



# Hirender S3 User Manual

# V4.6.0



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# I Introduction

Hirender S3 is a multi-function professional media server used in the exhibition and performance industry. With the powerful "Timeline mode", "window mode" and "light library mode", Hirender S3 can easily manage the broadcast and control process in projects, and easily realize gorgeous visual effects and flexible creative display. A single server can support up to 6 channels of 4k x 2k ultra-high definition display. At the same time, servers can be connected infinitely and output synchronously to meet the diversified needs of super-resolution led splicing, projection fusion, creative display etc.. Hirender S3 is widely used in conferences, performances and various large-scale activities.

# II Core Function of Hirender S3

After extensive market research and according to the actual activity needs, we focus on building the following core function modules:

# • Window play mode

Users can preset the window position and size, edit program flow flexibly and conveniently, suitable for the performance scene.

# • Timeline mode

Accurately time control, powerful program effects and media management are more suitable for conference applications.

# • Support large resolution PPT

PPT can be directly added to S3 software for playback and display, and supports high-resolution PPT.

# • Effect

It supports frame, Gaussian blur, flash screen, color wheel and special effects of marquee lights, providing diversified choices for picture display and effect realization.

# • Filter

This function can calibrate the bright part, dark part, color temperature, gamma, effect comparison and other parameters of the video, so that each video can meet the color requirements.

# • Support virtual screen

Virtual screen can split, rotating, cut, zoom or do screenshots to medias, provide an extremely convenient way for innovative LED display applications.

# • Slice function

It can realize the segmentation and reorganization of arbitrary polygons, realize led special-shaped splicing and creative display. The screen slice supports the windows structure and automatic alignment of slices.

# • NDI collection network support

Hirender S3 supports more flexible NDI network acquisition mode and can realize up to 10 channels of 1920x1080 network screen acquisition. The extremely low delay, high-definition image quality and cross windows / MacOS platform features make screen acquisition more flexible.

# • Support more video console and matrix control

The control command of switching console can be sent on the time line to realize the accurate synchronization of playback and video console switching.

# • Support 4K Capture Card Devices

It can realize the real-time acquisition and output of 4K PPT / camera.

# • Powerful video decoding and 2D / 3D rendering capabilities

Hirender engine is the core non editing rendering engine, which supports real-time high-performance 2D / 3D graphics rendering and covers almost all current video formats, including more than 30 Video Codes.

#### • Ultra HD output

A single machine can support up to 8K×4K output with load, and support super-resolution video decoding, which can easily complete the point-to-point display of the high-resolution display system.

# • Humanized operation

Single host multi-channel output with humanized unified stage management mode, the perfect combination of timeline and window, and the intuitive operation interface can enable zero based technicians to get started quickly, so that the flexible display of screen layout and arbitrary creative display are no longer "on paper".

# • Preview mode

The preview mode can view other edited programs in advance in the editing interface without affecting the normal output screen of the software, so as to ensure the smooth progress of the activity.

# • Light library mode

The program window is directly connected with the light console, and the effect of the program can be adjusted in real time.

# • Time code

Support LTC and MTC time code control to realize audio, video and light synchronization.

# • Support HVC

HVC coding is independent research and development by enlightV Technology Co.,Ltd. Based on video decoding function of Nvidia GPU. Support super-resolution media up to 16384\*16384, with high-definition output and small resource consumption. Adobe HVC plug-in is a video plug-in developed by Lanjing technology for Adobe series software to export HVC encoding format, which can be applied to Adobe Premiere, After Effects, Media Encoder software without transcoding again, simplifying the workflow.

# III Operation environment and operation mode of Hirender S3

# **Operating environment**

# **Operating environment:**

Original Microsoft Windows7 64-bit and above are recommended. Windows10 is preferred

Video input interface						
Signal Type	Quantity	Input specification				
DVI/HDMI/SDI	optional	4 channels HDMI(SDI/DVI/VGA/HDMI/Ypbpr/CVBS to choose)				
Supports a maxim	num of six 4	K signal collection channels. The maximum resolution for a single				
channel is 3840x2	2160@60HZ					
Video output inte	erface					
Signal Type	Quantity	Input specification				
DP	4	DP signal, The maximum supported resolution is				
		3840x2160@60HZ				
Support 40-chann	Support 40-channel network HD signal acquisition					
Other ports						
USB3.0X2; USB2	2.0X2;RJ45(	10M/100M/1000M)X1;COM Expansion Port X1(optional)				
Hardware Specif	fications					
Operating Voltage	;	100-240V 50/60Hz				
Moderate work		30-75%				
Support Protocols		TCP/IP, UDP/IP				
Output Control		MTC,DMX512(ARTNET),IP				
Chassis		4U Industrial PC box				
Weight		15Kg				
Chassis Size		482W*445D*178H(mm)				
Operating System		Win10 64bit Pro				

# **Operation mode**

Hirender S3 needs to set your computer and output screen to the extended mode, which can be switched by [Win + P]. You can click the resolution setting to operate the display as the main display, and the screen or projector as the extended display.

# Single server mode:

The usage of a single server—the operation interface and the video signal output are all performed on the same server. You can perform software operation, edit media effect, control output, and output video images to the display device. At the same time, real-time preview of the captured camera signal can be performed, making real-time preview, real-time editing and real-time rendering output become true. You can easily cope with application scenarios with fewer output channels as well.

#### Multiple server connection mode:

Multiple servers are cascaded—there is a separate console server for software operation, and other display servers are used for video signal output. As the number of display servers increases, the number of graphics interfaces that can be used for video signal outputincreases, and the number of connectable display devices increases. It satisfies the curren market demand for more and more display devices and increasing resolution.

# IV Installation and encryption lock

# authorization of Hirender S3

# Installation and debugging method

(1) Choose language according to personal situation:

选择安	装语言				
选择安装时要使用的语言。					
	English ~				
	确定 取消				

# (2) Accept agreement-next step:

Setup - Hirender S3 4.5.0rc9 —	×
License Agreement Please read the following important information before continuing.	
Please read the following License Agreement. You must accept the terms of this agreement before continuing with the installation.	
End User License Agreement(EULA)	^
1. Software use agreement	
This EULA is a legal agreement between the user (a person or a corporation) an our company. By installing, copying or otherwise using the software product, yo agree to be bound by the terms of the agreement. If the user does not agree with the terms of the agreement, please do not use this software product.	
a contraction and the second second second	¥
● I accept the agreement	
○ I do not accept the agreement	
English	Cancel

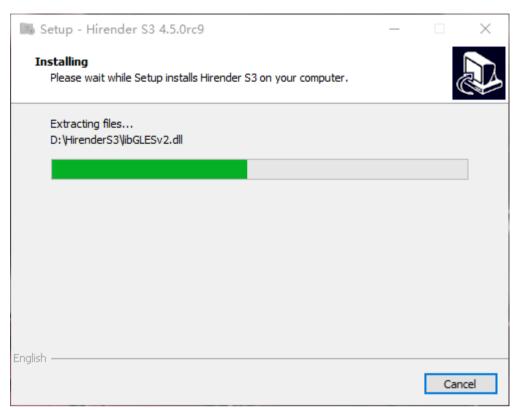
(3)Choose installation path:

Setup - Hirender S3 4.5.0rc9	_			$\times$
Select Destination Location Where should Hirender S3 be installed?			(	
Setup will install Hirender S3 into the following folder.				
To continue, click Next. If you would like to select a different fol	lder, dick	Brow	se.	
C:\Program Files\HirenderS3		Bro	wse	
At least 638.6 MB of free disk space is required.				
	Next >		Car	ncel

(4)The remaining part is installed by default, just select Next to continue:

Setup - Hirender S3 4.5.0rc9	_		$\times$
Select Start Menu Folder Where should Setup place the program's shortcuts?			
Setup will create the program's shortcuts in the following S			
To continue, click Next. If you would like to select a different folder,	, click Br	owse.	
Hirender S3	В	rowse	
English	t >	Ca	ancel

Setup - Hirender S3 4.5.0rc9			
Select Additional Tasks			
Which additional tasks should be performed	1?		
Select the additional tasks you would like So then click Next.	etup to perform w	hile installing Hire	ender S3,
Additional shortcuts:			
Create a desktop shortcut			
Create a Quick Launch shortcut			
English			
	< Back	Next >	Cancel
Setup - Hirender S3 4.5.0rc9		_	
Deede to Testall			
Ready to Install Setup is now ready to begin installing Hiren	der S3 on vour co	mputer.	LA LA
,,,,			
Click Install to continue with the installation change any settings.	, or click back if y	ou want to review	N Or
Destination location:			~
D:\HirenderS3			
Start Menu folder:			
Hirender S3			
Additional tasks:			
Additional shortcuts: Create a desktop shortcut			
			~
<			>
English			
	< Back	Install	Cancel



# (5)Installation completed

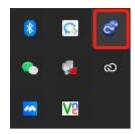
🐻 Setup - Hirender S3 4.5	.0rc9 — 🗆 🗙
	Completing the Hirender S3 Setup Wizard
	Setup has finished installing Hirender S3 on your computer. The application may be launched by selecting the installed shortcuts.
	Click Finish to exit Setup.
	☑ Launch Hirender S3
	Finish

# Encryption lock authorization

# Authorization steps:

(1)Insert the encryption lock and click the codemeter control center in the bottom right corner of

the computer.



(2) Click the "license update" button.

S CodeMeter控制中心 — □ X				
文件(E) 进程(E) 视图(V) 帮助(E)	I			
许可 事件				
CmStick 3-4918506	名称:	CmStick	Ø	
ecoos	序列号:	3-4918506	9	
<ul> <li>130-1281062757</li> <li>Hirender</li> <li>130-2067295409</li> </ul>	版本:	CmStick 4.12	ଔ	
	容量:	99 % 空闲 (315576 Bytes)		
	状态:	○ 😋 禁用		
		○ 😔 拔出后禁用		
		◉ 😋 启用		
	许可更新	弹出 <b>更改密码</b>		
CodeMeter服务正在运行.				

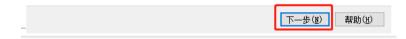
(3)Click "next" in the pop-up "welcome to cmfas assistant" interface.

					?	×
с 8 25	÷	😋 CmFAS助手				
2 ქ		欢迎使用CmFASE	力手!			
0		CodeMeter 激活服务 可。	CmFAS)助手能帮助你增加、	改变和删除在CodeMeteri	印管理系统中	的许
			青求文件,你能通过email排 件导入到许可管理系统并E		他可以通过CmF.	AS助

_	下一步(1)	帮助(王)

(4) Select "create license request" in the next interface.

Ľ	2	×	
c.	f	^	
c 8 ← S CmFAS助手			
请选择你希望的操作			
- ○ 创建许可请求			
当你想要创建一个许可请求文件并把它发送给软件开发商时选择这个选项。			
○ 导入许可更新			
如果你收到一个从软件开发商发来的许可更新文件并且想要导入该文件,请说	选择这个油	选项。	
○ 创建回执			
当你想要确认是否成功导入从软件开发商那里获得的许可更新文件时选择这个	〉选项。		



(5) Select "extend existing license" in the next interface.

1-		7	×
с		•	~
8 25	← 😋 CmFAS助手		
2 d	请为许可请求选择一个选项		
0	◎ 扩展已存在的许可		
	当你想要成变一个已经存在的许可或者增加一个新的许可到已经存在并且相同时可以选择这个选项。	司开发商的	的许可
	🔿 増加一个新的开发商的许可		
	当你想要增加一个新的许可并且在选择的许可容器中没有这个开发商的许可B 选项。	<b>寸</b> 可以选排	译这个

下—步(1) 帮助(1)
--------------

(6) Check all company codes of "please select developer" in the next interface.

c 8 ←	- 🞯 CmFAS助手	?	×
אי 2 בו	请选择开发商		
0	Lan Jing Ke Ji (102541)		)
		认该开	发商
_	下一步()	帮助()	()

(7) Select the file generation directory in the next interface and click the "submit" button. The generated file is the authorization file.

c	?	×	
c 8 ← CmFAS助手 2 、 大大地 R 大大地 A			
<sup>2</sup> d d C:\Users\enlightv\3-4918506.WibuCmRaC			]
选择义任名保存证可请水义任。然后点击"提交"创建义任。你可以通过Imail 发商。	反因此又能	干鉛井	
	_		
	帮助	)( <u>H</u> )	

# V Function introduction of Hirender S3

# Startup interface

Double click to start the program:



# Enter the startup interface as shown in the figure below:

					- ×
Scene template					
			* ⊮ ¢2022	1 3 4 9 4 5 9 5	2.00
Blank	Three-split Screen		1011+16	京冬與会开闭兼	-31
				专用成	
Recent Projects				CI	ear All
<b>A</b>	(1111)		E CARA		
Untitled.hs3	空白.hs3	测试.hs3	未命名1.hs3	测试1.hs3	
				2	
视频加密.hs3	4.5.1.hs3	快速替换.hs3	未命名.hs3		
		A S3 Professional Media Server ht© 2015-1022 北京澜景科技有			
	English 💌	Open Project Settings	Quit		

🧧 Hirender S3		_ ×
Scene template	Three-split Screen	
Recent Projects		Clear All
	Hirender® S3 Professional Media Serve Controler, Version 4.5.2 Copyright© 2015-2021 EnlightV - All rights reserved	

① Scene template: the software provides two kinds of templates, blank and three split screen. Users can also add scene templates by saving the project template.

2 Recent Projects: displays the recently opened project files. Click the clear all button to clear the display.

③ Language selection: the default is Chinese. The software provides three language switching as shown in the figure below. The switching language needs to restart the software.



④ Open Project: select the file to be opened and click open program to open the selected file.

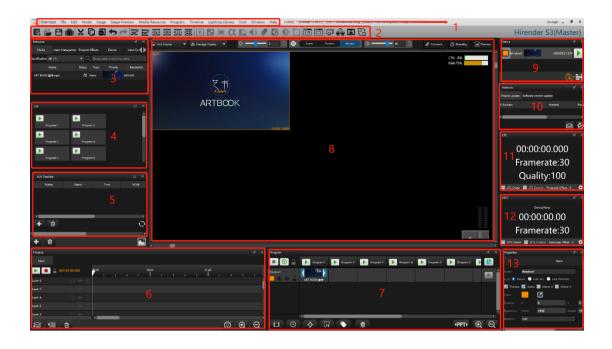
(5) Setting: Click to open the setting menu to modify the general setting, which is described in detail in. The interface is shown in the following figure:

🔄 Settings						×
General Audio	Blending	Control	Condition	Backup Mode	Tou	
Frame Rate			Standby Fade-in Time			
30		-	1.00			Sec
GPU Rendering (Effective After Restart)			Standby Fade-out Time			
[0]Intel(R) Iris(R) Xe Graphics, 屏幕数量:2		▼	1.00			Sec
Output screen rendering mode(re-open output screen	n to take effect)		Default Image Duration			
Compatibility mode (recommended)		-	600			Sec
Audio and Video Synchronization Mode			Default Media Anchor			
Audio First(recommended)		-	Top-left			-
Display end receive time code			Network Adapter			
Send Timecode		-	192.168.1.128(ASIX AX88179 U	ISB 3.0 to Gigabit Ethernet Ad	apter #2)	-
Program Management Default Playback Mode			Actions on External Timecode (l	LTC / MTC) Stop		
Loop		-	Pause			-
Project Auto-save			MTC Send Frame Rate			
Time Interval 5 📩 Min	Backup Quantity 10	↑ Browse	30			-
<ul> <li>Hardware Decoding(only supported by NVIDIA G</li> <li>Pause of program switching screen (smoother sw</li> <li>Prompt to Save When Closing the Software</li> <li>Close Backup and Recovery Tips</li> <li>Press Up/Down/Left/Right/PgUp/PgDn to Play</li> </ul>						hance)
Transcoding Path:						
C:/Users/edy/HirenderS3Temp/Transcodingcache				Browse	Clear Ca	che
Backup cache path 1:						
C:/Users/edy/HirenderS3Temp/SpareProject				Browse	Clear Ca	che
Backup cache path 2:						
				Browse	Clear Ca	che
				ок	Cano	cel

6 Quit: Click to exit the software.

# **Operation interface**

Enter the software operation interface by creating a new program / opening a program, or clicking template / project. The operation interface is divided into 13. There are four parts, as shown in the figure below:



① Menu bar: it is divided into 12 menus, including file, edit, mode and stage. Almost all the commands that can be used by the application can be found in the menu bar.

2 Toolbar: including shortcut keys for common operations such as saving project, opening project and canceling.

③ Resource: it includes resource database, screen management, program special effects and other modules to systematically sort and edit resources.

④ List: display all programs in the layer in the form of windows list, and you can quickly play and jump the programs.

(5) AUX Timeline: users can click the Add button to set multiple program insertion, and use expressions to specify their trigger conditions.

6 Timeline: users can edit timeline and material effect.

 $\bigcirc$  Program: The main functions of the program management node are program layer and program management / tab.

<sup>(8)</sup> Stage area: the main function is the display and editing of screen, window and timeline media resources, as well as the hardware detection module of the equipment.

Status: display the playback status of all editing windows and timeline in real time. You can control the playback through the playback button. Drag the window playback progress bar to control the fast forward playback of materials.

10 Network: including engineering update and software update, which displays the update status of the connected network screen and software in real time.

11 LTC: the main time line of the software and the light console can accept the LTC audio synchronization time code, and the time line is synchronized with the time code to realize the synchronous control of light, audio and video.

12 MTC: similar to LTC function, it realizes the synchronous control of lighting, audio and video.

1

13 Properties: This is a variable window that displays the corresponding propertiess of different modules selected.

# Menu Bar

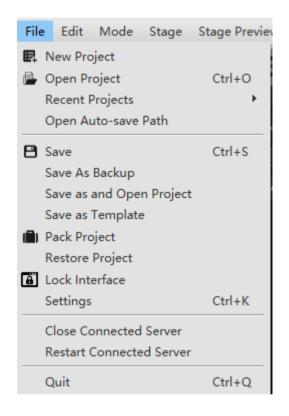
The menu bar is divided into 12 menus: file, edit, mode, stage and stage preview. The commands used by the application can be found here, as shown in the following figure:

```
🚄 Hirender File Edit Mode Stage Stage Preview Media Resource Program Timeline Lighting Library Tool Window Help
```

The 12 menus will be described in detail below:

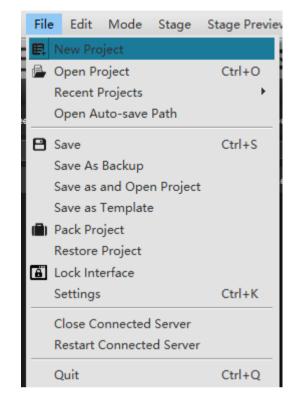
# File

The file menu is mainly for the management and setting of projects in the software. Click to display the menu as shown in the following figure:



# 1. New Project

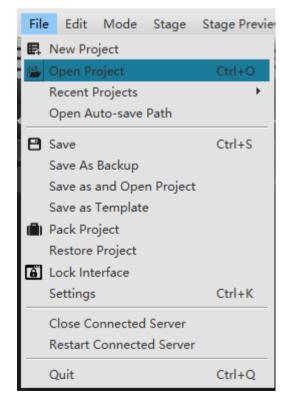
Click new project:



After saving the current project, select the project storage path and project name, and create a new project file.

# 2. Open Project

Click to open the project:



Select and open a created project.

# 3. Recent Projects

You can quickly open several recently opened projects, as shown in the following figure:

File	e Edit	Mode	Stage	Stage Previe	ew Media Resource Program Timeline Li
R.	New Pro Open Pr	-		Ctrl+O	
	Recent F	-		$\rightarrow$	0 D:\软件\HirenderS3\Untitled.hs3 <sub>iis</sub>
۹	Open Au	uto-save	Path		1 D:\软件\S3\HirenderS3\Untitled.hs3
8	Save			Ctrl+S	(0, 0)
	Save As	-			esolution
			n Project	:	esolution
		Templat	e		
	Pack Pro	-			
67	Restore	-			
۳	Lock Inte Settings			Ctrl+K	
-	settings			CUITK	
	Close Co	onnected	Server		
	Restart (	Connecte	ed Server		
	Quit			Ctrl+Q	

# 4. Open Auto-save Path

Quickly open the path to save the automatic backup file of the project.

# 5. Save Project

Quickly save the current project.

# 6. Save As Backup

Save the current project to the path selected by the user.

# 7. Save as and Open Project

Save the current project to the path selected by the user, and open the project under the new path.

# 8. Save as Template

Save the current project as a template, and then save it, window layout and layer in program management after naming, but do not save media resources and special effects. The saving interface is shown in the following figure:

File	e Edit Mode Stage	Stage Preview	Media Resource Program Timeline Li
E.	New Project Open Project	Ctrl+O	Z 🛃 🖻 🎟 🖻 🎛 🛛
e	Recent Projects Open Auto-save Path	•	0 D:\软件\HirenderS3\Untitled.hs3 1 D:\软件\S3\HirenderS3\Untitled.hs3
	Save Save As Backup Save as and Open Project Save as Template Pack Project Restore Project Lock Interface	Ctrl+S	solution
	Settings Close Connected Server Restart Connected Server Quit	Ctrl+K Ctrl+Q	

After saving, it will appear in the startup interface - scene template, as shown in the following figure:

🧧 Hirender S3									
Scene template	Scene template								
Blank	Three-split Screen	template 1							
Recent Projects									
Untitled.hs3									

# 9. Pack Project

Click package project, and the pop-up window is as follows:



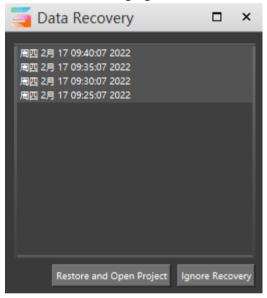
🧧 Pack Project			□ ×
Name	show 1		
Package content	Resource Used	All resources	
Package path	C:/Users/edy/Desktop		Browse
		ОК	Cancel

- 1) Name: enter the name of the packaged project.
- (2) Package content: you can select used resources or all resources.

(3) Package path: you can click Browse to select the save path. After prompting that the sorting is successful, you will see the folder under the corresponding path.

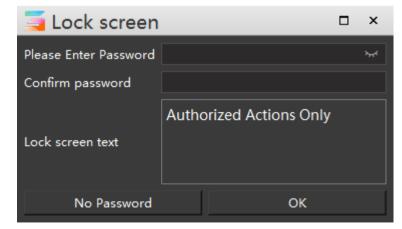
# **10. Restore works**

Enter the data recovery page to recover the project data automatically saved by the system. The data recovery interface is shown in the following figure:



# 11. Lock Interface

Click interface lock to lock the software interface, as shown in the following figure:



In the locked state, you can click the lock sign in the lower right corner or click the space to enter

the unlocking interface, as shown in the following figure:



If you want to continue to operate the software, you need to enter the password to unlock before setting.

# 12. Settings

Open the setting menu to set various basic functions and properties of the project and software.

# (1) General

General contains many basic settings, which will be described in detail below. The setting interface is shown in the figure below:

🔄 Settings					□ ×
General Audio	Blending	Control	Condition	Backup Mode	т∢▶
Frame Rate			Standby Fade-in Time		
30		-	1.00		÷ Sec
GPU Rendering (Effective After Restart)			Standby Fade-out Time		
[0]Intel(R) Iris(R) Xe Graphics, 屏幕数量:2		-	1.00		÷ Sec
Output screen rendering mode(re-open output screen	to take effect)		Default Image Duration		
Compatibility mode (recommended)		-	600		Sec
Audio and Video Synchronization Mode			Default Media Anchor		
Audio First(recommended)		-	Top-left		-
Display end receive time code			Network Adapter		
Send Timecode		<b>_</b>	192.168.1.128(ASIX AX88179 USB	3.0 to Gigabit Ethernet Adap	ter #2) 🛛 🔻
Program Management Default Playback Mode			Actions on External Timecode (LTC	/ MTC) Stop	
Loop		<b>_</b>	Pause		
Project Auto-save			MTC Send Frame Rate		
Time Interval 5 + Min Ba	ackup Quantity 10 📫 个	Browse	30		<b>-</b>
Hardware Decoding(only supported by NVIDIA GP     Pause of program switching screen (smoother swit     Prompt to Save When Closing the Software     Close Backup and Recovery Tips     Press Up/Down/Left/Right/PgUp/PgDn to Play			Enable Deamon (open when ti Full screen output window (re PT Keeps Progress on Progra Clear PPT Cache on Exit TCP Keep Connection ccMAX TCP User-defined Outp	commended to close, will red im Switch	
Transcoding Path:					
C:/Users/edy/HirenderS3Temp/Transcodingcache				Browse	Clear Cache
Backup cache path 1:					
C:/Users/edy/HirenderS3Temp/SpareProject				Browse	Clear Cache
Backup cache path 2:					
				Browse	Clear Cache
				ок	Cancel

# 1) Frame Rate

The default is 30 frames. This setting is used to match the video frame rate used in the program and display device to ensure the smoothness and synchronization of video playback. The options are shown in the following figure:

Frame Rate	
30	•
25	
30	
50	
Custom	

# 2) GPU Rendering

You can select the rendering GPU of the device, which will take effect after restarting the software after setting, as shown in the following figure:

GPU Rendering (Effective After Restart)	
[0]Intel(R) Iris(R) Xe Graphics, 屏幕数量:2	•
[0]Intel(R) Iris(R) Xe Graphics, 用島数量2	

# 3) Output screen rendering mode

You can select compatibility mode or performance mode. After modification, re-open the output screen to take effect. The interface is shown in the following figure:



Output screen rendering mode(re-open output screen to take effect)	
Compatibility mode (recommended)	<b>•</b>
Compatibility mode (recommended)	

# 4) Audio and Video Synchronization mode

You can choose audio priority or video priority, as shown in the figure below:

Audio and Video Synchronization Mode	
Audio First(recommended)	•
Audio First(recommended)	
Video is preferred (the video is smoother, but ae sound quality and audio-video synchroni	zation)

It is recommended to use the audio first mode to synchronize both video and audio. Video first: Video synchronization is preferred. It is recommended to use pure video materials

# 5) Display end receive time code

You can select whether the display end uses the network synchronization code when receiving the time code, as shown in the following figure:

Display end receive time code	
Send Timecode	-
Do Not Use Timecode	
Send Timecode	

# 6) Program Management Default Playback Mode

The default playback mode of program management can be modified, including three playback modes as shown in the figure below:

Program Management I	Default Playback Mod	le	
Loop			-
Freeze			
Loop			
Stop	19191	Dockap Quantity	

#### 7) Project Auto-save

Click to check auto save project to modify the time interval and time of auto save. Click Browse to view the saved file. The setting interface is shown in the following figure:



# 8) Standby Fade-in / Fade-out Time

You can modify the material fade in / fade out time at the program playback connection

# 9) Default image Duration

You can change the default display time length of the image, as shown in the following figure:

Timeline		4)
Main		
	<ul> <li>000:00:00.000</li> </ul>	noo 01.40 03.20 05.00 06.40 08.20 10.00 11.40 13.20 15.00
Layer 3		
Layer 2		
Layer 1		can be modified
$\Diamond$		( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )
_+≫_		

# 10) Default Media Anchor

It defaults to the upper left corner and can be modified to the center point of the media

# 11) Network Adapter

For devices with two network cards, you can choose the network card IP to use here, which is convenient for selection when online.

