Visual Intelligent Control Platform

User Manual

Contents

1 Introduction

Visual Intelligent Control Platform (hereinafter referred to as VICP) is a visualized control software for comprehensive management and control of screen display systems, multimedia playback and control systems, audio systems, and environment peripherals in various fixed installation application scenarios, such as exhibition halls, conference rooms or centers, media centers, command and control centers, and smart city data centers.

What you see is what you get

VICP allows fully-visualized operations, enabling more accurate and pertinent on-site control. In addition, its elaborated and interactive UI design brings a more friendly, simple and smooth using experience, thus providing users with a highly smart and efficient operating environment.

Everything is under your control

VICP can realize all-round management and control of splicing screen display systems, audio systems and environment peripherals, such as input signal switching, preset switching, screen brightness adjustment, system topology viewing, IP camera control, plan management, media service management, lighting, curtains, screens, TVs and audio, and more.

2 Installation Requirements

Device Requirements

OS	Hardware Configuration
Android	• Android: Android 10.0 or later • Memory: 8 GB or above • Processor: 8 cores or above • Storage: 128 GB or above
Harmony	• HarmonyOS: HarmonyOS from 2.0 to 5.0 • Memory: 8 GB or above • Processor: 8 cores or above • Storage: 128 GB or above
iOS	• iOS: iPadOS 14.4 or later • Memory: 6 GB or above • Processor: A10 or above • Storage: 32 GB or above
Windows	• Processor: 9th Generation Intel® Core™ i5 Processor or above • Memory: 16 GB or above • Hard disk space: 256 GB or above • OS: Windows 10 64-bit, version 20H2 or above

Obtaining

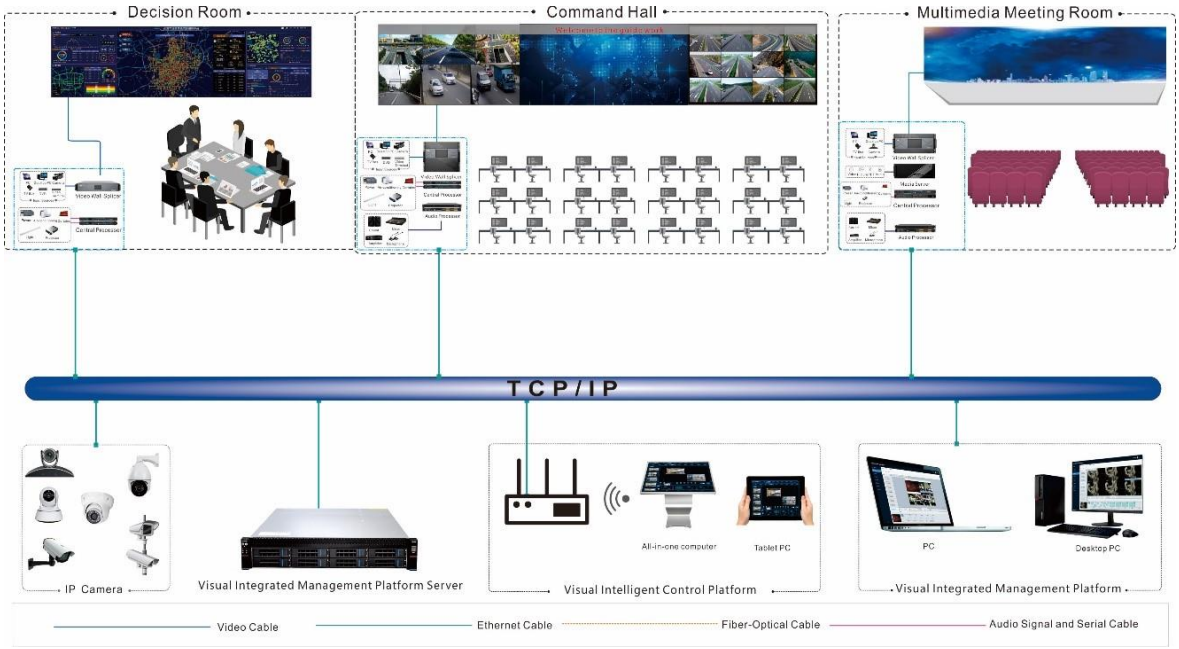
VICP supports tablet PC (iOS, Android OS and HarmonyOS) installation and Windows installation.

- For tablet PCs: Search for VICP in Apple or Android app store, or HUAWEI AppGallery to download and install the software.
- Windows OS: Obtain the package from your sales engineer or technical support engineer.

Installation

VICP is installed in the same way as an ordinary software. Follow the instructions to complete the installation.

3 Typical Networking



4 Authorization

After you log into the platform for the first time, you need to authorize the system before you use it.

The operations in the Windows system are performed in the same way as those on tablets. Here take the operations on tablets as an example to illustrate.

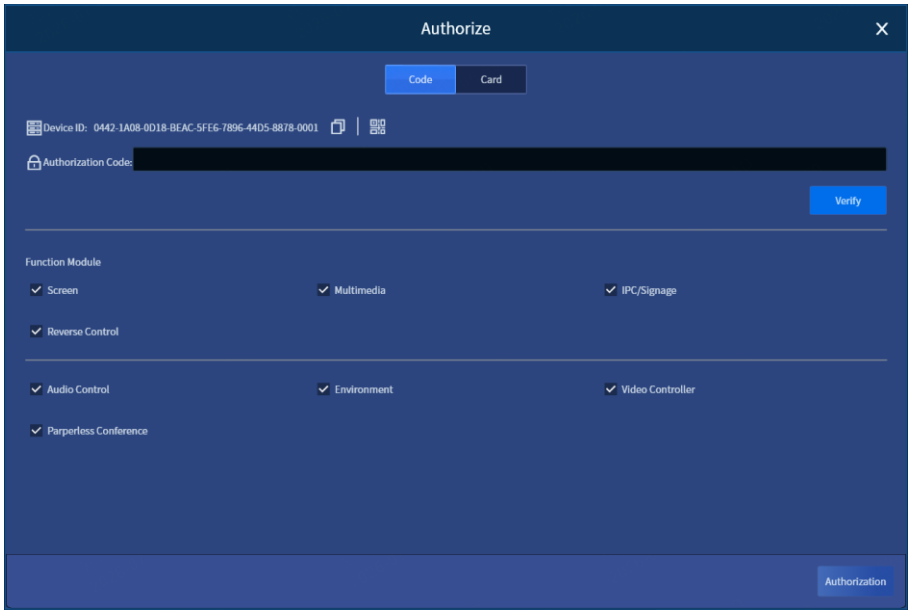
- If you select **Visual Integrated Management Platform** (hereinafter referred to as VIMP), you need to authorize the system in VIMP.
- If you select **Distributed Integrated Management Platform** or **Video Wall Splicer Integrated Management Platform**, you need to authorize the system in VICP.

4.1 Authorization Code

Step 1 Tap VICP to run the app.

Step 2 Tap **Unauthorized** at the bottom to open the authorization window.

Figure 4-1 Authorization code



Step 3 Tap  to copy the device ID, or tap  and scan the QR code to obtain the device ID. Then, send the device ID to your sales.

Step 4 After you obtain the authorization code from your sales, perform the follow operations based on various situations.

- If you obtain an authorization code string, manually enter it in the text box next to **Authorization Code**.
- If you obtain an authorization QR code, tap **Scan** and the system will automatically fill in the code in the text box. (VICP on Windows terminal does not support scanning to fill in the authorization code.)

Step 5 Tap **Verify** and the authorized function modules will be displayed below.

Step 6 Tap **Authorization** to complete the authorization.

After a successful authorization, the prompt "**Authorized**" is shown on the login interface.

4.2 Authorization Card

Prerequisites

You have purchased the authorization card.

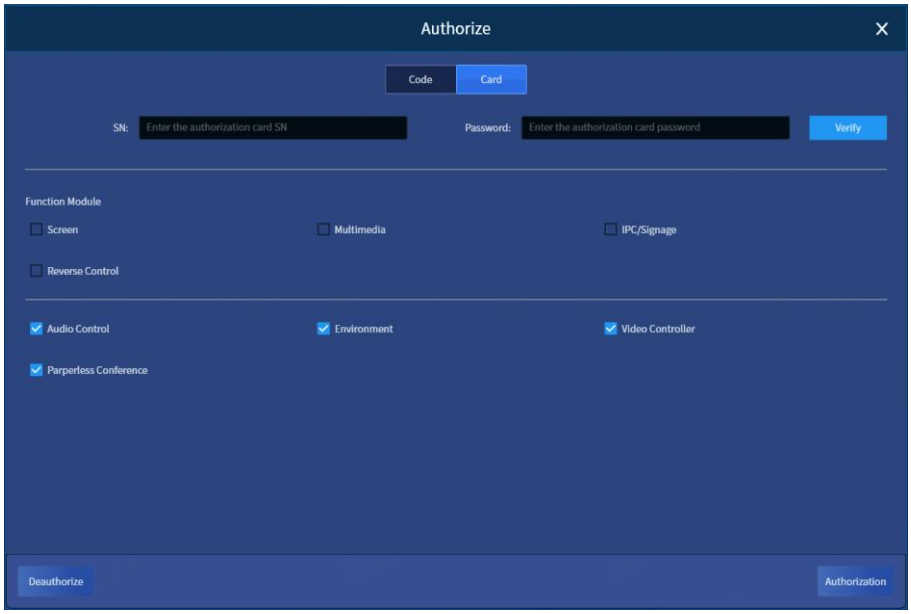
Operating Procedure

Step 1 Tap VICP to run the app.

Step 2 Tap **Unauthorized** at the bottom to open the authorization window.

Step 3 Tap **Card** to enter the authorization card interface.

Figure 4-2 Authorization card



Step 4 Enter the authorization card SN in the text box.

Step 5 Scratch off the password coating, and then enter the password in the text box.

Step 6 Tap **Verify** to verify whether the filled-in information is correct. After a successful verification, the authorization card information will be displayed automatically.

Step 7 Select the desired function module to authorize it.

Step 8 Tap **Authorization** to complete the authorization.

Notes:

- Both the SN and password are case-sensitive.
- Tap next to **SN** and you can take a picture of the authorization card where the authorization information is displayed. The SN and password will be filled in the corresponding text box automatically.
- One authorization card can authorize only one function module at a time.

Reauthorization

You can use the authorization card to reauthorize another function module.

Step 1 After you enter the SN and password, tap **Deauthorize** to deauthorize the current function module.

Step 2 Reselect the desired function module.

One authorization card can authorize only one function module at a time.

Step 3 Tap **Authorization** to authorize the selected function module.

5 Log into System

After the app is successfully installed and authorized, follow the instructions in this chapter to log into the system for the first time.

5.1 Log into Direct-to-Device System

Note:

- If no project file has been imported, follow the instructions in this chapter to use the standard product template and enter the operation interface.
- If a project file has already been imported, you can enter the function operation interface in the project without logging into the system after opening the app.

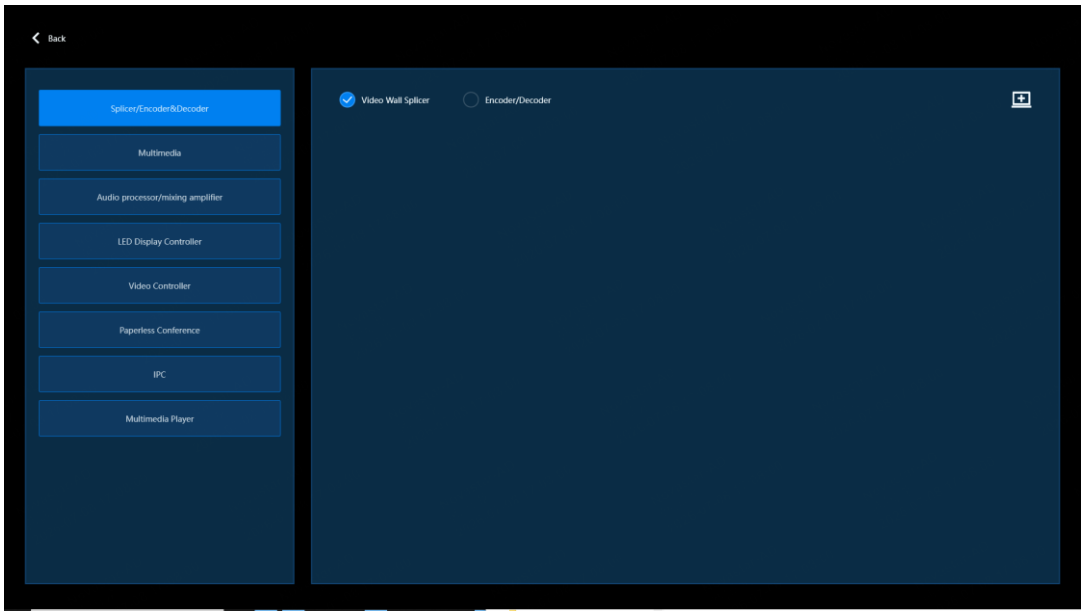
Step 1 Run VICP and enter the login interface.

