



# C4 PLAYER

---

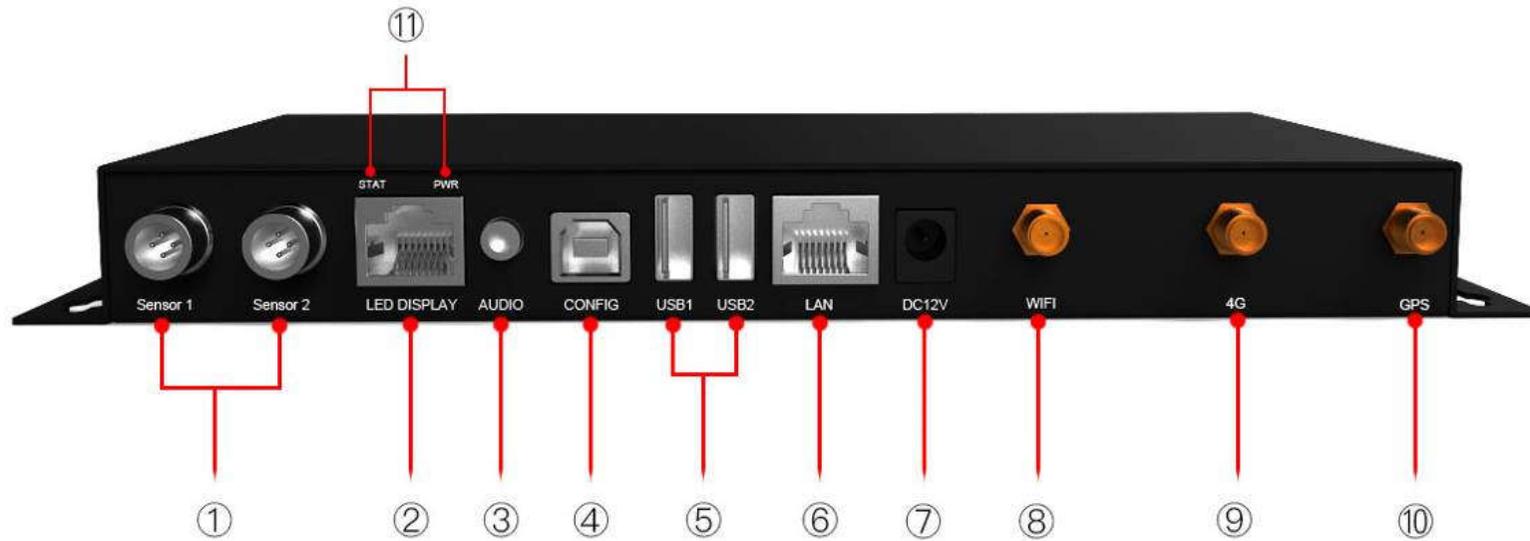
## USER MANUAL

INSTRUCTIONS

## CONTENT

|  |    |
|--|----|
| Chapter 1 C4 Interface and Hardware Connection.....  | 1  |
| 1.1 C4 Interface .....                               | 2  |
| 1.2 Hardware Connection .....                        | 3  |
| Chapter 2 LEDVISION Installation.....                | 4  |
| Chapter 3 C4 Parameter Settings.....                 | 6  |
| 3.1 Connection Settings .....                        | 6  |
| 3.2 Basic Settings.....                              | 8  |
| 3.3 Advanced Settings.....                           | 13 |
| 3.3.1 Playing Parameters.....                        | 13 |
| 3.3.2 Network .....                                  | 14 |
| Chapter 4 Async Program Editing and Publishing ..... | 18 |
| 4.1 Async Program Editing.....                       | 18 |
| 4.2 Async Program Publishing .....                   | 19 |
| 4.2.1 Publish Program through Direct USB.....        | 19 |
| 4.2.2 Publish Program through Ethernet Port.....     | 21 |
| 4.2.3 Publish Program through USB Disk .....         | 23 |
| Chapter 5 Network Management of C4 .....             | 26 |
| 5.1 Connection and Management.....                   | 26 |
| 5.2 Add Group and C4.....                            | 27 |

## Chapter 1 C4 Interface and Hardware Connection



## 1.1 C4 Interface

| No. | Name             | Functions   |
|-----|------------------|---|
| 1   | Sensor Interface | Environmental temperature and brightness monitoring;<br>Automatic brightness adjustment |
| 2   | Ethernet Output  | RJ45, signal output, connecting with receiving cards                                    |
| 3   | Audio Output     | HIFI stereo output  |
| 4   | CONFIG Port      | Screen parameters setting; Program publishing   |
| 5   | USB Port         | Program updating through U disc   |
| 6   | LAN Port         | Access network  |
| 7   | Power Port       | DC12V   |
| 8   | WiFi interface   | Connect with WiFi antenna   |
| 9   | 4G interface     | Connect with 4G antenna (optional)  |
| 10  | GPS interface    | Connect with GPS antenna (optional)   |
| 11  | Indicator Light  | Green light flashes when a signal detected;<br>Red light is bright when power is normal |

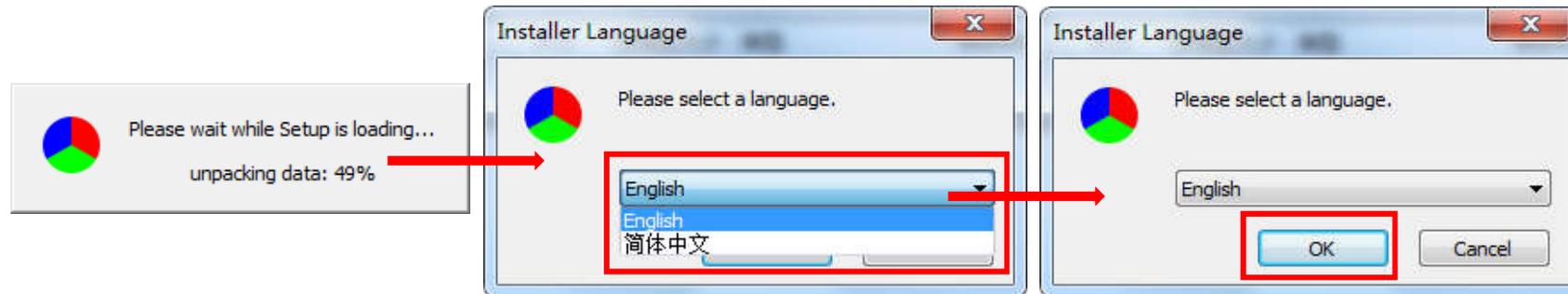
## 1.2 Hardware Connection



## Chapter 2 LEDVISION Installation

First download the installation package of LEDVISION software from Colorlight's official website [www.colorlightinside.com](http://www.colorlightinside.com), and complete the installation according to the diagrams below.

