

04-2024

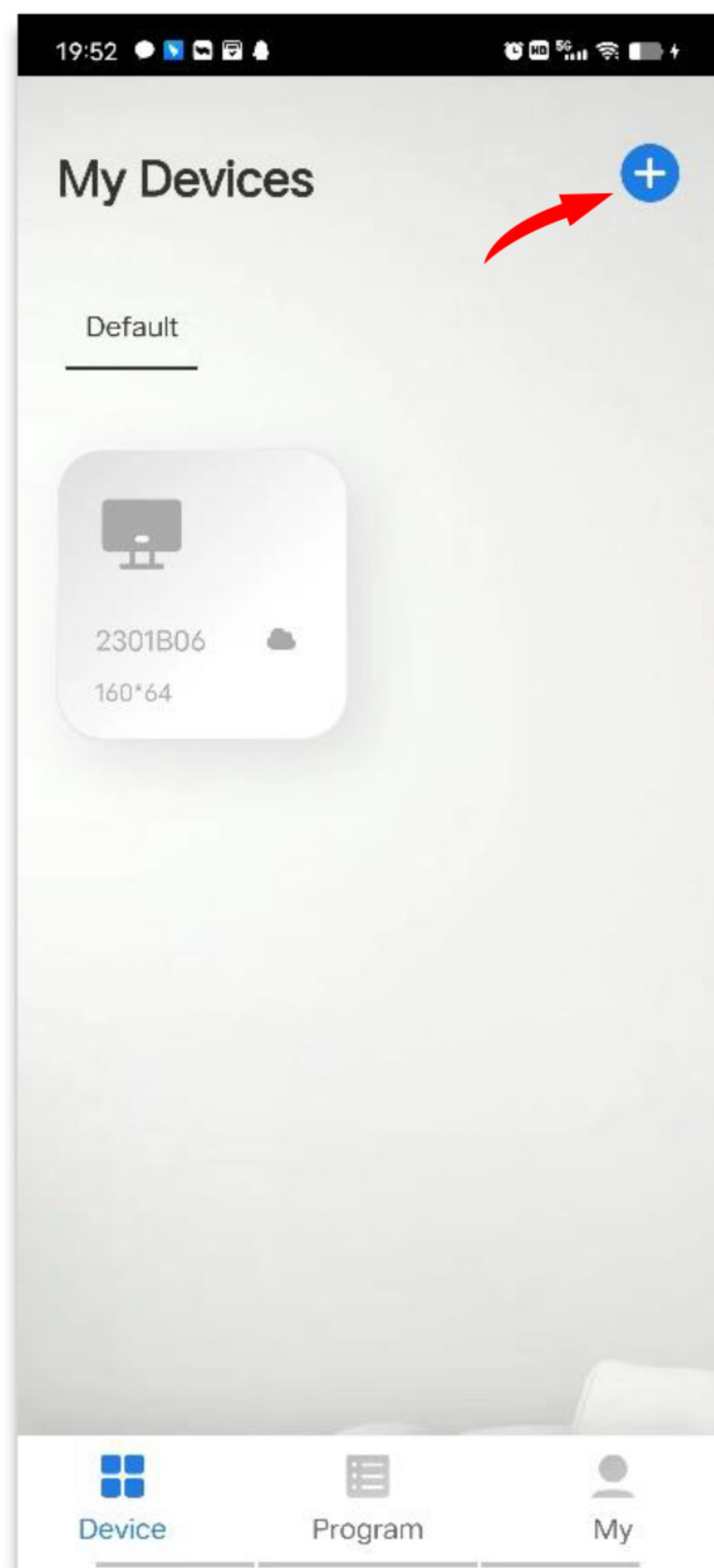
ANDROID USER MANUAL

MOBILE SERIES SIGNS

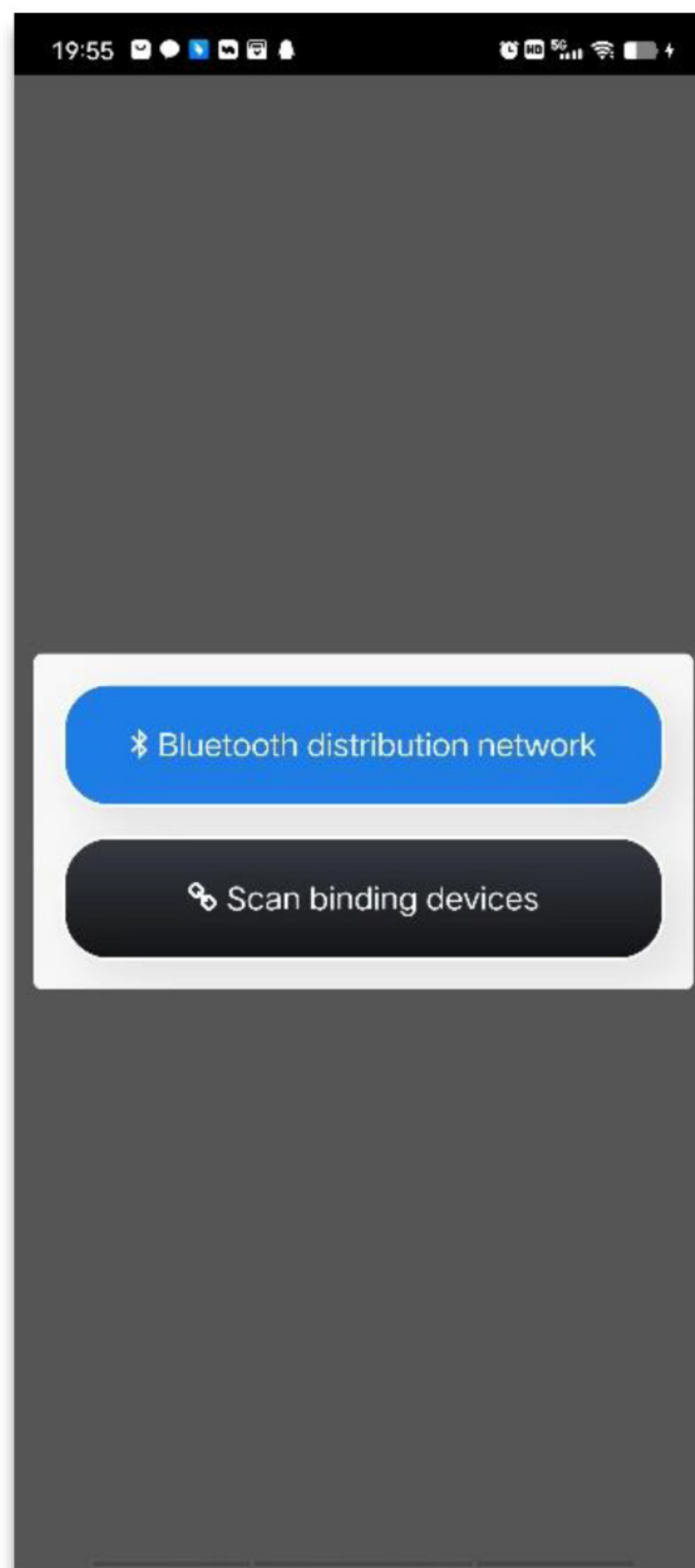


PART 1: HOW TO CONNECT THE DEVICE.

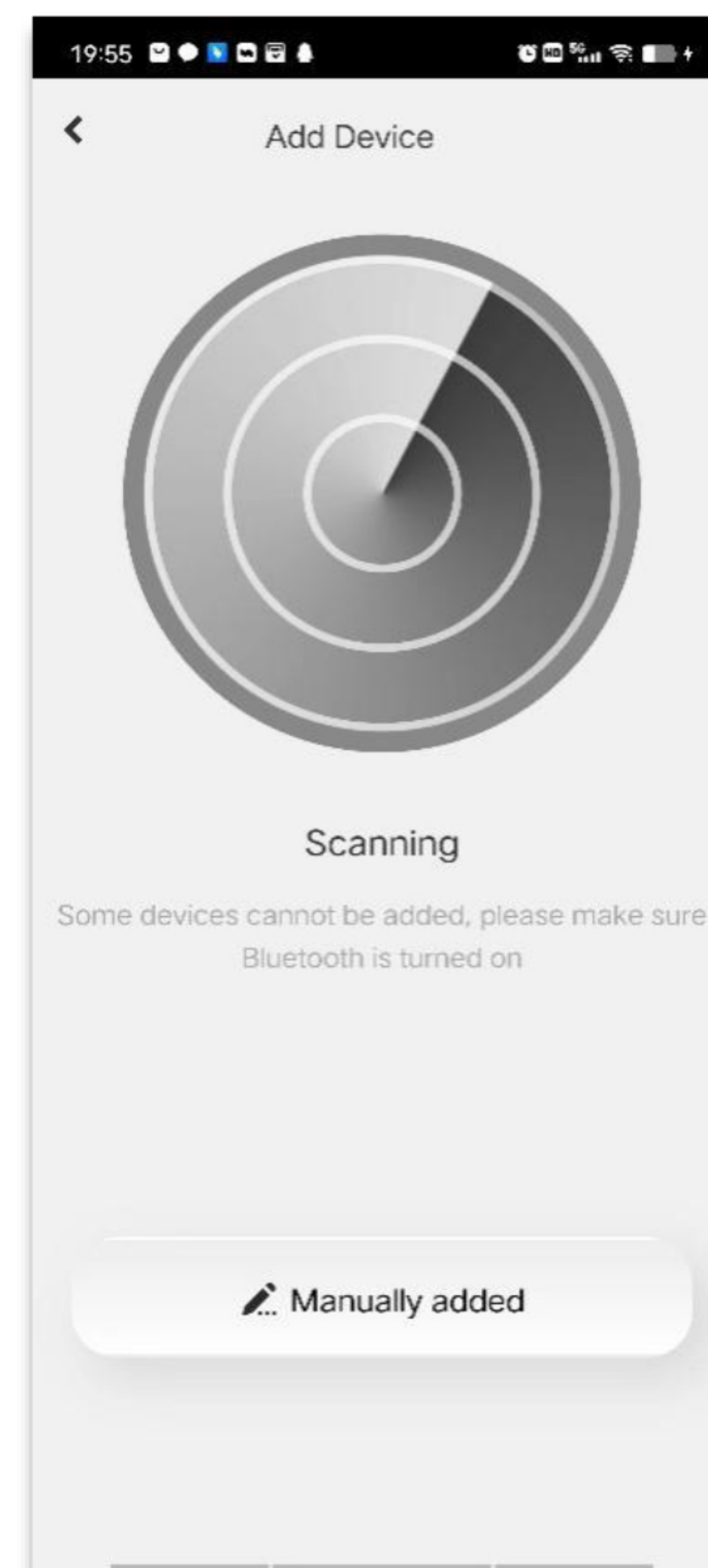
1. Open the APP and enter the "My Devices" interface and click the blue "+" number in the upper left corner.



2. Click on the "Bluetooth distribution network".



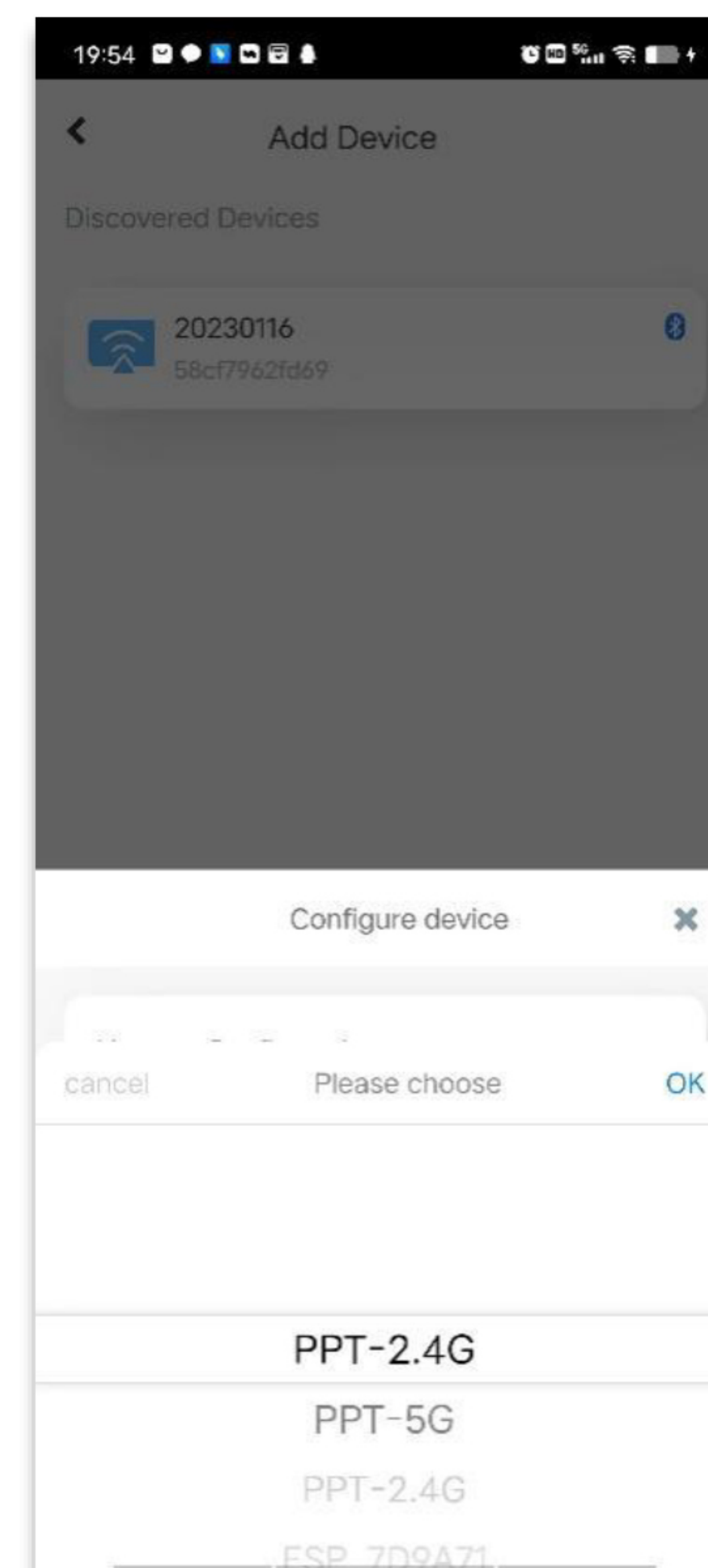
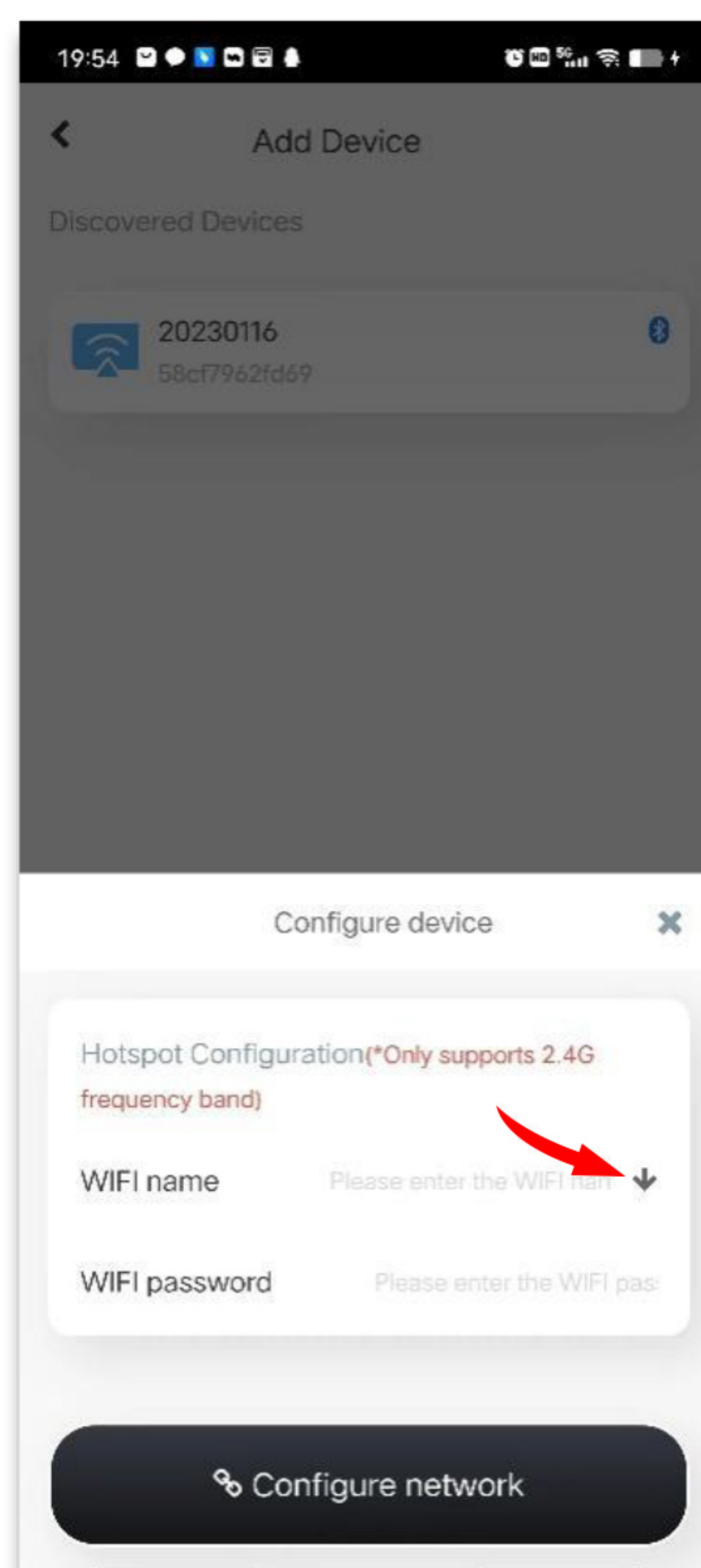
3. Make sure that the device is powered on. The phone will search for the device via Bluetooth scanning.



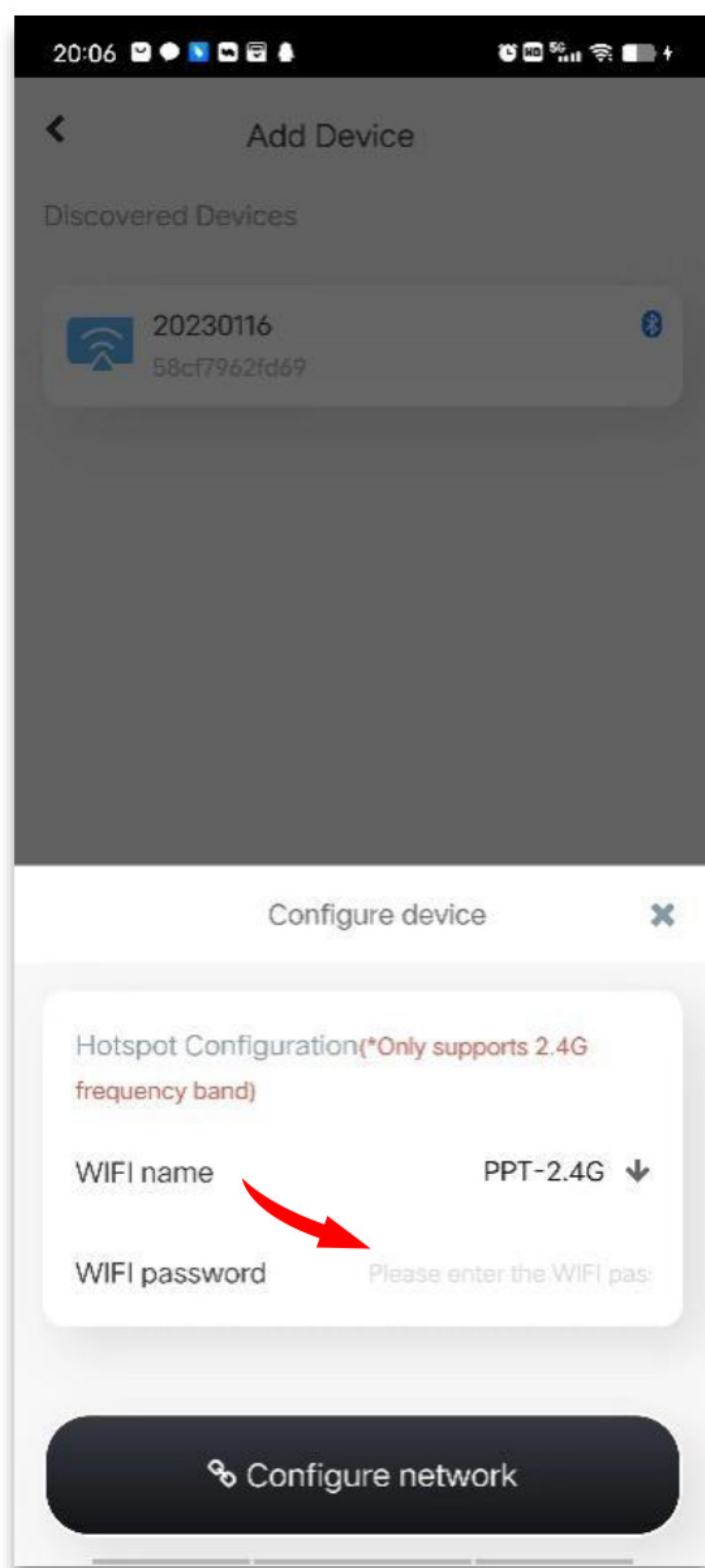
4. Search for a device that can be connected and click the device.



