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# ChapterI Introduction

## 1.1 Features

**LedStudio** is LED Display management software for Linsn LED Display Control System.

LedStudio functions in two ways:

To setup Linsn LED Display Control System;

To edit and play programs on LED Display.

Supported media file formats:

Document: .txt .doc etc.

Photo: .BMP .JPG .GIF .PCX .PNG etc.

Video: .MPG .MPEG .MPV .MPA .AVI .VCD .SWF .RM .RA .RMJ .ASF etc.

## 1.2 System Requirements

- Microsoft Windows XP/Windows Vista/Windows 7
- 1024\*768 display (or higher)
- 64MB of Disk Space
- A DVI-D port provided by Graphics Card or Motherboard
- A USB port

# Chapter II Installation & Uninstallation

## 2.1 Installation

Follow the following steps to install and run LedStudio.

1. Download LedStudio from <http://www.linsn.com/LED/LEDStudio10.exe> or get from the CD-Disk.



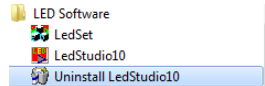
2. Double-click the LEDStudio.exe and following on-screen instruction to finish installation.



3. LedStudio program shortcut ICON on desktop.

## 2.2 Uninstallation

1. Click **Start** , find LedStudio folder, click Uninstall



Or go to **Control Panel**, click



Programs  
Uninstall a program

, find and select Led Software

to **uninstall**

2. Select **Automatic**, click **Next** till finish uninstallation.



# Chapter III How to Run LedStudio

## 3.1 LedStudio Interface






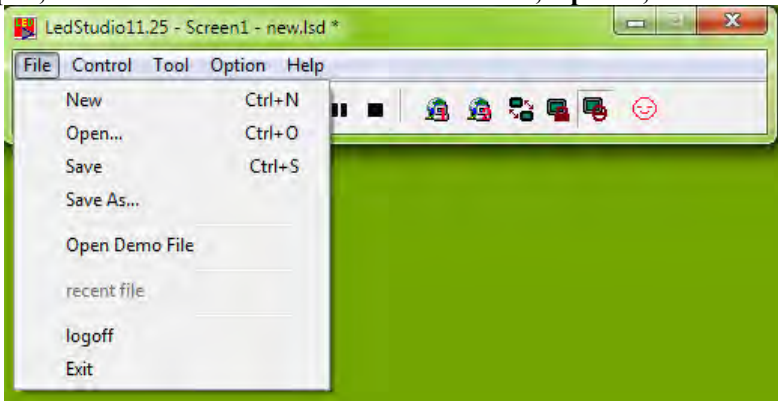
**Play Window:** Simulated screen. Contents played by LedStudio show on Play Window.






## LedStudio








**New, Open, Save**    : Short-cut icons of **New, Open..., Save** in **File Menu**



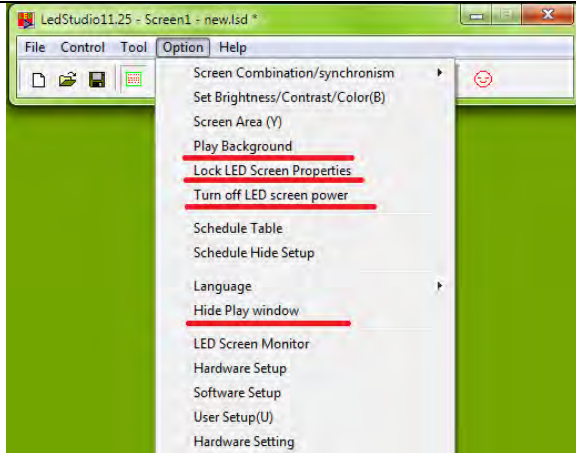
**Hide/Show Play Window**      : short-cut icon of **Hide/Show Play Window**

**Lock/Unlock Screen**    : short-cut icon of **Lock/Unlock LED Screen Properties**

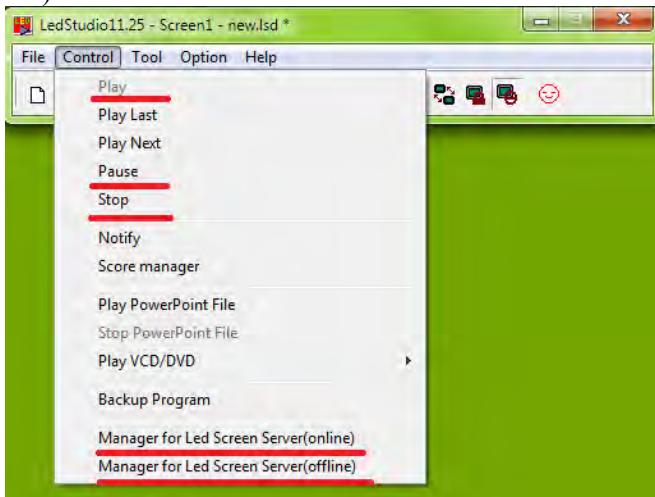
**Turn on/off Led Screen**    : short-cut icon of **Turn on/off screen power**

**Play in Background**    : set the Graphic card in extended mode; work with **Play background/foreground**

# LedStudio

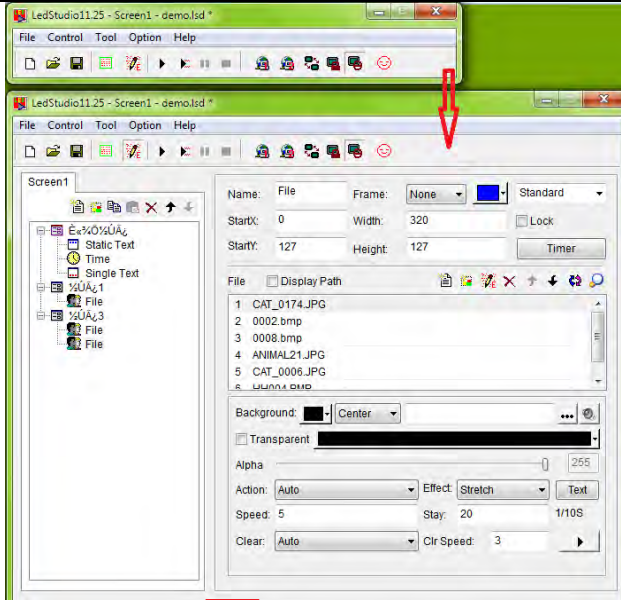



**Play, Pause, Stop, Remote LED Screen Manager (online), Remote LED Screen Manager (offline)** : short-cut icons from **Control** menu (see following picture)

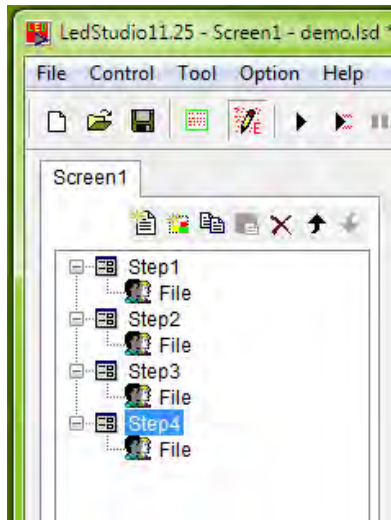



**Allow Edit** : collapse/extend the edit window.

# LedStudio



**Play Current Program Page** : Start playing from the selected **Step**  
For example, select **Step4**, and click **Play Current program page**, it means step4,  
then step1, then step2...



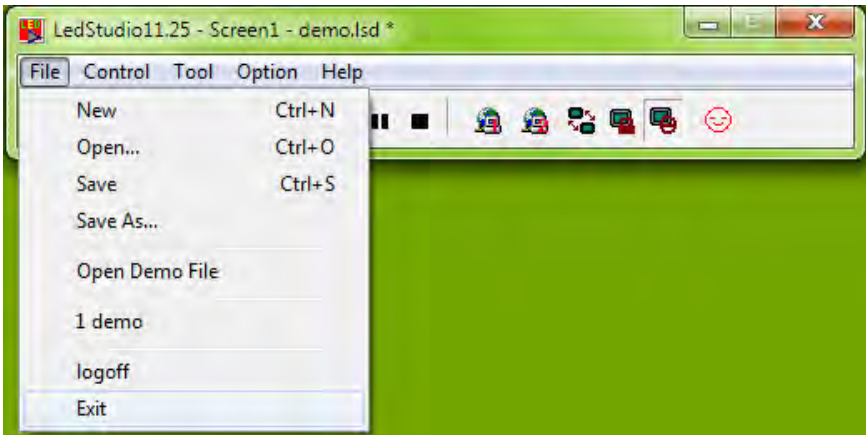
**Change Face** : change LedStudio appearance. Normally DO NOT Change Face.

### 3. 2 LedStudio Menus



File Menu, Control Menu, Tool Menu, Option Menu, Test Menu and Help Menu

#### 3. 2. 1 File Menu



##### 3.2.1.1 New

**New:** create a new .lsd program file.

##### 3.2.1.2 Open

**Open:** open an existed LedStudio program file (.lsd file).

##### 3.2.1.3 Save

**Save:** save an .lsd file.

##### 3.2.1.4 Save as

**Save as:** to save current program file as a new .lsd file.

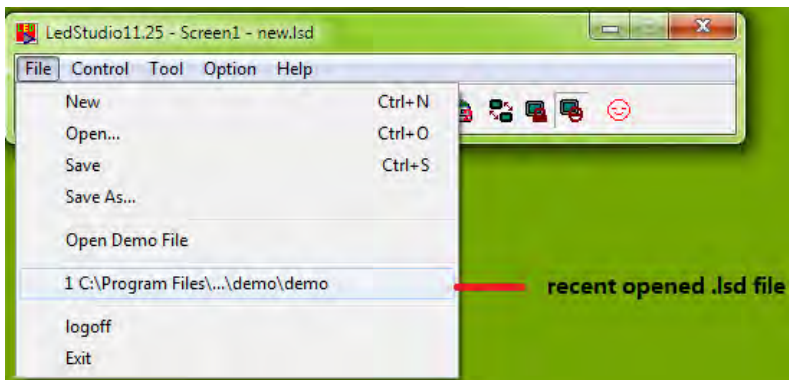
##### 3.2.1.5 Open Demo File

**Open Demo File:** open LedStudio demo file (when downloading LedStudio software, choose the **With demonstration file** one)

LedStudio v11.25	Display play software with powerful function includes LED setup program	Look over the content of upgrading	(This software needs to install media player)  Sequence number: 888888, the password of the hardware: 168, administrator's password: 888
	You must use new contrl system of 8G.	Full-function download(16M)	
		With demonstrate file download (32M)	

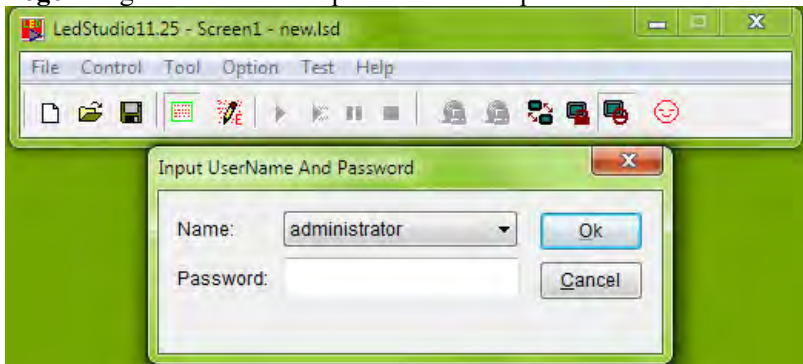
### 3.2.1.6 Open recent files

**Open recent files:** open the recently .lsd files.



### 3.2.1.7 Logoff

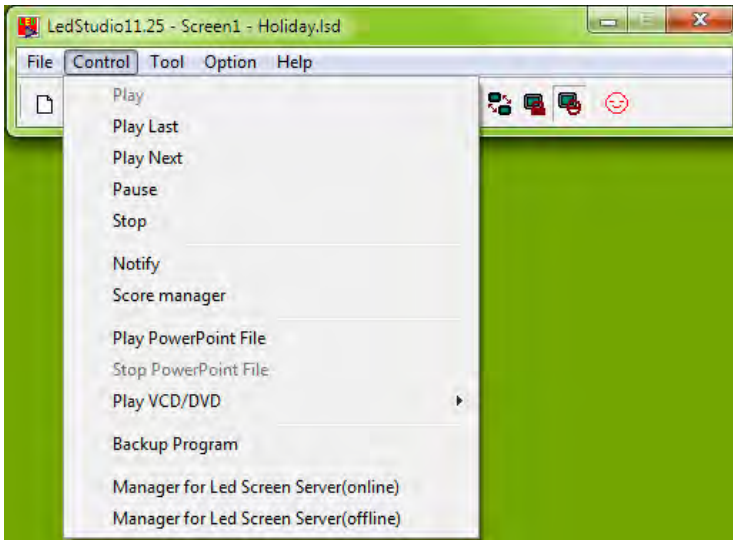
**Logoff:** log off LedStudio to prevent further operation.



### 3.2.1.8 Exit

**Exit:** exit LedStudio.

### 3. 2. 2 Control Menu



#### 3.2.2.1 Play

**Play:** Start playing program file (step by step).

#### 3.2.2.2 Play Last

**Play last:** play previous **Step**.

#### 3.2.2.3 Play Next

**Play next:** play next **Step**.

#### 3.2.2.4 Pause

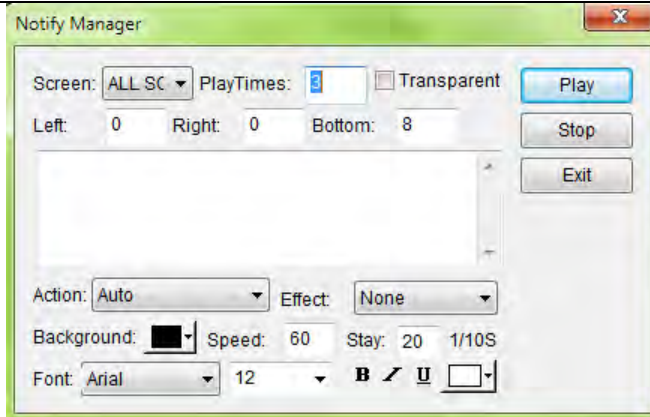
**Pause:** pause playing file.

#### 3.2.2.5 Stop

**Stop:** stop playing.

#### 3.2.2.6 Notify

**Notify:** insert notice, when ledstudio is playing programs.



**Screen:** choose which LED Screen to show Notify Message

**Play time:** Not yet put into use

**Transparent:** only work when **Background** color is Black. Transparent the black background color.

**Left/Right/Bottom:** adjust the Notify Message position

**Play:** start showing Notify Message

**Stop:** stop showing Notify Message

**Action:** how the Notify Message come into **Play Window**

**Effect:** Effects for Notify Message

**Background:** background color for Notify Message

**Speed:** Notify Message coming in speed. The larger value, the slower speed

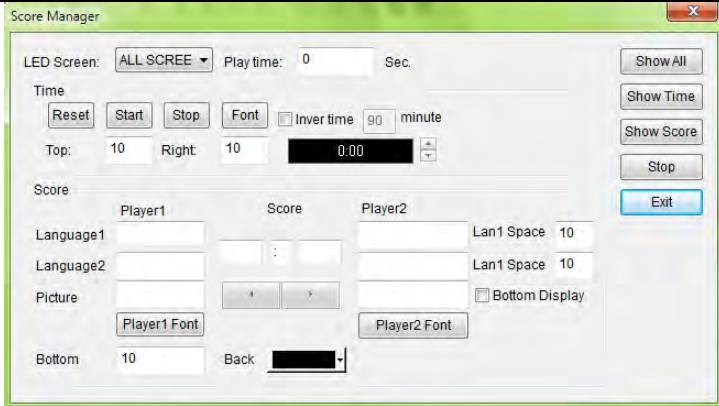
**Stay:** time duration for Notify Message to stay before next **Action** is taken place

**Font:** Font settings for Notify Message

### 3.2.2.7 Score Manager

**Score manager:** display scores for competition games when ledstudio is playing programs.

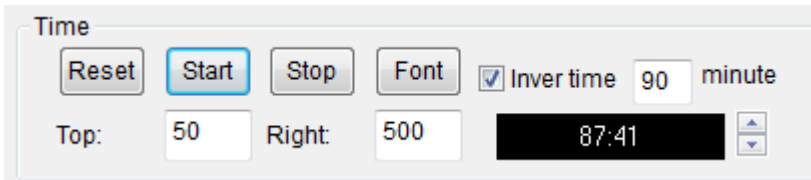




**LED Screen:** choose which LED Screen to show the score

**Play time:** Not yet put into use

**Show All:** show time and show score



**Reset:** reset the time to count/countdown

**Start:** start counting/countdown time

**Stop:** stop time counting/countdown

**Font:** font setting of time

**Inver time:** countdown

**Minutes:** time duration for count/countdown

**Top/Right:** set position of time

The screenshot shows a 'Score' configuration window. It is organized into three main columns: Player1, Score, and Player2. 
   
- **Player1 Column:** Includes text boxes for 'Language1' and 'Language2', a 'Picture' field with the path 'C:\Users\Adr', and a 'Player1 Font' button.
   
- **Score Column:** Features three small square input fields for the score, two arrow buttons (left and right), and a 'Back' button at the bottom.
   
- **Player2 Column:** Includes text boxes for 'Language1' and 'Language2', a 'Picture' field with the path 'C:\Users\Adminis', a 'Player2 Font' button, and a 'Bottom Display' checkbox.
   
- **Other Settings:** On the far right, there are two 'Lan1 Space' fields, both set to the value '10'. At the bottom left, a 'Bottom' field is set to '20'.

Score settings:

**Player1:** Team/Player name, in two languages

**Player2:** Team/Player name, in two languages

**Score:** input score

**Lan1 Space:** (language1) the distance of two players' names in showing

**Lan2 Space:** (language2) the distance of two players' names in showing

**Picture:** add pictures

**Font:** font settings

**Bottom:** set the position of score contents (player name, score)

**Bottom display:** display Team/player pictures below score.

### 3.2.2.8 Play PowerPoint File

**Play Power point file:** play PowerPoint file.

### 3.2.2.9 Stop PowerPoint File

**Stop PowerPoint file:** stop PowerPoint File.

### 3.2.2.10 Play VCD/DVD

**Play VCD/DVD:** play VCD/DVD in CD/DVD-ROM Drive.

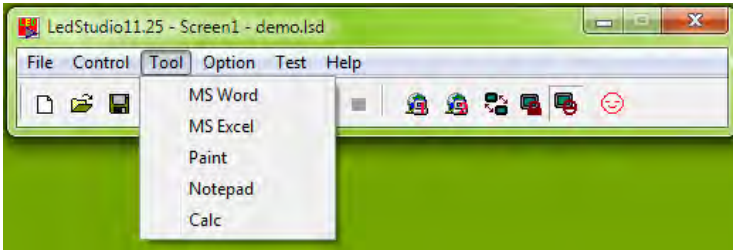
### 3.2.2.11 Backup Program

**Backup program:** backup all files of current program/.lsd file.

### 3.2.2.12 Manager for LED Screen Sever

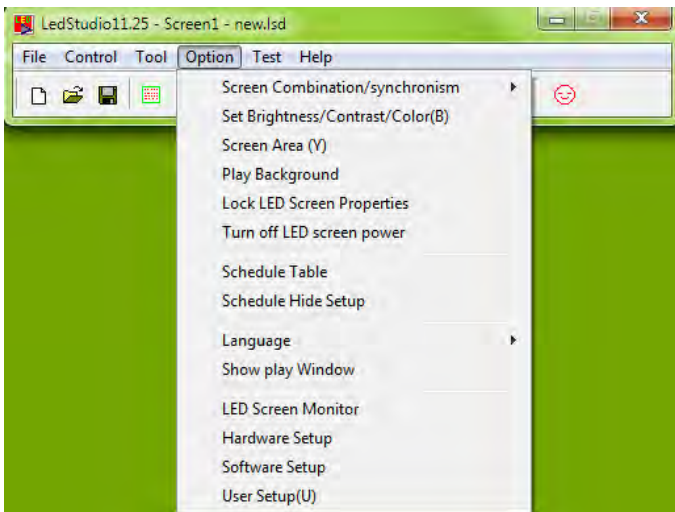
**Manager for LED Screen Sever:** to manage remote screen, please refer to Option Menu, Software Setup, [Networking](#) for details.

