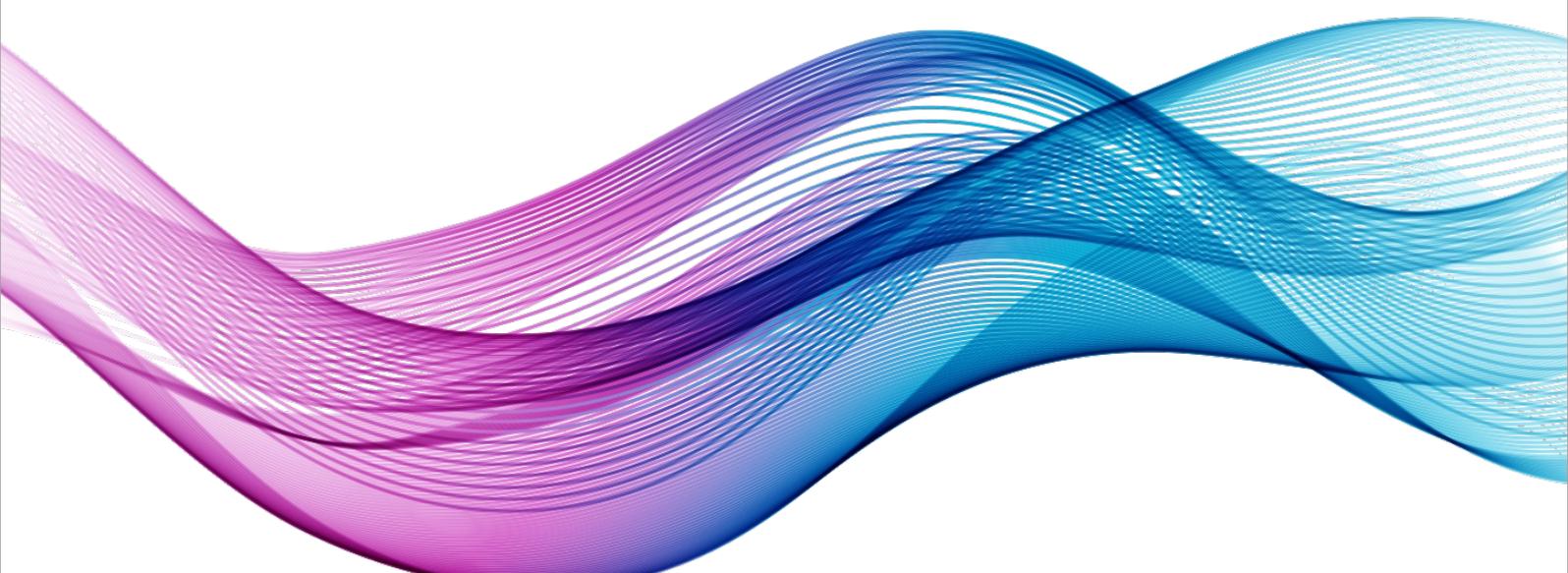


SG-Box Multimedia Broadcast Control System

User Manual

Ver 1.0



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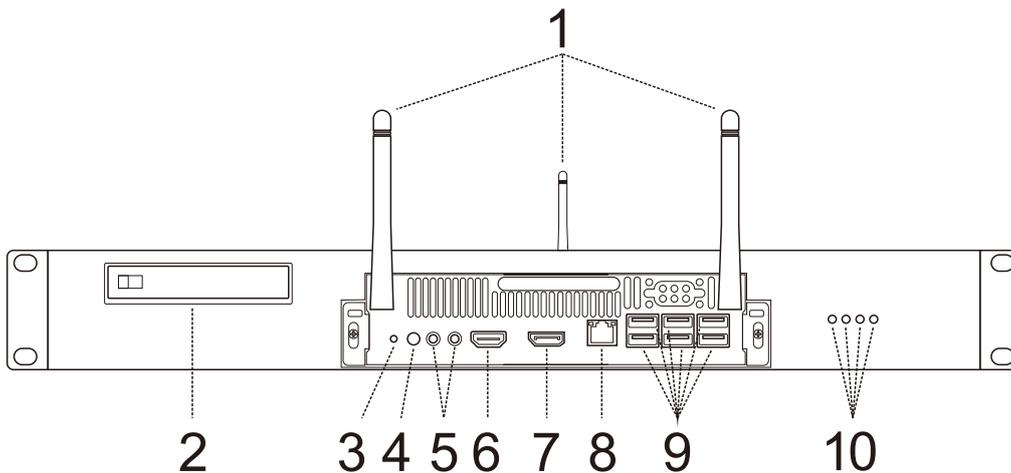
Ch.1 Introduction

1.1 Introduction

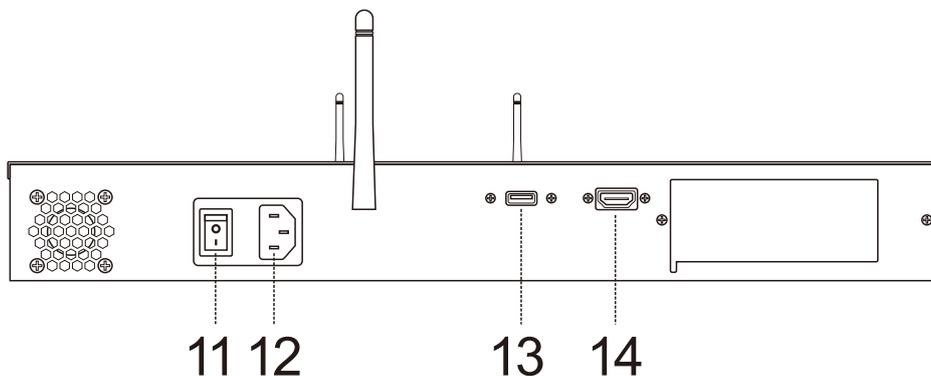
SG-BOX Multimedia Broadcast Control System is a high performance broadcast control system developed by Shenzhen Ruizhong Technology limited corporation. Using pluggable computer host design, simple and convenient for maintenance. It has built-in a ShenGong LED exhibition broadcast control system that support arbitrary windows creating and display. You can control the player via Central Control Application installed in computer or our application supplied for tablet. You can using our broadcast control system for LED/LCD exhibition screen control.

