

“LED Editor” Operators Manual



INDEX: “LED Editor” Manual

Chapter 1 Introduction

- 1.1 Features
- 1.2 Operating Environment

Chapter 2 Install and Uninstall

- 2.1 Install
- 2.2 Uninstall

Chapter 3 Instruction in details

- 3.1 Consists of Program
- 3.2 Interface Window Introduction
- 3.3 Features introduction
- 3.4 Programming flow

Chapter 4 Character display

- 4.1 Play in a document window
- 4.2 Play in a single line text window
- 4.3 Play in the Static Text window
- 4.4 Play text files in a File Window

Chapter 5 Picture display

- 5.1 Create a new picture window
- 5.2 Setup picture window
- 5.3 Open playing files
- 5.4 Setup picture properties

Chapter 6 Cartoons display

- 6.1 Create a new cartoon window
- 6.2 Setup Cartoons window
- 6.3 Open playing files
- 6.4 Setup Cartoons file properties
- 6.5 Frequently asked questions during adding videos

Chapter 7 Timer Display

- 7.1 Create a new window
- 7.2 Setup the timer window
- 7.3 Time Setting
- 7.4 Special display introduction 1
- 7.5 Special display introduction 2

Chapter 8 Date and Time

- 8.1 Create Date/Time window
- 8.2 Setup date/time window
- 8.3 Setup date and time

Chapter 9 Temperature and Humidity display

- 9.1 Create a new Temperature and Humidity window
- 9.2 Setup Temperature and Humidity window
- 9.3 Setup Temperature and Humidity properties

Chapter 10 Program Page

- 10.1 Create program page
- 10.2 Setup program page
- 10.3 Timing program page

Chapter 11 Software setting

- 11.1 Open software setup window
- 11.2 LED screen parameter setup
- 11.4 Wireless (RF, GPRS and 3G)
- 11.3 Communication parameter

Chapter 12 Hardware Setting

- 12.1 Open hardware setting window
- 12.2 Hardware parameters setup

Chapter 13 User Setup

- 13.1 Open User Setup
- 13.2 Add user
- 13.3 Delete User
- 13.4 Change Password
- 13.5 User Authentication

Chapter 14 Playing Schedule

- 14.2 Start up Scheduled Command
- 14.1 Open the schedule table
- 14.3 Add Scheduled Command
- 14.4 Edit Scheduled Command
- 14.5 Delete Scheduled Command
- 14.6 Send Scheduled Command
- 14.7 Read back Scheduled Command message
- 14.8 Import, Export schedule table file
- 14.9 Exit schedule table
- 14.10 Program page timing playing

Chapter 15 Communication Control

- 15.1 Single-screen mode
- 15.2 Multi-screen mode

Chapter 16 Send Program

- 16.1 Send program button
- 16.2 Single-screen mode
- 16.3 Multi-screen mode

Chapter 17 Frequently asked Questions

Chapter 18 Table Display

- 18.1 Create a new table window
- 18.2 Setup Table Window
- 18.3 Insert and edit table

Chapter 1 Introduction

1.1 Features

“LEDEditor”, designed specially for asynchronous LED display, is of standard, practical, powerful and easy to learn software for making or preview programs.

1.2 Operating Environment

- u **Operating system**

Simplified Chinese, Traditional Chinese or English WINDOWS XP, Vista.

- u **Hardware Configuration**

CPU: Pentium 600MHz or above

ROM: 512M

Graphics card: Standard VGA 256 mode or above

- u **Related Software**

Microsoft Media Player--compulsory

Chapter 2 Install and Uninstall

2.1 Install “LEDEditor” can be easily installed, as shown below:

Put the “LEDEditor” installation CD into the CD-ROM. The Installation Menu will automatically pop up. (If not, then select this CD-ROM, double click it with your mouse)Then select “LEDEditor_Setup.exe” to start the Installation Guide, as Shown in Figure 2-1.After that, simply follow the instruction on the screen.

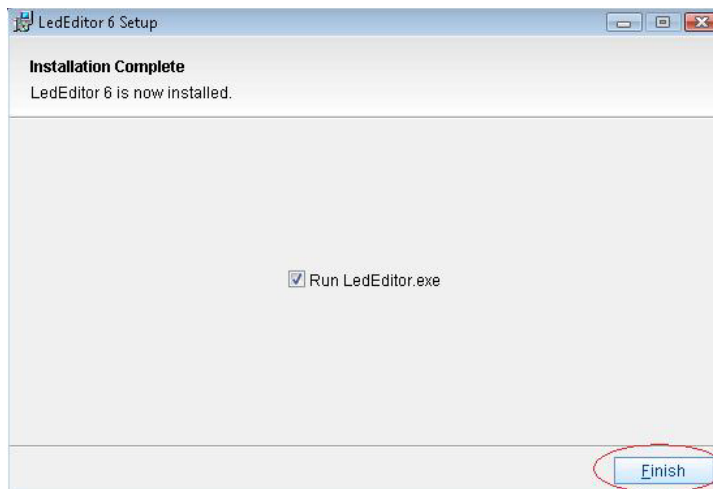
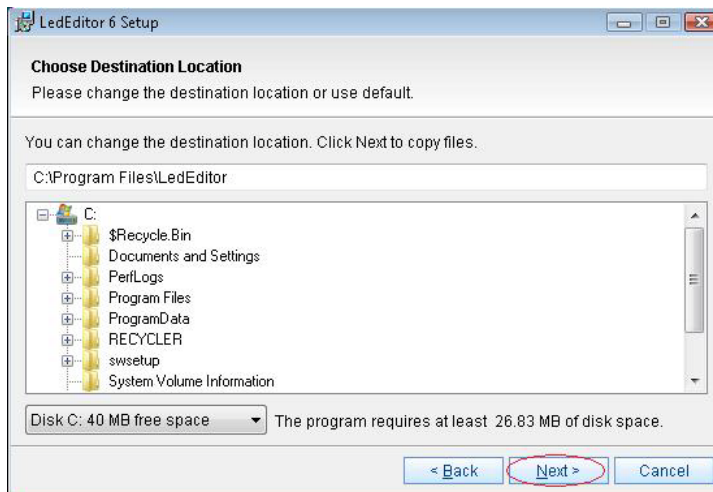


Figure 2-1

After “LEDEditor” software has been successfully installed, there will be a “LEDEditor” program group in the **【Start】 / 【Program】**, then move to the “LEDEditor” under this program group, single click to start, as shown in Figure 2-2.

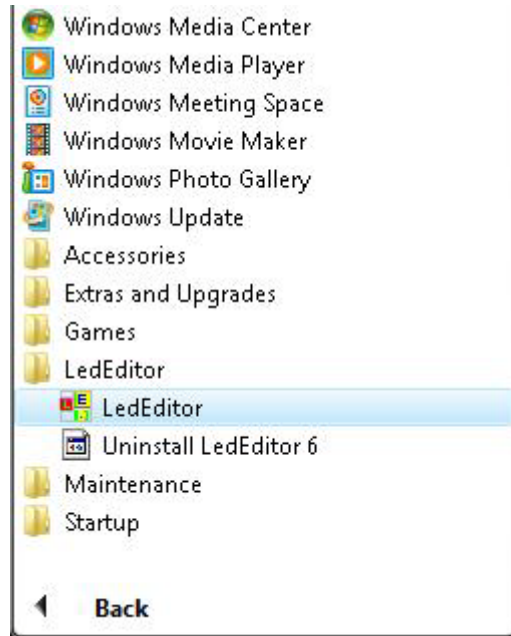


Figure 2-2

Also, there will be a “LEDEditor” short-cut on your desktop, as shown in Figure 2-3. Also, you can start the program by double click on the icon.



Figure 2-3

2.2 Uninstall

“LEDEditor” software provide an auto-uninstall function, for your convenience to delete all “LEDEditor” files, program groups and short-cuts. Users can either select “Delete LEDEditor” under the “LEDEditor” group, or go to the **【control panel】**, select **【add/delete program】** to undergo quick uninstall. (Uninstall window as shown in image 2-4), now select “Automatic” can delete all files, program groups and short-cuts.

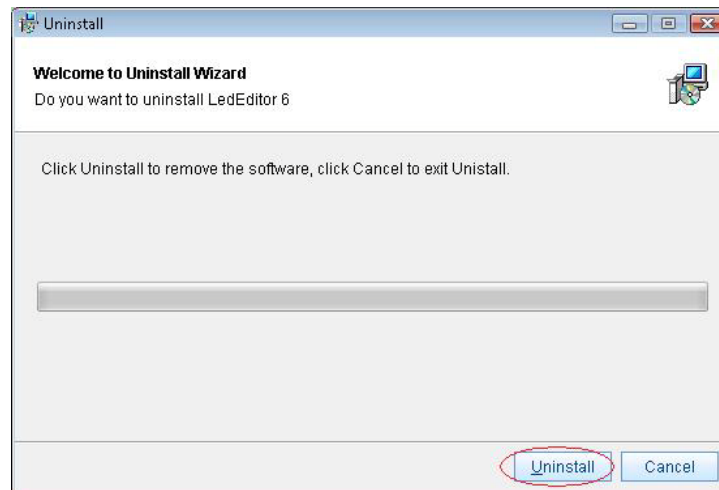


Figure 2-4

Chapter 3 Instruction in details

3.1 Consists of Program

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

Program page consists of one or more windows, which is used to show the contents that users want to play, like documents, pictures, cartoons, multimedia segments etc. There are eight kinds of program windows: file window, text window, single line text window, static text window, table window, timer window, date/time window, temperature/humidity window.

File window: can play several of files like: words, pictures, cartoons, videos etc.

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

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

Static text window: to play static texts, like company names, title, etc.

Table Window: to edit and play table figures.

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

Date/Time window: to display date and time

Temperature/Humidity window: to display temperature and humidity

3.2 Interface Window Introduction

“LEDEditor” software consists of two windows: Play window and control window. (As shown in image 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 preview of those on the LED screen, and they will be sent by various methods (for example LAN, Internet, serial port, U-disk, RF, GPRS, and 3G etc.), then saved and played in the memory of control card. This software support several play windows working simultaneously, which means that it may show various contents on a LED screen at a time. In each play window, operations can be done separately, such as open files, play or edit files. These operations will not affect each other.

3.2.2 Control window

Control window is used for controlling the position, size and contents of the playing area, control window can be expanded to edit window. It contains Menu, Toolbar, Edit control and status bar: a control window with Editing is shown below (Figure 3-2) :

Menu bar: Including file, control, settings, test and help, in total 5 sub-menus.

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

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

Status bar: show communication type and the status of work.

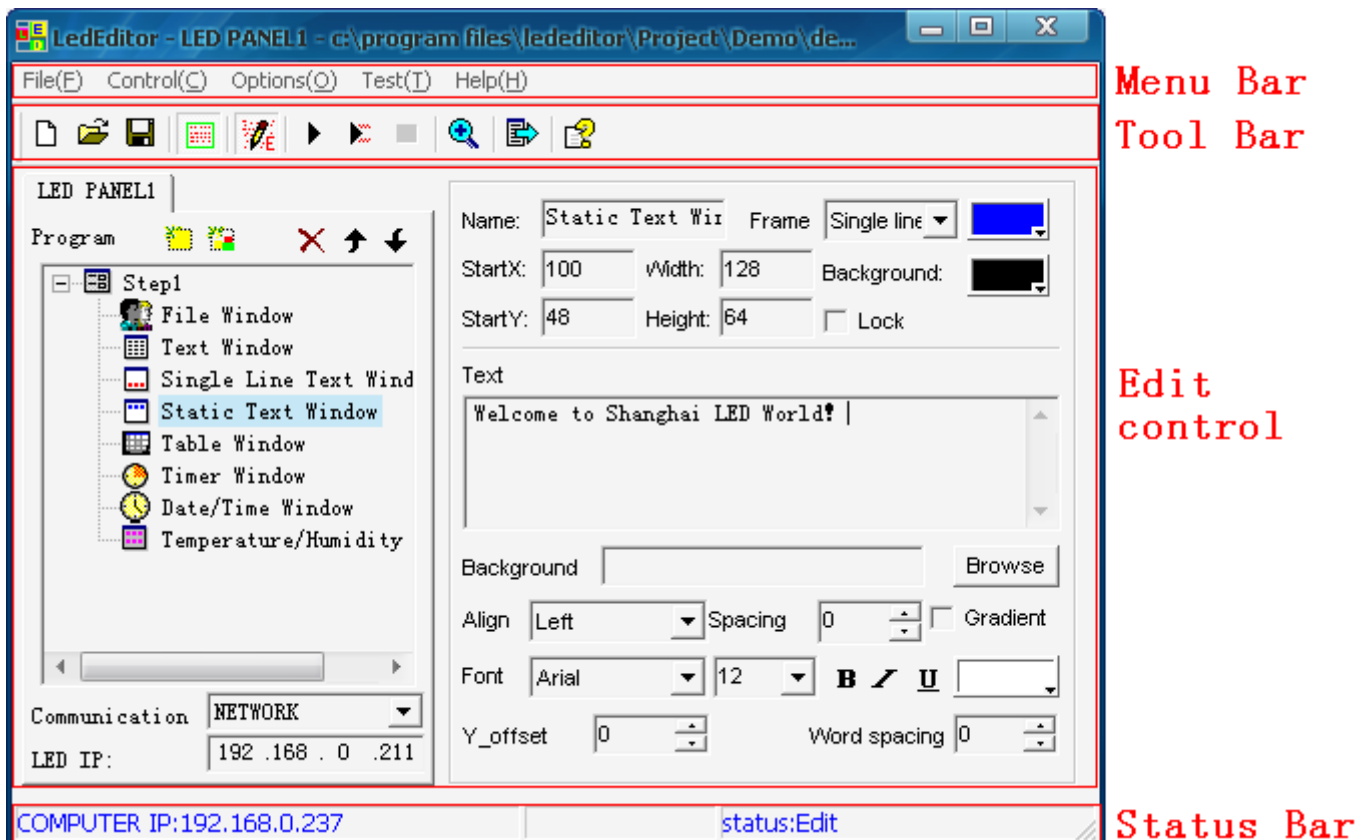


Figure 3-2

3.3 Features introduction

3.3.1 Menu

Include file, control, settings, test and help, in total 5 sub-menus.

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

New: for setting up a new LED project file.

Open: for opening a previously done LED project file.

Save: for saving current LED project file.

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

Open Demo project: for opening demo LED project, to process function demonstration.

Open recently used project: for opening recently used LED projects.

Exit: to exit current LED project.

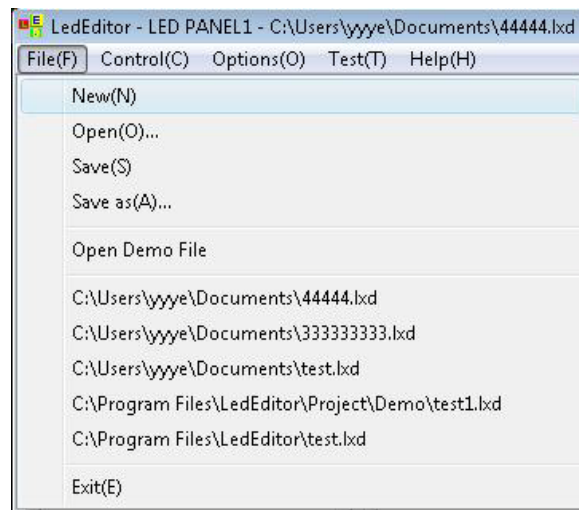


Figure 3-3

Control Menu: As shown in image 3-4, it includes turn on LED screen power, turn off LED screen power, adjust LED screen time, adjust LED screen brightness, schedule table setup and get led screen status.

Turn on LED screen power: send the command to control card, and then show the LED screen.

Turn off LED screen power: send the command to control card, and then close the LED screen.

Adjust LED screen time: send the command to control card, and make the LED screen time as same as PC time.

Adjust LED screen brightness: edit the LED screen brightness from 1 to 8, then send the command to control card.

Schedule table setup: edit the LED screen time schedule

(including turn on/off LED screen power and adjust LED screen brightness), then send the command to control card.

(Details refer to [Schedule table setup](#) chapter)

Get led screen status: send the command to control card, and show the LED screen status.

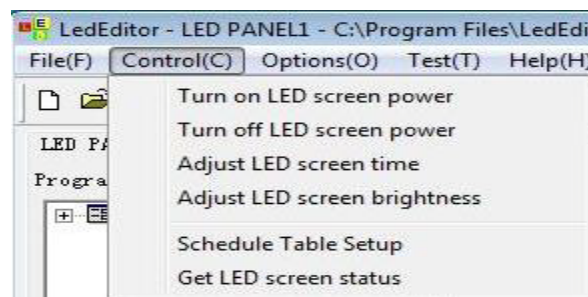


Figure 3-4

Option Menu: As shown in image 3-5, it includes: software setup, hardware setup and user setup.

Software setup: for size and quantity of LED screen, communication modes etc. (Details refer to software setup chapter)

Hardware setup: for setting IP, serial port parameters and internet mapping port etc. (Details refer to hardware Setup Chapter)

User setup: for setting user rights. (Details refer to User Setup Chapter)

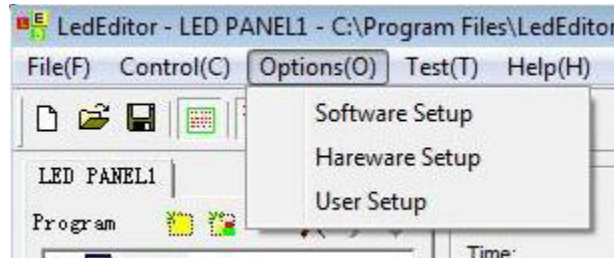


Figure 3-5

Test Menu: As shown in image 3-6, it contains auto test and stop test.

Auto test: test grey, grid on the LED screen etc., for verifying if LED screen is setup correctly.

Stop test: stop auto test.

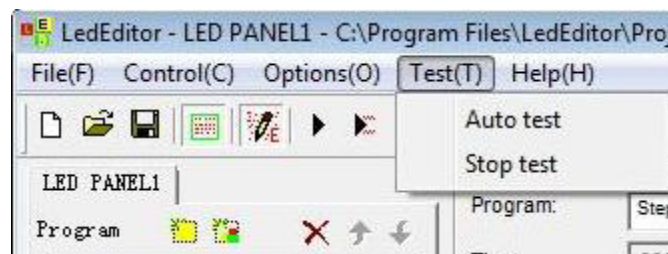


Figure 3-6

Help Menu: As shown in image 3-7, it contains Help, LOG INFO, Check IP Address, auto check LED screen IP and About.

Help: supply online help.

LOG INFO: communication Log.

Check IP Address: inquire PC IP address.

Auto check LED screen IP: inquire IP address of LED screens in LAN.

About: Show the version number of the software and copyright info.

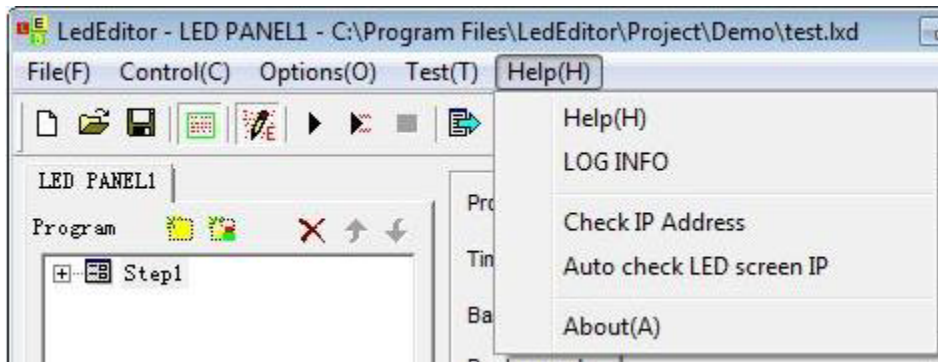


Figure 3-7

3.3.2 Toolbar

Toolbar is the fast operation of menu, as shown in image 3-8, from left to right the icons are: new, open, save, open/close display window, allow/forbid edit, global preview, current program preview, stop, download program to LED screen and help, functions in details please refer to menu.



Figure 3-8

3.3.3 Edit control

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

3.3.4 Status bar

Left status bar: show communication type and PC IP address etc., Right status bar: show the status of edit, download etc.

3.4 Programming flow

3.4.1 First step: size the playing window

The size of the window has to be setup correctly, that is, it is consistent with width and height of LED screen (pixels). Otherwise the program will not be sent to control card. Or program is done, only part of the image can be displayed on the screen or the image is not large enough.

How to setup: Menu—>Options—>Software setup, can lead you to the software setup window, as shown in Figure 3-9. There, you could input LED screen quantity, the width and height of LED screen (pixels).

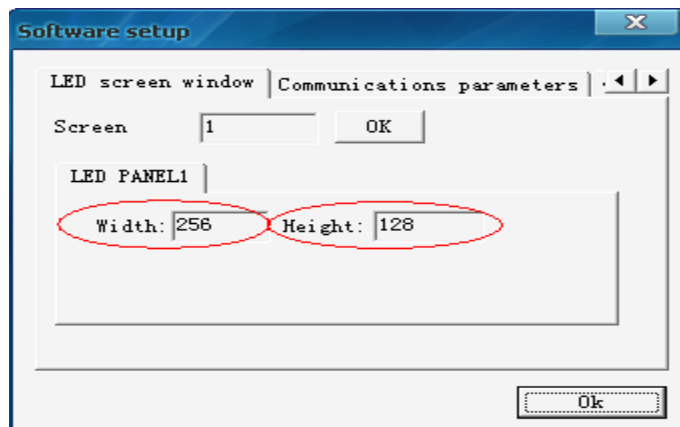







Figure 3-9

3.4.2 Step 2: Create a New Program page

Program page is a basic element of a program. In image 3-10, it is a program page toolbar, to open a new program page, just simply click on “new program page” button . (Note: if you cannot find the program page toolbar, please click on the button “allow edit”  on the toolbar above). There could be infinity program page in the file, to delete a program page, you can use the delete button . If you want to change the playing order of each page, use the moving button , . Normal program page will be played in order, while overall program page will be played continuously, without any time limits. (Such as time display)

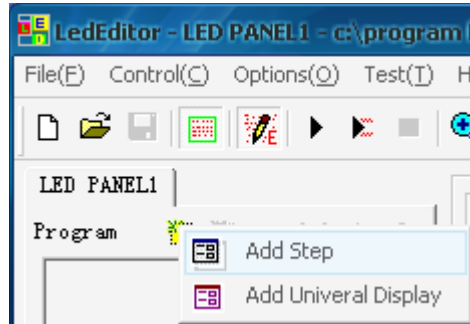


Figure 3-10

3.4.3 Step 3: Setup program page option.

After a program page has been created or selected, you can setup the program page option, as shown in the image 3-11. There are options like: name, playing time, background color, background picture, and background music.

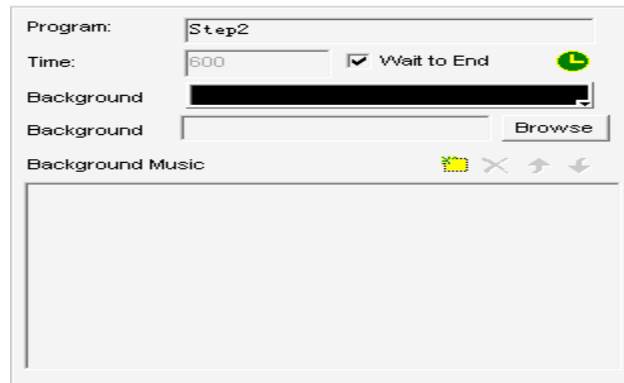



Figure 3-11

3.4.4 Step 4: Create program windows

Program page is only a frame, which could contain as many program windows as possible. Each program window can play different words, pictures, tables, cartoons, and videos, etc. In total, there are eight kinds of program windows available. Click on the “create new program” button , a program selecting menu as shown in image 3-12 will pop-up. Now, we are going to introduce these 8 different kinds of window.

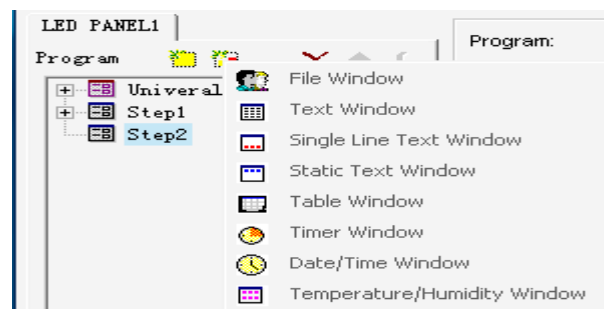


Figure 3-12

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), WORD files (RTF), all kinds of picture files (BMP/JPG/GIF), all kinds of media files (AVI/MPG/MPEG/WMV/ASF/MOV/FLV), VCD files (DAT), Flash files (SWF).

Text windows, Single Line text windows, Static Document windows: These three windows are not compulsory. Words can be shown in the File window, these 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 and play list data.

Timer window: Used for timing.

Date /Time Window: Used to display date and time. (For example: analog clock, digital clock)

Temperature/Humidity window: Used to display temperature and humidity.

3.4.5 Step 5: Setup Program Window options

All program windows has the same options as shown in image 3-13, Name, Frame, Frame color, Position, Width, Height, Lock, Background. For program windows with different options, illustrations are list below.

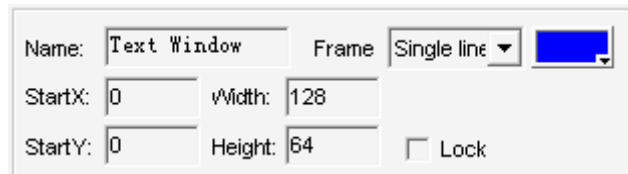


Figure 3-13

File Window: as shown in image 3-14, the window has been divided into two parts. The upper one is the file play-list, while the lower one is the 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 varies by different file formats, we will explain below.

