Colorlight

INSTRUCTIONS

LEDVISION

USER MANUAL

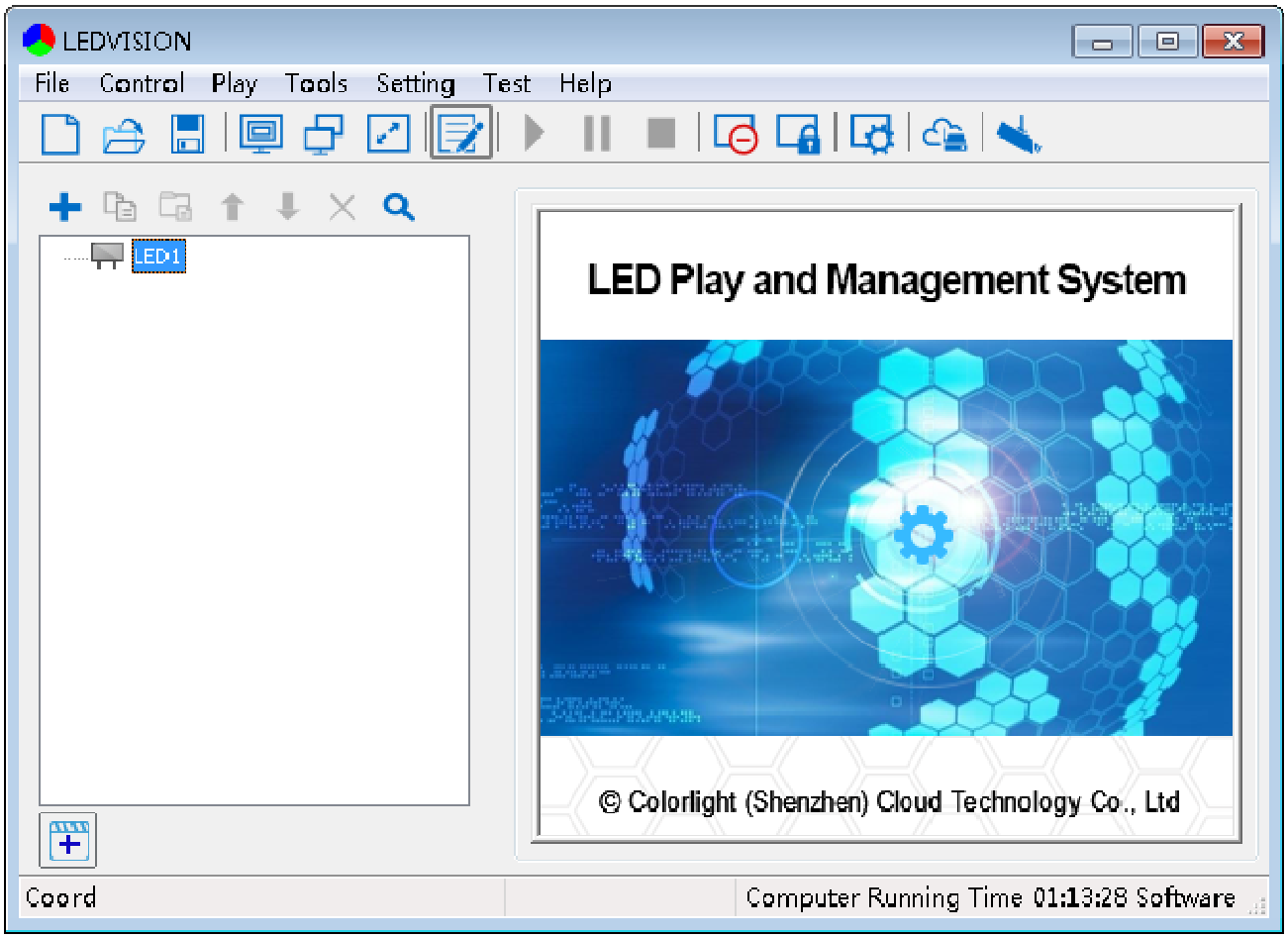
Content

Chapter 1 Introduction 1
1.1 Overview 1
1.2 Software Operating Environment 2
Chapter 2 Installation and Un-installation 4
2.1 Software Installation 4
2.2 Software Uninstallation 7
Chapter 3 Overview of LEDVISION Software 8
3.1 LEDVISION Interface 8
3.2 Menu and Toolbar Button 9
3.3 Main Toolbar 14
3.4 Context Menu of the Playing Page 15
3.5 Program Editing Toolbar 16
3.6 Play List 16
Chapter 4 Program Edition 18
4.1 Play File Composition 18
4.2 Program Structure 18
4.3 The program page 19
4.4 Program Window 21
4.5 Program editing process 22
Chapter 5 The Detailed Explanation of Program Playing 33
5.1 Play Video 33
5.2 Play Image 35
5.3 Play Gif and Flash 38
5.4 Play Office Files 41
5.5 Play Text 44
5.6 Play Clock and Timer 50
5.7 Play Timing 53
5.8 Webpage Display 55
5.9 Play Table 56
5.10 Play Database 57
5.11 Play Weather 65
5.12 Play Video Capture 69
5.13 Environment Information Display 72

5.14 Play Sports Scores 76
5.15 Play Desk Area 78
Chapter 6 Special Application Display 80
6.1 Play Notification 80
6.2 Play PowerPoint 81
Chapter 7 Timing Play and Control 83
7.1 Timing command list 83
Chapter 8 Dual-mode Card Management 85
8.1 Parameter Setting 85
8.2 Send Program to Receiver Card 85
8.3 Send Videos and Images to Receiver Card 86
Chapter 9 C series Play Box Management 88
9.1 Editing Program 88
9.2 Send program to C Series Play Box 89
9.3 C-Series Play Box Connection 91
9.4 Play Box Configuration 91
Chapter 10 FAQ 94
10.1 Frequently Asked Questions 94

Chapter 1 Introduction

LEDVISION is the software used to control and play the LED display.



1.1 Overview

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

LEDVISION supports media files play in the forms of **video, audio, image, text, Flash and Gif**, supports the display of **office (word, excel, PPT), clock, timing, Internet pages, form, data base, weather information** and it also supports to play the external video signal (**TV, AV, S-Video and Composite Video**), **environmental**

information, sports scores, desk area play. The software supports 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 all the receiver cards of the i series, such as the new Lattice series 5A receiver card, i5, i6, i9 and supports sender card of S2, S4, HD102, S4F, S6, S6F, X2, X4, Z4, Z6. It also supports C series play boxes of C2, C3, C4, C5, C6, C7, C8. And it supports multi-function card of M9, iM9. What's more, it supports one computer to control several LED displays, and the intelligent parameters setting for the LED screen.

LEDVISION supports manual calibration of LED large screen, and is compatible with the calibration data acquired from other dedicated calibration devices.

Currently LEDVISION version supports the following languages: Chinese Simplified, Traditional Chinese, English, French, Japanese, Korean, Portuguese, Russian, Spanish, Swedish, and so on.

1.2 Software Operating Environment

Software operating environment is shown in the following table, users can adjust device configurations according to actual situation, mainly according to the total quantity of LED screen pixels, the complexity of playing program and whether playing HD video or not, etc.

	Minimum System Configuration	Recommended System Configuration
OS	Windows® xp/Windows® Server 2003/Windows® Server 2007/Windows® 7/Windows® 8/Windows® 10	Windows® 7/Windows® 10 (The latest version Service Pack)
CPU	Intel®Pentium™ E5300 or AMD® A4-5300	Intel® Core™ i5 or AMD® FX-6350 processor or more
Memory	2 GB RAM	4 GB RAM or more
Graphic Card	NVIDIA® GeForce® GT 460, ATI Radeon™ HD 4850, or Intel® Hdgraphics 4400	NVIDIA® GeForce® GT 730 or ATI Radeon™ HD 7730 or more
Ethernet Cable	Gigabit Ethernet, its transmission speed has reached 1Gbps(Gigabit Ethernet contains characters like Gigabit, GBE, 10/100/1000M, RTL8169)	

Chapter 2 Installation and Un-installation

2.1 Software Installation

1). Open CD for your software installation (If there is no CD, you can directly download from our company website www.colorlightinside.com), double click the  LEDVISION_Setup_x.xx.xxx.exe icon (for example, LEDVISION_Setup_6.0.exe), select the software installer language (Chinese Simplified or English), and click on **[OK]** (as shown in Fig. 2-1).



Fig. 2-1 Select Installer Language

2). Then comes to **[Welcome to use the "LEDVISION" installation wizard interface]** interface, and click on **[Next] (as shown in Fig. 2-2)**.

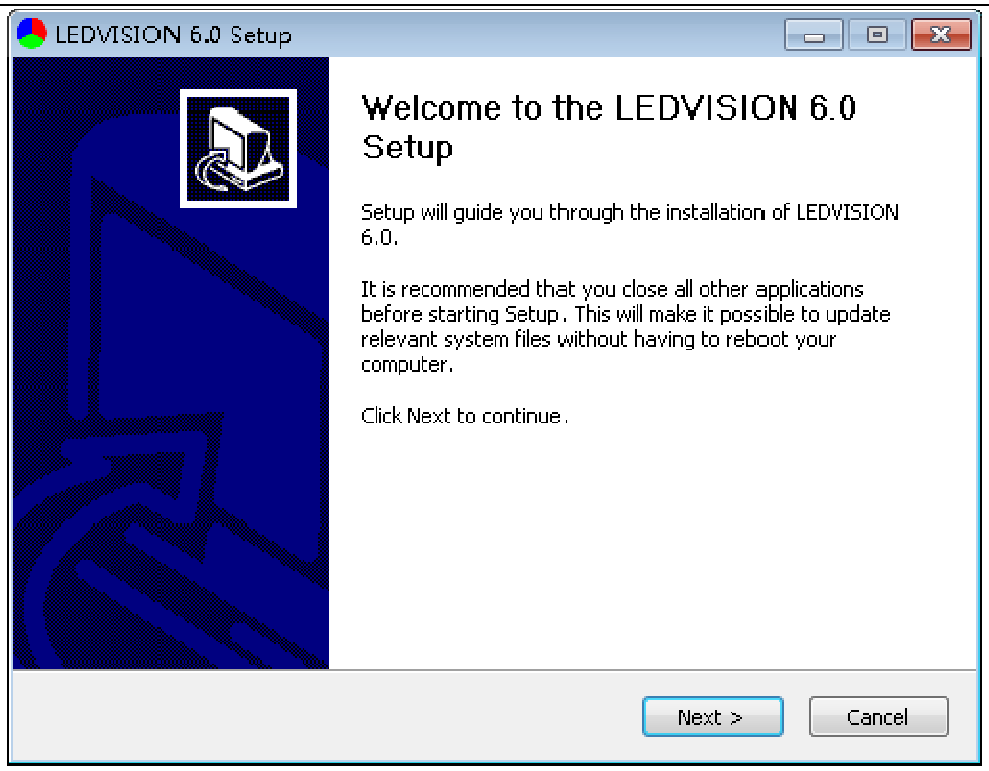


Fig. 2-2 Installation Wizard

3). Choose installation location and then confirm to install. Click on **[Next] (as shown in fig. 2-3)**.

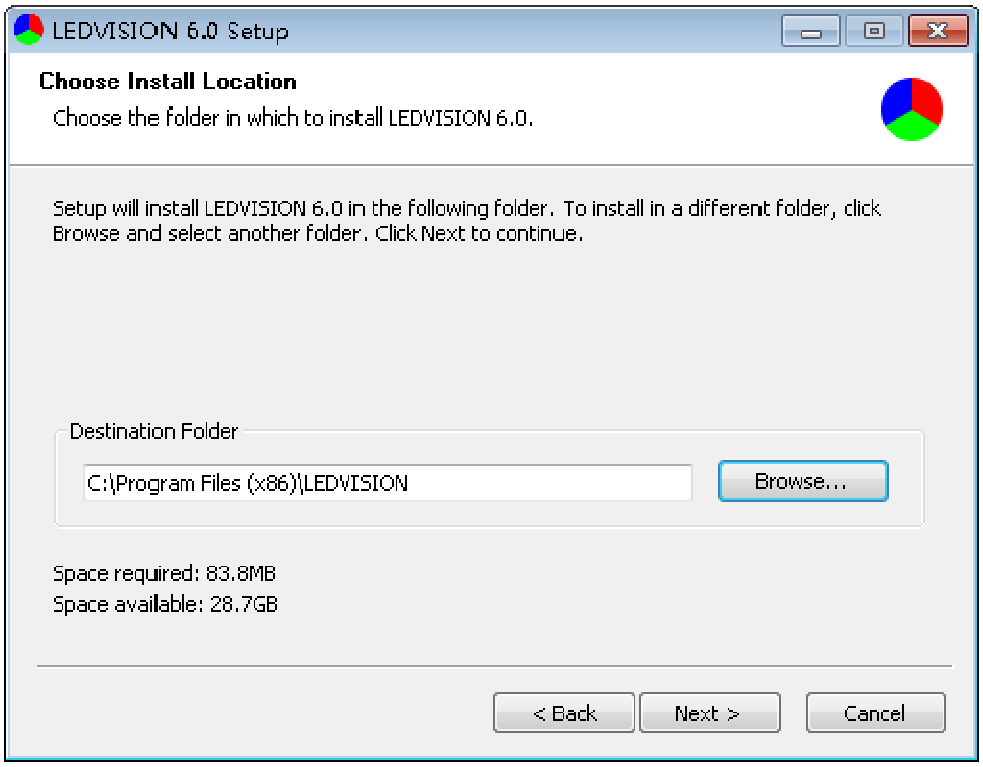


Fig. 2-3 Choose Install Location

4). Choose installation components according to actual requirements (If this is the first time to install, we suggest to choose all) and then click on **[Install] (as shown in fig. 2-4).**

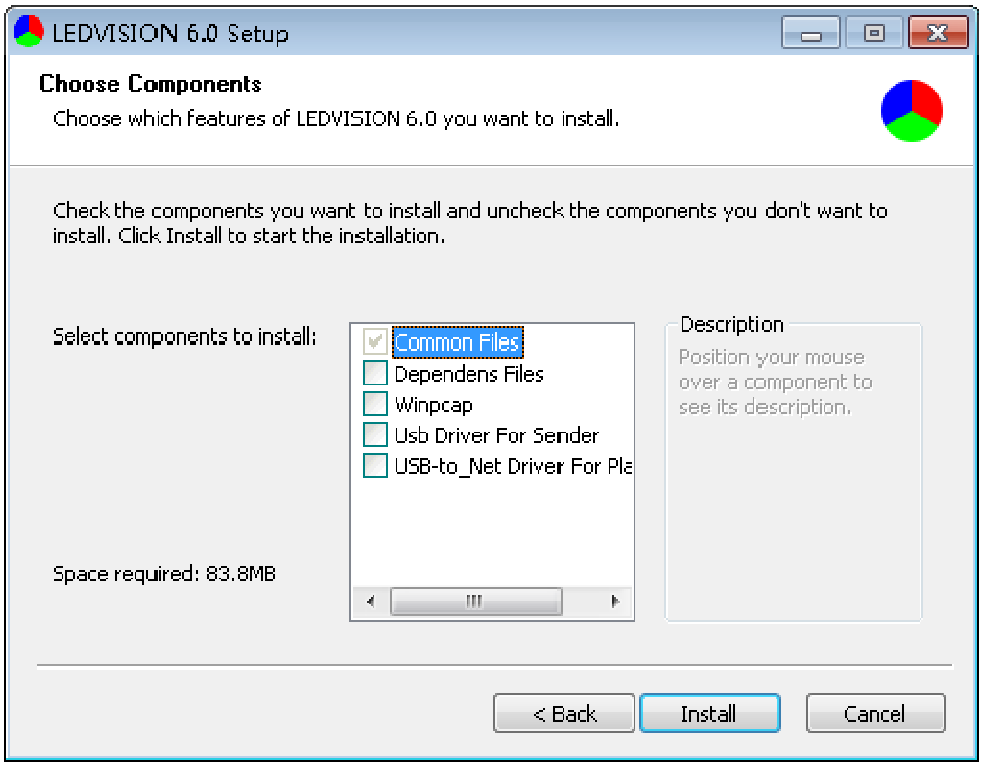


Fig. 2-4 Choose Components

5). Confirm the installation completion. Select **[Finish] (as shown in fig. 2-5)**.

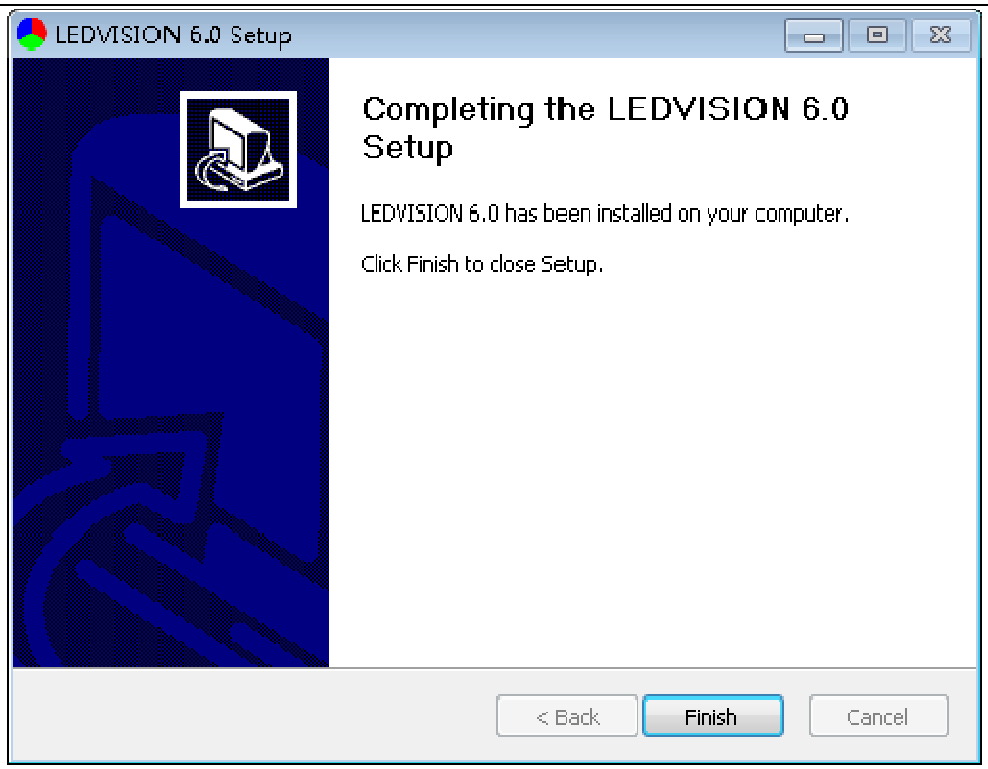


Fig. 2-5 Installation Completed

6) A desktop shortcuts 

will be generated automatically by system after completing the installation, double click to open the software.

2.2 Software Uninstallation

Select **"All Programs→LEDVISION→Uninstall"** from the "**Start**" menu in the lower left corner of the computer, then you can uninstall it (as shown in Fig. 2-6).

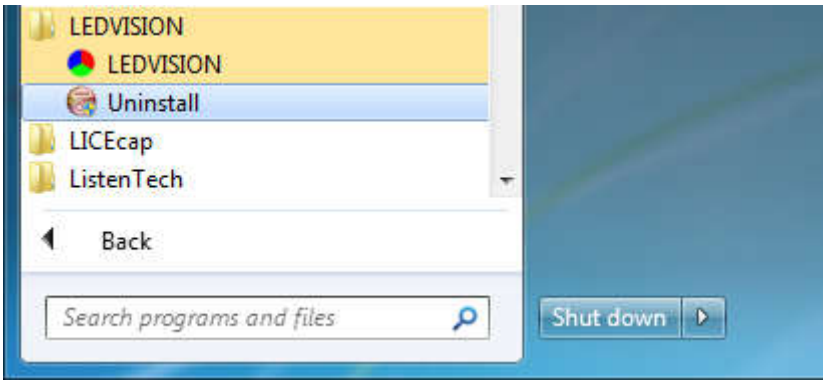


Fig. 2-6 Uninstall LEDVISION

Chapter 3 Overview of LEDVISION Software

3.1 LEDVISION Interface

The software interface (as shown in Fig. 3-1) will show up after the software gets started. It includes two parts: **play window** and the **main interface.**

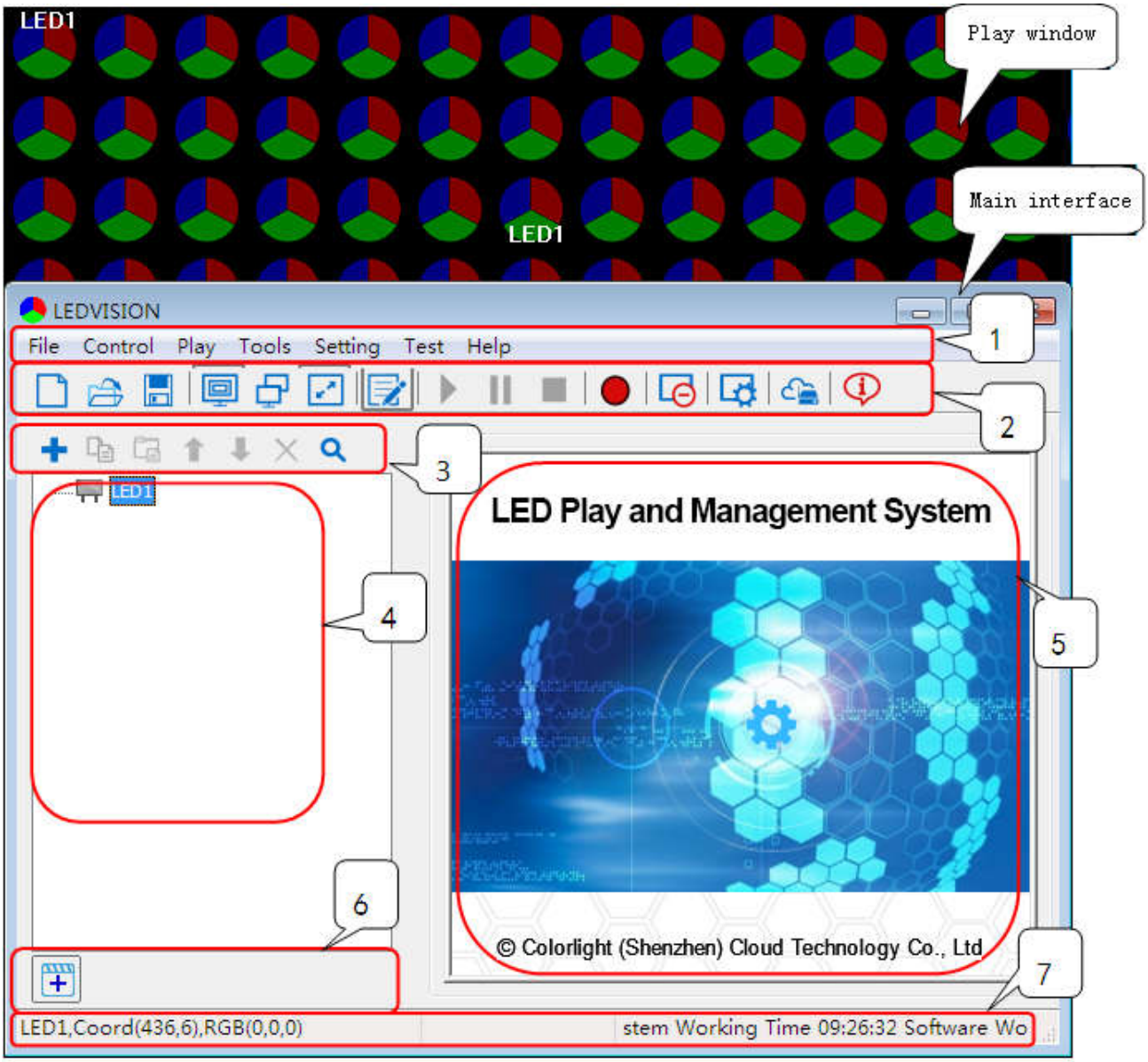


Fig. 3-1 LEDVISION Software Main Interface

3.1.1 Play Window

The play window is the preview window of the LED display. What is playing on LED display can be seen from it, generally the play window shall be set in the same size as LED screen.

3.1.2 Main Interface

The main interface is composed of seven aspects as below:

1. Menu; 2. Main Tool Bar; 3. Program Editing Tool Bar; 4. Program Tree Area; 5. Program Properties Area; 6. Add Files List; 7. Status Bar.

3.2 Menu and Toolbar Button

3.2.1 Menu

The menu including **File, Control, Play, Tools, Setting, Test, Help.** (as shown in Fig. 3-2)

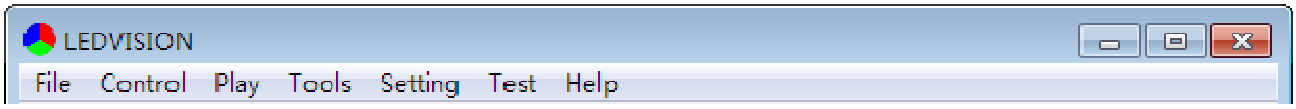


Fig. 3-2 Menu Bar

3.2.2 File Menu

In the File Menu, it mainly performs the basic operation of the program file (*.vsn file), such as **New, Open, Save, Pack Program and Open the Recent Files**. (as shown in Fig. 3-3)

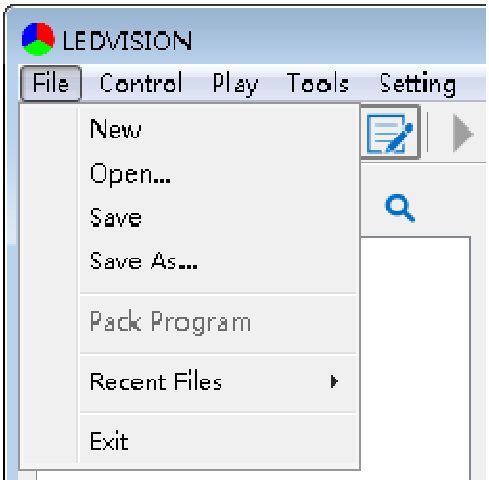


Fig. 3-3 File Menu

3.2.3 Control Menu

The display Control Menu is used for **led screen settings**, **check device information**, **screen size and count settings**, **offline play, by point calibration, brightness adjustment, multi-function card setting, by point check, intelligent module info, timing command list** (as shown in Fig. 3-4). All operations for this menu should be completed by professional technicians, non-professional shall not operate without any authorization.

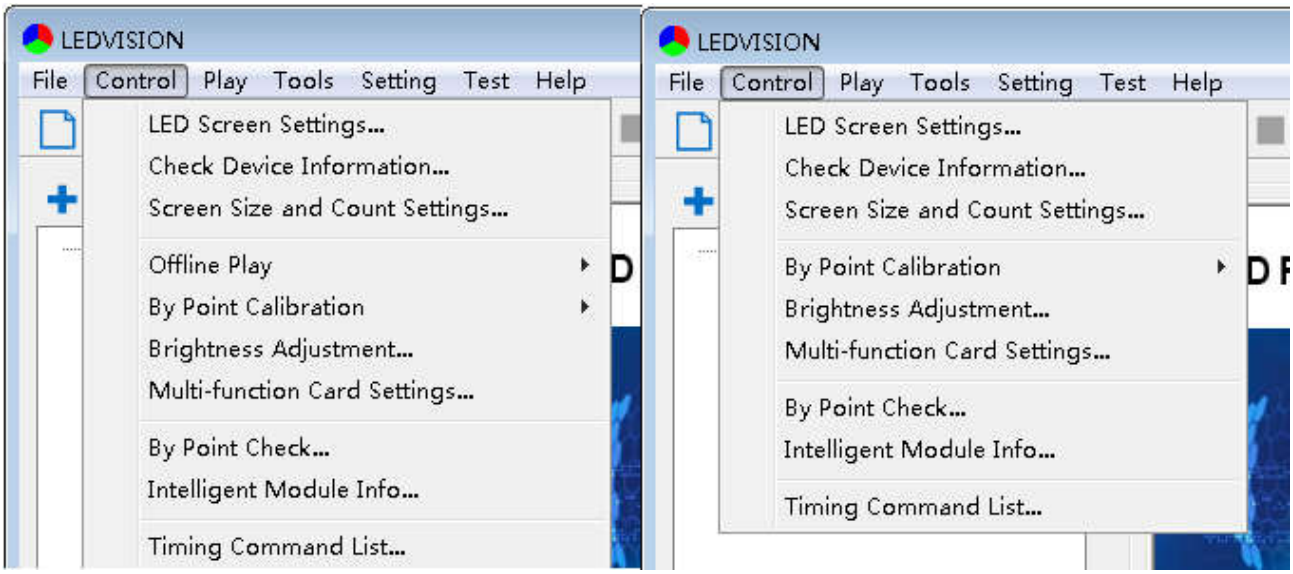


Fig. 3-4 Control Menu

- **Screen Control**: Set the number, location, size, and other relevant parameters of the LED display.
- **Offline Play**: Dual mode receiver card of i5A-F contents management, to send offline contents to the dual receiver card of i5A-F.
- **By Point Calibration:** For LED display, point by point calibration is detailed.
- **Brightness Adjustment:** It can manually adjust the brightness and color temperature of the display, and also support the automatic brightness adjustment of the display. The automatic brightness adjustment of the display needs multi-function card and brightness probe.
- **Multi-function Card Setting:** Display environment temperature and humidity monitoring information, and remote control on the brightness, temperature and power switch of LED display by using the multi-function card.
- **Timing Command List:** Set the display time automatically such as play/pause program, turn on/off the large screen display, power on/off the large screen (it requires to cooperate with multi-function card), set the brightness of the screen, display/hide the play window, restart software, close software, reboot computer, close computer and so on.

3.2.4 Play Menu

Play menu is used for relevant operations with program playing, including **play**, **pause**, **stop**, **play a certain page**, **play previous page, play next page, play notification, subtitle management, sports scores adjustment and play PowerPoint,** you can also view the play logs to get detailed information about the playing program (as shown in Fig. 3-5).

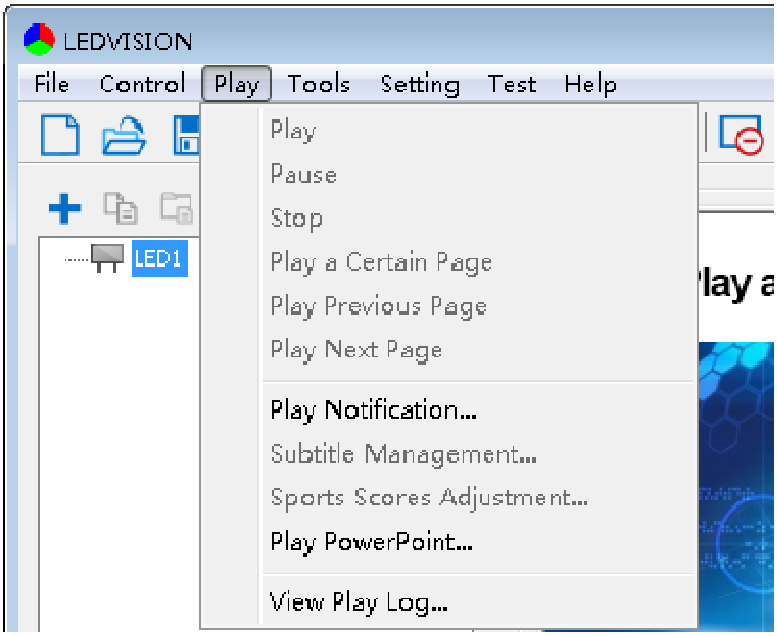


Fig. 3-5 Play Menu

3.2.5 Tools Menu

Call system software such as **Word, Excel, PowerPoint, Paint, WordPad, Calculator, etc**. (as shown in Fig. 3-6). The software is only available for Word, Excel, PowerPoint so far. If there is no Microsoft Office in your computer, the software can't call Word, Excel or PowerPoint.

