



Pilot MS3

Professional Multimedia Playback Software



User Manual

Copyright © 2022 Pixelhue Technology Ltd. All Rights Reserved.

No part of this document may be copied, reproduced, extracted or transmitted in any form or by any means without the prior written consent of Pixelhue Technology Ltd (hereinafter referred to as PIXELHUE).

Trademarks

 **PIXELHUE** is a trademark of Pixelhue Technology Ltd.

Brand and product names mentioned in this manual may be trademarks, registered trademarks or copyrights of their respective holders.

Statement

Thank you for choosing PIXELHUE products. This document is intended to help you understand and use the products. PIXELHUE may make improvements and/or changes to this document at any time and without notice. If you experience any problems in use or have any suggestions, please contact us via the contact information given in this document. We will do our best to solve any issues, as well as evaluate and implement any suggestions.

This document could contain technical inaccuracies or typographical errors. Changes are periodically made to the information in this document; these changes are incorporated in new editions of this document.

The latest edition of user manuals can be downloaded from the official website of PIXELHUE.

Software License Agreement

You should carefully read the following terms and conditions before using the software mentioned in this document. Your use of this software indicates your acceptance of this license agreement and warranty.

Terms and Conditions:

1. No redistribution of the software is allowed.
2. Reverse-Engineering. You may not reverse engineer, decompile, disassemble or alter this software product.

Disclaimer of Warranty:

This software and the accompanying files are sold "as is" and without warranties as to performance or merchantability or any other warranties whether expressed or implied. In no event shall PIXELHUE be liable for damage of any kind, loss of data, loss of profits, business interruption or other pecuniary loss arising directly or indirectly.

Contents

Contents	ii
1 General	1
1.1 About This Manual	2
1.2 Version History	2
1.3 Symbols and Pictures	2
2 Software Installation	3
2.1 Software Installation	4
2.2 Software Licensing	8
3 User Interface Introduction	10
3.1 Introduction	11
3.2 Change UI Layout	13
3.3 Load Layout	14
3.4 Lock User Interface	14
3.5 Change Output/Preview Mode	15
4 Project	17
4.1 Create New Projects	18
4.2 Manage Media	18
4.2.1 Add Media	18
4.2.2 Edit Media	19
4.2.3 Add Input Sources	22
4.3 Manage Layers	26
4.3.1 Add Layers	26
4.3.2 Layer Mosaic	27
4.3.3 Set Layer Properties	29
4.4 Build Application Environment	32
4.4.1 Add Screens	32
4.4.2 Add Slices	34
4.4.3 Slice Properties	36
4.4.4 Add Backup Devices	41
4.5 Produce Programs	44
4.5.1 Edit Programs	44
4.5.2 Set Media Continuation	44
4.5.3 Set Program Properties	45
4.5.4 Set Program Jump	50

4.5.5 Manage Program Groups	51
4.6 Playback Control	52
4.7 Save Projects	54
5 Settings	55
5.1 System Settings	56
5.2 Authorization	57
5.3 Hotkey Binding	58
6 Help	60
6.1 User Manual	61
6.2 About	61
6.3 Software Updates	61

1

General

Overview

- About This Manual
- Version History
- Symbols and Pictures

1.1 About This Manual

This user manual guides you how to use our software. This manual is designed to be a reference for your daily use of our product.

Note





Always check for the latest version of all documents at www.pixelhue.com.

1.2 Version History

Version	Date	Changes
V1.0.0	2022-4-20	First release

1.3 Symbols and Pictures

Symbol Overview

	Danger	Indicates a hazard with a high level of risk, which if not avoided, will result in death or serious injury.
	Warning	Indicates a hazard with a medium or low level of risk, which if not avoided, could result in minor or moderate injury.
	Caution	Indicates a potentially hazardous situation, which if not avoided, could result in equipment damage, data loss, performance degradation, or unexpected results.
	Note	Provides additional information to emphasize or supplement important points of the main text.

Picture Overview

Images and pictures given in this manual are used for illustration purposes only. The actual product may vary due to product enhancement. The content of the images can be slightly different from reality, such as device types, installed modules, form and position of software windows on the screen.

2 Software Installation

About This Chapter

This chapter is designed to guide you to the installation of the software.

Overview

- Software Installation
- Software Licensing

2.1 Software Installation

Requirements of Software Operating Environment

To better use Pilot MS3, the computer where Pilot MS3 is installed needs to meet the minimum configurations for the operating environment as follows:

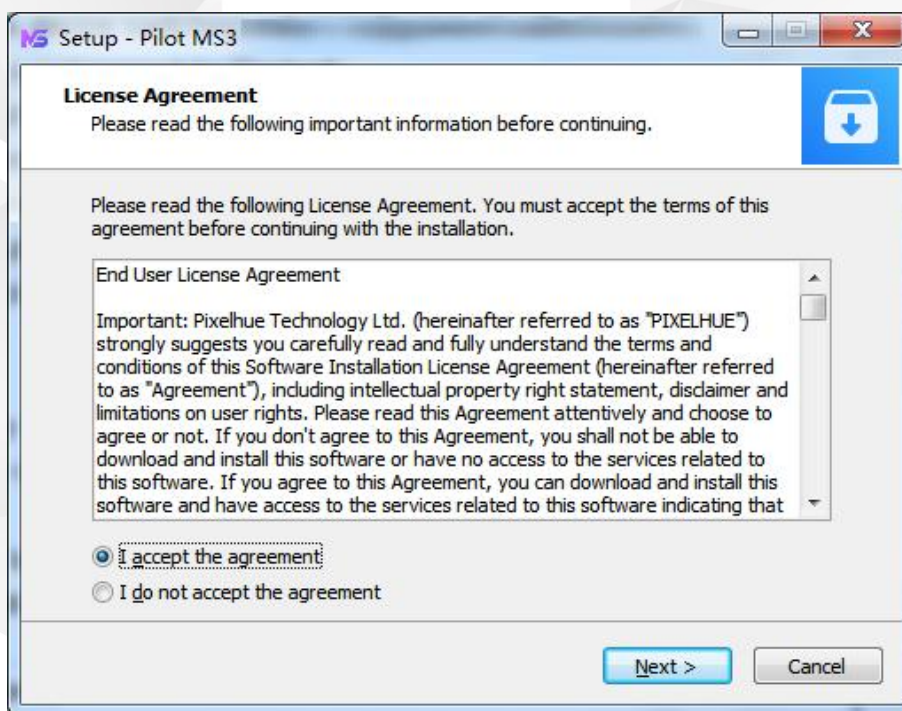
- CPU: 9th Generation Intel® Core™ i7 or later
- RAM: 16GB or greater DDR4 2666
- Graphics card: NVIDIA P2200 (or later) or AMD W5100 (or later) discrete graphics card recommended
- HD space: 512G or larger SSD
- OS: Windows 10 Pro (64-bit)

Installation Procedure

Step 1 Double click the program file (Pilot MS3.exe) to start the installation wizard.

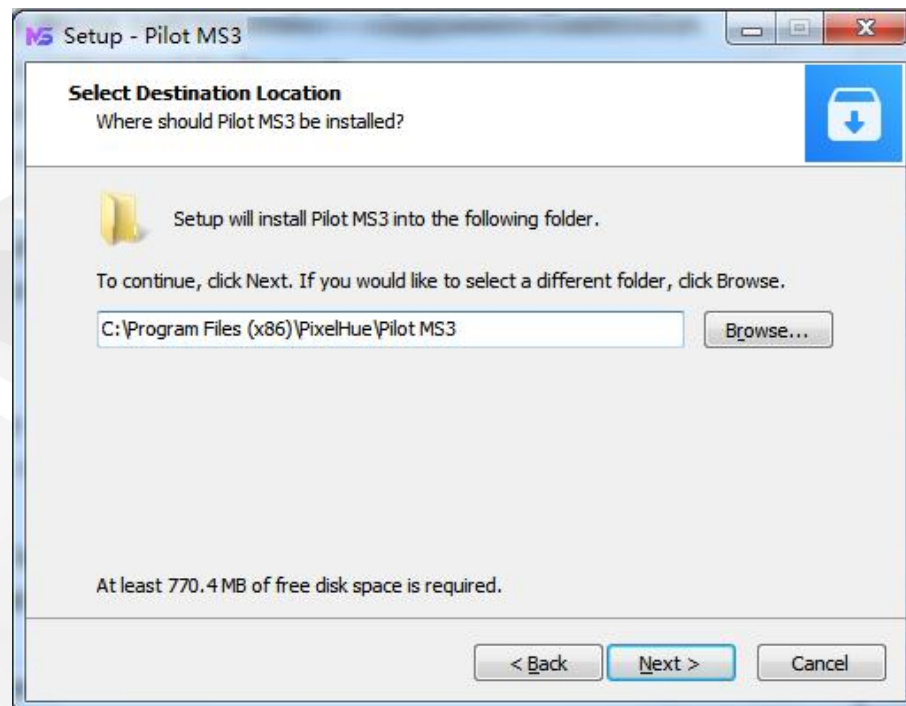
Step 2 Select **I accept the agreement**.

Figure 2-1 License agreement



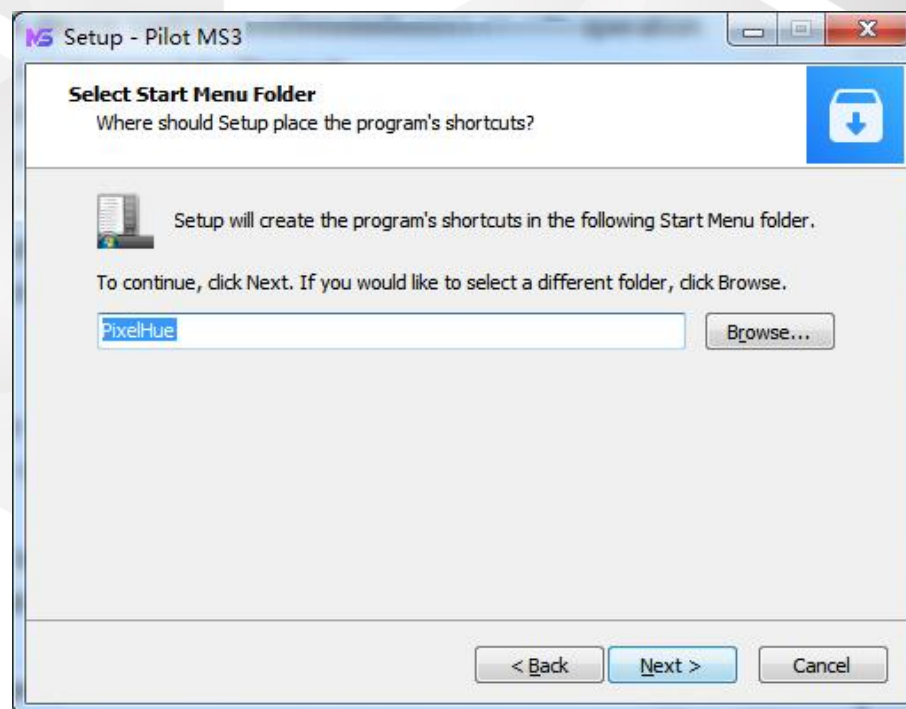
Step 3 Click **Browse** to select the folder where the software will be installed.

Figure 2-2 Select installation path



Step 4 Click **Next** to enter the **Select Start Menu Folder** page.

Figure 2-3 Select start menu folder

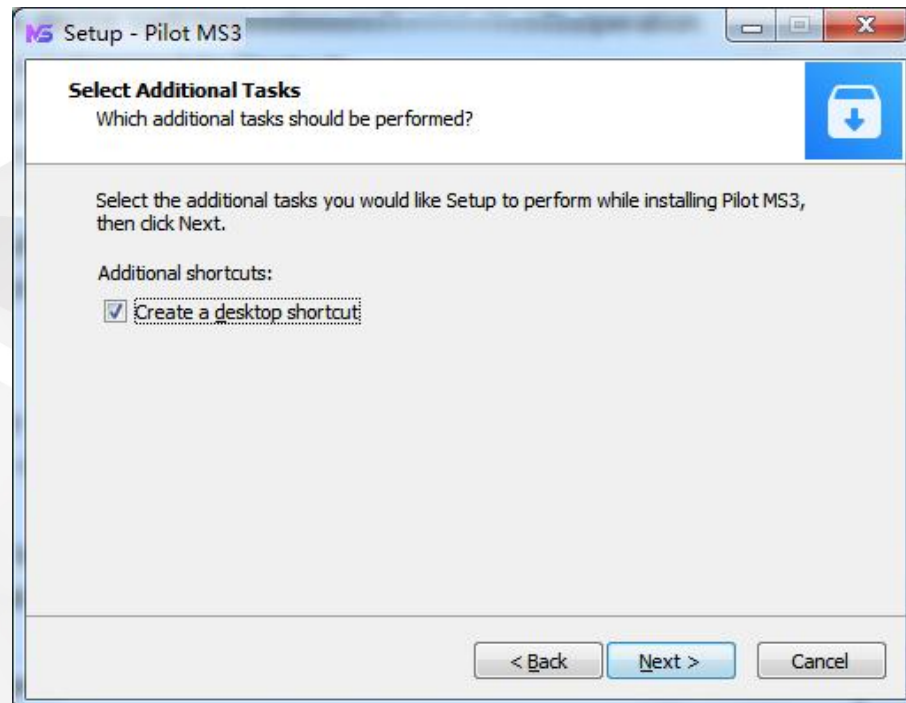


Step 5 Click **Browse** or enter the folder name directly to select a folder for the start menu.

Step 6 Click **Next** to enter the **Select Additional Tasks** page.

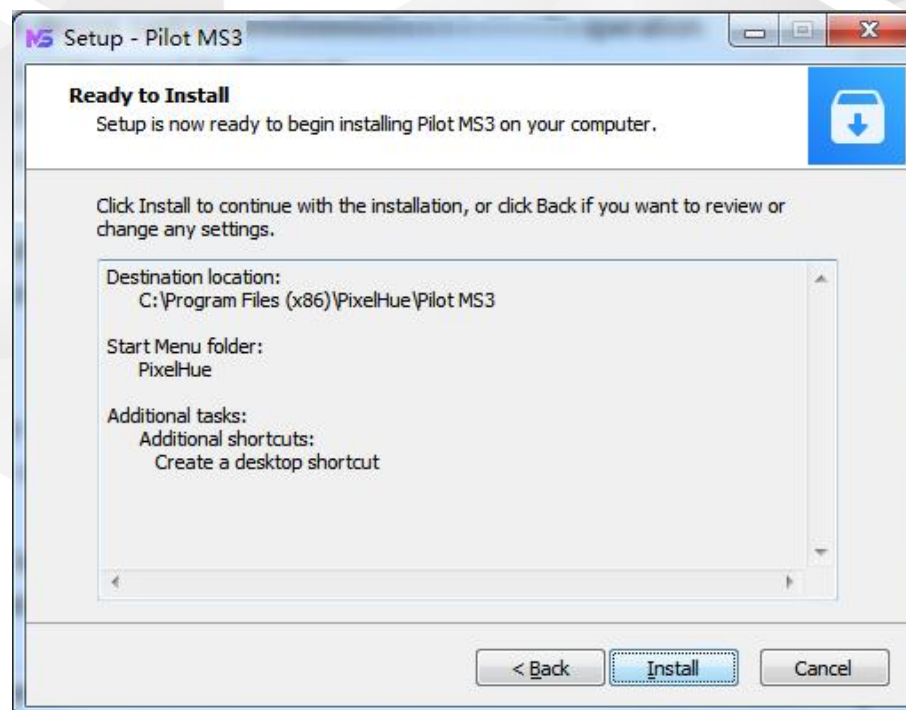
Check the box next to **Create a desktop shortcut** to add the Pilot MS3 shortcut icon on the desktop.

