

# **LEDVISION User Manual**

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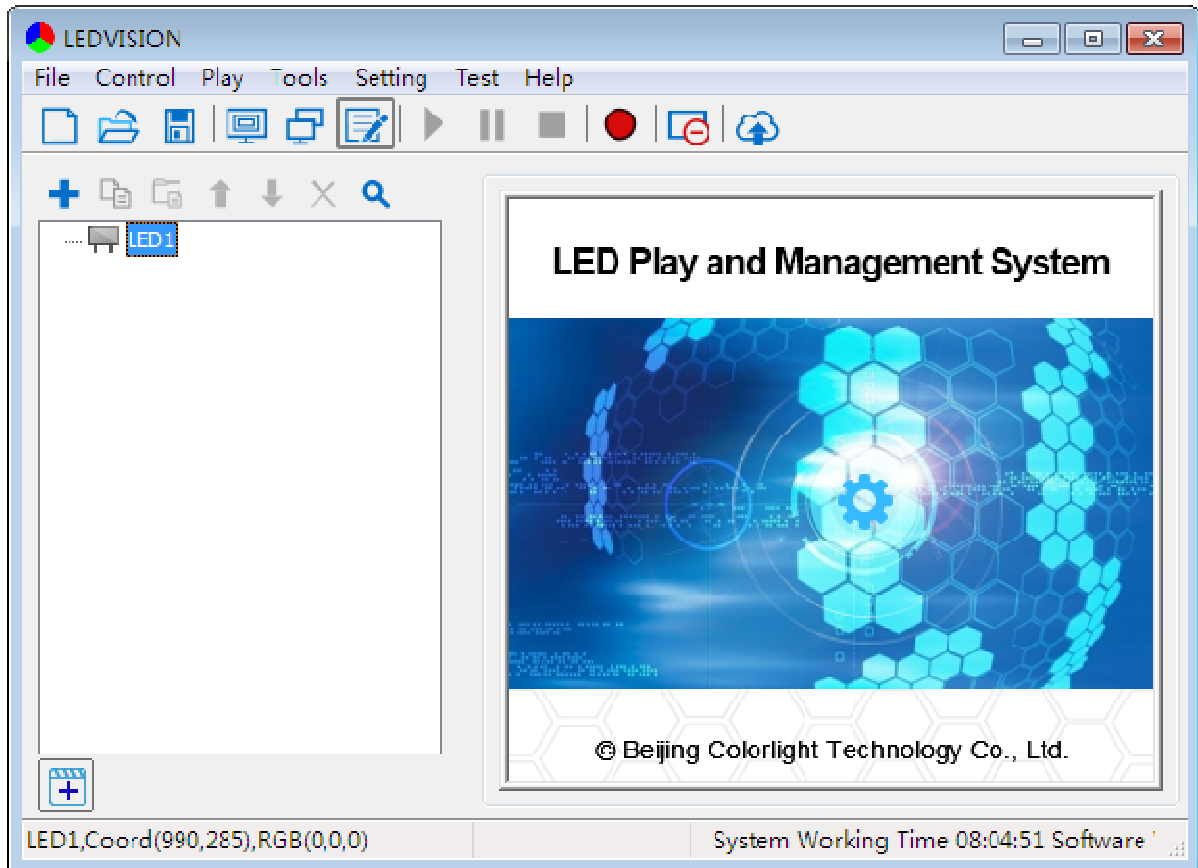
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## Chapter 1 Introduction

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



### 1.1 Overview

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

LEDVISION supports media files play in the forms of **video, audio, image, text, Flash and Gif**, support the display of **office (word, excel, PPT), clock, timing and weather information** and it also supports to play the external video signal (**TV, AV, S-Video and Composite Video**). The software supports multi-page, multi-layer and

multi-section program editing, and provides abundant and flexible video switching function and section effect, as well as the 3D effect animation. This software establishes a platform that enables you to exert your innovation and present the effect of the display screen perfectly.

LEDVISION supports **5A, i5A, i3, i5, i6, i6P** Series Receiving Card and **T7, iT7, iQ7, iQ7E, T7H, S2, S4, S6, S6F** Sending Card, and supports C series sender box like **C1(C1S, C1L), C3, C5, and C6**.etc. And support **M9** and **iM9** multi-functions card. What's more, it supports one computer to control several LED displays, and the intelligent parameters setting for the LED screen.

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

Current LEDVISION version supports the following languages: 简体中文, 繁體中文, English, Français, 한국어, Русский, Español, Svenska.

## **1.2 Software Operating Environment**

Software operating environment is listed as the table below, users can adjust device configurations according to actual status, mainly focus on the total quantity of LED screen pixels, the complexity degree of playing content and whether play HD video or not, etc.

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



## Chapter 2 Installation and Un-installation

### 2.1 Installation

1. Insert CD for your software installation (If there is no CD, you can directly download from our company website ( [www.colorlightinside.com](http://www.colorlightinside.com)), double click the



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

LEDVISION\_Setup\_4.18.exe), select the software installer language (Chinese or English), and click [ **OK** ] ).

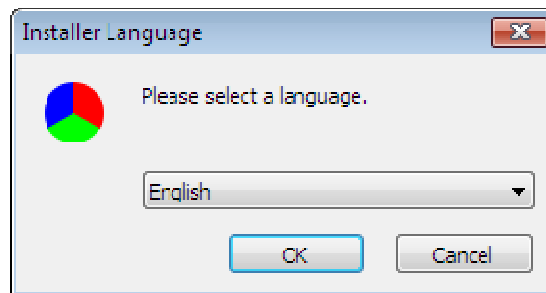


Fig. 2-1 Select Installer Language

2. Then comes to [ **Welcome to the LEDVISION Setup** ] interface, and click [ **Next** ].

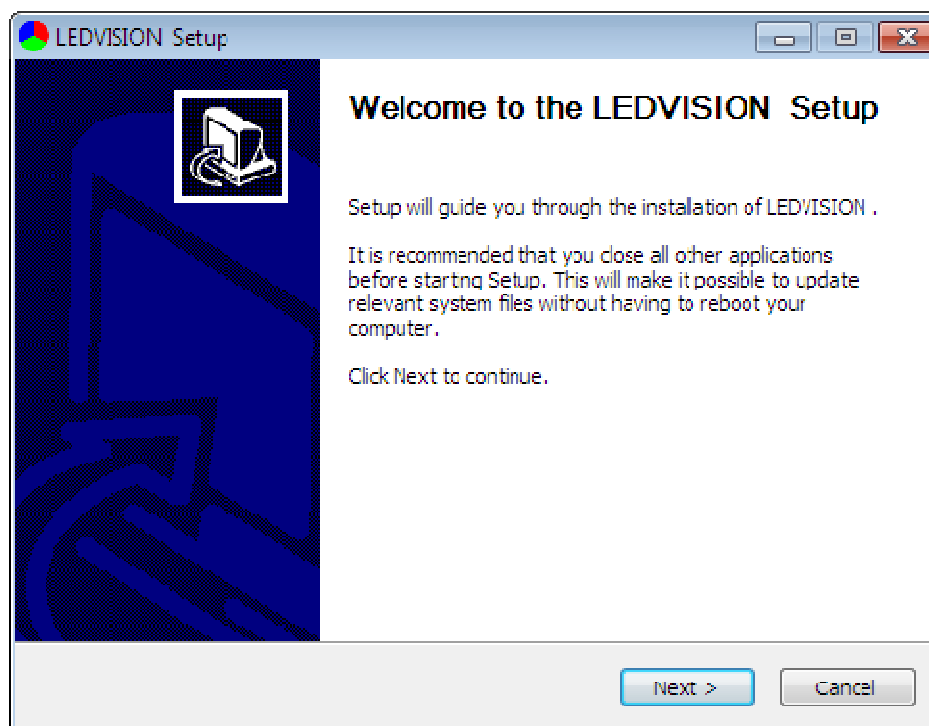


Fig. 2-2 Installation Wizard

3. Choose install location and then confirm to install. Click [ **Next** ].

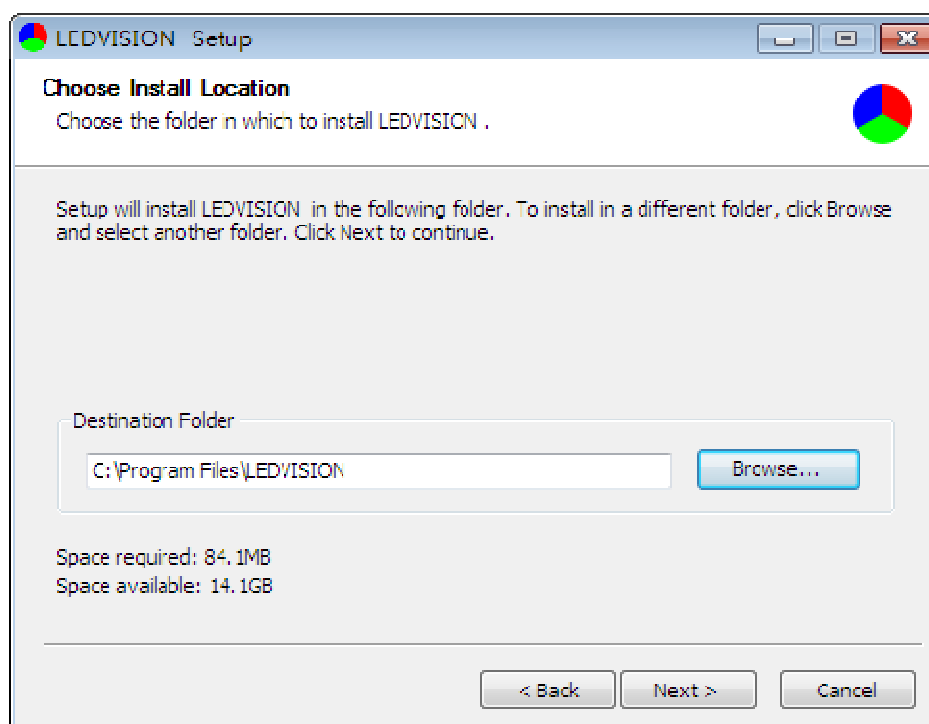


Fig. 2-3 Choose Install Location

4. Choose components according to actual requirements ( If this is the first time to install, we suggest check all) and then click [ **Install** ].

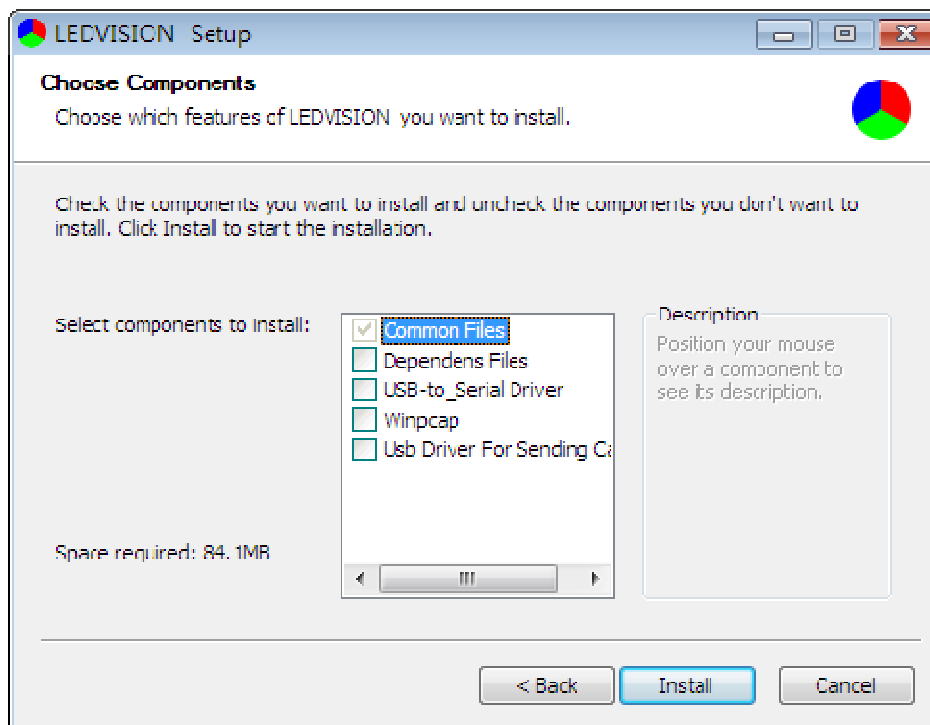


Fig. 2-4 Choose Components

5. Complete the installation. Select [ **Finish** ].

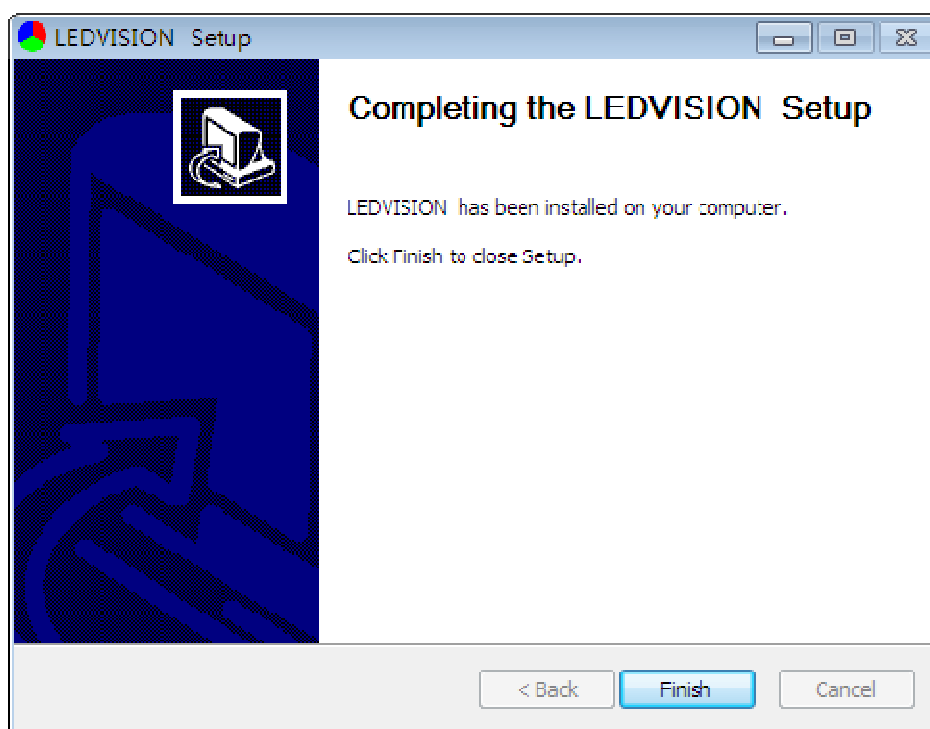



Fig. 2-5 Installation Completed



6. A shortcut icon  will be generated automatically by system after installation, double click to enable the software (If “**To run as admin**” dialogue box pop up after you double clicking, then you shall right click the short icon to select **Property > Compatibility > Run as admin**, then you can open the software straightly.

## 2.2 Un-installation

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

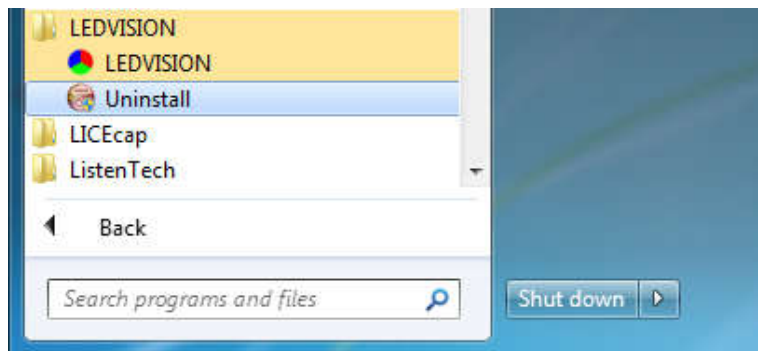


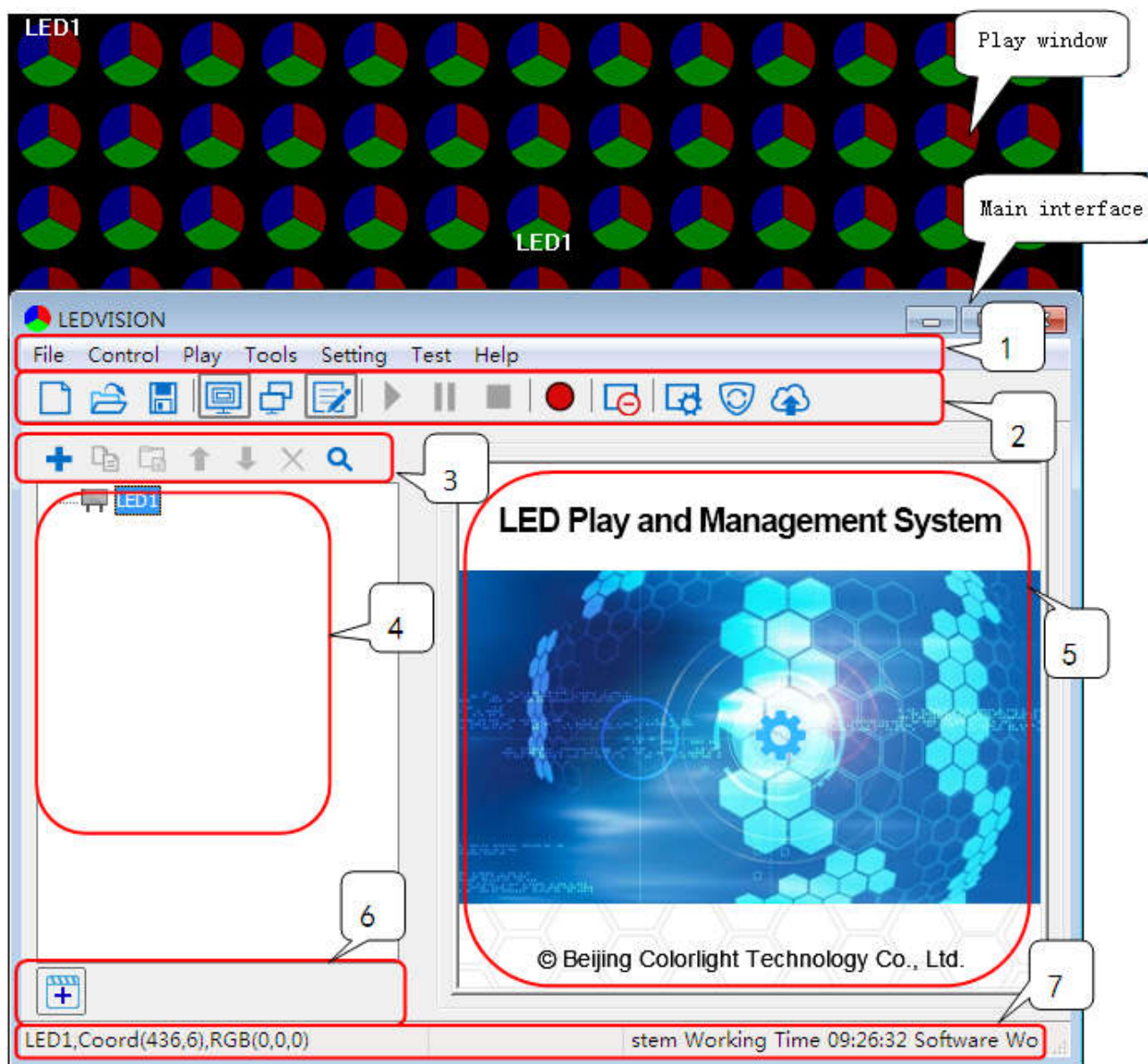
Fig. 2-6 Uninstall LEDVISION

## Chapter 3 Overview of LEDVISION Software

### 3.1 LEDVISION Interface

The software interface (As Fig. 3-1) will show up after the software got started.

It includes two parts: **play window** and the **main interface**.



**Fig. 3-1 LEDVISION Software Main Interface**

### 3.1.1 Play Window

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

### 3.1.2 Main Interface

The main interface is composed of seven aspects as below:

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

## 3.2 Menu and Toolbar Button

### 3.2.1 Menu

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

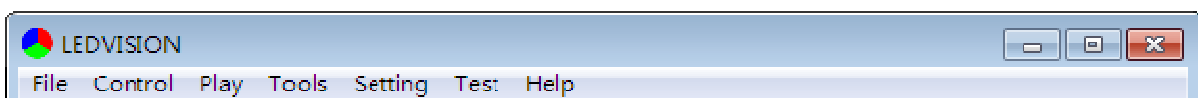


Fig. 3-2 Menu Bar

### 3.2.2 File menu

In the File menu, it mainly performs the basic operation of the program file (\*.vsn file), such as **New, Open, Save, Pack Program, Convert to clv file and Open the Recent Files**. If there had multiple users, you can also switch users if you want (shown as Fig.3-3).

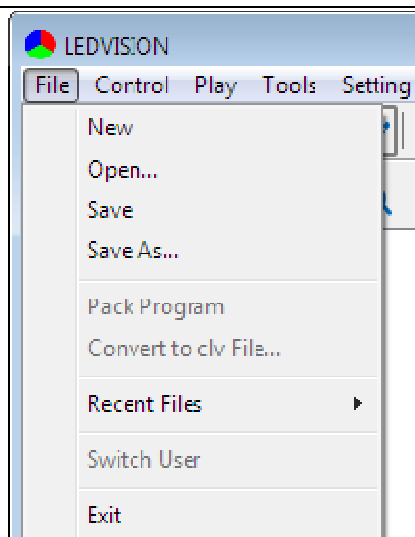


Fig. 3-3 File Menu

### 3.2.3 Control Menu

The display Control Menu is used for **screen management, screen connection setting, offline play, by point calibration, multi-function card Setting, brightness setting, time command list, remote control** (shown as Fig.3-4). All operations for this menu should be completed by professional technicians, nonprofessional shall not operate without any authorization.

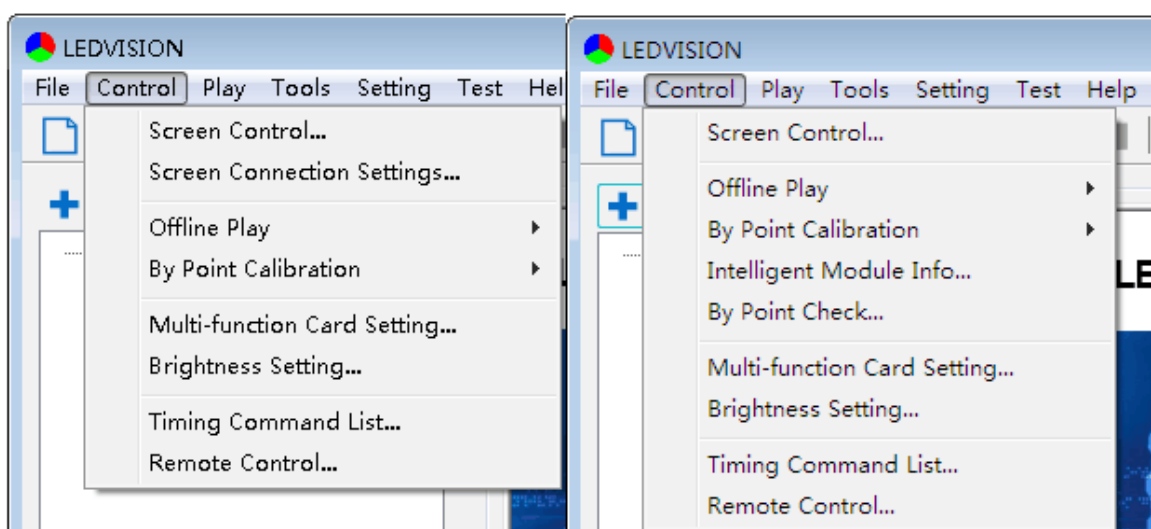


Fig. 3-4 Control Menu

- **Screen Control:** Set number, location, dimension, and other relevant parameters.
- **Screen Connection Settings:** Set LED display connection between receiver cards quickly (there is no this option in i series mode).
- **Offline Play:** Dual mode receiving card contents management, to send contents to the dual receiving card (the software supports 5AF, i5AF and A8S).
- **By Point Calibration:** Check chapter 11 to learn more about the LED display calibration.
- **Multi-function Card Setting:** Remote control on the brightness, temperature and power switch of LED display by using the multi-function card.
- **Brightness Setting:** Adjust brightness and color temperature of LED display, also brightness auto adjustment is required Multi-function cards.
- **Timing Command List:** Set the display time automatically such as play/pause program, turn on /off the large screen display, power on/off the large screen (it requires to cooperate with multi-function card), set the brightness of the screen, display/hide the play window, restart software, close software, reboot computer and so on.
- **Remote Control:** Remote management on corresponding LED screen through network.



### 3.2.4 Play Menu

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

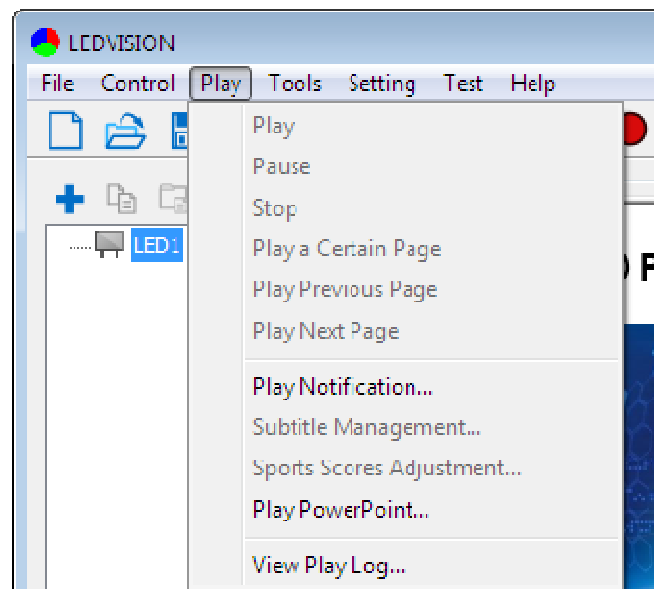


Fig. 3-5 Play Menu

### 3.2.5 Tools Menu

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

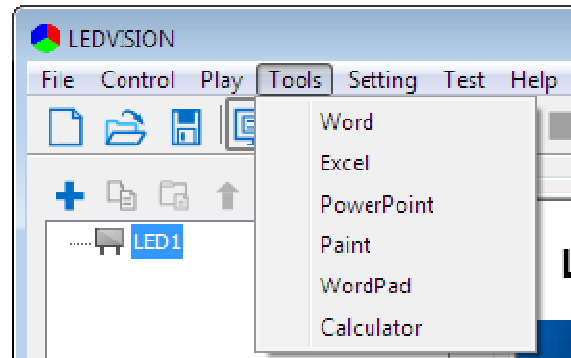


Fig. 3-6 Tools Menu

### 3.2.6 Setting Menu

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

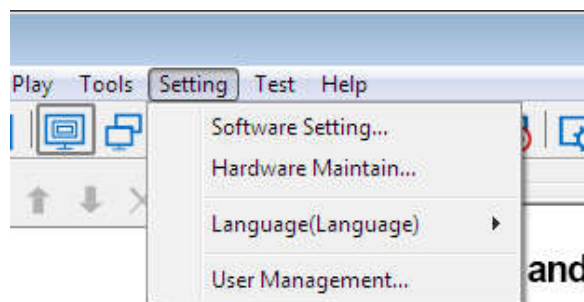


Fig. 3-7 Setting Menu

- **Software setting:** Including **mode setting, startup settings, LED play screen, play settings, timer setting, net settings, shortcut settings and other settings**. Among this, net setting is used for remote control.
- **Hardware Maintain:** Used to update hardware process, this section is designed for technicians, and nonprofessionals shall not operate without any authorization.

- **Language:** Choosing corresponding language according to customer's need.

The software supports **Chinese simplified, Traditional Chinese, English and other 10 kinds of languages.**

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

### 3.2.7 Test Menu

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

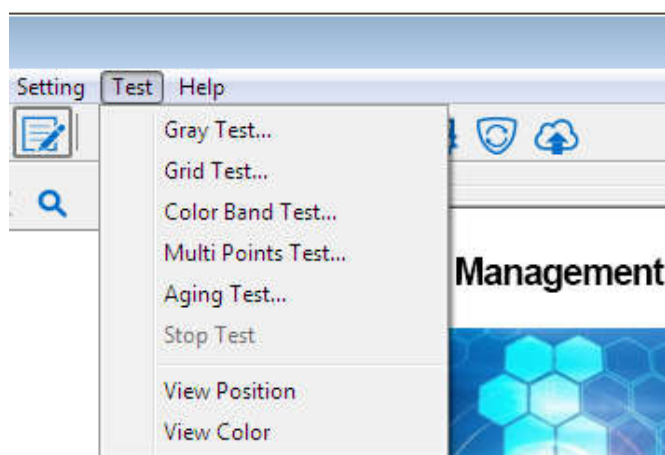


Fig. 3-8 Test Menu

### 3.2.8 Help Menu

It includes **Help, environment checker, feedback, about this product** (shown as Fig.3-9).

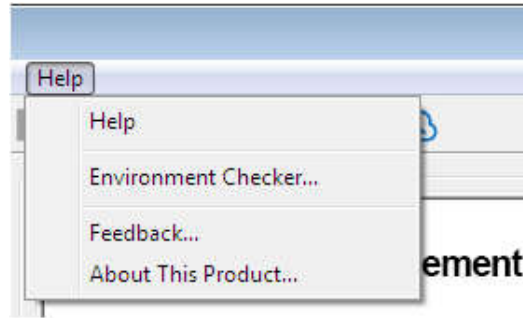


Fig. 3-9 Help Menu

### 3.3 Main Toolbar

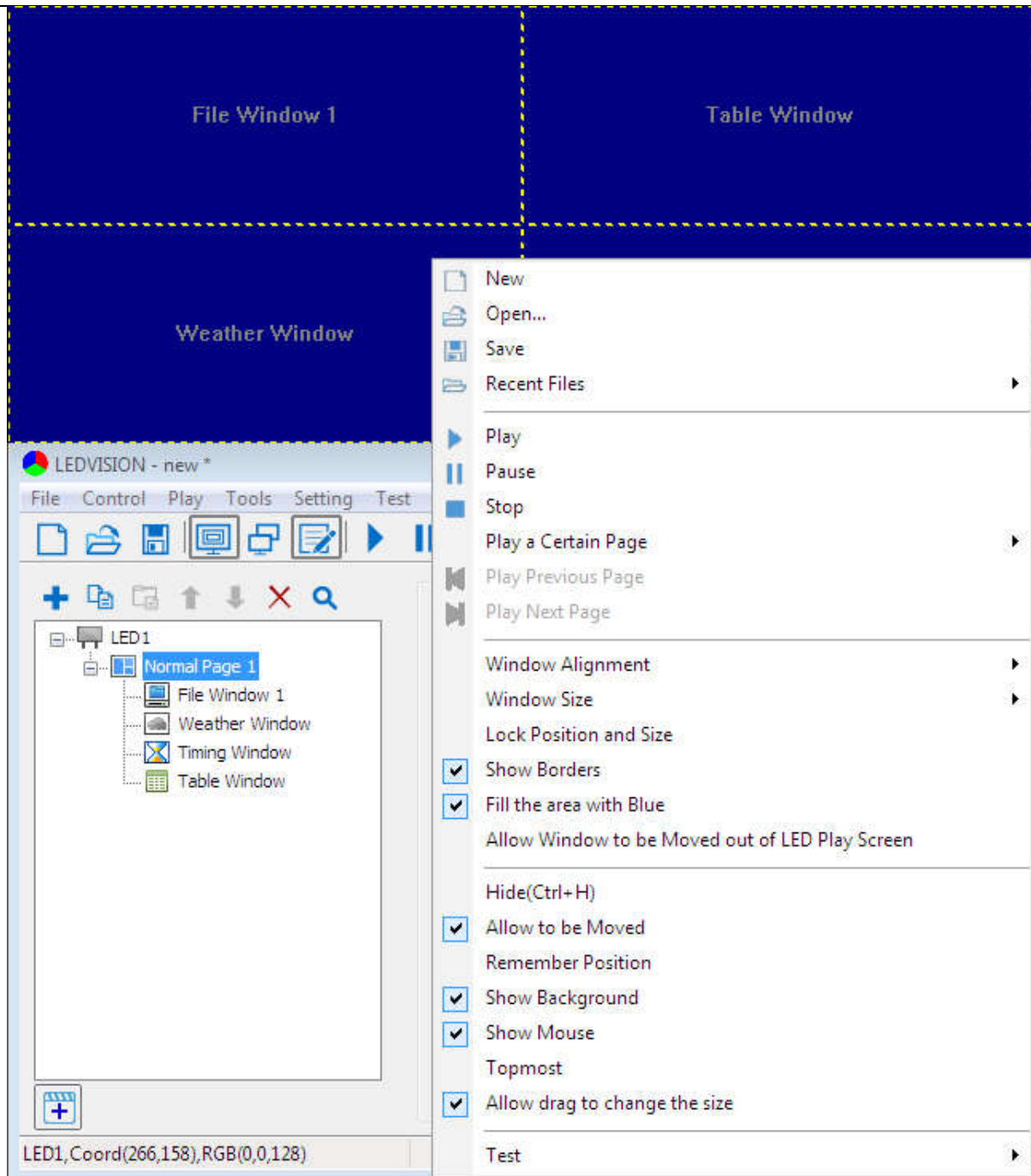
The main toolbar lists the most frequent using functions, including **file operation**, **display/hide** play window, **switch monitor**, **unfold/collapse** main interface, **program playing operation**, **send program to receiving cards**, **close/open screen**, **publish program to C series playbox**, etc. (as shown in Fig. 3-10).



Fig. 3-10 Main Toolbar

### 3.4 Context Menu of the Playing Page

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



**Fig. 3-11 Context Menu of the Playing Page**

### 3.5 Program Editing Toolbar




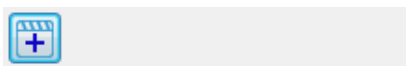
**Fig. 3-12 Program Editing Toolbar**

Listed from left to right:0


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

### 3.6 Play List

The software maximum supports 6 play lists. If there were no program, the corresponding icon in play list will be only one “” (as shown in Fig. 3-13).




**Fig. 3-13 Play List**

You can click on “” to add program file, the program file matches corresponding icon, which would show corresponding name while the mouse moving to the icon, clicking on the different icons, you can play corresponding contents (as shown in Fig. 3-14).



**Fig. 3-14 Play List**

You can move the mouse to the icon list “” position, **remove** or **modify** program file by right clicking the icon (as shown in Fig. 3-15).

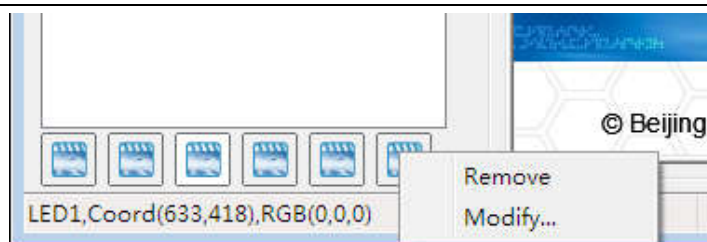


Fig. 3-15 Play List

## Chapter 4 Program Edition

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

### 4.1 Play File Composition

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

### 4.2 Program Structure

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



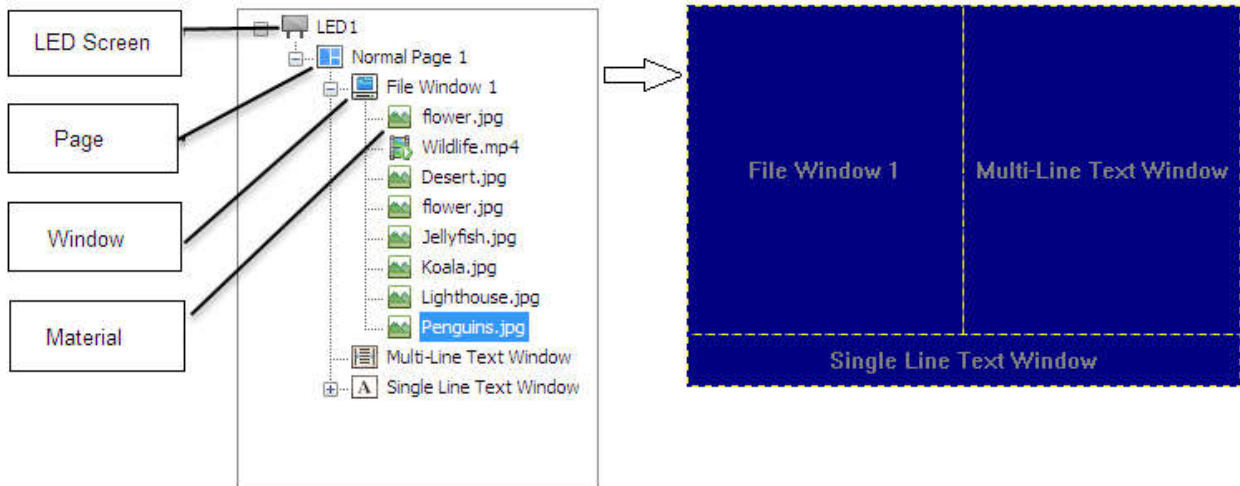


Fig. 4-1 Screen Management Window

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

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

### 4.3 The program page

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

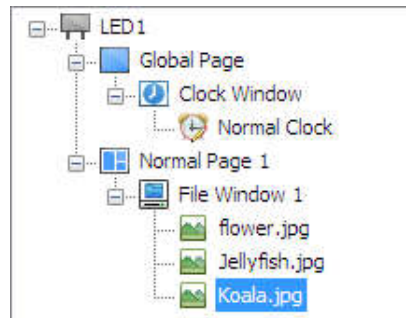


Fig. 4-2 Program Page

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

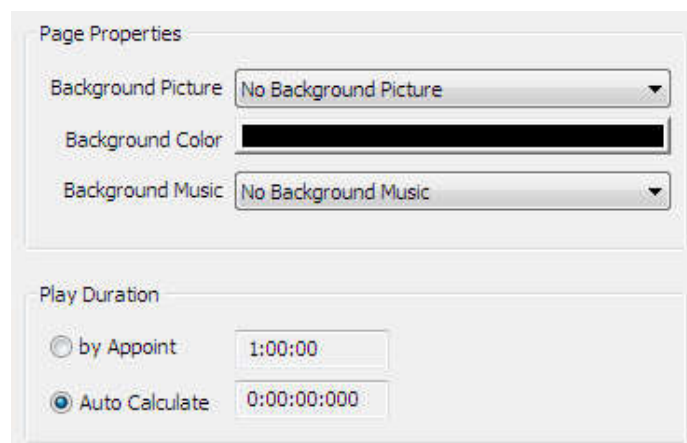


Fig. 4-3 Normal Page Properties

**Global page:** It's the playback that has been broadcast in the whole process and it contains multiple windows.

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

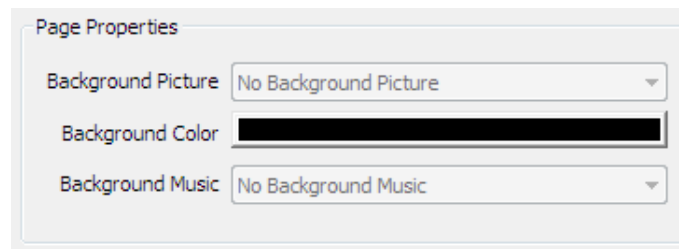


Fig. 4-4 Global Page Properties

## 4.4 Program Window

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

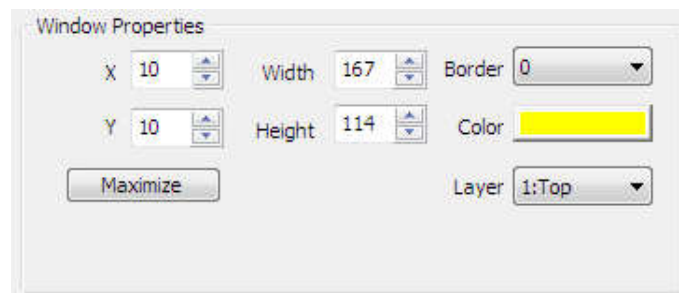


Fig. 4-5 Window Properties

- Window types: **file window**, **multi-line text window**, **single-line text window**, **single column text window**, **subtitle window**, **clock window**, **timing window**, **webpage window**, **Table Window**, **database window**,

weather window, video capture window, environment information window, sports scores window and desktop area window.

