StarScope
Visual Intelligent Control Platform
User Manual

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Table of contents

Chapter 1 Product Overview 6

1.1 Product Introduction 6

1.2 Applicable Equipment 7

1.3 Operating Environment 7

1.4 Main Functions 8

Chapter Two: Installation and Uninstallation 9

2.1 Install 9

2.2 Startup 10

2.3 Uninstall 10

Chapter 3 Project Management 11

3.1 Main Interface 11

3.2 New Construction Project 12

3.3 Open Project 12

3.4 Import Project 12

3.5Default template project 13

3.6Delete project 13

3.7 Search and History 13

Chapter 4 Engineering Editing 13

4.1 Editor Interface 13

4.2 Pages and Subpages 15

4.3 Basic Components 15

4.4 Attribute Settings 16

4.5 Event Binding 17

4.6 Canvas Operations 17

4.7 Preview and Save 18

Chapter 5 Equipment Management 18

5.1 Equipment Management Interface 18

5.2 Device 19

5.3 Manually Adding Devices 19

5.4 Equipment List and Classification 20

Chapter Six: Quick Start 20

6.1 New Construction Projects 21

6.2 Adding Device 23

6.3 Design Page 25

6.4 Binding Event 29

6.5 Preview Effect 33

Chapter 7 Equipment Operation 34

7.1 VP8000M Video Mosaic Processor 34

7.1.1 Functional Overview 34

7.1.2 Operation Example: One-click switching to large screen scene 35

7.2 CT800 Intelligent Central Control System 37

7.2.1 Functional Overview 37

7.2.2 Operation Example: Editing 37

7.2.3 CT800 Logic Engineering Editing 38

Chapter 8 Project Sending and Operation 42

8.1 Send Project 42

8.2 Terminal operation 42

Chapter Nine: Frequently Asked Questions and Precautions 43

9.1 Frequently Asked Questions 43

9.2 Precautions 44

Appendix A Version Information 44

Appendix B Glossary 45

Chapter 1 Product Overview

1.1 Product Introduction

StarScope Visual Intelligent Control Platform (hereinafter referred to as "this software") is a visual centralized management and control software independently developed by Shenzhen Grayscale Technology Co., Ltd. Through this software, users can design their own large-screen control interface on computers and tablets in a graphical, programming-free manner, and centrally manage and control devices such as Grayscale video splicing processors and intelligent central control systems, achieving integrated management of large-screen display, scene scheduling, and environmental device linkage.

The main features of this software are as follows:

- Visual design: WYSIWYG engineering editing method, allowing you to build control interfaces without programming;
- Centralized management and control: One software manages multiple types of devices, including video splicing processors and intelligent central control systems;
- Cross-device operation: The project is designed on the computer and can be run and controlled on tablets and other terminals through preview/send;

・ Template-based: Built-in system templates (such as "City Center Square Large Screen")

1.2 Applicable Equipment

The following devices are primarily supported:

・ VP8000M Series Video Splicing Processor: Large-screen splicing display and scene control;

・ CT800 series intelligent central control equipment: centralized control of environmental equipment such as power distribution, lighting, and air conditioning.

1.3 Operating Environment

Operating System: Windows 10 / 11 (64-bit);

・ macOS 12.0 and above (ARM64-bit only) ;

・ iOS 15.0 and above;

Android 7.0 and above;

・ Screen resolution: 1920×1080 or higher is recommended;

・ Network: The device is on the same local area network as the controlled device (the device supports network ports and other access methods);

• Supporting equipment: video splicing processor, intelligent central control and other grayscale equipment.

1.4 Main Functions

Functional modules	illustrate
Engineering Management	Create, open, import, and search projects; manage historical projects.
Engineering Editor	Page/subpage design, component drag-and-drop, attribute setting, event binding
Equipment Management	Device discovery, manual addition, device categorization and list management
Scene control	Scene switching, scene rotation, screen grouping
Preview and Send	Preview the simulation results of the project and send the project to the terminal device.

Chapter Two: Installation and Uninstallation

2.1 Installation

1. Double-click the installation package StarScopeSetup.exe;

2. Follow the installation wizard prompts to complete the installation;

3. After installation, a shortcut for "StarScope" will be created on the desktop or Start Menu.

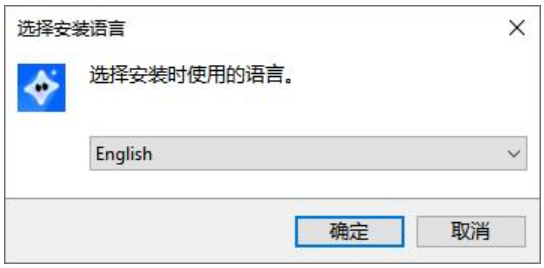


Figure 2-1 Installation Wizard (Select Installation Language)

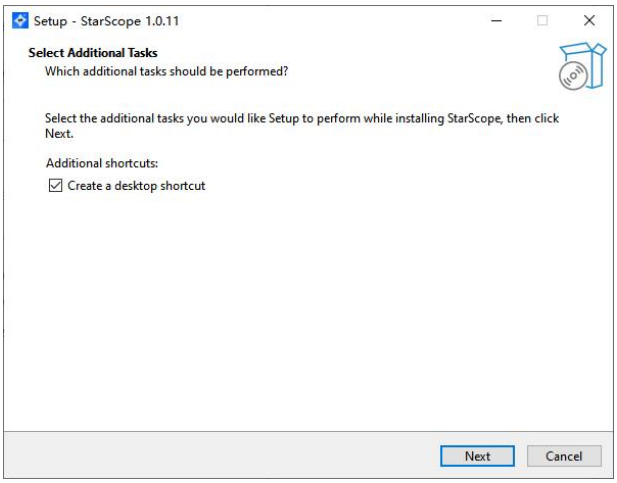


Figure 2-2 Installation Wizard (Select Additional Tasks)

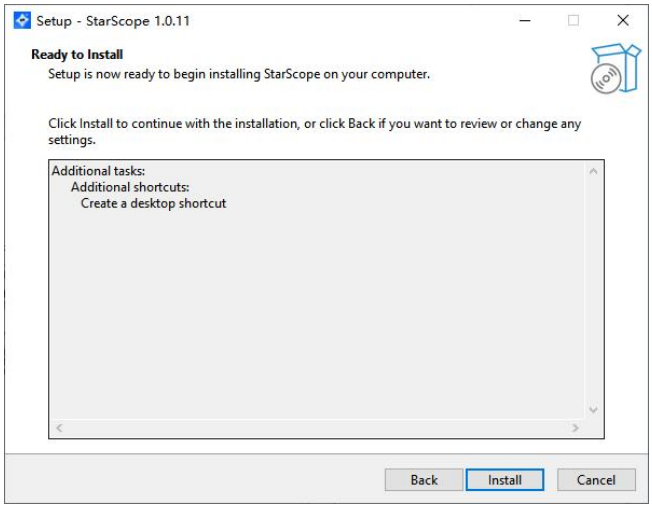


Figure 2-3 Installation Wizard (Preparing for Installation)

2.2 Startup

Double-click the desktop shortcut, or go to the installation directory and run StarScope.exe. After launching, you will enter the "Project Management" main interface.

2.3 Uninstall

In Windows, go to "Control Panel - Programs and Features" and find "StarScope" (or its equivalent name). Select "Uninstall" and follow the prompts to complete the process. Uninstallation will delete the installed program files; project files will be saved in the software data directory (HDProjects). Please back them up beforehand if you wish to keep them.

Chapter Three: Project Management

3.1 Main Interface

After launching the software, you will enter the "Project Management" main interface, as shown in Figure 3-1.

- My Projects: Displays a list of created projects; clicking on a project card will open the project.
- Historical Projects: Displays recently opened project records;
- Function buttons: Open Project, Import Project, Create New Project, Clear History;
- Search: Quickly find projects by project name keywords.

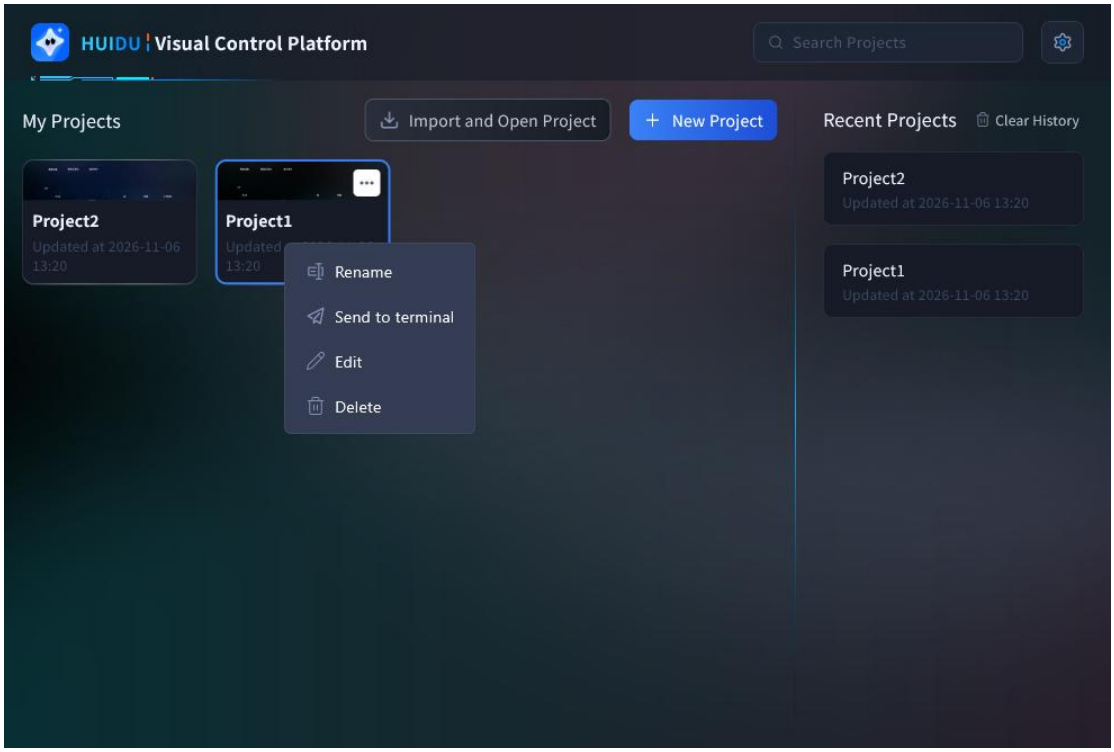


Figure 3-1 Project Management Main Interface

3.2 New Construction Projects

Click "New Project" to select "Blank Project" or create a project using a system template. The template project comes with page and control examples for quick start-up (see 6.1 for details).