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



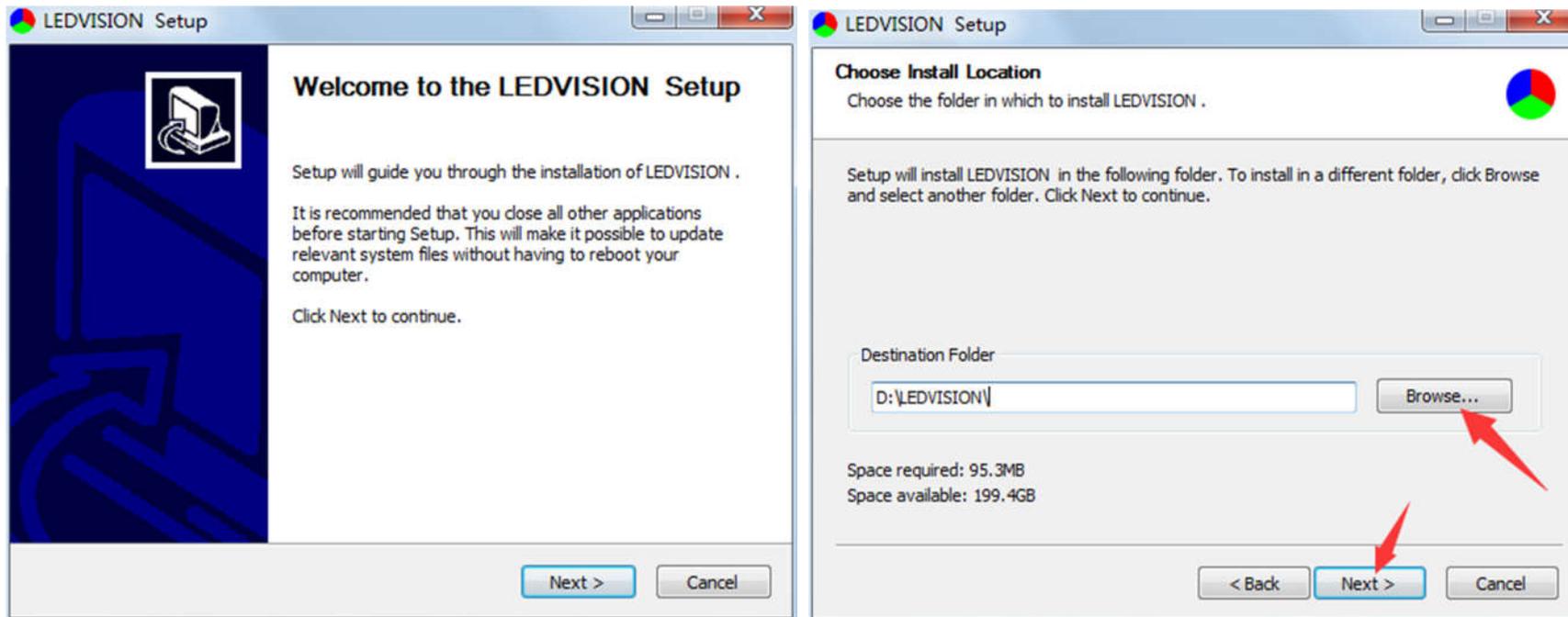
**Note:** Run LEDVISION version 5.0 or higher while using the C4.

2. After selecting a language, an installation wizard like below will appear. Click [ **Next** ].

Choose the installation location, click [ **Browse** ] to change the default target location, then click [ **Next** ] after completing;

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

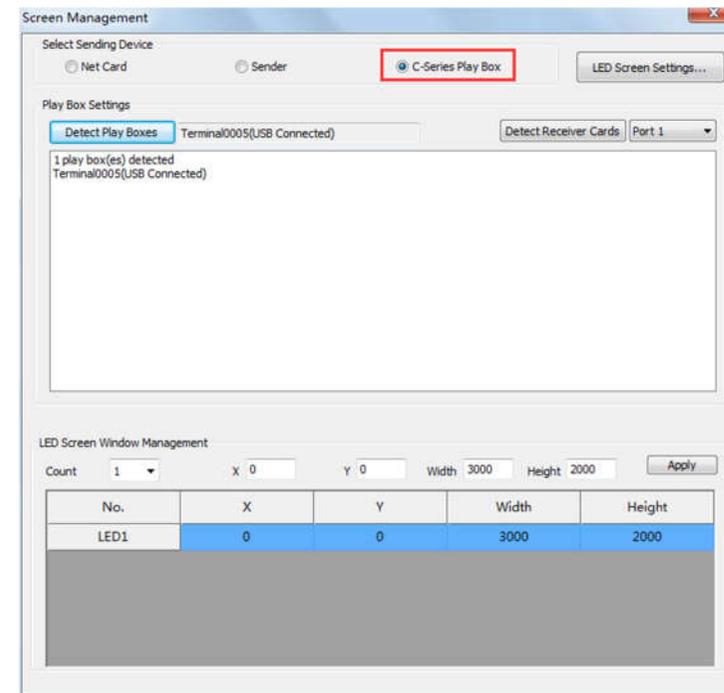
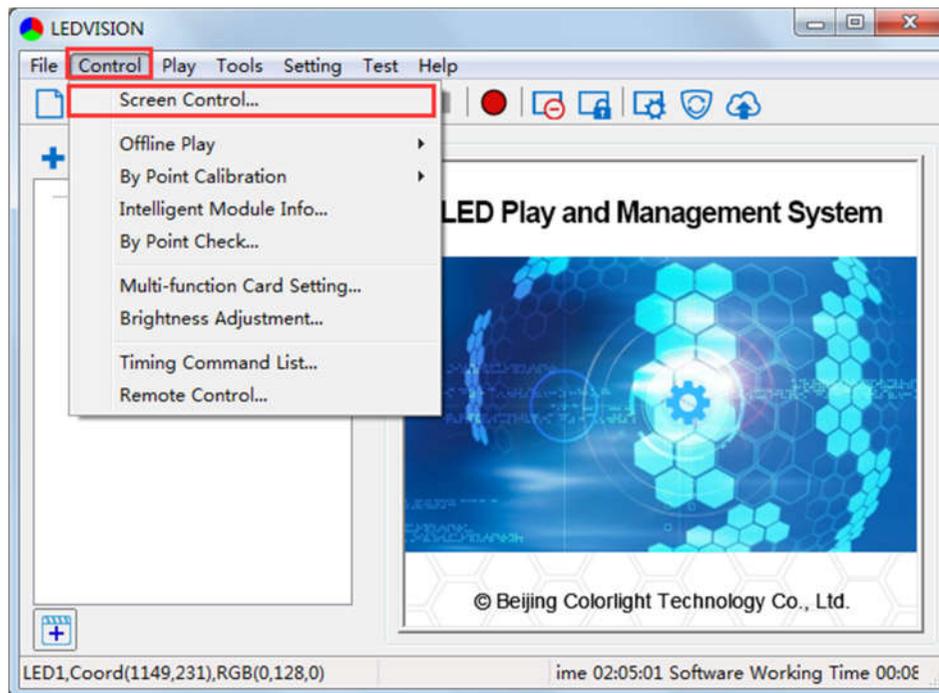
After the installation is complete you are ready to use LEDVISION.



## Chapter 3 C4 Parameter Settings

### 3.1 Connection Settings

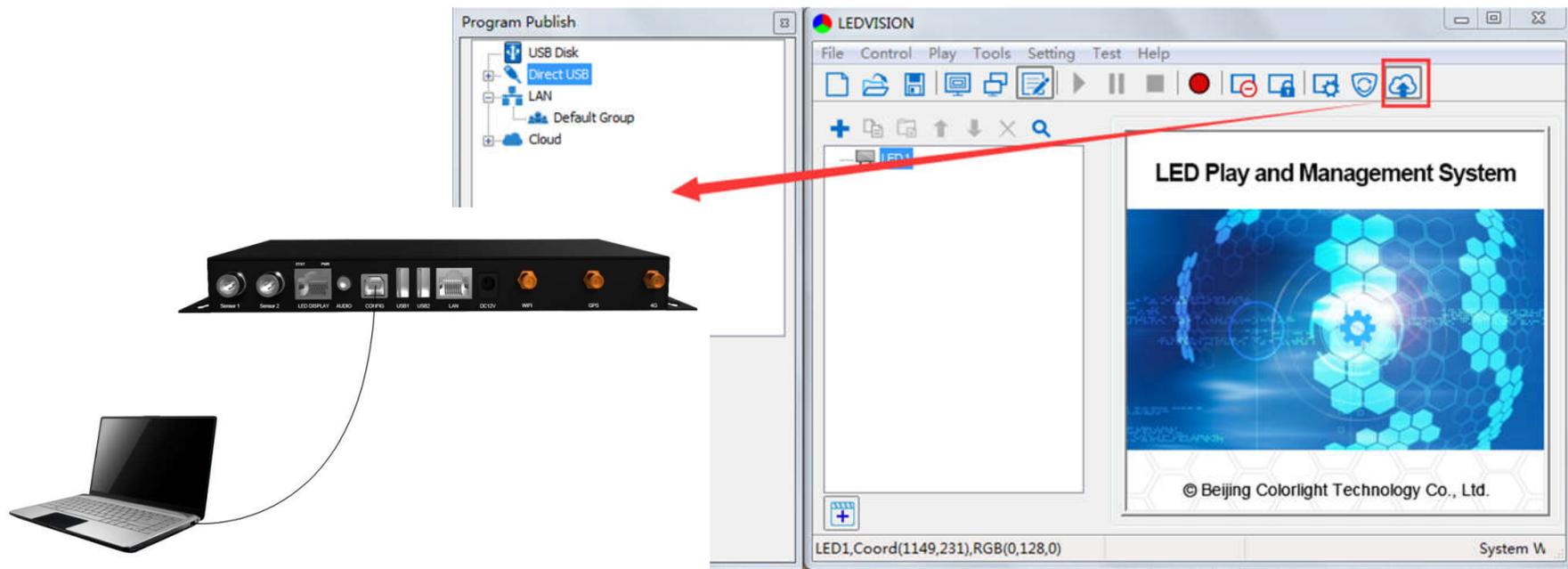
1. Before connecting your C4 to the computer, first click the control menu [ **Control** ] – [ **Screen Control** ], then select [ **C-Series Play Box** ] in **Select Sending Device**, then set up [ **LED Screen Window Management** ].



