

# **EZWall Client Software**

## User Manual

Manual Version: V1.02

Thank you for choosing our product. If there are any questions, or requests, please do not hesitate to contact the dealer.

## Disclaimer



### CAUTION!

The default password is intended for your first login. For security, please set a strong password after your first login. A strong password shall include at least eight characters comprising at least three elements of the following four: digits, uppercase letters, lowercase letters, and special characters. Please keep the password safe and change it regularly.

- Contents of this document are subject to change without prior notice.
- Best effort has been made to verify the integrity and correctness of the contents in this document, but no statement, information, or recommendation in this manual shall constitute formal guarantee of any kind, expressed or implied. We shall not be held responsible for any technical or typographical errors in this manual.
- The illustrations in this manual are for reference only.
- Due to uncertainties such as physical environment, discrepancy may exist between the actual values and reference values provided in this manual. The ultimate right to interpretation resides in our company.

## Conventions

Convention	Description
<b>Boldface font</b>	Commands, keywords, parameters and GUI elements such as window, tab, dialog box, menu, button, etc.
<i>Italic font</i>	Variables for which you supply values.
>	Separate a series of menu items, for example, <b>Device Management &gt; Add Device</b> .

# Contents

<b>1 Introduction</b> .....	<b>1</b>
<b>2 Log In to the Client</b> .....	<b>1</b>
Login .....	1
Main Page .....	2
Menu .....	3
Lock the Client .....	3
Switch User or Server .....	3
Client Configuration .....	3
View Software Version .....	4
Close the Program .....	5
Open User Manual .....	5
<b>3 Device Management</b> .....	<b>5</b>
Add Device .....	5
Search .....	6
Add .....	6
<b>4 Video Wall</b> .....	<b>7</b>
Create a Video Wall .....	8
Basic Operations .....	8
Bind and Unbind .....	9
Small Pixel Pitch LED .....	10
Edit or Delete Video Wall .....	11
Splice Screens .....	11
Open Windows .....	13
By Clicking the Open Window Button .....	13
By Dragging an IPC .....	14
By Right-clicking and Dragging the Mouse .....	15
By Setting Coordinates .....	15
Adjust Window Position and Size .....	16
Close a Window .....	17
Group .....	18
Default Group .....	18
Custom Group .....	18
Split a Window .....	21
Play Video on a Video Wall .....	22
Start Live Video One by One .....	22
Start Live Video in Batches .....	23
Playback on Video Wall .....	24
Sequence in One Window .....	24

Sequence in Multiple Windows .....	27
Play Signal Source .....	28
Stop Video on Video Wall .....	28
Other Features .....	30
Virtual LED .....	30
Scene .....	32
Scene Plan .....	33
Renumber Windows .....	36
Lock/Unlock Windows .....	37
View Window Info .....	38
Output Audio .....	39
Always Display a Window on Top or Bottom .....	40
View in Full Screen Mode .....	41
<b>5 Sequence Resource .....</b>	<b>43</b>
<b>6 Screen Control .....</b>	<b>44</b>
Configure Serial Port and Protocol .....	44
Turn On or Off the Screen Automatically at a Set Time .....	45
Turn On or Off the Screen Manually .....	46
Turn Off the Screen with Delay .....	46

# 1 Introduction

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EZWall client software is mainly used in small-scale display&control device-centered systems to manage encoding devices and operate video walls.



## NOTE!

- Unless otherwise stated, the display&control device that you log in to from the client software is also referred to as the "server" in this manual.
  - The GUI, features, and operations may vary, depending on the server that you log in to.
- 

# 2 Log In to the Client

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## Login

1. Start the software. The login page appears.

Server 192.168.1.14 Port 80

admin

Save Password  Auto Login

Login

2. Complete the settings.

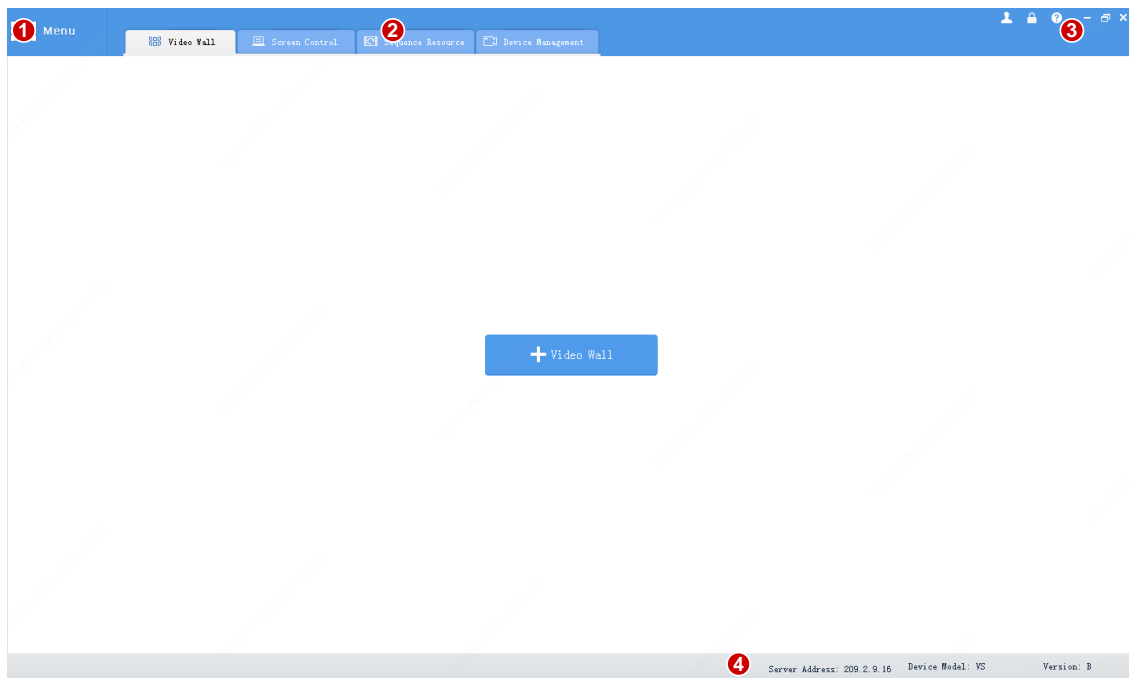
Parameter	Description
IP	Enter the IP address of the server. 192.168.1.14 is an example. IPs of the servers that the client has successfully logged in to are saved in the drop-down list.

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Parameter	Description
Port	Port number of the server. The default is 80; enter the correct port if it has been changed.
Username/password	Username and password of the server.
Save Password	When selected, the client software automatically fills in the current username/password at your next login.
Auto Login	When selected, the client software automatically logs in with the current account at the next startup.

3. The main page appears when you are logged in.

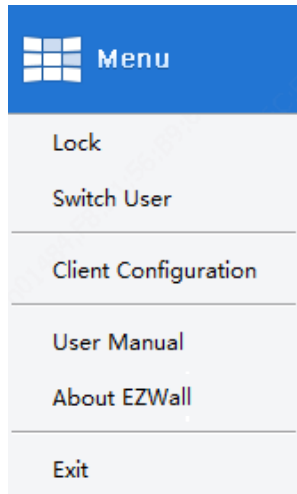
## Main Page



No.	Description
1	Click to open <b>Menu</b> .
2	Click to toggle the tab.
3	Switch user, lock the client, or open the user manual.
4	Server info.

## Menu

The Menu provides options that you can use to lock the client software, switch user or server, configure the client, view version information, close the software or open the user manual.



## Lock the Client

A username and password is required to unlock the client.

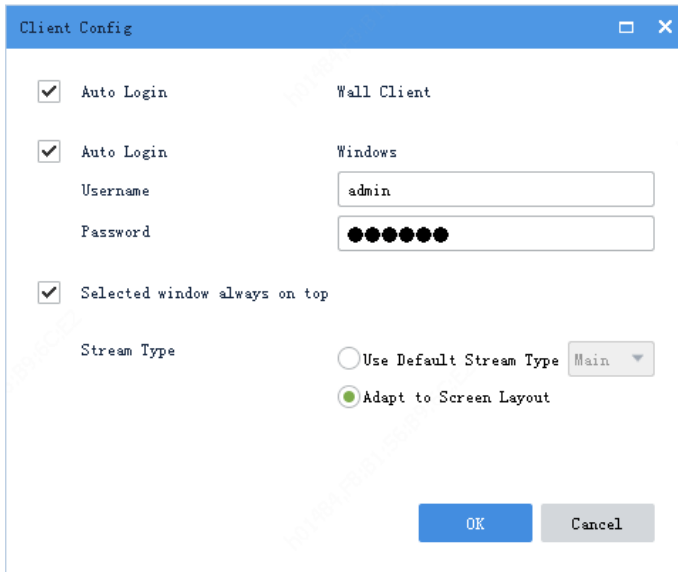
- Click **Menu > Lock**.
- Click  in the top right corner.

## Switch User or Server

- Click **Menu > Switch User**.
- Click  in the top right corner.

## Client Configuration

Click **Menu > Client Configuration** to set auto login and stream type.

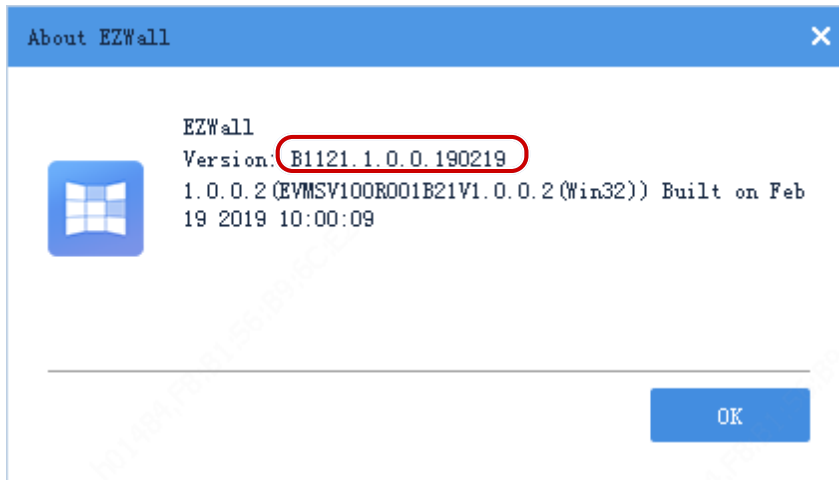


No.	Description
Enable Auto Login to EZWall	<p>When selected, the client automatically logs in to the most recent server at the next startup.</p> <p>If <b>Enable Auto Login to Windows</b> is enabled, the client starts automatically after the computer enters Windows.</p>
Enable Auto Login to Windows	<p>Select the check box and then enter the username and password of your Windows operating system, so that the computer automatically enters Windows after startup.</p> <p><b>Note:</b> In order for this feature to work, you also need to add EZWall to the Windows Startup folder. The steps may vary with system version, here we take Win 7 for example: click <b>Start &gt; All Programs</b>, find <b>Startup</b>, right-click it, choose <b>Open</b>, and then drag the EZWall shortcut icon to the <b>Startup</b> folder.</p>
Selected window always on top	<p>When selected, a window automatically displays on top (when multiple windows overlap) when you click it on the <b>Video Wall</b> tab.</p>
Stream Type	<ul style="list-style-type: none"> <li>• Use Default Stream Type: The client uses a specified stream type as the default to play on the video wall.</li> <li>• Adapt to Screen Layout: The client dynamically chooses a stream type (main, sub, etc) to play on the video wall according to the number of split windows. If a window is split to more than 9, the client chooses the sub stream; otherwise, the client chooses the main stream.</li> </ul>

## View Software Version

Click **Menu > About EZWall** to view the software version. Detailed info is displayed when you double-click on the version number.





## Close the Program

- Click **Menu > Exit**.
- Or click  in the top right corner.

## Open User Manual

- Click **Menu > User Manual**.
- Or click  in the top right corner.

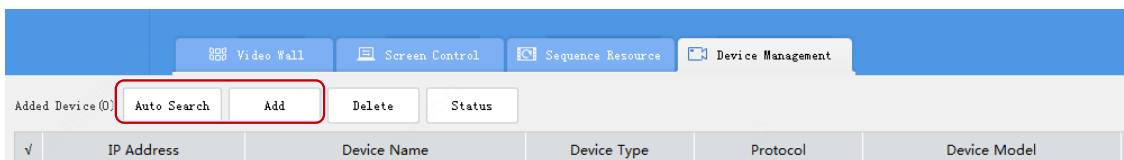
# 3 Device Management

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Add Uniview or other manufacturers' IPC and NVR to the server for use on video wall.

## Add Device

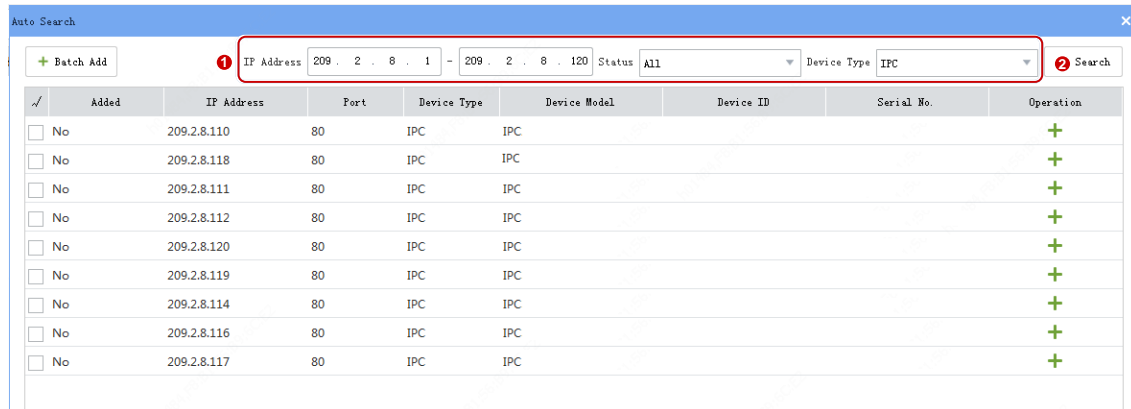
Choose a way to add devices:





- Auto Search: Search devices and add in batches. See [Search](#).
- Add: Add a device with known IP address.

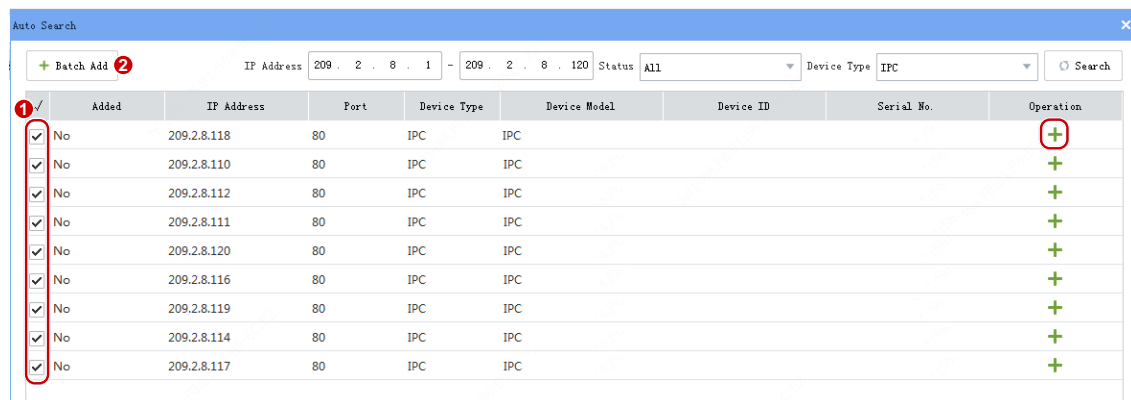
## Search

1. Click the **Auto Search** button. IPC and NVR that are on the same subnet with the server are discovered.
2. You may set criteria and search again.



## Add

1. Select the device(s) to add.
  - Select the check box(es) and then click the **Batch Add** button. Clicking  will select all.
  - Click  to add a device.



2. Choose the protocol, transmission protocol, and then enter the username and password of the devices.
3. Check whether the devices are added to the server.

Auto Search

+ Batch Add IP Address: 209.2.8.1 - 209.2.8.120 Status: All Device Type: IPC Search

✓	Added	IP Address	Port	Device Type	Device Model	Device ID	Serial No.	Operation
	Yes	209.2.8.110	80	IPC	IPC			
	Yes	209.2.8.118	80	IPC	IPC			
	Yes	209.2.8.111	80	IPC	IPC			
	Yes	209.2.8.112	80	IPC	IPC			
	Yes	209.2.8.120	80	IPC	IPC			
	Yes	209.2.8.119	80	IPC	IPC			
	Yes	209.2.8.114	80	IPC	IPC			
	Yes	209.2.8.116	80	IPC	IPC			
	Yes	209.2.8.117	80	IPC	IPC			

4. Close the window. The **Status** column shows device status.



**NOTE!**

- If **Offline(Incorrect username or password)** is displayed, it means the username/password used to add the device in step 2 is incorrect. In this case, click to edit.
- To view the status of channels under an NVR, click the **Status** button.

Added Device (12) Auto Search Add Delete (1) Status

✓	IP Address	Device Name	Device Type	Protocol	Device Model	Status	2	3	Operation
<input type="checkbox"/>	209.2.8.118	IPC_209.2.8.118	IPC	ONVIF	IPC	Online			
<input type="checkbox"/>	209.2.8.110	IPC_209.2.8.110	IPC	ONVIF	IPC	Online			
<input type="checkbox"/>	209.2.8.112	IPC_209.2.8.112	IPC	ONVIF	IPC	Online			
<input type="checkbox"/>	209.2.8.111	IPC_209.2.8.111	IPC	ONVIF	IPC	Online			
<input type="checkbox"/>	209.2.8.120	IPC_209.2.8.120	IPC	ONVIF	IPC	Online			
<input type="checkbox"/>	209.2.8.116	IPC_209.2.8.116	IPC	ONVIF	IPC	Online			
<input type="checkbox"/>	209.2.8.119	IPC_209.2.8.119	IPC	ONVIF	IPC	Online			
<input type="checkbox"/>	209.2.8.114	IPC_209.2.8.114	IPC	ONVIF	IPC	Online			
<input type="checkbox"/>	209.2.8.117	IPC_209.2.8.117	IPC	ONVIF	IPC	Online			
<input type="checkbox"/>	209.2.9.18	IPC_209.2.9.18	IPC	ONVIF	IPC	Online			
<input type="checkbox"/>	209.2.8.136	IPC_209.2.8.136	IPC	ONVIF	IPC	Online			

- To delete device(s), select the check box(es) and then click the **Delete** button (1).
- To edit device information, including device name, protocol, transmission protocol, username and password, click the edit button (2) or double-click the line. Not that you cannot change a device's IP address in this way. To change a device's IP address, click the web browser icon (3). You need to enter the device's username and password to log in.