The direct-to-device template is used by default. Tap **Download Center** at the top right corner and switch the template in the popup window.

Step 2 Tap **Settings** at the top right corner, and then select **Device Config**.

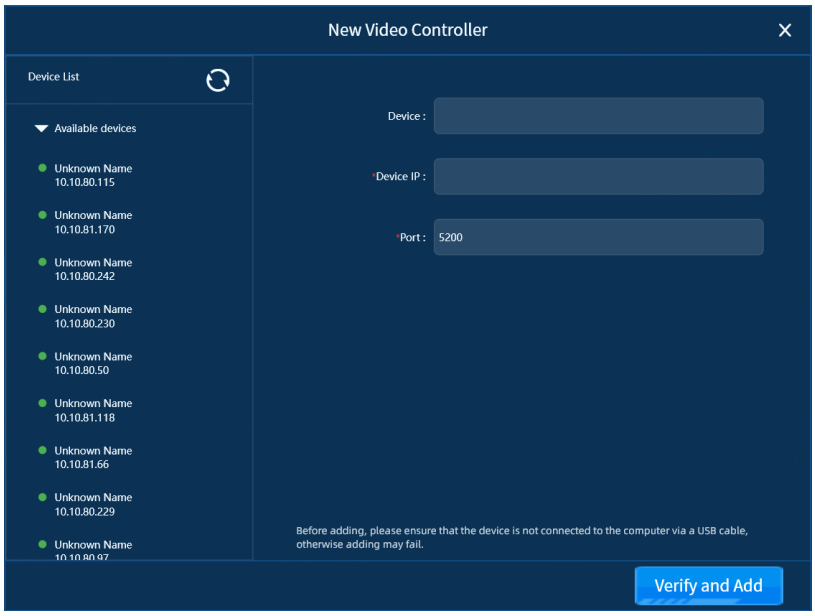
Step 3 Tap the desired device type.

Figure 5-1 Device configuration



Step 4 Tap  at the top right corner to open the device adding window.

Figure 5-2 Add devices



Step 5 Enter the device-related information and tap **Verify and Add**. If you select a device from the device list, the Device IP will automatically be filled.

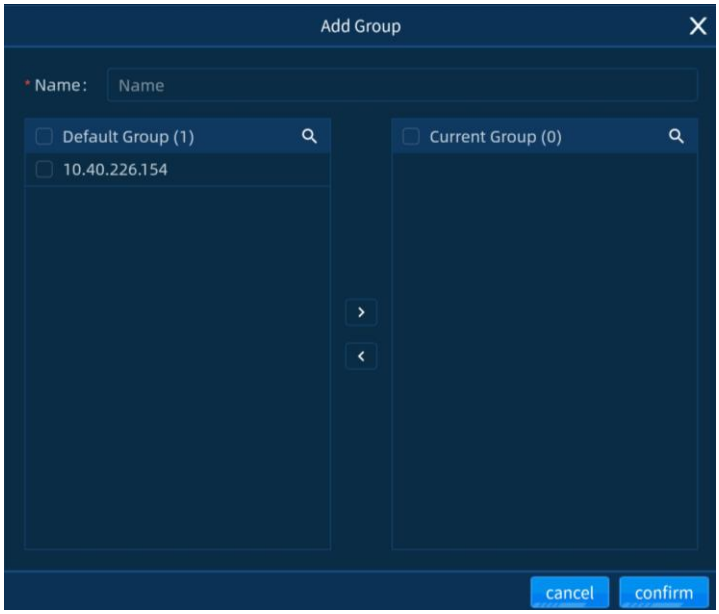
The default port number of the video controller is 8088.

Step 6 Repeat Step 3 to Step 5 to add other devices.

-  : Edit the device information.
-  : Delete the device information.

Step 7 For IPCs and multimedia players, sorting by IP is supported after devices are added, and you can perform the following operations to create a group. For devices of other types, skip this step.

1. Tap  .
2. In the popup window, set the group name.



3. Select the desired devices in the **Default Group** area, and then tap  to add them to the **Current Group** area.
4. After the settings are done, tap **OK**.

   Tap  or  to edit or delete the group as needed.

Step 8 On the login interface, tap **Enter System** to enter the function operation interface.

5.2 Log into Server-Based System

Before login, make sure that you have obtained the IP address and port number of the management system, as well as the login username and password.

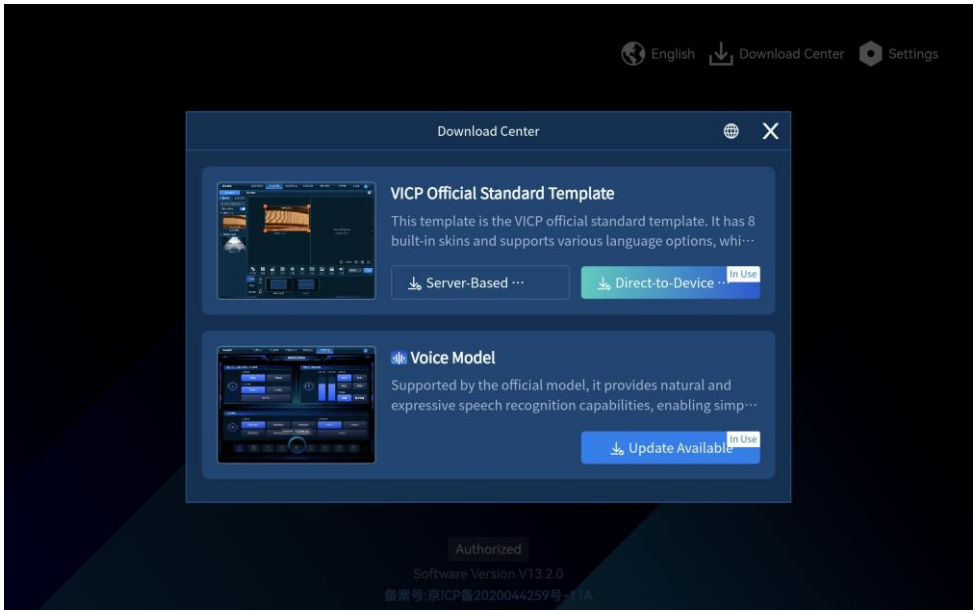
Step 1 Run VICP and enter the login interface.

The direct-to-device template is used by default.

Step 2 Tap **Download Center** at the top right corner.

Step 3 In the popup window, tap **Server-Based Template** and wait for the template switching to complete.

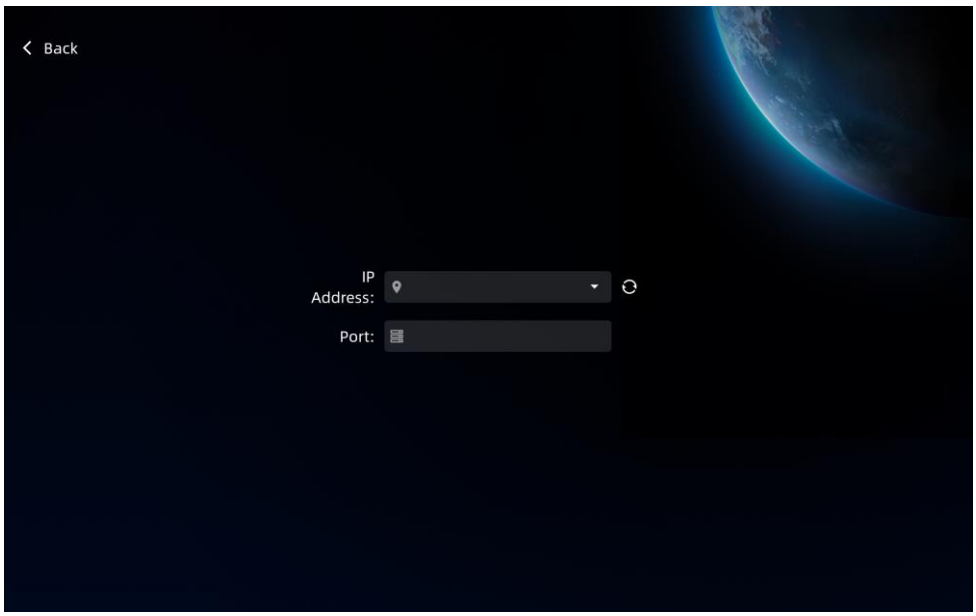
Figure 5-3 Download center



Step 4 Close the **Download Center** window.

Step 5 Tap **Settings** at the top right corner, and then select **Device Config**.

Figure 5-4 Configure VIMP



Step 6 Enter the IP address and port number of VIMP.

Default port number: 80

Step 7 Tap **Back** to return to the login interface.

Step 8 Enter the username and password, and then tap **Login**.

Note:

If the device supports fingerprint or facial recognition and the relevant settings have been completed, such as enabling app lock for fingerprint login. After logging into VIMP, tap  at the top right corner, and select **Login Mode**. In the popup window, you can enable or disable fingerprint login or face login. Once enabled, you can select the desired login method on the login interface.

6 Function Operation Descriptions

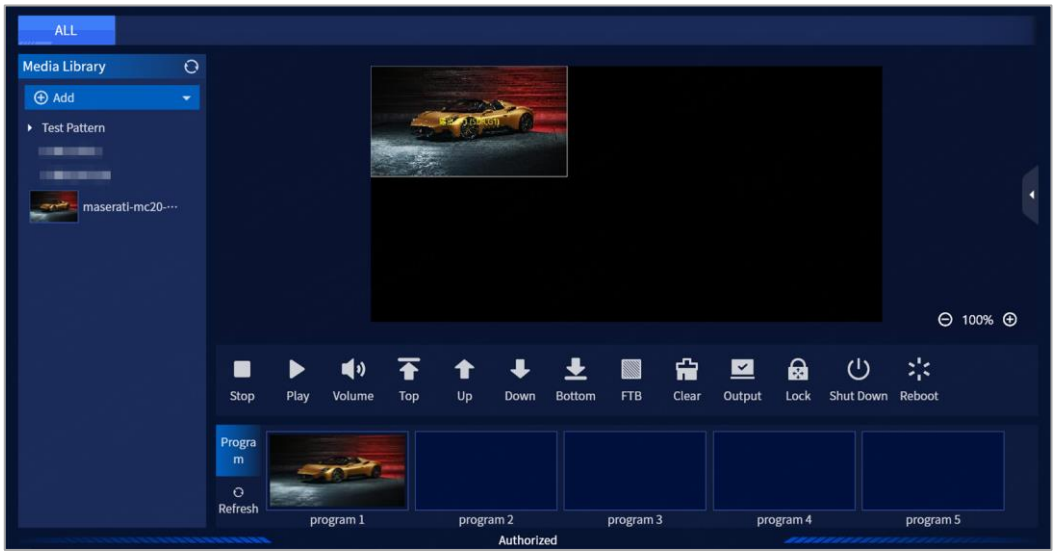
6.1 Multimedia

You can edit the programs saved in the media server and control playback.

Prerequisites

- The multimedia playback software that is built in the media server runs normally and the port listening is enabled. For how to enable the port listening, please refer to the user manual of the multimedia playback software.
- You have configured the output area and imported the media files to the multimedia playback software.
- You have added the online media server in VIMP.

