

Colorlight

Kylin VICP

User Manual v2.8

Revision History

No.	Version	Date	Author	Description
1	V1.0	2023.04.02	-	Initial release.
2	V2.0	2023.07.24	-	Optimized user interface and operation paths.
3	V2.8	2024.12.18	Li Hang	Added detailed information about X100 Pro-11U, U9 Max, playback control devices, and AV-over-IP devices.

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Chapter 1 Introduction



Figure 1-1 Kylin Visualization Intelligent Control Platform (VICP)

1.1 About Kylin VICP

Colorlight's Kylin Visualization Intelligent Control Platform (VICP) is a powerful and versatile mobile software that provides peak efficiency, streamlined operations, and an exceptional user experience. Its capability to integrate and manage multiple systems, including video systems, audio systems, and central control devices, makes it an ideal choice for command centers, conferences, exhibitions, and other scenarios.

1.2 Installation

Prerequisites

- Hardware: Tablet
- Operating System: Android/HarmonyOS/HarmonyOS NEXT/iPadOS

Search for **Kylin VICP** in the app stores. Download the app and tap **Install**. The system will automatically complete the installation. Details about the supported operating systems, OS versions, and app stores are listed below.

OS	Version	Get Kylin VICP from
HarmonyOS	HarmonyOS or later	HUAWEI AppGallery
HarmonyOS NEXT	HarmonyOS NEXT 5.0 or later	HUAWEI AppGallery
Android	Android 9.0 or later	Xiaomi GetApps, Google Play Store, and official website of Colorlight Cloud Tech Ltd
iPadOS	iPadOS 13.0 or later	Apple App Store

Device Supported

Type	Series	Model
Processor	Universe	U9 Max, U15
	S	S20 Pro
	X	X8, X8E, X16, X16B, X16C, X16E, X20
	Xm	X8m, X12m, X20m, X26m, X40m
	X100	X100-4U, X100-7U
	X100 Pro	X100 Pro-2U, X100 Pro-4U, X100 Pro-7U, X100 Pro-11U
	Z	Z3, Z4 Pro, Z5
	VX	VX10
	V	V2, V2 Pro, V3, V3 Pro, V4, V7
	D	D9, D16
Central Control	Intelligent Central Controller	XH6, LC10
Playback Control	CS Media Server	CS4K, CS3K, CS16K, CS4K Pro, CS20-8K Pro, CS4K G2
AV-over-IP	DS	DS40, DS40S

1.3 Connections

Method 1

Connect the desired devices to the router using Ethernet cables, and connect the tablet to the router via Wi-Fi. Make sure that all devices are on the same network segment.

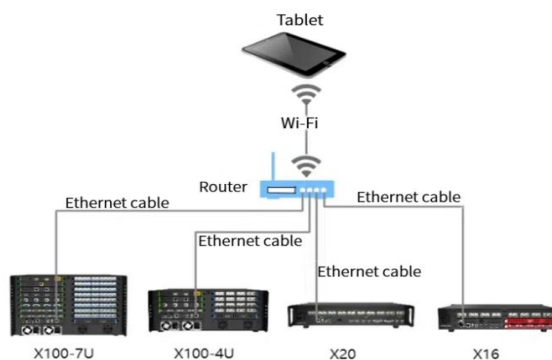


Figure 1.3-1 Connection Method 1

Method 2

Connect the desired devices to the switch, and then link the switch to the router using Ethernet cables. Connect the tablet to the router via Wi-Fi. Ensure that all devices are on the same network segment.

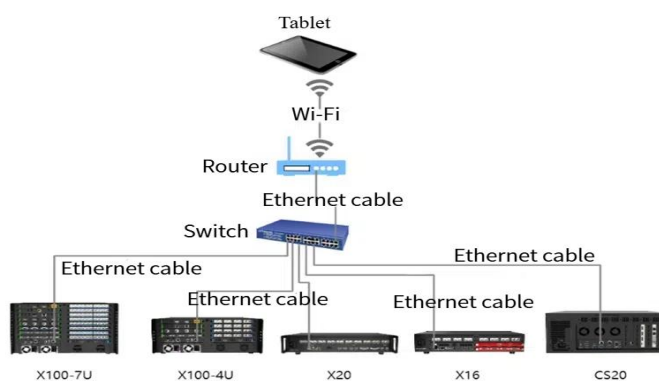


Figure 1.3-2 Connection Method 2

NOTE

- 1.To connect to a media server, first enable **Support APP control** within the GrandShow software.
- 2.To connect to an AV-over-IP device, ensure that the proxy nodes within the LAN are active.

Chapter 2 Quick Start

2.1 Starter & Pro Editions

Kylin VICP offers two editions: Starter and Pro. Both editions are similar, except for two Pro functions: multi-device management and central control. The Starter Edition is mainly intended for single-device applications, users without central control devices, or for experiential purposes.

Upon first using the software, you will encounter an edition selection interface. Taping **Starter Edition** navigates you to its device management interface. Moreover, there is a prompt suggesting an upgrade to the Pro Edition. By applying for authorization, you can activate the Pro Edition features and access its device management page.

Feature Comparison:

Edition	Screen Control	Play Control	Central Control	Multi-Device Management
Starter	√	√	×	×
Pro	√	√	√	√

2.2 Activation

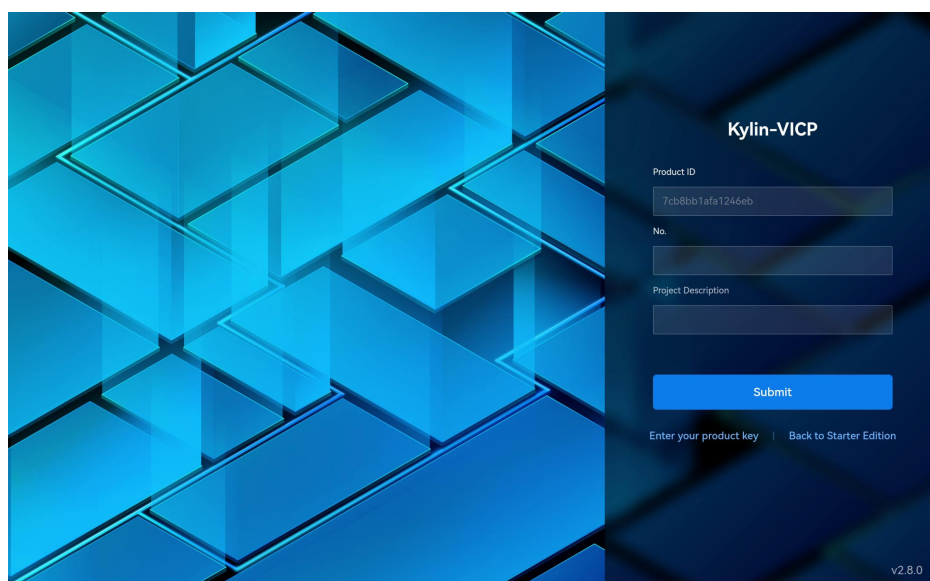


Figure 2.2-1 Authorization Request

- **Product ID:** Automatically generated based on the tablet. Each ID is unique and cannot be modified.
- **No.:** Fill in the contract number for your order.
- **Project Description:** Enter a brief description of your project.
- **Submit:** After submitting the authorization request, new application information will appear in the backend review interface.
- **Product Key:** Obtained in the backend management interface. The key is generated based on the product ID and can be used for product activation.

Activation Methods

Online Activation

Connect the tablet to the internet. On the authorization request page, fill in the required information and tap **Submit**. Then you will be redirected to an activation waiting page. Once authorized by the reviewer, the software will be activated.

Offline Activation

Provide the Product ID, No., and Project Description to the reviewer. The reviewer will generate a product key in the backend. Then, tap **Enter your product key** and input the generated product key to activate the software.

Trial Period Activation Request

Tap **Settings** → **Activation info** → **Activate** in the top right corner of the device control interface. The system will navigate to the activation request page and start the online/offline activation process. Then tap the back icon in the top left corner to return to the device control interface, where the **Activate** button changes to **View Activation Progress**, allowing access to the activation waiting page.

2.3 Activation Waiting Page

Tap the button for activation application, and an activation waiting page

will appear.

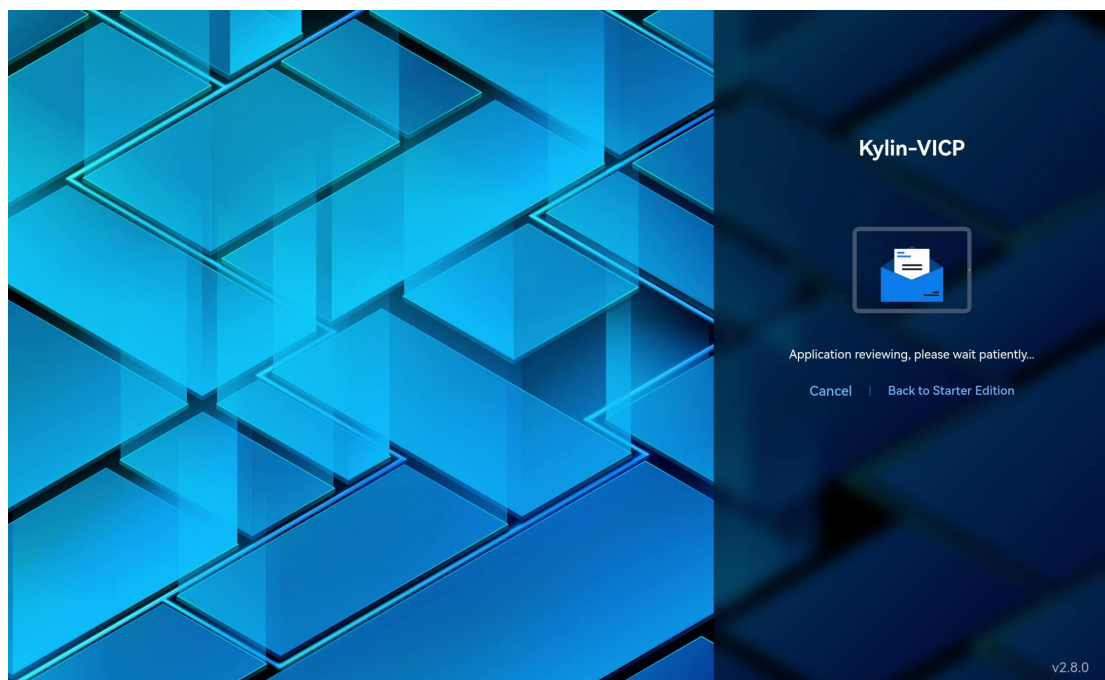


Figure 2.3-1 Waiting for Activation

Cancel Activation

- Initial Activation: There is no back icon in the top left corner of the interface. Tap **Cancel** to return to the activation request interface.
- Trial Period Activation: Tap **Cancel** to return to the activation request interface. Tap the back icon in the top left corner of the interface to navigate to the device management interface.

Access Starter Edition

- Authorization Request Interface: Tap **Starter Edition** to access **Device Management** of the starter edition.
- Authorization Waiting Interface: Tap **Use Starter Edition** to access **Device Management** of the starter edition.

View Activation Progress

After reapplying for activation during the trial period, the **Activate** button on the **Activation info** interface changes to the **View Activation Progress** button. Tapping it will take you to the activation waiting interface.

Application Prompts

- Application Status Prompt: If an activation request is denied, a prompt window displaying the application status will appear. Tap **Back** to access the activation application interface.