# 4 Video Wall

Create and manage video walls on the **Video Wall** tab and operate on the video wall.




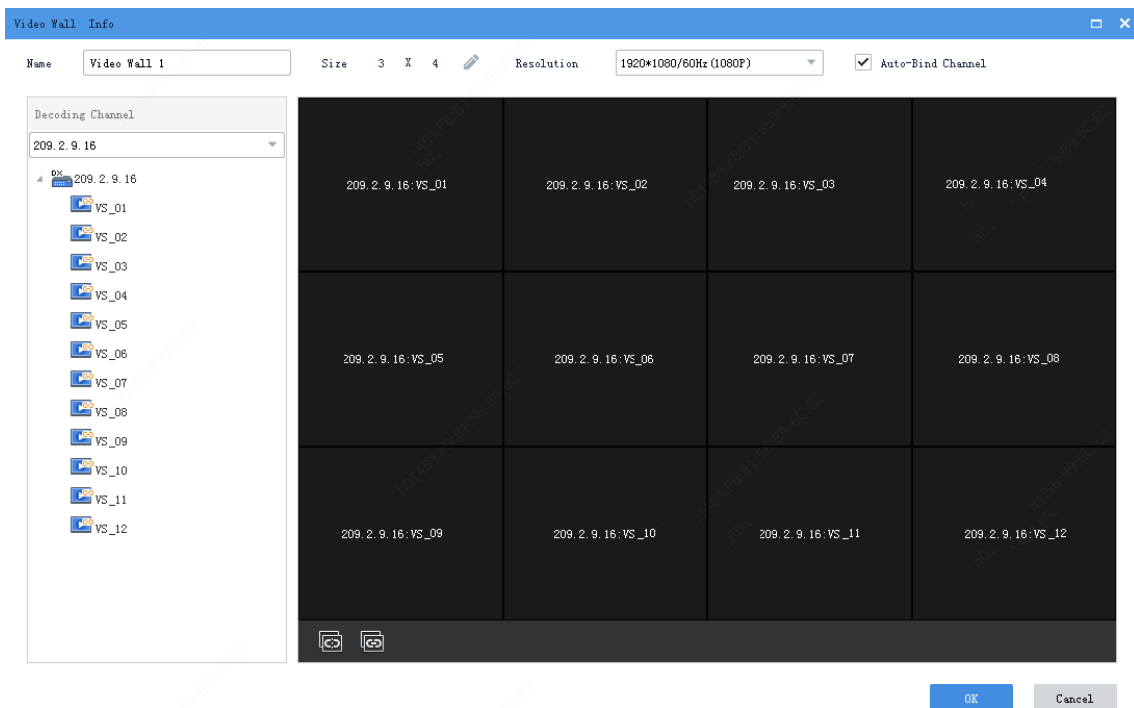
## NOTE!

The GUI displayed, features and operations supported on the **Video Wall** tab may vary with server. For example, you can open windows and move them on a video wall created with an ADU, and splice screens on a video wall created with DC-B20X. The functions described in this chapter are not intended for a specific server model. Please refer to your server and GUI.

## Create a Video Wall

### Basic Operations

1. For first time use, click  on the center; otherwise, click the **Add** button right to the video wall name .
2. Complete video wall settings.



## NOTE!

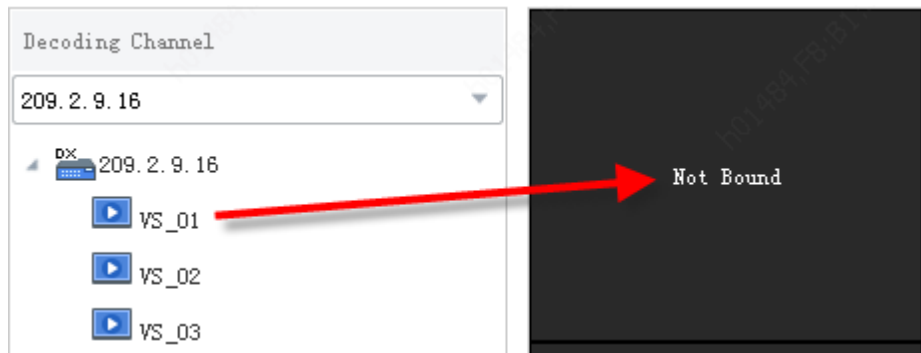
- The size means how many screens on the video wall, horizontally and vertically. If small pixel pitch LED screens are used, select the check box for **Small Pixel Pitch LED** and complete the settings correctly. See [Small Pixel Pitch LED](#).
- **Auto-Bind Channel** is enabled by default, so that decoding channels are bound automatically to video wall screens for you when you create a new video wall. See [Bind and Unbind](#).

## Bind and Unbind

To bind is to link a decoding channel with a screen. Video signals are decoded by a decoding channel and output to a screen. To unbind is to cancel the link.

### Bind Manually

Drag a decoding channel to a screen.



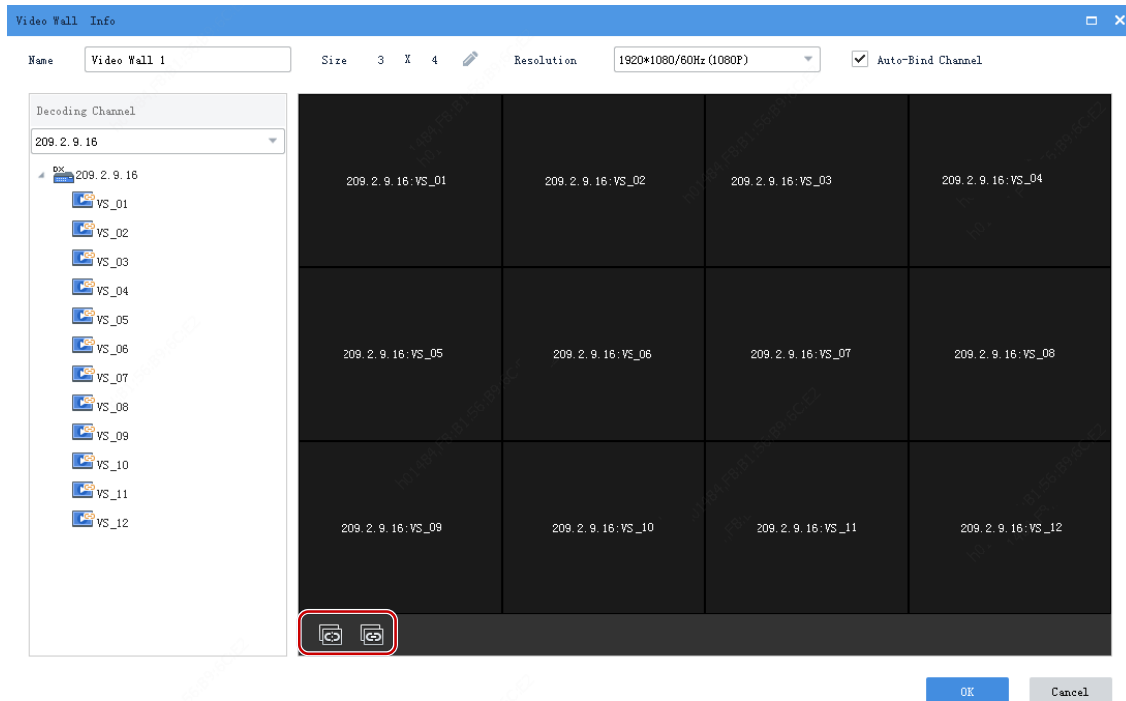
### Unbind

Click the **Close** button.



### Unbind or Bind All

Click the **Unbind All** or **Bind All** button.

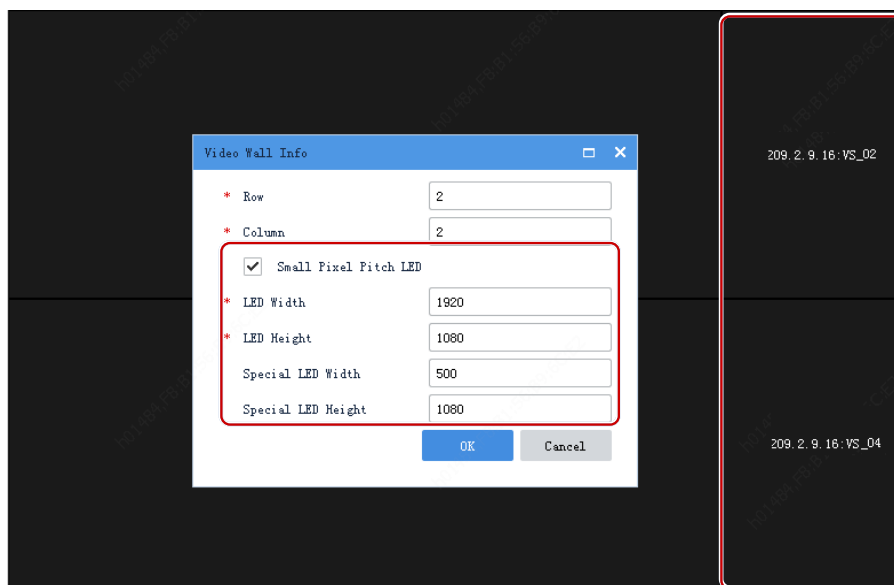


## Small Pixel Pitch LED

If small pixel pitch LED screens are used, you need to enable this feature and set the video wall size correctly.

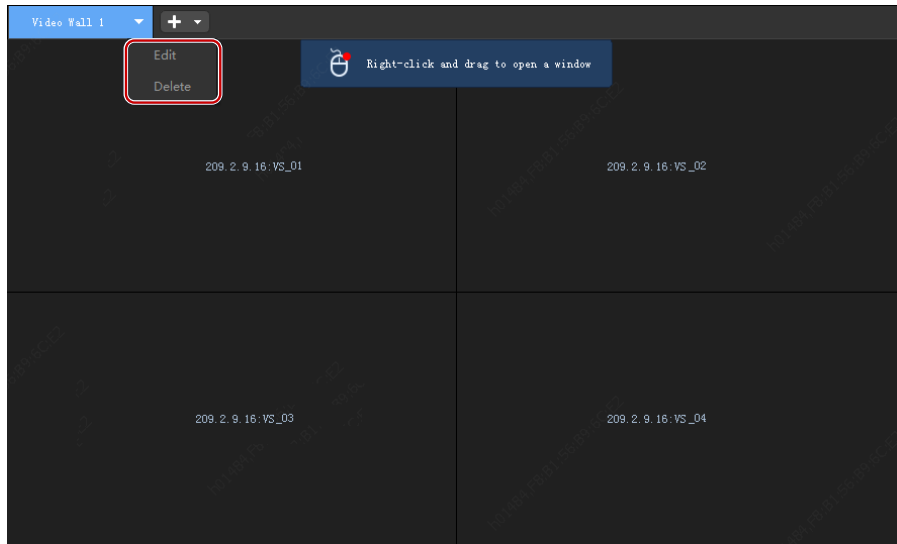
- Special LED width: width of the last column on the video wall (unit: pixel).
- Special LED height: height of the last row on the video wall (unit: pixel).

Example:



## Edit or Delete Video Wall

Click the arrow right to the video wall name.

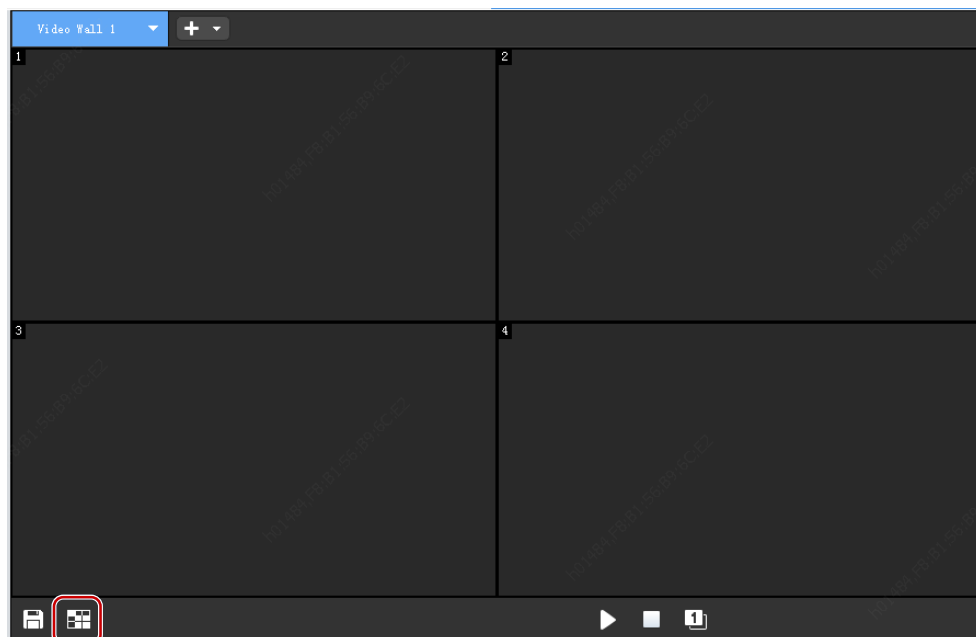


## Splice Screens

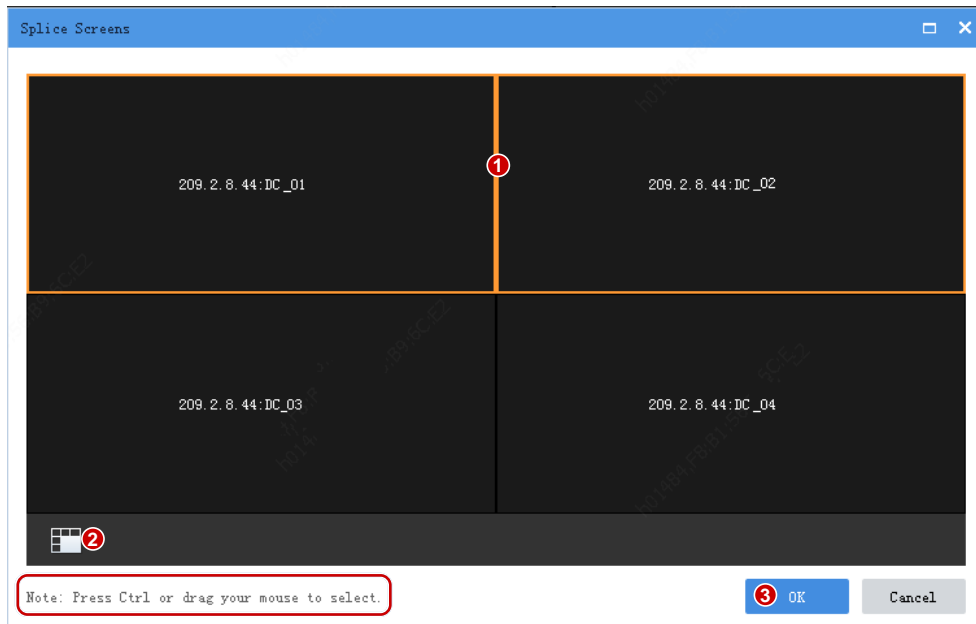
Merge multiple screens to display one image.

For example, splice screens 1 and 2.

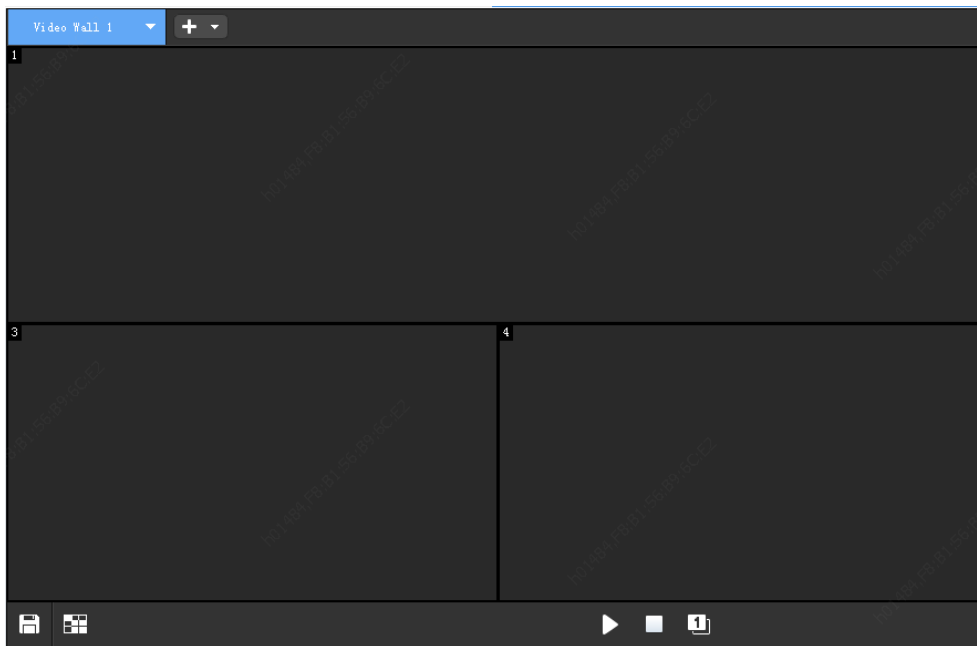
1. Click **Splice Screen**.



