

USER'S MANUAL OF IMPOSA PLAYER

Version: 1.47



CONFIGUREURATION OF SYSTEM PLATFORM:

- ◆ System: WINDOWS2000/XP or higher versions
- ◆ Frequency: 60Hz or better
- ◆ Memory: 256M or better
- ◆ CPU: 1G Hz or better

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1. Installation

Insert the Imposa™ Player CD-Rom into the computer's CD-ROM driver. Double click the Setup.EXE to install the software. Installation as the following steps:

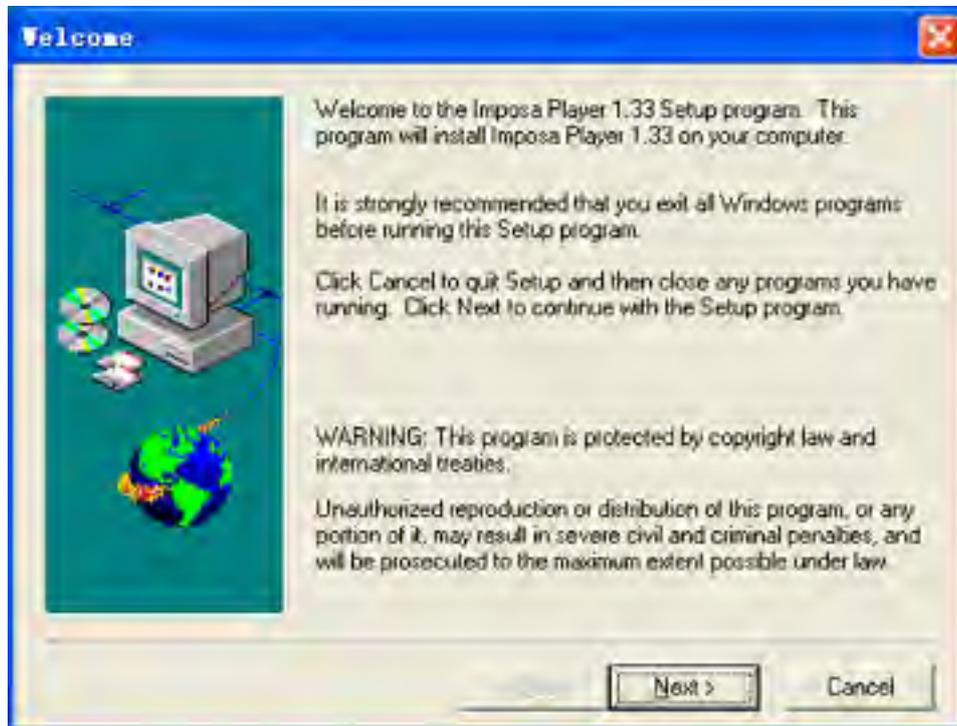


Figure 1.1 Starting Installation

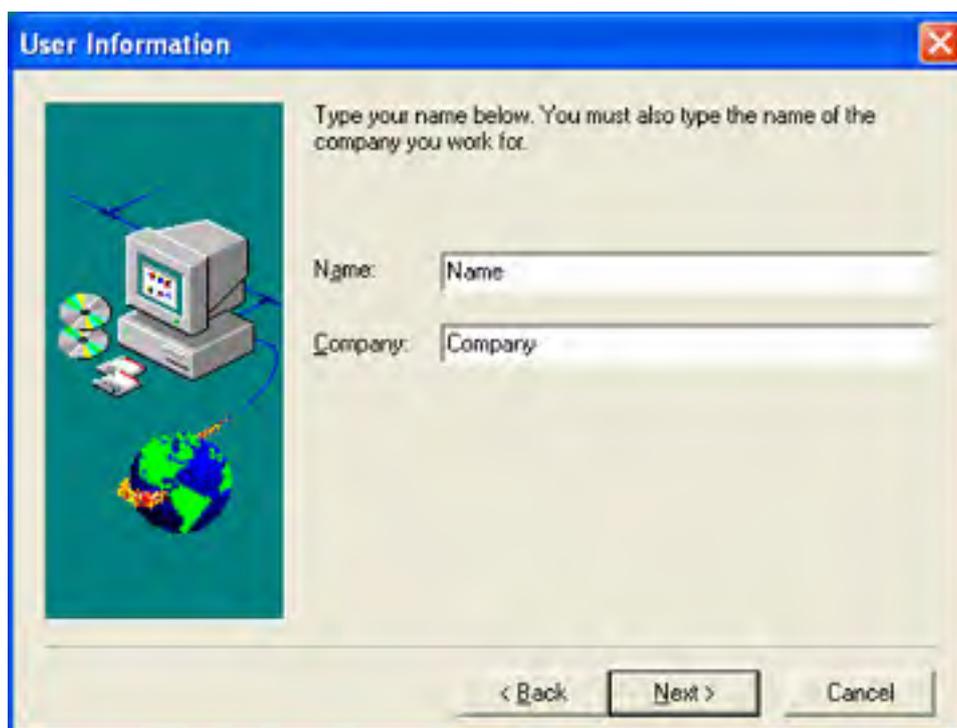


