



M3 Studio_APP

USER Manual

Compatible with HallPlayer v4.0.16 or later versions for network media players.

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1.Record

File Version	Release Time	Update Record
V4.0	August 21, 2025	First Release

2.Applicable Models

Device Models	Firmware Version	Broadcast Control Version
MP2	2025-07-24	HallPlayer4.0.18
MP4	2025-07-29/2025-08-05	HallPlayer4.0.18
MP401	2025-07-25	HallPlayer4.0.18
MB2	2025-07-28	HallPlayer4.0.18
MC75E	2025-07-23	HallPlayer4.0.16
MBR16	2025-07-23	HallPlayer4.0.16

3.Device Management

3.1 Communication Connection

There are two communication connection methods between the APP and MB series network playback boxes: LAN connection and hotspot connection.

3.1.1 Local Area Network Connection

Connect your phone and MB series media player to the same local area network (e.g., connect both devices to the same Wi-Fi network). The software will automatically detect all devices on the same LAN as your phone. Simply click [Connect] to log in.

3.1.2 Hotspot Connection

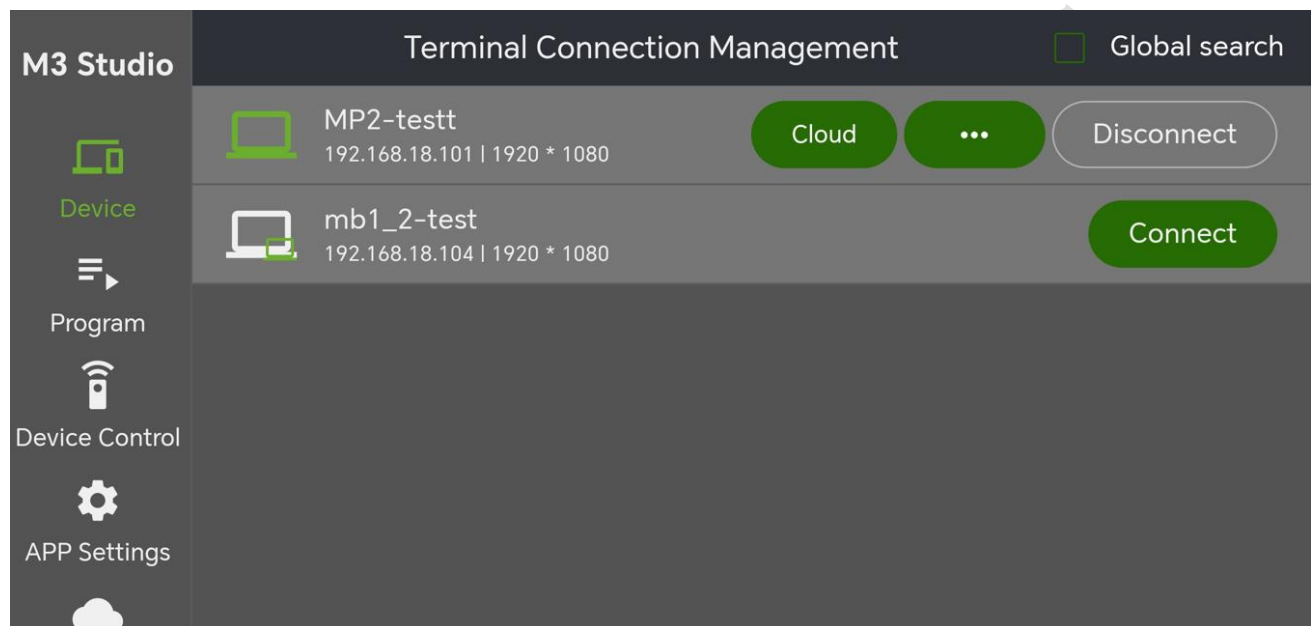
(1) Connect your phone to the device's hotspot, then open the app on your phone. The app will automatically detect the device. Tap [Connect] to log in.

(2) Connect your phone to the wireless router via WLAN. Manually configure the device's WLAN settings to connect to the same wireless router. Then open the software on your phone. The software will automatically detect the device. Click [Connect] to log in.

[Tip: In network settings, you can select the default connection method as: Wi-Fi/Hotspot/Off]

3.2 Login

Once the mobile device and equipment establish a communication connection, all online devices will appear in the software. Unconnected devices are displayed as gray device icons, as shown below:



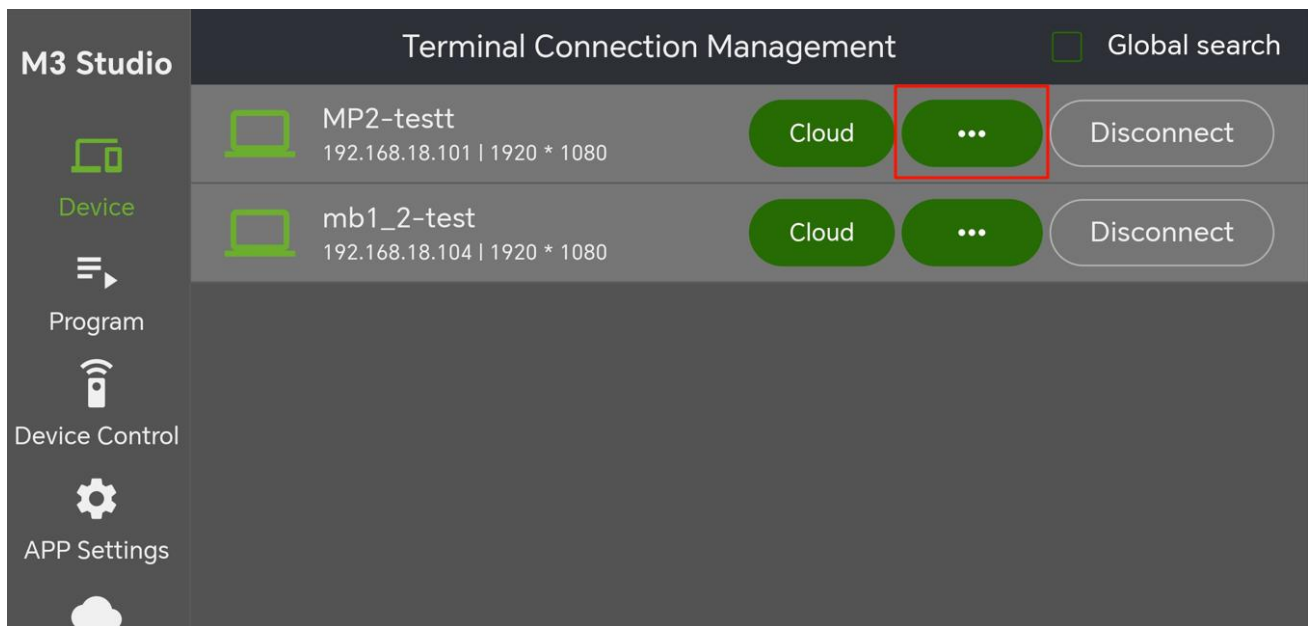
The first line displays the current device model and device name.

The second line displays the IP address assigned to the current device | resolution.

Clicking the device icon opens the device details page. Unconnected devices do not display device time in their details.

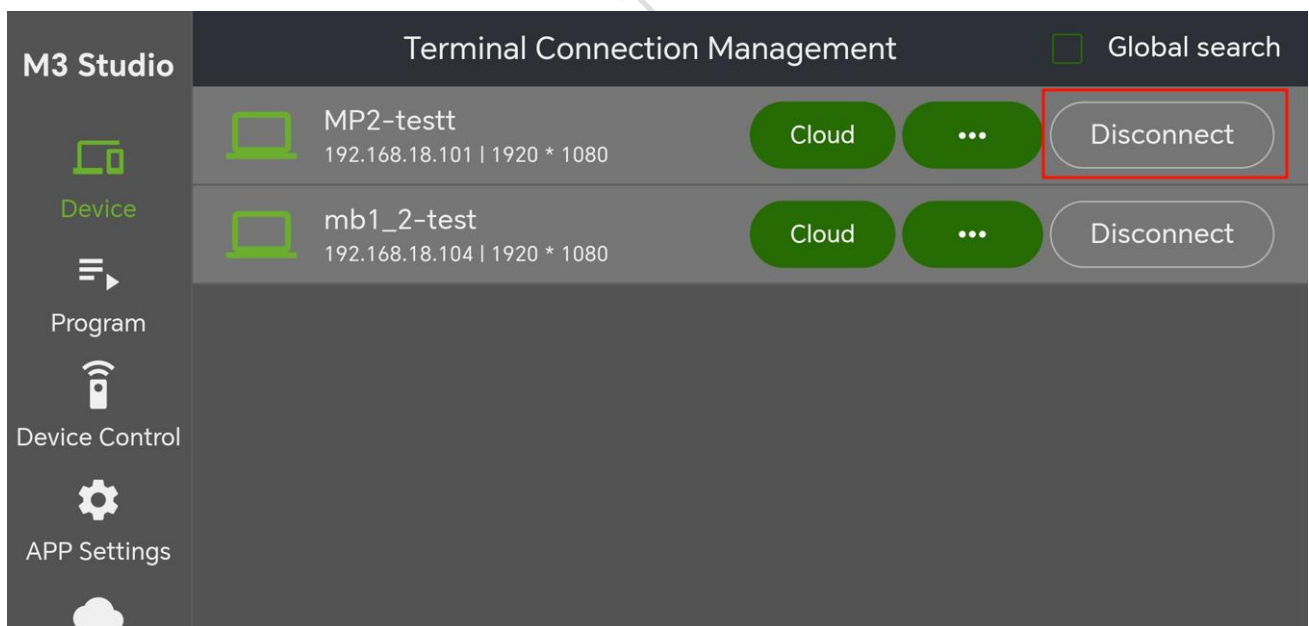
Currently, the software defaults to filling in the username and password (both “admin”). Users only need to click [OK] to log in successfully. After logging in, the device icon turns green.

[Note: To perform device-related operations, such as configuring URLs or modifying accounts, first click the “...” on the right side of the device.] As shown below:



3.3 Log Out

To log out of the device, simply click the [Disconnect] button under the device to successfully log out. As shown below:

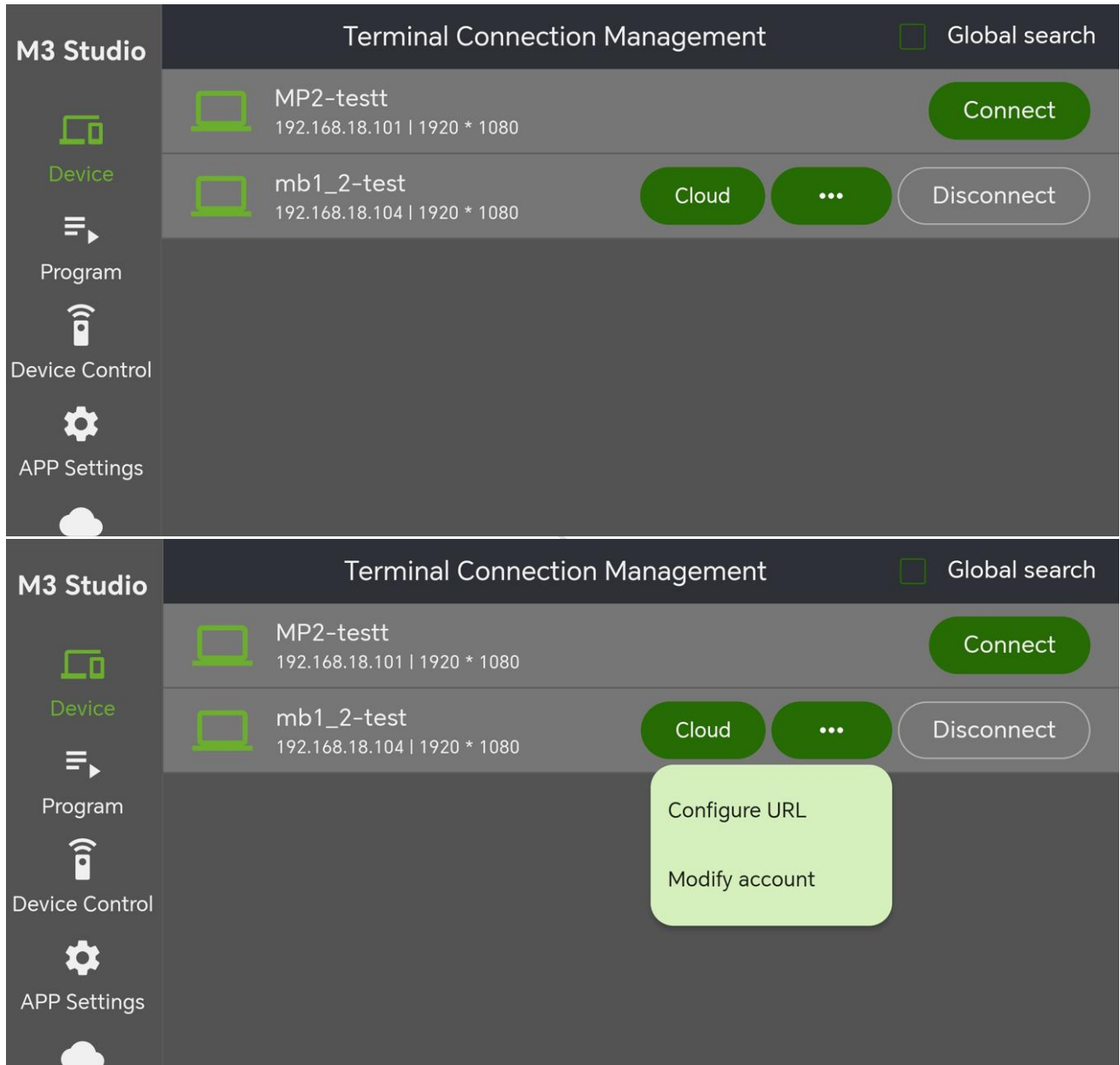


3.4 Configure URL

Connect the device, click the “...” on the right side of the device, select “Configure URL,” and enter the configuration URL page. Enter the new URL, then click [OK] to complete the URL modification.

3.5 Modify Account

Connect the device, click the “...” on the right side of the device, select “Modify Account,” and enter the device account modification page. Click ‘Account’ to enter the new account, click “Password” to enter the new password, and click [Confirm] to complete the account modification.





