If a signal has been added to the secondary group, the creation of a tertiary group is not allowed, and so on.

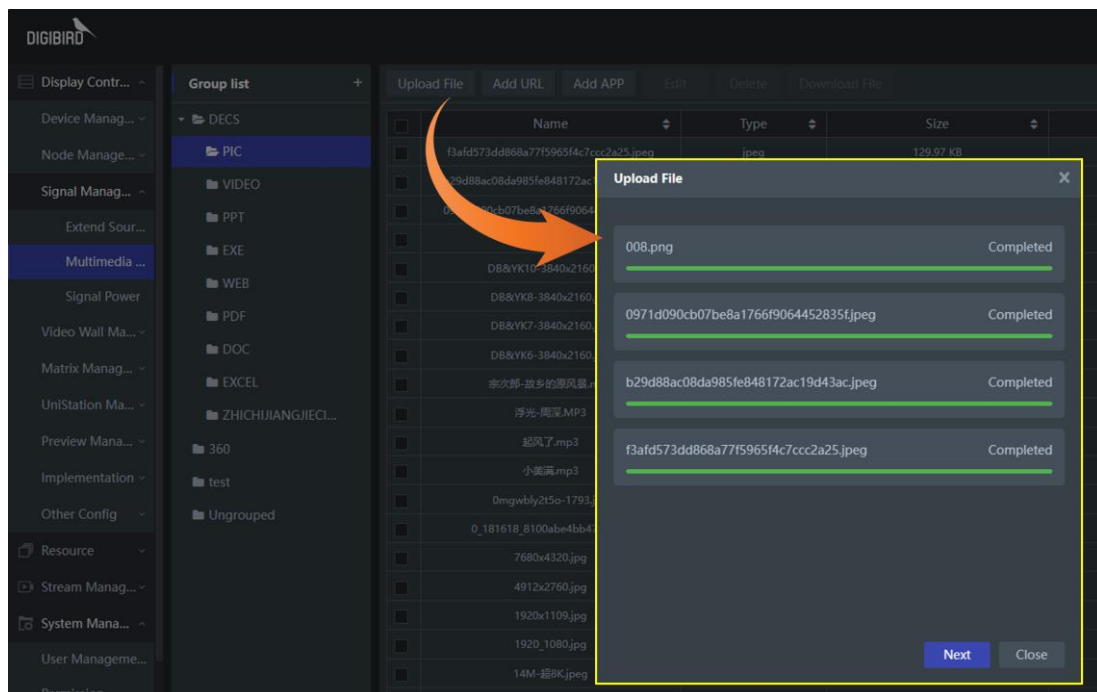


2.4.1.2. File Upload

Select the group, click the "Upload File" button, select the multimedia file on your local PC, and wait for the upload to complete.

Uploading files in the following formats is supported:

- Document: *.ppt *.pptx *.pdf *.doc *.docx *.xls *.xlsx *.ppsx
- Image: *.png *.jpg *.gif *.bmp *.jpeg *.tif *.tiff
- Video: *.mov *.wmv *.mp4 *.mkv *.avi *.rmvb *.flv *.ts *.3gp *.mpeg *.rm
- Web: * http://* https://
- Application: *.exe



Recommended video encoding formats:

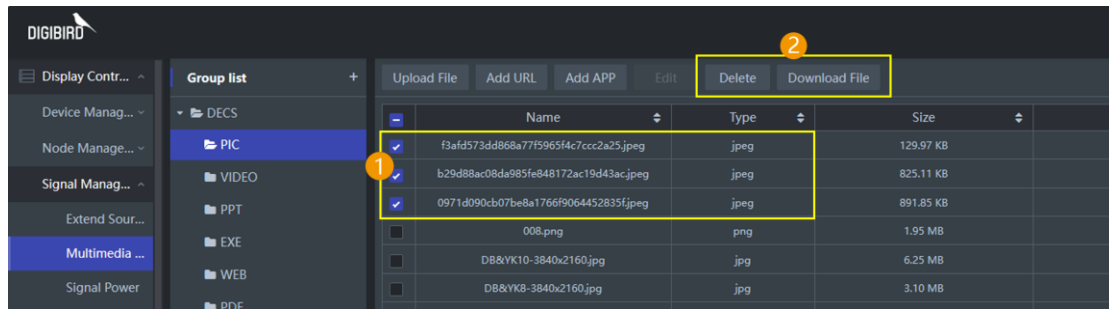
- H.265 (HEVC) encoding or VP9 encoding is recommended when the video size is above 4K and below 8K;
- H.264 (AVC) encoding is recommended for video sizes of 4K and below.

For a better picture quality experience, the video source bitrate is recommended as follows:

Video Type	Standard Frame Rate (24fps/25fps/30fps)	High Frame Rate (48fps/50fps/60fps)
4320 (8K)	75–90Mbps	110–135Mbps
2160P (4K)	35–45Mbps	53–68Mbps
1440P (2K)	16Mbps	24Mbps
1080p	8Mbps	12Mbps



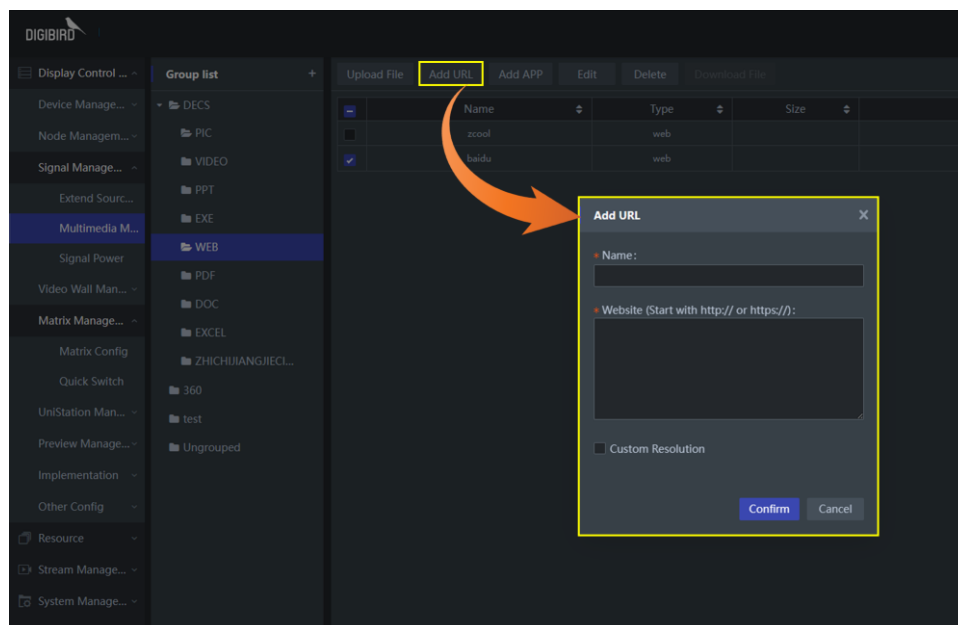
Check the file (s) (multiple selections possible) and click the "Delete" button to delete the file from the server; click the "Download File" button to download the file to your local PC.



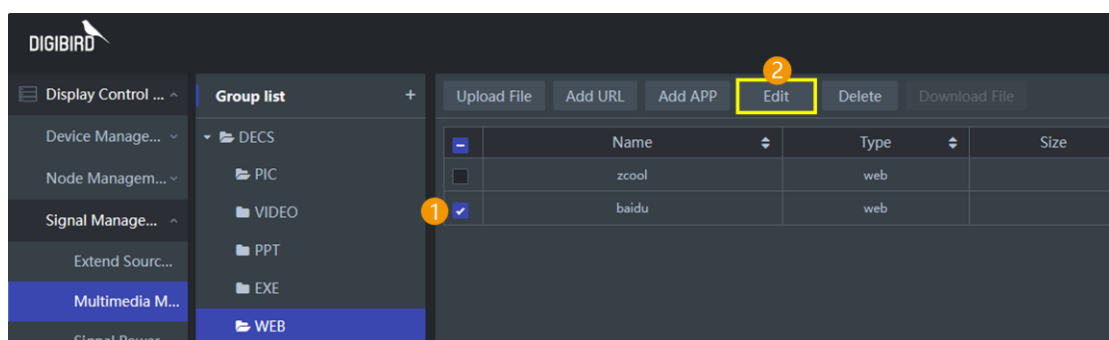
2.4.1.3. URL Addition

URLs can be added to the multimedia file server for on-screen browsing via DECS.

Click the "Add URL" button, enter the name and URL in the pop-up window, and click the "Confirm" button. Check the "Custom Resolution" option to customize the page resolution, or uncheck it to display it responsively.



Check the page and click the "Edit" button to modify the name, address, and resolution of the page.

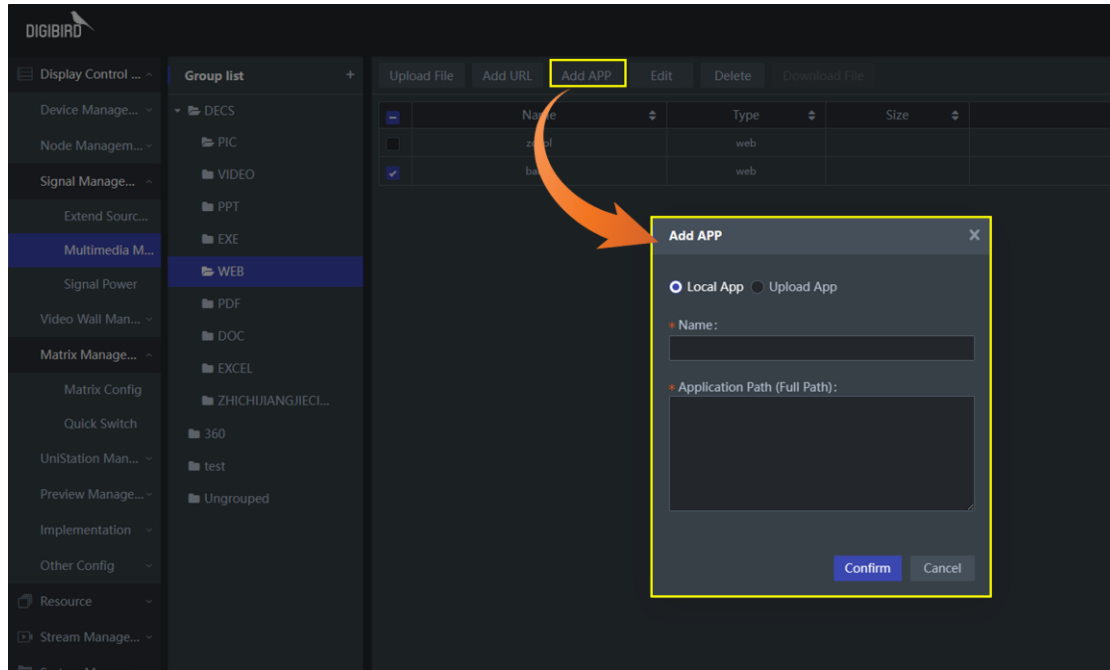


2.4.1.4. APP Addition

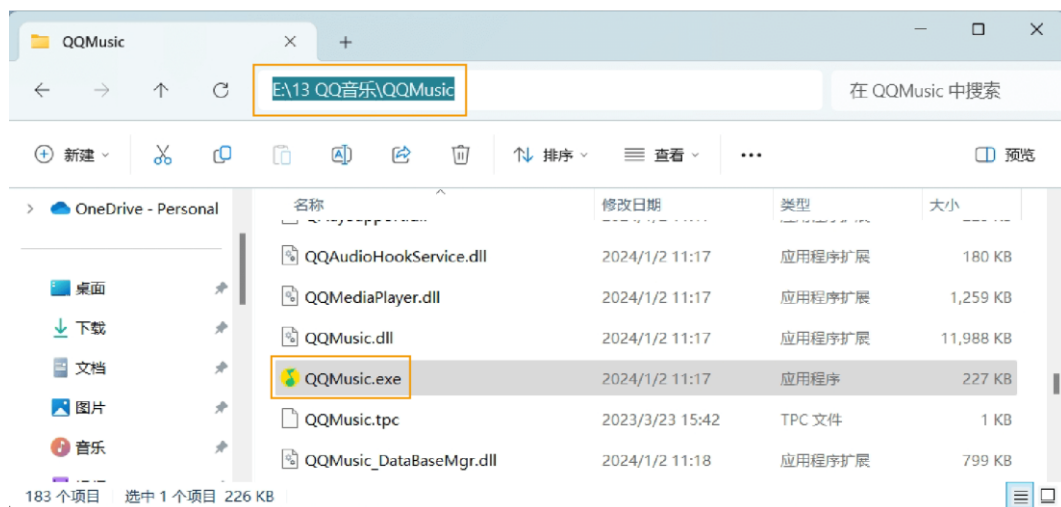
You can add the path of DECS's own applications to the multimedia file server, or upload the application compression package from the local PC to the server. After adding, DECS can manipulate these applications and display them on the video wall.

1. Local APP

Click the "Add APP" button, select the "Local APP" option in the pop-up window, enter the application name and path. The application path here should contain the application name, and click the "Confirm" button.

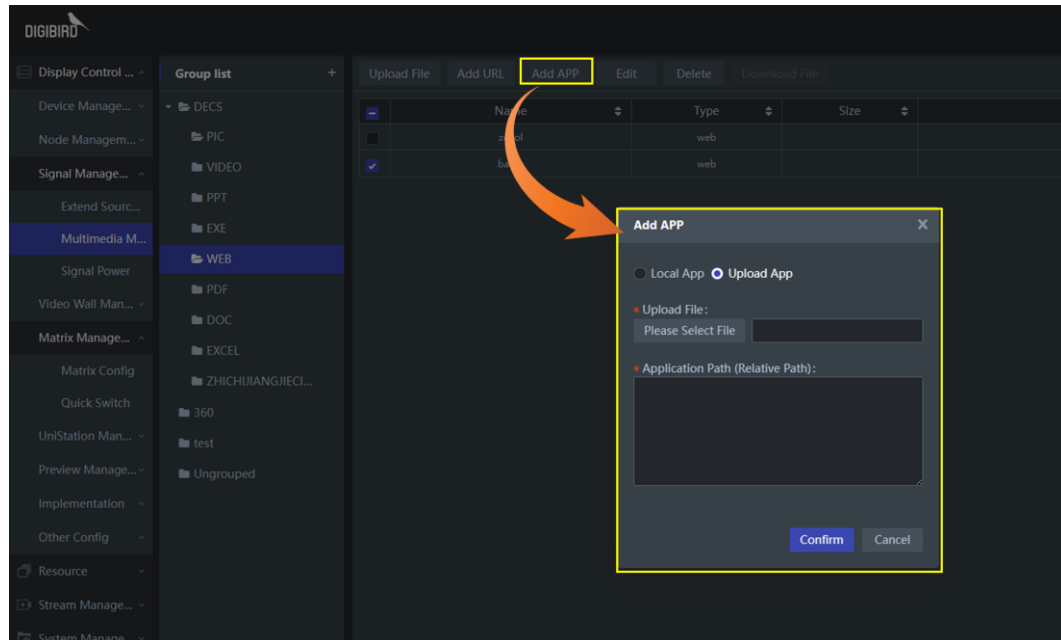


How to find the full path of the application: Select the application, click "Open File Location" from the right-click menu, and copy the current path of the disk and the application name in the open window.

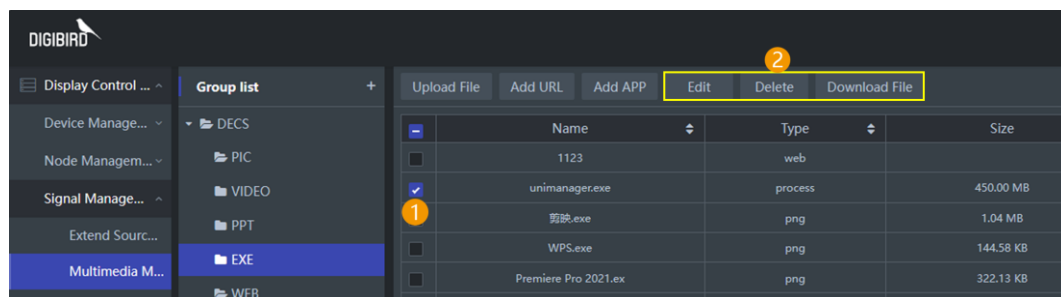


2. APP Upload

Click the "Add APP" button, select the "Upload APP" option in the pop-up window, click the "Please select a file" button, select the compressed package of the application data from the local PC, enter the application path (relative path), and click the "Confirm" button. Relative path refers to the path of the application (.exe) in the compressed package.



Check the APP, click the "Edit" button to modify the APP path; click the "Download File" button to download the APP to your local PC; click the "Delete" button to delete the APP.



2.4.2. Extended Source Configuration

Multiple multimedia resources can be configured as an extended source, enabling multiple resources to be displayed on the screen with one click, reducing window opening.

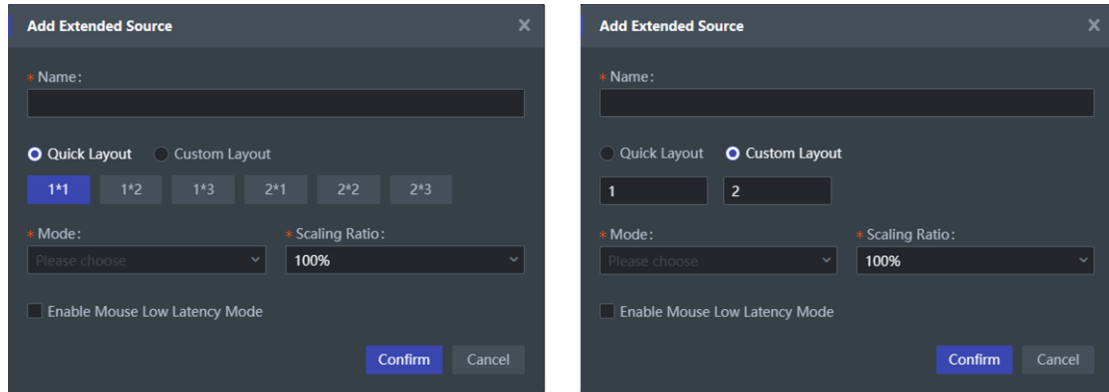
2.4.2.1. Group Creation

A group can be created for the extended source to facilitate differentiation and management. The operation steps are the same as the group creation of the multimedia resource. For details, see [2.4.1.1 Group Creation](#), not described here.



2.4.2.2. Extended Source Addition

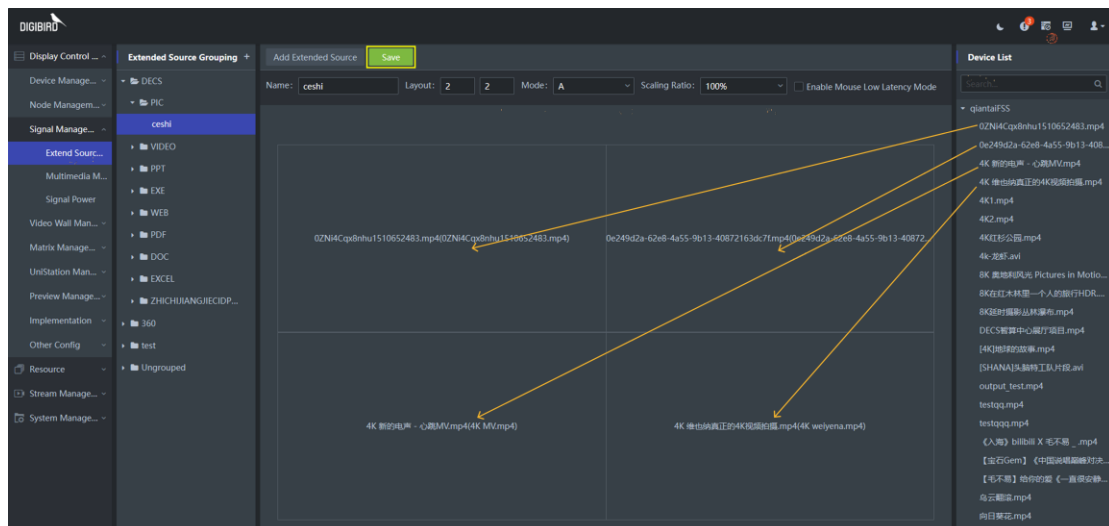
Select a group in the [Extended Source Group] list, click the "Add Extended Source" button, enter the signal information in the pop-up window, click the "Confirm" button to close the window, and the added extended source will be displayed in the group list.



Items	Description
Name	Customize the extended source name
Quick Layout	Select this option to select in the layout built into the system.
Custom Layout	Select this option to customize the layout of the expanded screen, with the number of rows x columns ≤ 10.
Mode	Select 'R10' mode.
Scaling Ratio	Set scaling ratio.
Enable Mouse Low-Latency Mode	Unchecked by default.


Select the multimedia resource in the [Device List] on the right side of the interface, drag the mouse to the expanded screen (the name of the resource is displayed on the screen), and finally click the "Save" button to save all the configurations.

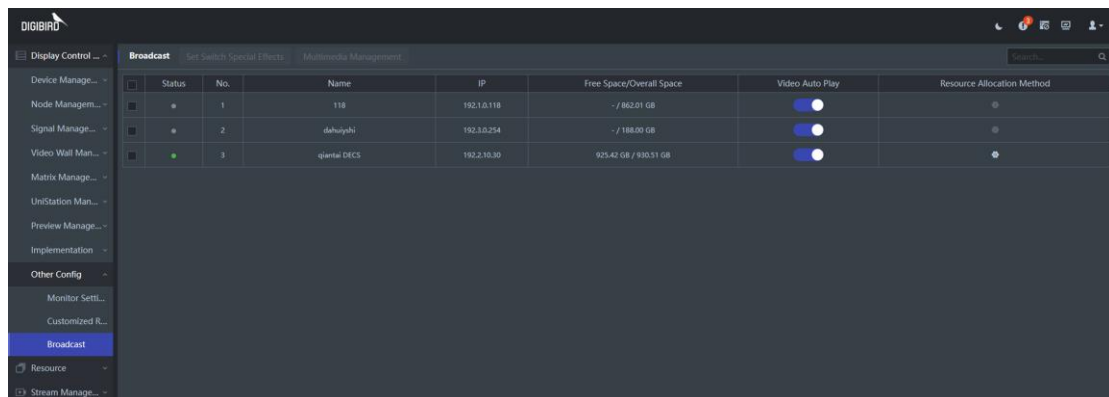
The configured extended source supports modifying the name, layout, and resources used. After the modification is completed, click the "Save" button to save the modification.




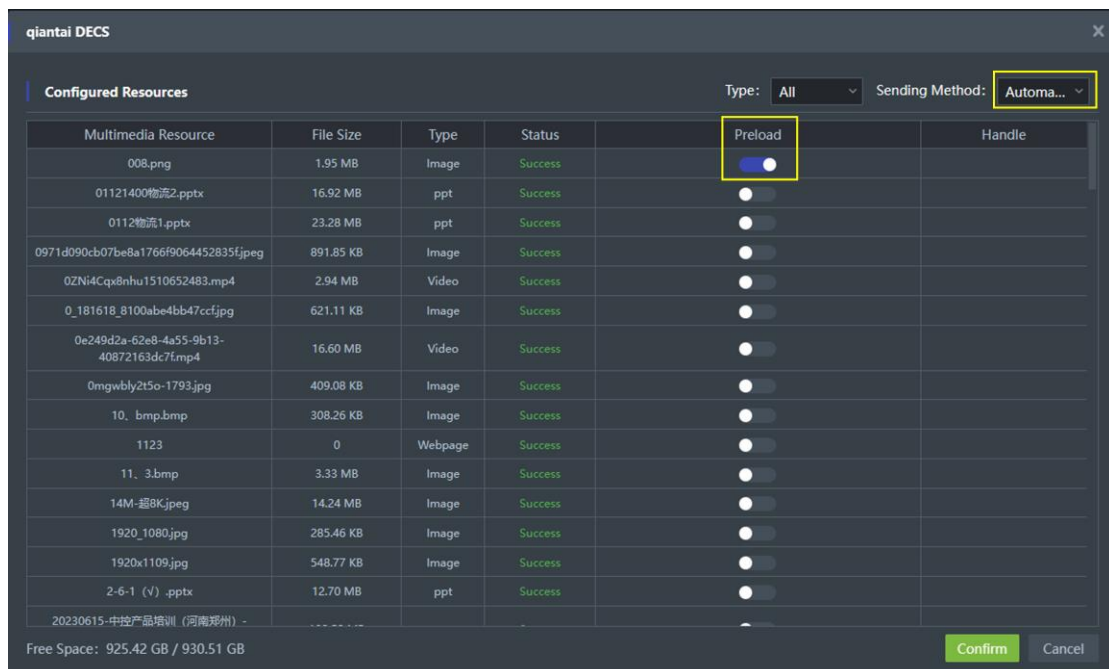
2.5. Broadcast Host Configuration

To control multimedia resources using DECS, resources need to be distributed to the DECS host, and the software supports both automatic and manual distribution methods.

Enter the software background [Display Control Management] — [Other Configuration] — [Broadcast] interface. All added broadcast control hosts are displayed here. You can view the status, name, IP address, remaining space, and other information of the host. At the same time, you can set whether the video is automatically played (after the function is turned on, the recalled video will be automatically played) and the resource configuration mode. Click the  button to modify the hostname.



Click the  button to enter the resource configuration interface of the host. When "Automatic" is selected as the "Distribution Method", the uploaded resources will be automatically sent to the host, and you can set whether the resources are "Preloaded" (after the function is turned on, the resources will be loaded in advance, and the response time is fast when the resources are recalled)



When selecting "Manual" in the "Distribution Method", you need to manually check the resources in the [Unconfigured Resources] list and click the "Confirm" button to distribute. When there are multiple DECS hosts in the project, and the resources controlled by each host are different, you can choose to deliver resources on demand manually.



qiantai DECS

Configured Resources

Type: All Sending Method: Automa...

Multimedia Resource	File Size	Type	Status	Preload	Handle
008.png	1.95 MB	Image	Success	<input checked="" type="checkbox"/>	
01121400物流2.pptx	16.92 MB	ppt	Success	<input type="checkbox"/>	
0112物流1.pptx	23.28 MB	ppt	Success	<input type="checkbox"/>	
0971d090cb07be8a1766f9064452835f.jpeg	891.85 KB	Image	Success	<input type="checkbox"/>	
0ZNi4Cqx8nhu1510652483.mp4	2.94 MB	Video	Success	<input type="checkbox"/>	
0_181618_8100abe4bb47ccf.jpg	621.11 KB	Image	Success	<input type="checkbox"/>	
0e249d2a-62e8-4a55-9b13-40872163dc7f.mp4	16.60 MB	Video	Success	<input type="checkbox"/>	
0mgwbly2t5o-1793.jpg	409.08 KB	Image	Success	<input type="checkbox"/>	
10_ bmp.bmp	308.26 KB	Image	Success	<input type="checkbox"/>	
1123	0	Webpage	Success	<input type="checkbox"/>	
11_ 3.bmp	3.33 MB	Image	Success	<input type="checkbox"/>	
14M-超8K.jpeg	14.24 MB	Image	Success	<input type="checkbox"/>	
1920_1080.jpg	285.46 KB	Image	Success	<input type="checkbox"/>	
1920x1109.jpg	548.77 KB	Image	Success	<input type="checkbox"/>	
2-6-1 (√) .pptx	12.70 MB	ppt	Success	<input type="checkbox"/>	
20230615-中控产品培训 (河南郑州) -					

Free Space: 925.42 GB / 930.51 GB


Confirm Cancel



2.6. Signal Group

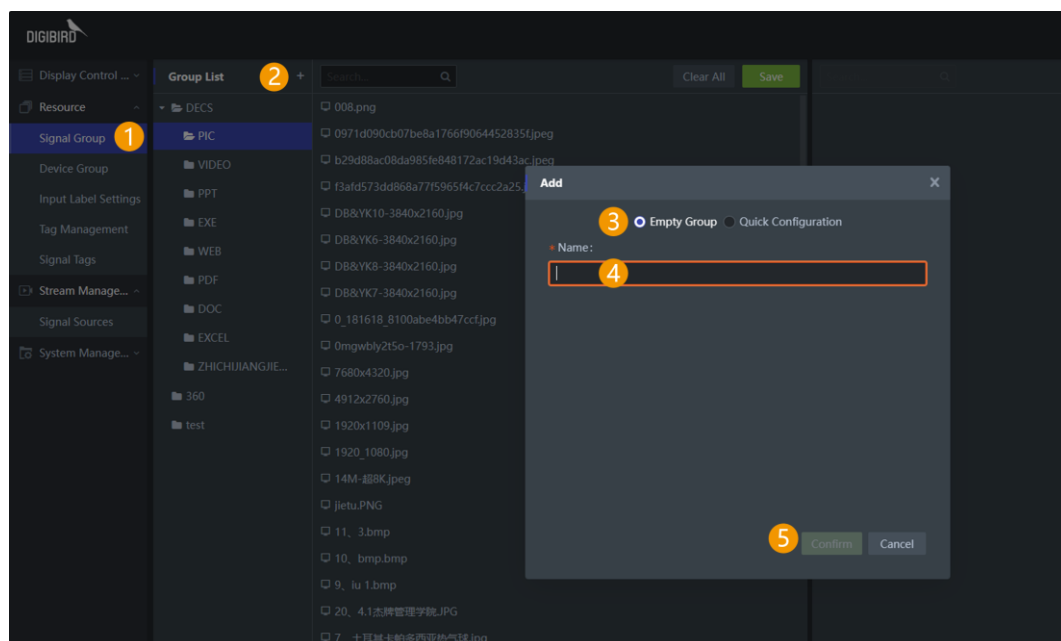
This feature abstracts all added multimedia resources into actual resource units, subdivides them into groups, breaks the limit per device, and supports multi-level groups.

2.6.1. Group Creation

Enter the background [Resource Management] — [Signal Group] interface, click the "Add"  button in the [Group List] on the left side of the interface, and in the pop-up window, you can choose to add an empty group or a one-click configuration.