- **File window:** it's the most important window and it can play video, pictures, animation, text, Office and other commonly used files.
- **Multi-line text window:** it's used to play multiple lines of text, such as RTF and Txt.
- **Single line text window:** it's used to play a single line of text, such as notification, advertising and other words.
- **Single column window:** it's used to play single row text.
- **Subtitle window:** it's for playing subtitles.
- **Clock window:** it's used for playing clock including analog clock, digital clock and artistic clock.

**Timing window:** it's used for timing, and both up timing and countdown timing are available.

- **Webpage window:** it's used to present the specified page.
- **Table window:** it's used for editing and showing the table data.
- **Database window:** it's for broadcast database and this software supports a total of five types of database: Oracle, SQL server, MySQL, ODBC and Access.
- **Weather window:** it's for playing weather forecast, including China meteorology and global weather.

- **Video capture window:** it's used to play external video, and external video capture devices include TV card, data acquisition card, camera and so on.
- **Environment information window:** For presenting the information of the temperature, humidity and smoke collected by multi-function card or receiving card and it also shows the noise that multi-function card collected.
- **Sports score window:** it's for editing and displaying sports scores.
- **Desktop area window:** it's used to copy and display desktop area.

## 4.5 Program editing process

### 4.5.1 Set the dimension of the LED screen

The dimension of the LED screen must be set correctly otherwise the program will be incomplete or it can't be displayed properly.

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

**Note:** the dimension of the LED screen corresponds to the dimension of the actual LED display whose units are pixels. Generally set to the same dimension as the LED screen.

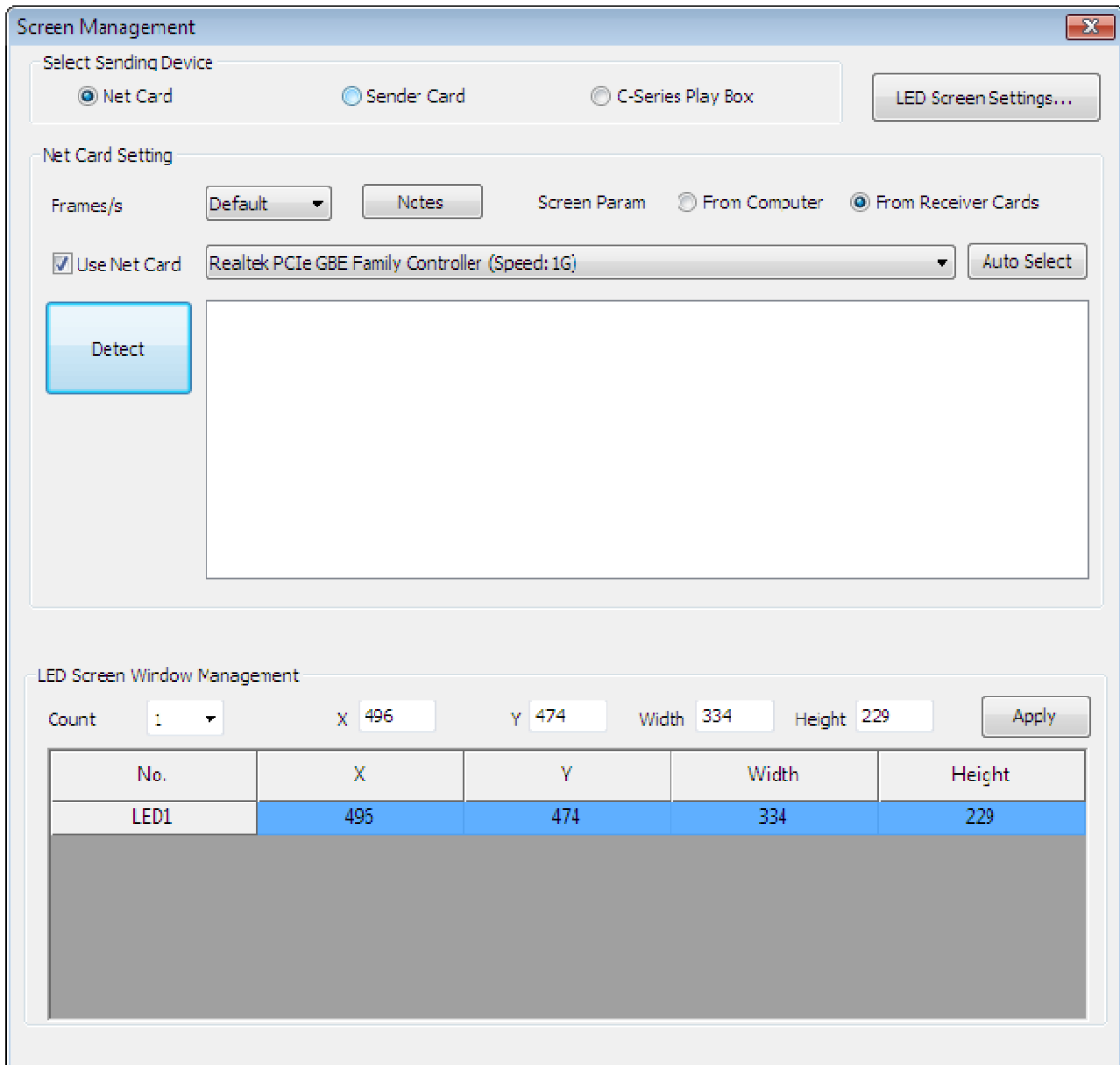



Fig. 4-6 Screen Control Window

### 4.5.2 New program page

You can click  on the program editor and then choose the menu to create a new program page (as shown in Figure 4-7); also you can right click to do so.

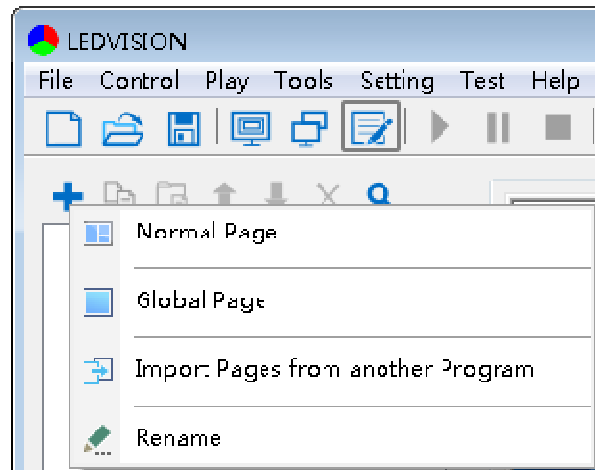


Fig. 4-7 New Program Page

After a program page established, its relevant properties will be shown on the right side (as shown in Figure 4-8), and default parameters are generally used.

The properties window on the program page can be set as follow:

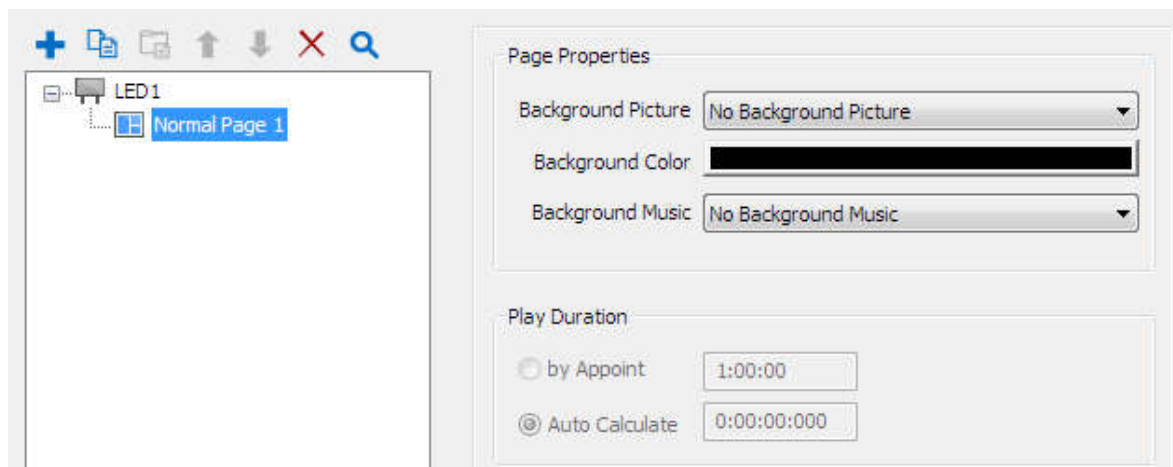



Fig. 4-8 Program Page and Its Properties

- **Background picture:** You can set a picture as the background image for the program page, and now five formats are available: BMP, PNG, JPG, tiff, tga.
- **Background color:** You can click the color and choose any of it as the background color of the program page.

- **Background music:** You can set one or more audio files as the background music of the program, and you can edit the background music at the same time such as adjusting the volume.
- **Play Duration:** You can set the time of playing the program page. There are two setting methods: by appoint and auto-calculate.
- **Method One:** By appoint. After the program page plays a set time, it will turn to another page and play. If there is only one program page, the play time can't be set. By appoint play can only be set when there are two or more normal pages.
- **Method Two:** Auto Calculate. After playing all the contents of the program page, it will turn to next page. The default software is default to auto calculate.
- **Tip:** when the multiple pages are used, the global page should be chosen if some contents need continuous playing in the program page. The global program page always plays together with the normal page and it lies on the top of the normal page.

#### 4.5.3 Add program window

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



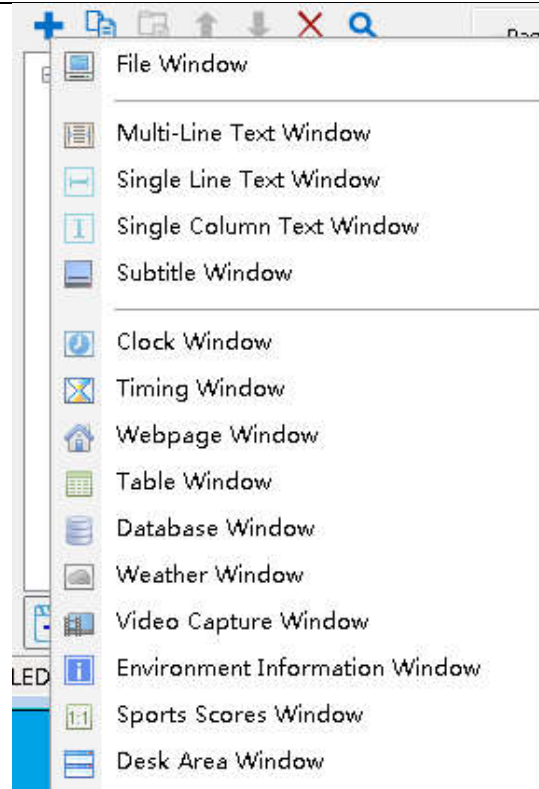
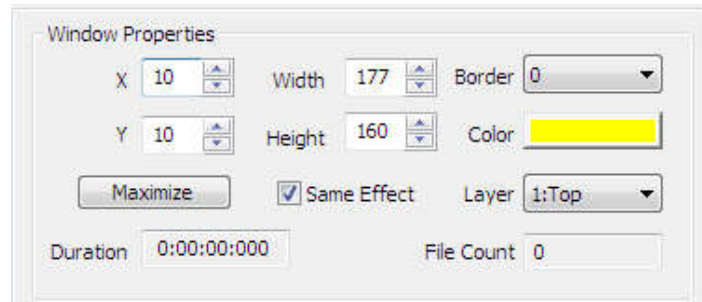


Fig. 4-9 Add Program Window

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

**Method One:** Select the play window and then drag the mouse to adjust its size and position. The selected window frame can also be changed by dragging the mouse; the window position can be changed by selecting non-border areas and then dragging the mouse in the selected window.

**Method Two:** set it directly through the parameters of the window properties.  
(as shown in Figure 4-10)



**Fig. 4-10 Window Properties**

- **Maximize:** to make the window fully display on the LED screen.
- **Border:** to set the width of the window frame line in pixels.
- **Color:** to select the color of the window border line.
- **The coordinate X:** it lies on the top left corner of the window in pixels, which is accordingly on the left edge of the LED screen.
- **The coordinate Y:** it lies on the top left corner of the window in pixels, which is accordingly on the upper boundary of the LED screen.
- **Width:** the width of the window in pixels.
- **Height:** the height of the window in pixels.
- **Layer:** the window in the program page has a cascade relationship, and "1: top" is for the most front.
- **Duration:** the time required for all programs to play in this window.
- **File Count:** the number of programs within this window.

#### 4.5.4 Delete the program window

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

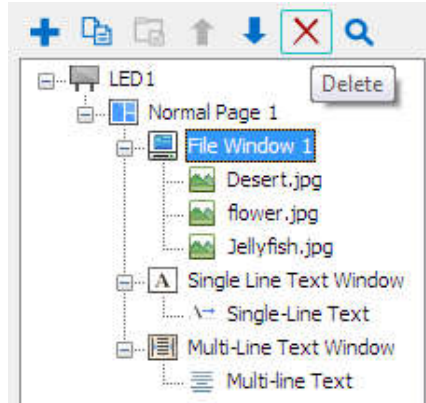


Fig. 4-11 Delete Window

#### 4.5.5 Copy and paste the program window

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

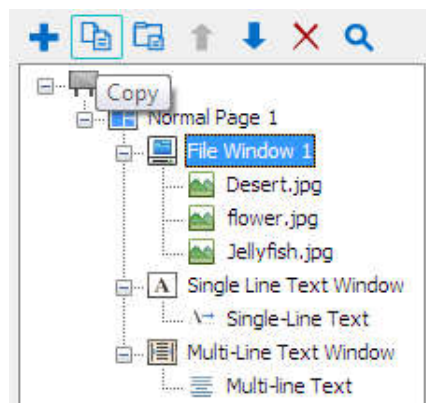


Fig. 4-12 Copy and Paste Window

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

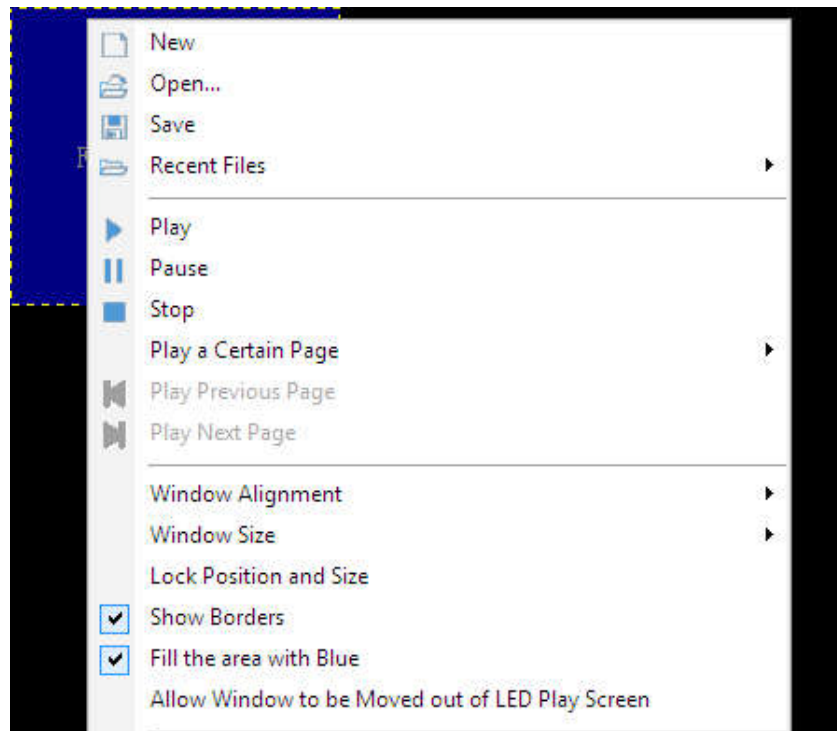



Fig. 4-13 Context Menu of Play Page

#### 4.5.6 Add material

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

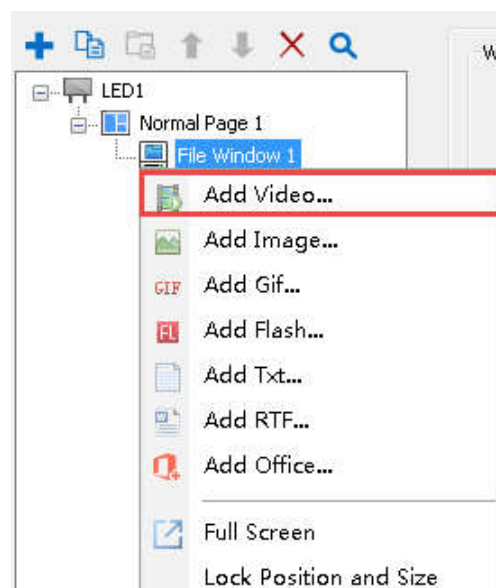


Fig. 4-14 Add Video

In the file window, you should select added video files, the properties of this video will be displayed on the right. (as shown in Figure 4-15), you can change the properties of the video in the properties page. Details will be explained in the next chapter.

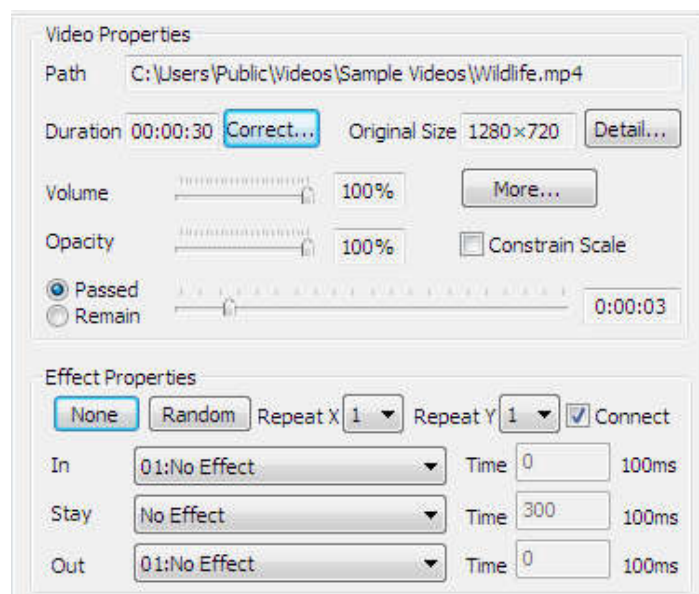



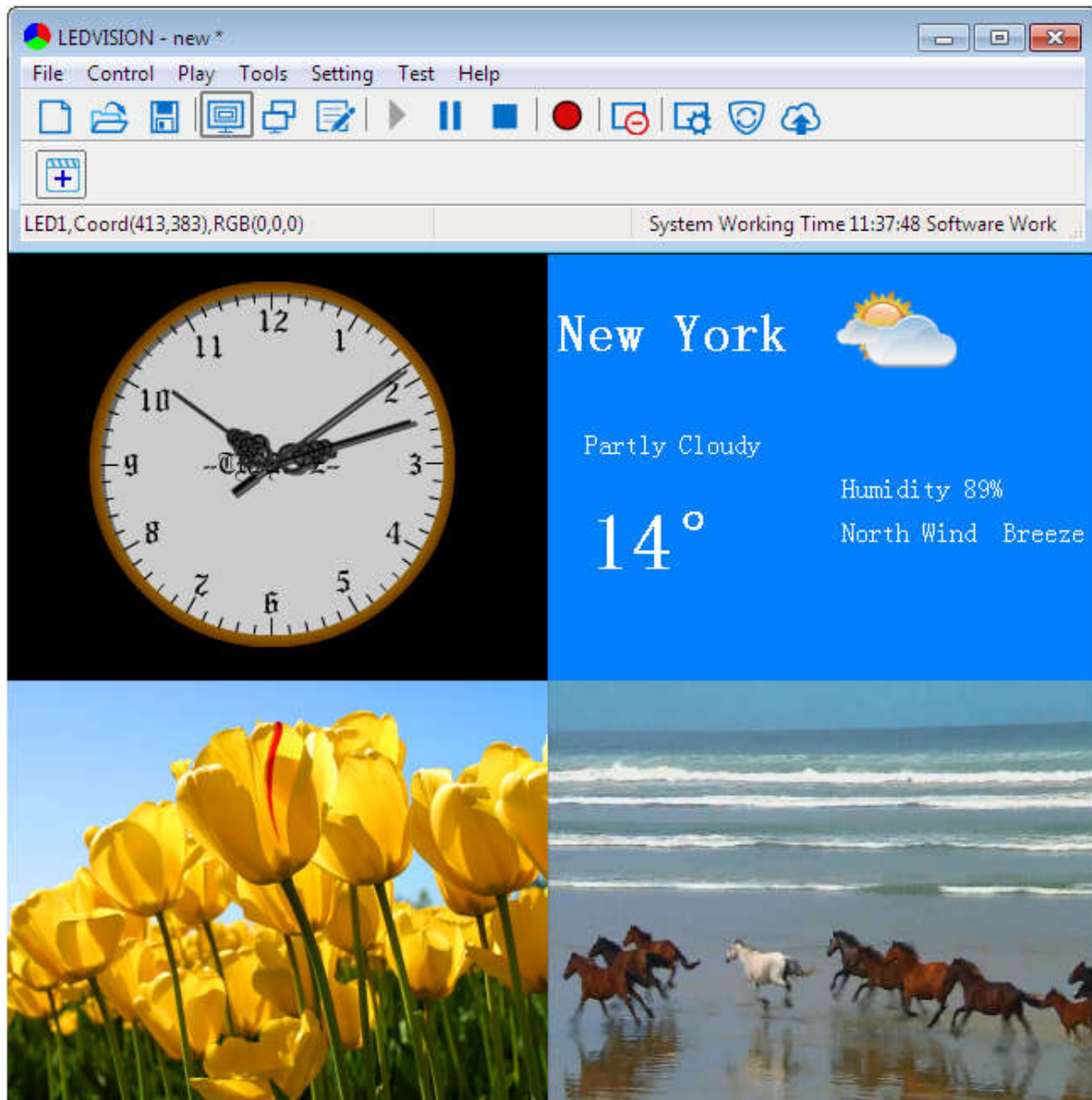
Fig. 4-15 Video Properties

### 4.5.7 Program production completed

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

### 4.5.8 Program broadcast

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




**Fig. 4-16 LED Window Effect**

## Chapter 5 The Detailed Explanation of Program Playing

### 5.1 Play Video

#### 5.1.1 Add Video

Create one [ **File window** ]. Right click [ **File Window** ] or click the  button, click [ **Add video**] after menu showing up to add one or more video files. This software supports almost all video formats under the support of the decoder (If 3.15 or older version didn't have video decoder, it is recommended to use the ultimate decoder), such as AVI/MPEG/ASF/WMV/RM/MP4/RMVB/TS/TP/MOV.

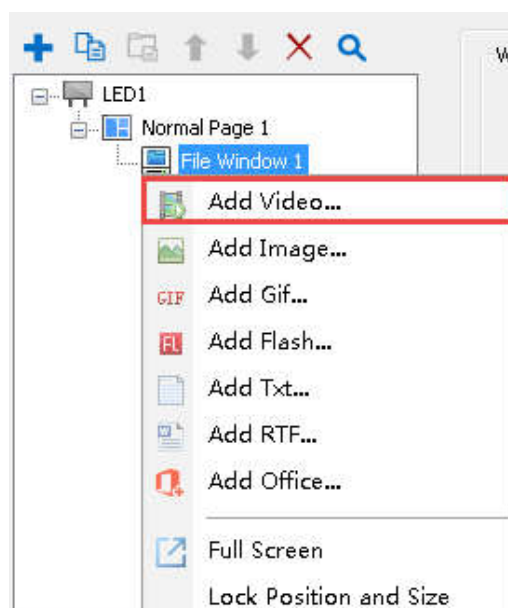


Fig. 5-1 Add Video

#### 5.1.2 Video Properties

The video file includes various properties (as shown in Fig. 5-2). **Path**, **Original Size** and **details** are the read-only properties, in which to read keeping position,



original size and details of the video. And **duration, volume, more, opacity, keep aspect ratio, passed and remain, effect properties** can be adjusted freely.

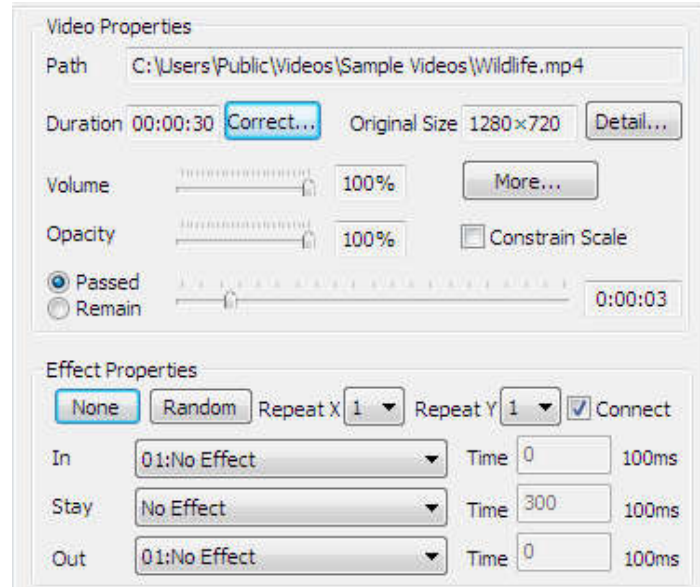


Fig. 5-2 Video Properties


- **Path:** It is the detailed path of video files in computer.
- **Duration:** The actual length of video file.
- **Correct:** The Length is calculated according to the properties of video file. If user found that the software calculated time was wrong or want to change the file time, click [ **Correct** ] button to repair.
- **Original size:** It is the original height and width of video
- **Detail:** Click the [ **detail** ] button, we can see the detailed information. And also click [ **View other videos** ] button in the interface of the file information.
- **Volume:** Adjust the video volume, when access to 0%, the volume is Zero. Whereas 100% is the maximum.



- **More:** click [ **more** ] button then pop up a high-level property interface. In this interface, it can select the type of video decode (the software defaults to the **Self Decoding First**); Setting up video rotating and play times, Cutting play region and play time and to play part of the contents or section of the video.
- **Opacity:** transparent effect can be adjusted freely, when the video become completely transparent and not display from 0%.
- **Keep aspect ratio:** check means according to the original video proportion to display. And if not, the video will display all window.
- **Passed and Remain:** It can check the video passed and remain when editing.
- **Effect:** Select none, random, and particular effect, the software default to **No effect**.

## 5.2 Play image

### 5.2.1 Add Image

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

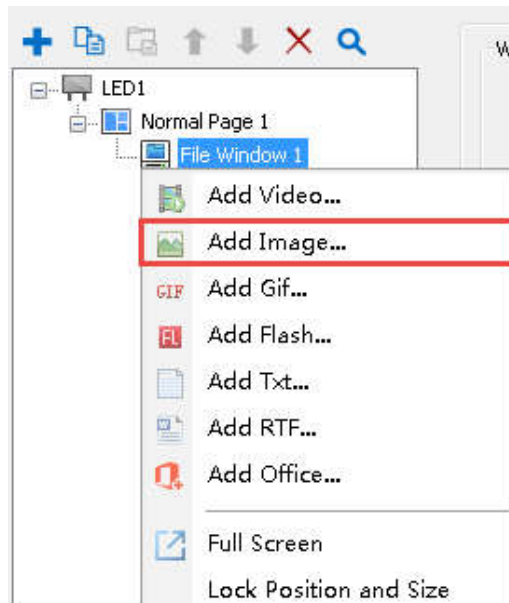


Fig. 5-3 Add Image

## 5.2.2 Image Properties

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

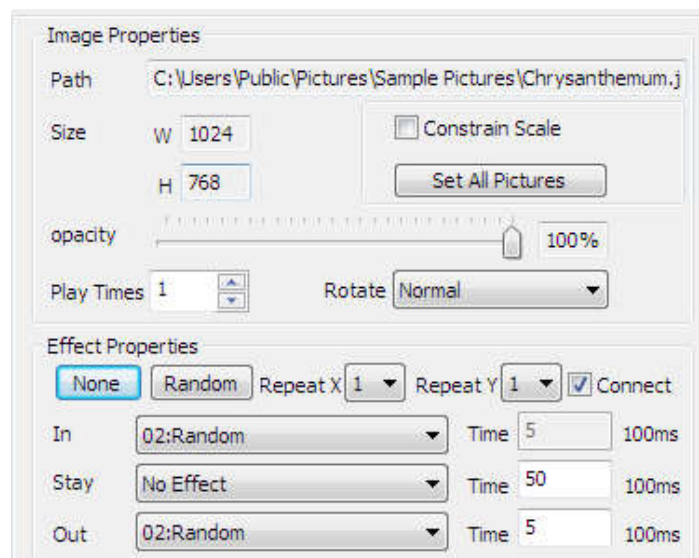


Fig. 5-4 Image Properties

- **Path:** It is the detailed path of files in the computer.
- **Size:** It is the original width and height of images.

- **Keep aspect ratio:** Check means that it is show by the original proportion of image. And if not, the video will display all window.
- **Set all Pictures:** Check [ **keep aspect ratio** ] and click [ **Set all Pictures** ], the image can be constrain the proportion in windows files and it is show by the original proportion of images. There are no constrain Scale, when click [ **Set all Pictures** ] in windows files. It is show that by all the image.
- **Opacity:** transparent effect can be adjusted freely. when the video become completely transparent and not display from 0%
- **Play times:** Setting the image play times. The file play times adopt the principle of time sharing.
- **Rotate:** Normal, flip vertical, rotate 180° , rotate left 90° and rotate right 90° are available

### 5.2.3 Effect Properties


- **No Effect:** Cancel all effect shortcut button.
- **Random:** Set all effects as Random.
- **Connect:** The out effect of previous program file is the same as the in effect of the next program and they are identical. In this way, the play screen will not display the black after the setting.
- **Repeat:** window can be divided into 16 parts at most, and use effect separately so that the effect is more delicate.
- **In:** It is the effect type when it comes in the screen.

- **Out:** It is the effect type when it goes out screen.
- **Stay:** It is the duration between the In effect and the Out effect, whose unit is 0.1s.
- **Time:** The speed unit is 0.1s, which indicates the total time to complete current effect action. The less the value is, the faster the effect action will be.

Note: If there were various pictures in windows files, the software default to the effect of all the image in windows files to change together. If user want to setting the different effect to image. For example, setting alone every picture's length, let picture have a different passed, and then need to uncheck [ the same flash ].

## 5.3 Play Gif and Flash

### 5.3.1 Add Gif

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

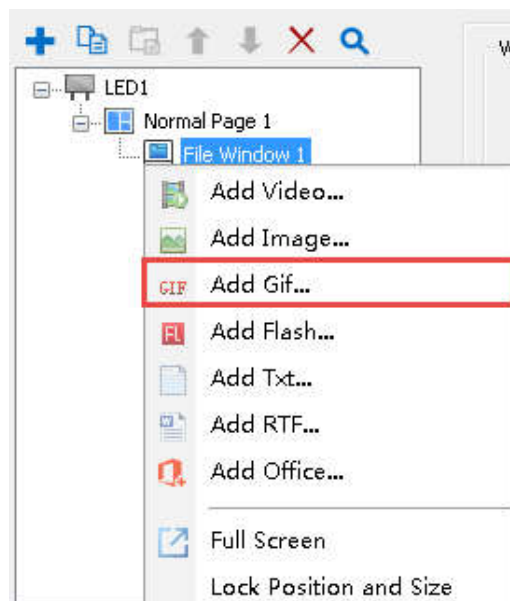


Fig. 5-5 Add Gif

The basic property of Gif is the same as the property of image, you can refer to last section. However, there is one difference, the default playing time of each image is 6s, whereas Gif is auto calculate according to actual length. (As shown in fig.5-6)

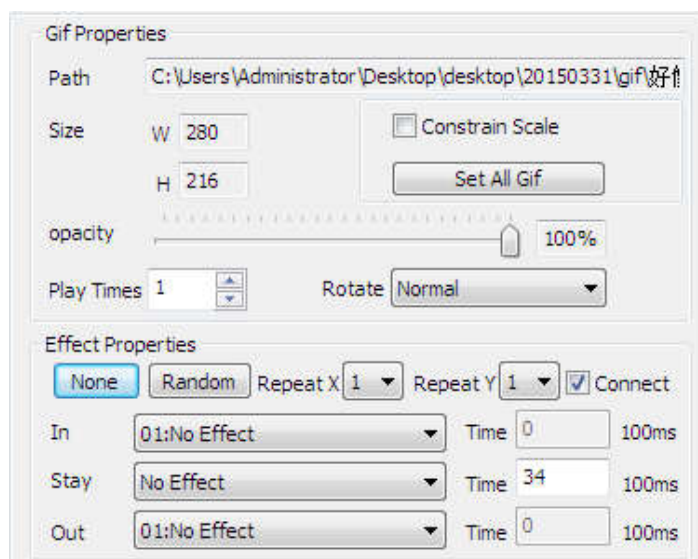



Fig. 5-6 Gif Properties

### 5.3.2 Add Flash

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

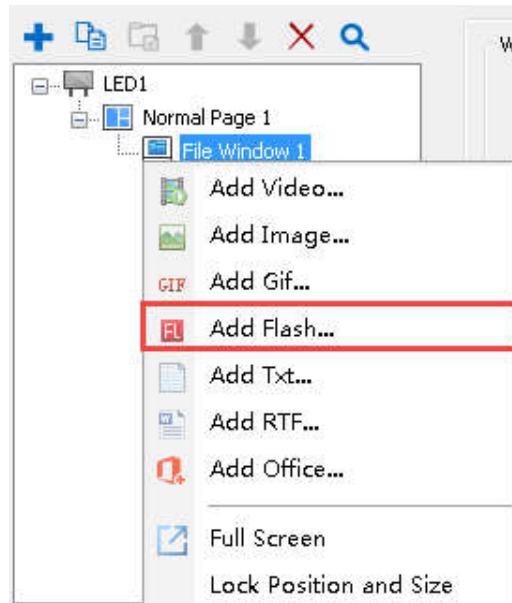


Fig. 5-7 Add Flash

Flash files includes **Flash properties** and **Effect properties**. (as Fig. 5-8)

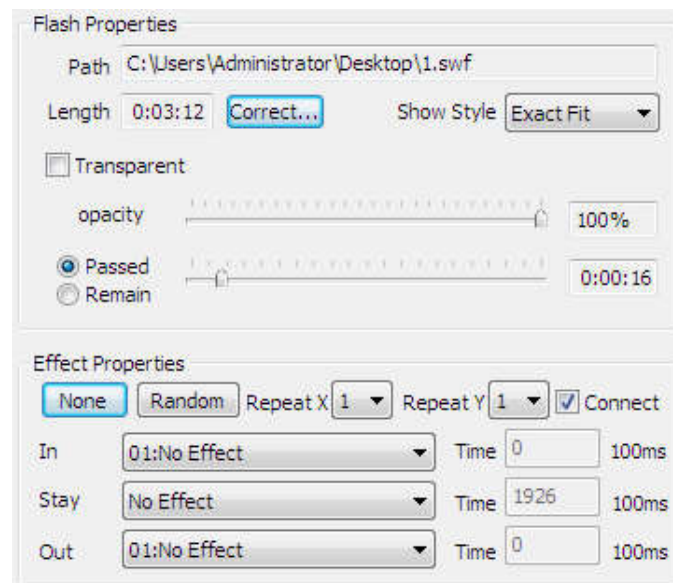



Fig. 5-8 Flash Properties

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

- **Correct:** The Length is calculated according to the properties of video file. If user found that the software calculated time was wrong or want to change the file time, click [ **Correct** ] button to repair.
- **Show Style:** Software have four ways of display. Includes **show all, no border, exact fit and non-scale**. The default show of the software is exact fit when added flash files.
- **Transparent:** Some flash files have already setting background, it can hide the background when checked [ **transparent** ].
- **Opacity:** It can be adjusted freely, the flash becomes completely transparent for 0%.
- **Passed and Remain:** It can check the video passed and remain when editing.
- **Effect:** Select none effect, Random, and particular effect, the software default to **no effect**.

## 5.4 Play office files

### 5.4.1 Play Word

LEDVISION support play word files, the specific method as follow: Create a new file window, right click [ **File Window** ] or click the  button to pop up the menu, to click [ **Add office** ] and select word file that you want to play, it can realize to play word file.

To meet the display features of the LED screen, the software do some effects on Word files displaying like **Inverse, Fit Window, Constrain Scale, Fix, Reserve**

**Margins**, also you can edit Word files, and **auto update** according to the change of Word file contents. (as Fig.5-9).

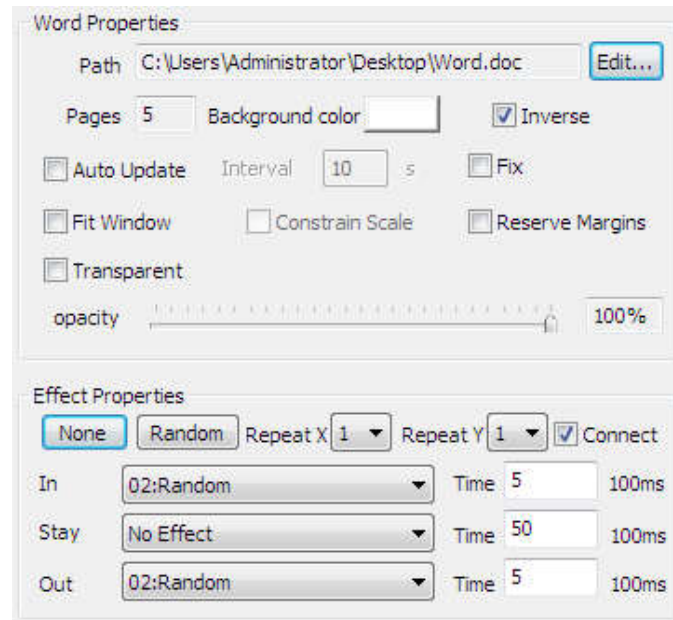



Fig. 5-9 Word Properties

Note: The software supports Word files play, the system shall install the Microsoft office at first. If the system has installed WPS or other office software, the software does not support word file. Excel files and PowerPoint files also need to install Microsoft office in advance.

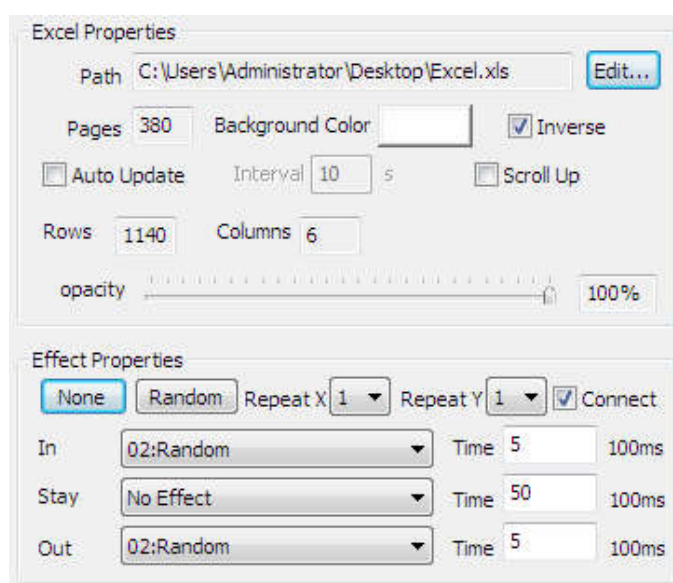
### 5.4.2 Play Excel

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




The Excel file shows the same display effect as word file, the software can also do some display effect on Excel file player like **Inverse**, **Opacity**. Also you can edit to Excel file, and **auto update** on the change of Excel files. (as Fig.5-10).

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



**Fig. 5-10 Excel Properties**

### 5.4.3 Play PowerPoint

LEDVISION support play the PowerPoint files directly, the specific method as follow: Create a new file window, Right click [ **File Window** ] or click the  button to pop up the menu, then select [ **Add office** ] and [ **Add PowerPoint** ] to play these files.

PowerPoint file setting is simple, you can set up constrain proportions and opacity. The display content may be updated automatically according to the change of the document file contents.

