

# LED VIDEO WALL CONTROLL SYSTEM

## USERS MANUAL

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## 2 INTRODUCTION

### 2.1 FEATURES

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

### 2.2 OPERATING ENVIRONMENT

#### 2.2.1 OPERATING SYSTEM

Windows XP

#### 2.2.2 HARDWARE CONFIGURATION

Pentium 1,4GHz or above

RAM: 1Gb

Graphics Card: DVI-Output

#### 2.2.3 RELATED SOFTWARE

Microsoft Media player compulsory

OFFICE2000—in case of \*. doc files

RealPlayer—in case of RealPlayer files

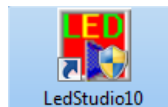
## 3 INSTALL AND UNINSTALL

### 3.1 INSTALLATION

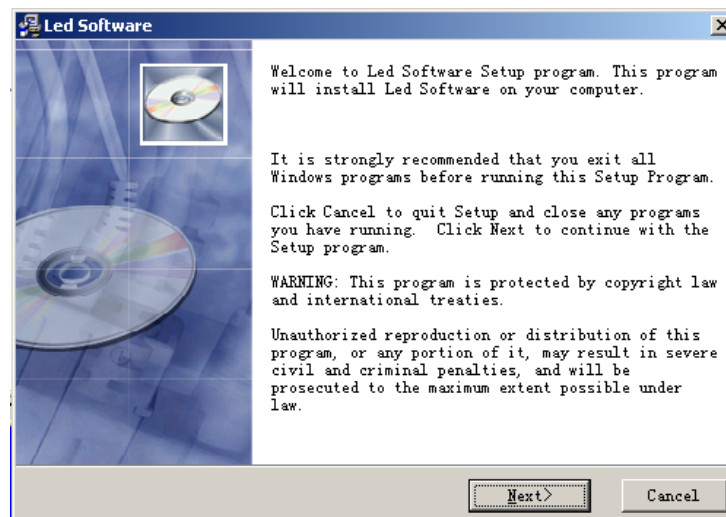
“LED Studio” can be easily installed, as shown below:

Put the “LED Studio” 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 “Install LED Studio” to start the Installation Guide. After that, simply follow the instruction on the screen. Note: This software is protected by a serial number. Please enter the correct serial number in order to process the installation. Please ask the products provider for the correct serial number.

After “LED Studio” software has been successfully installed, there will be a “LED Software” program group in the **【Start】/【Program】**, then move to the “LED Software” under this program group, click to start. Also, there will be a “LED Studio” short-cup on your desktop: as shown to the right:



Also, you can start the program by double click on the icon.



## 4 INSTRUCTION DETAILS

### 4.1 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 twelve kinds of program windows: file window, text window, single line text window, static text window, table window, timer window, data base window, DVD/VCD window, external software window, date/time window, video line-in window, and geometrical graph window.

**File window:** can play various files like words, pictures, cartoons, tables, 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, titles, etc.

**Table Window:** to edit and play table contents.

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

**Database Window:** To play ACCESS Database and ODBC Driver Database  
**DVD/VCD window:** to play DVD/VCD

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

**Date/Time window:** to display date and time

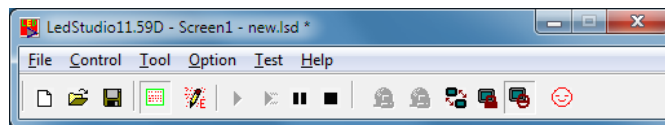
**Video line-in window:** to play signals from TV cards, Video Collecting Cards, etc.

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



## 4.2 INTERFACE WINDOW INTRODUCTION

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

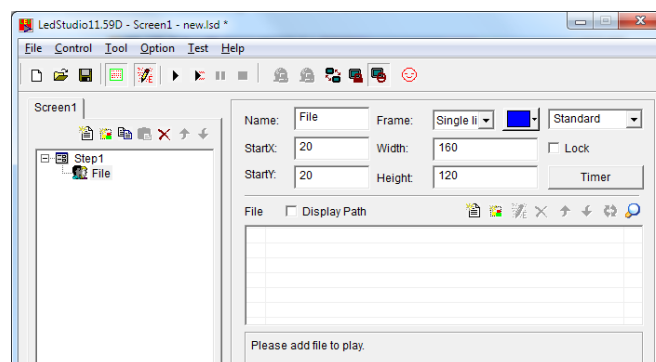


### 4.2.1 PLAY WINDOW

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

### 4.2.2 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 and Edit control: a control window with editing is shown below:



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

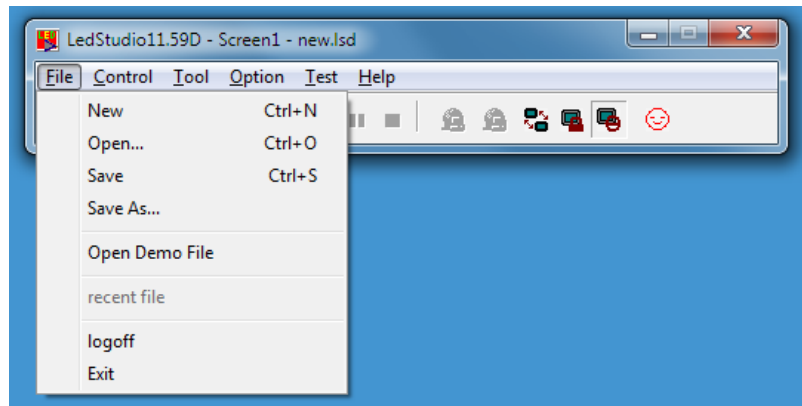
**Toolbar:** It is the fast operation of the menu functions.

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

## 4.3 FEATURES INTRODUCTION

### 4.3.1 MENU

Include file, control, tool, setting, test (only for LED screen producer) and help, in total 6 sub-menus.



**File Menu:** includes New, Open, Save, Save as, Open Demo File, Open recently used files and Exit.

**New:** for setting up a new LED Studio file.

**Open:** for opening a previously done LED Studio file.

**Save:** for saving current LED Studio file.

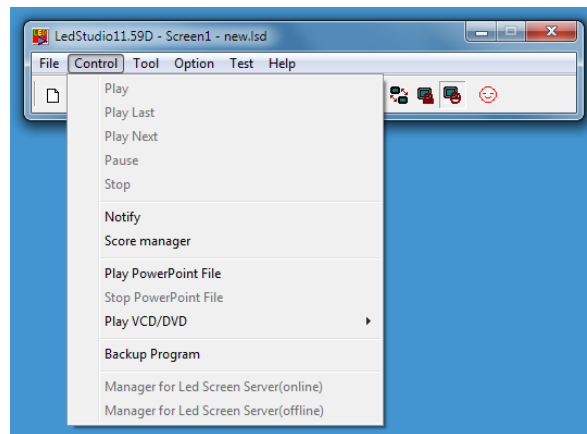
**Save as:** for saving current LED Studio file as a new LED Studio file.

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

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

**Exit:** to exit LED Studio.

**Control Menu:** includes play, play last, play next, pause, stop, notify, score manager, play PowerPoint file, stop PowerPoint file, play VCD/DVD, backup program and manager for LED Screen Sever.



**Play:** to play current LED Studio file.

**Play last:** to play the last program while playing.

**Play next:** to play the next program while playing.

**Pause:** to pause currently playing LED Studio file.

**Stop:** to stop currently playing LED Studio File.

**Notify:** to insert temporary playing notice.

**Score manager:** for displaying the scores.

**Play Power point file:** for playing PowerPoint files.

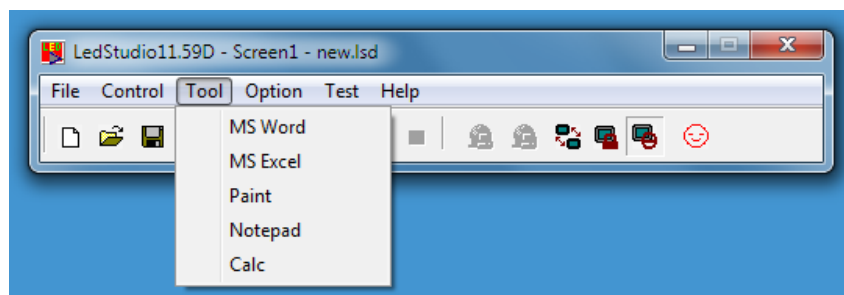
**Stop PowerPoint file:** to stop the currently playing PowerPoint File.

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

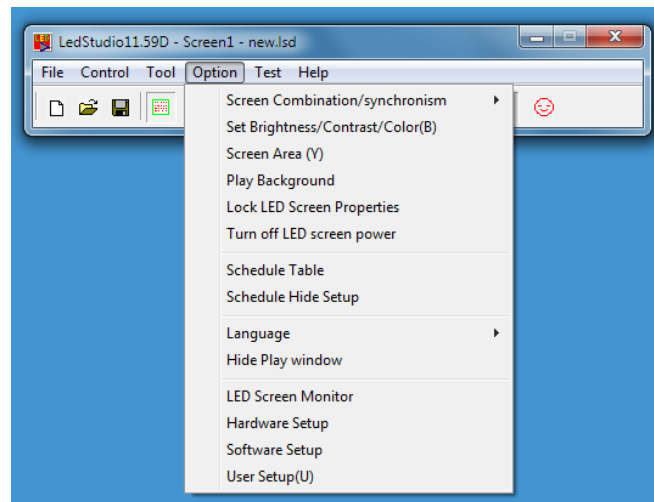
**Backup program:** to backup current program.

**Manager for LED Screen Sever:** to manage remote screen, please refer to chapter 17: network control, for details.

**Tool Menu:** Includes Word, Excel, Paint, Notepad, Calculator, etc. Single click on them can open programs which coming with windows or pre-installed, to shortcut edit the program.

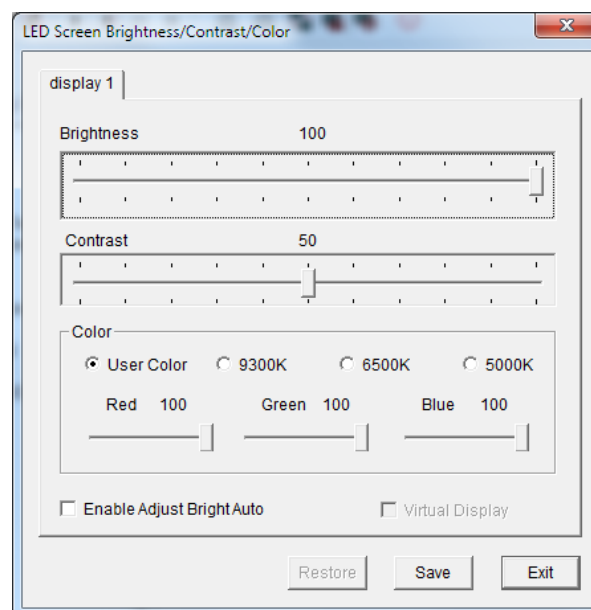


**Option Menu:** includes: Screen combination/synchronism, Screen Brightness/Contrast/Color, Screen Area, Virtual/Real LED screen, Play Foreground/background, Lock/Unlock LED Screen Properties, Turn on/off LED Screen Power, Schedule Table, Schedule Hide Setup, Language, Show/Hide Play window, Software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

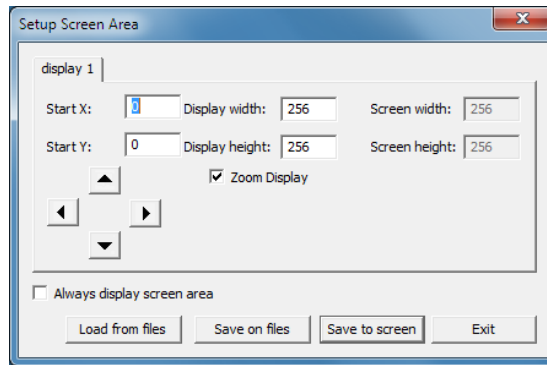


**Screen combination/synchronism:** Multi-display combination means every screen in the multi-display plays a part of a same program; Multi-display synchronism means multi-display play same program synchronously; Multi-display independence means every display in the multi-display plays different programs.

**Screen Brightness/ Contrast/ Color:** used for adjusting the Brightness, Contrast, and Brightness on the LED Screen. After clicking on it, a dialog box will appear, as shown below, it can adjust every screen independently; Use your mouse to drag the adjusting button for brightness, contrast, and color, you can change the settings. Then choose “Save” to save the changes or choose Restore to reset. Also you can tick in the box in front of “Enable Adjust Bright Auto” to let it automatically adjust the brightness according to the environment. If the screen is virtual screen, please select “Virtual display”



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



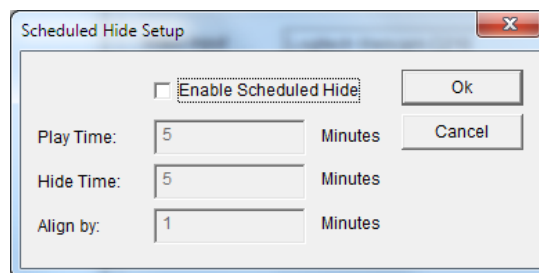
**Play Foreground/background:** used for background playing. When selected, contents will not be shown on the monitor, but only on the LED screen.