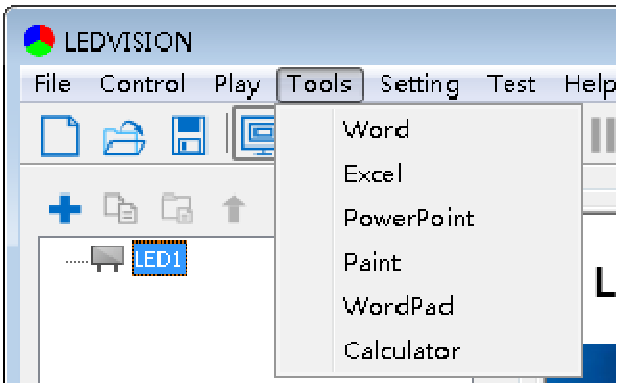


Fig. 3-6 Tools Menu

3.2.6 Setting Menu

Setting menu is used for relevant settings on software and hardware, including **software settings, language and user management** (as shown in Fig. 3-7).

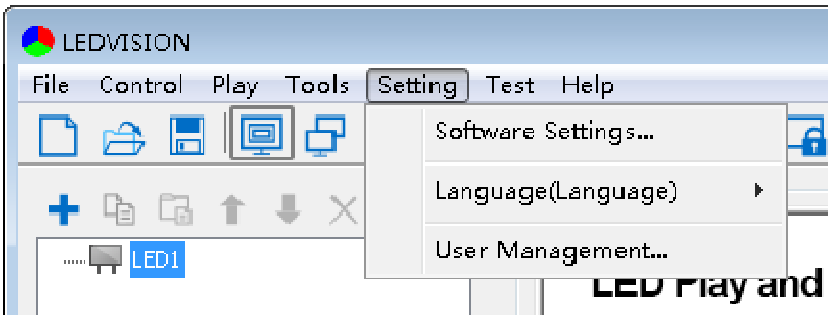


Fig. 3-7 Setting Menu

- **Software Setting:** Including **play settings, startup settings, LED play screen, timer settings, network settings, shortcut settings and other settings.**
- **Language:** Choosing corresponding interface language according to customer's need. The software supports **Chinese Simplified, Traditional Chinese, English and other 10 kinds of languages**.
- **User Management:** User management is used for setting user permissions, supports three permissions including administrators, ordinary users, restricted users.

3.2.7 Test Menu

This menu provides various display modes for production test and installation debug, including **gray test, grid test, color band test, lattice point test, aging test, stop test, view position, view color** (as shown in Fig. 3-8).

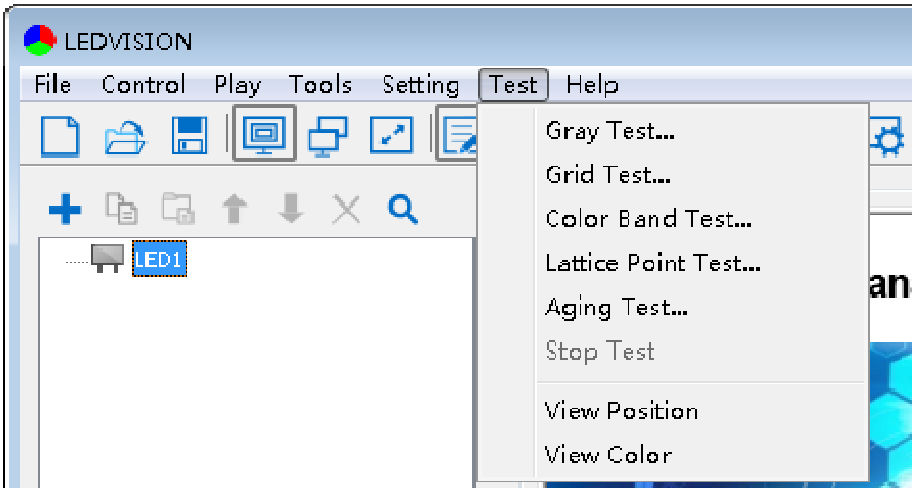


Fig. 3-8 Test Menu

3.2.8 Help Menu

It includes **environment detection, feedback, user manual, release notes, about...** (as shown in Fig. 3-9).

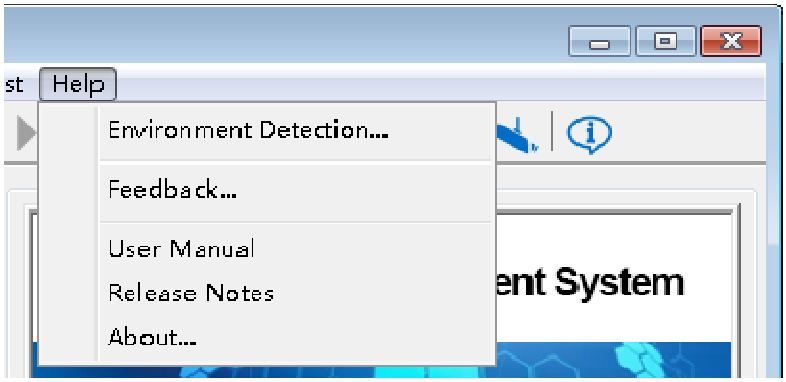


Fig. 3-9 Help Menu

3.3 Main Toolbar

The main toolbar lists the most frequent using functions, including **new/open/save** the program file, **display/hide** play window, **switch monitor**, **unfold/collapse** main interface, **play/pause/stop** program, **blackout**, **freeze screen**, **LED screen settings**, **play box management**, **real time monitor**, etc. (as shown in Fig. 3-10)



Fig. 3-10 Main Toolbar

3.4 Context Menu of the Playing Page

Right click the mouse in the play window to pop up the menu, which supports various operations on the program pages, switching program play pages as well as setting on windows (as shown in Fig. 3-11).

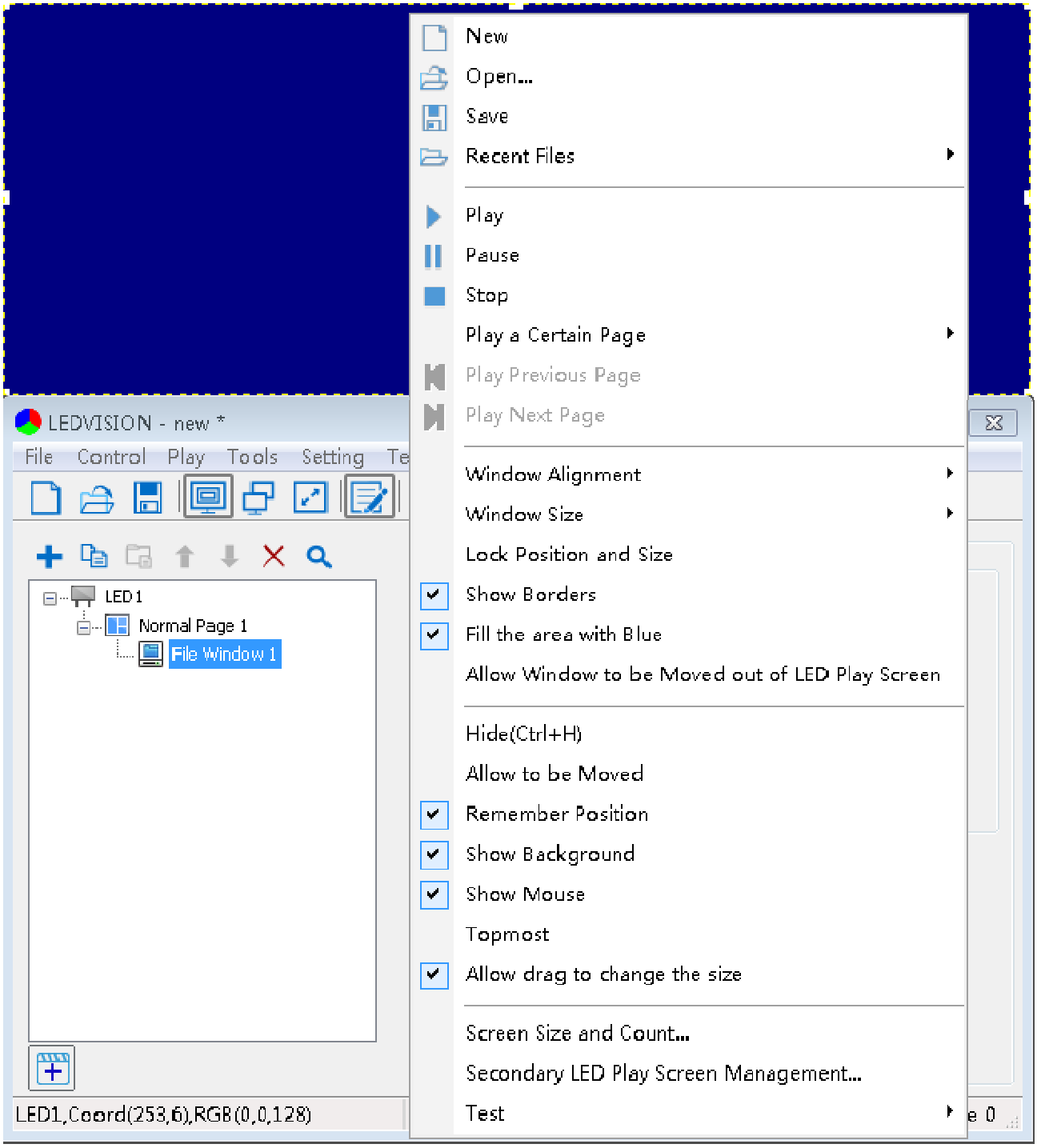


Fig. 3-11 Context Menu of the Playing Page

3.5 Program Editing Toolbar



Fig. 3-12 Program Editing Toolbar

Listed from left to right:

- **Add:** Add program window or the play content item in corresponding position.
- **Copy:** Copy the selected item and all contents below it.
- **Paste:** Paste the copied content.
- **Move Up:** Move the selected content forward.
- **Move Down:** Move the selected content backward.
- **Delete:** Delete the selected item and all contents below it.
- **Search**: Search key words and take corresponding operation.

3.6 Play List

You can add program file to the play list, and then click to play directly. The software maximum supports 6 program files. If there is no program, the corresponding icon in play list will be only one "" (as shown in Fig. 3-13).

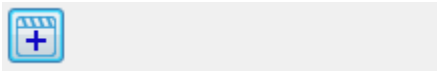


Fig. 3-13 Play List

You can click on "" to add program file, the program file matches corresponding icon, which would show corresponding path and name while the

mouse moving to the icon, clicking on the different icons, you can play corresponding programs (as shown in Fig. 3-14).



Fig. 3-14 Play List

You can move the mouse to the icon list "" position, **delete** or **replace** program file by right clicking the icon (as shown in Fig. 3-15).

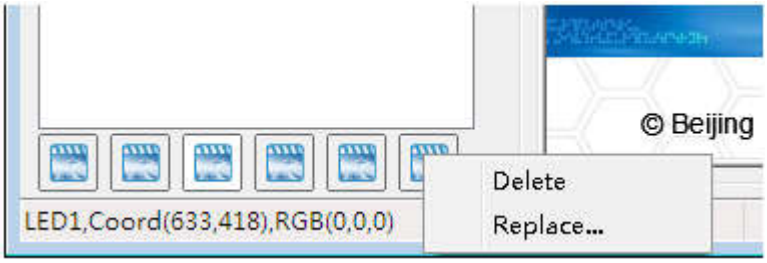


Fig. 3-15 Play List

Chapter 4 Program Edition

LEDVISION is a professional software to play and control LED display, which possesses powerful program editing and playing functions. This chapter emphasizes the basic knowledge and process of program edition.

4.1 Play File Composition

The play files of this software are accordingly saved as *.vsn file, consisting of one or more program pages which have two categories: normal page and global page. Normal page is the main component, which can be multiple and played orderly between each page. However, the global program page has only one, which has keep on playing in the whole process, mainly used for the fixed content playing, such as clock, company's logo, etc. The program page consists of one or more program windows that aim at displaying users' playing contents.

4.2 Program Structure

The LEDVISION program tree area consists of four levels: **LED screen, page, program window and materials** (as shown in Fig. 4-1).

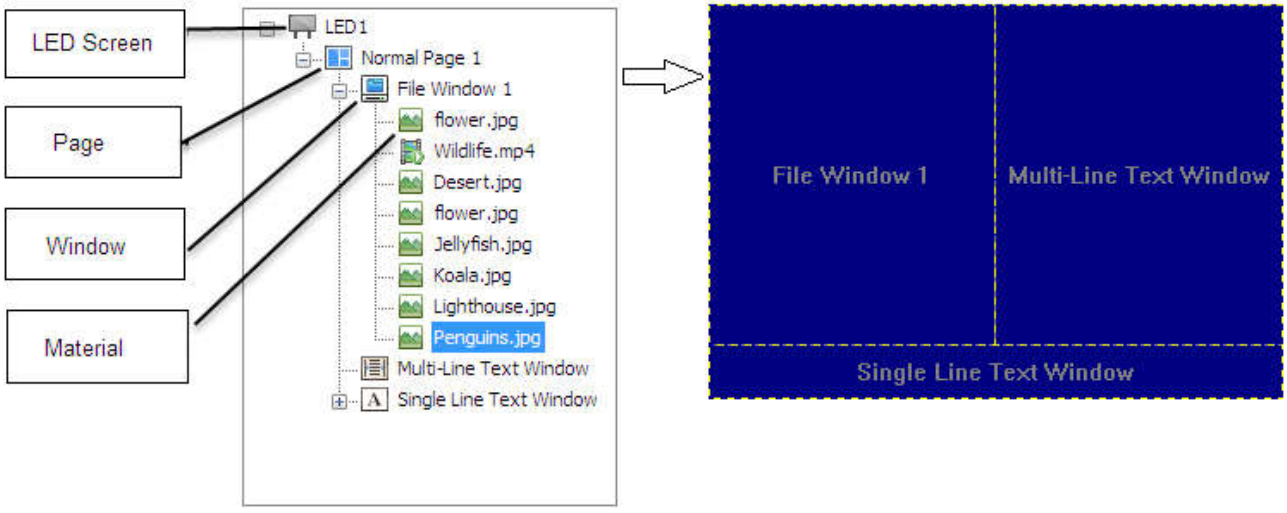


Fig. 4-1 Screen Management Window

- **LED display**: the large screen contents are determined by it. Each **LED screen** has a parallel relationship, in which can add multiple program pages.
- **Page**: it can be divided into two categories, global page and normal page.
- **Program window**: you can add multiple program windows in program page, and different contents playing in different windows, all the program window under one program page play at the same time.
- **Material:** the specific contents displayed on LED screen, including video, image, GIF, Flash, text file, office files, table, clock, timing, webpage, database, weather, external video, environment information, sports scores, desktop area and etc.

Note: In each LED screen, there is a coordinated and play orderly relation between each program pages, each contents of the same program window, whereas there is a coordinated and simultaneously play relation between each program window.

4.3 The program page

Program page can be divided into **Normal page** and **Global page** (as shown in Fig. 4-2).

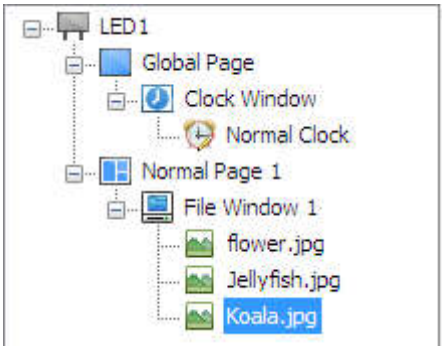


Fig. 4-2 Program Page

Normal page: Normal page contains multiple windows and each has different window layout. The same LED display can contain multiple normal pages. Several normal pages are played from top to bottom in cycle. In most cases, an LED display only needs a normal page.

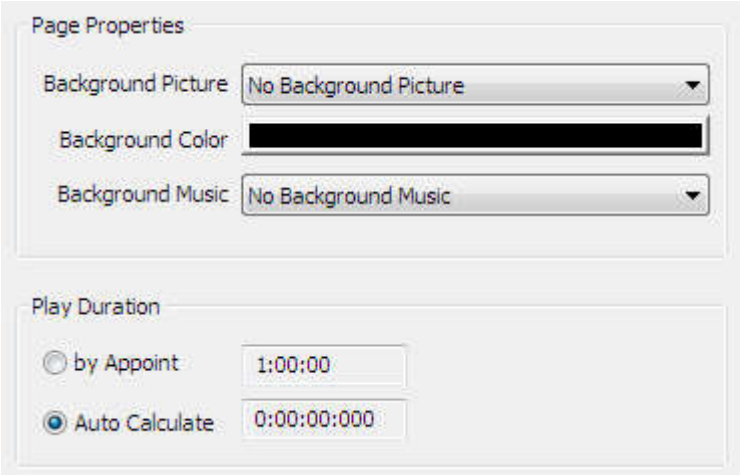


Fig. 4-3 Normal Page Properties

Global page: Program pages that are always played in the whole process and contain multiple windows.

Global page and **normal page** have synchronized playback relationship and the **global page** always located in the upper layers of **normal program.** If you want to display content such as clock, weather forecast, corporate logo or other contents in a fixed position, you can edit them into the global page. Each screen can only set one global page.

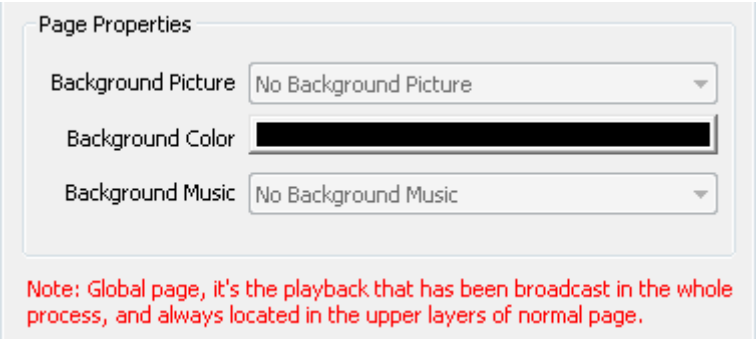


Fig. 4-4 Global Page Properties

4.4 Program Window

The program window is the partition window of the program, which determines the layout and level of the program in the program page. The window must be belonged to the program page and it can't exist alone.

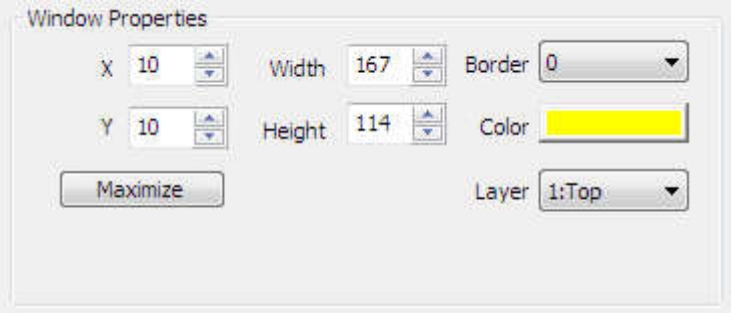


Fig. 4-5 Window Properties

- **Window types**: **file window, multi-line text window, single-line text window, single-column text window, subtitle window, clock window, timing window, webpage window, table window, database window, weather window, video capture window, environment information window, sports scores window and desktop area window.**
- **File window:** it's the most universal window and it can play video, image, animation, text, office and other commonly used files.
- **Multi-line text window:** it's used to play multi-line text, such as RTF and Txt.
- **Single line text window:** it's used to play a single-line text, such as notification, advertising and other words.
- **Single column window:** it's used to play single row text.
- **Subtitle window:** it's for playing subtitles.

- **Clock window:** it's used for playing clock including analog clock, digital clock and artistic clock.
- **Timing window:** it's used for timing, and both up timing and countdown timing are available.
- **Webpage window:** it's used to present the web page.
- **Table window:** it's used for editing and showing the table data.
- **Database window:** it's for playing database and this software supports a total of five types of database: Oracle, SQL server, MySQL, ODBC and Access.
- **Weather window:** it's for playing weather forecast, including China meteorology and global weather. China's meteorology supports the display of air index.
- **Video capture window:** it's used to play external video, and external video capture devices include TV card, data acquisition card, camera, etc.
- **Environment information window:** For presenting the information of the temperature, humidity and smoke collected by multi-function card or receiver card and it also shows the noise.
- **Sports score window**: it's for editing and displaying sports scores.
- **Desktop area window:** it's used to copy and display desktop area.

4.5 Program editing process

4.5.1 Set the size of the LED screen

The size of the LED screen must be set correctly, generally set to the same size as the LED screen.

Setting methods: firstly, select the **Control** in the main menu; secondly, choose the **Screen Size and Count Settings**. When the Screen Size and Count window pops up, set the **number, starting position** and the **size** of LED screen (as shown in Fig. 4-6).

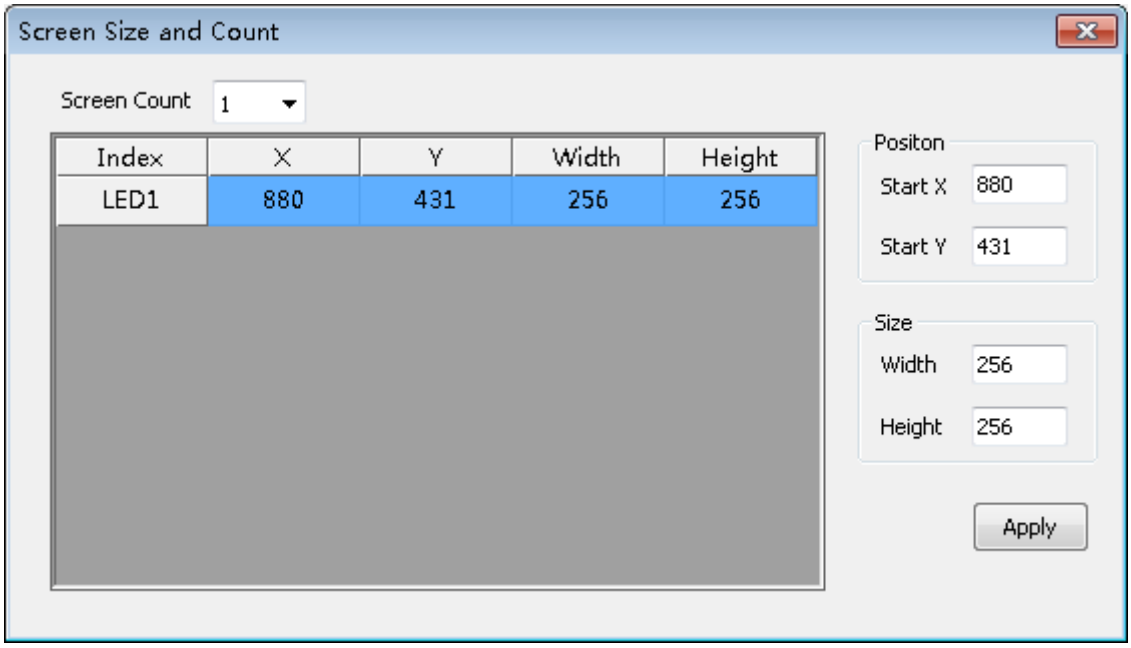


Fig. 4-6 Screen Size and Count Window

4.5.2 New program page

You can click on the button ✚ on the program editing toolbar to pop up the menu and create a new program page (as shown in Fig. 4-7), you can also use the right mouse button to pop up the right menu to create a new program page.

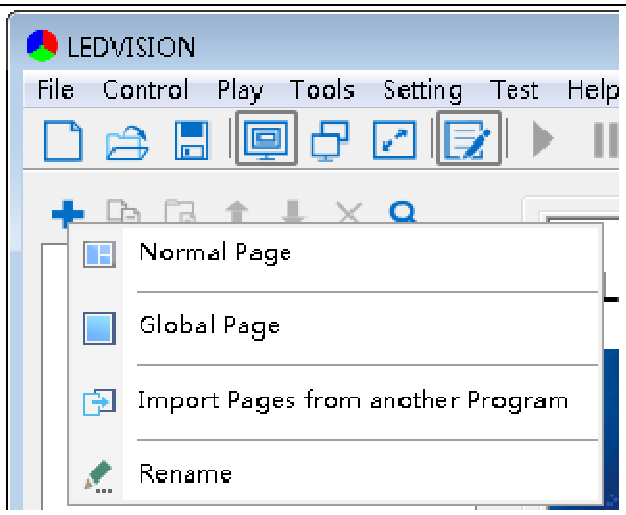


Fig. 4-7 New Program Page

After a normal page is established, its relevant properties will be shown on the right side of the main interface (as shown in Fig. 4-8), and default parameters are generally used.

The properties window on the normal page can be set as follows:

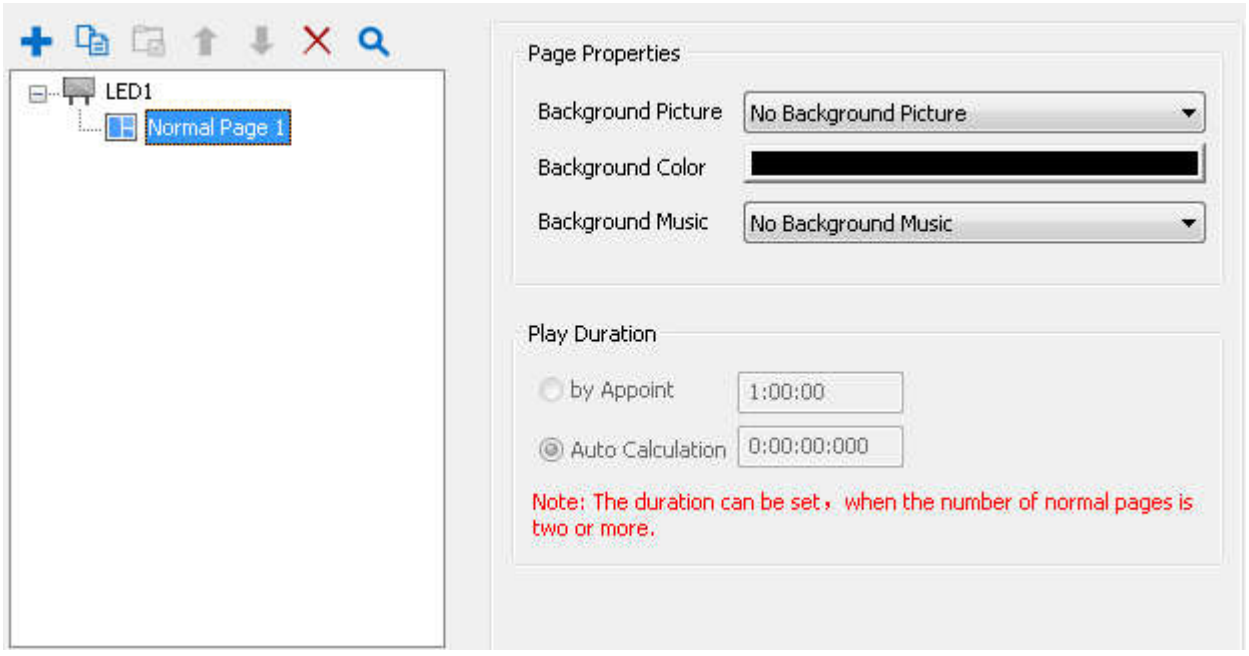


Fig. 4-8 Program Page and Its Properties

- **Background Picture: Y**ou can set a picture as the background image for the program page. The software defaults to no background picture.

- **Background Color: Y**ou can click the color bar and choose any color as the background color of program page. The software defaults to black transparency.
- **Background Music:** You can set one or more audio files as the background music of the program page, and you can edit the background music at the same time such as adjusting the volume.
- **Play Duration:** You can set the time of playing the program page. There are two setting methods: by appoint and auto calculation.

➢ Method One: By appoint. After the program page plays a set time, it will turn to another program page and play. If there is only one program page, the play time can't be set. By appoint playing can only be set when there are two or more normal pages.

➢ Method Two: Auto Calculation. After playing all the contents of the program page, it will turn to next page. The software by default is to calculate the playing time automatically.

4.5.3 Add program window

After the program page is created, right click on the program page or click on the button ✚ on the program toolbar, the program window of the add menu will pop up (as shown in Fig. 4-9).

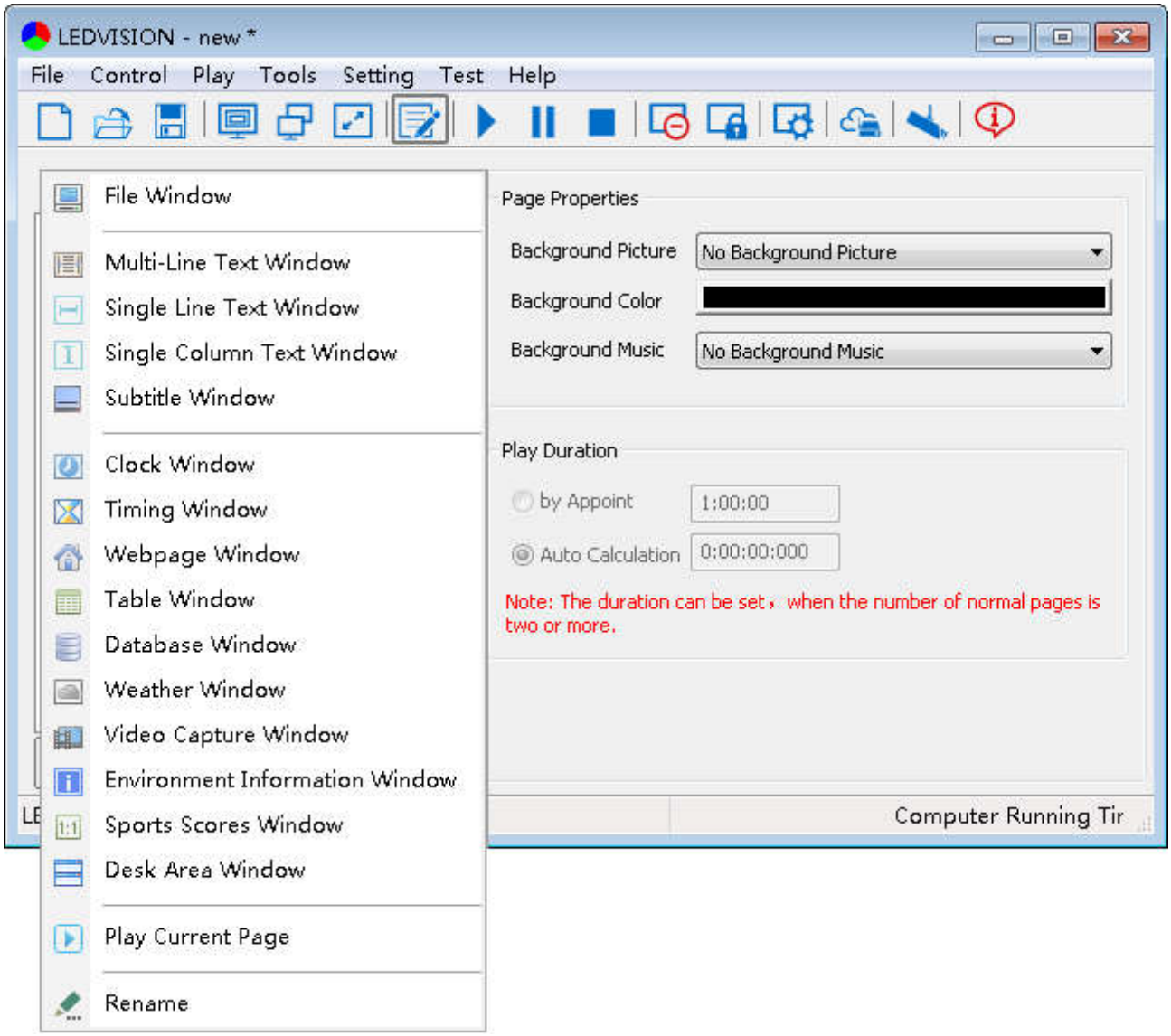


Fig. 4-9 Add Program Window

The location and size of the newly added window are based on the current play window, which are auto calculated. Users can adjust its position and size according to the actual needs in two ways.

