



[DRAFT] Command and Control Module Manual

Confidential and not for distributions



Note: The contents of this document are only for informational purpose and are subjected to change.

Introduction

Command And Control Module provides users with drag and drop GUI to iteratively resize and arrange sources in real time within the video wall canvas, while the main source continues to play in the background.

Mapping: Creating a Command And Control Source

Mapping allows you to bind a specific video wall(s) to Command And Control source. To create this source:

1. Click on Mapping > New Source button. From the drop-down menu select "Command and Control" as the preferred source type and give it a name.
2. Select the source that will play in Background
3. Click "OK" to complete the process

Note: Command And Control source works only with video walls and not with stand-alone displays. Please create a video wall of size 1x1 out of the stand-alone display before mapping it to the source.

Map video wall to Command And Control source

Once the source is created, the video wall can be "mapped" or assigned by simply dragging-and-

dropping the video wall icon to the Command And Control source. To change the existing source configuration (e.g., to change the background), click on the source name to open the "Edit Source" window and make the changes.

Note: Changes will not take effect until the "Apply" button is clicked.

Configure Command And Control Video Wall

Drag and Drop user interface enables users to iteratively resize and arrange sources in real time within the video wall canvas. Follow the below-mentioned steps to configure Command And Control video wall canvas:

Step 1: Configure Operator Password

- Go to Settings > User Management
- Click "Change operator Password Password"
- Enter the New Password and Repeat password in the respective fields
- Click "OK" to complete the process

Step 2: Launch Command and Control Module

- Click the Control GUI in the left panel menu
- This will launch the Command and Control Module
- Enter the Operator password configured in Step 1

Step 3: Create Sources

- Click on Sources > Create New Source button to add a new source
- The newly created source will appear in the Source Window
- Click on the source name to move the source in the bottom window panel
- Click on the Source Menu icon beside the source name to access various options
- Click or drag and drop the source to place the source on the video wall
- By default, the source will appear at the center of the video wall and double-clicking on the source will span the entire video wall display or the canvas. You can also move, resize or drag the source to a particular location on the video wall
- Click on the "Deactivate" icon in the source menu to deactivate the source
- The deactivated source will move back to the source window
- Click on the "Viewer" icon to launch the Interactive Viewer for the corresponding source
 - Please note that Interactive Viewer will only work for the Interactive sources (e.g., Cloud Desktop, Linux Desktop, Web Browser etc.)

Step 4: Create Layouts

- Click on Layouts > Save as new layout button to save the current video wall configuration
- Enter the Layout Name and click "OK" to complete the process
- Click on Save changes link across the new layout if there are some changes to the current layout
- The newly created layout will appear under Current layout and the previously created sources will appear under Available layouts
- Click on the play button beside the corresponding layout name to load the layout on the video

wall

- You can also click on the trash icon to delete the saved layout

The top window panel will show the video wall zones mapped to various Command and Control source(s) created under Mapping

Shortcuts to configure Command And Control source

- Click on the source name in the source window to bring the source at the bottom window panel
- Click on the Edit icon to edit the corresponding source
- Click on the Trash icon to delete the corresponding source
- Click on the "Show" button to show the source on the video wall
- Double click on the source to cover the entire video wall canvas with the corresponding source
- Click on the cross button to deactivate the source and move it back to the Source Window
- Click on the Viewer button to launch the Interactive Viewer for the corresponding source
- Please note that Interactive Viewer will only work for the Interactive sources (e.g., Cloud Desktop, Linux Desktop, Web Browser etc.)
- Click on the Play button across the Available Layouts to load the corresponding layout on the video wall
- Click on the Trash icon to delete the Available Layout
- Click on the Camera icon to view the content playing on the Command And Control video wall