1. Empty Group

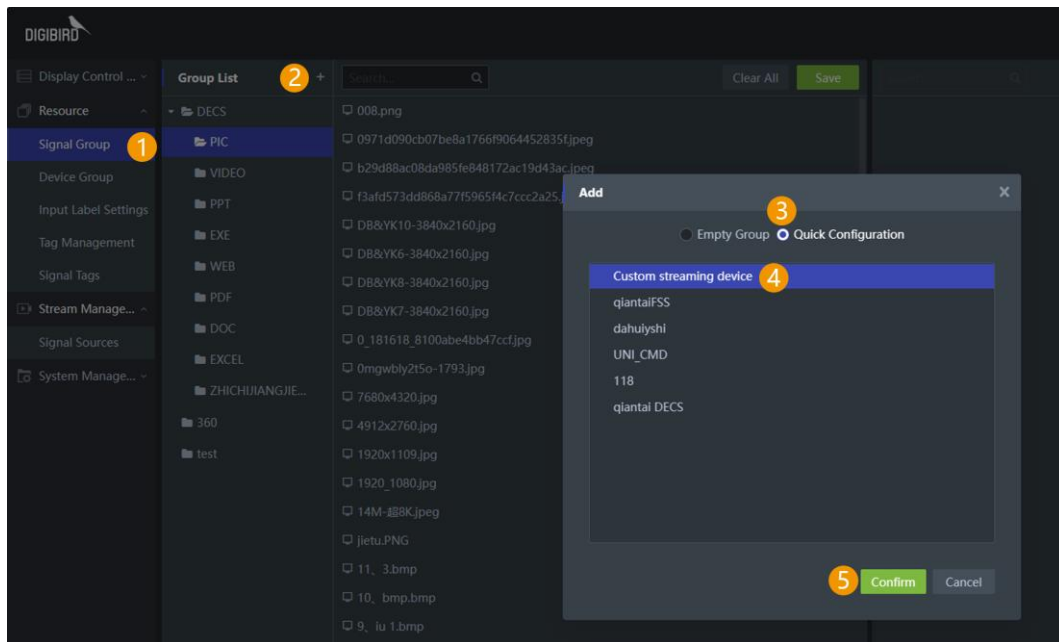
Select the "Empty Group" option, enter the group name, click the "Confirm" button, add a first-level empty group, and then add a signal for the group.



2. One-Click Configuration

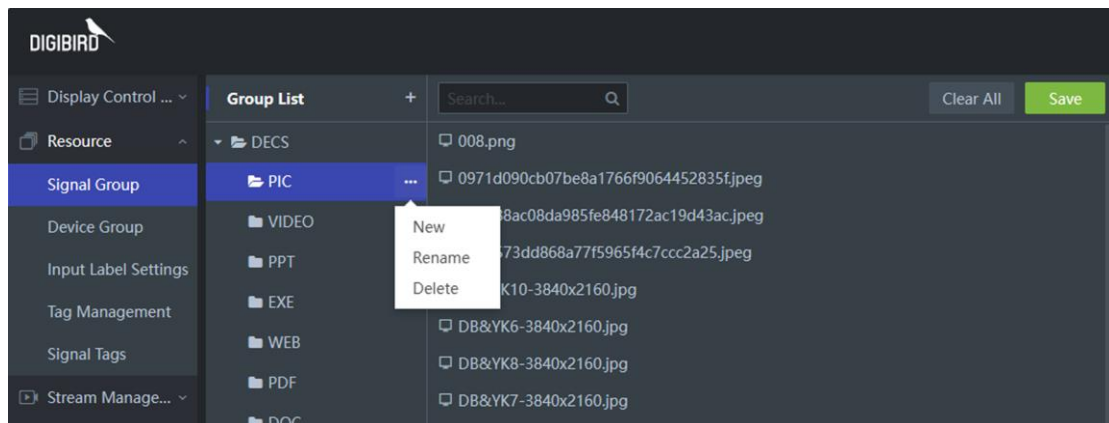
Select the "One-click Configuration" option to select a device in the [Display and Control Service], click the "Confirm" button, and a signal group will be added. The group name is the same as the selected device name, and all signals under the control of the device are included in the group.





You can edit the added signal group, including adding subgroups, renaming, and deleting.

At the group name, click the button, and click the "New" button in the drop-down menu to add a subordinate group; Click the "Rename" button to modify the group name; Click the "Delete" button to delete the group.



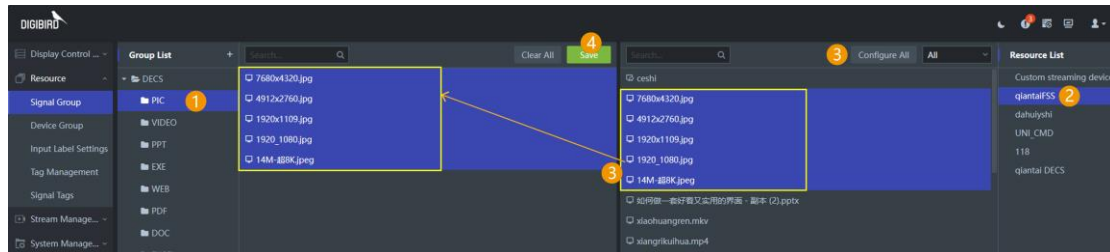
If a signal has been added under the primary group, it is not allowed to create another secondary group under the primary group. If a signal has been added to the secondary group, the creation of a tertiary group is not allowed, and so on.



2.6.2. Signal Addition

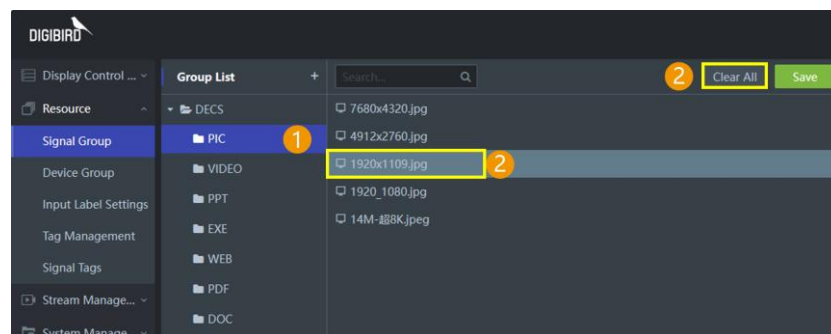
Once the group is created, the signal can be added to it.

The rightmost side of the software background [Resource Management] — [Signal Group] interface is the list of resources added by the platform. Clicking on a device automatically displays all signals under the control of the device. You can put the signal into the left group by clicking the "Configure All" button or by clicking on the signal individually, and then clicking the "Save" button.



2.6.3. Signal Removal

If you want to remove the signal from the group, after selecting the group, you can remove the signal by clicking the "Clear All" button or single-clicking the signal, and finally clicking the "Save" button to save the changes.




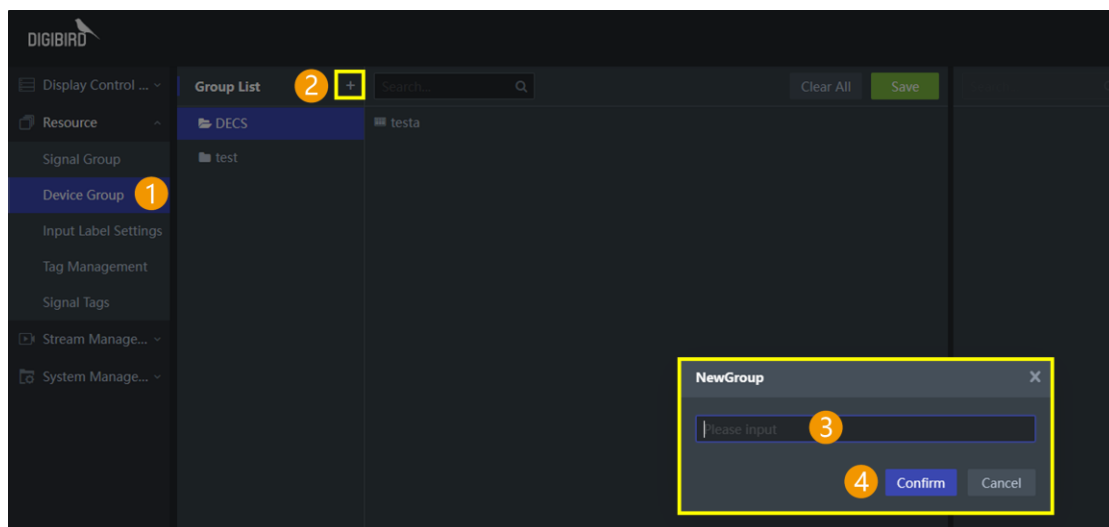
2.7. Device Grouping

This function abstracts the video wall and matrix ports of the added DECS device into actual resource units, divides them twice in the form of groups, and supports multi-level grouping.


The group created here will be synchronously reflected in the [Video Wall Management] interface, which can be used to configure parameters and create layouts. For details, see [2.8 Video Wall Management](#).

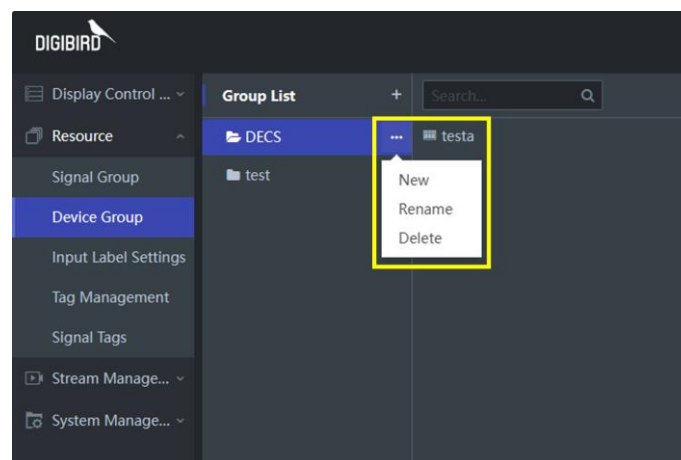
2.7.1. Group Creation

Enter the background [Resource Management] - [Device Group] interface, click the "New"  button in the [Group List] on the left side of the interface, enter the group name in the pop-up window, and click the "Confirm" button to complete the creation.



You can edit the added device groups, including adding subordinate groups, renaming and deleting them.

At the group name, click the  button, and click the "New" button in the drop-down menu to add a subordinate group; Click the "Rename" button to modify the group name; Click the "Delete" button to delete the group.



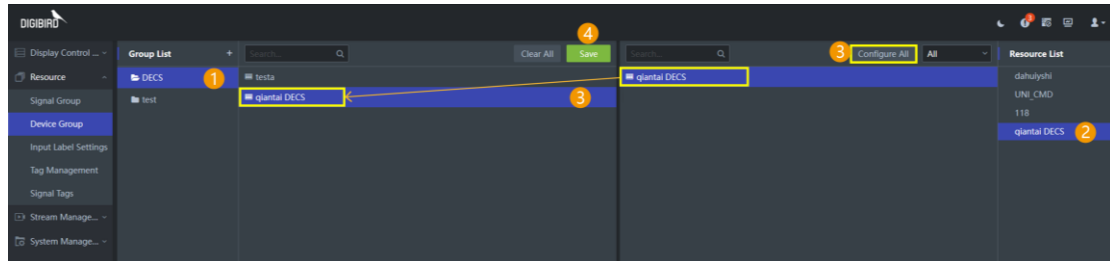
It is not allowed to create a secondary group under the primary group that has added a device. If a device has been added to the secondary group, the creation of a tertiary group is not allowed, and so on.



2.7.2. Device Addition

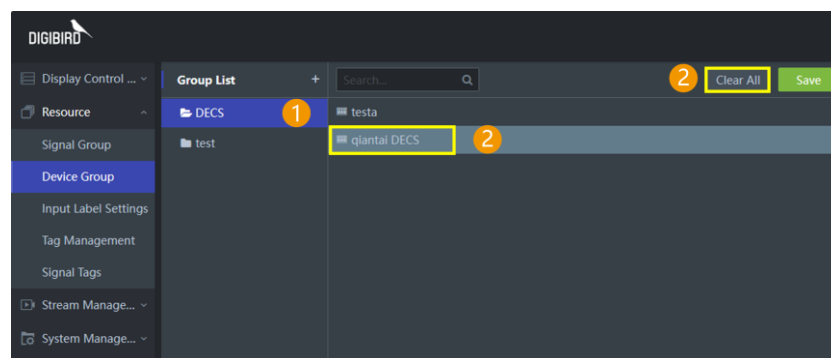
After the group is added, you need to add devices for each group.

The rightmost side of the software background [Resource Management] — [Device Group] interface is the list of resources added by the platform. Clicking on the DECS device will automatically display all the outputs of the device (including the video wall and matrix). You can put the output into the left group by clicking the "Configure All" button or single-click on the output, and finally click the "Save" button.



2.7.3. Device Removal

If you want to remove the output from the group, after selecting the group, you can remove the output by clicking the "Clear All" button or clicking the output single, and finally clicking the "Save" button to save the modifications.



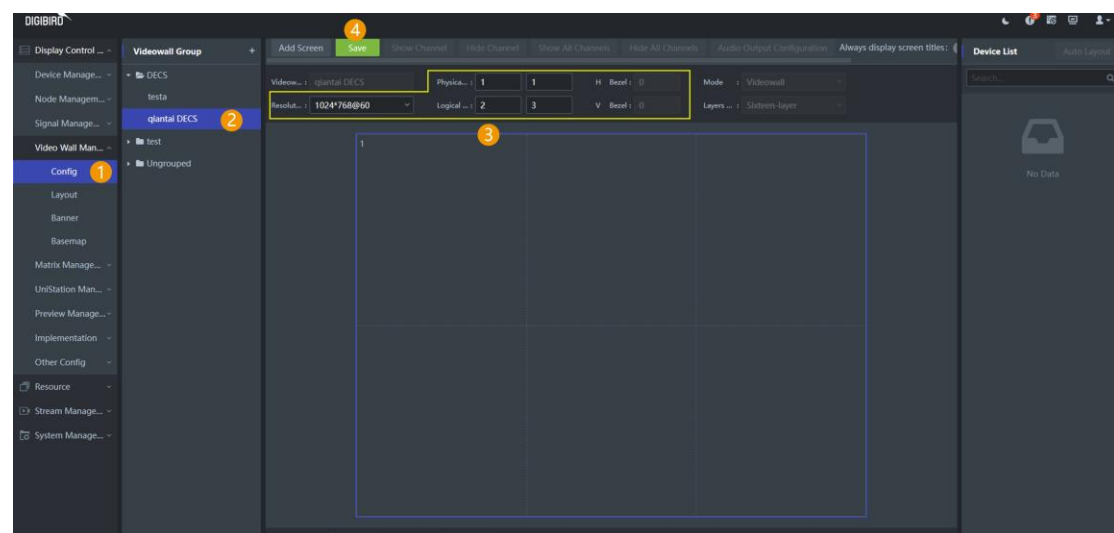
2.8. Video Wall Management

2.8.1. Video Wall Configuration

Supports setting the number of physical screens, horizontal and vertical edges, logical sub-screens, and output resolution for the video wall.

Enter the background [Display Control Management] — [Video Wall Management] — [Video Wall Configuration] interface, click the video wall to be configured in the group list to configure its parameters. After the configuration is completed, click the "Save" button. Parameter description as follows:

Parameter	Description
Physical Screen Number	Input the number of horizontal and vertical screens of the video wall according to the actual situation of the project.
Logical Sub-screen	The virtual sub-screen of a single display screen makes it easy to snap and resize the window size, the default is 2x2.
Resolution	Configure output resolution according to project requirements. You can add custom resolutions. For details, see 2.8.3 Custom Resolution
Horizontal/Vertical Edge	Set the horizontal and vertical bezel width to realize the bezel compensation. Horizontal Bezel Width: The number of pixels between the left and right screen of two adjacent displays. Vertical Bezel Width: The number of pixels between the upper and lower screens of two adjacent displays. Pixel Number: that is, the number of pixels. Calculation formula: horizontal (vertical) bezel pixels = horizontal (vertical) bezel width/pixel pitch. For example, the bezel of the LCD video wall is 5.5mm, and the horizontal/vertical pixel pitch is 0.63 mm, so fill in 9 at the horizontal/vertical bezel compensation ($5.5/0.63 \approx 9$).

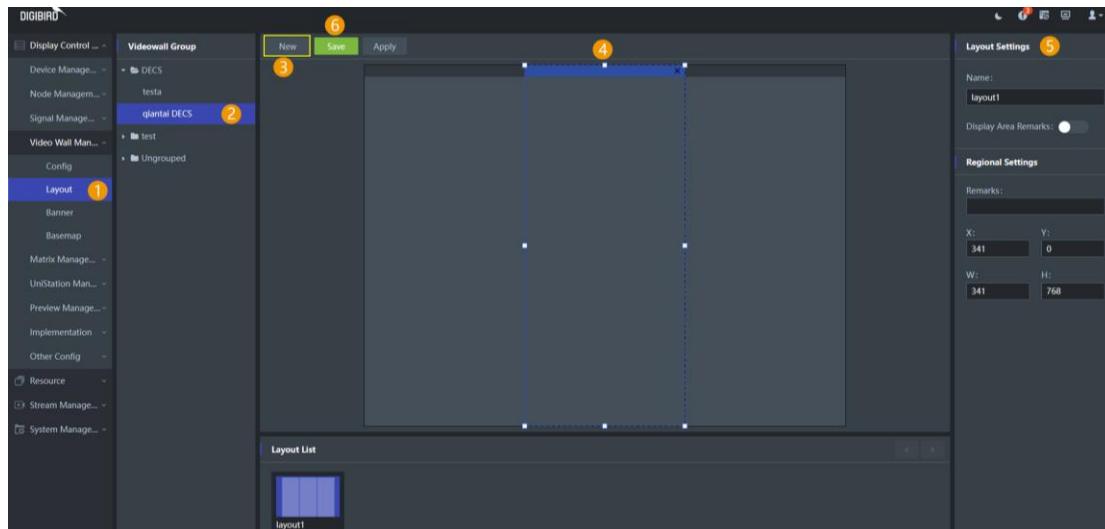


2.8.2. Video Wall Layout

Enter the background [Display Control Management] — [Video Wall Management] — [Layout] interface to set the video wall layout. Apply the layout to save the steps of adjusting the size and position of the signal window and simplify the operation process.

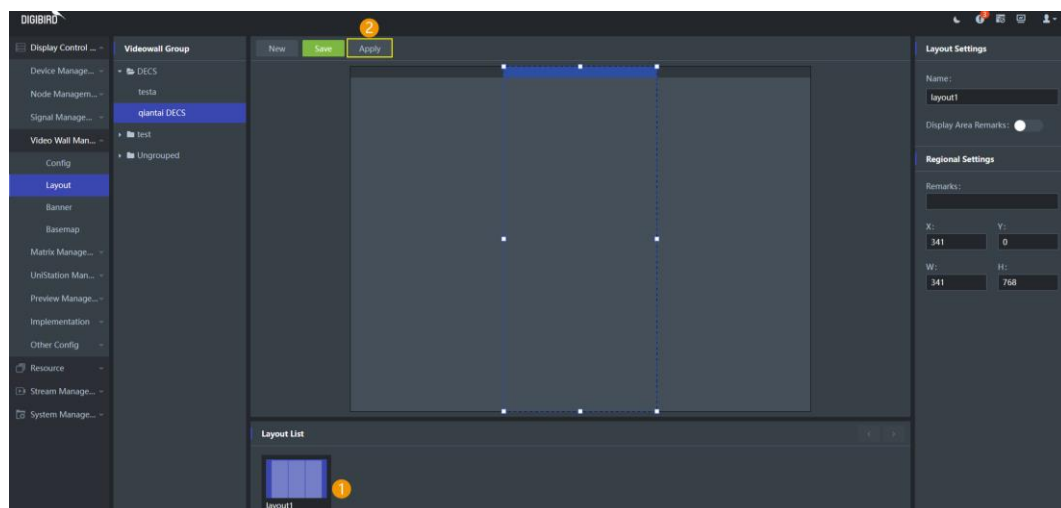
Select a video wall in the [Video Wall Group] on the left, click the "New" button, click and drag with the left mouse button to create windows of different positions and sizes, and adjust the window parameters in the [Layout Settings] and [Regional Settings] sections, including: layout name, whether to display area notes, area notes content, window position (X/Y), window size (W/H), and finally click the "Save" button.




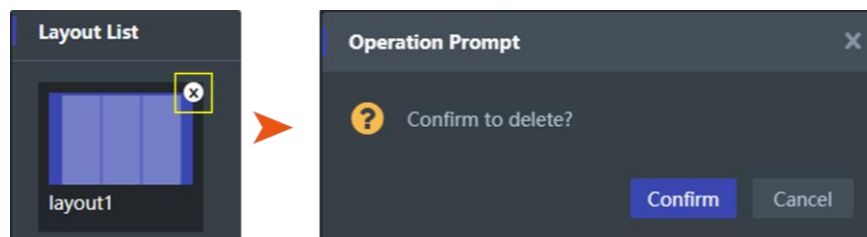


After saving, select a layout in the [Layout List] at the bottom of the page. After clicking the "Apply" button, the new layout will replace the original layout.

In addition, the video wall layout can also be applied through the DECS mobile control terminal. For details, see [4.3 Layout Application](#).



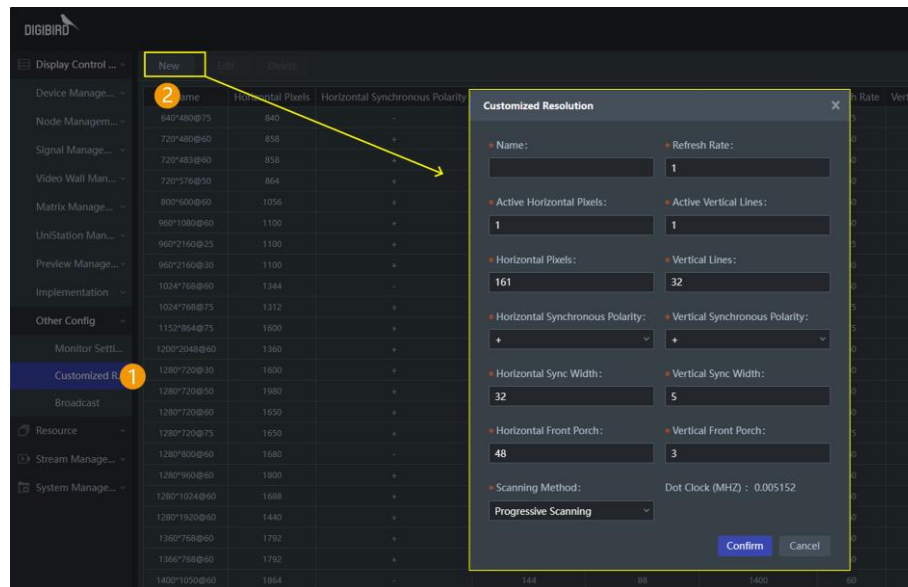
In the [Layout List], hover over a layout, click the  icon, and click the "Confirm" button in the pop-up window to delete it.



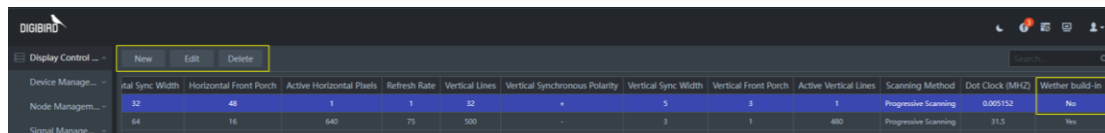
2.8.3. Custom Resolution

The software has a built-in resolution library, which can be selected when setting the video wall resolution. If the built-in resolution does not meet your needs, you can customize the resolution, and the system will automatically sync the custom resolution to the resolution library.

In the [Display Control Management] — [Other Configuration] — [Customized Resolution] interface in the software background, click the "New" button, enter the resolution parameters in the pop-up window, and click the "Confirm" button to add the custom resolution to the resolution list.



Select the added customized resolution, click the "Edit" button, and modify the resolution information in the pop-up window; Click the "Delete" button to delete it.



The built-in resolution cannot be modified or deleted.



2.9. User Access Management

Admins can create multiple users based on the project situation, and can set different control permissions for each user.


User permissions are divided into two modes: the simplified version and the role version, which can be modified in the [System Management] — [System Configuration] interface. For details, see [2.9.4 User Configuration](#).

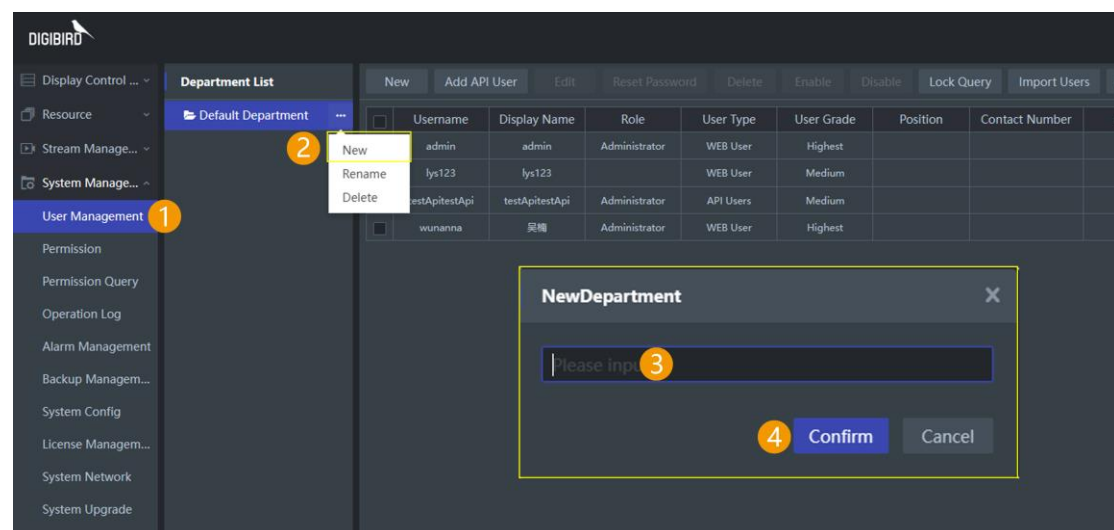
- **Simplified mode** is for users, and you can configure the permissions of a specific user individually.
- **Role mode** is for all users who use a certain role, and different users of the same role have the same permissions.

2.9.1. User Management

2.9.1.1. Department Creation

Support adding subordinate departments under the "Default Department" to facilitate user viewing and management.

In the background [System Management] — [User Management] interface, click the  button under "Default Department" in the [Department List], click the "New" button in the drop-down menu, fill in the department name, and click the "Confirm" button. If this department has subordinate departments, you can continue to add them.

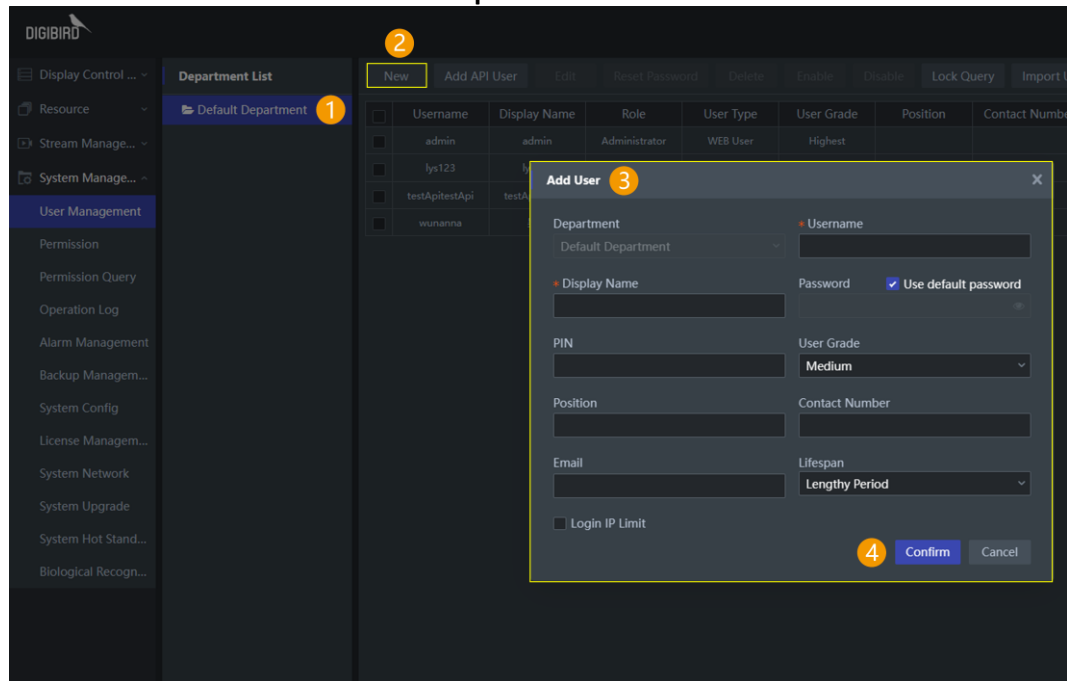


2.9.1.2. User Addition

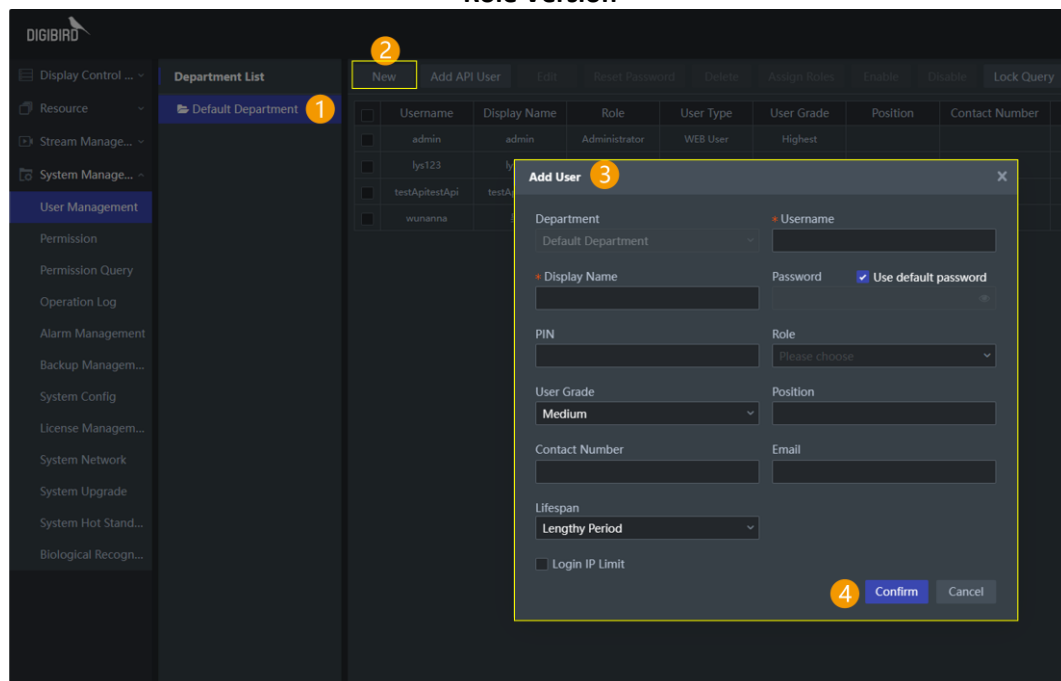
After the department is created, you need to add users for the department, and you can add multiple users with different permissions under each department.

