Index

Chapter I Introduction..... 1
1.1 Features 1
1.2 Operating Environment..... 1
Chapter II Install and Uninstall 2
2. 1 Installation 2
2. 2 Uninstallation..... 3
Chapter III Instruction in details..... 4
3. 1 Consists of Program..... 4
3. 2 Interface Window Introduction 5
3. 3 Features introduction 6
3. 4 programming flow 15
Chapter IV Character display 24
4. 1 play in a document window 24
4. 2 Play in a single line text window 27
4. 3 Play in the Static Text window..... 29
4. 4 Play text files in a File Window 31
4. 5 Add texts onto a picture file 34
4. 6 Insert notes during playing 34
Chapter V Picture display..... 35
5. 1 Create a new picture window 35
5. 2 Setup picture window..... 35
5. 3 Open playing files..... 36
5. 4 Setup picture properties..... 38
5. 5Insert background picture,appearing music and texts. 38
Chapter VI Cartoons display 40
6. 1 Create a new cartoon window 40
6. 2 Setup Cartoons window..... 40

6. 3 Open playing files..... 41
6. 4 Setup Cartoons file properties..... 43
Chapter VII table display 44
7. 1 Create a new table window..... 44
7. 2 Setup Table Window 44
7. 3 Insert and edit tables..... 45
Chapter VIII Homepage Display 50
8. 1 Create a new Homepage Window. 50
8. 2 Setup homepage window..... 50
8. 3 Open playing files..... 51
Chapter IX Database Display..... 53
9. 1 Create a new Database Window 53
9. 2 Setup database window..... 53
9. 3 Add Access Database 54
9. 4 Add ODBC driver database 58
Chapter X...Date and Time.....60
10. 1 Create Date/Time window..... 60
10. 2 Setup date/time window..... 60
10. 3 Setup date and time 61
Chapter XI...External Program.....64
11. 1 Create a new window 64
11. 2 Setup external program window 64
11. 3 Open external program 65
Chapter XII...Timer Display.....68
12. 1 Create a new window 68
12. 2 Setup the timer window..... 68
12. 3 Time Setting 69
Chapter XIII...VCD/DVD display..... 71
13. 1 Direct playing..... 71
13. 2 Play in program 71

Chapter XIV…Video Line-in Display……73
14. 1 Create a new window 73
14. 2 Setup Video Window 73
Chapter XV…PowerPoint Display…… 75
15. 1 Play 75
15. 2 Stop playing..... 75
Chapter XVI…Notify display……76
16. 1 Open “Notify Manager” Window 76
16. 2 Setup Notify Manager Window..... 76
16. 3 Play/Stop Notify Display 76
Chapter XVII…Score Manager……77
17. 1 Open Score Manager Window..... 77
17. 2 Setup Score Manager Window 77
17. 3 Play/Stop Score..... 78
Chapter XIIX…Playing Schedule……..79
18. 1 open the schedule table..... 79
18. 2 Add Scheduled Command 79
18. 3 Edit Scheduled Command 81
18. 4 Delete Scheduled Command..... 81
18.5 Start up Scheduled Command..... 82
18.6 Exit.....82
Chapter XIX…Network Control……..83
19. 1 Setup remote control server..... 83
19. 2 Remote Screen Manager..... 87
Chapter XX…Background Playing…… 92
20. 1 Activate Background playing 92
20.2 Cancel Background playing.....93
Chapter XXI…Multi-display Combination, synchronism and Independence……96
21. 1 Enter Multi-display Combination, Sychronism

and Independence Setup 96
21. 2 Setup Multi-display Synchronism 97
21. 3 Setup Multi-display Combination..... 98
21. 4 Setup Multi-display Independence. 100
Chapter XXII Software setup……..102
22.1 Open Software Setup.....102
22.2. Play Window.....102
22. 3 Auto Setup 104
22. 4 Networking 104
22. 5 Other Setup 105
Chapter XXIII…User Setup.....**106**
23.1 Open user setup.....106
23.2 Add User.....107
23.3 Delete User.....107
23.4 Change Password.....107
23.5 User Authentication.....107
Chapter XXIV
Frequently asked questions……..108

Chapter I Introduction

1. 1 Features

“LED Studio”, programmed and produced for LED by the Program Team of “LED Studio”, is powerful, practical and easy to learn software for making or playing programs, supporting a range of formats, such as txt documents, doc documents, pictures (BMP / JPG / GIF / PCX...) and cartoons (MPG / MPEG / MPV / MPA / AVI / VCD / SWF / RM / RA / RMJ / ASF...)

1.2 Operating Environment

- **Operating system**
  Chinese/English Windows98/me/2000/NT/XP

- **Hardware Configuration**
  Pentium 300MHz or above
  ROM: 64M
  Graphics Card: Standard VGA 256mode or above

- **Related Software**
  Microsoft Media player compulsory
  OFFICE2000—in case of *. doc files
  RealPlayer—in case of RealPlayer files

Chapter II Install and Uninstall

2. 1 Installation

“LED Studio” can be easily installed, as shown below:
Put the “LED Studio” installation CD into the CD-ROM, T Installation Menu will automatically pop up. (if not, then select tl CD-ROM, double click it with your mouse)Then select “Install LE Studio” to start the Installation Guide, as Shown in Figure 2-1. Aft that, simply follow the instruction on the screen. Note: This softwa is protected by a serial number. Please enter the correct ser number in order to process the installation. Please ask the produc provider for the correct serial number.

After “LED Studio” software has been successfully installed, there w be a “LED Software” program group in the 【Start】/【Program】,th move to the “LED Software” under this program group, click to sta Also, there will be a “LED Studio” short-cup on your desktop:

shown to the right: LedStudio. Also, you can start the program double click on the icon.

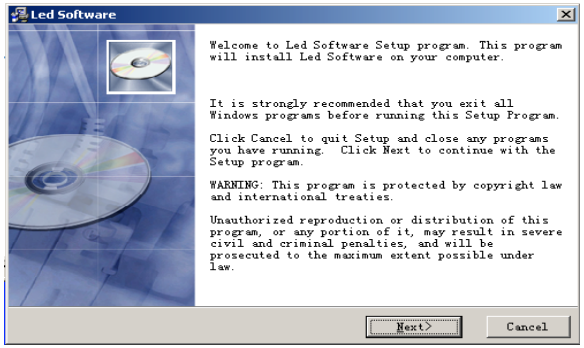


Figure 2-1

2. 2 Uninstall

“LED Studio” software provide an auto-uninstall function, for your convenience to delete all “LED Studio” files, program groups and short-cuts, users can either select “Delete LED Studio” under the “LED Software” group, or go to the 【control panel】, select 【add/delete program】 to undergo quick uninstall. (Uninstall window as shown in Figure 2-2), now select “Automatic” can delete all files, program groups and short-cuts.

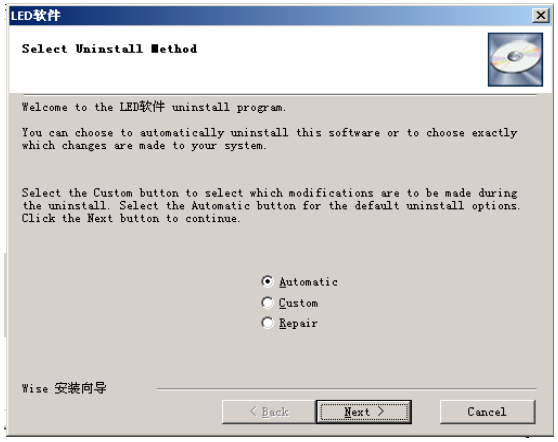


Figure 2-2

Chapter III Instruction in details

3. 1 Consists of Program

Program (Program document) consists of one or more than o program pages. There are two kinds of program page: norm program page and overall program page. Normal program pages a the main components of a program, so there may be many, they w be played in order, one after another; there should be only o overall program page, played throughout the playing process. It mainly used for fixed contents’ broadcast, such as clock, compa logo, etc.

Program page consists of one or more windows, which is used show the contents that users want to play, like documents, picture cartoons, multimedia segments etc. There are twelve kinds program windows: file window, text window, single line text windo static text window, table window, timer window, data base windo DVD/VCD window, external software window, date/time windo video line-in window, and geometrical graph window.

File window: can play various files like words, picture cartoons, tables, etc.

Text window: Used for quick inputs of short writings, such notifies, etc.

Single line text window: to play single line text window, su as notices, adverts etc. writings.

Static text window: to play static texts, like company name titles, etc.

Table Window: to edit and play table figures.

Timer window: for timing, supporting clockwise a anti-clockwise.

Database Window: To play ACCESS Database and ODBC Driv Database

DVD/VCD window: to play DVD/VCD

External program window: To insert external program in the play window, mainly used for small programs made by users.

Date/Time window: to display date and time

Video line-in window: to play signals from TV cards, Video Collecting Cards, etc.

Geometric graph window: to display geometric graphs like straight lines, circles.

3. 2 Interface Window Introduction

"LED Studio" software consists of two windows: play window and control window. (As shown in Figure 3-1)

Figure 3-1

3. 2. 1 Play Window

Play Window (Namely the contents displayed on the LED screen) is to display the contents that users want to play, like files, pictures, cartoons, multi-media fragments. Here, the contents are the same as those on the LED screen, and also they are coherent. This software support several play windows (At most 99) working simultaneously, which means that one computer may control 99 LED screen at a time. In each play window, operations can be done separately, such as opening files, playing or editing files, and so on. And these operations don't affect each other.

3. 2. 2 Control window

Control window is used for controlling the position, size and conter of the playing area, control window can be expanded to edit windo It contains Menu, Toolbar and Edit control: a control window wi Editing is shown below:

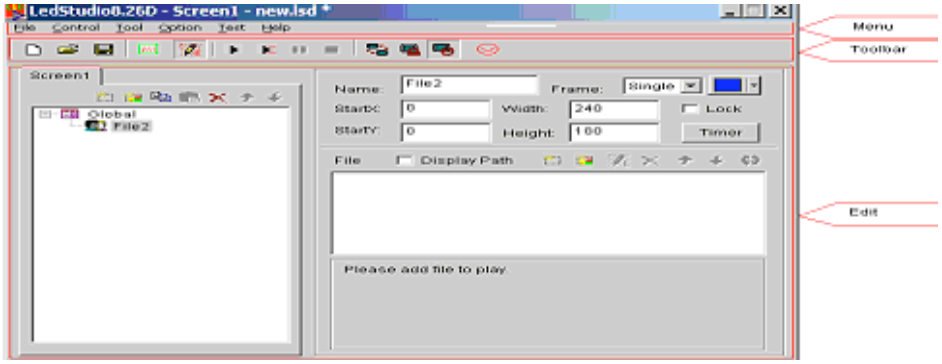


Figure 3-2

Menu bar: Including file, control, tool, setting, test (only f producer) and help, in total 6 sub-menus.

Toolbar: It is the fast operation of the menu functions.

Edit: consists of two parts, left hand side are program optior displaying info of the program and sub-windows; right hand side a control options, controlling the playing actions, time, etc. of t program.

3. 3 Features introduction

3. 3. 1 Menu

Include file, control, tool, setting, test (only for LED screen produce

and help, in total 6 sub-menus.

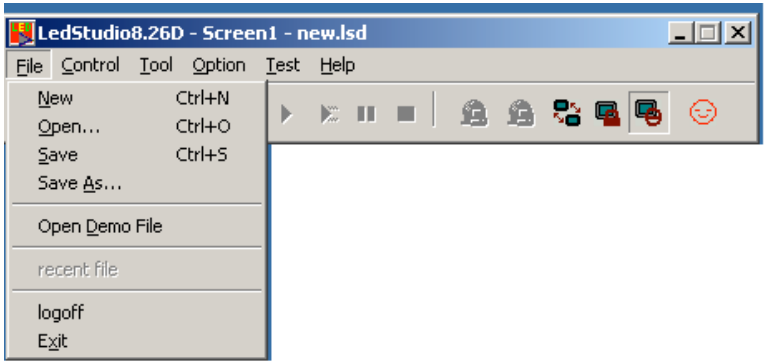


Figure 3-3

File Menu: as shown in Figure 3-3, include New, Open, Save, Save as, Open Demo File, Open recently used files and Exit.

New: for setting up a new LED Studio file.

Open: for opening a previously done LED Studio file.

Save: for saving current LED Studio file.

Save as: for saving current LED Studio file as a new LED Studio file.

Open Demo File: for opening demo LED Studio file, to process function demonstration.

Open recently used file: for opening recently used LED Studio files.

Exit: to exit LED Studio.

Control Menu: As shown in Figure 3-4, it includes play, play la play next, pause, stop, notify, score manager, play PowerPoint fi stop PowerPoint file, play VCD/DVD, backup program and manag for LED Screen Sever.

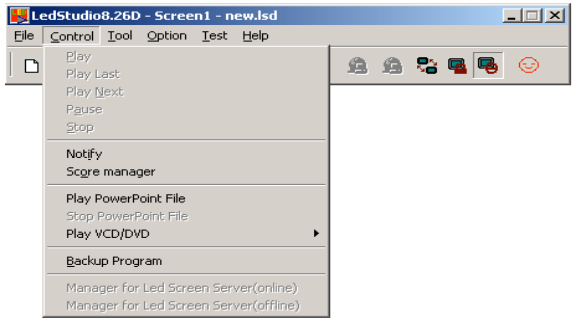


Figure 3-4

Play: to play current LED Studio file.
Play last: to play the last program while playing.
Play next: to play the next program while playing.
Pause: to pause currently playing LED Studio file.
Stop: to stop currently playing LED Studio File.
Notify: to insert temporary playing notice.
Scare manager: for displaying the scores.
Play Power point file: for playing PowerPoint files.
Stop PowerPoint file: to stop the currently playing PowerPoi File.
Play VCD/DVD: for playing VCD/DVD files.
Backup program: to backup current program.
Manager for LED Screen Sever: to manage remote scree please refer to chapter 17: network control, for details.

Tool Menu: as shown in Figure 3-5, it includes Word, Exc Paint, Notepad, Calculator, etc. Single click on them can op

programs which coming with windows or pre-installed, to shortcut edit the program.

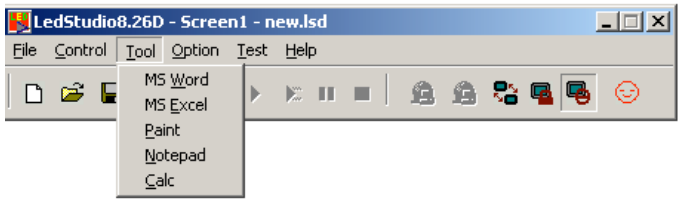


Figure 3-5

Option Menu: As shown in Figure 3-6, it includes: Screen combination/synchronism, Screen Brightness/Contrast/Color, Screen Area, Virtual/Real LED screen, Play Foreground/background, Lock/Unlock LED Screen Properties, Turn on/off LED Screen Power, Schedule Table, Schedule Hide Setup, Language, Show/Hide Play window, Software Setup, User Setup, etc.

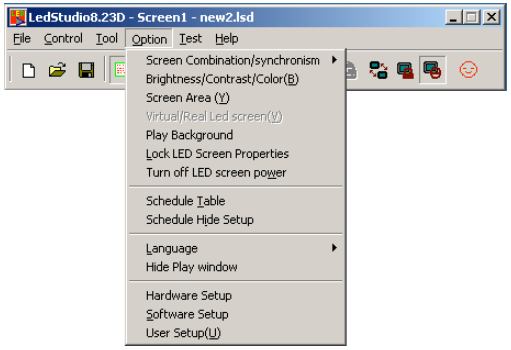


Figure 3-6

Screen combination/synchronism: Multi-display combination means every screen in the multi-display plays a part of a same program; Multi-display synchronism means multi-display play same program synchronously; Multi-display independence means every display in the multi-display plays different programs.

Screen Brightness/ Contrast/ Color: used for adjusting t Brightness, Contrast, and Brightness on the LED Screen. Aft clicking on it, a dialog box will appear, as shown below, it can adju every screen independently; Use your mouse to drag the adjusti button for brightness, contrast, and color, you can change t settings. Then choose “Save” to save the changes or choose Resto to reset. Also you can tick in the box in front of “Enable Adjust Brig Auto” to let it automatically adjust the brightness according to t environment. If the screen is virtual screen, please select “Virtu display”(As shown in figure 3-7)

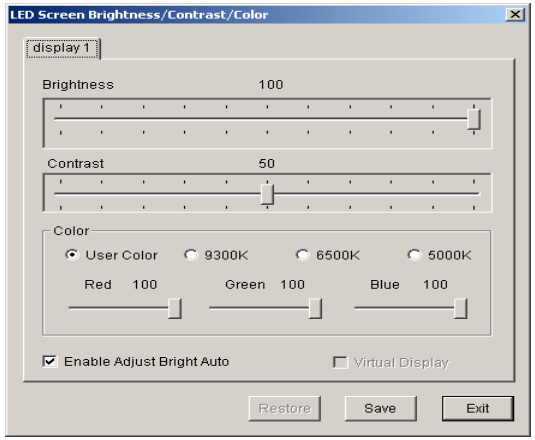


Figure 3-7

Screen Area: To setup the Led display area to the monitor, a shown in figure 3-8, setup the screen displays start from (20,20) (148,148) on the screen monitor; it can setup multi-screen independently; After selecting “Always display screen”, there wil appear a red frame, and it is used to display the screen area of

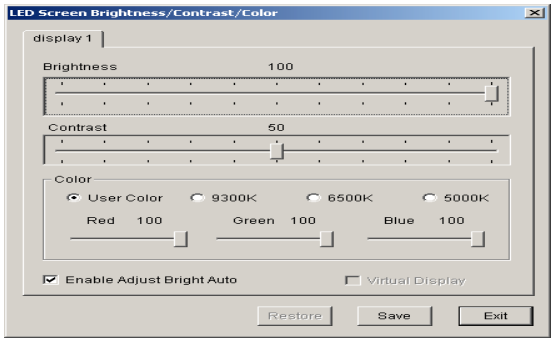
content. 

Figure 3-8

Play Foreground/background: used for background playing. When selected, contents will not be shown on the monitor, but only on the LED screen.

Lock/Unlock LED Screen Properties: Lock the current contents on the monitor to the LED screen, and do not refresh. vice versa.

Turn on/off LED Screen Power: for remote control to turn on or off the power of LED screen.

Schedule Table: to setup some schedule for the LED screen, such as turn on/off timing. Please refer to Chapter 16 for details.

Schedule Hide Setup: Enable/disable schedule hide, a window as shown in Figure 3-9 will appear after selecting it.

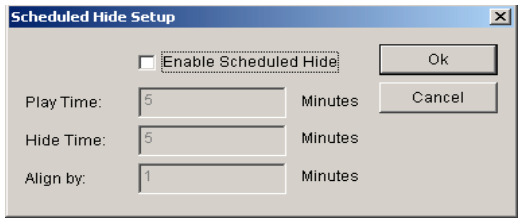


Figure 3-9

Language: setup the operating langue of the software, options like auto, English, French, simplified Chinese, traditional Chinese,

Japanese, Korean, Russian will be available.

Hardware maintenance: When reinstalling the computer, t user need the led display connection diagram, which is offered display maker. Click “Hard maintenance”, and input the passwor 168, will appear a dialog box, as shown in figure 3-10; click “Loac and load the file offered by display maker; and then click “Test”, your screen display normally, you can “save to screen.” T “Advance” is used to load receiving card program, if you are n professional for Led display, please not to operate it.

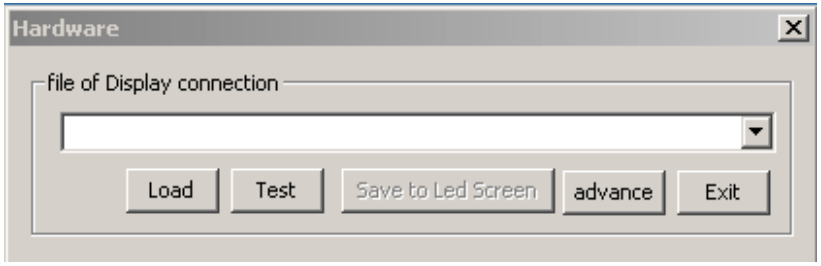


Figure 3-10

Show/Hide Play window: Used to show or hide the playi window.

Software Setup: To setup software options. (Details refer software setting chapter)

User Setup: Setup the purview of users. (Details refer to Us Setup Chapter)

Test: As shown in Figure 3-11, it contains gray test, grid te: dot test, color bar test, check position, check color.

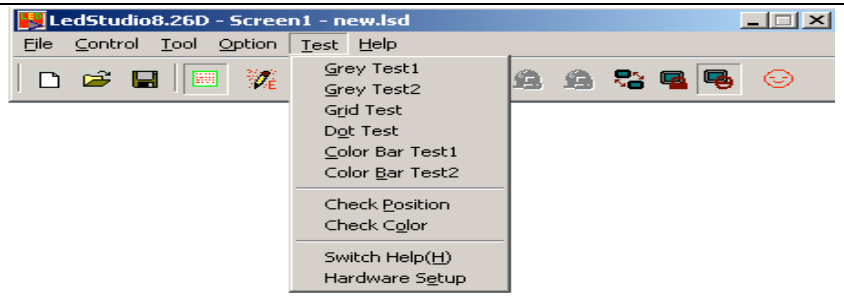


Figure 3-11

Grey test: Can operate gray test on the LED screen.