However, there are two points that need to pay attention when played PowerPoint file: the first is it can not manually play PowerPoint files in the file window. If the user need to manually play PPT, you can click the main software menu **[play]** – **[play PowerPoint ...]**, and add PowerPoint documents manually play;

As shown in Figure 5-11. The second is that playing PowerPoint content in the document window will only display in pages, if user set up multiple levels of contents in a PowerPoint document on the same page. Such as pictures stack and so on, the bottom page content can not be played.

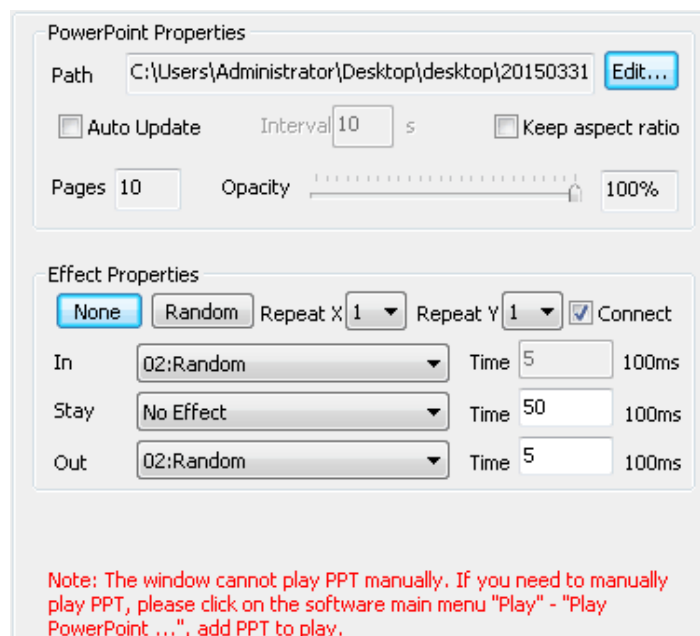



Fig. 5-11 PowerPoint Properties

## 5.5 Play Text

### 5.5.1 Play Multi-line Text

Add Multi-line text by right clicking [ **Multi-line Text Window** ] or clicking the  button. After the menu popping up, select **Add RFT/ TXT file**, or create it by select [ **New multi-line text** ]. The multi-line text file in RTF format and the new multi-line text can be edited in Multi-line Text editing box (as shown in Fig. 5-12).

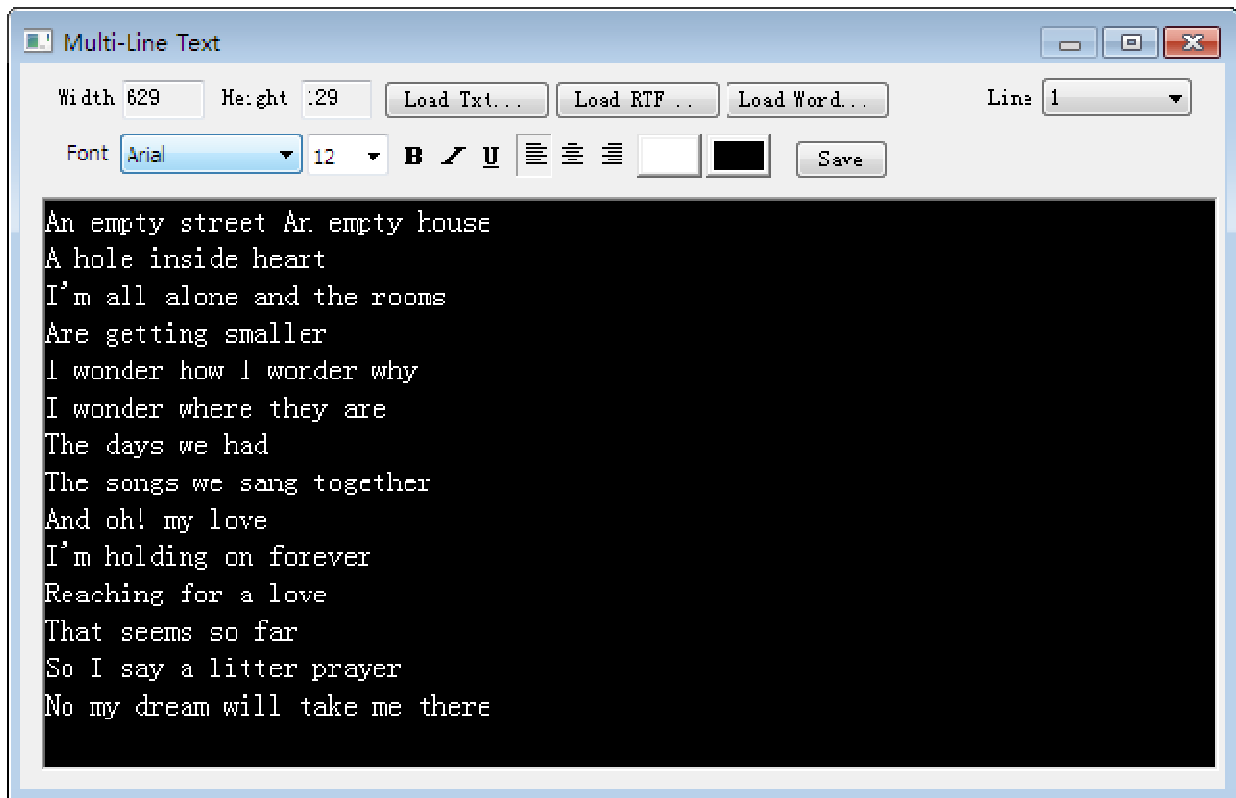


Fig. 5-12 Edit Multi-line Text

You can directly input the text into the Editing box or load the TXT, RFT and Word file. Furthermore, it is allowed to set the text display effect. Click [ **Save** ] after completing edit. If you need to save multiple lines of text editing in the computer, you can click on [ **Export ...** ] button to export RTF files. The width of the multi-line

text edit box is consistent with the LED background's, and it will change with the width of multi-line text.

The multi-line text supports **Move Up**. When you select [ **Move Up** ], you can control the Play Time: **By Count** or **By Time**, or control the Scroll Speed setting **By time** or **By frame** (as shown in Fig. 5-13).

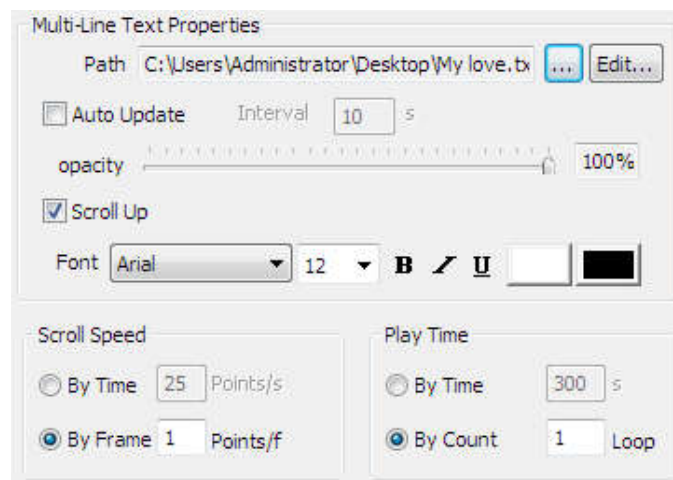



Fig. 5-13 Multi-line Text Properties

### 5.5.2 Play Single Line Text

Right click Program Page or click the  button to pop up the menu, and then click [ **Single Line Text Window** ] to add the single line text (as shown in Fig. 5-14). The single line text is allowed to set the display properties, such as the **Background Color**, **Font** and **Spacing**. The display content may be **From File** or **From Input**. If it is **From File**, the display content may be updated automatically according to the change of the text file content.

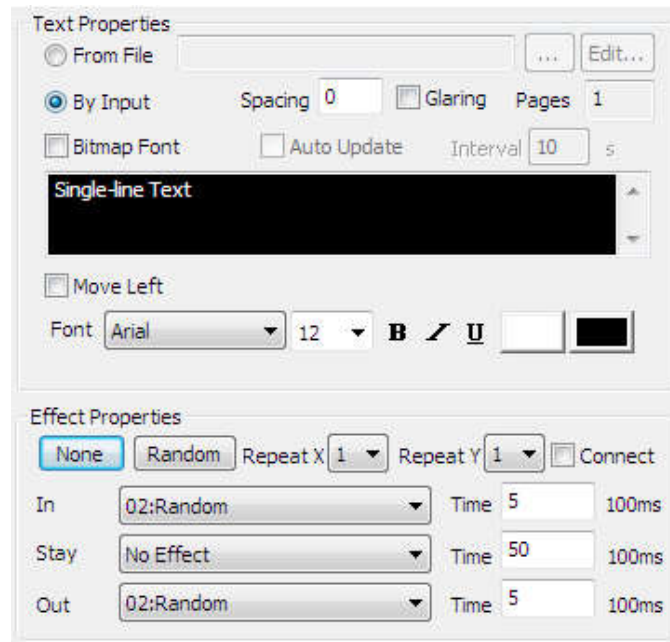


Fig. 5-14 Single Line Text Properties

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



Fig. 5-15 Glaring Effect

The single line text supports **Bitmap Font** and **Move Left** effect. When you select [ **Move Left** ], you can control the Play Time **By Count** or **By Time**, or control the Scroll Speed **By Time** or **By Frame** (as shown in Fig. 5-16).

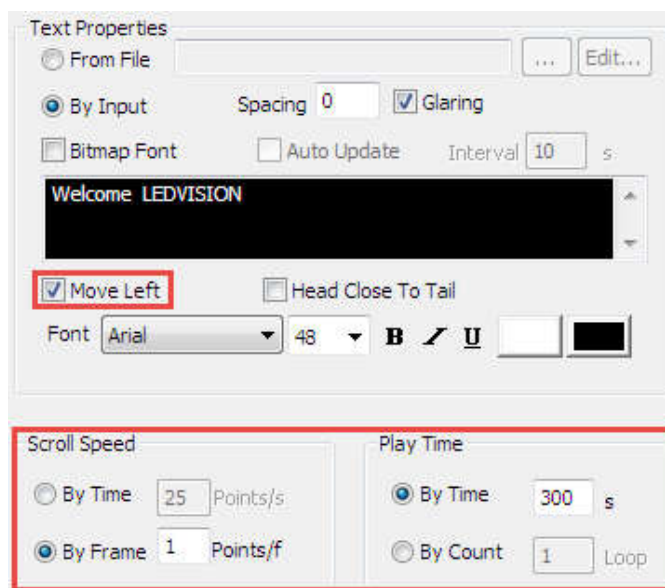



Fig. 5-16 Move Left Control

### 5.5.3 Play Single Column Text

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

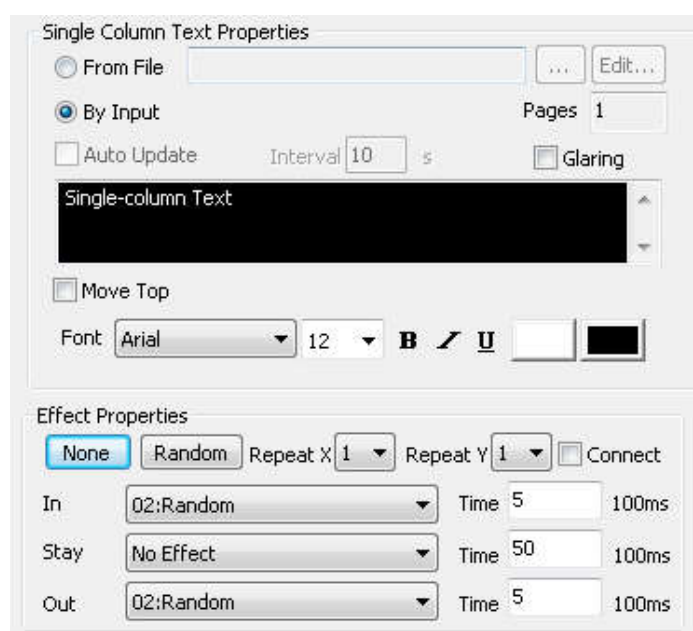



Fig. 5-17 Separate Line Text Properties

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

#### 5.5.4 Play Subtitle

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

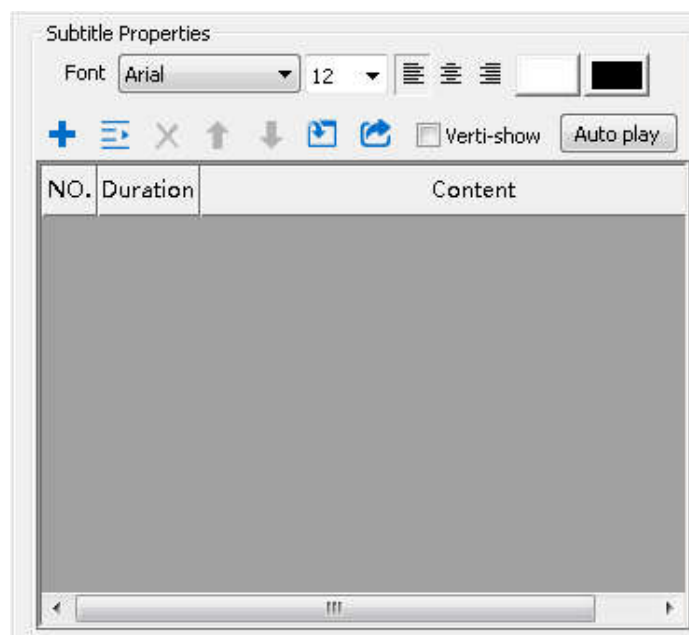


Fig. 5-18 Subtitle Properties

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

When you finished the setting, please click [ **Play** ] on the main menu, then select [ **Subtitle Management** ] to enter the **Caption control** interface to play (Figure 5-19).

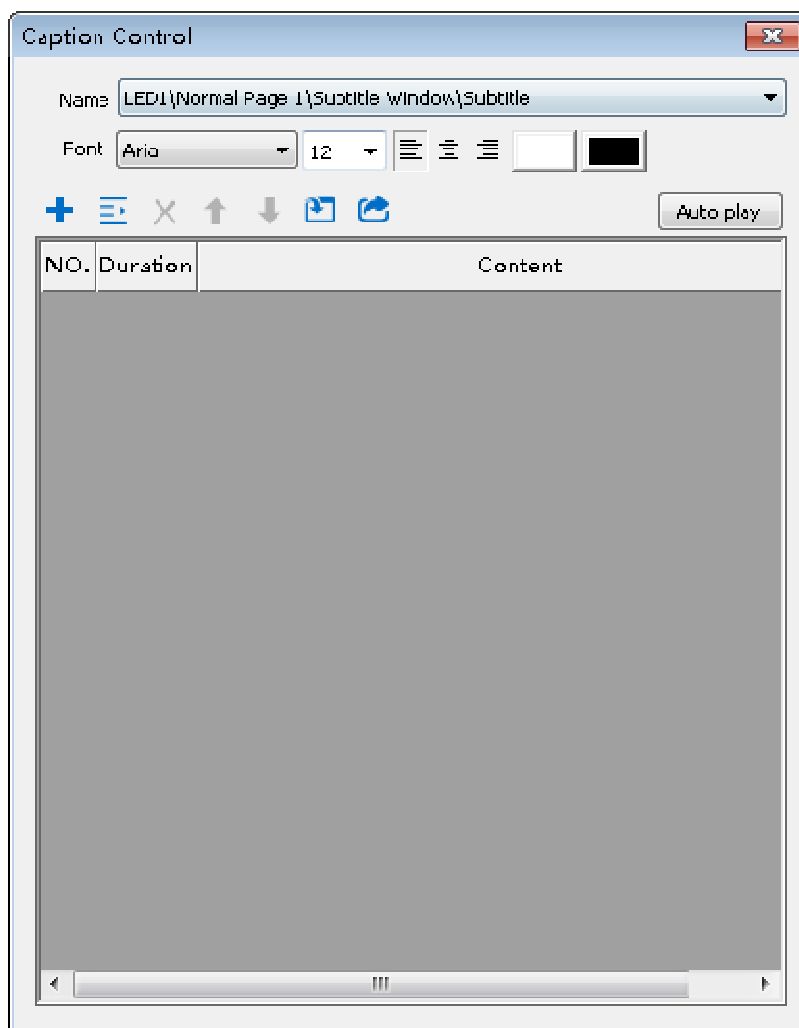


Fig. 5-19 Caption Control

## 5.6 Clock and Timer Display

### 5.6.1 Clock Display

You can select [ **normal clock** ] and [ **beautiful clocks** ] in the clock windows, among which the normal clock includes the analog clock and the digital clock.



## 5.6.2 Analog Clock Display

Right click [ **Clock Window** ], and select [ **Add Normal Clock** ], then select [ **analog clock,**] and select [ **Analog clock style** ] in the [ **Clock Properties** ] interface to display a analog clock. (as shown in Fig. 5-20).

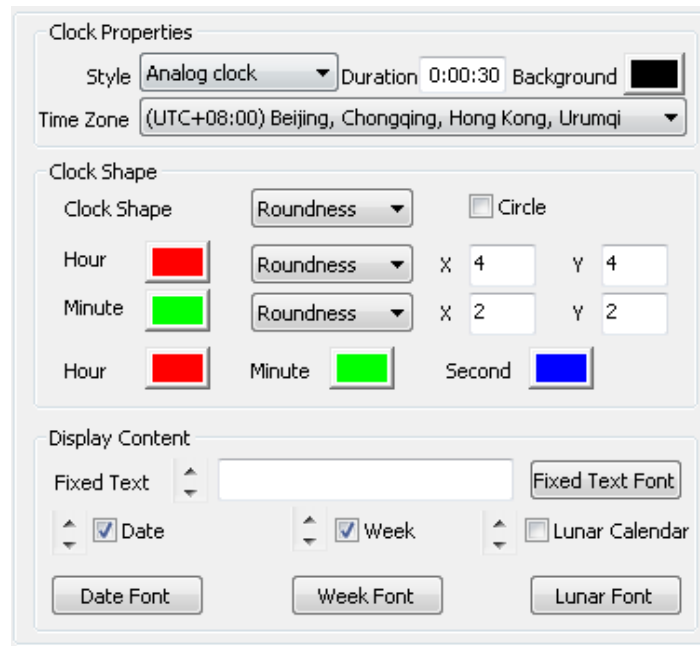


Fig. 5-20 Analog Clock Effect

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

- **Clock Shape:** the clock shape is divided into two parts, including **roundness** and **squareness**. If the window was not a square clock, the clock will become oval or rectangular, and if you want to set the clock to circular or square shape, you need to check the **Circle/Square**.
- **Hour Icon and Minute Icon:** Their properties include color, shape and dimension. Wherein hour icon has roundness, squareness and numeral choices; while minute icon has roundness and squareness.
- **Pointer colors:** All the pointer color can be freely set. Software default **hour**, **minute** and **second** colors as **red**, **green** and **blue** respectively.
- **Fixed Text:** If you want to add text on the clock, you can input text in the **fixed text**. The fixed text position and font can be changed according to the demand.
- **Date:** You can freely choose the date form including date, week and lunar calendar, and the position or font can be changed according to the demand.

### 5.6.3 Digital Clock Display

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

As Figure 5-21 shown, it is the digital clock setting effect. You can respectively set the clock **style**, **duration**, **background**, **time zone**, **content**, **fixed text**, **hour style**, **year style**, **multi-line and single-line style** and **font**. There are three kinds of digital clock.

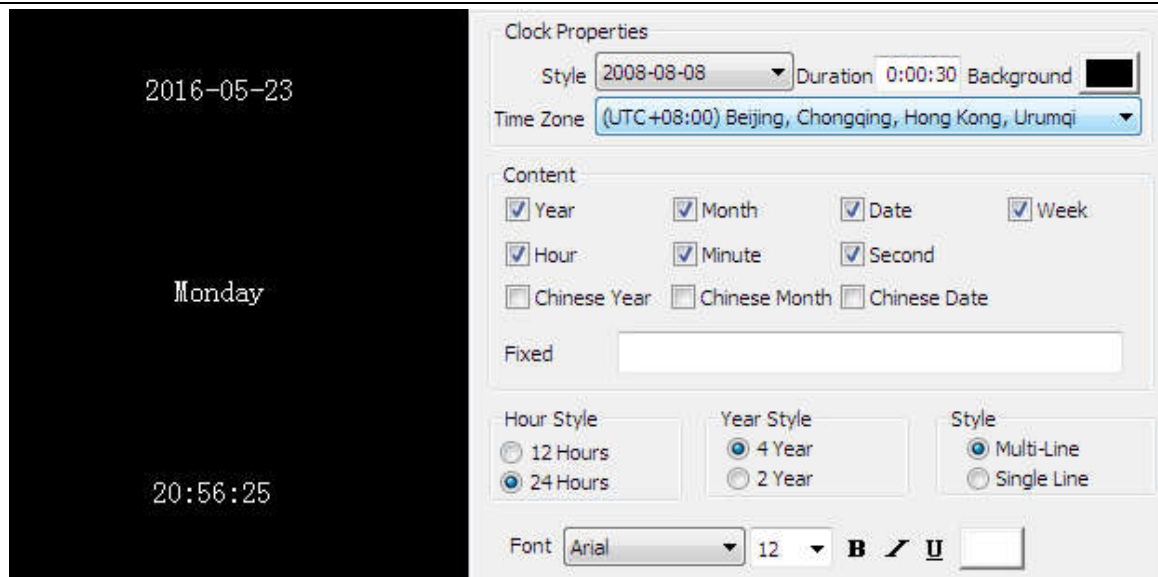


Fig. 5-21 Digital Clock

### 5.6.4 Beautiful clock display

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

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

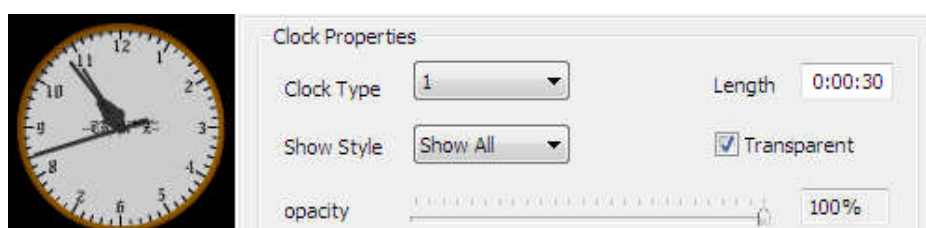


Fig. 5-22 Beautiful clock

## 5.7 Timing Display

### 5.7.1 Add Timer

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

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

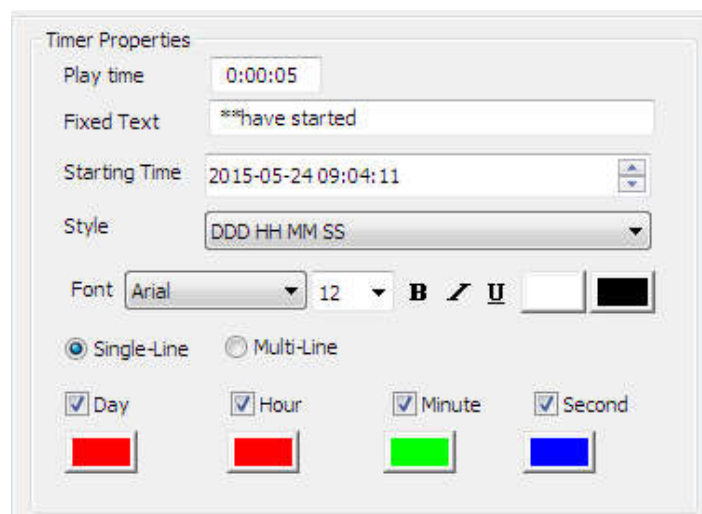


Fig. 5-23 Timer Properties

Display the effect (as shown in Fig. 5-24).



Fig. 5-24 Timer Effect

### 5.7.2 Add Countdown

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

The setting of the countdown properties are consistent with the timer. The countdown timer effect as shown below.

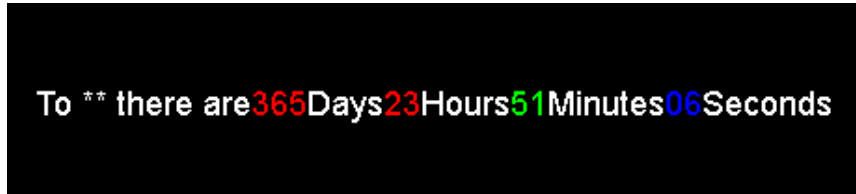



Fig. 5-25 Countdown Timer Effect

## 5.8 Webpage Display

Right click [ **Normal Page** ] or click the  button, then click [ **Webpage window** ]. Then input the corresponding URL (website) in webpage properties, click [ **Goto** ] leads you to corresponding programs (which requires network connection and correct website).

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

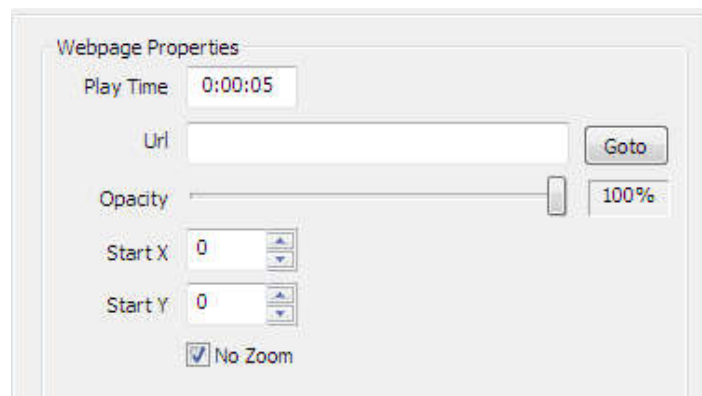


Fig. 5-26 Webpage Properties

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

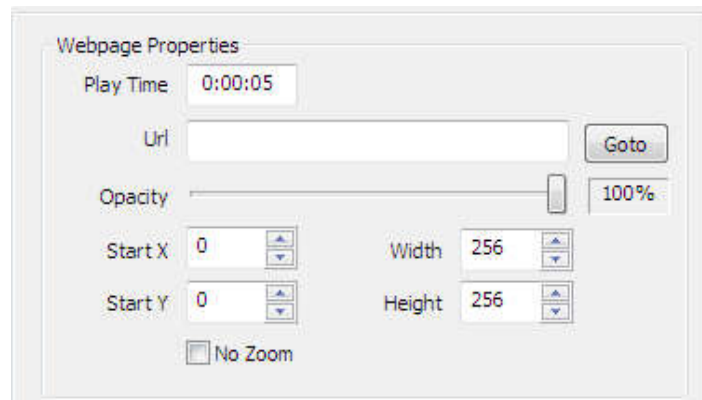


Fig. 5-27 Webpage Zoom

## 5.9 Table Display

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

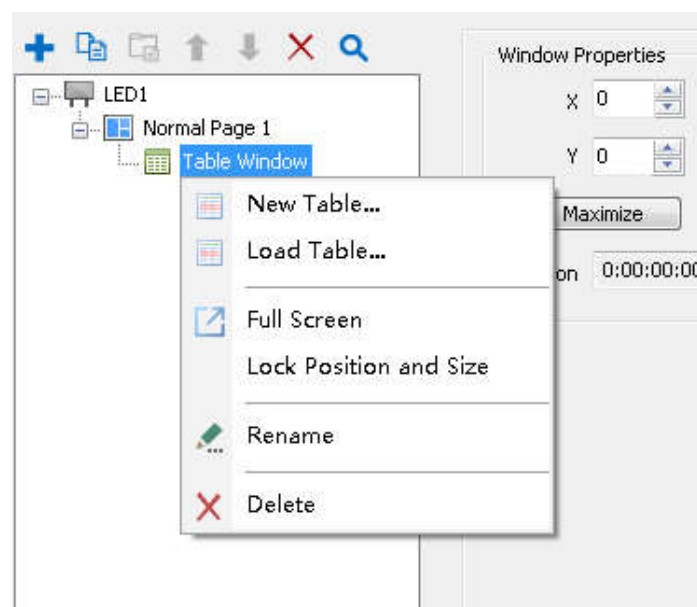


Fig. 5-28 Add Table

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

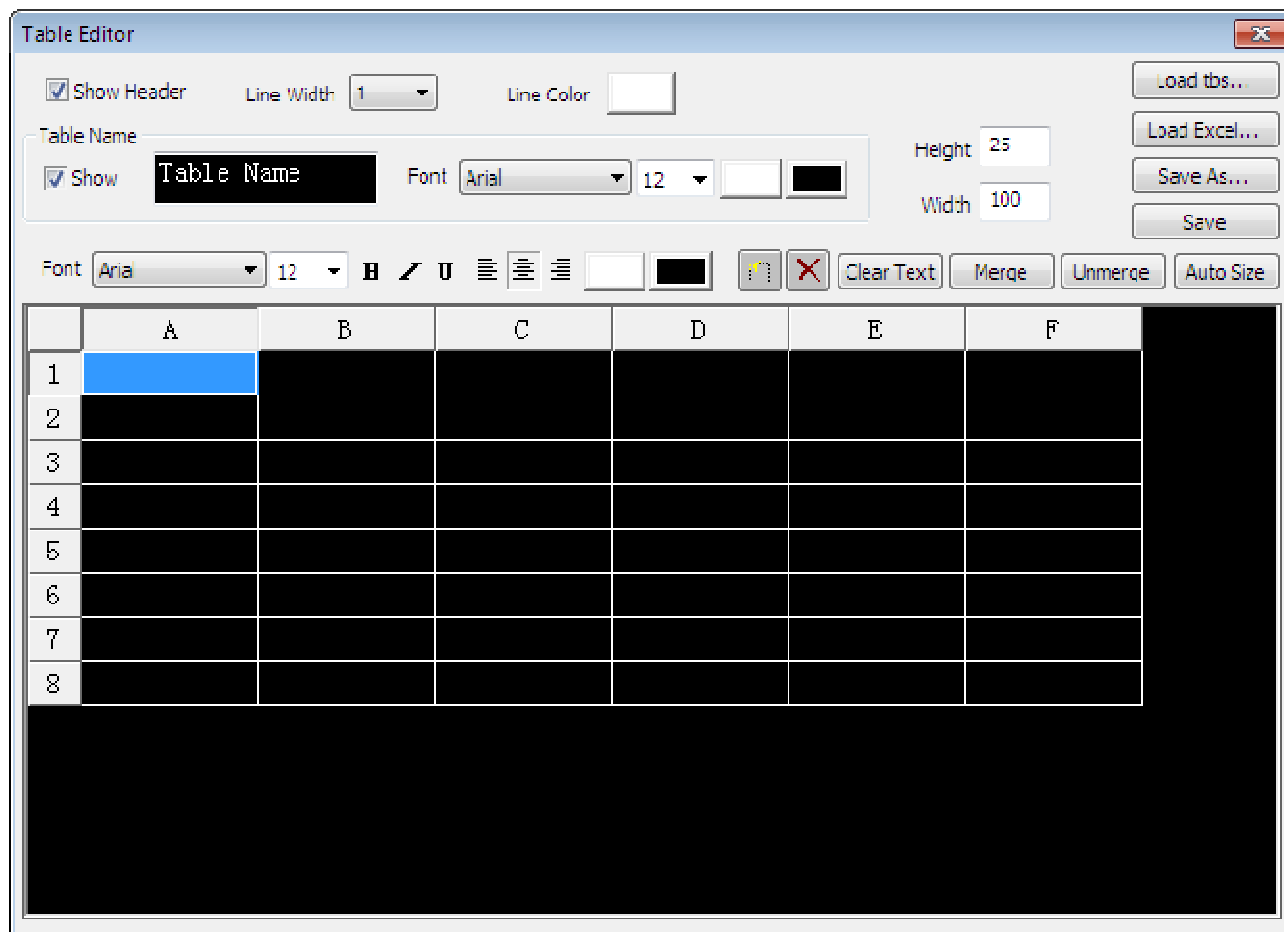


Fig. 5-29 Table Editor

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

Note: the software only supports playing in TBS format. If you want to play the Excel file, you can directly add Office files in the file window, and select the target

Excel file. You can also load Excel file when you edited, and finally transform the Excel into TBS format.

## 5.10 Database Display

### 5.10.1 Create New Database window

Click the [ **Normal Page** ], Right click select [ **Database window** ] to add a database (Figure 5-30). The Software supports **Oracle**, **SQL Server**, **MySQL**, **ODBC** and **Access** playing types. We will briefly introduce these five kinds of playing types Database requires strong expertise, when played database, you shall understand a certain database knowledge in advance.

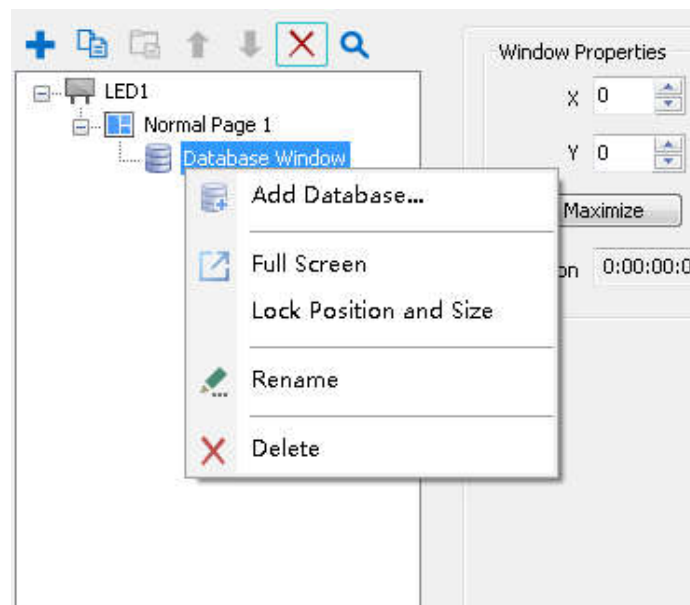
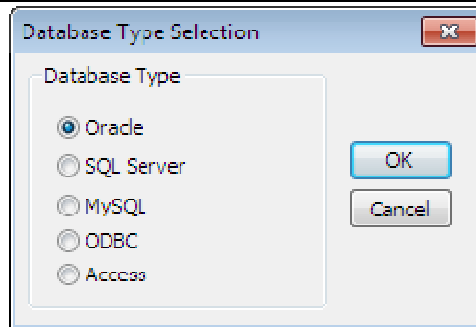


Fig. 5-30 Add Database

### 5.10.2 Add Oracle Database

Click [ **Add Database** ] from database toolbar, then **Database type selection** box will pop up, and select [ **Oracle** ] database (Figure 5-31).

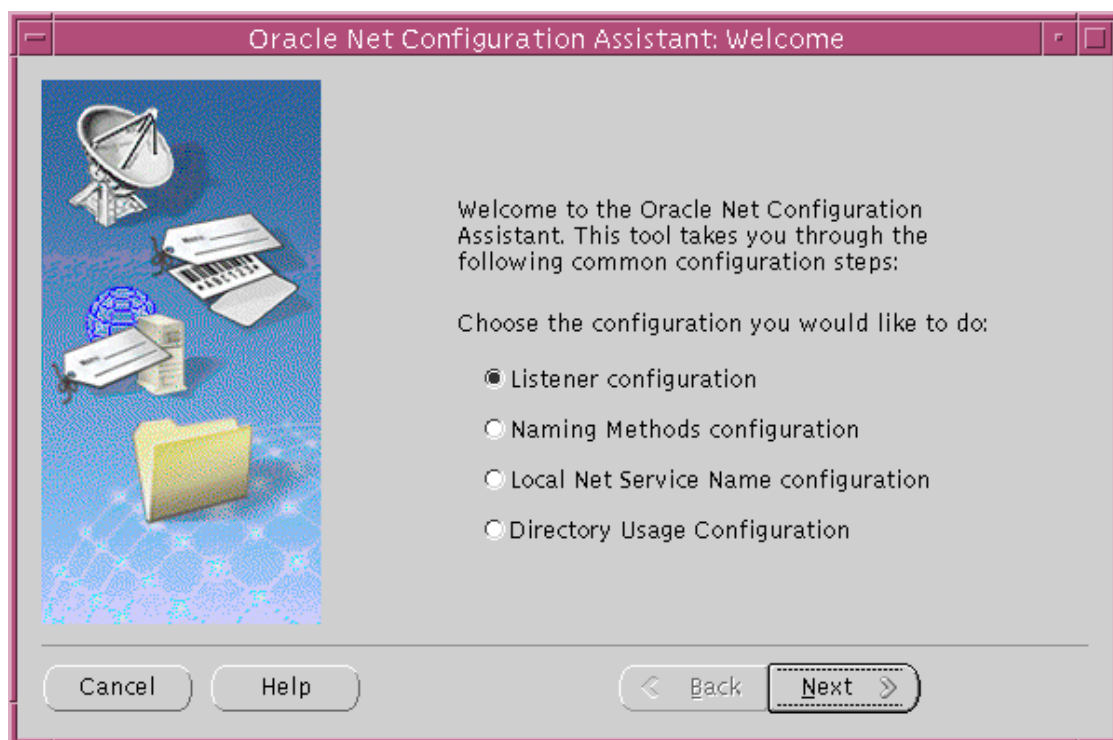




**Fig. 5-31 Database Type**

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

Firstly, the user shall configure the Oracle database and edit relevant form, and then enable Oracle database (see Figure 5-32).



**Fig. 5-32 Local Net Service Name Configuration**

Then, according to the actual status of the database configuration, input **net service name**, **user name** and **password** in **Oracle Setting**, then click [ **OK** ] (Figure 5-33)

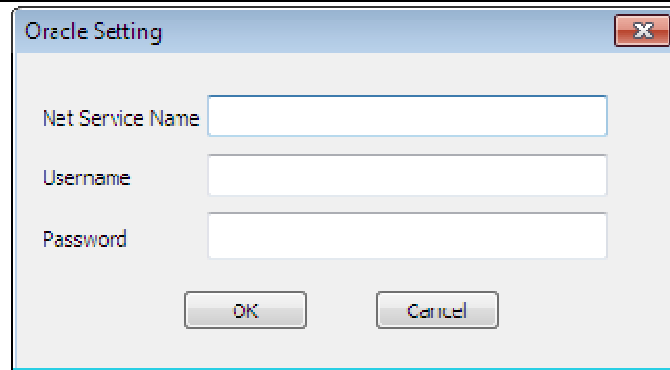


Fig. 5-33 Oracle Setting

### 5.10.3 Add SQL Server database

Click [ **Add Database** ] on the database toolbar, then **Database type selection** box will pop up, select [ **SQL Server** ] and input **Server Address**, **database name**, **username** and **password**, and click [ **OK** ] (Figure 5 -34).

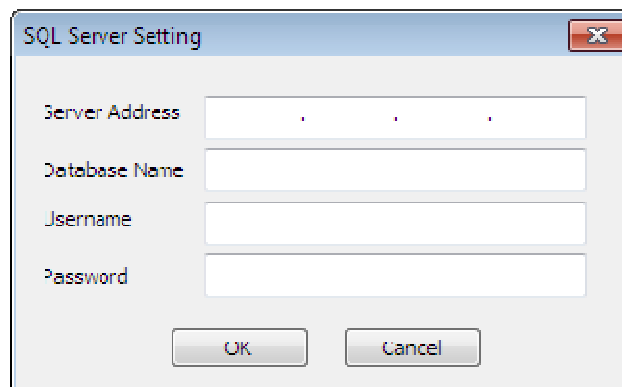


Fig. 5-34 SQL Server Setting

For multiple table database, the software will pop up **Select tables for show** box, you need to select the form you want to play (Figure 5-35).

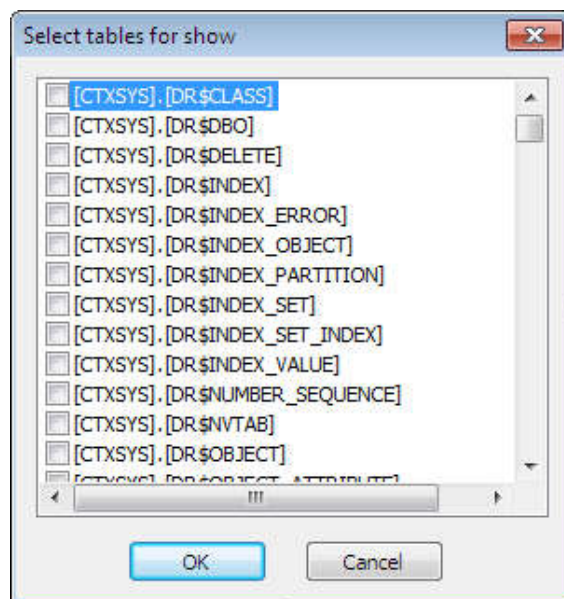


Fig. 5-35 Select tables for show

#### 5.10.4 Add MYSQL database

Click [ **Add Database** ] on the database toolbar, then **Database type selection** box will pop up, select [ **MYSQL** ] database, input **Server Address**, **database name**, **username and password**, click [ **OK** ] (Figure 5- 36).

