

XMPlayer 3.1

Operation instruction

Special note:

Thank you for your trust and support of the company. In order to ensure the process to run smoothly, please read this instruction carefully before using our software.

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Chapter 1 XMPlayer 3.1 Introduction

"XMPlayer 3.1" is a powerful software designed for led program play and management, which is convenient to use and easy to learn. It mainly applied to full color, dual color and single color led screen, both synchronous and asynchronous control system.

The software has two versions, which is synchronous and asynchronous. You can choose one according to actual condition.

1.1 Features

- **Support a variety of media types**

Support for video, audio, images, forms (Excel), PPT presentation files, text documents, Word documents, schedule, timer etc.;

- **multi-program page function**

Each program page can contain multiple program page, the page can be set different window properties;

- **The programs page and multi-window**

Each program page can add multiple windows, each window can add different content, size and position of the window can be set;

- **media properties**

Support the media played stunt, residence time, scrolling speed, text effects and other settings;

- **Schedule function**

Use custom instruction table, set the number of programs broadcast regularly;

- **display program**

the display broadcast, send the program needs;

Can display subtitle notice;

display sport scores;

- **practical log management functions**

Can view the log, do statistics play media content ;

- **open operating system comes with features**

Operating system comes with Notepad, Paint, Word, Excel, PowerPoint and other tools to open the shortcut editing programs;

- **The boot function and start playback function**

- **Can set the computer timing tasks**

- **Support for multiple languages**

Support playback window lock function

1.2 Operating Environment

- Various versions of Windows XP and above, 100MB free disk space.
- Microsoft media player (Media Player) --- must be installed.
- If you want to play word, excel, PPT files, install the Microsoft Office software.
- For the broadcast RealPlayer file the RealPlayer software must be installed.
- Delete other unused system software, such as antivirus software.

Chapter 2 Install and Uninstall

The software could be installed in window XP and above version, and it's easy to install.

2.1 Install

《XMPlayer 3.1》 software install operation as following: open 《XMPlayer 3.1》 install package, as shown in Figure 2.1:

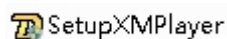


Figure 2.1


double click  SetupXMPlayer , pop out software install wizard, as shown in Figure 2.2:



Figure 2.2

Click "Next", as Figure 2.3, such as the use of the default installation path, continue to click "Next". If you choose the other path, click "Change" to modify the installation path.

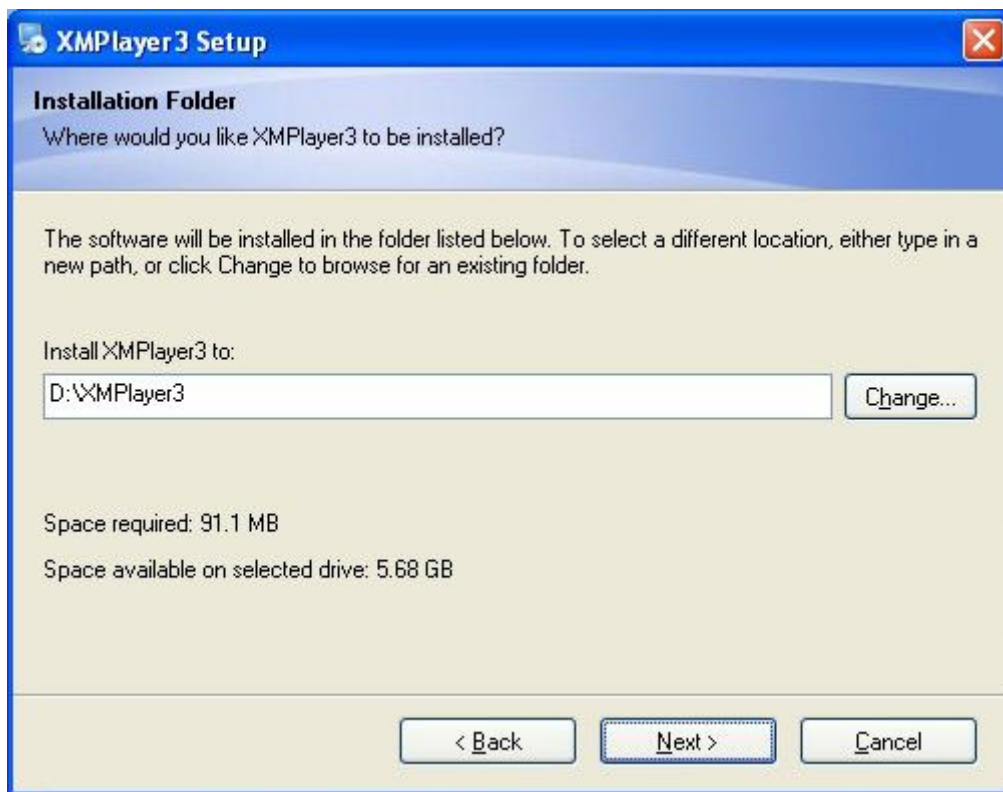


Figure 2.3

click “next”, the installation page is as follow Figure 2.4-2.6.



Figure 2.4

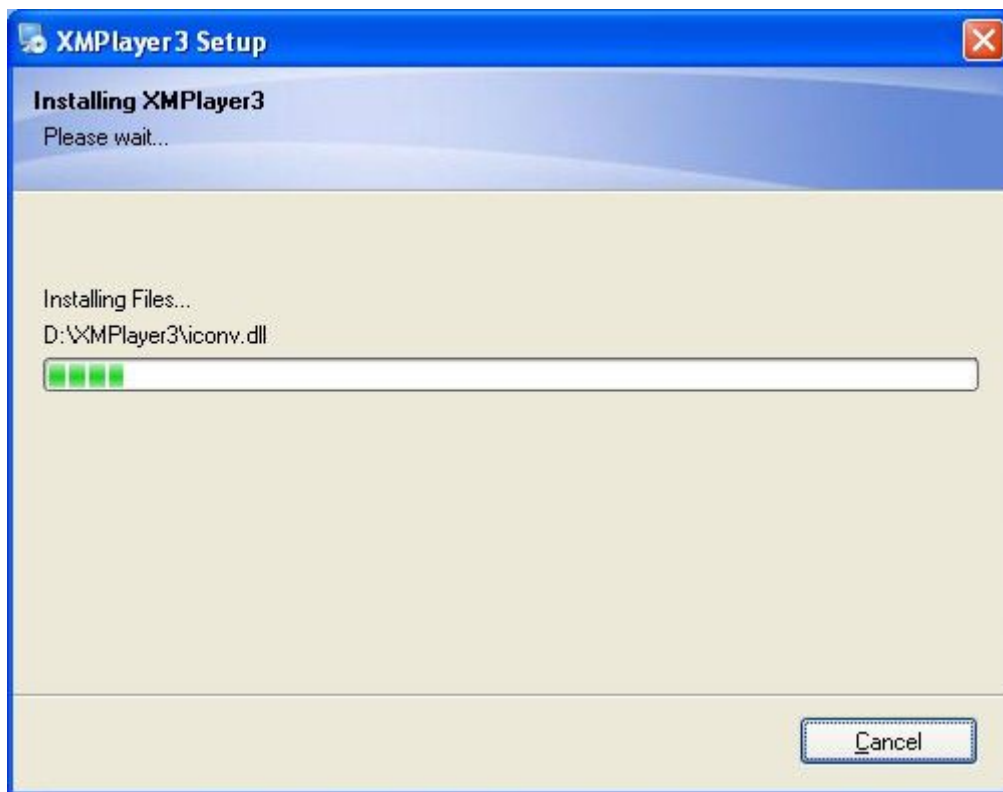


Figure 2.5

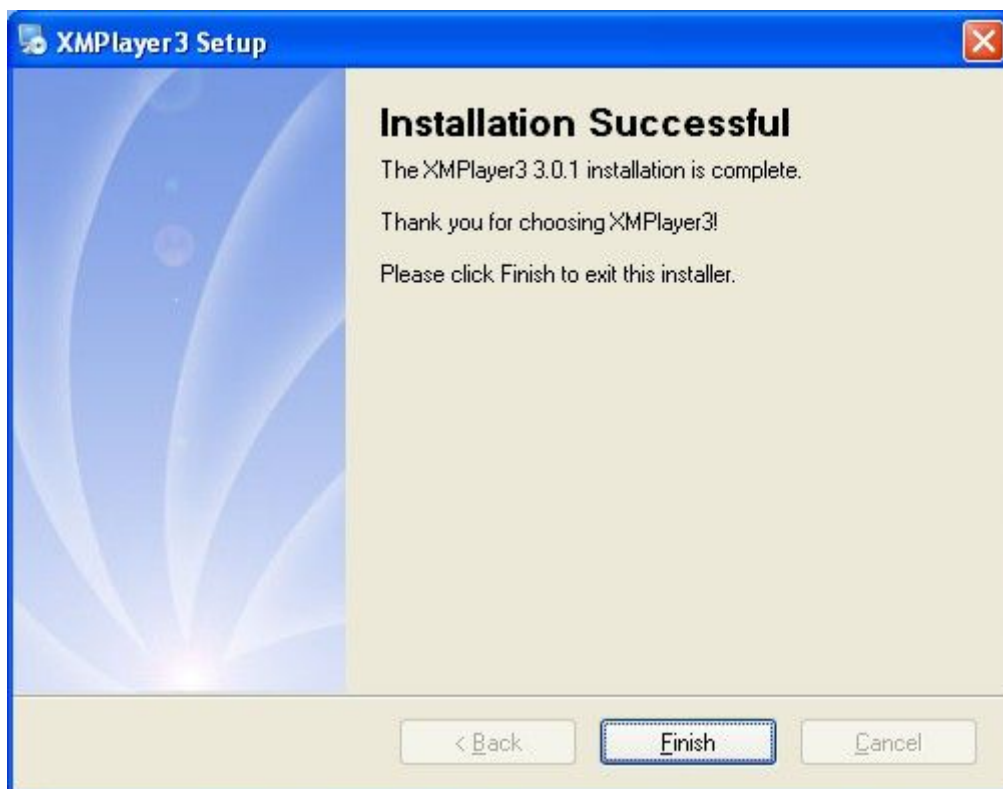


Figure 2.6

After installation, there will be a shortcut on the desktop:



Figure 2.7

The following sections in the asynchronous version of XMPlayer 3.1 Description based different from the synchronization at the same time.

Boot the asynchronous software:



After installation of «XMPlayer 3.1», enter `xmplayer3`, choose the program you want to start .

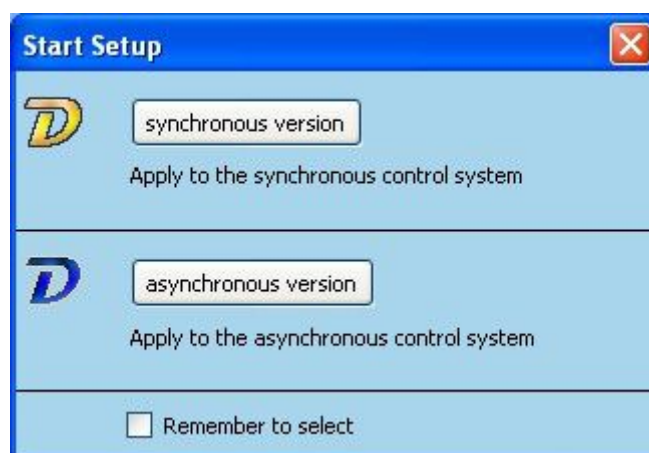


Figure 2.8

Click “remember setting”, then click “synchronous version” or “asynchronous version”, next time you can open the program directly.

If you want to switch to the other program, just click “setup” – “system setup”- “software setup” to restart new program you want.

Other startup path:

Computer [Start] -> [program] "XMPlayer" program group, click xmplayer 3.

2.2 Uninstall

Click [Control Panel] -> [Add or Remove Programs] to uninstall it:



Figure 2.9

Click "yes" to uninstall the software, as follow pictures 2.10-2.11, after uninstall, the shortcut will also be deleted.

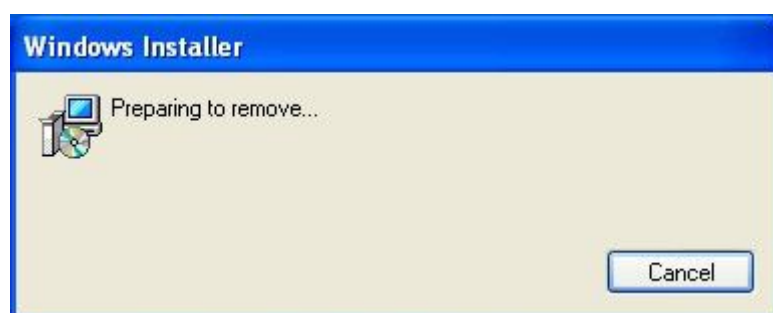


Figure 2.10

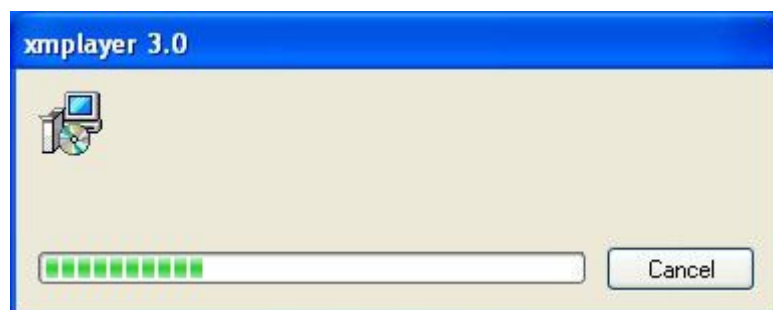


Figure 2.11

Chapter 3 Software Constitute

《XMPlayer 3.1》 is composed of the editing window and the player window, you can edit program in edit window and preview it in payer window.

3.1 Interface Introduction

Open 《XMPlayer 3.1》software will pop out an edit window(Figure 3.1)and display 1's display area, also called displayed window(Figure 3.2).

Note: If the player window does not appear, please click on the refresh button  .

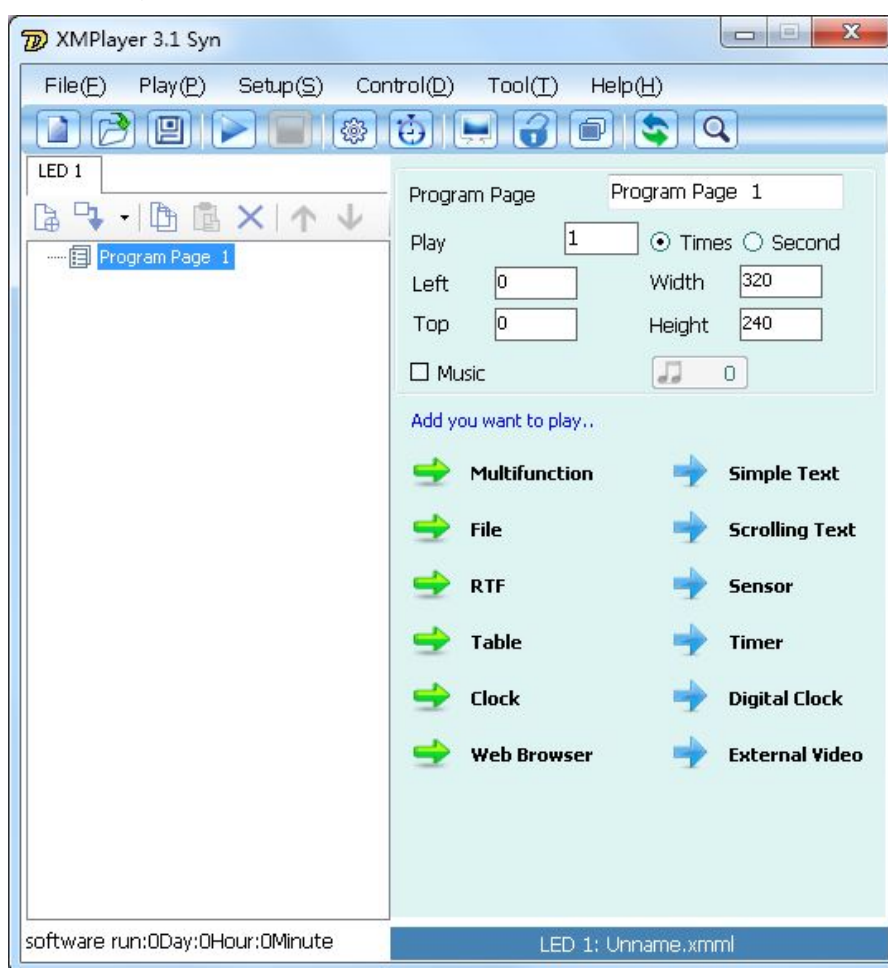


Figure 3.1 edit window



Figure 3.2 display window

3.1.1 Edit Window

Edit windows player is used to control the content and the size of the screen. The control window can be expanded into the edit window, the control window contains a title bar, menu bar and toolbars, as well as edit controls, expand the control window shown in Figure 3.3:

Title Bar: Displays the name of the software. XMPlayer 3.1 synchronous.

Menu bar: including file, display, setting, control, tools, and help of six sub-menus.

Toolbar: some commonly used buttons.

Edit control: divided into two parts, the left half of the program options, display programs and windows, the right half of the control options, control program page and the properties of the window.

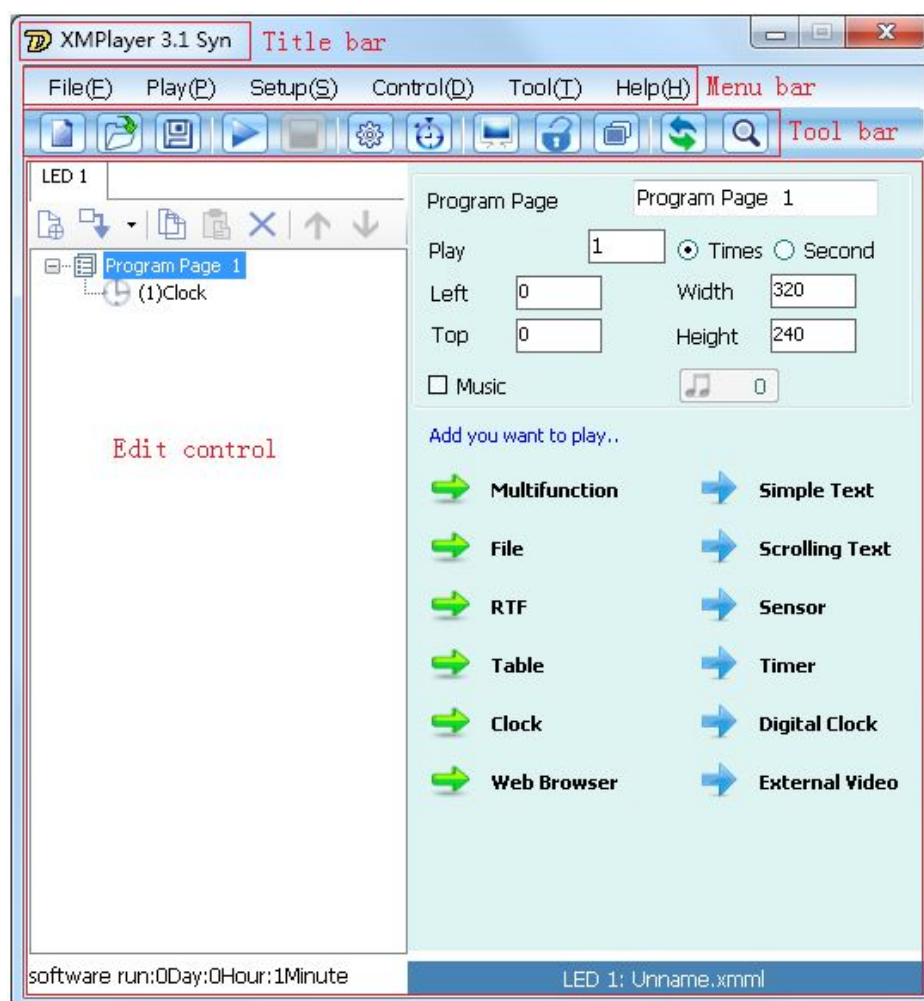


Figure 3.3

3.1.2 Player window

Player window is used to display the pictures, video, text, time and content. An LED screen can be divided into one or a plurality of different sizes of the player window, the content displayed in each window either same or different, depending on the need. Each player window size, and the displayed content and the terminal LED screen corresponding to the size of the play area and the displayed content is the same. The contents of each of the player window can be sent to one or more independent partitions the same LED screen playback. The large screen of the play area is consistent with the size of the entire play window.

Display window can display varied contents, such as: file, Marquee, a single line of text, static text, (color) RTF text, temperature and humidity, timer, graphics clock, digital clock, external video, forms etc.

3.2 Editing Function Instruction

3.2.1 Tools bar






Buttons in tools bar as shown in form 3.1:

Buttons	Name	Functions
	New	Set a new program
	Open	Save to local program before opening
	Save	Save current program
	Start	Start playing program
	Pause	Pause playing program
	Stop	Stop playing program
	LED para setting	Shortcut to enter led control management interface
	Schedule	Open the schedule
	Display	show player window
	Hide	Hide window
	Top show	Window displayed on the top when playing
	Cancel top show	Cancel window displayed on the top when playing
	Foregrounding	Play in the foreground
	Backgrounding	Play in the background
	Refresh	Refresh the page
	Search LED	Search terminal devices online

Form 3.1

3.2.2 Edit buttons

Button functions as shown:

Button	Name	Functions
	New	Set a new program page
	Add	Click arrow on the right to add new window
	Delete	Delete the program page or windows checked
	copy	Copy the program page or windows
	Paste	Paste the program page or windows

↑	Up	To move up the page or window, if it is the first one ,don't move
↓	down	To move down the page or window, if it is the last one ,don't move

Form 3.2

3.3 Program List

One program list composed by one or more program pages, each program page includes one or more display windows, each display window displays a program material or content. (Logical relations: content / material→window→program page→program list)

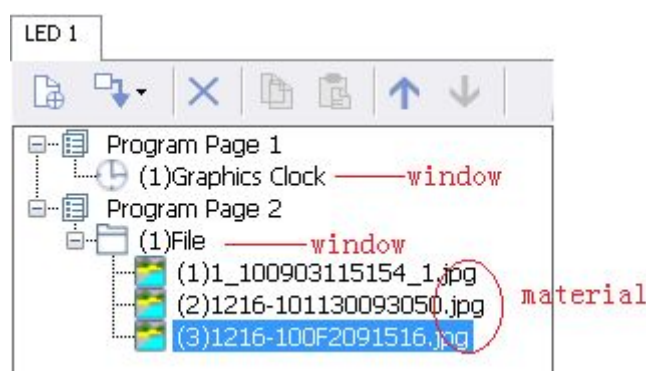


Figure 3.4 program component

- Figure 3.4 program list show page 1 and page 2. Page 1 contains graphics clock window which is material itself, program page 2 contains the file windows which contains three materials.
- Program page is the first layer, the second layer is the window that will play and the content of the third layer (some window doesn't have third layer, add window is adding content).
- Each program can have more than one program page, such as programs page 1, page 2 and so on. Each program page can also have more than one player windows; each window can have one or more of the play.
- Each program list plays according to page order, each page plays according to window order. Content along with switching of the programs page.

Chapter 4 Program Edit

This chapter to add a file window, Marquee windows, graphics clock windows, multi-function window for example, the description of the process of producing programs page. In this example, the display is 320 * 240.

Program page properties definition:

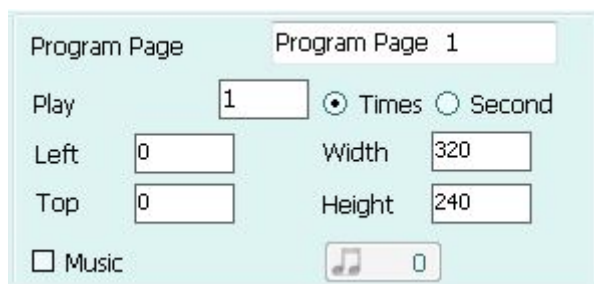


Figure 4.1 program properties

Program page: the name could be changed

Play times: refers to the length of time or the number of times you want to play, the program page of content you want to play.

Left: the length to the left margin of the monitor screen of computer.

Top: the length to the top margin of the monitor screen of computer.

Width: the width of the player window. (Pixels)

Height: The height of the player window. (Pixels)

Music: "Music" tick, you can choose to add background music for the current program page, shown in Figure 4.2:

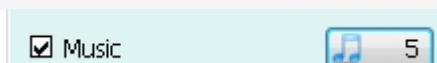


Figure 4.2

Window properties definition:

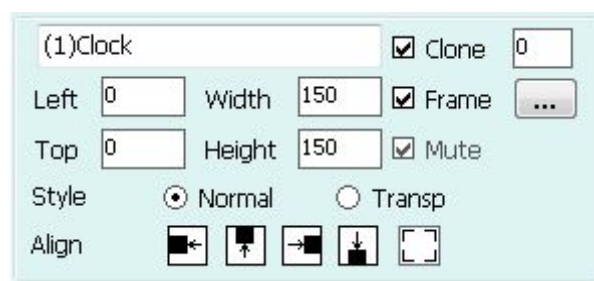


Figure 4.3 window properties

Left: the length to the left border of the display area

Top: the length to the top border of the display area

Width: the width of the player window. (Pixels)

Height: The height of the player window. (Pixels)

Program Edit

Style: normal, transparent.

Normal: content and background color normal display, the default background color is black. Several normal styles of window added together, can only see the top of the window.

Transparent: Show window contents; do not display the background color. The several transparent windows when added together, all the contents of the window can be seen.

Align: to rely on the nearest window.

Clone: to clone the window, including size and content. (note: Async system don't's have this function)

Display border lines: "border line" tick, select the program page window, window surrounding will appear along the border line in Figure 4.4:

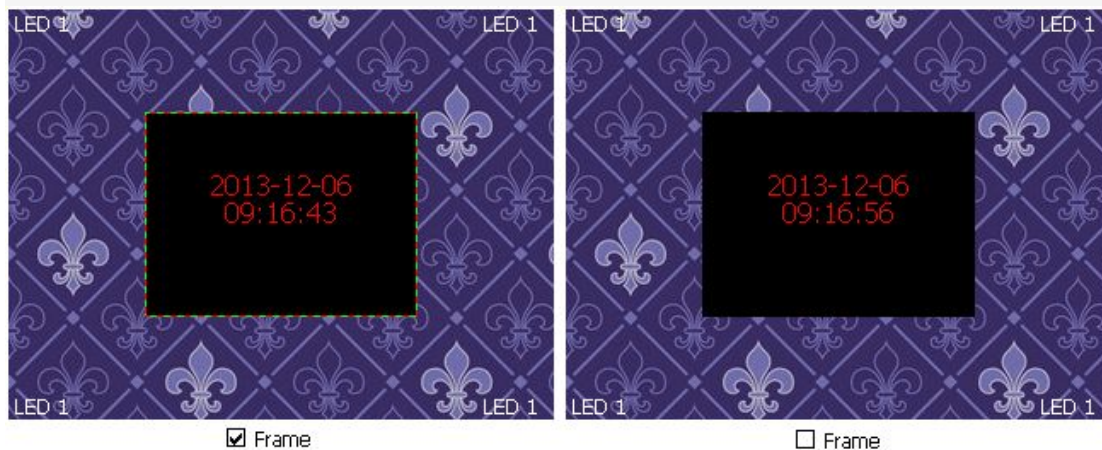
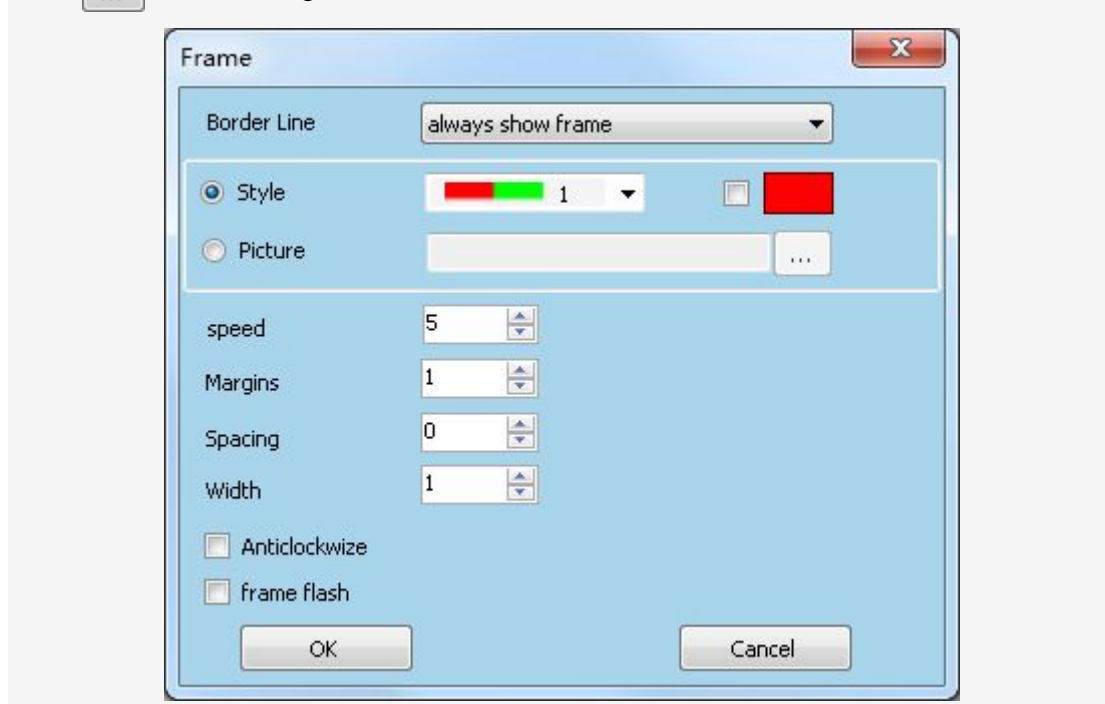


Figure 4.4

Click , shown in Figure 4.5:



Program Edit

Figure 4.5

It has “always show frame”, “show frame while editing” and “show frame while playing” three situations.