- Method One: Select the play window and then drag the mouse to adjust its size and position. The selected window frame can also be changed by dragging the mouse; the window position can be changed by selecting non-border areas and then dragging the mouse in the selected window.
- Method Two: Set it in the window properties. (as shown in Fig. 4-10)

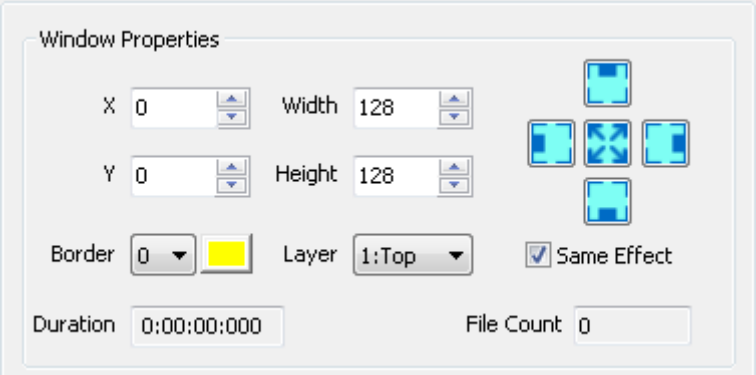


Fig. 4-10 Window Properties

- **The coordinate X:** It lies on the top left corner of the window in pixels, which is accordingly on the left boundary of the LED screen.
- **The coordinate Y:** It lies on the top left corner of the window in pixels, which is accordingly on the upper boundary of the LED screen.
- **Width:** The width of the window in pixels.
- **Height:** The height of the window in pixels.
- **Window operation icon:** For window shortcuts, there are left, right, top, bottom, and maximize.
- **Border:** To set the width of the window border line in pixels.
- **Color:** To select the color of the window border line.
- **Layer:** The window in the program page has a hierarchical position relationship, and "1: top" is for the most front.
- **Same Effect: T**he files in the window are played with the same special effects. Get rid of this check, you can set different effects. If checked, the image in the file window can be set to different duration and special effects.
- **Duration:** The time is required for all programs to play in this window.
- **File Count:** The number of programs within this window.

4.5.4 Delete the program window

Select the window you want to delete and click the delete icon to perform the delete operation (as shown in Fig. 4-11).

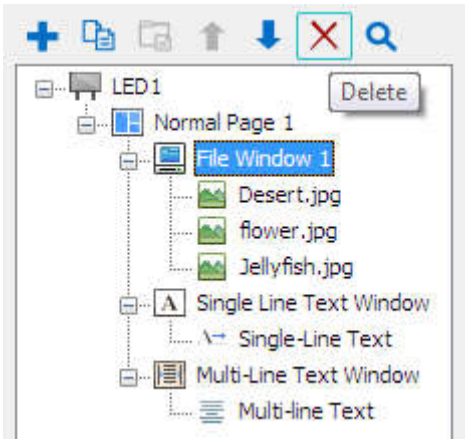


Fig. 4-11 Delete Window

4.5.5 Copy and paste the program window

If two windows are needed to display the same contents, after editing a window, click on **[Copy]** and then click on **[Paste],** you can quickly create a window with the completely consistent contents (as shown in Fig. 4-12).

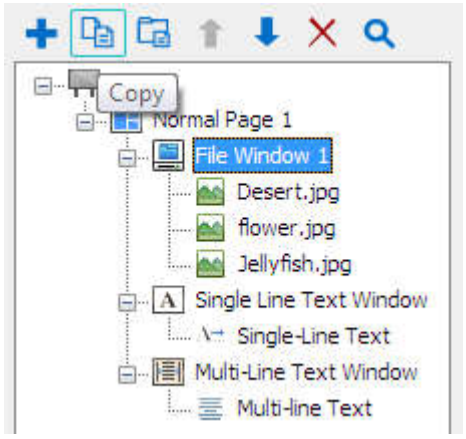


Fig. 4-12 Copy and Paste Window

Apart from using the toolbar menu in window editing area to operate windows, you can also use the right-click menu of the window node or on the right-click menu in window areas of the display screen (as shown in Fig. 4-13).

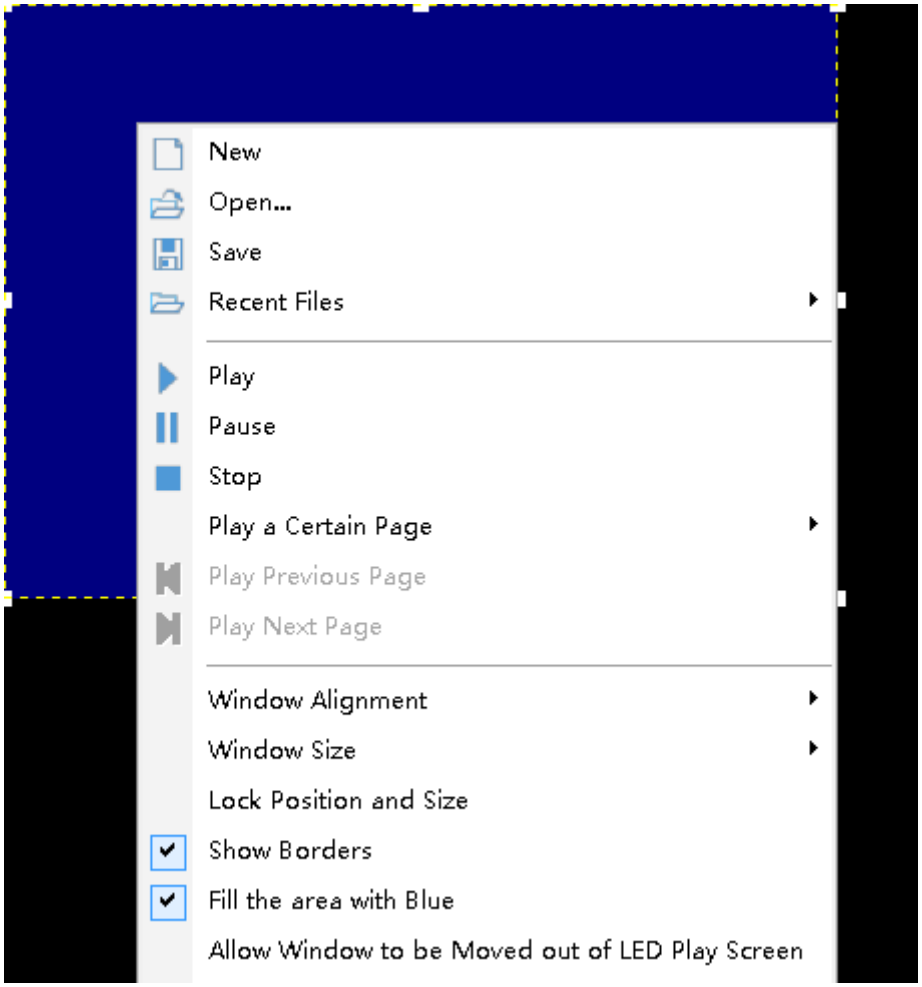


Fig. 4-13 Context Menu of Play Page

4.5.6 Add material

Giving an example of adding video materials: you should select the file window, click on the **[Add]** button and then choose **[Add video....]**. You can add various types of videos to the file window.

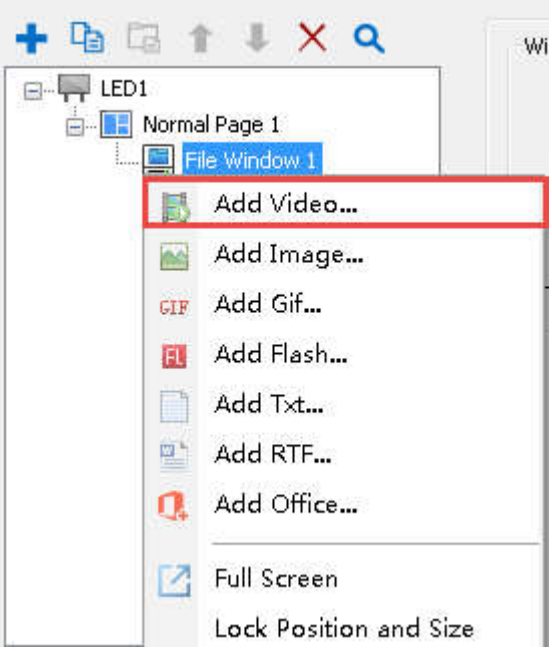


Fig. 4-14 Add Video

In the file window, you should select added video file, the properties of this video will be displayed on the right (as shown in Fig. 4-15). You can change the properties of the video in the properties page.

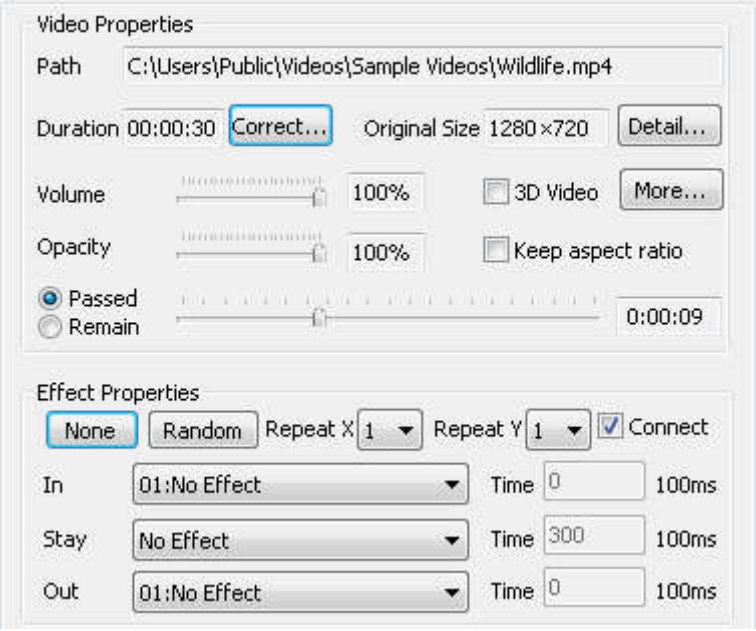


Fig. 4-15 Video Properties

4.5.7 Program production completed

After a few steps above, a program page production has been completed. If you need to add multiple file windows to the program page or add multiple program pages, please repeat the operation. Don't forget to save after making a program page. Click on the Save button  or select a menu **[File]** and **[Save]**.

4.5.8 Play Program

To play the current program file, please click on the **[Play]** button to start playing or select the menu **[Play]** to play. To play different program files, please click **on [File]** button first, and then click on the **[Open]** to open other program files, and finally click on the **[Play]** button to play. The effects of program playing are shown in Fig. 4-16.

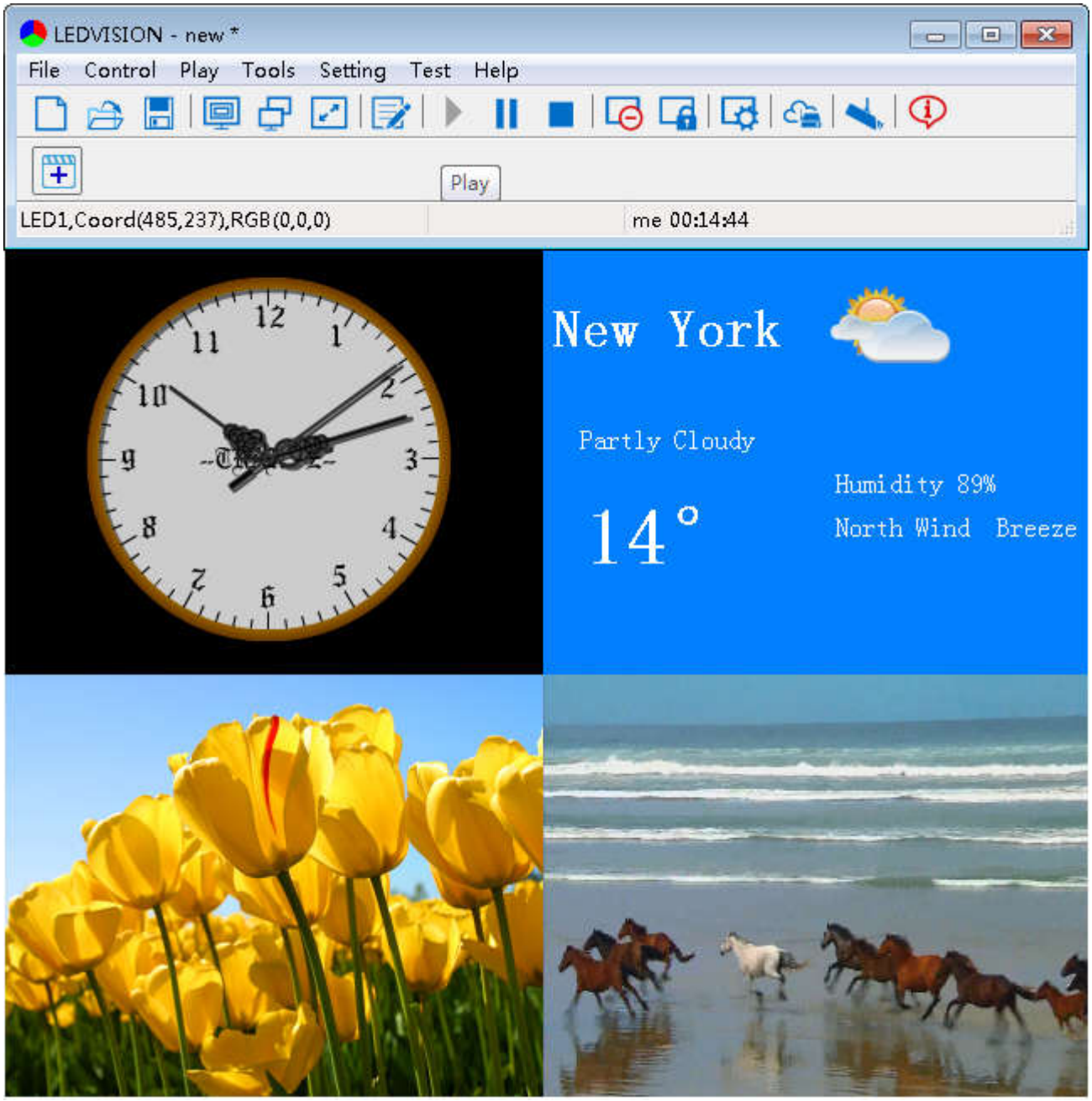


Fig. 4-16 LED Window Effect

Chapter 5 The Detailed Explanation of Program Playing

5.1 Play Video

5.1.1 Add Video

Create one **[File Window]**. Right click **[File Window]** or click on the  button, click on **[Add Video]** after menu showing up to add one or more video files. This software supports almost all video formats under the support of the decoder (If 3.15 or older version didn't have video decoder, it is recommended to use the ultimate decoder).

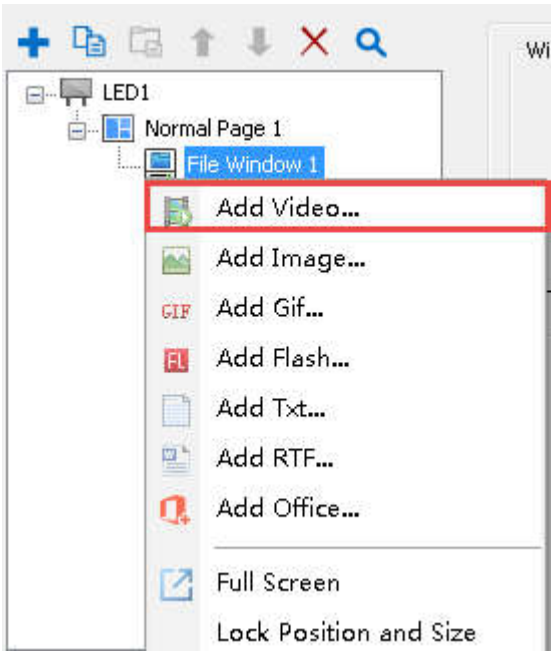


Fig. 5-1 Add Video

5.1.2 Video Properties

The video file includes various properties (as shown in Fig. 5-2). **Path, Original Size** and **Details** are the read-only properties, in which to read keeping position, original size and details of the video. And **duration, volume, more, opacity, keep aspect ratio, passed and remain, effect properties** can be adjusted freely according to the actual situation.

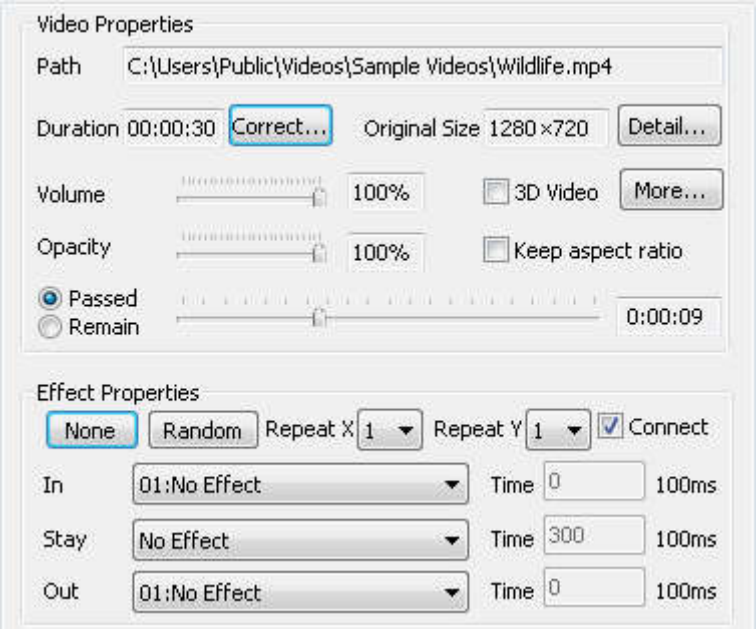


Fig. 5-2 Video Properties

- **Path**: It is the detailed path of video files in computer.
- **Duration**: The actual length of video file.
- **Correct:** The Length is calculated according to the properties of video file. If user find that the software was wrong when calculating time or want to change the time length of file, click on **[Correct]** button to repair.
- **Original size**: It is the original height and width of video
- **Detail:** Click on the **[Detail]** button, we can see the detailed information. And also click on **[View other videos]** button in the interface of the file information.
- **Volume:** Adjust the video volume, when access to 0%, the volume is Zero. Whereas 100% is the maximum.
- **More:** Click on **[More]** button then pop up a high-level property interface. In this interface, it can select the type of video decode (the software defaults to the **Self Decoding First**); Setting up video rotating and play times; Setting

the sound fades in and out and delaying time; Cutting play region and play time and to play part of the contents or section of the video.

- **Opacity**: Transparency of video file can be adjusted freely, when it is 0%, the video become completely transparent and can't be displayed.
- **Keep aspect ratio:** If checked, means according to the original video proportion to display. And if not, the video will display all windows.
- **Passed and Remain:** It can check the video passed and remain when editing.
- **Effect:** Select none, random, and particular effect, the software defaults to no special effect.

5.2 Play Image

5.2.1 Add Image

Create one **[File Window]**. Right click **[File Window]** or click on the  button, select **[Add Image]** from the pop up menu to add one or more images.

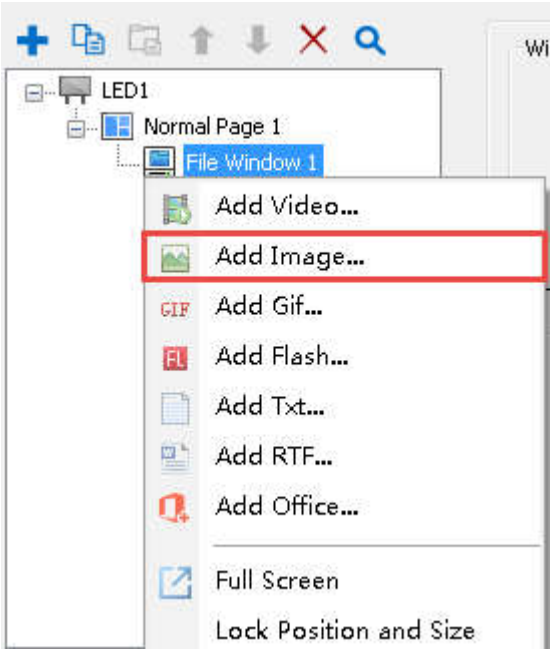


Fig. 5-3 Add Image

5.2.2 Image Properties

Support all image formats (BMP/PNG/JPG/TIFF/TGA/PCX....). Image file includes various properties and effects (as shown in Fig. 5-4).

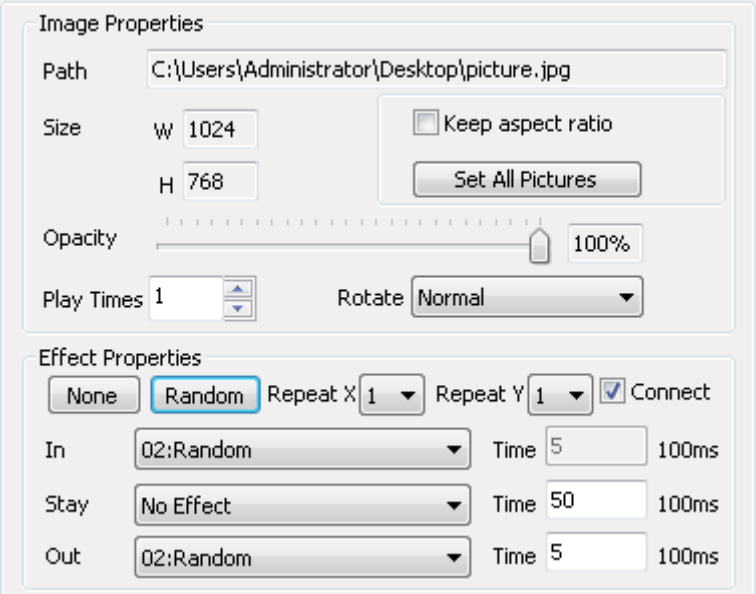


Fig. 5-4 Image Properties

- **Path:** It is the detailed path of files in the computer.
- **Size:** It is the original width and height of images.
- **Keep Aspect Ratio:** Check means that it is shown by the original proportion of image. And if not, the video will display all windows.
- **Set All Pictures:** Check **[Keep Aspect Ratio]** and click on **[Set All Pictures]**, the image can be constrained by the proportion in windows files. If not check **[Keep Aspect Ratio]**, when click on **[Set All Pictures]**, all the images in windows files will be not constrained by the proportion and be displayed in all full windows.
- **Opacity:** Transparent effect can be adjusted freely. The video becomes completely transparent and can't be displayed when it's 0%.

- **Play times:** Setting the number of the images to play. The software adopts the principle of time sharing play, when playing, all the files in file window are played in sequence and then play files in sequence whose playing orders are more than two times in the file window. Next, playing files in sequence whose playing orders are more than three times in the file window, and so on, until all the files were finished.
- **Rotate**: Normal, flip vertical, rotate 180°, rotate left 90° and rotate right 90° are available.

5.2.3 Effect Properties

- **No Effect:** No special effects.
- **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.
- **Repeat:** Window can be divided into 16 parts at most, and use effect separately so that the effect is more delicate. When staying, you can choose flashing function to make the picture play more brilliant.
- **In:** It is the effect type when the image comes in the screen.
- **Out:** It is the effect type when the image exits the 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 of current effect action to complete. The less the value is, the faster the effect action will be.

Note: If there were various images in file window, the software defaults to set the effect of all the images in file window together. If users want to set different effects to the specific image, for example, separately setting each image's playing duration, in and out effects, it is necessary to unchecked in front of the same animation in the properties of the file window.

5.3 Play Gif and Flash

5.3.1 Add Gif

Create one **[File Window]**, right click **[File Window]** or click on the  button to pop up the menu, and click on **[Add Gif]** to add one or more Gif to play these files.

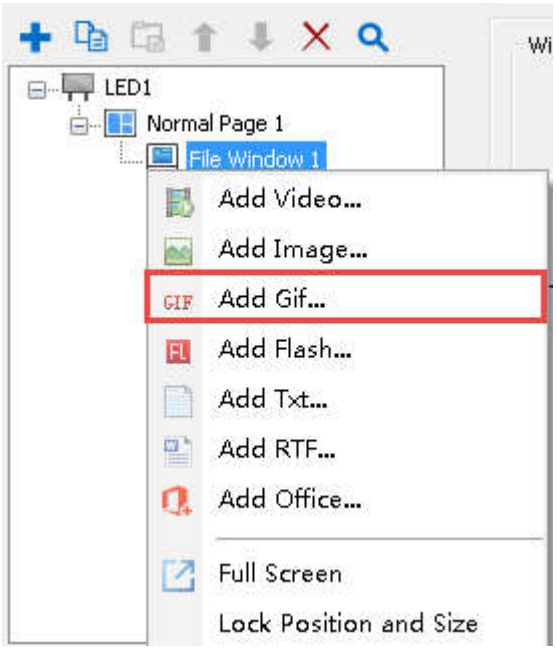


Fig. 5-5 Add Gif

The properties of Gif are basically the same as image properties, full path, original size, keep aspect ratio, set all pictures, opacity, play times, rotate, effect properties are as the same as image principles. When setting these properties, please refer to the content of adding images on the last section.

However, there is one difference, the default playing time of each image is 6s when the picture is added, whereas Gif is auto calculated according to actual length. (As shown in fig. 5-6)

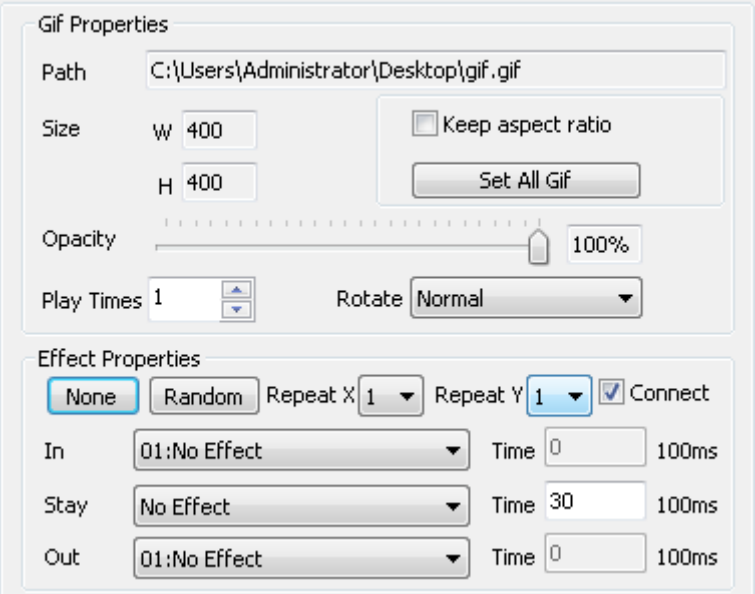


Fig. 5-6 Gif Properties

5.3.2 Add Flash

Create one **[File Window]**, right click **[File Window]** or click on the  button to pop up the menu, click on **[Add Flash]** to add one or more Flash to play these files.

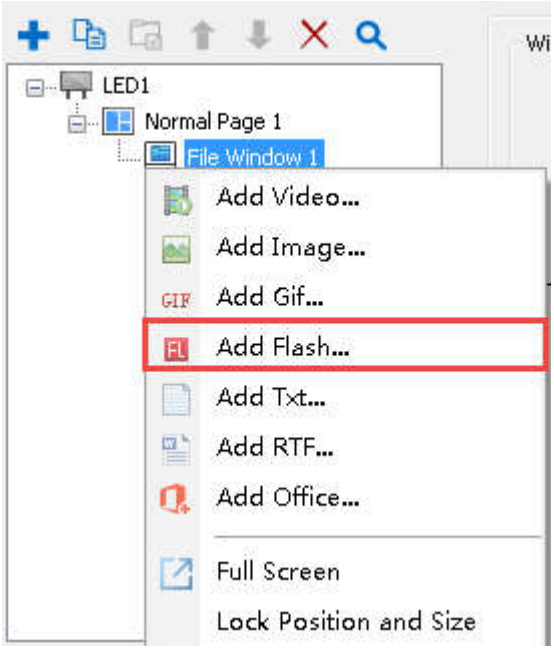


Fig. 5-7 Add Flash

Flash files include **Flash Properties** and **Effect Properties**. (As shown in Fig. 5-8)

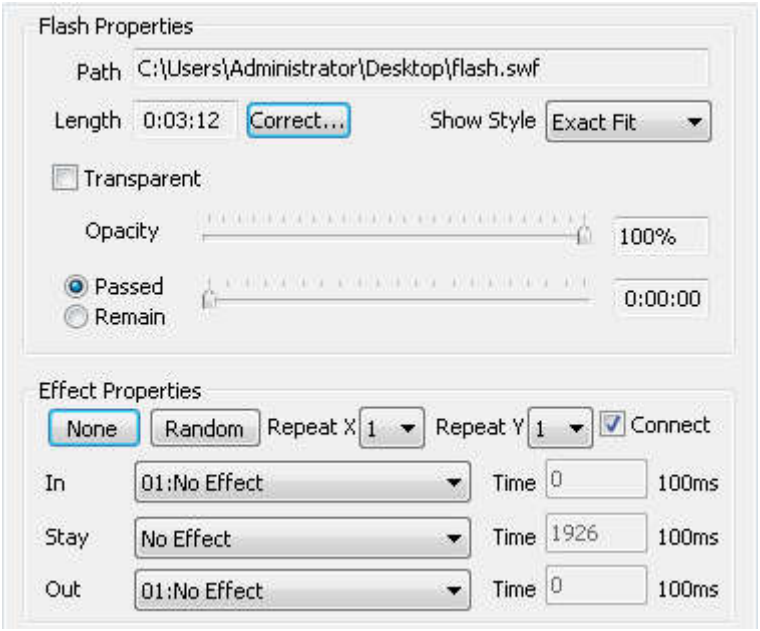


Fig. 5-8 Flash Properties

- **Path:** It is detailed path of the flash files in the computer.
- **Length:** The actual length of flash files.

