Colorlight

INSTRUCTIONS

C6 PLAYER

USER MANUAL

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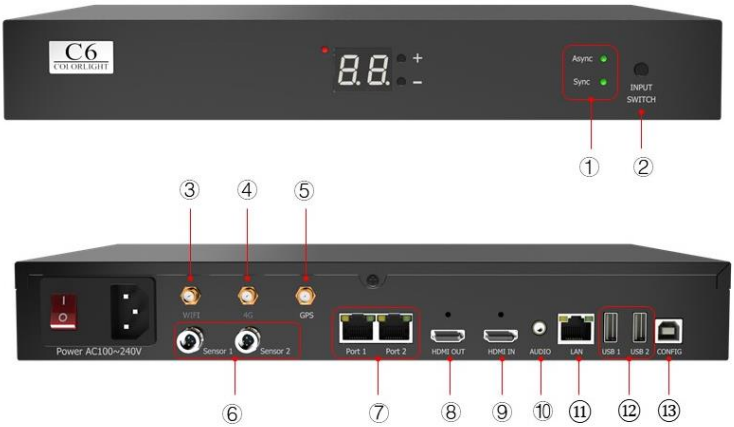
1 C6 Interface and Hardware Connection



1.1 C6 Interface

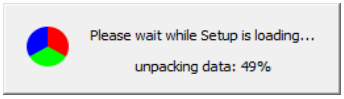
No	Name	Functions
1	Indicator	Green indicator shows Async or Sync display
2	Switch Button	Switch between Async & Sync display
3	WiFi Interface	Connect with WiFi antenna
4	4G Interface	Connect with 4G antenna (Optional)
5	GPS Interface	Connect with GPS antenna (Optional)
6	Sensor Interface	Environmental temperature and brightness monitoring; Automatic brightness adjustment
7	Ethernet Output	RJ45, signal output, connecting with receiving cards
8	HDMI OUT	HDMI output, for cascading between players
9	HDMI IN	HDMI input, for cascading between players
10	Audio Output	HiFi stereo output
11	LAN Port	Access network
12	USB Port	Program updating through U disc
13	CONFIG	Screen parameters setting; Program publishing

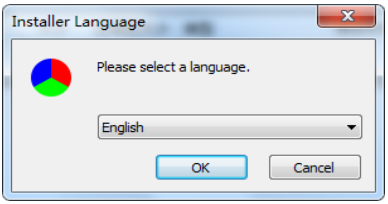
1.2 Hardware Connection

2 LEDVISION Installation

First download the installation package of LEDVISION software from Colorlight's official website **www.colorlightinside.com**, and complete the installation according to the diagrams below.

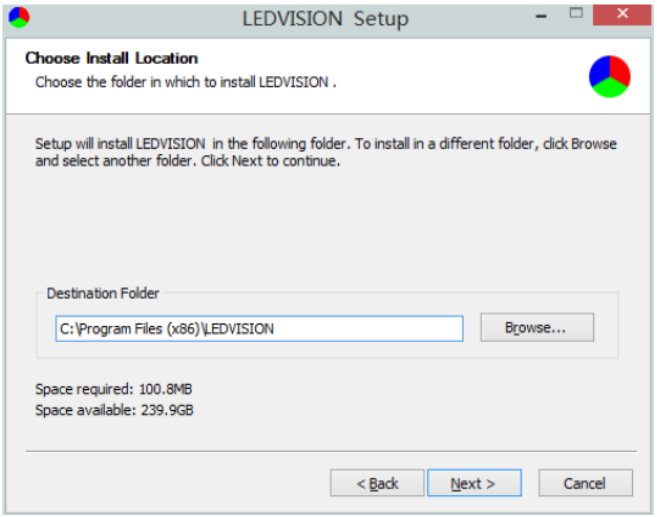
1. Run the software package, and select **[English]** for installer language. Click **[OK]** to move on.



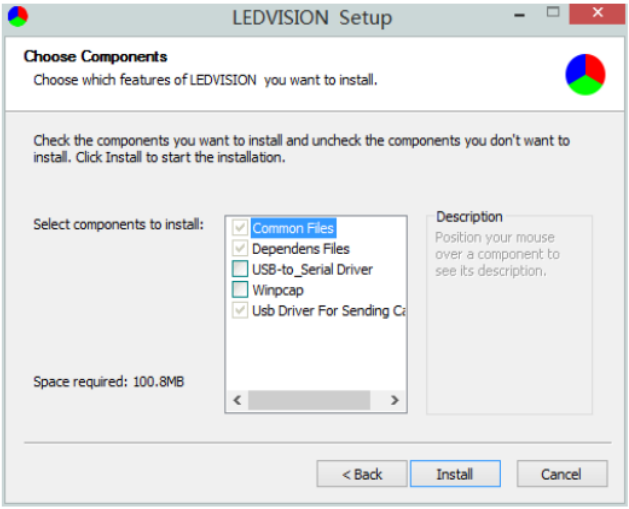


Note: Run LEDVISION version 5.0 or higher while using C6.