The frame is default rotate clock wise, the moving speed could be set through the fine-tuning button. The greater the number is, the faster it will be.

You could lick “picture” to set local picture as border, shown in Figure 4.6:

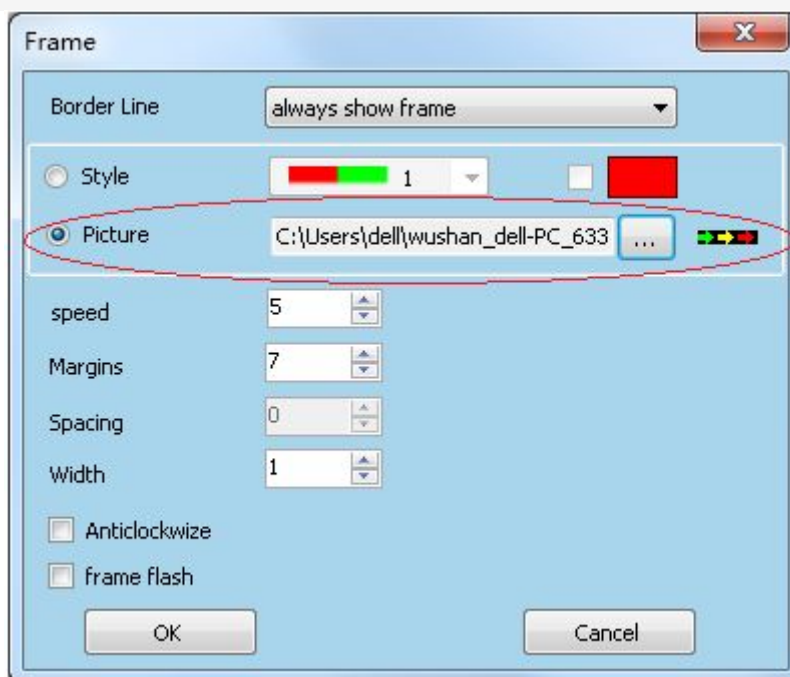




Figure 4.6

Mute: If the sound file is added to a window, such as video, and select background music. When the broadcast program, there will be two voices. "Mute" tick, do not play the sound of the window, only to play background music

4.1 New Programs Page

Click on "New Page" button , add the program page 1, click again on the "New Page" button , add the program page, so each click, add a program page, shown in Figure 4.8:

Program Edit

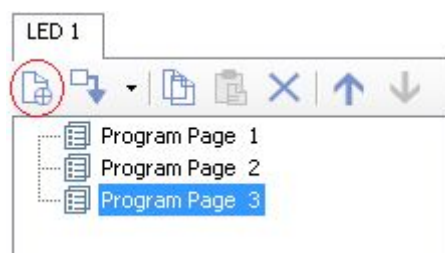







Figure 4.7

A program list can contain more than one program page, use the "remove" button  to remove the program page, copy the program page can use the "Copy" button , and paste the program page can use the "Paste" button , the mobile program page can use the "Move" button, "up  and "down  " button. Select a program page, and then carry out the required operation.

4.2 Set Program Page Properties

To set the properties after add the program page. The caveat here is that the same size and location of all the program pages in a program list, generally only add the program page 1 to set the properties.

As the 320 * 240 display, the player window set the same size with the display.

Setting the program page properties, there are two ways.

First: direct input in the program properties, enter 320 in the width, height input 240, as shown in Figure 4.8:

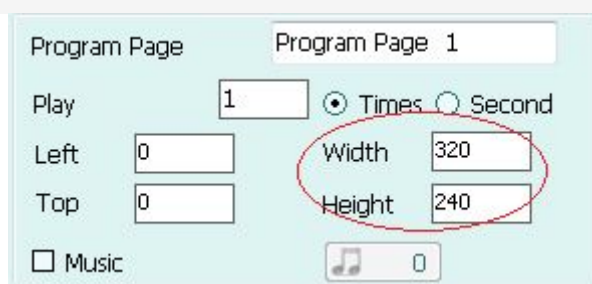


Figure 4.8

Second: Click Settings -> system Set , and pop-out position and size of the dialog box, shown in Figure 4.9, the setup is complete click "OK" button.

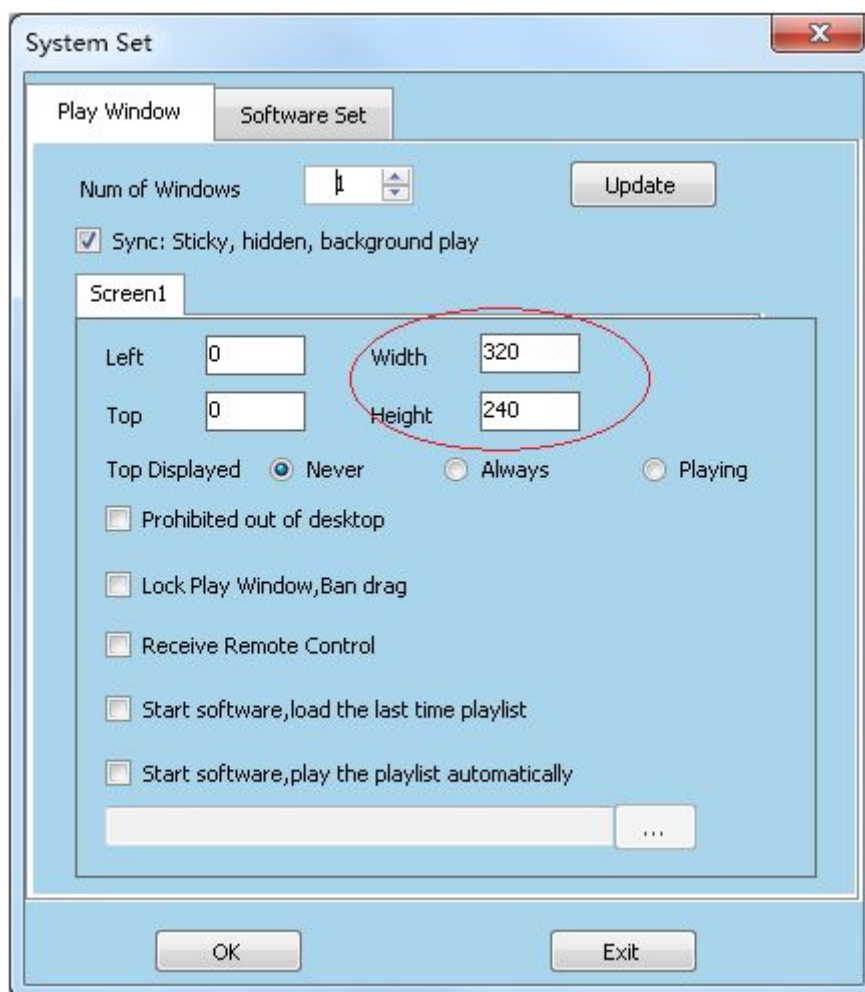


Figure 4.9

4.3 New Window

Program page is just a framework; it contains a lot of the program windows, the program window is able to play a variety of content. Various program windows can play different text, pictures, tables, animation, videos and ECT. There are 12 functions to choose, asynchronous system of 10 kinds of functions to choose, the external video and browser are less than the synchronous system.

Were 12 kinds of window described below:

Multifunction window: multifunctional window is different from the other window, other windows can be added in addition to the outside of the document window, multi-functional window, you can add the file.

File window: In this window, you can add any number of files, supported by many types of documents that contain text files (TXT), RTF text, images (GIF/BMP/JPG/JPEG),

Program Edit

multimedia (GIF/AVI/MPG/RM/RMVB/VOB/SWF/MP3), office document (WORD) electronic forms (EXCEL), slides (PPT), ect.

Scrolling Text : Repeat text., setting residence time and scrolling time.

Simple Text: set static text play such as CO. name、 LOGO, ect.

RTF: open or edit RTF files

Sensor: playing the local temperature, humidity, brightness.

Timer: for timing.

Clock: a graphical clock playing time.

Digital Clock: a digital clock playing time.

External video: for external video screen embedded in the player window. (note: asynchronous system don't have this window)


Table: Used to edit and play table data.

Browser: to play the webpage opened, could add multiple webpage . (note: asynchronous system don't have this window)

Add file window, Marquee window, graphics clock window, multi-functional window, the following is producing program page description.

Step one: Add file window

Add Files window, there are three ways:

First, click Add new window button , select the file, as shown in Figure 4.10:

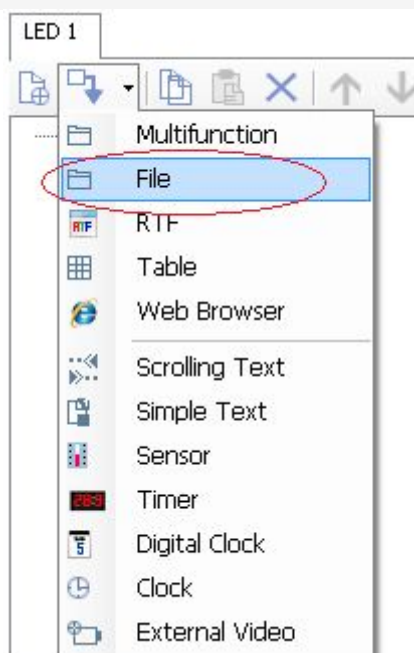


Figure 4.10

Program Edit

The second is a mouse right-click the program page 1 Select the file, as shown in Figure 4.11:

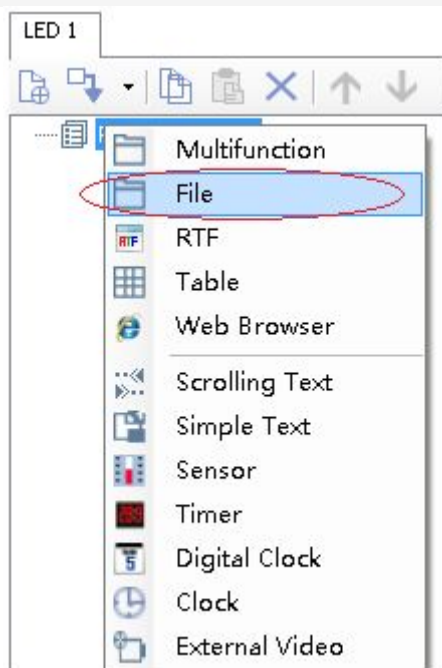


Figure 4.11

The third on the right side of the program page properties, select the file, as shown in Figure 4.12:

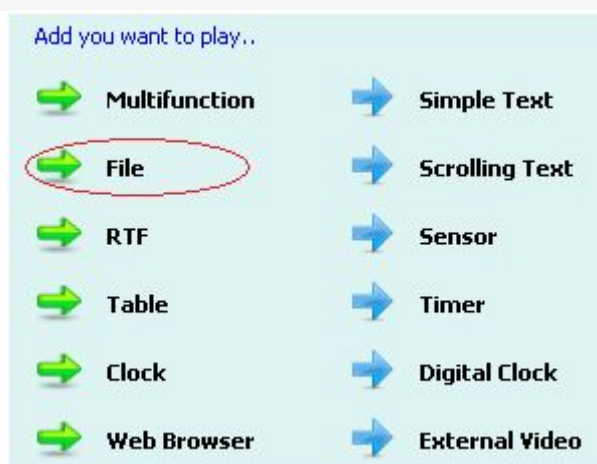


Figure 4.12

Step Two: file windows add material

the file windows need to add media material; will have a content display window. (To add a file window, refer to Chapter 5 add files).

Right click the file -> select the file, as shown in Figure 4.13:

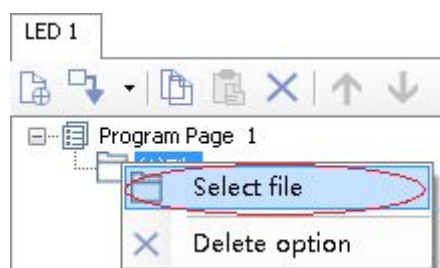


Figure 4.13

Pop out the open window (Figure 4.14), select media material, click “open”.

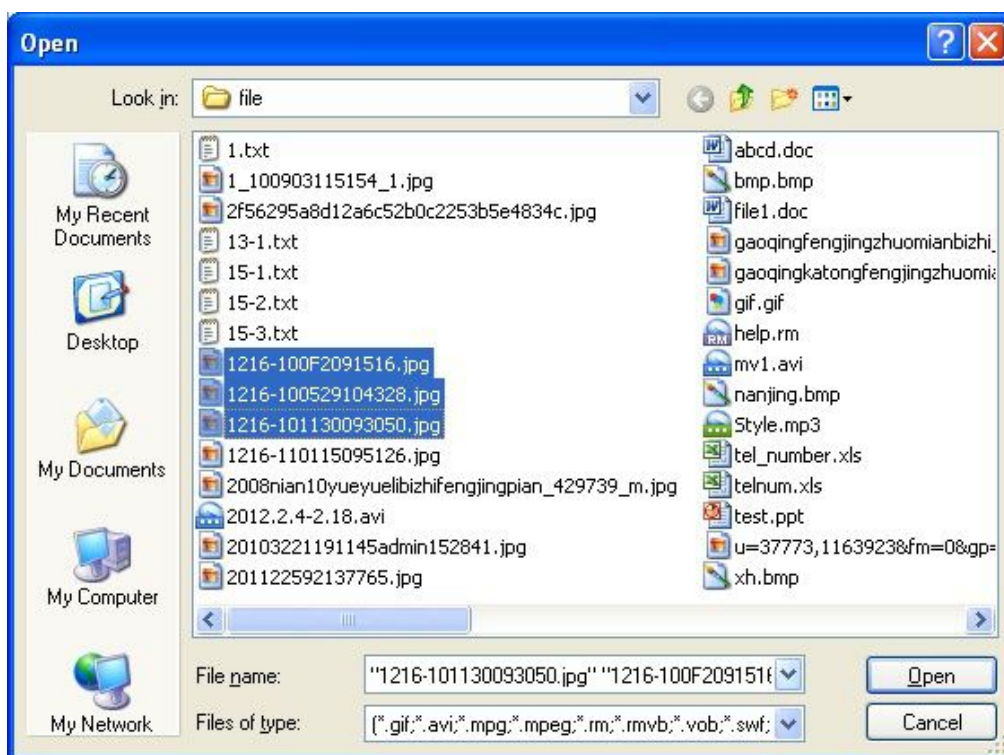


Figure 4.14

Added material is shown in the program list, as shown in Figure 4.15:

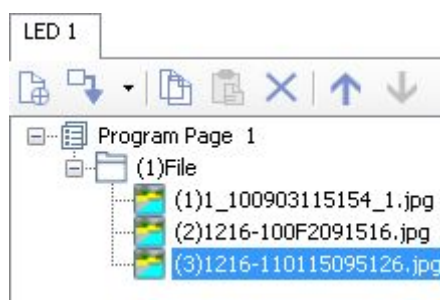



Figure 4.15

Step Three: Add Marquee

Add Marquee window, the reference step one.

Right-click on the program page 1, and then selects Marquee the right side of the display.

As shown in Figure 4.16, enter text in . (Refer to Appendix 1 Marquee)

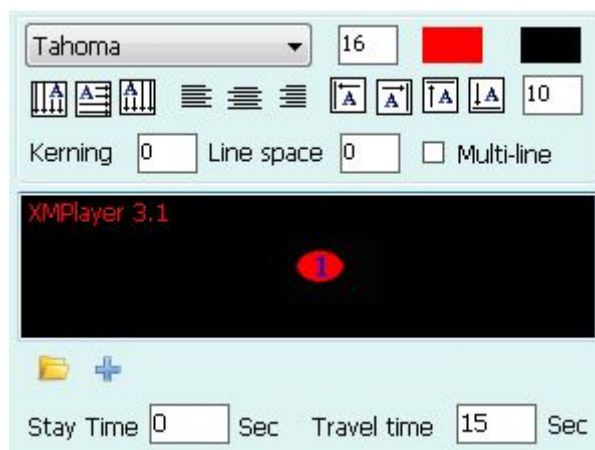


Figure 4.16

Step Four: Add graphics clock

Right-click on the program page 1 Select the graphics clock, window properties in Figure 4.17, set the clock appearance, background color, pointer color, scale, color, scale, shape, scale size (refer to Appendix 1 - graphics clock Intro).

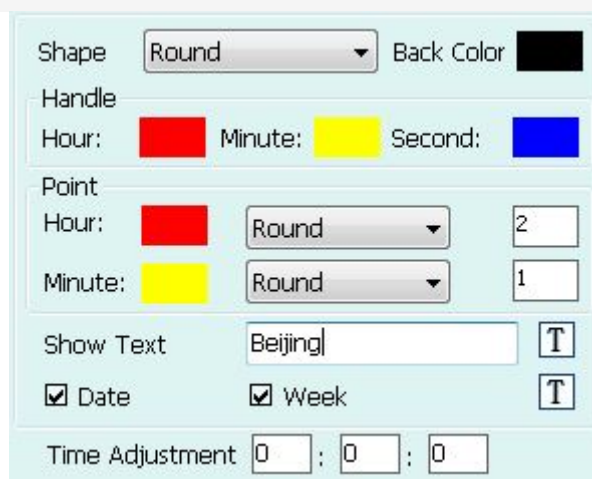


Figure 4.17

Step Five: Add multifunction window

Add a timer to the multifunction window for example.

Right-click on the program page, select multifunction window, window properties in Figure 4.18, click the "timer" timer is added to the multi-functional window. (Multifunction window, you can add a lot of content, Intro refer to Appendix 1 - multifunctional window)



Figure 4.18

Set a timer in the multi-function window, shown in Figure 4.19:



Figure 4.19

At this point, a file, marquee, graphics clock, multifunction window shows page produced, as shown in Figure 4.20:

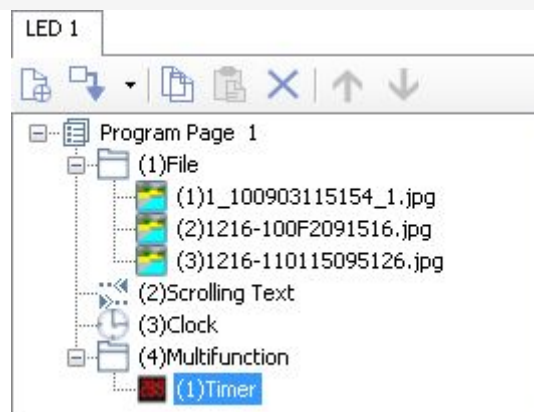


Figure 4.20

Program Edit

Note: This is just an example producing programs page and be sure every time so many steps, according to the specific circumstances, the flexibility to use the software.

4.4 Set Window Properties

can not broadcast after the window is added to the program page because all the windows overlap, some of the contents of the window will not see. Then they need to adjust the size, position of each window, so that the contents of each window can be displayed in the playback time. Of course, you can also add a window to set the window properties, the best method is side set of properties while adding the contents of the window, so you can adjust properties based on the content.

Adjust window size and position, you can set the left ,top , width, height, style, alignment, etc., can also use the mouse to move the window to adjust the size and position. As in this example, Figure 4.21:

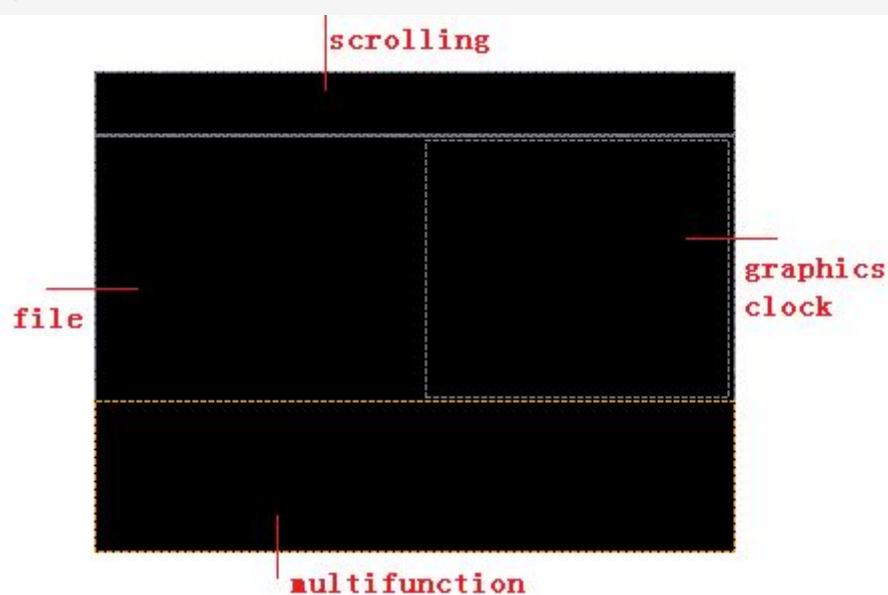



Figure 4.21

4.5 Complete

The program list is completed, we must remember to save. Click "File" -> "save" or directly click the "Save" button , pop-up Save As dialog box (Figure 4.22), enter the file name, click on the "Save" button. The default save file format is .xmml, and other formats of this software does not recognize.

Program Edit

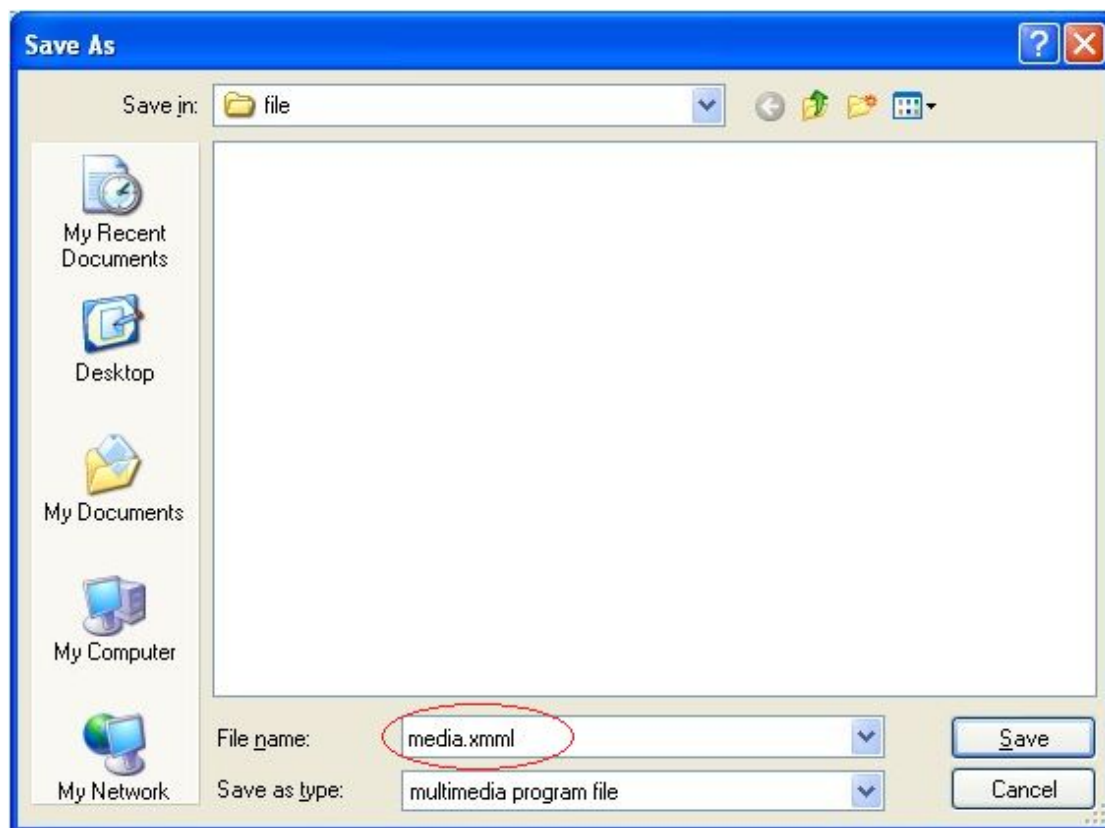


Figure 4.22

If you do not want to save, click the "Cancel" button.

After clicking on the Save button, the file name is displayed in the lower right corner of the edit window, shown in Figure 4.23:

Program Edit

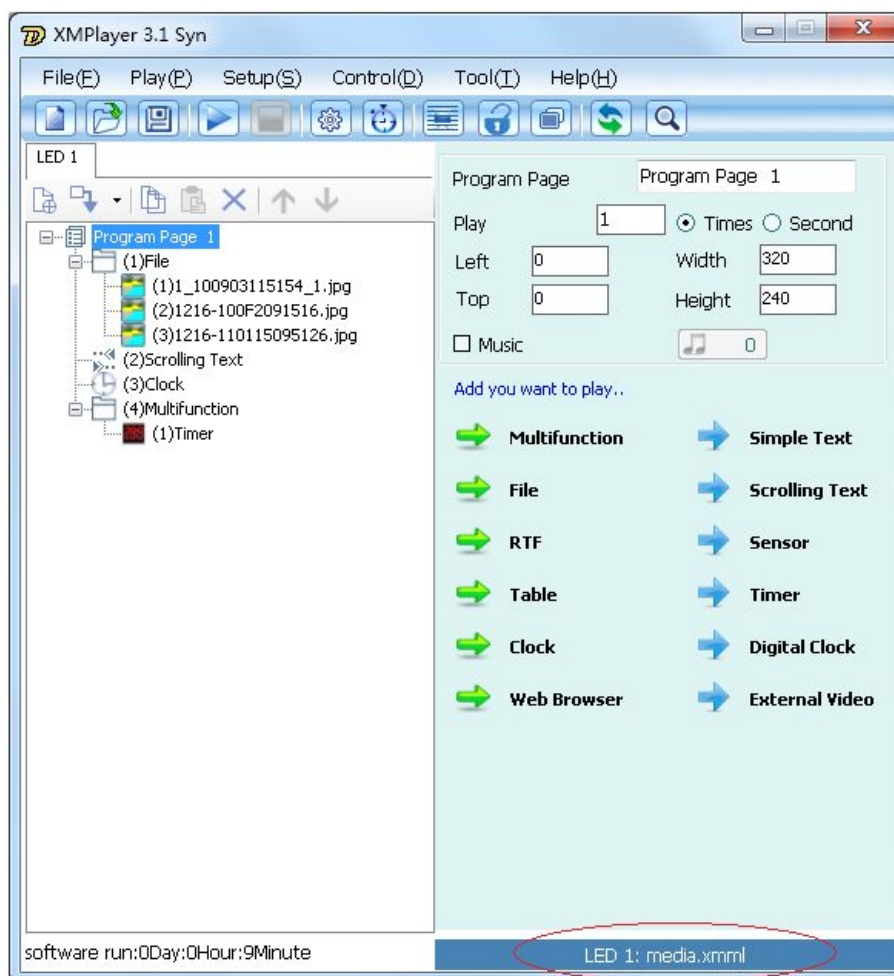


Figure 4.23

Save the program list for the convenience of the next use. If you do not save the program list its can normal broadcast, but to start the software again the program needs to remake.