2. Select the screens and follow the steps to splice.

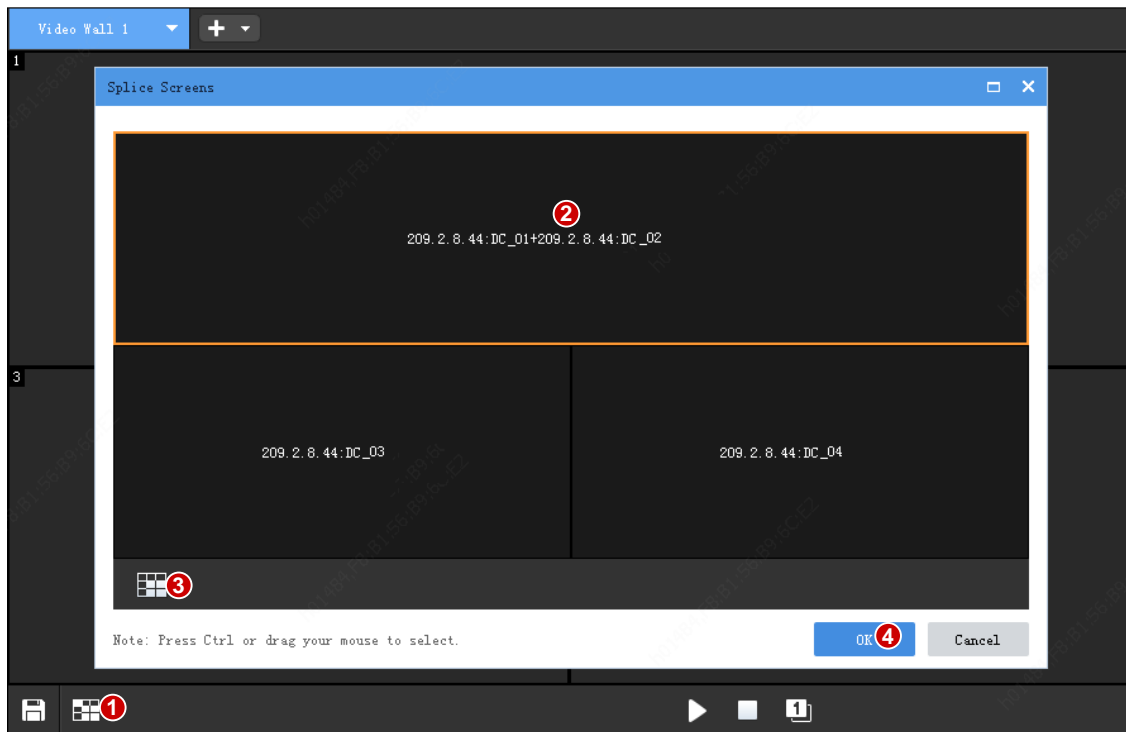


3. The spliced screens are displayed as one screen.



4. To unsplice screens and restore the previous state, follow the steps.





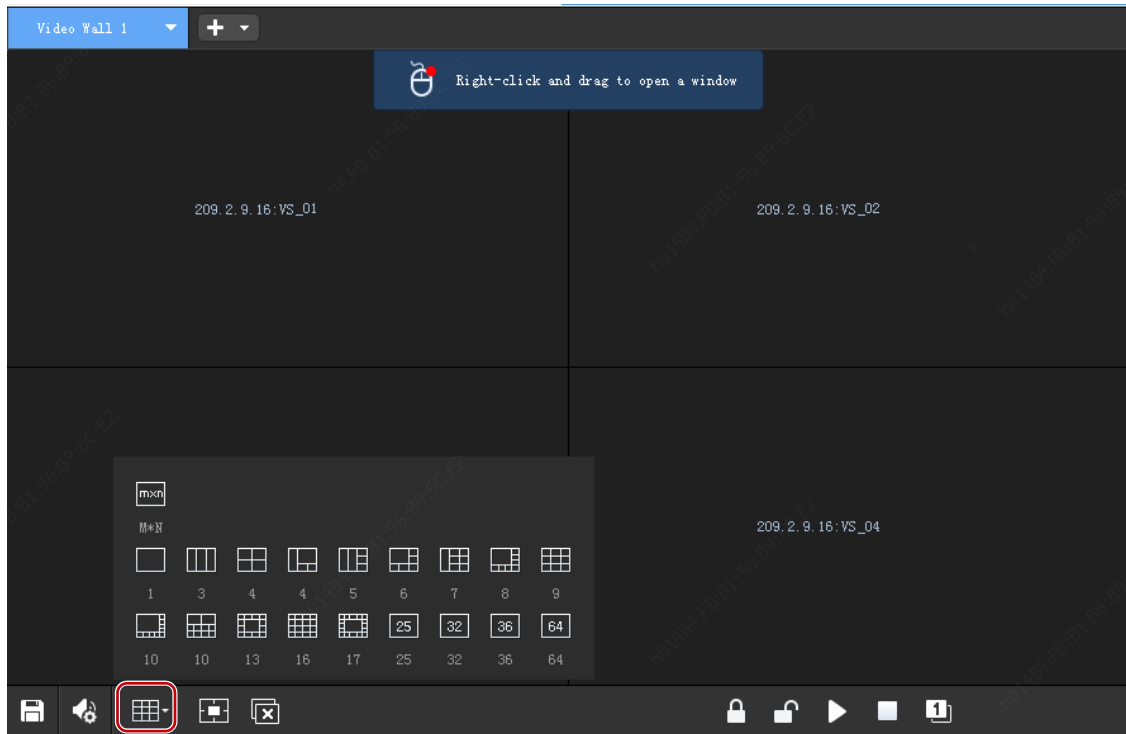
## Open Windows

There are multiple ways to open windows on a video wall.

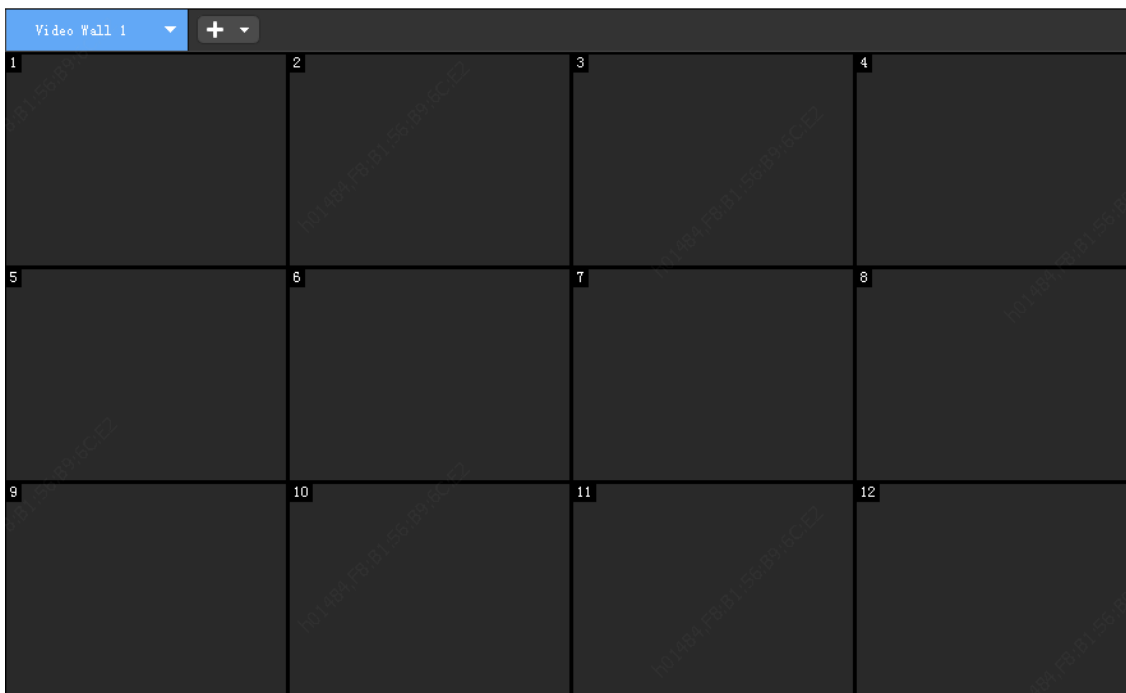
### By Clicking the Open Window Button

Windows opened in this way are locked. See [Lock/Unlock Windows](#).

1. Click **Open Window** and then choose a layout.

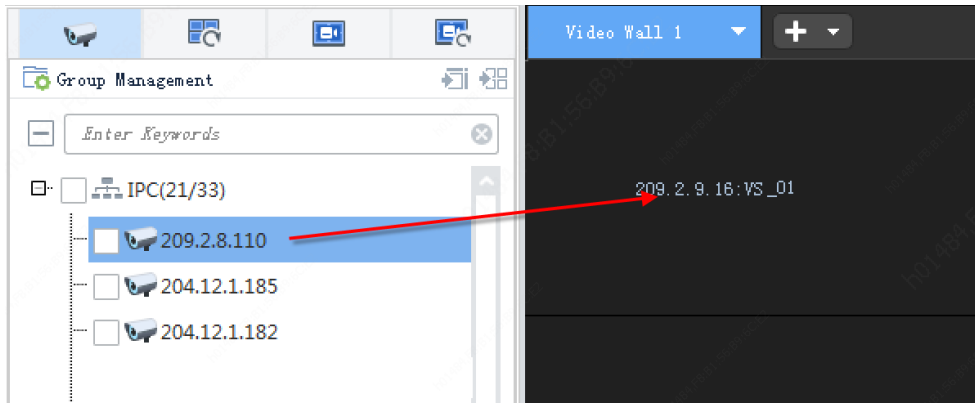


2. By choosing **M\*N**, you can customize a layout, for example, 3x4 (3 columns x 4 rows).



## By Dragging an IPC

1. Drag an IPC to the video wall to open a window and start video on the video wall.

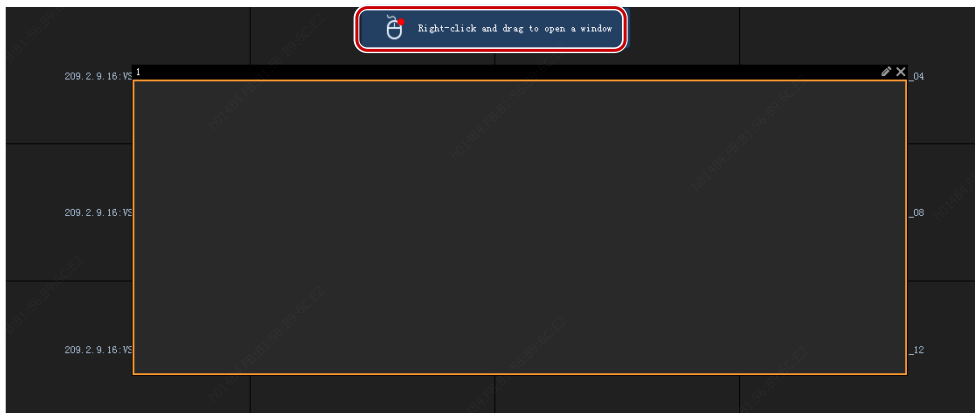


2. Camera info is displayed on the computer screen, and live video starts on the video wall.



## By Right-clicking and Dragging the Mouse

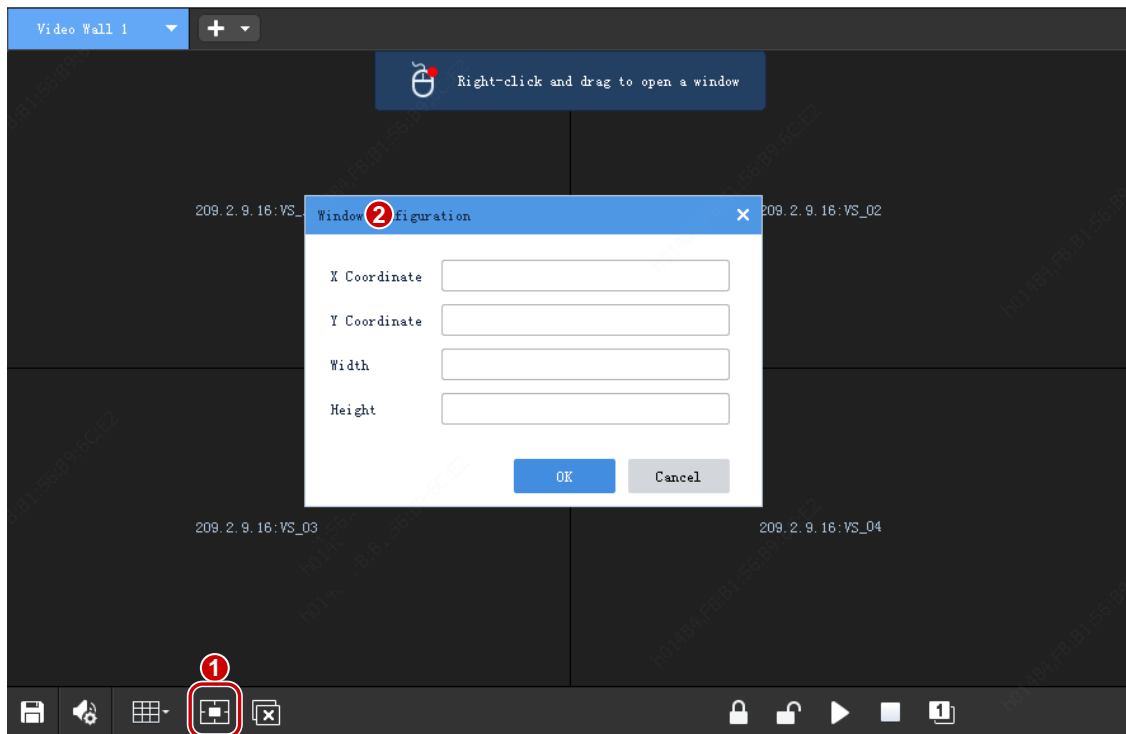
Follow the instructions on the video wall: press and hold the right button of the mouse and drag on the video wall to open a window.



## By Setting Coordinates

Use this method if the window size and position need to be precise.

1. Click **Open Window by Coordinates**.



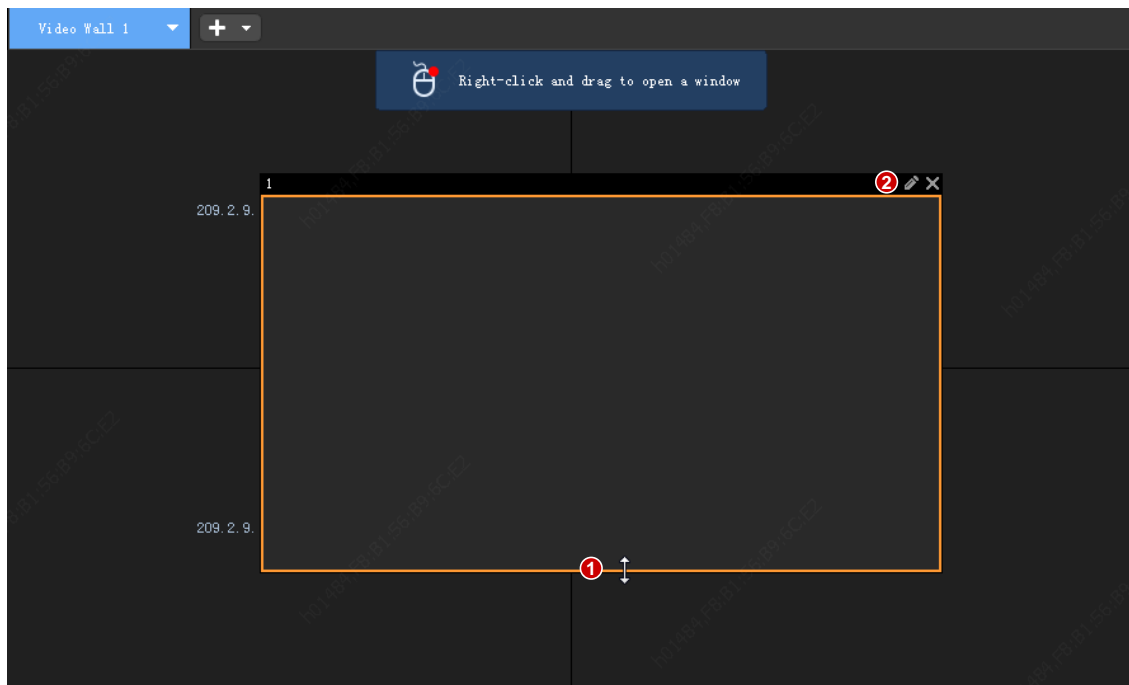
2. Set the position and size (unit: pixel).

- X and Y Coordinates: Position of the window's top left corner
- Width and height: Window size

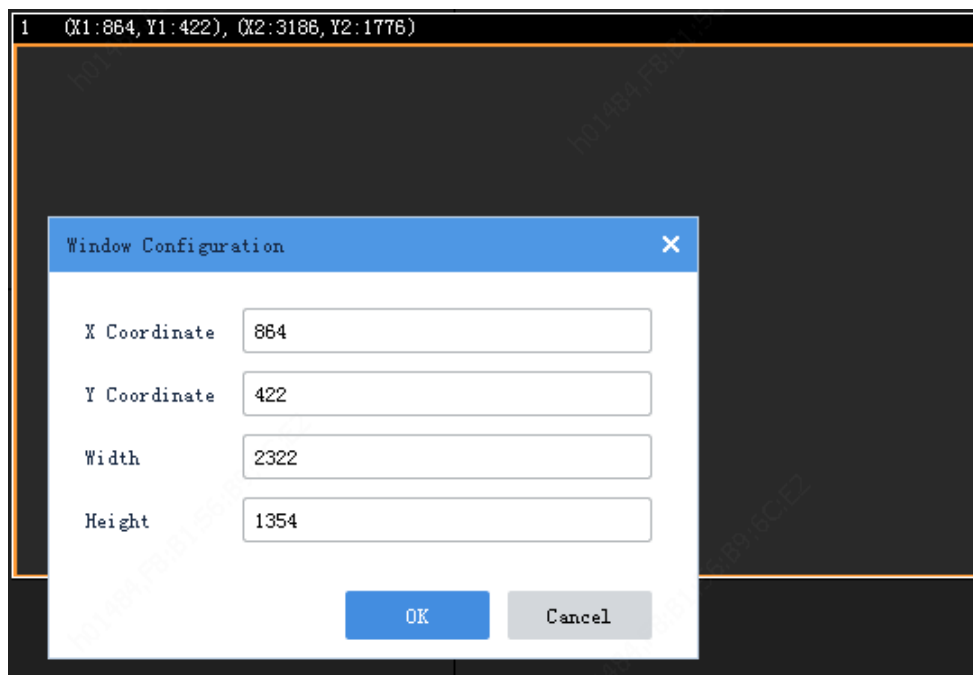
## Adjust Window Position and Size

You can adjust the position and size of a window if it is not locked (see [Lock/Unlock Windows](#)).

- Drag to move a window (known as roaming).
- Place the mouse cursor on a window border. When the cursor changes shape (1), drag to resize the window.

