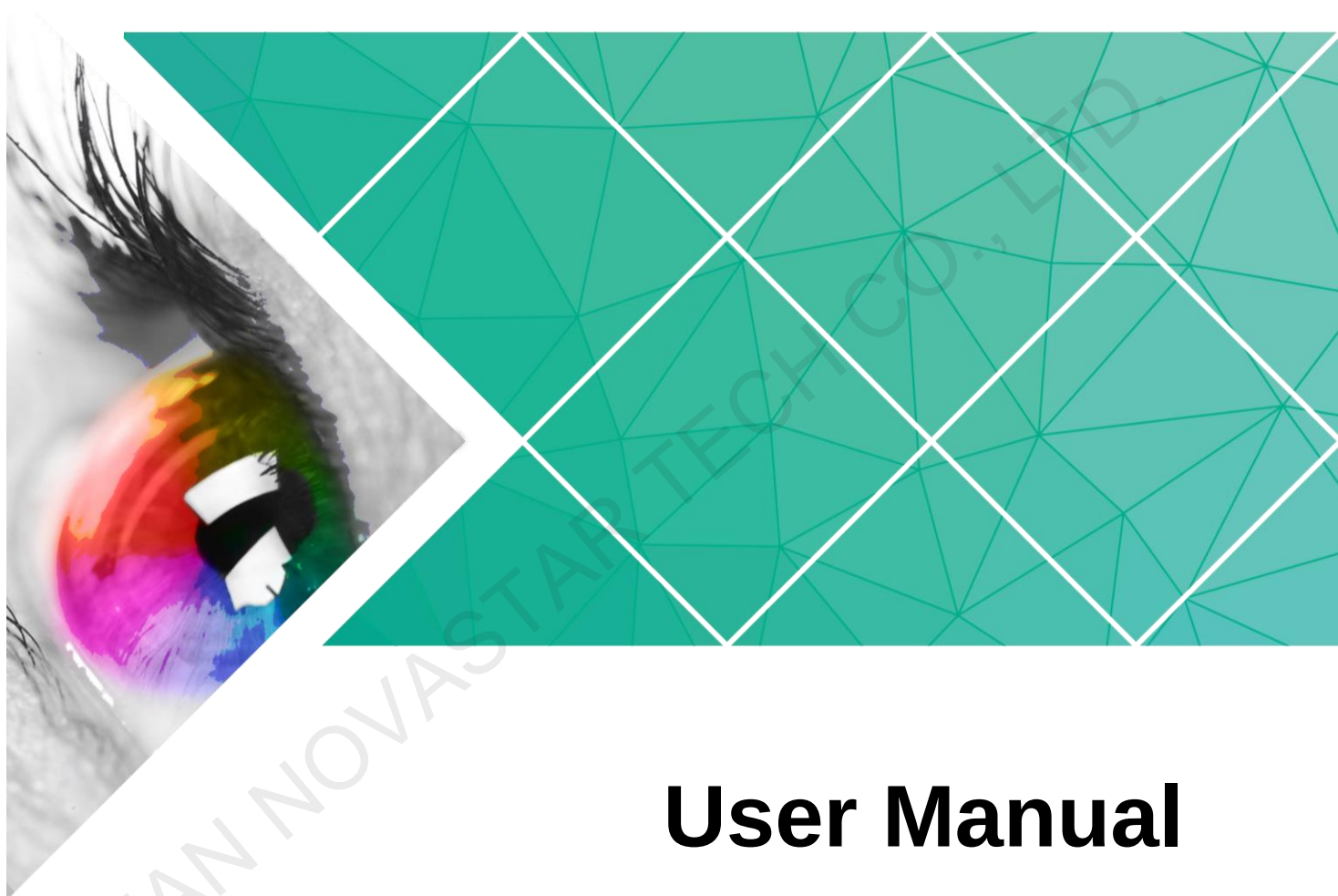


V-Can

Video Control Software



User Manual

Document Version: Rev3.1.0

Document Number: NS160000266

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Website: <http://www.novastar.tech>

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1 Overview

V-Can is a smart control platform for video processors (such as J6, N6) and all-in-one video controllers (such as VX5s, VX6s), allowing users to easily control and manage video processing devices on Windows PC and Mac. When connected with different devices, V-Can offers different user interfaces and functions.

Features:

- Easy operation interface
- Completely visualized operation platform, easy to use and operate
- Applicable systems: Windows and Mac
- Capable of connecting multiple video processors and video controllers

2 Installation

2.1 Obtaining

Log into NovaStar official website <http://www.novastar.tech> to download the appropriate software according to your device and PC system version.

2.2 Installation

Requirements of Software Operating Environment

- Processor: CPU: 32/64 bits, 1 GHz or greater
- RAM: 2 GB or greater
- GPU: DirectX 9 128M and above
- HD space: 16 GB or greater
- Monitor: Resolution greater than or equal to 1280×720 pixels
- OS: Windows 7 or later, MAC OS 10.10 or later

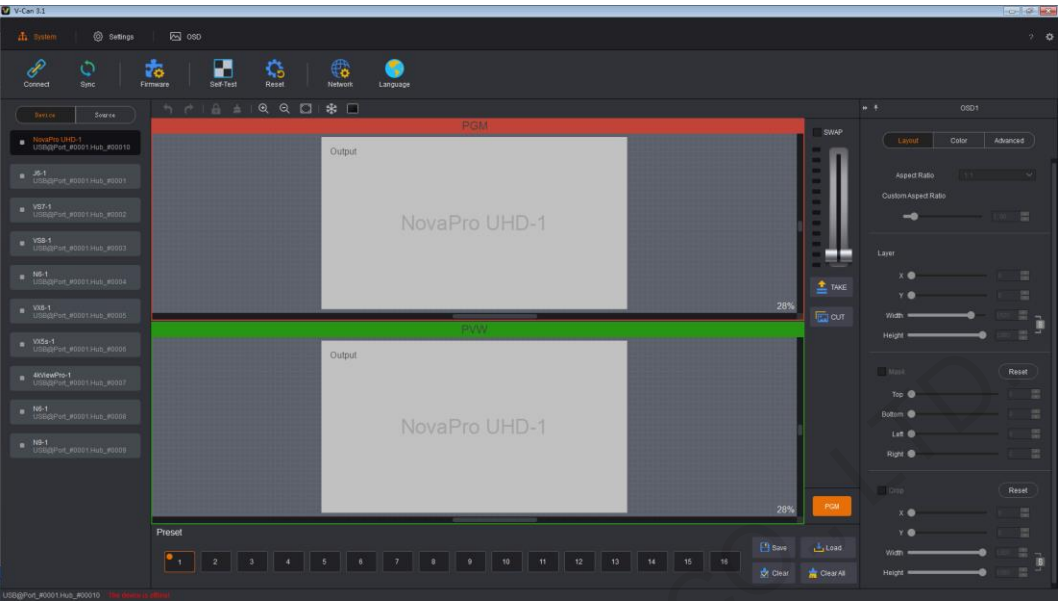
Software Installation

Just like the installation of other common software, follow the setup wizard to install V-Can.

2.3 Running

After successful installation, double click  on the desktop to run V-Can. The main user interface for V-Can is shown in [Figure 2-1](#).

Figure 2-1 Main user interface for V-Can



2.4 User Interface

The user interface for V-Can can be divided into 10 sections, as shown in Figure 2-2. Each section is described in Table 2-1. When connected with different devices, V-Can offers different user interfaces. Figure 2-2 takes NovaPro UHD as an example to illustrate.

Figure 2-2 User interface sections for V-Can

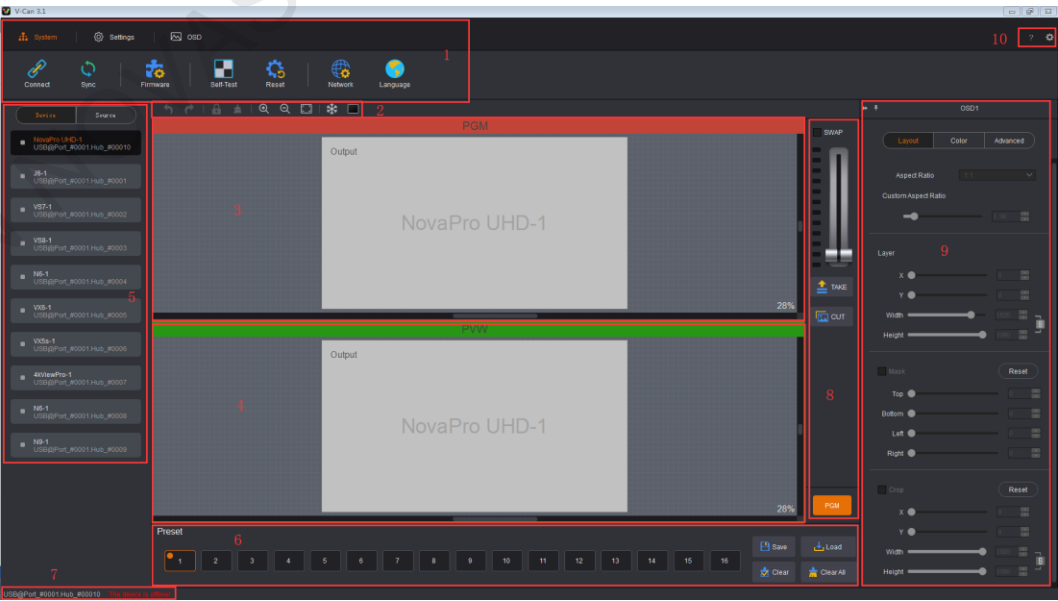


Table 2-1 Section descriptions

No.	Name	Description
1	Menu bar	Display three major function modules of V-Can: System, Settings and OSD, and basic functions under each function module
2	Shortcut buttons	Quick operation buttons for video editing: • Undo: Cancel the result of a previous action. • Redo: Restore the result of a previous action that was canceled. • Lock: Lock the existing layers/Unlocks all the layers. • Clear: Clear all the layers in video editing area. • Zoom in/Zoom out/Auto fits the video editing area. • Freeze/Unfreeze the PGM. • Make/Unmake the PGM blackout.
3	PGM	PGM display area
4	PVW	• Display screen mosaic layout. • Add/edit/delete a layer. • Set the position and size of OSD/BKG/LOGO.
5	Device/Source	• Device: Display the connected devices, and allow you to delete the current device. • Source: Display the accessed signal sources and input connector types, and allow you to change the signal source names.
6	Preset	Display all the presets. When connected with different devices, the preset quantity is different. At most 32 user-defined presets can be supported.
7	Status bar	Display connection status of current device.
8	T-Bar	• SWAP: When SWAP is selected, click TAKE, CUT or drag the T-bar to swap the contents displayed on PVW and PGM. When SWAP is not selected, click TAKE, CUT or drag the T-bar to copy the contents displayed on PVW to PGM. • TAKE: Send the layers in PVW to PGM with transition effects. • CUT: Send the layers in PVW to PGM directly with no transition effects.
9	Properties	• Layout: Set the aspect ratio, size, position, mask and cropping of the layer. • Color: Set the quality of output image. • Advanced: Set the layer border, shaped layer and layer shadow.
10	Help and	• Help: Provide V-Can User Manual.

