

## CONTENTS

<b>CHAPTER 1</b>	<b>INTRODUCTION.....</b>	<b>1</b>
I.	Overview .....	1
II.	Software Operating Environment.....	2
<b>CHAPTER 2</b>	<b>INSTALLATION AND UNINSTALLATION .....</b>	<b>3</b>
I.	Installation .....	3
II.	Uninstallation.....	5
<b>CHAPTER 3</b>	<b>OVERVIEW OF LEDVISION .....</b>	<b>6</b>
I.	Understanding of LEDVISION Software Interface .....	6
II.	Program Structure.....	7
III.	Menu and Toolbar Button .....	10
<b>CHAPTER 4</b>	<b>PROGRAM EDITING PROCESS.....</b>	<b>16</b>
I.	Setting LED Screen Size.....	16
II.	New Program Page.....	17
III.	Add Program Window .....	18
IV.	Add Play Content Item .....	20
<b>CHAPTER 5</b>	<b>DETAILED PRODUCTION OF PROGRAM WINDOW ...</b>	<b>22</b>
I.	Play Image .....	22
II.	Play Video .....	24
III.	Play Text .....	26
IV.	Clock and Timer Display .....	28
V.	Play Weather.....	32
VI.	Play External Video.....	32
VII.	Play PowerPoint, Word and Excel .....	34
VIII.	Play Flash and Gif.....	35

<b>CHAPTER 6</b>	<b>PLAY NOTIFICATION AND SPORTS SCORE .....</b>	<b>36</b>
I.	Play Notification .....	36
II.	Game Score .....	36
<b>CHAPTER 7</b>	<b>TIMING PLAY AND CONTROL.....</b>	<b>38</b>
I.	Timing Play Admin .....	38
II.	Action Table .....	40
<b>CHAPTER 8</b>	<b>DUAL-MODE CARD CONTENT ADMIN.....</b>	<b>43</b>
I.	Parameter Setting .....	43
II.	Send Images and Videos to Receiving Card .....	43
III.	Send Program to Receiving Card .....	46
<b>CHAPTER 9</b>	<b>POWER SUPPLY AND BRIGHTNESS CONTROL .....</b>	<b>48</b>
I.	Power Control .....	48
II.	Brightness Adjustment .....	49
<b>CHAPTER 10</b>	<b>REMOTE OPERATION.....</b>	<b>50</b>
I.	Setting of Remote Control Server .....	50
II.	LED display remote control by client PC of Client Remote Control .....	51
<b>CHAPTER 11</b>	<b>SOFTWARE SETTING .....</b>	<b>53</b>
I.	Auto Action Setting.....	53
II.	Other Setting .....	54
<b>CHAPTER 12</b>	<b>USER ADMIN.....</b>	<b>56</b>
I.	Information .....	56
II.	Permit.....	56

## **Chapter 1 Introduction**

### **I. Overview**

LEDVISION is the dedicated software used to control and play the LED display, which takes the advanced software technology with abundant function, high performance, excellent operating interface and easy to learn and use.

LEDVISION supports play of the media files in forms of video, audio, image, text, Flash and gif, Word, Excel ,PPT, clock, timing and weather information can be played, and it also supports the play of the external video signal, such as TV, AV and S-Video. The software supports the multi-page, multi-layer and multi-section program editing, and provides abundant and flexible video switching function and section effect, as well as the 3D effect animation. This software establishes a platform that enables you to exert your innovation and present the effect of the display screen perfectly.

LEDVISION supports the 5A & i5A Series Receiver Card and the i Series Sending Card, and supports one computer to control several LED displays, as well as support the intelligent parameters setting of the LED screen.

LEDVISION supports pixel by pixel calibration by manual or camera, and is compatible with the calibration data acquired from other dedicated calibration devices.

At present, Simplified Chinese, Traditional Chinese and English are available.

## **II. Software Operating Environment**

This software can run over the Windows XP\Windows Server 2003\Vista\Windows7 operating system.

Computer configurations suggested are as below:

- CPU  $\geq 2.0$  GHz
- Memory  $\geq 2$ GB
- Independent display card with DVI interface : memory  $\geq 512$ MB

Computer configuration can be adjusted according to the actual situation.

Adjustment mainly aim at total pixels of LED display, complexity of the playing program and whether play HD video or not.

## Chapter 2 Installation and Uninstallation

### I. Installation


1. Open the CD-ROM, double click the  LEDVISION\_Setup\_x.xx.xxx.exe icon (for example, LEDVISION\_Setup\_2.10.exe), select the software installer language, and click OK.



Fig. 2-1 Select Installer Language

2. Go into the Welcome Installation interface, and click Next.

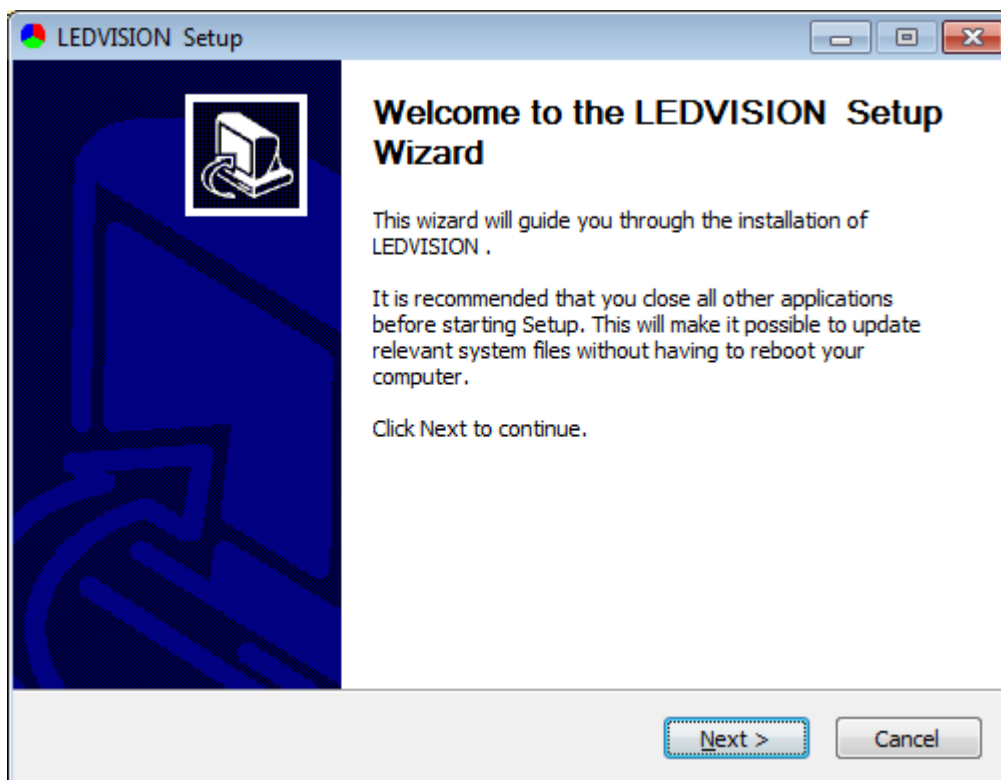


Fig. 2-2 Installation Wizard

### 3. Accept agreement. Select “I Agree”

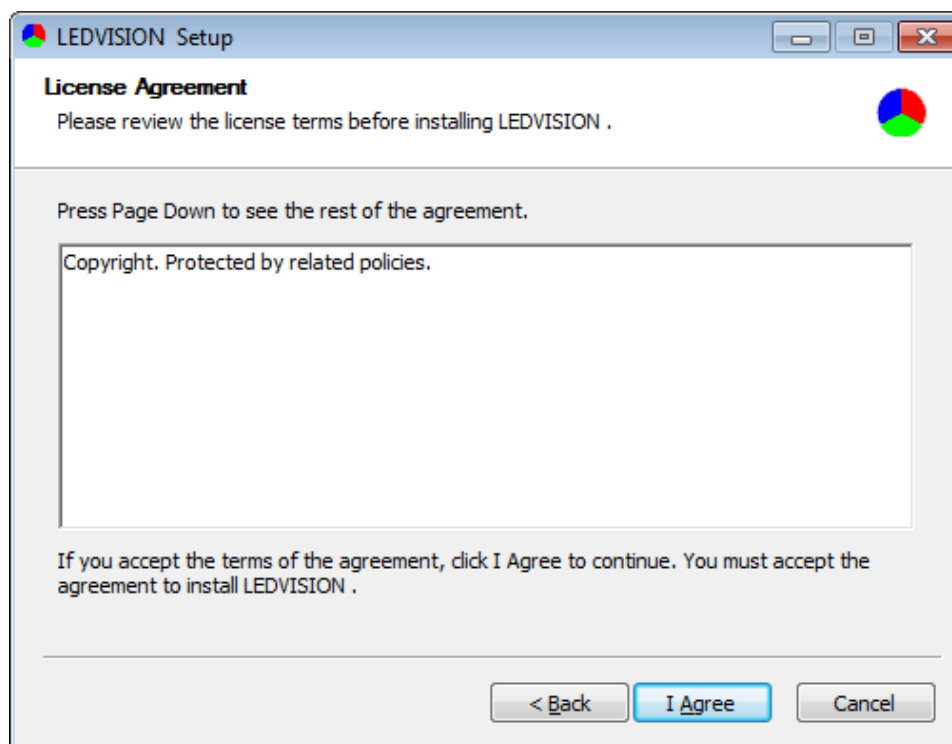


Fig. 2-3 Authority License

### 4. Select the installation directory and confirm to install.

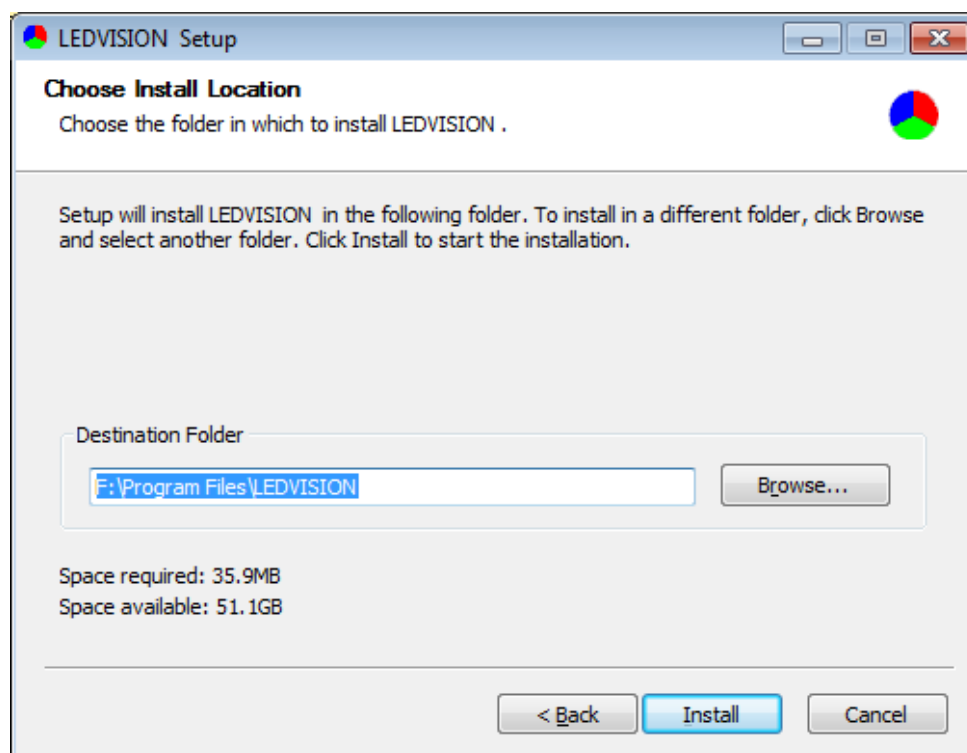


Fig. 2-4 Select Installation Location

### 5. Confirm the successful installation. Select “Finish”.

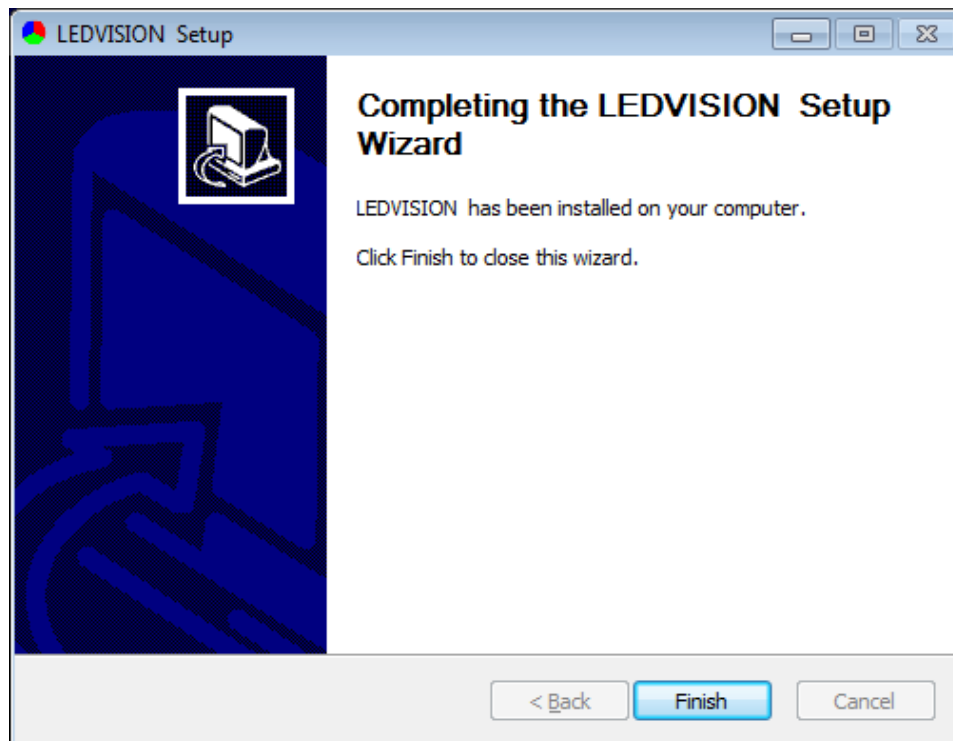


Fig. 2-5 Installation Completed



6. A shortcut icon will be generated automatically by system after installation, double click to enable the software.

## II. Uninstallation

Select All Programs > LEDVISION > Uninstall from the Start menu in the lower right corner of the computer, to uninstall the software.

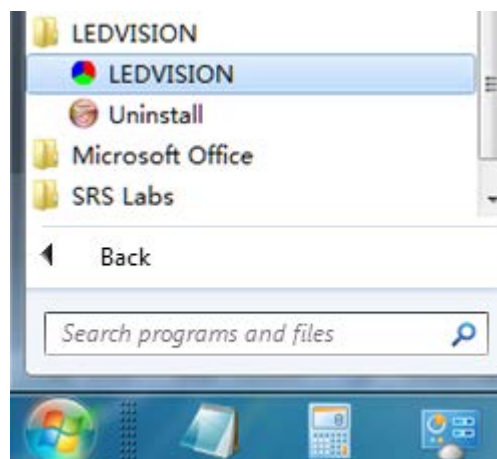


Fig. 2-6 Uninstall LEDVISION

## Chapter 3 Overview of LEDVISION

### I. Understanding of LEDVISION Software Interface

The software interface (shown as Fig. 3-1) will appear after enable the software. The software interface includes two parts: play window and the main interface.

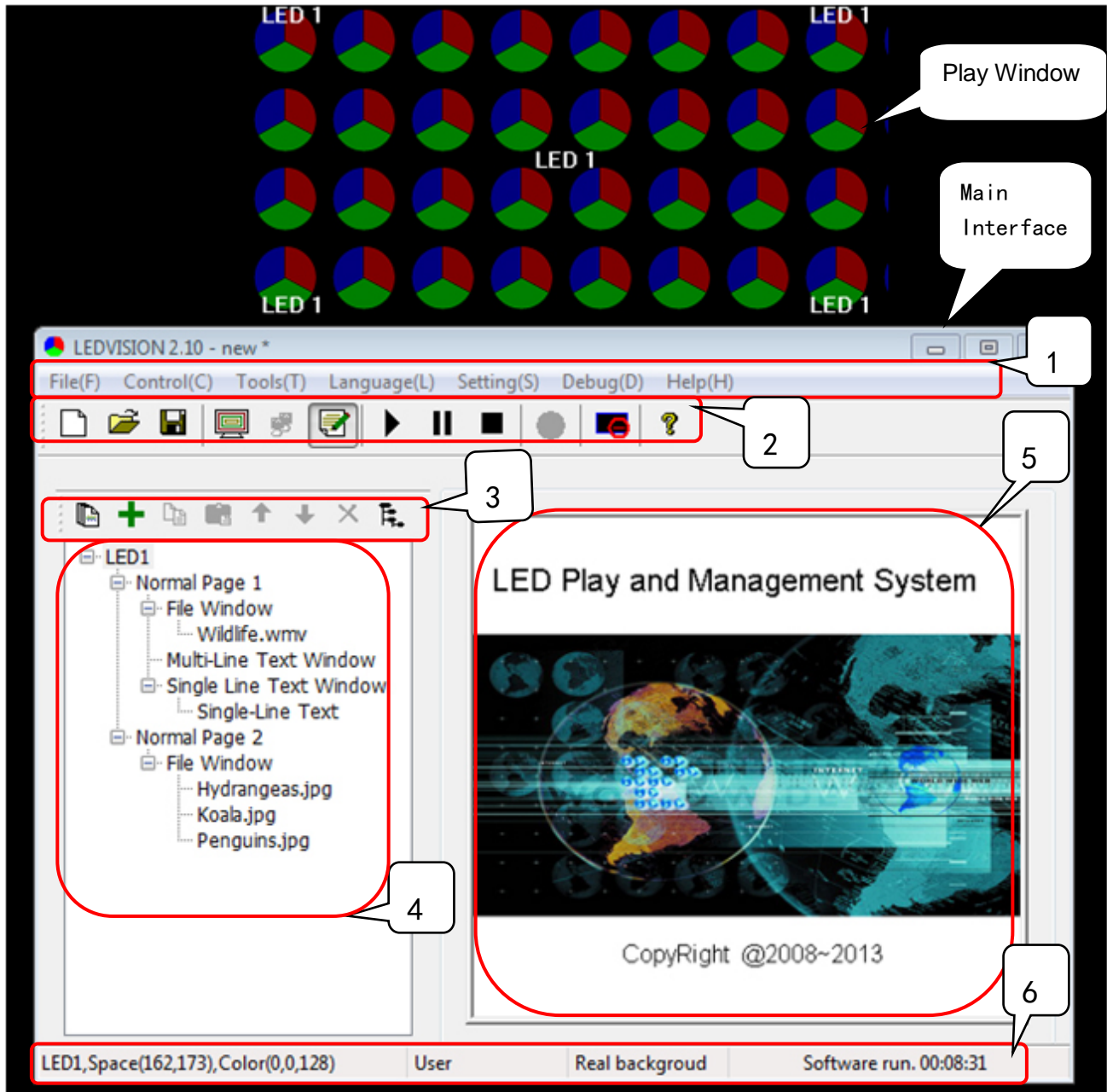


Fig. 3-1 LEDVISION Software Main Interface



## 1. Play Window

The play window is the preview window of the LED display. What is playing on LED display can be seen from it.