Modifying device account

Account

Password

Account

admin

Cancel

Sure



Modifying device account

Account

Password

Password

.....



Cancel

Sure

4Program Management

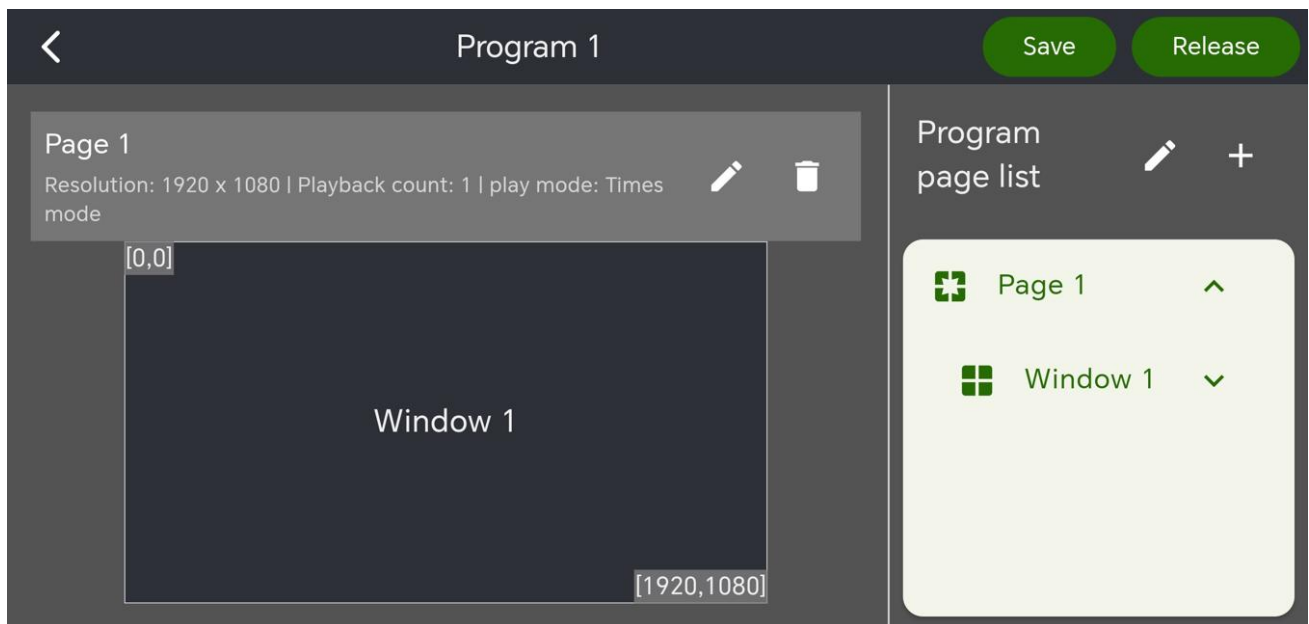
4.1New Program

Select Program Management, click the “+” icon to create a new program, and navigate to the program addition page.

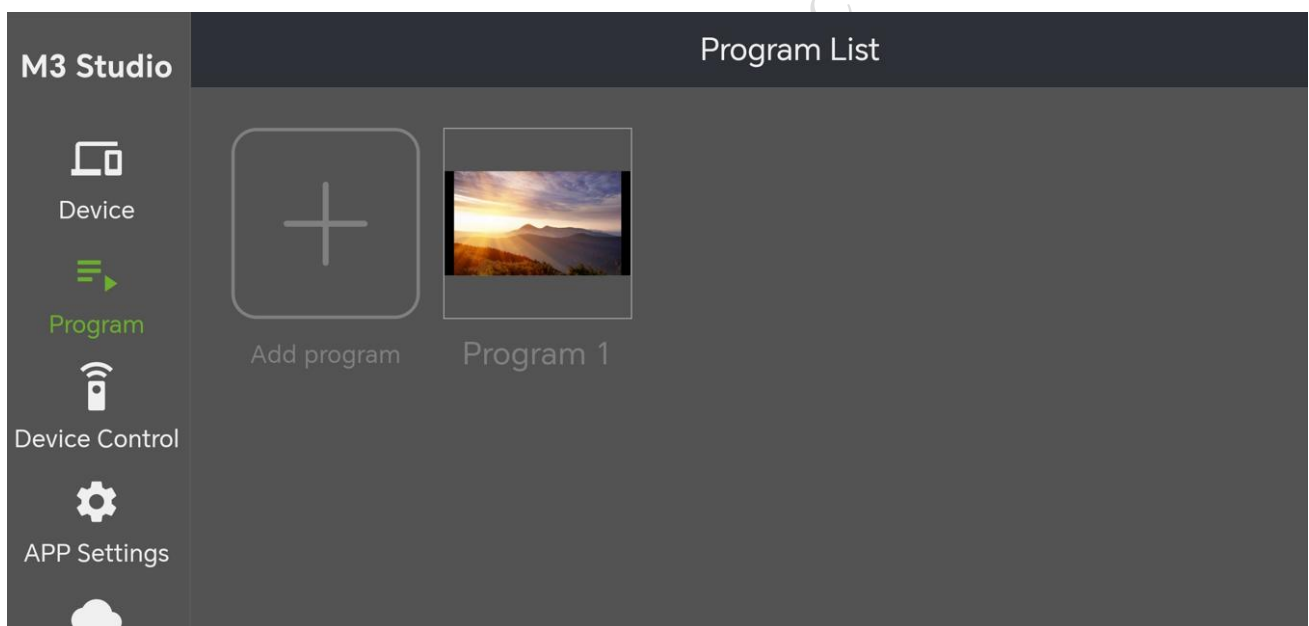
The default program name is labeled “Program X.” Users can modify the program name by clicking the program title and entering the desired name.

The screenshot displays the 'Add program' screen. At the top, there is a navigation bar with a back arrow, the title 'Add program', and a green 'Confirm' button. Below the navigation bar, there are two input fields: 'Name' with the value 'Program 1' and 'Resolution setting' with the value '1920 * 1080'. To the right of the resolution field is a green button labeled 'Please select device'. Below these fields, there are three window style options: 'Universal window' (which is selected and highlighted with a green underline), 'Customize window', and 'Folding window'. Each option shows a preview of the window layout with a green '1920 * 1080' label at the bottom.

After confirming the program addition, a page transition window appears displaying the program name, resolution, and window. As shown below:



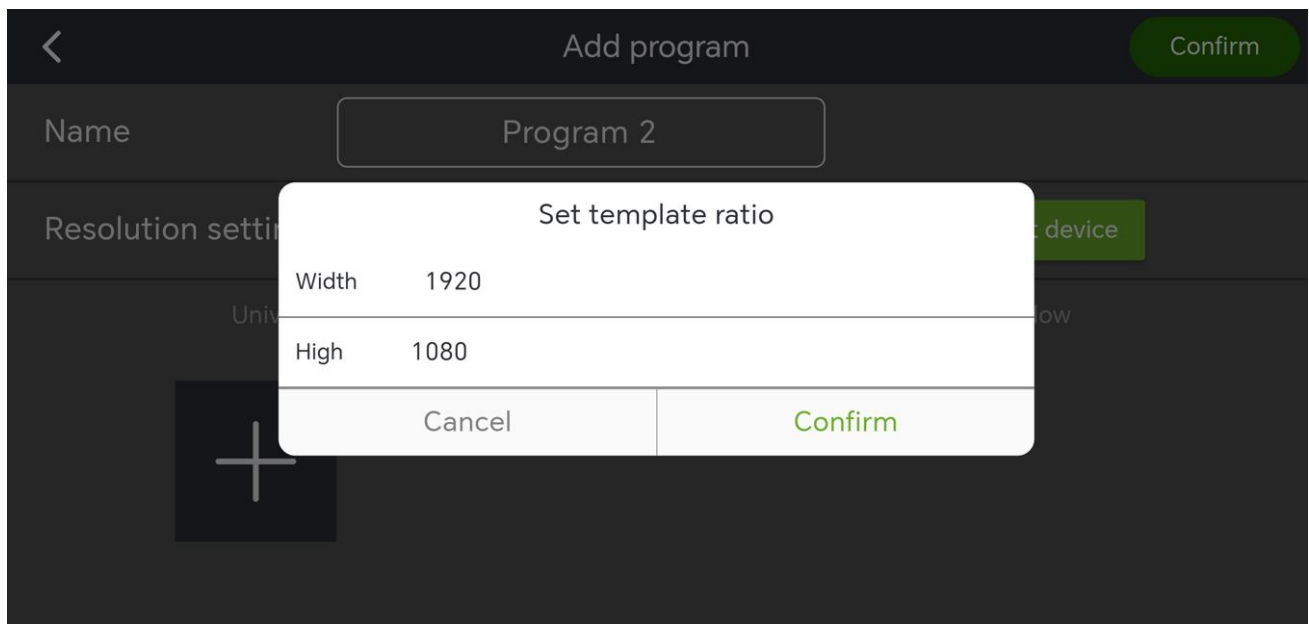
Programs with added materials display program thumbnails and titles. As shown below:



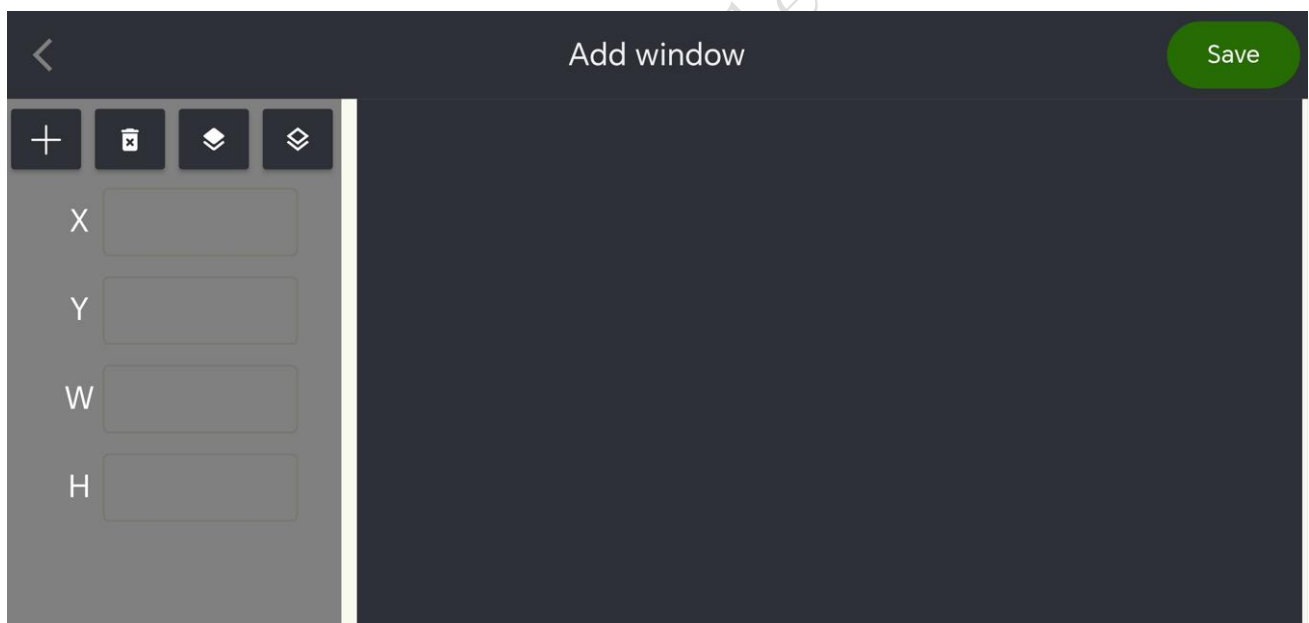
4.2 Custom Window Operation

4.2.1 Add Window

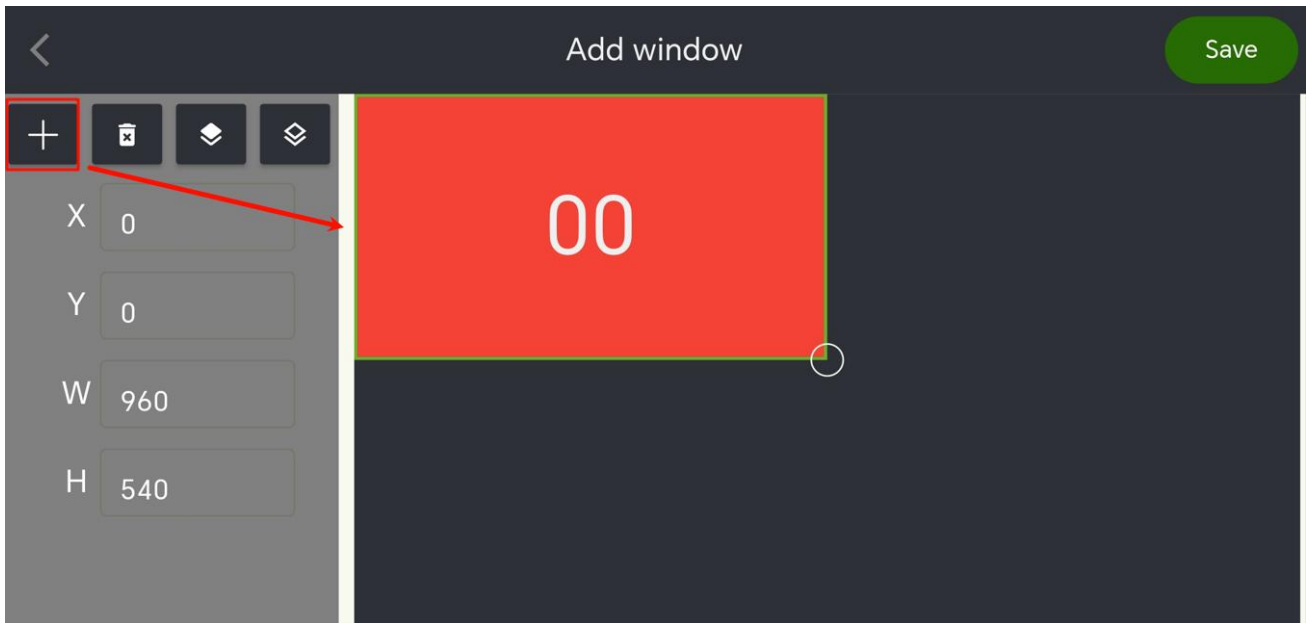
(1) On the program addition interface, click the “+” under Custom Templates to display the pop-up window for custom template width and height settings. As shown below:



(2) After setting the width and height, click [Confirm]. The page will redirect to the template addition page. As shown below:



(3) Click the “+” to add a window. As shown below:



4.2.2 Window Properties

- (1) Click the delete icon, select the window to remove, and the window will be successfully deleted.
- (2) Click the level up icon. For example, if you created 5 windows and are currently in Window 2, clicking the “level up” icon will jump from the current window to the previous level window display.
- (3) Click the “Go Up” icon. For example, if you created 5 windows and are currently on Window 2, clicking “Go Up” will move you to the window one level above.
- (4) Window properties can be modified on the left side of the window (enter X, Y, W, H values).
- (5) Click “Save” to successfully add the custom window. The newly added template will appear to the right of the “+” icon under Auto Templates.