### 3. 2. 3 Tool Menu



**Short-cuts** of Microsoft Word, Excel, Paint, Notepad, Calculator. Click to open quickly.

### 3. 2. 4 Option Menu



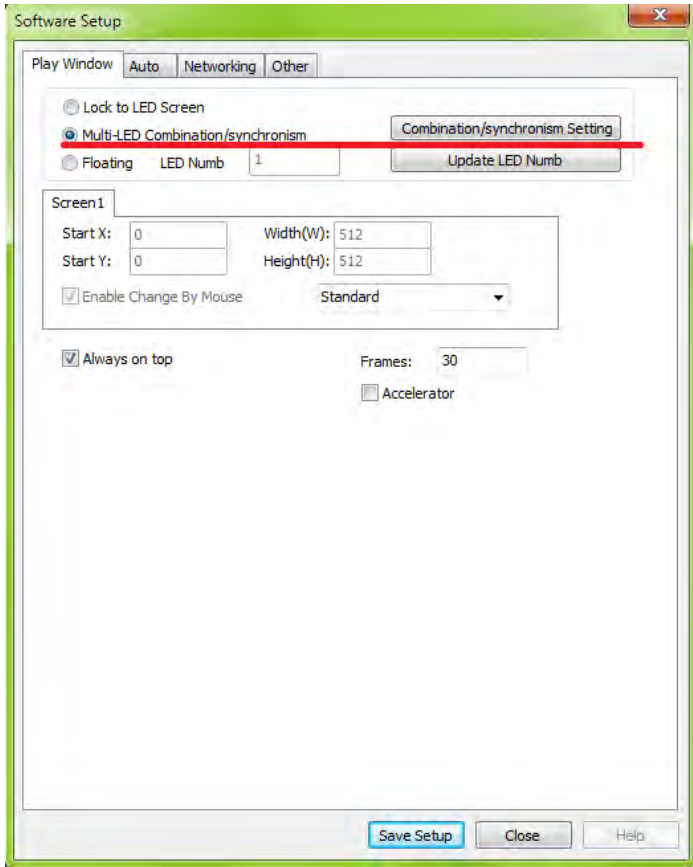
#### 3. 2. 4. 1 Screen Combination/synchronism

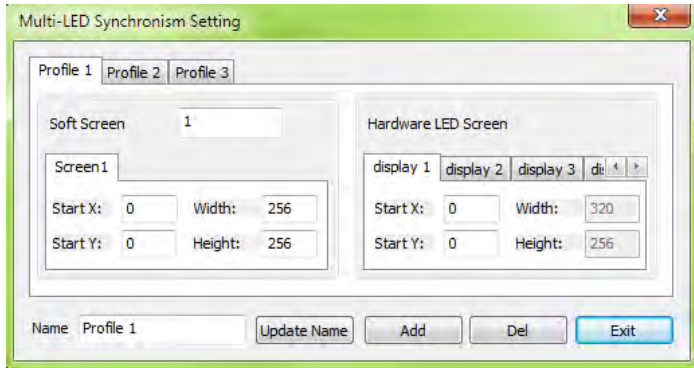
**Screen Combination/synchronism:** This is quick-Profiles-switch function.

First, Profile the led display combinations. When more than one led display is controlled by LedStudio, these led displays can be set as INDEPENDENT, CLONE,

SIDE BY SIDE to form A bigger led display, etc.

Go to **Software Setup**, select **Multi-LED Combination/synchronism**, Click **Combination/synchronism Setting**





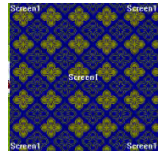
**Name:** Profile name

**Update Name:** change the Profile name and click update name to refresh

**Add:** add one Profile

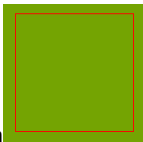
**Del:** delete the selected Profile

**Exit:** Exit **Combination/synchronism Setting**



**Soft Screen:** set numbers of **Play Window/Simulated Screen**

**Hardware LED Screen:** read the numbers of Led display from **Display**

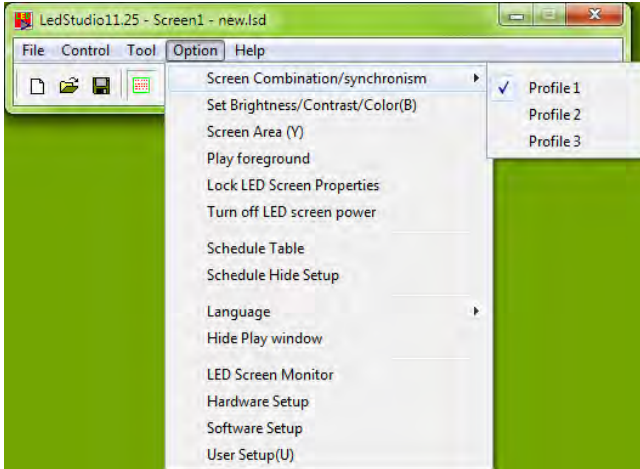


**Connection** (one **Red** rectangle means one **Hardware LED Screen**)

**Start X:** set the X position of (X, Y) coordination for the selected Soft Screen of Display

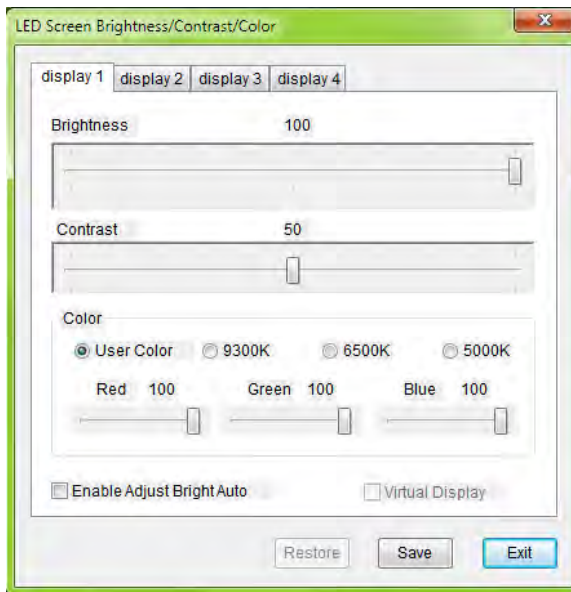
**Start Y:** set the Y position of (X, Y) coordination for the selected Soft Screen of Display

Now, the preset **Profiles** can be quickly switched.



### 3. 2. 4. 2 Set Screen Brightness/ Contrast/ Color

**Screen Brightness/ Contrast/ Color:** manually adjust the selected **Display** brightness, Contrast, Color



**Brightness:** 0-100, total 101grades manual brightness adjustment

**Contrast:** 0-100, total 101grades manual contrast adjustment

**Color:** User Color, each color of RGB has 0-100, total 101grades manual color adjustment; and three preset color choices.

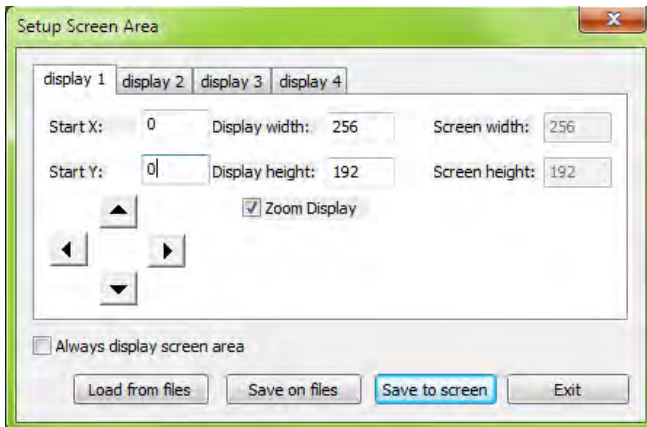
**Enable Adjust Bright Auto:** Enable if a Function Board is applied for automatic brightness adjustment

**Virtual Display:** switch between virtual and none-virtual mode for virtual led display. **Note:** For virtual led display, if **Virtual Display** does not enable, the virtual led display will be considered as real pixel led display, and only has 1/4 of visual size working. For example, a 384\*256 virtual led display, will work as 192\*128.

### 3. 2. 4. 3 Screen Area

Screen Area is the area copied to led display. Contents inside the Screen area will be copied to led display.

**Note:** if the **Screen Area** is gray color, go check [3.2.4.12 Hardware Setup Note](#)



**Display1/Display2/Display3/Display4:** led display name

**Start X:** set the X position of (X, Y) coordination for screen area

**Start Y:** set the Y position of (X, Y) coordination for screen area

**The arrow icon:** adjust the start X, start Y, by 1 pixel at a time.

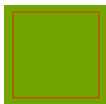
**Display width:** the selected led display width of **Play Window**

**Display height:** the selected led display height of **Play Window**

**Screen width:** the width of **selected led display**

**Screen height:** the height of **selected led display**

**Always display screen area:** enable this; the screen area/red rectangle



will be always visible.

**Zoom Display:** enable Zoom Display, the Display width and Display height will change from **gray color to editable**.

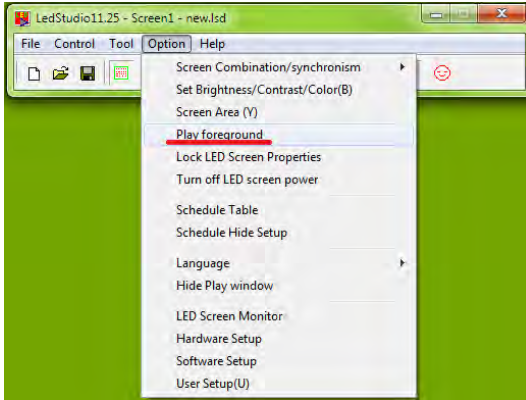
Set the display width and display height **larger** than the screen width and screen height.

For example:

1. enable Zoom Display
2. set display width 300, and display height 300
3. disable Zoom Display, and enable Zoom Display again, the red rectangle is now 300, 300
4. Click save to screen, the 300, 300 red rectangle contents will be copied and resize to fit the led display of 256,192.



### 3. 2. 4. 4 Play background/foreground



**Play background/foreground play:** Play background/foreground.

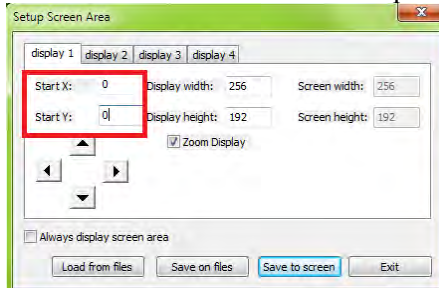
#### 1. How to enable Play Background

Take a 1280\*768 computer monitor for example:

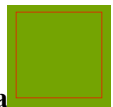
1. set the Graphic card in extended mode
2. execute foreground play/play foreground is to set the (X,Y) of **Screen**

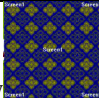


**Area** to the Start X and StartY of Screen Area preset setting.



3. Exit foreground play/Play background: set the (X,Y) of **Screen Area**





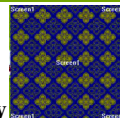
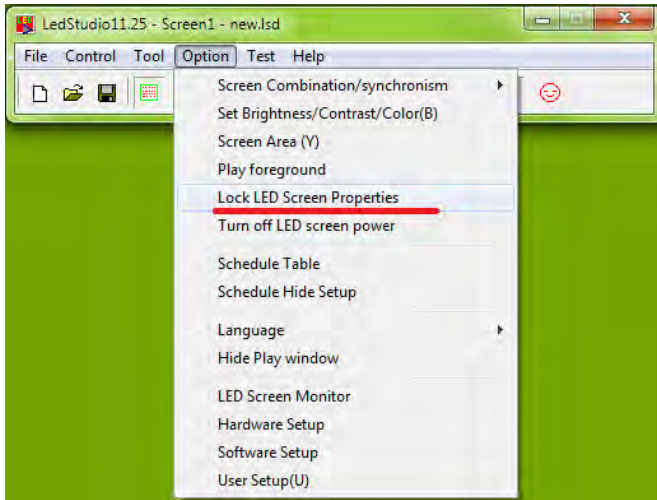
(1281,0). The **Play Window** will not be seen in the computer monitor.

**Important:** when proceeding **Play Background**, choose **Floating** in Option Menu, Software setup, Play Window. If Lock to LED Screen is selected, Play Window cannot be moved.

## 2. How to exit Play Background mode:

1. cancel **desktop extends** to Monitor 2
2. reopen graphic card **CLONE** function

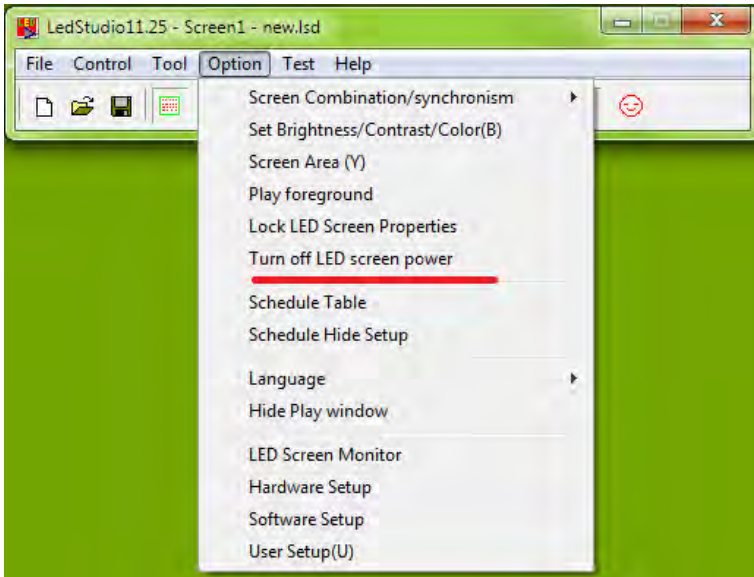
### 3. 2. 4. 5 Lock/Unlock LED Screen Properties



**Lock:** freeze-frame on **led display**, and **Play Window** continues playing.

**Unlock:** **led display** continues playing synchronously with **Play Window**

### 3. 2. 4. 6 Turn on/off LED Screen power

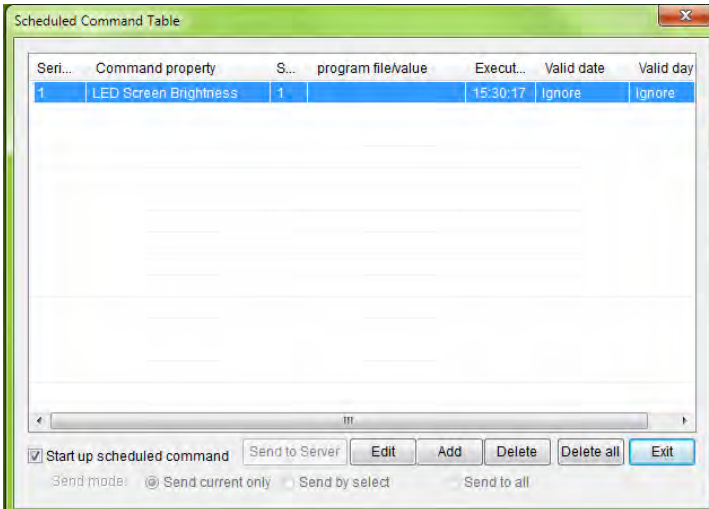
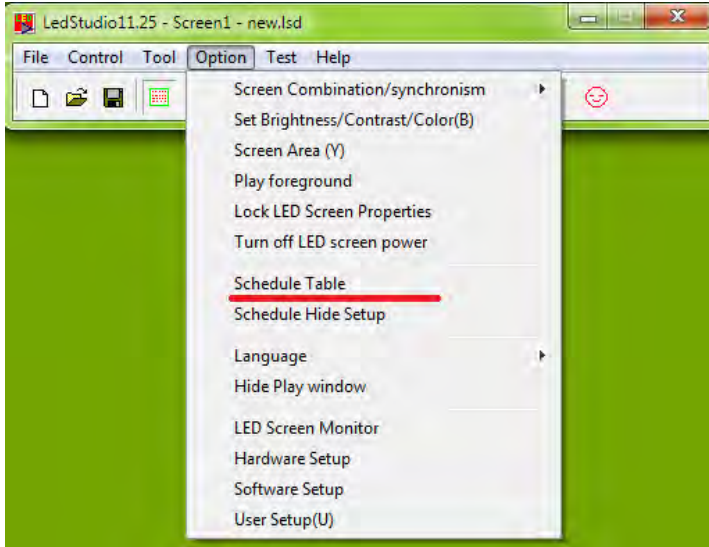


**Turn on/off LED screen power:** with **Function Board** remote power control applied, remote turn on/off LED screen power from LedStudio

Without **Function Board** remote power control applied, turn on/off the sending card signals.

### 3. 2. 4. 7 Schedule Table

To schedule commands to be carried out. For example, set the led display brightness to a lower value at night time. Or play curtain programs at preset time.



**Start up scheduled command:** select to enable Scheduled Command  
**Send to Server:** applied in **Remote LED Screen Manager Online** mode  
**Note:** Send to Server details, please refer to **Page49**

**Send current only:** send the **Scheduled Command Table** to the current selected led display

**Send by select:** select the led display(s) to send the **Scheduled Command Table** to

**Send to all:** send to all led displays listed in **Remote LED Screen Manager Online**

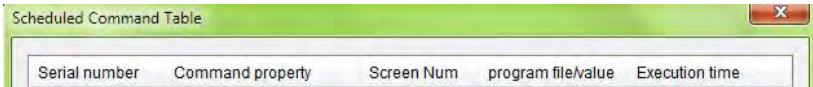
**Edit:** modify the selected Scheduled Command

**Add:** add a Scheduled Command

**Delete:** delete a selected Scheduled Command

**Delete all:** delete all listed Scheduled Command

**Exit:** Exit Scheduled Command Table Window



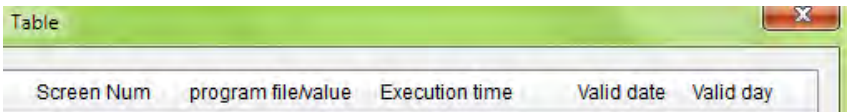
**Serial number:** the Scheduled Command list number

**Command property:** the Scheduled Command Name

**Screen Number:** the led display that the Scheduled Command will take effect on

**Program file/value:** contents of the Scheduled Command

**Execution time:** time for the Scheduled Command to take effect

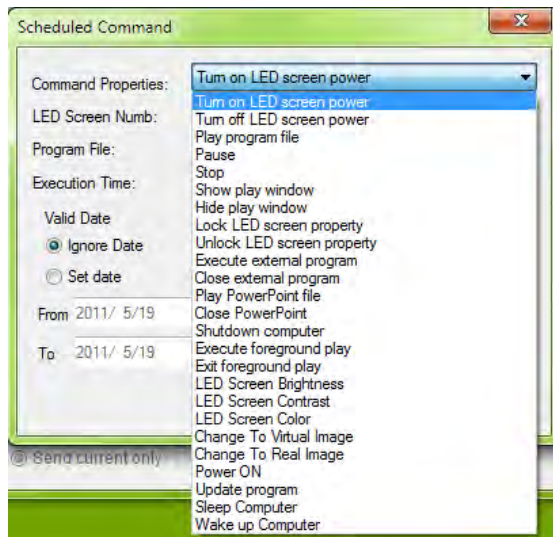
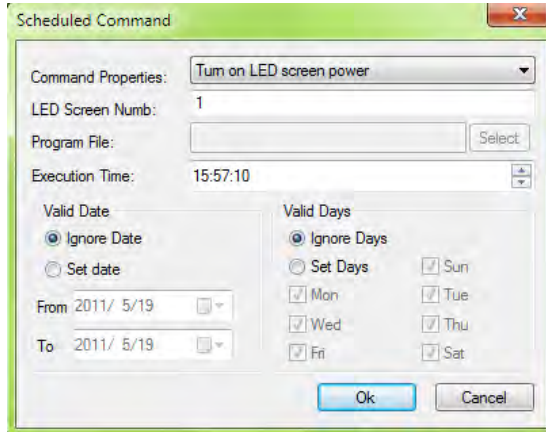


**Valid date:** time period that the Scheduled Command will take effect

**Valid day:** day (Monday to Sunday) the Scheduled Command will take effect

To create a Scheduled Command:

1. Choose a command
2. Choose a LED Screen(led display) that the Scheduled Command will take effect on
3. Set Time, Date and Days. Click OK.

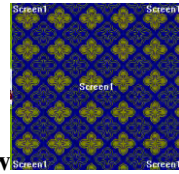


**Turn on/off LED screen power:** with **Function Board** remote power control applied, remote turn on/off LED screen power from LedStudio

Without **Function Board** remote power control applied, turn on/off the sending card signals.