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

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

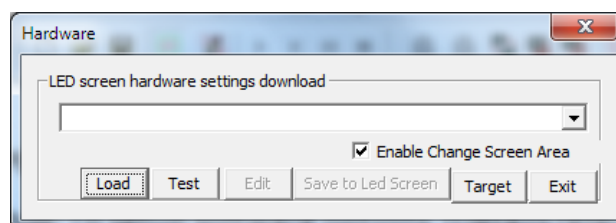
**Schedule Table:** to setup some schedule for the LED screen, such as turn on/off timing. Please refer to Chapter 16 for details.

**Schedule Hide Setup:** Enable/disable schedule hide



**Language:** setup the operating language of the software, options like auto, English, French, simplified Chinese, traditional Chinese, Japanese, Korean, Russian will be available.

**Hardware maintenance:** When reinstalling the computer, the user need the led display connection diagram, which is offered by display maker. Click "Hard maintenance", and input the password: 168, will appear a dialog box, click "Load", and load the file offered by display maker; and then click "Test", if your screen display normally, you can "save to screen." The "Advance" is used to load receiving card program, if you are not professional for Led display, please not to operate it.

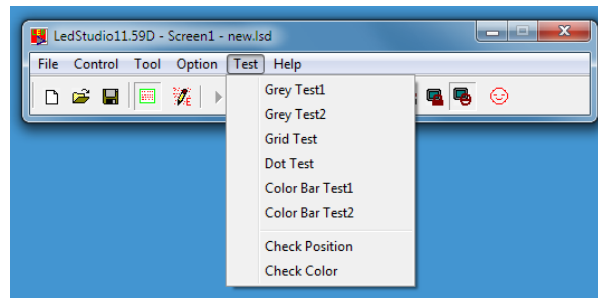


**Show/Hide Play window:** Used to show or hide the playing window.

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

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

**Test:** contains gray test, grid test, dot test, color bar test, check position, check color.



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

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

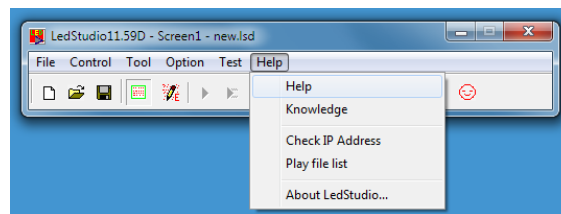
**Dot test:** Can test the high frequency character of the screen.

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

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

**Check color:** Can check color value on the screen.

**Help:** contains Help, Knowledge, Check IP Address, and About LED Studio.



**Help:** supply online help.

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

### 4.3.2 TOOLBAR

Toolbar is the fast operation of menu, from left to right the icons are: new, open, save, open/close display window, allow/forbid edit, play, play from current program, pause, stop, play background, lock/unlock screen, turn on/off screen power, and change look (change interface skin button), functions in details please refer to menu.



### 4.3.3 EDIT CONTROL

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

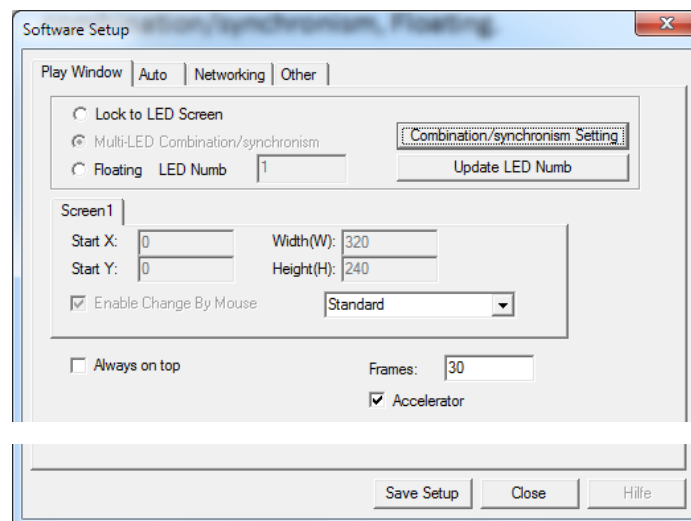
## 4.4 PROGRAMMING FLOW

### 4.4.1 SETUP THE SIZE OF THE PLAYING WINDOW






The size of the window has to be setup correctly, otherwise when the program is done, only part of the area can be displayed on the screen or the area is not large enough.

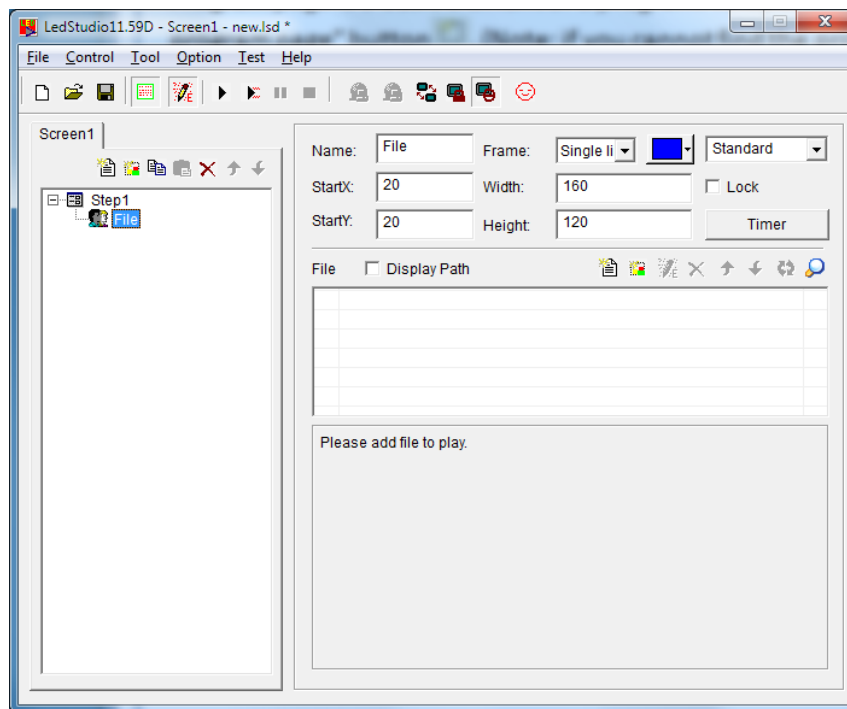
How to setup: Menu--> Control--> Software setup--> Play window, can lead you to the software setup window. There, you can choose lock to LED screen (we strongly recommend you to do so, because the size and position of the playing window will be exactly the same as the LED screen); or you can choose Screen combination/synchronism, Floating.

Select Floating, Setup the display number as 1, and click "Update display number", Setup the start (X,Y) as (0,0), and setup the width and height according to your Screen, for example, your screen is 128\*92, setup (W, H) as (128,92).



#### 4.4.2 OPEN A NEW PROGRAM PAGE

Program page is a basic element of a program. 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)



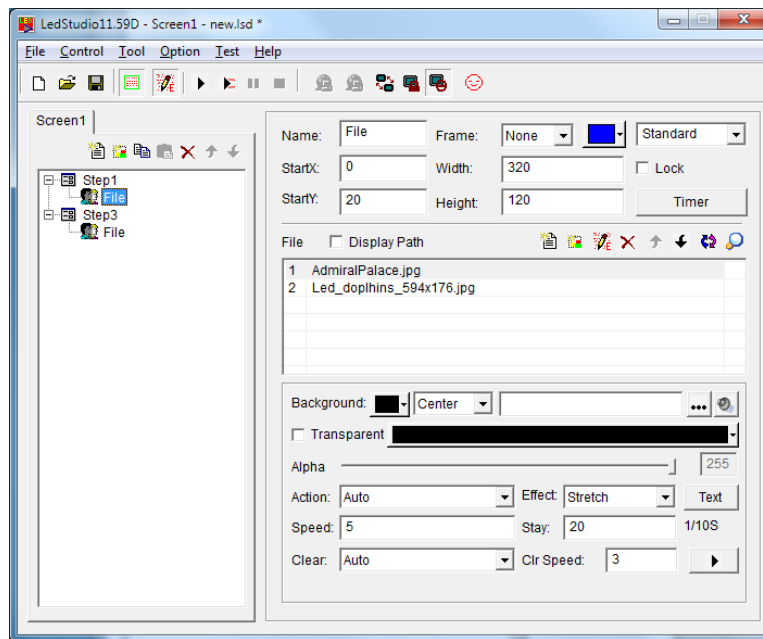
#### 4.4.3 SETUP PROGRAM PAGE OPTION.

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

#### 4.4.4 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 twelve kinds of program windows available. Click on the “create new program” button, a program selecting menu will pop-up. Now, we are going to introduce these 12 different kinds of windows.





**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.

DOCUMENTS (TXT), HTM/HEML/MHT files,

EXCEL, WORD (XLS/DOC/RTF),

PICTURES (BMP/JPG/GIF/PCX/WMF/ICO),

VIDEO (AVI/MPG/MPEG/WMV/ASF), VCD (DAT), Flash (SWF), RealPlayer (RM).

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

**Table Window:** Used to edit the play list data.

**Timer window:** Used for timing

**Database window:** Used to play ACCESS database and ODBC driver data base.

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

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

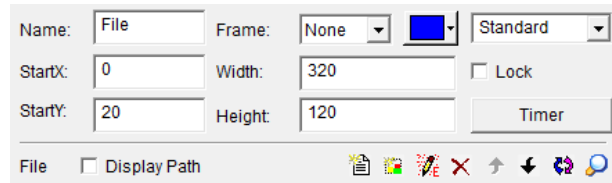
**Date /Time Window:** Used to display date and time.

**Video live-Window:** This window is used to display external video signals like TV, VCD/DVD, tape recorder, etc. This window requires video input cards like all variety of TV cards, Video capture cards.

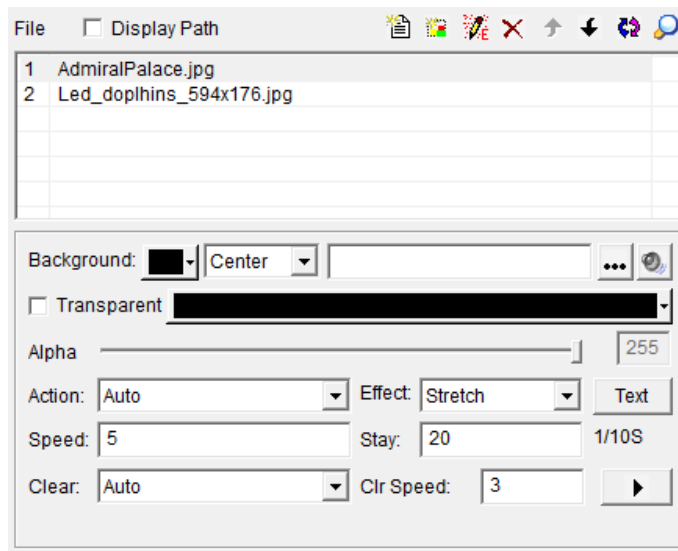
**Geometric graphs window:** this is used to display geometric graphs.

#### 4.4.5 SETUP PROGRAM WINDOW OPTIONS

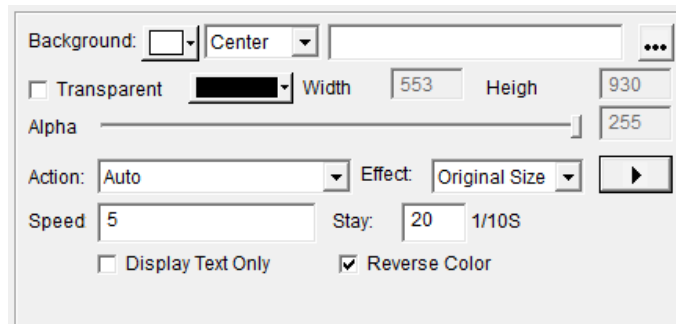
All program windows has the same options, Name, Frame, Position, Width, Lock, Timing. For program windows with different options, illustrations are list below.



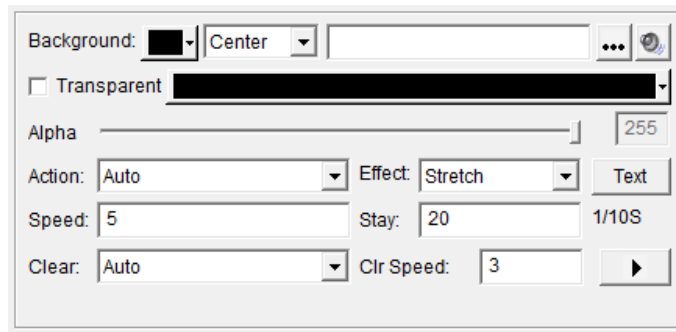
**File Window:** is divided into two parts. The upper one is the file play-list, while the lower one is the file options. Above the play-list, there is a file toolbar, which can be used to add, delete or move files. The file options in the lower part various by different file formats, we will explain below.



