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#### **Chapter 1** Introduction

#### I. Overview

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

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

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

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

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

1

# **II. Software Operating Environment**

This software can run over the Windows XP\Windows Server

2003\Vista\Windows7 operating system.

Computer configurations suggested are as below:

- CPU ≥2.0 GHz
- Memory ≥2GB
- Independent display card with DVI interface : memory ≥512MB
   Computer configuration can be adjusted according to the actual situation.

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

# **Chapter 2 Installation and Uninstallation**

### I. Installation

1. Open the CD-ROM, double click the



LEDVISION\_Setup\_x.xx.xxx.exe icon (for example,

LEDVISION\_Setup\_2.10.exe), select the software installer language, and

click OK.



Fig. 2-1 Select Installer Language

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



Fig. 2-2 Installation Wizard

3. Accept agreement. Select " I Agree"



Fig. 2-3 Authority License

4. Select the installation directory and confirm to install.

LEDVISION Setup	- • •
Choose Install Location Choose the folder in which to install LEDVISION .	•
Setup will install LEDVISION in the following folder. To install in a different and select another folder. Click Install to start the installation.	folder, click Browse
Destination Folder F:\Program Files\LEDVISION	B <u>r</u> owse
Space required: 35.9MB Space available: 51.1GB	
< <u>B</u> ack Install	Cancel

Fig. 2-4 Select Installation Location

5. Confirm the successful installation. Select "Finish".



Fig. 2-5 Installation Completed



6. A shortcut icon will be generated automatically by system after

installation, double click to enable the software.

### **II.** Uninstallation

Select All Programs > LEDVISION > Uninstall from the Start menu in the

lower right corner of the computer, to uninstall the software.



Fig. 2-6 Uninstall LEDVISION

# **Chapter 3 Overview of LEDVISION**

# I. Understanding of LEDVISION Software Interface

The software interface (shown as Fig. 3-1) will appear after enable the

software. The software interface includes two parts: play window and the main interface.



Fig. 3-1 LEDVISION Software Main Interface

## 1. Play Window

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

# 2. Main Interface

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

# II. Program Structure

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



Fig. 3-2 Program Component Schematic

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

Back Picture	No background picture			
Back Color				
Back Music	No background music			
Volume	h 100			
Play Managem				
Loop this				

Fig. 3-3 Program Page Properties

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

Window P	roperties File Window		Maximum	Dutline 0
StartX	10	Width	225	Color
StartY	10	Height	102	Layer 3:Bot
Total	0:00:30	File	count 1	Same Effect

Fig. 3-4 Program Window Properties

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

-Image Pr	operties
Path	F:\Users\Public\Pictures\Sample Pictures\Desert.jpg
Size	W 1024 H 768 Reserve Aspect Ratio
Trans.	
Effect Pr	operties
None	Random Repeat X 1 💌 Repeat Y 1 💌 🗌 Connect
In	01:Random  Time 5 100ms
Stay	00:No Effect  Time 50 100ms
Out	01:Random Time 5 100ms

Fig. 3-5 Program Content Properties

Note: For each LED screen, it is parallel and serial play relationship both

between program pages and between play contents, and the parallel and

synchronous play relationship between program windows.

# III. Menu and Toolbar Button

### 1. Main Menu

EDVISION 1.20

Fig. 3-6 Main Menu Bar

#### i. File Menu



Fig. 3-7 File Menu Bar

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

#### ii. Display Control Menu

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

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

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

e LEDVISIO	ON 2.10	
File(F) Co	ntrol(C) Tools(T) Language(L)	Setting(S) Debug(D)
	Screen Management(L)	1 6 ?
	Set Recieve Card Connection	
	Timing Play Management(P)	
	Timing Table(T)	
	View Receive Card Information.	Play and
	Remote Operate LEDVISION(R)	
	By Point Color Correct	
	Send 5A-F Content	
	Play Notification	100 B
	Sports Scores	a di la constante di la consta
	Play PowerPoint(S)	
	Close LED Screen(C)	
		CopyF
Space	User	Real backou

Fig. 3-8 Control Screen Menu

### iii. Tool Menu



Fig. 3-9 Tool Menu

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

#### iv. Language Menu

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

#### v. Setting Menu

e(L)	Sett	ing(S) Debug(D) Help(H)	
II		Software Setting(S) Hardware Maintain(W)	
- (-		User Admin(L)	
		Remote Control(R) Brightness Adjustment(B)	Sy

Fig. 3-10 Setting Menu

• Software Setting: includes 3 software related settings namely

automatic setting, network setting, more setting . remote control can be permitted in network setting.

