



Chapter 3 Introduction in details

3.1 Program Components

Program (Program file) consists of one or more program pages. There are two kinds of program pages. One is normal program page we called it

Step , which is the main component of a program. There will be many steps and will be played in order, that is, one after another. Another we

called it Universal Display , usually this program has fixed content, such like clock, company logo and so on.

Step consists of one or more windows, which will show file, picture, animation, flash etc. There are eight types of windows: file window, text window, single line text window, static text window, table window, timer window, date/time window, temperature/humidity window.

File window: will play dozens of files, like text, picture, cartoon, video etc

Text window: will play simple texts, like notifies, etc

Single line text window: will play single line text window, such as notice, advert etc

Static text window: will play static texts, like company name, title etc

Table Window: will be used for editing and playing table figures

Timer window: will be used for timing, supporting clockwise and anti-clockwise

Date/Time window: will show date and time

Temperature/Humidity window: will show environmental temperature and humidity

3.2 Homepage of software

“LED Editor” 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) will display file, picture, cartoon and flash. This is preview window.

3.2.2 Control window

Control window contains Menu bar, Toolbar, Status bar and Edit control. It will control the position, size and contents of the playing area. It can be unfolded to editing window. Control window with editing function as shown in image 3-2 in below:

Menu bar: includes five submenus: file, control, Options, test and help.

Toolbar: is quick manipulation.

Edit Control: consists two parts, left side will show program name, the right side will show detailed options, such as action, speed and font and so on.

Status bar: shows the latest situation of the current operation.

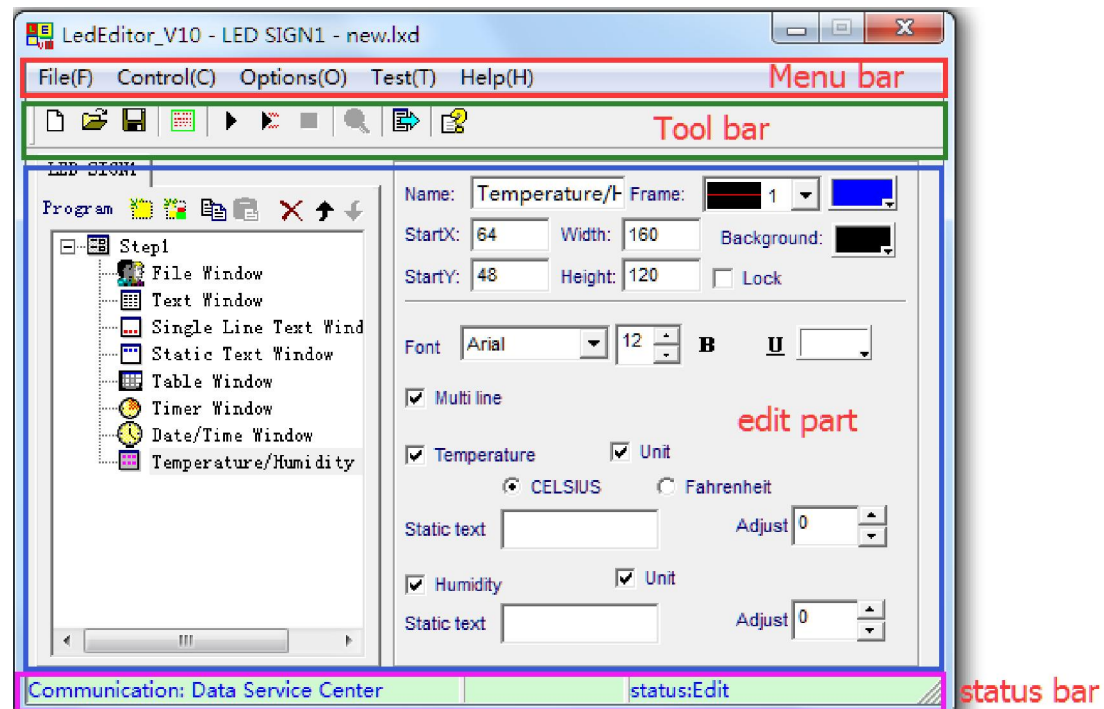


Figure 3-2

3.3 Functions introduction

3.3.1 Menu

It includes five submenus: file, control, options, test and help.

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

New: for setting up a new LED project file for asynchronous editing system.

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, show the demonstration function.

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

Exit: to exit current LED project.