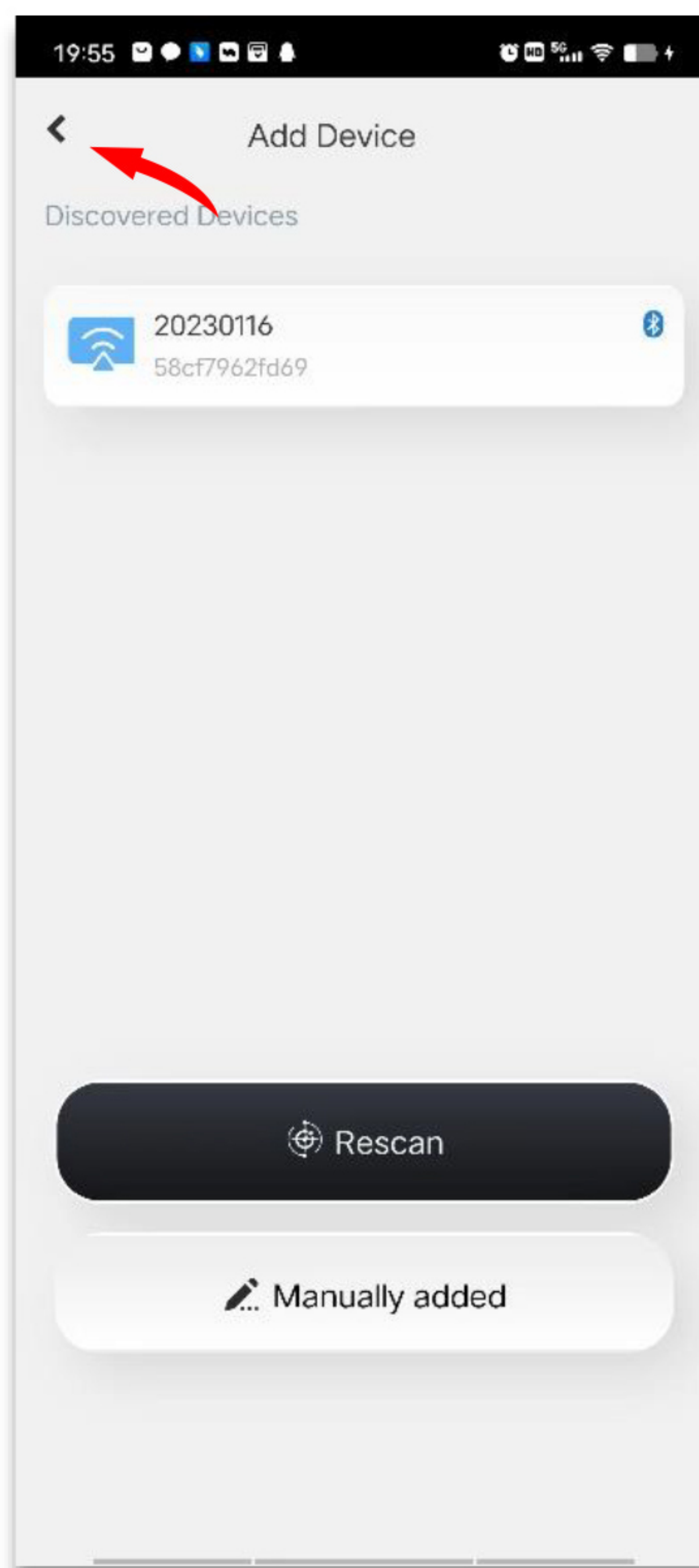
5. After clicking on the device, select a detachable WIFI for the device. This device only supports a 2.4G network connection. Select it and click "OK".



6. Enter the WIFI password and click "Configure network".



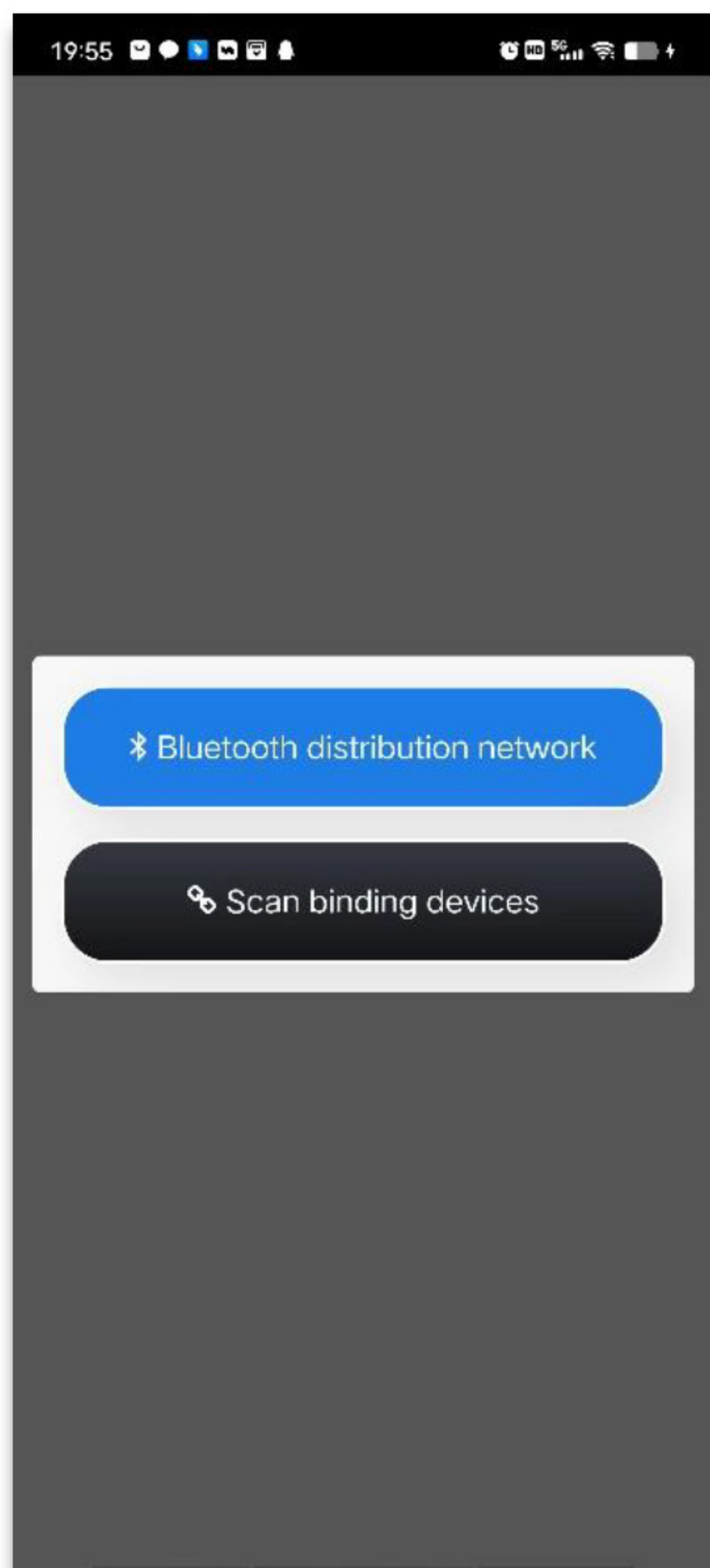
7. If the device is correctly connected to the WIFI, the device will automatically restart. Click back to My Device interface.



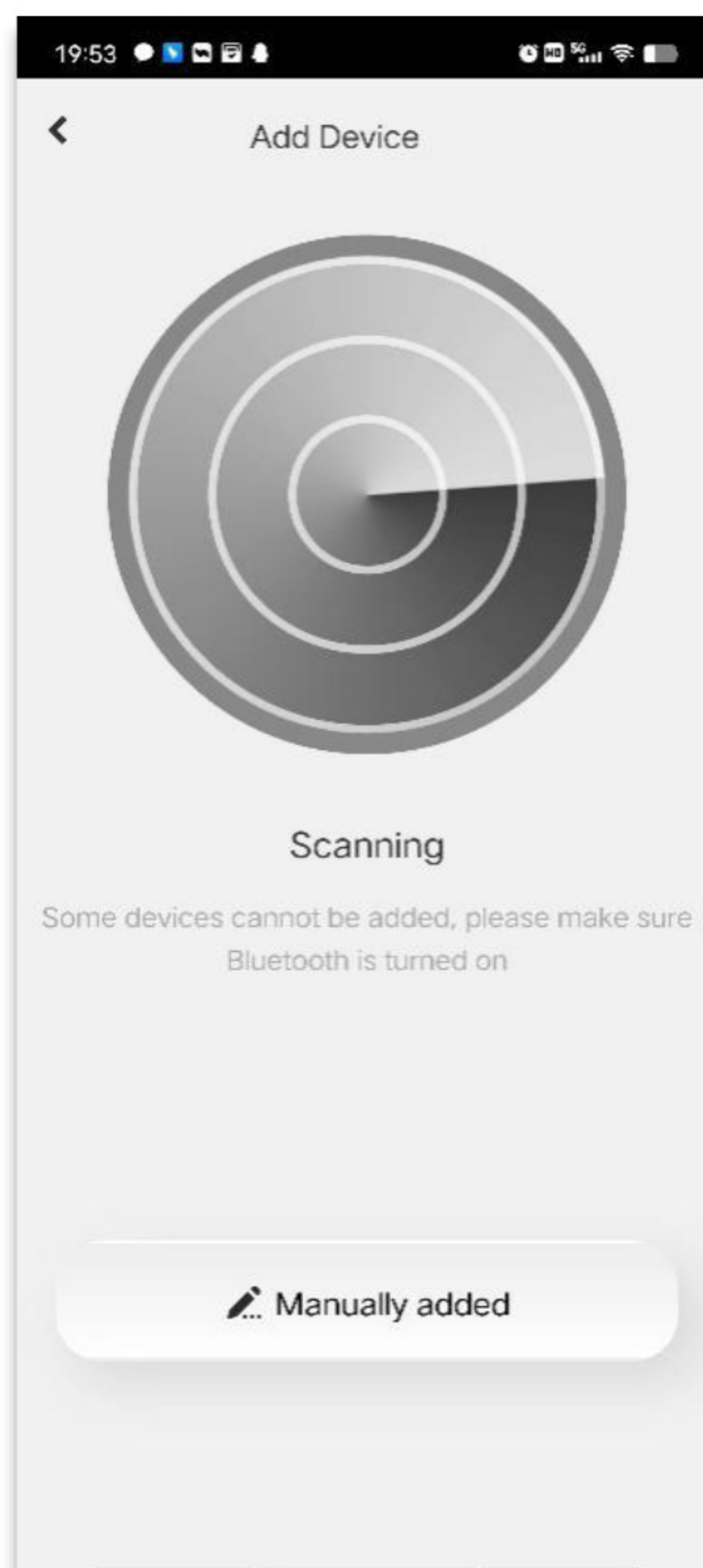
8. After returning to the My Device interface, click the blue + number again.



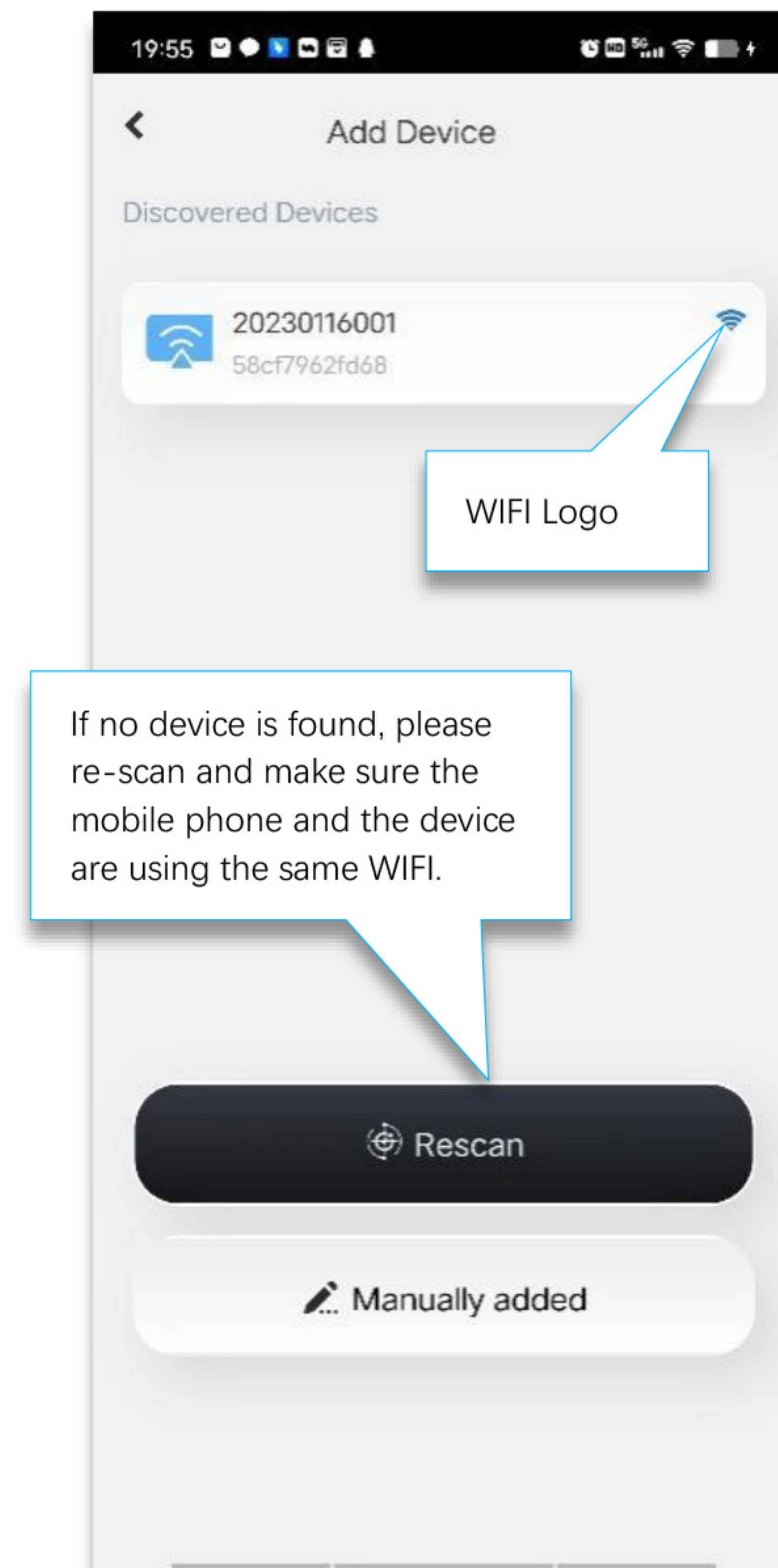
9. Click on the "Scan binding devices". At this point, make sure that the phone is connected to the device in the same WIFI environment.



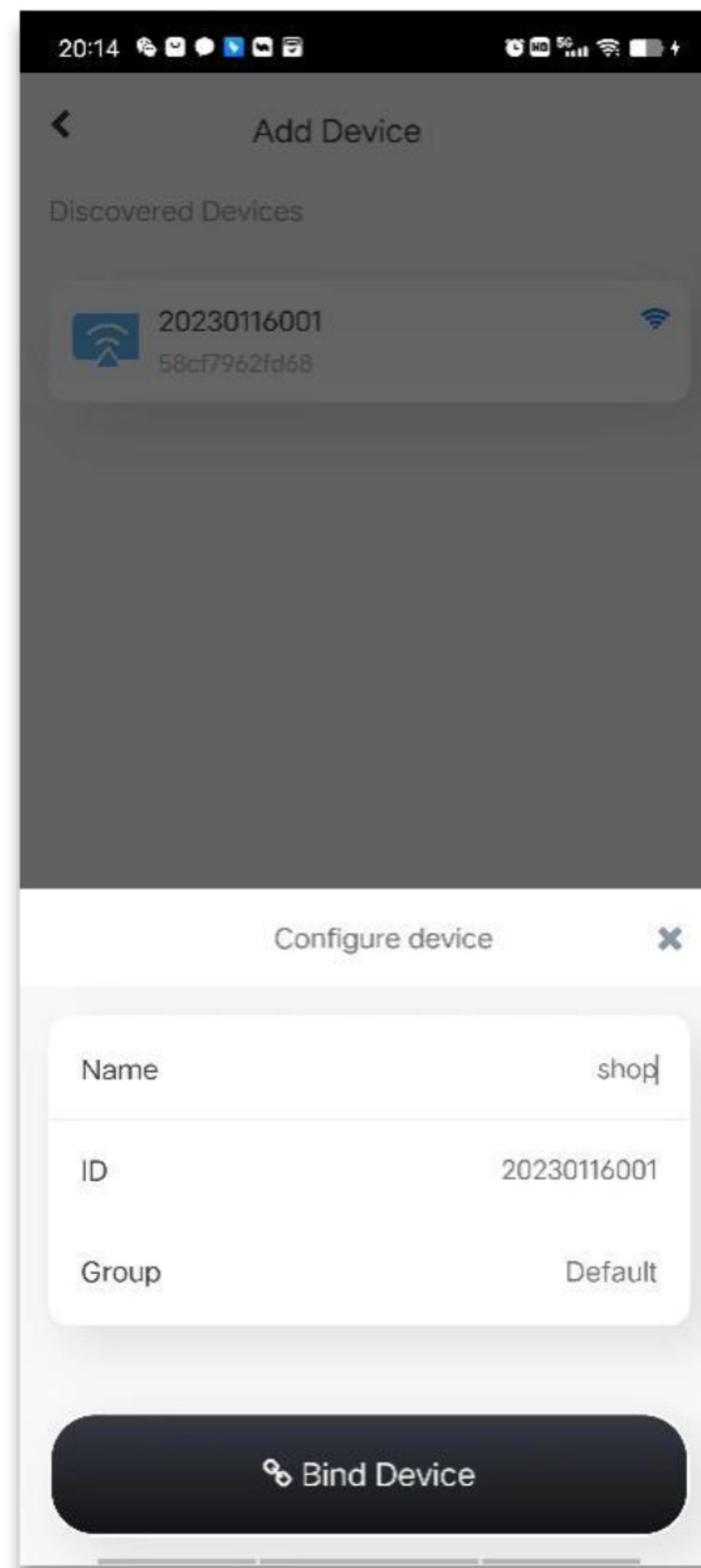
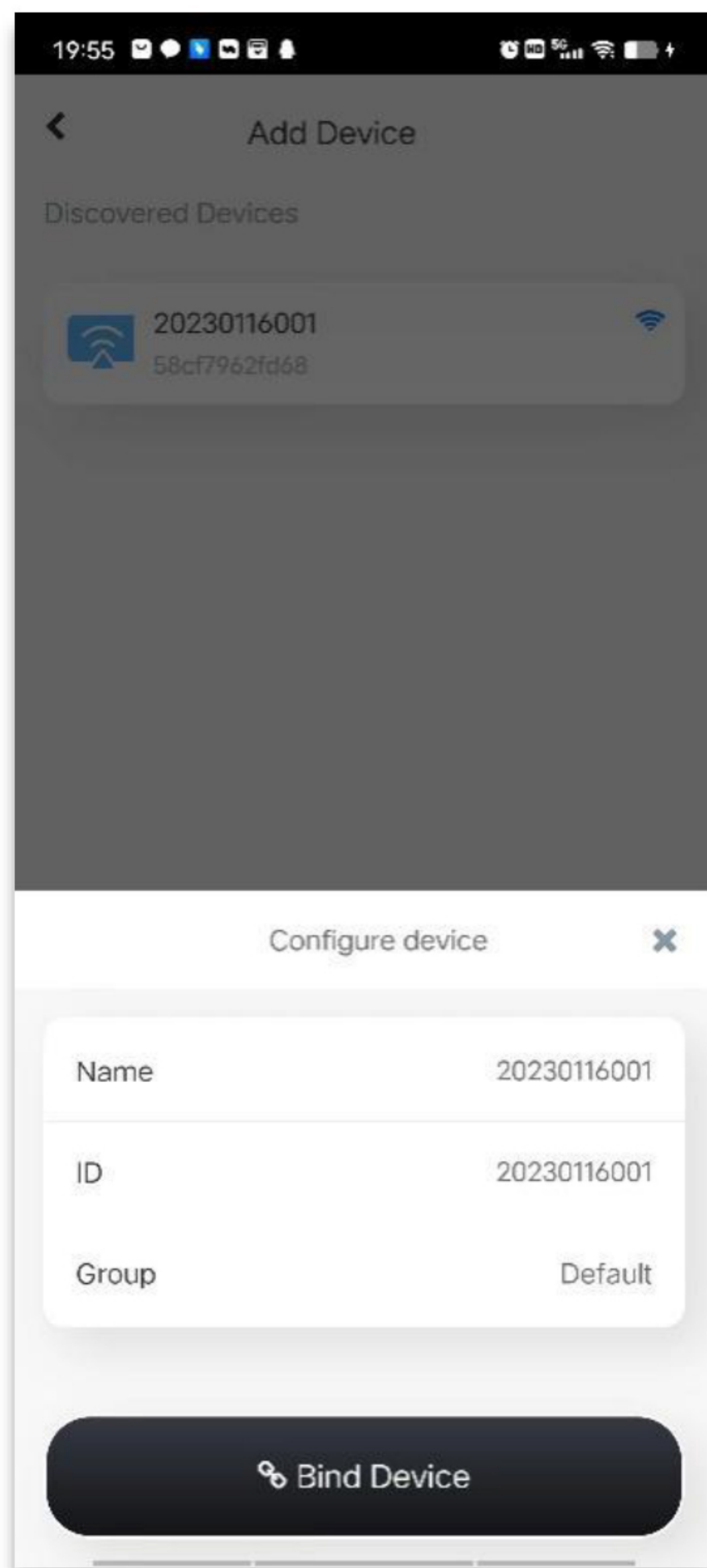
10. The phone will search for devices that are already connected to this WIFI.