4.6 Display Program




Click start button , start playing program, edit window as Figure 4.24, display window as Figure 4.25:



Figure 4.24



Figure 4.25

Click pause button  pause playing the program, click stop button , stop display the program.

Note: If program list contains more than one program page, cycle play according to the order.

Chapter 5 Add File


File window can add a lot of media material, supported many types of files, as shown in Table 5.1:

Media	Formats
TXT document	*.txt
Office document	*.doc、*.xls、*.ppt
Video	*.gif、*.avi、*.mpg、*.rm、*.rmvb、*.vob、*.swf
Music	*.mp3
Picture	*.bmp、*.jpg、*.jpeg、*.gif
RTFfile	*.rtf
Table	*.dtbl

Form 5.1

Broadcast programs, the contents of the file window played in chronological order.

5.1 Add File Window

Click add new file button —>file, add a new file window, as shown in Figure 5.1:

Add File

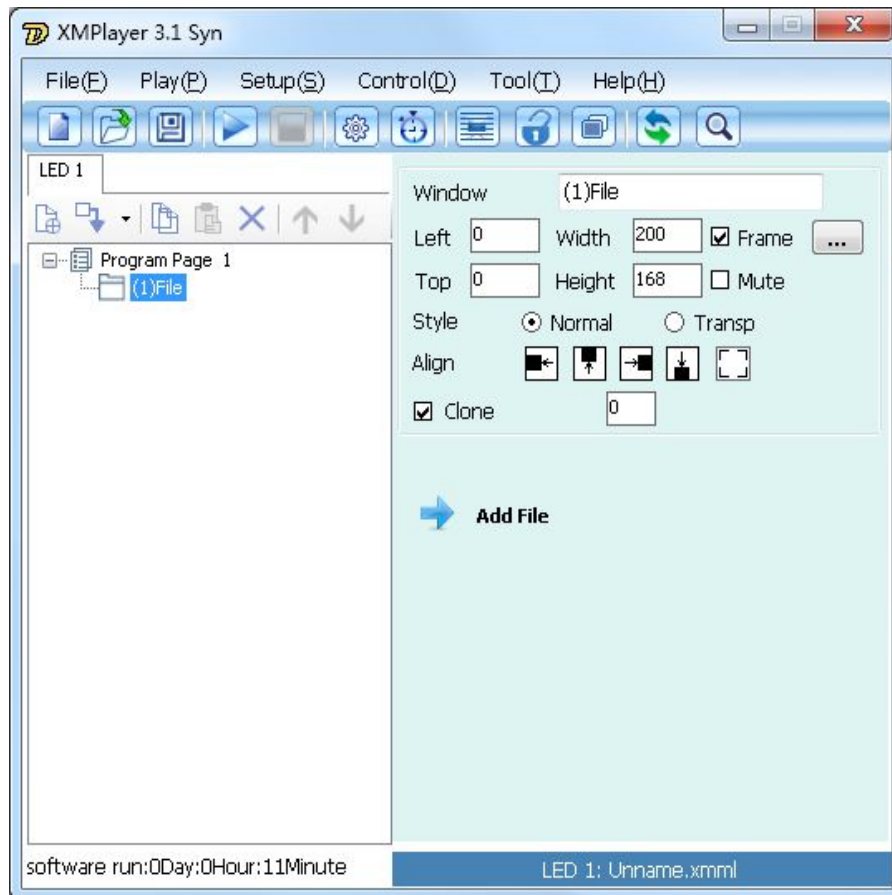


Figure 5.1

5.2 Setting File Window Content

5.2.1 Add media materials

Add Files window also need to add media material, will have a content display window.

There are two ways to add media material in the file window.

Right click on "File" -> "select File", as shown in Figure 5.2

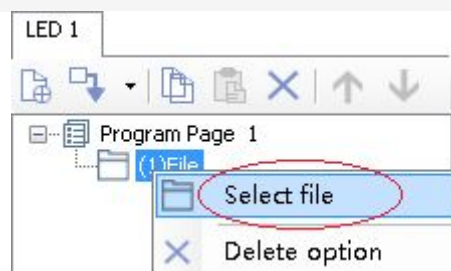


Figure 5.2

One is Click the "Add Files" in Figure 5.1.

Either way, will pop open the dialog box shown in Figure 5.3:

Add File

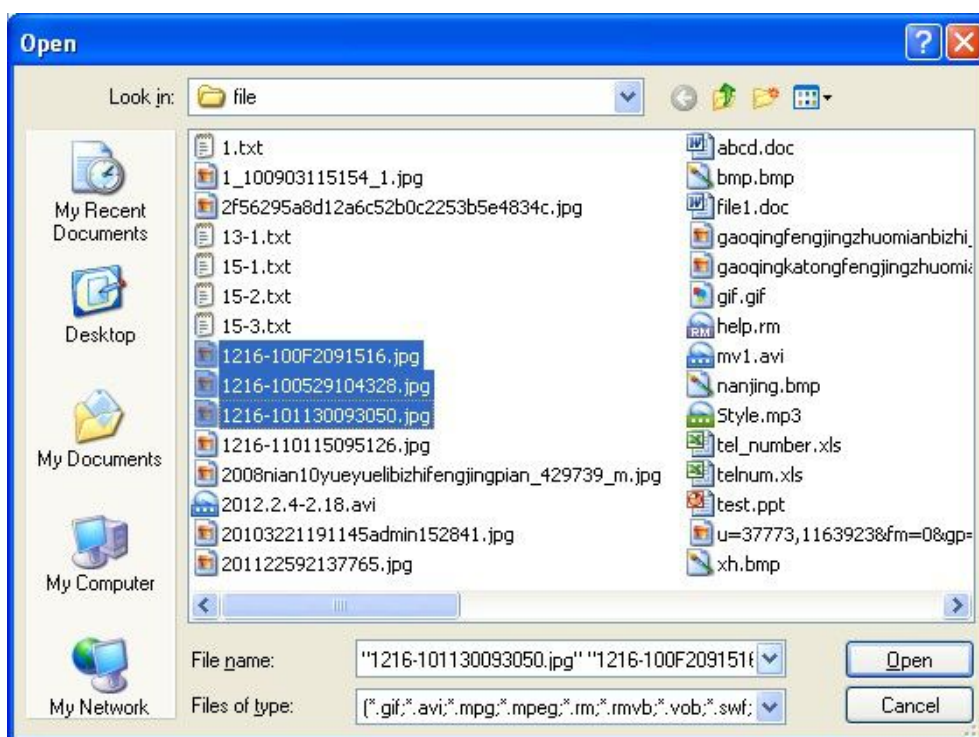


Figure 5.3

Select the media files you want to add, click the "Open" button, all selected media files displayed in the program list, shown in Figure 5.4: (Note: the selection of media files, note the order, first select the first player)

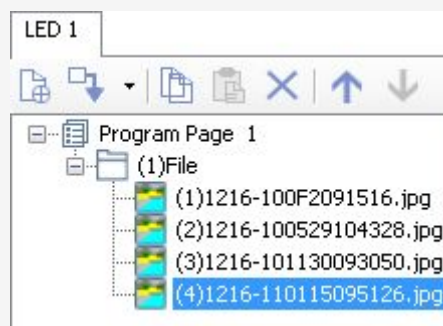

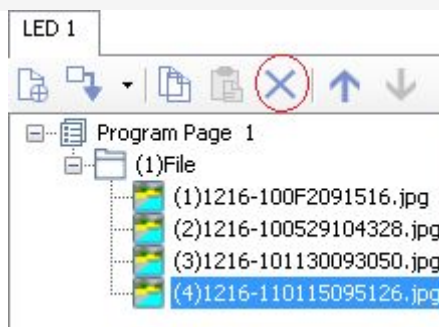


Figure 5.4

5.2.2 Delete media materials

If you do not need a media file, select the media file, click on the delete button , as shown in figure 5.5:



Add File

Figure 5.5

Or right click on the media file, as shown in Figure 5.6, click Delete option.

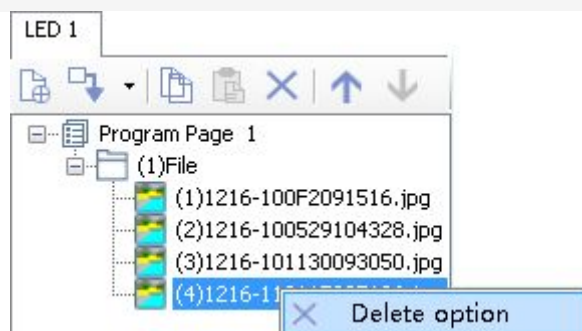



Figure 5.6

5.2.3 Replace media materials

If you want to replace a media file for other files, click the "select File"  button in the property, as shown in Figure 5.7

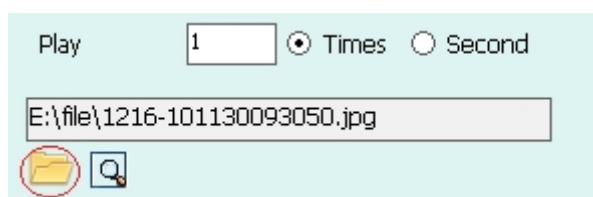


Figure 5.7

Pop open the dialog box, select the file, and click "Open", the new file to replace the original picture.

5.2.4 Move media materials

Left Click to select the media you want to move, then click on the "Move up", "Move Down" buttons that can move the material. Figure 5.8:

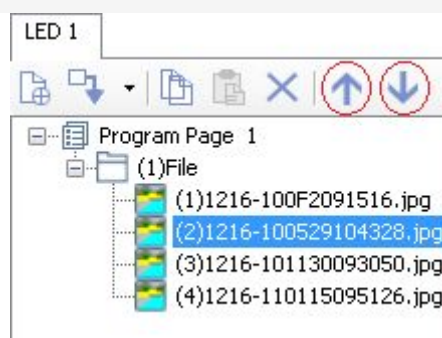


Figure 5.8

Note: The first clip can not move up to the last clip can not be down.

5.3 File Properties

Add a different material, have different window properties.

5.3.1 TXT document

Figure 5.9 add TXT document properties, TXT files can also set to play the length of time or frequency, default play 1 time.

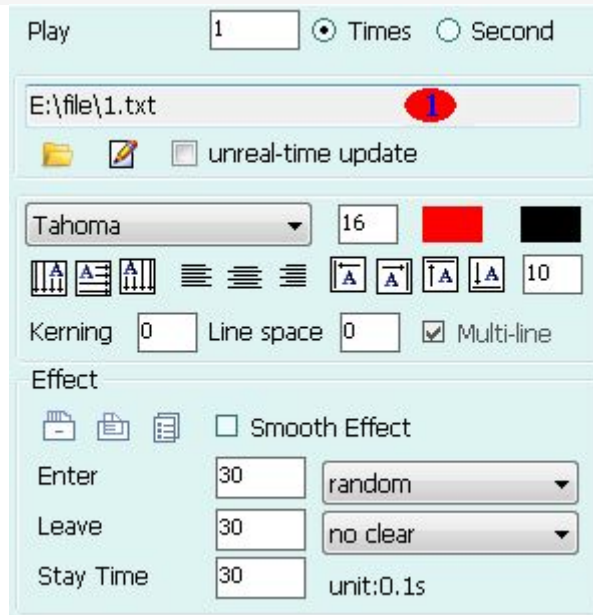


Figure 5.9

1 Shows the word document's path, name and ect.

5.3.2 WORD document

Figure 5.10 adds WORD document properties; you can set the play times.

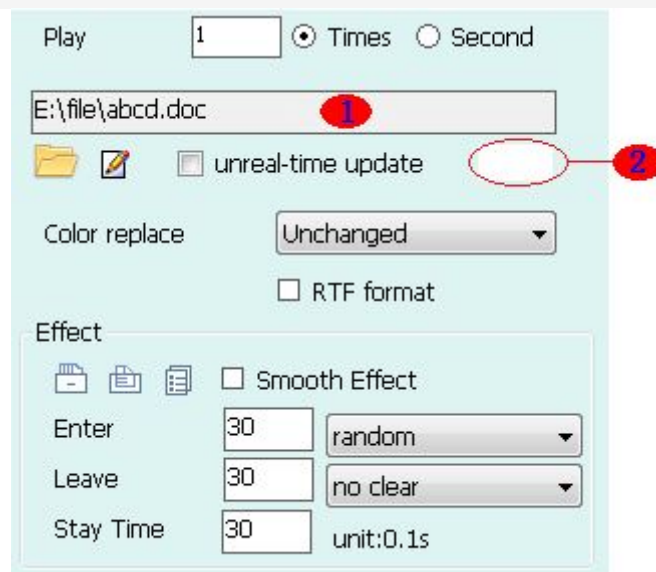




Figure 5.10

1 Shows the word document's path, name and ect.

Add File

Click  , change the background color of current document.

Click “select file” button  , choose the new word document to replace the current document.

Click “edit” button  , open the current word document, check or edit the content .If re-edit the content, have to save the file after edit. After you finish editing the text, the playback window still displays the original content if does not save the document.

Color Replacement "no change, black to white, exchange black and white, inverse color, shown in Figure 5.11



Figure 5.11

5.3.3 Excel file

Figure 5.12 Add Excel file properties, you can set the play time or color replacement, paging, set stunt. Please refer to Appendix 2 stunt instructions.

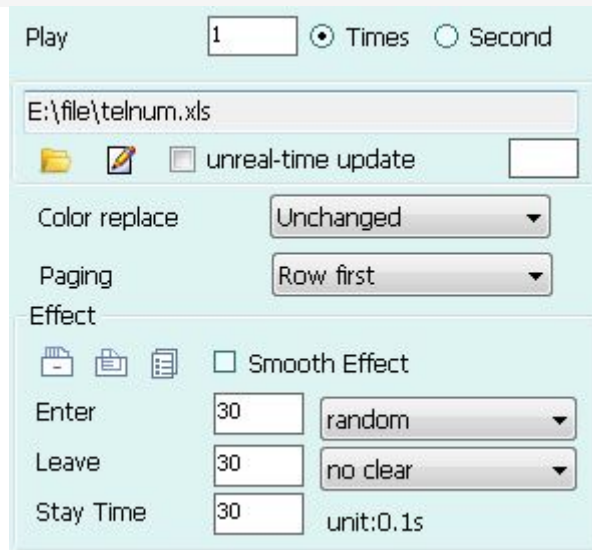


Figure 5.12

Paging have “single page、column first、row first” 3 effects, as shown in figure 5.13

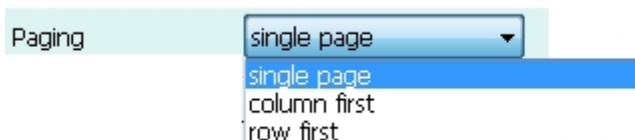


Figure 5.13

5.3.4 PPT file

Add File

Figure 5.14 add PPT file properties, you can set the play time or color replacement, paging, stunt, function same with 5.3.3Excel file.

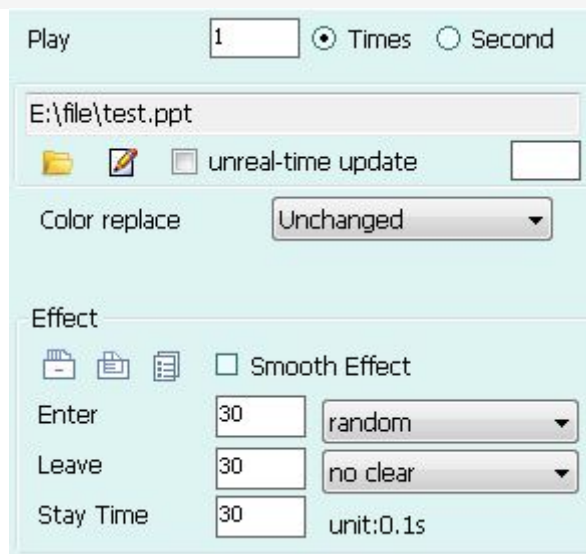


Figure 5.14

5.3.5 Multi-media file

Figure 5.15 is to add video files properties; you can set the Duration, publish quality, and select video reverse.

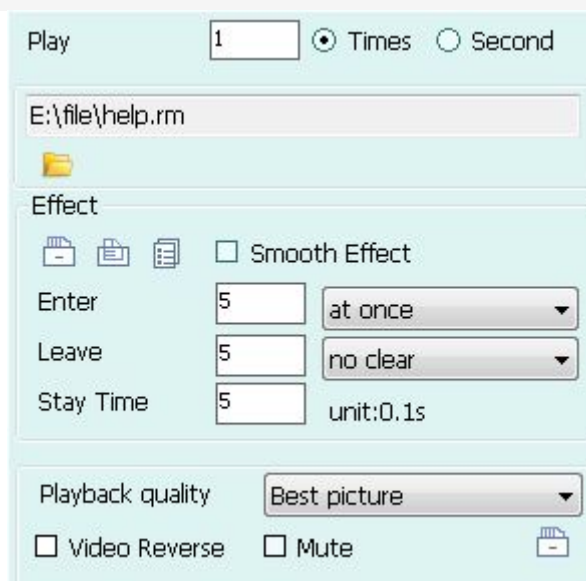


Figure 5.15

Playback quality: Send the video to the LED display convert to avi format.

video reverse :Tick“video reverse”, Playback window to display the video content flipped 180 °; Does not tick, play the video in the window to normal playback. Figure 5.16 (Note: reverse video playback window, the video on the LED displays is flipped.)

Add File



Figure 5.16

Figure 5.17 add MP3 properties that playback times can be set.

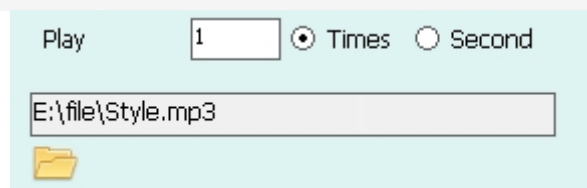


Figure 5.17

5.3.6 Picture file

Figure 5.18 add picture file properties that the effect / times can be set.

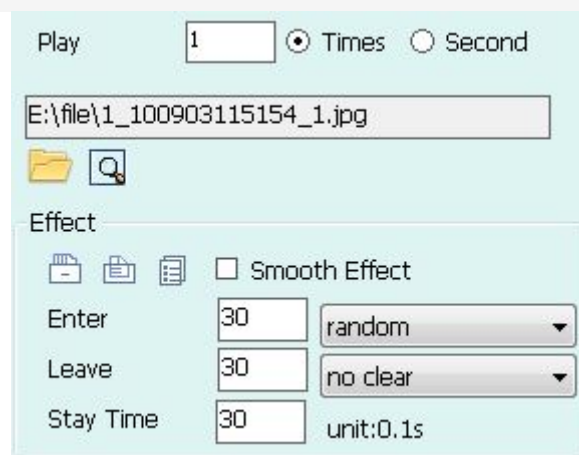




Figure 5.18

Click “check” button , check the picture, as shown in figure 5.19 click , close the picture.

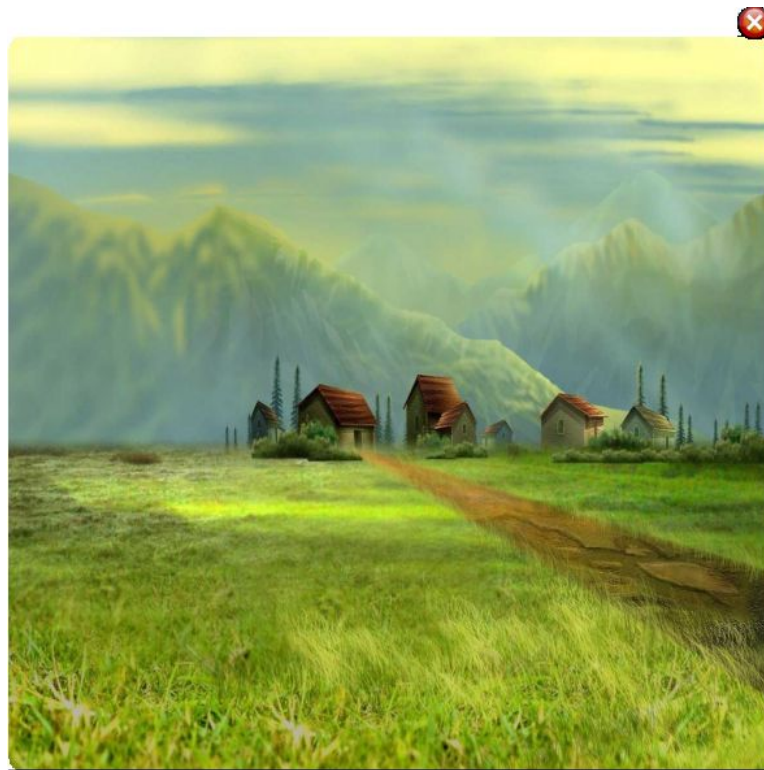


Figure 5.19

Chapter 6 RTF (Rich text)

RTF is the abbreviation for Rich Text format, which means multi-text Figure at. This is a file like DOC format (Word document), good compatibility, use Windows "Accessories" WordPad can open and edit it, save name suffix *. rtf.

Universal compatibility is the most important feature of the RTF. Many software are able to recognize the file format, such as Word, WPS Office, Excel can open Rich Text format (RTF) files.

The RTF (rich text) you can add any number of RTF files, add support for local RTF file and create RTF files.

RTF file editor shown in Figure 6.1:

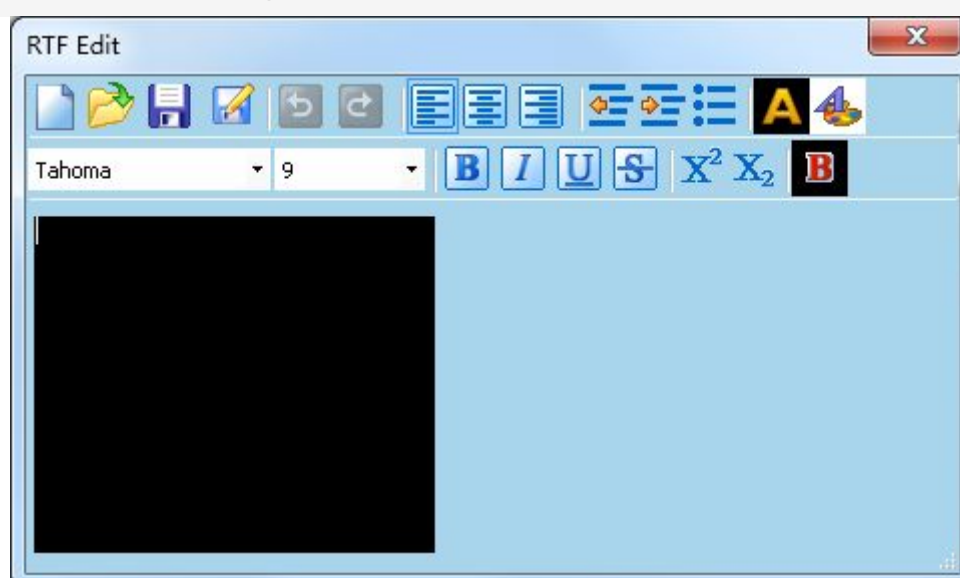























Figure 6.1

Tool bar:


button	name	function
	clear	Clear file content
	open	Open local file to re-edit
	save	Save current file
	Save as	Save as other file
	revocation	Back to up step
	recover	Back to next step
	Align left	Left justify the selected content

RTF(Rich Text)

	Middle	Middle justify the selected content
	Align right	Right justify the selected content
	Reduce indent	Right indent the selected content
	Increase indent	Left indent the selected content
	Bullets	Add bullets
<input type="text" value="Tahoma"/>	font	Select the font
<input type="text" value="9"/>	Font size	Select the font size
	Bold	Bold the selected words
	Lean	Lean the selected words
	Underline	Add the underline of selected words
	Strikeout	Strikeout the selected words
	Subscript	Add subscript of selected words
	Superscript	Add superscript of selected words
	Background color	Change the background color
	Font color	Change the font color
	Font background color	Change the font background color

Form 6.1 RTF edit tool bar

6.1 Add RTF Window

Click add new window button  -> RTF (colored text), add a new RTF text window, the window properties shown in Figure 6.2:

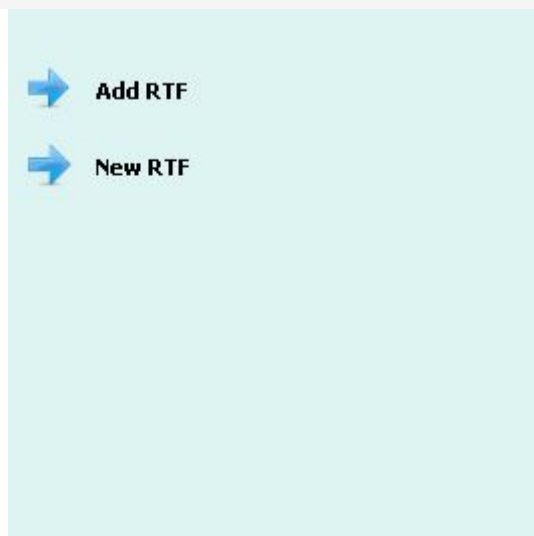


Figure 6.2

6.2 Add Local RTF File

Click “add RTF file”, pop out the open window(figure 6.3),

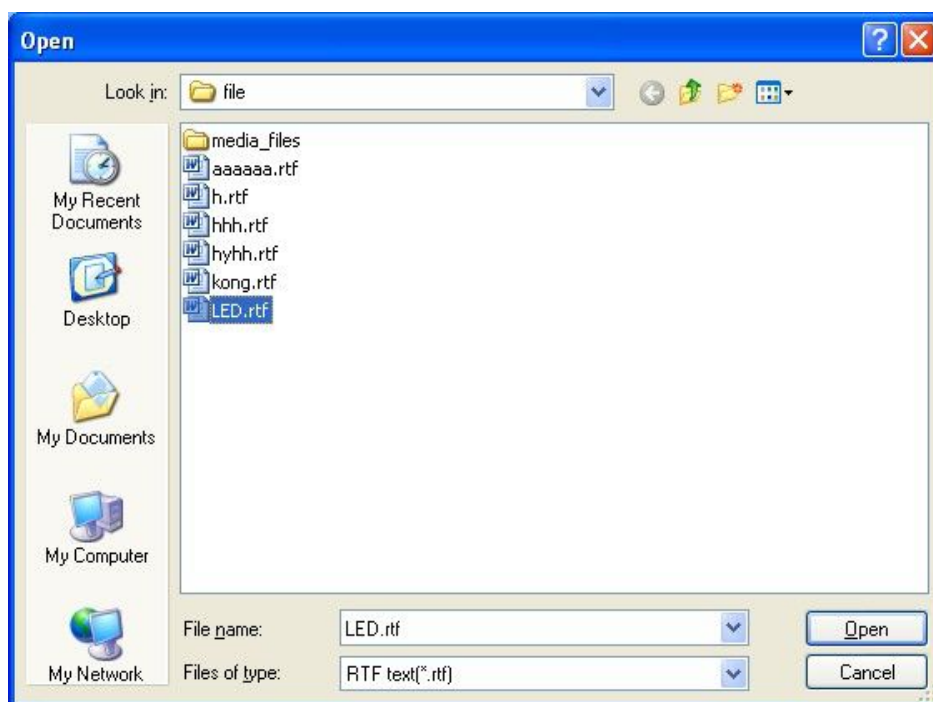


Figure 6.3

Select the file; click the "Open" button, RTF color file properties becomes Figure 6.4:

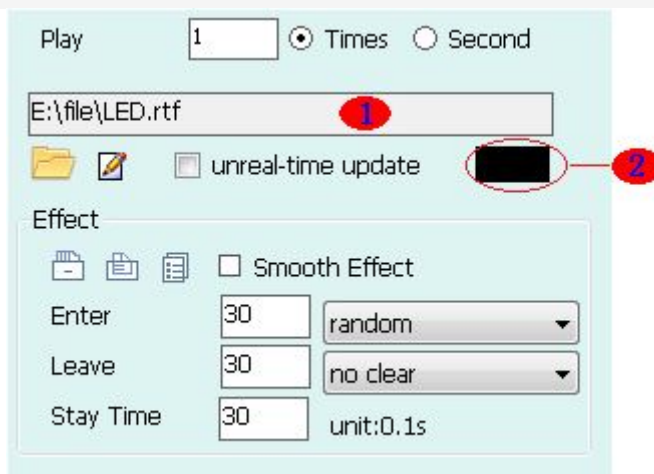




Figure 6.4

1 Shows the RTF file path, name and ect.

Click **2**, revise the background color of the current file, the same as **B**.

