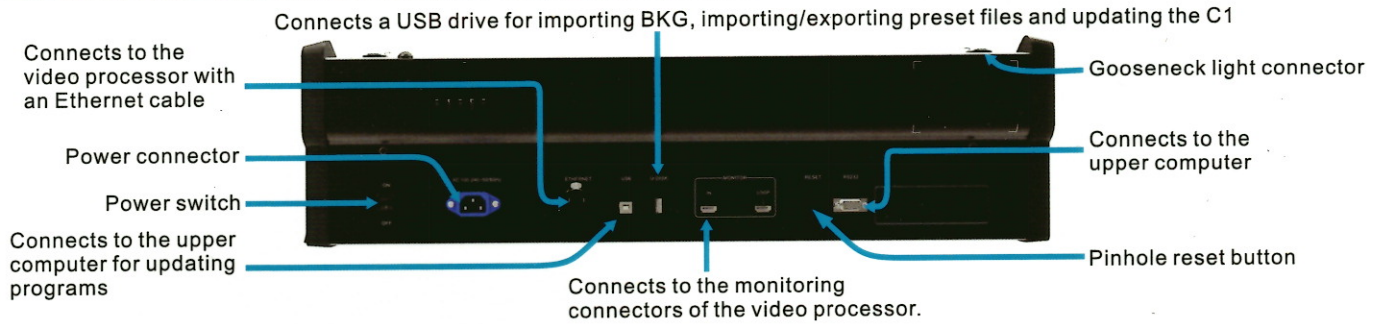


The C1 is a hardware console of NovaStar specifically designed for video processing products. It is equipped with various LED buttons, a highly sensitive joystick and T-Bar, plus two LCD screens, making the console extremely easy to operate and the layers more flexible to control, which greatly facilitates the live stage control.

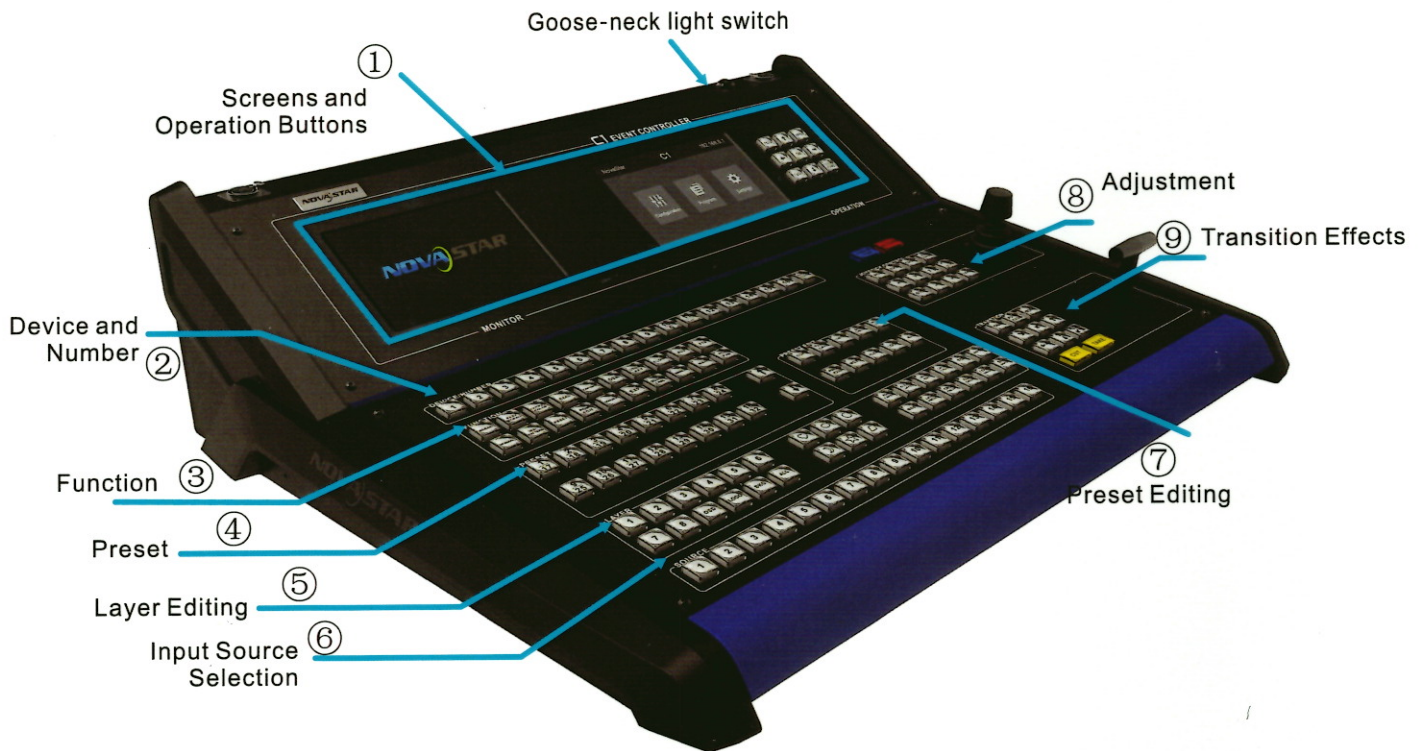
Thanks to the design of dual LCD screens, users can view the statuses of the input source, PVW and PGM on one screen while performing operations on the other one, making everything under control.