1.2 Appearance of interfaces

1.2.1 Appearance of interfaces



▲ Interfaces front of machine



▲ Interfaces back of machine

1.2.2 Interface description

Interface description of SG-BOX multimedia broadcast control system

NO.	Name	NO.	Name
1	Antenna	8	RJ45 network interface
2	Backup disk	9	Front USB interface
3	Reset button	10	IoT status indicator
4	Machine switch	11	Power switch
5	3.5mm Audio Interface	12	AC power input interface
6	Front HDMI interface	13	Back USB interface
7	DP interface	14	Back HDMI interface

Attention : Different type of our machine might have different setting of interface.

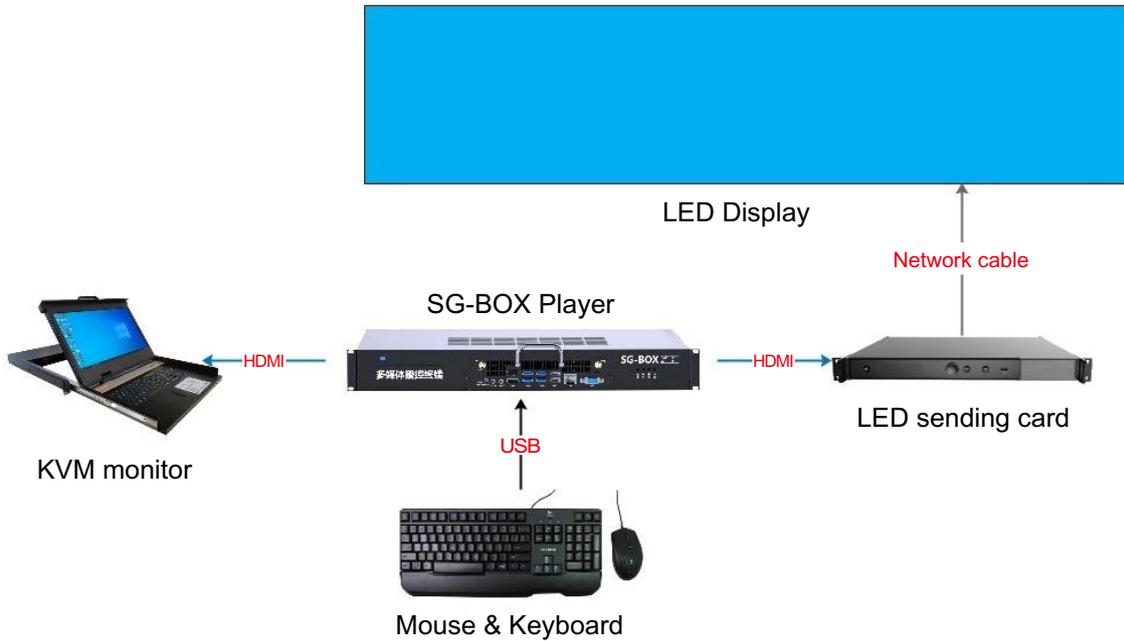
1.3 Technical Parameters

Technical Parameters

Type	SG-BOX Multimedia Broadcast Control System
Video Output	HDMI, DP
Output Resolution	1920x1080@60 and 3840x2160@60 support
Protocol	TCP Network Protocol
Mobile Application	Android Application support
Network	100/1000M
USB	Front: USB3.0x4;USB2.0x2 Back: USB3.0x1
Audio Input	3.5mm mic Interface
Audio Output	3.5mm Audio Interface
Power Supply	220V AC 50/60Hz
Work Temperature	-10°C~45°C(14°F~113°F)
Product Dimensions	340mm*480mm*54mm(L*W*H)

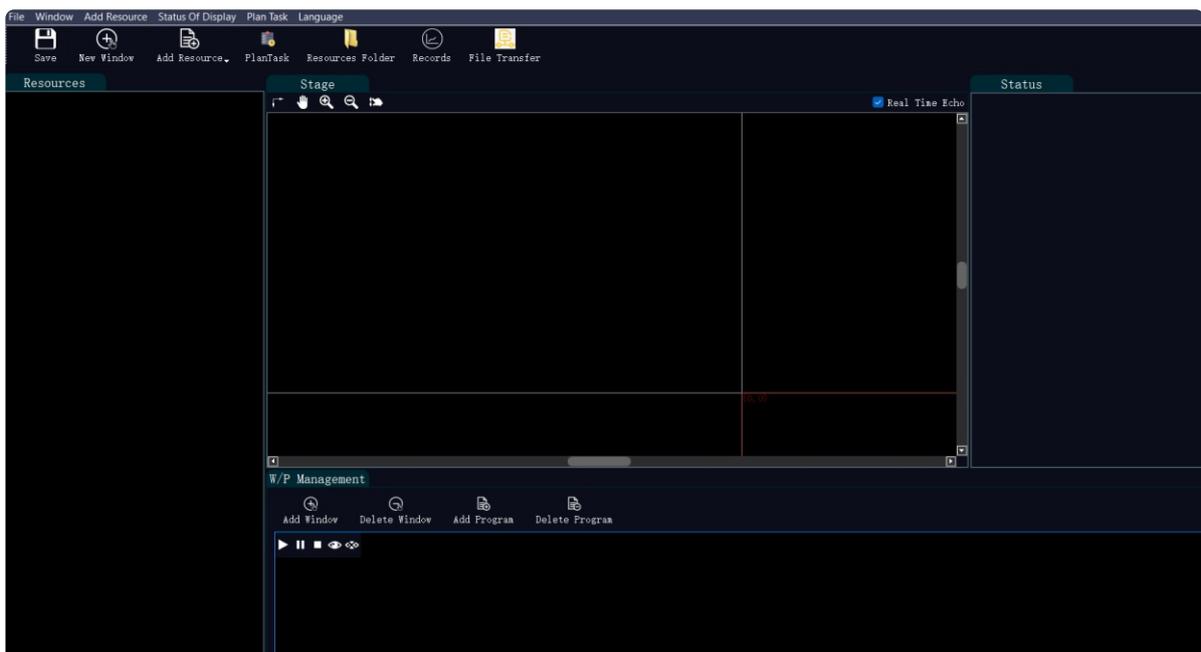
Ch.2 Using Guide

After connected power source, network cable, mouse, keyboard and displayer, start the device.



