



A35

Player

User Manual v1.0

Safety Precautions

Before use of the equipment, please read all safety precautions to ensure safe and correct use of the product!

- **Do not open the cover**

In order to prevent personal accidents, people rather than the Company's technical personnel may not open the upper cover of the equipment.

- **Please use the power supply and accessories approved by the manufacturer**

The power supply of this product supports DC 5V-12V¹ power input. Please use the power cord attached with the package of this product or use the power cord conforming to the standard.

- **Avoid all functional interfaces from contacting live objects**

This product is an electronic product. If the functional interface contacts a live object, it may cause damage to the circuit components, thus affecting normal use of the product.

- **Keep away from inflammable, explosive and other dangerous goods**

Keep away from inflammables and explosives. Do not use this product in inflammable and explosive environment!

- **This product does not support waterproof design. Do not directly have it contact liquid or use it in humid environment**

Safety Protection Measures

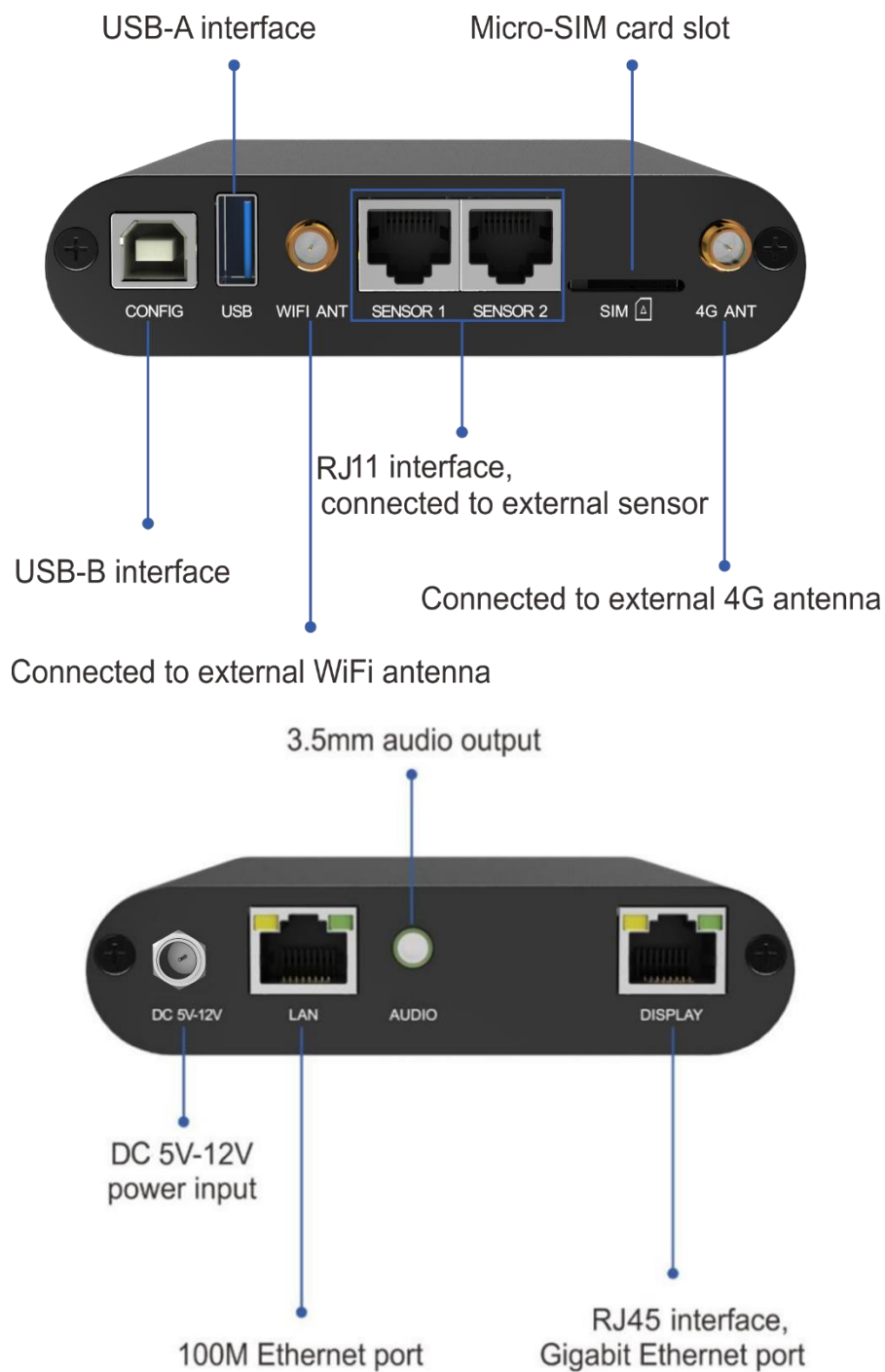
In all installation processes of A35 networking player, please follow the safety rules to avoid personal injury and equipment damage.