- **Correct:** Click on **[Correct]** button to repair actual length of files.
- **Show Style:** Software have four ways of display. Includes **show all, no border, exact fit and no scale**. The default show of the software is exact fit when added flash files.
- **Transparent:** Some flash files have already set background. It can hide the background when checked **[transparent]**.
- **Opacity:** It can be adjusted freely, the flash becomes completely transparent when it's 0%.
- **Passed and Remain:** It can check the video progress and remaining time when editing.
- **Effect Properties**: Select none effect, random, and particular effect. The software defaults to **none effect**.

5.4 Play Office Files

5.4.1 Play Word

LEDVISION supports playing word documents, the specific method is as follows: Create a new file window, right click **[File Window]** or click on the  button to pop up the menu, click on **[Add Office]** and select word documents that you want to play, it can implement the play of word documents.

To adapt the display features of the LED screen, the software do some effects on Word files displaying like **Inverse, Fit Window, Keep aspect ratio, Fixed table, Reserve Margins,** also you can edit Word files, and **auto update** according to the changes of Word file contents (as shown in Fig. 5-9).

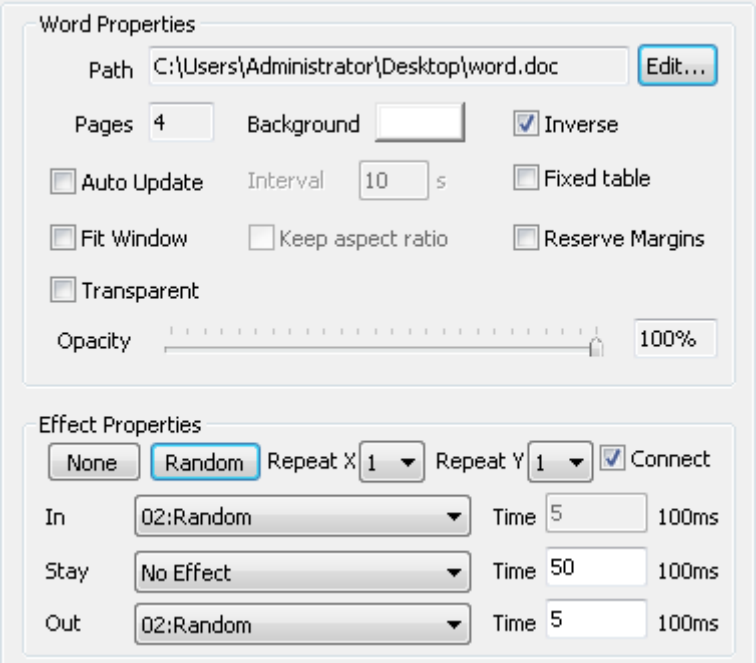


Fig. 5-9 Word Properties

Note: The software supports the playing of Word files, but the premise is that the system shall install the Microsoft Office at first. If the system has installed WPS or other office software, the software does not support the playing of word file. Excel files and PowerPoint files introduced as below are also required to install Microsoft Office in advance.

5.4.2 Play Excel

LEDVISION supports directly the playing of the Excel file, the specific methods is as follows: Create a new file window, right click **[File Window]** or click on the  button to pop up the menu, then select **[Add Office]** and **[Add Excel]** to play these files.

The Excel file shows the same display effect as word file, the software can also do some display effects on Excel file player like **Inverse, Opacity.** You can also edit

Excel file, and **auto update** according to the changes of Excel files (as shown in Fig.5-10).

In addition, the excel files can continuously move and check the **[Scroll Up]**, the Excel file will continuously move up to display the contents when playing the excel document.

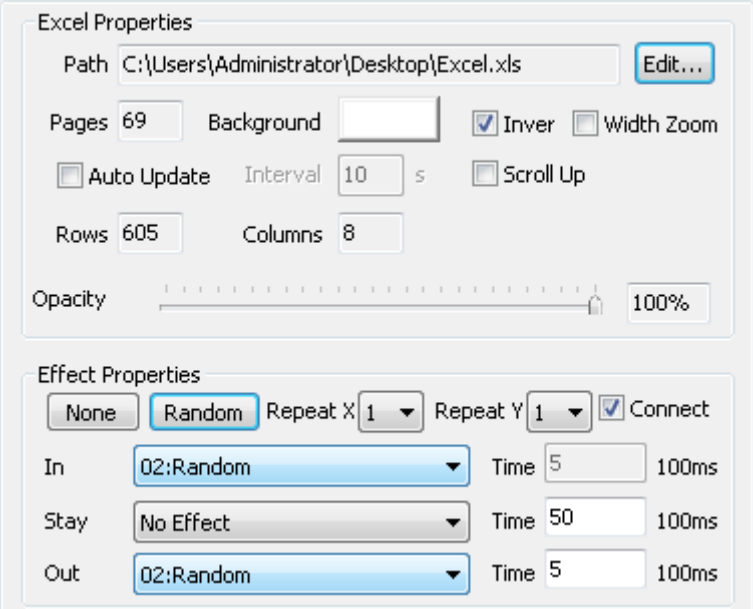


Fig. 5-10 Excel Properties

5.4.3 Play PowerPoint

LEDVISION supports playing the PowerPoint files directly, the specific method is as follows: Create a new file window, right click **[File Window]** or click on the  button to pop up the menu, then select **[Add Office]** and **[Add PowerPoint]** to play these files.

PowerPoint file setting is simple, you can set up keep aspect ratio and opacity. The display contents may be updated automatically according to the changes of the document file contents. (As shown in Fig. 5-11)

However, there are two points that need to pay attention when playing PowerPoint file: the first one is that it cannot manually play PowerPoint files in the file window as shown in Fig. 5-11. If the user need to manually play PPT, you can click on the main menu **[Play]→[Play PowerPoint...]**, and add PowerPoint documents to play manually.

The second one is that playing contents of PowerPoint document in the file window will only display in pages. If user sets up multiple levels of contents in a PowerPoint document on the same page such as pictures stack and so on, the content of bottom page cannot be played.

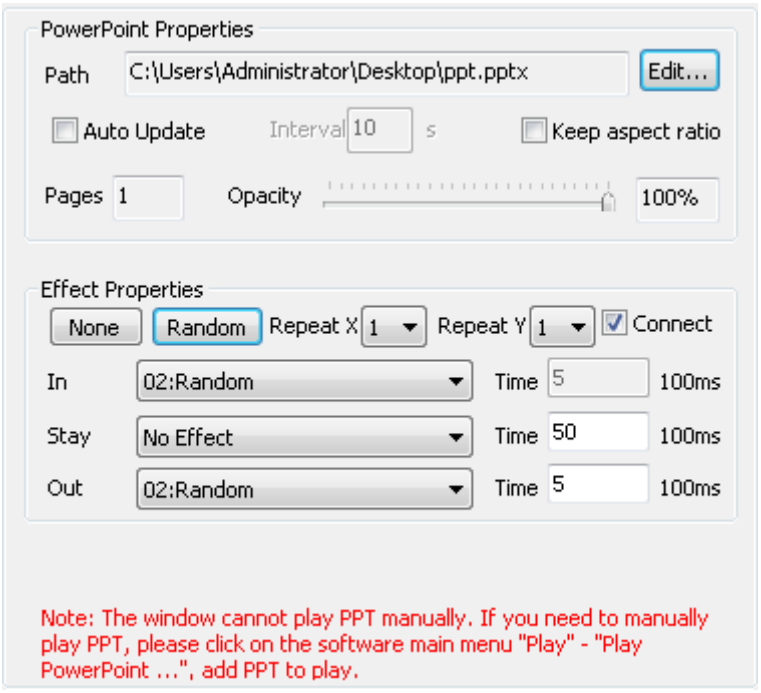


Fig. 5-11 PowerPoint Properties

5.5 Play Text

5.5.1 Play Multi-Line Text

Add Multi-line text by right clicking **[Multi-Line Text Window]** or clicking on the  button. After the menu popping up, select **Add RFT/ TXT file,** or create

it by selecting **[New Multi-Line Text]**. The multi-line text file in RTF format and the new multi-line text can be edited in Multi-line Text editing box (as shown in Fig. 5-12).

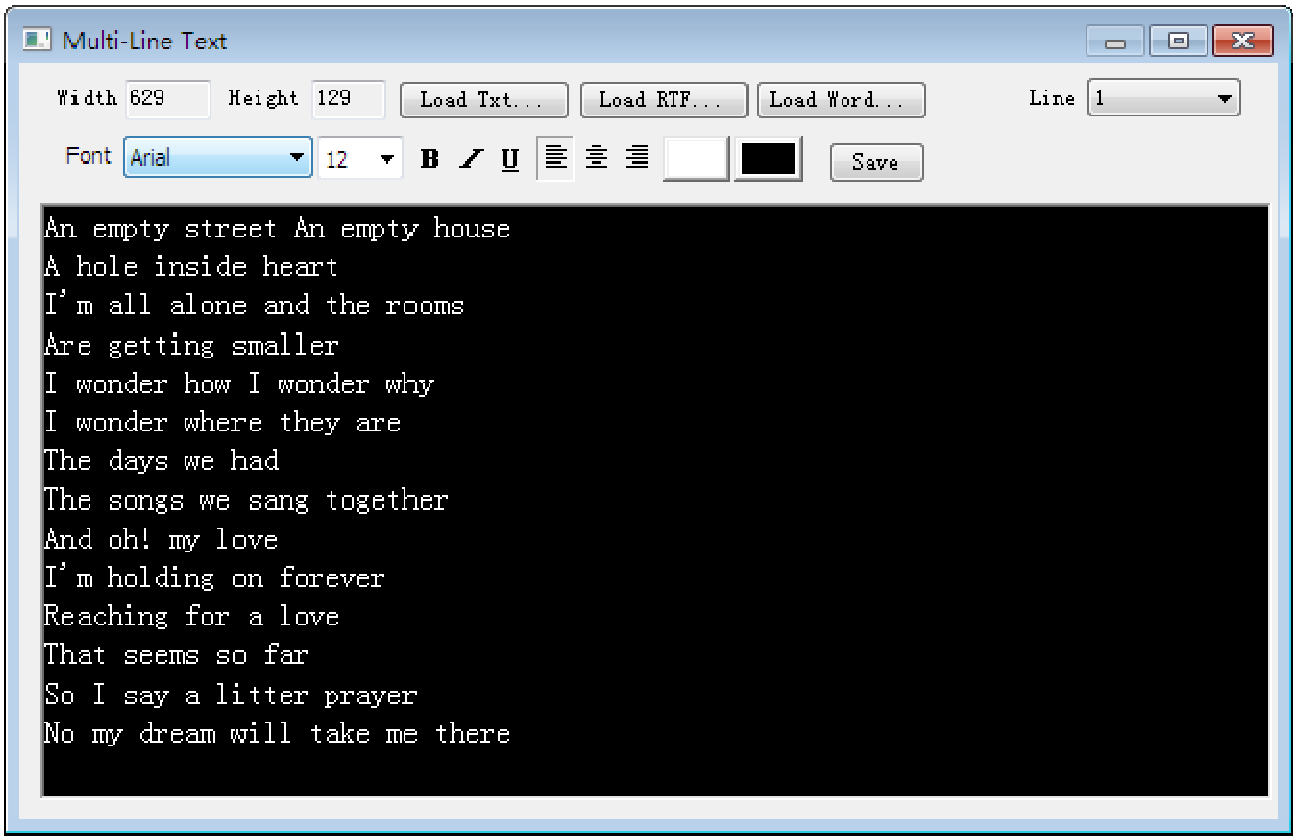


Fig. 5-12 Edit Multi-Line Text

You can directly input the text into the Editing box or load the TXT, RFT and Word file. Furthermore, it is allowed to set the text display effects. Click on **[Save]** after finishing editing. If you need to save multi-line text edited in the computer, you can click on **[Export...]** button to export RTF files. The width of the multi-line text edit box is consistent with the LED background's, and it will change with the width of multi-line text.

The multi-line text supports **Scroll Up**. When you select **[Scroll Up]**, you can control the playing speed by setting the number of points **By time** or **By Frame** or control the Play Time: **By Count** or **By Time** (as shown in Fig. 5-13).

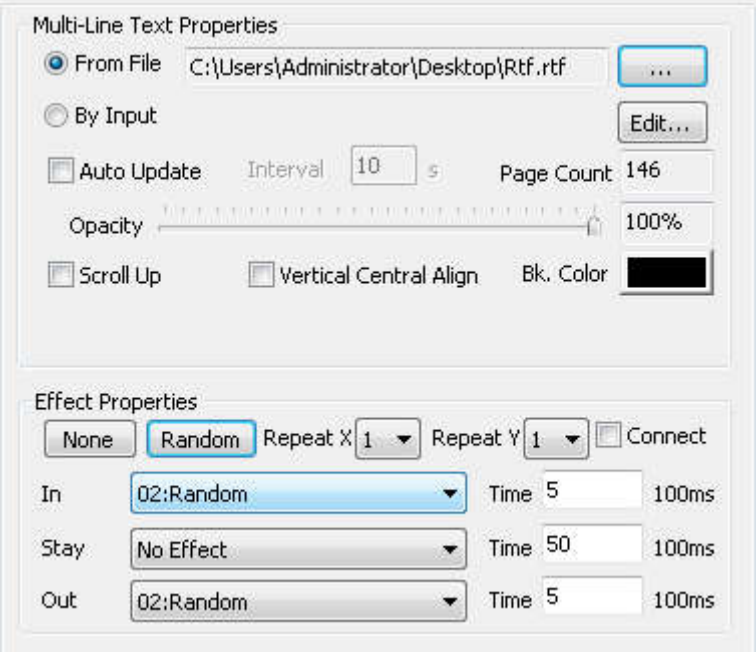


Fig. 5-13 Multi-line Text Properties

5.5.2 Play Single-Line Text

Right click Program Page or click on the  button to pop up the menu, and then click on **[Single Line Text Window]** to add the single line text (as shown in Fig. 5-14). The single line text is allowed to set the display properties, 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.

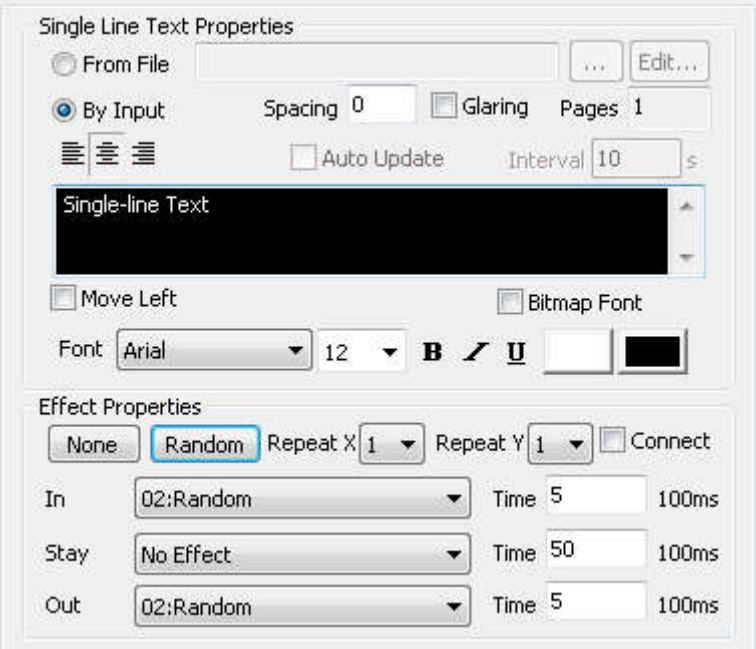


Fig. 5-14 Single-Line Text Properties

The single line text supports the **Glaring** effect (as shown in Fig. 5-15).



Fig. 5-15 Glaring Effect

The single line text supports **Move Left** effect. When you select **[Move Left]**, you can control the playing speed by setting the number of points **By time** or **By Frame** or control the Play Time **By Count** or **By Time** (as shown in Fig. 5-16).

The special effects settings for single line text are shown in the picture.

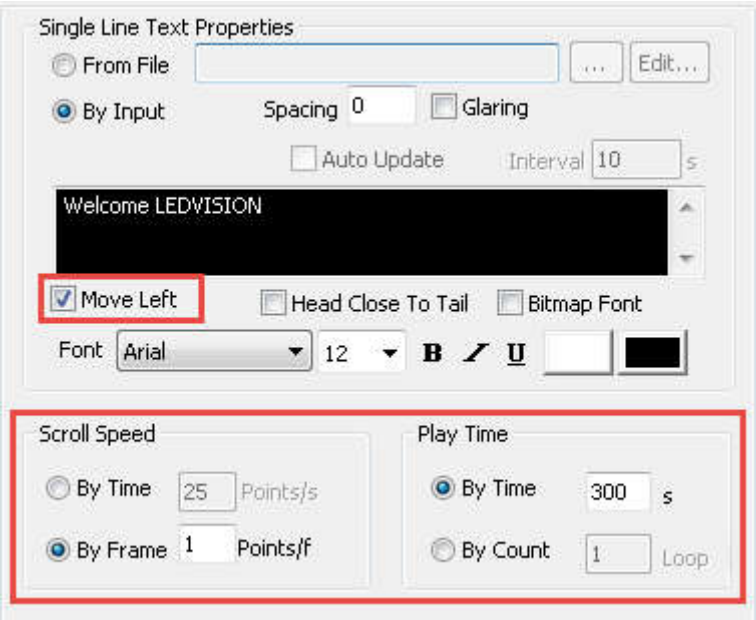


Fig. 5-16 Move Left Control

5.5.3 Play Single Column Text

Right click **[Normal Page]** or click on  button, and then right click **[Single Column Text Window]** to add **Single-Column Text**. The single Column text properties are basically the same as the single line text's (as shown in Fig. 5-17).

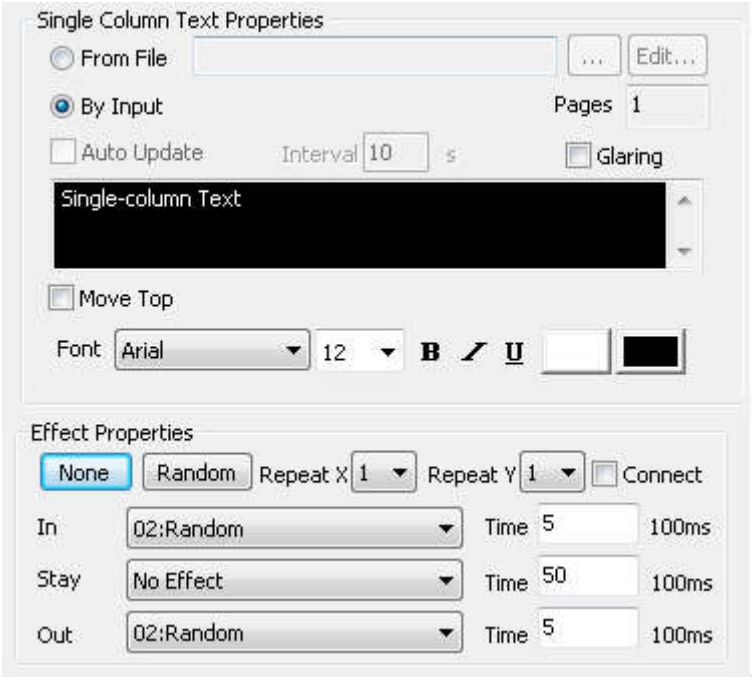


Fig. 5-17 Separate Line Text Properties

The single line text supports continuously move left effect, whereas the single column text supports move top effect.

5.5.4 Play Subtitle

Right click the **[Normal Page]** or click on  button, and then click on **[Subtitle Window]** to add the subtitle text, the subtitle properties as shown in fig. 5-18.

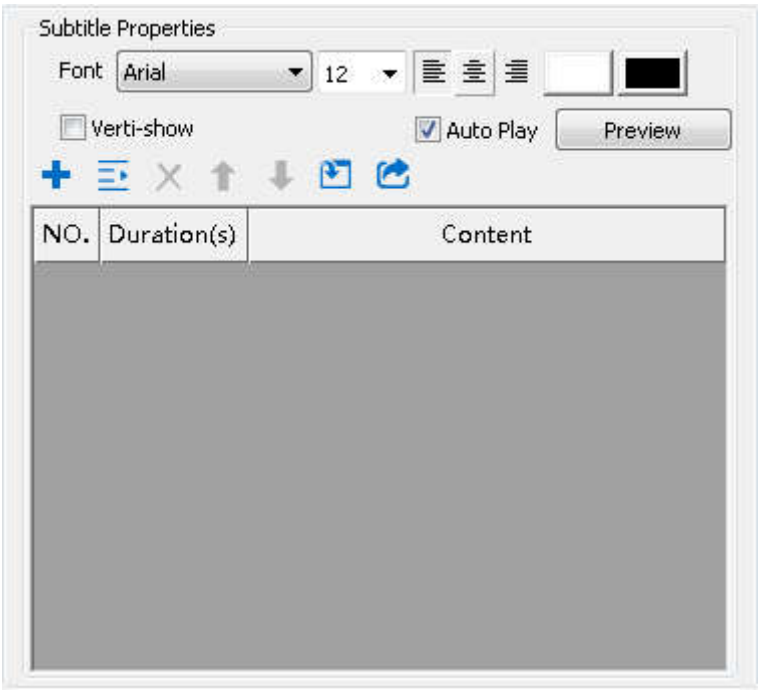


Fig. 5-18 Subtitle Properties

If you need to add subtitles to other programs, the subtitle window should be superimposed with the other program window, and the subtitle window should reach the top. The subtitle can import as "*.lrc" and "*.txt" formats. You can change the subtitle features including **Font**, **Duration and Content**. You can also add or remove subtitle, insert a blank line, and move subtitle up and down positioning, the subtitles can also be displayed vertically if necessary.

When you finish the setting, please click on **[Play]** on the main menu, then select **[Subtitle Management]** to enter the **Caption Control** interface to play (as shown in Fig. 5-19).

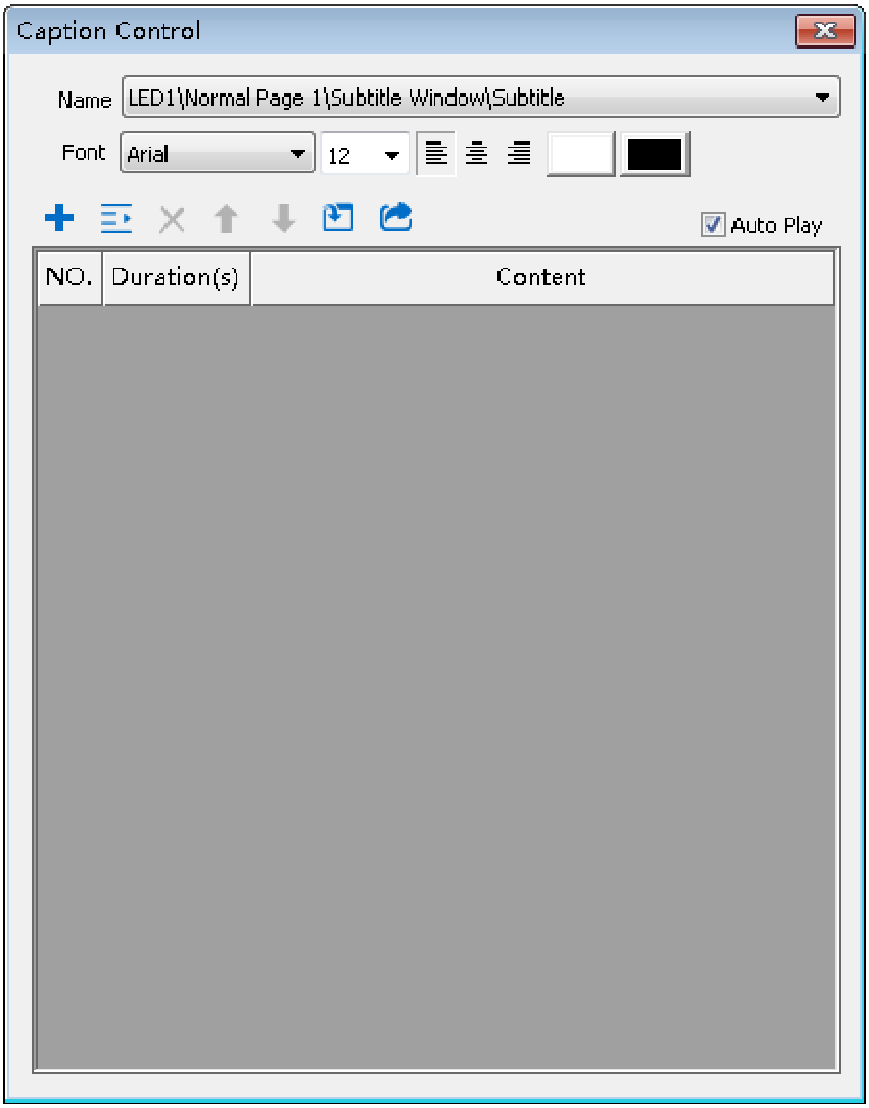


Fig. 5-19 Caption Control

5.6 Play Clock and Timer

5.6.1 Play Clock

You can select **[Normal Clock]** and **[Beautiful Clocks]** in the clock windows, among which the normal clock includes the analog clock and the digital clock.

5.6.2 Play Analog Clock

Right click **[Clock Window]**, and select **[Add Normal Clock]**, then select **[Analog Clock]** and select **[Analog Clock Style]** in the **[Clock Properties]** interface to display a analog clock.

As shown in figure. 5-20, the analog clock effect is set.

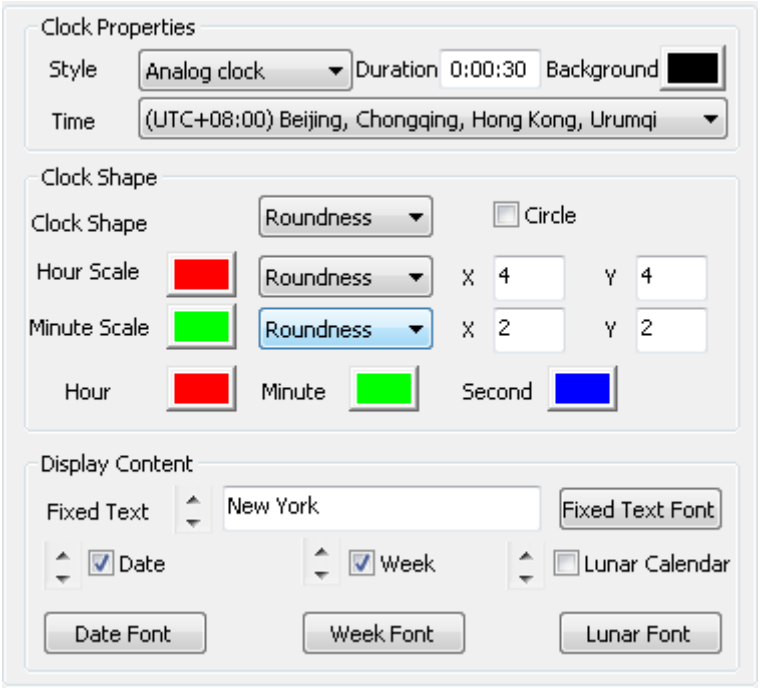


Fig. 5-20 Analog Clock Effect

- **Style**: Includes an analog clock and three kinds of digital clocks styles.
- **Duration**: The duration can be set when editing the program, and the software defaults to playing 30s.
- **Background**: Background of the clock can be arbitrarily set, when you add an analog clock, the software's defaulted background is black and transparent.
- **Time Zone**: When you add a clock, the default zone is consistent with the computer system. If you need to display other zones, you don't need to modify time zone of computer system, just set it here.

- **Clock Shape**: the clock shape is divided into two parts, including **roundness** and **squareness**. If the window was not a square clock, the clock will become oval or rectangular, and if you want to set the clock to be circular or square, you need to check the **Circle/Square**.
- **Hour Scale and Minute Scale**: Their properties include color, shape and size. There are three types of hour scales: circular, square, and digital; There are two kinds of minute scales: round and square.
- **Pointer Colors**: All the pointer color can be freely set. The default hour, minute and second colors of the software are red, green and blue respectively.
- **Fixed Text**: If you want to add text on the clock, you can input text in the **fixed text**. The fixed text position and font can be changed according to the demand.
- **Date**: You can freely choose the date form including date, week and lunar calendar, and the position or font can be changed according to the demand.

5.6.3 Play Digital Clock

Right click **[Clock Window]**, then select **[Add Normal Clock]**, and select **[Digital Clock Style]** in clock properties interface.

As shown in Fig. 5-21, it is the digital clock setting effect. You can respectively set the clock **style**, **duration**, **background**, **time zone**, **content**, **fixed text, hour style**, **year style, multi-line and single line style** and **font**. There are three kinds of digital clocks. The digital clock supports move up when it is displayed in multi-line, and supports move left when it is displayed in single line.

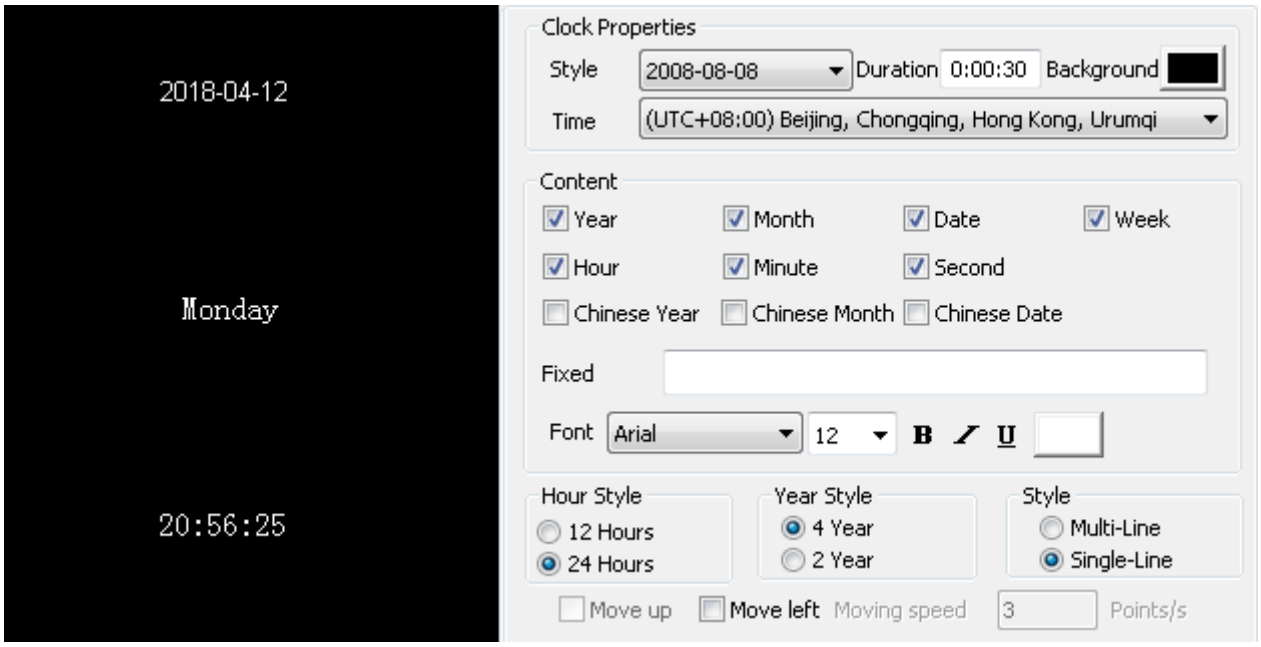


Fig. 5-21 Digital Clock

5.6.4 Play Beautiful Clock

Right-click **[Clock Window]**, then select **[Add Beautiful Clock]**, and you can add a more beautiful Flash clock.