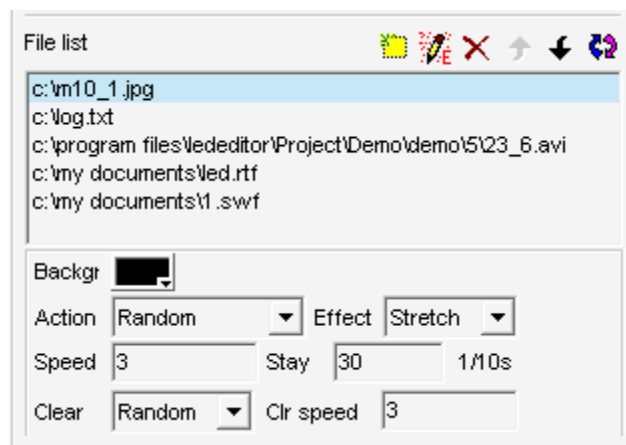


Figure 3-14

“Document files” options are shown in image 3-15, choose of background color 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)

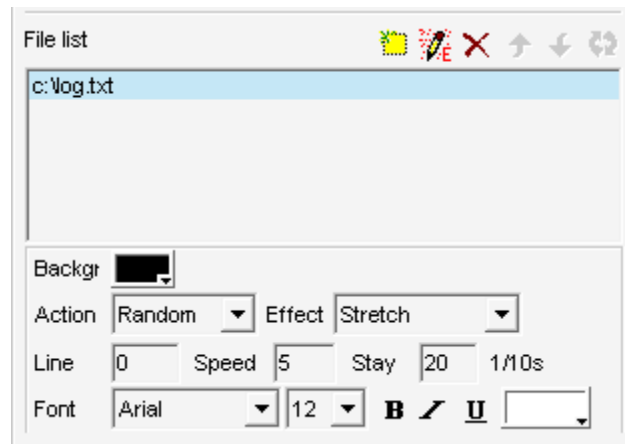


Figure 3-15

“Picture file” supports all variety of picture formats (BMP/JPG/GIF/...), options refer to image 3-16. You can choose background color and more than 40 special techniques. Also there are 2 effects you may use: speed and stay. Plus, more than 50 different types and speed of clearing you can select.

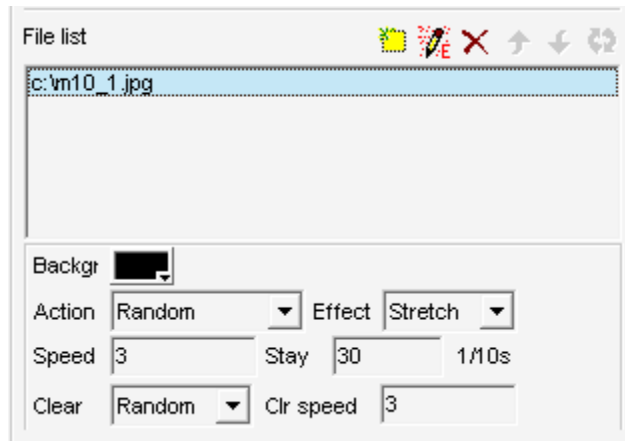


Figure 3-16

“Media and cartoons files” include all kinds of media files (AVI/MPEG/ASF /WMV/...), FLASH cartoons files (GIF/SWF), etc. Options are shown in image 3-17, you can input the Loop times of the playing file.

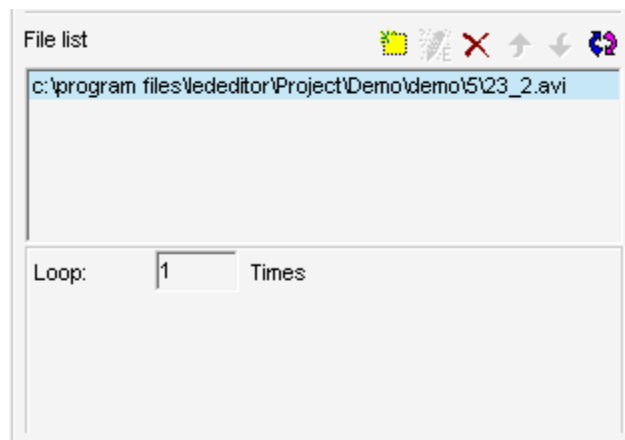


Figure 3-17

“WORD files” options are shown in image 3-18, you can choose options like background color, special techniques, speed, and stay etc. (Note: WORD files only supports RTF format)

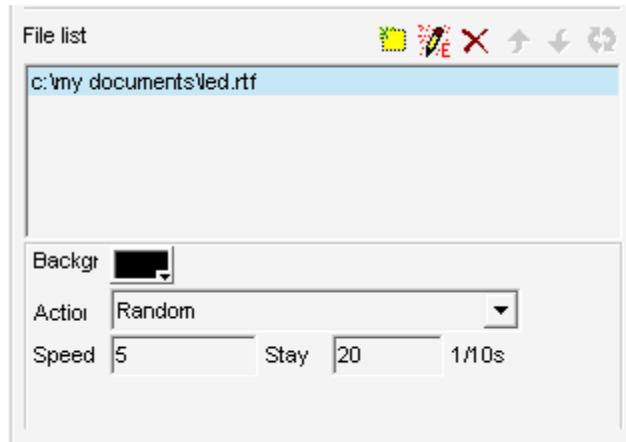



Figure 3-18

Text Window: Single click on the “add text” button  on the toolbar, as shown in image 3-19, 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.)

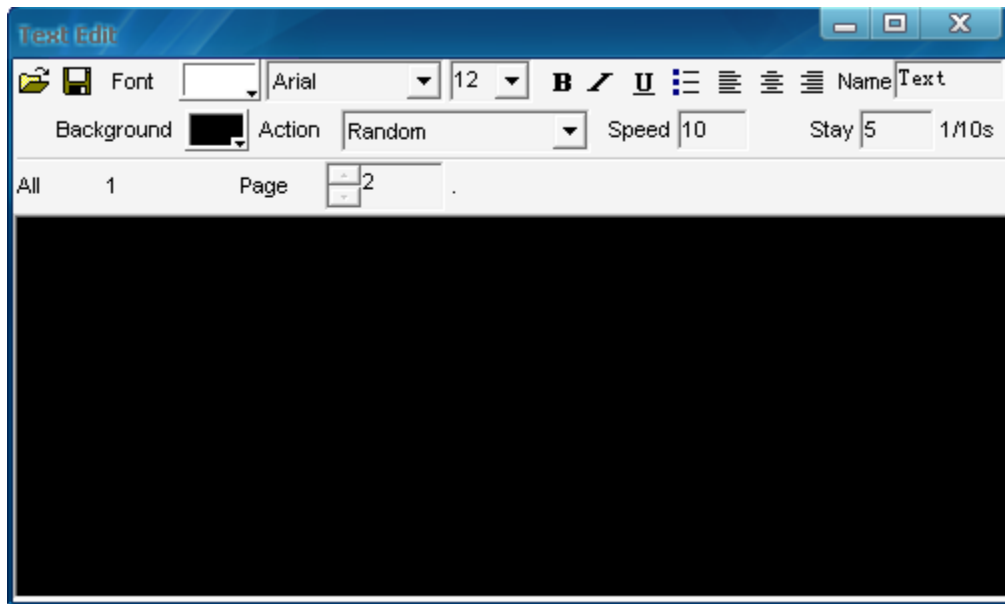


Figure 3-19

Date/time window: As shown in image 3-20, you can setup display style, static text, clock shape, hours, minutes, seconds, etc.

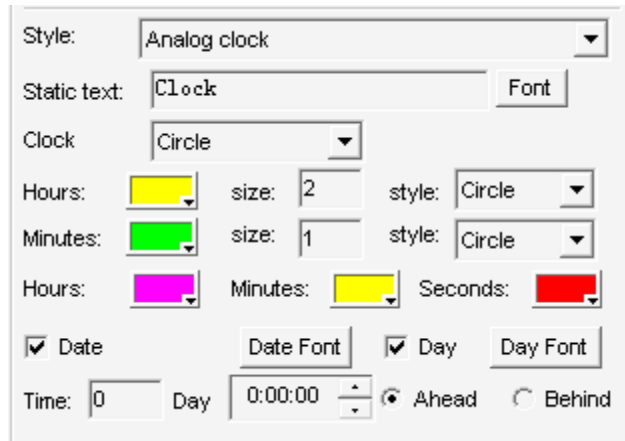






Figure 3-20

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 file—> save.

3.4.7 Step 7: Preview the program

To preview the program files, click on the button global preview  or preview current program page  to start;  to stop.

Chapter 4 Character display

To play a document program, there are four methods: in a document window; in a single line text window; in a static document window; open the document in a file window.


Note:

1. To edit a single line moving text, please use single line text window. (Details refer to 4.2)
2. To edit line spacing tunable multi-line text or static text, please use static document window. (Details refer to 4.3)
3. To import WORD document, please save *.doc file as *.rtf file, then use file window. (Details refer to 4.4)
4. To import TXT document, please use file window. (Details refer to 4.4)
5. In addition to select by drop-down box, the size of all fonts could be inputted any value by manual.

4.1 Play in a document window

This window is not compulsory. Words can be displayed in a file 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.

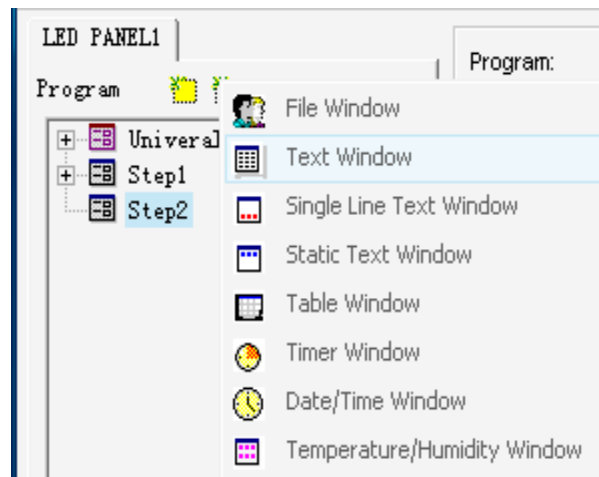


Figure 4-1

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: 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



Figure 4-2

4.1.3 Insert and edit text

As shown in image 4-2, the lower part is for editing texts. After clicking on the “add text” button , a “Text Edit” dialog box will appear as shown in the image 4-3 below. In the edit box at the bottom, you can key in or paste text. Also you can do type-editing, you can setup options like: Background, Font, Action, Speed, Staying time, etc. (When selecting the action of moving, it is the effect of map pushing map.)

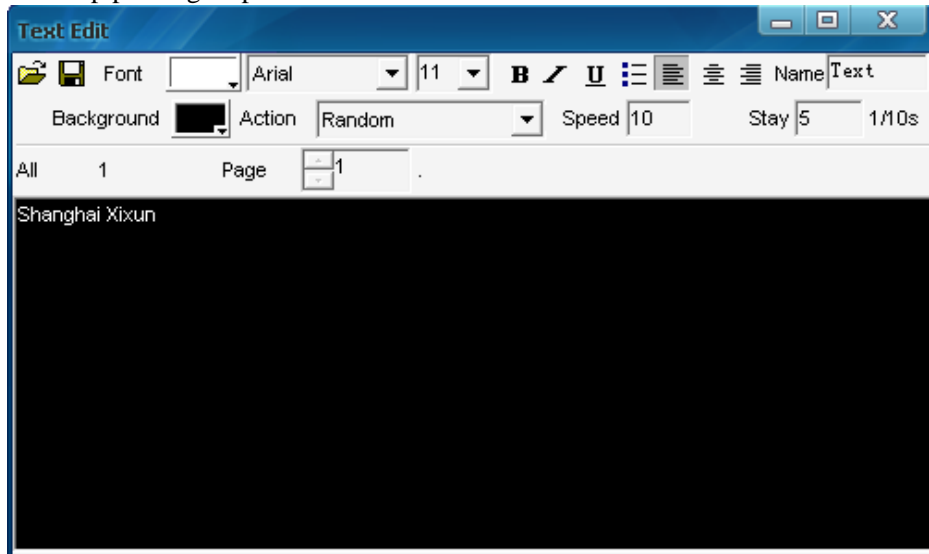


Figure 4-3

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

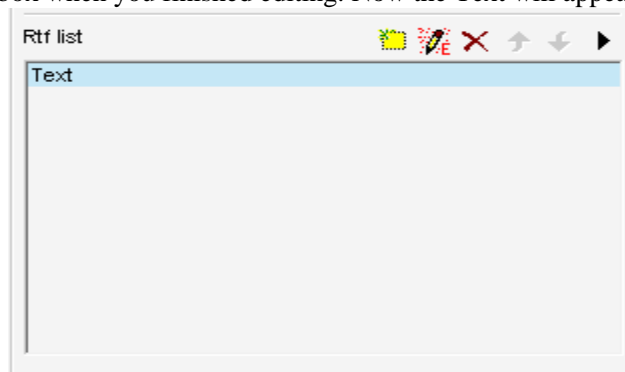








Figure 4-4

If you want to make any changes to your texts, just simply select them and then click on the button . An edit box as shown in image 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  . 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. In front of these texts, you could show a logo by adding a picture and blank. Or you can make a picture as background for these scrolling texts.

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 image 4-5 and image 4-6.

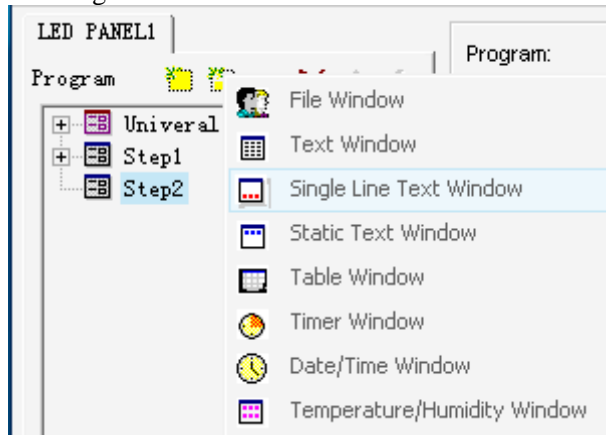


Figure 4-5

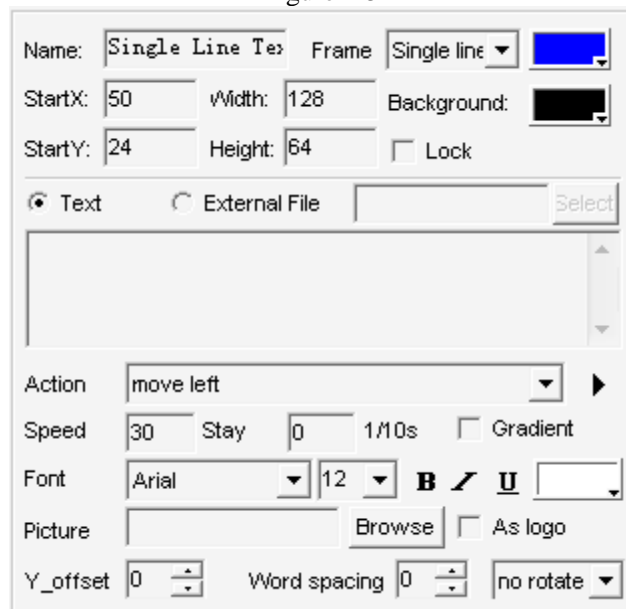



Figure 4-6

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 texts, one is open from external documents, and another is directly input to the edit box.

Open from external documents

Select “External file”, then click on button  to open files, as shown in image 4-7. You can setup Action, Background, Font and Stay.

Input in the edit box

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

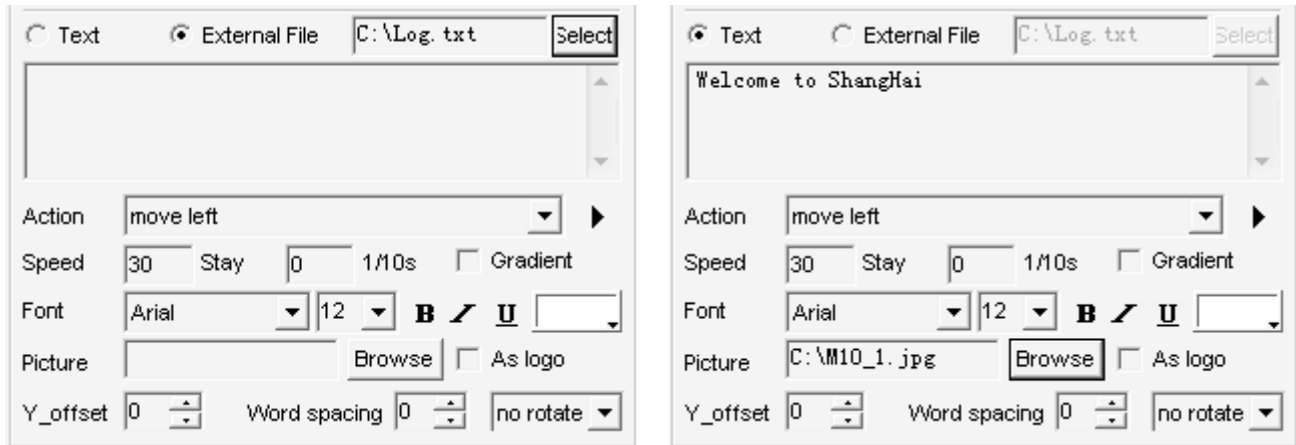


Figure 4-7

Special function keys

After selecting the “Text”, press “F5”, it will appear “Offset”, and press “F6”, it will appear “Word spacing”, as shown in image 4-8.

“Offset”:In the vertical direction, when the texts don’t show in the middle of LED display, you could revise the value of “Offset”, and then achieve the effect you want.

“Word spacing”:In the horizontal direction, if the space between word and word isn’t comfortable, you could revise the value of “Word spacing”, and then achieve the effect you want.



Figure 4-8

4.3 Play in the Static Text window

This 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 image 4-9)to create a new static text window, as shown in image 4-10.

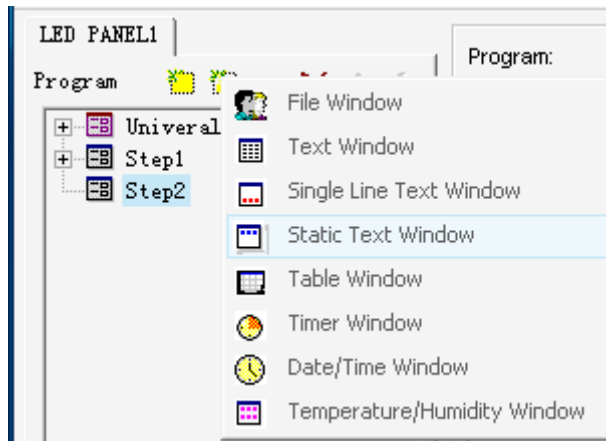


Figure 4-9

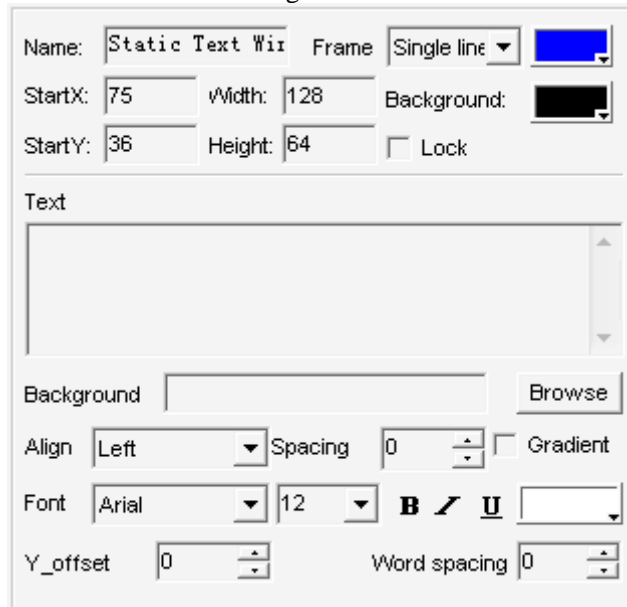


Figure 4-10

4.3.2 Setup the static text window

As shown in image 4-10, the upper part is for setting up program properties. Type in the texts you want in the edit box, and choose their properties below, like: Align, Background picture, Row spacing and Font, etc.

Special function keys

After selecting the “Text”, press “F5”, it will appear “Offset”, and press “F6”, it will appear “Word spacing”, as shown in image 4-11.

“Offset”:In the vertical direction, when the texts don’t show in the middle of LED display, you could revise the value of “Offset”, and then achieve the effect you want.

“Word spacing”:In the horizontal direction, if the space between word and word isn’t comfortable, you could revise the value of “Word spacing”, and then achieve the effect you want.

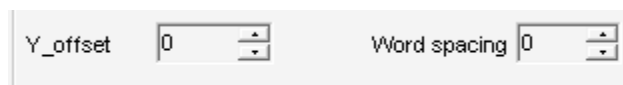



Figure 4-11

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 image 4-12) to create a new “File Window”, as shown in image 4-13.

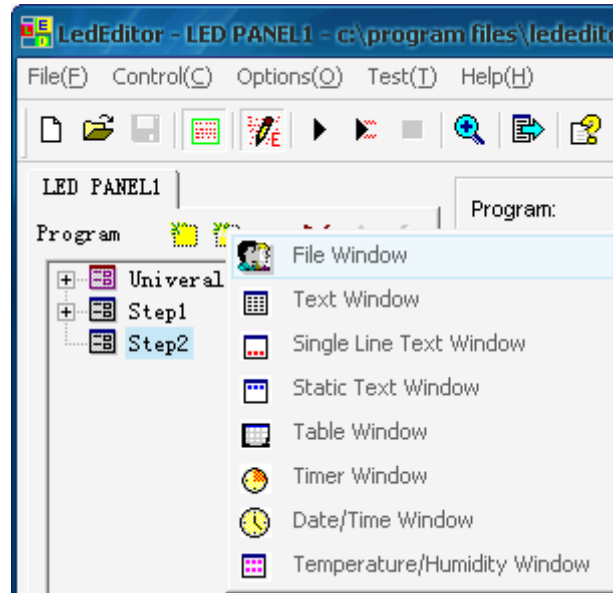


Figure 4-12

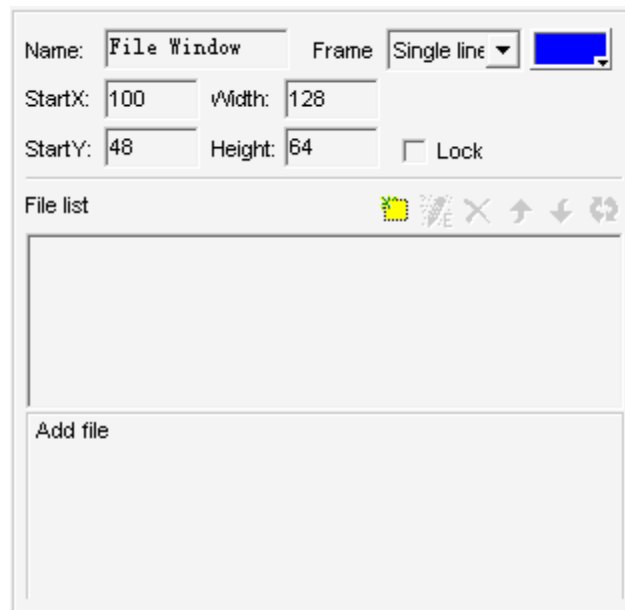


Figure 4-13

4.4.2 Setup File Window

As shown in image 4-13, 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

4.4.3 Open files

Click on the “add file” button , (in the lower part of image 4-13), an open file dialog box will appear. All supported format has been shown in the list at the bottom of the dialog box. Select WORD File(*.doc) or Document File(*.txt), choose the file you want to open in the box above, then click on “open” to open it, as shown in image 4-14.

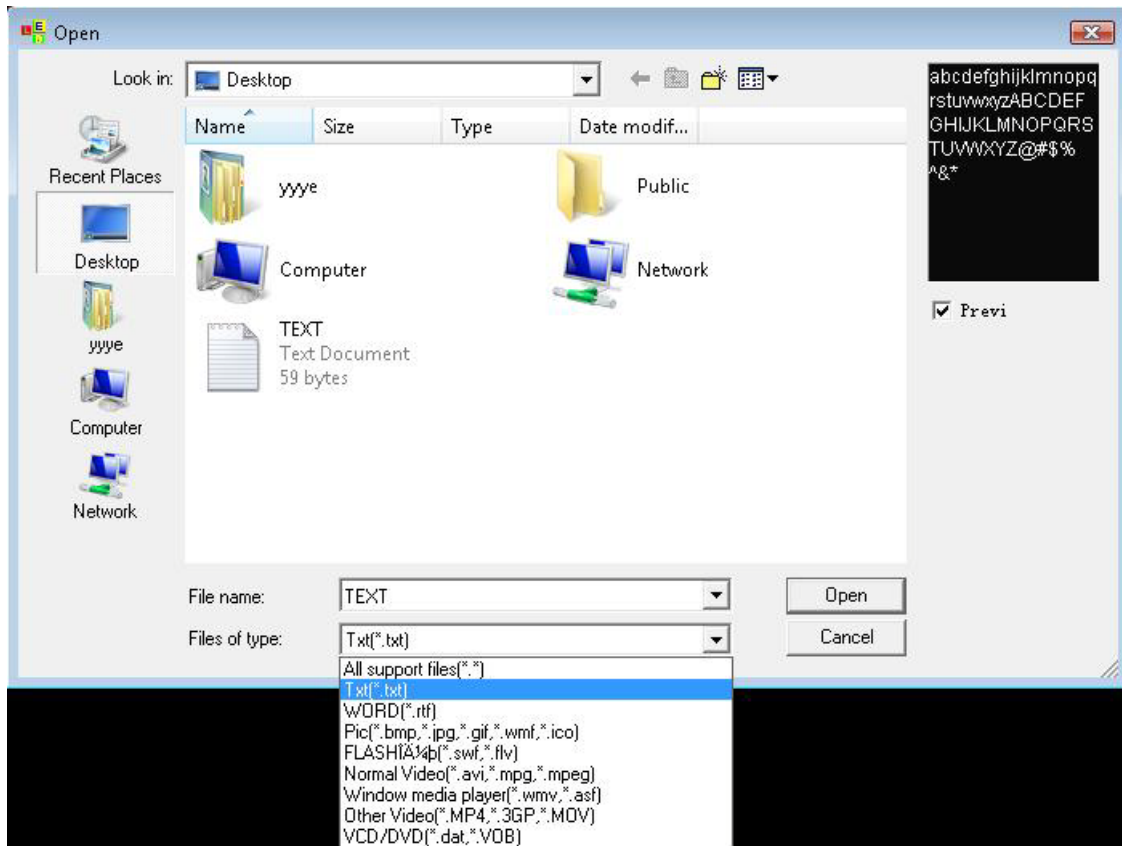


Figure 4-14

The opened file has been added to the list, now the options of this file will be listed below. (As shown in image 4-15) Options can let you setup Background color, Font, plenty Actions, three available effects, Line spacing, Speed and Staying time, etc.

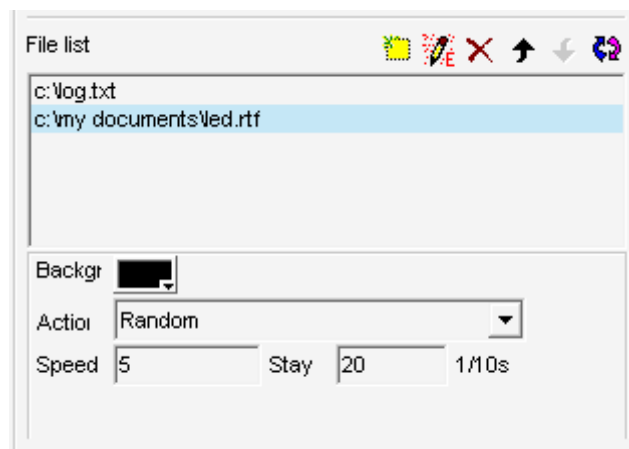



Figure 4-15

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 image 5-2.