3.3 Open the project

Click "Open Project" and select the project file (.hdproj) to open it; you can also directly click the project card in the "My Projects" list.

3.4 Importing the Project

Click "Import Project", select the .hdproj project file from your local machine or other sources, and import it into "My Projects".

3.5 Default template project

The software has built-in template projects that cover video splicing processors and control pages for typical exhibition hall environment equipment. You only need to bind the corresponding functions of each control.

3.6 Delete project

Right-click on the project file to bring up the delete button and delete the project file.

3.7 Search and History

Enter keywords in the search box to instantly filter the project list; "History Projects" records recently opened projects, and clicking "Clear History" will clear the history (without affecting the project files themselves).

Chapter Four: Engineering Editing

4.1 Editor Interface

The project editor is divided into four areas.

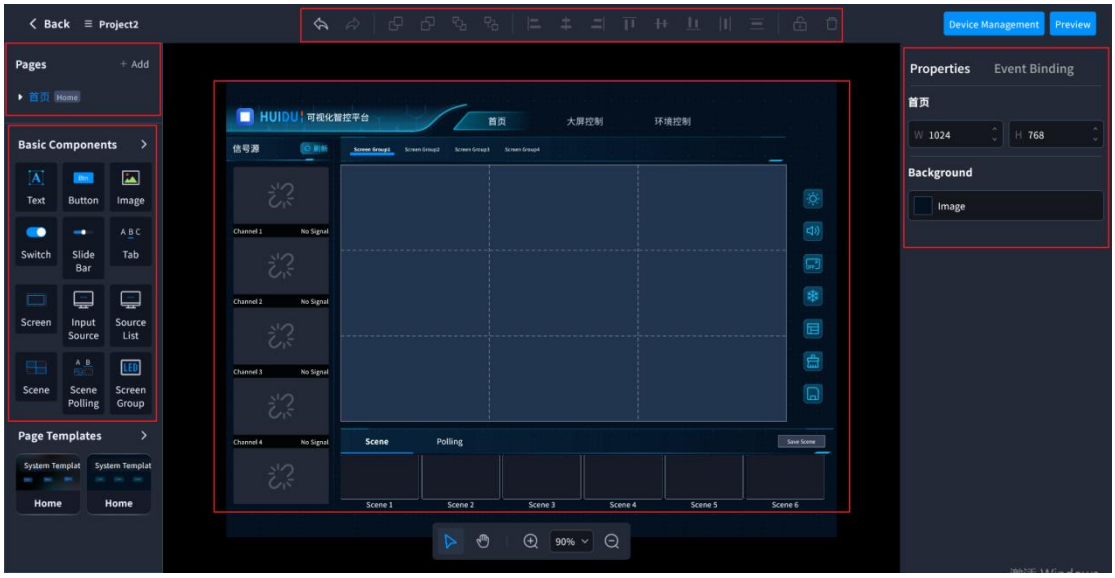


Figure 4-1 Editor Interface

• Page area (top left): Page hierarchy tree, supports adding pages and subpages;

• Component Area (bottom left): Basic component library. Simply drag and drop components onto the canvas to add them.

• Canvas area (center): Engineering design area, supporting operations such as scaling, dragging, and alignment;

• Properties and Events panel (right side): Switch between the "Properties" and "Event Binding" tabs.

The top toolbar provides editing functions such as undo/redo, alignment, layers, deletion, and scaling; the upper right corner contains the "Device Management" and "Preview" entry points.

4.2 Pages and Subpages

Click "Add" in the page area to create a new page; a page can contain subpages (such as "Homepage Container - Homepage/Large Screen Control/Environment Control" in the template) to organize multi-page control interfaces; after selecting a page, you can set the page size (width/height) and background in the properties panel.

4.3 Basic Components



Figure 4-2 Basic Component Library

Components	use
text	Display title and description text
Button	Triggering events (scene switching, command sending, etc.)
picture	Display brand logo, background, icons,

	etc.
switch	Equipment on/off control
slide bar	Continuous adjustment of brightness, volume, etc.
Tag Page	Page content switching (tabs)
Screen grouping	Group control of video wall
signal source	Displays a list of input signal sources (such as HDMI1, HDMI2, etc.).
Source list	Signal source list component
Scene	Equipment scenario (contingency plan) switching
Scene rotation	Multi-scenario sequential rotation

4.4 Attribute Settings

After selecting the component, you can set the following in the "Properties" panel:

- Position and dimensions: X, Y, width W, height H;
- Appearance: font, font size, bold/italic/underline, color, background, transparency, rounded corners, borders, etc.;
- Page attributes: page size, background color/background image.

4.5 Event Binding

1. Select the component and switch to the "Event Binding" tab;

2. Click "Add Event";

3. Set the trigger method (such as click, receiving data, etc.), target object (device/page /control), and action type (scene switching, command sending, volume and brightness adjustment, etc.);

4. After saving, you can trigger the corresponding control action by operating the component in the preview or terminal.

4.6 Canvas Operations

- Zoom: Zoom in/out of the view using the scale controls above the canvas (e.g., 100%, 110%).
- Drag and drop: Directly drag components in the canvas to adjust their position and size;
- Alignment/Layers: Use the alignment, move up/down, and lock tools in the toolbar to organize component hierarchy.

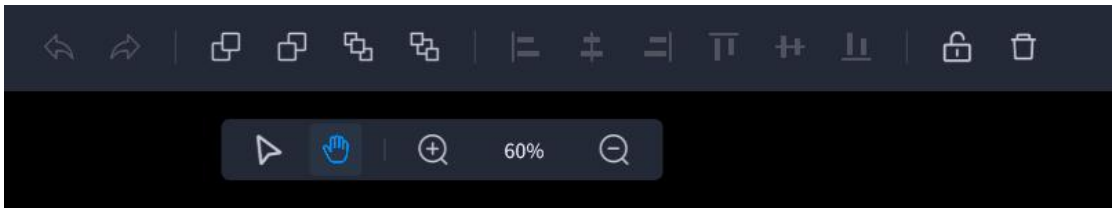


Figure 4-3 Canvas Toolbar

4.7 Preview and Save

Click "Preview" to simulate running the project; project modifications are automatically saved, and the project files are located in the software data directory HDProjects.

Chapter 5 Equipment Management

5.1 Equipment Management Interface

Click "Device Management" in the upper right corner of the editor to enter the device management interface.

- Left side: Device discovery, refresh, and device categories (All, Video splicing processor, Smart central control device, Video processor, Multimedia player, Multimedia server), displaying the number of devices after categorization;
- Right side: Device list area, which can be filtered by category tags;
- Top right corner: Add manually.

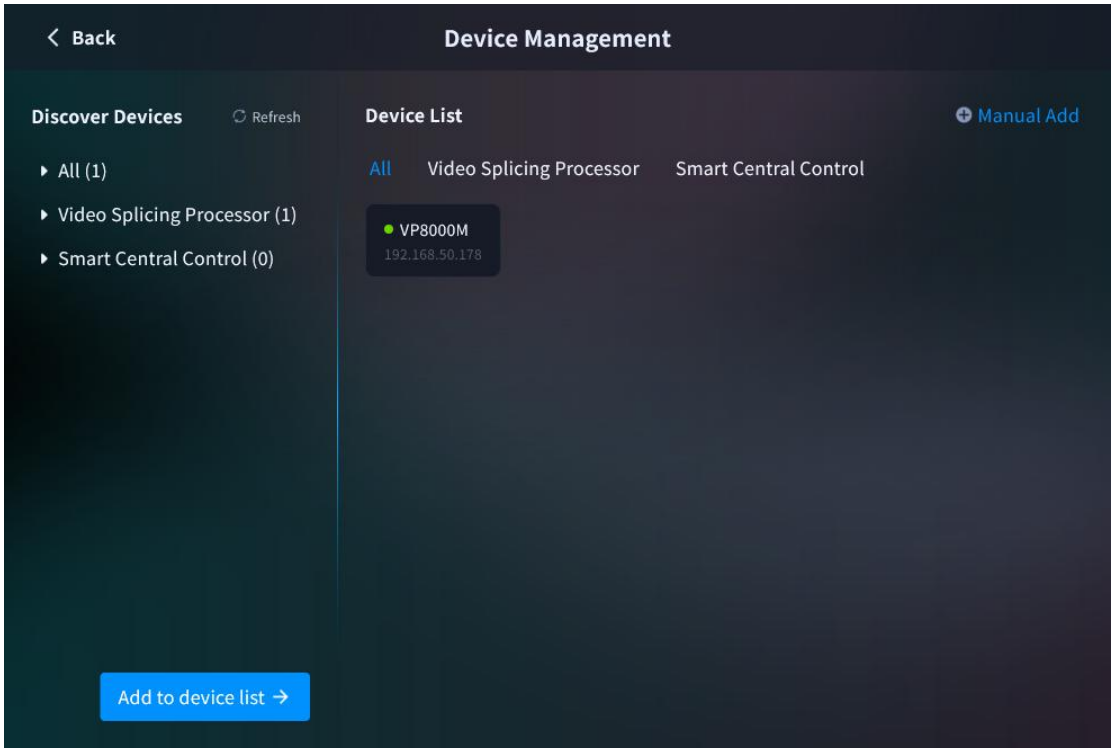


Figure 5-1 Equipment Management Interface

5.2 Device Discovery

Click " Refresh ," and the software will automatically scan for grayscale devices on the local area network and display them in the device list.