No.	Name	Description
	About	About: Display the version, copyright and other information of V-Can.

3 Functions

3.1 System

On the main user interface, click **System** to enter the system operation page.

The following operations can be done to manage the devices.

- **Connect:** Connect V-can to the video processor.
- **Sync:** Keep V-Can in sync with the configuration information of the video processor.
- **Firmware:** View the versions of the related firmware of the connected devices and to update firmware.
- **Self-Test:** Check whether the display connected to the current device is normal.
- **Reset:** Reset the configuration information of the connected device to factory settings.
- **Network:** Set the IP address and subnet mask of the controlled device.
- **Language:** Choose the UI language for V-Can.

3.1.1 Connecting Device

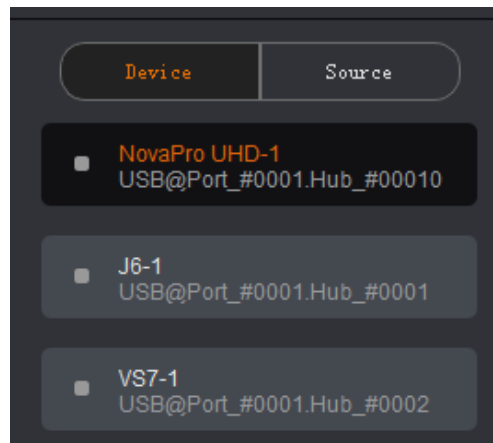
Before You Begin

Connect the video processor to PC with Ethernet cable or USB cable.

Operating Procedures

- Step 1 Choose **System** > **Connect**. The system will search for and connect the devices automatically.
- Step 2 Click **Device** to view the names of the connected devices, as shown in [Figure 3-1](#).

Figure 3-1 Device list



Step 3 Click **Source** to view the connection and working status of the signal sources of the connected device.

3.1.2 Synchronization

V-Can is capable of reading the configuration data of the current device and displaying the configuration data on the interface for V-Can.

Before You Begin

Connect V-Can to the current device.

Operating Procedures

Choose **System** > **Sync** to synchronize the configuration information of the current device with V-Can and then display the information in V-Can

V-Can.

3.1.3 Firmware Update

This function allows you to view the versions of the related firmware of the connected devices and to update firmware.

Before You Begin

- Connect V-Can to the current device.
- Get the software version supported by the current device.

Operating Procedures

- View firmware version information.
Choose **System** > **Firmware**. You can view the MCU version, FPGA version and gallery version in the dialog box that appears.
- Update firmware.

Step 1 Choose **System** > **Firmware**. The **Firmware** dialog box appears.

Step 2 Click **Advanced**.

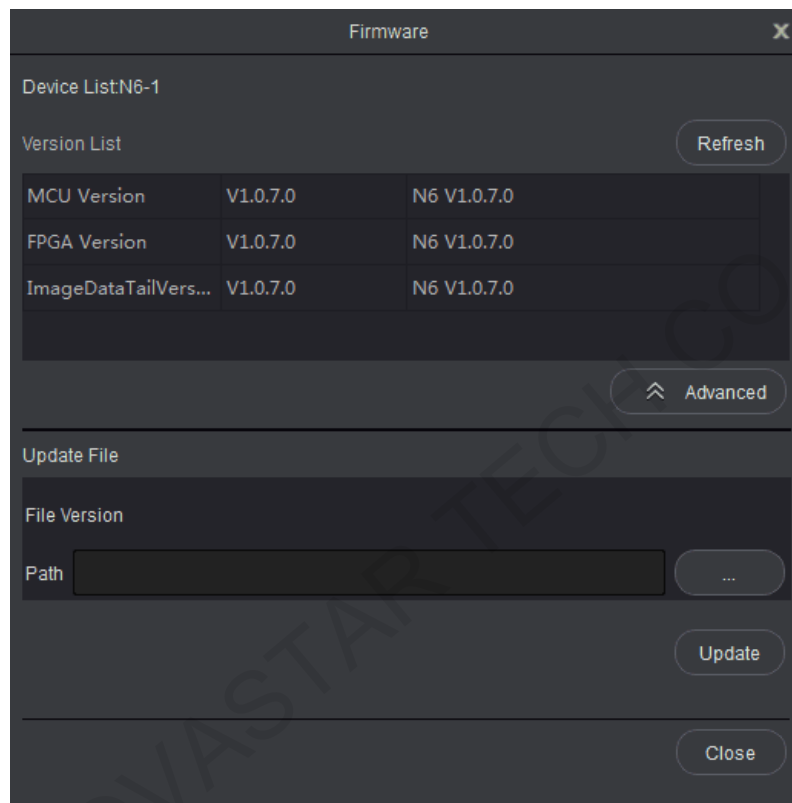
Step 3 Enter the system password.

The default system password is "**admin**".

Step 4 Click **OK**.

Step 5 Click  next to **Path** to open the program loading folder, as shown in [Figure 3-2](#).

Figure 3-2 Firmware update



Step 6 Choose the software version.

Step 7 Click **Update** to update the firmware of the connected device.

3.1.4 Self-Test

Use the built-in test patterns to check whether the display of the video wall connected to the current device is normal.

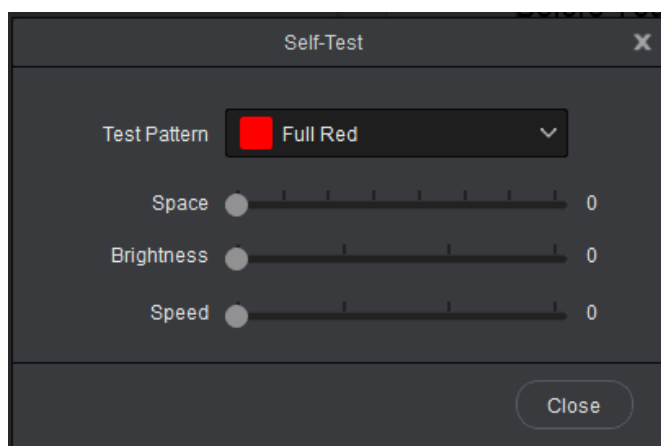
Before You Begin

- Connect V-Can to the current device.
- Connect the current device to a video display device.

Operating Procedures

Step 1 Choose **System** > **Self-Test** to enter the self-test configuration page, as shown in [Figure 3-3](#).

Figure 3-3 Self-test



- Step 2 Click the drop-down arrow next to **Test Pattern**. In the drop-down box that appears, choose different test patterns.
- Step 3 You can also set the space between lines, brightness and moving speed of the test pattern.
- Step 4 Check whether the test patterns are displayed normally on the LED display connected to the device.
- Yes => The LED display is normal.
 - No => The LED display is abnormal. Please calibrate the LED display and check again.
- Step 5 Choose **Normal** or click **Close** to exit self-test.

3.1.5 Factory Reset

If you want to clear device configuration information or user preset information, this function allows you to clear the configuration information of current device with one click.

Before You Begin

Connect V-Can to the current device.

Operating Procedures

- Step 1 Choose **System > Reset**.
- Step 2 Please carefully read the prompt message that appears. Clicking **Yes** will clear all the configuration information of the current device.

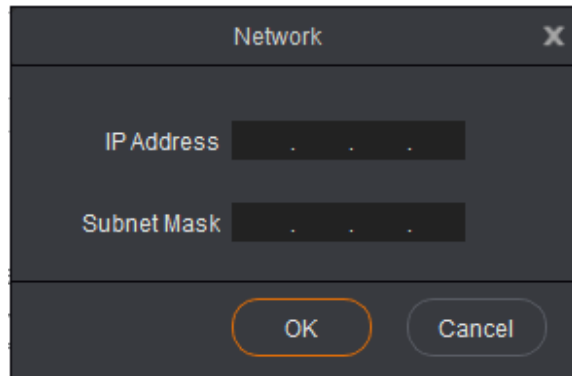
3.1.6 Network Settings

V-Can can be connected to hardware device through RJ45 Ethernet cable. The IP address and subnet mask can be set in V-Can.

Operating Procedures

- Step 1 Choose **System** > **Network**. The network settings window appears, as shown in Figure 3-4.

Figure 3-4 Network settings



- Step 2 Enter the IP address and subnet mask.
- Step 3 Click **OK** to complete the network settings.

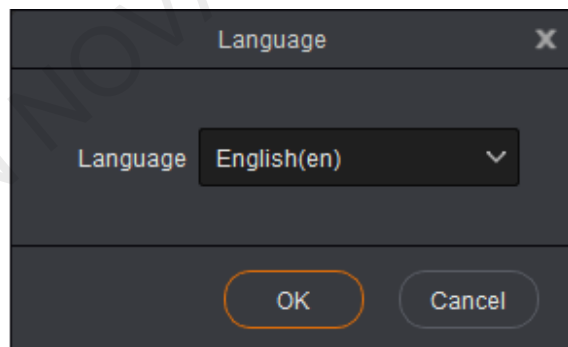
3.1.7 Language

V-Can allows users to change the UI language based on their preferences.

Operating Procedures

- Step 1 Choose **System** > **Language**. The language setting window appears, as shown in Figure 3-5.

Figure 3-5 Language setting



- Step 2 Select English or Chinese as the UI language.
- Step 3 Click **OK** to complete the setting.

3.2 Settings

V-Can allows you to set the input resolution and color, output resolution and color, mosaic layout, transition effect and duration, preset playing, system mode, sync mode and AUX.

3.2.1 Input Settings

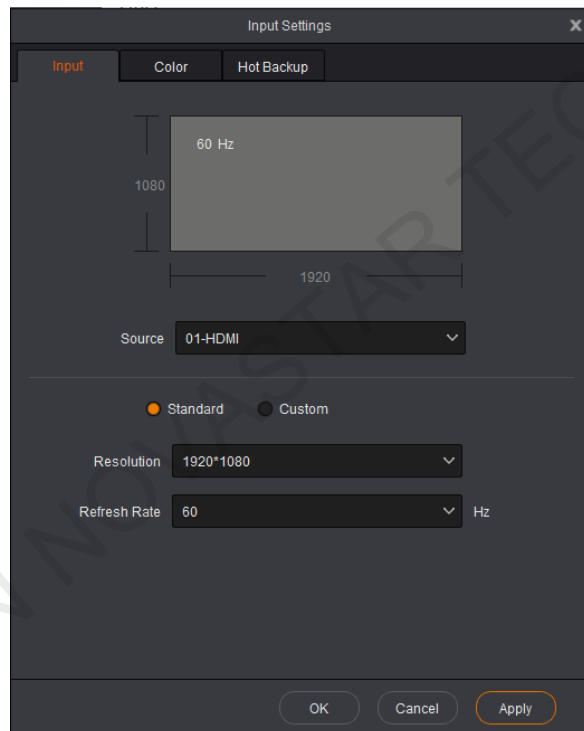
3.2.1.1 Input

V-Can allows you to set the resolution and refresh rate of the input source. Only DVI, HDMI and DP connectors support input resolution and refresh rate settings.