4.2.3 Delete Custom Template

(1) Deleting a Single Custom Template

Long-press the custom module you wish to delete. First, select the circle in the upper-right corner, then tap the delete icon in the upper-right corner of the software.

(2) Deleting Multiple Custom Templates

Long-press the custom templates. First, select the circles in the upper-right corners of multiple custom templates, then tap the delete icon in the upper-right corner of the software.

4.3 Delete Program

4.3.1 Delete a single program

Long-press the program you wish to delete. First, select the circle in the upper-right corner of the program box, then tap the delete icon in the upper-right corner of the app.

4.3.2 Delete Multiple programs

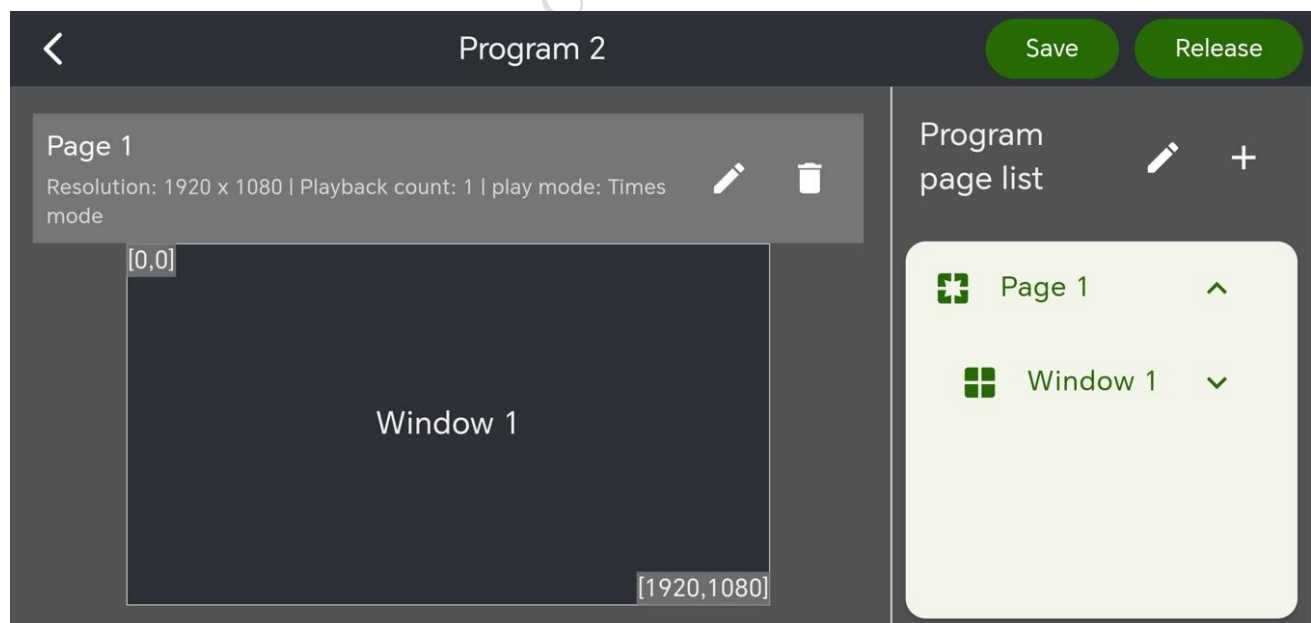
Long-press the program, first select multiple programs by tapping the circle in the upper-right corner of each program box, then tap the delete button in the upper-right corner of the app.

4.4 Produce Programs

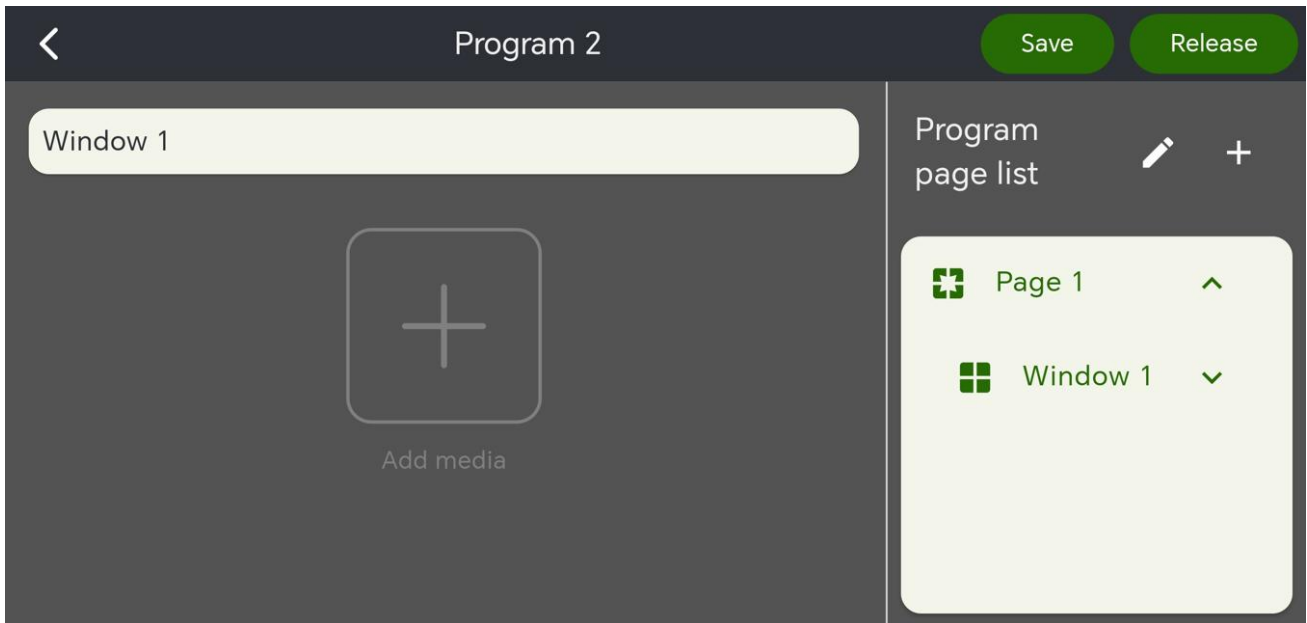
For newly created programs, perform basic operations such as adding media files and setting playback effects.

4.4.1 Upload materials

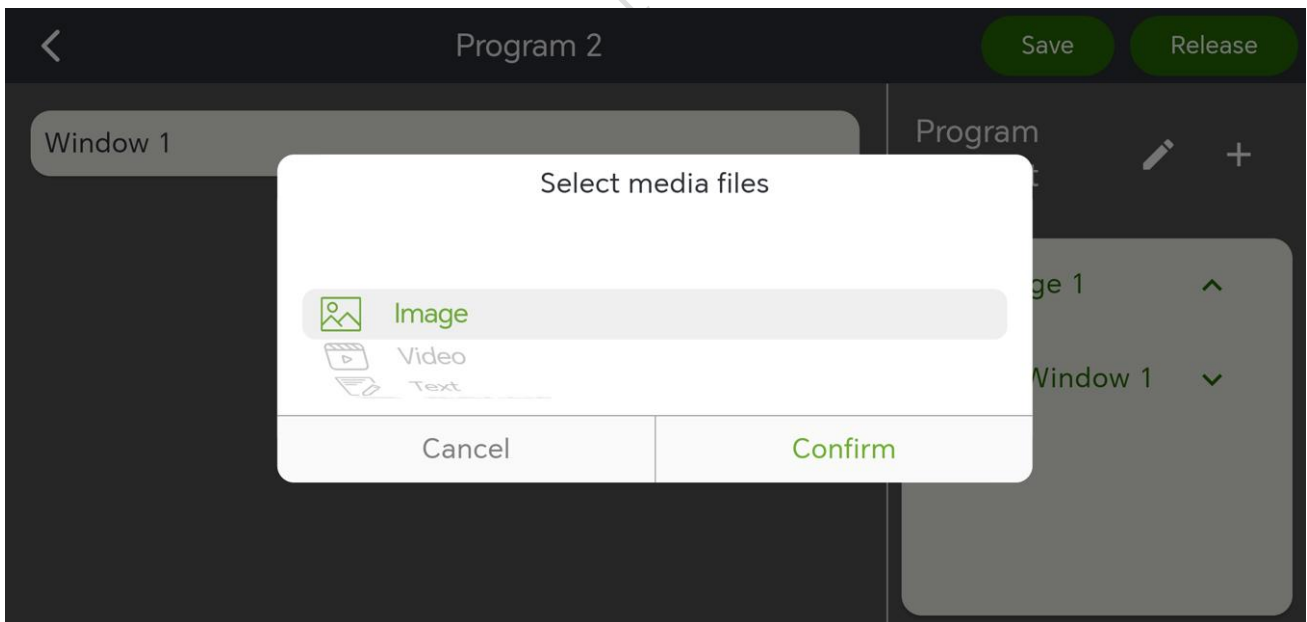
After confirming the program addition, the page redirects to the window display, defaulting to Window 1 interface. As shown below:



Click the window to navigate to the media file upload interface. As shown below:



Click “Add Media” on the interface. When the pop-up appears, select from the following types to create your program: “Image,” “Video,” “Text,” “Digital Clock,” “Analog Clock,” “Weather,” “Webpage,” “Document,” “Timer,” “Sensor,” “Streaming Media,” “HDMI IN.” Among these, “Image,” “Video,” and ‘Document’ require user uploads; “Text,” “Digital Clock,” “Analog Clock,” “Weather,” “Webpage,” “Timer,” “Sensor,” “Streaming Media,” and “HDMI IN” are built-in media plugins provided by the software.



Select the “Images/Videos/Documents” option and click “Confirm” to add images/videos/document files from your phone for upload.

【Note: Do not close the software while uploading materials to avoid errors! Wait until the upload is complete before performing other operations.】

4.4.2 Delete the material

Delete uploaded materials.

(1) Delete a single material

Long-press the material to delete, first select the circle in the upper-right corner of the material box, then tap the delete icon in the upper-right corner of the software.

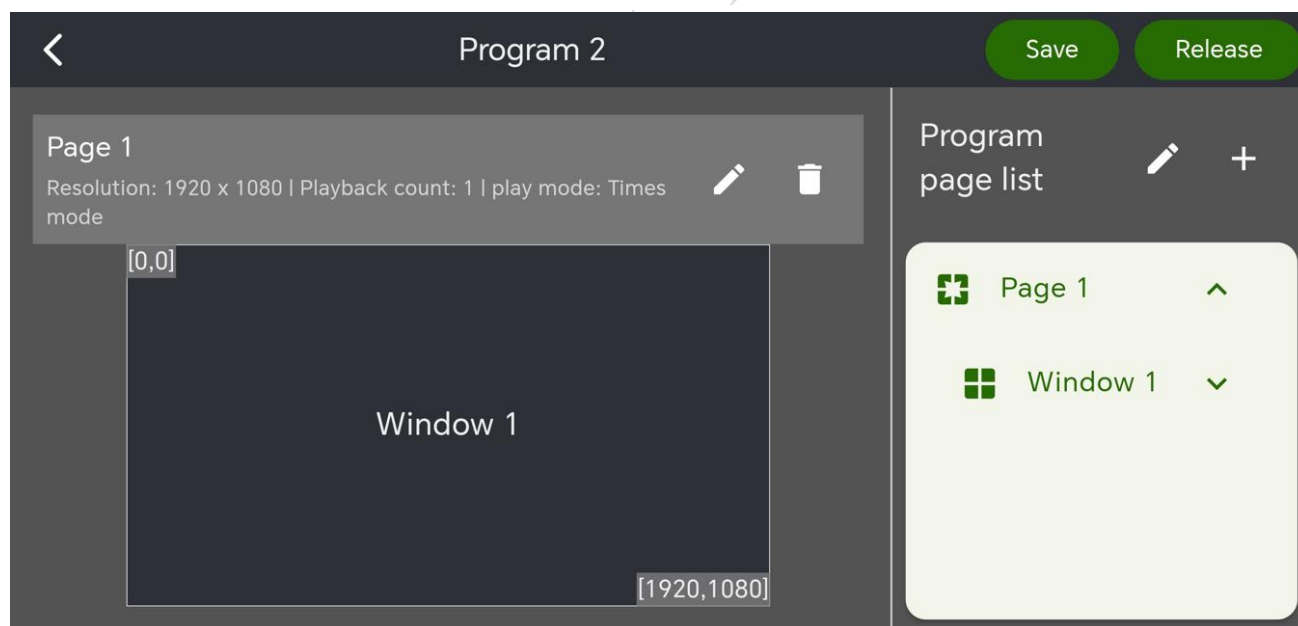
(2) Delete multiple materials

Long-press the material, first select the circles in the upper-right corners of multiple materials, then tap the delete button in the upper-right corner of the software.