5.3 Manually Adding Devices

1. Click "Add Manually";

2. Select the device type (video splicing processor, intelligent central control device, etc.) and device model;

3. Enter the device name (optional) and device IP address, as shown in Figure 5-2;

4. Click "Confirm" to add the device to the device list.

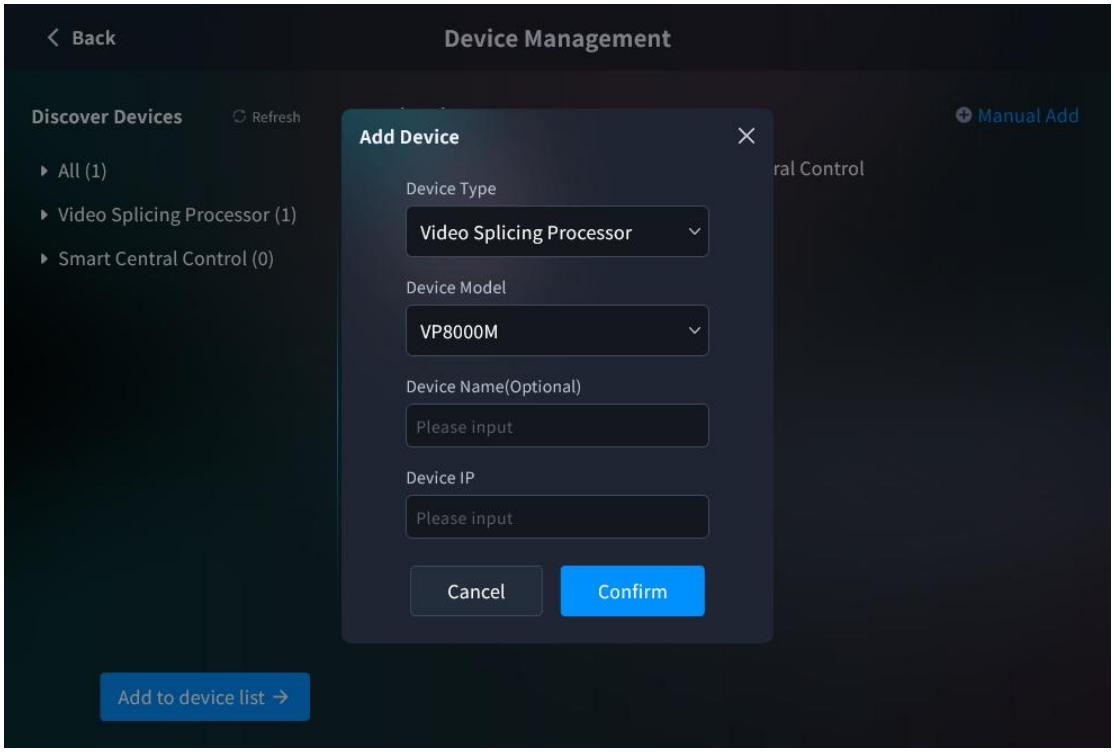


Figure 5-2 Manually adding devices

5.4 Equipment List and Classification

Equipment is automatically categorized by type, and the number of equipment in each category is displayed as a count; selecting a category allows you to view a list of equipment in that category and its online status.

Chapter Six: Getting Started

This chapter demonstrates the entire process from creating a new project to previewing it through a complete example.

6.1 New Construction Projects

1. On the "Project Management" main interface, click "Create New Project";

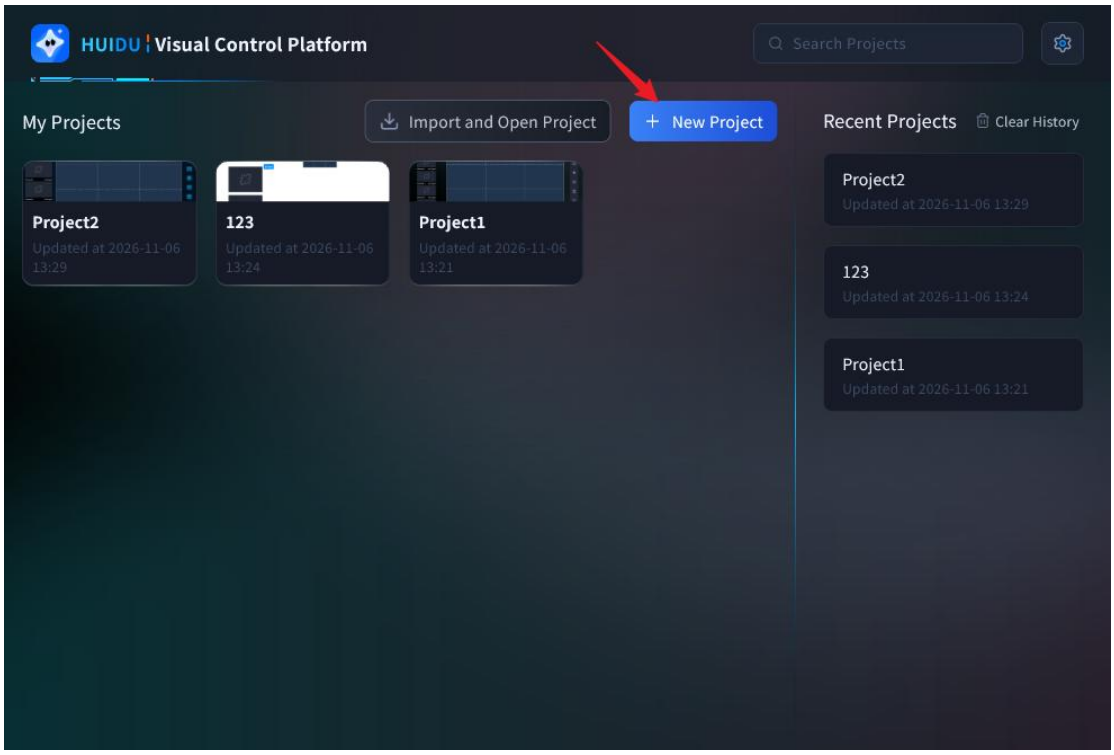


Figure 6-1 New Project: Main Interface Entry

2. On the new project page, select "Blank Project" or choose a system template (such as "City Center Plaza Large Screen").

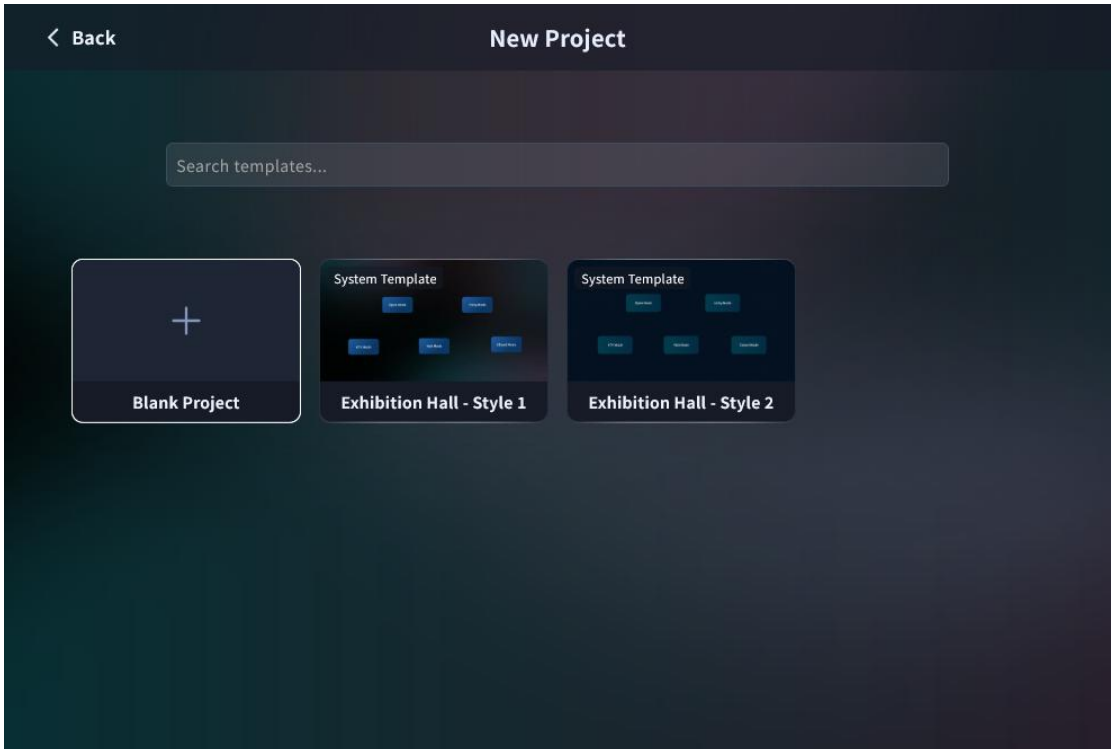


Figure 6-2 Creating a new project: Select a blank project or a system template

3. In the pop-up "New Project" dialog box, enter a project name, select a resolution (default 1024×768, suitable for devices such as iPad), and click "OK".