Operating Procedures

- Step 1 Choose **Settings > Input > Input**. The input settings window appears, as shown in [Figure 3-6](#).

Figure 3-6 Input resolution



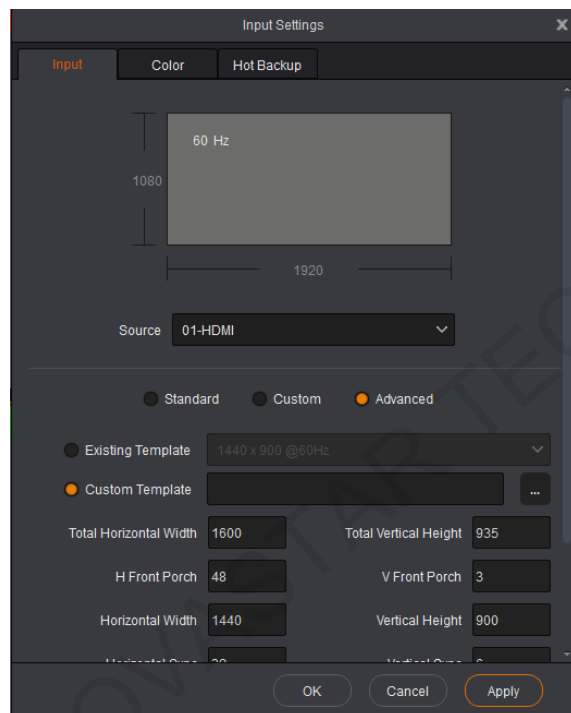
- Step 2 Click the drop-down arrow next to **Source**. In the drop-down box that appears, choose different input sources.
- When **Standard** is selected, you can select a standard resolution and refresh rate from the drop-down list directly.
 - When **Custom** is selected, you can drag the slider or enter a number to set the width or height.
- Step 3 Click **Apply** or **OK** to complete the settings.

Advanced Settings

In advanced settings, you can select and modify an existing template or import a custom template.

- Step 1 Choose **Settings** > **Input** > **Input**. The input settings window appears, as shown in Figure 3-6.
- Step 2 Select **Custom**.
- Step 3 Type "**edid**" on the keyboard. The advanced settings appear, as shown in Figure 3-7.

Figure 3-7 Input settings



- Step 4 Click the drop-down arrow next to **Source**. In the drop-down box that appears, choose different input sources.
- Step 5 Select **Advanced**.
- Step 6 When **Existing Template** is selected, you can select and modify an existing template. When **Custom Template** is selected, you can import a custom template.

If you need to modify the template parameters, you can contact NovaStar for technical support.

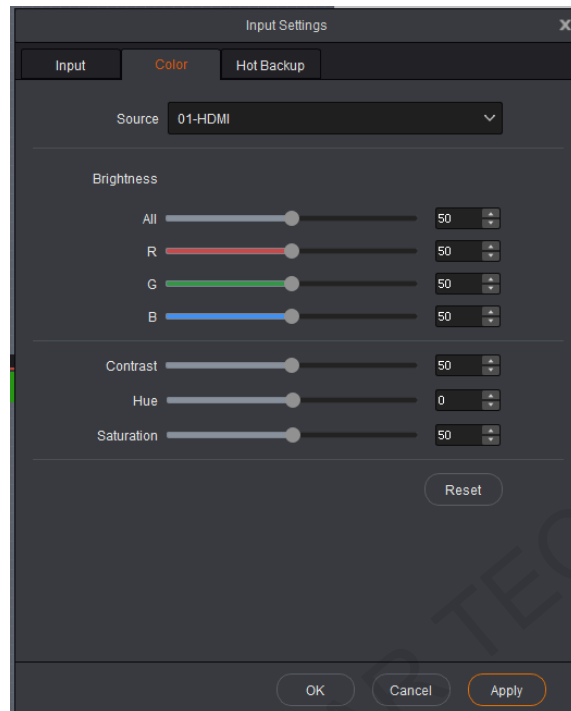
3.2.1.2 Color

V-Can allows you to set the brightness, contrast, hue and saturation of the input source accessed to each device.

Operating Procedures

- Step 1 Choose **Settings** > **Input** > **Color**. The input color settings window appears, as shown in [Figure 3-8](#).

Figure 3-8 Input color



- Step 2 Click the drop-down arrow next to **Source**. In the drop-down box that appears, choose different input sources.

- Step 3 You can drag the slider or enter a number to set each parameter.

- Step 4 Click **Apply** or **OK** to complete the settings.

Click **Reset** to reset all the parameters to their default values.

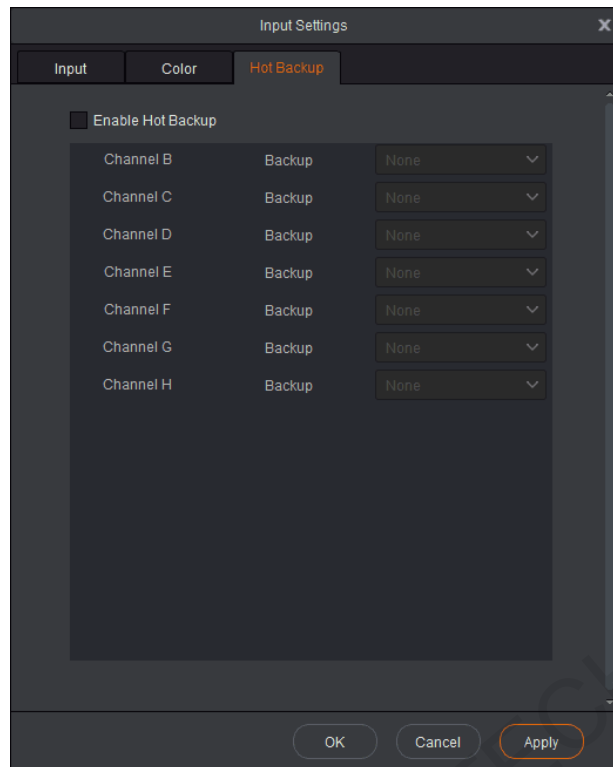
3.2.1.3 Hot Backup

V-Can allows you set input backup channels in case of input connector failures. When fault occurs on input connector, the backup channel can be a timely alternative to avoid black screen and other display abnormalities.

Operating Procedures

- Step 1 Choose **Settings** > **Input** > **Hot Backup**. The hot backup settings window appears, as shown in [Figure 3-9](#).

Figure 3-9 Hot backup



Step 2 Select **Enable Hot Backup**.

Step 3 Click the drop-down arrows to choose the backup channels.

Step 4 Click **Apply** or **OK** to complete the settings.

3.2.2 Output Settings

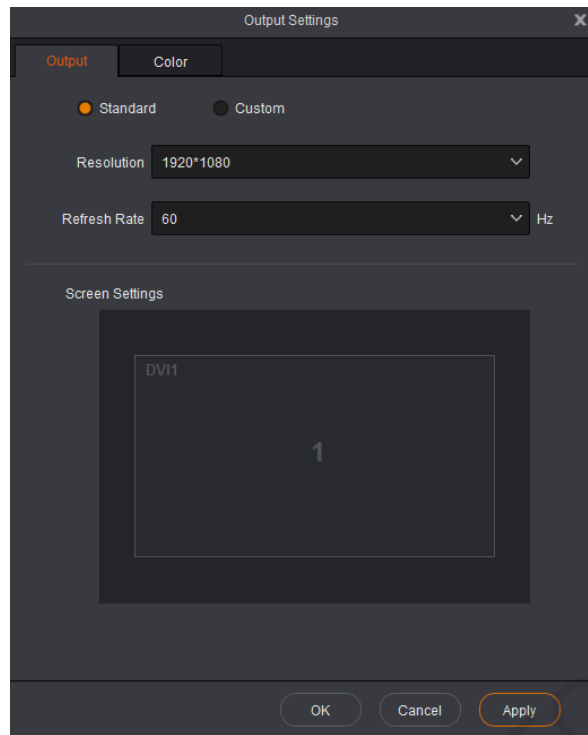
3.2.2.1 Output

V-Can allows you to set the output resolution and screen.

Operating Procedures

Step 1 Choose **Settings > Output > Output**. The output settings window appears, as shown in [Figure 3-10](#). When the connected device is video controller, output settings are unavailable.

Figure 3-10 Output settings



Step 2 Set the output resolution.

- When **Standard** is selected, you can select a standard resolution and refresh rate from the drop-down list directly.
- When **Custom** is selected, you can drag the slider or enter a number to set the width or height.

Step 3 Set the screen width and height.

1. Click the drop-down arrow next to **Screen**. In the drop-down box that appears, choose the screen you want to set.
2. Set the screen width and height.

Note:

Only when the connected device is video processor, the screen width or height can be set.

Step 4 Click **Apply** or **OK** to complete the settings.

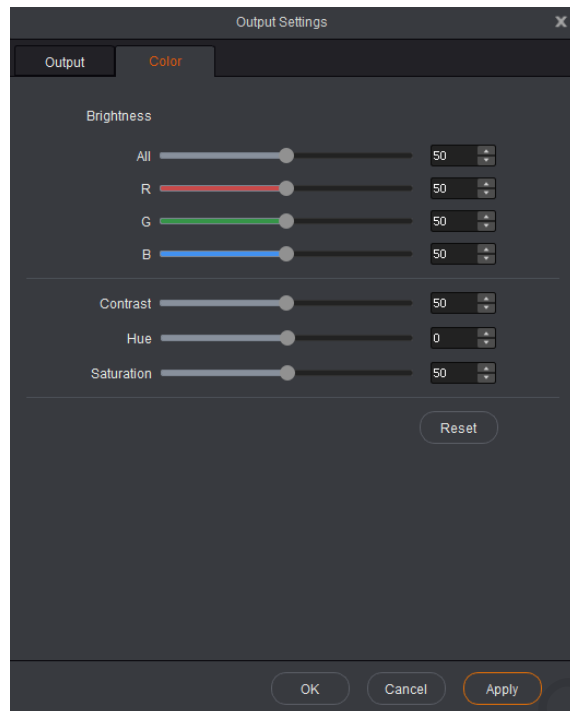
3.2.2.2 Color

V-Can allows you to set the brightness, contrast, hue and saturation of the output image.

Operating Procedures

Step 1 Choose **Settings > Output > Color**. The output color settings window appears, as shown in [Figure 3-11](#).

Figure 3-11 Output color



Step 2 You can drag the slider or enter a number to set each parameter.

Step 3 Click **Apply** or **OK** to complete the settings.

