



INSTRUCTIONS

GrandShow



USER MANUAL

Content

1	GrandShow Introduction	1
2	Operating environment.....	1
3	Installation and Uninstallation	1
	3.1 Install the software	1
	3.2 Uninstall the software	3
4	Quick start guide	4
	Step 1: Gain authorization	4
	Step 2: Playing programs.....	4
5	Project.....	8
	5.1 Create new projects.....	8
	5.2 Edit projects.....	8
	5.3 Submenu of content files	14
6	Program.....	14
	6.1 Overview.....	15
	6.2 Add, move, play content files.....	16
	6.3 Insert, set, lock, arrange, play layers.....	18
	6.4 Add, copy, arrange, play scenes	21
7	Playback status.....	25
	7.1 Adjust playback progress.....	25
	7.2 Play/Stop contents	27
	7.3 Switch PPT playback modes.....	27
	7.4 Switch timing modes	27
8	Stage preview area.....	28
	8.1 Axis	29
	8.2 Shortcut to moving the stage.....	29
9	Screen	29
	9.1 Add screens.....	29
	9.2 Open screens.....	31

9.3	Connect screens.....	32
9.4	Adjust screen position and size	32
9.5	Position screens	32
9.6	View screen information	32
10	Property.....	34
10.1	View, modify layer properties	34
10.2	View, modify program node properties	34
10.3	View, modify scene properties.....	35
10.4	View, modify screen properties.....	36
10.5	View, modify global properties.....	36
11	File	37
11.1	New	37
11.2	Open	37
11.3	Recently opened	37
11.4	Project list	37
11.5	Save.....	39
11.6	Save as.....	39
11.7	Package	39
11.8	Program setting.....	40
11.9	Exit.....	41
12	. External MIDI console control	41
13	FAQ	42

1 GrandShow Introduction

GrandShow is a professional playback and control software that supports real-time unedited rendering, and has powerful functions and friendly interface. The playing image is clear, natural and smooth, and has good synchronization performance. GrandShow is safe and reliable, and can be applied in display control in such scenarios as meeting rooms, exhibition halls and stages when in conjunction with the professional playback and control server.

2 Operating environment

- Operating environment: Windows 10 Version (64 bit)
- CPU: 2.0GHz and above
- RAM: 8GB and above
- Dedicated graphics card: minimum 512MB of VRAM

3 Installation and Uninstallation

3.1 Install the software

1. Double-click the GrandShow installer, read the “Software agreements” and select the **I’ m agree with** check box.
2. Click **Quick Installation** or **Customize**.
 - ① If you click **Quick Installation**, the default installation path is in the C drive in your first installation, and is the last path if you have installed the software before.
 - ① If you click **Customize**, you can select an installation path.

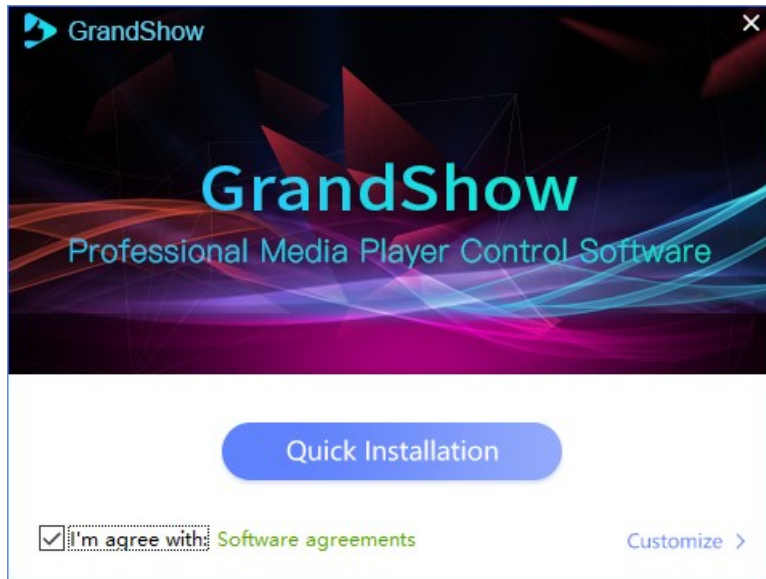


Figure 3-1 Install GrandShow

After a successful installation, you will see a prompt: “The installation is completed.”

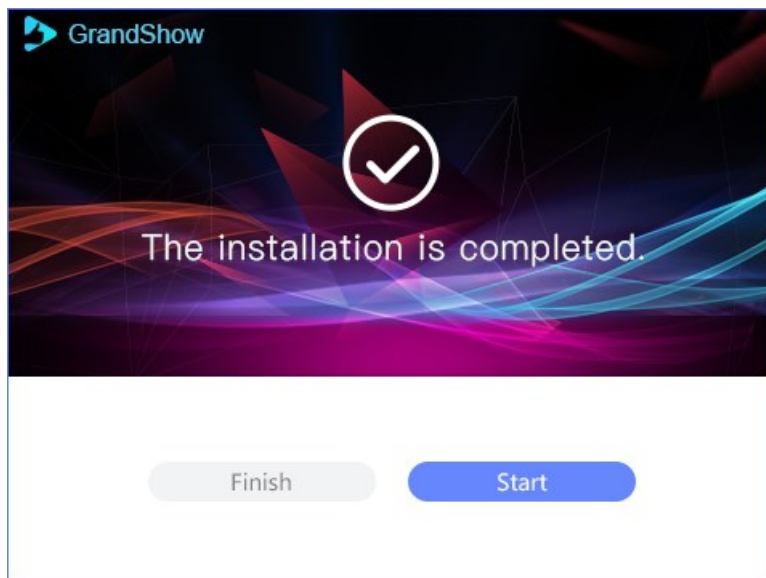



Figure 3-2 Complete installation

3.2 Uninstall the software

1. Open the installation directory, and double-click  `uninst.exe`.
2. Select or clear the **Save User Data** check box, and click **Uninstall**.

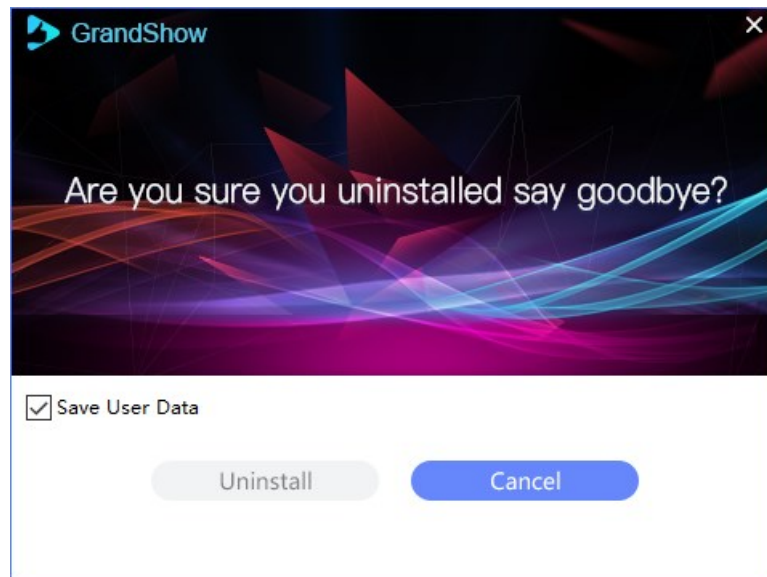


Figure 3-3 Uninstall the software

After a successful uninstallation, you will see a prompt: “Software uninstalled successfully.”

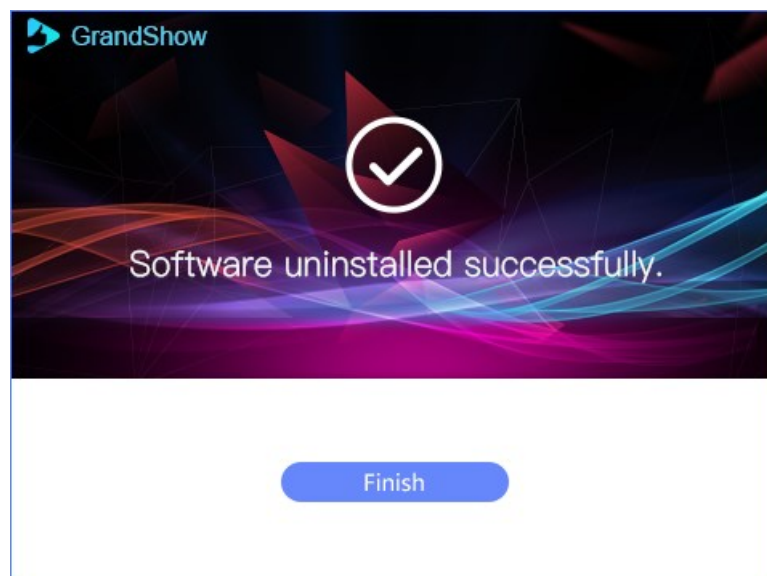


Figure 3-4 Successfully uninstall the software

4 Quick start guide

Step 1: Gain authorization

1. Insert the dongle into the USB port of your computer.
 - ① If the dongle isn't inserted, there will be a warning when you open GrandShow. You can click **Trial** to use a trial version. If you want more functions, please use the dongle to get an official version.

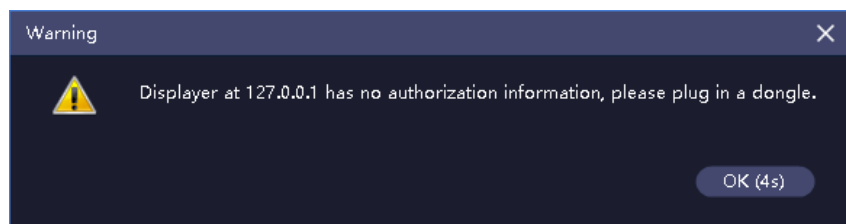


Figure 4-1 Dongle isn't inserted

2. Open GrandShow.

And you will see the following interface.



Figure 4-2 Main interface

Step 2: Playing programs

1. Click the adding icon **+** under the “Resource” tab in the upper-left

corner of the interface, and add content files.

① The added content files will be displayed in the “Resource” list.