Figure 6-1 Multimedia control

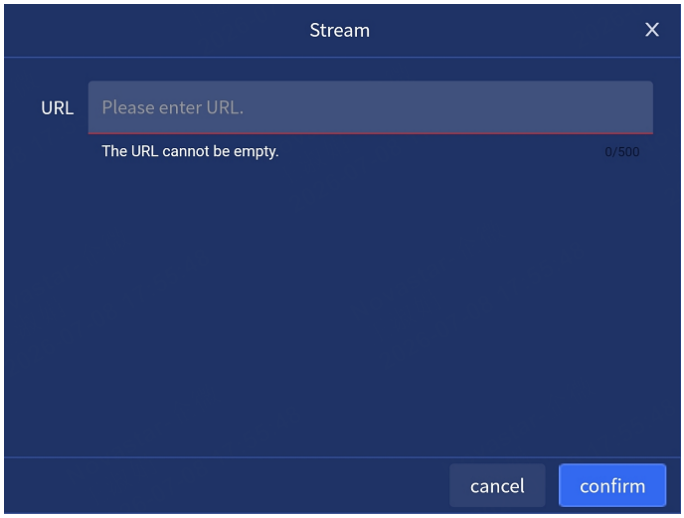


6.1.1 Add Media

6.1.1.1 Add Streaming Media

Step 1 In **Media Library** area, go to **Add** > **Stream** to open the streaming media adding window.

Figure 6-2 Add streaming media



Step 2 Enter the media URL address in the URL field.

The path must begin with "rtsp://", "rtmp://", "http://" or "https://".

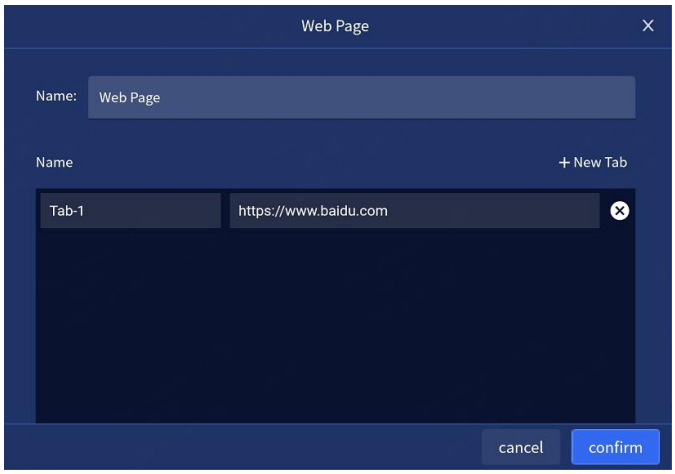
Step 3 Tap **Confirm** once you are done.

The system will automatically use the streaming media URL as the default media name. However, you can easily change the name within the **Media Library** section of the multimedia playback control software.

6.1.1.2 Add Website Pages

Step 1 In **Media Library** area, go to **Add** > **Web Page** to open the web page adding window.

Figure 6-3 Add website pages



Step 2 Enter the name of the website in the **Resource Name** field.

Step 3 Enter the tab name in the left text box below **Website URL**.

Step 4 Enter the website URL in the right text box below **Website URL**.

Step 5 (Optional) Tap **Add Tab** to add more tab pages.

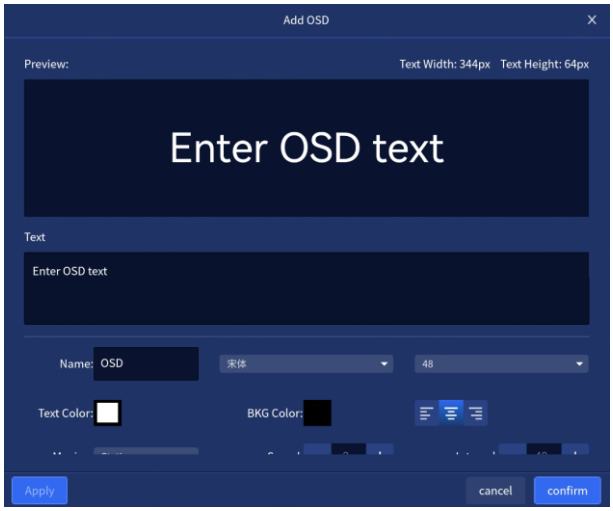
Step 6 Tap **Confirm** once you are done.

If the added webpage media has multiple tab pages, you need to change the playback tab in the multimedia playback control software after you add the media to the program.

6.1.1.3 Add OSD

Step 1 In the **Media Library** area, go to **Add** > **OSD** to open the OSD adding window.

Figure 6-4 Add OSD



Step 2 Enter the desired content in the **Text** area.

Step 3 Enter a name next to **Name**.

- Select the desired font from the drop-down list.
- Select the desired font size from the drop-down list.

Step 4 Tap the color block next to **Text Color** to set the font color.

Step 5 Tap the color block next to **BKG Color** to set the display area color.

Step 6 Set the text display position.

When you set the moving effect to **Static**, you can set the text display position.

- : Align the text to the left.
- : Center the text horizontally.
- : Align the text to the right.

Step 7 Set the moving effect.

- Static: The text is displayed statically.
- From Left: The text scrolls from left to right.
- From Right: The text scrolls from right to left.

Step 8 Set the moving speed.

The value ranges from 0 (static) to 10.

Step 9 Set the interval from the end character of the previous scrolling to the start character of the next scrolling.

Step 10 Set the display area information.

1. Deselect the box next to **Adaptive**.
2. Set the display area width.
3. Set the display area height.

Step 11 Tap **Confirm** to complete the settings.

6.1.2 Add Layers

Step 1 Tap **All**, **Other** or the desired screen at the top of the interface.

Step 2 In the **Program** area, select the desired program.

Step 3 In the **Media Library** area, tap and hold the desired media, and then drag it to the stage area to add a layer.

6.1.3 Edit Layer Properties

The layer properties include the layer size, position, priority and playback.

Quick Editing

In the stage area, tap the target layer. After a layer is selected, four quick operation buttons appear at four corners of the layer.

- : Tap the icon to make the layer fill the output connector.
- : Tap and hold the icon, and then drag it to change the layer size. The position of the top left corner of the layer remains unchanged.
- : Tap and hold the icon, and then drag it to change the layer size. The position of the top right corner of the layer remains unchanged.
- : Tap the icon to delete the layer.
- Tap and hold the layer, and then drag it to quickly adjust its position.

Precise Editing

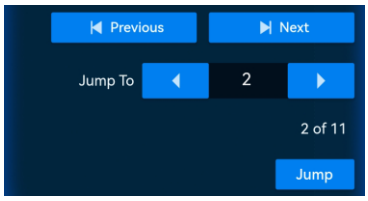
In the stage area, tap the desired layer and then tap on the right edge to expand the layer properties pane.

- Lock: Once the layer is locked, you will no longer be able to control playback, adjust its size, volume, or change the layer order in the **Layer Properties** section.
- Playback control
  - Tap or to play the media or pause the media playback.
  - Drag the slider block to control the playback progress.
- Position and size adjustment

  Adjust the position and size of the layer by either tapping or for fine adjustments or directly entering the exact values in the text boxes.
  - X: Adjust the initial horizontal position of the layer.
  - Y: Adjust the initial vertical position of the layer.
  - Width: Adjust the layer width.
  - Height: Adjust the layer height.
  - Rotate: Rotate the layer image clockwise with the layer center as the rotation point. The value range is 0–360.
- Volume control
  - : Turn on the layer sound, and adjust the volume by either tapping **+/-** or dragging the slider block.

  - : Turn off the layer sound.
- Lock aspect ratio

  Select whether to lock the aspect ratio of the selected layer during the adjustment.
- Playback control over PowerPoint files



  - Previous: Tap the icon to view the previous page.
  - Next: Tap the icon to view the next page.
  - Jump: Enter a page number in the text box and tap **Jump** to jump to the specified page.

6.1.4 Delete Layers

Step 1 In the **Program** area, tap the desired program.

Step 2 Tap the target layer.

Step 3 Tap at the top right of the layer to delete it.

6.1.5 Switch Layer Media

Step 1 In the **Program** area, tap the target program.

Step 2 In the **Media Library** area, select the desired media file by sliding up or down the media list.

Step 3 Tap and hold the media and then drag it to the center of the target layer to replace the existing media.

6.1.6 Play Programs

In the **Program** area, tap the desired program to play and switch it.

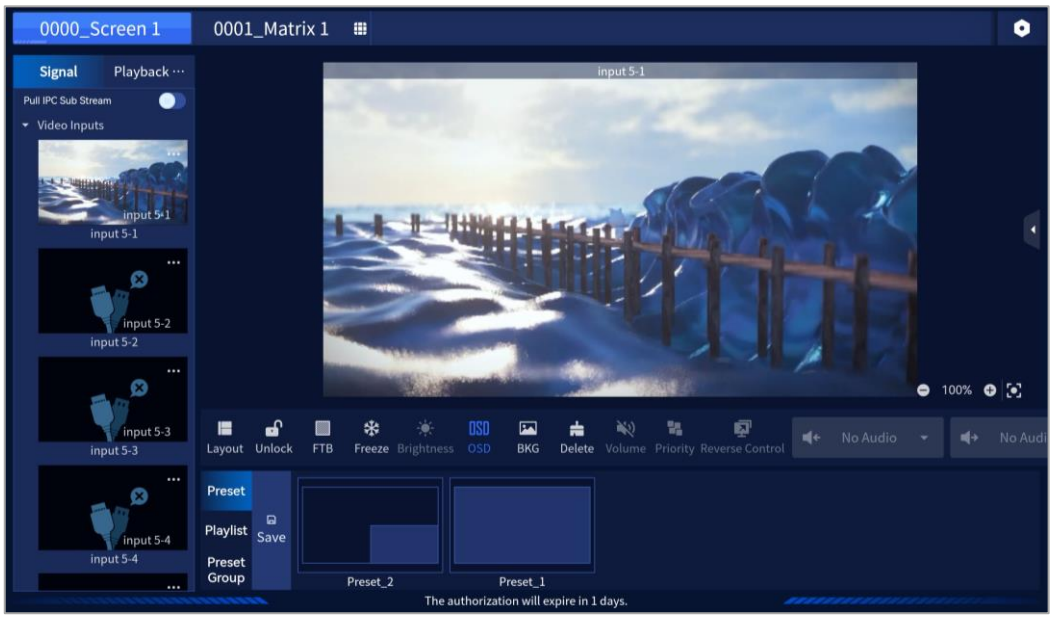
6.1.7 Playback Control

Function	Description
Stop	Stop the program playback.
Play/ Suspend	Play the selected program or pause the program playback.
Notes	•  : Hide the notes below each slide. •  : Show the notes below each slide.
Previous	Switch to the previous slide.
Next	Switch to the next slide.
Volume	Adjust the output volume.
Top	Bring the layer to the front.
Up	Move the layer one level up.
Down	Move the layer one level down.
Bottom	Send the layer to the back.
FTB	•  : Disable (The output image displays normally.) •  : Enable (The output image is blackout, while the input source image displays normally.)
Clear	Clear all layers on the current screen.
Output	•  : Disable the media server outputs •  : Enable the media server outputs
Lock	•  : Unlock the layer position and size. •  : Lock the layer position and size.
Remote Control	For the webpage media, if the layer source is provided by a computer, you can remotely control the input source PC.
Shut Down	Shut down the device with the multimedia playback software installed.
Reboot	Reboot the device with the multimedia playback software installed.

6.2 Screen Control

6.2.1 Video Wall Splicer and Distributed Processor

Figure 6-5 Screen control-video wall splicer and distributed processor



Note:

For the screen loaded by a video wall splicer, after enabling the screen ID on the webpage for H series, the screen ID will be displayed in VICP.

6.2.1.1 Add Layers

Tap an input source in the signal list on the left, and then drag it to the screen to add a layer.

- Toggle the switch next to **Only signals** in the **Signal Source** area and the system will only display the input sources with signals in the signal source list; if the switch is not turned on, all input sources will be displayed.
- For a mosaic source, tap to select the layout template.
- For the video wall splicer, toggle the switch next to **Pull IPC Sub Stream**, and the system will automatically pull the IPC sub streams; if the switch is not turned on, the main streams will be pulled.

- For the distributed processor, when low latency and true color 4:4:4 are enabled, the corresponding icon will be displayed next to the signal source name.
- In the **Source Playback Group** area, the configured groups will be displayed. Tap and drag the desired group to the screen to add a layer, and the input sources in the group will be played in sequence.

After adding a layer or tap the desired layer, four function icons appear at four corners of the layer, allowing for quick adjustment.