2. After selecting a language, an installation wizard like below will appear. Click **[Next]**. Then choose installation location, click **[Browse]** to change default target location, then click **[Next]** after completing;



Choose components according to your own computer status, click [Install] to complete;

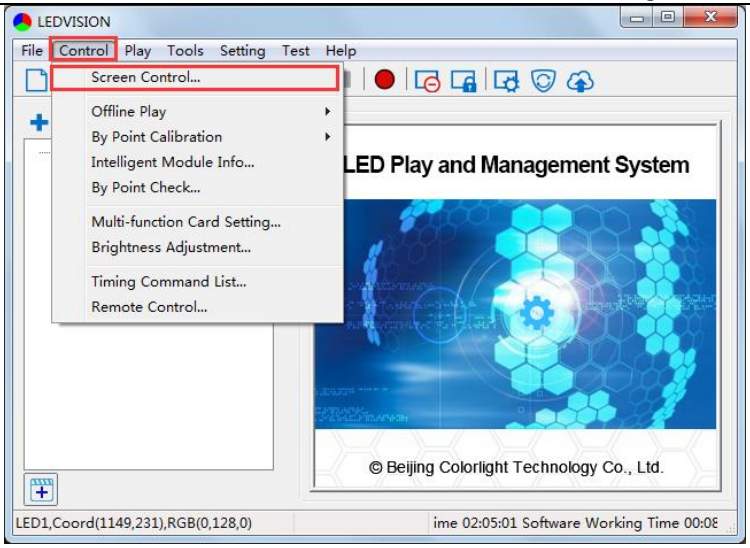


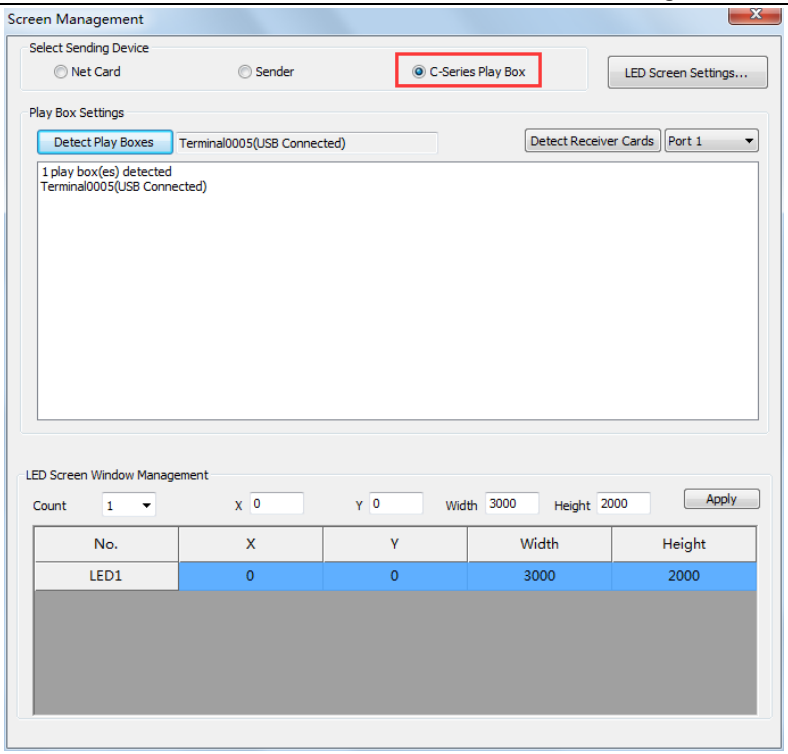
After the installation is complete you are ready to use LEDVISION.

3 C6 Parameter Settings

3.1 Connection Settings

1. Before connecting C6 to the computer, first click the control menu **[Control]** – **[Screen Control]**, then select **[C-Series Play Box]** in **Select Sending Device**, then set up **[LED Screen Window Management]**.

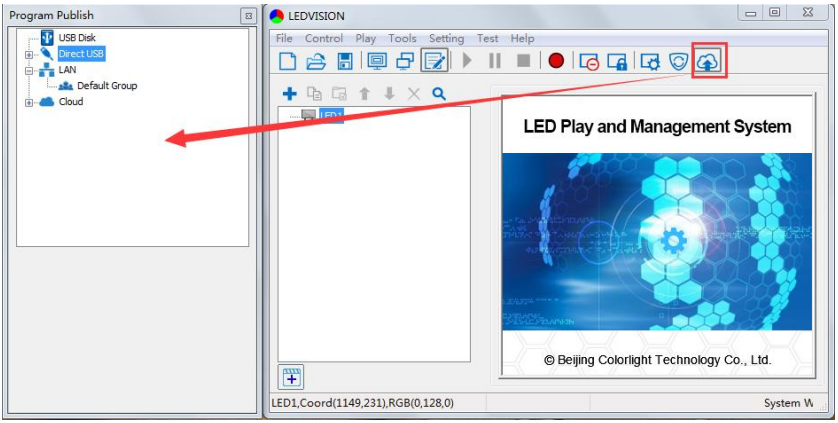

LEDVISION
File
Control
Play
Tools
Setting
Test
Help
Screen Control...
Offline Play
By Point Calibration
Intelligent Module Info...
By Point Check...
Multi-function Card Setting...
Brightness Adjustment...
Timing Command List...
Remote Control...
LED Play and Management System
© Beijing Colorlight Technology Co., Ltd.
LED1,Coord(1149,231),RGB(0,128,0)
ime 02:05:01 Software Working Time 00:0



Note: If you do not complete this step, LEDVISION may not function properly because of a conflict between Net Card mode and C6 CONFIG interface.

2. Use standard USB A/B cable to connect C6 to computer when C6 is powered on, one side to connect USB port, another side for C6 CONFIG port.

Click **[Publish Program to C Series Playboxes]** (as shown in the red box) to enter program publish interface.



3.2 Basic Settings

● Ensure LED display is under normal configuration before setting on C6 parameters.

● When setting C6 parameters, you can connect C6 to your PC through a standard USB A/B cable, and connect C6 to LED screen through network cable.

Time Settings: Click **[Modify]** to set up date and time, or time zone as well.

Player Time: Display current time.

Uptime: Calculated running time once C6 powered on.

Total/Available: View memory utilization.

