

BLAIR COMPANIES



LED STUDIO USER MANUAL

Part # 33-19-14



BLAIR COMPANIES
SIGNS • FIXTURES • LOGISTICS

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Chapter 1 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, word documents, pictures (BMP / JPG / GIF / PCX...) and videos (MPG / MPEG / MPV / MPA / AVI / VCD / SWF / RM / RA / RMJ / ASF...)

1.2 Operating Environment

Operating system

Windows98/me/2000/NT/XP

Hardware Configuration

Pentium 300MHz or above

RAM: 64MB

Graphics Card: Standard VGA 256mode or above

Related Software

Windows Media Player

OFFICE 2000 or 2003

RealPlayer

Chapter 2 Install and Uninstall

2.1 Installation

“LED Studio” can be easily installed, as shown below:
Insert the “LED Studio” CD into the CD-ROM, The Installation Menu will automatically pop up. (If not, select My Computer and select CD drive.)
Then select “Install LED Studio” to start the Installation Guide, as Shown in Figure 2-1. After that, simply follow the instructions on the screen.

Note: This software is protected by a serial number. Enter 888888 to continue the installation.

After “LED Studio” has been successfully installed, click Start > All Programs > LED Software > LEDStudio8 or Double-click the LED Studio shortcut on the Desktop.

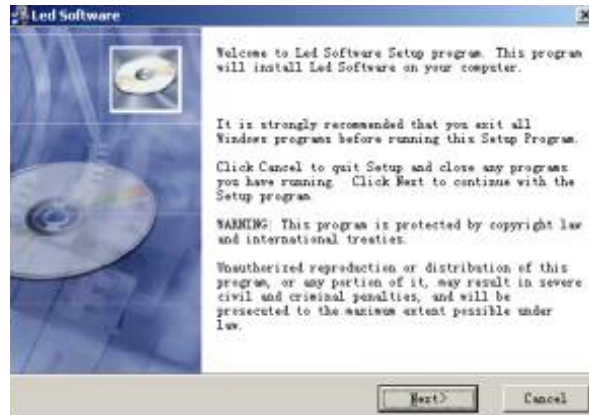


Image 2-1

2.2 Uninstall

To uninstall LED Studio go to Start > Control Panel
Click Add or Remove Programs
Select LED Software8
Choose Automatic and click next.
Follow on screen instructions to complete uninstall.



Image 2-2

Chapter 3 Detailed Instructions

3.1 Contents of Program

“LED Studio” consists of two program pages: the normal program page and the overall program page. Normal program pages are the main components of a message.

The program page consists of multiple windows, which are used to show the contents that users want to play, such as documents, pictures, video, multimedia segments etc. There are eleven kinds of program windows: file window, text window, single line text window, static text window, table window, timer window, data base window, DVD/VCD window, external software window, date/time window and video line-in window.

File window: can play a variety of files such as: text, pictures, videos etc.

Text window: Used for quick text, such as notifications.

Single line text window: to play single line text window.

Static text window: to play static text, such as company names.

Table Window: to edit and play table figures

Timer window: for timing: supports both clockwise and counter-clockwise.

Database Window: To play ACCESS Database and ODBC Driver Database

DVD/VCD window: to play DVD/VCD

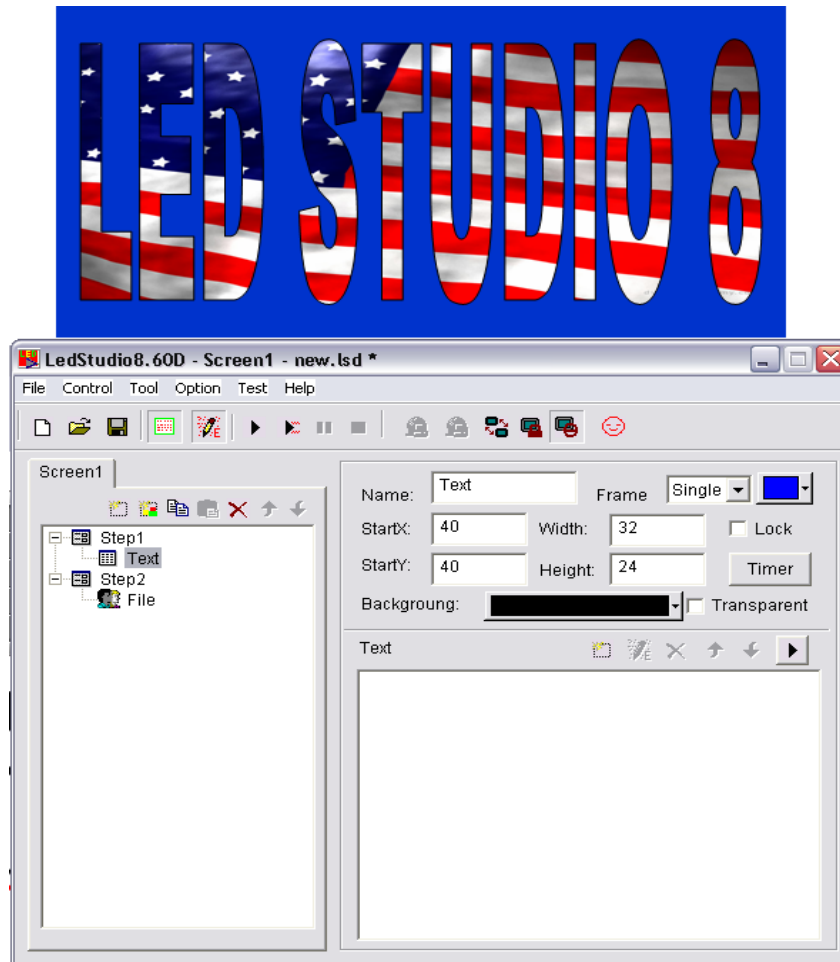
External program window: To insert external program into the play window.

Date/Time window: to display date and time

Video line-in window: to play signals from TV cards.

3.2 Interface Window Introduction

“LED Studio” consists of two windows: play window and control window.



3.2.1 Play Window

The Play Window is for displaying the contents that users want to play, such as files, pictures, videos and multi-media segments. The Graphics displayed here are the same as those on the LED Screen. LED Studio can have a maximum of 99 play windows working simultaneously, which means that one computer may control 99 LED screens at a time. Each sign is controlled separately from its own play window.

3.2.2 Control Window

The control window is used for controlling the position, size and contents of the playing window. It contains Menu, Toolbar and Edit:

Menu bar: Includes file, control, tools, settings, test and help

Toolbar: New, Open, Save, Hide Play Window, Allow Edit, Play, Play Current Program, Pause, Stop, Remote Led Screen Manager, Play In Background, Lock Screen, Turn ON Led Screen, Change Face.

Edit: consists of two parts, the left hand side shows program options, displaying info of the message. The right hand side shows control options, controlling the playing actions, time, etc. of the message.

3.3 Features Introduction :: Toolbars

3.3.1 Menu Bar

The menu bar includes file, control, tools, option, test and help.

File Menu: as shown in the next image, includes:

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 made LED Studio file.

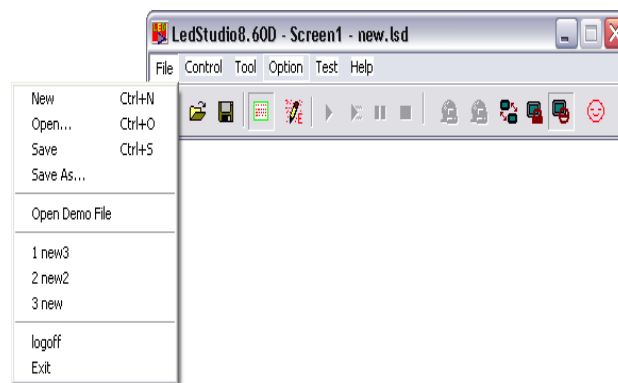
Save: for saving current LED Studio file.

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

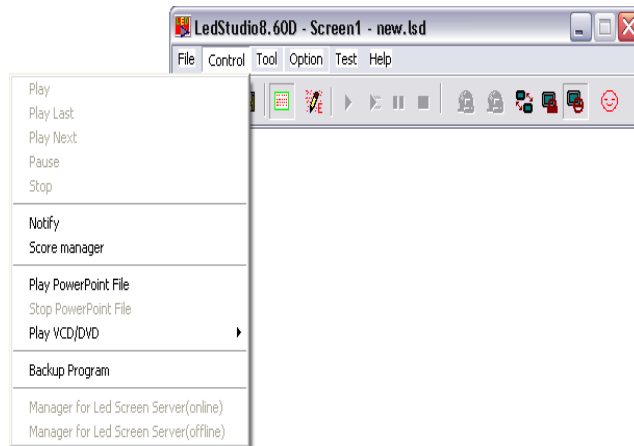
Open Demo File: for opening demo LED Studio file, to process function demonstration.

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

Exit: to exit LED Studio.



Control Menu: As shown in the following image, it includes: play, play last, play next, pause, stop, notify, score manager, play PowerPoint file, stop PowerPoint file, play VCD/DVD, backup program and manager for LED Screen Sever.



Play: to play current LED Studio file.

Play last: to play the last program.

Play next: to play the next program.

Pause: to pause currently playing LED Studio file.

Stop: to stop currently playing LED Studio File.

Notify: to insert temporary notice.

Score manager: for displaying sports scores.

Play Power point file: for playing PowerPoint files.

Stop PowerPoint file: to stop the currently playing PowerPoint File.

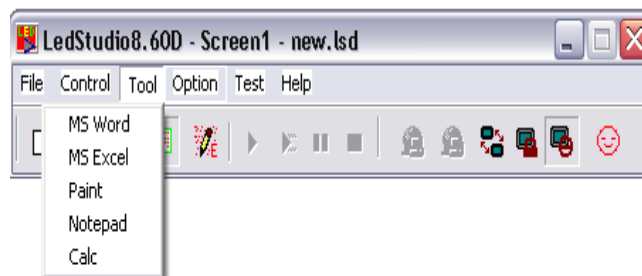
Play VCD/DVD: for playing VCD/DVD files.

Backup program: to backup the current program.

Manager for LED Screen Server: to manage remote screen, please refer to chapter 19: network control, for details.

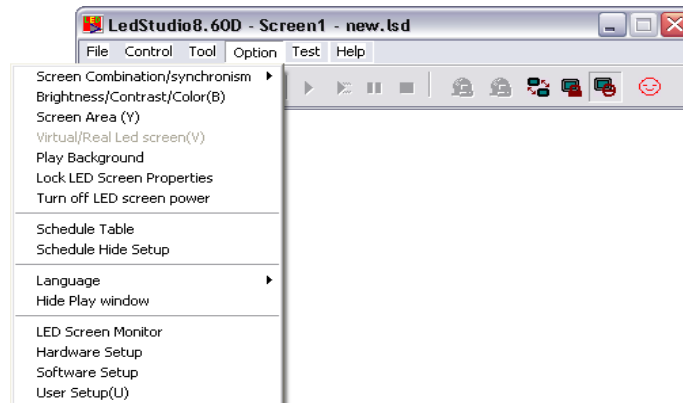
Tool Menu:

As shown in the next image, includes Word, Excel, Paint, Notepad, and Calculator. These are shortcuts to programs outside of LED Studio.



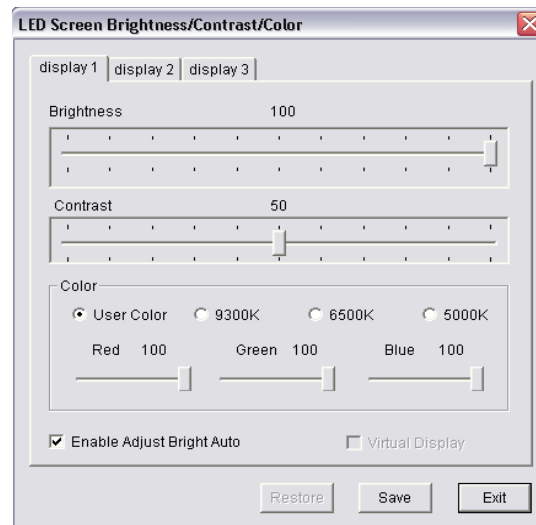
Option Menu:

As shown in the image below, includes Screen Combination/Synchronism, Screen Brightness/Contrast/Color, Screen Area (Y), Virtual/Real LED screen(V), Play Background, Lock LED Screen Properties, Turn on/off LED Screen Power, Schedule Table, Schedule Hide Setup, Language, Show/Hide Play window, LED Screen Monitor Hardware Setup, Software Setup and User Setup.



Screen Combination/Synchronism:

Screen Brightness/ Contrast/ Color: used for adjusting the Brightness, Contrast and Color of the LED Screen. After clicking this option, a dialog box will appear, as shown in image below. Use the mouse to drag the slider for brightness, contrast and color. Click “Save” to save the changes or click “Restore” to reset.



Screen Area: used to adjust the play window on the monitor. Should always be set to 0, 0 to keep the screen in the top left corner. Width and Height should always be set to the matrix of the LED Sign being controlled.

Virtual/Real LED screen: switch between virtual and real pixel display mode.

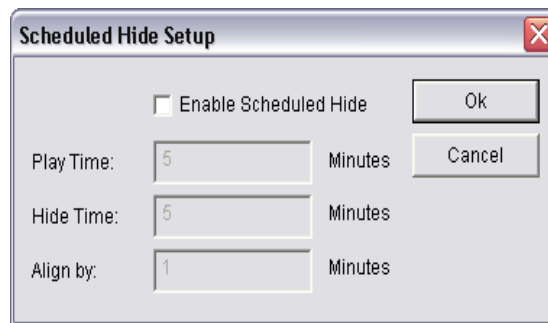
Play Foreground/background: used for background playing. When selected, contents will not be shown on the monitor, but only on the LED screen.

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

Turn on/off LED Screen Power: for turning the LED Screen power on or off from the Computer.

Schedule Table: to setup a schedule for the LED screen, such as turn on/off timing or play PowerPoint file. Please refer to Chapter 18 for details.

Schedule Hide Setup: Enable/disable schedule hide, a window as shown in the following image will appear after selecting it.



Language: setup the operating language of the software, options are auto, English, French, simplified Chinese, traditional Chinese.

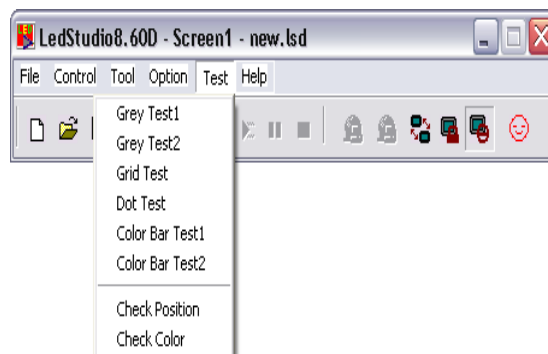
Show/Hide Play window: Used to show or hide the play window.

Hardware setup: Shows the hardware dialog box, through which several parameters of the hardware can be changed.

Software Setup: to setup software options.

User Setup: assign users.

Test: As shown in the image below; contains grey test, grid test, dot test, color bar test, check position and check color.



Grey test: play the grey test on the LED screen.

Grid test: can test whether the image on the screen is correct or not.

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

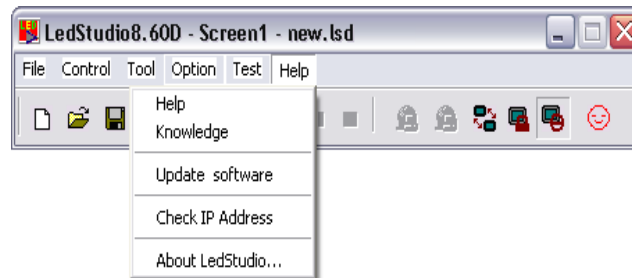
Color bar test: can test the color hierarchy of the screen.

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

Check color: can check color value on the screen.

Help:

As shown in the following image, it contains Help, Knowledge, Update Software, Check IP Address, and About LED Studio.



Help: This file

Knowledge: as shown in the next image; opens the knowledge dialog box, you can check the box in front of “display at start up” to enable or disable this function.



Check IP Address: check your IP address.

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

3.3.2 Toolbar

The toolbar is a row of icons that are shortcuts to different options in the program: New, Open, Save, Open/Close Display Window, Allow/Forbid Edit, Play, Play Current Program Page, Pause, Stop, Play Background, Lock/Unlock Screen, Turn On/Off Screen Power, and Change Face (this is the easiest face to use).



3.3.3 Edit Control

Edit control is where each step of the message is programmed.

3.4 Programming a Message

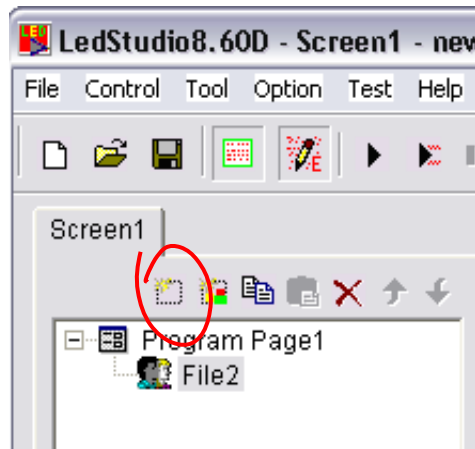
3.4.1 Step 1: Size the Playing Window

The size of the window has to be setup correctly, otherwise when the message is sent to the screen only part will be displayed or it will be distorted in some way.