**Note:** If you do not complete this step, LEDVISION may not function properly because of a conflict between Net Card mode and C4 CONFIG interface.

2. Use a standard USB A/B cable to connect the C4 to your computer once the C4 is powered on, and note that one side is to connect to the USB port and the other side is for the C4 CONFIG port.

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



## 3.2 Basic Settings

- Ensure the LED display is under normal configuration before setting up C4 parameters.
- When setting C4 parameters, you can connect the C4 to your PC through a standard USB A/B cable and connect the C4 to the LED screen with a network cable.

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

**Player Time:** Display current time.

**Uptime:** Calculated running time once the C4 powered on.

**Total/Available:** View memory utilization.

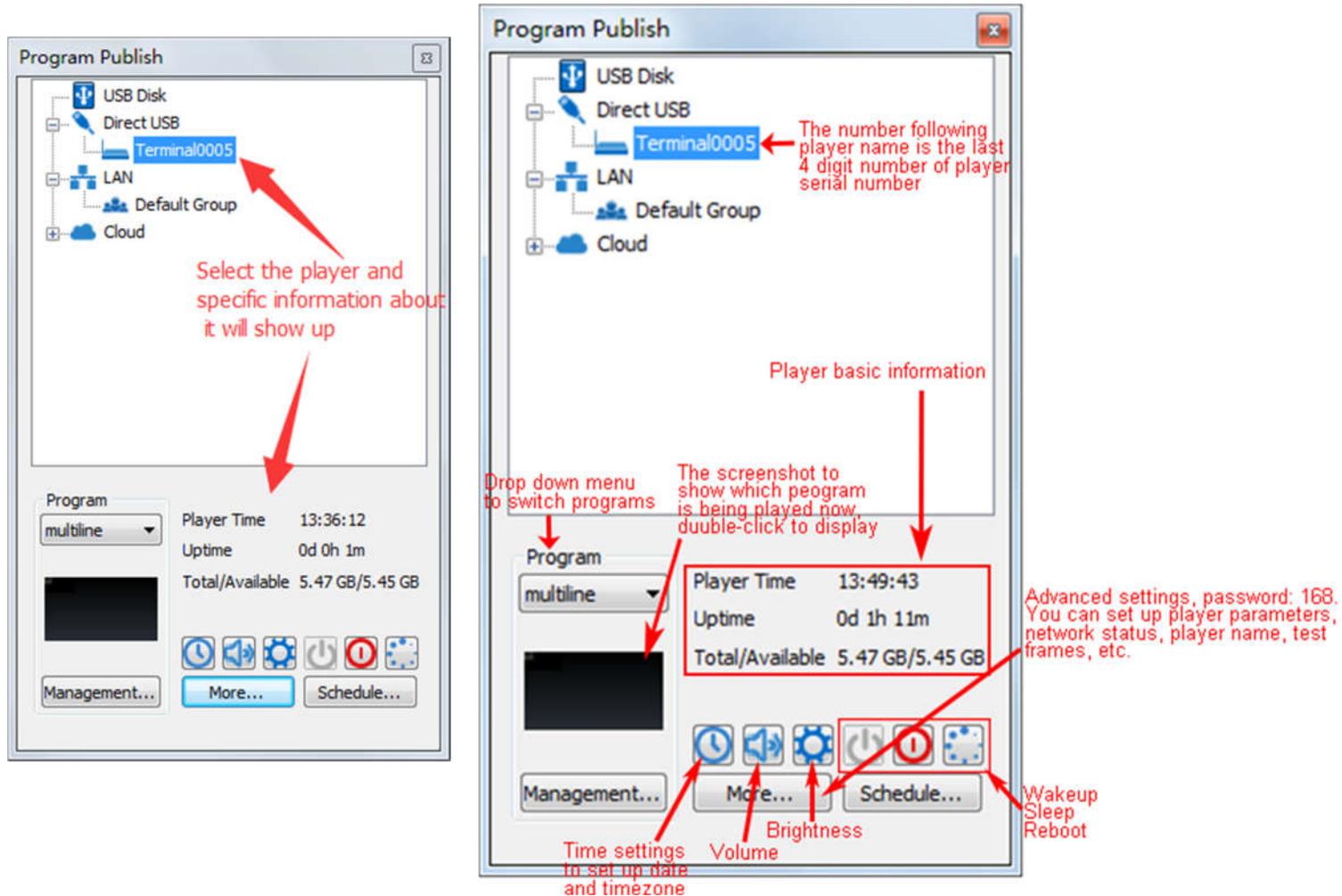
**Wakeup, Sleep, Reboot:** Perform C4 operations like wakeup, sleep and reboot once clicked.

**Program:** Use the drop down menu to play programs.

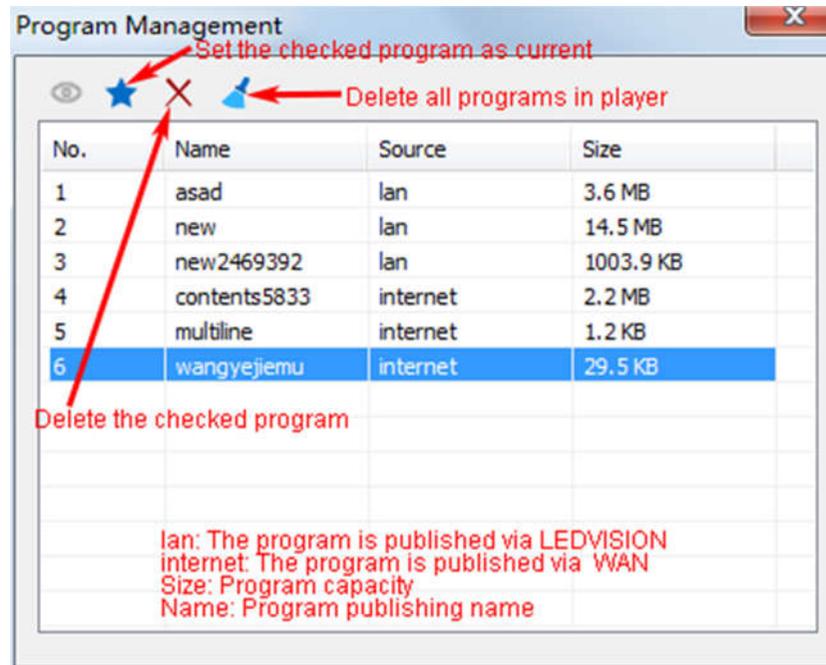
**Management:** Check, delete and choose programs, and much more.

**Schedule:** Conduct timed settings on command content such as play program, sleep, wakeup, reboot, brightness adjustment, etc.

1. After connecting the C4 to the computer, a C4 player icon will show up in **Direct USB**. You can check the specific information and some basic settings for it by selecting the player.



2. In **Program Management**, you can conduct a comprehensive management on programs included in the C4 player. All programs can be deleted in **Program Management** regardless of the type and source.