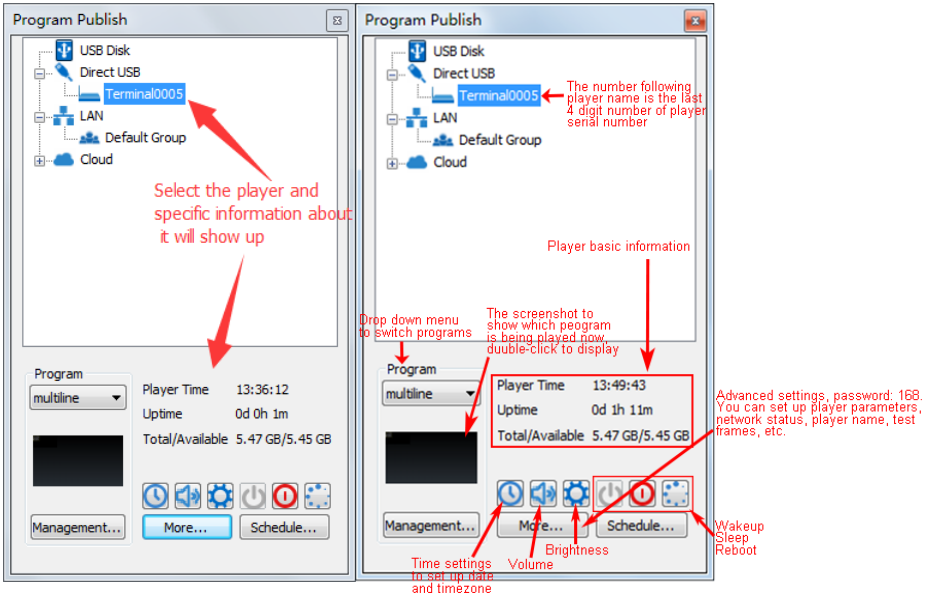
Wakeup, Sleep, Reboot: To perform C6 operation like wakeup, sleep and reboot once clicked.

Program: Use the drop down menu to play programs.

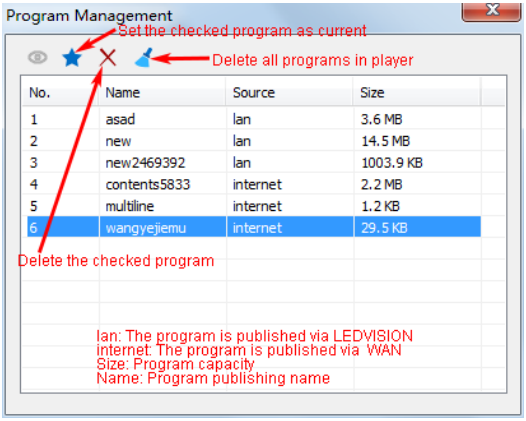
Management: Check, delete and choose program, and much more.

Schedule: Conduct timing settings on command contents like play program, sleep, wakeup, reboot, brightness adjustment, etc.

1. After connecting C6 to the computer, a C6 player will show up in **Direct USB**, you can check the specific information and some basic settings about it through selecting the player.

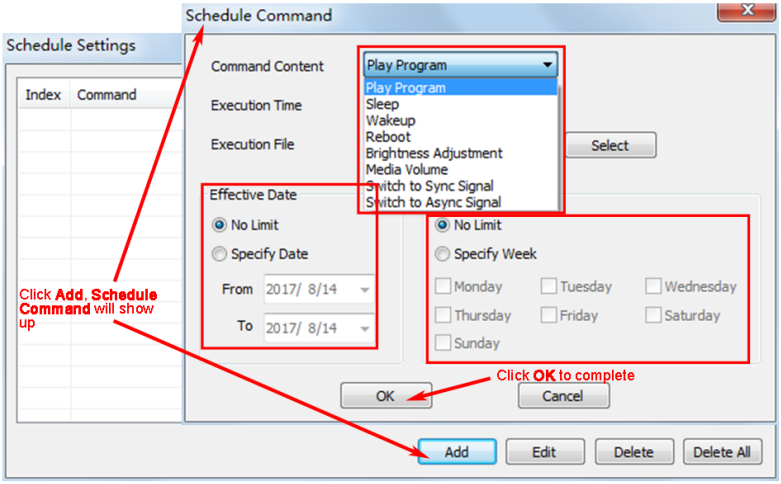


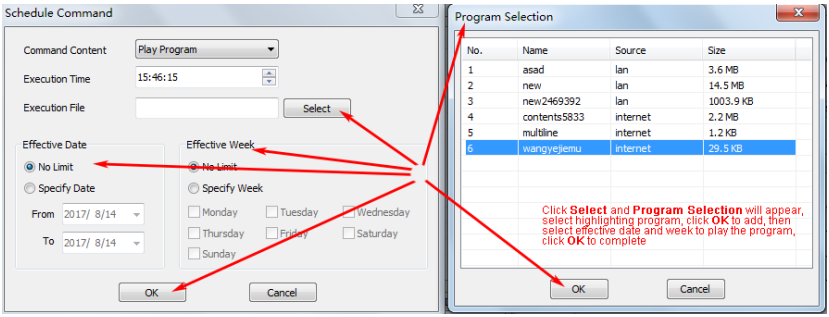
2. In **Program Management**, you can conduct a comprehensive management on programs included in C6 player, and all programs can be deleted in **Program Management** regardless of the type and source.