Set stunt refer to Appendix 2 – stunt instructions.

Click "select File" button , select the RTF file to replace the current file.

Click on the "edit" button , pop-out file editing dialog box, shown in Figure 6.5, you can view or re-edit the contents of the file.

RTF(Rich Text)

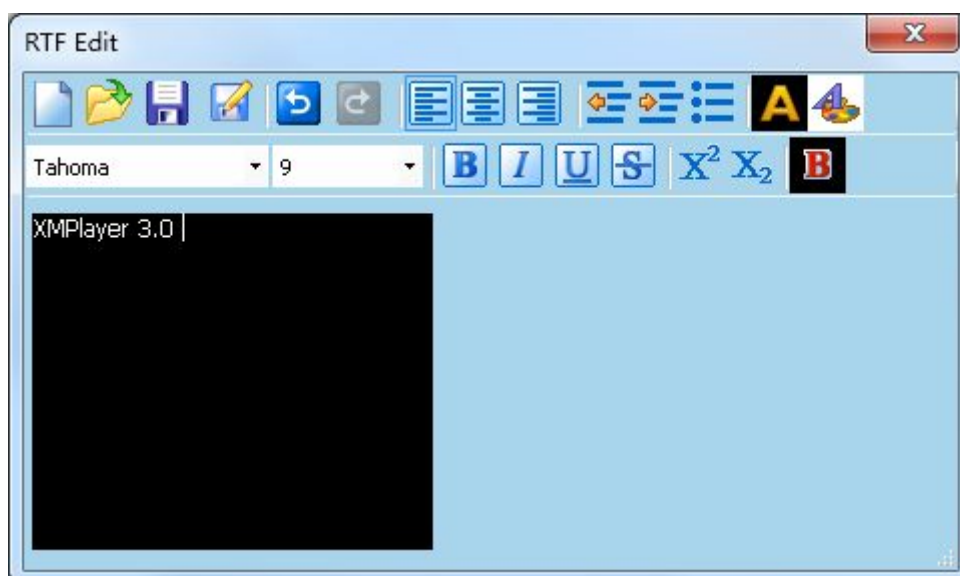



Figure 6.5

Click on the "Save" button  to save the contents of edited file.

6.3 Create RTF File

Click on "Create the RTF file, pop out the edit dialog, as shown in figure 6.6, edit the RTF file.

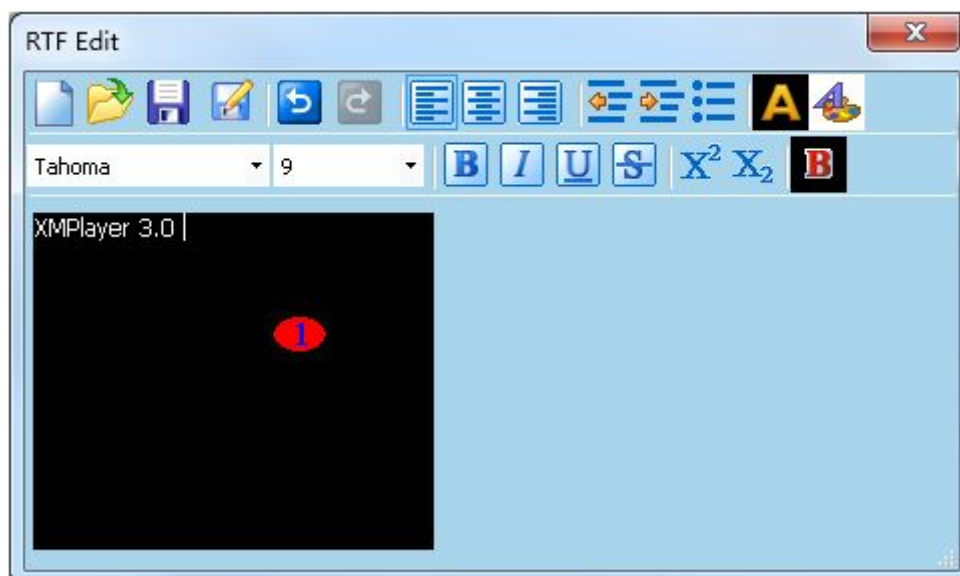




Figure 6.6

Edit the contents of the file in , click the "Save" button  after editing, pop-out Save As dialog box, shown in Figure 6.7, enter the file name, and click Save to save the file locally.

RTF(Rich Text)

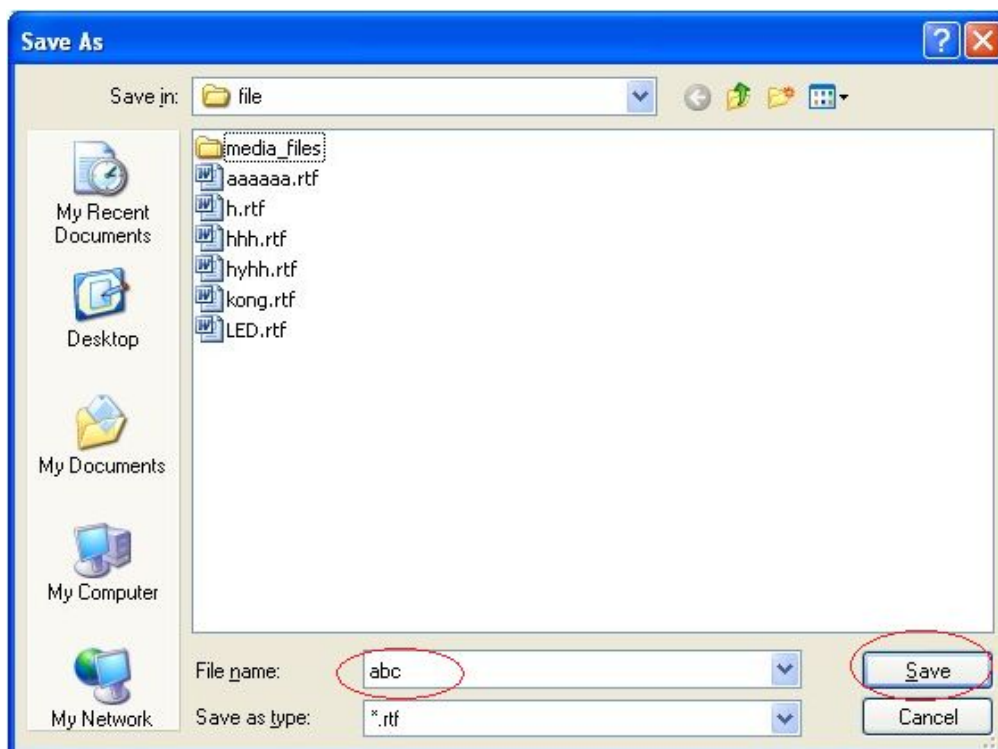



Figure 6.7

Click “close” button  means doesn't save the file , Automatically generated file name stored in the installation directory's rtf folder, as shown in Figure 6.8:

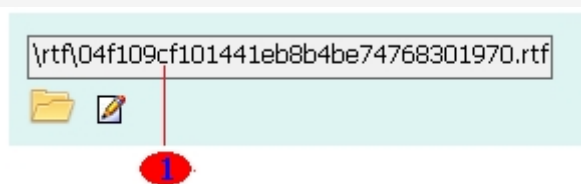


Figure 6.8

 Shows the path, automatically generated file name

Chapter 7 Add Table

There are two ways to form a table: one is using the software that comes with a new table , the other is to open saved locally dtbl form .

The table windows can add any number of forms, broadcast programs in chronological order.

The software comes with the table editor in Figure 7.1:

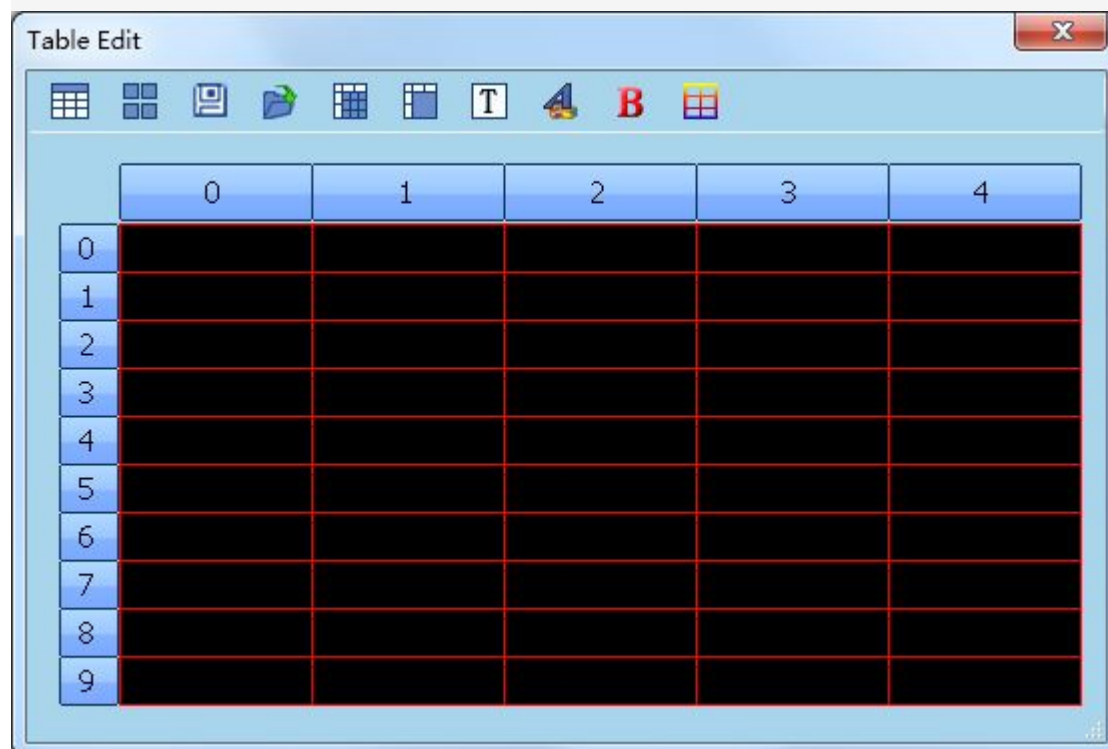











Figure 7.1

Tool bar:

Button	Name	Function
	Table property	Setting Table properties
	Cell property	Setting cell properties
	Save	Save table to local
	Open	Open the local table
	Split cells	Split columns or rows
	Merge cells	Merge columns or rows
	Font	Set font、 type、 size
	Font color	Set the edited font color
	Background color	Set the whole table background color

Add Table




Border color

Set the table's border color

Form 7.1 from edit toll bar

Table property

Click Table property button , pop out property dialog, as shown in figure 7.2, set columns, rows, default as 5 columns and 12 rows.

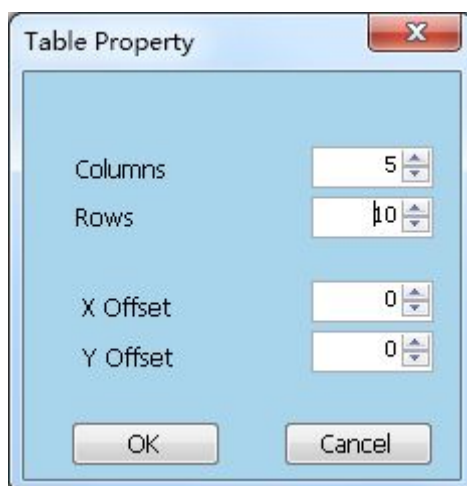



Figure 7.2

Table X Offset: the entire table to the right to move the distance set by fine-tuning button can also directly enter a value, the default is 0.

Table Y offset: the distance of the downward movement of the entire table, by fine-tuning button settings can also directly enter a number, the default is 0.

Cell property

click on the cell Properties button , the cell properties dialog box pops up, as shown in Figure 7.3, set the cell width (the default is 96 pixels), the cell high (the default is 24 pixels). (Note: the set of cell width and cell high taking into account the size of the window)

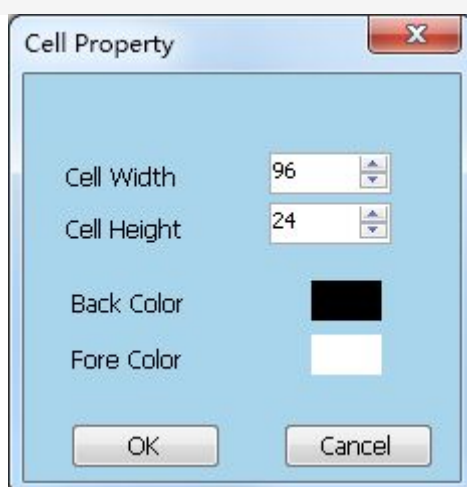


Figure 7.3

Add Table

Background Color: set the background color of the cell, the default is black.

Font color: set the cell to insert the text color, default is white.

Merge cells

Select the merge cells, click  to merge, as shown in figure 7.4:

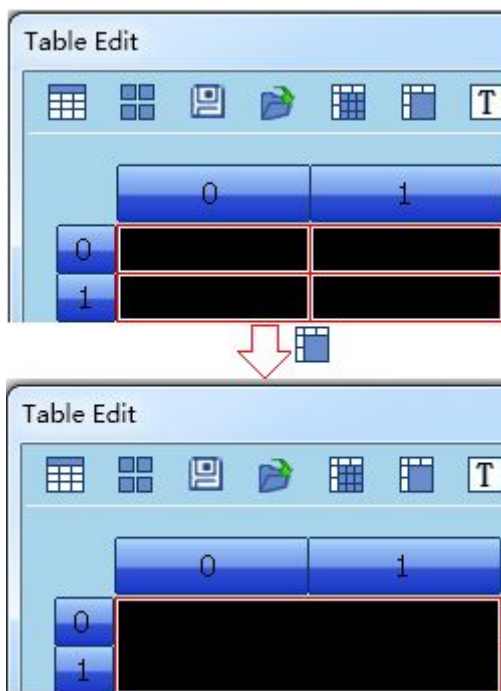
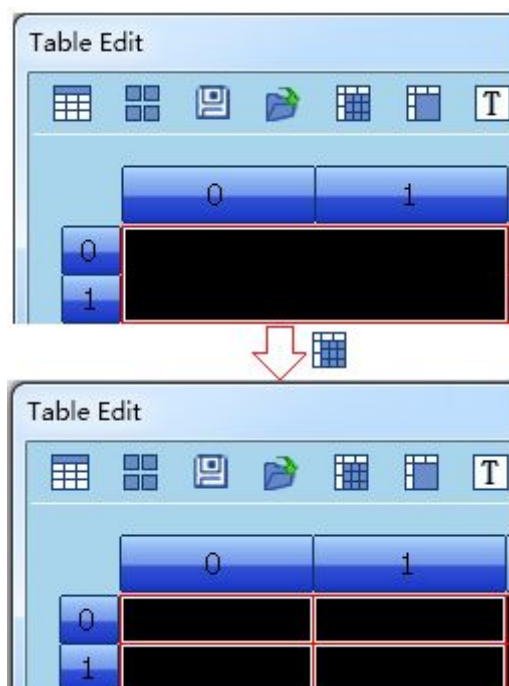


Figure 7.4

Split cells


Select the split cells, click  to split, as shown in figure 7.5:



Add Table

Figure 7.5

7.1 Add Table Window

Click “add new” button —>table, add a new Table window, property shown in figure 7.6

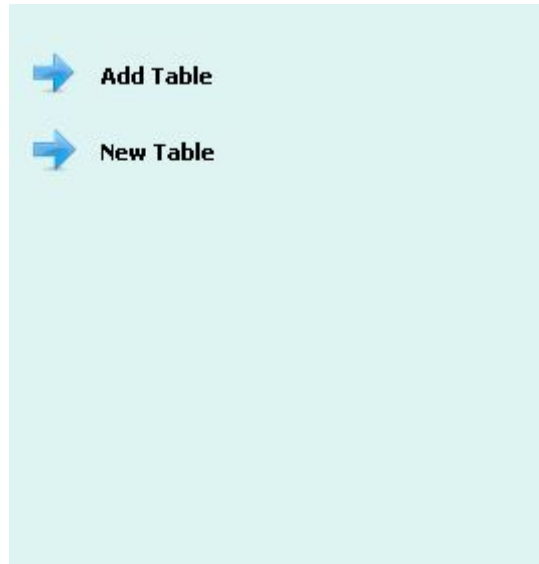
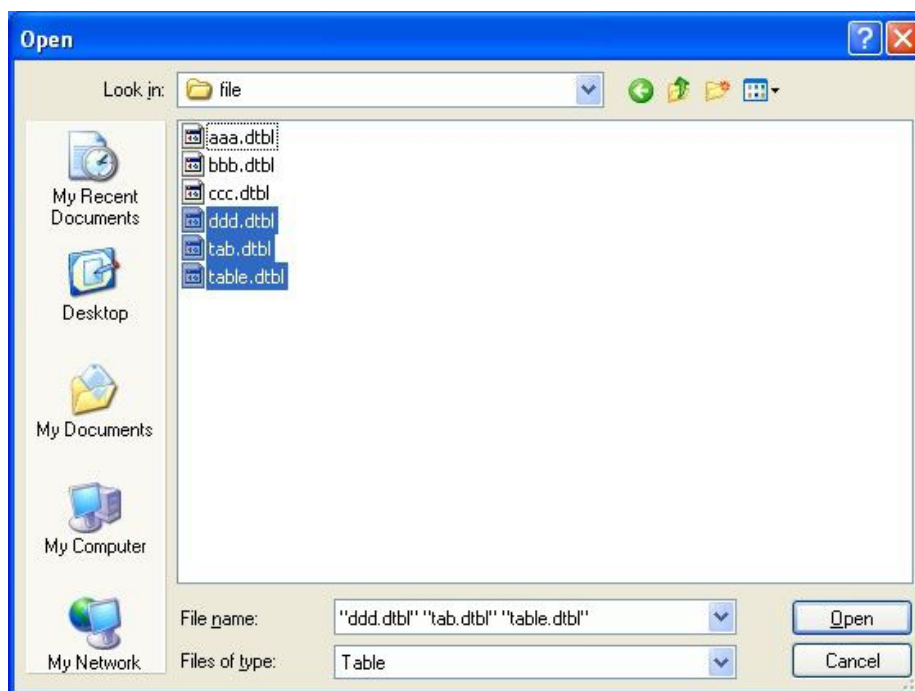


Figure 7.6

7.2 Add Local Table

Click “add table”, pop out open dialog(Figure 7.7,



Add Table

Figure 7.7

Select the table. click the "Open" button, the table window properties in Figure 7.8 play times can be set.

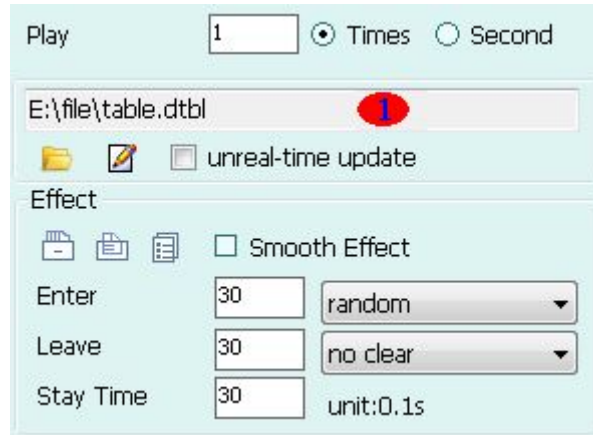




Figure 7.8

1 Shows the table path, name.

Click "Choose File" button , and select a table to replace the current spreadsheet file. Click on the "edit" button , pop out Edit Table dialog box, shown in Figure 7.9 you can view the contents or re-edit the contents of the table.

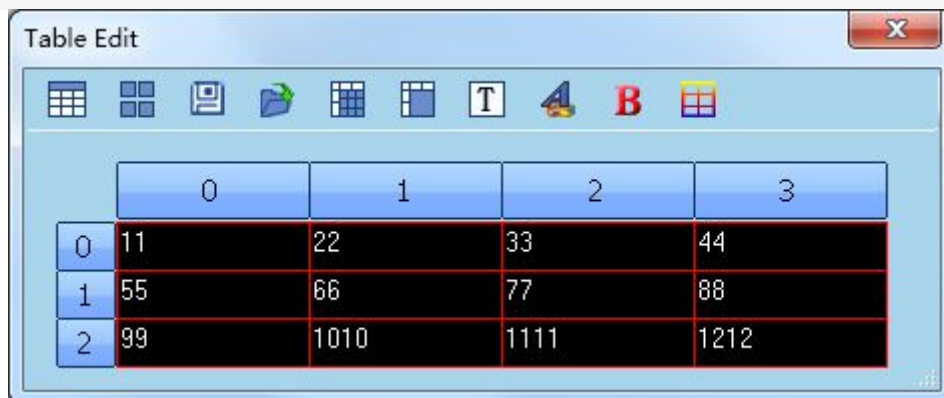



Figure 7.9

Click the Save button  to save the table after editing. If you do not save the table, click the Close button then shows before editing table.

7.3 New Table

Click “create and add table ”, pop out the Edit Table dialog, as shown in figure 7.10

Add Table

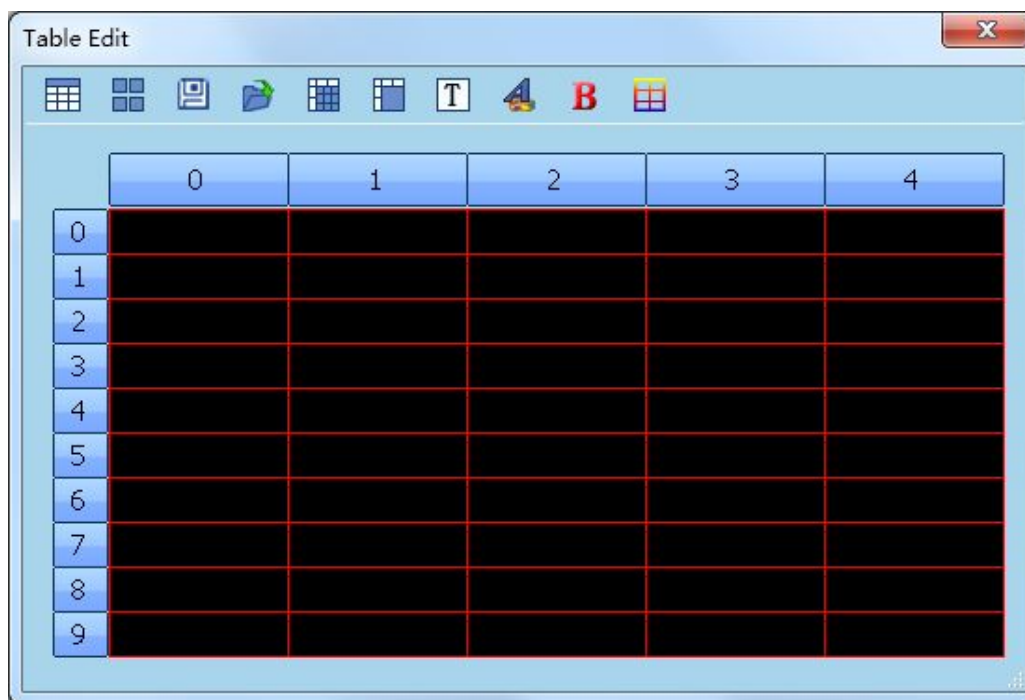



Figure 7.10

First, according to the need set the table rows and columns. For example, requires a four columns and three rows table.

Click the Table properties button  pop up the Table Properties dialog box, set the number of columns and rows of the table, as shown in Figure 7.11

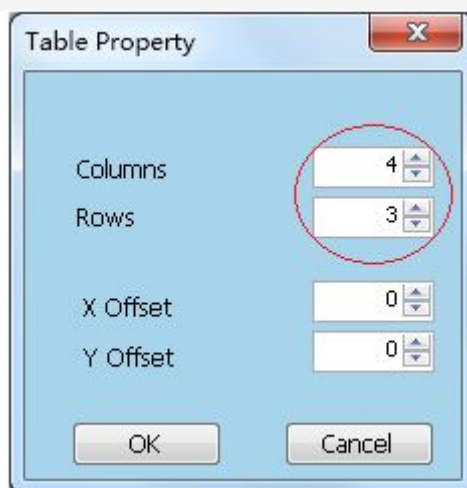


Figure 7.11

Click "OK" after setting, table editing changes to Figure 7.12

Add Table

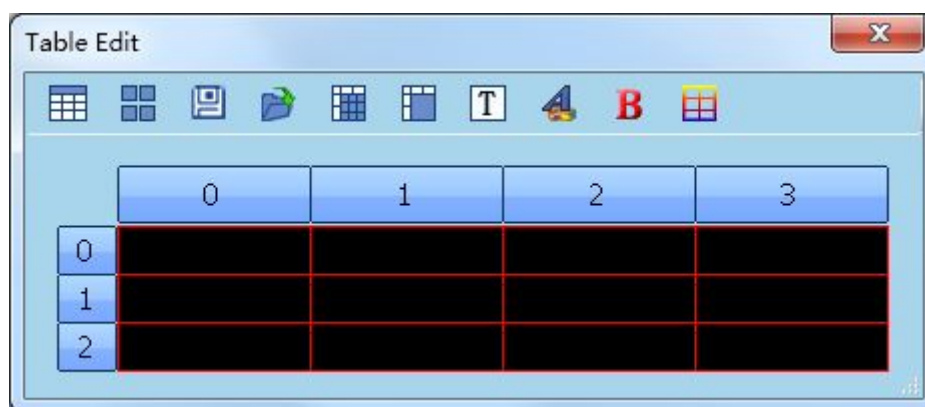


Figure 7.12

Second, edit the contents of the table.

Input cell, and then use the toolbar buttons to set the font, color, and so on, as shown in Figure 7.13

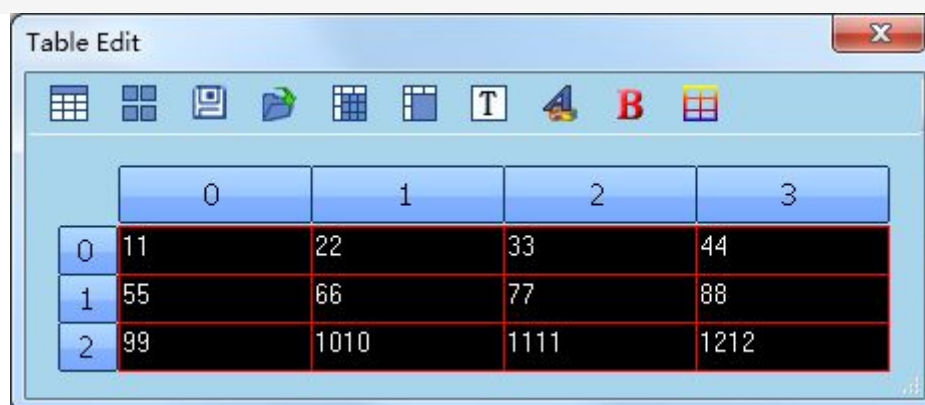




Figure 7.13

Table editing is complete, click the "Save" button  to pop up the Save As dialog box, enter the table name, click "Save" to save the table locally.