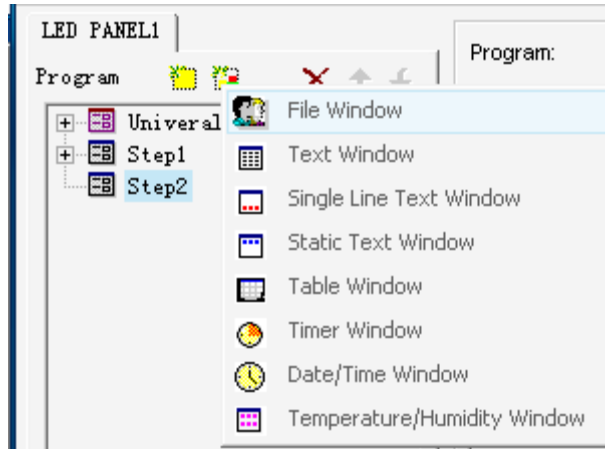


Figure 5-1

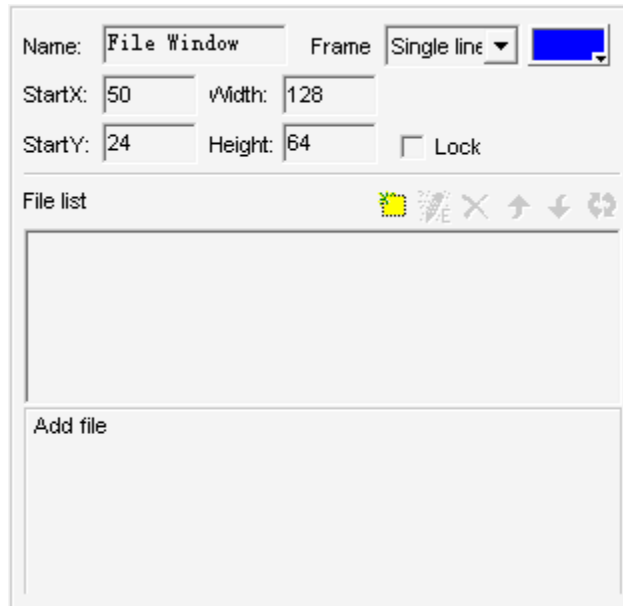


Figure 5-2

5.2 Setup picture window

As shown in image 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.

5.3 Open playing files

Click on the “add file” button  (in the lower part of image 5-2) to open the file dialog box (as shown in image 5-3), select the picture files from files of type. Then select the file that you want to open in the box above. Once you select a picture, you can preview it in the right-hand-side frame. Click on “open” to open the selected file, now the bottom half of the main window will change, as shown in image 5-4.

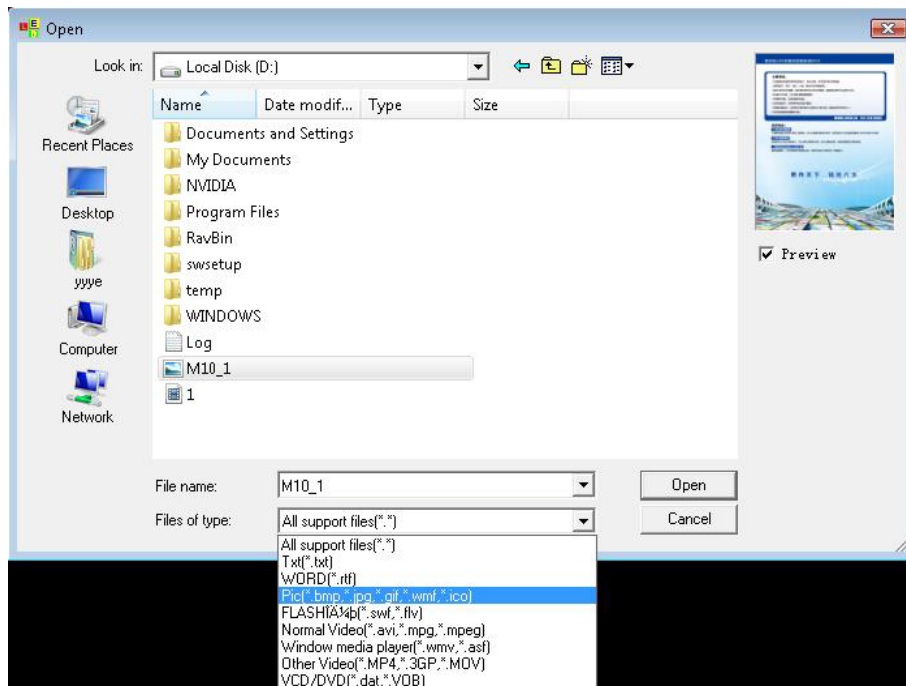


Figure 5-3

5.4 Setup picture properties

The opened file has been added to the file list. Now, options of this file will be shown below (Image 5-4). You can select background color, plenty actions, three effects, speed, staying time, clearing effects, clearing speed, etc.

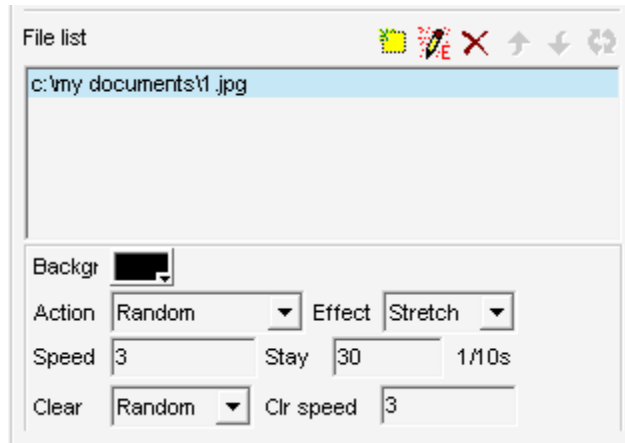


Figure 5-4

Chapter 6 Cartoons display

6.1 Create a new cartoon window

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

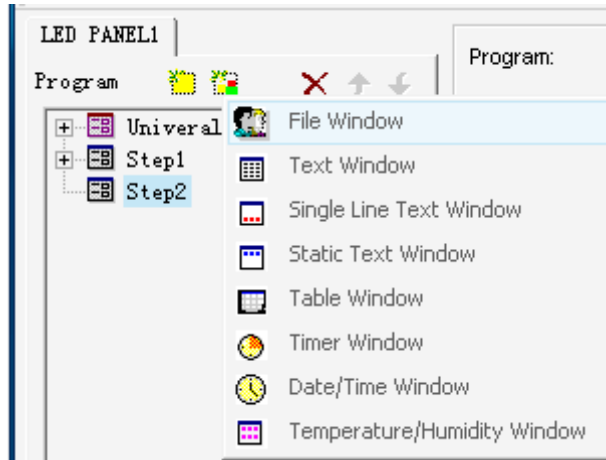


Figure 6-1

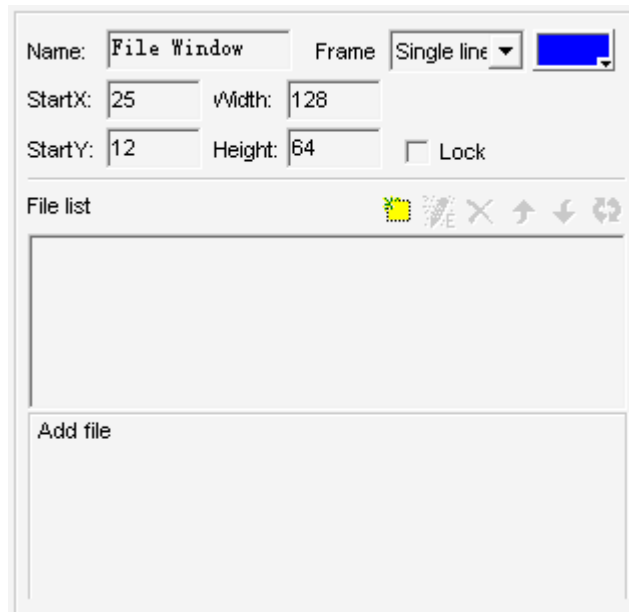


Figure 6-2

6.2 Setup Cartoons window

As shown in image 6-2, 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.

6.3 Open playing files

Attention: Before adding cartoon files, you must setup the size(width and height) of window, and save the LED project (*.lxd) .If you want to change the size of window, you must delete it in file list and adjust it, then re-add cartoons file.

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

“LEDeditor” can play most cartoons files, media files (AVI/MPEG/ASF/WMV), FLASH files (SWF, Gif), REALPLAYER files (RM), etc. Select any file of the above formats, then you can preview it in the right-hand-side frame. And then click on “open” to open it. Now the bottom half of the main window will change to looks like image 6-4(flash) or image 6-6(video).

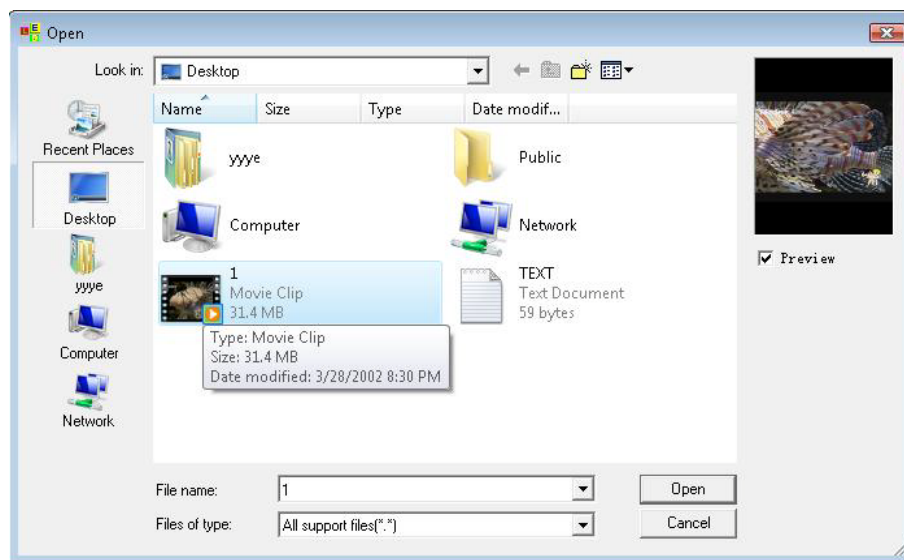


Figure 6-3

6.4 Setup Cartoons file properties

Gif files: The opened file has been added to the list, now there will be options of this file appear below. (Image 6-4), you can select background color, three effects and circle times.

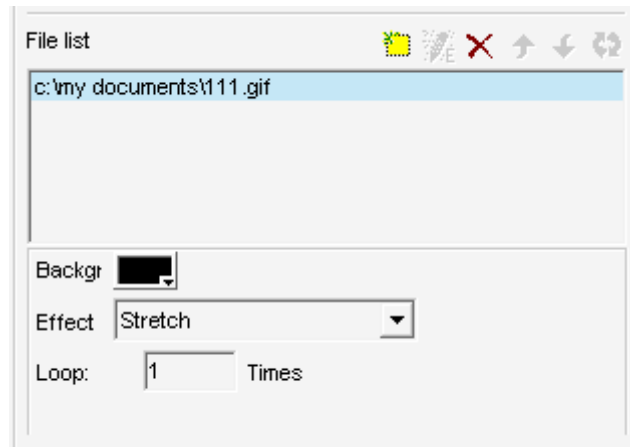


Figure 6-4

Video files: After opening the file, now a window of import video appears below, as shown in image 6-5. If you need to play sound, you must remove the option of “no audio”. Then click on import button. Wait to complete the conversion. At last the file will be added to the list. As shown in image 6-6, you can select circle times.

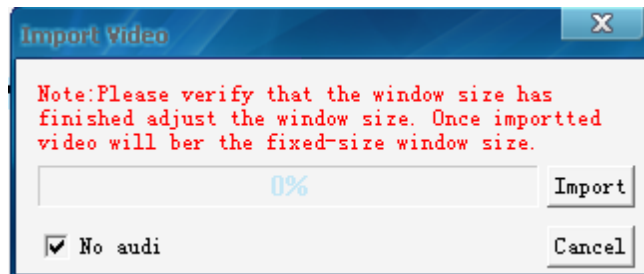


Figure 6-5

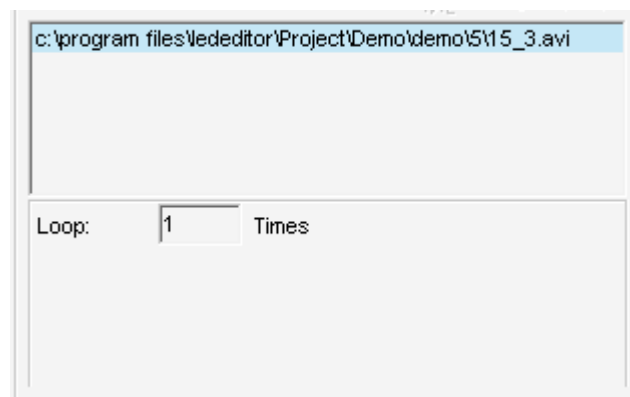


Figure 6-6

Swf files: After opening the file, it pop-up swf file window, as shown in image 6-7. Click on “start” button, start to clip the playing flash. When the flash has finished playing, it will automatically stop clipping. Or you can click “stop” button to finish clipping during flash playing. Then close swf dialog box, and the flash will be added automatically in playing list, as shown in figure 6-8.

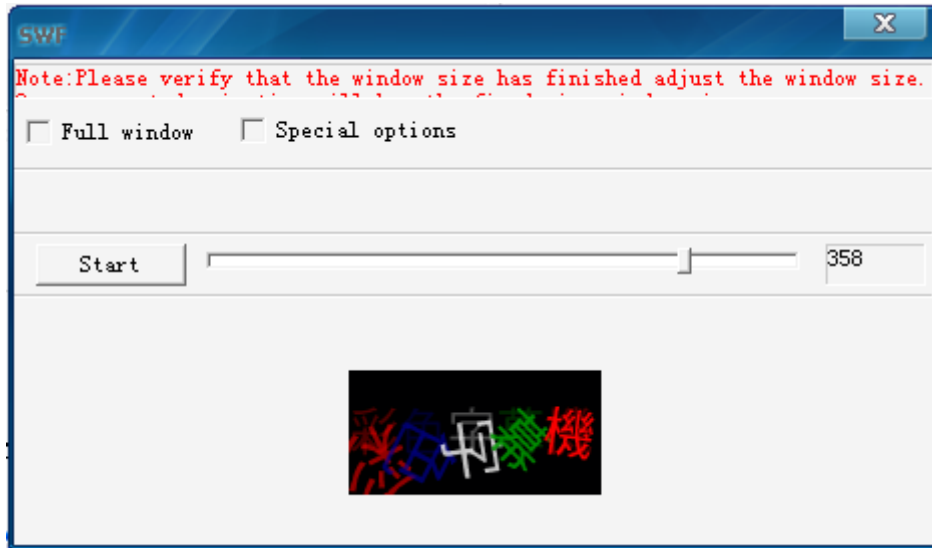


Figure 6-7

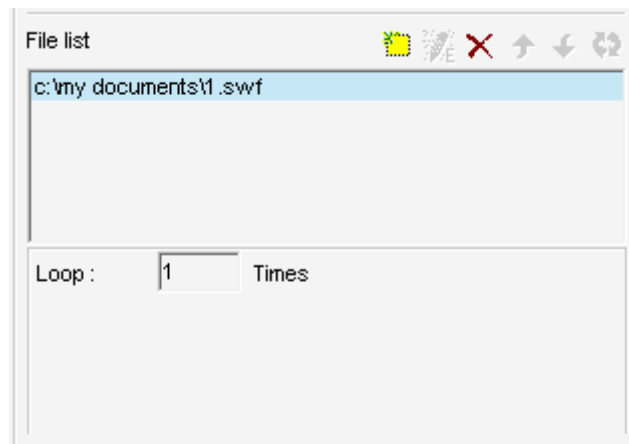


Figure 6-8

6.5 Frequently asked questions during adding videos

During adding videos, it probably appears the following problems:

Error 1: failed to process the video;

Error 2: cannot play the program after it is sent to LED display;

Error 3: plenty of mosaic or stain in the video;

Error 4: video playing speed is too slowly or frame-skipping.

Solution:

Step 1: as shown in image 6-5, press F5, options to adjust video parameter will appear, and tick in front of the box.

Step 2: as shown in image 6-10, adjust video parameter (frame rate and coding rate) .

Note: frame rate is inversely proportional to video playback speed. Frame rate lower, video playback speed faster.

Coding rate is proportional to video clarity. Coding rate higher, video clarity better.

Step 3: as shown in image 6-11, select encoded mode.

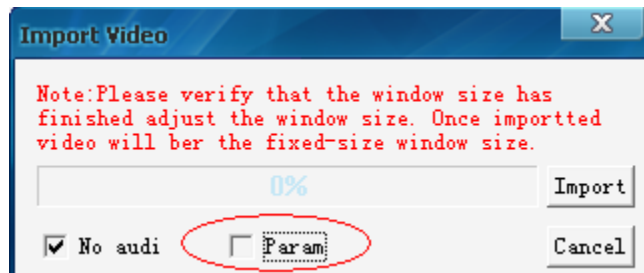


Figure 6-9

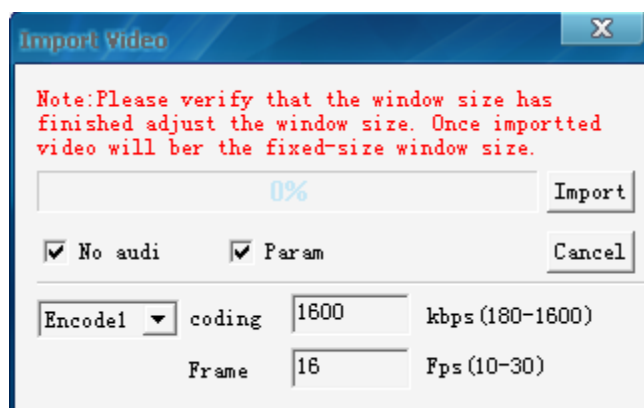


Figure 6-10

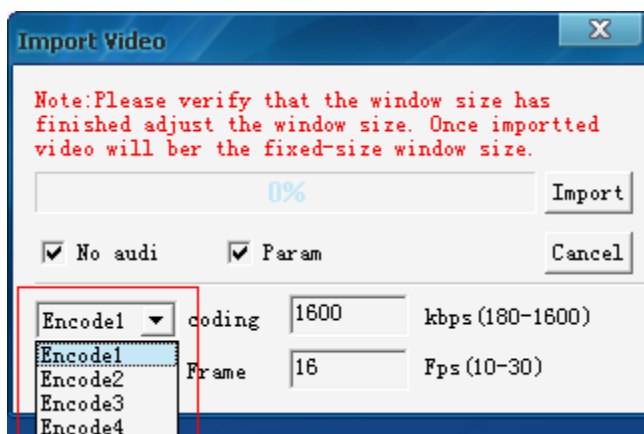


Figure 6-11

Note:

There are three encoded modes: **Encode1**, **Encode2**, **Encode3** and **Encode4**.

Error 1 and Error 2 select **Encode1** or **Encode2**, if you do not preview video after converting, please install video plug-ins. (video.exe in our CD, as shown in image 6-12.)

Error 3 select **Encode3**, in this case, do not preview video after converting, so it must be sent to LED screen, and then observe the actual effect.

Error 4 select **Encode4**, reducing coding rate and frame rate, you can improve video playback speed. Increasing frame rate, you can enhance video coherence. Increasing coding rate, you can improve video clarity.

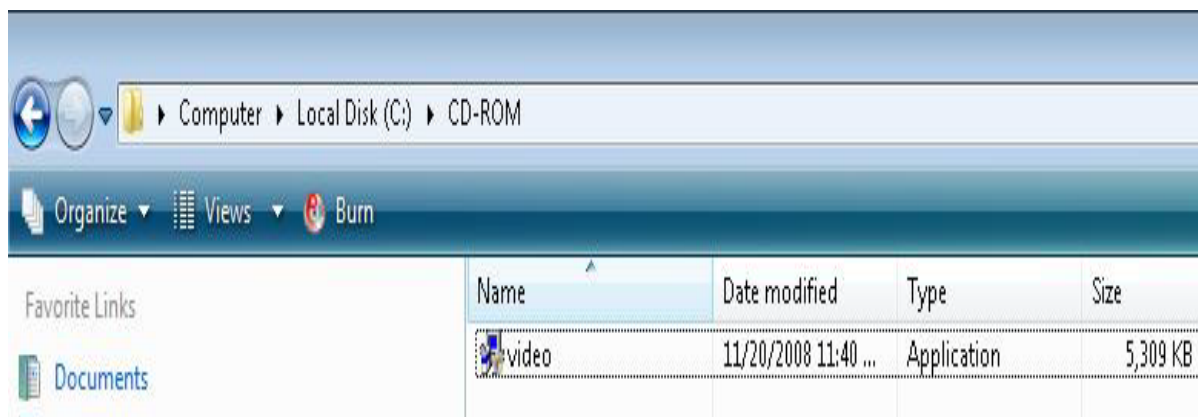



Figure 6-12

Chapter 7 Timer Display

7.1 Create a new window

Click on “New window” button , and select “Timer window” in image 7-1 to create a new Timer window, as shown in image 7-2.

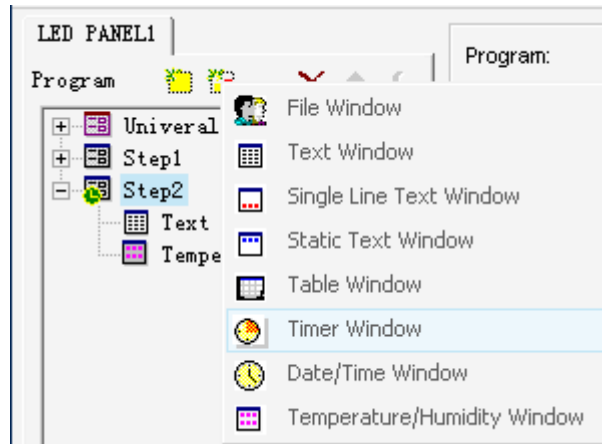


Figure 7-1

7.2 Setup the timer window

As shown in image 7-2, 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

Background: setup background color of the window

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

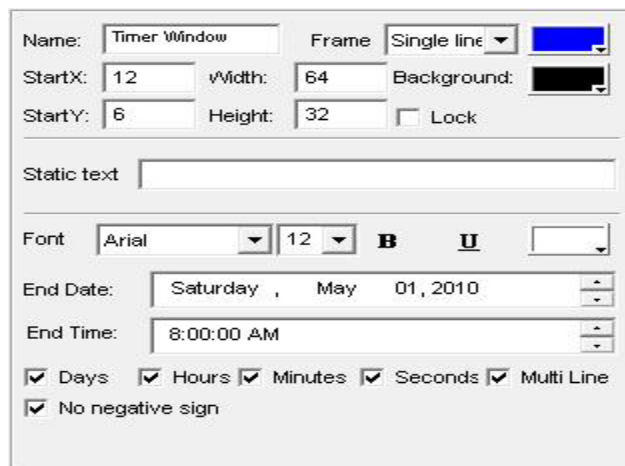
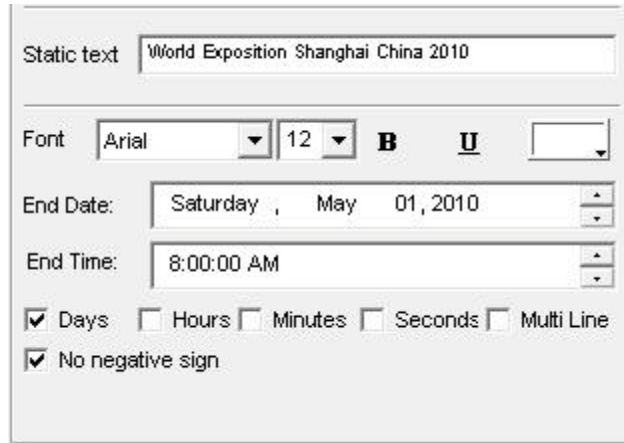


Figure 7-2

7.3 Time Setting

As shown in image 7-3, it is the properties setting of the timer display. You can setup static text; Text's font, size, bold, underline, color, etc. Arriving date/time; whether display number of days, hours, minutes, seconds, multi line, no negative sign, etc. In this example, display result in playing window is shown in image 7-4.



The dialog box for timer display properties includes the following fields and options:

- Static text: World Exposition Shanghai China 2010
- Font: Arial, size 12, with bold (B) and underline (U) options.
- End Date: Saturday, May 01, 2010
- End Time: 8:00:00 AM
- Unit selection: Days, Hours, Minutes, Seconds, Multi Line
- Other options: No negative sign

Figure 7-3

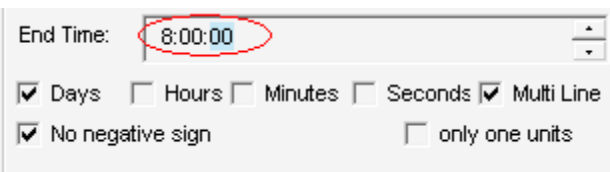


Figure 7-4

7.4 Special display introduction 1

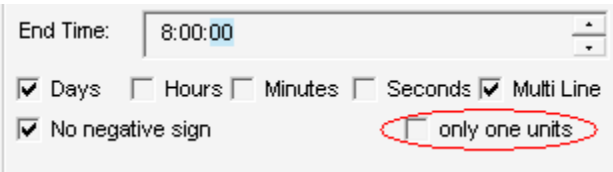
When display only one unit, for example, more than 24 hours, display only days; less than 24 hours, display only hours; less than 60 minutes, display only minutes; less than 60 seconds, display only seconds. Steps are as following:

Step 1: click and select end time

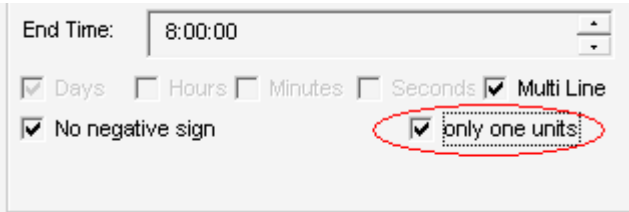


The dialog box shows the "End Time" field selected with a red circle around "8:00:00". The unit selection options are Days, Hours, Minutes, Seconds, and Multi Line. There is also an only one units option.