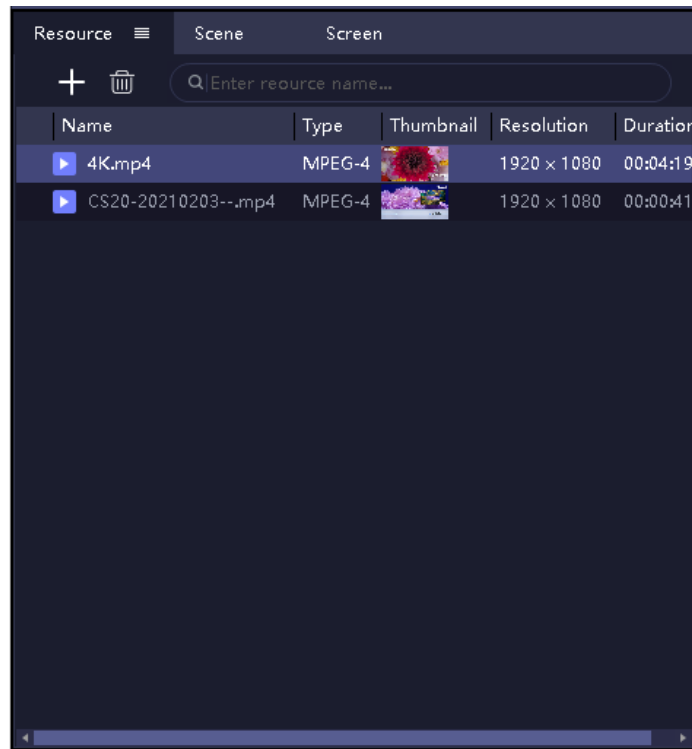


Figure 4-3 Add content files to resource list

2. Drag the content file in the “Resource” list to the window in the “Program” panel.

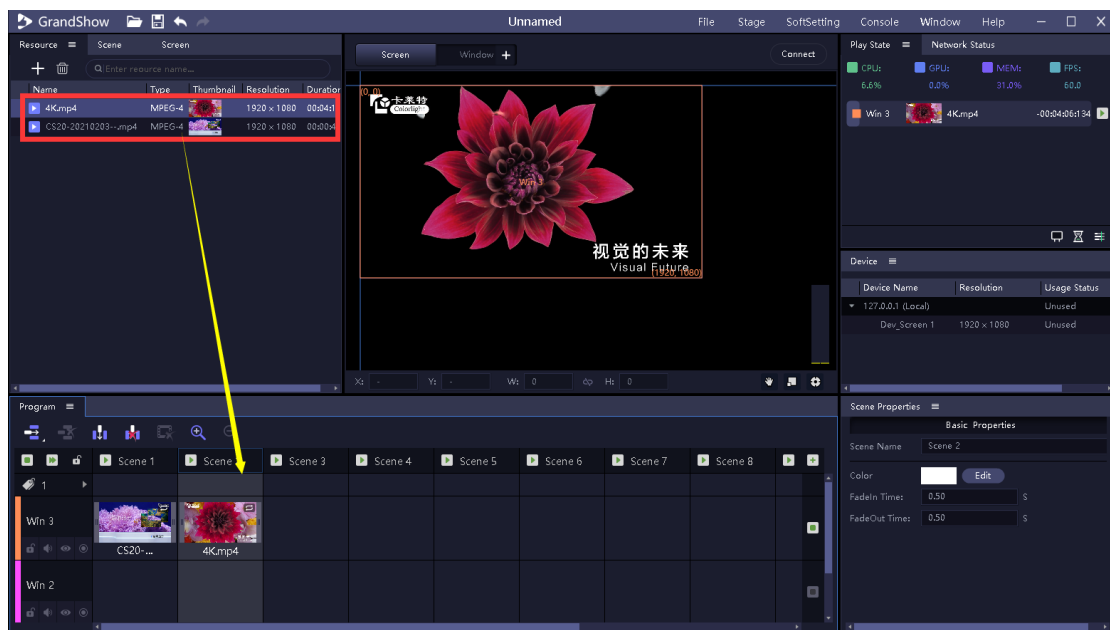


Figure 4-4 Add content files to program windows

3. Select a window in the “Program” panel or the preview area, and adjust the window position and size in the preview area.

① You can precisely adjust the window position and size as well as layer position in the bottom of the preview area.

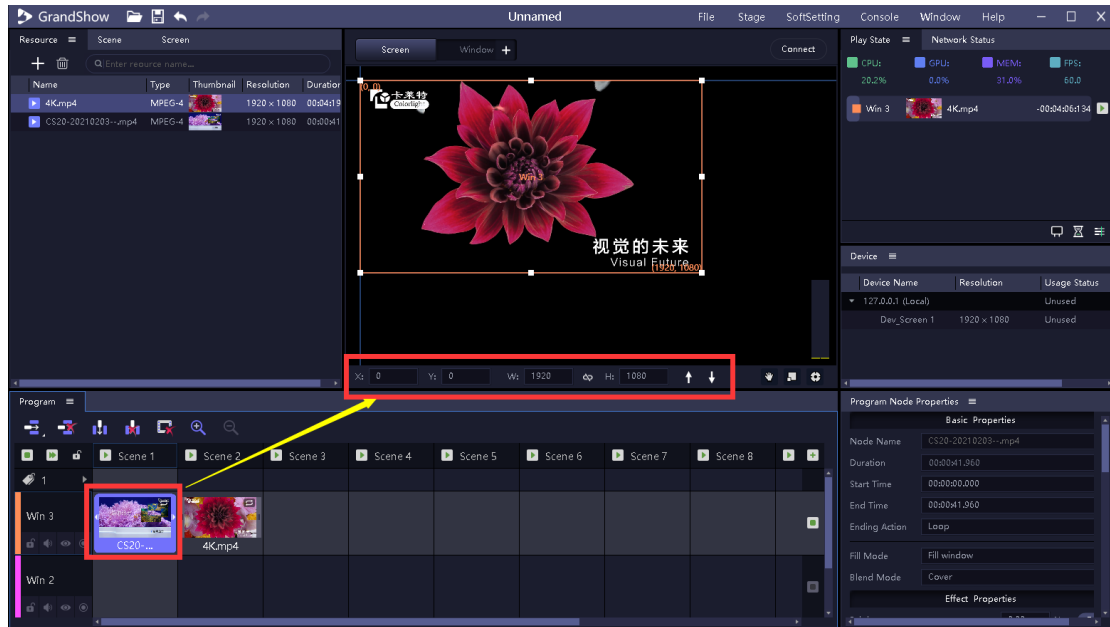


Figure 4-5 Preview area

4. Click the scene playback icon .

① You can view the real-time playing content in the preview area in the center of the interface and view playing progress in the “Play State” panel in the upper-right corner of the interface. You can click on any position of the progress bar to change playing progress.

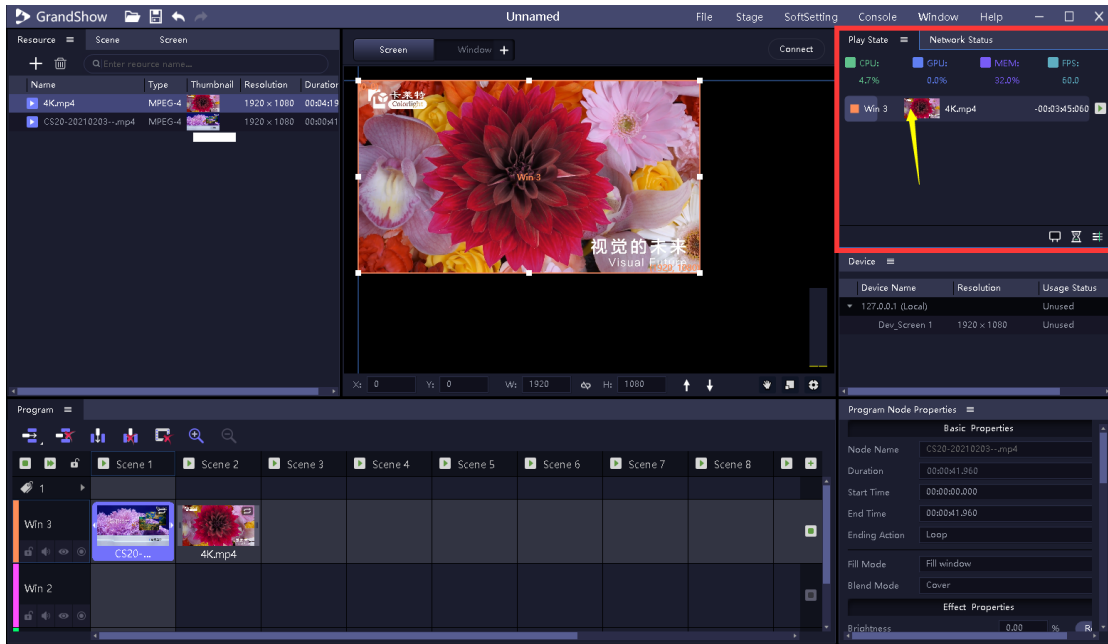
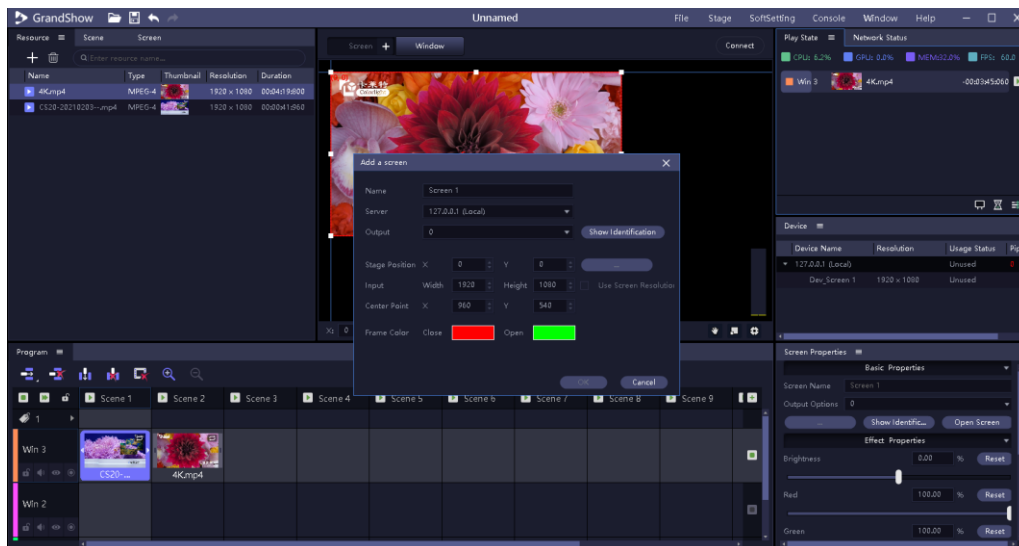


Figure 4-6 Playback status

5. Click **Screen** in the upper-left corner of the preview area, and click the adding icon **+** next to it.
6. In the pop-up “Add a screen” dialog box, modify screen name, select a server and an output, and click **Advanced Setting** to set the position, width, height and center point of the screen. Finally click **OK**.



7. Click **Connect** in the upper-right corner of the preview area, and click **Yes** to open all screens.

The above is the quick start guide of GrandShow. Refer to the following

chapter for detailed functions of GrandShow.

5 Project

GrandShow projects contains the added content files, edited scenes and content properties. After editing the project, you can save it as a file and open it later.

5.1 Create new projects

Open GrandShow, and a project will be automatically created. You can click **File > New** to create a project file.


5.2 Edit projects

5.2.1 Edit resource

You can add, view, edit, delete, search and arrange content files in the “Resource” panel in the upper-left corner of the interface.

5.2.2 Add content files

Do any of the following:

- Click the adding icon  under the “Resource” tab.
- Right-click the blank area of the panel, and add a content file in the pop-up menu.
- Right-click the added content file, and add a content file in the pop-up menu.

You can add video/audio/picture, text, PPT, capture input and folder.

- Add video/audio/picture

You can add one or multiple videos/audios/pictures simultaneously.