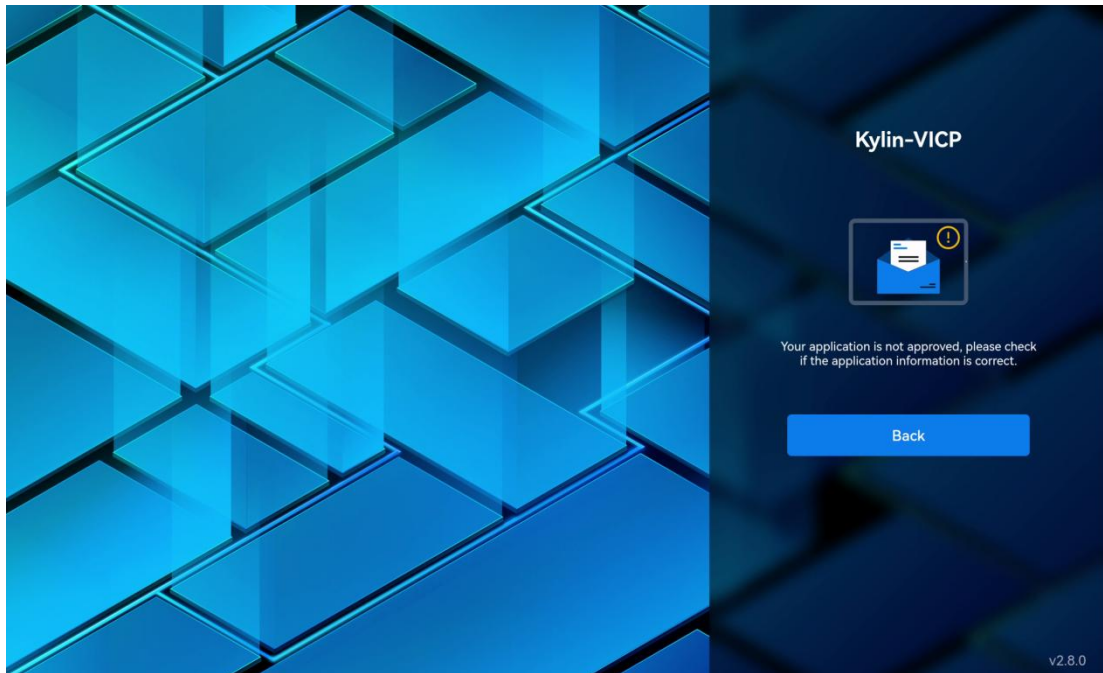


Figure 2.3-2 Application Status Prompt

- Trial Expiration Prompt: Upon trial expiration, an expiration prompt window will appear, as shown in figure 2.4-3. Tap **Upgrade to Pro** to access the activation request interface.

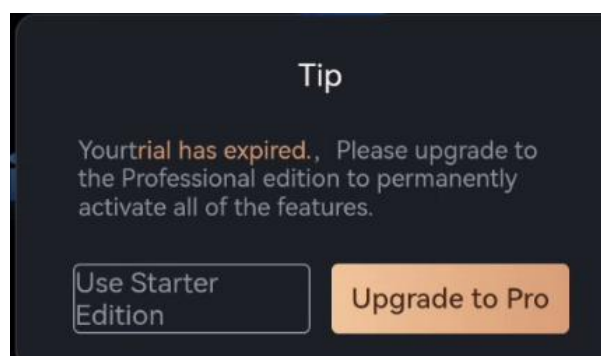


Figure 2.3-3 Trial Expiration Prompt

Chapter 3 Device Management

3.1 Device Lists

Detected Devices

This pane lists all detected processors and media servers, categorized into two subsections: **Processors** on the left and **Media Servers** on the right.

Tap **Find Devices** to update and retrieve the processors and media servers currently available on the LAN.

Added Devices

This pane lists all added processors and media servers, automatically divided into two subsections: **Processors** at the top and **Media Servers** at the bottom.

- If only processors or central control devices are added, the pane will just display a processor list.
- If only media servers are added, the pane will just show a media server list.
- In the Starter Edition, only one type of list is displayed based on the device category added first. Additionally, a prompt will appear, suggesting an upgrade to the Pro Edition.

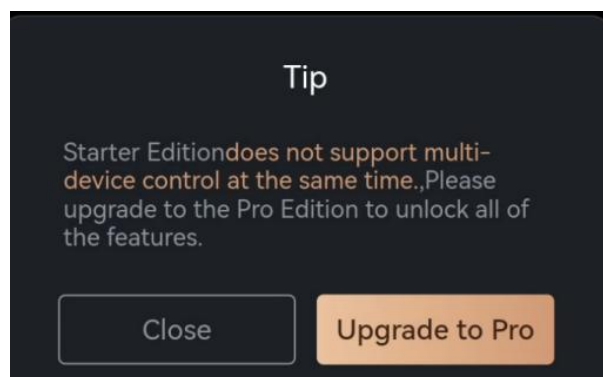


Figure 3.1-1 Upgrade Prompt of Starter Edition

3.2 Add Devices

Automatic Adding

Step 1: Tap **Find Devices**, then all devices connected to the tablet within the LAN will be displayed in **Detected Devices**.

Step 2: Select a desired device from **Detected Devices**, then drag and drop it into **Added Devices**. The device will appear in the right pane, indicating a successful addition.

Manual Adding

Tap **Add Manually** in the top right corner. Then, fill in the corresponding information in the pop-up window for adding devices. Finally, tap **Add Device**.

The information required for adding a device may vary by device type.

Device Type	Device Name	IP	Username	Password
CS Media Server	√	√	√	√
X100 Pro-11U	√	√	√	√
U9 Max	√	√	√	√
U15	√	√	√	√
Central Control	-	√	-	-
Others	√	√	-	-

- **Device Type:** Select from the dropdown list. (Required)
- **Device Name:** If filled, the device name will be modified accordingly; if left blank, the name will be automatically retrieved. (Optional)
- **IP:** Enter the IP address of the target processor. (Required)
- **Username & Password:** If a device is added via drag-and-drop, the username and password automatically default to 123456. When adding a device manually, you must enter the username that is set on the PC.

3.3 Device Information

In **Added Devices**, double-tap a desired device to bring up the **Device Information** window.

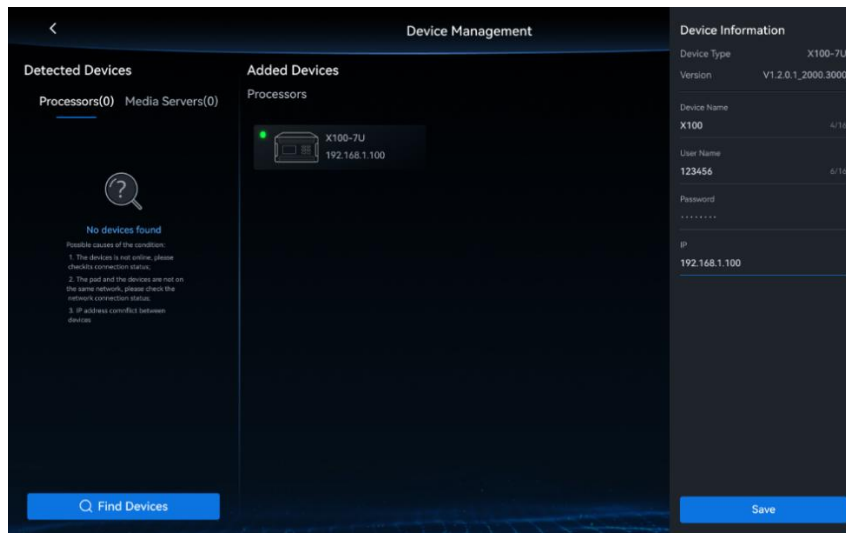


Figure 3.3-1 Device Information

- **Device Type:** The model of the added device, grayed out and not editable.
- **Version:** The version of the device, grayed out and not editable.
- **Device Name:** The name of the device, editable.
- **IP:** The IP address of the added device, editable.

Tap **Save** to verify the information. If the entered IP matches the device IP, the save operation will be successful. If not, an error message will appear, saying "Connection failed. Please check whether the IP address is correct." Tapping any area outside the popup will close the window, and any modifications made before will not take effect.

3.4 Delete Devices

To delete a device, touch and hold the device for 0.5 seconds. "Deletion Area" will appear at the top of the page. Drag and drop the target device into this area to delete it. The area will be highlighted while the device is being dragged. Once the deletion is complete, the area will disappear.

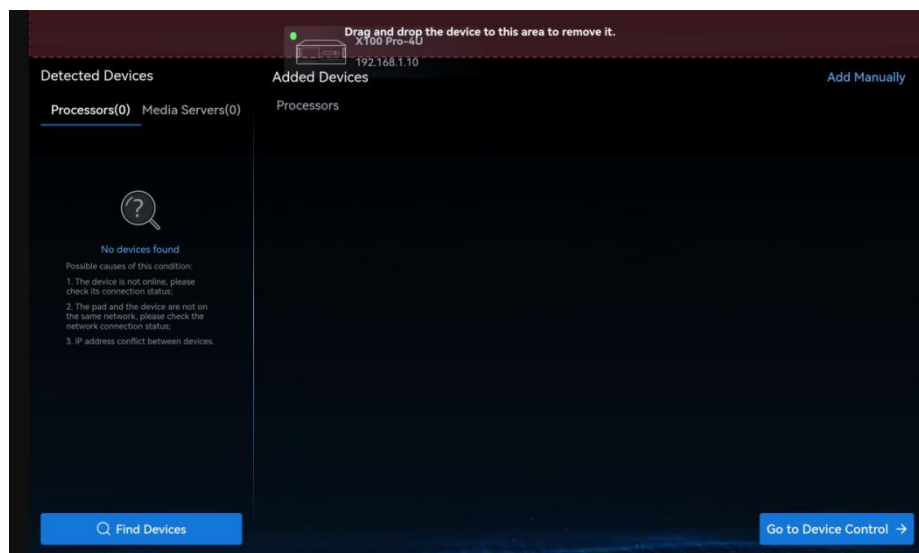


Figure 3.4-1 Delete Devices

3.5 Arrange Devices

By default, devices are arranged in the order they were added, from left to right and top to bottom. In edit mode, select the target device; then hold and drag it left or right to change the order.

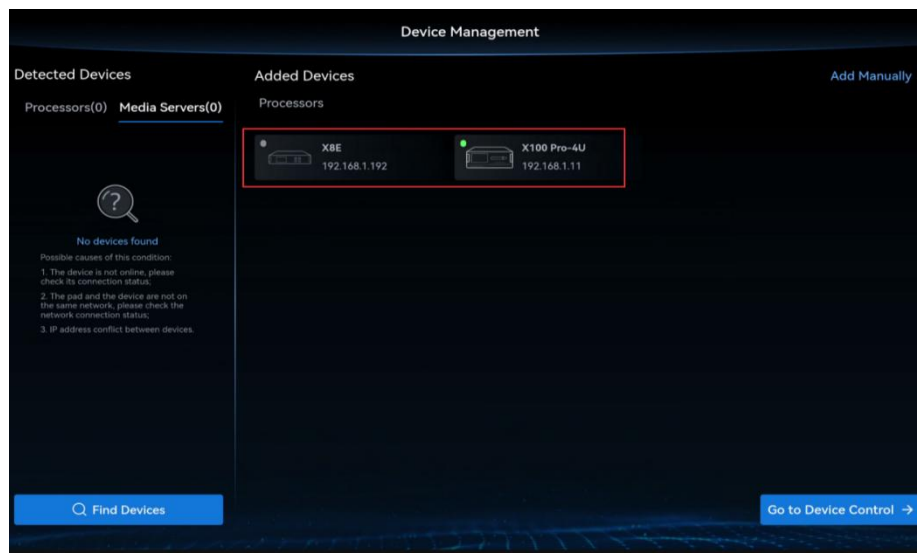


Figure 3.5-1 Arrange Devices

3.6 Device Status

- Online: The device is online when IP communication is successful, indicated by a green status indicator. It automatically switches to offline when disconnected from the network.

- Offline: The device is offline when IP communication fails, indicated by a gray status indicator. It automatically switches to online when the network connection is restored.