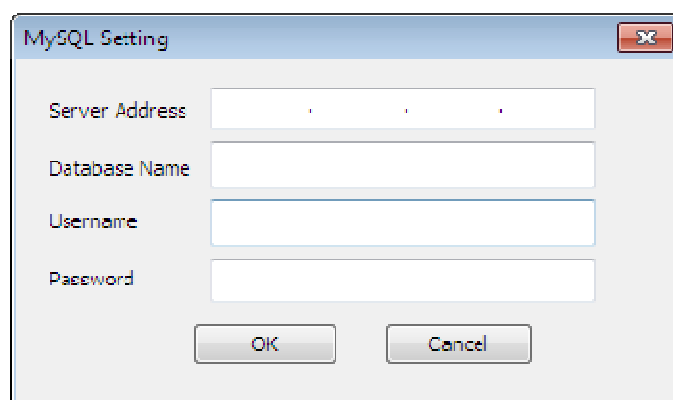


Fig. 5-36 MySQL Setting

#### 5.10.5 Add ODBC driver database

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

Click [ **Add Database** ] on the database toolbar, then **Database type selection** box will pop up, select [ **ODBC driver** ] database, click [ **OK**,] and then select the target data source, and click [ **OK** ] (Figure 5-37).

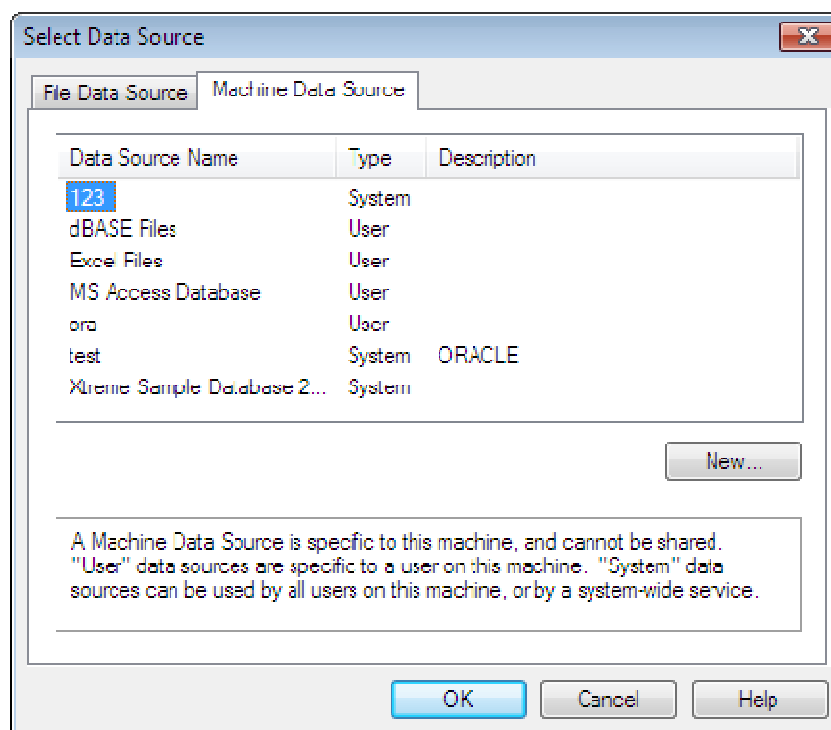
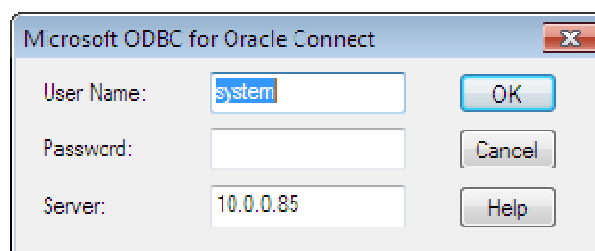


Fig. 5-37 ODBC Setting

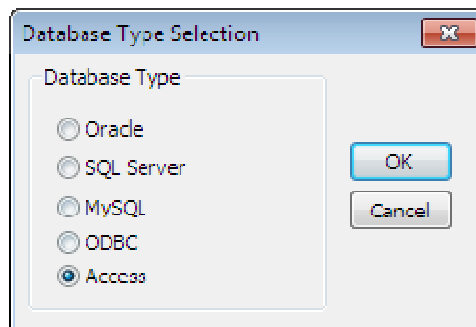
Then **Microsoft ODBC for Oracle Connect** pop up, input **user name**, **password** and **server** info, and click [ **OK** ] (Figure 5-38).



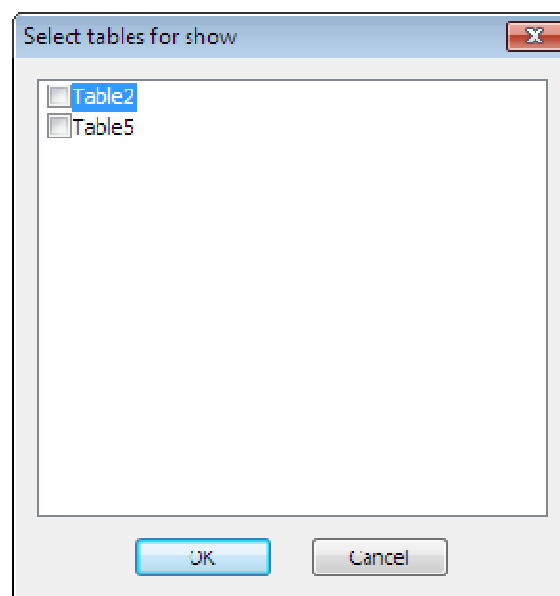
**Fig. 5-38 ODBC for Oracle Connect**

### 5.10.6 Add Access database

Click [ **Add Database** ] on the database toolbar, then **Database type selection** box will pop up, select the [ **Access** ] Database, click [ **OK** ] (Figure5-39)


**Fig. 5-39 Select Access**

Select the target database, click [ **Open** ] to open the database. For multiple database tables, you need to check [ **select tables for show** ] (Figure 5-40).


**Fig. 5-40 Select tables for show**

In the **Database Editor**, you can edit and adjust on the playing format according to actual needs. (see Figure 5-41).

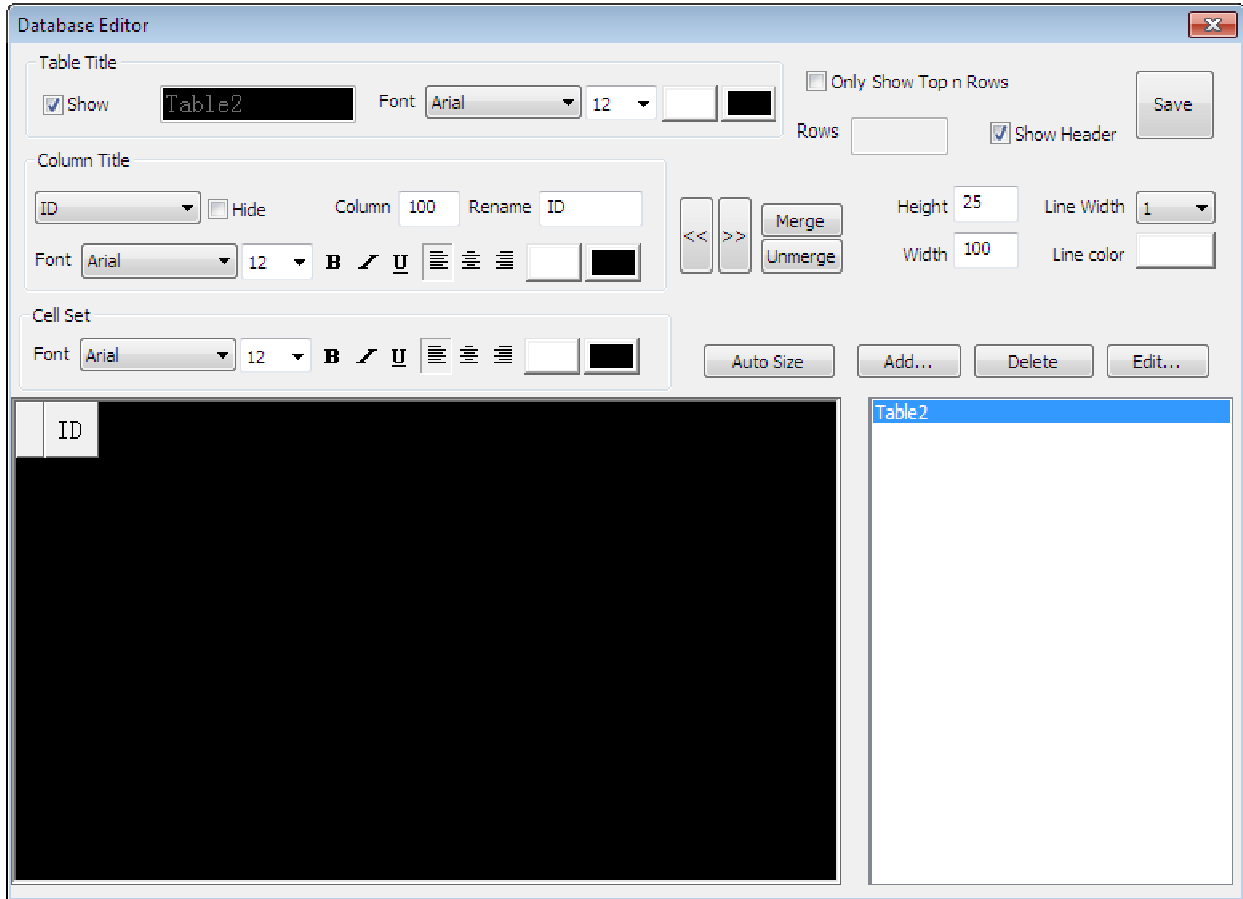


Fig. 5-41 Database Editor

Click [ **Save** ] to save the file to your computer. You can play it at once after closing the **database editor** box. You can set play time, database type, etc through database properties. (Figure 5-42)

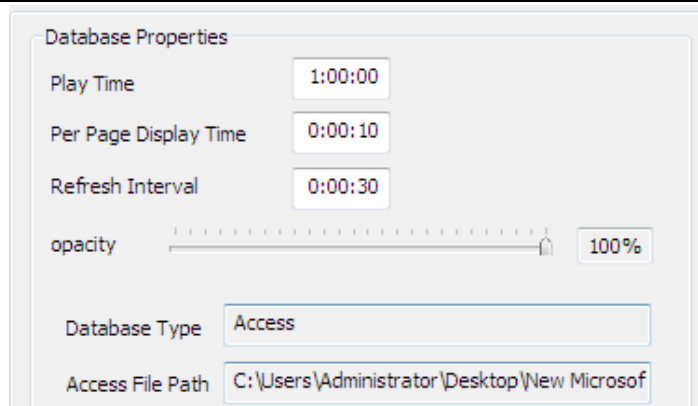



Fig. 5-42 Database Properties

## 5.11 Weather Display

### 5.11.1 Add the weather window

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

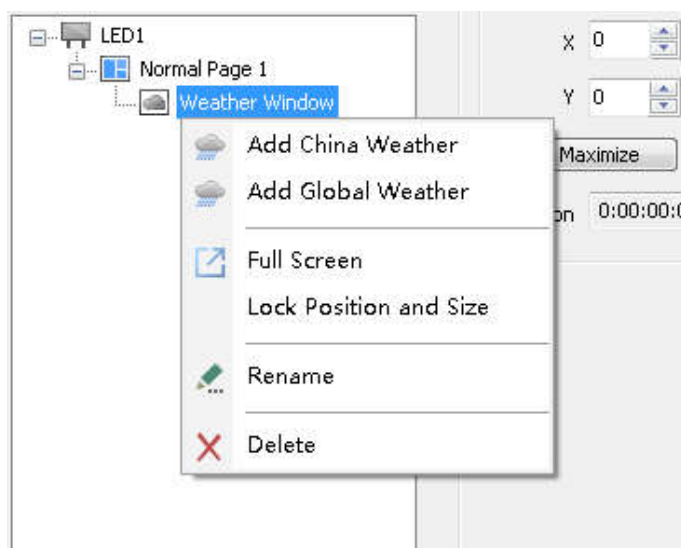


Fig. 5-43 Weather Type

**China weather** can only check the forecast for cities in China, the **global weather** can check global weather forecast.

### 5.11.2 Adding China Weather

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

After adding **China Weather**, input the name of city or region that you want to search (There will have corresponding city or region name show up in the dropdown box while you input Chinese character, and select the one you need) and then click **Get** button, the software will automatically check and display the corresponding weather (Figure 5-44).



Fig. 5-44 Weather Effects and Properties

- **Style:** There are four kinds of styles, including normal and pretty style. And the software default normal style when added weather forecast.



- **Font:** You can set the font size, thickness, color and so on.
- **Effect:** Five display effects, including **page**, **move left**, **move right**, **scroll up**, and **scroll down**.
- **Duration:** The duration of the weather display.
- **Speed:** It is the required time for weather forecast running once, the more it required, the speed will be slower. The content did not move when turned page, as its default speed is zero.
- **Stay:** The stay duration of weather forecast after ending up moving.
- **Region:** The target area or region.
- **Proxy settings:** You can set up a proxy server, check weather forecast through proxy server.
- **Multi-line:** Check **multi-line** for multi-line displaying; uncheck means single-line display.
- **Display:** You can choose to display the weather forecast contents.

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



Fig. 5-45 Pretty Style Effects

### 5.11.3 Adding global weather

Select [ **Weather Window** ], right click to select [ **add global weather** ] (Figure 5-46).

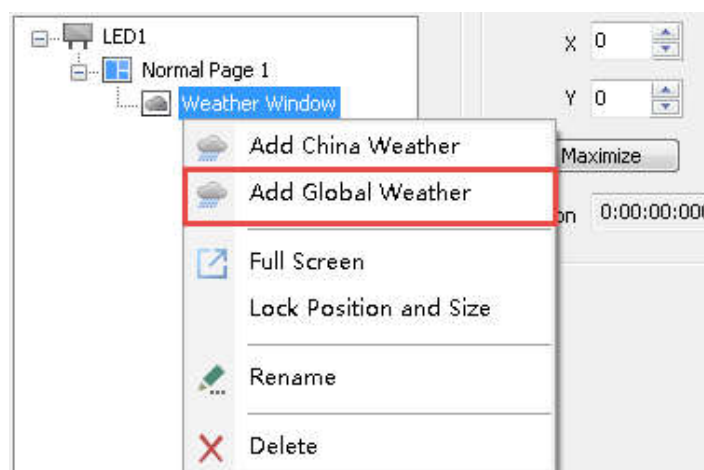


Fig. 5-46 Add global weather

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

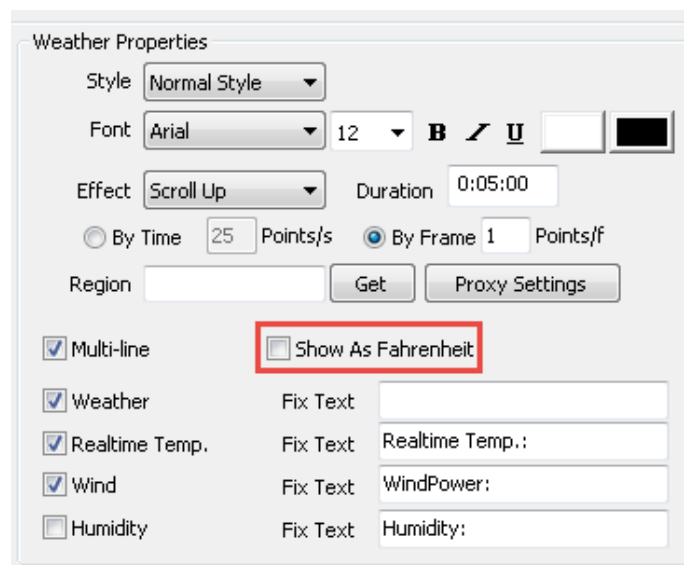


Fig. 5-47 Global weather properties

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

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

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

3. **China Weather** only shows Celsius temperature; whereas the **global weather** shows Celsius or Fahrenheit;

4. **China Weather** has AQI item, whereas **global weather** has not;

## **5.12 Video Capture Display**

### **5.12.1 External Video Device Installation**

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

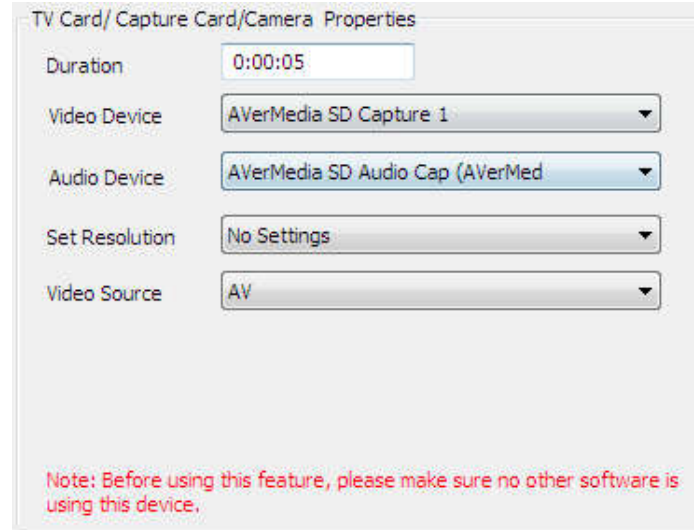
Currently there are two kinds of interfaces for TV cards and Capture cards, that is PCI and USB. PCI interface is much better than USB interface according to our practical test, hereby we recommend adopt TV card and capture card with PCI interface.

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

We recommend capture cards like 10 MOONS uv200, 10 MOONS TB400, 10 MOONS HDV3000E and AVerMedia C727, etc.

### **5.12.2 Add External Video Program**

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



**Fig. 5-48 External Video Properties**

**Duration:** The playing period of external video.

**Video Device:** Select the video capture device.

**Audio Device:** Select the audio capture device.

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

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

Note:

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

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

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

### 5.12.3 Adding 10Moons VC Series Card

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

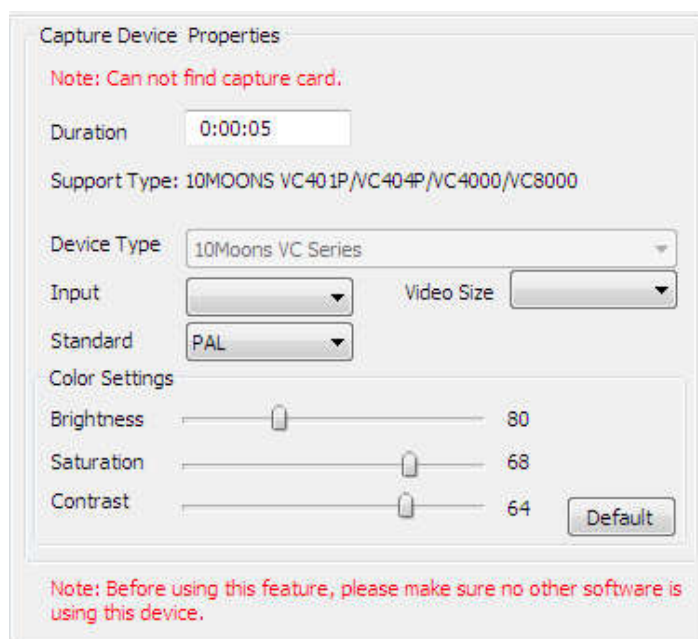


Fig. 5-49 Capture Device Properties

## 5.13 Environment Information Display

### 5.13.1 Environment Information window

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

### 5.13.2 Add Temperature

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

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

**Temperature properties** interface by **Net Card mode** is shown in Figure 5-50.

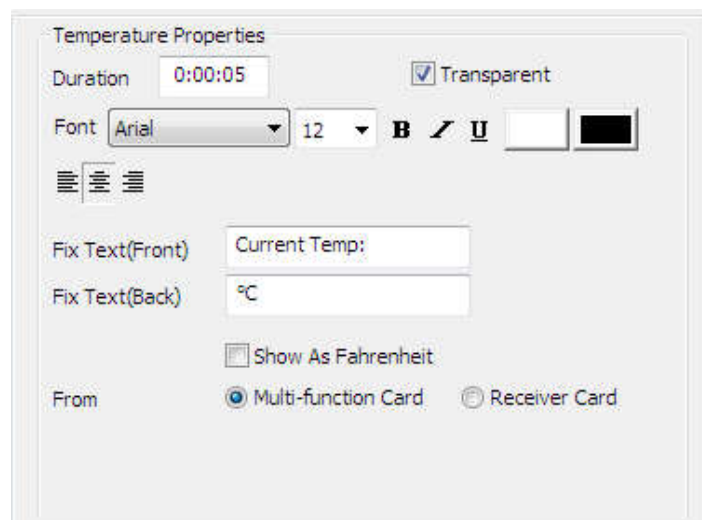


Fig. 5-50 Temperature Properties by Net Card

Temperature properties interface by **Sender card** mode is shown in Figure 5-51.

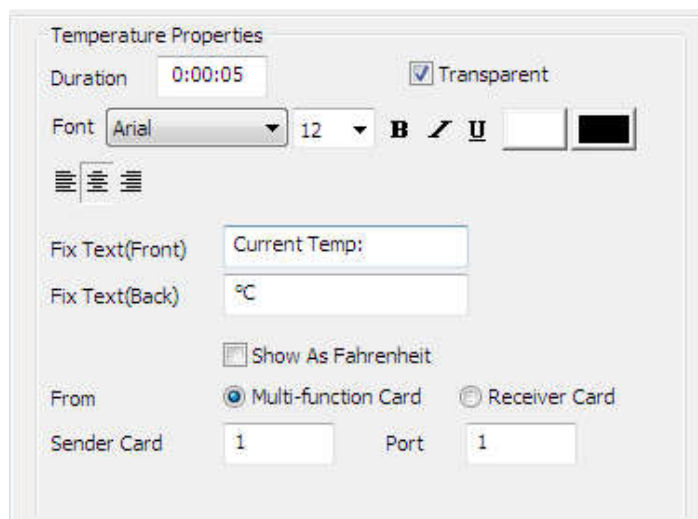


Fig. 5-51 Temperature Properties by Sender Card

### 5.13.3 Add humidity

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

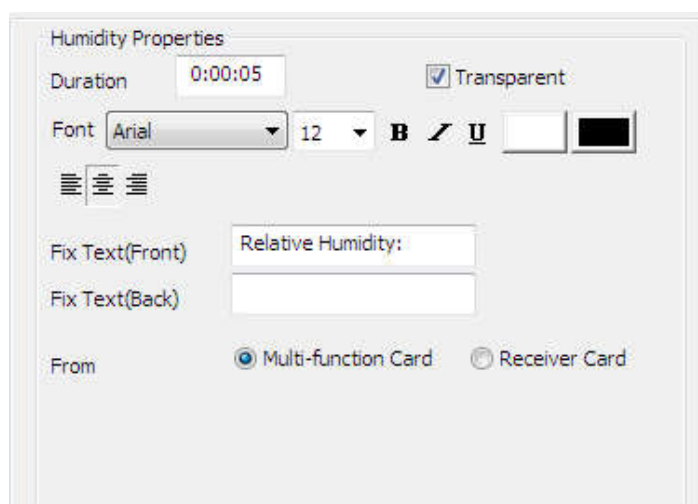




Fig. 5-52 Humidity Properties by Net Card

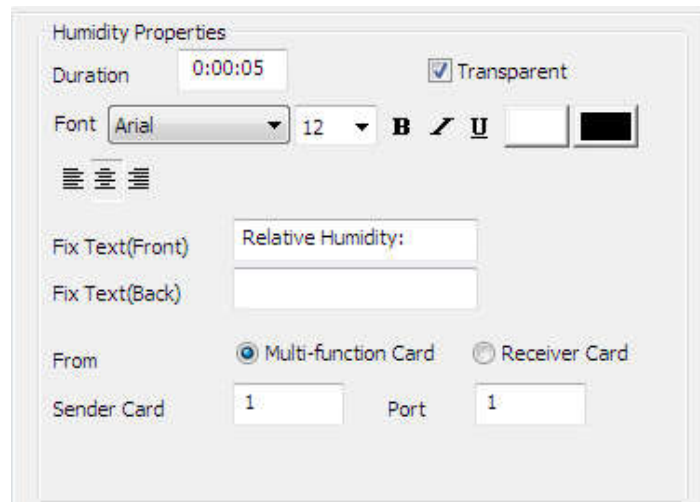


Fig. 5-53 Humidity Properties by Sender Card

#### 5.13.4 Add Smoke

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

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

Smoke properties interface as 5-54.

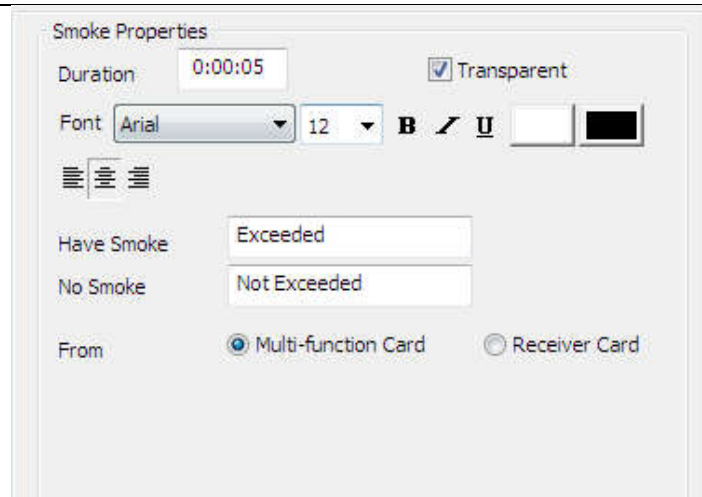


Fig. 5-54 Smoke Properties

### 5.13.5 Add noise

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

Noise properties interface shown in Figure 5-55.

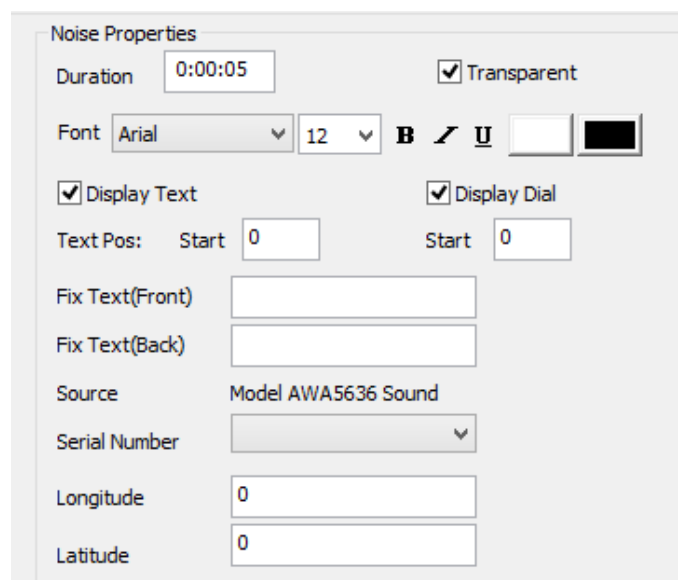
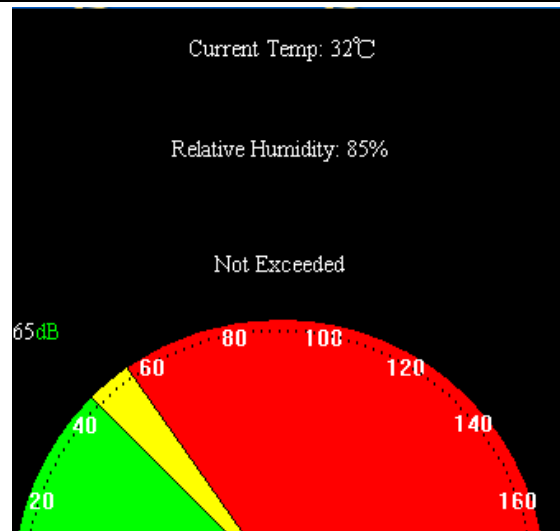


Fig. 5-55 Noise Properties

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



**Fig. 5-56 Environment Information window effect**

## 5.14 Sport Scores Window

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

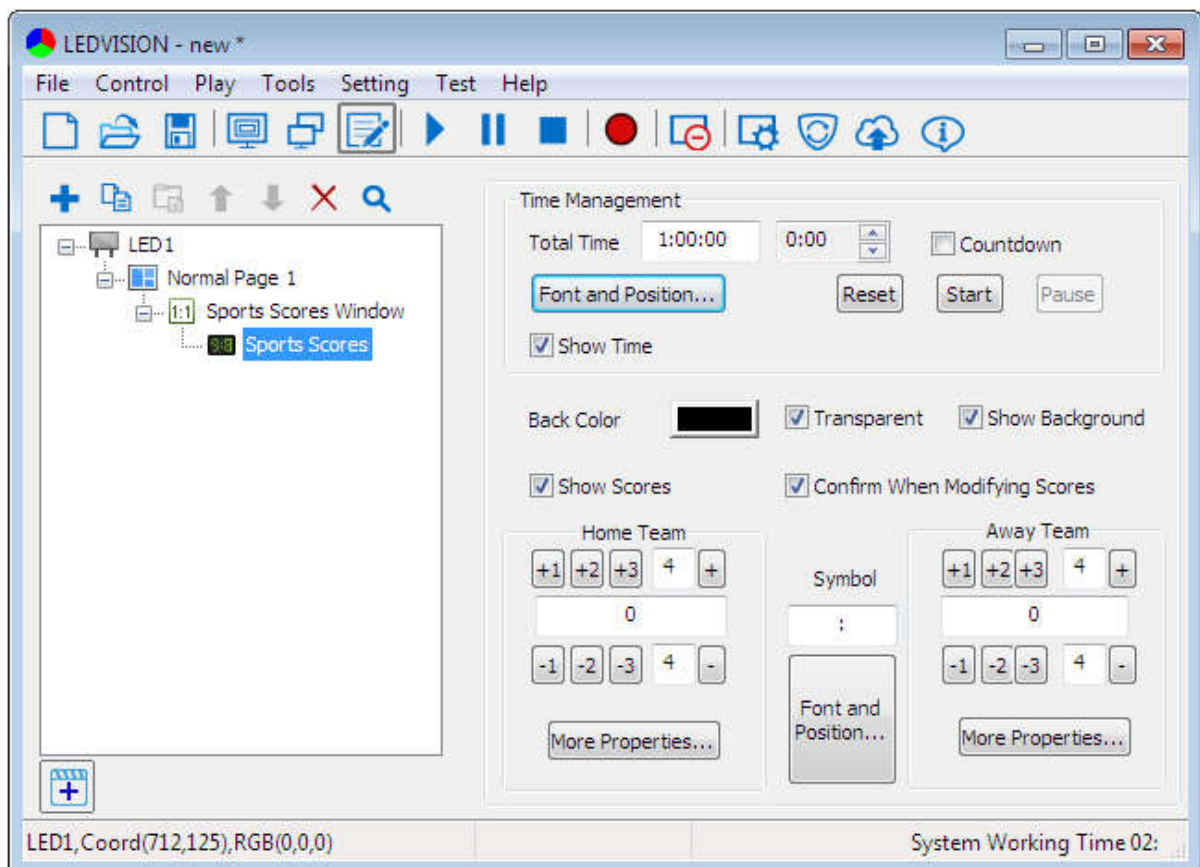


Fig. 5-57 Game Score Management

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

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

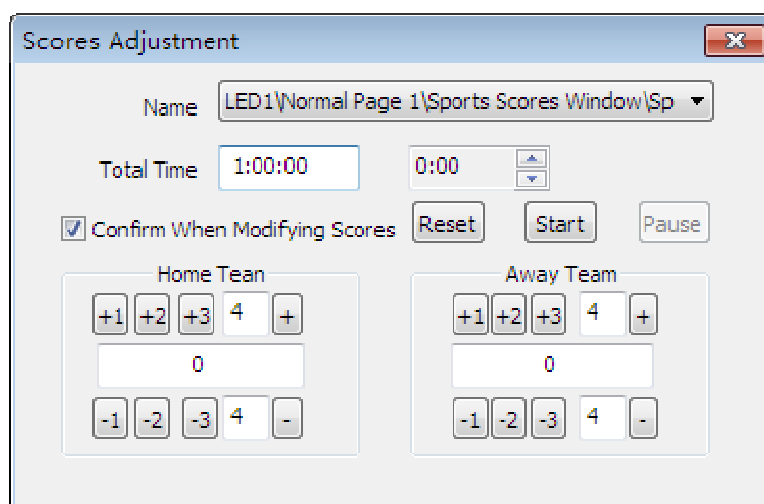


Fig. 5-58 Score Adjustment

Of which time and score can be played independently. The display effect is shown as fig 5-59.



Fig. 5-59 Score Effect

## 5.15 Desk Area Display

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

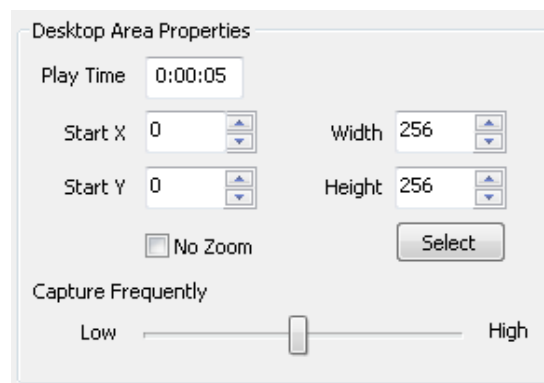


Fig. 5-60 Desktop Area Properties

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

## Chapter 6 Special Application Display

### 6.1 Play Notification

Notification is a special single line text other than the program, which is displayed independently from the program. It is mainly used to temporarily play the urgent and important events. Click the main menu [ **Play** ] > [ **Play Notification,**] to enter the notification management interface (as shown in Fig. 6-1). Please refer to the **single line text editing** in chapter 5 for notification content editing, and refer to the **play image** in chapter 5 for effect setting.

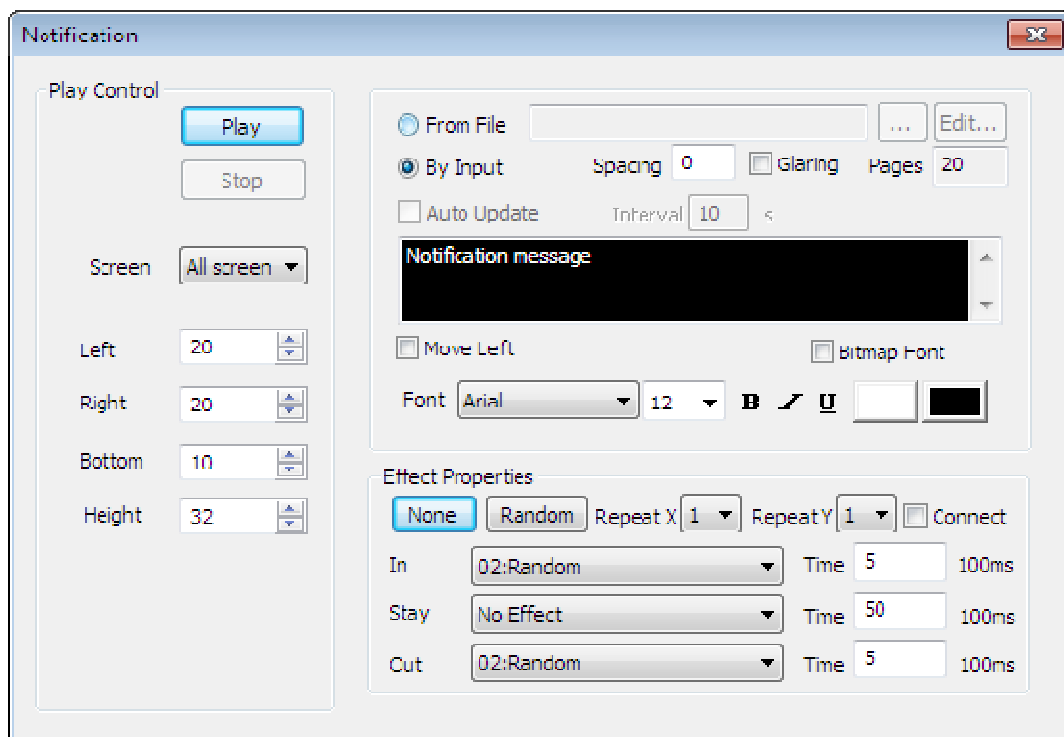


Fig. 6-1 Notification Management

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

also you can select [ **single screen**], which means the notification would only display on that target screen. The window position and dimension could be set through **Left**, **Right**, **Bottom** and **Height**.

## 6.2 Play PowerPoint

Click [ **Play** ] in main menu, then choose [ **Play PowerPoint** ] in the dropdown menu (as shown in Fig. 6-2). Add a PowerPoint file that you want to play, when you click [ **Play** ], it will automatically move to the display area (as fig 6-3 shown)

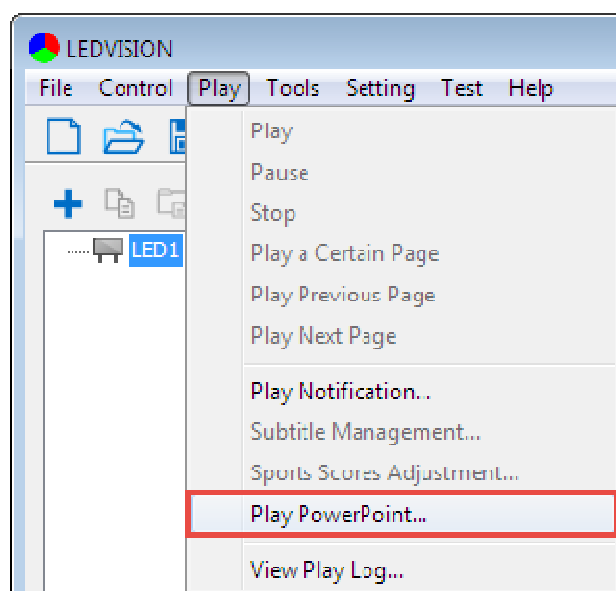
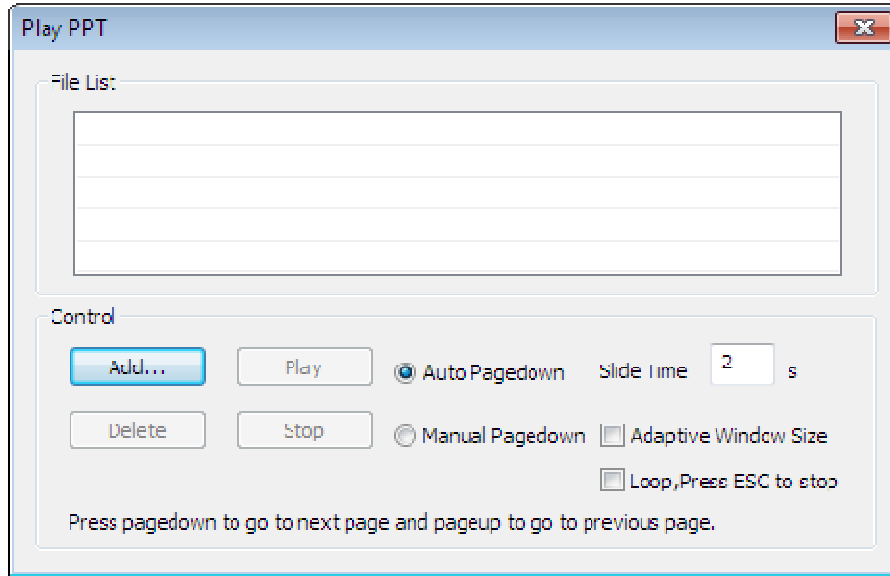


Fig. 6-2 Play PowerPoint



**Fig. 6-3 PowerPoint settings**

- **Add:** add the PowerPoint file.
- **Play:** start to play PowerPoint.
- **Delete:** delete the PowerPoint file.
- **Stop:** stop playing PowerPoint.
- **Pagedown:** support auto pagedown and manual pagedown.
- **Slide time:** the interval time between two pages when using **Auto Pagedown** mode, and it's measured in seconds.
- **Adaptive Window Size:** set PowerPoint dimension to adapt the window size.
- **Loop:** Press **ESC** to stop, set loop play during playing.