- : Tap this icon to make the selected layer fill the screen.
- : Tap and hold the icon, and then drag it to change the layer size. The position of the top left corner of the layer remains unchanged.
- : Tap and hold the icon, and then drag it to change the layer size. The position of the top right corner of the layer remains unchanged.
- : Tap the icon to delete the layer.

Note:

Double tap the layer to make the layer fill the output connectors where it locates and crosses.

6.2.1.2 Adjust Layer Properties

After a layer is selected, tap « on the right edge to expand the layer properties pane.

- X: Set the initial horizontal position of the layer, that is, the horizontal offset from the top left corner of the layer to the top left corner of the screen. The unit is the pixel.
- Y: Set the initial vertical position of the layer, that is, the vertical offset from the top left corner of the layer to the top left corner of the screen. The unit is the pixel.
- Width: Set the layer size in the horizontal direction. The unit is the pixel.
- Height: Set the layer size in the vertical direction. The unit is the pixel.
- Parameter Adjustment
  - Tap ⊟ or ⊞ to increase or decrease the parameter value by one pixel at a time.
  - Enter the parameter value directly between ⊟ and ⊞.

6.2.1.3 Delete Layers

After you have loaded a preset or added a layer, tap the layer and four function icons appear at the corners of the layer. Tap  at the top right corner to delete the layer. Tap  in the control area to clear all the layers on the current screen.

6.2.1.4 Switch Layer Input Sources

Slide the signal source list up and down, and then select the target source and drag it to the layer to switch the layer input source. The layer size remains unchanged.

6.2.1.5 Set Layer Reverse Control

6.2.1.5.1 Set Layer Reverse Control for H Series Video Wall Splicers

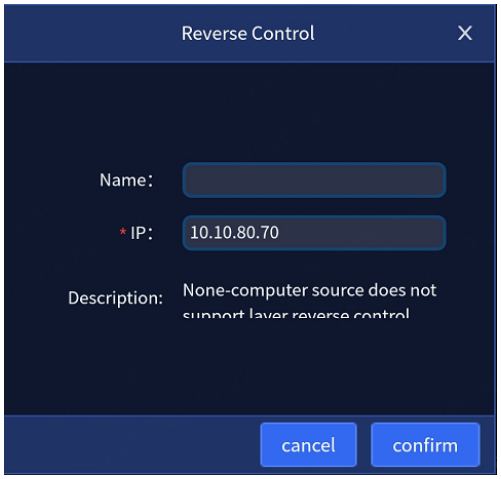
Prerequisites

- The input source PC must have the **KVM** program installed.
- You have obtained the IP address of the input source PC.
- The signal source must be a local signal (connected to your local device) and must come from a computer with the Windows OS installed.

Operating Procedure

Step 1 In the signal list on the left, tap  at the top right of a desired input source and tap **Reverse Control** to open the reverse control setting window.

Figure 6-6 Reverse control settings



Step 2 Enter the name and IP address of the computer where the signal source comes from, and then tap **Confirm**.

Step 3 In the **Signal Source** list on the left, select the signal source that has been configured for reverse control, and then use this signal to add a layer.

Step 4 Select the layer and tap to enter the reverse control interface of the signal source.

Tap to exit the reverse control interface.

6.2.1.5.2 Set Layer Reverse Control for Distributed Processors

Prerequisites

You have connected the device where the signal source comes from and encoder using an OTG cable.

Operating Procedure

Select the layer and tap to enter the reverse control interface of the signal source.

6.2.1.6 Add OSDs

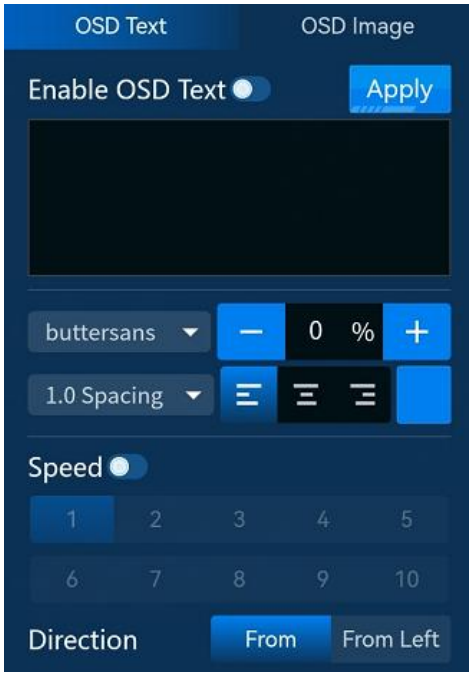
Text OSD

Step 1 Tap a video wall name to select the desired video wall.

Step 2 Tap OSD in the control area to expand the OSD settings pane.

If you do not select a layer, tap « on the right edge to expand the OSD properties pane.

Figure 6-7 OSD settings pane



Step 3 Tap the **OSD Text** tab to show the OSD text settings.

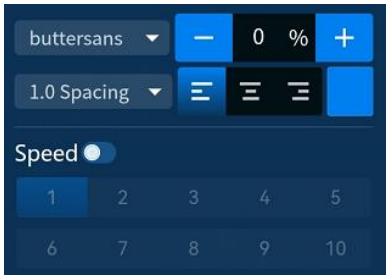
Step 4 Toggle the switch next to **Enable OSD Text** to turn on the OSD text function.

Step 5 In the text box below **Enable OSD Text**, enter the OSD text content.

Figure 6-8 OSD Text

Step 6 Set the OSD text properties.

Figure 6-9 OSD Text properties



- Set the text font.

  From the drop-down list, select the desired text font.

- Set the text size.

  Set the text size by either entering the value in the text box or tap ⊞ or ⊟. The text size is shown in percentage that indicates the ratio of the text size to the text area height.

- Set the text spacing.

  From the drop-down list, set the spacing between two letters or characters.

- Set the color and opacity of the text OSD.

- Set the text alignment method.

  When the switch next to **Speed** is disabled, the alignment item is available. Three alignment options are provided.

  - (Align left): Align the text content with the left margin of the OSD area.
  - (Center): Center the text content in the OSD area.
  - (Align right): Align the text content with the right margin of the OSD area.

Step 7 Set the OSD text scrolling speed.

Toggle the switch next to **Speed** to enable the text scrolling.

Tap the desired speed in the Speed area. The default value is 5.

Step 8 Set the OSD text scrolling direction.

The options are **From Right** (default) and **From Left**.

Step 9 Set the background color of the OSD text.

A solid color is supported.

1. Toggle the switch next to **Background Color** to turn on the background for OSD text.

2. Tap the color block icon next to **Background Color** to open a window where you can select or custom colors.
3. Select an existing color or enter the RGB values to define a custom color in the displayed window.
4. Tap and drag the slider block to set the opacity for the OSD background.

Step 10 Set the OSD position and size.

- Position
  - X: Set the horizontal distance from the top left corner of the OSD to that of the screen.
  - Y: Set the vertical distance from the top left corner of the OSD to that of the screen.
- Size
  - Width: Set the OSD area width. The value ranges from 64 to 7620 pixels.
  - Height: Set the OSD area height. The value ranges from 64 to 3240 pixels.

Step 11 Tap **Apply** at the top right corner of the OSD settings pane to complete the OSD text settings and display the OSD text on the screen.

Note:

The displayed functions may vary based on the controlled devices. For detailed operations, please refer to the user manual of the controlled device.

OSD Image

Before enabling the OSD image, you need to upload or crop the image on the device's control end.

Step 1 Tap the **OSD Image** tab to show the OSD image settings.

Step 2 Toggle the switch next to **OSD Image** to display the OSD image in VICP.

6.2.1.7 Add Other OSDs

When an EL series video wall splicer is added, you can add the static text OSD, dynamic text OSD, time OSD and weather OSD.

Step 1 Tap a video wall name to select the desired video wall.

Step 2 Tap OSD in the control area to expand the OSD settings pane.

If you do not select a layer, tap « on the right edge to expand the OSD properties pane.

Set Static Text OSD

Step 1 Tap  and the system will automatically create an OSD layer.

Step 2 Tap the OSD layer to expand the static text OSD settings pane.

Step 3 Enter the text OSD content.

The static text OSD supports multi-line display. You can press **Enter** on the keyboard to have line breaks.

Step 4 Set the text properties.

- : Select the desired text font from the drop-down list.
- : Set the font size. The value ranges from 8 to 512 px and it defaults to 100 px.
- : Make the text bold or not.
- : Italicize the text or not.
- : Underline the text or not.
- : Set the spacing between characters. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Set the spacing between rows. This parameter is available when there are multiple rows. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Align the text content with the left margin of the OSD area.
- : Center the text content in the OSD area.
- : Align the text content with the right margin of the OSD area.
- : Align the text to the top of the display area.
- : Center the text vertically to the display area.
- : Align the text to the bottom of the display area.
- : Horizontally display the text.
- : Vertically display the text.

- Position and Size: Set the position and size of the OSD area.
  - X: Set the horizontal distance from the top left corner of the OSD area to that of the OSD layer.
  - Y: Set the vertical distance from the top left corner of the OSD area to that of the OSD layer.
  - W: Set the OSD area width.
  - H: Set the OSD area height.

Step 5 Set the OSD common properties.

- Color: Tap the color block icon to open a window where you can select the desired color or customize your own color. Drag the slider or enter a value in the text box to adjust the opacity. The opacity ranges from 0% (totally transparent) to 100% (nontransparent).
- Set the OSD background color.

a. Check the box next to **Enable BKG Color** to turn on the background for OSD text.

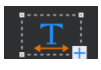
b. Tap the color block icon to open a window where you can select the desired color or customize your own color

c. Set the opacity for the OSD background.

- Position and Size: Set the position and size of the OSD layer, that is, the position and size of the OSD layer displayed on the screen.
  - X: Set the horizontal distance from the top left corner of the OSD layer to that of the screen.
  - Y: Set the vertical distance from the top left corner of the OSD layer to that of the screen.
  - W: Set the OSD layer width.
  - H: Set the OSD layer height.

Step 6 Tap **Apply** at the top right corner of the OSD settings pane to complete the static text OSD settings and display the static text OSD on the screen.

Set Dynamic Text OSD

Step 1 Tap  and the system will automatically create an OSD layer.

Step 2 Tap the OSD layer to expand the dynamic text OSD settings pane.

Step 3 Enter the text OSD content.

The dynamic text OSD supports single-line display only. When there is a line break in the OSD text area, the system will automatically display it as one line.

Step 4 Set the text properties.

- : Select the desired text font from the drop-down list.
- B: Make the text bold or not.
- I: Italicize the text or not.
- U: Underline the text or not.
- : Set the font size. The value ranges from 8 to 512 px and it defaults to 100 px.
- VA: Set the spacing between characters. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Align the text content with the left margin of the OSD area.

  When the switch next to Speed is disabled, the alignment item is available.
- : Center the text content in the OSD area.

  When the switch next to Speed is disabled, the alignment item is available.
- : Align the text content with the right margin of the OSD area.

  When the switch next to Speed is disabled, the alignment item is available.

Step 5 Set the text OSD scrolling speed and direction.

- Speed: Tap the desired speed in the **Speed** area. The value ranges from 0 (static) to 10 (fastest).
- From right: The text scrolls from right to left in the OSD display area.
- From left: The text scrolls from left to right in the OSD display area.

Step 6 Set the OSD common properties.

- Color: Tap the color block icon to open a window where you can select the desired color or customize your own color. Drag the slider or enter a value in the text box to adjust the opacity. The opacity ranges from 0% (totally transparent) to 100% (nontransparent).
- Set the OSD background color.

a. Check the box next to **Enable BKG Color** to turn on the background for OSD text.

b. Tap the color block icon to open a window where you can select the desired color or customize your own color

c. Set the opacity for the OSD background.

- Position and Size: Set the position and size of the OSD layer, that is, the position and size of the OSD layer displayed on the screen.
  - X: Set the horizontal distance from the top left corner of the OSD layer to that of the screen.
  - Y: Set the vertical distance from the top left corner of the OSD layer to that of the screen.
  - W: Set the OSD layer width.
  - H: Set the OSD layer height.

Step 7 Tap **Apply** at the top right corner of the OSD settings pane to complete the dynamic text OSD settings and display the dynamic text OSD on the screen.