- Add text

The text window contains three panes: style setting pane, text entering pane and preview pane. You can set the text format in the “style setting pane”, enter the text in the “text entering pane”, and view the text playing effect in real time in the “preview pane” .

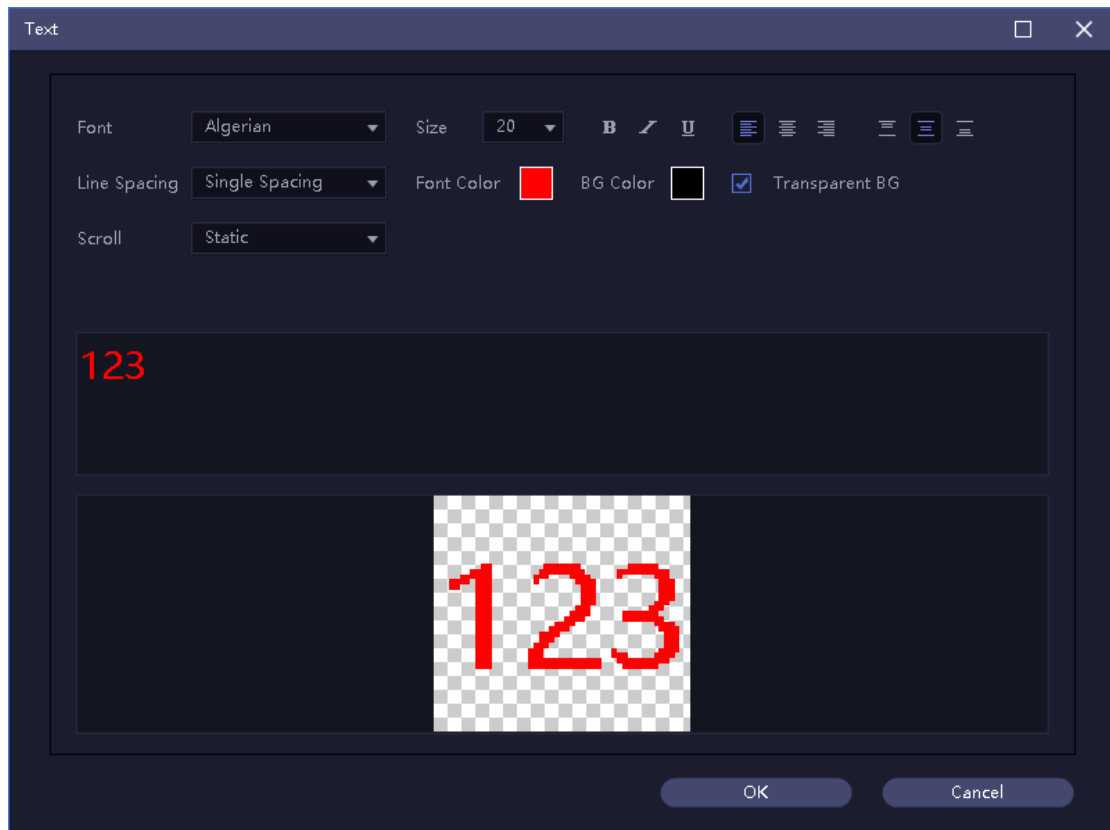


Figure 5-1 Add texts

- Add PPT

If the **Keep Aspect Ratio** check box is not selected, the resolution of the added PPT file will be 1920×1080.

If the **Keep Aspect Ratio** check box is selected, the resolution of the added PPT file will not exceed 1920×1080. (When the aspect ratio does not exceed 16:9, the height is 1080, and the width is calculated according to the aspect ratio. When the aspect ratio exceeds 16:9, the width is 1920, and the height is calculated according to the aspect ratio.

The PPT file has two display modes: animation mode, picture mode. The animation effect of the PPT file can be displayed in animation mode and not in picture mode.

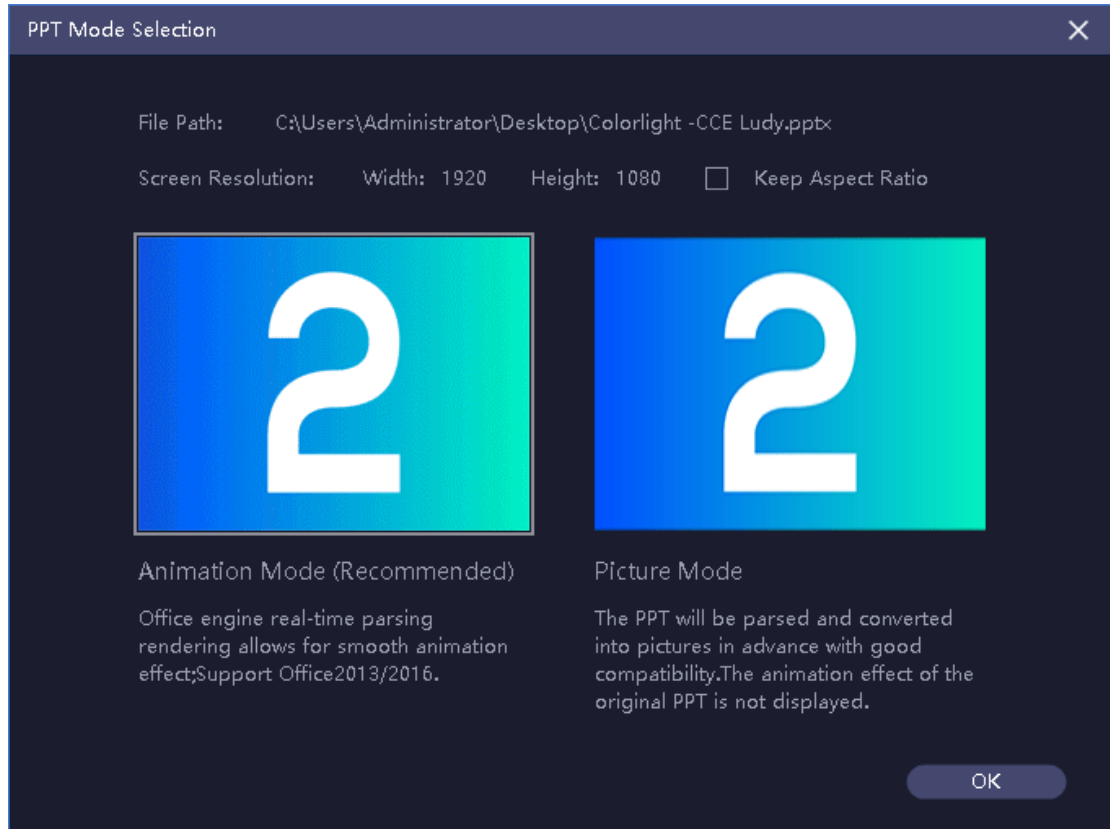


Figure 5-2 Add PPT

- Add capture input

Click the adding icon **+** in the “Resource” panel, and select **Add Capture Input**. Enter the name in the **Clip Name** filed, select the corresponding device below, and click **OK**. Then the image captured by the capture card will be added to the “Resource” panel. You can drag the content file to the preview area for playback.

You can adjust the resolution, brightness and contrast of the captured signal by setting the signal format or click **Configure**.

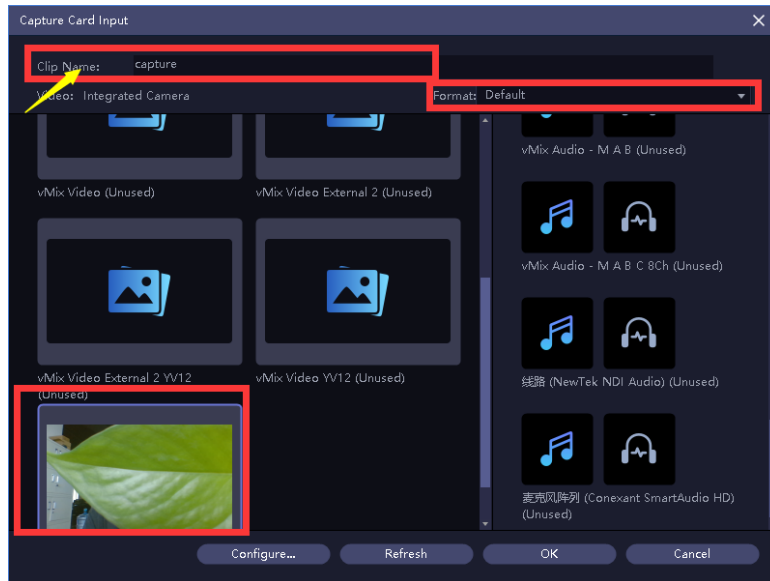


Figure 5-3 Add images of capture card

- Add folder

Click **Add Folder**, and a new folder will appear in the last row of the resource list. You can drag content files to the folder for content sorting.

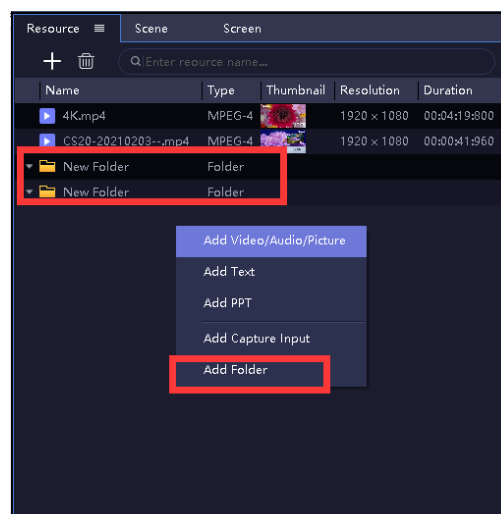


Figure 5-4 Add folder

5.2.3 View content details

In the resource list, you can view the name, type, thumbnail, resolution and duration of each content file. The duration of a PPT file is the page number of the file.

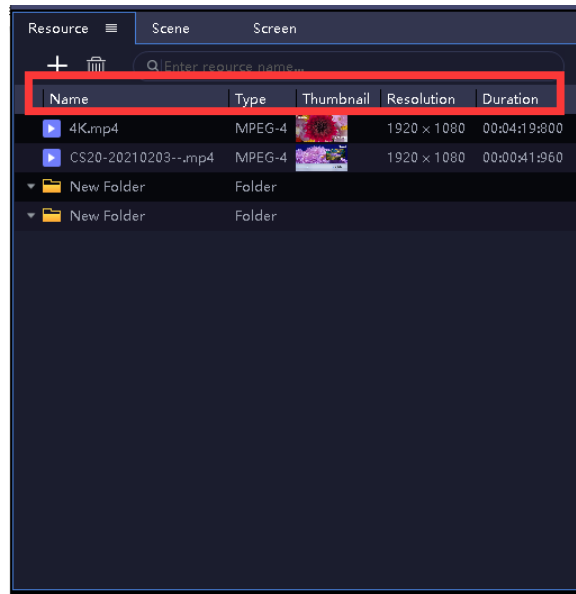


Figure 5-5 Resource list information

When you hover the cursor over a content file, the content details will appear.