• Hardware Maintenance: It is used for card upgrade, parameters draw back , etc.

• User Management: It is used for user account setting and management.

• Remote Control: remote control the brightness, temperature and power switch of LED screen (multi-functional card is needed).

• Brightness Adjustment: adjust brightness, temperature and power switch of LED display (multi-functional card is needed).

#### vi. Debugging Menu

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

#### vii. Help Menu

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

	sical Memory 2		le 1297 MB,Virtua 7GB, Available 1	-	2 MB	
river Driver	Total(GB)	Used(GB)	Available 1		Available(%)	
	31.36 GB	5.64 GB	25.72 GB	17%	83%	
	98.03 GB	63.85 GB	34.18 GB	65%	35%	E
	98.01 GB	78.54 GB	19.47 GB	80%	20%	
	70.62 GB	19.61 GB	51.00 GB	27%	73%	-
	0 1 ,M.DD 0					

Fig. 3-11 Computer Configuration Information

### 2. Main Toolbar

The main toolbar provides the operations of the program file, play

window hide/ display, switching of the dual displays, the program play

operation and close/display of the large screen (as shown in Fig. 3-12).



Fig. 3-12 Main Toolbar

### 3. Context Menu of Play Page

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

<ul> <li>i Recent Files(R)</li> <li>i Open(Q)</li> <li>i Save(S)</li> <li>i Play</li> <li>i Play Selected Page</li> <li>i Prev Page</li> <li>i Next Page</li> </ul>	ge iext Window
LEDVISION 2.10 - new *     File(F) Control(C) Tools(T) La     Windows Position     Window Size	

Fig. 3-13 Context Menu of Play Page

# 4. Program Editing Toolbar



Fig. 3-14 Program Editing Toolbar

It is as follows from left to right in turn:

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

# **Chapter 4 Program Editing Process**

### I. Setting LED Screen Size

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

Setting Method: Select "Main Menu > Control Screen > Screen

Management, to pop up the Screen Management window. Here set the

quantity, start position and size of LED screen (as shown in Fig. 4-1).

creen Management										×
Send Card Se	t									
Serial Port COM3   9.3					Net Por	rt Area Se	etting			
Serial Port Detect send card						Custom		•		
Detect Decision Card					x	Y	Width	Height		
	Detect Recieve Card				Port1	0	0	1728	256	
					Port2	0	256	1728	224	Send
Control Area		_								
Screen Count	_	·								
		40		COO						
χ 580		Y 16	Width	600 Heig	ht 200	Apply			Config	g Selected One
x 580	x	Y 16	Width Width	600 Heig Height	pht 200	Apply	Para	ameters F		g Selected One
					ght 200	Apply	Para	ameters F		g Selected One
No.	x	γ	Width	Height	ght 200	Apply	Para	ameters F		g Selected One
No.	x	γ	Width	Height	ght 200	Apply	Para	ameters F		g Selected One

Fig. 4-1 Screen Management Window

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

# II. New Program Page

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



Fig. 4-2 New Program Page

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

parameters set as default .

B + B ■ + × F.		
E- LED1	Name	Normal Page 1
Normal Page 1	Back Picture	No background picture
	Back Color	
	Back Music	No background music
	Volume	100
	Play Manager O Set Durat O Loop this	tion 1:00:00
ED1,Space(449,162),Color(0,0,0)	User F	Real backgroud lease go to "LED Admin" to set it.

Fig. 4-3 Program Page and Its Properties

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

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

background color of this program page.

 Back Music: one audio file can be set as the background music of this program page.

• Play Management: Set the play time of a program page.

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

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

### III. Add Program Window

### 1. Add Program Windows

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

The window includes below contents:



Fig. 4-4 Add Program Window

• File Window: video, picture, text, Word, Excel, PowerPoint, Flash and GIF can be played in the window.