Figure 3.6-1 Device Status

Chapter 4 Device Control

4.1 Menu Bar

The device control interface features two levels of menus. The main menu includes functional modules: **Screen Control**, **Play Control**, and **Central Control**.

The sub-menu displays all added devices under each functional module, enabling quick and easy device switching.

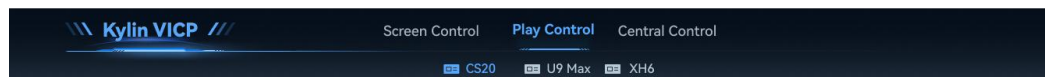


Figure 4.1-1 Menu Bar

4.2 Network Status Monitoring

The software enables real-time monitoring of the tablet's network connection status, and displays it in the top right corner of the interface. Tapping the signal icon will show a detailed description.

Icon Color	Signal Strength	Description
Green	Strong	Network connection: Strong
Yellow	Medium	Network connection: Medium
Red	Weak	Network connection: Weak
Gray	No signal	Network connection: None

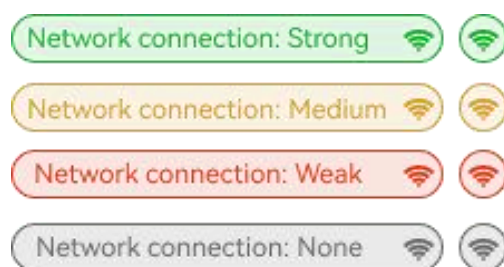


Figure 4.2-1 Network Status Monitoring

4.3 Settings

The settings page consists of four options: **Language**, **Device Management**, **Activation Information**, and **About**.

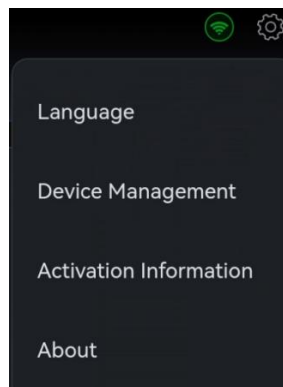


Figure 4.3-1 Settings

Language Settings

Tap **Language** to access the language settings. You can choose from 中文 (Chinese), **English**, and **Auto**. By default, **Auto** is selected, which follows the system language. If you need languages other than English, please contact Colorlight technical support for a customized version.

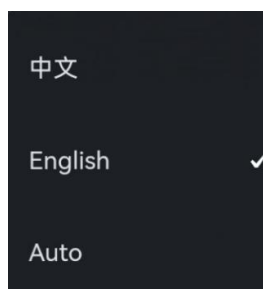


Figure 4.3-2 Language Settings

Access Device Management

In the **Device Control** interface, tap the settings icon in the top right corner, then select **Device Management**.

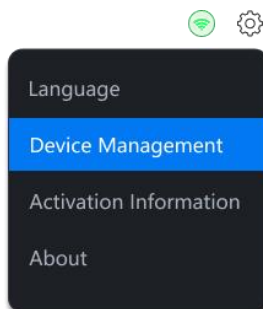


Figure 4.3-3 Device Management

View Activation Information

Only the Pro Edition contains **Activation Information**. In the Device Control interface, tap the settings icon in the top right corner. Then select **Activation Information** in the popup to view the activation details, including trial and permanent versions.

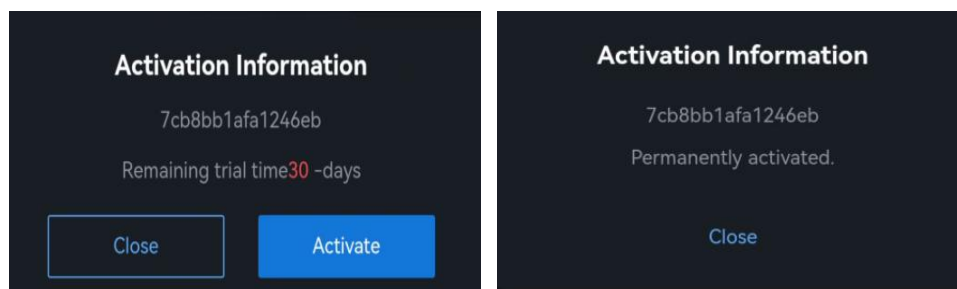


Figure 4.3-4 Trial Version - Permanent Version

Upgrade to Pro Edition

First, tap the settings icon in the top right corner of the device control interface. Then, select **Upgrade to Pro** in the popup to navigate to the authorization request page. To return to the starter edition's **Device Control**, tap **Back to Starter Edition**.

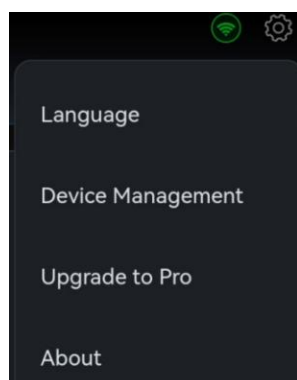


Figure 4.3-5 Upgrade to Pro Edition

About

Tap the settings icon in the top right corner of the **Device Control** interface. Then select **About** to open the information window. Tap anywhere outside the popup to close it.

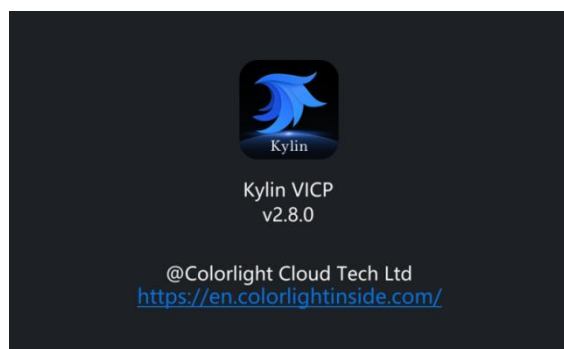


Figure 4.3-6 About

The About window displays the app icon, name, version, company information, and official website. Tapping the website link automatically opens the system browser and redirects to the website.

Chapter 5 Screen Control

5.1 User Interface Classification

The screen control section features three types of user interfaces: Type A Plus, Type A, and Type B, each supporting different models of processors, as listed below:

Device	Type A Plus	Type A	Type B
X Series	X100 Pro-11U	X100 Pro-4U, X100 Pro-7U, X100 4U, X100 7U, X20m, X40m	X8, X8E, X16, X16B, X16C, X16E, X20
U Series	U9, U15	-	-
VX Series	-	VX10	-
S Series	-	S20 Pro	-
D Series	-	D9, D16	-
V Series	-	V2, V2 PRO, V3, V3 PRO, V4, V7	-
Z Series	-	Z3, Z4 PRO, Z5	-
AV-over-IP	DS40, DS40S	-	-

For devices using the Type A Plus interface, Kylin and the web application will synchronize automatically. However, devices with the Type A interface require a manual refresh for synchronization.

Below are examples for the three types of user interfaces:



Figure 5.1-1 User Interface Type A Plus(X100-Pro-11U)

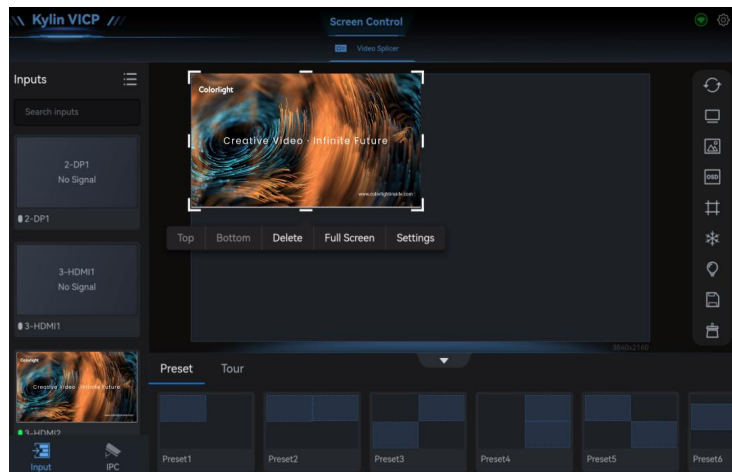


Figure 5.1-2 User Interface Type A (X100-4U)

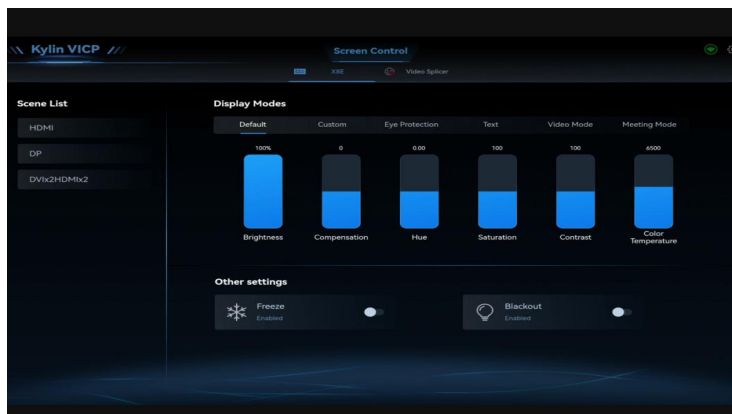


Figure 5.1-3 User Interface Type B (X8E)

5.2 User Interface Type A & Type A Plus

5.2.1 Quick Start

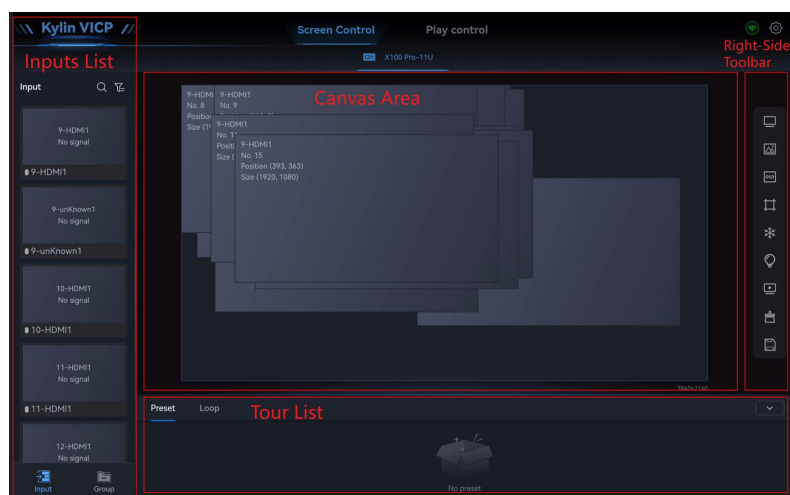


Figure 5.2.1-1 User Interface Type A & Type A Plus

Step 1: Drag a signal source from the inputs list to the canvas area.

Step 2: Arrange the signal sources according to the actual scenario and save the scene.

Step 3: Tap the scene to apply it to the display.

5.2.2 Inputs List - User Interface Type A

The inputs are displayed by default as an image list, with icons for switching the display mode, as shown in *Figure 5.2.2-1*.

: Tap this icon to switch to the text list.

: Tap this icon to switch to the image list.

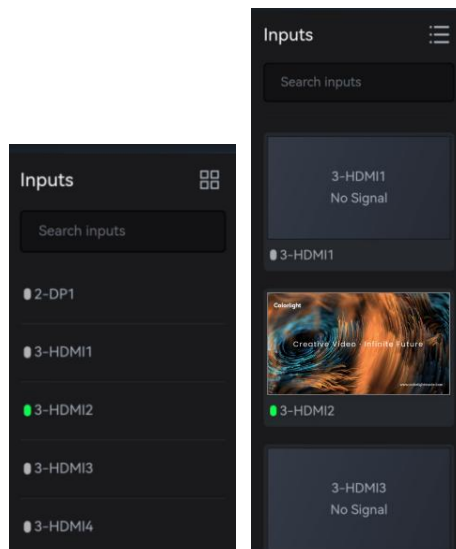


Figure 5.2.2-1 Inputs List on User Interface Type A

Search Inputs

After filling in the search box, the list will display all matching signal sources. To clear the search content, tap the  icon on the right side.