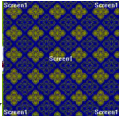
**Play program file:** .lsd file

**Pause, stop:** pause or stop at the execution time



**Show/Hide play window:** show or hide the **Play Window**

**Lock LED screen property:** freeze-frame on **led display**, and **Play**



**Window** continues playing.

**Unlock LED screen property:** **led display** continues playing synchronously with **Play Window**

**Execute/close external program:** run or quite external .exe program in LedStudio **Play Window** (the .exe program should be tested and it works in LedStudio)

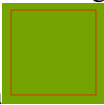
**Play/close PowerPoint file:** start or close powerpoint file

**Shutdown computer:** turn off the computer

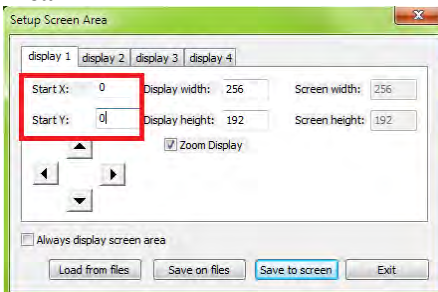
**Execute/Exit foreground play:** Play background/foreground. Take a 1280\*768 computer monitor for example:

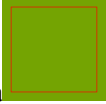
Set the Graphic card in extended mode;

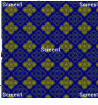
execute foreground play/play foreground is to set the (X,Y) of **Screen**



**Area** to the Start X and StartY of Screen Area preset setting.



Exit foreground play/Play background: set the (X,Y) of **Screen Area**  to

(1281,0). The **Play Window**  will not be seen in the computer monitor.

**LED Screen Brightness:** adjust the led display brightness.

0-100, total 101grades manual brightness adjustment

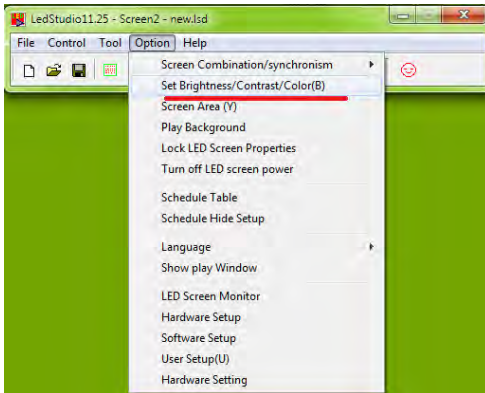
**All LED Screen Brightness:** adjust all the led display brightness

0-100, total 101grades manual brightness adjustment

**LED Screen Contrast:** adjust the led display contrast.

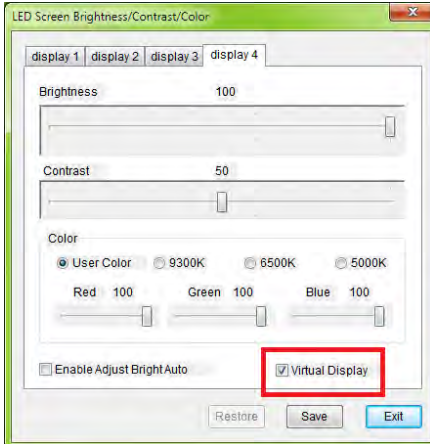
0-100, total 101grades manual contrast adjustment

**LED Screen Color:** switch among the color temperature of **User Color** (0), **9300K** (1) , **6500K** (2) , **5000K** (3) . Please refer to Set Brightness/Contrast/Color



**Change to Virtual/Real Image:** switch between virtual and none-virtual mode for virtual led display (when playing letters on virtual led display, better visual quality in real mode) refer to Virtual Display in Option, Set Brightness/Contrast/Color





Note: For virtual led display, if **Virtual Display** does not enable, the virtual led display will be considered as real pixel led display, and only has 1/4 of visual size working. For example, a 384\*256 virtual led display, will work as 192\*128.

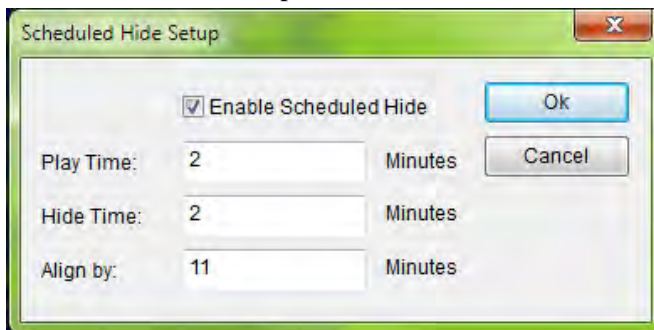
**Power on:** turn on computer

**Update program:** update program from server

**Sleep computer:** put the computer in sleep mode

**Wake up computer:** wake up the computer from sleep mode

### 3. 2. 4. 8 Schedule Hide Setup



**Enable Scheduled Hide:** enable/disable Scheduled Hide

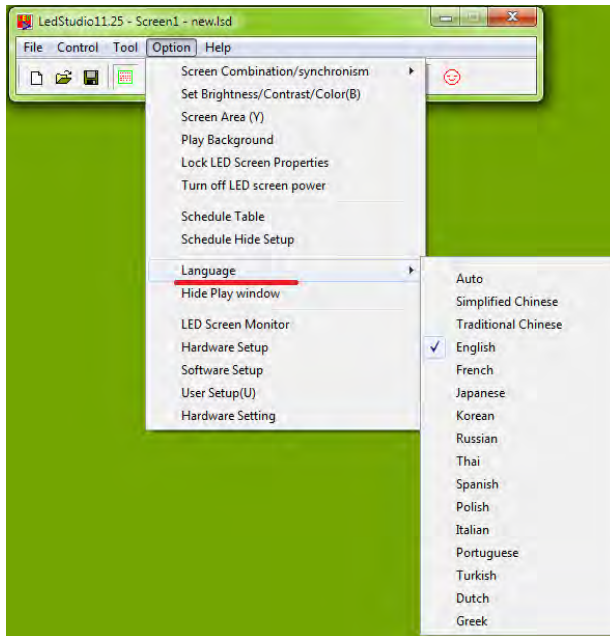
**Play Time:** show-up time duration for **Play Window**

**Hide Time:** hidden time duration for **Play Window**

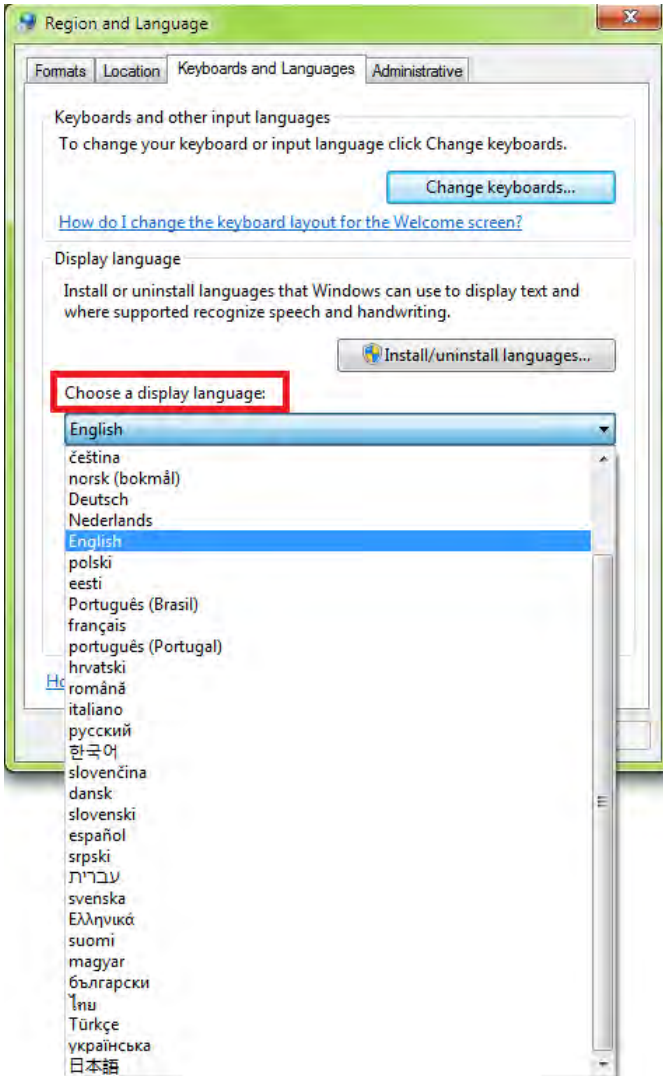
**Align by:** time moment to trigger Hide Time. For example, Align by 11 Minutes means 0, 11, 22, 33, 44, 55minute within an hour will activate the Hide Time. After Hide Time, it is Play Time.

### 3. 2. 4. 9 Language

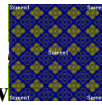
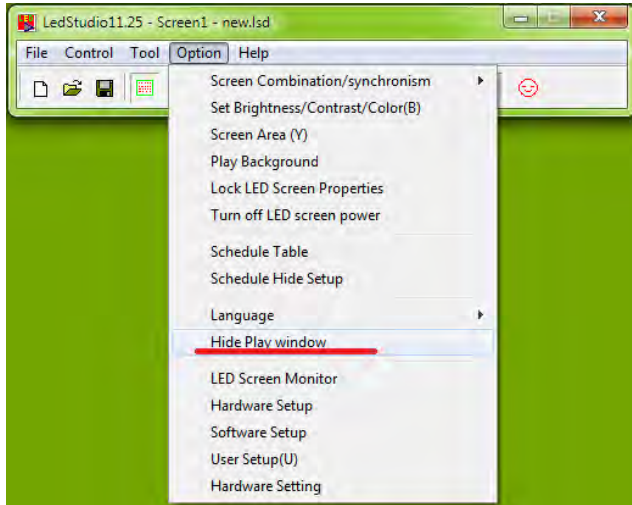
Change the LedStudio interface language. Ledstudio supports 15 interface languages, including: Simplified Chinese, Traditional Chinese, English, French, Japanese, Korean, Russian, Thai, Spanish, Polish, Italian, Portuguese, Turkish, Dutch, and Greek.



**Note:** For Windows 7, to change the interface language of LedStudio, First, change the **system display language** to the target language, for example, **English**; Sceond, choose English in **Language** of LedStudio.



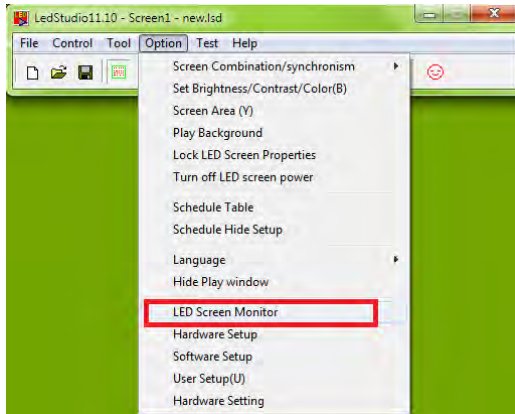
### 3. 2. 4. 10 Hide/Show Play Window

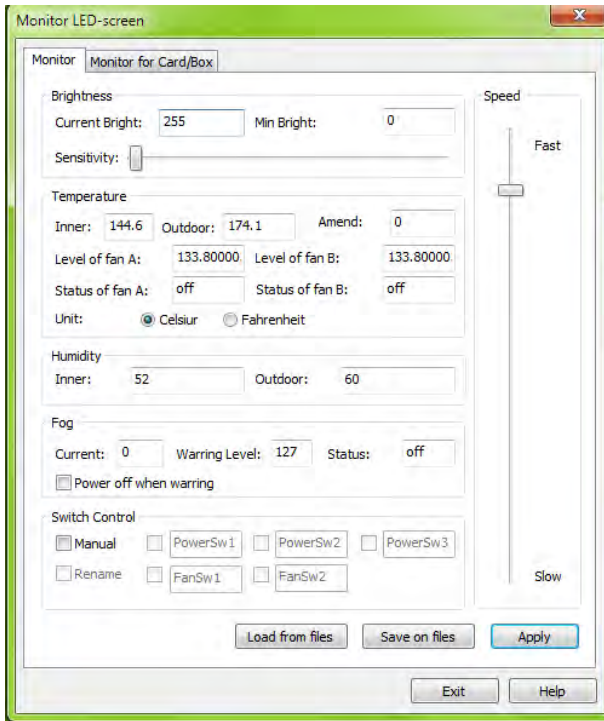


**Hide Play Window:** Hide the **Play Window**, **led display** will show the according computer desktop (desktop within the Screen Area)

### 3. 2. 4. 11 LED Screen Monitor

**LED Screen Monitor** is Function Board/Card control panel.



**Monitor:** Settings

**Save on files:** save settings as a .dat file

**Load from files:** load the settings from saved .dat file

**Brightness:**

**Current Bright:** the brightness read by external light sensor in **Function Board**

**Min Bright:** set the minimum brightness for auto brightness adjust.

**Sensitivity:** set the sensitivity for light sensor

**Temperature:**

**Inner:** the temperature detected by internal temperature sensor

**Outdoor:** the temperature detected by External temperature sensor

**Amend:** if detected temperature differs to the environment temperature, amend the

value.

**Level of fan:** Set the temperature value to activate the fan relays of **Function Board**.

Temperature is detected by internal temperature sensor

**Status of fan:** on/off

### **Humidity:**

**Inner:** Internal Humidity Value

**Outdoor:** External Humidity Value

**Fog** (Function not ready)

**Current:** Current value

**Warning Level:** warning value

**Statuses:** on/off

**Power off when warning:** if enable, power relays on **Function Board** will be disconnected when warning level reaches warning value.

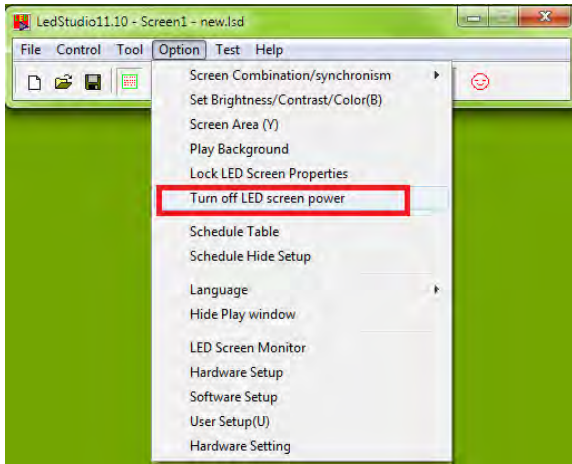
### **Switch Control**

**Manual:** Manually switch on/off the power relays

**Rename:** rename the power relays names

**Delay:** when switch on/off the power relays, it delays 1 to 4 seconds.

**Turn off LED screen power:** Turn on/off relays (Power1, Power2, Power3) together



Note: when **Manual Switch Control** enabled, the **Turn off LED screen power** will automatically disable.

**Monitor card/box** (function not ready): read and show feedback data from every receiving card

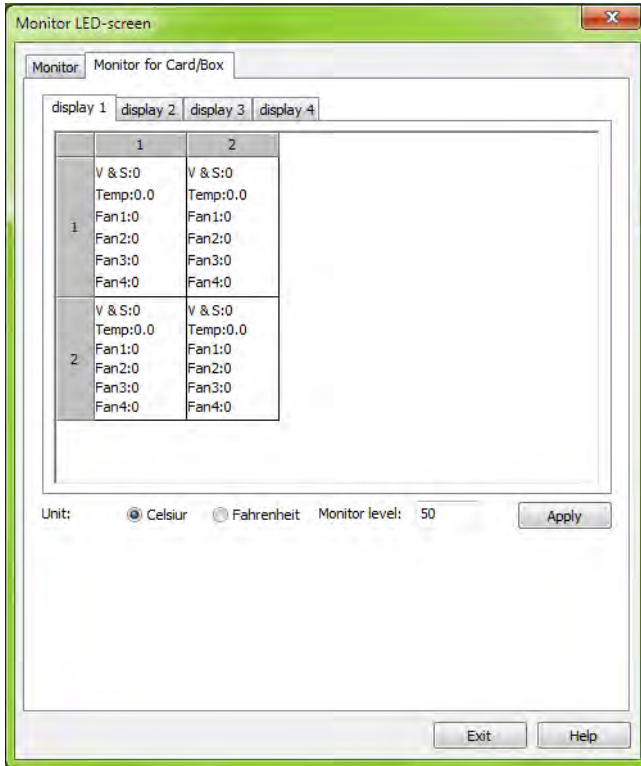
**V&S**: version number

**Temp**: Temperature value

**Fan1/Fan2/Fan3/Fan4**: status of fan. 0 for off, 1 for on

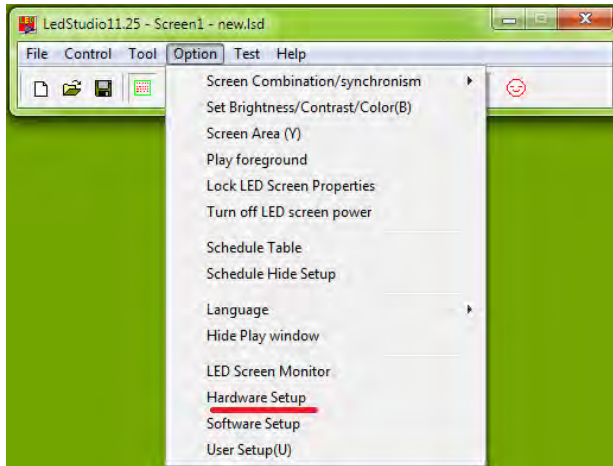
**Unit**: show value of temperature in Celsius or Fahrenheit

**Monitor Level**: set temperature value for monitoring

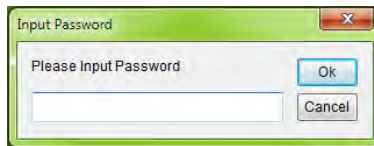




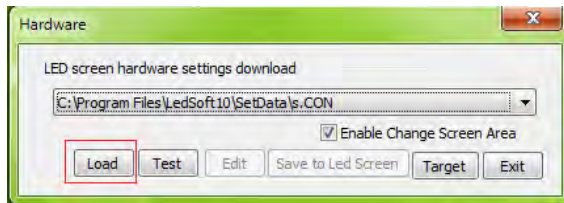
### 3. 2. 4. 12 Hardware Setup



**Hardware Setup:** to send .CON file (Display Connection setting file) and .RCG file (led display Driver for receiving card) to receiving cards



Password:

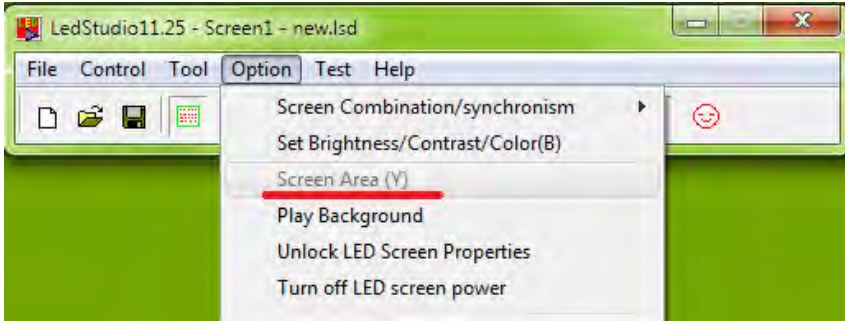


**Load:** to select the correct .CON file

**Test:** test the selected .CON file on receiving cards

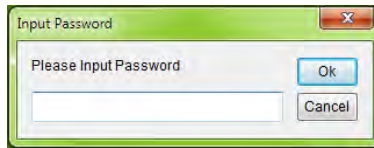
**Enable Change Screen Area:** allow the .CON file to change the size of Screen Area

**Note:** if Enable Change Screen Area is not ticked. The **Screen Area** will be Gray color as following screen shot.

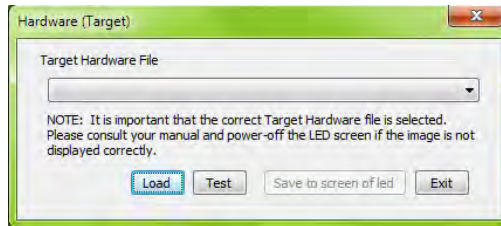


**Save to Led Screen/led display:** test before saving the .CON is required. If test result is correct, save to flash memory of receiving cards

**Target:** activate the window for uploading .RCG file



Password:

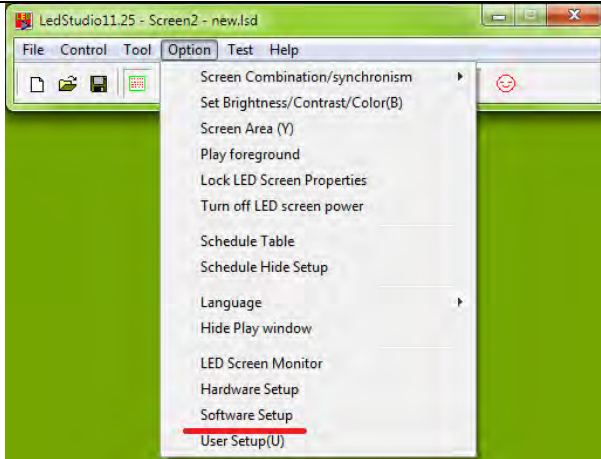


**Load:** to select the correct .RCG file

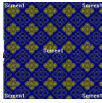
**Test:** test the selected .RCG file on receiving cards

**Save to Led Screen/led display:** test before saving the .RCG is required. If test result is correct, save to flash memory of receiving cards