• Multi-line Text Window: multi-line text in the complicated format can be played in the window

• Single-line Text Window: one line text in the simple format can be play in the window

• Clock Window: analog clock or the digital clock can be displayed in the window

• Timer Window: counting time and the counting down time can be displayed in the window

• External Video Window: external video can be played in the window. It includes the input of the external video capture device, such as the video camera, Webcam, TV card and DVD.

• Weather Window: weather information of domestic and international main cities can be shown in the window (Internet connection is necessary).

• Environment window: environment temperature, humidity, smoke and other information can be displayed

• Desktop copy: whole content of desktop can be copied to display

• Website window: link to the website by URL

• Play on this page: play current page

### 2. Window Properties setting

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

-Window Properties - Name File Wind	w Maximum	Dutline 0
StartX 10	Width 225	Color
StartY 10	Height 90	Layer 1:Top 💌
Total 0:00:00	File count 0	Same Effect
	]-	

Fig. 4-5 Window Properties

- Maximum: window display on LED screen in full screen mode.
- Outline: the width of outline can be set by taking pixel as the unit.
- Color: the color of outline can be changed

• Start X: The vertex of the upper left corner of the window corresponding to the left outline of the LED screen, which takes the pixel as the unit.

- Start Y: The vertex of the upper left corner of the window corresponding to the upper outline of the LED screen, which takes the pixel as the unit.
  - Width: It is the width of the window, which takes the pixel as the unit.
  - Height: It is the height of the window, which takes the pixel as the unit.
  - Layer: It is the cascading position relationship of this window in this

program page, "1: Top" is the foremost.

- Total: It is the time required to play all programs in this window.
- File Count: It is the number of files to be played in this window.

### IV. Add Play Content Item

First create a window, then add corresponding play content .

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

LEDVISION 2.10 - new *	
File(F) Control(C) Tools(T) Langua	ge(L) Setting(S) Debug(D) Help(H)
🗅 🖻 🖬 📮 🦻 🕨 🕨	11 🔳 🕘 🎟 😵
Image 1 Im	Image Properties         Path       F:\Users\Public\Pictures\Sample Pictures\Tulips.jpg         Size       W 1024       H 768       Reserve Aspect Ratio         Trans.       100%
	Effect Properties
	None Random Repeat X 1 V Repeat Y 1 V Connect
	In 01:Random Time 5 100ms
	Stay 00:No Effect Time 50 100ms
	Out 01:Random Time 5 100ms
LED1,Space(163,196),Color(0,0,0)	User Real backgroud

Fig. 4-6 LED Window Effect

The above process is for a complete grogram production. The next chapter

will introduce detail process for modification of corresponding contents.

# **Chapter 5 Detailed production of Program window**

## I. Play Image

### 1. Add Image

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



Fig. 5-1 Add Image

### 2. Image Properties

Support all image formats (BMP/JPG/PNG....).Image file includes various

properties and effects (as shown in Fig. 5-2).

-Image Pr	operties
Path	F:\Users\Public\Pictures\Sample Pictures\Tulips.jpg
Size	W 1024 H 768 Reserve Aspect Ratio
Trans.	
Effect Pro	Random Repeat X 1  Repeat Y 1  Connect
In	01:Random Time 5 100ms
Stay	00:No Effect  Time 50 100ms
Out	01:Random Time 5 100ms

Fig. 5-2 Image Properties

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

### 3. Effect setting

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

At present, there are the 50 effects as follows.