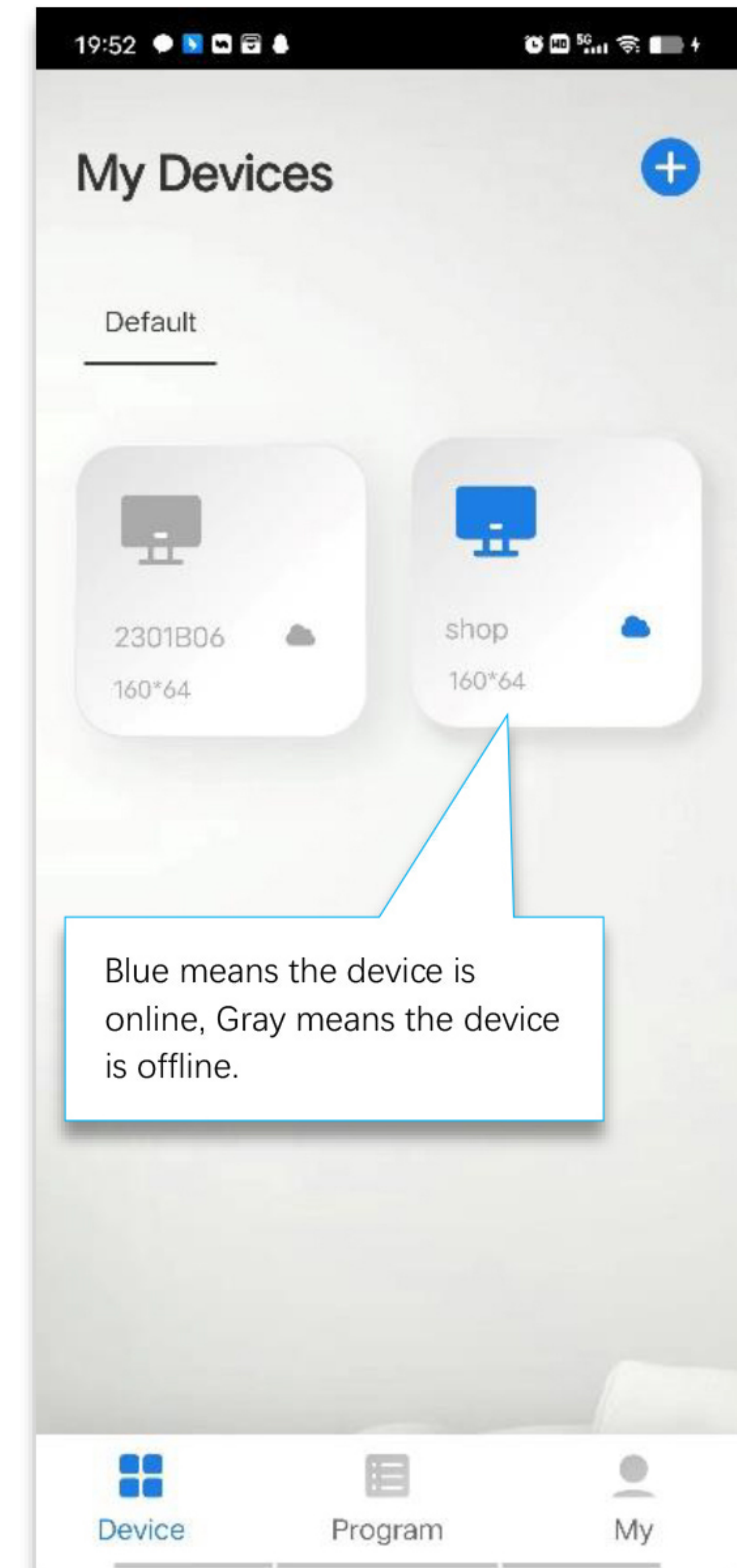
11. Search for the device that is connected to this WIFI and click on the device.



12. Enter the device binding interface, and you can modify the name and grouping for the device. After setting, click "Bind Device" to bind the device and the phone together.



13. After returning to the "My Device" interface, the bonded device appears on the interface.

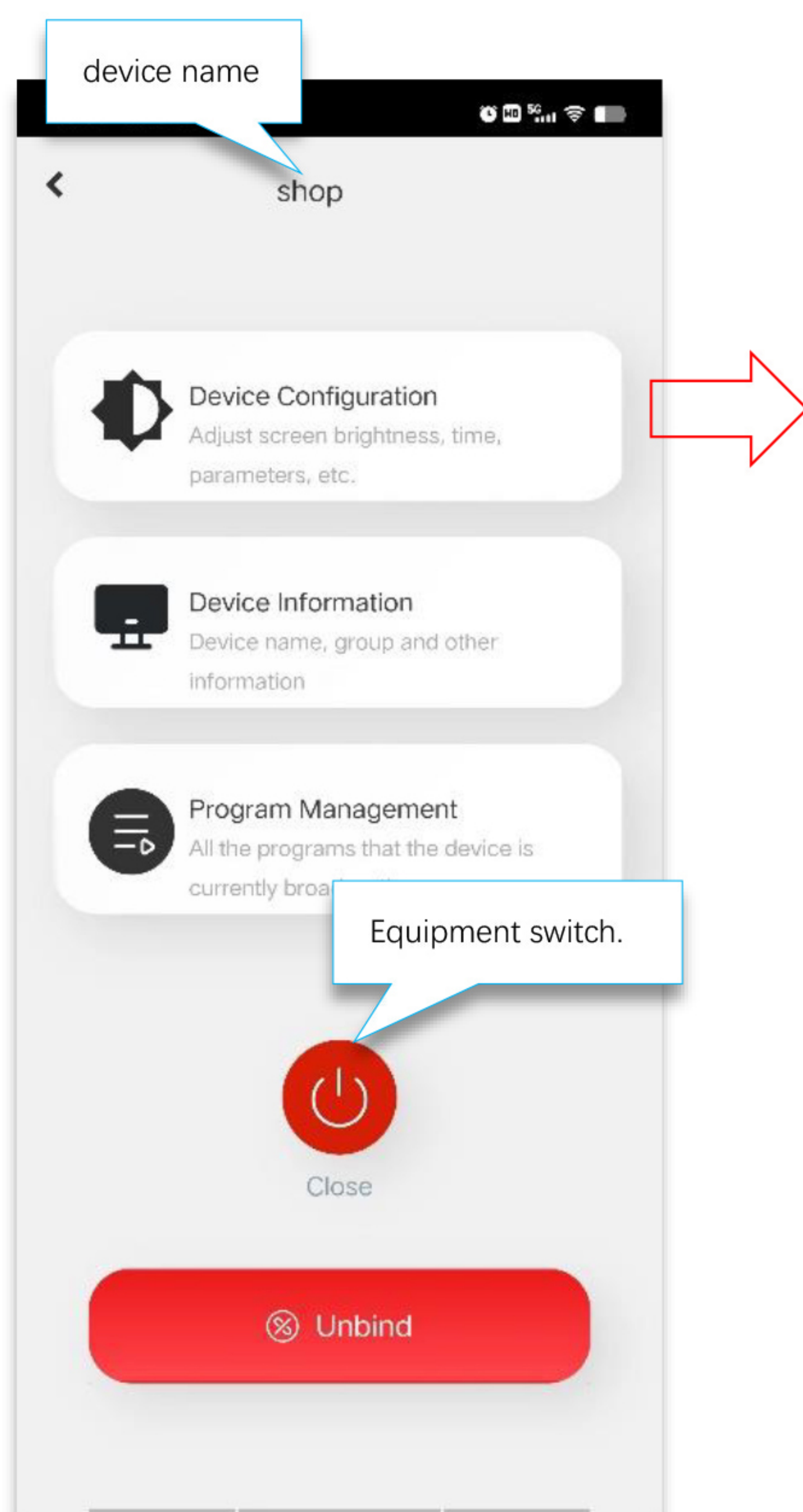


Comment:

- Each device can only be bind to one mobile phone at the same time. When another mobile device is bind to the device, it will automatically be unbind with the original connected mobile phone, and the original mobile phone will not be able to see the device. If you need to connect, you need to re-operate the device bind steps (Step 8-13)
- Under the same WIFI environment, the operation of connecting the device to the WIFI (Step1-7) only need one time .If other mobile phone needs to bind devices, they can directly operate the device bind steps (Step 8-13).When the device is transferred to a new WIFI environment, reconnect the device to the new WIFI network(Step1-7) will be necessary.
- When there are multiple devices, for the convenience of management, can be set up for the device of different groups. After the device group is set, group labels will appear on the My Devices, and only the devices in the group will be displayed in each group label.

PART 2: EQUIPMENT MANAGEMENT

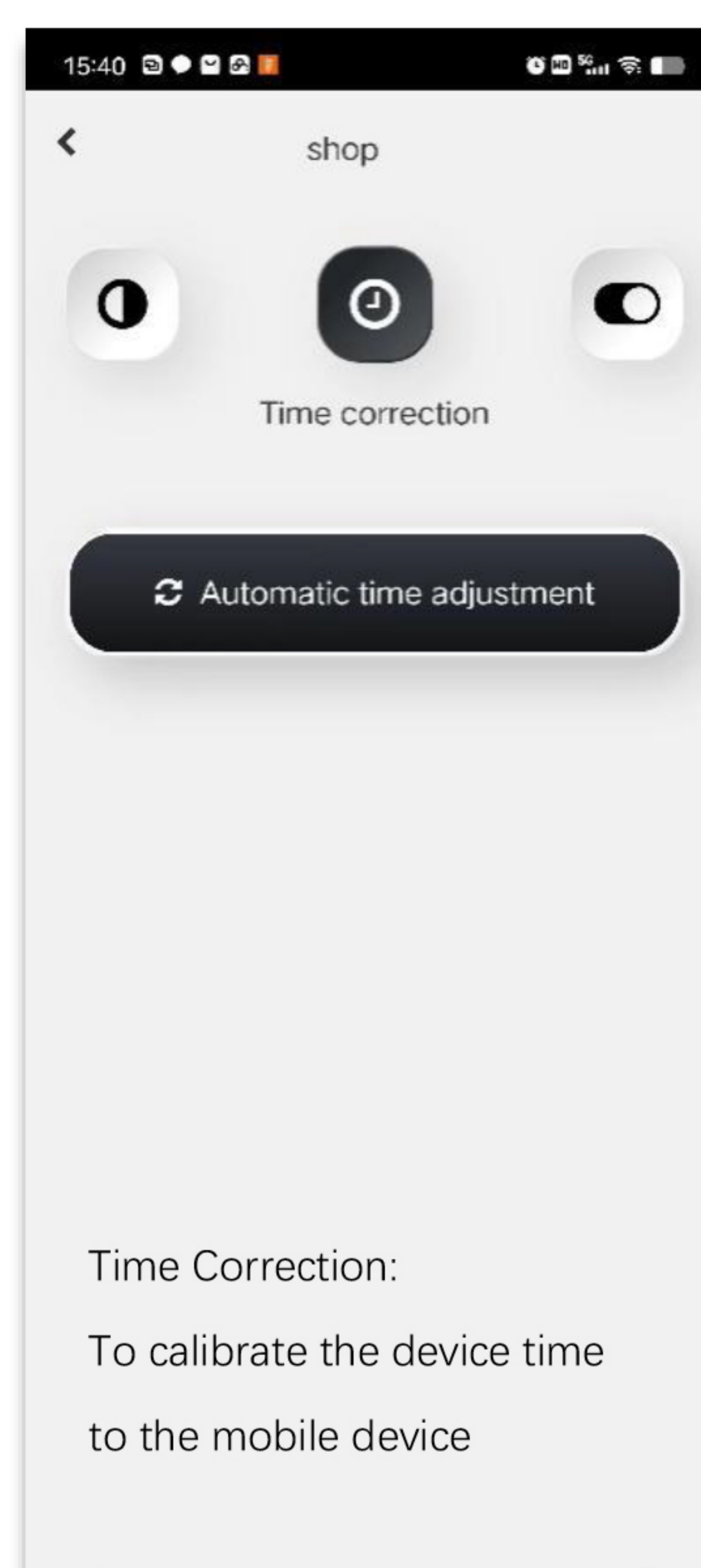
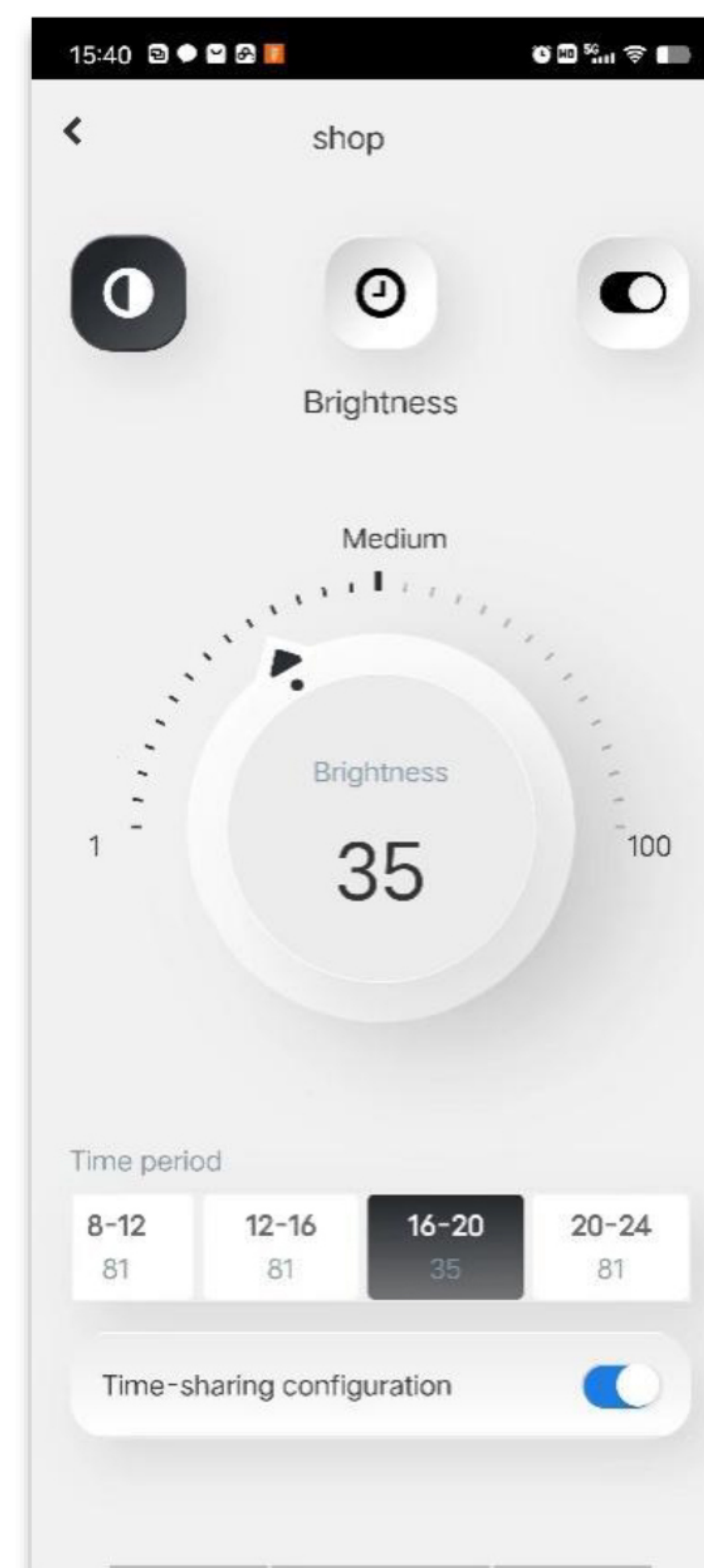
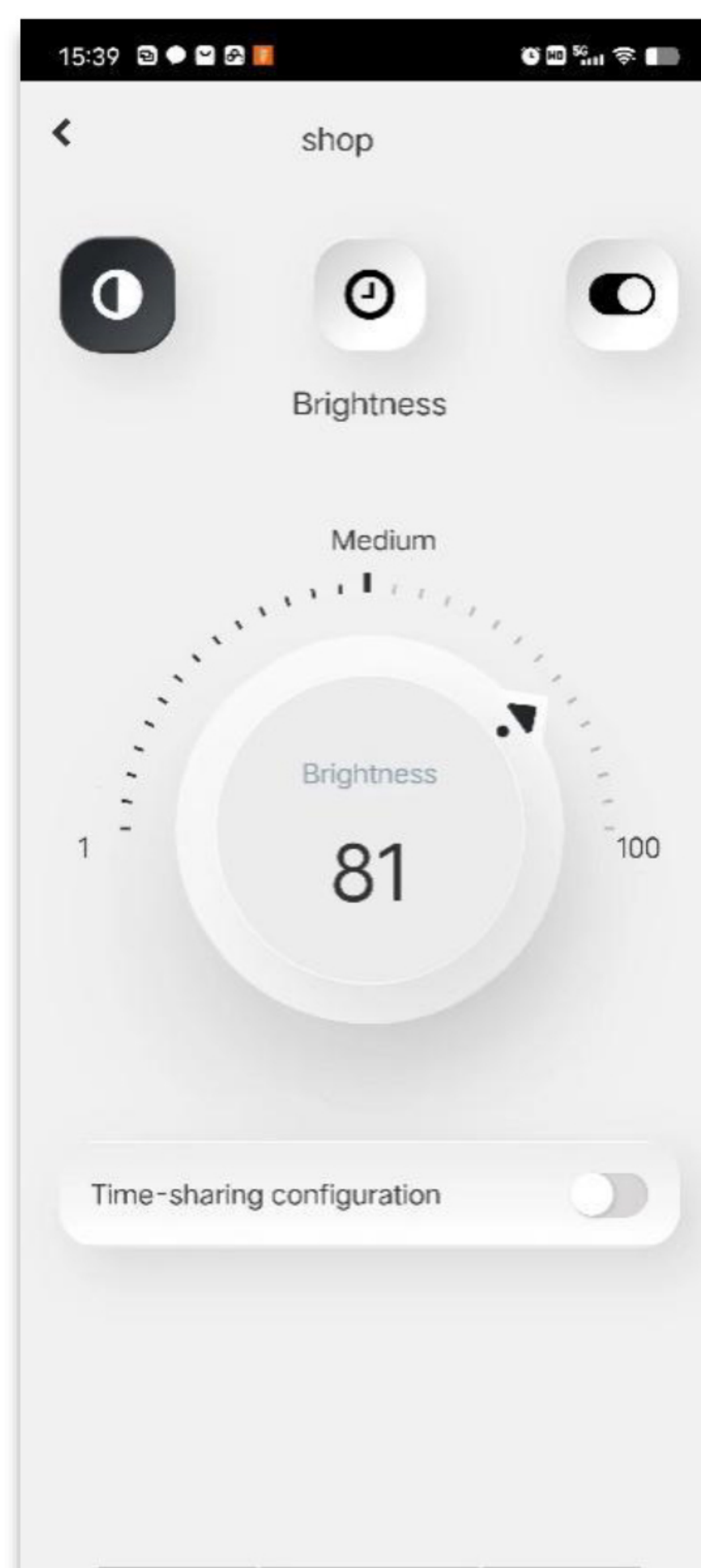
Under the "My Devices" interface, click the device to be managed to enter the management interface of the device.



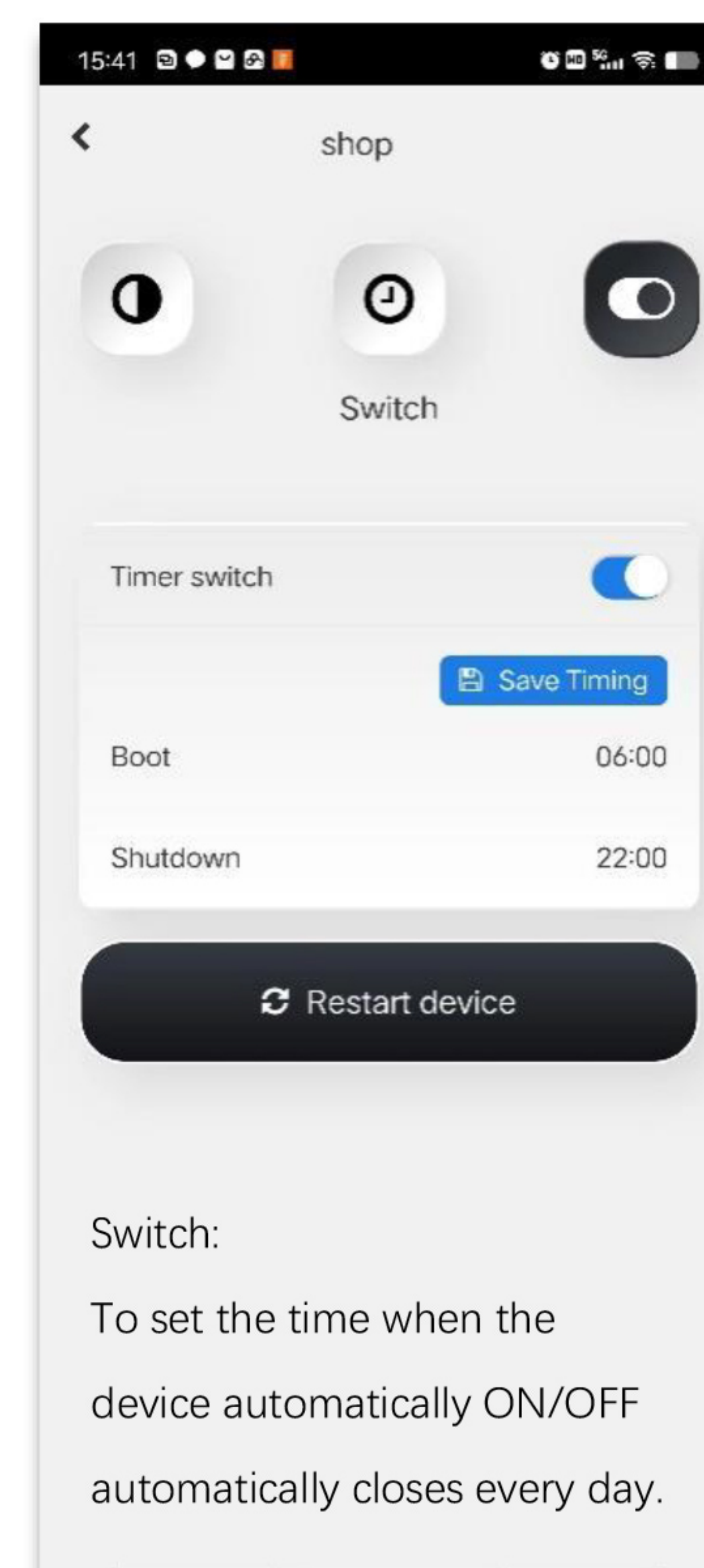
Device Configuration

Equipment brightness adjustment:

1. Pull the brightness adjustment knob to adjust the device brightness and send the new brightness settings directly to the device.
2. Open the "Time-sharing configuration" button to set different brightness for the device.