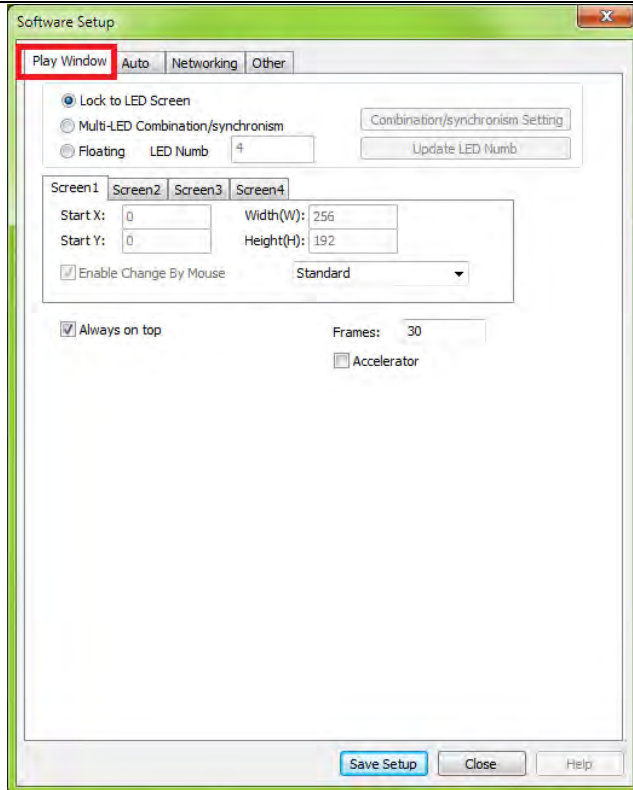
### 3. 2. 4. 13 Software Setup



### 3.2.4.13.1 Play Window



Play Window Setting:

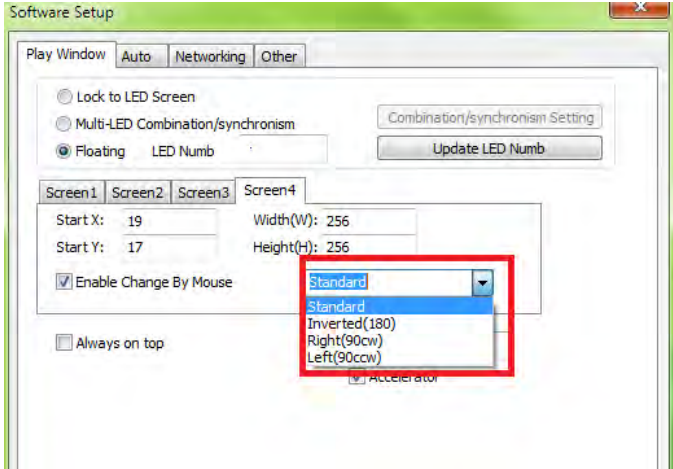


**Always on top:** enable and **Play Window** will always on top

**Frames:** Set frames per second

**Accelerator:** enable accelerator

**Save Setup:** save settings of **Play Window**



### 3.2.4.13.1.1 Lock to LED Screen

**Lock to LED Screen:** different from **Lock LED Screen Properties**.

It sets:

1. all Play Windows at (0, 0) position, cannot be edited
2. Size same as **Display Connection setting**. All **Play Windows** are locked so

cannot be dragged by mouse.

### 3.2.4.13.1.2 Floating

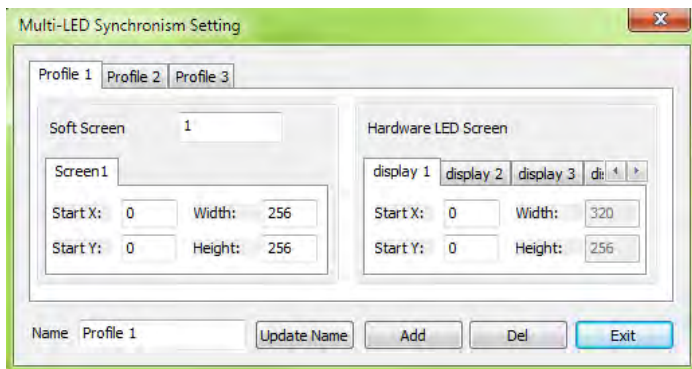
**Floating: Play Window can be adjusted at**

1. The quantity of Play Windows, in **LED Numb**, set **Play Window** quantity, click **Update LED Numb**
2. Start X, Start Y, of each **Play Window** (Screen1/Screen2...)
3. Size of each **Play Window**
4. **Enable Change by Mouse:** the Size, Position of each **Play Window** can be adjusted by mouse

### 3.2.4.13.1.3 Multi-LED Combination/synchronism

**Multi-LED Combination/synchronism:** set Profiles for Screen Combination/synchronism. Please refer to Screen Combination/synchronism (3.2.4.1 page15). **Note: Display QDY in Display Connection should be 2 or more.**

Select Multi-LED Combination/synchronism. Click **Combination/synchronism Setting**



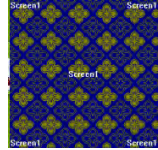
**Name:** Profile name

**Update Name:** change the Profile name and click update name to refresh

**Add:** add one Profile

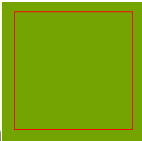
**Del:** delete the selected Profile

**Exit:** Exit **Combination/synchronism Setting**



**Soft Screen:** set numbers of **Play Window/Simulated Screen**

**Hardware LED Screen:** read the numbers of Led display from **Display**

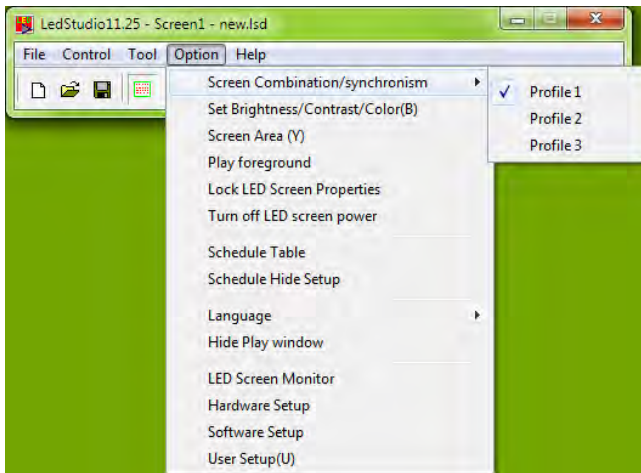


**Connection** (one **Red** rectangle means one **Hardware LED Screen**)

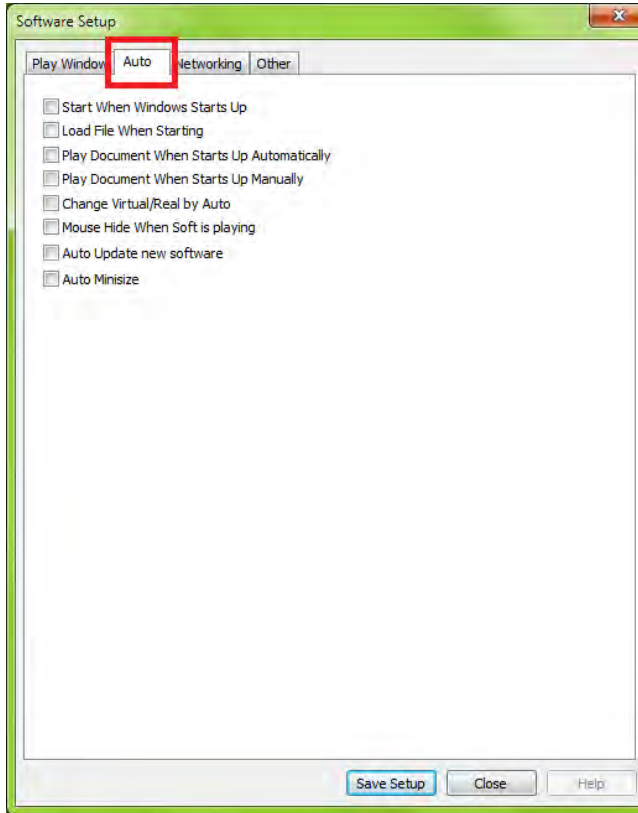
**Start X:** set the X position of (X, Y) coordination for the selected Soft Screen of Display

**Start Y:** set the Y position of (X, Y) coordination for the selected Soft Screen of Display

Now, the preset **Profiles** can be quickly switched.



### 3.2.4.13.2 Auto



#### Software Setup Auto settings:

**Start when Windows Starts up:** open LedStudio when Windows starts up

**Load File when Starting:** Load .lsd file automatically when open LedStudio


**Play Document when starts up automatically:** start playing files of .lsd file automatically

**Play Document when starts up manually:** start playing files of .lsd file when

click play 



**Change virtual/real by auto:** for virtual **led display**, playing letters in real-pixel mode for better visual effect, and playing image/video in virtual pixel mode; automatically switch.

**Mouse hide when soft is playing:** hide the mouse pointer  in **Play Window** when **Play Window** is playing.

**Auto update new software:** automatically update LedStudio software

**Auto minimize:** Minimize LedStudio automatically

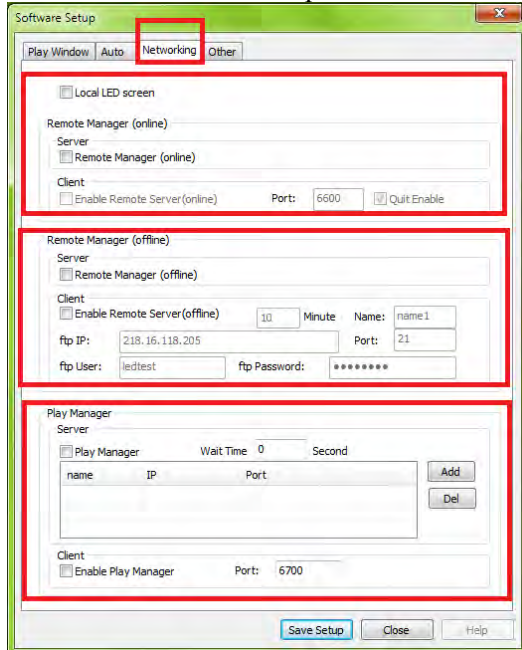
**Save Setup:** save settings

### 3.2.4.13.3 Networking

Networking setting is to remote control the led display (computer).

Computer directly connects the **led display** is **Server Computer**

Computer to remote control the **Server Computer** is **Client Computer**



Receive Net Order (add in version 11.72): not put into common usage

### 3.2.4.13.3.1 Online/real time remote control

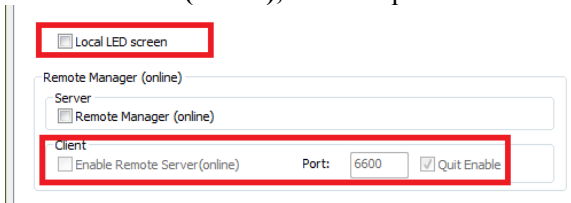
## 1. Define

Online remote control/real time remote control: allow **Client Computer LedStudio** to fully control **Server Computer LedStudio**.

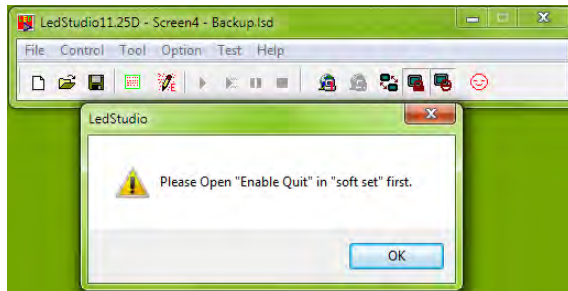
Computer directly connects the **led display** is **Server Computer**  
 Computer to remote control the **Server Computer** is **Client Computer**

## 2. Settings

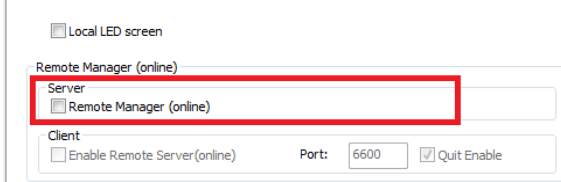
1. **Server computer LedStudio**, enables **Local LED screen** and **Client Enable Remote Server(online)**, save setup



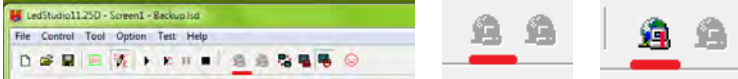
**Note:** **Quit Enable**, if unenable it, **Server Computer LedStudio** does not close.



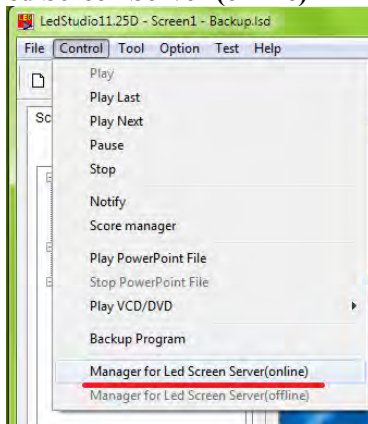
2. **Client computer LedStudio**, enables **Server Remote Manager (online)**, save setup



- Client compute LedStudio, Remote LED Screen Manager(Online) Icon changes from inactive to activate



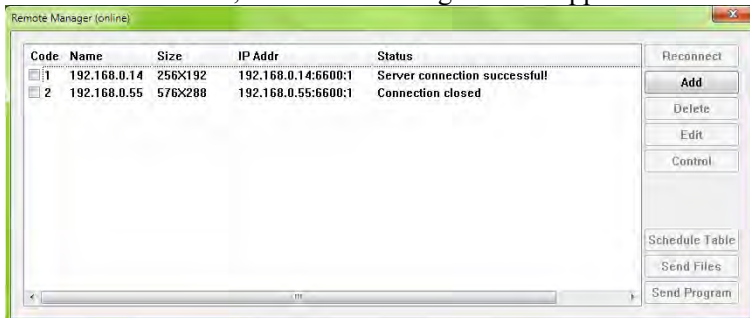
And Manager for Led Screen Server (online) is activated.



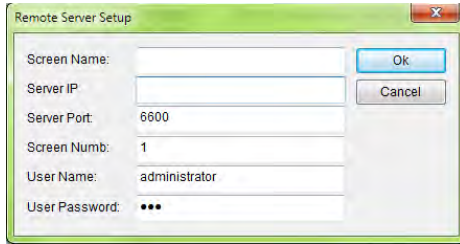
- Client Computer LedStudio, Click Remote LED Screen Manager



(Online) Icon, or Manager for Led Screen Server (online) under Contrl Menu, then the following window appears



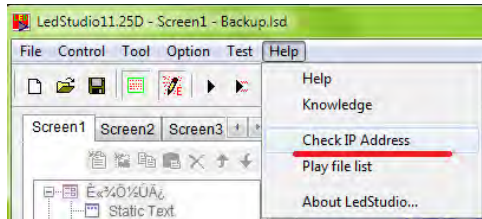
Click **Add**



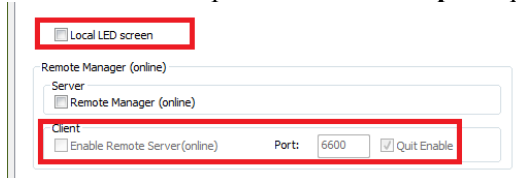
**Screen Name:** Type in the led display name (or leave it empty)

**Server IP:** Type in **Server Computer IP**.

**Tip:** use the Check IP Address in Help Menu, to check the Server Computer IP



**Server Port:** same port as **Server Computer** preset port



**Screen Numb:** type in a number

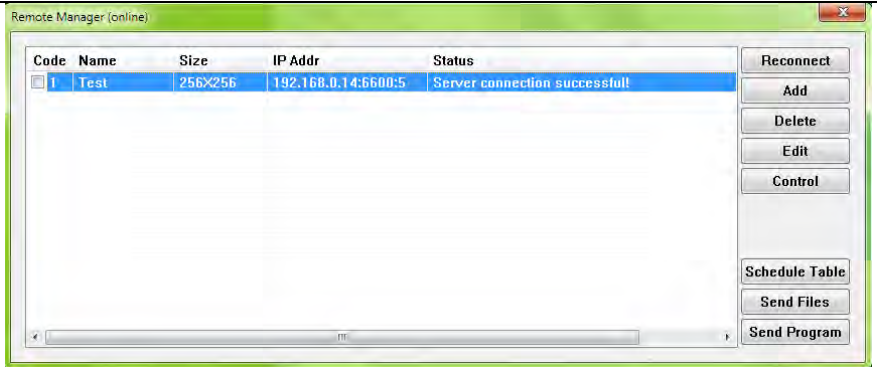
**User Name:** the LedStudio **User** name of **Server Computer**

**User Password:** the LedStudio **User password** of **Server Computer**

Click **Ok**

### 3. Available Operations after Setting Up

When **Client Computer** and **Server Computer** is setup and connected, in **Client Computer** LedStudio will have the following window.



## 1. Reconnect/Add/Delete/Edit/Control

**Reconnect:** try reconnecting to the added **Server Computer**

**Add:** add another **Server Computer**

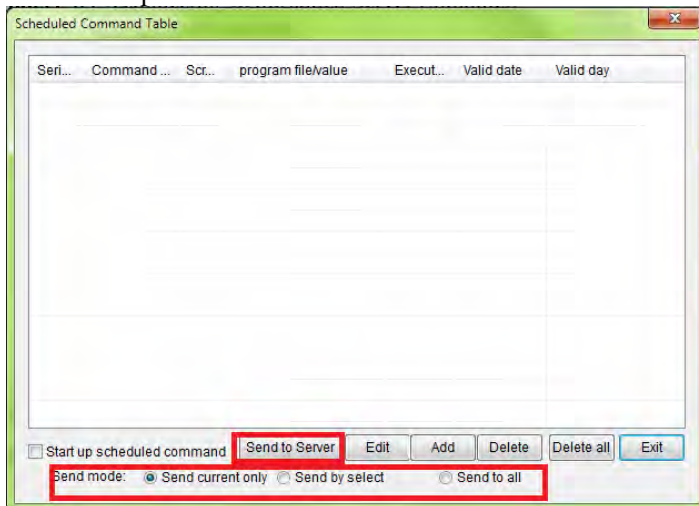
**Delete:** delete a selected **Server Computer**

**Edit:** change info of selected **Server Computer**

**Control:** access to the **Server Computer Desktop**, realize Remote Desktop Control.

## 2. Schedule Table

**Schedule Table:** set **Schedule Command Table** (refer to [3. 2. 4. 7 Schedule Table](#)) and send to Server Computer LedStudio



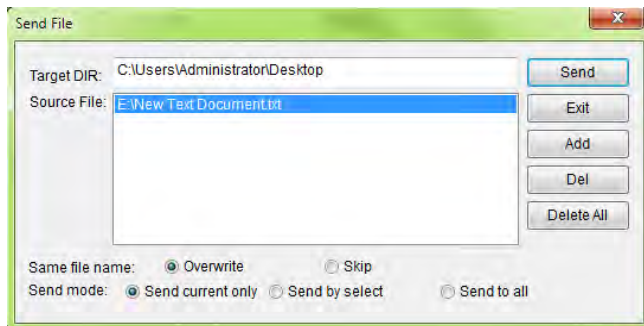
**Send current only:** send the Scheduled Command Table to the current selected **Server Computer**

**Send by select:** select the **Server Computer(s)** to send the Scheduled Command Table to

**Send to all:** send to all **Server Computers** listed in **Remote LED Screen Manager Online**

### 3. Send Files

**Send Files:** send files from Client Computer to Server Computer



**Target DIR:** Server Computer Path to store incoming files from Client Computer

**Source File:** the outgoing files list

**Send:** send listed **Source File** to **Target DIR**

**Exit:** quite **Send File window**

**Add:** add a file to Source File

**Del:** delete a selected Source File

**Delete All:** delete all Source File

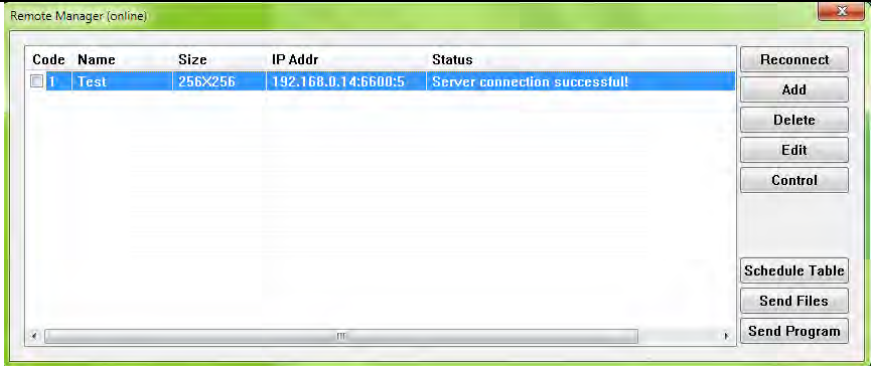
Same file name **Overwrite:** if **Target DIR** has a file with the same name of **Source File**, **Source File** replaces the **Target DIR** file

Same file name **Skip:** if **Target DIR** has a file with the same name of **Source File**, **Source File** skips transmitting to **Target DIR**.