Figure 2-4 Additional tasks



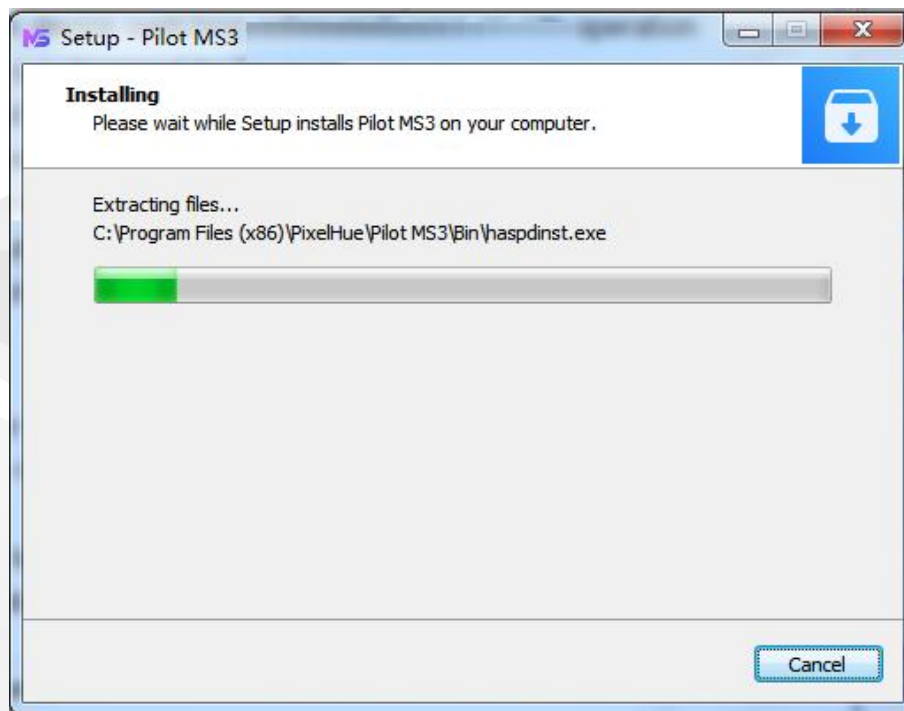
Step 7 Click **Next** to enter the **Ready to Install** page.

Figure 2-5 Installation confirmation



Step 8 Click **Install** to enter the automatic installation page.

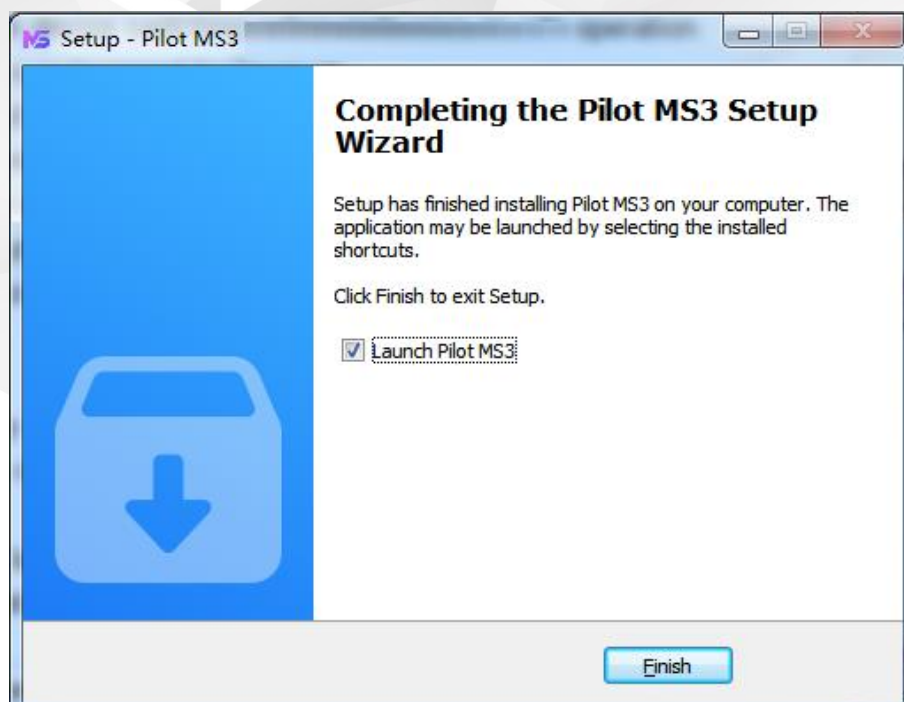
Figure 2-6 Automatic installation



Step 9 After the software installation is finished, click **Finish**.

The system will exit the software setup page and start the Pilot MS3 software automatically.

Figure 2-7 Installation completed



After the program is successfully installed, two programs (Pilot MS3 and NDI Sender) appear on your desktop.

- Pilot MS3: Video playback and control program
- NDI Sender: NDI sender that provides NDI inputs for Pilot MS3

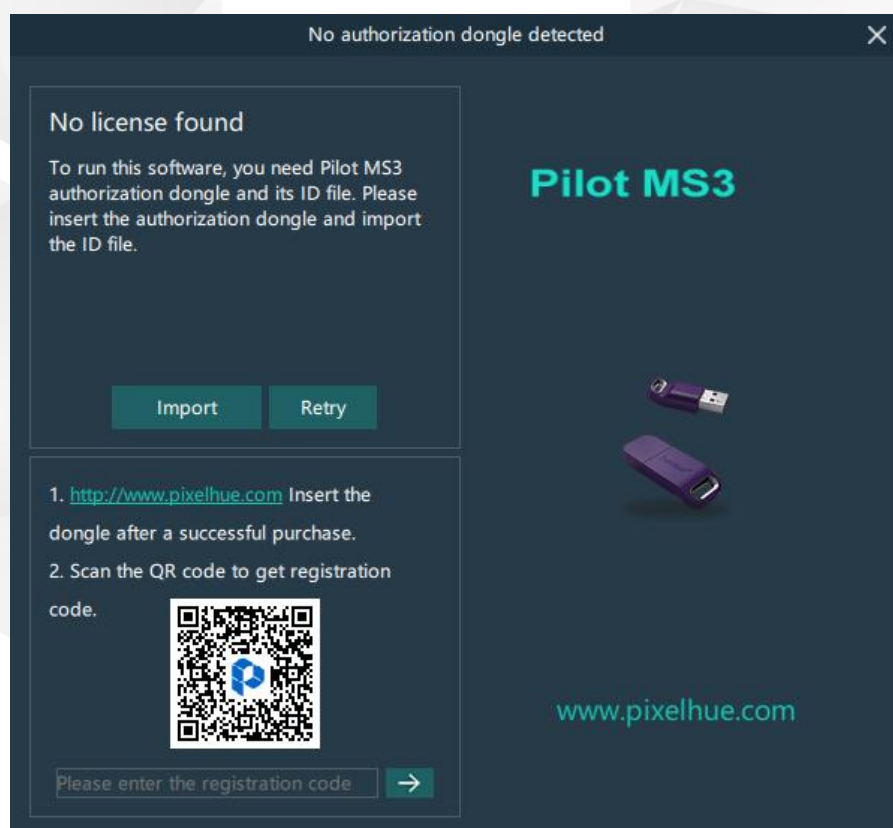
Notes

- It is recommended you turn off the anti-virus software and firewall in advance.
- If any security alert from anti- or firewall appears during installation, choose to allow the installation.
- If the software prompts you to restart after the installation, it is recommended you restart the software in time.

2.2 Software Licensing


After Pilot MS3 is started, the software automatically detects the presence of an authorization dongle. If a dongle is detected, the Pilot MS3 user interface will be displayed normally; if not, the following window will be displayed and guide you through obtaining the authorization dongle.

Figure 2-8 Dongle detection



You can license your software via the following two methods.

- Purchase an authorization dongle from your sales.

1. Insert the authorization dongle into the USB connector of the computer, and start the Pilot MS3 software.
 2. Copy the authorization ID file in the USB drive that comes with the authorization dongle to your computer.
 3. On the authorization user interface, click **Import** at the upper right corner and select the authorization ID file.
 4. Click **Open** to complete the importing.
- Take a clear picture of the QR code and send it to your sales to obtain the registration code. Enter the obtained registration code in the text box below the QR code, and click  to complete the authorization.



3

User Interface Introduction

About This Chapter

This chapter introduces you to the user interface of the software.

Overview

- Introduction
- Change UI Layout
- Load Layout
- Lock User Interface
- Change Output/Preview Mode

3.1 Introduction

After the software is started successfully, the main user interface is shown in Figure 4-1. The functions of each area are described in Table 4-1.

Figure 3-1 User interface

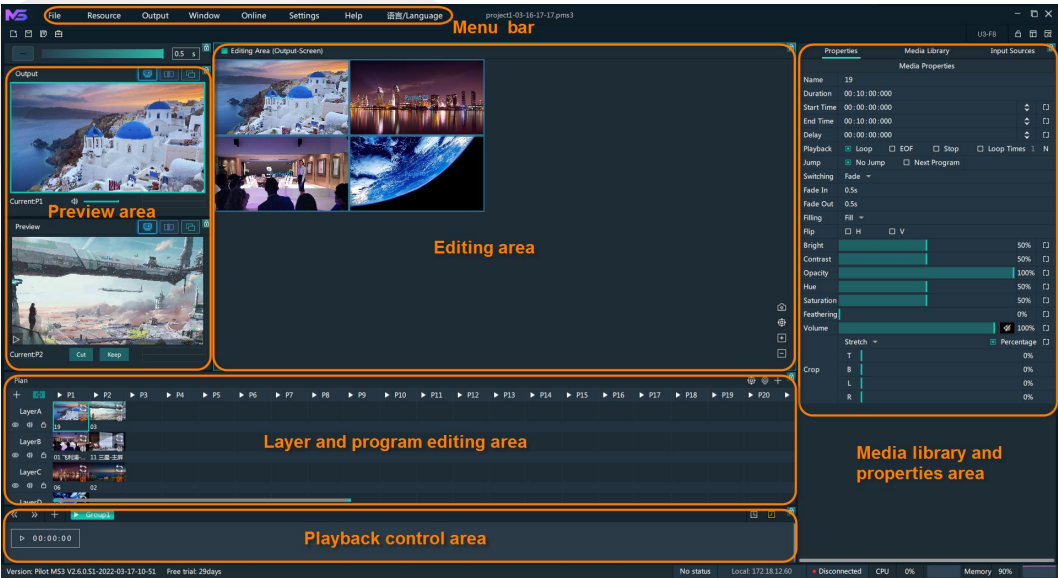












Table 3-1 User interface descriptions

Area	Item	Description
Menu bar	File	Project file operations include: <ul style="list-style-type: none">• New: Create a new project.• Open: Open a saved project.• Save: Save the current project.• Save As: Save the current project as a new project.• Package Project: Package the current project and the media files in it as an independent project file for easy use in future.
	Resource	Manage the media files and input sources. <ul style="list-style-type: none">• Add Local Media: Add the local media files.• Add Input Source: Add the network media, NDI screens and websites as input sources.• Delete All Media: Delete all the imported media files.• Delete All Inputs: Delete all the added input sources.
	Output	Manage the screens and slices.
	Window	Show or hide the areas of the Pilot MS3 user interface.

		The area options include Media Library, Editing Area, Output, Preview, Fade to Black and Plan .
	Online	<ul style="list-style-type: none"> • Disconnect Primary: When a backup device is added, use this function to disconnect the binding relation between the primary and backup devices. • Synchronize Data: Manually synchronize the data on the primary and backup devices, and the data on the master and slave devices.
	Settings	Perform the system settings, authorization and hotkey bindings.
	Help	<ul style="list-style-type: none"> • View the user manual. • View the product-related information. • Check for the software updates.
	语言 /Language	Switch the UI language.
Preview area	<ul style="list-style-type: none"> • Output: View the content of the current output program. • Preview: Preview the content of the next program. <ul style="list-style-type: none"> – Cut: Send the currently previewed program to the screen and play it from the beginning. – Keep: Send the currently previewed program to the screen and start playing from the current progress in the preview area. • : View the output image, and adjust the output slice position. • : View all the slices. • : View all the layers. 	
Editing area	<ul style="list-style-type: none"> • Use layers to configure the output according to the on-site screen pattern. • Preview the output image. • : After selecting a layer or slice in the editing area, click this icon to capture the current frame of the selected layer or slice and add the captured image to the media library. • : When the output image is moved out of the visible area, click this icon to restore the screen to the origin. • : Zoom in the editing area. • : Zoom out the editing area. <p>When the Output and Preview areas are both in the Slice or Layer mode, you can set whether to sync the displays in those two areas</p> <ul style="list-style-type: none"> • : The slice or layer editing in the Output and Preview areas are in sync. • : The slice or layer editing in the Output and Preview areas are independent, not in sync. 	

Layer and program editing area	<ul style="list-style-type: none"> • Add, control and mosaic the layers. • Edit, group and play the layers. 	
Playback control area	Control the playback of the programs or layers in the program.	
Media library and properties area	Media Library	Manage the media files. <ul style="list-style-type: none"> • Add the local media files. • Create folders to manage the media files efficiently. • Delete, replace or rename the media file.
	Input Sources	Manage the input sources. <ul style="list-style-type: none"> • Add the network media, NDI screens and websites as input sources. • Delete the input sources. • Preview the input sources.
	Properties	Edit the layer or program properties.
U3-F8	Enable or disable the U3 control.  Note When the connected device vary, the device model displayed here is different. For example, here the F8 switcher is used.	

3.2 Change UI Layout

Pilot MS3 allows you to adjust the user interface layout according to your using habits. You can save and load the adjusted layout.


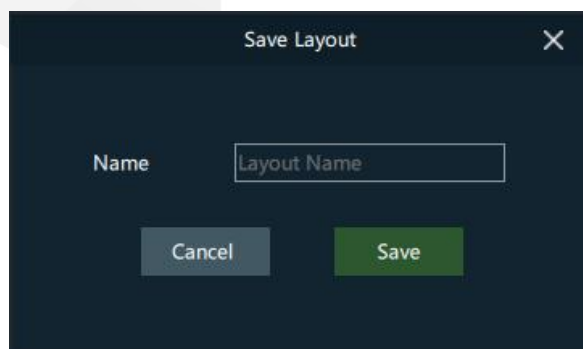
- Step 1 Move the cursor to any edge of an area. When the cursor turns into a double-sided arrow, click and drag the mouse to change the area size.
- Step 2 Move the cursor to the title bar of an area, and click and drag the mouse to change the area position.
- Step 3 Click  at the top right of the user interface to save the adjusted layout.

Figure 3-2 Save layout



Step 4 Enter a layout name.

The layout name is unique and it is recommended you set a name that is easy to recognize.

Step 5 Click **Save** to save the layout.

3.3 Load Layout

When the interface layout has been adjusted by others, you can load your preferred layout simply by using this function, instead of adjusting it area by area.


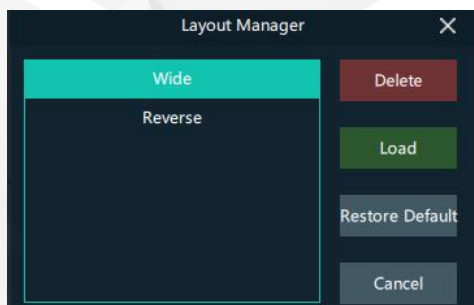
Step 1 Click  at the top right of the user interface to open the layout loading window.