Click close button  after save the table, the new forms automatically open and the Table Properties interface becomes Figure 7.14

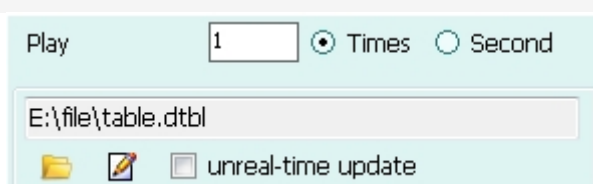
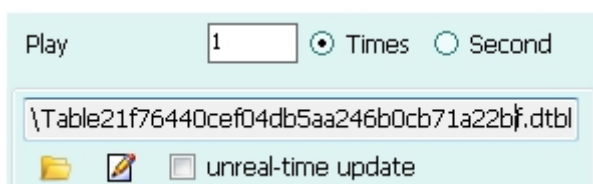



Figure 7.14


If close without save, the table will save under temp folder and generate the name automatically.



Add Table

Figure 7.15

Click “select file” button , pop out open window, choose one table to replace current table

Click “edit” button  to re-edit the content of the table . Don't forget to save after editing.

Chapter 8 Asynchronous Server and Terminal Setting

Terminal is LED screen in the asynchronous system, including asynchronous control system, computer, industrial computer, as well as large-screen devices, collectively as the terminal.

8.1 Terminal Setting

8.1.1 Search terminal

If is often run the system, the terminal is generally set, select the menu bar setup -> S/C setting to open the dialogue box.

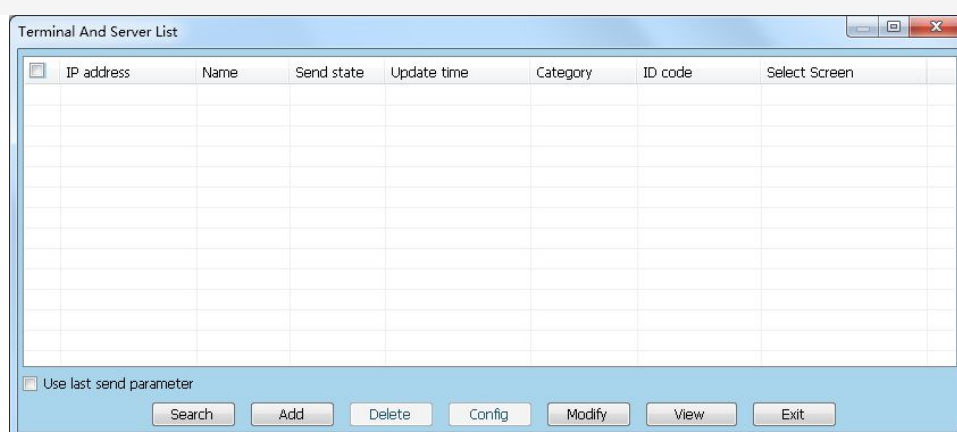


Figure 8.1

Click “search” button, searching online terminal equipment, Figure 8.4 displays the number of terminal equipments after the search is completed,

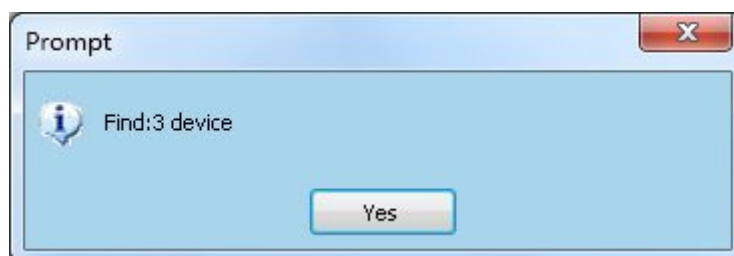


Figure 8.2

Click OK, the terminal equipment is displayed in the list.

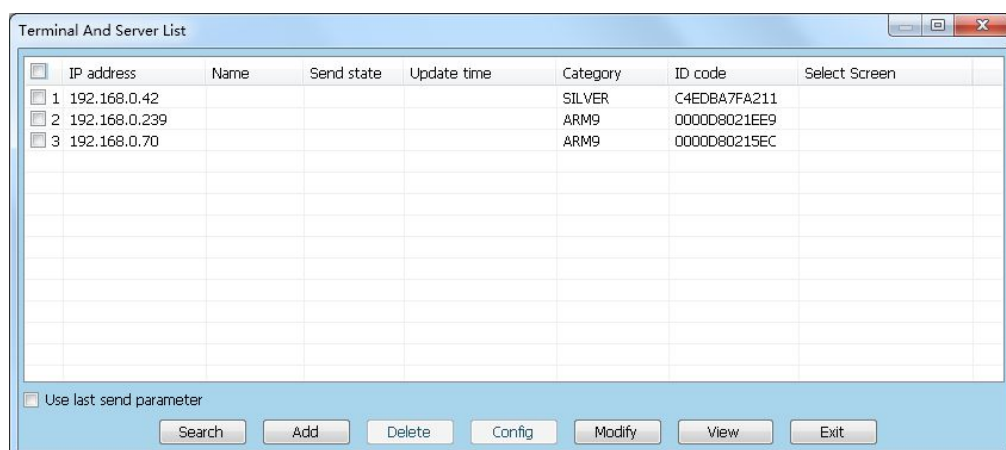


Figure 8.3

8.1.2 Add terminal

Terminal can search for, and generally do not need to add, so only add the server. Click the "Add" button to pop-out add the asynchronous the terminal dialog box (Figure 8.4).

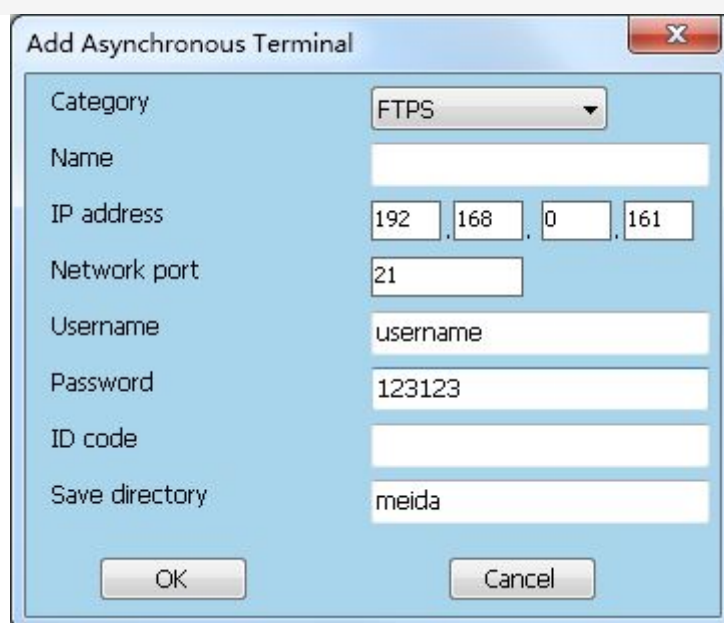


Figure 8.4

Category: FTPS

Name: Enter a name used to distinguish among the terminals

IP address: Server IP address

Network port: default as 21 (other terminal is 19800)

User name: Login server's user name, can't be empty.

Password: Login server's password, can't be empty.

ID code: normally don't fill, own search terminal.

Save directory: Send the program to the directory (to create a new file folder on the

Asyn Server and Terminal Setting

server for convenience).

Click "OK" to set up as shown in Figure 8.4 the server (Figure 8.5 is displayed in the list).

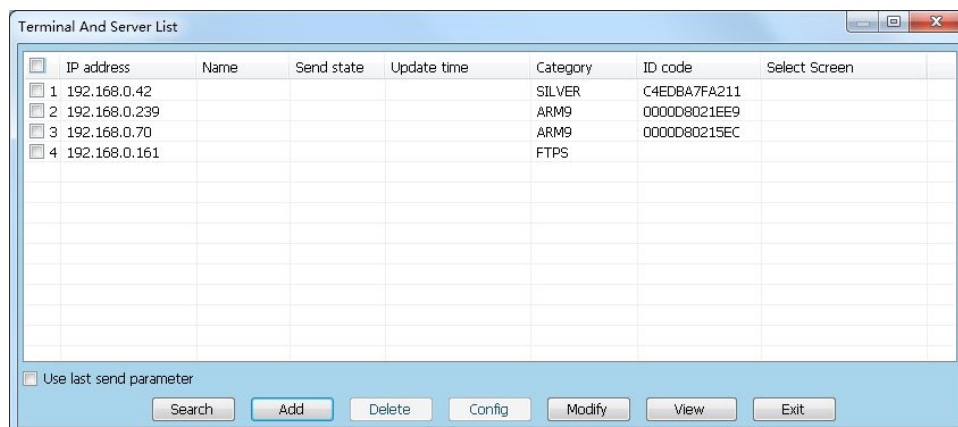


Figure 8.5

8.1.3 Delete terminal

Can delete one or more terminals at the same time.

Select the terminal, as shown in figure 8.6

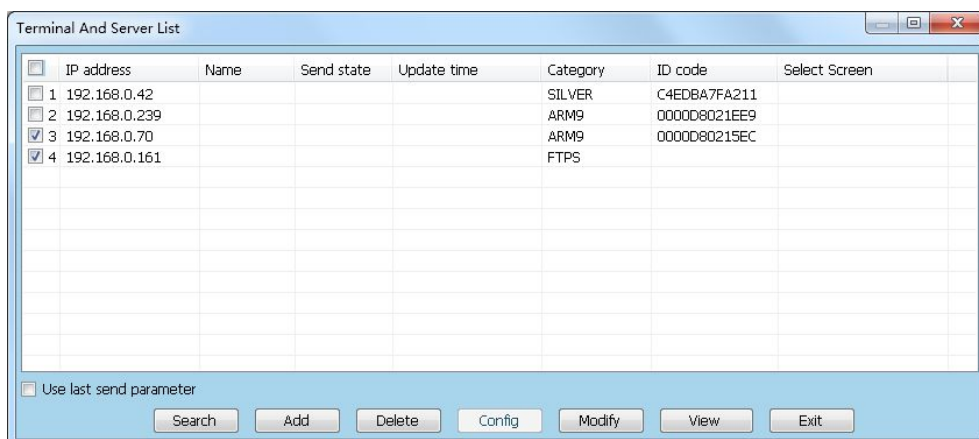


Figure 8.6

Click on the "delete" button, pop-up Figure 8.7 click 'yes' delete the selected terminal, and click "No" to cancel the delete operation.

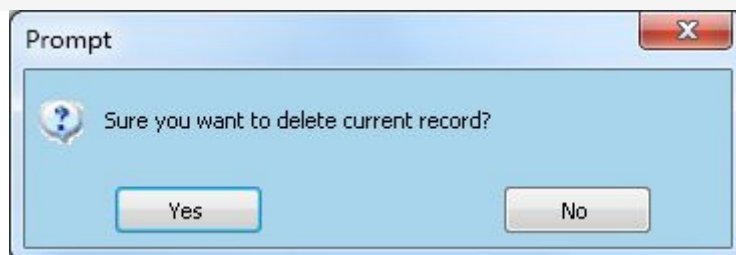
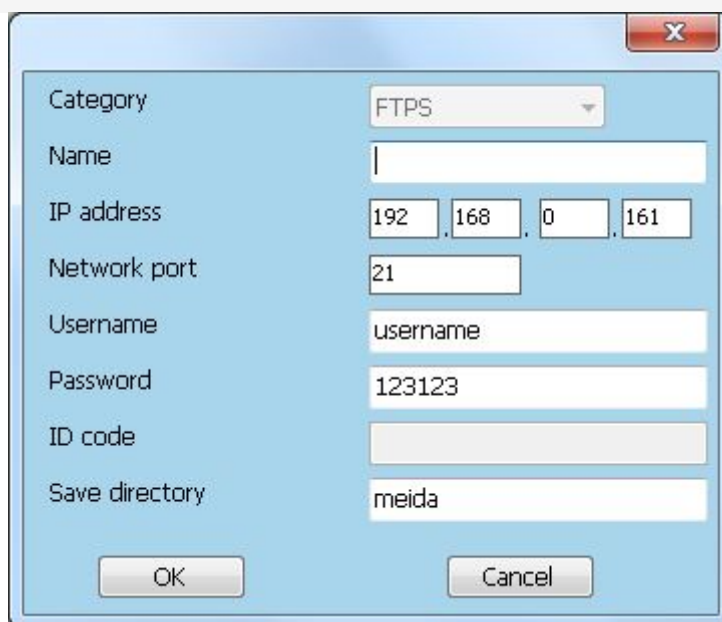


Figure 8.7

8.1.4 Revise terminal

Asyn Server and Terminal Setting

If the selected terminal server (FTP), you can modify the FTP information. Click the revise button, pop-out Host information dialog box, as shown in Figure 8.8 the category can not be modified, the other can be re-set.



A dialog box titled "Host information" with a close button (X) in the top right corner. It contains the following fields:

- Category: FTPS (dropdown menu)
- Name: (empty text box)
- IP address: 192, 168, 0, 161 (four separate input boxes)
- Network port: 21 (text box)
- Username: username (text box)
- Password: 123123 (text box)
- ID code: (empty text box)
- Save directory: meida (text box)

At the bottom, there are "OK" and "Cancel" buttons.

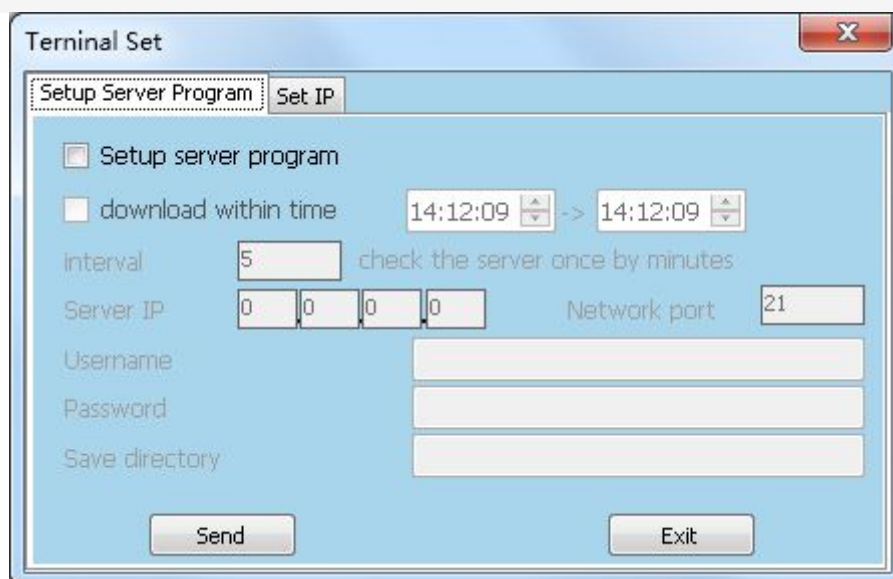
Figure 8.8

8.1.5 Setting terminal

If selected terminal is ARM9, then you can set the ARM9.

The new system can be more than one ARM9 terminals ARM9. For convenience, you can set the ARM9 and sent to the server or on the company's website, when ARM9 detected refresh program on the server or website, it will updates directly from the server or website, then download and play.

Selected ARM9, click on the "Setup" button, pop out terminal settings dialog box (Figure 8.9



A dialog box titled "Terminal Set" with a close button (X) in the top right corner. It has two tabs: "Setup Server Program" (selected) and "Set IP".

Under the "Setup Server Program" tab, there are the following options and fields:

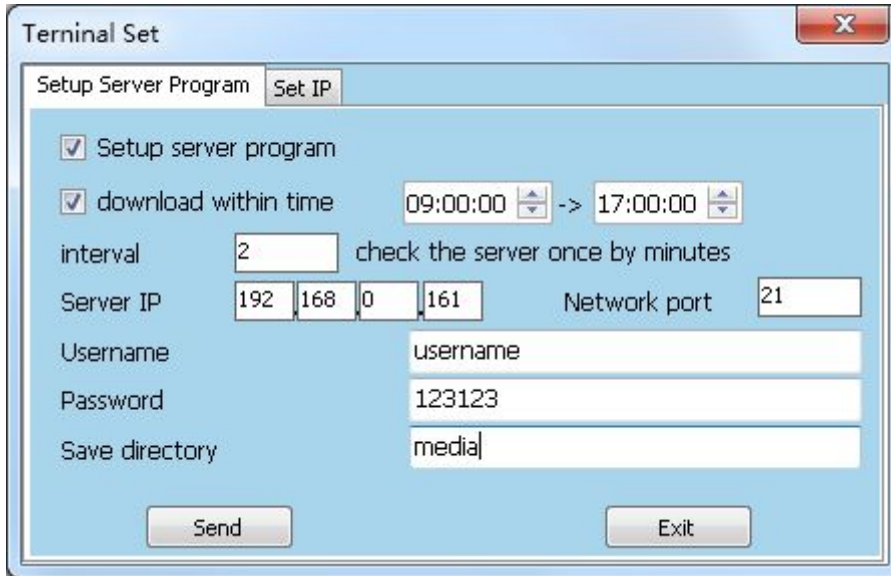
- Setup server program
- download within time: 14:12:09 -> 14:12:09 (two time pickers)
- interval: 5 (text box) check the server once by minutes
- Server IP: 0, 0, 0, 0 (four separate input boxes) Network port: 21 (text box)
- Username: (empty text box)
- Password: (empty text box)
- Save directory: (empty text box)

At the bottom, there are "Send" and "Exit" buttons.

Figure 8.9

The terminal settings include setting server program, the brightness and the port, Set IP three parts, each part is not all necessary to be set, according to the need to set up the various parts.

8.1.5.1 Setup server program



The screenshot shows a window titled "Terminal Set" with two tabs: "Setup Server Program" (selected) and "Set IP". Under "Setup Server Program", there are several options and input fields:

- Setup server program
- download within time, with a time range of 09:00:00 to 17:00:00.
- interval: 2, with the text "check the server once by minutes".
- Server IP: 192.168.0.161
- Network port: 21
- Username: username
- Password: 123123
- Save directory: media

At the bottom of the window, there are two buttons: "Send" and "Exit".

Figure 8.10

"Downloaded between" tick can set ARM9 downloaded program period from the server, do not tick default as all day.

Interval according program and input default as 5 minutes to download and can be modified by fine-tuning button.

Server IP: Use to download IP address from program server.

Network port: default as 21;

User name: Login server's user name, can't be empty

Password: Login server's password, can't be empty.

Directory: Use to download program directory.

After set up as shown in Figure 8.13, click the "Send", every day between 09:00:00 to 17:00:00 ARM9 will go to the IP address of 192.168.0.161 server under the media folder view program for updates every two minutes if sent successfully, updates all downloaded to the local, and then broadcast according to the time set.

Each ARM9 set to download the program that sent to the server from the same server.

Each the ARM9 will go to the server to download program every 2 minutes, if you download the cycle program, stop playing the current program, and just download the

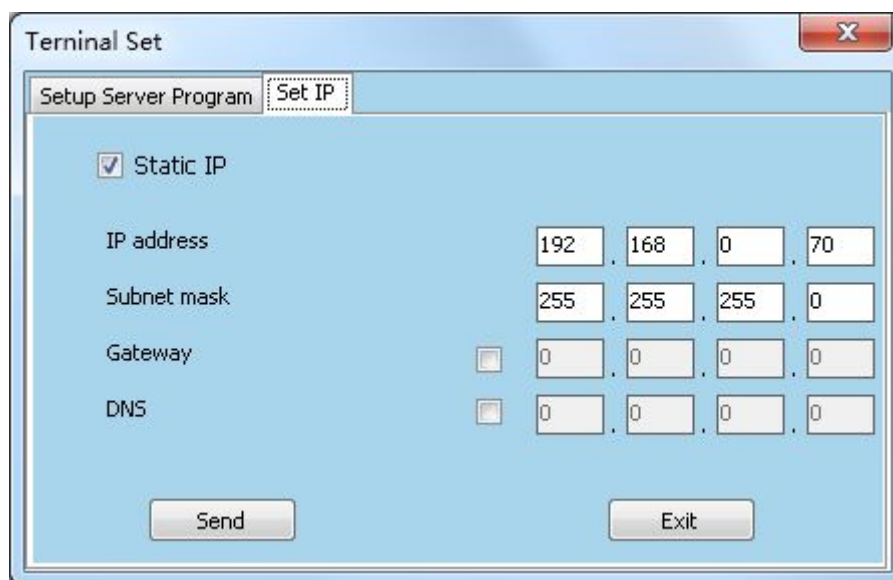
Asyn Server and Terminal Setting

program to start playing. If the download is a schedule program, the playback schedule program according to the timing set.

8. 1. 5. 2 Setting IP

IP address have static IP and dynamic IP.

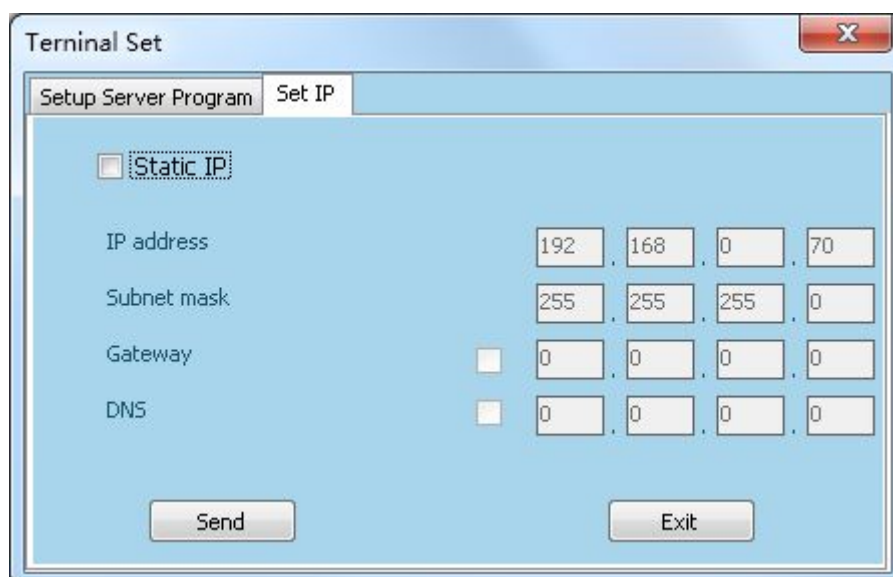
Static IP as shown in figure8.11 revise the IP and click send, display automatic restart and IP address changed.



The screenshot shows a window titled "Terminal Set" with a close button (X) in the top right corner. The window has two tabs: "Setup Server Program" and "Set IP", with "Set IP" being the active tab. Inside the window, there is a checked checkbox labeled "Static IP". Below this, there are four rows of input fields: "IP address" with values 192, 168, 0, 70; "Subnet mask" with values 255, 255, 255, 0; "Gateway" with a checkbox and values 0, 0, 0, 0; and "DNS" with a checkbox and values 0, 0, 0, 0. At the bottom of the window, there are two buttons: "Send" and "Exit".

Figure 8.11

Not tick the static IP address then change to dynamic IP, as shown in figure 8.12 click send.



The screenshot shows the same "Terminal Set" window as in Figure 8.11, but with the "Static IP" checkbox unchecked. The "Set IP" tab is still active. The input fields for IP address (192, 168, 0, 70), Subnet mask (255, 255, 255, 0), Gateway (checkbox, 0, 0, 0, 0), and DNS (checkbox, 0, 0, 0, 0) remain the same. The "Send" and "Exit" buttons are also present at the bottom.

Figure 8.12

8.2 Displays and Sending

The broadcast program sent to the LED large screen immediately play, if then continue to play the original program after finished program.

Send program will send the program to the big screen, replacing the program is playing.

Sending the program is similar to the operation, but does not support sent to the FTP while cycle program can be sent to an FTP.

8.2.1 Display current program

Display the current program is currently edited program is transmitted to a large screen.

Open display program, click on the menu bar of the file -> display current program, the pop-up servers and terminal list dialog box (Figure 8.13)

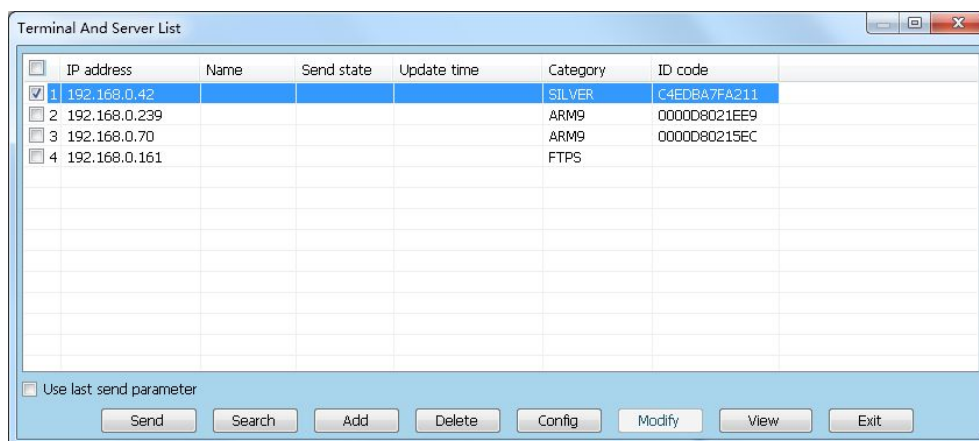


Figure 8.13

Choose ARM9, click “send”, pop out select storage type dialog box (Figure 8.14)

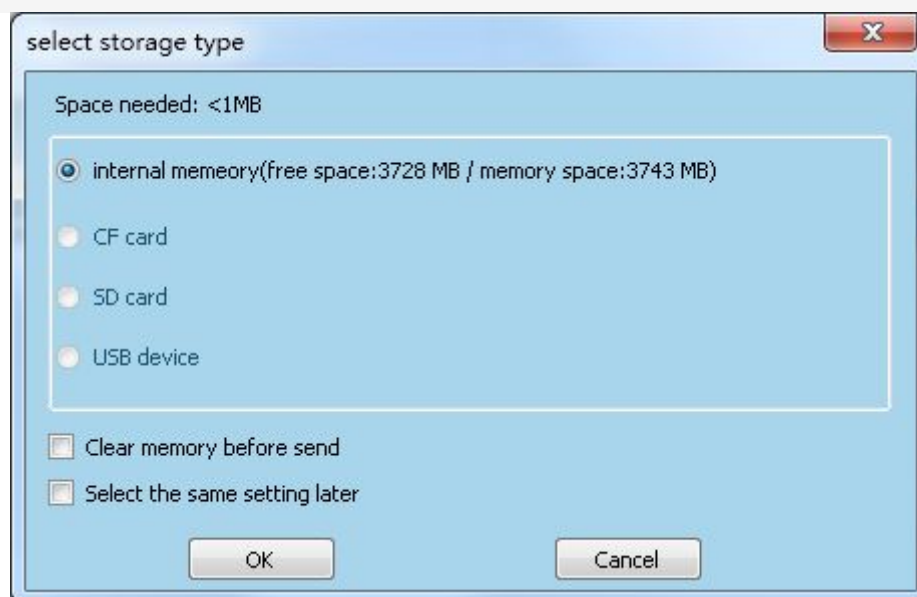


图 8.14

Asyn Server and Terminal Setting

Display program showing on the screen after send successfully, and then continue to display original program when finished.