Step 2: press F6, an option on dialog box will appear, as shown below:



Step 3: tick the box before only one unit

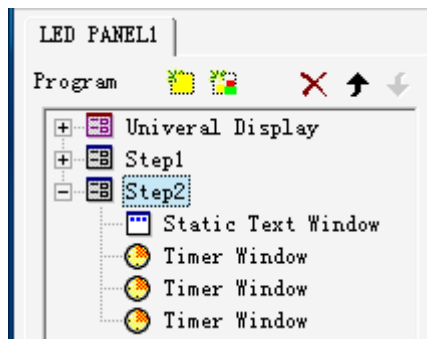


7.5 Special display introduction 2

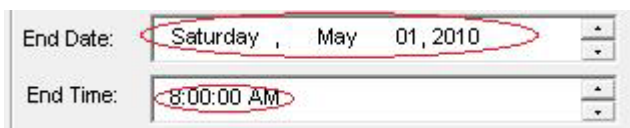
When you want to display separately for days, hours, minutes and seconds by multiple line, or display different font and color, you can create multiple timer windows, and select “special used by multiple timer windows”. Detail steps are as follow:



Step 1: create multiple timer windows, as shown below:



Step 2: in these timer windows, all end time and end date must be consistent



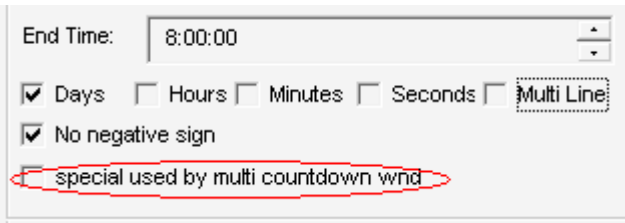
Step 3: click and select end time



End Date: Saturday, May 01, 2010

End Time: 8:00:10 AM

Step 4: press F5, an option on dialog box will appear, as shown below:



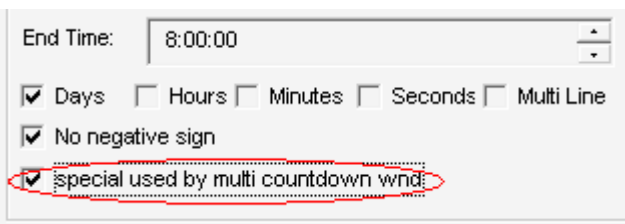
End Time: 8:00:00

Days Hours Minutes Seconds Multi Line

No negative sign

special used by multi countdown wnd

Step 5: tick the box before special used by multiple timer windows



End Time: 8:00:00

Days Hours Minutes Seconds Multi Line


No negative sign

special used by multi countdown wnd

Step 6: in each window, select the unit need to display.

Chapter 8 Date and Time

8.1 Create Date/Time window

Click on “New window” button , and select “date/time window” in image 8-1 to create a new date/time window, as shown in image 8-2.

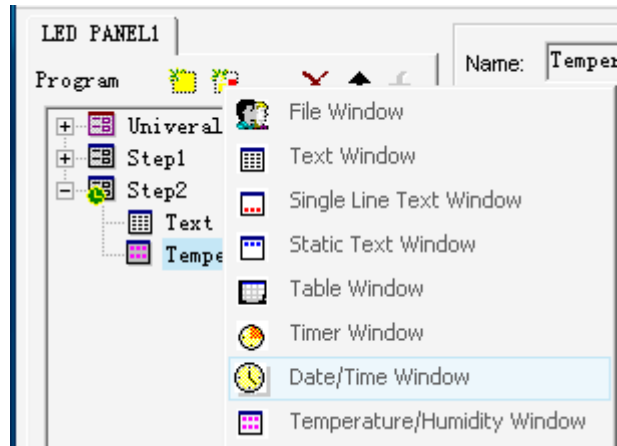


Figure 8-1

8.2 Setup date/time 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

Background: setup background color of the window

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

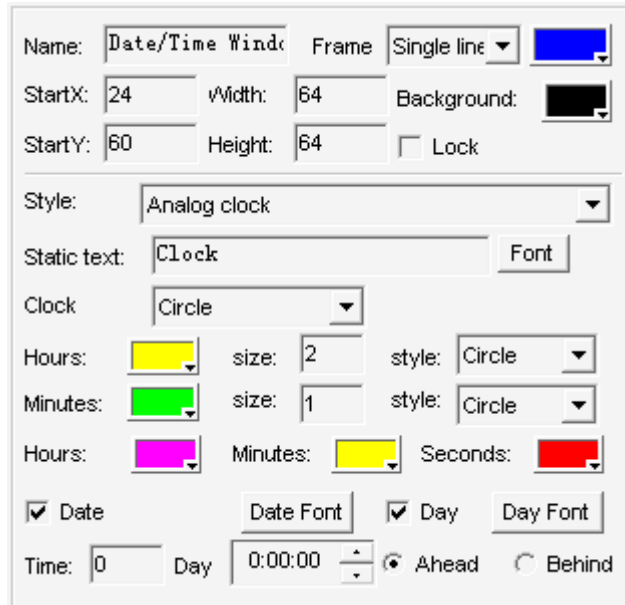


Figure 8-2

8.3 Setup date and time

There are two kinds of date/time display, one is analog clock, and another is digital clock. You may select one of them in display style. (as shown in image 8-2)

Analog clock

As shown in image 8-3, it is the analog clock's plotting and properties settings. You can set exceed or lag time difference; Static texts and its font; color, size, shape, and font of the time display; color of the hour hand, minute hand, second hand; and also display and color of date and day.

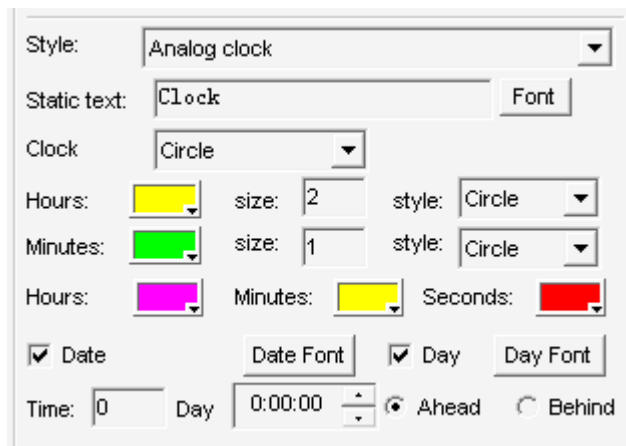


Figure 8-3

Preview the effect of analog clock, as shown below:



Figure 8-4

Digital clock

As shown in image 8-5, it is the digital clock's plotting and properties settings. You can select the display style; set exceed or lag time difference; static text and its font; hour style; year style; single or multi line display; also the text font.

Style: 2003/5/30 AM

Static text: New York

Hours: 12hr 24hr

Year: yyyy yy

Line: Single Multi L

Year Month Date

Day AM/PM Hours Minute Second

Font: Arial 12 **B** U

Time: 0 Day 0:00:00 Ahead Behind

Figure 8-5

Preview the effect of digital clock, as shown below:

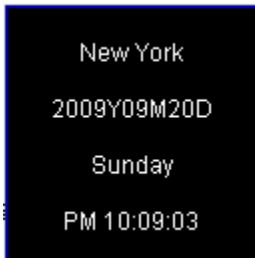



Figure 8-6

Chapter 9 Temperature and Humidity display

9.1 Create a new Temperature and Humidity window

Click on “new window” button  , (image 9-1), then select “Temperature and Humidity window” to create a new Temperature and Humidity window, as shown in image 9-2.

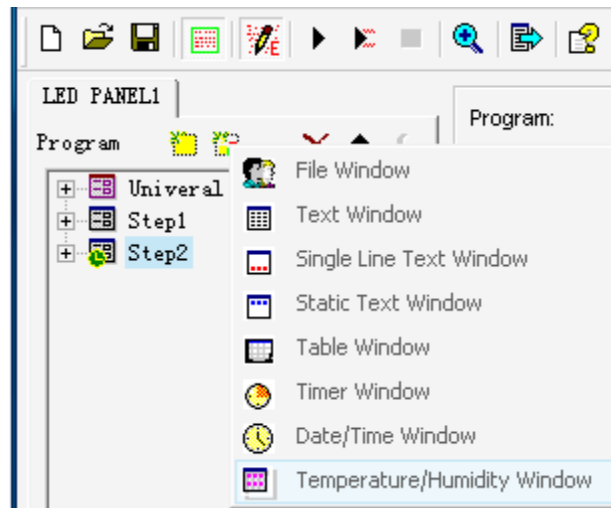


Figure 9-1

9.2 Setup Temperature and Humidity 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

Background: setup background color of the window

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

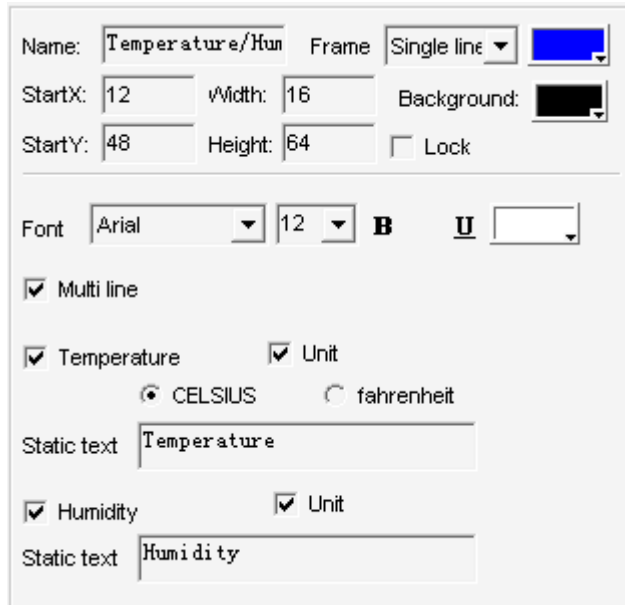


Figure 9-2

9.3 Setup Temperature and Humidity properties

As shown in image 9-3, temperature and humidity display format and properties setup. You can setup options below: Static text, Font, Font size, Font color, single line display, multi line display, temperature type, display unit, etc.

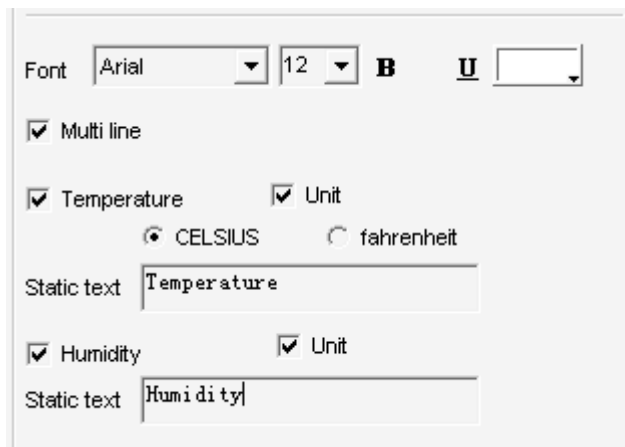


Figure 9-3

As shown in image 9-4, you can preview the window that you want to show temperature and humidity.

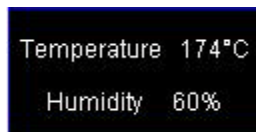



Figure 9-4

Chapter 10 Program Page

10.1 Create program page

Click on “New program page”button  , and select “Add Step” or “Add Universal Display” to create a new program page, as shown in image 10-1.

There are two kinds of program page: normal program page (“Add Step”) and overall program page (“Add Universal Display”) . Normal program pages are the main components of a program, so there may be many, they will be played in order, one after another; there should be only one overall program page, played throughout the playing process. It is mainly used for fixed contents’ broadcast, such as clock, company logo etc.

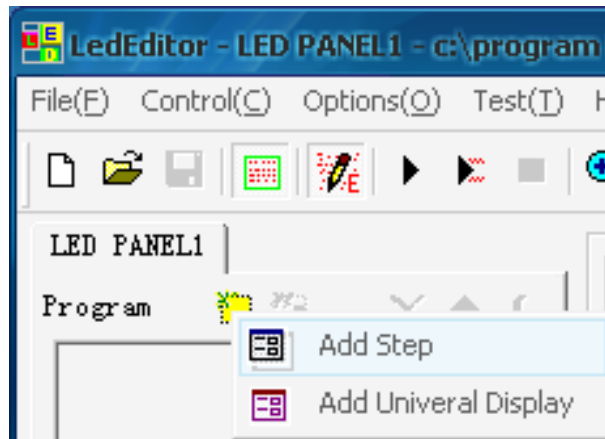


Figure 10-1

10.2 Setup program page

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

Name: Program name

Time (second) : Set up how much time the program page will play, then play the next one.

Waiting for end: After all contents in the program page play end, and then play the next one.



: Program schedule for the program page

Background: Set up background color for the program page

Background picture: Set up background picture for the program page

Background music: Set up background music for the program page.

If there are videos in the program page, it will give priority to sound of video.

The screenshot shows a configuration window with the following elements:

- Program:** A text input field containing "Step1".
- Time:** A text input field containing "600", followed by a checked checkbox labeled "Wait to End" and a green clock icon.
- Background:** A color selection bar showing a black color.
- Background:** A text input field (empty) and a "Browse" button.
- Background Music:** A section with a yellow music note icon, a close button (X), and up/down arrow buttons.
- A large empty rectangular area below the "Background Music" section.

Figure 10-2

10.3 Timing program page

As shown in image 10-3, this is for setting up timing program page properties. It can be made program schedule, that is, when to play the program page. (For example: date, day, time, etc.)

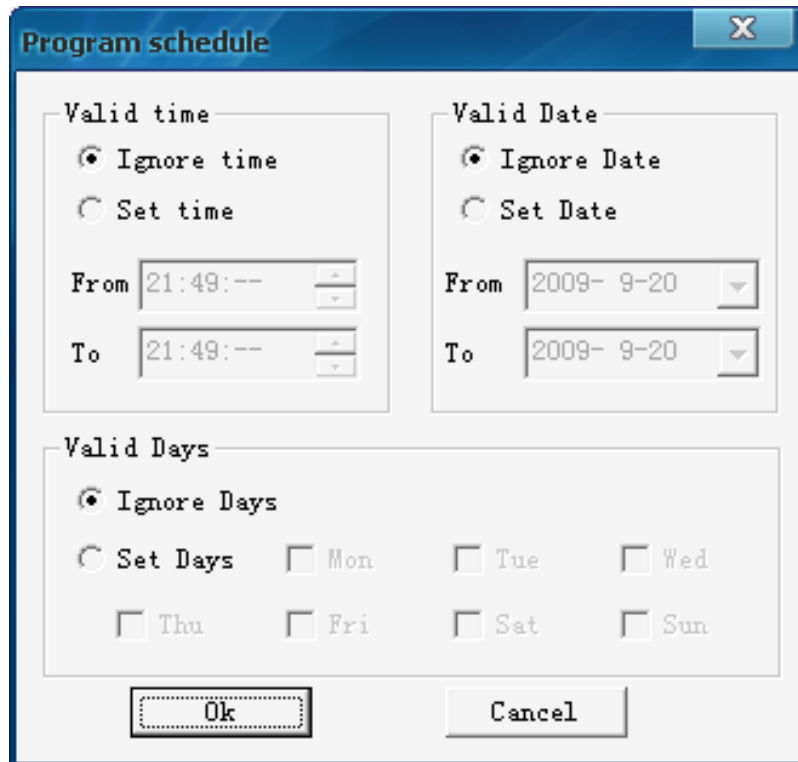


Figure 10-3

Timing program page is different with normal program page, as shown in image 10-4.



Figure 10-4

Chapter 11 Software setting

11.1 Open software setup window

Click on “Options” button in main menu, select “Software Setup” to open Software Setup window. As shown in image 11-1. It is divided into three pages: LED screen window, Communication parameter and Wireless.

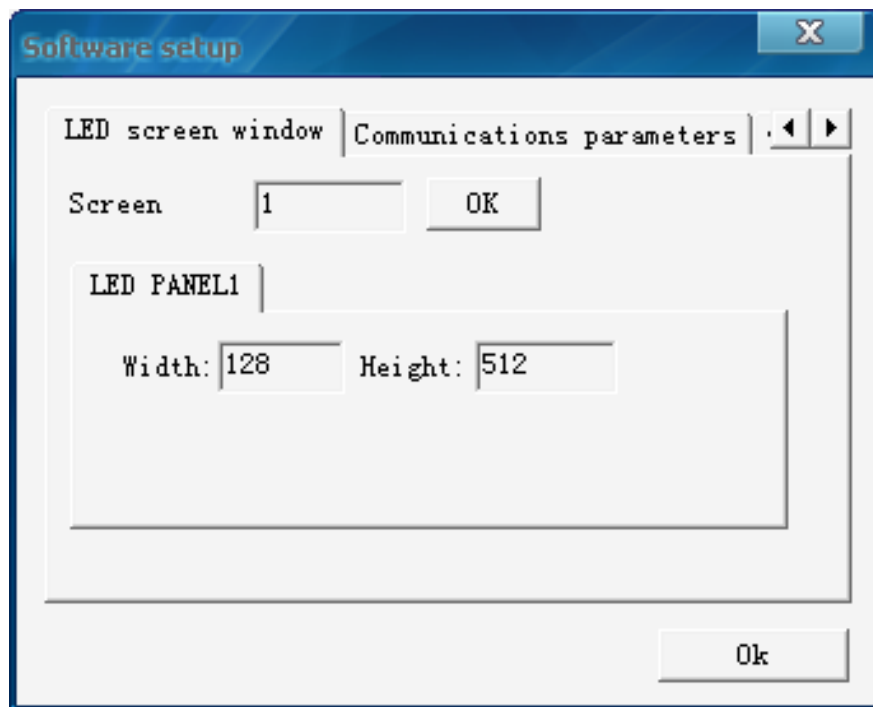


Figure 11-1

11.2 LED screen parameter setup

Screen: The number of LED screen. Input its value, and then click “OK”. Default value is 1.

When its value is 2, need to input password (888) . As shown in image 11-2.

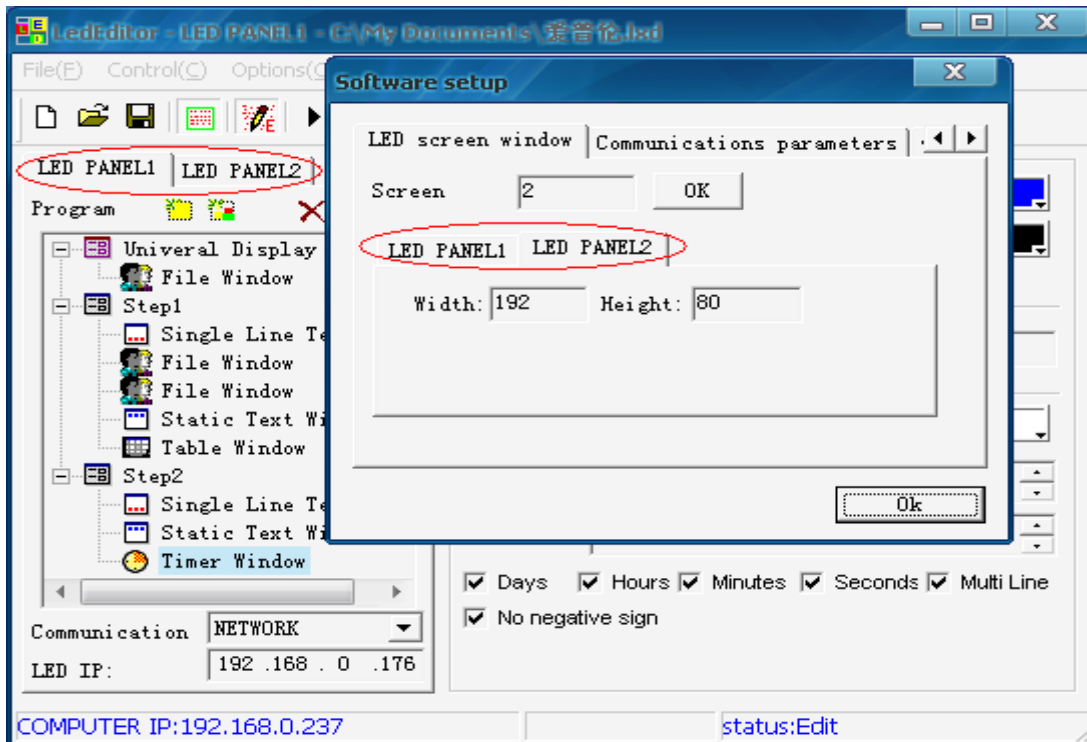


Figure 11-2

LED PANEL: Width and Height, the size of LED program window.

It must be same as the size of actual LED screen. As shown in image 11-3.

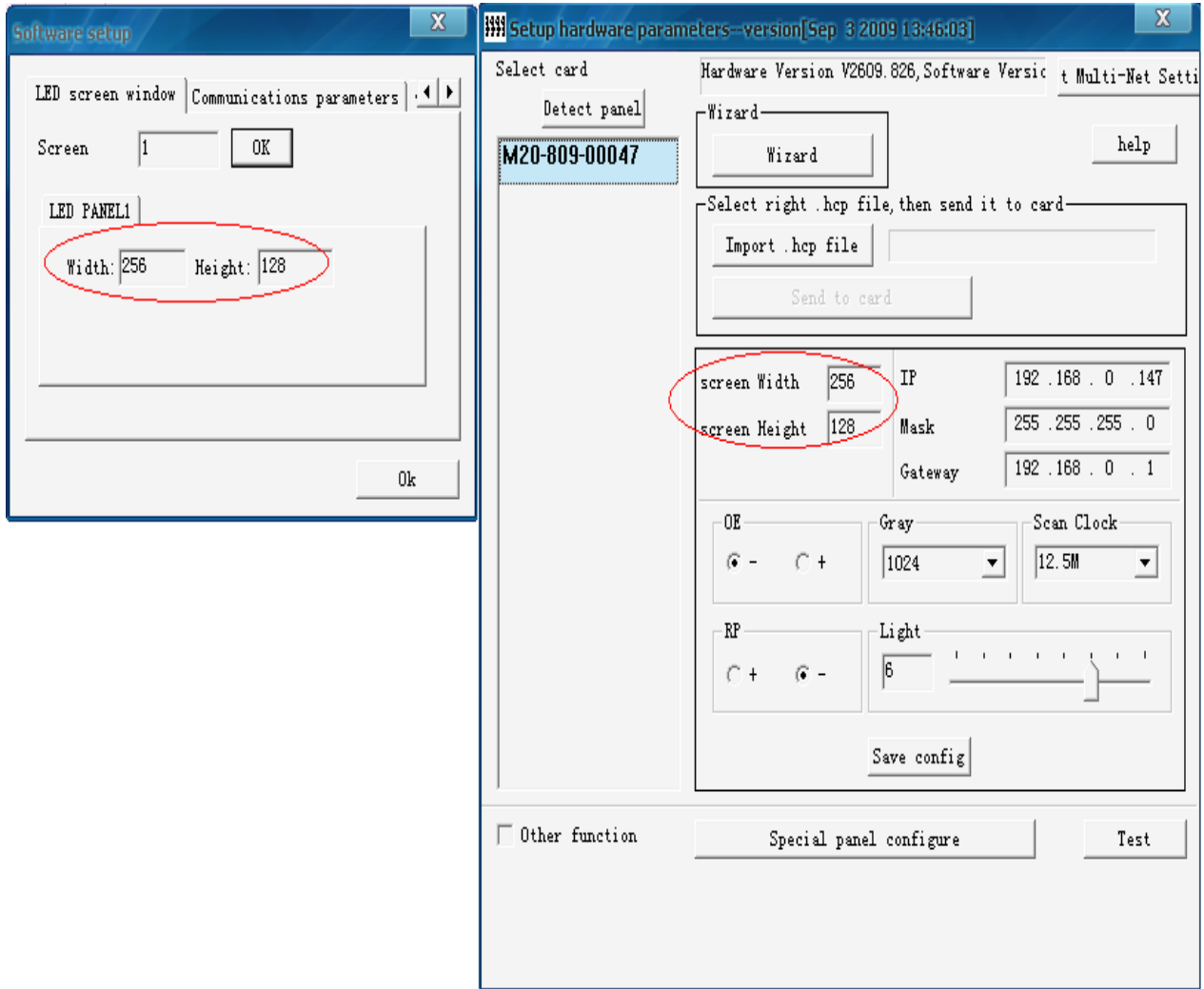


Figure 11-3

11.3 Communication parameter

Communication modes are made of two types: Single-screen mode and Multi-screen mode, as shown in image 11-4.

Single-screen mode (Recommended) : There is only a LED screen for a project. (Most of them work in the mode)

Multi-screen mode: Used for the case that the pixels (including Width and Height) of all LED screen are same in a engineer project.

When changing single-screen to multi-screen, need to input password "XXX".

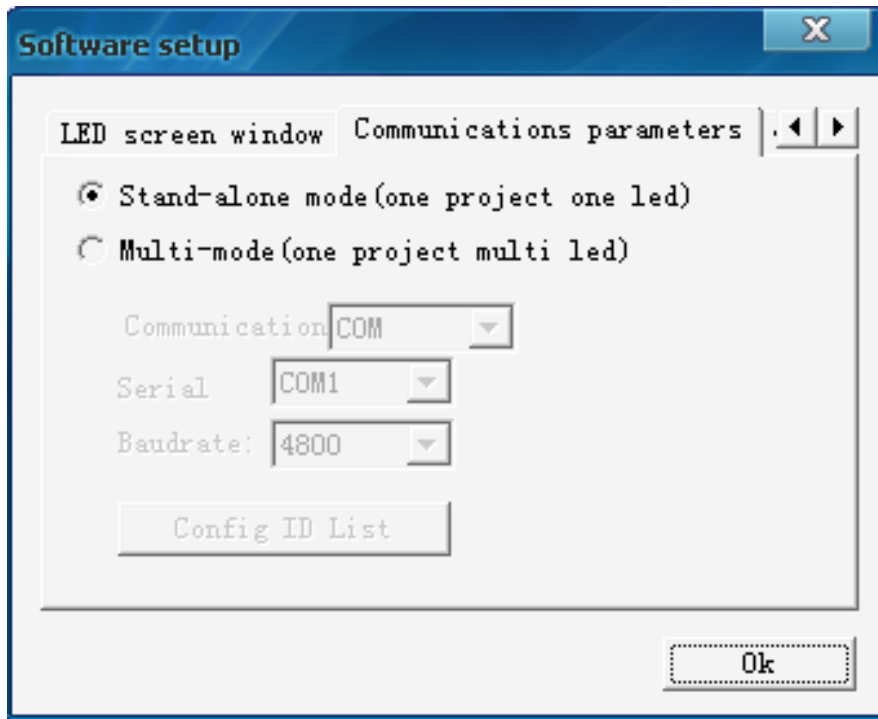


Figure 11-4

11.4 Wireless (RF, GPRS and 3G)

When selecting wireless mode, steps are following, as shown in image 11-5:

1. Tick the box in front of “Open wireless”. If selecting wire mode (LAN, Internet) , the tick need to be canceled.
2. Select wireless type: RF, GPRS or 3G.
3. Click “OK”.