Figure 3-3 Load layout



Step 2 Select the desired layout from the list on the left.

Step 3 Click **Load** to load the layout.

You can also perform the following operations:

- Delete: Delete the selected layout from the layout list.
- Restore Default: Restore the current interface layout to the default style.
- Cancel: Cancel the layout loading and exit the layout loading interface.

3.4 Lock User Interface

If you do not want others to operate the software when you are away, just simply use this function to lock the software interface.


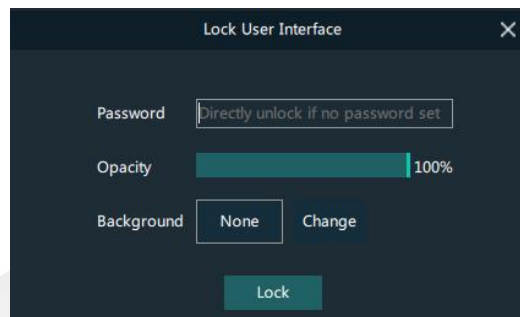
Step 1 Click  at the top right of the user interface to open the UI locking window.

Figure 3-4 Lock user interface



Step 2 Enter a password.

Step 3 Set the opacity for the locking interface.


100% is completely opaque. At this time, the editing interface is completely invisible and only the lock screen background can be seen.

Step 4 [Optional] Click **Change** next to **Background** to select a picture to be displayed on the locking interface.

Step 5 Click **Lock** to complete the locking settings and lock the interface.




Notes

- The locking password and background are for one-time use only. When you want to lock the interface for a second time, please set the password and background again.
- To unlock the user interface, just enter your password click  to show the Pilot MS3 interface.


3.5 Change Output/Preview Mode

The editing area can be set to the following three modes.


- Output: View and adjust the slices on the output.



Click  at the top right of the **Output** or **Preview** area, and the editing area enters the **Output-Screen** mode. You can adjust the sizes and positions of the slices to change the output display.

- Slice: View all the slices and simulate the on-site environment using the slices.

Click  at the top right of the **Output** or **Preview** area, and the editing area enters the **Output-Slice** mode. You can adjust the sizes and positions of the slices to simulate the on-site application environment.

- In this mode, after you have changed the slice size according to the actual screen size in the field, you can simply change the slice position in the **Screen** mode.
 - In this mode, changing the slice position will not affect the slice position in the **Screen** mode.
 - This mode is only used for adjusting the slice size in advance, not for the output adjustment.
- Layer: View all the layers.

Click  at the top right of the **Output** or **Preview** area, and the editing area enters the **Output-Layer** mode. You can all the layer images in the playback programs.

- Click  at the top right of the **Output** area, and you can view all the media in the layers of the current program.
- Click  at the top right of the **Output** area, and you can view all the media in the layers of the next program.



4 Project

About This Chapter


This chapter guides you on how to add media files, edit the programs, set the program playback sequence and media properties, save the settings as an independent project file for future use and more.

Overview

- Create New Projects
- Manage Media
- Manage Layers
- Build Application Environment
- Produce Programs
- Playback Control
- Save Projects

4.1 Create New Projects

There are three methods provided for you to create a new project.

- After Pilot MS3 is started successfully, click **New** on the startup interface and select the save path for the new project, and finally click **Save**. The system will automatically create a project file.
- Go to **File > New**, select the save path for the new project and click **Save** to create a new project.
- Click  below the menu bar to create a new project.

4.2 Manage Media

Pilot MS3 supports pictures, videos, audio media files and website inputs.

The supported media formats are as follows:

- Video: mp4, avi, mkv, flv, mov, mpeg, mpg, ts, wmv, 3gp
- Picture: jpg, jpeg, bmp, png, gif, ico
- Audio: mp3, aac, flac, amr, ape, wav, wma, ogg

4.2.1 Add Media

Pilot MS3 supports both single media file importing and batch importing.

4.2.1.1 Import Files

- Step 1 Click the **Media Library** tab on the right pane of the user interface.
- Step 2 Right click the blank area in the **Media Library** area and select **Add Local Media** to open a local folder.
- Step 3 Select the target media files and click **Open**. Pilot MS3 will import the selected files to the media library automatically.
- Importing a single file: Select the desired file and click **Open** to complete the importing.
 - Importing multiple files: Press the **Shift/Ctrl** key, select the desired files, and click **Open** to complete the importing.

4.2.1.2 Import Folders

There are three methods provided for you to import a folder.

- Import folder
- Step 1 Right click the blank area in the **Media Library** area and select **Add Local Folder** to open a local folder.
- Step 2 Select the desired folder where the media files are stored, and click **Open**.

The system will automatically import the media files in the target folder with their original names to the media library.

- Replace folder

- Step 1 Right click the blank area in the **Media Library** area and select **Add Folder**. The system will automatically create a new folder.
- Step 2 Right click the folder and select **Replace** in the context menu.
- Step 3 Select the desired folder from the displayed dialog box.
- Step 4 Click **Select Folder** and the system will automatically import the media files in the target folder with their original names to the media library.

4.2.2 Edit Media

4.2.2.1 Media Optimization

When the imported media or video resolutions are inconsistent, to facilitate future use, you can change the file resolution in advance by using this function.

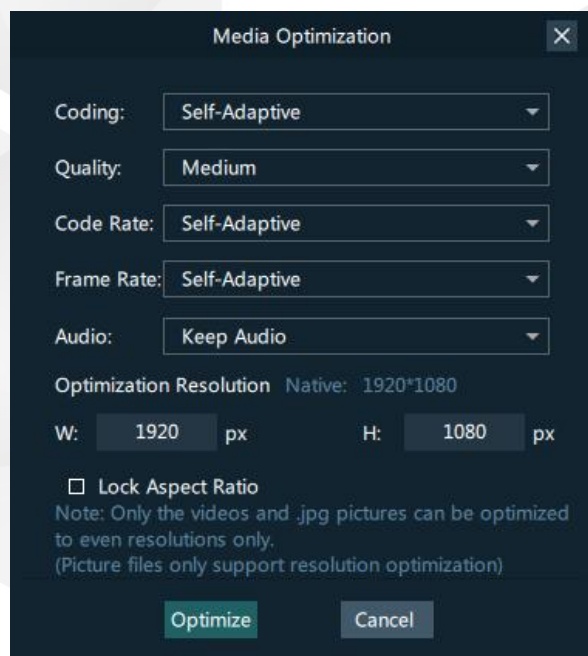


Note

Only the videos and .jpg pictures can be optimized to even resolutions only.

- Step 1 Select the picture or video that needs to be optimized from **Media Library**.
- Step 2 Right click the file and select **Media Optimization** in the context menu.
- Step 3 Set the desired parameters for the optimization.

Figure 4-1 Media optimization



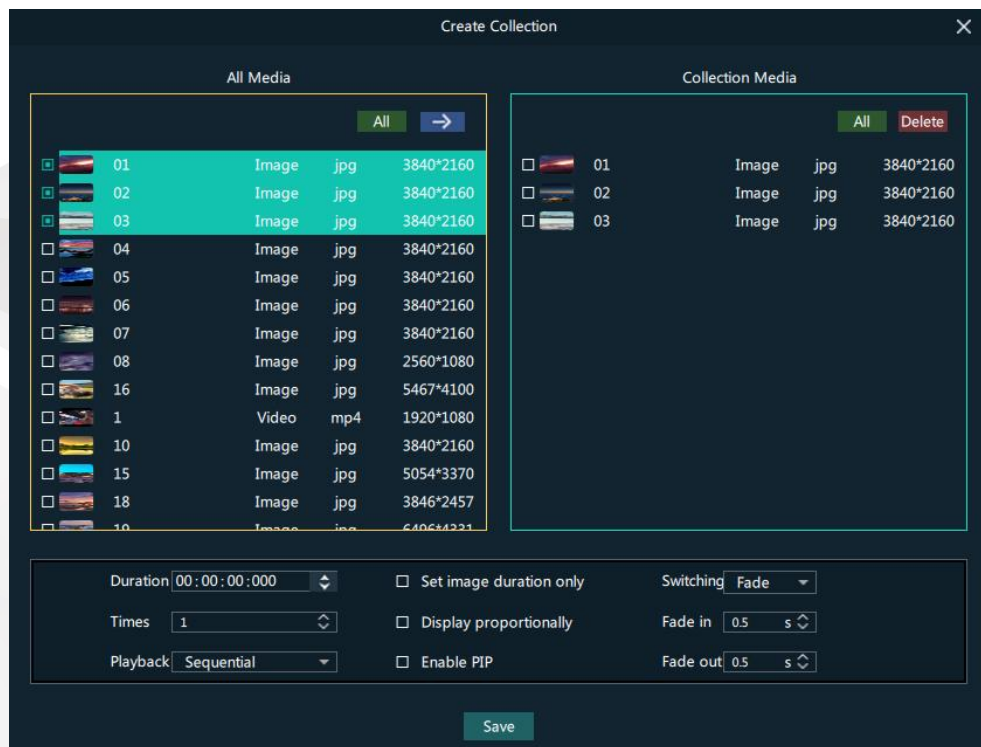
- Step 4 Click **Optimize** and the system will automatically optimize the selected media file.

4.2.2.2 Create Playback Collection

The playback collection allows you to sort and combine multiple videos or pictures into a new collection source. All the videos and pictures in the collection will be played automatically according to the set mode.

- Step 1 Right click the blank area in the **Media Library** area and select **Create Collection** to open the **Create Collection** window.

Figure 4-2 Playback collection




- Step 2 Select the desired media files in the **All Media** area on the left side.
- Step 3 Click  at the top right in the **All Media** area to add the selected files to the **Collection Media** area on the right side.
- Step 4 Select the newly-added media in the **Collection Media** area.
- Step 5 Change the media properties at the bottom.

Table 4-1 Collection media properties

Property	Description
Duration	Set how long the selected media will be played. After the playback ends, the next media will be played automatically. If the duration is not set, the video file will be played according to its original playback duration, and the picture file will be played for 10 minutes by default.
Times	Set how many times the selected media will be played.
Playback	Set the media playing order in the collection media. <ul style="list-style-type: none"> • Sequential: The media in the collection will be played in sequence. • Shuffle: The media in the collection will be played randomly.
Set image duration only	Set the playback duration for only the picture files in the collection.

Property	Description
Display proportionally	If this option is selected, the media file will be displayed according to its original ratio. Otherwise, it will fill the layer.
Enable PIP	If this option is selected, the media file will have a PIP image of its original ratio.
Switching	Set the transition effect when the current media starts to play or stops the playing. Currently, only Cut and Fade effects are supported.
Fade in	Set the time length from when the current media starts to play to when the media is fully displayed.
Fade out	Set the time length from when the current media starts to stop to when the media is stopped.

Step 6 Repeat [Step 2](#) to [Step 5](#) to complete the settings of other media in the collection.

Step 7 Click **OK** to complete the collection settings.

Step 8 Double click the collection name, and the name becomes editable. Rename the collection and press **Enter** to confirm the change.

Note

After a collection is created, the default name is **Playback Collection**. It is recommended you give it a new name that is easier for you to distinguish.

4.2.2.3 Media File Group Management

You can create folders to classify the added media files.

Step 1 Right click the blank area in the **Media Library** area and select **Add Folder**. The system will automatically create a new folder.

Step 2 (Optional) Double click the folder to rename it.

Step 3 Select the desired media files and drag them to the new folder.

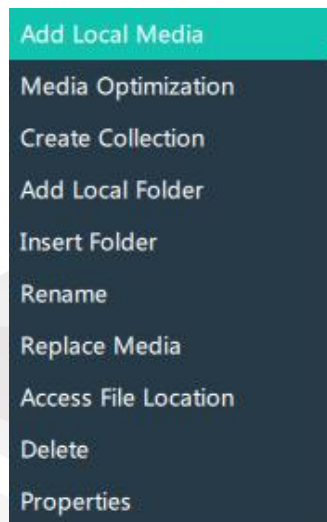
Notes

- Hold down the **Shift** or **Ctrl** key, and select the target file or multiple files in **Media Library**.
- After selecting a media file, right click it and select **Insert Folder** in the context menu to move the selected file to the newly-inserted folder.

4.2.2.4 Media File Context Menu

Right click a media to show the media file context menu.

Figure 4-3 Media file context menu



- **Add Local Media:** Add new media files into the media library.
- **Media Optimization:** Change the coding, quality, code rate, frame rate, audio and resolution settings of the videos or pictures.
Only the videos and .jpg pictures can be optimized to even resolutions only.
- **Create Collection:** Create a collection media.
- **Change Playback Collection:** Change the settings of the collection media.
- **Add Local Folder:** Import a folder containing media files into the media library.
- **Insert Folder:** Create a new folder and move the selected media files into the folder.
- **Rename:** Rename the selected media or collection.
- **Replace Media:** Replace the currently-selected media. When the media is replaced, the media in the program will also be replaced synchronously.
- **Access File Location:** Open the storage location of the current media.
- **Delete:** Delete the current media.
- **Properties:** View the media properties, such as the name, size, format and more.

4.2.3 Add Input Sources

You can add the website input sources, NDI input sources and input sources from acquisition devices. The system automatically identifies and adds the input sources from acquisition devices. You can also enable or disable the acquisition device.



Note

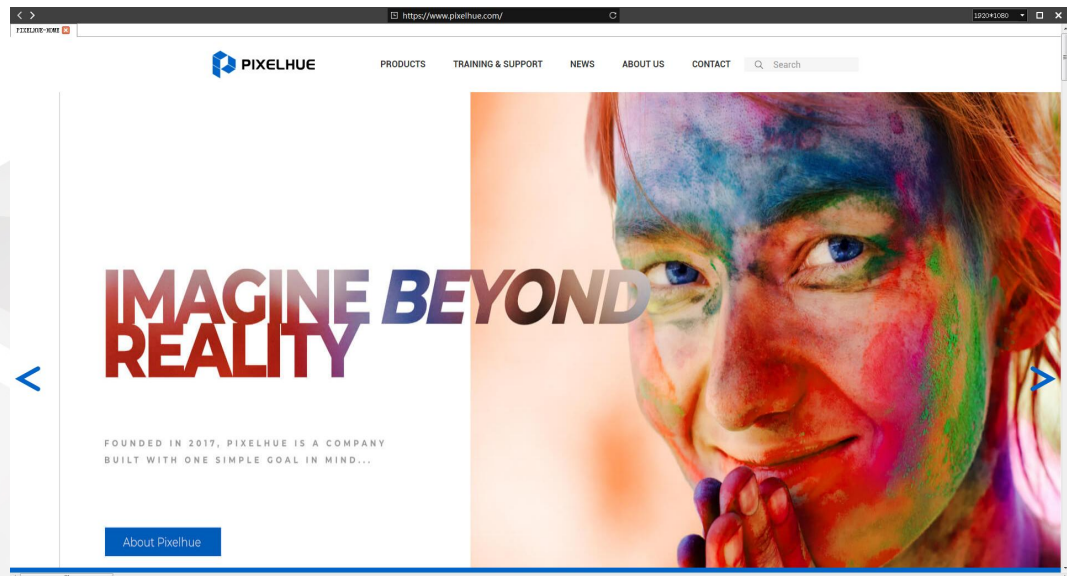
When the acquisition card and its driver have been installed into the device successfully, Pilot MS3 will automatically identify and add the acquisition card input source.

