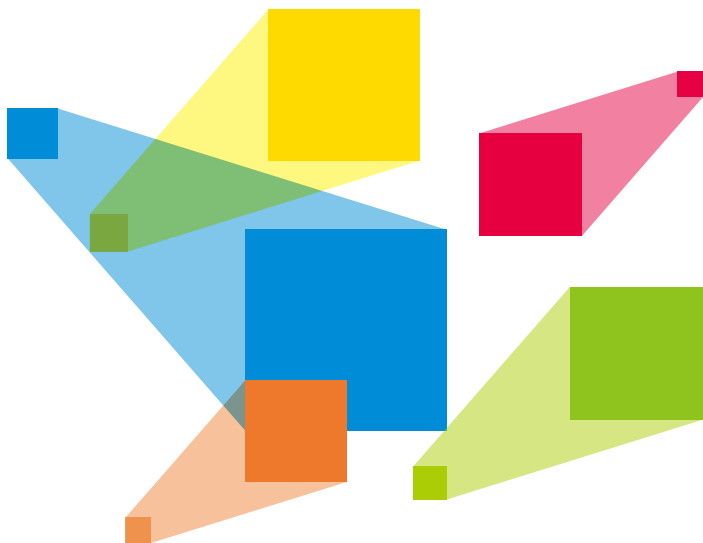


ET1S

多媒体服务器



快速指南

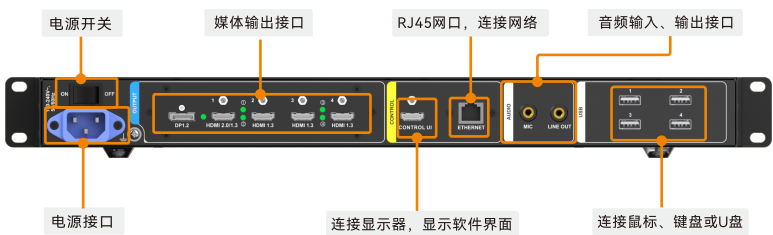
1

外观介绍

前面板

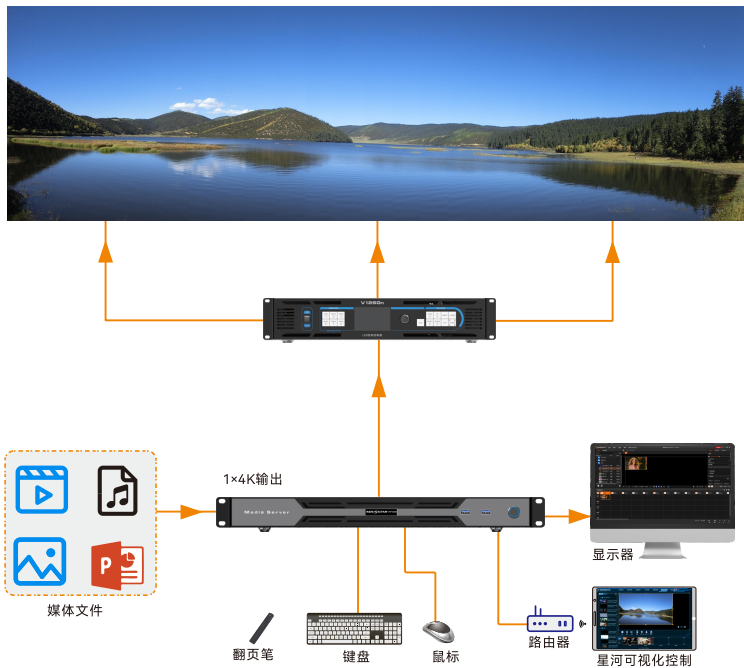


背面板



2

设备连接




3

软件操作

ET1S内置Kompass FX1视频播控软件，基本操作：添加素材、编辑节目和播放节目。

3.1 添加素材

Kompass FX1视频播控软件支持文件批量导入和文件夹导入，可通过以下两种方法快速导入素材。

- 直接拖动单个或多个素材或文件夹到Kompass FX1的媒体库区域，完成素材的自动添加。
- 单击媒体库左下角的  选择文件或文件夹，进行媒体素材导入。

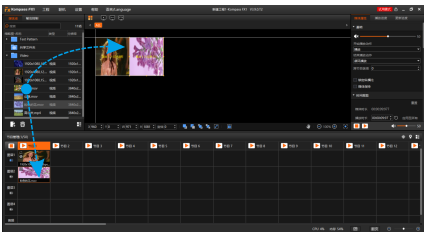


说明

Kompass FX1操作界面及功能请以获取到的实际版本为准。

3.2 编辑节目

1. 在媒体库选中目标媒体文件，拖动到对应节目的对应图层或舞台编辑区，完成节目中图层的添加。
2. 拖拽舞台编辑区的图层，快速调整图层位置，拖动图层边缘的八个节点，快速调整图层大小。



