Easy Show Software instructions V1.5

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One .Installation Environment

1. System Requirements: Win7, Win8, Win10 Professional or Enterprise versions. The Home version is not recommended

2. Hardware requirements: CPU :I3 or above

Memory: more than 4G

Hard disk: 120GB or more

The higher the system configuration, the smoother the software will run. For projects with more points, increase the configuration appropriately to meet the performance needs

Two. Installation Steps

- 1. Close the security software running on the PC such as: 360 Security Guard, Tencent Butler, etc.
- 2. Right click on "Easy Show" installation package, pop up menu and select "Run as administrator".
- 3. Install according to the displayed interface. After the installation is complete, wait for a moment until the mouse cursor returns to normal, indicating that the ES installation has completed successfully.
- 4. After the installation is complete, two ICONS will appear: ES and RDM. ES is the control software, and RDM is the lamp inspection software

Three. Basic operating instructions

1. Double-click the ES icon to open the software and the following dialog box will pop up

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	GAY	I DOW	. . .	5G°
Version: 9.1.	83			
Recent Pro	jects	Path		
example_1		C:\Program File	s (x86)\ES\example	Α
333		C:\Users\Admin	istrator\Desktop\	
日月行館		C:\Users\Admin	istrator\Document	s\WeChat Files
Name				ight 256
Path	C:\Program File	es (x86)\ES\exam	nple\	
		Cancel	Open Other Proiects	New Project

The project name and project path can be set as required.

Screen width and screen height refer to the size of the software display, the general recommendation is consistent with the wiring, and the software can also be modified.

Click on the new project. After entering, the wiring interface pops up, optionally do not wire temporarily, go to the next step. Click "No wiring for now" to enter the main interface.

2. Log into administrator mode. Help -- Administrator login... -- Enter the administrator password (default :ssg) and click OK.

3. Set IP



Click on the 'Controller List' within the red box, then click the drop-down button next to the 'Host IP' option in the yellow box to open the dialog box.

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If the corresponding network adapter already has a fixed IP address, you can select it, click OK. If the corresponding network card does not have a fixed IP address, click Action - Add IP address. Click OK to add the IP address. It is recommended that the IP address of the network adapter be from 1 to 10, for example, 192.168.1.10

4. Cabling

Property	t ×				
Basic Settings					
Region Naming	Partition_1				
Initial Controller ID	1				
Initial IP Address					
Network Settings					
Host Network Card I	P 👻				
Automatic IP Addres	s As 🗹 Enable 🚽 👻				
Controller Network S	pee Fixed at 100MB				
Network Bandwidth	Limi Unlimited 🚽 👻				
Layout Settings					
Layout File Horizontal Offse Vertical Offset	New Fast Layout New Advanced Layout Import Layout Files				
Special channel	Edit Layout				
Enable empty ch Enable	Clear Layout				
Layout Information					
Layout Specifications	512 * 256				
Total Controllers Qua	antit 8				
Total Pixels Count	131072				
Max Channels Count	of 3072				

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In the network card IP Settings below the wiring Settings, there are fast wiring, advanced wiring two, according to the actual need to choose.

Fast wiring, suitable for lighting arrangement comparison rules of the project or test lamp address (wiring width and height and display width and height is the same).

Quick Layout Options					
Layout Filename	lay3072_512x256				
Layout Width (Pixels)	512				
Layout Height (Pixels)	256				
Layout Direction	Enter from Up (↓)				
Host Network Card IP					
Controller Type	8 ports	1			
Port Channel Count	1024				
Lamp Color	RGB				
	ncel Ok				

Wiring width height refers to the number of horizontal and vertical pixels.

Wiring direction refers to the controller port lighting direction.

Controller type refers to the actual number of controller ports in use.

The default number of port channels is 2048. If the actual number is greater than 2048, it can be changed.

The lamp color can match the actual lamp color.

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- See Advanced cabling instructions at the back
- 5. Controller sort addressing

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*C:\Program Files (x86)\ES\example\e	xample_1.esproj - Easy	Show			
FILE(F) EDIT(E) VIEW(V) PROJECT(F) LAYOUT(L) RU	UN(R) DEBUG(D)	TOOLS(T) SETTINGS(S)	HELP(H)	
ቼ 🖀 🗎 🕈 🕈 ដី 🗗 🗗 🗶 🔍	Q Q 🕨 = 📖	≛ %	Offline File		Generate Offline File
Media Files	4 × Play Pr	eview Layout Previ	Controller		Play Offline File
🕸 System Settings			Lamp		Extract layout file
⊿	16.4s		Network		
🖌 🔳 Show_1	16.4s		Scheduled Play		
🔺 🝯 Main Media Box	16.4s		Vidoe Partition Tool		
Five rings.ssqck	5.5s	1	MADRIX Tool		
snowflake.ssqck	5.5s		Art-Net Tool		
olove.ssqck	5.5s		Easy LED Tool		
🔺 🎬 Auxiliary Media Box_1	19.0s				
A EasyShow.sstxt	5.0s		Screen color informat	tion	
A Happy new year.sstxt	7.0s		Advanced Tool		
A Festival.sstxt	7.0s				
▲ □ Display_2 <512x256>	0.0s				
✓	0.0s				
🕌 Main Media Box	0.0s				