4.2.3.1 Add Website Input Sources

Step 1 Click the **Input Sources** tab on the right pane of the user interface.

- Step 2 Right click the blank area and go to **Add Input Source > Add Website**. The website page will appear as shown below.

Figure 4-4 Add website input sources-1



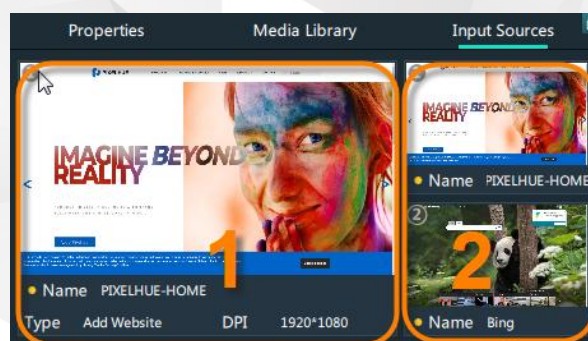
- Step 3 Enter an URL in the address bar.
- Step 4 Press **Enter** to enter the website and select the content to be played.
- Step 5 Click ✕ at the top right to close and finish adding the website.



Note

When multiple tabs are opened, the input source displays the tab you stay on before closing.

Figure 4-5 Add website input sources-2



- 1: Preview window where you can preview the input source image, input source name, type and resolution
- 2: List all the input sources with their names.

4.2.3.2 Add NDI Input Sources

After Pilot MS3 is successfully installed, the NDI configuration tool NDI Sender that comes with Pilot MS3 will be installed. After NDI Sender is enabled, Pilot MS3 will

automatically search for all the computers whose NDI sending functions have been enabled in the current network segment.

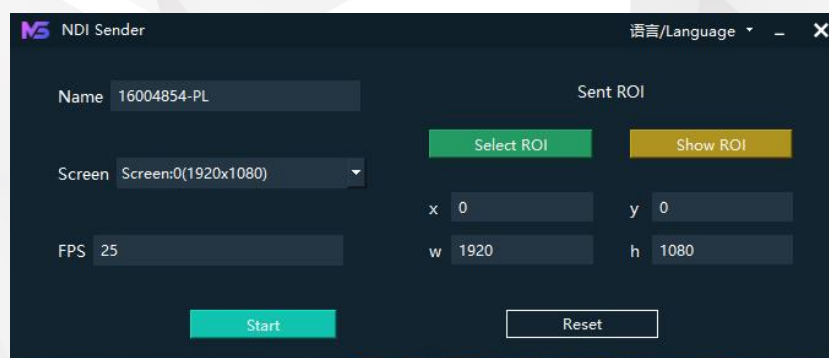
Prerequisites

- The computer running the NDI Sender and Pilot MS3 must be on the same network segment.
- Make sure the computer running the NDI Sender and Pilot MS3 can communicate normally.

NDI Settings

Step 1 Double click the NDI Sender shortcut on the desktop to open the NDI Sender software.

NDI Sender



Step 2 Enter the NDI source name.

Step 3 Click **Reset** to make the new name take effect.

Step 4 Set the image position and size for NDI on the computer screen.

There are two methods to set the NDI image position and size.

- Click **Select ROI** and then click and drag the mouse to select the display area you want to send.
- In the **Sent ROI** area, you can precisely set the position and size of the sent area.
 - x: The horizontal offset from the top left corner of the sent area to the screen's left edge
 - y: The horizontal offset from the top left corner of the sent area to the screen's top edge
 - w: The horizontal width of the sent area
 - h: The vertical height of the sent area

After the settings, you can click **Show ROI** to see the image position and image size you have set.

Step 5 Select the screen you want to send if there are multiple computer screens.

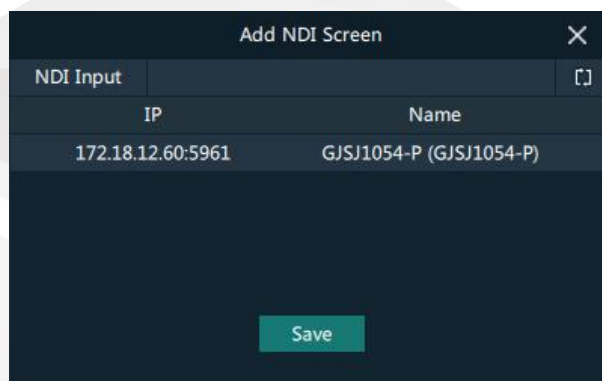
Step 6 Enter the frame rate of the NDI image. The default value is 25.

Step 7 Click **Start** to complete the NDI Sender settings.

Add NDI Input Sources

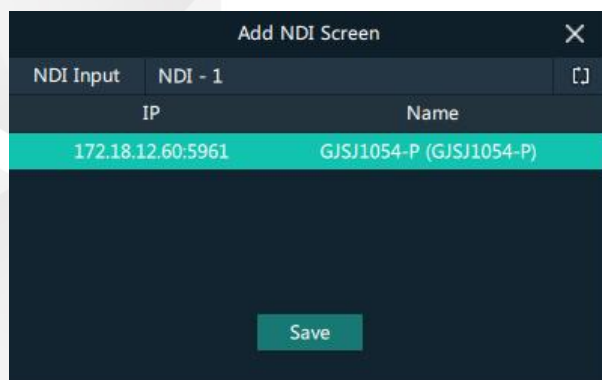
- Step 1 Click the **Input Sources** tab on the right pane of the user interface.
- Step 2 Right click the blank area and go to **Add Input Source > Add NDI Input**. The system will automatically search the current network segment for all the NDI-enabled devices and then show you the NDI list.

Figure 4-6 NDI list



- Step 3 Select the NDI sources from the NDI list.

Figure 4-7 Select NDI sources

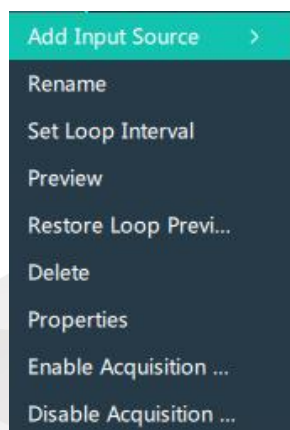


- Step 4 Enter an NDI name.
After the name is changed here, the new name will be displayed under the **Input Sources** tab.
- Step 5 Click **OK** to complete adding an NDI source.

Website Input Source Menu

Right click an input source under the **Input Sources** tab to show the website input source menu.

Figure 4-8 Website input source menu



- Add Input Source: Add a new website or NDI input source.
- Rename: Change the input source name.
- Set Loop Interval: Set how long the input source is previewed in the preview area.
- Preview: Preview the currently-selected input source in the preview area. Only the current input source is previewed, and no loop preview is performed.
- Restore Loop Preview: Perform loop preview of all the input sources in the preview area.
- Delete: Delete the current input source.
- Properties: View the relevant information of the input source, including the name, type, network address, resolution and frame rate.
- Enable Acquisition Card: Pilot MS3 automatically identifies and adds the sources from the acquisition device. The acquisition card is enabled by default.
- Disable Acquisition Card: Disable the acquisition card.

4.3 Manage Layers

4.3.1 Add Layers

The layer is a container where you store the media file of a program. Before you edit the program, please add the layers and add the media files into the layers first.

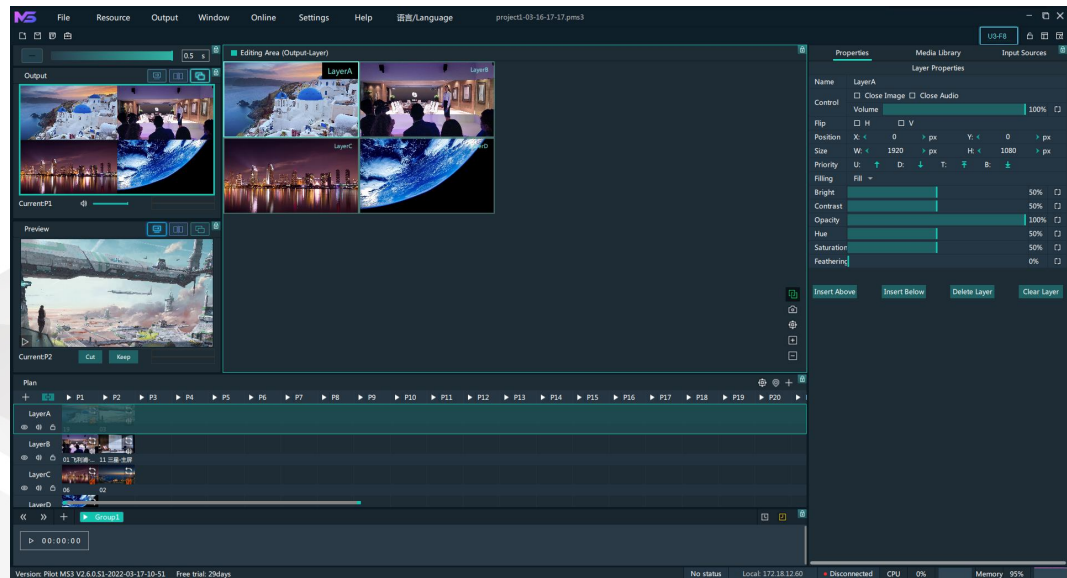
Step 1 Click **+** at the top left in the **Plan** area to add a layer.

The new layer will be added to each program.

Step 2 Click  at the top right in the **Output** area, and the editing area displays all the layers.

Step 3 Change the layer position in the **Editing Area (Output-Layer)** to arrange the layers and avoid overlapping perfectly.

Figure 4-9 Layer position



Step 4 Select a layer and click the **Properties** tab on the right pane to show the layer properties.

Step 5 Configure the layer-related properties.

Note

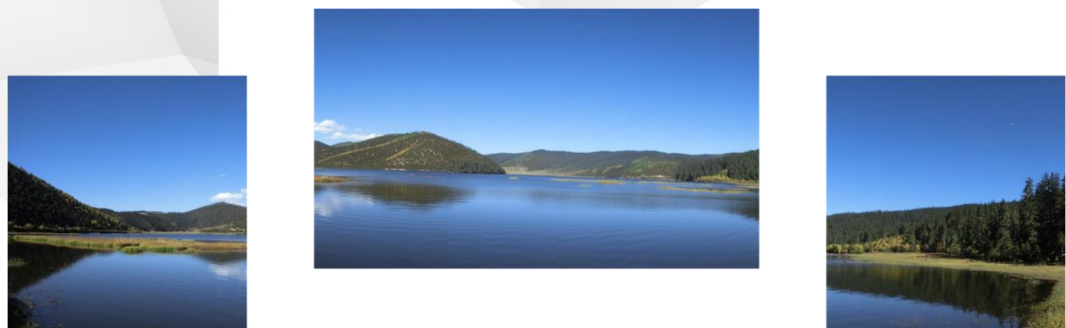
When you click and drag the layer, the purple auxiliary lines appear to help you better align the layers.

4.3.2 Layer Mosaic

Applications

When an image needs to be output by multiple connectors and pixel-to-pixel display is required, you can use this function to satisfy your needs.

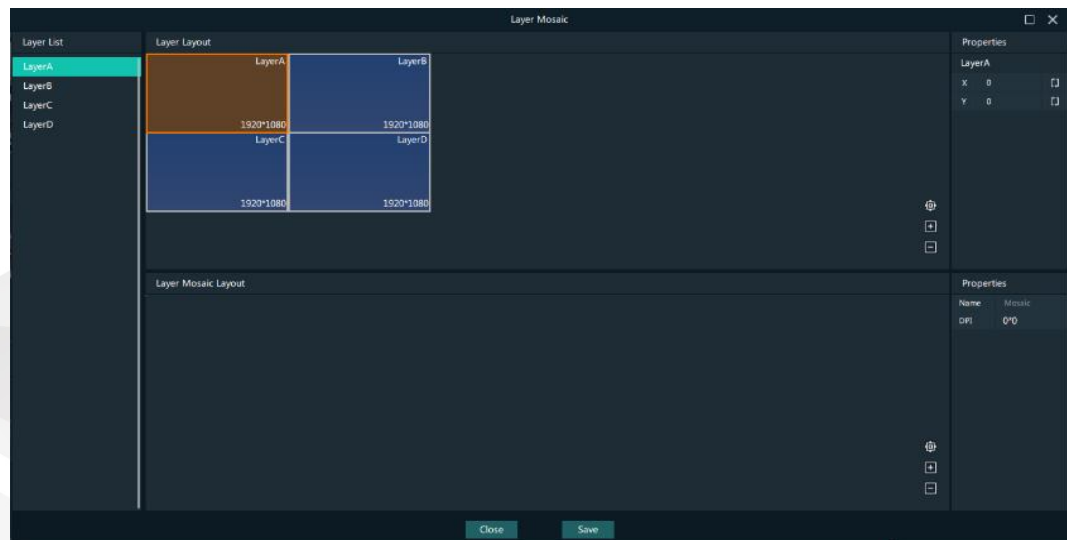
Figure 4-10 Layer mosaic effect



Operating Procedure

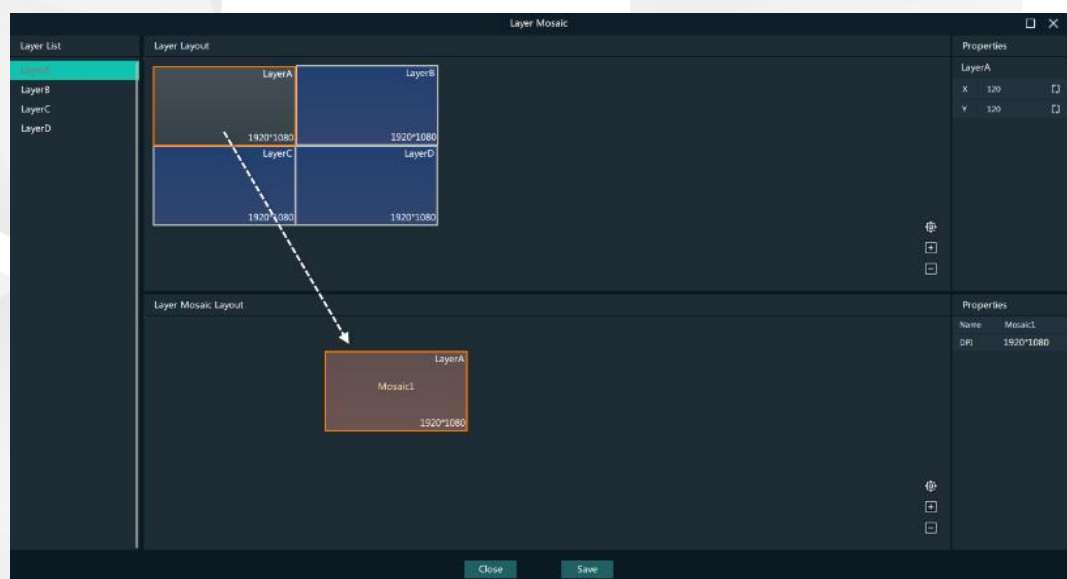
Step 1 Click  at the top left in the **Plan** area to open the layer mosaic window.