Fuzzy search is available, and the search results are displayed in a hierarchical structure. For example, when searching for a cropped signal, the result will show the main signal with the cropped signal listed below.



Figure 5.2.2-2 Search Inputs

Double-tapping a signal source brings up a window displaying signal information, with signal parameters on the left and signal cropping on the right.

Signal Source Parameters

- **Name:** Automatically retrieved from the device, editable.
- **Input type:** Automatically identified, cannot be modified.
- **Resolution:** Automatically identified, cannot be modified.
- **Limited Range to Full Range:** Enable or disable; the status can be automatically detected.
- **Input Thumbnail:** Supports PNG, JPG, and JPEG formats, up to 20MB, with resolutions not exceeding 8,192 pixels in width or height. After uploading an image, the **Apply** and **Delete** buttons become active. Tap **Apply** to save and apply the thumbnail; tap **Delete** to remove the thumbnail.

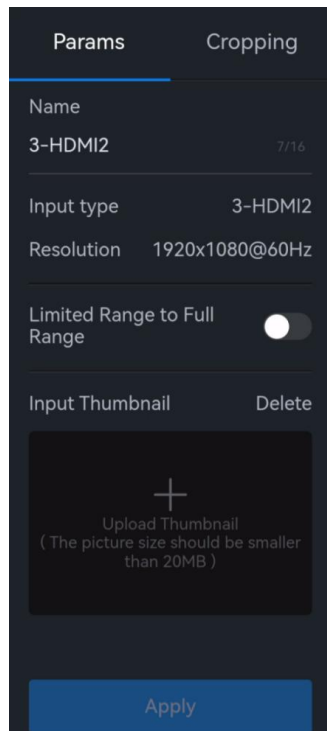


Figure 5.2.2-3 Signal Source Parameters

Signal Source Cropping

- **Cropping List:** Displays the corresponding cropping area, with preview images shown if they are available. The number of croppings varies depending on the device.
- **Delete Cropping:** Hold the target signal and swipe left, then tap the Delete button. Note that only one signal can be deleted at a time.
- **Add Cropping:** Tap **Add** to enter the cropping interface. Adjust the cropping parameters and return to create a cropped signal. The default name for the cropped signal is **Cropping**, which can be modified. Once the maximum number of supported croppings is reached, the **Add** button will be grayed out and disabled.
- **Modify Cropping:** Double-tap a cropped signal either in the **Cropping** list or in the **Inputs** list to edit the cropping information.

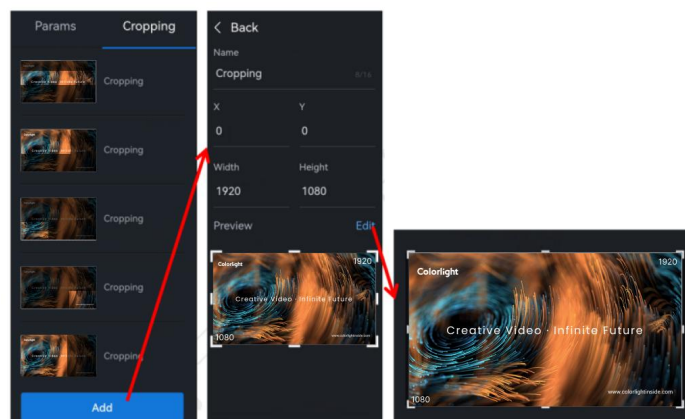


Figure 5.2.2-4 Signal Source Cropping

5.2.3 Inputs List - User Interface Type A Plus

: Tap to filter online signal sources, and the inputs list will only display the online signal sources.

: Fuzzy search is available, and the search results are displayed in a hierarchical structure. For example, when searching for a cropped signal, the result will show the main signal with the cropped signal listed below.

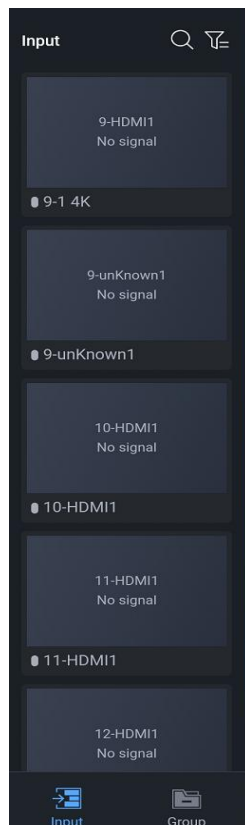


Figure 5.2.3-1 Inputs List on User Interface Type A Plus

Search Inputs

After filling in the search box, the list will display all matching signal sources. To clear the search content, tap the  icon on the right side.

Fuzzy search is available, and the search results are displayed in a hierarchical structure. For example, when searching for a cropped signal, the result will show the main signal with the cropped signal listed below.



Figure 5.2.3-2 Search Inputs

Double-tapping a signal source brings up a window displaying signal information, with signal parameters on the left and signal cropping on the right.

Signal Source Parameters

- **Name:** Automatically retrieved from the device, editable.
- **Input type:** Automatically identified, cannot be modified.
- **Resolution:** Automatically identified, cannot be modified.
- **Limited Range to Full Range:** Enable or disable; the status can be automatically detected.
- **Input Thumbnail:** Supports PNG, JPG, and JPEG formats, up to 20MB,

with resolutions not exceeding 8,192 pixels in width or height. After uploading an image, the **Apply** and **Delete** buttons become active. Tap **Apply** to save and apply the thumbnail; tap **Delete** to remove the thumbnail.

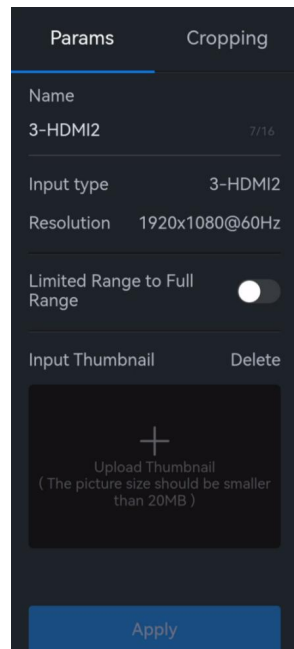


Figure 5.2.3-3 Signal Source Parameters

Signal Source Cropping

- **Cropping List:** Displays the corresponding cropping area, with preview images shown if they are available. The number of croppings varies depending on the device.
- **Delete Cropping:** Hold the target signal and swipe left, then tap the Delete button. Note that only one signal can be deleted at a time.
- **Add Cropping:** Tap **Add** to enter the cropping interface. Adjust the cropping parameters and return to create a cropped signal. The default name for the cropped signal is **Cropping**, which can be modified. Once the maximum number of supported croppings is reached, the **Add** button will be grayed out and disabled.
- **Modify Cropping:** Double-tap a cropped signal either in the **Cropping** list or in the **Inputs** list to edit the cropping information.

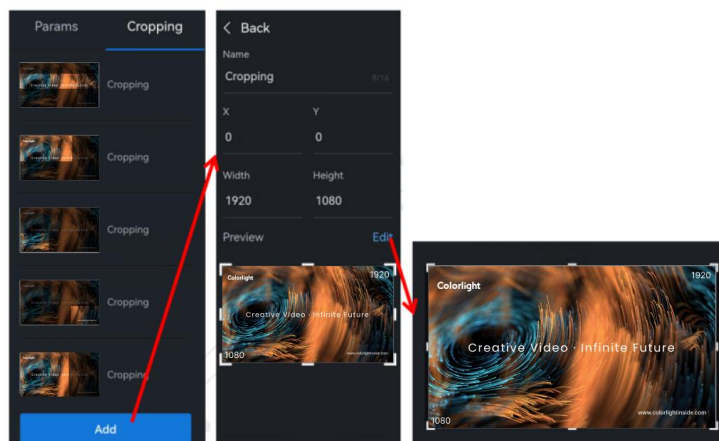


Figure 5.2.3-4 Signal Source Cropping

5.2.4 Canvas Area

Add a Signal Window

- To add a signal, touch and hold a signal source for 0.5 seconds and drag it from **Inputs** to the canvas area.
- As you move your finger into the canvas area, a highlighted bounding box will appear around the signal source.
- Upon releasing your finger, the signal source will fill the bounding box.
- If alignment guides are present in the canvas, the signal source will automatically snap to the area defined by the guides.

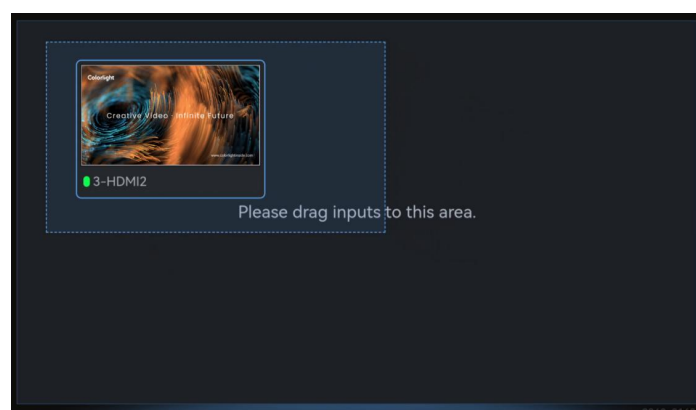


Figure 5.2.4-1 Add a Signal Window

When the number of windows reaches the maximum limit, attempting to add a new window will trigger an over-limit notification. The signal source

will be highlighted with a red border, and the text **No more window** will appear above it.

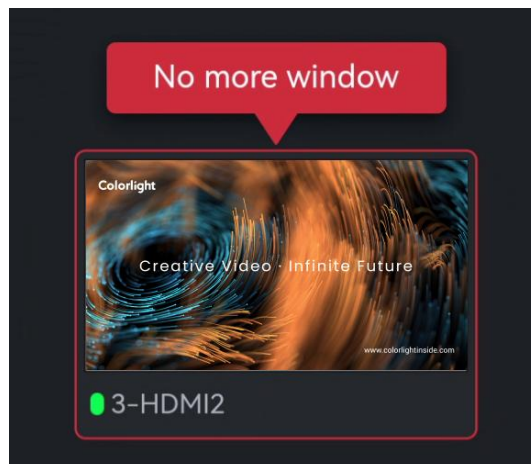


Figure 5.2.4-2 No More Window Can Be Added

Replace Signal Window

Touch and hold a signal source for 0.5 seconds and drag it to the central area of the window. Hold it there for 1 second, then the signal window and the border of the signal will turn purple, accompanied by the text **Replace inputs**. Release the signal to complete the replacement.

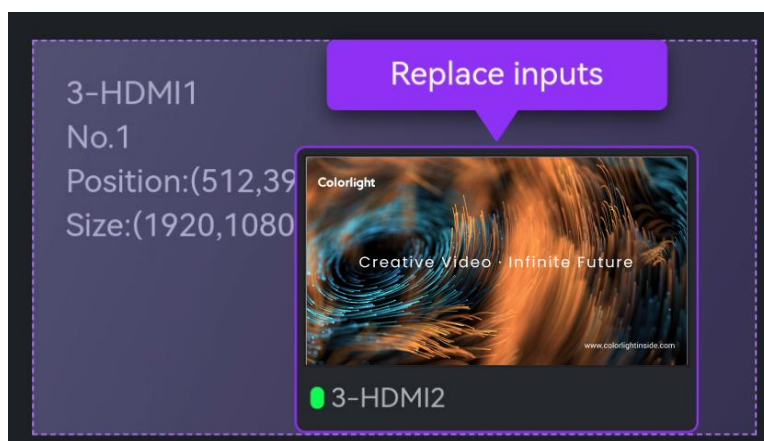


Figure 5.2.4-3 Replace Signal Window

Window Actions

Tapping a window displays action buttons including **Top**, **Bottom**, **Delete**, **Full Screen/Restore**, and **Settings**. In the window, the signal source's name, No., position, and size are displayed in the top left corner.