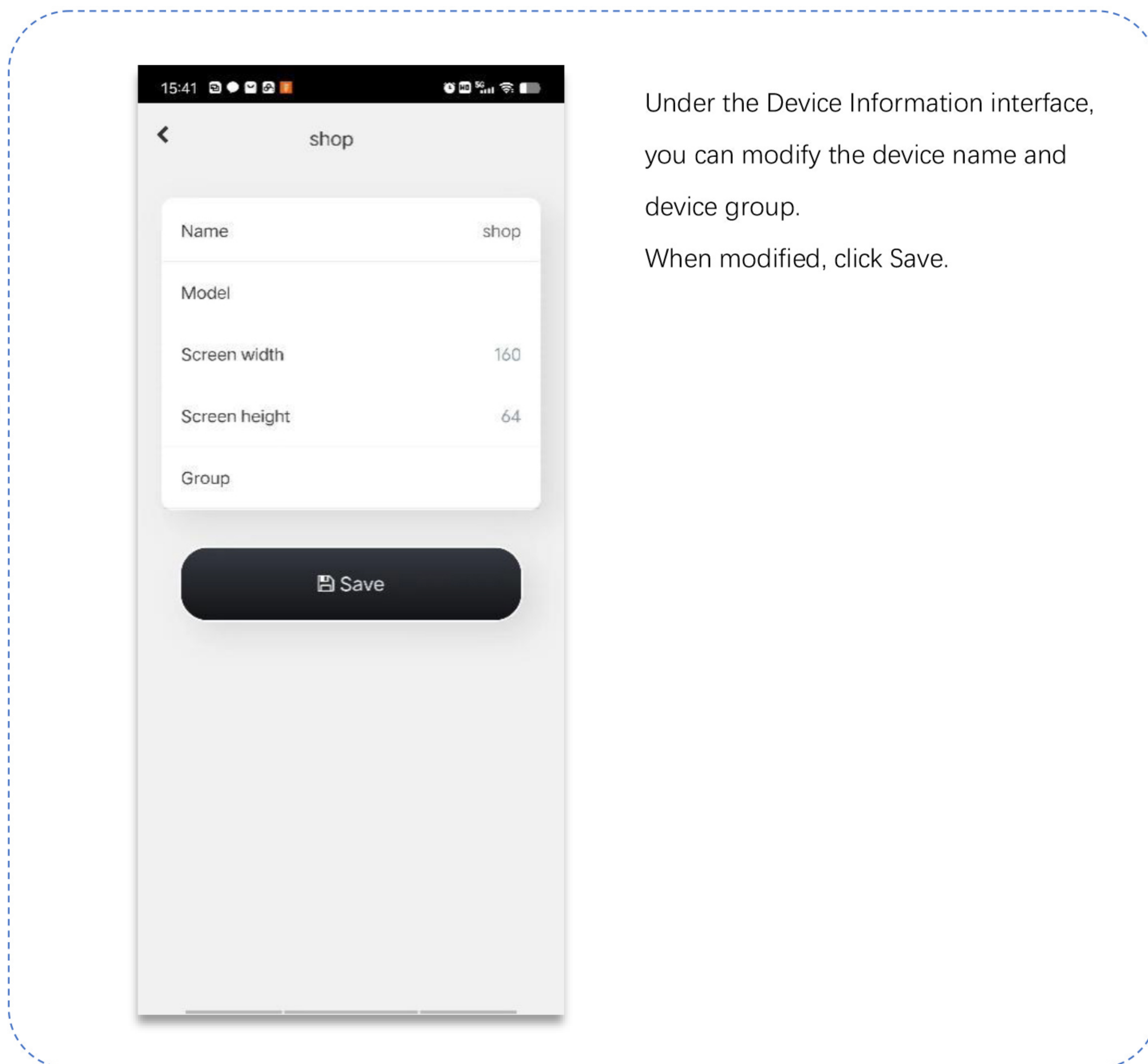
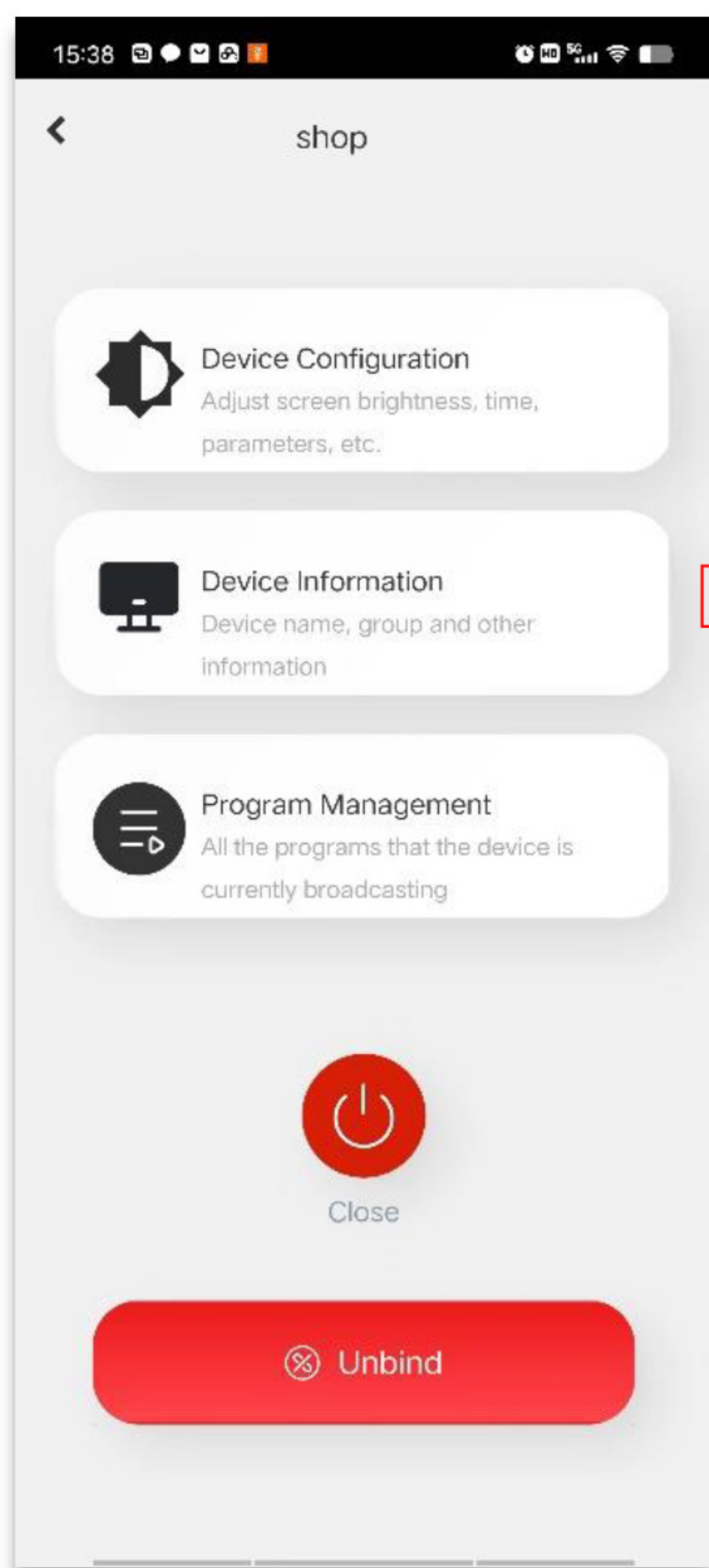
Time Correction:
To calibrate the device time
to the mobile device



Switch:
To set the time when the
device automatically ON/OFF
automatically closes every day.

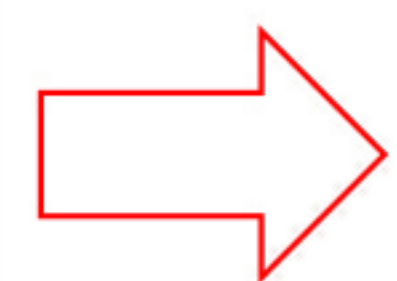
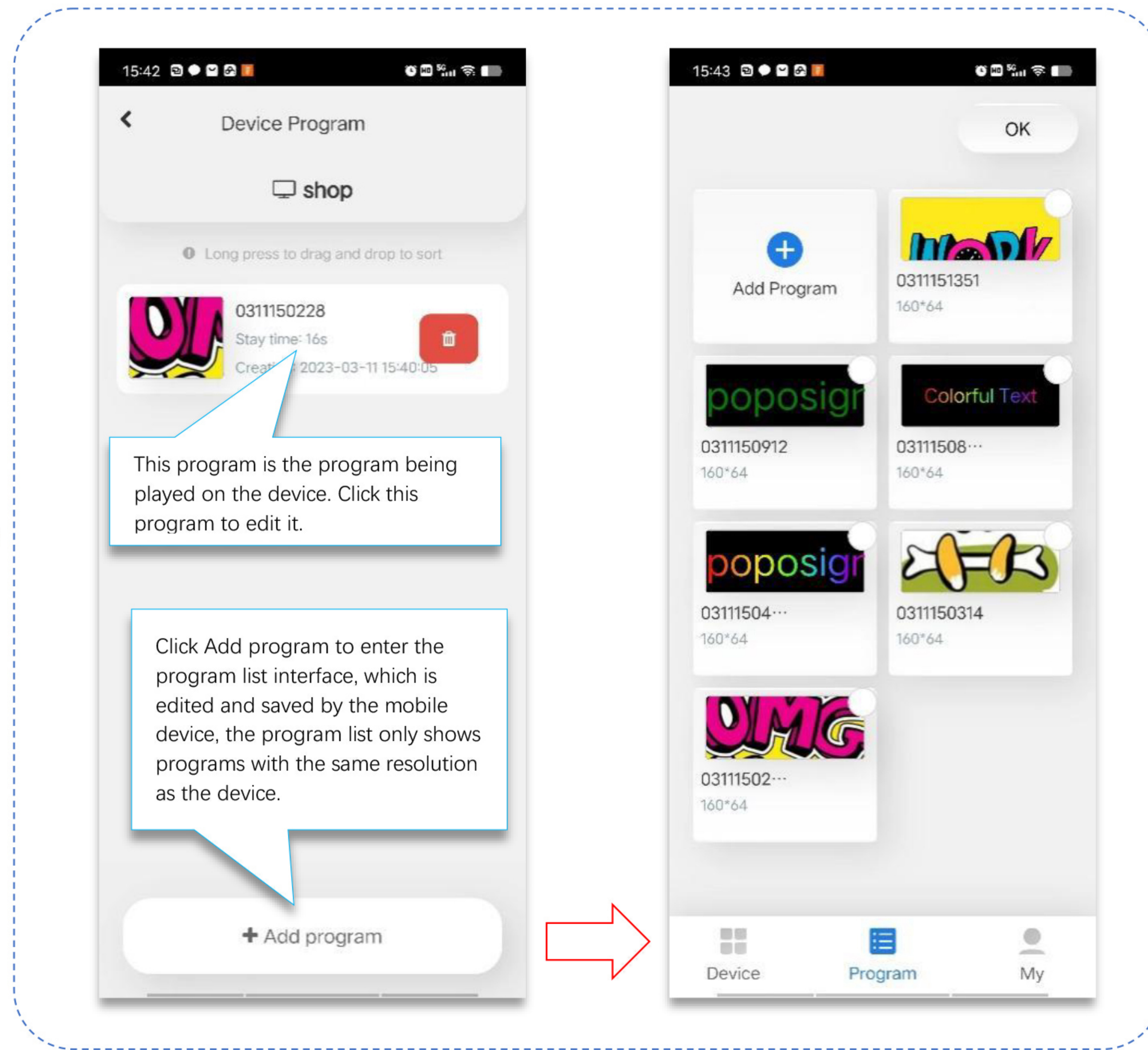
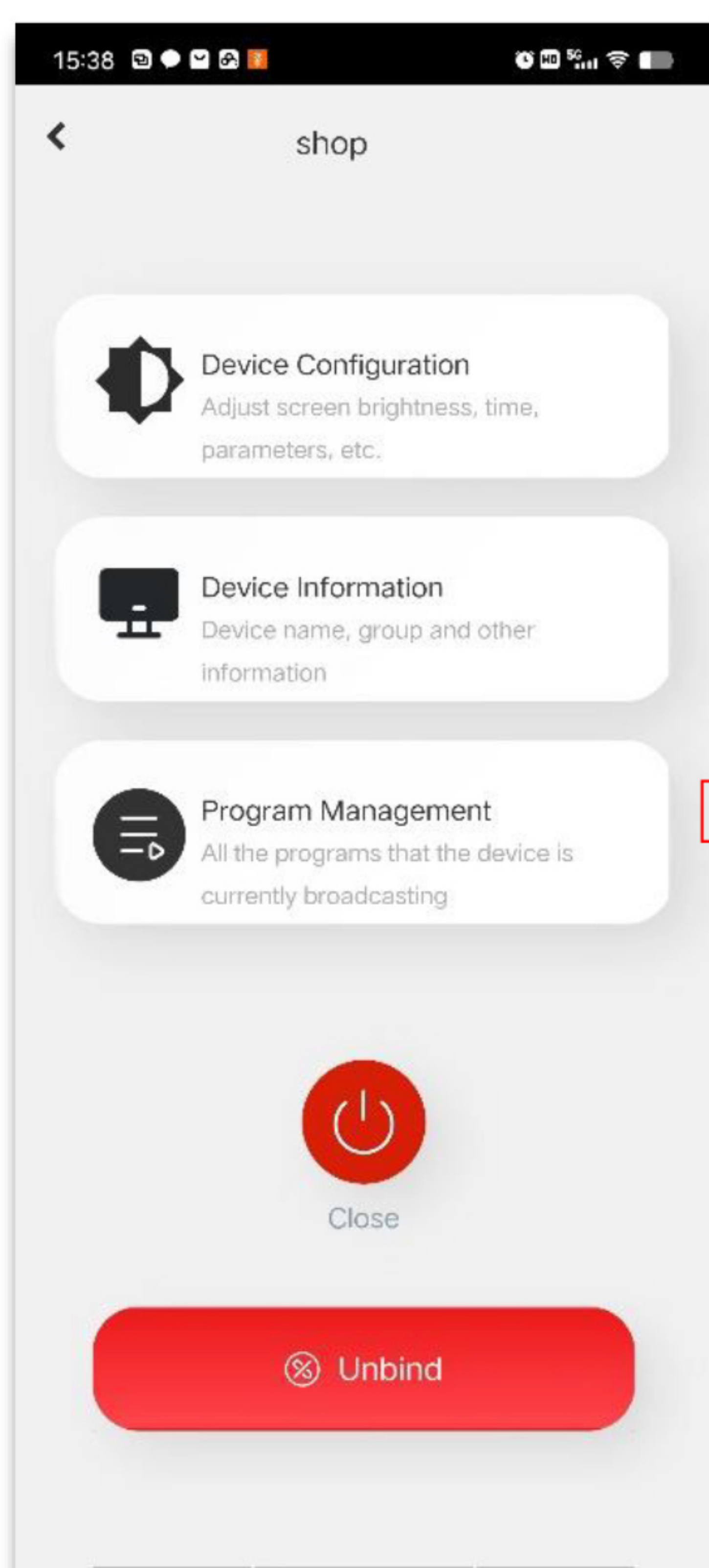
Under the "My Devices" interface, click the device to be managed to enter the management interface of the device.

Device Information



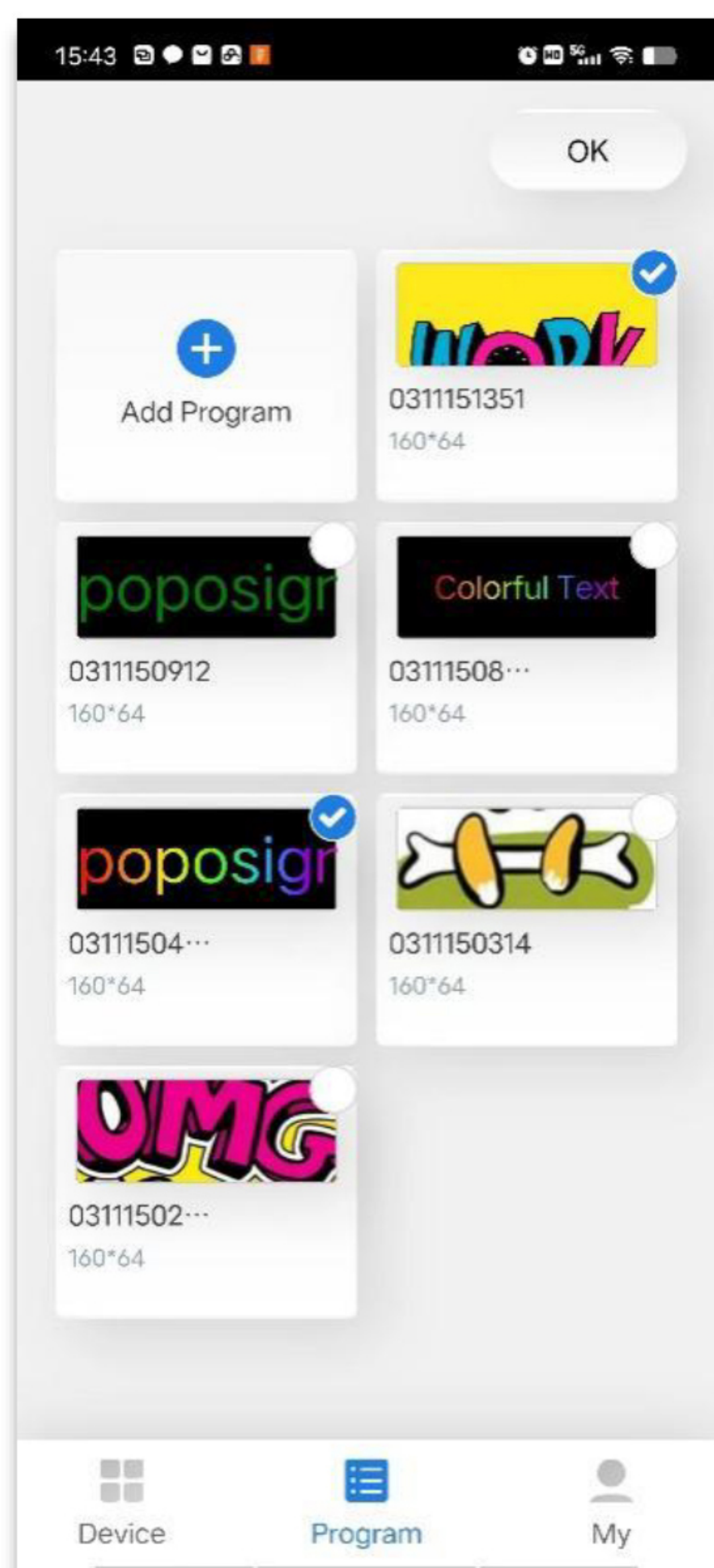
Under the Device Information interface, you can modify the device name and device group. When modified, click Save.

Program Management

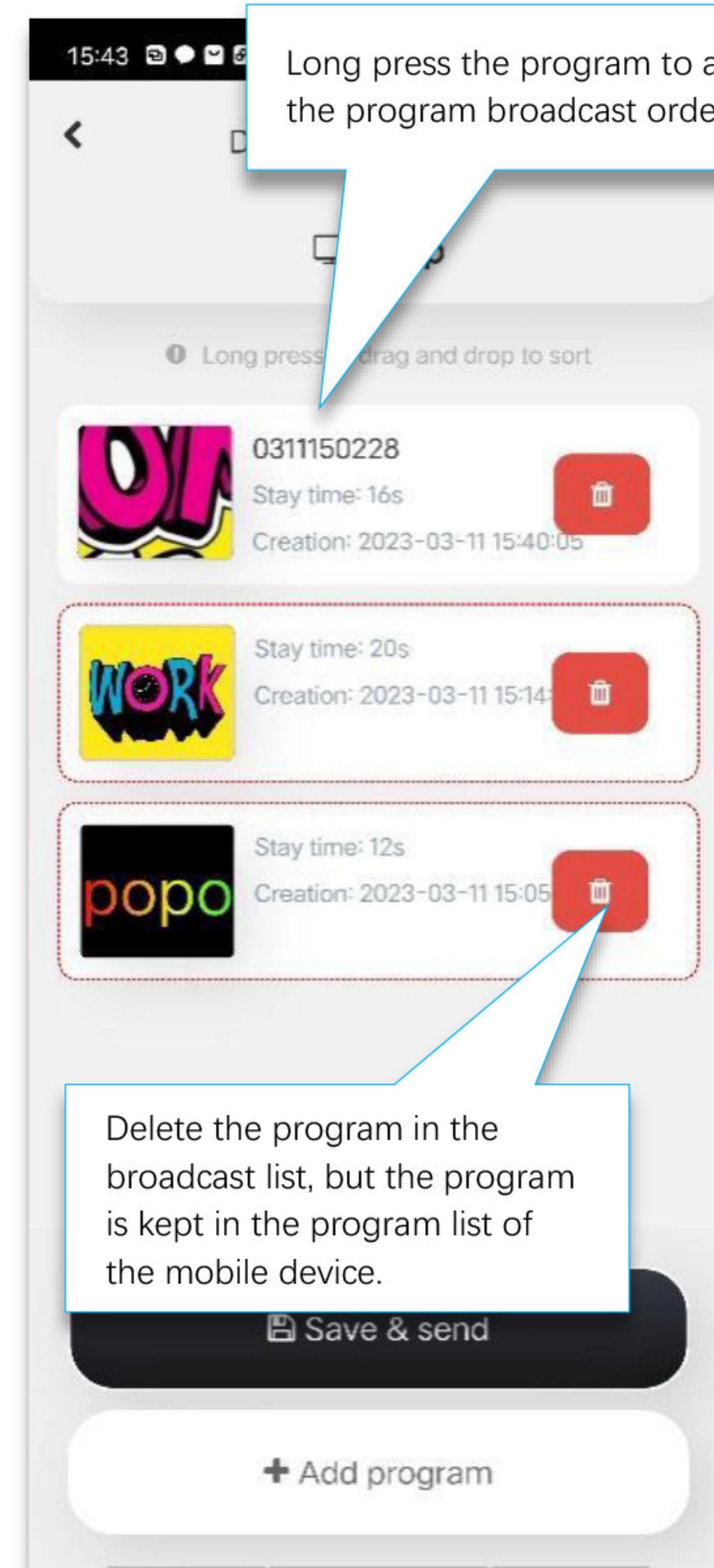
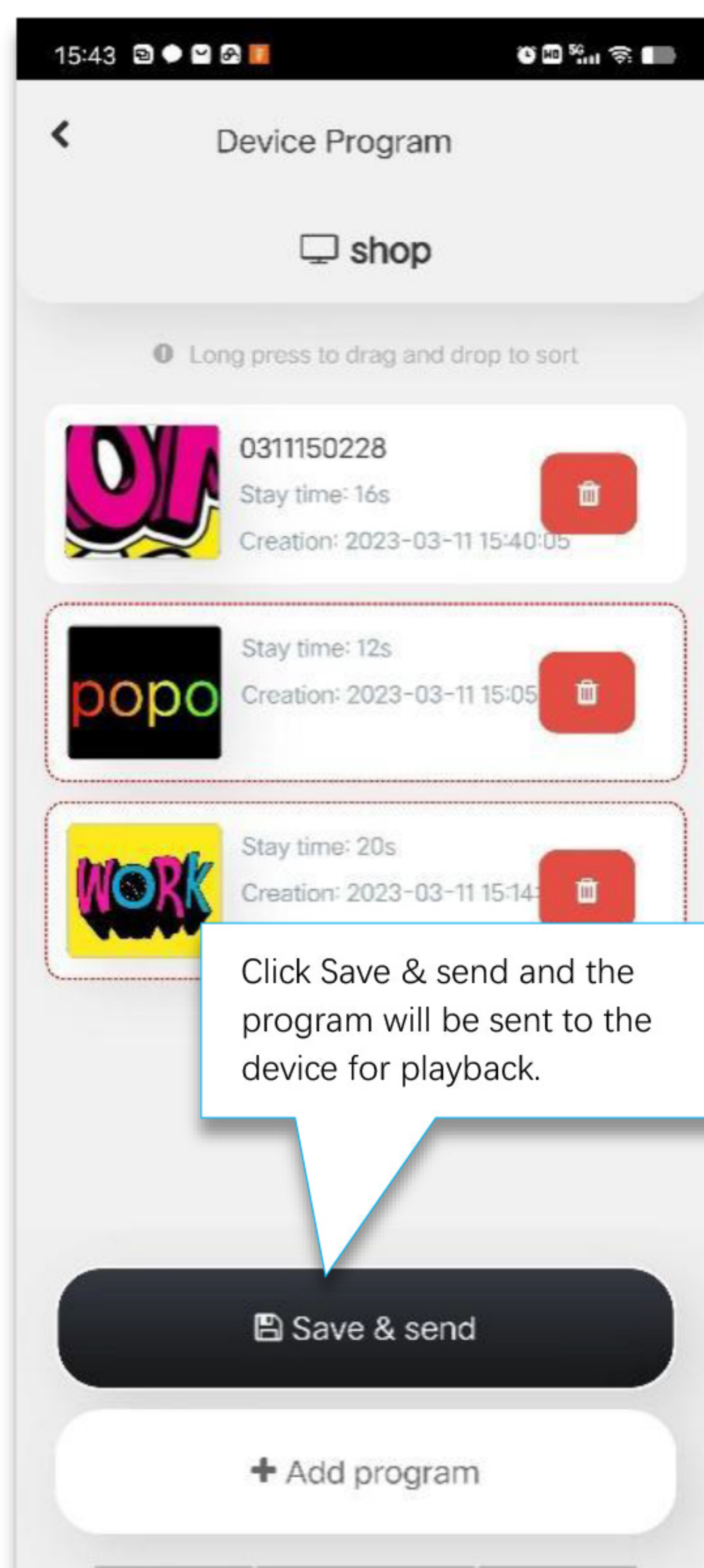


Program Management

Check out the programs that need to be sent and click OK.