How to setup the screen: click Option>Software Setup. Here, set the start x and y position for the screen and also set the size of the screen. The size here is the pixel matrix of the LED Screen. There is also an option to enable change by mouse and always on top. It is suggested that Enable Change by Mouse is left un-checked and Always On Top is checked.

3.4.2 Step 2: Open a New Program Page

A program page is a basic element of a message. To open a new program page, after clicking new file; click the "new page of program" button. To delete a program page click the delete button that looks like a red X. To change the play order of each page, use the arrow buttons to move the page up or down.

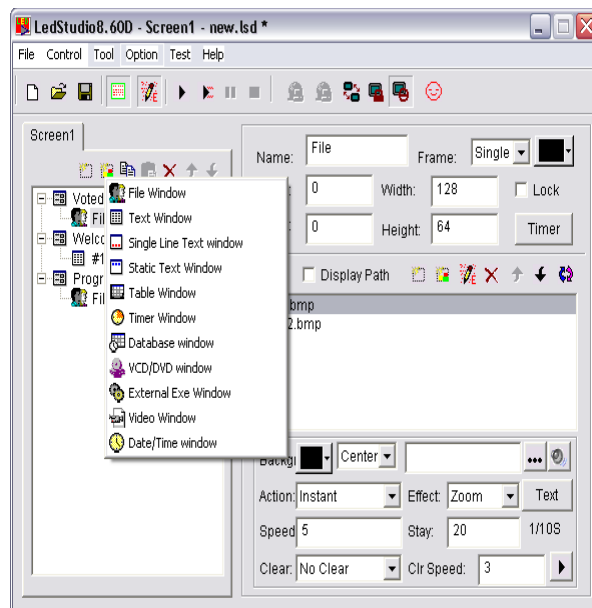


3.4.3 Step 3: Setup Program Page Option.

After a program page has been created or selected, setup the program page option, as shown in the next image. There are options like: name, playing time, background color, background picture, background picture effect, and background music.

3.4.4 Step 4: Create Program Windows

The program page is a frame, which can contain as many program windows as needed. Each program window can play different words, pictures, tables, video, etc. In total, there are eleven kinds of program windows available. To see these options click on the “Create New Program” button.



File window: It is the most important window, because all supported files will be played here. There is no limit to the amount of files that can be added here.

Supported files, include: Notepad files (TXT), HTM/HTML 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/WMV/ASF), VCD files (DAT), Flash files (SWF), RealPlayer files (RM).

Text windows, Single Line text windows, Static Document windows: Used for adding quick messages to the sign. These text boxes have less control over animation and color than PowerPoint.

Table Window: Used to edit the play list data.

Timer window: Used for timing

Database window: Used to play an ACCESS database and ODVC driver data base.

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

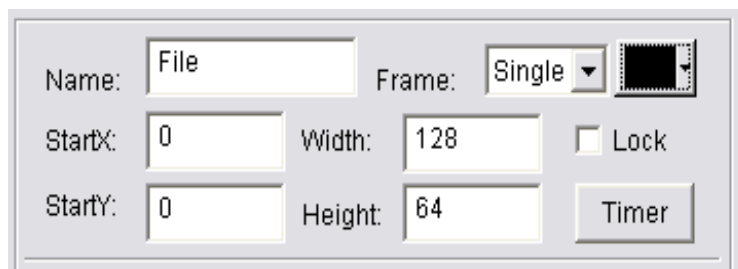
External Program Window: Used to insert external programs into the play window.

Video line-in Window: This window is used to display external video signals like TV, VCD/DVD, tape recorder, etc. This window requires video input cards.

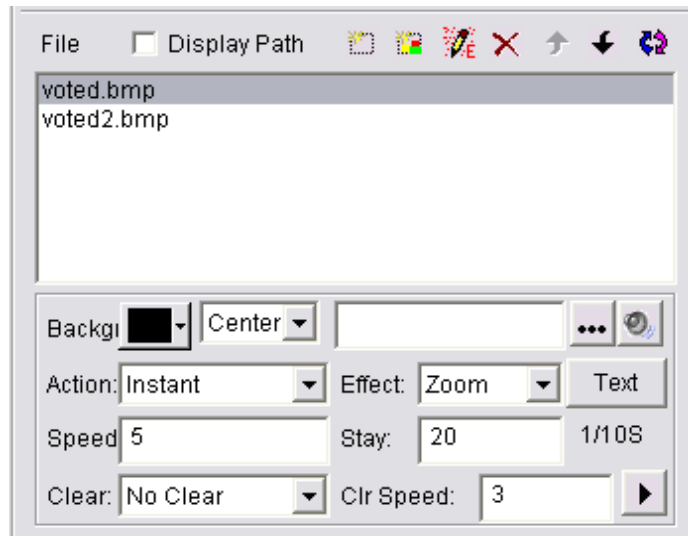
Date /Time Window: Used to display date and time.

3.3.5 Step 5: Setup Program Window Options

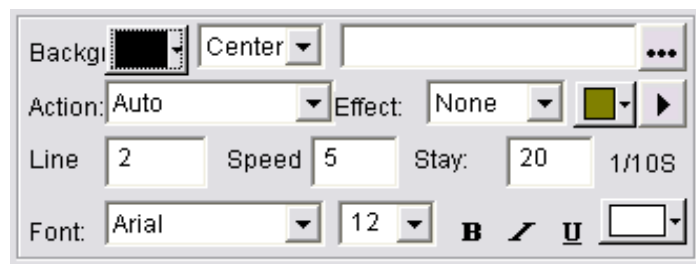
All program windows have the same options as shown in the image below, Name, Frame, Position, Width, Lock and Timing. For program windows with different options, illustrations are list below.

A screenshot of a software dialog box titled "Program Window Options". It contains several input fields and controls: "Name:" with a text box containing "File"; "Frame:" with a dropdown menu set to "Single" and a small preview icon; "StartX:" with a text box containing "0"; "Width:" with a text box containing "128"; "StartY:" with a text box containing "0"; "Height:" with a text box containing "64"; a "Lock" checkbox which is currently unchecked; and a "Timer" button.

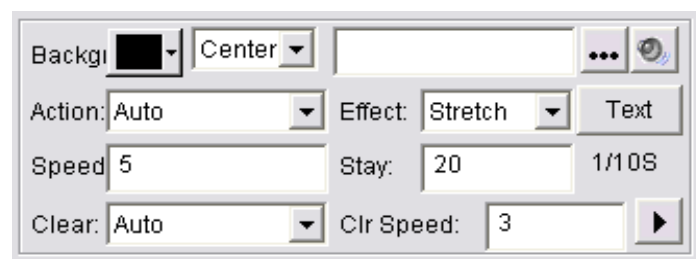
File Window: as shown in the next image, the window has been divided into two parts. The upper one is the file play-list, while the lower one shows file options. Above the play-list, there is a file toolbar, which can be used to add, delete or move files. The file options in the lower part vary by different file format, and are explained below.



“**Document File**” options are shown in the image below; choice of background color, background picture, background action, and more than 40 special transitions are available. There are also 4 effects including: line, speed, stay, and font.



“**Picture File**” supports all picture formats (**BMP/JPG/GIF/PNG...**); for options refer to the following image. These options include background color, background picture, background action, and more than 40 special transitions. There are also 4 effects to use: line, speed, stay, and font and 50 different clear types for transitions.



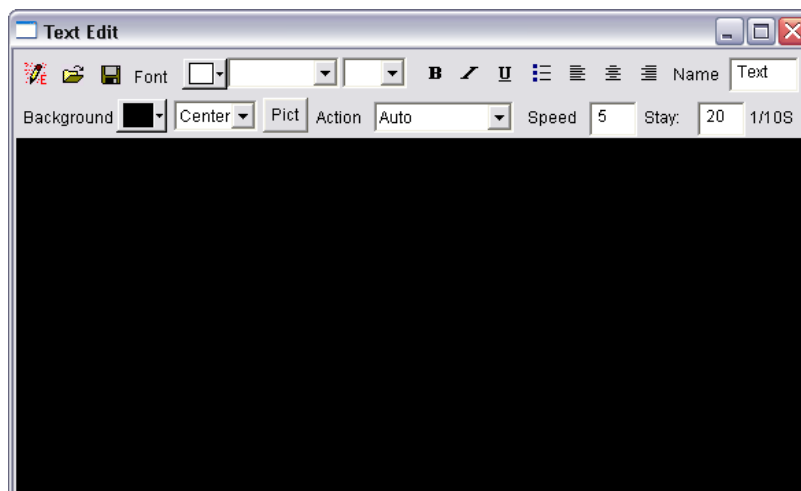
“Media and Video File” includes all kinds of media files (**AVI/MPEG/ASF/WMV**), FLASH files (**SWF**), REALPLAYER files (**RM**), and more. Options are shown below. Again, choice of background color, background picture, background action, and more than 40 special transitions are available. There are also 4 effects you can choose: line, speed, stay, and font.



“WORD File” options are shown in the following image; options include special transitions, effects, speed, etc.



“Text Window” options, as shown in image below, allow setup of the background, Font, Action, Speed, Hold time, etc. This is also where the text is entered for display on the sign.



“Video Line-in” shown in the image below; options are related to the Video Input Equipment. Please refer to the user’s manual of the Video Input Equipment.

“Date/time” shown in the following image; offers a choice of background color, background mode, background picture, static text, display style, display effect, font, etc.

3.3.6 Step 6: Finish Programming

After the above 5 steps, a program has been created. If more than one program page is required, please repeat steps 2-5. Do not forget to save the program page after completion. To save, click the save button or select menu>save.

3.3.7 Step 7: Play the program

To play the current program file, click on the play button to start; the pause button to pause; the stop button to stop, or select an option from the control menu. To play a different program file, click the “Open” button, select and play the new file.

Chapter 4 Character Display

There are six methods of adding text to a program: a document window; a single line text window; a static document window; open a document in a picture and document window; add words to a picture file and play in a picture and document window; or insert a notice while a program is playing.

4.1 Playing in a Document Window

Words can be displayed in a picture and document window, this window is only a quick way to key in 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 image 4-1. Then select “Text Window” in the menu to create a new text window, as shown in image 4-2.

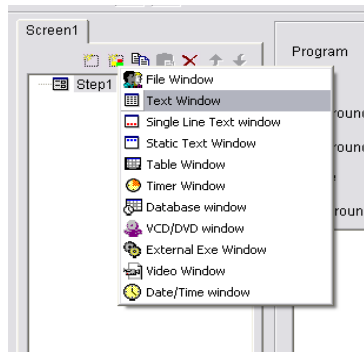


Image 4-1

4.1.2 Setup Text Window

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

Name: program name

Frame: 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: width of this program

Height: height of this program

Lock: lock this program, and prevent it from moving

Background: setup the background color of this program

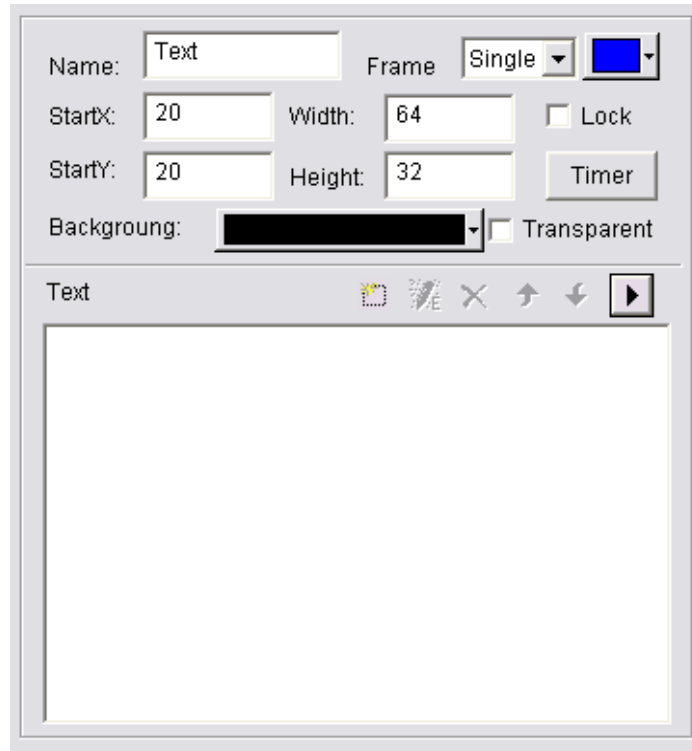


Image 4-2

4.1.3 Insert and edit text

As shown in image 4-2, the lower part is for adding text files. After clicking on the “Add Text” button, a “Text Edit” dialog box will appear as shown in image 4-3. In this box, text is entered or copied to be displayed on the sign. There are also options for: Background, Font, Action, Speed, Stay, etc.

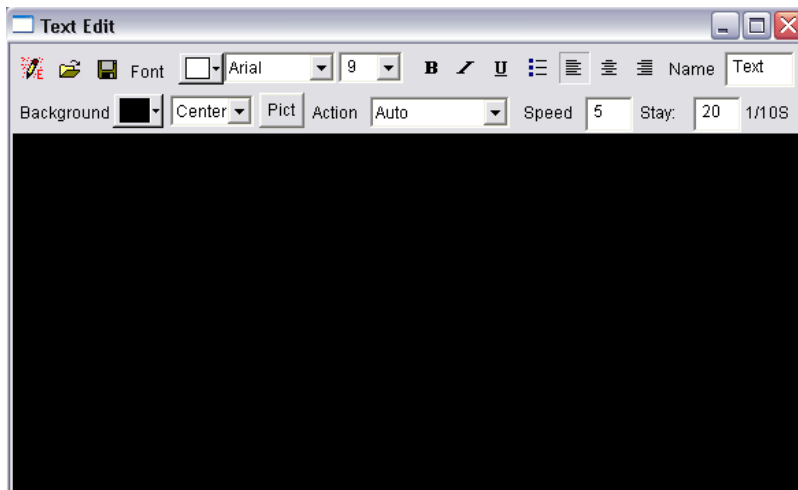


Image 4-3

Close the “Text Edit” dialog box when finished. Now the Text will appear in the list, as shown in image 4-4.



Image 4-4

If changes are needed, select the text file and click the “Edit Text” button. An edit box as shown in image 4-3 will appear to edit the text. To delete the text, use the “Delete Text” button. To change the play order, use the up and down buttons. To preview click the play button.

4.2 Play in a Single Line Text Window

This window is only for single line scrolling captions, such as greeting captions, notes, etc. These text files support transparent display, which can be added on any window, including video files or in picture and text windows.

4.2.1 Create a New Single Line Text Window

Click on the “New Window” button, and select “Single Line Text Window” in the menu to create a new single line text window, as shown in image 4-6.

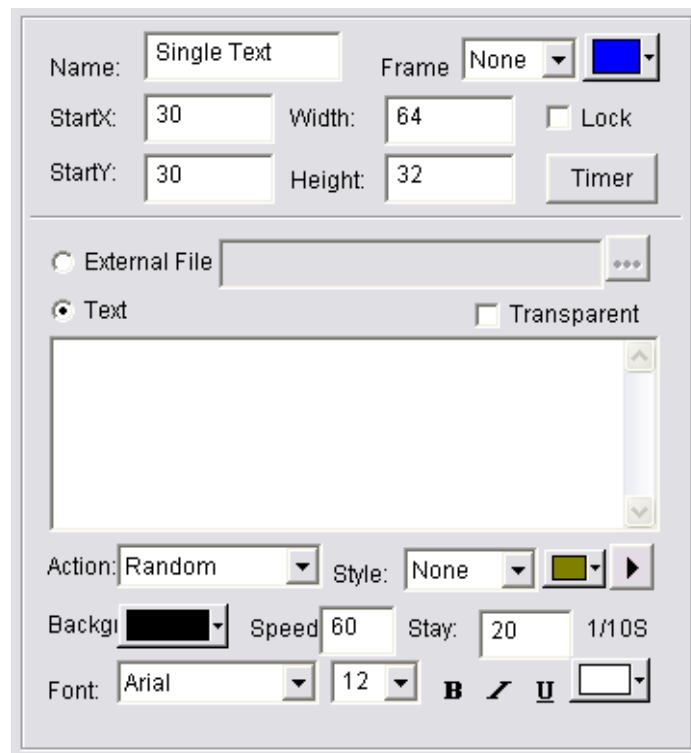


Image 4-6

4.2.2 Setup Single Line Text Window

As shown in image 4-6, the upper part is for setting up program properties. There are two ways to input text, one way is to open external documents, and another is direct input to the edit box.

Open from external documents

Select “External File,” shown in image 4-7, and click on the browse button to open files. Edited text files can be dynamically displayed when the program is playing. There are also other options for how the text appears.