The effect of beautiful clock setting is as shown in fig. 5-22. You can separately set **clock type**, **length, show style, transparent and opacity, etc.** There are 17 kinds of beautiful clocks in total.

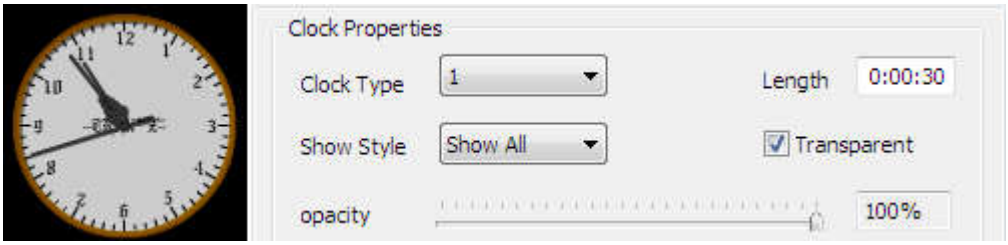


Fig. 5-22 Beautiful Clock

5.7 Play Timing

5.7.1 Add Timer

If the event has happened, we need to start counting after the incident, you can right-click **[Timing Window]**, then right click to select **[Add Timer]**.

The timer properties setting is as shown in fig. 5-23, which includes **play time**, **fixed text**, **starting time**, **style**, **font**, **single-line**, **multi-line**, **day**, **hour**, **minute** and **second**, etc.

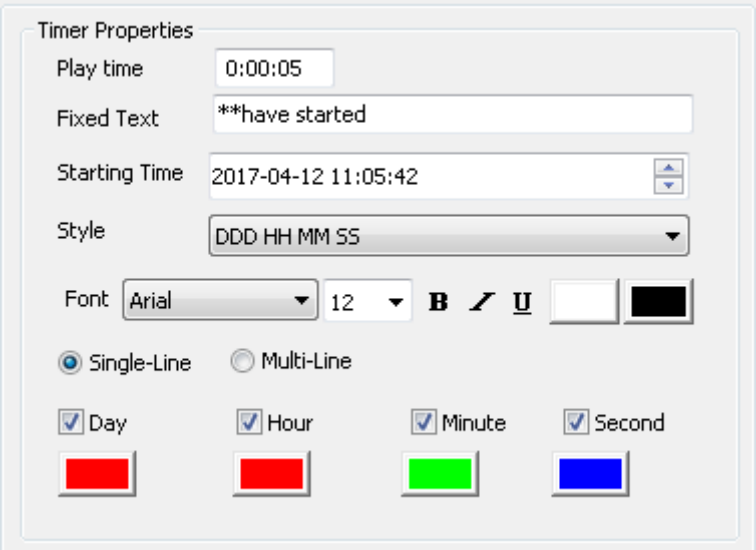


Fig. 5-23 Timer Properties

The display effect of timer is as shown in Fig. 5-24.



Fig. 5-24 Timer Effect

5.7.2 Add Countdown

If the event has not happened yet and start to count down before the events, right click **[Timing Window]** to select **[Add Countdown Timer]**.

The setting of the countdown properties is consistent with the timer. The countdown timer display effect is shown in Fig. 5-25.



Fig. 5-25 Countdown Timer Effect

5.8 Webpage Display

Right click **[Normal Page]** or click on the  button, then click on **[Webpage Window]**. The software will automatically add pages when adding a web window (as shown in fig. 5-26).

Then input the corresponding URL (website) in webpage properties, click on **[Goto]** leads you to corresponding webpage which requires network connection and correct website.

Webpage display can set up its opacity, you can set the playing position by setting the starting X/Y points, starting with the upper left corner of the page as its starting point (0, 0).

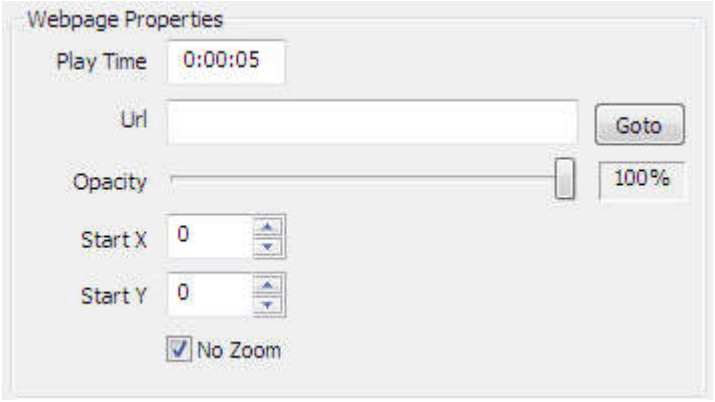


Fig. 5-26 Webpage Properties

If you want to play a larger or smaller area of the Webpage when the webpage window remain unchanged, you don't need to check **[No Zoom]**, and then set the starting point, width and height of corresponding region (as shown in Fig. 5-27).

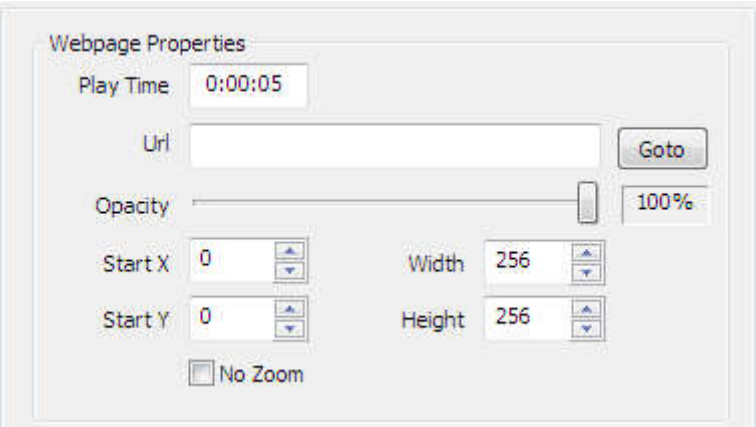


Fig. 5-27 Webpage Zoom

5.9 Play Table

Right click **[Normal Page]**, then select **[Table Window]** to create a new table window, right click **[Table Window]** to choose **[New Table]**, then a new table will pop up (as shown in Fig. 5-28).

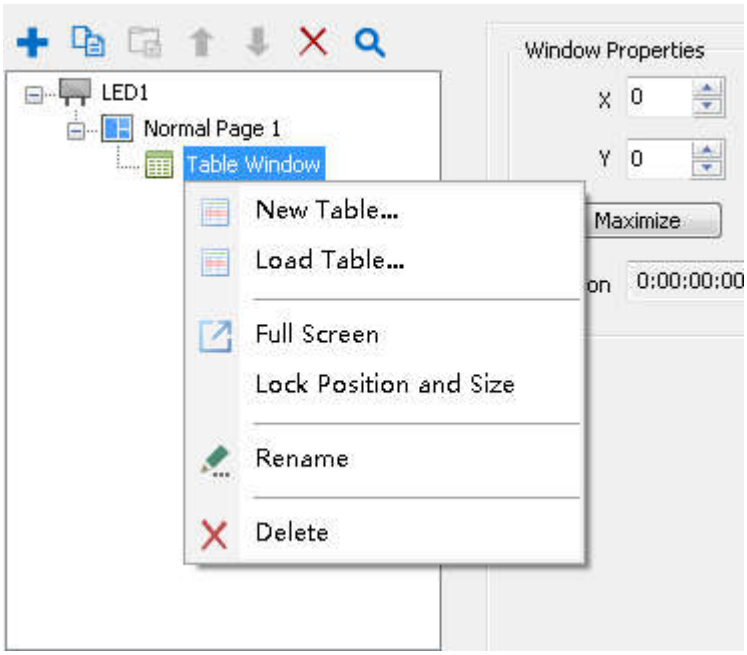


Fig. 5-28 Add Table

To edit the table in **Table Editor**, set relevant properties, such as **table name**, **font**, **height, width**, and **background**, **color**, **line width,** and **so on**. Click **[Save]** button after finishing editing (as shown in Fig. 5-29).

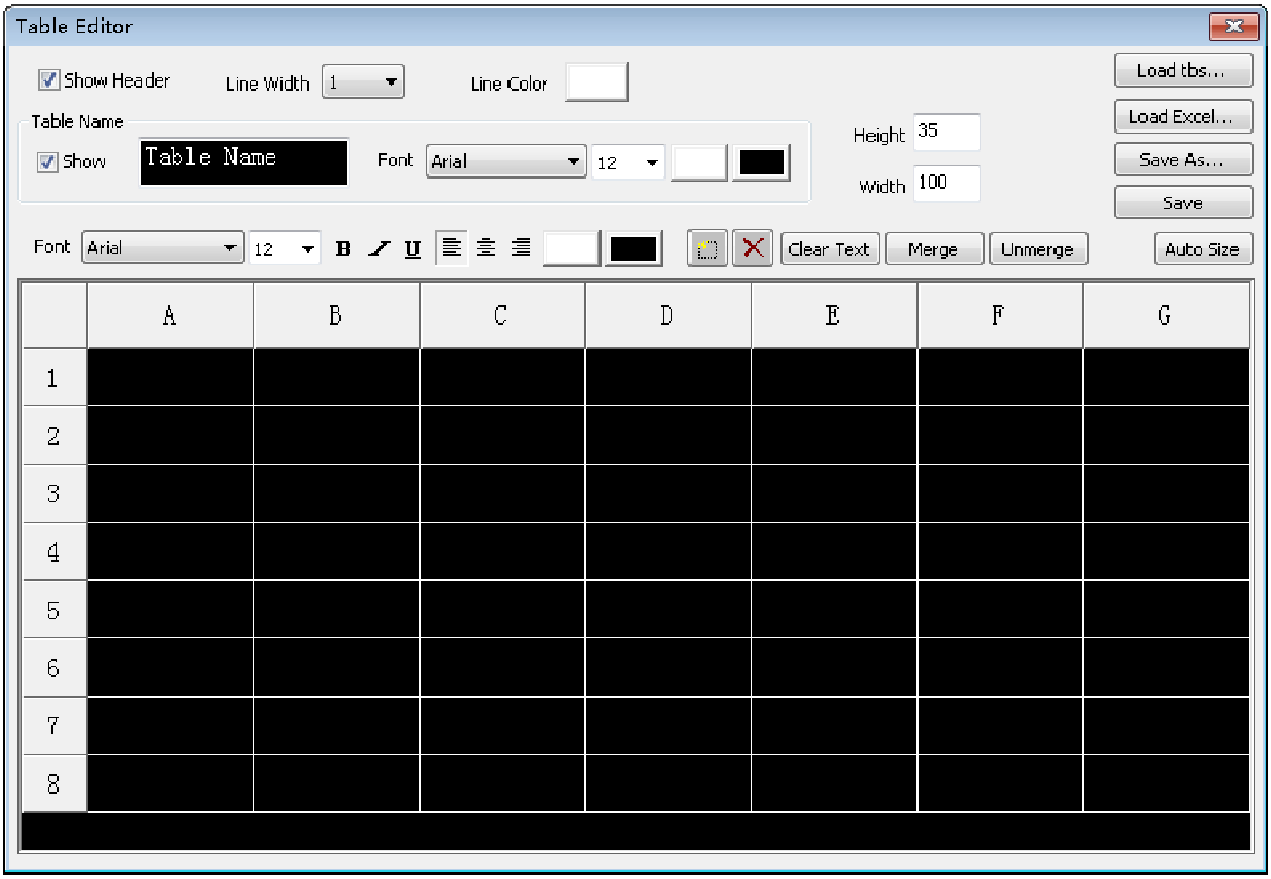


Fig. 5-29 Table Editor

In addition, you can quickly edit the existing table by loading Excel files and TBS files. You can also select the **[Table Window]**, right click to select **[Load Table]**, and directly add TBS files to play.

Note: If you want to play the Excel file, you can directly add Office files in the file window, and select the Excel file. You can also load Excel file when editing, and finally transform the Excel into TBS format.

5.10 Play Database

5.10.1 Create New Database Window

Click on the **[Normal Page]**, right click select **[Database Window]** to add a database (as shown in Fig. 5-30).

The software supports five types of database playing including **Oracle, SQL Server, MySQL, ODBC and Access**.

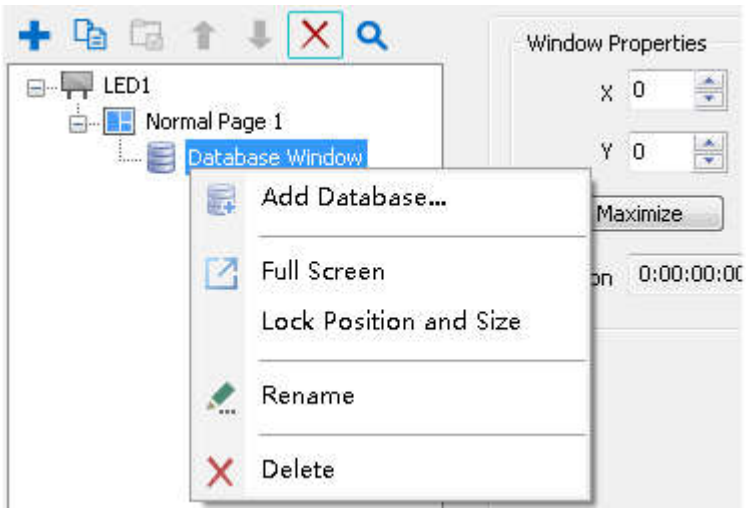


Fig. 5-30 Add Database

5.10.2 Add Oracle Database

Click on **[Add Database]** from database toolbar, then **Database Type Selection** box will pop up, and select **[Oracle]** database (as shown in Fig. 5-31).

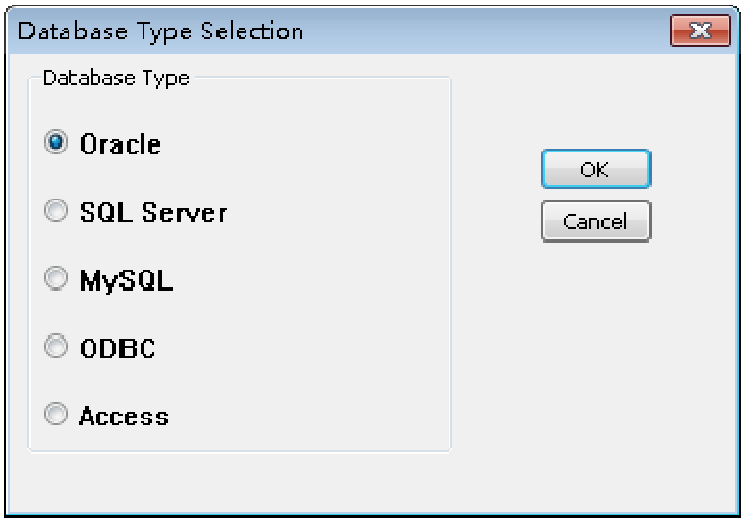


Fig. 5-31 Database Type

Click on **[OK]**, then come to **Oracle Net Configuration Assistant**.

Firstly, the user shall configure the Oracle database and edit relevant form, and then enable Oracle database (as shown in Fig. 5-32).



Fig. 5-32 Local Net Service Name Configuration

Then according to the actual situation of the database configuration, input **Net Service Name, Username and Password** in **Oracle Setting,** then click on **[OK]** (as shown in Fig. 5-33).

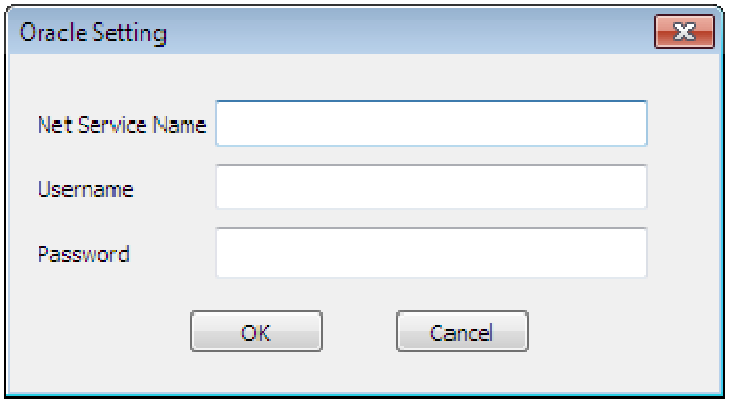


Fig. 5-33 Oracle Setting

5.10.3 Add SQL Server Database

Click on **[Add Database]** on the database toolbar, then **Database Type Selection** box will pop up, select **[SQL Server]** and input **Server Address, Database Name, Username and Password**, and click on **[OK]** (as shown in Fig. 5-34).

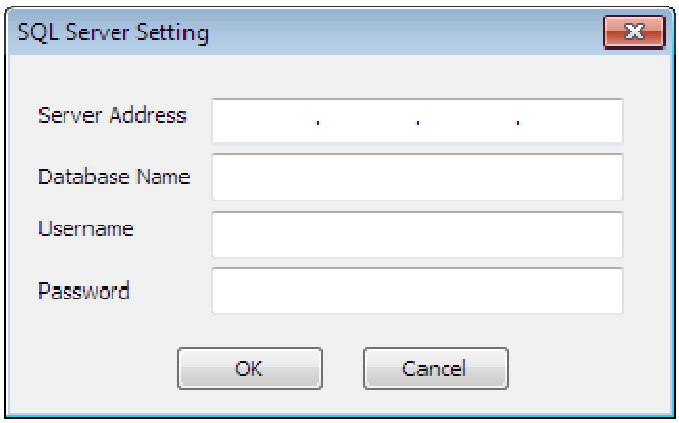


Fig. 5-34 SQL Server Setting

5.10.4 Add MySQL Database

Click on **[Add Database]** on the database toolbar, then **Database Type Selection** box will pop up, select **[MySQL]** database, input **Server Address, Database Name, Username and Password**, click on **[OK]** (as shown in Fig. 5-35).

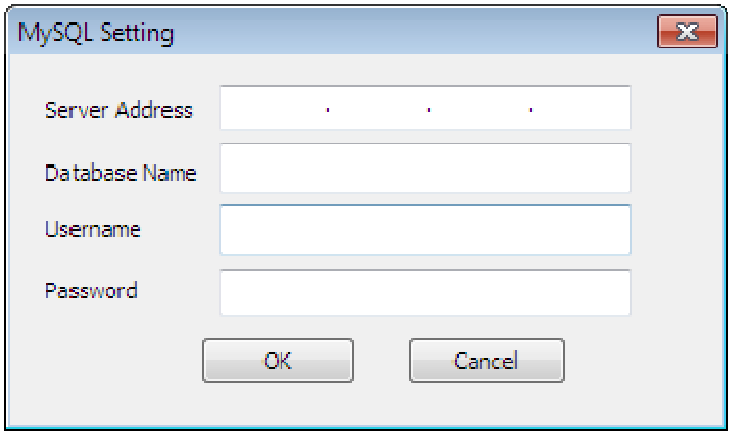


Fig. 5-35 MySQL Setting

5.10.5 Add ODBC Driver Database

ODBC is not a database, but a kind of interface standard for database visiting. If the computer has installed ODBC driver process, other database (like DB2, Sybase, etc.) can be added to display through adding ODBC.

Click on **[Add Database]** on the database toolbar, then **Database Type Selection** box will pop up, select **[ODBC Driver]** database, click on **[OK]**, and then select the target data source (as shown in Fig. 5-36).

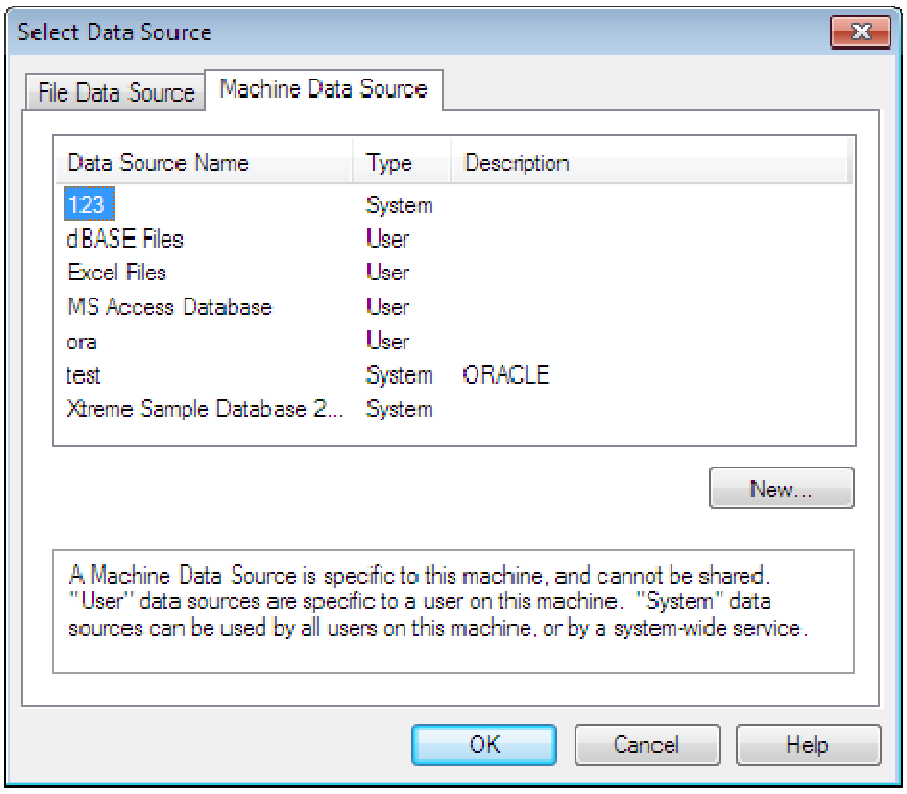


Fig. 5-36 ODBC Setting

Then **Microsoft ODBC for Oracle Connect** pops up, input **User Name, Password and Server** info, and click on **[OK]** (as shown in Fig. 5-37).

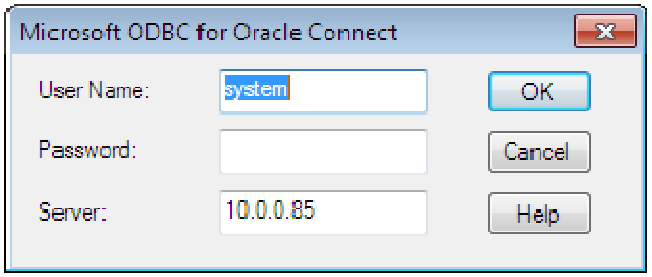


Fig. 5-37 ODBC for Oracle Connect

When there are multiple tables in the database, the software will pop up "please select the table to display" and select the form to play (as shown in fig. 5-38).

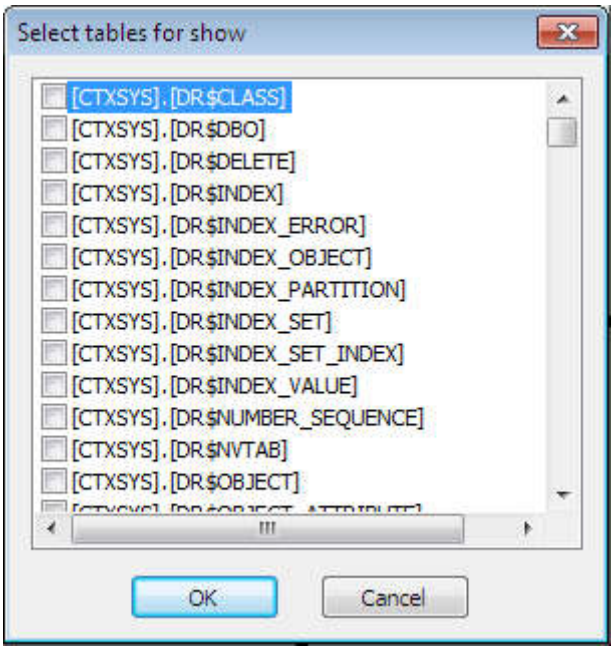


Fig. 5-38 Select the table in the database

5.10.6 Add Access Database

Click on **[Add Database]** on the database toolbar, then **Database Type Selection** box will pop up, select the **[Access]** Database, click on **[OK]** (as shown in Fig. 5-39).

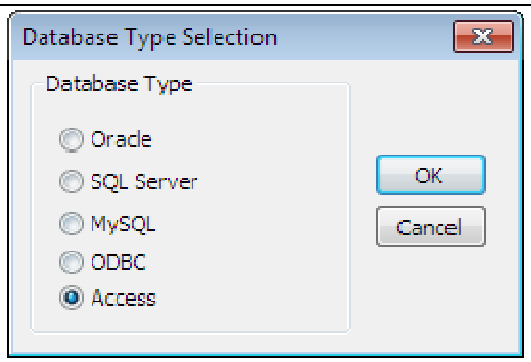


Fig. 5-39 Select Access

Select the target database, click on **[Open]** to open the database. For multiple database tables, you need to check **[Select tables for show]** (as shown in Fig. 5-40).

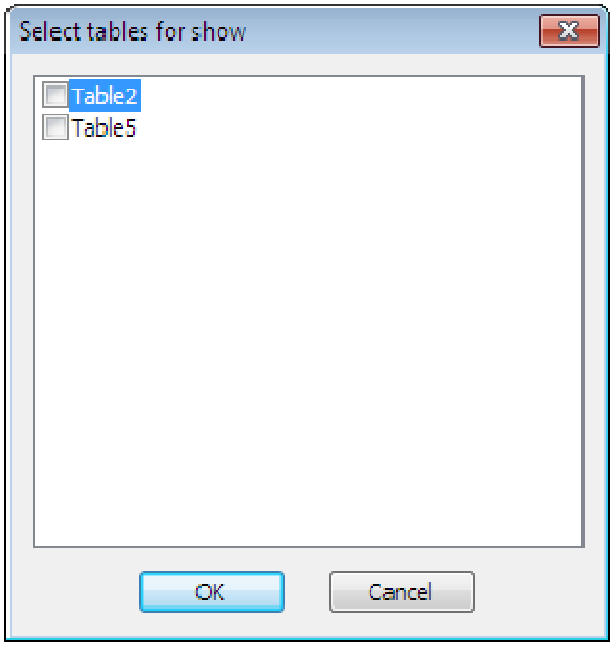


Fig. 5-40 Select tables for show

In the **Database Editor**, you can edit and adjust the playing format according to actual needs**.** (As shown in Fig. 5-41)

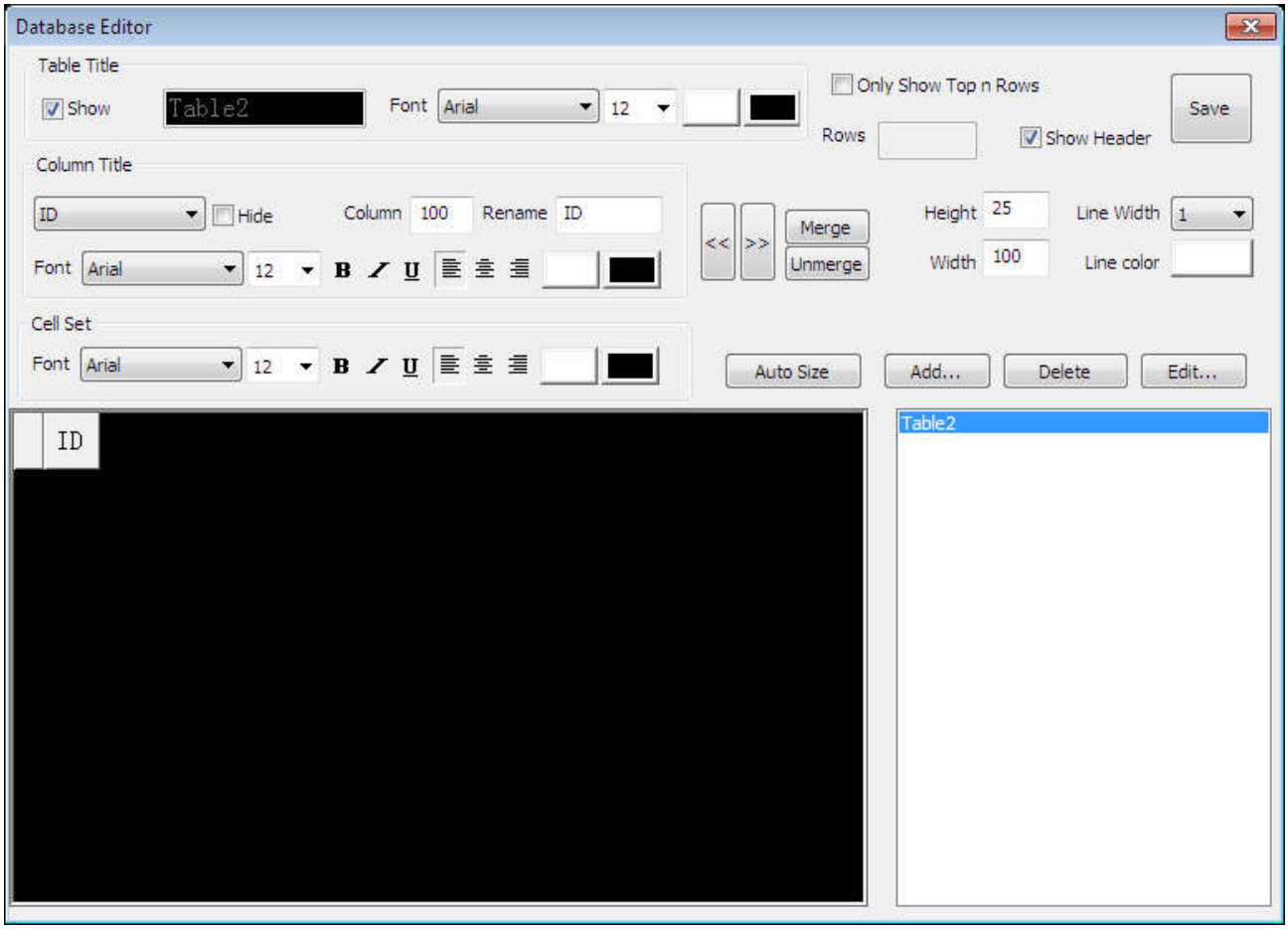


Fig. 5-41 Database Editor

Click on **[Save]** to save the file to your computer. You can play it at once after closing the **Database Editor** box. You can set play time, database type and so on through database properties (as shown in Fig. 5-42).