2.1 Open the SG-Box Player

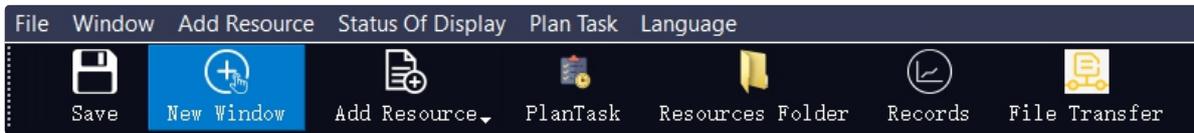
Clicking the icon of  in the desktop, open the SG-Box Player.



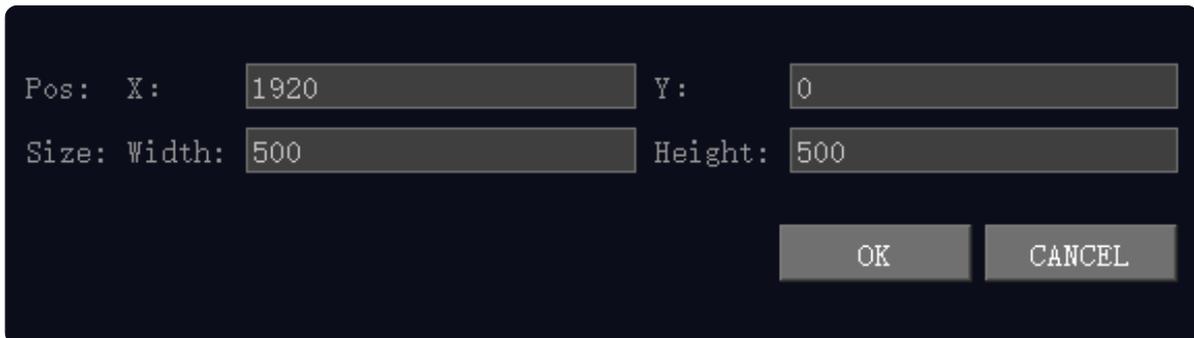
Working Interface of SG-Box Player

2.2 Create Display Window

Click the “**New Window**” button in the tool bar.

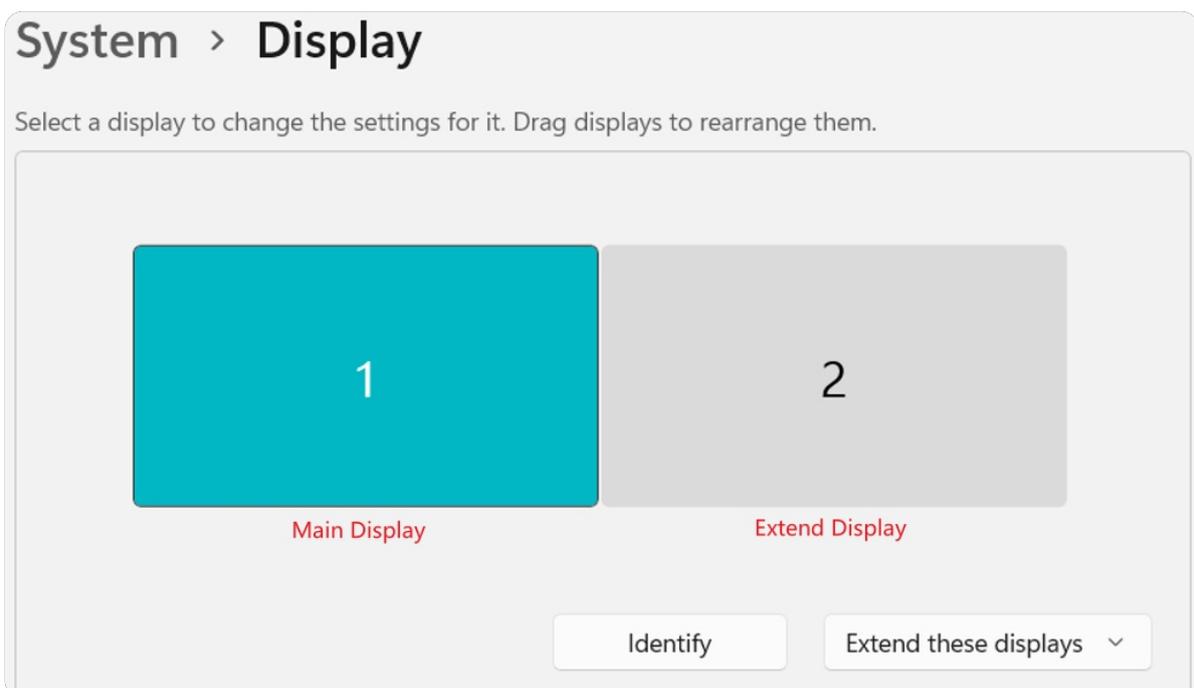


Setting the position and size of new window in "Add Window Dialog":