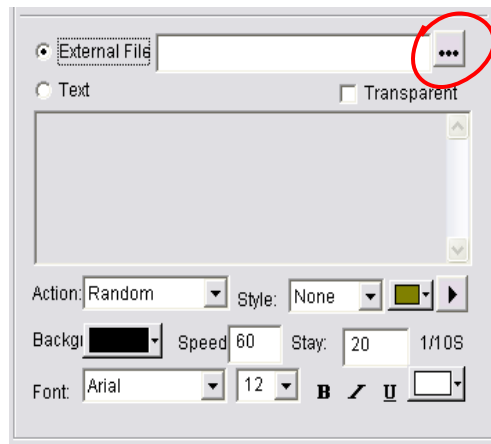


Image 4-7

Input in the edit box

Select the “Text” radio button and then type in the box below, as shown in Image 4-6, other options are available for the text.

4.3 Play in the Static Text Window

This setup window is for playing static text.

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 image 4-8) to create a new static text window, as shown in image 4-9.

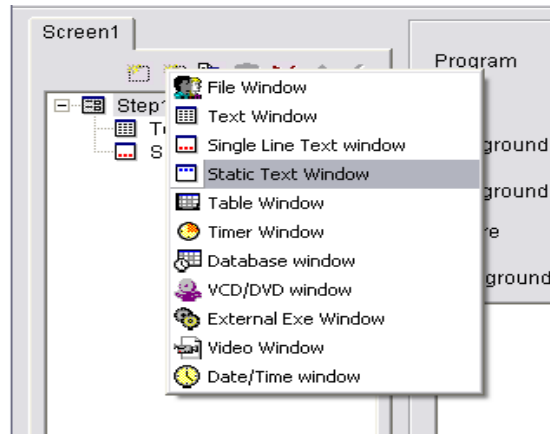


Image 4-8

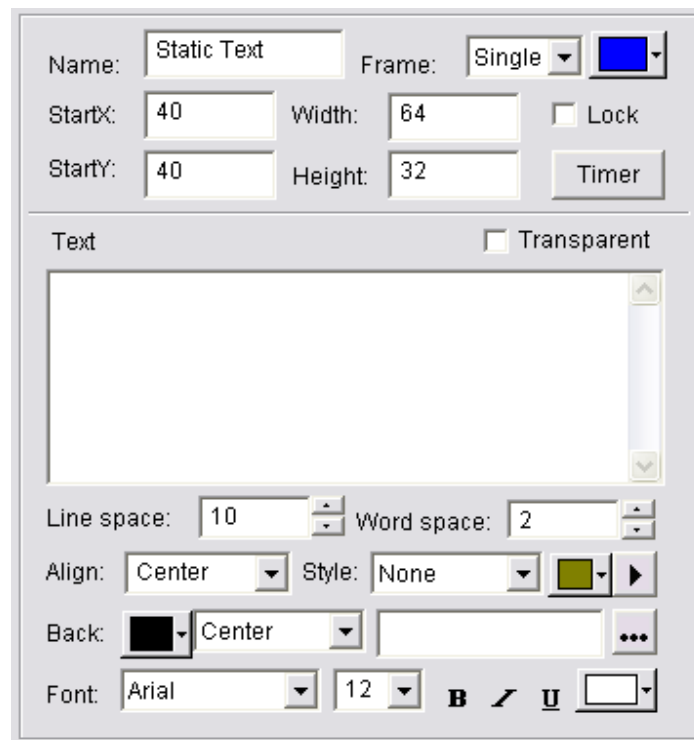


Image 4-9

4.3.2 Setup the Static Text Window

As shown in image 4-9, the upper part of the window is for program property settings. Type text in the edit box, and choose properties below, such as: Align, Background, Font, etc.

4.4 Playing text files in a File Window

4.4.1 Create a new File Window

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

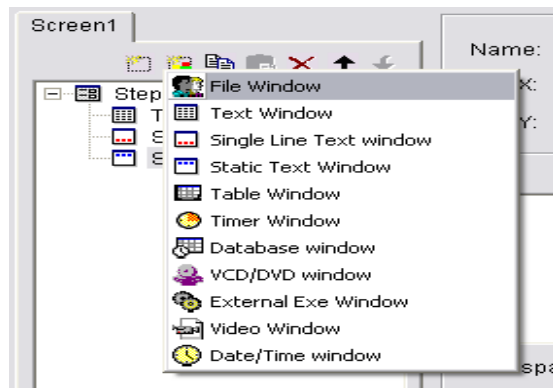


Image 4-10

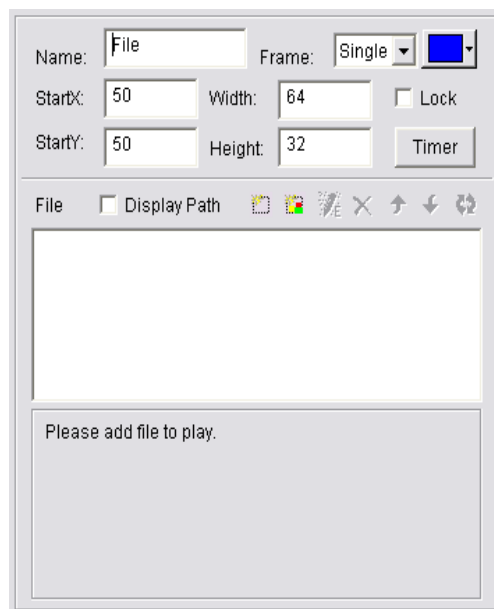


Image 4-11

4.4.2 Setup File Window

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

Name: program name

Frame: 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: width of this program

Height: height of this program

4.4.3 Open files

Click the “Add File” button, an open file dialog box will appear. Navigate to the .doc word file to be added. Select it and click open.

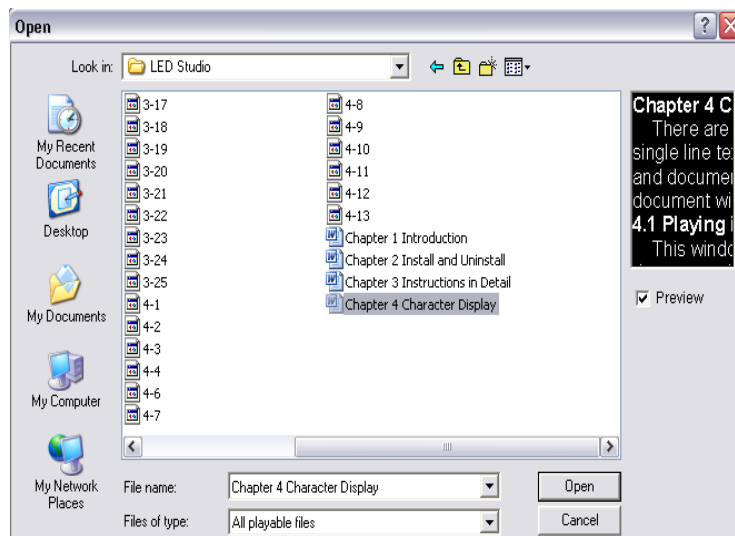


Image 4-12

The opened file will be added to the list, and the options of this file will be listed below. (As shown in image 4-13) Options are available to setup the background (includes color, pictures, drawing method), Font, Actions, Effects, Line, Speed, Stay Time, Font, etc.

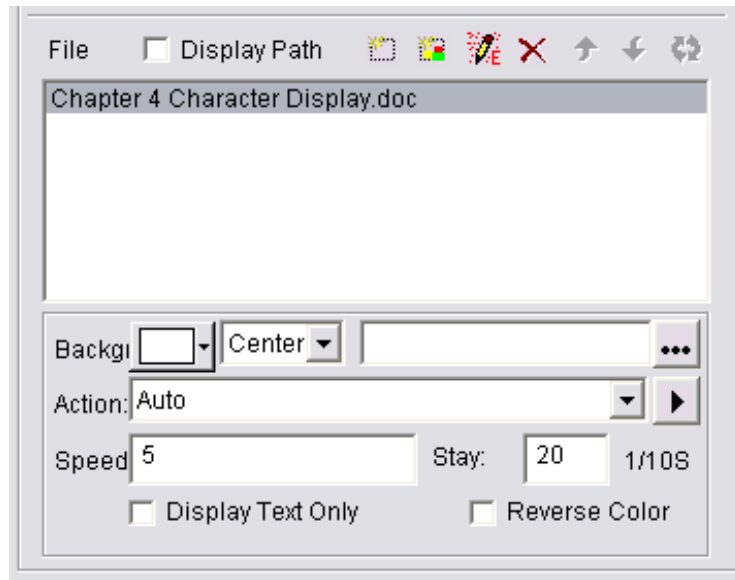


Image 4-13

4.5 Add text onto a picture file

Refer to Chapter 5

4.6 Insert notes during playing

Refer to Chapter 16.

Chapter 5 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 image 5-1), to create a new file window, as shown in 5-2.

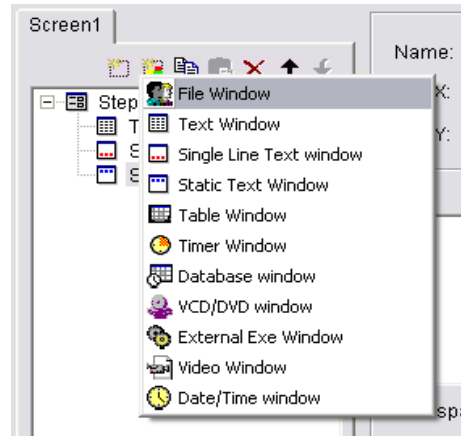


Image 5-1

5.2 Setup Picture Window

In image 5-2, the upper part is for setting up program properties.

Name: program name

Frame: 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: width of the program

Height: height of the program

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

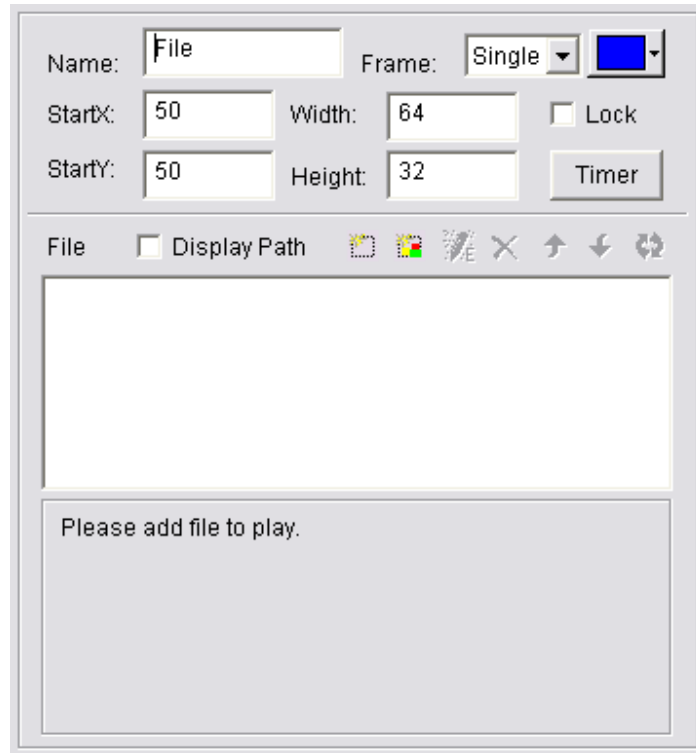


Image 5-2

5.3 Open Files

Click the “Add File” button to open the file dialog box (as shown in image 5-3), select the picture format from the list. Then select the file to open in the box above. (Once a picture is selected, it can be previewed in the frame to the right.) Click “Open” to open the selected file, now the bottom box of the main window will change, as shown in image 5-4.

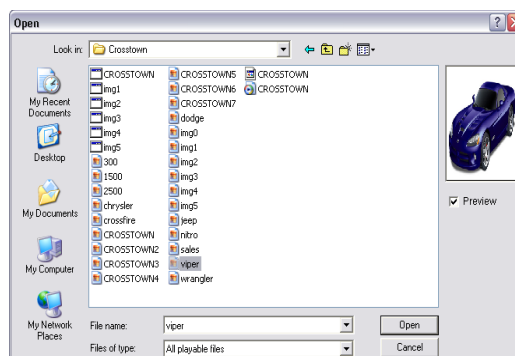


Image 5-3

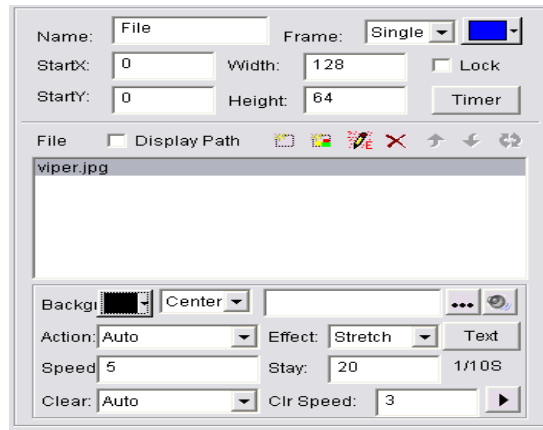


Image 5-4

5.4 Setup Picture Properties

The opened file has been added to the list. Now, options of this file will be listed below. As shown in image 5-4, background color, background picture, actions, effects, speed, stay time, clearing effects and clearing speed.

5.5 Insert background picture, music and text.

Insert background picture

Click on the browse button, select and open a picture file to insert as a background.

Insert text image

Click on the "TEXT" button to have the "Picture/Text" dialog box appear (Image 5-5).

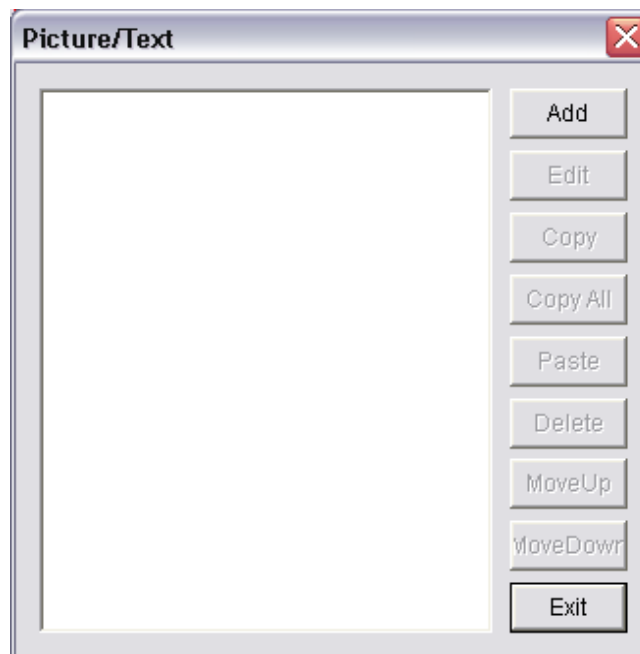


Image 5-5

Click the “Add” button in image 5-5 to open the “Text Edit” dialog box, insert the file that you want and setup the properties and effects, and then close the dialog box.

The Text file will be added to the file list. Repeat the above steps to add more text. Click edit to make changes to the text file. Other options include delete, move up and move down, copy, copy all, paste.

Click exit to finish.

Chapter 6 Video Display

6.1 Create a New Video Window

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

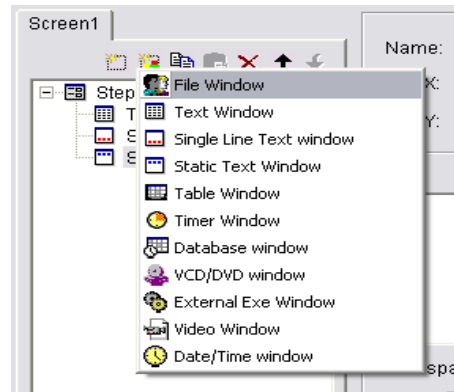


Image 6-1

6.2 Setup Video Window

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

Name: program name

Frame: 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: width of this program

Height: height of this program

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

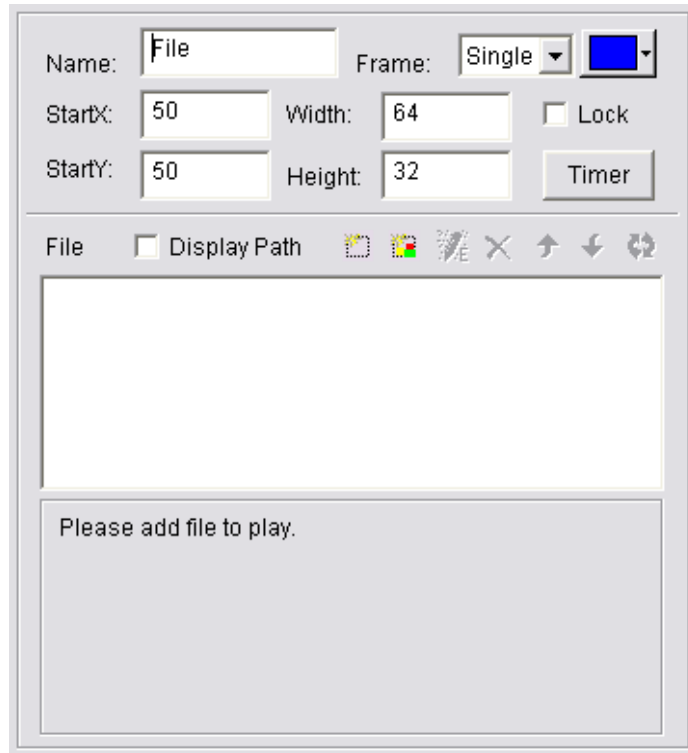


Image 6-2

6.3 Open Playing Files.

Click the “Add File” button to open file dialog box as shown in image 6-3. LEDStudio can play all video files (AVI/MPEG/ASF/WMV), FLASH files (SWF), REALPLAYER files (RM), etc. Select any file of the above formats, and then click on “Open” to open it. Now the bottom of the main window will change to look like image 6-4.