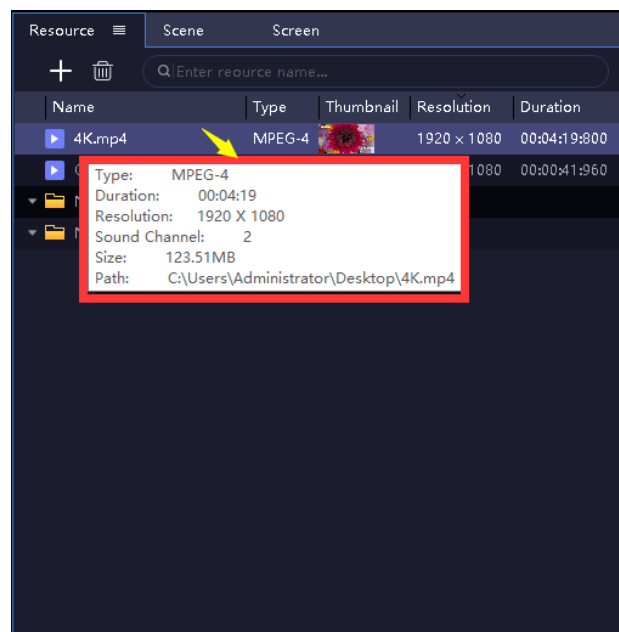


Figure 5-6 Hover cursor over a content file

5.2.4 Edit content files

All content files: Right-click the file, and you can select **Rename**.

Video files: Right-click the file and select **Decoding Type**.

Picture files: Right-click the file and select **Replace**.

Text file: Double-click the file to reedit the text.

5.2.5 Delete content files

Select a content file, and click the deleting icon .

5.2.6 Search content files

In the search field of the “Resource” panel, enter the key word of the content file.

① The key word is case-insensitive.

Content files that contain the key word will be displayed in the resource list.

5.2.7 Arrange content files

Do any of the following:

- Drag the content file to different positions in the resource list.
- When there are multiple content files in the resource list, you can click **Name**, **Type**, **Resolution** or **Duration** to arrange the files in a different order.

5.3 Submenu of content files

Right-click a content file in the resource list, and a menu pop ups, in which you can rename, replace and delete the file.

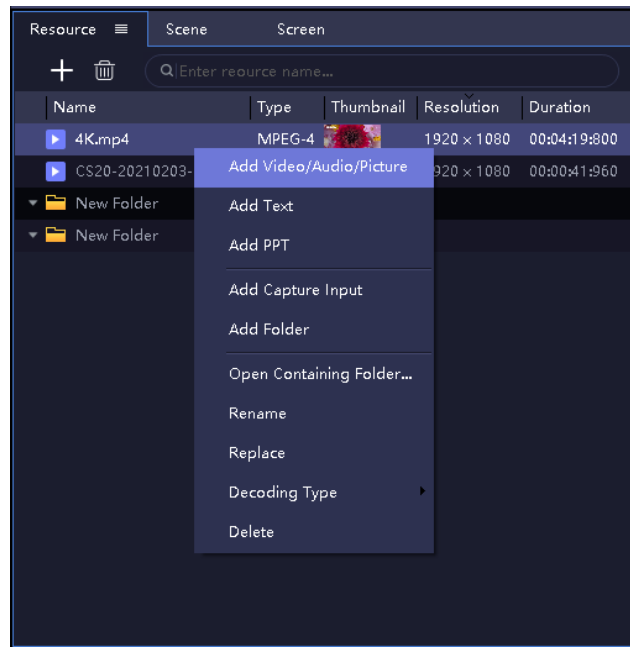


Figure 5-7 Right-click menu of resource list

6 Program

In the “Program” panel, you can edit and play programs. The panel is shown in the following figure.

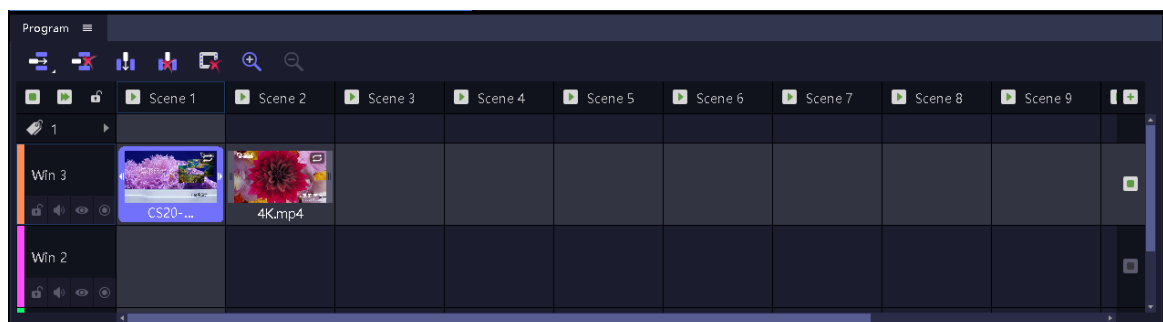


Figure 6-1 “Program” panel

6.1 Overview

The “Program” panel contains a toolbar, a scene title bar and program layers.

6.1.1 Toolbar

Toolbar is on the top of the panel and it contains such functions (from left to right): add layers, delete layers, add scenes, delete scenes, delete programs, zoom in, zoom out.



Figure 6-2 Toolbar

6.1.2 Program title bar

Program title bar is under the toolbar. There are three buttons on the left side of the bar: stop playing, play next scene, lock/unlock all layers. On the right side of the bar, there is a scene adding button.



Figure 6-3 Program title bar

6.1.3 Program layer

Program layer contains window layers and tag layers. You can add content files in the window layer, and double-click the blank tag and edit the tag.

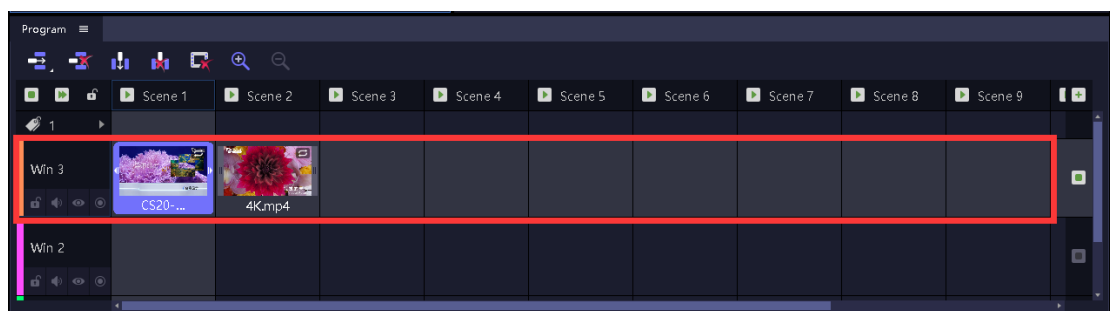


Figure 6-4 Window layer

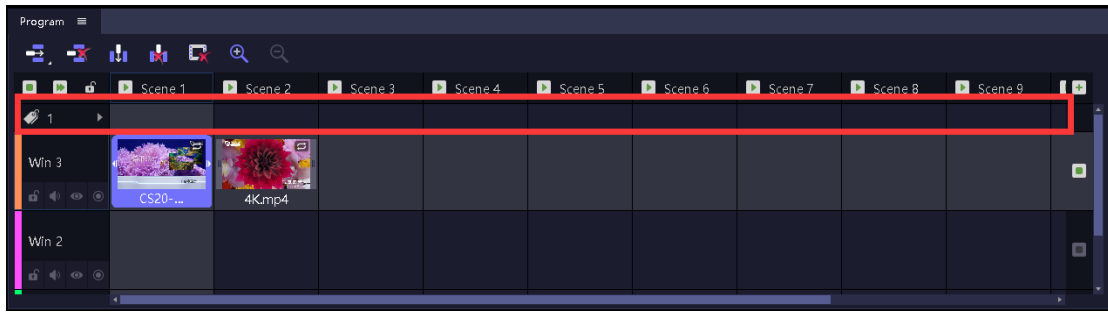


Figure 6-5 Tag layer



Figure 6-6 Tag

6.2 Add, move, play content files

In the “Program” panel, you can add content files in the window layer and preview contents.

6.2.1 Add content files to programs

Do any of the following:

- Drag a content file to a window in the panel.
- To add cross-scene content files, you can select a file, and put the cursor on one side of the file. When the cursor turns to an arrow, you can drag the arrow and the file will be added to other windows.

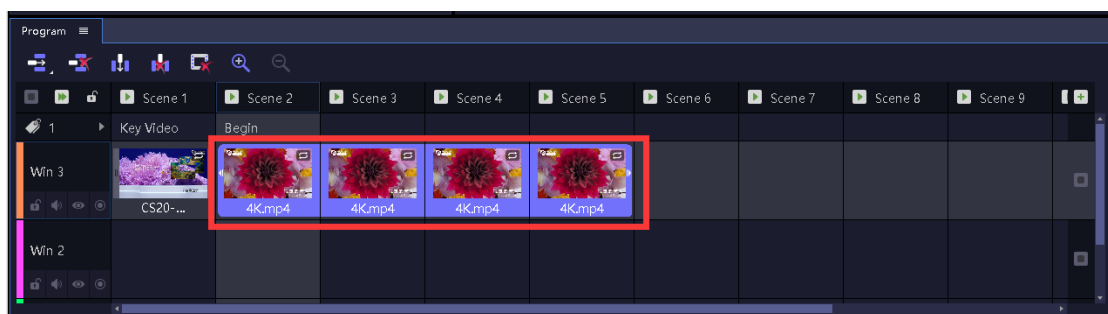


Figure 6-7 Cross-scene content file

- To copy a content file, you can select the file, and hold and press the Ctrl key and drag the file to other windows.

To delete a content file, you can click the window with the file, and click the

program deleting icon , or right-click the window and select **Delete**.

6.2.2 Move content files

Drag the content file to other window.

6.2.3 Copy/Paste effect properties

You can copy the effect properties of the content file and paste them on a new file.

1. Right-click a content file and select **Copy**.
2. Right-click another content file and select **Paste > Effect Properties**.

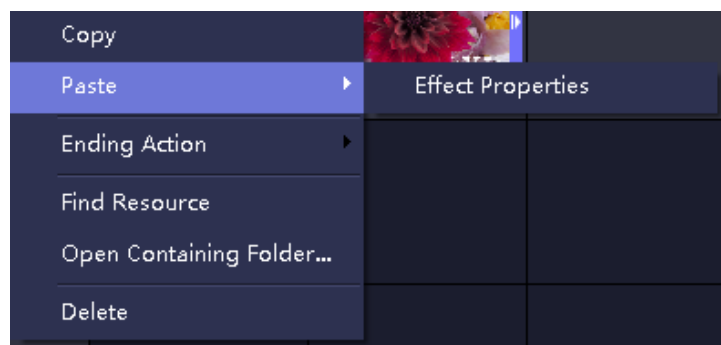


Figure 6-8 Paste effect properties

6.2.4 Set the ending action of playback

Do any of the following:

- Right-click a content file and select **Ending Action**.
 - **Loop:** The file is played repeatedly.
 - **Stop at the last frame:** Stop at the last frame when the playback is finished.
 - **Stop:** The playing window turns to black when the playback is finished.
 - **Go to next scene:** Play the next scene when the playback is finished.
 - **Go to other scene:** Play the specified scene when the playback is

finished.