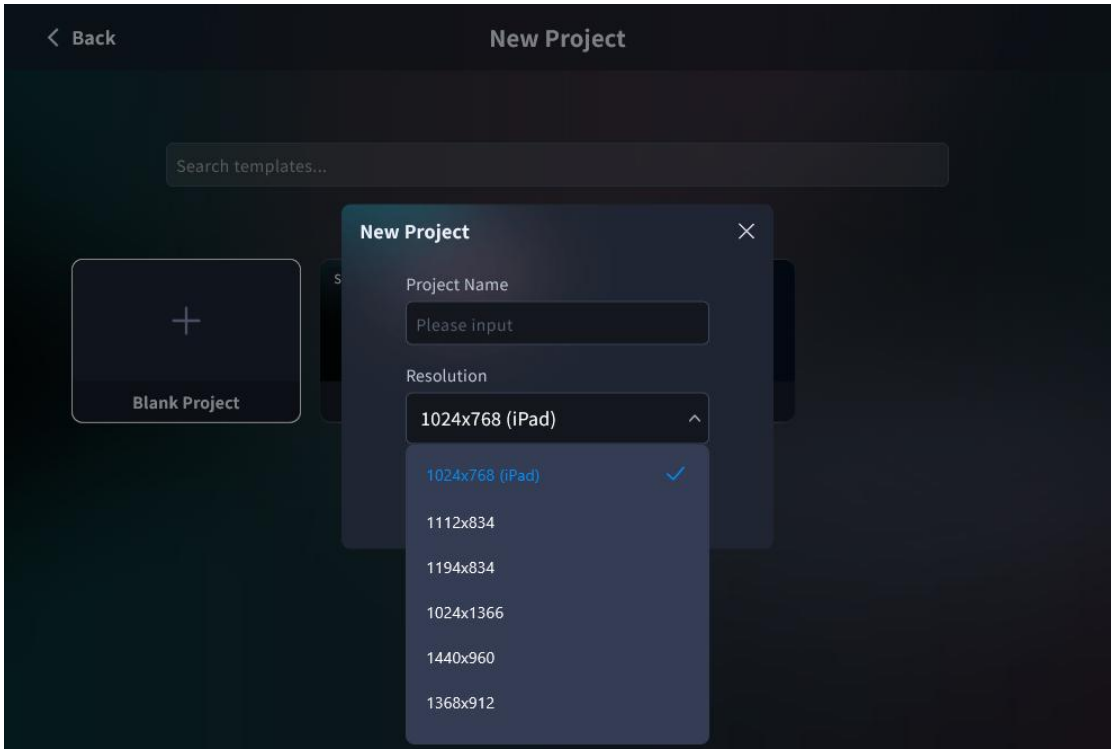


Figure 6-3 Setting parameters for a new project

4. The project editor will automatically open after the project is created.

6.2 Adding Devices

1. Click "Device Management" in the upper right corner of the editor;

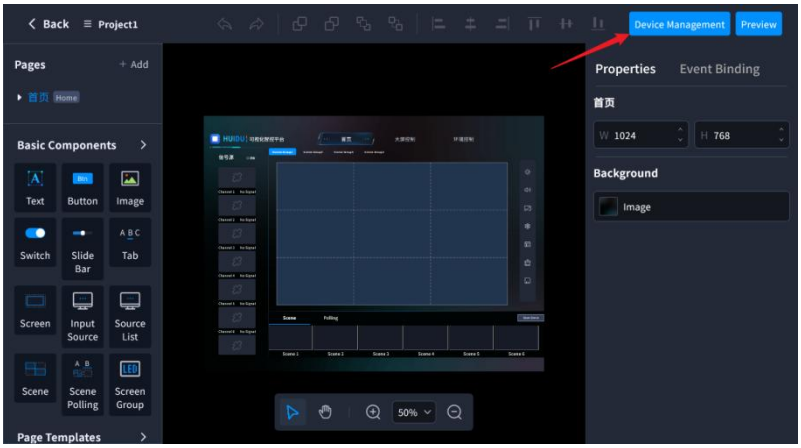


Figure 6-4 Editor Interface (Device Management Entry)

2. After entering device management, automatically scan for grayscale devices in the local area network, or click "Add Manually" to add devices by device type, model, or IP address;

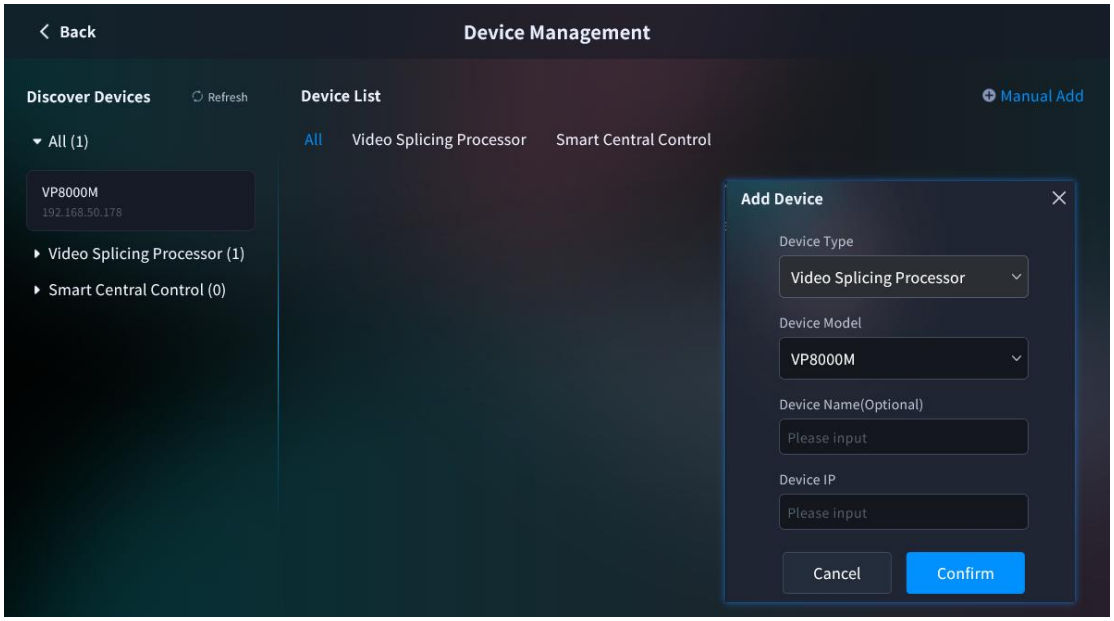


Figure 6-5 Device Management Interface and Manual Addition

3. To add a discovered device to the device list, simply click and hold the corresponding device name on the left and drag it to the device list on the right.