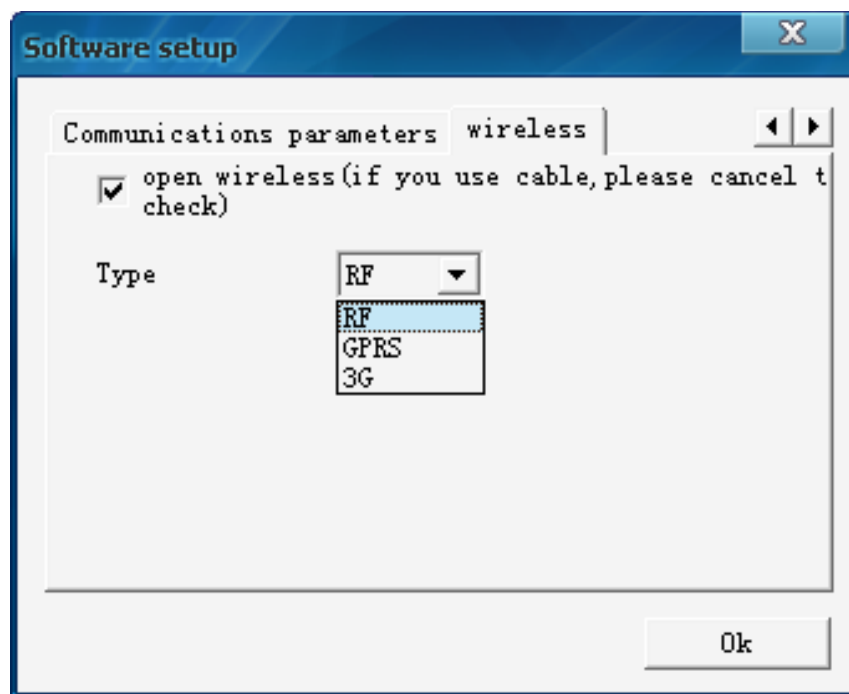


Figure 11-5

Chapter 12 Hardware Setting

The parameters of hardware setting are available only in single-screen mode. And communication types only select network or serial port. Hardware Setting is very important. **Non-professionals, do not operate it. Otherwise, may result in LED screen not working properly.**

12.1 Open hardware setting window

In the case of on-line (using network or serial port) , click “Options” in main menu, select “Hardware Setup” button to open hardware setting window. As shown in image 12-1. The password of hardware setting is “XXX”.

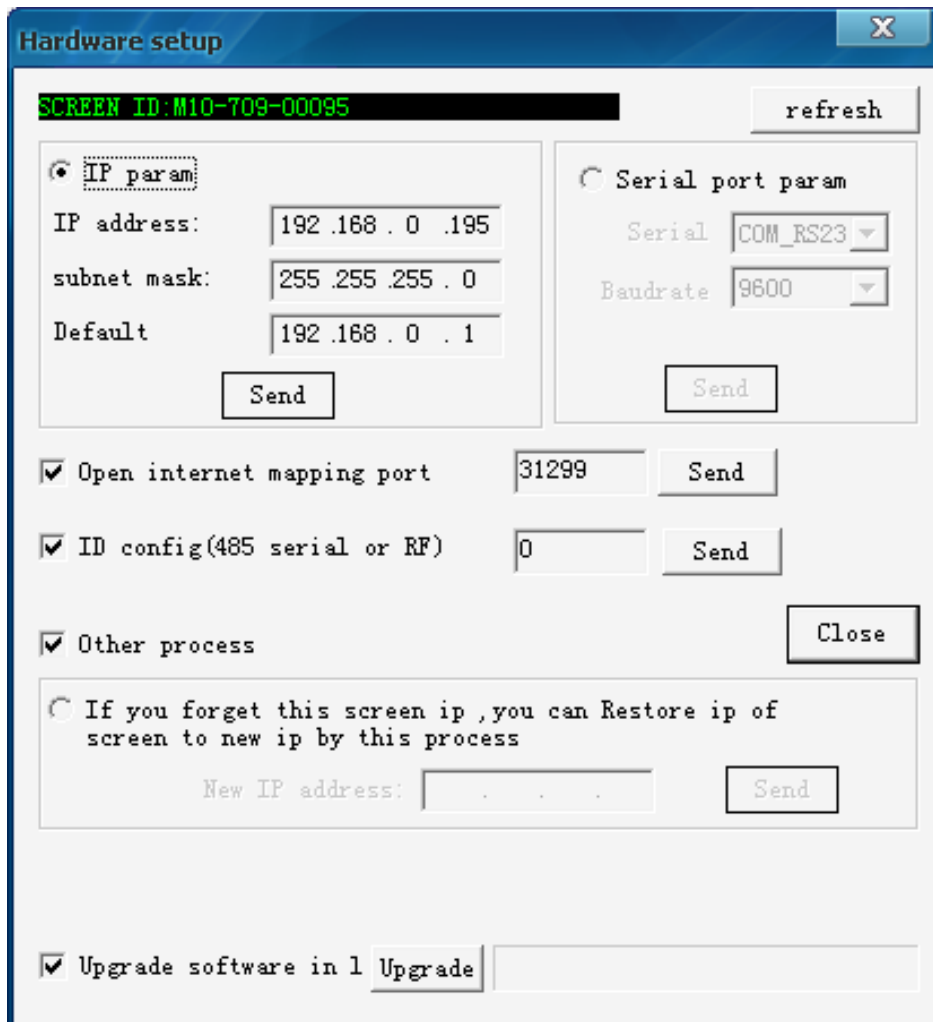


Figure 12-1

12.2 Hardware parameters setup

Hardware parameters configuration, including IP address, the types and baud rate of serial port, internet mapping port number, serial port ID number, IP recovery and control card soft upgrading.

12.2.1 IP parameters

It is IP parameters of LED screen. Its default value, IP address: 192.168.0.1XX, subnet mask: 255.255.255.0, gateway: 192.168.0.1. If revising IP parameters, please refer to the knowledge on IP address information.

12.2.2 Serial port parameters

It is serial port parameters of LED screen. Its default value is 9600bps.

It must ensure that the baud rate of computer is same as LED screen. As shown in image 12-2.

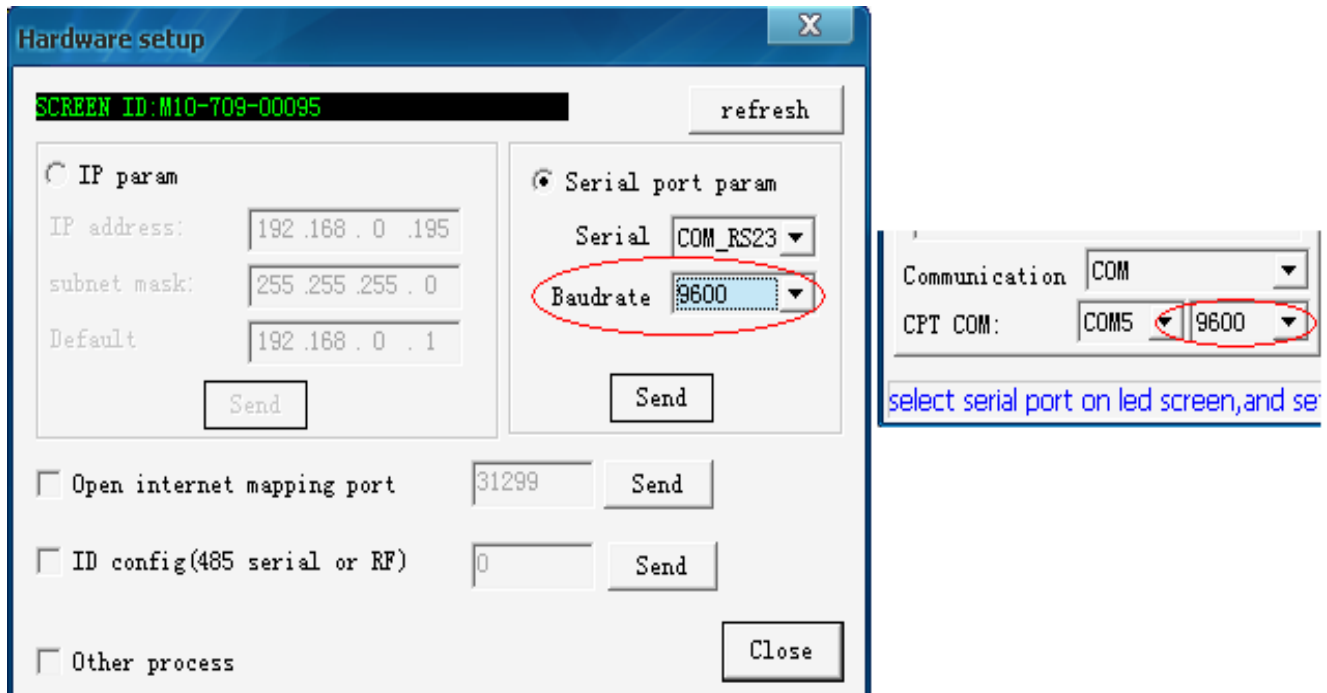


Figure 12-2

12.2.3 Internet mapping port number

The default value is 31299. Please refer to chapter 19 Internet solution about its use.

12.2.4 Serial port ID number

The default value is 0. Please refer to chapter 21 serial port solution about its use.

12.2.5 IP recovery

In the case of connecting properly with LED screen, forgetting IP address of LED screen and not finding it, use IP recovery. The connection of PC and control card is as shown in image 12-3. Input IP address that you want, click on "Send" button. No tip message will appear. Wait for searching to find LED screen.

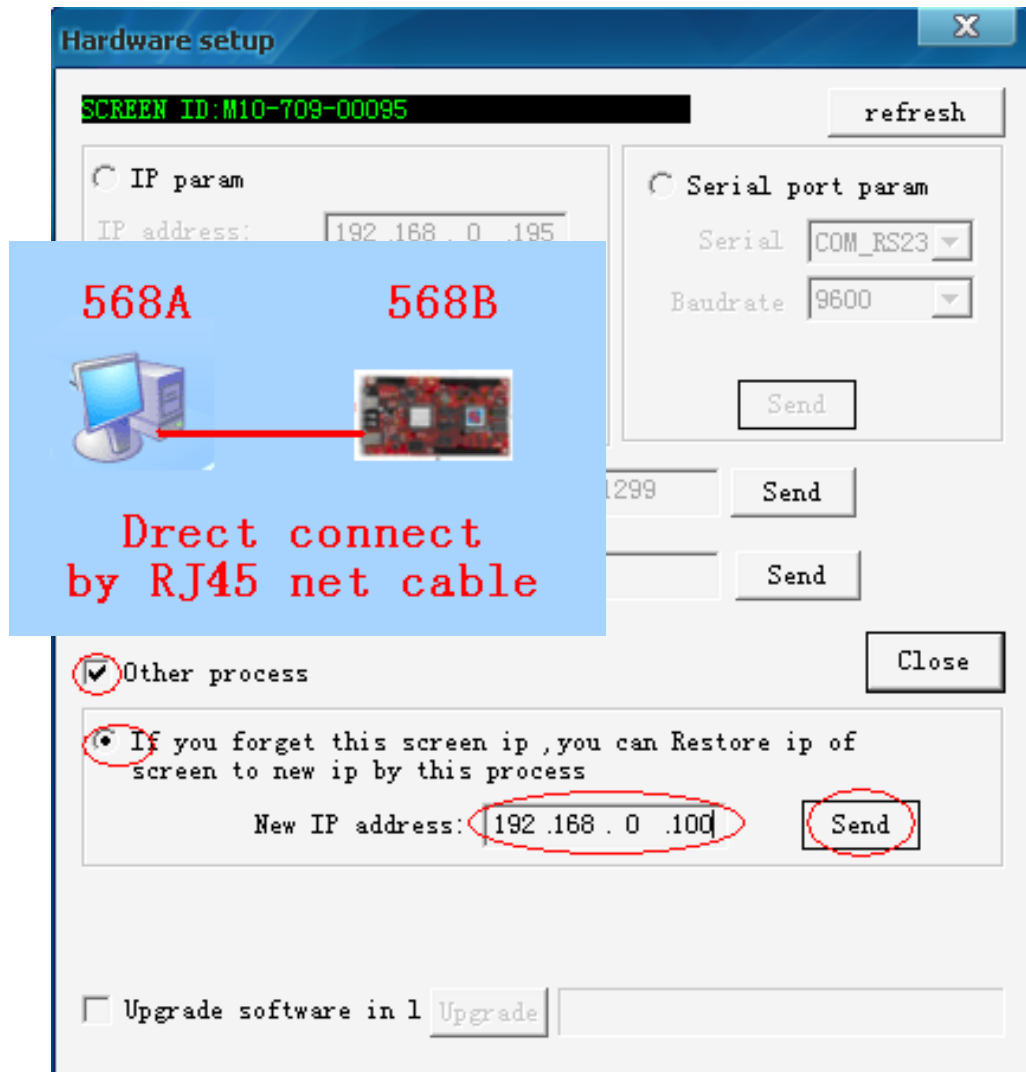


Figure 12-3

12.2.6 Control card soft upgrading

Tick the box in the front of “Upgrade LED control card software”, and then click on “Upgrade” button. At last, Tip message of Upgrading successfully will appear. As shown in image 12-4.

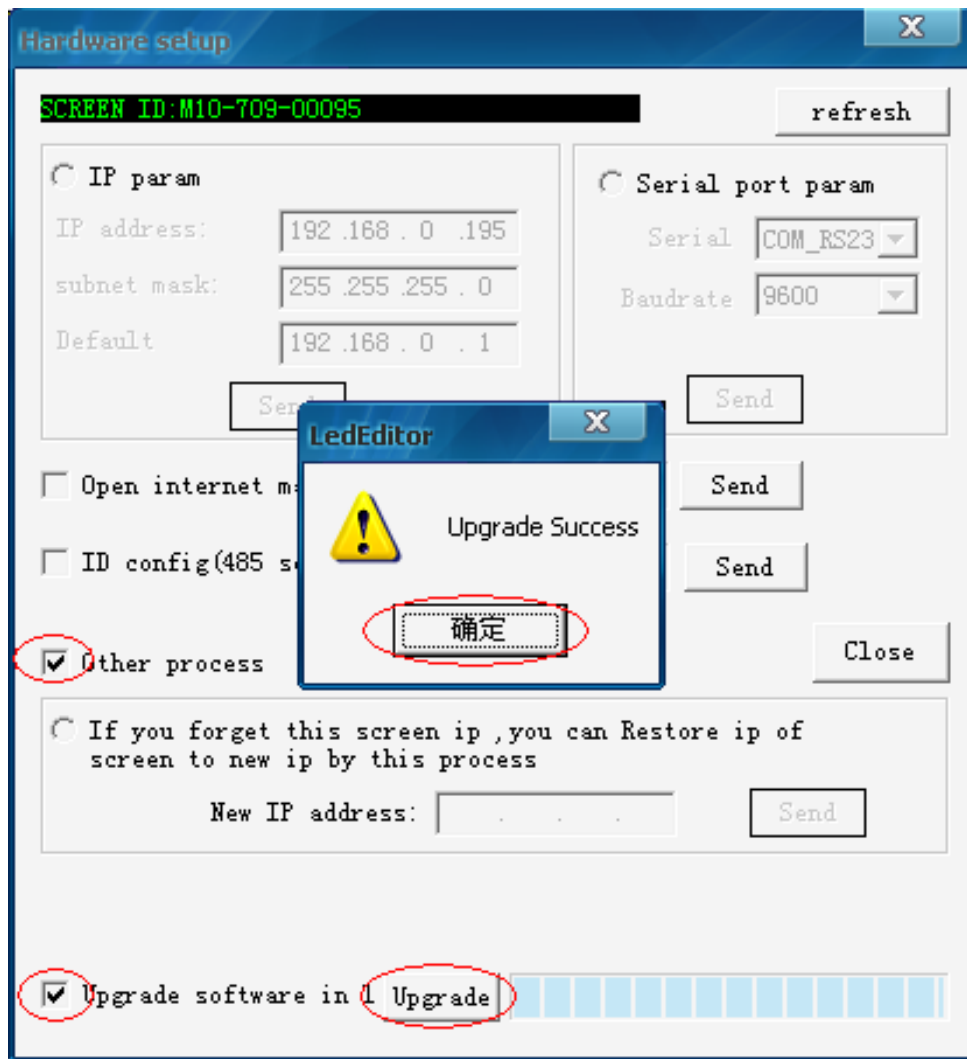


Figure 12-4

Chapter 13 User Setup

13.1 Open User Setup

Click on the “Options”, and then select “User Setup”, pop-up an “Input Password” dialog box(Image 13-1). Type in the password “**XXX**”in the box and then press OK, as shown in Image 13-2.

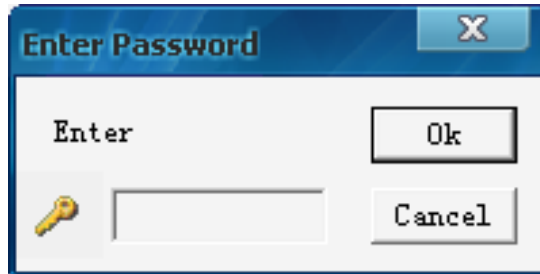


Figure 13-1

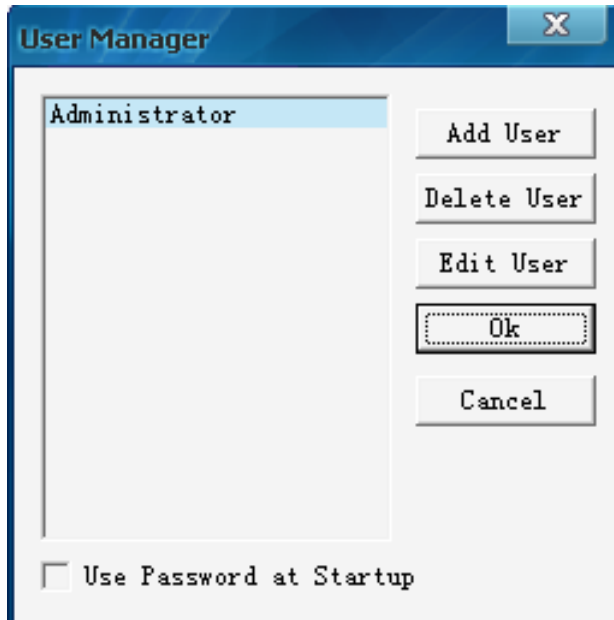


Figure 13-2

13.2 Add user

Click on “Add User” in image 13-2, a dialog box like image 13-3 will appear. Enter the Username and Password. Then press “OK”.

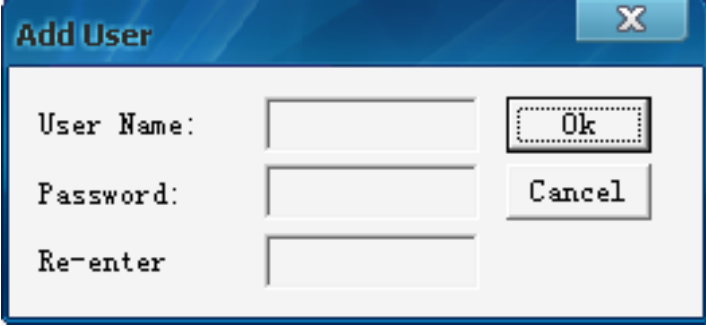


Figure 13-3

13.3 Delete User

Select an exist user from the list (Image 13-2), (Note: Administrator can not be deleted) then select “delete”. A notice frame will appear, select “Yes”.

13.4 Change Password

Select an exist user from the list (Image 13-2), click on “change password” button. Enter the new password in the “Change password” dialog box, then press “ok”.

13.5 User Authentication

If you tick the box before “Use password before start up”,as shown in image 13-4, the next time the software starts up, User Authentication will be required.

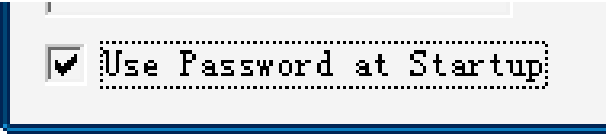


Figure 13-4

Chapter 14 Playing Schedule

14.1 Open the schedule table

You may open the schedule table by click on the “control” on the main menu, and select “Schedule Table Setup” (Image 14-1, 14-2).

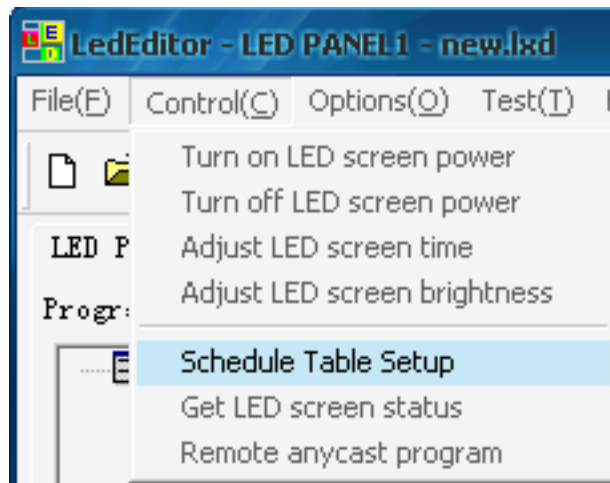


Figure 14-1

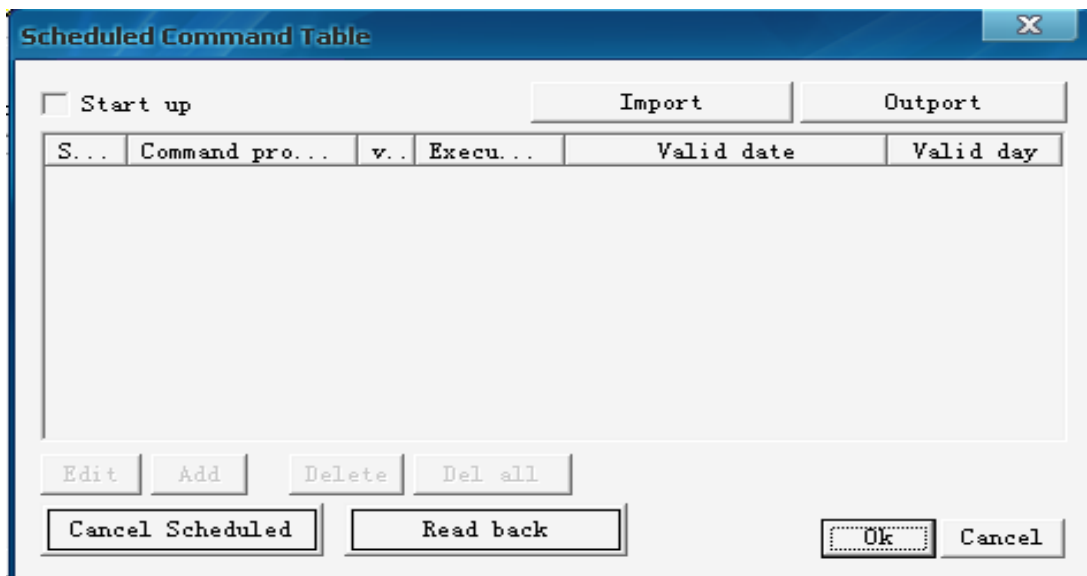


Figure 14-2

14.2 Start up Scheduled Command

Click on “Start up”, keep it remain selected to activate the schedule table, vice versa.
(Image 14-3)

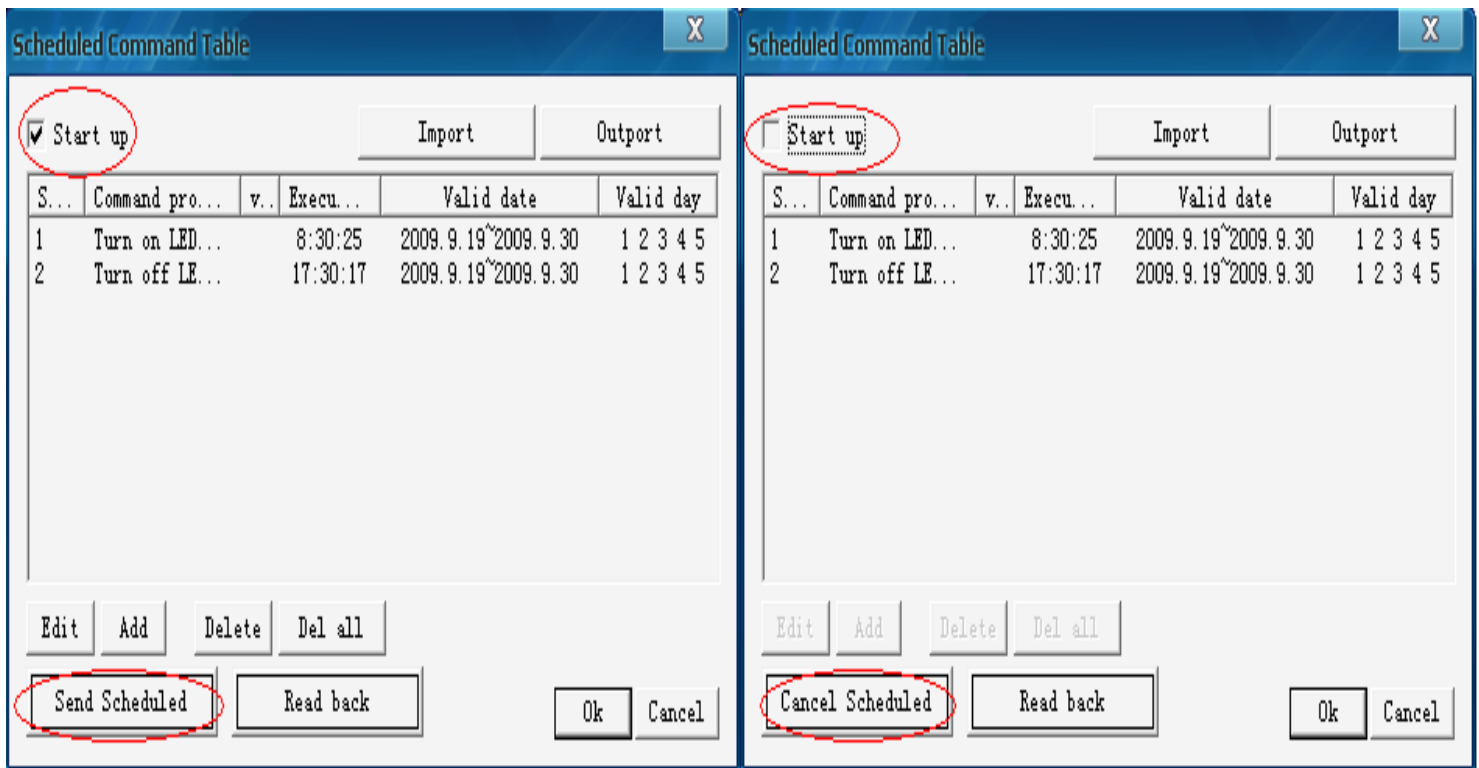


Figure 14-3

14.3 Add Scheduled Command

14.3.1 Step1: Open “Scheduled Command” dialog box.

Click on the “add” button to open “Scheduled Command” dialog box.
(As shown in image 14-4)

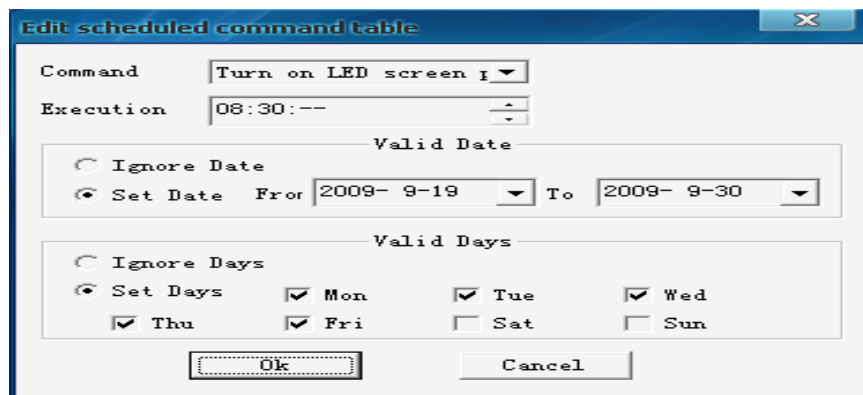


Figure 14-4

14.3.2 Step 2: Setup Command list properties

Command properties: Select command property, default setting is “Turn on LED Screen power”, and other settings are “Turn off LED Screen power”, “Adjust LED screen bright”.