Note: The software only support Office PPT play, which means you need to install Microsoft office in your computer before playing PPT.

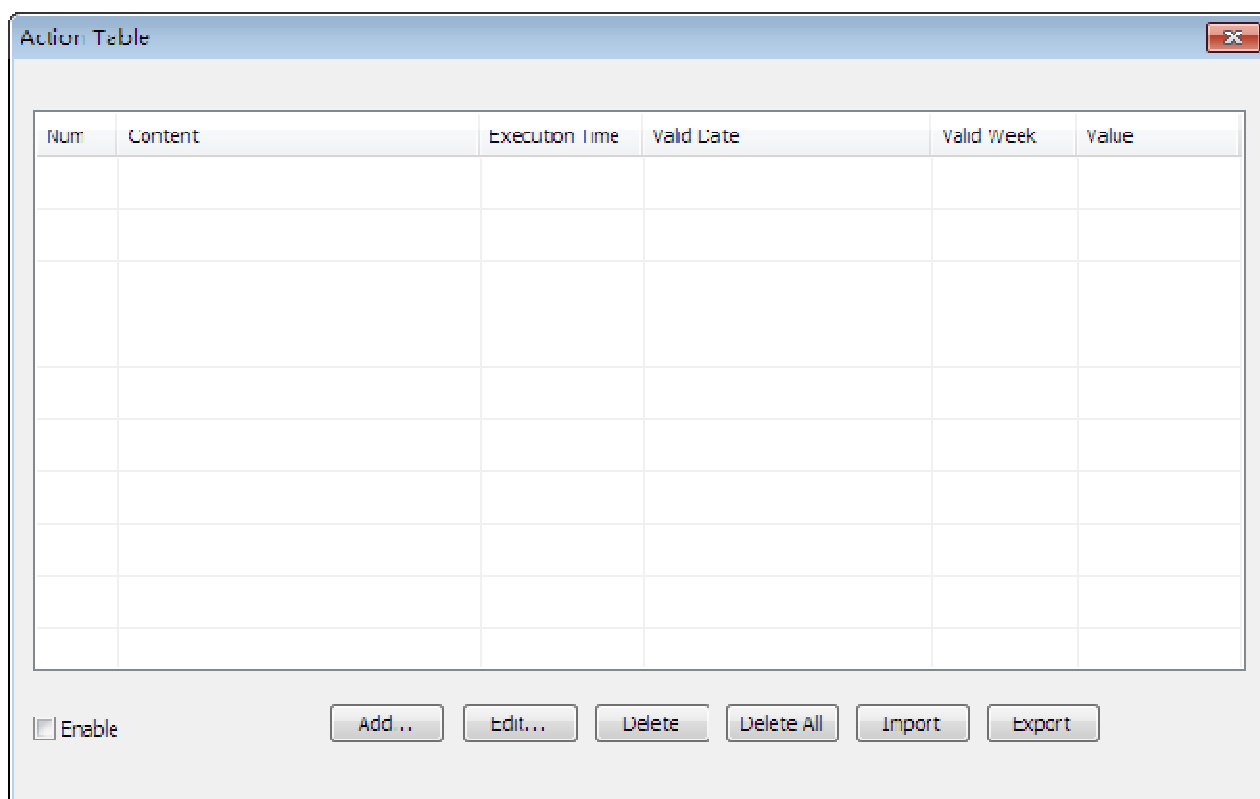


## Chapter 7 Timing Play and Control

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

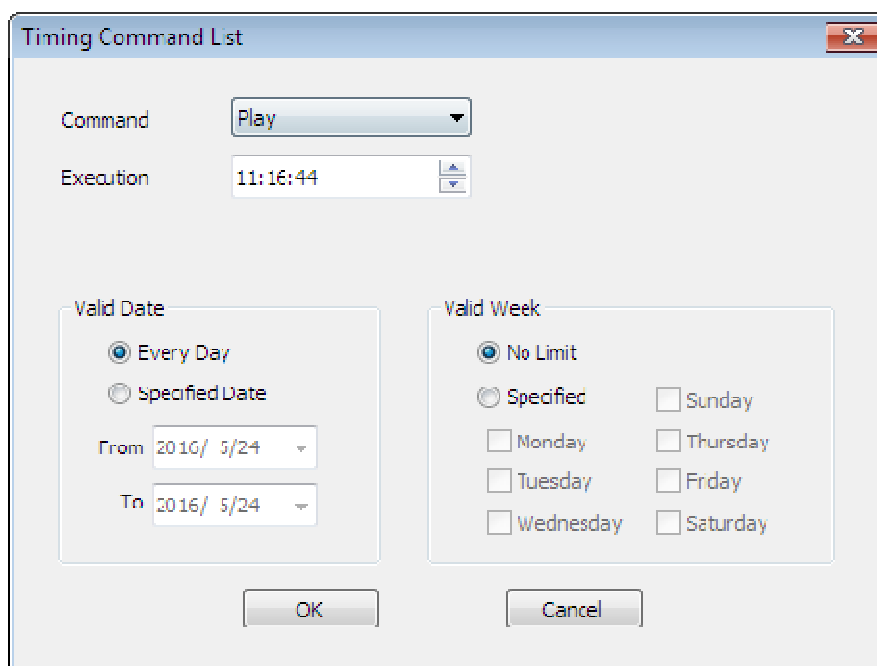
### 7.1 Timing command list

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



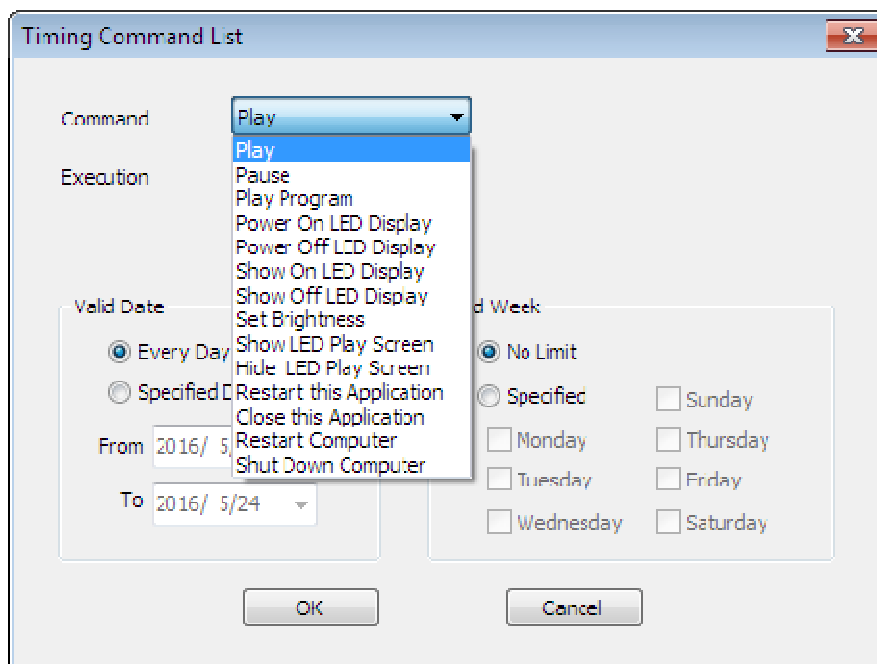
**Fig. 7-1 Action Table interface**

Click [ **Add...** ] to add the command and then set the execution time (as shown in Fig. 7-2). If there existed multiple commands, then repeat operation. You need to check [ **Enable** ] to take effect after all the command has been set.



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

Detail command contents as fig 7-3 shown.



**Fig. 7-3 Command List**

- **Play/ pause:** To start or pause command.
- **Play program:** Play the specify programs.
- **Power on/ off LED display:** A timing control command from system will power on/off the screen, which requires multi-function card supported.
- **Show on/off LED display:** To show on/off LED screen display.
- **Set Brightness:** Adjust brightness of LED display according to time period.
- **Close / Open LED display:** To open or close the display of LED screen.
- **Hide/Display LED Play Window:** Timing display/hide the computer play window.
- **Restart/Close this Application:** Timing open/close LEDVISION.
- **Restart Computer:** Timing reboot computer.
- **Shut Down Computer:** A timing control command from system to close the computer (this command is fit for the auto-start computer or manual start computer, used with caution while nobody on duty).

## Chapter 8 Dual-mode Card Management

Dual-mode card is the perfect combination of synchronous mode and asynchronous mode, which can be online used as the synchronous mode or offline used as the asynchronous mode. When the network shut down or computer break down, it can change from sync to async mode to make LED display with no interruption and never be black.

A8S/5AF/i5A-F are supported for LEDVISION, also we have another kind of dual-mode card A8, which need to be controlled by LEDSHOWT9 software.

### 8.1 Parameter Setting

If you need to automatically play offline contents when the network shut down, you need to set the play offline content when no signal in the PC software, and the settings are saved to the dual-mode card.

**Classic:** Click [ **Control** ] > [ **Screen Control** ] > [ **Configure** ] > Input the password [ **168** ] > [ **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).

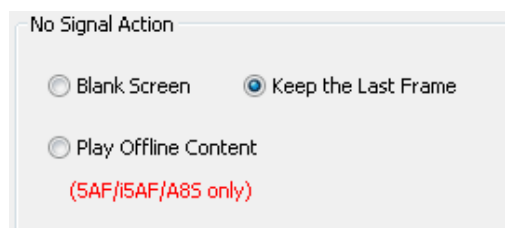


Fig. 8-1 No Signal Action I

i series: Click [ **Control** ] > [ **Screen Control** ] > [ **LED Screen Setting** ] > **Input the password [ 168 ]** > [ **Screen Parameters** ], and select [ **Play Offline Content** ] in [ **No Signal Action** ], then click [ **Save** ] to the Receiver (as shown in Fig. 8-2).

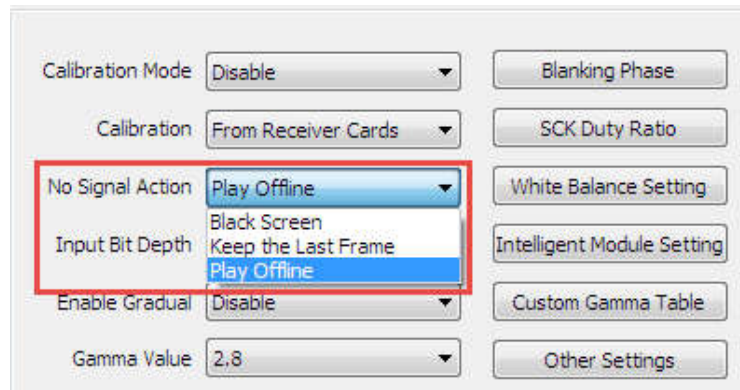


Fig. 8-2 No Signal Action II

There is another simple method to play offline content under i series mode, Click [ **Control** ] → [ **Offline Play** ] → [ **No Signal Action** ] → [ **Play Offline Content** ], and then click [ **Set** ] button to save the settings to dual mode card. (see Figure 8-3).

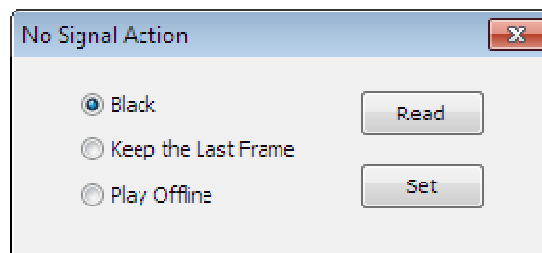
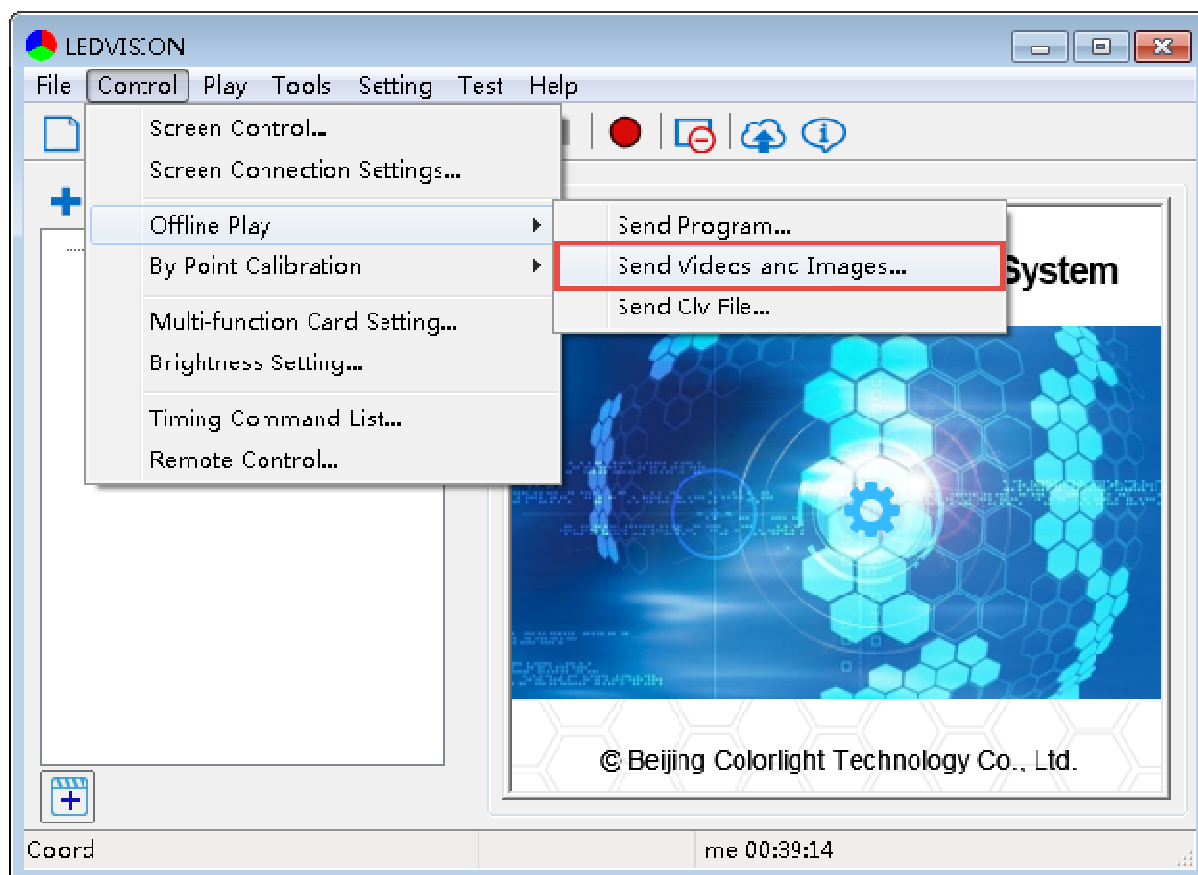



Fig. 8-3 No Signal Action III

## 8.2 Send Videos and Images to Receiving Card

When computer is online, select [ **Net card mode** ] , and then click [ **Control** ] > [ **Offline Play** ] > [ **Send Video and Images...** ] (as shown in Fig. 8-4).



**Fig. 8-4 Send Videos and Images**

Then a Send videos and images interface will pop up, click  to add videos and images (as shown in Fig. 8-5).

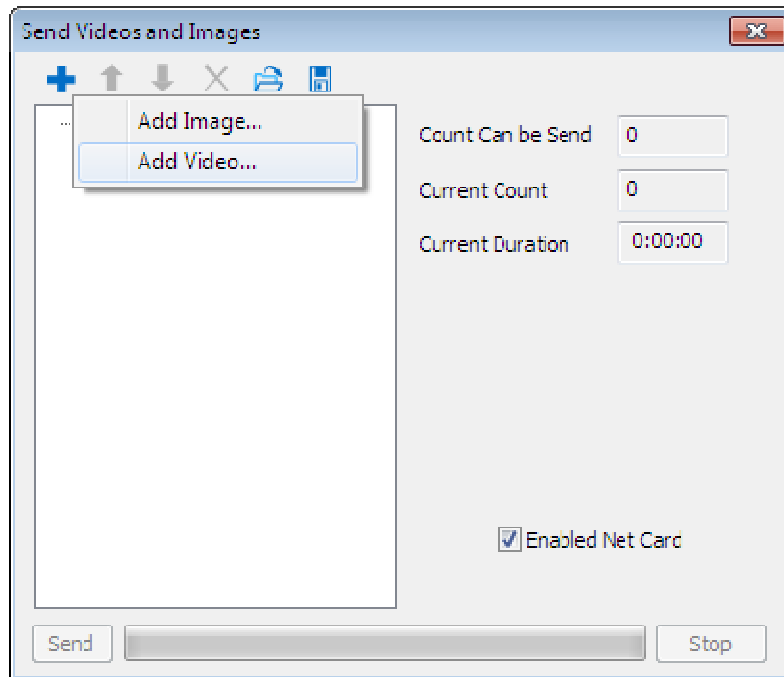


Fig. 8-5 Add Videos and Images

**Count Can be Sent:** Total counts can be sent to the receiving card.

**Current Count:** Current count that has been sent to the receiving card.

**Current Duration:** The play time of those sent program.

**Add images:** The file path will show on the right after you adding images, you can adjust the play time of the image, which won't change the memory capacity and remain the capacity of an image (as Fig.8-6 shown). Click [ **Send** ] after adding files, then you can send the image to the receiving card. The software will inform you to erase current contents in the receiving card at every sending process.

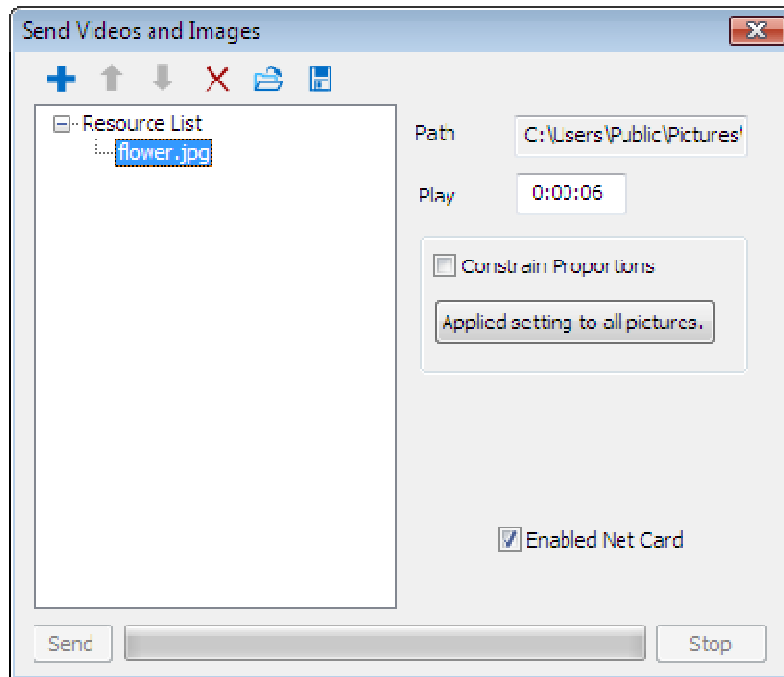


Fig. 8-6 Image Properties

**Add videos:** The software will auto transform the video to image after adding the video. Click the video, there will show corresponding **path, image count, length, etc.** listed on the right. You can choose the start time and end time, capturing a part of video to play, also you can decide whether to choose constrain proportions (as Fig.8-7 shown).



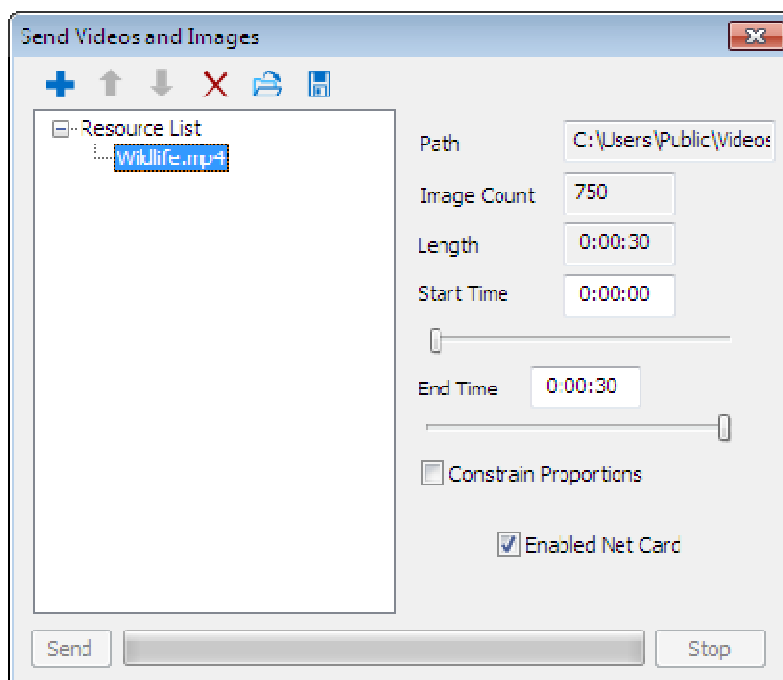



Fig. 8-7 Video Properties

### 8.3 Send Program to Receiving Card

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

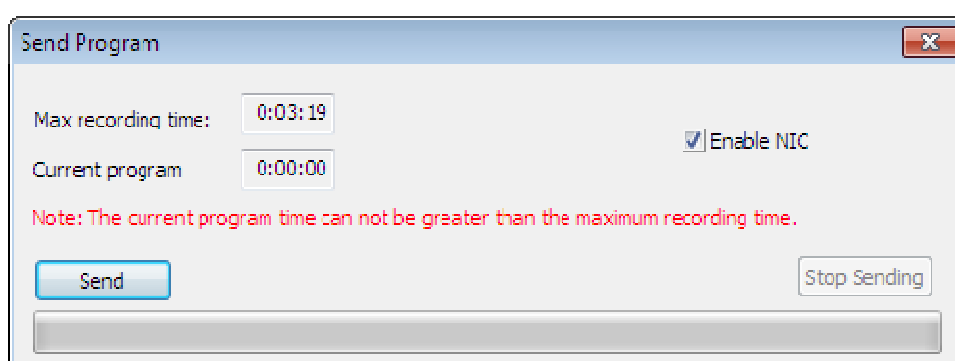
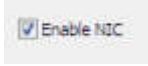


Fig. 8-8 Send Program

- **Maximum Recording 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 capacity of the hardware storage chip.

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

Unplug the network cable or close the software or un-check the [ **Enable NIC** ]



then the receiving card will switch to offline content and display.

## **Chapter 9 C series Play Box Management**

C series as a new generation control system, control large-screen mode without computer, continue to optimize the new concept of LED control system, which has reach a brand new level for LED display on the digital media player application. With all the advantages of a conventional synchronous control system. Maximum support 1080P HD resolution video play; support LEDVISION conduct program editing, support any arrange for multi-window program, and support video, images, text, tables, clocks, and other program materials to play. Adopt embedded operating system, compact, good security, good reliability, using industrial grade components, it will have high adaptability ambient temperature.

C-Series play box management for the C series (C3, C4, C6, C7). This chapter will take C6 as an example.

### **9.1 Editing Program**

Create a program in LEDVISION editing interface. To edit program according to your actual needs (as Fig.9-1).

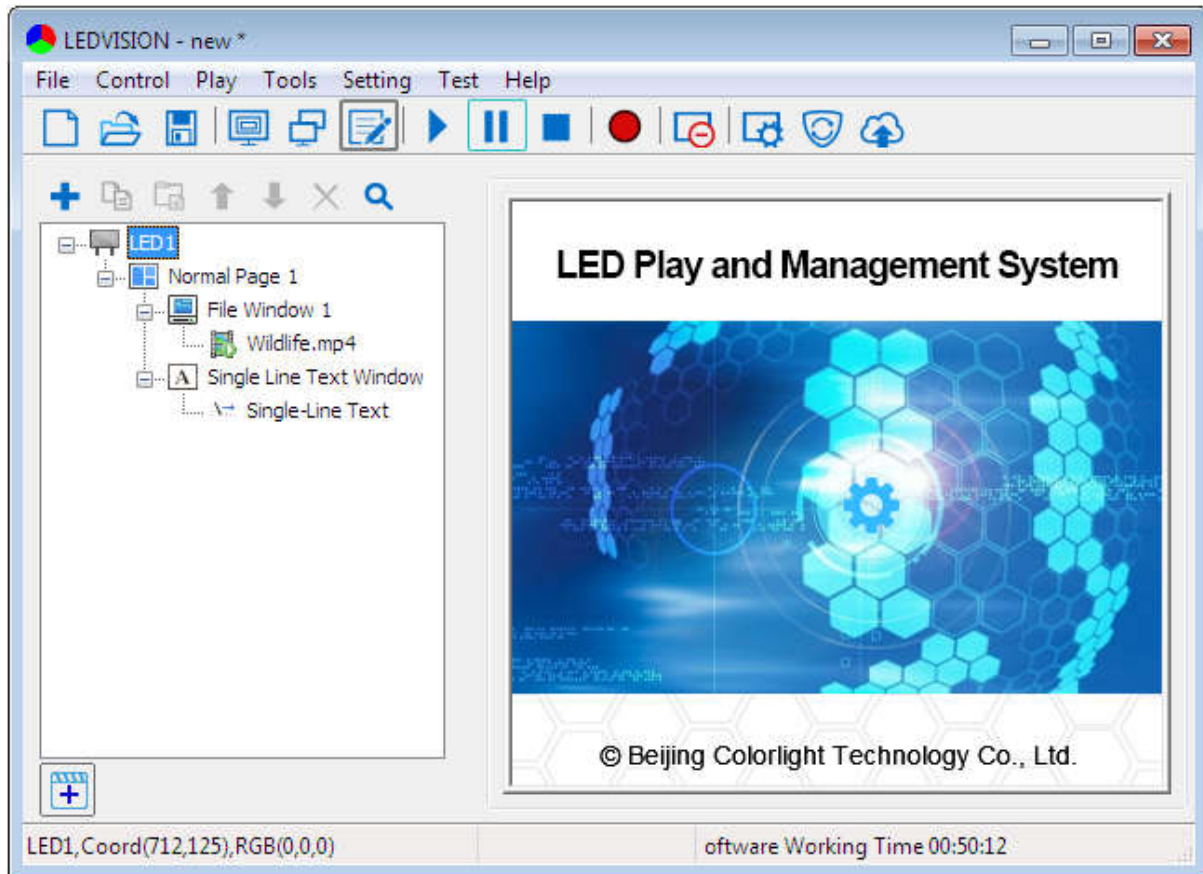


Fig. 9-1 Edit program

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

## 9.2 Send program to C Series Play Box

There are 3 ways to send program to C series play box:

- U disk
- Transfer directly from the Computer to the play box
- To download program after posting to cloud server (details refer to the relevant file of cloud backup).

#### **U disk:**

Connect U disk to the computer, If the connected U disk appears in program publish, it indicates a successful connection in **Program Publish**. Select U disk and choose the program play format. (Figure 9-2)

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

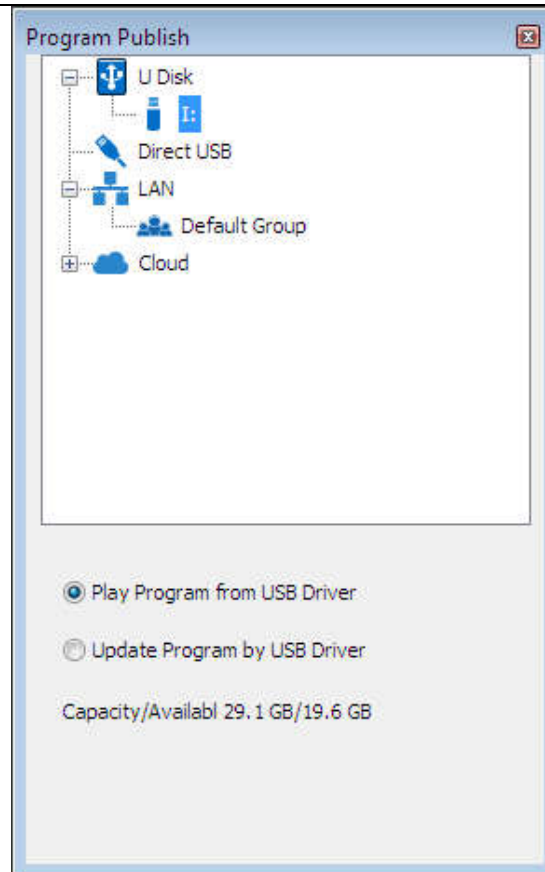


Fig. 9-2 Publish Configuration Editor interface

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

### Transfer directly from the Computer to the play box:

Found C Series play boxes released in the program publish interface, edit or load a program that has been edited, select the C series play boxes that you want to publish, then right click to select **Publish the current program to the selected play box** or directly use the left mouse to drag the program onto the play box to publish program.

### **Upload program to the cloud:**

Click the [ **Cloud** ] in the [ **Program Publish** ] page and enter the account password. After entering successfully, the cloud of classified information can be acquired, click the right mouse button in the device you want to publish, select [ **Publish the current program to the selected group** ] or directly use the left mouse button by dragging the program onto the play box name to publish program.

### **9.3 C-Series Play Box Connection**

C-Series play box has four kinds of connections:

- **Direct USB**
- **LAN connection**
- **Set C series play box as WiFi hotspot**
- **Through Ethernet cable or WiFi router**

#### **Direct USB:**

Use USB cable to connect the C series CONFIG port to the computer's USB port. Once connected, the corresponding C series play box will show up under **Direct USB**.

#### **LAN:**

Connect the computer and the C-Series play box to the same network segment (Can use cable for direct connection, and set C series play box as WiFi hotspot; through Ethernet cable or WiFi router, three ways to connect with same network

segment). After confirming the C series assigned to the IP, you can check the play box in the **Default group** under **LAN**.

If you cannot search the play box, right click the [ **LAN** ] and select [ **Manually Add Play box** ], and then enter the C series assigned IP address, manually add the play box.

What's more, you can publish sending parameter and network to the play box through U disk: right click [ **U disk** ] from the publishing interface, then select [ **Publish configuration to current U disk** ] to enter [ **Configuration publishing** ] dialogue interface, then set the sending parameter and network of the play box, and publishing to U disk, finally insert U disk to the play box, hereby you can send the parameters to the play box.

## 9.4 C Series Play Box Configuration

After C series play box connecting to the computer successfully, Left-click on the play box, you can view the play box current status following, and do some configuration (Figure 9-3).



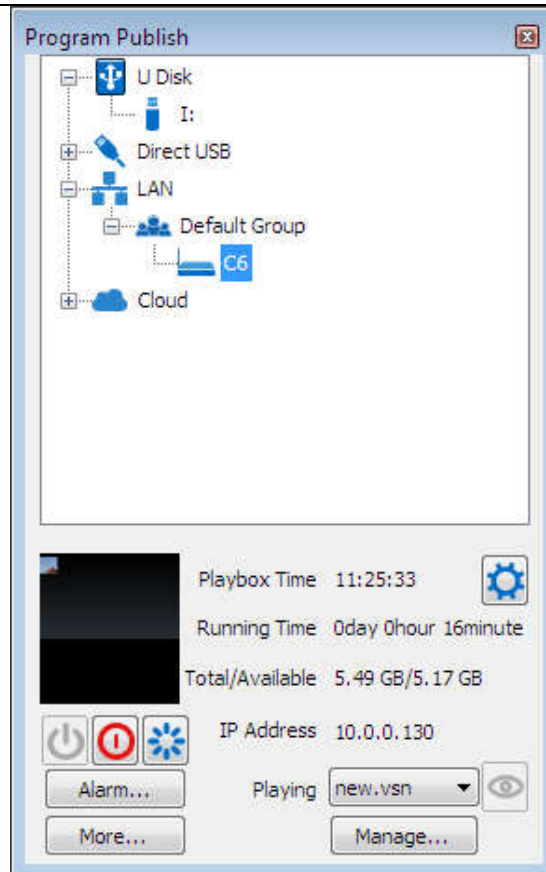




Fig. 9-3 Device Setting

- **Playbox Time:** Check the current time, and you can click  to set.
-  : Turn on, turn off and restart.
- **Alarm:** Click the **Alarm ...** button for timing operation, so that the play box will execute settings at a specified time.
- **More:** Click **More ...**, you can set up screen parameters, network and screen.
- **Playing:** You can view the current playing or to be played program.
- **Program Management:** You can delete, preview and play setting on the program.

Left click [ **More...** ] can set up **Sender parameters**, **Network** and **Led** (Figure 9-4).

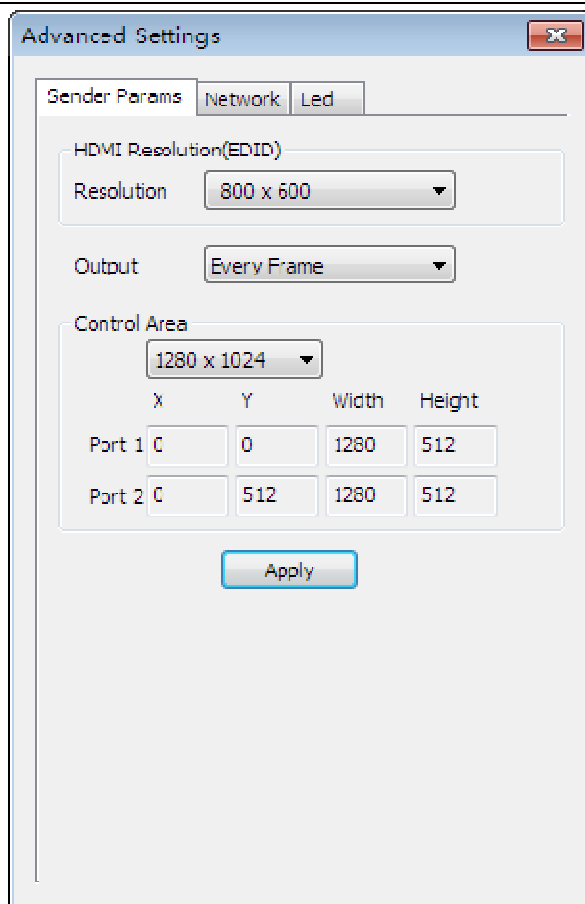



Fig. 9-4 Advanced Settings

- **Sender parameters:** You can configure **HDMI Resolution**, **Output** and **Control Area**.
- **Network:** 3 configurations, including WiFi, WiFi hotspot and Ethernet cable.
- **Led:** Set up LED resolution, LED information and Internet.

## 9.5 The Parameter Settings on C Series Play Box and receiver card

After connecting the C-Series play box, set **i series mode** in the mode setting at first, click **Control > Screen Control > C series play box > LED Screen Settings**, also you can just click  to enter screen control interface, open the [ **Screen Control** ] interface, select [ **C Series play box** ] as [ **Sending Device** ], and configure

on the C series playbox in this page, the setting method is consistent with sender card's.

C6 LED Player can not only set its parameters on **LED Screen Settings** interface, also can carry on parameter setting and connection setting on the connected receiver card, and the setting method is consistent with sender card mode.

## Chapter 10 Power and Brightness Control

The LEDVISION can control the LED screen by controlling Multi-function Card, including the LED Screen Power, Air Conditioning Power, Fan Power and Audio Power. Furthermore, some basic information like temperature, humidity, smoke, noise, and brightness, etc. can be acquired by installing sensor on the multifunction Card.

### 10.1 Power Control ( Multi-function card settings)

Click [ **Control** ] > [ **Multi-Function Card Setting...**] to enter the Multi-Function card setting Interface. (as shown in Fig. 10 -1)

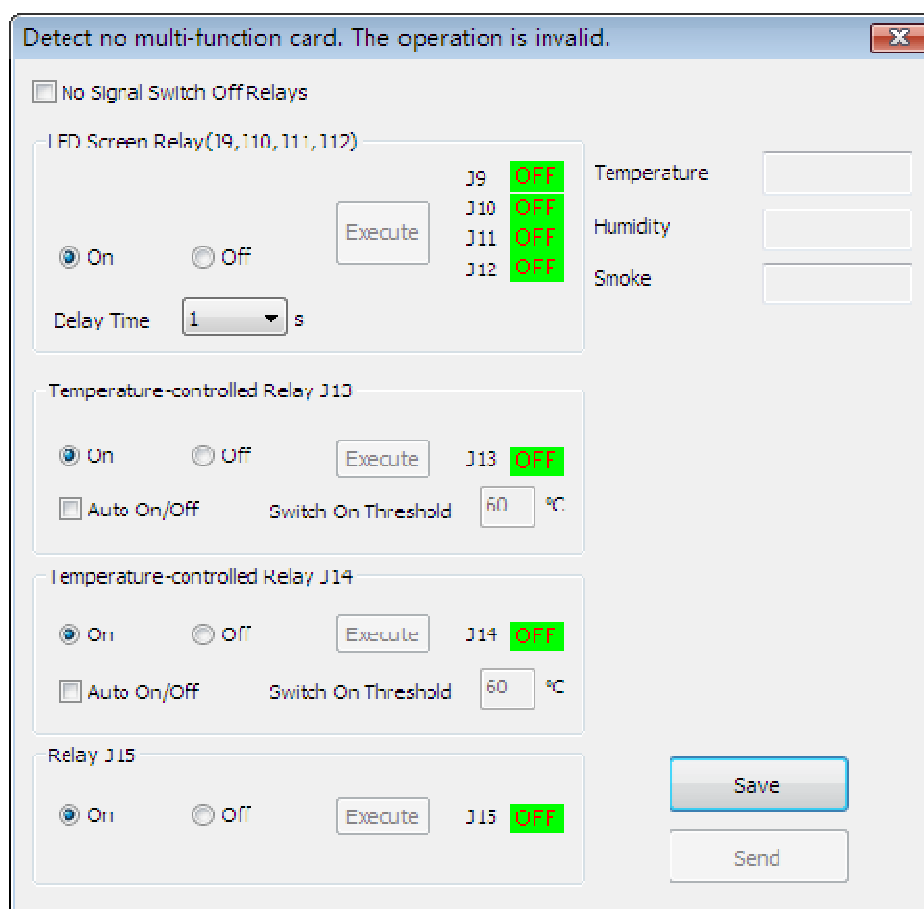


Fig. 10-1 Multi-function Card Setting Window by Net Card

Select the trigger that controls corresponding power on the Multi-Function Card, select status as On or Off, and click [ **Execute** ], to implement corresponding On/Off operation.

For the relay of display (J9, J10, J11, J12), you can select [ **delay time** ] to control execution time. As for temperature-controlled relay J13, temperature-controlled relay J14, you can choose to switch their status to **On** or **Off**. Click the switch to achieve corresponding action. You can also select [ **Auto On/Off** ] and input **Switch On Threshold value**, and then click [ **Send** ] to achieve auto on/off. After setting auto on/off, if the weather has reached to the setting value, then the relay will auto switch on, whereas the weather has cooled down below 2°C, then the relay will auto switch off.

If adopt the sender card mode, firstly you must select the corresponding **sender card** and **port**. Multifunction Card could only switch control on a single port for single sender card (Figure 10-2).