# 12) Actions on Eternal Timecode

For the default operation when the external time code stops, there are three options, as shown in the figure below:

Actions on External Timecode (LTC / MTC) Stop	
Pause	•
Pause	
Stop Resume	

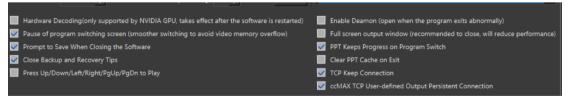
# 13) MTC send Frame Rate

For the transmission frame rate of MTC time code, three frame rates are provided by default, as shown in the figure:

MTC Send Frame Rate		
30		•
30	 	
24		
23	 	 

# 14) Tick options

As shown in the figure, users can check the 11 options according to their needs:



- Hardware decoding: the software supports the switching between software and hardware decoding. Hardware decoding is carried out by GPU, which can reduce the workload of CPU, and the video is relatively smooth. At present, Hirender S3 hardware decoding only supports NVIDIA GPU. After checking, restart the software to take effect.
- 2. Pause of program switching screen: when checked, the program switching is smoother to avoid video memory overflow. It is checked by default
- 3. Prompt to save when closing the software: prompt to save the file when closing. It is

checked by default

- 4. Close Backup and Recovery Tips: prompt appears when closing backup and recovery. It is checked by default
- 5. Press Up / Down / Left / Right / PgUp / PgDn to Play: after checking, the programs in the program management can be played by up / down / left / right / PgUp / PgDn keys
- 6. Enable unattended: when checked, if the program exits abnormally, it will be opened automatically
- 7. Full screen output window: If computer configure dual graphics cards and has malposition on output pictures, you can check this option to solve this problem. But the performance will be reduced. It is recommended not to check
- 8. PPT keeps Program on Program Switch: you can synchronously maintain the playback speed of PPT animation node to make the PPT screen switch more smoothly. It is checked by default.
- 9. Close PPT Cache on Exit: when checked, the picture PPT cache will be automatically cleared when closing the project file, so as to reduce the storage space occupied by the project file
- 10. TCP Keep Connection: checked by default
- 11. ccMAX TCP User-defined Output Persistent Connection : checked by default, to keep ccMAX TCP connection.

# 15) Transcoding file / Backup cache path setting

The default path is shown in the following figure:

Transcoding Path:		
C:/Users/edy/Hirender53Temp/Transcodingcache	Browse	Clear Cache
Backup cache path 1:		
C:/Users/edy/HirenderS3Temp/SpareProject	Browse	Clear Cache
Backup cache path 2:		
	Browse	Clear Cache

Click path selection to modify the path of transcoding file / standby cache, and click clear cache to clear the files under the path.

# (2) Audio

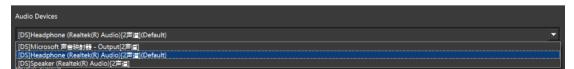
The audio setting interface is shown in the figure below:

🧧 Settings							×
General	Audio	Blending	Control	Condition	Backup Mode		
Audio Devices							
[DS]Headphone (Realtek(	R) Audio)[2声 <mark>道]</mark> (Default)						-
Default Volume							
80							96
Audio output delay							
-						0	ms
Allow microphone inp	out						
					ОК	Can	cel

S3 software supports 5.1 and 7.1 channels, which can output surround sound audio, and can set channel mapping to map the audio of ordinary video to different sound tracks of the sound card according to the requirements, so as to realize the effect of the same host outputting different sounds at the same time.

# 1) Audio Devices

In the drop-down option, the output audio output device of this server will be displayed, which can be selected according to the situation. If there is no sound output when playing the program, you need to check the volume or whether the selected output device is valid here, as shown in the following figure:



# 2) Audio output delay

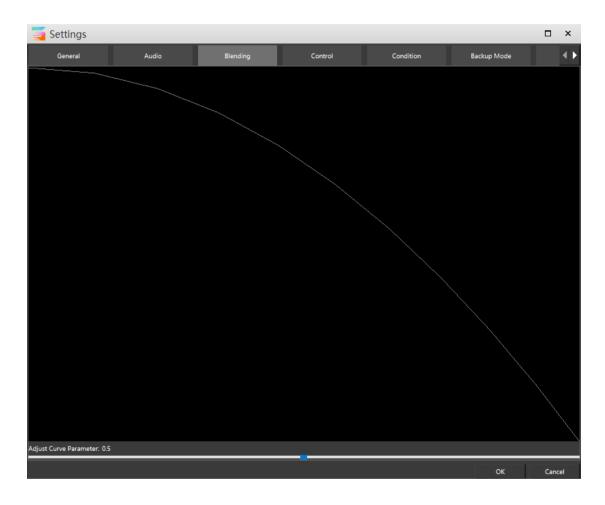
Set the audio delay here. In addition, you can choose to allow microphone input, as shown in the following figure:

Audio output delay	 	
•	•	ms
Allow microphone input		

Audio output delay is the delay processing of sound signal, especially used for long-distance sound reinforcement.

# (3) Blending

The smoothness of blending can be modified by adjusting curve parameters. It is mostly used in the fusion zone. The curve setting interface is shown in the following figure:



# (4) Control

Support external network control and artnet control.TCP / UDP protocol can be selected for external network control, and the artnet address of Hirender S3 can also be set. The control settings are shown in the following figure:

🥃 Settings 🛛 🔍				□ ×
General Audio Blending Control Condition Backup Mode Touch	1			
External network control				
Artnet Address 192.168.1.18				•
MIDI control MIDI Refresh				
Connect	Bind	Clear		
Standby	Bind	Clear		
Global Brightness	Bind	Clear		
Global Volume	Bind	Clear		
Program Management Default Console Normal Input				
			ОК	Cancel

# 1) External network control

It supports external network control. The default is no connection. You can select TCP / IP protocol or UDP / IP protocol for external network control

# 2) Artnet

Support artnet control. When using the light console to control the program, you need to set the artnet address of Hirender S3. After setting, the light console can control the program playback in program management

#### 3) MIDI control

MIDI control is supported, and the interface is shown in the following figure:

MIDI control MIDI Refresh				
Connect		Bind	Clear	
Standby		Bind	Clear	
Global Brightness		Bind	Clear	
Global Volume		Bind	Clear	
Program Management Default Console	Normal Input			

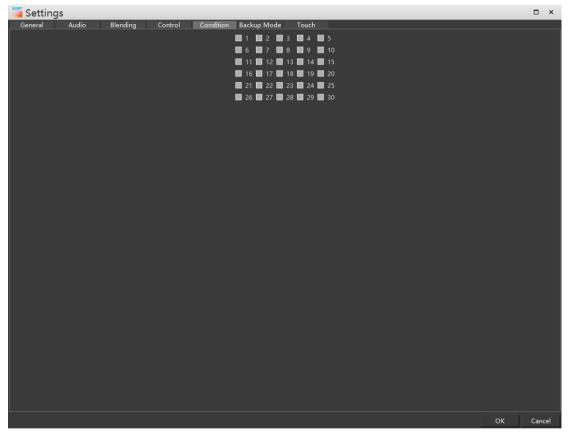
MIDI control binding and clearing can be carried out for connection, standby, global brightness and global volume. The default program management default console is hc64. There are also options as shown in the following figure:

HC64
1001
MIDI
Normal Input
DMX512
ensor
٧c

After setting, MIDI console can play, connect and standby programs in program management

# (5) Condition

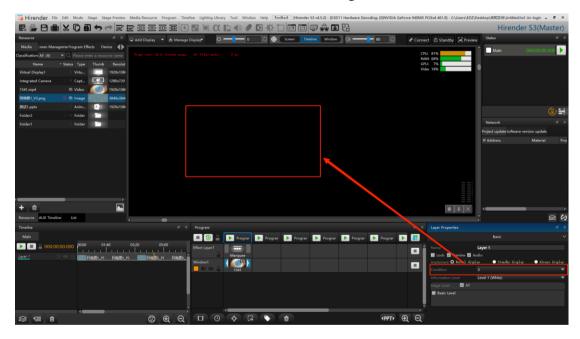
In the timeline layer settings, you can set conditions for each layer, and the maximum number of conditions is 30.



After checking here, you can select the corresponding conditions for adding to the timeline material properties. When the conditions are met, the options will be executed, as shown in the following figure:

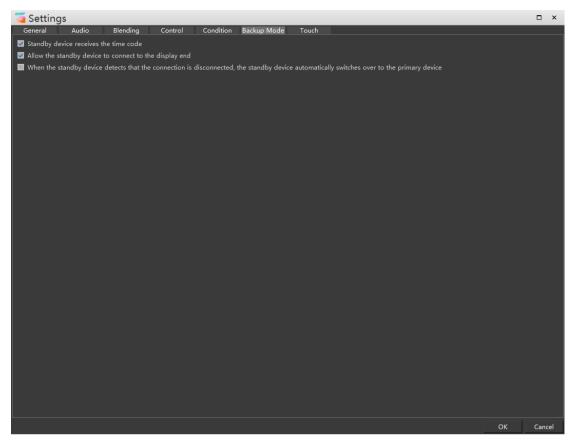
E P P P P P P P P P P P P P P P P P P P	-	nder S3(Master)
Media izen Managene-hogran Effeti Deke	w la serie	√ ×
Media sreen Manageme-Program Effects Device		
		000:00:00.000
Classification (All (d) v Q, Please enter a resource name RAME 676		
Name + Status Type Thumb Resolut	÷	
Virtual Display1 Virtu 1920x108 Visee 1970	Ĩ.	i i
Integrated Camera D Capt 220x720		i i
1541.mp4 f8 Video 2001 1920x108		i i
Ritter VLpng Ritter State		i i
Rigt ( pote Anim 💽 1920/108)		(a) 🕂
Folder2 Folder	Network	
Folder1 Folder D Alternative Constant State	Conversion of the	ware version update
	IP Address	Material Proj
		i
		i i
The set is the West		i i
		i i
		i i
+ 🕯 🔛		i i
Resource AUX Timeline List		@ Ø
Timeline I X Program		4 X
Main 📃 🕑 🔒 🕨 Program 🕨 Program 🕨 Program 🕨 Program խ Program խ Program 🔪 Program 🔪	Basic	~
▶ □ ▲ 00000000000 0000 0140 0320 0000 Effectivent =	Layer 1	
Lover 7 Marquee Marquee Marquee		
	lay Standby &	lisplay 💽 Always display
Television and the second se	Level 1 (White)	
Sognation and All		
Basic Level		
<u>କ୍ରିର୍ଣ୍ଣ (କ୍ରିର୍ବ</u> ) କ୍ର (କ୍ରିର୍ବ) (କ୍ର (କ୍ରୀ) (କ୍ରିର୍ବ) (କ୍ରୀ) (କ୍ର		

If the execution condition is not checked, as shown in the figure below:



# (6) Backup Mode

The master / standby mode setting interface is shown in the following figure:

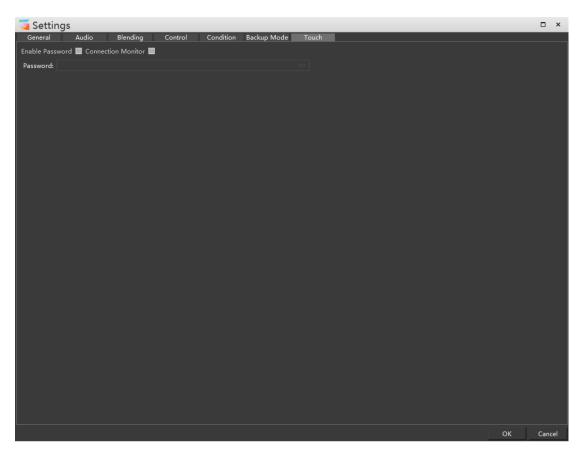


If "Standby device receives the time code" is selected, the standby device accepts the timecode sent by the master device, and the playback progress of the Standby device is synchronized with that of the master device. If "Allow the standby device to connect to the display end" is selected, the standby device can connect to the display device. This function is used for display device backup. Check "When the standby device detects that the connection is disconnected, the standby device automatically switches over to the primary device". When the primary device crashes or shuts down due to problems, the secondary device automatically switches to the primary device.

#### (7) Hirender Touch

Support Hirender Touch connection monitoring and enable password setting, as shown in the following figure. Hirender Touch is a remote control APP for Hirender S3 software:





# 13. Close / Restart Connected Servers

Turn off / restart the connected display server.

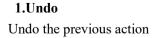
# 14. Ouit

Click to exit the software.

# Edit

The edit menu bar includes undo, restore, copy, paste and cut operations. The menu is shown in the following figure:

	<b>Undo</b> Redo	Ctrl+Z Ctrl+Y
0	Cut Copy Paste	Ctrl+X Ctrl+C Ctrl+V
¥	Align	



# 2.Redo

Redo undone action

# 3.Cut

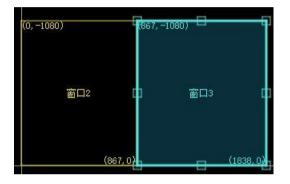
Cut the selected text

# 4.Copy / paste

Copy / paste text, program nodes, layer properties, etc

# 5.Align

After selecting alignment, when arranging windows, screens and materials in the stage, alignment and docking icons will appear to align them, as shown in the following figure:



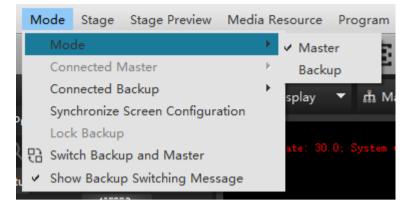
# Mode

The mode menu includes mode selection, connected master / standby devices and other operations, which can quickly switch modes. The menu interface is shown in the following figure:

	Mode	۲
	Connected Master	Þ
	Connected Backup	⊁
	Synchronize Screen Configuration	
	Lock Backup	
먑	Switch Backup and Master	
V	Show Backup Switching Message	

# 1. Mode

The master / standby mode can be set in the mode selection, as shown in the following figure:



Set the two hosts to different fixed IP addresses, and the IP addresses need to be in the same network segment.For example, the host set IP is 192.168.1.2, and the standby set IP is 192.168.1.3.One host is set as the primary server and the other as the standby server.

The local IP address can be viewed in network connection - details, as shown in the following figure:

Intel(R) Dual Band Wireless-A	网络连接详细信息(D):	
I WLAN 状态	属性 连接特定的 DNS 后缀	值
常規	描述	Intel(R) Dual Band Wireless-AC 8260
	物理地址	F0-D5-BF-E7-C7-C3
连接	已启用 DHCP	是
IPv4 连接:	IPv4 地址	192.168.31.160
IPv6 连接:	IPv4 子网掩码	255.255.255.0
媒体状态:	获得租约的时间	2021年1月27日 9:08:40
SSID:	租约过期的时间	2021年1月28日 3:08:41
持续时间:	IPv4 默认网关	192.168.31.1
速度:	IPv4 DHCP 服务器	192.168.31.1
	IPv4 DNS 服务器	192.168.31.1
信号质量:	IPv4 WINS 服务器	
	已启用 NetBIOS over Tc	是
详细信息(E) 无线属性	型 连接-本地 IPv6 地址	fe80::115a:e7dc:a7a3:1d5b%19
63 M	IPv6 默认网关	

# **2.**Connected Master

If this host mode is the primary server, the selected primary option is grayed out; When it is a standby server, the connected standby is displayed.

#### 3. Connected Backup

Under this menu, you can view the connected standby terminal, or select the IP address to connect the standby device.

#### 4. Synchronization Screen Configuration

When this option is checked, click Update (Ctrl + D) to synchronize the current settings of the master and standby device.

#### 5. Lock Backup

Only when the host is selected as the standby terminal can it be selected. After checking, the standby terminal will be locked and cannot perform other operations. Click the exit button in the center of the screen to unlock the state.

#### 6.Switching Backup and Master

Convert the current master / standby relationship.

## 7. Show Backup Switching Message

Select whether a pop-up window is required to prompt the standby terminal to switch.

# Stage

Add virtual screen, zoom and return to the stage origin through the stage menu. The stage menu is shown in the following figure:

	Add Local Display	+
	Add Network Display	•
	Add Virtual Display	
	Zoom	•
	Return to Origin	Ctrl+Shift+O
	Roaming(Ctrl+Alt)	
	Switch Editing Mode	
	Level	•
	Connect	Ctrl+L
4	Connected and Update	
¥.	Update According to Displays	
	Update	Ctrl+D
	Standby	Ctrl+B
	Clear all display end caches	
	VNC Control	
	Manage Displays	۱.
	Program Control Mode	۱.
Ş	Global Output Adjustment	

# 1.Add Locate / Network Display

Click the add network screen, and a dialog windows will pop up, as shown below:

Stage	Stage Preview	Media Resource	Program	Timeline	Lighting Library
Ad	d Local Display				
Ad	d Network Displa	y	•	Add Netw	ork Display
Ad	d Virtual Display			XVGA(102	4x768)
Zo	om		•	HD1080(19	920x1080)
Re	turn to Origin	Ctrl+	Shift+O	Custom	
Ro	aming(Ctrl+Alt)				, rideo dadio.
Sw	itch Editing Mode		•		
Lev	vel		•		
Co	nnect	Ctrl+	L		
🗸 Co	nnected and Upd	ate			
y Up	date According to	Displays			
Up	date	Ctrl+	D		
Sta	indby	Ctrl+	В		
Cle	ar all display end	caches			
VN	IC Control				
Ma	anage Displays		•		
Pro	ogram Control Mo	de	•		
🖾 Gla	bal Output Adjus	tment			

# (1) Add Locate / Network Display

Click add network connected to pop up the connected screen list, as shown in the following figure:

	🔁 Choose Connect Display								×
D	isplay Number	Screen F	Resolutic	Refresh Rate	New				
	1	1366 x 7	768	60 Hz	Did not create(Ma	in Screen. N	ot Recommended)		
L.	2	1920 x 1	080	59 Hz	Did not create				
L									
L									
L									
L									
Er	nable Detection				]	Refresh	ок с	Cance	1

3	🚄 Choose Connected Network Display								
IP		Display Number	Screen Resolution	Refresh Rate	N				
	192.168.1.116	1	3840x2160	60Hz	Ne				
	192.168.1.116	2	3840x2160	60Hz	N				
	192.168.1.116	3	3840x2160	60Hz	Ne				
	192.168.1.116	4	3840x2160	60Hz	Ne				
	192.168.1.40	1	1920x1080	60Hz	Ne				
	192.168.1.40	2	3840x2160	60Hz	N				
Re	efresh			ок с	Cancel				

# (2)XVGA

Click xvga to automatically add a screen in the stage, as shown in the following figure:

(1000, 0)		断开	
	网络【屏幕:0;ip:】		
		(2024, 768)	

# (3)HD 1080

Click HD 1080 to automatically add a screen in the stage, as shown in the following figure:

			CPU: 内存: GPU: 显存:
(1500, 0)		断开	
	网络[屏幕:0;ip:]		
		(3420, 1080)	

# (4)Custom

Click Customize to pop up the general setting window, as shown in the following figure:

🧧 Display				□ ×						
General										
	Name	Local								
	Output	0	) 🔹							
		Enable Detection Open Display	clear operation record							
	Display Color	Closed Display Color	Opened Display Color							
	Position	X 2000								
	Resolution	Width 1280	Height 1024							
		Display Resolution								
	Rotation	Angle 0.00	Clockwise							
	Center Position	X 2640	Y 512							
	Stage Level	Basic Level		•						
	Send NDI									
	live Streaming	Stream URL:								
		Stream Key:								
		Resolution: X 1920	÷ Y 1080	•						
	Stream									
ustment layer. Press Q to activ	ate the cursor mo	ovement mode between grids(the yellow cursor w	ill be displayed), keyboard W/A/S/D controls the cu	ursor movement, and Close						

Related properties settings can be viewed in properties - display properties. After setting, a customized screen will appear in the stage:

	GPU 显存
(2000, 0) 断开	f .
网络〔屏幕:0:ip:〕	
(3280, 1024	)

# 2. Add Virtual Display

The virtual screen collects and plays the programs in stage management in real time. The virtual screen can be directly used as media resources to realize the functions of camera splicing, camera close-up, live interception, special-shaped screen playback etc..

Click add virtual screen to pop up the properties setting window, as shown below:

🧧 Virtual Display							×
Properties Slice							
	Name	Virtual	Display1				
	Display Color						
Q	Resolution	Width	1920	Height	1080		
	Position		2500				
	Rotation	Angle		Clockw			
	Stage Center		3460		540		
						OK Cancel	

After setting, the virtual screen appears on the stage, as shown in the following figure:

		Hirond	CO(Marshaw)
		rmenu	er S3(Master)
Resource 🛷 👻 Add Display 🔻 🖞 Manage Display 🗘 🔂 🖉 Screen Timeline Window 🕼 👥 🚽 80 🔘 🖉 Connect	O Standby Review	Status	≪ ×
Media :reen Manageme <sup>3</sup> rogram Effects Device <b>4</b>		Main	000:00:00.000
Classification All (6)  Q Hease enter a resource name Texts 20.0, System stage 10, Vider-malle 0 as: CRMs to the control of the texts 20.0, System stage 10, Vider-malle 0 as: CRMs to the control of the texts 20.0, System stage 10, Vider-malle 0 as: CRMs to the texts 20.0, System stage 10, Vider-malle 0 as: CRMs to the texts 20.0, System stage 10, Vider-malle 0 as: CRMs to the text texts 20.0, System stage 10, Vider-malle 0 as: CRMs to the text text text text text text text			
Name * Status Type Thumb Resolut	6%	1	
Virtual Display1 Virtu 121 1920x108 Victor 1	10.9		
Integrated Camera Capt 200.720			
1541.mp4 0 ft Video 1920/108			
Rm201_V3.png Of fit Image Backgood Hotolski			
Bitit Loptx Anim 2=1 1920x108			( <b>a</b> ) 👬
Folder2 Folder			
Folder Virtual Sigled		Network	
		Project update Software	
		IP Address	Material Proj
(4422,1000)			
\$440,1002	!		
	= =		
	==		
+ 8	<b>\$ 1 S</b>		
			en (2
	Vitual Display Properties		
	vital Cispay Properties	Basic	
Program Progra			
Effect Layer1	Name Virtual Dis		
	Position X 25		0 1080
		10 Heig	Ht 1080
Feather	Rotation		
i H Value 82			
<u>କ୍ଟୋଲ୍ () କ୍ରିର୍ଦ୍ର () କ୍ରା</u>			

## 3. zoom

The stage menu contains zoom options, or shortcut keys to select different zoom ratios, or scroll the mouse wheel in the stage to reduce and enlarge the stage. The zoom ratio provided by the menu bar is shown in the following figure:

Sta	ige	Stage Preview	Media Res	source	Program	Timeline	Lighting
	Add	l Local Display l Network Display l Virtual Display	/		) )	anage Dis	
	Zoo	im				1:40	
	Reti	urn to Origin		Ctrl+S	hift+O	1:32	
	Roa	ming(Ctrl+Alt)				1:24	
	Swit	tch Editing Mode			•	1:16	Alt+1
	Leve	el			•	1:12	Alt+2
	Con	inect		Ctrl+L		1:8	Alt+3
4	Con	nected and Upda	ate			1:6	Alt+4
4	Upo	late According to	Displays			1:4	Alt+5
	Upo	late		Ctrl+D	)	1:3	Alt+6
	Star	ndby		Ctrl+E	3	1:2	Alt+7
	Clea	ar all display end	caches			1:1	Alt+8
	VNO	C Control			1		
	Mar	nage Displays			•		
	Pro	gram Control Mo	de		+		
ø		o bal Output Adjust					

#### 4. Return to Origin

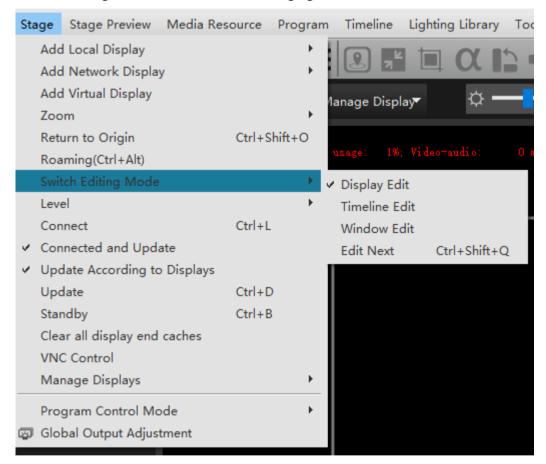
Return the stage to the intersection of X and Y axes in the stage.

#### 5. Roaming

Click roaming to enter the roaming state, drag the stage to move as a whole, or drag by pressing and holding the mouse wheel

### 6. Switching Editing Mode

The editing status can be switched between screen mode, timeline editing mode, window mode and the next editing mode, as shown in the following figure:



(1) Screen editing mode: in this mode, you can only edit the screen in the stage

(2) Timeline editing mode: in this mode, only timeline materials in the stage can be edited

(3) Window editing mode: in this mode, only windows in the stage can be edited

(4) Next editing mode: Click to automatically switch to the next editing mode of the current editing mode

#### 7. Level

The stage level is the basic level by default. You can set the addition and renaming of stage level

# 8. Connect

Connection refers to the connection to the display device. Once the connection is successful, the edited material screen will be projected onto the display device, provided that the connected display screen has been added to the software and all connected displays are opened. You can also connect or disconnect by clicking the connection button in the upper right corner of the stage.

# 9. Connected and Update

Click the connection, and the connected display device / standby end will automatically update the data.

## 10. Update According to Aisplays

Click to check and update according to the display windows

# 11. Update

Update the changes made by the master to the program on all connected display devices.

# 12. Standby

Click standby, and the display terminal will be in a black screen state. In this state, the program will continue to play without stopping.

## 13. Clear all display end caches

After clicking, all display side caches will be cleared, and they need to be reloaded when they are opened again

## 14. VNC control

By adding VNC control, the remote control of the software can be realized

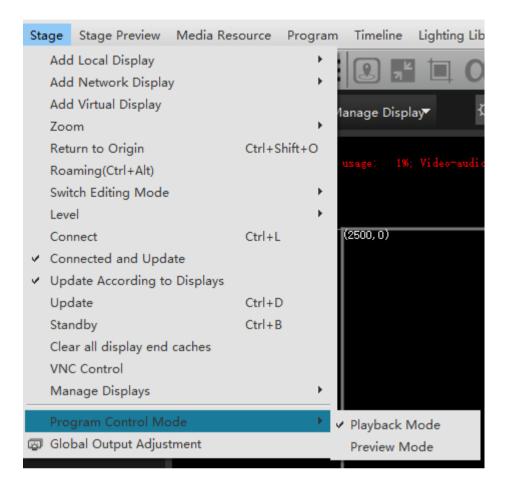
## 15. Manage display

You can choose to turn on all connection display or turn off all connection display, as shown in the following figure:

Sta	ge Stage Pre	eview	Media Re	source	Program	n Timel	ine Li	ghting	j Librai	ry To	ol	Wi
	Add Local Dis	play			+		Ľ		α	5	1)	) 3
1	Add Network	Displa	у		•		4		~			
	Add Virtual Dis	splay				lanage [	Display		¢		-	_ [
	Zoom				•				_			
Ĺ	Return to Orig	jin		Ctrl+S	Shift+O							
	Roaming(Ctrl+	Alt)				usage:	1%; V	i deo-a	udi o :			
	Switch Editing	Mode										
	Level											
	Connect			Ctrl+L		(2500, 0)	)					
1	Connected and	d Upda	ate									
4	Update Accord	ding to	Displays									
	Update			Ctrl+E	)							
	Standby			Ctrl+E	3							
	Clear all displa	ay end	caches									
	VNC Control											
	Manage Displa	ays				Open	All Disp	olays	C	trl+Alt	+0	
	Program Cont	rol Mo	de		+	Close	All Disp	olays	C	trl+Alt	+C	
ø	Global Output											

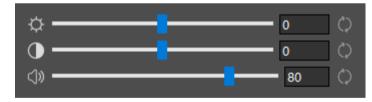
# 16. Program Control Mode

The control stage switches between broadcast control and preview modes, including broadcast control mode and preview mode, as shown in the following figure:



#### 17. Global Output Adjustment

Control the adjustment of global brightness, volume and contrast of the output picture, as shown in the following figure:



# **Stage Preview**

The stage preview menu includes real-time preview, thumbnail, wireframe and background color options, as shown in the following figure:

✓ Dynamic	Ctrl+9
Thumb	Ctrl+8
Frame	Ctrl+6
Condition	
Stage Level	►
Background Color	

## 1. Dynamic

It can play and preview the stage in real time.