Figure 4-11 Layer mosaic-1



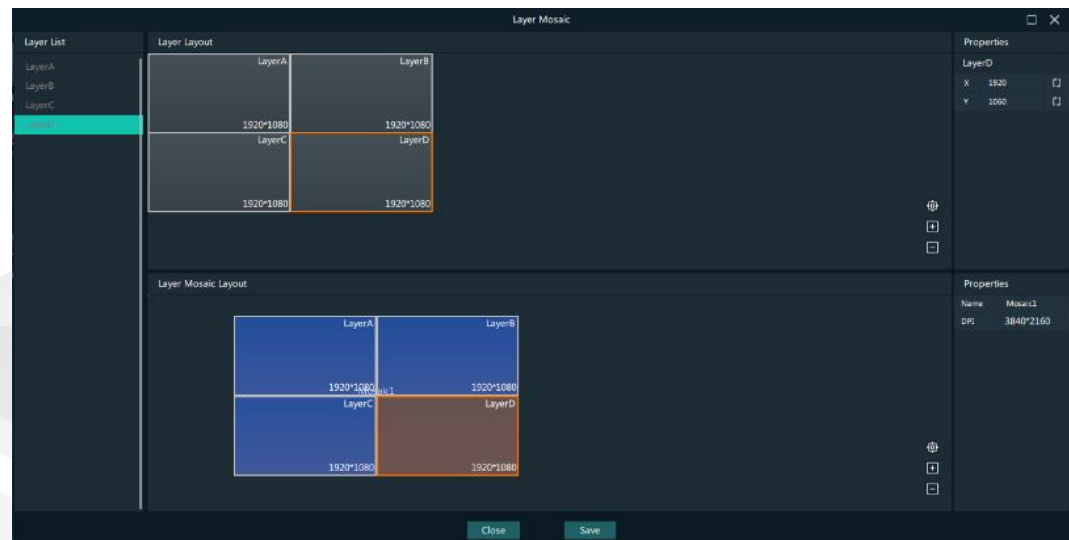
Step 2 Select and drag the layers in the **Layer Layout** area to the **Layer Mosaic Layout** area.

Figure 4-12 Layer mosaic-2



Step 3 Arrange the layers in the way you prefer in the **Layer Mosaic Layout** area.

Figure 4-13 Layer mosaic layout



Step 4 (Optional) Change the mosaic layer name in the **Properties** area on the right.

Step 5 Click **Save** to complete the layer mosaic.

After the mosaic is completed, a new mosaic layer will be displayed in the **Plan** area.

4.3.3 Set Layer Properties

Layer Menu

Right click a layer in the **Plan** area to show the layer menu as shown below.

Figure 4-14 Layer menu



- **Rename:** Change the layer name.
- **Close Image:** Do not display the image of the current layer in all the programs.
- **Close Audio:** Do not play the audio of the current layer in all the programs.
- **Lock layer:** Lock the current layer in all the programs. After the layer is locked, the layer property changes will not take effect.
- **Forward/Backward:** Adjust the order of the layer.
- **Insert Above:** Insert a layer above the current layer row.

- Insert Below: Insert a layer below the current layer row.
- Clear Layer: Clear the data in the current layer.
- Delete Layer: Clear the layer data and delete the layer.

Layer Properties


Step 1 Select a layer in the **Editing Area**.

Step 2 Select the **Properties** tab on the right pane of the user interface.

Figure 4-15 Layer properties



Table 4-2 Function descriptions

Function	Description
Name	View and change the layer name.
Control	<ul style="list-style-type: none"> • Close Image: Do not display the image of the current layer, and only the audio is played. • Close Audio: Do not play the audio of the current layer, and only the image is played. • Volume: Adjust the output volume of the current layer. The default value is 100%. Click  to reset the volume to default.
Flip	Set the flipping mode of the output image. If H and V are not selected, the output image is displayed normally, without any flipping effect.

	<ul style="list-style-type: none"> • H: Flip the image horizontally. • V: Flip the image vertically.
Position	<p>Set the layer's position in the editing area, i.e., the distance from the top left corner of the layer to the top left corner of the editing area. The unit is the pixel.</p> <ul style="list-style-type: none"> • X: Set the horizontal distance between the top left corner of the layer and the top left corner of the editing area. • Y: Set the vertical distance between the top left corner of the layer and the top left corner of the editing area.
Size	<p>Adjust the layer size. The unit is the pixel.</p> <ul style="list-style-type: none"> • W: Set the layer size in the horizontal direction. • H: Set the layer size in the vertical direction.
Priority	<p>Adjust the layer display order.</p> <ul style="list-style-type: none"> • U: Bring the selected layer forward. • D: Send the selected layer backward. • T: Bring the selected layer to the top. • B: Send the selected layer to the bottom.
Filling	<p>Set how the image is displayed in the selected layer.</p> <ul style="list-style-type: none"> • Fill: The image fills the whole layer. • Proportional: The image is scaled and displayed in the layer according to its original aspect ratio.
Bright	<p>Set the overall brightness of the layer image. The value range is 0%–100%, and it defaults to 50%.</p>
Contrast	<p>Set the overall contrast of the layer image. The value range is 0%–100%, and it defaults to 50%.</p>
Opacity	<p>Adjust the transparency of the output image. The value range is 0% (totally transparent)–100% (opaque), and it defaults to 100%.</p>
Hue	<p>Set the relative degree of how bright or dark the output image is. The value range is 0%–100%, and it defaults to 50%.</p>
Saturation	<p>Adjust the colorfulness of the output image. The value range is 0%–100%, and it defaults to 50%.</p>
Feathering	<p>Adjust the blurring degree of the layer image edges. The value range is 0% (not blurred)–100% (totally blurred), and it defaults to 0%.</p>
Insert Above	<p>Insert a layer below the current layer row.</p>
Insert Below	<p>Insert a layer below the current layer row.</p>

Delete Layer	Clear the layer data and delete the layer.
Clear Layer	Clear the data in the current layer.

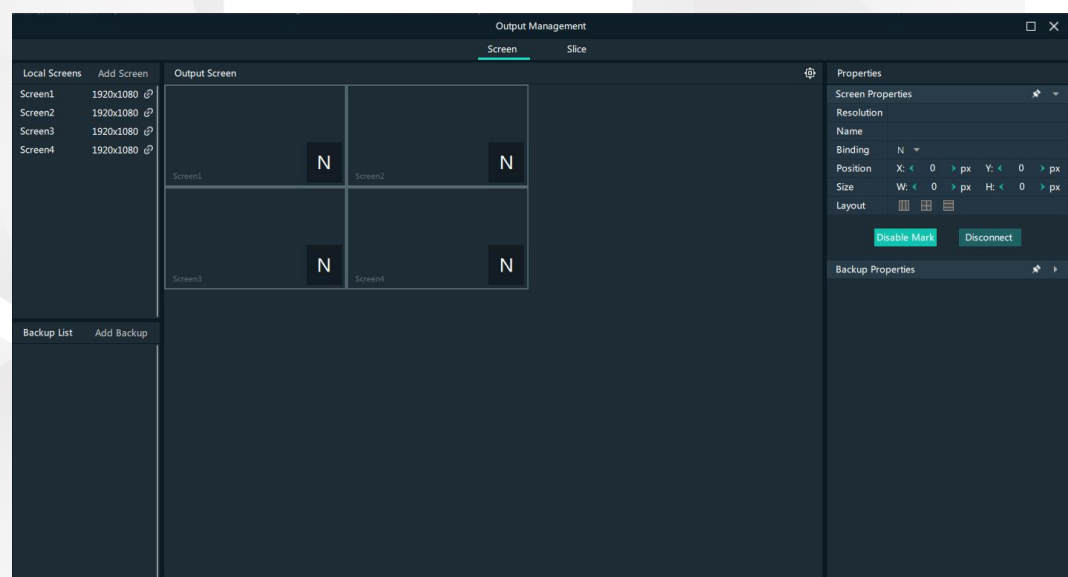
4.4 Build Application Environment

In Pilot MS3, you can use the screens and slices to build an application environment according to your actual on-site needs.

- Screen: Configure the output image displayed on the screen.
- Slice: Configure the image output by the corresponding output connector.

Click **Output** in the menu bar to open the **Output Management** window where you can relate the screens with the output connectors and change the screen position and sequence.

Figure 4-16 Output management



4.4.1 Add Screens

Each output connector on the discrete graphics card of the computer or server where Pilot MS3 is installed corresponds to a screen.

Add and Bind Screens Automatically

Pilot MS3 will automatically detect the graphics card connectors and then complete the adding and binding of those detected connectors. All the connectors are displayed in the output list on the left.

Add and Bind Screens Manually

When you add the graphics card to the control PC or change the saved project file, you can add the screens manually.

Step 1 Click **Add Screen** at the top left to add an output.

Step 2 Set the screen position and size according to the screen layout in the **Screen Properties** area on the right.

Figure 4-17 Screen management

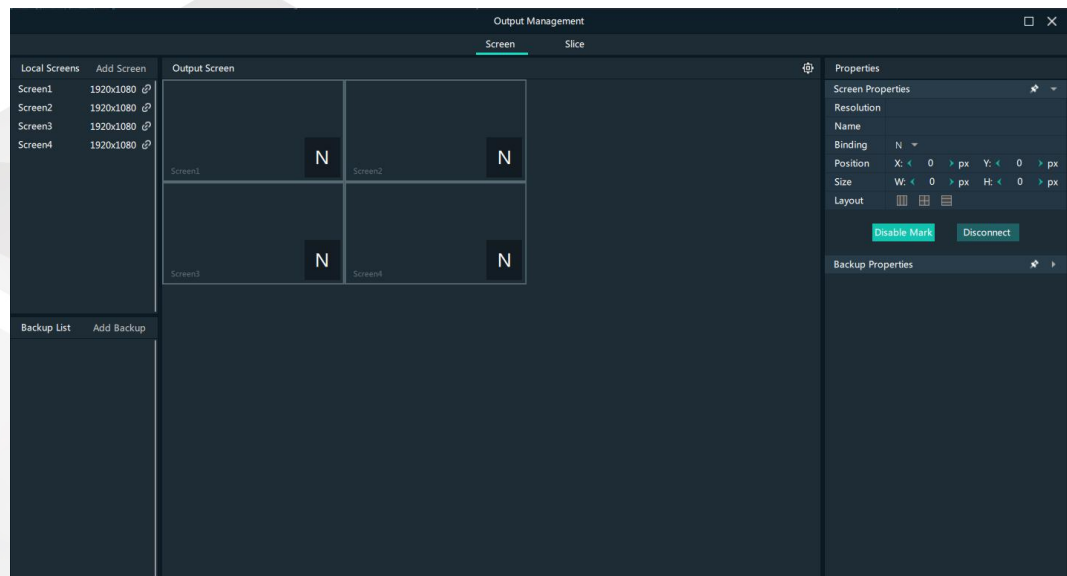





Table 4-3 Screen properties

Menu	Description
Name	Change the screen name.
Binding	Set the relationship between the output connector and screen.
Position	<ul style="list-style-type: none"> • X: Set the horizontal distance between the top left corner of the screen and the top left corner of the screen editing area. • Y: Set the vertical distance between the top left corner of the screen and the top left corner of the screen editing area.
Size	Set the screen size. <ul style="list-style-type: none"> • W: Set the screen size in the horizontal direction. • H: Set the screen size in the vertical direction.
Layout	When there are multiple screens, use this function to arrange the screens quickly. <ul style="list-style-type: none"> • : All the screens are arranged in a 1×4 pattern. • : The screens are arranged in a 2×2 pattern. • : All the screens are arranged in a 4×1 pattern.
Enable Mark	Display a sequence number on the output connector and screen, which helps you easily identify and adjust the output pattern.

Disable Mark	Do not display the sequence number.
Disconnect	Do not show the output image of the current screen.
Connect	Show the output image of the current screen.

Step 3 Click and drag the screens to complete the screen mosaic.

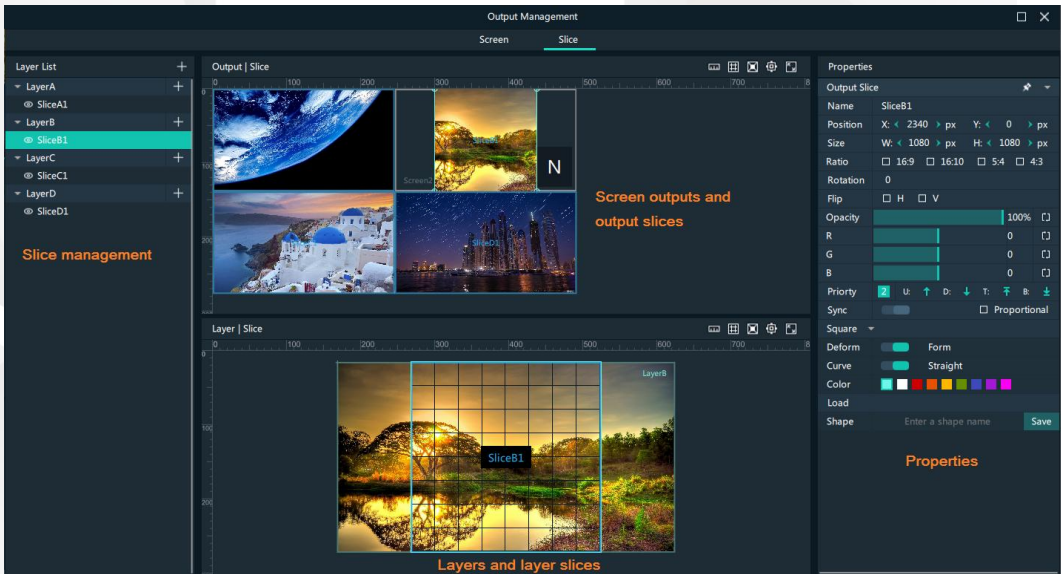
4.4.2 Add Slices





Pilot MS3 uses the slices to output the image to the LED screen. Select the desired image area of the layer using the slice, and then map the image to the output connector to complete the image construction.

Step 1 Click **Output** in the menu bar to open the **Output Management** window.

Step 2 Select the **Slice** tab.

Figure 4-18 Screen slice and area descriptions



- Slice management: Add and delete slices.
- Screen outputs and output slices: Adjust the output slice positions on the screen to construct the desired output image.
- Layers and layer slices: Adjust the size of the layers and layer slices, and adjust the position of the layer slices.
- Properties: Set the properties of the output slices, layer slices and layers.
- : Enable or disable the scale.
- : Restore the output slice or layer slice to the default size and position.
- : Restore the output screen or layer to the origin.
- : Maximize the Output | Slice or Layer | Slice area.

Step 3 Add the slices.

1. In the slice management area, select the desired layer to add the slices.
2. Click **+** next to the layer name to add a slice.