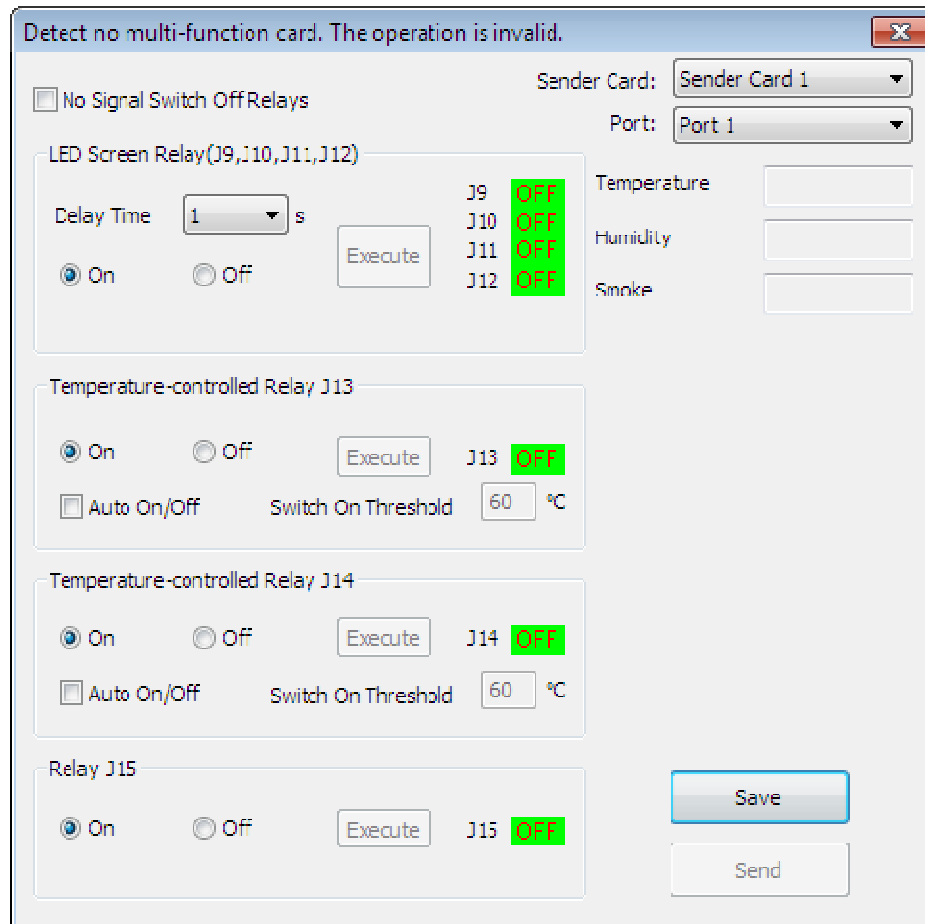


Fig. 10-2 Multi-function card Window by Sender Card

## 10.2 Brightness Adjustment Automatically

Click the [ **Control** ] > [ **Brightness Adjustment** ] to enter the Brightness Adjustment interface (as shown in Fig. 10-3).

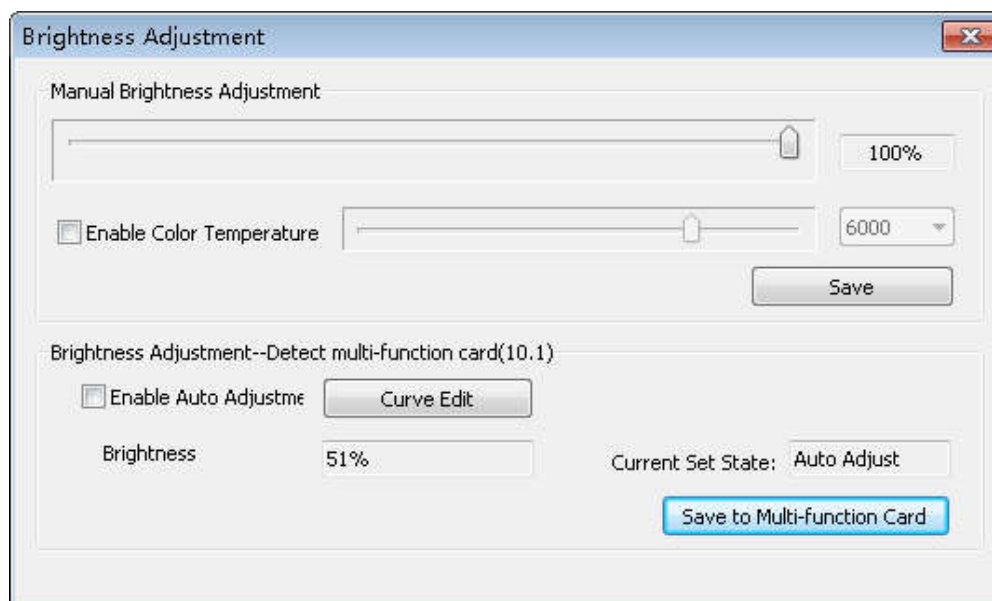
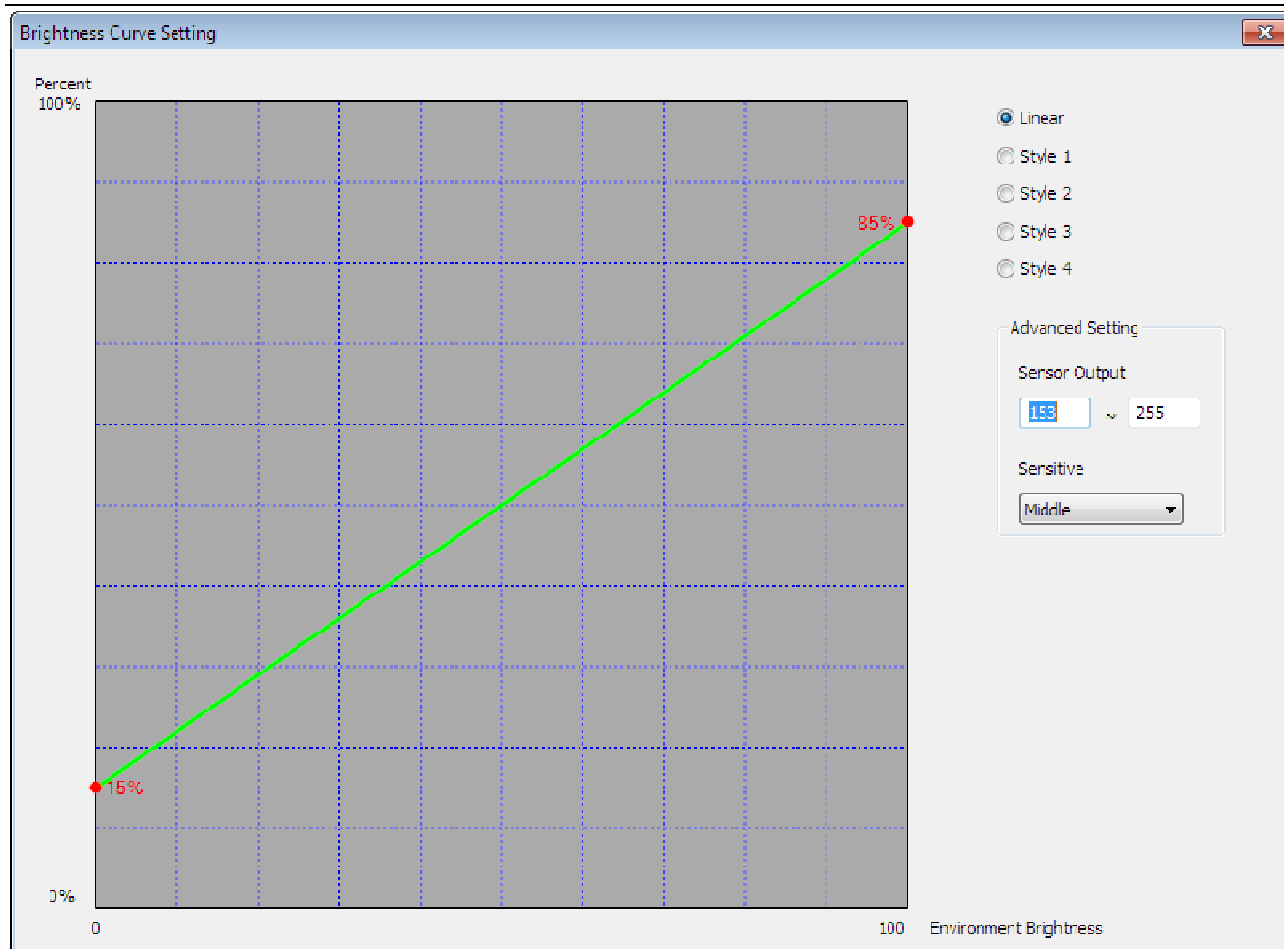


Fig. 10-3 Brightness Adjustment Window

**Brightness Adjustment:** Manual adjustment, timing brightness adjustment on timing command list setting (refer to Chapter 7 for details) or auto adjustment by multifunction card. Auto brightness adjustment can customized select one adjusting mode (as fig.10-4). After clicking [ **Save to Multi-function Card** ], the multifunction card can auto control the brightness of LED screen through the adjustment setting. The brightness adjustment of multifunction card can broadcast through sender card, which takes effect on all the sender cards. If you need to broadcast on the brightness, then multifunction card shall connect to the first net port of the first sender card.

**Enable Color Temperature:** Check [ **Enable Color Temperature** ], select the corresponding color temperature value in the drop-down list on the right, click [ **Save** ] after completing selection, hereby you can change the overall color temperature of the screen.



**Fig. 10-4 Brightness Curve Setting**



## Chapter 11 By pixel Calibration

### 11.1 Introduction

Why need calibration?

Brightness difference during production and different level of brightness decay during the usage will reduce the integrated brightness uniformity and affect display performance.

What's Calibration?

Calibration is a technology works for improving the brightness uniformity and color fidelity of LED screen. Applied the calibration data by our control system realizes driving the differences among each pixel, to make the LED screen more homogeneous in brightness and higher color reproduction.

How to calibrate?

Calibration is to get the calibration data of each pixel of each color by camera and professional software. Collect the brightness value under red, blue, green color display, and then calculate the calibration data by algorithm.

Calibration is divided into brightness calibration and chroma calibration:

Brightness Calibration: Collect the lowest value of brightness under red, blue and green color together, which requires basic brightness collecting devices.

Chroma Calibration: To solve the uneven problem of LED chip wavelength, which requires chroma collecting device, such as light gun.

### 11.2 Calibration interface and calibration data checking

### 11.2.1 Calibration interface

Open LEDVISION software, Click [ **Control** ] → [ **By point calibration** ]→ [ **Brightness calibration** ] or [ **Chroma calibration** ] to enter calibration interface.

### 11.2.2 Screen information access

Under sending card mode, click [ **Get screen information** ],the software will read the receiving card and module information automatically, the receiving card connection will be showed on each net port.

Under net card mode, click [ **Get screen information**], the software will read the receiving card and module information automatically.

Under i series, if the module information can be read, the [ **send** ] and [ **read** ] button will be turned into [ **send...** ] and [ **Read...**]. Click [ **send...**], it will be appeared **send to receiving card**, **send to module**; click [ **Read...**], it will be appeared **from receiving card**, **from module**(Fig. 11-1). If can't read the module information, the interface will be show **send**, **read** (Fig. 11-2).

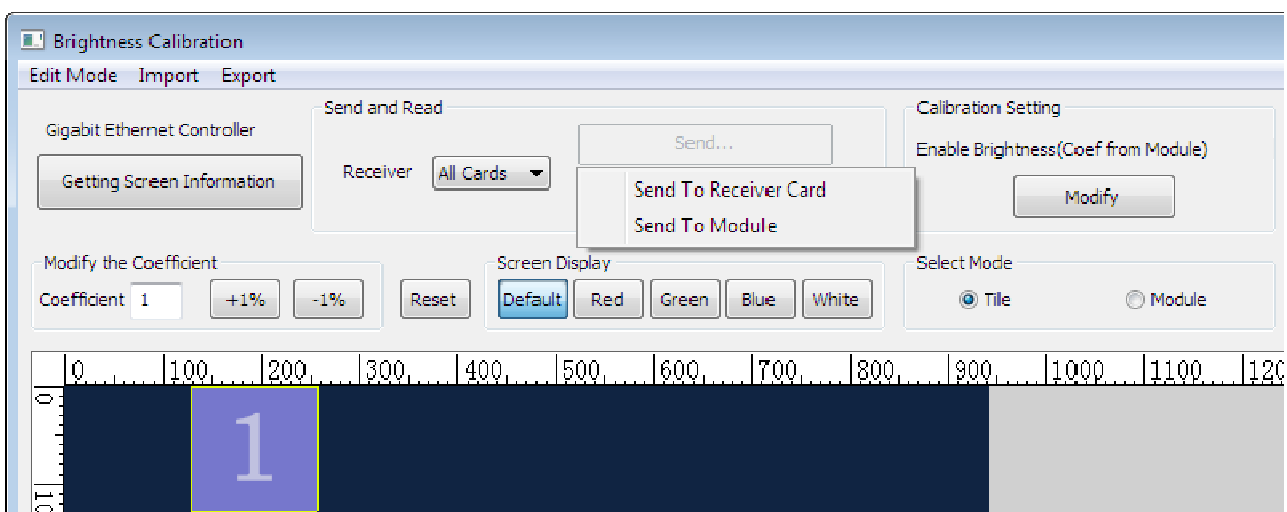


Fig. 11-1 Read module information interface

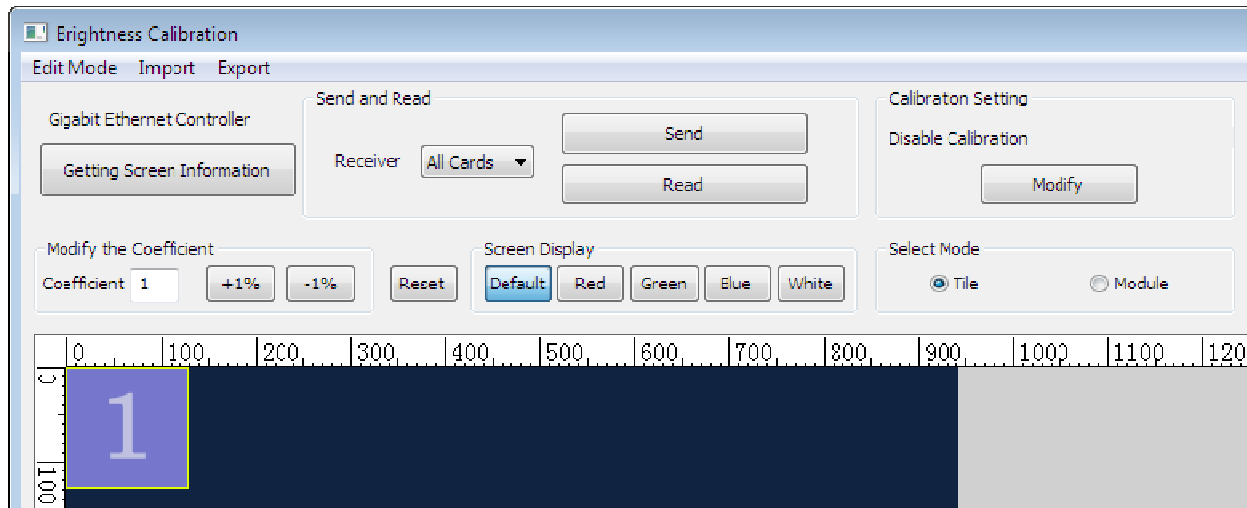


Fig. 11-2 Can't read module information interface

### 11.2.3 Calibration data checking

Enter calibration interface, each pixel calibration data will be showed at the bottom of the window. There are three tabs(Red, blue, green tab) on brightness calibration; there are nine tabs (Rr, Rg, Rb, Gr, Gg, Gb, Br, Bg, Bb) on chroma calibration, the capital letter means input color, the lowercase means output color.

There is a thumbnails of the calibration data on the upper right corner of the window, base map corresponds to the whole calibration area, the white frame means the current window display location, you can drag the white frame to check the data of corresponding area.

Click [ **Edit mode** ] → [ **by receiving card** ].When move the mouse under the main window, you can see the detail calibration data of the mouse location on the upper right corner. When move the mouse under the main window, you can see the cross line of corresponding data position. Under By point edit mode, when move the

mouse inside the Tab page, you can see the corresponding point of the cross line on the screen.

## 11.3 Calibration data editing and adjusting

### 11.3.1 Editing and adjusting calibration data

The calibration data can be adjusted and modified, when adjusting and modifying need to keep a rule: if brightness calibration, all the calibration data must be in the range of 0 to 1; If chroma calibration,  $R_r+B_r+G_r$ 、 $R_g+B_g+G_g$ 、 $R_b+B_b+G_b$  must be in the range of 0 to 1.

### 11.3.2 Pixel by pixel editing calibration data

Enter the calibration interface, click [ **Edit mode** ], set up the edit mode to [ **by point** ]. The calibration data can be edited by double click left mouse on the data location on the tab. Also you can choose the selected calibration data, input the desired data directly to modify.

### 11.3.3 Editing the calibration data by region

#### 1) Selecting

- Click the left mouse button of the calibration data location, you can choose the calibration data.
- Click the single row and single column on the header of tab, can choose a row or column of coefficient.

- Click the upper left square box on the table, can choose all the calibration data.
- Click the left mouse button of the header on the table and drag, can choose many rows or many columns of coefficient.
- Click the left mouse button on the table and drag, can choose a rectangular area coefficient.
- Single click [ **Area** ] on the menu bar→[ **Select** ] can choose an area coefficient accurately.
- Click the header of table to choose a row or a column, press **shift** button, and then click another row or column, can choose all the coefficient between this two row or column.

## 2) Modify the selected coefficient

- Edit directly

Choose the coefficient needed to be modified, input the value on the edit box of the top left corner, then the selected coefficient will be modified.

- Fine-Turning

There is a fine-turning beside the edit box, you can adjust the coefficient by increase/decrease the value or percentage. Click [ **plus** ] button to increase, click [ **minus** ] button to decrease.

## 3) Reset

Click [ **Reset** ], all the coefficient will be turned to defaulted value.

Under brightness calibration, defaulted value is : Red=1, Blue=1, Green=1;

Under chroma calibration, defaulted value is Rr=1、Rg=0、Rb=0、Gr=0、Gg=1、Gb=0、Br=0、Bg=0、Bb=1。

#### 4) Copy and paste by region

Click [ **Area** ] on the menu bar, then click [ **Copy** ], the selected calibration coefficient can be copied. Also can choose the coefficient area, then right click the mouse, choose [ **Copy** ] on the pop-up window. All the coefficient of each color will be copied when copy a region on table. Clicking [ **Area** ] on the menu bar then click [ **Paste** ] or clicking [ **Paste** ] after copying the selected region can paste the copied coefficient to designated location.

### 11.3.4 Editing the calibration coefficient by receiving card/module

Enter the calibration interface, click [ **Edit mode** ] on the menu bar, then choose **by receiving card** mode, click [ **get screen information** ] to gain detail screen information.

#### ➤ Selecting Receiving card/module

Left click the mouse to choose receiving card or module.

Choose [ **Tile** ] or [ **Module** ] on the **Select mode**, the tile or module will be selected when left clicking the mouse. Multiple tiles or modules can be selected by holding the control key and left click.

Left click the selected tile or module, it will be turned to unselected status.

All the tiles or modules will be selected when press [ **ctrl + A** ] key.

➤ Adjusting the calibration coefficient

The coefficient of selected tile or module can be edited or fine adjusted, the way to edit or adjust is same 11.3.3 as above.

## **11.4 Input or output the calibration coefficient**

### **11.4.1 introduction**

The supported coefficient formats by LEDVISION software are listed as following:

**.ccCoef, .3fCoef, .3BCoef, .9fCoef, .9BCoef, .vu3, .txt.**

### **11.4.2 coefficient output**

**.3fCoef, .3BCoef, .9BCoef, .9fCoef** is supported.

**.3fCoef, .3BCoef** are brightness coefficient formats; **.9BCoef, .9fCoef** are chroma coefficient formats.

#### **1) Overall output**

Click menu bar, [ **export** ] → [ **all...** ], choose the desired location to save the exported coefficient on the pop-up window. Exported coefficient format can be selected, such as “**.3fCoef**”、 “**.3BCoef**” for brightness calibration; “**.9BCoef**”、 “**.9fCoef**” for chroma calibration.

#### **2) Region output**

Click menu bar, [ **export** ] → [ **by region...**,] select the desired export region on the pop-up window of **region information**, click [ **OK** ] confirming the selected coefficient, choose the format and location to store it.

### 3) Output by receiving card

Click menu bar, [ **export** ] → [ **by receiving card...**,] choose the desired location and coefficient format.

If under sending card mode, the coefficient will be saved on the folder named **sender card-No.** (such as **sending card-1**), the coefficient will be named as **Net port No.-receiving card No.** (such as “**1-1**”, “**1-2**”...); If under net card mode, the coefficient will be saved on the folder named **All cards**, the coefficient will be named as **card-receiving card No.** (such as “**card-1**”, “**card-2**”...)

### 4) By block output

Click menu bar, [ **export** ]→ [ **block by block...**,] a pop-up window will be appeared as following(Fig. 11-3).



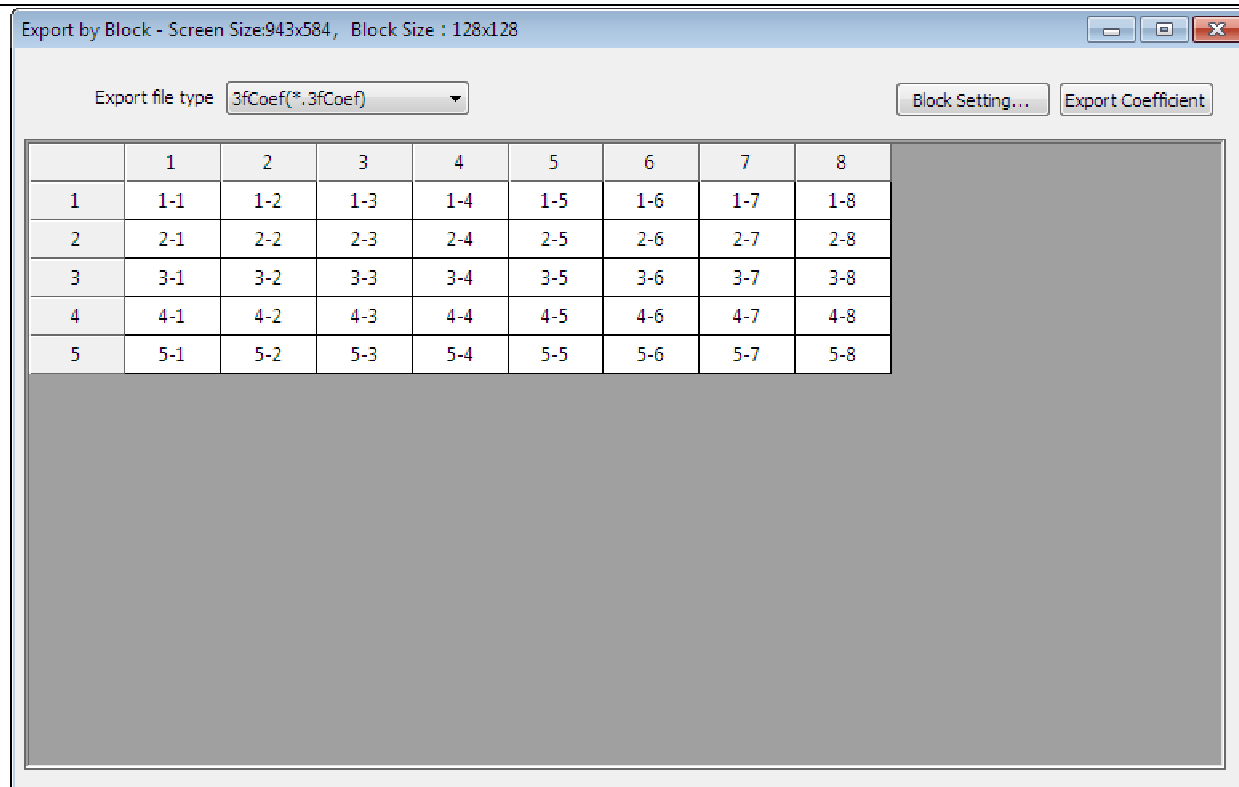


Fig.11-3 Export by block

The screen size and block size can be checked on the title bar of the pop-up window.

If the receiving card information can't be got, the faulted size of block will be 64\*64; if receiving card information have been got, the block size will be the loaded pixel area of the first receiving card.

There is a **export file type** on the upper of the window, choose one of kind to store.

The block setting can be modify by clicking the [ **block setting...**] button.

Click [ **Export Coefficient,**] and save it to desired location, if success, the background color will turn into green, otherwise, the background color will turn into red.

### 11.4.3 Coefficient input

#### 1) Overall import

Click [ **import** ] on the menu bar → [ **All...** ] → [ **Normal...** ] calibration coefficient can be imported, such as “.3fCoef”, “.3BCoef”, “.9BCoef”, “.9fCoef”, “.ccCoef” type.

Click [ **import** ] on the menu bar → [ **All...** ] → [ **VU ...** ] the calibration coefficient of “.vu3” format can be imported.

Click [ **import** ] on the menu bar → [ **All...** ] → [ **Radiant ...** ] the calibration coefficient of “.txt” format can be imported.

Click [ **import** ] on the menu bar → [ **All...** ] → [ **color space....** ] .ccCoef, .9fCoef type of calibration coefficient can be imported.

Above operation will input the calibration coefficient to preview window on the upper left corner.

If the width and height of the inputted calibration coefficient is greater than the width and height of the preview window, the excess part will be abandoned when importing.

After importing “.3fCoef”、 “.3BCoef”、 “.9BCoef”、 “.9fCoef” type of calibration coefficient successfully, the imported coefficient will be selected.

#### 2) Import by region

Click [ **import** ] on the menu bar → [ **by region...** ] → [ **Normal...** ] / [ **VU ...** ] /

[ **Radiant ...** ] / [ **color space...** ], specific format of calibration coefficient can be imported. There will a pop-up window of **Region information** appeared (Fig. 11-4), editing the desired value to start importing.

If the width and height of the inputted calibration coefficient is greater than the width and height of the preview window, the excess part will be abandoned when importing.

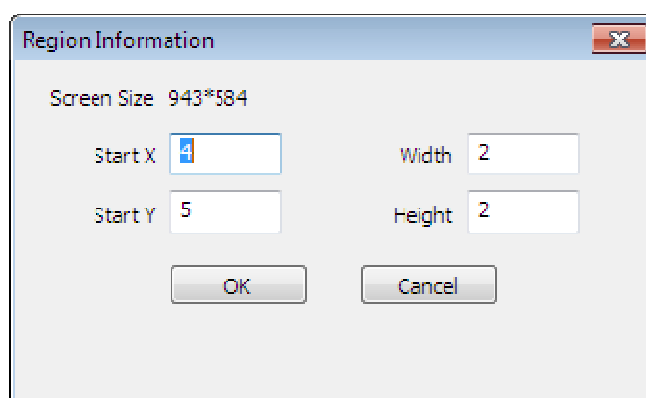


Fig.11-4 import by region

### 3) Import by receiving card

Click [ **import** ] on the menu bar → [ **by receiving card...** ] → [ **Normal...** ] / [ **VU ...** ] / [ **Radiant ...** ] / [ **color space...** ], Specific format of calibration coefficient can be imported.

Under the sending card mode, if there will be a folder named [ **net port** ] —[ **receiving card No.** ] (such as “1-1”, “1-2”) on the selected file path, the calibration coefficient will be imported to corresponding receiving card when importing this file.

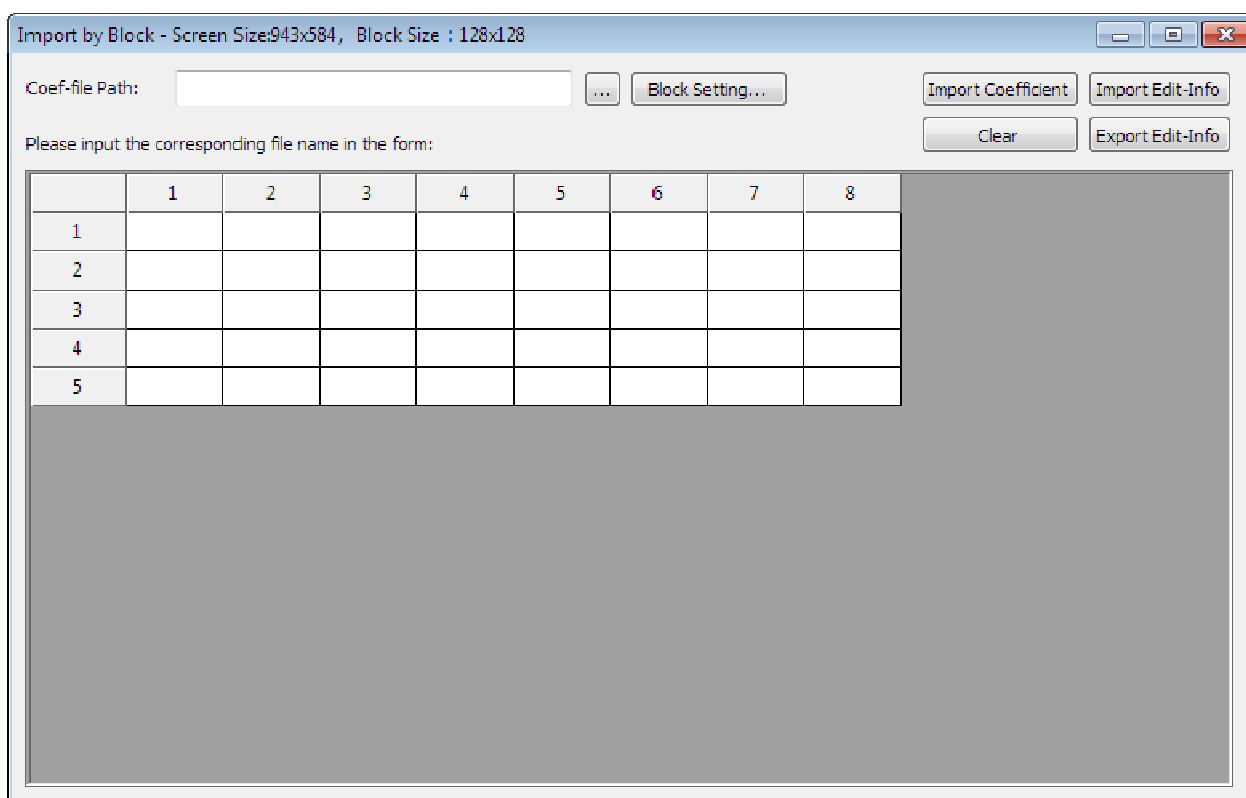
Under the net card mode, if there will be a folder named **card—receiving card**

**No.** (such as “**Card-1**”, “**Card-2**”) on the selected file path, the calibration coefficient will be imported to corresponding receiving card when importing this file.

Note: choose to import normal calibration coefficient ( **Normal...** option), if the width and height of the calibration coefficient file is not match to the loaded pixel area of receiving card, the importing will be failed.

#### 4) Import by block

Click [ **Import** ] on the menu bar→ [ **block by block...** ],there will be a pop-up window named **Import by block** (Fig. 11-5)

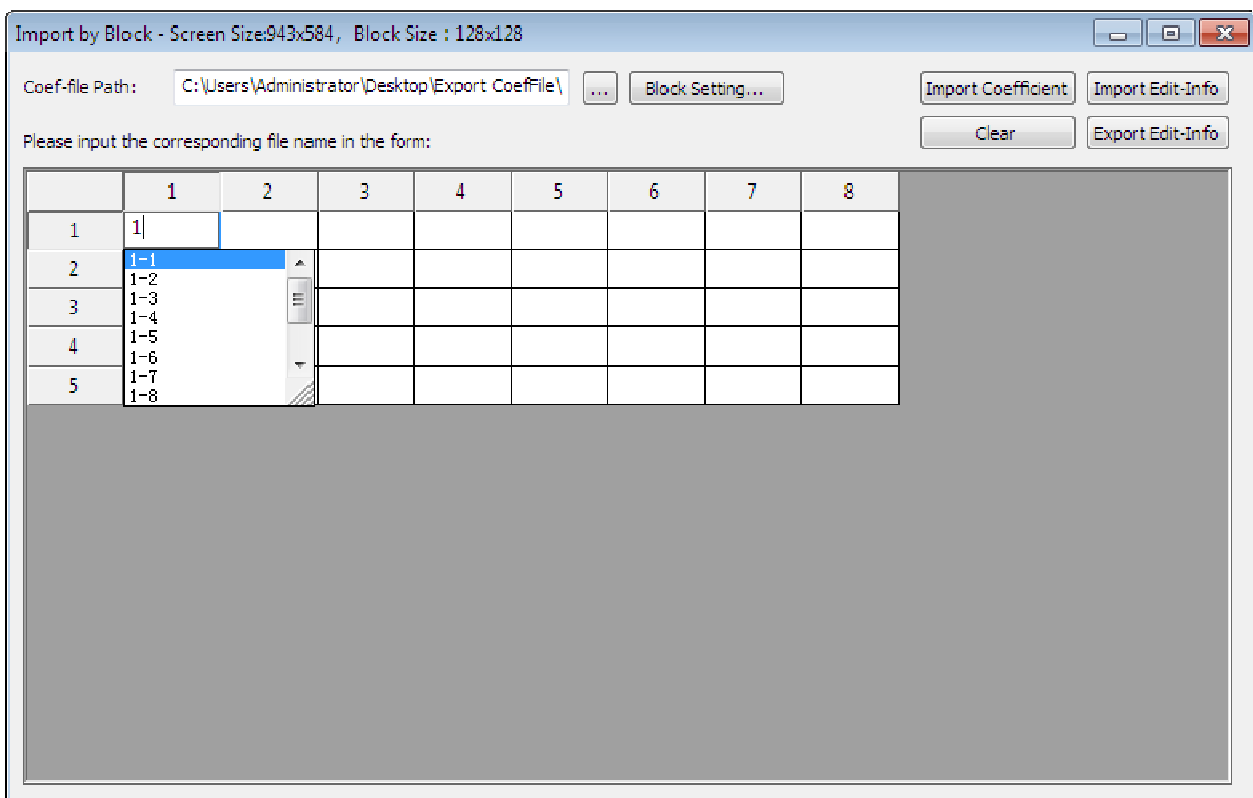


**Fig. 11-5 Import by block**

The screen size and block size will be showed on the title bar of the pop-up window. In the topmost window, select the file you want to import coefficient folder

location, after selecting the location, the software will automatically determine all file types of elected folder. If the folder has a variety of file types, the software will pop up prompt "**the catalog file type are not compatible, please re-select!**"

Click the [ **Block Settings ...**] button, you can set the block by adjusting the size of the block. After setting the block, input file in the form. During input process, the edit box will automatically list below qualifying factor file (for example, enter [ 1 ], the edit box below lists the file name of the selected folder containing [ 1 ] in all documents factor) (Fig.11-6).



	1	2	3	4	5	6	7	8
1	1							
2	1-1							
3	1-2							
4	1-3							
5	1-4							
	1-5							
	1-6							
	1-7							
	1-8							

Fig.11-6 Input coefficient file

If there is a matching coefficient file in the drop-down list, you can select it and input quickly. Edit box only displays the file name with different characters, which

will help users to distinguish the file clearly. If the inputted coefficient file is existing on the edit box, it will show a blue background, otherwise edit boxes background is white. Move the mouse to a cell, it will display the full file name corresponding to the number of cells (Fig. 11-7).

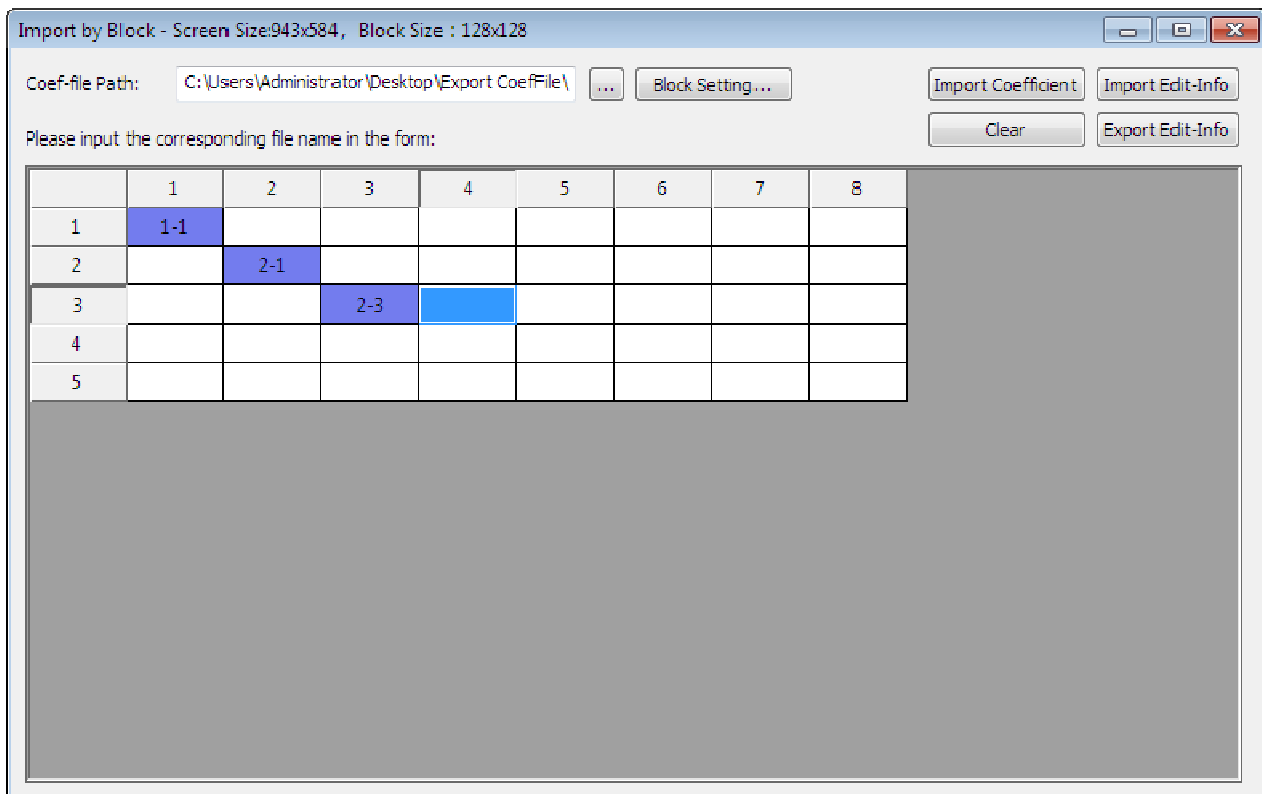


Fig. 11-7 Quickly input the coefficient file

Click [ **Import coefficient** ] button to input coefficient. If success, the block background is shown in green, otherwise shown in red. The background will be unchanged if no import coefficient. (Fig.11-8)

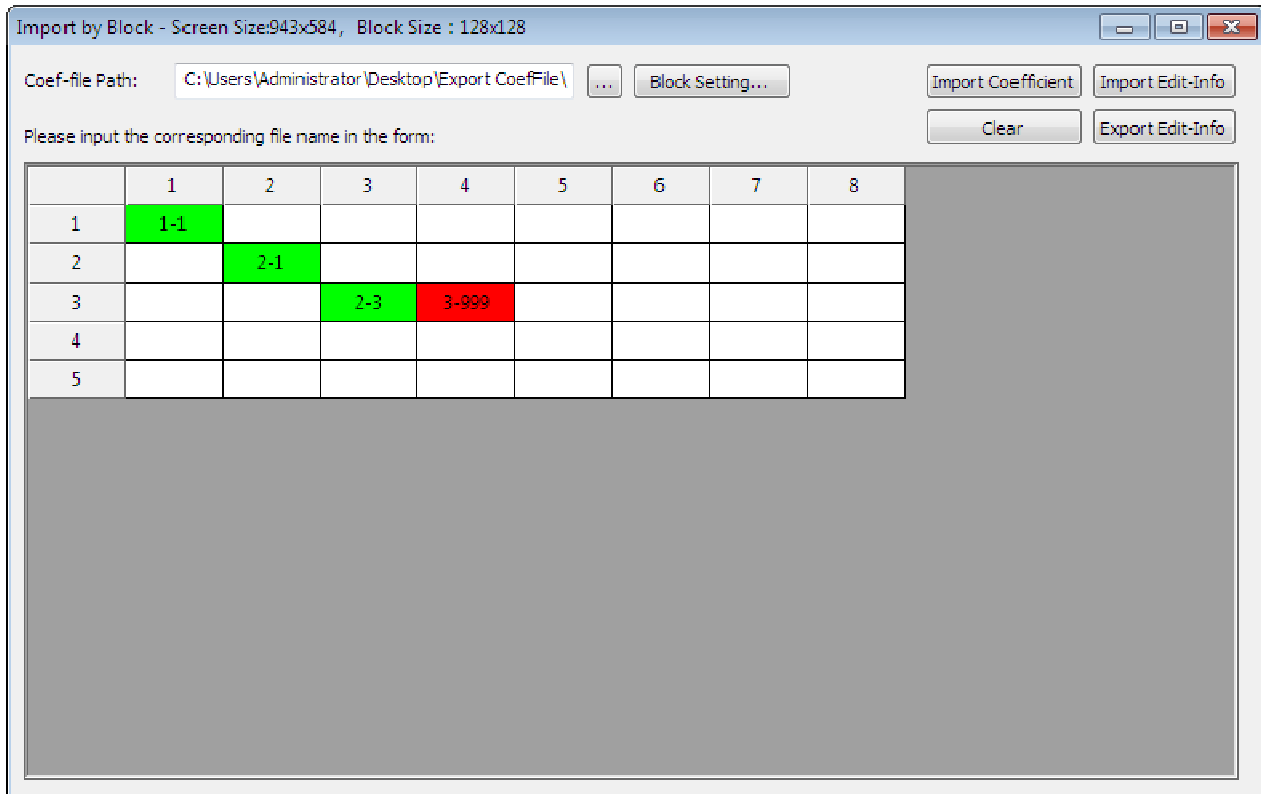


Fig. 11-8 Import result of coefficient

Click [ **Export Edit-Info** ] button, then select export path, the set block information (screen size, block size, file path of coefficients, each sub-block number) will be stored for a ".xml" document.