# 2. Thumb

Using the low resolution thumbnail as the media preview can improve the efficiency of the editing interface when playing multiple large video clips at the same time in the demonstration program. When selected, the following logo will appear:

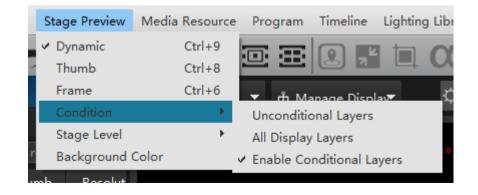


#### 3. Frame

All pictures and videos are displayed in a rectangular wireframe. The name and duration of the media will be displayed in the rectangular wireframe. The effect of using wireframe is the same as that of thumbnail, which can save memory space and improve the efficiency of editing interface.

#### 4. Condition

If the condition is enabled, all layers will be displayed regardless of whether the condition is selected or not.



## 5. Stage Level

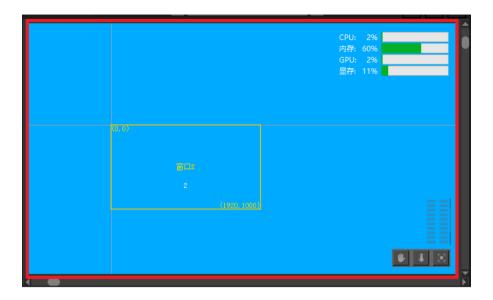
After setting the stage level, you can select and drag it only when the stage level matches the screen.

### 6. Background Color

You can choose different stage background colors, as shown in the following figure:

🧧 Color	□ ×
Basic colors	
Pick Screen Color	
Custom colors	Hue: 0 🛟 Red: 255 🔆
	Sat: 0 🛟 Green: 255 🛟
	Val: 255 🛟 Blue: 255 🛟
Add to Custom Colors	HTML: #ffffff
	OK Cancel

For example, after selecting the blue background, the stage background will change to blue, as shown in the following figure:



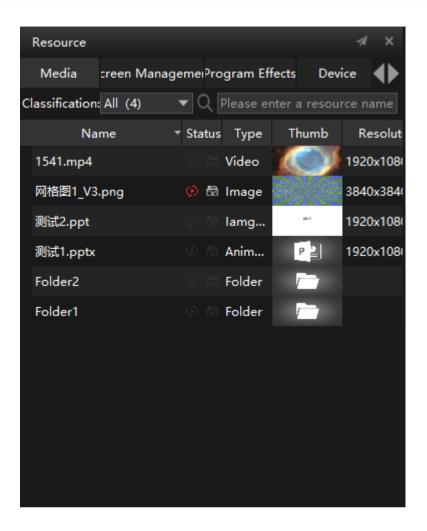
# **Media resources**

Media resources are the menu responsible for adding media materials, including video / audio / pictures, text, PPT, Capture Card Devices equipment and other resources, as shown in the figure below:

Add Video/Audio/Image
Add Text
Add PPT
Add Capture Card Devices
Add NDI Network Display
Add Timer
Add Folder
Select unused resources

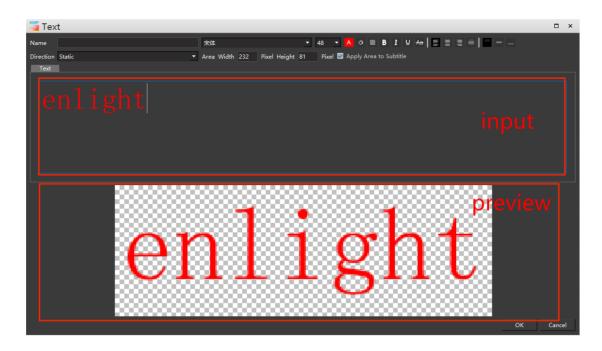
## 1. Add Video / Audio / Image

With this command, media files can be added to the material library from disk or media folder. The material library displays the material name, material type, thumbnail, resolution, duration and other information.



## 2. Add Text (subtitle function)

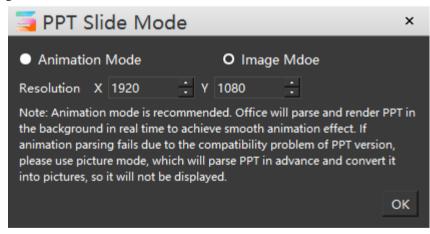
Use this command to add text to media and perform various adjustments like other media. You can change the font style, size, color, subtitle background color, scrolling mode, etc. of the input text. You can edit the text in the text or paste the text to be displayed directly into the text windows. Finally, the software will generate scrolling subtitles according to the settings. After the fixed scrolling area is cancelled, the scrolling speed, width and height of scrolling subtitles can be set, as shown in the following figure:



#### 3. Add PPT

For the added PPT, you can choose two different modes: animation mode and picture mode. Display resolution can be set. For animation mode, it is required to install office 2016 (64 bit) and above on the computer running Hirender S3 software (office365 is not supported), and ensure that the PPT is activated and can be opened and played normally.

When adding, you can set the resolution and playback mode of PPT, as shown in the following figure:



After setting, the added PPT will be displayed in the media resource window, as shown in the following figure:



PPT materials can be added to the program window and edited. During the playback of PPT,

you can press the direction key of the keyboard to turn pages, which is consistent with the normal use of PPT.As the PPT button shown in the figure below, when the button is activated (green), PPT page turning playback is applicable to the whole world. No matter which window is selected by the software at present, the function of the direction key is used for PPT page turning playback. When the PPT button is inactive (black), play other programs without PPT files in the program management, and the direction key restores the program switching function.



#### 4. Add Capture Card Devices

Through this command, the Capture Card Devices can be added to achieve the effects of real-time acquisition of on-site video, and Hirender supports the simultaneous acquisition of multiple Capture Card Devices and the adjustment of the collected video. The Capture Card Devices is played independently by default and cannot be changed. Through custom settings, the display format of the collected image can be changed. The added Capture Card Devices can be directly used as material and added to the program management window. The interface is shown in the figure:

Add Capture	Card							×
Name Integrated Camer	a							
Capture Card	Format		Source	Audio	IP	Statu	us	
Integrated Camera	1280x720 fps: 10 YUY2	-	-			Unus	sed	
VisioForge Network S			-			Unus	sed	
VisioForge Virtual Ca	4096x2160 fps: 20 YUY2	-	-			Unus	sed	
OBS Virtual Camera	1920x1080 fps: 30 1420		-			Unus	sed	
麦克风阵列 (Realtek Hi	channel: 2 sample: 16 bitrate: 96000	-	-	Close 🔻		Unus	sed	
VisioForge Network S		•	-	Close 👻		Unus	sed	
VisioForge Virtual Au				Close 👻		Unus	sed	
								× I
					Refresh	Add	Close	)

Double click the added Capture Card Devices, check the sound function to output sound together with the picture, and check the beauty function to add beauty effect to the Capture Card Devices picture. The setting interface is shown in the following figure:

🧧 Capture	Card De	vice	□ ×
Name Integrate Capture Card IP			
Capture Card	Integrated Ca	mera	
Format	1280x720 fp	s: 10 YUY2	- Q
🔲 Audio			
Beautify			
		ОК	Cancel

#### 5. Add NDI Network Display

Set the computer to be collected and the computer to be collected in the same LAN. Run this command to add the NDI network screen. NDI adopts digital HD Ethernet transmission technology to achieve more stable transmission effect. Added NDI network screen, which can be used directly as material, to the program management window.

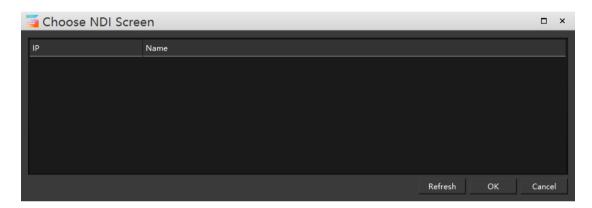
First, we need to build NDI equipment environment.Install the Hirender NDI software on other acquisition computers, and then double-click in the Hirender NDI folder in the start menu to open the Hirender NDI software (as shown in the figure below). After clicking start, the acquisition signal will be sent.

🛯 Hirender NDI 发送端	v1.4.0	- ×
	0帧/秒	
GPU加速	•	
屏幕	DISPLAY2	<b>•</b>
录音设备	静音	<b>•</b>
语言选择	中文	•
<b>\$</b>	开始	

Click set to set the transmitted frame rate and video source.



In this way, the sending device has set the NDI, open S3 on the computer of the other receiving end, right-click in the material library - select Add NDI device, select the corresponding NDI device according to the IP of the computer of the collected end, and then click OK, and then the added NDI device can be used as a material:



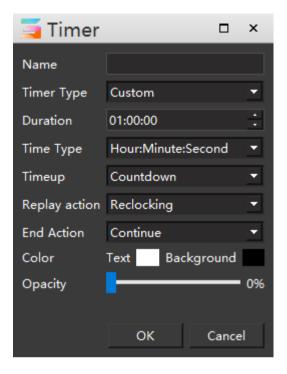
The NDI screen added in the stage can also be used as media material and will be displayed in the material library:



#### 6. Add timer

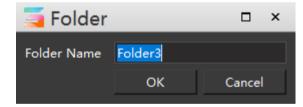
Click the media resource add button, or right-click in the media resource window, and the pop-up menu will have the option of adding timer. After selection, you can set parameters such as name, duration, time type, timing status, replay / stop action, or set color and transparency.

After setting, click OK to add the timer to the media resource. The timer setting interface is shown in the figure:



# 7. Add Folder

You can add folder to media window with all media resource in it, you can also drag folder to the media window to add these media resources in :



#### 8. Select unused resources

Click to select unused resources, and the unused media resource will be selected.

# **Program management**

The overall management and setting of all programs, including stopping the program, playing the next program, adding programs, etc., are shown in the following figure:

	Stop	Alt+B
	Play Next Program	
	Add Program	
	Insert Before	
	Insert After	
	Add Timeline Layer	
	Add Window Layer	
	Add Output Layer	
	Add Effect Layer	
	Add Lable Layer	
	Insert Above	•
	Insert Below	•
	Set to Top	
	Undo Set to Top	
19971	PPT Global Keys	
Ð	Zoom In	
Q	Zoom Out	
	Delete Program Node	
	Delete Program Layer	
	Delete Program	

# 1. Stop

Stop the program being played in the window on the stage.

# 2. Play Next Program

Immediately play the next program of the program being played in the window of the stage.

# 3. Add Program

Add a program. In the upper right corner of program management, you can quickly add a

program through the **button**.

# 4. Insert Before / After

Insert a program in front of or behind the selected program.

# 5. Add Timeline / Window / Output / Effect / Label layer

- Click to add corresponding timeline / window / output control / special effects / process label layer at the top of program management.
- The following figure shows the shortcut buttons corresponding to the new window / timeline / output control / special effects / process label layer in the program management window:

Program								
■ 🕑 🔒	Progran	▶ Prograr	Program	Program	Progran	Program		
Window3								
Window2								
Effect Layer1	Marquee							
Window1								
	网格图1_V3							▼ 
	¢.					PPT+	Ð	Q

The following button can quickly delete the selected layer.

## 6. Insert Above

You can select the type of inserted layer above the selected layer, as shown in the following figure:

🧧 Hirender 🕫	le Edit Mode Stage Stage Previe	w Media Resource	Program Timeline	Lighting Librar	y Tool Windo	ow Help Feedback	[Hirender S3 v4.5	5.2] - [D3D11 Hardwi	are Decoding	F (0)NVIDIA GeF	proce 940MX PCIEx4 461.9] - C:\U	sers\EDZ\Des	ktop\未知文件\Untitle	d.hs3 Un-login 🗕	0 ×
民 🔒 🖯 🛍	i 🗙 🗘 🗊 🗢 🔿 📼		Stop Play Next Progra	Alt+B	<b>()</b>	0 🕸 🗋 🖪		🔒 🖬 🕄					Hiren	der S3(Mas	ter)
Resource		Add Display	Add Program		- <b>-</b> •	🔿 🏟 San	en Timeline	Window () -		<b>80</b> ()	Connect O Standby	Preview	Status		
Media treen Man	nagemei <sup>o</sup> rogram Effects Device 🌗	•	Insert Before										Main		00 🕨
Classification: All (4)			Insert After		0.65;						CPU: 7% RAM: 65%		Main	- 000.02.15.00	
Name			Add Timeline La								GPU: 8%		🔲 Window1 🧮	.000:05:02.8	57 🕨
1541.mp4	ं Video 🛛 🚺 1920x10	181	Add Window Lay Add Output Laye								Videc 15%	_			
局相图1_V3.png	🕫 fit Image 😹 3840x38		Add Effect Layer												
Rid2.ppt	ି lamg 🥌 1920x10	181	Add Lable Layer												
建试1.pptx	이 Anim_ [1920x10	181	Insert Above		Insert Timelin										
Folder2	ා ි Folder 👘		Insert Below	,	Insert Window Insert Output				4						
Folder1	🔿 🗇 Folder 🛛 🦳		Set to Top Undo Set to Top		Insert Effect L		_	_							
			PPT Global Keys		Insert Label L	ayer Above Pro	grar 🕨 Prog	jrar 🕨 Program	* 🕨 🖪	<b>.</b>			Network		
			Zoom In										Project update Softw	are version update	
			Zoom Out						-						
			Delete Program	Node											
			Delete Program	Layer						. I					
			Delete Program						-						
		i i i		N图1_V3						ļ					
				¢ 🖬	<b>`</b>			(PPT)	• •	Q					
+ 0		3												_	
Resource AUX Time		•										<u> </u>			a ()
Timeline			•					Image Properties							
								Image Properties							
Main	00:00 01:40	01:20	05:00 06:4	0 08:2	0 100	50 11:40	13:20				Basic				Ť
[=] <sup>(2)</sup>	)2:19.000 00:00 01:40								000:00:00.0	000					
Layer 1		1_v3	ාං ලස්සිදාං		1 网络器1_13		î		000:10:00.0	000					
									Overlay						
Feather							î		× 5760		Y 5884 🛟				
F H Value 82									X 1920		V 1920 🚦				
							¥ k								
19 🖻 🖞						0	$\Theta$ $\Theta$				Mask				× .

## 7. Insert Below

You can select the type of inserted layer below the selected layer, as shown in the following figure:

Tirender File Edit Mode Stage Stage Preview Media Resource	Program Timeline Lighting Library Tool Window Help Peedback (Hire	nder S3 v4.5.2] - [D3D11 Hardware Decoding: [0]NVIDIA GeForce 940MX PCIEx4 461.9] - C:\Users\EDZ\D	esktop\未现文绅\Untitled.hs3 Un-login 🗕 🖉 🗙
$\blacksquare \blacksquare \blacksquare \blacksquare & \bigcirc \blacksquare \diamondsuit \oslash \boxtimes \boxdot \boxdot$	Stop Alt+B Alt+B Alt+B Alt+B	3 🛛 🚔 🖪 ti	Hirender S3(Master)
Resource 🛷 🗶 Add Display		Timeline Window 🕼	Status A X
Media :reen Managemei <sup>o</sup> rogram Effects Device	Insert Before		Main 000:02:19.000
Classification: All (4) V Please enter a resource name 7rate rate	Add Timeline Layer	CPU: 6996 RAM: 0616	
Name * Status Type Thumb Resolut 1541.mp4 Video 1920x108	Add Window Layer	GPU: 8%	Window1 -000:05:02.867
1541.mp4 video 1920x108 网络颈1_V3.png 0 ft Image 3840x384	Add Output Layer Add Effect Layer		
Bit2.ppt 0 lang 1920x108	Add Lable Layer		
8521.pptx O Anim_ P 2 1920x108	Insert Above		
Folder2 Folder	Insert Below     Insert Timeline Beneath     Insert Window Beneath	4 ×	(a) 🗄
Folder1 🔿 🗇 Folder		🕨 Program 🕨 Program 🕨 🔢	
	PPT Global Keys Insert Label Laver Beneath		Network IV X
	Zoom In		Project update software version update IP Address Material Proj
	Delete Program Node		in Address in Address in Address
	Delete Program Layer		
	Delete Program		
		(PPT) Đ Q	
+ 🗉 🔛		<b>6 1 2</b>	· >
Resource AUX Timeline List	•		
Timeline		🚿 🗶 Image Properties	A X
Main		Basic	× Ā
▶ ■ △ 000:02:19.000 00:00 01:40 03:20	05:00 06:40 08:20 10:00 11:40	13:20 Time Position 000:00:00.000	
	3. 19 - Filler 19 - Filler 19 - Filler 19	Time Duration 000:10:00.000	
		👻 Blending Overlay 🔻	
Feather F H Value 82		Position X 5760 🕻 Y 5884 🗘	
		Anchor Position X 1920 V 1920	
		Mirror 🖬 X 🖬 Y	
	@ <del>Q</del>	Q Mask	~
	9 3		7

## 8. Set to Top

Place the selected program bar at the top of the window layer.

#### 9. Undo Set to Top

Restore the top program bar to its original position.

#### 10. PPT Global Keys

In the unopened state, the PPT page turning button can be responded only when the program management window is operated: in the open state, the PPT page turning button can be controlled with the up / down / left / right / PgUp / PgDn buttons in the use state of all windows, and the prompt window is shown in the following figure:

Tirender File Edit Mode Stage Stage Preview Me	dia Resource Program Timeline Lighting Lib	rary Tool Window Help Feed	back [Hirender \$3 v4.5.2] - [D	3D11 Hardware Deco	ding: (0)NVIDIA Gel	Force 940MX PCIEx4 4	i1.9] - Ci\Users\EDZ\De	ktop\未知文件\Untitled.h	s3 Un-login 🗕 🗗 🗙
◼₽₽₽₽₽₽₽₽₽₽		( 🗅 🜒 🖉 🖸 🏟 🗋	) E C Ø 🗛 🛛	<b>.</b> 6				Hirende	er S3(Master)
List 🛷 🖓	Add Display 👻 🚓 Manage Display 🦉 🕻	ः —	Screen Timeline Winds	w ()	- 80 🗘	P Connect 🔿	itandby 🗟 Preview	Status	4 ×
Program 1 Program 2						CPU: 85% RAM: 71% GPU: 6%		Main	000.00:00.000
Program 3 Program 4						Videc 14%			
Program 5 Program 6									
									# 🕲
Program 9 Program 10							_	Network	
							_	Project update Software	version update
Program 11 Program 12							_		Material Proj
		PPT Global Keys		×			_		
		PgUp/PgDn keys on th	control keys occupy the up/dov e keyboard, please do not use perations when operating the la ment page must be activated in	w/left/right/ the above user			* * ×	4	
Resource AUX Timeline List	)						-		📾 🐼
Timeline 4					Timeline Properti	ies -			
Main	🔳 🗿 🔒 🕟 Program 💽 P	trogran 💽 Progran 💽 Prog	gran 🕨 Program 💽 🕯	Progran 📑			Basic		
Image: A 000:00:00.000 P	Window1			i i		Main			
Layer 6 🗇 🗇 🔂 💽 1841 1841 💽 1841	1541			-		O Tex • 30			
Layer 5 🔄 🔿 💮									
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Layer 3 🗇 💮						0.5			Sec
Layer 2 0 0 6						0.5			Sec
Layer 1 🗇 🖂						None 00:00:00.000			
	ž 4 <b>–––</b> ––					000000000			

# 11. Zoom in / out

You can enlarge the outer frame of the program node in the layer to adjust the size of the program window.

Note: the zoom out operation will not react until it is zoomed in.

At first magnification:

Program					.≉ ×
	Program 1	Program 2	Program 3		
Effect Layer1	Marquee				•
Window1	▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲				
					¥
	¢.	Ê	PPT►	Ð	Q

At the second magnification:

Program				
■ 🕥 🔒	Program 1	Program 2	Program 3	
Effect Layer1				
<b>_</b>	Marquee			
Window1				
	网格图1_V3			×
	¢	<b></b>	(PPT)	θQ

When you click zoom out, it will be carried out in the reverse order of zoom in.

# 10.Delete Program node / Program layer / Program

Delete the media material in the selected program / program layer / program node in the window

# Timeline

The timeline menu is mainly used to modify the media and timeline layers on the timeline

\$ Stop All Timeline Playing Cursor Follows Selected Media Shortcut Key jump to Play Synchronously Adjustment	Ctrl+Alt+B Ctrl+T Ctrl+Shift+T ►
Edit Main Timeline Timing Information	Ctrl+G ▶
Add Control Command	•
 Select All Media Select All Meida Behind the Cursor	Ctrl+A Ctrl+E
 Add Layer Insert Layer	Ctrl+I
 Delete Layer Layer Properties	Ctrl+Del
Lock All Layers Unlock All Layers	

## **1.Stop All Timeline Playing**

Stop all the time lines in the stage.

# 2.Cursor Follows Selected Medias

After the media material is selected on the timeline, it is not necessary to manually move the time cursor to the material position, and the cursor will follow automatically to quickly obtain the time position of the material, and you can click play to preview the material in real time without moving the cursor, as shown in the following figure:

Timeline													⊿ ×
Main													
	<b>1</b> 000:00:28.000	00:00		00	:50			01:40		0	2:30		
Layer 6		1541	15 1	1541	1541	1541	1541	1541	1541	1541	1541	<b>()</b> 154	1 1
Layer 5													
Layer 4		<b>()</b> 1541	15 1	1541	1541	1541	1541	1541	1541	1541	1541	154	1 1!
Layer 3													
Layer 2		<b>()</b> 1541	15 1	1541	1541	1541	1541	1541	1541	1541	1541	154	<u>1 1</u> !
Layer 1													
		4											
												Ð	Q

The playback status is shown in the following figure:

Timeline														
Main														
	€ 000:00:30.600	00:00	, [	▼	00	):50 I			01:40			2:30	I I	
Layer 6		1541	154:	Z	1541	1541	1541	1541	1541	1541	1541	1541	1541	!
Layer 5														
Layer 4		<b>()</b> 1541	154	Z	1541	1541	1541	1541	1541	1541	1541	1541	1541	1!
Layer 3														
Layer 2		1541	154	Z	1541	1541	1541	1541	1541	1541	1541	1541	1541	1
Layer 1														
														ľ
	≣ ₫		- L										Ð	Q

When the cursor does not follow the selected media, the cursor displays pink, as shown in the following figure:

Timeline									4	
Main										
	<b>∂</b> 000:02:10.566	00:00 01:4		03:20	05:00	06:40	08:20	10:00	11:40	
Layer 6			1541	1541 🚺	1541 1541					ĺ
Layer 5										
Layer 4		<b>()</b> 1541 1541	<b>1541</b>	1541						
Laver 3	n o A									
Position										í
ғн х										_
FH Y	0									
								(1)	Q C	2

The playback status cursor at this time is shown in the following figure:



Timeline									4)
Main									
		00.00	01:40	03:20	05:00	06:40	08:20	10:00	11:40
	☐ 000:02:12.766	00:00							11:40
Layer 6				1541 1541	<b>[]</b> 1541 1	.541			
Layer 5									
Layer 4		<b>()</b> 1541 1	1541	1541 1541					
Laver 3									
Position									
<b>FH</b> X	0								
FH Y	0								
									Ð Ð

#### 3.Shortcut key jump to play synchronously

Select the shortcut key to jump to synchronous play, then press the shortcut key to jump to different commands and execute the commands.

Timeline										, ×
Main										
	€ 000:00:33.000		01:40	03:20	05:00	06:40	08:20	10:00	11:4	0
Layer 6			1 1541	1541 18	i41 丨					Â
Layer 5										
Layer 4		1541	1541 [ 🤇	1541 1541	1					
Layer 3					_					
Layer 2		1541	1541 [	1541 1541	1					
Layer 1										
			_							
									Ð	Q

#### 4.Adjustment

Select the media material on the timeline and select timeline - effect. You can choose to edit the material position, zoom, clipping, transparency, volume etc.;At the same time, the adjustment effect will be displayed at the bottom of the timeline interface.

#### (1) Position

Set the time cursor to the time point for editing the material position information, and double-click the intersection of the position line and the cursor to pop up the position adjustment information. You can also left click the intersection and move the position of the material in the stage window to realize the dynamic movement of the material. The following figure shows the different display of material location points in the timeline and stage.

Timeline 🛷	
▶ ■ 000:00:00.000 Layer 1 ③ ◎ 合 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■	Î
Position 2 3 4 F H X 5760 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Î
\$≥ f= f= 00 € Q	

Double click the intersection to manually enter the precise setting value and setting time, which is applicable to each effect:

🧧 Position Adjust 🛛 🔍 🗸							
Time	000:00:09.000						
x	5760						
Y	5888						
		ОК	Cancel				

## (2) Zoom

Select the media material on the timeline, select timeline - effect - zoom, or the shortcut key Alt + S. you can see the zoom button in the stage editing window and drag the zoom button. You can also left click the intersection of cursor and pixel in the window below the timeline to set the zoom in the pop-up dialog windows. As shown below:

The original material	Timeline         A           Main         000:00:00.000         01:40         03:20         05:00
	Layer 1 0 0 0 阿格图1_v3 P1
State of the zoom	Timeline 🛛 🛪 🗴
	Main  Main
	F H V 1080
0:02:09 0:07:51	

# (3) Crop

At the bottom of timeline management, cut the left, right, top and bottom at different time points.

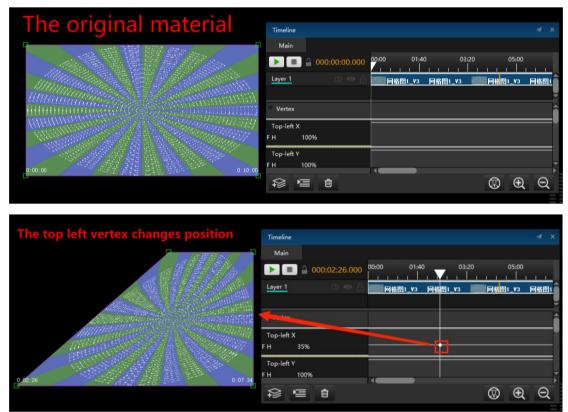
The original material	Timeline		
	Main		
	▶ ■ ≙ 000:00:00.000	00:00 01:40 03:20	05:00
	Layer 1 () ● 🔒		格图1_V3 网
annon a second second second second			÷
	▼ Crop		Â
(IIIIIII)	Left		
	FH -4%		
	Right FH 0%		
( "Weiter) 新生活。15年期6月20年8月			e Q
		( I )	स्य
	Timeline		<i></i> ≉ ×
	Main		
	▶ ■ ≙ 000:01:33.000	00:00 01:40 03:20	05:00
	Layer 1 🔿 👁 🔓		格图1_V3 网合
			Ţ
	The Grap		
	Left		Î
	Left FH 68%		Î
	F H 68% Right		Î
	FH 68%		

The same applies to the right, top and bottom.