**Send current only:** send the **Source File** to the current selected Server Computer

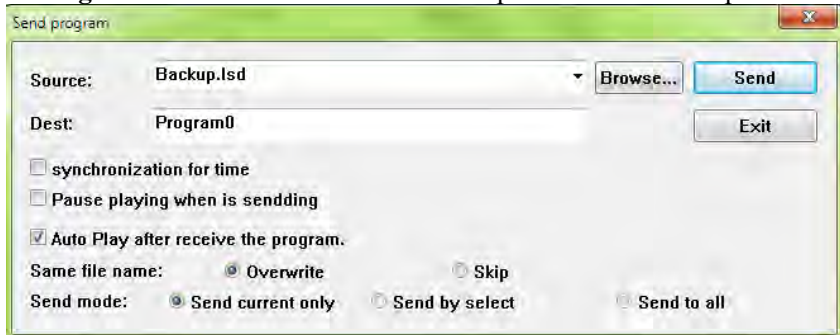
**Send by select:** select the Server Computer(s) to send the **Source File** to

**Send to all:** send **Source File** to all Server Computers listed in Remote LED Screen Manager Online



#### 4. Send Program

**Send Program:** send .lsd file from Client Computer to Server Computer



**Source:** the outgoing .lsd file

**Dest:** Destination. **Server Computer** Path to store incoming .lsd file from **Client Computer**

**Browse...:** browse the Client Computer to select the .lsd file

**Send:** send Source to Dest

**Exit:** quite **Send Program** window

**Synchronization for time:** set **Server Computer** time synchronous with **Client Computer**

**Pause playing when is sending:** Pause **Server Computer LedStudio** playing when **Server Computer** is receiving .lsd file from **Client Computer**

**Auto Play after receive the program:** **Server Computer LedStudio** load and play the incoming .lsd file immediately when finishing receiving.

Same file name **Overwrite:** if **Dest** has an .lsd file with the same name of **Source**, **Source** .lsd File replaces the **Dest** .lsd file

Same file name **Skip**: if **Dest** has an .lsd file with the same name of **Source**, **Source** .lsd File skips transmitting the .lsd file

**Send current only**: send the **Source** .lsd file to the current selected Server Computer

**Send by select**: select the Server Computer(s) to send the **Source** .lsd file to

**Send to all**: send **Source** .lsd file to all Server Computers listed in Remote LED Screen Manager Online

### 3.2.4.13.3.2 FTP Server

#### 1. Define:

**Client Computer LedStudio** uploads settings and files to FTP Server, then **Server Computer LedStudio** downloads and carries out.

Computer directly connects the **led display** is **Server Computer**

Computer edits settings and files for Server Computer is **Client Computer**

Before **Settings**, the **FTP Server** should be setup and ready.

#### 2. Settings:

1. In LedStudio of **Server Computer Enable Remote Server** (offline)  
Type in the FTP info: FTP IP, Port, FTP User (name), FTP Password  
10 **Minute**: means every 10 minutes **Server Computer LedStudio** will fetch updates from **FTP server**



Client

Enable Remote Server(offline)    10 Minute    Name: name1

ftp IP: 218.16.118.205    Port: 21

ftp User: ledtest    ftp Password: .....

2. In LedStudio of Client Computer Enable Remote Manager (offline)

Remote Manager (offline)

Server

Remote Manager (offline)

Client

Enable Remote Server(offline)    10 Minute    Name: name1

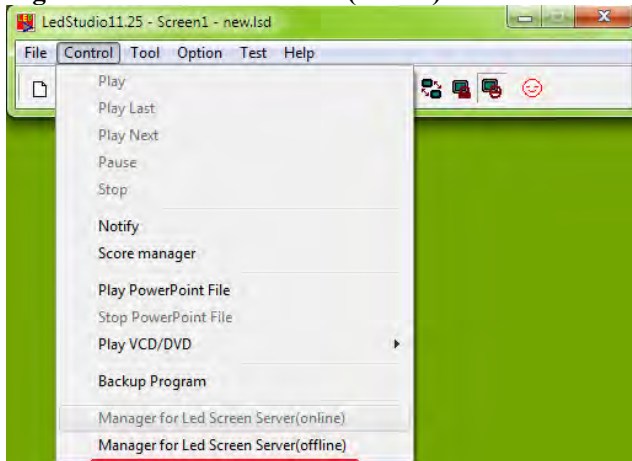
ftp IP: 218.16.118.205    Port: 21

ftp User: ledtest    ftp Password: .....


3. Then in Client Computer LedStudio Remote LED Screen Manager(offline) Icon changes from inactivate to activate

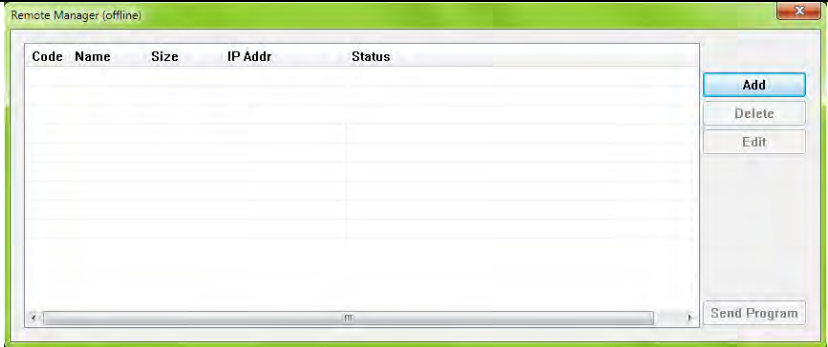


And Manager for Led Screen Server (offline) is activated.

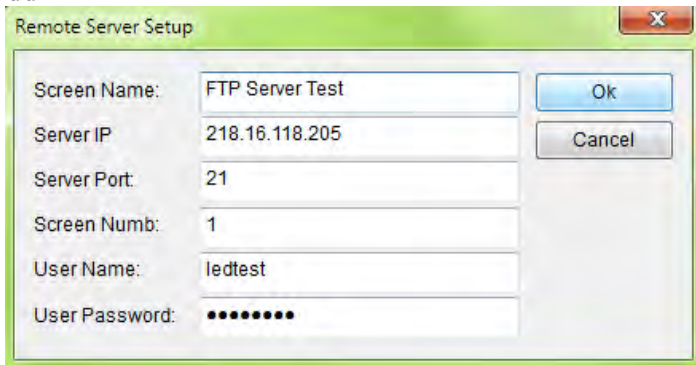


4. Client Computer LedStudio, Click Remote LED Screen Manager

(offline) Icon , or Manager for Led Screen Server (offline) under Contrl Menu, then the following window appear

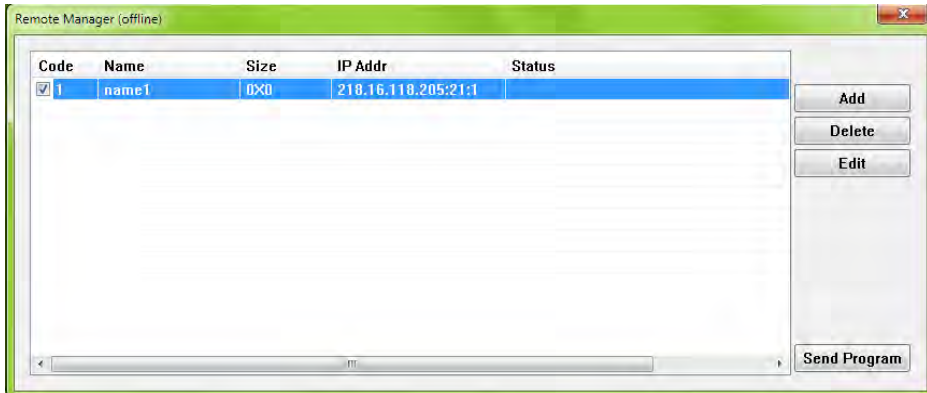


Click **Add**



Type in the **same FTP Server info** as the **Server Computer**  
**Screen Name:** Name for the Server Computer Led Display

Click **OK**

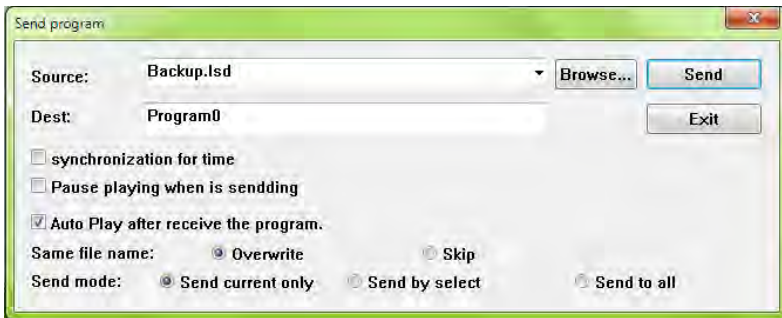


**Add:** add another FTP server  
**Delete:** delete the selected FTP server  
**Edit:** edit the selected FTP server

### 3. Available Operations

#### 1. Send Program

**Send Program:** send .lsd program from **Client Computer** to **FTP Server Computer**



**Source:** the outgoing .lsd file

**Dest:** Destination. **FTP Server Computer** Path to store incoming .lsd file from **Client Computer**

**Browse...:** browse the **Client Computer** to select the .lsd file

**Send:** send Source to Dest

**Exit:** quite **Send Program** window

**Synchronization for time:** set **Server Computer** time synchronous with **Client Computer**

**Pause playing when is sending:** Pause **Server Computer LedStudio** playing when **Server Computer** is receiving .lsd file from **FTP Server Computer**

**Auto Play after receive the program:** **Server Computer LedStudio** load and play the incoming .lsd file immediately when finishing receiving.

Same file name **Overwrite:** if **Dest** has an .lsd file with the same name of **Source**, **Source** .lsd File replaces the **Dest** .lsd file

Same file name **Skip:** if **Dest** has an .lsd file with the same name of **Source**, **Source** .lsd File skips transmitting the .lsd file

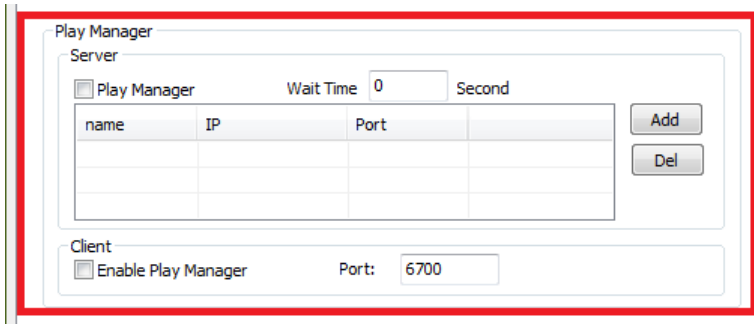
**Send current only:** send the **Source** .lsd file to the current selected **FTP Server**

## Computer

**Send by select:** select the **FTP Server Computer(s)** to send the **Source .lsd** file to

**Send to all:** send **Source .lsd** file to all **FTP Server Computers** listed in **Remote LED Screen Manager (offline)**

### 3.2.4.13.3.3 Play Manager

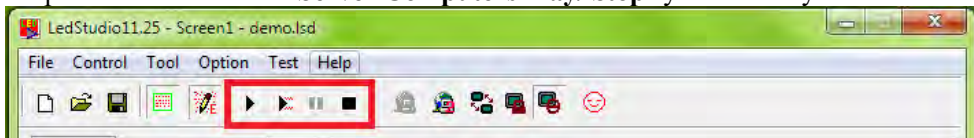


**Play Manager:** works with [Online/real time remote control](#)

## 1. Define:

Computer directly connects the **led display** is **Server Computer**  
 Computer to remote control the **Server Computer** is **Client Computer**

Purpose: Set all the listed **Server Computers Play/ Stop** synchronously



## 2. Settings:

**Note:** Server Computers are set **online remote control/real time remote control**

### 1. Server Computers Enable Play Manager

Client

 Enable Play Manager

Port: 6700

## 2. Client Computer Enable Play Manager

Play Manager

Server

 Play Manager

Wait Time 0 Second

name	IP	Port	

Add

Del

**Add:** add the Server Computes to the list

**Del:** Delete the selected Server Computer(s)

Server

 Play Manager

Wait Time 0 Second

name	IP	Port	
road	192.168.0.55	6700	
dddd	192.168.0.14	6700	

Add

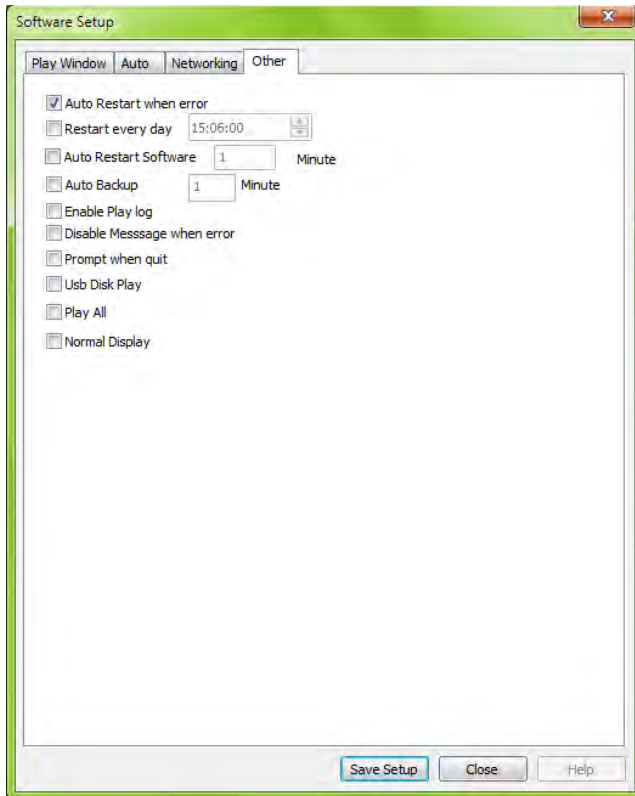
Del

## 3. Save Setup.

Click **Play/Stop**, all the listed **Server Computers** will Play/Stop synchronously



### 3.2.4.13.4 Other



**Auto Restart when error:** automatically restart LedStudio when encounter error

**Restart every day:** schedule restarting LedStudio everyday

**Auto Restart Software:** restart LedStudio every preset minute(s)

**Auto Backup:** automatically back up files of .lsd file

**Enable Play log:** enable Play log, in **LedStudio Installation Folder**,

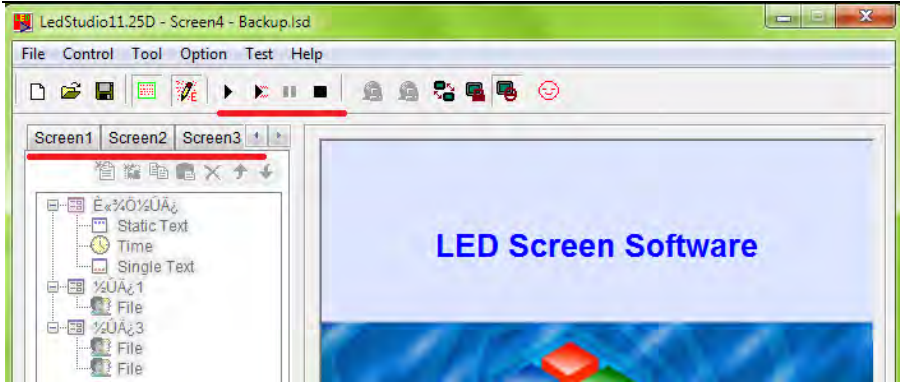
there is a playlog.txt listing play info of media files played by LedStudio

**Disable Message when error:** does not allow error message prompt

**Prompt when quit:** ask before quit

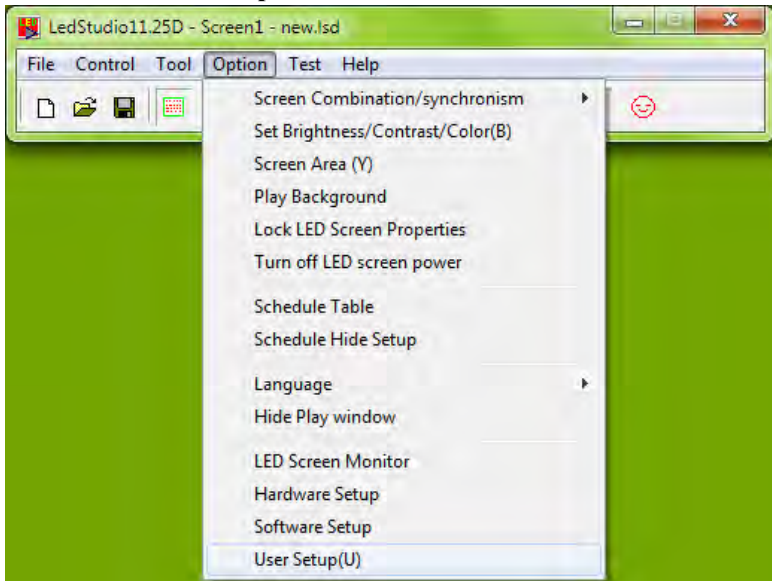
**Usb Disk Play:** LedStudio load and play .lsd program from USB disk as priority

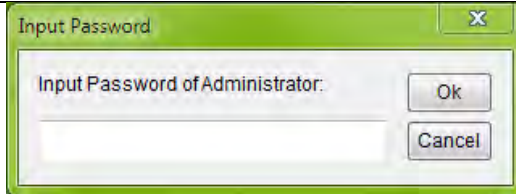
**Play all:** all Screens Play/Pause/Stop together



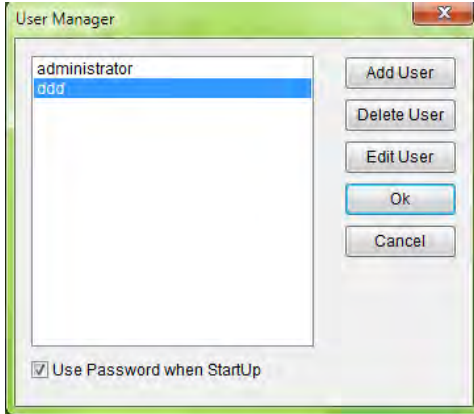
**Normal Display:** For No-Sending Card Mode Only. LedStudio capture the contents of **Screen Area** and send directly to receiving cards.

### 3. 2. 4. 14 User Setup





Password: 888



**Add:** add a new user account for LedStudio

**Delete User:** delete a selected User account

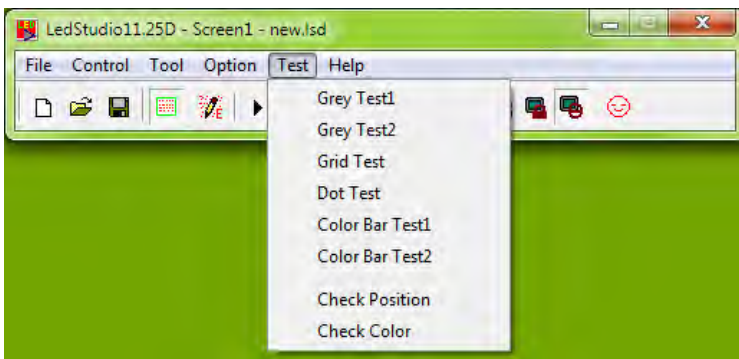
**Edit User:** Edit the selected User account info

**Use Password when StartUp:** when open LedStudio, it asks password to unlock.

3. 3 Features introduction

4.