Server and terminal list dialog box as show in figure 8.15after send successfully:

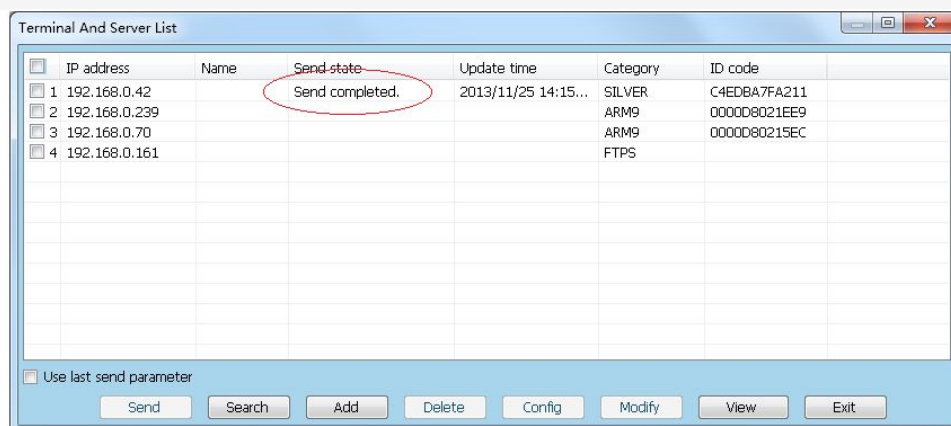


Figure 8.15

8.2.2 Send current program

Open the sending program, click file in the menu bar—>send current program,

8.2.3 Display local program

Click display in the menu bar—>display local program, pop out program management dialog (figure 8.16)

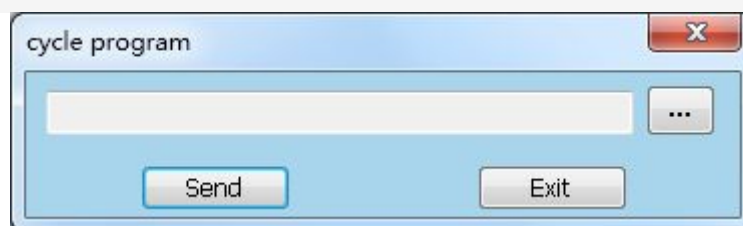



Figure 8.16

Click  button, pop out open dialog (figure 8.17) choose the display program, click “open” button.

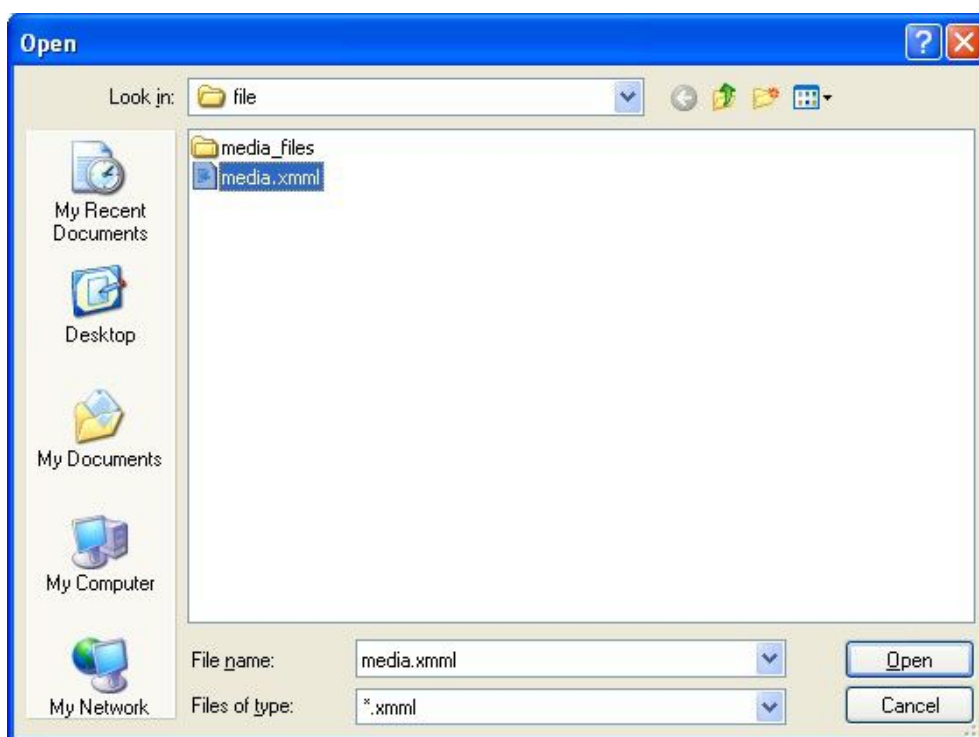


Figure 8.17

As figure 8.18 click “send” button, pop out server and terminal list dialog, choose the terminal and click send.

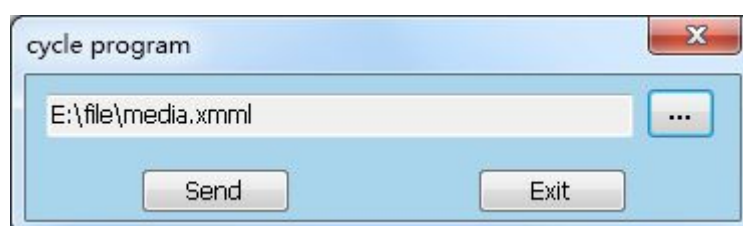



Figure 8.18

8.2.4 Send local program

Click file—>send local program

8.3 Sending Schedule Program

Click “setup”—> “schedule”, or click “schedule”  in the tool bar, pop out schedule dialog, time instruction setting refer to schedule asynchronous part of chapter 10.

Choose a schedule instruction, as shown in figure 8.19

Asyn Server and Terminal Setting

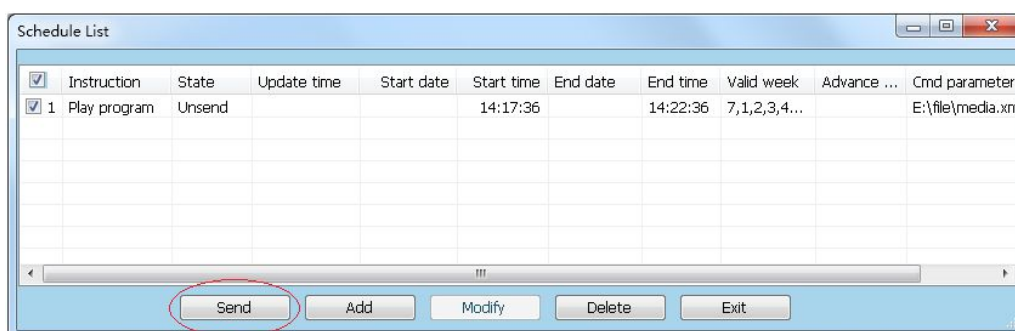


Figure 8.19

Click “send” button, pop out server and terminal list dialog as shown in figure 8.20

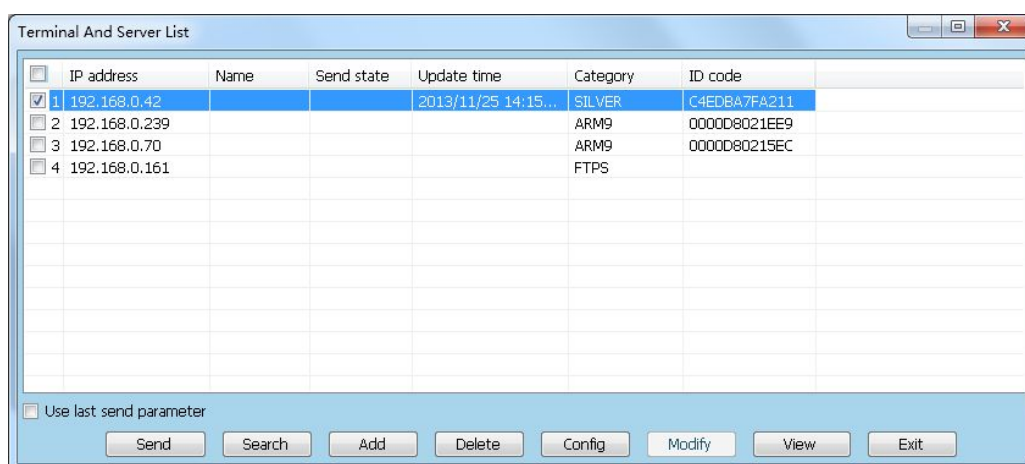


Figure 8.20

Select the ARM9 and click "Send". Reach the execution time immediately playback the timing program after sent successfully.

Select FTPS, click "send", the schedule program is sent to the server, all set terminal programs downloaded from the server when program update. And reach the play the timing program execution.

Chapter 9 Asynchronous Publishing

XMPlayer 3.1 provides the function that the users without network could use U disk to publish program. Users could publish the program to U disk and plug the U disk into ARM9 device, then power off and restart, the ARM9 device will copy the program into SD card automatically.

Operation steps:

Step one:

Click menu "File" → "publish", pop out the dialog, as figure 9.1:

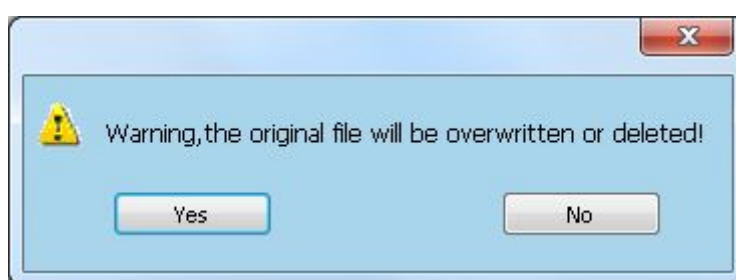


Figure 9.1

Click "Yes", it will pop out the dialog, as figure 9.2:



Figure 9.2

Select the specified folder and click ok, it will pop out the dialog box below.



Figure 9.3

Step two:

File publish: Select file publish, click “Yes”. After succeed, power off the ARM9. Then connect the U disk to the ARM9 and power on, it will play the program, unplug the U disk, it will stop playing.

NOTE: don't connect other storage devices while playing, or it probably plays other program first.

Zip publish (it could select encryption): select zip publish and click “Yes” ,



Figure 9.4

After published, power off the ARM9 . Then connect the U disk to the ARM9 and power on, it will check the program in the U disk and copy to the ARM9.

Zip publish with encryption: select zip publish with encryption, input the password, and click yes.



Figure 9.5

Asyn Publishing

NOTE: The password should be the same as the password in \nand\cfg\zippsw, otherwise it will not play the program

After succeed in publishing with encryption, power off the ARM9. Then connect the U disk to the ARM9 and power on, it will check automatically whether the password is the same as the password in the file (path:\nand\cfg\zippsw). If same, it will play, otherwise not.

Step3:

The program is published to the U disk, power off the ARM9. Then connect the U disk to the ARM9 and power on. It will copy the program to the SD card and play it after then.

Step4:


Unplug the U disk from ARM9.

Chapter 10 Schedule

XMPlayer3.1 has synchronization and asynchronous versions. The difference is the asynchronous timing instructions sent to the terminal and synchronous timing instruction is saved to the local

10.1 Sync Schedule

10.1.1 open schedule

Click “setup” → “schedule” , or click “schedule” button  on the tool bar , pop out ,figure 10.1:

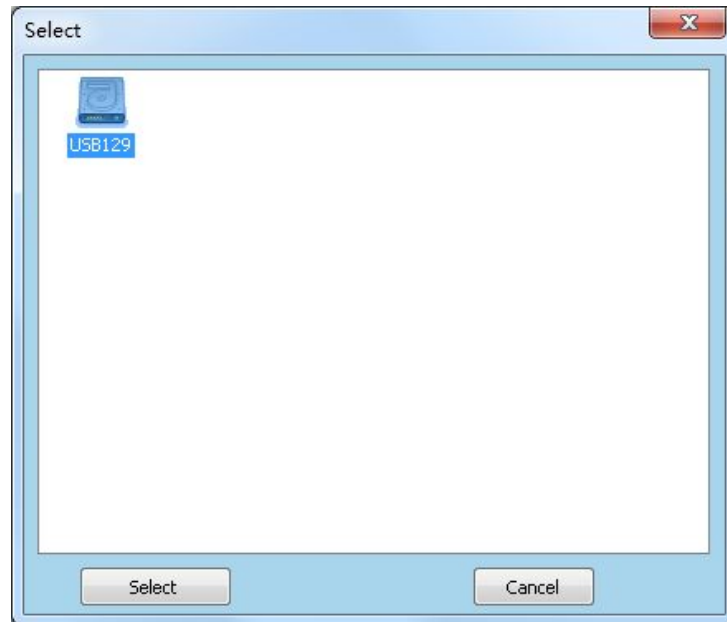


Figure 10.1

Select the device, the schedule list will pop out , as figure 10.2:

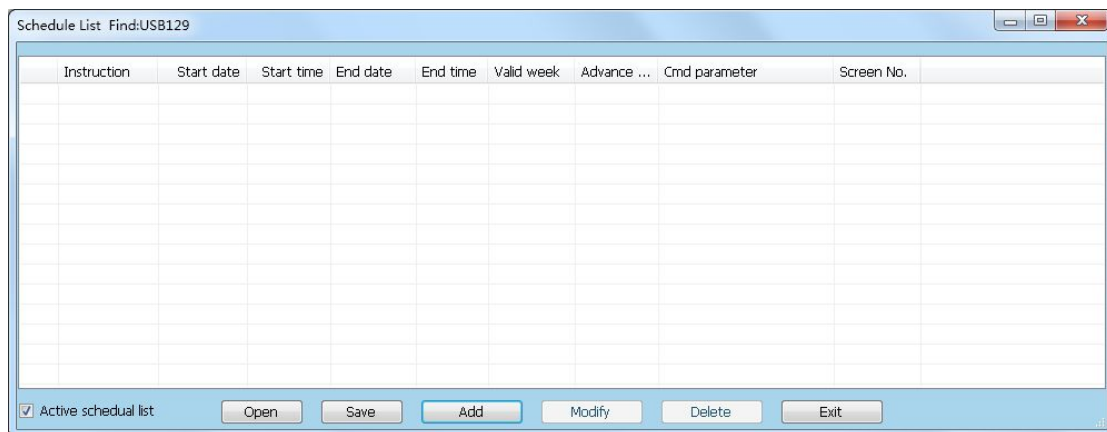


Figure 10.2

Schedule

Sync schedule has the function to save as local, you can open directly next time

10.1.2edit schedule

First step: Open schedule dialog

Click “add” button, pop out schedule setting dialog (figure 10.3):

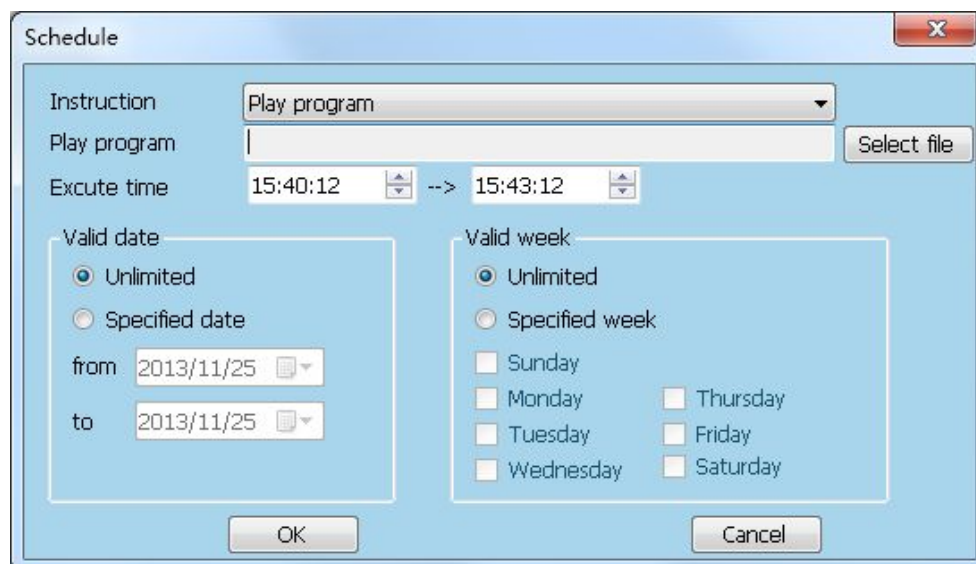


Figure 10.3

Step 2: Setting instruction content

Instruction: Select the instruction, default as play program.

Play program: click “select” button, pop out open dialog, choose the file, click “open”.

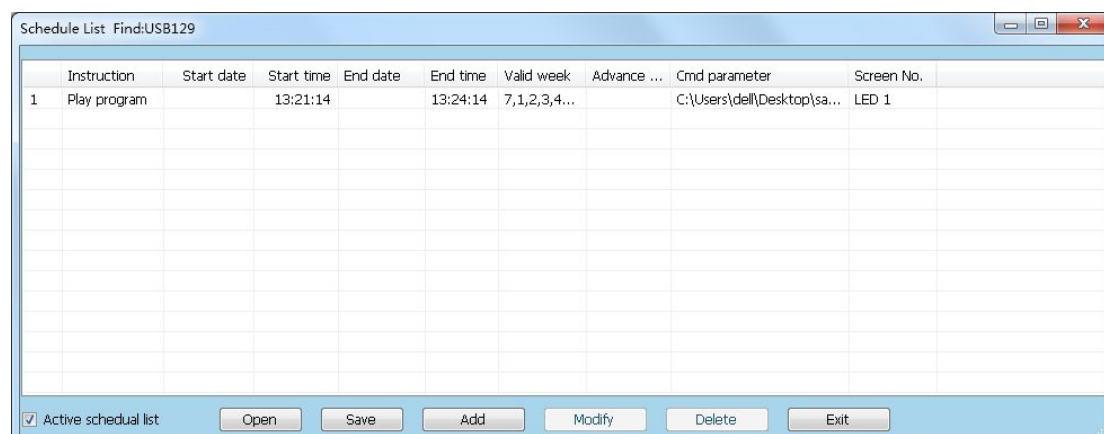
Execute time: Set start executes time.

Valid date: Set valid period of schedule.

Valid week: Set valid week of schedule.

Click “ok” to finish the schedule instruction.

As figure 10.4 already has one schedule in the list. If add more schedules just repeat that 3 steps.



Schedule


Figure 10.4

10.1.3 send schedule

Click “Active schedule list”, then Click exit.

10.2 Async Schedule

10.2.1 open schedule

Click “setup” → “schedule”, or click “schedule” button  on the tool bar, pop out schedule list dialog (figure 10.5):

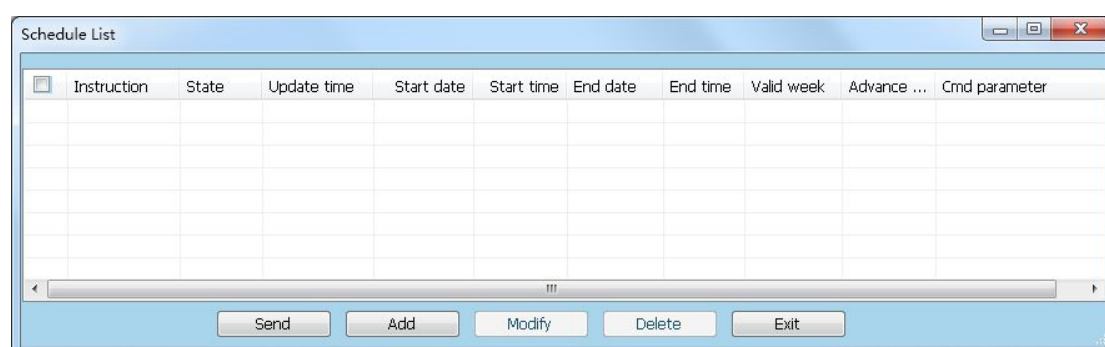


Figure 10.5

10.2.2 edit schedule

Step 1: open the schedule box.

click “add” button to open the schedule box(figure 10.6).

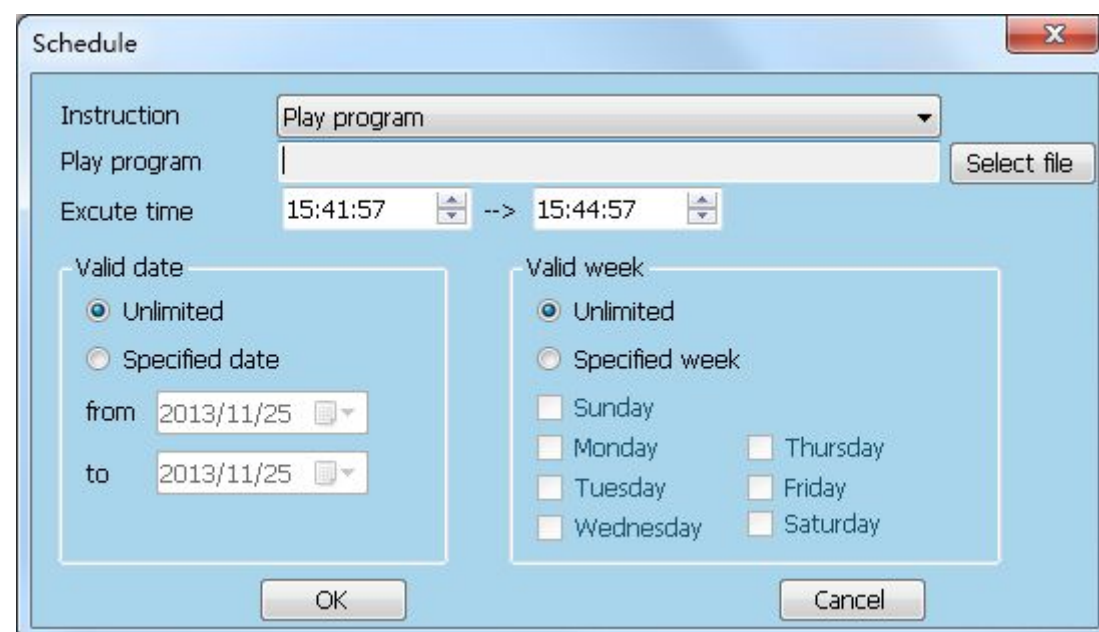


Figure10.6

Step 2: Setting instruction content

Instruction: Select the instruction, default as play program.

Play program: click “select” button, pop out open dialog, choose the file, click

Schedule

“open”.

Execute time: Set start executes time.

Valid date: Set valid period of schedule.

Valid week: Set valid week of schedule.

Click “ok” to finish the schedule instruction.

If select instruction is “turn on screen、turn off screen、brightness setting、schedule screen” , pop out figure 10.8

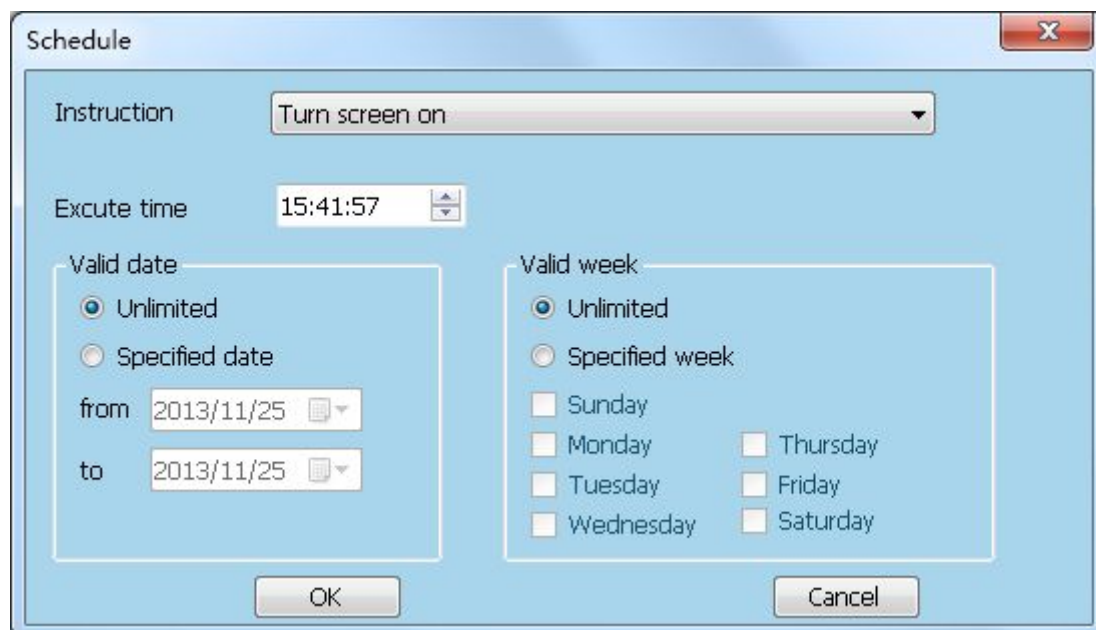


Figure10.7

If select set brightness, the schedule box will pop out as below

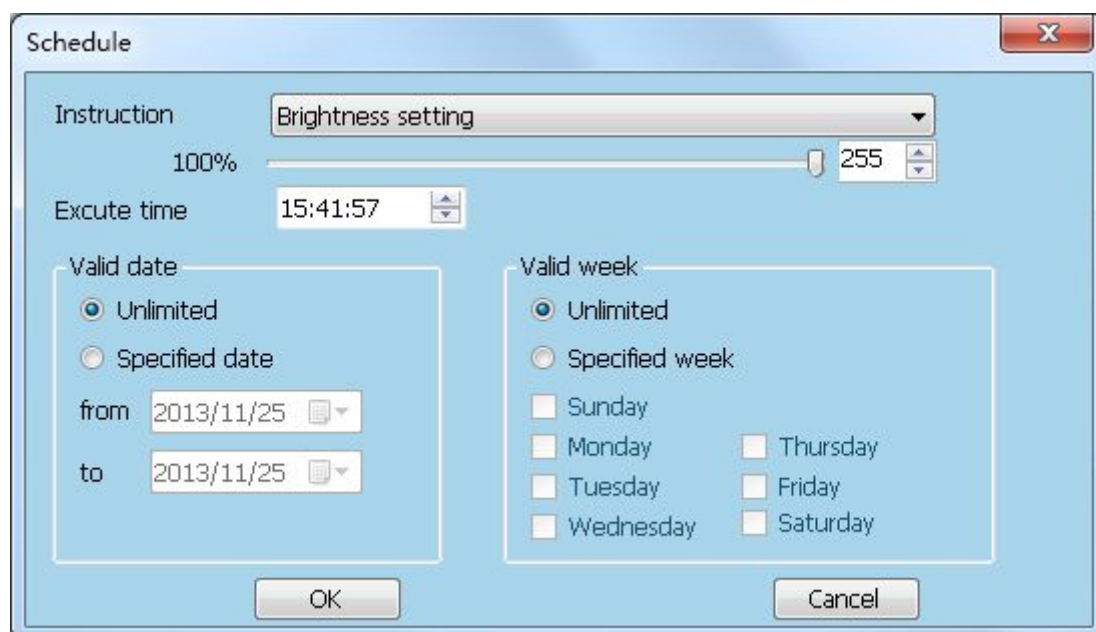


Figure 10.8

10.2.3 send schedule

Schedule

Choose the schedule, click send, as shown in figure 10.10:

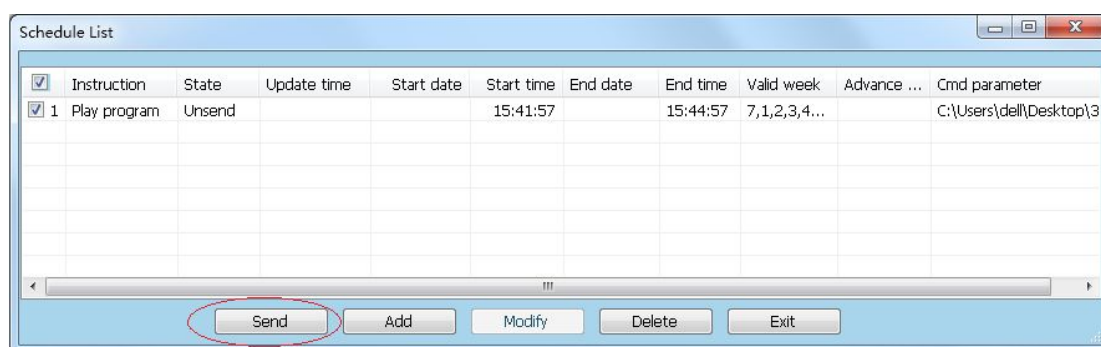


Figure 10.9

Pop out terminal and server list (figure 10.11),

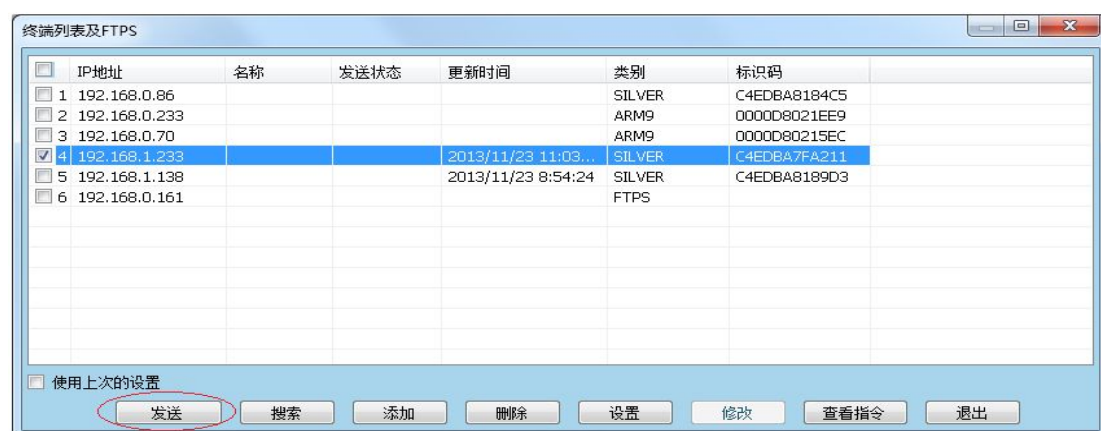


Figure 10.10

Select the terminal and click send, it will pop out the box below, select the proper memory device. As the figure 10.12

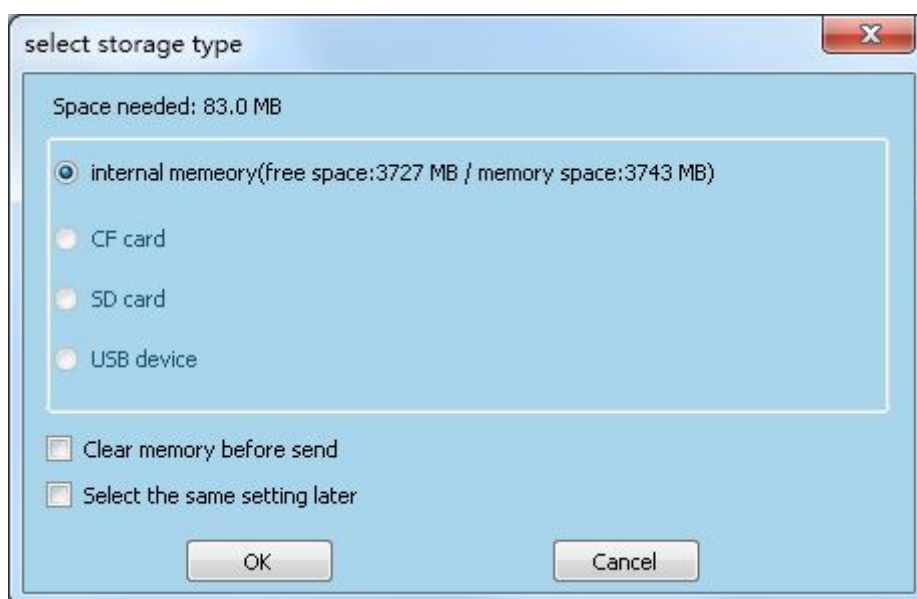


Figure 10.11

After the sending is finished, it will execute immediately if the execute time is passed. Or it will execute at the right time.