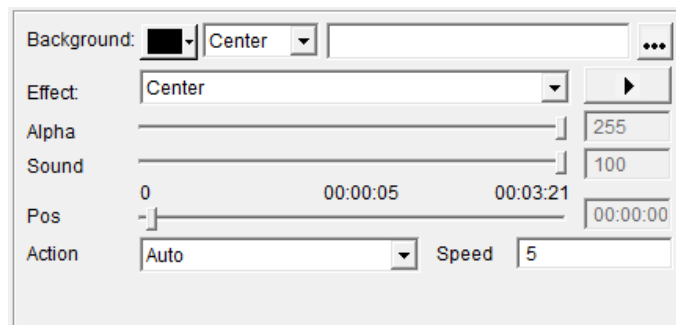
**Document files options** choose of background color, background pictures, background action, and more than 40 special techniques are available. Also there are 4 effects you can choose: line, speed, stay, and font. (Note, if there are not many words, document window could be chosen; if the preface is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



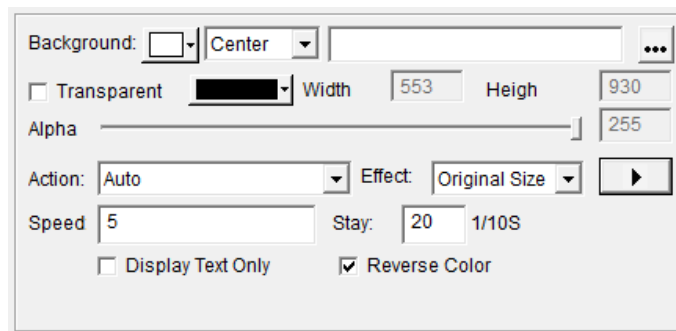
**Picture file** supports all variety of picture formats (**BMP/JPG/GIF/PCX /WMF...**). You can choose background color, background pictures, background action, and more than 40 special techniques. Also there are 4 effects you may use: line, speed, stay, and font. Plus, more than 50 different types and speed of clearing you can select.




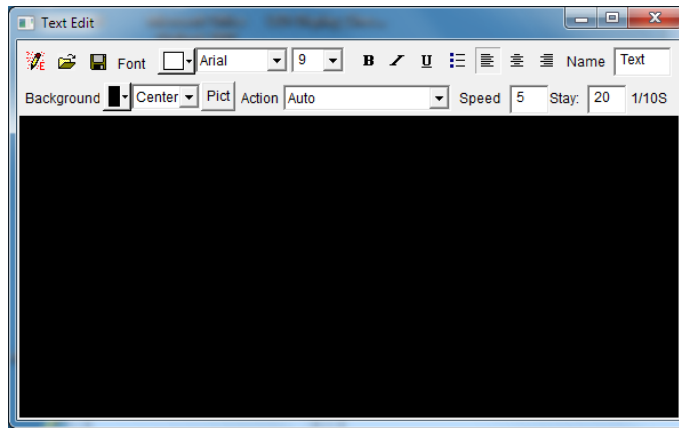
**Media and cartoons files** include all kinds of media files (**AVI/MPEG/ASF/WMV**), FLASH cartoons files (**SWF**), REALPLAYER files (**RM**), etc. Again, choose of background color, background pictures, background action, and more than 40 special techniques are available. Also there are 4 effects you can choose: line, speed, stay, and font.



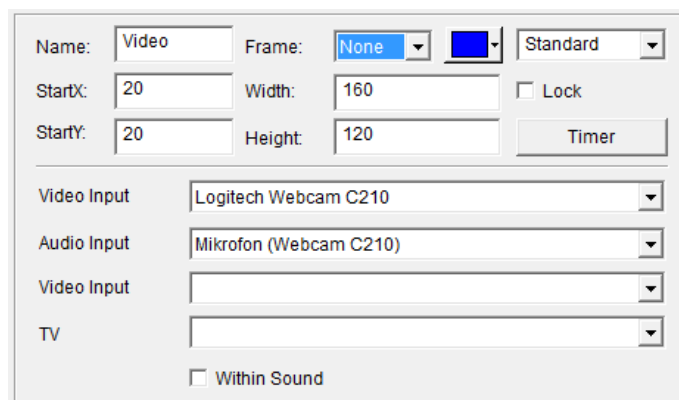
**WORD files** you can choose options like special techniques, effects, speed, etc. (Note: WORD2000 or OFFICE2000 is required in case of .doc files. Some computer and “Rising Anti-virus” Software are not compatible, if you cannot find the pre-installed WORD, please uninstall Anti-virus” Software and try again)



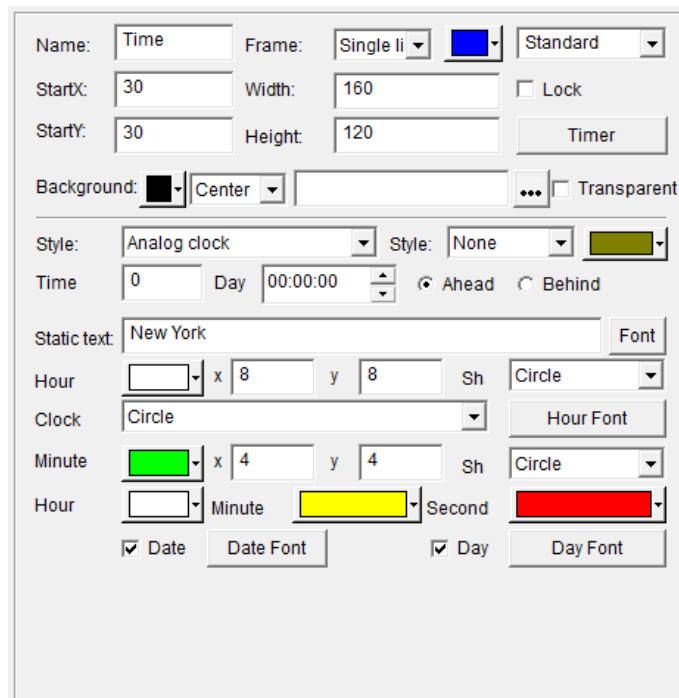
**Text Window:** Single click on the “add text” button  on the toolbar, can let you setup the background, Font, Action, Speed, Staying time, etc. You can also key in words or do type editing. (Note: If there are too many words, please use WORD files or TXT files to play in the window.)




**Video Line-in window:** options are related to the Video Input Equipments. Please refer to your user’s manual of the Video Input Equipments.



**Date/time window:** can setup background color, background mode, background picture, static text, display style, display effect, font, etc.







**4.4.6 FINISH PROGRAMMING**

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

---

#### 4.4.7 PLAY THE PROGRAM

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

## 5 CHARACTER DISPLAY

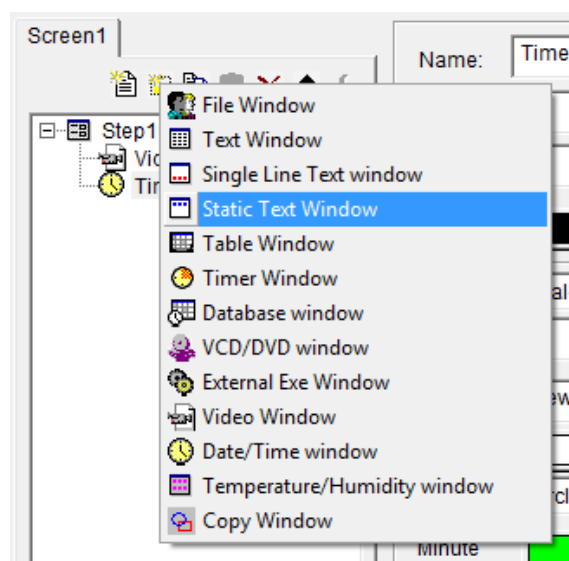
To play a document program, there are six methods: in a document window; in a single line text window; in a static document window; open the document in a picture and document window; Add words to the picture files and play in a picture and document window; or insert notice while a program is playing.

### 5.1 PLAY IN A DOCUMENT WINDOW

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

#### 5.1.1 CREATE A NEW WINDOW

Click on the “new window” button . Then select “Text window” in the menu to create a new text window.



#### 5.1.2 SETUP TEXT WINDOW

**Name:** program name

**Frame:** you can setup the width and color of the frame

**Starting point X:** x-coordinate of the starting point

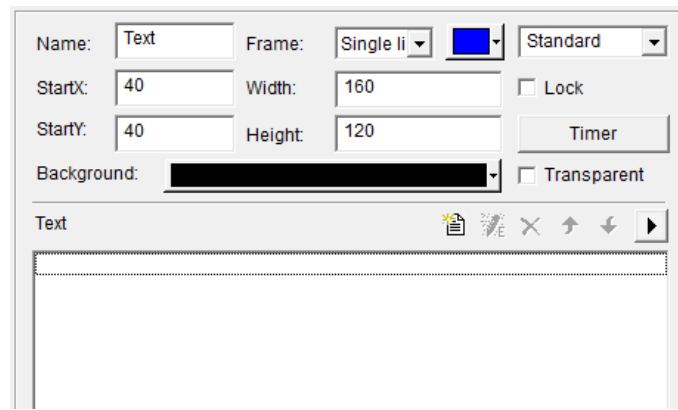
**Starting point Y:** y-coordinate of the starting point

**Width:** setup the width of this program


**Height:** setup the height of this program

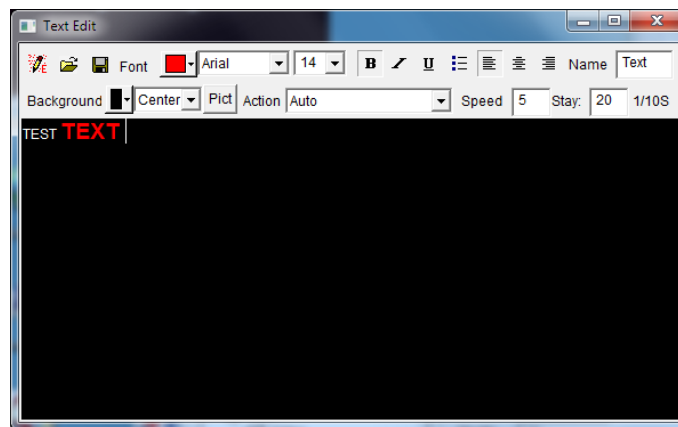
**Lock:** lock this program, and prevent it from moving

**Background:** setup the background color of this program

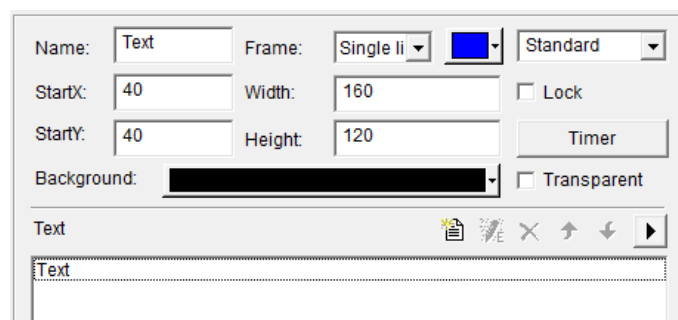







### 5.1.3 INSERT AND EDIT TEXT

After clicking on the “add text” button , a “Text Edit” dialog box will appear. 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.



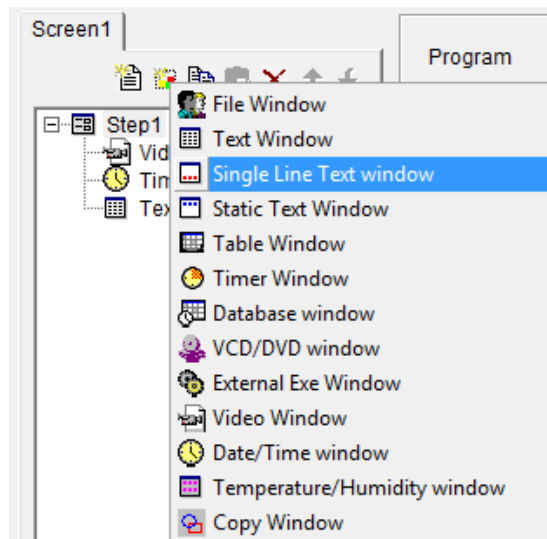
Close the “Text Edit” dialog box after finishing editing. Now the Text will appear in the list




If you want to make any changes to your texts, just simply select them and then click on the button . An edit box will appear and let you edit the texts. To delete the texts, you can use the button . To change the playing order, use buttons  and . Or you can preview the selected texts by clicking on the button .

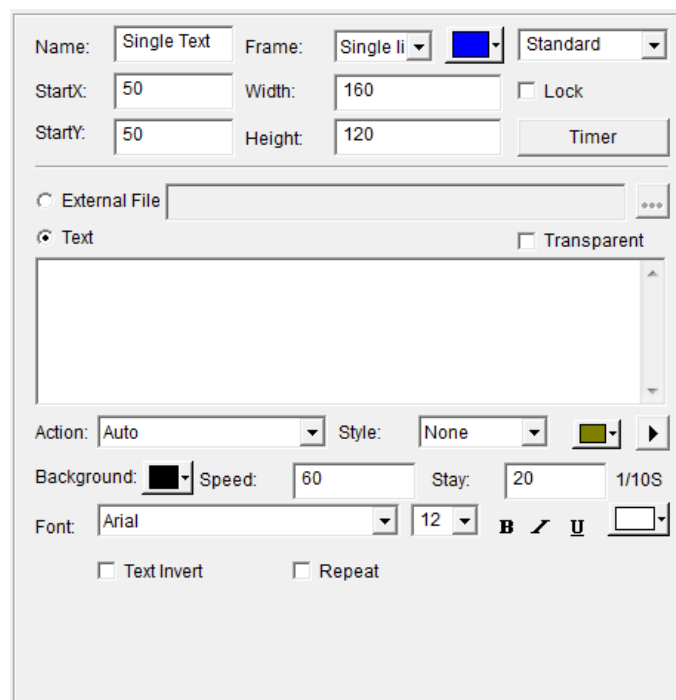
## 5.2 PLAY IN A SINGLE LINE TEXT WINDOW

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



### 5.2.1 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.



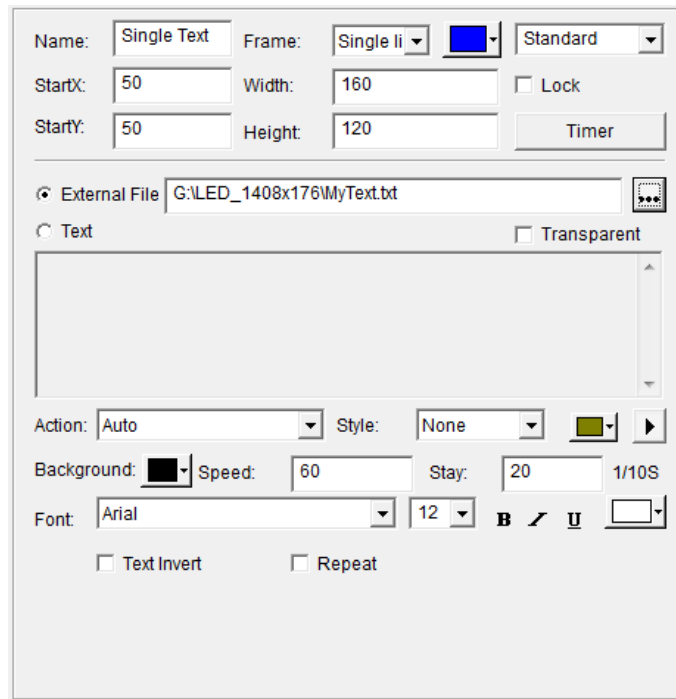
### 5.2.2 SETUP SINGLE LINE TEXT WINDOW

The upper part of the window 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. Edited text files can be dynamically displayed when the program is playing. You can setup Action, Background, and Font.