▼ Crop	
Left FH 68%	
Right FH 0%	
Тор FH 0%	
Bottom FH 0%	

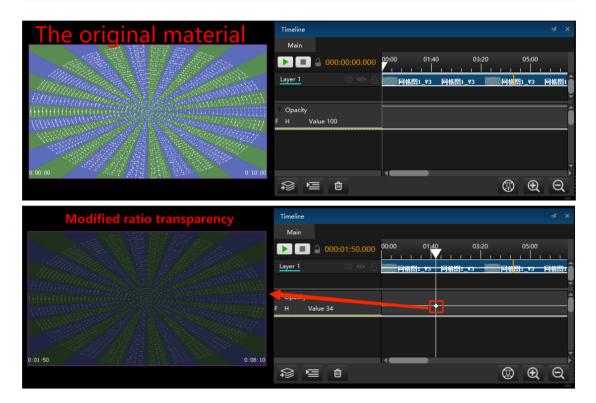
# (4) Vertex

Under the timeline management, the top left, bottom left, upper right and lower right vertex positions of the media can be set at different time points respectively. Transparency is visible in real-time on the left.



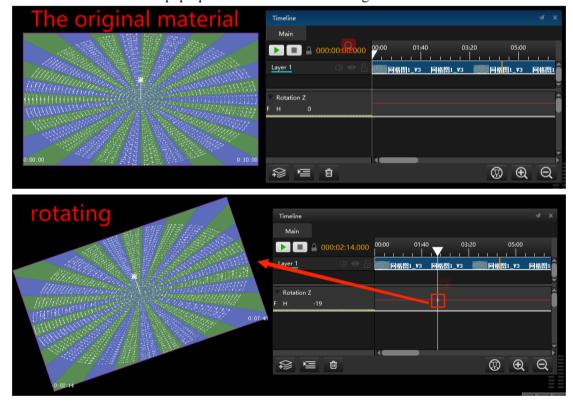
# (5) Opacity

Under timeline management, slide the intersection of cursor and transparency up and down. Transparency can be seen in real time on the left.



## (6) Rotation Z

Click timeline - effect - rotate Z axis, and the rotation icon will appear in the stage editing window. The rotation can be realized by dragging the icon with the mouse. You can also slide their intersection up and down below the timeline to see the degree of rotation on the left, left-click the intersection to rotate in the pop-up window. As shown in the figure:



Other effects such as volume, vertex, hue and saturation, contrast and brightness, feathering etc. are set in the same way as transparency.

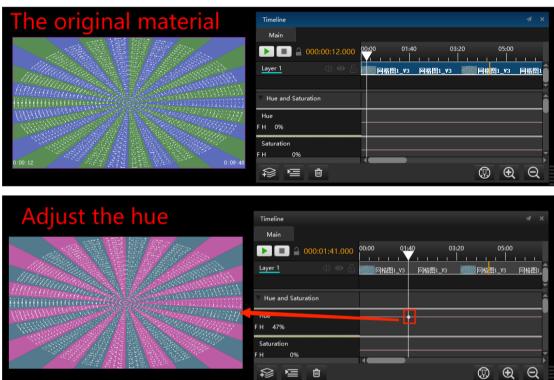
#### (7) Volume

Under the timeline management, swipe the intersection of the volume between the cursor up and down. You can change the media playback volume change in real time on the left.

	Timeline	
	Main	
	▶ <b>■</b> <u>000:00:12.000</u> 01:40 03:20 05:00	
	Layer 1 🔿 🗢 🔓 📷 1541 1541 🧊 1541 1541	Ê
	Volume	Ê
	F H Value 71	
	The volume changes over time	
0:00:12 0:04:13		Ň
		Q

#### (8) Hue and Saturation

Under the timeline management, slide the intersection of up and down the cursor, color and saturation. You can change the media playback color and saturation changes in real time on the left.



<b>Regulating saturation</b>	Timeline A >	¢
Regulating saturation	Main	
	▶ ■	
	Layer 1 () () () () () () () () () () () () ()	î
		X
	V Hue and Saturation	î
	Hue	
	Saturation FH 77%	-
	O S S S S S S S S S S S S S S S S S S S	

#### (9) Contrast and Brightness

Under the timeline management, swipe the intersection between the cursor and the contrast and brightness. Change the media playback contrast and brightness changes in real time on the left.

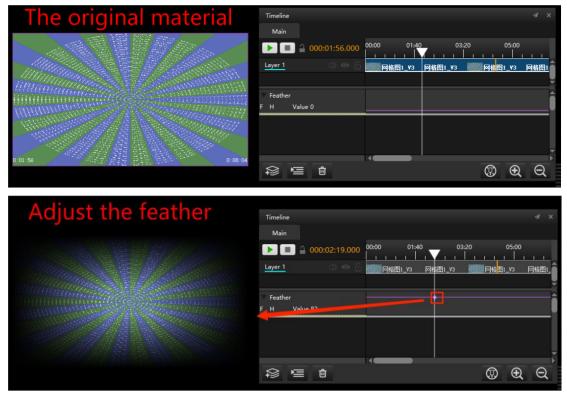
The original material	Timeline 4 ×
	Main
	Layer 1 〇 〇 〇 🎆 网络图1_V3 MA NA
and the second	
	Contrast and Brightness
Intransmission of the second se	Contrast
	FH 0%
	Brightness
0:00:00 0:10:00	FH 0%
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	





#### (10) Feather

Under the timeline management, swipe the intersection of the cursor up and down. You can change the media play in real time on the left.



#### (11) Fade in/ Fade out

Set the material playback to fade in or fade out. You can edit the fade in and fade out time in the settings.

#### (12) Attention

Check and cancel the effect command to delete all adjustment actions. If you want to delete a single adjustment point, you can click it first adjust the point and press del to delete it.
 for various adjustment operations and action combinations added, you can select the effect at the front of the adjustment panel first make the name, and then press Ctrl + X to cut or Ctrl + C to copy, and Ctrl + V to paste, which will adjust the action Cut and copy to other points.

#### **5.Edit Main Timeline**

Edit the cursor of the main timeline to initially display the time position and the length of the timeline. Select the adaptive material to spread the timeline over the end position of the material.

🤰 Main Tir	meline Propertys	□ ×
Time Position	000:00:00.000	
Time Duration	002:00:00.000	Adaptation
MTC Sending	None	•
MTC offset	00:00:00.000	* *
ОК	Car	ncel

#### 6. Timing information

Displays or hides the time position and time length of the selected material or all materials.



## 7.Add Control Command

The play, pause and stop commands are for the timeline. The stop program management command can stop the program being played in program management. This section will be described in detail in timeline management.

#### 8.Select All Media

Under this command, all media on the timeline can be dragged as a whole and cannot be edited. Click anywhere to deselect all media.

#### 9.Select All Media Behind the Cursor

Similar to selecting all media, under this command, all media behind the cursor can be dragged as a whole and cannot be edited. Click anywhere to deselect the media. Note: these two media selection commands can be used only when the timeline management window is selected.

#### 10.Add / Insert / Delete layers

Add / insert / delete operation of timeline layer

## **11.Layer Properties**

In timeline management, add, insert, delete layers and edit layer properties. If the layer is set to standby, the layer will be displayed only when standby is executed. Right click the layer and select layer properties. You can also set the layer.

🔁 Layer					¢
General Stag	e Level				
Name Layer 5					
🗹 Lock					
Preview					
Carried out 🔵 No	ormal display	🕘 Sta	ndby display	Always	
Condition Uncone	litional			<b>•</b>	
Information Level					
Level 1 (White)				•	
			ОК	Cancel	

# 12. Lock All Layers

After click lock all layers, it is forbidden to edit any layers. You can click the lock flag behind the layer to activate the layer.

Timeline	
Main	
▶ ■ ₽ 000:00:51.000	0:00 01:40 03:20 05:00 06:40 08:20 10:00 11:40
Layer 6 🗘 👁 🔒	▶ 🕢 ▶ 1 1541 🔊 1541 1541
Layer 5 🗘 🔿 🔂	
Layer 4 🗘 👁 🔒	1541 1541 💽 1541 1541
Layer 3 🗘 🔿 🔒	
Layer 2 🗘 💿 🔒	1541 1541 💽 1541 1541
Layer 1 🗘 🐼 🔂	
	(b) <b>A</b> Q

## 13. Unlock All Layers

All layers are allowed to be edited.

# **Lighting Library**

The software supports the light library mode, and can monitor the light library mode,

channel table, light library file and DMX, as shown in the following figure:

Lighting Library Configuration Channel List Light library files DMX Check

The light library mode can directly associate the program window with the light console and adjust the properties of the program in real time. When using this mode, it is necessary to set S3 server and Ma light console in the same network segment. It should be noted that the IP address should start with 2 or 10 and set the fixed IP, as shown in the following figure:

認知 如果网络支持此功能,则可以获取自动指派的 IP 设置。否则,你需要从网 络系统管理员处获得适当的 IP 设置。 ○ 自动获得 IP 地址(Q)					
				●使用下面的 IP 地址(S):	
				IP 地址(I):	2 .000 .000 .222
子网掩码(U):	255 - 255 - 255 - 0				
默认网关(D):	· · ·				
○ 自动获得 DNS 服务器地址(B)					
● 使用下面的 DNS 服务器地址(E):					
首选 DNS 服务器(P):					
备用 DNS 服务器(A):					
	J				
□ 退出时验证设置(L)	高级(V)				

After IP setting is completed, some settings are made in S3 software.

#### 1. Light library Configuration

In the light library configuration window, DMX can be turned on or off in batch and the configuration can be completed automatically. When there are multiple windows, window 2 can set the starting channel to 43, because each window occupies 42 channels. The default position of the window can also be set at this position, and then it can be matched, as shown in the following figure:



写 Lighting Library Configuration									
Channel Settings									
Program 4	▲ Default X	Default Y	Moving Area Wi	Moving Area He	Initial domain	Initial channel	Enable DMX Control		
Window1	0	0	1920	1080	1	1	Close		
Window2	0	0	1920	1080			Close		
Window3	0	0	1920	1080			Close		
Window4	0	0	1920	1080			Close		
L									
		Open DMX M	Ionitor Disable [	DMX Enable DM	IX Default Posit	ion Light library	y files patch	Clos	e

# 2. Channel List

The channel table gives the details of 42 channels, as shown in the figure below:

🔁 Cha	innel List	□ ×
Channel	Function	Default
1	Dimmer	The value 0 is stop playing, both the brightness and the volume are 0. When the
2	GOBO Selection	From 1 to 255, each value represents a material position. There are 255 materia
3	Play Mode	Value 0 to 49.9 is mode that played once and freezees at the last frame,50 or a
4	Play Speed	Default Value is 25.1. When the value goes down, the speed goes slow. On the
5	Mask Mode	Value 0 to 15 has no masks, the other values have 9 geometric shapes mask te
6	Playback Start Time	Default 0 means time does not change. As the value goes up to 100, time is inc
7	Playback End Time	Default 0 means time does not change. As the value goes up to %100, time is r
8	Opacity	Default 255 is opaque.It becomes transparent from 255 down to 0.
9	Saturation	Default 50%
10	Hub	Default 50%
11	Brightness	Default 50%
12	Contrast	Default 50%
13	Emergence	Default 0
14	Volume	From 0 to 255,it increases volume gradually
15	Crop Mode	Default 49% is crop mode.The value go up to switch to compression mode.
		ОК

### 3. Light Library Files

Open the configured light library file path.

# 4. DMX Check

The DMX data of each channel in the window is monitored.

🧧 DM	X Data Check			×
Mindaw	Window4		逾	
window	window4		•	
Function	Play Mode		•	
		_	<u> </u>	
Window	Window1	-	Ŵ	
Function	Mask Mode		•	
Window	Window2	-	Ŵ	
Function	Mask Mode		•	
Window	Window3	-	Ŵ	
Function	Play Speed		•	
			A	dd
· · · · · · · · · · · · · · · · · · ·				

# Tool

The tools include broadcast control assistant, Hirender Touch, local performance detection, display window performance monitoring and port detection, as shown in the following figure:

Hirender Assistant Hirender Touch Checking Updates for Display Server Local Performance Monitor Display Window Performance Monitoring Port Detection

## 1. Hirender Assistant

It can be used for video and picture transcoding. In the broadcast control assistant, a more detailed transcoding scheme is provided.



😽 Hirend	ler攔控助手	4.8.2 (未登录)	)											-		×
转码优化	测试图	网络测试	调试助手	LED屏计算	开窗计算	投影融合	EDID指南	安全防护	功率电源线计算	宏编辑	媒资管理	加密上传	关于/登录			
	添加文件					添加文件夹				<del>10</del> 18	这件			清空		
路径					编码格式		分辨率	时长	状态							
									~							
							ü		图片或音频 (此处							
								Helds	THE RE-							
输出了	2件夹: [	/Users/EDZ/D	lesktop					更改								
视频:	编码格式	HVC(推荐, Hir	ender编码器,	只支持NVIDI	A显卡播放 ▼	预设 流畅(	(推荐)	-	回面切片 1	片(纵向)	x 1 🐥	片(横向)				
音频:	编码格式	AAC(推荐)			•	采样率 不改	收变(推荐)	▼ 码	b车 320Kpbs(推荐)	•						
口限	制输出分辨	<b>E</b> 1920	x	1080	(低于)	亥设置保持不到	で,长或宽高子	「该设置保持應	原比例等比缩小)							
								转码	尤化						4.8.3	2

## 2. Hirender Touch

After the LAN is connected, the program can be controlled remotely through the IP based program list.

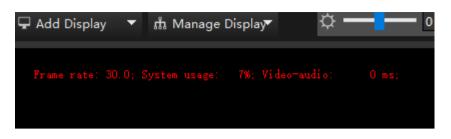
Hirender S3	Hirender Touch	🌐 连接
	全局声音	
	全局亮度	80 📿
enlighty	第46 11开型示 XM型示 気停 停止 上−↑ T−↑	侍命
播放状态	节目列表	
Wedget	MINELAN OF THE REAL PARTY PART	
Windw2	00042.00	

## 3. Checking updates for Display Server

When online, the software version of the display side can be detected and updated, and the version update can be viewed in the network update status window

## 4. Local Performance Monitor

Display performance information on stage.



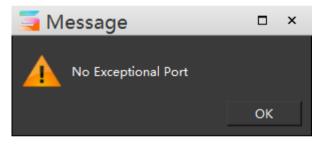
### 5. Display Window Performance Monitoring

Displays performance information on the display screen.

D3D 30.0/6%/0

## 6. Port Detection

In port monitoring, you can monitor whether the port is occupied. When the port is not occupied, no abnormal port is displayed:



If the port is occupied, such as opening multiple Hirender software at the same time, the port error will be displayed.

## Window

The window menu mainly controls the display and layout adjustment of the window. Check which window the user wants to display. You can also set your favorite window layout and "save as default layout", and restart the program to use it. When the window layout is confused and the required window cannot be found, click Reset layout to restore the layout to the default state, as shown in the following figure:

4	Program
4	List
4	Resource
4	Status
4	AUX Timeline
4	Timeline
4	Toolbar
4	Display Properties
4	Network
	LTC
	MTC
Ð	Save as Default Layout
	Reset Layout

# suspension

Click the suspension button to set the window suspension. Click the button again to cancel the suspension status. The hover button makes the window easy to operate. It can be set according to users' preferences.

Users can also drag and drop various windows to other places for layout arrangement according to their personal preferences.

🥃 Hirender	File Edit Mode Stage Stage	Preview Media Res	ource Program T	imeline Lighting Lib	erary Tool Window He	elp Feedback (Hiren	der \$3 v4.5.2] - [D3D	11 Hardware Decodin	g: (0)NVIDI	A GeForce 940N	AX PCIEx4 461.9] - C:\Users\EDZ\De	sktop\未知文件\Untitled.h	s3 Un-login 🗕 🗗 🗙
昆 🔒 🖯 (	🗎 🗶 🕞 🗐 🗢 🔿			2 🖬 🗖 O	( 🗅 🜒 🏉 🖸		3 🖓 🚔 🖪	6				Hirend	er S3(Master)
Resource		🖅 🗶 🖵 Add Die	play 🔻 🛱 Mana	ge Display	\$ — <mark>1</mark> — •	🗘 🔕 Screen	Timeline Window	) 🕼 ———————————————————————————————————	80 Č	) P Cor	nnect 🖞 Standby 🗟 Preview	Status	4 ×
Media treen M	anagemei <sup>p</sup> rogram Effects Device											Main	000:00:00.000
Classification: All (4)	<ul> <li>Q. Please enter a resource</li> </ul>										CPU: 35% RAM: 66%		
Name		Resolut									GPU: 5% Videc 12%	Window1	.000:05:02.867
1541.mp4 同物图1_V3.png		920x108/ 840x384/											
利武2.ppt	and the second se	920x108											
Rig1.ppts		920x108											
Folder2	් ි Folder												
Folder1	් ි Folder 📄												🏽 🕲
												Network	🗹 ×
												Project update Software	version update
													Material Proj
													l i
	_												
+ 0											<b>6</b> 1 2		• • • • • • • • • • • • • • • • • • •
Resource AUX Tin	neline List												i ka
Timeline				Program						Display Properti			r ×
Main				Image: Second	▶ Prograf ▶ Pro	grar 🕨 Prograf	Program	Prograf 🕨			Basic		~ 1
	00:00.000	00:50		Effect Layer1							Local Display		
Layer 6		1 1 1 1			Marquee								
Layer 5	_0 ∞ 6	1011		Window1	6				• I •		Local		
Layer 4	() () () () () () () () () () () () () (	1541 1541	<b>1541</b> 15		用档题1_V3				- 1		Enable Detection	Ope	en Display
Layer 3											Geometry		Slice
Layer 2	- 🗇 🗠 🚺 🎑 1541 - 1541	1541 1541	<b>1</b> 541 16						-		3840	Y -1992	
Layer 1									1		Vidth 1920	Height 1080	
			, in the second s								Display Resolution		
19 19 1	i i	0	θQ	0	🔶 🖬 🏷	<b>a</b>		(PPT) 🕀	Q		0.00 Basic Level		
										stage Level	Dasic Lovel		Y

Help

In the "help" menu, we provide user manuals to help users use our software. It also provides software version information, encryption lock information, shortcut key information, etc., as shown in the figure below:

User Manual
Version
Support
Dongle Information
Shortcut Keys Description
Integrated Graphics Usage
Warning Message List
Open the Log Directory
Login

# Toolbar

The toolbar provides users with some common shortcut buttons, including:

#### File tools

It includes the functions of new / open project and save / package project. The buttons are shown in the figure below:



### **Editing tools**

Including cut, copy, paste and undo / restore functions. The buttons are shown in the figure below:



### **Timeline tool**

It includes the functions of selecting all media, selecting all media after cursor, adding play instruction, adding pause instruction, adding stop instruction and adding stop program management instruction. The buttons are shown in the following figure:



#### Effect editing tool for timeline media materials

Including position, zoom, clipping, transparency, feathering, volume, hue and saturation, contrast and brightness, vertex functions, and the buttons are shown in the figure below:



### Window tool

It includes the function of resetting the window and saving it as the default layout. The buttons are shown in the following figure:



### **Program management tools**

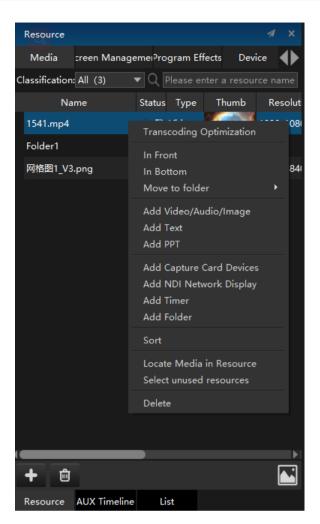
It includes global output adjustment, lamp library configuration, interface locking and active / standby switching functions. The buttons are shown in the figure below:



# Resource

# Media

The Medis is a window for managing media materials, as shown in the following figure:



CTRL (shift) + left mouse button, click the material, you can select multiple materials, and drag them into the program management window for editing. They will be arranged in order in the window. Multi selected materials can also be dragged into the added folder as a whole.

#### 1. Material editing

## (1) Transcoding optimization

Select any video, double-click or right-click [Transcoding optimization] to enter the transcoding optimization pop-up window:

🚄 Video					×
Video File	D:/sucai/视频/15	41.mp4			
Transcode Type	No Transcode				-
		Browse	Start Transcoding	ОК	
		Browse	Start Transcoding	ОК	

High quality, lossless and HAP and other types can be selected to transcode the video. The transcoding type is shown in the figure below:

🥃 Video		×
Video File	D:/sucai/视频/1541.mp4	
Transcode Type	No Transcode	-
	No Transcode HVC Fluent(recommend) HVC High-quality HAP H265 Fluent(GPU) H265 High-quality(GPU) H265 Fluent H265 High-quality H264 Fluent H264 High-quality	

In case of video lagging, the video can be transcoded to realize smooth playback. Files can be replaced whether they are decoded or not, but they cannot be replaced between different types of media files.

# (2) Edit

Select any picture, right-click [Edit] to enter the editing pop-up window, where you can replace and find the folder where the picture is located.

_		□ ×
		Search
Browse	ОК	Cancel
	Browse	Browse OK

Note: if the media file has been used in program management and timeline, the original material will be automatically replaced after replacing the file.

Select the PPT of the added animation mode to edit the displayed height and width, as shown in the following figure:

🧧 PP		□ ×		
PPT File	C:/Users/EDZ/Desktop/测试1.pptx			Browse
Width	1920		•	
Height	1080		•	
		ОК		Cancel

Select the PPT in the added picture mode to browse the file location, as shown below:

🧧 PPT	□ ×
PPT File 测试2.ppt	Browse
ОК	Cancel

### (3) in Top / in Bottom

Set the top / bottom of the material library to select the material.

# (4) Move to folder

The selected material can be directly moved to the folder, as shown in the following figure:

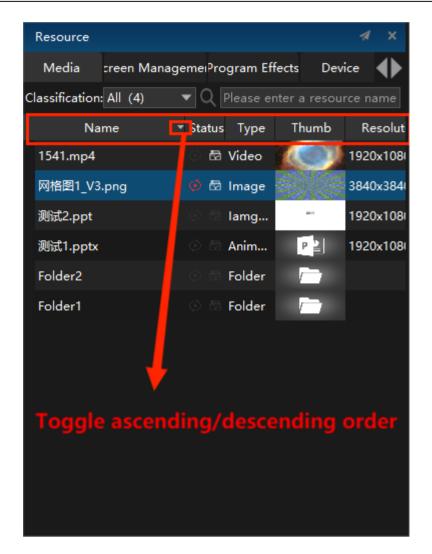
网格图1_V3.p	Edit			3840x384(	
测试1.pptx	In Front			1920x108(	
测试2.ppt	In Bottom			1920x108(	
Folder2	Move to folder	•	F	older1	
	Add Video/Audio/Image		F	older2	
	Add Text				

## (5) Material addition

See menu bar - media resources for details.

### (6) Sort

To sort the files in the material library globally, you can choose to arrange the materials in ascending / descending order according to the name, status and type, as shown in the following figure:



## (7) Located Media in Resource

The path to the folder where the material file is opened.

### (8) Select unused resources

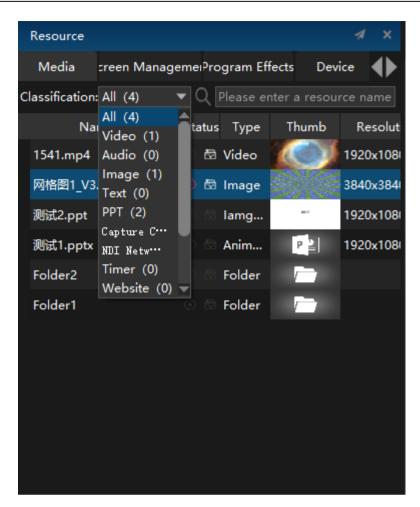
Unused resources in the selected material library.

#### (9) Delete

Delete selected material.

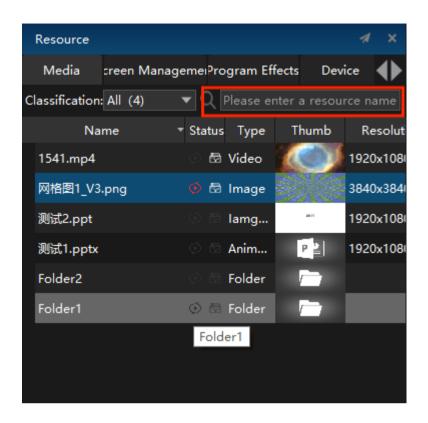
# 2. classification

Click classification to quickly find all the required materials of the same type, and mark the number of materials of the same type in the material library behind each type, as shown in the figure below:



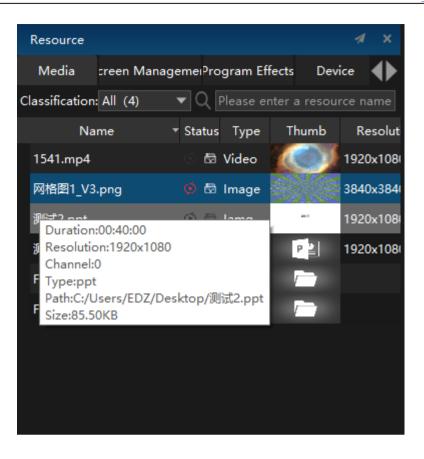
## **3.Quick search function**

Resource search can quickly find the target material from the material library. The search is not case sensitive. Enter the name of the media material to be found.



## 4. Quickly browse material information

Point the mouse to the media material added locally, and the material information display windows will appear. In the display windows, the duration, resolution, channel, type, path and size of the material are displayed.



# Screen Management

In the window display all added screens in the stage, including network and virtual screens, as shown in the figure below:

Hiren	der File Edit	Mode Stage	Stage Pre	view Medi	a Resour	ce Program	Timeline Lighting	Library Tool V	indow Help	Feedback [Hi	render \$3 v4.5.2] -	(D3D11 Hardware	e Decodin	ig: (0)NV	DIA GeForce 94	OMX PCIEx4 461.9] - Ci\U	sers\EDZ\Desk	top\未知文件	Untitled.hs3 Un-	login – 🗗 X
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Resource				× QA	dd Displa	y 🔻 🛱 Man	age Display	° — —	0 0 1	Screen	Timeline Win	ndow 🕼 —			0 8	Connect O Standby	Preview	Status		
Media :	reen Managemei <sup>a</sup>	rogram Effects	Device	$\bullet$													<b>^</b>	Main		00.00 000
Device	Display Numb	er Manage Displ	lay Stat													CPU: 64% RAM: 66%				
Local		打开	Discor													GPU: 7% Videc 16%		Uinde	w1 -01	00:05:02.867
Network		打开	Discor													videc 10%	_			
Local		打开	Discor		0	(,-1992)		(1920, -1992)		(3640	-1992)									
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Timeline							Program								Display Prope	rties				
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Layer 1																Width 1920			1080	
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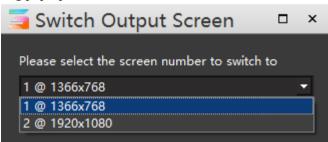
In this window, you can quickly manage the displays to open and close.