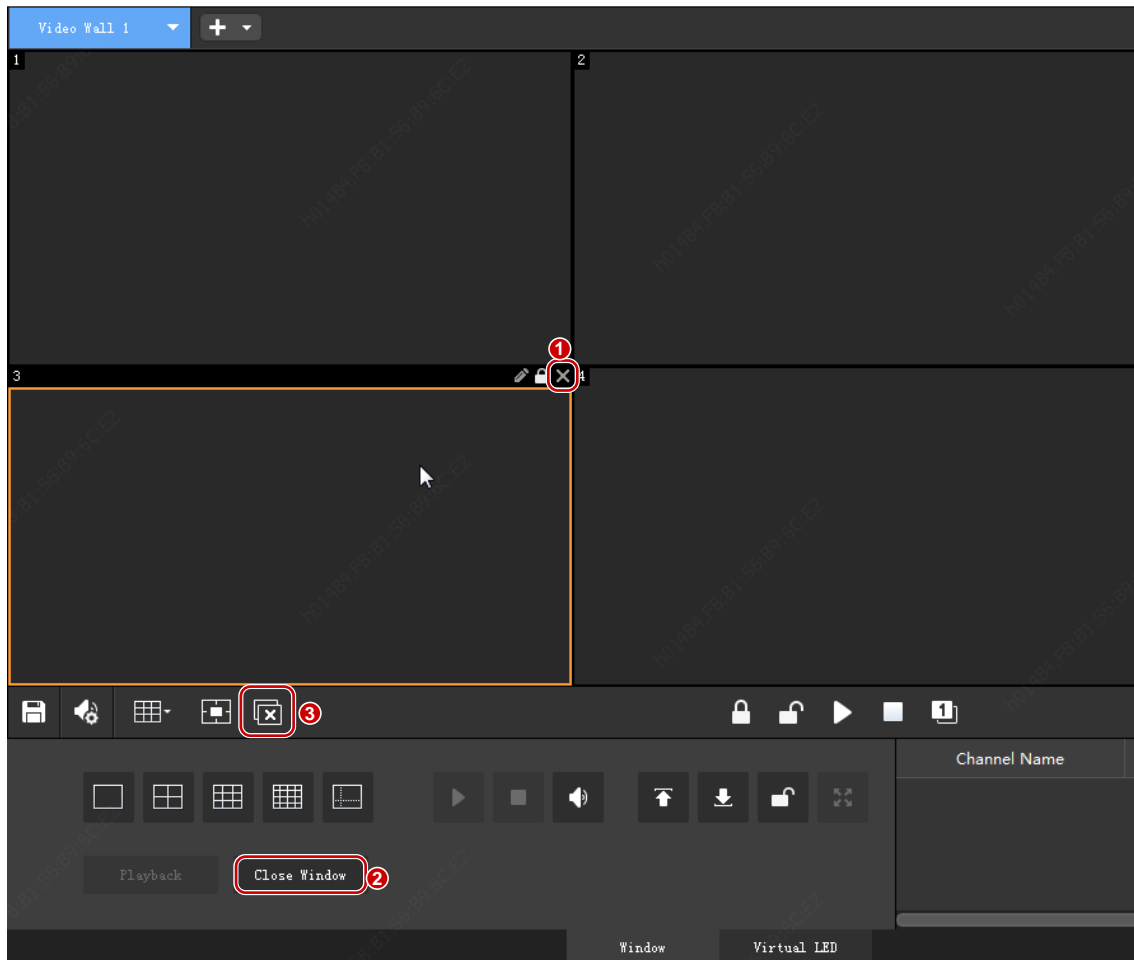


- Clicking the **Edit** button in the top right corner (2) also allows you to adjust the position and size. The X and Y coordinates determines the position of the window's top left corner. Both width and height are measured in pixels.



## Close a Window

Closing a window is the reverse operation of opening a window. Closing a window stops the video playing in it.



- Click the **Close** button (1) in the window's top right corner.
- Click a window to select it and then click the **Close Window** button (2).
- Click the **Close All** button. All windows on the video wall will be closed.

## Group

### Default Group

The software creates default groups based on the device type:

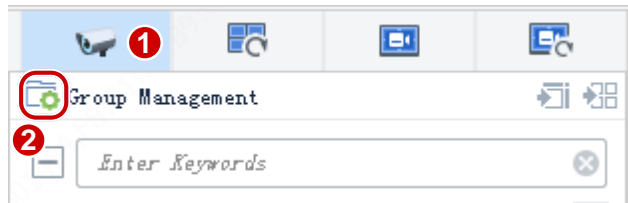
- For NVR, each NVR is a group, and the group name is the device name of the NVR.
- For IPC, all IPCs form a group, and the group name is "IPC".
- All signal sources form a group, and the group name is "Signal Source".

### Custom Group

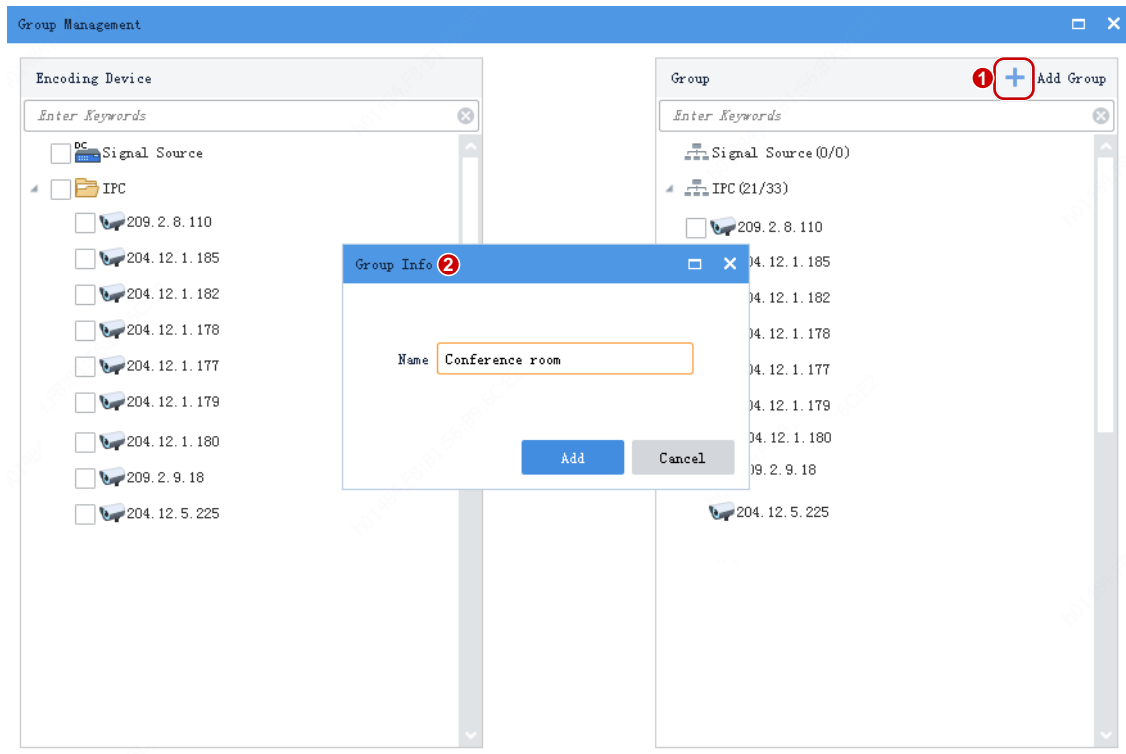
The custom group feature allows you to assign IPCs to different groups. You can:

- Assign IPCs under an NVR to different groups.
- Assign IPCs under different NVRs to the same group.

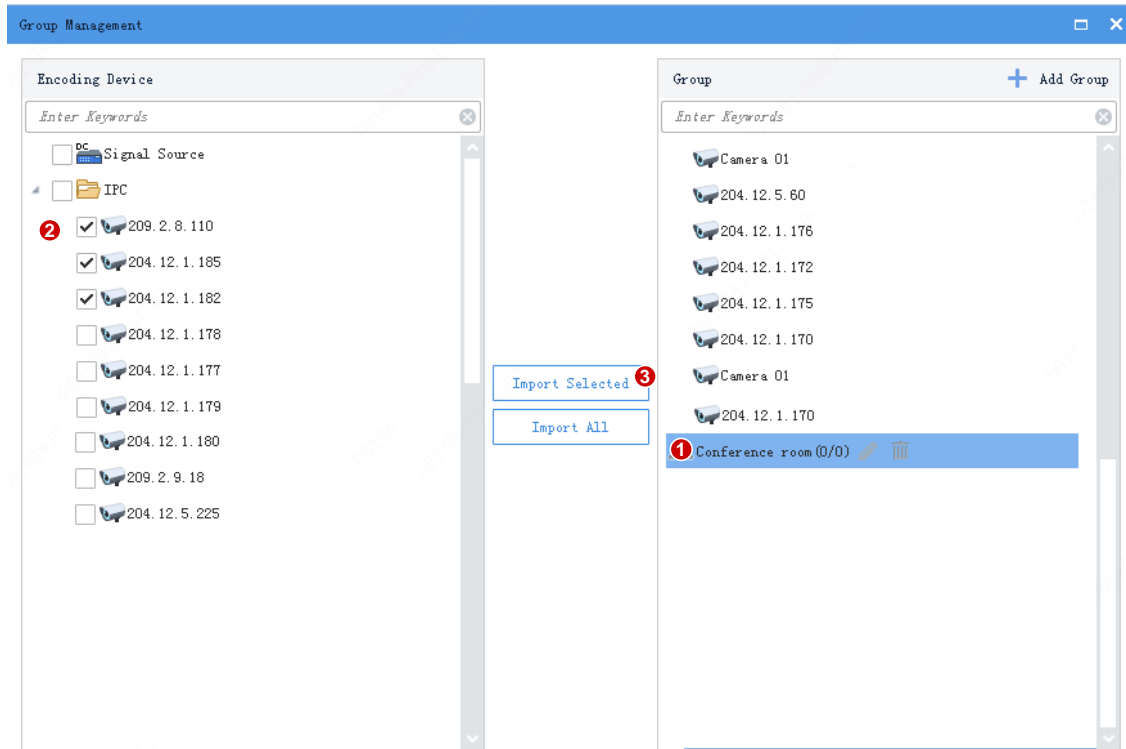
- Assign an IPC to multiple groups.
1. Click **Group Management** on the **Video Channel** tab.



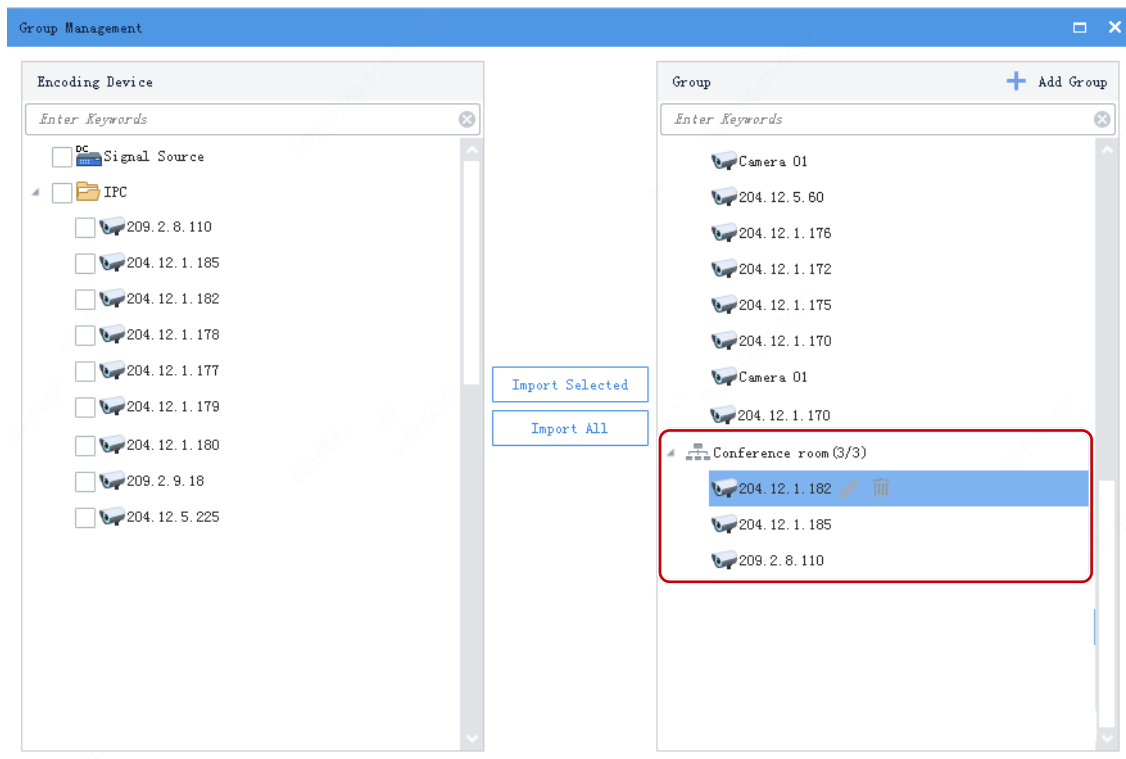
2. Create a group.



3. Assign IPCs to the group.

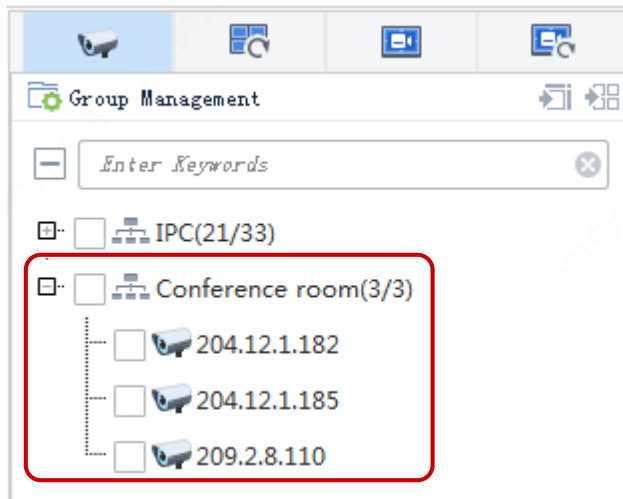


4. The selected IPCs are added to the group. You may rename or delete the group or IPCs.



5. The new group appears in the organization tree.



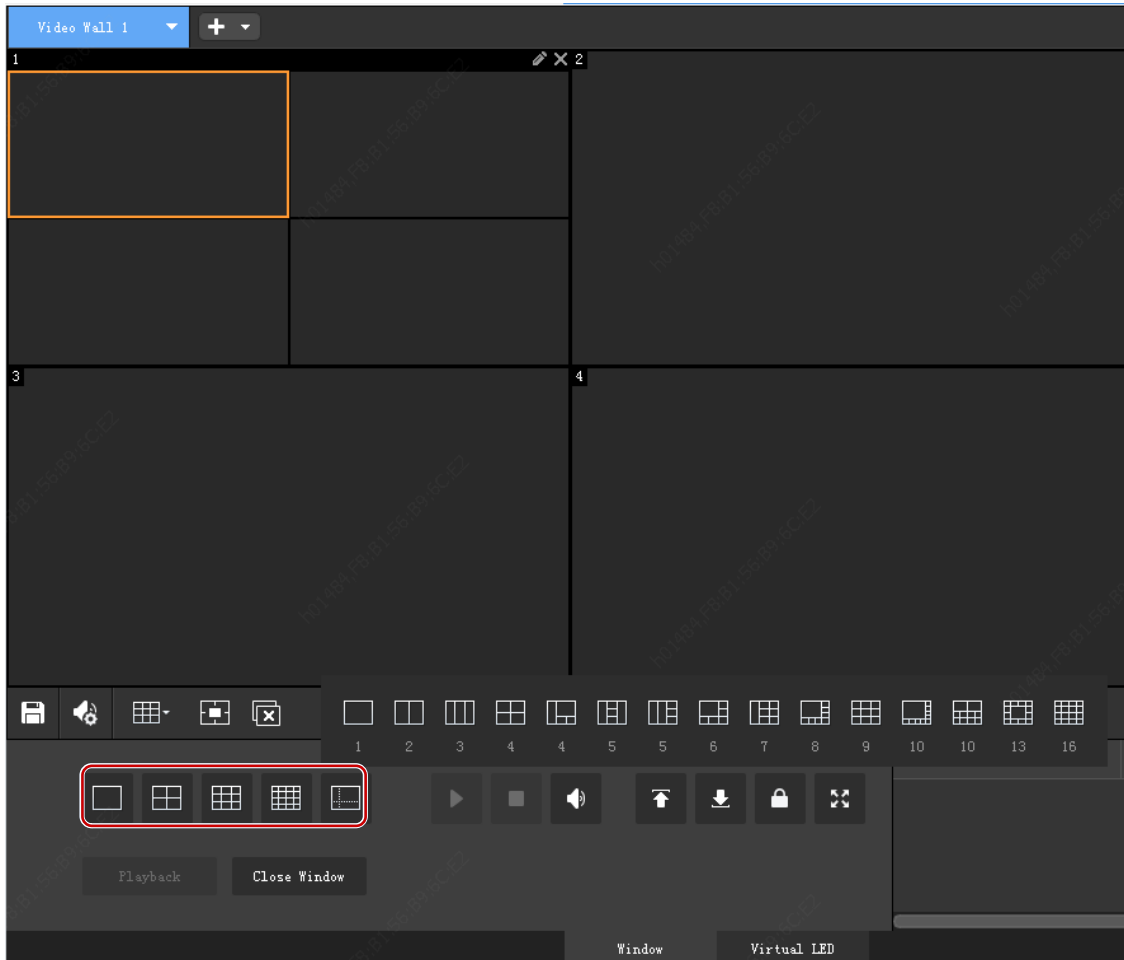


## Split a Window

Split a window to play multiple videos at the same time. You need to open window(s) first (see [Open Windows](#)).

Each window has a number in its top left corner (1, 2, 3 ...) known as window ID.

1. Click the window to split.
2. Choose a layout. The options depends on the server.

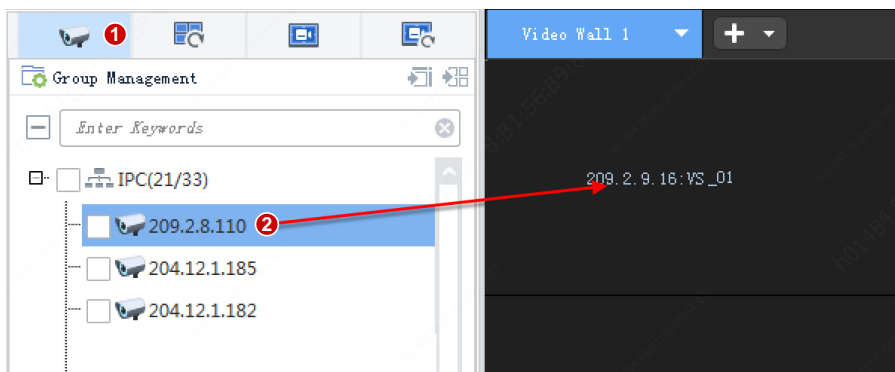


## Play Video on a Video Wall

Start video on a video wall one by one or in batches.