Chapter11 Synchronous System Log

"XMPlayer 3.1 Each player information storage media playback logs. The playback log storage path install at directory under setting \ log TXT files which stored by date.

"XMPlayer 3.1 has expired logs automatically delete function, in order to prevent the long-term player that logs use too much hard disk space, when the player logs stored date exceeds number of days be set will be automatically cleared.

Log tool bar:





Button	Name	Function
	Open	Open the local log
	Save	Save the content of current page to local
	Print	Print the content of current page
	Log setting	Open log setting

Figure 11.1 tool bar

Other options:

Check the "specified media": enter a keyword, view / statistics playback log which contains the keyword.

Check the "specified date": View / Statistics the player logs within the specified date.

11.1 Set Saving Days

Click setup—>log setting, pop out log setting dialog(figure 11.1):

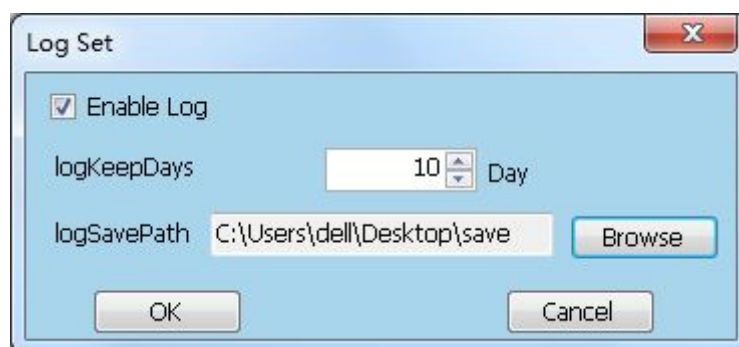


Figure 11.1

Click the log ,it could set the saving days , without click ,it will not save the log.

11.2 Log View

Log will automatically generate after finishing play the program.

click tool—>log, open log after program display(figure 11.2)

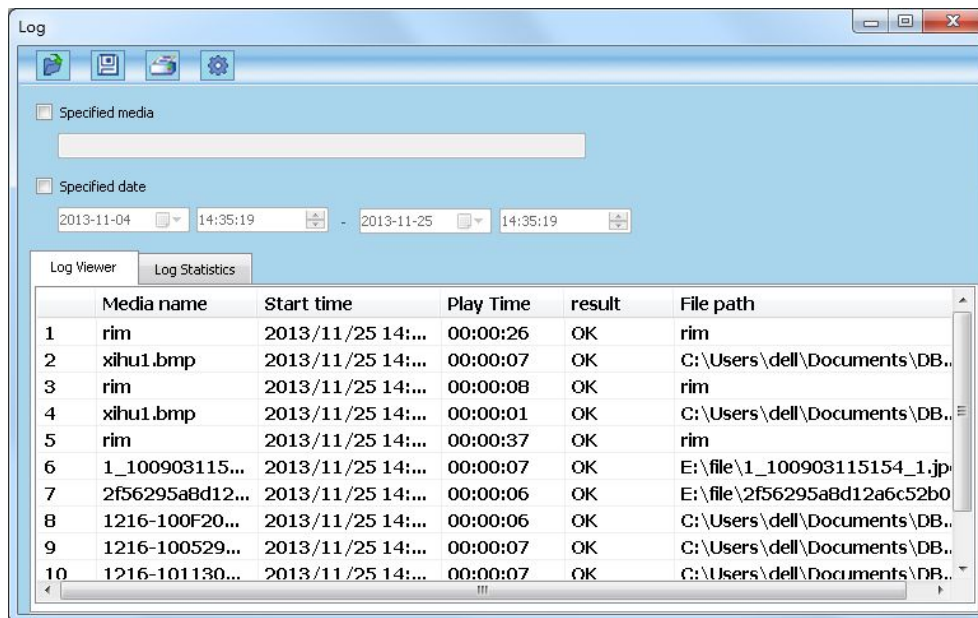


Figure 11.2

Specified media:

Tick the specified media, input the key words in the textbox.

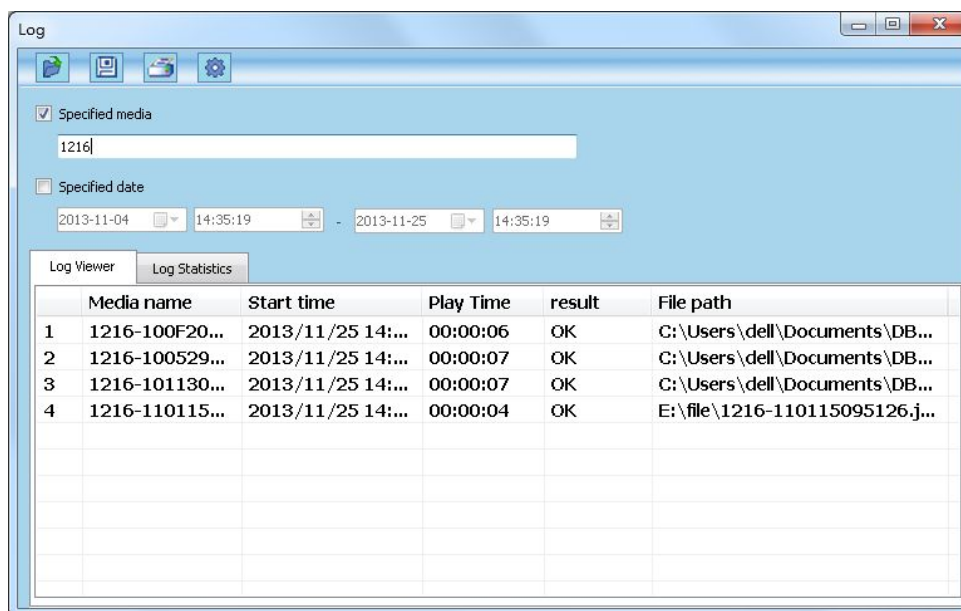



Figure 11.3

open:

click “open” , pop out open dialog, as shown in figure 11.4 open the log that saved to local, and then log showing on the page:

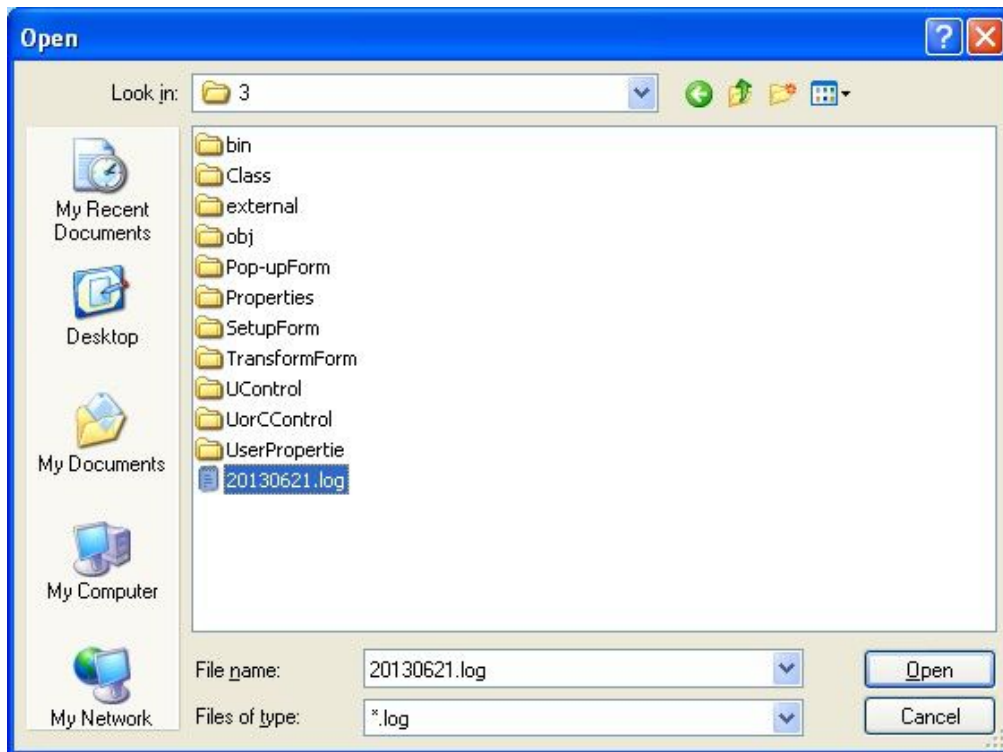


Figure 11.4

Save:


Click “save” , pop out figure 11.5 choose saving path, click “ok” :



Figure 11.5

On the current page's content is the Excel spreadsheets stored in the local. the name of Figure is saving time, as shown in form 11.6

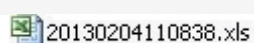


Figure 11.6

11.3 Log Statistics

Log statistics page can Views the media play times, the number of failures (Figure 11.7)

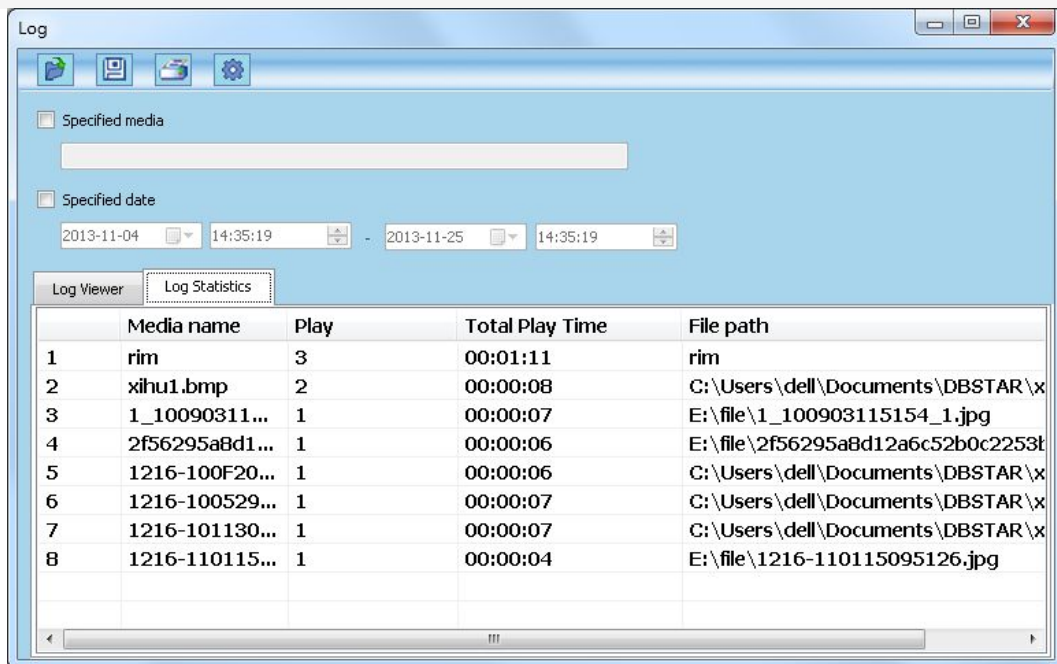


Figure 11.7

Chapter 12 Synchronous Inter-cut Management

12.1 Subtitle Inform

12.1.1 Open subtitle inform

Click play—>play scrolling text

Pop out subtitle dialog(figure 12.1)

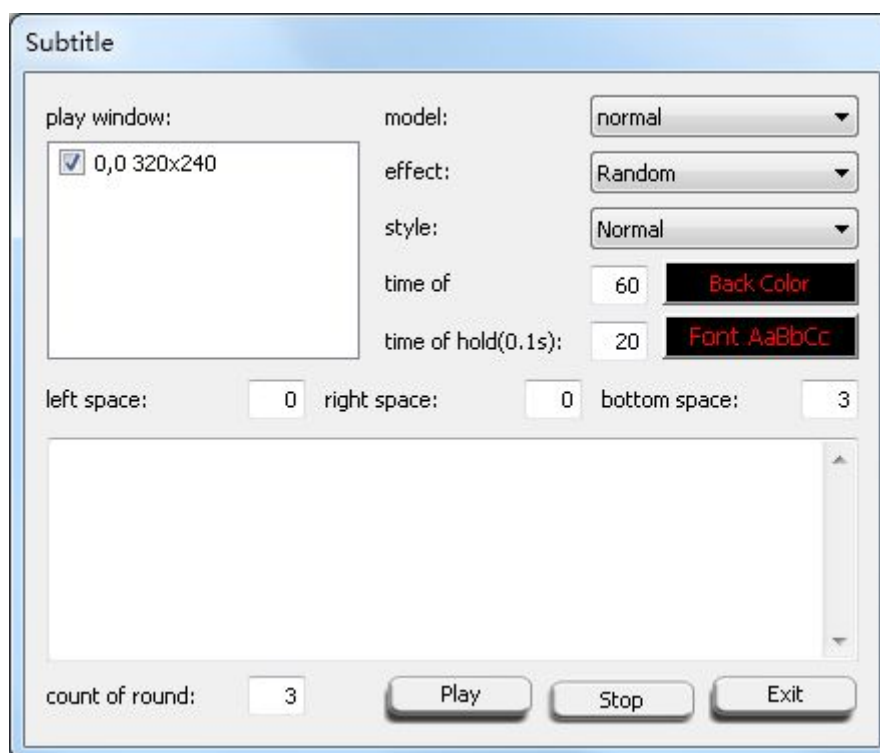


Figure 12.1

12.1.2 Setting subtitle inform

Display window : Display coordinates and size of the playback window when open subtitles.

Model: set the background color, include normal、transparent、 and translucent.

Effect: Set subtitle stunt by pull down menu.

Type: Set font type by pull down menu.

Time of effect: Enter the time in the blank

Time of hold: Enter the time in the blank

Background color: set subtitle background color default as black

Font AaBbCc :set font, style, size, effects, and color.

Syn Inter-cut Management

The left space: set distance of the playback window's left border to the large screen's left border.

The right space: set distance of the playback window's right border to the large screen's right border.

The bottom space: set distance of the playback window's bottom border to the large screen's bottom border.

Count of round: the number of times subtitles to play in the player window; you can enter a number in the blank.

12.1.3 Display subtitle inform

As figure 12.2click play after setting, display window as shown in figure 12.3

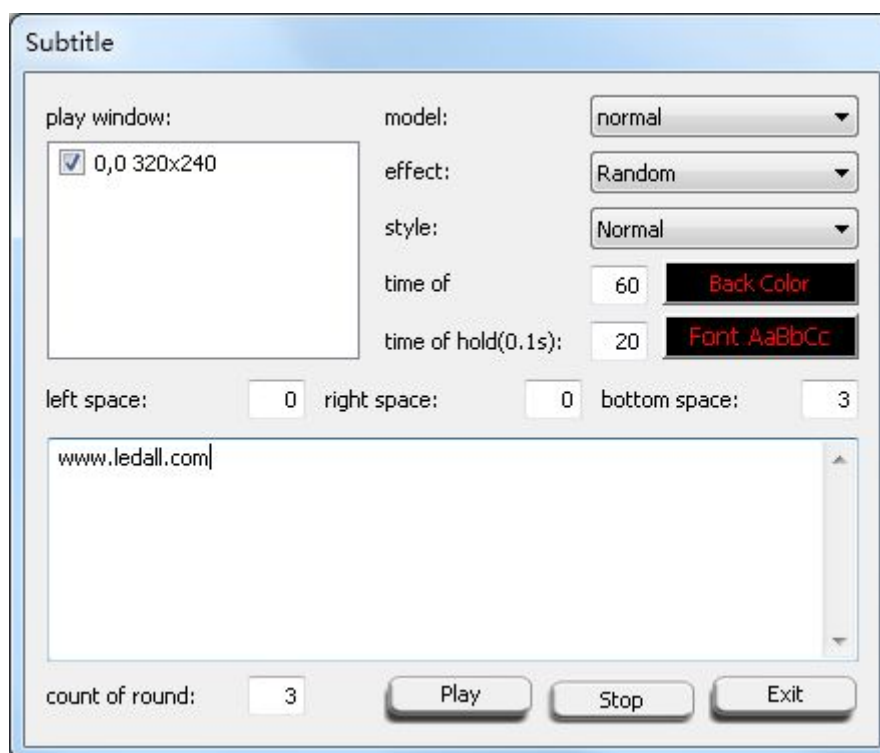


Figure 12.2



Figure 12.3

12.1.4 Stop subtitle inform

Finish count of round, subtitle will stop automatically.

Click “stop” button during playing.

12.1.5 Exit

Click “exit” button, pop out figure 12.4, click “yes”; exit and stop subtitle click “no”, continue to play.



Figure 12.4

12.2 Play Score

12.2.1 Open plays score

Click play—>play score , Pop out play score dialog, as shown in figure 12.5

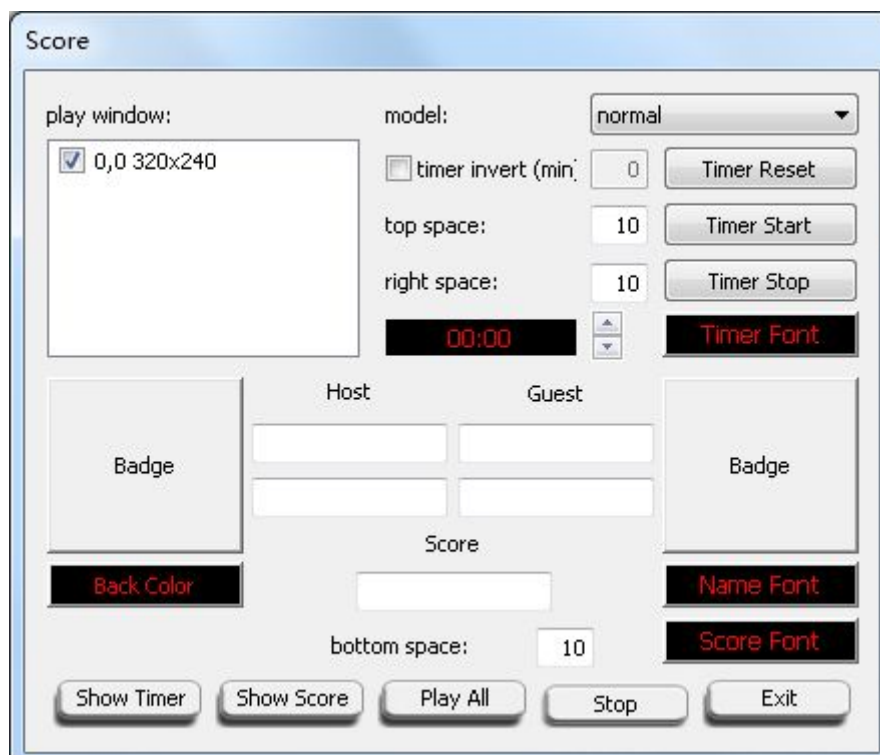


Figure 12.5

12.2.2 Setting plays score

Display window: Display coordinates and size of the playback window when open sports scores.

Syn Inter-cut Management

model: set background color, include normal, transparent, translucent.

Timer reset: reset time to beginning normally 00:00, reset to 90:00 if countdown selected.

Timer start: Start count time.

Timer stop: Stop count time.

Timer font: click "timer font", set font、style、size、and color.

Top space: Set timer to the edge of the big screen, enter a number in the back of the blank.

Right space: Set timer to the right of the big screen, enter a number in the back of the blank.



Display time: , if any mistake during time count, u can adjust by the button.

Host: Host scores

Guest: Guest scores

Score: score symbols as“: ”.

Badge: can set a picture of each, pictures format is bmp.

Note: adjust the size of picture before select.

Back color: Set background color.

Name font: Set property of name font

Score font: Set property of score font

Bottom space: Set timer to the bottom of the big screen, enter a number in the back of the blank.

12.2.3 display/stop play score

Play score include show timer、 show score and play all.

As figure 12.6

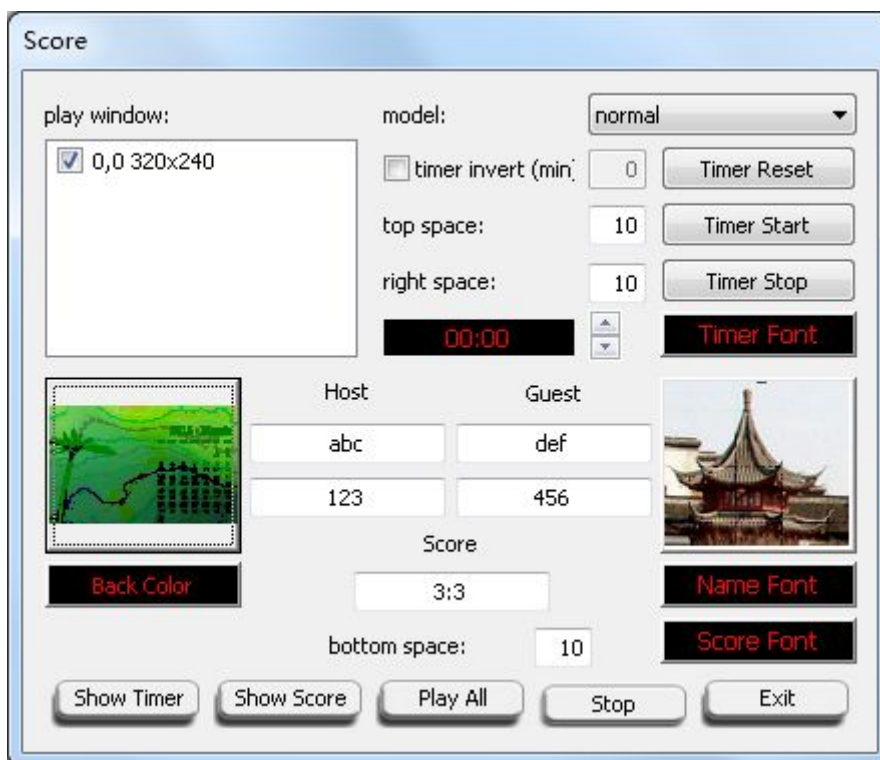


Figure 12.6

Click “play all” , play window as shown in figure12.7:

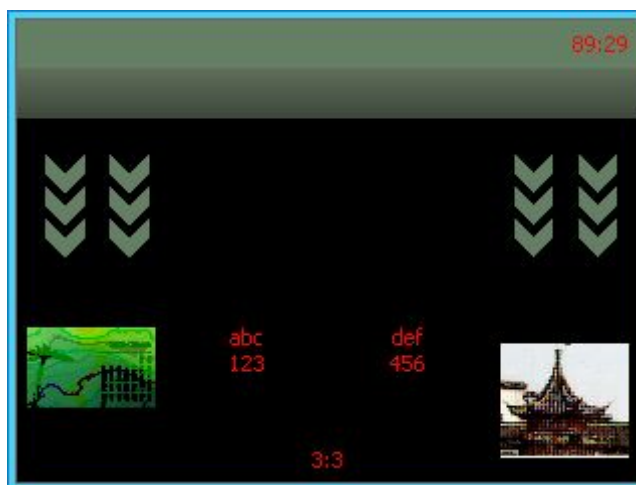


Figure 12.7

Click “show timer” , play window as shown in figure 12.8



Figure 12.8

Click “show score” , play window as shown in figure 12.9

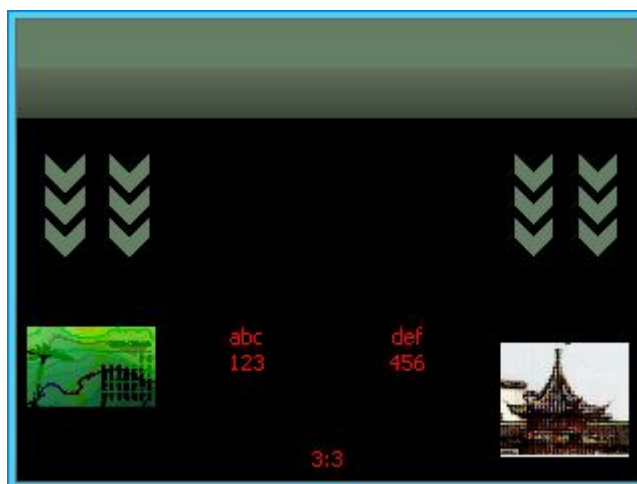


Figure 12.9

13.2.4 Stop play score

Click stop during playing.