## 2. Main Interface

The main interface is composed of six areas, in order, 1. Menu , 2. Main Tool Bar, 3. Program Editing Tool Bar, 4. Program Tree Area, 5. Program Property Area, 6. Status Bar .

## II. Program Structure

The program tree areas of LEDVION is composed of four levels, LED display, program page, program window and play content item in turn.

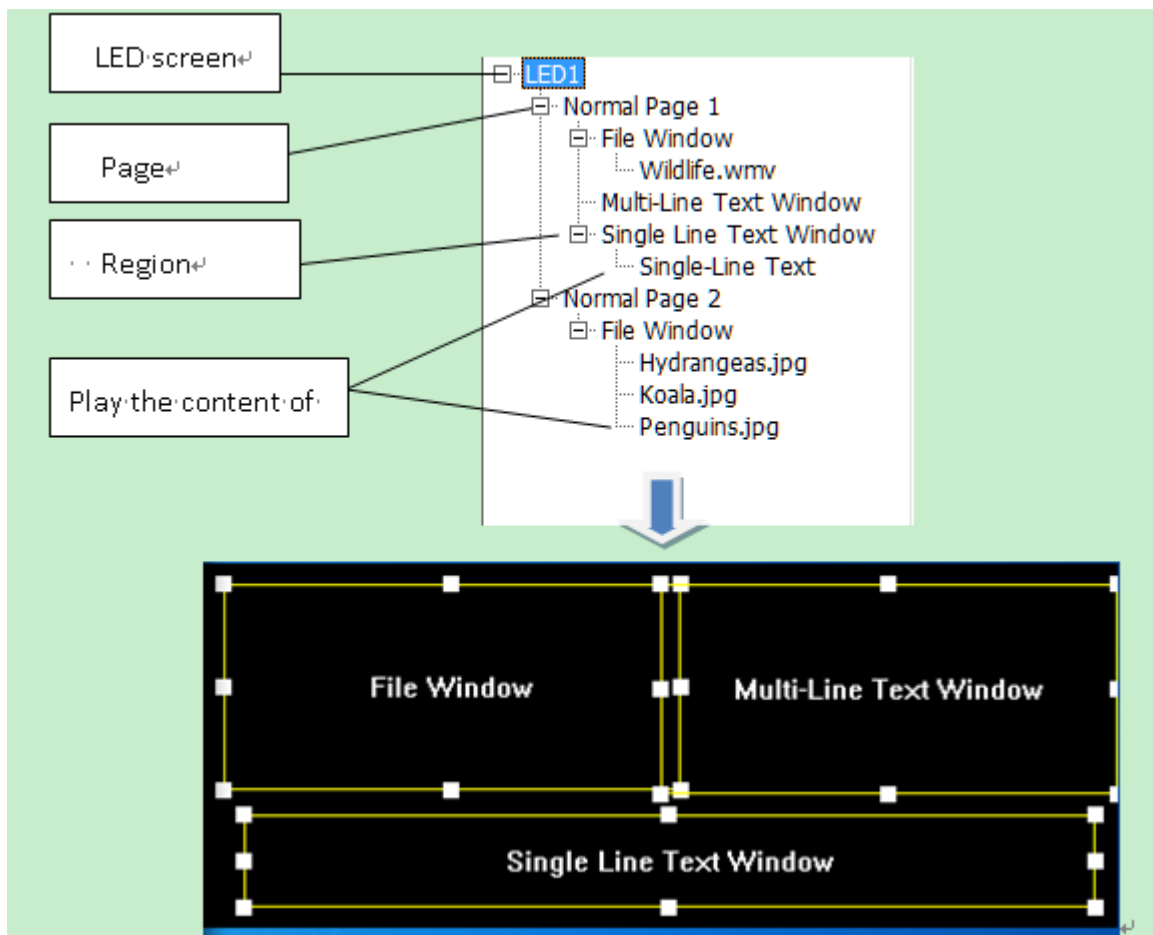


Fig. 3-2 Program Component Schematic

- LED Screen: it determine what to play on LED display . It is the parallel relationship between LED screens, more program pages can be added to the LED screen.
- Program Page: The program page refers to the collection of a group of the program windows and the program contents set by users. It is the parallel and the serial play relationship between the Program Pages.

The image shows a software interface for configuring program page properties. It is divided into two main sections: 'Page Properties' and 'Play Management'.  
In the 'Page Properties' section, there are five controls:

- Name:** A text box containing 'Normal Page 1'.
- Back Picture:** A dropdown menu showing 'No background picture'.
- Back Color:** A color selection bar currently set to black.
- Back Music:** A dropdown menu showing 'No background music'.
- Volume:** A slider bar with a numeric input box set to '100'.

The 'Play Management' section contains two radio button options:

- Set Duration:** An unselected radio button with a time input box set to '1:00:00'.
- Loop this page:** A selected radio button (indicated by a filled circle) with a time input box set to '0:00:30'.

**Fig. 3-3 Program Page Properties**

- Program Window: The Program window is the play area window of the program, which determines the layout and overlapping layer of the play content in the program page. It is the parallel and synchronous play relationship between two Program windows.

Window Properties

Name: File Window    Maximum: Maximum    Outline: 0

StartX: 10    Width: 225    Color: [Yellow]

StartY: 10    Height: 102    Layer: 3:Bot

Total: 0:00:30    File count: 1    ☒ Same Effect

**Fig. 3-4 Program Window Properties**

- **Play Content Item:** It is the concrete content displayed on the LED screen, including video, picture, text, clock, weather forecasting and external video. It is the parallel and serial play relationship between Play Contents.

Image Properties

Path: F:\Users\Public\Pictures\Sample Pictures\Desert.jpg

Size: W 1024    H 768    ☐ Reserve Aspect Ratio

Trans.: [Slider] 100%

Effect Properties

None    Random    Repeat X: 1    Repeat Y: 1    ☐ Connect

In: 01:Random    Time: 5    100ms

Stay: 00:No Effect    Time: 50    100ms

Out: 01:Random    Time: 5    100ms

**Fig. 3-5 Program Content Properties**

Note: For each LED screen, it is parallel and serial play relationship both between program pages and between play contents, and the parallel and synchronous play relationship between program windows.

## III. Menu and Toolbar Button

### 1. Main Menu

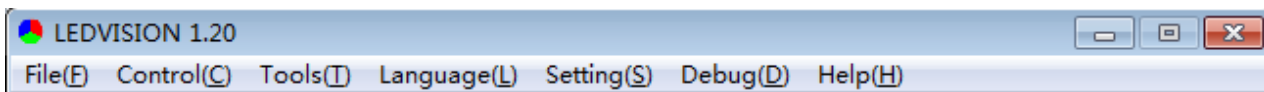


Fig. 3-6 Main Menu Bar

#### i. File Menu

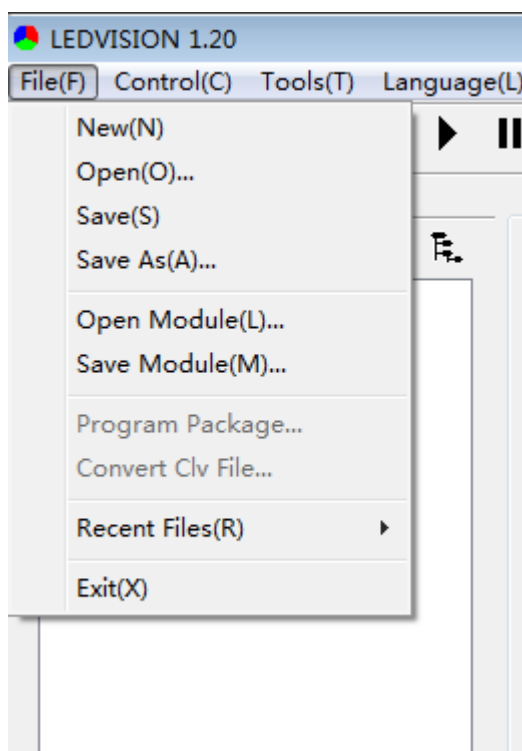


Fig. 3-7 File Menu Bar

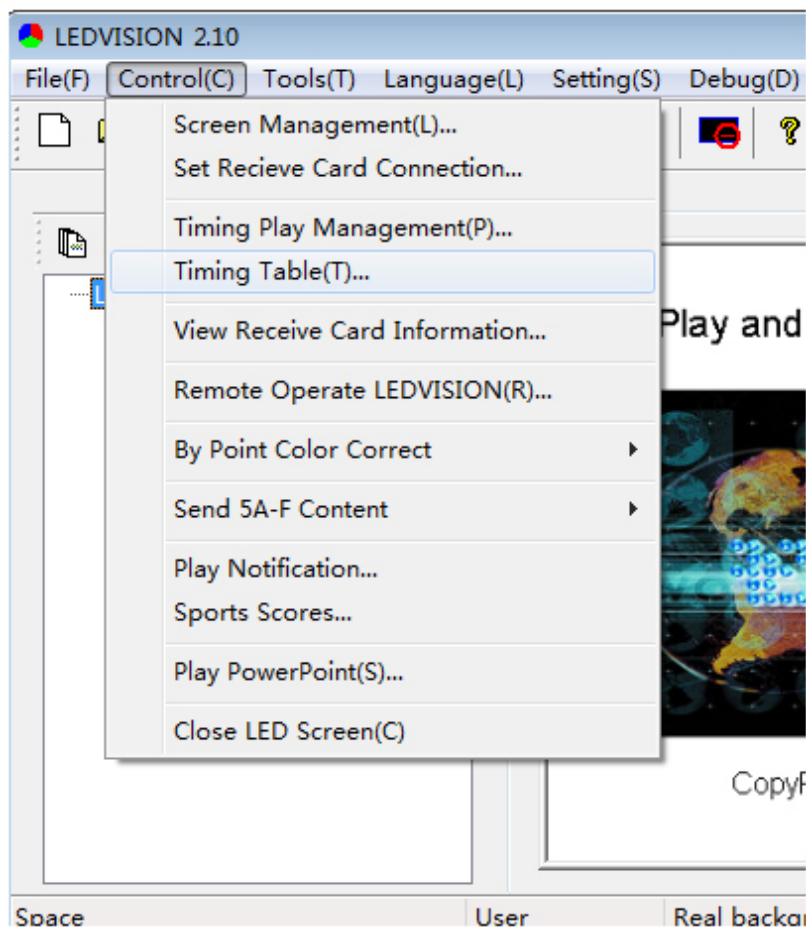
It mainly performs the basic operation of the program file (\*.vsn file) and template file (\*.vsnt file) in the file menu, such as the save, open, program packing and conversion to the clv file.

#### ii. Display Control Menu

It is used for play window parameter setting, program auto playing, and check vision of receiving card, temperature( temperature sensor is needed),

control area and other detail informations, remote control, brightness calibration, emergent notification, scores of sport event, power point and more files can be played and controlled.

Of which, Close Large-screen Display is used to close/open the display on the LED screen. The visible content on the computer display will not synchronously be sent to the LED screen for display after close the LED display, which is applicable to the situation that informations on computer screen are not expected to synchronously show on the LED screen during editing. “remote real-time management of display” can add IP of the controlled computer and log in to it for remote control operation.



**Fig. 3-8 Control Screen Menu**

### iii. Tool Menu

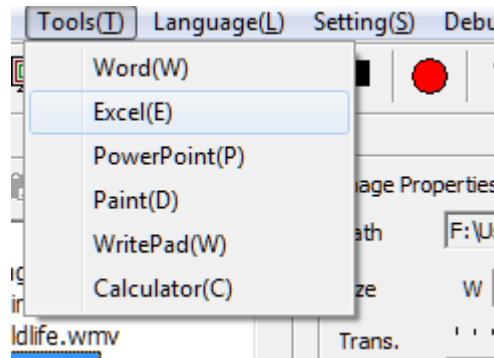


Fig. 3-9 Tool Menu

Call the system software (Word, Excel, Power point, Brush and Wordpad, etc) for a convenient program editing.

### iv. Language Menu

It is used to change the software language upon completion of the software installation.

### v. Setting Menu

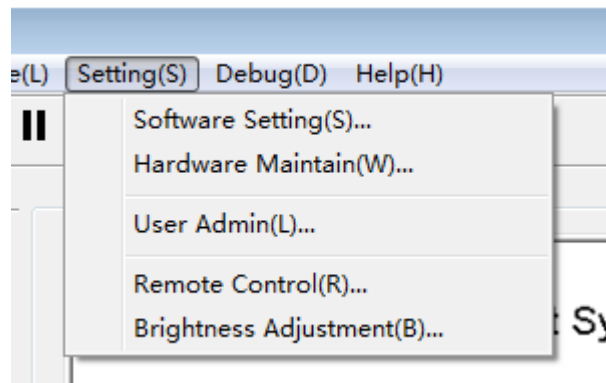


Fig. 3-10 Setting Menu

- Software Setting: includes 3 software related settings namely automatic setting, network setting, more setting . remote control can be permitted in network setting.

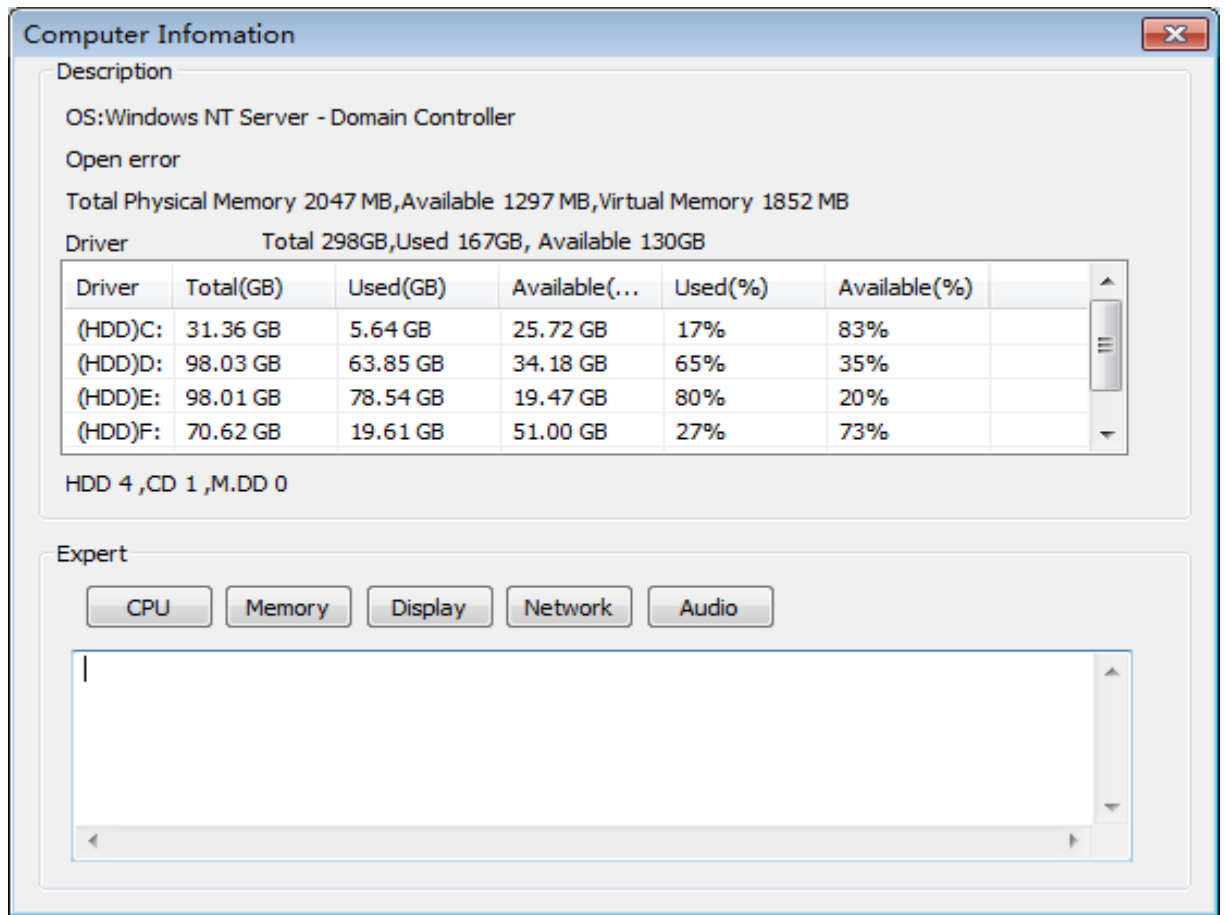
- **Hardware Maintenance:** It is used for card upgrade, parameters draw back , etc.
- **User Management:** It is used for user account setting and management.
- **Remote Control:** remote control the brightness, temperature and power switch of LED screen (multi-functional card is needed).
- **Brightness Adjustment:** adjust brightness, temperature and power switch of LED display (multi-functional card is needed).