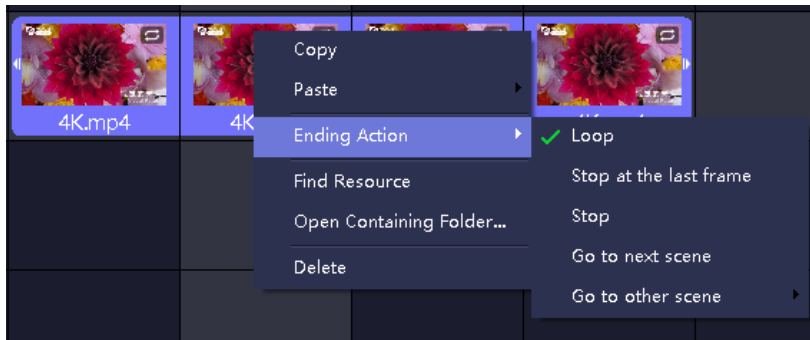


Figure 6-9 Ending action

- Select a content file, and switch the ending action in the “Program Node Properties” panel in the bottom-right corner.

6.2.5 Play/Stop

Double-click a content file to make the preview area play the file, and double-click the file again to stop playing it.

Click the stop icon  on the right side of the window layer to stop playing the content files on the layer.

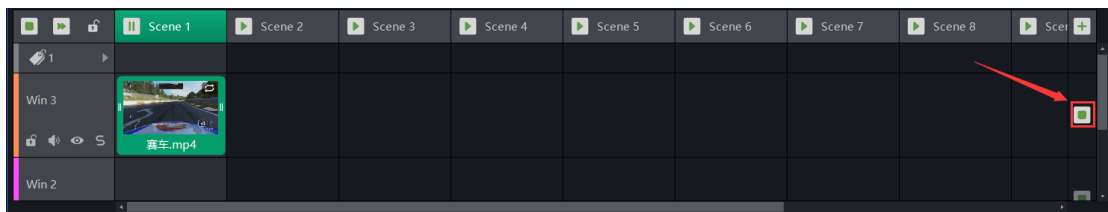


Figure 6-10 Stop playing content files on the window layer

6.3 Insert, set, lock, arrange, play layers

In the “Program” panel, you can freely edit window layers and tag layers.

6.3.1 Add layers

Do any of the following:

- Click the layer adding icon  on the toolbar to add a window layer or a tag layer. The new added layer will position on the top of all layers.

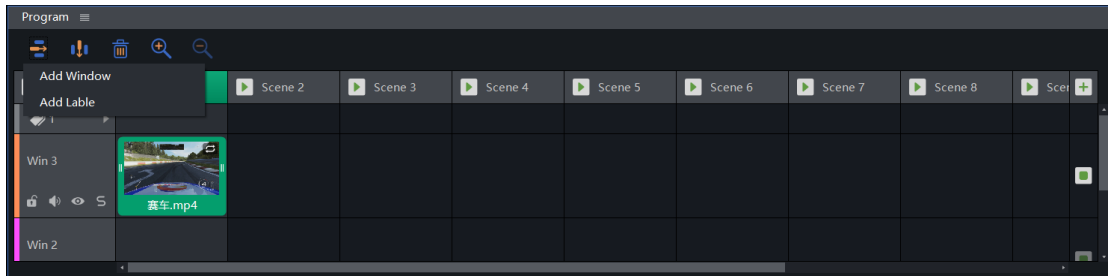



Figure 6-11 Add a layer

- Select a layer, and click the layer inserting icon  on the toolbar to insert a window or a tag upward or downward.

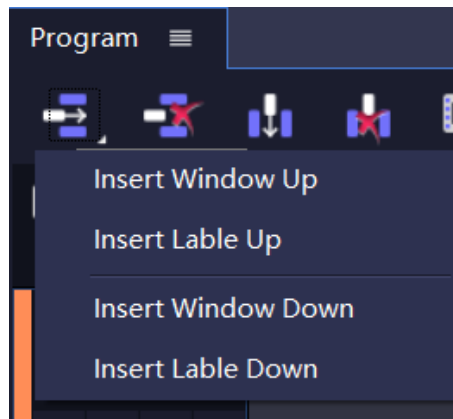


Figure 6-12 Insert a layer

- Right-click the layer name or a blank window or a blank tag, and insert a window or tag upwards or downwards.

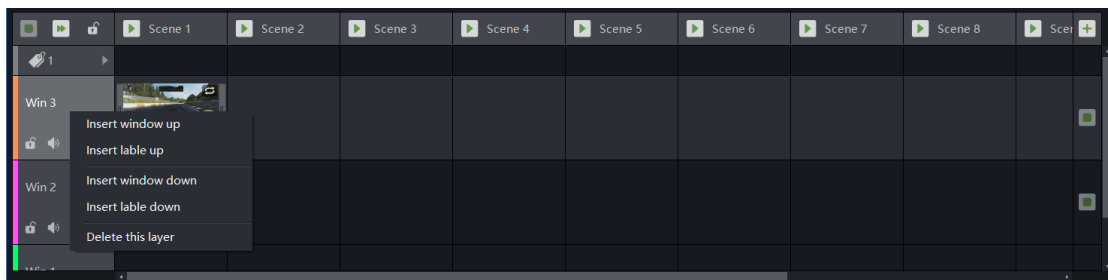




Figure 6-13 Right-click blank window

To delete a layer, you can select the layer and click the layer deleting icon , or right-click the layer and select **Delete this layer**.

6.3.2 Zoom in/out layer view

Click the zooming in icon  on the toolbar, and the width of layer view will

double, and if you click the icon again, the height of layer view will also double.

Click the zooming out icon  on the toolbar, and the height of layer view will be cut in half.

6.3.3 Adjust the position and size of window layers

Do any of the following:

- Select a window in the “Program” panel or the preview area, and move or stretch the window in the preview area.
- Enter the coordinate, width and height of the selected window at the bottom of the preview area.
- Select a window in the preview area, and press an arrow key to nudge the window by 10 pixels.
- Select a window in the preview area, and press the “Shift” key and an arrow key to nudge the window by 1 pixel.

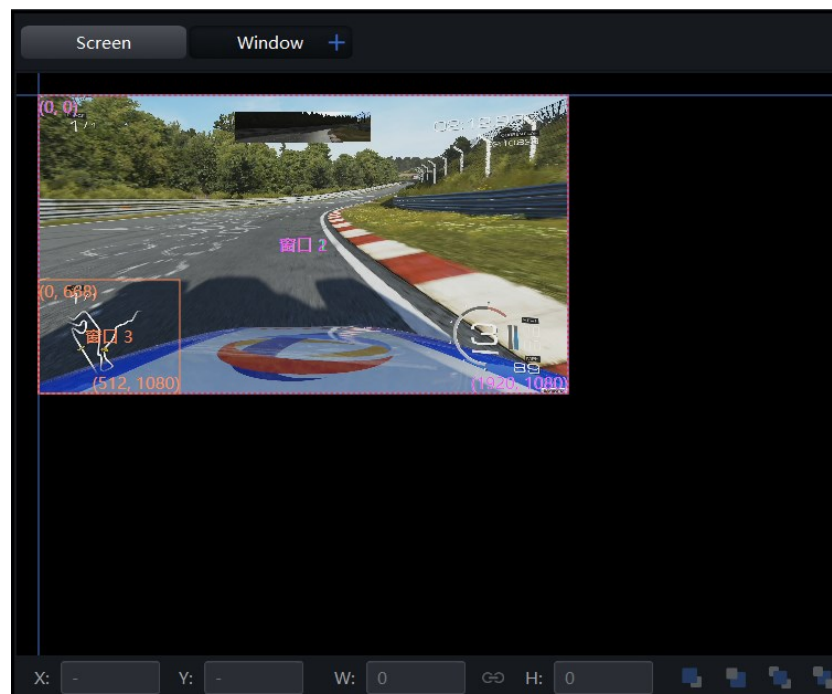




Figure 6-14 Adjust window position and size

6.3.4 Lock/Unlock layers



Do any of the following:

- Click the lock/unlock icon  in the program title bar to lock or unlock all layers (windows and tags).
- Click the lock icon  at the bottom of the window name at the left side of the “Program” panel to lock or unlock the window layer.
- In the “Program” panel, click a window name or select the window in the preview area, and select or clear the Lock check box in the “Layer Properties” panel to lock or unlock the window layer.

If a layer is locked, you cannot edit the layer, and the layer name and content name will turn to italic.

6.3.5 Arrange layers

Do any of the following:



- Select a window in the preview area, and click the up or down arrows ( / ) at the bottom of the preview area.
- Drag the window layer or tag layer up or down at the left side of the “Program” panel.

6.4 Add, copy, arrange, play scenes

In the “Program” panel, you can add, copy, arrange and play scenes.

6.4.1 Add scenes

Do any of the following:

- Click the scene adding icon  in the toolbar, and a new scene will appear before all scenes.
- Click a scene name, and click the scene adding icon  in the toolbar, and a new scene will appear before this scene.

- Right-click a scene name and select **Insert scene front** or **Insert scene behind**.

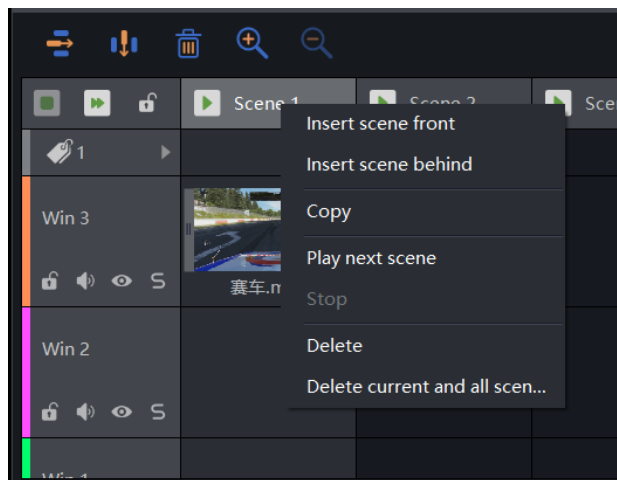



Figure 6-15 Right-click a scene name

- Click the scene adding icon  in the program title bar, and a new scene will appear after all scenes.

To delete a scene, you can click the scene name, and click the scene deleting icon , or right-click the scene name and select **Delete** or **Delete current and all scene**.

 The maximum scene number in the “Program” panel is 100.

6.4.2 Copy scenes

Right-click a scene name, and select **Copy**, and right-click another scene name and select **Paste**.

6.4.3 Arrange scenes

Long press a scene name and drag it to the position where you want.

6.4.4 Play, stop, switch scenes

Play scenes

Do any of the following:






- Click the playing icon  at the left side of the scene name in the

“Program” panel.

① You can check the currently playing images in the preview area, and check playback progress in the “Play State” panel in the upper-right corner of the interface. You can click any position of the progress to change playback progress.