### 3. Schedule Settings:

In **Schedule Settings**, click [ **Add** ] to add a scheduled command. Scheduled commands can conduct timing settings on content such as play program, sleep, wakeup, reboot, brightness adjustment, media volume, switch to sync/async signal, and more, as shown below:





## 3.3 Advanced Settings

### 3.3.1 Playing Parameters

#### ① LED Resolution

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

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

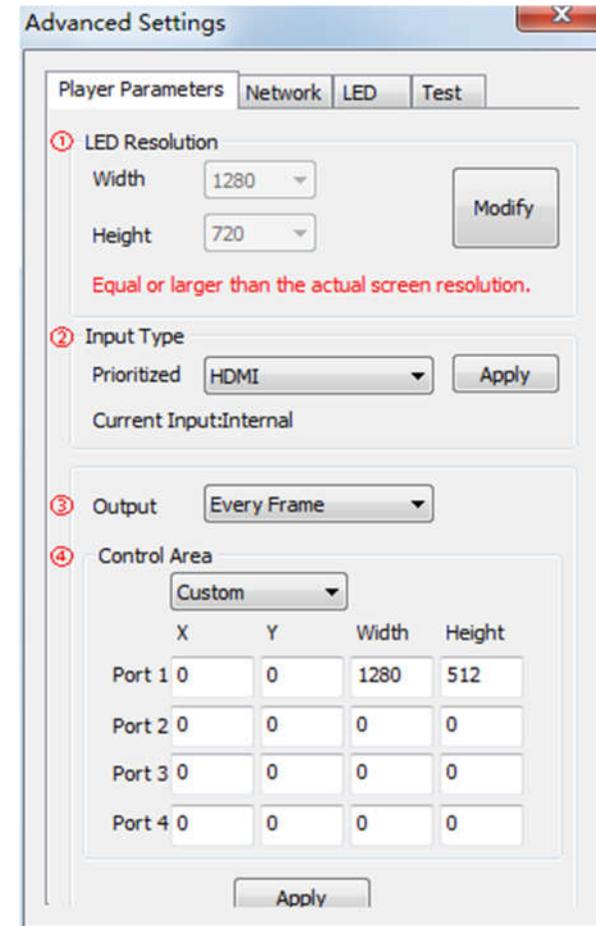
#### ③ Output

[ **Every Frame** ] (Default)

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

#### ④ Control Area

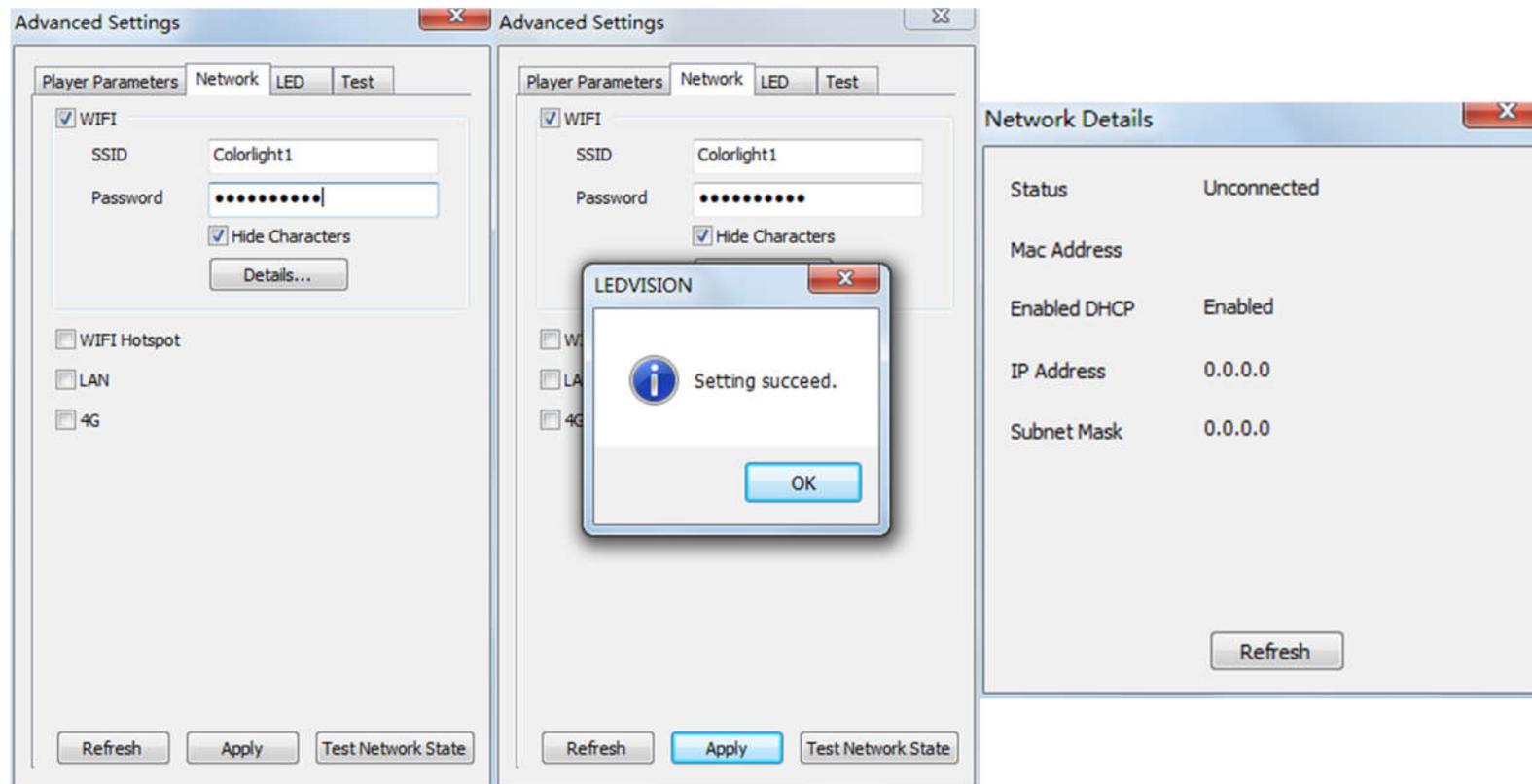
Select [ **Custom** ] in control area and modify the values according to your network port control area. Click [ **Apply** ] to complete the setting.



### 3.3.2 Network

#### ① WiFi

Check [ **WiFi** ] in the network tab and input your WiFi login information for [ **SSID** ] and [ **Password** ], then click [ **Apply** ] and [ **Refresh** ] to complete the setting. Click [ **Details** ] to check the connection status.

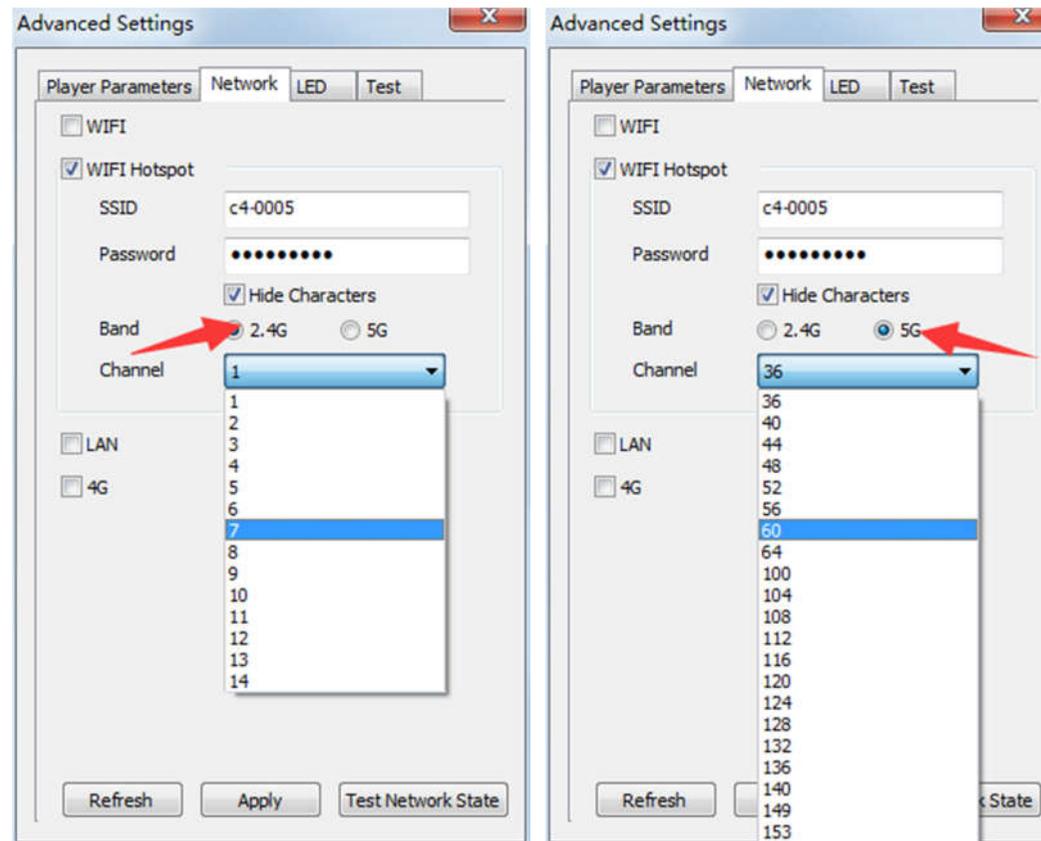


## ②WiFi Hotspot

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 the smart phone and computer support 5G WiFi)