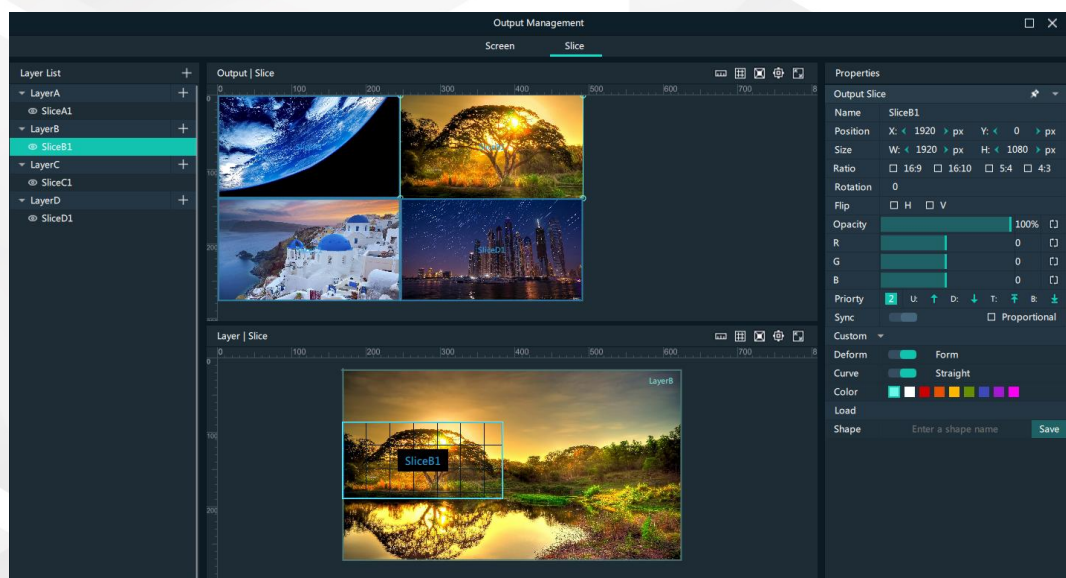
Note

You can also add the paters by simple copy and paste operations. Right click the desired layer or slice in the **Layer List** area and then select **Copy**, and right click it again and then select **Paste** to add a layer or slice.

Application Example

If you want to output only the tree in Layer B, do the following.

Figure 4-19 Slice application example



- Step 1 Under the **Slice** tab, select **Slice B1** on the left side.
- Step 2 In the **Layer | Slice** area, move the layer slice to cover the tree and adjust the slice size as needed.
- Step 3 In the **Output | Slice** area, adjust the output slice size as needed and move the slice to the desired screen.

After the settings, the screen display is shown as below.



4.4.3 Slice Properties

Output Slice





The output slices are used for the construction of the output image. The output slice outputs the image of the corresponding layer slice, and then scales the layer slice image according to the output slice size you set. Select the desired output slice in the **Output | Slice** area, and then set the slice properties on the right.

Figure 4-20 Output slice properties



Table 4-4 Function descriptions

Area	Parameter	Description
Basic properties	Name	Display or change the name of the output slice.
	Position	View or set the output slice position in the Output Slice area. The origin of the Output Slice area is the adjustment reference point and the adjustment unit is the pixel. <ul style="list-style-type: none">• X: View or set the horizontal coordinate of the top left corner of the output slice in the Output Slice area.• Y: View or set the vertical coordinate of the top left corner of the output slice in the Output Slice area.
	Size	View or set the output slice size. <ul style="list-style-type: none">• W: View or set the output slice size in the horizontal direction.• H: View or set the output slice size in the vertical

		direction.
	Ratio	Set the aspect ratio of the output slice.
	Rotation	Rotate the output image clockwise based on the center of the output slice.
	Flip	Set whether to flip the image of the output slice. <ul style="list-style-type: none"> • H: Flip the slice image horizontally. • V: Flip the slice image vertically.
	Opacity	Adjust the transparent degree of the output slice. The value ranges from 0% (totally transparent) to 100% (nontransparent).
	R/G/B	Adjust the RGB values of the output slice.
	Priority	View or set the displaying priority of the output slice. <ul style="list-style-type: none"> • Display: Indicate the priority of the output slice by a number. The larger the number, the higher the priority, i.e., the more front the output slice is displayed. • Adjustment: Select the desired output slice, and then click , ,  or  to adjust its priority.
Irregular slice properties	Sync	Set whether to sync the display of both the output slices and layer slices. After disabling the sync function, you can set whether to output the layer slice proportionally. <ul style="list-style-type: none"> • Proportional checked: The output slice area displays the layer slice image proportionally. • Proportional unchecked: The layer slice image fills the output slice area.
	Shape	Set the shape of the output slice. The default shape is the rectangle. When Default is selected, the deform and form settings are unavailable.
	Deform	In this mode, only the enclosing rectangle of the irregular slice can be adjusted.
	Form	In this mode, you can drag the anchor points and adjust the curvature to adjust the slice shape. <ul style="list-style-type: none"> • Curve/Straight: Set the line type of the slice border. • Color: Set the line color of the slice border. • Stepping: Set the moving step of the anchor point. For example, if the stepping value is set to 30, you can use the four arrow buttons of your keyboard to move the selected anchor point by 30 pixels. • Position: Set the position of the anchor point upon the Output Slice area. The adjustment reference

		<p>is the top left corner of the output slice and the adjustment unit is pixel.</p> <ul style="list-style-type: none"> – X: Set the horizontal offset of the selected anchor point. – Y: Set the vertical offset of the selected anchor point.
--	--	--




Note

In the **Load** area, enter your desired shape name and click **Save** to save the slice shape for easy use in the future.

Layers

Select the desired layer in the **Layer| Slice** area, and then set the layer properties on the right.

Figure 4-21 Layer properties

Properties										
Layer										
Name	LayerC									
Position	X	<	0	>	px	Y	<	0	>	px
Size	W	<	1920	>	px	H	<	1080	>	px

- Name: Display or change the name of the layer.
- Position: View or set the layer position in the **Layer | Slice** area. The origin of the **Layer | Slice** area is the adjustment reference point and the adjustment unit is the pixel.
 - X: View or set the horizontal coordinate of the top left corner of the layer in the **Layer | Slice** area.
 - Y: View or set the vertical coordinate of the top left corner of the layer in the **Layer | Slice** area.
- Size: View or set the layer size.
 - W: View or set the layer size in the horizontal direction.
 - H: View or set the layer size in the vertical direction.

Layer Slices

Select the desired layer slice in the **Layer| Slice** area, and then set the layer slice properties on the right.

The layer slice is used to select a specific image area of the layer image.

Figure 4-22 Layer slice properties

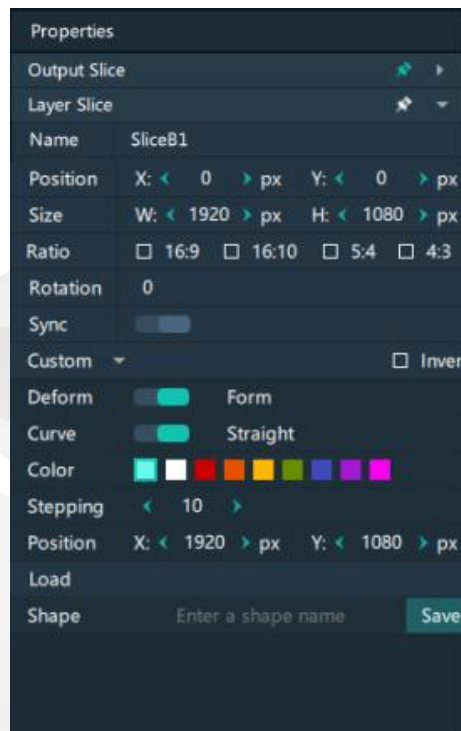


Table 4-5 Function descriptions

Area	Parameter	Description
Basic properties	Name	Display or change the name of the layer slice.
	Position	View or set the layer slice position upon the layer. The top left corner of the layer is the adjustment reference point and the adjustment unit is the pixel. <ul style="list-style-type: none"> • X: View or set the horizontal coordinate of the top left corner of the layer slice upon the layer. • Y: View or set the vertical coordinate of the top left corner of the layer slice upon the layer.
	Size	View or set the layer slice size. <ul style="list-style-type: none"> • W: View or set the layer slice size in the horizontal direction. • H: View or set the layer slice size in the vertical direction.
	Ratio	Set the aspect ratio of the layer slice.
	Rotation	Rotate the layer slice image clockwise based on the center of the slice.
Irregular slice properties	Sync	Set whether to sync the display of both the layer slices and output slices.
	Shape	Set the shape of the layer slice. The default shape is the rectangle.

		<ul style="list-style-type: none"> • When Default is selected, the deform and form settings are unavailable. • Except the default shape, other shapes of the layer slices support the invert function.
	Deform	In this mode, only the enclosing rectangle of the irregular slice can be adjusted.
	Form	<p>In this mode, you can drag the anchor points and adjust the curvature to adjust the slice shape.</p> <ul style="list-style-type: none"> • Curve/Straight: Set the line type of the slice border. • Color: Set the line color of the slice border. • Stepping: Set the moving step of the anchor point. For example, if the stepping value is set to 30, you can use the four arrow buttons of your keyboard to move the selected anchor point by 30 pixels. • Position: Set the position of the anchor point upon the Layer Slice area. The adjustment reference is the top left corner of the layer slice and the adjustment unit is pixel. <ul style="list-style-type: none"> – X: Set the H offset of the selected anchor point. – Y: Set the V offset of the selected anchor point.

Lock Display of Properties


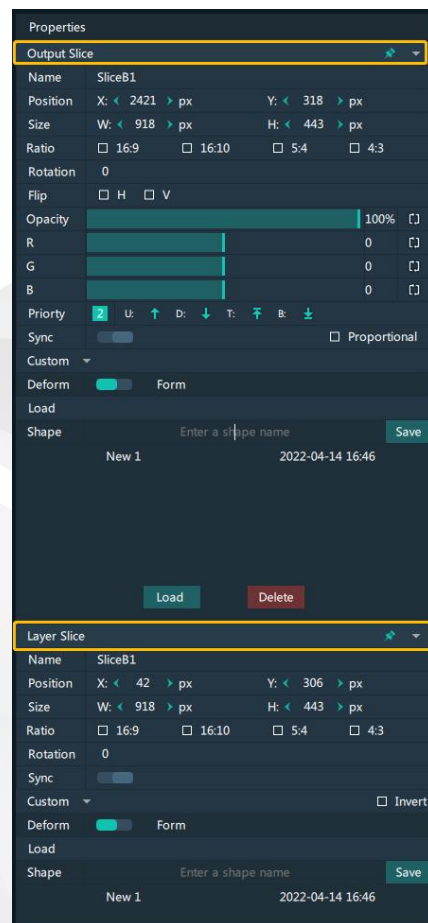
By default, the properties of only one slice are displayed at a time. When you want to display the properties of all the slices and layers in the **Properties** area, click  next to **Output Slice**, **Layer Slice** and **Layer** to lock the display of the related properties.

Figure 4-23 Lock properties



4.4.4 Add Backup Devices

Pilot MS3 supports the device backup to set the backup relationship between two devices. You can set one of the devices as the primary device or the backup device. When the primary device has got a problem or the primary device's cable fails, the backup device will take over the responsibilities of the primary device seamlessly, and continue to work well to ensure the LED screen will not go black.

Figure 4-24 Application



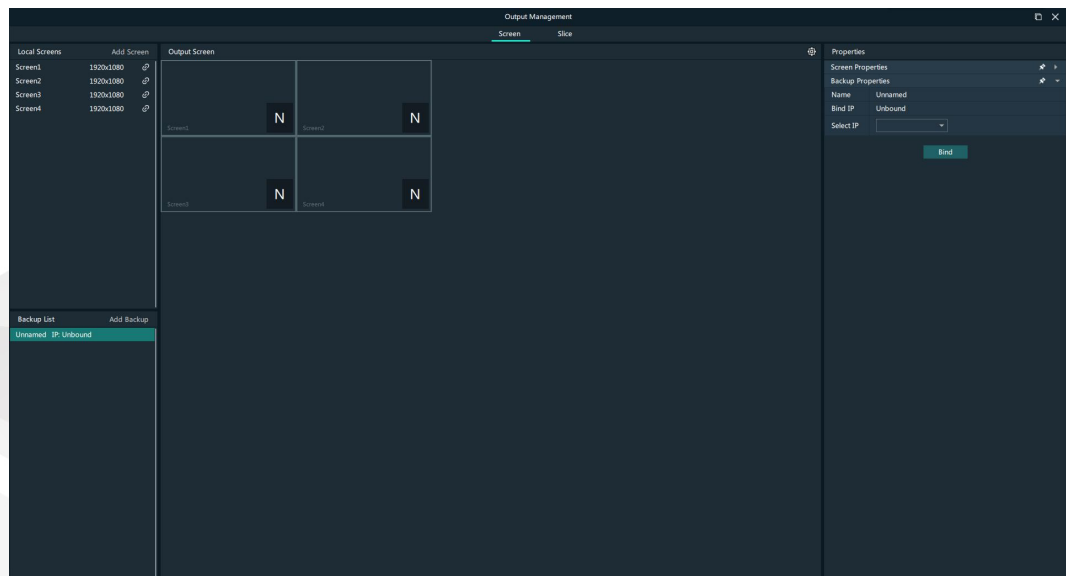
Prerequisites

- The primary and backup devices must be on the same network segment.
- The primary and backup devices must be connected to the same downstream device, such as an F4 Lite shown above.

Operating Procedure

- Step 1 On the primary device, click **Output** in Pilot MS3 to open the **Output Management** window.
- Step 2 Select the **Screen** tab and click **Add Backup** at the left.

Figure 4-25 Add backup



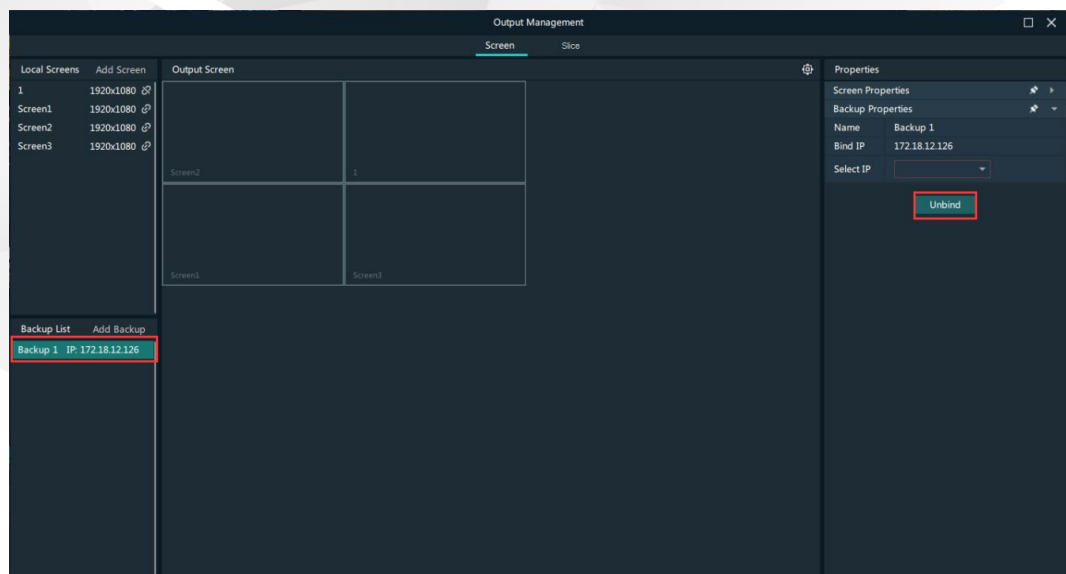
Step 3 Go to **Backup Properties** on the right to configure the properties of the backup device.

- Name: Name the backup device.
- Bind IP: The system automatically searches for the IP addresses of the devices that have opened Pilot MS3 on the current network segment. Select the IP address of the Pilot MS3 to be used as a backup device from the drop-down list.

Step 4 Click **Bind** to complete the backup settings.

The primary and backup device data can be synchronized automatically, or you can also go to **Online > Synchronize Data** to do the synchronization manually.

Figure 4-26 Backup list



Step 5 Click **Unbind** to remove the binding relation between the primary and backup devices.

You can also go to **Online > Disconnect Primary** to remove the binding relation.

4.5 Produce Programs

The playback unit of Pilot MS3 is the program.

