


Chapter 6 Display Animation

6.1 Create a new Animation Window

Click on the “New window” button  then select “File Window” as shown in image 6- and 6-2 in below.

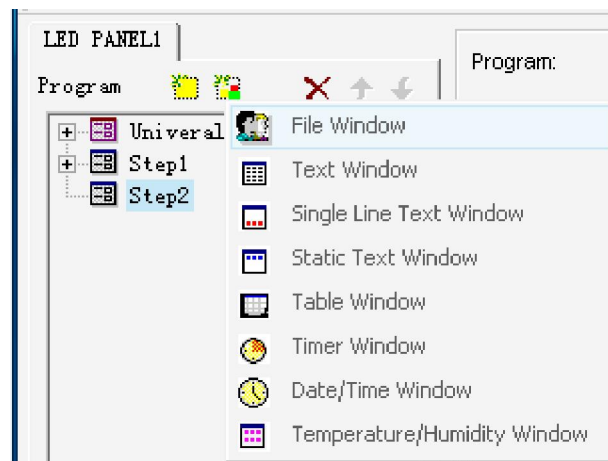


Figure 6-1

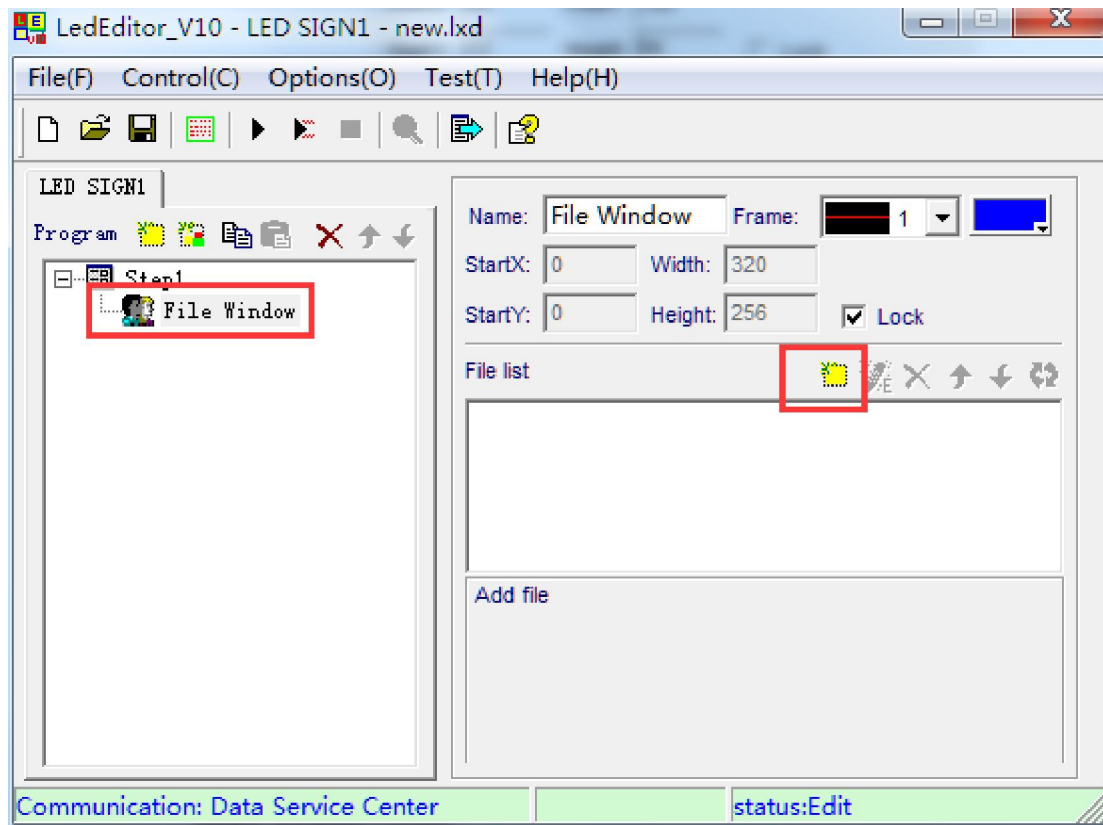


Figure 6-2

6.2 Setup Animation window

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

Name: program's name

Frame: choose frame and color

Starting point X: x-coordinate of the starting point

Starting point Y: y-coordinate of the starting point


Width: setup program's width

Height: setup program's height

Lock: lock program window to prevent it from moving.