① To change preview state, do any of the following:

Click an icon at the bottom of the window name at the left side of the “Program” panel:

- Lock icon : Lock window position and size.
 - Sound icon : Turn off the sound of the playing content.
 - Preview icon : Turn off the preview status of the window.
 - Solo icon : Only play the specified window in a scene.
 - Select a window in the preview area, and select or clear the **Lock**, **Preview** and **Mute** check box in the “Layer Properties” panel.
- Click **Scene** in the upper-left corner of the interface, and click the playing icon  at the left side of the scene name.

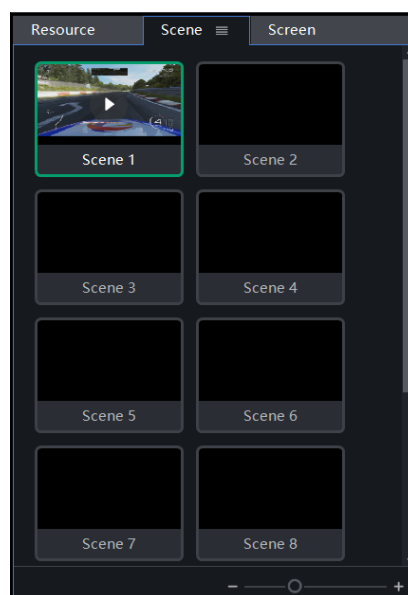




Figure 6-16 Scene


Stop scenes

Do any of the following:

- To stop playing all scenes and make the window go black, click the stop icon  on the program title bar.
- To stop playing a single scene and make the window go black, right-click the scene name and select **Stop**.
- To stop playing a single scene and make the window remain on the image, click the stop icon  at the left side of the scene name in the “Program” or “Scene” panel.

Switch scenes

To switch to the next scene, do any of the following:

- Click the “Play next scene” icon  on the program title bar.
- Right-click the scene name and select Play next scene.

7 Playback status

You can view and change the playback status of each window. The “PlayState” panel contains playback progress bar, “Count up/down” button and “Interlinked/Independent seek” button.

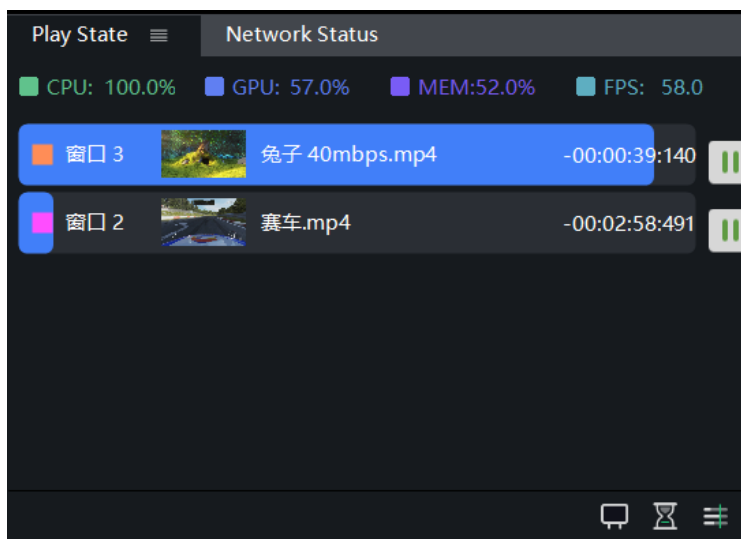


Figure 7-1 “Play state” panel

The playback progress bar contains window color, window name, content thumbnail, content name, count up/down button, play/stop button and playback progress. The played part of the bar has a different color.

Videos, audios, texts and pictures are played in chronological order. When the time left is less than 10 seconds, the time displayed on the bar turns to red.

PPT files are played page by page. When the pages left is fewer than five pages, the page number on the bar turns to red.

7.1 Adjust playback progress

For videos, audios, texts and pictures, click on any position of the progress bar.

① Click the “Interlinked/Independent seek” button in the bottom-right corner.

- Interlinked seek  The played part of the progress bar will turn

green. When you adjust the progress of one bar, the progress of other bars also synchronously changes.

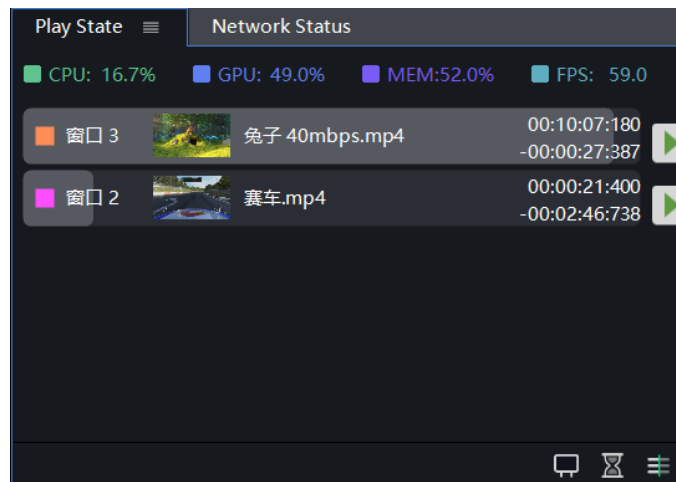



Figure 7-2 Interlinked seek

- Independent seek : If you adjust the progress of one progress bar, other progress bars will remain unchanged.

① Select the “Play State” panel, and press and hold the “Ctrl” key, and you can temporarily switch to “Independent/Interlinked seek” .

For PPT progress bar, click on any thumbnail, and the selected page will be played.

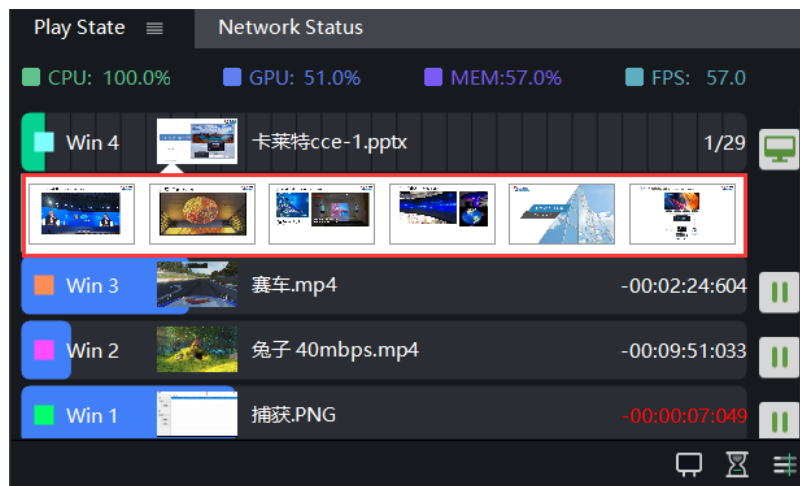


Figure 7-3 PPT playback progress

7.2 Play/Stop contents

Click the play/stop button at the end of the progress bar.

7.3 Switch PPT playback modes

Click the manual/automatic playback button at the end of the progress bar.

- ① When the playback mode is automatic playback, the PPT file will automatically turn pages; When the playback mode is manual playback, you should turn pages manually.

7.4 Switch timing modes

Do any of the following:

Click the count up/down button in the bottom-right corner of the panel.

Count up : A countup time is displayed at the end of the progress bar.

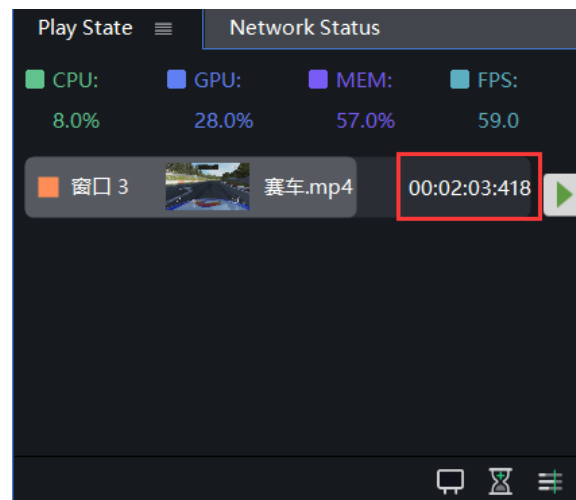


Figure 7-4 Count up

Count down : A countdown time is displayed at the end of the progress bar.

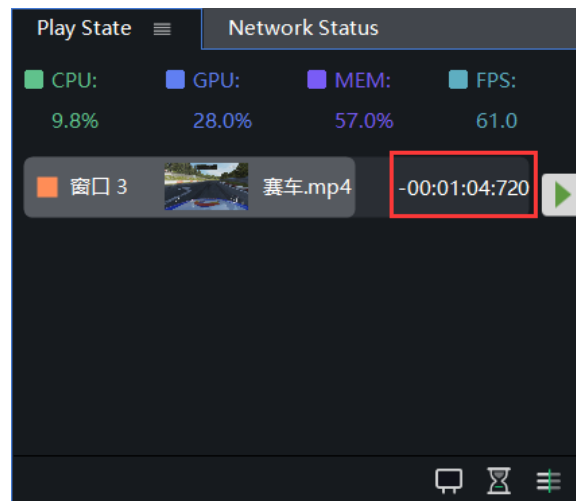



Figure 7-5 Count down

Count up and down at the same time : A countdown time and a countup time are displayed at the end of the progress bar at the same time.

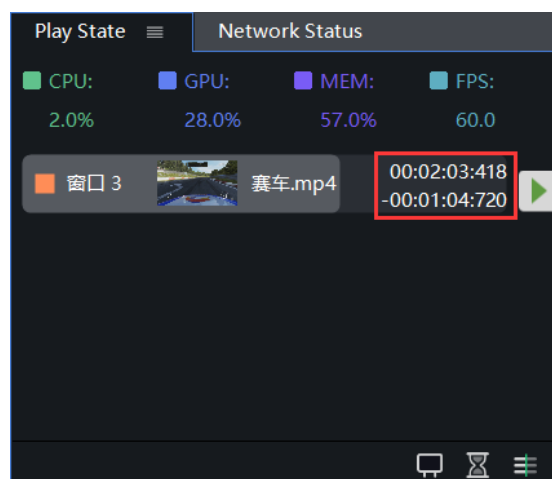


Figure 7-6 Count up and down at the same time

Select the “Play State” panel, and press and hold the “Alt” key, and the countup and countdown time will be displayed at the end of the progress bar.

8 Stage preview area

There is an axis in the stage preview area. It is used for positioning and drawing screens and windows, as well as for moving the stage with shortcut keys.

8.1 Axis

The origin of the axis is (0,0). The positive orientation of the X-axis is right-handed, and the positive orientation of the y-axis is downward. Window coordinate and the reference coordinate has a proportion relation, which is 1/4 at the beginning (4 pixels in the reference coordinate is equivalent to a screen pixel), with a maximum of 16/1 and a minimum of 1/40.


8.2 Shortcut to moving the stage

- Press and hold the right button of the mouse and move the stage.
- Scroll the mouse wheel to move the stage upwards or downwards.
- Press and hold the “Shift” key and scroll the mouse wheel to move to the right of left of the stage.
- Press and hold the “Ctrl” key and scroll the mouse wheel to scale up or down the stage.
- Press and hold the “Ctrl+Shift+O” key to position the upper-left corner of the preview area to the origin of the stage.

