



User Manual

LG EzSign TV Editor

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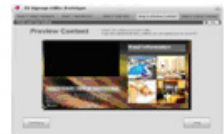
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Before Using

What is LG EzSign TV Editor?

LG EzSign TV Editor allows you to create advertising content quickly and easily by providing a wizard-type user interface. Start LG EzSign TV Editor and simply follow the wizard's steps to create and preview your own content.

The content created using LG EzSign TV Editor can be played on LG EzSign TV without the need for any separate hardware or software, or it can be played along with TV programs.



LG EzSign TV

Installing LG EzSign TV Editor

System Requirements

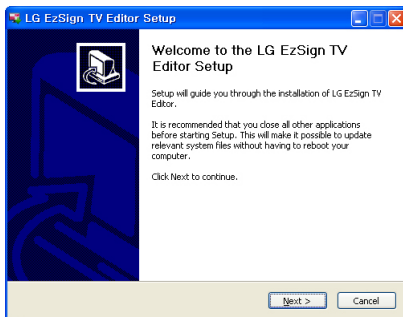
| Item | Requirements |
|------------------|--|
| CPU | Pentium M, Pentium 4 or higher |
| RAM | 512 MB or more |
| Network | N/A |
| Operating System | Windows XP SP2/SP3, Windows Vista, Windows 7 |

Installing LG EzSign TV Editor

- 1 Double-click the setup.exe file.
- 2 Click the drop-down menu in the pop-up window to select a preferred language, and click OK.

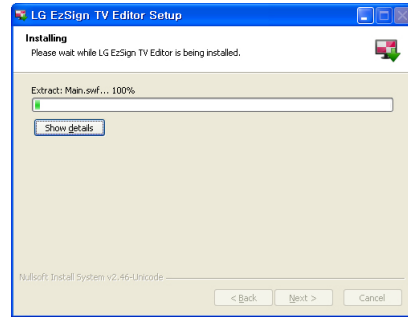
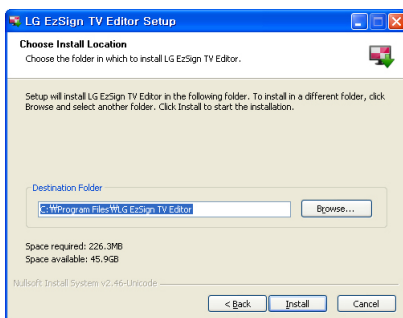


- 3 When the LG EzSign TV Editor Wizard appears on the screen, click **NEXT**.



Note

- If a previous version of the program is already installed on your computer, click **Yes** in the pop-up window to remove it before installing the current version. All the content and program information stored in the previous version will be deleted. Ensure that you save the content you need separately before removing/re-installing the program.
4. Select the directory in which to install the program, and click **Install**. The program will be installed automatically.



- 5 If Adobe AIR is not installed on your computer, an installation window appears. On the installation window, click **Accept** to install Adobe AIR.
 - If the current version of Adobe AIR is already installed on your computer, click **Close** in the installation window.
 - If you do not have the current version of Adobe AIR installed on your computer, click **Update** for a version update.
- 6 When the installation is complete, click **Finish**.



Note

- If you use Windows 7 as your operating system, reboot the computer after installing LG EzSign TV Editor.

Removing LG EzSign TV Editor

To remove LG EzSign TV Editor from your computer, click **Start > All Programs > LG EzSign TV Editor > Remove LG EzSign TV Editor**.

Using LG EzSign TV Editor

You can easily create and play advertising content using the LG EzSign TV Editor.

Starting LG EzSign TV Editor

To start LG EzSign TV Editor, click **Start > All Programs > LG EzSign TV Editor > LG EzSign TV Editor**.

Note

- To close LG EzSign TV Editor, click **X** at the top right of the window.

Using the Quick Guide

The Quick Guide window appears when starting LG EzSign TV Editor for the first time. Help is available for LG EzSign TV Editor.



| | |
|---|---|
| 1 | Click Full Editing Guide to view the tutorial in which you can learn step-by-step how to create media content using LG EzSign TV Editor. |
| 2 | Video tutorial display area. |
| 3 | Click this checkbox if you do not want the Quick Guide to appear automatically next time. |
| 4 | Click a step in the editing guide pane to view a specific step in the video tutorial. |
| 5 | Close the Quick Guide . |

Note

- If you do not want the **Quick Guide** window to appear automatically when LG EzSign TV Editor starts, click the **Do not show at startup** check-box at the bottom left of the **Quick Guide** window.
- To see Help while using LG EzSign TV Editor, click **Quick Guide** at the top right of the window.