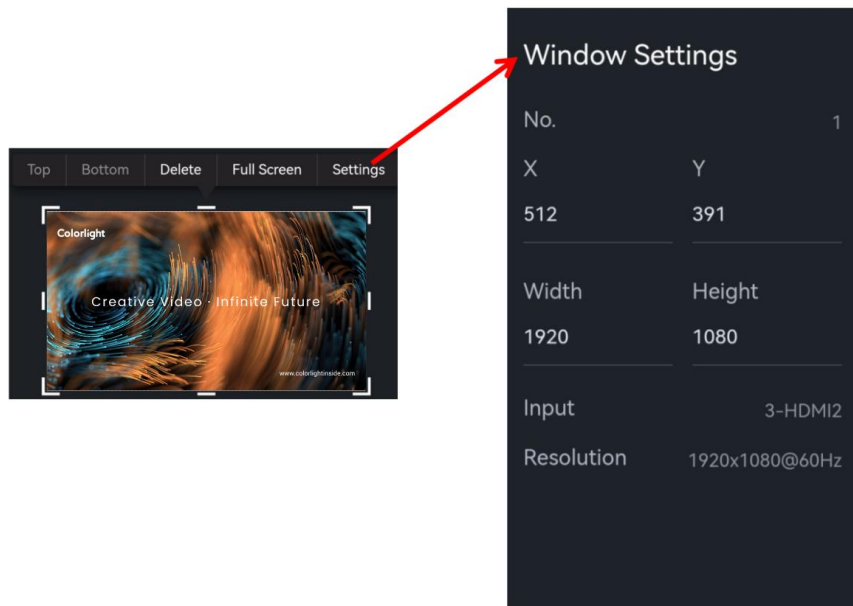


Figure 5.2.4-4 Window Actions - Window Settings

Details of Window Actions are as follows:

Action Button	Description
Top	Bring the window to the front. This button is grayed out when the window is already at the top layer.
Bottom	Send the window to the back. This button is grayed out when the window is already at the bottom layer.
Delete	Delete the current window.
Full Screen/Restore	Tap Full Screen to fill the window to the entire canvas area; Full Screen then changes to Restore ; tapping Restore returns the window to its original size.
Settings	Allowing users to view and modify window details such as number, signal source, resolution, position, and size.

Window Settings

- **X/Y:** Adjust the initial horizontal/vertical position of the window. (Range: 0 to canvas width/height - 64)
- **Width/Height:** Adjust the window width/height. (Range: 64 to canvas width/height)

Note that **X**, **Y**, **Width**, and **Height** only accept numbers. The system will

default to the maximum value in the event of an invalid input.

You can also adjust the size and position of the window by dragging it. Or, double-tap the window to maximize or restore it.

5.2.5 Preset List

 Collapse the **Preset/Tour** list.

 Expand the **Preset/Tour** list.

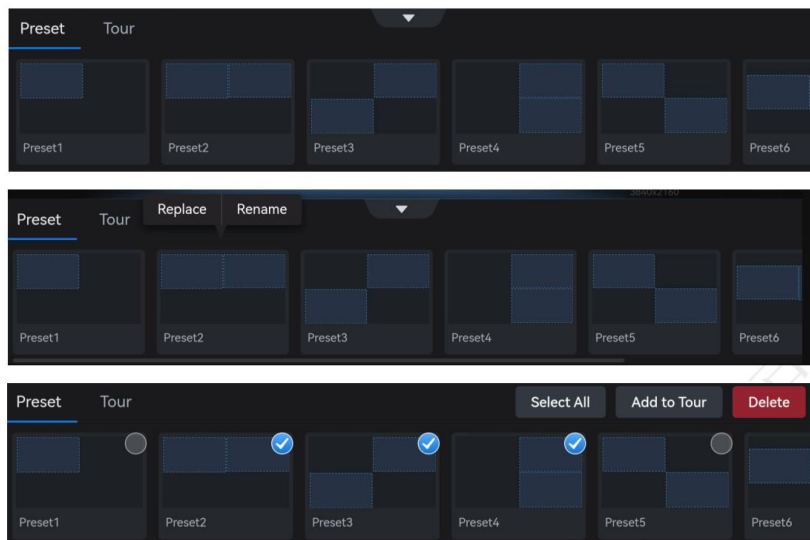


Figure 5.2.5-1 Preset List

Tap **Preset** to access the preset list, where all prestored scenes are displayed. The actions of a single preset are as follows:

Action	Description
Load Preset	Double-tap a desired preset to load it.
Replace Preset	Tap a preset and then select Replace to overwrite the current preset.
Rename	Tap a preset and then select Rename . Enter a new name and tap OK .

Touch and hold a Preset for 0.5 seconds to edit the preset list. The actions of the preset list are as follows:

Action	Description
Select All/	Tap Select All to select all presets. Tap Select none to deselect them.

Deselect All	
Add to Tour	Select a desired preset and tap Add to Tour to add it to the tour list.
Delete	When a preset is selected, the Delete button is highlighted; tap the button to delete the preset.
Arrange Presets	Hold a preset and drag it left or right to rearrange the order.

Tour List

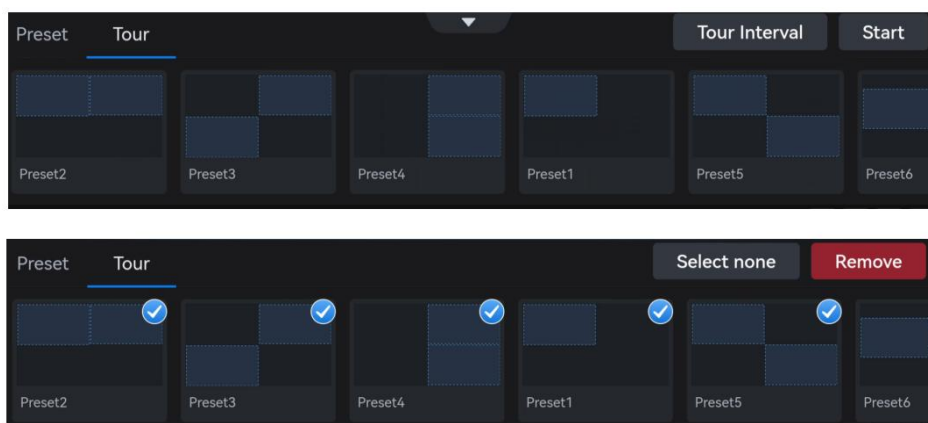


Figure 5.2.5-2 Tour List

Tap **Tour** to access the Tour list, where all the presets are scheduled for loop playback. Touch and hold a Preset for 0.5 seconds to edit the tour list. The actions of the tour list are as follows:

Action	Description
Select All/ Deselect All	Tap Select All to select all presets. Tap Select none to deselect them.
Remove from Tour	Select a preset and then tap Remove to exclude it from the tour list.
Arrange Tour	Hold a preset and drag it left or right to rearrange the order.

Setting Tour Interval

Tap **Tour Interval** to access the interface for setting the tour interval. Adjust the interval time by scrolling up or down, and then tap **OK** to save the setting. The permissible time range is from 10 seconds to 60 minutes.



Figure 5.2.5-3 Setting Tour Interval

- Start Tour: Tap **Start** to initiate the loop playback. If the loop is enabled, other operations on the current interface are unavailable.
- Stop Tour: Tap **Stop** to end the loop playback.

5.2.6 Function Menu

Refresh

 Refresh the current device control page.

Audio

 Open the audio settings window.

Volume: Adjust the volume level. (Default: 7, Range: 0 ~ 15)

Input Audio: Options include **Auto** (default), **External**, and **Internal**. When selecting **Internal**, a list of available video sources will appear, allowing you to choose the desired embedded audio.

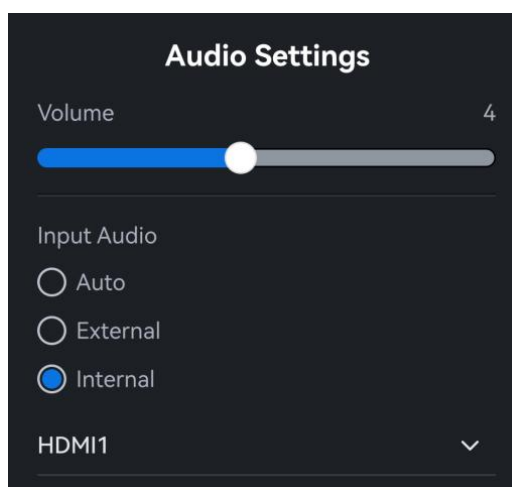


Figure 5.2.6-1 Audio Input Options

Display Settings

 Tap this icon to open the **Display Settings** window, where you can adjust the device's display mode and parameters.



Figure 5.2.6-2 Display Settings

Tap a mode to apply it. Each mode has predefined parameters. Modifying parameters in non-custom modes switches to the **Custom** mode and save the new parameters.

Background - User Interface Type A

 Access the **Background Settings** window.

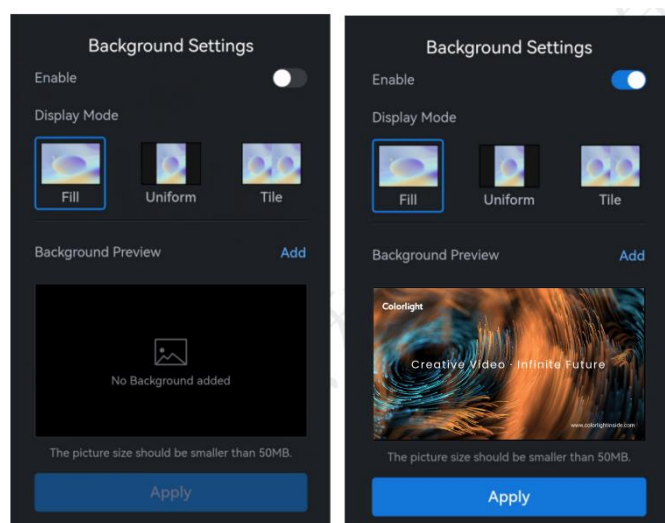


Figure 5.2.6-3 Background of User Interface Type A

Enable: Toggle the switch to enable or disable the background image.

Display Mode

- **Fill:** The background image is adjusted to cover the entire screen.
- **Uniform:** The background image fills the screen horizontally or vertically, and maintains its original aspect ratio.
- **Tile:** The background image is anchored in the upper-left corner of the screen at its original size, followed by as many copies as are necessary to fill the screen.

Tap **Add** beside **Background Preview** to import a PNG image (within 50MB). Once the import is complete, tap **Apply** and the image will be shown on the canvas.

Background - User Interface Type A Plus

 Access the Background Settings window.

The background image on Kylin VICP and the web application are synchronized, and you can tap the background image to use it.



Figure 5.2.6-4 Background of User Interface Type A Plus

Subtitle - User Interface Type A

 Open the subtitle settings window. Tap anywhere outside the window

to close it.

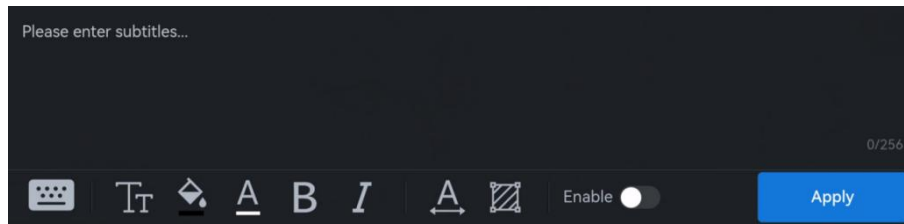


Figure 5.2.6-5 Subtitle of User Interface Type A

Enable ☐ Toggle to enable or disable subtitles.

 Tap this icon or the text editing area to enter subtitles. Character limit: up to 256 characters, including Chinese characters, letters, numbers, and symbols.

 Edit the subtitle's font, size, and spacing. Tap the dropdown arrow to choose the appropriate parameter.