## vi. **Debugging Menu**

Various display modes are available for production test and installation commissioning.

## vii. **Help Menu**

It is used for checking the help document, version and computer related information. Of which, you can view the CPU, memory, video display card, network interface card (NIC) and audio card from the computer information.



**Fig. 3-11 Computer Configuration Information**

## 2. Main Toolbar

The main toolbar provides the operations of the program file, play window hide/ display , switching of the dual displays, the program play operation and close/display of the large screen (as shown in Fig. 3-12).



**Fig. 3-12 Main Toolbar**

## 3. Context Menu of Play Page

Right click the mouse in the play window, to pop up the menu (as shown in Fig. 3-13). Support various operations on the program file and pages switching of the program play.



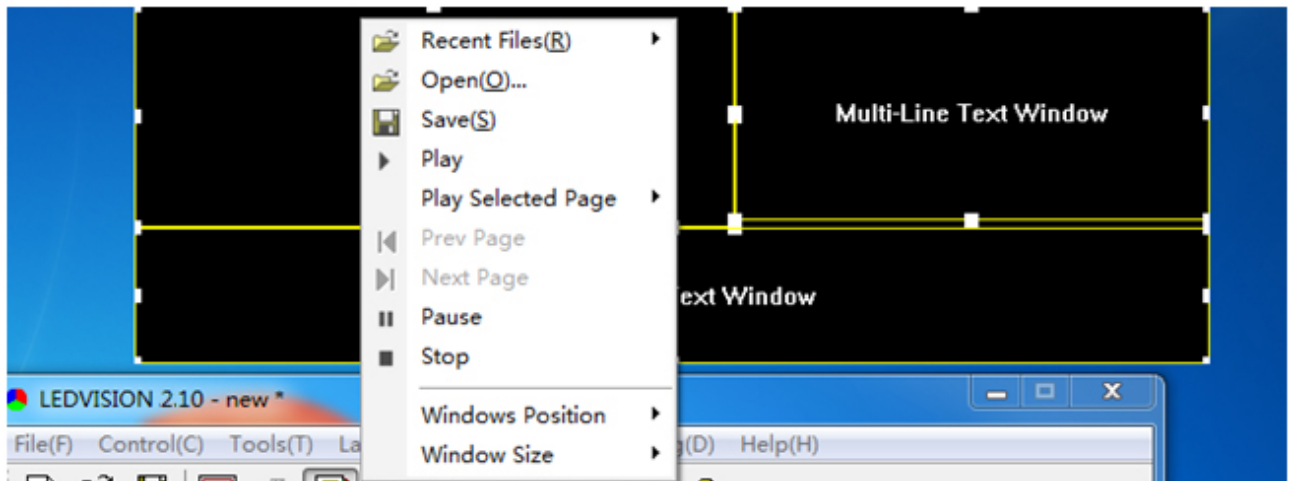


Fig. 3-13 Context Menu of Play Page

## 4. Program Editing Toolbar



Fig. 3-14 Program Editing Toolbar

It is as follows from left to right in turn:

- Add Window and Play Content item: Add the program window or the play content item in corresponding position.
- Copy: Copy the selected item and all content under it.
- Paste: Paste the copied content.
- Move Up: Move the selected content to the forward.
- Move Down: Move the selected content backward.
- Delete: Delete the selected item and all content under it.
- Un-expand/Expand Program Tree: Un-expand/expand all content under the selected item.
- Search: search key words and take corresponding operation.

## Chapter 4 Program Editing Process

### I. Setting LED Screen Size

Set the right size of LED screen, otherwise, only part of contents can be shown or can not display normally when playing.

Setting Method: Select “Main Menu > Control Screen > Screen Management, to pop up the Screen Management window. Here set the quantity, start position and size of LED screen (as shown in Fig. 4-1).

The screenshot shows the 'Screen Management' window with the following sections:


- Send Card Set:** Includes 'Serial Port' dropdowns (set to 'COM3' and 'Detect send card') and a 'Detect Recieve Card' button.
- Net Port Area Setting:** Includes a 'Custom' dropdown, a table for Port1 and Port2 settings, and a 'Send' button.
- Control Area:** Includes 'Screen Count' (set to 1), input fields for X (580), Y (16), Width (600), and Height (200), an 'Apply' button, and a 'Config Selected One...' button.
- Table:** A table with columns 'No.', 'X', 'Y', 'Width', 'Height', and 'Parameters File Path'. The first row, 'LED1', is highlighted in blue and contains the values 580, 16, 600, and 200.

No.	X	Y	Width	Height	Parameters File Path
LED1	580	16	600	200	

**Fig. 4-1 Screen Management Window**

Note: Here, the size of the LED screen corresponds to the size of the actual LED screen, which is usually set to be consistent with the size of the LED large screen.

## II. New Program Page

To create a program page by clicking  from program editing toolbar (as shown in Fig. 4-2).

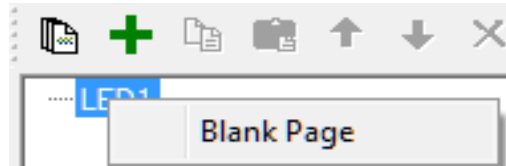


Fig. 4-2 New Program Page

Related properties of program page will be shown on right side of the main interface after the creation of it. (shown as Fig 4-3). In general, parameters set as default .

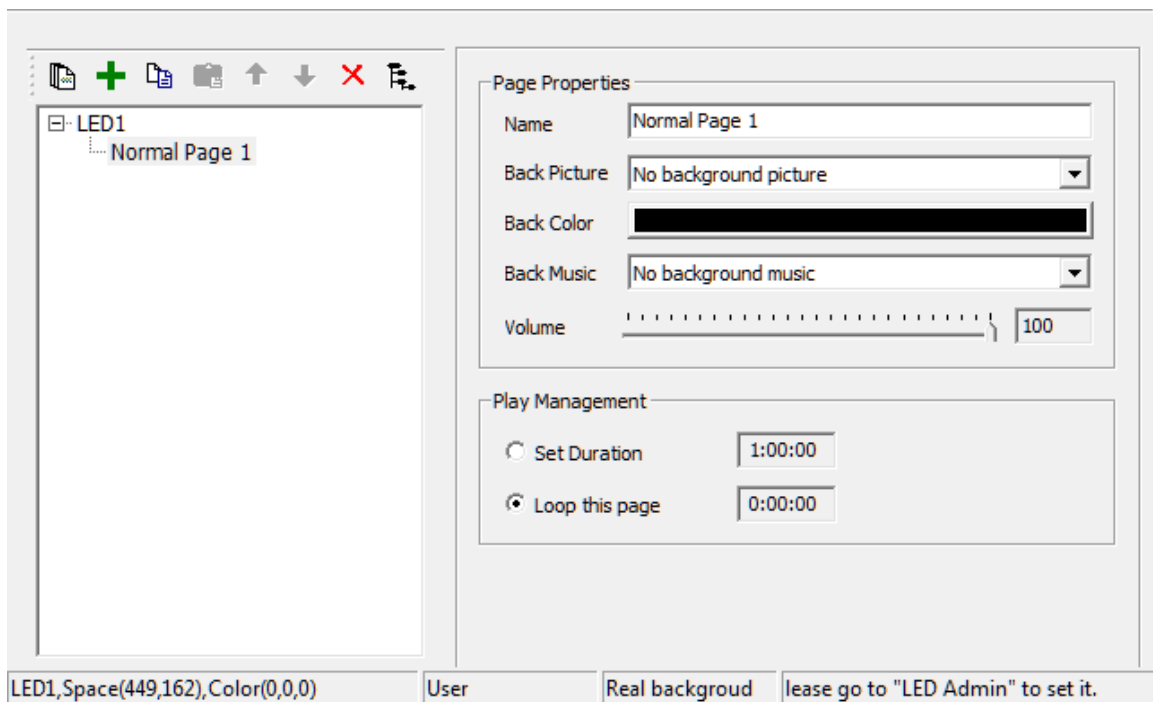


Fig. 4-3 Program Page and Its Properties

Set the below properties of page in property window of program page:

- Back Picture: one picture can be set as the background picture of this program page.
- Back Color: Click the Color Bar to select random color as the background color of this program page.


- Back Music: one audio file can be set as the background music of this program page.
- Play Management: Set the play time of a program page.

Method 1: Specify the play duration. It will play the next program page after this program page is played for a specified time.

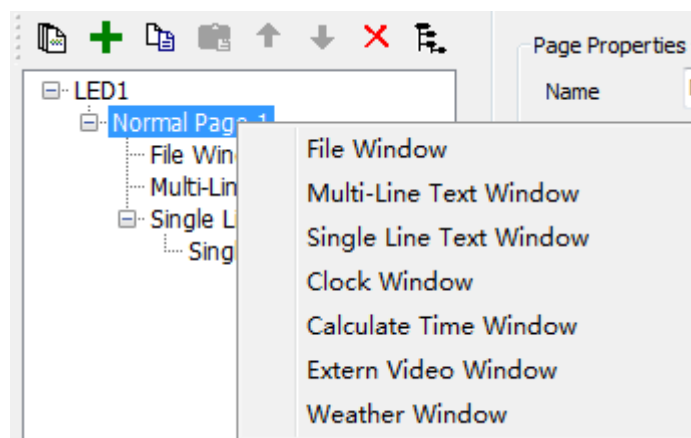
Method 2: auto play. It will play the next program page after one program page is played completely.

### III. Add Program Window

#### 1. Add Program Windows

Right click Program Page node or click the  button on the program tool bar after the program page is created, to pop up the Add Program Window menu (as shown in Fig. 4-4). The position of the program window may be dragged by the mouse or set by the coordinate. One program page includes countless windows, and the size and position of window can be set at random.

The window includes below contents:



**Fig. 4-4 Add Program Window**

- File Window: video, picture, text, Word, Excel, PowerPoint, Flash and GIF can be played in the window.
- Multi-line Text Window: multi-line text in the complicated format can be played in the window
- Single-line Text Window: one line text in the simple format can be play in the window
- Clock Window: analog clock or the digital clock can be displayed in the window
- Timer Window: counting time and the counting down time can be displayed in the window
- External Video Window: external video can be played in the window. It includes the input of the external video capture device, such as the video camera, Webcam, TV card and DVD.
- Weather Window: weather information of domestic and international main cities can be shown in the window (Internet connection is necessary).
- Environment window: environment temperature, humidity, smoke and other information can be displayed
- Desktop copy: whole content of desktop can be copied to display
- Website window: link to the website by URL
- Play on this page: play current page

## **2. Window Properties setting**

All windows are equipped with common properties (as shown in Fig. 4-5).

Window Properties


Name	File Window	Maximum	Outline	0	
StartX	10	Width	225	Color	Yellow
StartY	10	Height	90	Layer	1:Top
Total	0:00:00	File count	0	<input checked="" type="checkbox"/> Same Effect	

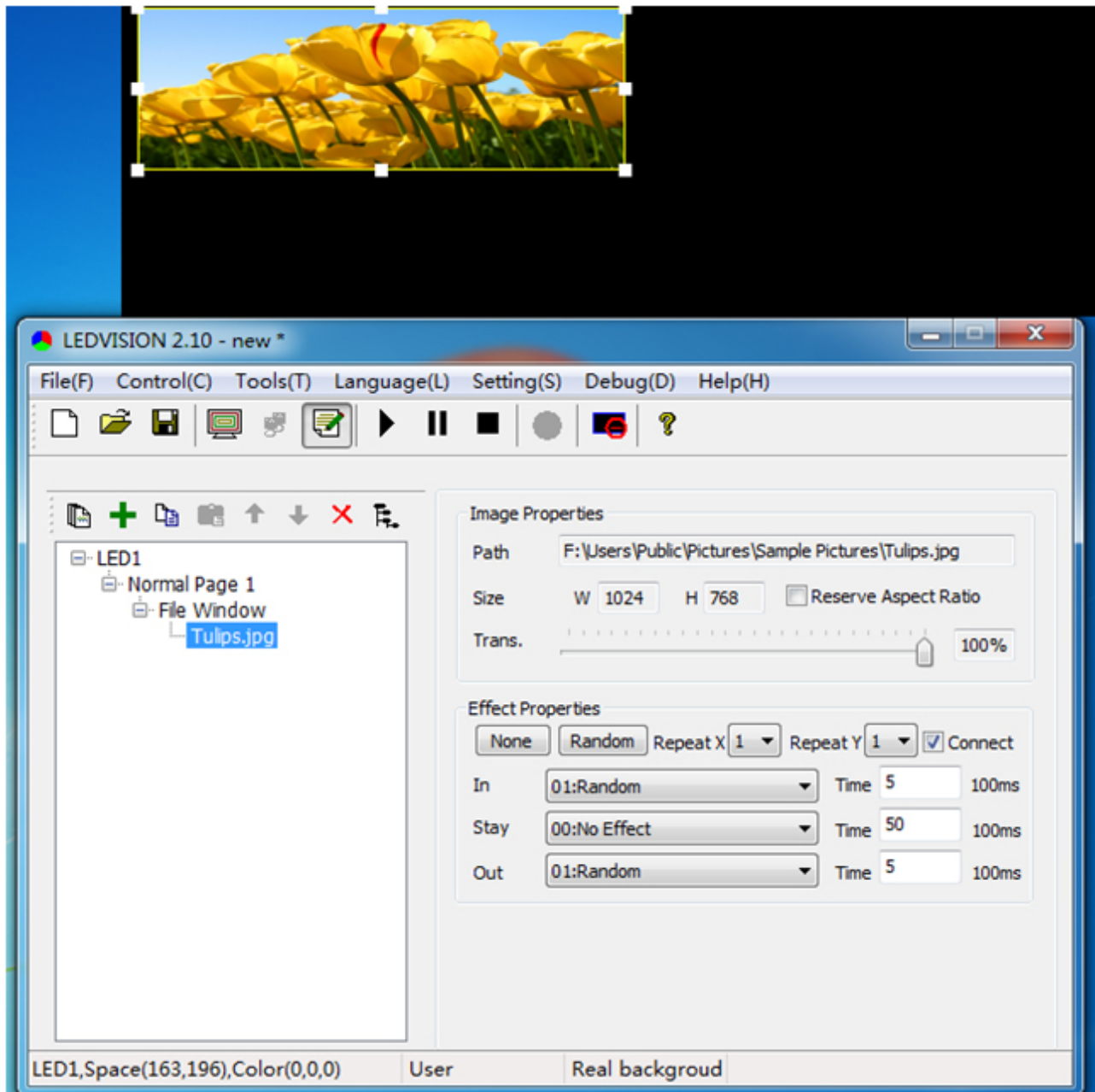
**Fig. 4-5 Window Properties**

- Maximum: window display on LED screen in full screen mode.
- Outline: the width of outline can be set by taking pixel as the unit.
- Color: the color of outline can be changed
- Start X: The vertex of the upper left corner of the window corresponding to the left outline of the LED screen, which takes the pixel as the unit.
- Start Y: The vertex of the upper left corner of the window corresponding to the upper outline of the LED screen, which takes the pixel as the unit.
- Width: It is the width of the window, which takes the pixel as the unit.
- Height: It is the height of the window, which takes the pixel as the unit.
- Layer: It is the cascading position relationship of this window in this program page, "1: Top" is the foremost.
- Total: It is the time required to play all programs in this window.
- File Count: It is the number of files to be played in this window.

#### **IV. Add Play Content Item**

First create a window, then add corresponding play content .

E.g. right click “program window” or click  to pup up menu—click” add image” to select a picture to be played. The corresponding LED window and main interface display as below:




**Fig. 4-6 LED Window Effect**

The above process is for a complete program production. The next chapter will introduce detail process for modification of corresponding contents.

## Chapter 5 Detailed production of Program window

### I. Play Image

#### 1. Add Image

Create a new file window. Right click File Window or click the  button, select “image File” from the pup up menu to add one or more images.

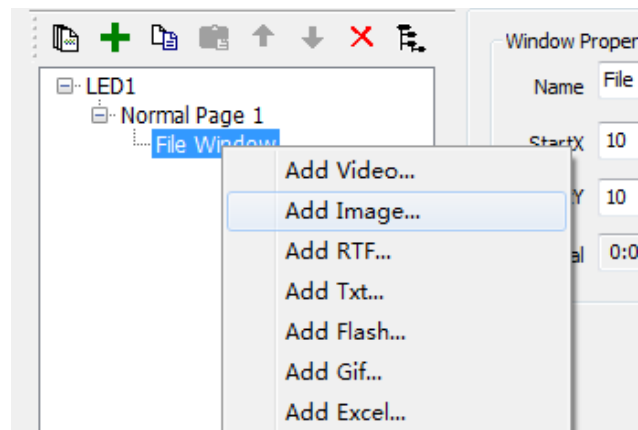


Fig. 5-1 Add Image

#### 2. Image Properties

Support all image formats (BMP/JPG/PNG....).Image file includes various properties and effects (as shown in Fig. 5-2).