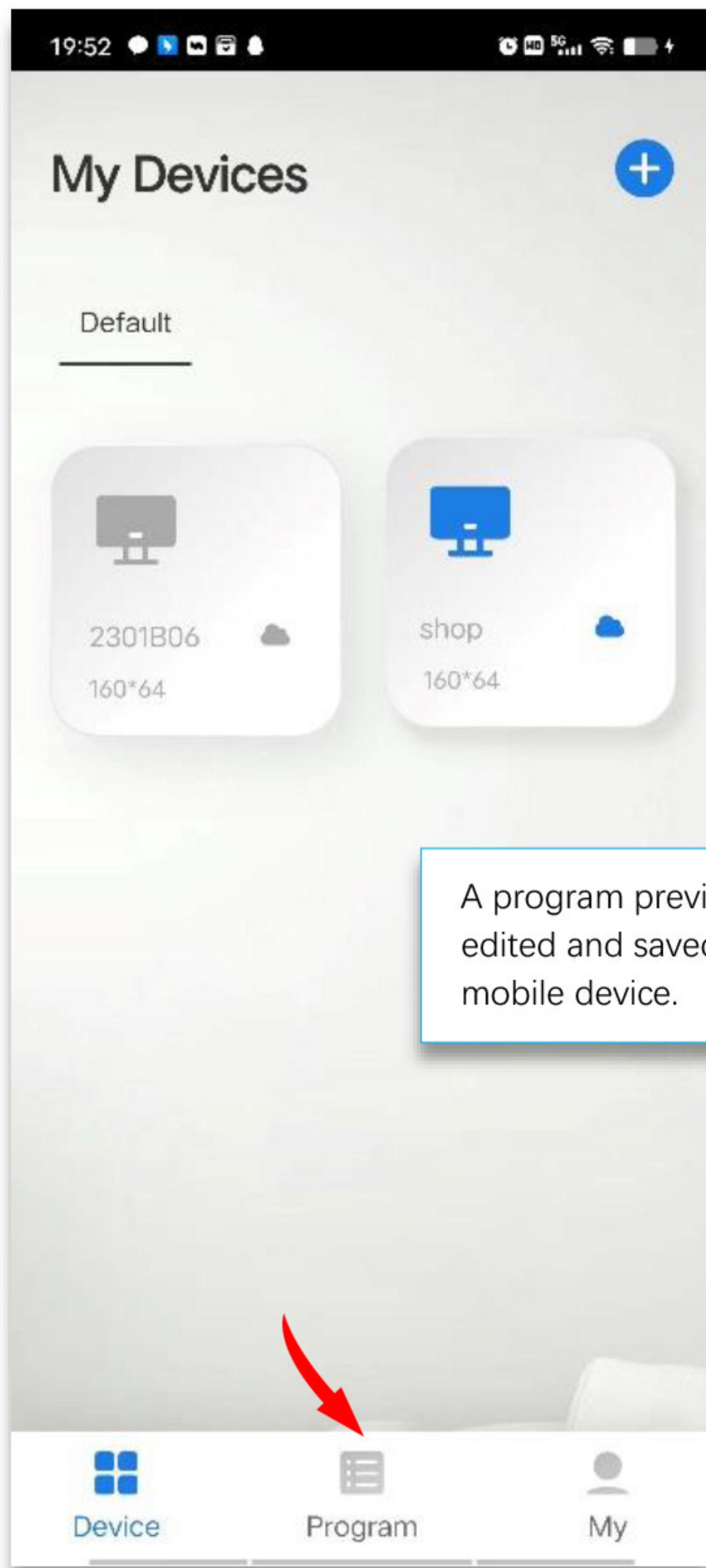
The newly selected program will be loaded into the device play program list.



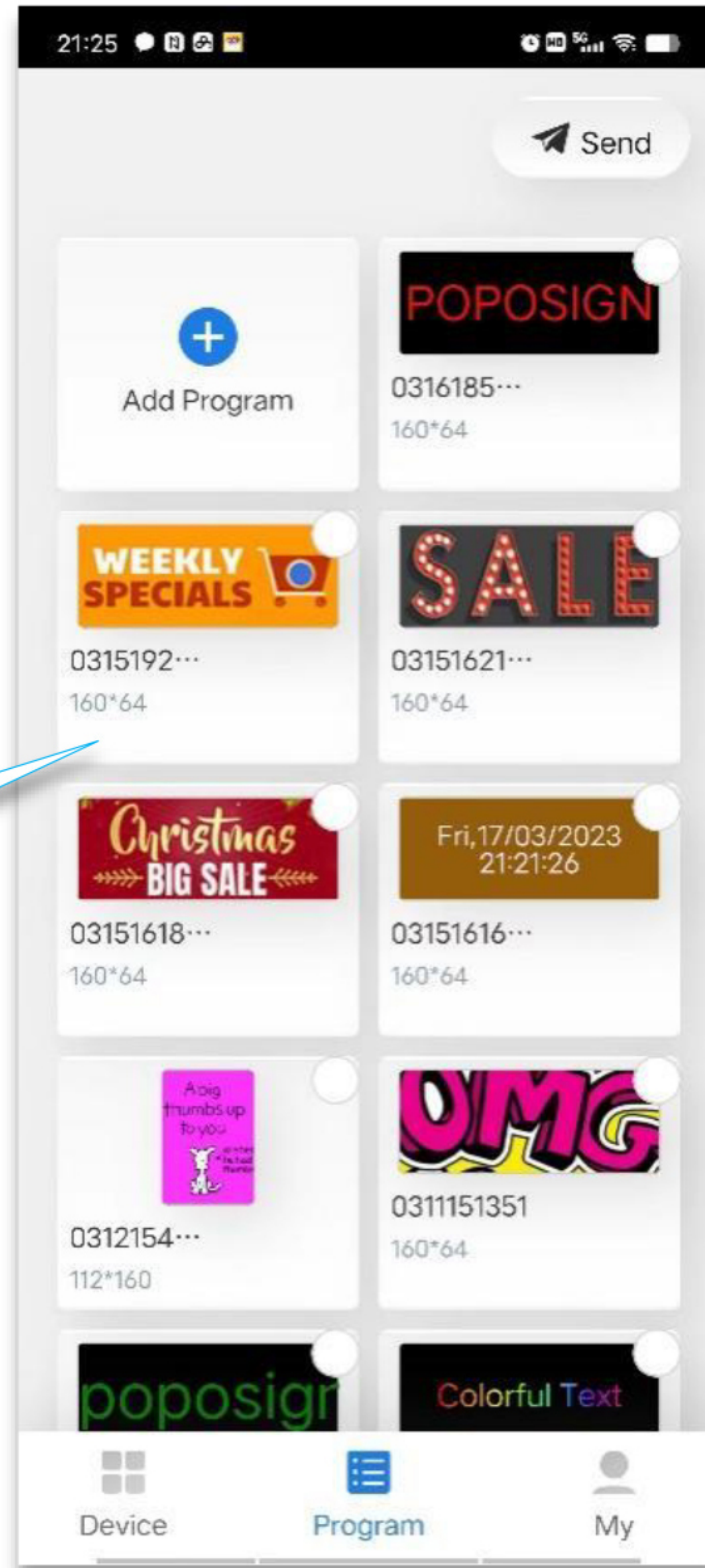
PART 3: PROGRAM EDIT

Click Program on the My Devices page to enter the program editor.

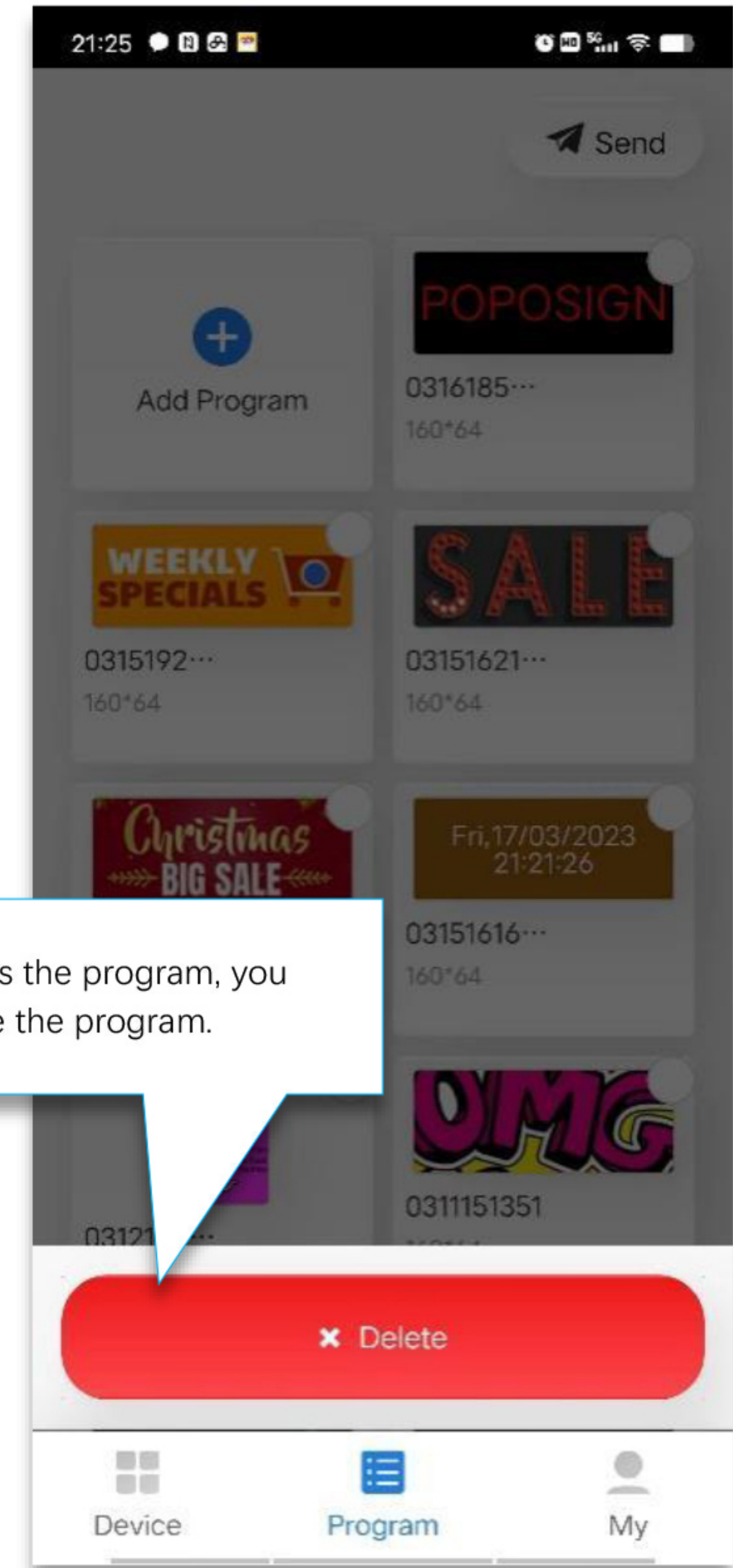
Click Add Program to make a new program.



A program previously edited and saved by this mobile device.

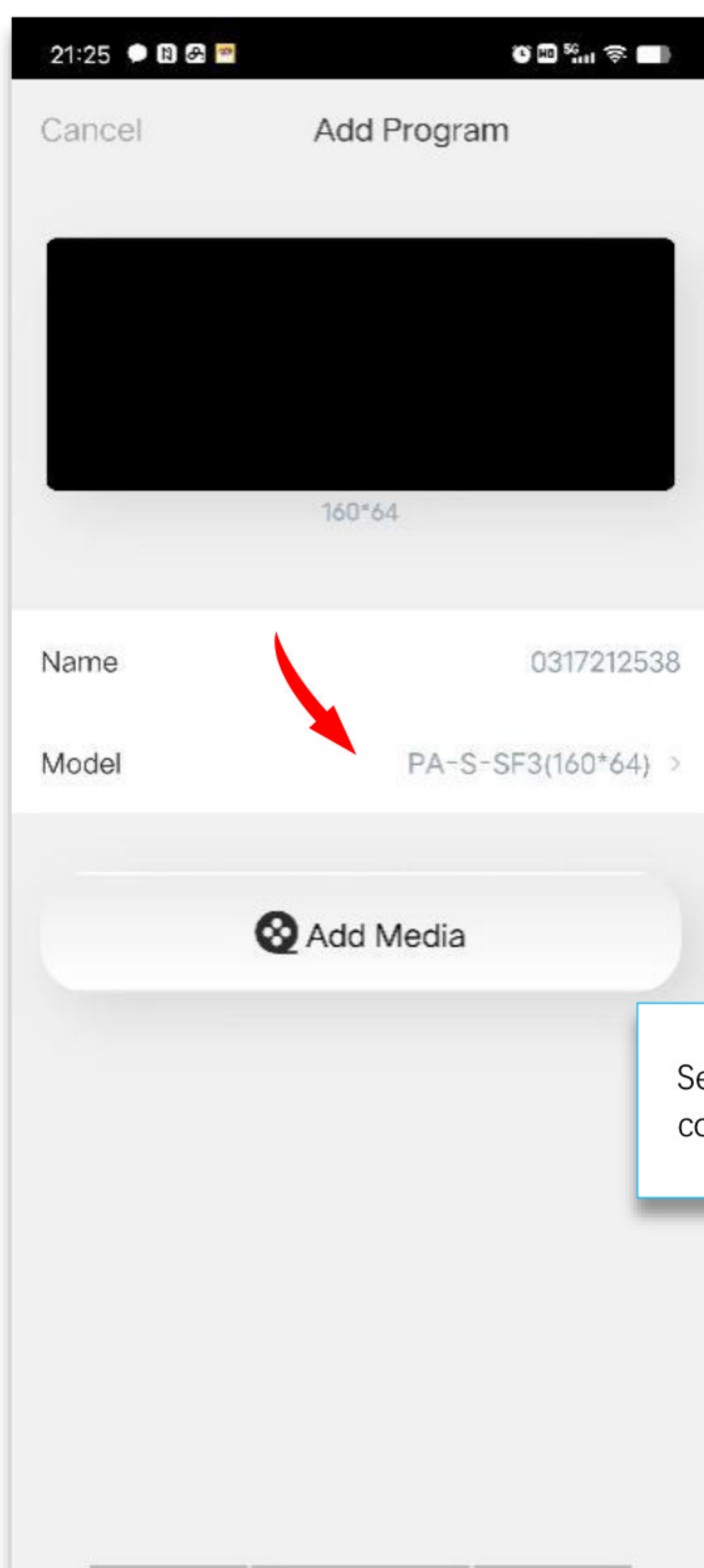


Long press the program, you can delete the program.

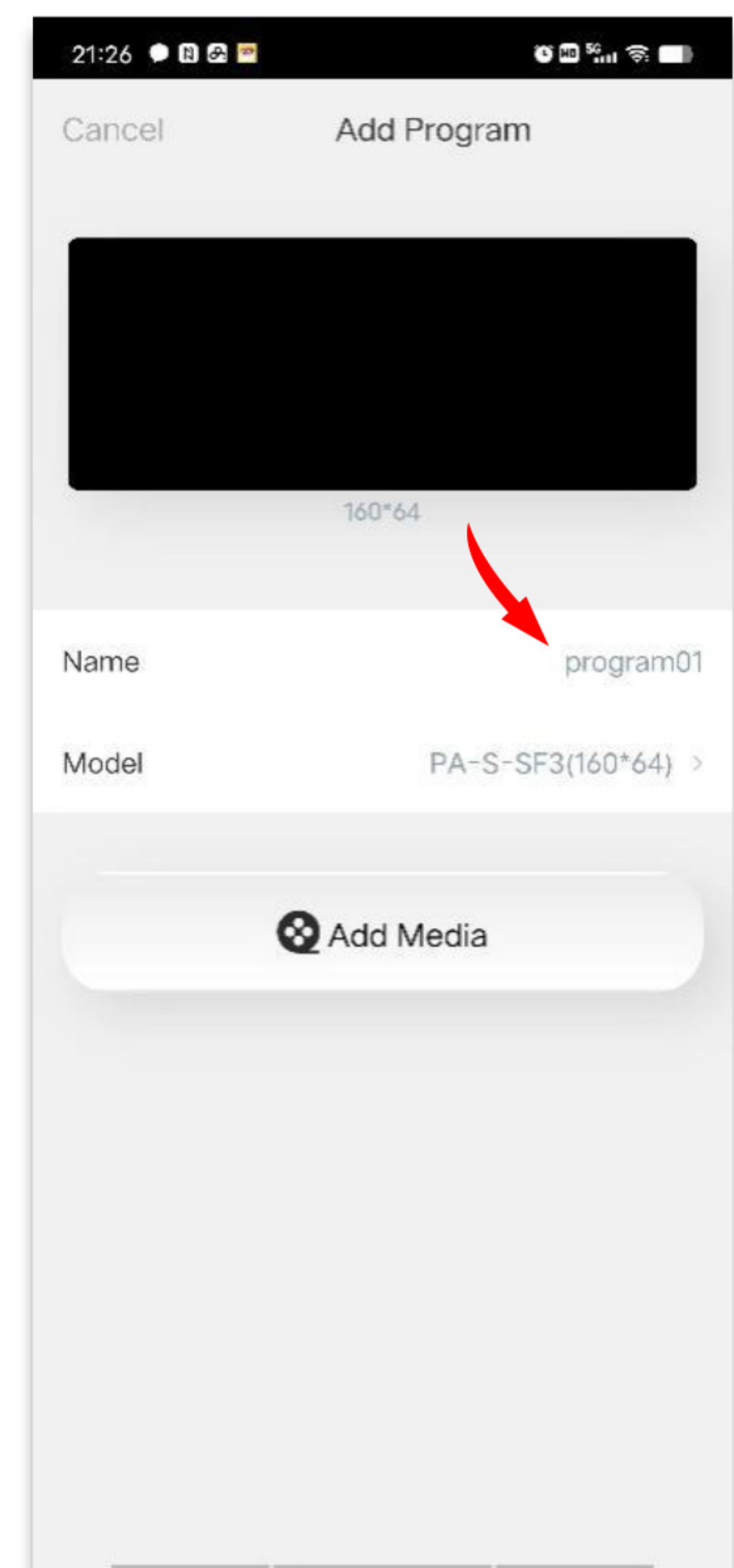
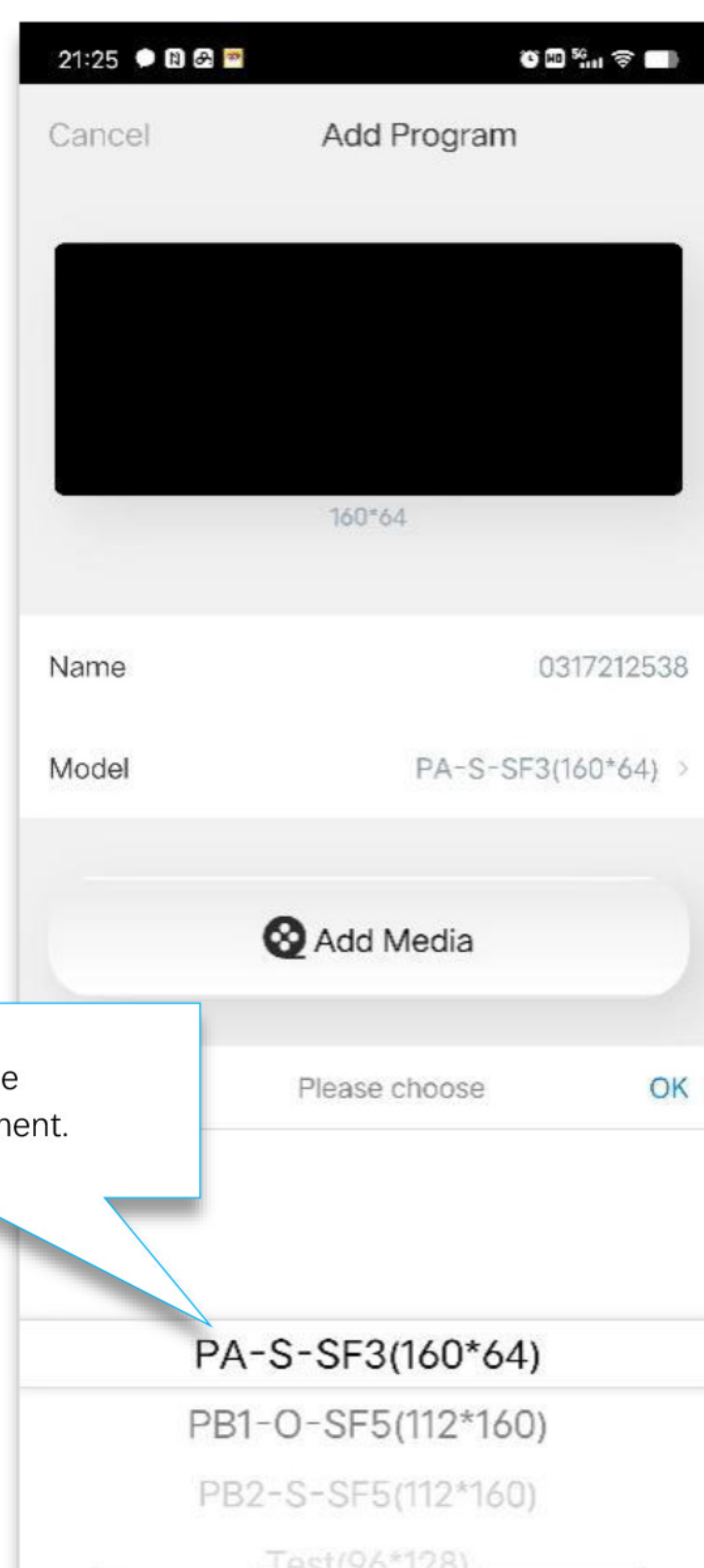


Before editing the program, you should first choose the corresponding device model.