Creating EzSign TV Content

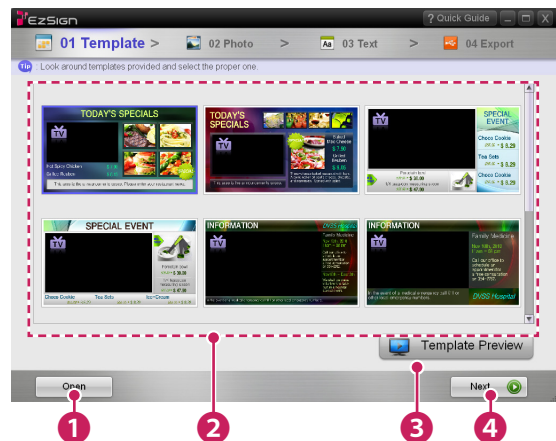
You can easily create content using default templates provided by LG EzSign TV Editor.

Note

- If you place the cursor over a menu or option item while creating content, a help balloon appears.

1 Choosing templates

You can select user templates or the default templates provided by LG EzSign TV Editor.

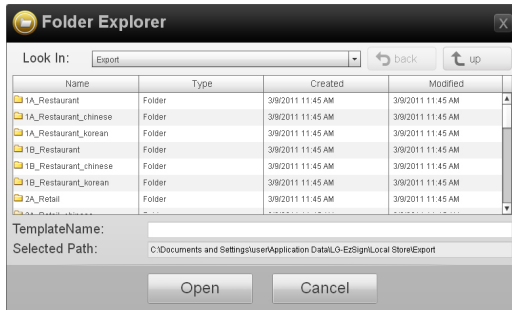


| | |
|---|------------------------|
| 1 | Open a saved template. |
| 2 | Default templates. |
| 3 | Preview a template. |
| 4 | Move to the next step. |

- 1 Select the template you want in the LG EzSign TV Editor window. (The borders of the template selected turn blue.)

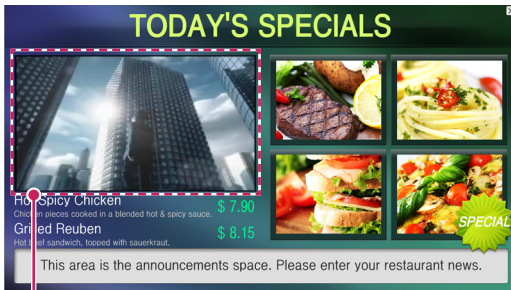


Alternatively, click **Open** in the bottom left of the window to select a user template saved on your computer.



Note

- You can open templates saved in other directories or content files created previously by clicking **Open** in the bottom left of the window. Opening a content file will move you to Step "2. Adding images".
2. Click **Template Preview** in the bottom right of the window to preview the selected template. A preview of the selected template appears in the window.



Live TV program
(A video sample plays back during the template preview.)

Note

- The images and text shown on the Preview window vary depending on the template you selected.
3. Click **Next** to add images.

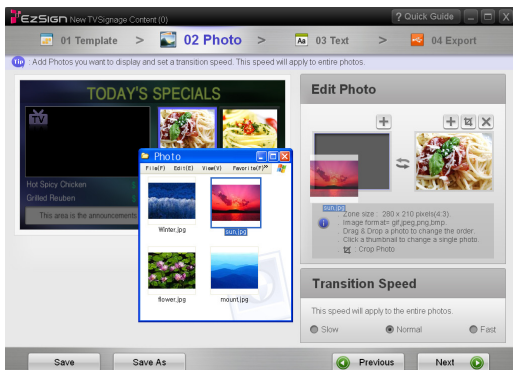
2. Adding images

You can create your own content by adding the images you want to the selected template.

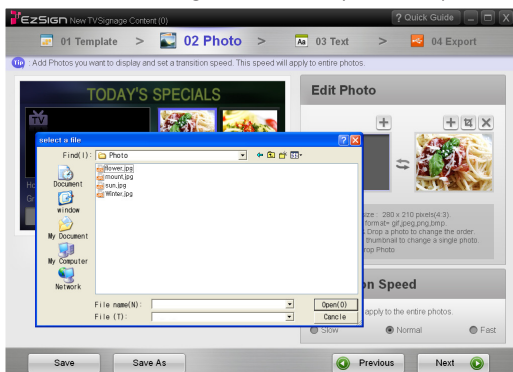


| | |
|---|---|
| 1 | Working area. |
| 2 | Image editing area. |
| 3 | Save the current content. |
| 4 | Save the current content with a new name. |
| 5 | Set the image conversion speed. |
| 6 | Go back to the previous step. |
| 7 | Move to the next step. |

1. You can drag and drop the images you want.



Alternatively, click **+** in **Edit Photo** or the image box to select images saved on your computer.