### 1.Delete

Delete the selected screen.

### 2.Switch Nummber

Click on the following pop-up window:



In this window, you can switch the output screen number and switch the output screen at the same time.

### 3.Find

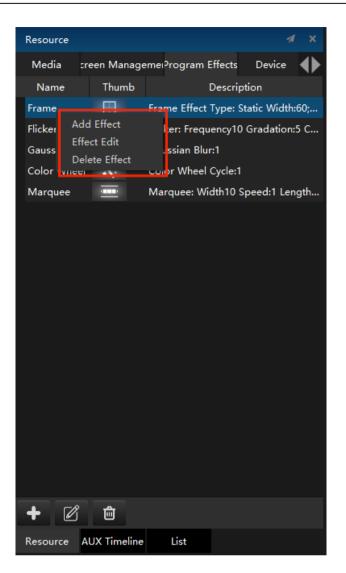
Click Discovery to quickly locate the selected screen in the stage.

## 4.Properties

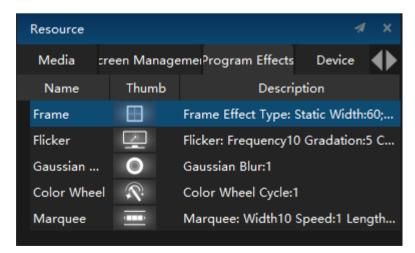
Click on the pop-up properties window to set its properties.

# **Program Effects**

The special effect function can make the picture output diversified and present a more gorgeous effect. Add a special effect layer in the interface management of S3 software. Different special effects can be added to the special effect layer corresponding to each program. The special effect layer will apply special effects to all program layers below it (except PPT). Flexible special effect control and combination can be realized by adjusting the layer order. Hirender S3 creates the following special effects by default: border, Gaussian blur, flash screen, color wheel and marquee lights.

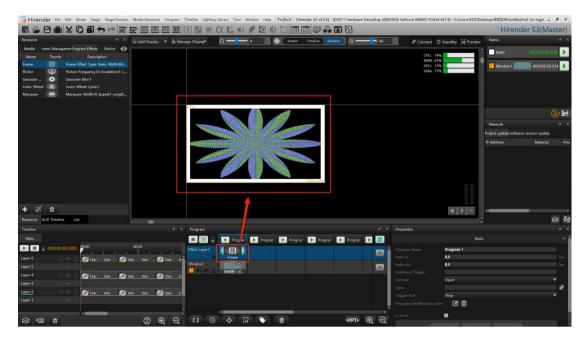


Users can create special effects according to their usage, and provide the default special effects as shown in the figure below:

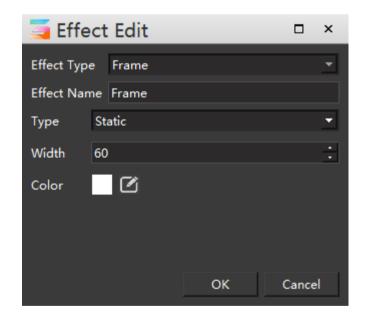


### 1. Add / Edit Frame effect

The border effect is displayed as shown in the figure:



Set the special effect name, border width, type, color and border cycle (seconds), as shown in the following figure:

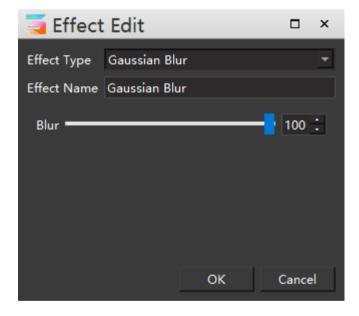


## 2. Add / Edit Gaussian Blur effect

The Gaussian Blur effect is displayed as shown in the figure:

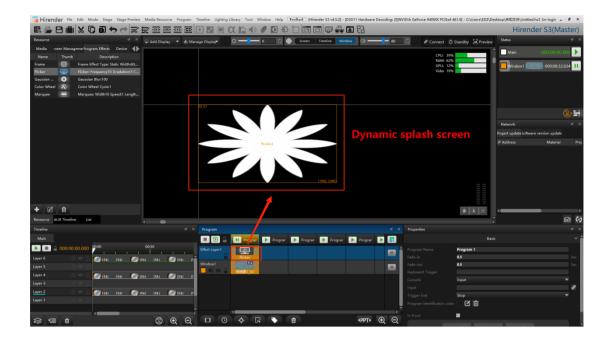
$\blacksquare \triangleq \bigcirc \blacksquare \times \bigcirc \blacksquare \Rightarrow \Leftrightarrow \blacksquare \blacksquare \blacksquare \blacksquare \blacksquare \blacksquare ( П = \square ( П = \square ( П = \square ( П = \square \square$	Hirender S3(Master)
Resource 🗸 🗴 🗘 ladd Display 🔹 fa Manage Display 🖗 🖓 📥 👘 🖉 😳 🖉 Correct Tending Window 🖓 📥 👘 🕸 🙄 🖉 Correct 🛇 Standby 🔗 Pr	review Status A ×
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Set the special effect name and blur, as shown in the following figure:



## 3. Add / Edit Flicker effect

The display of flash screen effect is shown in the figure:

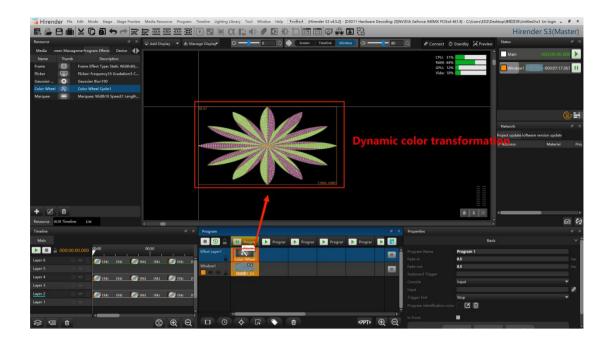


Set the name of the special effect and the frequency, gradient, color and other properties of the flash screen, as shown in the following figure:

🧧 Effect Ed	it		□ ×
Effect Type Flick	er		•
Effect Name Flick	er		
Frequency			10 📜
Gradient 💻			5 🗄
Flicker Color			
		ок	Cancel

## 4. Add / Edit color wheel effect

The color wheel effect is displayed as shown in the figure:

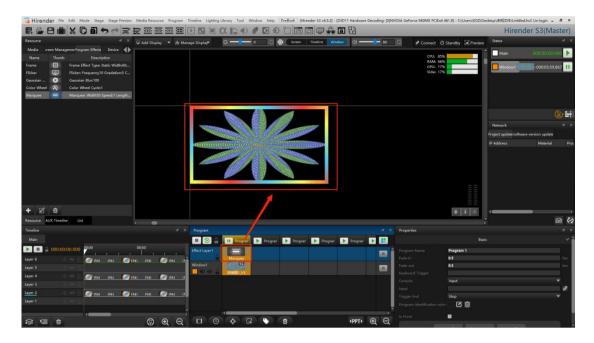


Set the special effect name and color wheel change cycle (seconds). The color wheel special effect is rainbow seven color rotation, as shown in the following figure:

Effect	□ ×		
Effect Type	Color Whee	I	•
Effect Name	Color Whee		
Color-cyclin	g 1.00		: Sec
		ОК	Cancel

# 5. Add / Edit marquee lights effect

The special effect display of the marquee lights is shown in the figure:



Set the name of the special effect, the width and length of the light strip, the direction of circular motion, motion, speed and color, as shown in the following figure:

🥃 Effect		×			
Effect Type	Marquee				•
Effect Name	Marquee				
light Width	50				•
light Length	1500				•
Direction	Clockwise				•
Speed				1	•
Color			Add	Clea	r
		ОК		Cance	ł

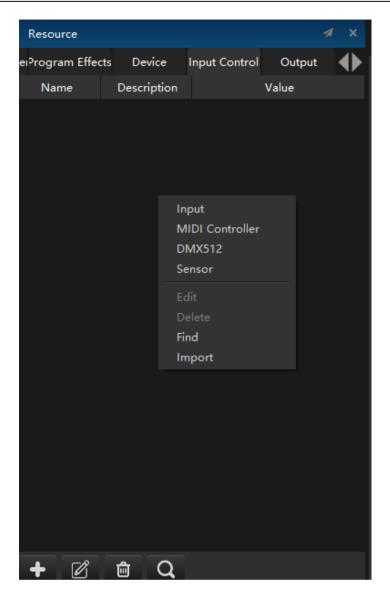
# Device

Display all connected devices in the window and display usage status, processor, memory, etc., as shown in the figure below:

Resource				1	/ ×
eiProgram Effects	Device	Input Con	trol	Output	$\blacklozenge$
Device		Sta	tus	Proce	essor
Local		Unused		82%	
192.168.1.119		Unused			
192.168.1.32		Unused			
192.168.1.33		Unused			
192.168.1.114		Unused			
192.168.1.4		Unused			
Resource AUX Ti	meline	List			

# Input control

Click the Add button in the lower left corner of the input control interface to add input control: normal input, MIDI controller, DMX512 and sensor input. Input control can make Hirender accept external signals, and the introduced signal instructions can be used to control program playback and adjust program effect, as shown in the following figure:



## 1. Add input

Names and restrictions can be set. The limit option is 0-1 by default. You can set it to any positive number as needed.

🧧 Inpu	□ ×	
Name		
Limited 1		
	ОК	Cancel
	OK	Cancel

## 2. Add MIDI controller

This module will introduce a knob or slider of the keyboard. Click "learn" and move the knob or slider of the controller. The system will automatically select the channel and MIDI controller number.

In the input windows, you can see that when the input is normal, the value in the dialog windows is any positive number. When the input is MIDI controller, the value in the dialog windows ranges from 0 to 1. The interface is shown in the figure below:

🧧 MID	□ ×	
Name		
Controller		🗹 Learn
Channel		
сс		
	ОК	Cancel

After setting, move the controller and pay attention to the bar indicators in the input windows to determine the normal operation.

## 3. Add DMX512 control

Similar to MIDI devices, when the DMX512 protocol controller is introduced, the remote sensing of the mobile console, clicking the learning domain and learning channel can automatically match the domain and channel of the console, so as to directly use the console to control the program playback. The values of fields and channels can also be set manually, as shown in the following figure:

🔁 DMX512		□ ×
Name		
Domain	🗹 Lea	rning Domain
Channel	🗹 Lea	rning Channel
	ОК	Cancel

### 4.Add sensor

When adding a sensor as a control signal, you can automatically search for the sensor of the connected device by searching, or manually enter the sensor ID to complete the connection, as shown in the following figure:

Name	Search
ID	
Channel	
OK	Cancel

### 5.Find and import

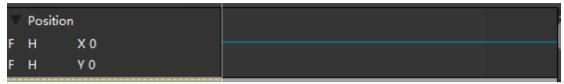
It can automatically identify the MIDI device connected to the device and control the import and output through the outside.

Resource					1	×
ei <sup>p</sup> rogram Effec	ts Device		Input Control	Ou	tput	
Name	Description	on		Value		
			put IDI Controller			
			MX512			
		Se	nsor			
		Ed				
		De Fir	elete	_		
			ia iport			
+ 12	ê C	2				

6.Input and control the influence of various values on media materials

(1) Use the input control to adjust the effect of the material in the timeline

Click the material in the layer, and then select the effect you want to adjust, and the effect editing will appear in the timeline Management:



Click "F" in front and fill in the expression equation in the pop-up dialog windows:

🔄 Variable			×
Input Variable			
The result of this equation will be applied to the parameters being	controlled.		
Including input, operation (+, -, *and so on) and adjust the nam	e of the value	e	
(The adjustment value refers to the value of the current adjustment	nt curve.)		
	ОК	Cance	el l

The expression of the input variable can be the name of a single input control or the addition and subtraction of the names of all input controls.

Multiplication and division. The result of this expression is applied to the controlled parameter value.

In position adjustment, the expression represents the pixel value.

In scaling adjustment, the expression represents the scaling percentage.

In crop adjustment, the expression represents the crop percentage.

In transparency adjustment, the expression represents the percentage of transparency.

In the z-axis rotation adjustment, the expression represents the number of clockwise turns, that

is, when the result of the expression is 1.

The media rotates 360 degrees clockwise.

In volume adjustment, the expression represents the percentage of volume, etc.

"H" stands for hc64, and the setting method is the same as that of ordinary input.

## (2) Use input control to adjust the effect of program nodes in program management

In the input control, add the name of the input control and adjust the value of the input control to adjust the effect of the material.

Properties						Ü
		Adjust	ment			^
Opacity	Input Control	无		▼	100.00%	÷ 0
Saturation	Input Control	无		▼	0.00%	÷Q
Hue	Input Control	无		▼	0.00%	÷ 0
Contrast	Input Control	无		▼	0.00%	÷ 0
Brightness	Input Control	无		▼	0.00%	÷Q
Feather	Input Control	无		▼	0.00%	÷Ò
Crop		🗹 Filling	🗹 Ratio			ڻ
Left	Input Control	无		V	0%	*

### (3) Use input control to regulate the playback of programs

In the program insertion properties windows and the program properties windows, there are the following settings:

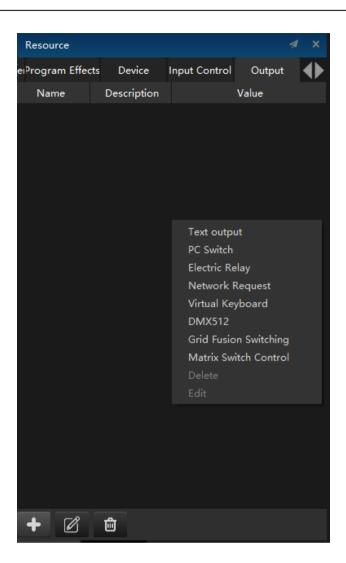
Timeline Propertie	es	υ×	Properties		U	×
	Basic	$\sim$		Basic		Î
Timeline Name	AUX Timeline1		Name	网格图1_V3		
Play Sound	🔿 Yes 💿 No		Duration	000:10:00.000		
Time Line Position	000:00:00.000		Duration	000:10:00.000		
Duration	002:00:00.000	Adaptatio	Clipping Start Time	000:00:00.000		
Fade-in	0.5	Sec	Clipping Finish Time	000:10:00.000		
Fade-out	0.5	Sec	Keyboard Trigger			
MTC Sending	None	-	Console	HC64		
MTC offset	00:00:00.000		HC64			
			MIDI Playing Color	β		
	Keys Binding	$\checkmark$	MIDI Stop Color	1		
Keyboard Trigger			Trigger End	Stop		
Keyboard Stop			Play Mode	Loop		
HC64		Clear	Fill Mode	Fill the Screen		
Trigger						
Trigger End	Stop	_	Blending	Overlay		
nigger End	зюр		MTC Sending	None		

Trigger conditions can be added to the trigger, such as a > 0.5. When the trigger conditions are met, the program will be played. When the trigger ends, you can set the action after the trigger ends: stop playing, pause playing, and do nothing. Similar to controlling the playback of programs, input control can also set the playback of program nodes.

Basic         Name       Ø#B91_V3         Duration       000:10:00.000         Duration       000:10:00.000         Clipping Start Time       000:00:00.000         Clipping Finish Time       000:10:00.000         Keyboard Trigger       000:10:00.000         Keyboard Trigger       000:10:00.000         MIDI Playing Color       3         MIDI Stop Color       1         Trigger End       Stop         Play Mode       Loop         Fill Mode       Fill the Screen         Blending       Overlay	Properties		υ×
Duration000:10:00.000Duration000:10:00.000Clipping Start Time000:00:00.000Clipping Finish Time000:10:00.000Keyboard Trigger		Basic	^≜
Duration000:10:00.0002Clipping Start Time000:00:00.0002Clipping Finish Time000:10:00.0003Keyboard TriggerHC64IHC64IIMIDI Playing Color3IMIDI Stop Color1IIITrigger EndStopIPlay ModeLoopIFill ModeFill the ScreenI	Name	网格图1_V3	
Clipping Start Time 000:00:00.000   Clipping Finish Time 000:10:00.000   Keyboard Trigger Image: Console   Console HC64   HC64 Image: Console   MIDI Playing Color 3   MIDI Stop Color 1   Trigger End Stop   Play Mode Loop   Fill Mode Fill the Screen	Duration	000:10:00.000	
Clipping Finish Time000:10:00.000Keyboard TriggerImage: ConsoleConsoleHC64HC64Image: ConsoleMIDI Playing Color31Image: ConsoleMIDI Stop Color1Trigger EndStopPlay ModeLoopFill ModeFill the Screen	Duration	000:10:00.000	Š.
Keyboard TriggerConsoleHC64HC64Image: Step ColorMIDI Playing Color3MIDI Stop Color1Trigger EndStopPlay ModeLoopFill ModeFill the Screen	Clipping Start Time	000:00:00.000	
ConsoleHC64HC64MIDI Playing Color3MIDI Stop Color1Trigger EndStopPlay ModeLoopFill ModeFill the Screen	Clipping Finish Time	000:10:00.000	
HC64MIDI Playing Color3MIDI Stop Color1Trigger EndStopPlay ModeLoopFill ModeFill the Screen	Keyboard Trigger		
MIDI Playing Color       3          MIDI Stop Color       1          Trigger End       Stop       Image: Stop         Play Mode       Loop       Image: Stop         Fill Mode       Fill the Screen       Image: Stop	Console	HC64	-
MIDI Stop Color 1 Trigger End Stop  Play Mode Loop Fill Mode Fill the Screen	HC64		
Trigger End     Stop       Play Mode     Loop       Fill Mode     Fill the Screen	MIDI Playing Color	3	• •••
Play Mode Loop  Fill Mode Fill the Screen	MIDI Stop Color	1	•
Fill Mode Fill the Screen	Trigger End	Stop	•
	Play Mode	Loop	•
Blending Overlay 🗸	Fill Mode	Fill the Screen	-
	Blending	Overlay	-
MTC Sending None	MTC Sending	None	<b>•</b>

# Output control

Text control, PC on-off, relay, etc. can be added to the output control, as shown in the figure below:



# 1.Text output

Click text output and the following interface will pop up:

🚄 Add Control Output		×
Control Instruction Name		
Control Instruction Type Text output		
O TCP ● UDP ● Serial Port		
Start IP: · · · Port: 0	•	
Sending Data:		
To send the data please enter a \$ following with two hex number. For example \$0D for enter key		
OK	Cance	

① Output control window: including control command name, control command type, network connection mode, IP, port, instruction input windows.

② Control instruction name: The name used to identify the control instruction.

③ Control instruction type: Use to select the type of output control created by this addition.

④ Network connection mode: TCP / UDP.

(5) Data sent: The instruction to be sent to another device or server can be a string type (e. g: addag4hdseg) or a 16 decimal instruction (e. g: \$15\$2a\$1b).

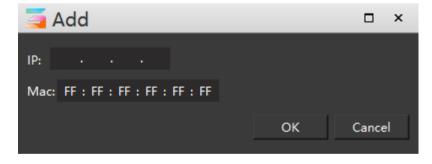
## 2. PC Switch

The PC switch machine can remotely control the switch machine of the server hardware equipment. This output control includes the start-on function and the shutdown function, which needs to be selected in the figure below. The required information includes the IP address of the server and the MAC address. The information of multiple servers can be added to achieve the effect of batch switch. The addition interface is shown in the following figure:

<u> a</u> Add Cont	trol Output	n x	
Control Instruction	n Name		
Control Instruction	n Type PC Switch	-	
O Power On 🛛 F	Power Off Port 2		
Add Delete			
IP	MAC		
	ОК Са	ancel	

In this interface, you can modify the control instruction name, control instruction type and startup or shutdown options.

Click the Add button to input the IP at the output end. The window is as follows:



#### 3. Electric Relay

Relay switch output control to control the switch of a terminal of the network relay to control some common lights (e. g: solar lights) and some circuits. The IP address and port number of the network relay are required. It can be set up on the corresponding open trigger and close trigger window. The add interface is shown in the following figure:

ှ Add Cont	trol Output	□ ×
Control Instruction	n Name	
Control Instruction	n Type Relay Switch	<b>_</b>
O TCP 🔵 UDP	)	
IP		
Port	0	* *
Module Address		*
Open Port: Add Delet	Close Port: Add Delete	
	Port Port	
	OK	Cancel

In this interface, you can modify the control instruction name, control instruction type, protocol options, and enter IP, port and module address.

Click the Add button to open / close the trigger port. The window is as follows:



#### **4.Network Request**

This instruction is mainly connected to the network http server and the https server, to communicate with the remote http / https server. The function is defined by HTTP server. For example, now used: send open live request to the remote server, close live request, etc.. Add the interface is shown in the figure below:

Control Instruction Name          Control Instruction Type       Network Request         Request Method       Get       Import Template         URL          Parameter List          Add       Delete         参数名称       Type         Value	Add Control Outpu	t	□ ×
Request Method Get  Import Template URL Parameter List Add Delete	Control Instruction Name		
URL Parameter List Add Delete	Control Instruction Type Netwo	k Request	<b>•</b>
Parameter List Add Delete	Request Method Get		<ul> <li>Import Template</li> </ul>
Add Delete	URL		•
	Parameter List		
参数名称 Type Value	Add Delete		
	参数名称 Type	Value	
OK Cancel			OK Cancel

In this interface, you can modify the control instruction name, control instruction type and request mode options. The request mode supports the module import function.

Click the Add button to modify the network request parameters. The window is shown in the following figure:

🔄 request Network Parameters			□ ×
Parameter Name			
Parameter Type	String		-
Parameter Value			
		ОК	Cancel

## 5.Virtual Keyboard

The virtual keyboard requires the cooperation of the serial port server, which turns the network signal to a string signal. There are two ways to create a virtual keyboard instruction: a normal string instruction (e. g: shutdown), and a special key combination.(e. g: Windows + p), and the added interface is shown in the figure below:

<u> A</u> dd Con	trol Output	t				×
Control Instructio	n Name					
Control Instructio	n Type Virtual H	Keyboard				•
IP Address:				Po	rt: 0	•
Add Delete						
Name	Combo Key	Value	(	Operate		
				ОК	Cance	el

In this interface, you can modify the control instruction name, control instruction type and IP address.

Click the Add button to pop up the following interface:

🥃 Add			□ ×
O Shortcut ● St	ring Output		
Name	Key None	•	
		ОК	Cancel

## 6.DMX512

DMX512 output control to send the corresponding DMX512 signal by adding the values of the corresponding channel and domain. Control the sanctions DMX512 protocol for the peripheral equipment (mechanical arm, rotating screen, lamp console, etc.), and the added interface is shown in the following figure:

	output		×
Control Instruction Name			
Control Instruction Type	DMX512		•
Channel 1			•
Domain 1			•
	ОК	Cance	

In this interface, you can modify the control instruction name, control instruction type, channel and domain.

## 7.Grid Fusion Switching

Grid fusion switch can be switched at different times or locations in the output control layer added to the timeline line or window management. The addition interface is shown in the following figure:

Cor	ntrol Instruction N	Name						
Cor	ntrol Instruction T	ype Grid Fusior	n Switching			-		
Г	Filter item							
	Number 🔹	Select	Position					
	Geometry							
	Number 🔹	Select	Display	Templa	te			
					OK	Carral		
					ОК	Cancel		

In this interface, you can modify the name and type of control instruction.

#### 8.Matrix Switch Control

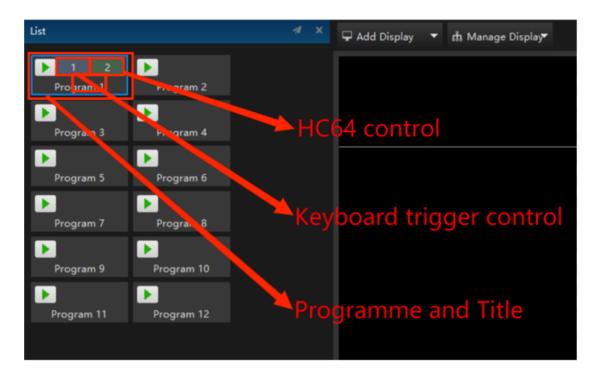
The output control allows the Hirender S3 software to directly control the console to call the preset or switch the console. Click the Add button in the lower left corner of the output control interface to add console switching. At present, the software supports three models: Zhonghe 4ktwo pro, Jesstron lvp9000 and Barco E2.

Add the control command name in the pop-up windows of console switching, select the equipment name and function selection. After setting, the added output control can be added to the main timeline or the timeline in the program as material.

ှ Add Control	Output			□ ×
Control Instruction Nan	ne			
Control Instruction Type	e Matrix Switch Control			-
Device Ba	arco e2			-
Function Selection	ctivate Preset			-
IP 192.168.0.1	175	Predefined Number	1.00	÷
IP 192 - 108 - 0 - 1		Predefined Number	1.00	•
			OK	Cancel

## List

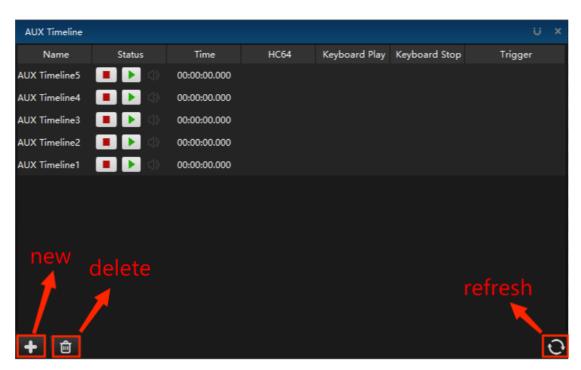
The program list shows all created programs in the form of windows list. Users can play all programs on the floating window of the program list. As shown in the figure: the program represented by a single grid includes play button, keyboard trigger, program name, hc64 control, etc.



After clicking the program, all the properties of the program will be displayed in the properties window.

## AUX Timeline

In the program insertion window of Hirender S3 software, users can click the Add button at the bottom left to set multiple program insertion, and use expressions to specify their trigger conditions. The priority of program insertion is higher than that of all programs in the main timeline and program management: when the content of program insertion is played, it will be displayed at the top of the screen to cover the video screen in the main timeline and program management.



In the program insertion interface, the name, status, time position and trigger mode of the program are displayed. In the status, click the play button, or realize the play of program insertion by means of keyboard and hc64 trigger.

Right click any program insertion to enter the program insertion property page: set its name, time position in the main timeline, time length, trigger mode, fade in and fade out time and MTC equipment.

Right click the selected program insert, select edit or double-click the program insert, and the timeline of the program insert will be displayed at the main timeline position. The editing method of program insertion is the same as that of the main timeline.

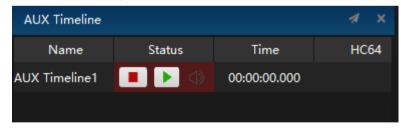
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## Content editing

Right click the selected program insert, select edit or double-click the program insert, and the time line of the program insert will be displayed at the main time line. The editing method of the program insert is the same as that of the main time line. Select the timeline of program insertion, add the display content on the timeline, and set the properties of fade in, fade out, position, zoom, clipping etc. for the materials added to the timeline. In addition, you can set the playback mode (loop playback, jump, etc.):

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Hirender S3 distinguishes the playing state of the program in the program insertion. The background color of the program that has been played is reddish brown, and the background color of the program that has not been played is gray.