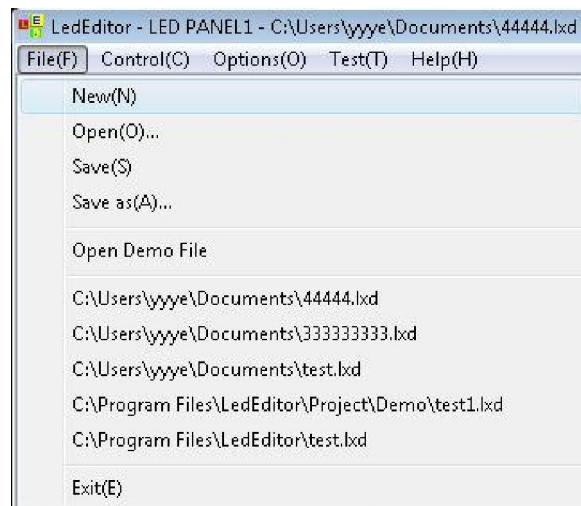


Figure 3-3

Control: including turn on /off LED screen power, adjust LED screen time, adjust LED screen brightness, schedule table setup and get led screen status, as shown in image 3-4 in below.

Play: for playing current LED files.

Turn on LED screen power: sending the command to control card then open the LED screen.

Turn off LED screen power: sending the command to control card then close the LED screen.

Adjust LED screen time: sending the command to control card and making the LED screen time as the same as that of PC.

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

Schedule table setup: editing the LED screen time schedule(including turn on/off LED screen power and adjusting LED screen brightness) , then sending the command to control card. (Details refer to **Schedule Table Setup Chapter**)

Get LED screen status: sending command to control card and showing the LED screen status.

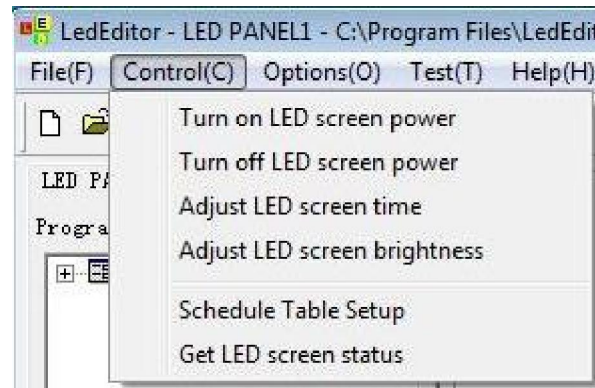


Figure 3-4

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

Software setup: for setting size and quantity of LED screen, communication modes etc. (Details refer to **Software Setup Chapter**)

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

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

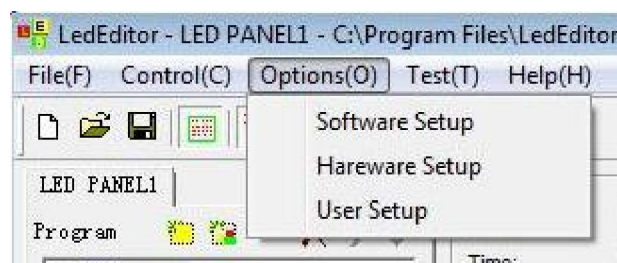


Figure 3-5

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

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

Stop test: stop auto test.

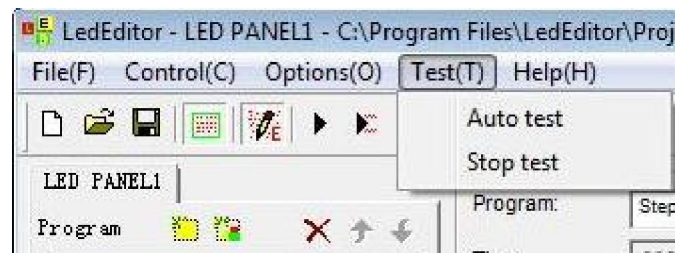


Figure 3-6

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

Help: supplying online help

LOG INFO: communication Log

Check IP Address: checking PC IP address

Auto check LED screen IP: checking IP address of LED screens in LAN

About: will show version information of the software and copyright info

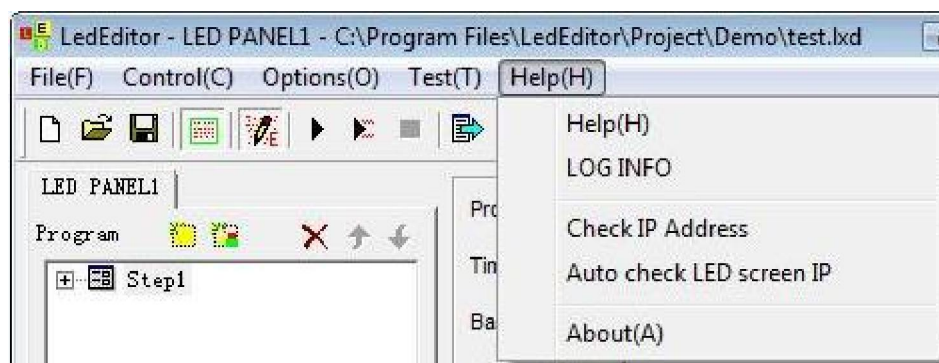


Figure 3-7

3.3.2 Toolbar

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

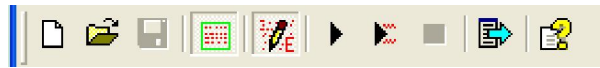


Figure 3-8

3.3.3 Edit control

Edit control is the core of this software, illustration in details please refer to the next section: Programming Flow.