**Input in the edit box** Select the “Text” and then type in texts that you want in the box below, you can also setup the Action, Background and Font.

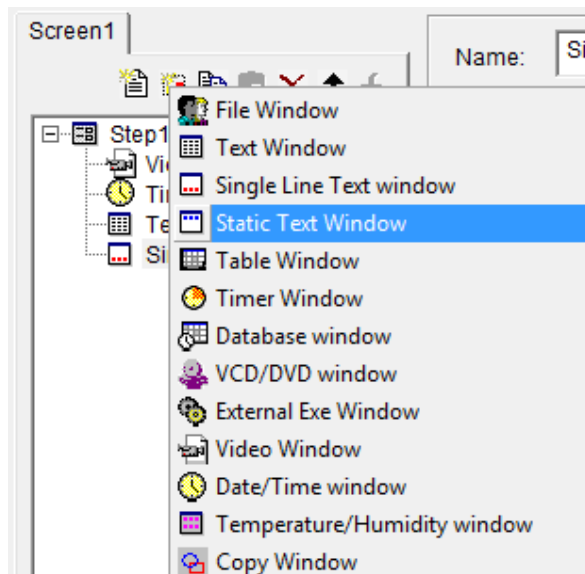


## 5.3 PLAY IN THE STATIC TEXT WINDOW

This setup window is for playing static texts.

### 5.3.1 CREATE A NEW STATIC TEXT WINDOW

Click on the “new window” button , and then select “Static Text window” in the menu to create a new static text window.



Name:  Frame:

StartX:  Width:   Lock

StartY:  Height:

Text  Transparent

Line space:  Word space:

Align:  Style:

Back:

Font:   **B** *I* U

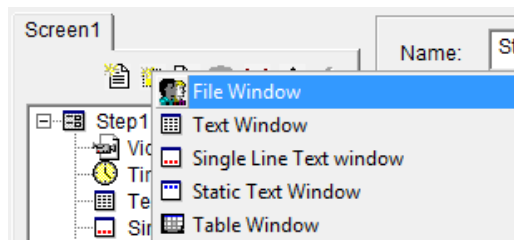
### 5.3.2 SETUP THE STATIC TEXT WINDOW

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

## 5.4 PLAY TEXT FILES IN A FILE WINDOW

### 5.4.1 CREATE A NEW FILE WINDOW

Click on the "New Window" button , select "File Window" in the menu to create a new "File Window".



### 5.4.2 SETUP FILE WINDOW

The upper part is for setting up program properties.

**Name:** program name

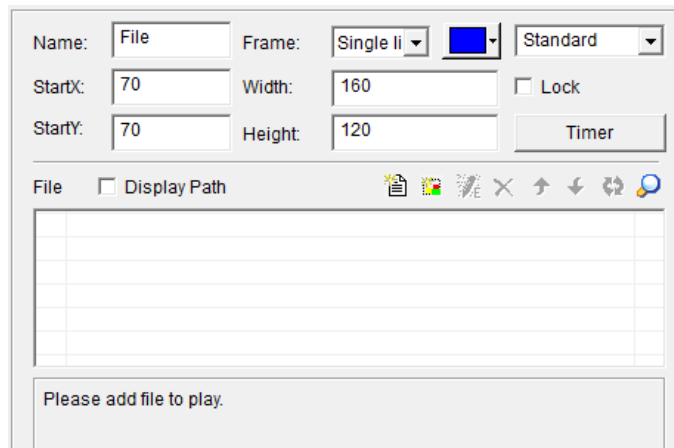
**Frame:** you can setup the width and color of the frame

**Starting point X:** x-coordinate of the starting point


**Starting point Y:** y-coordinate of the starting point

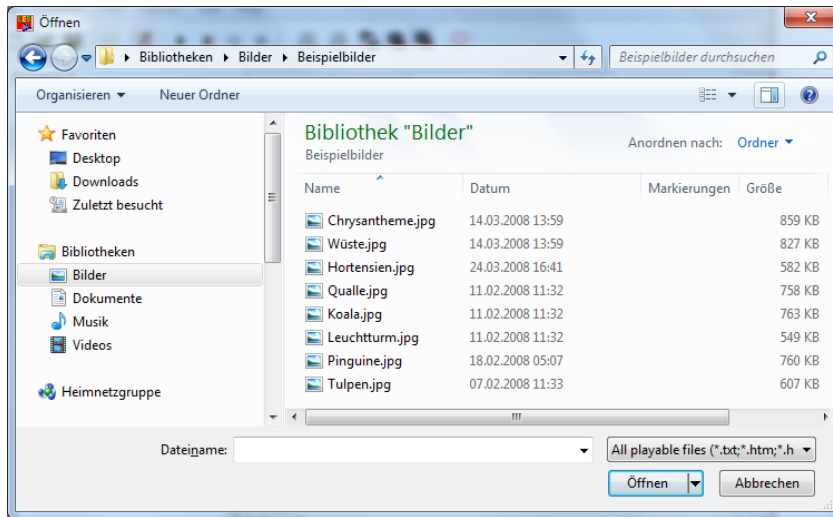
**Width:** setup the width of this program

**Height:** setup the height of this program

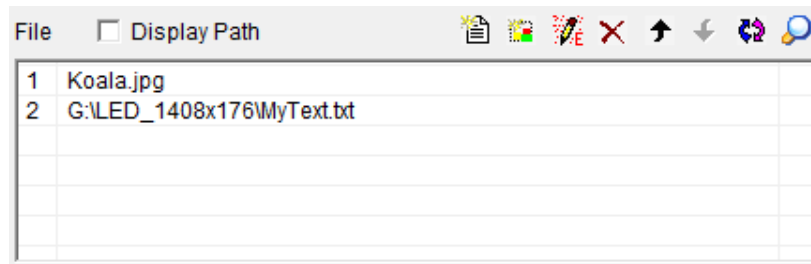


### 5.4.3 OPEN FILES

Click on the "add file" button , 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, choose the file you want to open in the box above, then click on "open" to open it.



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



## 5.5 ADD TEXTS ONTO A PICTURE FILE

The text display method in this section is the same as that in Chapter 5, picture display, appearing and clearing texts. Details please refer to Chapter 6

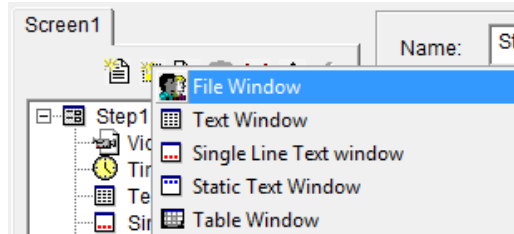
## 5.6 INSERT NOTES DURING PLAYING

Instruction in details please refer to Chapter 16

## 6 PICTURE DISPLAY

### 6.1 CREATE A NEW PICTURE WINDOW

Click on the “New window” button , and select “File Window” in the menu to create a new file window.



### 6.2 SETUP PICTURE WINDOW

The upper part is for setting up program properties.

**Name:** program name

**Frame:** you can setup the width and color of the frame

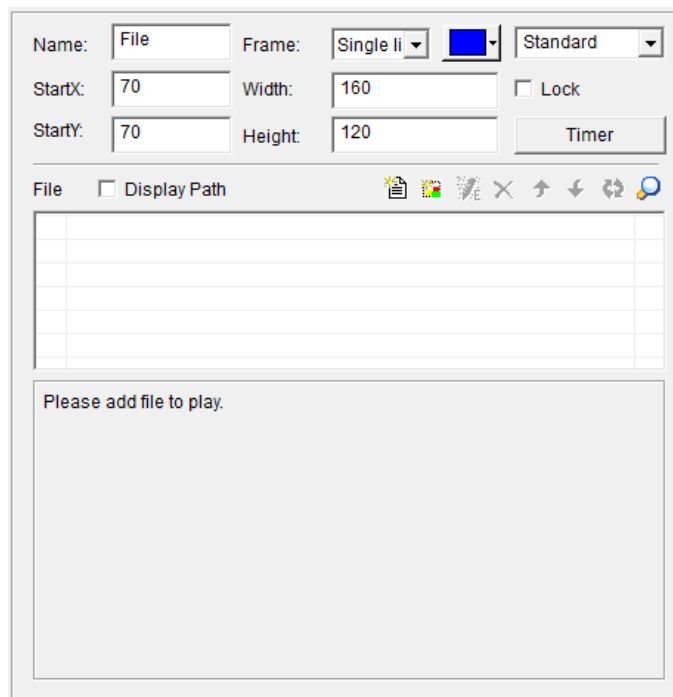
**Starting point X:** x-coordinate of the starting point

**Starting point Y:** y-coordinate of the starting point

**Width:** setup the width of this program

**Height:** setup the height of this program

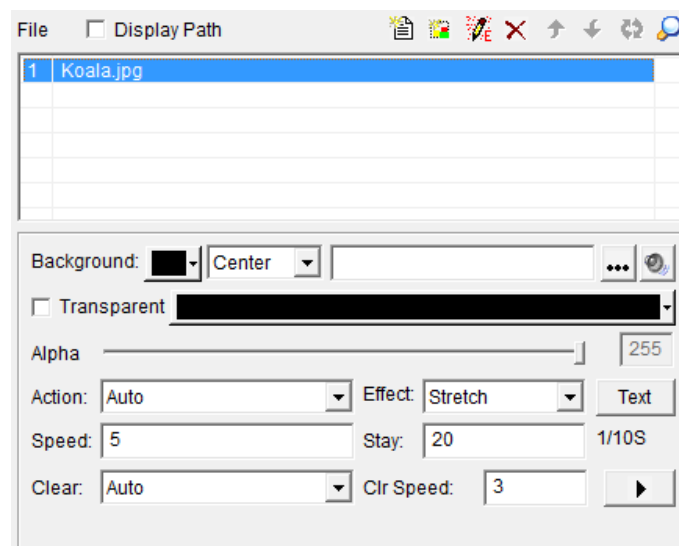
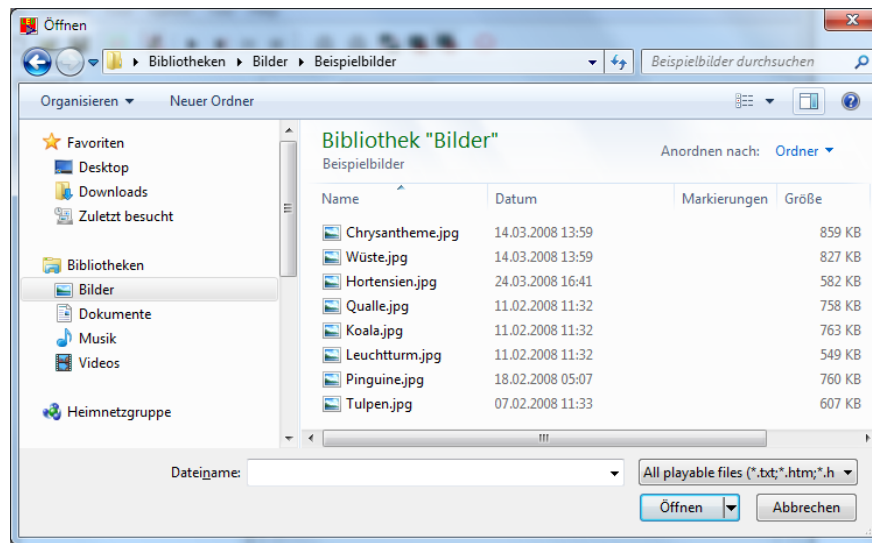
**Lock:** lock this program window to prevent it from moving.



### 6.3 OPEN PLAYING FILES

Click on the “add file” button to open the file dialog box, select the picture format from the list. 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-right corner of the main window will change.