General	00: No Effect, 01: Random
General	
Edge Coverage	02: Left coverage, 03: Right coverage, 04: Upper coverage, 05: Lower coverage
Diagonal Angle	06: Upper left corner, 07: Upper right corner, 08: Lower left corner, 09: Lower
Coverage	right corner
Straight Angle	10: Upper left corner, 11: Upper right corner, 12: Lower left corner, 13: Lower
Coverage	right corner
Blind	14: Horizontal blind, 15: Vertical blind
Bisect and	16: Left/right bisect, 17: Upper/lower bisect, 18: Left/right close, 19: Upper/lower
Close	close
	20: Move up, 21: Move down, 22: Move left, 23: Move right
Move	24: Move toward upper left corner, 25: Move toward upper right corner, 26:
	Move toward lower left corner, 27: Move toward lower right corner
Mosaic	28: Mosaic (small), 29: Mosaic (middle), 30: Mosaic (large)
Rotation	32: Rotate right 360 <sup>0</sup> , 33: Rotate left 360 <sup>0</sup> , 34: Rotate right 180 <sup>0</sup> 35: Rotate left 180 <sup>0</sup> , 36: Rotate right 90 <sup>0</sup> , 37: Rotate left 90 <sup>0</sup>
From Small to Large	38: Center, 39: Upper left, 40: Upper right, 41: Lower left, 42: Lower right
From Center to	42: Pastangla 45: Diamond 47: Cross
Surrounding	43: Rectangle, 45: Diamond, 47: Cross
From	
Surrounding to	44: Rectangle, 46: Diamond, 48: Cross
Center	
3D	49: 3D animation 1, 50: 3D animation 2
Others	31: Gradient

# II. Play Video

### 1. Add Video

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



Fig. 5-3 Add Video

### 2. Video Properties

Video Pro	perties	
Path	F:\Users\Public\Videos\Sample Videos\Wildlife.wr	mv
Duration	00:00:30 Change Oringinal Size W 1280	H 720
Displa	y Region X 0 Y 0 W 1280 H 72	0 Set
Volume		100%
Trans.		100%
Pass Remain R		0:00:18
Cut(	unit:s) T1 0 T2 30 Set 🕅 Reserve A	spect Ratio
Effect Pr	operties	
None	Random Repeat X 1 🔻 Repeat Y 1 🔻	Connect
In	00:No Effect	100ms
111		
Stay	00:No Effect  Time 300	100ms

Fig. 5-4 Video Properties

The video file includes various properties (as shown in Fig. 5-4). Of which,

the Path and Original Size are the read-only properties, and the Volume,

Trans, Duration, Passed and Remain may be adjusted freely.

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

Please refer to the Play Picture for effect setting.

# III. Play Text

# 1. Play Single Line Text

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



Fig. 5-5 Single Line Text Properties

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



Fig. 5-6 Glaring Effect

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

Move left  Aut	o Update Interval 10 s
Head Close To Tail	
- Play Time	Scroll Speed
By Time 300 s	By Time 25 Points/s
C By Count 1 Loop	C By frame Doints/Frame

Fig. 5-7 Move Left Control

Please refer to the" Play Image" for effect setting.

### 2. Play Multi-line Text

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

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

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



Fig. 5-8 Edit Multi-line Text

The multi-line text supports Move Up. When you select Move Up, you can

control the Play Time By Count or By Time, or control the Scroll Speed by

setting the Points/Frame or Points/s (as shown in Fig. 5-9).

Move Up		
-Play Time		Scroll Speed
C By Time	<b>300</b> s	By Time 25 Points/s
By Count	1 Loop	C Speed 1 Points/Frame

Fig. 5-9 Move Up Control

# IV. Clock and Timer Display

### 1. Clock Display

Analog clock and digital clock are available in the Style of Clock

Properties. Furthermore, you can also set the Time Shift as Ahead or Lag in

the clock properties.

# 2. Analog Clock Display

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

New York
Clock Properties
Style Analog clock   Back Color
Time Shift 0 Day 0 : 0 : 0 • Ahead C Lag
Clock Shape Clock Shape Roundness
Hour Roundness V X 4 Y 4
Minute Roundness X 2 Y 2
Hour Minute Second
Display Content
Image: Date     Image: Nongly     Image: Week       Font     System     Image: System     Image: System

Fig. 5-10 Analog Clock Effect

# 3. Digital Clock Display

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

3 styles are available.