Set Time OSD

Step 1 Tap  and the system will automatically create a time OSD layer.

Step 2 Tap the OSD layer to expand the time OSD settings pane.

Step 3 In the **Time Zone Settings** area, set the time zone for the screen or time offset to ensure a precise time.

- Time Zone: Select the time zone from the drop-down list.
- Time Offset: Set the time offset value. The value ranges from -2 to +2 (unit: hour).
- Spacing: Set the spacing between the date, day of the week and time in **Single Line** display mode or set the spacing between rows in **Multi-Line** display mode.
- Display Mode: Set the display mode of the time OSD.
  - Single Line: Display the date, day of the week and time in single-line.
  - Multi-Line: Display each item in single-line.

Step 4 In the **Date Settings** area, set the content to be displayed in the time OSD.

Toggle the switch next to **Date Settings** to display the date and set relevant parameters.

- Date: Set the date format.

  - Year Format: Set the year format. The supported options include YYYY (four-digit year) and YY (two-digit year).
  - Date Format: Set the date format.
- Week: Toggle the switch next to **Week** to display or hide the week.

Step 5 In the **Time Settings** area, set the following parameters.

Time: Set the specified time and time format.

- AM/PM: Set whether to display AM or PM.
  - Display: Display the time with AM or PM in 12-hour format.
  - Hide: Display the time without AM or PM in 24-hour format.
- Time Format: Set the time format.

Step 6 In the **Font Settings** area, set the text properties.

- : Select the desired text font from the drop-down list.
- : Make the text bold or not.
- : Italicize the text or not.
- : Underline the text or not.
- : Set the font size. The value ranges from 8 to 512 px and it defaults to 100 px.
- : Set the spacing between characters. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Set the spacing between rows. This parameter is available when there are multiple rows. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Align the text content with the left margin of the OSD area.
- : Center the text content in the OSD area.
- : Align the text content with the right margin of the OSD area.
- Position and Size: Set the position and size of the OSD area.
  - X: Set the horizontal distance from the top left corner of the OSD area to that of the OSD layer.
  - Y: Set the vertical distance from the top left corner of the OSD area to that of the OSD layer.

- W: Set the OSD area width.
- H: Set the OSD area height.

Step 7 Tap **Apply** at the top right corner of the OSD settings pane to complete the time OSD settings and display the time OSD on the screen.

Set Weather OSD

Step 1 Tap  and the system will automatically create a weather OSD layer.

Step 2 Tap the OSD layer to expand the weather OSD settings pane.

Step 3 In the **Weather Settings** area, set the location for the current screen, refresh interval and display mode for the weather information.

- Location: Tap  to open the map window, where you can select the desired location or enter the address. Tap **OK** to complete the settings.
- Refresh: Set the automatic refresh interval for the weather information. The value ranges from 1 to 1440 minutes and it defaults to 10 minutes.
- Spacing: Set the spacing between each selected content in **Single Line** display mode or set the spacing between rows in **Multi-Line** display mode.
- Display Mode: Set the display mode of the weather OSD.
  - Single Line: Display all items in single-line.
  - Multi-Line: Display each item in single-line.
- Temperature Unit: Set the temperature unit. The supported options include ℃ and ℉.

Step 4 Set the content to be displayed in the weather OSD.

Check the box next to the desired content to display it in the weather OSD. You can also tap **Custom Tab** to edit the default display content.

Step 5 In the **Font Settings** area, set the text properties.

-  : Select the desired text font from the drop-down list.
-  : Make the text bold or not.
-  : Italicize the text or not.
-  : Underline the text or not.

- : Set the font size. The value ranges from 8 to 512 px and it defaults to 100 px.
- : Set the spacing between characters. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Set the spacing between rows. This parameter is available when there are multiple rows. The value ranges from 0 to 1000 px and it defaults to 0 px.
- : Align the text content with the left margin of the OSD area.
- : Center the text content in the OSD area.
- : Align the text content with the right margin of the OSD area.
- Position and Size: Set the position and size of the OSD area.
  - X: Set the horizontal distance from the top left corner of the OSD area to that of the OSD layer.
  - Y: Set the vertical distance from the top left corner of the OSD area to that of the OSD layer.
  - W: Set the OSD area width.
  - H: Set the OSD area height.

Step 6 Set the OSD common properties.

- Color: Tap the color block icon to open a window where you can select the desired color or customize your own color. Drag the slider or enter a value in the text box to adjust the opacity. The opacity ranges from 0% (totally transparent) to 100% (nontransparent).
- Set the OSD background color.
  a. Check the box next to **Enable BKG Color** to turn on the background for OSD text.
  b. Tap the color block icon to open a window where you can select the desired color or customize your own color
  c. Set the opacity for the OSD background.
- Position and Size: Set the position and size of the OSD layer, that is, the position and size of the OSD layer displayed on the screen.
  - X: Set the horizontal distance from the top left corner of the OSD layer to that of the screen.
  - Y: Set the vertical distance from the top left corner of the OSD layer to that of the screen.

- W: Set the OSD layer width.
- H: Set the OSD layer height.

Step 7 Tap **Apply** at the top right corner of the OSD settings pane to complete the weather OSD settings and display the weather OSD on the screen.

Delete OSDs

Step 1 Tap a video wall name to select the desired video wall.

Step 2 Tap OSD in the control area to expand the OSD settings pane.

Step 3 Tap **Clear** to clear all OSDs.

Step 4 Tap **Apply** to complete the deletion.

6.2.1.8 Preset Operations

6.2.1.8.1 Save Presets

After the layer settings, you can save the current layer layout and settings as a preset for future use.

Tap and hold the desired empty preset and select **Save** in the popup menu to save the current layer layout as a preset.

Overwrite Presets

Tap and hold the desired preset and select **Overwrite** in the popup menu to replace the selected preset with a new one.

Rename Presets

Tap and hold the desired preset and select **Rename** in the popup menu. Enter a new name for the selected preset.

Delete Presets

Tap and hold the desired preset and select **Delete** in the popup menu to clear the layer information saved in the preset.

6.2.1.8.2 Load Presets

Step 1 On the **Screen** interface, tap the desired screen to enter the corresponding screen control interface.

Step 2 Tap the desired preset to load it.

Note:

After a preset is loaded, you can select a layer and change its size and position, or switch the layer input source by tapping and dragging the desired source to the layer. All the changes you have made will not be saved to the preset.

6.2.1.8.3 Preset Playback

Prerequisites

You have added a preset playlist playback on the Web control page.

Operating Procedure

Step 1 On the **Screen** interface, tap the desired screen to enter the corresponding screen control interface.

Step 2 Tap **Schedule** to show the preset playback list.

Step 3 Tap ▶ on a preset playlist to play it.

During the playback, the screen is locked automatically and no operations are allowed. Tap ⏸ to stop the playback and then you can perform other operations.

6.2.1.9 Screen Control

Function	Description
Layout	The screen will be divided based on the selected layout. Tap and drag input sources to each layout area to add layers, and the layer will automatically fill the layout area.
Unlock/Lock	•  : Unlock the screen. •  : Lock the screen and the layer cannot be edited.
FTB	•  : Disable (The output image displays normally.)

Function	Description
	•  : Enable (The output image is blackout, while the input source image displays normally.)
Freeze	•  : Unfreeze (The output image displays normally.) •  : Freeze (The output image is frozen on the current frame, while the input source image displays normally.)
Brightness	Adjust the output image brightness. Tap **Save** to save the brightness value to the device.
OSD	Enable the text/image OSD, or disable the OSD function. •  : Disable •  : Enable
BKG	Enable BKG and select the BKG image, or disable BKG. •  : Disable •  : Enable
Clear	Clear all layers on the current screen.
Volume	Adjust the output volume.
Mixing Audio	The distributed processor supports this function. •  : Disable (Audio from one layer can be enabled. If you turn on the audio from a layer, the previously active audio will automatically turn off.) •  : Enable (Audio from multiple layers can be turned on simultaneously.)
Annotation	Make annotations on the screen. The distributed processor supports this function. •  : Move the toolbar •  : Show/hide annotations on the screen. •  : Select the annotation content. • : Use the brush to add annotations. You can choose the brush size and color. •  : Erase annotations. •  : Add an icon. You can choose the icon style and color. •  : Add shapes. You can choose the shape style, as well as the thickness and color of the lines.

Function	Description
	• : Add a process icon. You can select the icon style and color. • : Add text. You can select the font size and color. • : Copy the selected annotation. • : Delete the selected annotation. • : Undo the previous operation. • : Restore the previous operation. • : Set the scope for undo/redo operations. If **Global** is selected, the operation will apply to all users; if **User** is selected, the operation will only apply to yourself. • : Set the annotation background color. • : Clear annotations. If you select **Clear All Edits**, all users' annotations will be cleared; if you select **Clear My Edits**, only your own annotations will be cleared. • / : Expand/collapse the annotation toolbar.
Priority	Adjust the layer priority. • Top: Bring the selected layer to the top. • Bottom: Send the selected layer to the bottom. • Up: Bring the selected layer one level up. • Down: Send the selected layer one level down.
Remote Control	If the layer source is provided by a computer, you can remotely control the input source PC.
Audio Input	When the screen is loaded by a video wall splicer and the output card supports audio output, you can select the audio input source from the drop-down list.
Audio Output	When the screen is loaded by a video wall splicer and the output card supports audio output, you can select the audio output connector from the drop-down list.
Mode	• Live: Display the layer editing process on the screen in real-time. • Pre-Edit: The layer editing process is not displayed on the screen.
Take	When **Pre-Edit** is selected, tap **Take** after the layer editing is completed to send the layer images to the screen.

Function	Description
Flip	When the screen is loaded by a video wall splicer, you can set the layer flipping. The supported options include **No Flip**, **Flip Horizontally**, **Flip Vertically** and **Flip Horizontally and Vertically**.

6.2.2 Video Controller

Figure 6-10 Screen control-video controller

6.2.2.1 Preset

Select a device in the screen list, and then tap the desired preset to apply it.

6.2.2.2 Screen Control

Function	Description
Brightness	Adjust the brightness of the output image.
Audio	• : Disable • : Enable
Input	Switch the audio input source.
FTB	• : Disable (The output image displays normally.)

Function	Description
	• : Enable (The output image is blackout, while the input source image displays normally.)
Freeze	• : Unfreeze (The output image displays normally.) • : Freeze (The output image is frozen on the current frame, while the input source image displays normally.)

6.3 IPC Management

6.3.1 Direct-to-Device Control

IPC (Internet Protocol Camera) management allows you to remotely control network cameras using the ONVIF protocol. This section describes the IPC management of VICP.

Figure 6-11 IPC management-direct-to-device

You can view the IPC images in VICP in real-time and set the following parameters as needed.

- Speed: Adjust the shooting angle, zoom in/out, focus, and aperture steps.
  - : Decrease the speed.
  - : Increase the speed.
- Zoom: Adjust the focal length of the camera to obtain a clearer image.

  - : Zoom in the camera lens and the scene.
  - : Zoom out the camera lens and the scene.
- Focus: Set the camera focus to obtain a precise focus position to calibrate the focal length to ensure a clearer image.
  - : The nearby objects become clear and the distant ones gradually become blurred.
  - : The distant objects become clear and the nearby ones gradually become blurred.
- Aperture: Adjust the amount of light transmitted in the lens. If the aperture is too large, it will cause overexposure; if it is too small, it will cause underexposure.
  - : Decrease the aperture.
  - : Increase the aperture.
- Shooting angle: Tap four buttons on or directly drag the image to adjust the camera shooting angle.
- Save to Pattern: Save the current settings as a pattern for future use. The pattern cannot be deleted. If you need to edit a pattern, you can adjust the parameters and then overwrite it.
- Edit accounts: If the camera username and password are changed, tap next to the target IPC in the device list, and then select **Edit** to edit the username and password.

6.3.2 Server-Based Control

IPC (Internet Protocol Camera) management allows you to remotely control network cameras using the ONVIF protocol. This section describes the IPC management of VIMP.

Figure 6-12 IPC management-server-based

You can view the IPC images in VICP in real-time and set the following parameters as needed.

- Switch the preset.

  In the **Signal Source** area, expand the custom preset list, and then select the desired preset to switch to it.

- Switch the signal source.