1					×
	Network B	Initial ID		Controller	
	1	1	1		
	Host Adapter	192.168.0	.99 以太网	9	
	ind Controller	Start Add	dressing	Exit	

Click Start Addressing

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Pla	iy Pre	view Layout	Preview C	ontroller List			
	ID	Model	State	Speed	BOOT VER	APP VER	Parameter
	1	SS-980EW	🔲 Online	100M/	F107A107	F521A521	Auto
	2		Offline				
	3		Offline				
	4		Offline				
	5		Offline				
	6		Offline				
	7		Offline				
	8		Offline				

After the controller is addressed, it will be arranged in the sequence as shown in the figure, indicating that the control sorting is successful, and the controller display will also be displayed.

6. Set the driver chip parameters and write the address

Control System 📮 🗙	Pla	iy Pre	view Layout	Preview	Controller List			
🏟 System Settings		ID	Model	State	Speed	BOOT VER	APP VER	Parameter
⊿ 📮 Display_1 <512x256>		1	SS-980EW	Online	100M/	F107A107	F521A521	Auto
✓		2		🔲 Offline				
to Controller Parameters < MBI6023 2		3		🔲 Offline				
▶ ᲚID_001 <192.168.10.1>		4		🔲 Offline				
▶		5		🔲 Offline				
▶		6		Offline				
▶ ➡ ID_004 <192.168.10.4>		7		🗌 Offline				
▶		8		Offline				
▶ 🕶 ID_006 <192.168.10.6>								
▶ 🕶 ID_007 <192.168.10.7>								
▷ ➡ ID_008 <192.168.10.8>								

Click "Partition One" drop down button, pop up "Controller parameters" option, and then look at the right side of the form property

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Chip Protocol Setting	l.	
Chip Model	MBI6023	-
Grayscale	16 BIT	
Baud Rate	2000K	-
Output Electric Level	Valid on High Electric Le	-
Max Channels Count of I	3072	
Maximum Frame Rate	40.5	
Frame Rate Calculator		
🗆 Anti-GAMMA Calibratio	on Settings	
Custom GAMMA	🗌 Disable	-
GAMMA Value	2.2	-
GAMMA Compensation	0	
Pixel Settings		
Pixel Color Count	3	
Total brightness (%)	100	
CH1 Brightness (%)	100	
CH2 Brightness (%)	100	
CH3 Brightness (%)	100	
Other settings		
Restart when the networ	Disable	-

Chip protocol Settings can be set inside the chip model and related parameters, to be consistent with the actual lighting parameters.

After setting the relevant parameters, begin to write the address of the luminaire, click the blue button behind the luminaire sorting and addressing

			×
 All Controllers Controller<1> Controller<2> Controller<3> Controller<4> Controller<5> Controller<6> Controller<7> Controller<8> 	✓ All Ports ✓ Port<1> ✓ Port<2> ✓ Port<3> ✓ Port<4> ✓ Port<5> ✓ Port<6> ✓ Port<6> ✓ Port<7> ✓ Port<8> ✓ Port<9> ✓ Port<10> ✓ Port<11> ✓ Port<12> ✓ Port<13> ✓ Port<15> ✓ Port<16>	Controllers Count 8 Chip Model SM16511 Chip Quantity 512 Chip DMX Address 1 Unified address Self channel add Duplicate address 1 Chip Channel Quantity (use commas t 3,3,3	

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Set the internal parameters of the form according to the actual parameters, click "chip addressing" to enter the next step and click "immediate addressing".

7. Debug and test the address

After completing the above Settings, you can enter the debugging step of the project.

Click "Debug (D)" in the ES interface and select "Screen Test" to enter the debugging item.

Test whether the light fixture is under overall control

As shown above, select the corresponding effect in the overall color change page to debug the overall lighting of the project. If you need to debug a controller and a port in the whole project, you can set the controller and port to be debugged separately in the "controller" and "port" items.



Test whether the address of the luminaire is written

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Color Test Grid Test Port running point ckground Color Line Color Grid Gaps 8 izontal Position 1 4 4 M /ertical Position 1 4 4 M
Line Color Grid Gaps 8 - rizontal Position 1 H + H
Line Width

As shown above, click "Grid Test" to enter the lamp address test page.