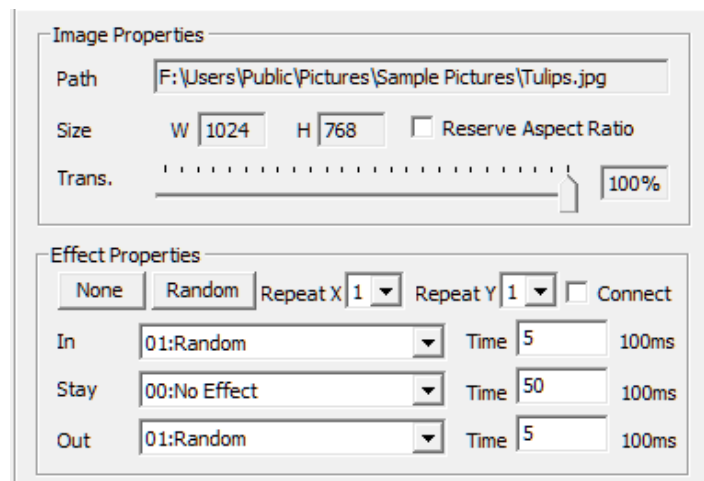


Fig. 5-2 Image Properties



- Path: It is the detailed path of files in the computer.
- Original Size: It is the original width and height of images.
- Reserve Aspect Ratio: It is shown by the original proportion of images.
- Trans: transparent effect can be adjusted freely.
- reverse: no-flip, mirroring, handstand are available

### 3. Effect setting


- No Effect: cancel all effect shortcut button
- Random: Set all effects as Random.
- Connect: The out effect of previous program file is the same as the in effect of the next program and they are identical. In this way, the play screen will not display the black after the setting.
- Repeat: window can be divided into 16 parts at most, and use effect separately so that the effect is more delicate.
- In: It is the effect type when it comes in the screen.
- Out: It is the effect type when it goes out screen.
- Stay: It is the duration between the In effect and the Out effect, whose unit is 0.1s.
- Time: The speed unit is 0.1s, which indicates the total time to complete current effect action. The less the value, the faster the effect action is.

At present, there are the 50 effects as follows.

<b>General</b>	00: No Effect, 01: Random
<b>Edge Coverage</b>	02: Left coverage, 03: Right coverage, 04: Upper coverage, 05: Lower coverage
<b>Diagonal Angle Coverage</b>	06: Upper left corner, 07: Upper right corner, 08: Lower left corner, 09: Lower right corner
<b>Straight Angle Coverage</b>	10: Upper left corner, 11: Upper right corner, 12: Lower left corner, 13: Lower right corner
<b>Blind</b>	14: Horizontal blind, 15: Vertical blind
<b>Bisect and Close</b>	16: Left/right bisect, 17: Upper/lower bisect, 18: Left/right close, 19: Upper/lower close
<b>Move</b>	20: Move up, 21: Move down, 22: Move left, 23: Move right 24: Move toward upper left corner, 25: Move toward upper right corner, 26: Move toward lower left corner, 27: Move toward lower right corner
<b>Mosaic</b>	28: Mosaic (small), 29: Mosaic (middle), 30: Mosaic (large)
<b>Rotation</b>	32: Rotate right 360°, 33: Rotate left 360°, 34: Rotate right 180° 35: Rotate left 180°, 36: Rotate right 90°, 37: Rotate left 90°
<b>From Small to Large</b>	38: Center, 39: Upper left, 40: Upper right, 41: Lower left, 42: Lower right
<b>From Center to Surrounding</b>	43: Rectangle, 45: Diamond, 47: Cross
<b>From Surrounding to Center</b>	44: Rectangle, 46: Diamond, 48: Cross
<b>3D</b>	49: 3D animation 1, 50: 3D animation 2
<b>Others</b>	31: Gradient

## II. Play Video

### 1. Add Video

Create one file window. Right click File Window or click the  button, click “Video File” from pup up menu to add one or more video files. This software supports almost all video formats under the support of the decoder (it is recommended to use the ultimate decoder), such as AVI/MPEG/ASF /WMV/RM....

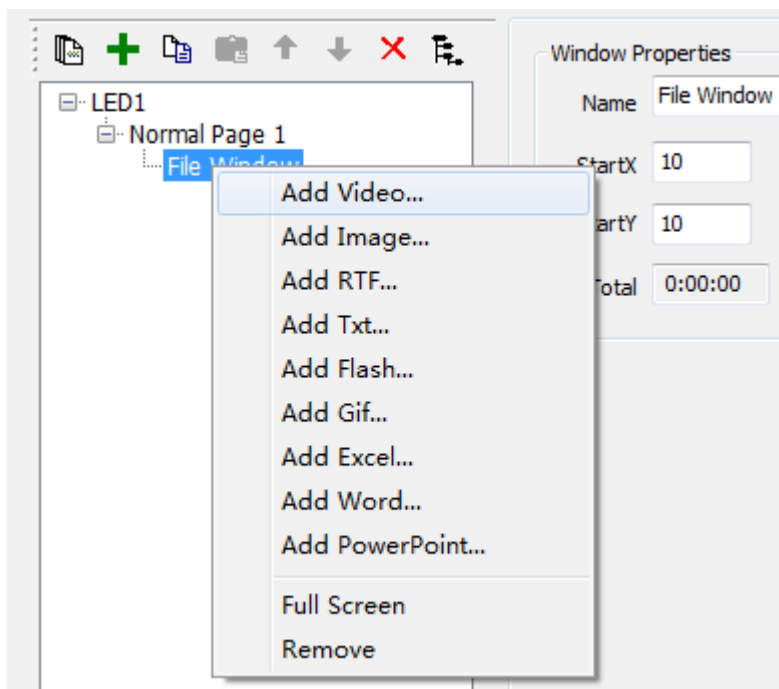


Fig. 5-3 Add Video

## 2. Video Properties

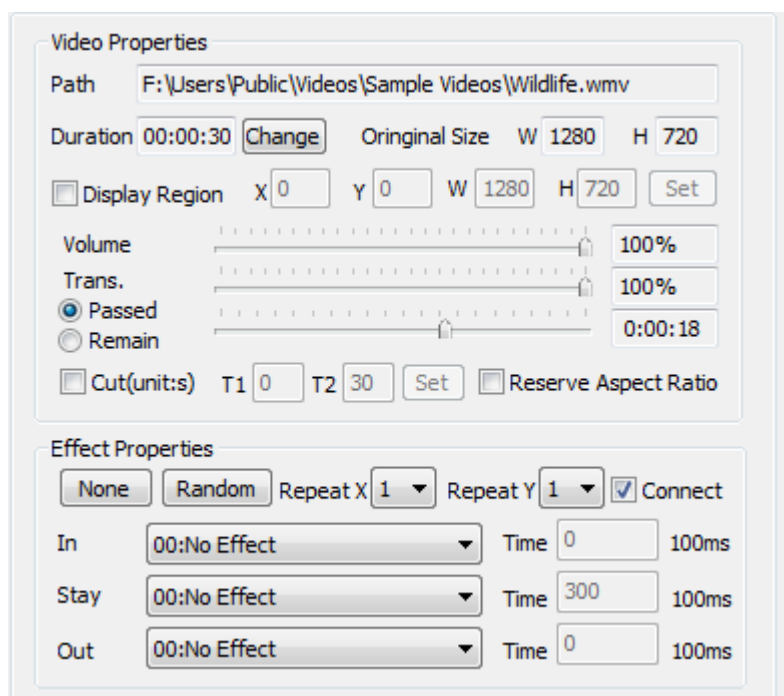


Fig. 5-4 Video Properties


The video file includes various properties (as shown in Fig. 5-4). Of which, the Path and Original Size are the read-only properties, and the Volume, Trans, Duration, Passed and Remain may be adjusted freely.

Furthermore, LEDVISION specially provides the function to cut the Display Region and the Display Time, to cut part of contents and time span from the video for the display.

Please refer to the Play Picture for effect setting.

### III. Play Text

#### 1. Play Single Line Text

Right click Program Page or click the  button to pop up the menu, and then click Single Line Text Window to add the single line text (as shown in Fig. 5-5). The single line text is allowed to set the display properties at random, such as the Background Color, Font and Spacing. The display content may be From File or From Input. If it is From File, the display content may be updated automatically according to the change of the text file content.

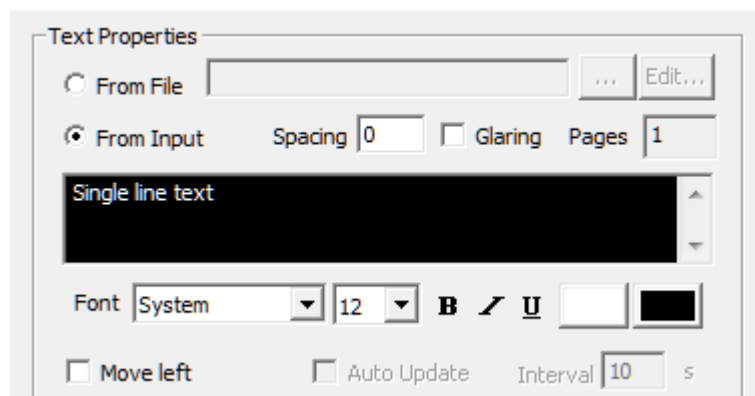


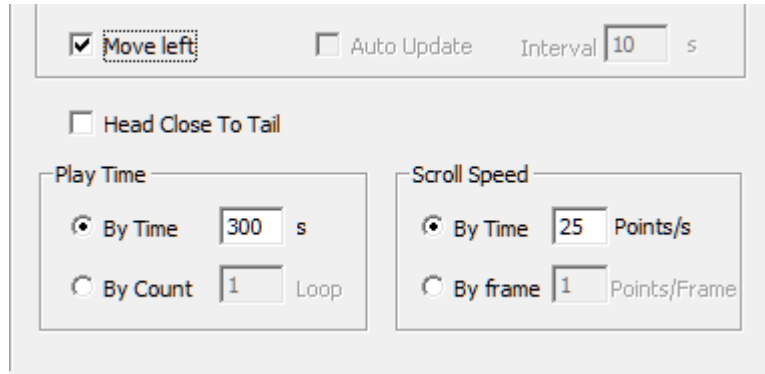
Fig. 5-5 Single Line Text Properties

The single line text supports the Glaring effect (as shown in Fig. 5-6).



Fig. 5-6 Glaring Effect


The single line text supports continuous Left movement effect. When you select Move Left, you can control the Play Time By Count or By Time, or control the Scroll Speed by Points/Frame or Points/s (as shown in Fig. 5-7).



**Fig. 5-7 Move Left Control**

Please refer to the “Play Image” for effect setting.

## **2. Play Multi-line Text**

To add the multi-line text by right clicking the “Multi-line Text Window ”or clicking the  button to pop up the menu, and select Add RFT or TXT file or create it by creating the multi-line text. The multi-line text file in RTF and the new multi-line text may be edited by the Edit Multi-line Text dialog box (as shown in Fig. 5-8).

You can directly input the text into the Edit dialog box or load the TXT, RFT and Word file. Furthermore, it is allowed to set the text display effect.

Upon completion of the editing, click “Save” to save it as the RTF file.

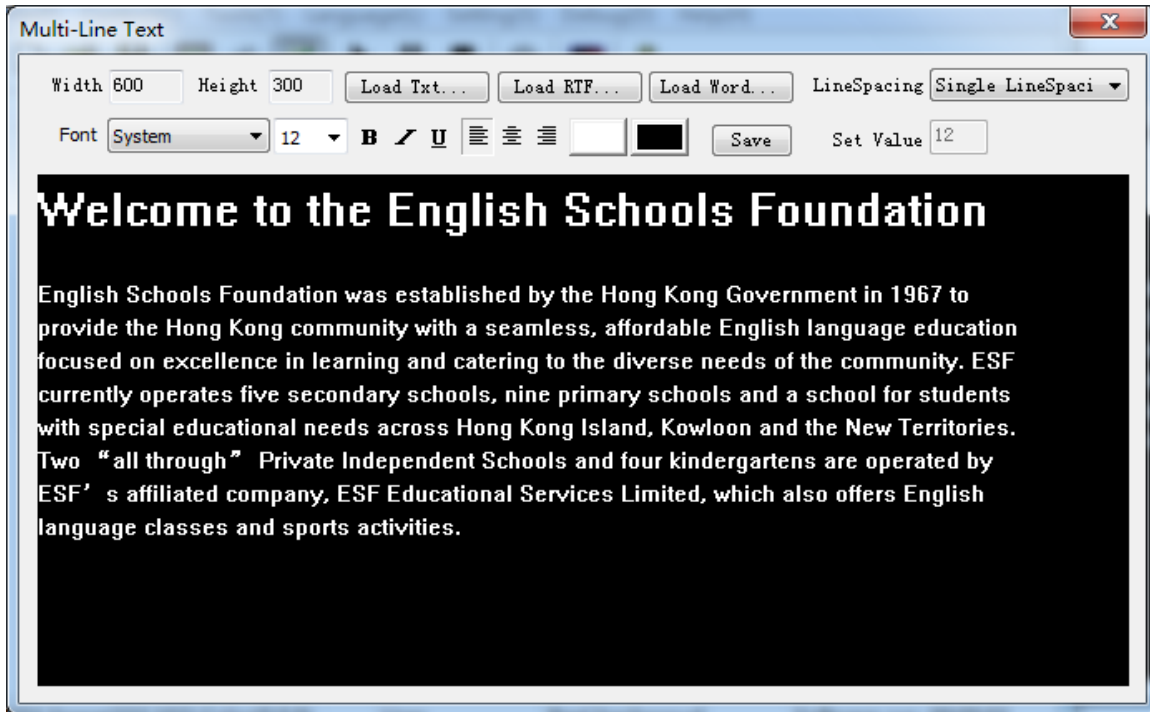


Fig. 5-8 Edit Multi-line Text

The multi-line text supports Move Up. When you select Move Up, you can control the Play Time By Count or By Time, or control the Scroll Speed by setting the Points/Frame or Points/s (as shown in Fig. 5-9).

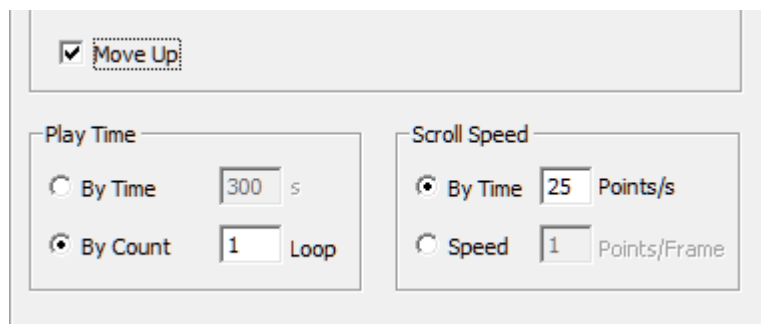


Fig. 5-9 Move Up Control

## IV. Clock and Timer Display

### 1. Clock Display

Analog clock and digital clock are available in the Style of Clock Properties. Furthermore, you can also set the Time Shift as Ahead or Lag in the clock properties.

## 2. Analog Clock Display

You can choose the Clock Shape, Pointer Shape and Color , Scale Shape and Color, or set the Display Text, Font and Color (as shown in Fig. 5-10).

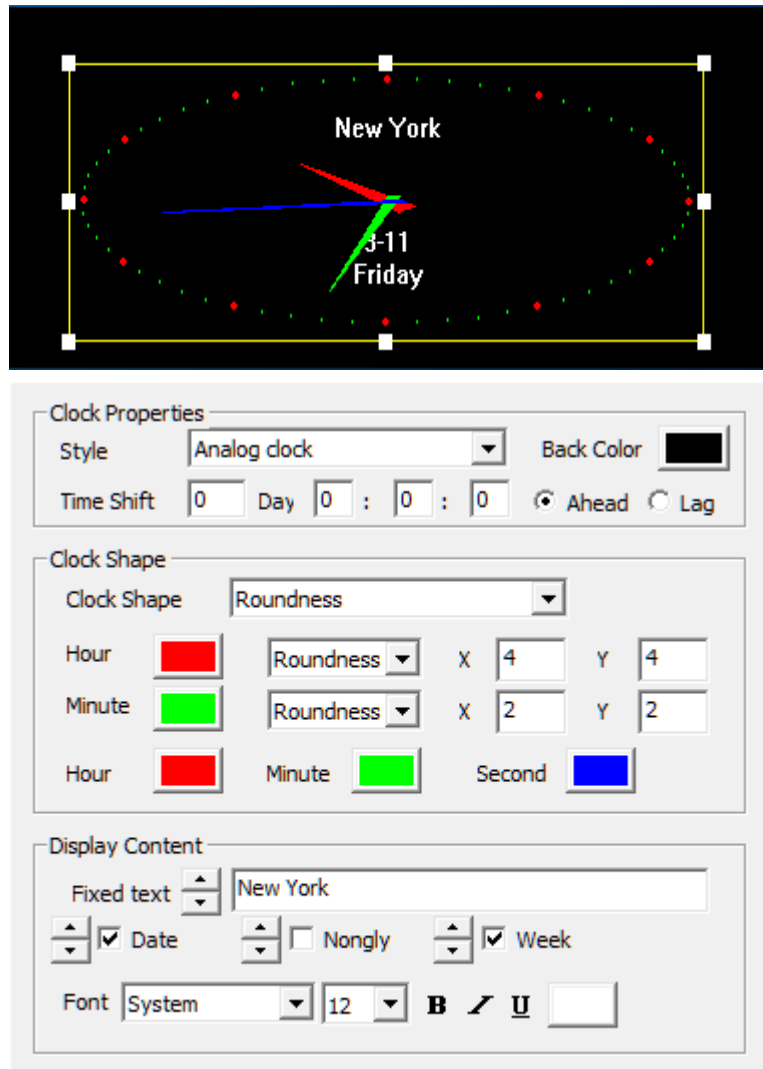


Fig. 5-10 Analog Clock Effect

## 3. Digital Clock Display

One setting effect of digital clock are shown as Fig. 5-11. Font, Fixed, Hour Style, Year Style and Multi-line and Single Line can be set respectively. 3 styles are available.