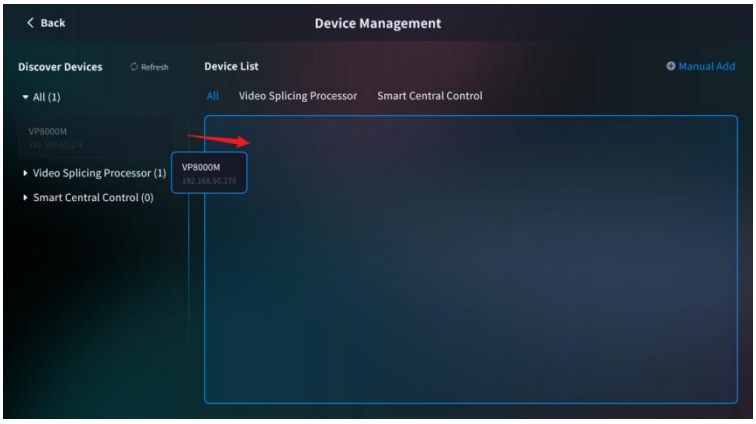


Figure 6-6 Drag and drop devices to the device list

4. After dragging and dropping into the device list, it will show whether the current device is online.

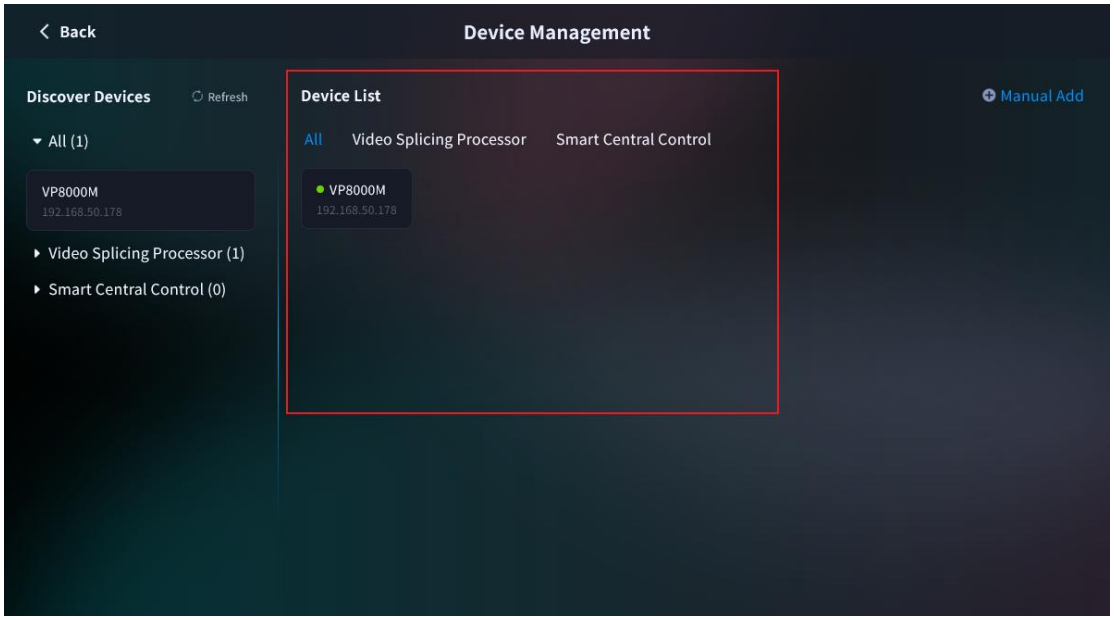


Figure 6-7 Device addition completed and online status

Note: Only devices in the device list can be used in the editor. For example, if the current list only contains VP8000M, when binding devices in the editor, you can only select VP8000M and cannot select other devices. Therefore, to edit the functions of the devices needed in the current project, you need to drag all of those devices to the device list. After adding the devices, click the back button in the upper left corner to enter the editor design page.

6.3 Designing the Page

1. Click "Add" in the "Page" area on the left to create a page or subpage;

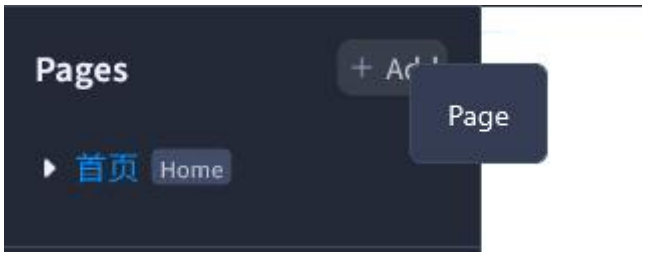


Figure 6-8 Page and Subpage Management

Right-clicking a page allows you to reference subpages, displaying the content of those subpages under this page. Multiple pages can reference the same subpage.

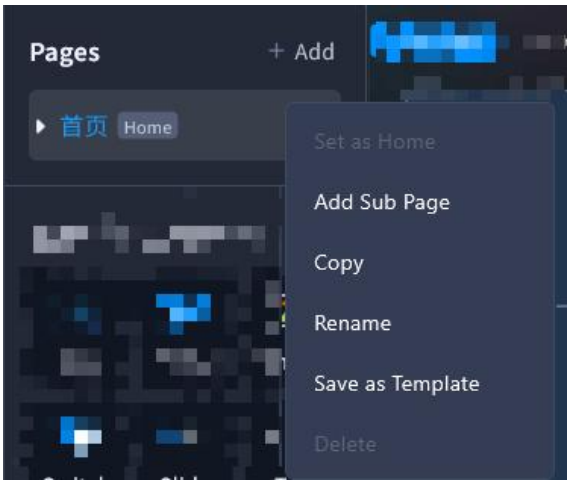


Figure 6-9 Right-click menu on the page (Refer to subpage)

2. Drag the required components (text, buttons, images, switches, sliders, scenes, screen groups, etc.) from the "Basic Components" library to the canvas on the right .



Figure 6-10 Basic Component Library

Components	use
text	Display title and description text
Button	Triggering events (scene switching, command sending, etc.)
picture	Display brand logo, background, icons, etc.
switch	Equipment on/off control
slide bar	Continuous adjustment of brightness, volume, etc.
Tag Page	Page content switching (tabs)
Screen grouping	Group control of video wall

signal source	Displays a list of input signal sources (such as HDMI1, HDMI2, etc.).
Source list	Signal source list component
Scene	Equipment scenario (contingency plan) switching
Scene rotation	Multi-scenario sequential rotation

3. the corresponding component in the canvas , and the "Properties" panel on the right will display the component's settable items, including name modification, position adjustment (X/Y), size (W/H), font, color, background, and other properties .

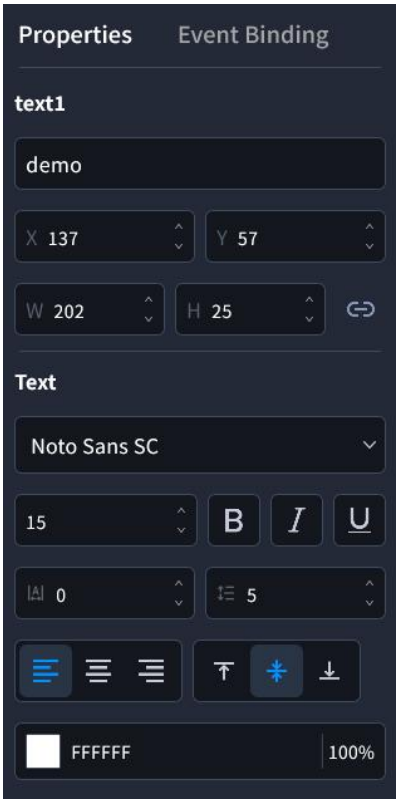


Figure 6-11 Component property settings

As shown in the figure, taking the text component as an example, different components have different configurable options.

6.4 Binding Events

After selecting the component, click "Add Event" in the "Event Binding" panel on the right, and set the trigger method, target object, and action as needed :

1. Text:

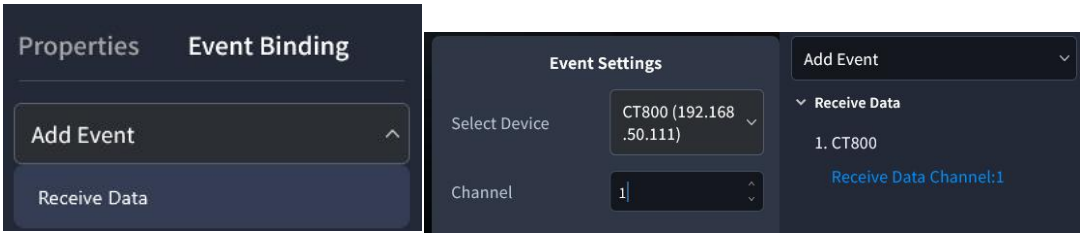


Figure 6-12 Text component receiving data events

The text can be bound to the following events:

Select the corresponding device to receive data and receive data from that device; Channel: The channel number for CT800 to transmit data.

For example, if the text component needs to receive data transmitted by the serial node S1 of the CT800, then the channel should be set to 1. The received data will be displayed in text format.

2. Button:

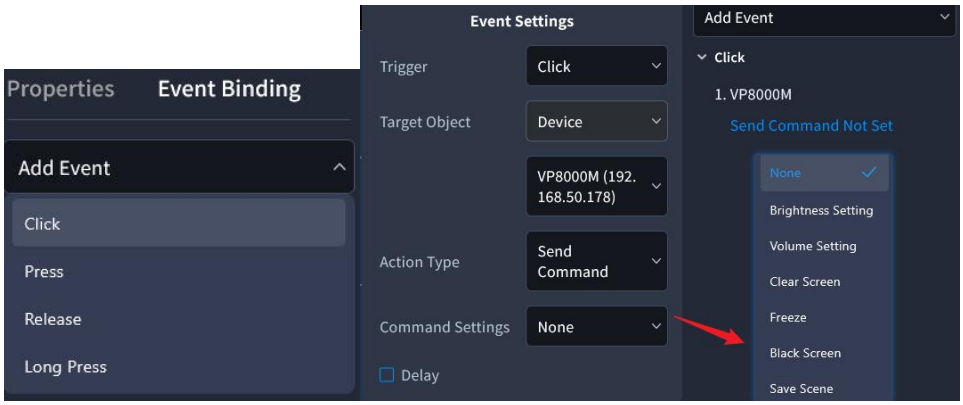


Figure 6-13 Button event binding

Based on the button's trigger method: single click, press, release, long press, the corresponding event is triggered.

Take a click event as an example:

Select the target object: control, device, page, layout settings.

Control: Controls the display and hiding of this control;

Device: Send the corresponding command to the device.

Page: Redirecting to another page

Layout settings:



Figure 6-14 Layout Settings (Screen Layout Linkage)

The button interacts with the [Screen] component to facilitate convenient switching of screen layout settings.

3. Switch:

The triggering method is to enable or disable:

The event trigger type is the same as that of the button component.

4. Slider:

The triggering method is: sliding module

Send to the corresponding device to facilitate command sliding, such as volume bars.

5. Tag Page:

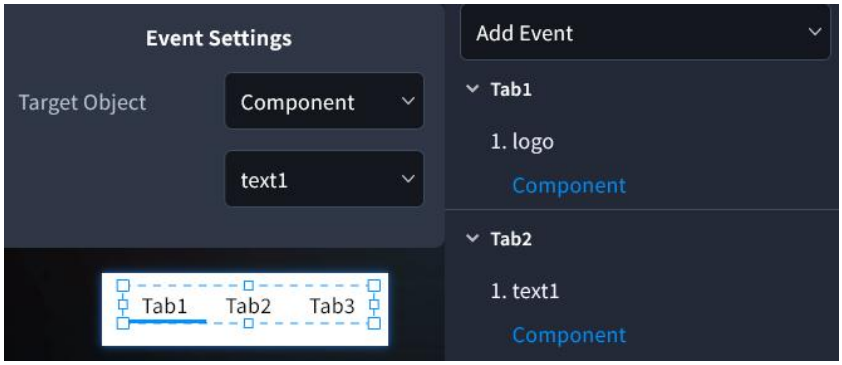


Figure 6-15 Tab Event Binding

Based on the available options in the current tab (edited in the properties).