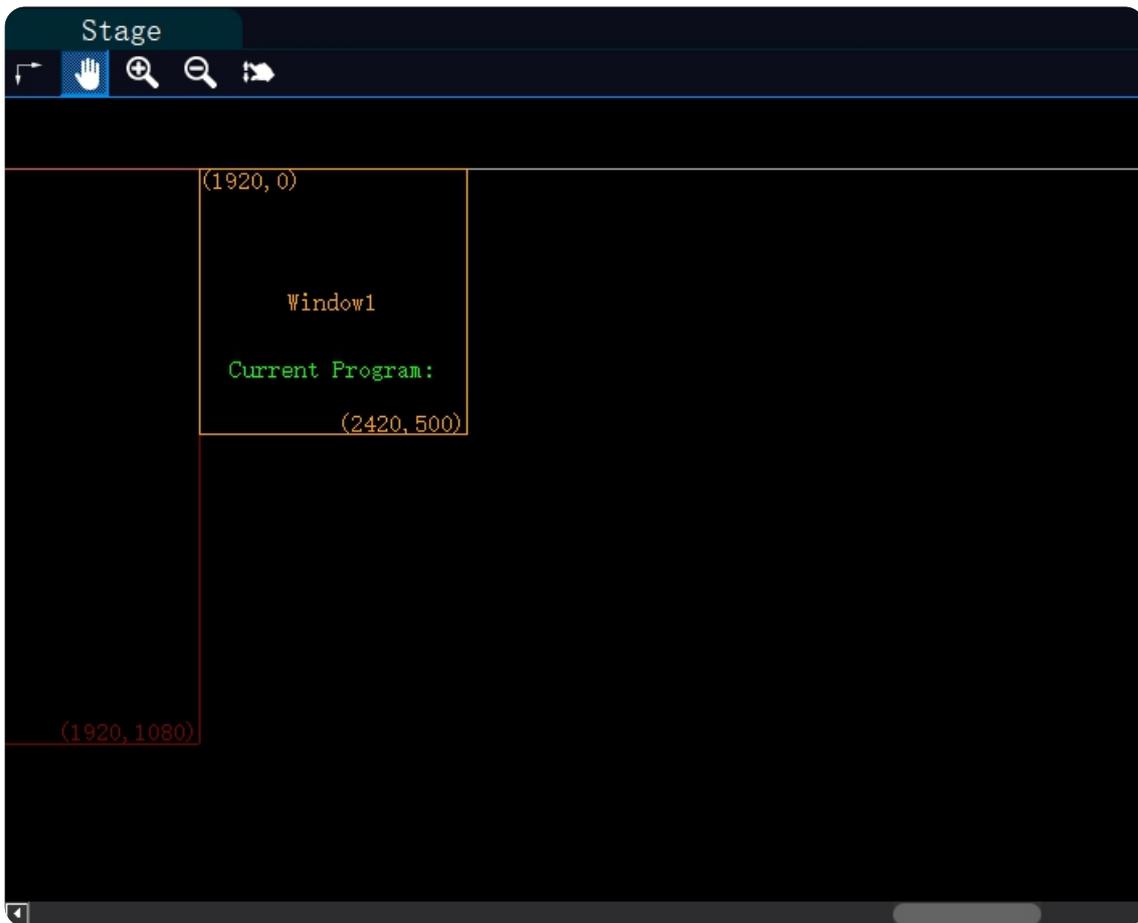


If two or more displayer connected, the position of X means the main displayer, for instance, if the resolution of main displayer is 1920x1080, the X position is 1920, the Y position is 0.

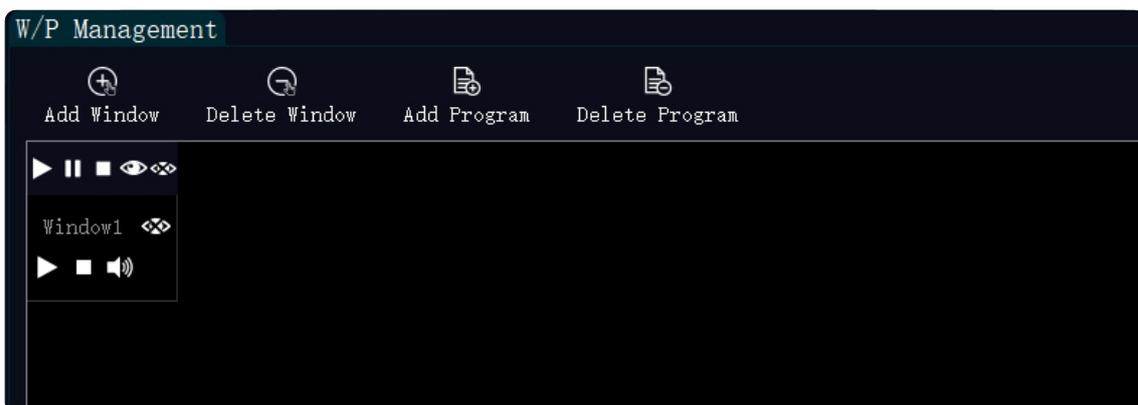
⚠ Attention: if you had set the width for main display, but it doesn't worked, check your setting of system display plz, drag the main display to the left side, the problem will be solve.



After finished the setting of position and size of window, a new window will show in the center of stage.

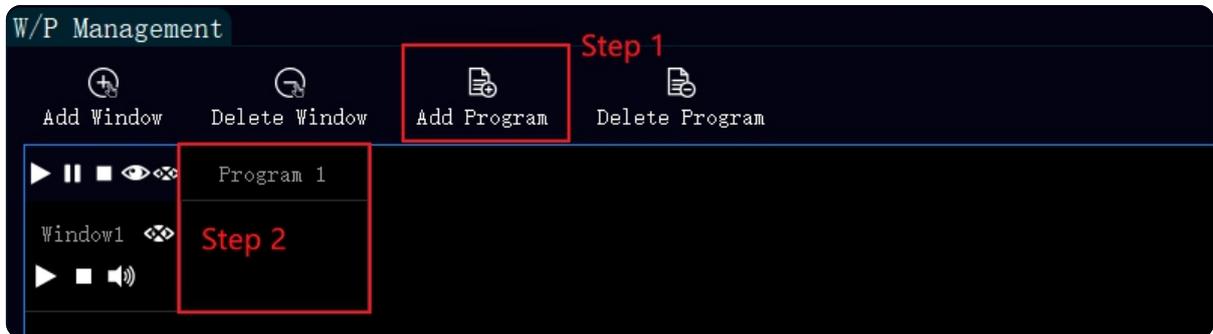


And you'll see a new layer appeared in the window fo "W/P Management"



2.3 Add Program

Clicking the **"Add Program"** button under the window of "W/P Management", once you clicked the button, it will add a group of program automatically.