Image 1 Im	Clock Properties Style 2008-08-08 Back Color Back Color Back Color Color Time Shift 0 Day 0 : 0 : 0 @ Ahead Lag Content Vear Month V Date Veek Hour V Minute V Second V Half Date
2011-07-06	Chinese Year Chinese Month Chinese Date
Wednesday	Hour StyleYear StyleStyle12 HoursImage: A YearImage: Single Line24 Hours2 YearMulti-Line
16:24:32	Font System 🔹 12 🔹 <b>B</b> 🖍 <u>U</u>
LED1,Space(240,2),Color(0,0,0)	User Real backgroud un. 00:03:13

Fig. 5-11 Digital Clock Effect

# 4. Timer Display

Fixed Text	To **
Fixed Text	J
End Date	2012/ 3/11
End Time	10:37:16
Style	888Day 88Hour 08Minute 08Second
Font System	▼ 12 ▼ B Z U
🗌 Multi-Line	
🔽 Day	V Hour V Minute V Second

Fig. 5-12 Timing Properties

Timing properties setting are shown as Fig. 5-12. Fixed Text, Font Effect, Font Size, Bold, Italic, Underline, Color, End Date and End Time, and whether it will display Day, Hour, Minute, Second and Multi-line can be set respectively.

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

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



Fig. 5-13 Counting Down Time Effect

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



Fig. 5-14 Counting Time Effect

# V. Play Weather

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

	<ul> <li>Image: Image 1</li> <li>Image: Weather Broadcast</li> </ul>	Font		▼ 12 ▼ Get	B Z U	
Beijir	- ng:Cloudy		Veather	Fix Text	Beijing:Cloudy	
Towner	ature:17°C		Temperature	e Fix Text	Temperature:17°C	1
remper			Vind Vind	Fix Text	WindPower:Feeble	
WindPo	wer:Feeble		V Air	Fix Text	Air:Well	
Air:We	-11		V Ultraviolet	Fix Text	Ultraviolet:Feeble	
Ultrav	riolet:Feeble					
	LED1,Space(288,64),Color(0,0,0)	User	Real ba	ckgroud Sc	oftware run. 00:00:3	7

Fig. 5-15 Weather Effects and Properties

# VI. Play External Video

# 1. Installation of External Video Device

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

### 2. Add External Video Program

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

Video Input	USB Video Device Realtek High Definition Au	
Audio Input		
Video Source	TV-Video	-
TV Channel	0	-

Fig. 5-16 External Video Properties

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

## VII. Play PowerPoint, Word and Excel

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

### 1. Play PowerPoint

The PowerPoint is the file play and supports the automatic update. When

the PowerPoint file changes, the software will detect this situation

automatically and update the display screen at the same time.

Word Properties -		
Path F:\Users	F:\Users\shiqin\Desktop\New .docx	
Pages 1	Back color 📃 🔽 Reve	rse Color
Trans.	<u> </u>	100%
☐ Fit Window ☐ Reserve Aspect Ratio ☐ Reserve Margins		
🗌 Auto Update	Interval 10 s	

Fig. 5-17 PowerPoint Properties

### 2. Play Word

Word Properties -		
Path F:\User	F:\Users\shiqin\Desktop\Wew .docx	
Pages 1	Back color 📃 🔽 Reverse Colo	or
Trans.	j <u>100</u>	)%
Fit Window	🔲 Reserve Aspect Ratio 🔲 Reserve Margi	ns
Auto Update	Interval 10 s	

Fig. 5-18 Word Properties

You can select Reverse Color for the display effect, scaling the fit Window

to fill the full page into the region and remain the original outline within Word.
## 3. Play Excel

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

Excel Pr	operties	
Path	F:\Users\shiqin\Desktop\play.xlsx	Edit
Pages	1 Back Color	
Trans.	<u> </u>	100%
Rows	1 Columns 1 Rows/Page 5	Apply
🗆 Aut	o Update Interval 10 s	

Fig. 5-19 Excel Properties

## VIII. Play Flash and Gif

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

#### 1. Play Flash

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

Show All and NoScale.

-Flash Propertie	s				
Path D: Me	Path D:\Media\1.swf				
Lengt 00:05	Change Show Style ExactFit				
Trans.					
<ul> <li>Passed</li> <li>Remain</li> </ul>	-)				

Fig. 5-20 Flash Program Properties

## 2. Play Gif

Please refer to the "play flash" for "play gif"

# **Chapter 6 Play Notification and Sports Score**

# I. Play Notification

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

Notificat	ion	
	Play Stop	Text Properties         ○ From File         • From Input       Spacing         • From Input
	Screen All screer 💌	Notification message
	X 20	Font System 🔽 12 💌 B 🖌 🗓
	Y 16	Move left Auto Update Interval 10 s
	Width 216 Height 32	<ul> <li>Head Close To Tail</li> <li>Play Time</li> <li>By Time</li> <li>2147' s</li> <li>By Count</li> <li>Loop</li> <li>Scroll Speed</li> <li>By Time</li> <li>Points/s</li> <li>By frame</li> <li>Points/Frame</li> </ul>

Fig. 6-1 Notification Management

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

### II. Game Score

The game score is also a special display item other than the program, which is displayed in the independent page and mainly applied for various game. Click the "Control Screen"> "Game Score", to enter the Game Score Management page (as shown in Fig. 6-2).