3.3.4 Status bar

Left status bar: will show communication type and PC IP address etc.

Right status bar: will show edit status, download etc.

3.4 Programming procedures

3.4.1 Step 1: Setup playing window's size

Set up window size correctly, window size should consistent with LED screen's width and height (pixels), otherwise, control card would not receive the program or part of data will be lost.

How to setup: Menu——>Options——>Software setup, as shown in Figure 3-9 in below. Then input LED screen's width and height (pixels) in corresponding places.

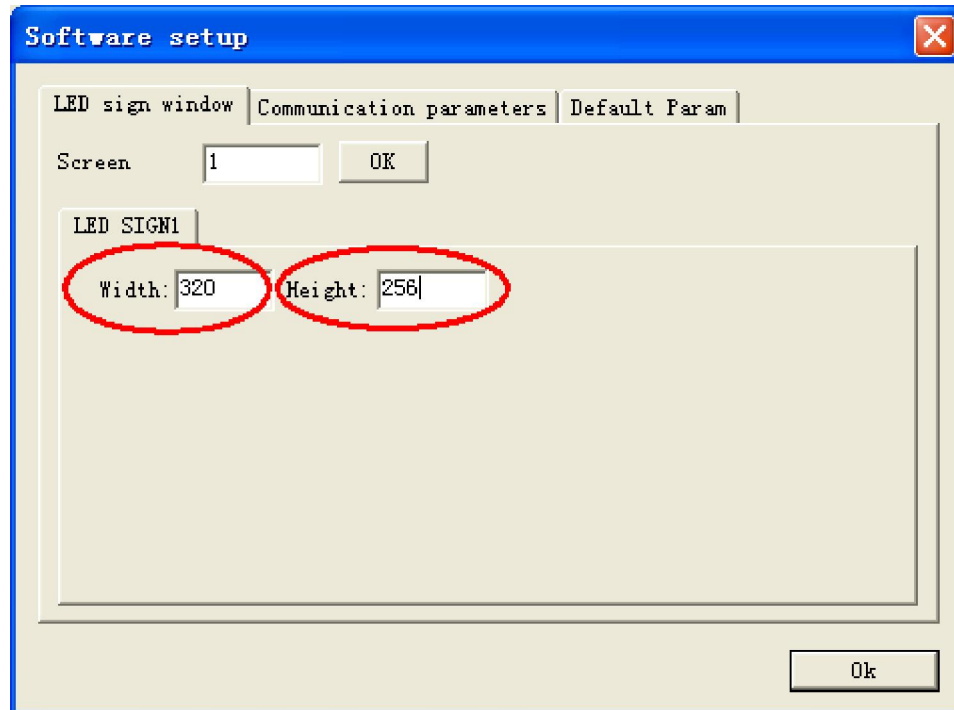


Figure 3-9

3.4.2 Step 2: Create a New step

Step is the basic element of a program. In image 3-10, it is a program page toolbar. Click on " " to open a new program page—step1. (Note: if users cannot find the program page toolbar, please click on the button "allow edit" on the toolbar above). You can add infinity steps. To delete a program page, please click on the delete button . If users want to change the playing order of each page, please use the moving button , . These steps will be played in order, while universal ones will be played continuously without time limit.

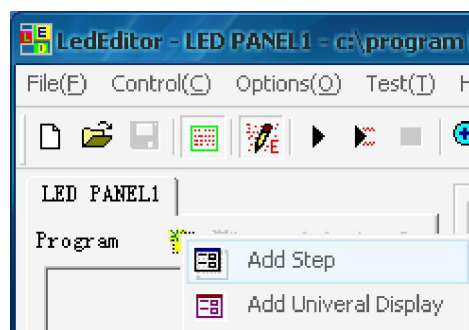


Figure 3-10

3.4.3 Step 3: Setup options for steps

Please setup options for program page (step1, step2, step3 and so on), as shown in the image 3-11. Options include name, playing time, background color, picture and music.