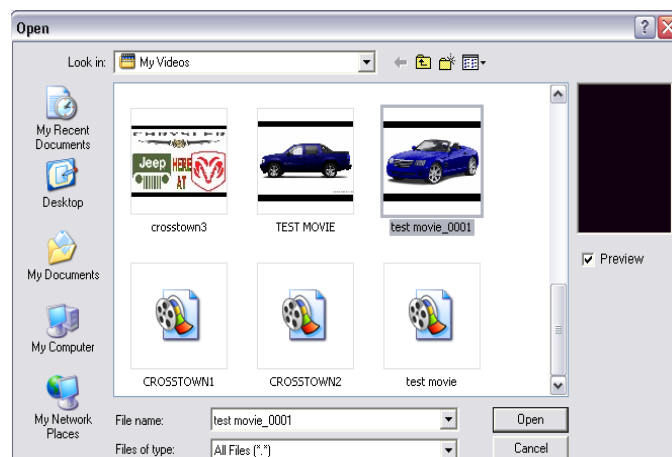


Image 6-3

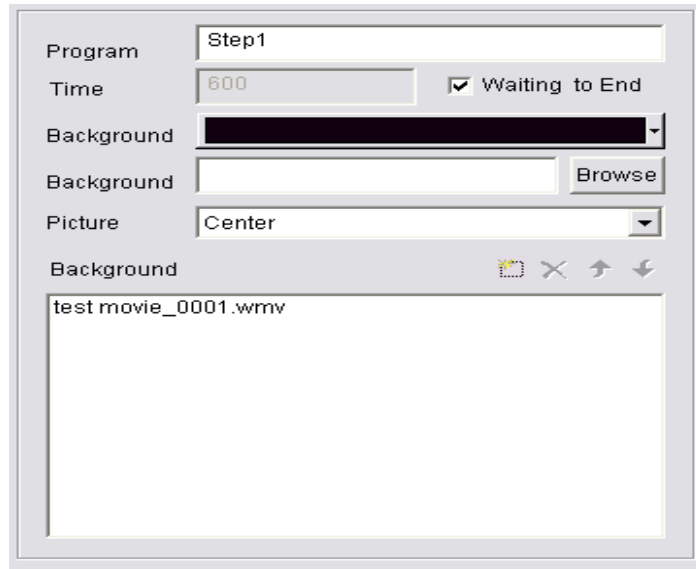


Image 6-4

6.4 Setup Video File Properties

The opened file has been added to the list, and options will appear for background color, background picture, background picture drawing method, and effects.

Chapter 7 Table Display

The two ways to insert a table in LEDStudio are to insert a table window or insert a pre-made word or excel table.

7.1 Create a New Table Window

Click on “New Window” button, select “Table Window” in the menu (image7-1) to create a new table window as shown in 7-2.

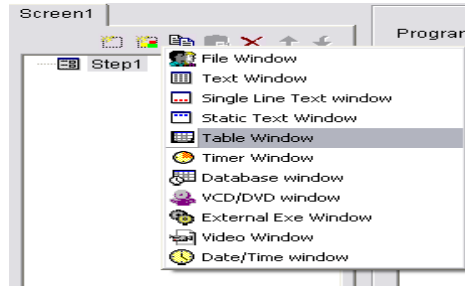


Image 7-1

7.2 Setup Table Window

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

Name: program name

Frame: 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: width of this program

Height: height of this program

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

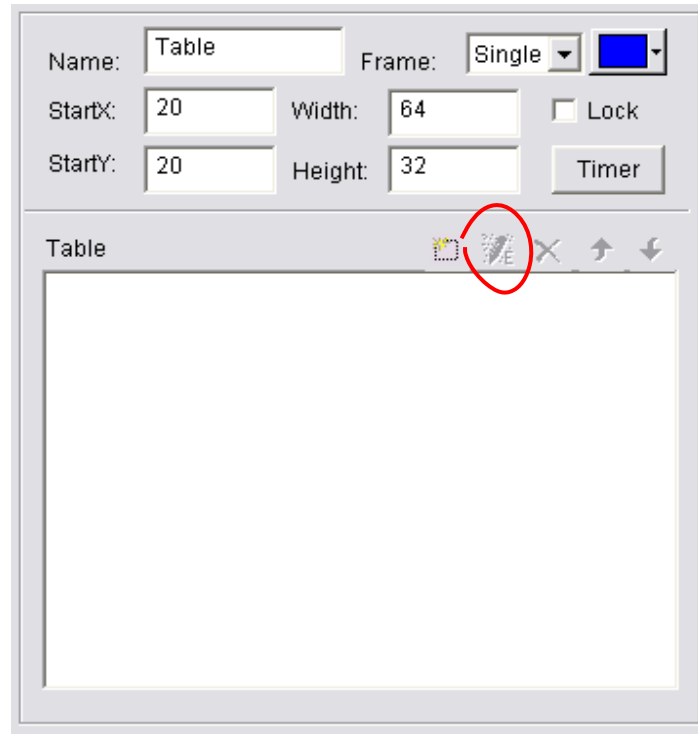


Image 7-2

7.3 Insert and Edit Tables

Click the “Add Table” button shown in image 7-2 to open the “Edit Table” Dialog Box shown in image 7-3.

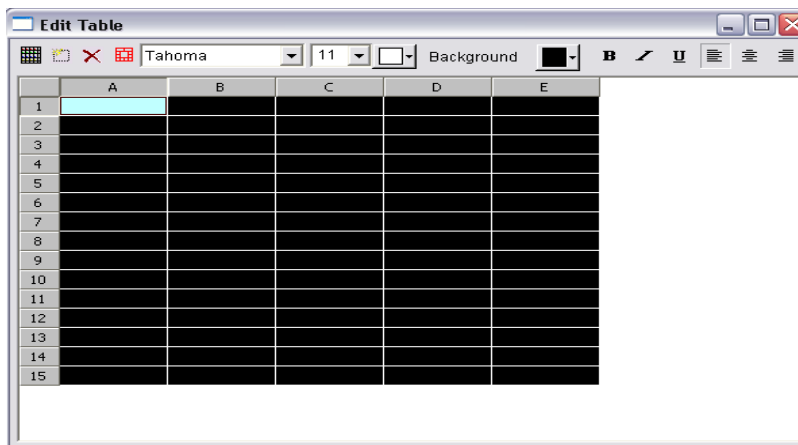


Image 7-3

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 columns.

The rest of the toolbar is for changing font size, type, color, etc.

Setup Table Properties

Click the “Table Properties” button, to open the “Table Property” dialog box, as shown in image 7-4. Settings include: Name, Title, Lock Title, Title’s Font, Size, Mode, Color, and Table’s Background Color, Grid Line Color, Table Drawing Effect, Speed, Stay Time, and Lock Row and Column Number.

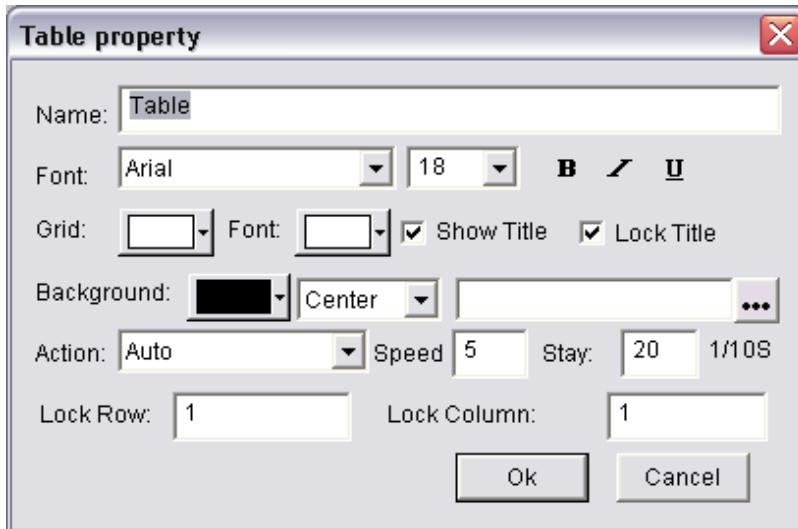


Image 7-4

Insert table

Click the “Insert Table” button, to open the “Add Table” dialog box, as shown in image 7-5, select input Type, Quantity, and Input Mode (to Current Position or Add to End), click “Ok” to finish.



Image 7-5

Delete table

Click the “Delete Table” button, to open the “Delete Table” dialog box, as shown in image 7-6. Select delete Row or Column, and then click on “Ok” to finish.

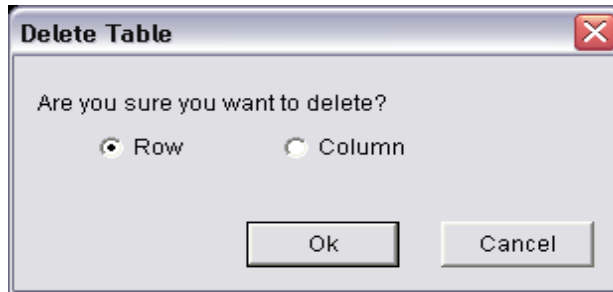


Image 7-6

Combine Cells

Select the cells to combine, click the "Split/Combine" button to combine them, as shown in image 7-7.

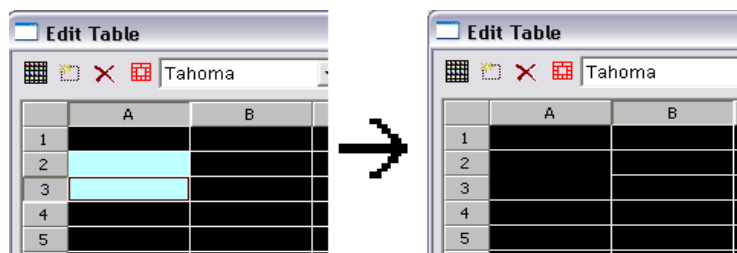


Image 7-7

Split Cells

Select the cell to split and click the Split/Combine button to split cells, as shown in image 7-8.

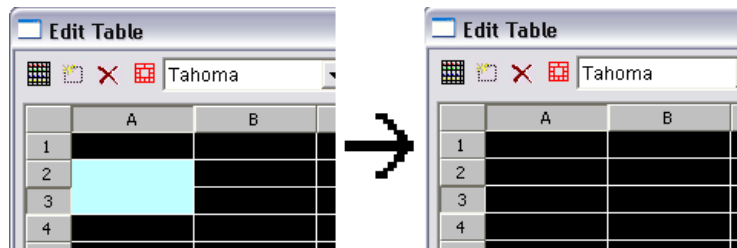


Image 7-8

Chapter 8 Homepage Display

8.1 Create a new Homepage Window.

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

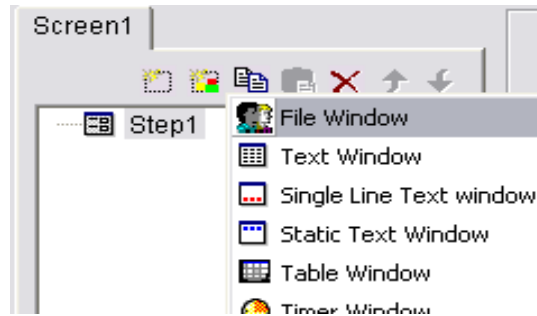


Image 8-1

8.2 Setup Homepage Window

As shown in image 8-2, 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.

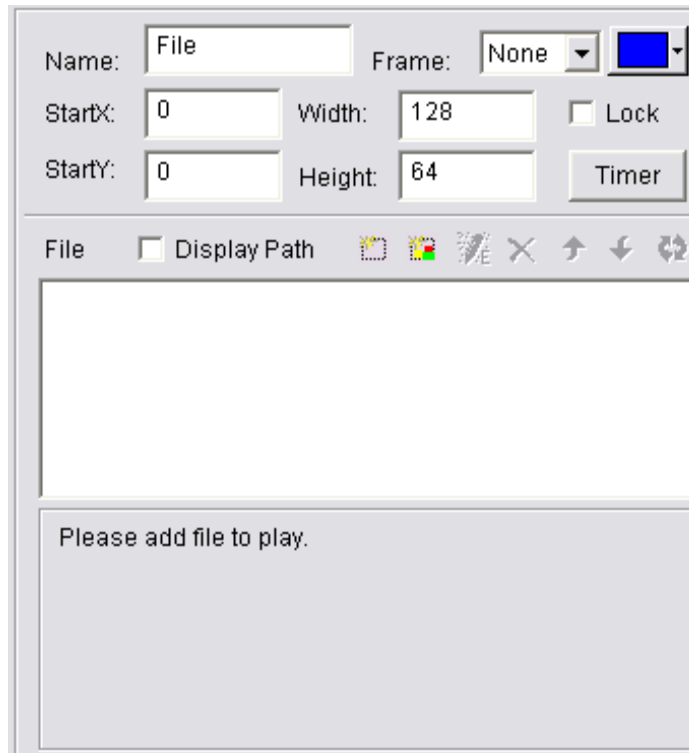


Image 8-2

8.3 Open Files

Click on the “Add Homepage” button shown in image 8-2 to open “Web Page URL” dialog box. (Image 8-3)

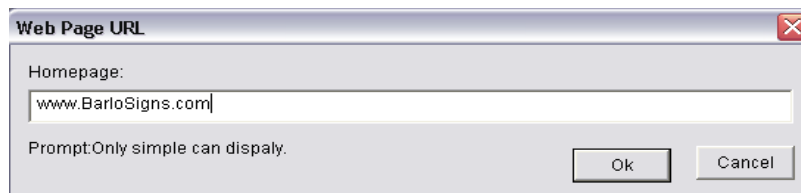


Image 8-3

Type in a web page address and click “Ok”, the web address will be added to the list below as shown in image 8-4.

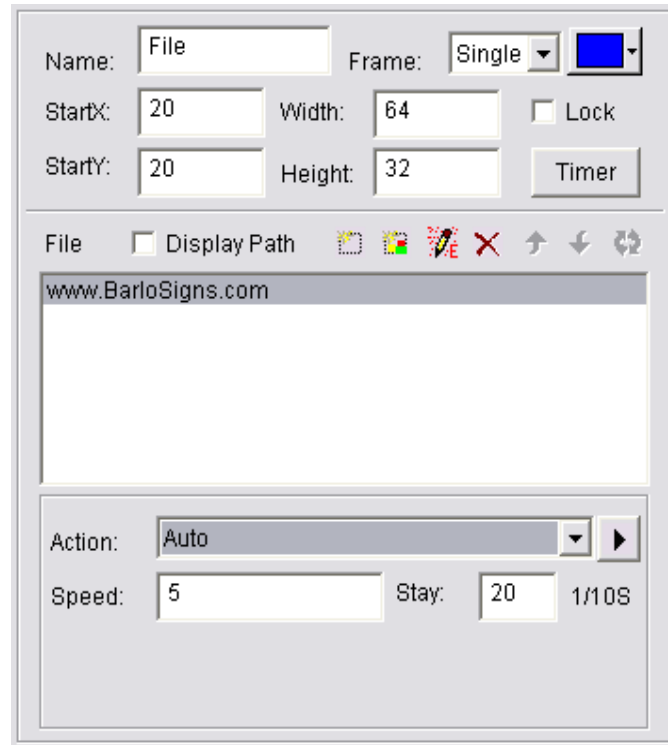


Image 8-4

The opened file has been added to the list, now the options of this file will be listed below (image 8-4). Options include action, speed, and stay time.

Chapter 9 Database Display

9.1 Create a New Database Window

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

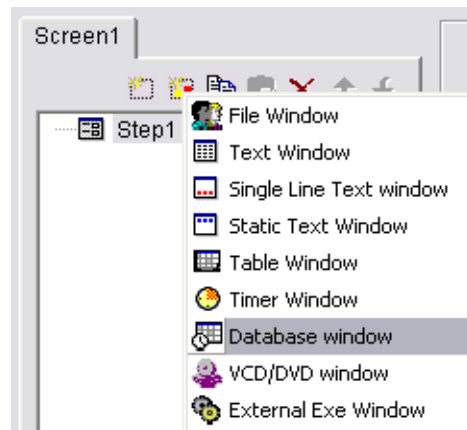


Image 9-1

9.2 Setup Database Window

As shown in image 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.