Grid test: Can test whether the Figure on the screen is correct or not.

Dot test: Can test the high frequency character of the screen.

Color bar test: Can test the color hierarchy of the screen.

Check position: Can show the position coordinates on the screen.

Check color: Can check color value on the screen.

Help: As shown in Figure 3-12, it contains Help, Knowledge, Check IP Address, and About LED Studio.

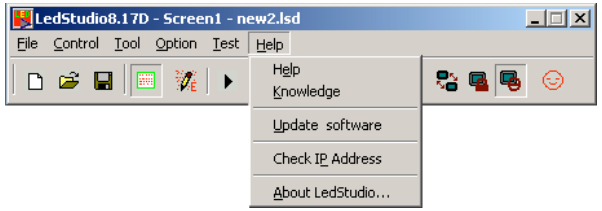


Figure 3-12

Help: supply online help.

Knowledge: as shown in Figure 3-13, open knowledge dial box, you can tick in the box in front of “display at start up” to enab or disable this function.

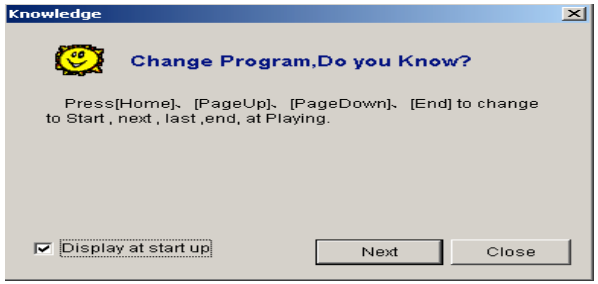


Figure 3-13

Check IP Address: check your IP address.

About LED Studio: show the version number of the softwa and copyright info.

3. 3. 2 Toolbar

Toolbar is the fast operation of menu, as shown in Figure 3-14, frc left to right the icons are: new, open, save, open/close displ window, allow/forbid edit, play, play from current program, paus stop, play background, lock/unlock screen, turn on/off screen powe and change look (change interface skin button), functions in deta please refer to menu.

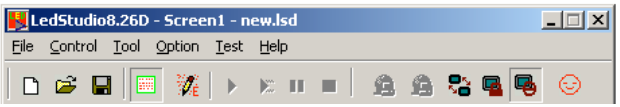


Figure 3-14

3. 3. 3 Edit control

Edit control is the hard core of this software, illustration in details please refers to the next section: programming flow.

3. 4 programming flow

3. 4. 1 First step: setup the size of the playing window

The size of the window has to be setup correctly, otherwise when the program is done, only part of the Figure can be displayed on the screen or the Figure is not large enough.
How to setup: Menu--〉Control--〉Software setup--〉Play window, can lead you to the software setup window. There, you can choose lock to LED screen (we strongly recommend you to do so, because the size and position of the playing window will be exactly the same as the LED screen); or you can choose Screen combination/synchronism, Floating.
Select Floating, Setup the display number as 1, and click “Update display number ”, as shown in figure 3-15. Setup the start (X,Y) as (0,0), and setup the width and height according to your Screen, for example, your screen is 128*92, setup (W, H) as (128,92).

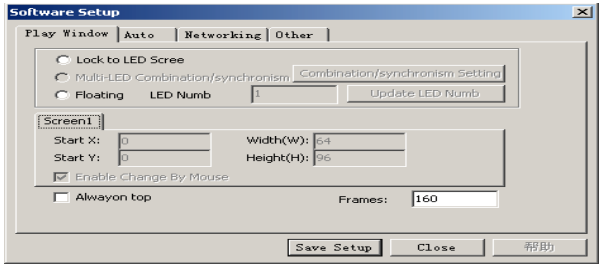


Figure 3-15

3. 4. 2 Step 2: Open a New Program page

Program page is a basic element of a program. In Figure 3-16, it is program page toolbar, to open a new program page, just simply cli on “new program page” button. (Note: if you cannot find t program page toolbar, please click on the button “allow edit” the toolbar above). There could be infinity program page in the fi to delete a program page, you can use the delete button. If y want to change the playing order of each page, use the movi button , . Normal program page will be played in order, wh overall program page will be played continuously, without any tir limits. (Such as time display)

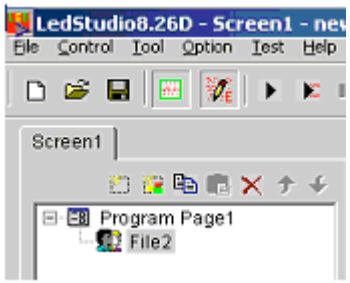


Figure 3-16

3. 4. 3 Step 3: Setup program page option.

After a program page has been created or selected, you can set the program page option, as shown in the Figure below. There a options like: name, playing time, background color, backgrou picture, background picture effect, and background music.

3. 4. 4 Step 4: Create program windows

Program page is only a frame, which could contain as many progra

windows as possible. Each program window can play different words, pictures, tables, cartoons, and videos, etc. In total, there are twelve kinds of program windows available. Click on the “create new program” button, a program selecting menu as shown in Figure 3-17 will pop-up. Now, we are going to introduce these 12 different kinds of windows.

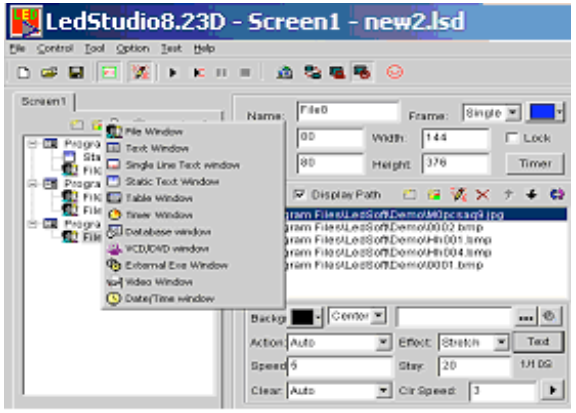


Figure 3-17

File window: It is the most important window, because all supported files will be played here. You can add as many files here as you want. There are more 10 kinds of supported files, including: Document files (TXT), HTM/HEML/MHT files, EXCEL files, WORD files (DOC/RTF), all kinds of picture files (BMP/JPG/GIF/PCX/WMF/ICO), all kinds of media files (AVI/MPG/MPEG/WMV/ASF), VCD files (DAT), Flash files (SWF), RealPlayer files (RM).

Text windows, Single Line text windows, Static Document windows: These three windows are not compulsory. Words can be shown in the File window, such windows are only for providing simple words like title of a company, greeting captions, notes, etc. a quicker method to input.

Table Window: Used to edit the play list data.

Timer window: Used for timing

Database window: Used to play ACCESS database and OD\ driver data base.

DVD/VCD window: Used to play DVD/VCD.

External Program Window: Used to insert external progra into the play window.

Date /Time Window: Used to display date and time.

Video line-in Window: This window is used to display exterr video signals like TV, VCD/DVD, tape recorder, etc. This windc requires video input cards like all variety of TV cards, Video captu cards.

Geometric graphs window: this is used to display geomet graphs.

3. 4. 5 Step 5: Setup Program Window options

All program windows has the same options as shown in Figure 3-1 Name, Frame, Position, Width, Lock, Timing. For program windo\ with different options, illustrations are list below.

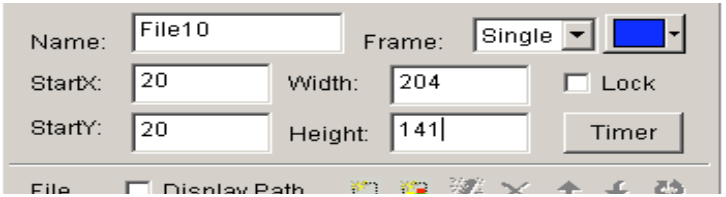


Figure 3-18

File Window: as shown in Figure 3-19, the window has be divided into two parts. The upper one is the file play-list, while t lower one is the file options. Above the play-list, there is a file toolb

which can be used to add, delete or move files. The file options in the lower part various by different file formats, we will explain below.

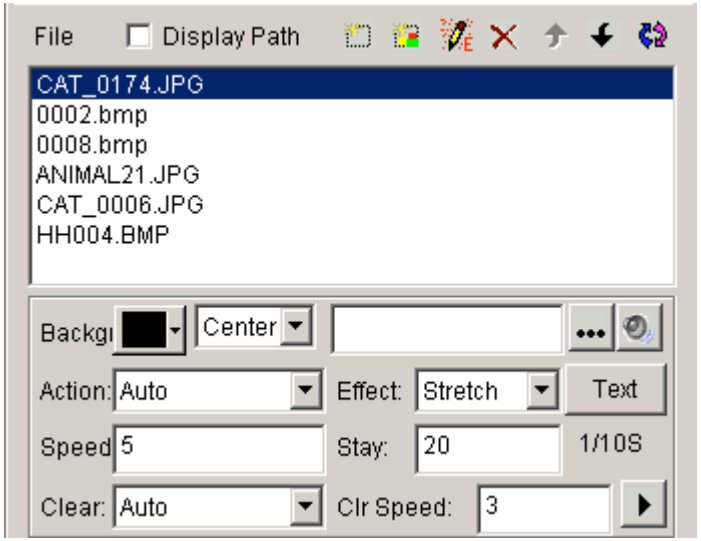


Figure 3-19

"Document files" options are shown in Figure 3-20, choose of background color, background pictures, background action, and more than 40 special techniques are available. Also there are 4 effects you can choose: line, speed, stay, and font. (Note, if there are not many words, document window could be chosen; if the preface is complicated, WORD document could be used to make-up)

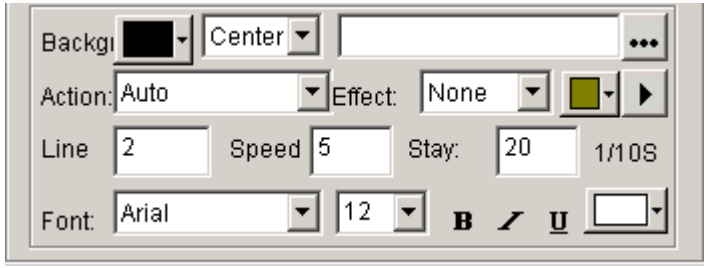


Figure 3-20

"Picture file" supports all variety of picture forma (**BMP/JPG/GIF/PCX /WMF...**), options refer to Figure 3-21. Y can choose background color, background pictures, backgrou action, and more than 40 special techniques. Also there are 4 effec you may use: line, speed, stay, and font. Plus, more than 50 differe types and speed of clearing you can select.

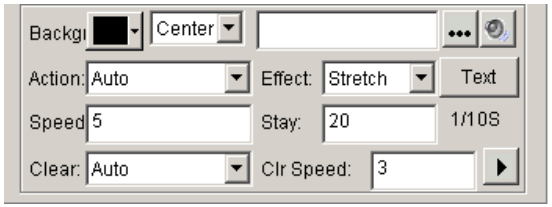


Figure 3-21

"Media and cartoons files" include all kinds of media fil (**AVI/MPEG/ASF/WMV**), FLASH cartoons files (**SWF** REALPLAYER files (**RM**), etc. Options are shown in Figure 3-22. Aga choose of background color, background pictures, background acti and more than 40 special techniques are available. Also there are effects you can choose: line, speed, stay, and font.

Figure 3-22

"WORD files" options are shown in Figure 3-23, you can choo options like special techniques, effects, speed, etc. (Not WORD2000 or OFFICE2000 is required in case of . doc files. Sor computer and "Rising Anti-virus" Software are not compatible, if y cannot find the pre-installed WORD, please uninstall Anti-viru Software and try again)

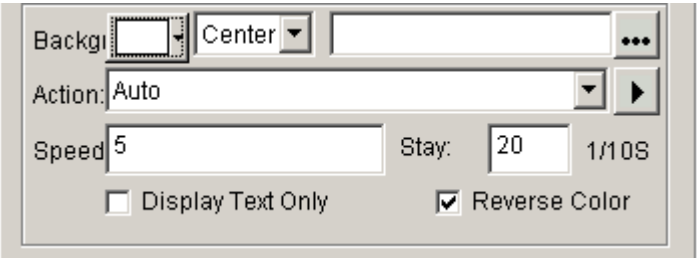


Figure 3-23

Text Window: Single click on the **"add text"** button on the toolbar, as shown in Figure 3-24, can let you setup the background, Font, Action, Speed, Staying time, etc. You can also key in words or do type editing. (Note: If there are too many words, please use WORD files or TXT files to play in the window.)

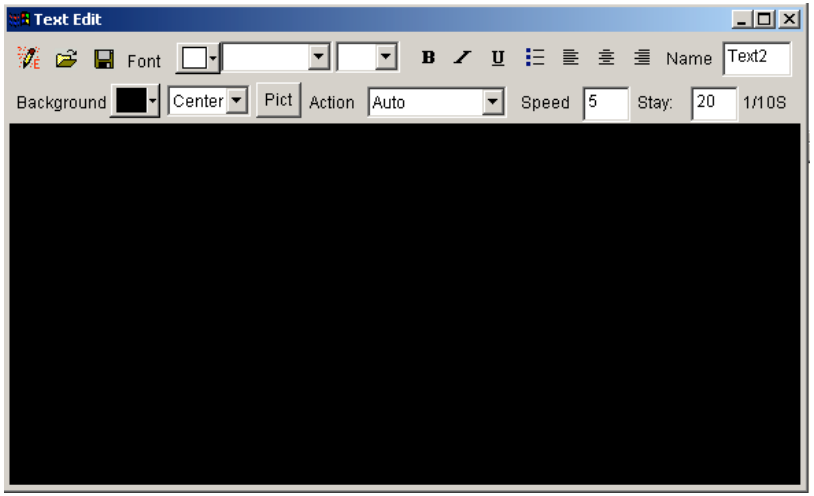


Figure 3-24

Video Line-in window: As shown in Figure 3-25, all options are related to the Video Input Equipments. Please refer to your user's

manual of the Video Input Equipments.

Figure 3-25

Date/time window: As shown in Figure 3-26, you can set background color, background mode, background picture, static te: display style, display effect, font, etc.

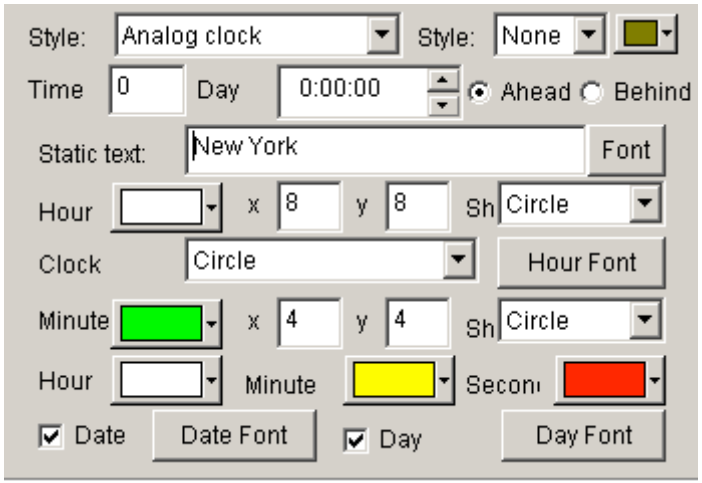


Figure 3-26

3. 4. 6 Step 6: Finish Programming

After the above 5 steps, a program has been done. If you want more than one program page, please repeat from step 2 to step 5. Please do not forget to save your program page after you finished. Click on the saving button or select menu--〉save.

3. 4. 7 Step 7: Play the program

To play the current program files, click on the button to start; to pause; to stop, or select from control menu. If you want to play a different program file, please click on the open button, to open a program and play it.

Chapter IV Character display

To play a document program, there are six methods: in a docume window; in a single line text window; in a static document windo open the document in a picture and document window; Add words the picture files and play in a picture and document window; or inse notice while a program is playing.

4. 1 play in a document window

This window is not compulsory. Words can be displayed in a pictu and document window, this window is only a quick way to key simple words like company name, greeting caption, or notes.

4. 1. 1 Create a new window

Click on the “new window” button, as shown in Figure 4-1. Th select “Text window” in the menu to create a new text window, shown in Figure 4-2.

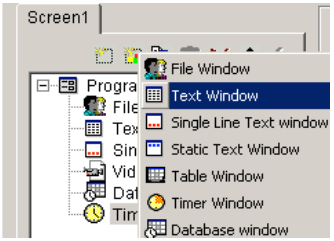


Figure 4-1

4. 1. 2 Setup Text window

As shown in Figure 4-2, the upper part is for setting up program properties.

Name: program name
Frame: you can setup the width and color of the frame
Starting point X: x-coordinate of the starting point
Starting point Y: y-coordinate of the starting point
Width: setup the width of this program
Height: setup the height of this program
Lock: lock this program, and prevent it from moving
Background: setup the background color of this program

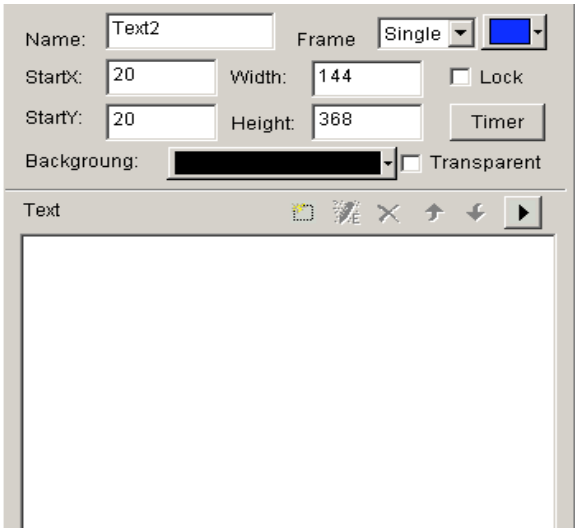


Figure 4-2

4. 1. 3 Insert and edit text

As shown in Figure 4-3, the lower part is for editing texts. Aft clicking on the “add text” button, a “Text Edit” dialog box w appear as shown in the Figure 4-3 below. In the edit box at t bottom, you can key in or paste text. Also you can do type-editin you can setup options like: Background, Font, Action, Speed, Stayi time, etc.

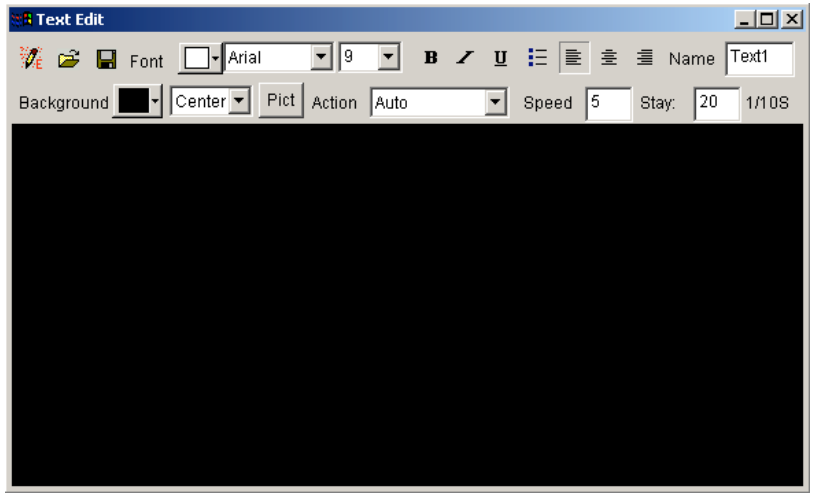


Figure 4-3

Close the “Text Edit” dialog box after finishing editing. Now the Te will appear in the list, as shown in Figure 4-4.

Figure 4-4

If you want to make any changes to your texts, just simply sele

them and then click on the button. An edit box as shown in Figure 4-3 will appear and let you edit the texts. To delete the texts, you can use the button. To change the playing order, use buttons and . Or you can preview the selected texts by clicking on the button.

4. 2 Play in a single line text window

This window is only for single line sliding captions, such as greeting captions, notes, etc. These texts support transparent display, which can be added on any windows, including video files playing in video windows or in pictures and texts windows, as shown in below figure 4-5

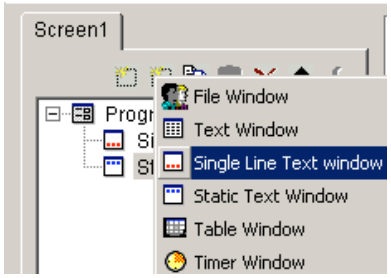


Figure 4-5

4. 2. 1 Create a new Single Line Text window

Click on the "new window" button, and then select "Single Line Text window" in the menu to create a new single line text window, as shown in Figure 4-6.