12.2.5 Exit play score

Click “exit” button, as shown in figure13.12, click “yes” , exit play score, click “no” , continue to display score.



Figure 12.10

12.3 Display PPT

Click play —> display PPT , pop out PowerPoint document dialog, as shown in figure12.11

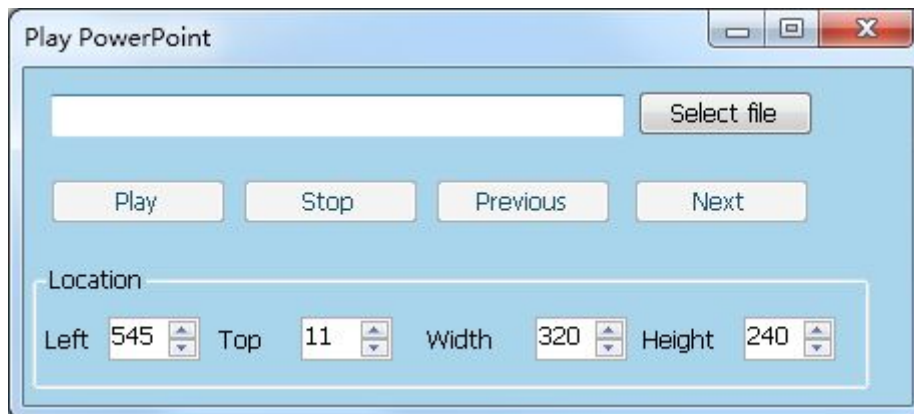


Figure 12.11

Click “Select file”, open local PPT, click “play” after setting the position. Then play window display the PPT, as figure 12.12



Figure 12.12

Appendix 1 Window Description

Arrange pattern: left to right 、right to left 、vertical 

Enter the content, the effect as below:







Figure 1 left to right 



Figure 2 right to left 



Figure 3 vertical 

Align pattern: left align 、middle 、right align .

multiline: not tick only one line, as below:

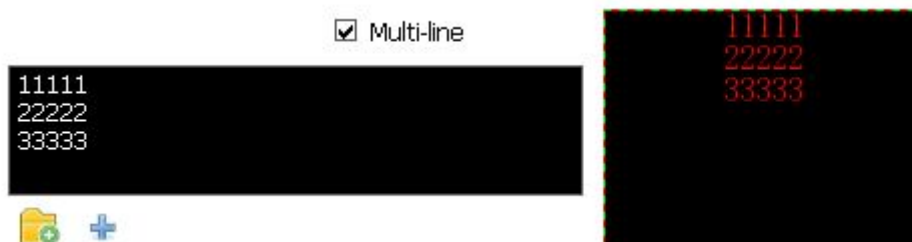


Figure 4 tick multiline

Window Description

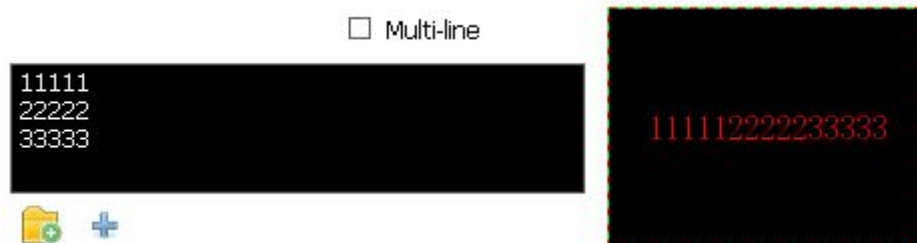


Figure 5 not tick multiline

up 、down : Move the content up or down in the play window.

left 、right : Move the content left or right in the play window.

Note: Only work when multiline ticked.

Kerning: Default is 0.

Line space: Default is 0.

Synchronous multi function window: as figure 6,




Figure 6

Asynchronous multifunction window: as figure 7,



Figure 7

Window Description

Click words after  in figure 6 or figure 7 to add different content.

File:Options see figure 8, click the "file" , add the corresponding files, introduce see chapter 5:

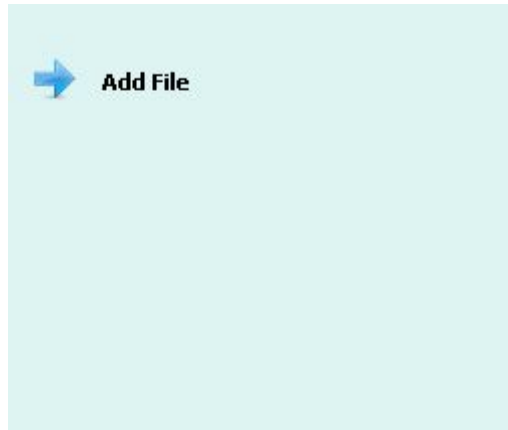


Figure 8

Scrolling Text: Option see figure 9.

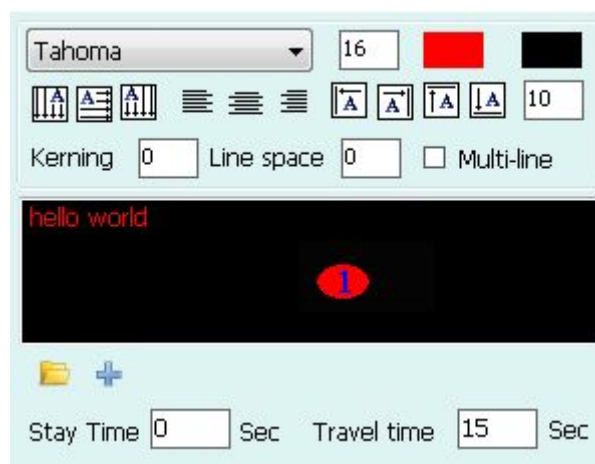





Figure 9

Enter in edit window  if few words as in figure 9.

Can be saved to TXT document if lots words. Click “open txt file ” button  or “add txt file” button , pop out open dialog, choose the file, click “open”, the content will show in , as figure 10:

```
p4 Revision 175
p4 Revision 167
2012-9-24
```

Figure 10

Window Description

simple text: Option see figure 11.

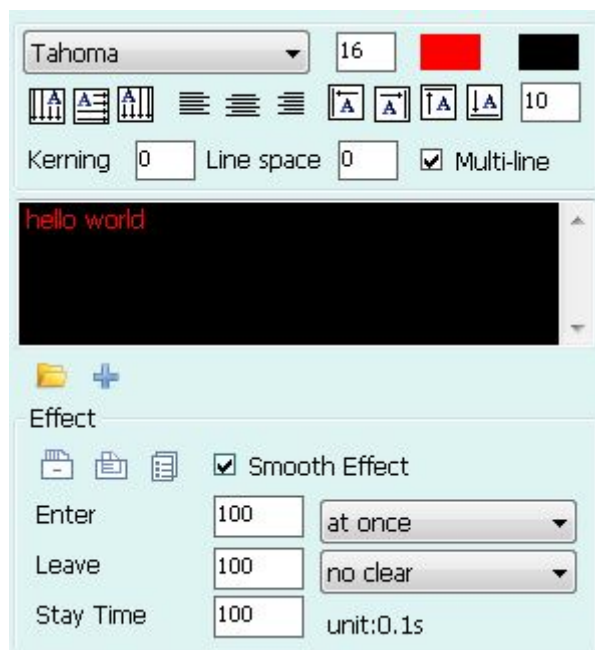




Figure 11

simple text “open txt file” 、 “add txt file”  function as scrolling text.

RTF: Options see figure 12

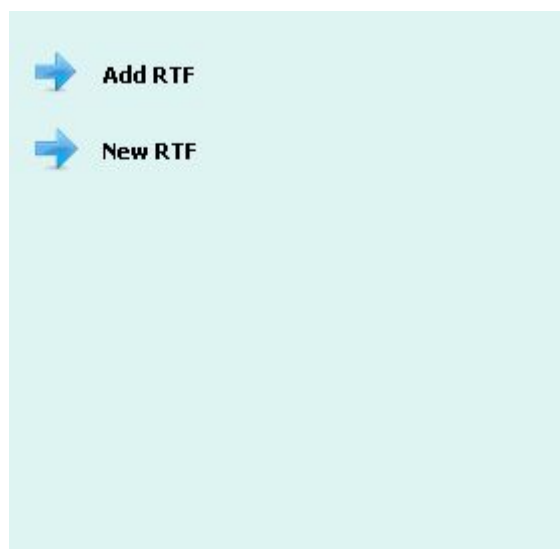


Figure 12

Sensor: Option see figure 13

Temperature, humidity, brightness, does not need to input data; the data is obtained from the sensor.

Window Description

Displays options include temperature, humidity, brightness, which is checked display which on the playback window.

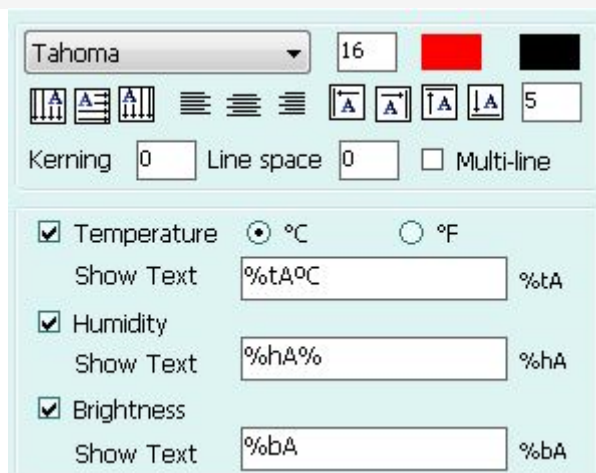


Figure 13

Temperature has degrees Celsius and Fahrenheit. As shown in figure 14

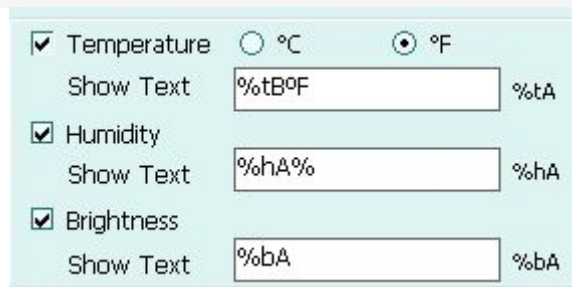


图 14

Timer: Option see figure 15

Display options are the days, hours, minutes, seconds, which is checked displayed which on the player window, as shown in figure 15

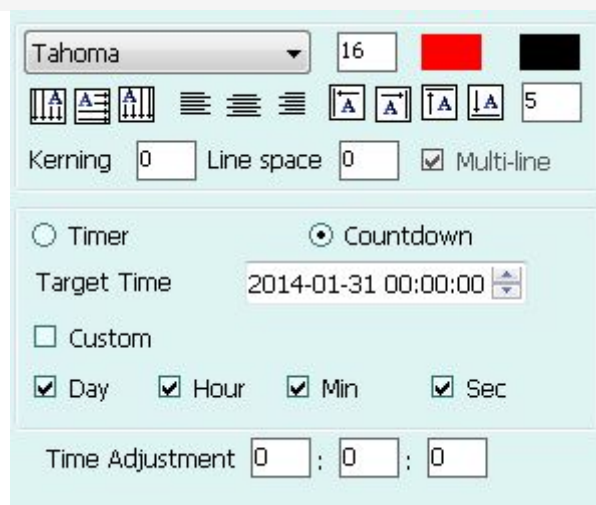


Figure 15

Window Description

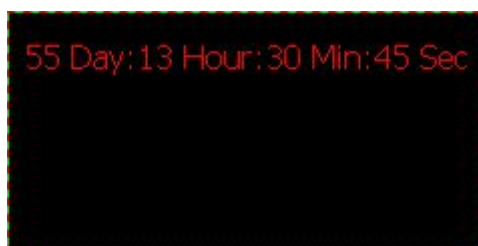


Figure 16

Choose custom format as shown in figure 17 but in the edit window of input need content:

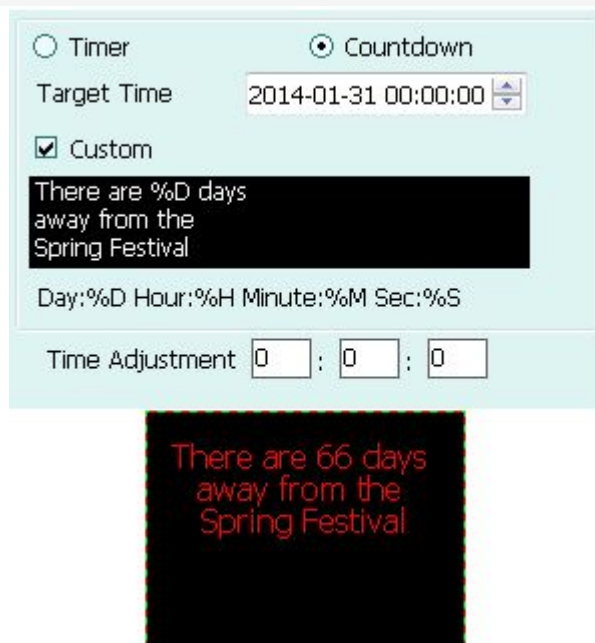


Figure 17

Description: select a custom format, days, hours, minutes, seconds refers to the total number of days, the total number of hours, the total number of minutes, the total number of seconds.

The timing ways have timing and countdown.

Timing: set target time, not before the target time, days, hours, minutes and seconds are 0 to reach the target time to start the timer.

Countdown: set a target time (usually at a time in the future), the goal of how many days, hours, minutes or seconds from now to reach the target time, days, hours, minutes, seconds becomes 0, no longer changes.

Clock: Option see figure 20.

Window Description

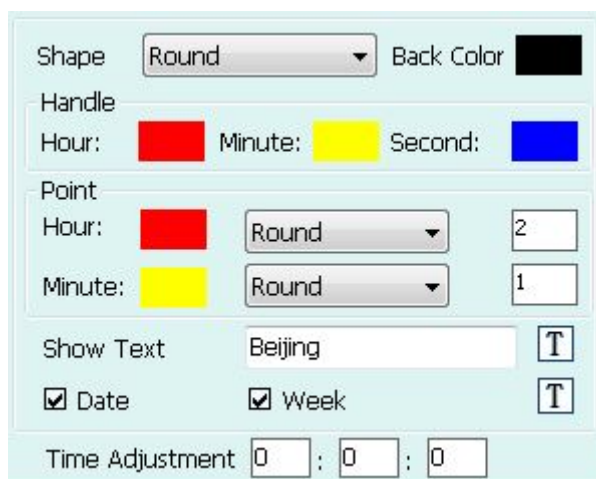


Figure18

Shape have circular、square、ellipse、rectangle and default as circular.

Digital Clock: Options see figure 21.

Display text: Enter the text in the input box is displayed in front of the time and date.

Display options: year, month, day, minute and second options, which is checked shows which on the player window.

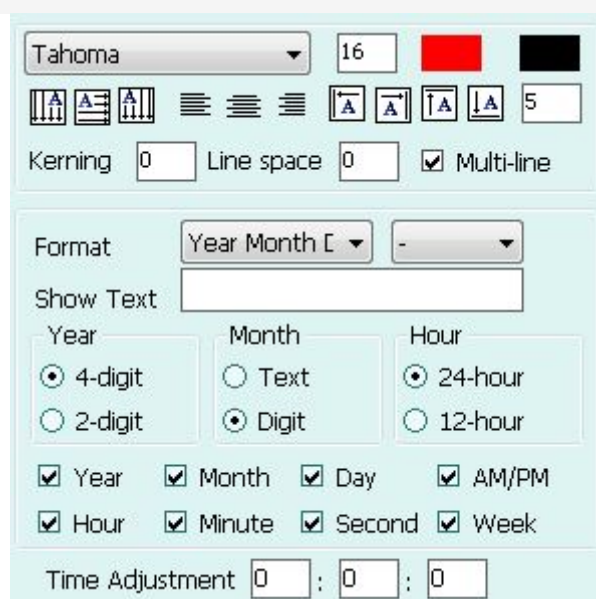


Figure 19

Display window as figure 20 after setting:



Figure 20

Window Description

Custom format option sees figure 21 in the edit box input need words or time format

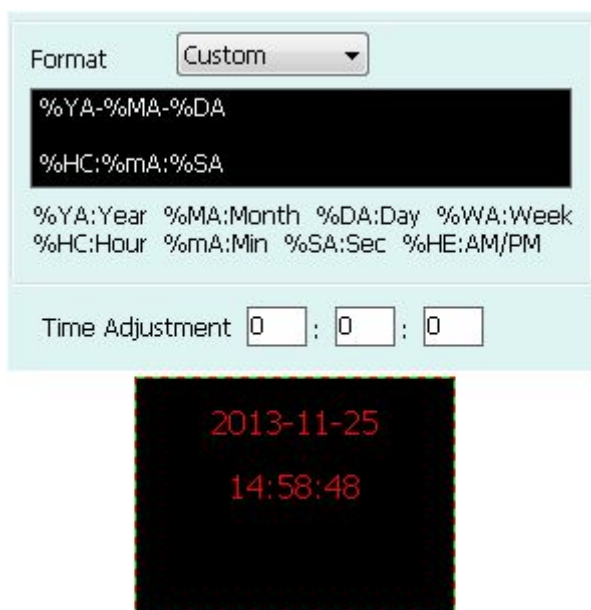


Figure 21

Synchronous External video: Options see figure 22

Just for synchronous system and not suitable for the asynchronous system right now.



Figure 22

External video mainly use for TV signal input and external VCD / DVD signal input, Note: must have a TV card before various settings.

Video equipment: can choose different video card (note: must want to install more piece of card can have more than one option).

Audio equipment: to choose video voice (note: some TV card through the voice sound card play).

External video: to choose external video.

Channel: to choose the TV channel (note: some TV card cannot choose TV channel).

Table window: options figure 23 see chapter 5 are introduced concretely. Can install form entrances and exits stunt, residence time.



Figure 23

Appendix 2 Stunt Description

Stunt shown in Figure 1:

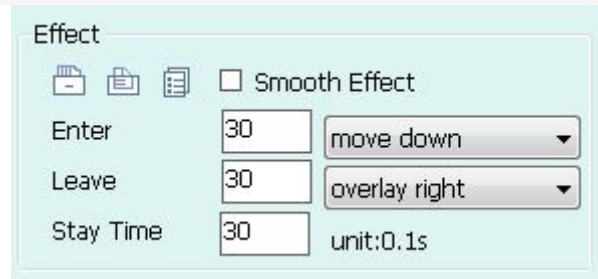


Figure 1

: Apply stunt in the current window.

: Apply stunt in the current page.

: Apply stunt in the current program list.

Enter : default as 30, unit 0.1s.

Enter Effect: click pull down button, choose the effect, default as random.

Leave : default as 30, unit 0.1s.

Leave effect: click pull down button, choose the effect, default as no clear.

Delay time: default as 30, unit 0.1s.

Illustrate Application stunt. (Note: Some windows do not have stunt, window is has stunts here)

New file list as shown in figure 2, use default.

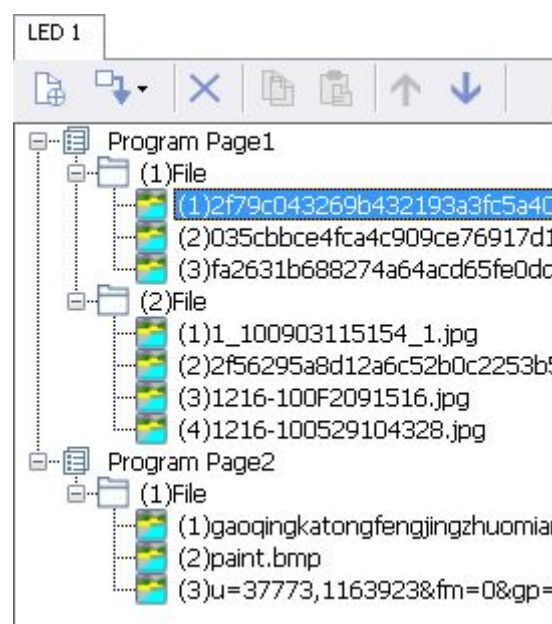


Figure 2

Stunt Description

Show page 1 material in (1) the files' enter stunt set to "move down", leave stunt is set to "overlay right", as shown in Figure 3:

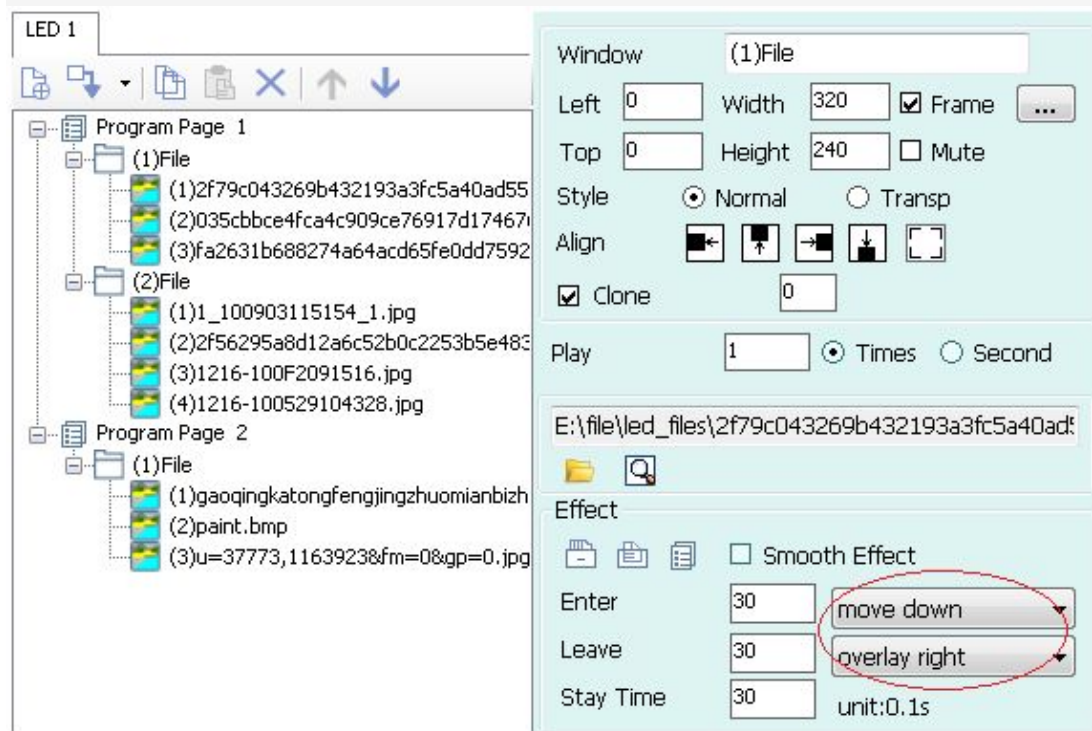


Figure 3

1、click “stunt in current window” button , check the material stunt in the program list

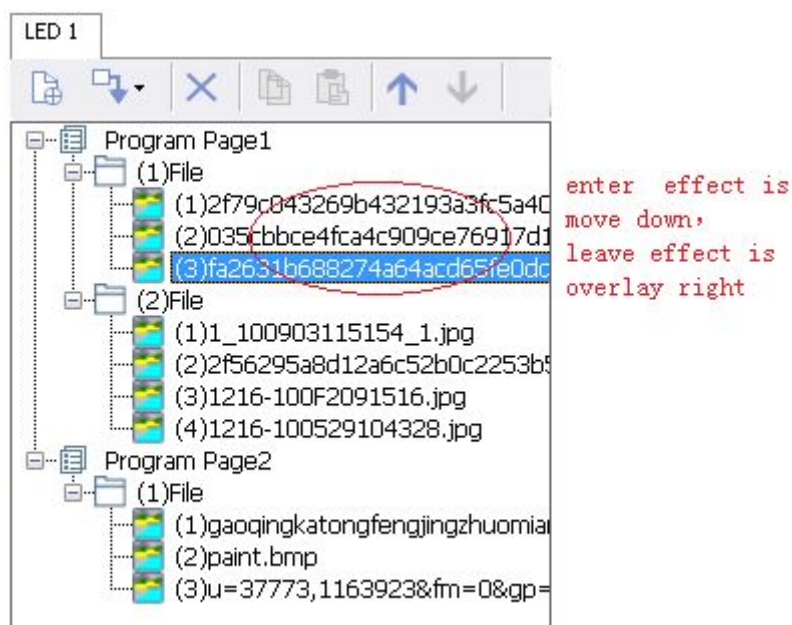



Figure 4 stunt in current window 

2、click “stunt in current page” button , check the material stunt in the program list.

Stunt Description

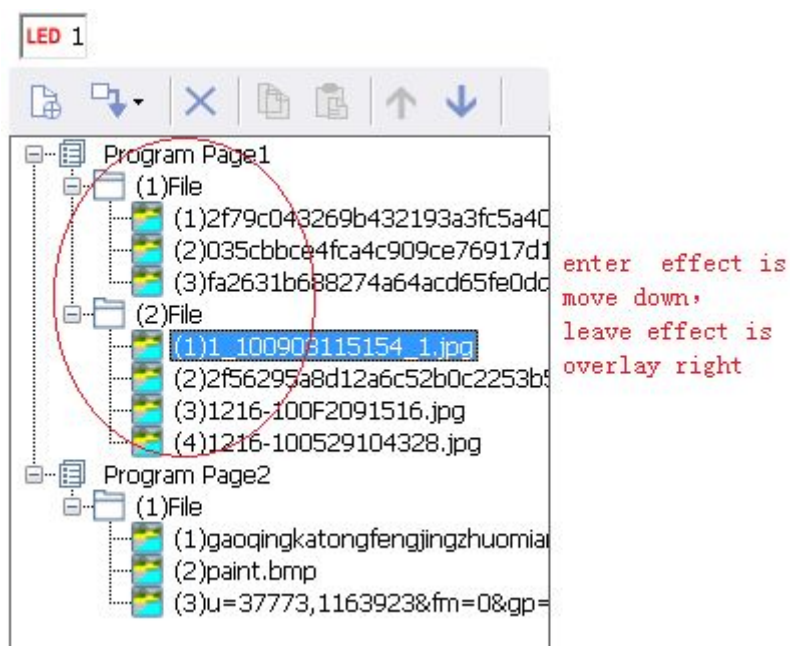


Figure 5 stunt in current page

3. click “stunt in the program list” button, check the material stunt in the program list.

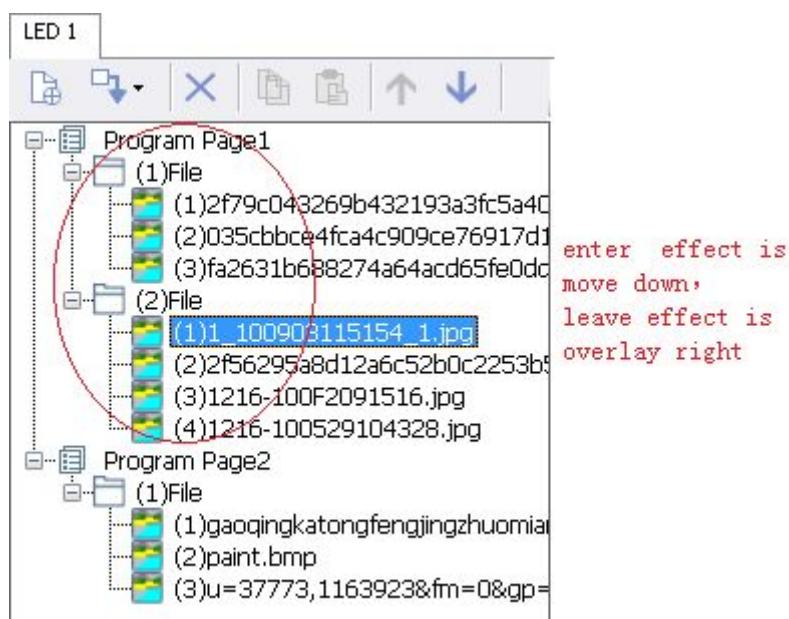


Figure 6 stunt in the program list