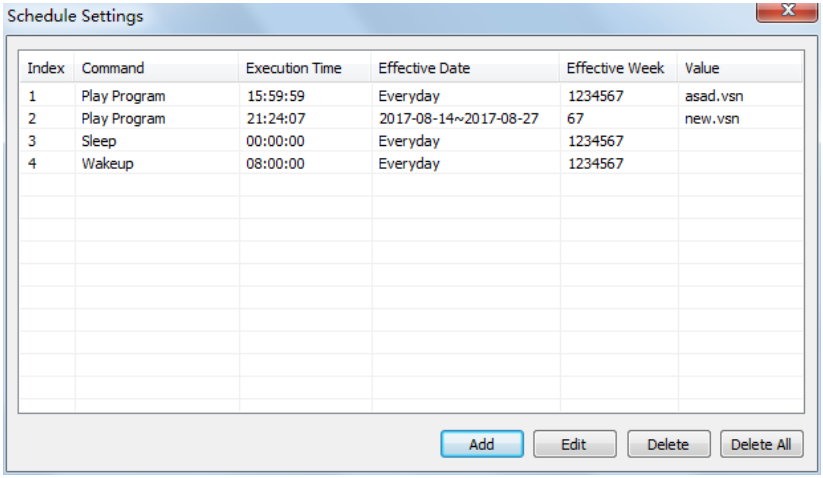
3. **Schedule Settings:**

In **Schedule Settings**, click **[Add]** to add schedule command, and schedule command can conduct timing settings on contents like play program, sleep, wakeup, reboot, brightness adjustment, media volume, switch to sync/async signal, etc. As shown below:





Commands can be edited and deleted after completing adding schedule commands.



3.3 Advanced Settings

3.3.1 Playing Parameters

①LED Resolution

The **[Width]** / **[Height]** you input must be equal to or slightly larger than the actual screen resolution.

②Input Type: **HDMI** or **Internal Media**

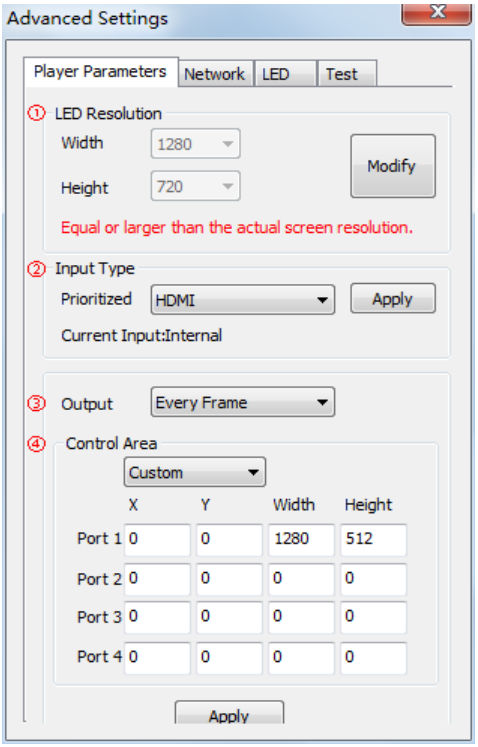
③Output

[Every Frame] (Default)

[Every Other Frame] (Choose **[Every Other Frame]** can help avoid lag when image loading area is too large)

④Control Area

Select **[Custom]** in control area, and modify the values according to your network port control area, click **[Apply]** to complete setting.

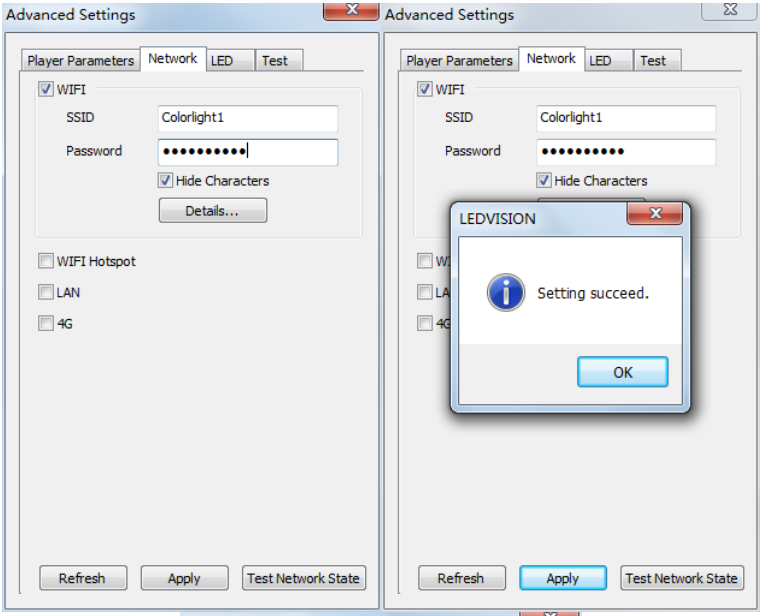


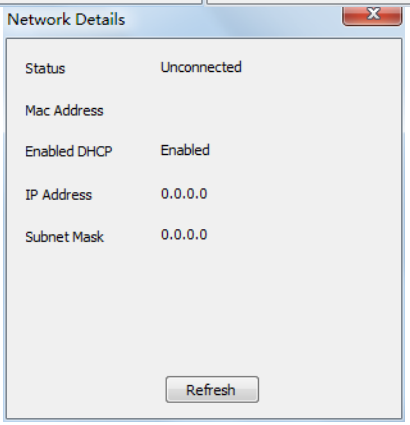
3.3.2 Network

①WiFi

Check **[WiFi]** in network tab, and input your WiFi login information for **[SSID]** and **[Password]**, then click **[Apply]** and **[Refresh]** to complete

setting, click **[Details]** to check connection status.