Click **Reset** to reset all the parameters to their default values.

3.2.3 System Mode

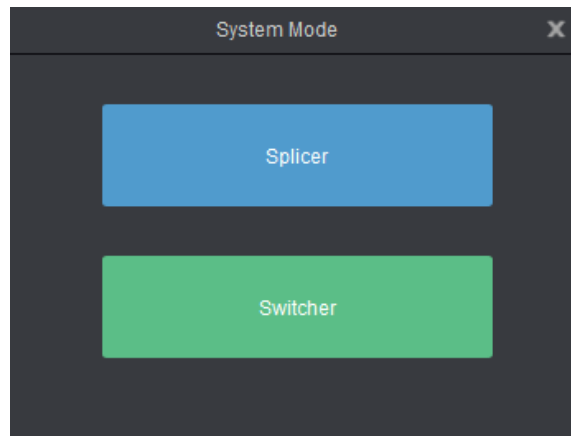
When the connected device is J6 or N6, V-Can supports two system modes: **Splicer** and **Switcher**.

- **Splicer**: In splicer mode, V-Can supports 8 output mosaic layouts. Your settings on the layer will be synchronously displayed on the LED display.
- **Switcher**: In switcher mode, V-Can supports 3 output mosaic layouts. You can add and edit layer information only in PVW area. After the layer information is edited, click **Take** at the top right to send the edited layer to the LED display.

Operating Procedures

Step 1 Choose **Settings** > **System Mode**. The system mode window appears, as shown in [Figure 3-12](#).

Figure 3-12 System mode



Step 2 In splicer mode, click **Switcher**. The system switches to switcher mode.

In switcher mode, click **Splicer**. The system switches to splicer mode.

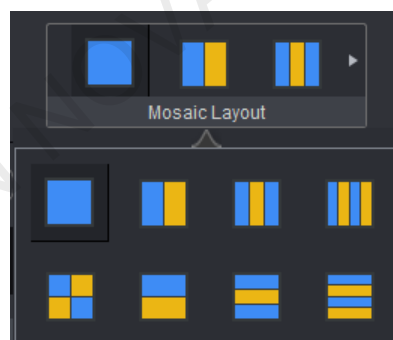
3.2.4 Mosaic Layout

You can configure the mosaic layout according to the size of the LED display connected to the current device or the loading capacity of current device. V-Can supports two modes: **Splicer** and **Switcher**. For the descriptions of these two modes, see 3.2.3 .

When the connected device is video processor, mosaic layout can be set. Different video processors support different mosaic layouts. Here take J6 as an example.

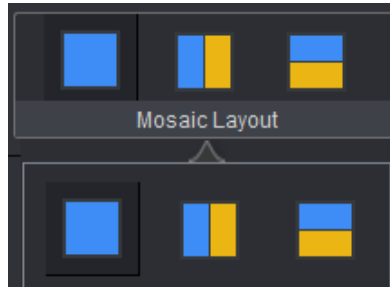
- In splicer mode, V-Can supports the following mosaic layouts: 1×1, 1×2, 1×3, 1×4, 2×1, 3×1, 4×1 and 2×2.

Figure 3-13 Mosaic layouts in splicer mode



- In switcher mode, V-Can supports the following 3 mosaic layouts: 1×1, 1×2, and 2×1.

Figure 3-14 Mosaic layouts in switcher mode



Click  in the **Mosaic Layout** area to choose a layout, or click  below **Mosaic Layout** to expand the mosaic layouts and choose a layout. The layout of the video editing area is based on the mosaic layout you selected.

3.2.5 Adding Layers

Step 1 Select the signal source where you want to add layers.

Step 2 In video editing area, press and hold down the left mouse button, move the mouse to the video editing area and then release the left mouse button. A custom-sized layer appears.

On a signal source, press and hold down the left mouse button, drag the source to the video editing area, and then release the left mouse button. An 800×600 layer appears.

- Layer
 - Hover the mouse over the edge of a layer. When the mouse pointer changes into a double arrow, press and hold down the left mouse button, move the mouse to adjust the size of the layer.
 - Move the mouse within a layer, press and hold down the left mouse button, drag the layer to move it to any position.
 - When you hover the mouse over the layer, four buttons appear at the top right of the layer. The functions of the buttons are shown in [Table 3-1](#).

Table 3-1 Layer buttons

Icon	Description
	Click this icon to make the layer fill the entire video editing area loaded by the device.
	Click this icon to make the layer fill the video editing area where the layer is positioned.
	Click this icon to make the layer closed.
	Click this icon to make the layer unlocked.
	Click this icon to make the layer locked.

- After a layer is locked, right click the layer and select **Unlock** to unlock it.
- Following operations can be done by right clicking a layer.
 - Select **Switch Source** to switch the input source of the selected layer.

- Select **Bring to Front** to send the selected layer to the top.
- Select **Send to Back** to send the selected layer to the bottom.
- Select **Bring Forward** or **Send Backward** to move the selected layer one level up or down.
- Select **Lock** or **Unlock** to lock or unlock the selected layer.
- Select **Close Current Layer** to close the selected layer.
- Select **Close All Layers** to close all the layers.

3.2.6 Setting Layer Properties

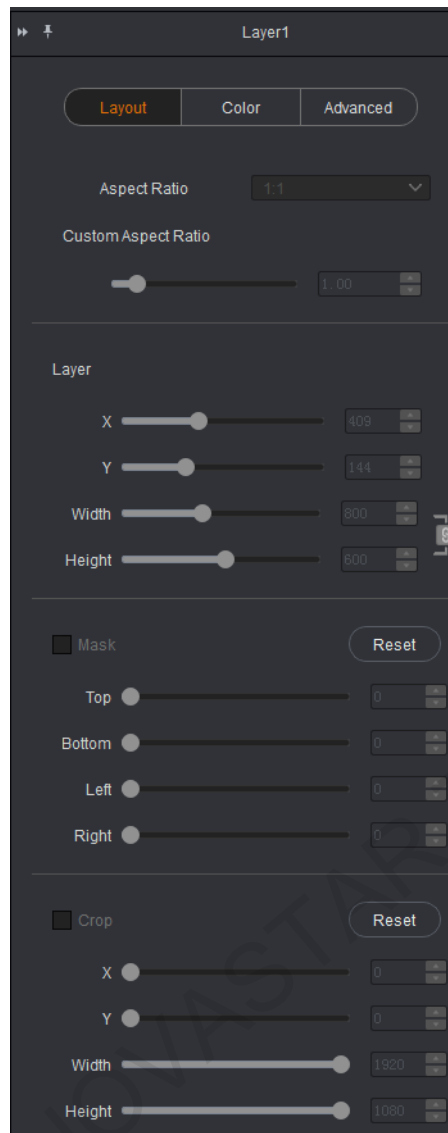
Layout

In **Layout** settings page, you can set the aspect ratio, position and size of a layer, as well as crop the input source of the selected layer.

Step 1 Click to select the layer you want to set.

Step 2 Select **Layout** to enter the layout settings page, as shown in [Figure 3-15](#).

Figure 3-15 Layout



Step 3 You can set the aspect ratio, size, position, mask and input source cropping of the layer according to your actual needs.

- **Aspect Ratio:** The ratio of layer width to height. You can set either a fixed or custom aspect ratio.
Only when the connected device is NovaPro UHD, the aspect ratio is adjustable.
- **Layer:** You can adjust the layer position and size.
 - X: Adjust the layers' horizontal initial position on the screen.
 - Y: Adjust the layers' vertical initial position on the screen.
 - Width: Adjust the layers' width.
 - Height: Adjust the layer's height.
- **Mask:** You can set the layer mask. The masked area is not displayed, while the unmasked area is displayed. Unit: Pixel.
 - Top: Mask the layer from top to bottom.
 - Bottom: Mask the layer from bottom to top.

- Left: Mask the layer from left to right.
 - Right: Mask the layer from right to left.
 - **Crop**: You can crop the input source of the layer.
 - X: Set the horizontal initial position of the input source cropping.
 - Y: Set the vertical initial position of the input source cropping.
 - Width: Set the width of the output after cropping.
 - Height: Set the height of the output after cropping.
- Click **Reset** to reset all the parameters to their default values.

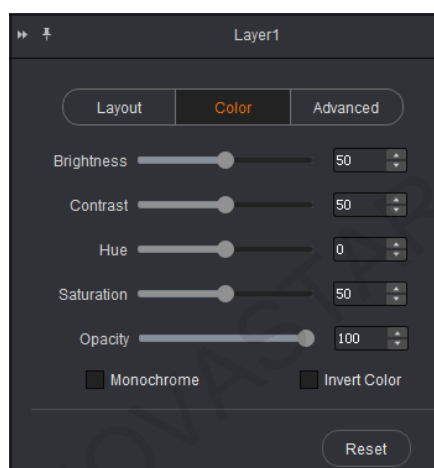
Color

In **Color** settings page, you can set the brightness, contrast, hue, saturation and opacity of the selected layer.

Step 1 Click to select the layer you want to set.

Step 2 Select **Color** to enter the color settings page, as shown in [Figure 3-16](#).

Figure 3-16 Color



Step 3 You can drag the slider or enter a number to set the brightness, contrast, hue, saturation and opacity.

Step 4 (Optional) Select **Monochrome** to make the layer display in black and white colors.

Step 5 (Optional) Select **Invert Color** to make the layer display in inverted color.

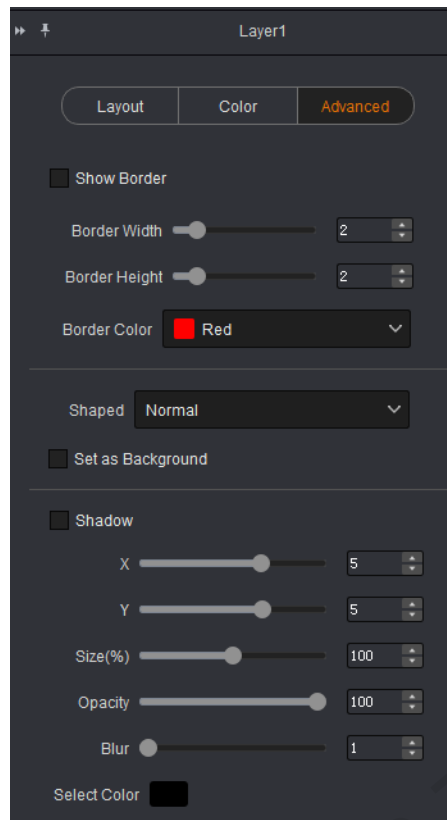
Advanced

In **Advanced** settings page, you can set the border width, height and color the selected layer.

Step 1 Click to select the layer you want to set.

Step 2 Select **Advanced** to enter the advanced settings page, as shown in [Figure 3-17](#).

Figure 3-17 Advanced



Step 3 Select **Show Border** to show the layer border.

Step 4 Set the border width, height and color.