4.4.3 Edit the program

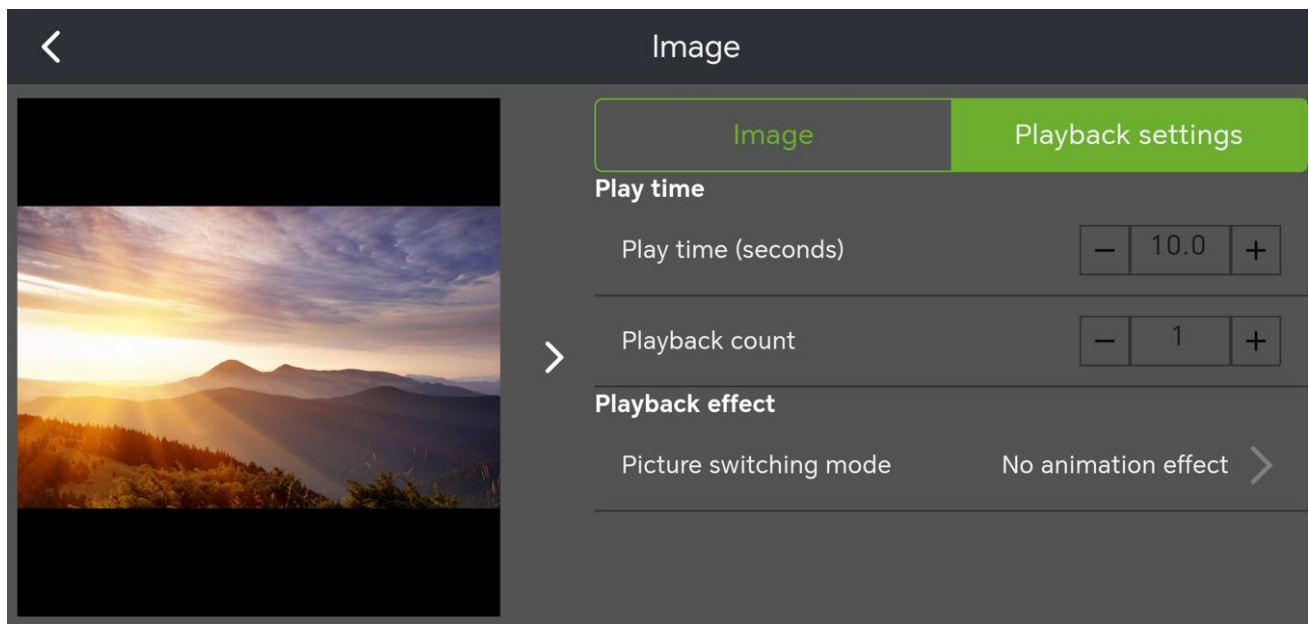
(1) Creating a Single-Window, Single-Asset Program

Enter the editing window for a new program. By default, you will be in Window 1 of Program Page 1, as shown below:



Click Window 1 to navigate to the Add Media page. Click the “+” icon on the interface to add media. In the pop-up window, select the image assets to complete the image addition.

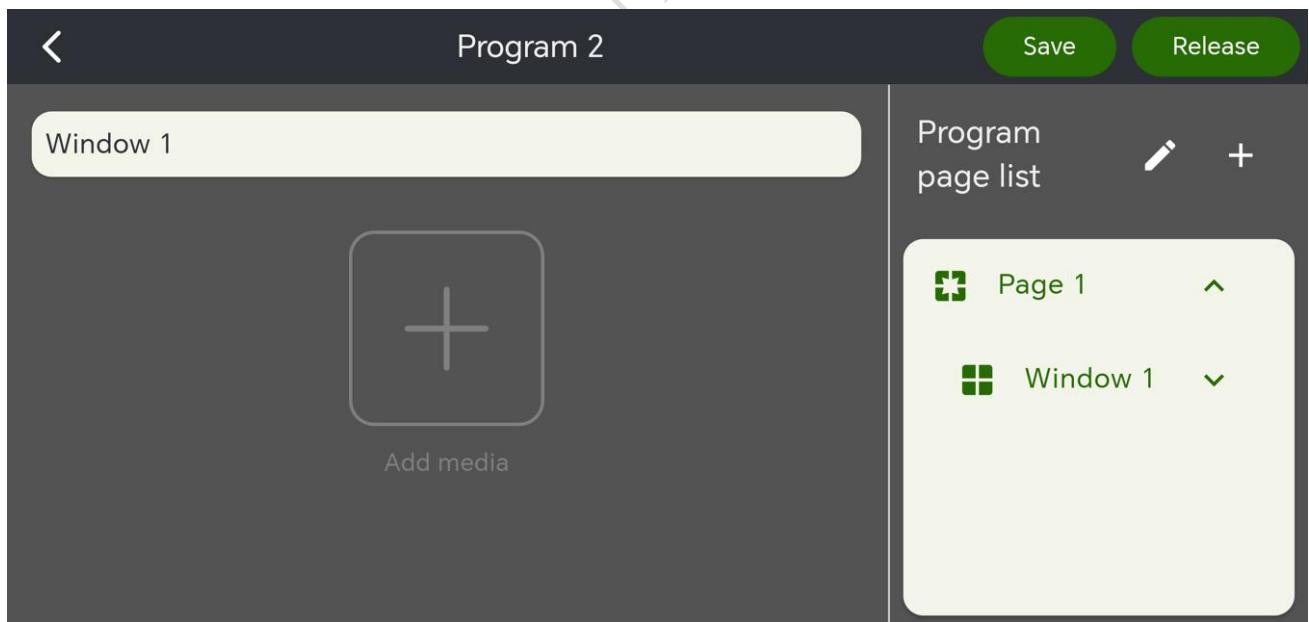
The default playback duration for image assets is 10 seconds. To modify the image playback duration, click “Playback Duration” to adjust it. To modify the image playback effect, click “Playback Effect” to change the image transition style, as shown below:



Click “Save” to complete the image program production.

(2) Creating a Single-Window Multi-Material Program

Enter the editing window for a new program. By default, you will be in Window 1's operation interface, as shown below:

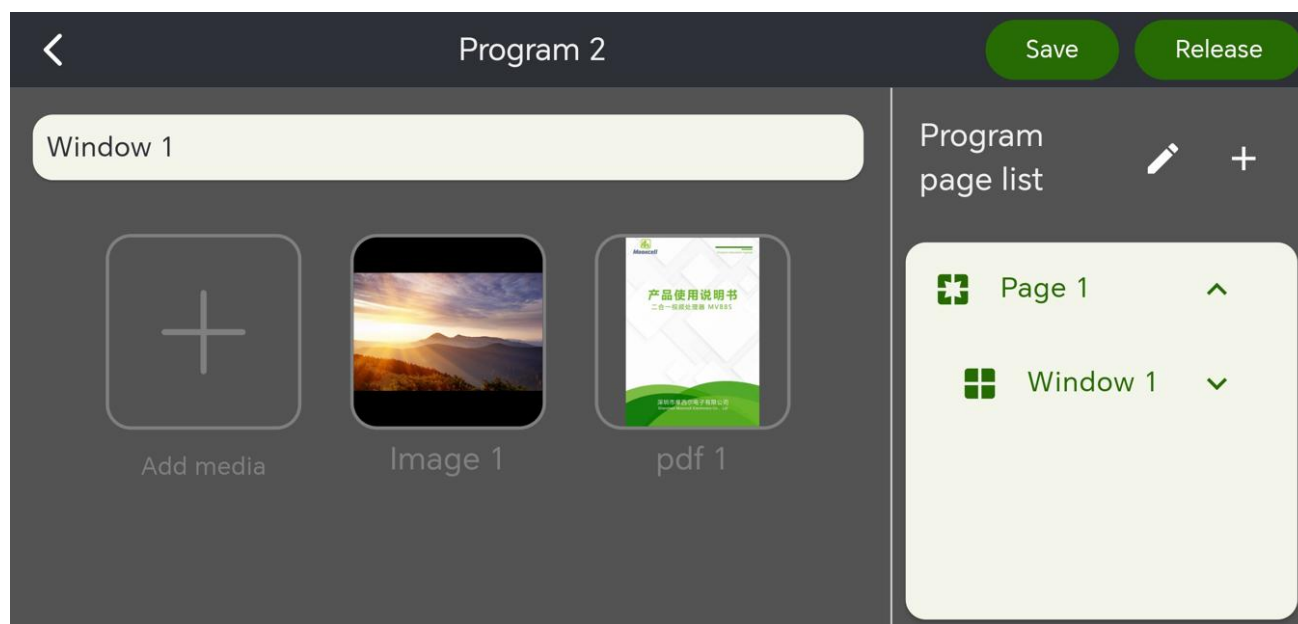


Below are the steps for adding multiple assets to a single window:

- ① From the media library, select the first material and add it to the window to complete the addition of the first material.

- ② From the media library, select the second material and add it to the window to complete the addition of the second material.
- ③ Using the same method, add more material from the media library to Window 1.

The result is shown below:



(3) Creating Multi-Window, Multi-Element Programs

There are two methods for creating multi-window programs:

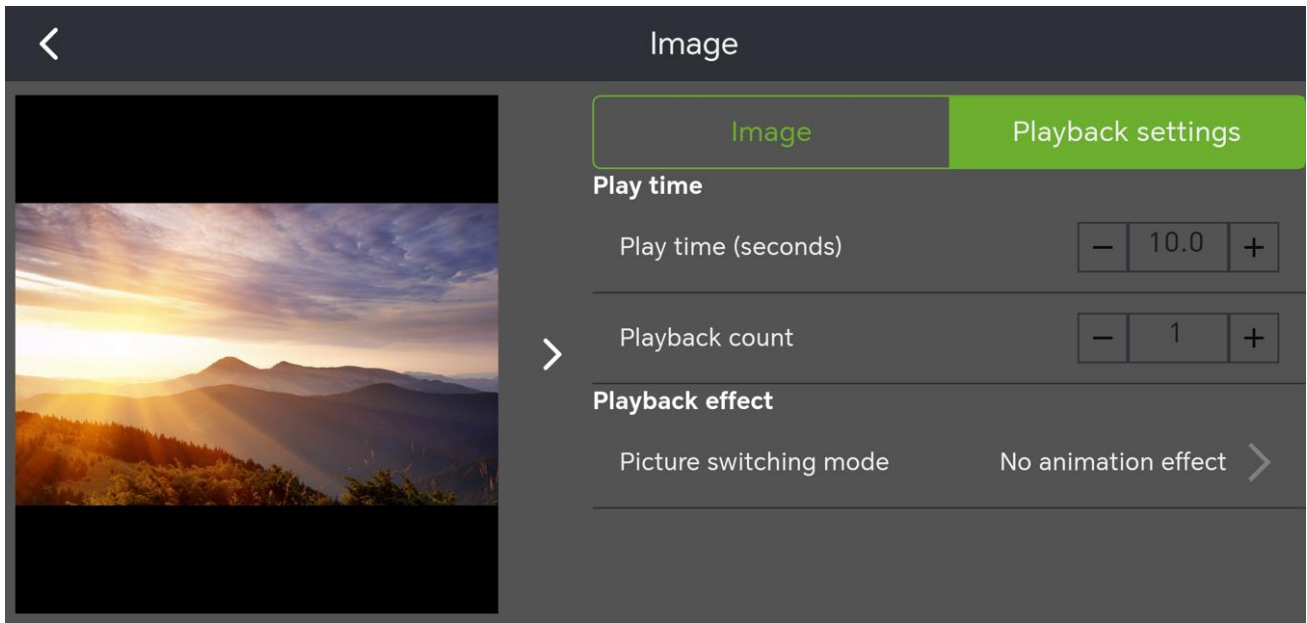
- ① When adding a program, select a multi-window template, then add elements to each window before saving the program.
- ② When adding a program, select a custom template. You must manually add windows, set their sizes and positions, then add elements to each window before saving the program.

(4) Media Programs

After entering the new program editing window, click a window to navigate to the media program addition page. Select content from media files: images, videos, text, digital clocks, analog clocks, weather, webpages, documents, timers, sensors, streaming media, or HDMI IN.

① Adding Image Media

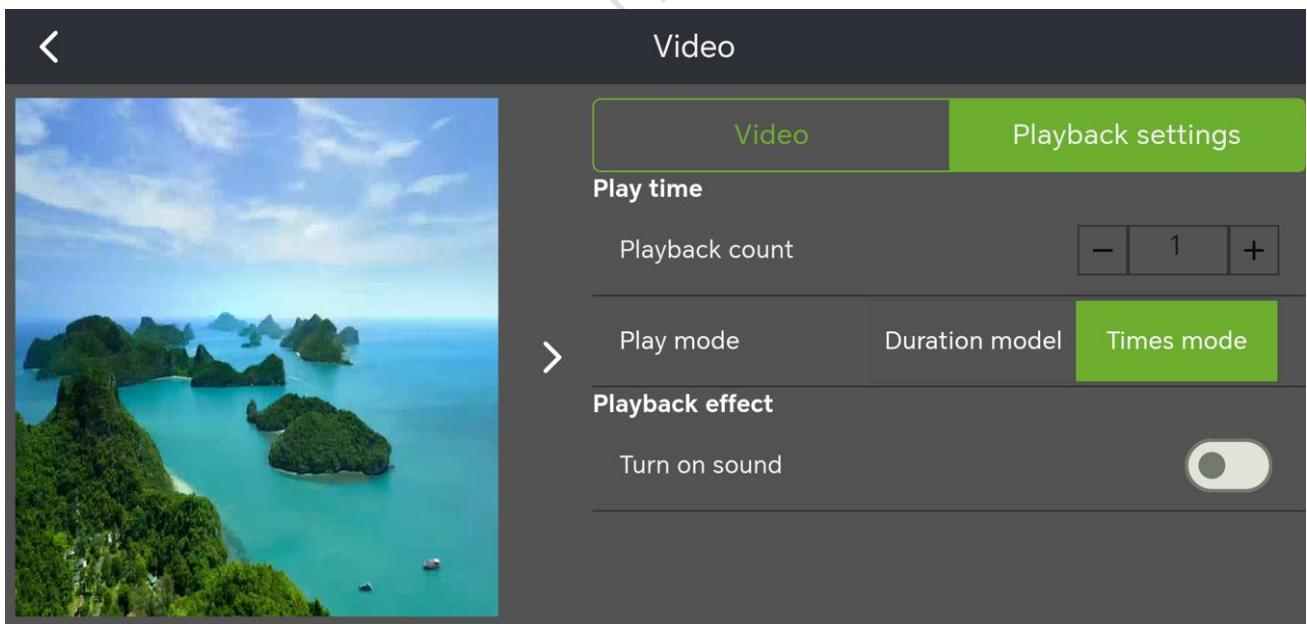
Click the “Add Media” function on the interface, then select an image from your media files by choosing one locally.



Click the image material to modify its playback effect in the program according to user needs.

① Add video material

Click the “Add Media” function in the interface, select a video from your media files, and choose one locally.