9 Screen

You can add, open, connect or adjust the screen in the preview area or in the “Screen” panel in the upper-left corner of the interface.

9.1 Add screens

1. Click **Screen** in the upper-left corner of the preview area, and click the adding icon  next to it.
2. In the “Add a screen” dialog box, modify the name, server and output of the screen.

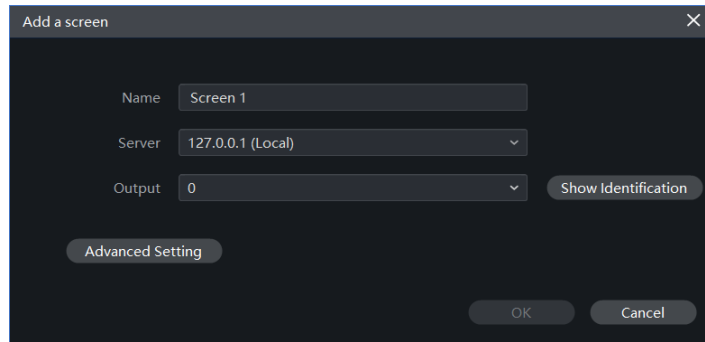


Figure 9-1 Add a screen

Click **Show Identification**, and you can identify the display screen with different sequence numbers.

i For example, if a host has two monitors, then the output selection will be 0, 1: 1920x1080 (Main screen, not recommended), 2: 1920x1080. “0” means no monitor is selected; “Main screen, not recommended” means the monitor is the one that display your editing interface.

3. Click **Advanced Setting**, and set screen position on the stage, input resolution, center point and border color, and click **OK**.

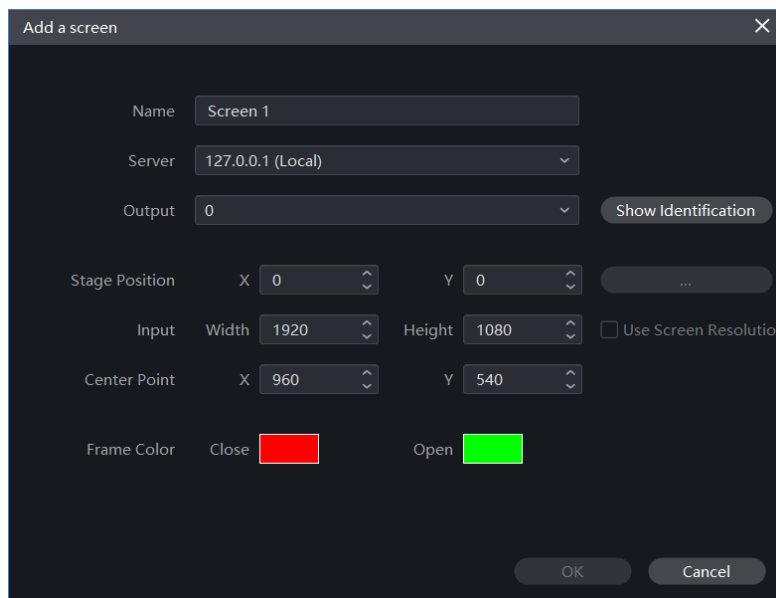


Figure 9-2 Advanced Setting

i When you enter two of the three parameters of stage position, input resolution and center point, the third parameter will be automatically calculated.

- ❗ Input resolution is the resolution of stage image. If input resolution is inconsistent with screen resolution, the input image will be scaled up or down according to screen resolution.
- ❗ When the **Use Screen Resolution** check box is selected, the stage image will be displayed on the screen in a 1:1 ratio.
- ❗ Frame color represents the color of screen frames in the stage preview area.

To delete a screen, right-click the screen in the “Screen” panel and select **Delete**.

9.2 Open screens

When a screen is closed, the screen will display the OS desktop; when a screen is open and unconnected, the screen will display a test image; when a screen is open and connected, the playing image will be made full screen.

Note:

- You cannot open a screen in the trial version of GrandShow.
- When an open screen is a main screen, you can double-click the screen and press the “Esc” key to close the main screen.

To open screens, do any of the following:

- To open all screens, click **Connect** in the upper-right corner of the preview area, and click **Yes**.
- To open a single screen, right-click a screen in the “Screen” panel in the upper-left corner of the interface, and select **Open Screen**.
- To open a single screen, select a screen in the preview area or in the “Screen” panel, and click **Open Screen** in the “Screen Properties” panel in the bottom-right corner of the interface.

9.3 Connect screens

When a screen is open, click **Connect** in the upper-right corner of the preview area.

9.4 Adjust screen position and size

Note: When a screen is open and connected, you cannot close the software or modify screen position and resolution.

Do any of the following:

- Move or stretch a screen in the preview area.
- Select a screen in the preview area, and enter the coordinate, width and height of the screen at the bottom of the preview area.
- Double-click a screen in the preview area, and enter the coordinate, width and height of the screen in the pop-up “Screen Property” window.
- Right-click a screen in the “Screen” panel, select **Screen Property**, and enter the coordinate, width and height of the screen in the pop-up “Screen Property” window.
- Select a screen in the preview area, and press an arrow key to nudge the screen by 10 pixels.
- Select a screen in the preview area, and press the “Shift” key and an arrow key to nudge the screen by one pixel.

9.5 Position screens

If you cannot find the screen in the preview area, you can right-click the screen in the “Screen” panel and select **Find Screen** to locate the center of the stage to that of the screen.

9.6 View screen information

- Click **Screen** in the upper-right corner of the interface.

- ① In the “Screen” panel, you can view screen name and IP number, open or close a screen, and view network status. IP number represents the output port number of the graphics card corresponding to the screen.

Name	IP - No	Open or N...	Networ...
屏幕 1	127.0.0.1 (Local) - 1	No	Online

Figure 9-3 “Screen” panel

- Right-click a screen in the “Screen” panel, and select **Screen Property**. In the pop-up “Screen Property” window, you can view the name, server, output, stage position, input resolution, center point and frame color of the screen.
 - In the “Device” panel at the right side of the interface, you can view the name, resolution and usage status of the screen.
- ① When you add a screen, the usage status of the screen is “Used” .

Device Name	Resolution	Usage Status
127.0.0.1 (Local)		Partially Used
Dev_Screen 1	1920 x 1080	Unused
Dev_Screen 2	1920 x 1080	Used

Figure 9-4 “Device” panel

10Property

In the property panel in the bottom-right corner of the interface, you can view and modify the layer, scene, screen and overall properties.

10.1 View, modify layer properties

In the “Program” panel, click a window name, or select a window in the preview area, a “Layer Properties” panel will show in the bottom-right corner of the interface. Layer properties contain:

- **Layer Name:** Window name or tag name in the “Program” panel.
- **Lock:** Lock the layer.
- **Preview:** Preview the playback of the content.
- **Mute:** Mute the content.
- **Color:** Color of window frame in the preview area.

10.2 View, modify program node properties

In the “Program” panel, click a content file, and a “Program Node Properties” panel will show in the bottom-right corner of the interface.

Basic Properties

- **Node Name:** Name of a content file, unmodifiable.
- **Duration:** The time required for a content file to be played once.
 - ① You can modify the duration of a picture, but cannot modify that of a video file.
 - ① When the PPT files in picture mode is set as automatically playback, the duration refers to the time required to play a single page.
- **Start Time:** the point in time when the playback begins.

- **End Time:** the point in time when the playback finishes.
- **Ending Action:** choose what the window will display after its current content is over.
- **Fill Mode:** The way of a content file to fill the window: **Keep the ratio, Fill window.**
- **Blend Mode:** Relationship between a content file and the background.
 - **Cover:** The content file covers all layers under it.
 - **Overlay:** Layers under the content file can be seen.

Effect Properties

- **Brightness, Contrast, Hue, Saturation:** Range: -100%~100%, default: 0.00%.
- **Transparency, red, green, blue:** Range: 0%~100%, default: 100%.
- **Volume:** Range: 0%~100%, default: 80%.
- **Crop:** Crop the content file.
 - **Padding:** Select the check box, and the cropped part will go dark. And if you clear the check box, the cropped party will fill the window.
 - **By Pixel:** Crop the pixel of content file.
 - **By Properties:** Crop the content file according to its proportion.

10.3 View, modify scene properties

In the “Program” panel, click a scene name, and a “Scene Properties” panel will show in the bottom-right corner of the interface.

- **Scene Name:** Scene name on the program title bar of the “Program” panel, unmodifiable.
- **Color:** “The color of the bar under the scene name in the “Scene” panel.

- **FadeIn Time:** The time it takes for the image to turn from dark to bright.
- **FadeOut Time:** The time it takes for the image to turn from bright to dark.

10.4 View, modify screen properties

Click a screen in the “Screen” panel or the preview area, and a “Screen Properties” panel will show in the bottom-right corner of the interface.

Basic Properties

- **Screen Name:** Screen name that you entered when adding the screen, unmodifiable.
- **Output Options:** Select an output display.
- **Show Identification:** Identify the display with a sequence number.
- **Open Screen:** Make the screen display playing contents.

Effect Properties

- **Brightness, Contrast, Hue, Saturation:** Range: -100%~100%, default: 0.00%.
- **Red, Green, Blue:** Range: 0%~100%, default: 100%.

10.5 View, modify global properties

If no layer, content file, scene or screen is selected, a “Global Properties” panel will show in the bottom-right corner of the interface. The modification of global properties does not lead to the change of values in other properties.

- **Brightness, Contrast, Hue, Saturation:** Range: -100%~100%, default: 0.00%.
- **Red, Green, Blue:** Range: 0%~100%, default: 100%.
- **Volume:** Range: 0%~100%, default: 80%.

11File

11.1 New

Select a saving path for a project and name the project.

11.2 Open

Open a saved project from local folders.

11.3 Recently opened

Open a recently opened project. A secondary menu is displayed by default.

The menu selection contains the complete path of a project.

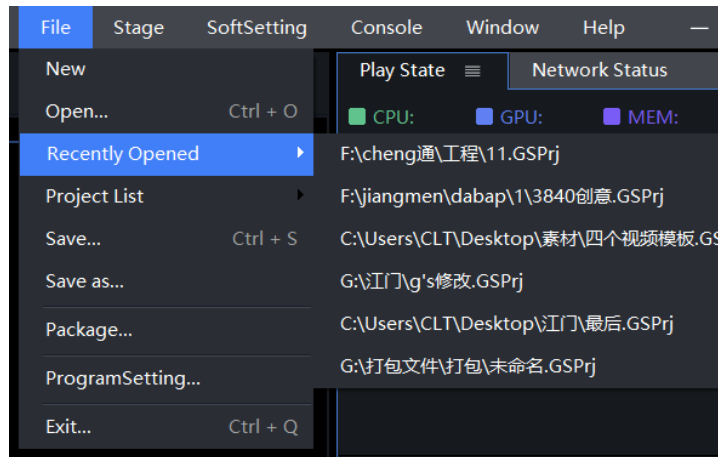


Figure 11-1 Recently opened

11.4 Project list

Open a project in the project list. You can also manage the project list.