Select the department in the [Department List], then click the "New" button in the right area, fill in the user information in the pop-up [Add User] window, and finally click the "Confirm" button.

Simplified Version



Role Version



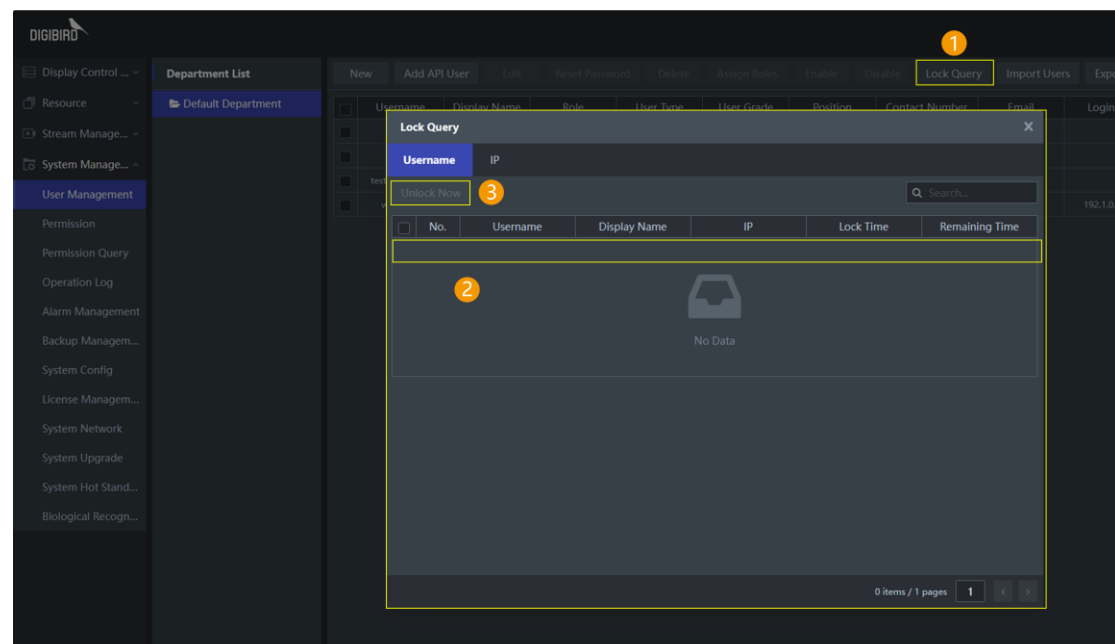
The user information is described as follows:

Parameter	Description
Department	Display the department this user is in.
Username	Enter the login username.
Display Name	Enter the username displayed in the software interface.
Passwords	Enter the login password or check "Use default password".
Pin	Enter the PIN code to log in on the mobile terminal.
User Management	Set the user level to provide a minimum, low, medium, high, and maximum of five levels for the user to choose from.
Role	This parameter needs to be set in "Role Version" mode. Assign different roles to this user. For role creation details, see 2.9.2.2 Role Version .
Position	Enter this user's position name.
Contact Number	Enter the contact information for this user.
Email	Enter the email address of this user.
Login IP Restrictions	If checked, only the IP address can be used to log in with this account.
System Administrator	Check to make this user a system administrator.

2.9.1.3. Lock Query

When a user logs into the system, if the number of incorrect user names or passwords input exceeds the set number of times, the user and IP address will be locked. If the number of errors exceeds 5 times, the user will be locked. The number of IP locks can be set in the background. For details, see [2.9.4 User Configuration](#).

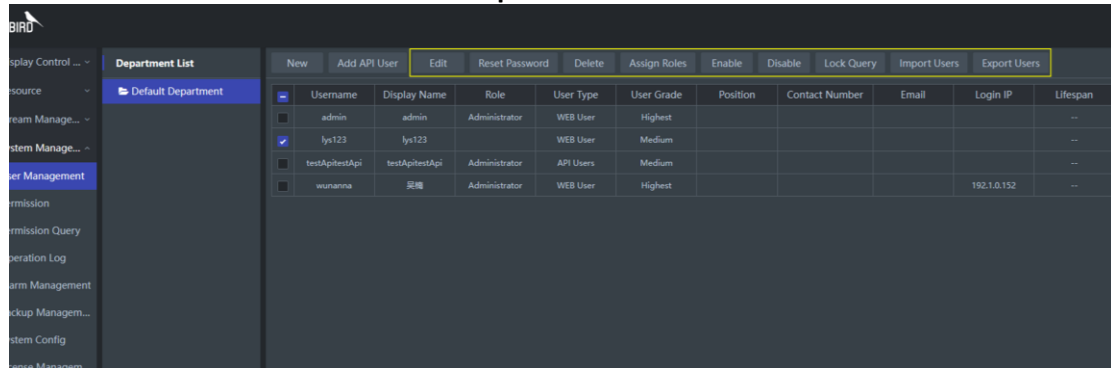
Administrators can query and unlock locked users and IPs in the background [System Management] — [User Management] interface. Click the "Lock Query" button, check the user/IP, and click the "Unlock Now" button.



2.9.1.4. User Management

Supports user information editing, resetting passwords, deleting, assigning roles, enabling, disabling, importing users, and exporting user actions.

Simplified Version



Role Version



Check the user and click on the different function buttons to achieve the corresponding function. The details are as follows:

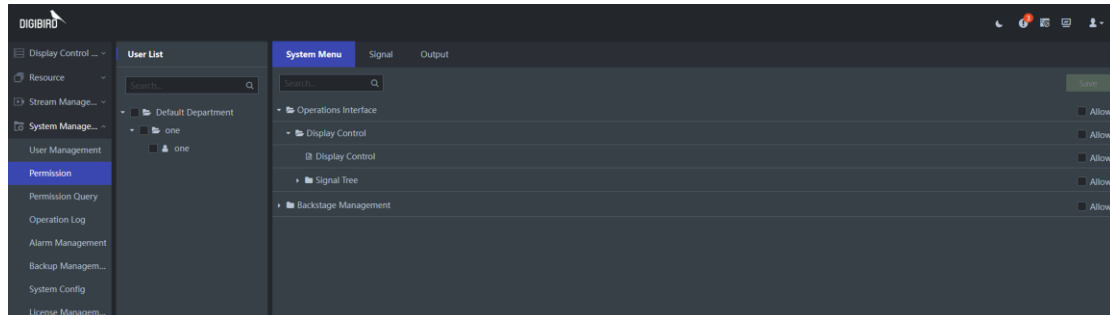
Buttons	Description
Edit	Click this button to change the user's information
Reset Password	Click this button to reset the user password
Delete	Click this button to delete the user
Assign Roles	This function is supported in "Role Version" mode. Click this button to assign a new role to a user
Enable	Click this button to allow this user to log in to the system
Disable	Click this button to disable this user from logging in to the system
Import User	Click this button to import the user data file (Excel format) from your local PC.
Export User	Click this button to export the selected user data to the local PC (Excel format).



2.9.2. Permissions

In the background, the [System Management] — [Permission Management] interface can set the user's operating rights, including the management rights of the system menu, signals and output devices.

User permissions are divided into two modes: the simplified version and the role version, which can be modified in the [System Management] — [System Configuration] interface. For details, see [2.9.4 User Configuration](#).

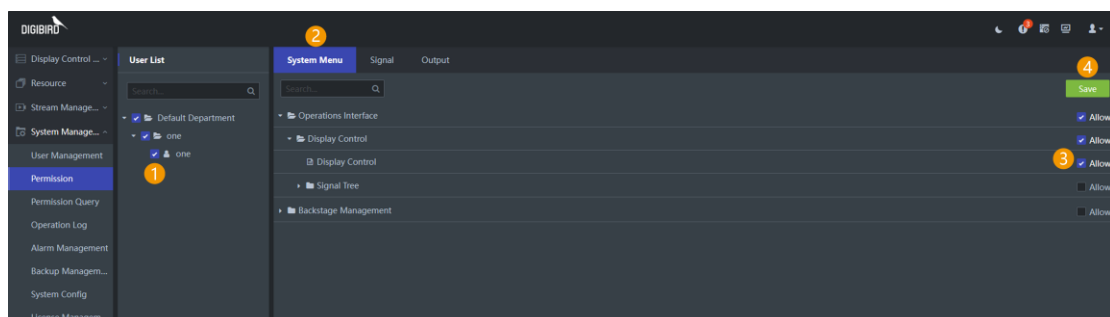


Items	Description
System Menu	Permission to use the function menu of the software background interface. If there is no permission, the user cannot access the corresponding menu page after logging in, and cannot set related functions.
Signal	If you do not have permission to use all signals in the system, they will not be displayed in the software interface, and any operation of these signals cannot be performed.
Output	Permission to use the output device under system control. This user will not be able to use the device after logging in without permission.

2.9.2.1. Simplified Version

The simplified version sets permissions for users, and the permissions of a specific user can be configured separately. The following is an example of setting the "System Menu" permissions.

1. Check one or more users in the "User List".
2. Click the "System Menu" tab to switch to the System Menu Permission Settings page.
3. Check the box after the system menu item to set permissions. Expand the collapsed menu to set permissions for the sub-menu. If the parent menu allows it, the lower menu automatically allows it.
4. Click the "Save" button to complete the configuration;




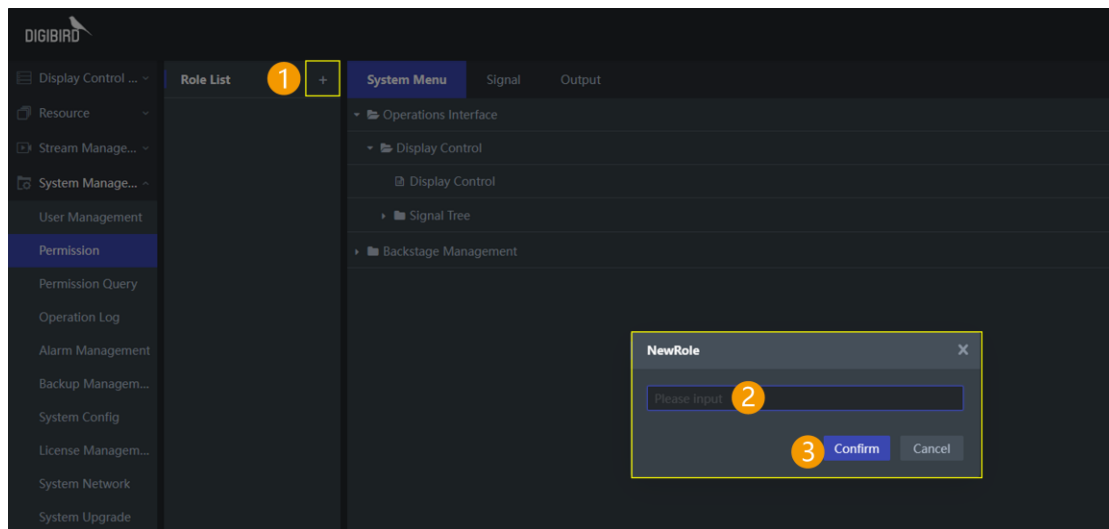
2.9.2.2. Role Version

The role version sets permissions for all users who use a certain role, and different users of the same role have the same permissions.

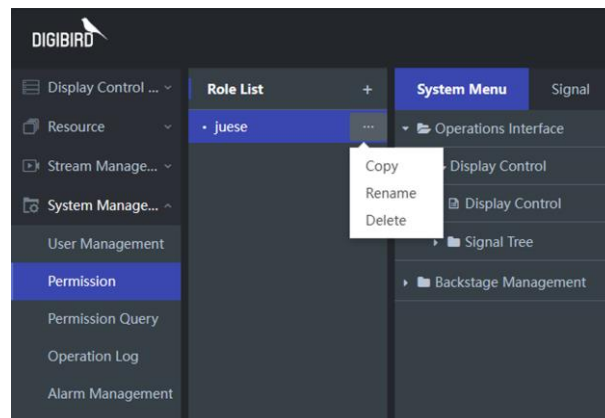
"Role" can be interpreted as a unit of a part of the permission set. After the role is configured with permissions, the user can inherit all the permissions of the role to achieve quick permission configuration.

1. New Role

Click the "New" button  in the [Role List], enter the role name in the pop-up window, and click the "Confirm" button.



The newly added role is reflected in the [Role List]. You can set permissions for the role, duplicate the role, or delete or modify the role name.



The built-in roles of the system only support the [Copy] function, and cannot be deleted or renamed.

2. Set Role Permissions

Select a role in the [Role List] to set permissions for this role on the right side of the interface, including the system menu, signal, and output permissions. The setting method is the same as that of the simplified version mode. For details, see [2.9.2.1 Simplified Version](#), which will not be repeated here.



2.9.3. Permissions Query

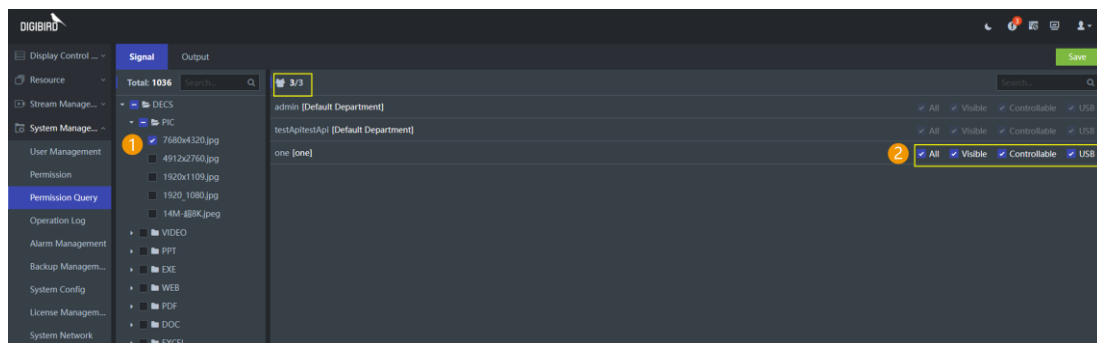
User permissions queries are divided into two modes: the simplified version and the role version, which can be modified in the [System Management] — [System Configuration] interface. For details, see [2.9.4 User Configuration](#).

2.9.3.1. Simplified Version

You can select a signal or output, query which users have access and manipulation rights, and you can also modify the user's access and manipulation rights to the selected signal or output device.

Enter the background [System Management] — [Permission Query] interface, the left side of the page is the [Signal] and [Output] lists; the right side is the [User List], displaying the user's permission to the selected signal in the user list. You can modify the operation permission of the selected signal.

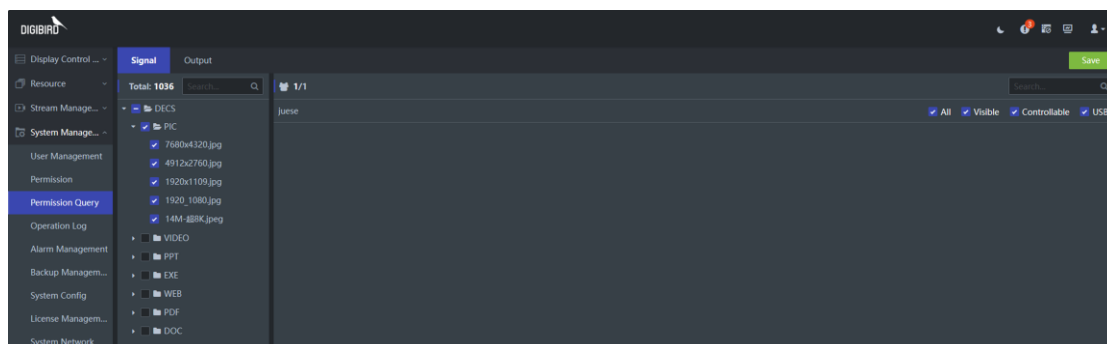
Check a certain signal or output in the [Signal] or [Output] list. In the [User List] on the right, users with permissions will be displayed at the top of the list. Check the permission checkbox of one or more users in the [User List], and click the "Save" button to set the operation permission of the selected signal for the selected user.



The "System Administrator" has all permissions by default and cannot be changed.

2.9.3.2. Role Version

You can select a signal or output to query which roles have access and manipulation permissions, and you can also modify the role's access and manipulation permissions to the selected signal or output. For modification methods, see [2.9.3.1 Simplified Version](#).



2.9.4. User Configuration

Enter the background [System Management] — [System Configuration] interface, switch to the [User Configuration] tab, and you can configure the user, including user permission configuration, user default password settings, and locked IP settings.

The screenshot displays the 'User Config' tab in the DIGIBIRD system configuration interface. The sidebar on the left lists various management options, with 'System Config' currently selected. The main configuration area includes the following sections:

- Permission Config:** Radio buttons for 'Simple' and 'Role' (selected), with a 'Confirm' button.
- Default Password:** A password input field with a 'Save' button.
- Password Strength:** Radio buttons for 'Strong' (selected) and 'Weak', with a 'Confirm' button. A note indicates 8-16 characters including uppercase and lowercase.
- Password validity:** A dropdown menu set to 'Never Expire', with a 'Confirm' button. A note explains that after setting, the password expires and cannot be logged in, requiring an update.
- Login Idle Duration:** A dropdown menu set to 'Never Quit', with a 'Confirm' button. A note states it will automatically log out if there is no action after the set time limit.
- Lock IP:** A toggle switch (turned on) and a 'Wrong Times' input field set to '5', with a 'Confirm' button.

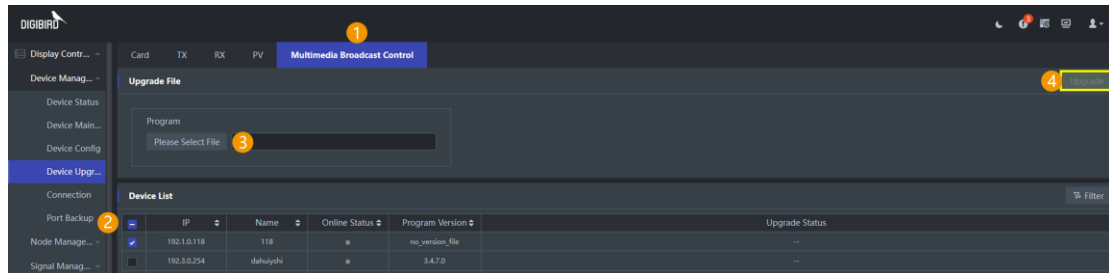
Items	Description
User Permission Configuration	Different permission configuration modes can be selected, including "simplified version" and "role version".
User Default Password	The user's default password can be modified
Password Strength Configuration	Password strength can be modified.
Lock IP	When this is enabled, if the number of incorrect username and password entries exceeds the set value at login, the user's IP is locked. After locking, you can't log in to the system. You need to wait for the system to automatically unlock after 30 minutes or notify the administrator to unlock. For more information on unlocking by the administrator, see 2.9.1.3 Lock Query .



2.10. Online Upgrade

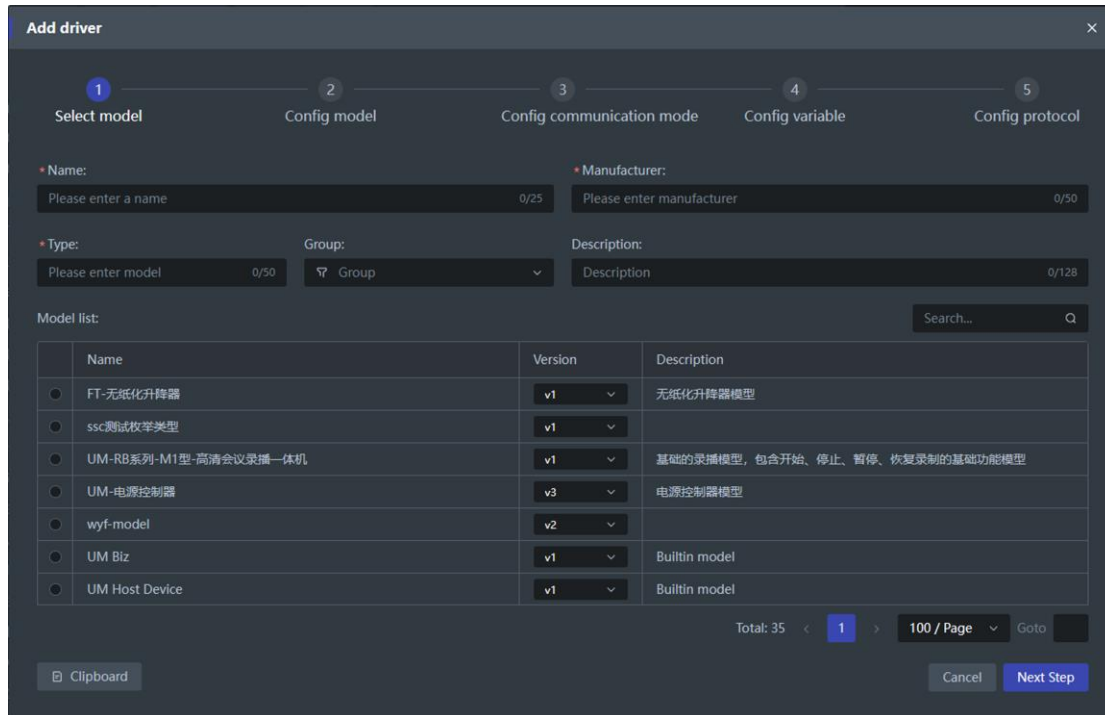
The DECS server supports online upgrades. **If you need to upgrade, please consult our after-sales or technical staff.**

Enter the background [Display Control Management] — [Device Management] — [Device Upgrade] interface, switch to the [Multimedia Control] tab, check the [Device List] area to upgrade the device, click the [Please Select File] button in the [Upgrade File] area, select the upgrade file package in the pop-up window, and click the [Upgrade] button to upgrade the selected device.



2.11. Remote Switch On/Off

Through the central control designer, the remote on/off button can be configured in the user control page, and the user can remotely control the startup/shutdown of the DECS server by clicking the button. **This is an advanced feature, please consult our sales staff for the usage details.**



Add driver

1 Select model 2 Config model 3 Config communication mode 4 Config variable 5 Config protocol

* Name: Please enter a name 0/25 * Manufacturer: Please enter manufacturer 0/50

* Type: Please enter model 0/50 Group: Group Description: Description 0/128

Model list: Search...

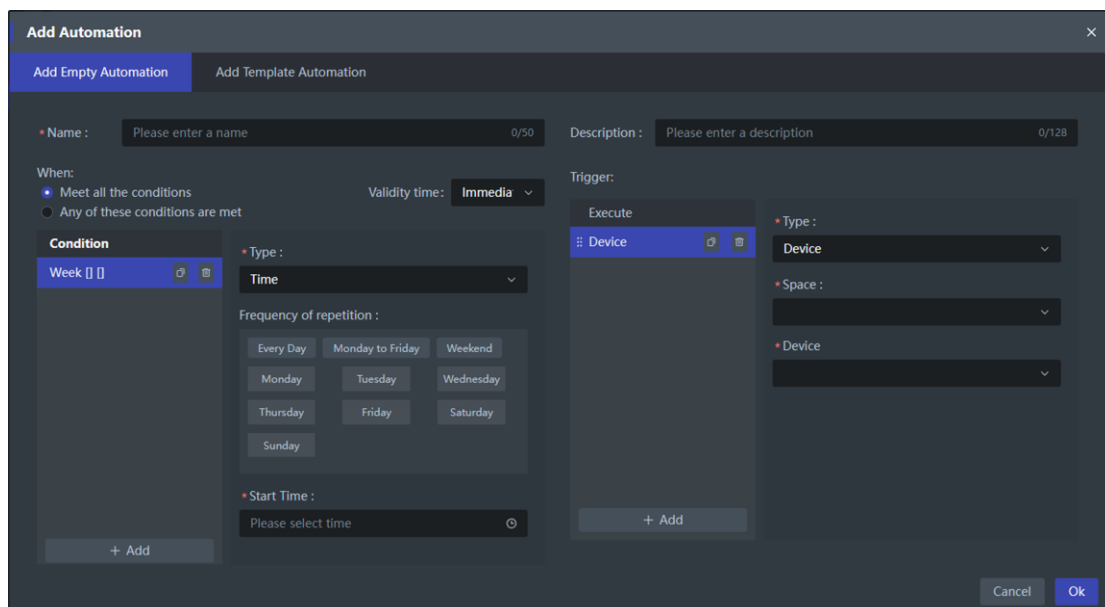
Name	Version	Description
FT-无纸化升降器	v1	无纸化升降器模型
ssc测试枚举类型	v1	
UM-RB系列-M1型-高清会议录播一体机	v1	基础的录播模型, 包含开始、停止、暂停、恢复录制的基础功能模型
UM-电源控制器	v3	电源控制器模型
wyf-model	v2	
UM Biz	v1	Builtin model
UM Host Device	v1	Builtin model

Total: 35 < 1 > 100 / Page Goto

Clipboard Cancel Next Step

2.12. Idle Time

The "idle time" can be configured for the video wall through the central control designer. When the no-operation time of the video wall exceeds the "idle time", the video wall automatically switches to the configured scene. **This is an advanced feature, please consult our sales staff for the usage details.**



Add Automation

Add Empty Automation Add Template Automation

* Name: Please enter a name 0/50 Description: Please enter a description 0/128

When: ☒ Meet all the conditions ☐ Any of these conditions are met Validity time: Immedia

Condition: Week [] [] Type: Time Frequency of repetition: Every Day Monday to Friday Weekend Monday Tuesday Wednesday Thursday Friday Saturday Sunday Start Time: Please select time

Trigger: Execute Device Type: Device Space: Device

+ Add + Add

Cancel Ok



3. Video Wall Control Console

3.1.Touch Control

3.1.1. Interactive Gestures

The DECS mainly focuses on touch operation, and the following is a diagram of the touch operation interaction:



3.1.2. User Manual

After the DECS program starts, enter the system operation interface, as shown in the following figure:



3.1.2.1. Video Window Control

Video Fast Forward:
Swipe right horizontally with a single finger



Video Rewind:
Swipe left horizontally with a single finger



3.1.2.2. Document Window Control

Page Forward:
Swipe right horizontally with a single finger



Page Backward:
Swipe left horizontally with a single finger



3.1.2.3. Browser Window Control

Browse Down Page:
Swipe up horizontally with a single finger



Browse Up Page:
Swipe down horizontally with a single finger



Zooming: Pinch on the screen to zoom in or out



Jump Link: Tap a link to open the webpage



3.2. Motion Control

The motion analysis module realizes the recognition function through the cooperation of two cameras. Among them, the somatosensory camera is responsible for capturing the position, movement, and limb information of the human body, and the somatosensory gimbal camera is responsible for capturing the gesture details and transmitting the motion information to the somatosensory analysis module. After analysis, it is converted into control instructions and then sent to the DECS system to achieve window-related control functions.

3.2.1. Control Acquisition

Raise your hand and hold your palm outward for approximately 2 seconds parallel to your head to gain control.



3.2.2. Toggle Scene

The forefinger points left/right to switch scenes.



3.2.3. Window Fullscreen

The "OK" gesture can full-screen control for non-full-screen windows, full-screen windows can be restored, and restored windows can return to the previous position and layer level.



3.2.4. Window Selection

Mouse over the window range to activate the window. After activation, gesture control is performed only on this window, and is deactivated after leaving the window.



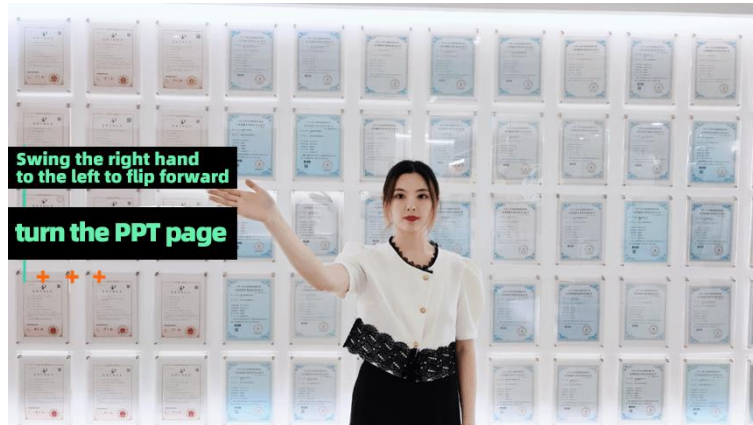
3.2.5. Web Browsing

Holding the boxing gesture vertically up/down will trigger the webpage to scroll down when the fist exceeds the shoulder, and scrolling up when the fist is lower than the shoulder.



3.2.6. Slide Transition

The palm of the hand swings to the right/left to trigger the next/previous action.