Unpacking and Inspection

After unpacking, check the items according to the packing list in the box. Please contact the salesman in time if you find the accessories are incomplete.

¹ Wider voltage ranges are available upon request from technical support.

Appearance Description



Quick Start Guide

Users only need three steps to master the basic usage of A35 player.

Step I: Configure display parameters

- Connect the player to LED display screen correctly
- Configure LED display screen parameters and ensure that the display screen can display the complete picture

Step II: Configure player parameters

- Set player parameters (generally LED display screen resolution)
- Configure network parameters (set according to the customer's actual needs)

Step III: Edit and publish the program

- Create a program and publish it to the player

Note:

1. For detailed configuration, please refer to the content of next chapter.
2. The supporting software to be used can be downloaded on our official website: www.colorlightinside.com [Support] → [Download].
3. LAN encryption is enabled by default with the initial password Console@123. It is highly advisable to set a stronger password.

Detailed Setting Steps

Step I: Configure display screen parameters

1. Connect the player to LED display screen correctly



Step II: Configure player parameters

Player parameters mainly include two aspects:

1. Screen parameter: The width and height of program playing window, generally set as the size of LED display screen
2. Network parameters: Select according to the actual needs of customers.
 - Standalone play: No configuration is required
 - LAN mode: Configure LAN, WiFi and WiFi hotspots according to actual needs, and choose one of them
 - Cloud mode: Configure LAN, WiFi and 4G according to actual needs, and choose one of them

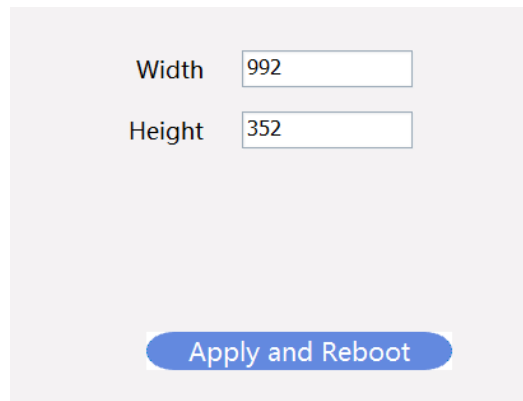
1. Set player parameters

Open PlayerMaster software, click  in the top right corner, and select [LAN Mode].

Select current player in the left list, and in the main interface of [Device], click Advanced Settings  in the bottom right corner to enter the parameter configuration interface.

Screen parameter: Set the actual resolution of the screen.

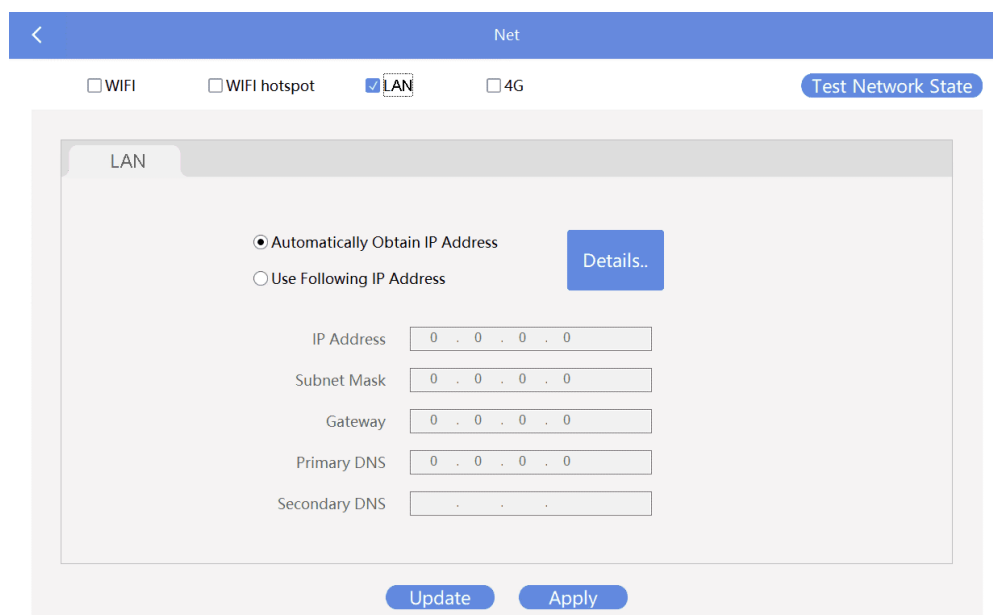
After setting successfully, program production, program publish, and equipment management can be implemented through this communication mode.