- **Border Width:** Set the width of the vertical border lines. The value range is 0–16.
- **Border Height:** Set the width of the horizontal border lines. The value range is 0–16.

Step 5 (Optional) Click the drop-down arrow next to **Shaped**. In the drop-down box that appears, choose different layer shapes.

The supported layer shapes are **Heart**, **Star**, **Circle**, **Moon**, **Oval** and **Diamond**.

Note:

Currently, only NovaPro UHD supports shaped layer settings.

Step 6 (Optional) Select **Set as Background** to send the selected layer to the bottom, set it as background and make it fit the whole screen.

Note:

Currently only NovaPro UHD supports this function.

Step 7 (Optional) Select **Shadow** to enable the layer shadow settings.

1. You can set the layer shadow position by adjusting the **X** and **Y** values.

When X is a negative value, the shadow is at the left of the layer. When X is a positive value, the shadow is at the right of the layer.

When Y is a negative value, the shadow is at the bottom of the layer. When Y is a positive value, the shadow is at the top of the layer.

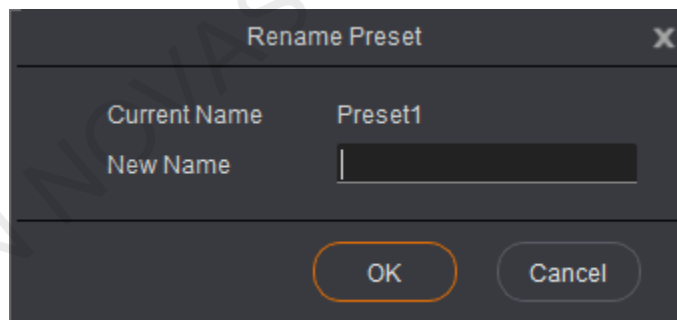
2. **Size(%)**: Set the shadow size.
3. **Opacity**: Set the opacity of the shadow. The greater this value is, the clearer the shadow is.
4. **Blur**: Set the fade effect of the shadow.
5. Click the drop-down arrow next to **Select Color**. In the drop-down box that appears, choose different shadow colors.

3.2.7 Setting Presets

Operating Procedures

- Step 1 On the main user interface, click one of the presets at the bottom, for example, Preset 1.
- Step 2 Click **Mosaic Layout** and choose a mosaic layout according to the screen size or the loading capacity of the device.
- Step 3 Set layers.
- Step 4 Click **Settings**, and then set the input resolution, input color, output resolution, output color, effect and duration.
- Step 5 Double click the preset icon, and rename the preset in the dialog box appears as shown in [Figure 3-18](#).

Figure 3-18 Rename preset



- Step 6 Click **OK** to complete the preset settings.
 - Click **Save** to save the current preset settings to V-Can and connected device.
 - Click **Load** to load the current preset to PVW.
 - Click **Clear** to clear the information in the current preset.
 - Click **Clear All** to clear all the presets.

Note:

Currently, only VX6s, VX5s and NovaPro UHD support preset saving and loading functions.

3.2.8 Effects

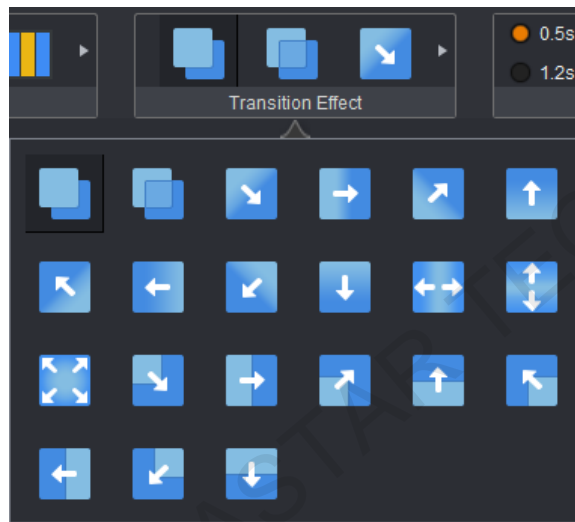
V-Can supports multiple transition effects which make the display more flexible and vivid. When connected with different devices, the effect quantity will be different.

3.2.8.1 Transition Effects

The transition effects are available only when the connected device is J6 or N6 and the system mode should be in splicer mode.

Click  in the **Transition Effect** area to choose a transition effect, or click  below **Transition Effect** to expand all the effects and choose an effect. When you right click a layer, choose **Switch Source** and select a source, the input source will be switched from one source to another and you can see the transition effect.

Figure 3-19 Transition effects

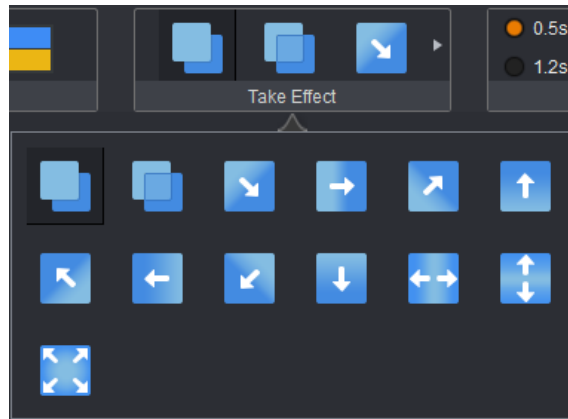


3.2.8.2 Take Effects

In switcher mode, only the Take effects are available. A Take effect refers to the display effect shown on PGM after you click **Take** to switch the layer from PVW to PGM.

Click  in the **Take Effect** area to choose an effect, or click  below **Take Effect** to expand all the effects and choose an effect. Click **Take**, and you can see the effect on PGM.

Figure 3-20 Take effects



3.2.9 Duration

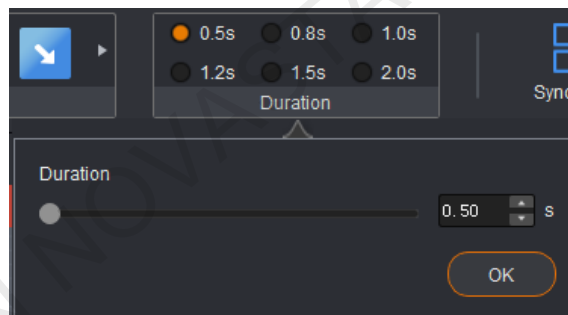
Duration is the length of the time a transition effect or Take effect continues.

The duration range is 0.5s–2.0s.

You can set the effect duration by one of the following methods.

- Select a commonly used time value in the **Duration** area.
- Click  below **Duration** and drag the slider, then click **OK**.
- Click  below **Duration** and enter a value, then click **OK**.

Figure 3-21 Duration



Note:

When the connected device is VX5s or VX6s, rather than adjust the duration freely, you can only choose an existing duration time.

3.2.10 Preset Playing

V-Can supports the function of preset playing. After the layers of each preset are set, V-Can will send and save the preset information to the video processor. After the start times to play the presets are set, the layers in each preset will start to play according to the time you set.

Preset playing is supported only when the connected device is J6 or N6 and the system mode should be in splicer mode.

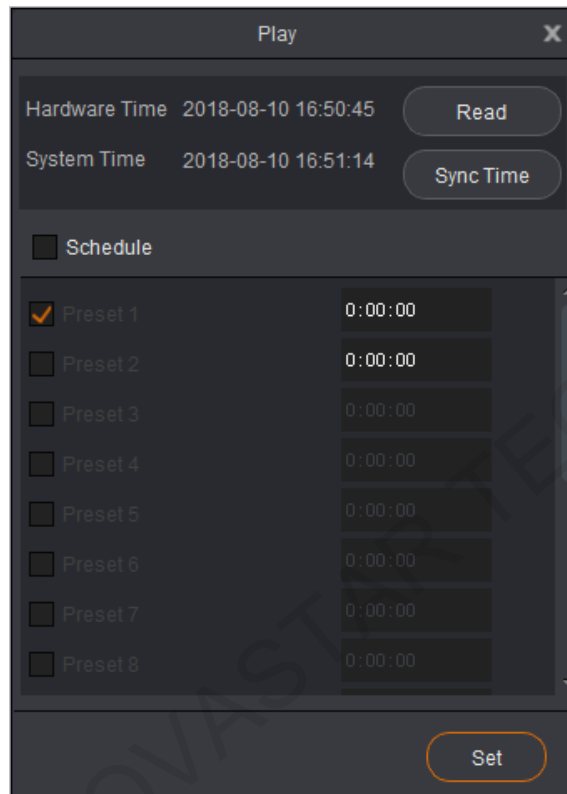
Before You Begin

Complete the settings of presets.

Operating Procedures

Step 1 Choose **Settings** > **Play**. The preset playing window appears, as shown in [Figure 3-22](#).

Figure 3-22 Preset playing



Step 2 Click **Read** to read the system time.

Step 3 If **Hardware Time** and **System Time** are not synchronized, click **Sync Time** to synchronize the hardware time with the system time.

Step 4 Select the check box next to **Schedule**.

Step 5 Select the check boxes of presets and set the start times to play the presets.

Note:

- Repeated start times are not allowed.
 - To see the effect of automatic playing, you need to set start times of two presets at least.
-

Step 6 Click **Set** to complete the preset playing settings.

3.2.11 Sync Mode

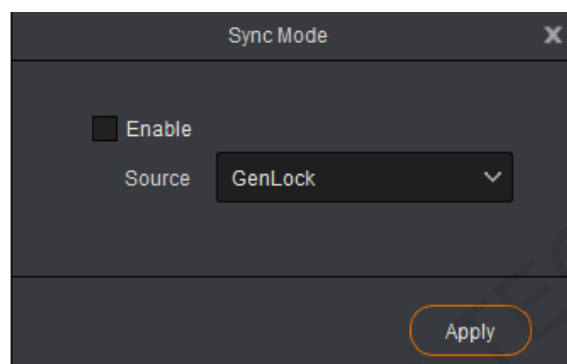
When multiple devices are cascaded, the sync mode must be enabled. Synchronization between signal sources makes sure the display of the mosaic screen is intact and consistent.

When devices such as cameras are connected, enabling sync mode can remove scan lines.

Operating Procedures

- Step 1 Choose **Settings** > **Sync Mode**. The sync mode window appears, as shown in [Figure 3-23](#).