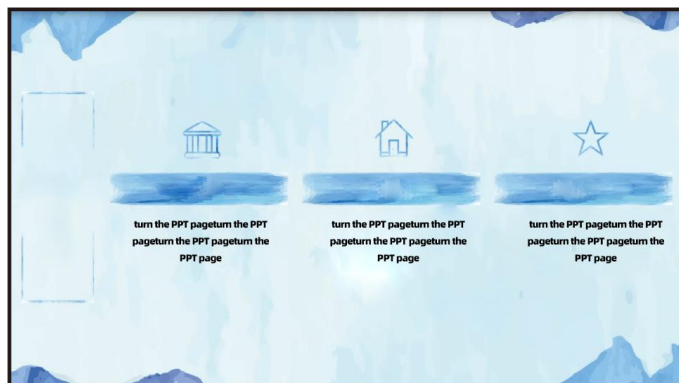
3.2.7. Video Control

Cross your hands over your chest to play/pause control the video.



3.3. Laser Pen Control

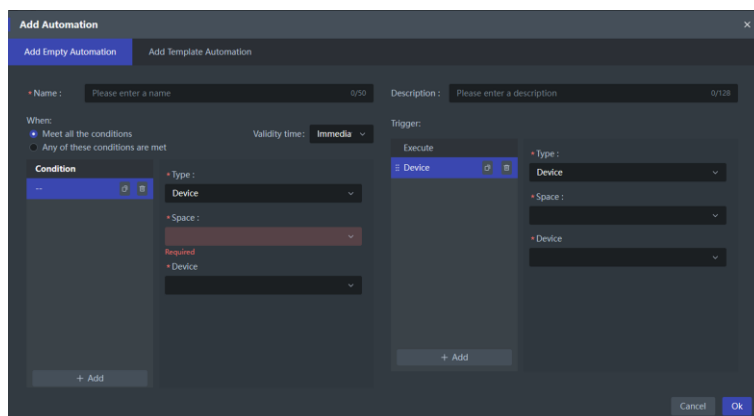
The configured action presets can be triggered by remote control pen keys, and then the DECS server can be controlled to achieve device selection, window selection, and slide transition.



Multimedia large screen

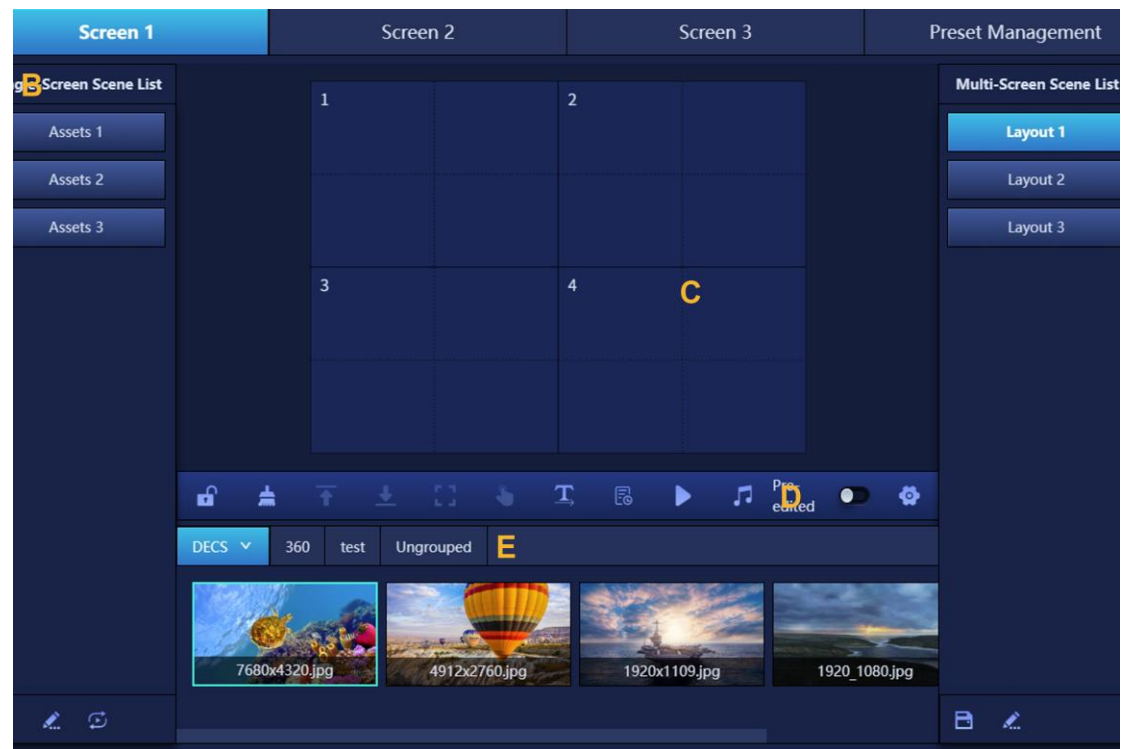


The action preset needs to be configured through the central control designer. **This is an advanced feature, please consult our sales staff for the usage details.**



4. Mobile Controller

After accessing the address of the DECS user control page through the PAD browser, the interface is as follows:



No.	Items	Description
A	Navigation Bar	When there are multiple DECS devices on the project site, they can all be added to a user control interface, and the page flip display effect can be achieved by switching the navigation bar.
B	Scene List	For the list of scenes on the current video wall, for scene save, recall, and patrol, see 4.4 Scene Control .
C	Canvas	File windowing and control.
D	Video Wall Control Bar	Control all windows of the current video wall, including lock, clear, top/bottom, full screen, HD previewing, banner settings, menu settings, video wall layout settings, etc.
E	Media List	Displays all files uploaded from the DECS background and USB drive files inserted into the DECS server.

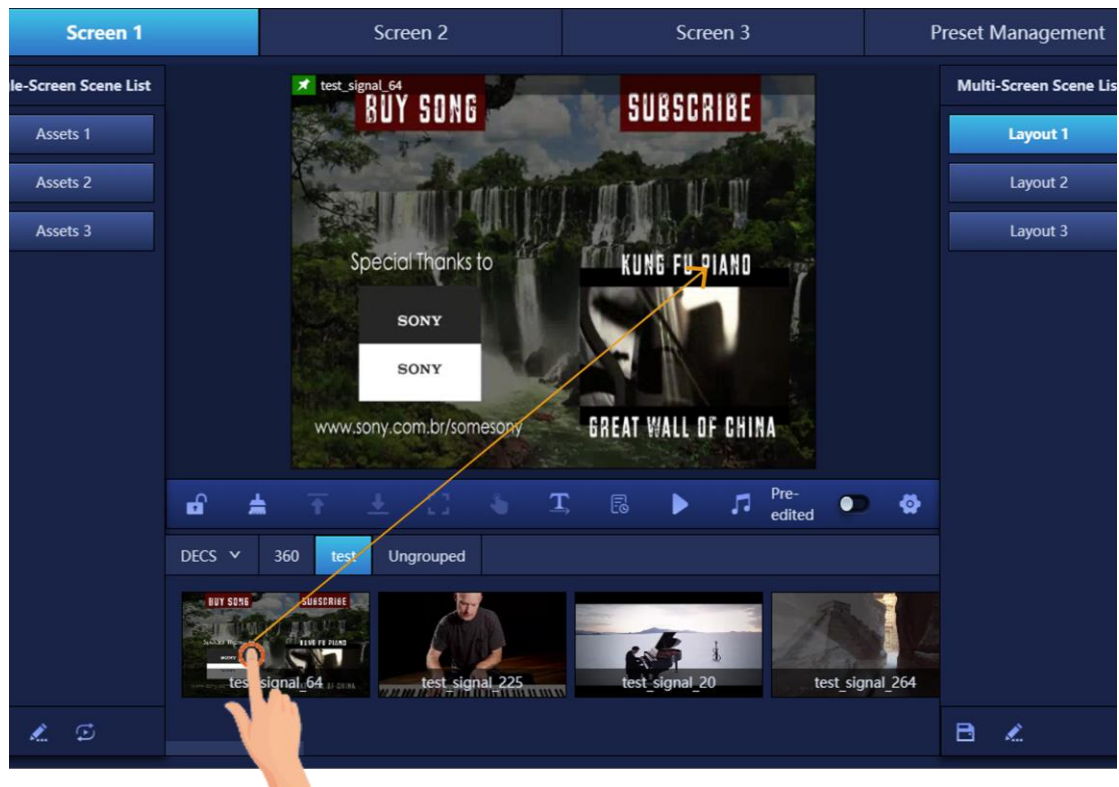


4.1. Window Basic Operation

Control the DECS side file window, support file opening/window moving/zooming/closing/window level adjustment/window content control/video wall locking, and other operations.

4.1.1. Windowing

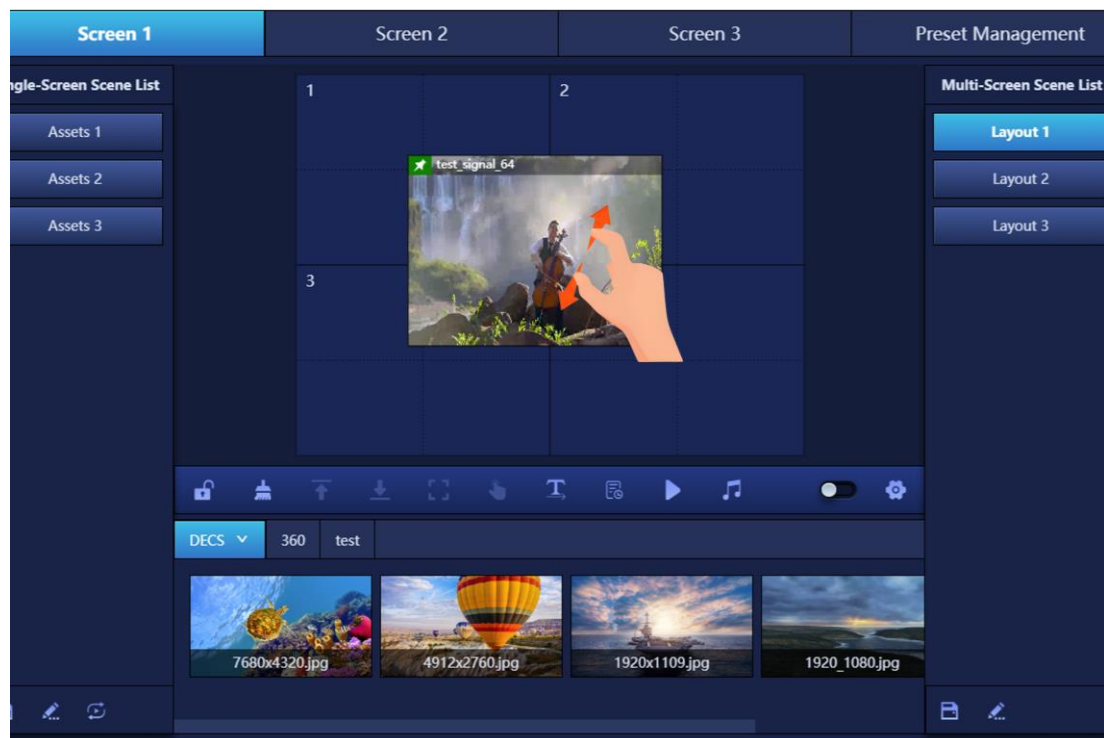
Method: Click and drag the file from the [Media List] to the canvas to open a window. The window occupies the whole video wall by default.



4.1.2. Window Zooming



There are three ways to zoom the window:

Method 1: Pinch to zoom in/out the window to any size;



Method 2: Tap the window edge node and drag in any direction to resize the window.

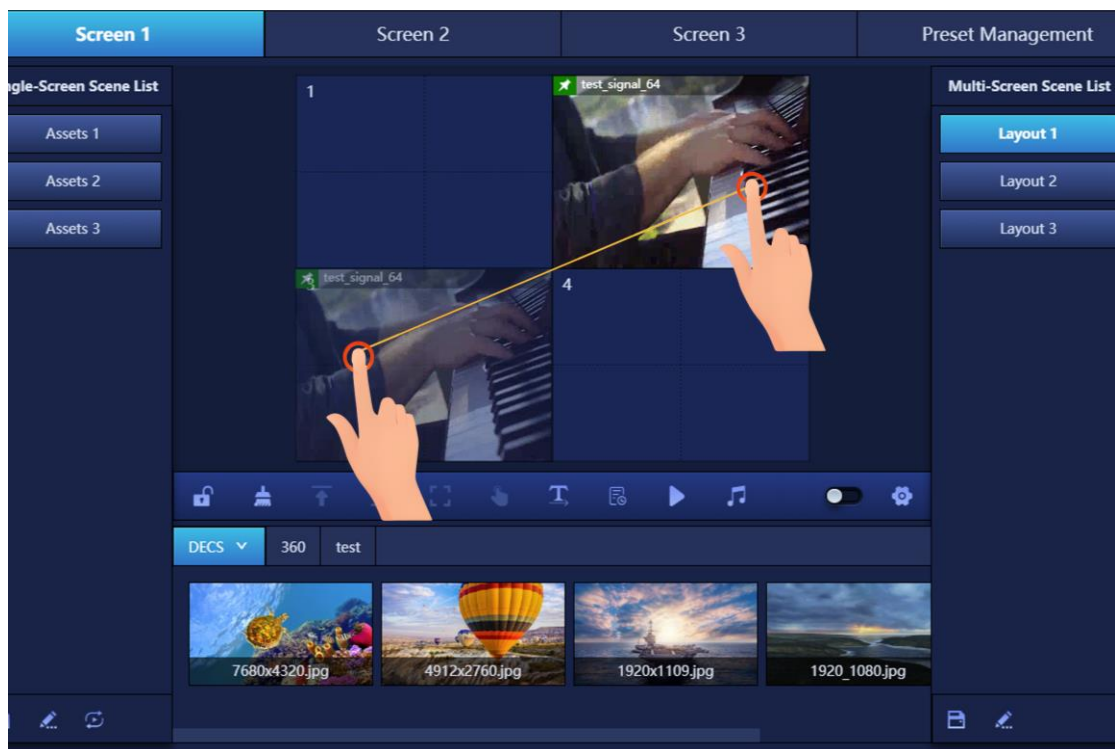


Method 3: After selecting the window, click the "Full Screen"  button to enlarge the window to the full screen, and click the "Restore"  button to restore it.



4.1.3. Window Movement

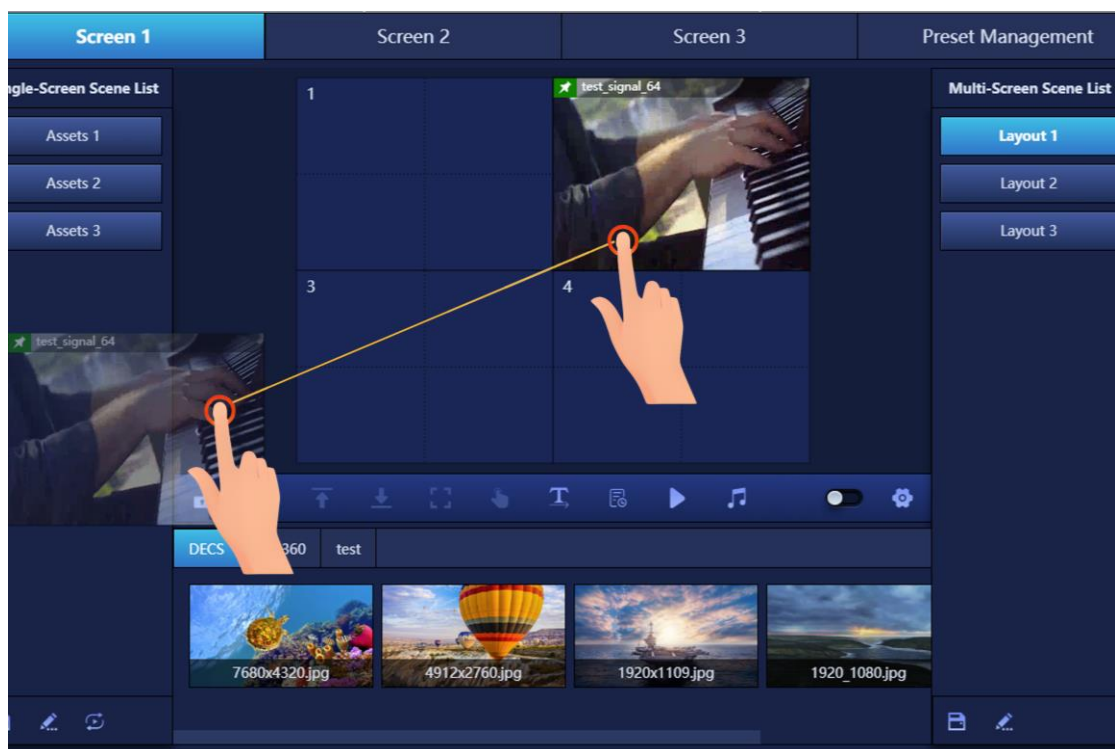
Method: Single-point drag the window to move it in any direction within the canvas to reposition it.




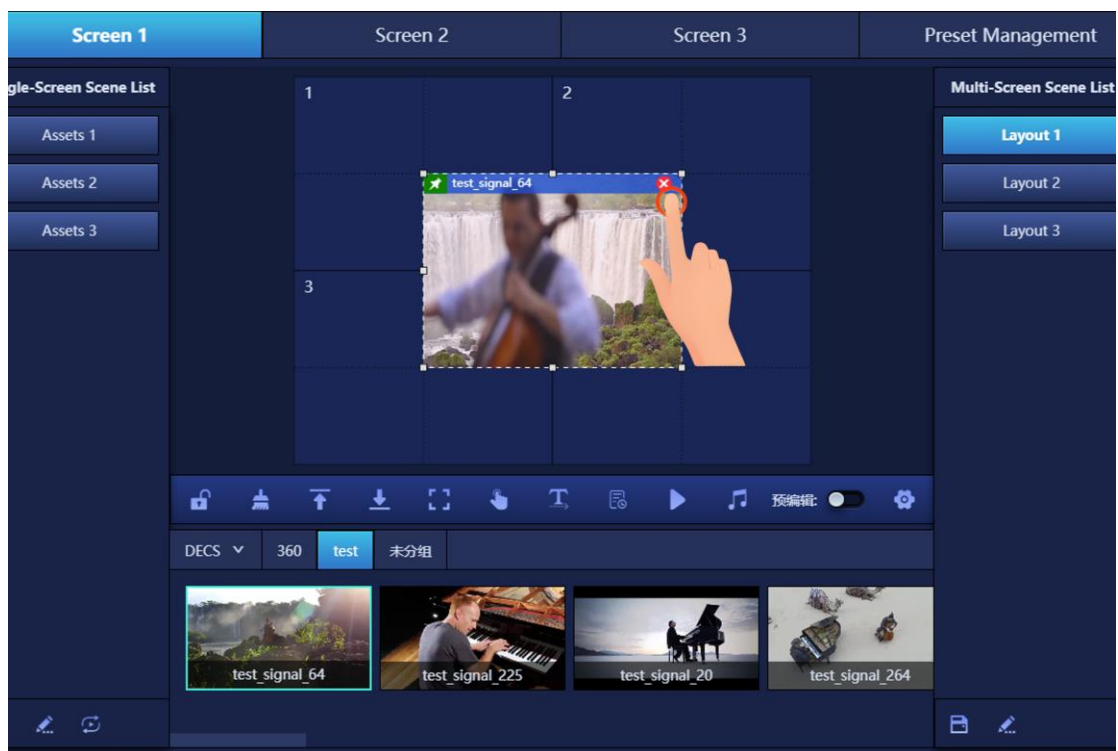
4.1.4. Window Deletion


There are three ways to delete the window:

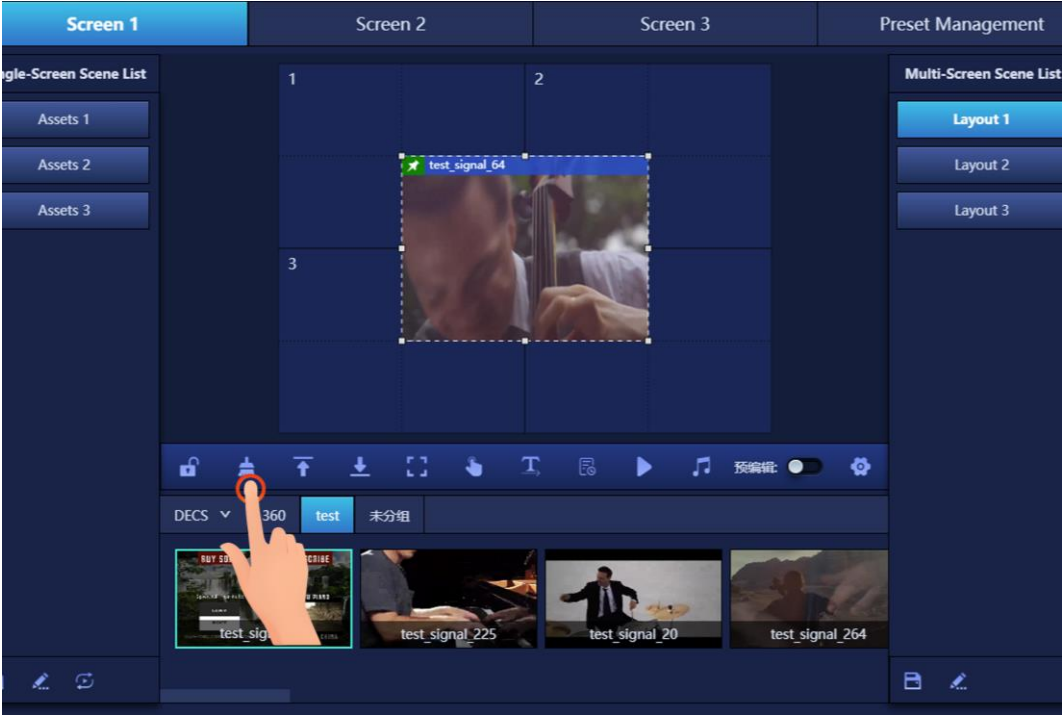
Method 1: Move the window out of the canvas area to delete the window;



Method 2: Tap the  icon in the upper-right corner of the window to delete the window;





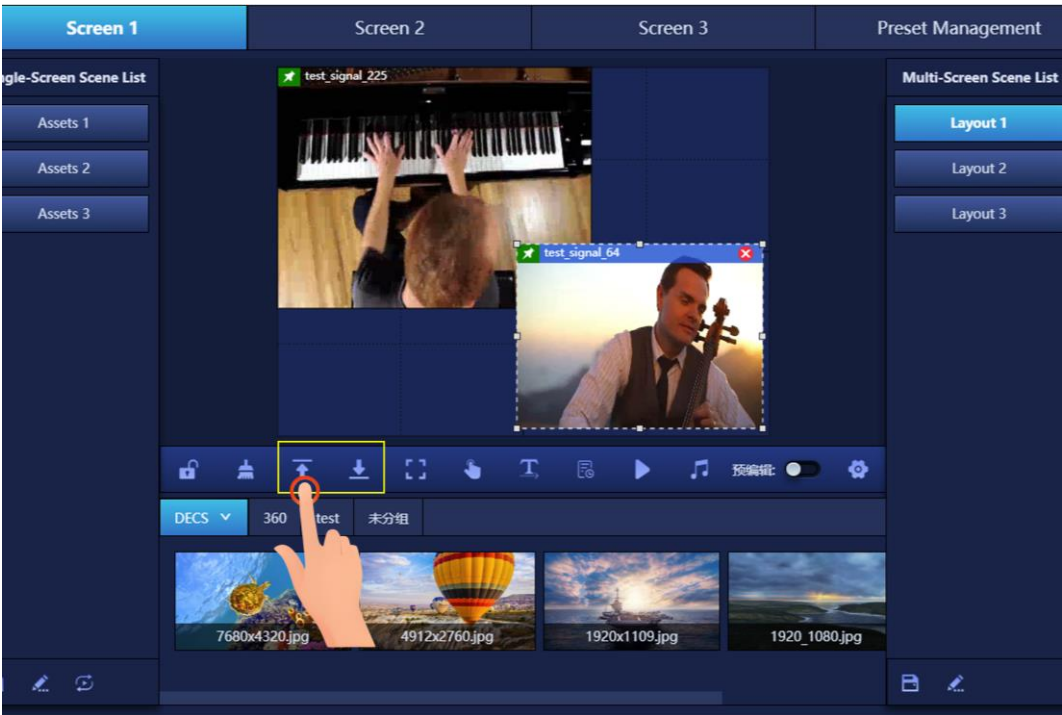
Method 3: Tap the "Clear"  button to clear all windows on the current canvas.



4.1.5. Window Level Adjustment


You can adjust the window level when multiple windows are displayed on the video wall.

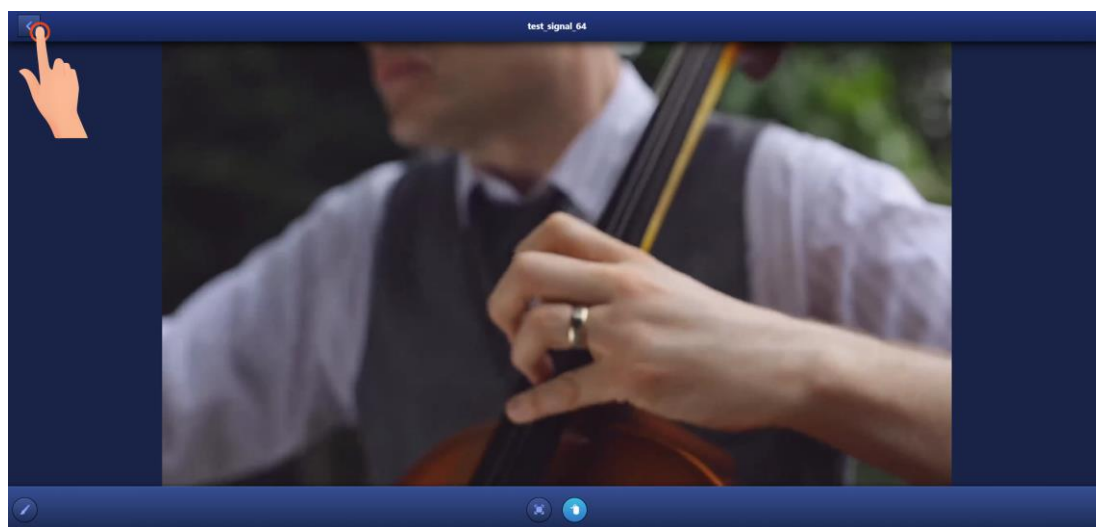
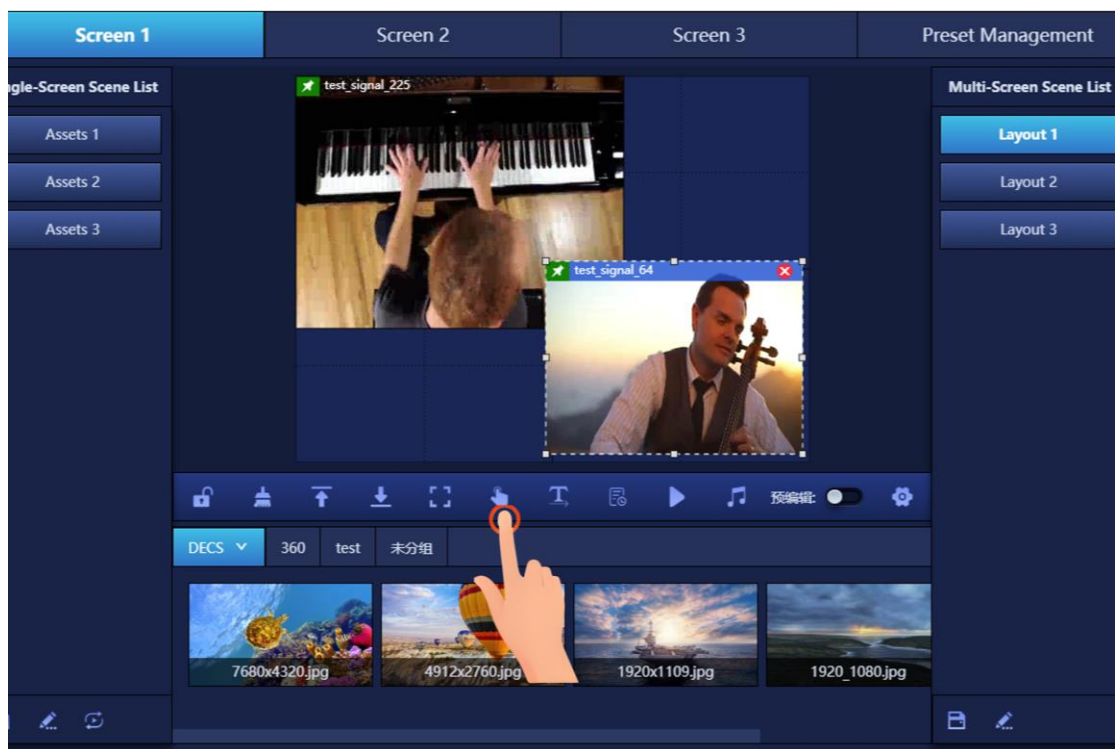
Method: After selecting the window, tap the "Top"  button to place the window on the top level; tap the "Bottom"  button to place the window on the bottom level.



4.1.6. Window HD Previewing



To control the contents of the window, you need to enter the window HD previewing interface.