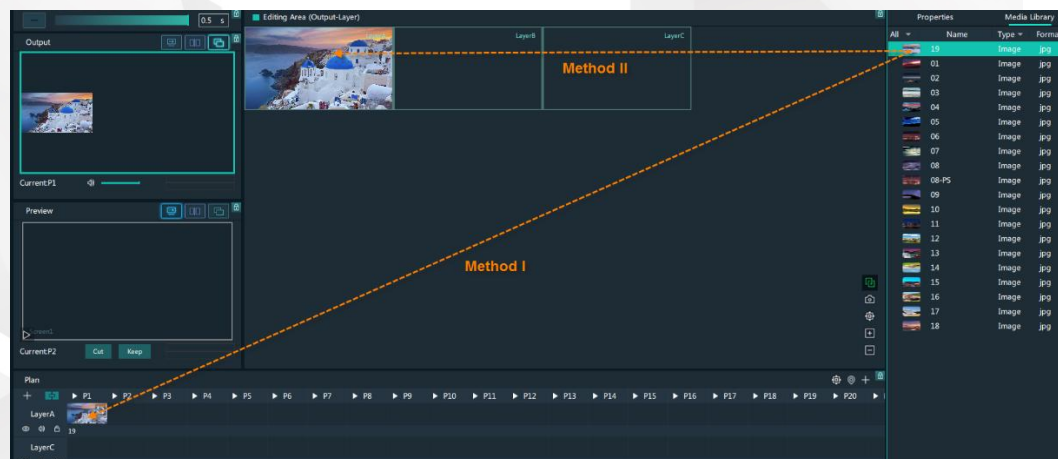
After you have completed the construction of the outputs and added images to the layers, the system will output the image according to your construction (slices).

4.5.1 Edit Programs

The system provides 50 programs by default. Before the playback of a program, you must add the media files or input sources to the layers of the programs via either of the following two ways.

- Select the desired media file or input source in **Media Library** and drag it to the target program layer in the **Plan** area.
- Select the desired media file or input source in **Media Library** and drag it to the target layer in the editing area.

Figure 4-27 Edit programs



- The functions of the icons in the **Plan** area are described as follows.
 - 🏠: Return to the first program column.
 - 📍: Locate the program that is being played or edited.
 - ➕: Add a new program.
 - 👁️: Turn off the image display of the selected layer.
 - 👁️: Turn on the image display of the selected layer.
 - 🔊: Turn off the audio of the selected layer.
 - 🔊: Turn on the audio of the selected layer.

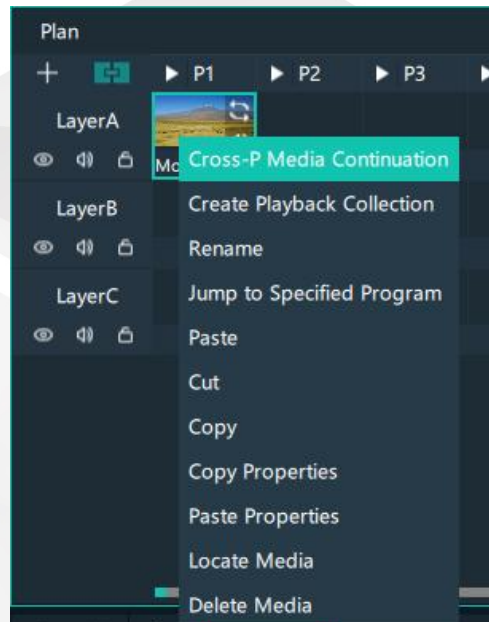
4.5.2 Set Media Continuation

When you want to play media content in the same layer of multiple continuous programs, you may need to add the same media file to each program. The added media will be played from the beginning when a new program starts, which may not be what you want to see. The cross-program media continuation function can perfectly solve this problem. After you have enabled this function for a specified

media, the program will be played continuously but not played from the beginning when a new program is started.

- Step 1 Right click the desired media in the **Plan** area and select **Cross-P Media Continuation** from the context menu.

Figure 4-28 Set media continuation



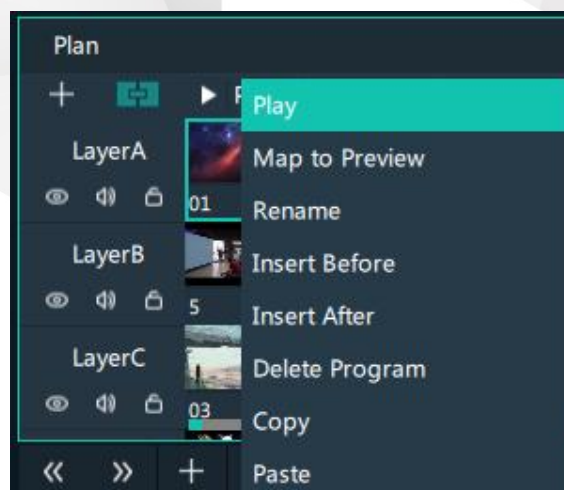
- Step 2 Click and drag the media to the target program.

4.5.3 Set Program Properties

Program Menu

Right click a program to show the context menu as shown in the following, and you can set the program properties as needed.

Figure 4-29 Set program properties



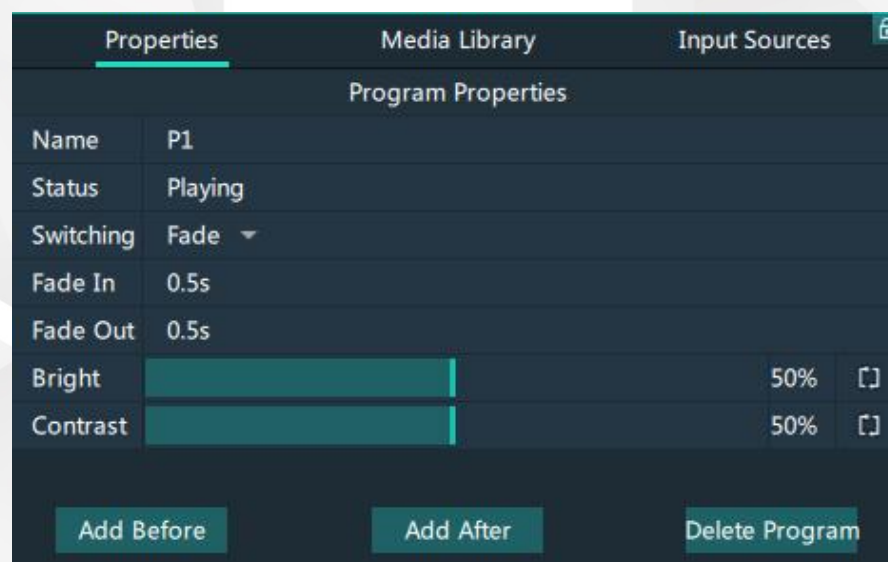
- Play: Play the current program.
- Map to Preview: Show the program content in the preview area.
- Rename: Change the program name.
- Insert Before: Add a new program before the current program column.
- Insert After: Add a new program after the current program column.
- Delete Program: Clear all the layer data in the program and delete the program.
- Copy: Copy the current program and its properties.
- Paste: Paste the copied program and its properties to the specified program.

Program Properties

Step 1 Select a layer in the **Plan** area or **Editing Area**.

Step 2 Select the **Properties** tab on the right pane of the user interface to show the program property settings.

Figure 4-30 Program properties

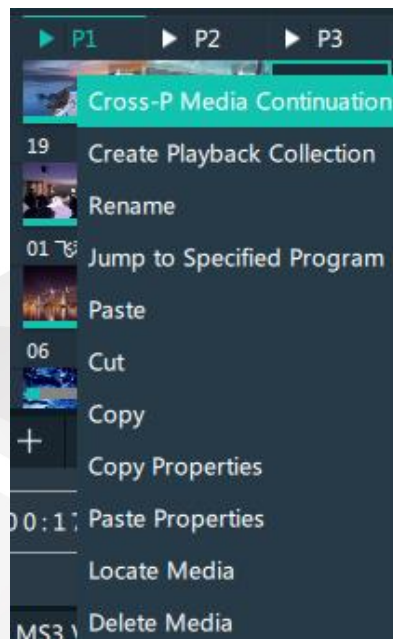


- Name: View or change the program name.
- Status: Display the playback status of the current program.
- Switching: Set the transition effect when the program jumps.
- Bright: Set the brightness of the images in the program.
- Contrast: Set the contrast of the images in the program.
- Add Before: Add a new program before the current program.
- Add After: Add a new program after the current program.
- Delete Program: Clear all the layer data in the program and delete the program.

Media Context Menu in Program

Right click a media in a program in the **Plan** area to show the context menu.

Figure 4-31 Media context menu



- **Cross-P Media Continuation:** When you want to play a media in the same layer of multiple continuous programs, you may need to add the same media file to each program. The added media will be played from the beginning when a new program starts, which may not be what you want to see. The cross-program media continuation function can perfectly solve this problem. After you have enabled this function for a specified media, the program will be played continuously but not played from the beginning when a new program is started.
- **Create Playback Collection:** Open the **Create Playback Collection** window to create a collection and perform the related settings.
- **Rename:** Change the name of the media in the program. The media name in the media library is changed at the same time.
- **Jump to Specified Program:** Specify the desired program and the specified program will be played automatically after the current program is completed.
- **Paste:** Paste the copied or cut media.
- **Cut:** Cut the media in the layer of the current program.
- **Copy:** Copy the media in the layer of the current program.
- **Copy Properties:** Copy the properties of the selected media.
- **Paste Properties:** Paste the copied media properties to another media.
- **Locate Media:** Locate the current media file in the media library.
- **Delete Media:** Delete the selected media.

Program Media Properties

Step 1 Select the desired media in a program.





Step 2 Select the **Properties** tab on the right pane of the user interface to show the media property settings.

Figure 4-32 Media properties

Media Properties	
Name	19
Duration	00:10:00:000
Start Time	00:00:00:000
End Time	00:10:00:000
Delay	00:00:00:000
Playback	<input checked="" type="checkbox"/> Loop <input type="checkbox"/> EOF <input type="checkbox"/> Stop <input type="checkbox"/> Loop Times 1 N
Jump	<input checked="" type="checkbox"/> No Jump <input type="checkbox"/> Next Program
Switching	Fade
Fade In	0.5s
Fade Out	0.5s
Filling	Fill
Flip	<input type="checkbox"/> H <input type="checkbox"/> V
Bright	50%
Contrast	50%
Opacity	100%
Hue	50%
Saturation	50%
Feathering	0%
Volume	100%
Stretch	<input checked="" type="checkbox"/> Percentage
Crop	T 0% B 0% L 0% R 0%

Table 4-6 Media property descriptions

Function	Description
Name	View or change the media name.
Duration	View the length of the media playing time.
Start Time	Set the start time of the media playback.
End Time	Set the end time of the media playback. The time length from the start to end cannot be greater than the media duration.
Delay	Set the time length after which the media starts to play. When the program starts, the delayed media will start to play after the delay time ends.

Playback	<p>Set the playback mode of the current media during the playing time of the program.</p> <ul style="list-style-type: none"> • Loop: loop the playback of the selected media in the program, and then  will be displayed at the top right of the layer in the Plan area. • EOF: The current media will stop the playing and display the last frame after being played once, and  will be displayed at the top right of the layer in the Plan area. • Stop: The playback will stop after being played once, and  will be displayed at the top right of the layer in the Plan area. • Loop Times: Set the loop playback times of the current media, and  is displayed at the top right of the layer in the Plan area. ("N" stands for the number of loop times).
Jump	<p>Set the jump playback mode of the current media after the media playback ends.</p> <ul style="list-style-type: none"> • No Jump: No operation will be performed after the current media playback ends. • Next Program: Jump to the next program after the current media playback ends. • If you have enabled the program jump, the group name and program name of the next program are displayed.
Switching	<p>Set the transition effect for switching the current media in the program layer.</p>
Filling	<p>Set how the image is displayed in the selected layer.</p> <ul style="list-style-type: none"> • Fill: The image fills the layer. • Proportional: The image is scaled and displayed in the layer according to its original aspect ratio.
Flip	<p>Set the display mode of the output image. If H and V are not selected, the output image is displayed normally, without any flipping effect.</p> <ul style="list-style-type: none"> • H: Flip the image horizontally. • V: Flip the image vertically.
Bright	<p>Set the overall brightness of the layer image. The value range is 0%–100%, and it defaults to 50%.</p>
Contrast	<p>Set the overall contrast of the layer image. The value range is 0%–100%, and it defaults to 50%.</p>
Opacity	<p>Set the transparency of the output image. The value range is 0% (totally transparent)–100% (opaque), and it defaults to 100%.</p>
Hue	<p>Set the relative degree of how bright or dark the output image is. The</p>

	value range is 0%–100%, and it defaults to 50%.
Saturation	Adjust the colorfulness of the output image. The value range is 0%–100%, and it defaults to 50%.
Feathering	Adjust the blurring degree of the layer image edges. The value range is 0% (not blurred)–100% (totally blurred), and it defaults to 0%.
Volume	Set the volume for the media playback.
Crop	<ul style="list-style-type: none"> • Cropping method: <ul style="list-style-type: none"> – Crop: Crop the output image. – Stretch: The media adapts to and fills the layer. • Percentage: <ul style="list-style-type: none"> – Selected: The unit for the cropping is the percentage. – Deselected: The unit for the cropping is the pixel.
	T: Set the size of the cropped area at the top part of the media.
	B: Set the size of the cropped area at the bottom part of the media.
	L: Set the size of the cropped area at the left part of the media.
	R: Set the size of the cropped area at the right part of the media.

4.5.4 Set Program Jump

After the program editing is completed, set the program jump to realize the automatic continuous playback of the programs.

Before the program jump settings, you need to specify a media in each program as the timing base. After the playback of the selected media ends, the specified program will start to play.

- Step 1 Select the desired media in a program in the **Plan** area and right click the media to open the context menu.
- Step 2 Select **Jump to Specified Program** and all the programs become selectable.


Figure 4-33 Program jump



Step 3 Select the desired program to complete the jump settings.

If you want to jump to a program in another group, click the name of the group where the program belongs, and then click the program name to complete the program jump between program groups.

Step 4 Repeat [Step 1](#) to [Step 3](#) to complete the jump settings for more programs.

After the program jump settings,  is displayed at the top right of the layer in the **Plan** area.

Note

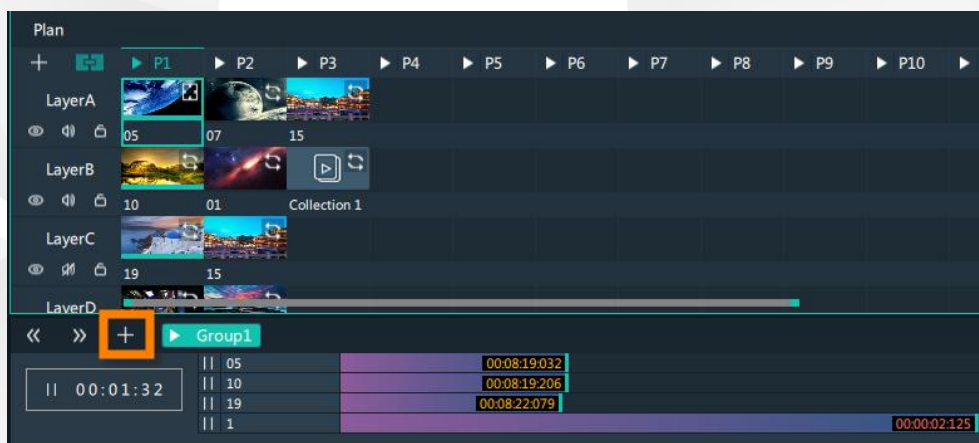
When two programs become jump partners for each other, they will be played circularly.