2.4 Delete Program

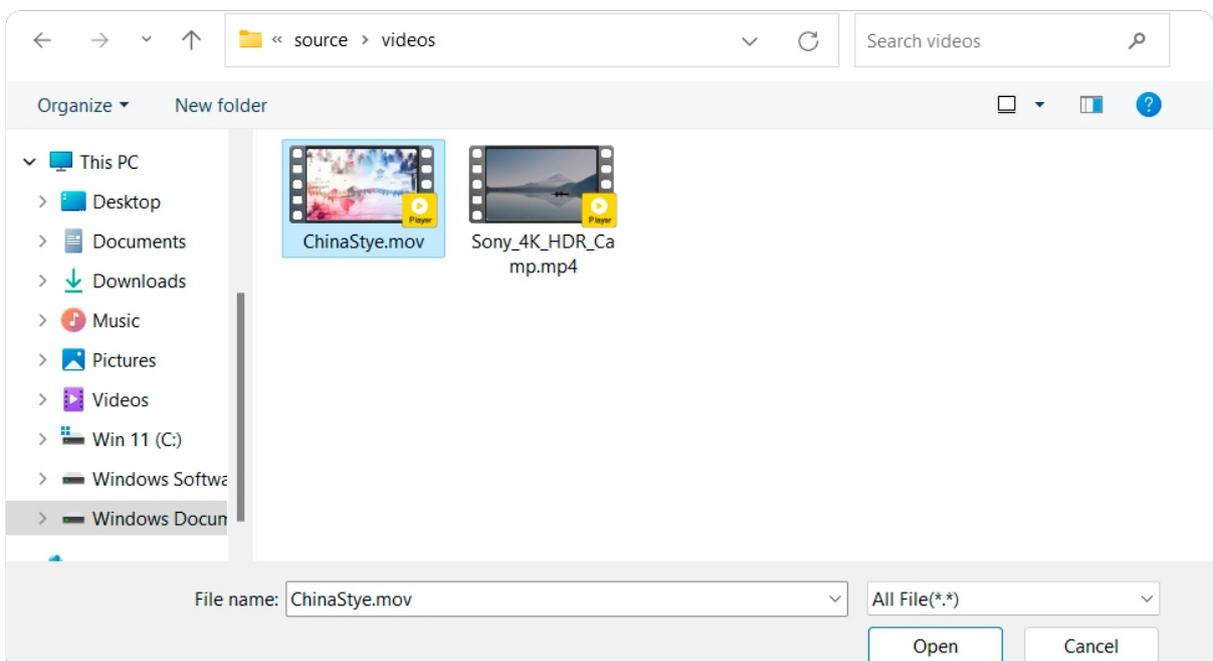
Selecting the window of program that you would like to delete, and click the **"Delete Program"** button to delete the program.

2.5 Add media sources

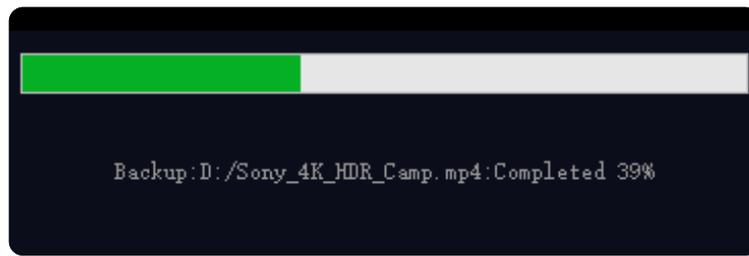
SG-BOX Player support the play of local file like video, picture, audio and so on. It can also play the sources from USB devices, NDI capture and website context.

2.5.1 Add Local Files

Right click on the **"Resources"** window in the left part of screen, select the **"Add Local Files"** from the pop window, and select the resources you want to add into player.

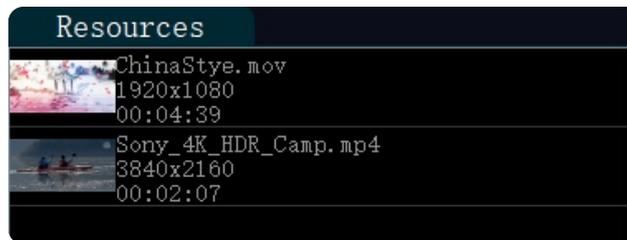


Player will backup your resources when you first added, after backup, the context will show in the list of resources and it also restored in your disk to ensure your source safely.



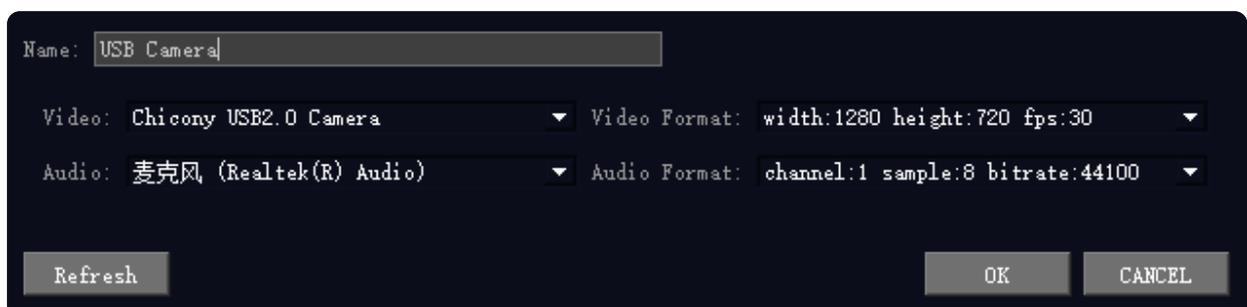
! Attention: the folder in your computer which named "Resources" is the backup files, please do not delete or move it, otherwise, the software will run error or backup the files again.

After backup the files, the local resources will show in the list.



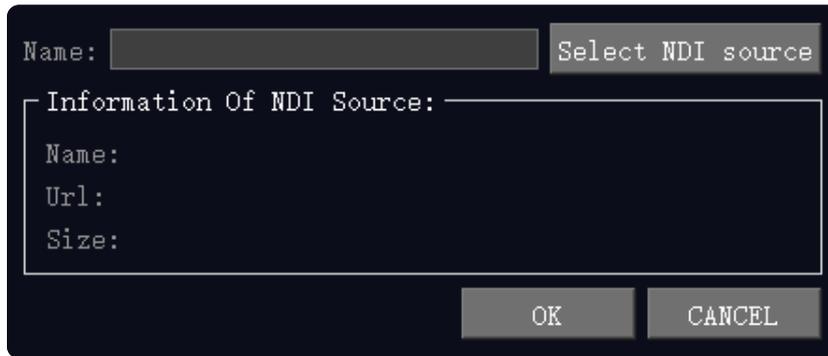
2.5.2 Add USB Capture

Right click on the "Resources" window in the left part of screen, select the "Add USB Capture" from the pop window, setting the name of group, and selecting the input and format of video and audio, after setting, you can add your USB capture into the list.