### Start Live Video One by One

1. On the **Video Channel** tab, drag the IPC to a window or a split window.



2. Camera info is displayed on the computer screen, and live video starts on the video wall.



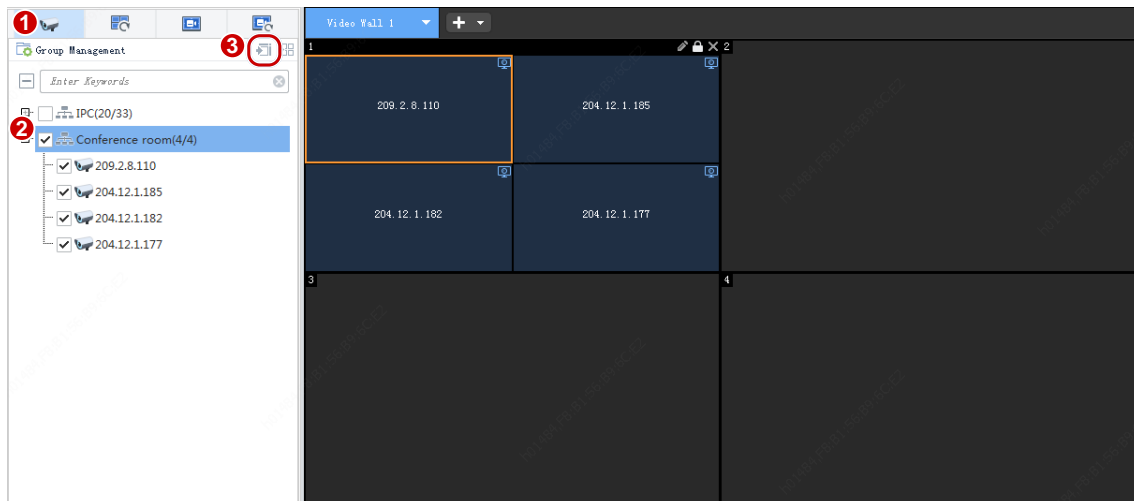
## Start Live Video in Batches

1. On the **Video Channel** tab, select IPCs.
2. Click **Play on Screen** or **Play on Wall**.

### Play on Screen

Play video in a window from a specified split window.

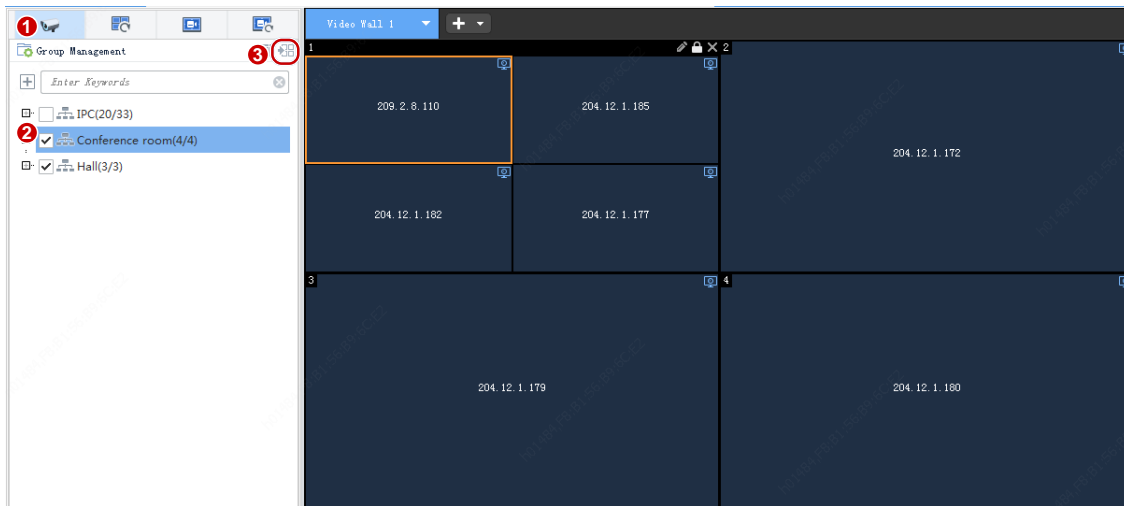
Example: Play video from 4 IPCs in window 1 that is split into 4.



### Play on Wall

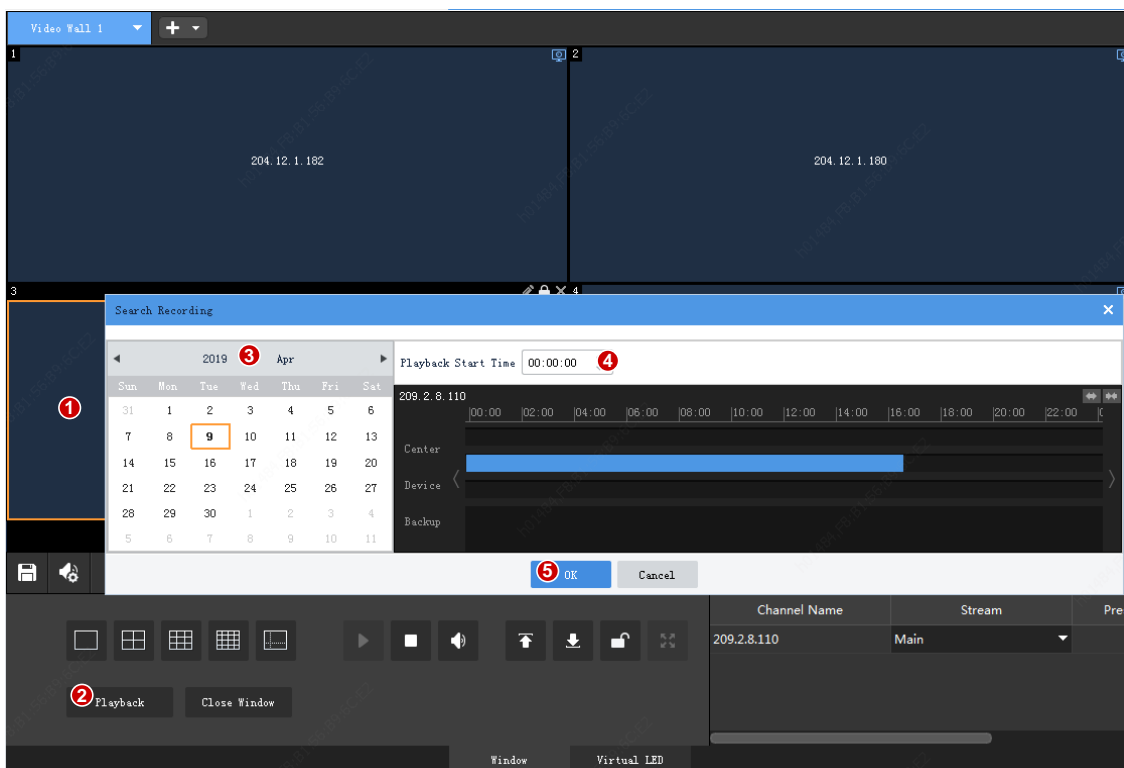
Play video in multiple windows in the sequence of window ID from the specified window or split window.

Example: Play video from 7 IPCs in 4 windows, among which, window 1 is split into 4.



## Playback on Video Wall

Search and play recordings of a camera.



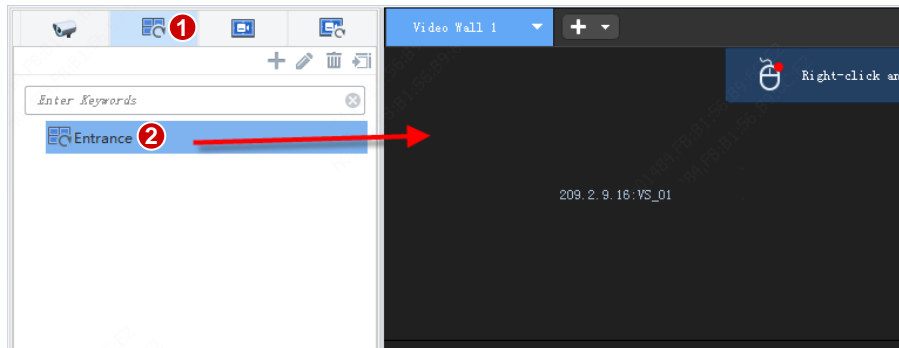
## Sequence in One Window

Play video in sequence in one window.

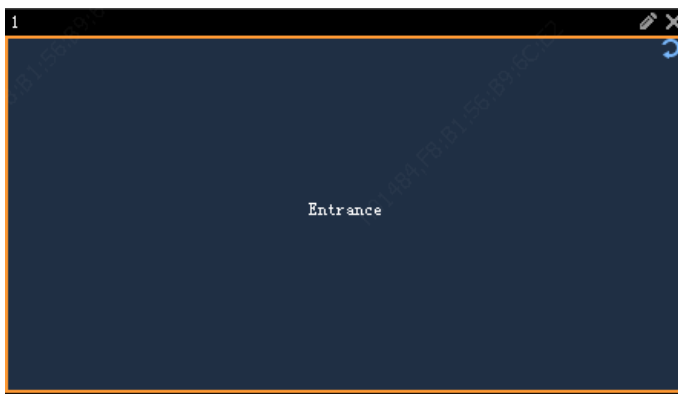
### Steps

1. Create a sequence resource. See [Sequence Resource](#).

2. On the **Sequence Resource** tab, drag the resource to a window.



3. The name of the sequence resource is displayed on the computer screen, and sequence starts on the video wall in the set order at the set interval.



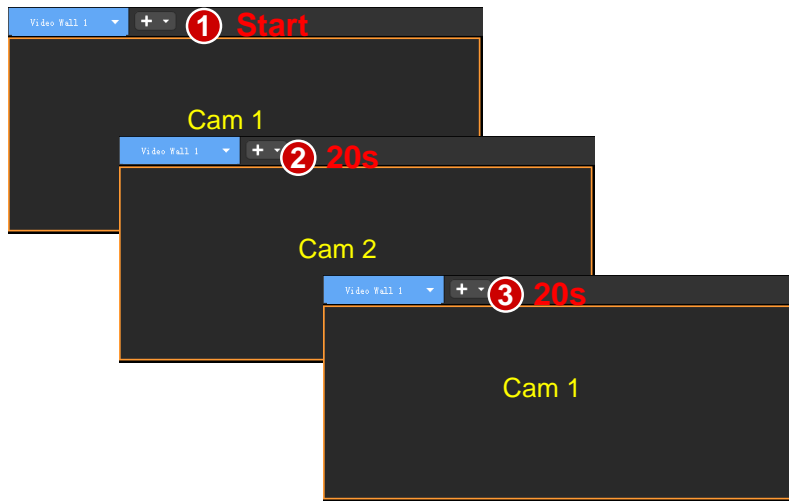
4. Click the  buttons on the bottom to pause sequence, play the previous or next.

### Examples

The following examples show two different sequence resources in different screen layouts, and the sequence interval is set to 20 seconds for both.

#### Example 1

Sequence 2 IPCs (Cam 1, 2) on 1 screen



1. Start sequence: play Cam 1.
2. Switch in 20 seconds: play Cam 2.
3. Complete a round and start over: play Cam 1.
4. Repeat the process...

### Example 2

Sequence 5 IPCs (Cam 1, 2, 3, 4, 5) on 4 screens

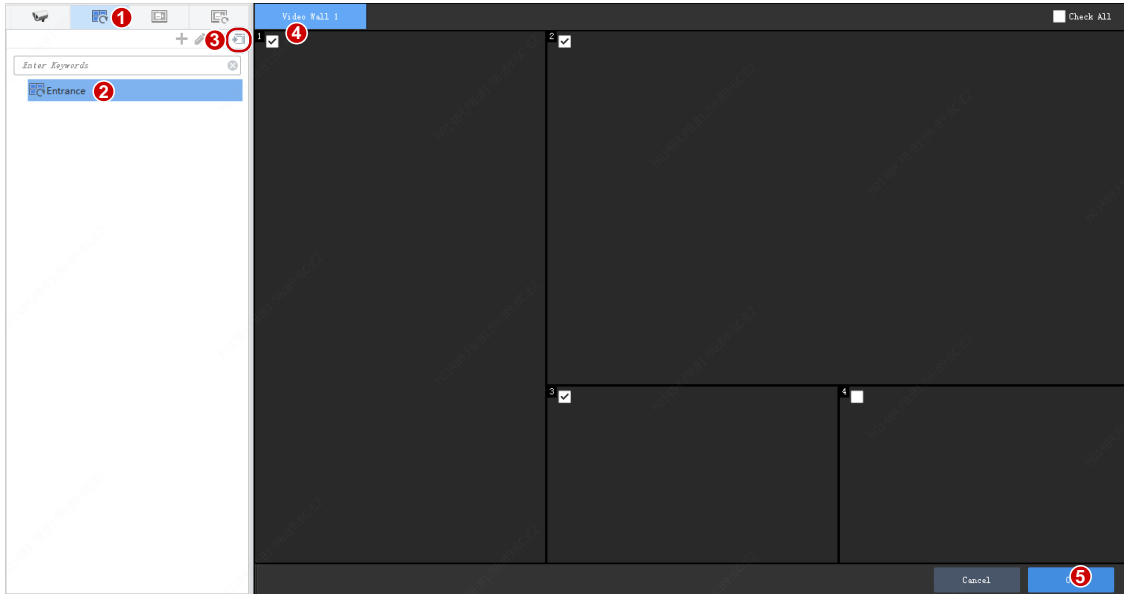


1. Start sequence: play Cam 1, 2, 3, 4.
2. Switch in 20 seconds: play Cam 5 on screen 1, and other screens remain the same (Cam 2, 3, 4).
3. Switch in 20 seconds: complete a round and start over (play Cam 1, 2, 3, 4).

4. Repeat the process...

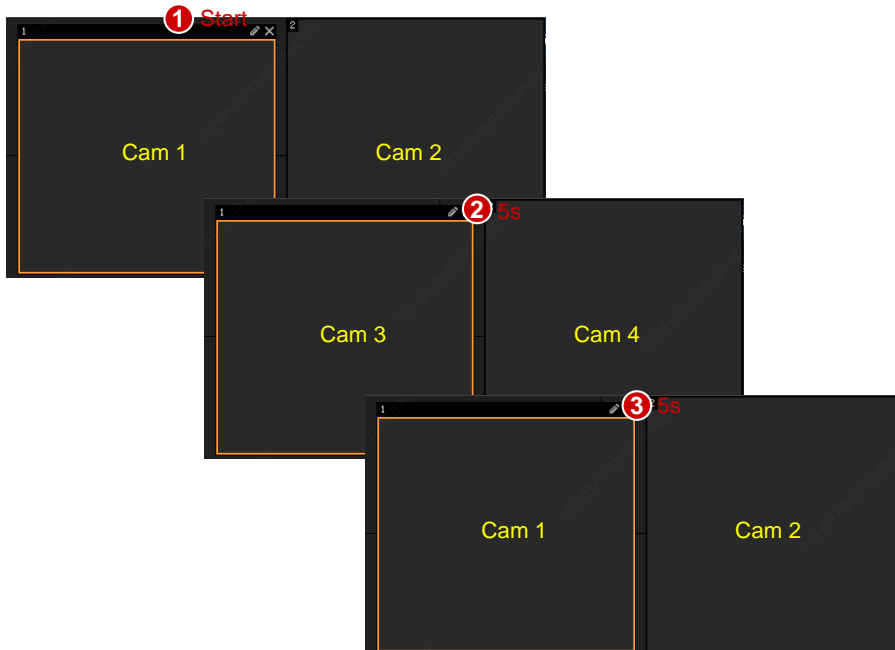
## Sequence in Multiple Windows

Play video in sequence in multiple windows. You need to open windows first (see [Open Windows](#)).



### Example 1

Sequence 4 IPCs (Cam 1, 2, 3, and 4) in 2 windows at the interval of 5 seconds.



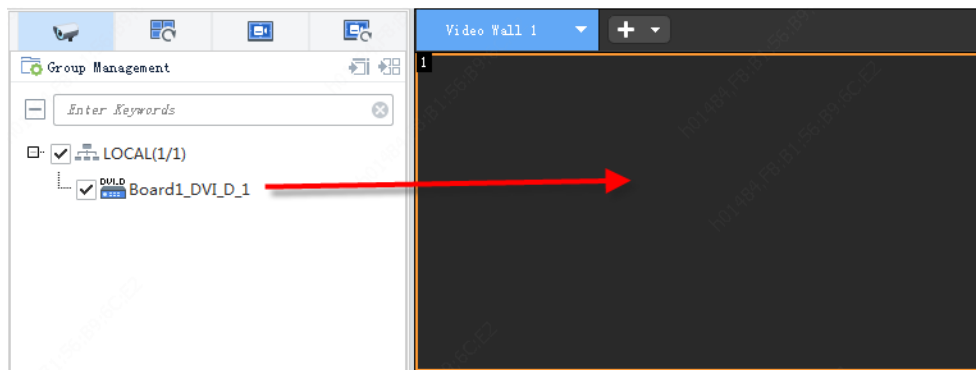
### Example 2

Sequence 8 IPCs (Cam 1-8) in 2 windows at the interval of 5 seconds, among which, window 2 is split into 4.



## Play Signal Source

Play video signals from the server's video port (e.g., DVI-D or VGA) to the video wall.