Control the switching of subpage components:

As shown in the image, five options have been added to the current tab component.

When the homepage is clicked, I want the current page to display as a subpage (the homepage).

When clicking on the large screen control, I want the current page to display as a subpage (large screen control).

Simply set the corresponding event binding.

The following six components are custom components for VP8000M. They have no event binding, but need to be bound to the corresponding VP8000M device. Select them in the properties. If the corresponding device is not bound, the component cannot control or display the device's functions.



Figure 6-16 VP8000M Custom Components

6.5 Preview Effect

Click the "Preview" button in the upper right corner of the editor to simulate the project's running effect on the terminal, verify the page layout and event interaction, and click "Exit Preview" to return to editing.

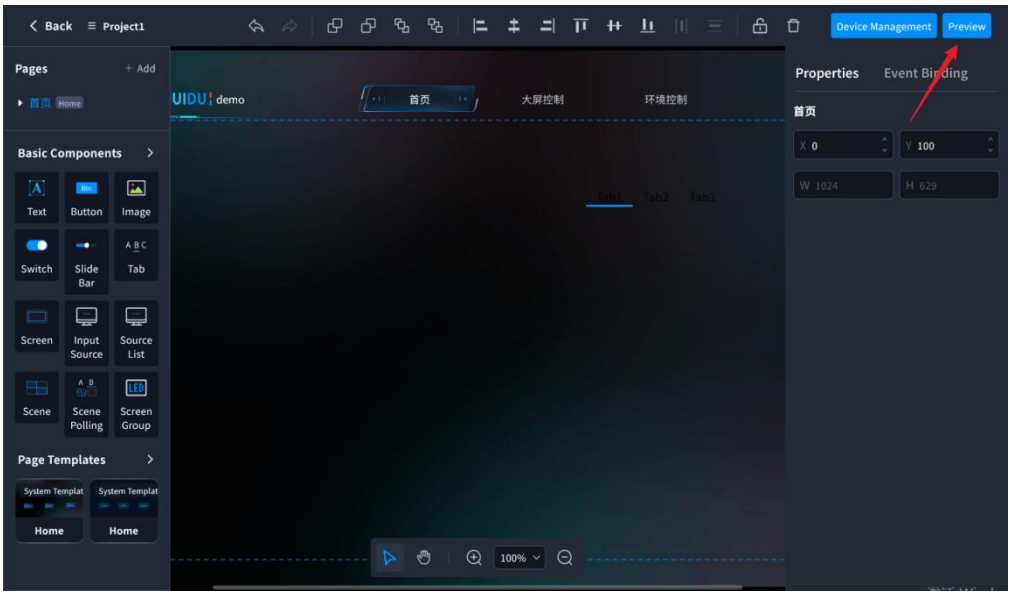


Figure 6-17 Preview Entry

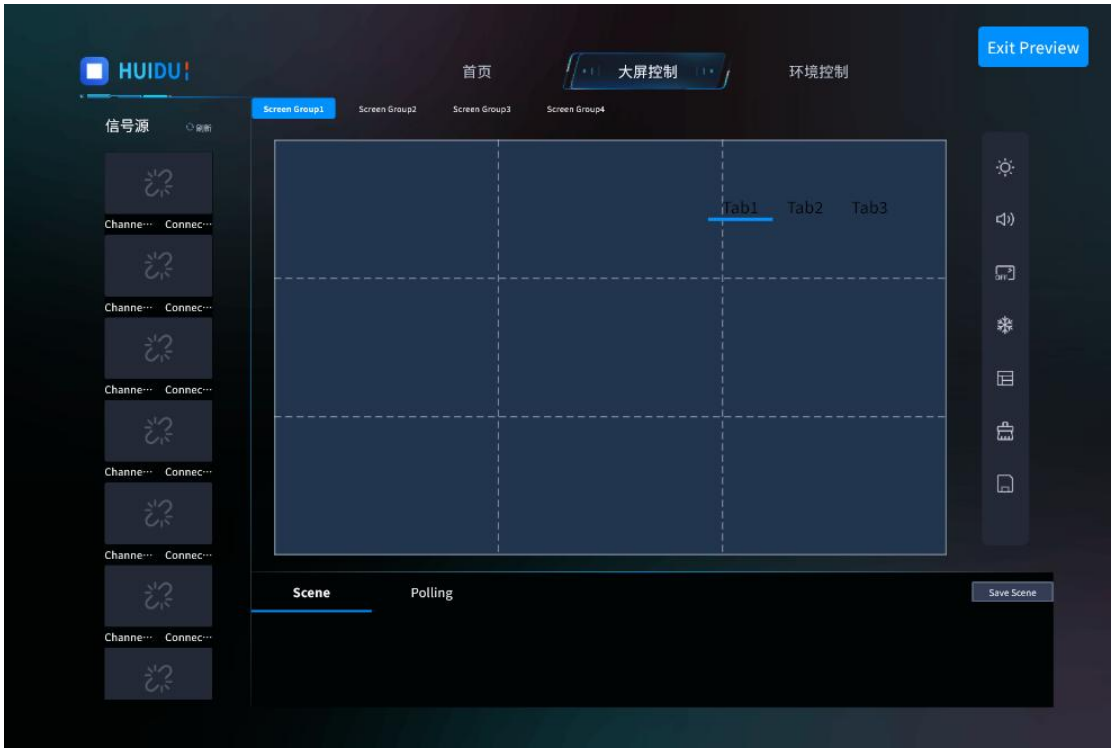


Figure 6-18 Preview effect

Chapter Seven Equipment Operation

This chapter describes the control operation according to the equipment type. The specific capabilities of the equipment are subject to the actual version of the equipment firmware and software.

7.1 VP8000M Video Video Interlocking Processor

7.1.1 Functional Overview

The VP8000M video splicing processor is used for large-screen splicing displays. This software enables the following:

- Scene (contingency plan) switching and scene rotation;
- Signal source switching (HDMI1, HDMI2, etc. input sources);
- Screen control: black screen, freeze, brightness adjustment, volume adjustment, etc.;
- Screen grouping control ;
- Pre-monitoring feedback;

7.1.2 Operation Example: One-click switching to large screen scene

1. Add the VP8000M device in the project editor (see Chapter 5 for instructions);

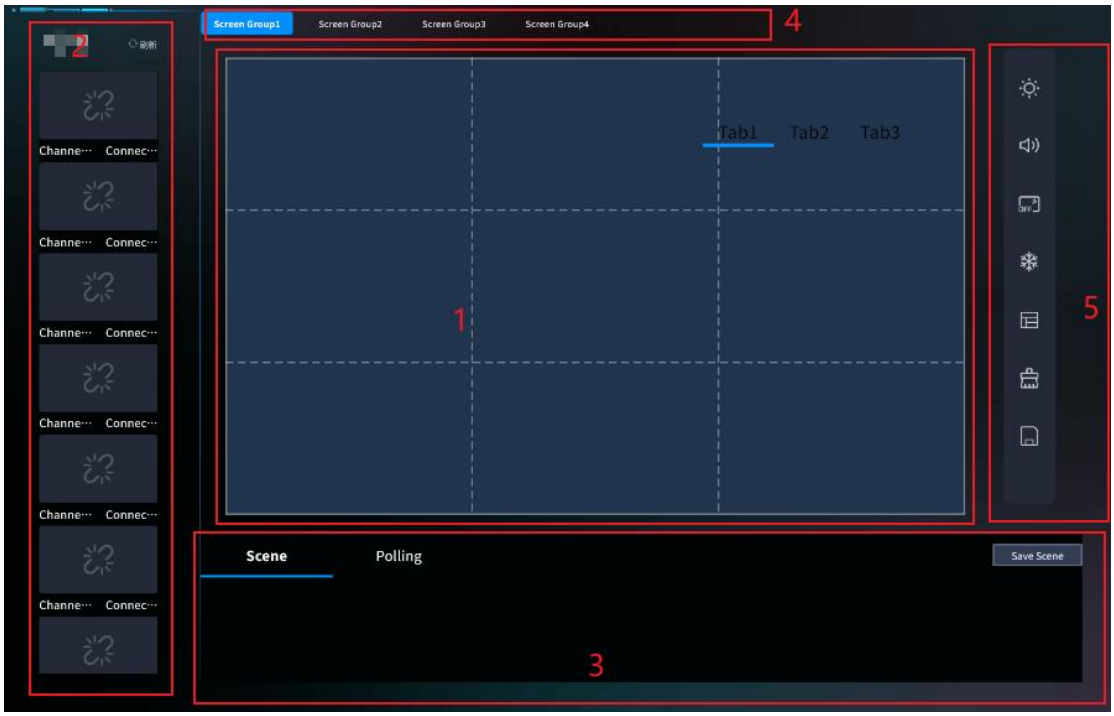


Figure 7-1 VP8000M Large Screen Control

2. Drag and drop into the page :

① Screen components: used for dragging and projecting signal sources, displaying images, and arranging screen layouts;

②Source List Component: Displays a list of VP8000M signal sources. Users can manually drag and drop corresponding source signals onto the screen for display.