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



### ③ LAN (Network Cable)

#### 1. [ Automatically Obtain IP Address ] (Default)

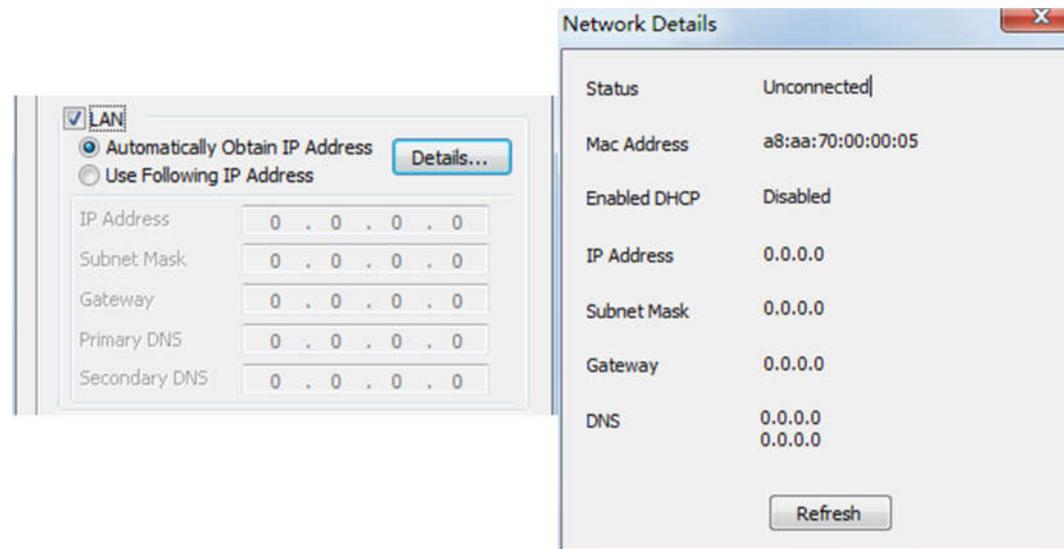
When you connect your C4's LAN port to a networked router, the C4 will automatically obtain an IP address.

#### 2. [ Use Following IP Address ]

To use a specific IP address, enter information for [ IP ], [ Subnet Mask ], [ Gateway ], then connect the C4 LAN port to the router.

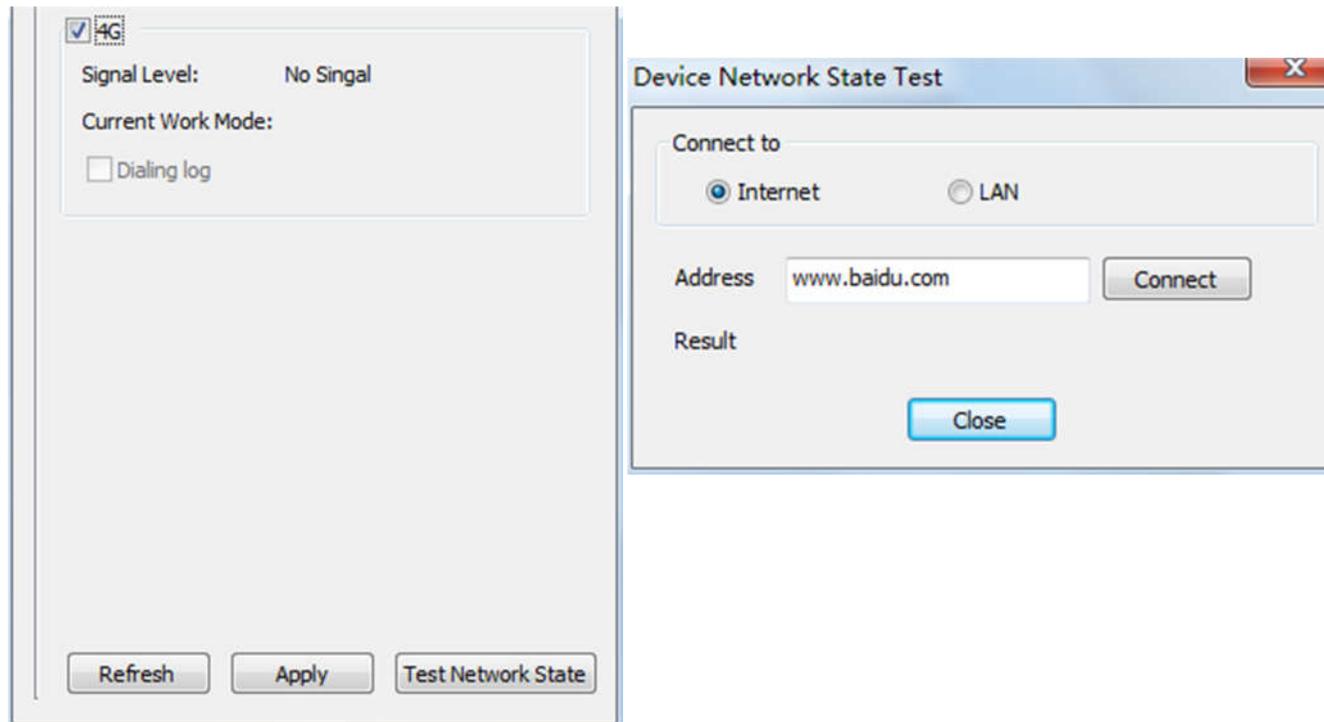
#### 3. [ Details ]