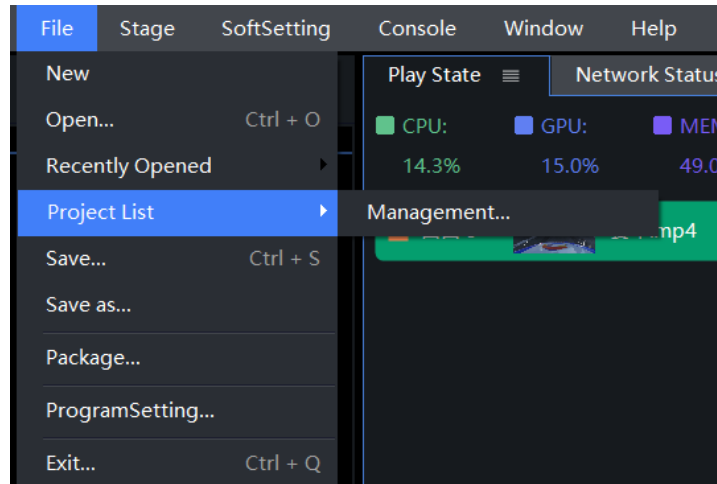


Figure 11-2 Project list

Click **Project List**. If the currently opened project is in the project list, there will be a check mark next to the project name. You can click **Management** at the bottom of the list to open the “Project List Management” window.

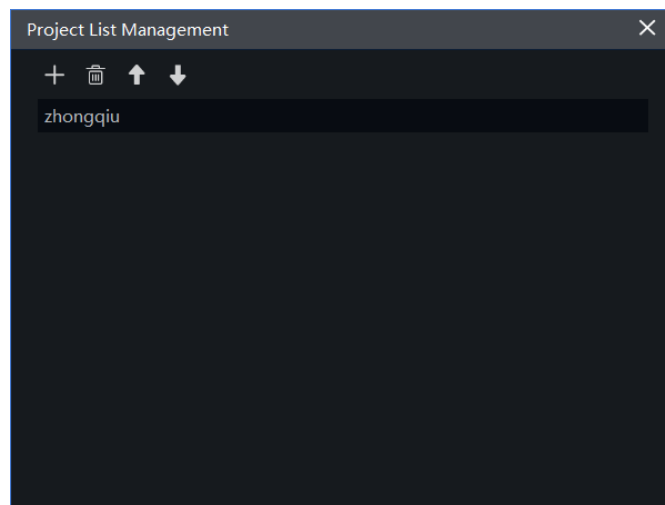


Figure 11-3 Project list management

11.4.1 Add

Click the adding icon, and select a local project to add it to the project list. You can add up to 15 projects to the list.

11.4.2 Delete

Delete the selected project.

11.4.3 Move up, move down

Adjust the position of the selected project.

11.5 Save

Save current project. If the current project is newly created and has not been saved. You need to select a file path to save it first.

11.6 Save as

Select a file path to save the current project to a new location.

11.7 Package

To package the current project and the content file it adopts into a folder in a given directory, click **Package** and select a file folder. In the pop-up window, enter a package name, select a resource and a packing method, and click **OK**.

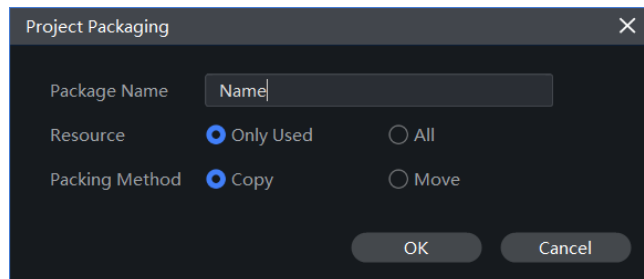


Figure 11-4 Package

- Only Used
Only package the used content files (added to the “Program” panel).
- All
Package all content files in the resource list.
- Copy
Copy the content files to the package.

- Move

Move the content files from their original location to the package.

11.8 Program setting

To set default software parameters, click **Program Setting**, and a window as follows appears:

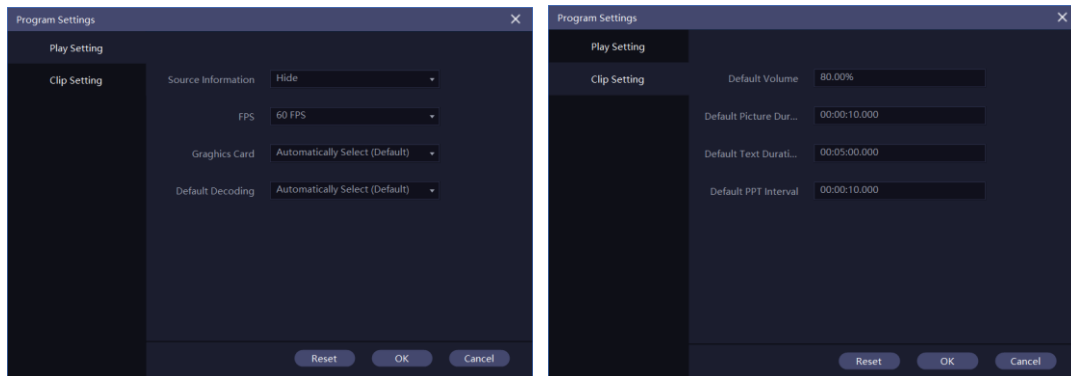


Figure 11-5 Program settings

- Source information

Hide: Hide source information in the program window when playing videos or audios.

Show: Display source information in the program window when playing videos or audios.

- FPS

The default playback frame rate is 60FPS. To make a modified frame rate effective, you need to restart the software.

- Graphics card

The graphics card used for decoding videos is automatically selected by default. If you change the graphics card, you need to restart the software to make it effective.

- Default decoding

The video decoding method is automatically selected by default. You can switch decoding methods and click **OK**.

- Default volume

You can manually enter a volume value of content files. (100% by default)

- Default picture duration

You can manually enter a playback duration of pictures.

- Default text duration

You can manually enter a playback duration of texts.

- Default PPT interval

You can manually enter a playback duration of a PPT page. It is only effective for PPT files in picture mode.

11.9 Exit

Exit the software.

12. External MIDI console control

The MIDI console is connected with the computer via a USB cable.

Click **Console**, hover your cursor on **MIDI**, and the type and model of the connected console appear.

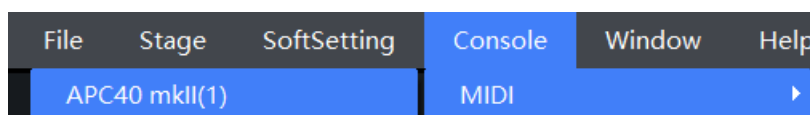


Figure 12-1 Console

In the “Mapping settings” window, each mask area corresponds to a default key value. To change the key value, you can select a mask area, and press a key on the console.

- ① The blue area is the mask area, which supports linking a function to a console key.

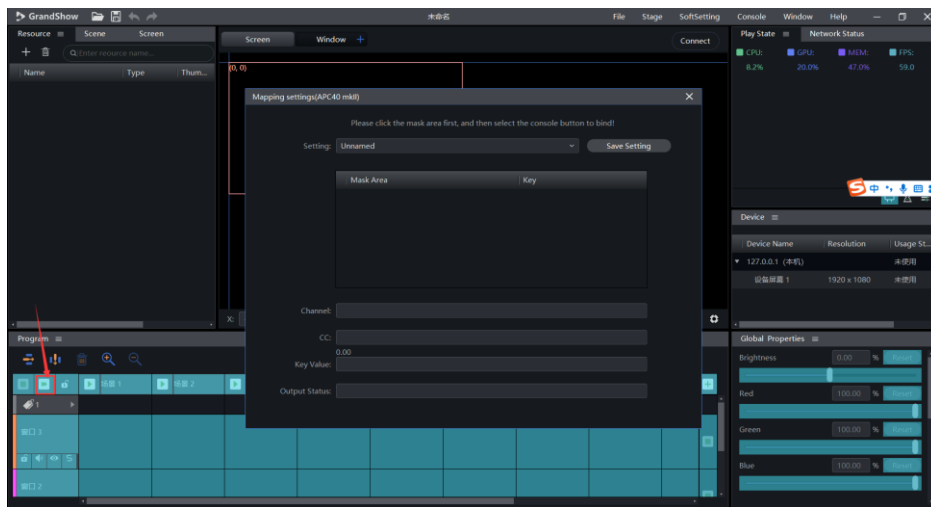


Figure 12-2 Customized key values

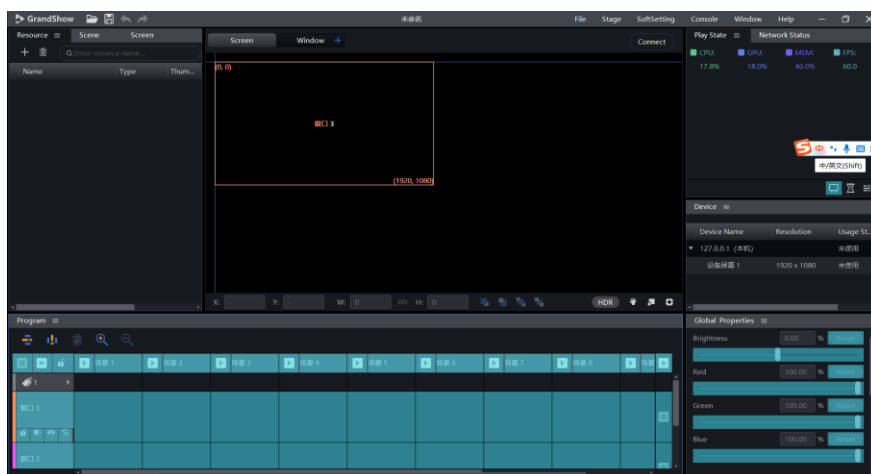


Figure 12-3 Mask area

13FAQ

1. Why does an opened screen only display a logo?

You need to click **Connect** in the upper-right corner of the preview area after opening a screen.

2. If the main screen is opened and used, how to exit the playback mode?

Double-click the interface and press the “Esc” key.

3. Why does the software have no response when I press the key on the front panel of the server?

Front panel program does not match the software version.

4. How to find the IP address of the slave server?

In the slave server, open the Grandshowdisplayer installer in the installation path of the GrandShow software.

5. Why is the window in the preview area black after I play the content file?

You can click **Stage > Preview Mode** in the upper-right corner of the interface to change preview modes.

6. Why does the extension screen have no signal after the screen is connected?

The server needs to switch to the extension mode.

7. Why is the screen of the slave server black after the software is set to automatically boot, open content files and connect the screen?

The slave server can normally display content files only after the transmission of the files is finished and you replay the files.

8. Why does a content file have no response after its decoding method is changed?

You need to stop and replay the content file after changing its decoding method.

9. Why can't the slave server play images when I use multiple servers?

① You need to insert a dongle into the slave server. ② In the “Network Status” panel, the transmission of content files of the slave server is not finished.



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