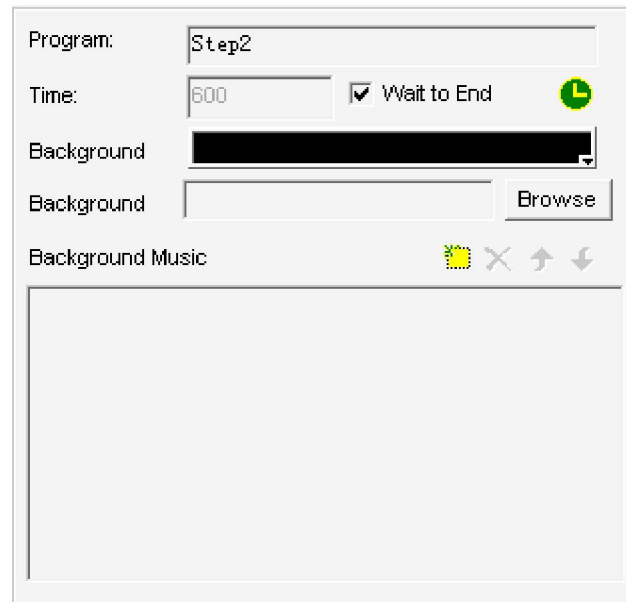



Figure 3-11

3.4.4 Step 4: Create new window

One step will contains a lot of windows, while each window will play different texts, pictures, tables, cartoons and videos, etc. Totally speaking, there are eight windows available. Click on  button and new window, as shown in image 3-12. Now, we are going to introduce these 8 windows.

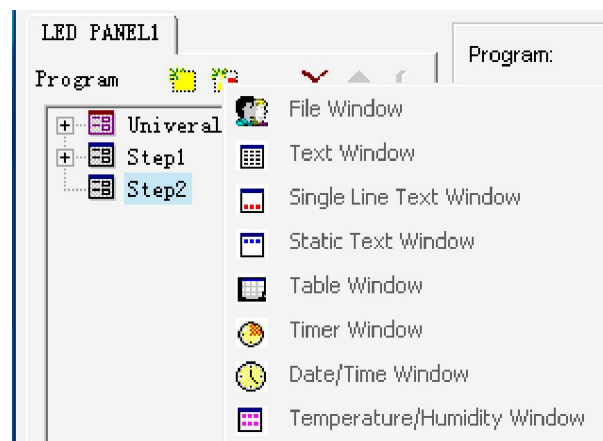


Figure 3-12

File window: It is the most important window and will play almost all formats of files that we support, moreover, numbers of files are unlimited. The software will support more than ten kinds of formats, including: Document files (TXT), WORD files (RTF), Graphics (BMP/JPG/GIF), video (AVI/MPG/MPEG/WMV/ASF/MOV/FLV/DAT), Flash files (SWF).

Text window, Single Line text window, Static Text window: These three windows will display simple texts. For example, you can input company name, greeting words and notifications.

Table Window: for editing and playing table.

Timer window: for timing.

Date /Time Window: for displaying date and time and supporting analog clock and digital clock.

Temperature/Humidity window: for showing environmental temperature and humidity.

3.4.5 Step 5: Setup options for program window

Options are all same for all program windows, as shown in image 3-13. Options include Name, Frame and Frame color, Position, Width, Height and Lock. But for different windows, options are also different.