Figure 3-23 Sync mode



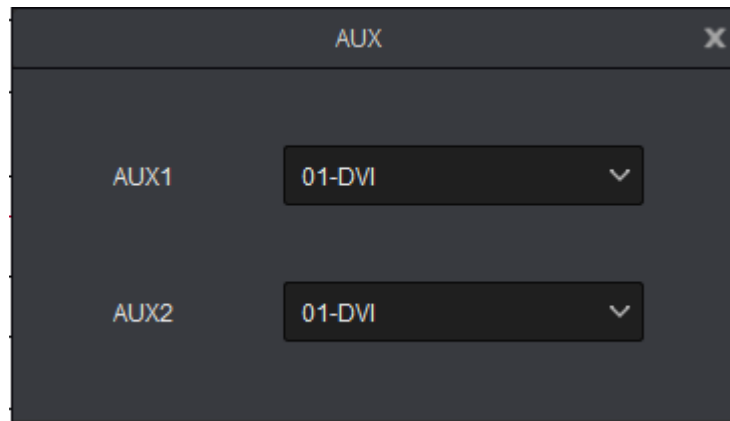
- Step 2 Select the check box of **Enable**.
- Step 3 Click the drop-down arrow next to **Source** and choose a signal source from the drop-down box that appears.
- **Genlock**: Use an external signal source as the sync source.
 - Other connector names: Use an internal input source as the sync source.
- Step 4 Click **Apply**.

3.2.12 AUX

After this function is configured for the connected device, you can set to enable/disable this function and set the input source of the aux output through V-Can. Currently only NovaPro UHD supports AUX settings.

- Step 1 Choose **Settings** > **AUX**. The aux settings window appears, as shown in [Figure 3-24](#).

Figure 3-24 AUX settings



Step 2 Click the drop-down arrow next to **AUX1** or **AUX2** and choose a signal source from the drop-down box that appears.

3.3 OSD

3.3.1 Adding OSDs for J6 and N6

V-Can allows you to add an image on the LED display as the background or foreground and add text as an on-screen prompt.

Inserting Images

An image can be used as OSD and displayed on the LED screen as the background or foreground. The format of the image used as OSD only can be bmp, jpg and jpeg. Only one image OSD can be inserted in each mosaic screen.

You can choose either image or text as OSD.

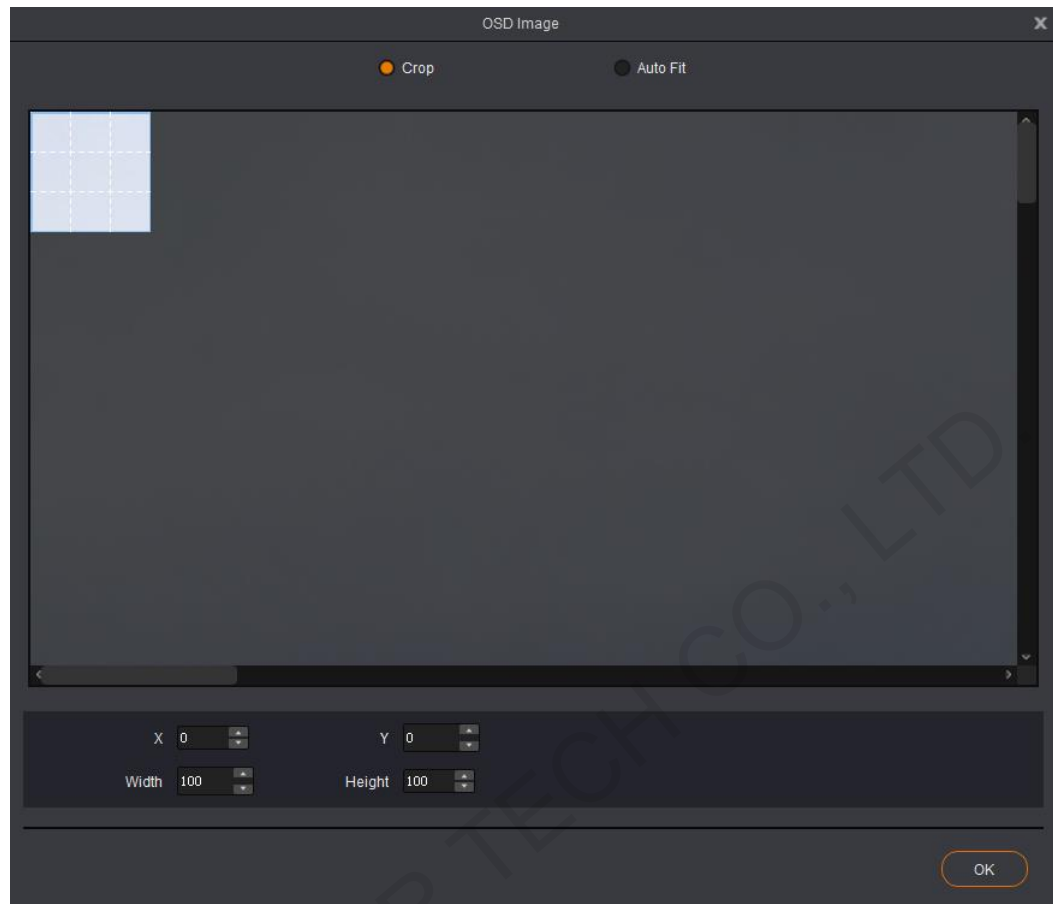
Step 1 Select **OSD > Image**. The image selection window appears.

Step 2 Choose the image which will be displayed.

Step 3 Click **Open**. V-Can will send information about the selected image to the device or the control system.

If the image size is greater than the screen resolution, the below window appears. The dashed area is the cropped area.

1. Hover the mouse over the edge of the dashed area. When the mouse pointer changes into a double arrow, press and hold down the left mouse button, move the mouse to adjust the size of the cropped area. You can also directly enter the values for **Width** and **Height** to adjust the size of the cropped area.
2. Click and drag the dashed area to adjust the position of the cropped area. You can also directly enter the values for **X** and **Y** to adjust the position of the cropped area.
3. Click **OK** to complete the image cropping settings.



If the image size is smaller than the screen resolution, the image is inserted directly.

Step 4 Right click the inserted image, and you can do the following operations.

- **Bring to Front:** Move the inserted image to the top.
- **Send to Back:** Move the inserted image to the bottom. If the size of the inserted image is smaller than the layer, the inserted image will not be seen.
- **Remove OSD:** Delete the inserted image.
- **Crop:** Set the initial position and size of the cropped area.
- **Enable Crop:** Select it to display the content according to the settings in **Crop**. Unselect it to display the original OSD image.

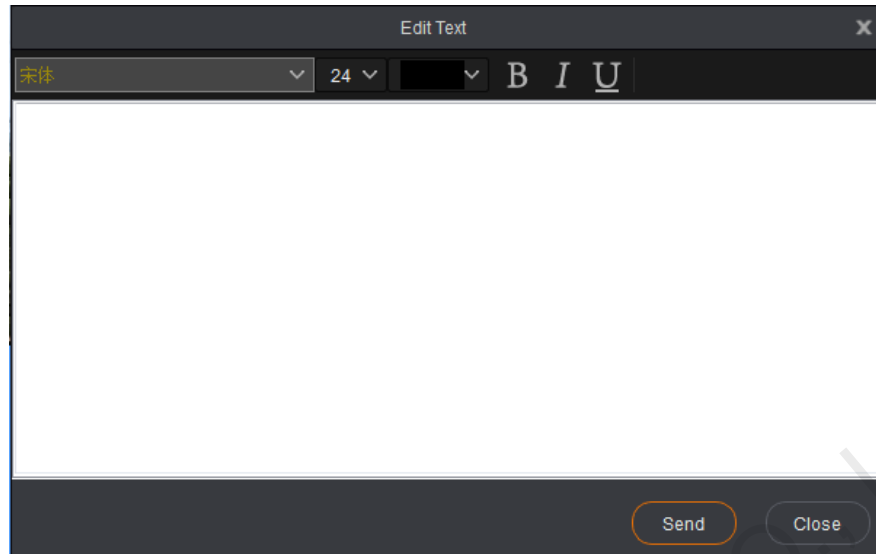
Inserting Texts

Text can be used as OSD and displayed on the LED screen as the background or foreground. Only one text OSD can be inserted in each mosaic screen. The inserted text will be displayed in the form of an image.

You can choose either image or text as OSD.

Step 1 Choose **OSD > Text**. The text editing window appears, as shown in [Figure 3-25](#).

Figure 3-25 Inserting text



- Step 2 Set the information of the text to be displayed, such as font type, size and color, bold, italic, and underline.
- Step 3 In the blank text field, enter the text to be displayed.
- Step 4 Click **Send** to send the text to the connected device or the control system.
- Step 5 Right click the inserted text, and you can do the following operations.
- **Bring to Front:** Move the inserted text image to the top.
 - **Send to Back:** Move the inserted text image to the bottom. If the size of the inserted text image is smaller than the layer, the inserted image will not be seen.
 - **Remove OSD:** Delete the inserted text image.

Enabling/Disabling OSD

You can enable or disable the OSD function. When disabled, the OSD function will be automatically enabled after image or text is inserted.

- When the OSD function is enabled, click **Disable OSD** to disable the function.
- When the OSD function is disabled, click **Enable OSD** to enable the function.

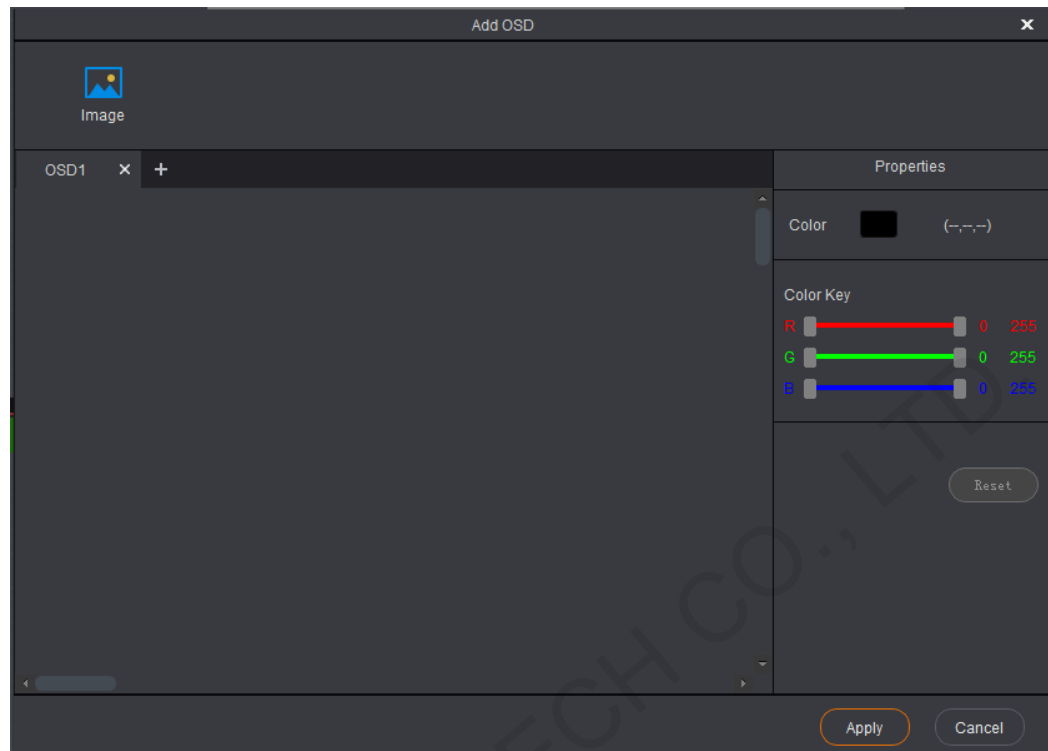
3.3.2 Adding OSDs for Other Devices

Adding OSDs/LOGOs

Step 1 Choose **OSD > OSD** to enter the OSD settings page.