A screenshot of a settings interface for screen resolution. It features two input fields: 'Width' with the value '992' and 'Height' with the value '352'. Below these fields is a blue button labeled 'Apply and Reboot'.

2. Configure network parameters

In the main interface of [Device], click Network Settings  to enter the following interface:



A screenshot of a network settings interface. At the top, there's a blue header bar with a back arrow and the word 'Net'. Below the header, there are four radio buttons: 'WIFI', 'WIFI hotspot', 'LAN' (which is selected), and '4G'. To the right of these buttons is a blue button labeled 'Test Network State'. Below the radio buttons, there's a section titled 'LAN' with a tab-like header. Inside this section, there are two radio buttons: 'Automatically Obtain IP Address' (which is selected) and 'Use Following IP Address'. To the right of these radio buttons is a blue button labeled 'Details..'. Below the radio buttons, there are five input fields: 'IP Address' (0 . 0 . 0 . 0), 'Subnet Mask' (0 . 0 . 0 . 0), 'Gateway' (0 . 0 . 0 . 0), 'Primary DNS' (0 . 0 . 0 . 0), and 'Secondary DNS' (. . .). At the bottom of the interface, there are two blue buttons: 'Update' and 'Apply'.

Take LAN port as an example. After it is connected to the network cable, the player will automatically obtain the IP address.

After setting successfully, program production, program publish, and equipment management can be implemented through this communication mode.

3. Optional: Configure other parameters of the player

Other functions: View schedule, brightness, color temperature, volume, time, power, net, signal switch, monitoring, and device language



Step III: Edit and publish the program

1. In the main interface of [Program], click **+**, set the resolution of the program (generally consistent with the resolution of the screen) and enter the program editor.

Name	Description
Program	Basic unit, which can be assigned to the player or terminal group.
Program page	When different window layouts are needed in the same program, it can be realized by setting different program pages. Of course, it can also be realized by setting different programs.
Window	Program page can add multiple program windows, and windows determine the layout form of the program. The contents of different program windows are different, and the program windows below the same program page are playing at the same time.
Materials	Specific content displayed on the LED screen, including video, picture, GIF, text and office file.

* In each LED screen, the relation between the program page and the program page, and between the content and the content in the same program window is in-turn playing, while the relation between the program window and the window under the same program page is parallel and concurrent playing.

2. Click  to add programs in the following format types:

No.	Program Type	Content Description
1	File window	Video, picture, Gif, Txt, RTF, Office (Word, Excel, PPT).
2	Single-line text	Txt document, manual editing and input.
3	Single-Column text	Txt document, manual editing and input.
4	Multi-line text	Txt document, RTF document, Word document, manual editing and input.
5	Global Weather	Weather in global cities.
6	Environment	Temperature, humidity, smoke, noise and air quality.
7	Analog Clock	Round image clock.
8	Digital Clock	Digital timing clock.
9	Timer	Count-up or down timer.
10	Webpage	Manually enter the website.
11	Stream Video	Program on the streaming medium website.
12	RSS	News subscription.
13	Video Capture	Display the images captured by an external camera.

3. Select different program windows and materials according to actual needs. After editing, click **Save**  and select **Publish** . After finishing publishing, the published content just now will be displayed on LED screen.

Program		Program Schedule		Command Schedule		
Name	Device/Grou...	Size	Completed	Progress	Date Published	
Test program	A35-002	1.0 MB	1.0 MB	100%	2020-05-07 17:58:27	

Software

Type	Description
LEDVISION	Debug receiving card parameters and other functions through the player. - Program publishing and player management are not supported. - Support V7.0 or above.
PlayerMaster	Local and cloud display management, program editing and publishing. - Support V1.2 or above.
ColorlightCloud	Web-based display information release management system, through logging in a browser to achieve display cluster management, information release and monitoring. - Support V2.6.5 or above.
LED assistant	Support Android and iOS platform easily realize the wireless control of the player. - Support V5.0.75 or above.
LEDUpgrade	Upgrade FPGA program. - Support V3.6 or above.

More

Now you have mastered the use of basic functions of A35 player.

If you need to learn more advanced functions, please refer to PlayerMaster User Manual or contact the Company' s technicians for more information.

Statement

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Service Phone

4008 770 775

Colorlight Cloud Tech Ltd.

Official Website: www.colorlightinside.com
Head Office Address: Room 37F-39F, Building 8, Zone A,
Shenzhen International Innovation Valley, Vanke Cloud City, Dashi Yilu,
Nanshan District, Shenzhen, China