## 6.4 SETUP PICTURE PROPERTIES

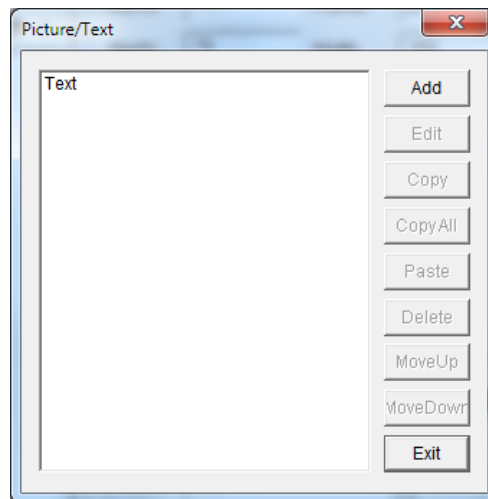
The opened file has been added to the list. Now, options of this file will be listed below, you can select background color, background picture, background picture drawing method, plenty actions, four effects, speed, staying time, clearing effects, clearing speed.

## 6.5 INSERT BACKGROUND PICTURE, APPEARING MUSIC AND TEXTS.

**Insert background picture** Click on the button , select and open the picture you want to insert in the “open file” dialog box. Also you may directly key in the address of the background picture in the edit frame.

**Insert clearing music** Click on the  button, and select the music file that you want in the “open file” dialog box, then click “open”.

**Insert appearing texts** Click on the “TEXT” button, the “Picture/Text” dialog box will appear.




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

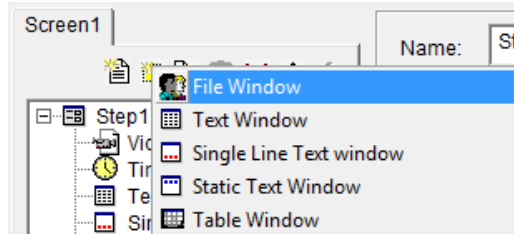
The Text file that you edited has been added to the file list, if you want to insert more than one appearing text, you can repeat the two steps above. To edit it, select from the file list and then click on the “edit” button to edit it. To delete it, use the delete button, you may also use move up, move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

Click on Exit to finish the insert of appearing texts.

## 7 CARTOONS DISPLAY

### 7.1 CREATE A NEW CARTOON WINDOW

Click on the “New window” button , select “File Window” to create a new file window.



### 7.2 SETUP CARTOONS WINDOW

The upper part is for setting up program properties.

**Name:** program name

**Frame:** you can setup the width and color of the frame

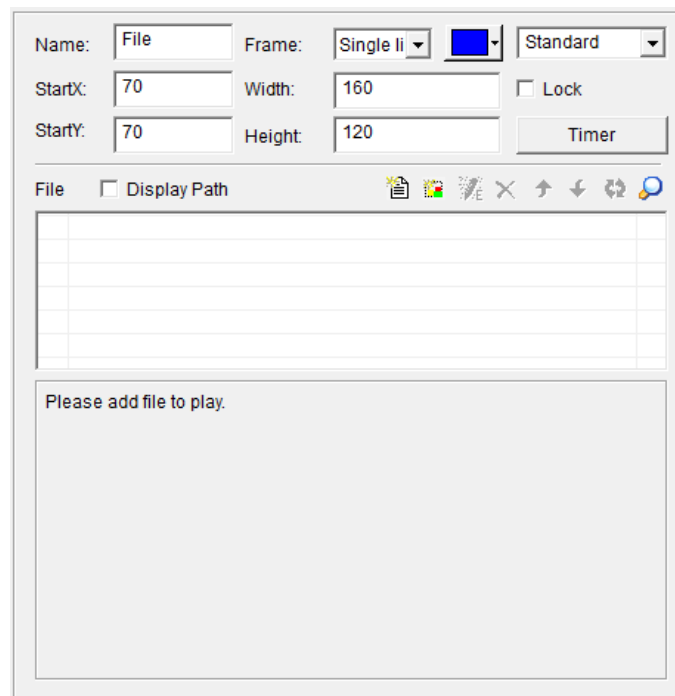
**Starting point X:** x-coordinate of the starting point

**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.

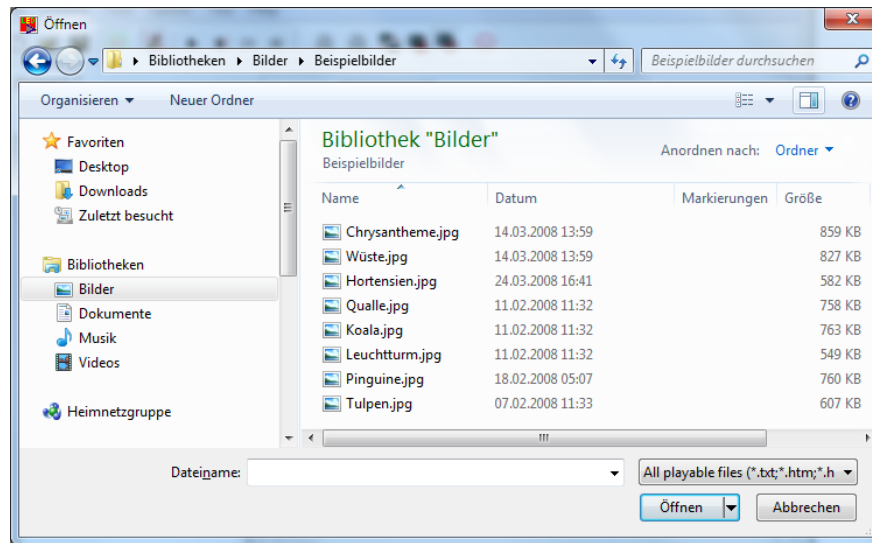


### 7.3 OPEN PLAYING FILES.

Click on the “add file” button  in the lower part to open file dialog box



This studio can play all cartoons files and all media files (AVI/MPEG/ASF/WMV), FLASH files (SWF), REALPLAYER files (RM), etc. Select any file of the above formats, and then click on “open” to open it. Now the bottom-right of the main window will change




#### 7.4 SETUP CARTOONS FILE PROPERTIES

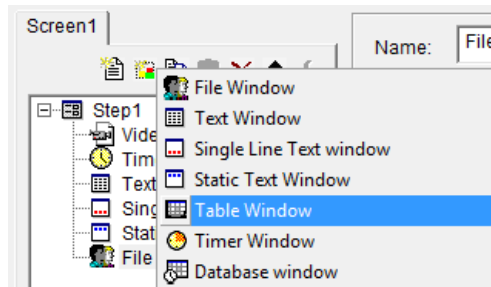
The opened file has been added to the list, now there will be options of this file appear below. you can select background color, background picture, background picture drawing method, and three effects are optional.

## 8 TABLE DISPLAY

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

### 8.1 CREATE A NEW TABLE WINDOW

Click on “New window” button , select “Table Window” in the menu to create a new table window.



### 8.2 SETUP TABLE WINDOW

The upper part is for setting up program properties.

**Name:** program name

**Frame:** you can setup the width and color of the frame

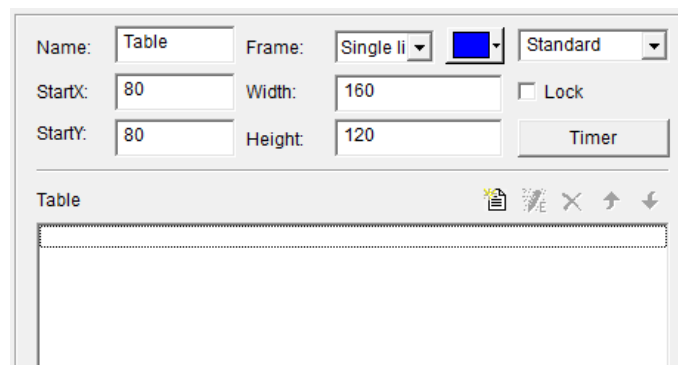
**Starting point X:** x-coordinate of the starting point

**Starting point Y:** y-coordinate of the starting point

**Width:** setup the width of this program

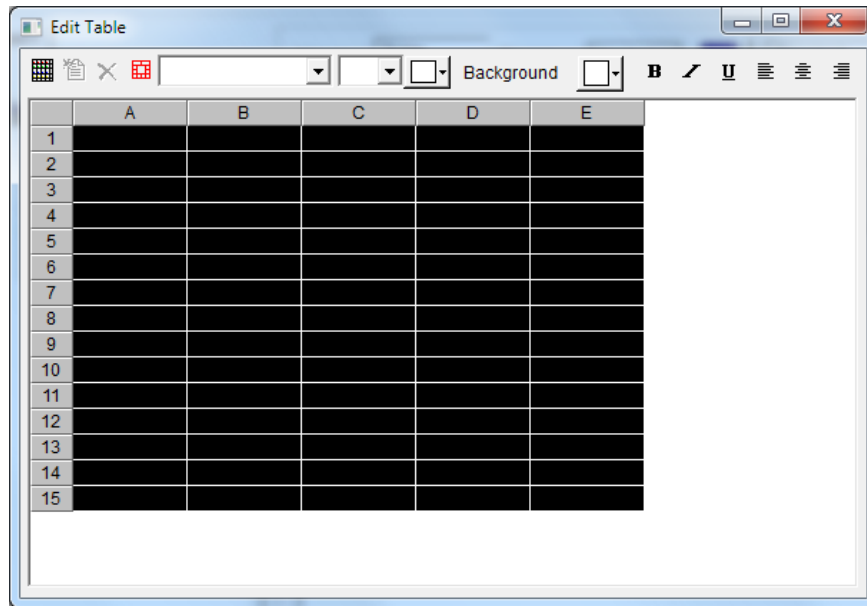
**Height:** setup the height of this program

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



### 8.3 INSERT AND EDIT TABLES

Click on “Add Table” button  to open the “edit table” dialog box.



### 8.3.1 TOOLBAR


**table properties** button : setup table properties

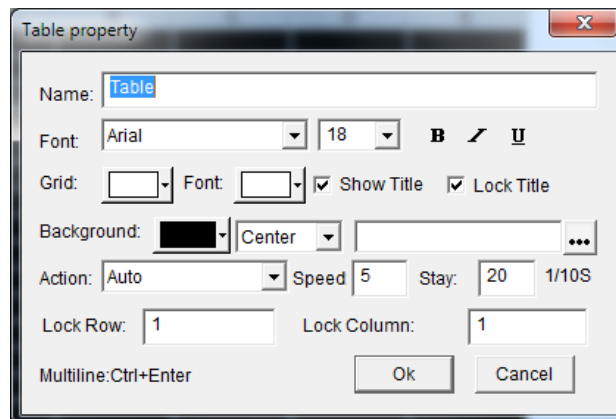
**Insert table** button : insert rows or columns.


**Delete table** button : delete rows or columns.

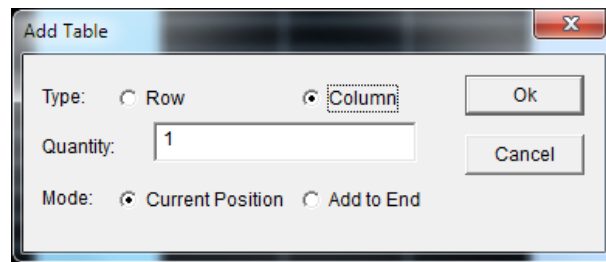
**Split/Combine** button : split or combine rows or


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

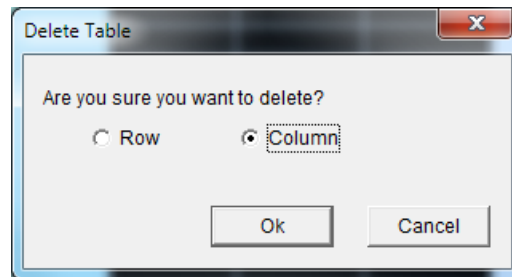
**Table properties** button , to open “table property” dialog box. You may change the settings like: name, with/without title, lock title, title’s Font, size, mode, color, and table’s background color, grid line color, table drawing effect, speed, staying time, and lock the row and column number.




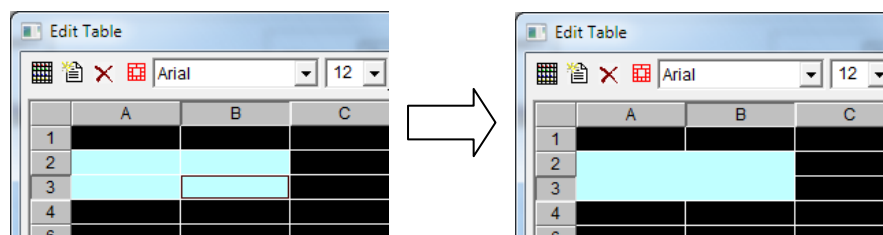
Click on “insert table” button , to open the “add table” dialog box, select input type, quantity, and input mode (to current position or to end), click “ok” to finish.




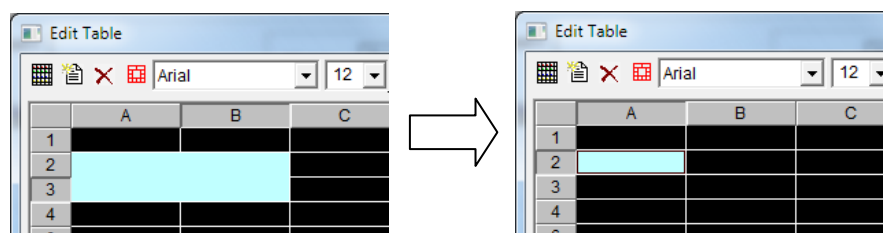
**delete table** button , to open **“delete table”** dialog box. Select delete row or column, and then click on **“ok”** to finish.