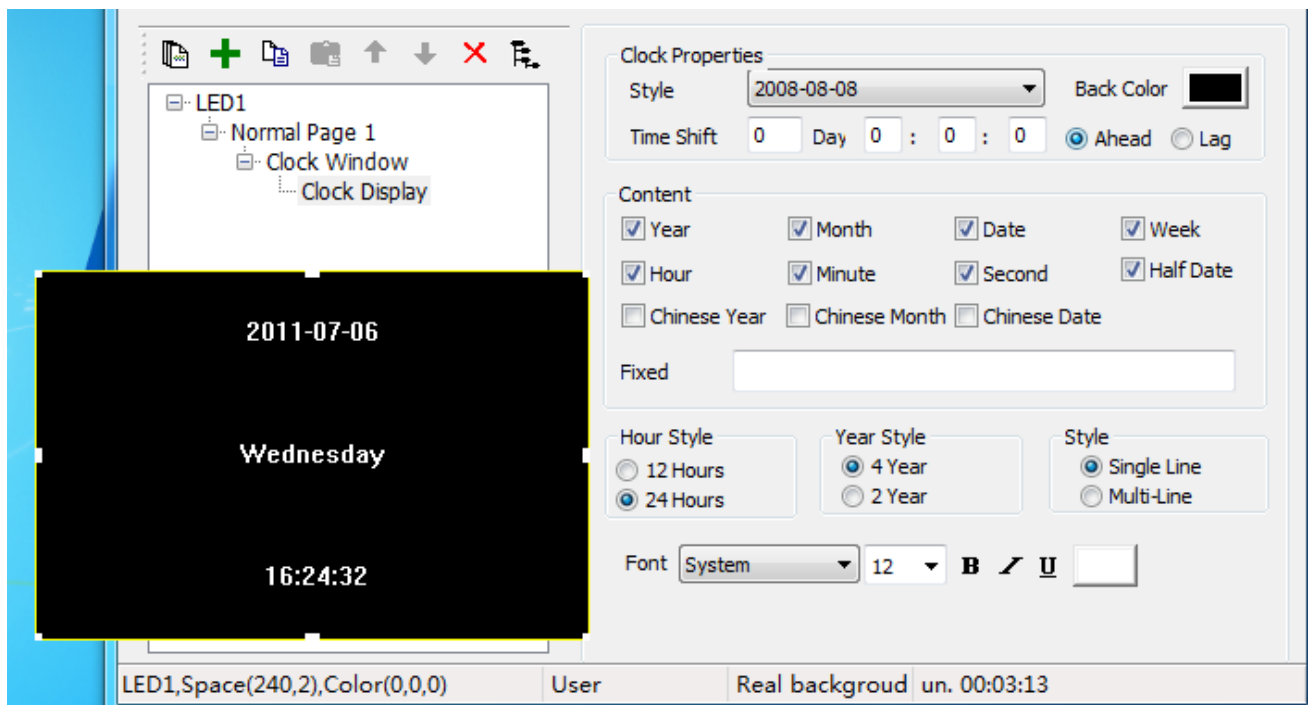


Fig. 5-11 Digital Clock Effect

## 4. Timer Display

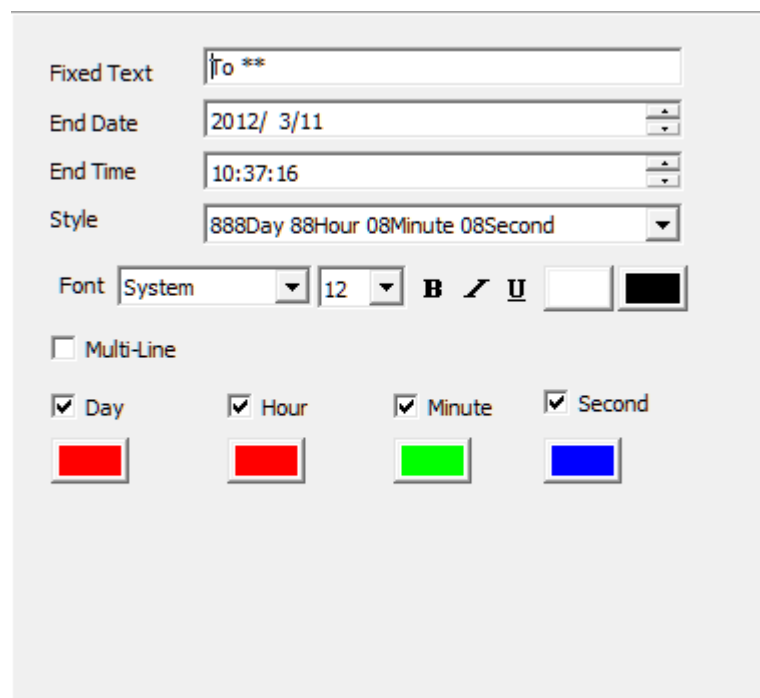


Fig. 5-12 Timing Properties

Timing properties setting are shown as Fig. 5-12. Fixed Text, Font Effect, Font Size, Bold, Italic, Underline, Color, End Date and End Time, and whether



it will display Day, Hour, Minute, Second and Multi-line can be set respectively.

- Counting Down Time: When you set a future date/time as the End Date/Time, the software will calculate the counting down time from current time to the setting time.

Display the effect (as shown in Fig. 5-13).

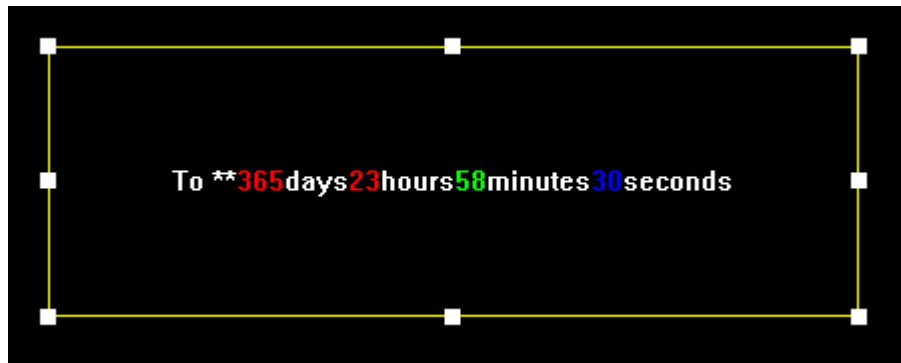


Fig. 5-13 Counting Down Time Effect

- Counting Time: When you set the date/time as the previous time, the software will calculate the counting time from the setting time to current time. Display the effect (as shown in Fig. 5-14).

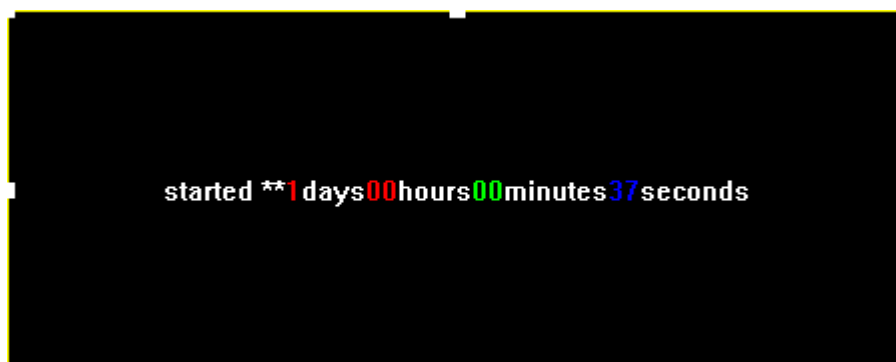


Fig. 5-14 Counting Time Effect

## V. Play Weather

It is the weather property as shown in Fig. 5-15. Input the city name (main domestic and foreign cities) and search, and the system will get current weather information of this city automatically and display it (it is required to connect PC to Internet), and users can select the content to be displayed freely. Furthermore, users can set the Fixed Text, Font Size and Text Color respectively.

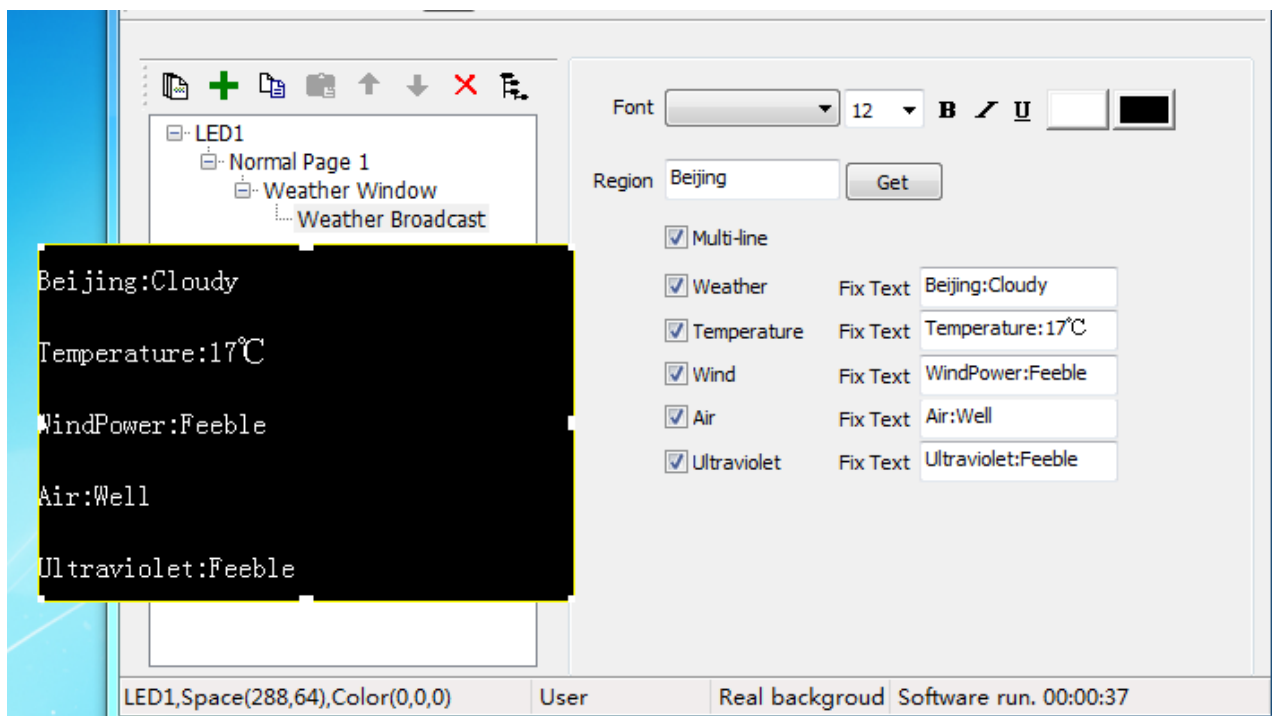


Fig. 5-15 Weather Effects and Properties

## VI. Play External Video

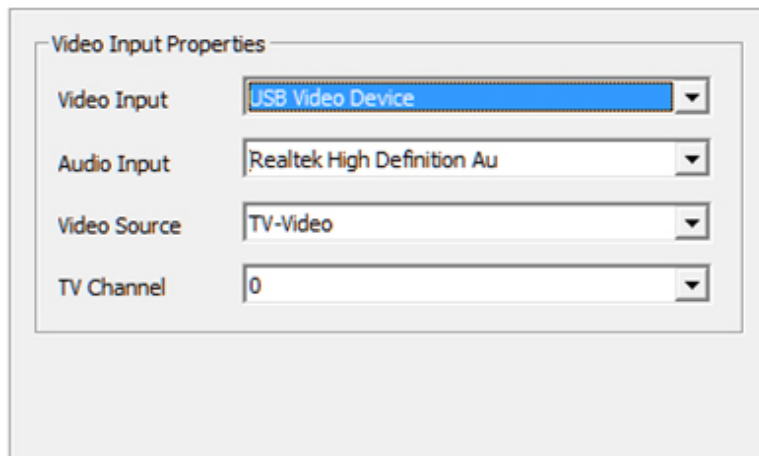
### 1. Installation of External Video Device

Users can use the external video window to display external video devices, such as the camera, TV and video recorder, etc. First to install the external video capture devices, including the hardware connection and the

installation of driver. video outputted from TV cards' general interfaces (such as AV,SV,TV )can be played. At present, they are 2 kinds of interfaces of TV card : PCI and USB. In our actual test, the display effect of the TV card with the PCI interface is better than that that with USB interface. It is recommended to use the TV card with PCI interface, such as TV Master 3 and TV Master 4.

## 2. Add External Video Program


Select “External Video Window”, and right click to select “Add External Video”. then system will automatically add the external video display and locate all external videos connected to PC and list them (as shown in Fig. 5-16).



**Fig. 5-16 External Video Properties**

- Video Input: Select the video capture device.
- Audio Input: Select the audio capture device.
- Video Source: Use to select the signal type of the video source.
- TV Channel: Select the TV channel when the video source is the TV signal.

## VII. Play PowerPoint, Word and Excel

Create a new “File Window”. Right click File Window or click the  button to pop up the menu, then select “Add PowerPoint”, “Add Word ”and “Add Excel ” to play these files.

### 1. Play PowerPoint

The PowerPoint is the file play and supports the automatic update. When the PowerPoint file changes, the software will detect this situation automatically and update the display screen at the same time.

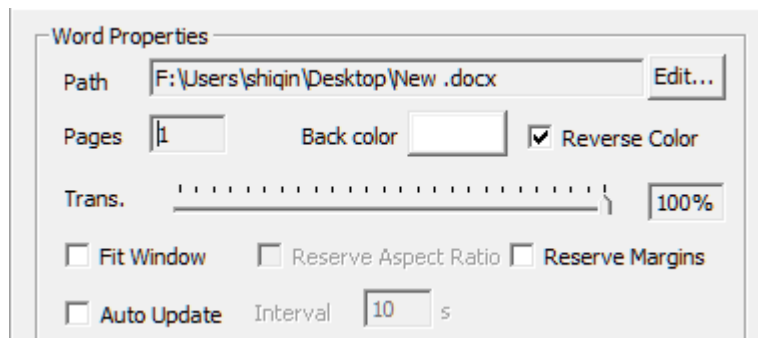


Fig. 5-17 PowerPoint Properties

### 2. Play Word

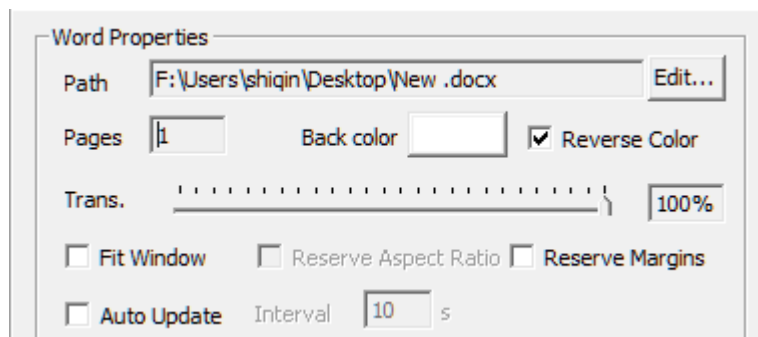


Fig. 5-18 Word Properties

You can select Reverse Color for the display effect, scaling the fit Window to fill the full page into the region and remain the original outline within Word.

## 3. Play Excel

You can set Rows/Page to change the display effect (as shown in Fig. 5-19).

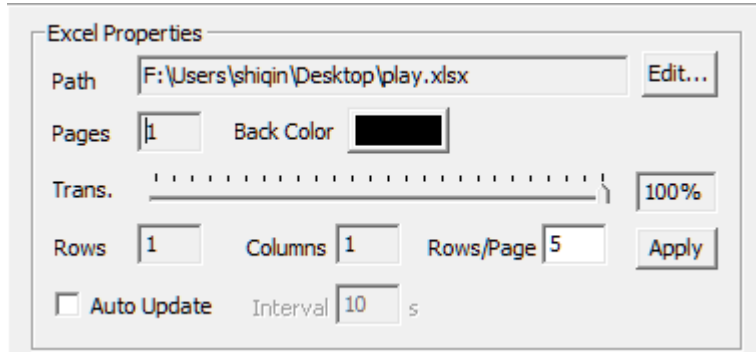



Fig. 5-19 Excel Properties

## VIII. Play Flash and Gif

Right click “File Window” or click the  button to pop up the menu, to click “Add Flash” and “Add Gif ” to play these files.

### 1. Play Flash

You can adjust Length, and set the Show Style as ExactFit, No Border, Show All and NoScale.