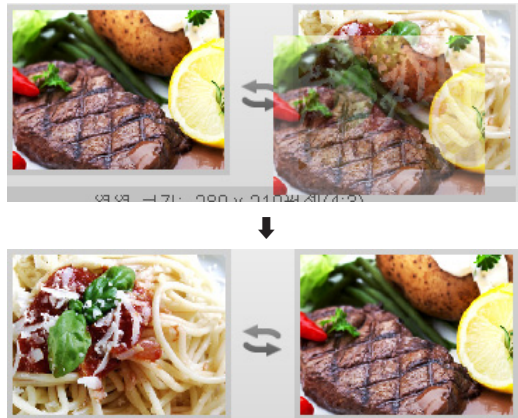
By default, the image selected is aligned to the center and cropped according to the ratio of the image box.

2. Use the options below to edit the selected image.

| | |
|--|---|
| | Replace the selected image with another. |
| | Adjust the image to show the part you want to display in the image box. |
| | Delete the selected image. |

Note

- To change the playback sequence of the images, drag them into the order you want to play them in.



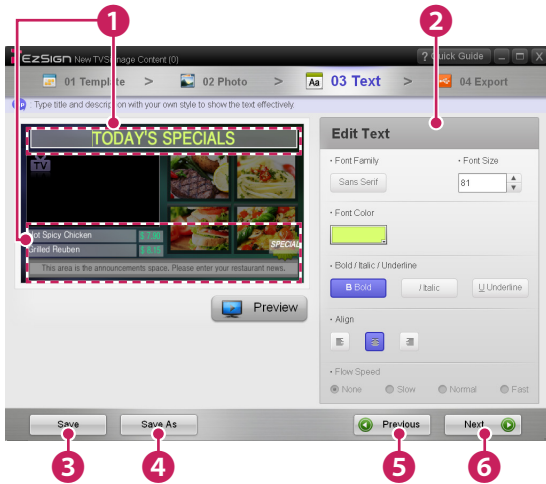
3. Select the speed of the image conversion. The conversion speed of the image is set according to the option chosen.
4. Click **Next** to enter text.

Note

- The file formats supported for images are GIF, JPEG, PNG, and BMP.
- Selected GIF or BMP files are automatically converted to JPEG files before being shown. The conversion may decrease the image quality depending on the quality of the original file.
- 4-bit BMP files are not recommended due to poor quality.
- Images larger than 4095 pixels in width or height are not allowed.

3. Entering text

For advertising or promotional content you can enter text directly.



| | |
|---|---|
| 1 | Text entry area. |
| 2 | Set the font size and color. |
| 3 | Save the current content. |
| 4 | Save the current content with a new name. |
| 5 | Go back to the previous step. |
| 6 | Move to the next step. |

1. Click the text input box.
2. Enter text as desired.

Note

- If the text is longer than the input box, it is cropped to fit the box. In this case, select **Flow Speed** to use the text flow function.
- 3 To change the font style, select the text input box and set each item in **Edit Text**.

| | |
|-----------------------|--|
| Font Size | Change the font size relative to the input box size. |
| Font Color | Change the font color. |
| Bold/Italic/Underline | Apply bold, italic or underline to text. |
| Align | Align text to the left, center or right. |
| Flow Speed | Change the flow speed of text. |

Note

- Font type cannot be specified separately. It is set automatically according to the language setting.
4. Click **Next** to export the content to a USB storage device.

4. Exporting content

You can view the content created in LG EzSign TV Editor, or export it to a USB storage device to play it on a TV.



| | |
|---|---|
| 1 | View the content created. |
| 2 | Select a USB storage device on which to save the content. |
| 3 | Save the current content. |
| 4 | Save the current content with a new name. |
| 5 | Export the content to a USB storage device. |
| 6 | Go back to the previous step. |
| 7 | Go back to Step 1. |

1. Click **Preview** to see the preview of the content created. Clicking the preview automatically runs the Panel Saver function to prevent image sticking, which can occur when playing the content on a TV. The original content plays back for 15 seconds followed by the adjusted content for 15 seconds.
2. Click **Previous** to go back to the previous step and modify the content.

Note

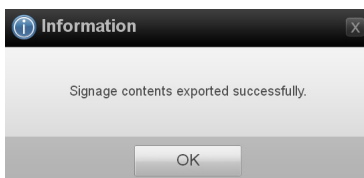
- To modify the content from the beginning, click

Go to **step1** to start with the template selection.

3. Click **Save** or **Save As** to save the content.
4. Connect the USB device to the computer to play the content created on LG EzSign TV. When the USB device is connected, the drop-down menu to select a USB storage device and the **Export to USB** option are enabled.

Note

- If other existing content files are found on the USB device, they are overwritten with the new content files. It is recommended to save the template before/after exporting it.
 - If multiple USB devices are connected, you can select the one you would like to use by clicking the drop-down menu.
 - If no USB device is connected, the **Insert USB Memory** message appears at the bottom of the drop-down menu.
5. Click **Export to USB**.
 6. Click **OK** in the pop-up window to complete the export.