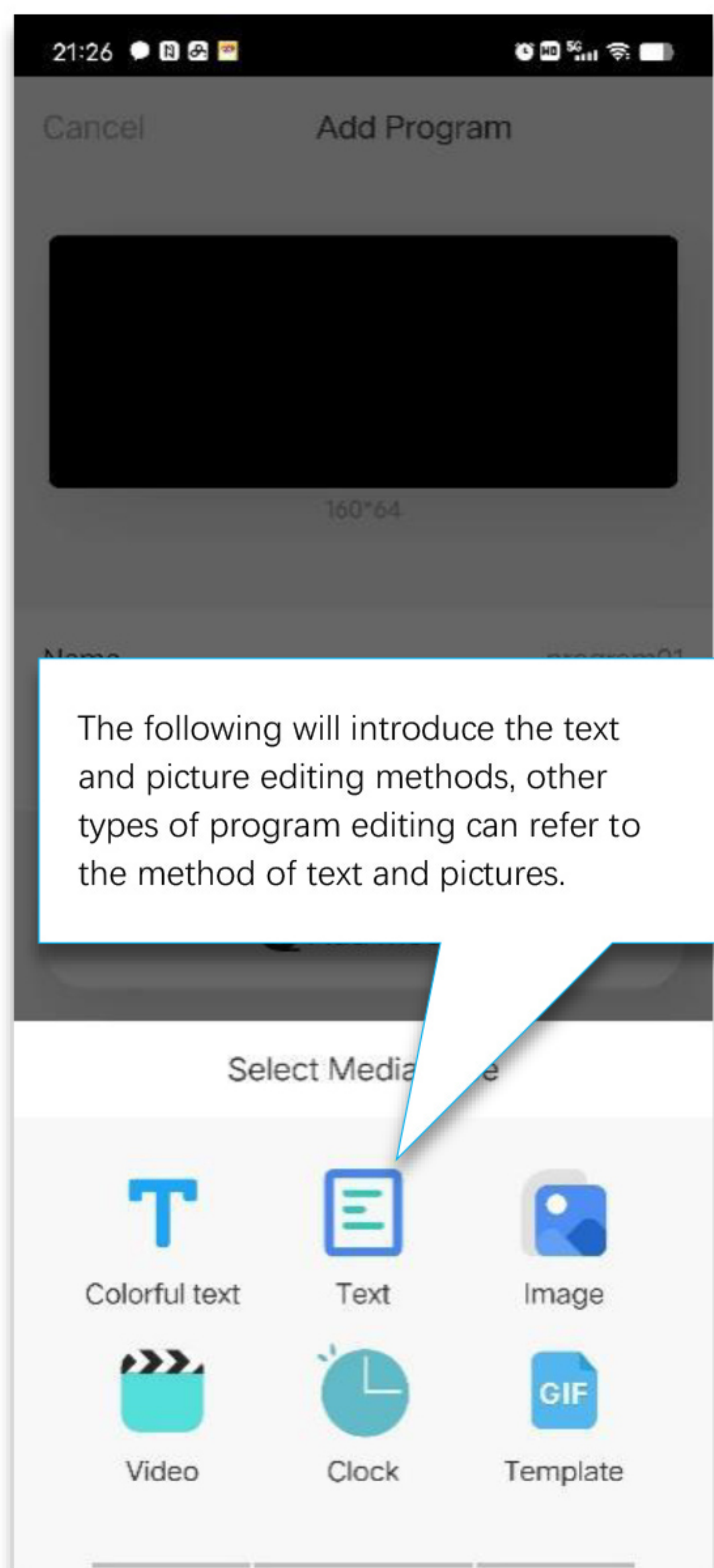
You can customize the name of the program.



Select the model of the corresponding equipment.



Click Add Media to select the type of program you

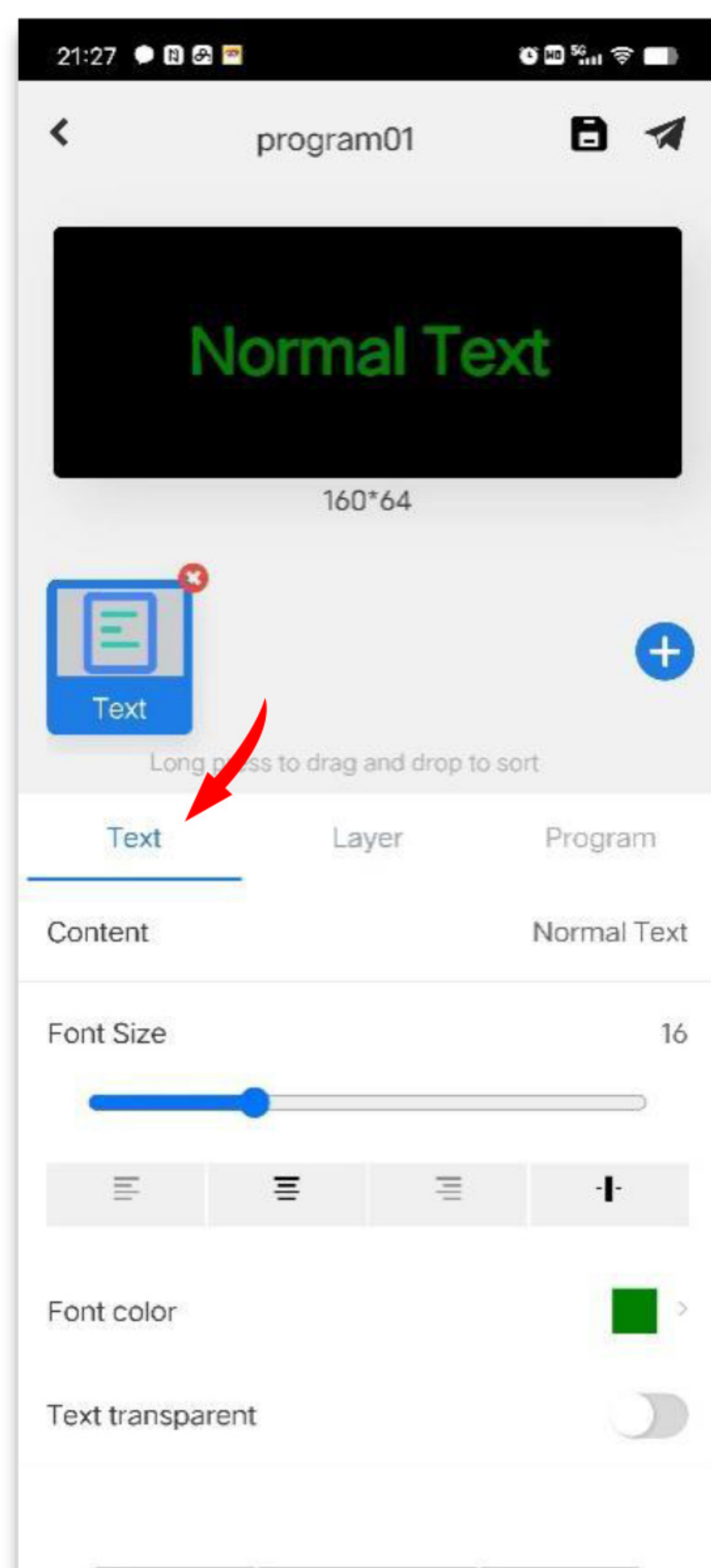


Program type description:

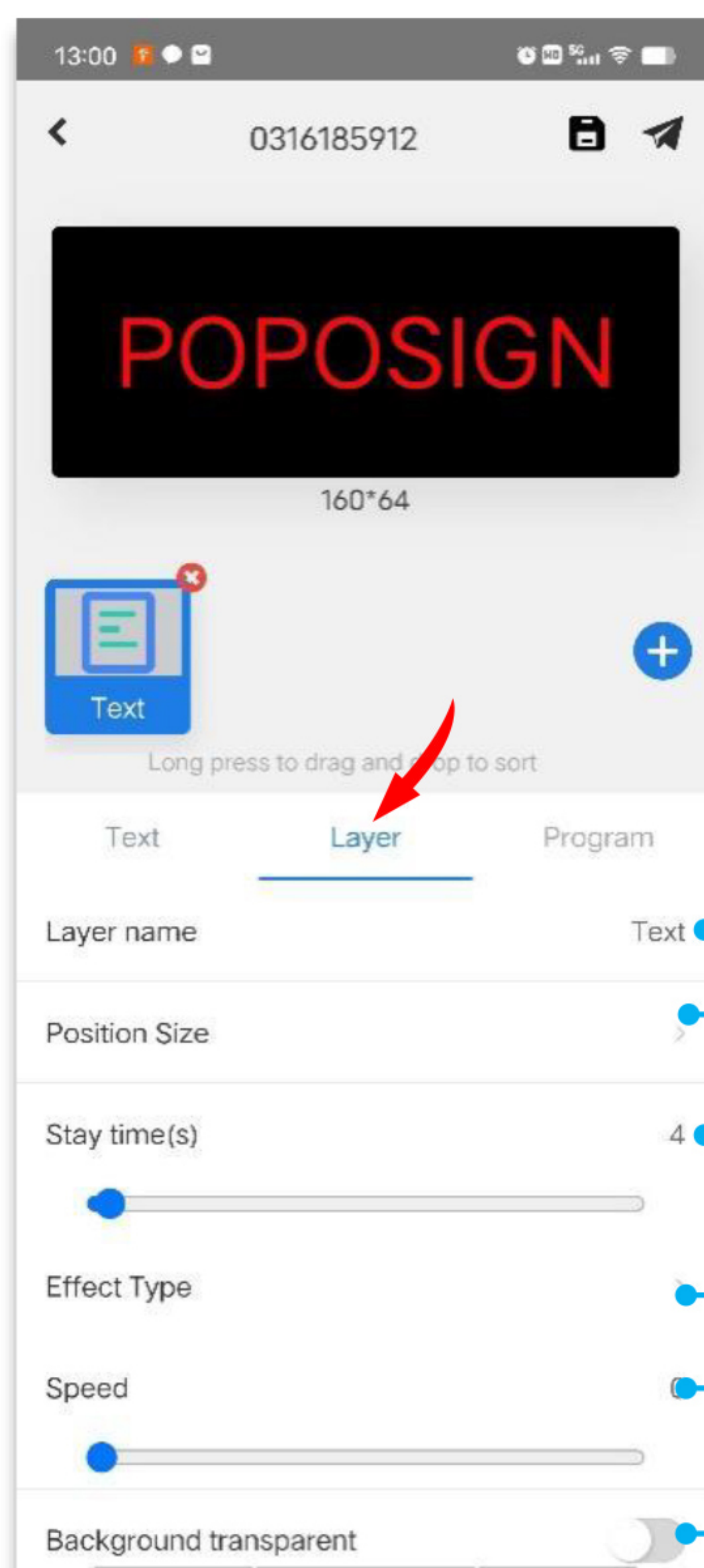
- **Text:** Text type, the edited text follows the local text and font, and the edited text is sent and played in a pictorial way. Therefore, the edited text can be applied to different languages, but at the same time, the actual effect of the playback may be somewhat different from the preview effect. In addition, when editing the text, you should keep the edited text not beyond the scope of the preview interface, otherwise it will lead to abnormal display.
- **Colorful text:** The effect of color dynamic change is preset within the text. Also because of the picture playback, the actual playback effect will be different from the preview effect.
- **Image:** You can select the local photo album, other folders (different mobile phone optional folders) and the material picture files provided by the cloud of the device for editing. Support for various common image formats and Gif GFs.
- **Video:** You can select the video files in the native album to play them. Currently, the device only supports video files in MP4 format. Because the APP software is a small playback and management software, cannot achieve powerful video processing ability, therefore, it is strongly recommended that the video files should be edited in other PC devices, according to the actual resolution of the device, and then sent to the mobile phone album, and then sent to the device through the APP.
- **Clock:** Display the clock in a preset format. To ensure the time displays correctly, calibrate the equipment time by time Correction in Part 2.
- **Template:** The device service provider in the cloud preset various dynamic effects of the program content, generally the program has a custom text window, can edit the required text by yourself.

Text

Text editing, including text content, text size, typesetting format, text color, etc.



Text window (Layer) to edit.

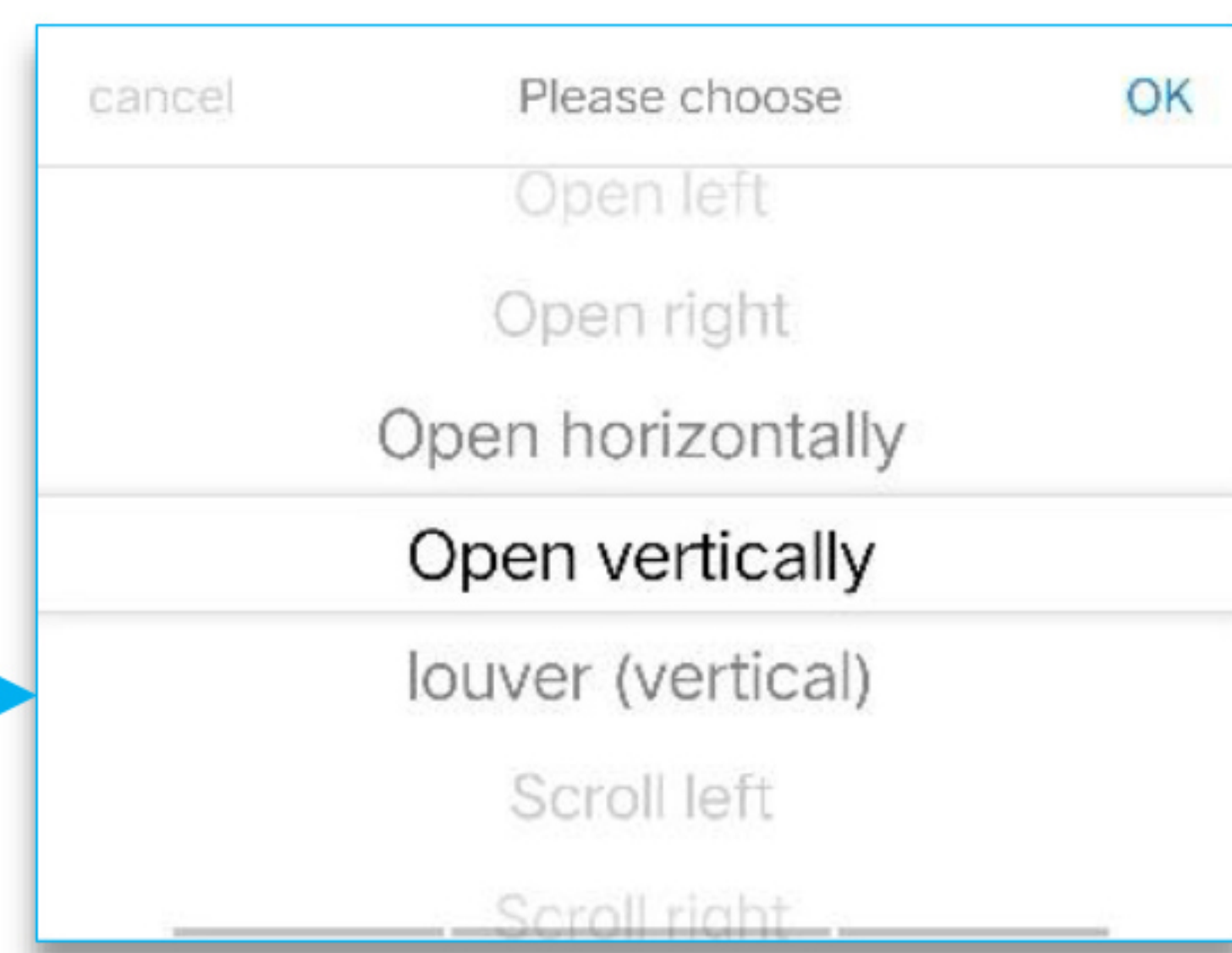


Window name, generally use the system default name.

Window position, you can also directly click on the preview window text to drag.

Text play stay time

Set the play effect.

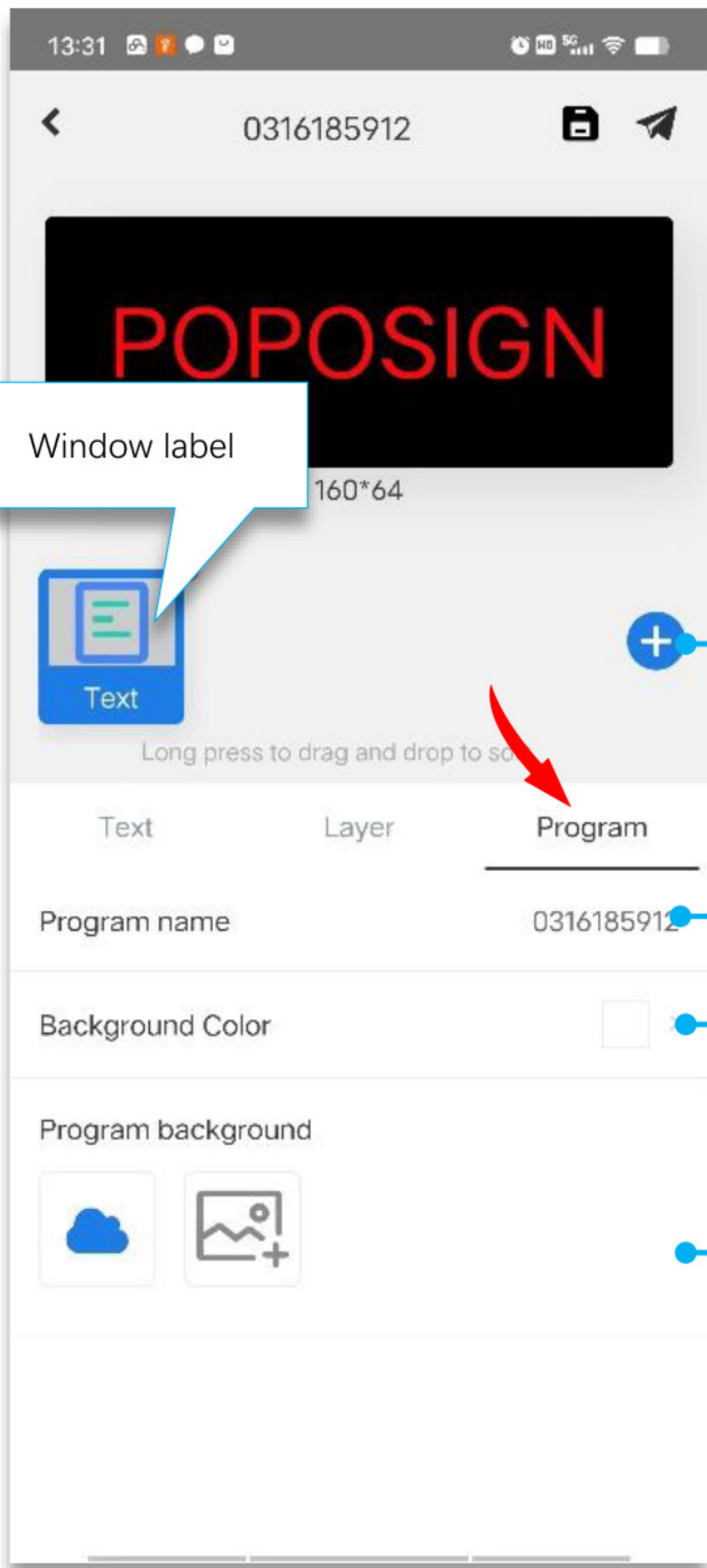


Set the action speed of the playback effect.