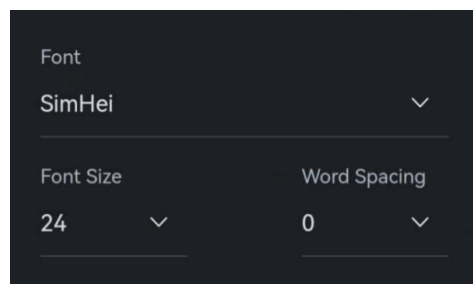


Figure 5.2.6-6 Font, Size, and Spacing

 Open the background color settings window.

You can choose from standard colors or tap the "+" button to customize colors. After that, enable **Show Background** to display the subtitle on the selected background. To close the window, tap anywhere outside it.

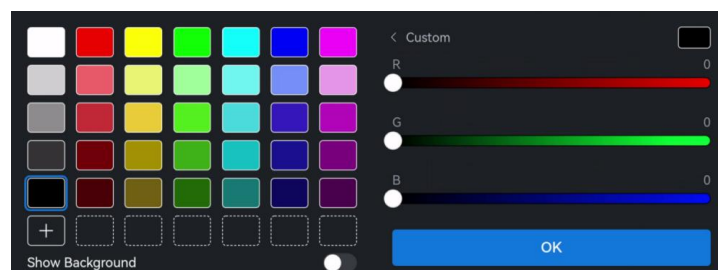


Figure 5.2.6-7 Background Color & Custom Background Color

- B** Make the subtitle text bold.
- I** Italicize the subtitle text bold.
- A** Open the subtitle scrolling settings box. Tap outside the popup to close it.

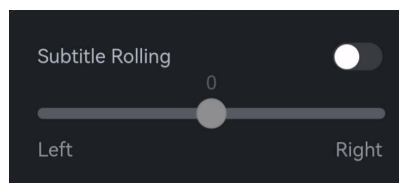


Figure 5.2.6-8 Subtitles Scrolling

- Subtitle Scrolling Toggle: Disabled by default, with the slider bar grayed out. When enabled, you can drag the bar to adjust the subtitle scrolling speed.
 - Scrolling Direction and Speed: Drag the slider left or right to adjust the horizontal scrolling direction and speed (0 to 20). Setting it to 0 will stop the scrolling.
- A** Adjust the subtitle's position, size, and alignment.

By default, the alignment options are grayed out and will become available once **Custom width and height** is enabled. Tap outside the popup to close it.

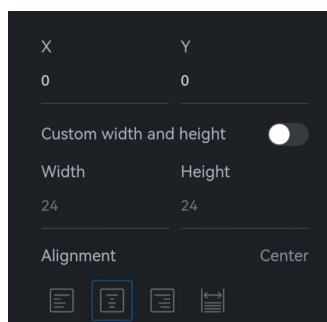


Figure 5.2.6-9 Subtitle Position

Subtitle- User Interface Type A Plus

The subtitle on Kylin VICP and the web application are synchronized, and

you can tap the subtitle to use it.

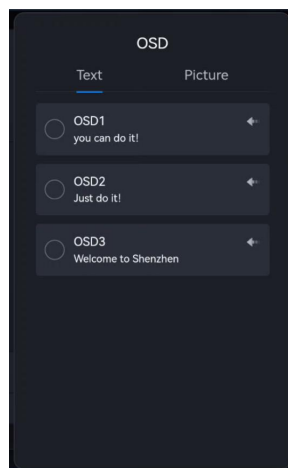


Figure 5.2.6-10 Subtitle of User Interface Type A Plus

Layout

 Tap this icon for layout settings. There are multiple standard modes available, with the default being single-screen. Choose the appropriate layout mode as needed.

To customize your layout, select the **Custom** mode and the custom settings area will appear. You can adjust the row/column layout by dragging the slider (ranging from 1 to 10).

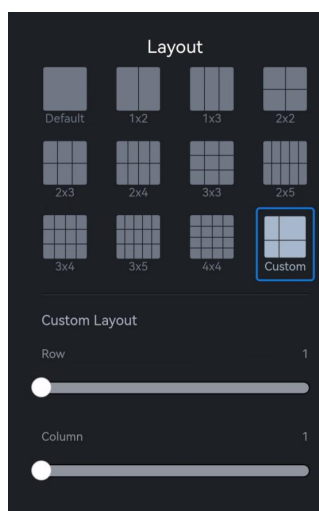


Figure 5.2.6-11 Custom Layout

Freeze

 Tap this icon to pause the incoming signal and continuously display a

still image of the last input frame. Once enabled, a green indicator will appear.

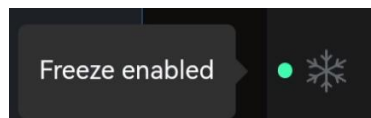


Figure 5.2.6-12 Enable Freeze

Blackout

 Tap this icon to send the output to black. Once enabled, a green indicator will appear.

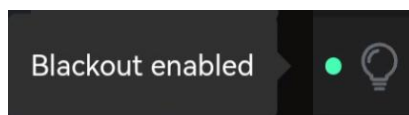


Figure 5.2.6-13 Blackout

Preview

 Tap this icon to enable the preview function (disabled by default). Once enabled, a green indicator will appear.

Clear Screen

 When there is at least one window on the screen, this icon will be highlighted. Tap the icon, and select **Yes** in the popup to clear all windows on the current canvas.

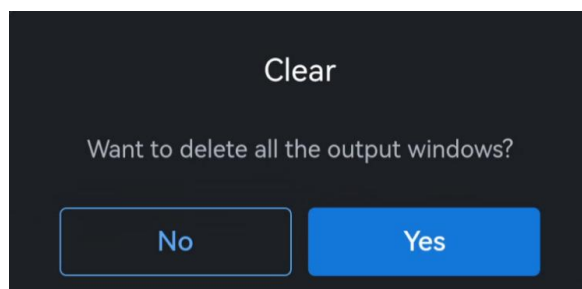


Figure 5.2.6-14 Clear Screen

Save

 Tap this icon to open the **Save Preset** popup, where you can store the current window layout and signal source information to the preset list.

By default, color and brightness parameters are not saved; select **Save color and brightness parameters** to include them. The window layout appears above the preset name, which defaults to "Scene" and can be edited or duplicated.

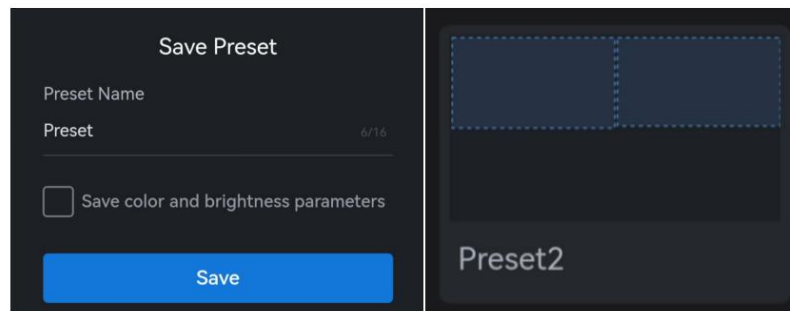


Figure 5.2.6-15 Save Preset

5.2.7 Version Detection

The software version and the device firmware version will be detected. If they are incompatible or outdated, a prompt will appear upon entering the screen control page:

- For an outdated software version, the prompt will say "Please upgrade the platform software."
- For an outdated device firmware version, the prompt will say "Please upgrade the device program."

5.3 User Interface Type B

Display Settings

Six modes are available: **Default**, **Custom**, **Eye Protection**, **Text**, **Video Mode**, and **Meeting Mode**. Tap a mode to apply it. Each mode has predefined parameters. Modifying parameters in non-custom modes switches to the **Custom** mode and saves the new parameters.

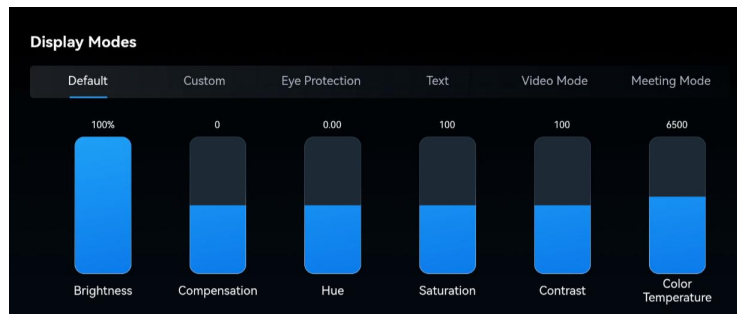


Figure 5.3-1 Display Mode Settings

Other Settings

- **Freeze:** Switch the toggle to enable or disable the **Freeze** mode. The tip text below (**Enabled/Disabled**) indicates the current status.
- **Blackout:** Switch the toggle to enable or disable the **Blackout** mode. The tip text below (**Enabled/Disabled**) indicates the current status.



Figure 5.3-2 Other Settings

Scene List

Tap to access the corresponding scene.

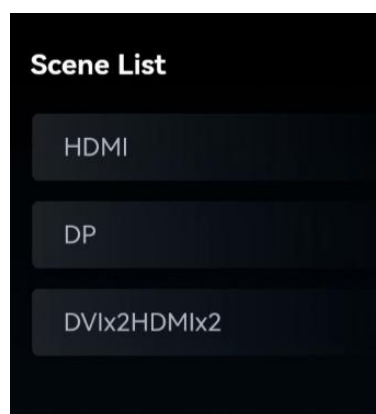


Figure 5.3-3 Scene List

5.4 Device Offline Status

When the device is offline, operations are unavailable, and the prompt "The current device is offline" will appear.

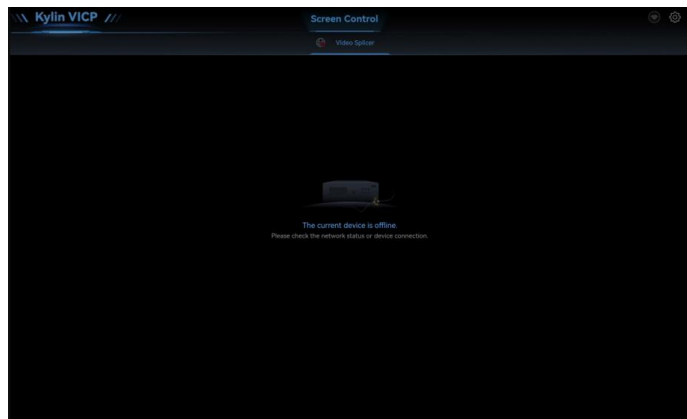


Figure 5.4-1 Device Offline Status

Chapter 6 Playback Control

6.1 Quick Start

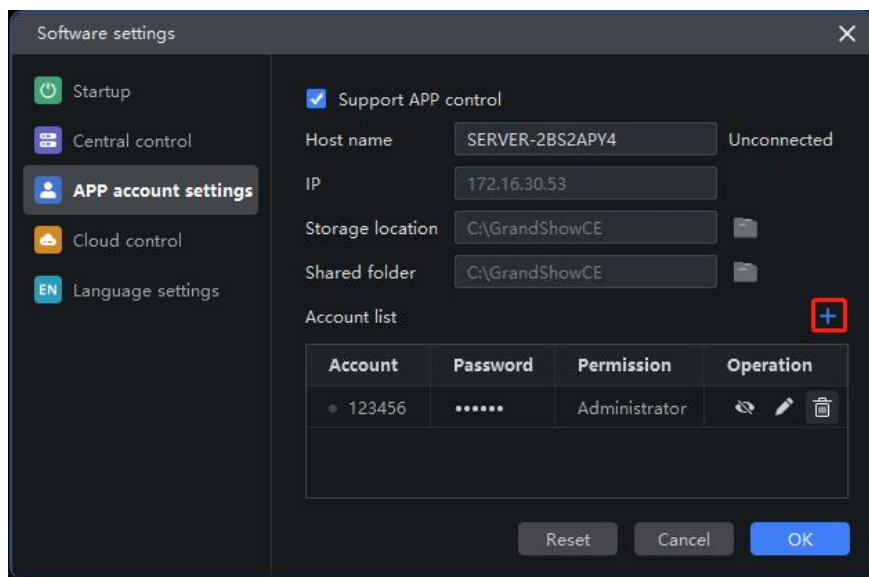


Figure 6.1-1 Add App Account

Step 1: Double-click the icon of GrandShow CE to launch the software on your PC. Then, select **Settings > Software settings > APP account settings**, and add an account with the name "123456" and password "123456". Click **OK** to finish the account settings.