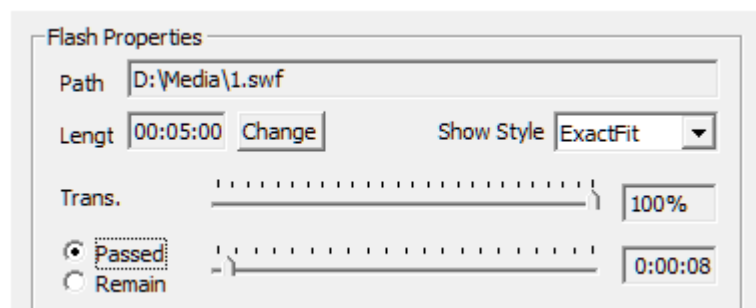


Fig. 5-20 Flash Program Properties

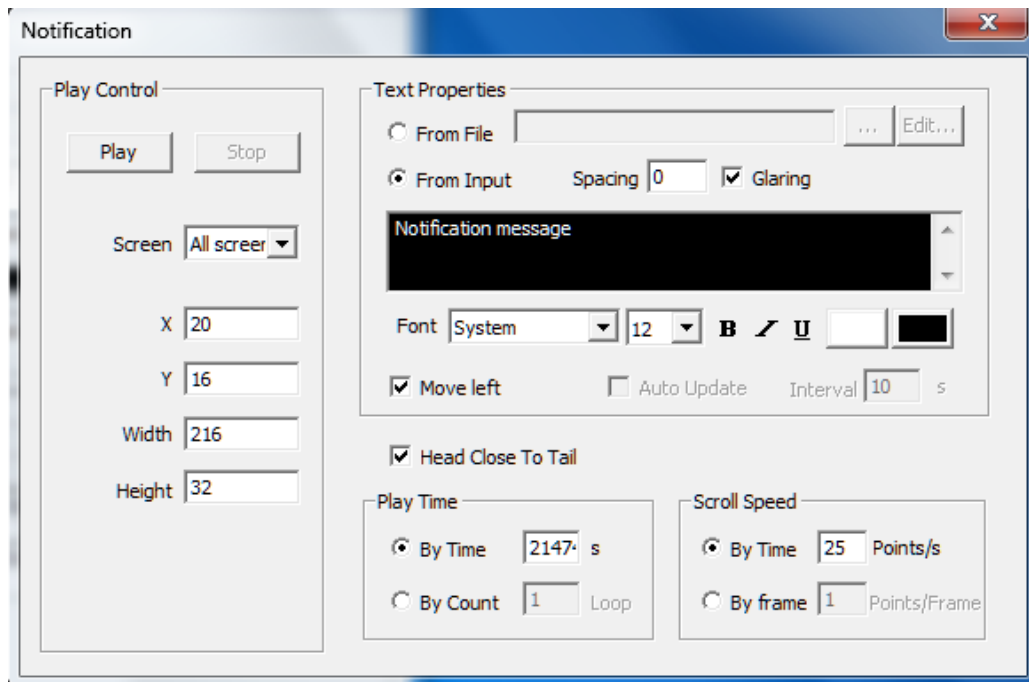
### 2. Play Gif

Please refer to the “play flash” for “play gif”

## Chapter 6 Play Notification and Sports Score

### I. Play Notification

The notification is a special single line text other than the program, which is displayed independent on the program. The notification is mainly used to play the important event temporarily. Click the main menu“ Control Screen” > “Play Notification”, to enter the Notification Management interface (as shown in Fig. 6-1).



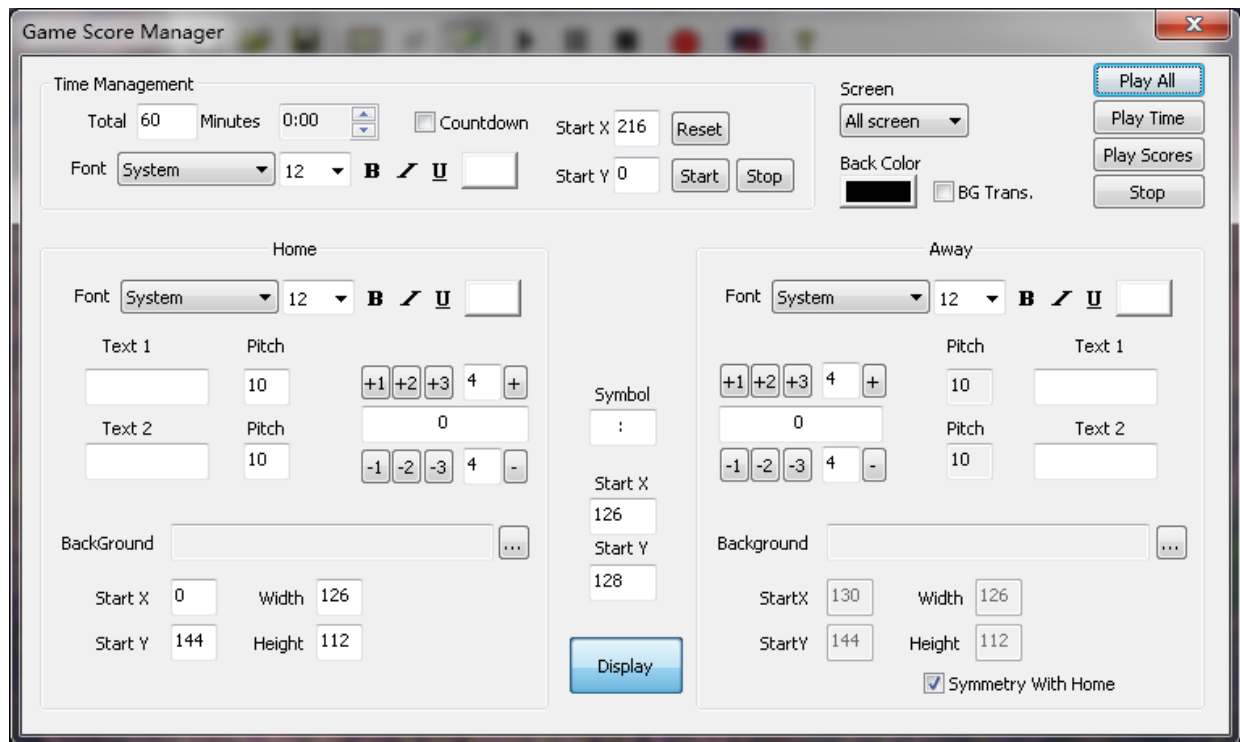
**Fig. 6-1 Notification Management**

Please refer to the “single line text ” in chapter 5 for notification content editing, and refer to the “play image” in chapter 5 for effect setting.

### II. Game Score

The game score is also a special display item other than the program, which is displayed in the independent page and mainly applied for various

game. Click the “Control Screen”> “Game Score”, to enter the Game Score Management page (as shown in Fig. 6-2).



**Fig. 6-2 Game Score Management**

Of which, Time and score can be played independently. The Time Management is used for setting the game time, Count up and Count down are available. The Background can display the representative image of two teams. Display the example effect (as shown in Fig. 6-3).



**Fig. 6-3 Score Effect**

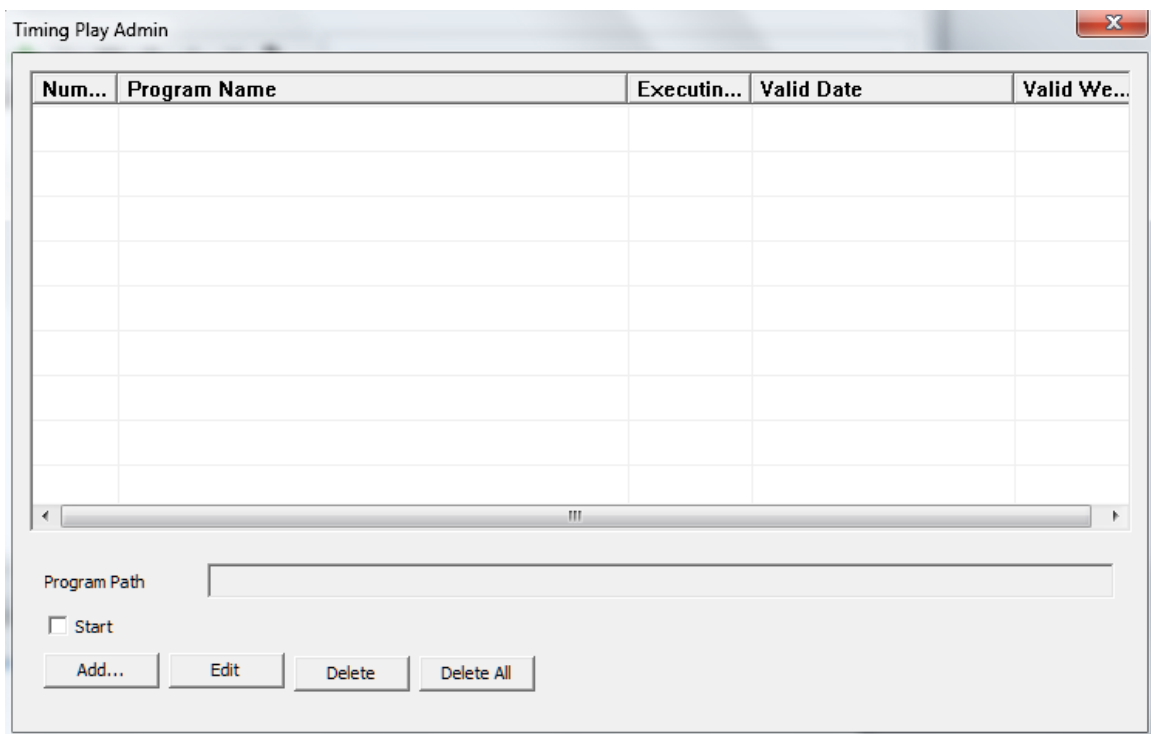
## Chapter 7 Timing Play and Control

### I. Timing Play Admin

It is used for controlling external equipment by controlling system.

Corresponding equipments are essential for this operation. Please follow the instructions of specialist.

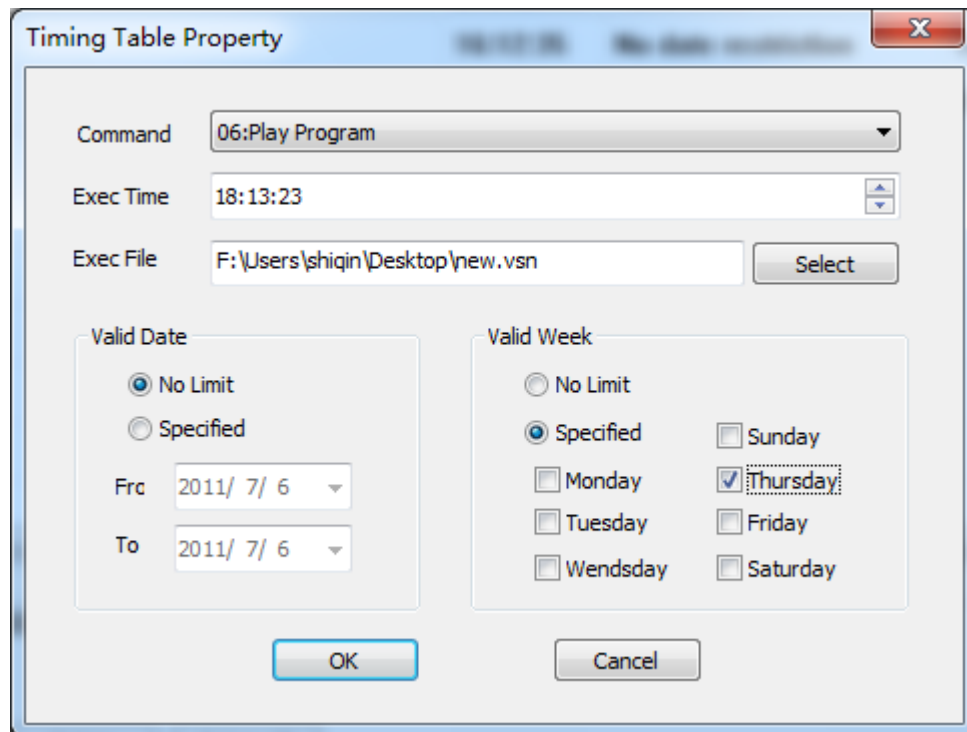
Click the “Control Screen” > “Timing Play Admin” menu, to enter the Timing Play Admin window (as shown in Fig. 7-1).



**Fig. 7-1 Timing Play Admin Window**

Add a program item, and set the exec time (as shown in Fig. 7-2).





**Fig. 7-2 Add Program List**

Command: operation function that is going to be completed

play/ pause: to start or pause command

play program: play the specify programs

power on/ off large screen( multifunction card is needed): a timing

control command from system will power off the screen, to cut off the power

close computer: a timing control command from system will close the computer (this command is fit for the auto-start computer or manual start computer)

close / open LED display: to open or close the display of LED screen

restart computer: timer restart the computer

brightness adjustment of LED display: adjust brightness of LED display  
go with time period

open /close LEDVISION: to open or close the LEDVISION periodically

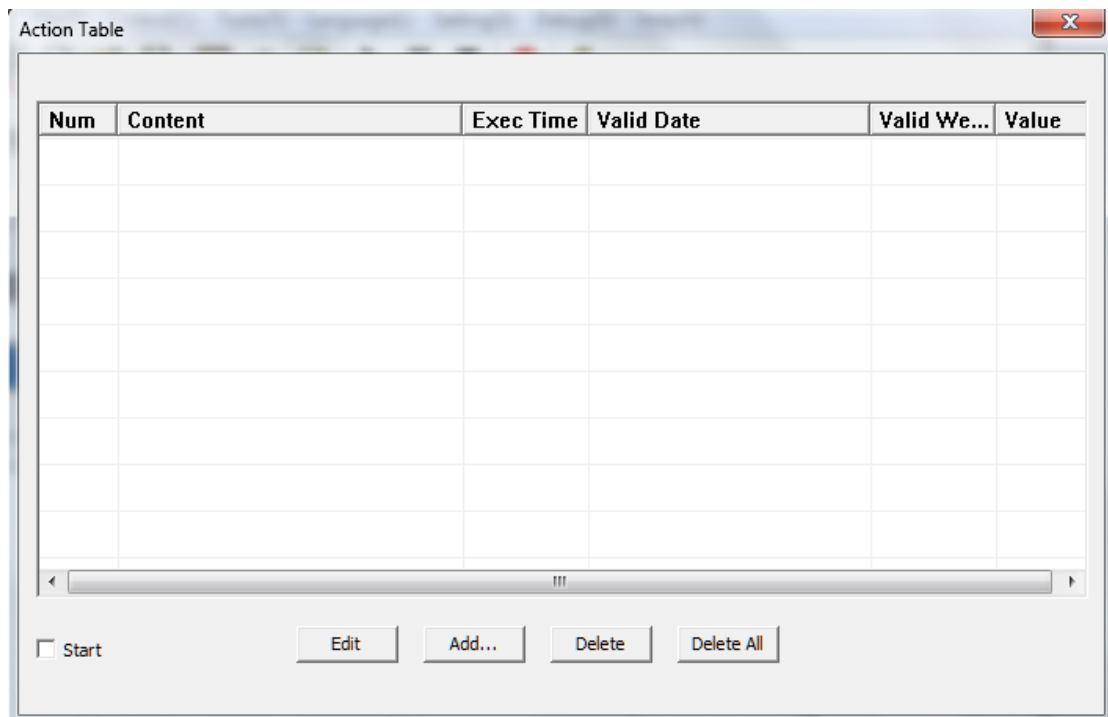
valid time: the valid time for command

exec file: specified file needs to be executed

Note: corresponding equipments are essential for the operations in this part, please turn to our engineer for project files.

## II. Action Table

It is used to control the peripheral equipment by the control system, and it is necessary to conFig. corresponding hardware equipment for the operation of this part. The users shall comply with the guide of the professional and technical personnel.



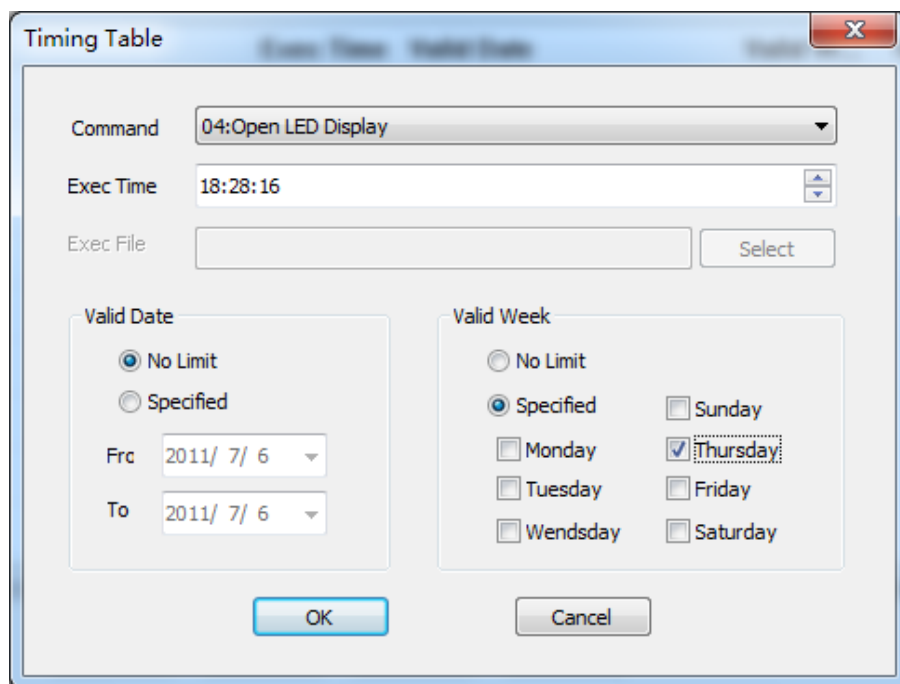
**Fig. 7-4 Action Table**

Click the Control Screen > Timing Table menu, to go into the Timing Table window (as shown in Fig. 7-4).

Add one Command, and set the Exec Time of the Command (as shown in Fig. 7-5).

- Command: It is the operating function to be completed.
- Switch on/off Large Screen Power Supply (Function Card Required):

The system will send the control Command to switch off the large screen power supply equipment periodically, to switch off the large screen power supply.



**Fig. 7-5 Setting of Timing Table**

- Shut Down Computer: The system will send the control Command to shut down the computer periodically (This command is applicable to support the automatic power-on of the computer or start the computer by dedicated personnel. Please use it carefully for the unattended computer).
- Close/Open LED Display: Close (or open) the content displayed in the LED screen periodically.