## Stop Video on Video Wall

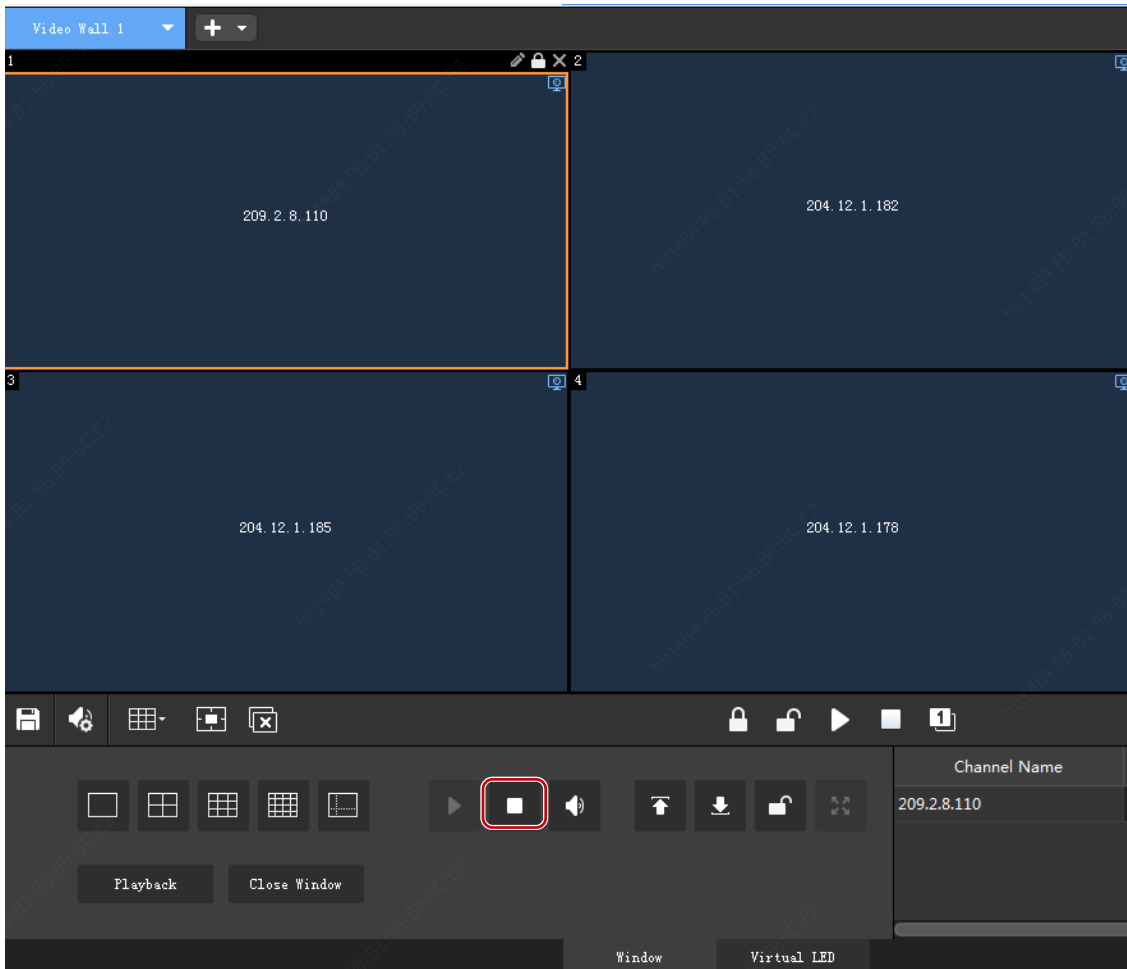
### Stop live video or sequence in a window

- Click the **Close** button.



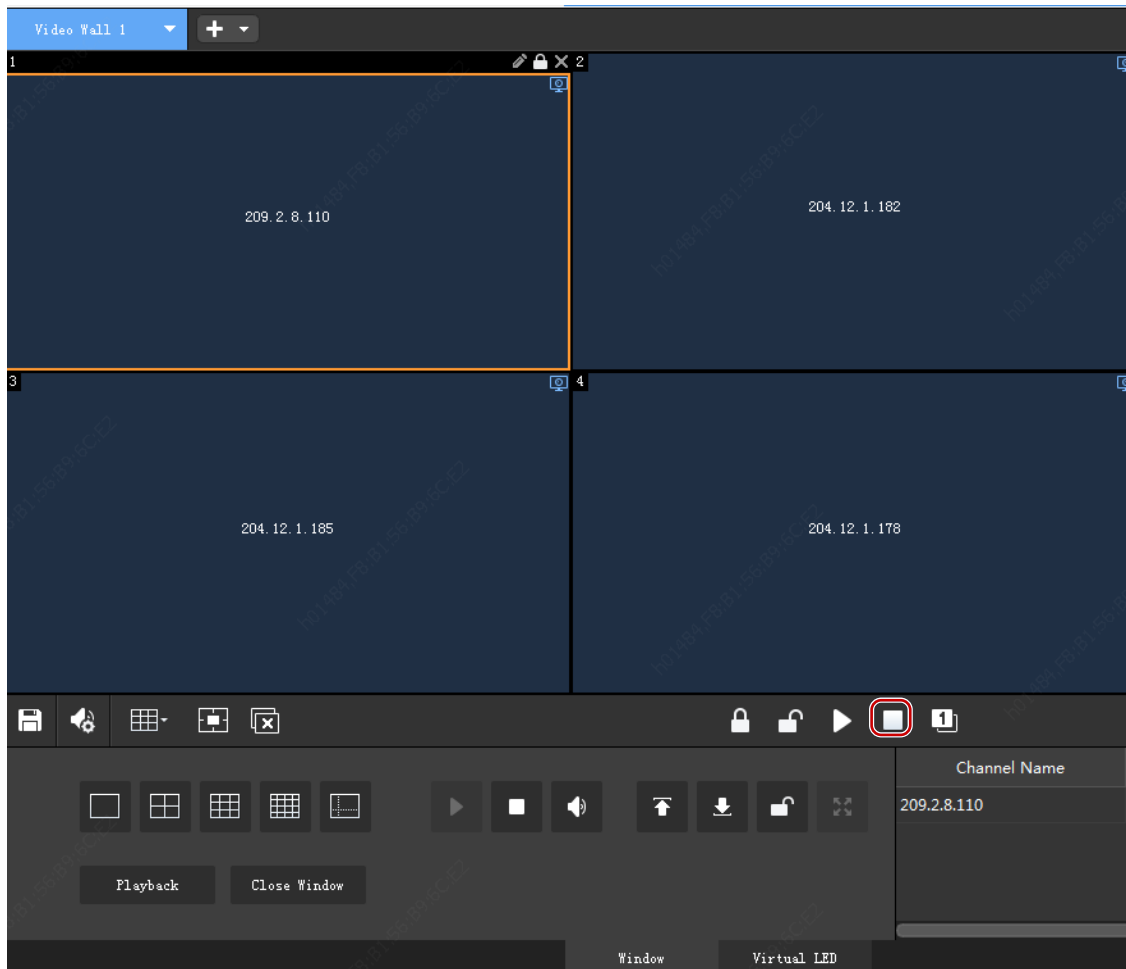


- Or click the **Stop Decoding** button. You can resume live video by clicking **Start Decoding** on its left. Sequence cannot resume in this way.



### Stop live video or sequence in all windows

Click the **Stop All Decoding** button. All live video and sequence will stop on the video wall. You can resume live video by click **Start All Decoding** on its left. Sequence cannot resume in this way.



## Other Features



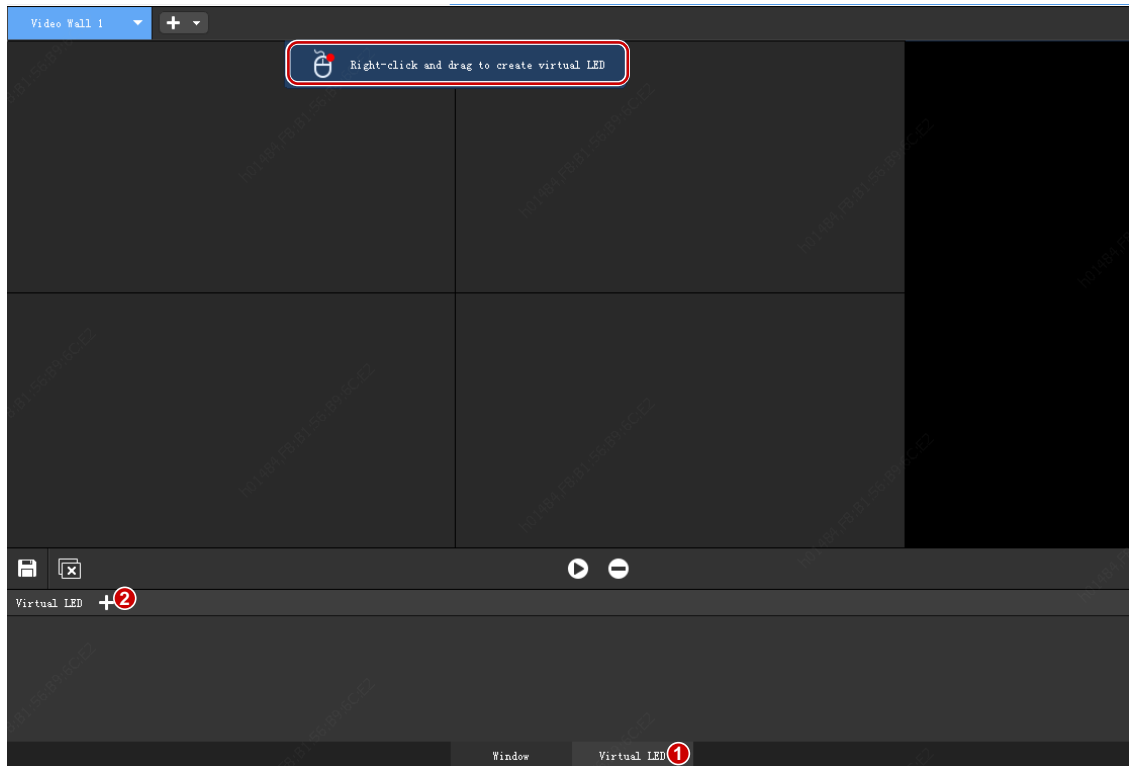
### NOTE!

The GUI, features and operations may vary depending on the server. This section takes ADU-8601 as an example.

## Virtual LED

Virtual LED is text displayed on video image.

1. Click the **Virtual LED** tab on the bottom and then click the **Add** button. You may also use the tip on the top to create virtual LED.



## 2. Set the LED.

LED Configuration
✖

X Coordinate	<input type="text" value="0"/>	Width	<input type="text" value="3840"/>
Y Coordinate	<input type="text" value="0"/>	Height	<input type="text" value="540"/>
Content	<input type="text" value="Welcome!"/>		
Font	<input type="text" value="Arial"/>		
Font Size	<input type="text" value="Auto"/>		
Font Spacing	<input type="text" value="1x"/>		
Font Alignment	<input type="text" value="Align Center"/>	<input type="text" value="Align Center"/>	
Font Color	<input style="width: 30px; height: 15px; background-color: red;" type="color"/>	Background Color	<input style="width: 30px; height: 15px; background-color: black;" type="color"/>
Transparency	<input type="range" value="0%"/>		<input type="text" value="0%"/>
Moving Speed	<input type="range" value="1x"/>		<input type="text" value="1x"/>
Moving Mode	<input type="text" value="Static"/>		

## 3. The virtual LED is created. Example.

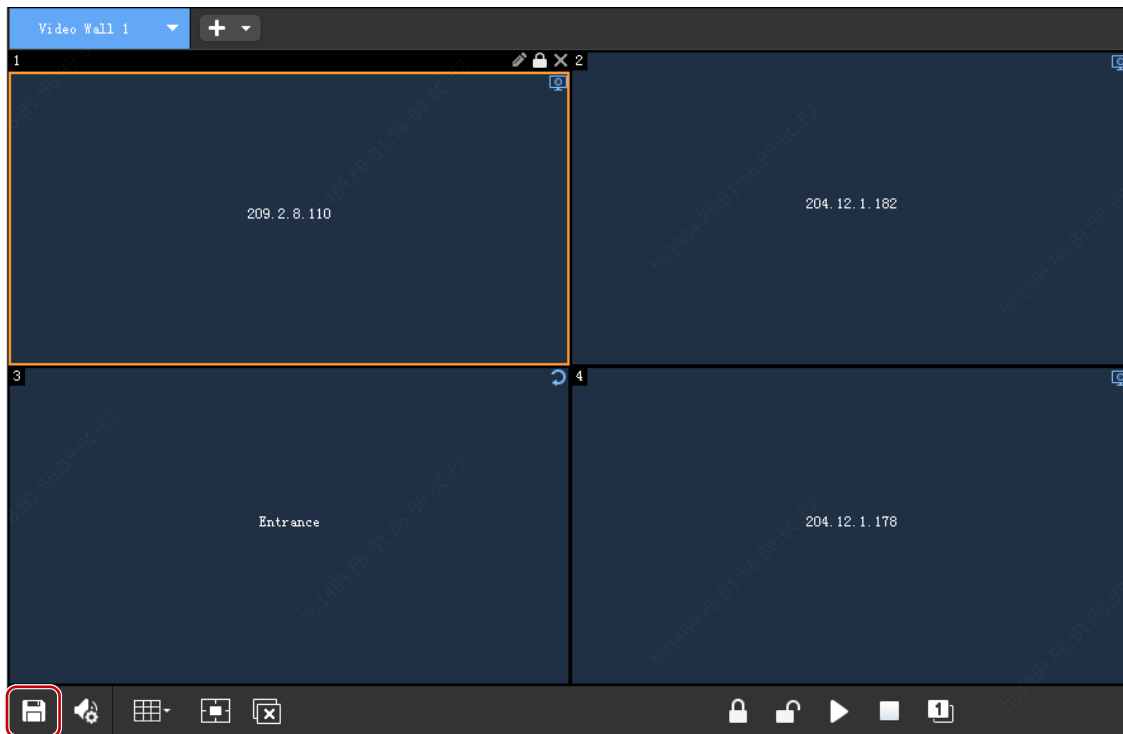


- You can move the virtual LED by dragging it.
- Place the mouse cursor on the border of the background. When the cursor changes shape, drag to resize the background.
- Enable/disable, edit or delete the current virtual LED (1)
- Delete all LEDs (2)
- Enable/disable all virtual LEDs (3)

## Scene

Save video wall settings including layout, live video or sequence, virtual LED as a scene to recall the settings by clicking one button instead of repeating the configuration.

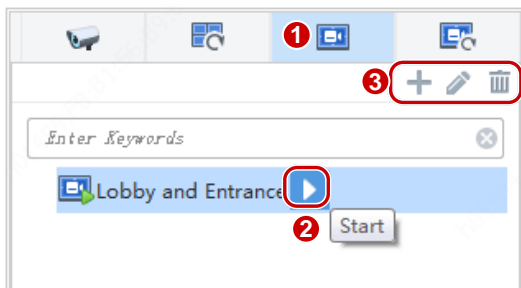
1. Click the **Save Scene** button.



## NOTE!

You need to choose **Save** or **Save As** after clicking the **Save Scene** button. By using **Save As**, you can quickly create a new scene based on a similar scene.

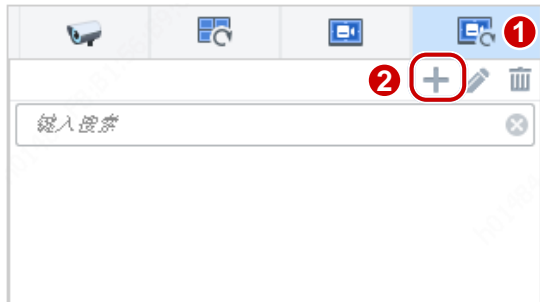
2. Click the **Scene** tab (1). You can click the button (2) to recall the scene, or use the buttons (3) to add, edit or delete scenes.



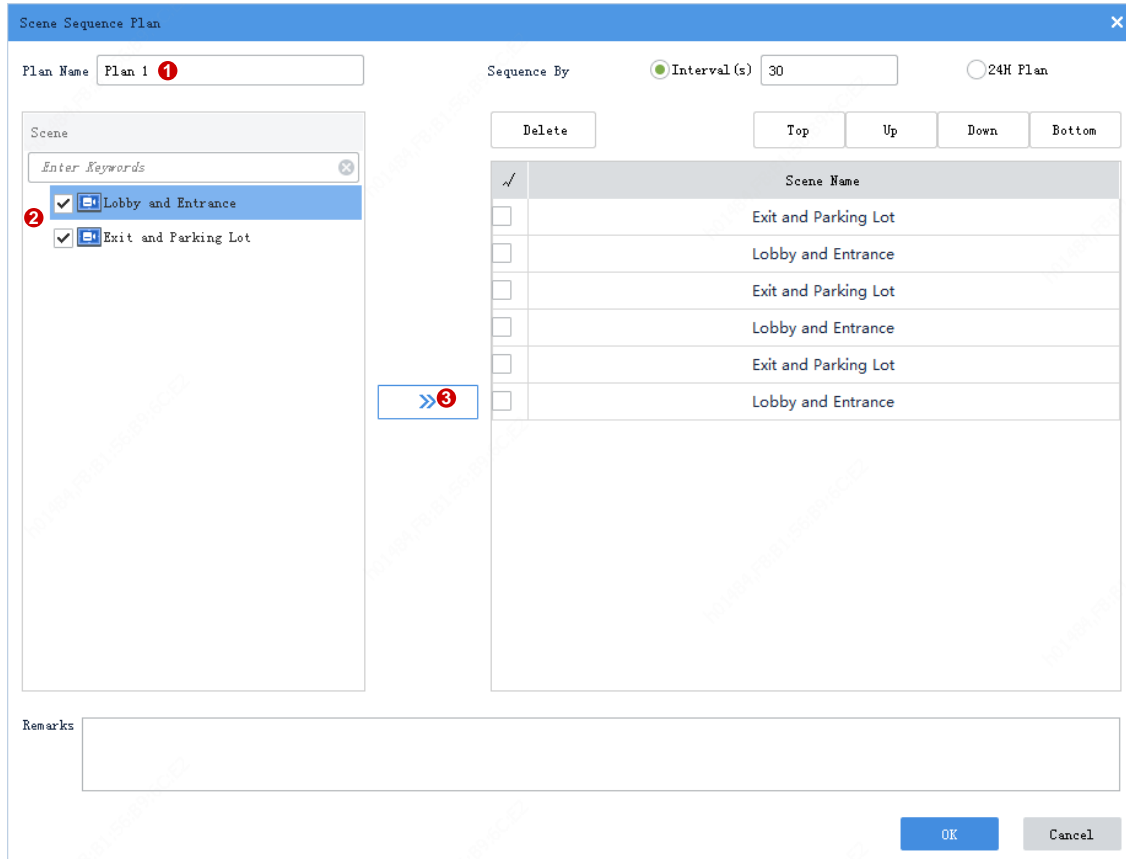
## Scene Plan

Set a plan to apply scenes. Please create the scenes first and then follow the steps to add a scene plan.