Step 2: Launch Kylin VICP.

Step 3: In Kylin VICP, tap **Media Servers** to access the tab for controlling servers. Then, tap **Find Devices** to detect the target server.

Step 4: Long press the target server for 0.5 second, and then drag the server to the area under **Added devices**.

Step 5: Tap **Go to Device Control** to access the main page for playback control.

Step 6: Long press the target resource under **Resources** in Kylin VICP for 0.5 second and then drag the resource to the stage preview area on the right side of the main page.

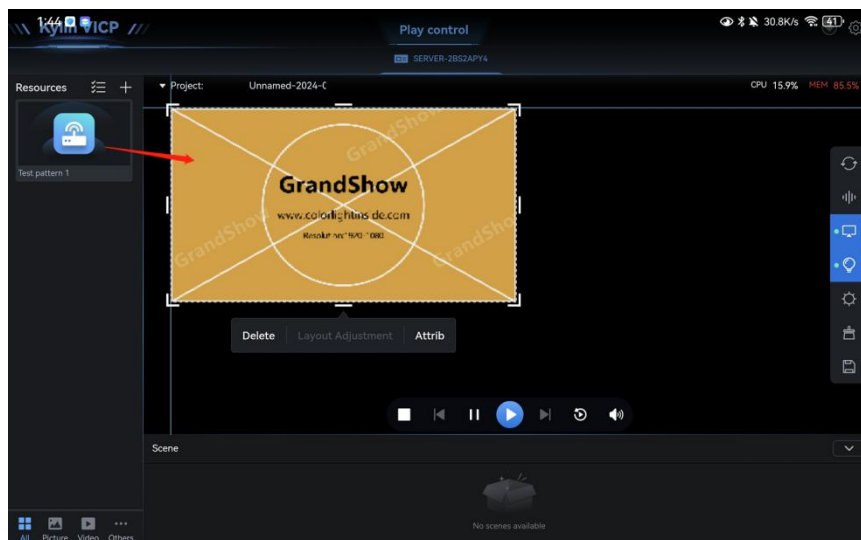


Figure 6.1-2 Add Playback Resource

6.2 Power On/Off Device Remotely

6.2.1 Power Off Device

Step 1: Launch Kylin VICP.

Step 2: Tap the power icon of the device. The indicator will turn to gray once the device is powered off successfully.

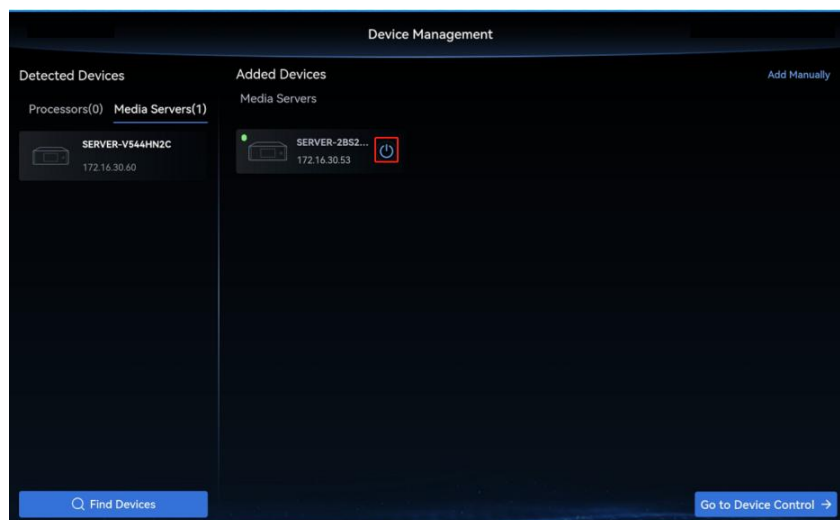


Figure 6.2.1-1 Power Off Device Remotely

6.2.2 Power On Device

Step 1: Launch Kylin VICP.

Step 2: Tap the power icon of the device (in gray at the moment) to power

on the device. After powering on the device, if the Ping test between the tablet and the server running GrandShow CE is successful, the power icon will turn to blue.

 NOTE

1. To power on the device remotely, the device must be configured to support Wake-on-LAN.
 2. Only devices added to Kylin VICP before can be powered on remotely.
-

6.3 Lock

6.3.1 PC Lock

When connecting to Kylin VICP, GrandShow CE on your PC will be locked. The default unlock password is "168", and password modification is not supported.

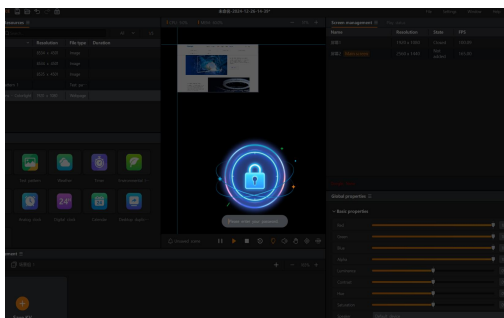


Figure 6.3.1-1 PC Lock

6.3.2 App Lock

When Grandshow CE is unlocked, Kylin VICP will be locked. Tap **unLock** to unlock the app, while Grandshow CE will be locked again.

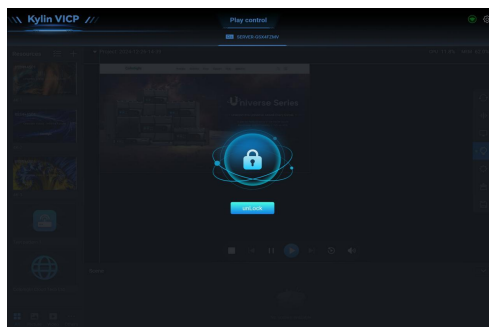


Figure 6.3.2-1 App Lock

6.4 User Interface

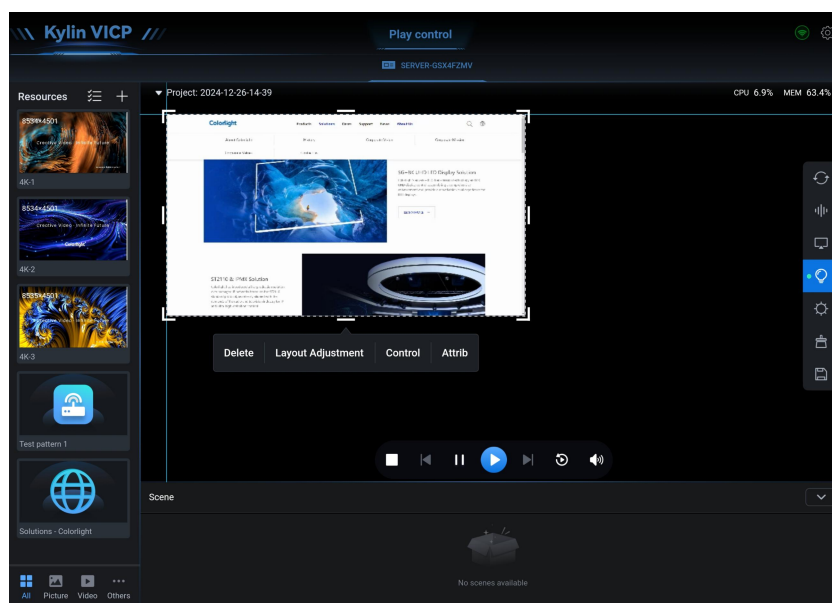


Figure 6.4-1 Playback Control

The functions of each area in the Kylin VICP control interface are shown in the table below:

Section	Description
	Network signal strength: Green: Strong Orange: Medium Red: Weak, it is recommended to switch the network.
Device list	When there are multiple devices on the list, you can tap a device's name to switch to that device.
Resources	: Editing mode for resources management. : Add local resource. : Shows all available resources. : Shows picture resource only. : Shows video resource only. : Shows all resources except for video and picture.
Projects	Project list: Shows all projects listed in GrandShow CE. New: Create a blank project. Rename: Rename the current project. Save: Save the current project. CPU: Shows the CPU utilization rate of the current server.

	MEM: Shows the memory utilization rate of the current server.
Stage preview area	Tap: To select the target resource. One-finger swipe: To drag the selected resource for a new location. Dual-finger swipe: To move the canvas. Pinch: To zoom in or out the stage preview area. Delete: Remove the selected resource from the stage preview area. Layout Adjustment: Adjust the layer of the resource (options include: Top, Up, Down, and Bottom). PPT Control: Only available for PowerPoint presentation resource. Supports turning slides (Home, Previous, Next, and End). Attrib: Tap to access the property pane of the selected resource.
Tools	: Refresh the display on the stage preview area. : Access the playback status interface. : Open/Close an added screen. : Enable/Disable Blackout. : Adjust brightness. : Clear the preview area. : Save the current scene on the stage preview area.
Playback control buttons	: Stop the playback. : Play the previous scene. : Pause the playback. : Start the playback. : Play the next scene. : Replay the scene. : Adjust global volume.
Scenes	Delete: Delete the selected scene. Manage: Edit the scene. Rename: Rename the selected scene. Switch Effects: Modify the fade effect duration for the current scene. Update: Replace the selected scene with the one on the current stage. Call: Play the selected scene.

6.5 Resources

6.5.1 Android

Add File

Step 1: Tap the cross icon near Resources.

Step 2: Tap Local Folder to upload a local file, then tap Add file to finish the adding.

Step 3: Drag the added resources to the stage preview area for playback.

Section	Item	Description
Add file	Local Folder	All: Shows all local files. Video: Shows local video files. Picture: Shows local picture files. Others: Shows all local files except for video/picture/audio, including Excel spreadsheets, PowerPoint presentations (ppt), PDF documents, and Word files.
	Shared Folder	All: Shows all local files. Video: Shows local video files. Picture: Shows local picture files. Others: Shows all local files except for video/picture/audio, including Excel spreadsheets, PowerPoint presentations (ppt), PDF documents, and Word files.

App Authorization

Authorization is required when you launch Kylin VICP at the first time. You should tap **Confirm** to grant authorization to Kylin VICP for accessing the device's storage and media files.

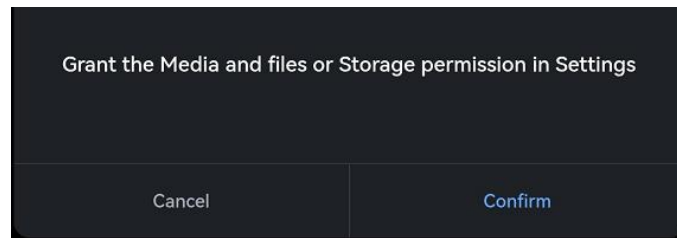


Figure 6.5.1-1 Message for Granting Authorization

Web Resource

- Add Web Resource

Step 1: Tap the cross icon near **Resources**, then select **Web resource**.

Step 2: Enter the website address (Colorlight's official website by default) on the pop-up window, then tap **Confirm**.

Step 3: Drag the added resource to the stage preview area for playback.