Step 2 Click  in the OSD area to enter the OSD adding window, as shown in [Figure 3-26](#).

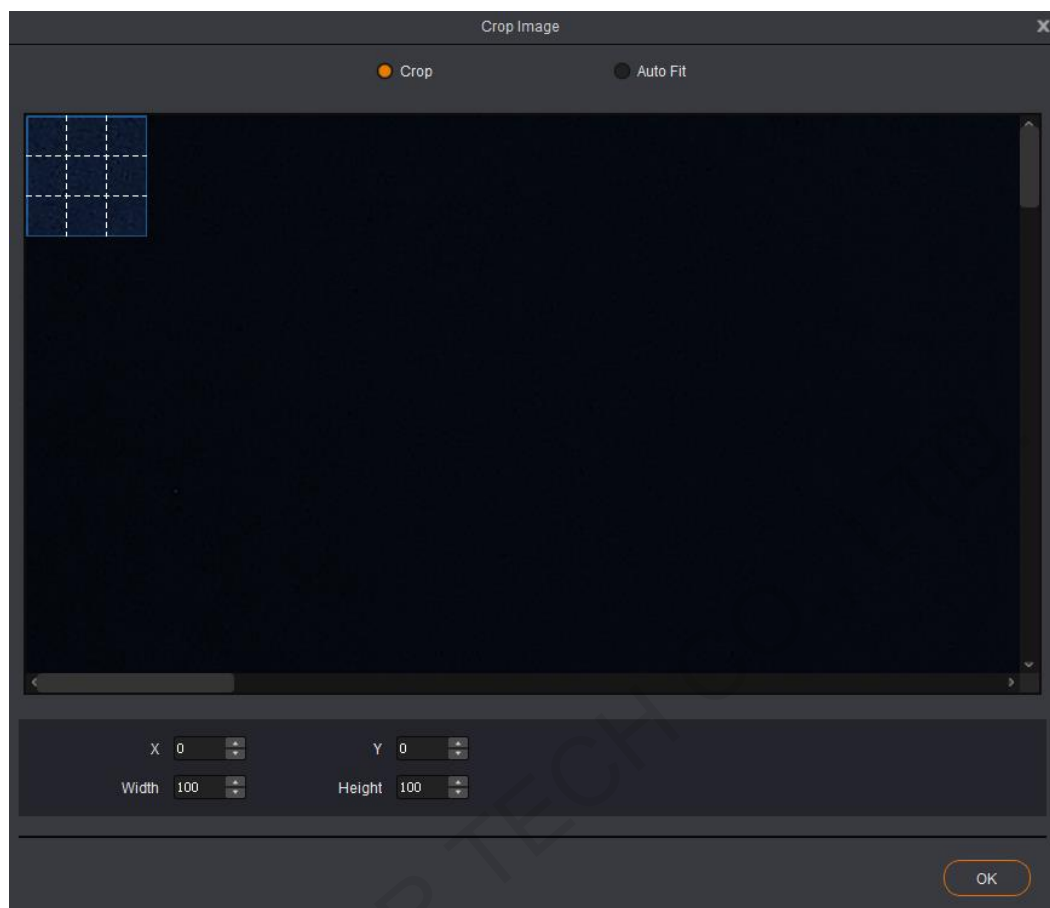
Figure 3-26 Adding OSD



Step 3 Click **Image** to select the desired OSD image in the window appears.

Step 4 After an image is selected, click **Open** to complete the adding.

- If the image size is greater than the screen resolution, the below window appears. The dashed area is the cropped area.
 1. Hover the mouse over the edge of the dashed area. When the mouse pointer changes into a double arrow, press and hold down the left mouse button, move the mouse to adjust the size of the cropped area. You can also directly enter the values for **Width** and **Height** to adjust the size of the cropped area.
 2. Click and drag the dashed area to adjust the position of the cropped area. You can also directly enter the values for **X** and **Y** to adjust the position of the cropped area.
 3. Click **OK** to complete the image cropping settings.



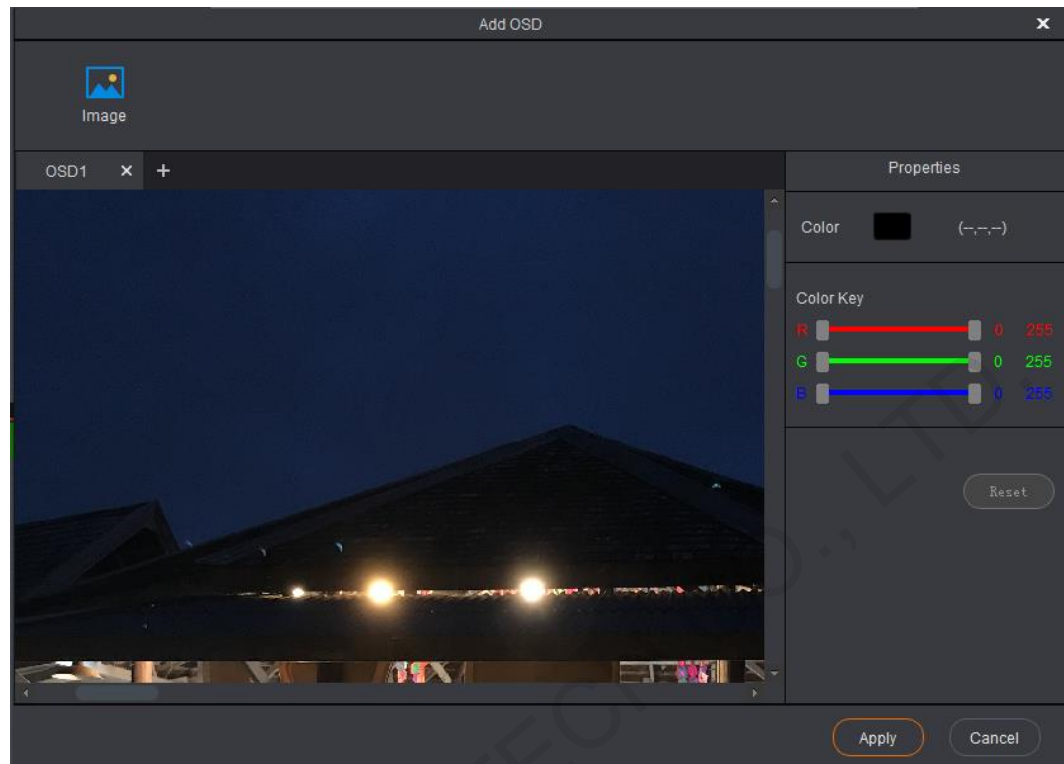
Note:

You can select **Auto Fit** to fit the image to the whole screen.

- If the image size is smaller than the screen resolution, the image is added directly.

After the image is added successfully, it is as shown in [Figure 3-27](#).

Figure 3-27 Adding OSD images

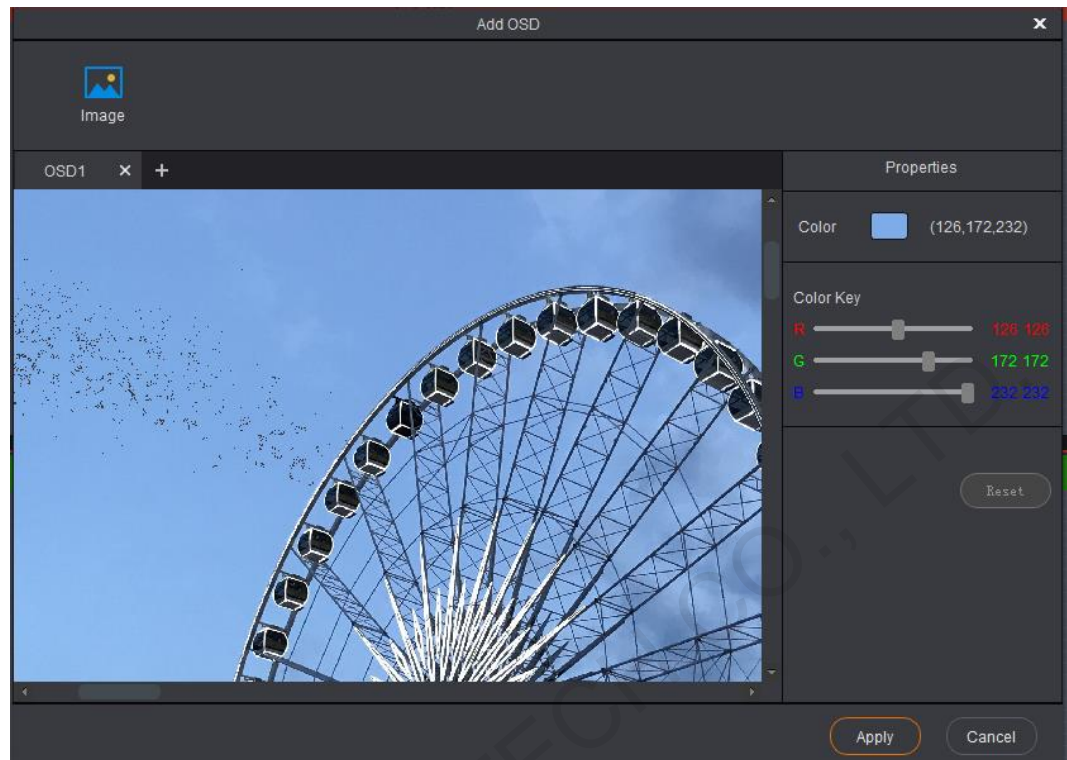


Color Keying

- Step 1 Hover the mouse over the image, the color number of the current area appears.
- Step 2 Click to select the desired color, and its color number appears in **Properties** area. Then the selected color will be removed from OSD.

You can also drag the sliders of **Color Key** to adjust the RGB ranges to remove the colors within certain color ranges, as shown in [Figure 3-28](#) .

Figure 3-28 Color keying



Note:

Only when the connected device is NovaPro UHD, the function of color keying is supported.