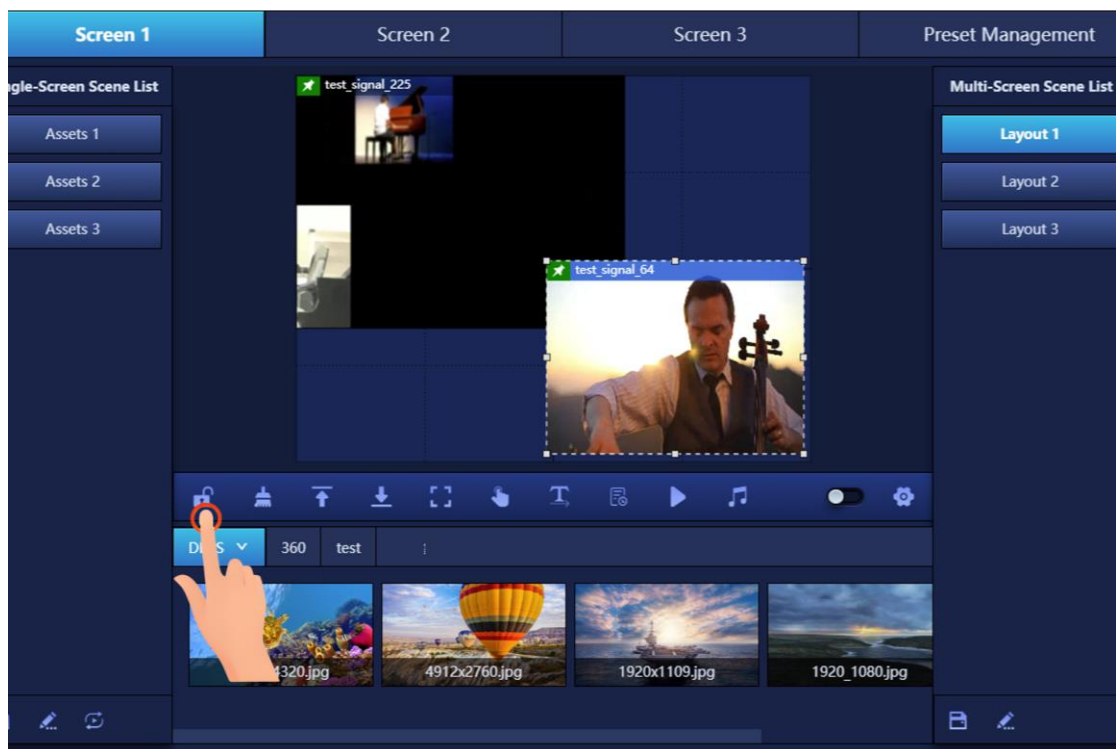
Method: After selecting the window, tap the "HD Previewing"  button to enter the HD Previewing interface and control the window content. Tap the "Back" button to return to the window mode.



4.1.7. Lock Video Wall

Supports locking the video wall. In the locked state, new windows cannot be opened, signals cannot be switched, and windows cannot be moved to prevent misoperation.

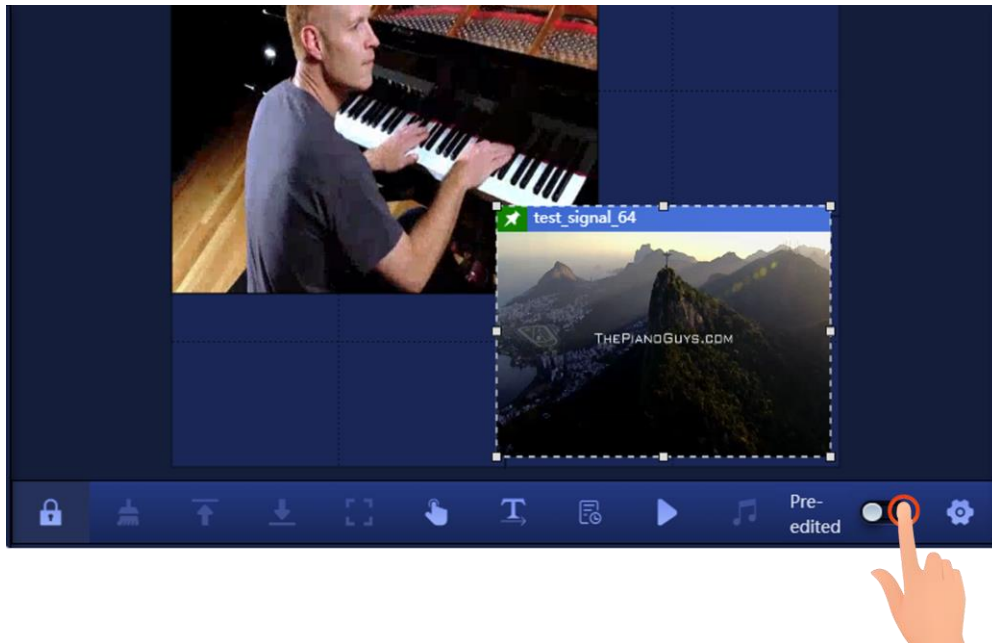
Method: Tap the "Lock"  button to lock the video wall, and the "Unlock"  button to unlock it.



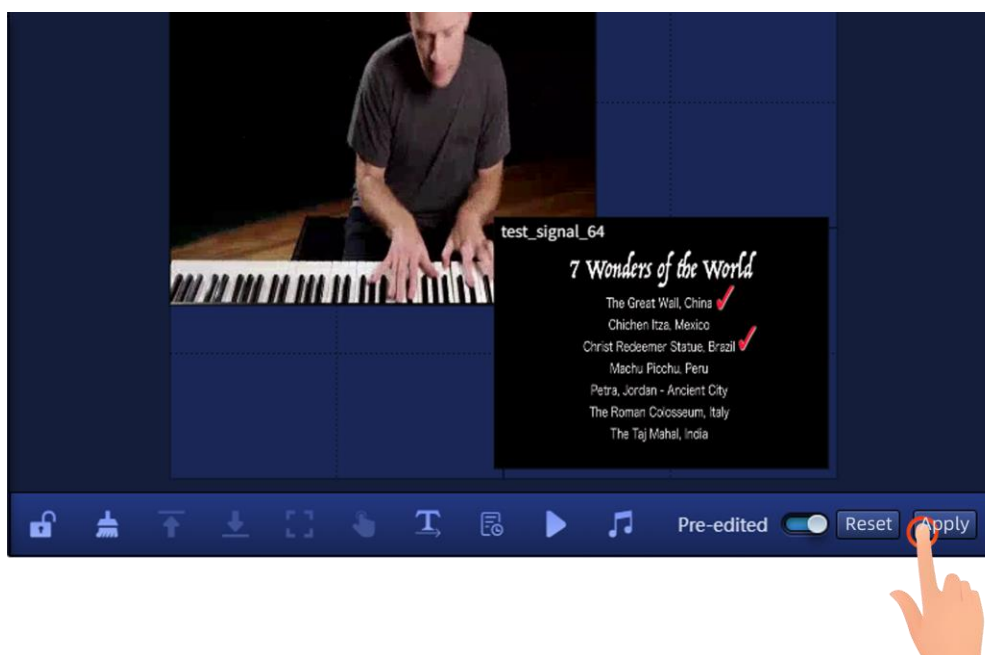
4.2. Pre-editing

The DECS offers two video wall control modes: real-time mode and non-real-time mode. The video wall screen changes in real time with the operation in "Real-Time Mode". In "Non-Real-Time Mode", the required files in the canvas can be pre-arranged. After editing, the screen is synchronized. The default is real-time mode, which can be changed as needed.

1. Tap the "Real-Time Mode" button to turn off the real-time mode and enter the non-real-time mode;



2. Open the window in non-real-time mode, then tap the "Apply" button to synchronize the canvas content; tap the "Reset" button to reset the video wall to the content from the previous application.



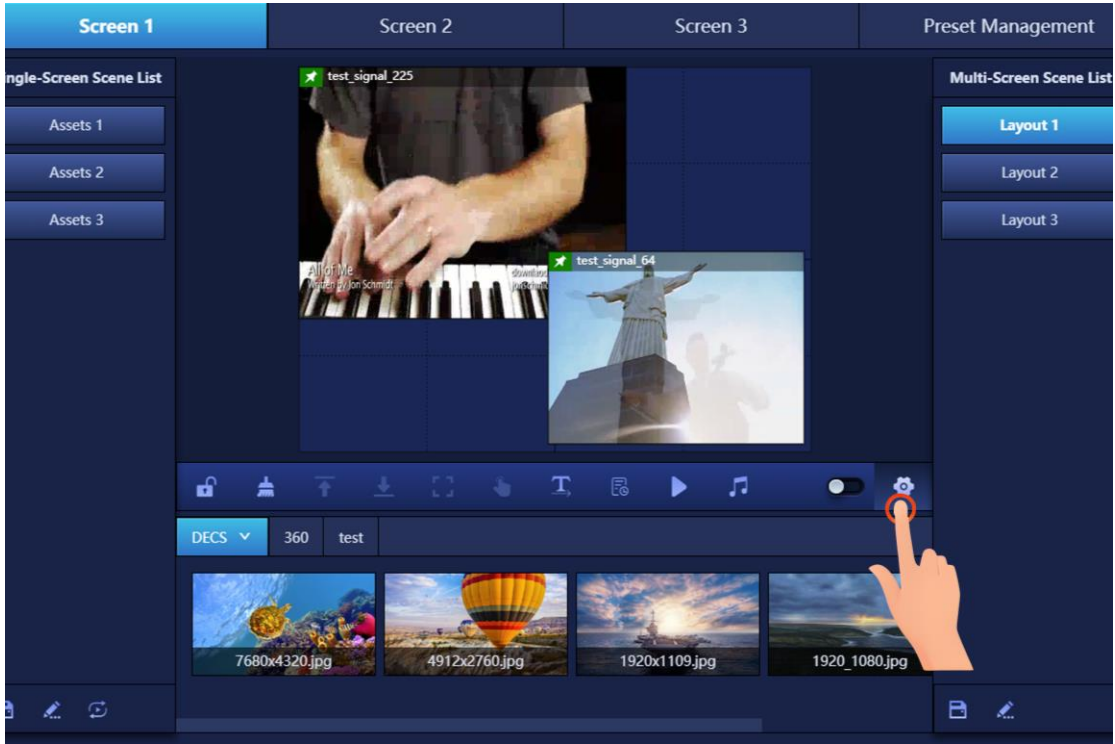
In non-real-time mode, the HD previewing interface is not available.



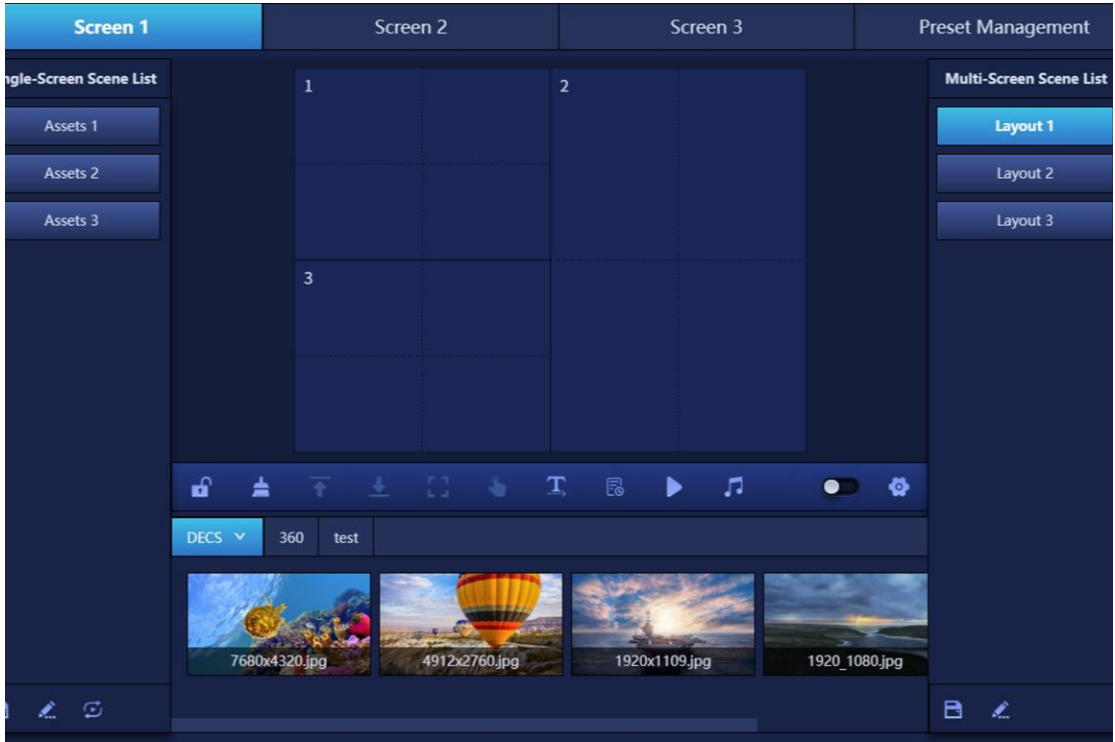
4.3. Layout Application

If a video wall layout has been configured in the background interface, it can be applied on the DECS mobile control console.

Tap the "Settings" button, select the layout to apply in the pop-up window, and tap the "Confirm" button to apply.




As shown below, open a window by dragging a file to the interface.

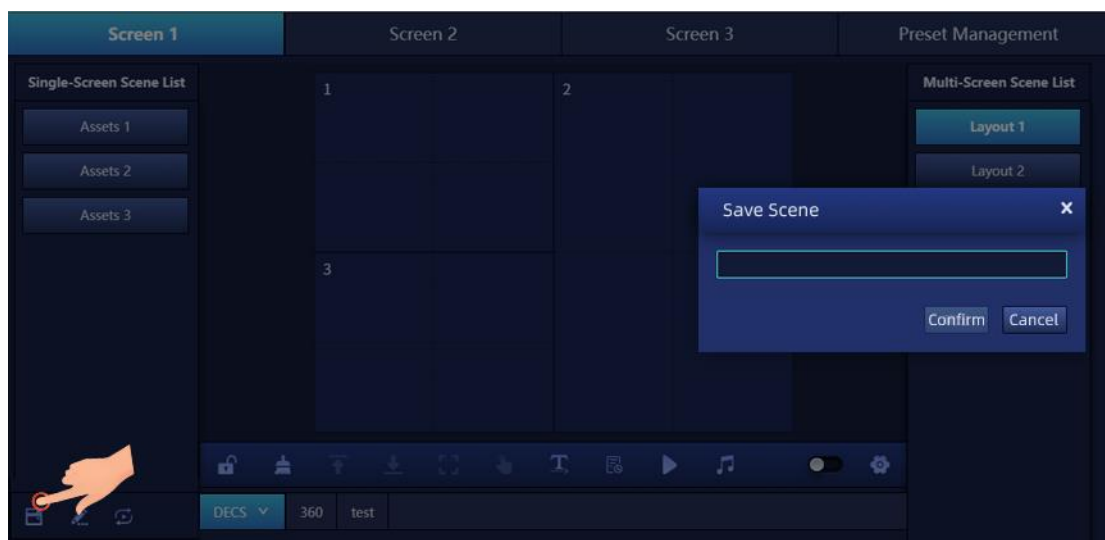


4.4. Scene Control

4.4.1. Save Scenes

By saving the scene, you can save all the file windows opened in the current single-screen scene on the DECS side, and open and restore the window at any time when you use it.

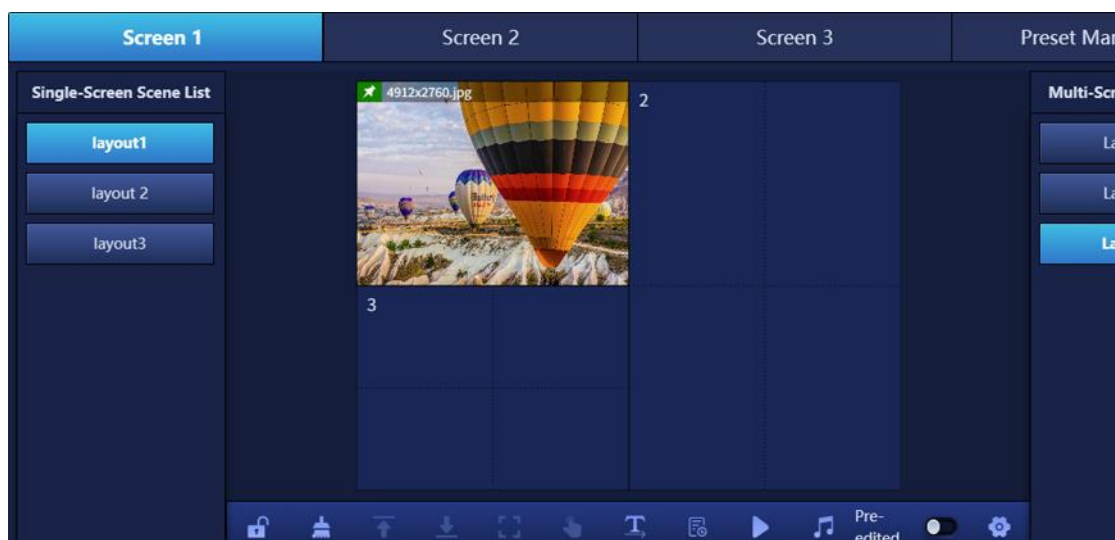
Method: Tap the "Save Scene" button , enter the scene name, and tap the "Confirm" button to save the scene.



4.4.2. Recall Scenes



The saved scene can be recalled with one click, simplifying the operation steps.

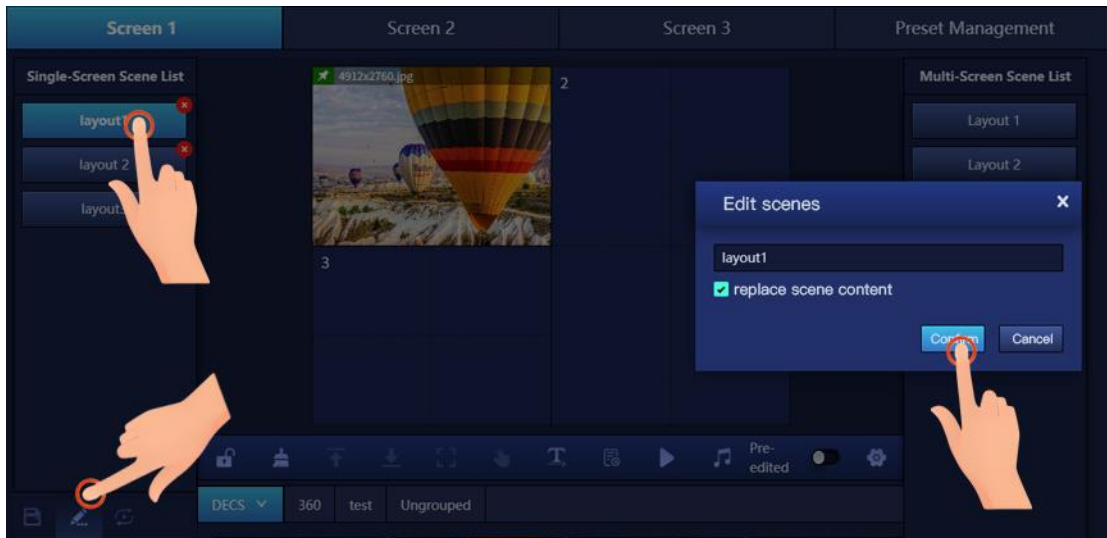
Method: Tap a saved scene in the list of scenes.



4.4.3. Edit Scene


Re-edit the saved scene, including deleting the scene, modifying the scene name, and replacing the scene content.

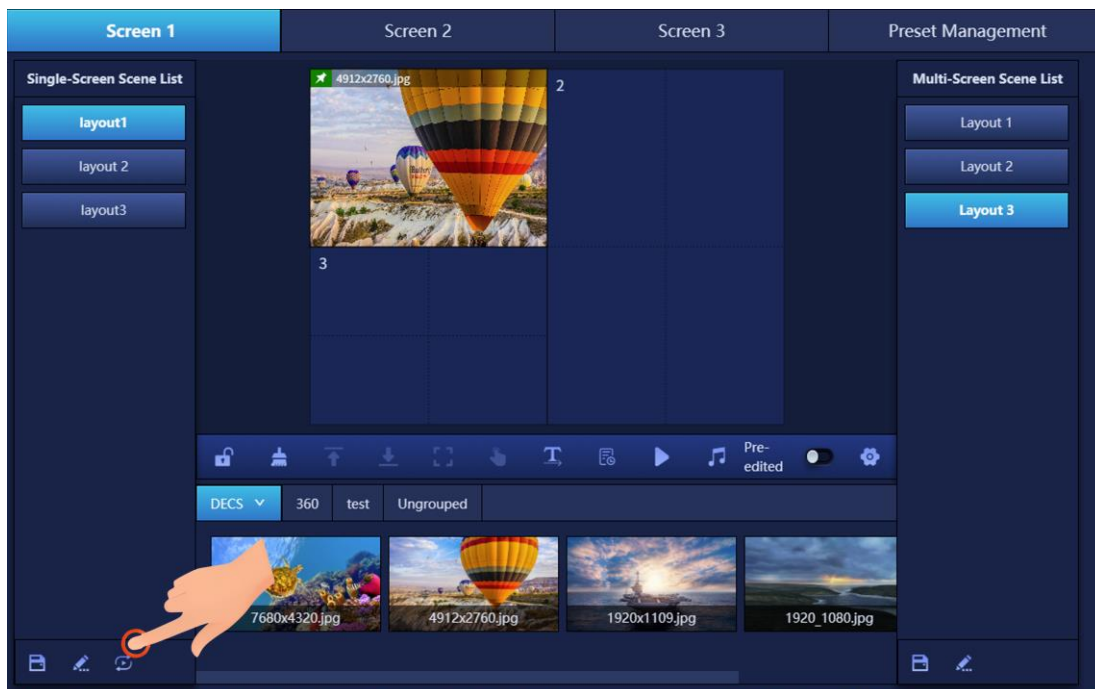
Method: In the scene list, tap the  button. The scene button is in an editable state. Tap on the scene button to open the edit window to modify the scene name. If the "Replace scene content" option is checked, the scene content can be modified. Click the delete  icon to delete the scene.



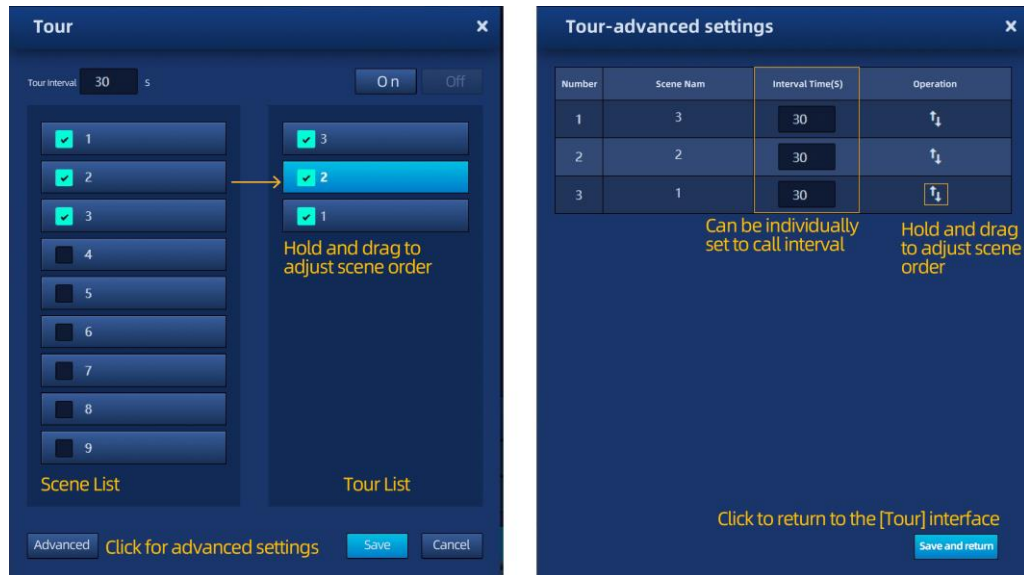
4.4.4. Scene Patrol

After the number of scenes is ≥ 2 , scene patrol can be conducted. How to operate:

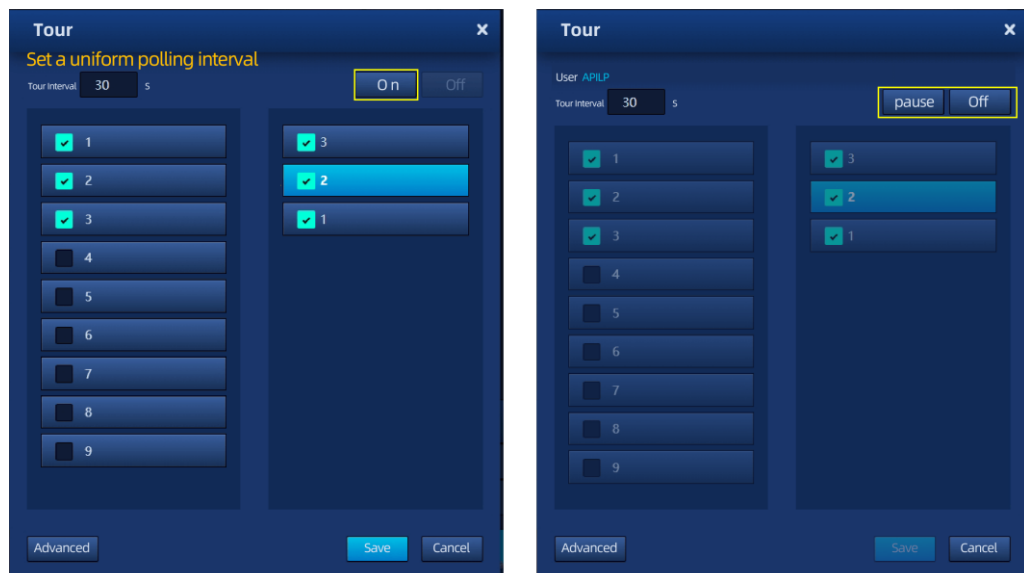
1. Tap the "Patrol"  button to open the [Patrol] setting window.



- In the left [Scene List], select the scene in the desired order to add it to the right [Patrol List]; in the [Patrol List], uncheck it to delete the scene from the list, press and hold and drag up and down the scene to adjust the patrol order; tap the "Advanced Settings" button to individually set the interval between adjacent scenes and adjust the patrol order, and finally return to the [Patrol Window], and click the "Save" button to complete the setting.




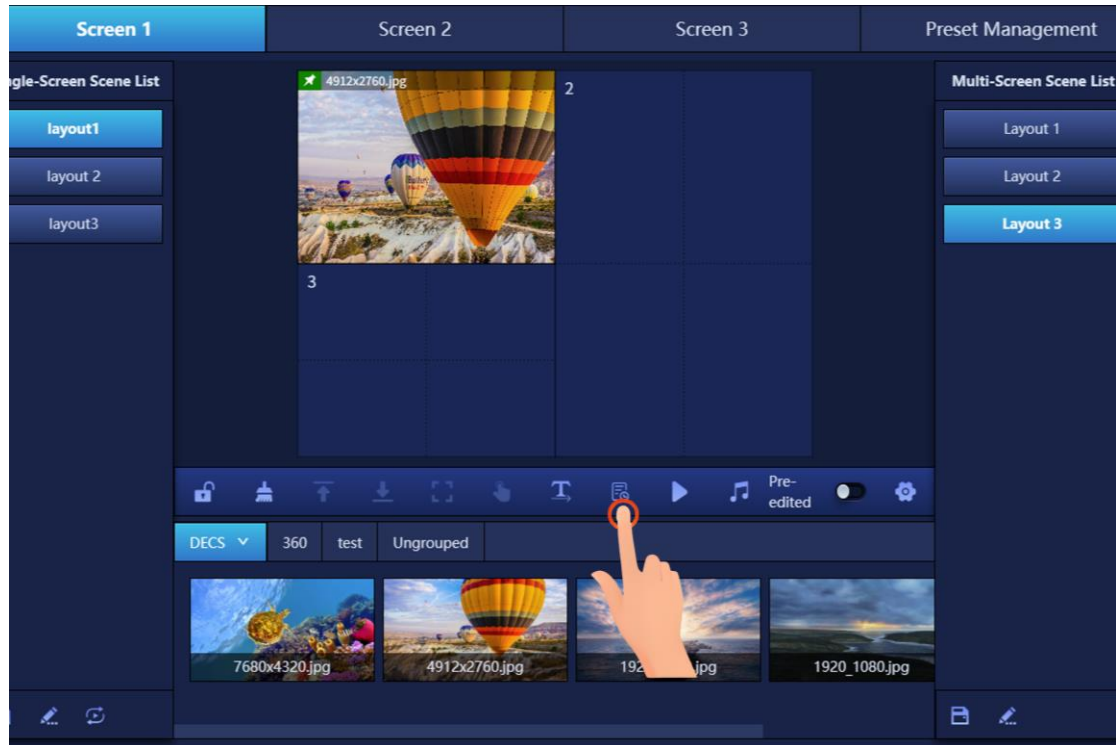
- The patrol interval set here is uniform. If the patrol interval is set separately in step 2, it cannot be set here again. Click the "Open" button to patrol the playback according to the order of the [Patrol List] on the right. During the scene round, the control window is not supported. Click the "Pause" button to pause the scene patrol. Click the "Close" button to stop the scene patrol and resume the window control.



4.5. Program List






Tap the  icon to enter the program configuration interface, which can save multiple single-screen scenes into 1 program list. After the program is applied, the scene plays according to the set time and sequence.