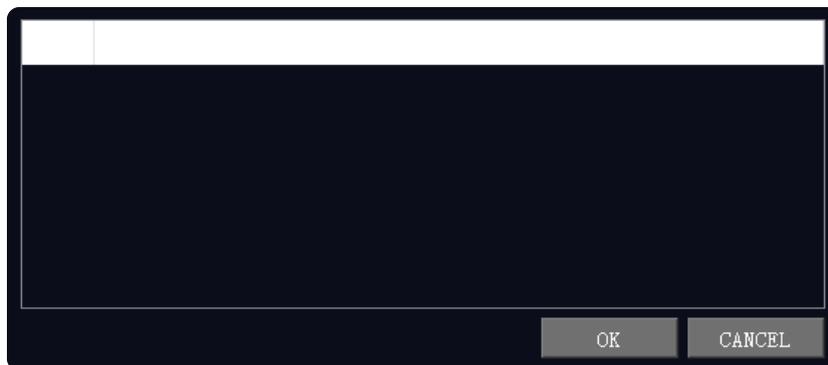


2.5.3 Add NDI Capture

Right click on the "Resources" window in the left part of screen, select the "Add NDI Capture" from the pop window.



Setting of NDI



Player will automatic search the NDI signals, select the NDI you want to use, after check the signal, it will be added at the list of resources.

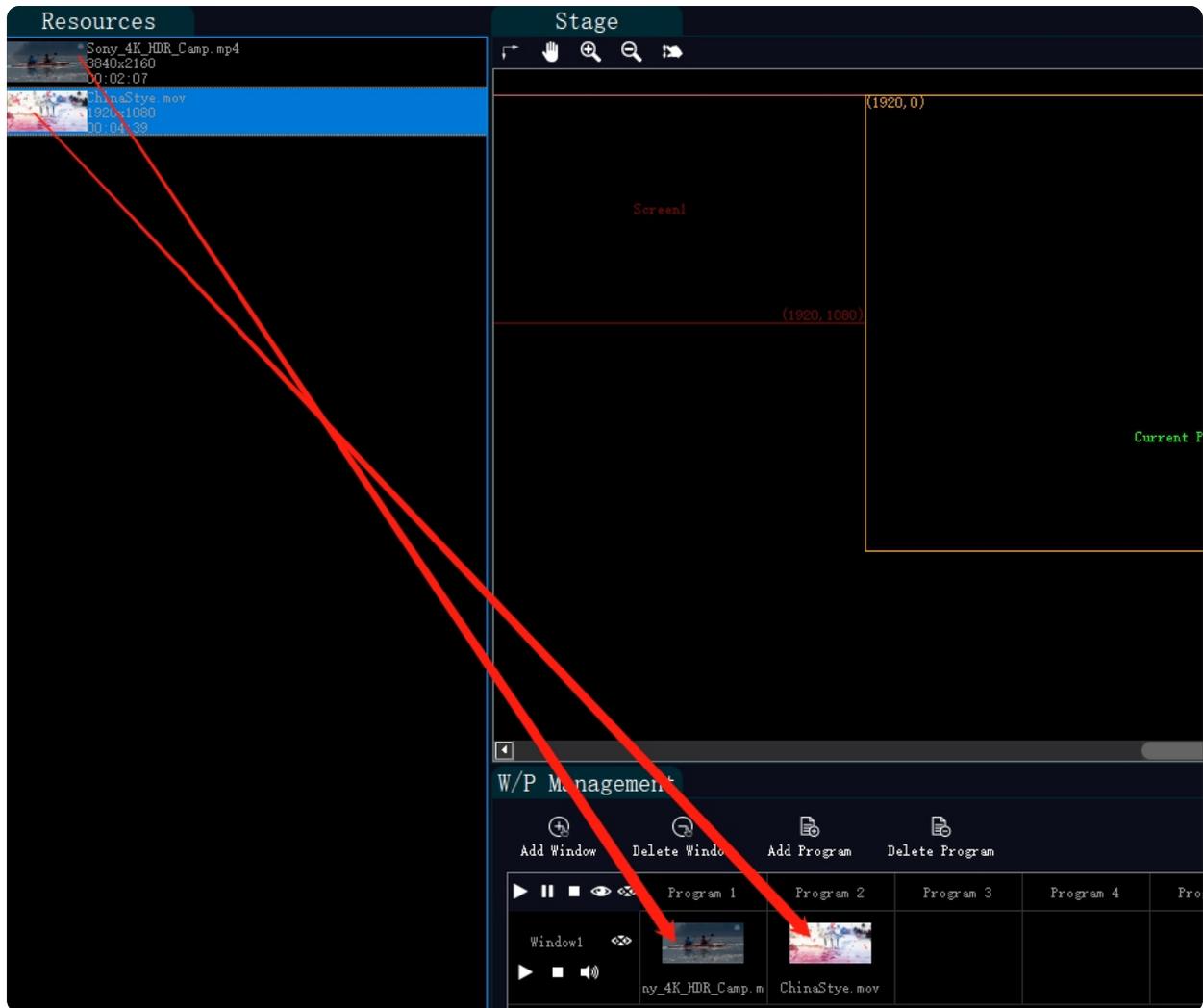
2.5.4 Add WEB Source

Right click on the "**Resources**" window in the left part of screen, select the "**Add WEB**" from the pop window, fill the name you want to use, and the website you need to show, after click "**OK**", it will show on your list.



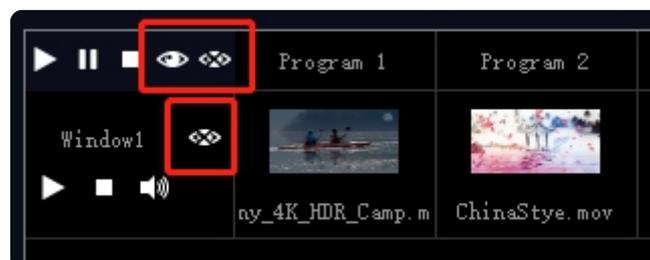
2.6 Add Media Files to the Window

Dragging the resources you want to play in your window into the program, it will automatic add your resources to the program.