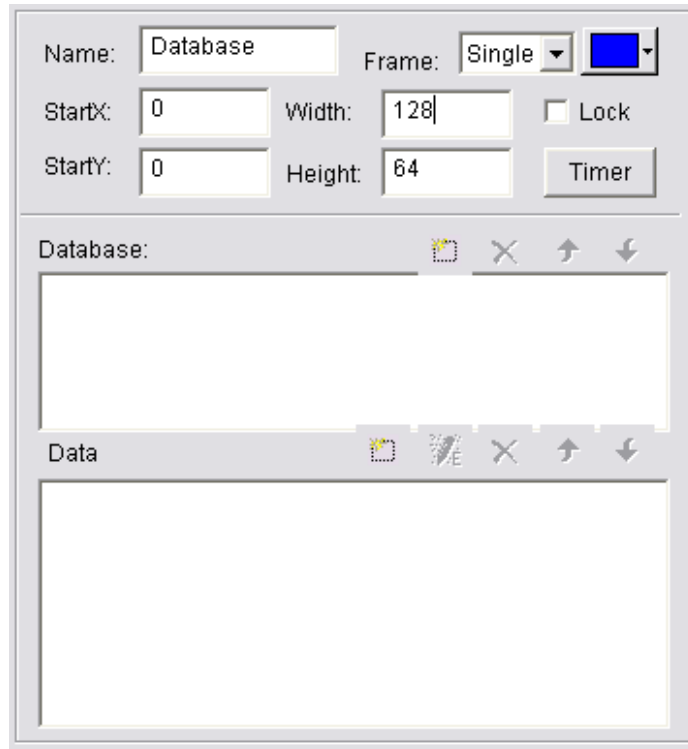


Image 9-2

9.3 Add Access Database

9.3.1 Add Access Database

Click on the “Add Database” button on the toolbar, the “Select Database” dialog box will appear (image 9-3). Select “Access Database” in the dialog box, and click Ok, then select and open the database (image 9-4).

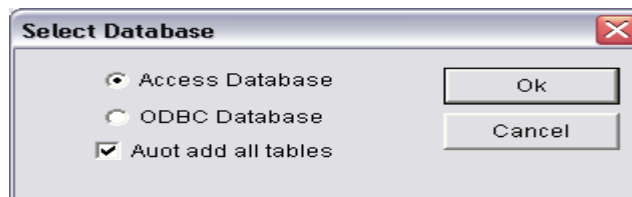


Image 9-3

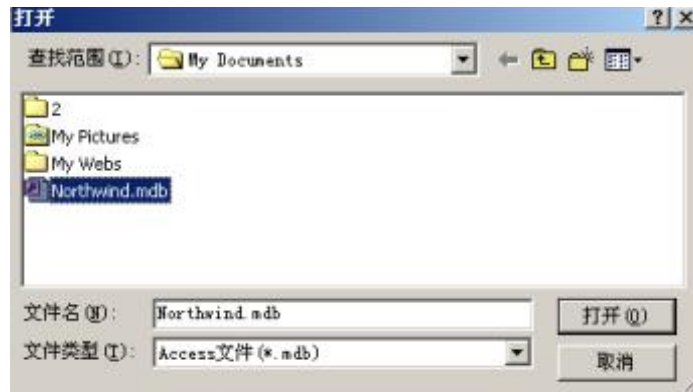


Image 9-4

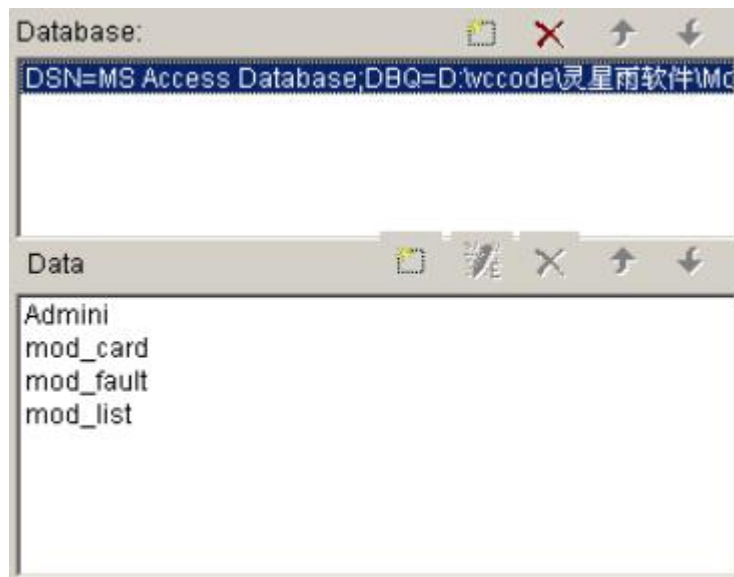


Image 9-5

The control window with a database added is shown in image 9-5. The list above is the list of databases. Use the “Delete Database” button to delete it. The list below is the list of datasheets.

9.3.2 Add Access Datasheets

Click the “Add Datasheet” button on the toolbar, a “Database Properties” dialog box (Image 9-6) will appear. The dialog box has been divided into two parts. The upper one is for table properties setting, the lower one is for column properties setting.

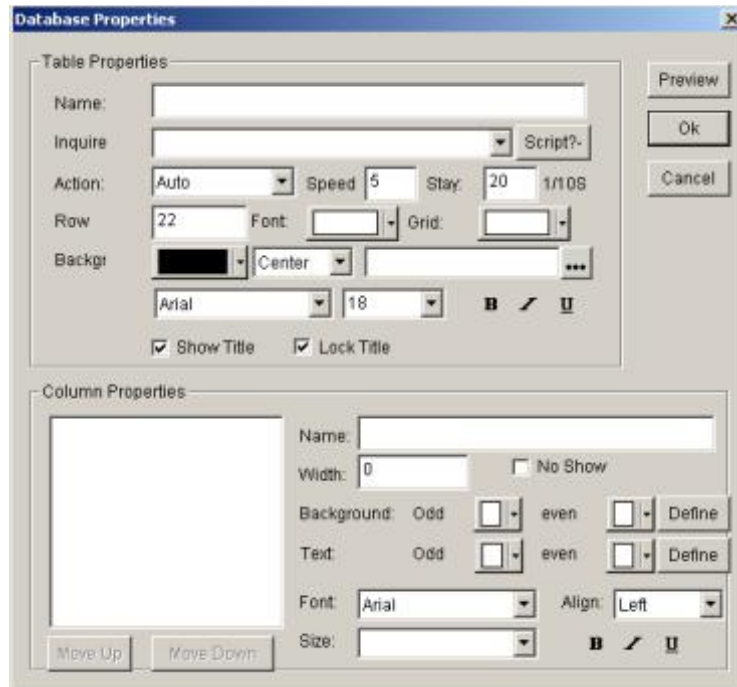


Image 9-6

Setup table properties:

Name: name of the datasheet

Inquire: select inquired datasheet

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 have been listed to the left shown in image 9-6. Select one make changes to it.

Name: Column name

Width: Column width

Align: Text Align method

Background: select the background color of this column

Text: color of the text

Font: select text Font

Size: text size

BIU Buttons: Bold, Italic or Underline

Click on “Preview”, to view the newly added table, Click on “Ok” to finish adding Access Database.

9.3.3 Edit Access Datasheets

Select the datasheets to edit from the database. Click the “Edit Datasheet” button to show the “Database Properties” dialog box (Image 9-6). Edit the sheet itself or columns in it.

9.3.4 Delete Access Datasheets

Select the Datasheets that you want to delete from the database, and then click the “Delete” button.

9.4 Add ODBC driver database

To add ODBC Database, some basic knowledge of databases is needed. After clicking the “Add Database” button, a “Select Database” dialog box will appear (Image 9-3). Select “Access Database”, and then click Ok and choose the data source to open from the “Select Data Source” dialog box (Image 9-7).

If the data source is not prepared, click the “New” button to activate the “Data Source Set up Guide” for help.

The Datasheets and its setting are the same of an Access Database (refer to 9.3)

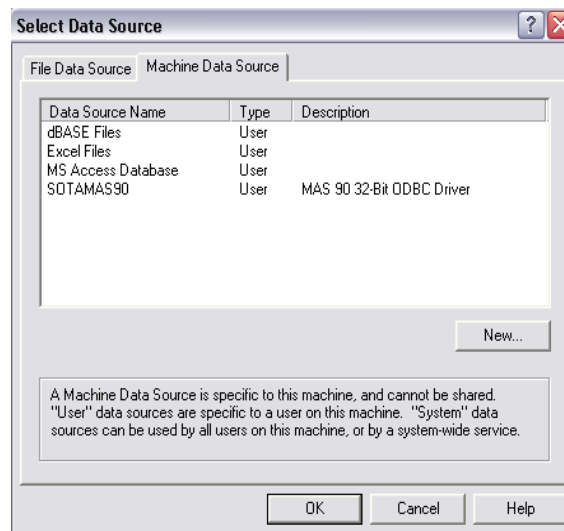


Image 9-7

Chapter 10 Date and Time

10.1 Create Date/Time Window

Click the “New Window” button, and select “Date/Time Window” in image 10-1 to create a new Date/Time Window, as shown in image 10-2.

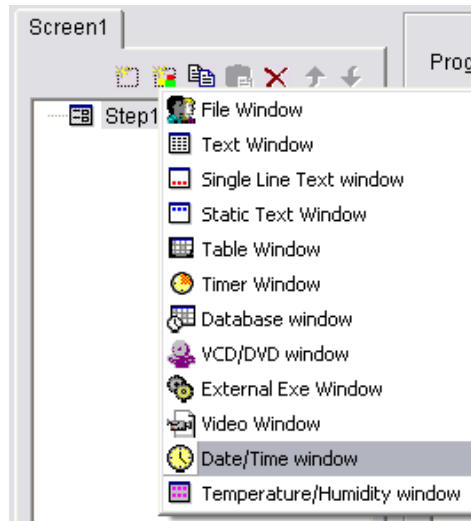


Image 10-1

10.2 Setup Date/Time Window

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

Name: program name

Frame: 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: width of this program

Height: height of this program

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

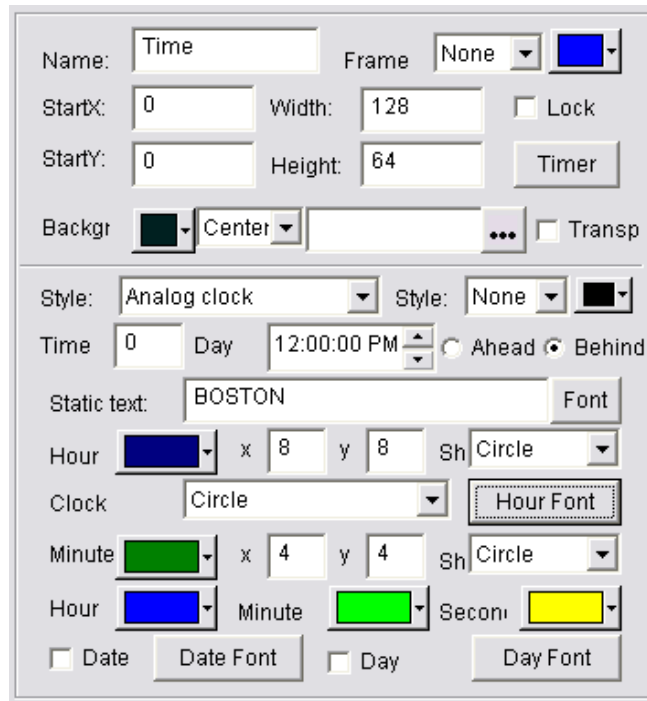


Image 10-2

10.3 Setup date and time

There are two kinds of Date/Time display, analog and digital. Either display can be selected as shown in image 10-2.

Analog clock

Image 10-3 shows the analog clock's property settings. Options include ahead or behind time differences; Static texts with font; color, size and shape, as well as font of the time display; color of the hour hand, minute hand, second hand; and also the display and color of the dates and days.

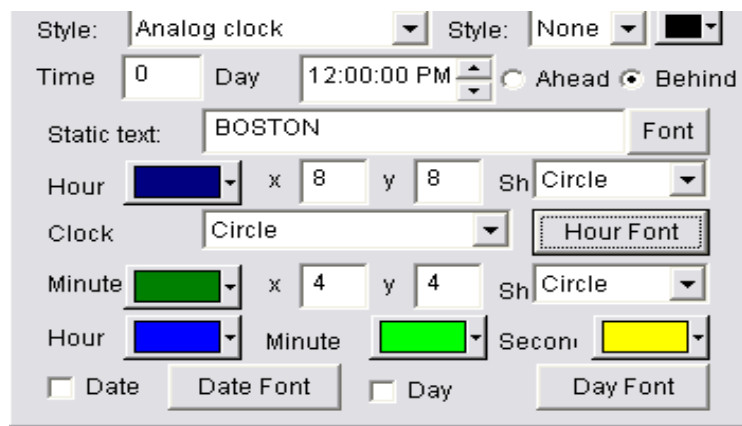


Image 10-3

Digital clock

Image 10-4 shows the digital clock's property settings. Options include display style; set ahead or behind time differences; Static texts and its font; hour style; year style; single or multi line display; also the text font.

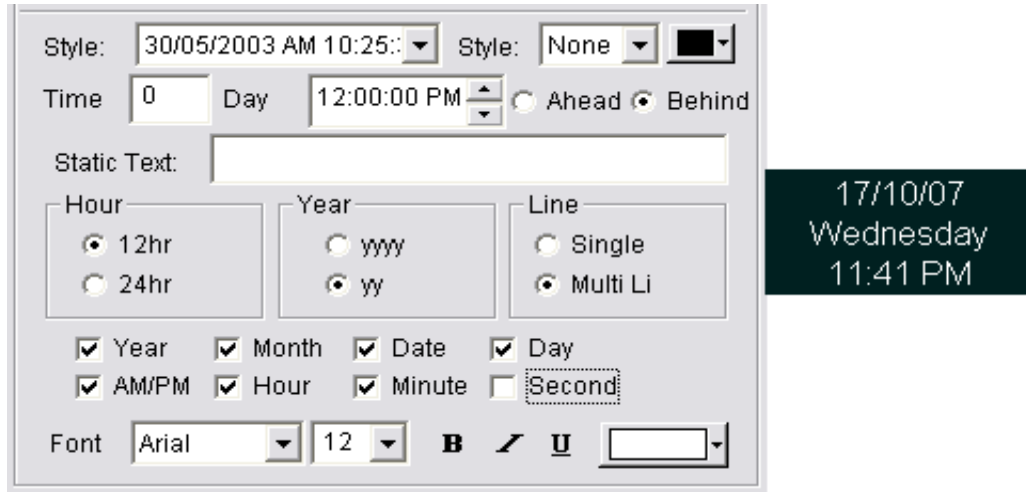


Image 10-4

Chapter 11 External Program

11.1 Create a New Window

Click the “New Window” button, and select “External Exe Window” shown in image 11-1 to create a new External Exe window, as shown in 11-2.

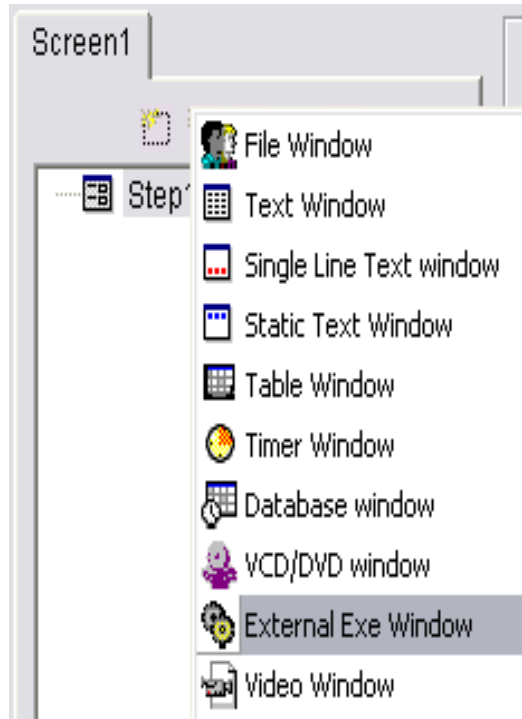


Image 11-1

11.2 Setup External Program Window

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

Name: program name

Frame: 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: width of this program

Height: height of this program

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

Name: Frame:

StartX: Width: ☐ Lock

StartY: Height:

Program Name:

Window Name:

Top Margin: Bottom Margin:

Left Margin: Right Margin:

Image 11-2

11.3 Open External Program

Click the “Browse” button shown in image 11-2, an “Open File” dialog box will appear. Select the external program to open. The main window will change as shown in image 11-3.

An application may contain more than one window. All windows will be listed below. Do not forget to select the correct window to be displayed.

Program Name:

Window Name:

Calculator
CalcMsgPumpWnd
M

Top Margin: Bottom Margin:

Left Margin: Right Margin:

Image11-3

The top, bottom, left and right margins can be used to cut the parts of an application which do not need to be displayed. The example display shows the windows calculator in image 11-4.

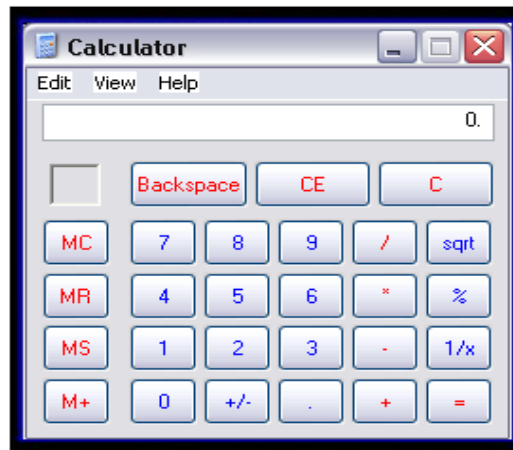


Image 11-4

Chapter 12 Timer Display

12.1 Create a New Window

Click the “New Window” button, and select “Timer Window” as shown in image 12-1 to create a new Timer Window, as shown in 12-2.