- Restart Computer: Restart the computer periodically.

- Adjust LED Brightness: Adjust the brightness of the display screen by the period of time.

- Exec Time: It is the concrete time to execute the command with the time format xx:xx:xx, which is the 24hrs system. Execute the command under the constraint of the set date and the set week days.

Note: This part of the function shall match with related hardware equipment. For related engineering file, request to the technical personnel of our company.

## Chapter 8 Dual-mode card content admin

Dual-mode card is the perfect combination of synchronous mode and asynchronous mode, which can be online used as the synchronous mode or offline used as the asynchronous mode. When the network shut down or computer break down, it can change from synchronization to asynchronization to make LED display no interruption. There are two kind of dual-mode card, 5AF and i5AF.

### I. Parameter Setting

To play the offline content automatically when the network is down, please set the below parameters: Click “Control Screen” > “Screen Management” > “ConFig. Selected Screen Parameters”, and select “Play Offline Content” in “No Signal Action”, then save and send it to the Receiving Card (as shown in Fig. 8-1).

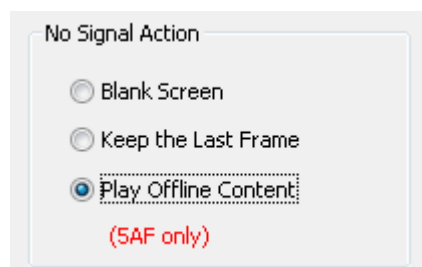
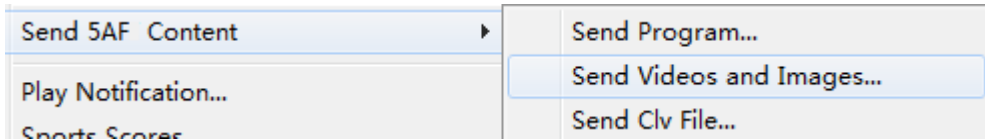



Fig. 8-1 No Signal Action

### II. Send Images and Videos to Receiving Card

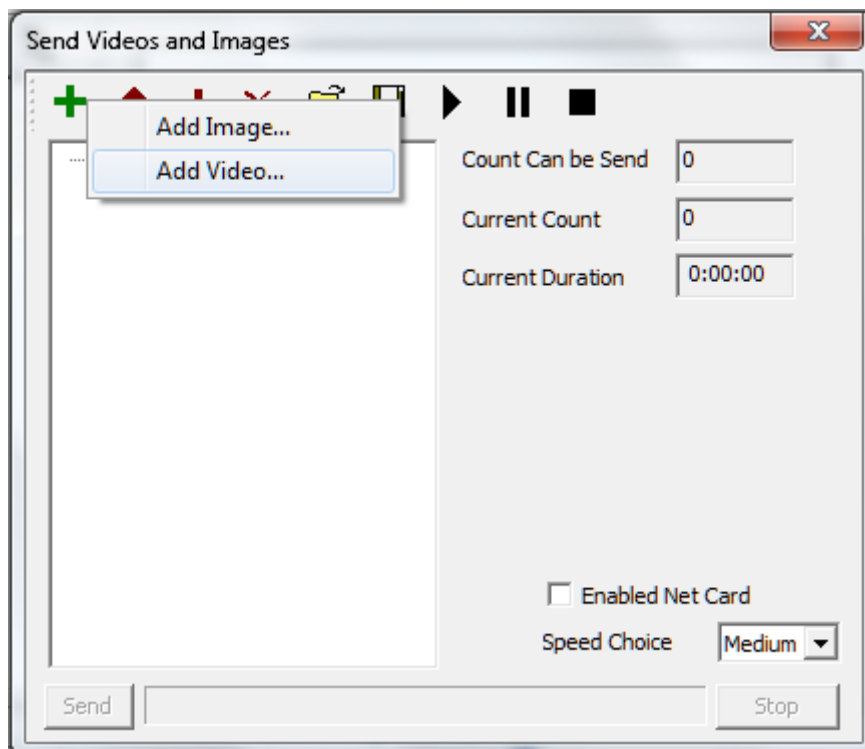
when computer is on-line, Click the “Control Screen” > “Send Videos and Images” (as shown in Fig. 8-2).



**Fig. 8-2 Send Videos and Images**

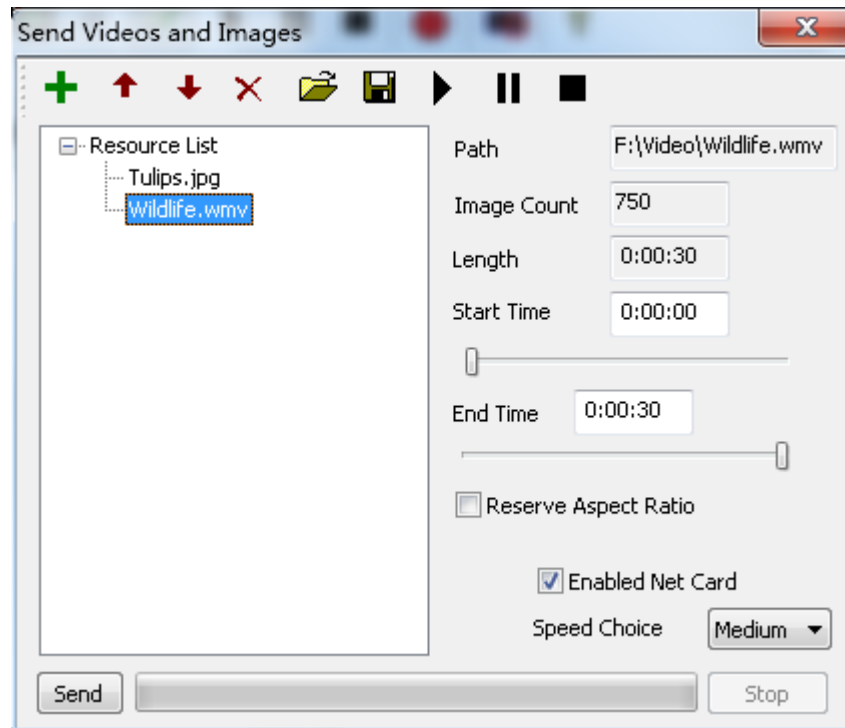
Pop up the Send Videos and Images dialog box, and click  to add the video and image file. Here, the file play sequence, delete or save the file can be made (as shown in Fig. 8-3).

- Count Can Be Sent: The count of images can be stored in the Receiving Card.
- Current Count: It is the count of images sent to the Receiving Card.
- Current Duration: It is the play time of the sent images.
- Speed Choice: five speed levels are available, and the low speed can provide the highest reliability.



**Fig. 8-3 Add Videos and Images**

The software will convert the videos into the images automatically after you add the video file. Click this video file, and it will display the Path, Image Count and Length on the right. Furthermore, you can select the Start Time and End Time, and intercept a part of the video to upload and play (as shown in Fig. 8-4).



**Fig. 8-4 Video Properties**

The path will be shown on right side after adding an image file, play time can be adjusted.

Send videos and images to receiving card after add the file. It will inform that original content will be erased at every sending.

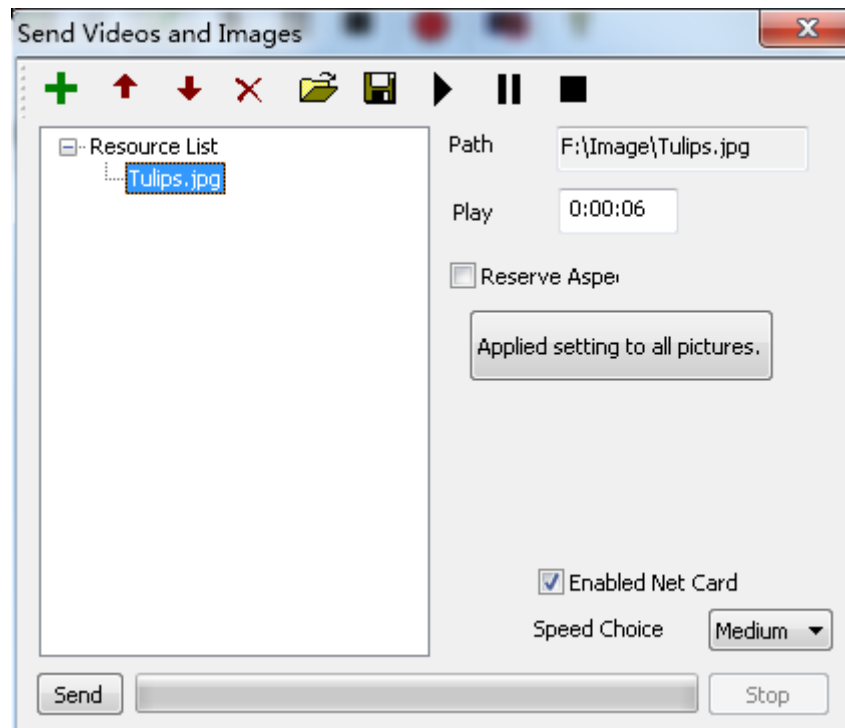



Fig. 8-5 Image Properties

### III. Send Program to Receiving Card

Edit the program to be played firstly. And then click “Control Screen” > “Send Program” or the  shortcut button, to pop up the Send Program dialog box, and click “Send” as shown in Fig. 8-6.

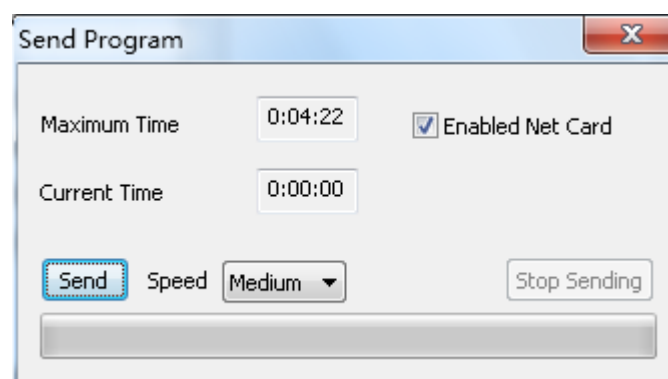


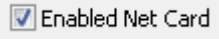
Fig. 8-6 Send Program

- Maximum Time: the maximum time of programs that can be stored in the Receiving Card, which is related to the control area of the Receiving Card



and the size of the storage chip. The larger control area, the shorter program time is, vice versa.

- Current Time: It is the time of the program to be sent currently.

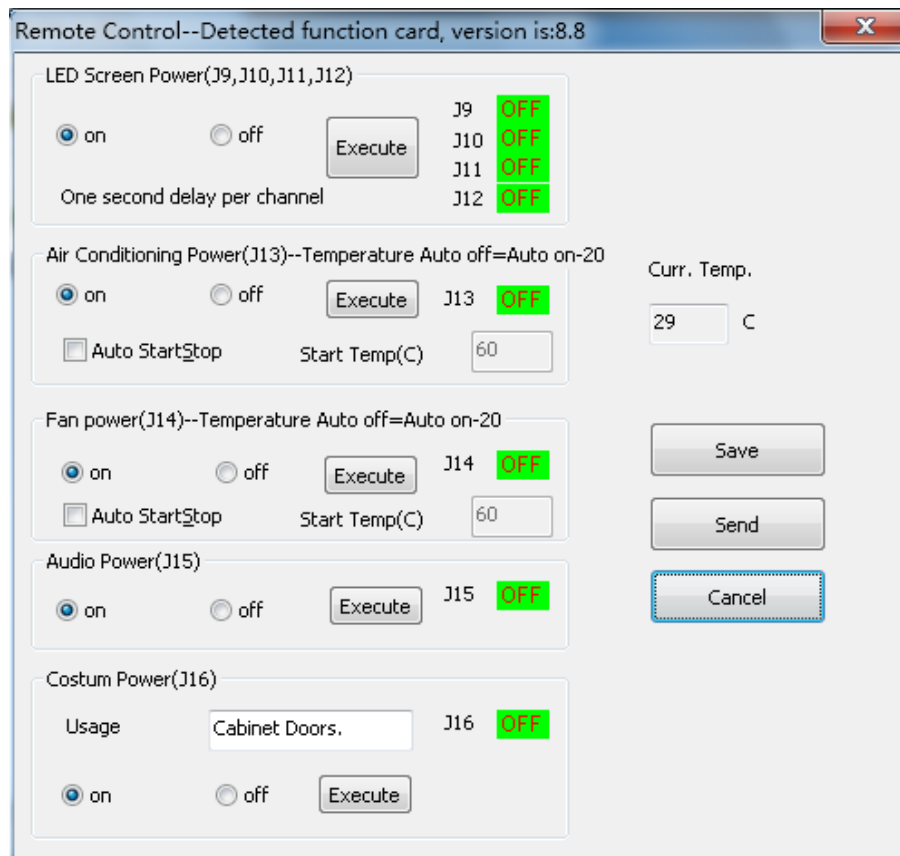
Unplug the network cable, close the software or un-tick the “Enabled Net Card”  after you send the videos, images or programs, to switch it to the offline play

## Chapter 9 Power Supply and Brightness Control

The LEDVISION can control the LED screen by controlling Function Card, including the LED Screen Power, Air Conditioning Power, Fan Power and Audio Power. Furthermore, the temperature and brightness information of the LED screen can be acquired by installing sensor on function Card.

### I. Power Control

Click the “Setting” > “Remote Control”, to enter the Remote Control window (as shown in Fig. 9 -1).



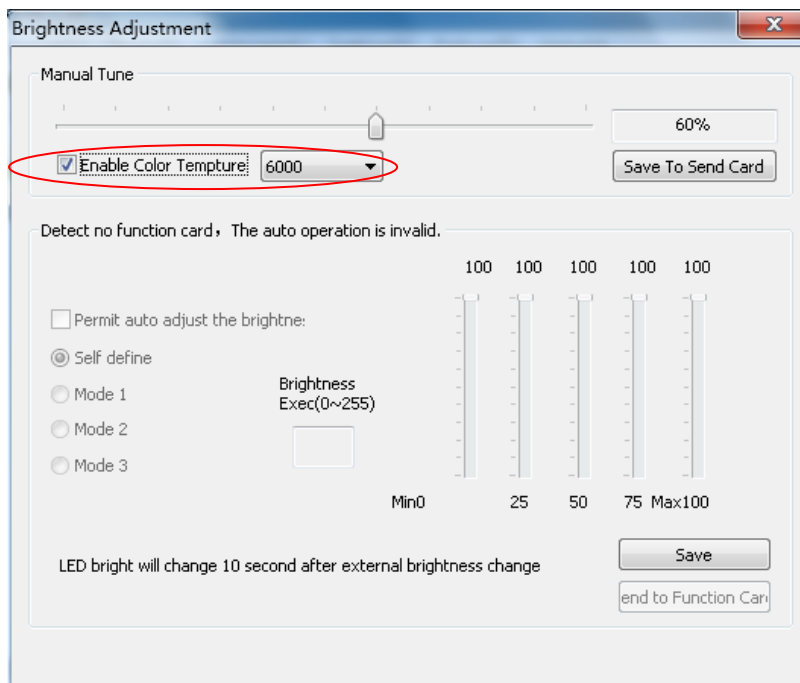
**Fig. 9-1 Remote Control Window**

Select the trigger that controls corresponding power supply on the Function Card, select status as On or Off, and click Execute, to implement

corresponding On/Off operation. These settings can be sent to receiving card by clicking “send to functional card”

## II. Brightness Adjustment

Click the “Setting” > “Brightness Adjustment”, to enter the Brightness Adjustment window (as shown in Fig. 9-2).



**Fig. 9-2 Remote Control Window**

Manual adjustment the brightness or auto-adjustment by function card are available. Brightness adjustment mode can be selected and customized. Send the setting to the function card to operate the specified brightness adjustment.

**Enable Color Temperature:** Select the check box in the front, and select the color temperature value in the drop-down list on the right, the color temperature of the screen changes to the color temperature you need. Click [Save] to save the settings to the computer or sender card.

## Chapter 10 Remote Operation

If the remote control is conducted within LAN, it is necessary to set the master control PC which controls the LED screen as the remote control server and other computer for the remote control are as client PC. The remote control server can be controlled by all customers within the network, and the client can control all remote servers within the network.

### I. Setting of Remote Control Server

Click the “Setting” > “Software Setting ” to enter the Software Setting window (as shown in Fig. 10-1).