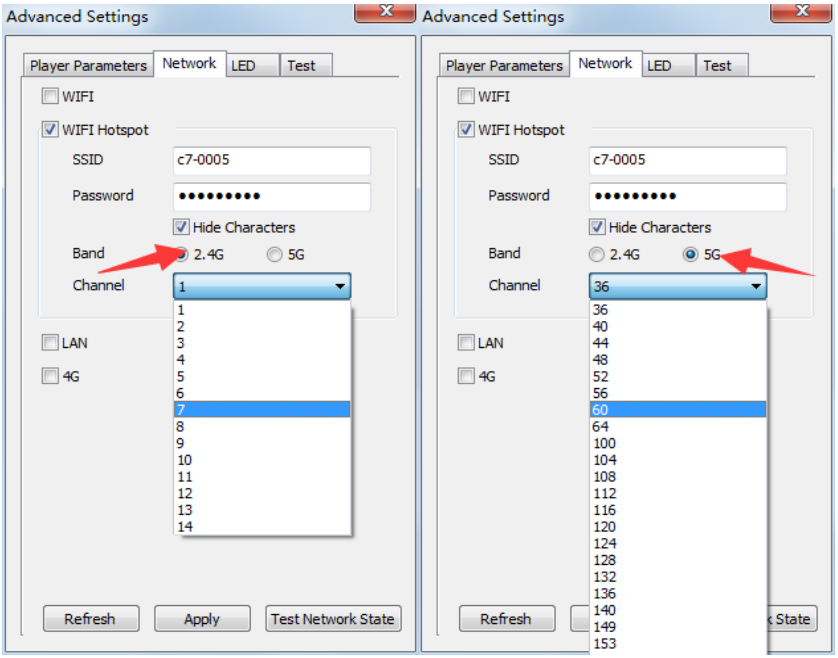


②WiFi Hotspot

Input your **[SSID]** and **[Password]** to use a WiFi Hotspot;

[Band]: 2.4G or 5G (5G mode will be faster and more reliable if both smart phone and computer support 5G WiFi)

[Channel]: 14 or 24 choices, to avoid network overload.



③LAN (Network Cable)

1. [Automatically Obtain IP Address] (Default)

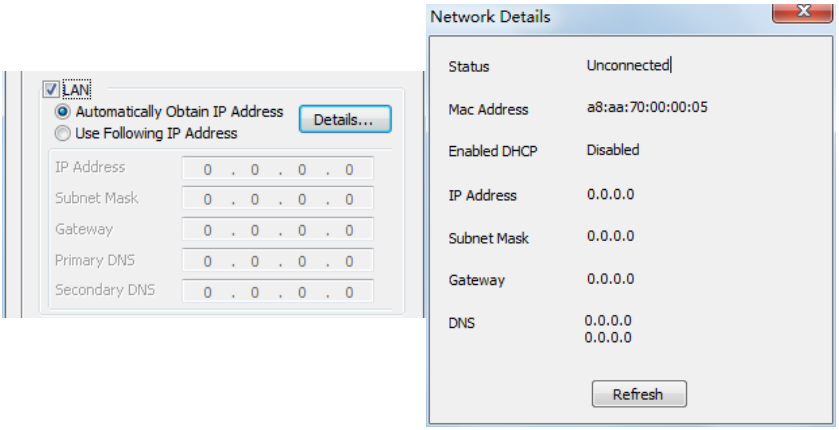
When you connect your C6's LAN port to a networked router, C6 will automatically obtain an IP address.

2. [Use Following IP Address]

To use a specific IP address, enter information for **[IP]**, **[Subnet Mask]**, **[Gateway]**, then connect C6 LAN port to the router.

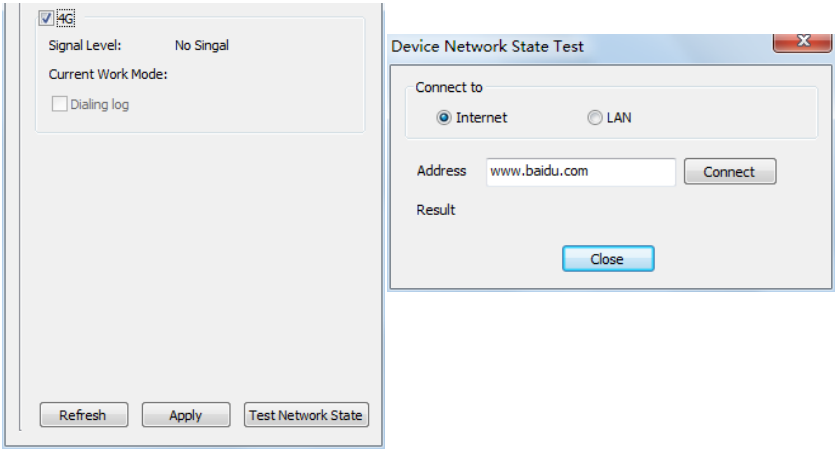
3. [Details]

View network connection information like **Status**, **Mac Address**, **IP address**, etc.