4.5.1. Program List Creation

The program supports 2 repetition frequencies: no repetition, weekly. Select different repetition rates, program configuration methods, and precautions are different, as follows:

1. Tap the "Create"  button in the [Program List];
2. Enter a custom name at [Program Name];
3. Tap the scene in the [Scene List] to add the scene to the program;
4. The playback duration of each scene can be set individually. Tap the  icon to adjust the order of the scenes, and tap  to delete the scenes from the program;
5. Select [Repeat Frequency] as needed, select "No Repeat"/"Weekly", as follows:
 - Do not repeat: the program loops from the start time to the end time;
 - Weekly: The program loops during the selected date, for example: [Playback Time] is set to 2024-03-06 18:00:00 – 2024-03-06 22:00:00. If Monday and Tuesday are selected in [Repeat Frequency], the program loops from 18:00:00 to 22:00:00 every Monday and Tuesday after 2024/3/6;
6. Set the start and end playback time at the [Playback Time]. When the [Repeat Frequency] selects a different value, the [Playback Time] setting rules are different:



- [Repeat Frequency] Select "No Repeat": The playback time period is set as required, but the start playback time cannot be later than or equal to the end playback time;
- [Repeat Frequency] Select "Weekly": The interval between the start and end of playback cannot exceed 24 hours, after which the program cannot be saved;

7. Tap the "Save" button to save program list.

Program configuration

Program list 1 +

Test ... 2

6 * Playbacktime 2024-03-06 18:00:00 To 2024-03-06 22:00:00

5 * Repeat Frequency Weekly MO TU We Th Fr Sa Su

Effective time : 2024-03-06, Every Monday , Tuesday, 18:00:00 To 22:00:00 Occur

Scene	Playback time(S)	Operation
2	67	1↓ 🗑️
3	180	1↓ 🗑️
1	180	1↓ 🗑️

4

3 Scene list

1
2
3
4
5
6
7
8



7 Save

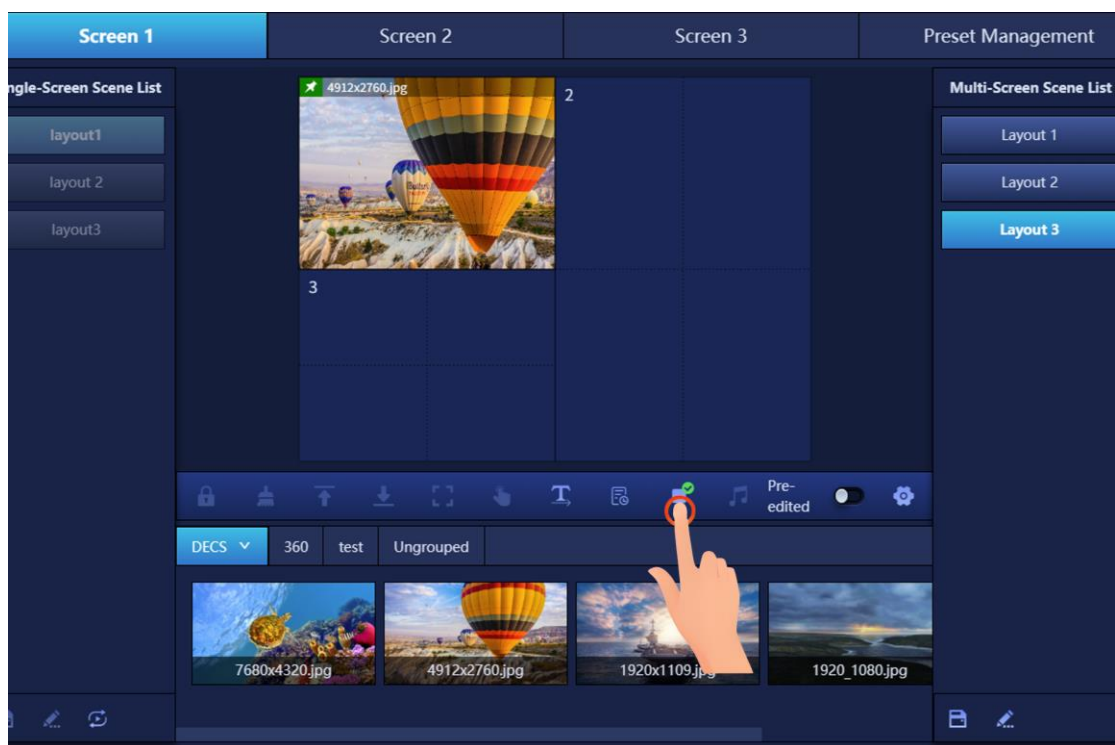
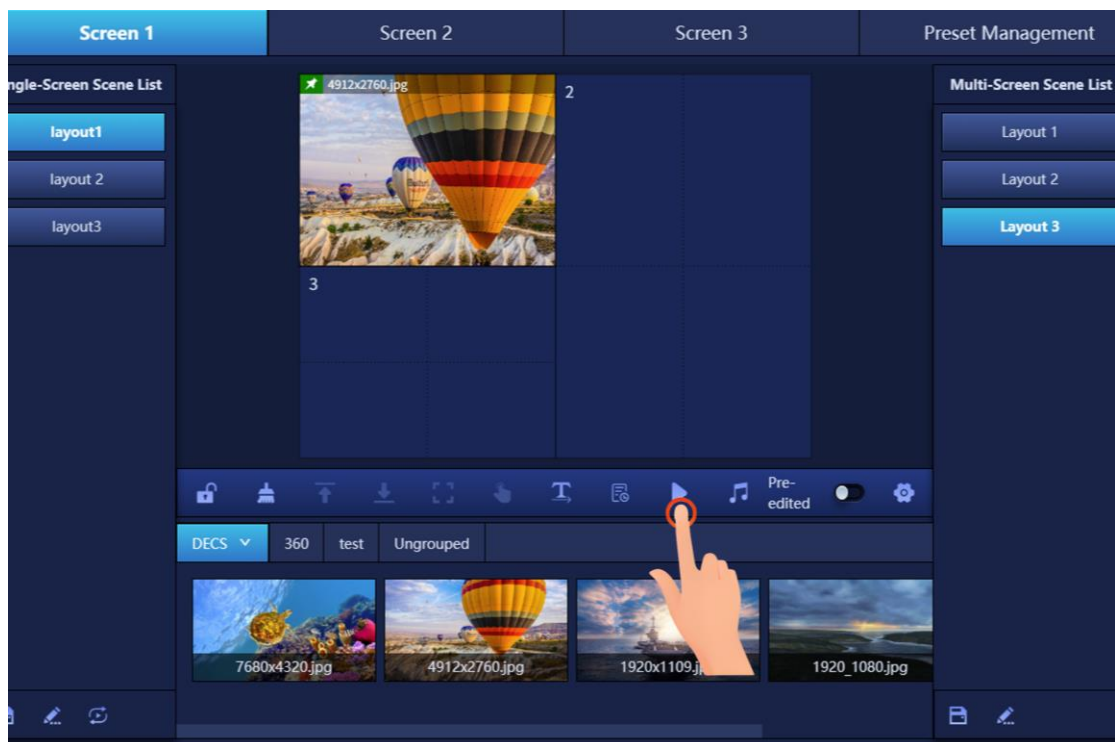
Repeat the steps above to save multiple lists. **It should be noted that** the playback time range of each program cannot conflict; that is, the start playback time and the end playback time cannot intersect, otherwise the program cannot be saved.




4.5.2. Program List Application

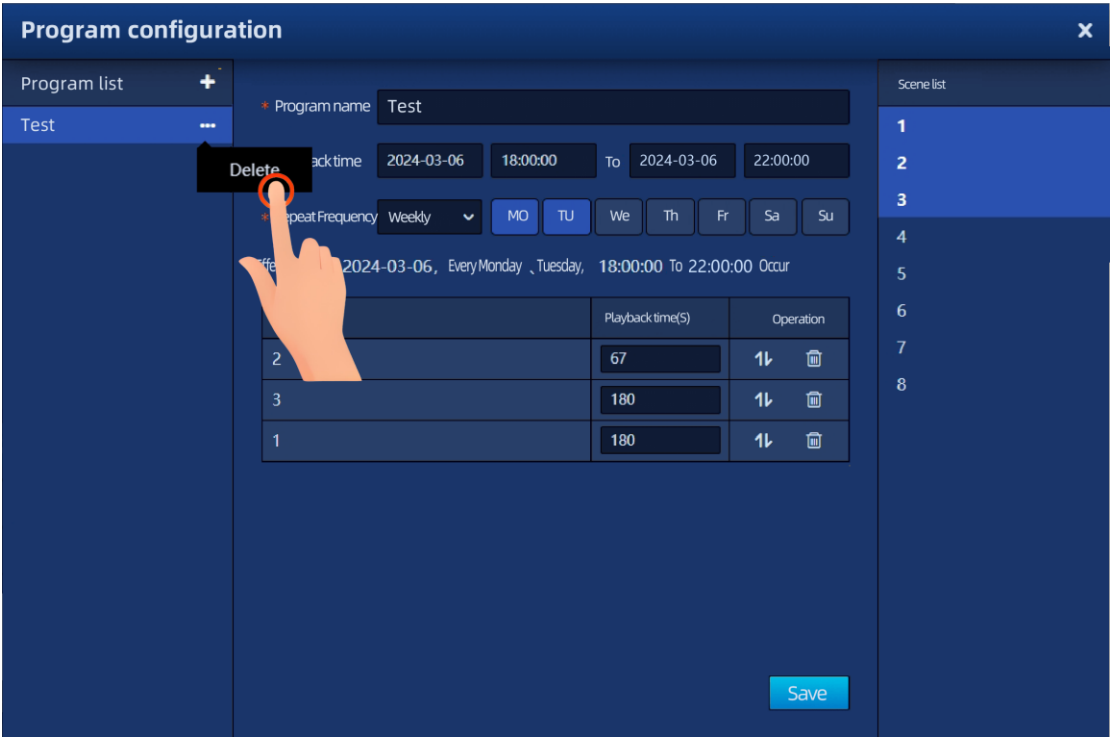
The program lists need to be applied to take effect.

Tap the  icon on the control page to apply the program, and the program will automatically play at the set time after application; tap the  icon to cancel the application.



4.5.3. Program List Deletion

Enter the [Program Configuration] screen, tap the  button at the program name, and then tap the "Delete" button to delete the program.




4.6. Document Control

Enter the high-definition previewing interface of the file window to visually control the document/picture/video/streaming media/browser page/application.


4.6.1. Document Window

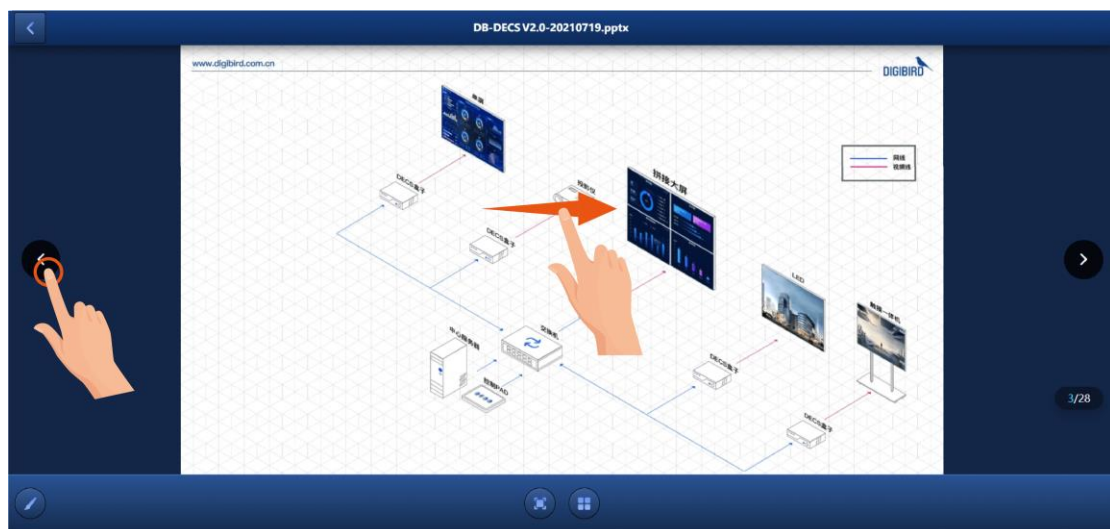
Enter the high-definition previewing interface of the document window to control the document to page forward/backward, the navigator, view thumbnails (only supported by .ppt/.pptx), and annotate notes.

4.6.1.1. Turn Pages Forward/Backward



Page forward: Tap the  icon on the right side of the document window or swipe left with a single point horizontally.

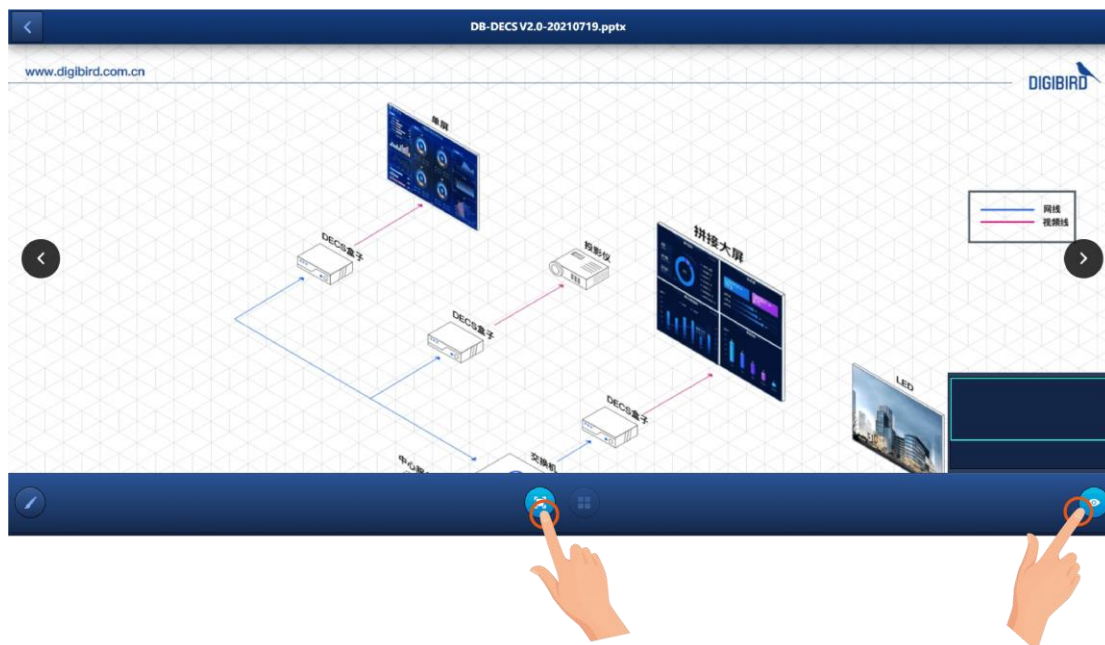


Page backward: Tap the  icon on the left side of the document window or swipe right with a single point horizontally.




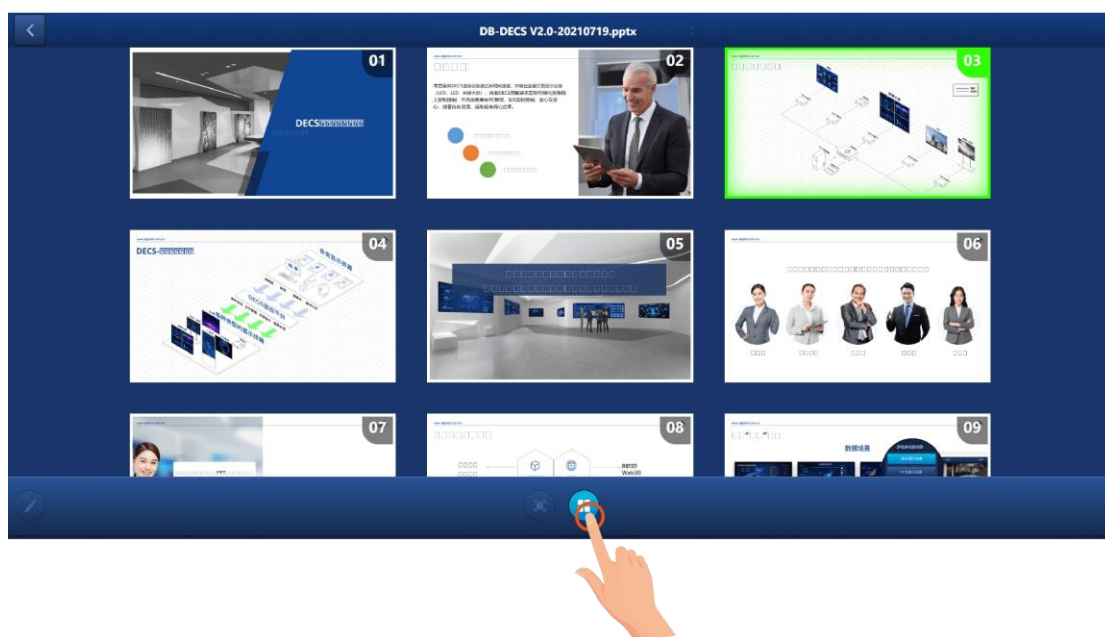
4.6.1.2. The Navigator

Tap the  icon in the document window to enlarge the current viewport content of the document; tap the  icon to hide the current viewport position.




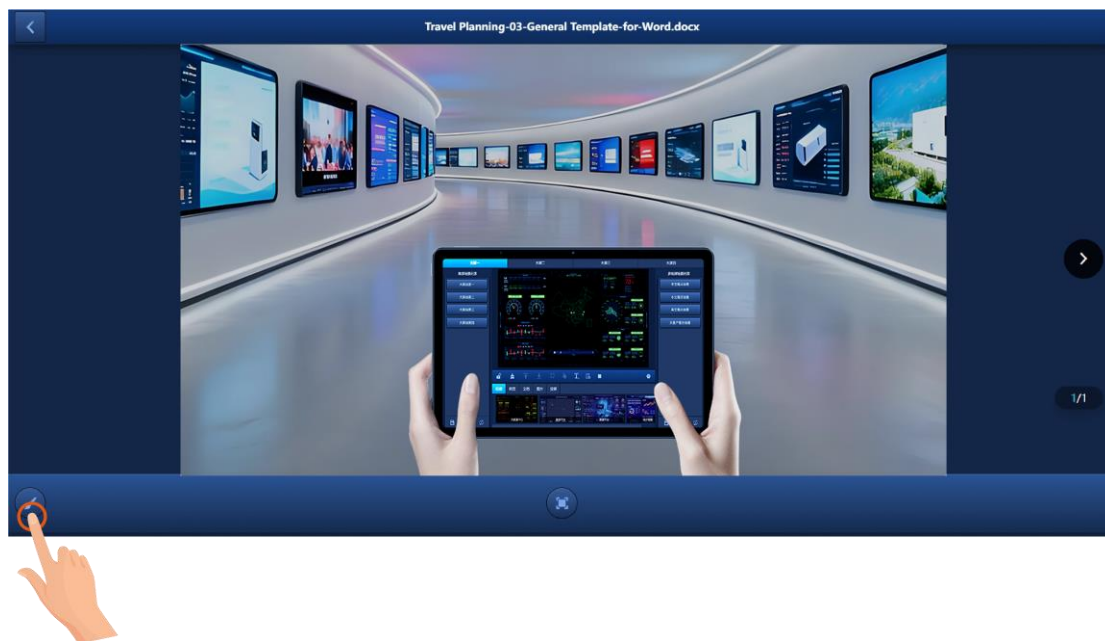
4.6.1.3. Thumbnails


When the document type is PPT, tap the  icon in the document window to switch to the thumbnail interface to quickly locate the desired page, and the border of the current page is highlighted.





4.6.1.4. Annotation


Tap the  icon in the document window to enter brush mode.




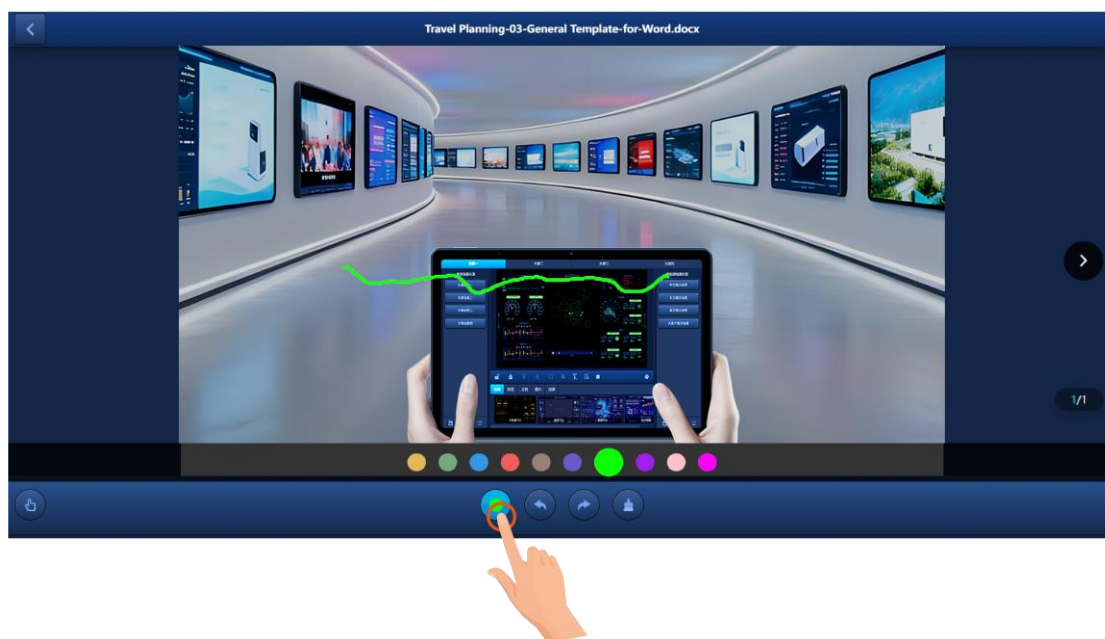
Annotate: Tap the  icon to select the brush color and mark on the window.

Undo: Tap the  icon to withdraw the annotation.

Cancel: Tap the  icon to cancel the withdrawal of marks.




Clear All: Tap the  icon to clear all marks on the window.

Exit: Tap the  icon to exit brush mode and return to the HD previewing interface.



4.6.2. Image Window

Enter the high-definition previewing interface of the picture window to support the navigator and annotation.



1. **Navigator:** Tap the  icon in the image window to enlarge the current viewport content of the image; tap the  icon to hide the current viewport position.
2. **Annotation:** Tap the  icon in the picture window to enter brush mode; the operation is the same as in the document window. For details, see [4.6.1.4 Annotation](#).

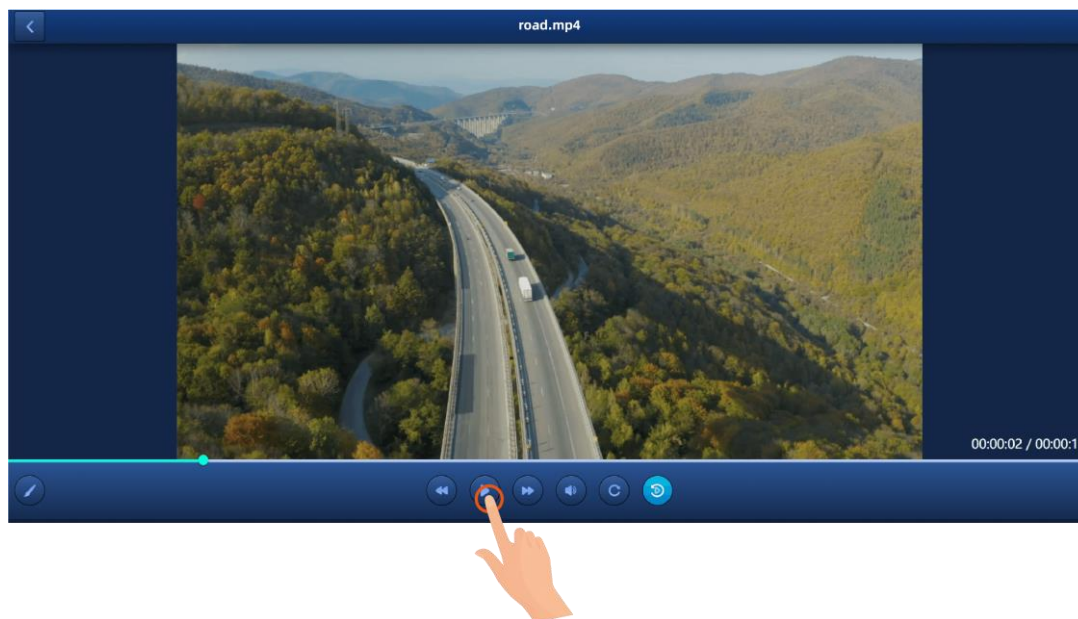


4.6.3. Video Window


Enter the high-definition previewing interface of the video window to control video pause/start playback, sound on/off, replay, loop playback, fast forward/rewind, and annotate.

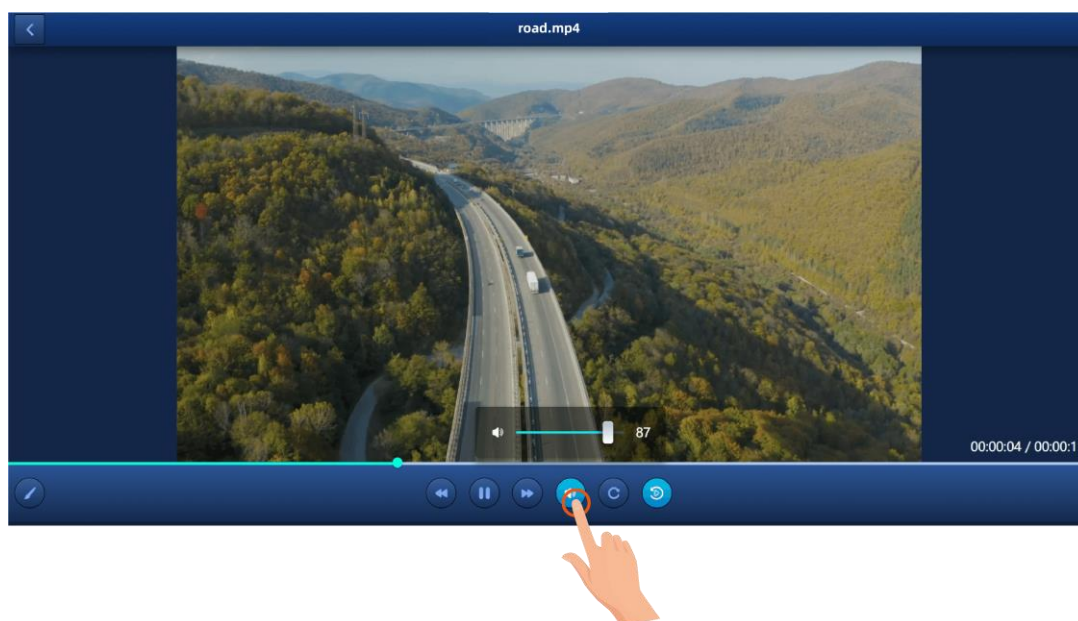
4.6.3.1. Pause/Start

Tap the  icon in the video window to start the video, and tap the  icon to pause the video.




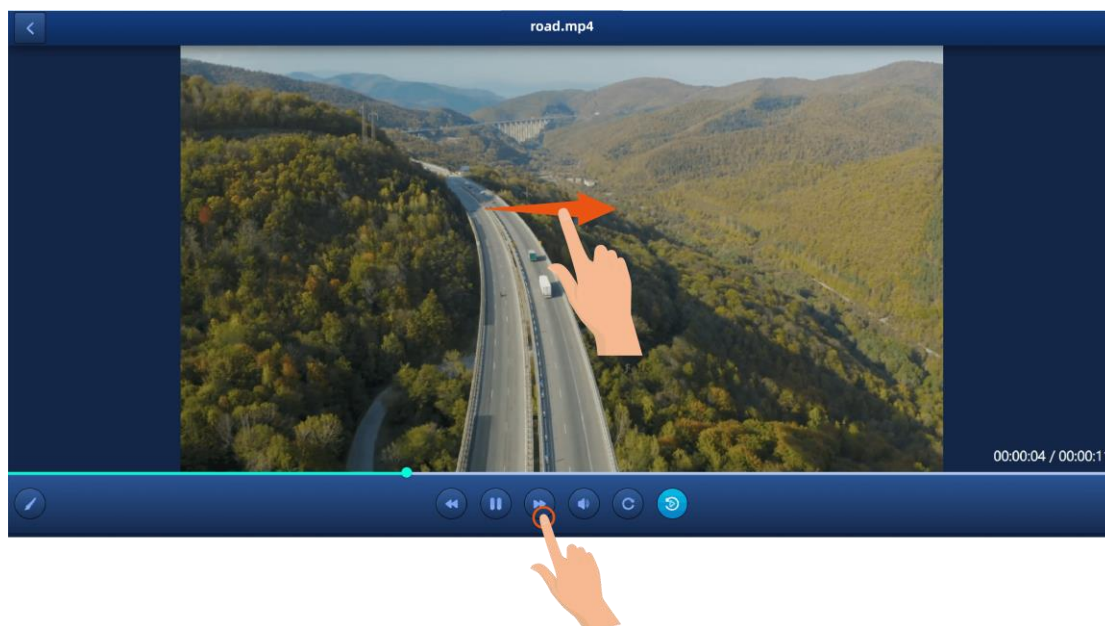
4.6.3.2. Sound On/Off


Tap the  icon in the video window and drag the progress bar to adjust the sound.

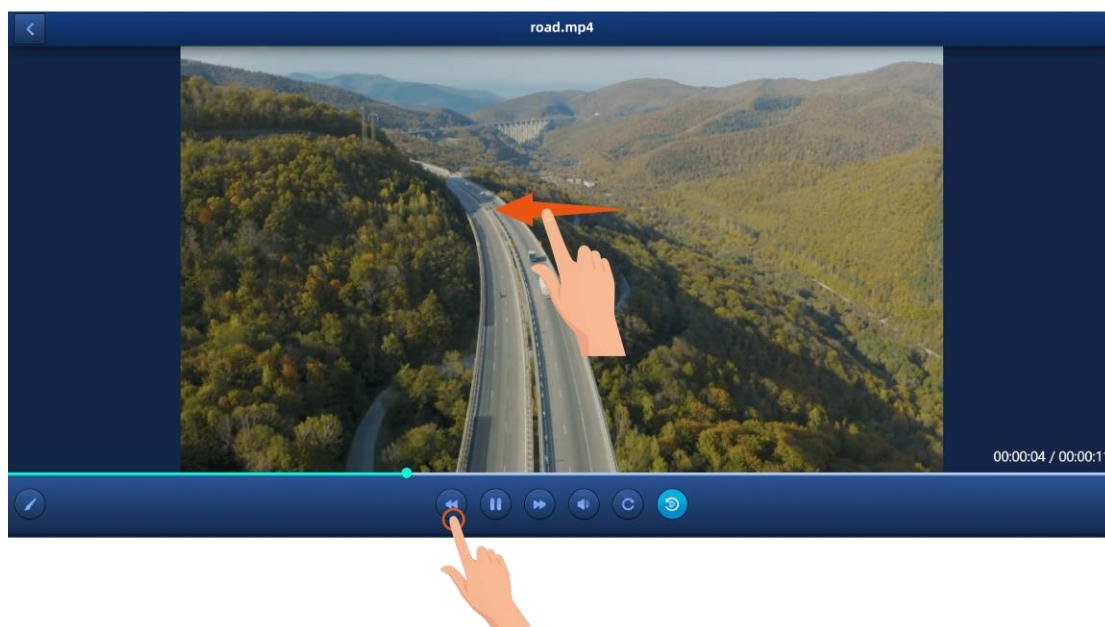


4.6.3.3. Fast-Forward/Rewind




Fast-forward: Tap the  icon in the video window or swipe right horizontally with a single finger, and the video will fast-forward for 15 seconds.