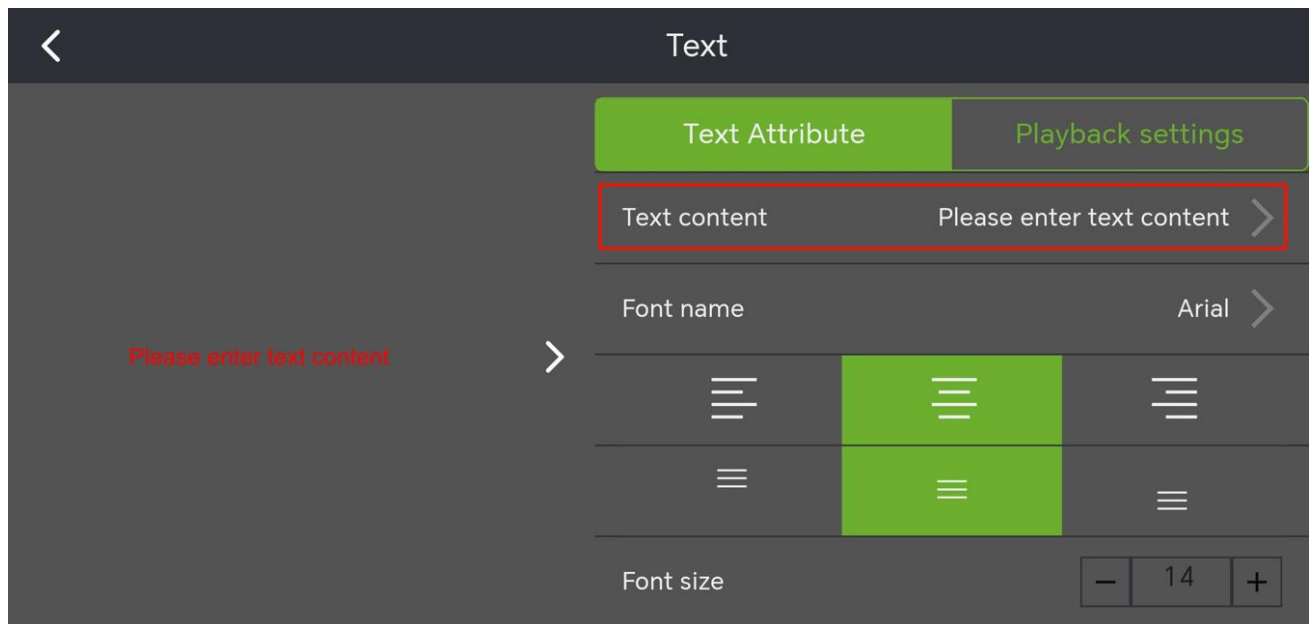


Click the video clip to access its properties. The “Audio” setting is disabled by default; enable it as needed.

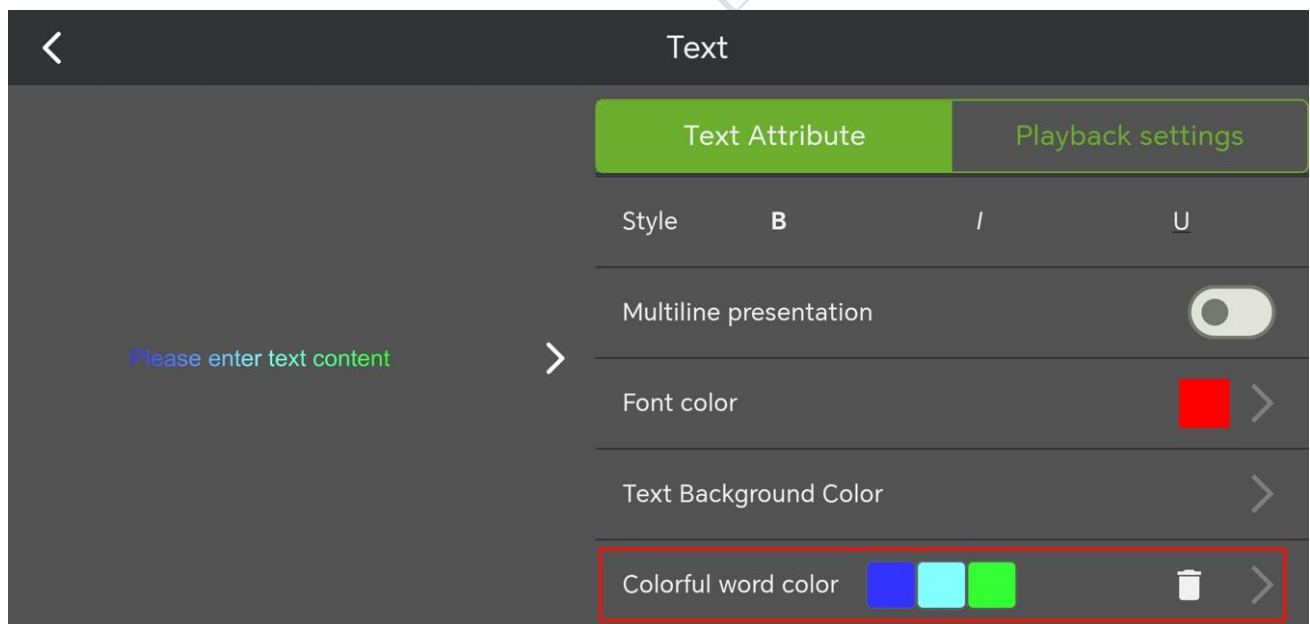
① Add text material

Click the “Add Media” function in the interface and select text from your media files.

Click “Content Text,” enter the text program in the input box, then click “OK” to modify the text content.



Click “Colorful Text Colors.” Selecting two or more colors will create a colorful text effect.



Click “Play Settings” to choose between horizontal or vertical discount windows, with real-time preview available.

[Note: When the discount window is horizontal, text cannot scroll up or down; when vertical, text cannot scroll left or right.]

Configure text display styles for the program, including font name, font size, spacing, style, color, alignment, scrolling direction, and more.

① Add Digital Clock Material

Click the “Add Media” function in the interface and select the digital clock from your media files. The digital clock will appear as text in the program. You can set its display properties, such as style and text formatting.

① Add analog clock material

Click the “Add Media” function on the interface and select an analog clock from your media files. The analog clock will appear as a clock face in the program. For the default clock template, you can modify the colors of the clock face, hour hand, minute hand, and second hand. Other templates do not allow color modification.

② Add Weather Material

Click the “Add Media” function on the interface and select weather from your media files. Weather material defaults to text display (including: region, date, temperature, weather, wind direction/speed, air humidity, current temperature).

The default location is Beijing. Users can modify the location as needed and configure corresponding text properties.

③ Add Webpage Material

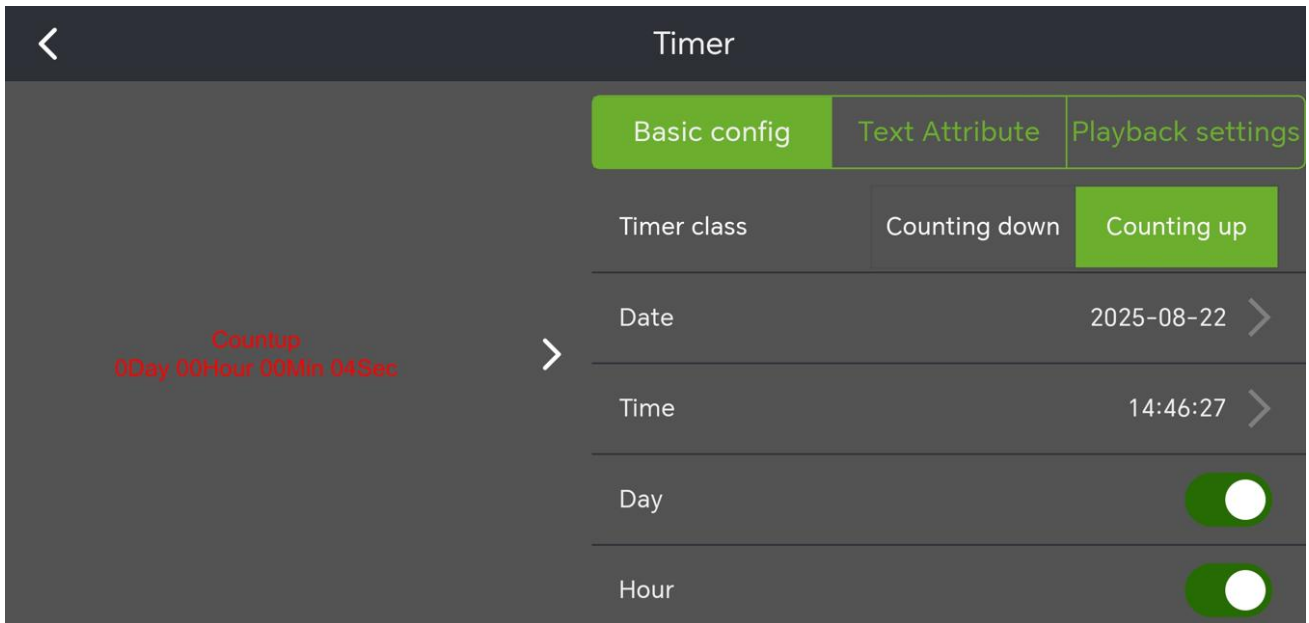
Click the “Add Media” function on the interface and select a webpage from your media files. The webpage will display as a URL in the program, and the web address can be edited.

④ Add Document Material

Click the “Add Media” function on the interface and select a document from your media files. Choose a document locally to upload it. When added, PDF document material defaults to a 3-second display time per page. To modify the display time per page, adjust the setting under “Display Time per Page”.

⑤ Add Timer Material

Click the “Add Media” function in the interface and select a timer from your media files. Timers are categorized as count-up or countdown. When added, timers default to count-up mode, as shown below:



Click the timer category to switch to countdown mode. Timer elements default to text display. Users can click “Custom Text” to input displayed text and configure corresponding text properties.

① Add Sensor Elements

Click “Add Media” in the interface and select sensors from media files. Sensor elements default to text display (humidity, temperature). Temperature units can be switched between °C and °F.

② Add Streaming Media Material

Click the “Add Media” function on the interface and select streaming media from your media files. An error occurs when the streaming address is empty; users must manually input the address. Audio is enabled by default.

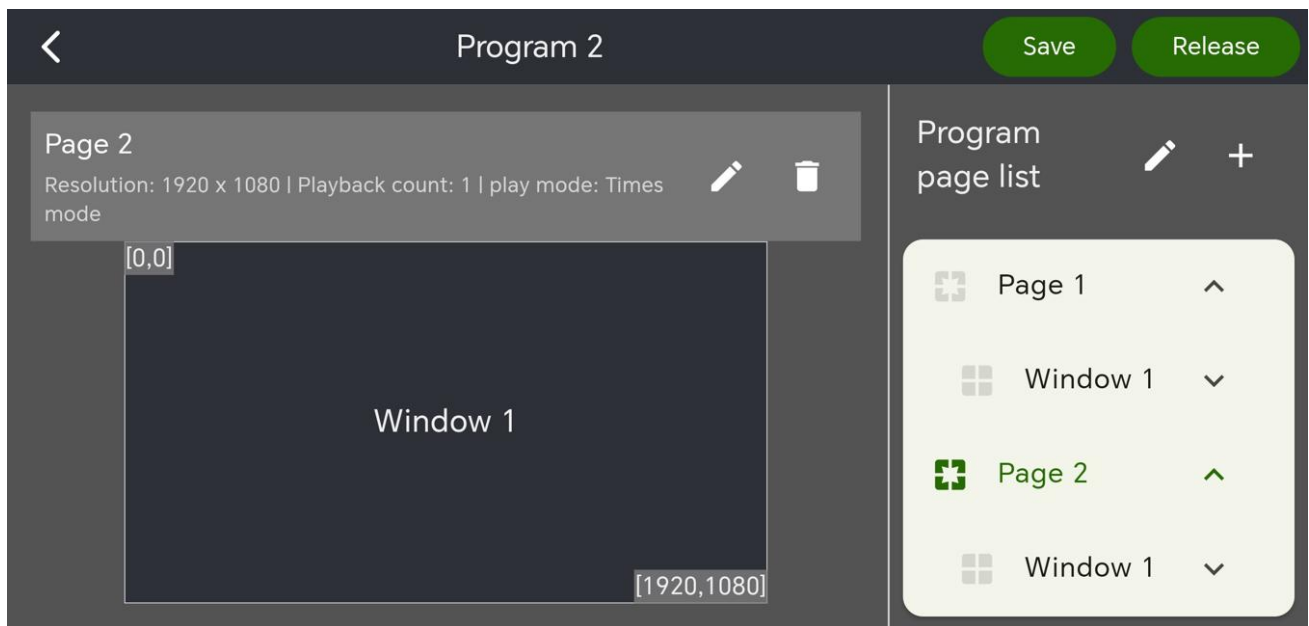
③ Add HDMI IN Material

Click the “Add Media” function on the interface and select HDMI IN from your media files. Users can choose the playback mode as full-screen playback or cropped playback.