6.3 Import files

Attention : Before adding animation files , please setup its size(width and height) save it as(*.lxd). Size of the animation file will be fixed as the same as that of the window after you added it. If you want to modify the size, you need delete it first then re-add it.

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

“LED Editor” supports many formats of animation files , media files (AVI/MPEG/ASF/WMV), FLASH files (SWF , Gif), REALPLAYER files (RM), etc. Select any files of the above formats, and then preview it in the right -side frame. After that, lick on “open” button. Now the lower right of the main window will change to what looks like in image 6-4(flash) or image 6-6(video).

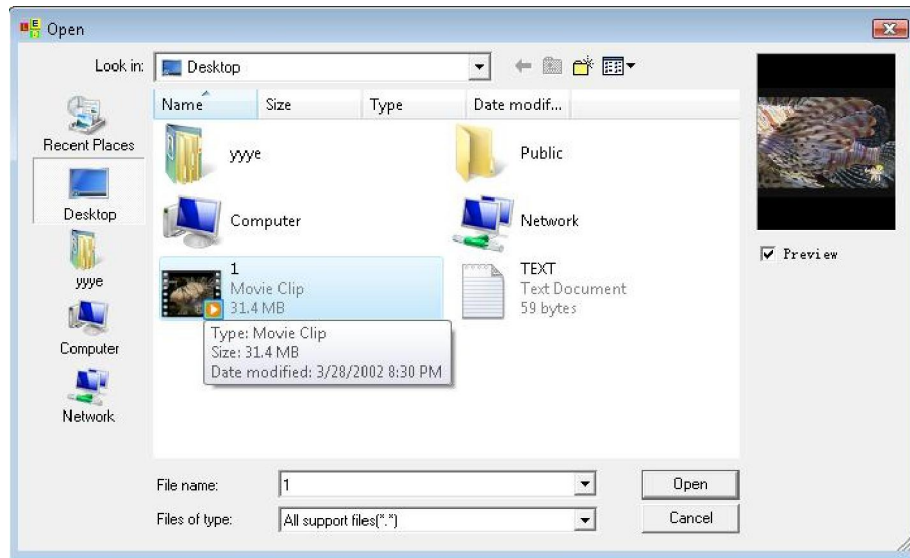


Figure 6-3

GIF Files : The opened file has been added to the list, now there will appear the options, as shown in image 6-4, options include background color, three effects and loop times.

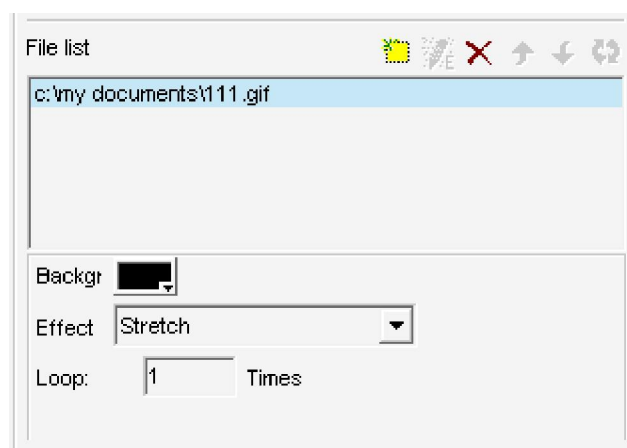


Figure 6-4

Video Files : An import video box will appear as shown in image 6-5 when opening file. If you need to play sound, you must remove the option of “no audio”.