Execution time: Setup when the command starts

Valid date: Setup valid date

Valid days: Setup valid days

14.3.3 Step 3: Exit “Scheduled Command” Dialog box

Click “ok” to finish adding scheduled command. As shown in image 14-5, there are already a

“Turn on LED screen power” command and a “Turn off LED screen power” command in the list,

if you want more than one command, repeat the 3 steps above.

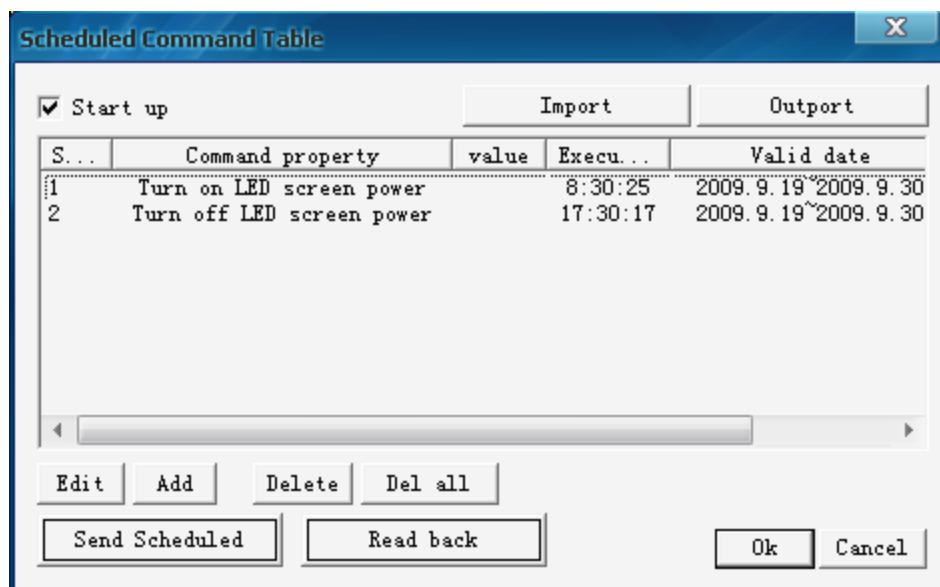


Figure 14-5

14.4 Edit Scheduled Command

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

14.5 Delete Scheduled Command

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

14.6 Send Scheduled Command

After finishing setting up schedule table, then connect LED screen. At last, click on “Send scheduled” button to finish scheduled function.

Note:

1. Select “start up” button Start up, click on “Send scheduled” button, setup scheduled command.
2. Cancel “start up” button Start up, click on “Cancel scheduled” button, cancel scheduled command.

14.7 Read back Scheduled Command message

Click on “Read back” button, check scheduled command message on the LED screen, as shown in image 14-6.

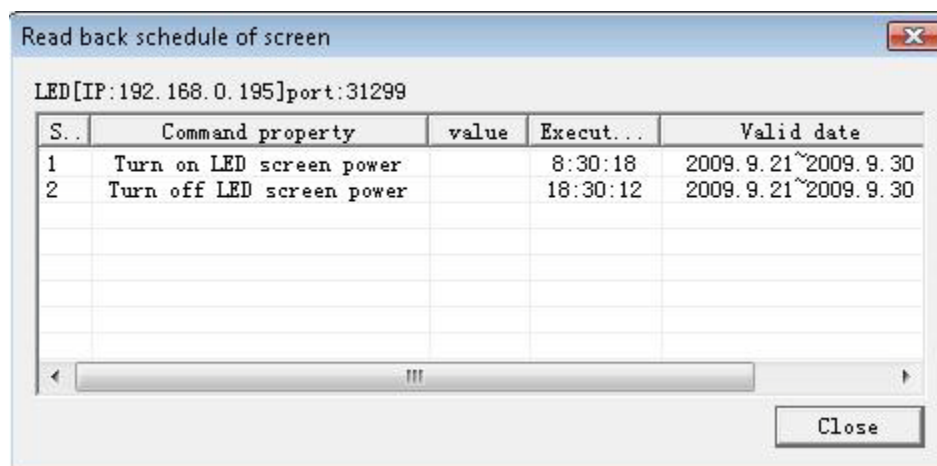


Figure 14-6

14.8 Import, Export schedule table file

Click on “Export” button, export current schedule table, save as schedule table file for call, as shown in image 14-5.

Click on “Import” button, import schedule table file, use schedule table file saved, as shown in image 14-5.

14.9 Exit schedule table

Click on “OK” to finish the settings of “Schedule manager”.

14.10 Program page timing playing (please refer to Chapter10, 10.3 Timing program page)

Chapter 15 Communication Control

There are two kinds of communication modes: Single-screen mode and Multi-screen mode.

Single-screen mode (Recommended) : There is only a LED screen for a project.

Multi-screen mode: Used for the case that the pixels (including Width and Height) of all LED screen are same in a engineer project.

Recommend to use single-screen mode. Click on “Options” button in main menu, select “Software Setup”, Software Setup window will appear.

Then select communication parameter page. As shown in image 15-1.

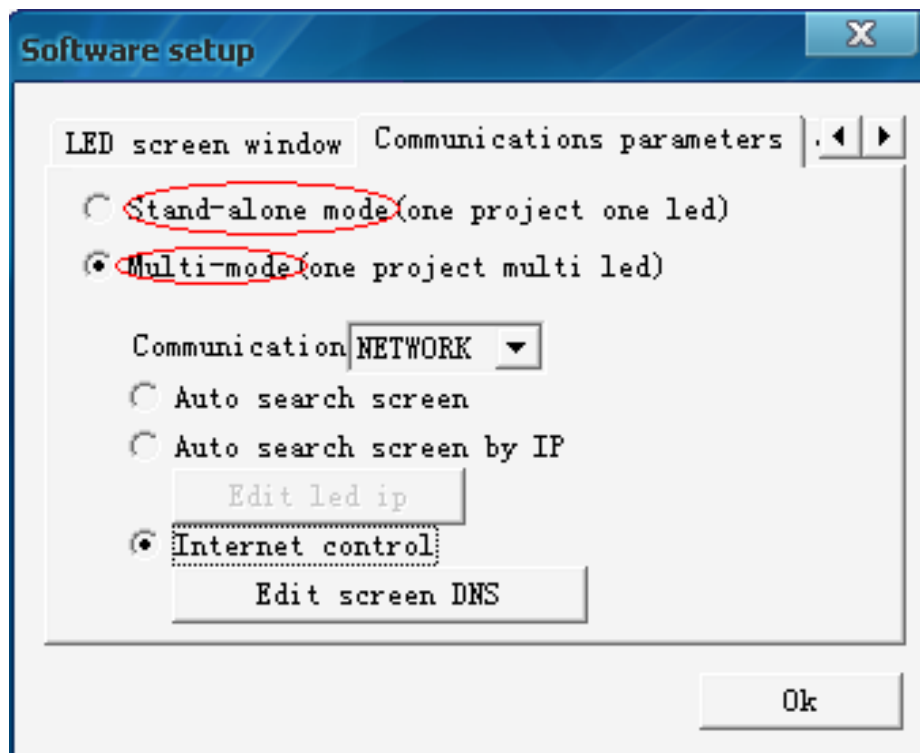


Figure 15-1

15.1 Single-screen mode

In single-screen mode, there are three kinds of communication types: Network, serial port and U-disk. As shown in image 15-2.

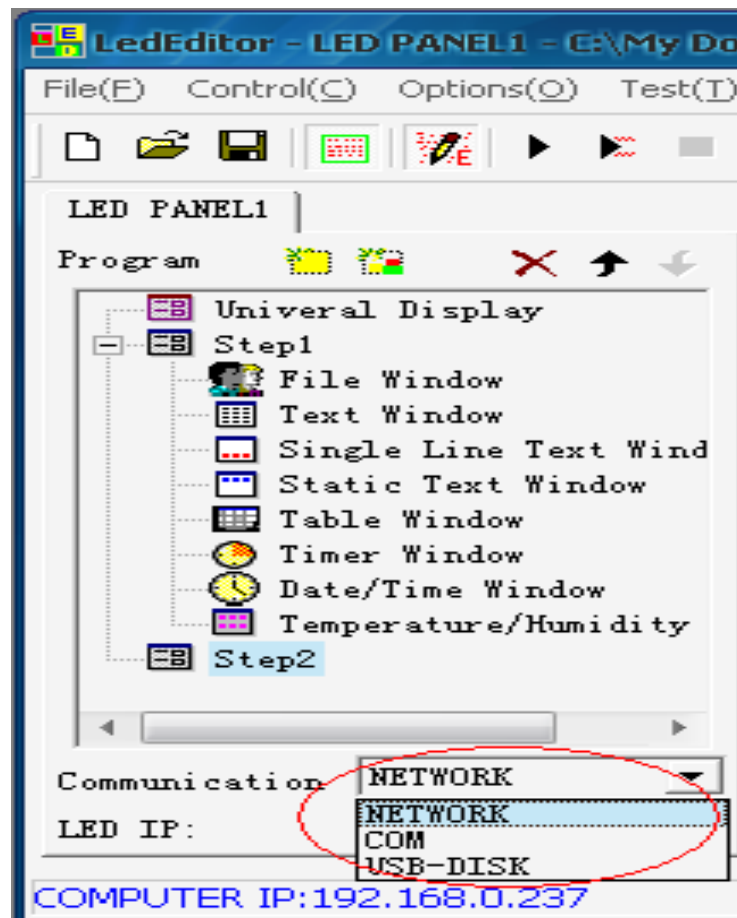


Figure 15-2

15.1.1 Network Communication

Select communication type “Network”. As shown in image 15-3,

LED IP: The real IP address of LED screen. Computer IP: Local IP address. Need to ensure that network section of LED IP is same with computer IP.

For example, LED IP: 192.168.0.1XX, computer IP: 192.168.0.237.

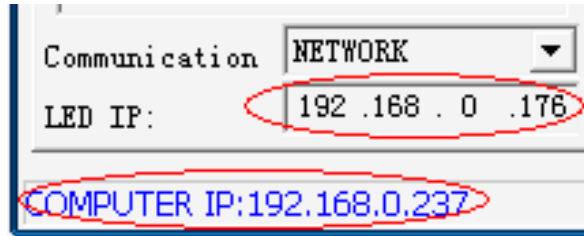


Figure 15-3

After connection is correct, you could send control commands. As shown in image 15-4.

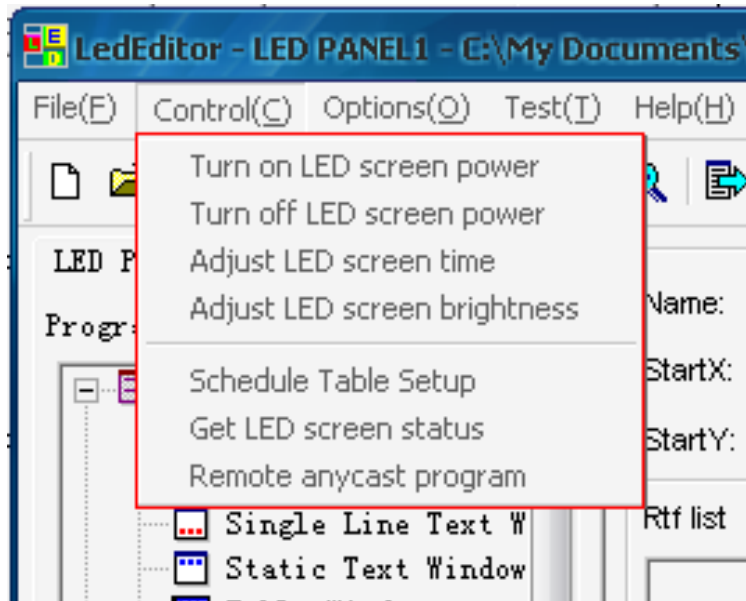


Figure 15-4

If control command is sent successfully, tips will appear in lower right corner of PC desktop. As shown in image 15-5.

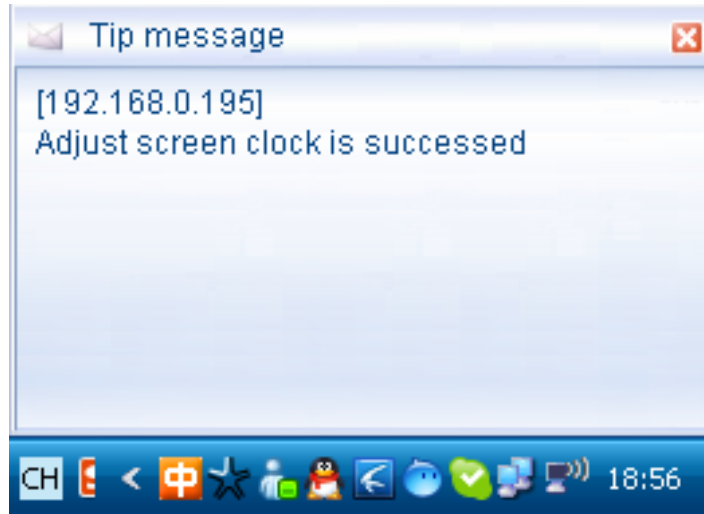


Figure 15-5

15.1.2 COM (serial port) Communication

Communication type: Select “COM”, as shown in image 15-6.

Computer serial port: Select the Com which connects with LED screen.

Baud rate: Select baud rate of LED screen serial port, default value is 9600bps.

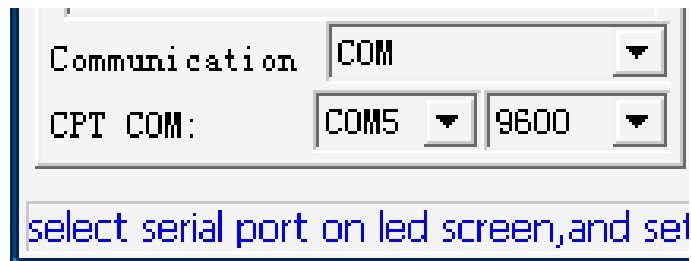


Figure 15-6

After connection is correct, you could send control commands. As shown in image 15-4.

If control command is sent successfully, tips will appear in lower right corner of PC desktop. As shown in image 15-5.

15.1.3 U-disk Communication

There are two kinds of methods for changing program using U-disk. One is upgrade program, after the end, pull out U-disk. Another is as memory when the program is greater than 500Mbytes. The memory size of LED screen is 500Mbytes. U-disk can not be pulled out. As shown in image 15-7. Note: Control commands are not sent to LED screen using U-disk. For example, time, brightness, etc.

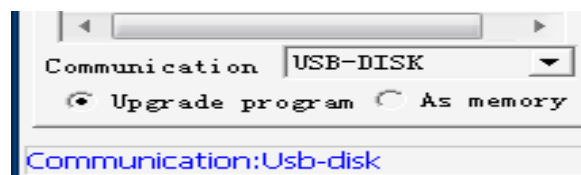




Figure 15-7

Upgrade program steps:

1. Plug U-disk into U-disk interface of computer, and then click on “send” button . “Select USB-disk” window will pop-up, as shown in image 15-8.
2. Select the mark of U-disk (J :\), click “OK”.
3. After sending program is over, insert U-disk into USB port of LED control card. Upgrade will automatically complete.
4. Wait for LED screen displaying normally, take the U-disk out.

As memory steps:

1. Plug U-disk into U-disk interface of computer, and then click on “send” button . “Select USB-disk” window will pop-up, as shown in image 16-10.
2. Select the mark of U-disk (J :\), click “OK”.
3. After sending program is over, insert U-disk into USB port of LED control card.
4. Do not take U-disk out. LED screen will automatically play program in U-disk.

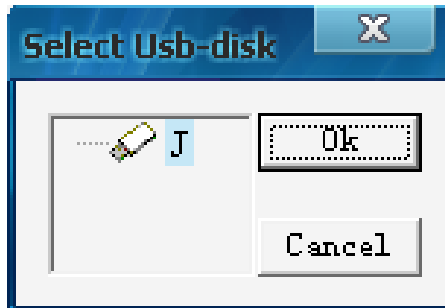


Figure 15-8

15.2 Multi-screen mode

In multi-screen mode, there are also three kinds of communication types: Network, serial port and U-disk. As shown in image 15-9.

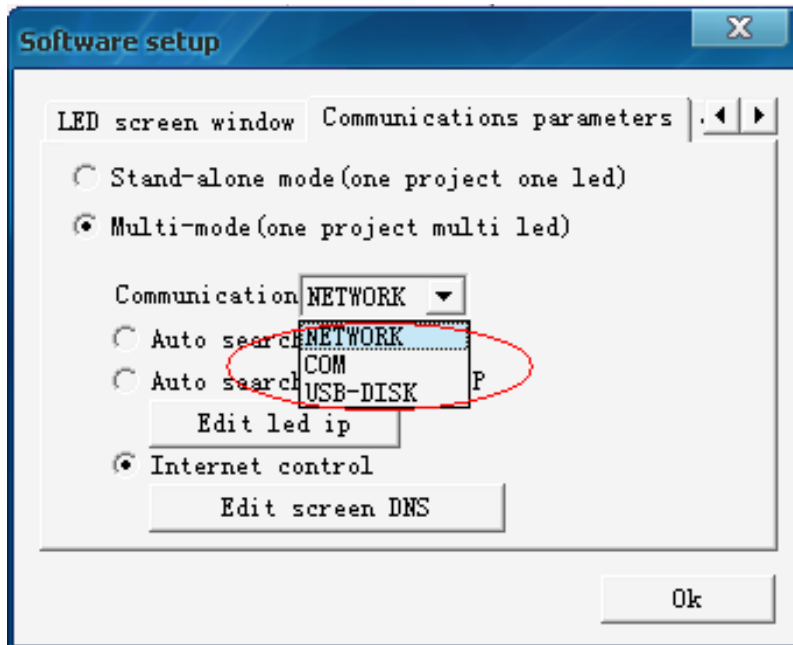


Figure 15-9

15.2.1 Network communication

There are three kinds of types in network communication: auto search screen, auto search screen by IP and Internet control. As shown in image 15-10.

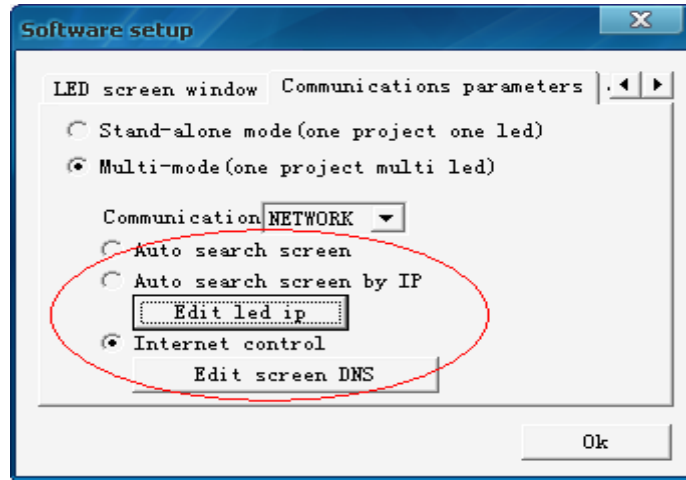


Figure 15-10

Auto search screen: Used for a LAN. (For example: Router IP 192.168.0.1). As shown in image 15-11.

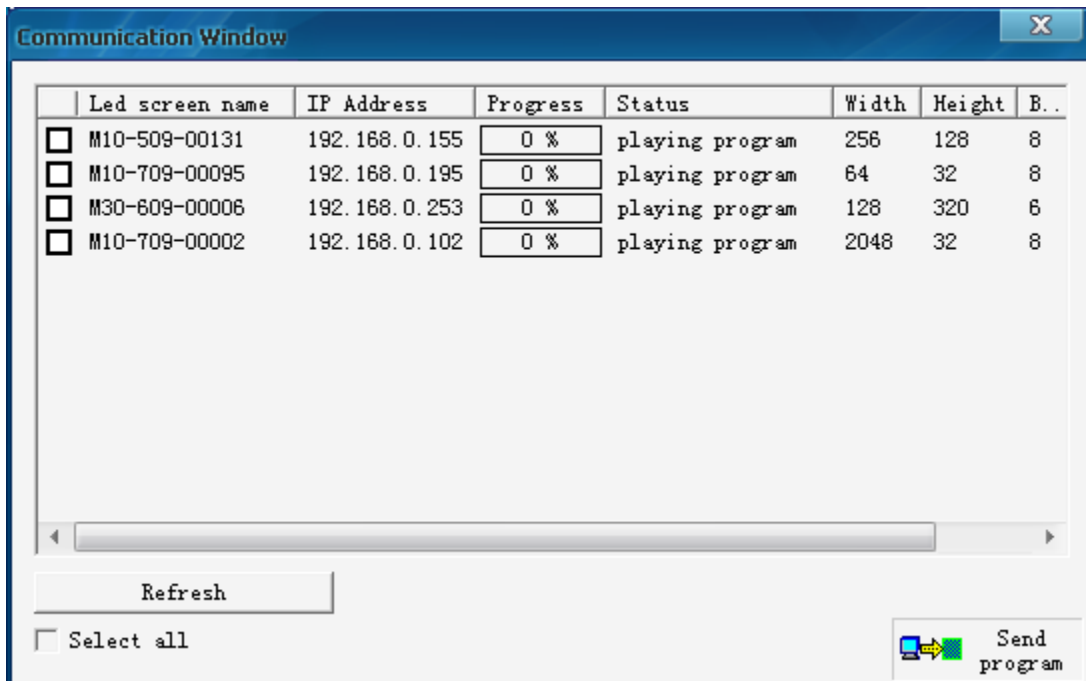


Figure 15-11

Auto search screen by IP: Used for two or more than two LAN. (For example: Router1 IP 192.168.0.1, Router2 IP 192.168.1.1). Need to add IP address of each LED screen. As shown in image 15-12. Please refer to Chapter 20 LAN solution.

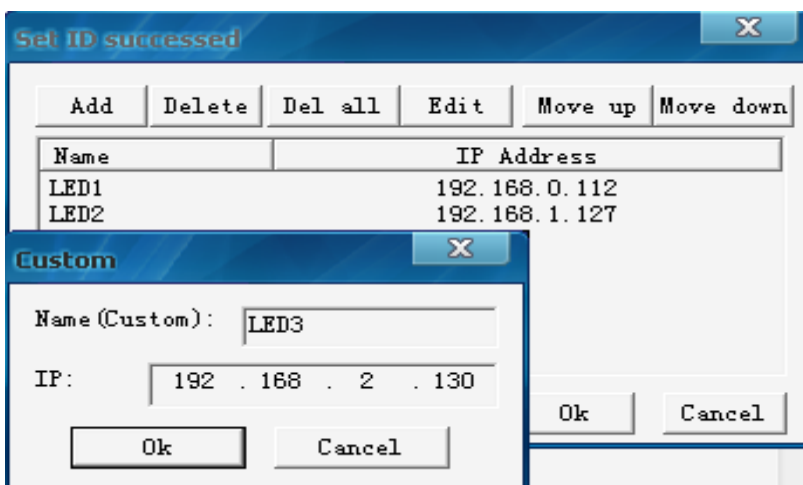


Figure 15-12

Internet control: Used for Internet. Need to add domain name of each LED screen. As shown in image 15-13. Please refer to Chapter 19 Internet solution.

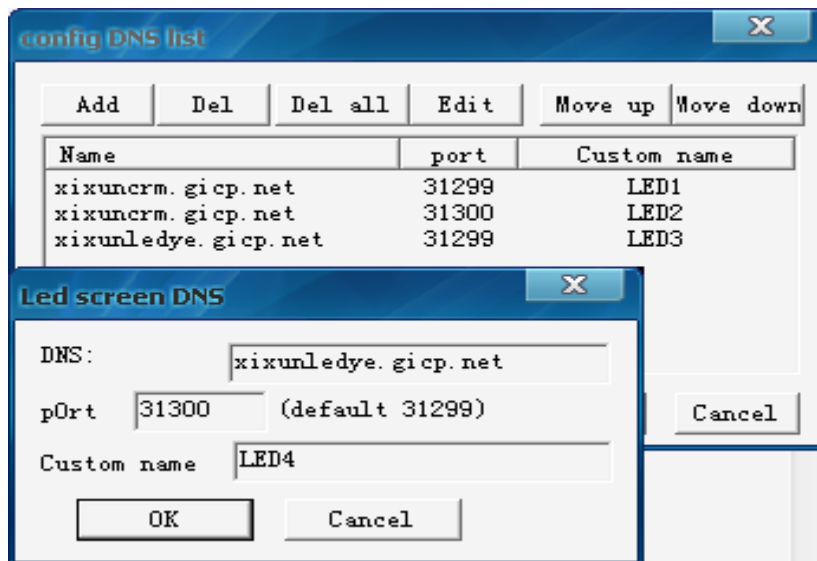


Figure 15-13

In multi-screen mode, click “control” in menu, and then select control command (For example, adjust LED screen time). Each LED screen can be adjusted respectively. As shown in image 15-14.