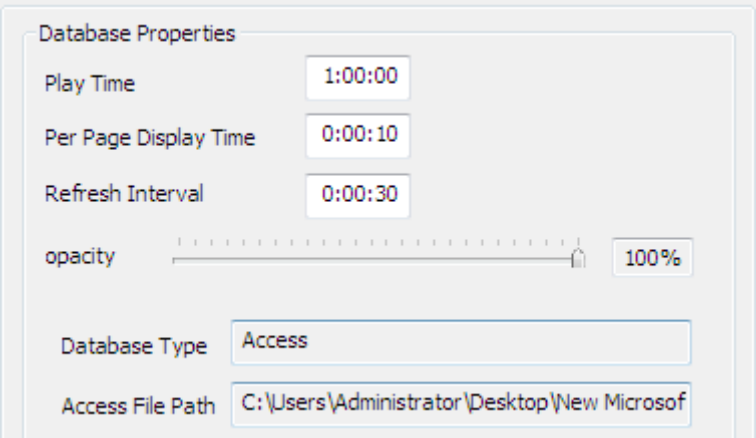


Fig. 5-42 Database Properties

5.11 Play Weather

5.11.1 Add the Weather Window

Right click **[Normal Page]** or click on the  button, then click on **Weather Window**, the weather is divided into **China Weather** and **Global Weather** (as shown in Fig. 5-43).

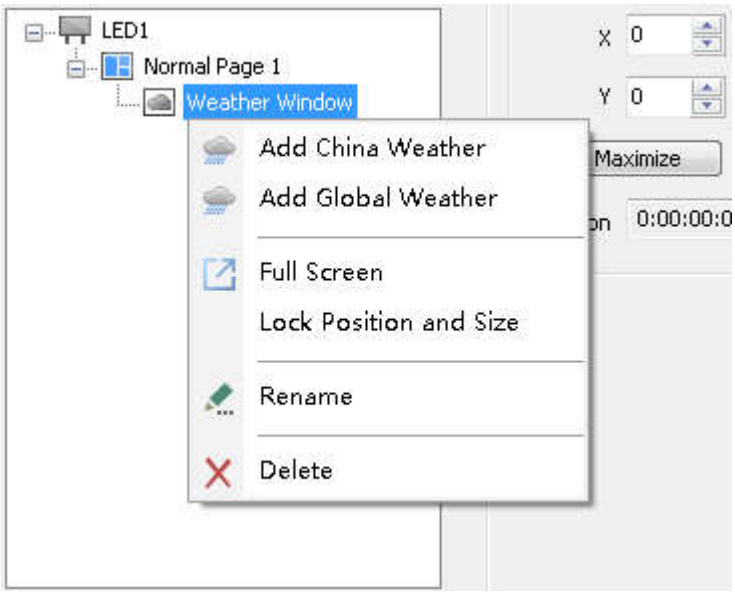


Fig. 5-43 Weather Type

China Weather can only check the weather forecast of cities in China, the **Global Weather** can check global weather forecast. Weather display requests system connected to network.

5.11.2 Add China Weather

Right click the **[Weather Window]** to select **[Add China Weather]** in the context menu.

After adding **China Weather,** input the name of city or region that you want to search (There will have corresponding city or region name showing up in the dropdown box while you input Chinese character, and select the one you need) and

click on **Get** button, the software will automatically check and display the corresponding weather (as shown in Fig. 5-44).

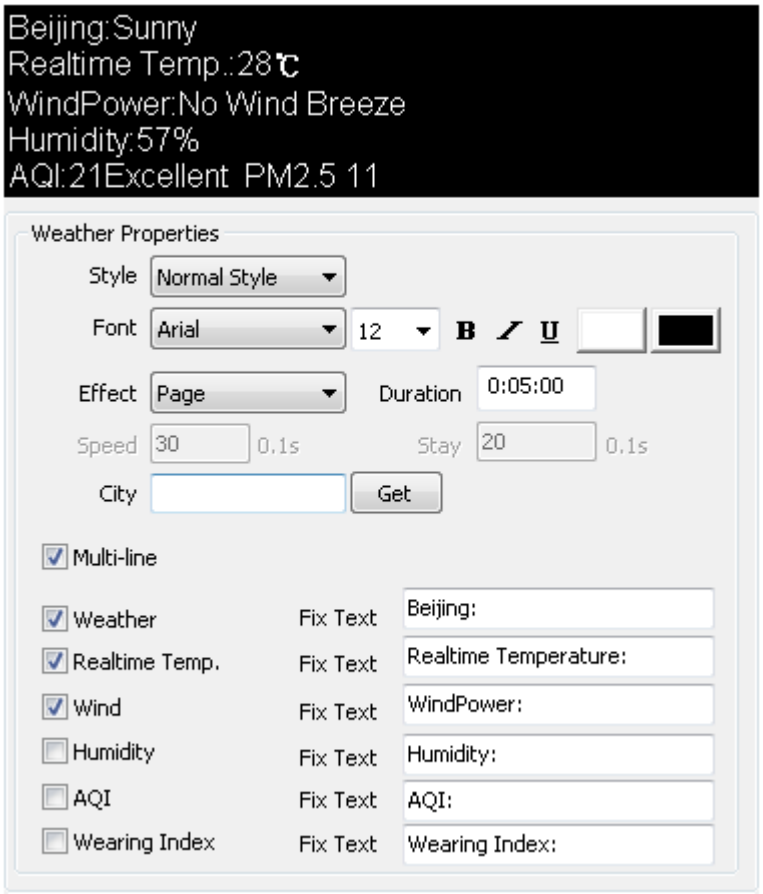


Fig. 5-44 Weather Effects and Properties

- **Style**: There are four kinds of styles, including normal and pretty style.
- **Font**: You can set the size of font, thickness, color and so on.
- **Effect**: Five display effects, including **page, move left, move right, scroll up, and scroll down**.
- **Duration**: The duration of the weather display.
- **Speed**: It is the required time for weather forecast running once, the more it required, the speed will be slower. The content does not move when turning page, as its default speed is zero.

- **Stay**: The stay duration of weather forecast after ending up moving.
- **Region**: The target area or region.
- **Multi-line**: Check **multi-line** for multi-line displaying; uncheck means single-line display.
- **Display**: You can choose the contents of weather forecast display.

There are three kinds of perfect styles except for the normal style (as shown in Fig. 5-45).

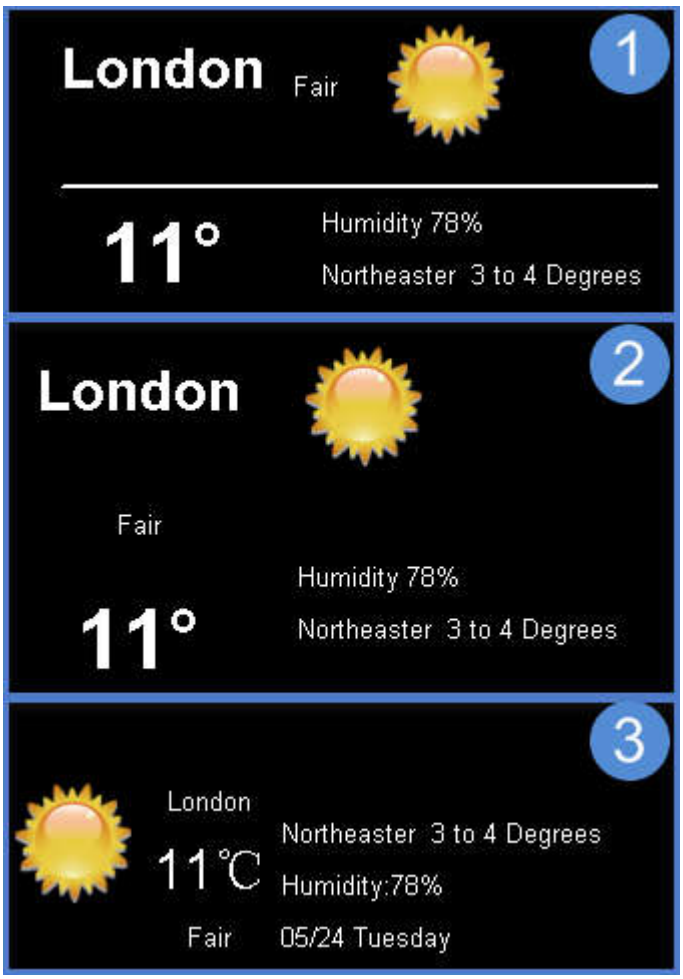


Fig. 5-45 Pretty Style Effects

5.11.3 Add Global Weather

Select **[Weather Window]**, right click to select **[Add Global Weather]** (as shown in Fig. 5-46).

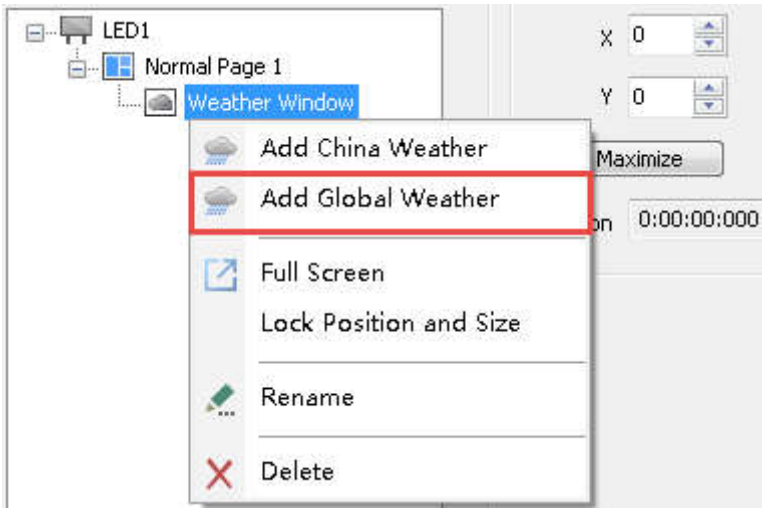


Fig. 5-46 Add Global Weather

After adding **Global Weather,** input the name of city or region that you want to search (There will have corresponding city or region name showing up in the dropdown box, and select the one you need) and then click on **[Get]** button, the software will automatically check and display the corresponding weather (as shown in Fig. 5-47).

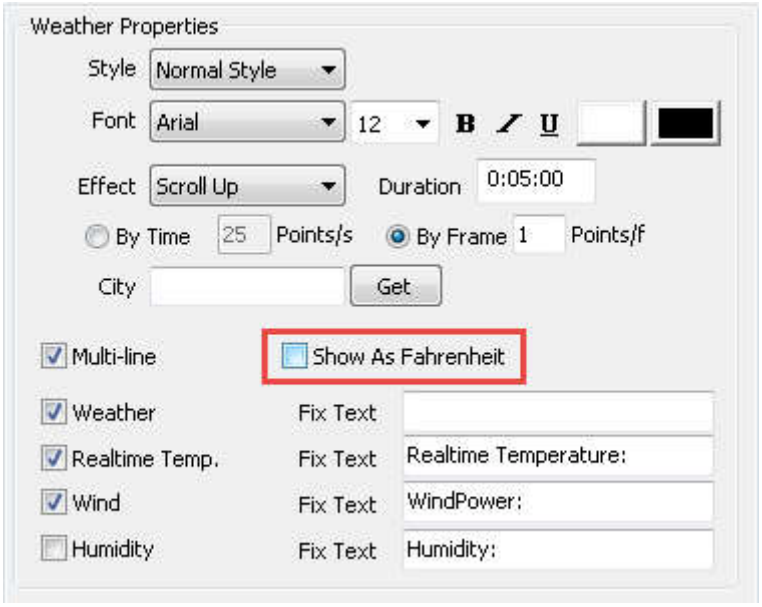


Fig. 5-47 Global Weather Properties

Global weather properties are essentially the same as **China weather**, but there are four things that you need to pay attention to:

1. When check the **China Weather**, we must input Chinese characters, **Global Weather** can either input Chinese characters or English.

2. **China Weather** can only check Chinese area, but the **Global Weather** can check the global forecast.

3. **China Weather** only shows Celsius temperature, whereas the **Global Weather** shows Celsius or Fahrenheit.

4. **China Weather** has AQI item, whereas **Global Weather** has not.

5.12 Play Video Capture

5.12.1 Video Capture Device Installation

As for the video source produced by some external video devices like camera, TV or VCR, users can transmit the video source to computer system through these devices, and then adopt video capture window to display.

Currently there are two kinds of interfaces for TV cards and Capture cards, those are PCI and USB.

TV card has AV, SV and TV interfaces, through which to play video device contents.

The interface of the capture card is related to the type of capture card, and the interface of different kinds of capture cards may be different. We recommend capture cards like 10 MOONS uv200, 10 MOONS TB400, 10 MOONS HDV3000E and AVerMedia C727, etc.

5.12.2 Add Video Capture

Select **[Video Capture Window]**, and right click to select **[Add TV/Capture Card/Camera]**, then system will automatically add the video capture display and locate all the external devices that connected to PC, and then list them (as shown in Fig. 5-48).

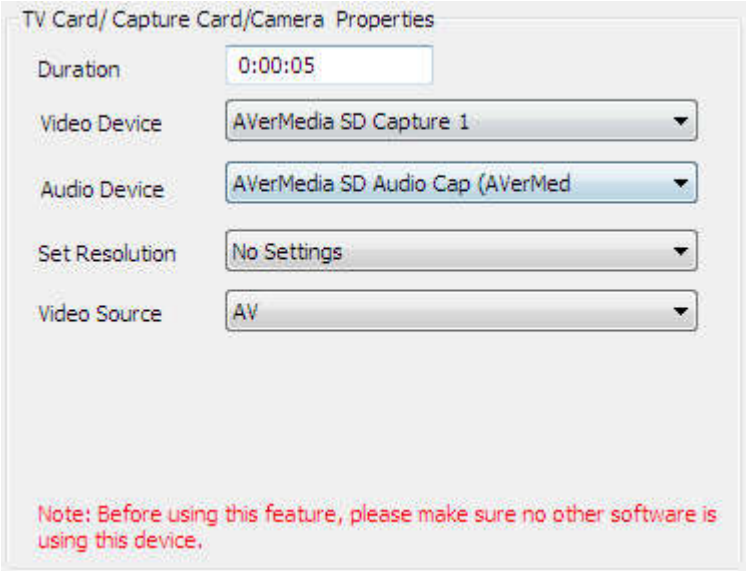


Fig. 5-48 External Video Properties

Duration: The playing period of video capture.

Video Device: Select the video capture device.

Audio Device: Select the audio capture device.

Set Resolution: Set the video source output resolution. Generally shall be consistent with video source resolution.

Video Source: Use to select the signal type of the video source.

Note:

① When used a video capture, first we need to log out the software that carried by video input device vendor. Then install capture device driver, use LEDVISION to add video capture for displaying after connecting the hardware devices.

② First select correct video input device, audio input device and video source for normal display.

③ Sometimes the video cannot normally display when added a video capture, then you can change the video output resolution in the **Set Resolution.** The easiest way is to set the resolution one by one, until the video is under normal display in the window.

5.12.3 Add 10Moons VC Series Card

Select **[Video Capture Window]**, right click the mouse to select **[Add 10 Moons VC Series Card]**. The capture card supports 10MOONS VC401P / VC404P / VC4000 / VC8000 types (as shown in Fig. 5-49).

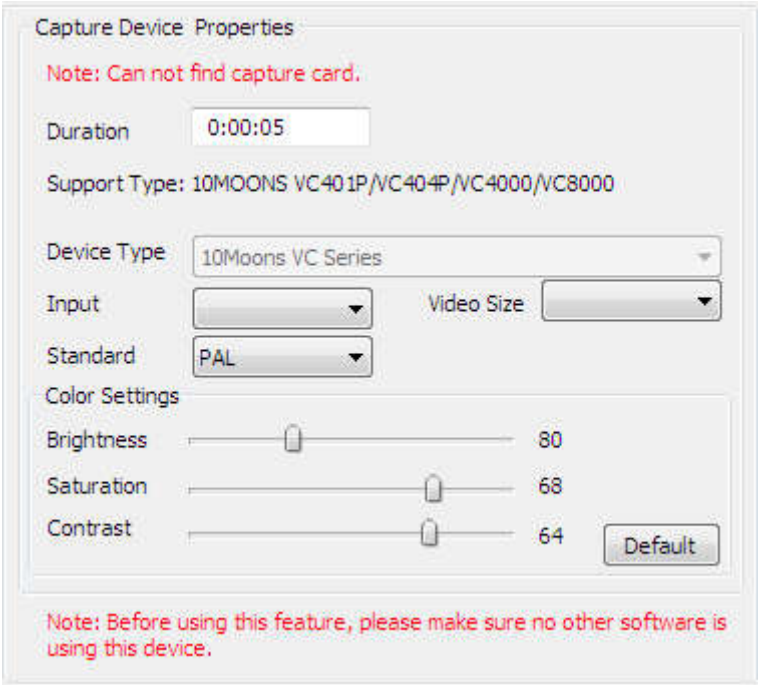


Fig. 5-49 Capture Device Properties

5.13 Environment Information Display

5.13.1 Environment Information Window

Add **[Environment Information Window]** from **Normal Page**, then right click on the button, choose the option to add different items like temperature, humidity, smoke, noise, all of the projects play in a continuous loop.

5.13.2 Add Temperature

Select **[Environment Information Window]**, right click button and select **[Add Temperature]**. If you adopt the multi-function card to collect temperature, the temperature source shall select **[Multi-function Card]**. If adopt the receiver card to collect temperature, then the temperature source shall select **[Receiver Card]**.

When the temperature source comes from the receiver card, the **Net Card mode** needs to select the correct receiver card **Index**, and choose correct **Sender Card**, **Port** and **Index** by **Sender Card Mode**.

Temperature properties interface of **Net Card mode** is shown in Fig. 5-50.

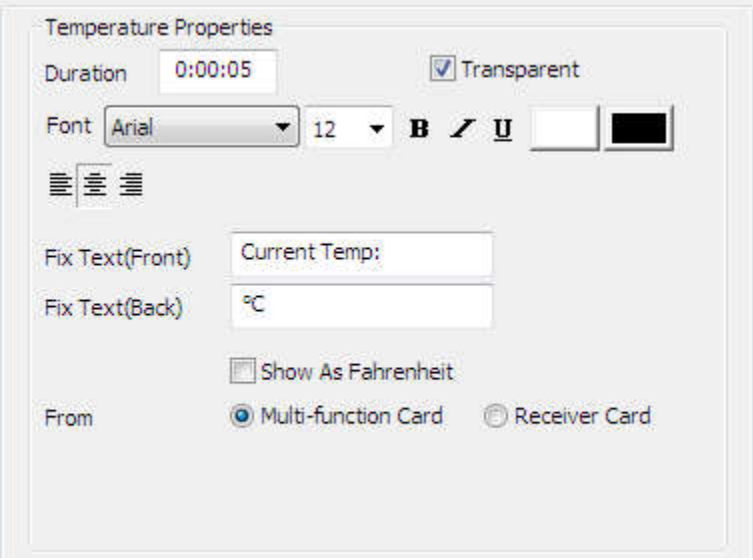


Fig. 5-50 Temperature Properties by Net Card

Temperature properties interface of **Sender card mode** is shown in Fig. 5-51.

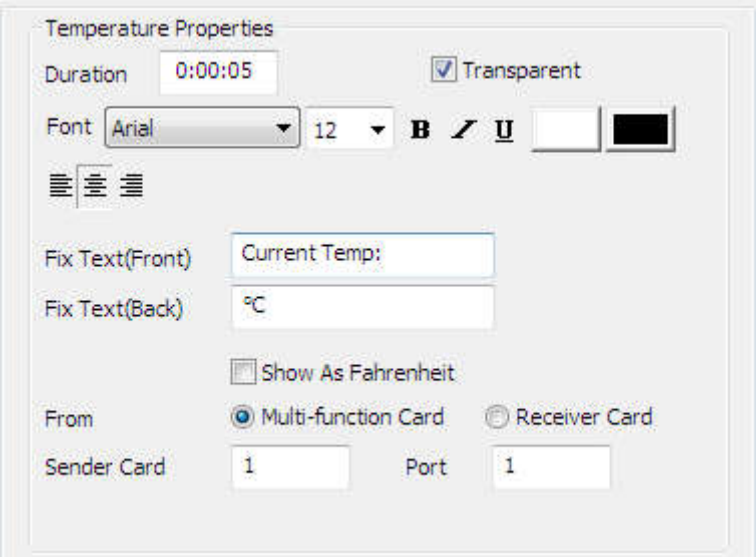


Fig. 5-51 Temperature Properties by Sender

5.13.3 Add Humidity

Select **[Environment Information Window]**, right click button to select **[Add Humidity]**. The humidity properties are consistent with the temperature's. If you adopt the multi-function card to collect humidity, the humidity source shall select **[Multi-function Card]**. If adopt the receiver card to collect humidity, then the humidity source shall select **[Receiver Card]**.

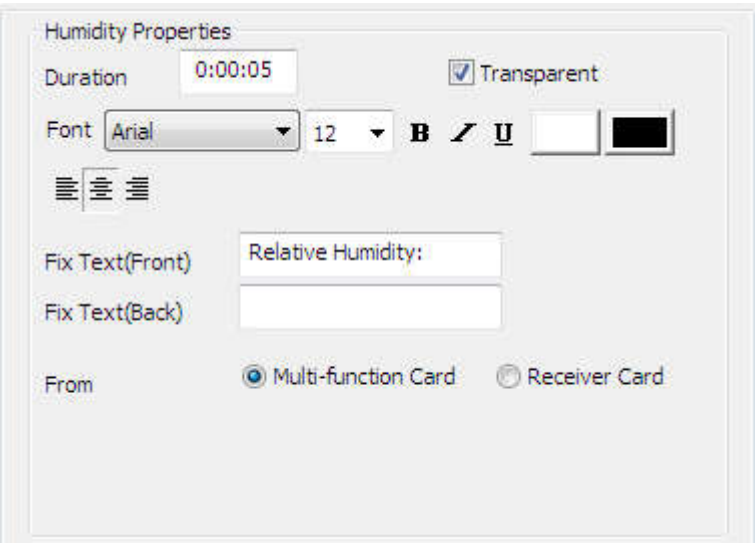


Fig. 5-52 Humidity Properties by Net Card

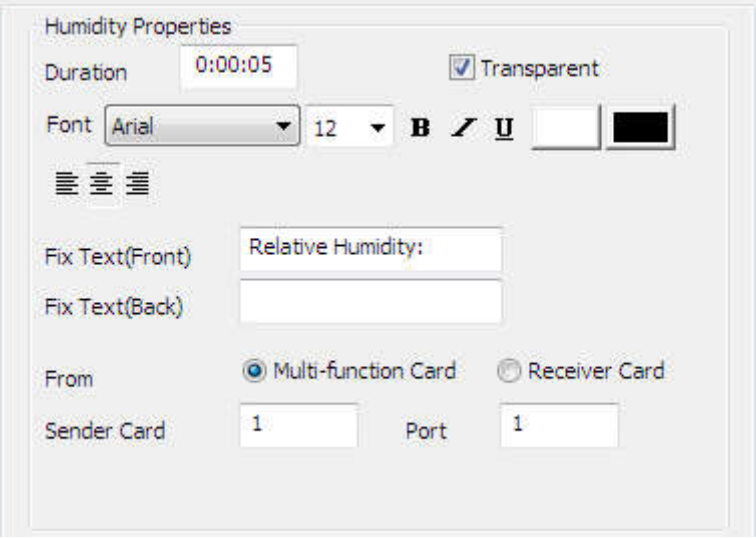


Fig. 5-53 Humidity Properties by Sender

5.13.4 Add Smoke

Select **[Environment Information Window]**, right click the button to select **[Add Smoke].** Smoke includes **Have Smoke** and **No Smoke** displays. Software defaults to **Exceeded** for **Have Smoke**, and **Not Exceeded** for **No Smoke**. The users can edit their own display content.

Smoke display is the same as the temperature and humidity, which includes differences between multi-function card and receiver card. If you adopt the multi-function card to collect smoke, the smoke source shall select **[Multi-function Card]**. If adopt the receiver card to collect smoke, then the smoke source shall select **[Receiver Card]**.

Smoke properties interface is as shown in Fig. 5-54.

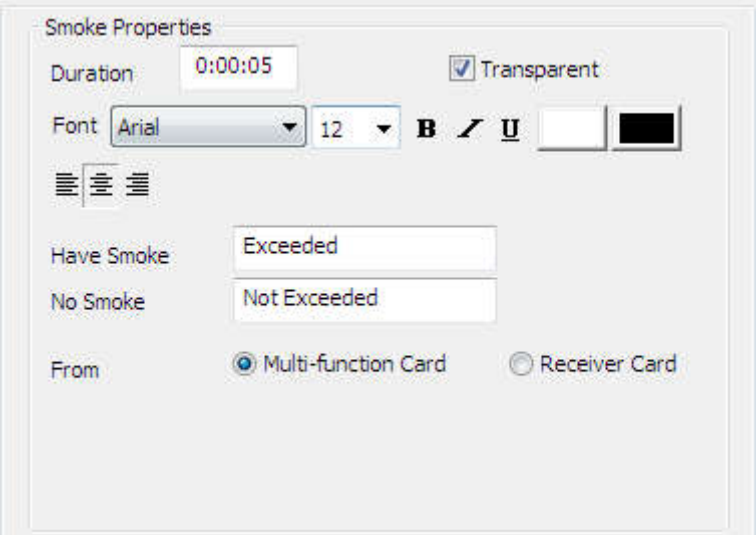


Fig. 5-54 Smoke Properties

5.13.5 Add Noise

Select **[Environment Information Window]**, right click button to select **[Add Noise]**. Current noise collecting device supports AWA5636.

Noise properties interface is as shown in Fig. 5-55.

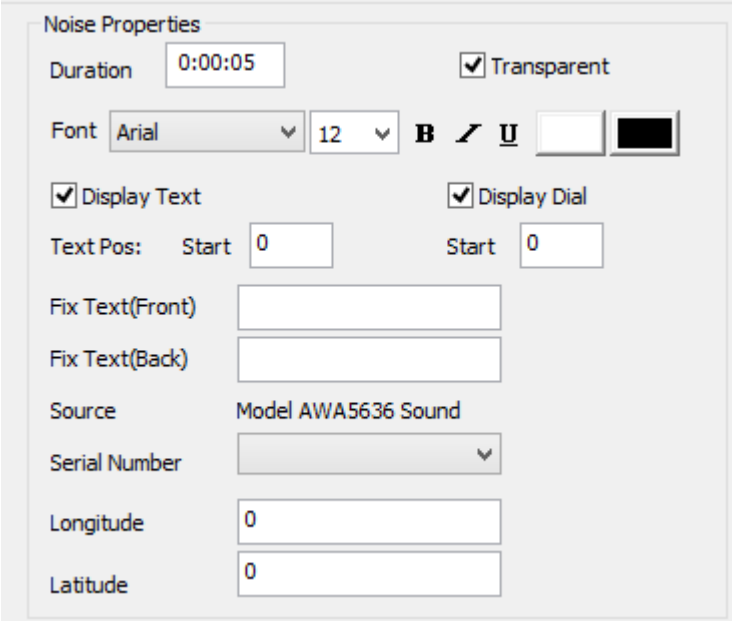


Fig. 5-55 Noise Properties

The play effect of environmental information window is as shown in Fig. 5-56.

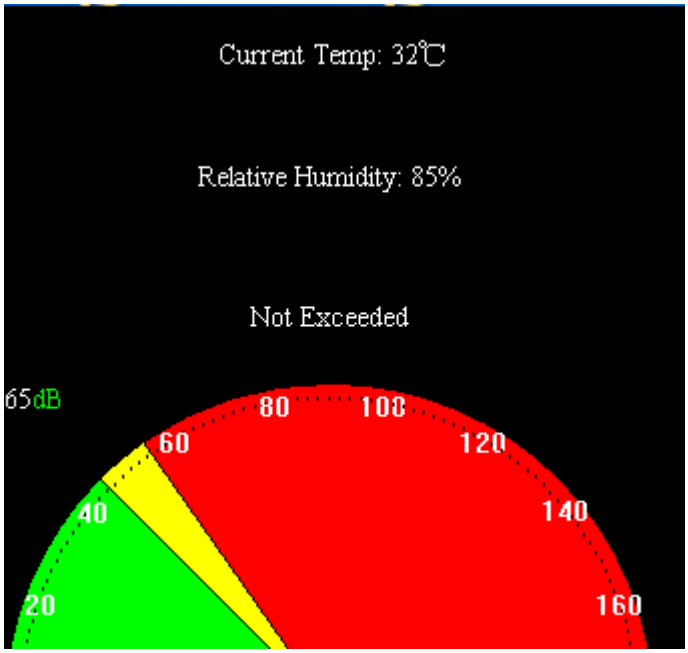


Fig. 5-56 Environment Information Window Effect

5.14 Play Sports Scores

Sports scores mainly apply to every sport races. Adding Sports Scores Windows by right click **[Normal Page]** (as shown in Fig. 5-57).

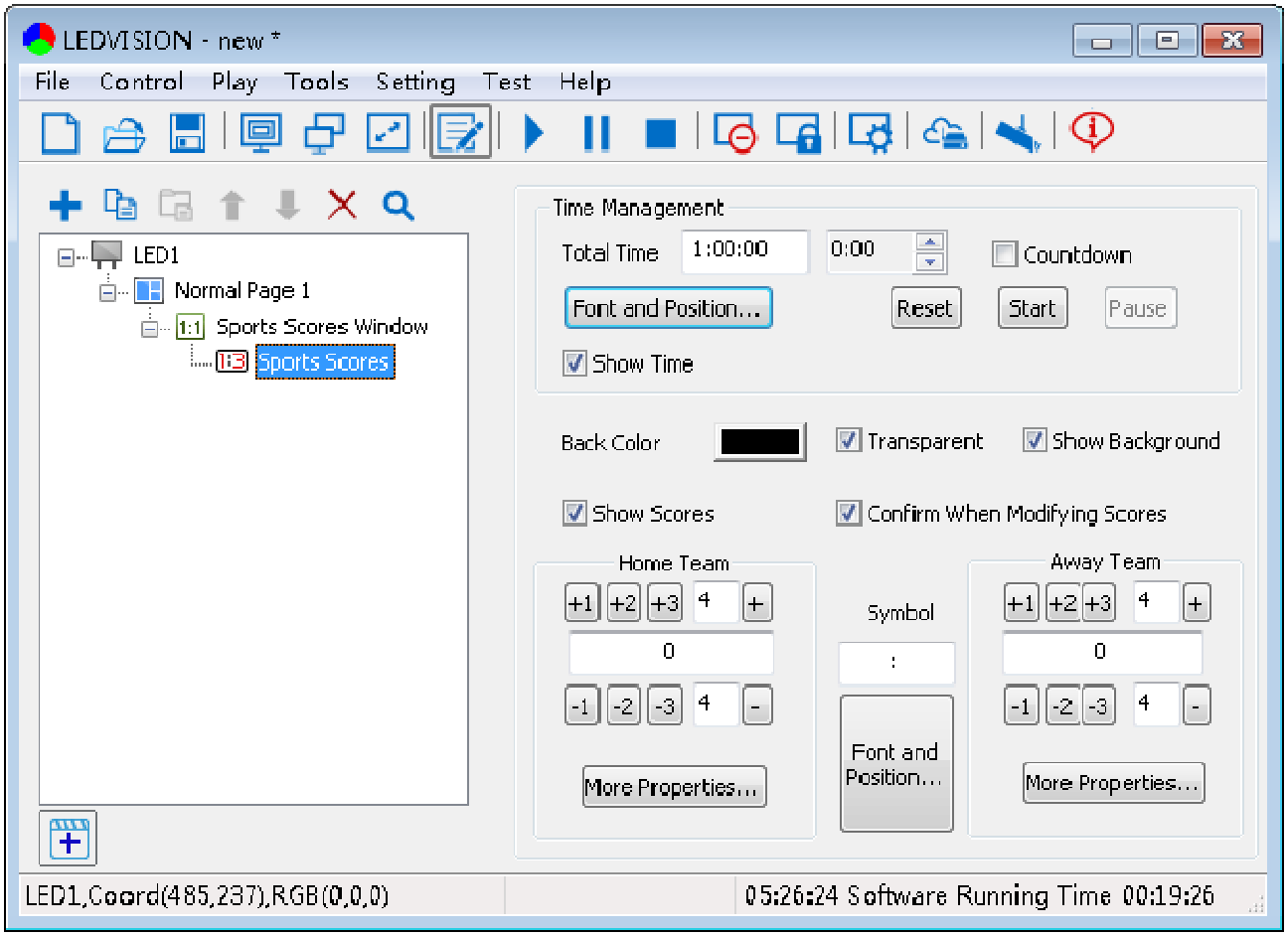


Fig. 5-57 Game Score Management

After adding Sports Scores Window, you can set up properties, including **total time**, **font**, **modify scores**, etc. Also you can set properties for both Home Team and Away Team, like background, position adjustment, modify scores, etc.