4.5.5 Manage Program Groups

When you need a large number of programs, you can create groups to manage those programs. Each group supports 20 programs by default.

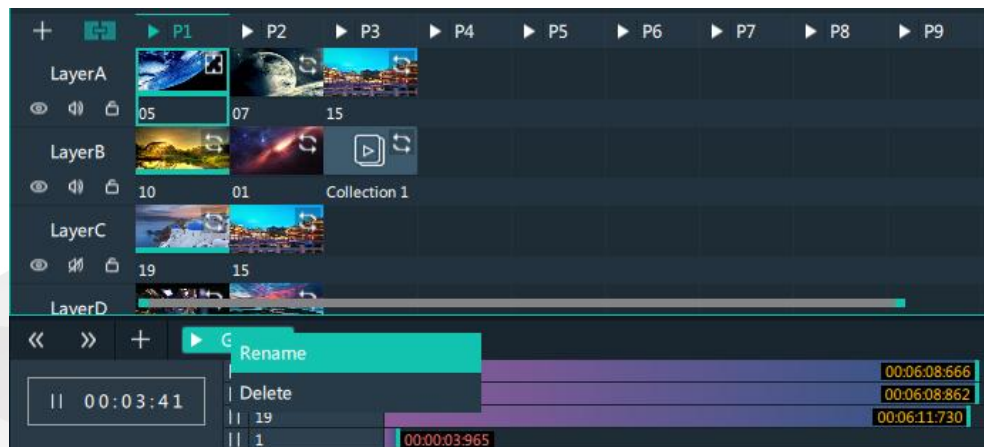
Step 1 Click **+** at the bottom left in the **Plan** area to add a program group.

Figure 4-34 Add program groups



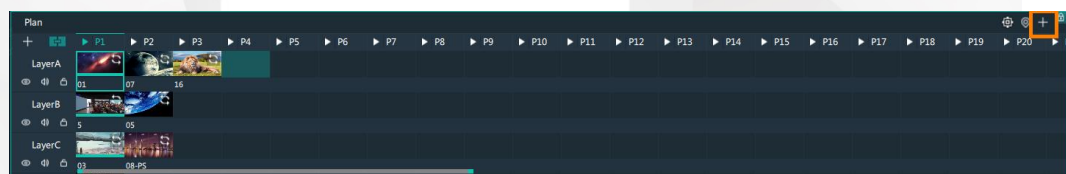
Step 2 Right click the group name and select **Rename** to give the group a new name.

Figure 4-35 Rename groups




Step 3 Click + at the top right to add new programs to the newly-added group.

Figure 4-36 Add programs



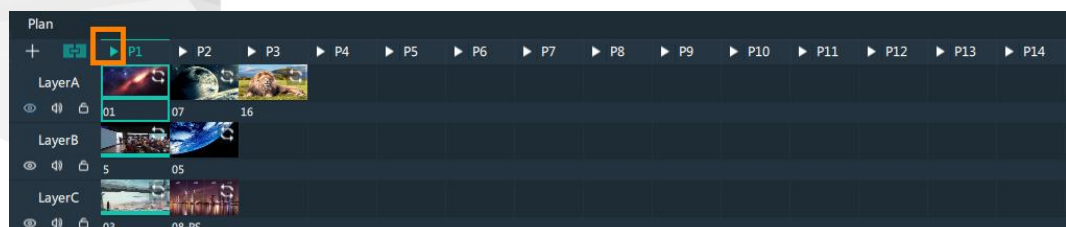
4.6 Playback Control

After the program editing, you can play the programs.

- Program playback: Click  next to a program name in the **Plan** area to play the program.

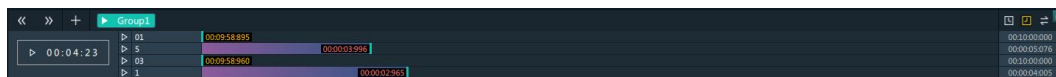
During the playback of a program, you can also switch the playback content of a layer. For example, in the below figure, when **Program 1** is being played, double click the media in **Layer B** of **Program 2** to switch the playback of the media.

Figure 4-37 Playback control-1



- Playback control: In the playback control area, control the playback of a single media or all the media.

Figure 4-38 Playback control-2










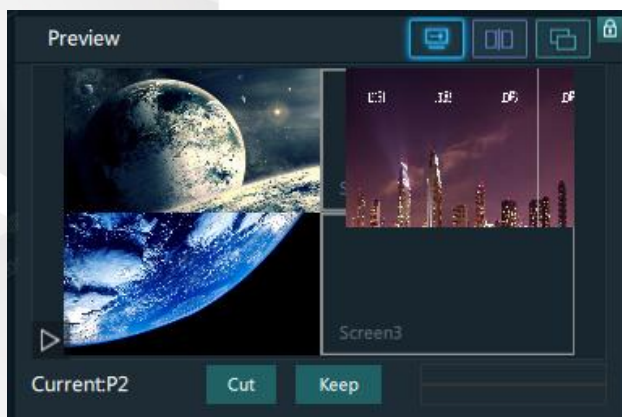


- Click  or  next to  to play and pause the playback of all media in a program.
- Click  or  next to a media name to play or pause the playback of the selected media.
- Click  at the top right, and the program media adopts the count up timer.
- Click  at the top right, and the program media adopts the countdown timer.
- Synchronous playback: Hold down the **CTRL** key, click the media to be played synchronously and drag the media playback progress bar to play two media synchronously.
- Take to screen: In the **Preview** area, click **Cut** or **Keep** to send the preview program to the screen.




Figure 4-39 Preview playback



- Cut: Send the currently previewed program to the screen and play it from the beginning.
- Keep: Send the currently previewed program to the screen and start playing from the current progress in the preview area.
- FTB
 - Click  at the top left of the main interface, and the output image will fade to black within the time you set later.
 - Drag the slider next to  to control the FTB of the output image manually.

4.7 Save Projects

You can save the editing and settings as an independent project file for easy use in the future.

- Go to **File > Save** or **Save As** to save the current project file (*.pms3) to your local storage.
- Click  at the top left of the main interface to save the current project.
- Click  at the top left of the main interface to save the current project as a new project file.
- Click  at the top left of the main interface to package the current project, such as all the used media or all the media files and project files, which is convenient for future use.

5 Settings

About This Chapter

This chapter introduces you to various settings of the software.

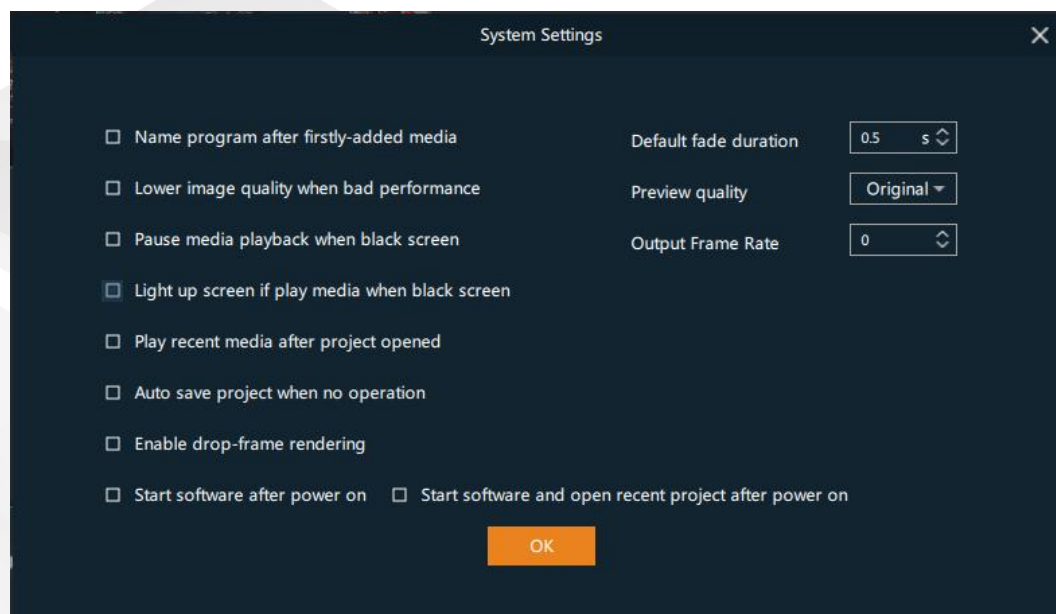
Overview

- System Settings
- Authorization
- Hotkey Binding

5.1 System Settings

Set the startup-related settings. Go to **Settings > System Settings** to open the **System Settings** window.

Figure 5-1 System settings



- Name program after firstly-added media
 - Selected: The program is named after the firstly-added media.
 - Deselected: The program remains unchanged and keeps its default name.
- Lower image quality when bad performance
 - Selected: When the computer performance does not meet the requirements of the playback, the output image quality will be automatically lowered to ensure the smoothness of the image playback.
 - Deselected: When the computer performance does not meet the requirements of the playback, the output image quality will not be lowered, but the smoothness of the image playback may be affected.
- Pause media playback when black screen
 - Selected: Stop the playback of the current media when the FTB function is enabled.
 - Deselected: Do not stop the playback of the current media when the FTB function is enabled.
- Light up screen if play media when black screen
 - Selected: When the screen is black, if you manually start the media playback, the FTB function will be automatically turned off and the media will continue to play.
 - Deselected: When the screen is black, if you manually start the media playback, the FTB function will not be turned off and the screen will still display black.
- Play recent media after project opened

- Selected: When you open a project, the most recently played media will be played.
 - Deselected: When you open a project, no media will be played and the project interface will be displayed.
- Auto save project when no operation
 - Selected: When you perform no operations on the current project, the project will be automatically saved.
 - Deselected: When you perform no operations on the current project, the project will not be automatically saved.
- Enable drop-frame rendering
 - Selected: Enable the drop-frame rendering function.
 - Deselected: Disable the drop-frame rendering function.
- Start software after power on
 - Selected: Pilot MS3 will be started automatically after the system powers on.
 - Deselected: Pilot MS3 will not automatically start after the system powers on.
- Start software and open recent project after power on
 - Selected: The recently-opened project will be opened when Pilot MS3 starts.
 - Deselected: No project will be opened when Pilot MS3 starts.
- Default fade duration: When you have set the fade transition effect for the program, you can set the fade effect duration here. The value ranges from 0.1s to 10.0s and defaults to 0.5s.
- Preview quality: Set the image quality in the preview area.
 - Original: The preview image quality is consistent with that of the input source image.
 - Reduce: The frame rate of the preview image will be automatically reduced.
- Output Frame Rate: Set the frame rate of the output image.

After the settings are done, click **OK**.

5.2 Authorization

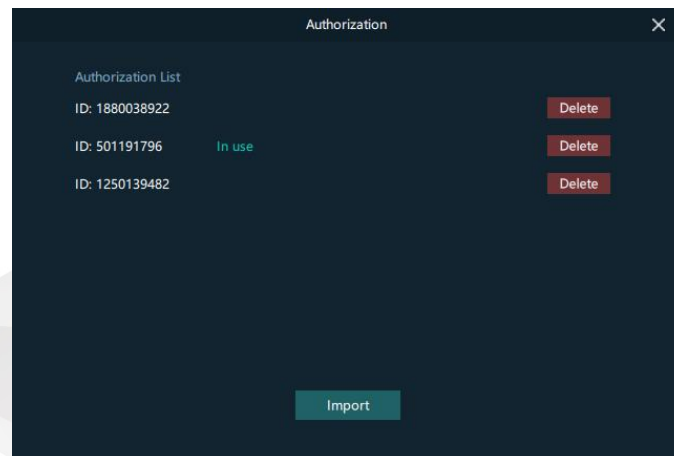
One authorization dongle corresponds to only one authorization file. When the dongle matches the authorization file, Pilot MS3 can be used normally.

Pilot MS3 supports the centralized management of multiple authorization files. When an authorization dongle is inserted, the system can automatically identify the corresponding authorization file to ensure the normal operation of Pilot MS3.

Step 1 Import the authorization file.

1. Go to **Settings > Authorization** to open the authorization settings window.
2. Click **Import** at the bottom to open the authorization file importing window.
3. Select the desired authorization file and click **Open**. The system will automatically import the file to Pilot MS3.

Figure 5-2 Authorization file



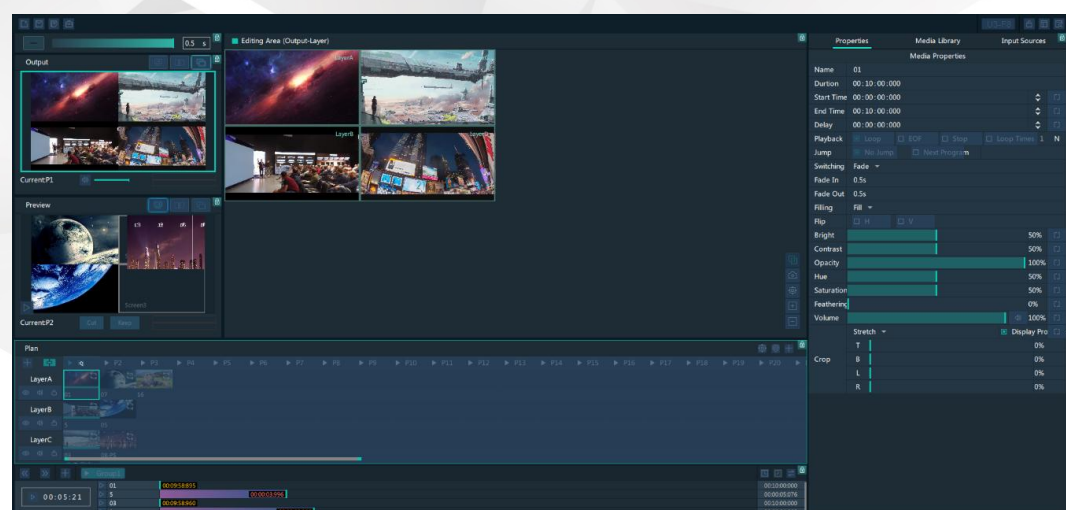
Step 2 Check the authorization.

1. Insert the authorization dongle into the system.
2. The system will automatically identify the authorization file according to inserted the authorization dongle, and then display **In Use** after successful identification.

5.3 Hotkey Binding

Pilot MS3 supports custom hotkeys, and users can use those keys to operate Pilot MS3 simply and conveniently. Go to **Settings > Hotkey Binding** to show the hotkey settings interface, and the areas where you can enable the hotkey function are highlighted.

Figure 5-3 Hotkey binding



Click the target area, and then press the letter or number keys on the keyboard as needed to complete adding the hotkey.

After the adding, go to **Settings > Complete Binding** to make the hotkeys take effect and exit the hotkey settings interface.

For example:

Set the hotkey for Program 1 to **Q**.

- a. On the hotkey settings interface, click **Program 1**.
- b. Press the letter **Q** on the keyboard, and then a letter **Q** will be displayed on Program 1.



6 Help

About This Chapter

This chapter introduces you the software-related and company-related information that may help you during the use.

Overview

- User Manual
- About
- Software Updates

6.1 User Manual

Go to **Help > User Manual** on the menu bar to open and view the product user manual.

6.2 About

View the software version, license agreement and other information.

6.3 Software Updates

Check the current version of the software. When a new software version is detected, the system will download the latest version and then you can follow the instructions to complete the update.