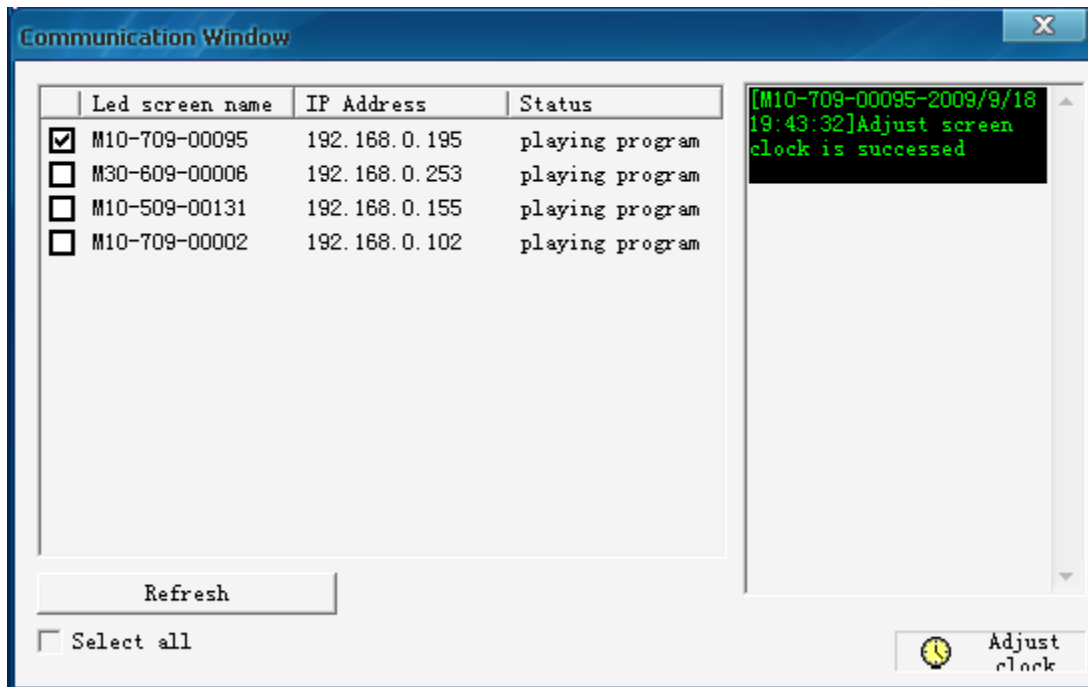


Figure 15-14

15.2.2 Serial port communication

Serial port communication used for GPRS, RF, etc. Please refer to chapter 21 serial port solution.

As shown in image 15-15.

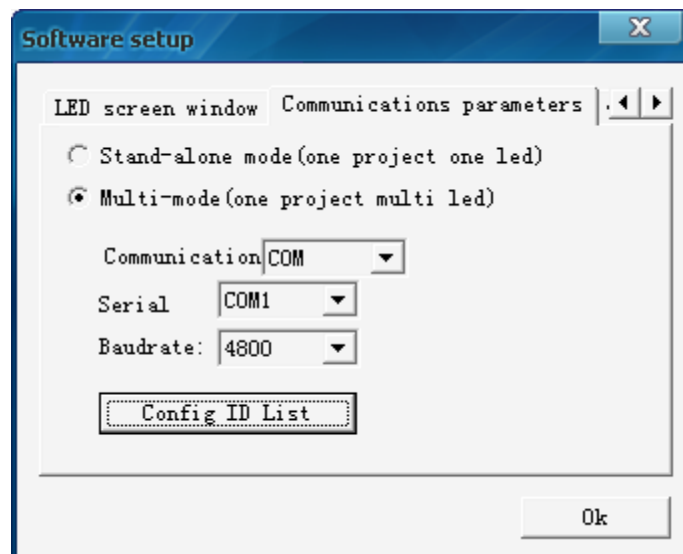


Figure 15-15

If there are several LED screens, need to add ID number of each LED screen.

As shown in image 15-16.

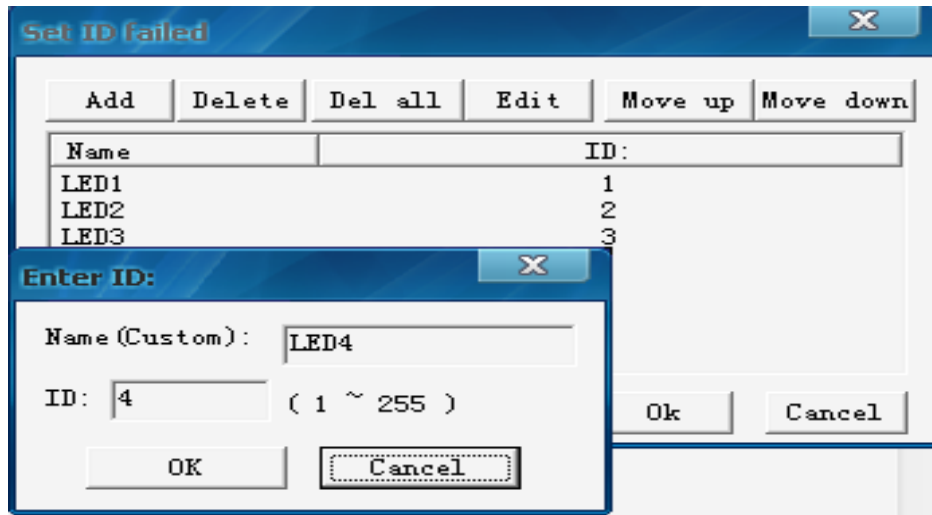


Figure 15-16

Its operations about control command are same as network communication.

15.2.3 U-disk communication

As shown in image 15-17. There are two kinds of communication types: Copy program to LED screen and Expand storage, play program in U-disk.

Its function is same as single-screen mode.

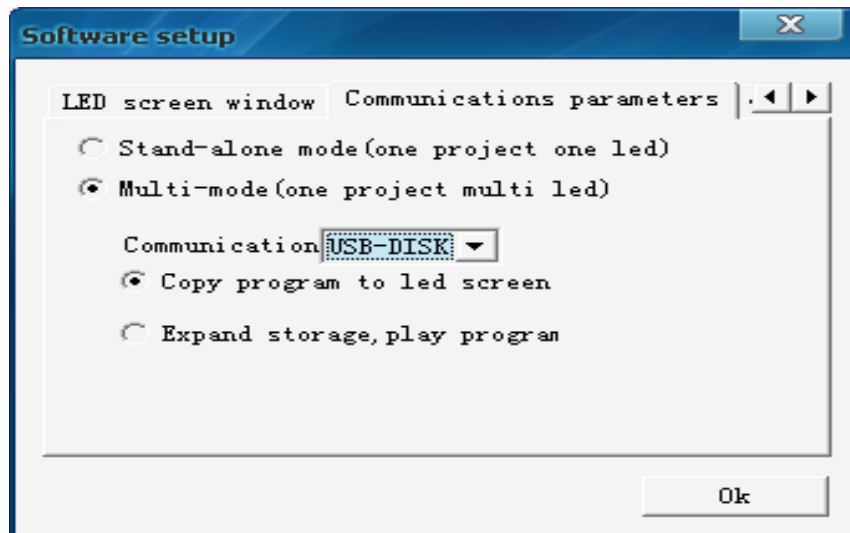



Figure 15-17

Chapter 16 Send Program

16.1 Send program button

After making LED project, please click send button  on toolbar, if want to send program to LED screen. As shown in image 16-1.

When sending program, communication modes and types must be selected. Please refer to chapter 15 communication control about modes and types.



Figure 16-1

16.2 Single-screen mode

“Single-screen mode” means that there is only a LED screen for a project. In single-screen mode, there are three kinds of communication types: Network, serial port and U-disk. As shown in image 16-2.

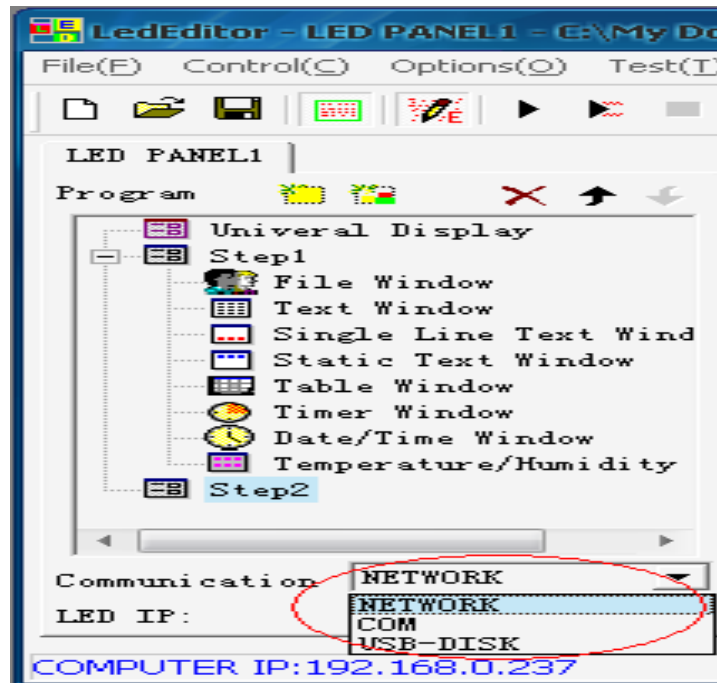


Figure 16-2

16.2.1 Network Communication

Communication type: Select “Network”. As shown in image 16-3, LED IP: The real IP address of LED screen. Computer IP: Local IP address. Need to ensure that network section of LED IP is same with computer IP. For example, LED IP: 192.168.0.1XX, computer IP: 192.168.0.237.

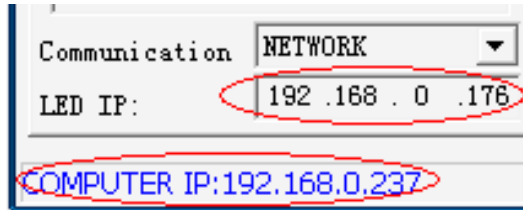


Figure 16-3

The method of getting LED IP:

1. Click “Help” button on menu, select “Auto check LED screen IP”, as shown in image 16-3.

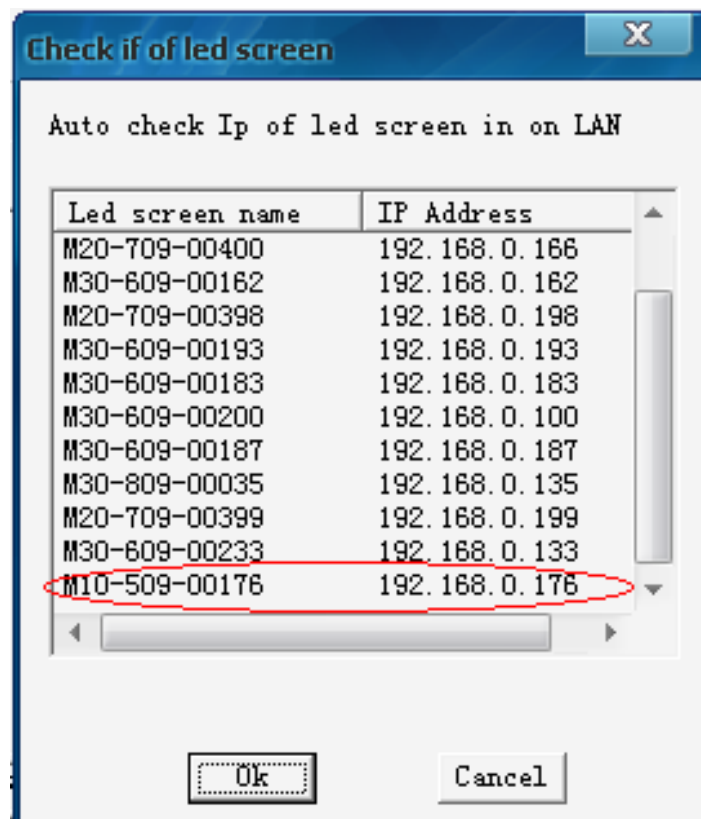


Figure 16-4

2. Use LEDSET soft (See CD-ROM) , as shown in image 16-4.

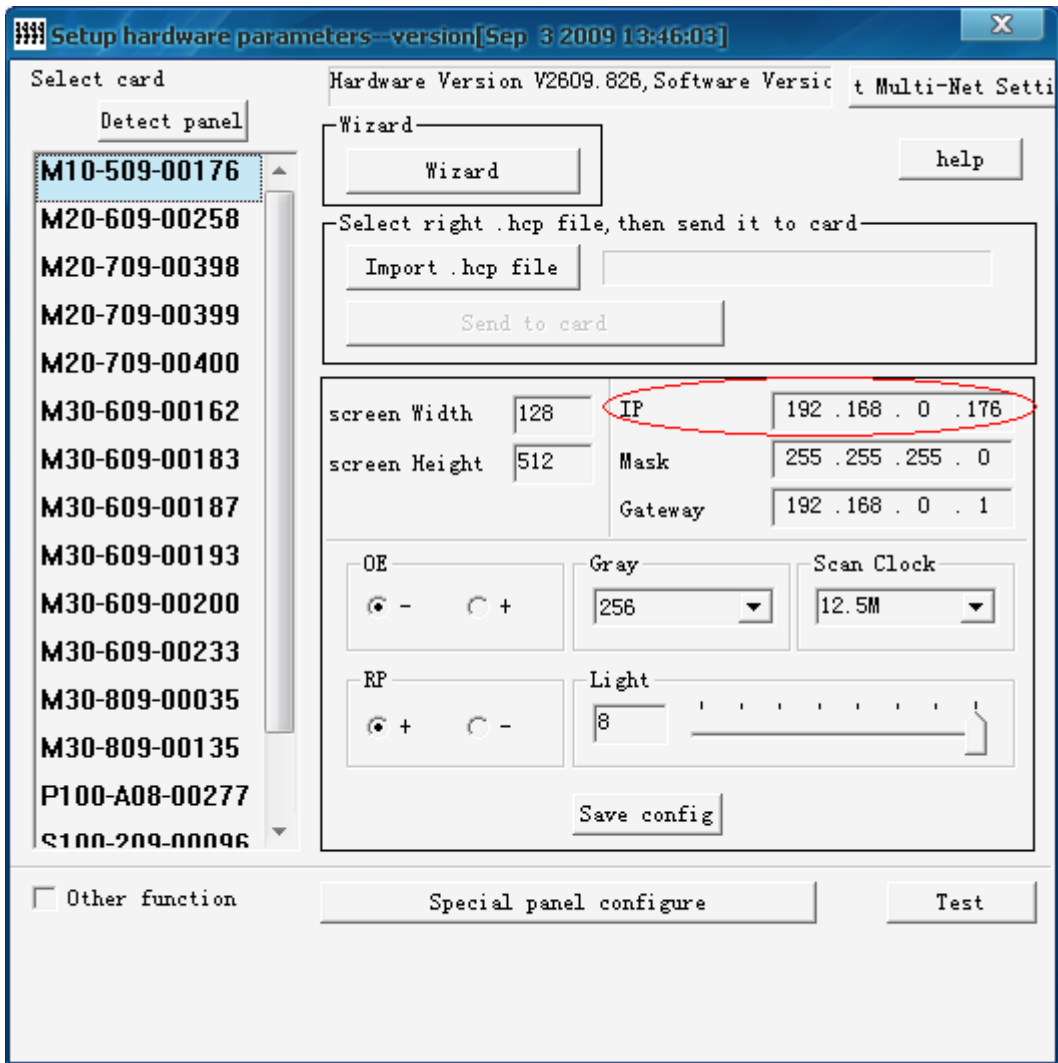



Figure 16-5

After clicking on “Send” button , observe status bar message, as shown in image 16-6, until the program has been sent to LED screen.

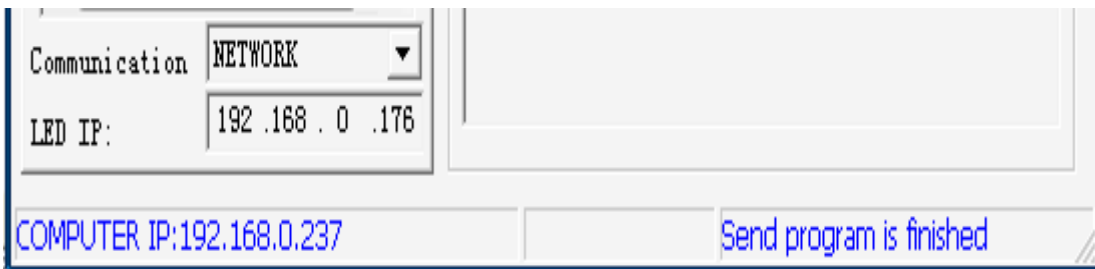


Figure 16-6

16.2.2 COM (serial port) Communication

Communication type: Select “COM”, as shown in image 16-7.

Computer serial port: Select the Com which connects with LED screen. Baud rate: Select baud rate of LED screen serial port, default value is 9600bps.

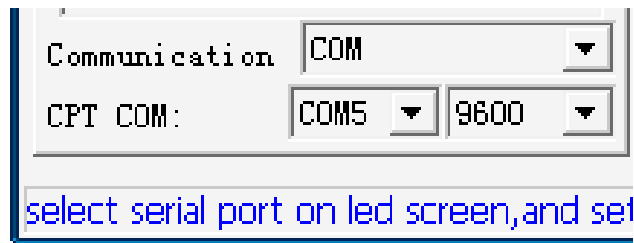


Figure 16-7


After clicking on “Send” button , observe status bar message, as shown in image 16-8, until the program has been sent to LED screen.



Figure 16-8

16.2.3 U-disk Communication

There are two kinds of methods for changing program using U-disk. One is upgrade program, after the end, pull out U-disk. Another is as memory when the program is greater than 500Mbytes. The memory size of LED screen is 500Mbytes. U-disk can not be pulled out. As shown in image 16-9. Note: Control commands are not sent to LED screen using U-disk. For example, time, brightness, etc.

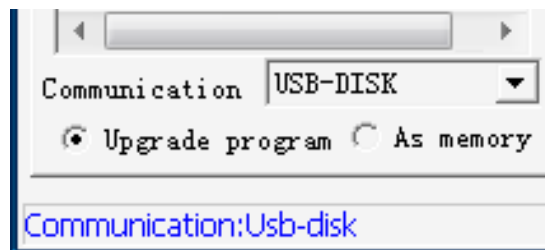




Figure 16-9

Upgrade program:

5. Plug U-disk into U-disk interface of computer, and then click on “send” button . “Select USB-disk” window will pop-up, as shown in image 16-10.
6. Select the mark of U-disk (J :\), click “OK”.
7. After sending program is over, insert U-disk into USB port of LED control card. Upgrade will automatically complete.
8. Wait for LED screen displaying normally, take the U-disk out.

As memory:

5. Plug U-disk into U-disk interface of computer, and then click on “send” button . “Select USB-disk” window will pop-up, as shown in image 16-10.
6. Select the mark of U-disk (J :\), click “OK”.
7. After sending program is over, insert U-disk into USB port of LED control card.
8. Do not take U-disk out. LED screen will automatically play program in U-disk.

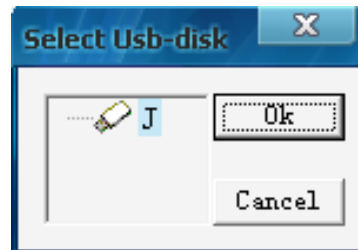


Figure 16-10





Figure 16-11

16.3 Multi-screen mode

(Please see chapter 15, 15.2 Multi-screen mode)

16.3.1 Network Communication

After clicking send button , communication window below will appear. Tick the box in front of “Led screen name” to select LED screen, click on “send program” button  , until send completed.

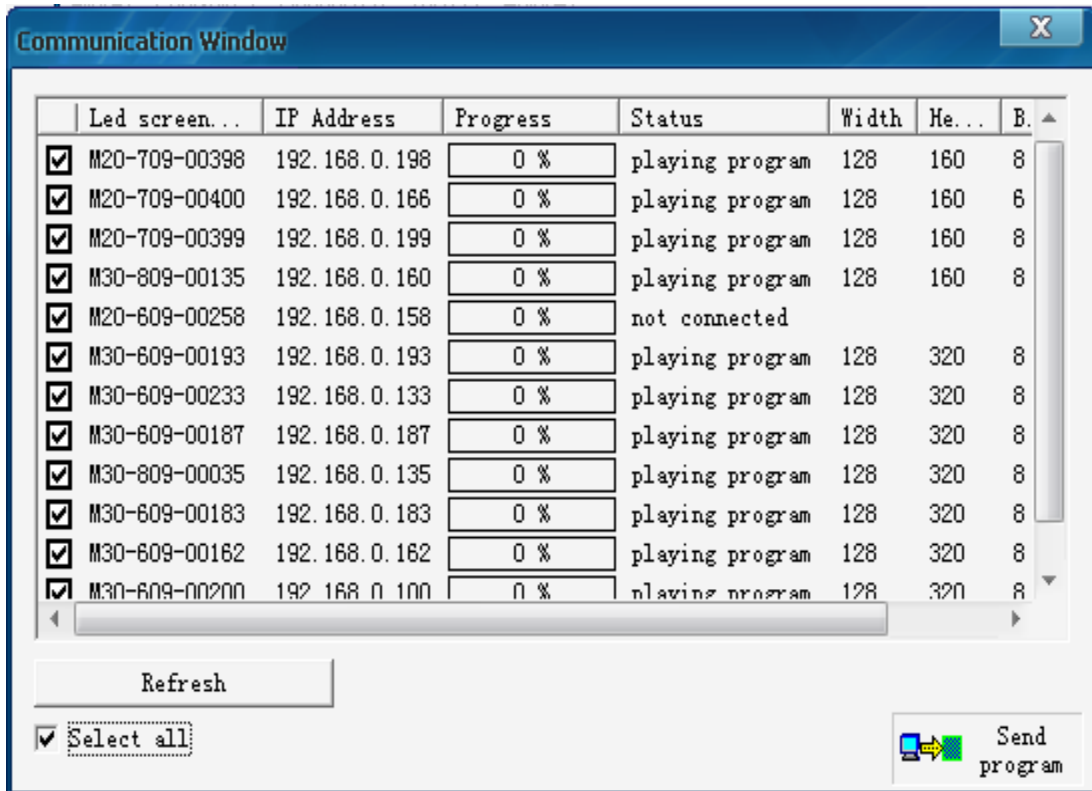




Figure 16-12

16.3.2 COM (serial port) Communication

After clicking send button , communication window below will appear. Tick a box in front of “Led screen name” to select LED screen, click on “send program” button  , until send completed.

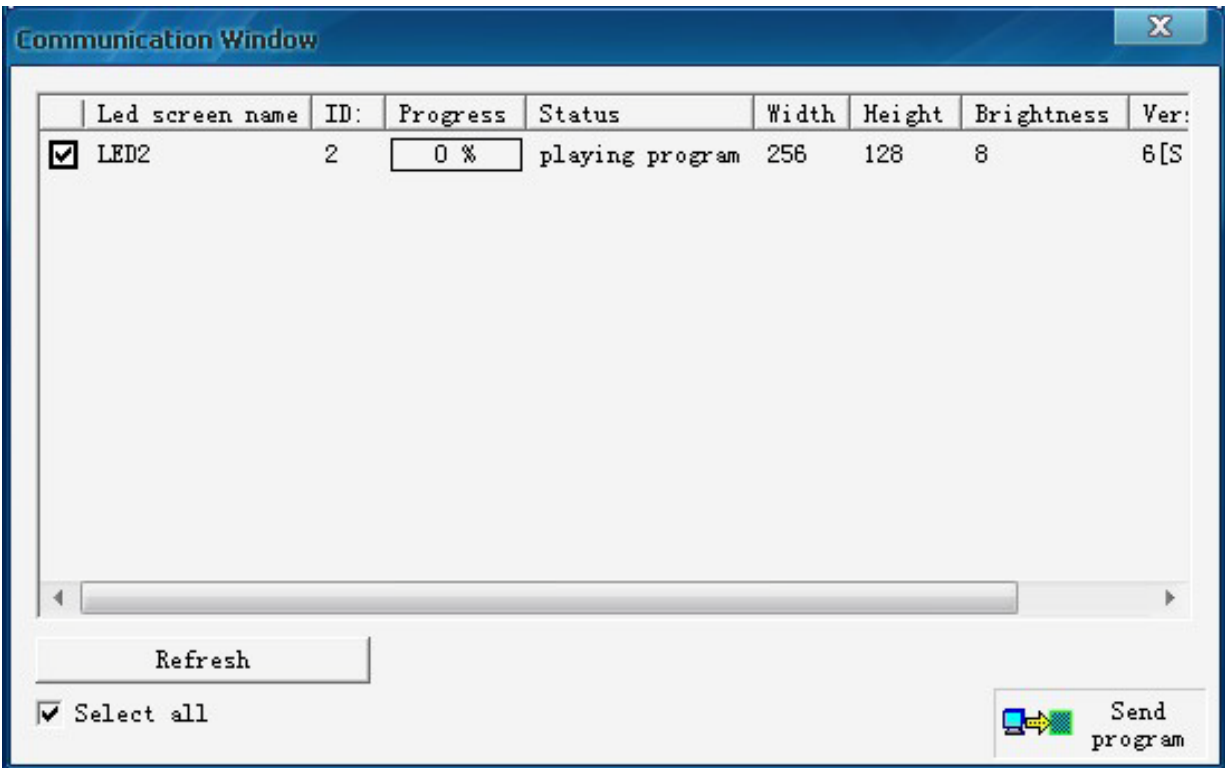


Figure 16-13

16.3.3 U-disk Communication

It is same as single-screen mode.

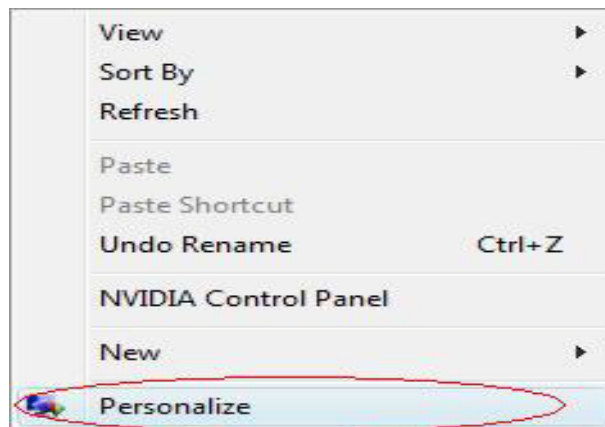
Chapter 17 Frequently asked Questions

1、 Problem: Text display problems in vista system.