## **Timeline management**

The timeline management interface includes timeline editing and material effect editing, as shown in the following figure:

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# Layer Settings

Right click the timeline layer to pop up the following window:

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## 1. Add layer

Quickly add timeline layers.

## 2. Create a New layer on top / below

Create a new timeline layer above / below the selected layer.

### 3. copy

Copies all properties of the selected layer and its media content.

#### 4. Paste into

There are three ways to quickly paste the copied layer in the following figure:

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Overwrite current layer: overwrite the current layer with all the contents of the copied layer Insert above / below: create a new layer above / below and paste everything.

#### 5. Rename

Change the name of the timeline layer.

#### 6. Properties

Click properties to pop up the properties setting window. The introduction of specific properties can jump to properties - layer properties.

### 7. delete

Delete the selected timeline layer.

## Timeline media settings

Right click the media on the timeline layer to pop up the following menu:

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Layer 5			Add Control Command Properties	•				
Layer 4			Positioning Media on Stage		<b>1541</b>	1541	1541	1541
Layer 3			Locate Media in Library					Ĭ
Layer 2			Timeline Properties Locate Cursor Positon	Ctrl+G	1541	1541 【	1541	1541
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#### 1. Add Control Command

Select the time position on the timeline to add control commands: play, pause, stop, jump and stop program management. The stop command is that the time cursor jumps to the starting point of 0 and the program stops. Jump command is to jump to a certain point in time or a certain command position (it can be used for circular playback, for example, set a playback command at the beginning and a jump to the beginning command at the end.)After adding a play command at a certain time, all media on all layers at that time are controlled by it. Generally, only one command is added at the same time.

Timeline								
Main								
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Layer 6		1541	Add Control Command		1741	<b>1</b>	1541	<b>15</b>
Layer 5			Properties		Play Pause			
Layer 4		Z	Positioning Media on Stage		Stop		1541	1541
Layer 3			Locate Media in Library		Jump			
Layer 2			Timeline Properties Locate Cursor Positon	Ctrl+G	Stop P	rograms	<b>1541</b>	1541
Layer 1			Delete					•
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Edit control command name: when using a single letter or a number of 1-9, you can use the corresponding keys on the keyboard to jump the command. Pause after the jump. If you want to continue playing, you must click the start or space again (using the same number or letter in

program arrangement and program insertion does not interfere, but you need to select the corresponding window when using); Time: the position of the playback command on the timeline.

#### 2.Properties

Click properties to pop up the properties setting window. The detailed description of the corresponding media properties on the timeline can jump to the Properties to view.

#### **3.**Positioning Media on Stage

Quickly locate the selected timeline media in the stage.

#### 4. Locate Media in library

Quickly locate the selected timeline media in the material library.

#### **5. Timeline Properties**

Click timeline properties to pop up the properties setting window. The detailed description of the properties can jump to Properties - timeline properties to view.

#### 6. Locate Cursor Position

Quickly locate the position of the cursor in the timeline management window.

#### 7. Delete

Delete selected media.

## Effect editing

See menu bar - timeline - effect for details.

#### Shortcut key

The media pictures on different layers can be superimposed. At the same time, the upper layer has higher priority than the lower layer, unless the transparency of the layer is adjusted or it is the material with transparent channel.

When the condition, standby state or stage level properties of the layer is changed, the layer name is tilted.

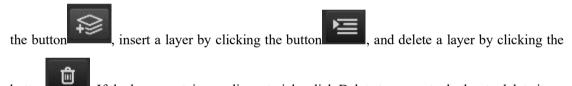
#### 1. Sound / Visual / Lock

The shortcut buttons to the right of the layer name indicate whether the layer outputs sound, whether it is visible, and whether the layer is locked. Next to the play pause button above the layer, you can lock all layers with one click through the lock button.

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Layer 1	() ● ()									
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#### 2. Add / Insert / Delete layers

At the bottom left of the timeline management interface, you can quickly add a layer by clicking



. If the layer contains media materials, click Delete to prompt whether to delete it.

#### 3. Position cursor

button

Click the shortcut key to locate the cursor position in the lower right corner of timeline management to quickly find the position of the cursor in the window.

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#### 4. Zoom in / out

Clicking the zoom in / out shortcut button will zoom in / out the scale value of the timeline in the window.

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## **Program management**

The management and deletion of program / special effect / process label layer, program window and program node of the system are introduced one by one below:

## Program window layer

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Window2	<u> </u>								
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Right click to set the layer in the pop-up menu as shown in the following figure:

### 1.Insert Above / Below

You can choose to insert window / special effect / process label layer above / below the selected layer.

### 2.Copy Program Layer

Copy all media and properties settings in the layer.

### 3.Paste Program Layer

You can choose to overwrite the selected layer or create a new one above or below it and overwrite the layer.

#### 4.Select Multiple Program Layers

You can choose to select all layers or multiple layers above or below.

#### **5.Delete Program Layer**

Delete the selected layer and support multiple selection.

### Effect layer

Create a special effect layer in program management. Resource management - special effects in program special effects can be directly dragged to the program node of the special effect layer. Select a special effect node and edit the special effect in the program node properties. The special effect layer is only effective for the layer below it, as shown in the following figure:

Program									<i>4</i> ×
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Window3									
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Window1	1541								
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Process label layer

This layer has label function, which is used to mark the name of each program or performance process, time node, etc. multiple process label layers can be added to mark different contents or precautions, as shown in the following figure:

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Effect Layer1	Frame	Flicker	Gaussian Blur	Color Wheel	Marquee				
Window3									
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Window1	1541								
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## Program node

Right click the program node to pop up the menu as shown in the figure:



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Window1	✓ Loop Freeze frame at the last frame						
Label Layer1 🔻	Stop Switch to Next Switch to Other	· 🔊					
Window3	Locate resource in material library Locate Media in Resource	Color Wheel	Marquee				
Window2	Copy properties Paste Properties	•					
	Copy program node(Ctrl+C)						
Ó Ó	Delete Program Node					PPT► ④	$\lambda Q$

#### 1. Loop

Cycle the media in the program node.

#### 2. Freeze frame at the last frame

After the media in the program node is played, the picture is fixed in the last frame of the media.

#### 3. Stop

Stop the program after the media in the program node is played.

#### 4. Switch to next

The next program will be played immediately after the media in the program node is played.

#### 5. Switch to other

You can choose to play any program in the same window. After the media in the program node is played, it will automatically jump to play.

#### 6. Locate resources in material library

Select the material in the program node in the material library.

#### 7. Locate media in Resource

Find the location of the material in the device.

#### 8. Copy / paste Properties

You can choose to copy / paste the mask / matting / effect propertiess.

#### 9. Copy / Delete Program node

You can copy / delete the material in the selected program node.

## shortcut button

Click the play button in front of the program name and the stop button above the layer, replay the program and lock all layers with one click:

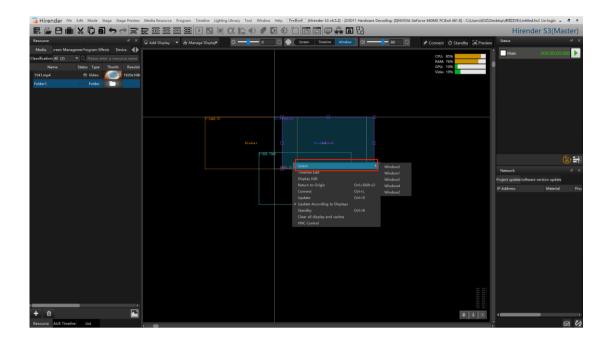
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Label Layer1 🔻									
Effect Layer1	Frame	Flicker	Gaussian Blur	Color Wheel	Marquee				
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Click the close sound, close preview, lock and stop layer in front of the window to set the window:

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## Stage

All added windows, timeline materials and screens are displayed on the stage. In screen mode, the screen can be moved freely; In the Timeline mode, you can move the timeline material at will; In window mode, you can move the window at will. Special case: when the stage level of the screen does not match the current stage level, the screen is locked. In the area with screen, timeline or window in the stage area, right-click to select screen, timeline media or window, and select it to operate.





to drag the stage arbitrarily. Click the zoom button



and the optional scale will be displayed Zoom out and zoom in on the table.Click



the button Back to the Stage Origin(ctrl+shift+O) to return the stage to point (0,0,0). Right click any position of the stage and select return to the starting point of the stage (shortcut key Ctrl + Shift + O). You can also return to point (0,0,0); This command is mostly used when the stage position cannot be found due to wrong operation. Click the X (y) axis, drag or scroll the progress bar to move the stage position in one direction.

Right click anywhere on the stage, and you can select connection, real-time update and update, return to the stage origin, etc., as shown in the figure below:

Timeline Edit							
Display Edit							
Return to Origin	Ctrl+Shift+O						
Connect	Ctrl+L						
Update	Ctrl+D						
✓ Update According to Displays							
Standby	Ctrl+B						
Clear all display end caches							
VNC Control							

		r	
	Server:		~
E	ncryption:	Always Off	

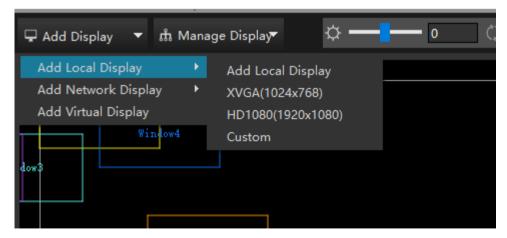
Select VNC control and add the address of the server to realize remote control:

The global volume and brightness can be modified above the stage. After the stage is reduced to 950 pixels, the button text at the top of the stage is hidden and only the icon is retained; After clicking the volume / brightness button, the adjustment lever and value are displayed below, as shown in the figure below:

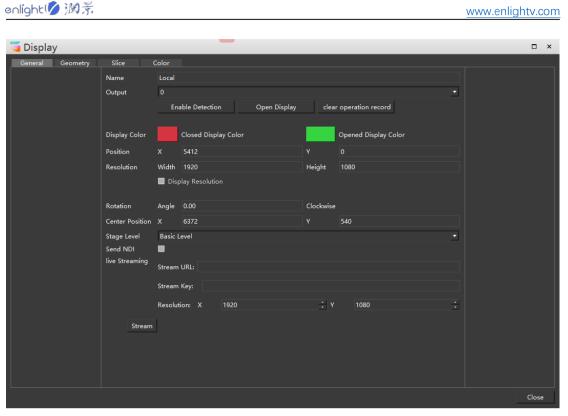


## Add Locate / Network Display

Click add screen to add local connected screen, network display screen and virtual screen, as shown in the following figure:



Double click the added screen on the stage window to pop up the display window to set the screen properties, as shown in the following figure:



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For the setting of each properties in the display window, you can jump to the properties - display properties section for details.

Right click on the added screen to switch between network display and local display.

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(145	连线	Ctrl+L
	更新	Ctrl+D
	✔ 根据显示框更新	
	待命	Ctrl+B
	清除所有显示端缓存	
	VNC控制	
	转化为本地显示	

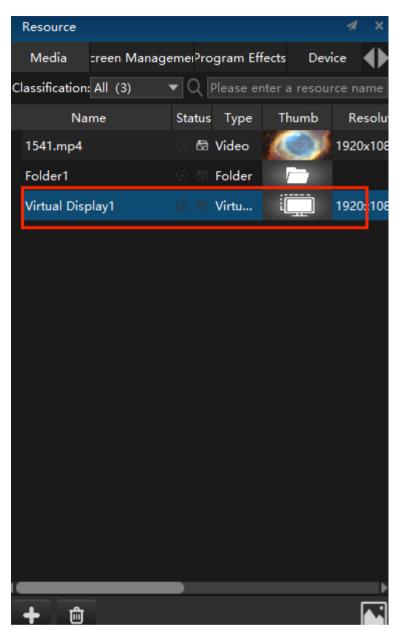
## Add virtual Display

The virtual screen is to collect and play the programs in stage management in real time. The size and rotation of the virtual screen can be adjusted freely. It can realize various functions such as camera splicing, camera close-up, live interception, special-shaped screen playback etc.. Select "add virtual screen" on the stage window to create a virtual screen. The created virtual screen will be added to the material library as



material and can be used as media resources, as shown in the following figure:

🖵 Add Display 🔻 ភ្នំ Manage Displa	🗸 — 🔁 0 🗘 🏟 Screen
Add Local Display  Add Network Display Add Virtual Display	2,-2900) Virtual Display1 (6142,-1820)



The gray virtual screen windows in the stage interface is the input source of virtual screen materials. The virtual screen will intercept the pictures within the current gray windows and generate new material resources, which can be further added to the program management for playback. You can drag the position of the virtual screen directly in the screen editing mode, or you can modify the size, position, angle and other parameters of the virtual screen through the property page or double-click the pop-up editing interface.

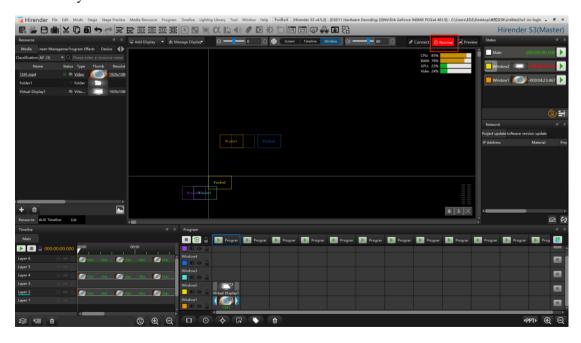
### Connect

Connection refers to projecting the edited material picture onto the display device, provided that all the added display screens have been arranged in the software and all the displays have been turned on, and the connection or disconnection can be carried out by clicking the connection option in the upper right corner of the stage. In connection mode, the screen in the stage interface cannot be moved.

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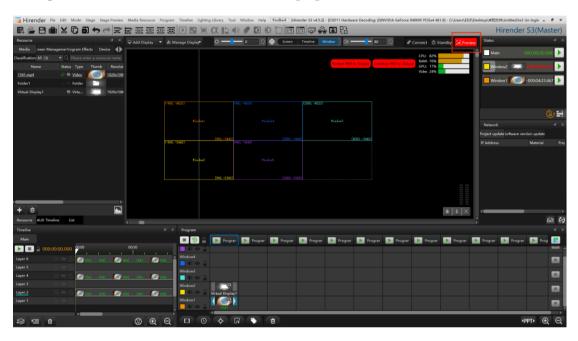
## Standby

In standby mode, the window will be black and cannot output picture and sound, but it will not affect the playback of the current program. When the video material in the standby layer is played in the normal state, it will not be played on the display device. When switching to the standby state, the material on the standby layer will be played on the display device. Use the standby button in the upper right corner to switch between standby status and execution status, or use the shortcut key Ctrl + B to switch



## Preview

The preview mode can monitor other programs to be played in advance without affecting the normal output. For example, the media has been connected and played normally. The next program is the collected SDI signal or other signals. You can see whether SDI and other signals are normal through the preview mode, and you can also see whether other programs to be played are normal through the preview mode. This can avoid the problem of abnormal signal after switching to the next program.



#### The preview interface is shown in the following figure:

(1) When the program has been played, click the preview button in the stage management, or select the program control mode in the stage menu bar, and then switch from the broadcast control mode to the preview mode. When the preview mode is turned on, it will be displayed in green flashing mode.

(2) After the preview mode is turned on, the stage interface screen at the control end disappears and the screen at the display end plays normally. As shown in the figure above, program 1 is normally played and displayed. At this time, program 2 is previewed and the content of program 2 will appear in the stage screen, and the screen of original program 1 on the large screen will not be affected (the color can be distinguished, yellow is the current playing display screen, and blue is the previewed program).

(3) After the preview mode is turned on, there are two options: output replay and output continue playback. After previewing and playing program 2, click output to play again, and the large screen will play the content of program 2 from the beginning. After clicking output to continue playing, the large screen will continue playing from the progress of current program 2.

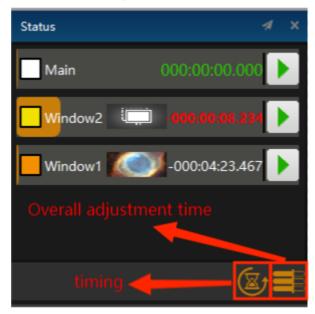
## Hardware performance test

Hardware performance monitoring can monitor the hardware use status of the whole server at each time point. If the software finds that the output video picture is very stuck during use, you can first look at the monitored utilization rate of CPU, memory, GPU and video memory. The interface is shown in the following figure:

CPU: 85%	
RAM: 77%	
GPU: 18%	
Videc 24%	

## Status

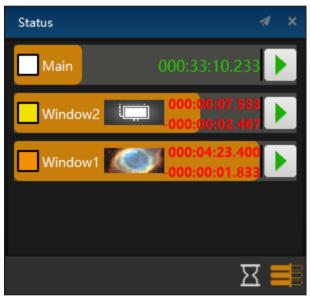
The playback status interface will display the playback status of all editing windows. You can control the playback through the playback button on the right. Drag the window playback progress bar to control the fast forward playback of materials.



The playback status interface will display the playback status of all editing windows. You can control the playback through the playback button on the right. Drag the window playback progress bar to control the fast forward playback of materials.

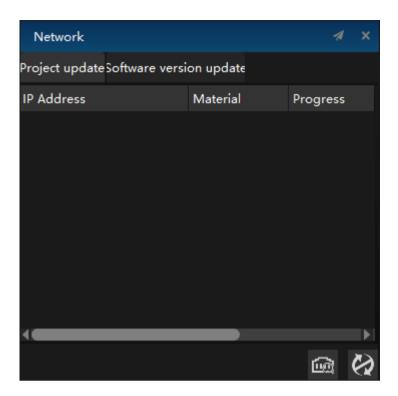
Status	<i>4</i> ×	Status	<i>4</i> ×
Main	000:00:00.000	Main	000:00:00.000
Window2	000:00:01.766	Window2	000:00:01.786
Uindow1	000:00:01.766 🕨	Window1	000:00:01.766
			⊻≣

You can adjust the playback status bar to display video timing, countdown, or both. In the countdown 10s, the timing status will be displayed in red for reminder, as shown in the following figure:



## Network

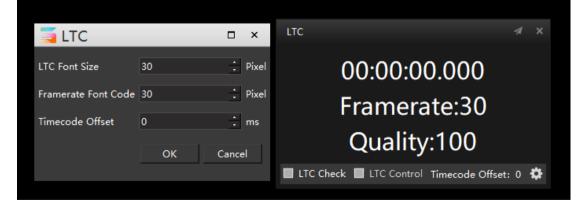
Network update status displays the transmission and update status when the control server transfers all the edited materials to each display server or secondary server in online mode or master/standby mode, and software update can be carried out in this window.



## LTC

Select the main timeline to accept the audio time code (LTC): the main timeline of Hirender S3 software and the light console can accept the LTC audio synchronization time code, and the time line is synchronized with the time code to realize the synchronization control of light, audio and video.

When the main timeline accepts the audio time code, the LTC time code monitoring window displays the time position of the time code, as well as the frame rate and offset. When the main timeline does not accept the time code, the time code is displayed in white. When the time code is received, the time code is displayed in green. If it is interrupted, it is displayed in red. In the setting, you can modify the font size and the position of the offset correction time code.



## MTC

Hirender S3 software supports MTC control to realize synchronous control of light, audio and video.



TC Font Size		□ ×	MTC 🦪 >	×
	30	÷ Pixel	Device:None	
Framerate Font Code	30	÷ Pixel	00:00:00.00	
Timecode Offset	0	÷ ms	00.00.000	
Controller Device		•	Framerate:30	
	ОК	Cancel	📕 MTC Check 📕 MTC Control Timecode Offset: 0 🄅	ł

# Properties

The properties interface will display the properties of program nodes, programs, program windows and special effects. Users can edit them in the properties window, which is shown one by one below:

## Display properties

General properties of the screen: the user can set the name, output port selection, resolution, stage position, etc. as required. The editing of screen resolution, stage position and center point position supports four operations, and the window is shown in the following figure:

Display Properties								
			Basic			``	1	
Screen Type	Netwo	ork Displa	y 🔻					
Output Port	0 🗸							
IP Address								
Name	Netwo	ork						
	Enable Detection			o	у			
		Geomet	try		Slice			
Position	x	2000			0			
Resolution	Width	1920		Height	1080			
	🔲 Dis	play Reso	lution					
Rotation	0.00		•					
Stage Level	Basic	Level	-					
Live Streaming	Stream	n URL:						
	Stream	n Key:						
	Resolu	ition: X	1920	Y	108	0 .		
						Stream		
							Ļ	

#### 1. Screen type

Select the screen type as network screen or local screen.

#### 2. Output Port

The default is 0, that is, there is no physical screen for output. The local screen can directly select the corresponding output port, and the network screen can be modified by inputting the IP address of the response.

#### 3. IP Address

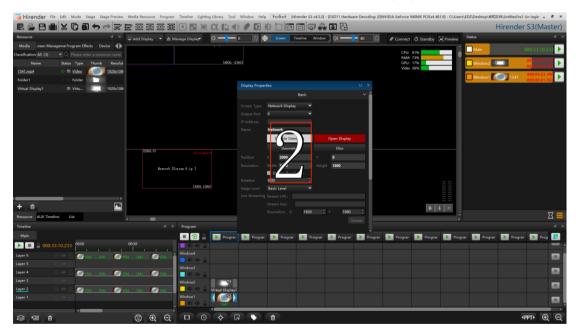
Input IP address for output.

#### 4. Name

Edit and modify the screen name.

#### 5. Enable Detection

Click to open identification, and the number will appear on the connected physical screen, which can be used to identify the screen number, as shown in the following figure:



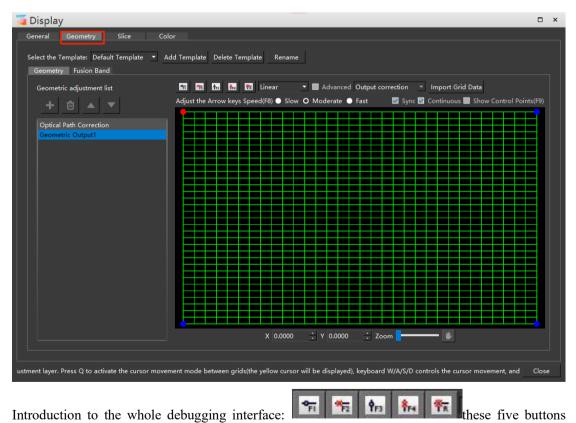
### 6. Open Display

After selecting the corresponding output port, open the display, and the screen windows will change to the open display color, as shown in the following figure:

🧧 Hirender 🕫	e Edit Mode Stage S	tage Preview I	Media Resource Program Timeline Lightin	g Library Tool Winde	ow Help Feedbar	k [Hirender \$3 v4.5.2]	- (D3D11 Hardwi	are Decoding: (0)N	VIDIA GeForce 94	OMX PCIEx4 461.9] - Cr	(Users\EDZ\Desktop\未知	文件\Untitled.hsi	Un-login - 🗗 ×
			7 🖸 🐨 😇 🗷 🛒 🖿	α 🗈 🜒 🏉	000	8604	• <b>B</b> 🕄					Hirende	r S3(Master)
Resource			🖵 Add Display 🔻 🛱 Manage Display	o — •	) 🔅 Scree	n Timeline Window	. w —	- 80 ()	@ Connect	🔿 Standby 📿 Prev	Status		4 X.
Media treen Man	agemeiProgram Effects D		r mar anitaly in manage anitaly								Main		000:33:10.233
Classification: All (3)									CPU: 2 RAM: 7		Main L		000:33:10:233
Name	Status Type Thumb	Resolut		(4800, -2360)					GPU: 1	7%	Window2		000:00:07.533
1541.mp4	🗆 🕫 <u>Video</u> 🔬	1920x108/							Videc 2	696			000:04:23,400
Folder1	ා 🗇 Folder 🛛 🗁										Window1	1541	-000:00:01.833
Virtual Display1	ं fð Virtu 🗐	1920x108											
					Display Properti				×				
						Basic			î				
						Network Display							
						Network							
			(2000, 0) Di te core			Enable Detection	Clos	e Display					
						Geometry		Slice					
			Wetwork [Screen:0;ip:]		Position	× 2000							
						Width	Height 10	80					
			(3920, 108	22		Display Resolution							
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+ 0						Basic Level				<b>\$ 1</b> E			
Resource AUX Timel	line List		•								2		꼬 🔳
Timeline			≪ Program				20 🕂 Y	1080 ;					
Main				Program							Progran 🕟 Program	<b>•</b> ••••	
► ■ △ 000:3	00:00		00,50	Program P					Program	Program	Program Program	Progra	Prog
			I I I I Madaud										
Layer 6	0 @ 6 <mark>[]][61] 16</mark>	H1 💽 1841	1 1641 🚺 1641 🕺 🖬 🖬 👘 🖓										
Layer 5			Window3										
Layer 3	0 🗢 E 🚺 1541 15 11 40 A	141 (1941)	1 1541 🚺 1541	E anne E									
Layer 2	4) 🗢 G 💽 1641 - 18	at 💽 154	Window2	Virtual Display1									
Layer 1	d ≪ A		Window1										
			🚽 📃 📢 🐵 🔒	1541									
19 TE 0				<b>•</b>								1	(PPT) D

### 7.Geometric

Click grid fusion to enter the following grid adjustment page:

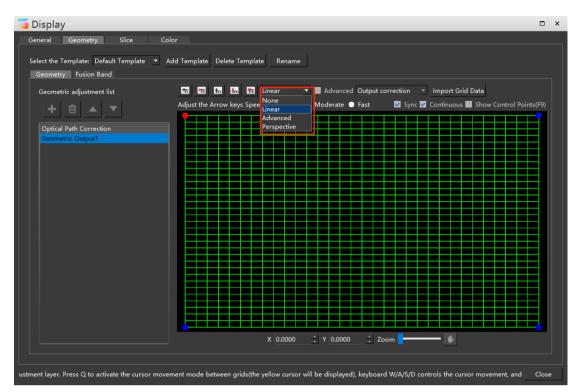


Introduction to the whole debugging interface:

represent adding vertical points and deleting vertical points in turn.

Add horizontal points, delete horizontal points, empty all points and restore the grid to its original state.





The mode selected in the figure above is used to switch the mode of grid debugging, including Linear, Advanced and Prehensive mode. The geometric deformation debugging of linear mode is applicable to special-shaped projection, plane projection, mountain projection, etc., and the details can be adjusted for each grid. Perspective mode is applicable to plane projection debugging, which can adjust the whole picture while keeping the overall proportion of the picture unchanged. Advanced mode is suitable for arc projection debugging.

## 1) During mesh editing, it supports adding vertices and controlling vertex positions through the keyboard

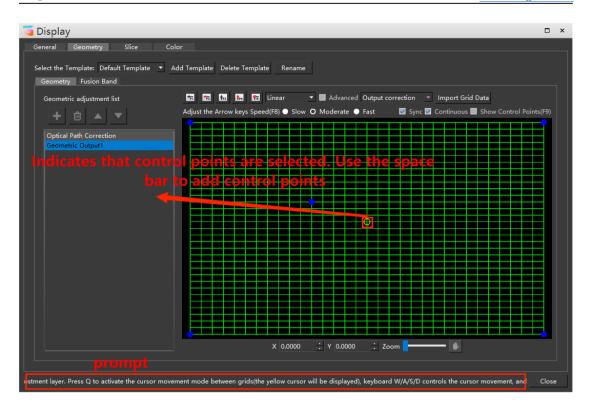
(1) Press Q to activate the grid adjustment cursor movement mode, and the Yellow cursor is displayed. By default, the point in the upper left corner is selected.