Select the cells that you want to combine, click on **“Split/Combine”** button  to combine them



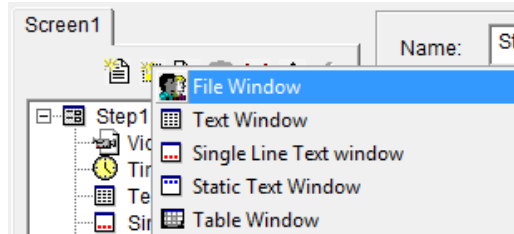
Select the cell that you want to slit, click on **“Split/Combine”** button  to split.



## 9 WEB CONTENT DISPLAY

### 9.1 CREATE A NEW HOMEPAGE WINDOW.

Click on “New window” button , and select “File Window” to create a new file window.



### 9.2 SETUP HOMEPAGE WINDOW

The upper part is for setting up program properties.

**Name:** program name

**Frame:** you can setup the width and color of the frame

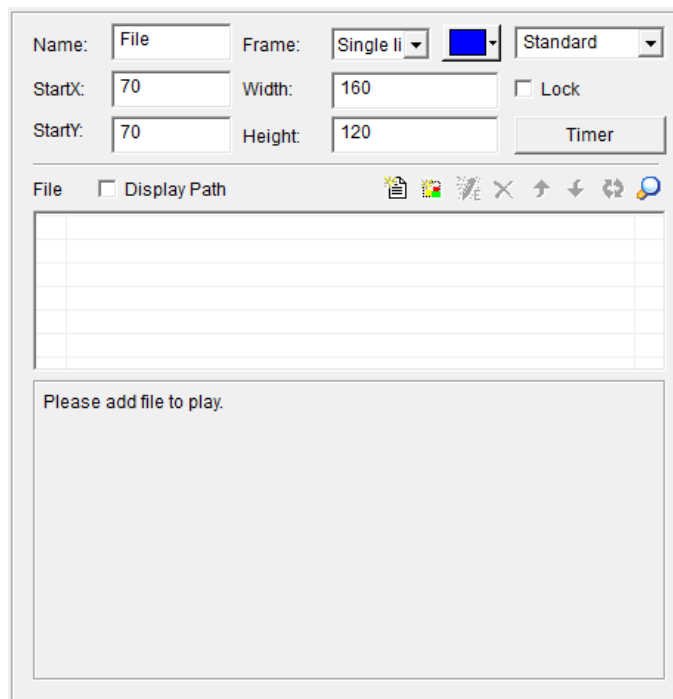
**Starting point X:** x-coordinate of the starting point

**Starting point Y:** y-coordinate of the starting point

**Width:** setup the width of this program

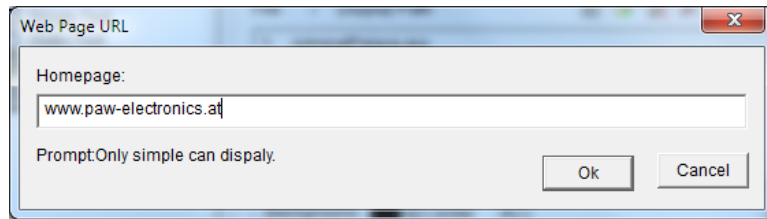
**Height:** setup the height of this program

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

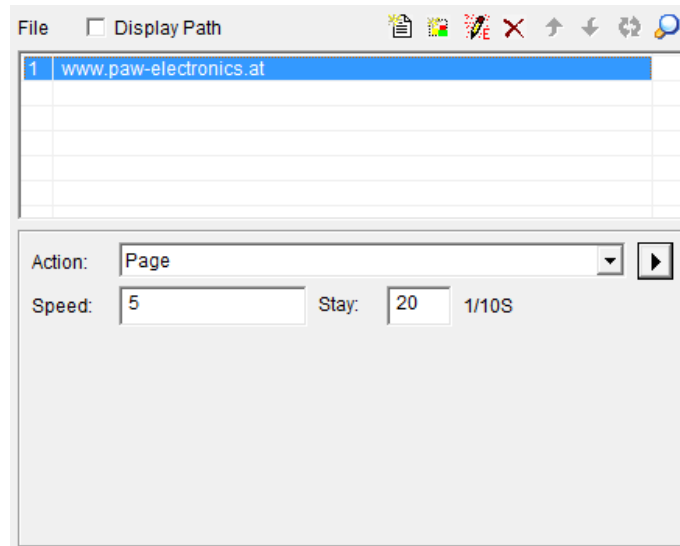


### 9.3 OPEN PLAYING FILES

Click on the “add homepage” button  at the bottom to open “Web Page URL” dialog box.




Type in the web page address and click ok, now the main bottom right of the window will change

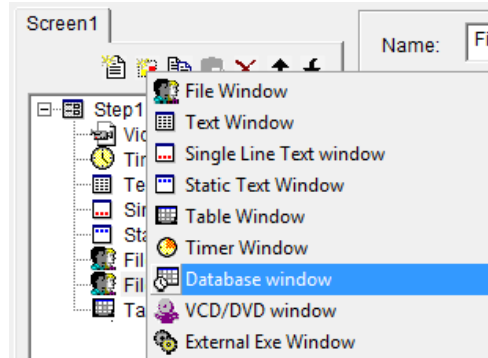


The opened file has been added to the list, now the options of this file will be listed below. You can change the background color, background picture, background picture drawing method, and three available effects. Also you may change the action, speed, and staying time.

## 10 DATABASE DISPLAY

### 10.1 CREATE A NEW DATABASE WINDOW

Click on “New window” button , and select “database window” to create a new database window.



### 10.2 SETUP DATABASE WINDOW

The upper part is for setting up program properties.

**Name:** program name

**Frame:** you can setup the width and color of the frame

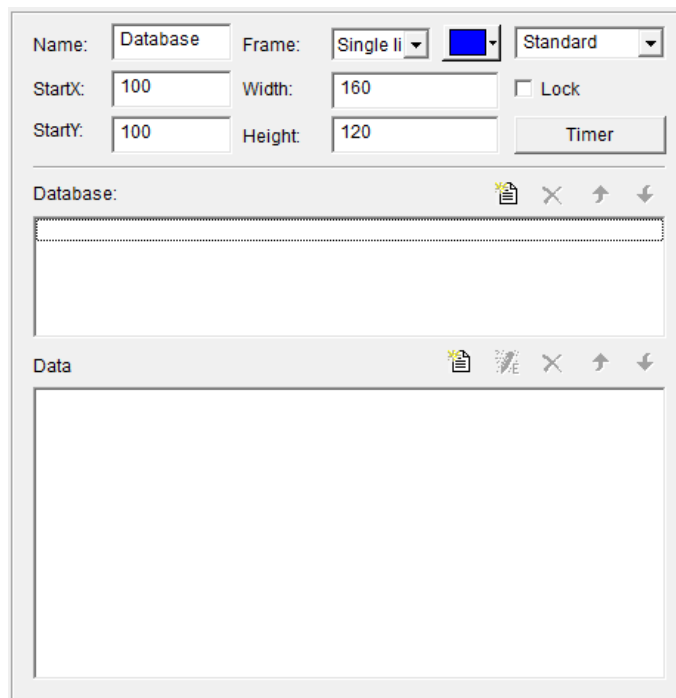
**Starting point X:** x-coordinate of the starting point

**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.

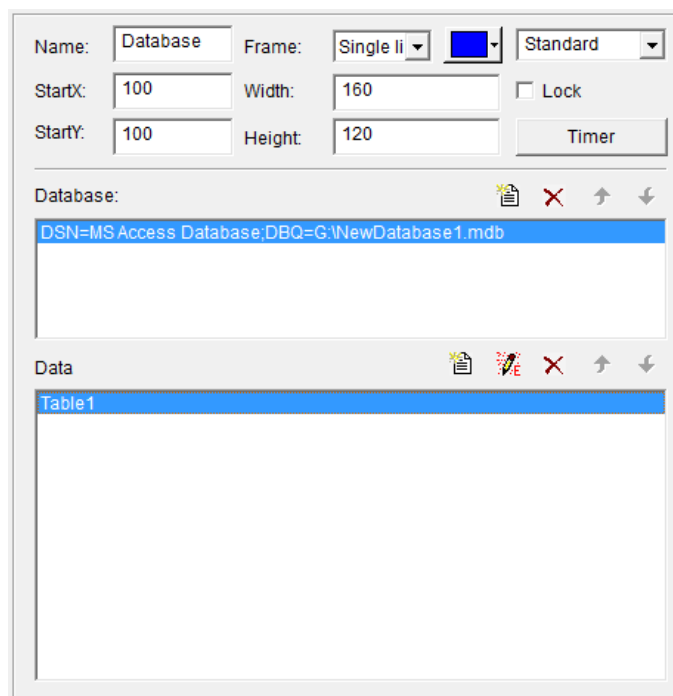
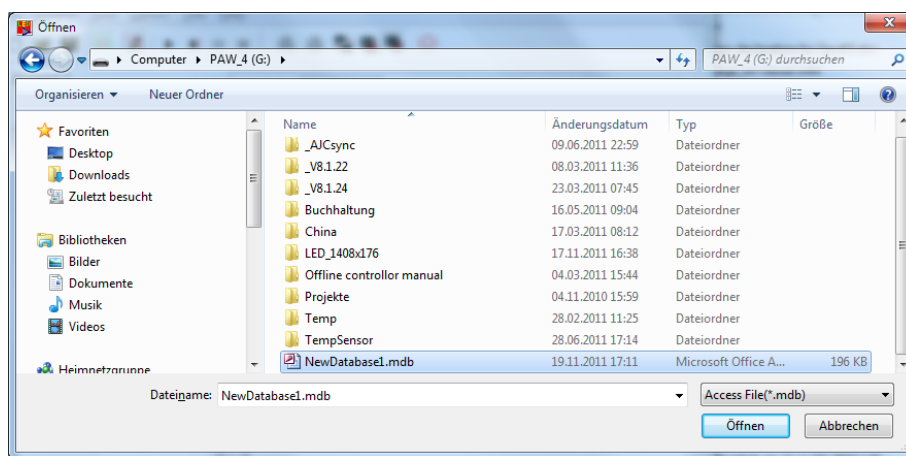
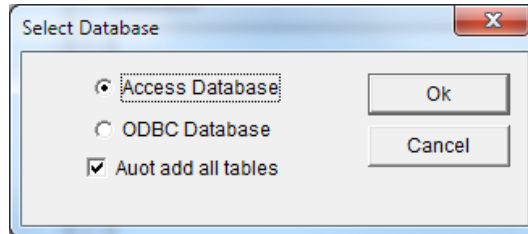



## 10.3 ADD ACCESS DATABASE

### 10.3.1 ADD ACCESS DATABASE

Click on the “add database” button  on the toolbar, and the “Select Database” dialog box will appear


Select Access database in the dialog box, then click “Ok” button, then select and open the database you want in the “open” dialog box.

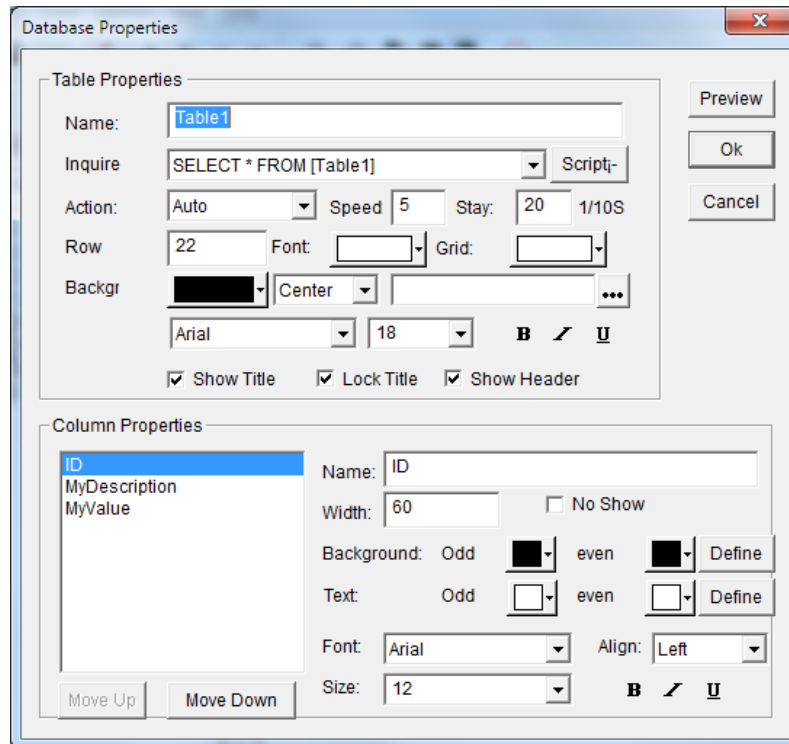


The list above is the list of databases. You may use “delete database” button  to delete it. The list below is the list of datasheets.



### 10.3.2 ADD ACCESS DATASHEETS

Click on the “add datasheet” button  on the toolbar, a “Database Properties” dialog box will appear. The dialog box has been divided into two parts. The upper one is for table properties setting, the lower one is for column properties setting.



### 10.3.3 SETUP TABLE PROPERTIES

**Name:** name of the datasheet

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

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

**Row:** Height of the rows in the table

**Grid:** select the color of the grid lines.

**Background:** select the background color.

**Font:** select the color of the table name.

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

Setup column properties

All Columns has been listed. You can select and make changes to them.