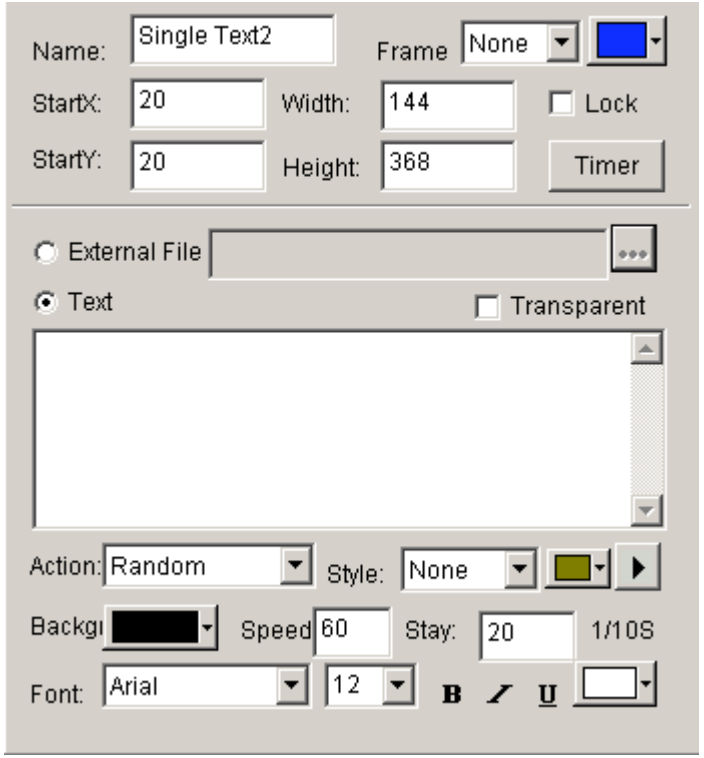


Figure 4-6

4. 2. 2 Setup Single Line Text window

As shown in Figure 4-6, the upper part is for setting up progra properties. There are two ways to input texts, one is open frc external documents, and another is directly input to the edit box.

Open from external documents: Select "External file", in Figu 4-6, then click on button to open files, as shown in Figure 4-

Edited text files can be dynamically displayed when the program is playing. In Figure 10-3, you can setup Action, Background, and Font.

Input in the edit box Select the “Text”, as shown in figure 4-6 and then type in texts that you want in the box below, as shown in Figure 4-7, you can also setup the Action, Background and Font.

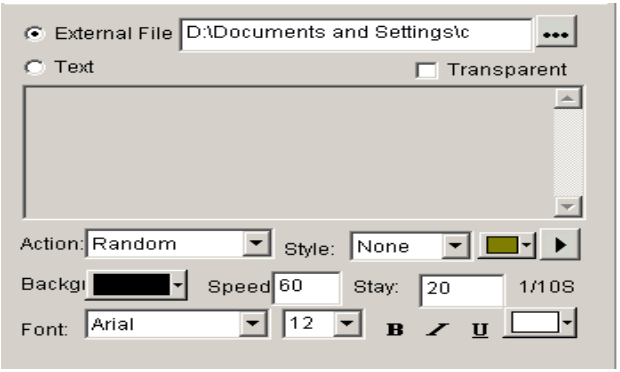


Figure 4-7

4. 3 Play in the Static Text window

This setup window is for playing static texts.

4. 3. 1 Create a new Static Text Window

Click on the “new window” button, and then select “Static Text window” in the menu (as shown in Figure 4-8) to create a new static text window, as shown in Figure 4-9.

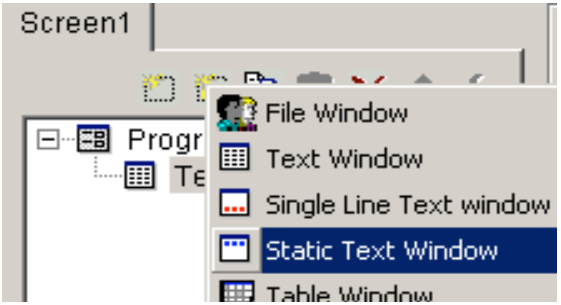


Figure 4-8

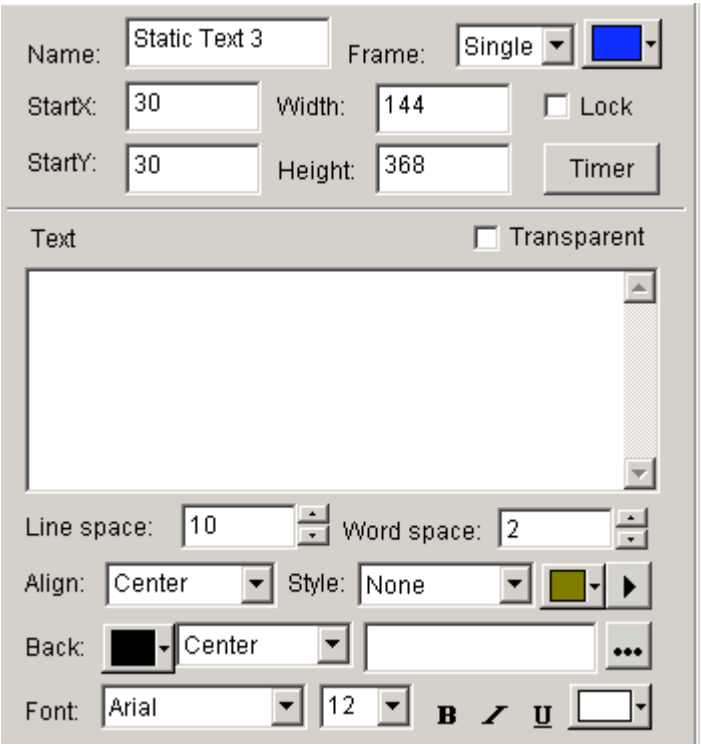


Figure 4-9

4. 3. 2 Setup the static text window

As shown in Figure 4-9, the upper part is for program properties' setting. Type in the texts you want in the edit box, and choose their properties below, like: transparency, Align, Background, and Font, etc.

4. 4 Play text files in a File Window

4. 4. 1 Create a new File window

Click on the "New Window" button , select "File Window" in the menu (as shown in Figure 4-10) to create a new "File Window", as shown in Figure 4-11.

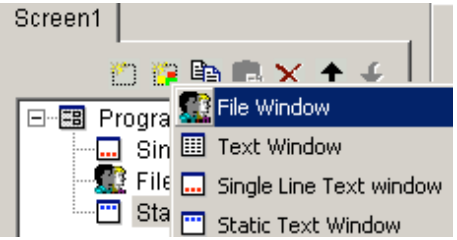


Figure 4-10

4. 4. 2 Setup File Window

As shown in Figure 4-11, the upper part is for setting up program properties.

Name: program name
Frame: you can setup the width and color of the frame
Starting point X: x-coordinate of the starting point
Starting point Y: y-coordinate of the starting point

Width: setup the width of this program
Height: setup the height of this program

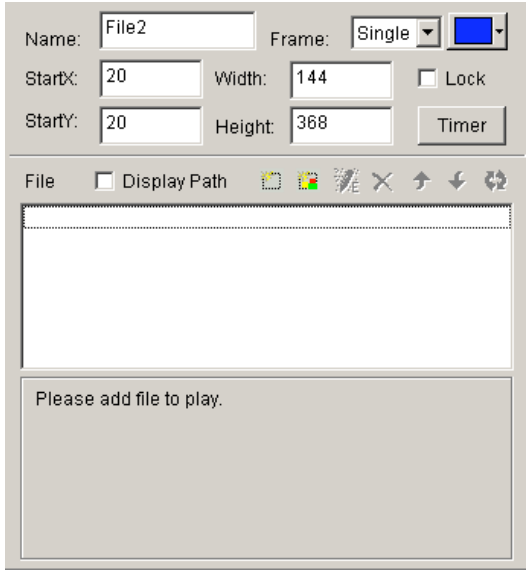


Figure 4-11

4. 4. 3 Open files

Click on the "add file" button , (in the lower part of Figure 4-1
an open file dialog box will appear. All supported format has be
shown in the list at the bottom of the dialog box. Select WORD Fi
choose the file you want to open in the box above, then click
"open" to open it.

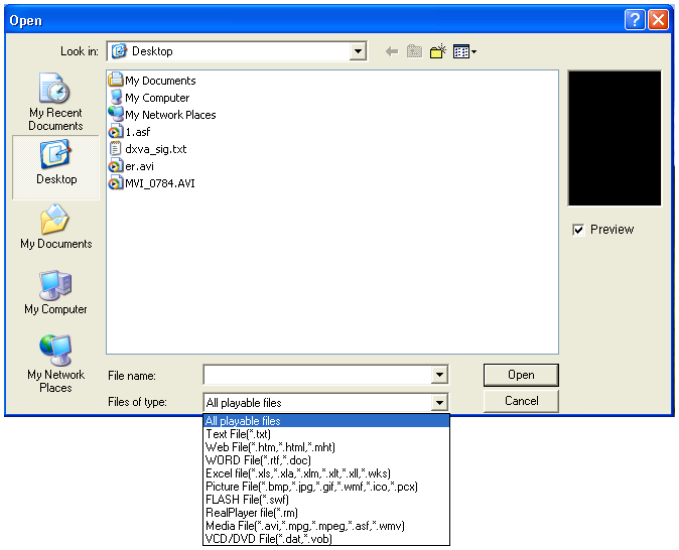


Figure 4-12

The opened file has been added to the list, now the options of this file will be listed below. (As shown in Figure 4-13) Options can let you setup the background (includes color, pictures, drawing method), Font, Plenty Actions, four available effects, Line, Speed, Staying time, Font, etc. (Note: If there are only a few words, file window may be used. If the type-editing is complicated, WORD file may worth to be considered.)

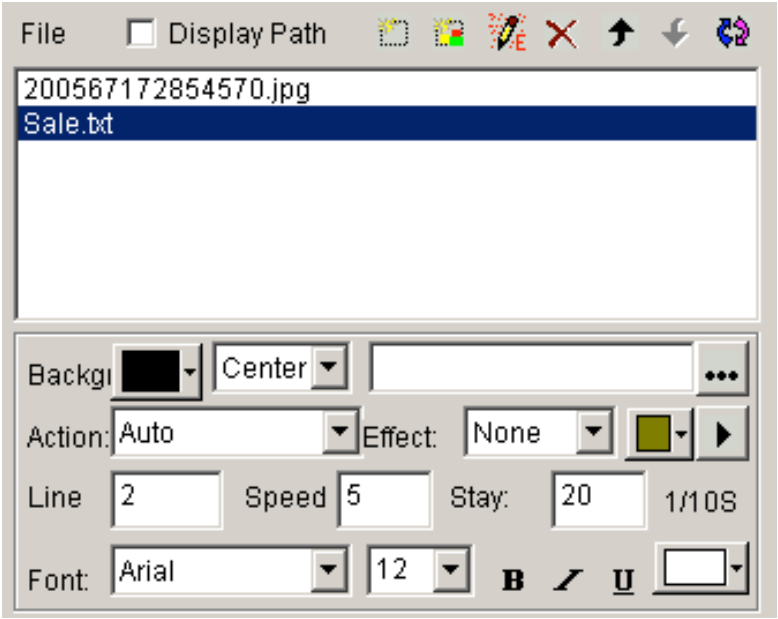


Figure 4-13

4. 5 Add texts onto a picture file

The text display method in this section is the same as that in Chapt 5, picture display, appearing and clearing texts. Details please ref to Chapter 5

4. 6 Insert notes during playing

Instruction in details please refer to Chapter 16

Chapter V Picture display

5. 1 Create a new picture window

Click on the “New window” button , and select “File Window” in the menu (as shown in Figure 5-1), to create a new file window, as shown in 5-2.

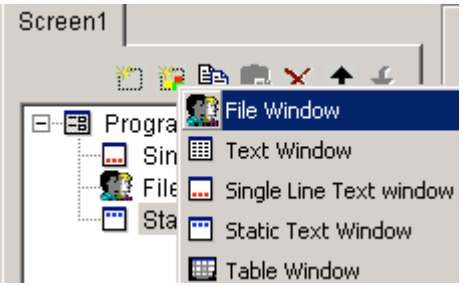


Figure 5-1

5. 2 Setup picture window

As shown in Figure 5-2, the upper part is for setting up program properties.

Name: program name
Frame: you can setup the width and color of the frame
Starting point X: x-coordinate of the starting point
Starting point Y: y-coordinate of the starting point
Width: setup the width of this program
Height: setup the height of this program
Lock: lock this program window to prevent it from moving.

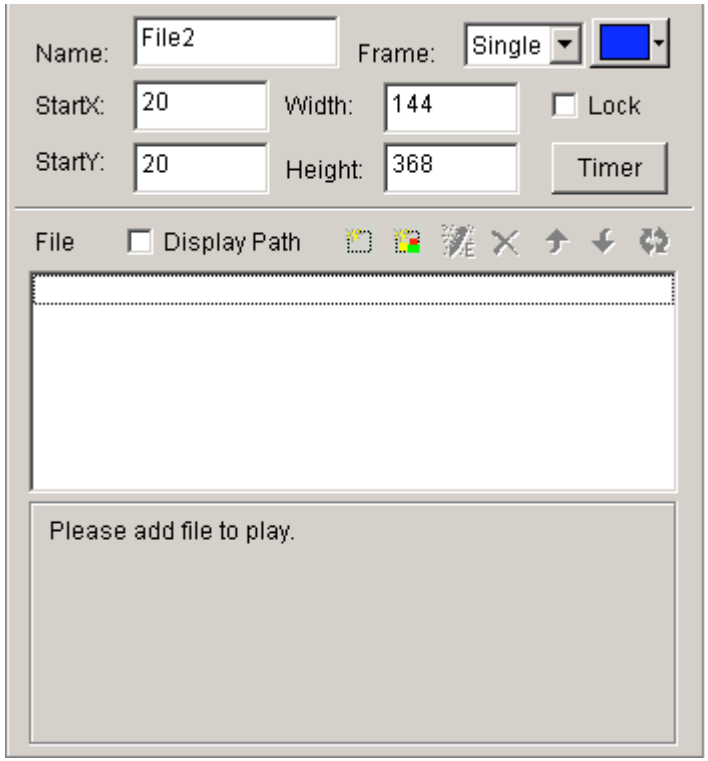


Figure 5-2

5.3 Open playing files

Click on the “add file” button to open the file dialog box (as shown Figure 5-3), select the picture format from the list. Then select t file that you want to open in the box above. (Once you select picture, you can preview it in the right-hand-side frame.) Click “open” to open the selected file, now the bottom-right corner of t main window will change, as shown in Figure 5-4.

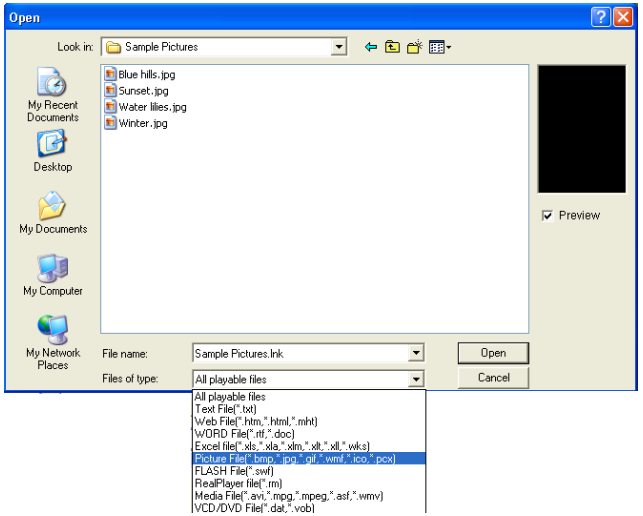


Figure 5-3

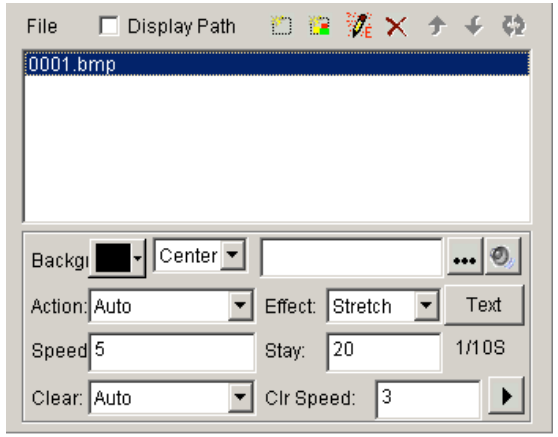


Figure 5-4

5. 4 Setup picture properties

The opened file has been added to the list. Now, options of this f will be listed below. (Figure 5-4), you can select background colo background picture, background picture drawing method, plen actions, four effects, speed, staying time, clearing effects, cleari speed.

5.5 Insert background picture, appearing music and texts.

Insert background picture

Click on the button in Figure 5-4, select and open the picture y want to insert in the "open file" dialog box. Also you may directly k in the address of the background picture in the edit frame.

Insert clearing music

Click on the button in Figure 5-4, and select the music file th you want in the "open file" dialog box, then click "open".

Insert appearing texts

Click on the "TEXT" button in Figure 5-4, the "Picture/Text" dial box will appear (Figure 5-5)

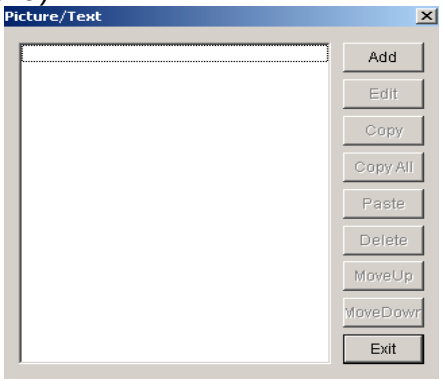


Figure 5-5

Click on “Add” button in Figure 5-5 to open “text edit” dialog box, insert the file that you want and setup their properties and effects, and then close the dialog box.

The Text file that you edited has been added to the file list, if you want to insert more than one appearing text, you can repeat the two steps above. To edit it, select from the file list and then click on the “edit” button to edit it. To delete it, use the delete button, you may also use move up, move down buttons to select files.

Click on Exit to finish the insert of appearing texts.

Chapter VI Cartoons display

6. 1 Create a new cartoon window

Click on the “New window” button , select “File Window” in Figu 6-1 to create a new file window, as shown in Figure 6-2.

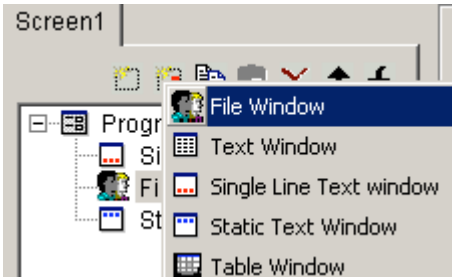


Figure 6-1

6. 2 Setup Cartoons window

As shown in Figure 6-2, the upper part is for setting up progra properties.

Name: program name
Frame: you can setup the width and color of the frame
Starting point X: x-coordinate of the starting point
Starting point Y: y-coordinate of the starting point
Width: setup the width of this program
Height: setup the height of this program
Lock: lock this program window to prevent it from moving.

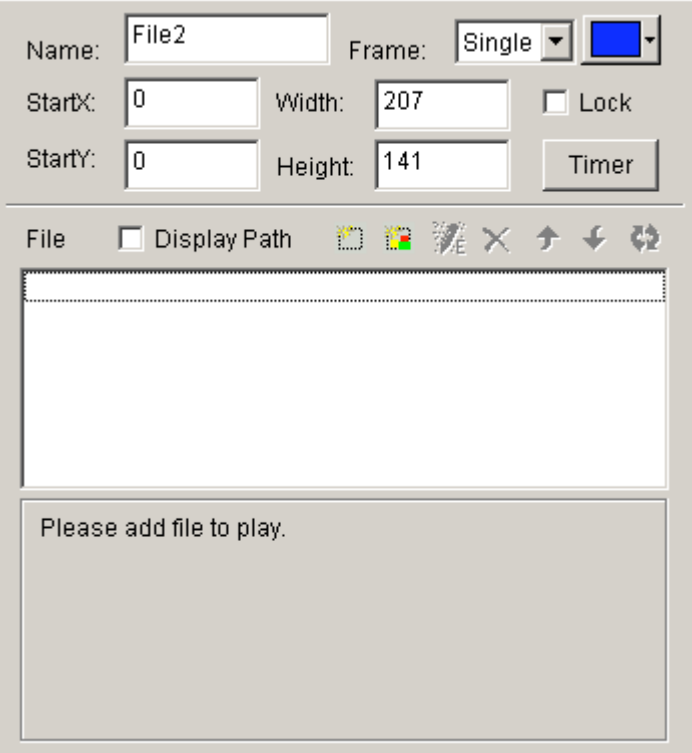


Figure 6-2

6. 3 Open playing files.

Click on the “add file” button in the lower part (Figure 6-2) to open file dialog box. (as shown in Figure 6-3)

This studio can play all cartoons files and all media files (AVI/MPEG/ASF/WMV), FLASH files (SWF), REALPLAYER files (RM),

etc. Select any file of the above formats, and then click on “open” open it. Now the bottom-right of the main window will change looks like Figure 6-4.