(2) The keyboard W / A / S / D controls the cursor movement, and the direction keys adjust the control points. In full mode, control points.

To select a point between the cross handles, press Ctrl + direction key in the red mode, and use the direction key for adjustment.

3 Support the [and] key to switch the geometric adjustment list.

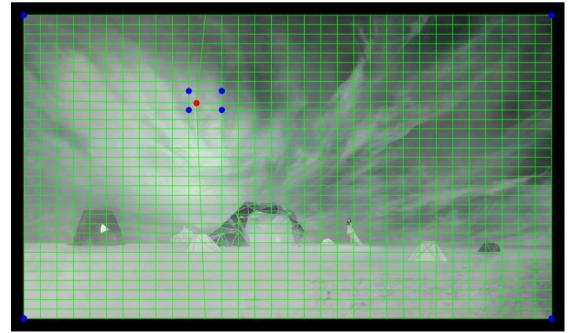




#### 2) Linear

The linear mode is applicable to the projection debugging of special-shaped surface, plane and irregular surface, as shown in the figure below.

Add debugging points in batch. Right click the intersection of lines to add debugging points freely



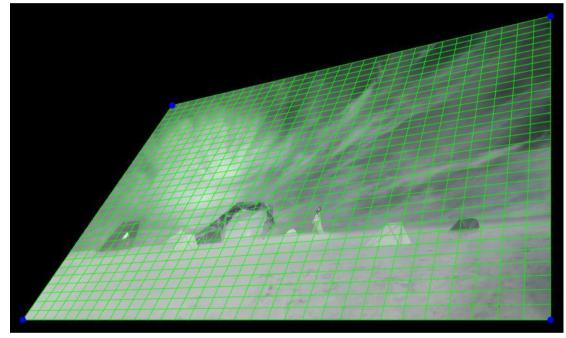
Left click or windows select the blue debugging point, and the selected debugging point will turn red. Click the up, down, left and right buttons on the keyboard or left click and drag the selected debugging point to move the point. Adjust the Arrow keys Speed(F8) 🔵 Slow 🖸 Moderate 🔵 Fast

Select "direction key

adjustment speed" to adjust the speed of the direction key moving points, or frame multiple points at one time for displacement at the same time. If a location needs to be separately added with debugging points for debugging, you can right-click the intersection of green grid to add debugging points. Through the overall coordination and debugging of each debugging point, the picture output can achieve a perfect effect.

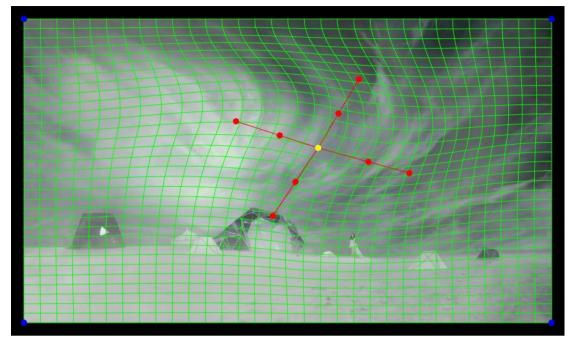
#### 3) Perspective

Perspective mode is only applicable to the debugging of plane projection. The perspective mode cannot add debugging points, but can only adjust the picture as a whole through the four vertices of the screen. Left click or windows select the blue debugging point, click the up, down, left and right keys on the keyboard or left drag to move the point position, and adjust it according to the actual situation on site.



#### 4) Advanced

Advanced mode is used to debug arc surface. After selecting a debugging point in the Advanced mode, the debugging point like the cross handle will appear. Each point on the cross handle can be debugged by left clicking, and the outermost point can move up, down, left and right. After the debugging point is moved, it will not change linearly like the linear mode and perspective mode, but will appear radian.



The center point and the outermost point of the cross handle can be moved in any direction by dragging with the direction key or left key, and the debugging point in the middle can only be adjusted along the direction of the cross axis.

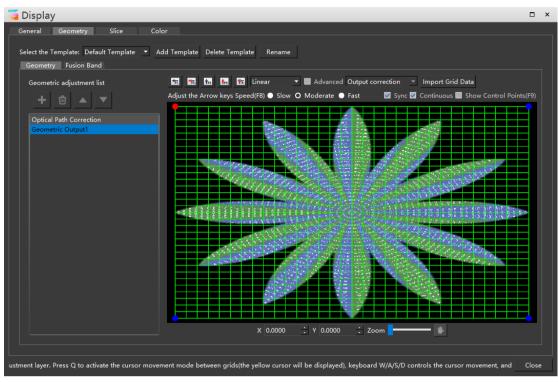
#### 5) Optical Path correction

The light path correction layer can only use the perspective mode to adjust the picture as a whole. After adjusting the light path correction layer, create another layer to adjust the details of the picture. In the new layer, the picture is still filled with the whole grid adjustment window, so as to adjust the details on the basis of the overall penetration adjustment of the picture. Use light path correction to adjust the perspective of the whole picture:

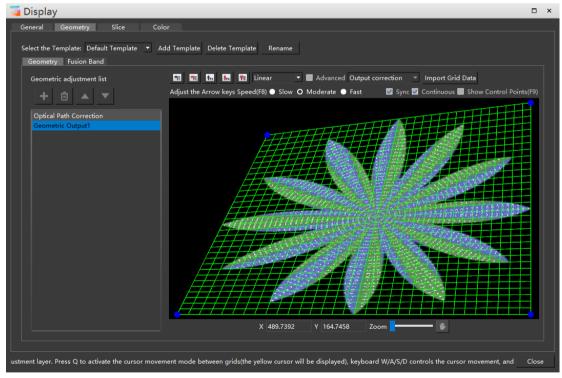
Create another layer and the screen will still fill the whole window:



www.enlightv.com



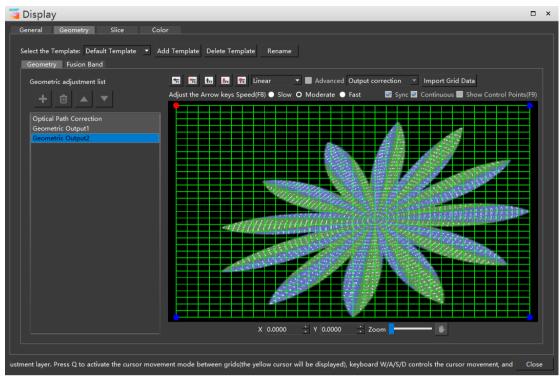
Without using the light path correction layer, use the perspective mode in layer 1 to adjust the whole picture:



Create another layer. In the new layer, the picture is still in perspective mode, and the adjusted shape:



www.enlightv.com

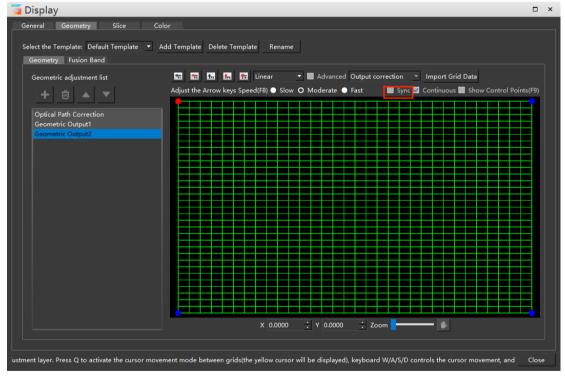


By checking the synchronous display image

🗹 Sync 🗹 Continuous 📃 Show Control Points(F9)

the material screen is synchronously displayed on the grid.

Unchecked synchronous display image:

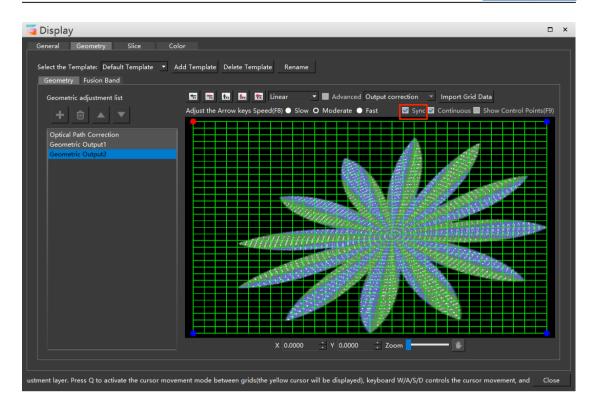


the material screen is synchronously displayed on the grid.

Unchecked synchronous display image:



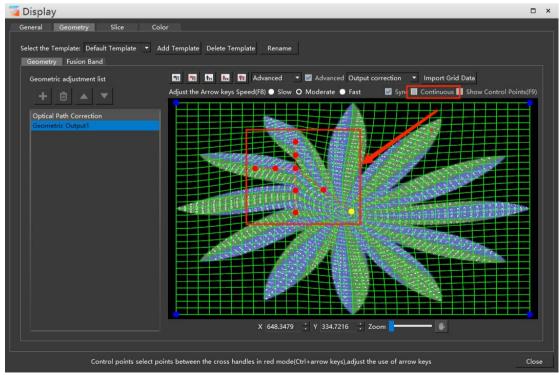
www.enlightv.com



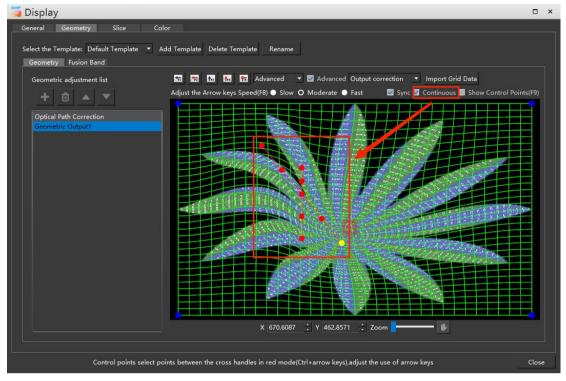
#### 6) Continuous

It is used to perform symmetrical actions on the left and right sides when debugging the cross handle. For example, after checking the smooth curve, when the rightmost point of the cross handle is moved upward, the corresponding left handle will move downward. After removing the check state of curve smoothing, move the point on the right up and down, and only the handle on the right moves up and down.

Uncheck curve smoothing:



#### Check curve smoothing:



### 8) Show Control Points

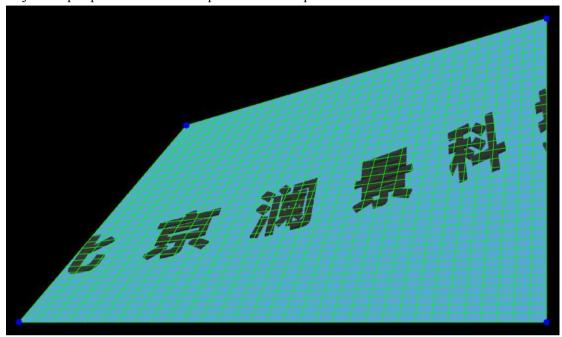
Display the control points of the current layer on the screen, which takes effect only when the screen properties adjustment window is opened:



### 9) Output / Texture correction

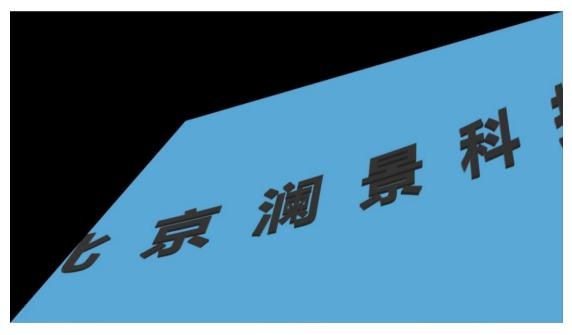
The default mode is output correction mode. In this mode, only the pictures of the screen

intercepted part can be adjusted. When the grid at the edge of the screen moves, the screen may appear black edge.



Adjust the perspective of the whole picture under output correction:

Screen display:

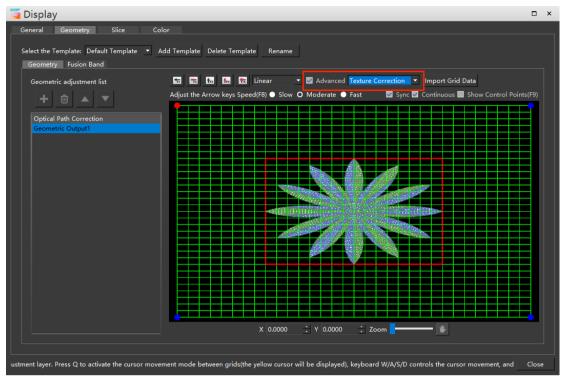


After the texture correction mode is turned on, you can not only adjust the intercepted part of the screen, but also adjust the whole picture of the material, including the non intercepted part of the screen, so as to avoid black edges.

The whole picture can be adjusted by checking:



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There is no black edge on the screen:



#### 10) Import Grid Data

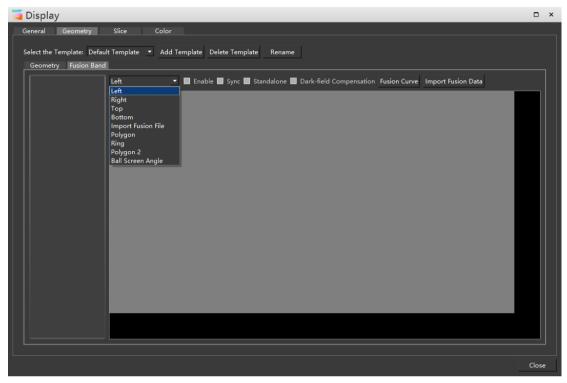
Import the grid data in the edited project locally.

#### 8. Fusion Band

Click the fusion zone in the software operation interface and select geometry fusion zone in the pop-up windows. When adding the fusion band, the actual situation of the display frame corresponding to the projected fusion area shall be considered. If the two projectors are spliced

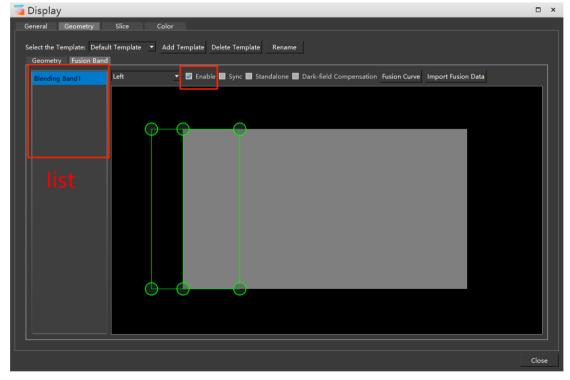
and fused on the left and right, the left display windows adds a right fusion belt, and the right display windows adds a left fusion band.

Select the part to add fusion zone to create a new fusion zone. The created fusion zone will be displayed in the list on the left:



After adding the fusion belt, as shown in the figure below: after checking the synchronization

button, the green border of the fusion belt will be synchronously displayed on the projector screen.



# 1) Enable

Select the fusion zone, and you can choose to enable or disable it. If you choose not to enable it, the fusion band effect will not be displayed.

## 2) Sync

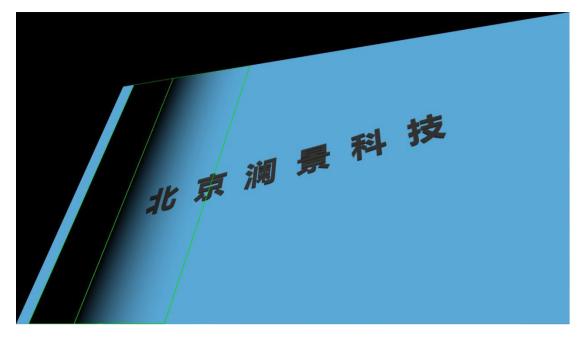
Make the added fusion belt synchronously displayed on the screen. Enable and synchronize the fusion belt:



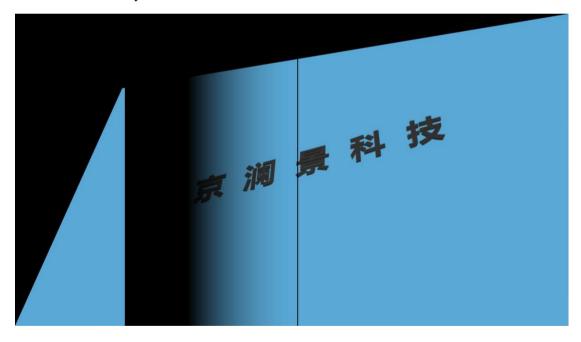
#### 3) Standalone

If this command is checked, the fusion belt will not follow the mesh adjustment. If not selected, the fusion zone will adjust the overlay display with the grid.

Uncheck the fusion zone, which is independent of geometric deformation, and the shape of the fusion zone changes with the mesh:



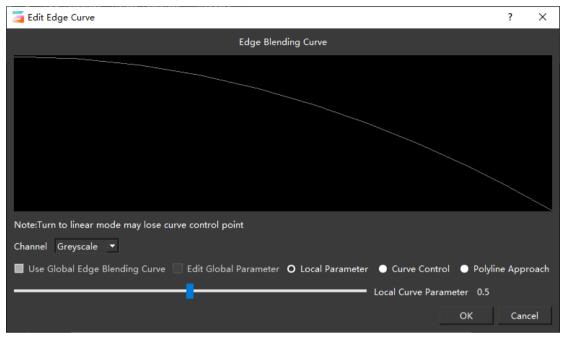
Check that the fusion zone is independent of geometric deformation, and the shape of the fusion zone is not affected by the mesh:



#### 4) Dark-field Compensation

When checked, the fusion band turns white, which is applicable to the situation of insufficient brightness on site.

Click the edge curve to adjust the fusion zone in more detail. The setting interface is shown in the following figure:



#### Channel: fusion band with different color display

Local parameters: use local curve parameters to adjust the fusion zone

Curve control: adjust the brightness of the fusion belt with a curve.

Polyline approximation: select points on the polyline and adjust the brightness of the fusion zone.

#### 9.Slice

Enter the screen - slice - add slice to add rectangular / polygonal slices.

#### 1) Add rectangle slice

Click Add slice on the left to add a slice of the specified shape. You can adjust the position and size of the slice by dragging with the left mouse button. You can also select a point on the slice and press "Ctrl + direction key" to adjust the size of the slice, or select the slice and use the direction key to adjust the position of the slice. It supports the windows structure and can set the number of horizontal and vertical windows to facilitate users actual operation.

ှ Display	□ ×
General Geometry Slice Color	
Add Slice 🗸 Sliec Adsorption 🗹 Synchronous output shows the slice border 📃	
Position X     0.00     Pixel Y     0.00     Pixel Position X     0.00     Pixel Y     0.00       Size     Width     1920     Pixel Height     1080     Pixel Size     Size     Width     1     Pixel Height     1       Rotation Angle     0.00      Rotation Angle     0.00      Rotation Angle     0.00	Pixel
Vertex X 0.00 ‡ Pixel Y 0.00 ‡ Pixel Vertex X 0.00 ‡ Pixel Y 0.00 Enclosure Enclosur ▼ X 16a ‡ Y 9a ‡ Enclosure Enclosure × X 16a ‡ Y 9a	‡ Pixel
Enclosure Enclosure X 16a V 9a Enclosure Enclosure X 16a V 9a Input Image Output Image	÷
KeyTip2At for roaming, mouse wheel for zooming in and on, Ctrl+C for copying, Ctrl+V for pasting, shift for equal scaling, select	
	Close

## **1** Slice adsorption

When adding multiple slices, the edges of the slices will automatically stick together when they are close to the vertices, which is convenient for alignment.

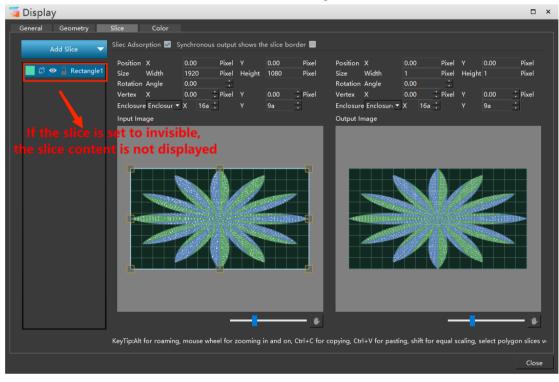
#### **②** Synchronous output shows slice border

Displays the slice border on the screen.

The left window can adjust the position, size and shape of each slice, and the right window displays the actual output screen of the screen. Click the eye icon in the slice list on the left to adjust the slice visualization. In the case of slice binding visualization, the picture displayed by the slice in the right window is the same as the picture intercepted by the slice in the left window.

🧧 Display	•	×
General Geometry S	Slice Color	
Add Slice 🔻	Sliec Adsorption 🗹 Synchronous output shows the slice border 📕	
nectangle1	Position X       0.00       Pixel Y       0.00       Pixel       Pasition X       0.00       Pixel Y       0.00       Pixel Y         Size       Width       1920       Pixel       Height       1080       Pixel       Size       Width       1       Pixel       Height       1       Pixel         Rotation Angle       0.00       ÷       Rotation Angle       0.00       ÷       Pixel       Pixel	
	KeyTip:Alt for roaming, mouse wheel for zooming in and on, Ctrl+C for copying, Ctrl+V for pasting, shift for equal scaling, select polygon slices	VI
	Clos	e

When hidden, the slice is invisible and cannot be manipulated.



In the right display window, you can set the position, size and rotation angle of the slice separately without affecting the left slice.



🥃 Display		×
General Geometry	Slice Color	
Add Slice 🗸	Sliec Adsorption 🗹 Synchronous output shows the slice border 🔳	
₩ Rectangle1	Position X 0.00 Pixel Y 0.00 Pixel Size Width 1920 Pixel Height 1080 Pixel Rotation Angle 0.00 : Pixel Y 0.00 : Pixel Enclosure Enclosur X 16a : Y 9a : Output Image Dutput Image Computed Statement of the s	
	KeyTip:Alt for roaming, mouse wheel for zooming in and on, Ctrl+C for copying, Ctrl+V for pasting, shift for equal scaling, select polygon slice	s vi
	Clor	e

#### 2) Add polygon slice

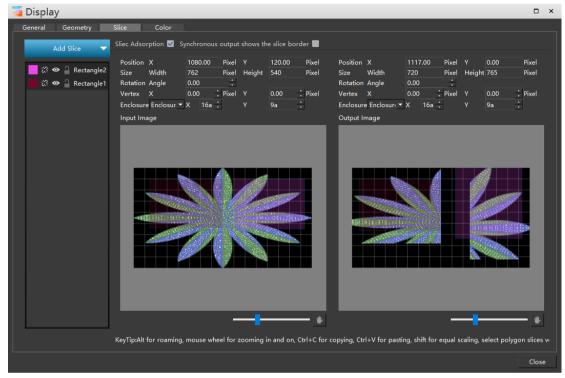
Select Add polygon slice. In the left area, the mouse pointing will become the shape of a pen, click the points you want to select in turn (the backspace key can cancel the wrong points), and finally click the starting point to complete the creation of polygon slice. Press ESC to exit slice creation.

🥃 Display		□ ×
General Geometry	Slice Color	
Add Slice 🔻	Sliec Adsorption 🗹 Synchronous output shows the slice border 🔲	
📄 🔅 👁 🔒 Polygon1	Size Width 720 Pixel Height 432 Pixel Size Width 1925 Pixel Height 1073 F Rotation Angle 0.00 : Rotation Angle 0.00 :	Yixel Yixel Yixel
	KeyTip/Alt for roaming, mouse wheel for zooming in and on, Ctrl+C for copying, Ctrl+V for pasting, shift for equal scaling, select polygon	
		Close

The operations of moving and adjusting polygon slices are the same as those of rectangular slices.

# 3) Splicing

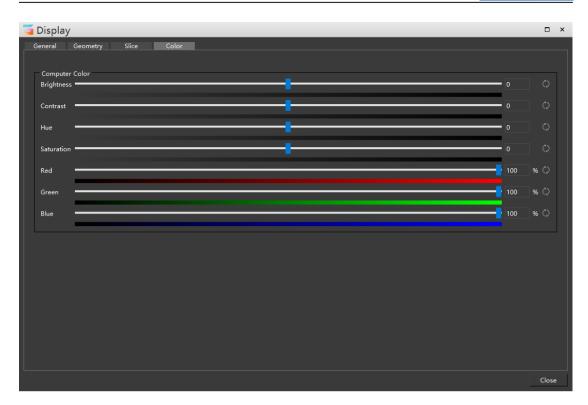
Multiple polygons can be selected at the same time for splicing display. Users can design by themselves according to their own needs to achieve a variety of creative splicing effects. When splicing, you can check the adsorption option to adjust the slice position and achieve better splicing effect.



# 10.Color

The brightness, contrast, chroma, saturation and color of the screen output can be adjusted freely, which is similar to the color effect of editing media materials.





#### **11.Position**

Adjust the position of the screen in the stage.

#### 12.Resolution

To adjust the display resolution of the screen, click and tick to use the physical resolution of the screen.

#### **13.Rotation**

You can set the rotation angle of the selected screen. The positive number is clockwise and the negative number is counterclockwise.

#### 14.Stage level

Set the stage level of the screen, which can be edited only when it is the same as the stage level.

#### **15.Live Streaming**

Enter the streaming address and streaming code and set the resolution. Click streaming to push the live broadcast, as shown in the following figure:

Live Streaming	Stream URL:			
	Stream Key:			
	Resolution: X	1920	÷ Y	1080 🕂
				Stream

# **Program layer properties**

#### 1.Program window layer properties

Click and select the window to be modified in the program management windows to modify the window name, display color, window position and size, window rotation angle and other properties in the window properties windows on the right. The interface is shown in the following figure:

Properties					ü	×
		Basic				$\sim$
Name	Windov	v1				
Lock O Unl	ock 🔵 Lo	ock All 🔵 Lock Po	sition			
🗹 Preview	🗹 Audio	🔲 Mirror-X 🔲 M	lirror-Y			
Color		ľ				
Position	Х	5316		0		
Resolution	Width	1920	Height	1080	₹?ę	
Rotation	0.00		*			
Enable DMX Domain Channel	1					

# 1 Name

The program window name can be modified.

# 2 Lock

After locking is checked, you cannot set the properties of the window layer.

# **3** Preview

When checked, the program will be played in real time in the window.

# 4 Audio

When checked, there is sound playback. When not checked, the program will be played silently.

# (5) Mirror-X / Mirror-Y

Mirror horizontal: take the central axis in the Y direction of the window as the central axis, and do mirror flip:



The mirror vertical direction is to take the central axis in the X direction of the window as the central axis to do mirror flip:



# 6 Color

You can change the color of the corresponding window border in the main screen, and delete it to restore the default color, as shown in the following figure:

🔁 Hirender File Edit Mode Stage Stag	e Preview Media Resource Program Timeline Lighting Library Tool Window Help Feedback [Hirender S3 v4.5.2] - [D3D11 Hardware Decoding: [0	]NVIDIA GeForce 940MIX PCIEx4 461.9] - C\Users\EDZ\Desktop\常記文申\Unitiled.hs3 Un-login 🖕 🗗 🗙
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		(PPT) 🕀 Q

#### 7 Position

Change the corresponding values respectively, modify the position and size of the window in the stage, and click the back button to bind the resolution.