Click on **[Play]** after setting finished, and then click on **[Play]** from the menu **[Scores Adjustment]** to enter its interface (as shown in Fig. 5-58).

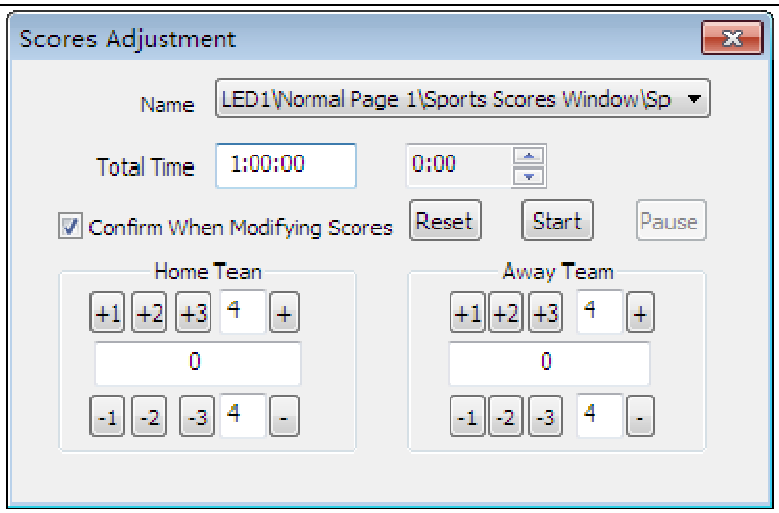


Fig. 5-58 Score Adjustment

Of which, the time and score can be adjusted and played separately. The display effect of sports scores is as shown in Fig. 5-59.



Fig. 5-59 Score Effect

5.15 Play Desk Area

Right click **[Normal program page]** to select **[Desk Area Window]**, then the desktop area properties will show up (as shown in Fig. 5-60).

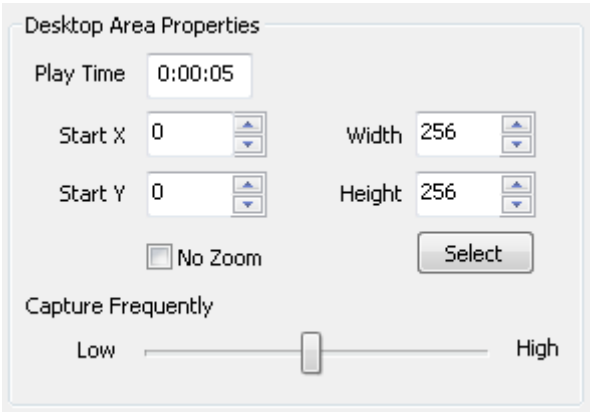


Fig. 5-60 Desktop Area Properties

- **Play Time**: The required time to play all programs in this window.
- **Start X**: The left edge of the playing area corresponds to the left upper corner position, which takes the pixel as the unit.
- **Start Y**: The upper edge of the playing area corresponds to the left upper corner position, which takes the pixel as the unit.
- **Width**: The width of the playing area, and it's measured in pixels.
- **Height:** The height of the playing area, and it's measured in pixels.
- **No Zoom**: If check, by pixel playing for the desktop. If not, it will zoom the size of playing area as the desktop window.
- **Select**: Quick select the desktop area through capturing.
- **Capture Frequently**: The frequency of capturing desktop content, generally adopt the default value.

Chapter 6 Special Application Display

6.1 Play Notification

Notification is a special single-line text, which is displayed independently from the program. It is mainly used to temporarily play the urgent and important events.

Click on the main menu **[Play]→[Play Notification]**, then enter the notification management interface (as shown in Fig. 6-1). Please refer to the **single-line text editing** in chapter 5 for notification content editing, and refer to the **play image** in chapter 5 for effect setting.

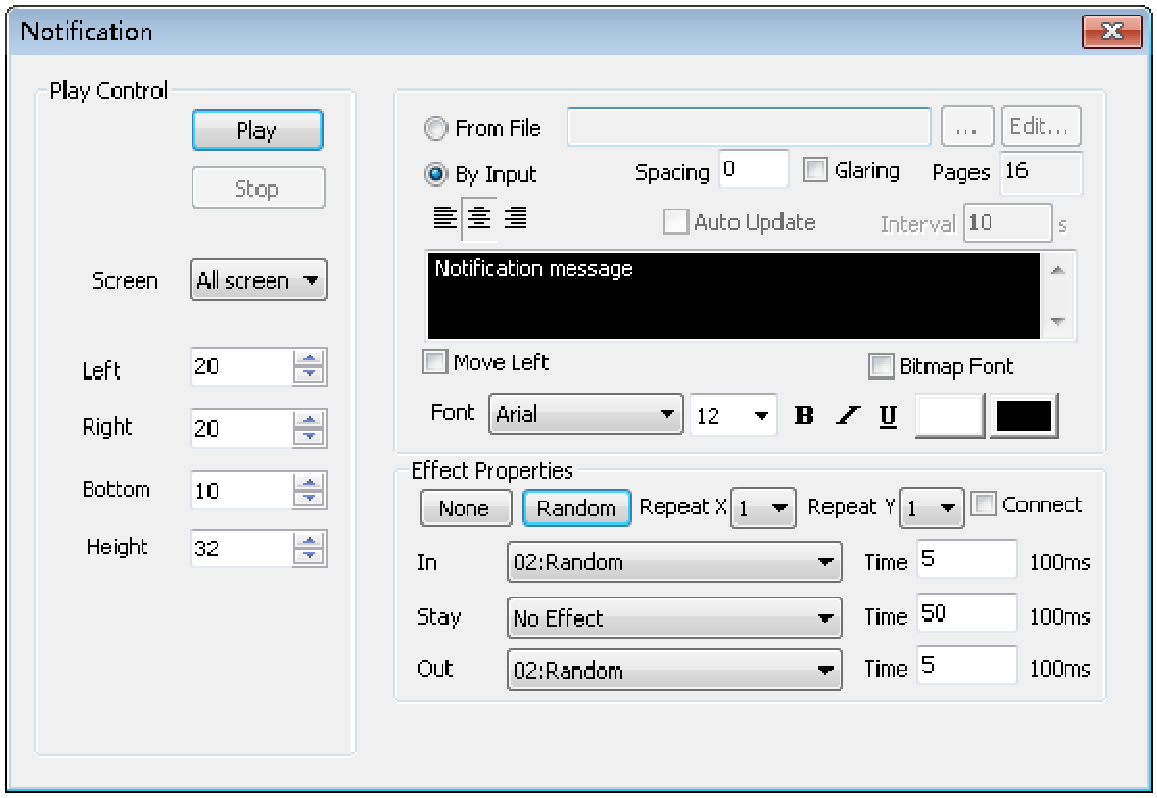


Fig. 6-1 Notification Management

You can select the screen for notification playing. When there are multiple screens, you can select **[All screens]**, and display the notification to all the screens; also you can select **[Single screen]**, which means the notification would only

display on that target screen. The window position and size could be set through **Left, Right, Bottom** and **Height**.

6.2 Play PowerPoint

Click on **[Play]** in main menu, then choose **[Play PowerPoint]** in the drop-down menu (as shown in Fig. 6-2).

Adding a PowerPoint file that you want to play, when you click on **[Play]**, it will automatically move to the display area of large screen (as shown in Fig. 6-3).

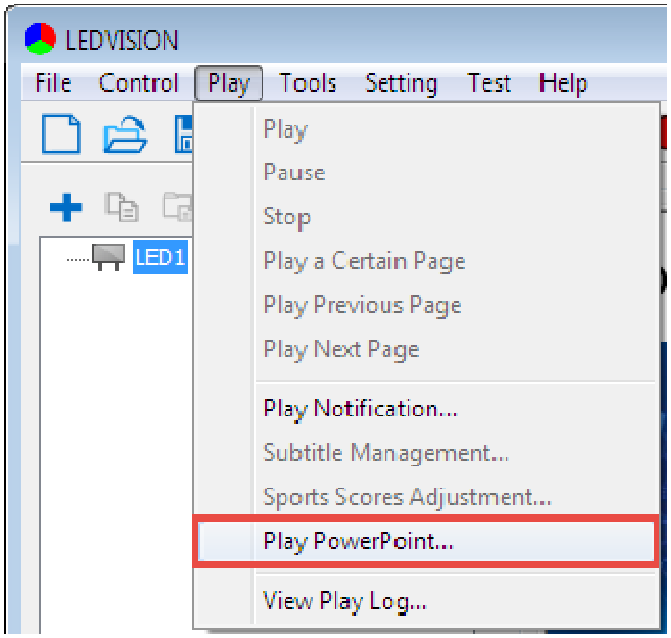


Fig. 6-2 Play PowerPoint

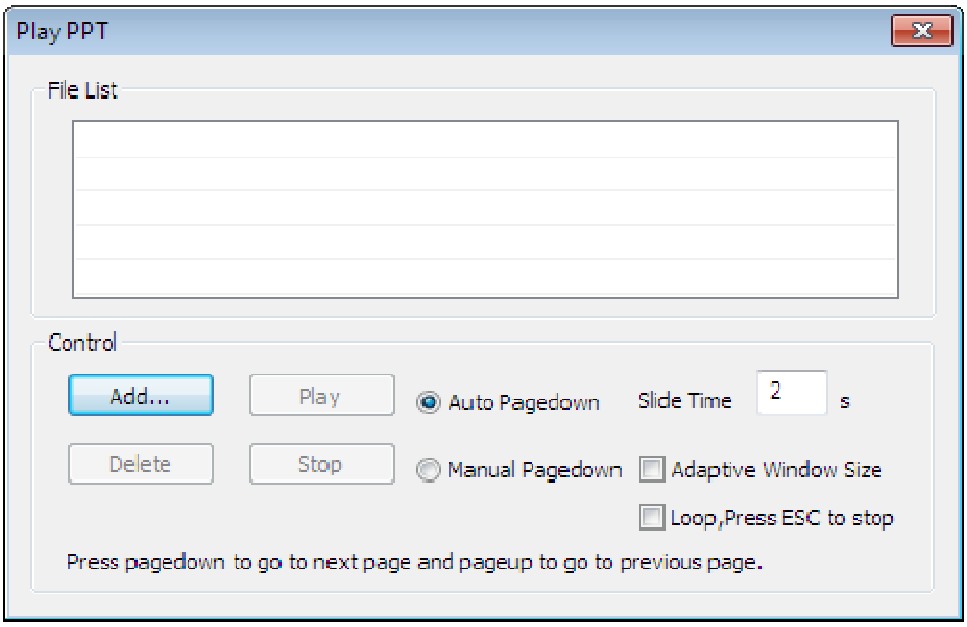


Fig. 6-3 PowerPoint Settings

- **Add, Delete**: Add or delete the PowerPoint file.
- **Play, Stop**: Start to play or stop playing PowerPoint.
- **Page-down**: Support auto page-down and manual page-down.
- **Slide Time**: The interval time between two pages when using **Auto Page-down** mode, and it's measured in seconds.
- **Adaptive Window Size**: Set PowerPoint dimension to adapt the window size.
- **Loop:** Press **ESC** to stop, set loop play during playing.

Chapter 7 Timing Play and Control

It is used for timing control on software, system or peripheral equipment through control system, corresponding equipment are essential for the operation. Please follow the instructions of specialist.

7.1 Timing command list

Click on **[Control]→[Timing command list]** menu to enter the **Action Table** interface (as shown in Fig. 7-1).

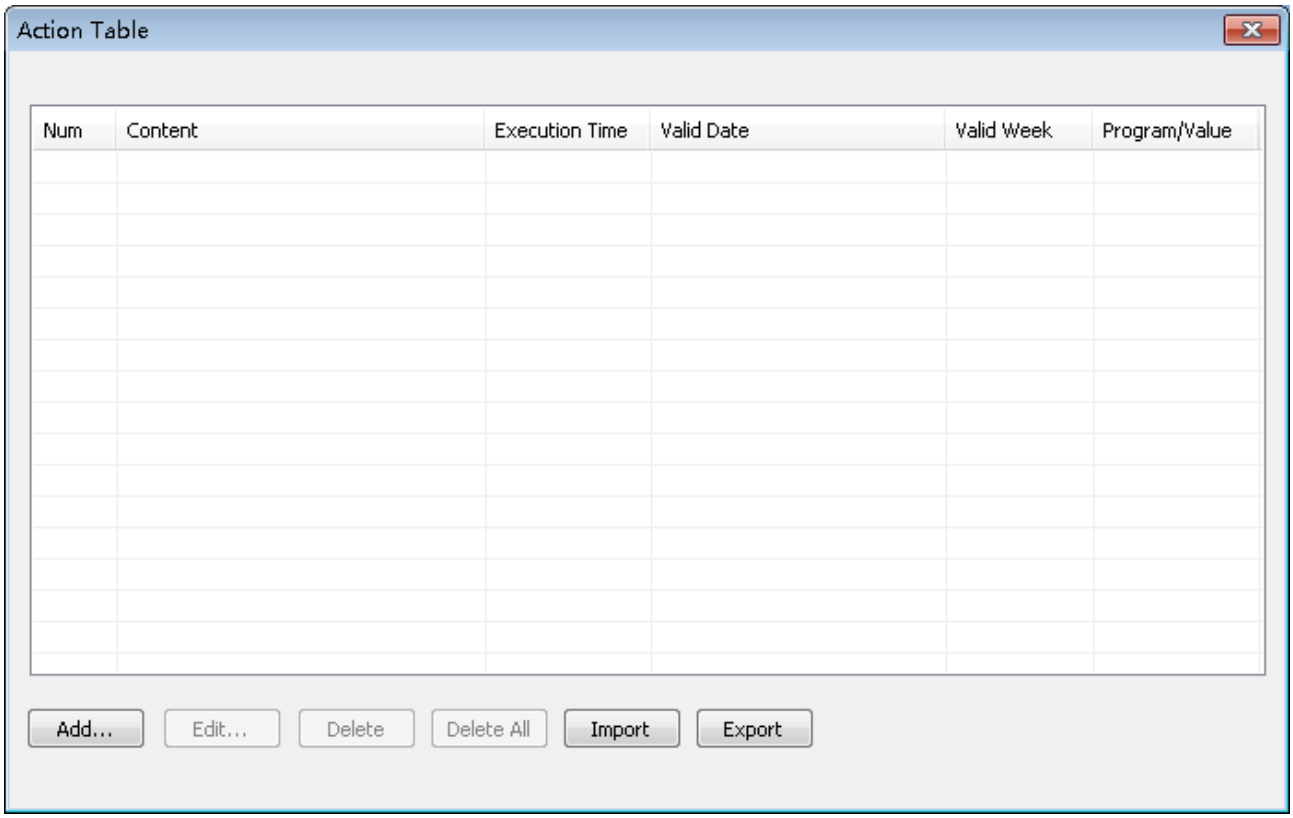


Fig. 7-1 Action Table interface

Click on **[Add...]** to add the command and then set the execution time (as shown in Fig. 7-2). If there has been existed multiple commands, then repeat operation.

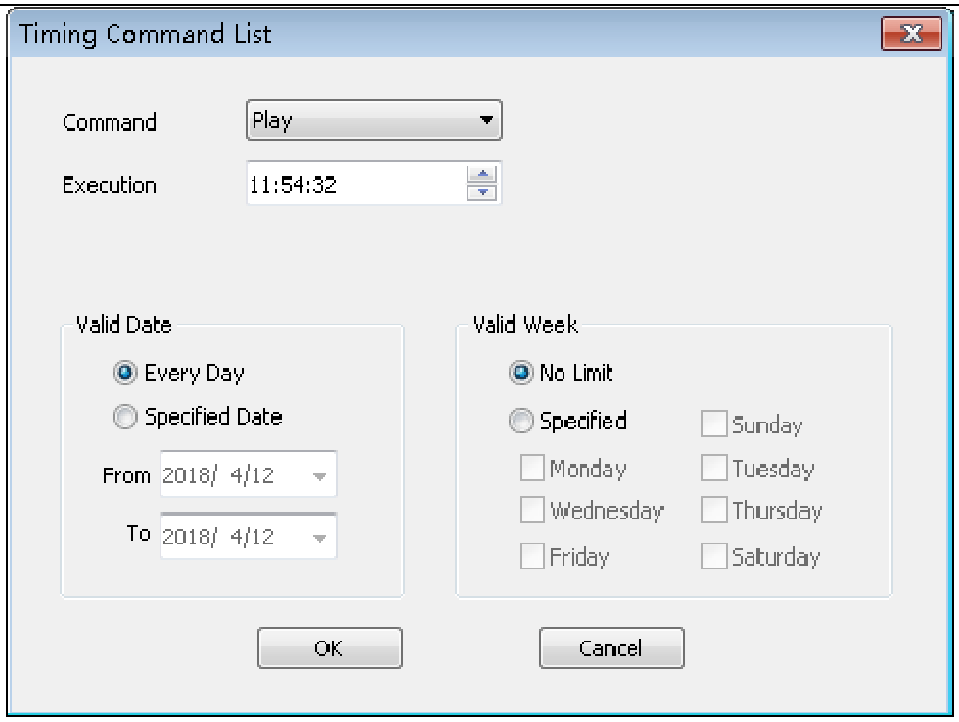


Fig. 7-2 Add Command List

Detail command contents are as shown in Fig. 7-3.

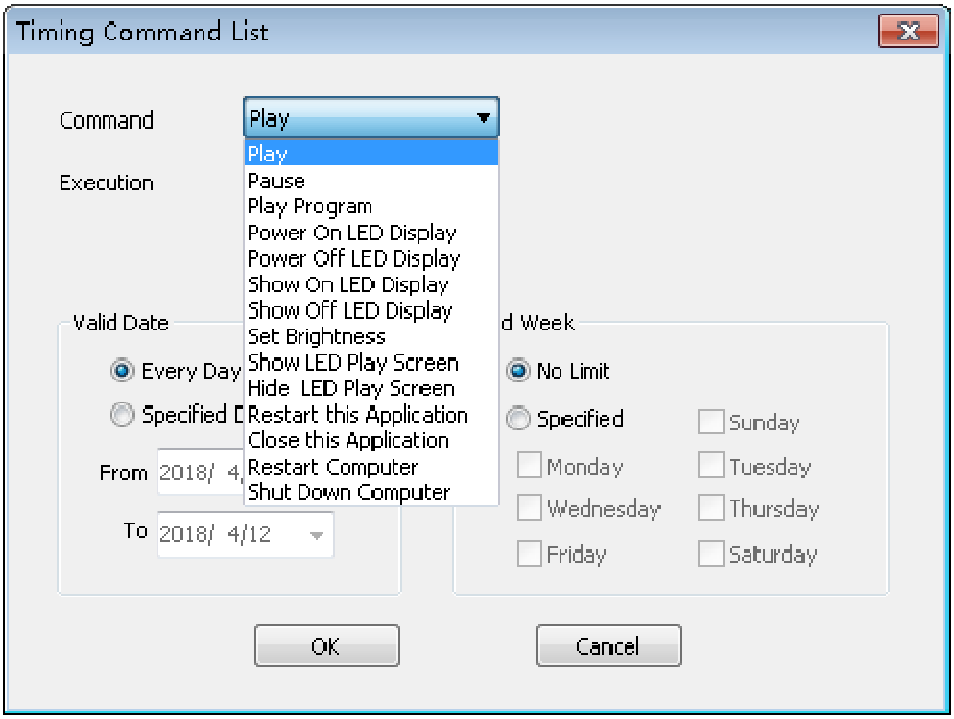


Fig. 7-3 Command List

Chapter 8 Dual-mode Card Management

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 sync to async mode to make LED display with no interruption and never be black.

8.1 Parameter Setting

Click on **[Control]→[Screen Control]→[LED Screen Setting]→Input the password [168]→[Screen Parameters]**, and select **[Play Offline Content] in [No Signal Action]**, then click on **[Save] to the Receiver** Card (as shown in Fig. 8-1).

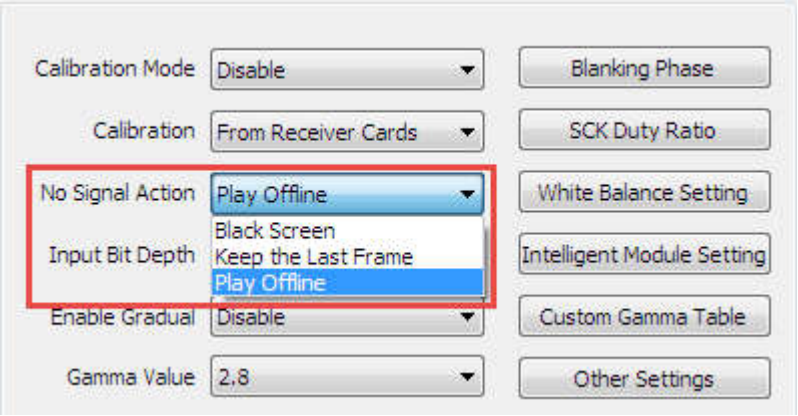


Fig. 8-1 No Signal Action Ⅱ

8.2 Send Program to Receiver Card

Edit the playing program first, and then click on **[Control]→[Offline Play]→ [Send Program]** or click on the  shortcut button, to pop up the **Send Program** dialog box, and click on **[Send]** (as shown in Fig. 8-2).

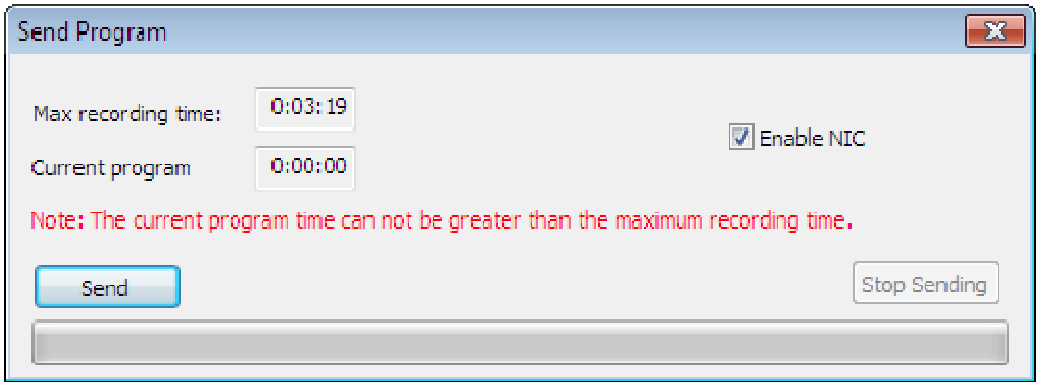
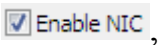


Fig. 8-2 Send Program

- **Maximum Recording Time**: The maximum time of programs that can be stored in the Receiver Card, which is related to the control area of the Receiver Card and the capacity of the hardware storage chip.
- **Current Program:** It is the time of the program to be sent currently.

After sending videos and images or program, unplug the network cable or close the software or uncheck the **[Enable NIC]** 

, then the receiver card will switch to offline content and display.

8.3 Send Videos and Images to Receiver Card

When computer is online, select **[Net card mode]**, and then click on **[Control]** →**[Offline Play]**→**[Send Videos and Images...]** (as shown in Fig. 8-3).

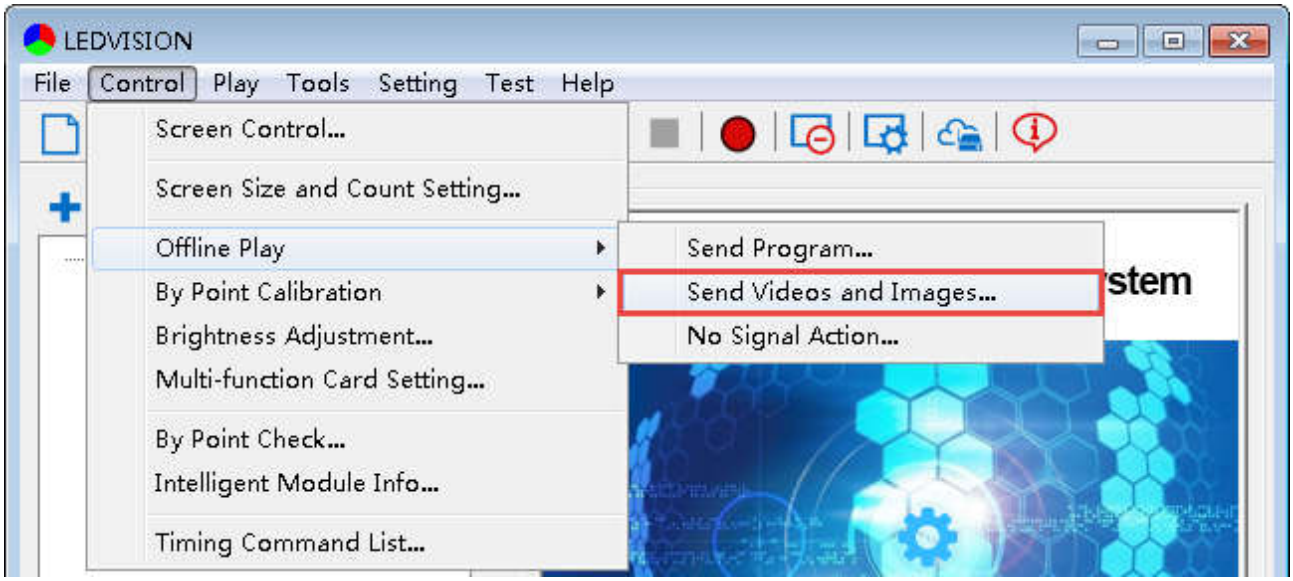


Fig. 8-3 Send Videos and Images

Then a Send Videos and Images interface will pop up, click on ✚ to add videos and images. (As shown in Fig. 8-4)

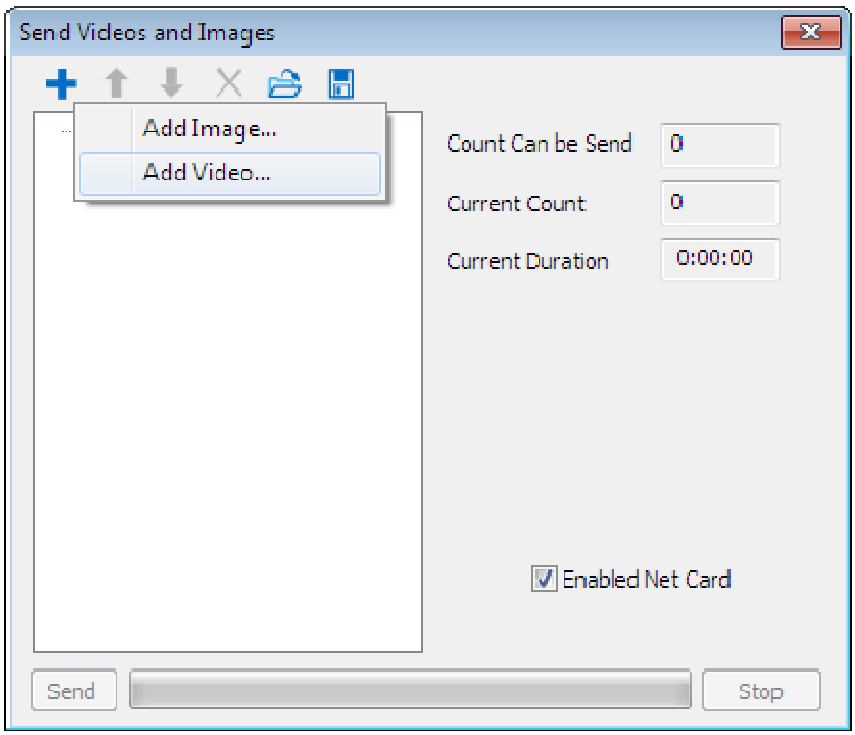


Fig. 8-4 Add Videos and Images

Chapter 9 C series Play Box Management

C series is a new generation control system, with all the advantages of a conventional synchronous control system. Maximum support 1080P HD resolution video play, support LEDVISION program editing, support any arrange for multi-windows program, and support video, images, text, tables, clocks, and other program materials to play. This chapter will take C6 as an example.

9.1 Editing Program

Create a program file containing one or more program pages in LEDVISION editing interface. To edit program according to your actual needs (as shown in Fig. 9-1).