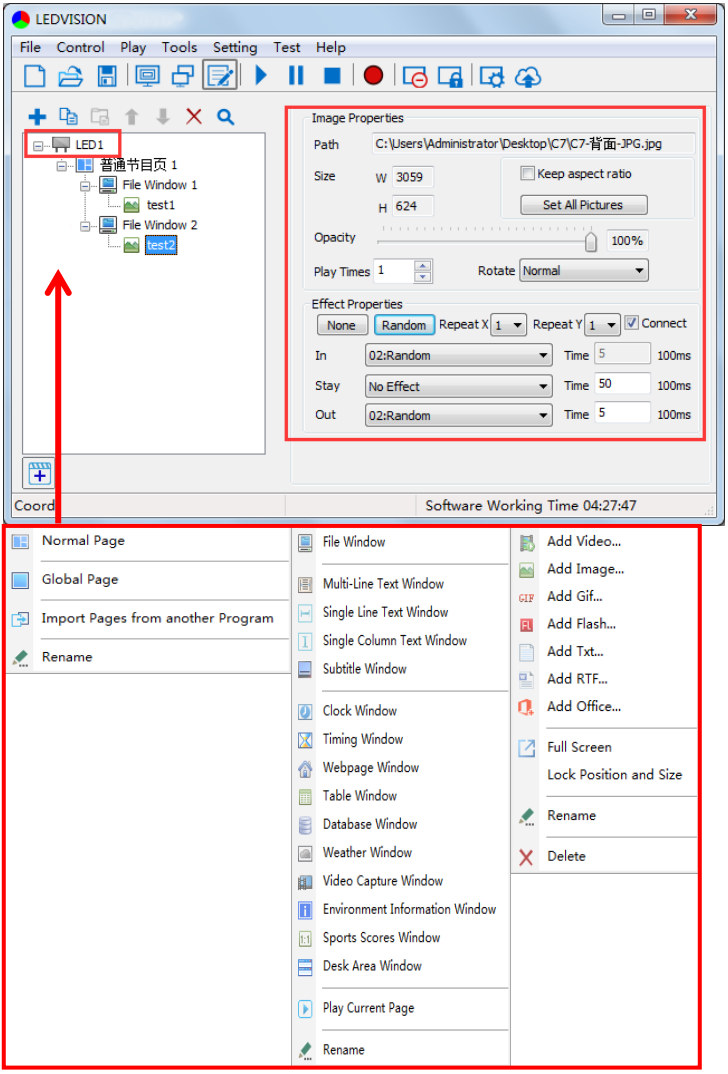
④4G

Check **[4G]** in network tab, click **[Apply]** and **[Refresh]** to access 4G network, click **[Test Network State]** to check connection status.



4 Async Program Editing and Sync Playing

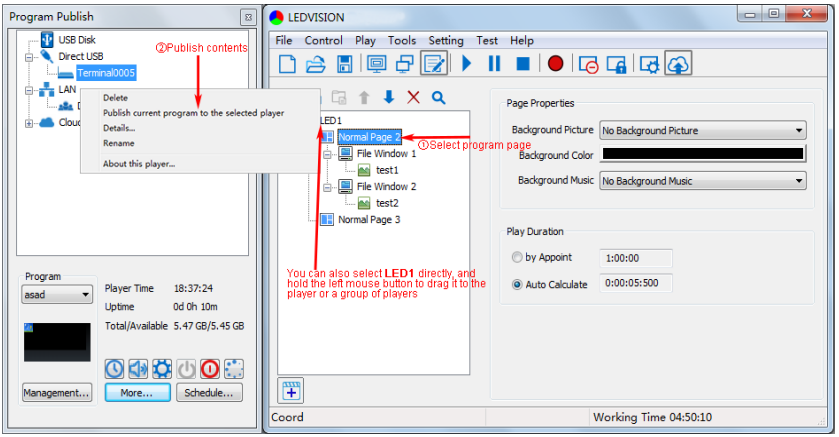
4.1 Async Program Editing



When you open LEDVISION, you will see **[LED1]** in program editing area. Right-click **[LED1]** to add **[Normal Page]**, you can add **[File Window]** in **[Normal Page]**, then add **[Image]** and **[Video]** under the **[File Window]** to add media for asynchronous play.

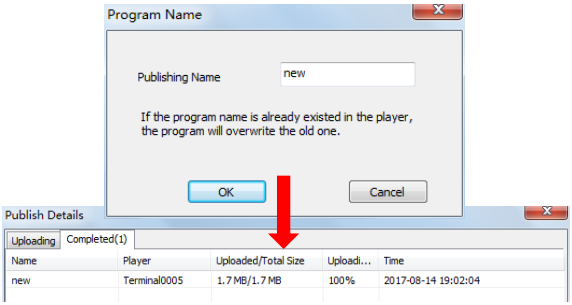
4.2 Async Program Publishing

4.2.1 Publish Program through Direct USB

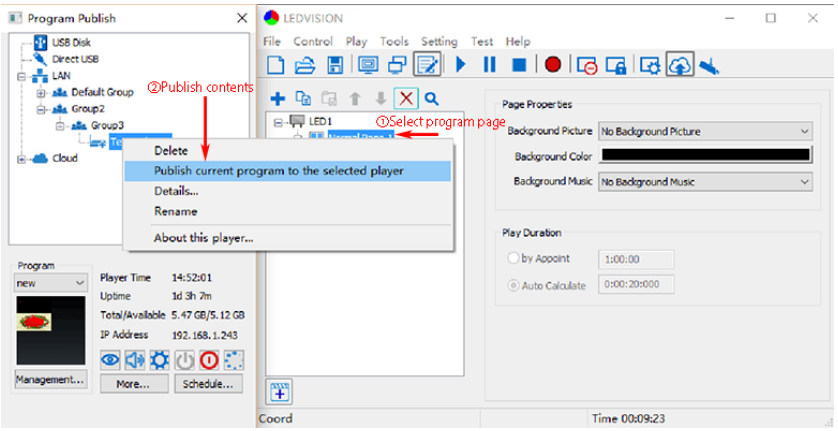


①In **[Program Editing Area]**, after finishing program editing, select the **[Program Page]** that you are going to publish;

②Click **[C6]** and then right-click to choose **[Publish current program to the selected player]**, you must rename the program and allow it to finish uploading to fully publish your program.