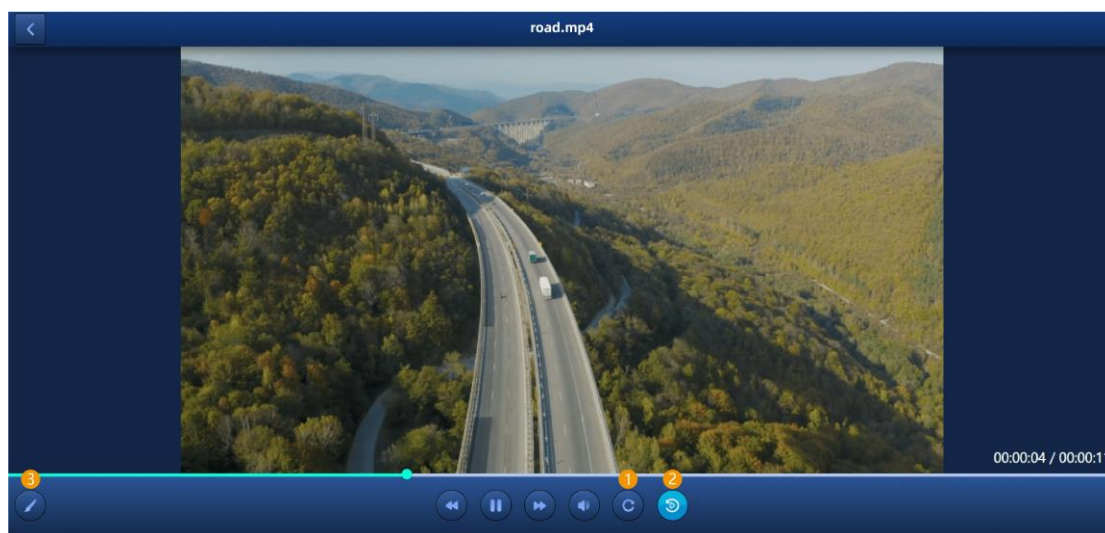


Rewind: Tap the  icon in the video window or swipe left horizontally with a single finger, and the video will rewind for 15 seconds.






4.6.3.4. Other

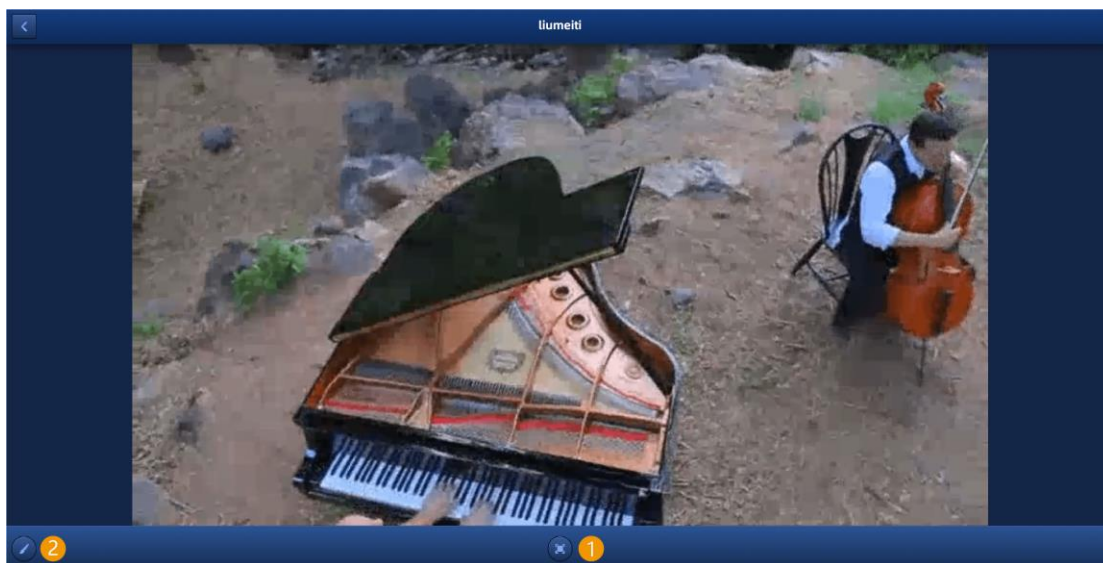
1. **Replay:** Tap the  icon to play the video from the beginning.
2. **Loop Playback:** Tap the  icon to loop the video.
3. **Annotation:** Tap the  icon to enter brush mode; the operation is analogous to that in the document window. For details, see [4.6.1.4 Annotation](#).



4.6.4. Streaming Media Window

Enter the high-definition previewing interface of the streaming media window to support the navigator and annotation.


1. **Navigator:** Tap the  icon in the streaming media window to enlarge the current viewport content of the file; tap the  icon to hide the current viewport position.
2. **Annotation:** Tap the  icon in the streaming media window to enter brush mode, the operation is analogous to that in the document window. For details, see [4.6.1.4 Annotation](#).

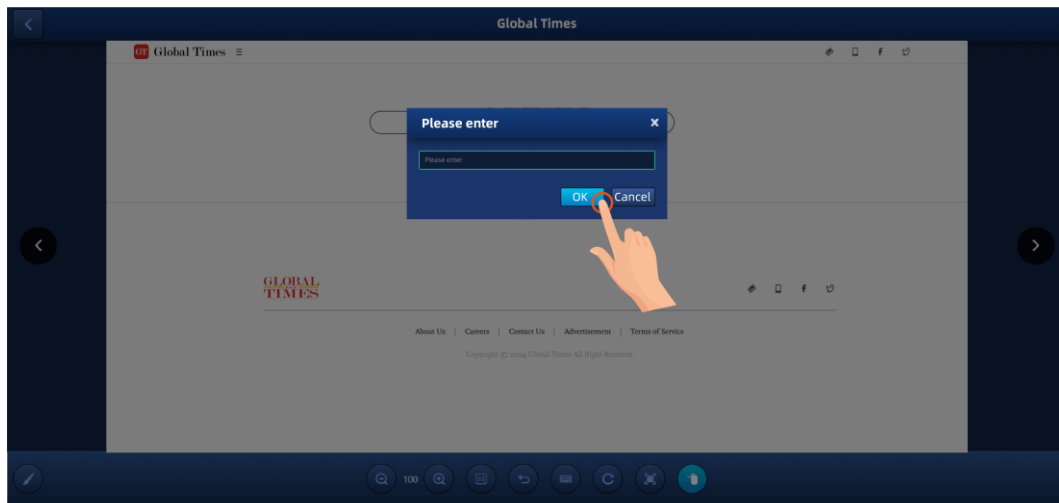
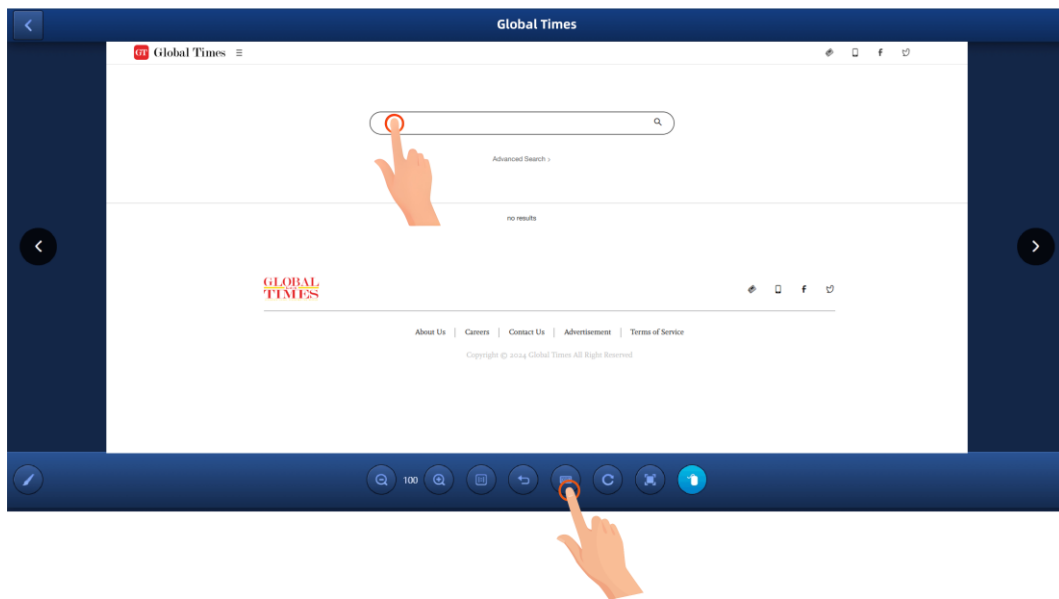


4.6.5. Browser Window

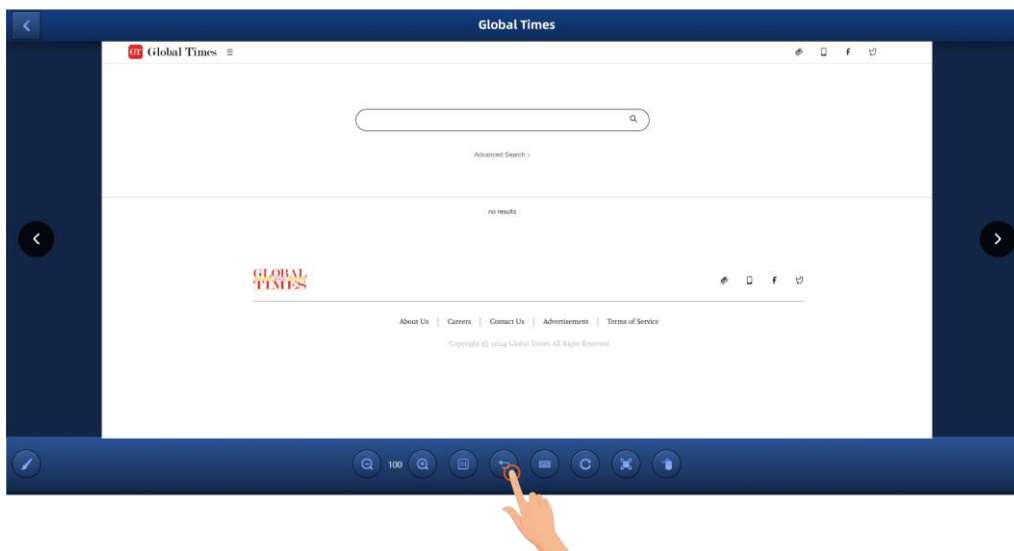
Enter the high-definition previewing interface of the browser window to enter/delete content, jump links, browse pages up/down, webpage forward/back, zoom, refresh, and control mode switch.

4.6.5.1. Enter/Delete Content

Tap the  icon in the browser window or directly tap the search box on the webpage, the input box will pop up, use the system soft keyboard to enter the content, and tap the "OK" button to complete the input.

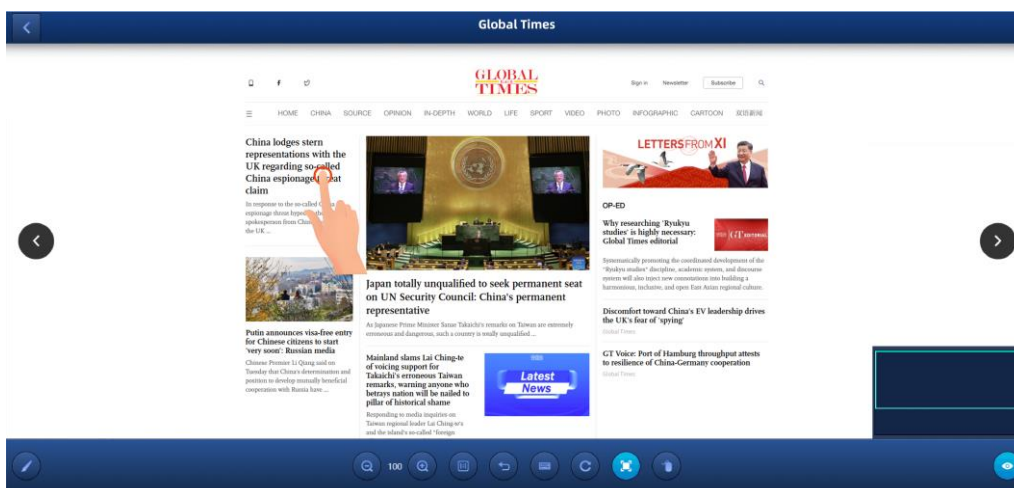


Tap the  icon in the browser window to remove the input.



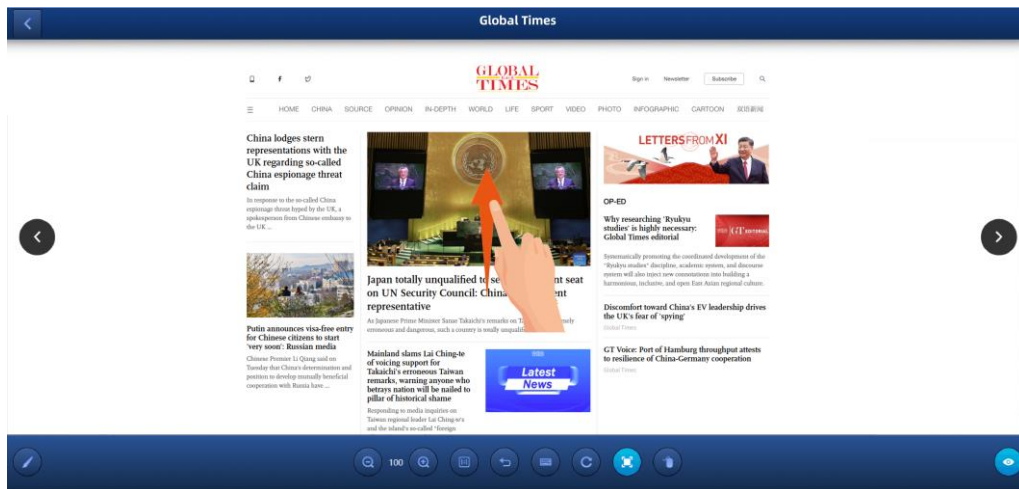
4.6.5.2. Hyperlink

Tap the link in the page to jump to the page.

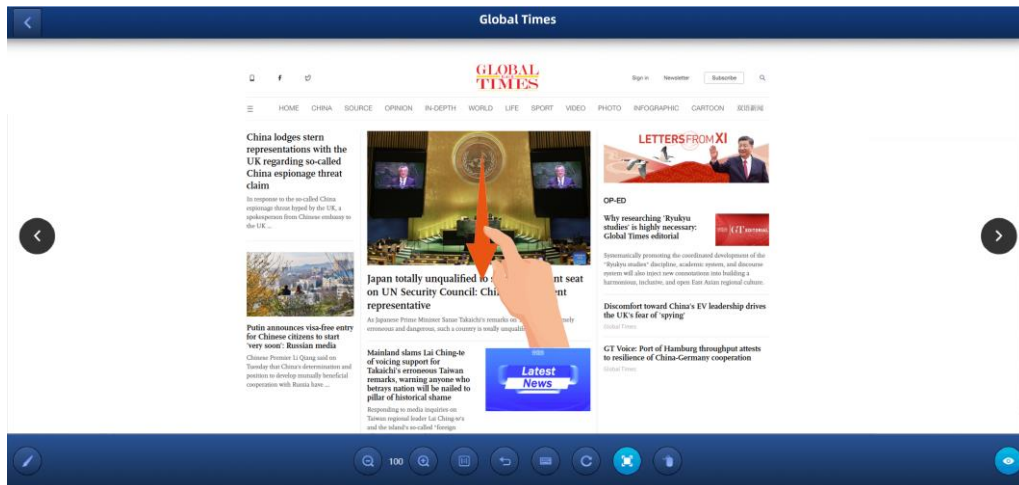


4.6.5.3. Browse Page Up/Down

Browse Page Up: Swipe up vertically with a single finger.

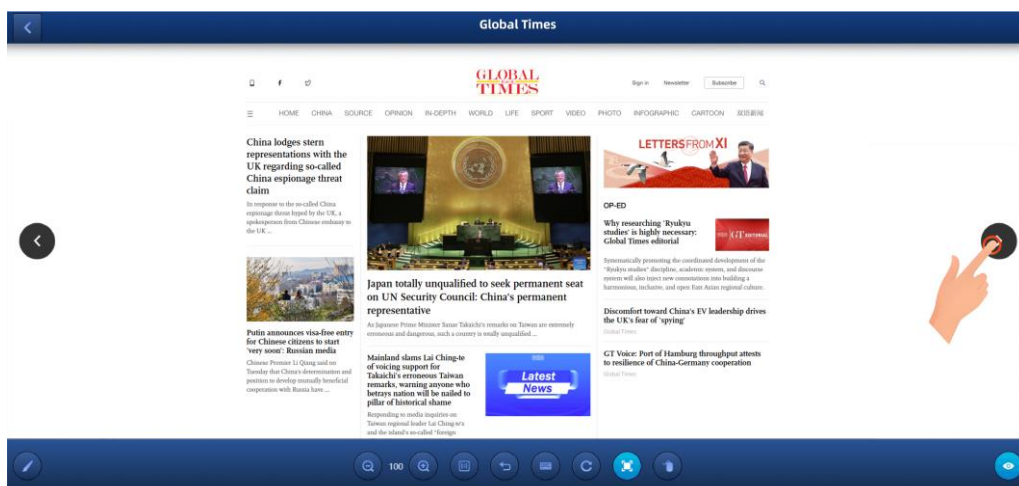


Browse Page Down: Swipe down vertically with a single finger.

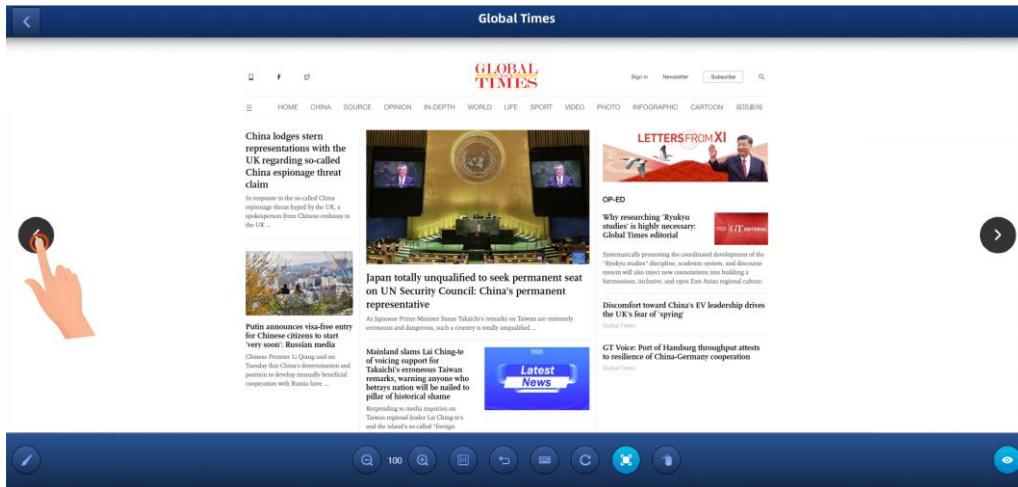


4.6.5.4. Webpage Forward/Backward

Webpage Forward: Tap the arrow  on the right side of the window to advance.



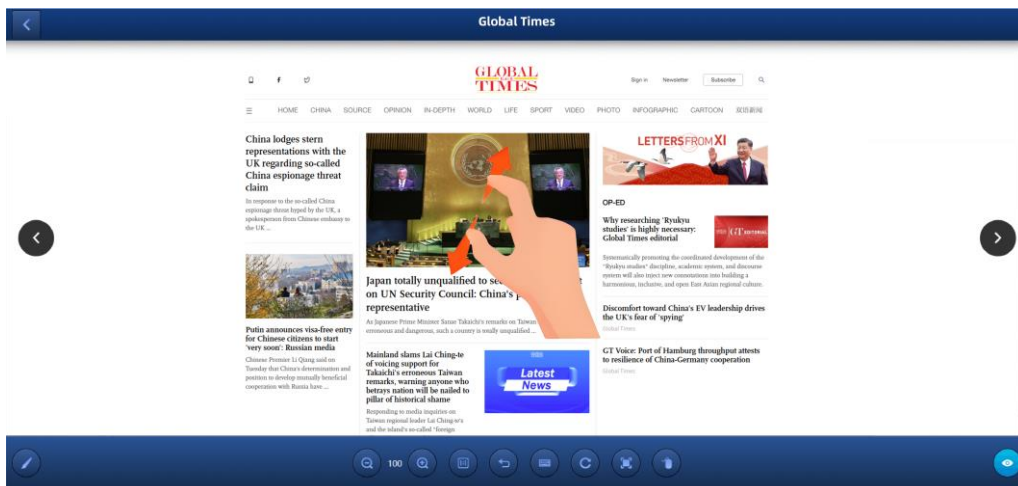
Webpage Backward: Tap the arrow  on the left side of the window to go back.



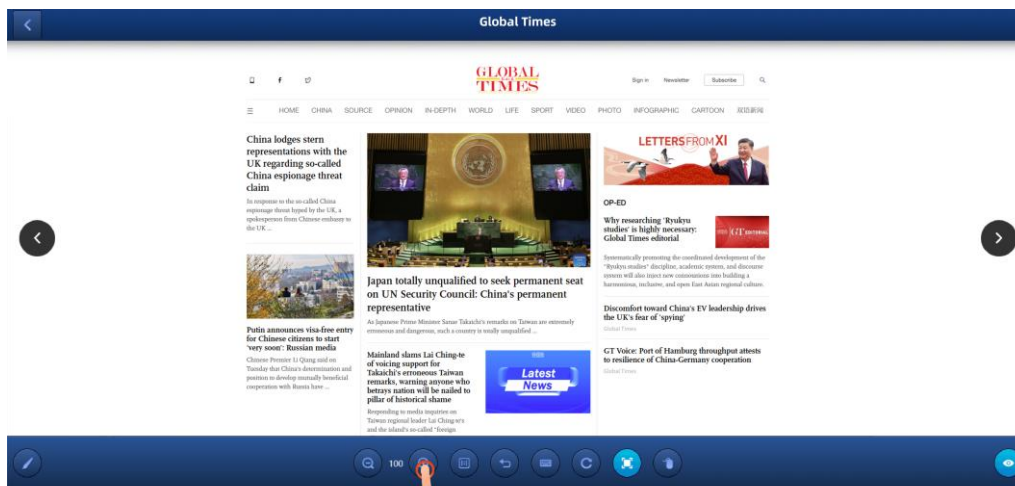
4.6.5.5. Webpage Zooming


There are three ways to zoom:

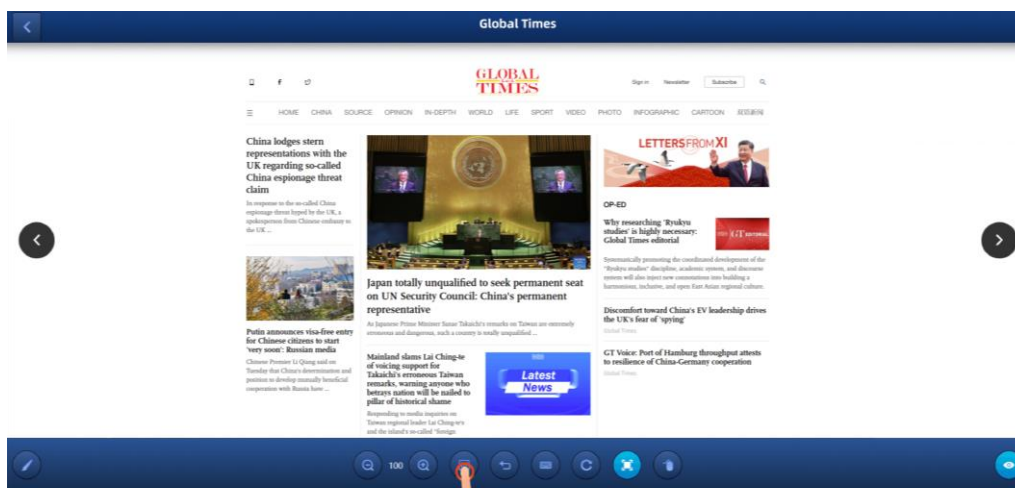
Method 1: Pinch the window to zoom in or out.





Method 2: Tap the  and  icons to zoom in or out.

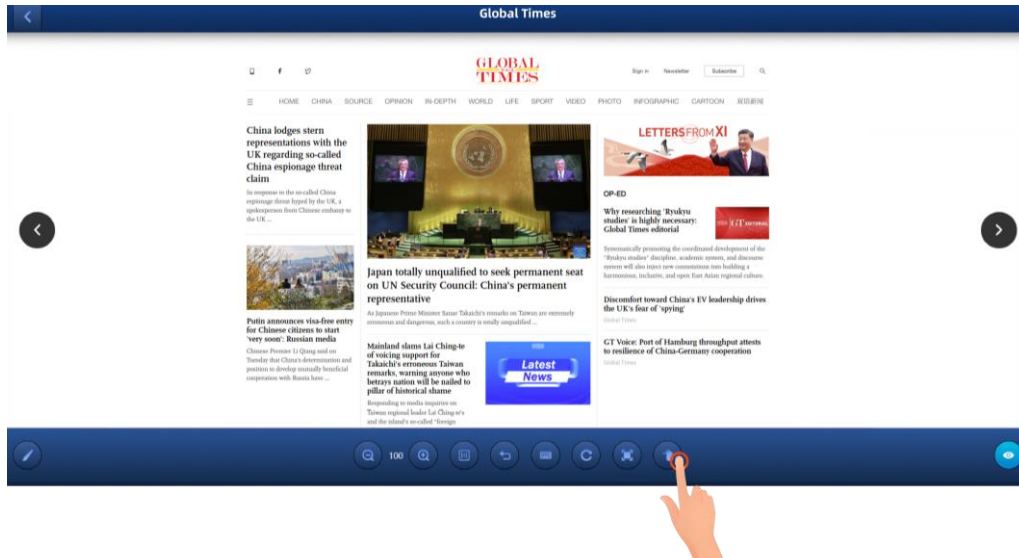


Method 3: Tap the  icon, the page will restore its default size with one click.







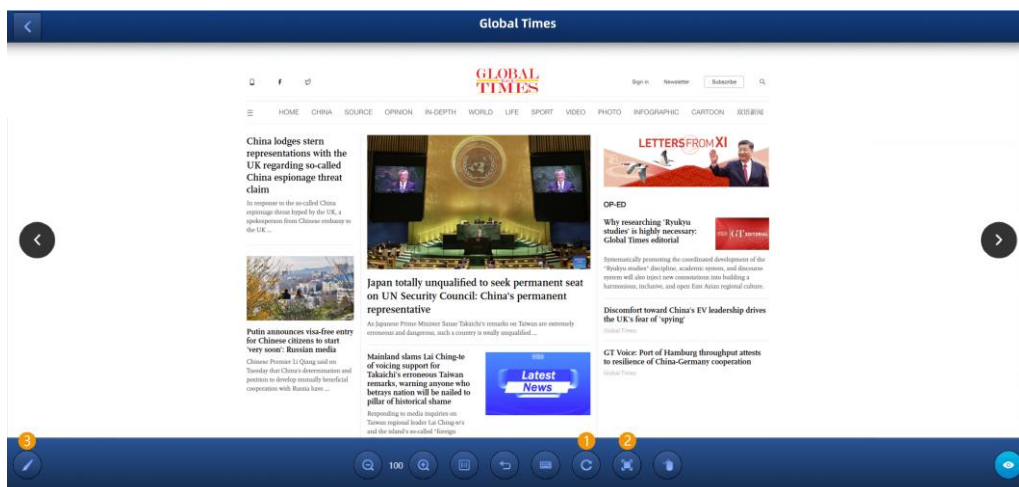
4.6.5.6. Control Mode Switch

Support mouse control mode and touch mode switching, tap the  icon in the browser window to switch to mouse control, and tap the  icon to switch to touch mode.









4.6.5.7. Other

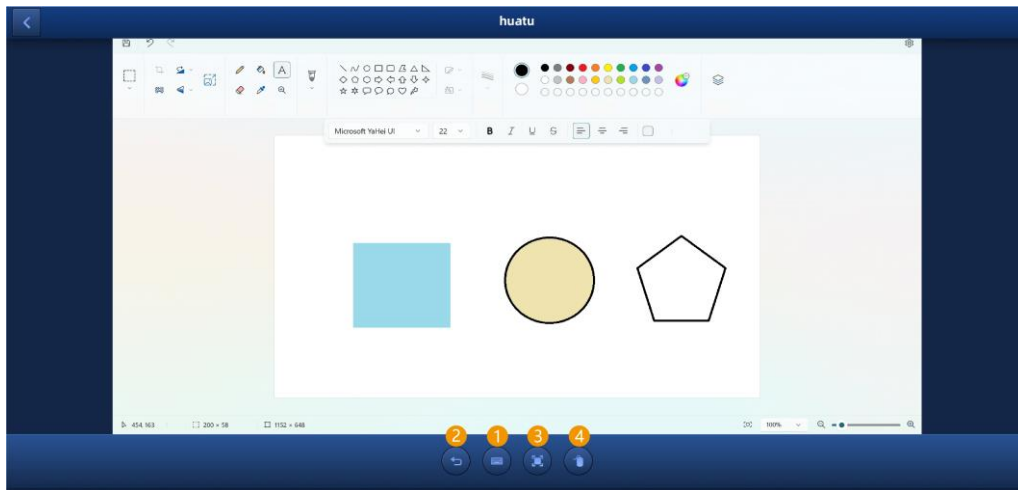
1. **Refresh:** Tap the browser window  icon to reload the current page content.
2. **Navigator:** Tap the  icon in the browser window to enlarge the current viewport content of the page; Tap the  icon to hide the current viewport position.
3. **Annotation:** Tap the  icon in the browser window to enter brush mode, the operation is analogous to that in the document window. For details, see [4.6.1.4 Annotation](#).



4.6.6. Application Window

Open the application window and enter the window HD previewing interface, you can tap/drag/annotate/input the application and other control operations.