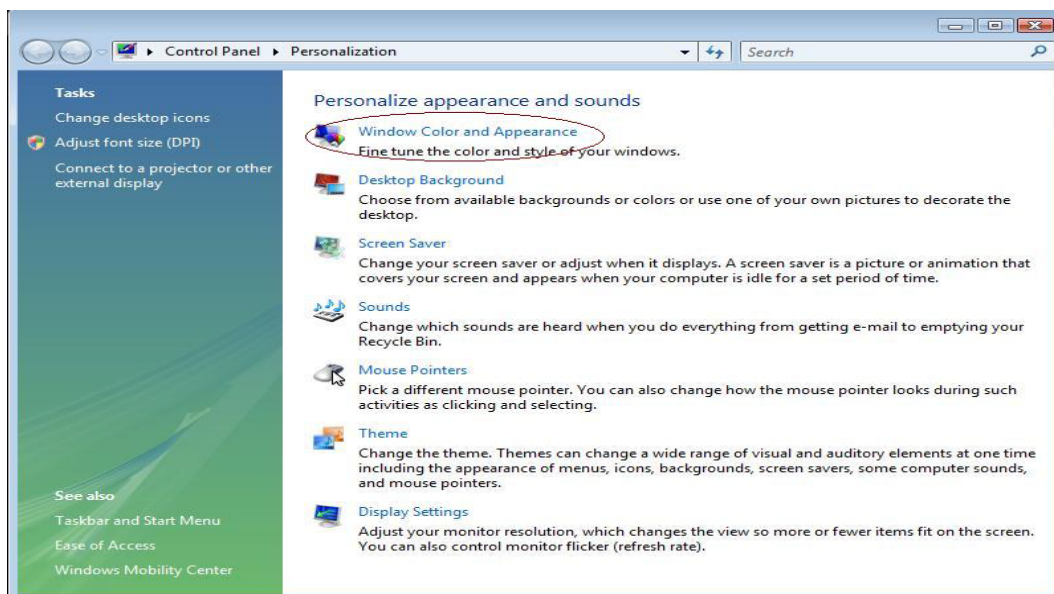
For example, white text, but display not white text on the LED screen.

Solution:

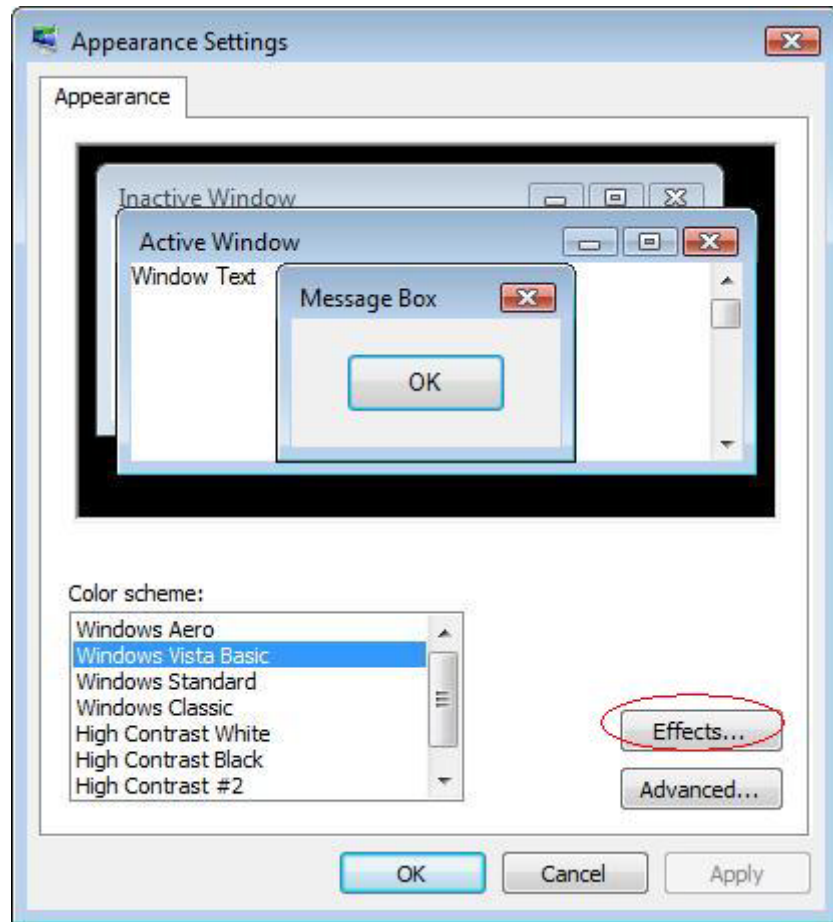
Step1. Right-click mouse on the desktop, then select “Personalize”。



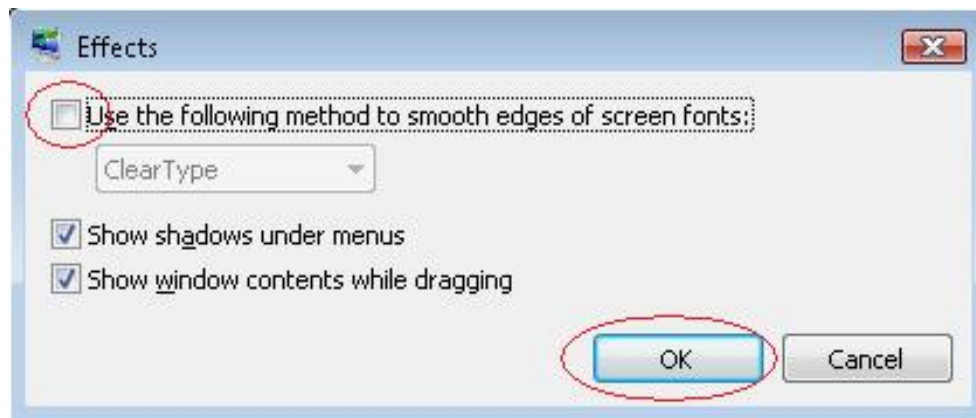
Step2. Click on “Window Color and Appearance”。



Step3. Click on “Effects” button.

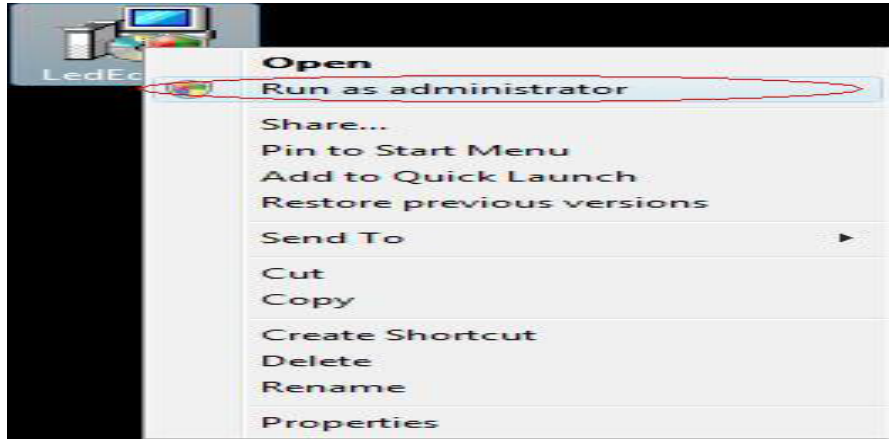


Step4. Cancel the option, and then click on OK.



2、 Problem: Why can not install LEDEditor software in Vista system?

Solution: Right-click mouse on the software, then select “Run as administrator”.



3、 Problem: Why not a line text is centered using text window?

Solution: Make program using single line text window.

4、 Problem: Why not display two lines of 16 pixels font in LED screen of 32 pixels height?

Solution: Make program using static text window. If it has frame, actual height of the window is 32 minus 2 times of the frame.

5、 Problem: Why not the size of program window is changed?

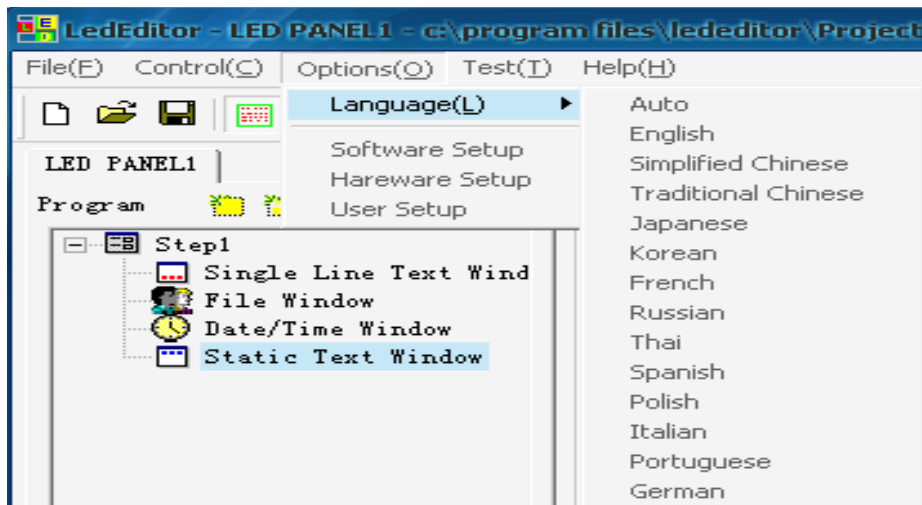
Solution: Check if the window is locked. Unlock the window. Change the size by mouse or inputting value.

6、 Problem: Why program preview effects are slightly inconsistent with program?

Solution: LED screen playing effects should be taken as valid and binding. For example, timing part of schedule program doesn't be previewed.

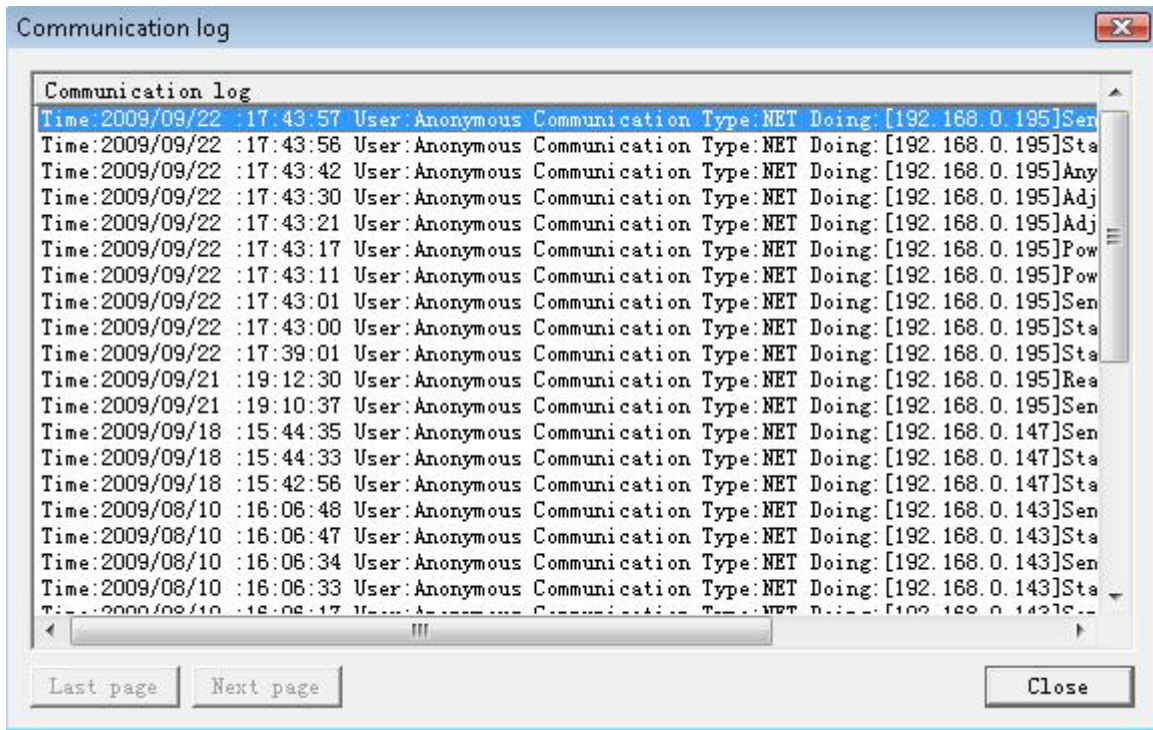
7、 Problem: How to revise LEDEditor language?

Solution: LEDEditor soft is automatic identification according to OS of PC. At present the soft supports only three kinds of languages: Simplified Chinese, Traditional Chinese, and English.



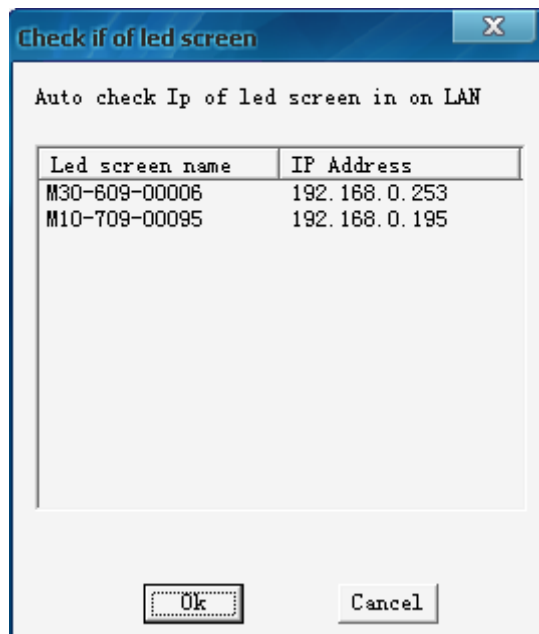
8、 Problem: How to view communication log about sending program and operating LED screen?

Solution: Click “Help” button on menu, select “LOG INFO”.



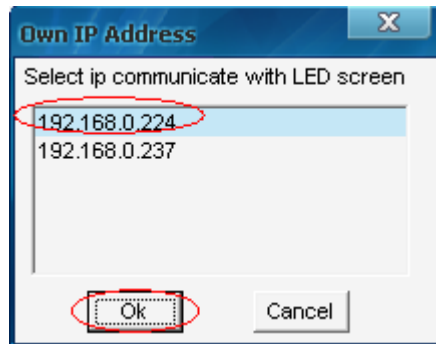
9、 Problem: How to check LED screen IP address IP?

Solution: Click “Help” button on menu, select “Auto check LED screen IP”.



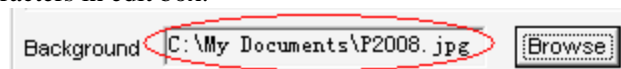
10、 Problem: How to select network card connecting LED screen, if there are multiple network card in PC?

Solution: Click on “Help” menu, and then select “Check IP Address” to open IP Address selecting window. Select the network card that you want, click on “OK”.



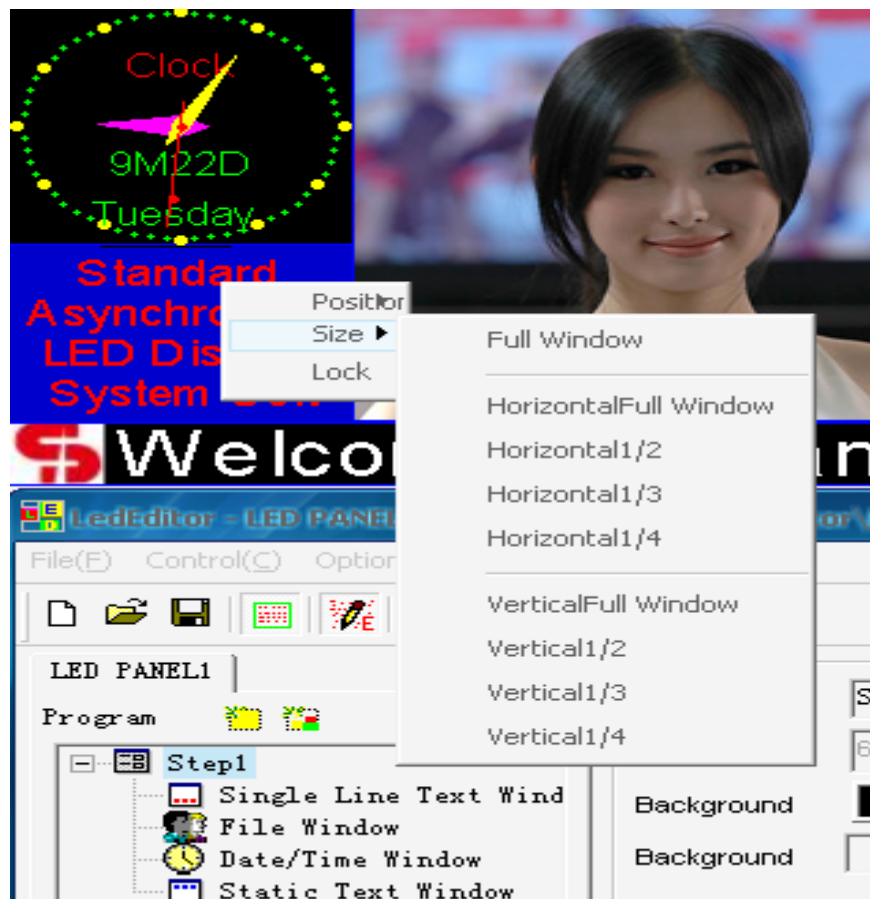
11、 Problem: How to delete background picture?

Solution: Need to delete all characters in edit box.




12、 Problem: Preview window shortcut to adjust the position and size of program window

Solution: Right-click on program window, setting menu will appear, as shown in blow.



Chapter 18 Table Display

18.1 Create a new table window

Click on “New window” button , select “Table Window” in the menu (image 18-1) to create a new table window. (As shown in image 18-2)

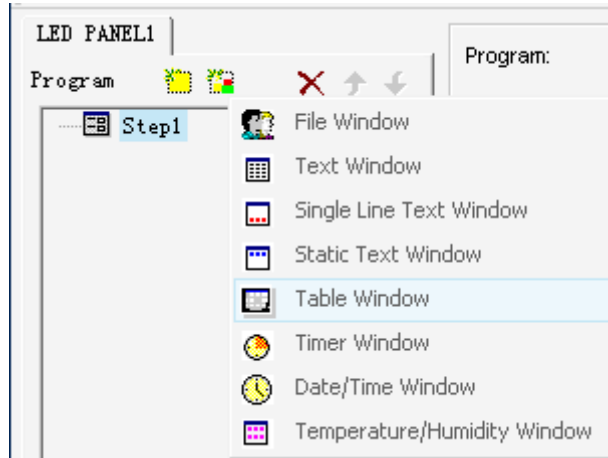


Figure 18-1

18.2 Setup Table Window

As shown in image 18-2, 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 18-2

18.3 Insert and edit table

Click on “Add Table” button  in lower part of image 18-2 to open the “edit table” dialog box. (As shown in image 18-3)

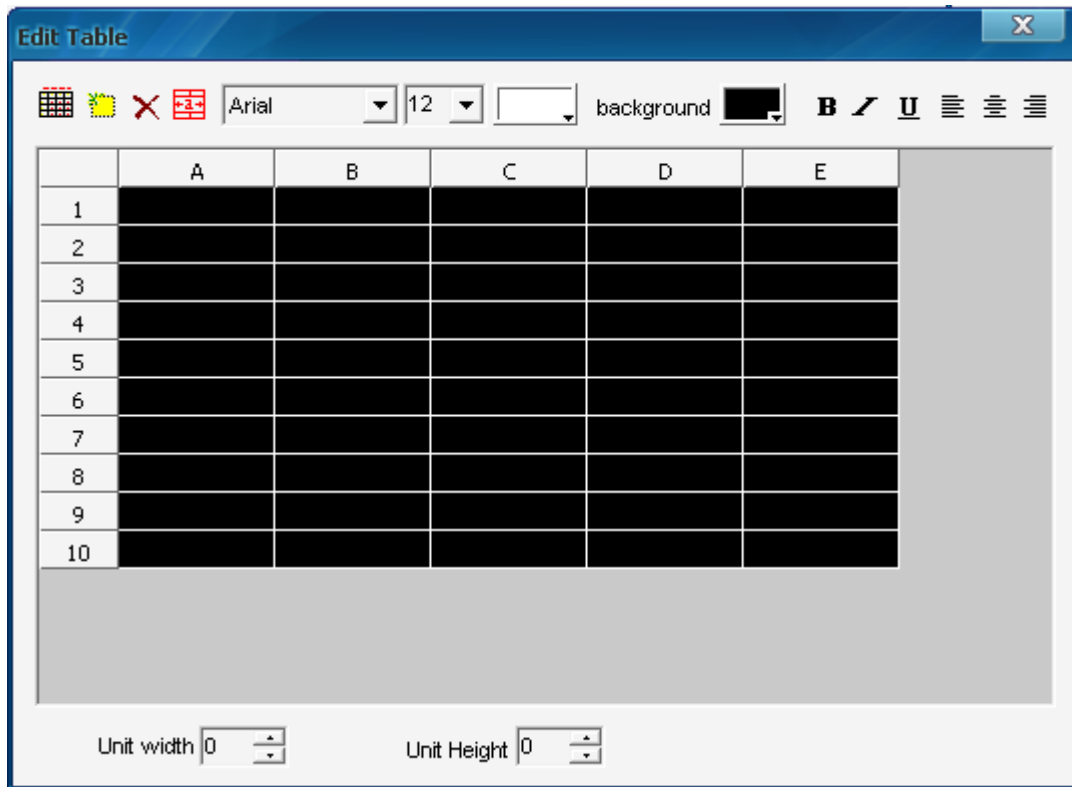



Figure 18-3

Toolbar

“table property” button  : Setup table properties


“Insert table” button  : Insert rows or columns.

“Delete table” button  : Delete rows or columns.

“Split/Merge” button  : Split rows or columns, or combine rows or columns.

Those to the right are mainly used for type-editing, they can change Font, Size, Color, Background color, mode, align method.

Setup table properties

Click on “Table property” button , to open “table property” dialog box, as shown in image 18-4. You may change the settings like: title name, with/without 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 numbers.

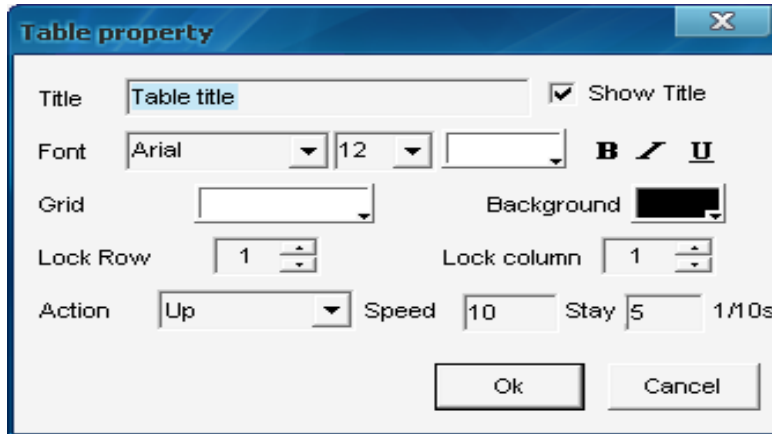



Figure 18-4

Insert table

Click on “insert table” button , to open the “add table” dialog box, as shown in image 18-5, select input type, quantity, and input position (to current position or to end), click “ok” to finish.

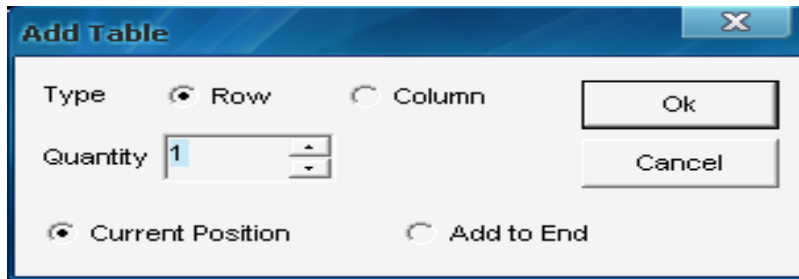



Figure 18-5

Delete table

Click on “delete table” button , to open “delete table” dialog box, as shown in image 18-6. Select delete row or column, and then click on “ok” to finish.

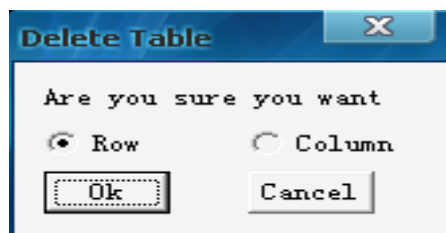



Figure 18-6

Split/Merge

Select the cells that you want to combine, click on “Slit/Merge” button  to combine them, as shown in image 18-7.

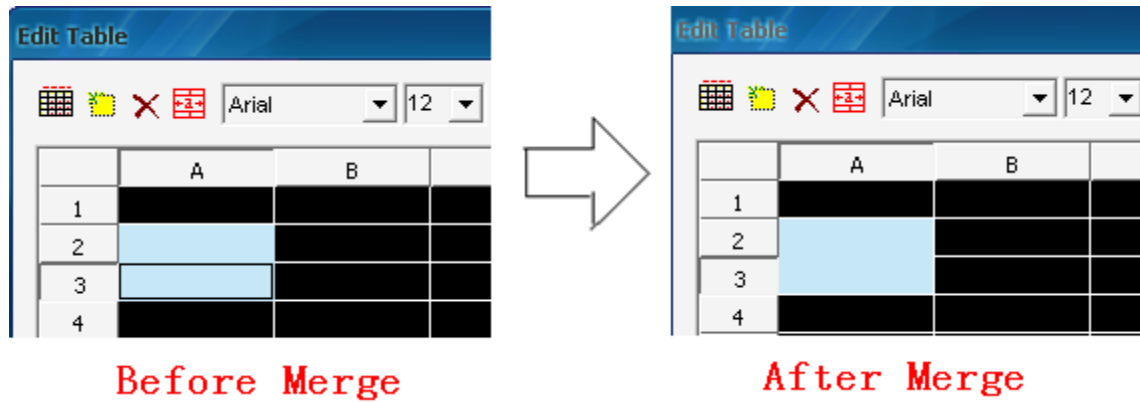


Figure 18-7

Select the cells that you want to slit, click on “Slit/Merge” button  to slit them, as shown in image 18-8.

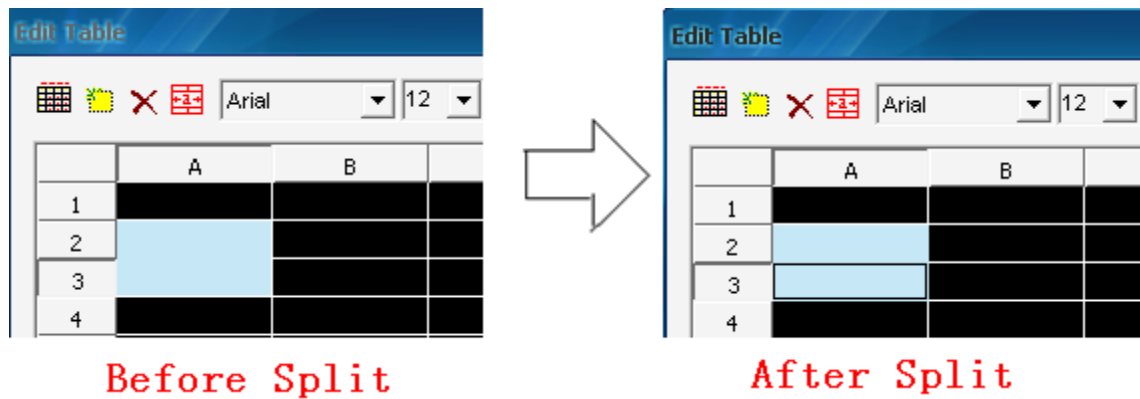


Figure 18-8