**Name:** Column name

**Width:** Column width

**Align:** Texts Align method

**Background:** select the background color of this column

**Texts:** color of the texts


**Font:** select texts' Font

**Size:** texts' size


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

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

### 10.3.4 EDIT ACCESS DATASHEETS


Select datasheets that you want to edit from the database. Click on the “edit datasheet” button , appearing a “Database properties” dialog box you may edit the sheet itself or columns in it.

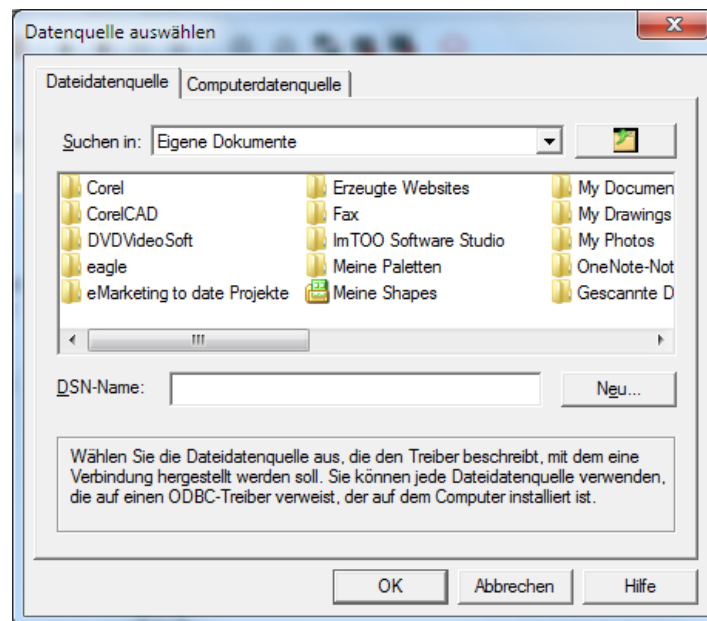
### 10.3.5 DELETE ACCESS DATASHEETS

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

## 10.4 ADD ODBC DRIVER DATABASE

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

After click on the “Add Database” button , a “select database” dialog box will appear. Select “Access database”, and then click ok and choose the data source you want to open from the “select data source” dialog box.



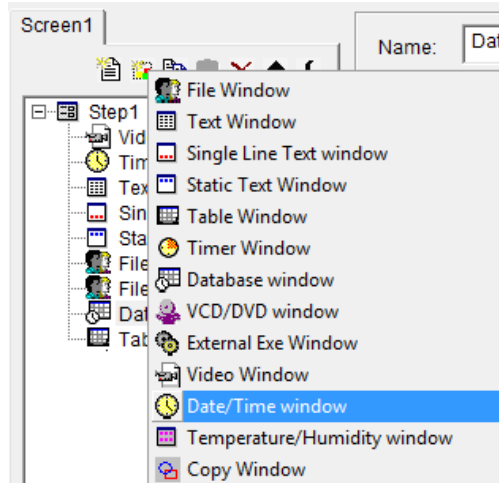
If the data source is not prepared, you can first click on “New” button to activate the “data source set up guide” to help you.

The Datasheets and its setting are the same as that for Access Database

## 11 DATE AND TIME

### 11.1 CREATE DATE/TIME WINDOW

Click on “New window” button , and select “date/time window” to create a new date/time window.



### 11.2 SETUP DATE/TIME WINDOW

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

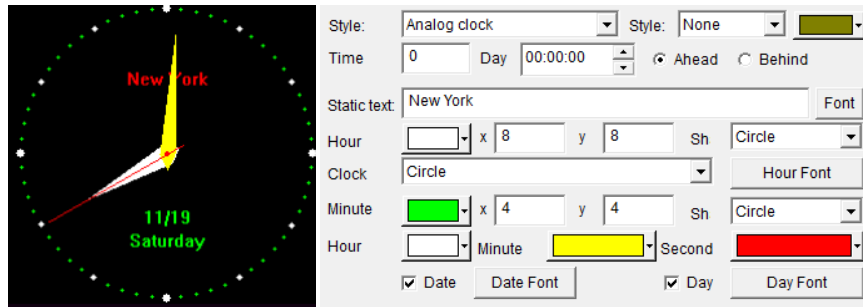
**Lock:** lock this program window to prevent it from moving.

### 11.3 SETUP DATE AND TIME

There are two kinds of date/time display, one is analog, another is digital. You may select one of them in display style.

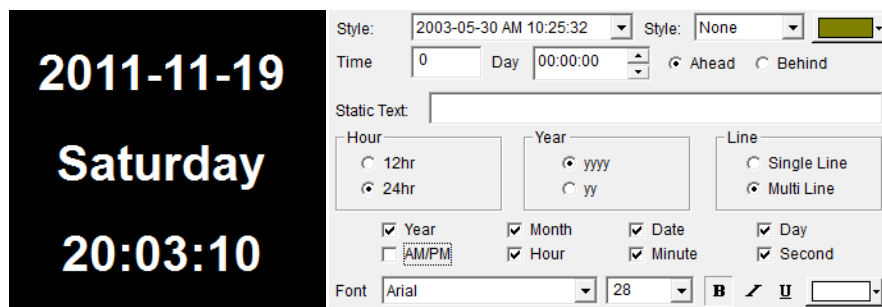
#### Analog clock

The analog clock's plotting and properties settings. You can set exceed or lag time differences; 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 the display and color of the dates and days.




#### Digital clock

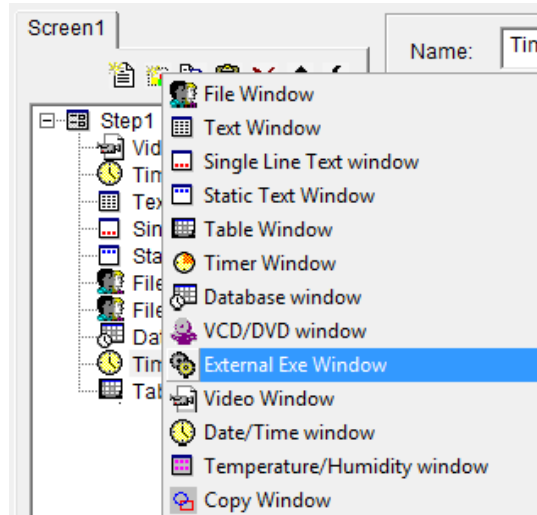
The digital clock's plotting and properties settings. You can select the display style; set exceed or lag time differences; Static texts and its font; hour style; year style; single or multi line display; also the text font.



## 12 EXTERNAL PROGRAM

### 12.1 CREATE A NEW WINDOW

Click on “New window” button , and select “External Exe window” to create a new External Exe window.



### 12.2 SETUP EXTERNAL PROGRAM WINDOW

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

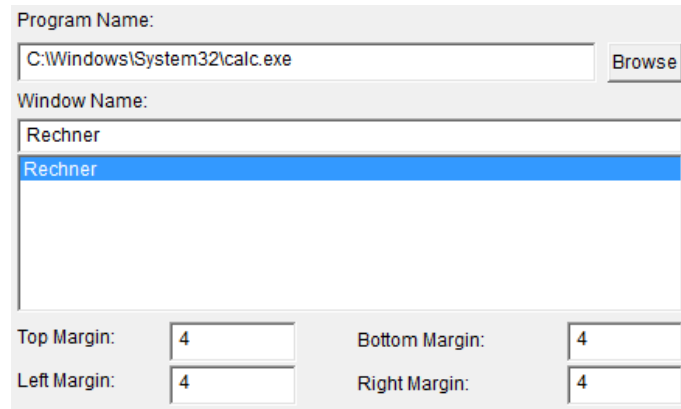
**Height:** setup the height of this program

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

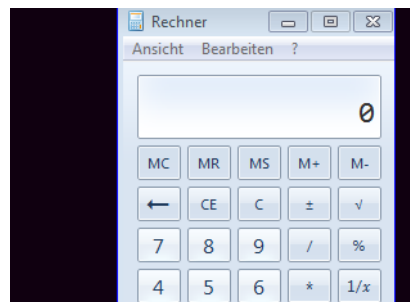
Name:	<input type="text" value="External"/>	Frame:	Single li	<input type="color" value="blue"/>	
StartX:	<input type="text" value="120"/>	Width:	<input type="text" value="160"/>	<input type="checkbox"/> Lock	
StartY:	<input type="text" value="120"/>	Height:	<input type="text" value="120"/>	<input type="button" value="Timer"/>	
Program Name:					
<input type="text"/>					<input type="button" value="Browse"/>
Window Name:					
<input type="text"/>					
Top Margin:	<input type="text" value="0"/>	Bottom Margin:	<input type="text" value="0"/>		
Left Margin:	<input type="text" value="0"/>	Right Margin:	<input type="text" value="0"/>		

### 12.3 OPENING EXTERNAL PROGRAMS

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




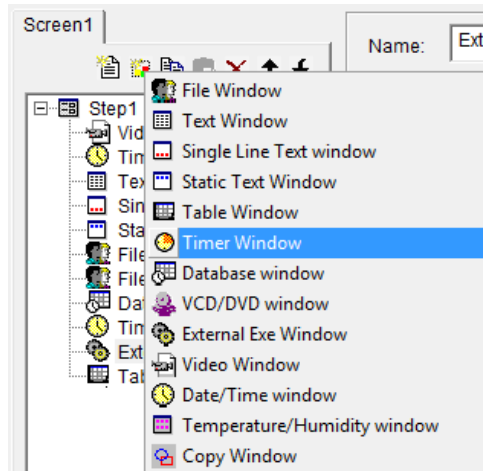
Top, bottom, left, right bounds can be used to cut the parts of an application which we do not want it to be displayed. In this example, display of the calculator in the playing window



## 13 TIMER DISPLAY

### 13.1 CREATE A NEW WINDOW

Click on “New window” button , and select “Timer window” to create a new Timer window.



### 13.2 SETUP THE TIMER WINDOW

**Name:** program name

**Frame:** you can setup the width and color of the frame

**Starting point X:** x-coordinate of the starting point

**Starting point Y:** y-coordinate of the starting point

**Width:** setup the width of this program

**Height:** setup the height of this program

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

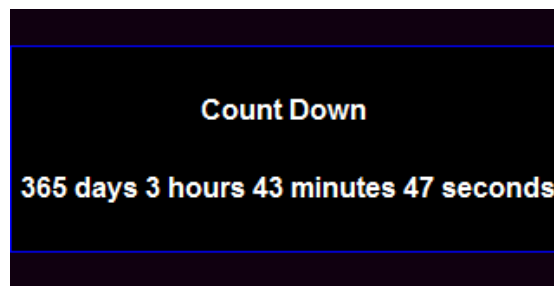
**Background:** Select background color and background picture, the background picture includes four kinds of drawing effects: Center, Stretch, Zoom, Tile.

**Transparent:** Setup the background whether it is transparent.

### 13.3 TIME SETTING

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

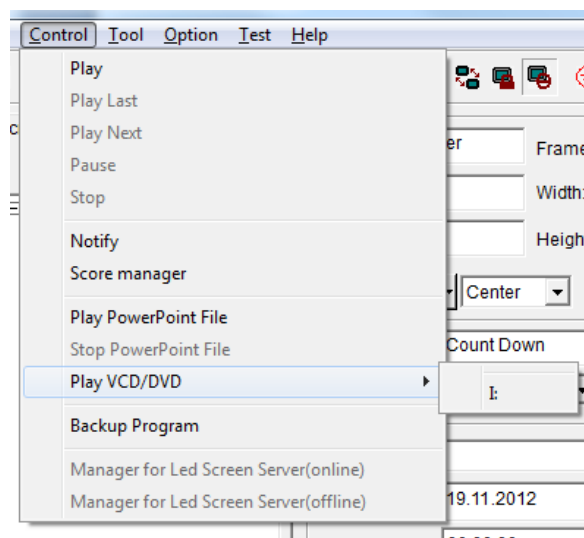
The screenshot shows the 'Timer' settings dialog box in LED Studio. The 'Name' field is set to 'Timer'. The 'Frame' is set to 'Single li' with a blue preview box. The 'Standard' dropdown is set to 'Standard'. The 'StartX' is 0, 'Width' is 317, and 'Lock' is unchecked. The 'StartY' is 58, 'Height' is 120, and a 'Timer' button is present. The 'Bkg' is set to black, 'Center' is selected, and 'Transparent' is unchecked. The 'Static Text' field contains 'Count Down'. 'Show Style' and 'Style' are both set to 'None'. The font is 'Arial' size 12, with bold, italic, and underline options. The 'End Date' is '19.11.2012' and 'End Time' is '00:00:00'. Checkboxes for 'Days', 'Hours', 'Minutes', and 'Seconds' are all checked. 'Multi Line' is checked, 'No negative sign' is unchecked, and 'Zero stop' is unchecked. A 'Customize' button is at the bottom right.