Game Score Manager			×
Time Management Total 60 Minutes 0:00  Countd Font System  12  B  U	own Start X 216 Res Start Y 0 Sta	Back Color	Play All Play Time Play Scores Stop
Home		Away	
Font System 🔹 12 💌 <b>B</b> 🖌 <u>U</u>		Font System 🔹 12 💌 <b>B</b>	Ζ Щ
Text 1 Pitch 10 +1+2+3 4	+ Symbol	Pitch +1+2+3 4 + 10	Text 1
Text 2 Pitch 0 10 -1 -2 -3 4	- Start X	0 Pitch -1 -2 -3 4 - 10	Text 2
BackGround	··· Start Y	Background	
Start X 0 Width 126	128	StartX 130 Width 126	
Start Y 144 Height 112	Display	StartY 144 Height 112	Vith Home

Fig. 6-2 Game Score Management

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



Fig. 6-3\_Score Effect

# **Chapter 7 Timing Play and Control**

# I. Timing Play Admin

It is used for controlling external equipment by controlling system.

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

Click the "Control Screen" > "Timing Play Admin" menu, to enter the

Timing Play Admin window (as shown in Fig. 7-1).

Num	Program Name		Executin	Valid Date	Valid We.
•					,
· [					
Program F	Path				
	,				
Start					
Add.	Edit Del	ete Delete All			

Fig. 7-1 Timing Play Admin Window

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

Timing Table Pr	operty	112 Mar day	×			
Command	06:Play Program 🔻					
Exec Time	18:13:23		×			
Exec File	F:\Users\shiqin\Desktop\n	ew.vsn	Select			
Valid Date		Valid Week				
No Li	mit	🔘 No Limit				
🔘 Speci	ified	Specified	🔲 Sunday			
Fra 201	11/ 7/ 6 👻	Monday	Thursday			
<b>To</b> 201	11/ 7/ 6 🔻	🔲 Tuesday	Friday			
	ОК	Cancel				

Fig. 7-2 Add Program List

Command: operation function that is going to be completed

play/ pause: to start or pause command

play program: play the specify programs

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

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

close computer: a timing control command from system will close the

computer (this command is fit for the auto-start computer or manual start

computer)

close / open LED display: to open or close the display of LED screen restart computer: timer restart the computer

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

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

valid time: the valid time for command

exec file: specified file needs to be executed

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

# II. Action Table

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

Num	Content	Exec Time	Valid Date	Valid We	Value
•					•
•					

#### Fig. 7-4 Action Table

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

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

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

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

Timing Table	Const Time	Table Date	×
Command	04:Open LED Display		•
Exec Time	18:28:16		
Exec File			Select
Valid Date		Valid Week	
No Li	imit	🔘 No Limit	
🔘 Spec	ified	Specified	Sunday
Frc 20	11/ 7/ 6 👻	Monday	Thursday
<b>To</b> 20	11/ 7/ 6 👻	Tuesday	Friday
		Wendsday	Saturday
	ОК	Cancel	]

Fig. 7-5 Setting of Timing Table

• Shut Down Computer: The system will send the control Command to shut down the computer periodically (This command is applicable to support the automatic power-on of the computer or start the computer by dedicated personnel. Please use it carefully for the unattended computer).

 Close/Open LED Display: Close (or open) the content displayed in the LED screen periodically. • Restart Computer: Restart the computer periodically.

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

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

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

### Chapter 8 Dual-mode card content admin

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

#### I. Parameter Setting

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



Fig. 8-1 No Signal Action

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

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

Send 5AF Content	Send Program
Play Notification	Send Videos and Images
Sports Scores	Send Clv File

Fig. 8-2 Send Videos and Images

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

• Count Can Be Sent: The count of images can be stored in the

Receiving Card.