#### **8** Rotation

Modify the rotation angle of the window. A positive number is clockwise and a negative number is counterclockwise.

# **9** Enable DMX

It supports the operation of opening DMX control window, checking and setting corresponding fields and channels.

#### 2.Program timeline layer properties

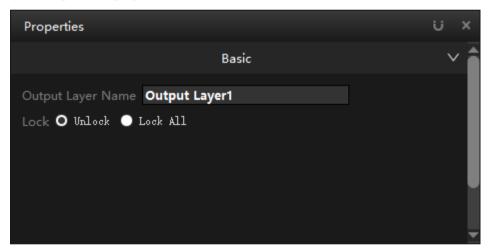
The program timeline layer properties window is shown in the following figure:

Properties		U	×
	Basic	$\sim$	ĺ
Timeline Layer Timeline layer1			
Lock 🖸 Unlock 🔵 Lock All			
🗹 Preview 🗹 Audio			
			-

You can set the name, lock status, preview and sound status respectively.

#### 3. Program output layer properties

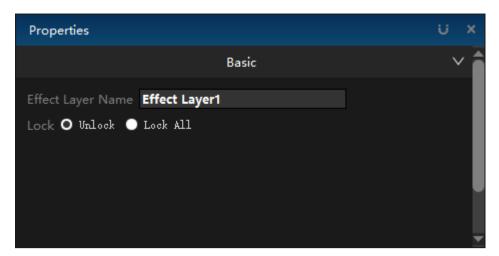
The program output layer properties window is shown in the following figure:



You can set the name, lock status, preview and sound status respectively.

#### 4. Program effect layer properties

The program special effect layer properties window is shown in the following figure:



The name and locking status can be set respectively.

#### 5. Program flow tag layer properties

The program special effect layer properties window is shown in the following figure:

Properties	υ×
Basic	$\sim$
Label Layer Name Label Layer1 Lock Unfold	

You can set the name and deployment status respectively.

# **Program properties**

The program properties window is shown in the following figure:

Properties		Ü	; x
	Basic		$\sim$
Program Name	Program 1		
Fade-in	0.5		Sec
Fade-out	0.5		Sec
Keyboard Trigger			
Console	Input	▼	
Input			e
Trigger End	Stop	▼	
Program identification color	<b>(</b>		
In Front			
Insert Before	Delete Program Insert After		

## 1. Program name

Modify the program name.

#### 2. Fade-in / Fade-out

Set the fade in / fade out switching duration of program switching.

#### 3. Keyboard Trigger

Quickly switch programs by setting the keyboard trigger button.

#### 4. Console

Hc64 / MIDI / common input / DMX512 / sensor options can be selected. After the console is set, the corresponding binding can be carried out, as shown in the figure below:

Properties		U	×
	Basic		$\sim$
Program Name	Program 1		
Fade-in	0.5		Sec
Fade-out	0.5		Sec
Keyboard Trigger			
Console	Input	▼	
Input			ð
Trigger End	Stop	▼	
Program identification color	<b>(</b>		
In Front	-		
Insert Before	Delete Program Insert After		

# 5. Trigger End

Trigger the end action, you can choose to stop playing / pause playing / do nothing.

# 6. Program identification color

You can modify the selected color of the program, and click the delete button to restore the original color.

#### 7. In Front

Select the top program after checking, as shown in the following figure:

🝯 Hirender File Edit Mode Stage Stage Preview Media Resource Program Timeline Lighting Library Tool Window Help [Peedback [Hirender S3 v4.5.2] - [D3D11 H	lardware Decoding: [0]NVIDIA GeForce 940MX PCIEx4 461.9] - C\Users\EDZ\Desktop\未起文は\Unitited.hs3 Un-login 🖕 🕖 🗙
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	•
Layer 1 Window1	
	(PPT) 🕀 🔾

#### 8. Insert Before / Delete Program / Insert After

Insert or delete programs before and after the selected program.

# **Program node properties**

There are many properties involved in the program node, and the corresponding properties will be different according to the different materials. Various situations will be introduced one by one below.

#### 1. Basic properties

This part is the common part of the material, and its functions are shown in the figure below;

Properties	i	; x
	Basic	
Name	网格图1_V3	
Duration	000:10:00.000	
Duration	000:10:00.000	ŝŝ
Clipping Start Time	000:00:00.000	
Clipping Finish Time	000:10:00.000	
Keyboard Trigger		
Console	MIDI	•
MIDI		
MIDI Playing Color	3 .	
MIDI Stop Color	1 ÷	
Trigger End	Stop	•
Play Mode	Loop	•
Fill Mode	Fill the Screen	•
Blending	Overlay	▼
MTC Sending	None	•
MTC offset	00:00:00.000	× •
Mirror-X 🔲 Mirr	ror-Y	
Audio output server		
Server	II 🗹	
		-
		e b È

# 1) Name and Duration

Consistent with media and cannot be modified.

# 2) Time and Cliping Start / Finish time

Set the playback duration to intercept a section of the media for playback. The start time can set the time when the program starts broadcasting from the media resource, and the end time can set the time when the program ends broadcasting to the resource.

Duration	000:10:00.000	Š,š
Clipping Start Time	000:00:00.000	
Clipping Finish Time	000:10:00.000	

# 3)Keyboard Trigger

Keyboard trigger can be bound with keyboard shortcut keys to control the playback and stop of program nodes. The console can select hc64 or trigger, which needs to be bound with the corresponding trigger.

Keyboard Trigger		
Console	MIDI	▼
MIDI		

# 4) MIDI Playing / Stop Color

MIDI play / stop color: you can set the color of MIDI console button when the program is played or stopped

MIDI Playing Color	3	•	
MIDI Stop Color	1	•	

#### 5) Trigger end

Select and set the end action when the keyboard is triggered, as shown in the following figure:

Trigger End	Stop
	Stop
Play Mode	Pause
ella el l	Do Nothing

#### 6) Play Mode

Set the action when the program node is finished playing, and the options are shown in the following figure:

Play Mode	Loop 🔻
Fill Mode	Loop
Thi Mode	Freeze
Blending	Stop
	Switch to Next
MTC Sending	Switch to Other

When you choose to jump to other programs, you need to select the jump object, as shown in the following figure:



## 7) Fill Mode

The filling mode sets the way for media materials to fill the window. The full screen mode fills the screen space as much as possible without retaining the original proportion of materials. The following figure shows the state of full screen mode:



Equal proportion filling will fill the window while retaining the original proportion of the material. The following figure shows the state in the equal proportion filling mode:



#### 8) Mixed Mode

In the mixed mode, there are two ways: cover and overlay. In cover mode, the upper layer

overwrites the lower layer; In overlay mode, the effect of overlaying two layers.

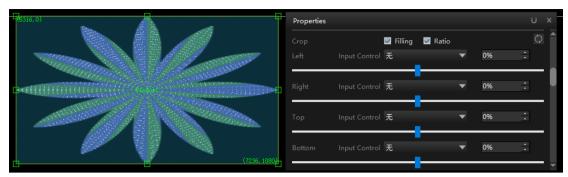
## 2.Adjustment

Edit playback speed, volume, saturation, hue, contrast, brightness, feathering and other effects. When adjusting the volume of media, you need to control the playback speed to 1, otherwise there will be no sound output.

Properties						U X
		Adjust	ment			~
Opacity	Input Control	无		▼	100.00%	÷ 0
Saturation	Input Control	无		▼	0.00%	÷ Q
Hue	Input Control	无		▼	0.00%	÷ 0
Contrast	Input Control	无		▼	0.00%	÷Q
Brightness	Input Control	无		¥	0.00%	÷Q
Feather	Input Control	无		¥	0.00%	÷ Q
Crop		🗹 Filling	Ratio			Ç
Left	Input Control			▼	OPixel	:
Right	Input Control	无		¥	0Pixel	*
Тор	Input Control	无		¥	0Pixel	* *
Bottom	Input Control	无		▼	OPixel	*

# 1) Crop

When the stretch option is checked, clipping will stretch the material in one or more directions while retaining the original material picture, and the original proportion of the material will change, as shown in the following figure:



When filling is checked and display by proportion is selected, the clipping operation will set the left clipping interface while keeping the proportion of the original material unchanged, as shown in the following figure:

(5316, 0)	Properties	
	Crop 🗹 Filling 🗹 Ratio	C)
	Left Input Control 无 🔹 🔻	50%
	Right Input Control 无	0% :
	Top Input Control 无 🗸	0% ÷
(7236, 1060)	Bottom Input Control 无 🗸 🗸	0% 📫

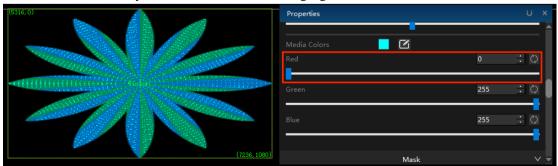
#### 2) Media color

Setting the media color can change the overall tone of the media material. The following figure shows the effect comparison of pictures on the stage after setting the media color.

Raw material:

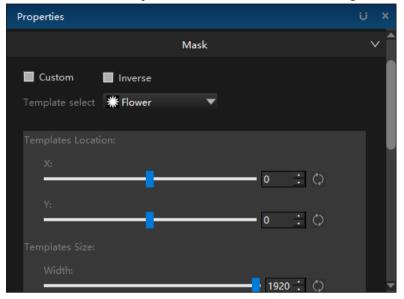
(5316, 0)	Properties	UX
The second secon	Media Colors 🚺 🗹 Red 251	5 🕂 🔿
	Green 25	s ≑ 0
	Blue 25	5 🗘 🗘
(7236, 1080)	Mask	~

Set the media color to cyan, as shown in the following figure:



## 3.Mask

Here you can customize or select a template. The interface is shown in the figure:



# 1) Custom

You can click Customize to draw the mask template:

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# 2) Inver

The default is to block the outside. Click reverse to block the middle part:

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#### 3) Template select

Different template options are built in the software, including flower, diamond, hexagon, etc., as shown in the figure below:

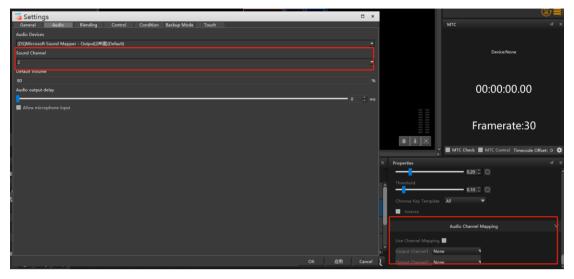
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# 4) Templates Location / Size

Modify the position of the template by modifying the value of the input windows.

## 4. Audio Channel mapping

In file settings, after setting the channel, set the channel in the program node properties. The following figure shows the output channel selection displayed in the program node after selecting two channels.



#### 5. PPT properties editing

PPT can only be used in program management. In the PPT program node properties windows in picture mode, you can edit the playback mode of PPT: automatic playback and manual playback. During automatic playback, set the single page playback duration in PPT playback. At the bottom of the property windows, you can see all pages of PPT. Double click any page and then play the program to realize PPT playing from any page. The specific properties interface is shown in the following figure:

Properties			U	×
	Basic		$\mathbf{v}$	1
Name	测试1.pptx			
Page Number		Keep playing progress	;	
Page Number Position	Lower Left Corner		•	
Page Number Typeface	50		•	
Color	Page Number Backg	Page Number Typefi		
Play Mode	Auto Play		•	
Page Duration	600Sec		•	
Console	HC64		•	
HC64				
Trigger End	Stop		T	
Play Mode	Loop		•	
Fill Mode	Fill the Screen		•	
Blending	Overlay		▼	
Hirender	heccos	Hirender P1		
				-

The properties of PPT in animation mode are basically the same as the program nodes of media materials.

PPT global page flipping: open this function to pop up a window.

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#### **6.Cross Node**

In the program window, add material. Point the mouse to the edge of the material and a two-way arrow will appear. Drag the arrow to span the material to the next program. When the program is played, the three materials are played at the same time. This node also belongs to another node, called cross node. When replicated across nodes, only one program node is copied.

🧧 Hirender 🕫	e Edit Mode Sta	age Stage	Preview	Media Resou	urce Program	Timeline Lighti	ng Library Tool	Window Help	Peedback [	Hirender \$3 v4.5.2]	- (D3D11 Hardwa	are Decoding: (0)!	WIDIA GeForce 9	40MX PCIEx4 46	i1.9] - Ci\Users)	EDZ\Desktop\未知	文件\Untitled.hs3 Ur	Hogin = 🗗 ×
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Resource AUX Timel	line List		- L		_													N 🗐
Timeline					4 ×	Program												
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Layer 6	() ∞ 6 Cols			1541	1 I I	Window4												
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Layer 4	0 🗠 6 💽 🛤		154		1541	Window3												
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Layer 2	d) 🗢 🔓 🏹 🛤		<b>100</b> 114		1941	🗖 📢 🐵 🔒	Virtual Display1											•
						Window1												
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Note: cross node operation can be carried out only when the rear program node does not exist and there is no prompt.

# **Timeline properties**

The timeline properties window is shown in the following figure:

Timeline Propertie	5	υ×
	Basic	~
Timeline Name	Main	
Play Sound	O Yes 🔵 No	
Time Line Position	000:00:00.233	
Duration	002:00:00.000	Adaptation
Fade-in	0.5	Sec
Fade-out	0.5	Sec
MTC Sending	None	-
MTC offset	00:00:00.000	

#### 1. Timeline name

The name of the timeline can be modified.

#### 2. Play sound

Select whether to play the sound of timeline material.

#### 3. Timeline location

Modify the position of the timeline where the cursor is located.

#### 4. Duration

The default is 2 hours. You can modify the duration of the timeline by yourself.

#### 5. Fade-in / Fade-out time

The default value is 0.5. You can modify the fade in and fade out time of timeline material switching.

#### 6. MTC Sending

Set whether to send MTC time code. This setting will send MTC synchronization time code to lighting console and other software or equipment that can accept MTC synchronization time code. So as to realize the synchronization of sound, light and video, and achieve the effect of sound photoelectric integrated control.

# 7. MTC offset

The software is used to set the start time offset of the video when the MTC is playing.

# Timeline layer properties

The properties of timeline layer are shown in the following figure:

Basic       Name     Layer 6       I Lock I Preview I Audio       Implement I Normal display       Standby display       Condition       Unconditional       Information Level       Level 1 (White)	Layer Properties	U	×
<ul> <li>Lock ✓ Preview ✓ Audio</li> <li>Implement O Normal display O Standby display Always display</li> <li>Condition Unconditional ✓</li> <li>Information Level Level 1 (White) ✓</li> <li>Stage Level ✓ All</li> </ul>		Basic	$\sim$
Implement O Normal display       Standby display       Always display         Condition       Unconditional       Information Level       Level 1 (White)         Stage Level       Image: All       Image: All       Image: All	Name	Layer 6	
Condition Unconditional  Information Level Level 1 (White) Stage Level I All	🔲 Lock 🗹 Preview 🗹 Au	dio	
Information Level <b>Level 1 (White)</b>	Implement O Normal displ	ay 🔵 Standby display 🔵 Always displ	ay.
Stage Level 🗹 All	Condition	Unconditional	▼
	Information Level	Level 1 (White)	▼
Basic Level	Stage Level 🛛 🗹 All		
	Basic Level		

#### 1. Name

The layer name can be modified by yourself.

#### 2. Lock

When lock is checked, the layer cannot be edited.

#### 3. Preview

If checked, the material on the layer can be played and previewed on the stage. If unchecked, it will not be displayed.

# 4. Audio

When checked, there is sound when playing the material. If not checked, it will be played silently.

# 5. Implement

Three execution modes can be selected: normal display, standby display and always display.

# 6. Condition

Set layer playback conditions.

#### 7. Information level

The layer information level can be set, and the classification is shown in the following figure:

Information Level	Level 1 (White) 🔹 🔻
Stage Level 🗹 🗹 All	Level 1 (White) Level 2 (Red)
Basic Level	Level 3 (Green) Blue

# 8. Stage level

Set the level limit of the layer in the stage.

# **Effect Properties**

If you select different effects in the special effects layer, the properties of the program node will be different. The specific properties can be viewed in resource management - program special effects.

# **Virtual Display Properties**

After creating the virtual screen, you can click the virtual screen to open the following properties window. You can change the name, stage position, display resolution and rotation angle of the selected virtual screen.

perties					ü	×
	B	asic				$\sim$
Virtual	Display2					
х	3000			0		
Width	1920		Height	1080		
0						
	<b>Virtual</b> X Width	B Virtual Display2 X 3000 Width 1920	Basic Virtual Display2 X 3000 Width 1920	Basic Virtual Display2 X 3000 Y Width 1920 Height	Basic Virtual Display2 X 3000 Y 0 Width 1920 Height 1080	Basic Virtual Display2 X 3000 Y 0 Width 1920 Height 1080

# VI Viappendix

Frequently asked questions

#### 1. The problem of playing super-resolution video lagging.

If the video of large-size got stuck when broadcasting, you can transcode the video by using our broadcast assistant software, or double-clicking the media directly in the software resource list to select the decoding optimization. After optimization, check the use of the optimized file.

	e Edit Mode Stage St									are Decoding: [0]!	NVIDIA GeForce 9	40MX PCIEx4 461	1.9] - C:\Users\	EDZ\Desktop\非知	29\$\Untitled.hs3 U	Jn-login <b>- 8</b> ×
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Classification: All (5) Name	Q Please enter a reso     Status Type Thumb										RAM: GPU:	76%		Window2		000.00.00.500
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Layer 4	4) 🗠 🔓 💽 ISH - ISH	41 💽 1541	1541 6 1541													•
Laver 3 Position				Window2												
ғн хо				Window1	Virtual Display1											
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You can also click menu bar - tools - Broadcast Control Assistant to open the broadcast control assistant software and transcode the material:

								_	-		7						
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										转码优化						4.3.	0

#### 2. Open the software to prompt that there is no authorization information

Confirm whether the dongle is inserted into the host. If not, please insert the dongle. If the dongle still prompts that there is no authorization, you need to check whether the driver of the

dongle is installed successfully and whether there is an icon in the

e?

in the lower right corner of the

desktop; If not, you need to reinstall the dongle driver, which is in the S3 installation folder and named codemeterruntimeExe, double-click to install the software by default, or reinstall S3 software.

3. After the software is opened, the plug-in window, media resource window and stage editing window does not exist.

Click the window command in the menu to check the program insertion, media resources and stage editing window.

4.Software opens prompts the maximum number of users.



This situation is a problem with software open duplicates. Solution: First check the system address bar to see if there is an S3 program open, if any, close all S3 programs, and then re-open the program. If there is no S3, right click on the address bar, click Task Manager, find Hirender S3.exe or HirenderS3Display.exe, then turn off the found program and reopen the software.

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进程	性能	应用历史记录	启动员	用户	详细信息	服务					
~ 名称 状态						21% CPU	<b>52%</b> 内存	1% 磁盘	<mark>0%</mark> 网络		
应用	3 (4)				15						^
*		enderS3.exe render					15.7%	159.9 MB	0 MB/秒	0 Mbps	

5. The encryption lock interface pops up when open Hirender S3 software. (Error code: 102541)



This problem belongs to the encryption lock, which requires the authorization to be extracted and then re authorized.

Specific operation steps for extracting the sub lock information file: insert the sub lock, open the Codemeter control center in the lower right corner of the system, click the "license update" button, the pop-up "welcome to cmfas assistant" interface, click "next", select "create license request" in the next interface, and select "extend existing license" in the subsequent interface, Then in the "please select developer" interface, check all company codes, select the file generation directory in the next interface, click the "submit" button, the file will be generated in the selected directory, and the generated file will be sent to the technical or business personnel for unlocking.

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<ul> <li>Hirender         <ul> <li>130-1252978306</li> <li>hecoos</li></ul></li></ul>	<ul> <li>▲ 名称: Hirender</li> <li>序列号: 130-3964901500</li> <li>版本: CmActLicense 3.00</li> <li>状态: ⑤ 许可已激活</li> </ul>			
130-3964901500	◇ 许可更新 移除许可			
ode∎eter is running			¥eb管田	

#### 6.After the software is opened, the edited program cannot be played normally

Open the saved program and find that the media resources are all 0, and the resource path is red, indicating that the path has not found the file. At this point you need to relocate the show file to its original location.

# 7. The computer boot screen is on the display device, and the computer

#### screen only display a desktop.

This situation is caused by the system's main desktop settings on the display device, we need to set the system's main desktop to the display, the specific steps are as follows:

Right click on the blank area of the desktop and select the screen resolution or display settings.

设置	_	
命 主页	显示	
直接设置の	重新排列显示器	查看(V) > 排序方式(O) >
系统	选择下面的某一显示器以更改其设置。长按(或选择)- 器,然后通过拖动方式来重新排列。	開新(E) 粘贴(P)
♀ 显示		粘贴快捷方式(S) <b>撤消 删除(U)</b> Ctrl+Z
ロジ 声音		英特尔® 显卡设置 ■ NVIDIA 控制面板
□ 通知和操作		
<i>〕</i> 专注助手		<ul> <li>显示设置(D)</li> <li>① 个性化(R)</li> </ul>
○ 电源和睡眠	标识	检测
□ 电池	127423	122,023
□ 存储	亮度和颜色	
- 平板模式	更改内置显示器的完度 	
二 多红冬外珊	夜间模式	

Click the logo button in the settings screen to view the screen number of the monitor.

Click on the screen number, select the display, then check the settings below to set the current screen as the main desktop.



#### 8. Picture has malposition while doing screen splicing.

Check whether the graphics card is set the stitching. If the graphics card is not set, you need to set the graphics card the stitching to ensure the synchronization of the graphics output. If there is still a gap in the graphics card splicing, you need to check whether the device such as the back end processor has set the synchronization mode.

9.After debugging the software and restart the computer. The output resolution is disordered.

Reason: 1. The system has a virus.

2. The system is a pirate system.

- 3. Installed pirated WATCHOUT.
- 4. Antivirus software leads to.

Solution: After the original system image file is installed, the genuine activation is

performed. The authorization file for extracting the Dongle is sent to the relevant sales personnel, who provide the new authorization file.

10. The encryption lock is locked.

Reasons: the system has virus, the system is a pirated system, pirated watchout has been installed, anti-virus software, etc.

Solution: after installing the original system image file, activate the original version, extract the authorization of the encryption lock and send it to the relevant salesperson, who will provide a new authorization file.

#### 11.Play video stuck and video out of sync solution

When the machine performance is sufficient, optimize the host system to ensure the optimal state of the machine, optimize the video transcoding, and transcode the video into the most appropriate coding, code stream and format. If there is still jamming, it is recommended to divide the video and transcode it.

#### 12.Settings of master and backup and multiple machine-connected LANs.

(1)Set the primary and backup machines to different fixed IP addresses, and the IP addresses need to be on the same network segment.

For example, the primary setting IP is 192.168.1.2, and the backup setting IP is 192.168.1.3. (2)Turn off the system's firewall. Right click on the network icon in the task bar and click on Open Network and Sharing Center



Click on the Windows Firewall in the interface:

🕎 网络和共享中心		- 🗆 X			
← → · ↑ ½ « 网络和 Inte	rrnet > 网络和共享中心 >	⑦ 投索控制面板			
文件(F) 编辑(E) 查看(V) 工具(T	)				
控制面板主页	查看基本网络信息并设置连接				
更改活配器设置	查看活动网络	,			
更改高级共享设置	澜景科技1315	访问类型: Internet			
媒体流式处理选项	某体流式处理选项 公用网络 连				
更改网络设置					
设置新的连接或网络 设置宽带、拨号或 VPN 连接;或设置路由器或接入点。					
另请参阅 问题疑难解答					
诊断并修复网络问题,或者获得疑难解答信息。 Internet 选项					
Windows Defender 防火墙					

Then click to enable or disable the firewall:

🔐 Windows Defender 防火墙		- 🗆 X			
← → · ↑ 矕 « 系統和安全	› Windows Defender 防火墙     ✓	○ 没 搜索控制面板			
文件(F) 编辑(E) 查看(V) 工具(T)					
控制面板主页	使用 Windows Defender 防火墙来	帮助保护你的电脑			
Windows Defender 防火墙有助于防止黑客或恶意软件通过 Internet 或网络访问你的电 允许应用或功能通过 Windows 脑。 Defender 防火墙					
🎈 更改通知设置	更新防火墙设置				
自用或关闭 Windows Defender 防火墙	Windows Defender 防火墙未使用推荐 的设置来保护计算机。	♥使用推荐设置			
💎 还原默认值	推荐的设置有哪些?				
💡 高级设置					
对网络进行疑难解答	🛛 😣 专用网络(R)	未连接 🕑			
另请参阅	🗙 来宾或公用网络(P)				
安全和维护					
网络和共享中心	公共场所(例如机场或咖啡店)中的网络				

Set both the public and private networks to turn off the firewall.

● 自定义设置	_		х
← → ▼ ↑ ✔ Windows Defender 防火増 > 自定义设置 ▼	搜索控制面板		
文件(F) 编辑(E) 查看(V) 工具(T)			
自定义各类网络的设置 你可以修改使用的每种类型的网络的防火墙设置。 专用网络设置 ○ 启用 Windows Defender 防火墙 □ 阻止所有传入连接,包括位于允许应用列表中的应用 ☑ Windows Defender 防火墙阻止新应用时通知我		_	~
<ul> <li></li></ul>		_	~
确定	取消		

# 13.Update fails in Master/standby mode and multiple online modes

Insufficient cache path space. Change the cache path of the active or backup device or clear the junk files on the disk, leaving enough space.

Steps: Click the setting button in the upper left corner of the S3 display. You can then choose to empty the cache or change the cached path to a different location.

🗾 S3 显示端v4.5.2 [D3D11 Ha	rdware Decoding: [0]NVIDIA GeForce 940MX PCIEx4 461.9]			-	. 🗆	×
Preference 帮助						
Server No Connection	192.168.1.18 Online Frame Synchronization Group Number:	0 Display Info	Clear Cache	Remaining Disk	Space:6.162	
Received Commands						
Clear						

Network error, check the network settings to see whether the active and standby networks are connected, and whether the IP is displayed correctly. You can reset the network according to the instructions in section 13.

Resolution	Frame rate (frames /second)	Recommended bit rate (megabits/ second)	Encoding format	Encapsulation format
1280x720(720p30)	30	5	H.264 MPEG2	MP4/MOV/MKV MPG
1920x1080(1080p30)	30	10-15	H.264 MPEG2	MP4/MOV/MKV MPG
1920x1080(1080p60)	60	25-35	H.264 MPEG2	MP4/MOV/MKV MPG
3840x2160(4K 30p)	30	50-70	H.264 MPEG2	MP4/MOV/MKV MPG
3840x2160(4K 60p)	60	80-120	H.264 MPEG2	MP4/MOV/MKV MPG
7680x4320(8K 30p)	30	130-160	H.264 MPEG2	MP4/MOV/MKV MPG
7680x4320(8K 60p)	60	200	H.264 MPEG2	MP4/MOV/MKV MPG

# Recommended video encoding and format

# Technical support contact information

Hirender website: http://www.Hirender.cn/#/ Forum: https://www.artbook.top/live/index.html Enlightv website: https://www.enlightv.com/ Sales Hot-line:400-600-1196 Company tel: + (86) 010-53608556 Email: admin@enlightv.com