Click [ **Import Edit-Info** ] button, the software will pop up a file selection dialog box, select a ".xml" file to import block information. If the current screen size and the set screen size of the file is inconsistent, it can't be imported. Once have been imported, the software will automatically find all files under the coefficient file location, if the file name in the form is present on directory, the table turns blue, otherwise white.

## 11.5 Send and read calibration coefficient

### 11.5.1 send coefficient to receiving card or module

Need to get screen information first before sending coefficient.

#### 1) Send to a specified receiver cards and modules

Under net card mode, select a specific receiver card to send; Under sending card mode, select a network port, and then select a specific receiving card to send.

If get the smart module information on **screen information**, sending button will be titled [ **Send ...** ], click on the button will pop-up a menu with two options: **send to the receiver card** and **Send to Module**. Select the desired option and send, the coefficient will be sent to receiving card or module.

If can't read the smart module information, send button will be titled [ **Send** ], click the button will send the coefficient to receiving card.

The sending progress can be checked on the [ **send** ] button.

#### 2) sent to all receiving card and module under the specified network interface

Under net card mode, select [ **All Card** ] on the receiving card option;

Under sending card mode, select a network port, and then select [ **All Card** ] on the receiving card option;

If get to read the smart module information, the send button will be titled [ **Send ...** ]. Click on the button will pop-up a menu with two options: **send to the receiver card** and **Send to Module**. Select the desired option and send, the coefficient will be sent to receiving card or module loaded by the net port.



If do not read smart module information, the send button will be titled [ **Send** ], click the button will directly send the coefficient to the receiver card.

The sending progress can be checked on the [ **send** ] button.

### 3) Send to selected receiving card and modules

After entering the calibration interface, click the [ **Edit Mode** ] on the menu bar→ [ **by receiving card** ].

Under net port mode, after obtaining screen information, all the receiving card information will be showed on the main window of **Screen information**.

Under sending card mode, after obtaining screen information, all the receiving card information loaded by specific sending card will be showed on the main window of **Screen information**.

Click the mouse or press keyboard shortcut to select single or multiple receiving card, right click the mouse button, select [ **Send calibration coefficient to the receiving card** ] on the pop-up menu window, send the coefficient to the receiving card.

Select a single block or multi-block module, click the right mouse button, pop-up shortcut menu, select [ **Send to module** ] on the pop-up menu, the calibration coefficient will be sent to the selected module.

The sending progress can be checked on the [ **send** ] button.

## 11.5.2 Read the coefficient from the receiving card or module

### 1) Read the coefficient from specified receiving card or module

Under net card mode, select a specified receiving card then read coefficient.

Under sending card mode, select a network port, and then select a specified receiving card then read coefficient.

If get to the smart module information, the **Read** button will be titled [ **Read....**], Click the button will pop-up menu with [ **coefficient read back on the receiving card**] and [ **read-back coefficient module on**] two options. Select a desired one and read the coefficient from receiving card or module.

If do not read the smart module information, the [ **read**] button will be titled [ **read**]. Click the button to read from receiving card directly.

The reading progress can be checked on the [ **read**] button.

2) Read coefficient from all receiving card/module loaded by net port

Under net card mode, select [ **All Card**] on receiving card option;

Under sending card mode, select a network port, and then select [ **All Card**] on receiving card option;

If get the smart module information, the **Read** button will be titled [ **Read ....**]. Click the button will pop-up a menu with two options: [ **Read from the receiver card**] and [ **Read from Module**].

Select a desired one and read the coefficient from receiving card or module loaded by net port.

If do not read the smart module information, the [ **Read**] button will be titled [ **Read**]. Click on the button to read the coefficient form receiving card loaded by net port.

If there is a receiving card loaded by net port, the reading process can be checked on the [ **Read** ] button;

If there are multiple receiving card, the reading process can be checked on the pop-up progress window.

### 3) Read from the selected receiving card /module

After entering the calibration screen, click the [ **Edit Mode** ] on menu bar→  
[ **by receiving card** ].

Under net port mode, after obtaining screen information, all the receiving card information will be showed on the main window of **Screen information**.

Under sending card mode, after obtaining screen information, all the receiving card information loaded by specific sending card will be showed on the main window of **Screen information**.

Click the mouse or press keyboard shortcut to select single or multiple receiving card, right click the mouse button, select [ **Read calibration coefficient from receiving card** ] on the pop-up menu window, read the coefficient from receiving card to software.

Select a single or multiple module, click the right mouse button, select [ **read from module** ] on the pop-up menu, the calibration coefficient will be read from selected module to software.

The reading progress can be checked on the [ **read** ] button.

If succeeded, the background of responding receiving card/module will be turned into green.

## 11.6 Calibration effect checking

### 11.6.1 Calibration setting

After entering the calibration screen, click the [ **Edit Mode** ] on menu bar→ [ **by point** ] or [ **by receiving card** ], click [ **Getting screen information** ]. The current calibration status can be checked on the setting bar.

Under the i series mode, the calibration settings can be modified. There are following options in brightness calibration: **Off calibration**, **Enable receiving card brightness calibration**, **enable module brightness calibration** (if there is smart module), **enabled computer simulation calibration**.

There are following options in chroma calibration: **Off calibration**, **Enable receiving card chroma calibration**, **enable module chroma calibration** (if there is smart module), **enabled computer simulation calibration**.

**Enable Computer simulation calibration** is an action that taking a picture on image and generate a calibration coefficient on the computer and then send it to receiving card.

Under i series mode, if the current calibration status of receiving card is not off, clicking the [ **Enable Computer simulation calibration** ] will automatically set off calibration on the receiving card;

Under sending card mode, if has connected multiple sending card, only one simulations calibration effect can be checked under one sending card.

If need to check the simulation calibration effect of specific sending card, must connect the display signal of computer to corresponding sending card first ,and then select the sending card need to be checked on calibration software interface, finally click the [ **Enable computer simulation Calibration** ] button on the calibration setting. The simulation calibration effect can be showed on the deleted tablecloth (Fig.11-9), which start from (0,0) position, also the simulation calibration effect can be showed on the screen.

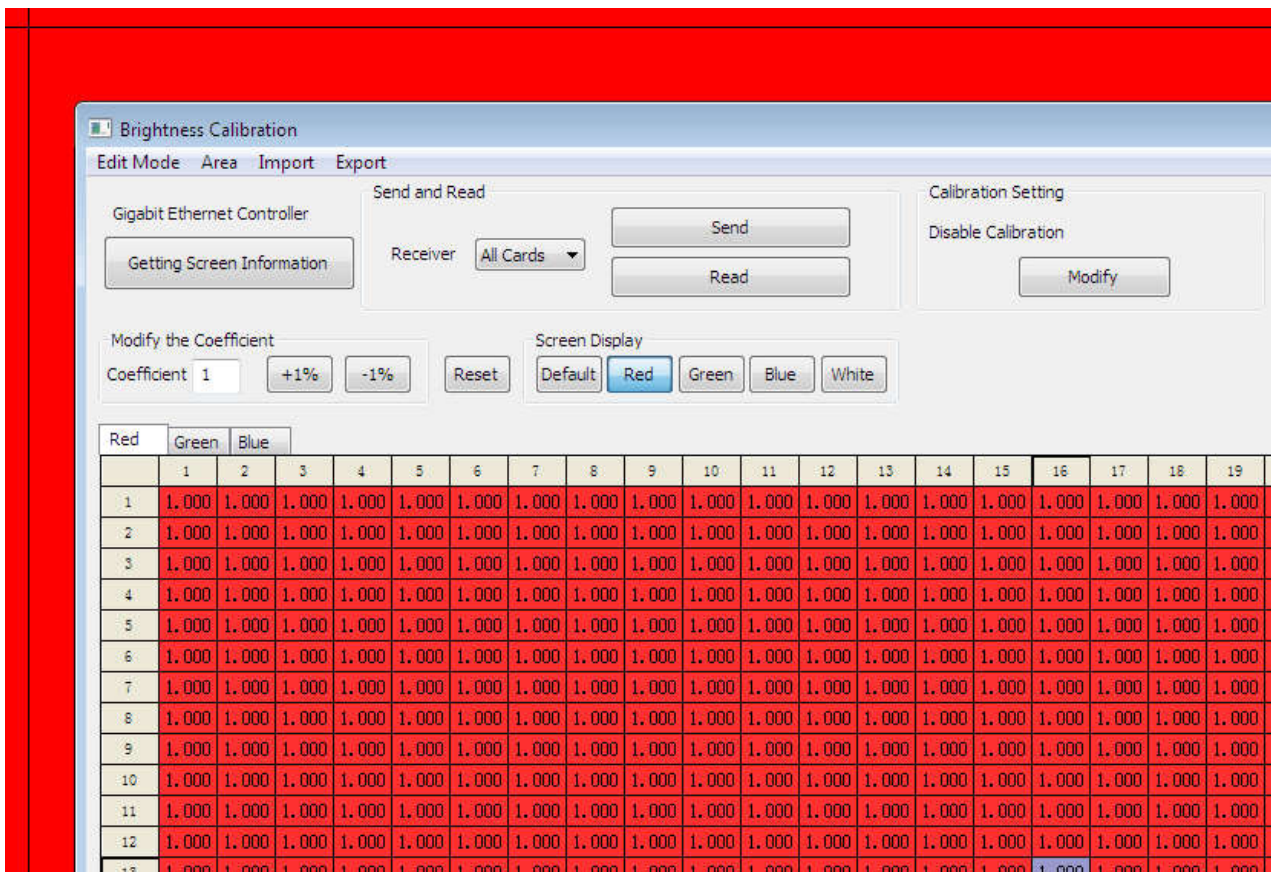


Fig.11-9 Computer simulation Calibration

## 11.6.2 Screen setting

In the calibration interface, the display effect can be set by screen display button (Fig. 11-10). Click on [ **default** ], it will display the current broadcast content. Click

on [ **red** ], [ **green** ], [ **blue** ], [ **white** ], it will display red, green, blue and white color accordingly.

After you enable computer simulation calibration effect, click [ **default** ] button, the screen will display nothing, only display Red, Green, Blue, White color if click corresponding button.

If [ **default** ] is clicked before enable computer simulation, it will display white color after enabling. You can click [ **red** ], [ **green** ], [ **blue** ], [ **white** ] to show corresponding color.



Fig.11-10 Display on screen

## 11.7 Soft Edge

Soft edge is tool to weaken the bright line or dark line between tiles or modules caused by manufacturing, machining, installation errors by adjusting the calibration coefficient between tile or module seam. Soft edge can only weaken the seam parallel to the screen and can't weaken the seam caused by out-of-flatness.

### 11.7.1 Preparing

Before soft edge, you need to make sure the screen has been calibrated. In order to achieve a better effect, the attenuation of brightness of calibration coefficient should be at least 15% to 20%. If not going to calibrate, need to set the brightness calibration coefficient of the whole screen to 0.80 to 0.85.

If carried on soft edge through sending card, need to connect image signal to specific sending card.

Soft edge can't weaken the gap between two sending card.

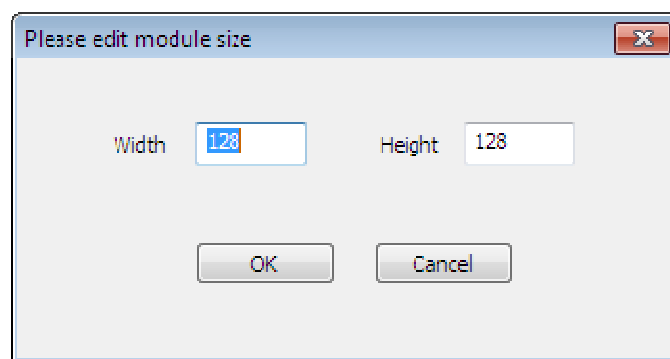
### 11.7.2 Entering soft edge interface

Click [ **Edit Mode** ] on the menu bar→ [ **seam** ].

Getting screen information, start to weaken the seam by clicking [ **computer simulation calibration** ] on calibration setting.

### 11.7.3 Module size setting

In the soft edge interface, click [ **Select mode** ] → [ **Module** ], if module size is set in advance, the software will draw the module; if module size has not been set, when the tile size is inconsistent, it will pop-up prompts. Need to be divided into blocks, and set module size according to the size of each tile. When all the tile size is same, the software will pop up "**Please edit the module size**" dialog box (Fig.11-11).



**Fig.11-11 Module size setting**

If this is the first time to set the size of the module, it will read receiving card parameters when there is a pop-up dialog box. What the width and height the dialog box display is the same as the receiving card if the reading is successful, otherwise

the width and height will be defaulted value of 16\*16.

**Input** values of module width and height, click [ **OK** ], you can set the size of the module. If the inputted width and height can't be divisible by the tile's width and height module, there will be a red remind words **invalid module** appears.

Click [ **Select mode** ] → [ **Tile** ], When [ **Deseam** ] is not checked, click to select one or multiple tiles, right-click the mouse, it will pop up a menu, select [ **Modify module size** ] to set up the selected module size. Also you can right-click the pop-up menu, select [ **Modify module size** ] to set up the all module size.

#### 11.7.4 Deseam

##### 1) Select the seam

Click [ **Select mode** ] → [ **Tile/ Module** ] can weaken the seam between tiles or modules. Watch the LED screen seam position, move the position of the cross hairs on the software and then left-click the mouse can select the seam on the LED screen (Fig. 11 -12). Can choose multiple seams on same column or row by press [ **Ctrl** ] key and click the seam you want to choose. When only select a seam, press [ **Shift** ] key and click the left mouse button, you can pick the section in the seam.

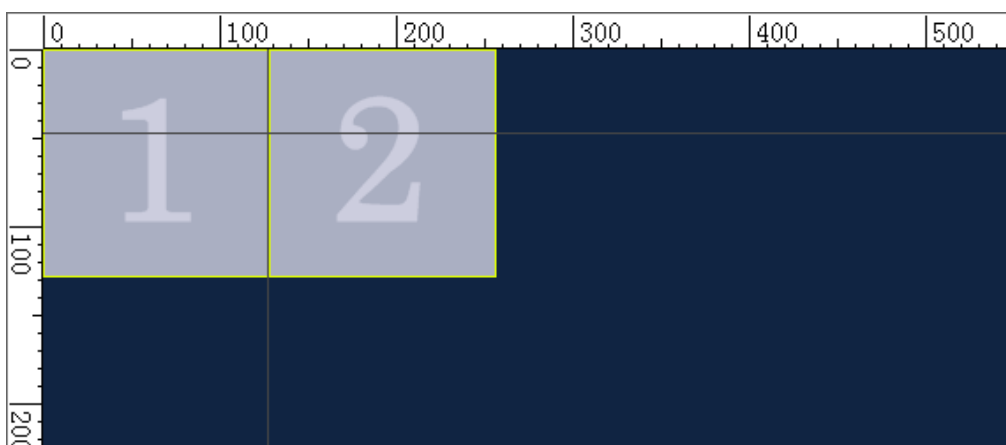




Fig. 11 -12 Soft edge

## 2) soft edge coefficient adjustment

After selecting the seam, you can adjust the seam coefficient as the way you adjusting calibration coefficient. There are two methods listed as below:

One is input coefficient directly in the editing control; the other is by fine-tuning (increase or decrease the value/percentage), you can click the corresponding button to adjust.

When using the fine-tuning mode, it will be adjusted by default mode, that is the coefficient of selected seam will be decreased or increased by  $(1 / \text{seam width})$  ratio from outside to inside.(Fig.11-13).

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
125	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	top 4
126	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	bottom 0
127	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	Start 1
128	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	End 128

Fig.11-13 Soft edge coefficient adjustment

Seam adjustment value range is from 0.504 to 1.492, when adjusted to 0, the corresponding point is displayed in black, in most cases, it can't be adjusted to 1.492, if the calibration coefficient is 0.8 of a specific point, then the maximum soft edge coefficient of this point only can be 1.25, if exceeding this value, it will be adjusted as 1.25. After adjustment coefficient seam, it will show the effect in real time. If the seam disappear or unapparent, it indicates a successful seam compensation.

### 3) soft edge coefficient reset

Click the [ **Reset** ] button will put the soft edge coefficient to defaulted value (the defaulted value is **[1.0 ]** ) .

There will be four options on drop-down menu if click the [ **Reset** ] button:

**Reset all soft edge coefficient, reset the soft edge coefficient of selected receiving card, reset the soft edge coefficient of selected module and the soft edge coefficient of selected seam.**

### 4) Apply coefficient

After finishing soft edge operation, click [ **Apply coefficient** ] button, the calibration coefficient will be adjusted, soft edge coefficient will recover to 1. Exit soft edge interface software will also prompt the same operation. After soft edge operation is over, the soft edge effect will be saved to the screen if sent the adjusted calibration coefficient to screen.

## 11.7.5 Import and export soft edge coefficient

### 1) Import

Click [ **Import** ] on the menu bar → [ **soft edge coefficient** ], you can import **.deseamCoef** type of soft edge coefficient.

If the width and height of coefficient file is greater than the width and height of the preview window, the excessive part will be discarded when importing.

## 2) Export

Click [ **Export** ] on the menu bar → [ **soft edge coefficient** ], select the location to save it.

All the soft edge coefficient will be exported as **.deseamCoef** file type. The width and height of exported coefficient will be same as the width and height of tablecloths.

## Chapter 12 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.

### 12.1 Real time Display Connection

Check [ **Enable Remote Live Management** ] or [ **Enable FTP Transfer**] (as shown in Fig. 12-1).both of computer need check [ **Enable** ] and open.

For remote control, the first thing is setting the LEDVISION in the remote control of the server. Open the remote control server software LEDVISION, Click the [ **Setting** ] > [ **Software Setting** ] > [ **Net Settings** ] (as Figure 12-1), and then check the [ **Allow remote management of real-time display** ]. The clients are allowed remote control based on checking [ **Allow remote management of real-time display**].

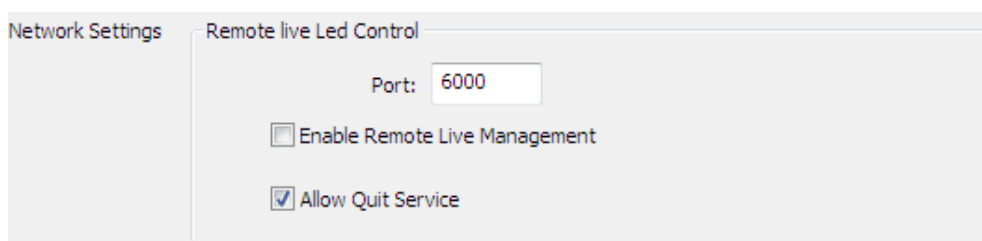
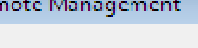


Fig. 12-1 Setting Interface of Remote Control Server



Remote Management

☒ RealTime Management

☐ Remote Management via FTP Server

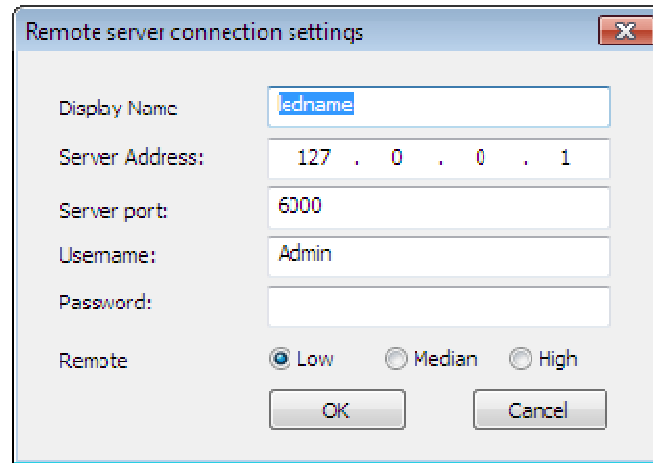
Ok Cancel

### Fig.12-2 Remote Management

**Fig. 12-3 Management Interface of Remote Control**

Click [ **Add** ], it will appear to [ **remote server connection settings** ] interface (Figure 12-4). If the remote control server software does not modify user

name and password, just enter in the client LEDVISION interface to control the server address, and then click [ **OK** ].



**Fig. 12-4 Remote server connection settings**

- **Display Name:** It is used to distinguish LED screen, which can be arbitrary set. Generally select the default.
- **Server Address:** The server address of the remote server to be managed like 192. 168. 70. 106.
- **Server port:** Generally select the default.
- **Username:** The username of remote server.
- **Password:** The password of remote server.

Right click the [ **Connection** ] button after finishing connection(as shown in Figure 12-5 interface), which has logged in the remote server to open remote operation interface.



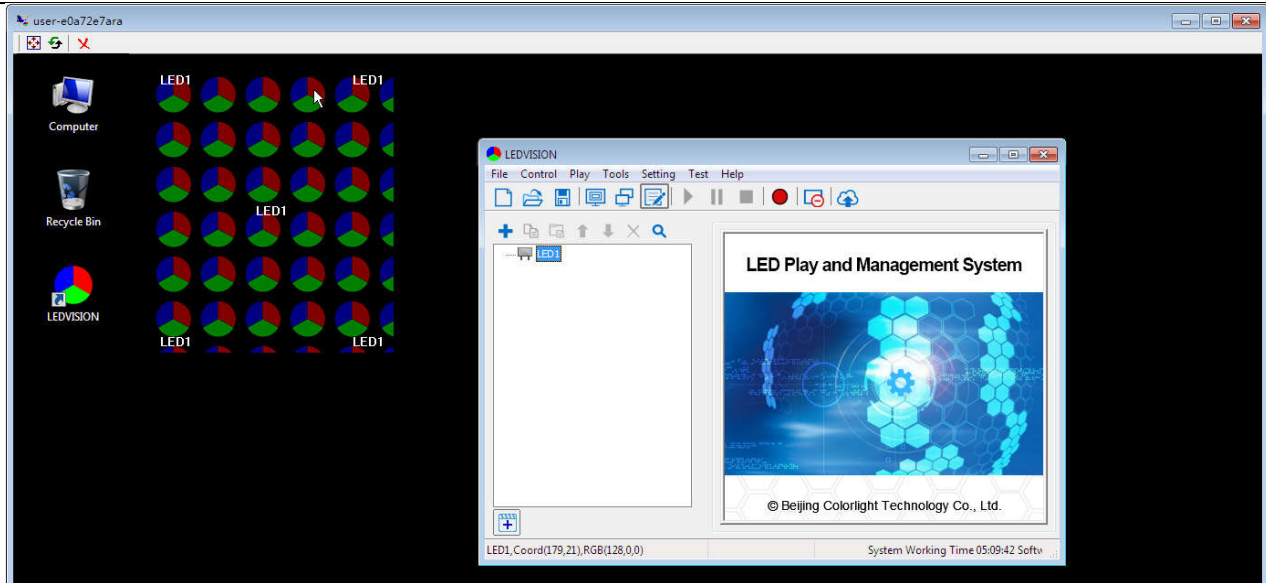


Fig. 12-6 Remote Operation Interface

Click [ **Send command** ] button, the software will pop up [ **Please select commands** ] dialogue box (Figure 12-7), select the content of the instruction. Click [ **OK** ].

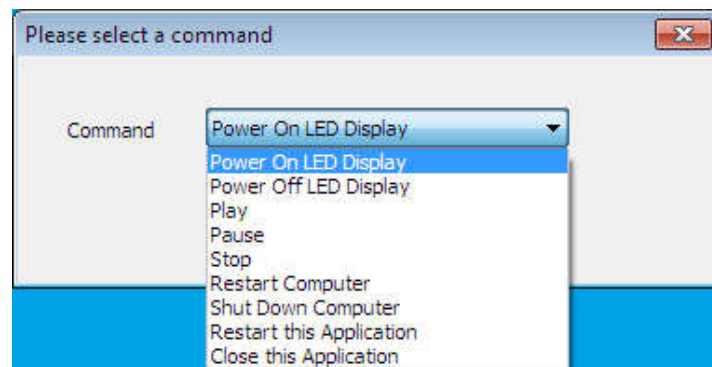


Fig. 12-7 Send Command

Click [ **Send timing command** ] button, the software will pop up **Action table** box (Figure 12-8), select the play content, check [ **Enable** ], then click [ **Send** ].



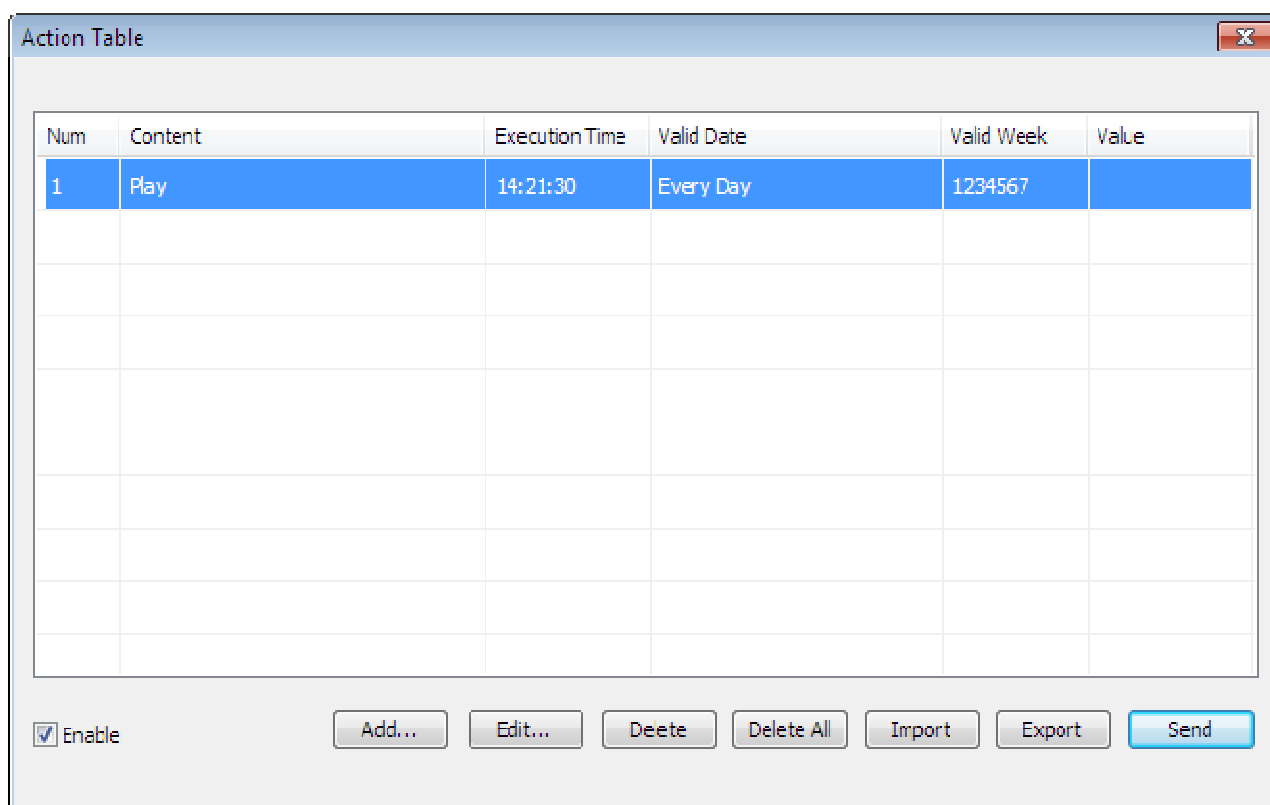


Fig. 12-8 Send Command List

Click the [ **Send program** ] button, the software will pop up **Send program** box , and then you can select the program you want to send . (Figure 12-9)

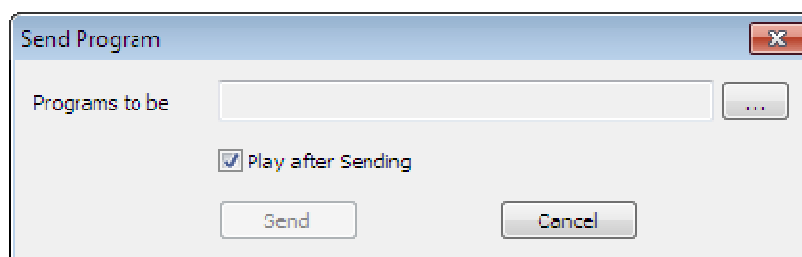
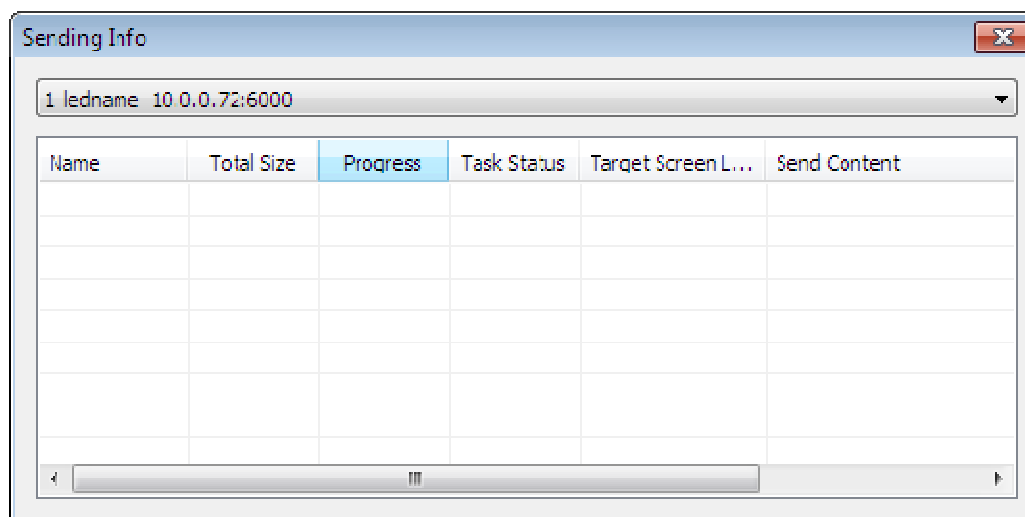


Fig. 12-9 Send Program

Click [ **Sending Info** ], the software will pop up the **Sending Info** box (Figure 12-10), you can check the sending status.



**Fig. 12-10 Sending Info**

## Chapter 13 Software Management

### 13.1 Software Management

The relevant management includes **Play Settings**, **Startup Settings**, **LED Play Screen**, **Timer Settings**, **Network Settings**, **Shortcut Settings** and **Other Settings** (As fig. 13-1 shown).

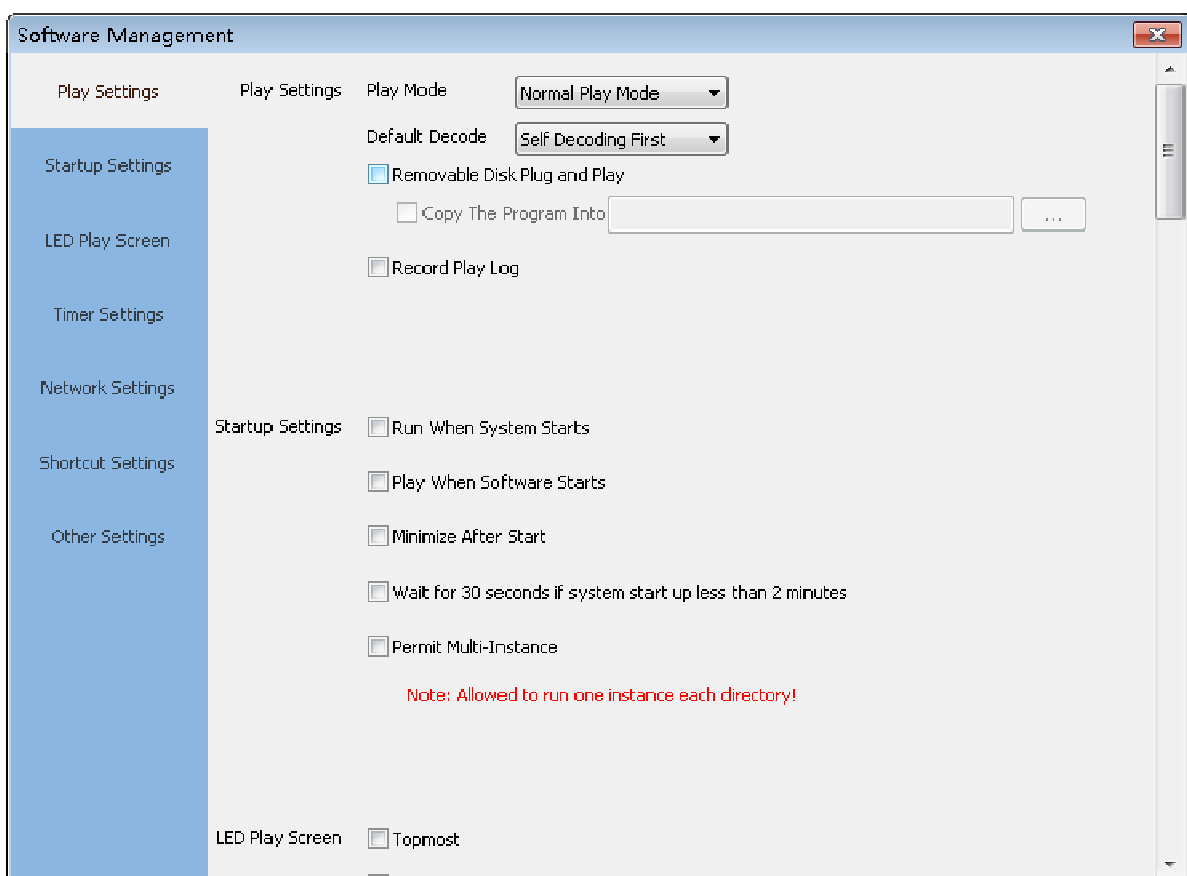


Fig. 13-1 Software Setting

#### ➤ Play Settings:

■ **Play Mode:** Including **Normal play mode** (play the contents of LED window), **Capture screen mode** (Match with the **Hide/Display** shortcut button, playing the background content when Display, and play computer desktop contents of

LED window position when Hide), **Capture when play** (Match with the **Hide/Display** shortcut button, to play the combination contents of LED play window and computer desktop, playing the background content when Display, and play computer desktop contents of LED window position when Hide) three mode types.

- **Default decode:** Self decoding first.

- **Removable Disk Plug and Play:** Packing the contents as supporting U disk plug and play when packed the contents to U disk. If you checked this item, the packing contents in u disk will play once plugged the u disk.

- **Record Play Log:** Record the play log of the playing document in View Play Log from the Play menu.

- **Enable Trundle Smooth Processing:** It works only under **sender card mode** and it requires **high graphics**. It will improve the trundle effect while playing contents.

➤ **Start-up Settings:**

- **Run When System Starts:** Run the software automatically when start the Windows system.

- **Play When Software Starts:** Auto play the last open program after running the software.

- **Minimize After Start:** Auto minimize the operating window after running the software.

- **Wait for 30 seconds if system start up less than 2 minutes:**

Guarantee LEDVISION software run regularly.

- **Permit Multi-Instance:** Only allow to run one LEDVISION software, if you want to run several version softwares, then you shall check this item.

➤ **LED Play Screen:**

- **Topmost:** The play window can be placed topmost when selected this option.

- **Hide on Start:** Hide the play window to the background after running the software.

- **Move out of LED Play Screen:** Allow the program window exceeding the background border.

- **Permit be Dragged:** Allow the background window to be dragged by the mouse.

- **Remember Position:** Fix the background position when you started the software every time.

- **Show Mouse:** To show in the display window. Check this item, under net card mode, show the mouse in the display window, but not in LED screen; whereas under sender card and C series play box mode, it will not show the mouse both in the display window and LED screen.

- **Show Borders:** To show the borders in the display window.

- **Show Background:** Check means the window shows trio-color background when you didn't edit program; uncheck means the window shows black background.

- **Allows drag to change the size:** You can change the play window by moving mouse.

➤ **Timer Setting:**

- **Restart Regularly:** The software will auto restart at the setting time.

- **Backup Regularly:** Input backup time intervals to backup programs.

- **Start or quit regularly:** start/quit the software at the setting time.

➤ **Net Setting:**

- Net settings for remote operation, the relevant introduction please refer to Chapter 12.

➤ **Shortcut Settings:**

- Enable Hotkey, you can use keyboard shortcuts to control the program.

➤ **Other Settings**

- **Auto Reboot On Exception:** The software will restart automatically during malfunction.

- No Notification Message: No error message box pop up when no one on duty.
- Row spacing adjustment: time adjustment between the earlier and later data 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
- Minimize Operation: Minimize operation as **normal** or **show in the system tray** status.

## Chapter 14 User Management

### 14.1 User Login

The User Admin is mainly used to create the administrators and normal users to assign different using rights. Click the [ **Setting** ] > [ **User Management** ], to enter the **Login** interface (as shown in Fig. 14-1).

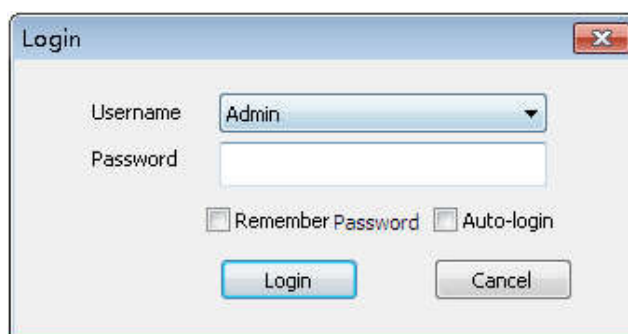
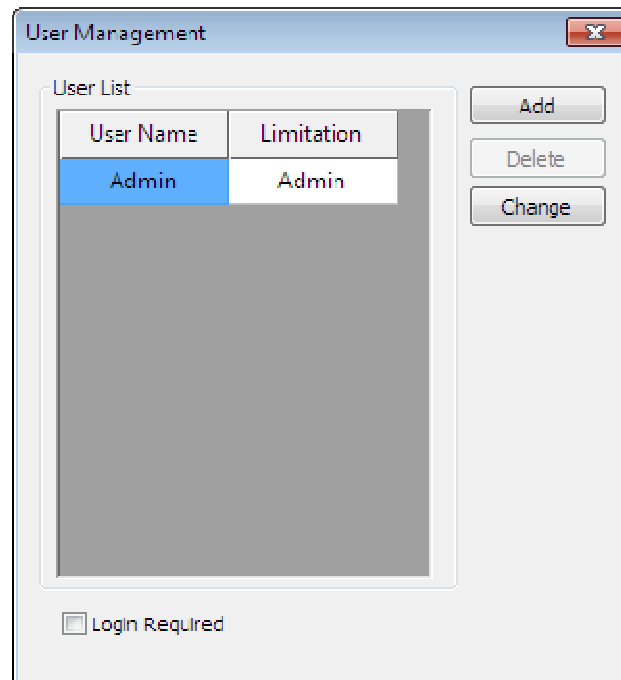


Fig. 14-1 User Admin

The software default No password needed, Click [ **OK** ] to enter the **user management** interface (as shown in Fig. 14-2). If you modified the password, you need to input password before entering the **User Admin** interface.