- Current Count: It is the count of images sent to the Receiving Card.
- Current Duration: It is the play time of the sent images.
- Speed Choice: five speed levels are available, and the low speed can

provide the highest reliability.

Send Videos and Images		×
Add Image	▶ II ■	
Add Image	Count Can be Send	0
	Current Count	0
	Current Duration	0:00:00
	Enabled	Not Card
	Speed Choice	e Medium 💌
Send		Stop

Fig. 8-3 Add Videos and Images

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



Fig. 8-4 Video Properties

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

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

Send Videos and Images		×
🕂 🕈 🕂 🗙 🗃 🖬	► II	
Resource List	Path	F:\Image\Tulips.jpg
ITulips.jpg	Play	0:00:06
	Reserv	/e Aspei
	Applied	setting to all pictures.
		Enabled Net Card
	S	peed Choice 🛛 Medium 🔻
Send		Stop

Fig. 8-5 Image Properties

# III. Send Program to Receiving Card

Edit the program to be played firstly. And then click "Control Screen" >

"Send Program "or the shortcut button, to pop up the Send Program dialog box, and click "Send" as shown in Fig. 8-6.



Fig. 8-6 Send Program

• Maximum Time: the maximum time of programs that can be stored in

the Receiving Card, which is related to the control area of the Receiving Card

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

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

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

# **Chapter 9 Power Supply and Brightness Control**

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

## I. Power Control

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

Remote Control	Detected fur	nction card	, version is:8	3.8	<b>X</b>
LED Screen Power	(J9,J10,J11,J1	12)			
on     One second dela	) off	Execute	J9         OFF           J10         OFF           J11         OFF           J12         OFF		
Air Conditioning P	ower(J13)Ter	nperature Au	uto off=Auto a	)n-20	
I on	○ off (	Execute	J13 OFF	Curr. Te	mp.
Auto Start <u>S</u> t	op Sta	rt Temp(C)	60	29	с
Fan power(J14)	Temperature A	uto off=Auto			Save
) on	) off 🔘	Execute	J14 OFF		5410
🔲 Auto Start <u>S</u> t	op Sta	rt Temp(C)	60		Send
Audio Power(J15)					
on	🔘 off	Execute	J15 <mark>OFF</mark>		Iancel
Costum Power(J1)	6)				
Usage	Cabinet Doors	s.	J16 <mark>OFF</mark>		
I on	🔘 off 🛛	Execute			

Fig. 9-1 Remote Control Window

Select the trigger that controls corresponding power supply on the Function Card, select status as On or Off, and click Execute, to implement corresponding On/Off operation. These settings can be sent to receiving card by clicking "send to functional card"

# **II. Brightness Adjustment**

Click the "Setting" > "Brightness Adjustment", to enter the Brightness

Adjustment window (as shown in Fig. 9-2).

Enable Color Temp	Û	>	I	1	Save '	60% To Send Car
etect no function card	The auto operation is	invalid.				
		100	100	100	100	100
Permit auto adjust the brightne:				-		
Self define		_	-	-	-	-
🔿 Mode 1	Brightness Exec(0~255)	-	-	-	-	-
🔵 Mode 2		-	-	-	-	-
🖱 Mode 3		-	-	-	-	-
		MinO	25	50	75 Ma	a×100
LED bright will change	10 second after extern	al brightness cl	hande			Save
					and to	Function Ca

Fig. 9-2 Remote Control Window

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

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

# **Chapter 10 Remote Operation**

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

## I. Setting of Remote Control Server

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

Software Set	ting			-	×	
Auto Action	Setting Network Setting C	ther Setting				
Netw	ork Setting					
	Allow Remote Control	User	111		Save	
		Кеу	•••			
Local	Machine Network Info					
MAC IP A Sub	Description: Atheros AR9285 Wireless Network Adapter MAC Address: 1C-4B-D6-96-91-DE IP Address: 0.0.0.0 Subnetwork Mask: 0.0.0.0 Default Gateway: 0.0.0.0					
MAC IP A	Description: Realtek PCIe GBE Family Controller MAC Address: 48-5B-39-37-76-62 IP Address: 0.0.0.0 Subnetwork Mask: 0.0.0.0					

Fig. 10-1 Setting Interface of Remote Control Server

• User/Key: It is necessary to input this User and Key to connect to this

server during the remote control.