③Scene Component: Used for preset scenes and loading saved scenes.

④ Screen grouping component: Used for quickly switching screen grouping styles

⑤ Button Components: Add different buttons and set their width, height, size, and background images to control the VP8000M's basic functions, such as black screen and freeze.

3. Bind events or devices to these components : Choose the trigger method yourself , and select the VP8000M device as the target object .

4. After previewing or sending the project to the terminal, perform actual operation to check for any problems.

7.2 CT800 Intelligent Central Control System

7.2.1 Functional Overview

The CT800 intelligent central control unit is used for centralized control of environmental and peripheral equipment. This software enables the following:

- Through buttons and switches: digital outputs are sent to the corresponding channels of the CT800 for control (environmental equipment such as power distribution, lighting, curtains, and air conditioning).

7.2.2 Operation Example: CT800 Editing

1. Add the CT800 device;

2. Place a "button" or "switch" component on the page;

3. Binding Event: Select "Click" as the trigger method, CT800 device as the target object, send command as the action type , and enter the channel according to the actual number. Make sure to map the software button channel to the channel in the CT800 logic project .

4. After running, click on the terminal to control the environmental devices.

7.2.3 CT800 Logic Engineering Editor

1. CT800 Default IP: 192.168.0.111

Access the CT800 backend operation page by directly entering the address 192.168.0.111/home/ in your browser.

Click on the logical layout



Figure 7-2 CT800 Backend Interface (Click “Logical Layout”)

2. Click "New Project" and then click "OK" in the order shown in the image.

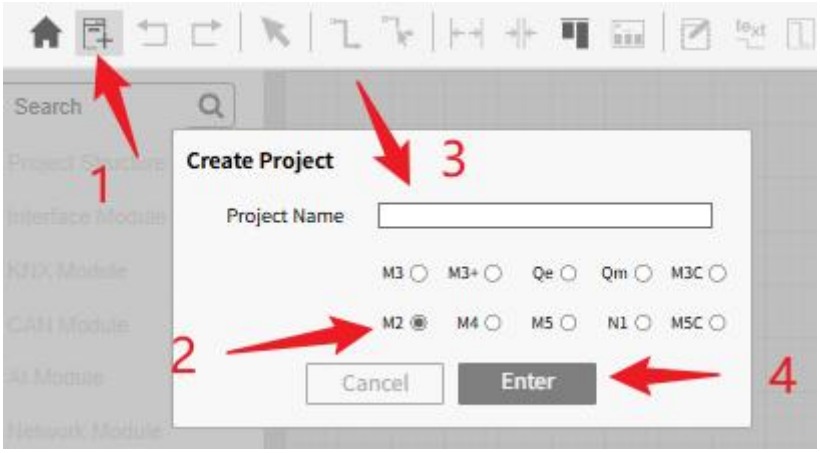


Figure 7-3 New Logic Project

3. In the network module on the left, find the MUI module and drag it to the editing area on the right.

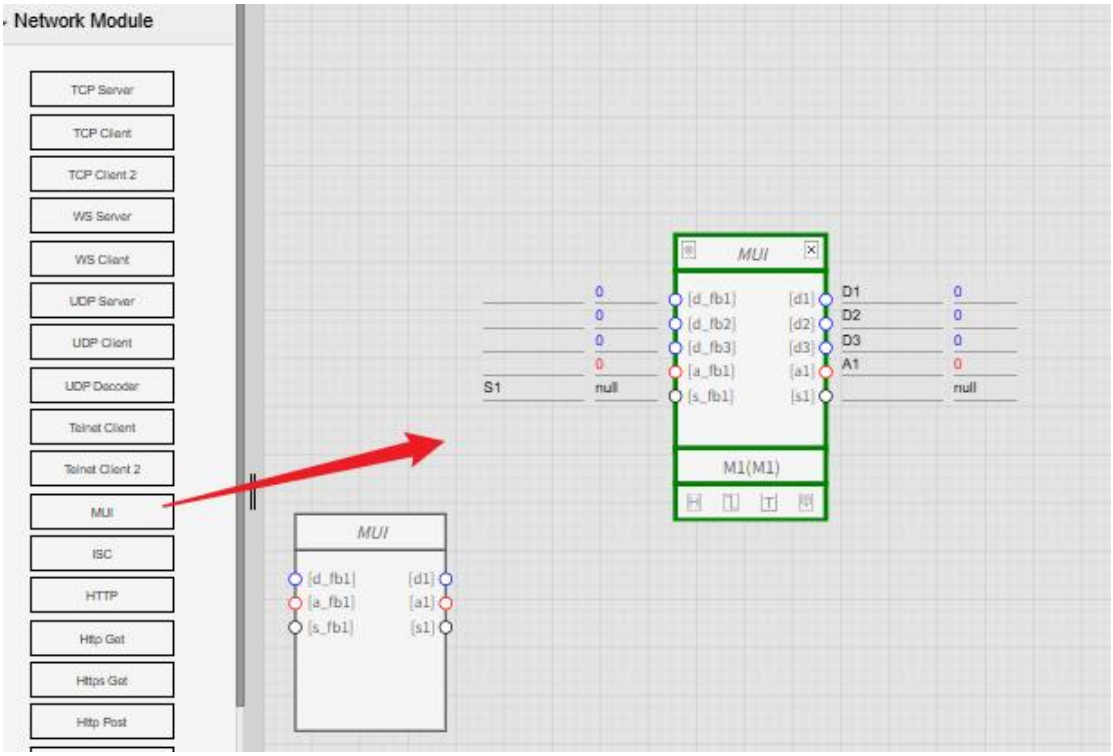


Figure 7-4 Drag and drop MUI modules into the editing area

4. MUI Module Introduction

This module is crucial for mapping the channels of various button components in the project and must be properly implemented in the CT800 logic project, as shown in Figure 7-5 :

After clicking the settings button in the upper left corner, you need to enter the IP address and port. The IP address is the IP address of the

terminal device, such as the IP address of the tablet where the app is installed. The port number is fixed at 2012.

The module uses three colors to indicate the channel number:

The blue labels d1, d2, d3... are all digital channel numbers.

This corresponds to the "button" and "switch" components in visualization software;

The red numbers a1, a2, a3... are all analog channel numbers.

This corresponds to the "slider" component in visualization software;

The gray s1, s2, s3... are all serial signal channel numbers.

This corresponds to the "text" component in visualization software.