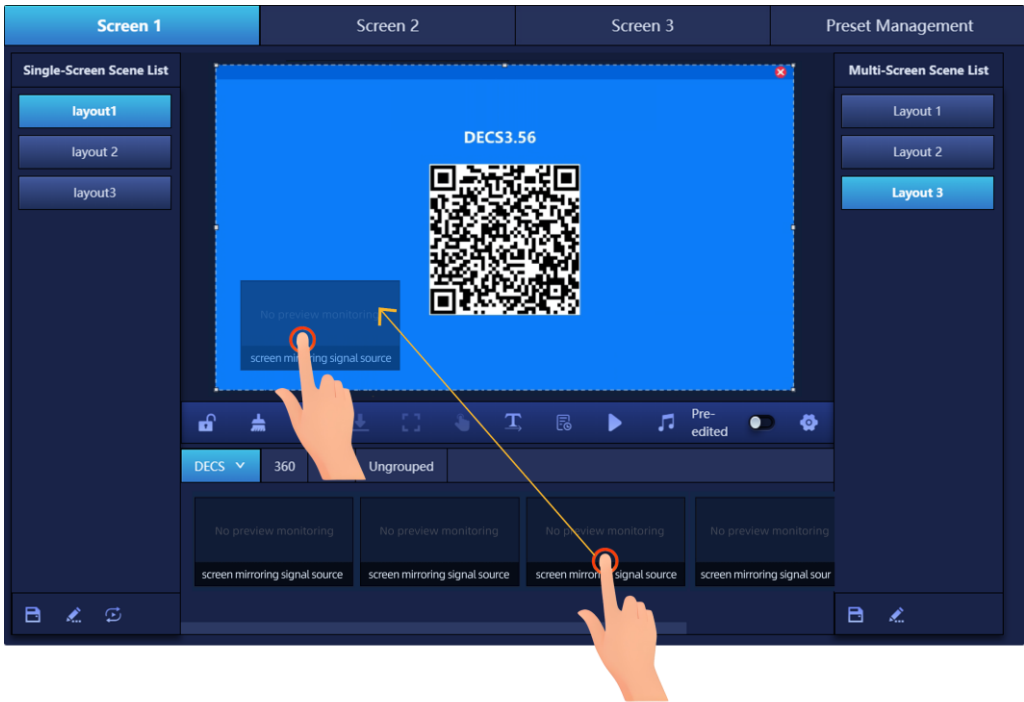
1. **Input:** Tap the  icon or directly tap the text box, and the input box will pop up. To enter the content via the system soft keyboard, tap the "Confirm" button to complete the input.
2. **Delete:** Tap the  icon to remove the input.
3. **Navigator:** Tap the  icon to enlarge the current viewport content; tap the  icon to hide the current viewport position.
4. **Control Mode Switching:** Support mouse control mode and touch mode switching, tap the  icon to switch to mouse control, and tap the  icon to switch to touch mode.



4.6.7. Projection Window

Support iOS/Android/Windows device projection window, and up to 4 different device projections at the same time. The device needs to connect to the local area network where the DECS server is located.

Open the DECS's own projection signal window to perform the projection according to the prompts.



iOS Device Projection	Android Device Projection
Open Screen Mirroring on your iOS device, select the device name corresponding to DECS, and connect.	Android devices scan the QR code to download the projection APP, select the device name corresponding to the DECS, and then connect.



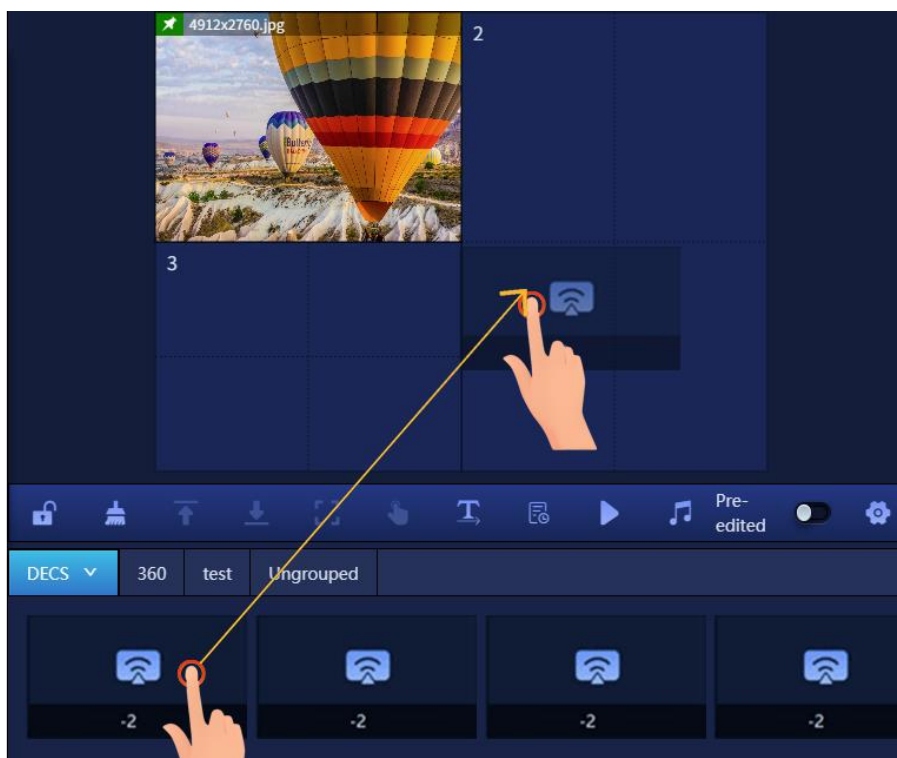
4.6.8. Acquisition Card Window

The signal can open a window on the DECS video wall by connecting the acquisition card, and can enter the HD previewing interface to annotate notes.

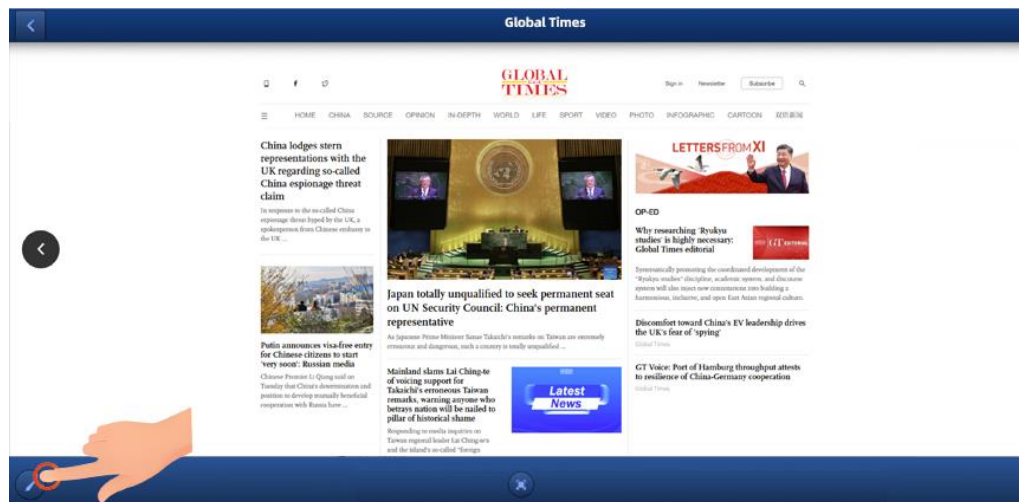
1. Insert the physical acquisition card on the DECS server and connect the signal to the card;



2. Open the acquisition card signal window of the accessed signal in the user control interface;



3. Enter the HD previewing interface to annotate the window.



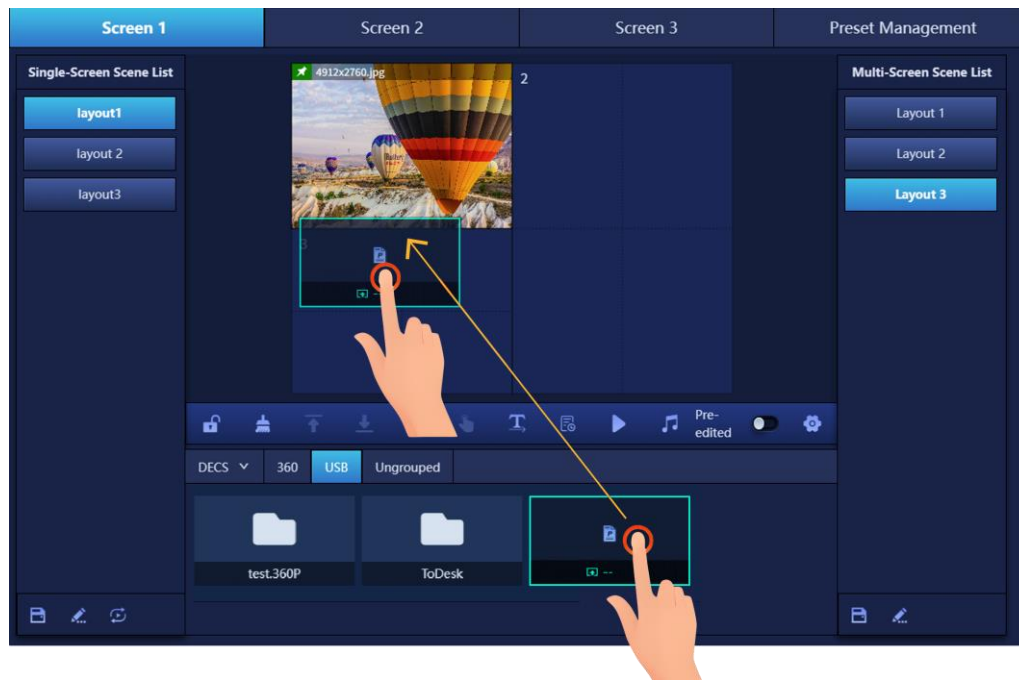
4.6.9. USB Drive File Window

Insert the USB drive into the USB interface corresponding to the DECS server, and the files in the USB drive can be placed on the DECS video wall. The signal enters the HD previewing interface for file control. The supported file types are the same as the types supported by the multimedia file server for uploading.

1. Insert the USB drive into the corresponding port of the DECS server, and the interface location is shown in the figure below;



- Open the window on the video wall using the files in the USB drive in the user control interface;



- Enter the HD previewing interface for file control. Control functions vary depending on the file type. Take PDF files as an example, which support front and back page flipping, annotating notes, and a navigator.




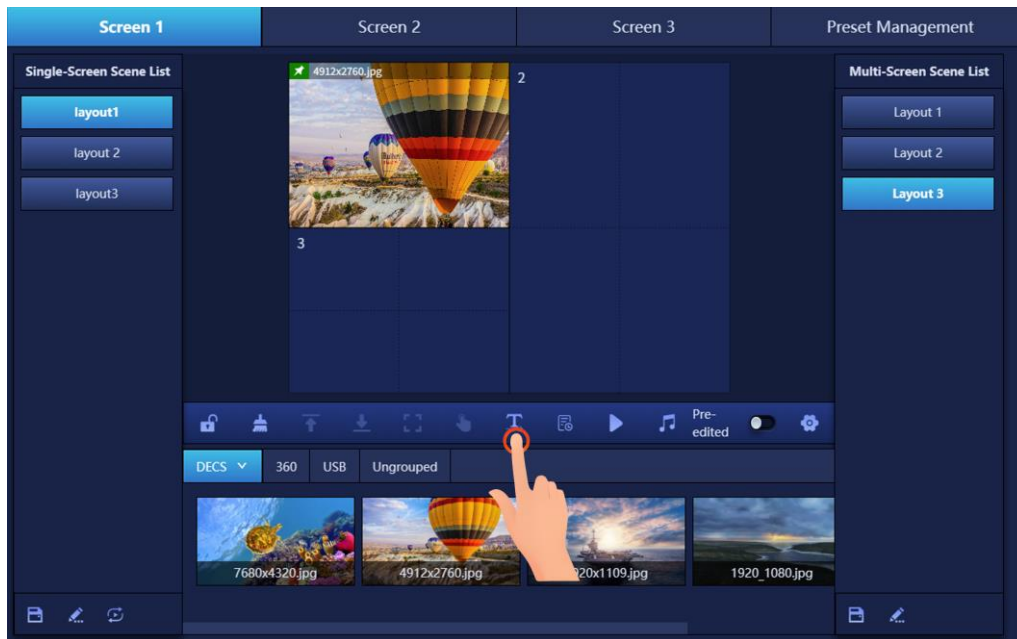
4.7. Banner Control

Used for information display, it can display text/picture/time/weather/stock/countdown information at the top of the video wall.

4.7.1. Banner Component



Tap the  icon to enter the banner control page, edit the component properties in the preview area, and tap Apply to display it on the video wall.



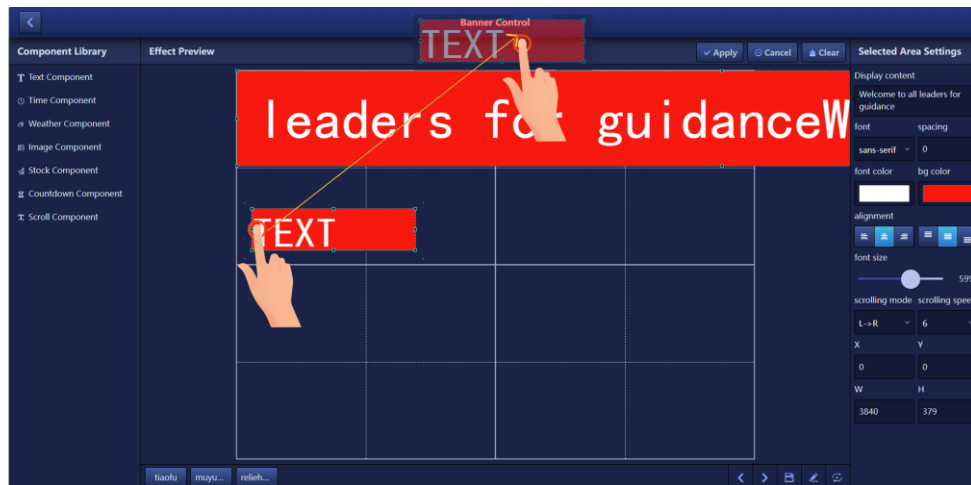
4.7.1.1. Component Addition

Select a component, drag it to the preview area, and repeat to add multiple components.



4.7.1.2. Component Deletion

Method 1: Drag the component outside the preview area.



Method 2: Tap the "Clear" button to clear all components.



4.7.1.3. Component Editing

Tap to select added components to edit the component properties in the "Selected Area Settings".

- Text Component Properties**

Property	Description
Show Content	Enter the content to be displayed
Scroll Mode	Adjust banner content scroll direction
Scroll Speed	Adjust banner content scroll speed



- Time Component Properties**

Property	Description
Time Zone Selection	Select a time zone on demand
Time Format	16 default time formats to choose from
Display Style	The time content can be displayed on a single line or multiple lines. When there are 2 or more elements in the time component, the multi-line display style takes effect.



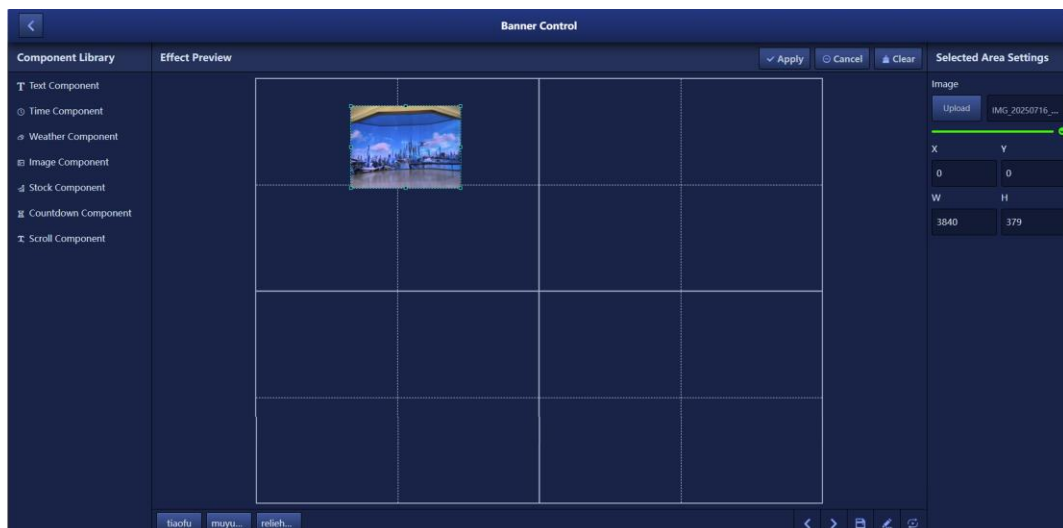
- Weather Component Properties**

Property	Description
Region Selection	Select a region as needed
Display Style	Single line displays: Weather + Temperature; Multiple lines display: Weather + Temperature/Wind Direction + Wind Level/City.



- Image Component Properties**

Property	Description
Upload Image	Support uploading images in *.jpg *.jpeg *.bmp *.png formats



• Stock Component Properties

Property	Description
Stock Code	Enter the stock code of the company you are querying (for example, Tencent stock code: HK00700) to display the stock information of the current company: stock name, stock code, stock price + percentage change.





• Countdown Component Properties

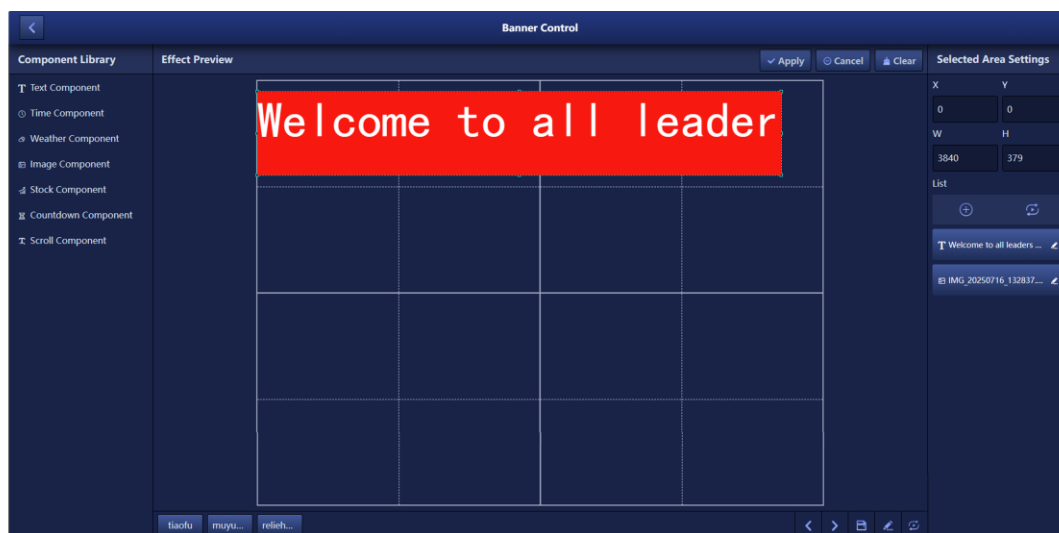
Property	Description
Countdown Name	Enter component display name
Countdown Mode	Supports 2 modes: <ul style="list-style-type: none"> Countdown time: "Countdown time" needs to be set in this mode, for example, 4:00:00; Target time: In this mode, the "end time" needs to be set, for example, 18:00:00 on March 15, 2024. The software automatically calculates the remaining time from the current to the end and counts down.
Countdown End	Supports 2 modes: <ul style="list-style-type: none"> Immediate stop: At the end of the countdown, the component stops running; Continue timing: At the end of the countdown, the component starts timing from 0.
Time Format	3 default time formats to choose from




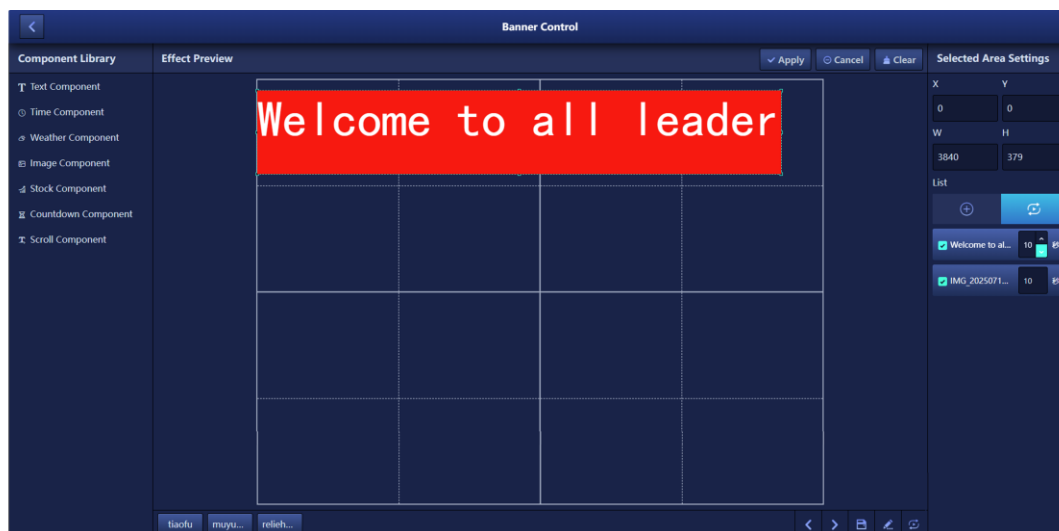
• Scroll Component Properties

Multiple components can be combined and saved as a single scrolling component, and the internal components are displayed scrolling according to the set time.

In the [List], tap icon  to add components (text/time/weather/picture/stock components are supported, countdown components are not supported), and tap the  icon to modify the component properties.



Tap the  icon in the [List] to set whether the component is displayed and how long it is displayed. The component checked participates in the scrolling display. Drag the component up or down to adjust the display order. You can set the display duration of each component individually.



- **Component Common Properties**

Property	Description	Property	Description
Font	Change the font type of the component, 22 built-in fonts in the software to choose from.	Space	Adjust component content spacing in "1"
Font Color	Adjust component font color/font color transparency	Background	Adjust component background color/background color transparency
Alignment	Adjust component content alignment, including: left alignment, horizontal center, right alignment, top alignment, vertical center, bottom alignment	Font Size	Resize component content, minimum is 10%
X/Y Coordinates	Display the current position of the component, with the upper left corner of the video wall as the coordinate origin. You can move the position of the component by changing the coordinates	Width/Height	Display the current size of the component, you can resize the component through adjusting the width and height

4.7.1.4. Banner Application

Apply the edited banner component to the video wall.

Tap the "Apply" button, and the Preview Area component will be displayed synchronously on the video wall.





4.7.1.5. Cancel Banner Application

Cancel the applied banner.


Tap the "Cancel" button, and the banner on the video wall will be canceled, but the banner component in the preview area will still be displayed normally.

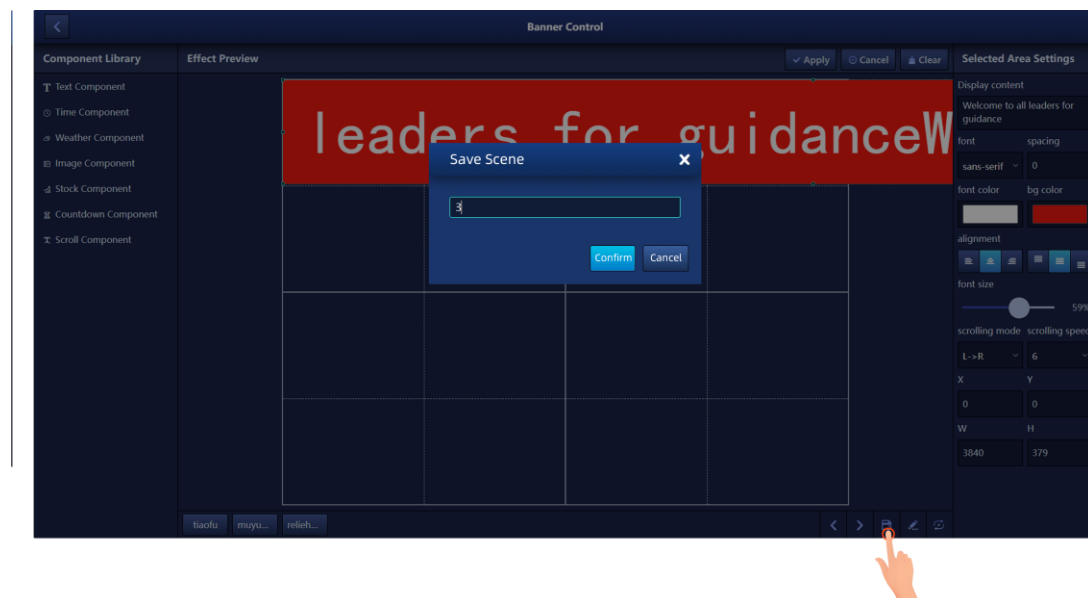


4.7.2. Banner Scene

4.7.2.1. Save Scene

The currently edited banner component can be saved as a banner scene and restored by recalling the scene with one click.

Method: Tap the "Save Scene" button , enter the scene name, and tap the "Confirm" button to save the scene.





4.7.2.2. Recall Scene

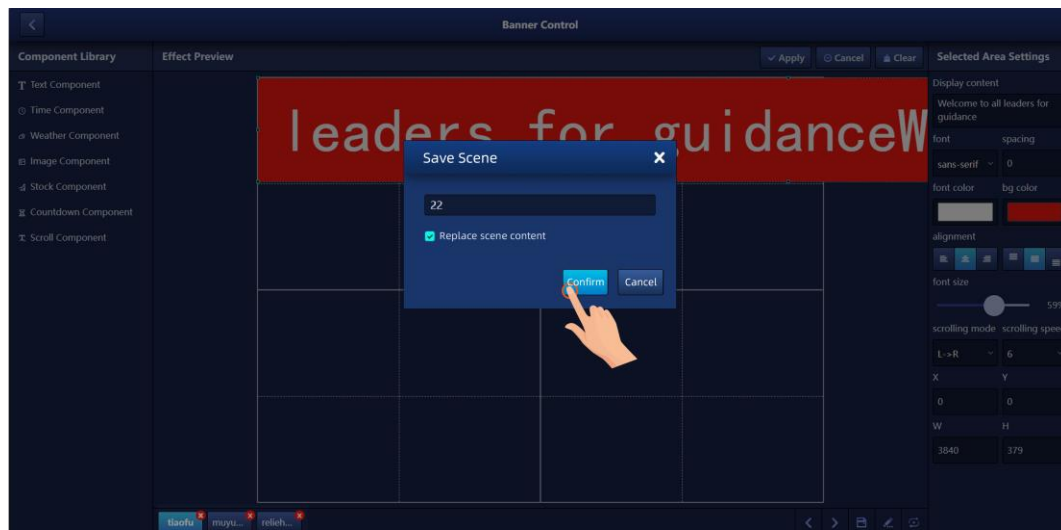
Method: First, tap the saved scene in the scene list, and then tap the "Apply" button to apply the banner to the video wall.



4.7.2.3. Edit Scene


Re-edit the saved scene, including deleting the scene, modifying the name, and replacing the content.

Method: In the scene list, click the  button. The scene button is in an editable state. Tap on the scene button to open the edit window to modify the scene name. If the "Replace scene content" option is checked, the scene content can be modified. Tap the "Delete"  icon to delete the scene.



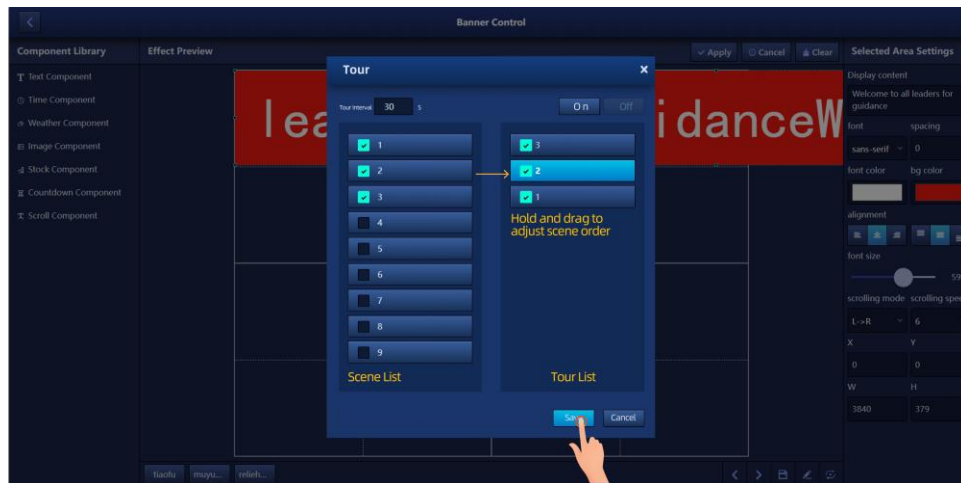
4.7.2.4. Patrol Scene

After the number of scenes is ≥ 2 , scene patrol can be conducted. Operation method:

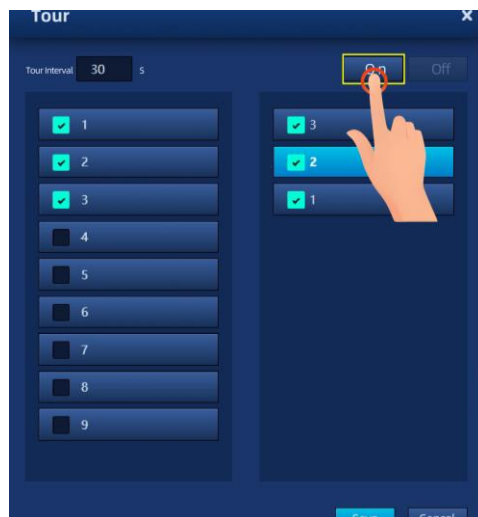
1. Tap the "Patrol"  button to open the [Patrol] setting window.



2. Check the scenes in the required order in the [Scene List] on the left to add them to the [Patrol List] on the right; Uncheck the [Patrol List] to delete the scene from the list. Press and hold and drag the scene up and down to adjust the patrol sequence; Set the patrol interval and click the "Save" button to save the settings.



3. Tap the "On" button, and apply it in turn in the order of [Patrol List] on the right. Tap the "Off" button to stop the scene patrol.



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