### 3. 3. 5 Test Menu



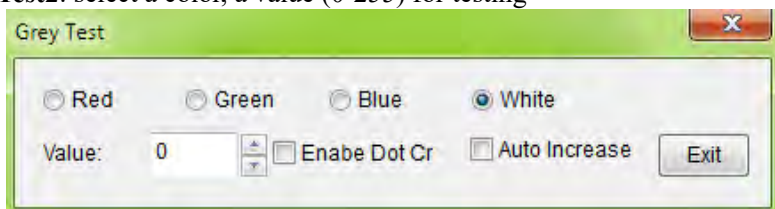


### 3.3.5.1 Grey Test1

**Grey Test1:** test Grey level from 0-255 in sequence of Red, Green, Blue, White

### 3.3.5.2 Grey Test1

**Grey Test2:** select a color, a value (0-255) for testing

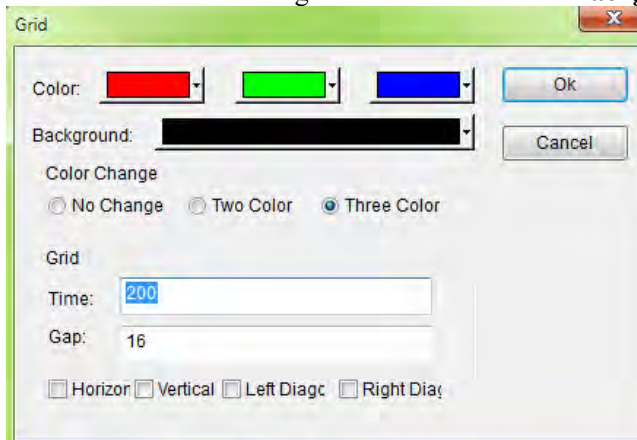


**Auto Increase:** continue testing next grey level up to 255. Then test again from 0 to 255.

**Enable Dot Correction:** Enable the effects of Screen Area Color Correction (refers to Screen Area Color Correction)

### 3.3.5.3 Grid Test

**Grid Test:** Select three colors for testing and one static color as **Background**



**Color Change:**

**No Change:** only the first color (Red color in the upper picture) runs in testing

**Two Color:** the first two colors run in testing (Red and Green)

**Three Color:** all three colors run in testing

Grid:

**Time:** in millisecond; the running speed of testing grid

**Gap:** the pixel numbers between two testing lines

**Horizontal:** testing line runs horizontally

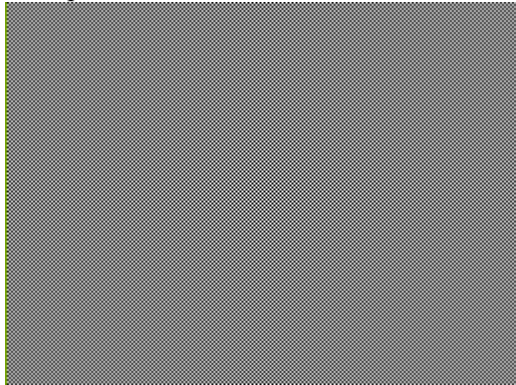
**Vertical:** testing line runs vertically

**Left Diagonal:** testing line runs in bias way

**Right Diagonal:** testing line runs in bias way

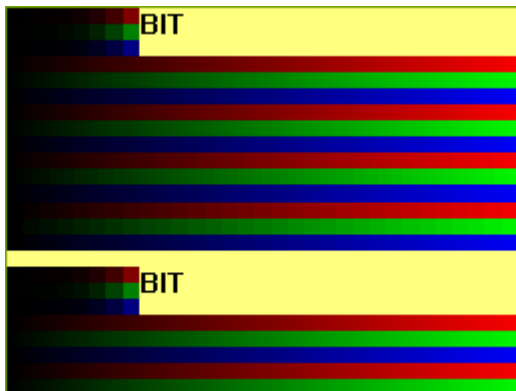
### 3.3.5.4 Dot Test

Dot Test: check for bad pixels



### 3.3.5.5 Color Bar Test

Color Bar Test1:



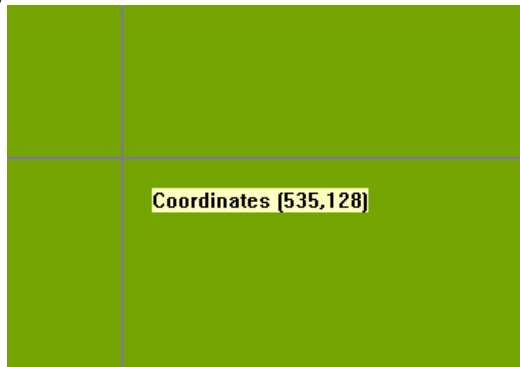
### 3. 3. 5. 6 Color Bar Test2

Color Bar Test2: Choose color for color bar test



### 3. 3. 5. 7 Check Position

Check Position: get coordination of Mouse Pointer

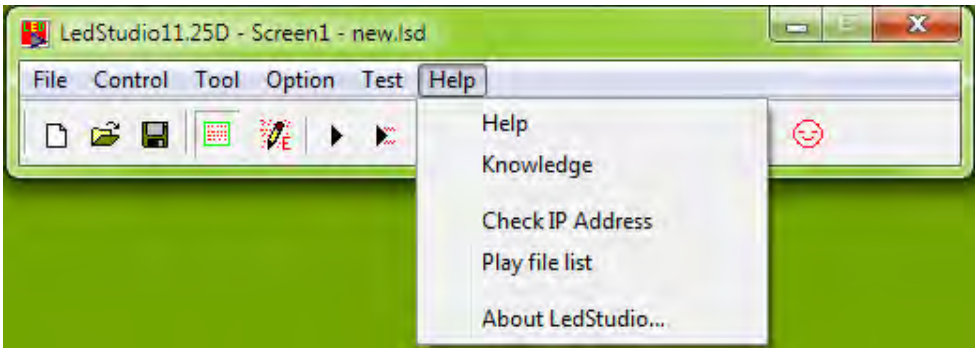


### 3. 3. 5.8 Check Color

Check Color: get RGB info

RGB(116,164,2)

### 3.3.6 Help Menu



#### 3.3.6.1 Help

**Help:** activate the LedStdio manual

#### 3.3.6.2 Knowledge

**Knowledge:** some simple tips for LedStudio

#### 3.3.6.3 Check IP Address

**Check IP Address:** get the IP Address of computer

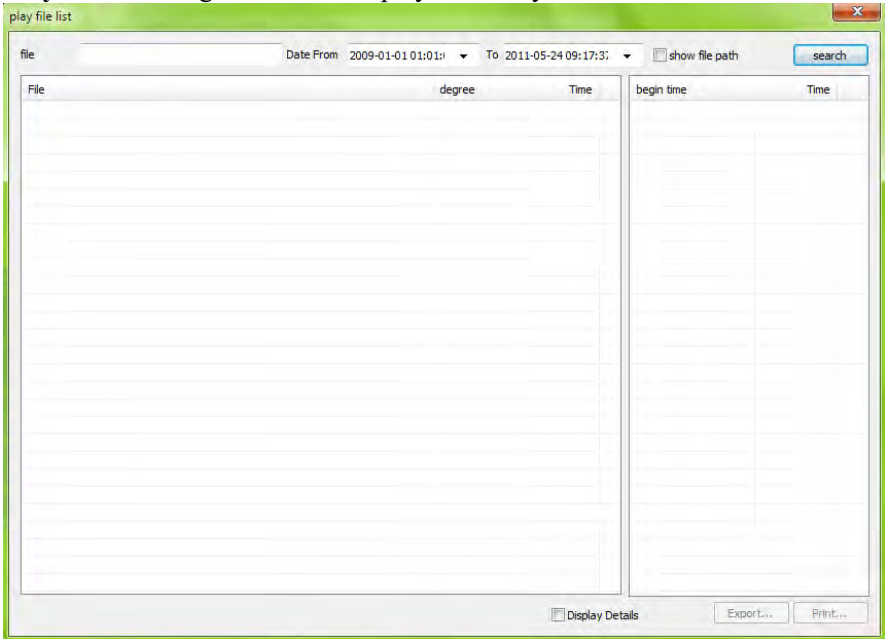
#### 3.3.6.4 About LedStudio

**About LedStudio:** show LedStudio Version

**License:** manage license

### 3.3.6.5 Play File List

**Play file list:** a log file for all the played files by LedStudio



**File:** type in the File Name for search

**Date From TO:** select a time period for search

**Show file path:** show the played file path in the computer

**Search:** start searching and get result listed

**File:** file name

**Degree:** how many times the file has been played

**Time:** total time the file played

**Begin time:** the starting playing time

**Time:** time duration the file has been played for

**Export:** export the search result to Microsoft Excel file format

**Print:** print the search result

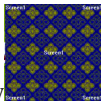
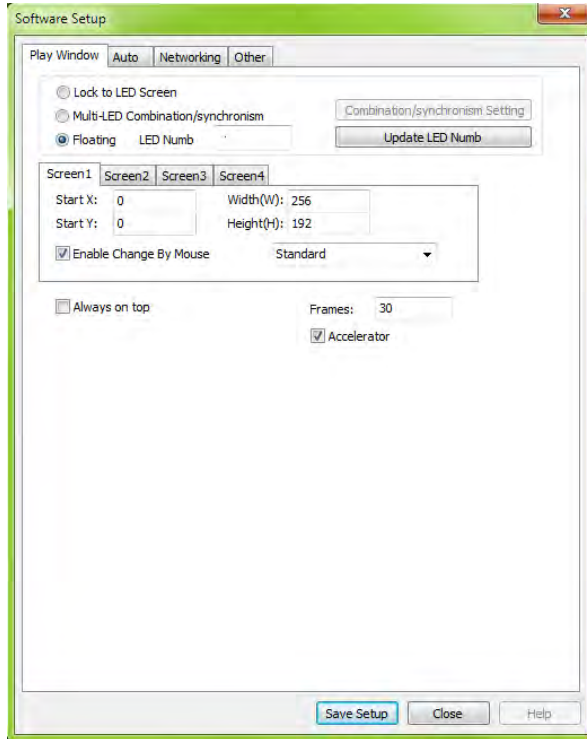
**Display detail:** when export or print the search result, including the info of **Begin time** and **Time** (11.72version, it always shows details when Print or export)

**Empty Log File:** Delete log file

**Log File save as:** Save log file.

### 3. 3 How to make a .lsd file

#### 3. 3. 1 Setup Playing Window



Usually, set the **Play Window** the same size as that of **led display**.

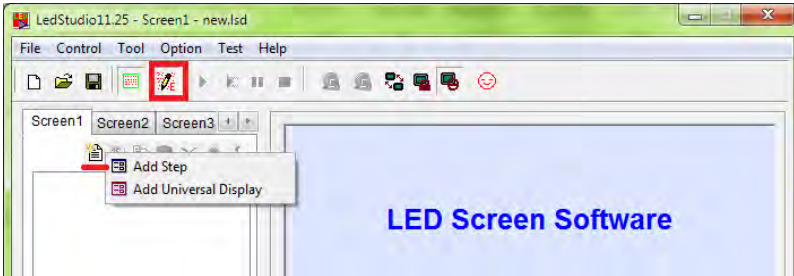
Select **Lock to LED Screen**. LedStudio will set the Play Window size according to .CON file and **Start X** and **Start Y** is (0, 0)

Or Select **Floating** to adjust Play Window manually. (Refer to [Software Setup Play Window](#)) page 39

### 3. 3. 2 Open a New Page of Program

#### 3. 3. 2. 1 Add Step, Add Universal Display

Click **Allow Edit**  icon, then **New Page of Program**  icon



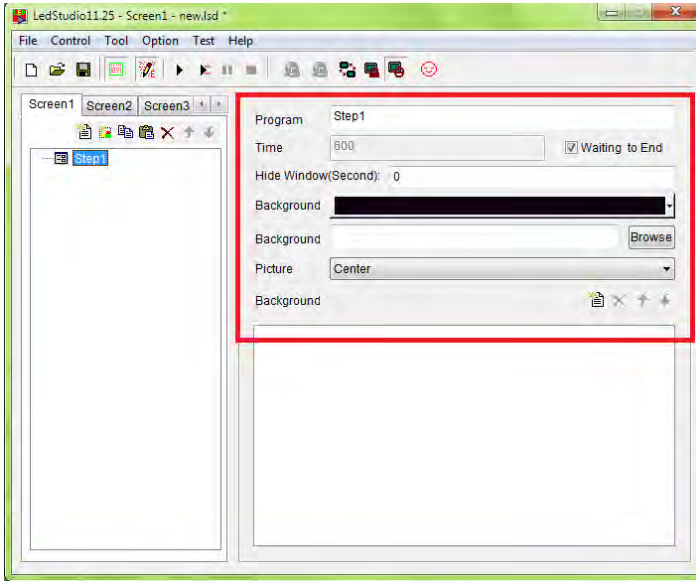
**Add Step:** Steps are played in order, from Step 1 to Step 2 to last Step then back to Step 1. It is Step1 to Step Last to Step1 circle loop play.

**Add Universal Display:** this kind of Step have loop play independently. **Universal Display** is always at an upper layer of **Add Step**. Usually for Company Logo,etc.

**Note:** only one Universal Display in an .lsd file

**Time Window** usually put in **Universal Display** page, if Time Window put under **Step2** for example, then **Step 3** and following Steps will not be played, because Time will never stop. Then Step2 will always be played.

### 3. 3. 2. 2 Step Settings



**Program:** Change the Step name (Default from Step 1, Step 2, Step 3...)

**Time (second):** deselect **Waiting to End**, set time durations for the Step. For example, 60, means the **Step1** will be played in 60 seconds, then play **Step2**.

**Hide Window (Second):** Hide **Play Window** for preset seconds when **Step1** is finished. In the same time, **Step 2** is playing.

**Background:** Background color of **Play Window**

**Background:** Background picture of **Play Window**

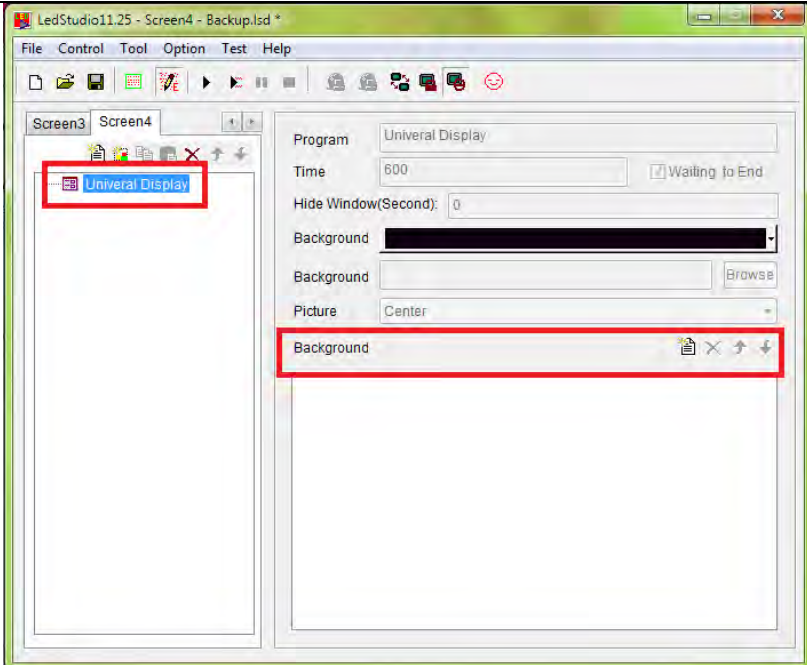
**Picture:** Center/Zoom/Stretch/Title the background picture


**Background:** background music, loop play.



### 3. 3. 2. 3 Universal Display Settings

Universal Display Setting: only adding Background Music is available. Normal program page plays in order, while overall program page plays continuously, without any time limits. (Such as time display)











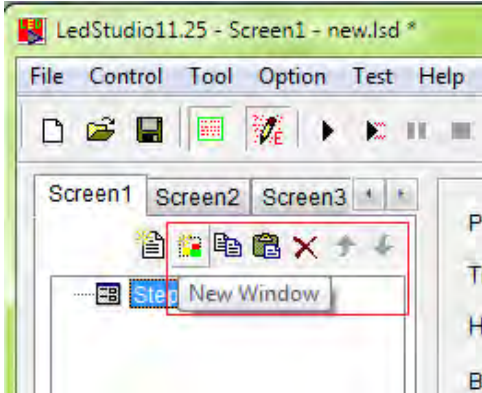
To delete a program page, use the delete button .

To change the order of page, use the moving button , .

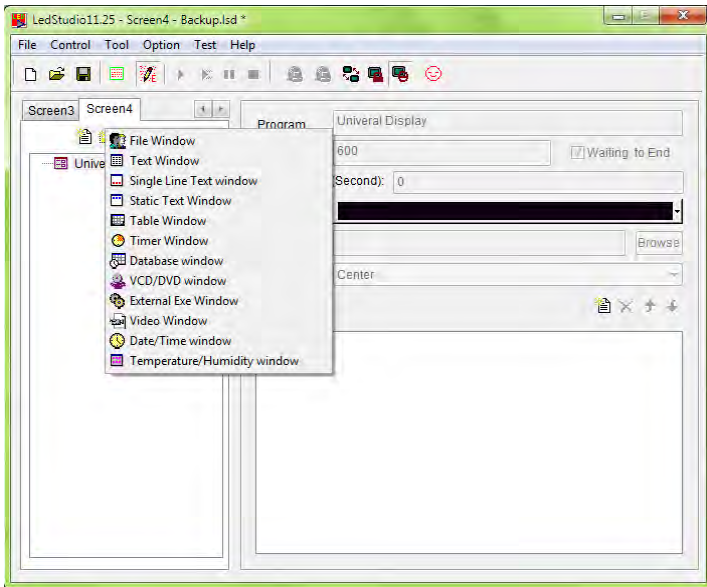
### 3. 3. 3 Add New Window

After a **Step** or **Universal Display** is added, the **New Window icon** , Copy


icon , Paste icon , Delete icon , are activated. , .



Click: **New Window** icon 

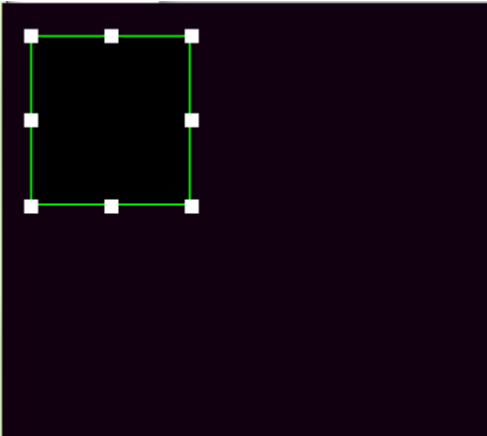


### 3.3.3.0 Important Notes:

Name:	Single Text	Frame:	Single li		Standard
StartX:	105	Width:	336	<input type="checkbox"/> Lock	
StartY:	99	Height:	316	<input type="button" value="Timer"/>	

The above window appear in every **New Window**, it is **File Showing Area Setting Widnow**

**File(s) Showing Area Settings:** the **Showing Area** (the green rectangle) is inside the **Playing Window**. All files of **File Window** will show inside the **Showing Area**.



**Name:** Change the default name File

**Frame:** Frame of Showing Area; **None**, no frame line; **Single line**, one frame line; **Double lines**, two frame lines; **Three lines**, three frame lines

**Color:** Frame line color

**Standard:**



**Inverted (180):**



**Right (90cw):**



**Left (90cw):**



**Start X:** set the X position of (X, Y) coordination for **Showing Area** in **Play Window**

**Start Y:** set the Y position of (X, Y) coordination for **Showing Area** in **Play Window**

**Width/Height:** Set the size of Showing Area

**Lock:** when lock, mouse pointer cannot drag to move or drag to resize the **Showing Area** inside the **Play Window**

**Timer:** designed for **Time Window**.

**From Computer Time:** By 30 Minute 30 Sec means every 30 minutes of computer clock, **Time Window** appears for 30 seconds. **Time Window** is hidden besides that every 30 seconds.