4.4.4 Add Program Page

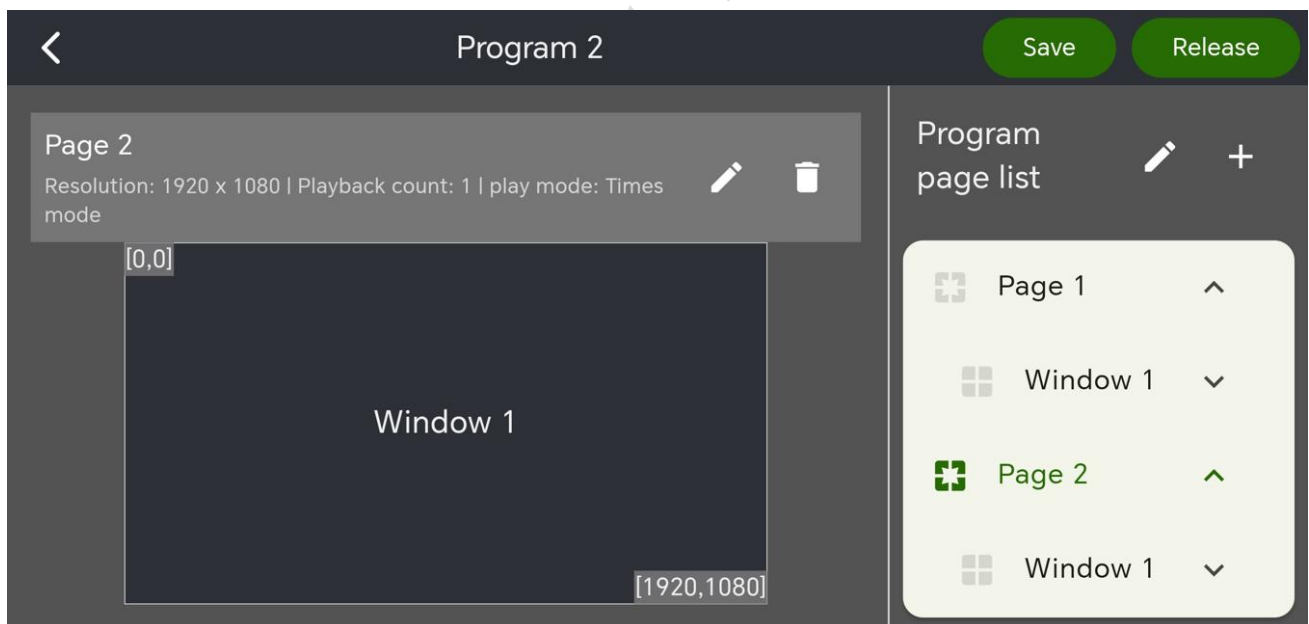
Click the “+” icon to create a new program page, which will automatically redirect you to the new program page.

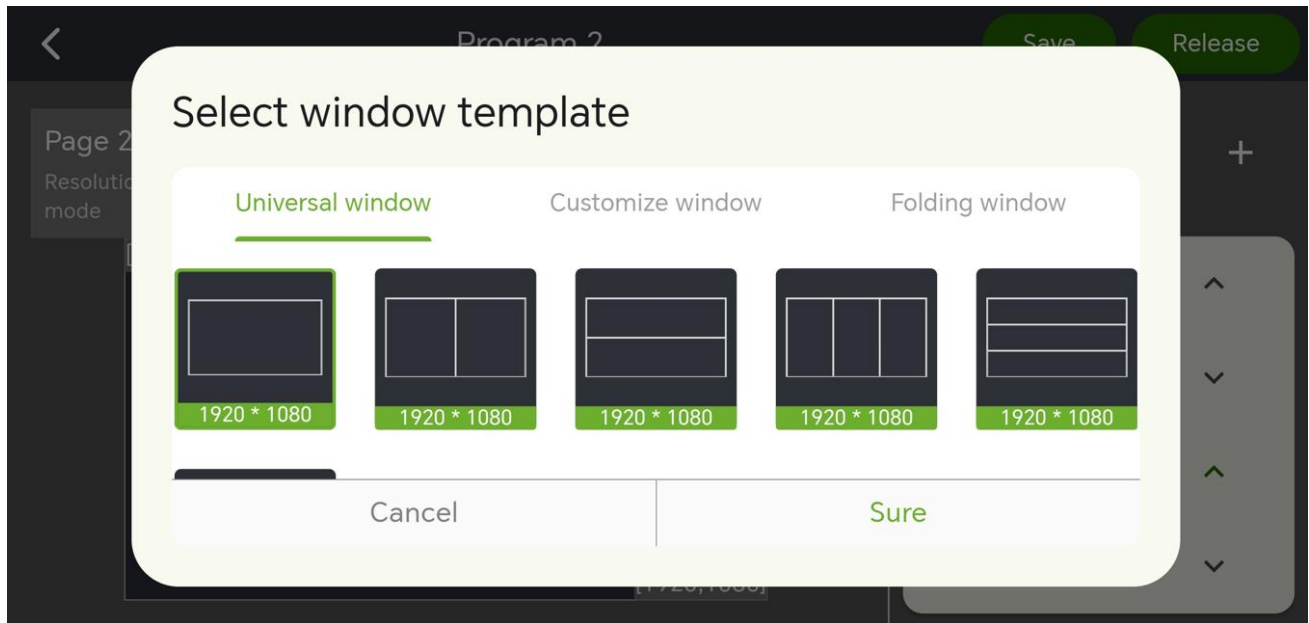
The default program page name is labeled as “Program Page X”. Empty program pages cannot be saved or published. You must add media files, configure playback effects, and perform other basic operations within the program page.



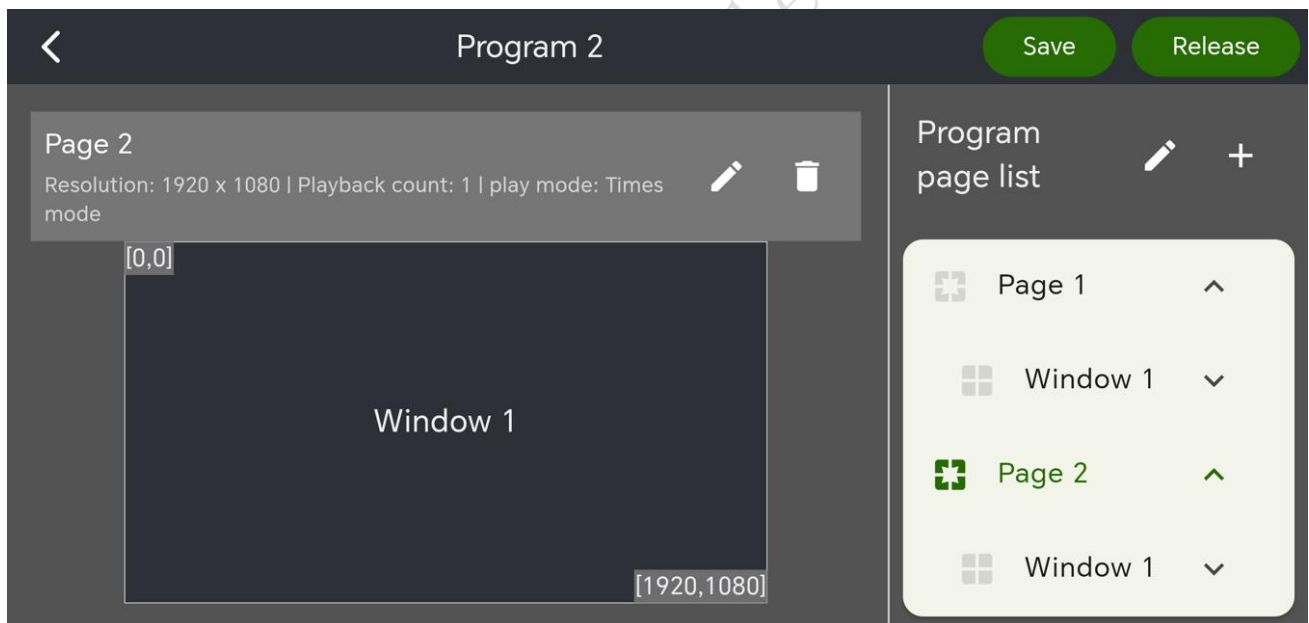
4.4.5 Edit Program Page

(1) Edit the window template. Select the program page and click the edit icon to re-edit the program page window template.





(2) Edit program page information. Click the edit icon to modify the program page name, play count, and playback mode.

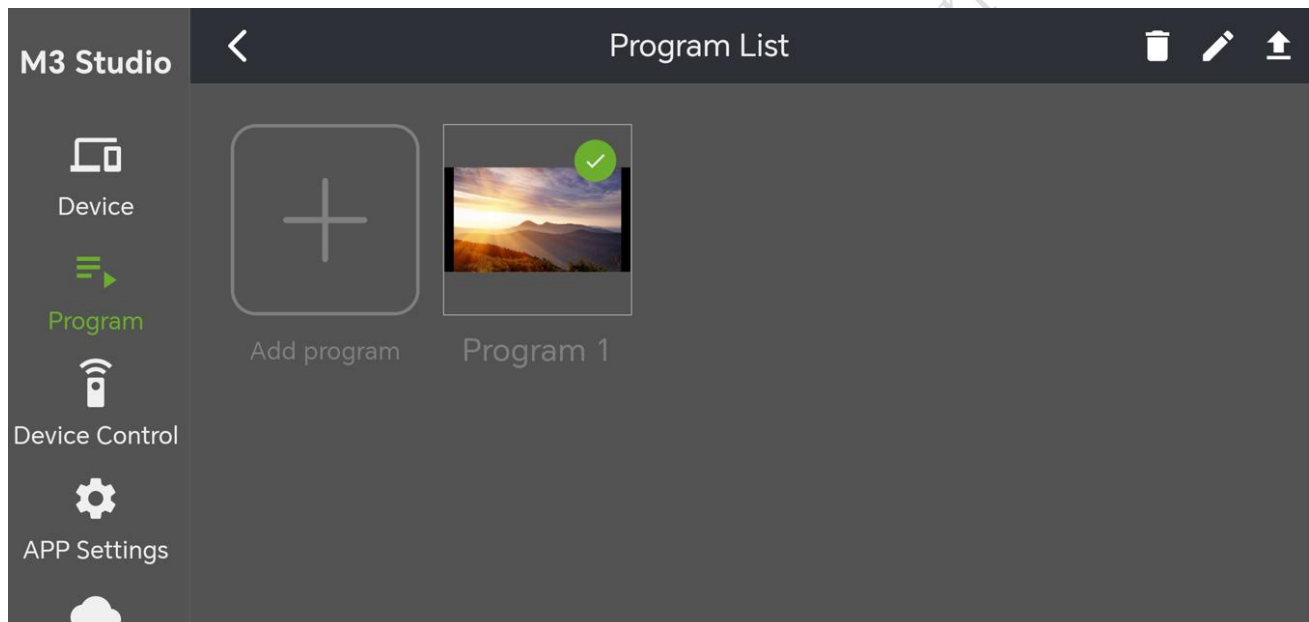


5. Release the program

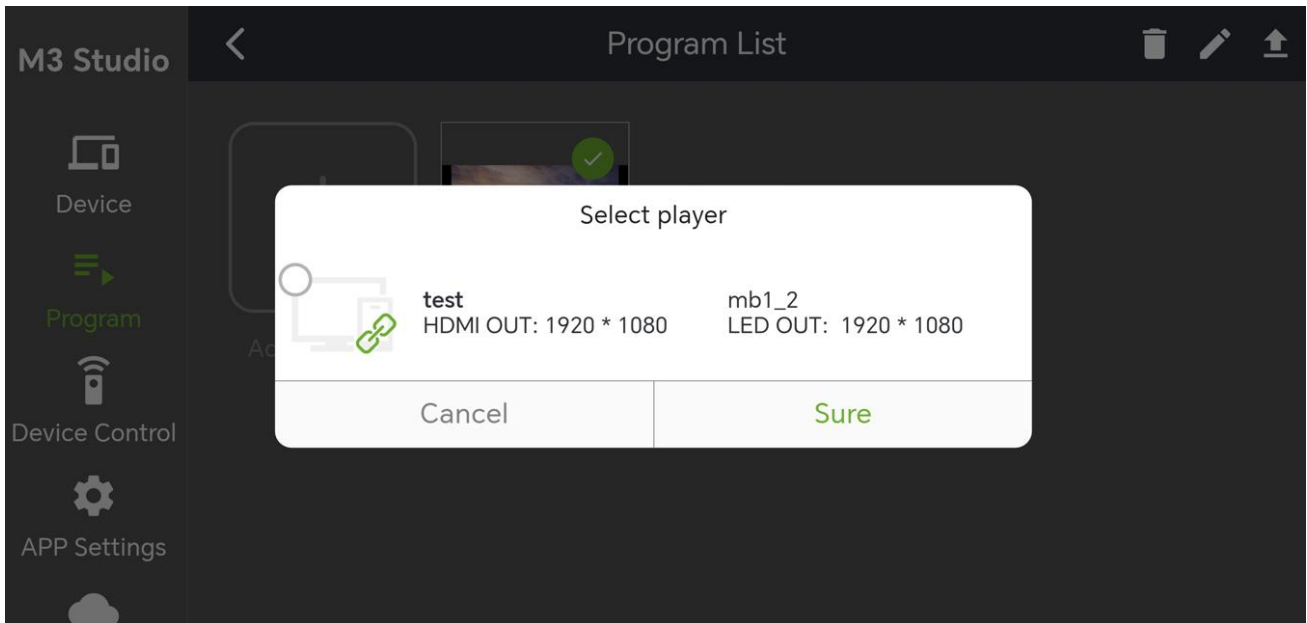
5.1 Program Management: Release Programs

1. First, connect your phone and MB device to the same local area network. The software will automatically detect all devices on the same LAN as your phone. Click [Connect] to log in successfully.