  In the **Signal Source** area, expand the signal source list, and then tap and drag the desired signal source to the target layout area to replace the original source with the new one.

- Play the preset playlist.

  In the **Playback Group** area, tap next to **Play All Preset** to start the preset playback.

- Play the signal source playlist.

  In the **Playback Group** area, tap next to **Play All Sources** to start the source playback.

- Change the layout.

  Tap **Layout** and select the desired layout.

- Clear signal sources.

  Tap **Clear** to clear all signal sources in the current layout.

- Delete the signal source.

In the layout area, select the desired signal source, and then tap  at the top right corner.

- Maximize or restore the signal source image.

  In the layout area, select the signal source, and then tap  at the top right corner to maximize or restore the signal source image.

Table 6-1 Playback control

Function	Description
Previous Page	Play the previous one.
Play/Pause	Start or pause the playback.
Stop	Stop the playback.
Next Page	Play the next one.
Previous	Switch to the previous playback duration.
Duration	The current playback duration.
Next	Switch to the next playback duration.

6.4 Audio Control

Adjust the system audio info, including the input and output volume as well as the audio matrix correspondence settings.

Figure 6-13 Audio control

6.4.1 Adjust Audio Volume

Move the slider block up or down to increase or decrease the audio volume. If groups are set in the audio processor's control software, audio within the same group (with the same slider color) can be adjusted simultaneously in VICP.

Toggle the switch next to **Mute** in the **Input** or **Output** area to make the inputs or outputs no sound.

6.4.2 Load Presets

Load a preset to quickly adjust the output audio.

Prerequisites

You have saved the preset to the audio processor.

Operating Procedure

Step 1 Tap **Audio Control** to enter the audio control interface.

Step 2 Tap the **Preset** tab to enter the audio preset interface.

Step 3 In the preset list, tap the desired preset to load it.

6.4.3 Configure Audio Matrix

Configure the correspondence relations between the input and output audio connectors.

On the **Matrix** interface, double tap the matrix cells to relate or unrelate the inputs with the outputs.

Tap  at the top right to delete all the relations.

6.5 Signage

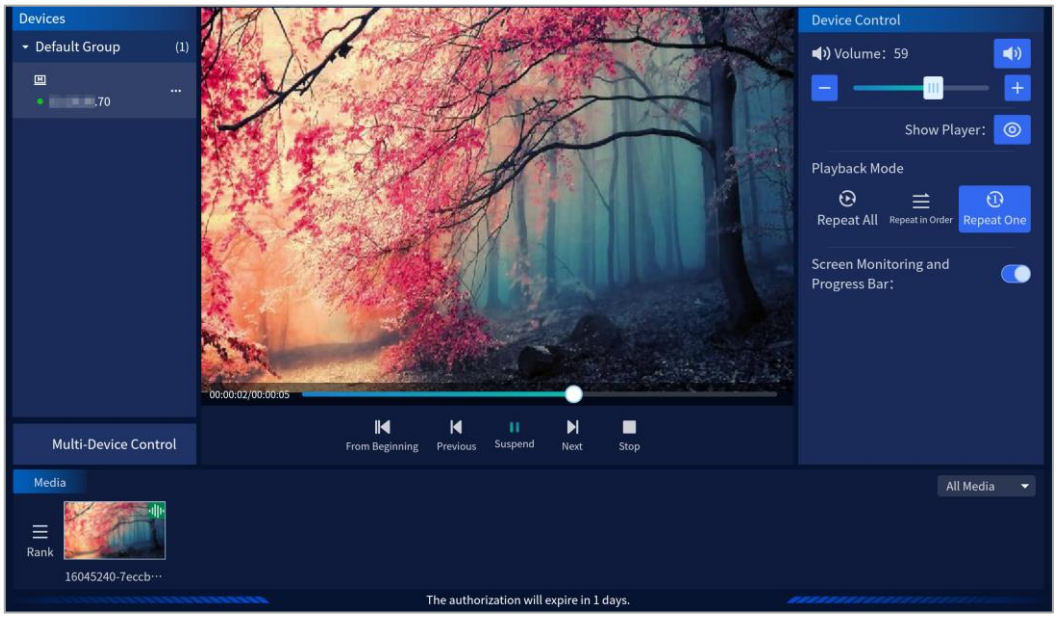
VICP allows you to perform the playback control over the following multimedia players on the current network segment.

- Multimedia player: TB10 Plus, TB20 Plus, TB30, TB40, TB50, TB60, LCB 4K, NS2K-40H, EMP200-40H
- LED playback control processor: TU15 Pro, TU20 Pro, SMP4 Pro, SMP6 Pro, TU40 Pro
- Kompass FX0

Prerequisites

- The multimedia player and VICP are on the same network segment.
- You have published the programs and made the program schedules via the multimedia player.
- You have obtained the user name and password for logging into the multimedia player and LED playback control processor. The default user name is "admin". For the default password, please refer to the SSID label on the device or the matched quick start guide.
- You have added Kompass FX0 in VIMP.

Figure 6-14 Signage



Control Playback

Use the icons at the bottom of the playback area to control the program playback.

- Play: Play the program or media.
- Pause: Pause the program or media playback.
- Stop: Stop the program or media playback.
- From Beginning: Play the first program or media.
- Previous: Play the previous program or media.
- Next: Play the next program or media.

Manage Programs/Media

Control Option	Description	Device Type Supported
Play	Tap the program or media to play it from beginning.	Multimedia player LED playback control processor Kompass FX0
Filter	Select the filtering method from the drop-down list at the bottom right corner to quickly find the required	LED playback control processor

Control Option	Description	Device Type Supported
	materials.	Kompass FX0
Sort	Enable the sequence adjustment function, and then tap and drag the target material to adjust its sequence. • : Enable • : Disable	Kompass FX0
Switch sources	Select an internal source or external source from the drop-down list at the bottom right corner. (Please ensure that an external source is connected.)	LED playback control processor

Control Devices

Control Option	Description	Device Type Supported
Shutdown	Shut down the device with Kompass FX0 installed.	Kompass FX0
Freeze	• : Unfreeze (The output image displays normally.) • : Freeze (The output image is frozen on the current frame, while the input source image displays normally.)	LED playback control processor
FTB	• : Disable (The output image displays normally.) • : Enable (The output image is blackout, while the input source image displays normally.)	LED playback control processor
Brightness	Adjust the output brightness.	LED playback control processor
Volume	Adjust the output volume, and mute/unmute the material. • : Unmute • : Mute	Multimedia player LED playback control processor Kompass FX0
Mirroring	Select the mirroring type. The supported options include **Video**, **Image** and **Document**.	LED playback control processor

Control Option	Description	Device Type Supported
Secondary Mirroring	Enter the system interface of the LED playback control processor to control it.	LED playback control processor
Show Player	• : Show • : Hide	LED playback control processor
Playback Mode	Set the material playback mode. The supported options include **Repeat All**, **Repeat in Order** and **Repeat One**.	LED playback control processor
Screen Monitoring and Progress Bar	• : Show • : Hide	Multimedia player LED playback control processor Kompass FX0
Reverse Control	Access the system interface of the device running Kompass FX0 to operate it.	Kompass FX0

Control Multiple Devices

Kompass FX0 supports the multi-device control function.

Tap **Multi-Device Control** and select the desired devices in the popup window. You can perform the following operations as needed.

- Show/Hide players: Tap to show players, and tap to hide players.
- Control playback: Please refer to details described in Control Playback.
- Adjust volume: Tap and drag the slider to adjust the output volume.

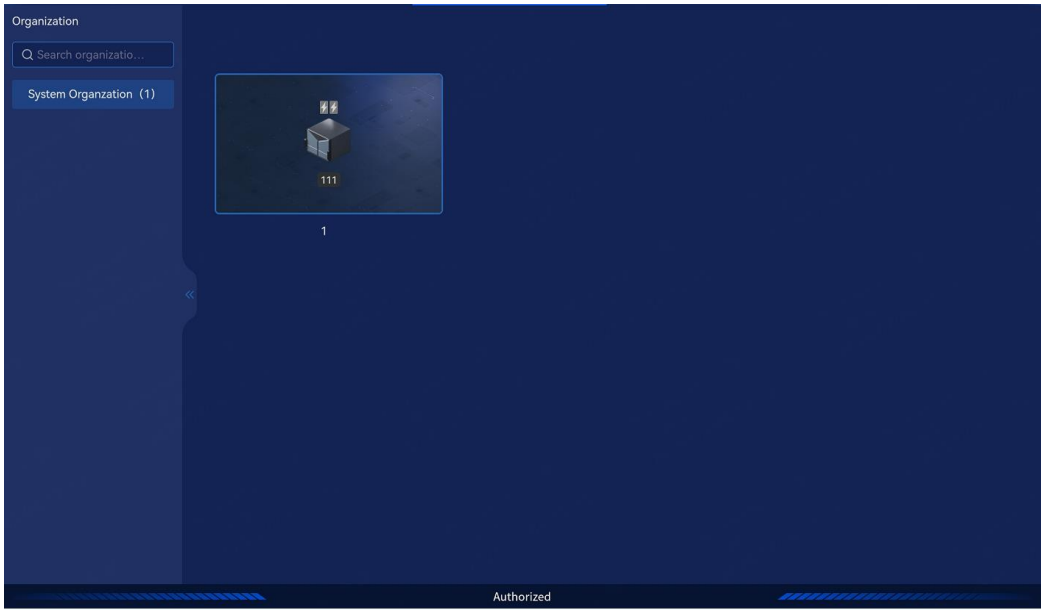
6.6 Topology

After you log into VIMP, the **Topology** tab will be displayed in the navigation bar at the top.

Step 1 Tap the **Topology** tab, and the system will display all topology organizations under the account permissions.

Step 2 Tap the desired organization, and the system will display all topology thumbnails of it.

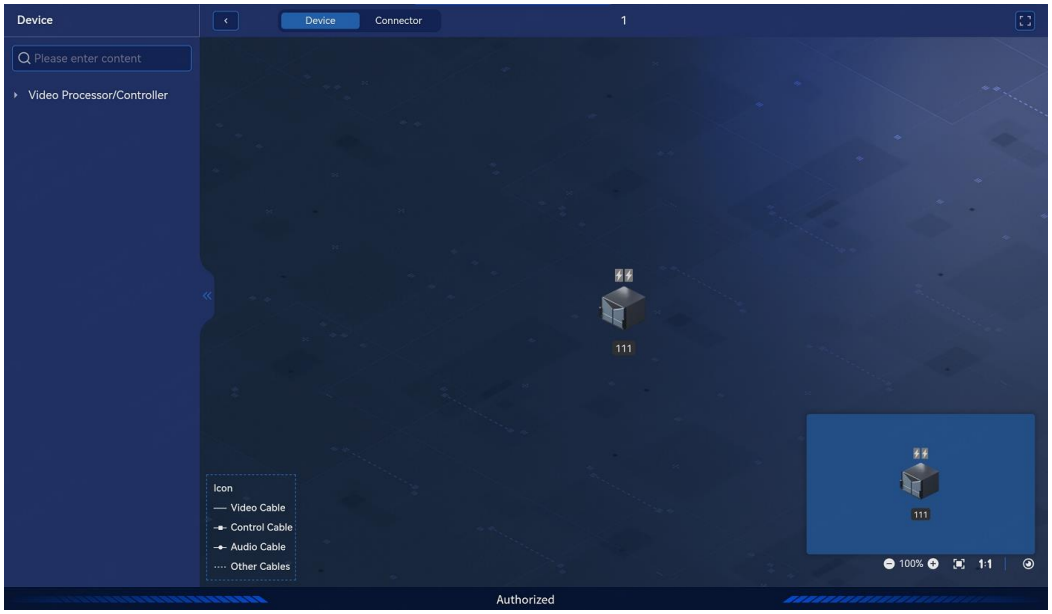
Figure 6-15 System topology



Step 3 Tap the desired topology to enter the topology detail interface.

Step 4 Tap **Device** or **Connector** to view the topology details.