If you test whether all the luminaire addresses of the entire project are normal, the default setting is to select the white box option in the upper left corner, and press the keyboard arrow keys to carry out the running point test.

If the luminaire address code of a single port of a single controller in the test project, the controller number and port number to be tested can be selected from the drop-down buttons of "Controller" and "port".

The above is the debugging step of the lamp and the address code

8. Import material

As shown below, click the "Material" item in the ES interface, you can select the material file we need to import from the drop-down option.

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Here we click "Import video file", select the video file we need to import can be imported, because there are many formats of video material, such as: AVI, MOV, MP4 and so on. When the video is imported into ES, ES will transcode the video in a unified format, as shown below to enter the transcoding interface.

🗆 Source File		×
File Path	衡阳宣传片.mp4	
Original Size		
Total Frames		
Frame Rate		
Video Encodings		
Preview Options		
Play Speed	Full Speed	
Output Options		
Compression Format	Uncompressed (3	21
Output Frame Rate	Original Frame Ra	te
Output Width	512	
Output Height	256	
Crop Segments	Import All	
Picture Crop	Disable	
Delete frame		

First of all, select the default "Full speed" in the "Playback rate" item of "Preview Options".

Just in "Output Options", set the width and height of the video file we need to import, and the width and height of the video are generally the same as the width and height of our display screen.

If we need to intercept and crop the imported video file, the following figure is shown





- In the red box, the area between the two blue triangles in the downward direction is the number of video frames captured. The former blue triangle bit is the start frame position of the video captured, and the latter blue triangle is the end frame position of the video captured.
- The position of the blue triangle that is checked in the upward direction in the red box is the image that is captured in a certain frame in the video material

After completing the appeal Settings, click transcoding and import to complete the import of the video footage.

9. Generate the offline file

When we use offline master or offline synchronous master to play offline in the actual project, we need our built-in SD memory card player program to achieve the overall effect, the following we explain the main operation process of ES to generate offline files.

First of all, as shown below, click the "Tools" item, select "offline file" in the dropdown option, select "Generate offline file", enter the offline file generation interface.

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ES *C:\Program Files (x86)\ES\example\	example_1.esp	roj - Easy Show			-		
FILE(F) EDIT(E) VIEW(V) PROJECT(F) LAYOU	T(L) RUN(R)	DEBUG(D)	TOOLS(T)	SETTINGS(S)	HELP(H)	
ቼ 🖆 🗎 🕈 🕈 ដី 🗗 🗗 🗶 🔍	Q Q 🕨	• 🗏 🚣 🛠		Offline	e File		Generate Offline File.
Media Files	ą ×	Play Preview	Lavout Previ	Contro	oller		Play Offline File
System Settings				Lamp			Extract layout file
∡ 및 Display_1 <512x256>	16.4s			Netwo	ork		/
▲ Show_1	16.4s			Sched	luled Play		
🔺 🝯 Main Media Box	16.4s			Vidoe	Partition Tool		
Five rings.ssqck	5.5s		ī	MADR	RIX Tool		
snowflake.ssqck	5.5s			Art-N	et Tool		
ove.ssqck	5.5s			Easy L	ED Tool		
🔺 🝯 Auxiliary Media Box_1	19.0s				n color informat	ion	
A EasyShow.sstxt	5.0s					IOT	
A Happy new year.sstxt	7.0s			Advan	iced Tool	×.	
A Festival.sstxt	7.0s						
▲ □ Display_2 <512x256>	0.0s						
🖌 📕 Segment_1	0.0s						
📁 Main Media Box	0.0s						

As shown below, after entering the offline file generation interface, start to set the basic parameter Settings of offline file, the default Settings can be set.

Display_2 <512x256>				×	
Choose All Regions	🔽 Choose All Segments	🗆 Offline File Se	ttings		
S 🗖	Segment_1 < EPLAY001.5	Output Folder C:\Program Files (x86)\			
		Master model	U16/12/16/108/60	2/ 🔻	
		File Type	Generate Files by Seg	m 🔻	
		Append Layout	🗹 Enable		
		输出布线Lay	Z Enable		
		Layout passwo	Disable	-	
		Manual partitio	Disable	-	
		Ok	Cancel		

Select the storage path of offline file output, click Output to start output, and wait until the generation is complete.

Note: If you need to test whether the generated offline file is normal, choose to play the offline file in the generation bar of the offline file, enter the storage path of the offline file to find the offline file, open it to play the offline file.

Four .Basic setup instructions

1. Four color Settings

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When the lighting in the project is four-color, it is necessary to set the four-color mode of ES. Click "Display 1" in the control system setting option, and the setting item of "Display 1" will appear in the right property box as shown below. Select the mode we need to select.