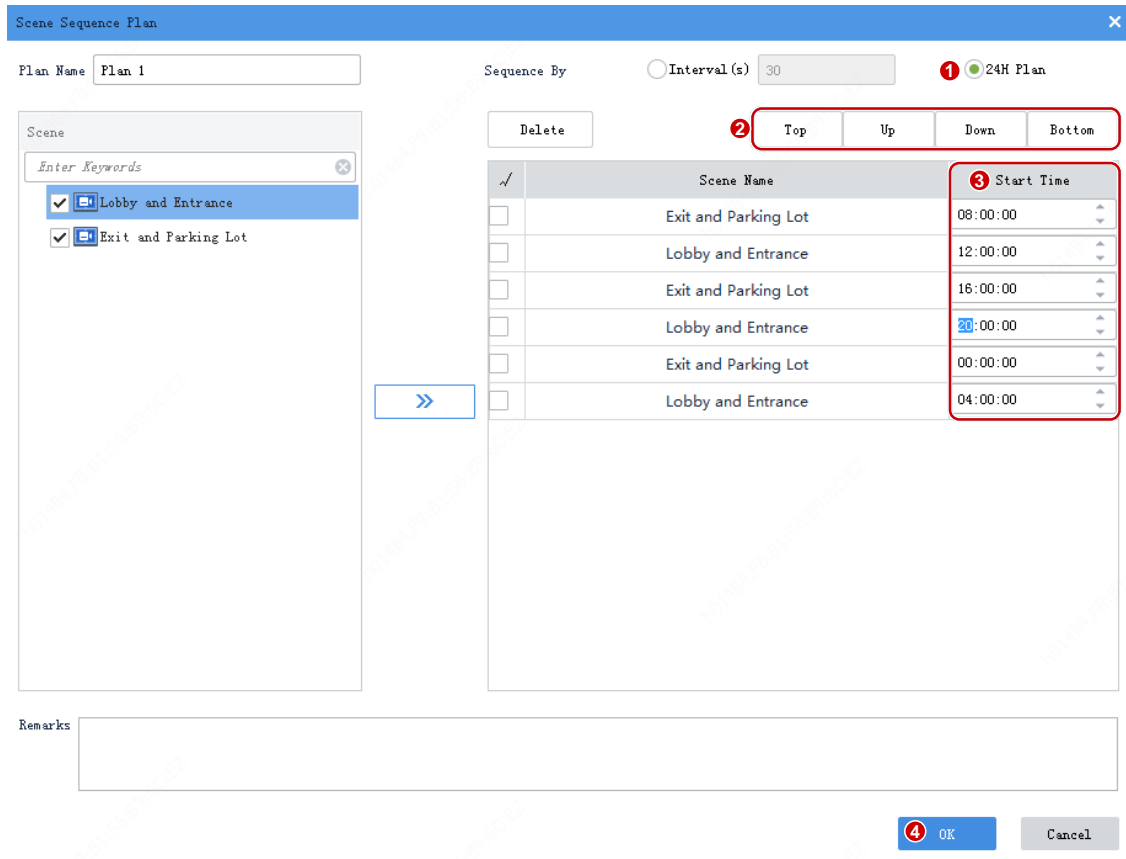
1. Click the **Scene Plan** tab, and then click + to create a scene plan.



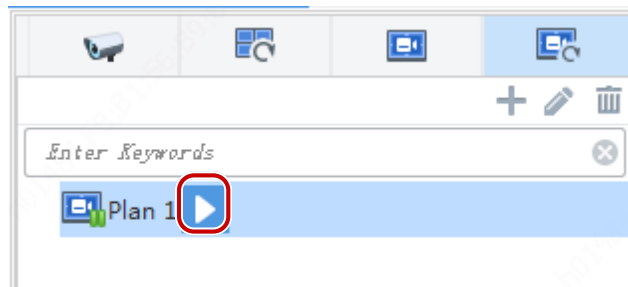
2. Enter a scene name, and then select scenes and add to the plan.



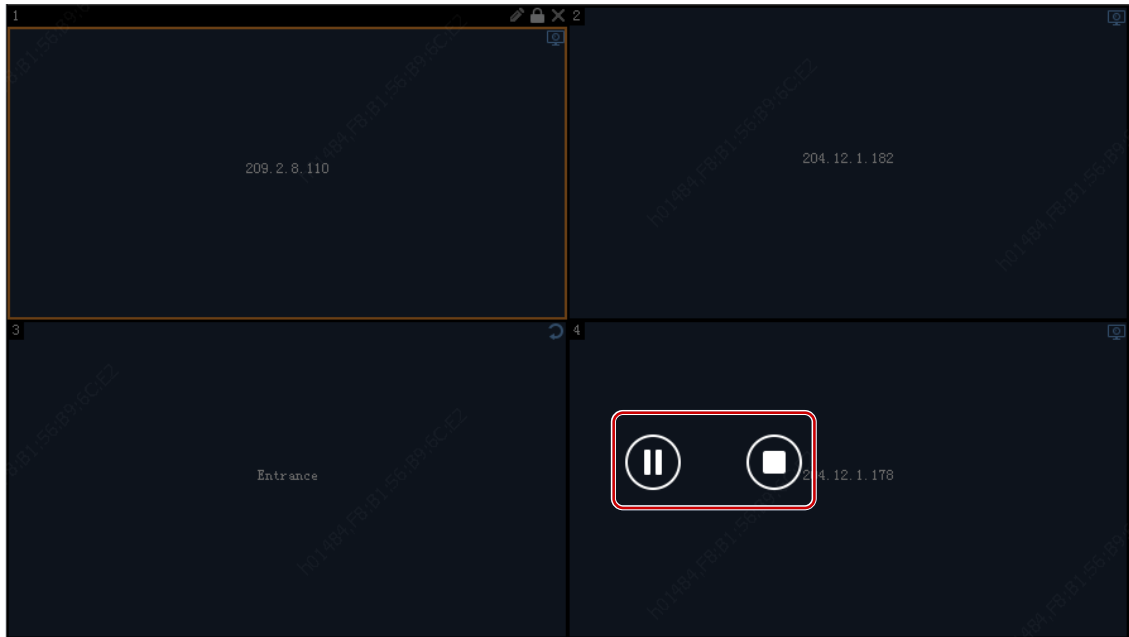
3. By default, the scenes switch from one to the next at the same interval that you set. To apply scenes by specified periods, select **24-hour plan**, use the buttons (2) to arrange the sequence, and set a start time for each scene.



4. Click to start the scene plan.



5. Click the buttons to pause or stop the plan.

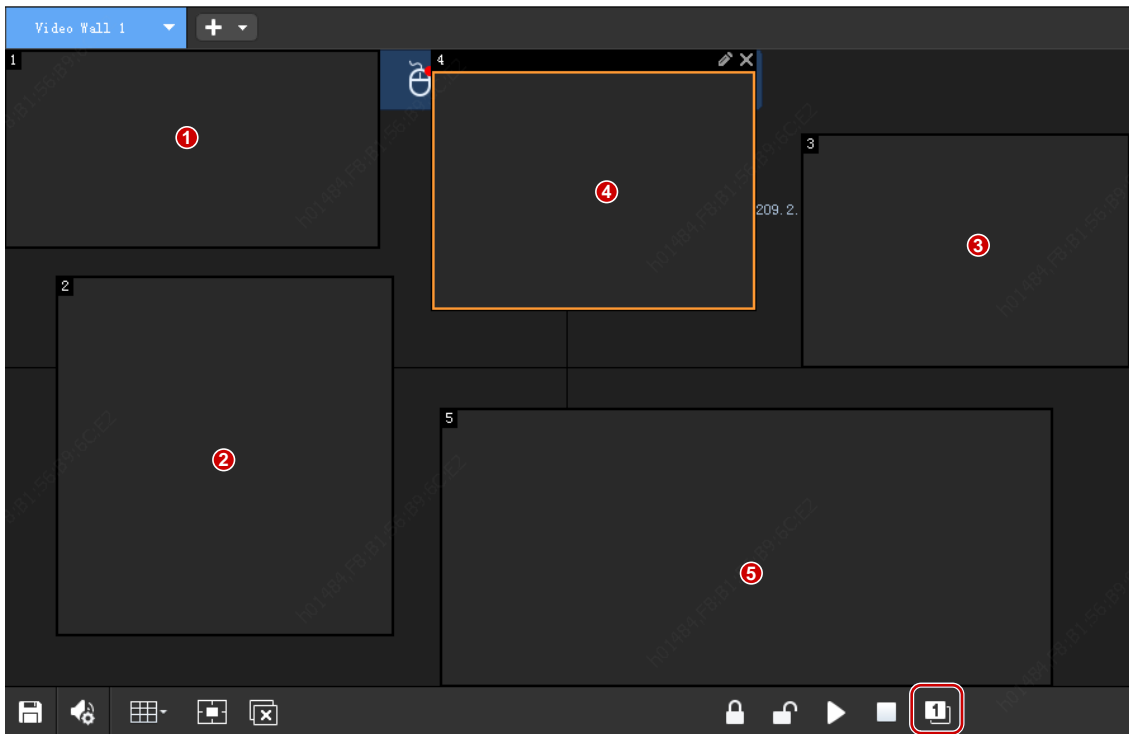


## Renumber Windows

The software assigns window IDs based on the time when windows are opened. To reassign window IDs according to the position of windows (from top-to-down, left-to-right), click the **Renumber Windows** button.

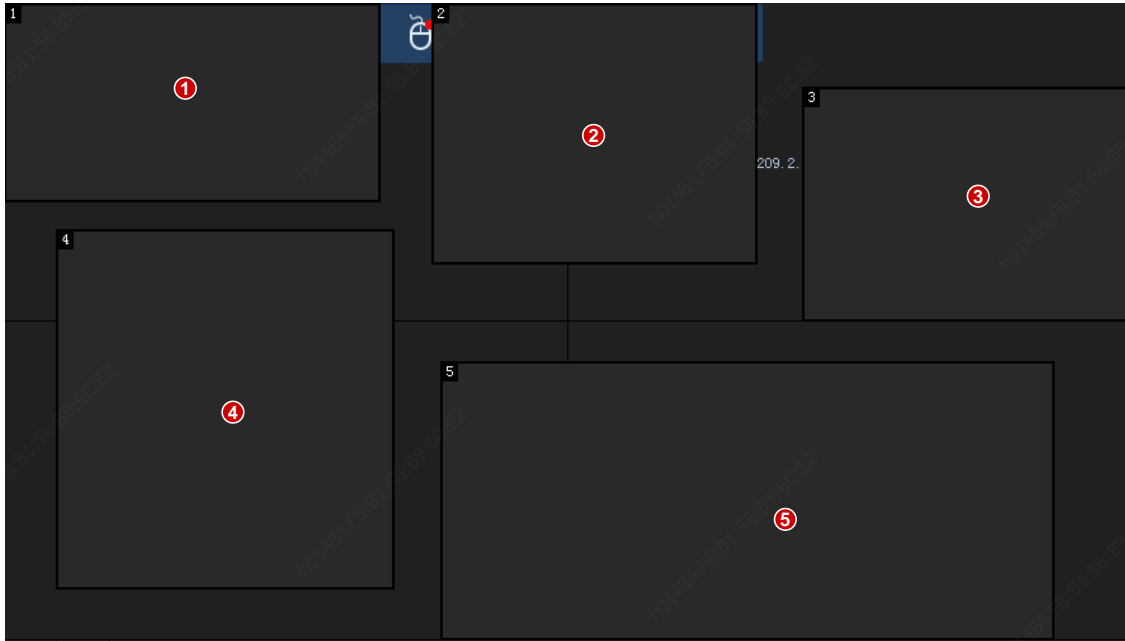
Example

Current window ID: 1, 4, 3, 2, 5



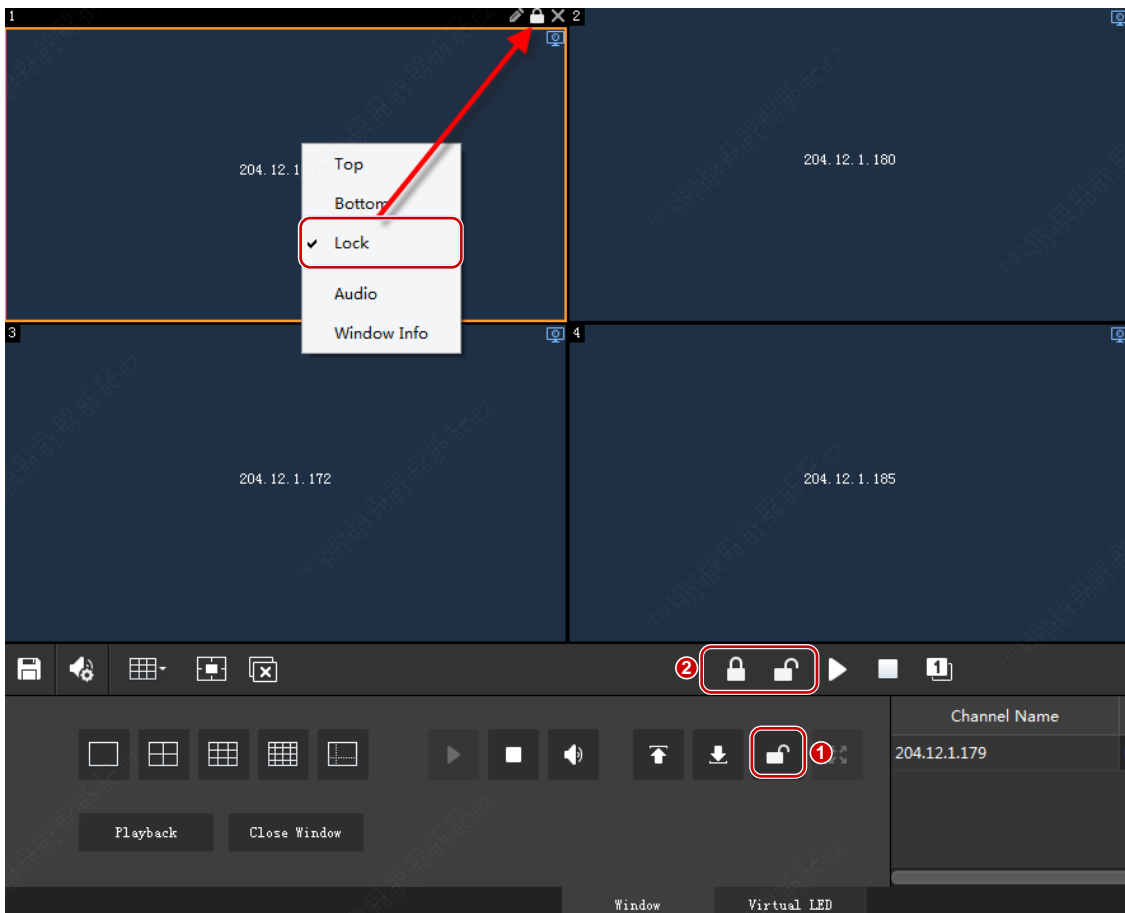
Renumbered: 1, 2, 3, 4, 5





## Lock/Unlock Windows

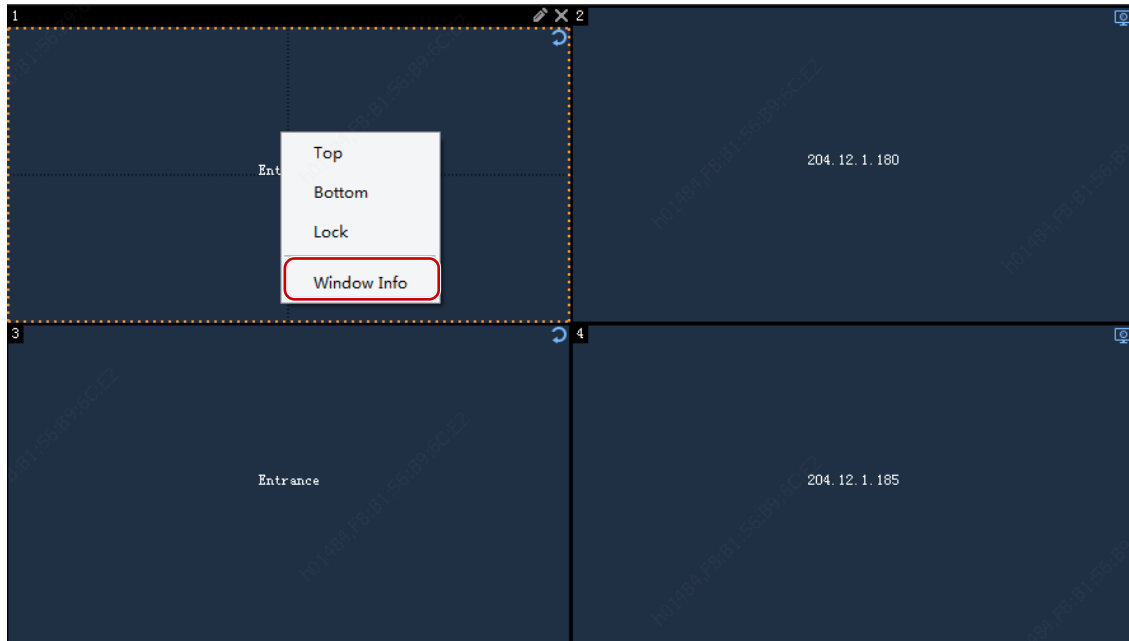
Lock the position and shape of a window.



- Right-click the window to lock and then choose **Lock Window**. A lock icon appears in the window's top right corner. To unlock, uncheck **Lock Window**.
- Click the button (1) to lock or unlock a specified window; click the buttons (2) to lock or unlock all the windows on the video wall.

## View Window Info

1. Right-click a window, and then choose **Window Info**.



2. If the window is split and video is sequencing, you can choose an ID to view info about the corresponding split window.

Window Info ✕

Window ID	865629877		
Split ID	1		
Task ID	0x0c000000		
Stream Status	Established		

---

Stream Source	209.2.8.110	Transmission Protocol	UDP
Source Port	554	Destination Port	13174
Encoding Device	209.2.8.110	Decoding Device	209.2.9.16
Encoding Channel	209.2.8.110		

---

Audio		Resolution	720X576
Video	H.264	Frame Rate	25
Stream	RFC3984	Camera Packet Loss Rate	0.00%

Refresh

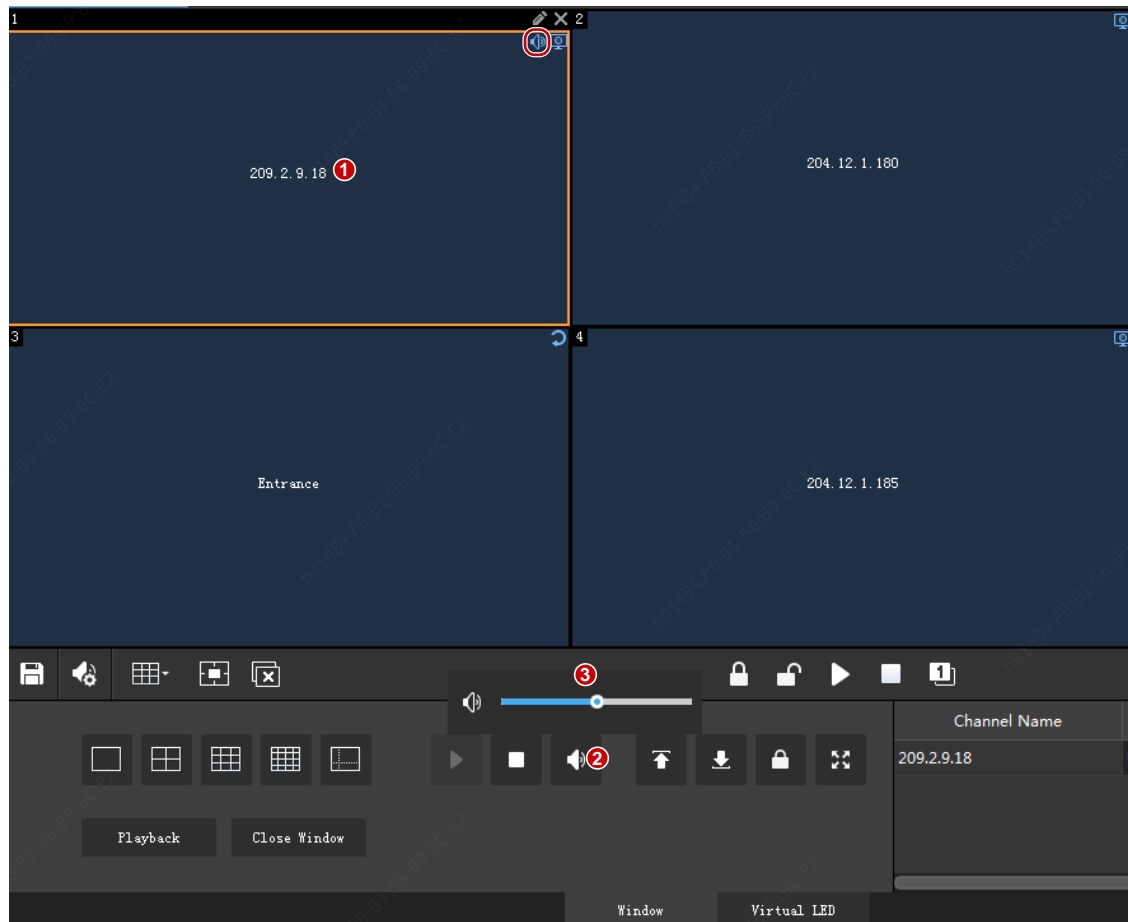
## Output Audio

Use the server's audio output channel to output the audio of a camera playing in a window.