- Web Control

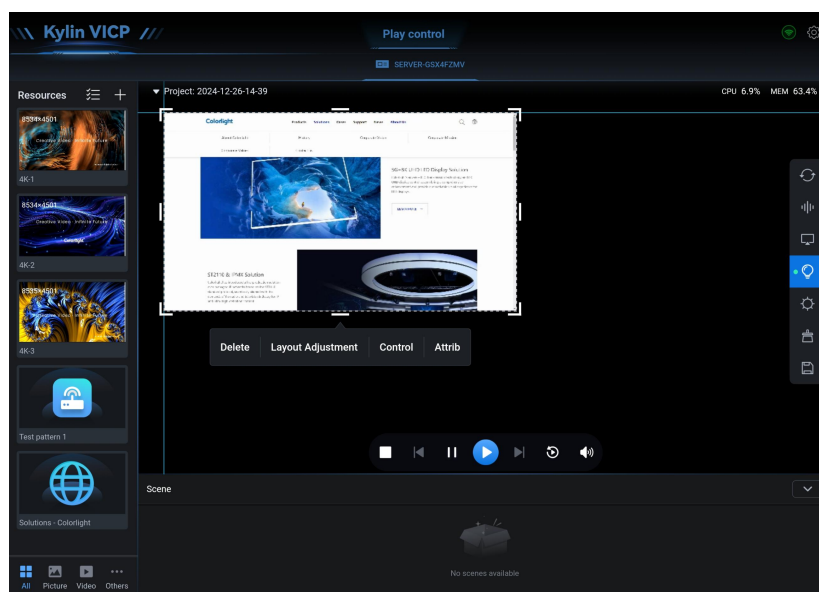


Figure 6.5.1-2 Web Control

Step 1: Tap the web resource in the stage preview area, then tap **Control** from the pop-up menu.

Step 2: The web control interface will pop up. First-time users will be offered a tutorial guide.

Step 3: Modify the web content by tapping the buttons on the right-side

toolbar. For specific descriptions, refer to the table below.

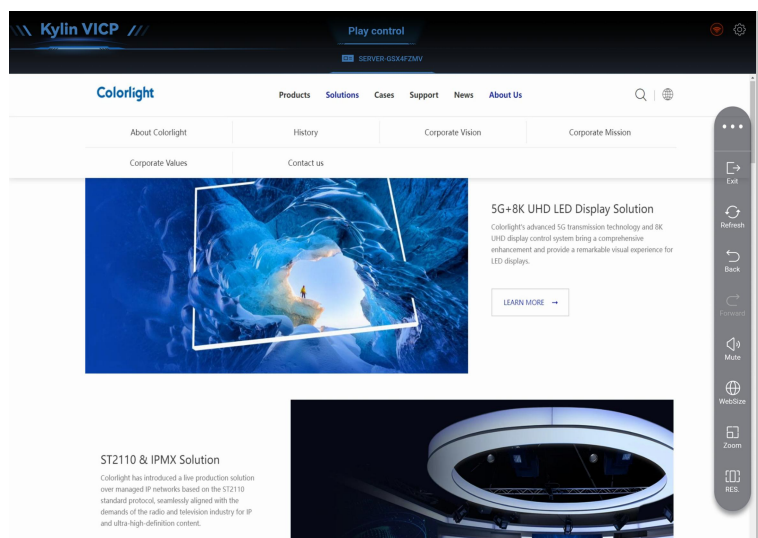


Figure 6.5.1-3 Web Control Right-Side Toolbar

Function	Description	
Stage preview area		: Open the web control menu.
		: Exit web control.
		: Refresh the web.
		: Go back to the previous web.
		: Go forward to the next web.
		: Mute the web.
		: Modify the URL.
		: Adjust the display scale of the web page.
		: Modify the display resolution of the web.
Gesture operation	Single tap	Equivalent to left-click.
	Two-figure scrolling	Equivalent to scrolling using a mouse scroll wheel.

6.5.2 iOS

From Photos

Step 1: Tap the cross icon near **Resources** and select **From Photos**.

Step 2: Select target video or picture resources for adding.

From Files

Step 1: Tap the cross icon near **Resources** and select **From Files**.

Step 2: Select target files for adding.

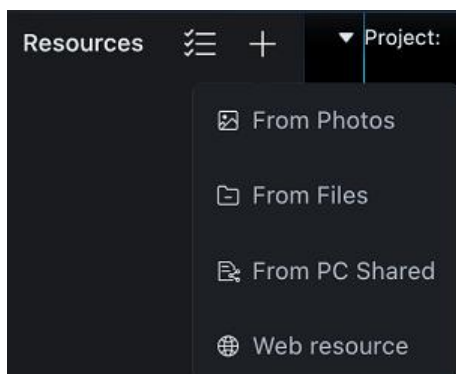


Figure 6.5.2-1 Add File on iOS

From PC Shared

Step 1: Tap the cross icon near **Resources** and select **From PC Shared**.

Step 2: In **Shared Folder**, select target resources for adding.

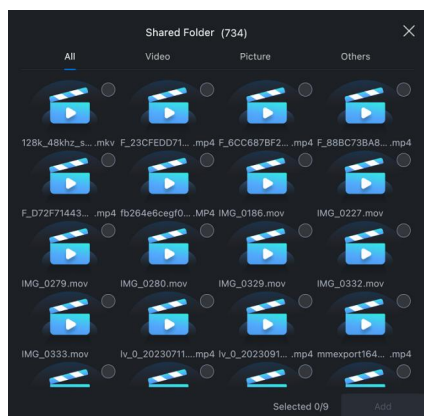


Figure 6.5.2-2 Add Resources in Shared Folder

Web Resource

- Add Web Resource

Step 1: Tap the cross icon near **Resources** and select **Web resources**.

Step 2: Enter the website address (Colorlight's official website by default) on the pop-up window, then tap **Confirm**.

Step 3: Drag the added resource to the stage preview area for playback.

- Web Control

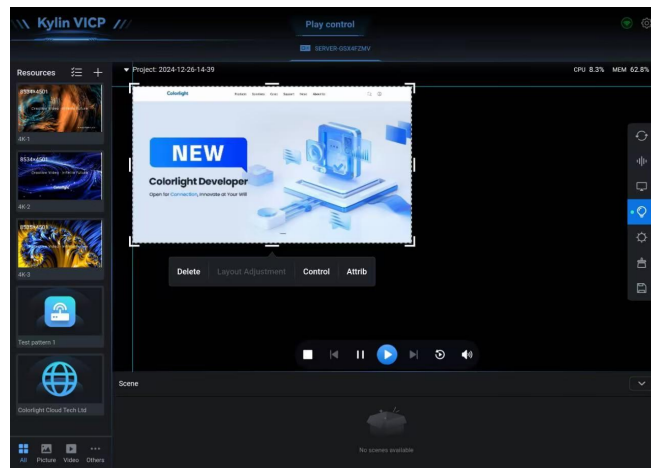


Figure 6.5.2-3 Select Web Resource

Step 1: Tap the web resource in the stage preview area, then tap **Control** from the pop-up menu.

Step 2: The web control interface will pop up. First-time users will be offered a tutorial guide.

Step 3: Modify the web content by tapping the buttons on the right-side toolbar. For detailed descriptions, refer to "Web Control" in Section 6.5.1.

6.5.3 Edit Resources

Tap the icon , then you can select one or all resources in the list for deletion. A resource in use cannot be deleted. When you select multiple resources including those in use for deletion, those not in use will be deleted while those in use will not.

6.6 Project Management

6.6.1 Switch Project

Step 1: Tap the arrow on the left side of the project name to bring up a list of projects.

Step 2: A pop-up window will appear asking whether you want to save the current project or not. You can make selection according to your need.

6.6.2 Project List

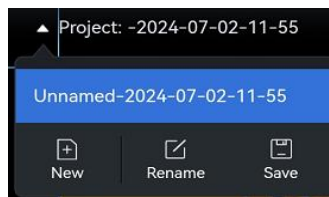


Figure 6.6.2-1 Project List

- **New:** Create a new project.
- **Rename:** Rename the current project.
- **Save:** Save the current project.

NOTE

1. The project names listed in Kylin VICP are the same as those listed in GrandShow CE.
 2. When you modify a project and try to switch to a new project before saving the current one, a pop-up window will appear asking whether you want to save the project or not. If you save the project, it will be automatically added to the project list.
-

6.6.3 Preview Area

Gesture Operation

The gesture operations for the preview area are shown in the table below:

Section	Gesture	Description
Preview area	One-finger swipe resource	Move the resource.
	One-finger swipe canvas	Move the canvas view.
	Dual-finger spread/pinch	Spread: Zoom in canvas view. Pinch: Zoom out canvas view.
	Tap resource	Delete: Delete the selected resource. Layout Adjustment: Adjust the layer order of the selected resource. Attrib: Access the property editing pane. PPT Control: Turn the page of the selected resource (only for supported resources).

Playback Control Buttons

The functions of the playback control buttons at the bottom of the preview area are shown in the table below:

Section	Description
Preview area	 : Stop playback.  : Switch to the previous scene.  : Pause playback.  : Play the scene on the preview area.  : Switch to the next scene.  : Replay the scene.  : Adjust global volume.

Right-Side Tool Bar

The functions of Toolbar on the right side of the preview area are shown in the table below:

Section	Description
Preview area	 : Refresh the preview area.  : Playback status window.  : Open/Close screen.  : Enable/Disable Blackout .  : Adjust brightness.  : Clear the preview area.  : Save the current scene.

6.6.4 Scene Management

Step 1: Tap the icon  for saving scene.

Step 2: Tap the icon  for playing the scene.

Step 3: Long press a scene on the list at the bottom to bring up the window for editing.

Section	Option	Description
Scene editing	Delete	Delete the selected scene.
	Manage	Select one/multiple scenes for editing.

	Rename	Rename the selected scene.
	Switch Effects	Switch Effects: Enable/Disable the effect for switching scenes. Fade in: Fade in duration. Fade out: Fade out duration. Apply to all scenarios: Apply the current settings to all scenes.
	Update	Replace the selected scene with the one on the current stage.
	Call	Play the selected scene.

6.6.5 Property Editor

Step 1: Drag a resource to the stage preview area.

Step 2: Tap the resource, then select **Attrib.**

Section	Item	Description
Media resource properties	Name	Resource's name. Not adjustable.
	Playback duration	Playback duration of the resource. Not adjustable.
	Position And Size	X: X coordinate of the resource in preview area. Y: Y coordinate of the resource in preview area. Width: Width of the resource in preview area. Height: Height of the resource in preview area.
	Rotation angle	Rotation angle of the resource (0-360°, 0° by default)
	Modes	Manual Mode: Turn the slide manually. Auto Mode: Turn slide at the set interval. Scroll: Scroll mode.
	Play End Action	Loop Freeze on the last frame Stop Go to the next scene Go to other scenes
	Fill Modes	fullWindow: Display the resource at full screen.

Section	Item	Description
		keepRation: Display the resource at original aspect ratio. noScale: Display the resource at original resolution.
	Blend Modes	Cover: Display multiple layers with the upper layer covering the lower layer. Overlay: Display overlay resources.
	Scroll Mode	Stop Left to Right Top to Bottom Right to Left Bottom to Top
	Media Status	Lock: Lock all properties to make them uneditable. Pin: Lock the position and size of the resource. Hide: Hide the selected resource on the preview area. Mute: Mute the selected resource.
	Flip	Horizontal flip: Reverses the resource horizontally, swapping the left and right sides while keeping the top and bottom unchanged. Vertical flip: Reverses the resource vertically, swapping the top and bottom sides while keeping the left and right unchanged.
Text resource properties	Text content	Edit the content of the text.
	Typeface	The typeface of the text resource.
	Style	Bold Italic Underline
	Alignment	Align left Align center Align right
	Display Style	General: Modify the color of the text and the background color.

Section	Item	Description
		Color: Apply the preset color style.
	Text Color	Color of the text
	Background Color	Color of the background

Chapter 7 Central Control

To enable the central control function, you need to add an intelligent central controller in the Device Management. Please contact Colorlight technical support for a customized application if needed.

The devices that support the central control function include AV-over-IP devices, XH6, and LC10.

Statement

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