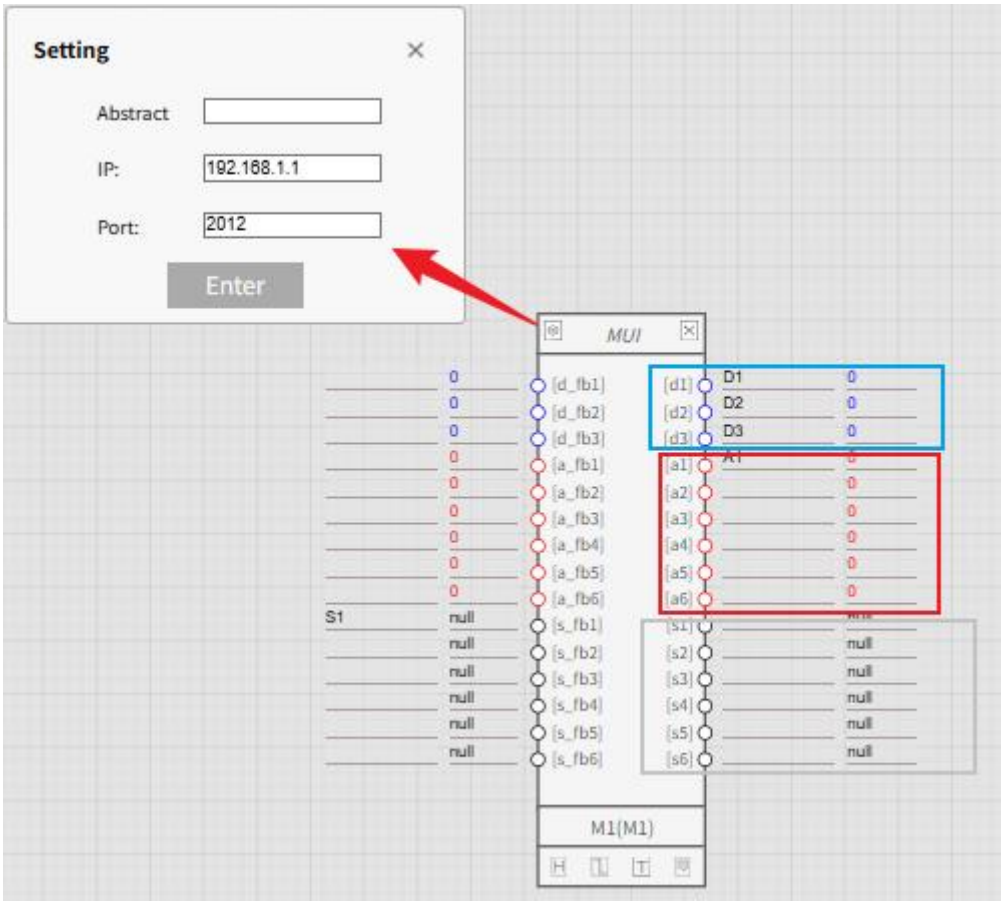


Figure 7-5 MUI Module and Channel Number

5. For example:

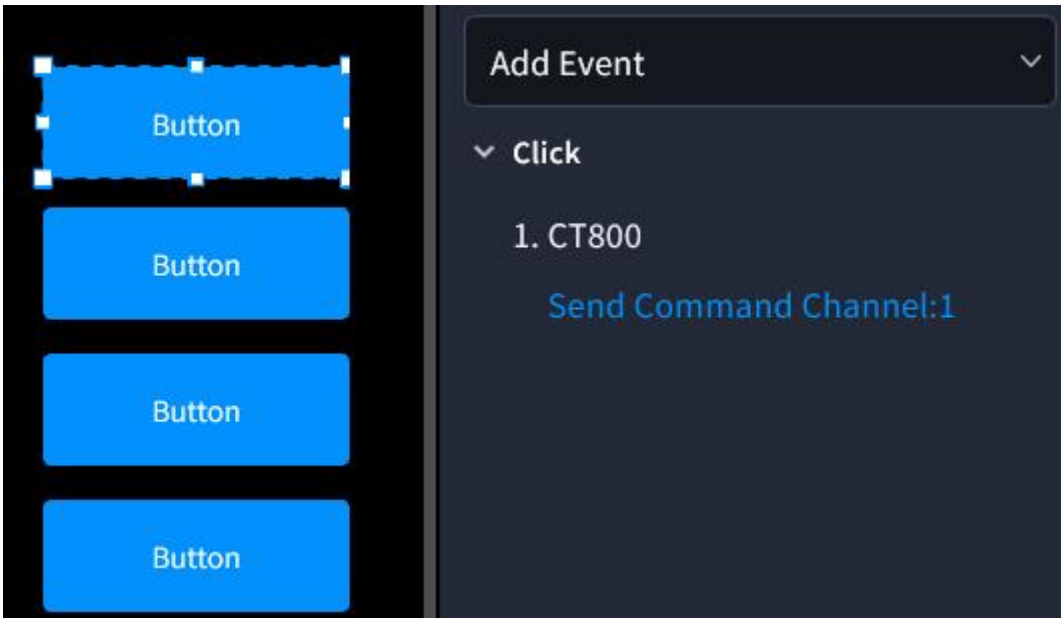


Figure 7-6 Example of button channel mapping

In the project, add four buttons.

Configure each button with the corresponding channel 1, 2, 3, 4 for sending commands.

The numbers 1, 2, 3, and 4 map to d1, d2, d3, and d4 in the MUI module.

The same applies to sliders and text components.

Once the channel mapping is complete and the MUI module is set up, the logic engineering of the CT800 can proceed with subsequent editing operations normally .

Chapter 8 Project Delivery and Operation

8.1 Sending the Project

After completing the project design in the editor, you can send the project to the target terminal (Android/Apple tablet device) so that the terminal can run and control according to the designed interface. (The APP interface needs to be open when sending; otherwise, the device cannot be detected .)

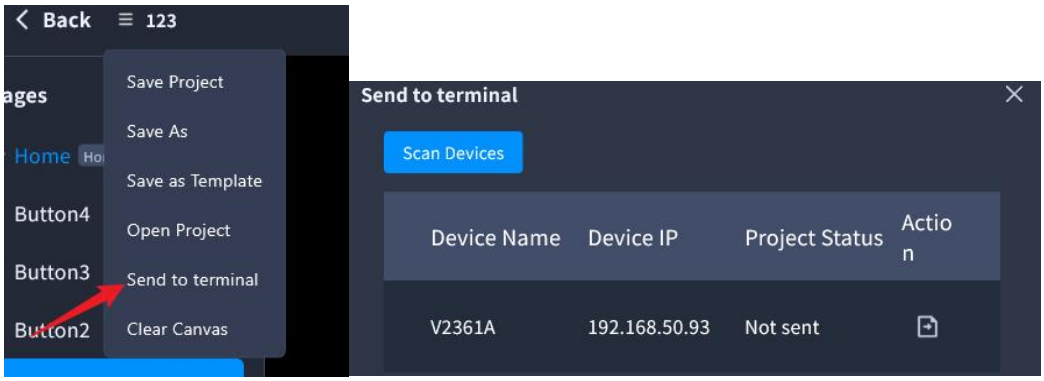


Figure 8-1 Sending Project

8.2 Terminal Operation

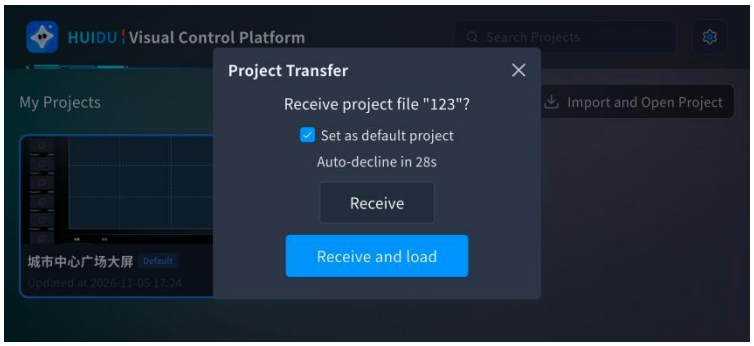


Figure 8-2 Terminal running interface

After sending from the PC, the APP can click to receive and load the data, and then enter the project to start actual operation.

Chapter Nine: Frequently Asked Questions and Precautions

9.1 Frequently Asked Questions

Q1: Can't find the device?

A: Confirm that the computer and device are on the same local area network, and check the device's power supply and network cable connection; click "Refresh" or "Discover Device" again.

Q2: No signal in preview or large screen?

A: Confirm that the signal source has been connected to the device and that the signal source component has been correctly bound in the project; check the input source switching and the device's online status.

Q3: Why is the button click event not working?

A: Check if the event binding is configured with the target device and action; confirm that the device is online; some actions require device firmware support.

Q4: Was the project lost?

A: Projects are automatically saved in the software data directory HDProjects. Please do not delete them manually. It is recommended to back up important projects regularly.

9.2 Precautions

- Sending commands will directly affect field equipment. Please confirm the target equipment and command content before execution.
- For device firmware upgrades, network adjustments, and other operations, please refer to the instruction manual for the corresponding device.

This manual is based on software V1.0.13. The interface and functions are subject to the actual software version.

Appendix A Version Information

project	content
Software Name	StarScope Visual Intelligent Control Platform
Software version	V1.0.13
Manual Version	V1.0
Date of preparation	2026-10-19
Compilation Unit	Shenzhen Grayscale Technology Co., Ltd.

Scope of application	VP8000M video splicing processor, CT800 intelligent central control unit

Appendix B Glossary

The following are explanations of commonly used terms in the manual for your reference.

the term	illustrate
project	User-created control projects in the software, including configurations for pages, components, and event bindings, are saved as .hdproj files.
editor	The workspace for designing project pages includes a page area, component area, canvas area, and property/event panel.
canvas	The project design area in the middle of the editor is used for placing and arranging components.
Page/Subpage	The interface hierarchy of the project; pages can contain subpages, corresponding to tabs on the terminal.

Components	Editable elements on the page, such as text, buttons, images, switches, sliders, tabs, etc.
System Templates	The software's built-in project templates (such as "City Center Square Large Screen") can be used directly or modified.
Blank Project	An empty project without pre-built pages and components, designed from scratch.
Event Binding	Configuration that associates component actions (clicks, receiving data, etc.) with device actions.
Triggering method	Event-triggered actions, such as clicking, pressing, releasing, and long-pressing.
target object	The object to which the action is applied during event binding, such as controls, devices, pages, and layout settings.
Layout settings	The button interacts with the [Screen] component to quickly switch screen

	layouts.
equipment	Hardware products controlled by this software, such as video splicing processors and intelligent central control systems.
Online status	The device is currently connected to the software and its status is controllable.
VP8000M	Grayscale Technology's video splicing processor is used for large-screen splicing displays and scene control.
CT800	Grayscale Technology's intelligent central control equipment is used for centralized control of environmental and peripheral equipment.
Channel	The communication channel number between the software component and the device (e.g., the digital/analog/serial channel of the CT800).
Channel mapping	Correspondence between software components and CT800 logic engineering MUI module channel numbers

Digital quantity	Channels with only two states, on and off, correspond to "button" and "switch" components.
Analog quantity	Continuously adjustable channels, corresponding to the "slider" component.
serial quantity	The channel used for serial data transmission corresponds to the "text" component receiving data.
MUI module	The communication module in the CT800 logic engineering is responsible for channel mapping with software components.
Logic Engineering	The internal logic configuration of the CT800 device can be edited through a browser backend.
HDMI	High-definition multimedia interface, a common video signal input interface
IP address	The device's network address in the local area network is used for device identification and communication.
local area network	A local network environment in which

	multiple devices communicate with each other within the same network.
Scenario (Contingency Plan)	Pre-set display schemes can be switched with one click, such as opening mode and entry mode.
Scene rotation	Multiple scenes will automatically cycle and switch in a set order.
Screen grouping	Group the video wall as needed and control it independently.
signal source	Video input of connected devices, such as HDMI1, HDMI2, etc.
Preview	Simulate the running effect of the project on the terminal on the computer.
send	Deploy the project to the target terminal or controlled device.
terminal	Equipment used in the operation of the project, such as tablets and touch screen all-in-one machines.
Shortcut	After installation, a program launcher will be generated on the desktop or Start Menu.

Data Catalog	The directory where the software saves project files (HDProjects)
firmware	The device's built-in operating system can be upgraded to update the device's capabilities.
.hdproj	Project file extension