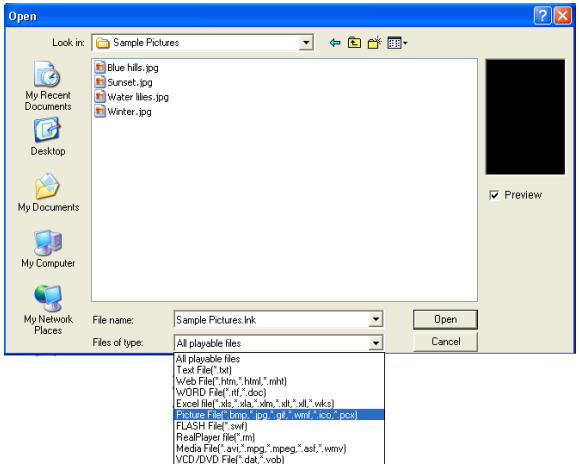


Figure 6-3

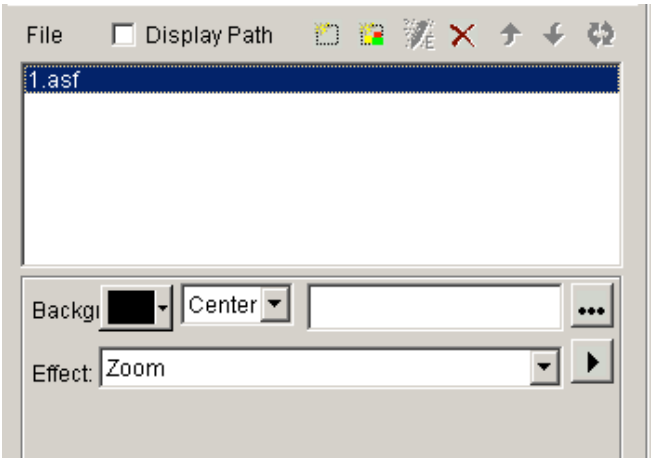


Figure 6-4

6. 4 Setup Cartoons file properties

The opened file has been added to the list, now there will be options of this file appear below. (Figure 6-4), you can select background color, background picture, background picture drawing method, and three effects are optional.

Chapter VII table display

There are two ways to display a table, one is set up a table window insert table display, and the other is pre-done the table in WORD EXCEL, Then use the second method we introduced in chapter 4 play the file, we are not going to repeat this.

7. 1 Create a new table window

Click on “New window” button , select “Table Window” in the me (Figure7-1) to create a new table window. (as shown in 7-2)

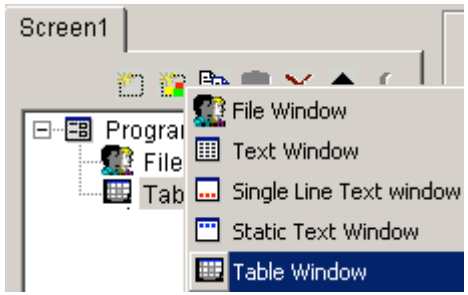


Figure 7-1

7. 2 Setup Table Window

As shown in Figure 7-2, the upper part is for setting up progra properties.

Name: program name
Frame: you can setup the width and color of the frame
Starting point X: x-coordinate of the starting point
Starting point Y: y-coordinate of the starting point

Width: setup the width of this program

Height: setup the height of this program

Lock: lock this program window to prevent it from moving.

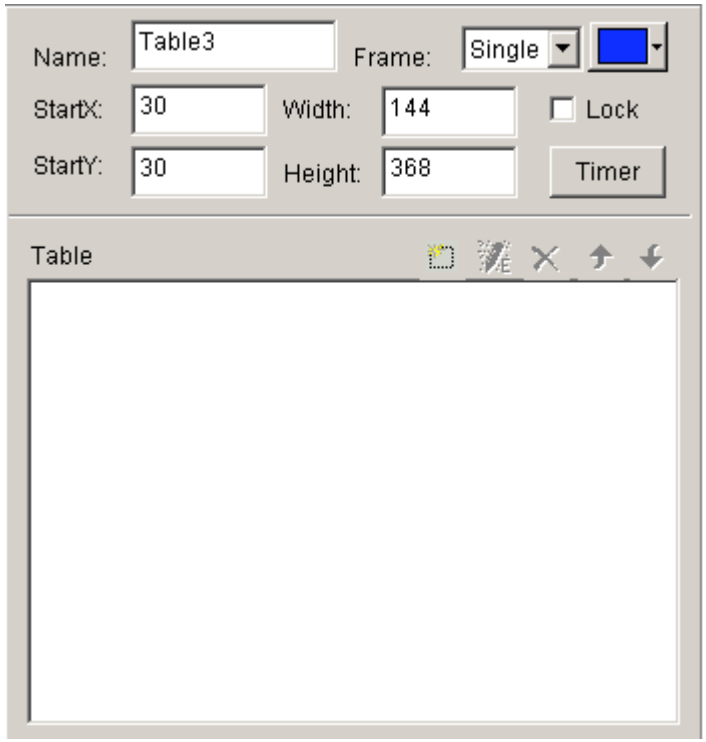


Figure 7-2

7. 3 Insert and edit tables

Click on “Add Table” button in lower part of Figure 7-2 to open the

“edit table” dialog box. (as shown in Figure 7-3)

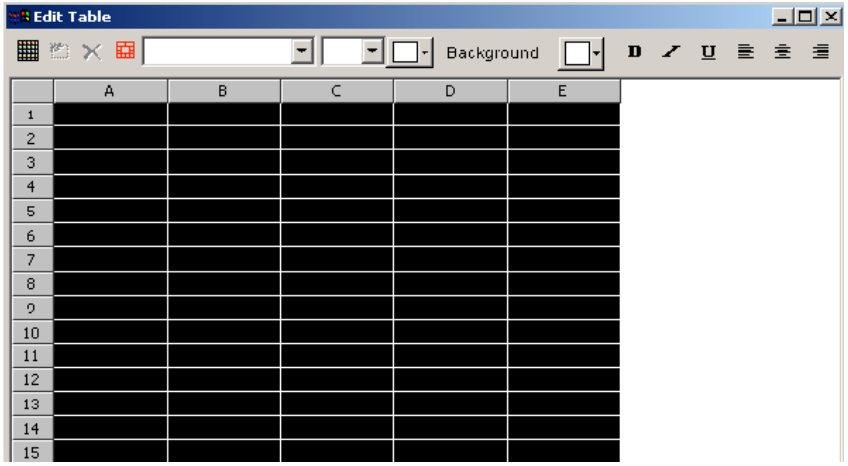


Figure 7-3

Toolbar

“table properties” button : setup table properties

“Insert table” button : insert rows or columns.

“Delete table” button : delete rows or columns.

“Split/Combine” button : split or combine rows or

Those to the right are commonly used for type-editing, they c change the Font, Size, Color, Background color, mode, align methc

Setup table properties

Click on “Table properties” button , to open “table property” dial

box, as shown in Figure 7-4. You may change the settings like: name, with/without title, lock title, title's Font, size, mode, color, and table's background color, grid line color, table drawing effect, speed, staying time, and lock the row and column number.

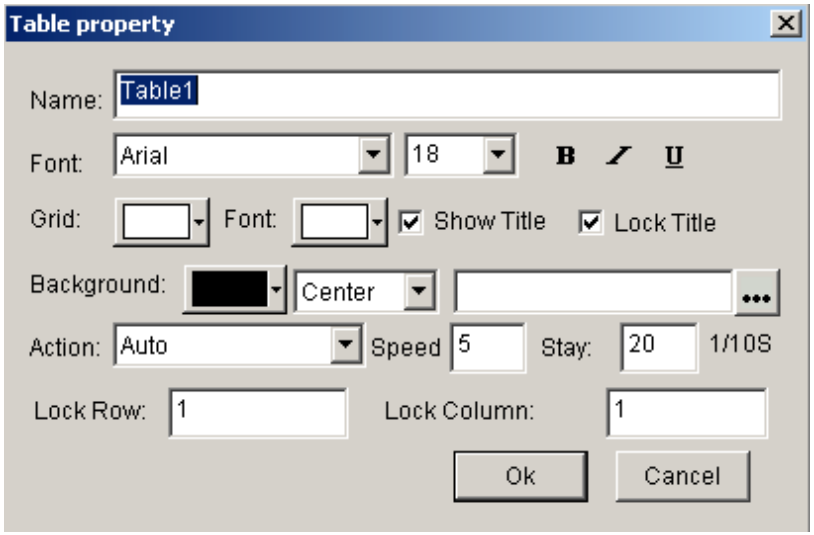


Figure 7-4

Insert table

Click on "insert table" button, to open the "add table" dialog box, as shown in Figure 7-5, select input type, quantity, and input mode (to current position or to end), click "ok" to finish.

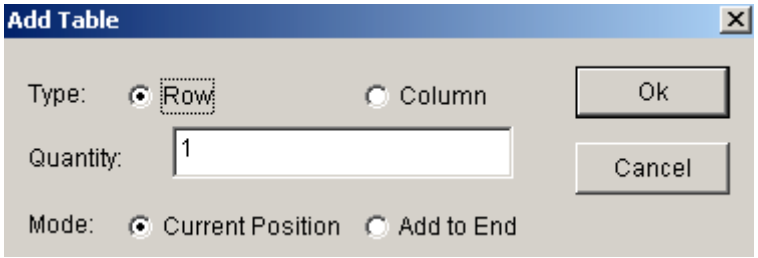


Figure 7-5

Delete table

Click on "delete table" button, to open "delete table" dialog box, shown in Figure 7-6. Select delete row or column, and then click "ok" to finish.

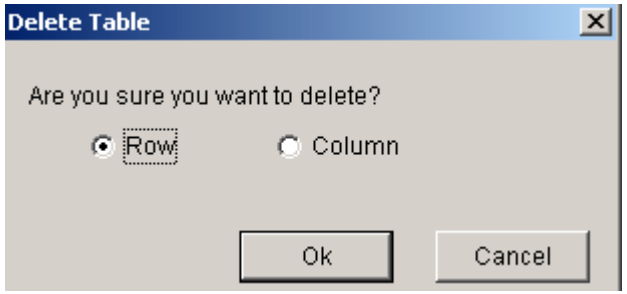


Figure 7-6

Slit/Combine

Select the cells that you want to combine, click on "Slit/Combin button to combine them, as shown in Figure 7-7.

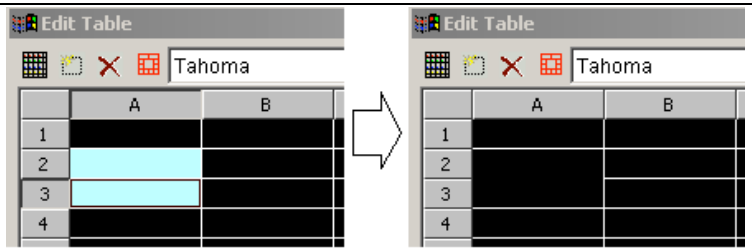


Figure 7-7

Select the cell that you want to slit, click on **"Slit/Combine" button** to split, as shown in Figure 7-8.

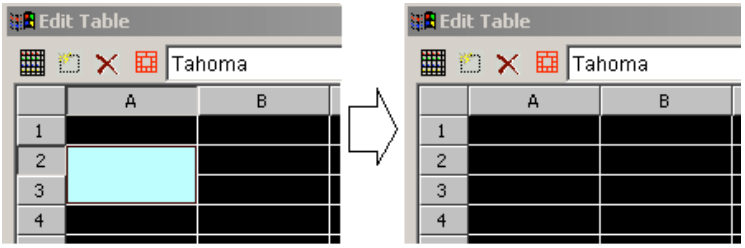


Figure 7-8

Chapter VIII Homepage Display

8. 1 Create a new Homepage Window.

Click on "New window" button , and select "File Window" in Figu 8-1 to create a new file window, as shown in 8-2.

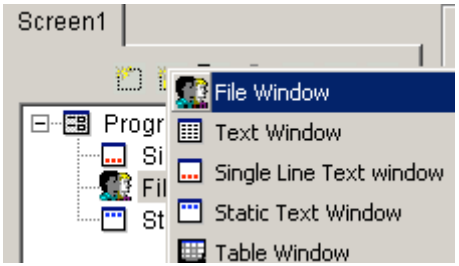


Figure 8-1

8. 2 Setup homepage window

As shown in Figure 8-2, the upper part is for setting up progra properties.

Name: program name
Frame: you can setup the width and color of the frame
Starting point X: x-coordinate of the starting point
Starting point Y: y-coordinate of the starting point
Width: setup the width of this program
Height: setup the height of this program
Lock: lock this program window to prevent it from moving.

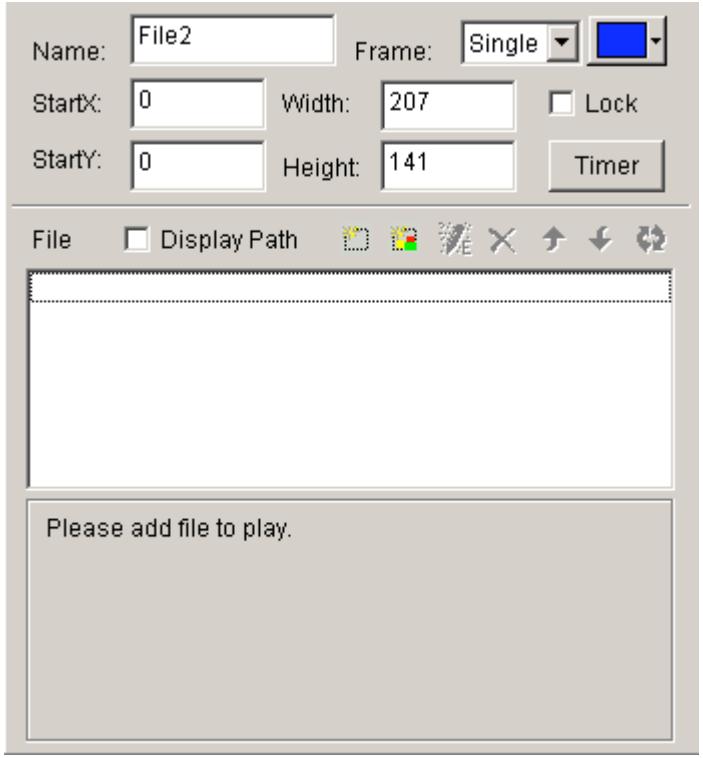


Figure 8-2

8. 3 Open playing files

Click on the “add homepage” button at the bottom in Figure 8-2 to open “Web Page URL” dialog box. (Figure 8-3)

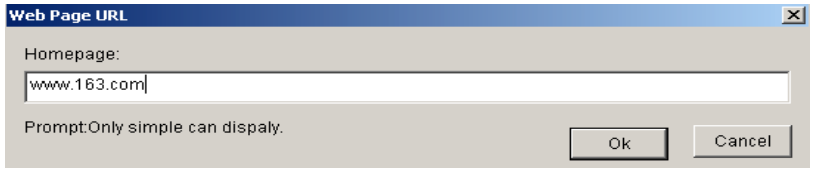


Figure 8-3

Type in the web page address and click ok, now the main bottc right of the window will change to looks like Figure 8-4.

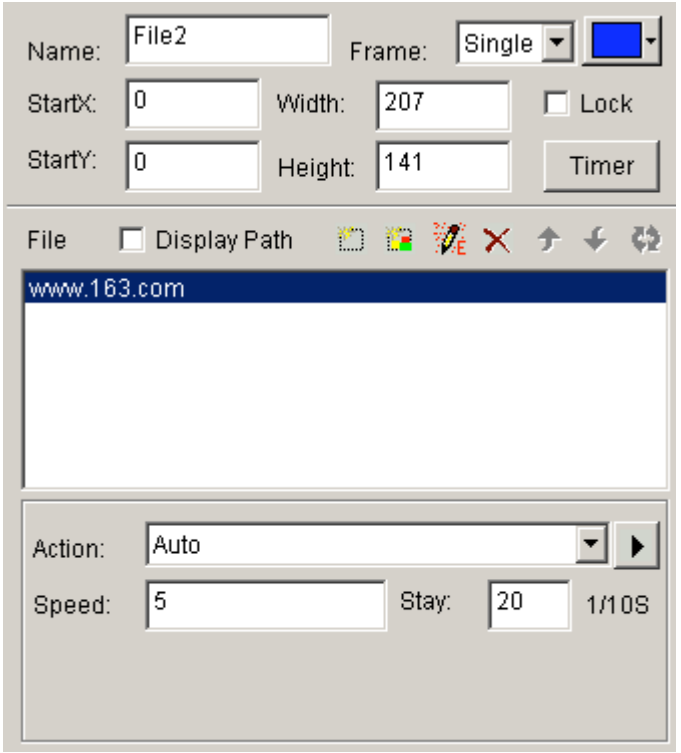


Figure 8-4

The opened file has been added to the list, now the options of this f will be listed below. (As shown in Figure 8-4). You can change t background color, background picture, background picture drawi method, and three available effects. Also you may change the actic speed, and staying time.

Chapter IX Database Display

9. 1 Create a new Database Window

Click on “New window” button, and select “database window” in Figure 9-1 to create a new database window, as shown in 9-2.

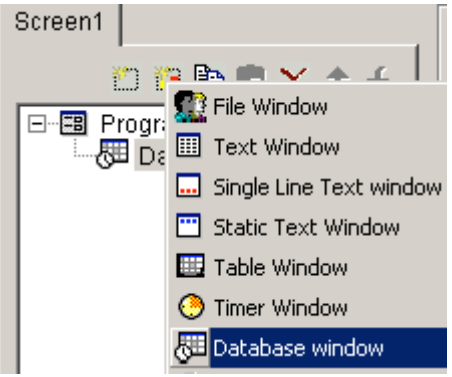


Figure 9-1

9. 2 Setup database window

As shown in Figure 9-2, the upper part is for setting up program properties.

Name: program name
Frame: you can setup the width and color of the frame
Starting point X: x-coordinate of the starting point
Starting point Y: y-coordinate of the starting point
Width: setup the width of this program
Height: setup the height of this program
Lock: lock this program window to prevent it from moving.

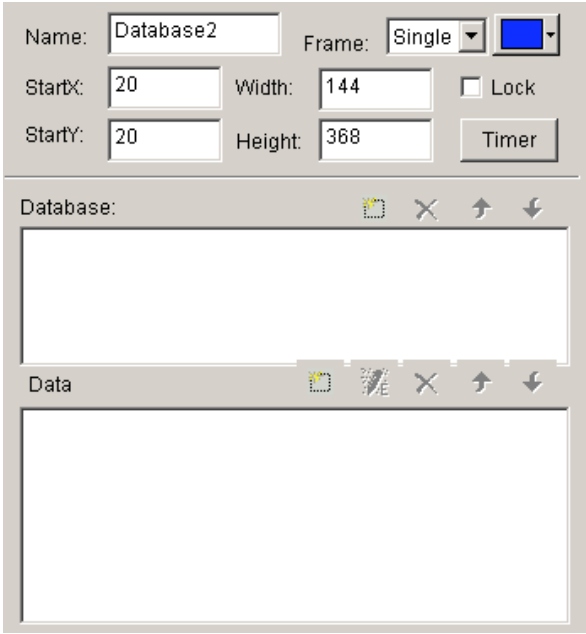


Figure 9-2

9. 3 Add Access Database

9. 3. 1 Add Access database

Click on the “add database” button on the toolbar, and the “Sele Database” dialog box will appear (Figure 9-3). Select Acce database in the dialog box, then click “Ok” button, then select a open the database you want in the “open” dialog box. (Figure 9-4)

Figure 9-3

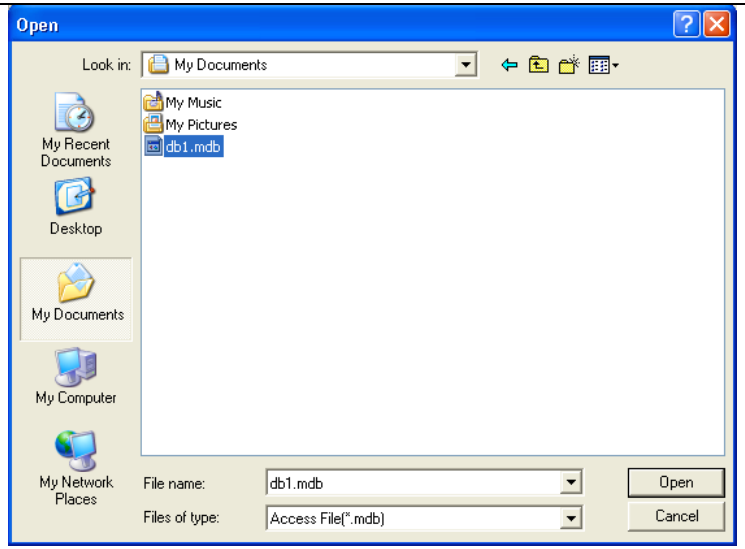


Figure 9-4

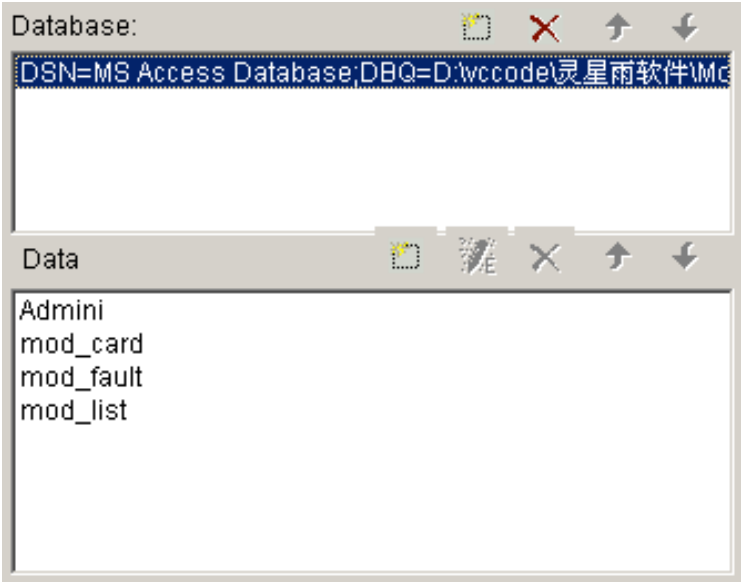


Figure 9-5

Control window with database added is shown in Figure 9-5. The l above is the list of databases. You may use “delete databas button to delete it. The list below is the list of datasheets.