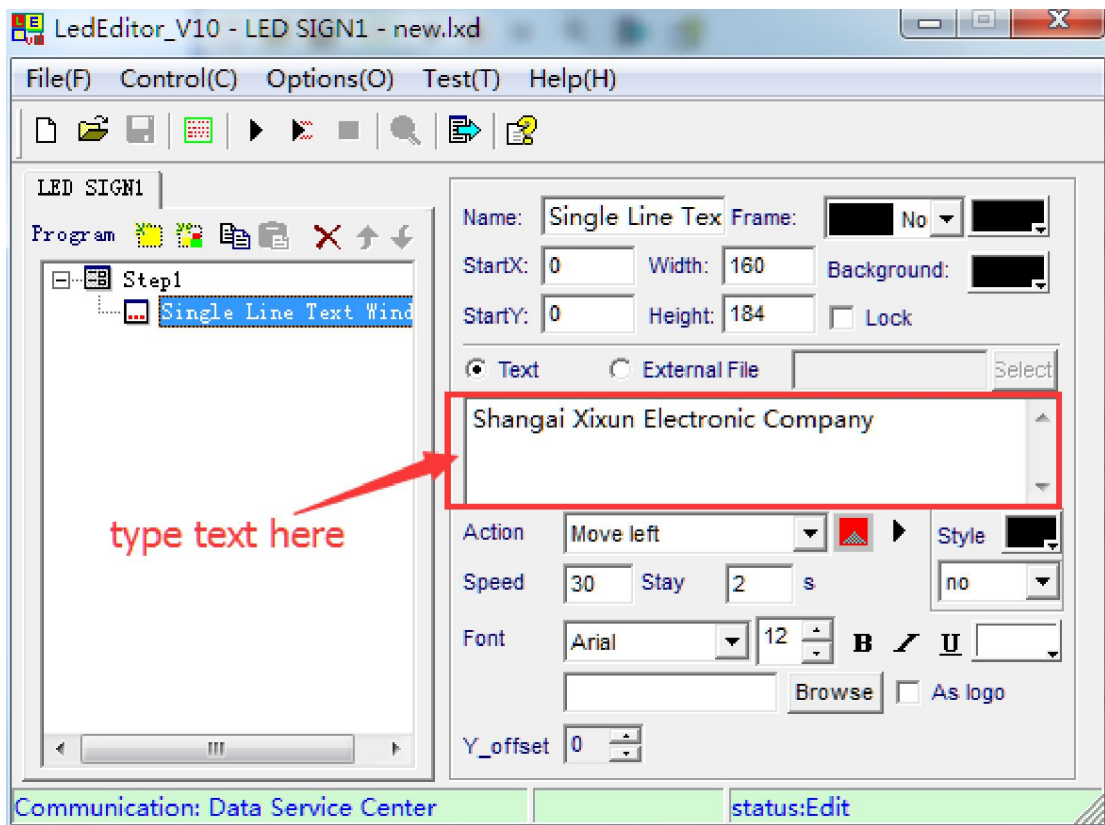


Figure 3-13

File Window: as shown in image 3-14, File window has been divided into two parts. The upper one is the file list; 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 depend on file formats, we will explain in below.

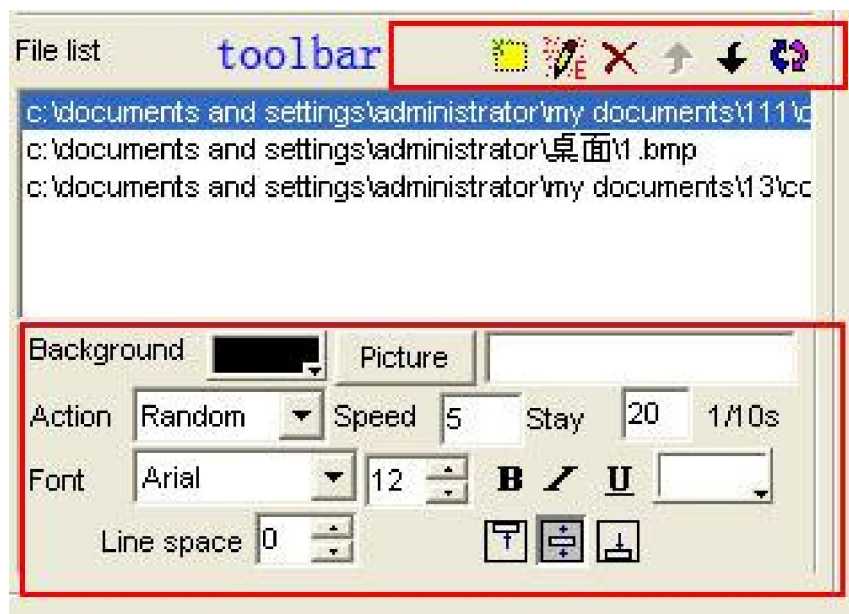


Figure 3-14

Text format: options are shown in image 3-15, including background color, many actions, speed, stay, font, line space and text position (Note: if it is a short text, you can choose Text window; if it is complicated, please choose WORD document.)

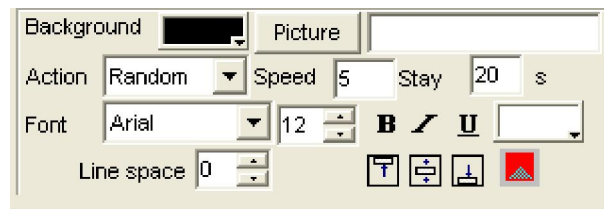


Figure 3-15

Graphics format: supports graphics formats of **BMP/JPG/GIF/PCX/WMF...**, options as shown in image 3-16. Options includes background color, actions, effects, speed and stay, clear and clear speed. Plus, more than 50 different types and speed of clearing you can choose.

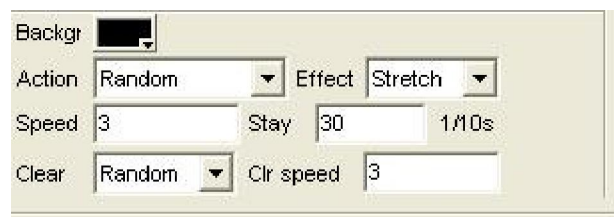


Figure 3-16

Video format: supports video formats of **AVI/MPEG/ASF/WMV/DAT/VOB/FLV...**, animation formats of **GIF/SWF**, etc. As shown in image 3-17, you can input the Loop times.