## 14 VCD/DVD DISPLAY


### 14.1 DIRECT PLAYING

Click on the "control", choose Play VCD/DVD, and then select the objective drive. Like "E:"

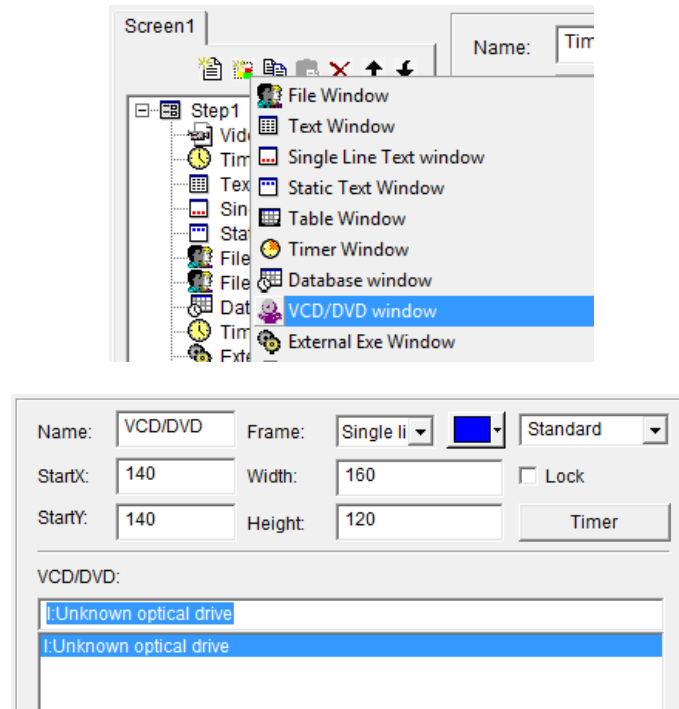




### 14.1.1 PLAY IN PROGRAM

Click on “New window” button , and select “VCD/DVD window” to create a new VCD/DVD window. Then set up all variety of parameters.


Remarks: installing the VCD/DVD player first when play VCD/DVD. Here, recommend to install PowerDVD or WinDVD.

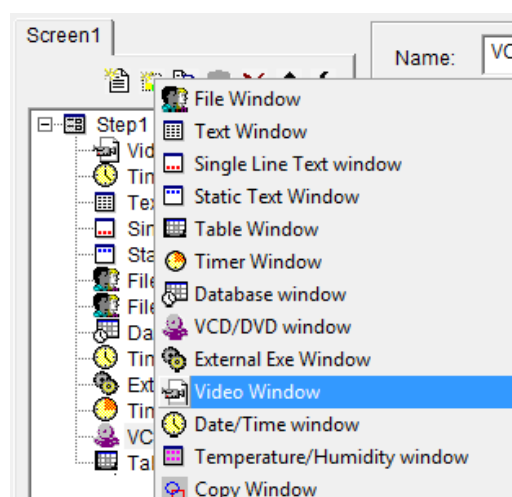


## 15 VIDEO LINE-IN DISPLAY

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

### 15.1 CREATE A NEW WINDOW

Click on “New window” button , and select “Video window” to create a new Video window. Then set up all variety of parameters.



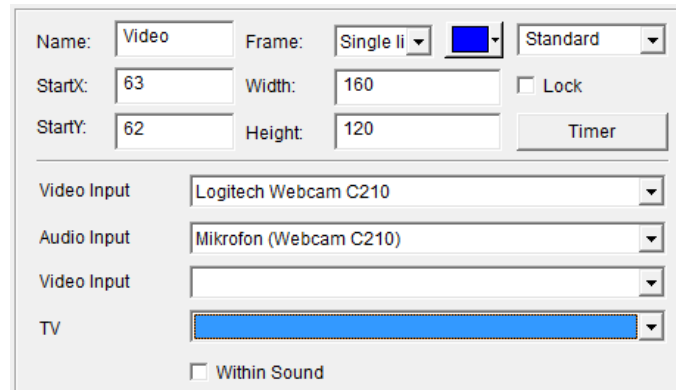
## 15.2 SETUP VIDEO WINDOW

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

**Audio input equipment:** to choose audio (note: some TV cards play sounds through Audio cards)

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

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



The screenshot shows a dialog box for setting up a video window. It contains the following fields and controls:

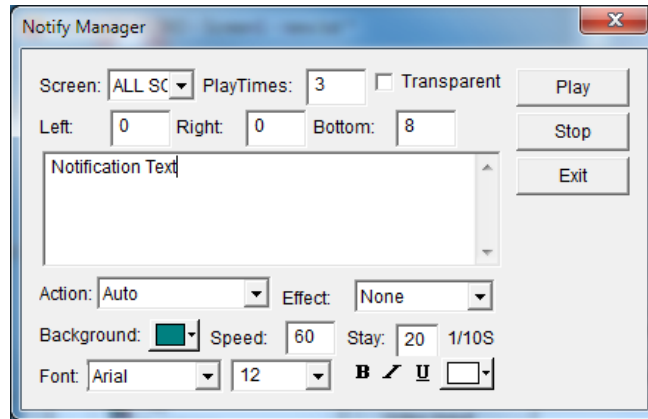
- Name:** Text box containing "Video".
- Frame:** A dropdown menu showing "Single li" and a color selection box with a blue square.
- Standard:** A dropdown menu showing "Standard".
- StartX:** Text box containing "63".
- Width:** Text box containing "160".
- Lock**
- StartY:** Text box containing "62".
- Height:** Text box containing "120".
- Timer:** A button.
- Video Input:** A dropdown menu showing "Logitech Webcam C210".
- Audio Input:** A dropdown menu showing "Mikrofon (Webcam C210)".
- Video Input:** An empty dropdown menu.
- TV:** A dropdown menu with a blue bar.
- Within Sound**

## 16 NOTIFY DISPLAY

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

### 16.1 OPEN “NOTIFY MANAGER” WINDOW

Click on “control” in the main menu, and then select “Notify Manager”.



### 16.2 SETUP NOTIFY MANAGER WINDOW

You can select which screen that your notify is going to put; how many times it is going to repeat, whether it is transparent, left edge, right edge, bottom edge, action, background, font, etc.

### 16.3 PLAY/STOP NOTIFY DISPLAY

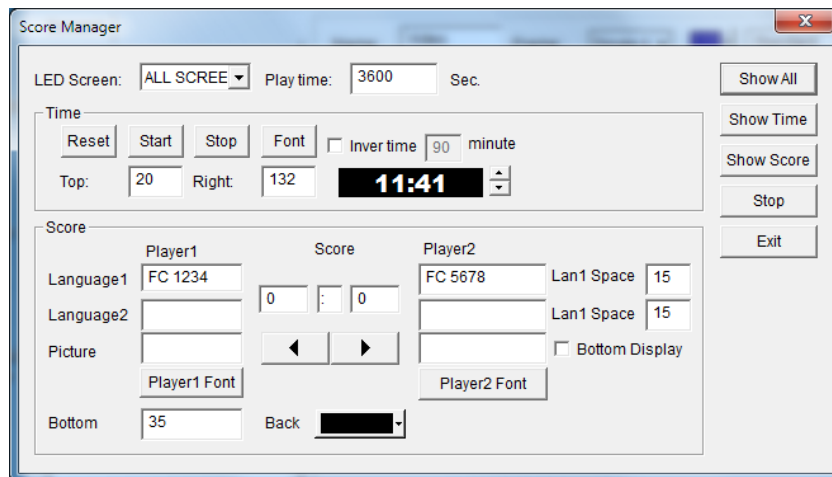
When everything has been set, click on “play” to broadcast the notification. Or click on “stop” to stop it.

## 17 SCORE MANAGER

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

### 17.1 OPEN SCORE MANAGER WINDOW

Click on “Control”, and then select “Score Manager”. A “Score Manager” dialog box will appear.



### 17.2 SETUP SCORE MANAGER WINDOW

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

#### 17.2.1 TIME DISPLAY SETTING

**Reset:** Reset time to 0:00;

**Start:** Start to count;

**Stop:** stop counting;

**Font:** Setup Font and properties of the display texts;

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

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

Scores display settings

**Home:** Scores for Home team, two display language available;

**Score:** Score sign, such as “:” ;

**Away:** Scores for Away team, two display language available;

**Picture:** one display picture for each team.

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

**Font:** setup the Font of the display texts;

**Background:** Setup background color;

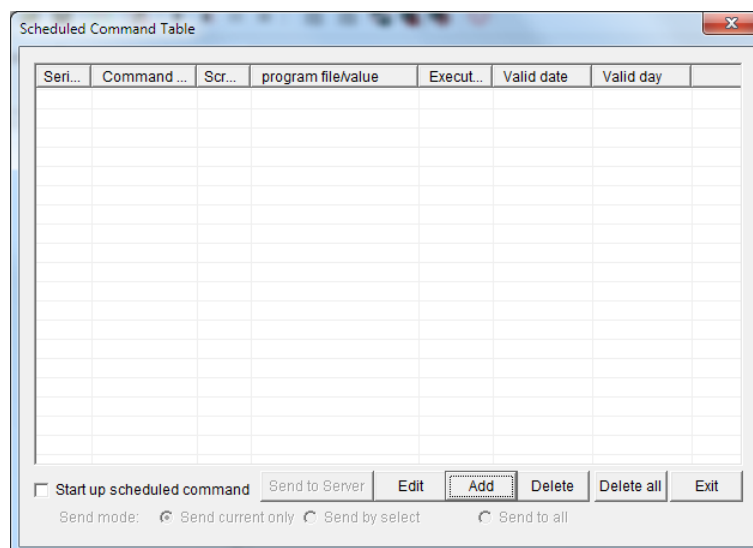
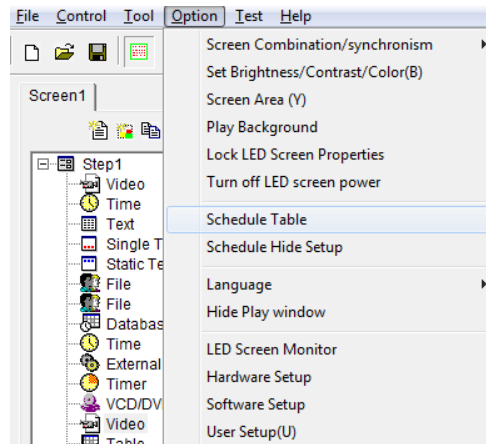
### 17.3 PLAY/STOP SCORE

When everything has been set, click on “Show all” to play time and scores. Click “Show time” to show time; “Show score” to show scores; or “stop” to stop showing time and scores.

## 18 PLAYING SCHEDULE

### 18.1 OPEN THE SCHEDULE TABLE

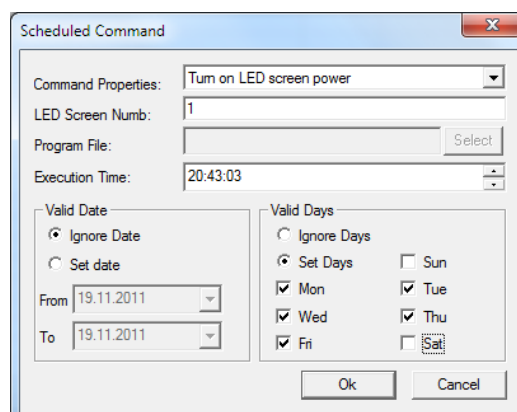
You may open the schedule table by click on the “option” on the main menu, and select “Schedule Table” startup “Schedule Table” dialog box.



### 18.2 ADD SCHEDULED COMMAND

#### 18.2.1 OPEN “SCHEDULED COMMAND” DIALOG BOX.

Click on the “add” button to open “Scheduled Command” dialog box.



#### 18.2.2 SETUP COMMAND LIST PROPERTIES

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

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

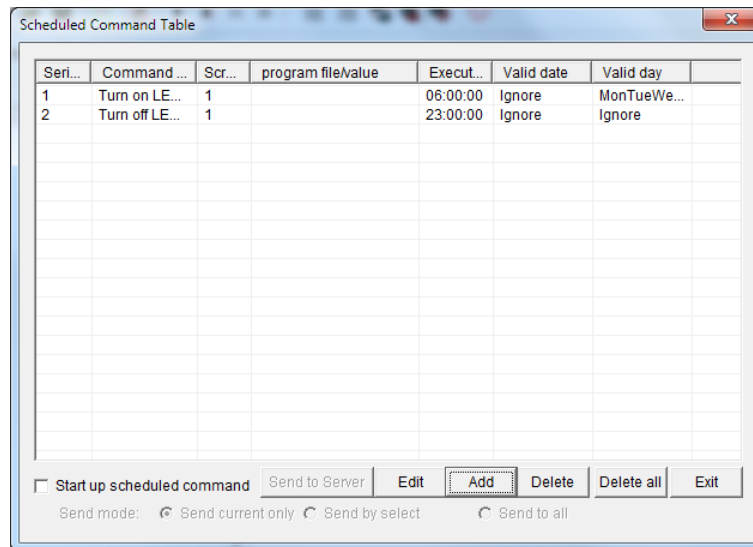
**Execution time:** setup when the command starts

**Valid date:** setup valid date

**Valid days:** Setup valid days

### 18.2.3 EXIT “SCHEDULED COMMAND” DIALOG BOX

Click “ok” to finish adding scheduled command. There is already a “Turn LED screen power” command in the list, if you want more than one command, repeat the 3 steps above.



### 18.3 EDIT SCHEDULED COMMAND

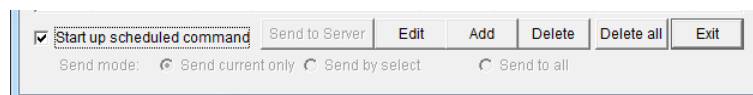
Select the command that you want to edit from the list. Click on “edit” to open the “Scheduled command” dialog box to edit this command.

### 18.4 DELETE SCHEDULED COMMAND

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

### 18.5 START UP SCHEDULED COMMAND

Click on “Start up scheduled”, keep it remain selected to activate the schedule table, vice versa.



### 18.6 EXIT

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