2.7 Show and Hide the Window

Click the icon like eye to show the window, and eye with cross to hide the window. The icon in the top will show or hide every window, and the icon follow the window name will control current window.



2.8 Play Media Files

Click the play button on the window to play the media file in the window, if you want to play all the window, you can click the play button in the top.



After click the play button, the program will play in the window you created.

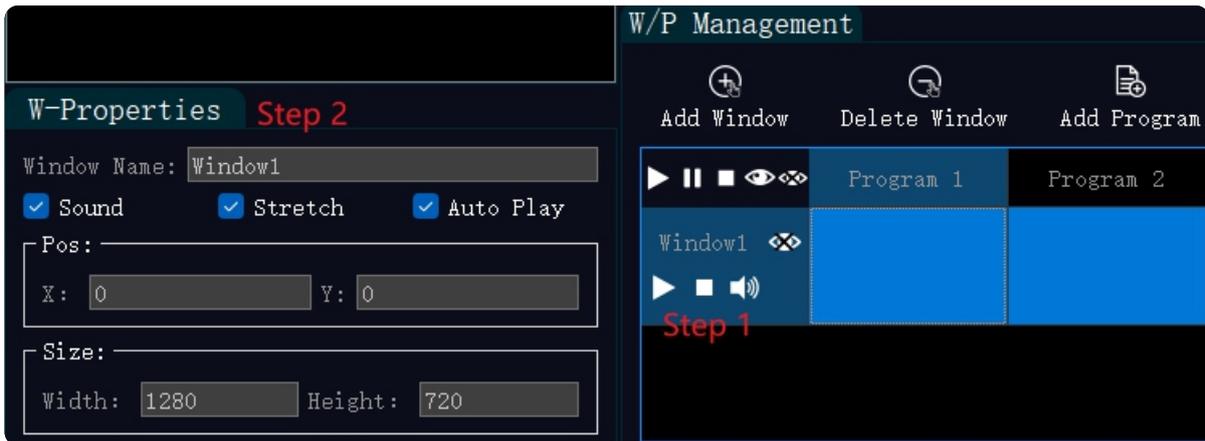


During the program in play, you can also see the source appeared on the "**Status**" window in the right of screen, click on the position of the video can help you to control the interesting part you want to play.



2.9 Window Properties

You can resize or modify the position of window by click the window name under "**W/P Management**", after click, it will show "**W-Properties**" window under the left-bottom corner, you'll find there has many properties that you can set.



2.9.1 Propertise of Window



Window Name: name of current window.

Sound: setting if you want to play the audio, if you uncheck this, it won't play the audio of sources.

Stretch: stretching the video full of the window, if you uncheck this, the video will play in original proportion.

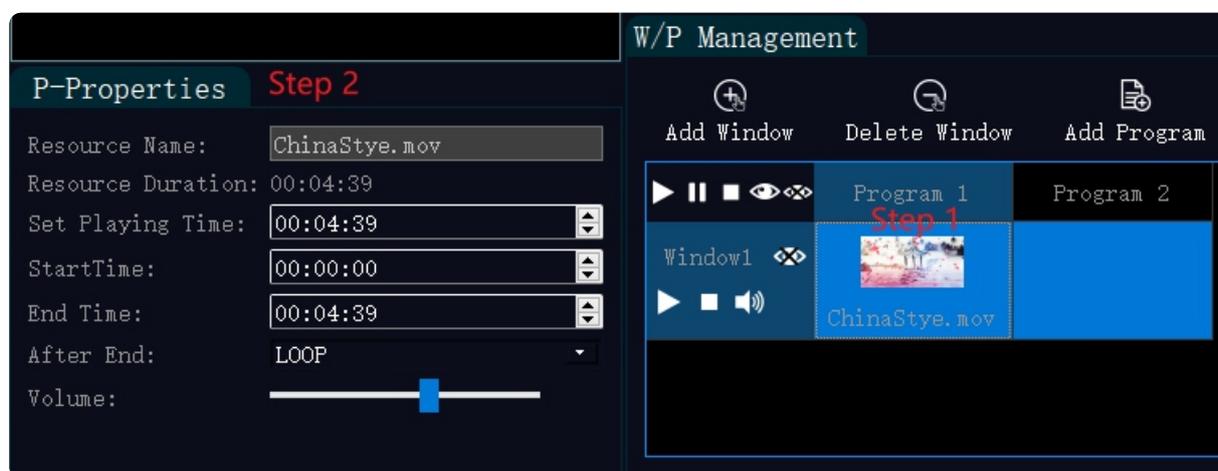
Auto Play: if you want video play automatically when software started, you should check this.

Pos: position of current window.

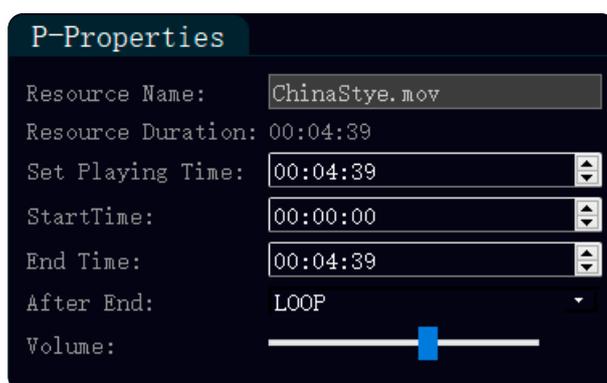
Size: size of current window

2.9.2 Program Properties

If you want to do some setting of program, just click the program in the "W/P Management" window, and "P-Propertise" will be show in the same place of "W-Propertise".



Properties of Program:



Resource Name: name of current media resource.

Resource Duration: whole time of current media resource.

Set Playing Time: time of media resource playing.

Start Time: time of media resource start.

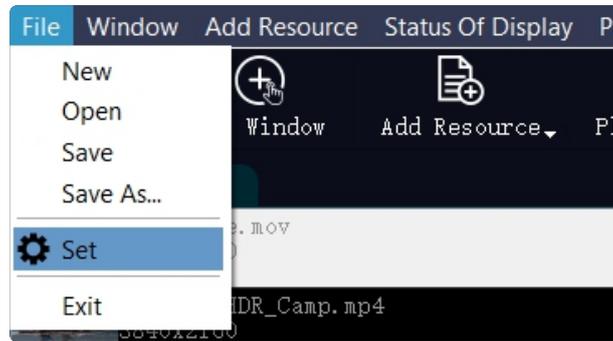
End Time: time of media resource end.