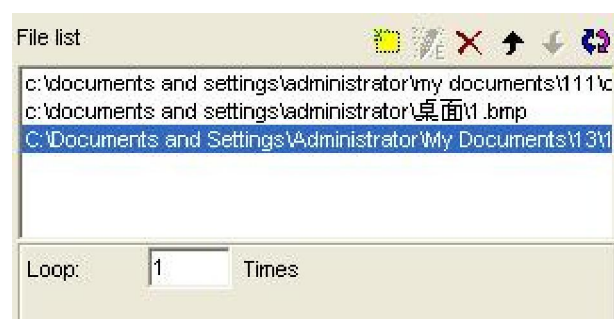


Figure 3-17

WORD format: as shown in image 3-18, options include background color, actions, speed and stay. (Note: only support **RTF format of WORD files**)

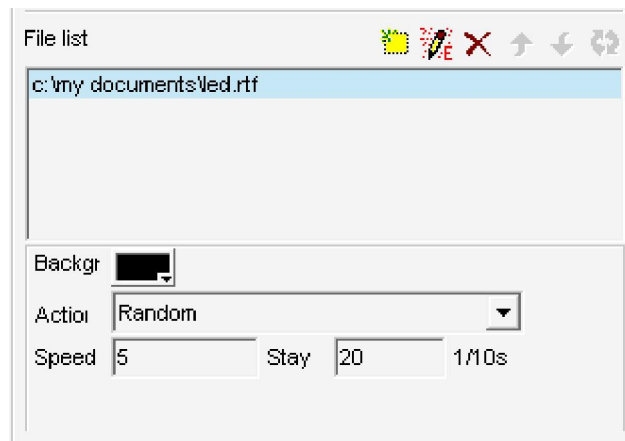



Figure 3-18

Text Window: click on “add text” button  on toolbar, as shown in image 3-19, then setup Font, Line space, Action, Speed, Stay and background, etc. You can input any words.

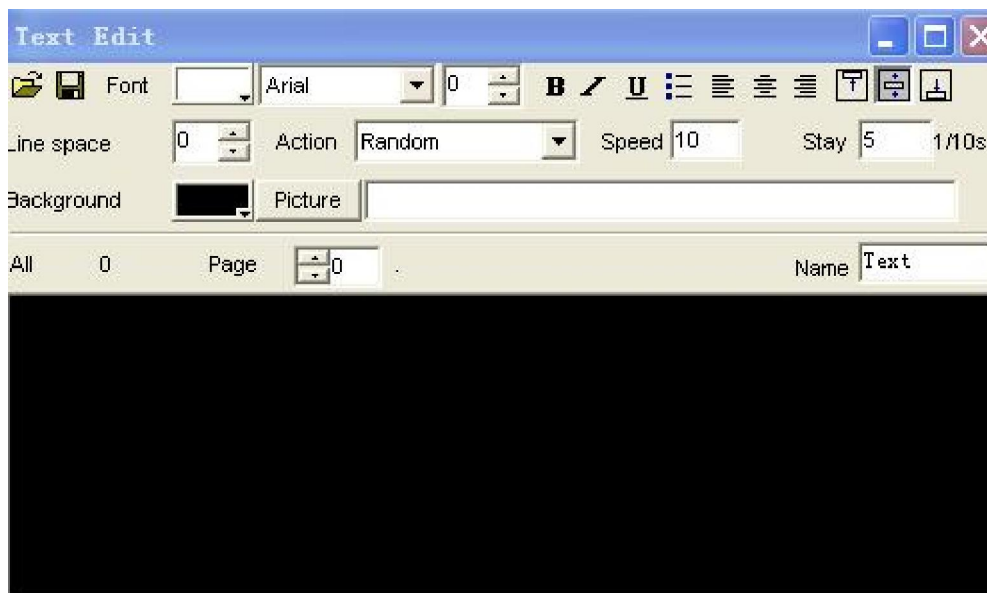


Figure 3-19

Single Line text window: as shown in figure 3-20 in below, options include Action, Style, Speed, Stay, Font, background picture and etc. If you choose Text, then please input words in the blank place, if you choose External File, then you can import it. (Only support TXT format file).