**Front half:** start hiding **Time Window** earlier.

For example, From Computer Time By 1 Minute 10(X) Sec,

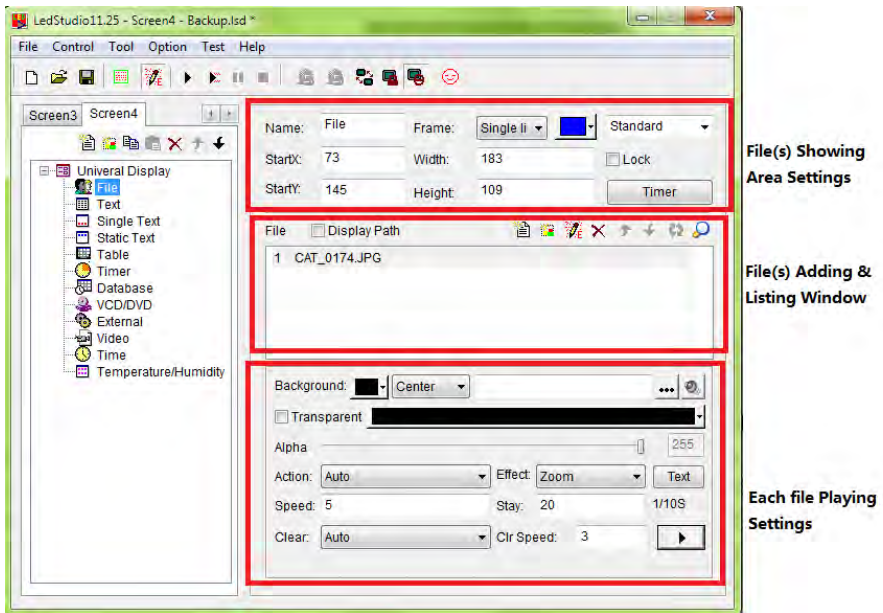
Without Front half enable, Time Window start hiding when second reaches 59 second

With Front half enable, Time Window start hiding when second reaches  $54(59-X/2)$  second

**From Play Time** by 30 Second 5 seconds means every 30 seconds of playing time, show **Time Window** for 5 seconds then hides **Time Window**

### 3. 3. 3. 1 File Window

**File window:** play various files like documents, pictures, video etc.

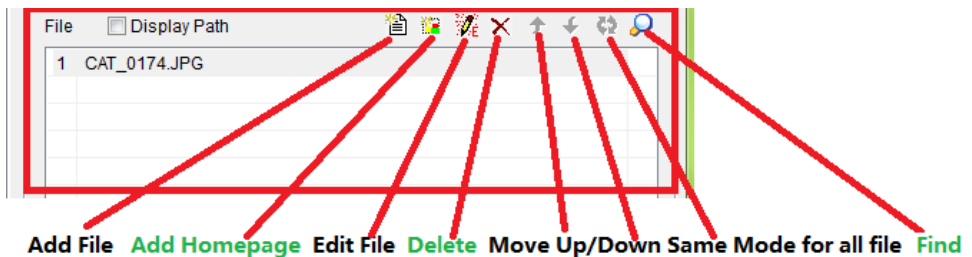


#### 3. 3. 3. 1.1 File(s) Showing Area Settings

File(s) Showing Area Settings: refers to [Important Notes](#)

#### 3. 3. 3. 1.2 File(s) Adding & Listing Window

**Display Path:** Showing the file path in the computer



**Add File:** click **Add File** icon to add a media file.

**Add Homepage:** add a web link to show web page in **Showing Area**

**Edit File:** edit the selected file. Open and edit

**Delete:** delete the selected file

**Move Up/Down:** move the selected file up/down

**Same Mode for all file:** make all files apply the same **Playing Settings**

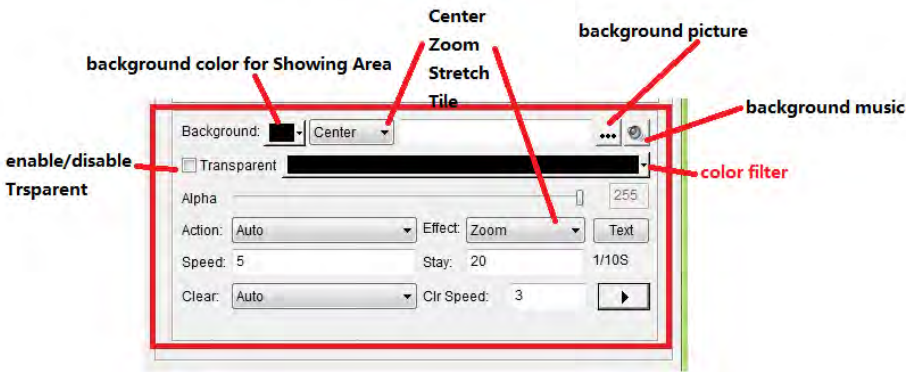
**Find:** find file(s) in the list

### 3. 3. 3. 1.3 File Playing Settings

#### 3.3.3.1.3.1 Photo Playing Settings

**File Playing Settings:** settings for the selected file in the **File(s) Adding & Listing Window**

*Note: All the settings only effects on the selected file*



The above **File Playing Settings** is for **Pictures**.

**Background:** background color of **Showing Area**

**Center/Zoom/Stretch/Tile:** effects for background picture

**Background picture:** background picture for **Showing Area**

**Background music:** background music when playing the selected file

**Transparent:** Enable Transparent. The selected color will be filtered.

**Alpha:** 0-255, 0 is 100% transparent, means the selected file will disappear from **Showing Area**, Showing Play Window Background or contents of below layer

Showing Area.

**Action:** how the pictures come in

**Effect:** zoom, stretch, center, tile

**Text:** add text

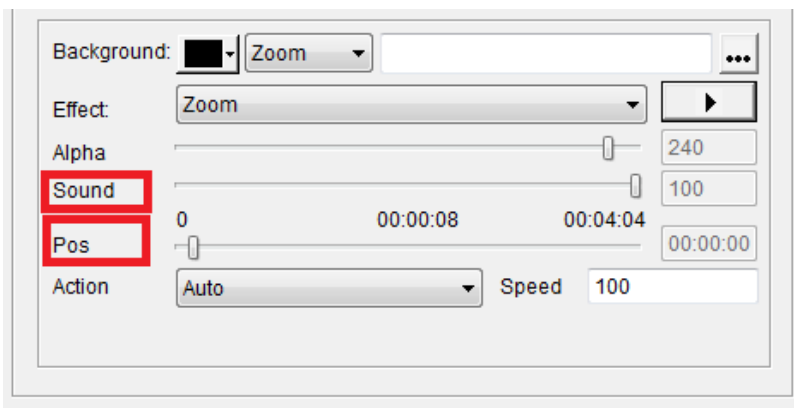
**Speed:** file coming in speed. The larger value, the slower speed

**Stay:** time duration for file to stay

**Clear:** how the file is cleared out

**Clr speed:** clear out speed. The larger value, the slower speed.

### 3.3.3.1.3.2 Video Playing Settings



**Background:** background color of **Showing Area**

**Center/Zoom/Stretch/Tile:** effects for background picture

**Effect:** the Center/Zoom/Stretch/Tile effect



: test play

**Alpha:** 0-255, 0 is 100% transparent, means the selected file will disappear from **Showing Area**, Showing Play Window Background or contents of below layer Showing Area.

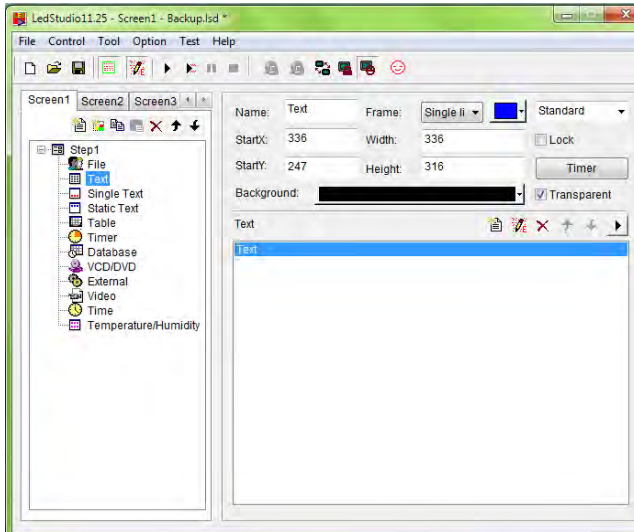
**Sound:** 0-100. Adjust the sound of the video

**Pos:** show current playing time of video

**Action:** how video come in

**Speed:** the coming in speed. The larger value, the slower speed

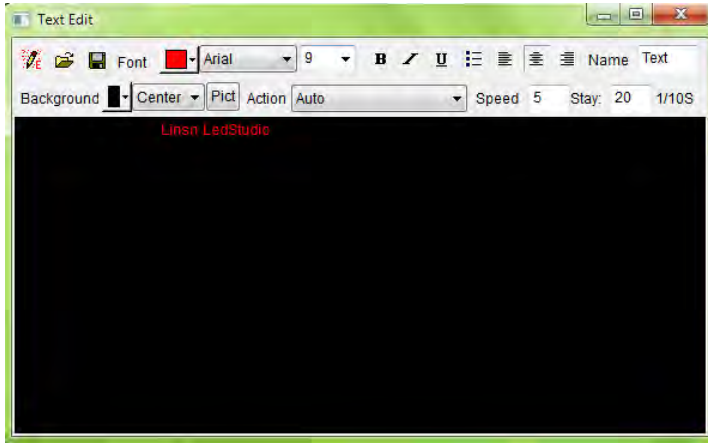
### 3. 3. 3. 2 Text Window





**Transparent:** Transparent the Showing Area background color


**Add Text** ,






**Edit**  : show/hide the text window

**Open**  : open a .txt file

**Save**  : save as .txt file

**Font settings:** 

**Name:** default as Text



### Background color

**Pict:** picture, background picture.

**Center/zoom/stretch/tile** effects for background picture

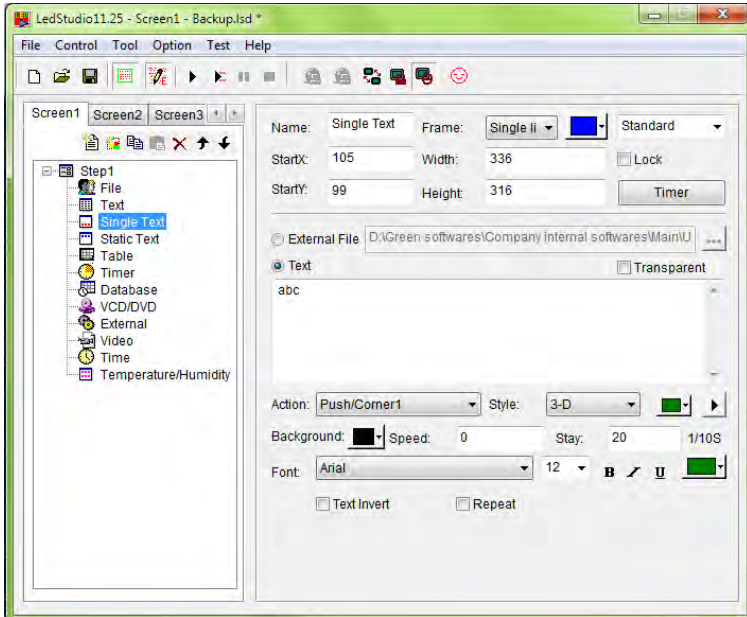
**Action:** action for background picture

**Speed:** background picture coming in speed. The larger value, the slower speed

**Stay:** time duration for background picture to stay

### 3. 3. 3. 3 Single Line Text Window

**Single line text window:** to play single line text window



**Transparent:** only work when **Showing Area** background color is Black. Transparent the black color and show the **Step background color** instead.

**External File:** open a .txt file

**Text:** input text

**Action:** how the text comes in **Showing Area**

**Style:** add effects to the text. And the color for the effect.



: test play

**Background:** background color for the text

**Speed:** Text coming in speed. The larger value, the slower speed

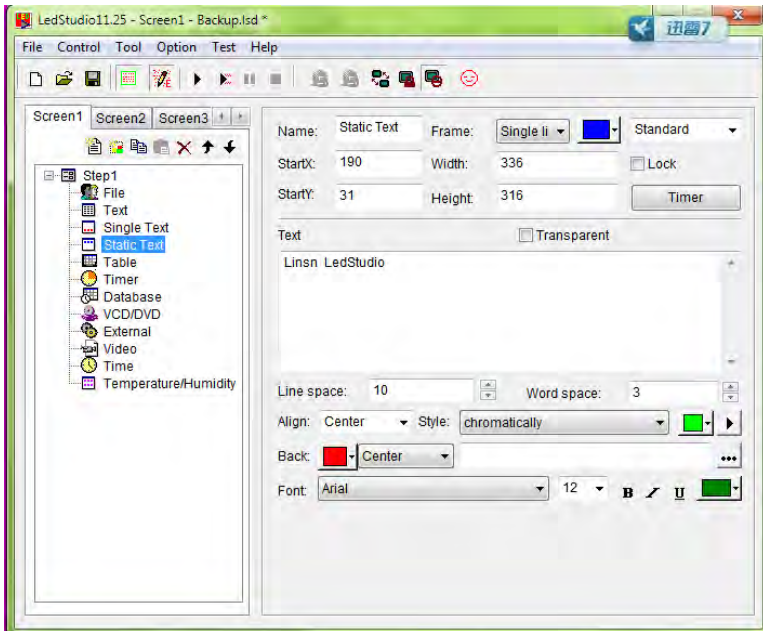
**Stay:** time duration for text to stay

**Font:** Font settings for text

**Text invert:** abc ---- cba

**Repeat:** abc---abcabcabcabc

### 3. 3. 3. 4 Static Text Window




**Transparent:** only work when **Showing Area background color** is Black.  
Transparent the black color and show **Step background color** instead.

**Text:** text input

**Line space:** space of text lines

**Word space:** space of neighboring words

**Align:** left/center/right/left&right 

**Style:** add text effects and color of effect

: test play

**Background:** 

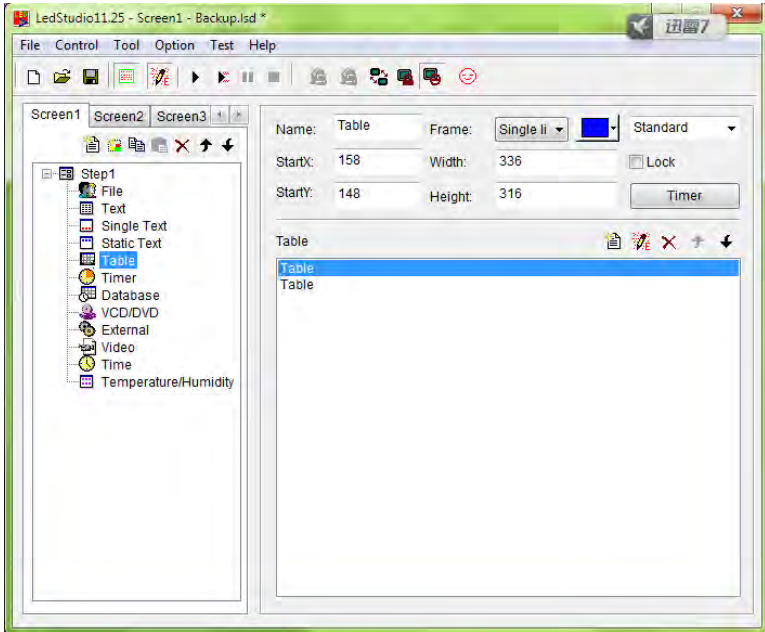
**Background color**

...: add background picture

**Center/zoom/stretch/tile** for background picture

**Font settings:** 

### 3. 3. 3. 5 Table Window



**Table Window:** Used to edit the play list data.

**Add Table** 

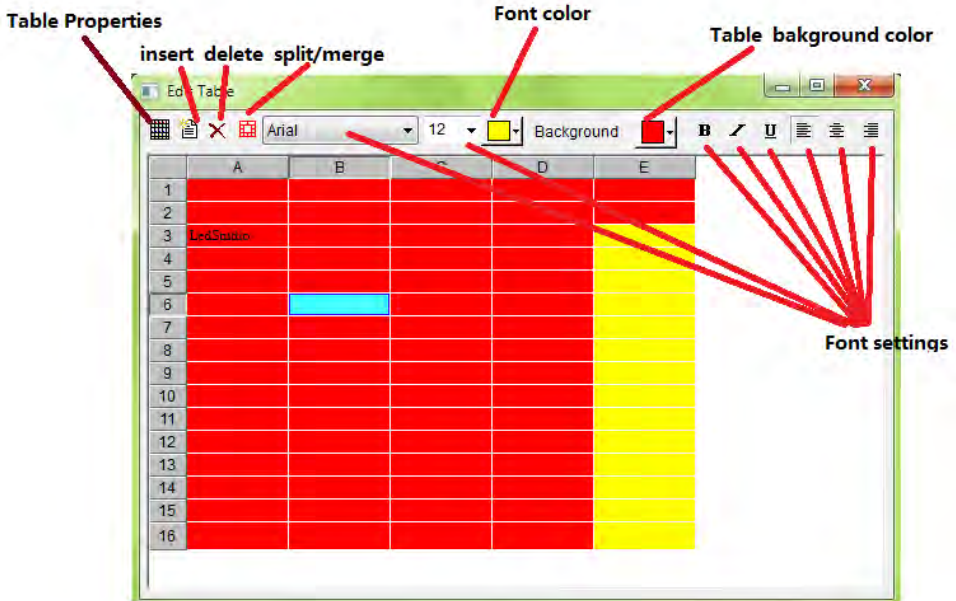
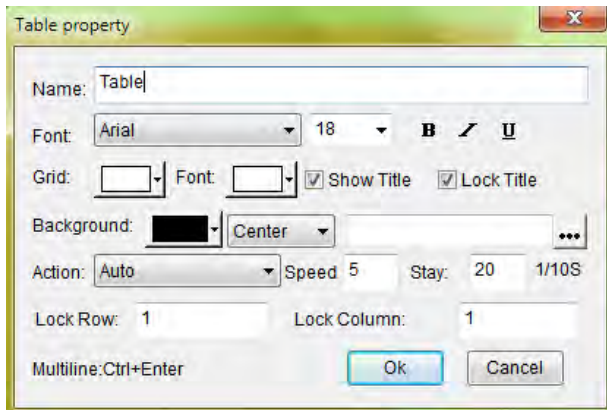


Table Properties:



**Name:** Title name of the table

**Font settings:** Title font settings

**Grid:** the table grid color

**Font color:** title font color

**Show Title:** Show/hide Title

**Lock title:** when title is locked. Title stays still while Action effect taking place.

Action: table effects

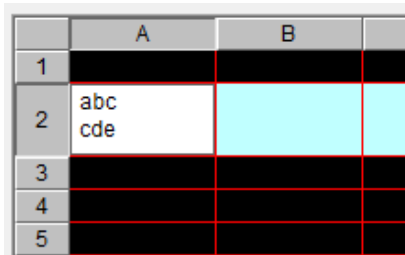
**Speed:** table coming in speed. The larger value, the slower speed

**Stay:** time duration for table to stay

**Lock row:** for example, Lock Row 2, the second row will stay. This only works in Up/Down Action effects.

**Lock Column:** for example, Lock Column 2, the second column will stay. This only works in Left/Right Action effects.

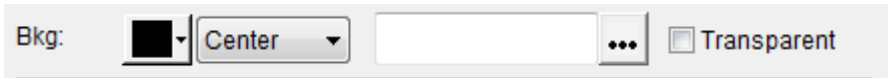
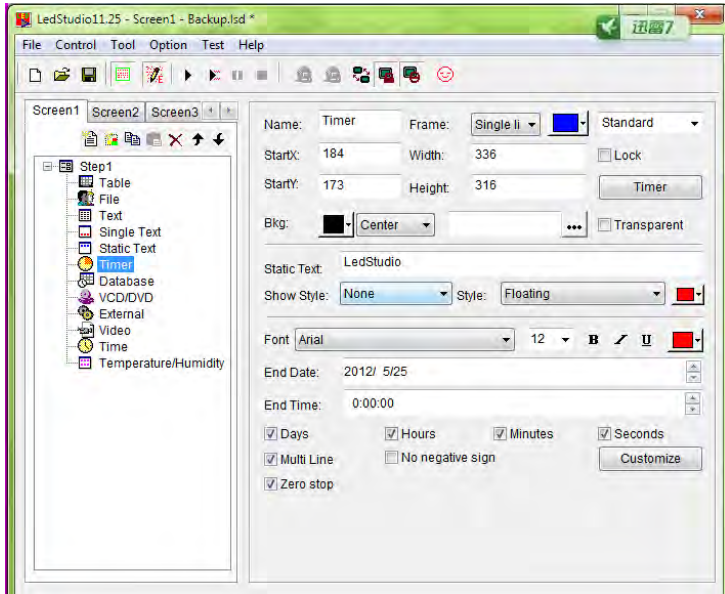
**Ctrl+Enter:** start a new line within a single table



	A	B	
1			
2	abc cde		
3			
4			
5			

### 3. 3. 3. 6 Timer Window

**Timer window:** Used for countdown

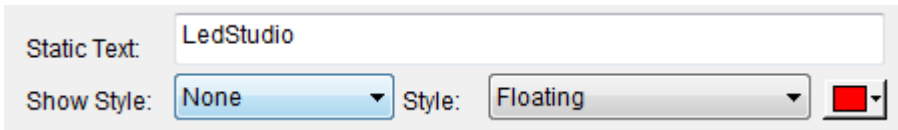


**Bkg:** background color for Timer

**Center/zoom/stretch/tile** for background picture

**...**: background picture for Timer

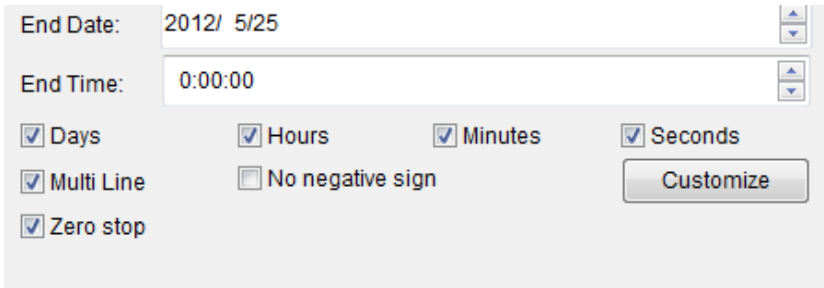
**Transparent:** only work when **Showing Area background color** is Black. Transparent the black color and show **Step background color** instead.