- Supports screen mosaic, easy mosaic, output color adjustments, BKG settings, EDID settings, test patterns, and switching from normal display to blackout with one button press.
- Supports layer and BKG settings.
- Supports preset copying, preset templates application, preset customization, custom presets saving, preset data cleanup and preset editing area lockup.
- Supports configurations of shape layers and layer masks.
- Supports a variety of layer transition effects and settings of transition duration.
- Supports prompter configuration and input image cropping.

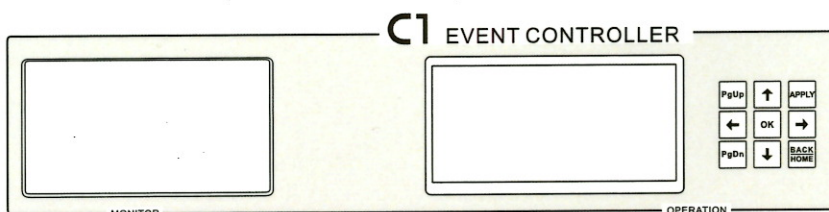


- Connect the video processor to the C1 with an Ethernet cable
  - ▲ One processor: Connect its Ethernet port to that of the C1 with an Ethernet cable.
  - ▲ Multiple processors: The router or switch is required for connection.
- Connect the monitoring connectors of the video processor to that of the C1.
- Connect the power cord to the power connector of the C1.

**Note:**  
For detailed operation information, please refer to **C1 User Manual** which can be downloaded from NovaStar's official website.

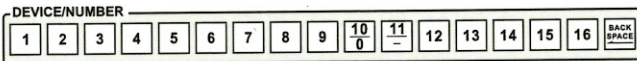


① Screens and Operation Buttons



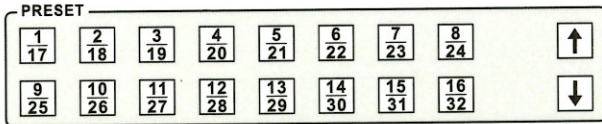
- Monitoring screen: Monitor the video processor inputs, PVW and PGM.
- Touch screen: Configure the C1, as well as add and control the video processor.
- Auxiliary buttons: Perform auxiliary operations to the touch screen.

## ② Device and Number



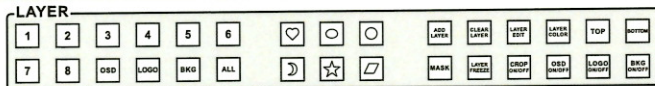
- Select connected device(s). When a device is selected, the green light is on.
- Input numbers, such as the resolution and, brightness and chroma.
- BACKSPACE: Delete the input numbers.

## ④ Preset



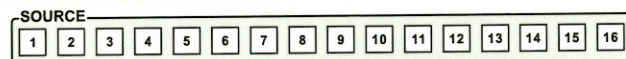
- Using custom preset: Green light on, preset selected. Yellow light on, data in preset. Off, no data in preset.
- Using preset template: Red light on.
- When up arrow is green, the upper part of the preset button is enabled; when down arrow is green, the lower part of the preset button is enabled.

## ⑤ Layer Editing



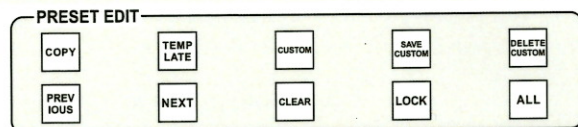
- **1 - 8**: Layer numbers and layer selection.
- **OSD**: A reserved function button.
- **LOGO**: A reserved function button.
- **BKG**: Select the background.
- **ALL**: Select all the layers.
- **Shape layer buttons**: A reserved function button.
- **ADD LAYER**: Add a layer.
- **CLEAR LAYER**: Delete the layer.
- **LAYER EDIT**: Edit a layer.
- **LAYER COLOR**: Enter the layer color editing screen.
- **TOP**: Bring the layer to front.
- **BOTTOM**: Send the layer to back.
- **MASK**: A reserved function button.
- **LAYER FREEZE**: A reserved function button.
- **CROP ON/OFF**: Enable or disable input crop.
- **OSD ON/OFF**: A reserved function button.
- **LOGO ON/OFF**: A reserved function button.
- **BKG ON/OFF**: Enable or disable BKG.