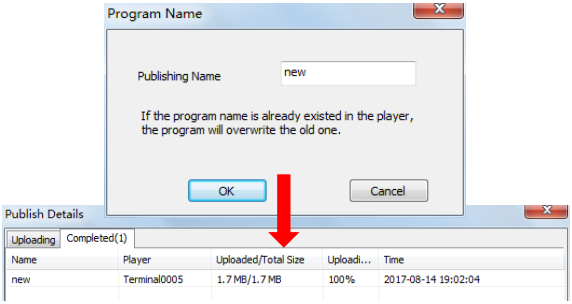


4.2.2 Publish Program through Ethernet Port



①In **[Program Editing Area]**, after finishing program editing, select the **[Program Page]** that you are going to publish;

②Click **[C6]** and then right-click to choose **[Publish current program to the selected player]**, you must rename the program and allow it to finish uploading to fully publish your program.

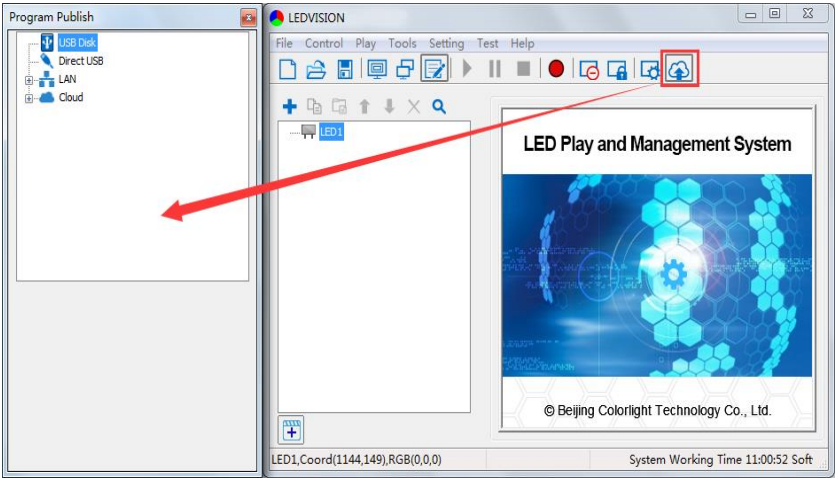


4.2.3 Publish Program through USB Disk

1. To begin publishing through USB, first insert your USB disk to the PC USB port;

Click **[Publish Program to C-Series Playboxes]** to extend program

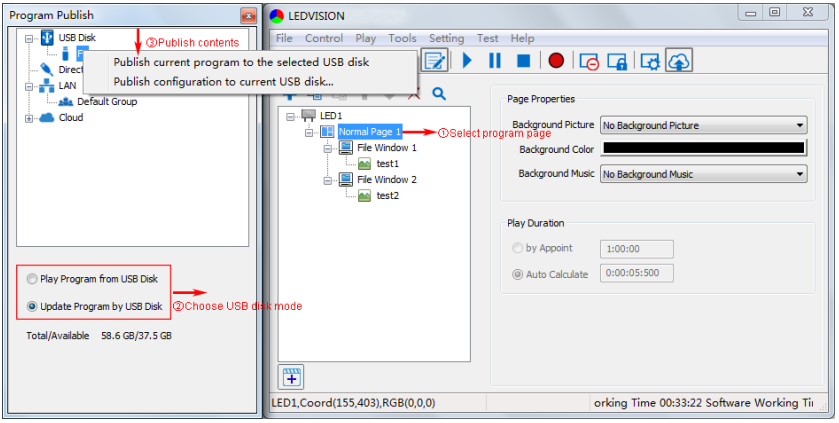
publishing window.



Note: USB disk should be empty before publishing for best performance. Remove previous updated programs before using it to update or play new programs, so as to avoid any problems.

2. Software will automatically identify USB disk when plug, click **[U Disk]** to choose **[Your USB's Drive]**.

①Select the **[Program Page]** in **Program Editing Area**.

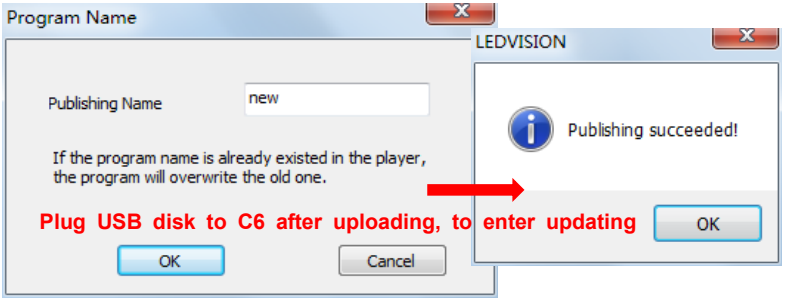


②Choose **USB Disk Mode**:

●Play program from USB disk (Auto play USB disk content after inserting to C6; and **the content won't be stored in C6**)

●Update program from USB disk (Auto play USB disk content after inserting to C6; and **the content will be stored in C6**)

③Select **the drive letter under USB Disk**, then right-click to choose **[Publish current program to the selected USB disk]**, after publishing program successfully, insert USB disk into C6 USB port.



Note: A rotating circle in LED upper left corner will appear during the updating procedure. You may unplug the USB drive after the circle disappears.

4.3 Sync Playing

In sync playing, your C6 plays programs sent to its HDMI port by an external source like your PC.