After End: setting what to deal with after media resource ended, you can set it loop, stop or jump to other resources.

Volume: volume of current media resource.

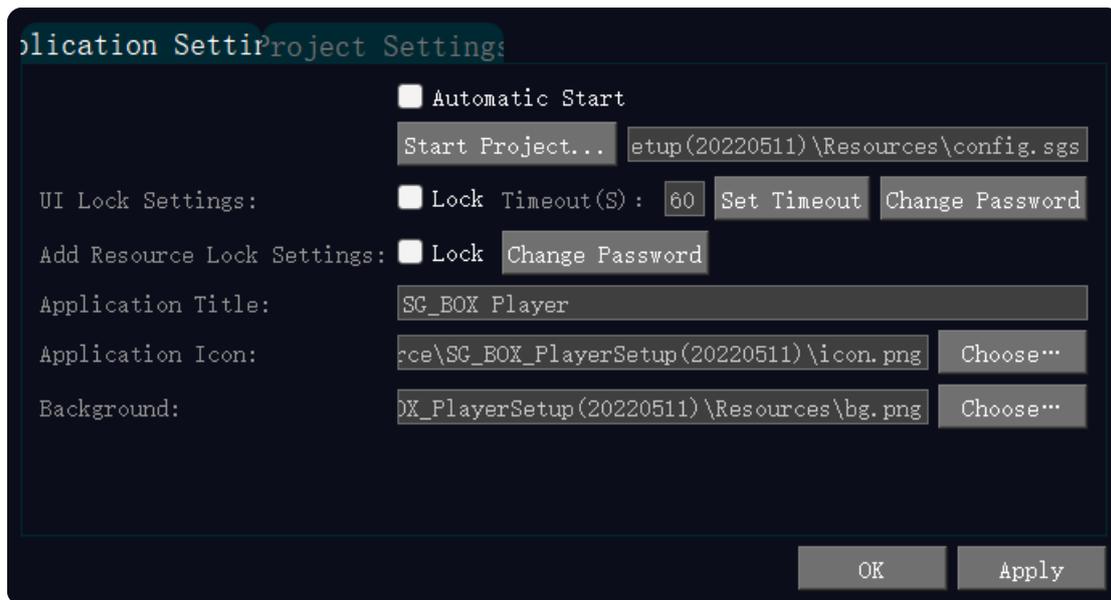
Ch.3 Software Setting

Click the "File" in the menu bar, you'll see "Set" under the list.



Set Option from her

3.1 Application Setting



Automatic Start: if you check this, the software will automatic start when you start the computer.

Start Project: project you want to use.

UI Lock Setting: if you check this, it will be locked after the set time, and you should entry again via the password you set.

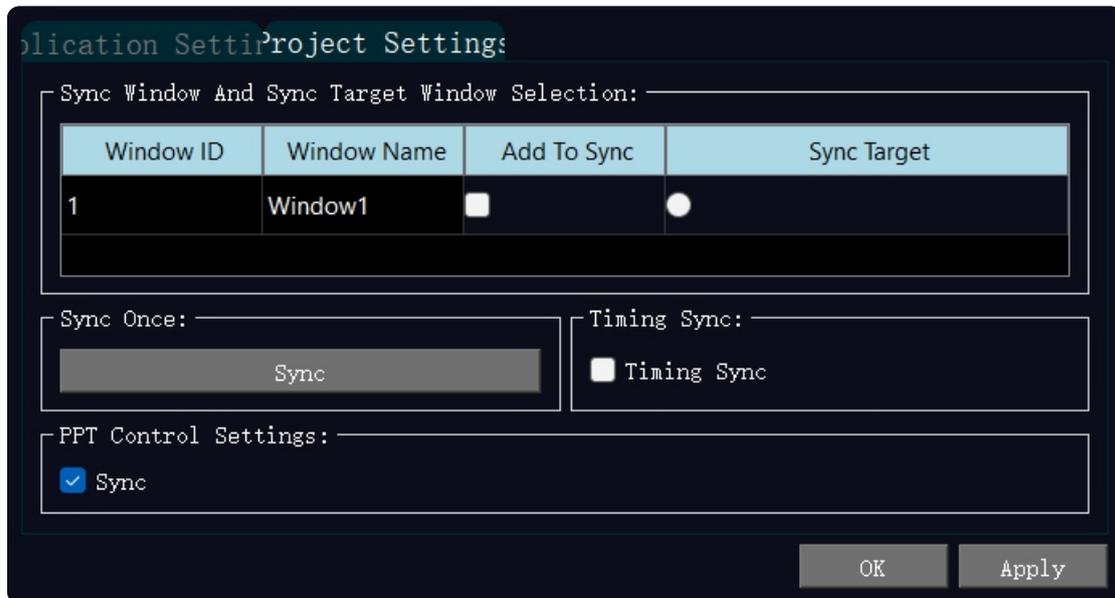
Add Resource Lock Settings: if you check this, the operation of adding resources need enter the password.

Application Title: you can change default title via this option.

Application Icon: you can change default icon via this option.

Background: the background when you created a window.

3.2 Project Setting



Sync Window And Sync Target Window Selection: select the window you need to synchronized, and setting the target for synchronization, the window you add to synchronize will be synchronized with the target window.

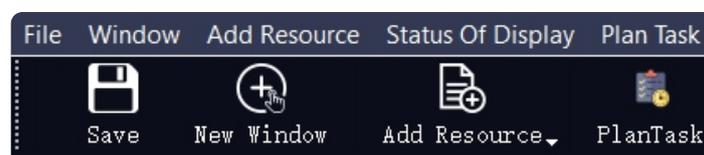
Sync Once: synchronizing the window after setting.

Timing Sync: synchronizing the window after the time set.

PPT Control Settings: if you check this, PPT will be synchronized.

3.3 Saving Project

After set the project, saving it via the **"Save"** button in the tool bar.



3.4 Save As

You can save more than one project file by using "**Save as**", click the "**File**" on the menu bar, you'll find the option.