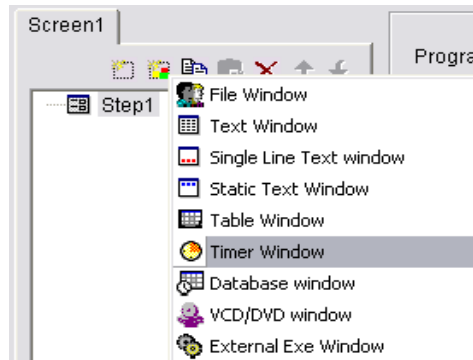


Image 12-1

12.2 Setup the Timer Window

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

Name: program name

Frame: 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: width of this program

Height: height of this program

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

Name: Frame:

StartX: Width: ☐ Lock

StartY: Height:

Bkg: ☐ Transp

Static Text:

Show Style: Style:

Font: ☐ **B** ☐ *I* ☐ U

End Date:

End Time:

☒ Days ☒ Hours ☒ Minutes ☒ Second

☒ Multi Line ☐ No negative sign

Image 12-2

12.3 Time Setting

Image 12-3 shows the property settings of the timer display. Options include Static Text; Text Action, Size, Bold, Italic, Underline, Color, End Date/Time; Show Number of Days, Hours, Minutes, Seconds, Multi Line, and No Negative Sign.

Name: Frame:

StartX: Width: ☐ Lock

StartY: Height:

Bkg: ☐ Transp

Static Text:

Show Style: Style:

Font:

End Date:

End Time:

☐ Days ☒ Hours ☒ Minutes ☒ Second

☒ Multi Line ☐ No negative sign

Image 12-3



Image 12-4

Chapter 13 VCD/DVD Display

13.1 Direct Playing

Click the “Control” menu, choose Play VCD/DVD, and then select the drive. Such as “D:” shown in image 13-1

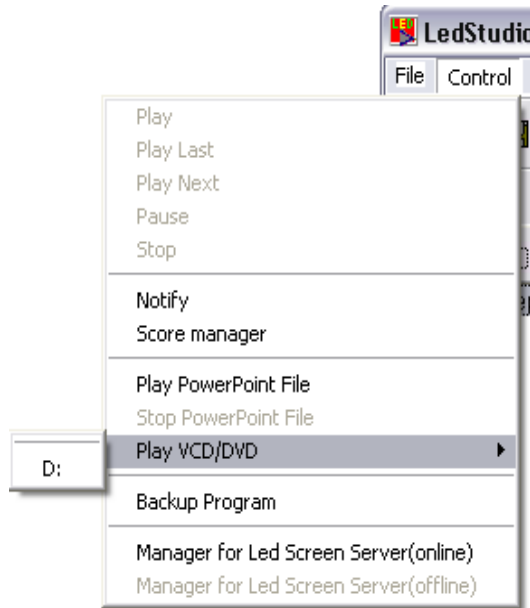


Image 13-1

13.2 Play in Program

Click the “New Window” button, and select “VCD/DVD Window” as shown in image 13-2 to create a new VCD/DVD Window, as shown in 13-3. Choose the drive to play.

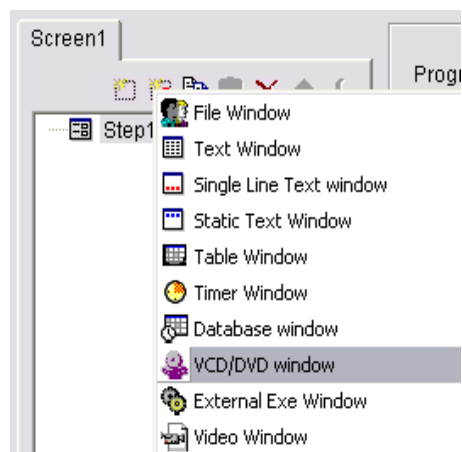


Image 13-2

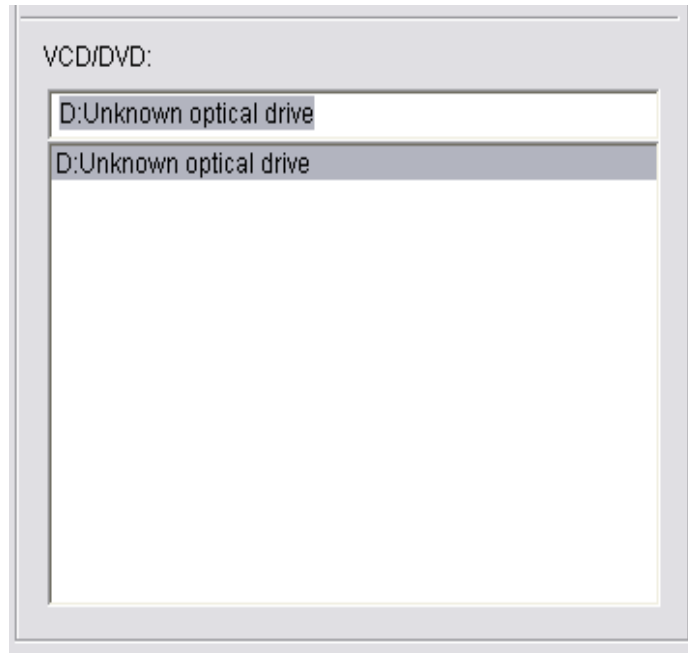


Image 13-3

Chapter 14 Video Line-in Display

The Video Window is mainly used for input video signals from TV cards or external VCD/DVD players. A TV card is needed for all settings.

14.1 Create a New Window

Click the “New Window” button, and select “Video Window” as shown in image 14-1 to create a new Video Window, as shown in 14-2.

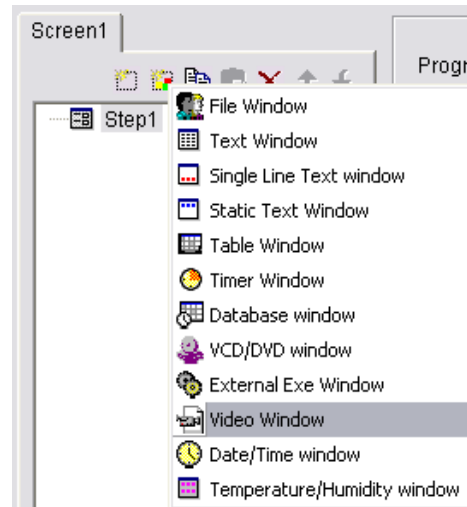


Image 14-1

14.2 Setup Video Window

Video Input Equipment: different video cards may be used if more than one has been installed.

Audio Input Equipment: to choose audio (note: some TV cards play sound through Audio cards)

Video Input Source: to choose Video input source (note: most TV cards have three input sources—CATV, Video, and S-Video)

TV Channel: to choose TV channel (Note: some TV cards do not support this function)

Video Input	<input type="text"/>
Audio Input	Realtek HD Audio Input
Video Input	<input type="text"/>
TV	<input type="text"/>

Image 14-2

Chapter 15 PowerPoint Display

15.1 Play

Click the “Control” menu, and click “Play PowerPoint File” (Image 15-1). Select a file to play. When playing, LEDStudio will automatically move the display area to the big screen.

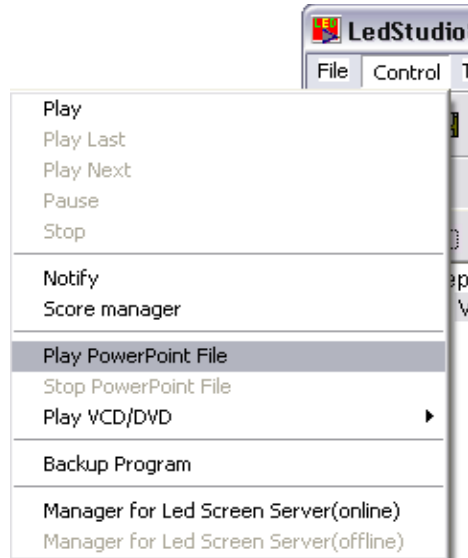


Image 15-1

15.2 Stop Playing

Click the “Control” menu, and select “Stop PowerPoint File.”

Chapter 16 Notify Display

Notify Manager is mainly used to insert temporary notifications into the program while it is playing.

16.1 Open “Notify Manager” Window

Click the “Control” menu and select “Notify” (Image 16-1). A “Notify Manager” dialog box will appear.

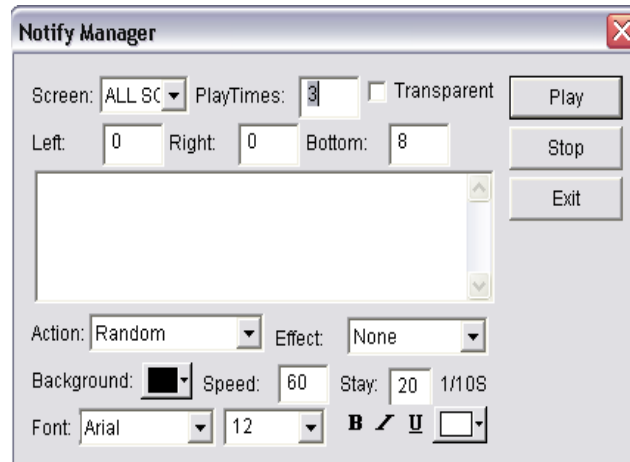


Image 16-1

16.2 Setup Notify Manager Window

As shown in image 16-1, you can select which screen that the notification is going to be sent to; how many times it is going to repeat, transparency, left edge, right edge, bottom edge, action, background, font, etc.

16.3 Play/Stop Notify Display

When everything has been set, click “Play” to broadcast the notification. Or click “Stop” to stop it.

Chapter 17 Score Manager

17.1 Open Score Manager Window

Click the “Control” menu, and select “Score Manager”. A “Score Manager” dialog box will appear (image 17-1).



Image 17-1

17.2 Setup Score Manager Window

Scores Manager includes two different types: Time Display and Score Display. Screen number indicates in which screen the display should be; Time display indicates how long the display is going to be.

Time Display Setting

Reset: Reset time to 0:00;

Start: Start counting;

Stop: Stop counting;

Font: Font and properties of the display text;

Top Edge: distance between the display time and the top edge;

Right Edge: distance between the display time and the right edge;

Scores Display Settings

Home: Score for Home team, two display languages available;

Score: Score sign, such as “:”

Away: Scores for Away team, two display languages available;

Picture: display picture for each team.

Bottom Edge: distance between the display time and the bottom edge;

Font: Font of the display text;

Background: background color;

17.3 Play/Stop Score

When everything has been set, click “Show All” 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 18 Play Schedule

18.1 Open the Schedule Table

Click the “Option” menu and select “Schedule Table” (Image 18-1).

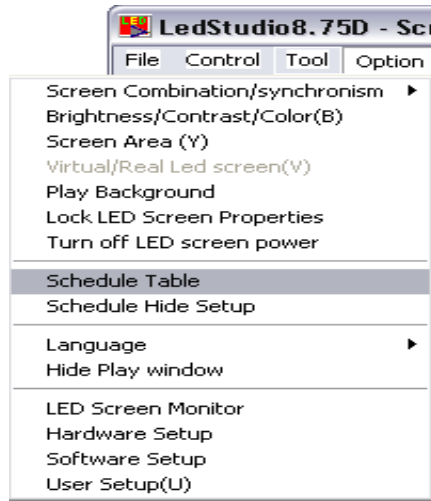


Image 18-1

18.2 Add Scheduled Command

18.2.1 Step1: Open “Scheduled Command” dialog box.

Click the “Add” button to open the “Scheduled Command” dialog box (Image 18-3).

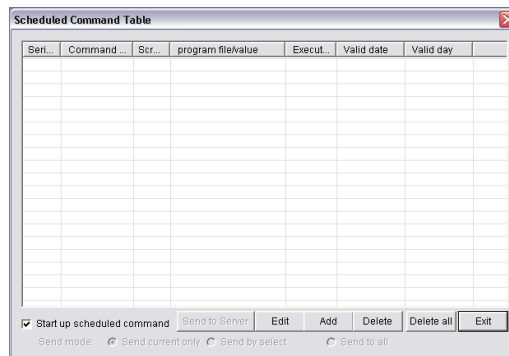


Image 18-2

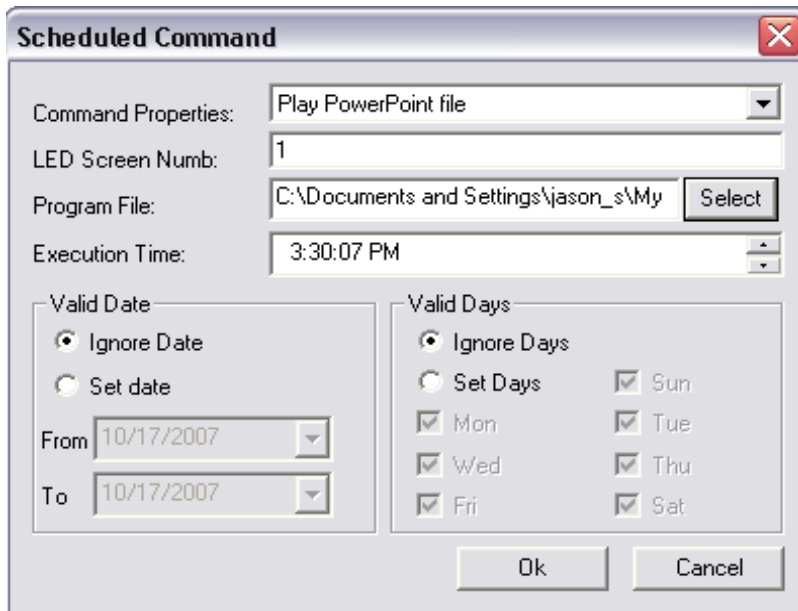


Image 18-3

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 is only available if the command is to: Play Program File, Perform External Program, Play PowerPoint file. Click on “Select” to select a file.

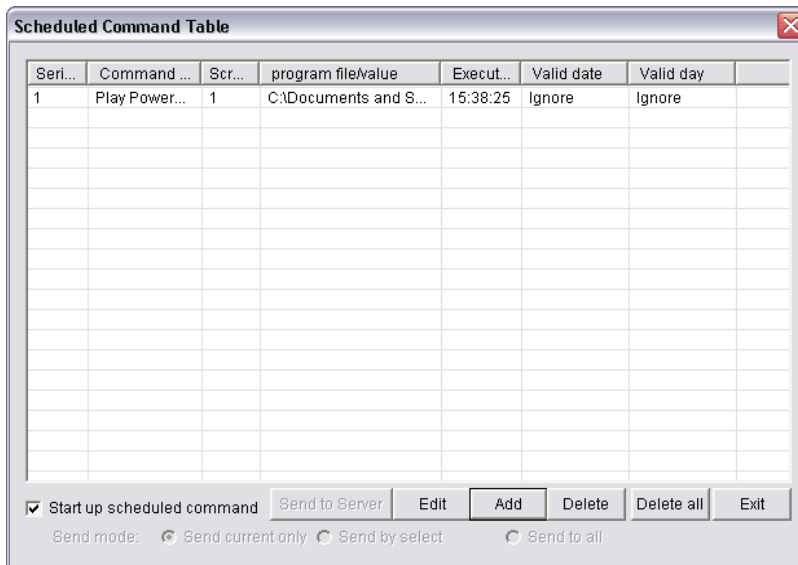
Execution time: time to start command

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 the new command. As shown in image 18-4, there is already a “Turn LED screen power” command in the list, if more than one command is needed, repeat the 3 steps above.



18.3 Edit Scheduled Command

Select the command that to edit from the list. Click “Edit” to open the “Scheduled Command” dialog box to edit this command.

18.4 Delete Scheduled Command

Select the command that to delete from the list, click the “Delete” button, to delete all commands, use the “Delete All” button.

18.5 Start up Scheduled Command

Click “Start Up Scheduled Command”, keep this option selected to activate the schedule table, or de-activated to use the program without a schedule (Image 18-5).



Image 18-5

18.6 Exit

Click on “Exit” to save the settings of “Schedule Manager.”

Chapter 19 Network Control

To setup network control, the computer that controls the LED Screen must be set to remote control server. The other computers will be set as customer computers.

19.1 Setup Remote Control Server

Select “Option” then “Software Setup” to bring up the “Software Setup” dialog box (Image 19-1).

Select Enable Remote Server(online), and type in a non-used Port number (normally the default number 6600 will be fine). The customer computer must type in the same port number in order to link to the remote control server.