- 单击图层在右侧的“媒体属性”，设置图层播放属性。
- 依次编辑节目的其他图层，完成当前节目的编辑。



3.3 播放节目

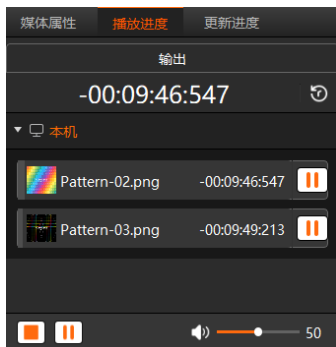
图层编辑完成后，单击节目名称左边的按键可对节目进行播放、暂停操作。



图层播放控制

在“节目管理”中播放后，可在“播放进度”中对单个图层进行暂停和播放控制。

单击列表后的暂停键  即可暂停播放当前图层内容。



节目跳转

右键单击节目名称，可设置当前节目结束后的动作，手动排序节目播放顺序。

主媒体：节目自动切换时，以设置的主媒体进行计时跳转。



3.4 APP控制

ET1S支持星河可视化智控平台控制。在使用APP控制前，需要在ET1S上开启外部控制监听端口。

1. 在Kompass FX1界面，选择“设置 > 外部控制”，进入外部控制控制界面。
2. 选择“网络”页签，并勾选“TCP/IP”前复选框。
3. 在“端口”后文本框中输入监听端口号。
端口取值范围：1024 ~ 65535。
4. 单击“监听”，启用Kompass FX1外部控制监听。

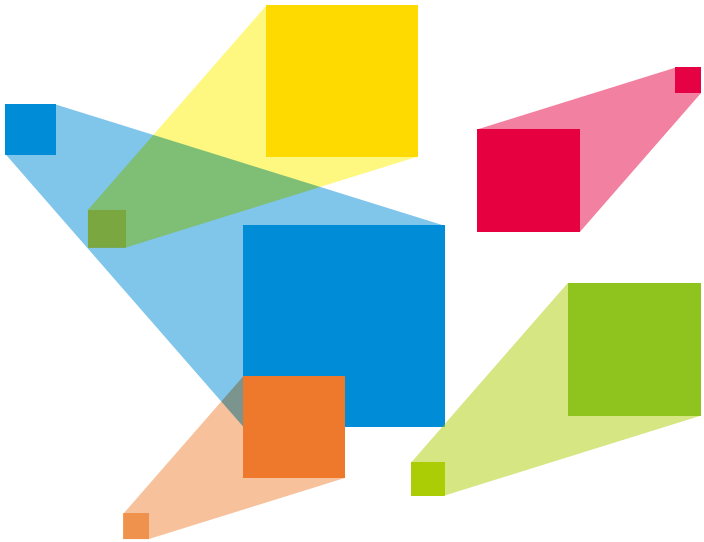


说明

通过星河可视化智控平台控制时，操作方法请参考《星河可视化智控平台 用户手册》。

ET1000

Media Server



Quick Start Guide

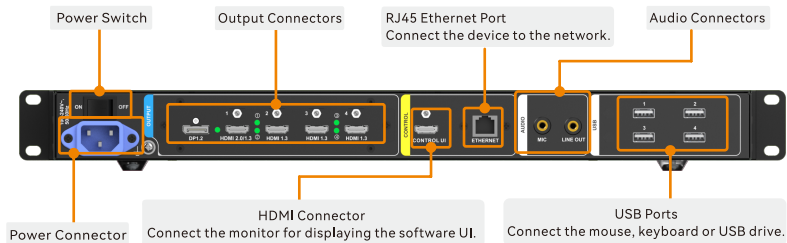


Appearance

Front Panel



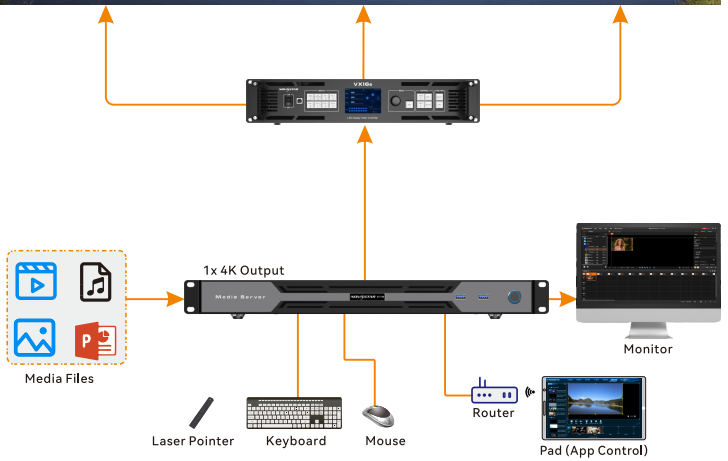
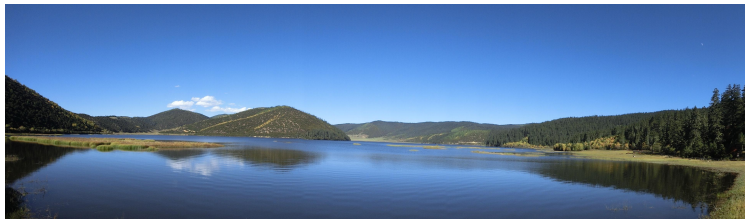
Rear Panel



* The product pictures shown in this guide are for illustration purpose only. Actual product may vary.