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



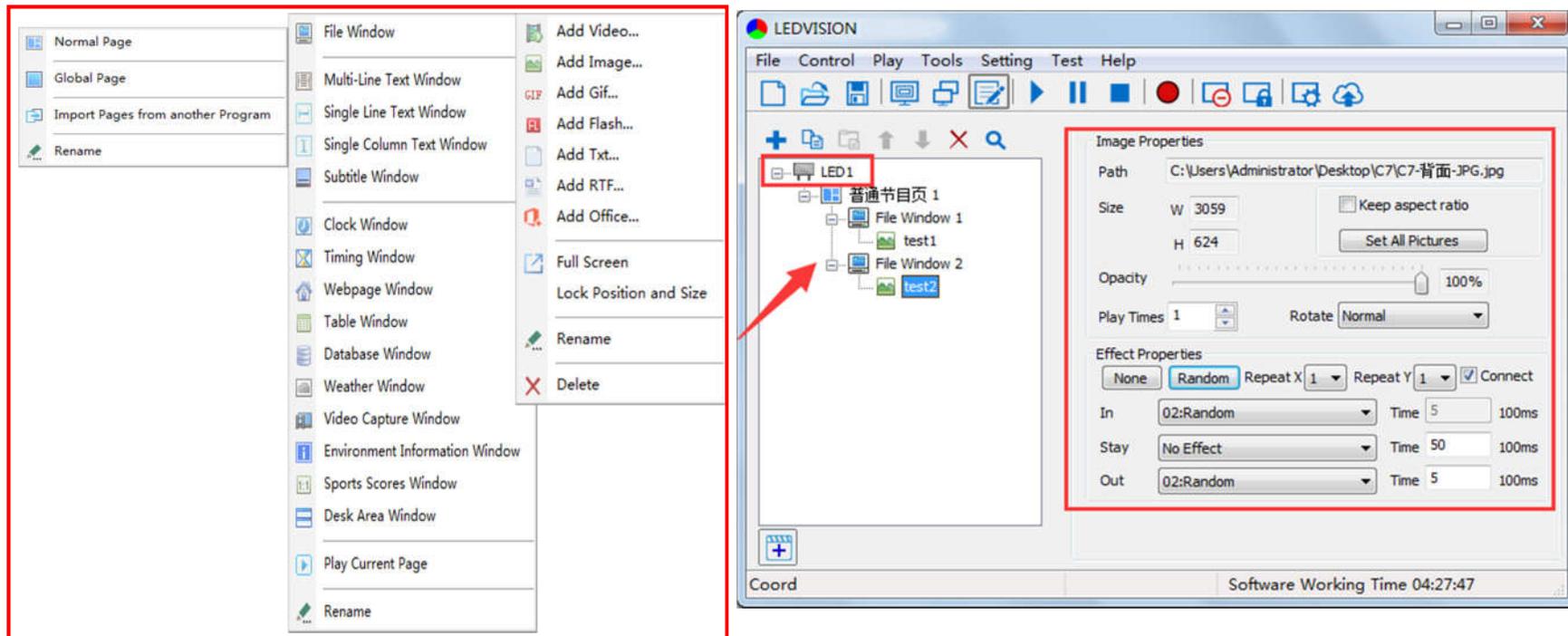
## ④4G

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



## Chapter 4 Async Program Editing and Publishing

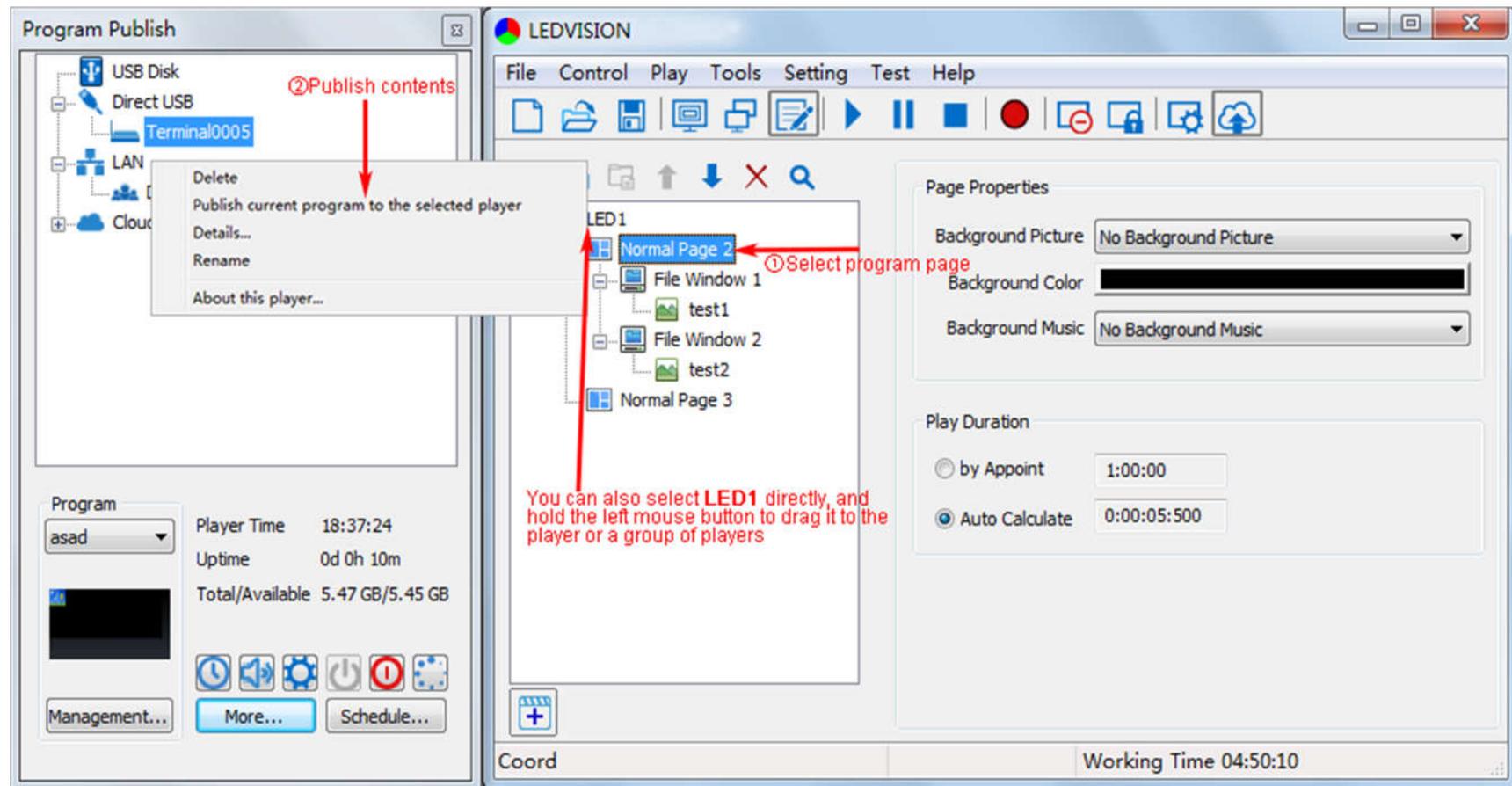
### 4.1 Async Program Editing



When you open LEDVISION, you will see [ **LED1** ] in the 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.