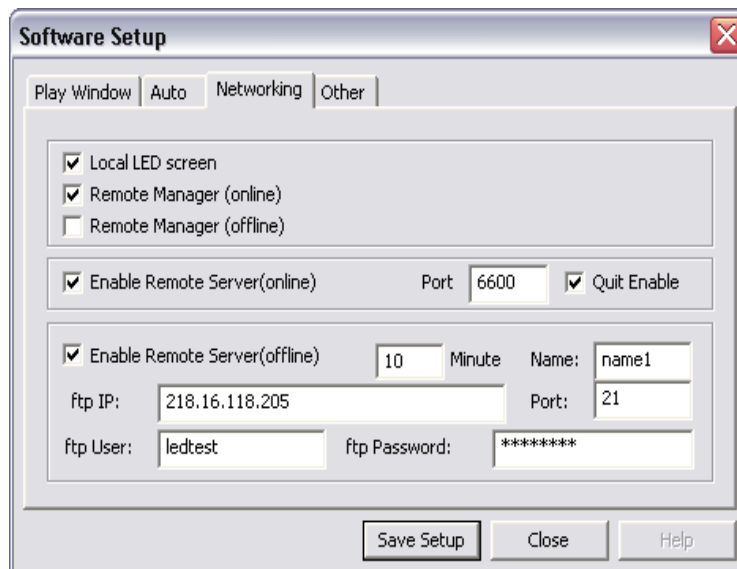


Image 19-1

19.2 Remote Screen Manager

To enter the “Remote Manager” dialog box click “Control” then “Manager for LED Screen Server(online)” (Image 19-2). Click “Add” to bring up the “Remote server Setup” dialog box (image19-3). Type a screen name to name the screen being accessed. Type in the IP address (Note: the IP address can be viewed by clicking “Help” then “Check IP Address”). Next, type the port number and the screen number. Type the password if necessary. If there are several servers, they can be all added to the list.

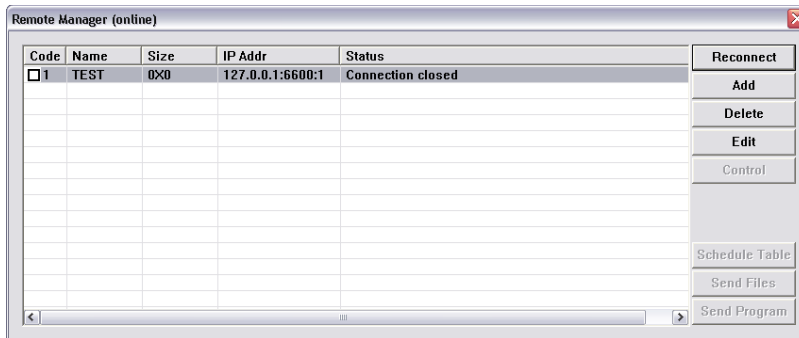


Image 19-2

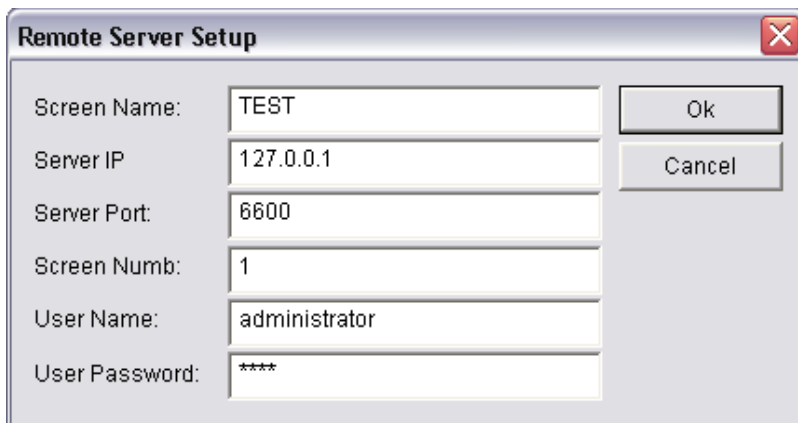


Image 19-3

19.3 Remote Control

Click the “Remote Control” button to open the “Remote Control” window (Image 19-4). You may apply any command to the server.

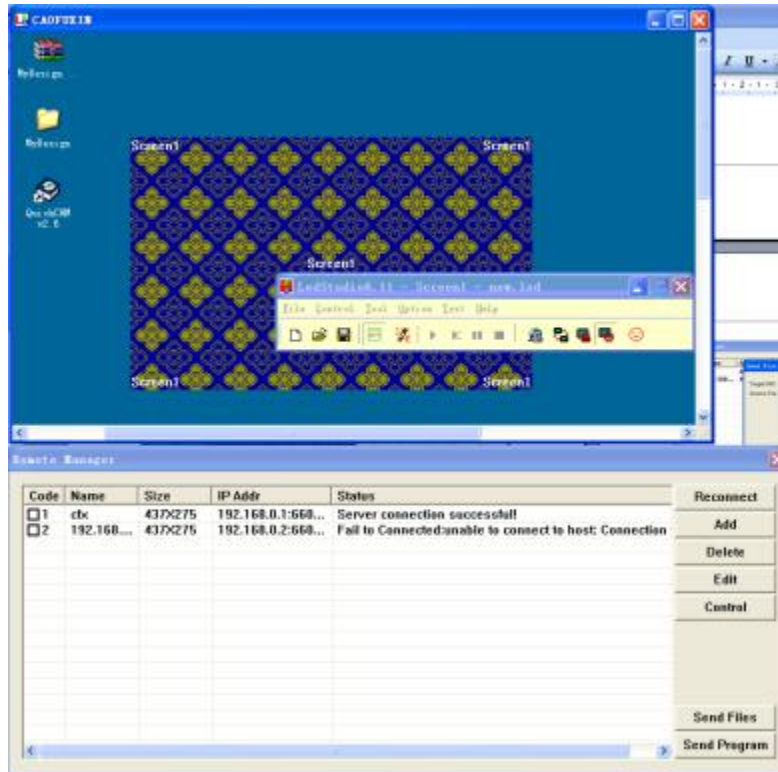


Image 19-4

19.4 Send Files

Click "Send Files", to open the "Send File" dialog box, as shown in image 19-5.



Image 19-5

19.5 Send Program

Click "Send Program", to open the "Send Program" dialog box, as shown in image 19-6.



Image 19-6

Chapter 20 Background Playing

20.1 Activate Background Playing

Right click an open space on the desktop, a menu like image 20-1 will appear.

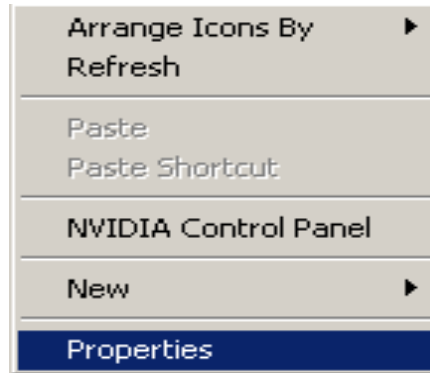


Image 20-1

Select property: Display Settings will appear. Click the “Settings” tab, and activate monitor “2”. Select “Extend My Windows Desktop onto this Monitor,” and click “OK”. Click “Background Playing” on the toolbar of LEDStudio.

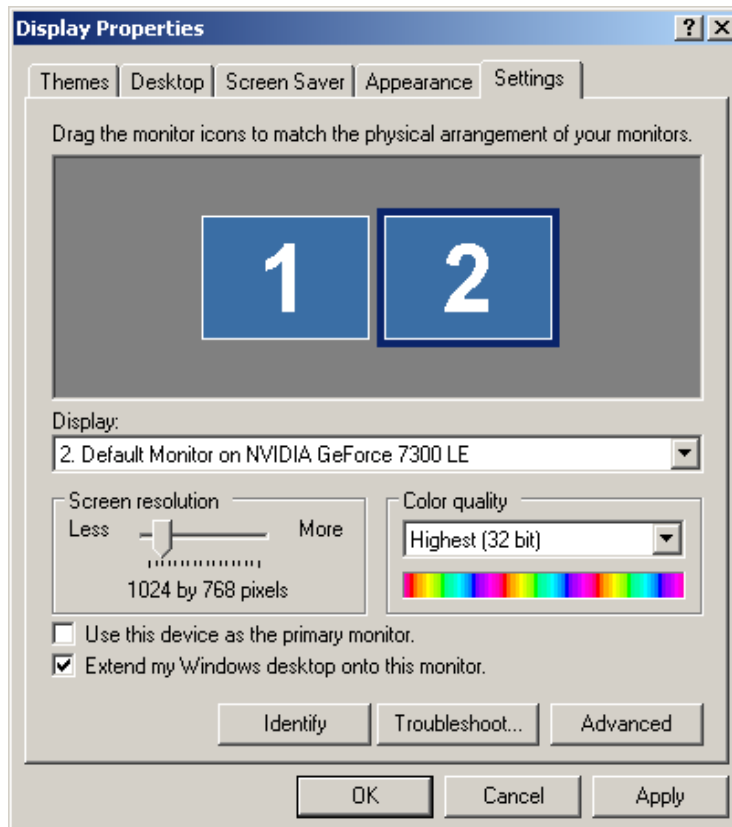


Image 20-2

20.2 Cancel Background Playing

To cancel background playing, clear the check box in front of “Extend My Windows Desktop onto this Monitor,” in the “Settings” tab of the display properties.

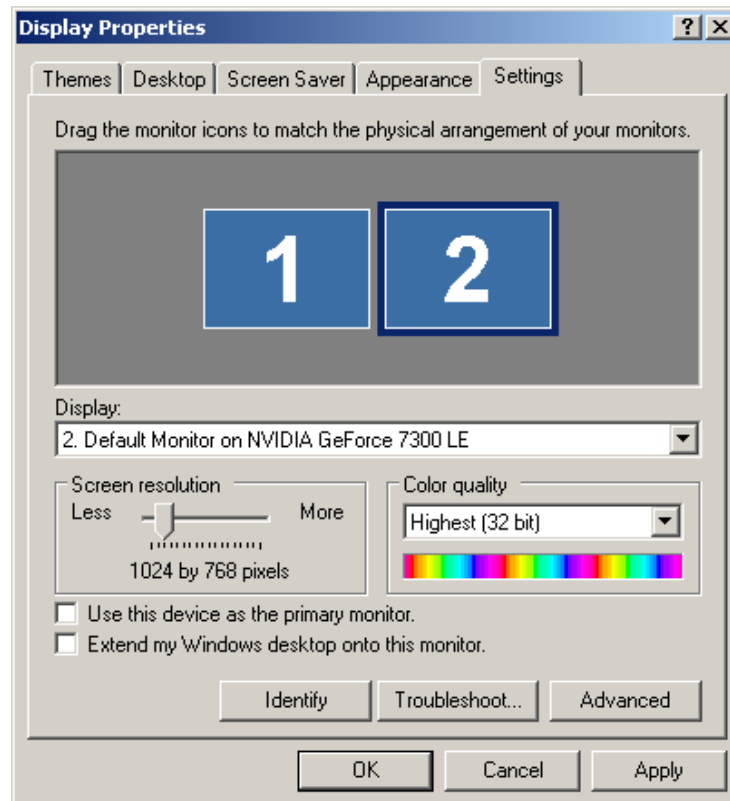


Image 20-3

Right click an empty space on the desktop and click NVIDIA Control Panel. Once open click the “Display” button. Then under Multiple Displays click “Change display configuration.” (Image 20-4)

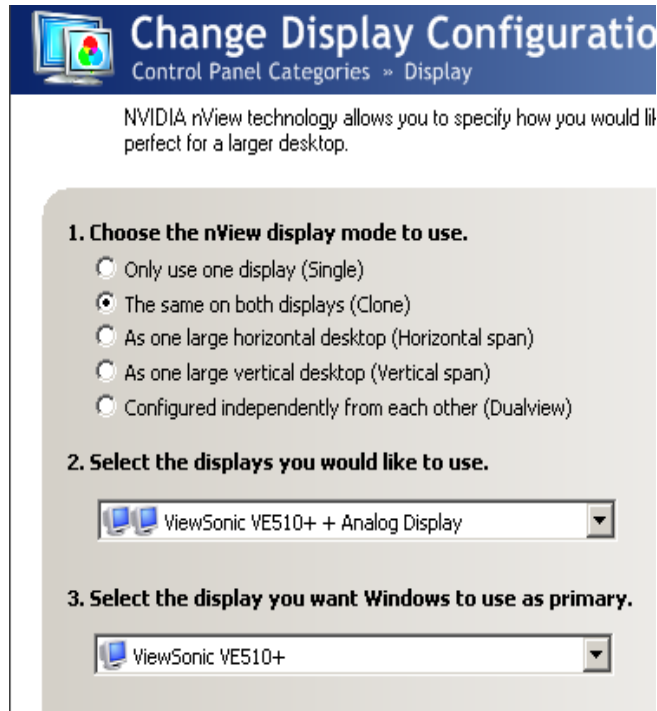


Image 20-4

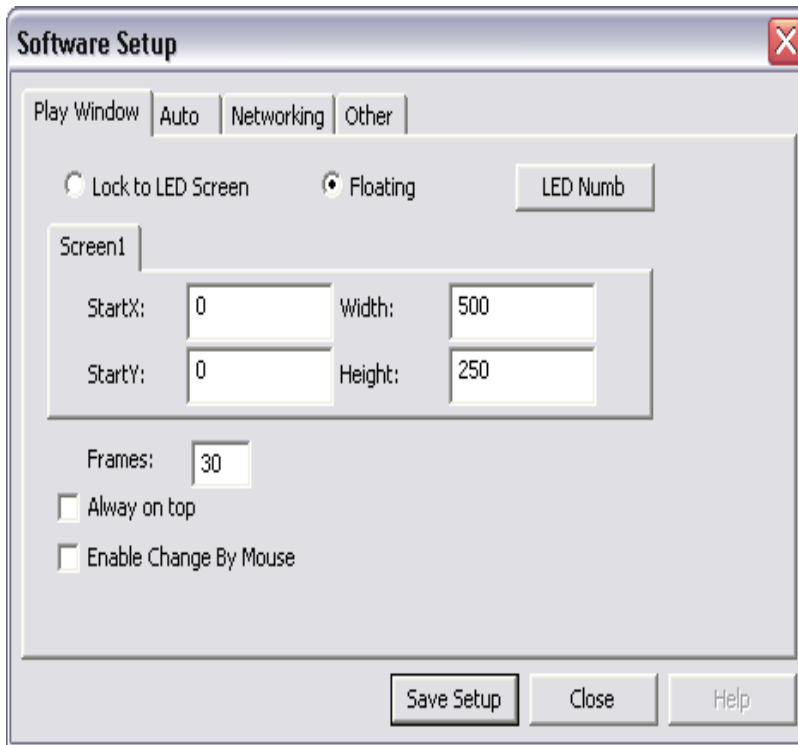
Click the radio button next to “The same on both displays (Clone)”

Exit the NVIDIA Control Panel.

Chapter 21 Software Setup

21.1 Open Software Setup

Click on “Option” in the menu, and select “Software Setup”.