When the text program adds a background picture, the text window should be set to a transparent color

Text

Text of the program (Program)



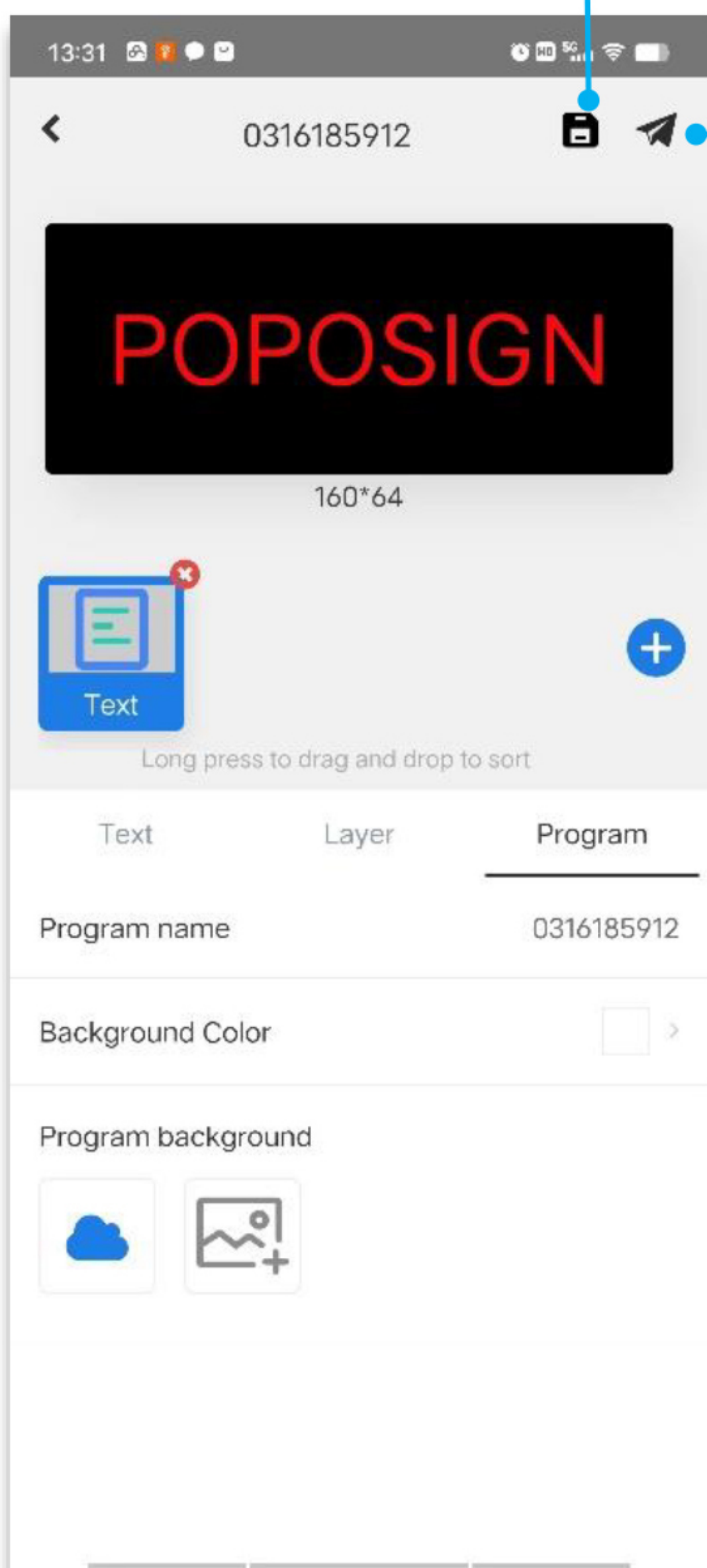
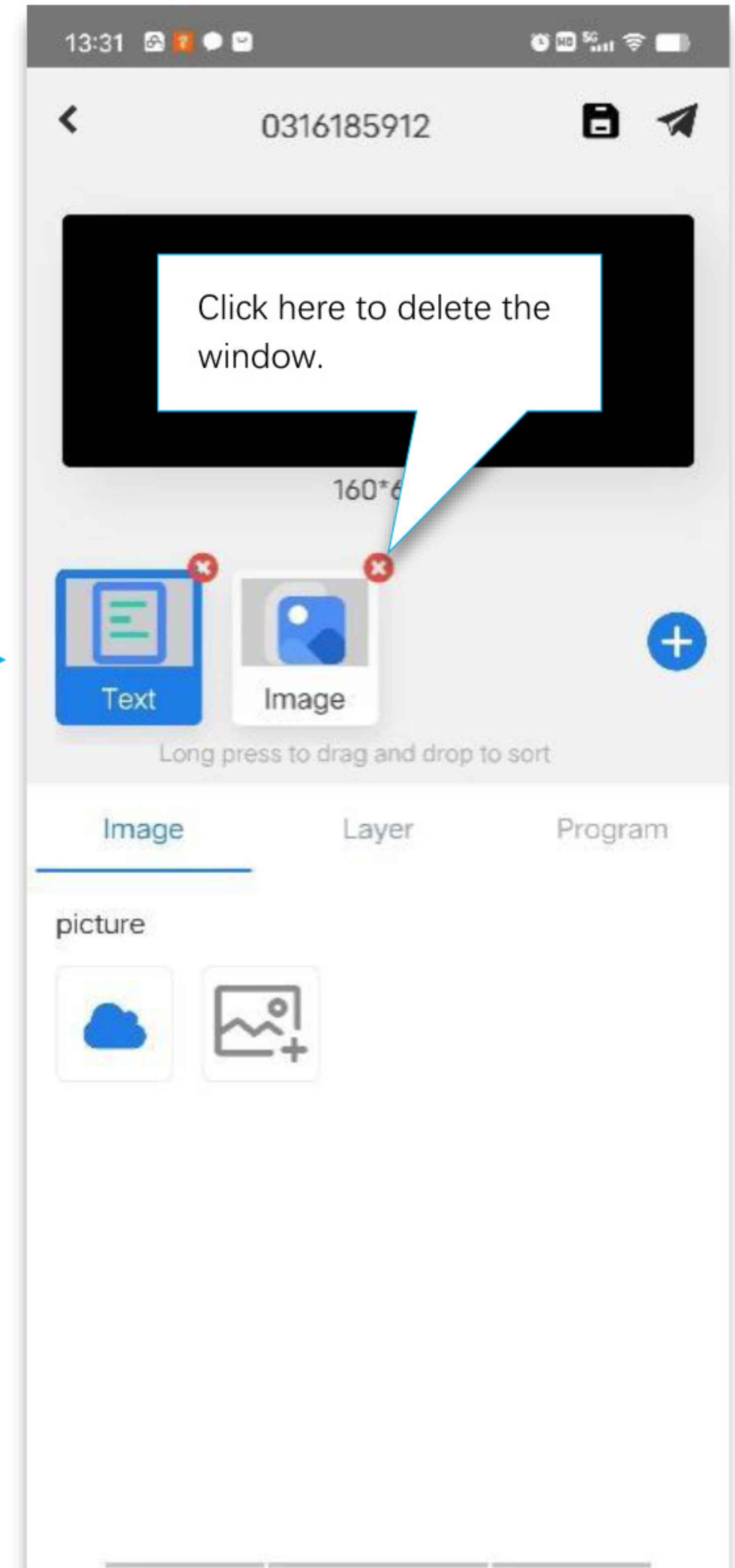
Click the + number to add a window (Layer), the new window is above the original window, long press window label can be dragged to adjust the window position.

Can customize the program name.

Set the background color for the text program.

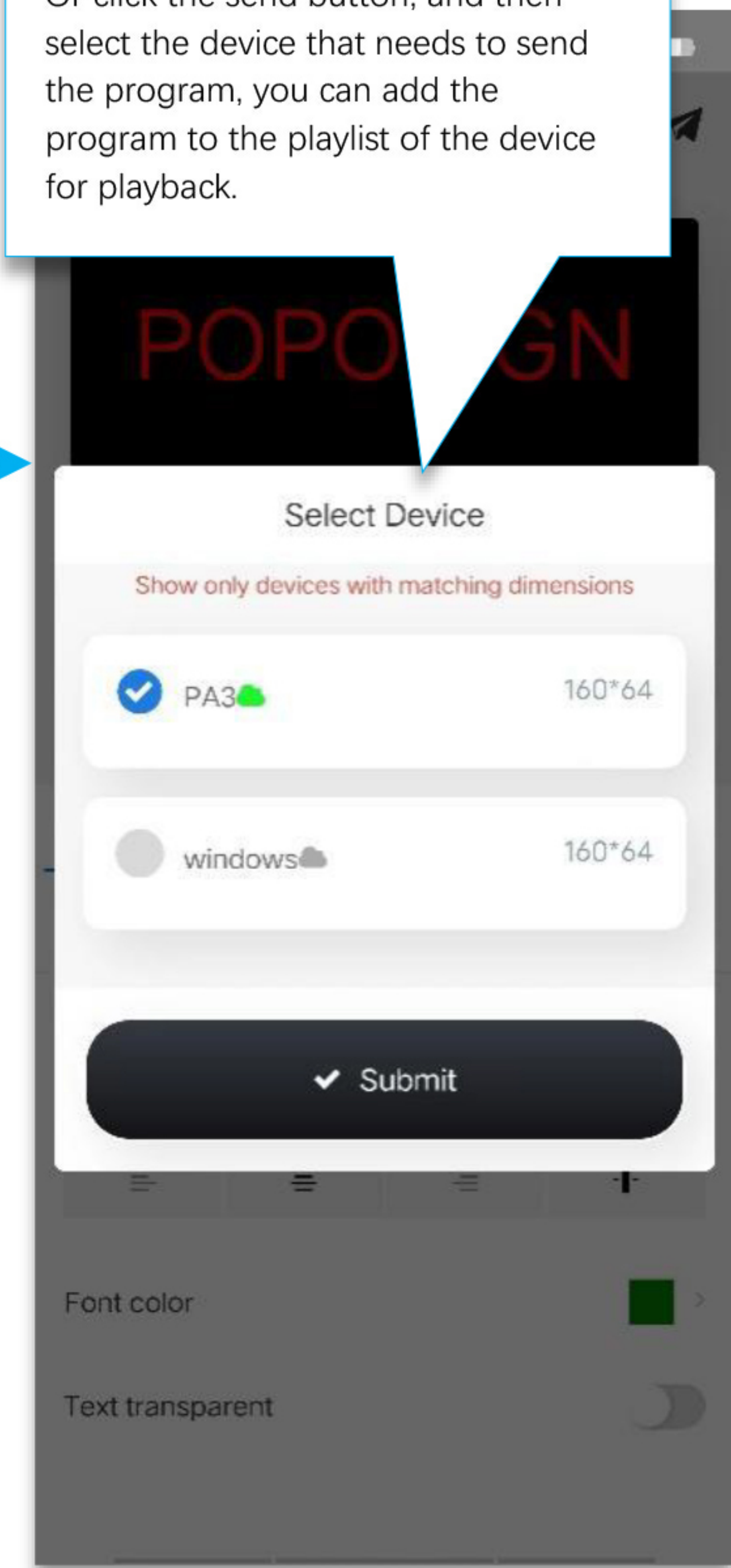
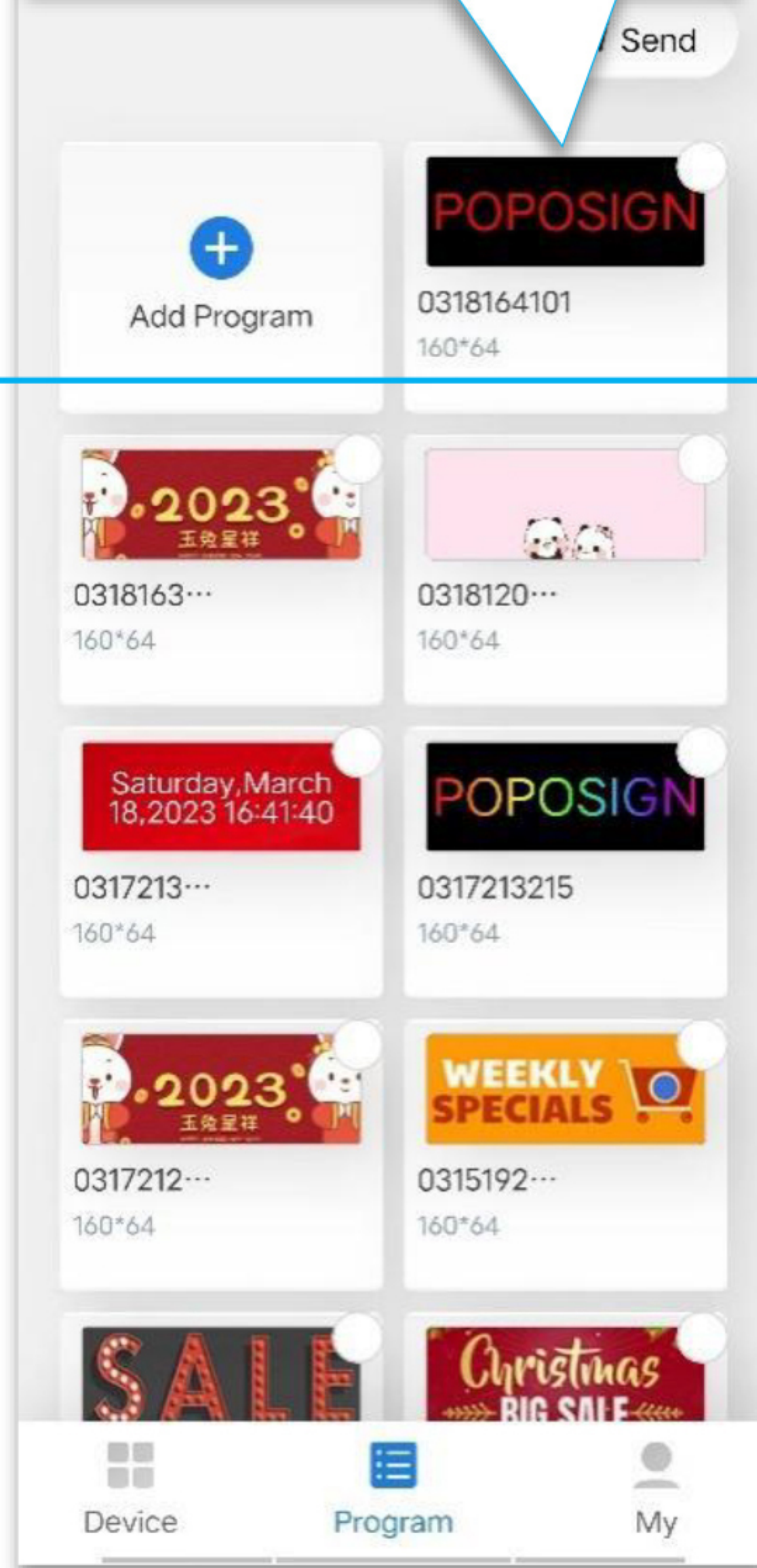
Set up the background picture of the text program. See the picture program editing for the specific settings of the picture.

Note: When setting the program background color or picture, set the text window background to the transparent color in the Layer.



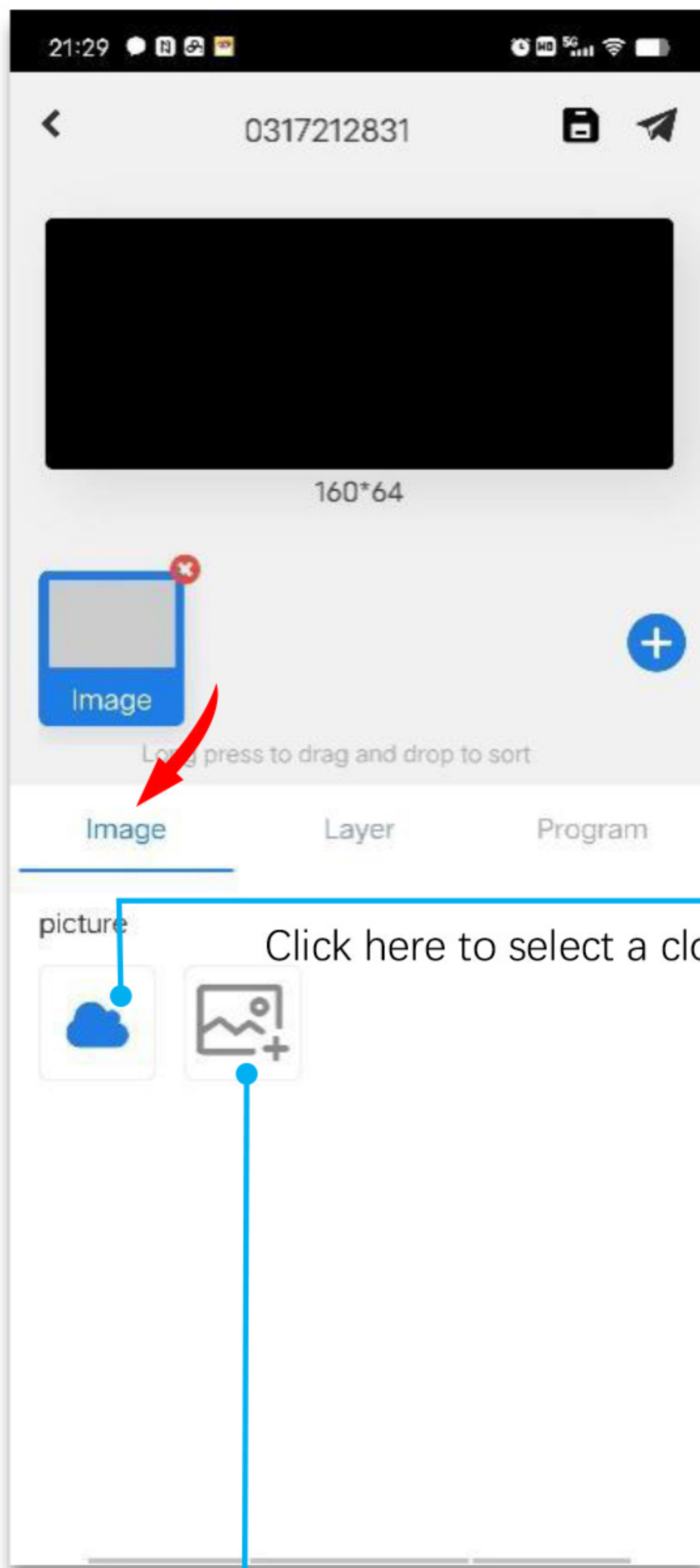
When the program editing is finished, click Save. The edited program is kept in the program list.

Or click the send button, and then select the device that needs to send the program, you can add the program to the playlist of the device for playback.