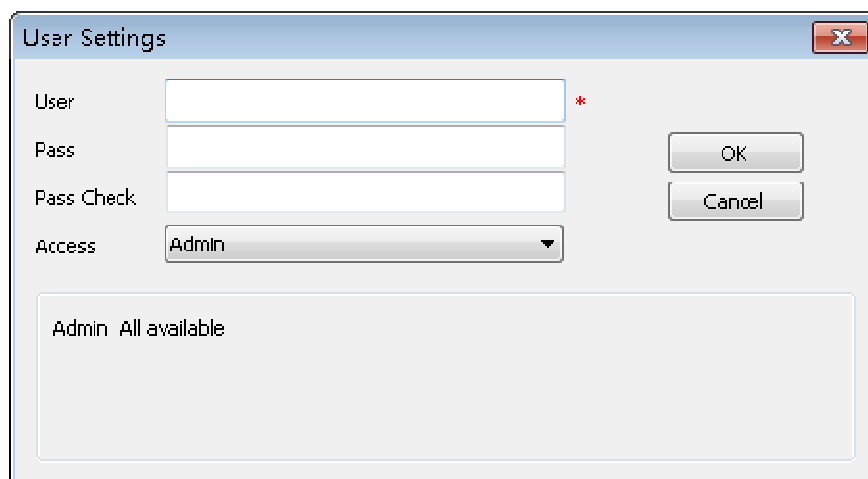




**Fig. 14-2 User Management**

## 14.2 User Information

Click [ **Add** ] button to add new user (As Fig.14-3)



**Fig. 14-3 User Settings interface**

**User:** The username for logging in.

**Pass:** The password for logging in.

**Access:** Include **Admin**, **User** and **Limited User**.

### 14.3 Access

- **Admin:** It can execute all operations and set users and corresponding privileges.
- **User:** It can execute all operation about the play and display, but cannot set the hardware parameters of display and user management.
- **Limited User:** It can only load and play the prepared program.
- **Login Needed:** Users need to log in when running the software (as Fig. 14-4).

Check [ **Remember Password** ] and [ **Auto-login** ], then it will not pop up [ **Login** ] dialogue box while opening the software, but default the previous user.

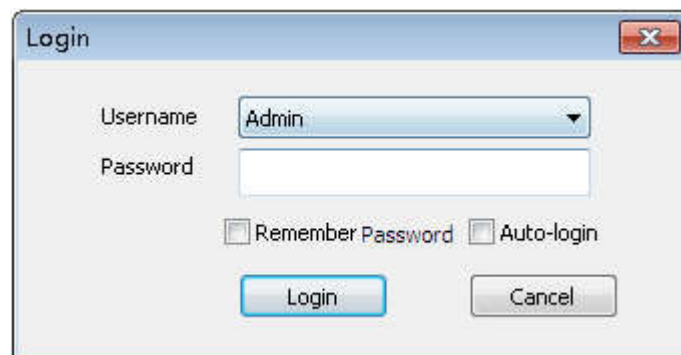


Fig. 14-4 User Admin

## Chapter 15 FAQ

### 15.1 Frequently Asked Questions

**Q1:** How to play audio file with LEDVISION?

**A1:** Audio file can be added as background music into the program page, and can add one or more files. Select the background music, you can try to listen. Meanwhile, you can adjust on the volume of the music.(As shown in Fig.15-1)

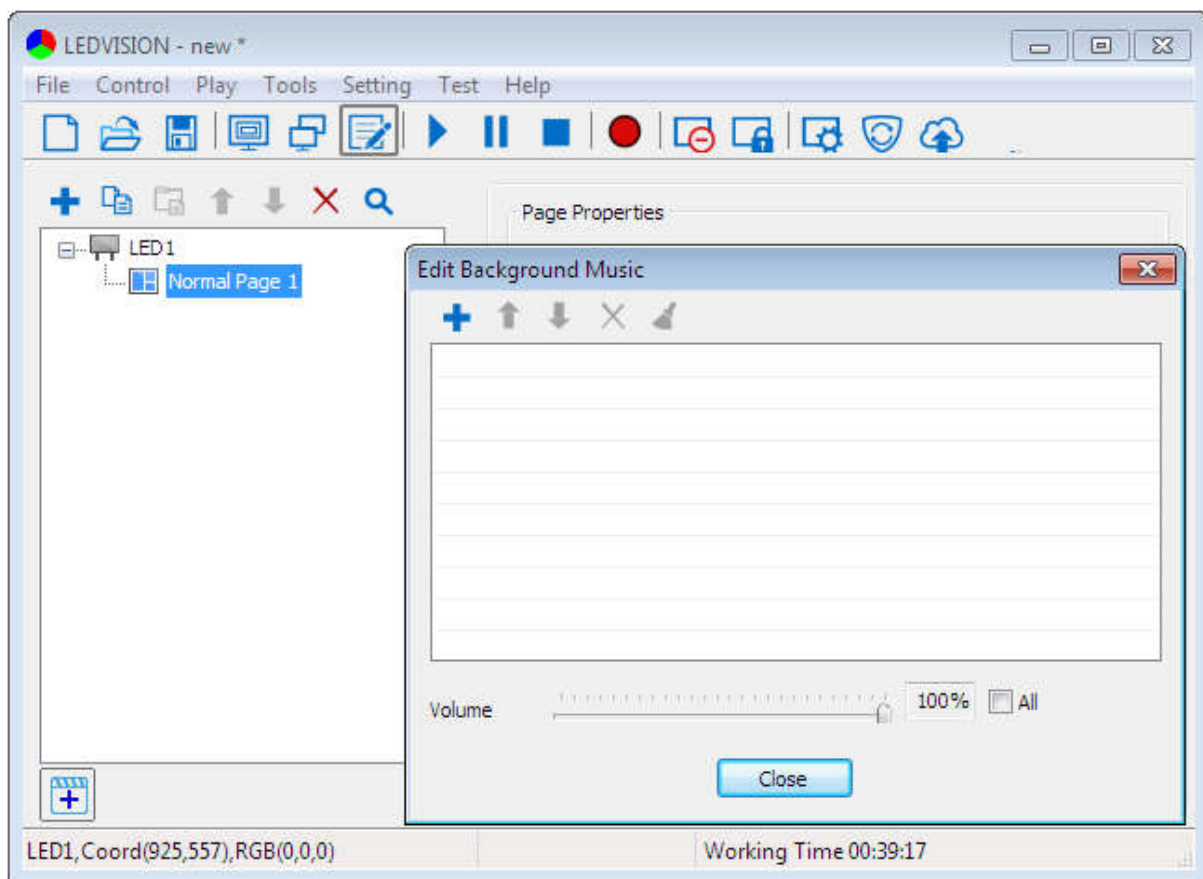


Fig.15-1 Edit Background Music

**Q2:** What is [ No Zoom ] mean in Desk Area Window?

**A2:** Check “☒ No Zoom ”, and the size setting of the background will be shown exactly in the Desktop Area. Also you can click [ Select ] button, quickly capture the desktop area (As shown in Fig.15-2).

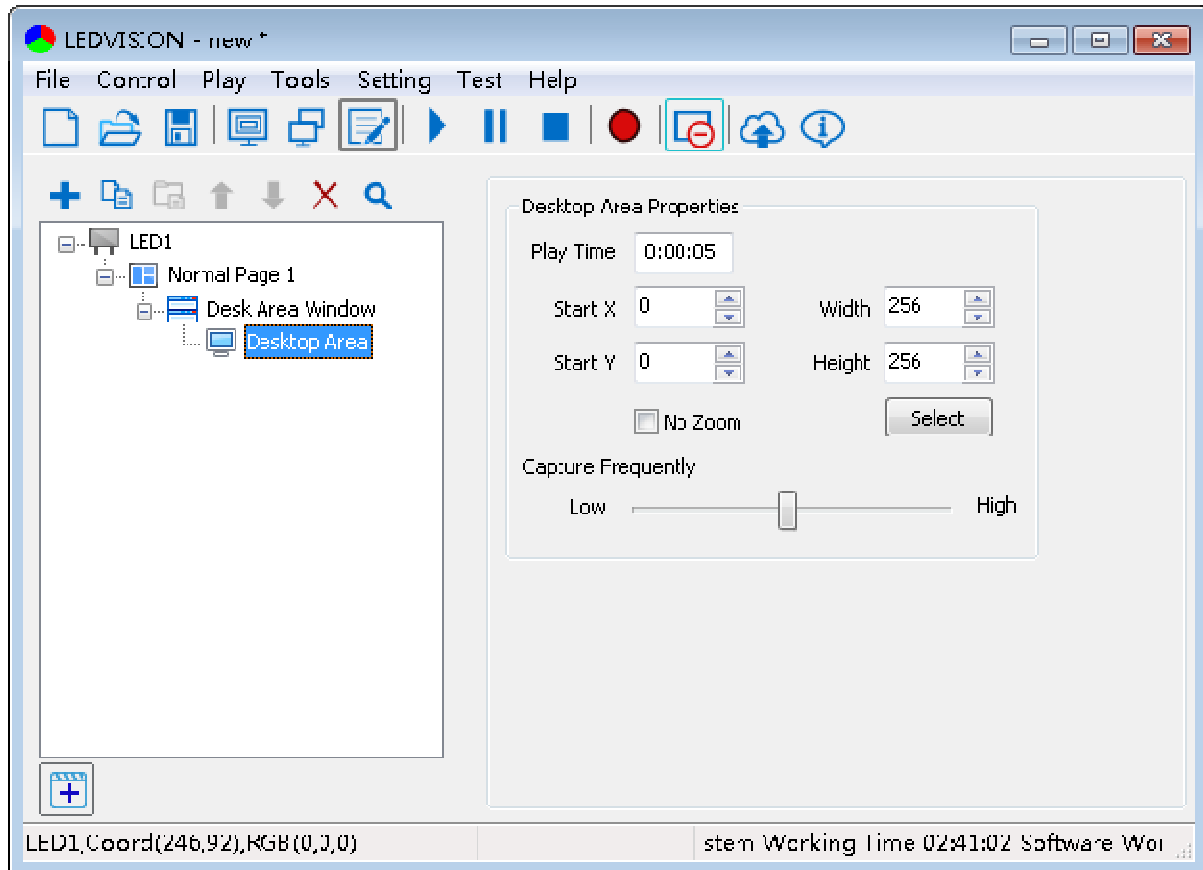


Fig.15-2 Desktop Area

**Q3:** How to remove the black edge with LEDVISION while play video in full screen?

**A3:** Click to add video in file window, and click [ **more** ] from video properties on the right, then check [ **Clip Region**] in the high-level property setting, at which you can set start X/Y, width and height(As shown in Fig.15-3)

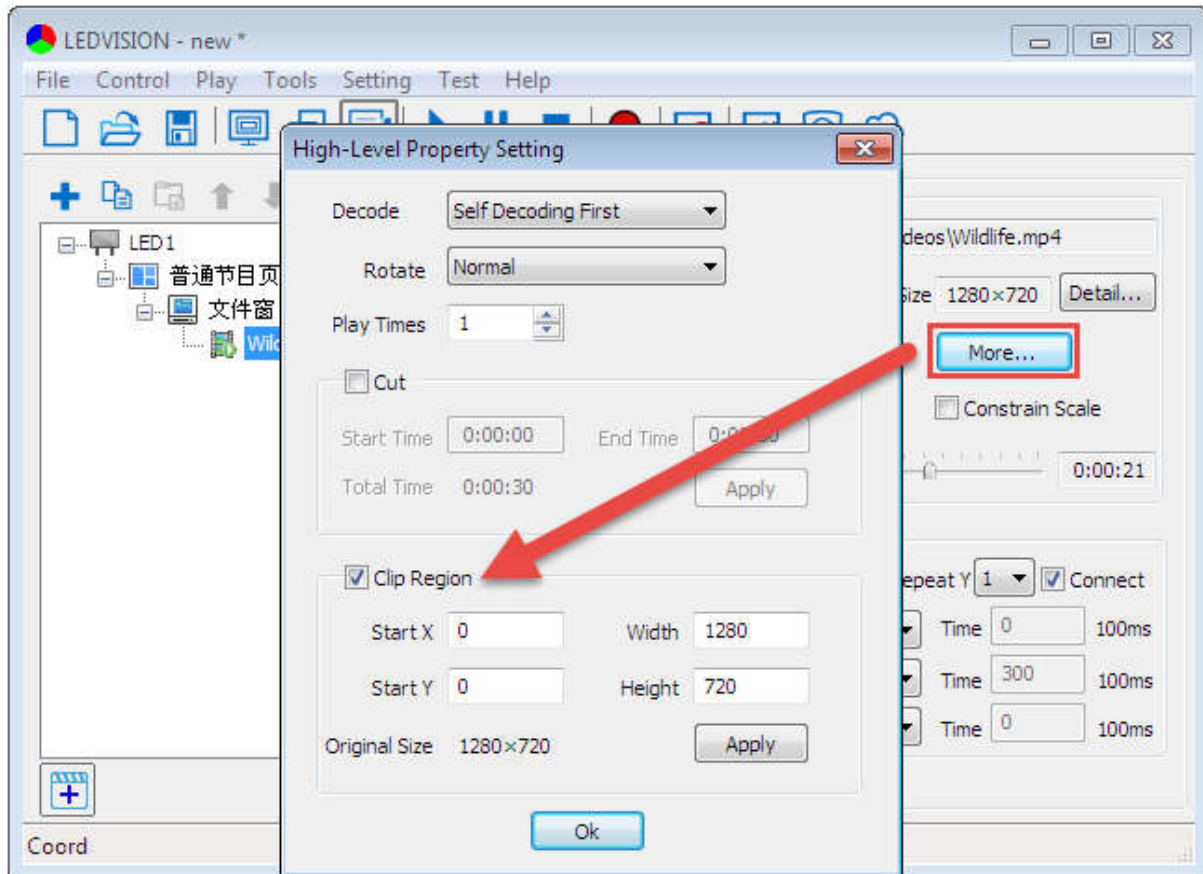


Fig.15-3 Video Clip

**Q4:** Does LEDVISION available for manual flipping during PPT playing?

**A4:** There are two kinds of playing ways: ① Play PPT in the programming page, steps go as: LED1→Normal Page 1→File Window →Add PowerPoint. Here to play PPT, you can set to [ **auto-updating** ], [ **constrain scale** ] and [ **play with special effect** ], etc. However, the shortcoming is unavailable for manual flipping. ②Play PPT alone in the [ **Play** ] menu, and steps go as: **Front Page**→ **Play**→ **Play PowerPoint**. User can add PPT here, and set to manual flip or auto-flip over requirement(As shown in Fig.15-4).

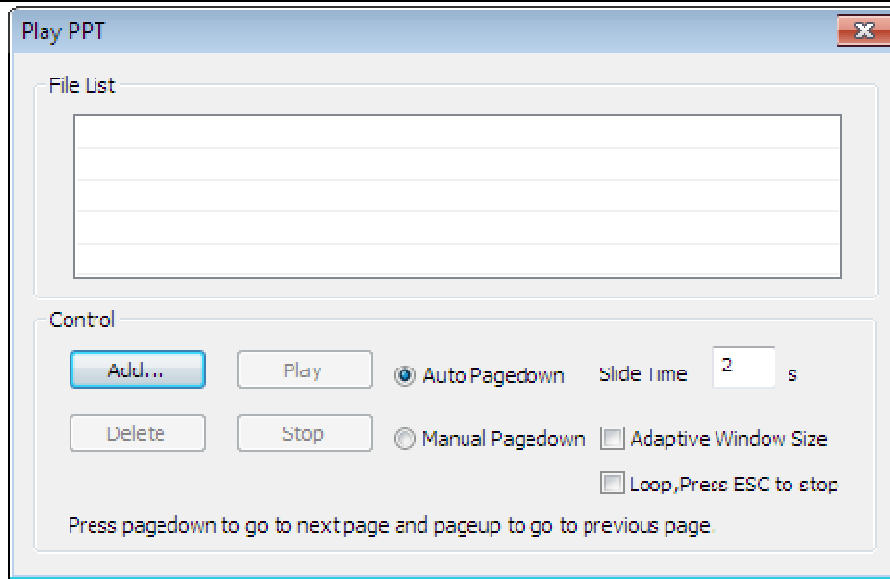



Fig.15-4 PowerPoint Play

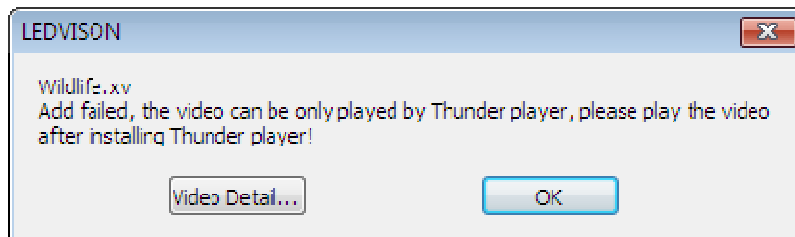
**Q5:** How to set screen capture mode with LEDVISION?

**A5:** Screen capture mode only available under network interface. the setting steps go as: **Setting-Software Setting-Play Settings-Play Mode**, then select [ **Screen Capture Mode** ]. Note: If the screen still showed RGB after starting up screen capture mode, you shall check whether background has been concealed or not, if not, click“”from the front page to conceal background.

**Q6:** Why does the video fail to be added or cannot play after being added successfully?

**A6:** LEDVISION has built-in decoder since 3.20 version(including 3.20), which support almost every types of video formats. If any video fail to play or add, the reasons are listed as follow:

For the protection of intellectual property, some video makers may encrypt on their video productions, and only allow customer to play with their own players, hereby cannot play with LEDVISION(As shown in Fig.15-5).



**Fig.15-5 Add xv Format Video**

Graphic card and driver, etc were not installed in place. As video play was supported by graphic card, which means that PC cannot play video if there existed any problem in graphic card or its driver. In this case, LEDVISION cannot play video as well.

Some problems remain in the video. Some videos cannot play as they were not perfect made, neither can LEDVISION in this case.

If you cannot play the video after adding, you can try to change the decoding type to **Third-party decoding first** after installong the final decoding device (from Colorlight official website).

**Q7:** How to deal with part of the border missing from word file when playing?

**A7:** Check [ **modify table** ] in word properties of programming list (As shown in Fig.15-6).

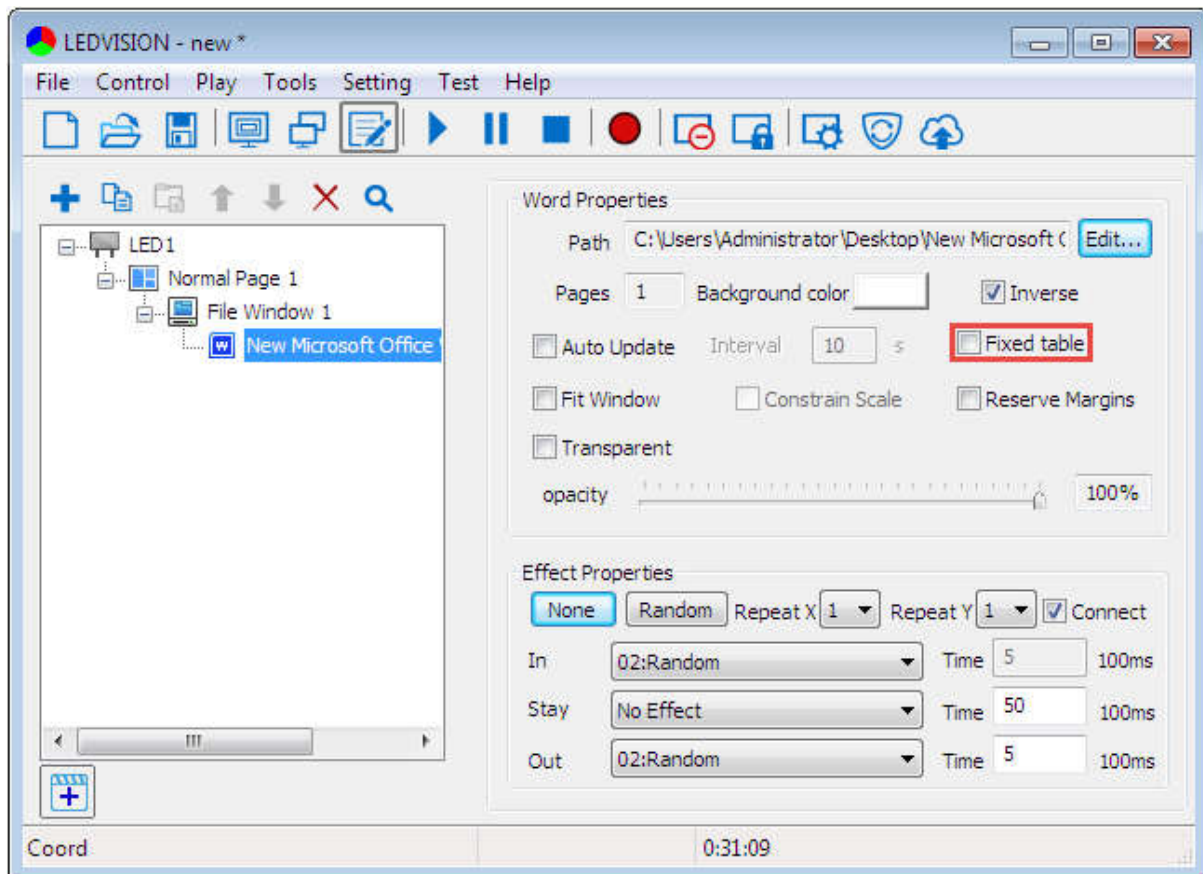
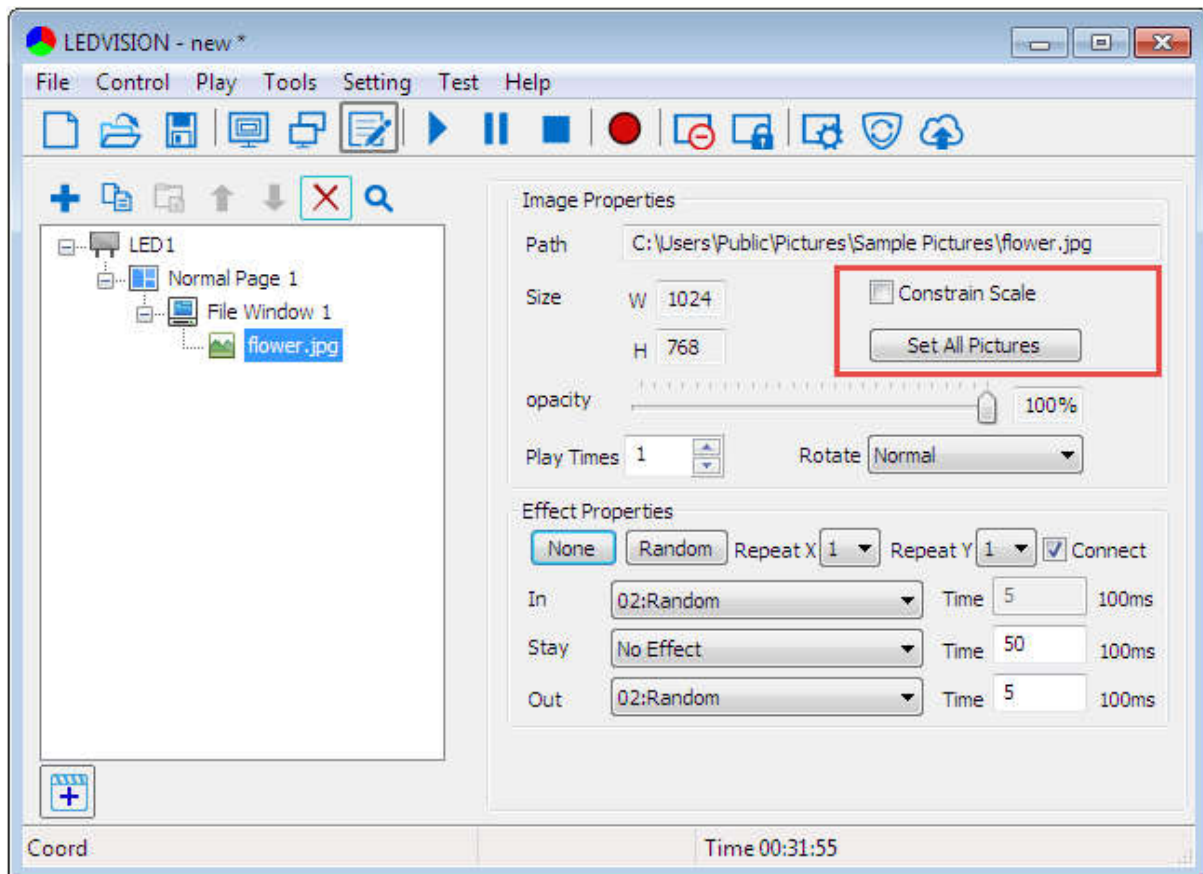


Fig.15-6 Modify Table

**Q8:** Can all the pictures play simultaneously in constrained scale with LEDVISION?

**A8:** Yes, after adding image with LEDVISION, you can check [ **Constrain Scale** ] from the image properties to execute on single picture, also you can apply it to all the pictures by clicking [ **Set All Pictures** ]. Equally, you can just click [ **Set All Pictures** ] without checking [ **Constrain Scale** ] to play the images in full scale(As shown in Fig.15-7).



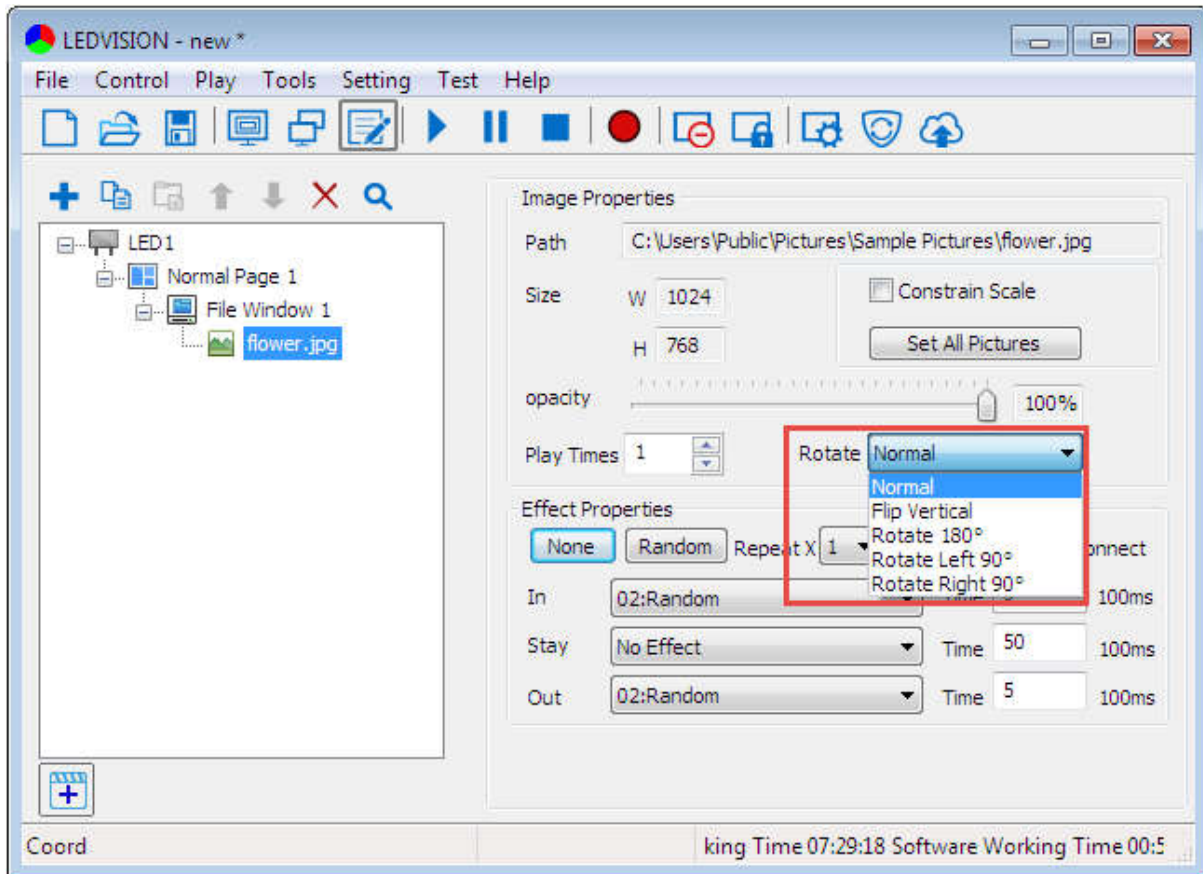


**Fig.15-7 Image Constrain Scale**

**Q9:** Can playing images or video be rotated 90° with LEDVISION?

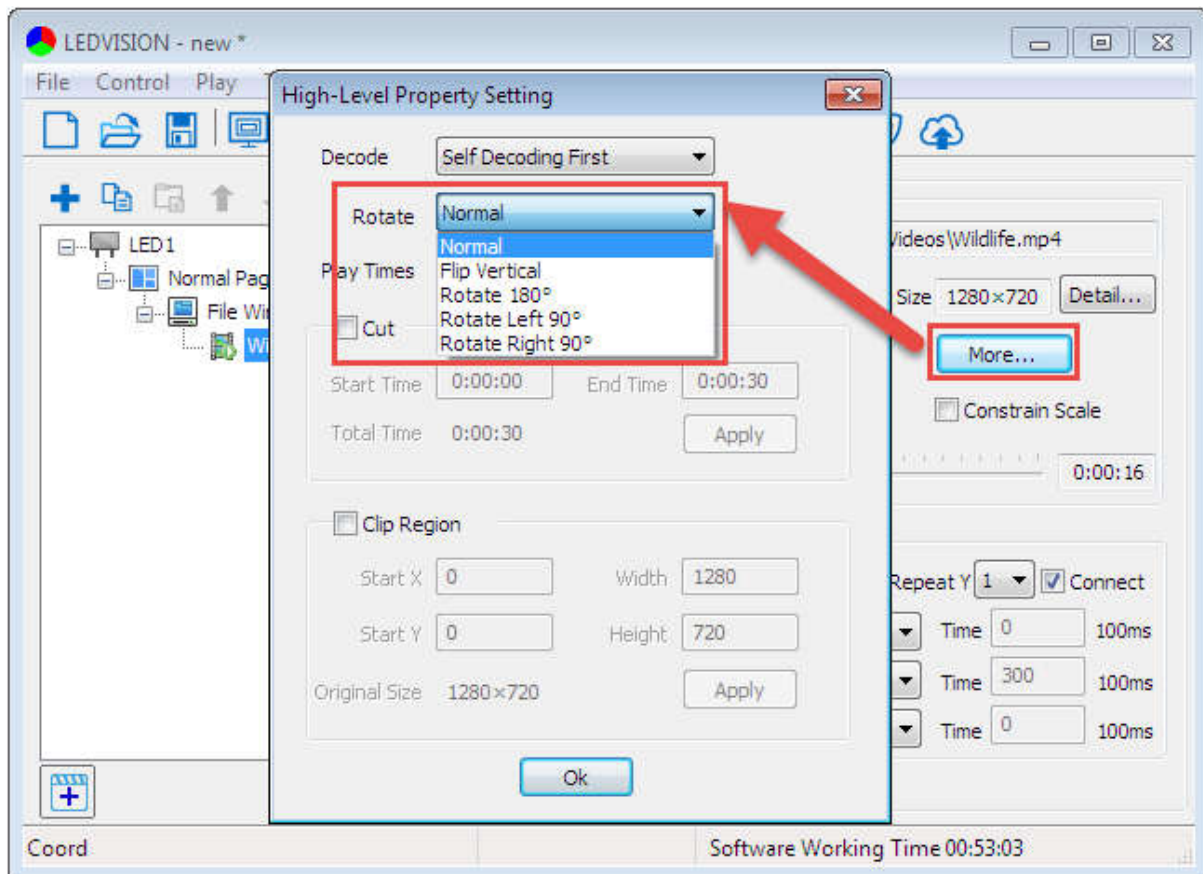
**A9:** Yes, it can.

Image Rotation: Select the image, and find [ **Rotate** ] item from image properties on the right, then choose corresponding rotating way (As shown in Fig.15-8);



**Fig.15-8 Image Rotation**

Video Rotation: Select the video, and find [ **More** ] from video properties on the right side and click, then find out [ **Rotate** ] item from [ **High-Level Property Setting** ] and choose corresponding rotating way(As shown in Fig.15-9).



**Fig.15-9 Video Rotation**

**Q10:** Does LEDVISION support add new text after adding the playing video?

**A10:** Yes, you can add file window and single line text window at the same time from normal page, and move the text window to the top. Hereby separated them into two different play windows ——file window and single line text window, then click [ **play** ] to perform them simultaneously (As shown in Fig.15-10).

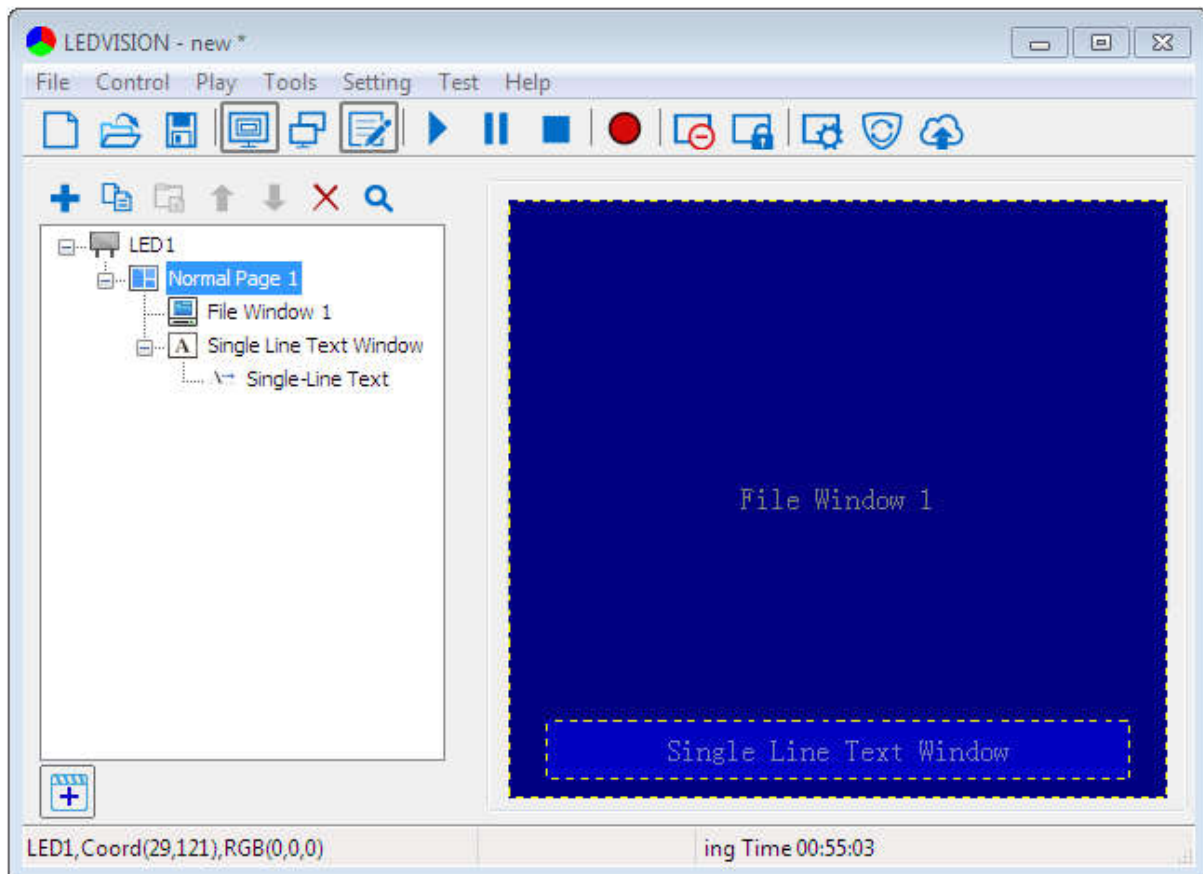


Fig.15-10 Add text onto the video

**Q11:** What is the “play times” mean in video, image and gif from file window?

**A11:** The file playing times follows “time-sharing” system, that is all the files would be played in order once at the beginning, and for those that play times were set more than twice would be played one more time orderly, then turns to those set third times in the play order, and so forth, until all the files have completed the playing times setting.


**Q12:** Could you recommend any video processing expansion cards that LEDVISION supported?

**A12 :** Here we recommend 10MOONS UV200, 10MOONS UT340, 10MOONS TB400, 10MOONS HDV3000E, AVerMedia C727, etc. Besides, 10MOONS series like VC401P, VC404P, VC4000 and VC8000 are supported as well. Generally LEDVISION supports DirectShow on the premise that video processing expansion cards did.

**Q13:** Why would all the icons turn gray after LEDVISION started (As Fig.15-11 shown)?



**Fig.15-11 Capture Screen Mode**


**A13:** Maybe LEDVISION has been set [ **Screen Captured Mode** ]. You can remove it as follows [ **Setting** ] → [ **Software Setting** ] → [ **Play Settings** ] → [ **Play Mode** ], then change [ **Screen Captured Mode** ] to [ **Normal Play Mode** ]. Also, you can just click “
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graphic card driver; If D3D remained unopened, you can click the enable button to run it.

**Q14:** Why does the Word, Excel or PPT from file window can not be added to play?

**A14:** If you want to play Word, Excel or PPT in LEDVISION, your computer shall assemble Microsoft office in advance. If the computer system was assembled WPS or other office software, then you can not play them through LEDVISION; If it still cannot play even you have assembled Microsoft office in your computer, you should download a complete Microsoft office as what you assemble before is incomplete.

**Q15:** How to hide/display the background?

**A15:** You can click “” from the front page to operate, or input shortcut “**Ctrl+H**” when LEDVISION did not stay in the front page then.

**Q16:** How to set images playing in different length when editing program?


**A16:** You can select the file window, then uncheck [ **Same Effect** ] in window properties.

**Q17:** Why would computer display a black screen of death after intelligent setting?

**A17:** If you run into such circumstance, you shall inspect as follows:

Whether the “**brightness percent**” was “**0**” in screen parameter, reset screen parameter if it was.

Click [ **Control** ] in the front page → [ **Brightness Adjustment** ] to check whether brightness happens to be “**0**”, and revise if it was.

Whether LEDVISION has turned the screen off. Click “” to confirm the screen.

If there is nothing wrong with the three points above, then click [ **Help** ] in the front page → [ **Environment Checker** ], you can check the status of graphic memory and D3D acceleration.

**Q18:** Which kinds of receiver cards support offline, and how to set offline in LEDVISION?

**A18:** A8, A8S, 5AF and i5AF are offline supported, meanwhile A8 is monochrome/ two-color screen display, which is set through LEDSHOW T9. 5AF and i5AF are used to full color screen, A8S is used to monochrome/two-color screen display, all are set through LEDVISION. If you wanna realize A8, A8S, 5AF and i5AF offline function, first send program to receiving card after editing, then set [ **Play Offline Content** ] while no signal action ( [ **Control** ] → [ **Screen Management** ] → [ **Led Play Screen Setting** ] → [ **Screen Parameters** ] → [ **Advanced Settings** ] → [ **No Signal Action** ] → [ **Play Offline Content** ]) and save it into receiving card. Hereby you can play offline content after cutting the Internet.



**Q19:** How to use a computer to control multiple screens by Net Card?

**A19:** There are multiple methods provided for you, also you can ask our technical supporter for relevant documents. Here briefly illustrates an example as follows:

① Set to **classic mode** by Net Card

② Set screen count and their specified dimension in [ **Screen Management** ].

③ Then set all the screen connection in [ **Design Screen Connection** ].

④ Set the parameters of LED1, LED2, LED3 and so on and so forth, and then save them in the receiving card. Meanwhile, you shall pay attention to two points: First, you must set them accordingly (from LED1 to LED2 and so forth), and save the setting data in time before pass to next one; Second, you should input the LED1 receiving card qty at the bottom of Screen Parameter while you set LED2's, also input the total qty of LED1 and LED2 receiving card while setting LED3 parameter, and so on.

A computer can control multiple screens under net card mode, however, we shall pay attention that only the old 5A receiving card and new types of 5A and i5A series support; And the old i5A series and i5, i6 receiving card did not support.



## **Chapter 16 Contact Us**

1. Dial Colorlight Technical Support Hot Line 18038058001
2. Colorlight US, Inc: +1(949)556-8839
3. Join in Colorlight QQ Technical Groups
  - 1) Technical Group I :190955509
  - 2) Technical Group II : 193089464
  - 3) Technical Group III: 517028684
  - 4) Technical Group IV: 72445612
  - 5) Technical Group V : 32110052
4. Dial Colorlight Toll-Free Hot Line Service: 4008770775.