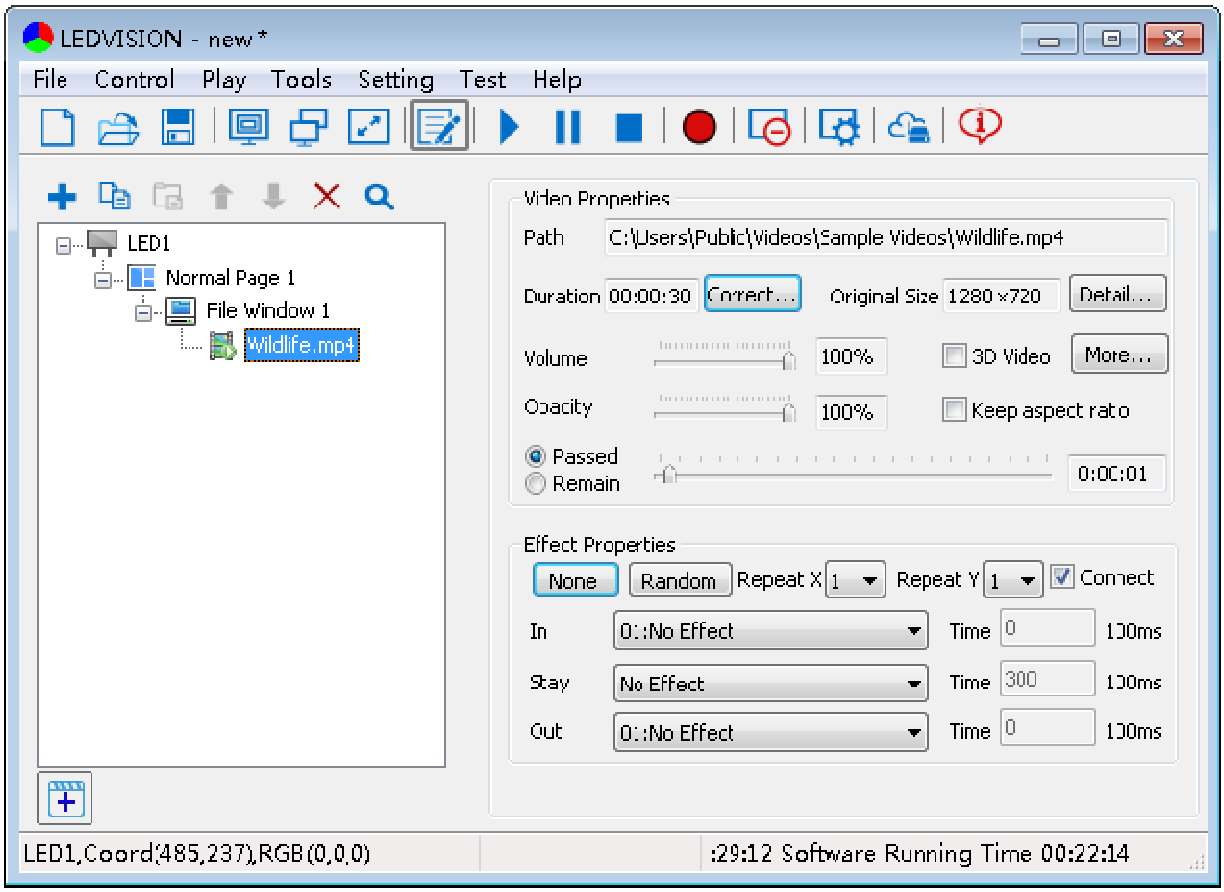


Fig. 9-1 Edit Program

- Program editing follows LEDVISION to edit programs, with comprehensive functions, it is flexible and easy to operate.
- Support multiple windows, can be freely set size and position of window, and support overlay of windows.
- Support rich media materials, such as: images, video, text, Office and so on.
- Support multiple program pages to play in order, support multiple files under the window take turns to play.

9.2 Send program to C Series Play Box

There are three ways to send program to C series play box:

- U disk
- Direct USB
- To download program after posting to cloud server (details refer to the relevant file of cloud backup).

U disk:

Connect U disk to the computer. If the connected U disk appears in play box management, it indicates a successful connection in **play box management**. Select U disk and choose the program play format (as shown in Fig. 9-2).

- **Update the program through U disk:** C6 will copy U disk program to internal storage, it still play the program after unplug the U disk.
- **Play the program through U disk:** Only play the U disk program, unplug the U disk, the program will not continue to play.

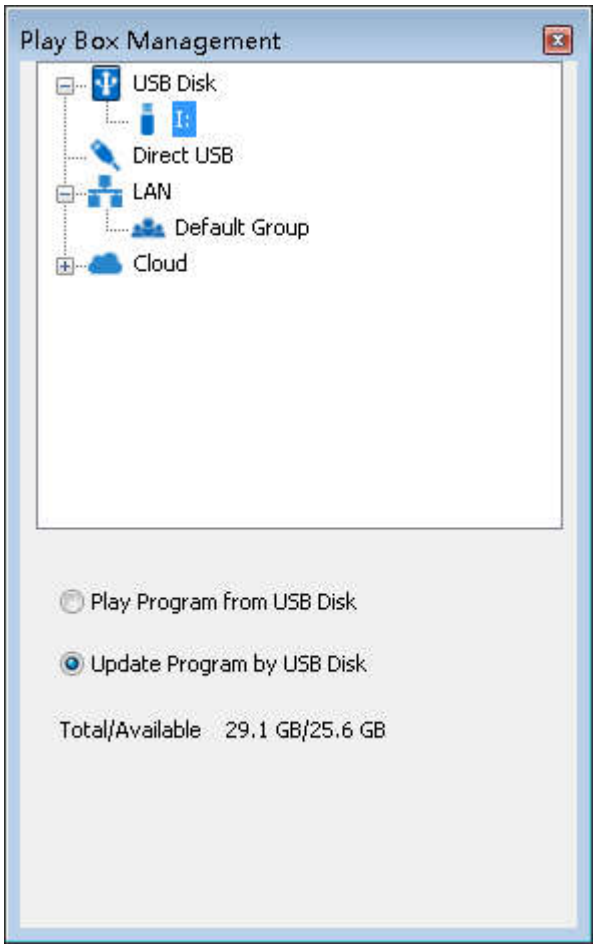


Fig. 9-2 Publish Configuration Editor interface

Edit or load a program which has been edited, right click **[U disk]** in the program publishing interface, and select **[Publish the current program to the selected disk]** to release program or directly use the left mouse to drag the program onto the **U disk**, to publish the program through dragging.

In addition to publish programs to U disk through LEDVISION software, it is also possible to directly put files into U disk.

U disk directly play images and video programs (supported by over version 1.34): In the U disk, create a new folder named as “usb.files”, put images and videos into the new folder, which can play images and videos (belong to U disk, don't update to play box).

U disk updates images and videos program to play boxes (supported by over version 1.36.2): In the U disk, create a new folder named as “usb.files”, after putting images and videos into the new folder, then create a new txt text of usbcopy.txt in the root directory of U disk, insert it into the play box, which can play images and videos (copy the program directly to the play boxes).

Computer directly transmission: The program can be directly published to the play boxes through the computer. After the play boxes is found, edit the program or load an edited program, select the play boxes that you want to publish the program in the published interface, right click the mouse button, select “publish the current program to the device”, and the program will be published into the play boxes. Or drag directly by using the left mouse button, drag the program to the name of the play boxes, and drag the program by the mouse.

9.3 C-Series Play Box Connection

To publish programs or adjust the relevant parameters of play boxes, first we must connect the play boxes. C-Series play box has four kinds of connections:

①**Direct USB:** Use USB cable to connect the C series CONFIG port to the computer's USB port.

②**LAN connection:** Connect the computer and the C-Series play box to the same network segment.

③**Set C series play box as WiFi hotspot, through the WiFi connection.**

④**Connect the play box through the network:** It can connect to routers through wired or wireless connections, or connect play boxes to network through 4G.

9.4 Play Box Configuration

After C series play box connecting to the computer successfully, left click on the play box, you can view current status of the play box below, and do some configuration (as shown in Fig. 9-3).

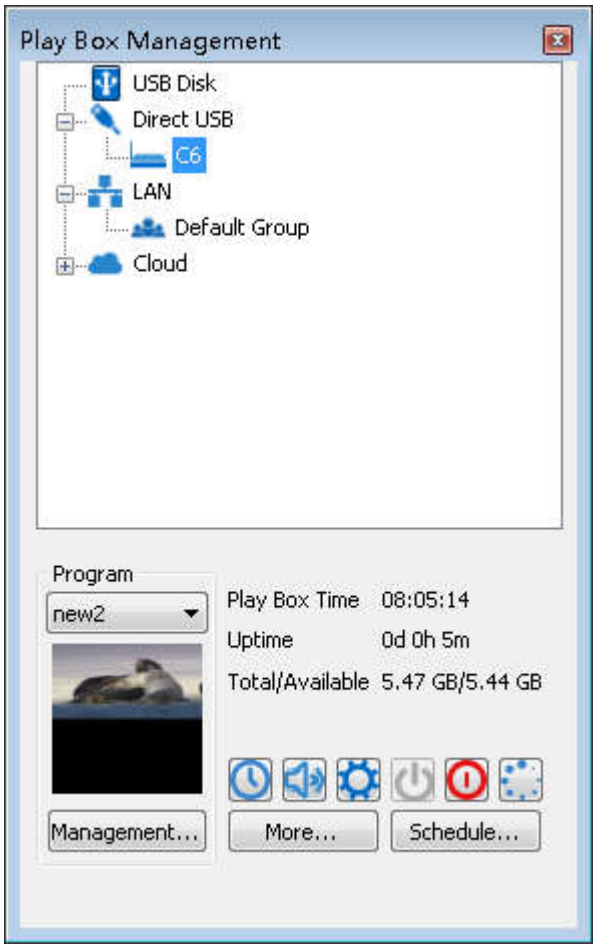


Fig. 9-3 Device Setting

- **Current Programs**: You can view the programs that are currently played, you can also switch the current programs.
- **Program Management**: You can delete, preview and set the program in play boxes.
- : Time setting, volume control, brightness setting.
- : Turn on, turn off and restart.

- **Schedule**: Click the **Schedule...** button for timing operation, so that the play box will execute settings at a specified time.
- **More**: You can set up screen parameters, network and screen.

Left click **[More…]** can set up **Play Box Parameters**, N**etwork** and LED (as shown in Fig. 9-4).

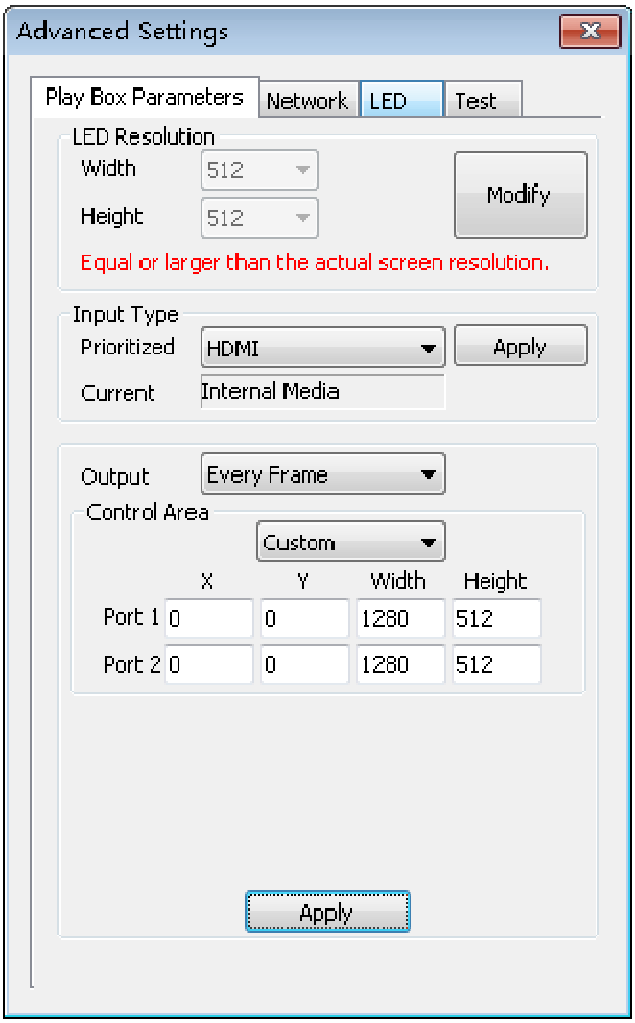


Fig. 9-4 Advanced Settings

- **Play Box Parameters**: You can configure **LED Resolution**, **Input Type, Output** and **Control Area**.
- **Network**: 4 configurations, including WiFi, WiFi hotspot, Ethernet cable, 4G.
- **LED**: Set up LED information, language and Internet.

Chapter 10 FAQ

10.1 Frequently Asked Questions

Q1: How to remove the black edge with LEDVISION while playing video in full screen?

A1: Click to add video in file window, and click on **[More]** from video properties on the right, then check on **[Cut]** in the high-level property setting, at which you can set start X/Y, width and height (as shown in Fig. 10-1).

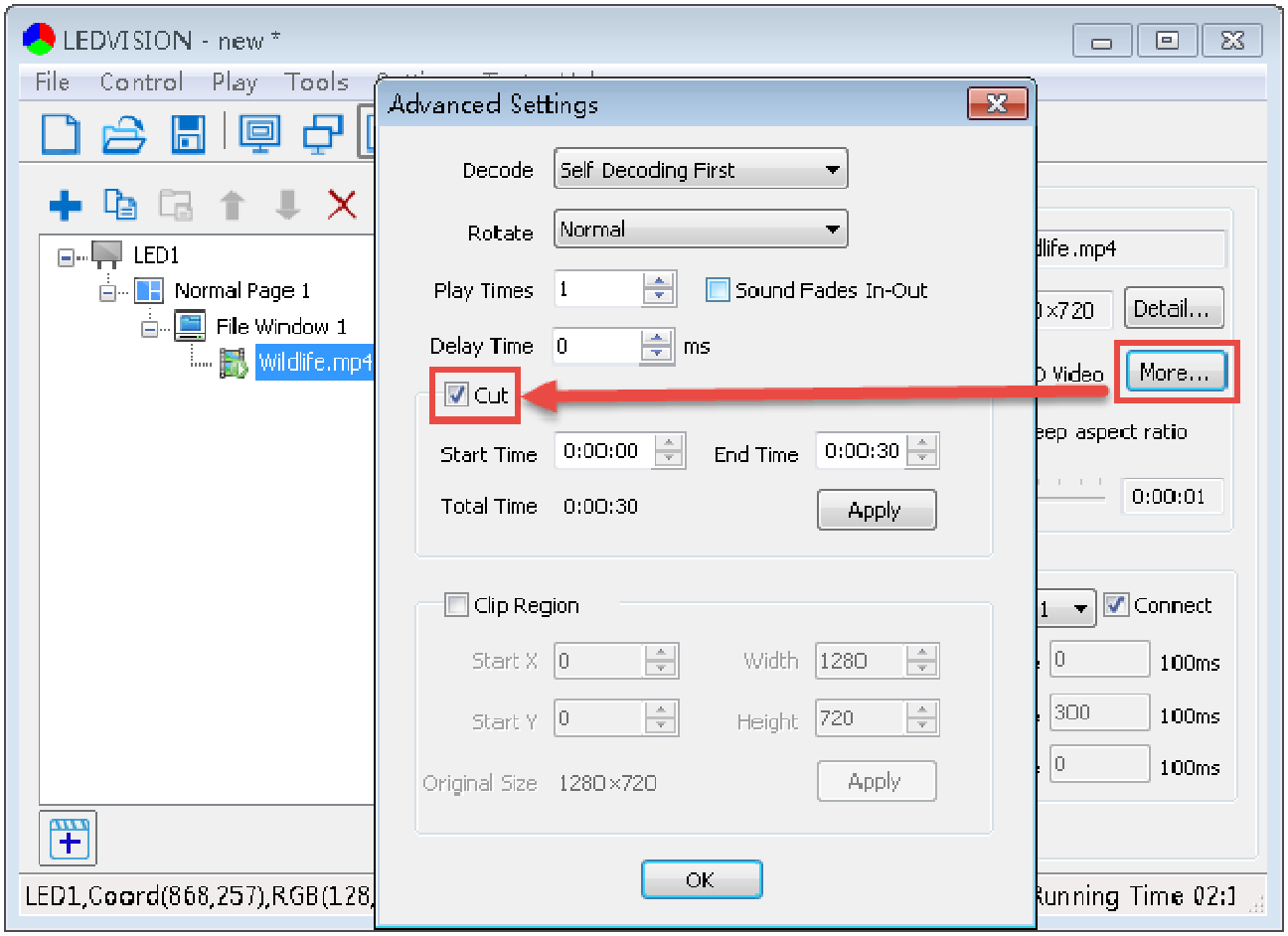


Fig. 10-1 Video Clip

Q2: Is LEDVISION available for manual flipping during PPT playing?

A2: Sure. In the software main interface, click on the main menu “play”, then “play PowerPoint”. Add PPT that needs to play, set manual flip page (as shown Fig. 10-2).

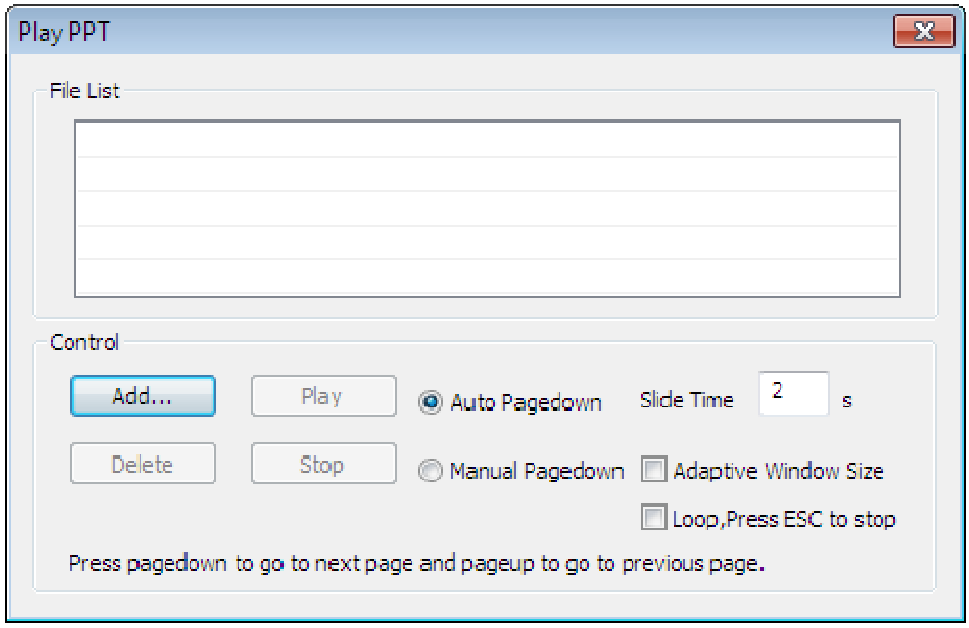


Fig. 10-2 Play PowerPoint

Q3: Why would all the icons turn gray after LEDVISION started (as Fig. 10-3 shown)?

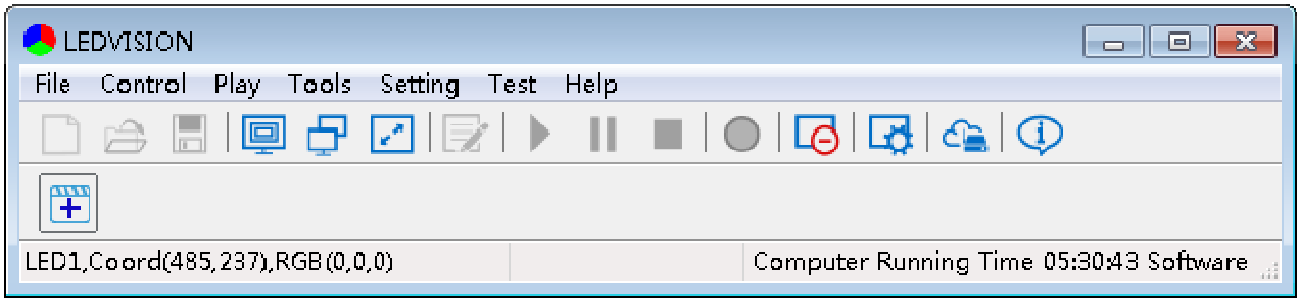


Fig. 10-3 Capture Screen Mode

A3: Maybe LEDVISION has been set **[Screen Captured Mode]**. You can remove it as follows**: [Setting]** → **[Software Setting]** → **[Play Settings]** → **[Play Mode]**, then change **[Screen Captured Mode]** to **[Normal Play Mode]**. Also, you can just click on "" on the front page to switch the play mode.

Q4: Can playing images or video be rotated 90° with LEDVISION?

A4: Yes, it can.

Image Rotation: Select the image, and find **[Rotate]** item from image properties on the right, then choose corresponding rotating way (as shown in Fig. 10-4).

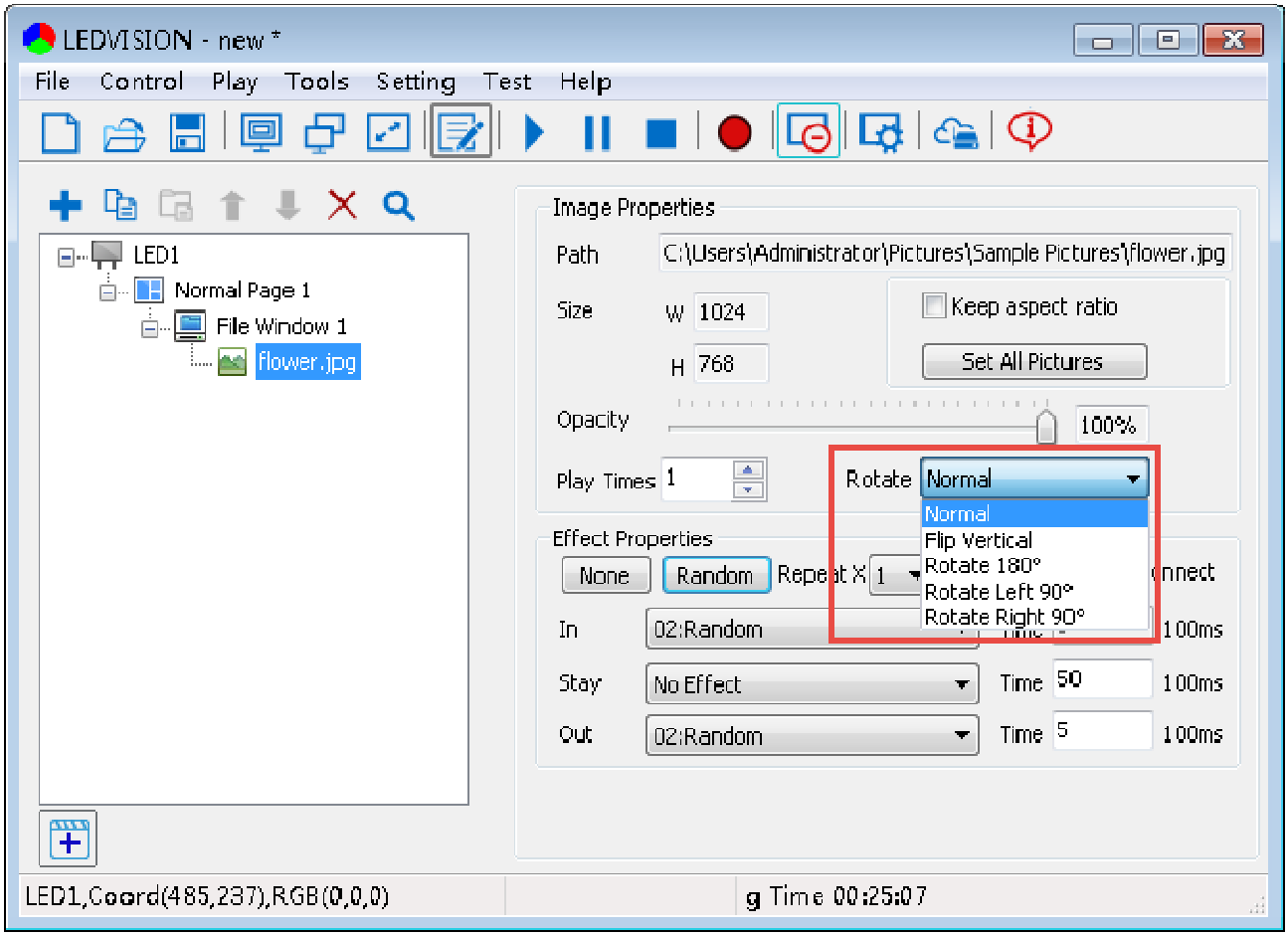


Fig. 10-4 Image Rotation

Video Rotation: Select the video, and find **[More]** from video properties on the right side and click, then find out **[Rotate]** item from **[High-Level Property Setting]** and choose corresponding rotating way (as shown in Fig. 10-5).

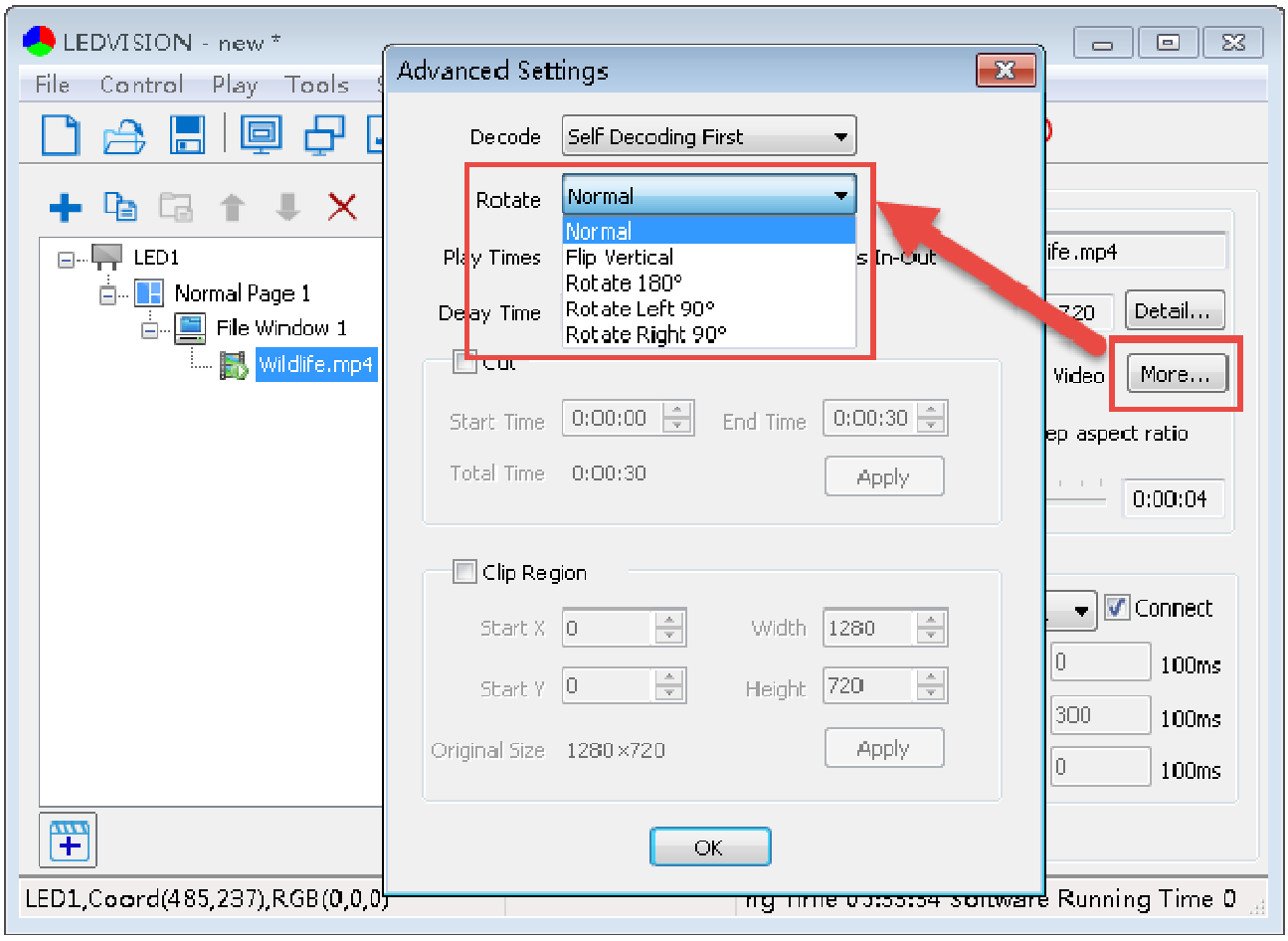


Fig. 10-5 Video Rotation

Q5: Why does the Word, Excel or PPT from file window not be added to play?

A5: If you want to play Word, Excel or PPT in LEDVISION, your computer shall assemble Microsoft office in advance. If the computer system was assembled with WPS or other office software, then you cannot play them through LEDVISION. If it still cannot play even you have assembled Microsoft office in your computer, you should download a complete Microsoft office as what you assemble before is incomplete.

Q6: How to set images playing in different time length when editing program?

A6: If you want to set images playing in different time length in file window, you can select the file window, then uncheck **[Same Effect]** in window properties.

Q7: Does LEDVISION support add new text after adding the playing video?

A7: Yes, as shown in the following figure. You can add file window and single-line text window at the same time from normal page, and move the text window to the top. Play the video in the file window, and play the single-line text in the single-line text window (as shown in Fig. 10-8).

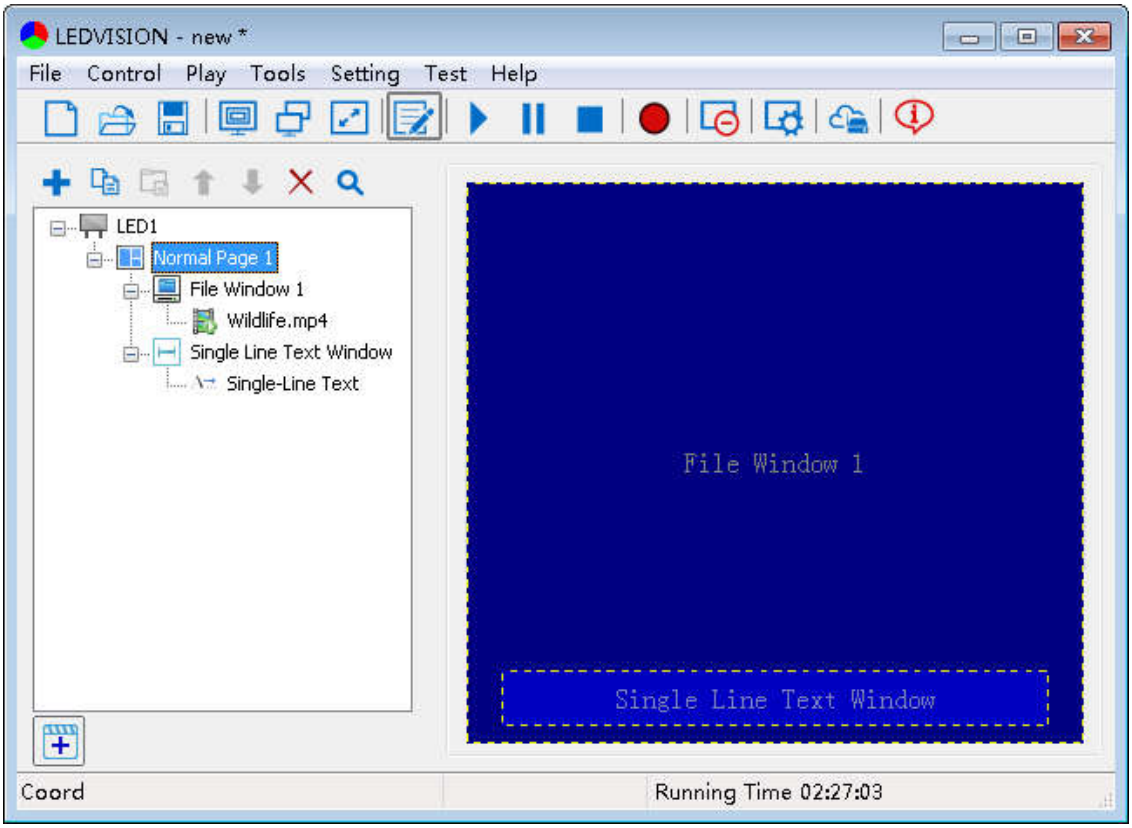


Fig. 10-6 Add text onto the video