9. 3. 2 Add Access Datasheets

Click on the “add datasheet” button on the toolbar, a “Databa Properties” dialog box (Figure 9-6) will appear. The dialog box h been divided into two parts. The upper one is for table properti setting, the lower one is for column properties setting.

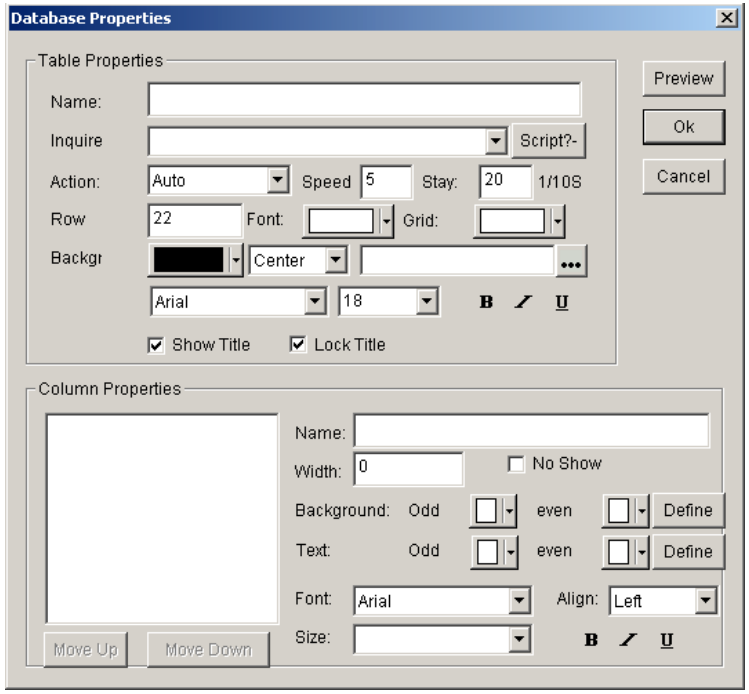


Figure 9-6

Setup table properties

Name: name of the datasheet

Inquire: select inquired datasheet (If you are familiar with the database well, you can define the inquired sentences.)

Action: come-out effect, speed, staying of the table

Row: Height of the rows in the table

Grid: select the color of the grid lines.

Background: select the background color.

Font: select the color of the table name.

Title: select Font, size, bold, italic or underline for the title of the table if it do exist.

Setup column properties

All Columns has been listed to the left of Figure 9-6 you can select and make changes to them.

Name: Column name

Width: Column width

Align: Texts Align method

Background: select the background color of this column

Texts: color of the texts

Font: select texts' Font

Size: texts' size

B I U **Button:** Whether use bold, italic or underline

Click on "Preview", you may preview the newly added table, click on "ok" to finish adding Access Database.

9. 3. 3 Edit Access Datasheets

Select datasheets that you want to edit from the database. Click the "edit datasheet" button, appearing a "Database propertie dialog box (Figure 9-6), you may edit the sheet itself or columns in

9. 3. 4 Delete Access Datasheets

Select the Datasheets that you want to delete from the databas then click on the "delete" button.

9. 4 Add ODBC driver database

To add ODBC Database, some basic knowledge about database a needed, please refer to related books, we are not going to introdu here.

After click on the "Add Database" button, a "select databas dialog box will appear. (Figure 9-3) Select "Access database", a then click ok and choose the data source you want to open from t "select data source" dialog box. (Figure 9-7)

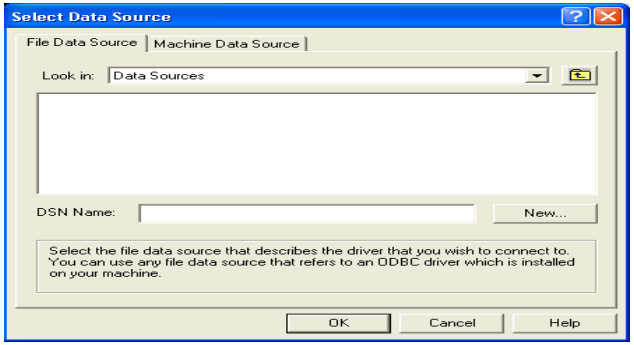


Figure 9-7

If the data source is not prepared, you can first click on “New” button to activate the “data source set up guide” to help you.

The Datasheets and its setting are the same as that for Access Database (refer to 9. 3)

Chapter X Date and Time

10. 1 Create Date/Time window

Click on “New window” button , and select “date/time window” Figure 10-1 to create a new date/time window, as shown in 10-2.

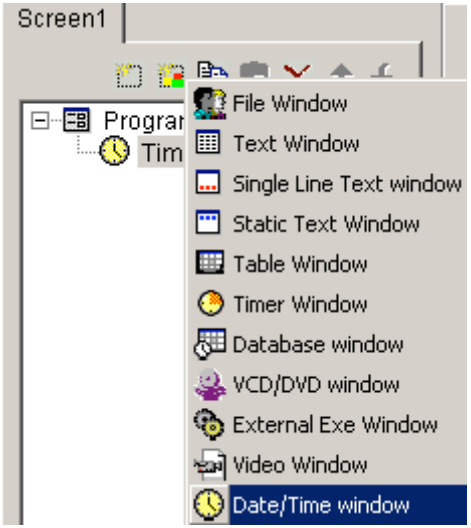


Figure 10-1

10. 2 Setup date/time window

As shown in Figure 10-2, the upper part is for setting up progra properties.

Name: program name
Frame: you can setup the width and color of the frame
Starting point X: x-coordinate of the starting point

Starting point Y: y-coordinate of the starting point
Width: setup the width of this program
Height: setup the height of this program
Lock: lock this program window to prevent it from moving.

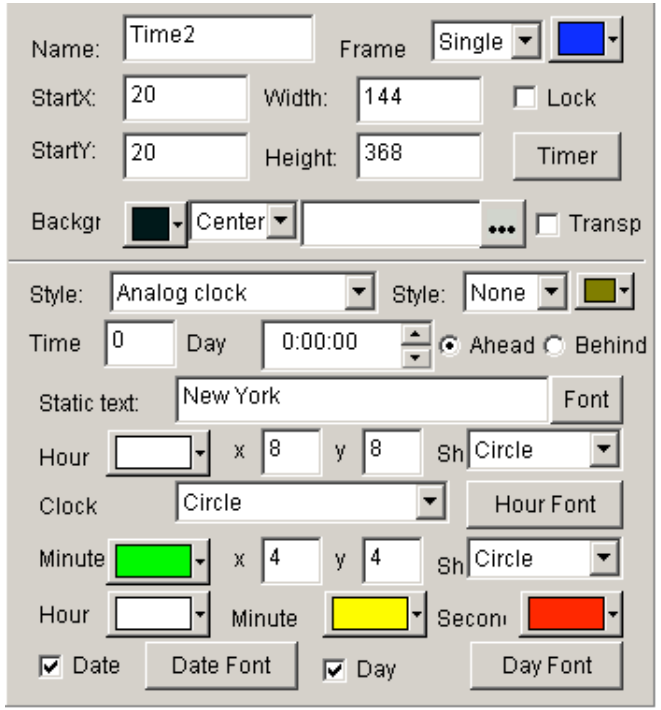


Figure 10-2

10. 3 Setup date and time

There are two kinds of date/time display, one is analog, another is digital. You may select one of them in display style. (Figure 10-2)

Analog clock

As shown in Figure 10-3, it is the analog clock's plotting a properties settings. You can set exceed or lag time differences; Sta texts and its font; color, size, shape, and font of the time displa color of the hour hand, minute hand, second hand; and also t display and color of the dates and days.

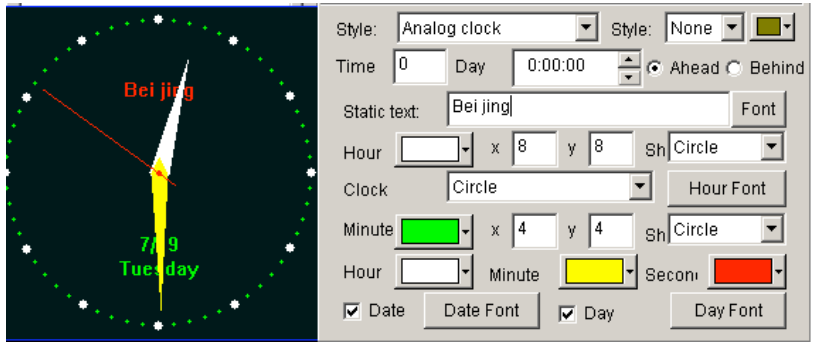


Figure 10-3

Digital clock

As shown in Figure 10-4, it is the digital clock's plotting a properties settings. You can select the display style; set exceed lag time differences; Static texts and its font; hour style; year styl single or multi line display; also the text font.

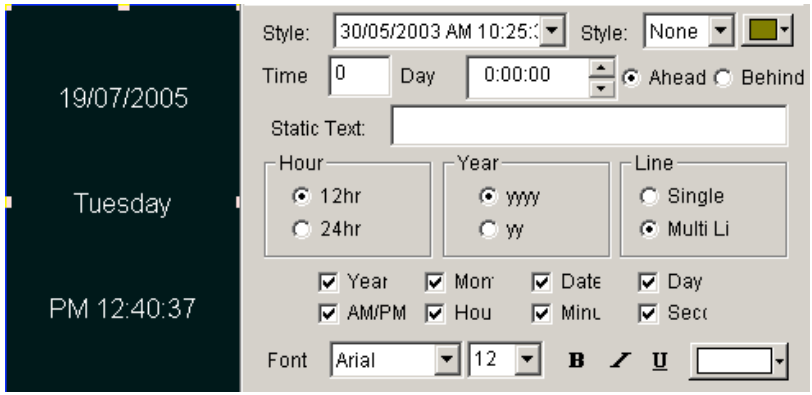


Figure 10-4

Chapter XI External Program

11. 1 Create a new window

Click on “New window” button , and select “External Exe windo

in Figure 11-1 to create a new External Exe window, as shown 11-2.

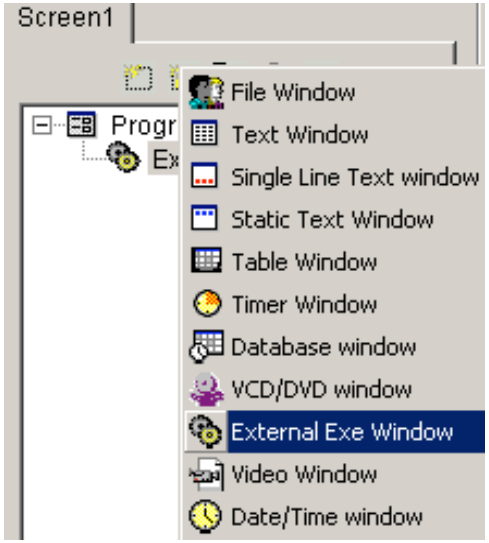


Figure 11-1

11. 2 Setup external program window

As shown in Figure 11-2, the upper part is for setting up progra properties.

Name: program name

Frame: you can setup the width and color of the frame
Starting point X: x-coordinate of the starting point
Starting point Y: y-coordinate of the starting point
Width: setup the width of this program
Height: setup the height of this program
Lock: lock this program window to prevent it from moving.

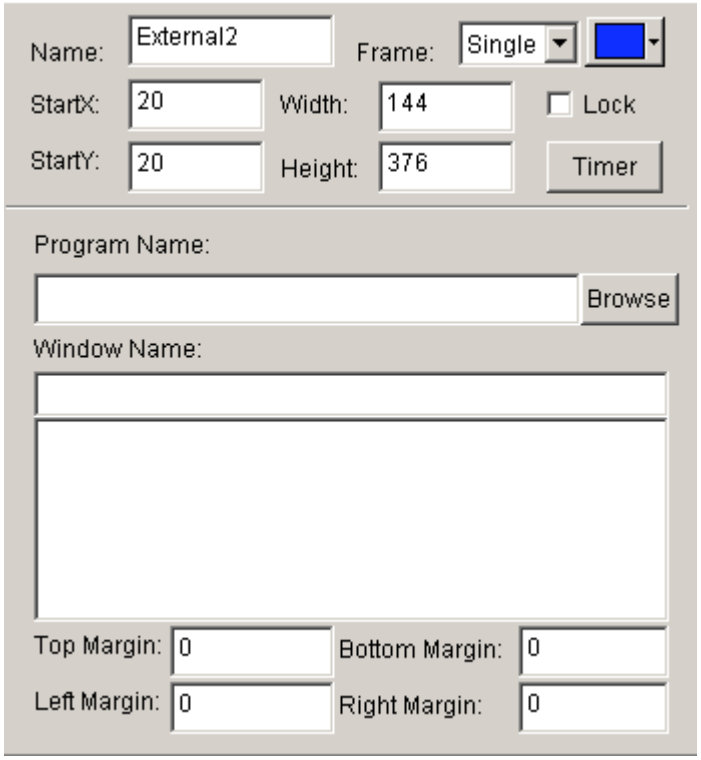


Figure 11-2

11. 3 Open external program

Click on the “Browse” button in the bottom of Figure 11-2, a “op file” dialog box will appear. Select the external program you want open, here we choose Win2000 calculator program. Now, the ma window will look like that as Figure 11-3
One application may contains more than one windows, all windo will be listed below. In this example, there are two window calculator and CalcMsgPumpWnd. Do not forget to select the corre window that you want to display. (Note: some of the windows c not be displayed)

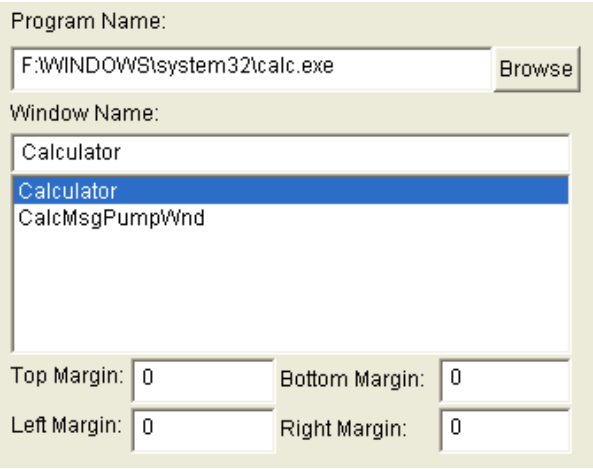


Figure 11-3

Top, bottom, left, right bounds can be used to cut the parts of application which we do not want it to be displayed. In this examp display of the calculator in the playing window is shown in Figu

11-4.

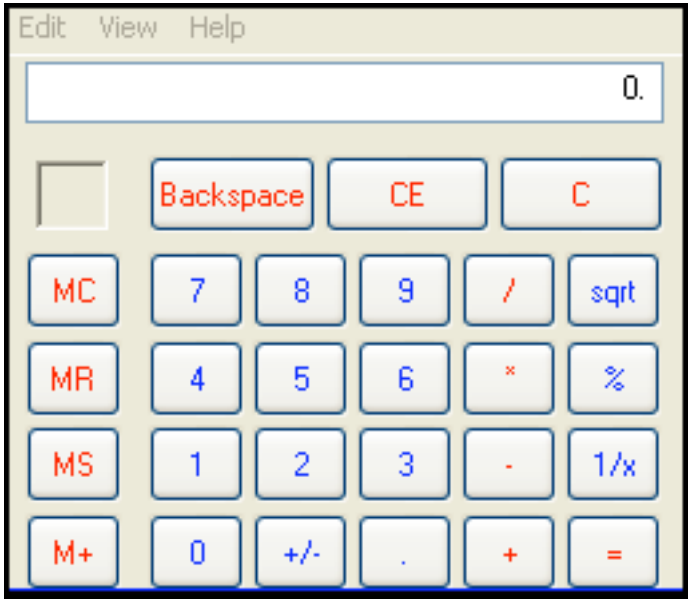


Figure 11-4

Chapter XII Timer Display

12. 1 Create a new window

Click on “New window” button , and select “Timer window” Figure 12-1 to create a new Timer window, as shown in Figure 12-

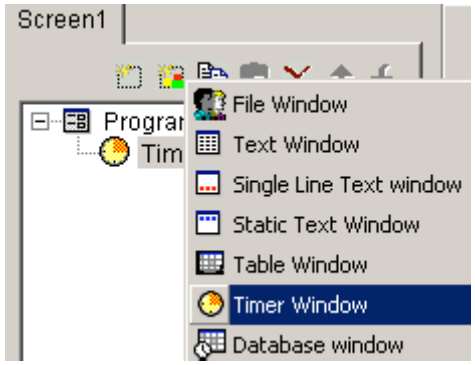


Figure 12-1

12. 2 Setup the timer window

As shown in Figure 12-2, the upper part is for setting up progra properties.

Name: program name
Frame: you can setup the width and color of the frame
Starting point X: x-coordinate of the starting point
Starting point Y: y-coordinate of the starting point
Width: setup the width of this program
Height: setup the height of this program
Lock: lock this program window to prevent it from moving.
Background: Select background color and background pictu

the background picture includes four kinds of drawing effects: Center, Stretch, Zoom, Tile.

Transparent: Setup the background whether it is transparent.

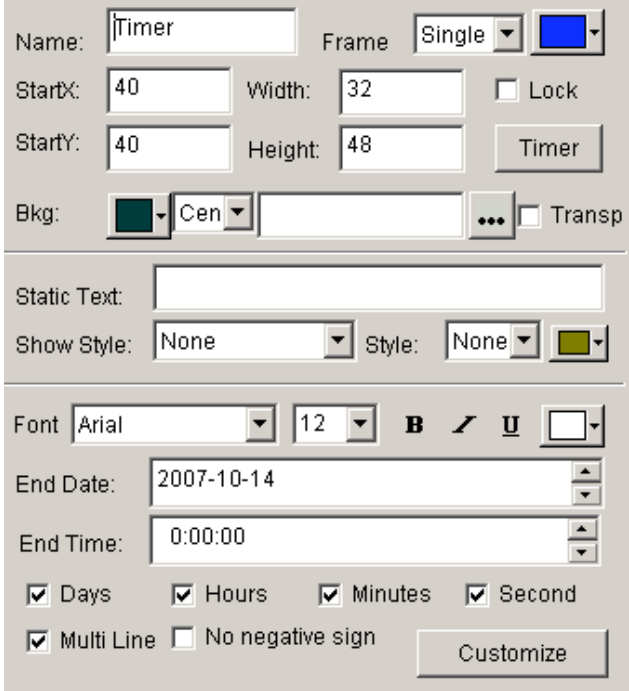


Figure 12-2

12. 3 Time Setting

As shown in Figure 12-3, it is the properties setting of the timer display. You can setup static texts; Text's action, size, bold, italic, underline, color, etc. Arriving date/time; whether display number of days, hour; minute, second, multi line, no negative sign, etc. In this example, timer settings in playing window are shown in Figure 12-4.