21.2 Play Window

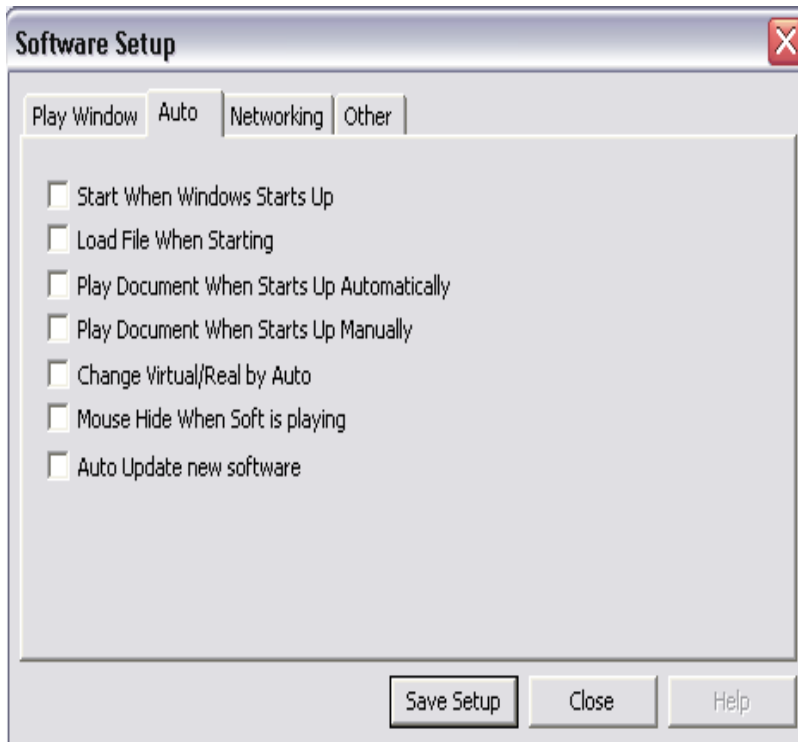
Lock to LED Screen: lock the play window to LED screen area

Floating: users may change the position

Enable change by mouse: allow the change of size by mouse

Always on top: play window will always on top of any other windows

Change Virtual/ Real by Auto: Virtual/ Real pixels Changed automatically



21.3 Auto Setup

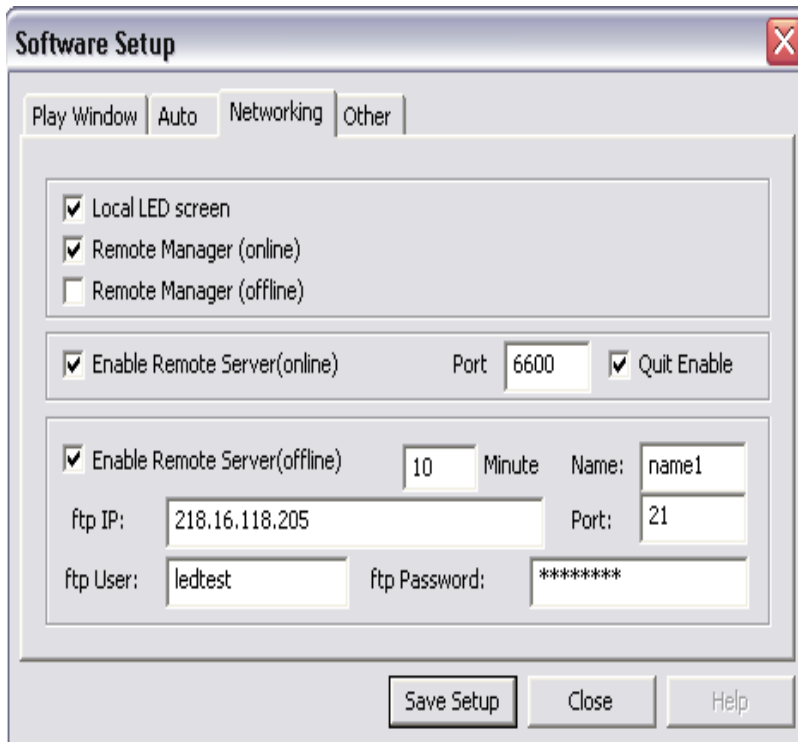
Start when Windows starts up

Load file when starting

Play document when starts up automatically

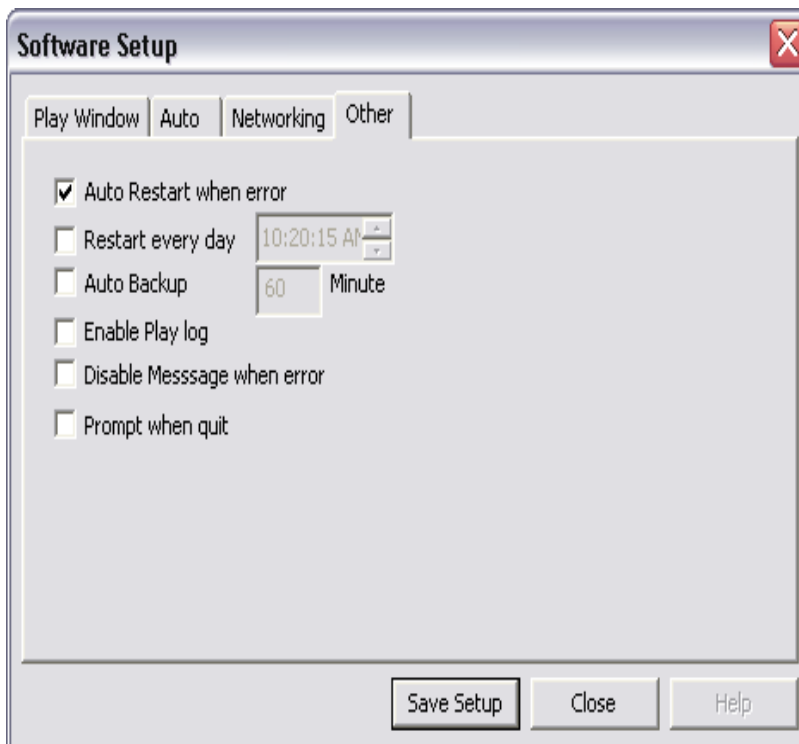
Play document when starts up manually

Above options are all available.



21.4 Networking

See chapter 19.



21.5 Other setup

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

Restart every day: restart at a certain time everyday

Auto Backup: backup program at certain time

Prompt when quit: choose to be asked to quit after clicking exit

Chapter 22 User Setup

22.1 Open User Setup

Click “Option”, and select “User Setup”, an “Input Password” dialog box will appear. Enter the password in the box and press OK (Image 22-2). (Default admin password is 888)



Image 22-1

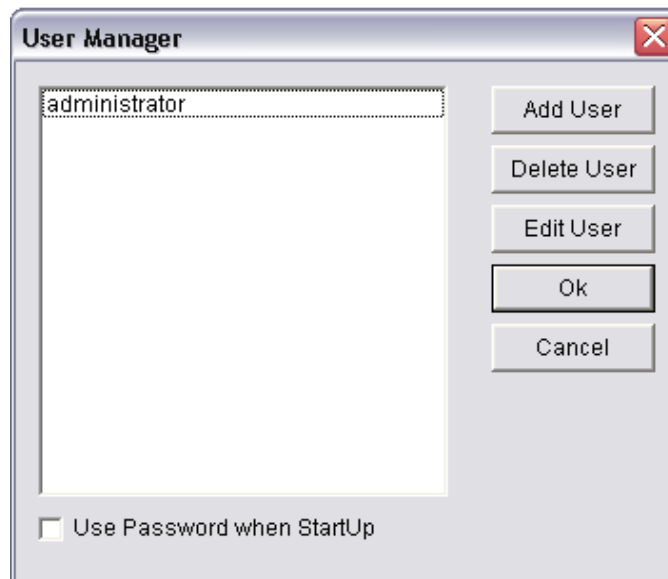


Image 22-2

22.2 Add user

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

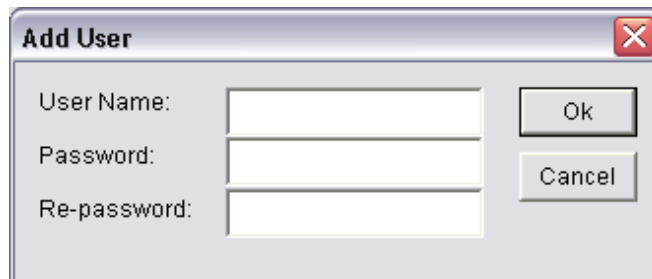


Image 22-3

22.3 Delete User

Select an existing user from the list (Image 22-2), (Note: Administrator can not be deleted) select “Delete”. A notice will appear. Select “Yes”.

22.4 Change Password

Select an existing user from the list (Image 22-2), click “Change Password”. Enter the new password in the “Change Password” dialog box, then press “Ok”.

22.5 User Authentication

Check the box before “Use Password when Start Up”, the next time the software starts up, User Authentication will be required.

LED STUDIO - QUICK START

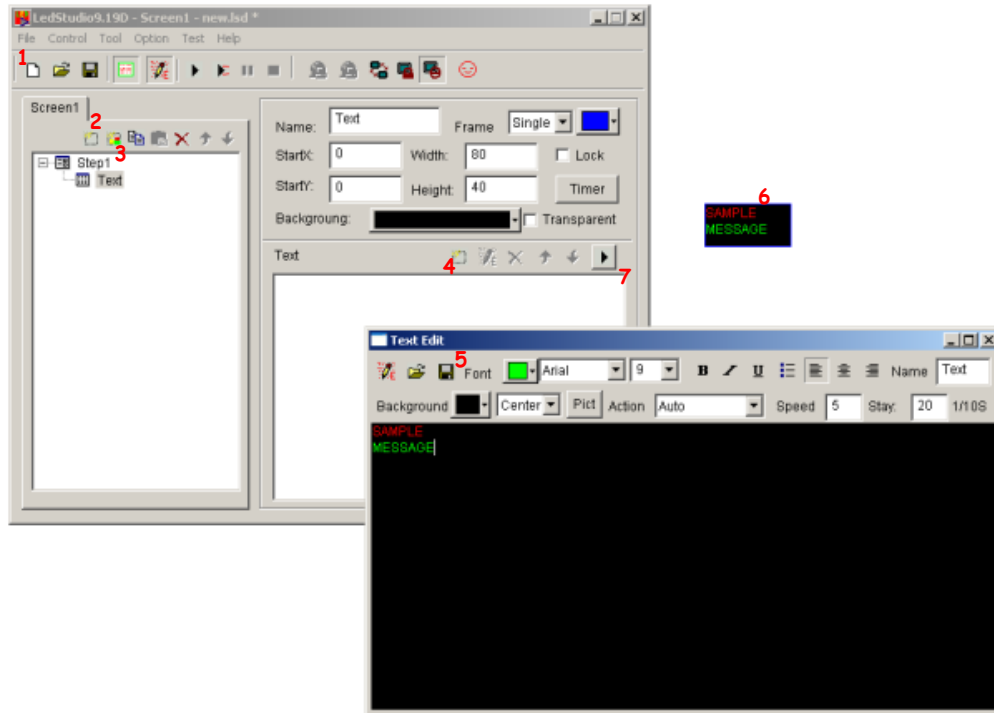
Important Note: Refer to the next section of this document for the FULL operation instructions.

Start PC. Open LEDStudio software.

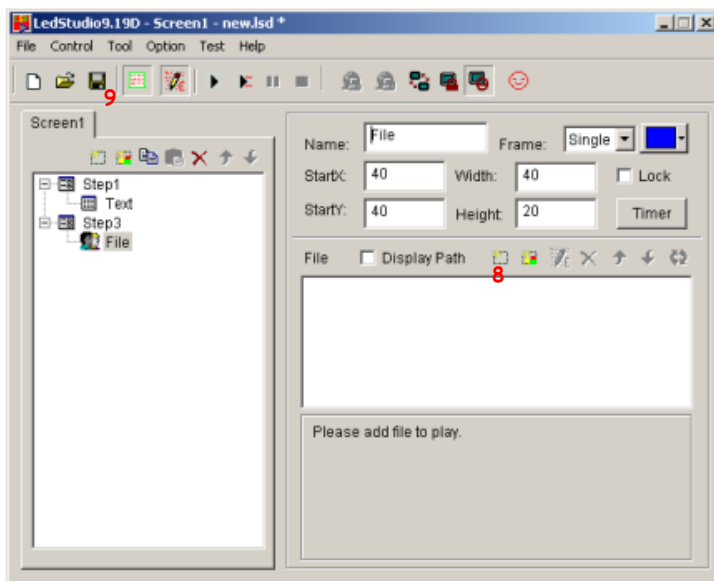
Click on 'New File' (1). Click 'New Page of Program' (2), then 'Add Step'.

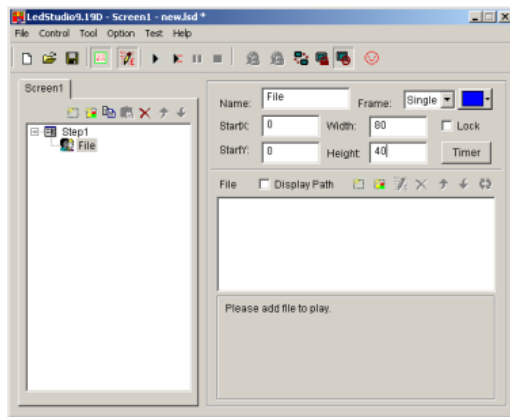
Click 'New Window' (3), then 'Text Window' to create a text message.

Click 'Add Text' (4) to open a text edit window. Enter the message, and select letters or words to highlight and change font, text height, color, etc. The background color can be changed, as well as 'Action' to create scrolling text, fade/wipe in, etc. When finished, click 'Save' (5); give the text file a unique name. It can be reused in other programs or again later in the program list. Time of display (Stay) is given in tenths of seconds. So for a 6-second message, set 'Stay' to 60. Close the text box by clicking the 'X'. The text window can be dragged around and resized in the preview window (6). To completely fill frame with text box or image, it's Height and Width should be set to exactly the matrix size of your display (32H x 64W, for example). 'Preview Current File' (7) will play the message in the preview window.



To create the next message in a program list, click 'New Page of Program', then 'Add Step'. 'File Window' option allows adding images or animation clips of most standard graphic types. Click 'Add File' (8) to select an image. Again, set the Height and Width to your matrix size and click in the preview window to center the image. Adding another????over an image???? Click 'Save' (9) to save for scheduling and reuse later.

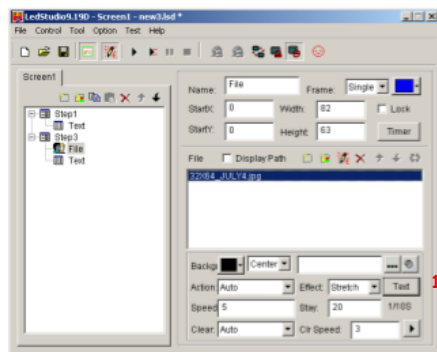




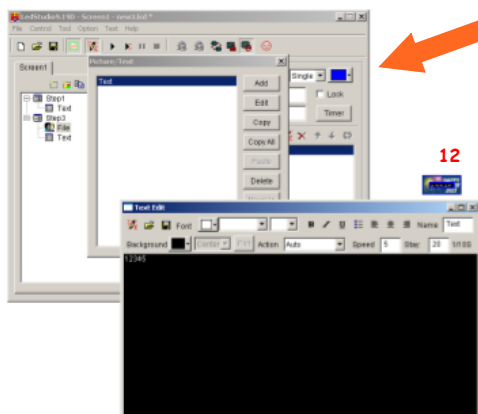
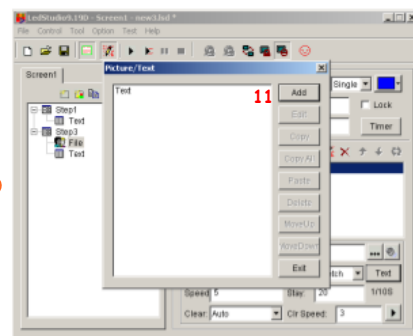
This example has been set to 40x80 LED matrix. StartX and Y are 0. If those are increased, the image will move right and/or down in the preview window.



To add text over an image, click 'Text' (10).

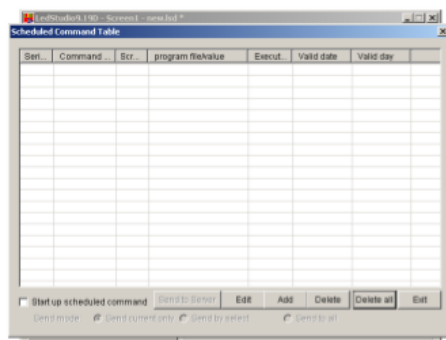


Then click 'Add' (11).

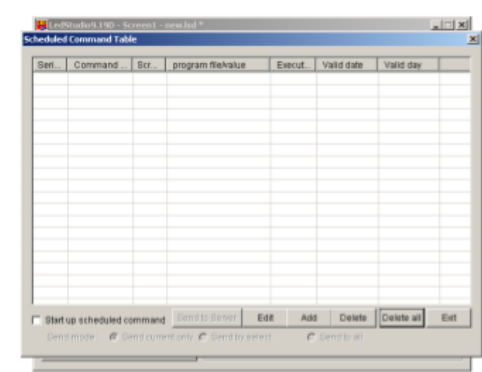


While editing the text in the Text Box, you can position and size the text on the image by dragging/resizing with mouse (12). When finished, close the Text Box. This can be edited or deleted by following the above steps but click 'Edit' or 'Delete'.

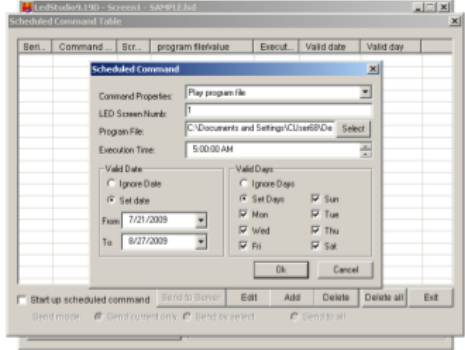
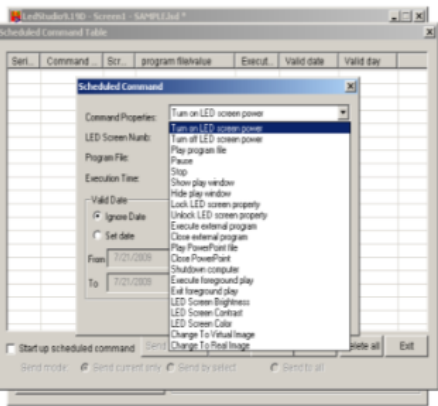
To create a schedule for the playlist, click 'Option', then 'Schedule Table'. This opens the Schedule Table. This is a list of scheduled commands, which include starting a playlist, turning the board on or off, stopping a playlist, and starting another. Times and days of play are set in the schedule. Click 'Add' (10) to add a schedule command.



To create a schedule for the playlist, click 'Option', then 'Schedule Table'. This opens the Schedule Table. This is a list of scheduled commands, which include starting a playlist, turning the board on or off, stopping a playlist, and starting another. Times and days of play are set in the schedule. Click 'Add' (10) to add a schedule command.



Choose 'Play program file' from 'Command Properties' as first step. Click 'Select' to Browse for saved playlist. Set 'Execution Time' for when to start. Use 'Valid Date', 'Set date to set how long to play this program. 'Valid Days' can be used to schedule weekday only, weekend only, or everyday play.



Add a Stop Command Property at stop time (a breakfast message in below example--stops at 10AM) to stop a program. Then a second Play program Command Property can be added to start another program.