**Static Text:** text input

**Style:** add effects to text and color for effect



**Font settings** for Text.

End Date: 2012/ 5/25

End Time: 0:00:00

Days       Hours       Minutes       Seconds

Multi Line       No negative sign     

Zero stop

**End Date:** Date for timer to countdown to

**End Time:** Time for timer to countdown to

**Days/Hours/Minutes/Seconds:** show/hide when countdown

**Multi Line:** enable or disable multi line showing

**No negative sign:** when countdown pass the End Time, do not show the – in the timer.

**Zero stop:** stop when Timer finish countdown

**Customize:** customize the time format for countdown

Input Format: %M/%D/%Y/ %h: %m: %s (adjust the order accordingly like Chinese format for date %Y %M %D)

%M for month

%D for day

%Y for year

%h for hour

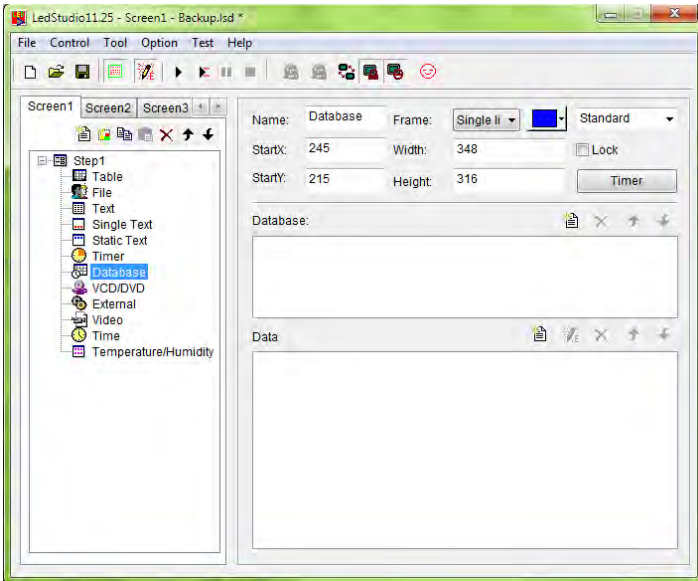
%m for minute

%s for second

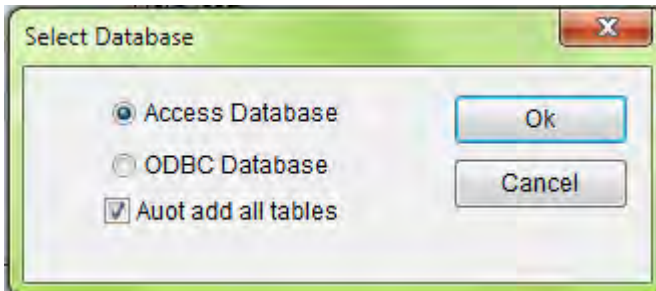


### 3. 3. 3. 7 Database Window

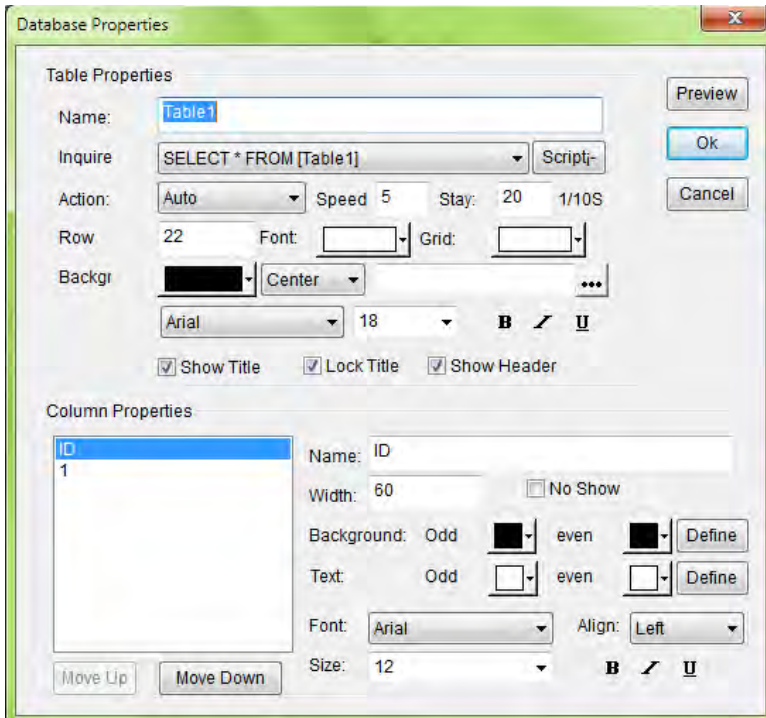
**Database window:** Used to play ACCESS database and ODBC driver data base.



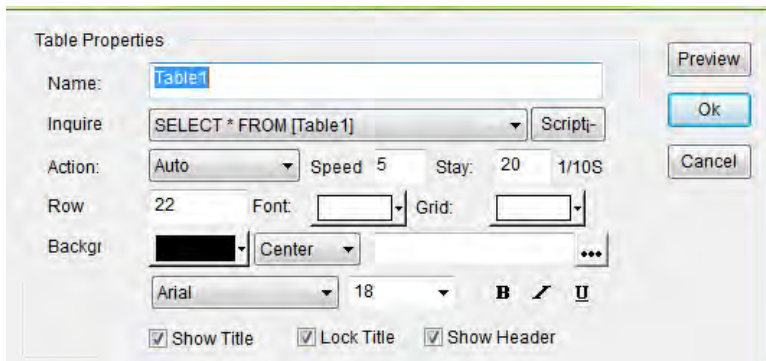
**Add Database** 



**Set Table**



## Table Properties



**Inquire:** read which part of the Database

**Scripti-:** Scripting

**Action:** effects for how the table comes in **Showing Area**

**Speed:** table coming-in speed. The larger value, the slower speed

**Stay:** time duration for table to stay

**Row** (in pixels): the height for a row

**Font:** Table1 color

**Grid:** table grid color

**Backgr:** background color of table

...: add background picture for table

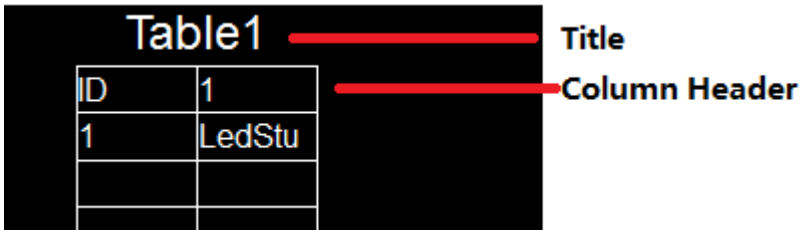
**Center/zoom/stretch/tile** for background picture

Font settings for Table1:   **B** */* U

**Show title:** hide/show Table title

**Lock title:** when title is locked. Title stays still while Action effect taking place.

**Show header:** show/hide the **Column** header



## Column Properties

Column Properties

ID  
1

Name: ID

Width: 60  No Show

Background: Odd   even   Define

Text: Odd   even   Define

Font: Arial Align: Left

Size: 12 **B** *I* U

Move Up Move Down

**Name:** column name

**Width:** column width in pixels

**No Show:** hide the selected column

Background: Odd   even   Define

Text: Odd   even   Define

**Background odd:** background color of column header

**Background even:** background color of column data

**Text odd:** column header font color

**Text even:** column data font color

**Define:** define a rule to apply color

Define

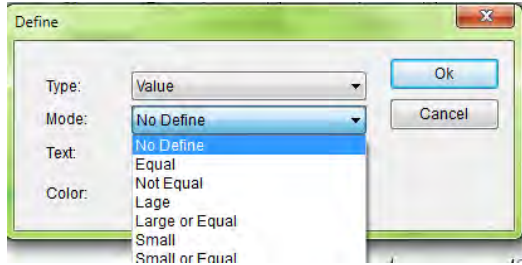
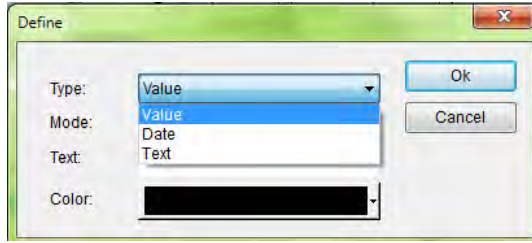
Type: Value

Mode: No Define

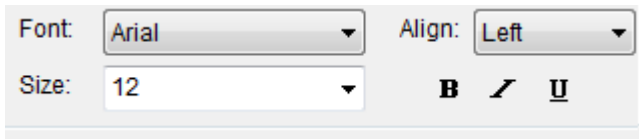
Text:

Color:  

Ok Cancel

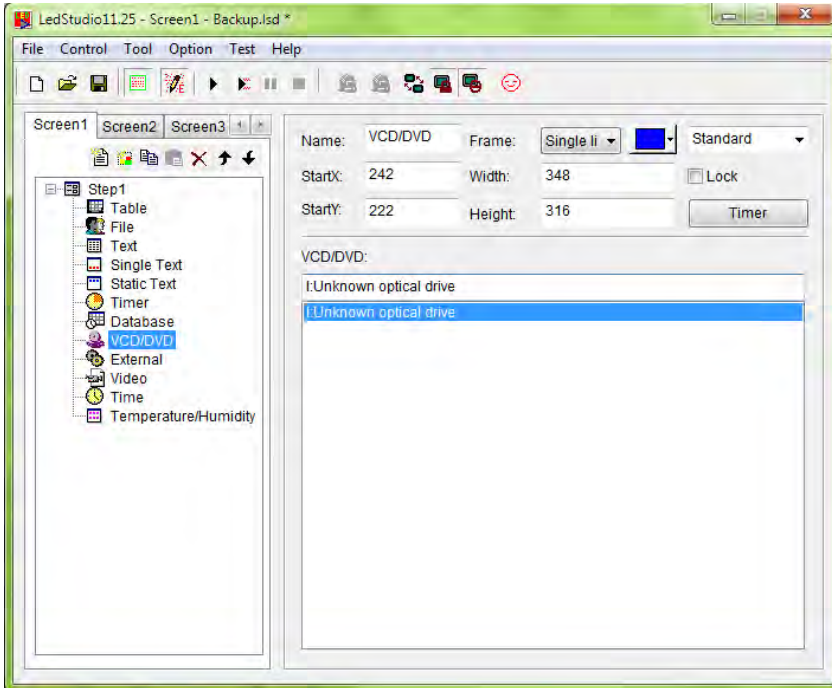


**Font settings** of selected column:



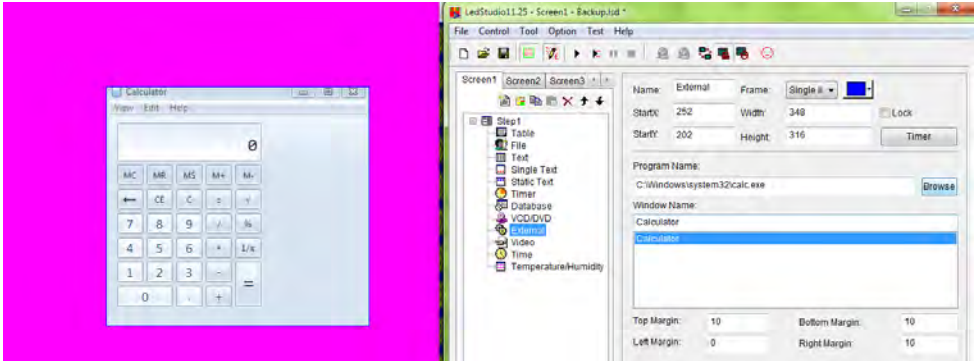
### 3.3.3.8 VCD/DVD Window

DVD/VCD window: play DVD/VCD in Showing Area



### 3. 3. 3. 9 External Exe Window

**External Program Window:** run a .exe program inside Play Window



**Browse:** browse to select an .exe program

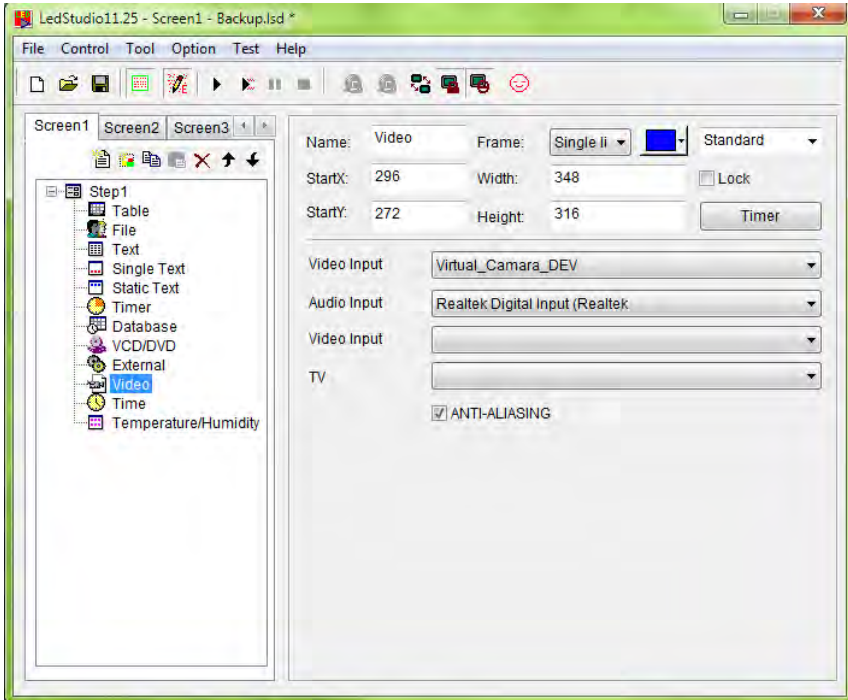
**Window Name:** Select a .exe listed to run in Play Window

**Top/Bottom/Left/Right Margin:** set the position of the .exe program

### 3. 3. 3. 10 Video Window

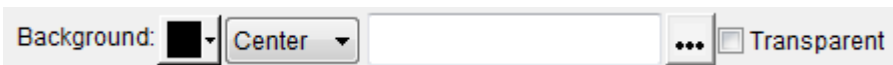
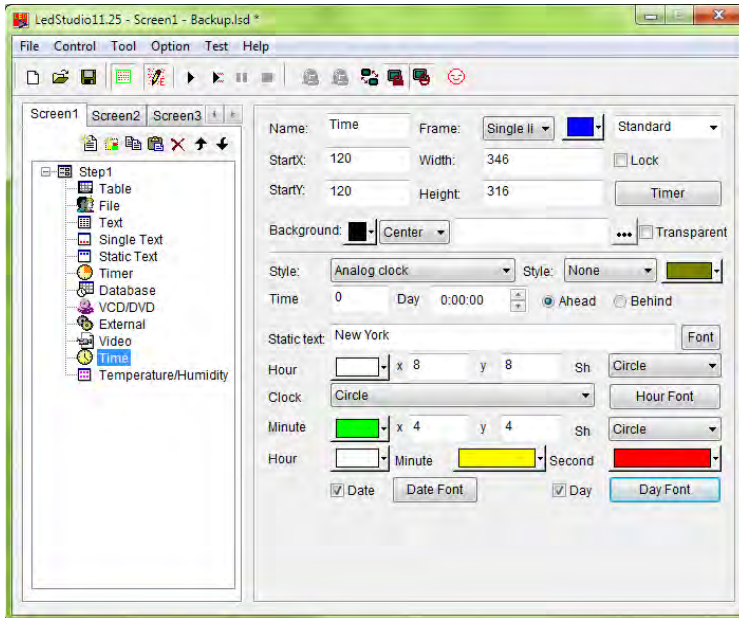
**Video Window:** Read Video/audio source from capture card and show on Play Window

LedStudio will detect what video/audio sources are available from the computer. Select a source and show on Play Window.





### 3. 3. 3. 11 Date/Time Window



**Background color** for Time

**Center/zoom/stretch/tile** for background picture

...: background picture for Timer

**Transparent:** only work when **Showing Area background color** is Black.

Transparent the black color and show **Step background color** instead.

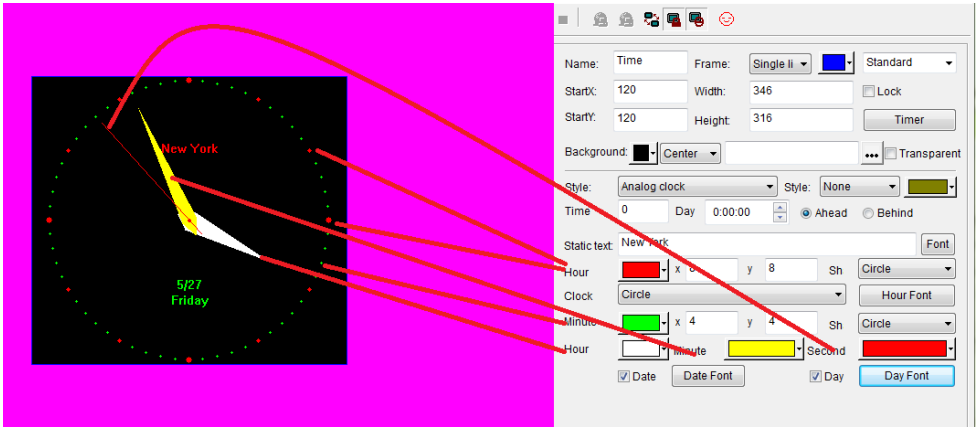


**Style:** Time style

**Style:** effects for Time (not for Analog clock) and effect color



**Static text:** text show together with Time

**Font:** font settings for static text

**Time Day Ahead/Behind:** adjust the Time Ahead or Behind computer time

**Hour X, Y:** width and height for Hour

**Minute X, Y:** width and height for Minute

**SH:** shape

**Clock:** shapes for Analog clock

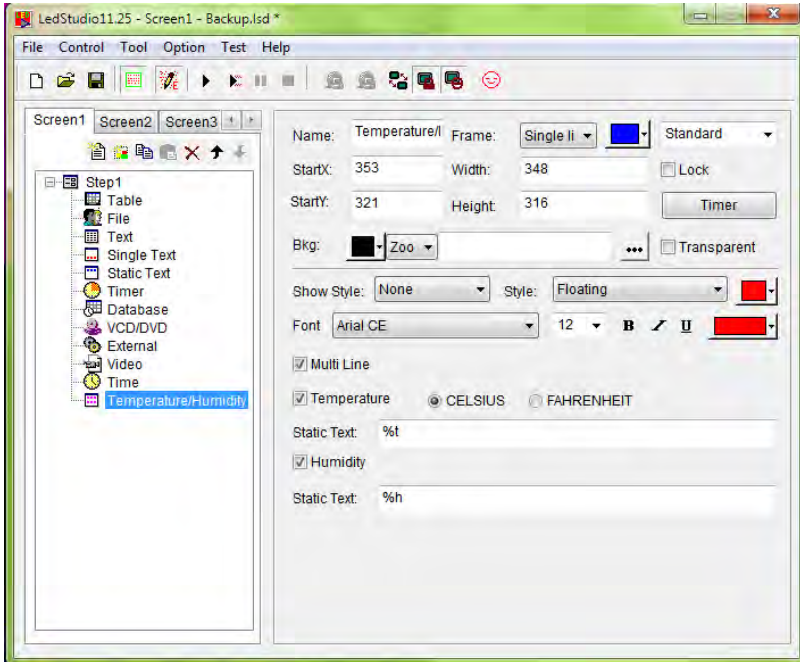
**Hour Font:** font setting when SH (shape) is Digit

**Date/Day:** show/hide Date/Day

**Date Font/Day Font:** font settings

### 3.3.3.12 Temperature/Humidity Window

**Temperature/Humidity window:** this is used to display temperature and humidity.



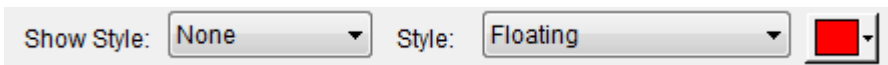
**Background color** for Temperature/Humidity

**Center/zoom/stretch/tile** for background picture

**...:** background picture for Temperature/Humidity

**Transparent:** only work when **Showing Area background color** is Black.

Transparent the black color and show **Step background color** instead.

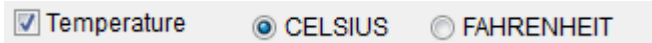


**Style:** add effects to text and color for effect



**Font settings** for Text.

**Multi-line:** show between multi-line and single line



Show temperature in different unit

Static Text:	%t
<input checked="" type="checkbox"/> Humidity	
Static Text:	%h

Add text before/after Temperature/Humidity Value

### 3. 3. 3. 13 Copy Window

StartX, StartY: set position of Copy Window

Width, Height: set size of Copy Window


Frame Extracting: for example: Per 10 extracting 5 pixels means in every 10 pixels, extract the last 5 pixels.

### 3. 4. 4 Save Program

After Click on the saving button  or select File Menu, save.

### 3. 4. 5 Play Program

To play current program files, click the button  to start;  to pause;  to stop, or select from Control Menu.

To play a saved .lsd program file, click Open button .

END.