2. Tap Program Management, long-press the program you wish to publish, first select the circle in the upper-right corner of the program box, then tap the publish icon in the upper-right corner of the software, as shown below:

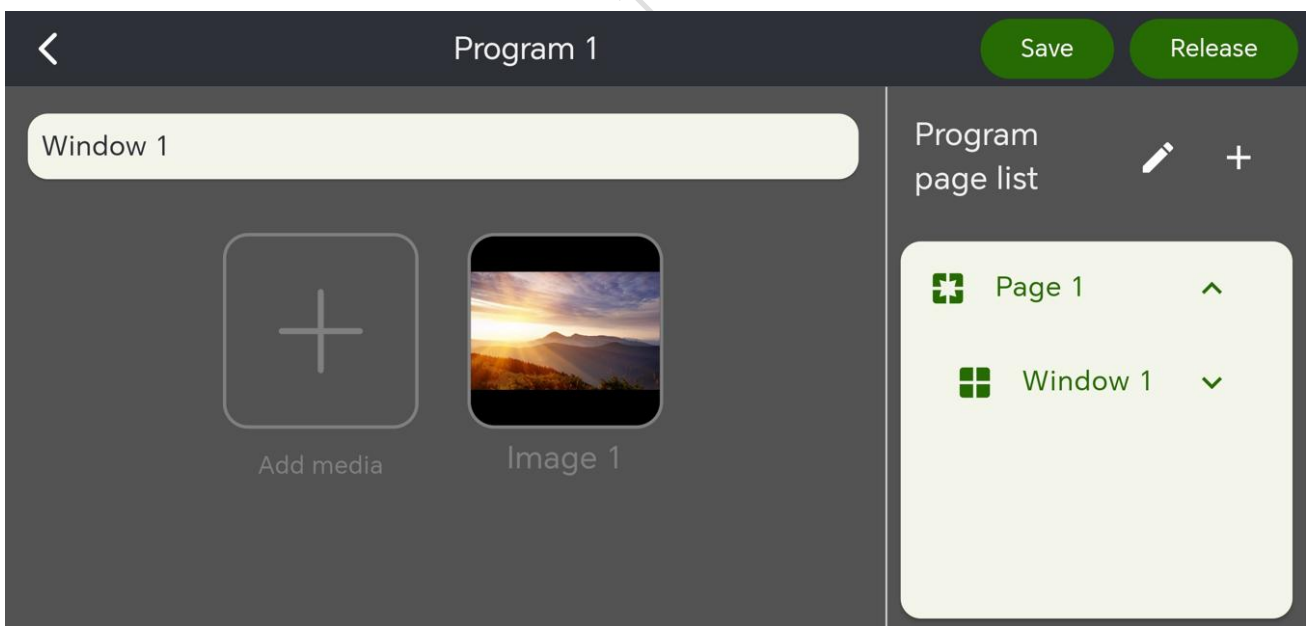


3. Display the player selection pop-up window. After selecting the device, click [OK] to successfully publish the program. As shown below:

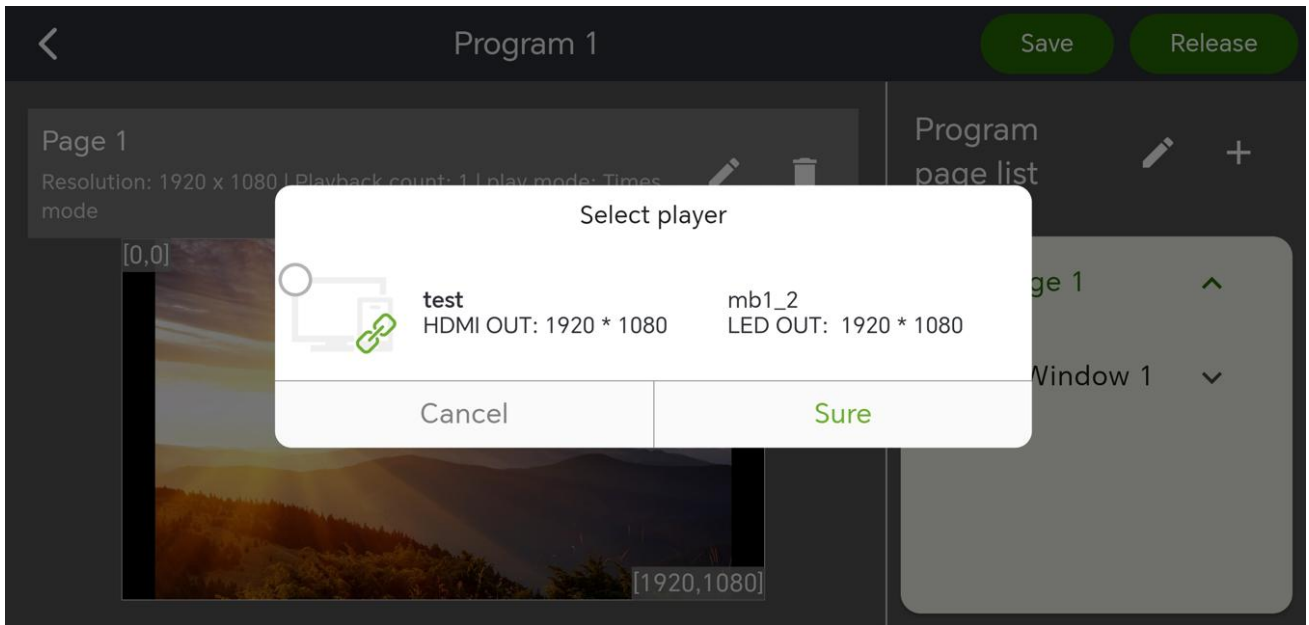


5.2 Window Interface Program Release

1. Add Program -> Click Window -> Upload Materials -> Return to Window Interface, as shown below:



2. Click Release to display the player selection pop-up window. Select your device, then click [OK] to complete the program release. As shown below:



Shenzhen Mooncell Electronics

6 Device Control

Control modes are categorized into single-device control and group control.

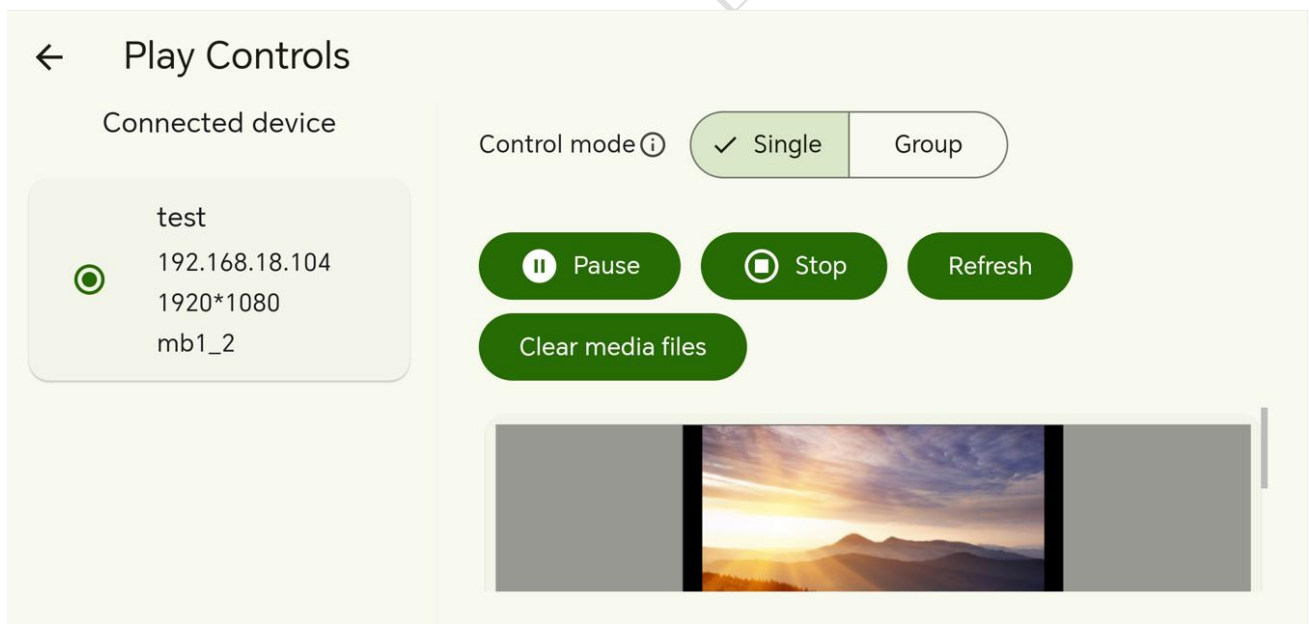
Single-device control: Controls a single device, retrieving its current status and parameter values.

Group control: Enables centralized control of multiple devices. When selecting devices, it does not retrieve their current status or parameter values, allowing batch transmission of identical values.

6.1 Program

6.1.1 Play Control

Click [Pause] to pause the video program currently playing on the display screen; click [Stop] to halt program playback and display the three-color ball screen; click [Refresh] to update the program list; click [Clear Media Files] to erase all file information from the currently selected device, including the program list and source files. Upon completion, the device will display the standby screen.



6.1.2 Playback Screenshot

Monitor the program currently playing on the display screen in real time. Click [Capture Screen] to capture the image currently being played on the device.

6.2 Screen

6.2.1 Brightness Control

(1) Brightness Settings

① Manual: In manual mode, drag the “Brightness” slider left or right, or increase/decrease the value, then click [Save] to adjust the brightness of the LED screen display.

② Auto: In auto mode, the device uses a light sensor to detect ambient brightness and adjusts the LED screen brightness accordingly.

(2) Scheduled Control

Schedule brightness adjustments for the LED screen. Enable “Scheduled Control,” click [Add Trigger Time] to select the trigger time, brightness value, and active days of the week. Click [OK] to add the schedule. Click [Apply] to automatically adjust the LED screen brightness at the scheduled trigger times.

6.2.2 Screenshot

(1) Screen Control

Enable real-time toggling of LED screen display status. Select “Black Screen” or “Bright Screen” mode, then click [Apply] to immediately switch the LED screen to black or display the program feed.

(2) Power Control

Switch power status between “Power Off” and “Power On”. Click [Apply] for immediate effect.

[Note: ① This function sends commands from the operation software to the media player to control the multifunction card. The media player must be connected to a multifunction card to enable this feature. ② Currently, this command only controls program content output by the publishing system; it does not affect synchronized signal content.]

6.2.3 Screen Test

(1) Picture Test

Click [Restore Program Picture] for immediate effect; the LED screen will resume displaying the program picture.

(2) Color Test

Test the LED screen's ability to display different colors.

(3) Line Test

Tests the resolution and response time of the LED screen, helping to detect bad or dead pixels on the display.

6.2.4 Screen Settings

Simple Display Connection: X-coordinate, Y-coordinate: Coordinates of the starting position for capturing images via the network port. Set the starting point X-coordinate and Y-coordinate (positive integers), with width and height representing the image capture dimensions.

6.3 Device

6.3.1 Sound Settings

You can adjust the volume of the program being played on the device by dragging the “Volume” slider left or right, or by increasing or decreasing the value, then clicking [Apply].

6.3.2 Video Source Control

(1) Screen Resolution

The default screen resolution is 1920×1080. After selecting the resolution, click [Apply]. Changes take effect immediately after the MB Box restarts.

[Note: If the selected resolution does not match the display's native resolution, it may cause image distortion, blurriness, or prevent full-screen display.]

(2) Sync/Async Switching

Select “Android” or “HDMI Input” to toggle sync/async mode. Click [Apply] for immediate effect. Selecting ‘Android’ enables playback via program transmission. Selecting “HDMI Input” enables HDMI IN synchronized signal playback.

6.3.3 Editor Name

Click [Edit] to enter the device name editing interface. Enter the new name, then click [Confirm] to complete the setup.

6.3.4 Storage space

Display the available storage space and total storage capacity of the device. Click [Update Storage Space] to delete files from the disk.

6.3.5 Network Settings

(1) Wi-Fi Network

Wi-Fi networks operate in two modes: Client Mode and Hotspot Mode. Client Mode connects the device to an existing network, while Hotspot Mode enables the device to provide network access to other devices.

① Client Mode

The device connects to other wireless networks as a client. Tap [Connect Wi-Fi], enter the Wi-Fi name or select a network detected by the device, input the correct password, then tap [OK] to connect successfully.

② Hotspot Mode

The device functions as a hotspot, allowing other devices to connect. Tap [Reset], enter a new name and password, then tap [OK] to successfully update the hotspot settings.

(2) Wired Network

Wired networks operate in either Static Mode or DHCP Mode. In Static Mode, network settings must be manually configured and remain unchanged regardless of time or network conditions. In DHCP Mode, network settings are dynamically assigned by the DHCP server within the network to the device.

① Static Mode: Manually input the device's IP address, subnet mask, and gateway address (DNS server information is entered by default).

【Note: When connecting multiple devices to the same router, ensure other devices or players occupy the same IP address to obtain the optimal automatically assigned IP address.】

② DHCP Mode: After connecting to the network, the device sends a request to the DHCP server within the network to automatically obtain available network settings such as IP address, subnet mask, default gateway, and DNS server.

【Note: The default is automatic mode. In automatic mode, the IP address is randomly assigned and may change.】

6.3.6 Time Configuration

Click [Refresh] to take effect immediately, updating the displayed time to the current mode time. Modes include Auto Mode and Manual Mode.

(1) Auto Mode refers to the device automatically obtaining the current standard time via an internet connection and synchronizing the system time. [Note: The default time zone is GMT+8 China Standard Time.]

(2) Manual Mode allows you to set the system time on the device manually. Click [Settings] to select Manual for the time update method. After setting the time value, click [OK] to complete the configuration.

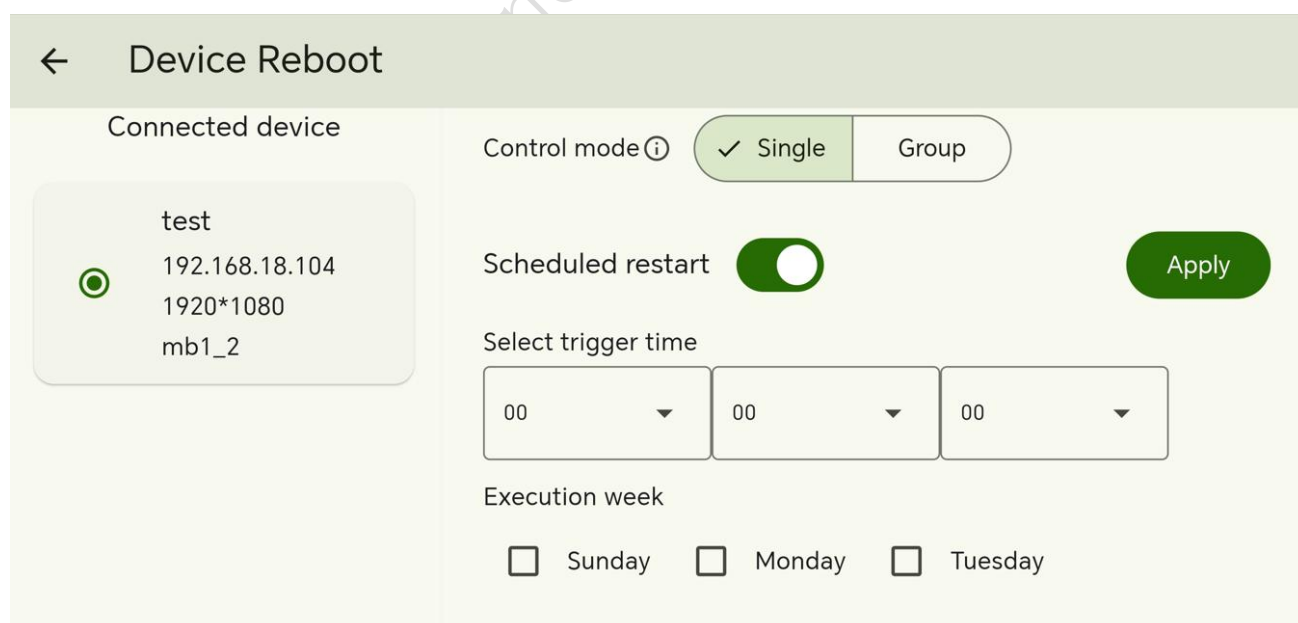
6.3.7 Device restart

(1) Immediate Restart

Click [Immediate Restart]. The player will complete the restart in approximately 20 seconds. During this period, the player will be offline.