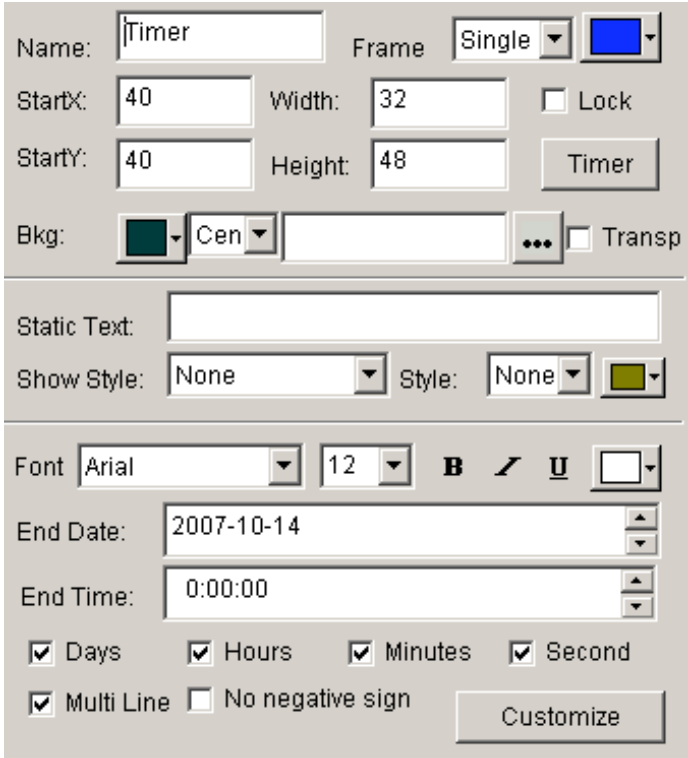


Figure 12-3

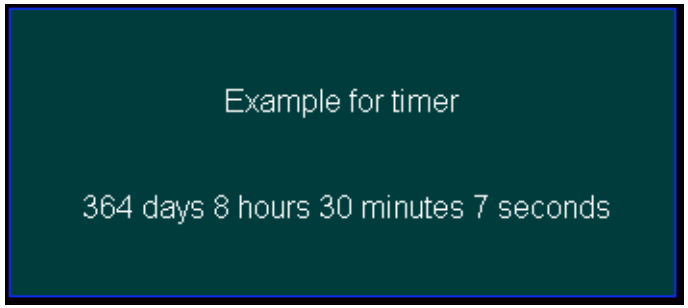


Figure 12-4

Chapter XIII VCD/DVD display

13. 1 Direct playing

Click on the “control”, choose Play VCD/DVD, and then select the objective drive. Like “E:” As shown in Figure 13-1

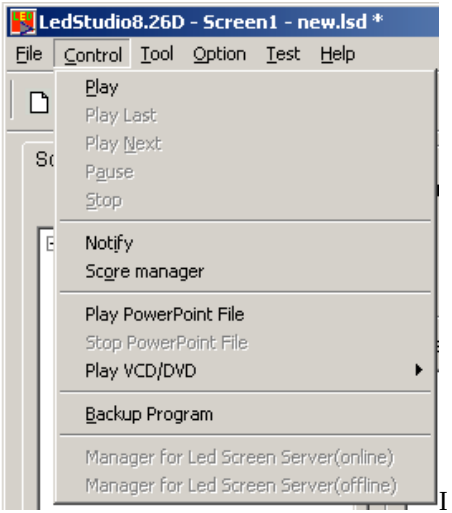


Figure 13-1

13. 2 Play in program

Click on “New window” button , and select “VCD/DVD window” in Figure 13-2 to create a new VCD/DVD window, as shown in Figure 13-3. Then set up all variety of parameters.
Remarks: installing the VCD/DVD player first when play VCD/DVD. Here, recommend to install PowerDVD or WinDVD.

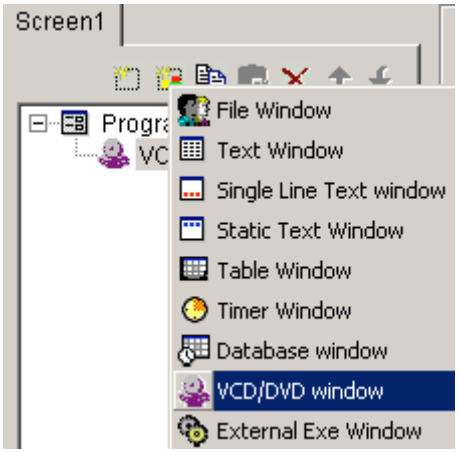


Figure 13-2

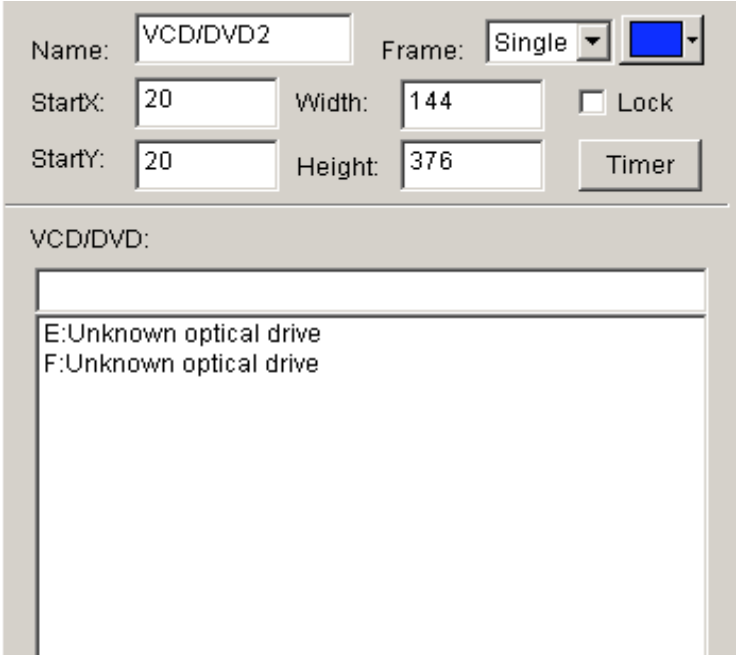


Figure 13-3

Chapter XIV Video Line-in Display

Video Window is mainly used for input video signals from TV cards or external VCD/DVD player, note: TV card is needed for all settings.

14. 1 Create a new window

Click on “New window” button, and select “Video window” in Figure 14-1 to create a new Video window, as shown in 14-2. Then set up all variety of parameters.

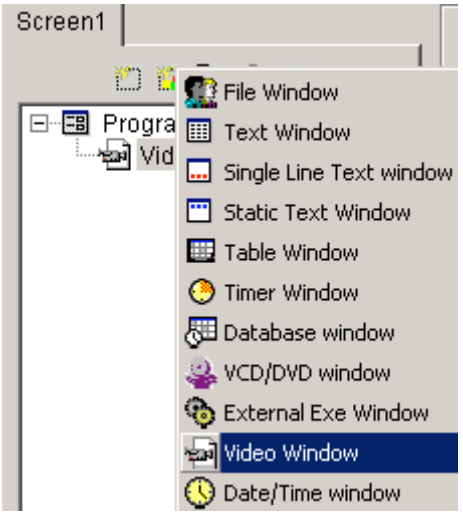


Figure 14-1

14. 2 Setup Video Window

Video input equipment: you may choose different Video Cards (note: only if you has installed more than one video card)

Audio input equipment: to choose audio (note: some TV cards

play sounds through Audio cards)

Video input source: to choose Video input source (note: mc TV cards has three input sources—CATV, Video end, and S-Video)

TV Channel: to choose TV channel (Note: some TV cards do n support this function)

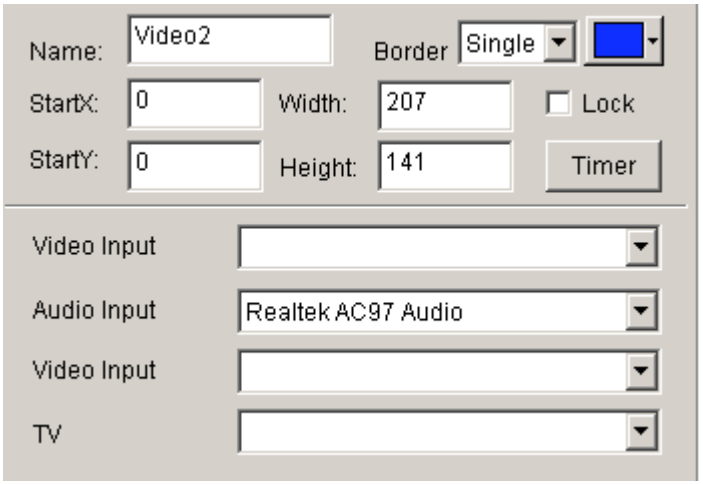


Figure 14-2

Chapter XV PowerPoint Display

15. 1 Play

Click on “Control”, and then click on “Play PowerPoint File”. Select a file to play. (Figure 15-1) When playing, it will automatically move the display area to the big screen. (Note: if alternatively playing between LED Studio and Led screen is needed, you may setup it in the repertoire; if you want to play PowerPoint in File window, you may use convert tools to convert PowerPoint Files to Flash Files.)

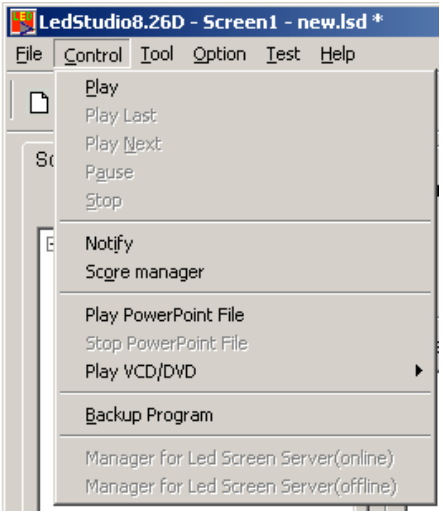


Figure 15-1

15. 2 Stop playing

Click on “control”, and then select “Stop PowerPoint File. ”

Chapter XVI Notify display

Notify Manager is mainly used to insert temporary notify into t program while it is playing.

16. 1 Open “Notify Manager” Window

Click on “control” in the main menu, and then select “Not Manager”. (Figure 16-1) A “Notify Manager” dialog box will appear

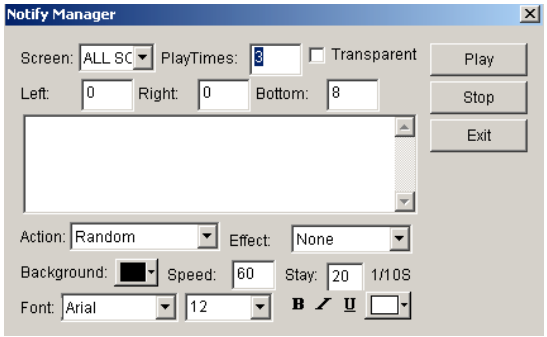


Figure 16-1

16. 2 Setup Notify Manager Window

In Figure 16-1, you can select which screen that your notify is goi to put; how many times it is going to repeat, whether it transparent, left edge, right edge, bottom edge, action, backgroun font, etc.

16. 3 Play/Stop Notify Display

When everything has been set, click on “play” in figure 16-1

broadcast the notify. Or click on “stop” to stop it.

Chapter XVII Score Manager

Notify Manager is mainly used to insert temporary notify into t program while it is playing.

17. 1 Open Score Manager Window

Click on “Control”, and then select “Score Manager”. A “Sco Manager” dialog box will appear (Figure 17-1)

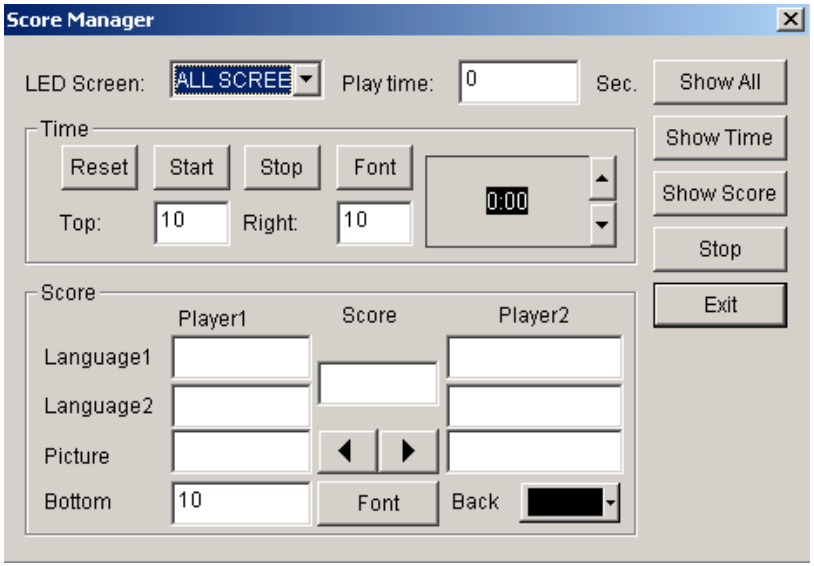


Figure 17-1

17. 2 Setup Score Manager Window

Scores display includes two different types: Time display and Scor display. Screen number indicates in which screen the display shou

be; Time display indicates how long the display is going to be.

Time Display Setting

Reset: Reset time to 0:00;
Start: Start to count;
Stop: stop counting;
Font: Setup Font and properties of the display texts;
Top Edge: setup the distance between the display time and the top edge;
Right Edge: setup the distance between the display time and the right edge;

Scores display settings

Home: Scores for Home team, two display language available;
Score: Score sign, such as ":" ;
Away: Scores for Away team, two display language available;
Picture: one display picture for each team.
Bottom Edge: setup the distance between the display time and the bottom edge;
Font: setup the Font of the display texts;
Background: Setup background color;

17. 3 Play/Stop Score

When everything has been set, click on "Show all" in Figure 17-1 to play time and scores. Click "Show time" to show time; "Show score" to show scores; or "stop" to stop showing time and scores.

Chapter XIIX Playing Schedule

18. 1 open the schedule table

You may open the schedule table by click on the "option" on the ma menu, and select "Schedule Table" (Figure 18-1), startup "Schedu Table" dialog box, as shown in figure 18-2.

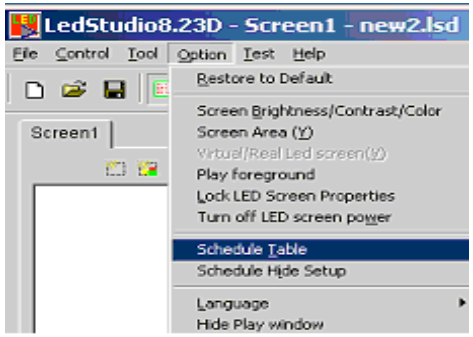


Figure 18-1

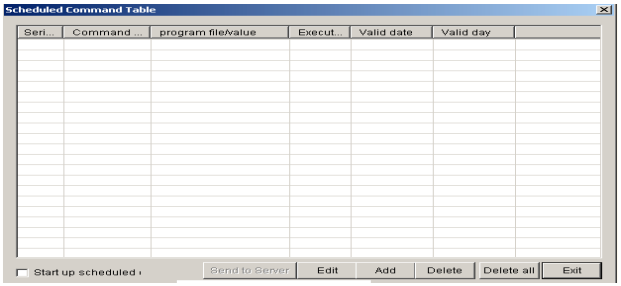


Figure 18-2

18. 2 Add Scheduled Command

18. 2. 1 Step1: Open “Scheduled Command” dialog box.

Click on the “add” button to open “Scheduled Command” dialog box. (as shown in Figure 18-3)

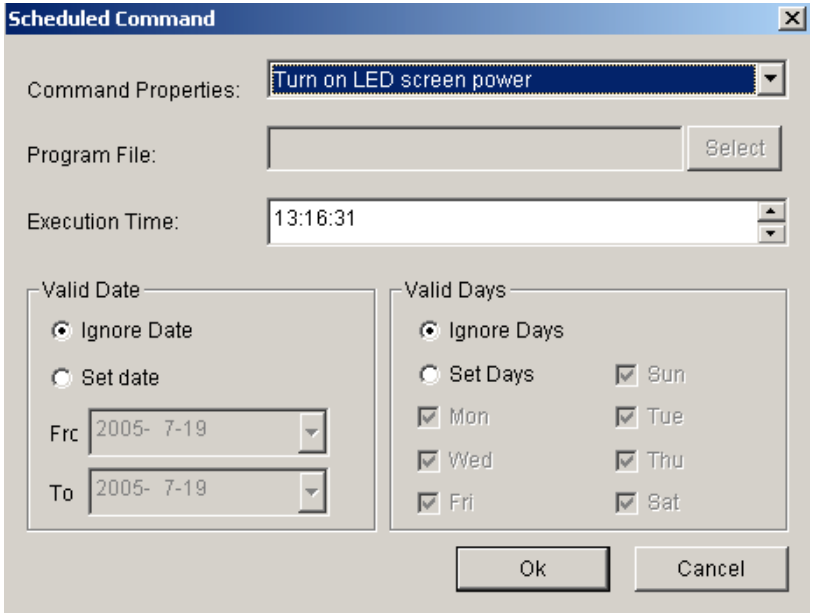


Figure 18-3

18. 2. 2 Step 2: Setup Command list properties

Command properties: select command property, default setting is “Turn on LED Screen power”

Program file: this option only valid if the command is to: play program files, perform external program, play PowerPoint files. Click on “select” can let you select files.

Execution time: setup when the command starts

Valid date: setup valid date

Valid days: Setup valid days

18. 2. 3 Step 3: Exit “Scheduled Command” Dialog box

Click “ok” to finish adding scheduled command. As shown in Figu 18-4, there is already a “Turn LED screen power” command in the l if you want more than one command, repeat the 3 steps above.

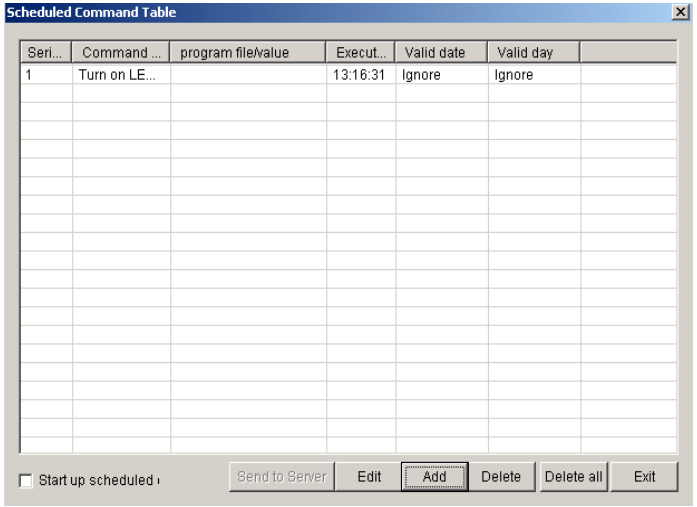


Figure 18-4

18. 3 Edit Scheduled Command

Select the command that you want to edit from the list. Click “edit” to open the “Scheduled command” dialog box to edit tl command.

18. 4 Delete Scheduled Command

Select the command that you want to delete from the list, click on “delete” bottom, if you want to delete all commands, use “delete all” bottom.

18. 5 Start up Scheduled Command

Click on “Start up scheduled”, keep it remain selected to activate the schedule table, vice versa. (Figure 18-5)

Figure 18-5

18. 6 Exit

Click on “Exit” to finish the settings of “Schedule manager”

Chapter XIX Network control

19. 1 Remote Manager (Online)

If you want to operate network control, you must setup the comput which controls the LED screen to remote control server, the oth computers set as costumer computers. Remote control server can controlled by all customer computers within the network. Custom computer may control all remote control servers within the netwo If you want to carry out the remote control in the Internet, t remote control server must dial up, can’t be by LAN, otherwise can’t be connected.

19. 1.1 Setup remote control server

Select “Option” --“Software setup”—“Networking”, and then enter the “Software setup” dialog box. (Figure 19-1)
Select “Local Led screen” and “Remote manager (online)”, and ty in a non-used Port number (normally the default number 6600 will fine). Customer computer must type in the same port number order to link to the remote control server, and click “Save setup” exist dialog box.

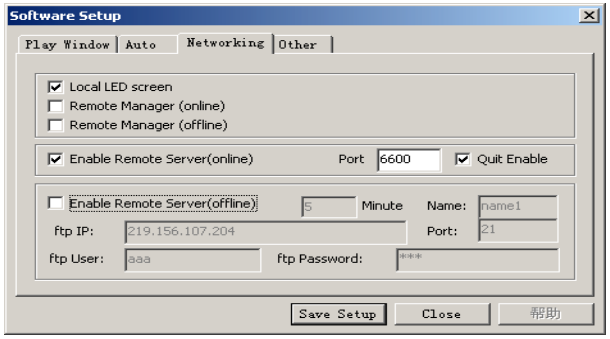


Figure 19-1

19. 1.2 Remote Screen Manager

Select “Option”—“Software setup”—“Networking”, and then enter “Software setup” dialog box, as shown in figure 19-2. Select “Local Led screen” and “Remote Manager (online)”, and click “Save setup” to exist the dialog box.

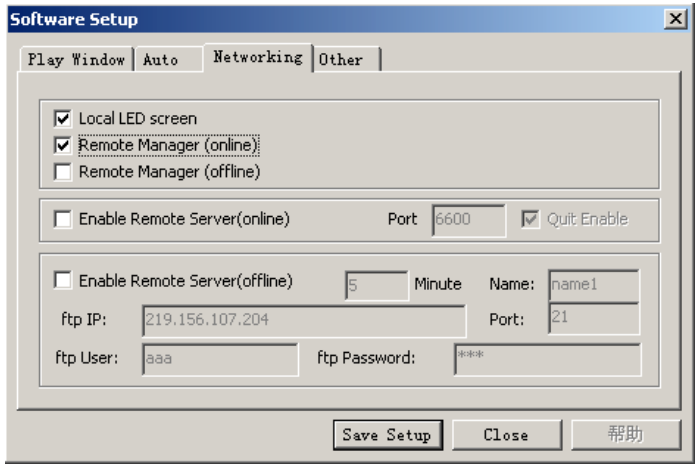


Figure 19-2

You may enter the “Remote Manager” dialog box by clicking on the “Control” then “Remote Manager”. (Figure 19-3) Click on “add” can enter “Remote server Setup” dialog box. (Figure 19-4) Type in a screen name to separate more than one screen. Type in the IP address. (Note: you may get the IP address by click on “Check IP Address” in the “server setup” dialog box or turn to your network administrator) Then you should type in the related port code, and screen number. Key in the password if necessary. If there are several servers, they can be all added to the list.