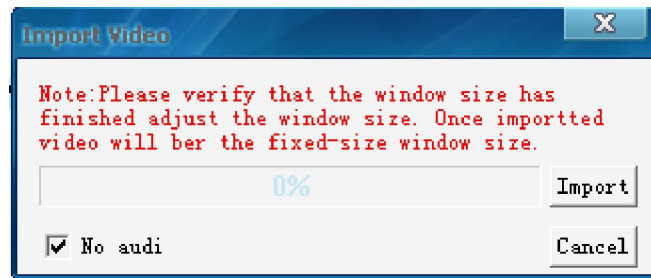


Figure 6-5

Click on import button then the file will be added automatically. As shown in image 6-6, input loop times.

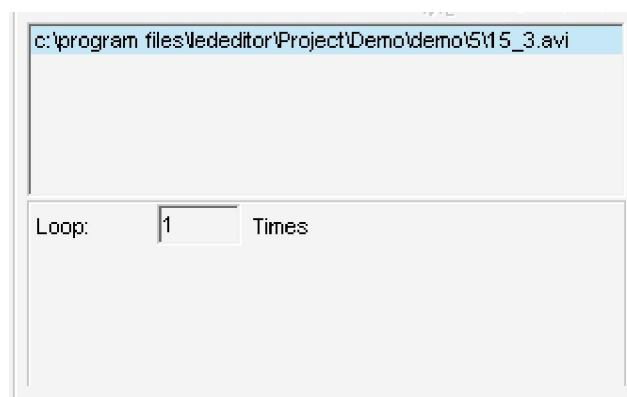


Figure 6-6

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

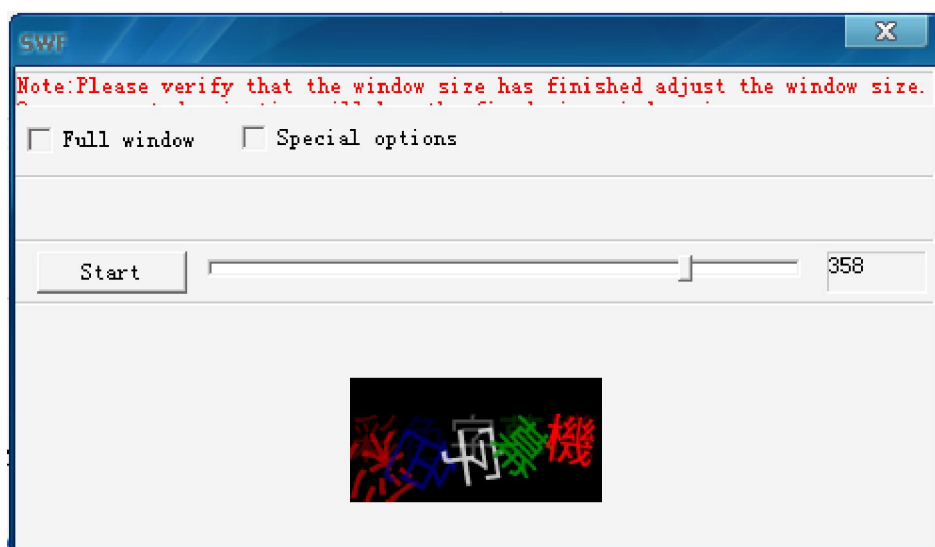


Figure 6-7

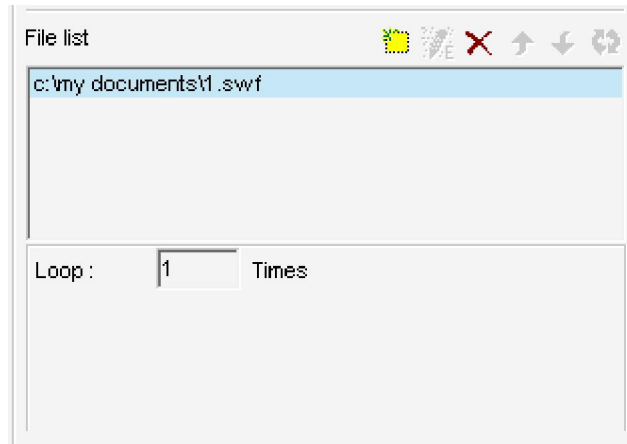


Figure 6-8

6.5 Frequently Asked Questions during adding videos

During the process of adding videos , problems will probably appear as follows:

Error 1: failed to add the video;

Error 2: cannot play the program after sending to LED display;

Error 3: too much mosaic or stain in the video;

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

Solutions:

Step 1: as shown in image 6-5, press F5, option of adjust video parameter will appear and then tick it 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 will faster.

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

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

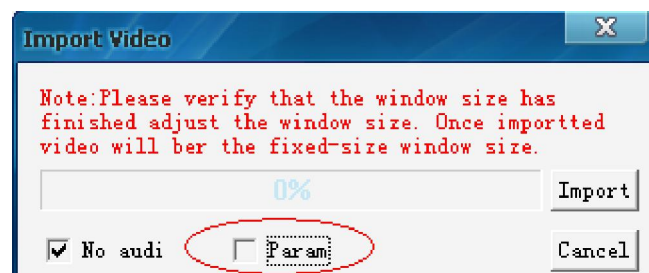


Figure 6-9

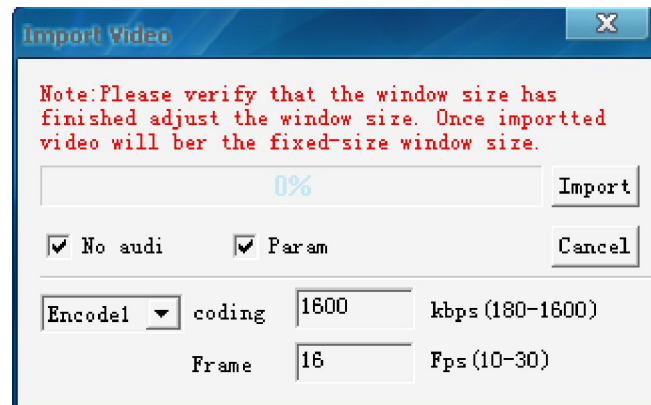


Figure 6-10

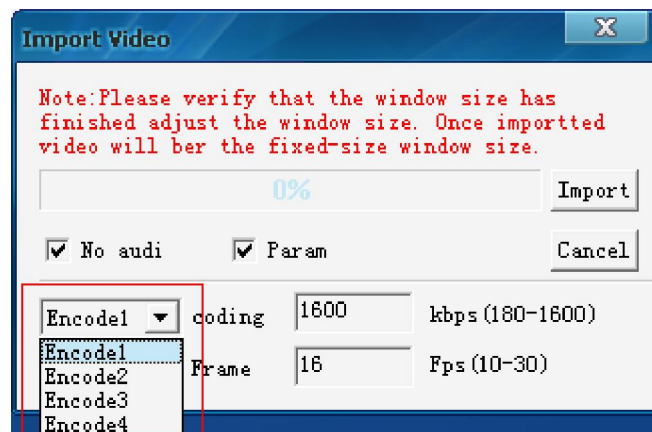


Figure 6-11

Note :

Four encoded modes recommended: Encode1, Encode2 , Encode3 and Encode4.

Encode 1 and Encode 2 can solve Error 1 and Error 2, if you can not preview video after converting, please install video plug-ins. (video.exe in our CD , as shown in image 6-12.)

Encode 3 can solve Error 3, if you can't see preview effects of video after converting, please sent to LED display screen and then watch the actual effect.

Encode 4 can solve Error 4, reducing coding rate and frame rate can improve video playback speed. Increasing frame rate can enhance video coherence. Increasing coding rate can improve the video clarity.



Figure 6-12