Picture

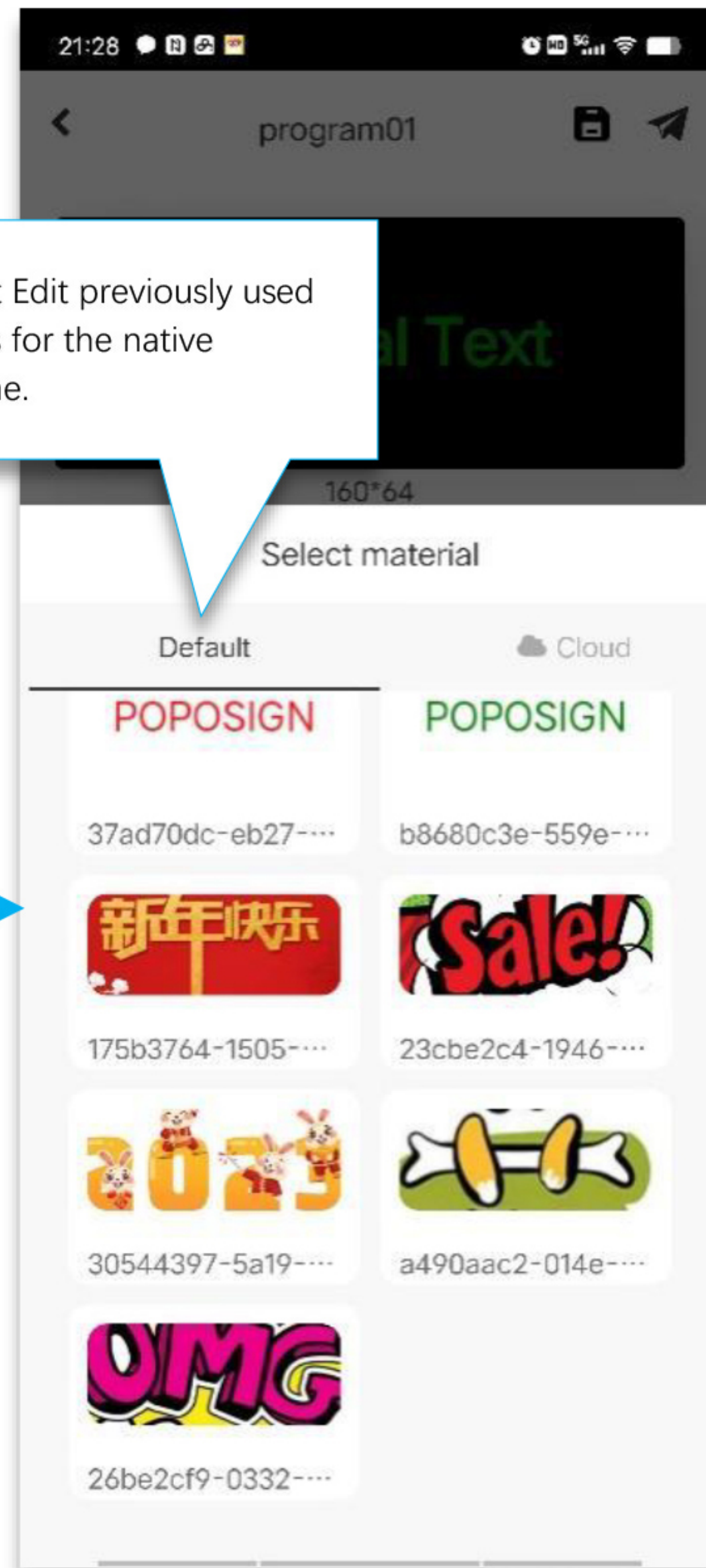
Picture (Image) editing



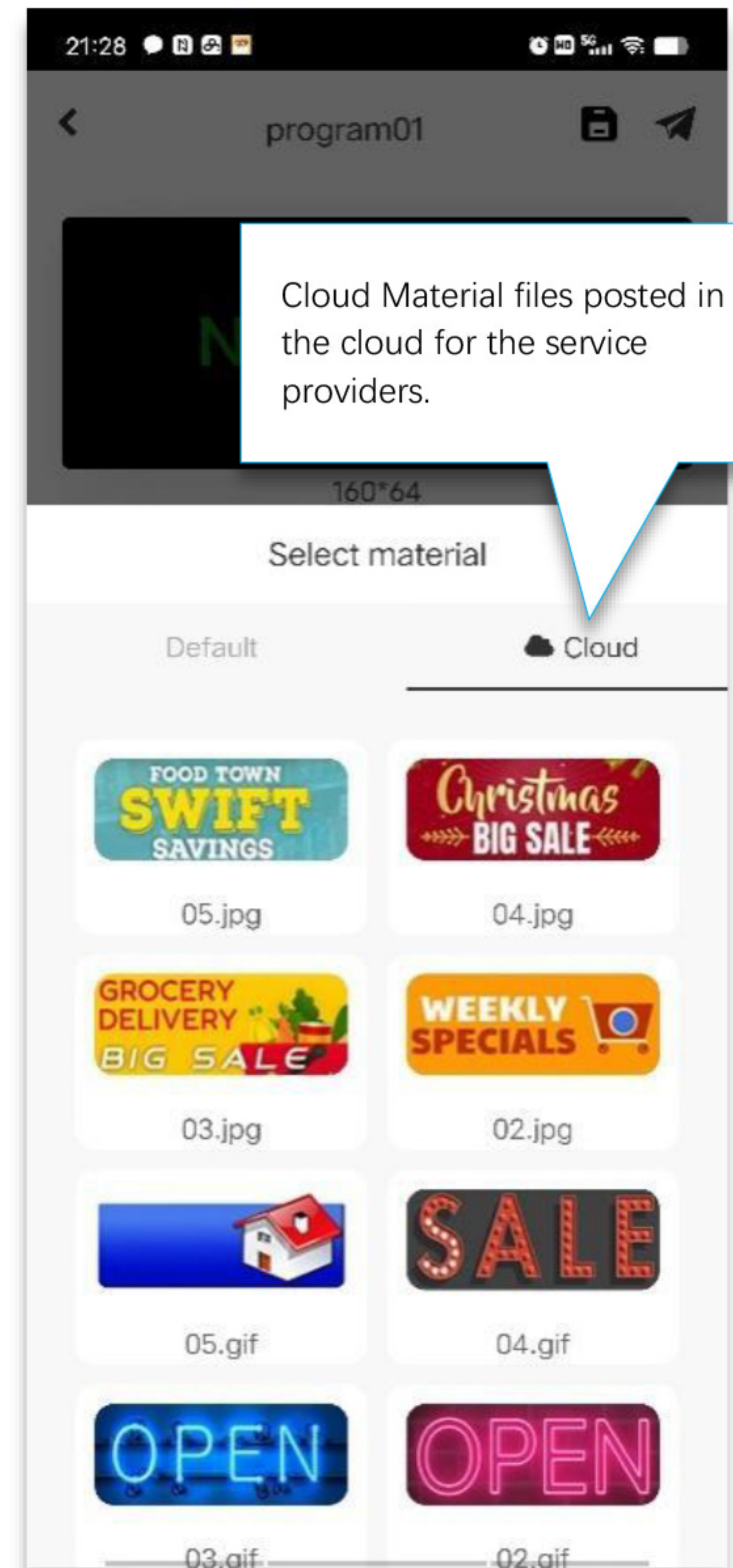
Click here to select a cloud file.

Click here to select a local file.

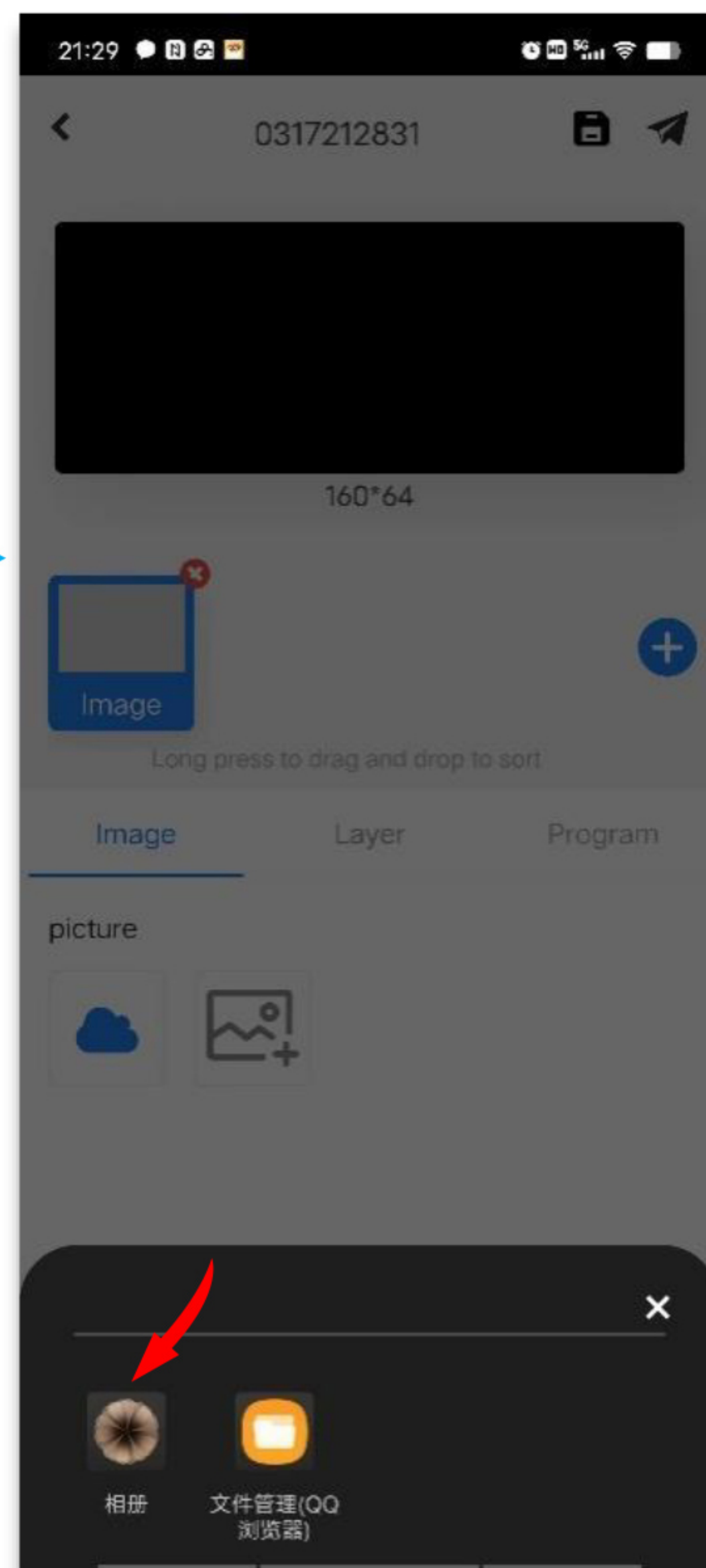
Default Edit previously used images for the native machine.



Cloud Material files posted in the cloud for the service providers.

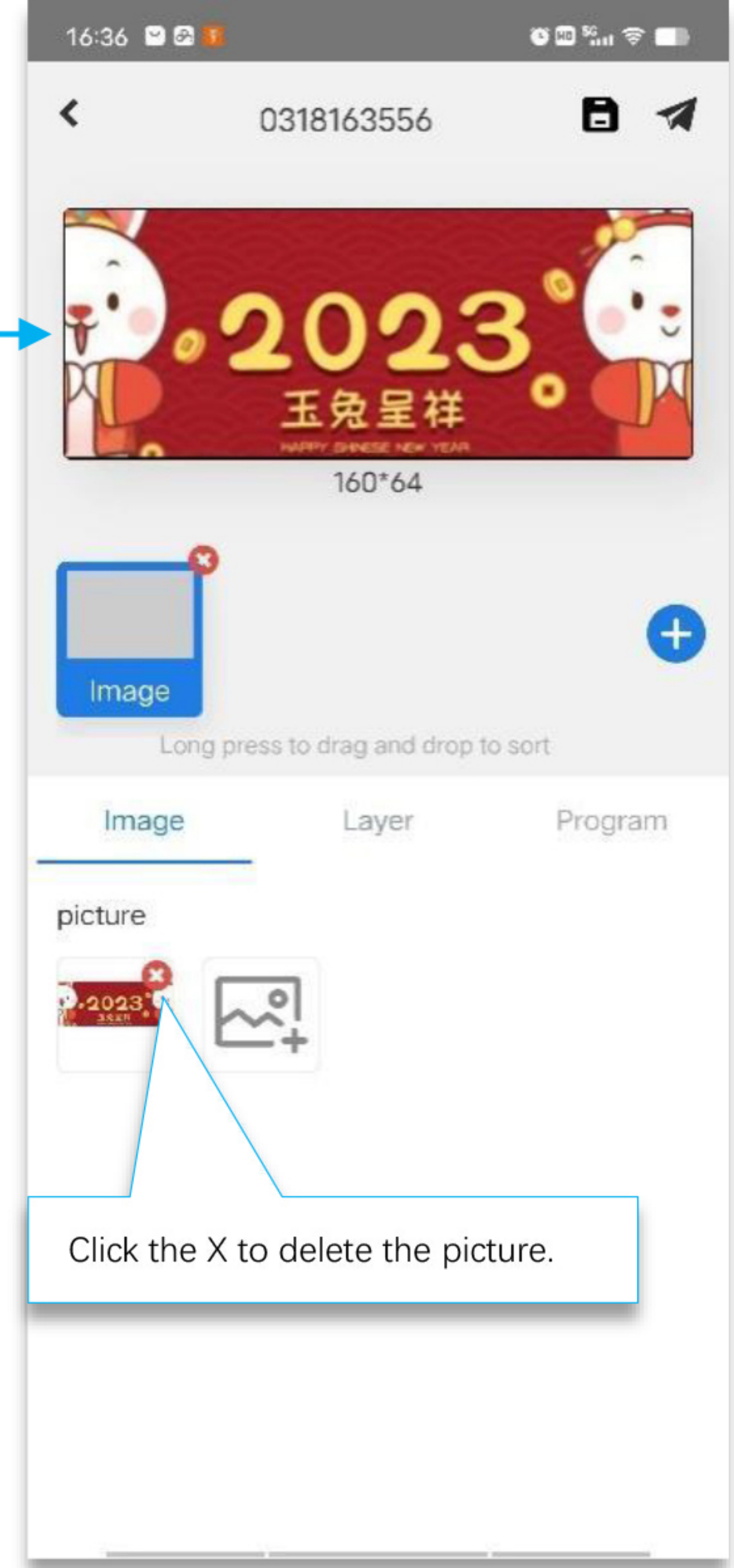
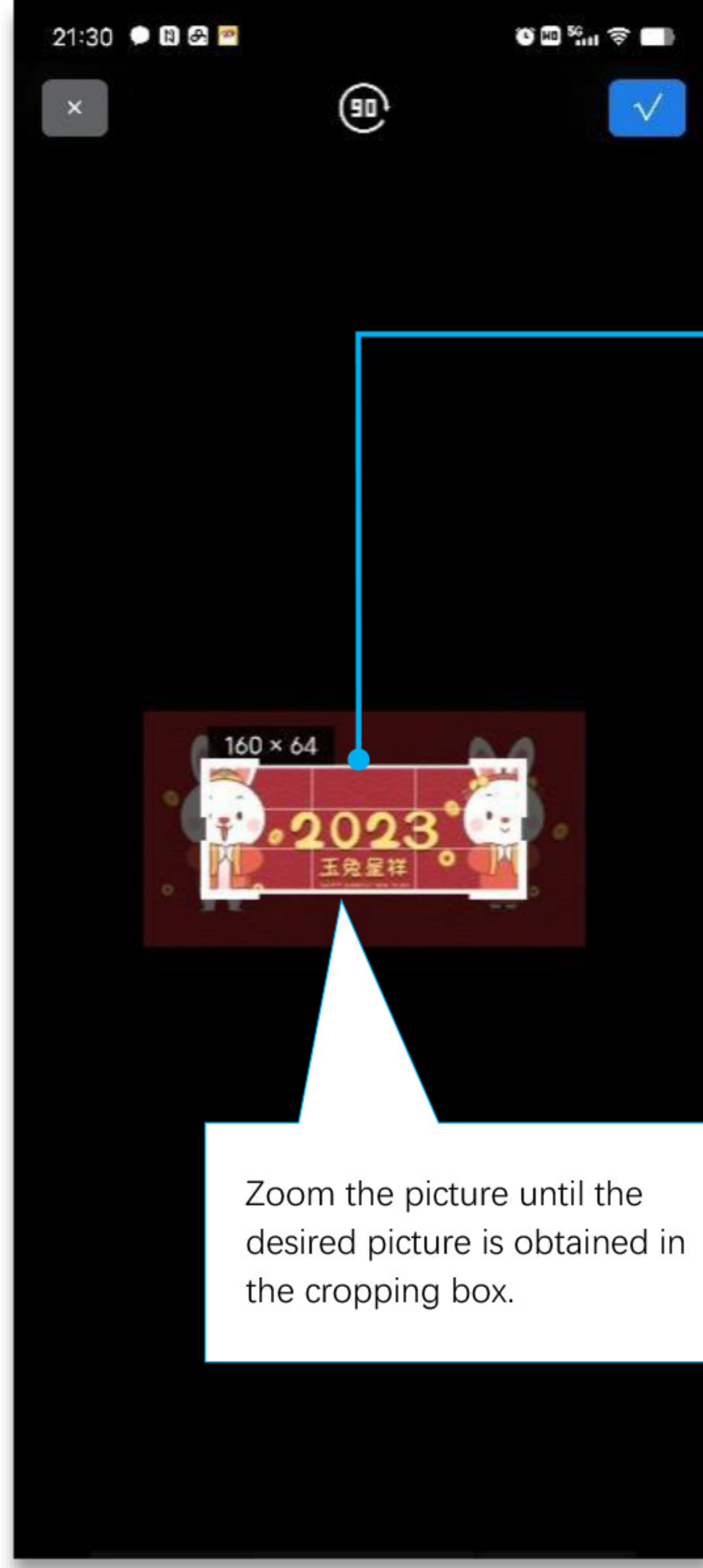


Select the file



Picture

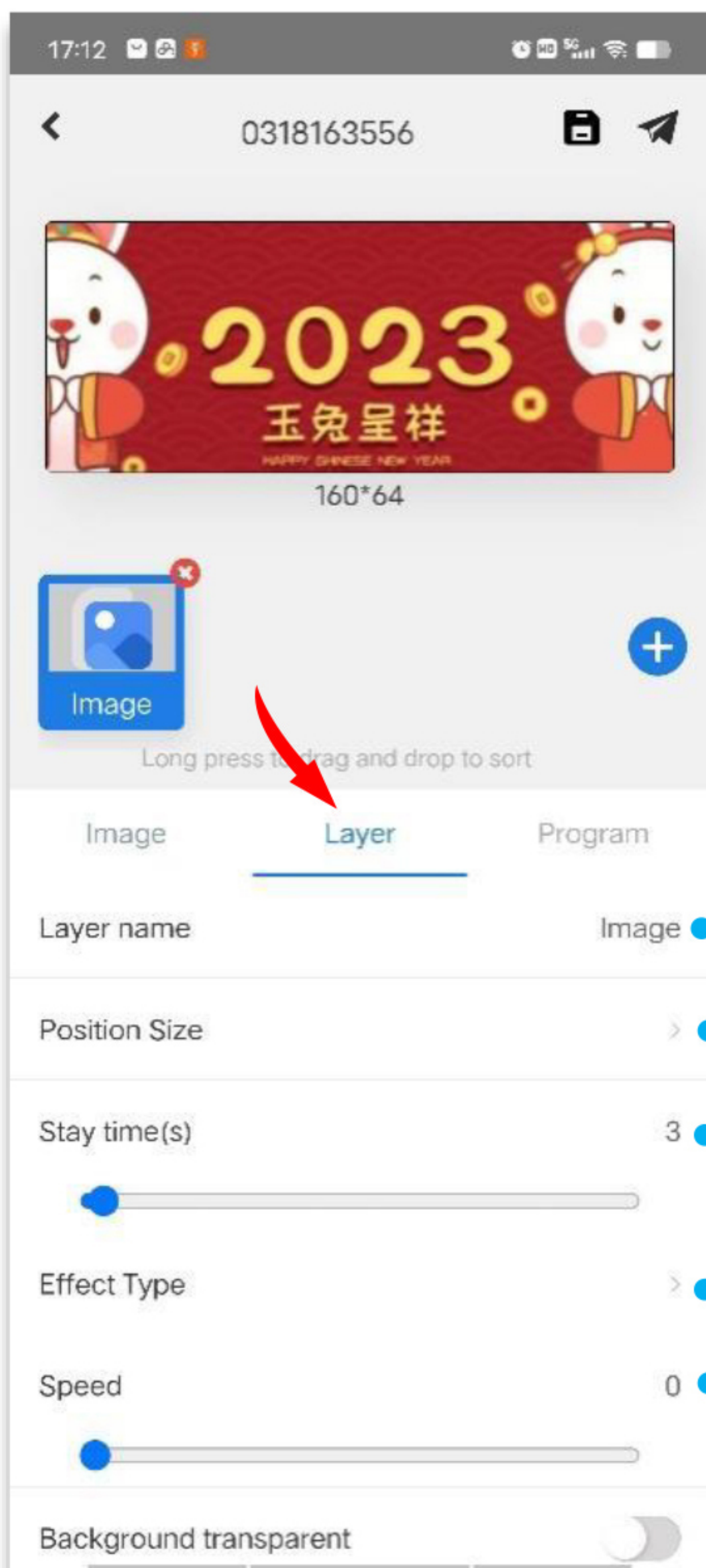
Picture (Image) to edit.



Picture

Picture (Image) to edit

Picture Layer editing



Window name, generally use the system default name.

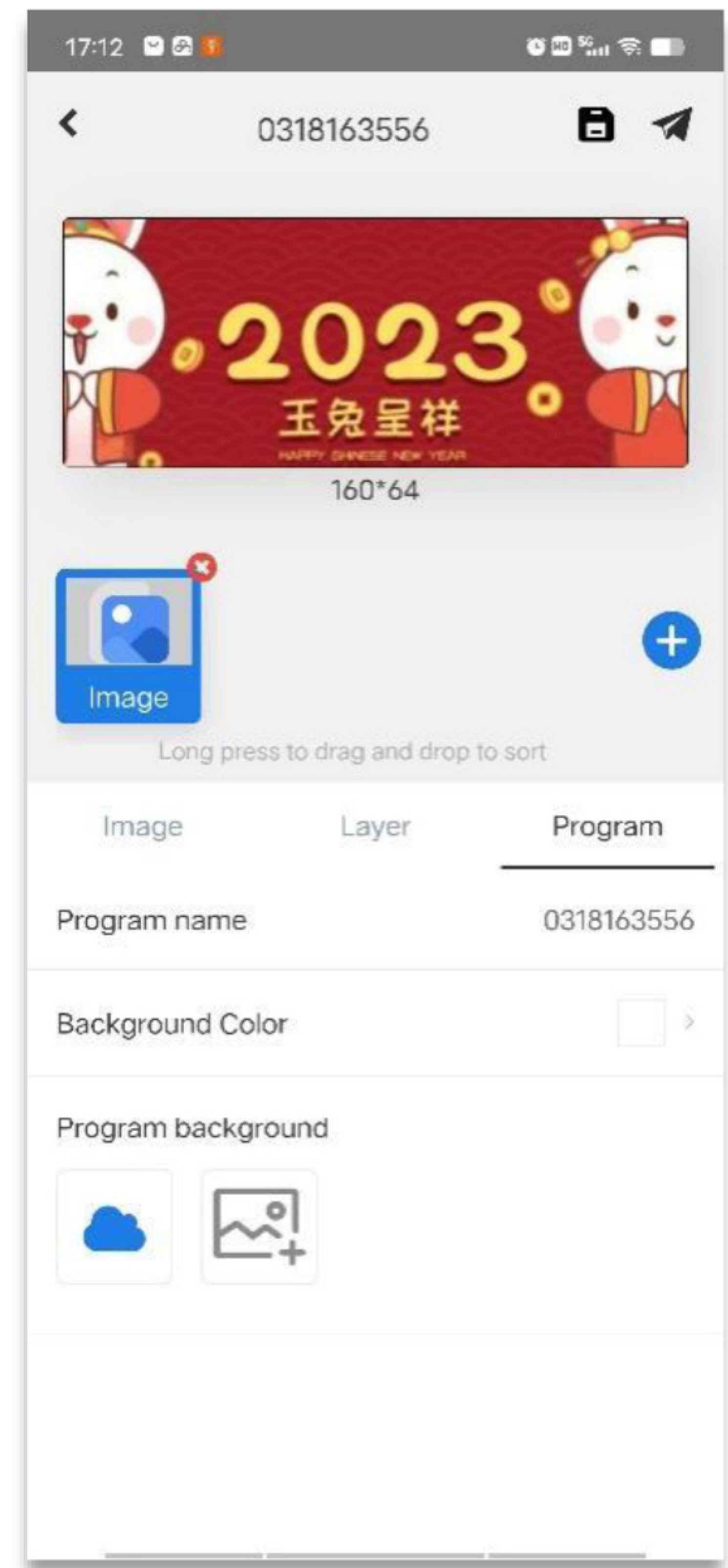
Window position, you can also directly click the preview window text to drag.

Set the play stay time.

Set up the playback effect.

Set the action speed of the playback effect.

Picture Program editing



PART 4: "MY" SETTING

My set up

Data editor

Choose language

User Login:

- Click to log in only if you apply for a paid private account space. No need logs in for standalone mode users.
- Standalone mode users must bind to the device according to the method introduced in the first part to control the device.
- For private account user, First please connecting the device to the network according to Part 1(step1-6),then log in here, you can connect with the device, and realize control and management. No need binds the device separately.
- Under private account mode, all devices can be saw on device interface after logging in, (no need use same Wi-Fi as device),even though the offline device, which is gray.
- Under private account mode, you can control and manage the device once logged in.
- Private account user will have 5G storage space in the cloud.