(2) Scheduled Restart

Enable “Scheduled Restart,” select the trigger time and execution day of the week, then click [Apply]. The device will automatically restart at the scheduled time.



The screenshot shows the 'Device Reboot' configuration page. On the left, under 'Connected device', there is a card for a device named 'test' with IP '192.168.18.104', MAC '1920*1080', and name 'mb1_2'. On the right, the 'Control mode' is set to 'Single' (checked) with an 'i' icon. Below this, the 'Scheduled restart' toggle is turned on. To the right of the toggle is a green 'Apply' button. Under 'Select trigger time', there are three dropdown menus, each showing '00'. Below that, under 'Execution week', there are checkboxes for 'Sunday', 'Monday', and 'Tuesday', all of which are currently unchecked.

6.3.8 Equipment Upgrade

(1) Install APK

Tap [Install APK] and select the APK file on your phone to proceed with installation and upgrade.

(2) Restore Factory Settings

Tap [Restore Factory Settings] to reboot the device and restore it to its original factory state. All data, settings, and personalized configurations on the device will be erased.

6.3.9 Playback Box Language

Set the display and pop-up language for the Play Box main interface, available in Simplified Chinese or English.

7Cloud Login

Cloud login is divided into domestic users and overseas users.

7.1 Domestic User

Domestic users should use the default login address and configuration URL when logging in.

1. Click [Login] to access the cloud platform login interface. Enter your account and password to log in to your cloud platform account. After completing the login, click [Authorize Login].

The image shows a screenshot of the M3 Studio application interface. On the left is a dark sidebar with navigation options: 'M3 Studio' (top), 'Device', 'Program', 'Device Control', 'APP Settings', and 'Cloud' (bottom, highlighted in green). The main area is titled 'Account' and contains three rows of settings: 'Account' with a 'Sign in' button, 'Cloud platform login URL: Chinese mainland' with a 'Modify' button, and 'Device configuration URL: Chinese mainland' with a 'Modify' button. Below this is a 'Sign in' screen with the Mooncell logo and the title 'Account Login'. It features two input fields: 'Account *' with a placeholder 'Please enter account/phone' and 'Password *' with a placeholder 'Please enter the password' and an eye icon for toggling visibility. A green 'Log in' button is at the bottom.

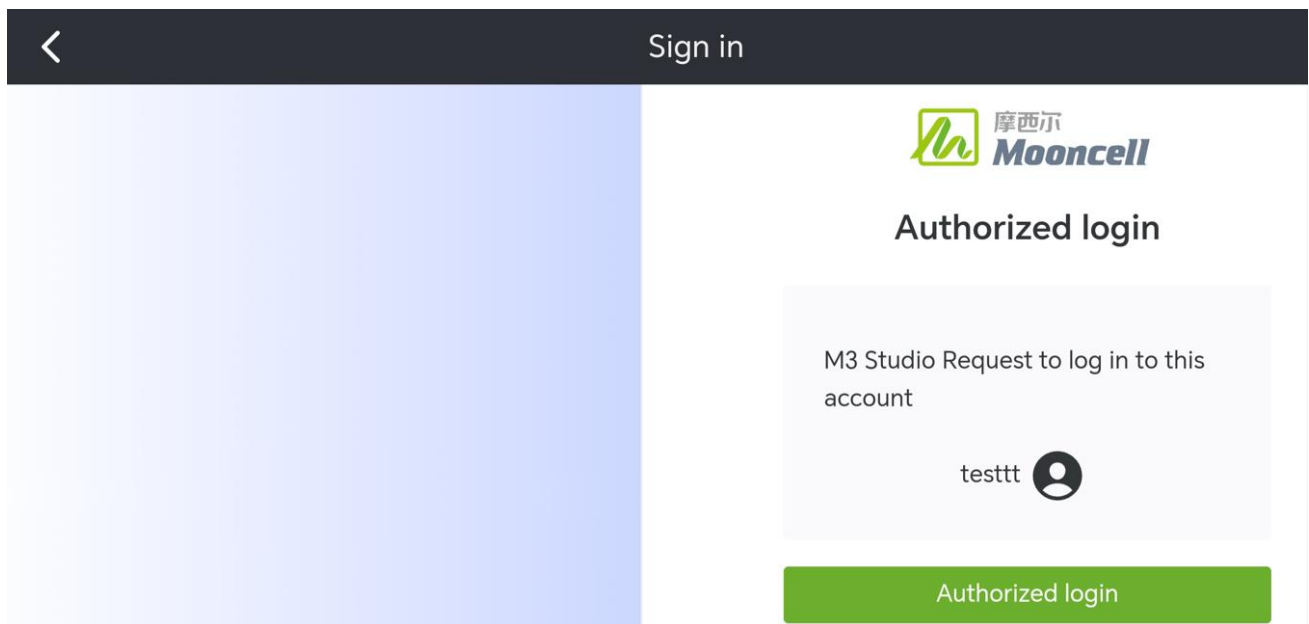
Account	
Account	Sign in
Cloud platform login URL: Chinese mainland	Modify
Device configuration URL: Chinese mainland	Modify

Account Login

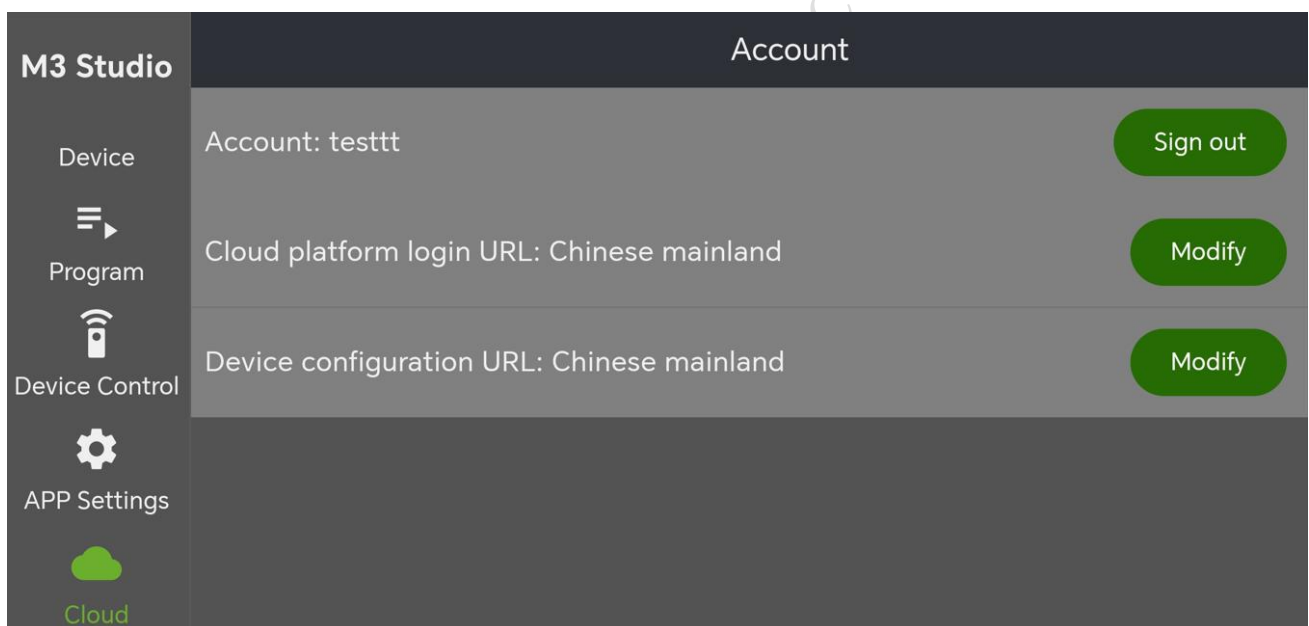
Account *

Password *

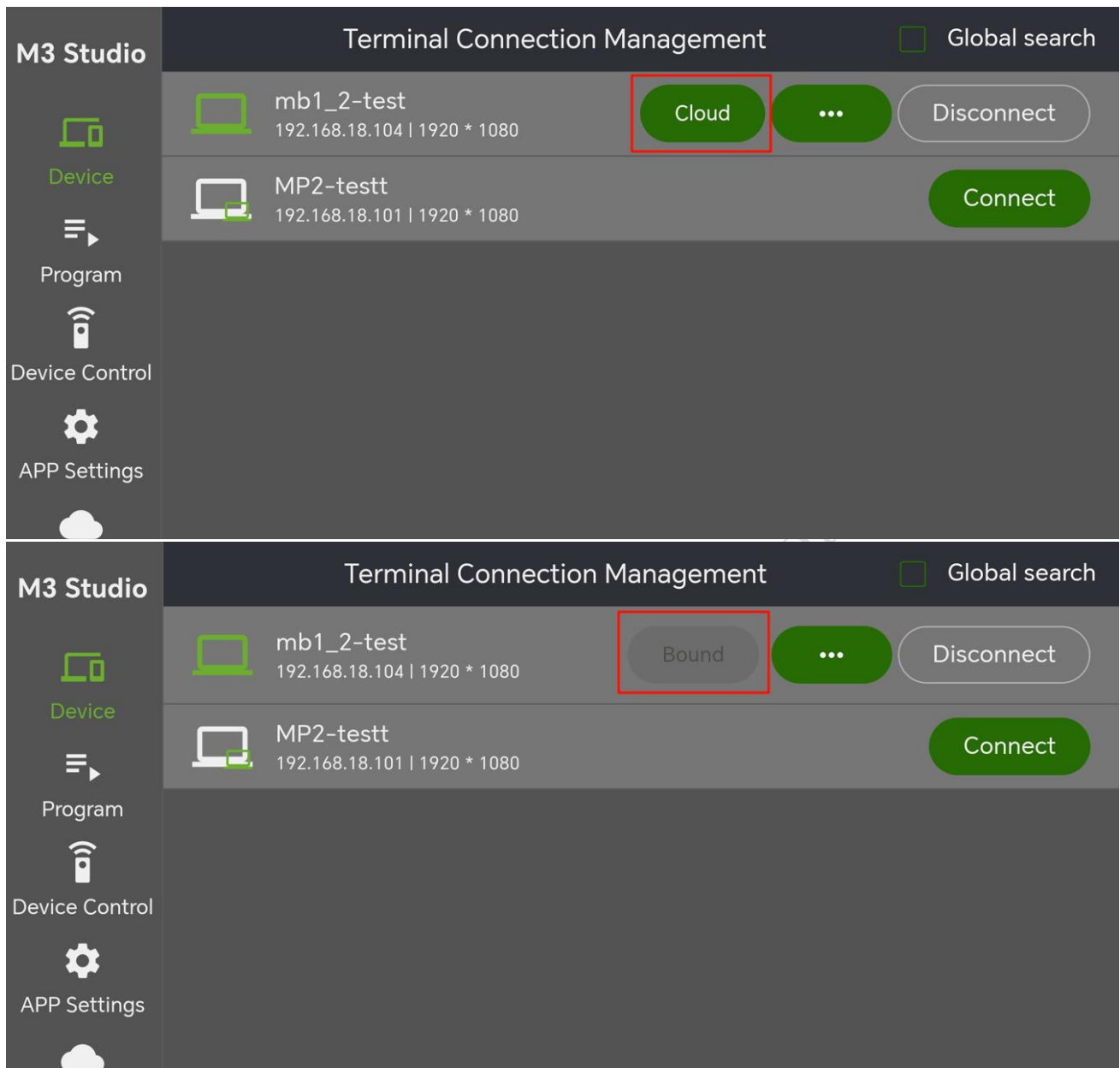
Log in



2. After completing cloud login, the account field displays the cloud platform account name.



3. Tap Device Management. After connecting the device, tap [Bind] to associate it with the cloud platform. Once binding is successful, the button will display as “Bound.” You can then view and control the device in the cloud platform's device list.



7.2 Overseas User

Overseas users must modify their login address and configuration URL. After completing the modifications, follow the same procedure as domestic users for cloud login and device binding.

8Application Settings

8.1 Software Version

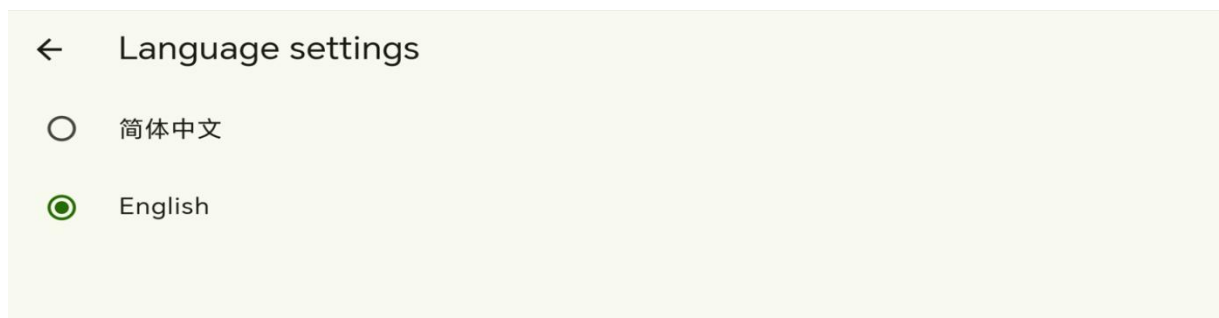
To check the software version of the M3 Studio mobile app, follow the steps shown in the image below:



【Note: When launching the software or accessing the version information page (after cloud login), the system will check if the currently installed version is the latest. If a new version is available, an upgrade button will appear. Clicking it will prompt the software to download the new installation file and begin installation. After installation completes, a restart is required to apply the new version.】

8.2Language Settings

Switch the software's language as shown below:





▶ WeChat Official Account Platform

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Website: www.mooncell.com.cn