1. Click **Audio Management**, and then choose an audio channel.

The screenshot shows a video wall interface with a dark blue background. At the top left, there is a dropdown menu labeled 'Video Wall 1' and a '+' icon. Below this, there are three video windows. The top-left window is labeled '1' and shows the IP address '209.2.9.18'. The top-right window is labeled '2' and shows '204.12.1.180'. The bottom-left window is labeled '3' and shows 'Ent'. The bottom-right window is labeled '4' and shows '204.12.1.185'. A dialog box titled 'Audio Management' is open in the center, with a dropdown menu for 'Audio Channel' set to '209.2.9.16\_A\_1'. The 'OK' button is highlighted with a red circle. At the bottom left of the interface, there is a red circle with the number '1' next to a speaker icon. At the bottom right, there are several control icons including a lock, a play button, and a square button.

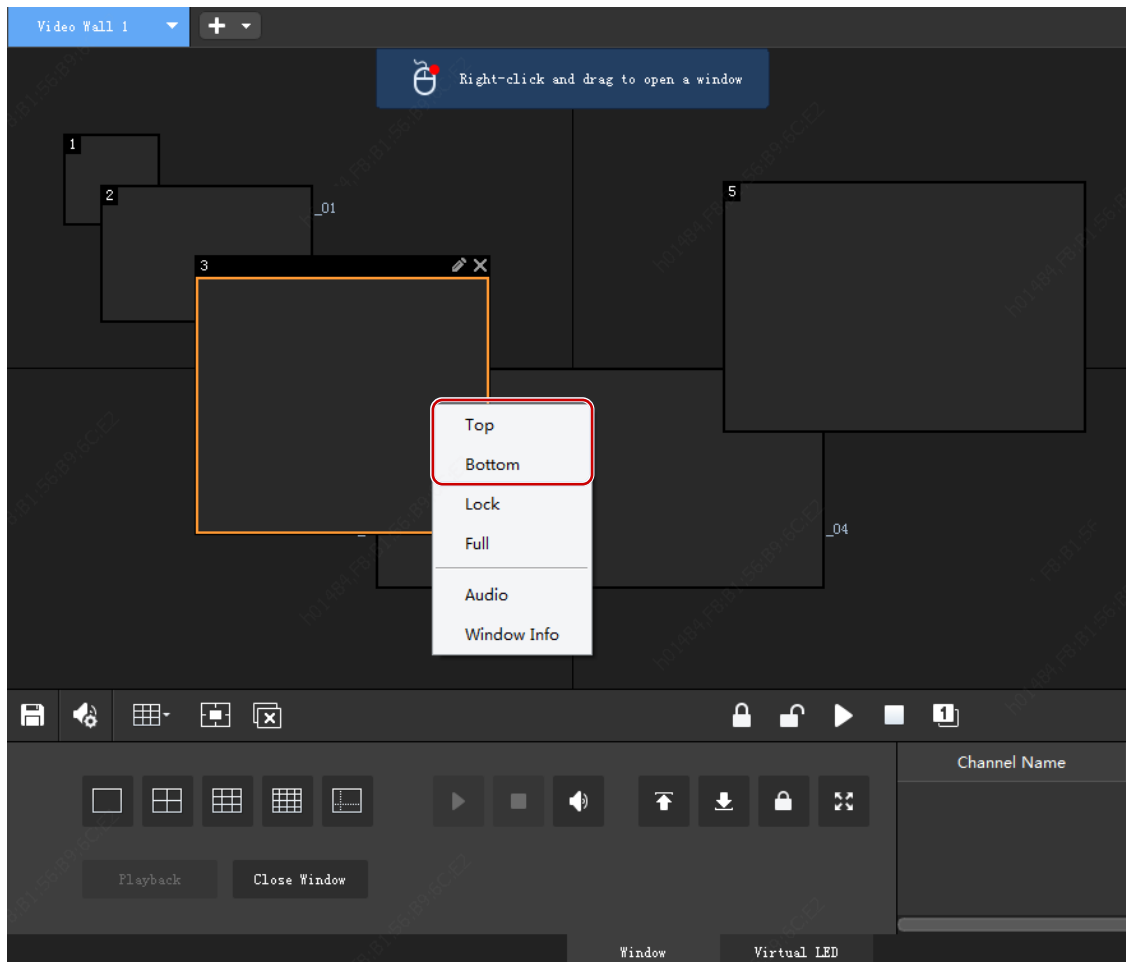
2. Click the window (e.g., window 1) and then click the **Audio** button. The audio icon in the window's top right corner means audio is turned on. You can adjust the volume or mute the sound.



3. To stop audio output for the window, click the **Audio** button (2); or right-click the window and then uncheck **Audio**.

## Always Display a Window on Top or Bottom

Use this feature to keep a window on top or bottom when multiple windows overlap.



- Click a window and then click **Top** or **Bottom**.
- Right-click the window and choose from the pop-up menu.



### NOTE!

If **Selected window always on top** is enabled in [Client Configuration](#), a window displays on top when you click it, even though the window has been set to display on bottom or another window has been set to display on top.

## View in Full Screen Mode

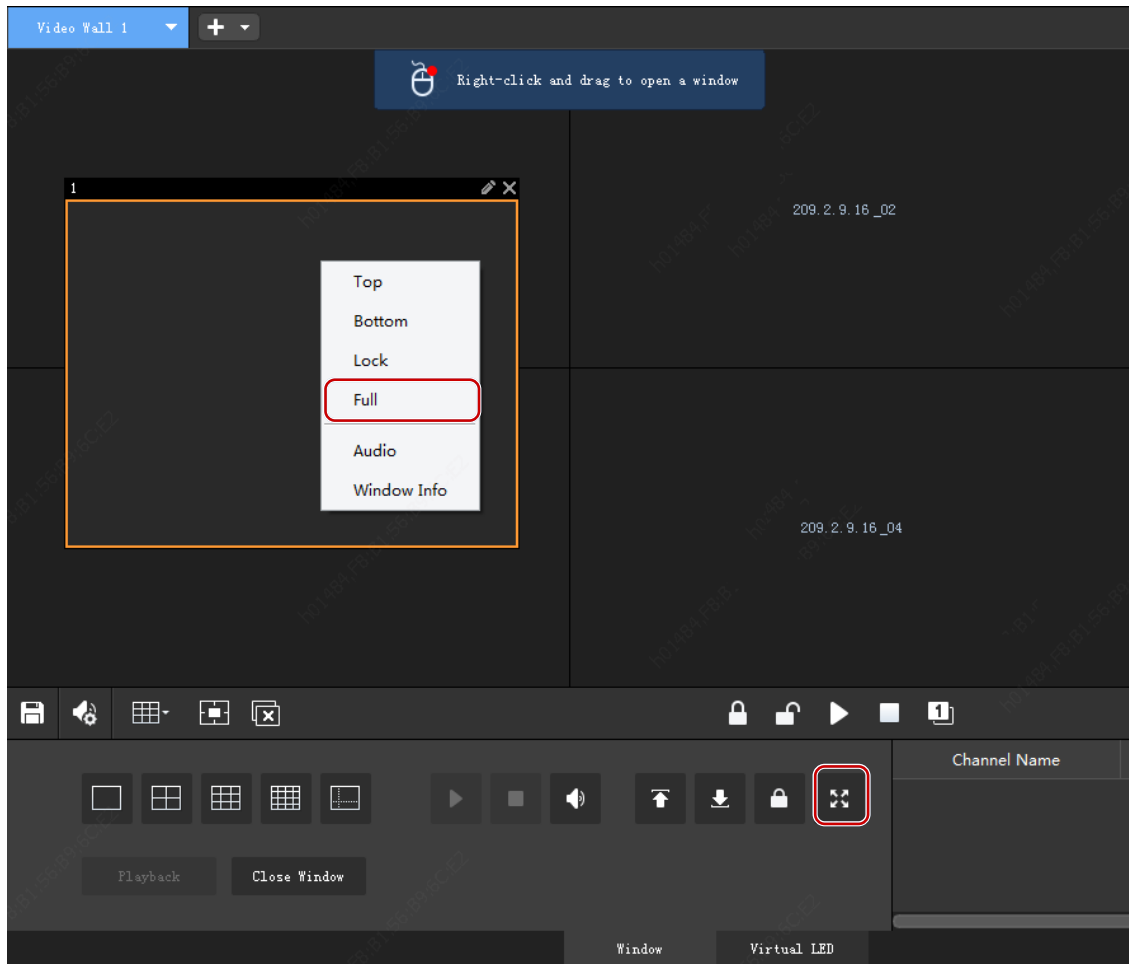


### NOTE!

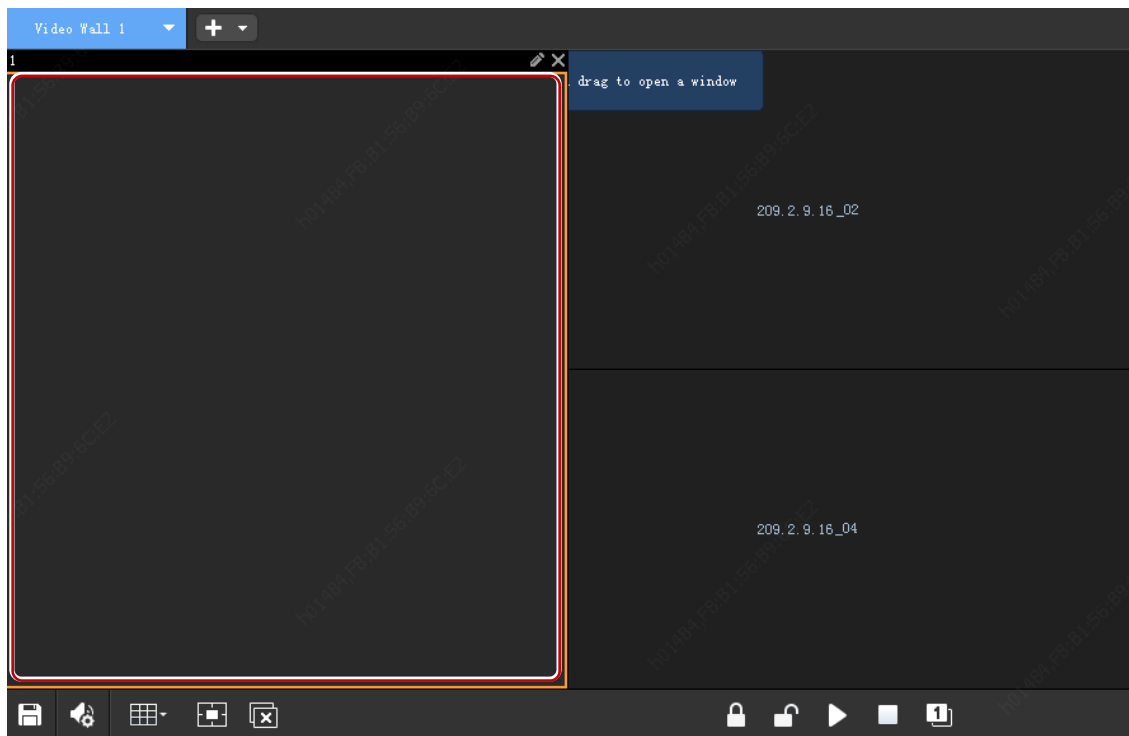
If a window is locked, you need to unlock it first.

### view a window in Full Screen mode

- Double-click the window.
- Click the window and then click the **Full Screen** button.
- Right-click the window and then select **Full Screen**.



The window expands and covers the full screens that it overlaps with.



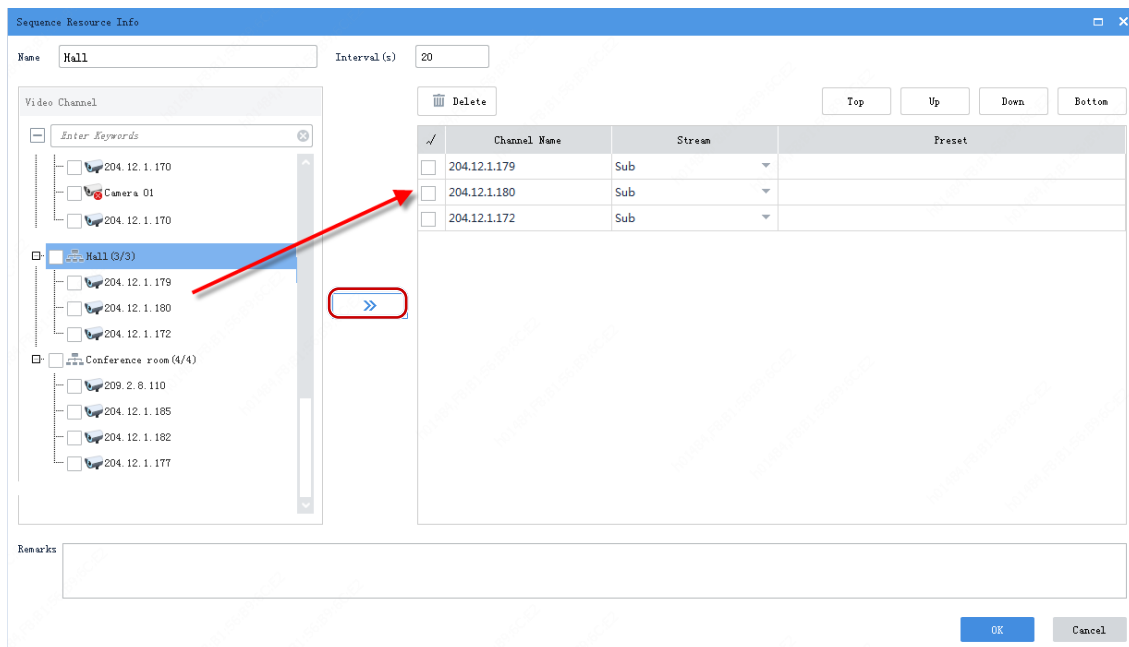
## view a split window in Full Screen mode

See [view a window in Full Screen mode](#). The operations are similar; the difference is that the split window will expand to the full window.

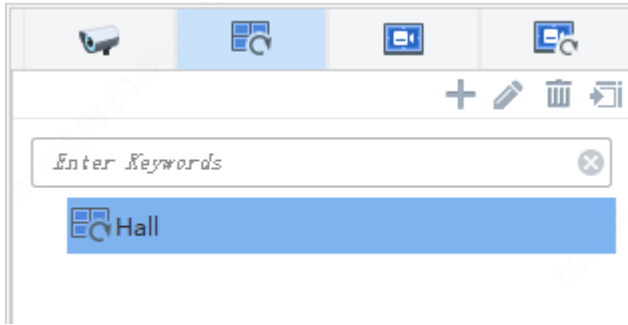
# 5 Sequence Resource

Add, edit or delete sequence resources on the **Sequence Resource** tab.

1. Click the **Add** button, enter a name.
2. Select cameras and add them to the list.



3. Set the sequence resource, including:
  - Time interval at which the IPCs in the resource switch from one to the next
  - Use the buttons to adjust the sequence
  - Stream type
4. The resource appears on the **Sequence Resource** tab and is ready to play on the video wall. See [Sequence in One Window](#) and [Sequence in Multiple Windows](#).



## 6 Screen Control

On the **Screen Control** tab, you can turn on/off Uniview screens including small pixel pitch LED screens.

Before you operate on the client, make sure the screen, the power distribution box (for LED screen), and the server are properly connected.

### Configure Serial Port and Protocol

Configure the serial port and protocol in accordance with the server model and screen type.

Serial Port

COM1

Protocol

UA

Turn On/Off Screen Automatically

Turn On At 0:00

Turn Off At 0:00

Save

---

Turn On Screen

Turn Off Screen  Turn Off In 10 min(s)



Server	Screen	Serial Port and Protocol
ADU8600 series, ADU8612-E	LCD	Serial port: COM1 Protocol: UA
	LED	Serial port: COM2 Protocol: MODBUS
DC-B204, DC-B206, DC-B209	LCD	Serial port: COM1 Protocol: UA

## Turn On or Off the Screen Automatically at a Set Time

Turn On/Off Screen Automatically

Turn On At

Turn Off At

Turn Off In  min(s)

1. Select **Turn On At** or **Turn Off At**, and then set the time(s) when the screen automatically turns on or off.
2. Click **Save**. The screen will turn on or off automatically at the set time.

## Turn On or Off the Screen Manually

Turn On/Off Screen Automatically

Turn On At

Turn Off At

---

Turn Off In  min(s)

1. Click **Turn On Screen**. The screen turns on immediately.
2. Click **Turn Off Screen**. The screen turns off immediately.

## Turn Off the Screen with Delay

Turn On/Off Screen Automatically

Turn On At

Turn Off At

---

Turn Off In  min(s)

1. Select the check box for **Turn Off In** and then enter the time in the text box.
2. Click **Turn Off Screen**.
3. A message as shown below appears. The screen turns off automatically when the timer expires.