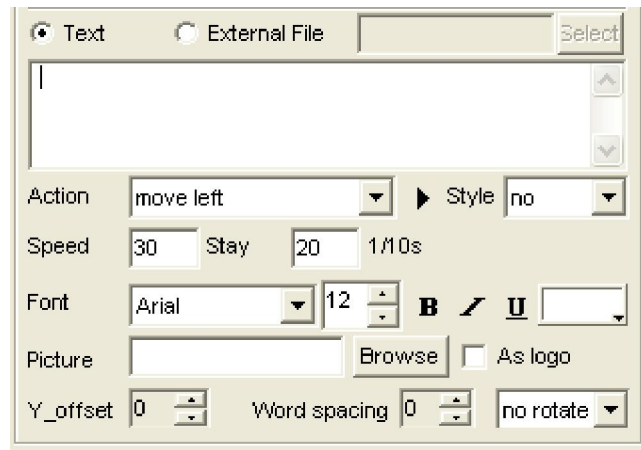


Figure 3-20

Static Text window: as shown in figure 3-21 in below, options include Background picture, Align and so on. Please input words in blank place. (Just for reference)

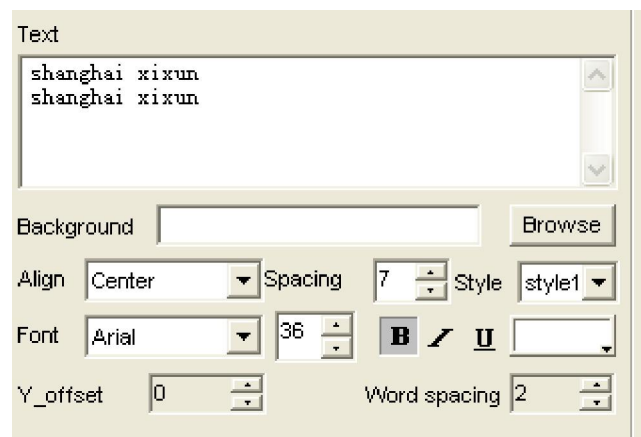


Figure 3-21


Table window: please click on  button and open the table edition diagram, as shown in figure 3-22 in below, this picture just for reference.

Table title		
shanghai		
guangzhou		
shenzhen		
beijing		
taiwan		
Hangzhou		
Qindao		
Hongkang		

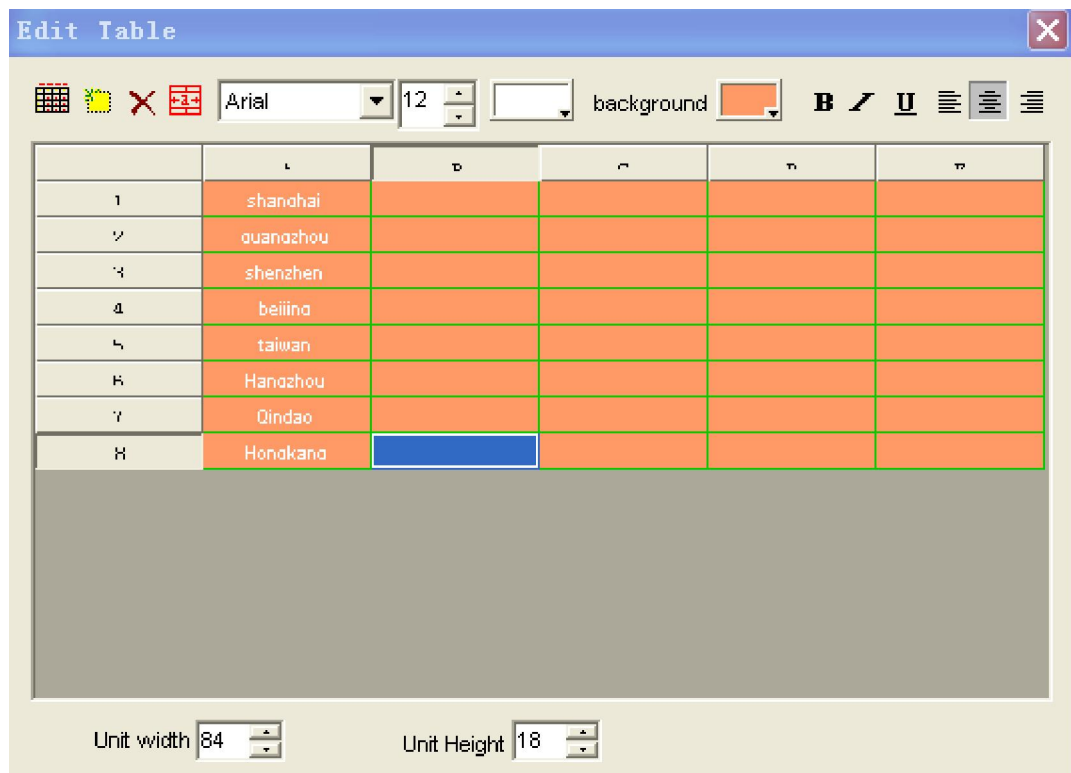


Figure 3-22

Timer window: as shown in image 3-23 in below, options include Static text, Font, End date and so on, this picture just for your reference.