Figure 6-16 Topology details

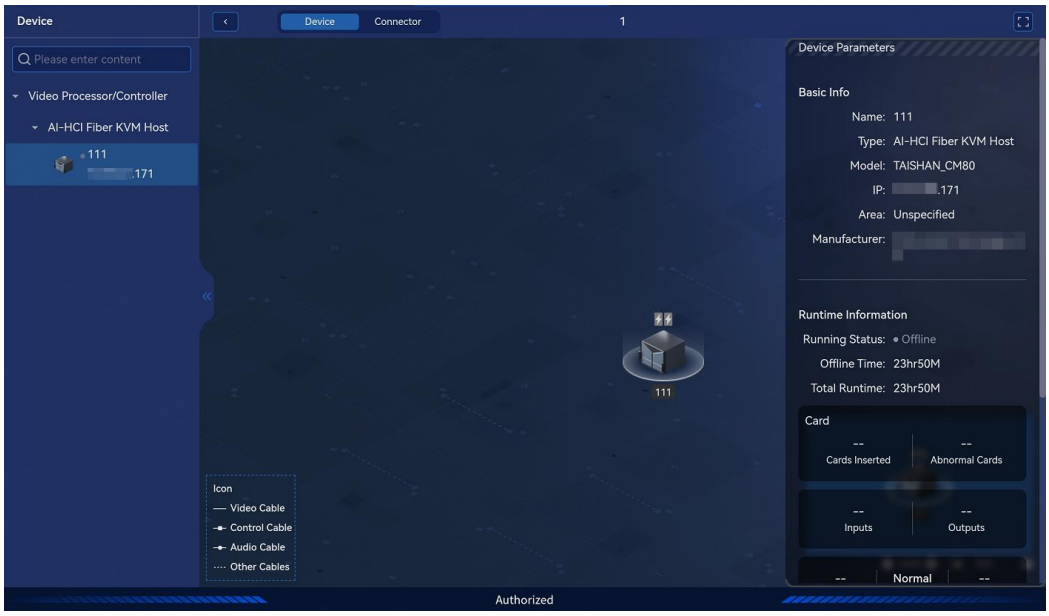


- /: Tap the icon or pinch with two fingers to zoom in/out the topology.
- : Automatically adjust the topology to fit the display area.
- 1:1: Fit the topology to 1:1 (actual size).
- : Show/Hide thumbnail view.

- /: Maximize or restore the topology.
- : Return to the thumbnail interface.

Step 5 Tap the desired device in the device list to view its running parameters.

Figure 6-17 Device running parameters



6.7 Reverse Control

Prerequisites

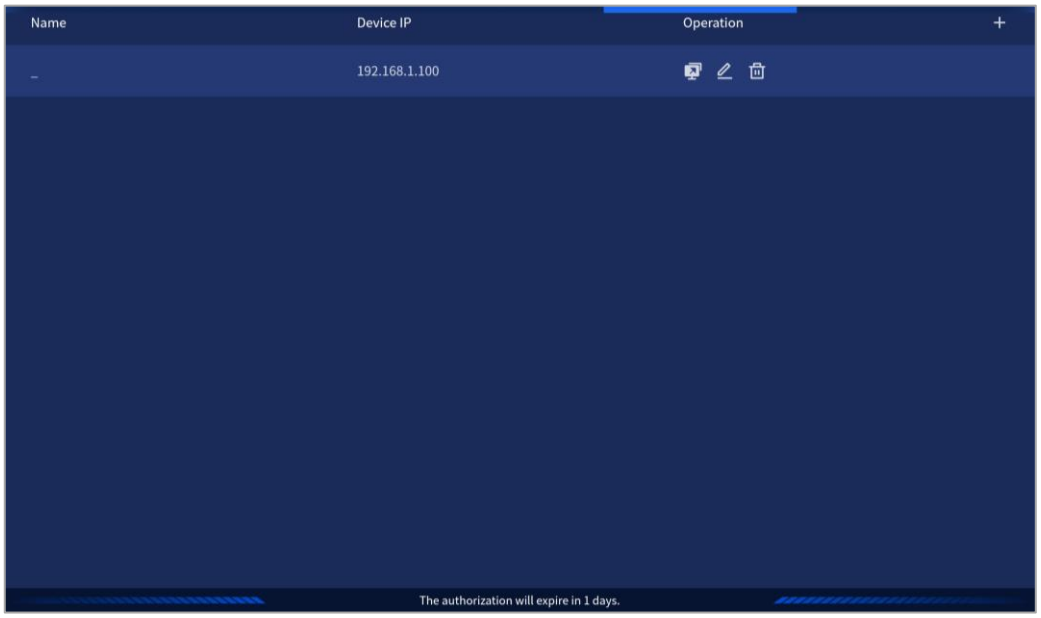
- The input source PC must have the program package installed. The installed program is shown as **KVM**. The program package can be downloaded on the help page of VIMP.
- Double click **KVM** to restart the remote control service.
- The input source PC and VIMP are on the same network.

Operating Procedure

Step 1 On the **Reverse Control** interface, tap .

Step 2 In the popup window, enter the name and IP address of the device to be reversely controlled, and then tap **OK** to complete the adding.

Figure 6-18 Device added successfully



- : Edit the device information.
- : Delete the device.

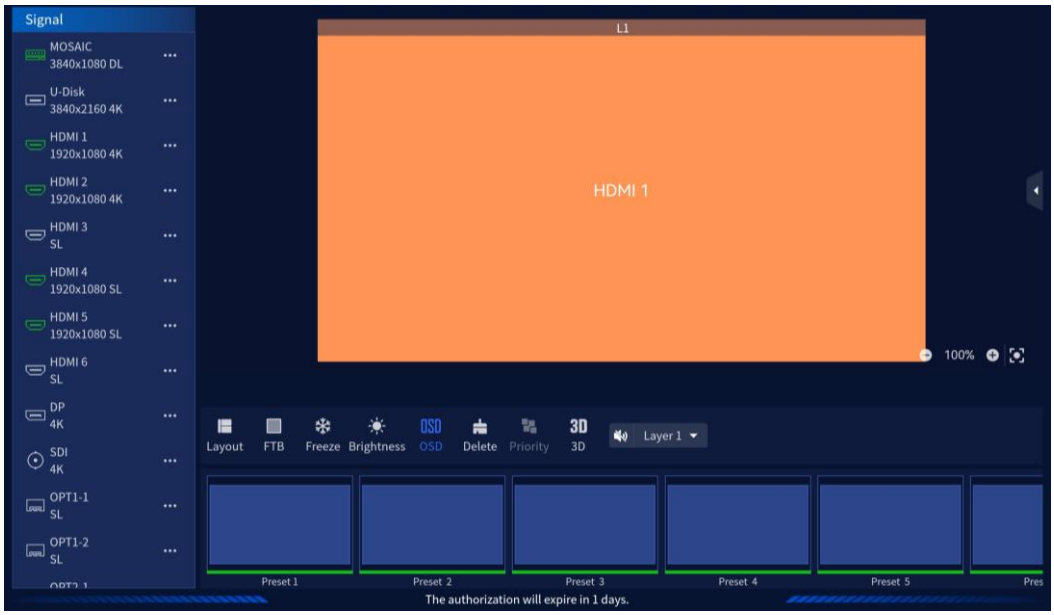
Step 3 Tap to the desktop of the input source PC, where you can perform the desired operations.

If there are multiple screens, tap the screen name at the top to switch to the desired signal screen.

Step 4 Tap at the top to exit the reverse control interface.

6.8 Video Controller

Figure 6-19 Video controller



6.8.1 Layers

Add Layers

Tap an input source in the signal list on the left, and drag it to the screen to add a layer.

Tap ••• next to the desired input source, and then select **Audio**. In the popup window, set the input source audio.

After the layer is added successfully or you tap the layer, four function icons appear at four corners of the layer, allowing for quick adjustment.

- : Tap this icon to make the selected layer fill the screen.
- : Tap and hold the icon, and then drag it to change the layer size. The position of the top left corner of the layer remains unchanged.
- : Tap and hold the icon, and then drag it to change the layer size. The position of the top right corner of the layer remains unchanged.
- : Tap the icon to delete the layer.

Note:

Double tap the layer to make the layer fill the output connectors where it locates and crosses.

Adjust Layer Properties

After a layer is selected, tap  on the right edge to expand the layer properties pane.

Table 6-2 Layer properties

Function	Description
3D	•  : Enable •  : Disable
Lock layer	•  : Lock the layer and the layer position and size cannot be adjusted. •  : Unlock the layer.
Playlist	• Previous: Play the previous file. • Play/Pause: Start or pause the playback of the selected file. • Next: Play the next file. • Sequential/Repeat One/Repeat All: Play files in sequential order, repeat playback of the current file, or repeat playback of the entire playlist.
X	Adjust the initial horizontal position of the layer. The unit is the pixel.
Y	Adjust the initial vertical position of the layer. The unit is the pixel.
Width	Adjust the layer width.
Height	Adjust the layer height.

Switch Layer Input Sources

Slide the signal source list up and down, and then select the target source and drag it to the layer to switch the layer input source. The layer size remains unchanged.

6.8.2 Presets

The preset list is shown at the bottom. Tap the desired preset to load it on the screen.

6.8.3 Screen Control

Function	Description
Layout	The screen will be divided based on the selected layout. Tap and drag input sources to each layout area to add layers, and the layer will automatically fill the layout area.
FTB	•  : Disable (The output image displays normally.) •  : Enable (The output image is blackout, while the input source image displays normally.)
Freeze	•  : Unfreeze (The output image displays normally.) •  : Freeze (The output image is frozen on the current frame, while the input source image displays normally.)
Brightness	Adjust the output image brightness. Tap **Save** to save the brightness value to the device.
OSD	Enable the text/image OSD, or disable the OSD function. •  : Disable •  : Enable
BKG	Enable BKG and select a BKG image, or disable BKG.
Clear	Clear all layers on the current screen.
Priority	Adjust the layer priority. • Top: Bring the selected layer to the top. • Bottom: Send the selected layer to the bottom. • Up: Bring the selected layer one level up. • Down: Send the selected layer one level down.
3D	•  : Disable the 3D function. •  : Enable the 3D function.
Audio	Adjust the output volume and switch the audio source.

7 System Settings

7.1 Switch Language

On the login interface, tap . In the popup window, select the language and tap **OK**.

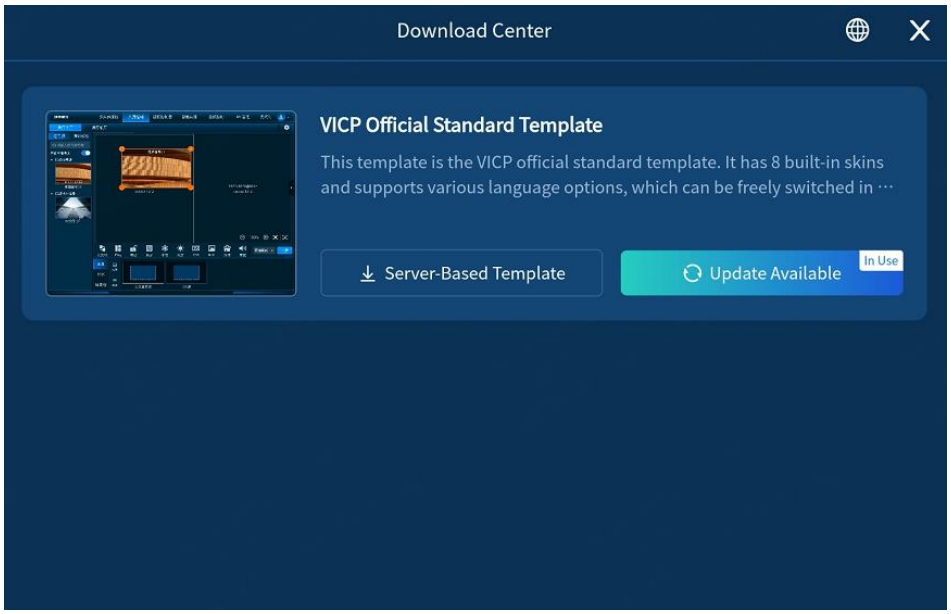
7.2 Download Template

On the login interface, tap **Download Center**, and then perform the following operations as needed in the popup window.

- Download and use the standard template.

  Tap **Server-Based Template** or **Direct-to-Device Template**.

Figure 7-1 Download center



7.3 Configure Devices

For detailed descriptions, please refer to 5 Log into System.

7.4 Enter Demo Mode

The demo mode allows you to use the functions of the direct-to-device system without connecting a device.