## ⑥ Input Source Selection



- The buttons, corresponding to the input sources of the video processor, are used for switching signal sources.
- **Yellow**: The input source is accessed but not in use.
- **Green**: The input source is accessed and in use.
- **Red**: The input source is abnormal or not accessed.

## ⑦ Preset Editing

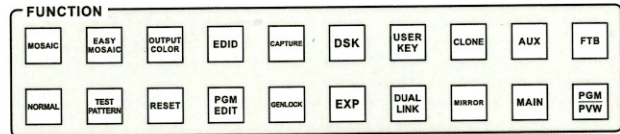


- **COPY**: Copy the preset.
- **TEMPLATE**: Apply the preset template.
- **CUSTOM**: Load the custom preset.
- **SAVE CUSTOM**: Save the custom preset.
- **DELETE CUSTOM**: Delete the custom preset.
- **PREVIOUS**: A reserved function button.
- **NEXT**: A reserved function button.
- **CLEAR**: A reserved function button.
- **LOCK**: A reserved function button.
- **ALL**: Select all the custom presets.

**FREEZE PGM** Freeze current output image on PGM.

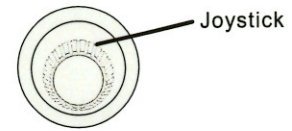
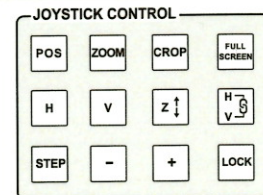
**ALL LOCK** Lock all the buttons and touch screen.

## ③ Function



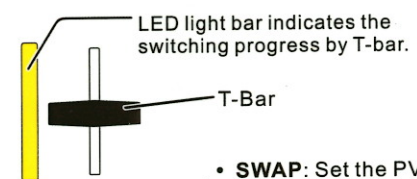
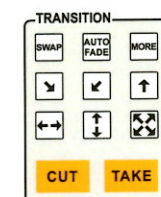
MOSAIC	Enter the mosaic configuration screen.
EASY MOSAIC	Input the height and width for easy mosaic.
OUTPUT COLOR	Adjust the output colors.
EDID	Enter the input EDID setting screen.
CAPTURE	Capture the image of input source, PVW or PGM.
DSK	A reserved function button.
USER KEY	A reserved function button.
CLONE	Clone the layer.
AUX	Auxiliary output functions.
FTB	Make the LED display black out.
NORMAL	Go back to normal display.
TEST PATTERN	Enter the test pattern.
RESET	Reset the parameters in parameter setting screen.
PGM EDIT	Enable or disable PGM image editing.
GENLOCK	Enable or disable Genlock.
EXP	A reserved function button.
DUAL LINK	Enable or disable dual link output.
MIRROR	Flip the image to another layer horizontally.
MAIN	Enter the programming screen.
PGM / PVW	<ul style="list-style-type: none"> <li>• Capture the current image on PVW or PGM.</li> <li>• Set PVW or PGM as the input source of AUX.</li> </ul>

## ⑧ Adjustment



- **POS**: Adjust the layer position. Press **H** button and adjust the joystick to move the layer horizontally, while press **V** button and adjust the joystick to move the layer vertically.
- **ZOOM**: Zoom the layer. Press **H** button and adjust the joystick to zoom the layer horizontally, while press **V** button and adjust the joystick to zoom the layer vertically.
- **CROP**: Crop the input source.
- **STEP**: Adjust the step. Press + button to increase the step, while press - button to decrease the step.
- **FULL SCREEN**: Make the selected layer full screen.
- **Z**: Adjust the Z-order of the layer using the joystick.
- **LOCK**: Lock the joystick control area.
- **H/V**: Maintain the aspect ratio of the layer during adjusting, zooming and cropping.

## ⑨ Transition Effects



- **Arrow buttons**: Reserved function buttons.
- **CUT**: Send the layer to PGM directly.
- **TAKE**: Send the layer to PGM with transition effects.
- **SWAP**: Set the PVW and PGM layers switching mode to swapping.
- **AUTO FADE**: Set the effect as fade.
- **MORE**: Enter the transition effect screen.