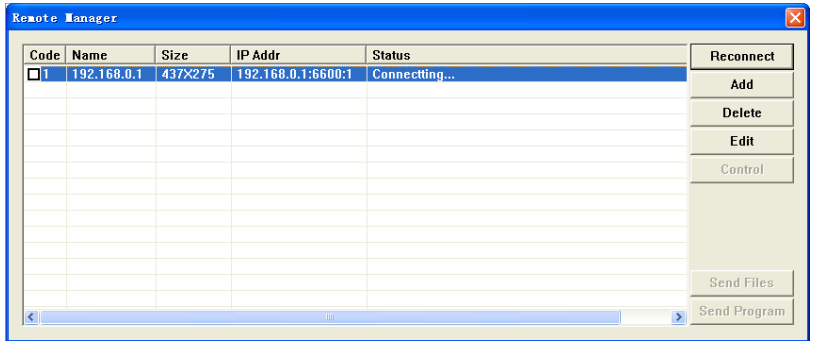


Figure 19-3

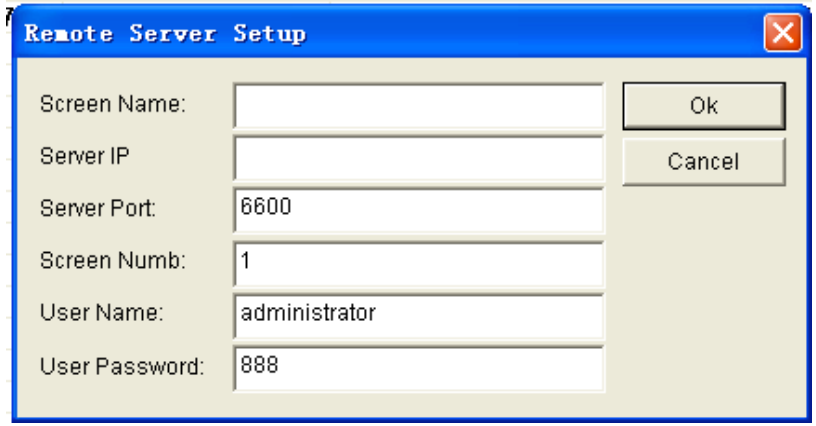


Figure 19-4

19.1. 3 Remote control

Click on “Remote Control” button to enter the “remote contr window (Figure 19-5). You may apply any command to the server.

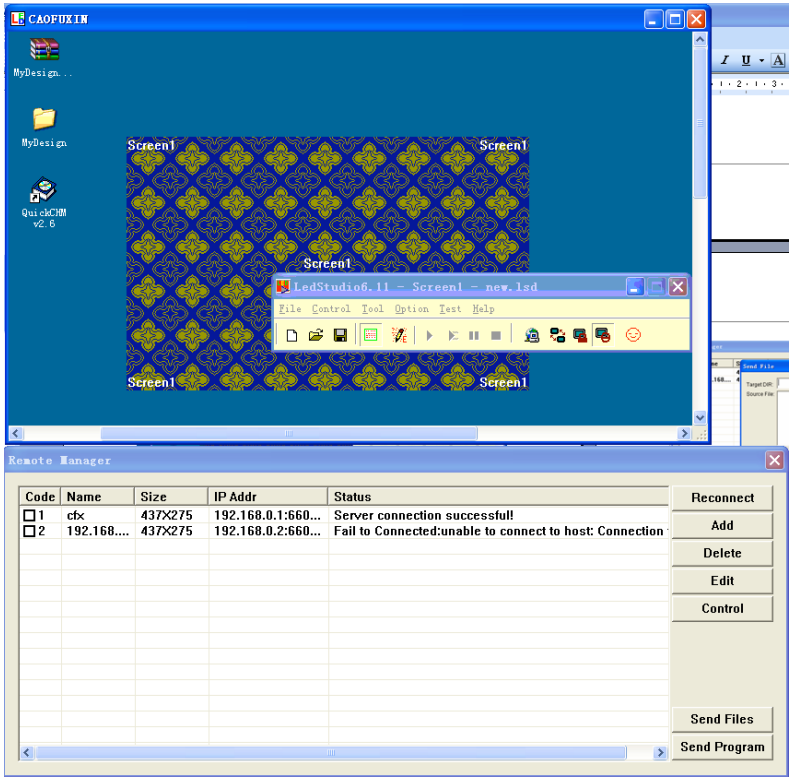


Figure 19-5

19.1. 4 Send Files

By clicking on “Send files”, you may enter the “Send file” dialog box, as shown in Figure 19-6. All files will be sent to the sub-catalog “PRGDATA” under the install catalog of the server. You may input objective catalog to create sub-catalog. Or overcast the existing files, to refresh some playing contents.

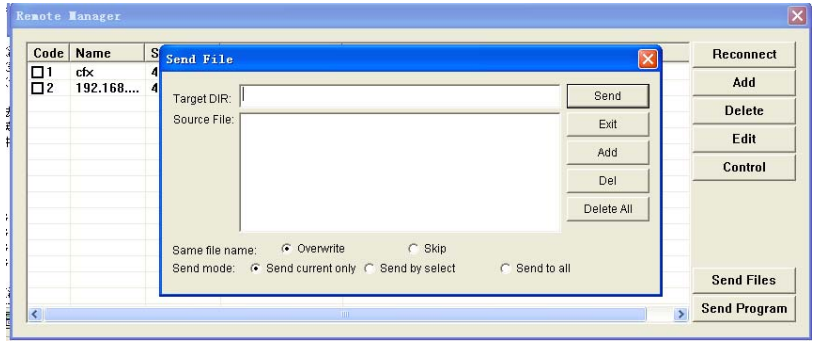


Figure 19-6

19.1. 5 Send Program

By clicking on “Send program”, you may enter the “Send progra dialog box, as shown in Figure 19-7. All files will be sent to t sub-catalog “PRGDATA” under the install catalog of the server. Y may input objective catalog to create sub-catalog.

Figure 19-7

19.2 Remote Manager (offline)

When sending program in long-distance (No LAN), adapting Remote Manager (online) to dial up is inconvenient, because the IP address is not fixed, and you must check the IP address when connecting it. However, the Remote Manager (offline) can deal with the inconvenience. If the company has its own website, and IP address of the website is fixed, client-side sends the programs to the website, and service-side get and play the program from the website through setting time.

19.2.1 Setup remote server

Select "Option"—"Software setup"—"Networking", and then enter "Software setup" dialog box, as shown in figure 19-8; select "Local Led Screen" and "Enable Remote Server (offline) ".

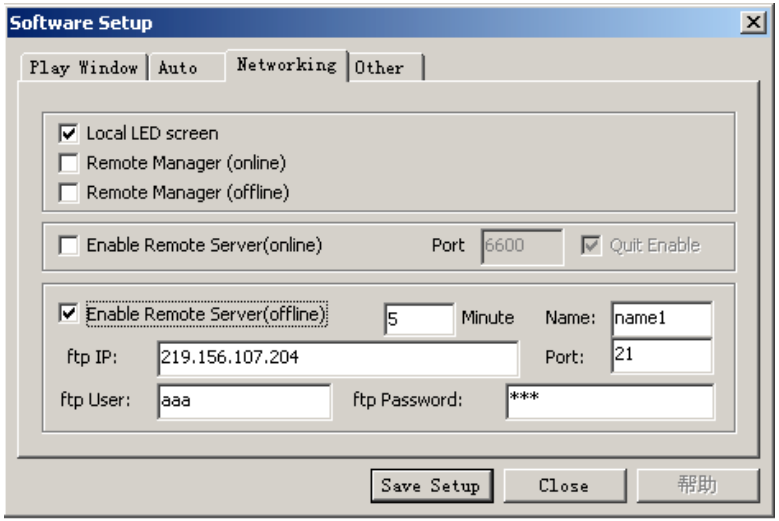


Figure 19-8

Time: at minutes interval to check it in the website; if updati program, download it.

Name: input the led screen name of your client-side when sendi programs.

ftp IP: your website IP address.

Port: type in a non-used Port number (normally the default port will be fine).

fpt user/password: website management user name and password

19.2.2 Manger for Led Screen Server (offline)

Select "Option"—"Software setup"—"Networking" to enter "Softwa setup" dialog box, as shown in figure 19-9; select "Local Led scree and "Remote Manager (offline)", then click "Save setup" to exist t dialog box.

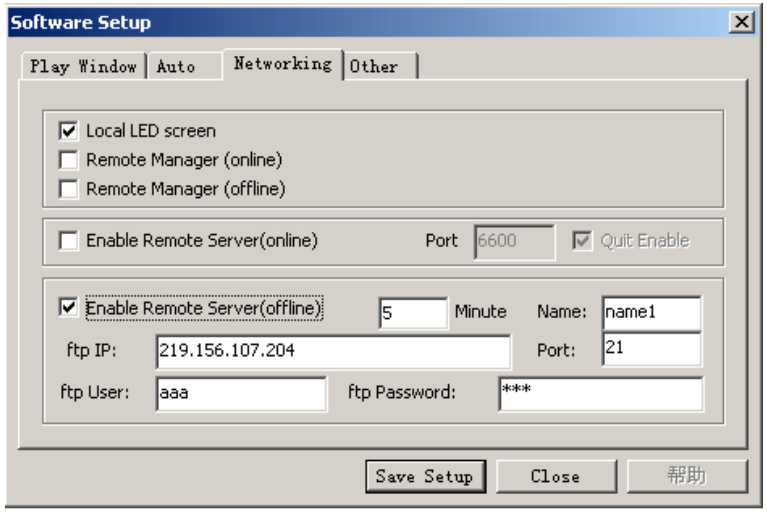


Figure 19-9

Select “Control” menu, click “Remote Manager (offline)” to enter “Remote Manager (offline)” dialog box, as shown in figure 19-10;

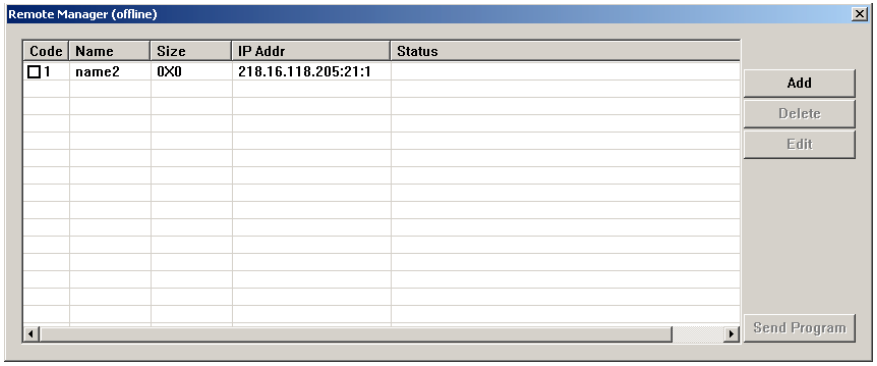


Figure 19-10

Click on “add” can enter “Remote server Setup” dialog box. (Figure 19-11 Inputting a screen name to tell differences among multi-screen. Typing in the IP address and the related port code, and screen No., and user name and user password.

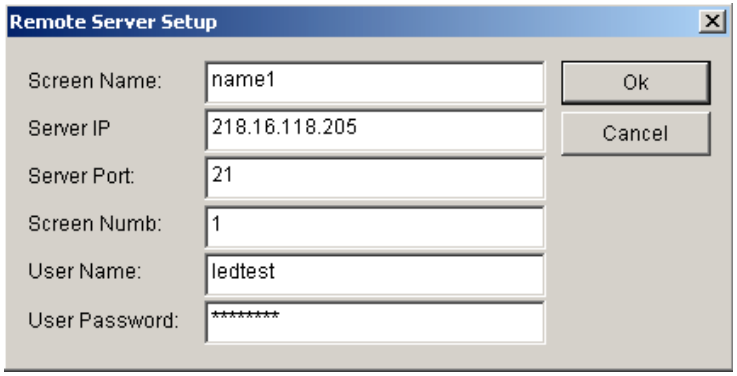


Figure 19-11

19.2.3 Send program

Click the “Send program” to enter “Send program” dialog box, shown in Figure 19-12; all program files and program using files w be sent to the sub-catalog “PRGDATA” under the install catalog of t server. You may input objective catalog to create sub-catalog.

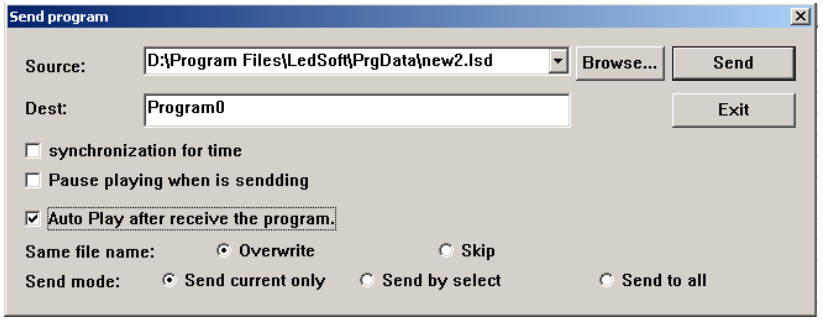


Figure 19-12

Chapter XX Background Playing

20. 1 Activate Background playing

Only Windows98/XP operating system supports this function. However, some settings must be done as well: Right click on the space on the desktop, a menu like Figure 20-1 will appear.

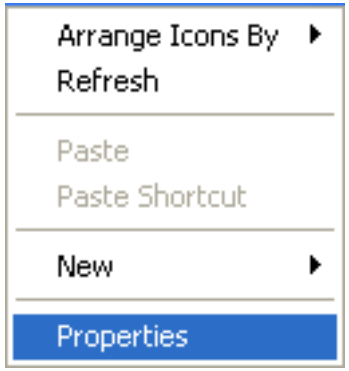


Figure 20-1

Select property: Appearing a property menu, as shown in Figure 20-1. Click on “option”, and activate monitor “2”. Select “extend the contents of Windows to this monitor”, then click on “apply”, followed by “ok”. Now, you may use the “background playing” function. Click on “background playing” on the toolbar of “LED studio”, playing window will switching between the LED screen and the Monitor. When playing window is on the monitor, the LED screen will display the contents of Windows.

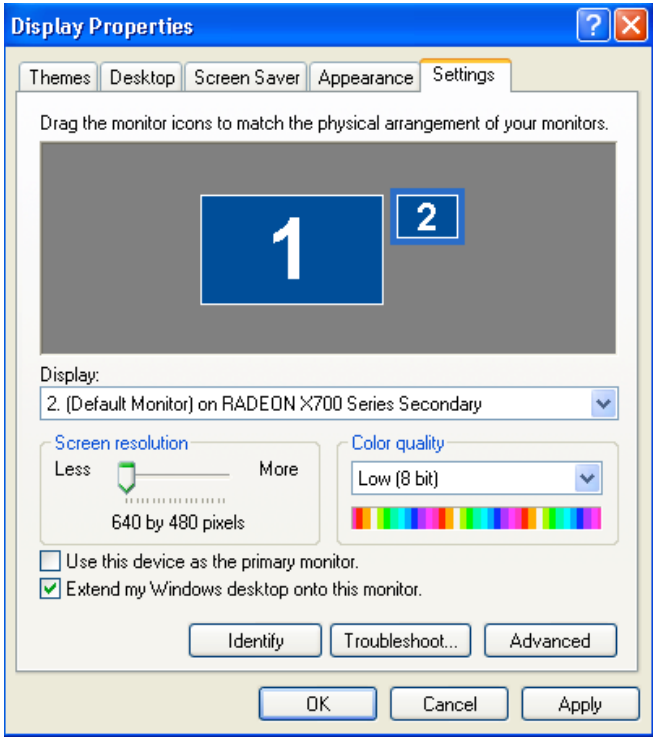


Figure 20-2

20. 2 Cancel Background playing

If you want to cancel background playing to play at the front, plea apply the setting below: right click on the space of your desktc appearing Figure20-1. Select “property”, appearing Figure 20- select monitor “2”, but remove the “√”of “extend the contents Windows to this monitor”. Then click on “monitor 1” and press “ol After that, right click with your mouse again, appearing Figure 20- click on property, appearing Figure 20-2. Then select “option” a then “advance”, appearing Figure 20-3. Then click on “display

appearing Figure 20-4. Click the red switch in it, the switch will turn green, then press “ok”.

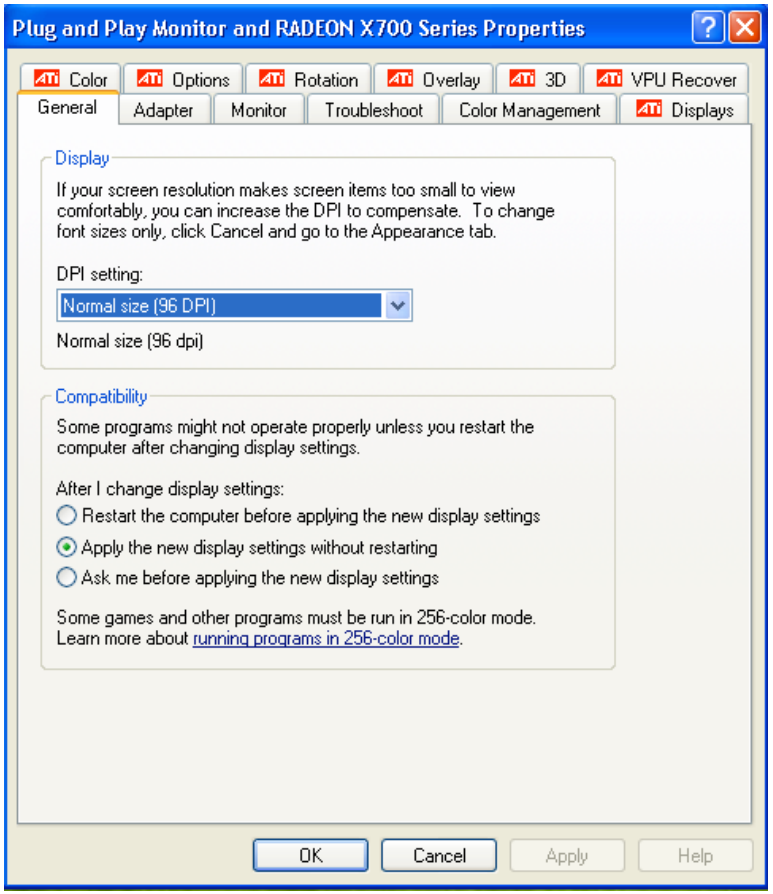


Figure 20-3

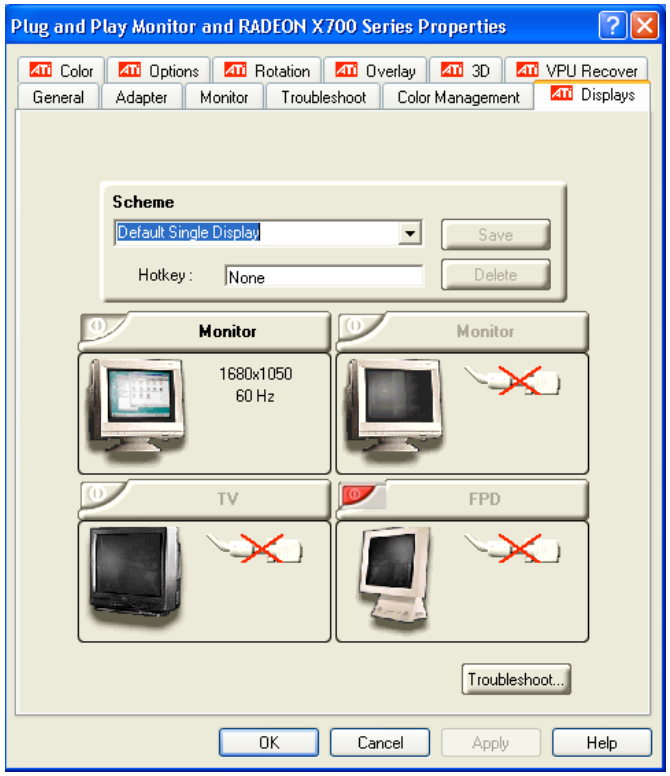


Figure 20-4

Chapter XXI Multi-display Combination, Synchronism and Independence

21.1Enter Multi-display Combination, Synchronism Independence Setup

Click “Option” in the menu, and select “Software setup”, and a dialog box will appear, then select “Multi-display Combination/Synchronism”, shown in figure 21-1, then click “Combination/Synchronism setup” to enter Multi-display Combination and Synchronism and Independence setup, shown in figure 21-2.