2

Applications




3

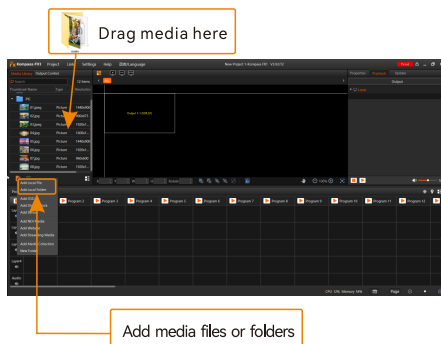
Software Operations

The ET1S integrates Kompass FX1 multimedia playback software, with various operations such as adding media, editing and playing programs.

3.1 Add Media

Kompass FX1 supports batch file import and folder import. You can import the media files via the following methods:

- Directly drag single media file, multiple media files or folders into **Media Library** to automatically add the media.
- Click  in the lower-left corner of **Media Library**, then select to add a local file or folder to proceed with the import.

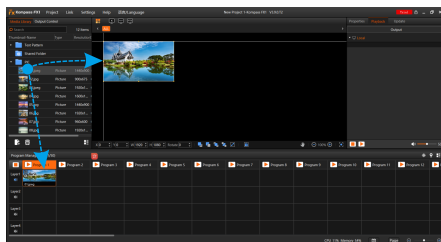


Note

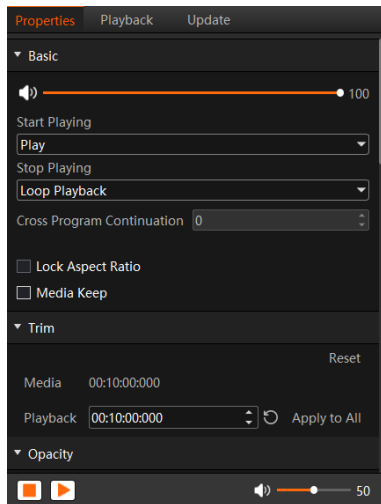
The user interface and functionality may vary depending on the actual version of Kompass FX1 you have obtained.

3.2 Edit Programs

1. Select the target media file in **Media Library** and drag it to the desired layer in a program or the stage editing area.
2. Drag and drop the layers in the stage editing area to quickly adjust their position. Drag the eight dots at the edges of the layers to quickly resize them.






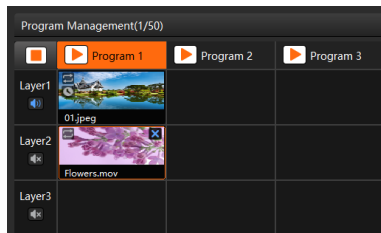
3. Click the layer and set its playback properties in the **Properties** area on the right.
4. Edit the remaining layers of the program one by one to complete the editing of the current program.



3.3 Play Programs

After completing the layer editing, click the button to the left of the program name to play the program as you like.

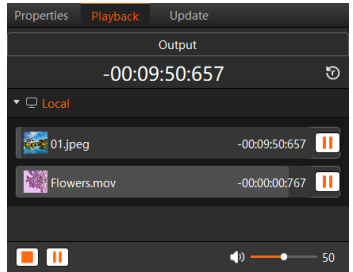
-  Play the program.
-  Pause the program playback.
-  Stop playing all the programs.



Playback Control

You can pause and play of individual layers in the **Playback** area on the right.

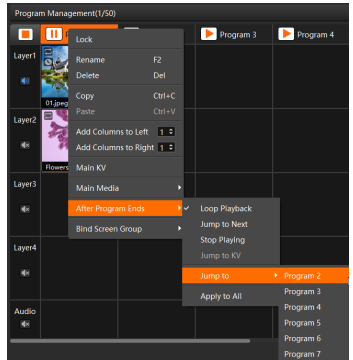
Click  to the right of the layer to pause the playback.



Program Jump

Right click a program to open the context menu and select **After Program Ends** where you can set the action after the current program ends to manually sort the playback order.

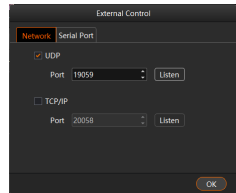
Main Media: Set which layer is used as the main media. The playback timing and program switching are all based on the main media.



3.4 App Control

The ET1S supports control via an App named Visual Intelligent Control Platform (VICP), you need to enable the listening port for the external control.

1. In Kompass FX1, navigate to **Settings > External Control** to open the external control window.
2. Select the **Network** tab and check the box in front of **TCP/IP**.
3. Enter the listening port number in the text box next to **Port**.
The value ranges from 1024 to 65535.
4. Click **Listen** to enable the listening.



Note

For operation methods when using the App, please refer to the user manual of the App in advance.

*The software pictures given in this guide are used for illustration purposes only. The actual user interface may vary slightly due to product enhancement. The content of the pictures can be slightly different from reality, such as the media files, form and position of software windows and more.