Note

- Do not change the default settings on the USB device for the "save" directory location. If the "save" directory is changed it will prevent the content from playing automatically.

Panel Saver

Image sticking is when an image or outline of a previous image appears on the screen even after the image has changed. To prevent image sticking, in LG EzSign TV Editor the images of the content are flipped and a different background color is used for five minutes after the content is played for one hour. After five minutes, the content is played in its original format.



<Original Content>



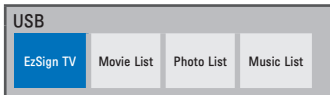
<Flipped Content>

Managing Content

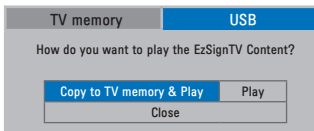
The On-Screen Display (OSD) in this manual may be slightly different from your projector.

Saving Content on TV Memory

1. Insert the USB device containing the EzSign TV content into the USB port on the television. The following is displayed on the TV screen.



2. Select **EzSign TV** using the TV remote control.
3. Select **Copy to TV memory & Play** in the USB tab to save the content for playing on the TV memory. The content plays back automatically after being saved on the TV memory.



Note

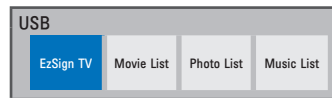
- The **USB** tab is selected by default and shown when a USB device is connected to TV.
- If there is not enough memory on the TV to save the content, the **Copy Failure!** message is displayed for 5 seconds before returning to the previous screen.

Viewing Content on TV

You can play the content saved in the USB device or TV memory on LG EzSign TV.

Viewing Content Saved in the USB Device

1. Insert the USB device containing the EzSign TV content into the USB port on the television. The following is displayed on the TV screen.



2. Select **EzSign TV** using the TV remote control.
3. Select **Play** in the **USB** tab to play the content.

Note

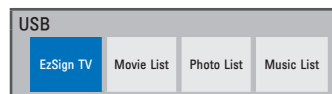
- You can switch between the EzSign TV content being played and the live TV program by pressing the button on the TV remote control.

| | |
|--------|---|
| Exit | The content stops playing, and the live TV program comes back on. |
| Portal | The screen stops displaying the live TV program, and switches to the EzSign TV content. |

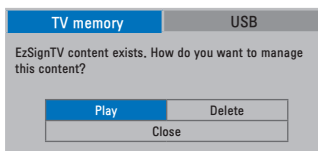
- It is recommended that you copy files to the TV memory before playing them, as playing directly from the USB memory for an extended period of time may cause the device to overheat.

Viewing Content Saved on the TV Memory

1. Press the **Menu** button on the TV remote control.
2. Select **My Media** using the remote control.
3. Select **EzSign TV**.



4. Select the **TV memory** tab.



5. Select **Play**. The content starts playing.

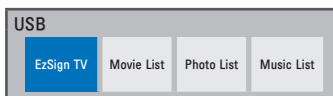
Note

- You can switch between the content being played and the live TV program by pressing the button on the TV remote control.

| | |
|--------|---|
| Exit | The content stops playing, and the live TV program comes back on. |
| Portal | The screen stops displaying the live TV program, and switches to the EzSign TV content. |

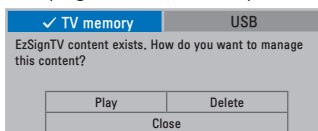
Checking the Location of the Content Being Played

1. Press the **Menu** button on the TV remote control while playing the content.
2. Select **My Media** using the remote control.
3. Select **EzSign TV**.

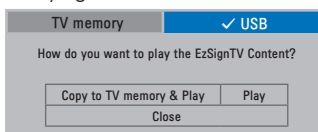


4. The highlighted tab with the ✓ symbol indicates the location of the file currently being played.

<Playing from TV memory>



<Playing from USB device>

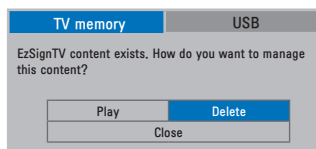


Deleting EzSign TV Content from the TV Memory

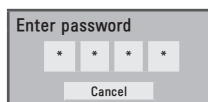
1. Press the **Menu** button on the TV remote control.
2. Select **My Media** using the remote control.
3. Select **EzSign TV**.



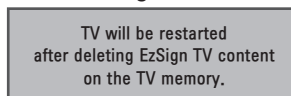
4. Select the **TV memory** tab.



5. Select **Delete**.
6. In the pop-up window, enter the 4-digit TV password, and select **Close**.



After the password input, the message below appears for 5 seconds before the TV is turned off and on again automatically.



Note

- For more details on how to set and change a TV password, refer to the LG EzSign TV Manual.