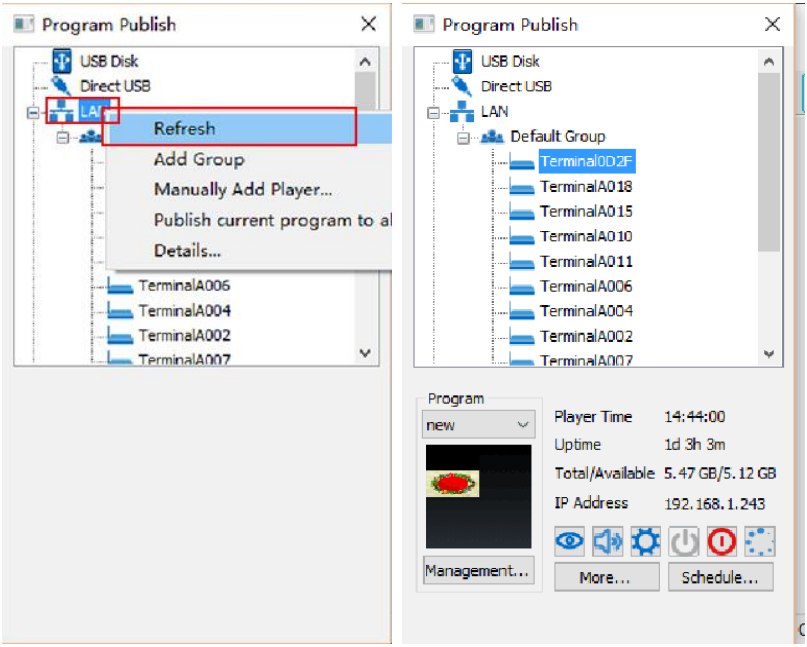
Note: C6 will automatically switch to play sync signal program when an external HDMI signal input is detected. You can press **[Input Switch]** button to return async signal program playing.

5 Network Management of C6

5.1 Connection and Management

1. **LAN Connection:** Connect C6 to network through **WiFi** or **LAN port**.

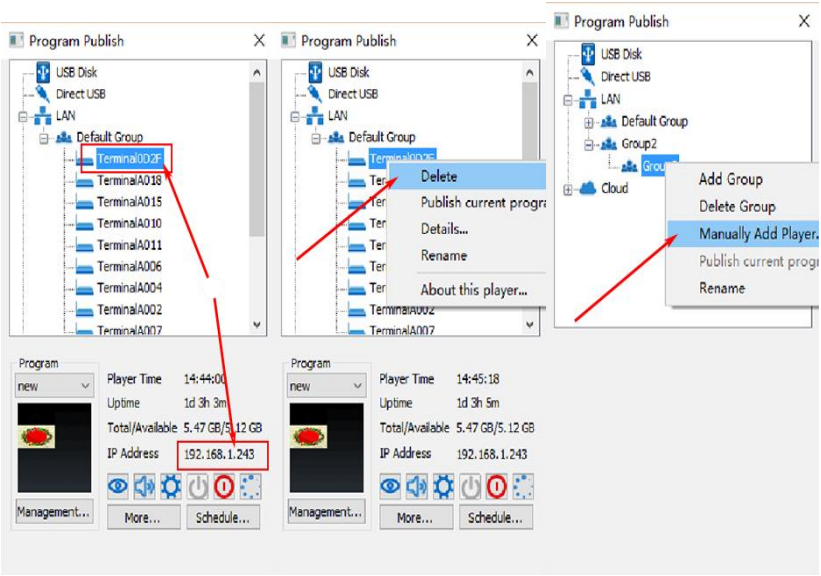
2. **C6 Network Management:** After controlled end (PC, smart phone, or other device) and C6 are connected into same LAN, select **[LAN]** then **[Refresh]**, LEDVISION will auto identify **C6** in the LAN and place C6 into **Default Group**. You can manage your C6 under **Default Group**.

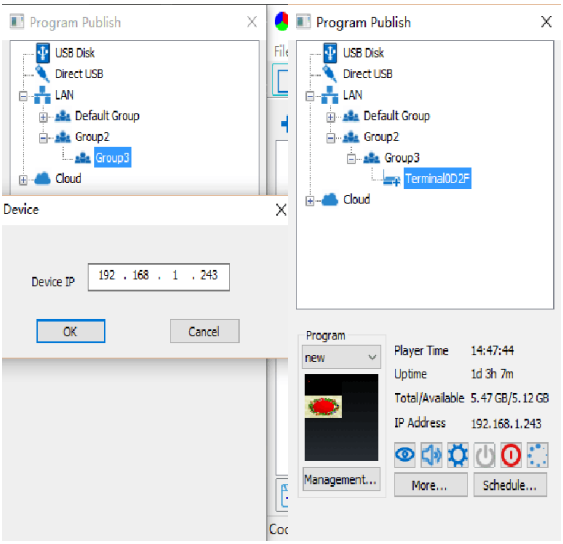


5.2 Add Group and C6

1. **Add Group:** Select **[LAN]**, and right- click to choose **[Add Group]**.

2. **Add C6:** Select any player group, and right-click to choose **[Manually Add Player]**, then input C6's corresponding IP (Add even if your device did not connect to network).


Program Publish
USB Disk
Direct USB
LAN
Default Group
TerminalA018
TerminalA015
TerminalA010
TerminalA011
TerminalA006
TerminalA004
TerminalA002
Delete
Publish current progr
Details...
Rename
About this player...
Group2
Cloud
Add Group
Delete Group
Manually Add Player.
Publish current progr
Rename
Program
new
Player Time 14:44:00
Uptime 1d 3h 3m
Total/Available 5.47 GB/5.12 GB
IP Address 192.168.1.243
Player Time 14:45:18
Uptime 1d 3h 5m
Total/Available 5.47 GB/5.12 GB
IP Address 192.168.1.243
Management...
More...
Schedule...


Program Publish
USB Disk
Direct USB
LAN
Default Group
Group2
Group3
Cloud
Device
Device IP 192 . 168 . 1 . 243
OK
Cancel
Terminal0D2F
Program
new
Player Time 14:47:44
Uptime 1d 3h 7m
Total/Available 5.47 GB/5.12 GB
IP Address 192.168.1.243
Management...
More...
Schedule...

Visual Future

Colorlight (Shenzhen) Cloud Technology Co., Ltd.
www.colorlightinside.com