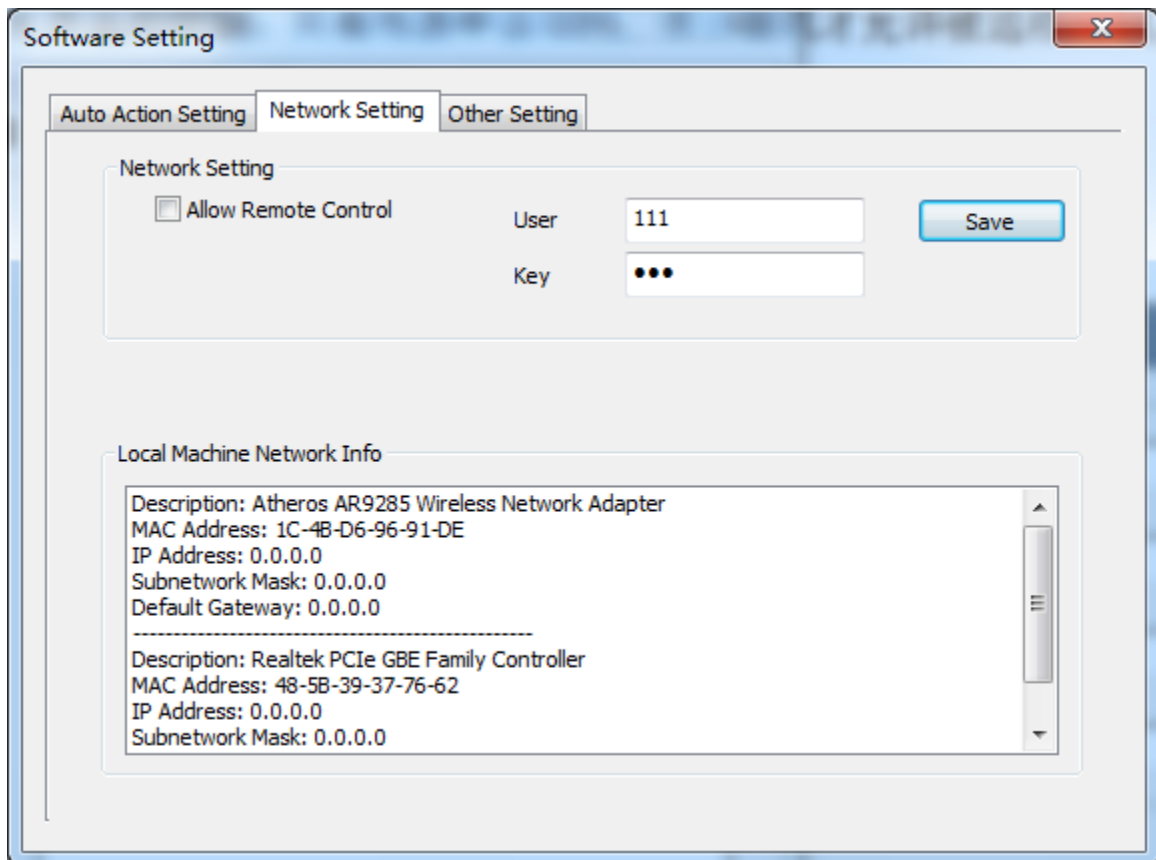


Fig. 10-1 Setting Interface of Remote Control Server

- User/Key: It is necessary to input this User and Key to connect to this server during the remote control.

- Allow Remote Control: The computer can be remote controlled and become the remote control server only when this option is selected

## II. LED display remote control by client PC of Client Remote Control

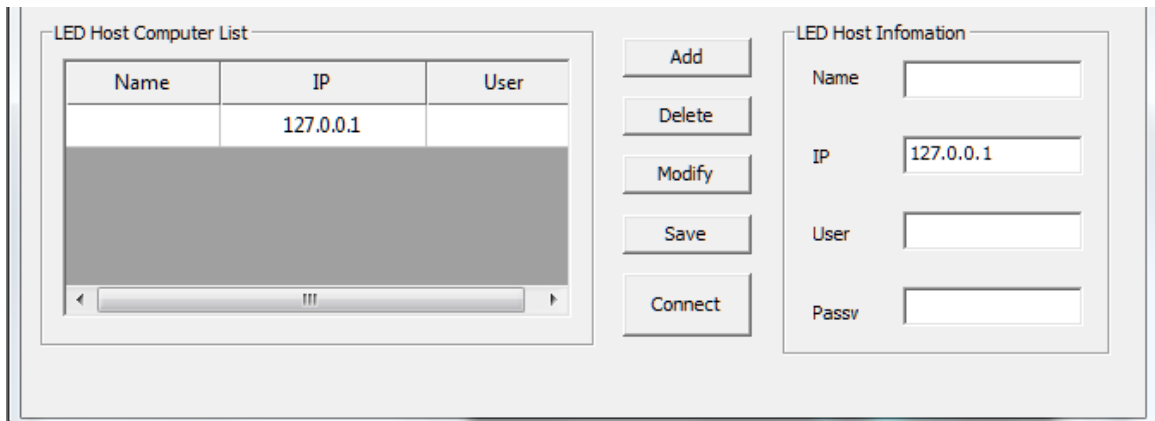


Fig. 10-2 Management Interface of Remote Control

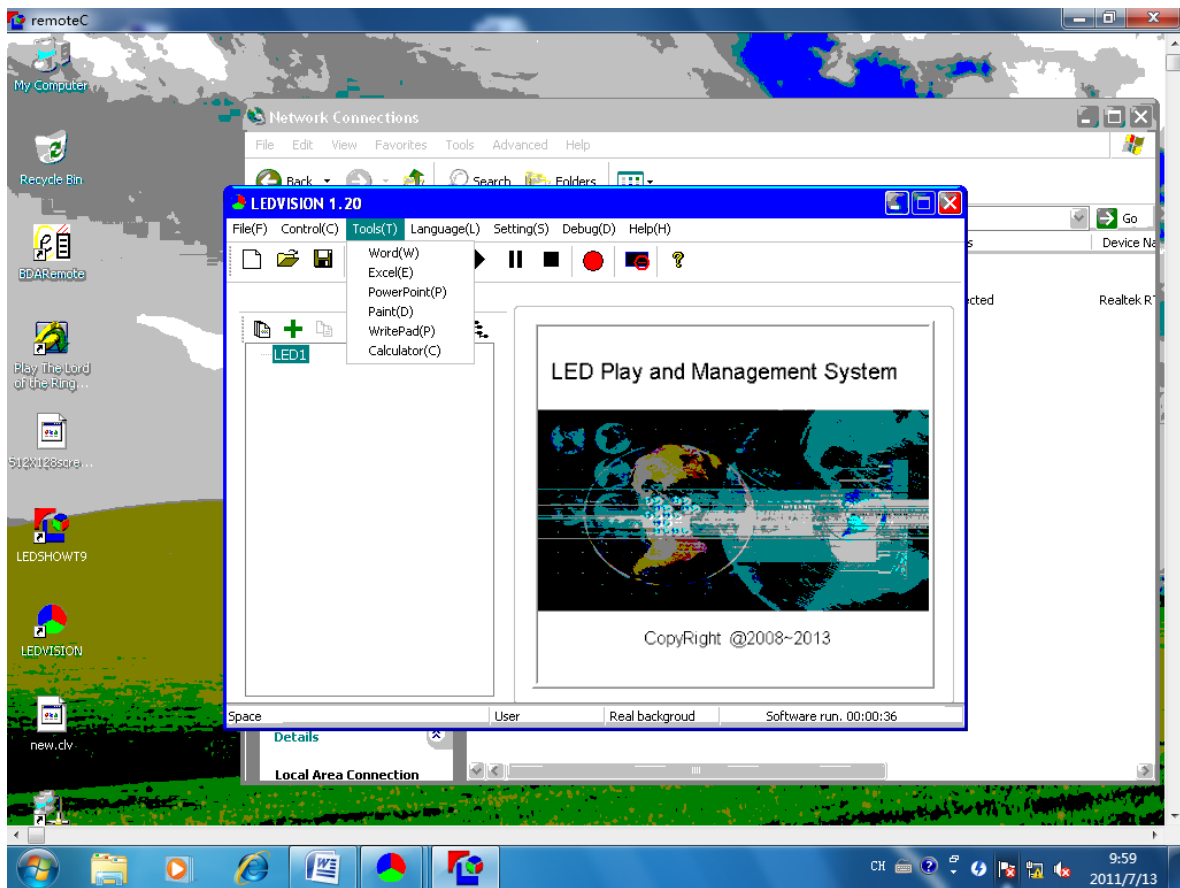
### 1. Add related information of the LED screen server to be managed.

- Name: It is used to differentiate the name of the LED screen at the management terminal and it can be set at random.
- IP: It is the IP address of the remote control display server to be managed.
- User: It is the user name set for the remote server to be managed.
- Password: It is the password set for the remote display server to be managed.

The correct IP address, port, user name and password are essential for the connection to remote display server.

### 2. Select the display to be controlled from the screen list, and click “Connect”.

At this time, the display will automatically connect to the remote display server for the authentication. After a successful authentication, log in the remote server to open remote operation interface.



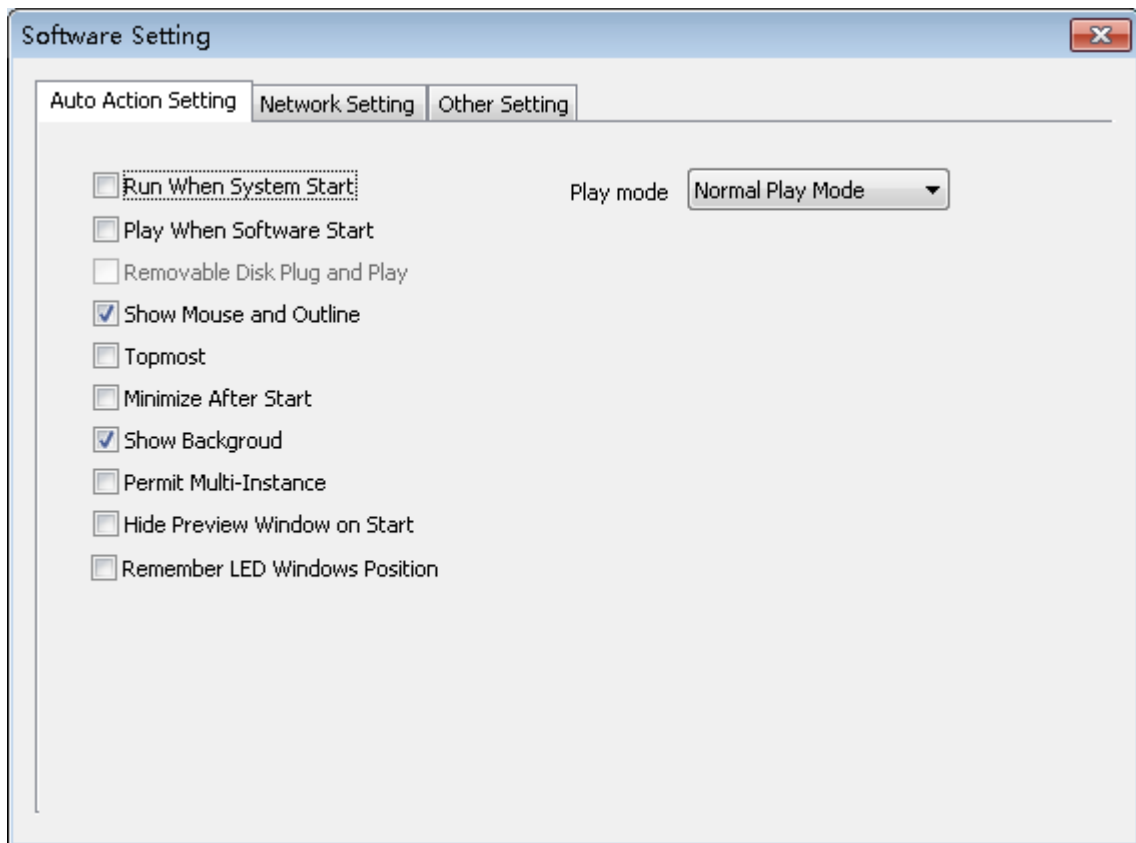
**Fig. 10-3 Remote Operation Interface**

3. Remote control the display on control interface. Of which, operation are the same as local operation of LEDVISION

## Chapter 11 Software Setting

Software related setting includes auto action setting, networking setting, and other setting. Networking setting is used for remote operation , please refer to the chapter 10 for more.

### I. Auto Action Setting



**Fig. 11-1 Auto Action Setting**

- **Run When System Start:** Run the software automatically when start the Windows system.
- **Play When Software Start:** Play the last open program automatically after the software is started.
- **Show Mouse and Outline:** Whether it will display the preview outline and mouse when you edit the program.

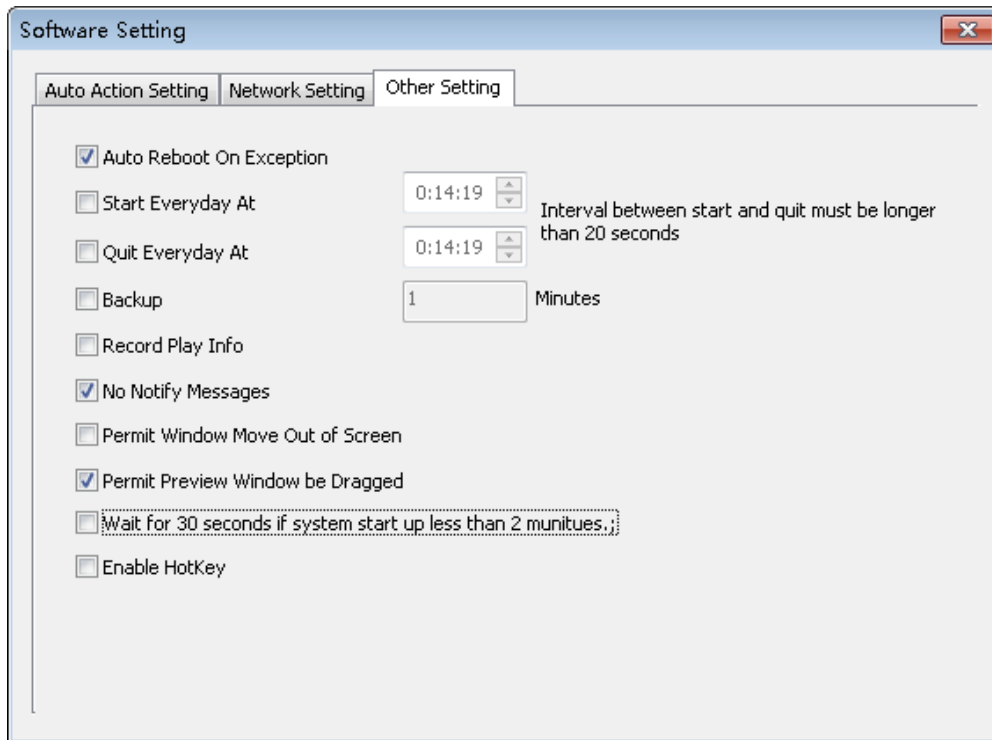
- Topmost: the play window can be placed topmost when select this option
- Minimize After Start: Minimize the operating window automatically after the software is started.
- Show Background: show tricolor wallpaper or black back ground when not editing program
- Permit Multi-instance: Allow to open more than one software at the same time.
- Hide Preview Window On Start: Hide the play window to the background after you start the software.
- Remember LED Windows Position: It is the position of the background when you start the software every time.
- Play mode: normal play mode(play content of LED window), capture screen mode(match with the Hide/Display shortcut button, and play the desktop content of LED window),capture when play( play combined content of LED window and computer desktop)

## II. Other Setting

- Auto Reboot on Exception: the software will be rebooted automatically after a malfunction exit
- Start/Quit Everyday At: Start/quit the software at the setting time.
- Backup: Backup programs periodically.



- Record Play Info: Record the time to play the file and save it into corresponding file under the installation directory.



**Fig. 11-2 Other Setting**

- No Notify Message: no error message box pop up when there is error happen during playing
- Permit Window Move Out of Screen: Allow the program window is out of the background outline.
- Permit Preview Window Be Dragged: Allow the background window is dragged by the mouse.
- Row spacing adjustment: time adjustment between the earlier and later datas during data transmission. reduce row spacing when there is large width; increase row spacing when there is a small width to prevent flicker on end portion of LED display

## Chapter 12 User Admin

The User Admin is mainly used to create the administrators and normal users to assign different privileges. Click the “Setting ”>“ User Admin”, to enter the User Admin window (as shown in Fig. 12-1).

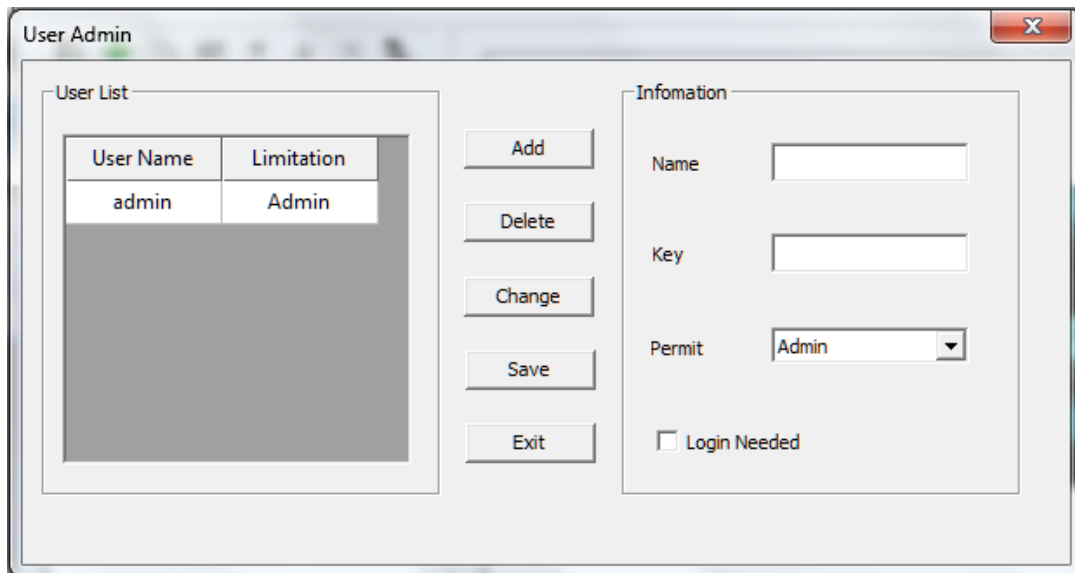


Fig. 12-1 User Admin

### I. Information

Name/Key: name and key needed to log in the software

### II. Permit

- Administrator: It can execute all operations and set users and corresponding privileges.
- Normal User: It can execute all operation about the play and display, but cannot set the hardware parameters of display and user management.
- Limited Users: It can only load and play the prepared program.
- Login Needed: users need to log in when open the software