Access Method

On the login interface, go to **Settings** > **Demo Mode** to enter the demo mode.

Related Operations

Tap  at the top right corner, and then you can perform the following operations:

- Customization: Customize your own menu.
- Skin: Change the system skin style.
- Language: Change the system language.
- Log Out: Exit the demo mode and return to the login interface.

7.5 Maintain System

7.5.1 Download System Logs

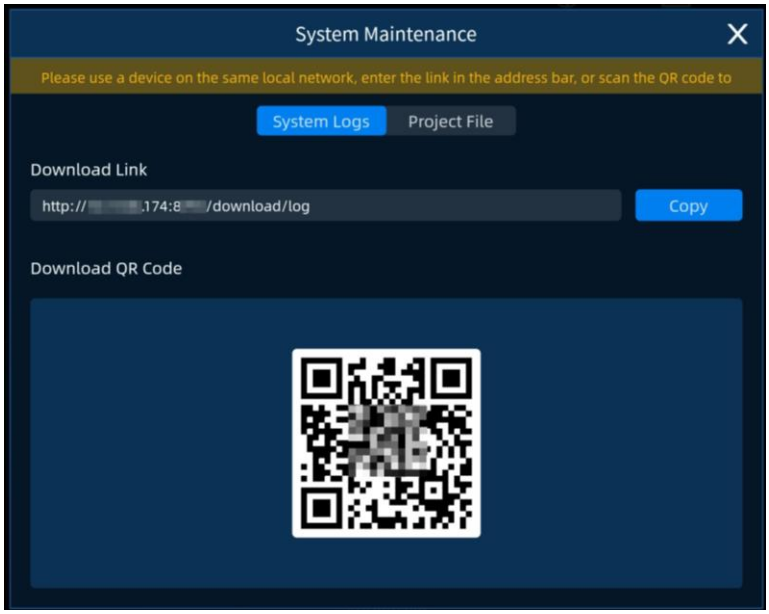
System logs can be used for issue analysis and troubleshooting.

Step 1 On the login interface, go to **Settings** > **System Maintenance**.

Step 2 In the popup window, tap **System Logs** to show the system logs interface.

Step 3 Tap **Copy** and paste the link into the browser's address bar to download the system logs, or scan the QR code to download the system logs.

Figure 7-2 System logs



7.5.2 Download Project Files

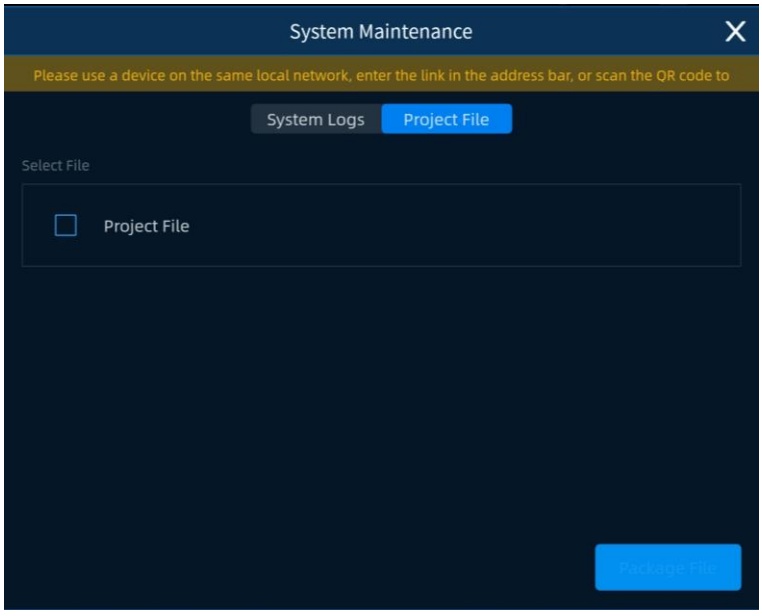
You can download the project file in VICP.

Step 1 On the login interface, go to **Settings** > **System Maintenance**.

Step 2 In the popup window, tap **Project File** to show the project file downloading interface.

Step 3 Check the box next to the desired file type, and then tap **Package File**.

Figure 7-3 Project files



Step 4 After packaging is complete, tap **Copy** and paste the link into the browser's address bar to download the project file, or scan the QR code to download the project file.

8 Import Project to Other Systems

Note:

"vct" is the main project folder, and "vct_env" is the sub-project folder.

When the sub-project file is placed into "vct", the content will overwrite the main project; when the sub-project file is placed into "vct_env", the following applies:

- If the standard template is used and the sub project does not contain business controls, the sub project will be loaded in the **Environment** module.
- If the standard template is used and the sub project contains business controls, or if a non-standard template is imported, the sub project will not be loaded.

8.1 Import Projects via VI Designer

After a project file is configured in VI Designer, you can import the configured file to VICP by using VI Designer.

Prerequisites

- The computer where VI Designer is installed and the tablet are on the same network segment.
- You have installed VICP on the tablet, and the project file version must be the same as or earlier than the app version.
- You have logged into VICP.
- You have obtain the IP address of the tablet.

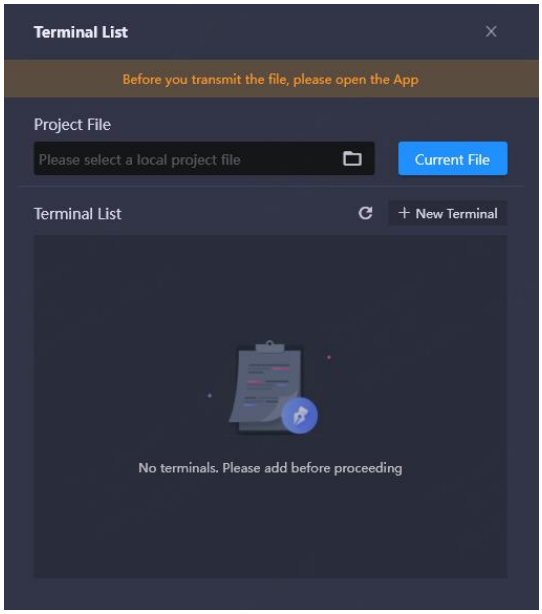
Notes

- The tablet running iOS can only be added manually.
- After the file is transmitted successfully, restart the app on the tablet.

Operating Procedure

Step 1 Go to **Project** > **Transfer Project**.

Figure 8-1 Transfer projects



The system will automatically search for the terminals on the current network.

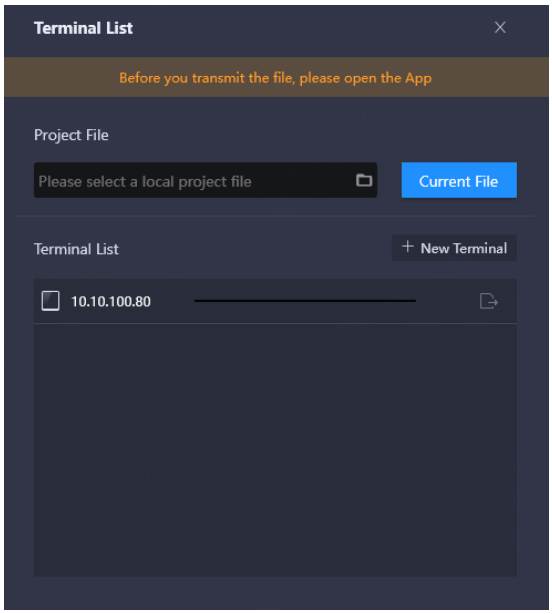
Step 2 Click **New Terminal**, enter the IP address of the tablet, and then click ✓ to complete the adding.

Please ensure that the added tablet is online. If the tablet is offline, the project file cannot be transferred.

Step 3 Click **Current File** and the system will compress the current project file.

If you need to import other project files, click 🗀 next to **Current File** to select other files in the popup window. Once selected, the files will be automatically compressed.

Figure 8-2 Current project file



Step 4 Click next to the desired terminal to import the current project file to the target terminal.

The system will prompt whether the file is sent successfully. If the failure occurs, click to cancel the transmission, and then click to send the project file once again.

After the file is sent, a prompt will be displayed on the receiving end. After the receiving end accepts the request, the system will transmit the file.

8.2 Import Projects to iPads

If a project file cannot be imported to iPads following the steps in 8.1 Import Projects via VI Designer, you need to manually import the edited central control project file.

Prerequisites

- You have installed VICP on your iPad.
- You have installed iTunes on your computer.

Notes

If a project file has already been imported into VICP, you need to clear the existing files first, and then import the new files.

Operating Procedure

Step 1 Connect the iPad with your computer via a USB cable.

Step 2 Create a folder named vct on your computer and copy the folders and files (**audio** folder, **material** folder, **resource** folder and **index.vct** file) in the local **VICP Projects** folder to the created **vct** folder.

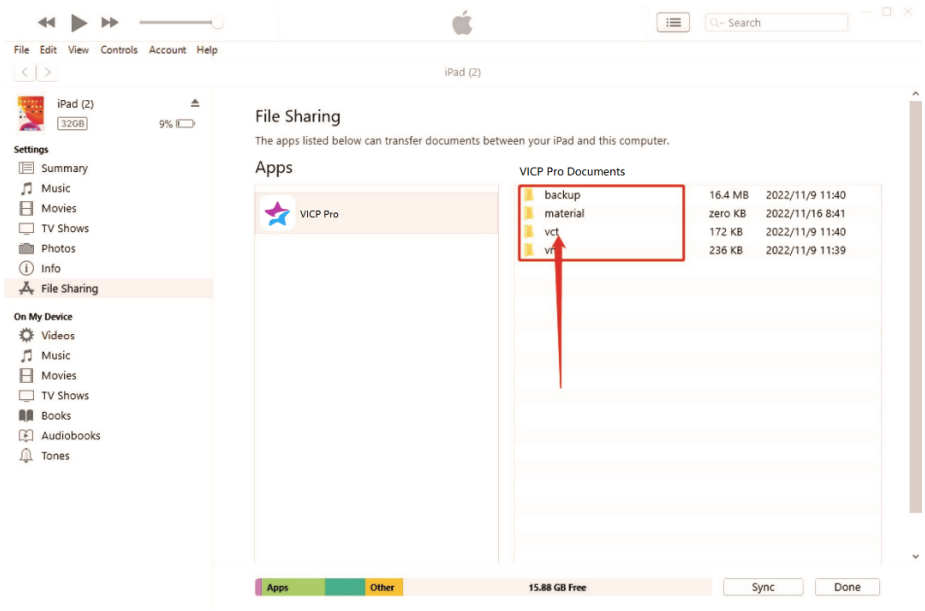
Step 3 Start iTunes on the computer.

Step 4 Go to **Settings** > **File Sharing**.

Step 5 Find **VICP** in the Apps area.

Step 6 Click the created folder and drag it to the **VICP Documents** area.

Figure 8-3 Import projects to iPads



Step 7 Go to the **Environment** interface to view the imported project files.

8.3 Import Projects to Android Systems

If a project file cannot be imported to Pads installed with Android systems following the steps in 8.1 Import Projects via VI Designer, you need to manually import the edited central control project file.

Prerequisites

You have installed VICP on your Pad.

Operating Procedure

Step 1 Go to **File Manager** > **Apps** on the Android device to enter the file manager interface.

Step 2 Go to the internal storage folder > **Android** > **data** > **com.nova.vicp.cube** > **files** and create a new folder named **vct**.

Step 3 Connect the Android device with the computer via a USB cable.

Step 4 Copy the folders and files (**audio** folder, **material** folder, **resource** folder and **index.vct** file) in the local **VICP Projects** folder to the created vct folder.

Step 5 After the import is completed, restart VICP. Go to the **Environment** interface to view the imported project files.

8.4 Import Projects to Windows Systems

VICP supports Windows installation.

Import the edited project file to VICP installed on the computer running Windows OS.

Prerequisites

You have installed VICP on your computer running Windows OS.

Operating Procedure

Step 1 Go to **C:/Users/User/AppData/Roaming/NovaStar/VICP /** to enter the VICP folder.

Step 2 Create a new folder and name it **vct**.

Step 3 Copy the folders and files (**audio** folder, **material** folder, **resource** folder and **index.vct** file) in the local **VICP Projects** folder to the created vct folder.

Step 4 After the import is completed, restart VICP. Go to the **Environment** interface to view the imported project files.