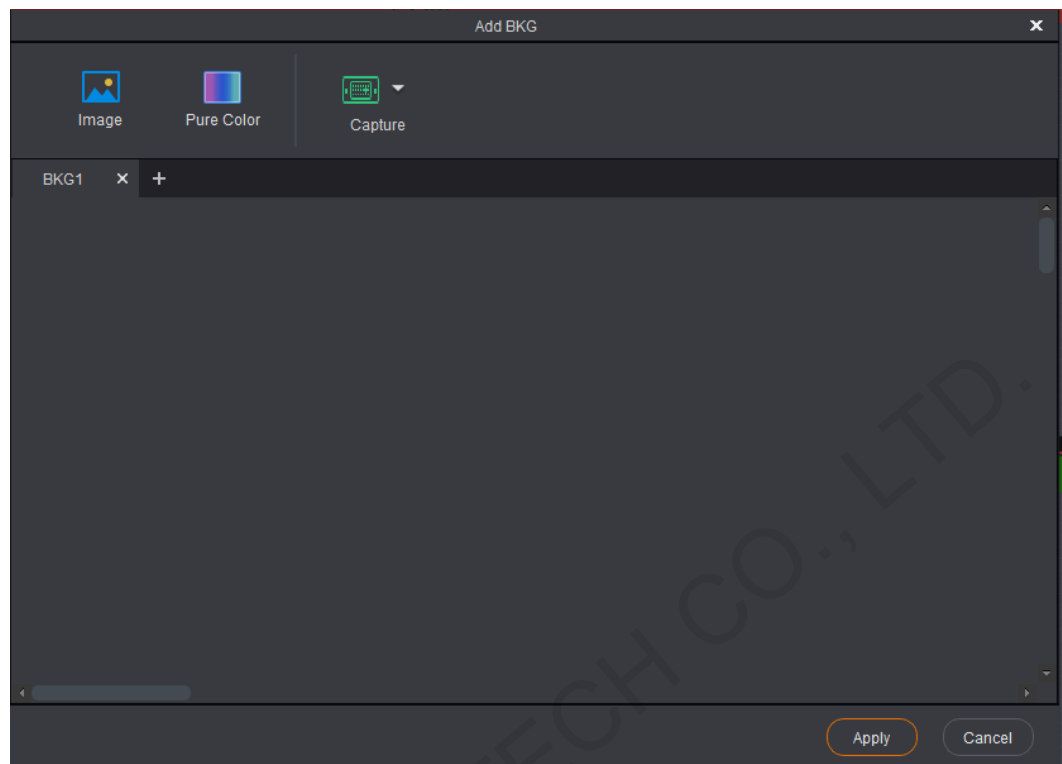
Adding BKGs

- Add a background image.

Step 1 Choose **OSD > BKG** to enter the BKG setting page.

Step 2 Click  in the BKG area to enter the BKG adding window, as shown in [Figure 3-29](#).

Figure 3-29 Adding BKG

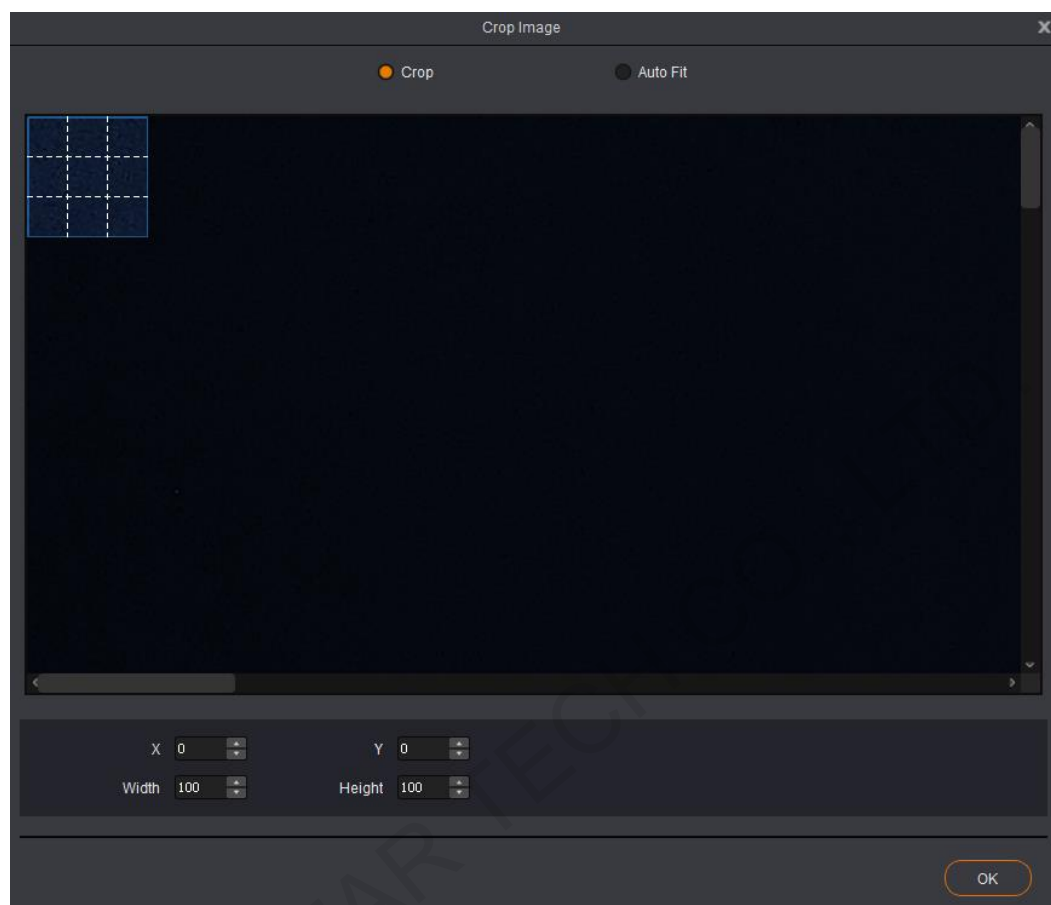


Step 3 Click **Image** to select the desired BKG image in the window appears.

Step 4 After an image is selected, click **Open** to complete the adding.

- If the image size is greater than the screen resolution, the below window appears, as shown in [Figure 3-30](#). The dashed area is the cropped area.
 1. Hover the mouse over the edge of the dashed area. When the mouse pointer changes into a double arrow, press and hold down the left mouse button, move the mouse to adjust the size of the cropped area. You can also directly enter the values for **Width** and **Height** to adjust the size of the cropped area.
 2. Click and drag the dashed area to adjust the position of the cropped area. You can also directly enter the values for **X** and **Y** to adjust the position of the cropped area.
 3. Click **OK** to complete the image cropping settings.

Figure 3-30 Cropping image



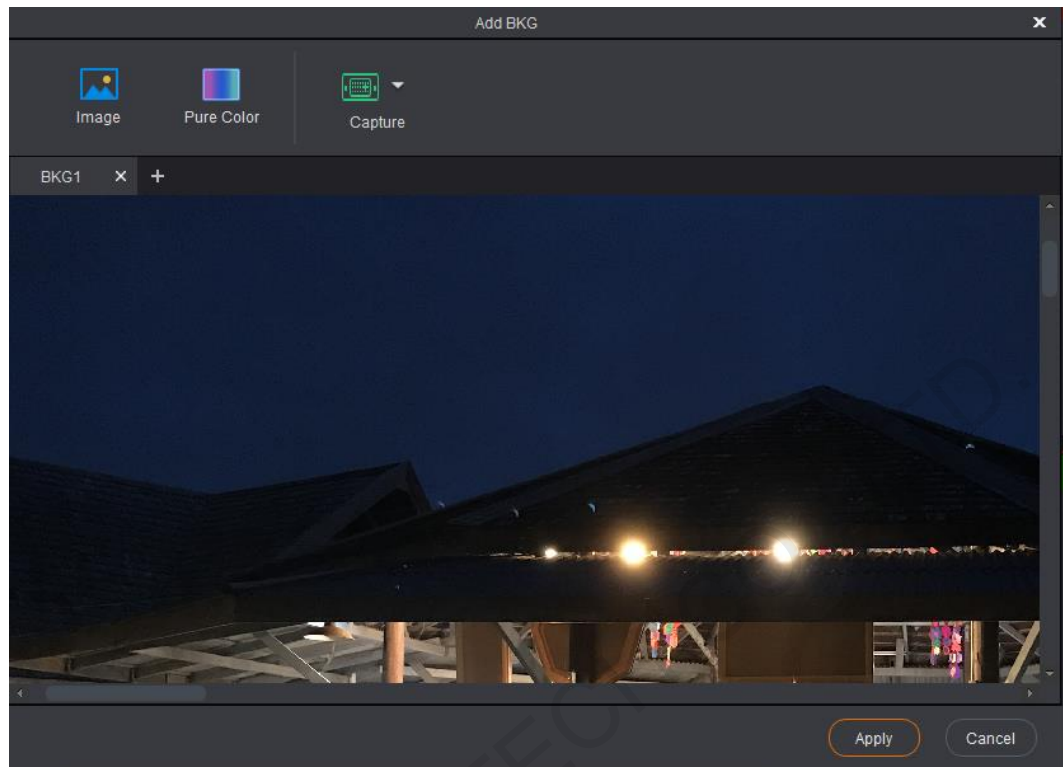
Note:

You can select **Auto Fit** to fit the image to the whole screen.

- If the image size is smaller than the screen resolution, the image is added directly.

After the image is added successfully, it is as shown in [Figure 3-31](#).

Figure 3-31 Adding BKG image

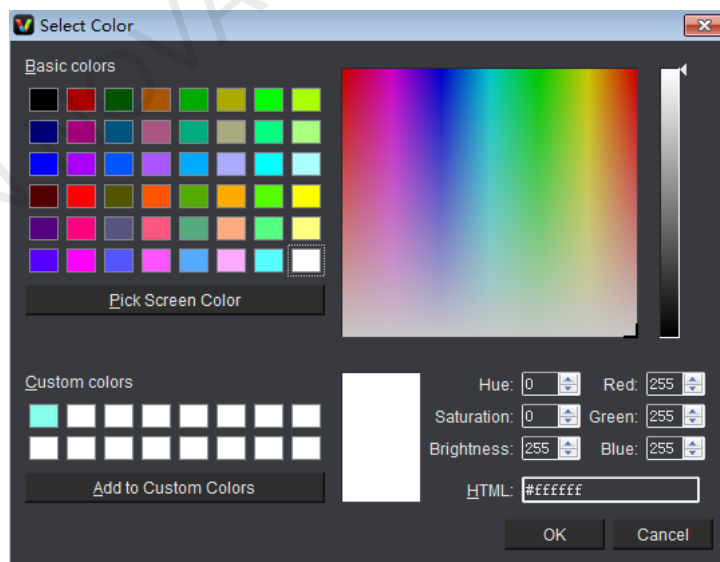


- Add a pure color background.

Step 5 Click + on the right of **BKG1** in Figure 3-31 to add a new background.

Step 6 Click **Pure Color** and the **Select Color** window appears, as shown in Figure 3-32.

Figure 3-32 Selecting color



Step 7 Select the desired color.

Step 8 Click **OK** to complete adding the pure color background.

- Add a captured background image.
Capture the current frame of the input source and use it as the background image.

Step 9 Click + on the right of **BKG1** in Figure 3-31 to add a new background.

Step 10 Click the drop-down arrow next to Capture. In the drop-down box that appears, choose different input sources for capturing a background image.