⊟	Screen Options		
	Name	Display_1	
	Width	512	
	Height	256	
	Play Desktop	🗌 Disable	-
	Timing brightness adj	🗌 Disable	
	Play synchronization	🗌 Disable	¥
E	Multicolor setting	1	
	Four-Color Mode	Disable	-
P	Mul Disable		
⊟	Play Four-Color Pure Hig	gh-Light Mode	
	zool Four-Color Brightne	ess Enhancement Mode	
	Laye Four-Color Simple	Mode	
	Pixe Four-Color Weak-L	ight Mode	
Θ	Play Four-color high-co	lor pure blending mode	
	Seg Four-Color Strong-	Light Mode	
	Sch Four-color fixed wh		
	Festival-Triggered Segm	τ ε Ο	
	External-Triggered Segr	n 0	
	Controllers Count	8	
	Pixels Count	131072	

2. Timing setting

When the project needs to schedule playback of the material, we need to set timing for ES, as shown in the following

M	1edia Files			
		- 4 ×	Play Preview Layout Preview	Controller List
	🖨 System Settings			
	🖵 Display_1 <512x256>	16.4s		
	🛛 📕 Show_1 <scheduled trigger=""></scheduled>	16.4s		
	🔺 🗯 Main Media Box	16.4s		
	Five rings.ssqck	5.5s	-	
	o snowflake.ssqck	5.5s		
	olove.ssqck	5.5s		
	🖌 🗯 Auxiliary Media Box_1	19.0s		
	A EasyShow.sstxt	5.0s		
	A Happy new year.sstxt	7.0s		
	A Festival.sstxt	7.0s		
	📁 Auxiliary Media Box_2	0.0s		
	🖌 📕 Segment_2	0.0s		
	🝯 Main Media Box	0.0s		
	🖙 Display_2 <512x256>	0.0s		
	🖌 📕 Segment_1	0.0s		
figure	📁 Main Media Box	0.0s		

First, click "Play preview" item, and then click "Program 1" in the left "Media Resources" column to set the timing of its program.

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 Basic Settings Program Title Show 1 Four-Color Mode Inherit Trigger Play Settings **Trigger Method** Scheduled Trigger Scheduled Trigger Settings Priority Low priority Initial Date ####/01/01 End Date ####/04/01 **Enable Time Trigger** Disable Day of Week Settings Enable Sunday Disable Monday Disable Tuesday Disable Wednesday Disable Disable Thursday Friday Disable Saturday Disable figure

Click "Program 1" in the right property bar, the timing option appears, as shown in the following

Select the timing mode in "Trigger Mode". There are two trigger modes, "timing trigger" and "festival trigger", which can be set according to our needs.

If you need to set the start date and end date, start time and end time, week setting, etc., set the corresponding response time in the corresponding drop-down arrow.

3. Video Segmentation

Usually, when we achieve unified picture playback in multiple buildings, we need to unify our video materials for fine video cutting, so as to give people a more three-dimensional and harmonious sensory feeling.

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As shown below, click the "tool" option in "ES" and select the "Video segmentation tool" in the drop-down bar to enter the video segmentation tool.

*C:\Program Files (x86)\ES\example	e\example_1.es	proj - Easy Show			
FILE(F) EDIT(E) VIEW(V) PROJECT	(P) LAYOU	JT(L) RUN(R)	DEBUG(D)	TOOLS(T) SETTINGS(S)	HELP(H)
🔁 🖆 🖆 🕈 🖊 🗗 🗗 🗶 🗎	a a a 🕨 🕨	• • * *		Offline File	
Media Files	ų×	Play Preview	ayout Preview	Controller	
System Settings				Lamp	
▲ □ Display_1 <512x256>	16.4s			Network	•
Show_1 <scheduled trigger=""></scheduled>	16.4s				
🔺 🝯 Main Media Box	16.4s			Scheduled Play	•
Five rings.ssqck	5.5s			Vidoe Partition Tool	
snowflake.ssqck	5.5s			MADRIX Tool	
love.ssqck	5.5s			Art-Net Tool	
🔺 🝯 Auxiliary Media Box_1	19.0s			Easy LED Tool	
A EasyShow.sstxt	5.0s			Screen color informat	ion
A Happy new year.sstxt	7.0s			Advanced Tool	
A Festival.sstxt	7.0s				
📁 Auxiliary Media Box_2	0.0s				
▲ Segment_2 0.0s					
🝯 Main Media Box	0.0s				
⊿ ⊑ Display_2 <512x256>	0.0s				
🔺 📄 Segment_1	0.0s				
🝯 Main Media Box	0.0s				

As shown below, after entering the video segmentation tool, we need to add a cutting video source file, click "operation" to select "Open video source file", after successfully adding the video source file, we also need to add the area to be divided, also click "operation" to select "Add cutting area", change the location and size of the cutting area, click output to complete the video cutting.



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