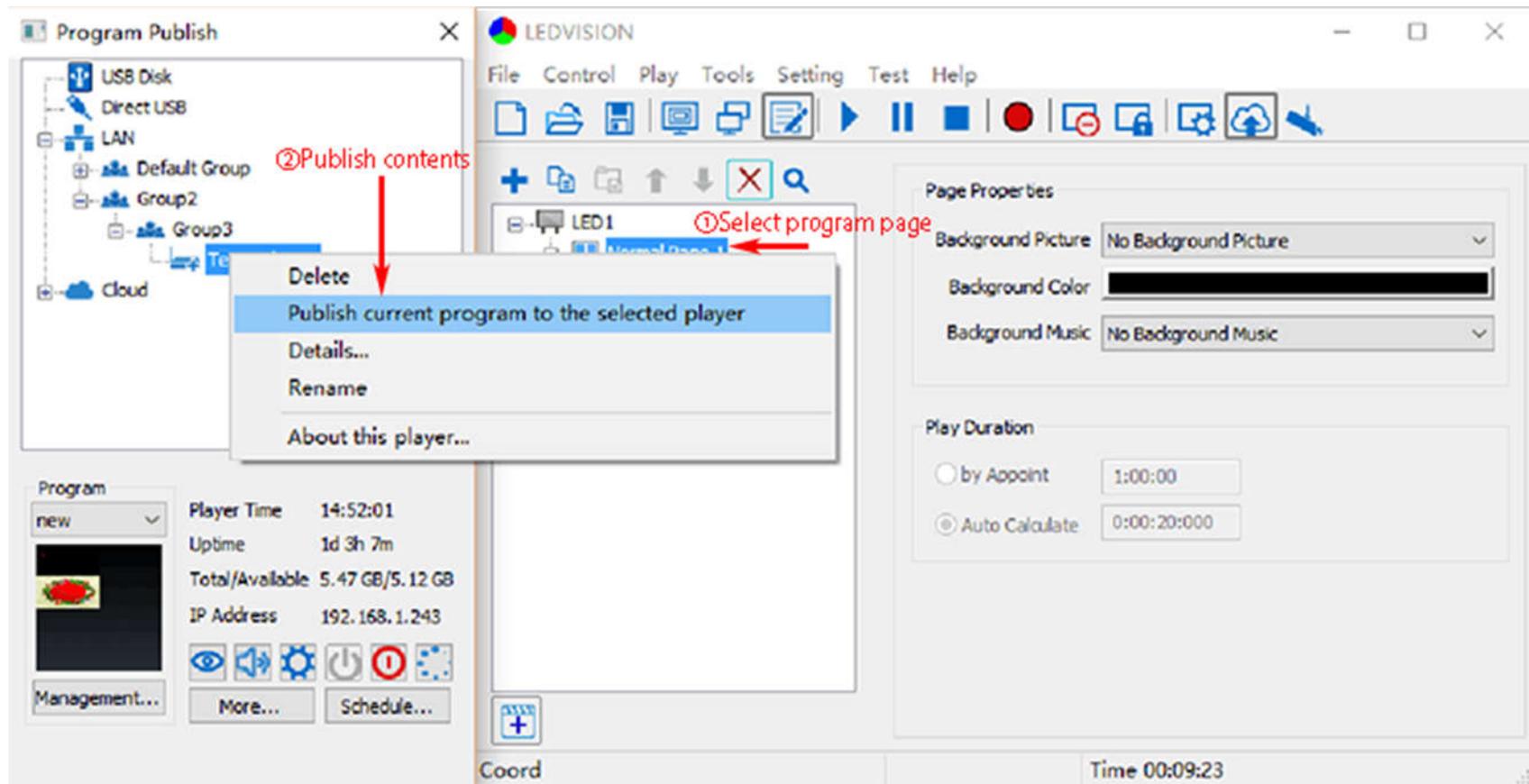
## 4.2 Async Program Publishing

### 4.2.1 Publish Program through Direct USB





## 4.2.2 Publish Program through Ethernet Port

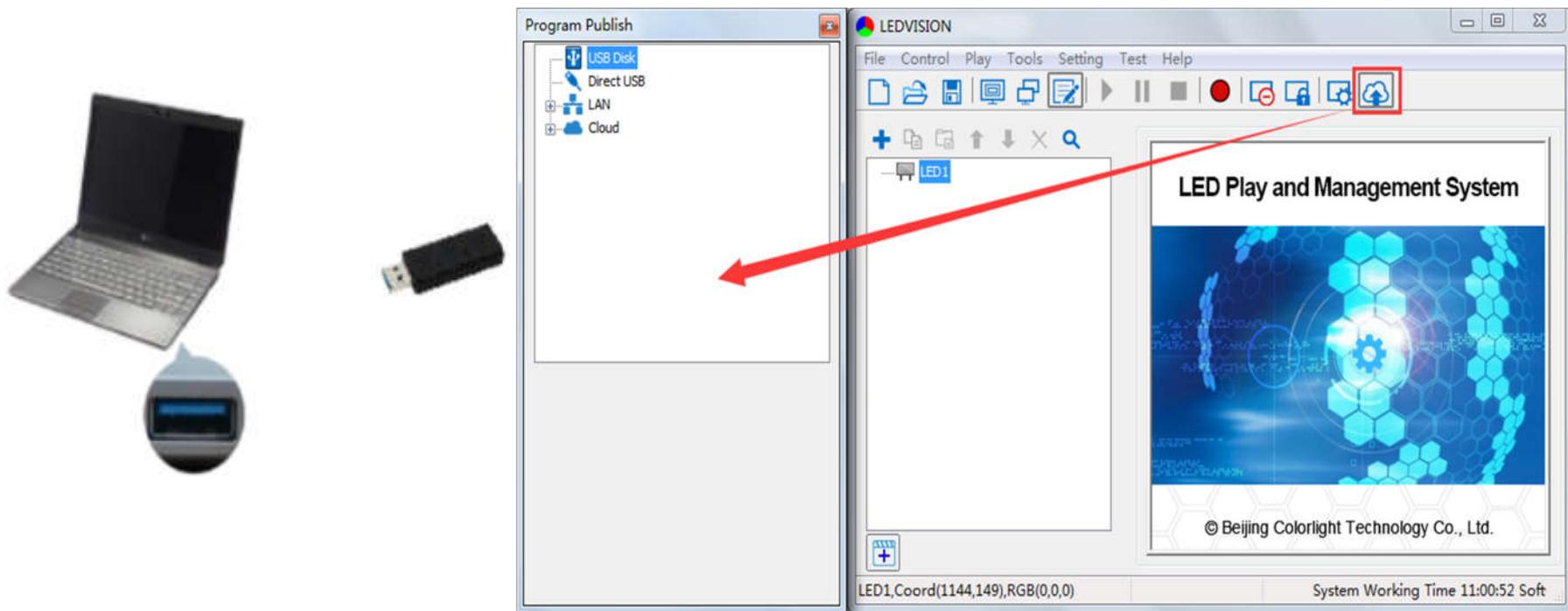




### 4.2.3 Publish Program through USB Disk

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

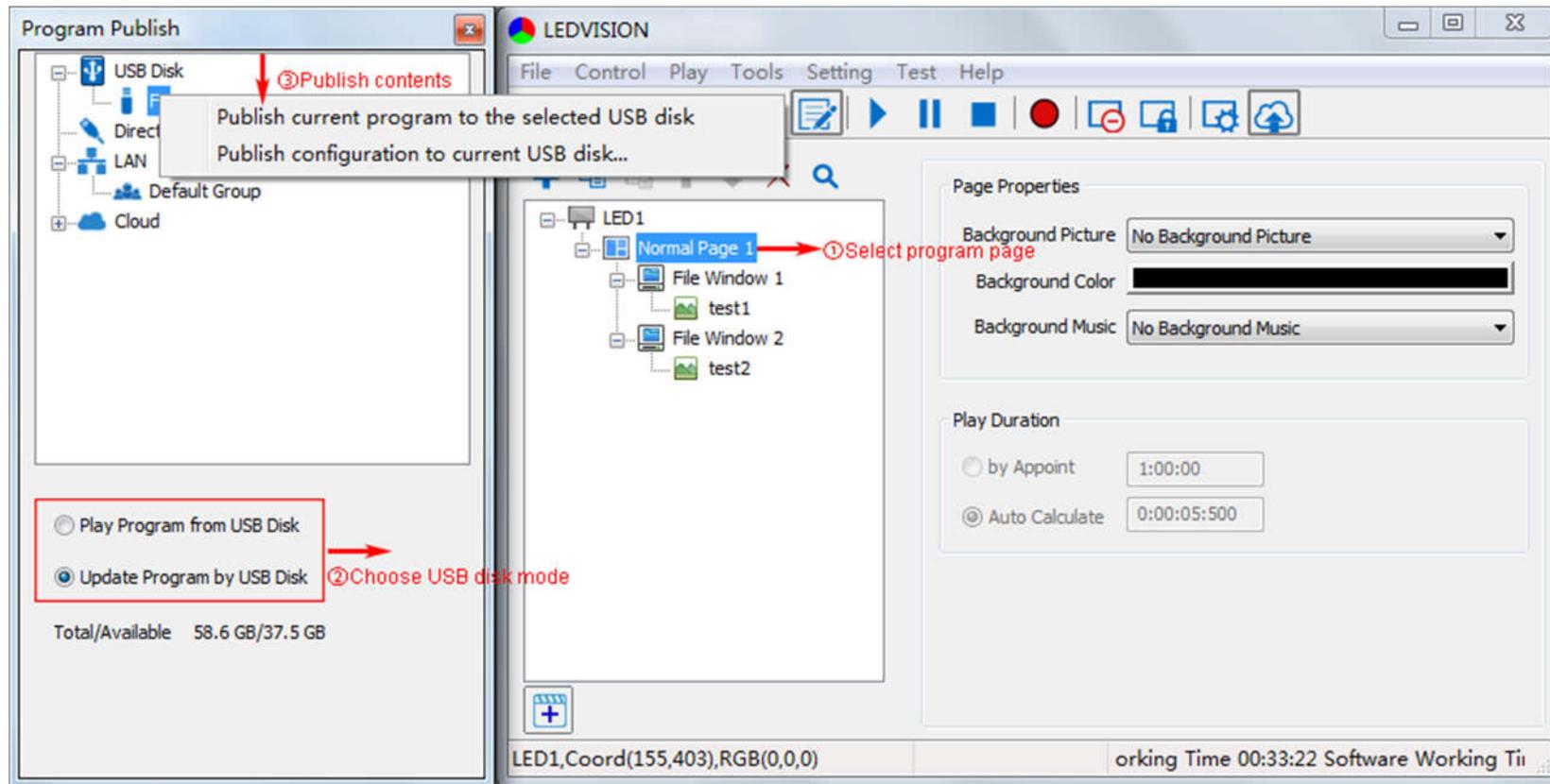
Click [ **Publish Program to C-Series Playboxes** ] to extend program publishing window.



**Note:** USB disk should be empty before publishing for best performance. Remove previously updated programs before using it to update or play new programs and to avoid any problems.

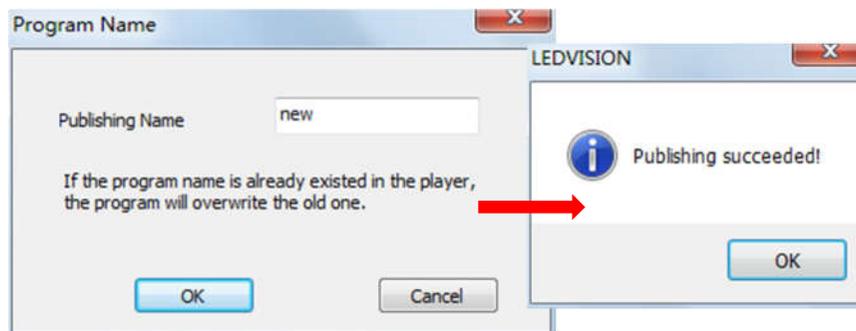
2. Software will automatically identify the USB disk when plugged in. Click [ **U Disk** ] to choose [ **Your USB's Drive** ].