Name:	Timer Window		Frame	3 Neon lig	
StartX:	44	Width:	281	Background:	
StartY:	32	Height:	160	<input type="checkbox"/> Lock	
Static text: Shanghai Expo will end after					
Font:	Arial	17	B	<u>U</u>	
End Date:	2010年10月27日				
End Time:	8:00:00				
<input checked="" type="checkbox"/> Days <input checked="" type="checkbox"/> Hours <input checked="" type="checkbox"/> Minutes <input checked="" type="checkbox"/> Seconds <input checked="" type="checkbox"/> Multi Line					
<input checked="" type="checkbox"/> No negative sign					

Figure 3-23

Date/time window: As shown in image 3-24, you can setup display style, static text, clock shape, hours, minutes , seconds , etc. This picture is just for your reference.

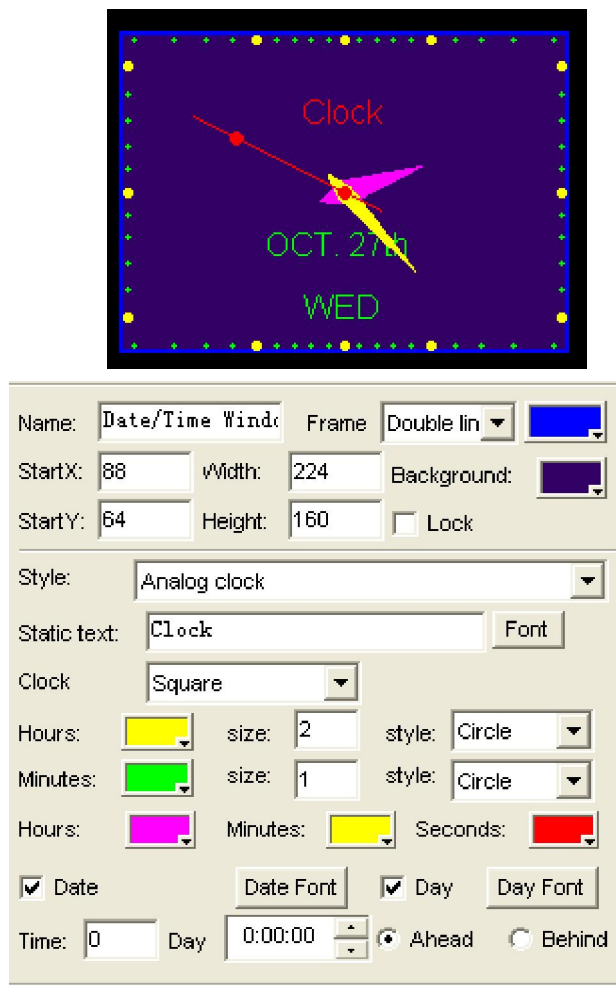
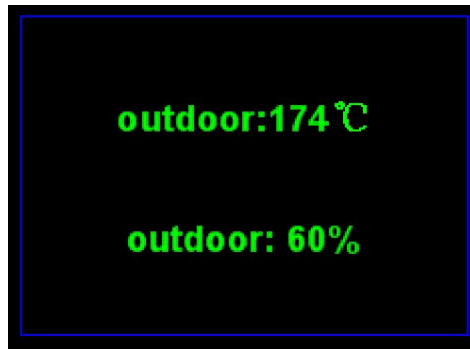


Figure 3-24

Temperature/Humidity window: as shown in image 3-25 in below, options include Font, temperature, humidity and so on, this picture just for your reference.



Name:	Temperature/Hun	Frame:	Single line	
StartX:	132	Width:	224	Background:
StartY:	96	Height:	160	<input type="checkbox"/> Lock
Font:	Arial	18	B	<u>U</u>
<input checked="" type="checkbox"/> Multi line				
<input checked="" type="checkbox"/> Temperature <input checked="" type="checkbox"/> Unit				
<input checked="" type="radio"/> CELSIUS <input type="radio"/> Fahrenheit				
Static text	outdoor:			
<input checked="" type="checkbox"/> Humidity <input checked="" type="checkbox"/> Unit				
Static text	outdoor:			

3.4.6 Step 6: Finish Programming

Please click on button after setting all options. Click on save button or select File on menu bar——>save.

3.4.7 Step 7: Preview program

Click on button to have a preview click on button to stop.

3.4.8 Step 8: Send program

Click on button to send all programs.