• Allow Remote Control: The computer can be remote controlled and

become the remote control server only when this option is selected

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

LED Host Computer List		Add		nfomation	
Name	IP	User	Add	Name	
	127.0.0.1		Delete		
			Modify	IP	127.0.0.1
			Save	User	
			Connect	Passv	

Fig. 10-2 Management Interface of Remote Control

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

• Name: It is used to differentiate the name of the LED screen at the management terminal and it can be set at random.

• IP: It is the IP address of the remote control display server to be managed.

• User: It is the user name set for the remote server to be managed.

• Password: It is the password set for the remote display server to be managed.

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

**2.** Select the display to be controlled from the screen list, and click "Connect".

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



Fig. 10-3 Remote Operation Interface

3. Remote control the display on control interface. Of which, operation

are the same as local operation of LEDVISON

# Chapter 11 Software Setting

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

## I. Auto Action Setting

Software Setting	×				
Auto Action Setting Network Setting Other Setting					
Run When System Start Play mode Normal Play Mode					
Play When Software Start     Removable Disk Plug and Play					
<ul> <li>Show Mouse and Outline</li> <li>Topmost</li> </ul>					
── Minimize After Start ✓ Show Backgroud					
Permit Multi-Instance					
Hide Preview Window on Start     Remember LED Windows Position					

Fig. 11-1 Auto Action Setting

• Run When System Start: Run the software automatically when start the

Windows system.

• Play When Software Start: Play the last open program automatically

after the software is started.

• Show Mouse and Outline: Whether it will display the preview outline

and mouse when you edit the program.

• Topmost: the play window can be placed topmost when select this option

• Minimize After Start: Minimize the operating window automatically after the software is started.

• Show Background: show tricolor wallpaper or black back ground when not editing program

• Permit Multi-instance: Allow to open more than one software at the same time.

• Hide Preview Window On Start: Hide the play window to the background after you start the software.

• Remember LED Windows Position: It is the position of the background when you start the software every time.

 Play mode: normal play mode(play content of LED window), capture screen mode(match with the Hide/Display shortcut button, and play the desktop content of LED window),capture when play( play combined content of LED window and computer desktop)

## **II. Other Setting**

 Auto Reboot on Exception: the software will be rebooted automatically after a malfunction exit

- Start/Quit Everyday At: Start/quit the software at the setting time.
- Backup: Backup programs periodically.

• Record Play Info: Record the time to play the file and save it into

corresponding file under the installation directory.

Software Setting	<b>×</b>
Auto Action Setting Network Setting	Other Setting
Auto Reboot On Exception           Start Everyday At           Quit Everyday At	0:14:19 Therval between start and quit must be longer than 20 seconds
Backup	1 Minutes
Record Play Info	
No Notify Messages	
Permit Window Move Out of Scr	een
V Permit Preview Window be Drag	ged
Wait for 30 seconds if system st	art up less than 2 munitues.;)
Enable HotKey	

Fig. 11-2 Other Setting

• No Notify Message: no error message box pup up when there is error happen during playing

• Permit Window Move Out of Screen: Allow the program window is out

of the background outline.

• Permit Preview Window Be Dragged: Allow\_the background window is

dragged by the mouse.

• Row spacing adjustment: time adjustment between the earlier and later datas during data transmission. reduce row spacing when there is large width; increase row spacing when there is a small width to prevent flicker on end portion of LED display

# Chapter 12 User Admin

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

User Admin	×
User List	Infomation
User Name Limitation	Add Name
admin Admin	Delete
	Change
	Permit Admin 💌
	Save
	Exit 🔽 Login Needed

Fig. 12-1 User Admin

### I. Information

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

#### **II. Permit**

• Administrator: It can execute all operations and set users and

corresponding privileges.

• Normal User: It can execute all operation about the play and display,

but cannot set the hardware parameters of display and user management.

- Limited Users: It can only load and play the prepared program.
- Login Needed: users need to log in when open the software