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

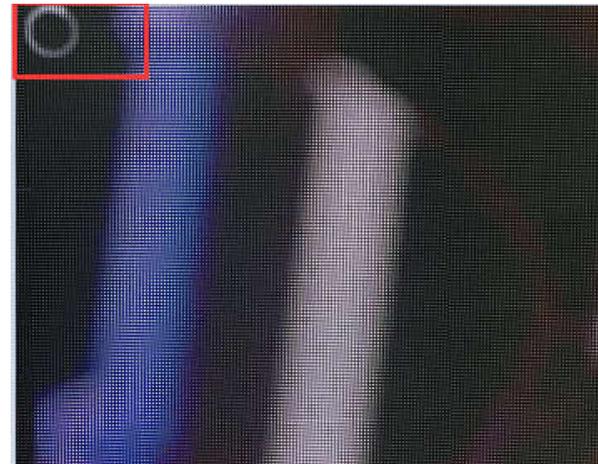


② Choose **USB Disk Mode**:

- Play the program from the USB disk (automatically play the USB disk content after inserting it into the C4; **the content won't be stored on the C4**)
  - Update the program from the USB disk (automatically play the USB disk content after inserting it into the C4; **the content will be stored on the C4**)
- ③ Select **the drive letter under USB Disk**, then right-click to choose [ **Publish current program to the selected USB disk** ]. After publishing the program successfully, insert the USB disk into the C4 USB port.



**Plug USB disk to C4 after uploading, to enter updating procedure**



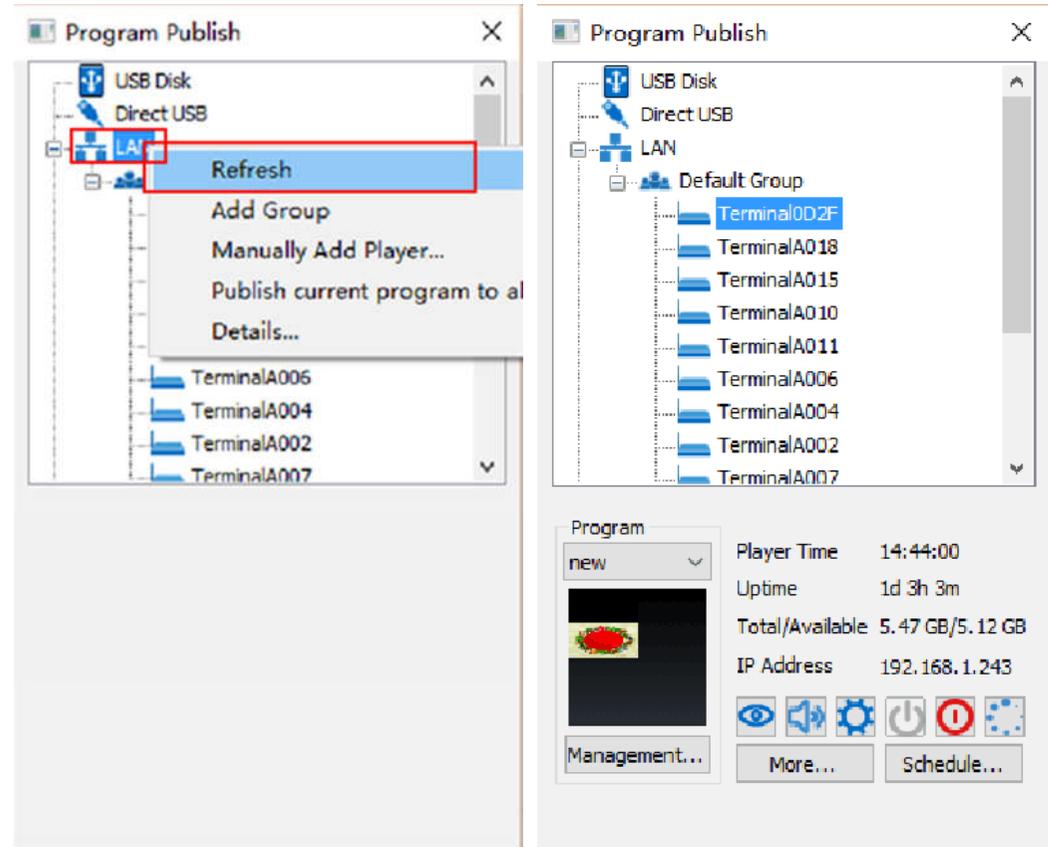
Note: A rotating circle on the LED's upper left corner will appear during the updating procedure. You may unplug the USB drive after the circle disappears.

## Chapter 5 Network Management of C4

### 5.1 Connection and Management

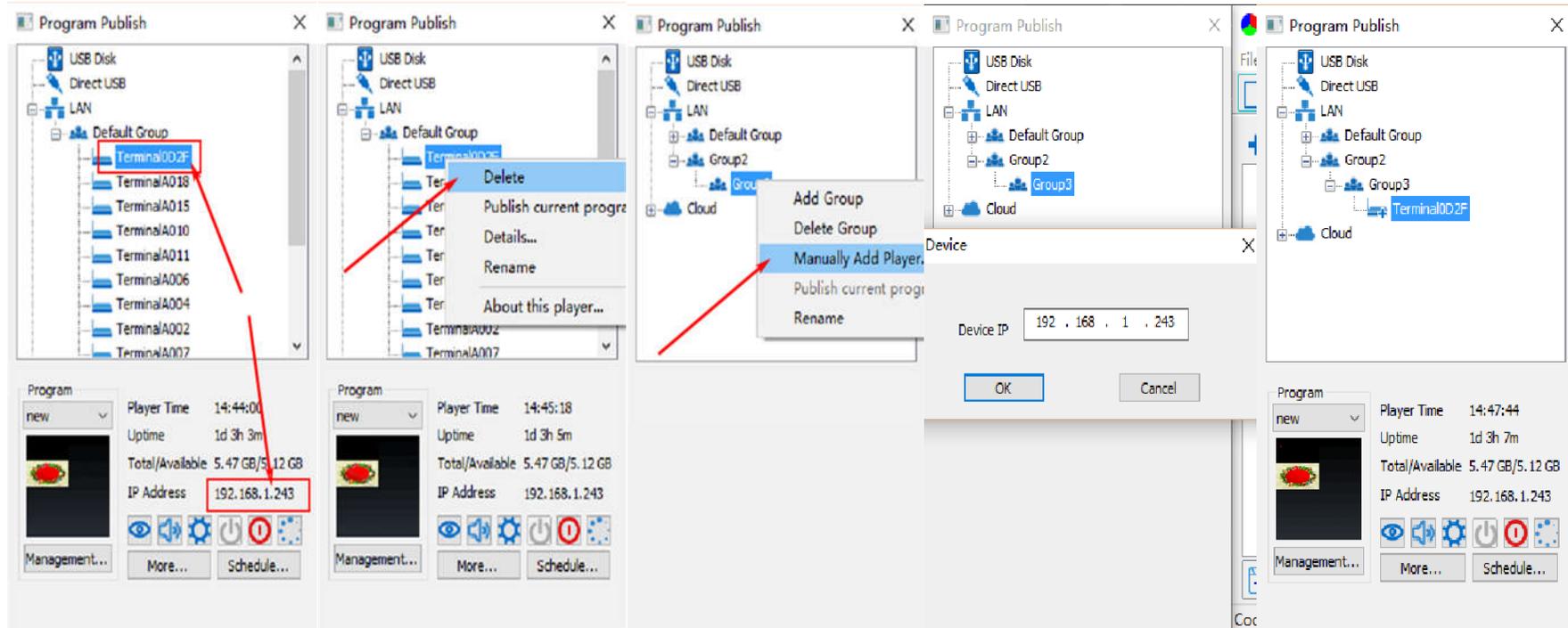
1. **LAN Connection:** Connect the C4 to the network through **WiFi** or a **LAN port**.

2. **C4 Network Management:** After the controller end (PC, smart phone, or other device) and C4 are connected to the same LAN network, select [ **LAN** ], then [ **Refresh** ], LEDVISION will automatically identify the **C4** in the LAN network and place it in the **Default Group**. You can manage your C4 under **Default Group**.



## 5.2 Add Group and C4

1. **Add Group:** Select [ LAN ] and right- click to choose [ **Add Group** ].
2. **Add C4:** Select any player group and right-click to choose [ **Manually Add Player** ], then input the C4's corresponding IP (add it even if your device did not connect to network).





Visual Future

---

Colorlight US, Inc.  
[www.colorlightinside.com](http://www.colorlightinside.com)