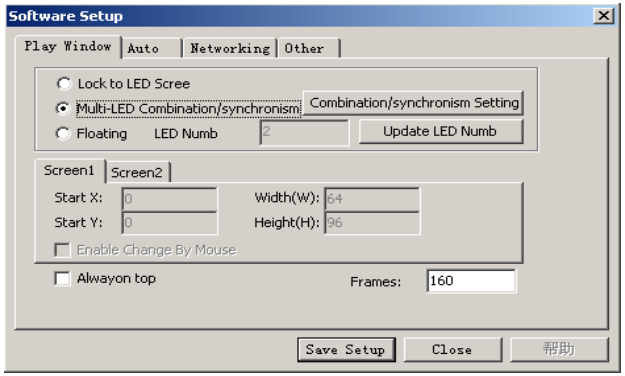


Figure 21-1

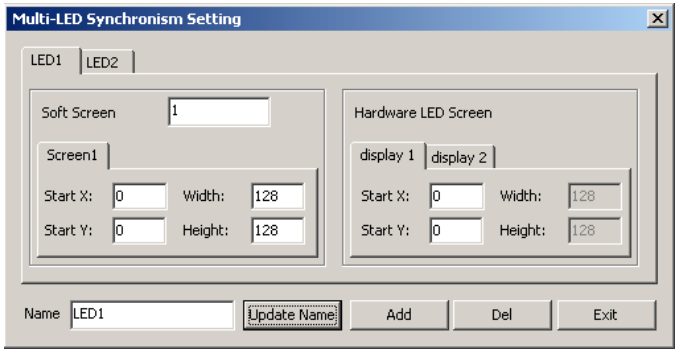


Figure 21-2

As shown in figure 21-2, the left side is software play window setu and it can setup multi-window, and every widow can setup sta width and height separately. The right side is Led display setup, can setup start, display number, width and height through hardwa setup, but the setups can’t be changed. The orders for shortcut ke from left to right are F9, F8, F7, F6, F5, F4, F3, F2. For example, t Multi-display synchronism, multi-display combination a multi-display independence are corresponding to the shortcut ke F9, F8, and F7 separately.

21.2 Setup Multi-display synchronism

Click “Add” to add a multi-display synchronism setup, and set “Multi-display synchronism 1” in the name, click “Change name” change the name, as shown in figure 21-3.

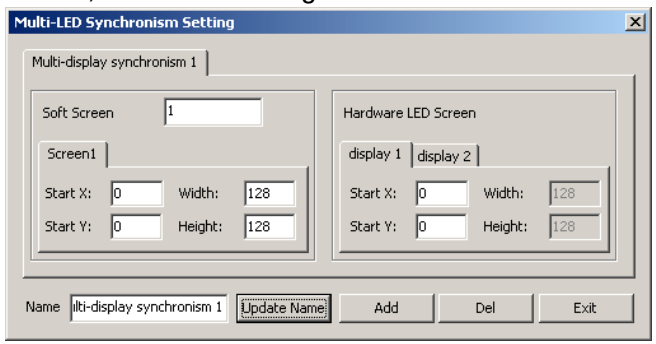


Figure 21-3

Making the starts of all hardware Led display are the same as the LED display 1. (Remarks: if width and height of your hardware Led display are not same, it can only show a part of the play program.) If you want to switch the multi-program and play synchronously, you can add a multi-display synchronism 2, and input the number 2 in the "Software play display number", and select Led display 2 setup. If the width and height of Led display 1 is 128*128, the width or height of Led display 2 can't be less than 128, and setup all the hardware Led display starts and Led display 2 start as (128,0), as shown in figure 21-4.

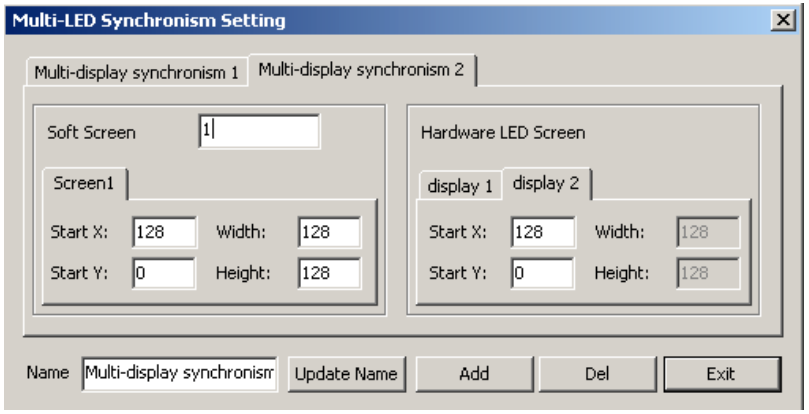


Figure 21-4

21.3 Setup Multi-display Combination

Typing in "Multi-display combination 1" in the name, and click "Add" to add a "multi-display combination setup", shown in figure 21-5. Setup the width and height of software Led display as (256,256), and start of hardware display 1 as (0,0), and start of hardware display 2 as (128,0), and start of hardware 3 as (0,128), then a play windows will appear after finishing setup, as shown in figure 21-6. Of them,

there are 3 red frames, standing for the play area for display display 2 and display 3. Like the multi-synchronism, it can a multiple multi-display combinations.

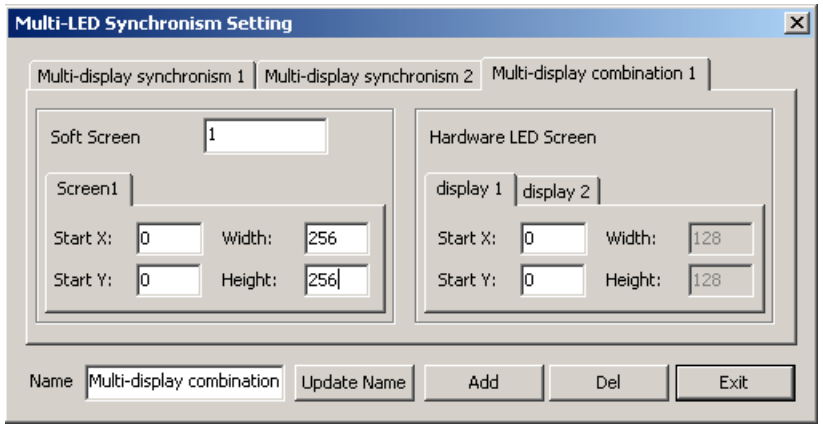


Figure 21-5

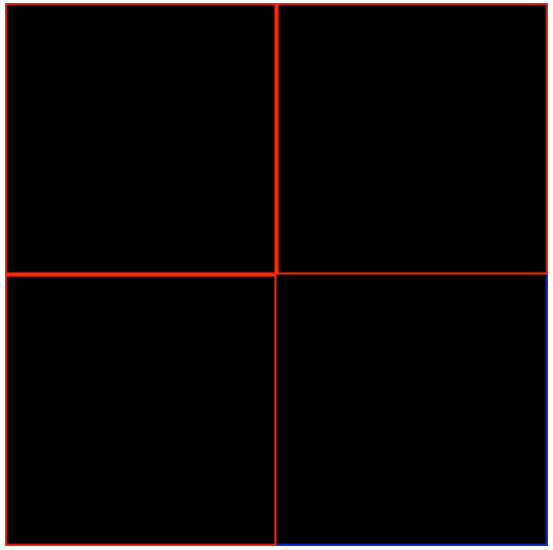


Figure 21-6

21.4 Setup multi-display Independence

Inputting “multi-display independence” in the name, and click “Add” to add “multi-display independence setup”, as shown in figure 21-7. Setup software play display number as 3, and starts of software led display 1 and hardware led display both as (0,0); width and height of led display 1 and hardware led display both as (128,128); starts of software display 2 and hardware display 2 both as (128,0), width and height both as (128,128), and starts of software display 3 and hardware display 3 both as (0,128), width and height both as (128,128), then a play widow will appear after setup, as shown in figure 21-8.

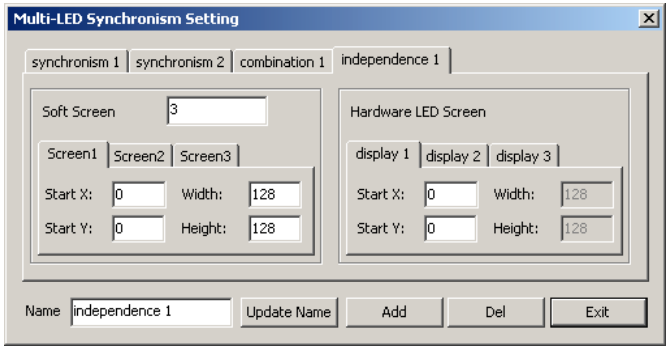


Figure 21-7

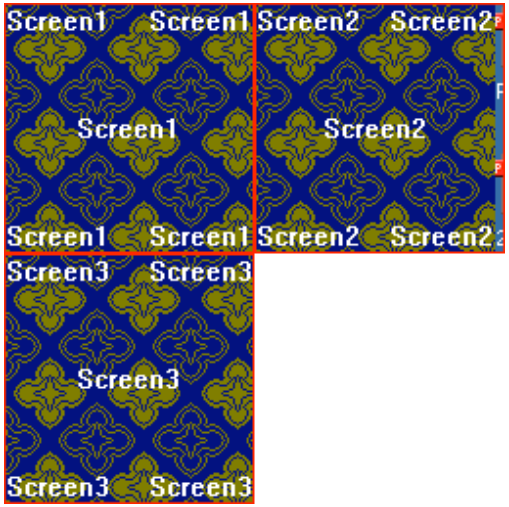


Figure 21-8

After finishing the Multi-display Combination, the Multi-displ Synchronism and Multi-display Independence, the option “Scre combination/synchronism” is available, as shown in figure 21-9.

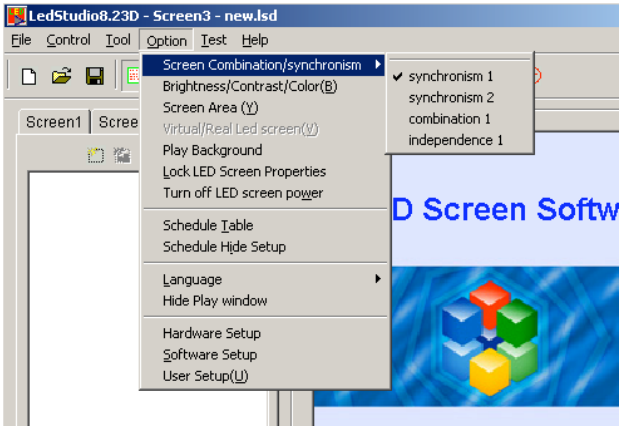


Figure 21-9

Chapter XXII Software Setup

22. 1 Open software setup

Click on “option” in the menu, and select “software setup”. A administrator password dialog box will appear, type in the password and choose “ok” to open the “software setup” dialog box. (As shown in Figure 21-1)

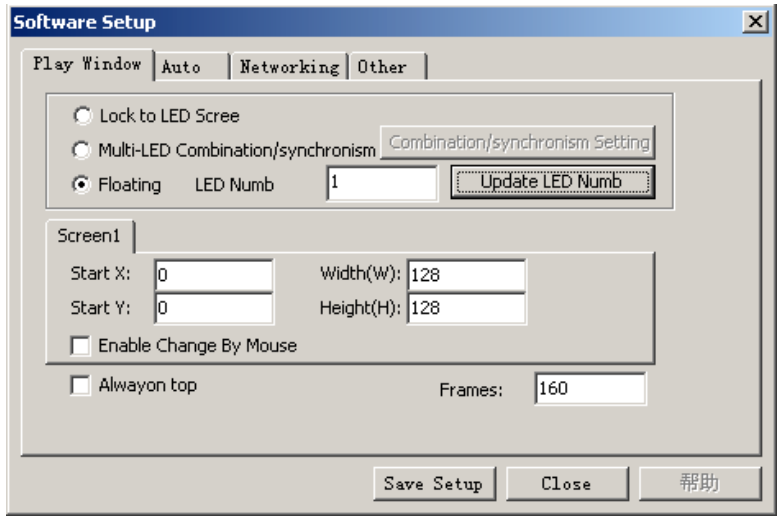


Figure 22-1

22. 2 Play Window

Play window includes three modes: Lock to Led display, multi-display combination/synchronism and random setup.

Lock to LED Display

Lock play window to Led area

Multi-display combination/synchronism

Select multi-display combination/synchronism, and cli “combination/synchronism setup” to open multi-displ combination/synchronism setup dialog box, as shown in figure 22-

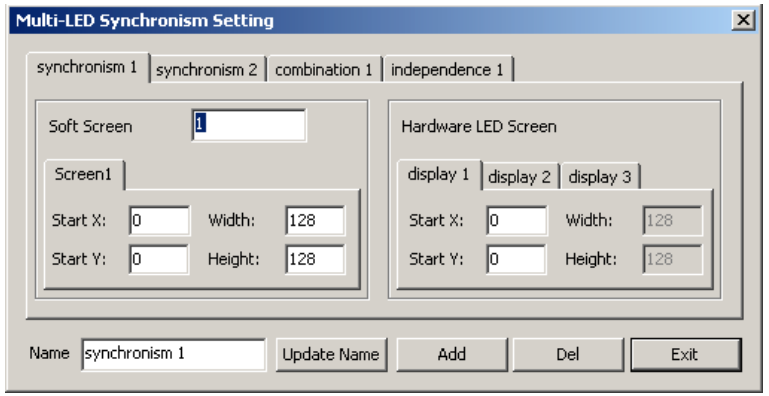


Figure 22-2

Random setup

User can setup the display number and adjust the size and position every display at random; when Led display number changes, cli “update display number” to update it.

Enable change by mouse

Allow the change of play window size by mouse

Always on top

Play window will always on top of any other windows.

Software play frame frequency:

Adjusting the value can improve the play effect according to different computer configuration.

22. 3 Auto Setup

As shown in figure 22-3, the software has following functions:
Start when Windows starts up
Load file when starting
Play document when starts up automatically
Play document when starts up manually
Change virtual/real automatically
Mouse hide when software is playing
Auto update new version software.

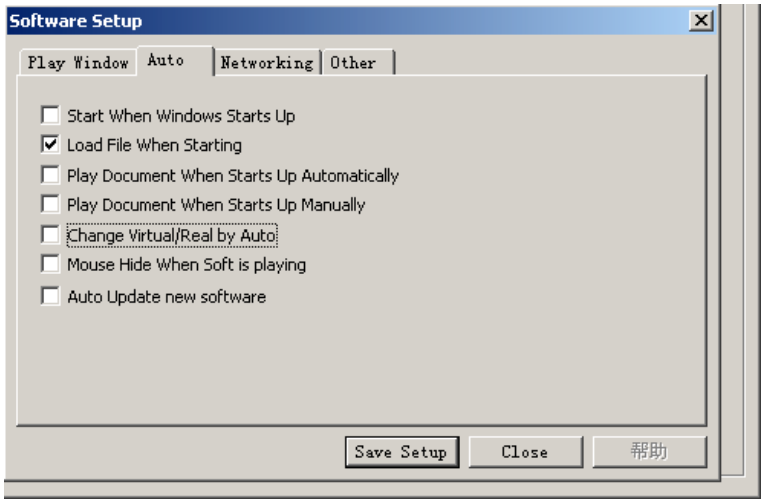


Figure 22-3

22. 4 Networking

Setup the server and client-side.

22. 5 Other setup

As shown in figure 22-4,

Auto restart when error: restart the software automatically wh error occurs

Restart every day: restart at a certain time everyday

Auto Backup: backup program at certain time

Record play time: record the play file time, then save it Play.txt under the install catalog.

Unable message when error: No dialog box appears when erro

Prompt when quit: whether appearing dialog box when existi this software every time.

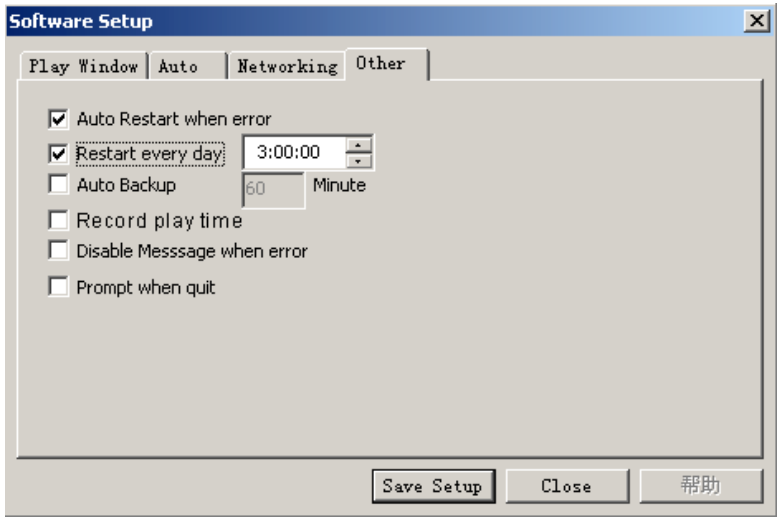


Figure 22-4

Chapter XXIII User Setup

23. 1 Open User Setup

Click on the “Option”, and then select “User Setup”, it will pop-up an “Input Password” dialog box, as shown in Figure 23-1. Type in the password in the box and then press OK. (Figure 23-2)

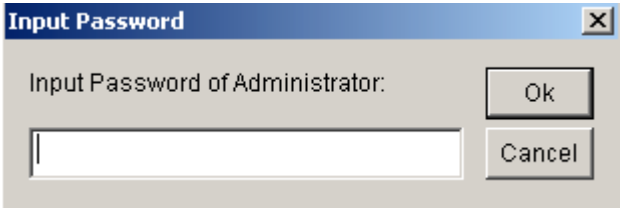


Figure 23-1

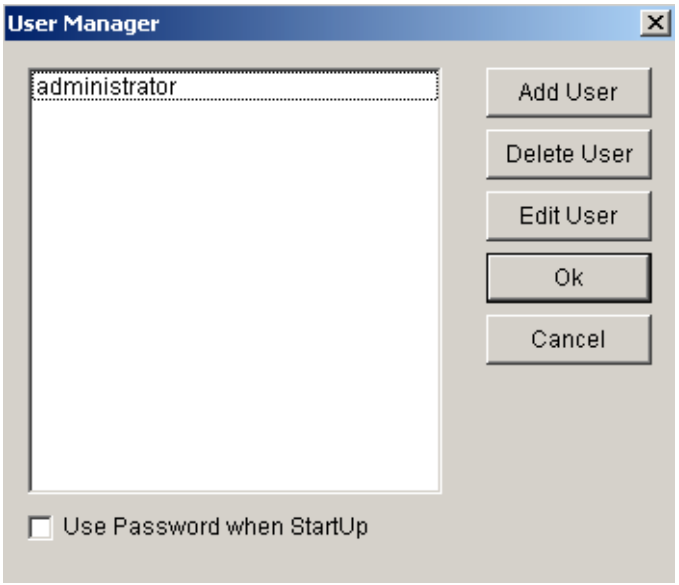


Figure 23-2

23. 2 Add user

Click on “Add User” in Figure 23-2, a dialog box like Figure 22-3 w appear. Enter the Username and Password. Then press “OK”.

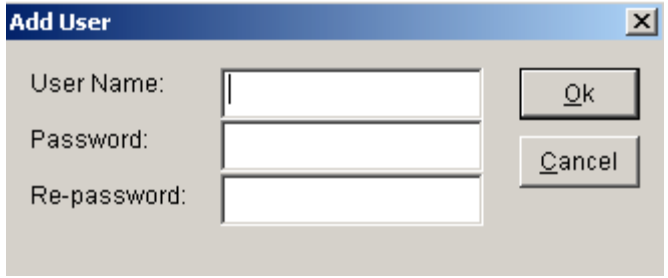


Figure 23-3

23. 3 Delete User

Select an exist user from the list (Figure 23-2), (Note: Administrat can not be deleted) select “delete”. A notice frame will appear, sele “Yes”.

23. 4 Change Password

Select an exist user from the list (Figure 23-2), click on “chan password” button. Enter the new password in the “Change passwor dialog box, then press “ok”.

23. 5 User Authentication

If you tick the box before “Use password before start up”, the ne time the software starts up, User Authentication will be required.

Chapter XXIV Frequently asked questions

1. Warning: MCI systematic error when starts up?

This is because that Windows Media Player has not been installed, please install it. Find a file named: Mpsetup2K.exe (for Win2K/XP/ME) or Mpsetup98. exe (forwin98) in your CD-Rom. Double clicks to install.

2. Warning: cannot find LED screen system or transmission error?

This is due to the disconnection between the Serial Pot cable and the LED, or they are not well connected. Please check the cable.

3. How to change the position and size of the play window?

To change the position and size of the window, you must go to software setup. Set the position of play window to “Any position”, then enter coordinates and screen size. You may also use mouse to drag and change the position and size of the play window. For details, please refer to “Software Setup”

4. How to run and play certain files?

Firstly, you should go to “Software Setup”, and select all three options under auto -setup.

5. How to edit the existing files (. lsd)?

Click on “Open” button to open the file, and then select “allow edit” allow you make changes to the files. For details, please refer “Programming”