Figure 1.2 Input User's Information

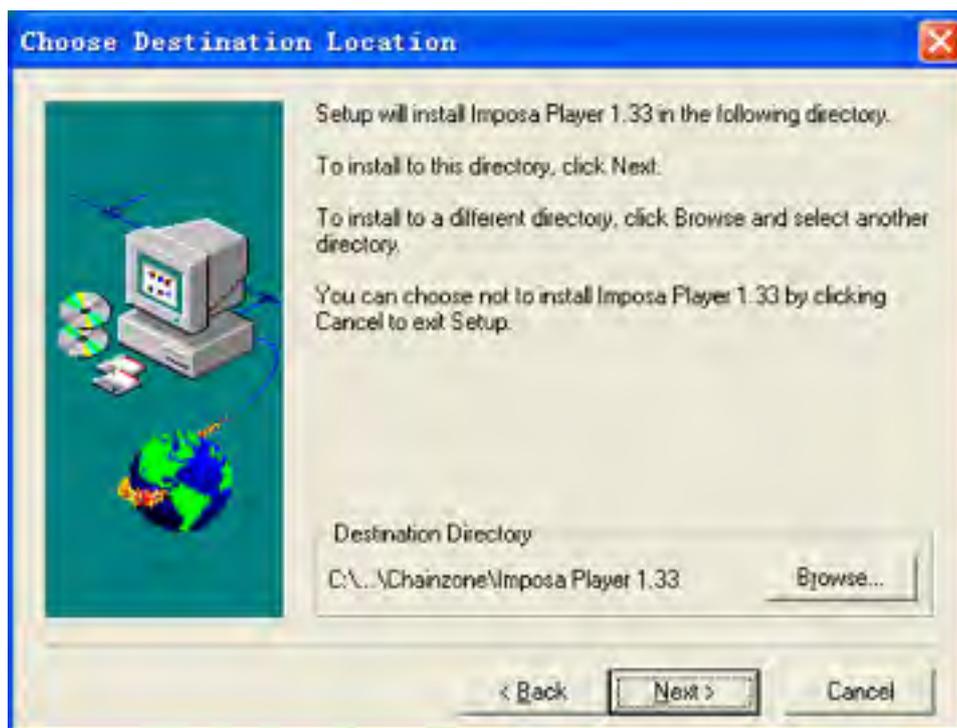


Figure 1.3 Change Destination Directory of Software

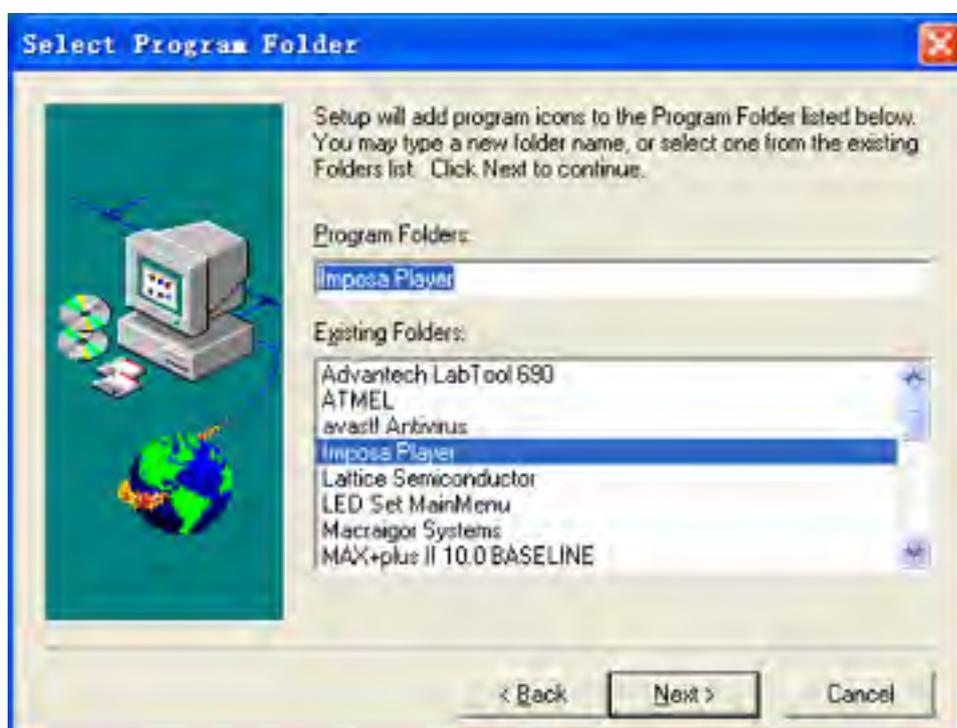


Figure 1.4 Select a program installation folder

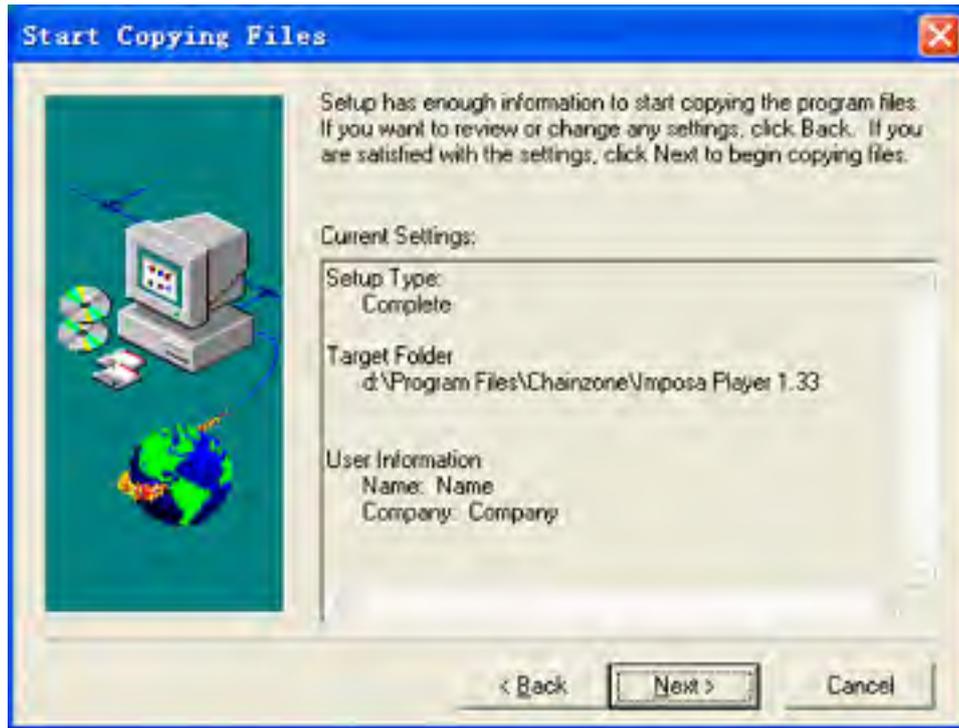


Figure 1.5 Start Copying Files

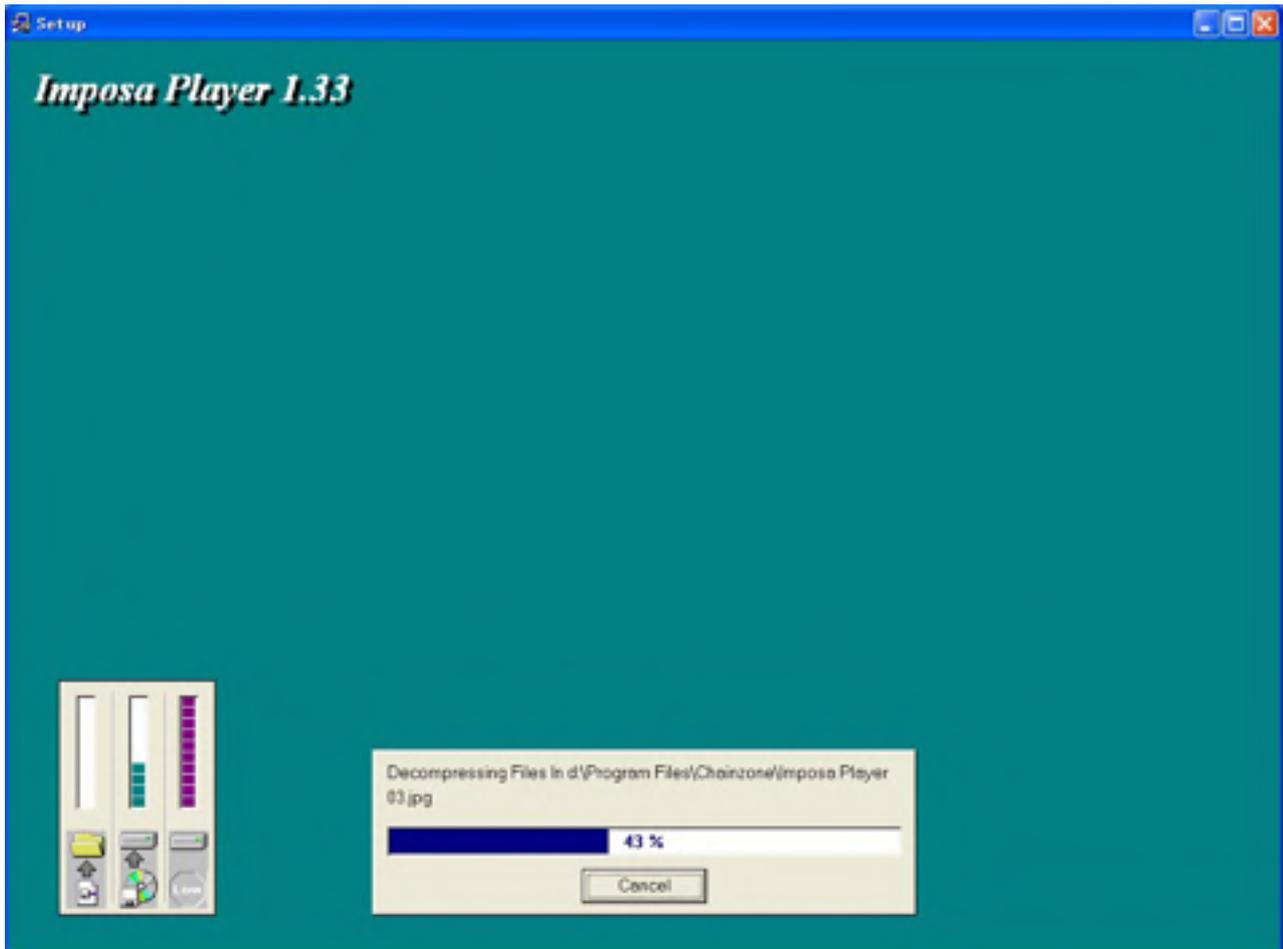


Figure 1.6 Installing



Figure 1.7 Installation Complete

Press the button **Finish** to exit after installation.

2. Brief Introduction

Keywords:

Program Window; Picture; Text; Video; Clock; Timer; Flash; Excel; PowerPoint; Exe File

The Imposa™ Player is large-screen director software that can play files of various formats. Currently, it can play 9 styles of files, including Picture files, Text Files, Video Files, Clock, Timer, Flash, Excel, PowerPoint and Exe Files.

IMPOSA Player has a diversified approach to Picture Files. It supports picture formats like bmp, jpg, jpeg, ico, emf, wmf and so on. It offers 172 display modes to each picture format. You can not only set the display modes, but also super-impose transparent characters to the picture files.

As for Text Files, IMPOSA Player supports three formats, txt, rtf and doc. It can also revise the text files without stopping playing them. It can revise the font and character size; can change text color and background color; modify display modes, without changing the

source text file.

For video files, it supports the formats as following,

.AVI;.MPEG;*.MPG;*.WMV;*.MLV;*.DVR;*.DAT;*.MPE;*.MP2;*.MPA;*.WMA;*.WMD;*.MID;*.RMI;*.MIDI;*.WAV;*.SND;*.AU;*.AIF;*.AIFC;*.AIF;*.MP4;*.ASX;*.MOV;*.MPGA;*.OGG;*.AAC;*.VP6, etc. It can also set the time and duration of video files.

Clock File means to edit a Simulation Clock on LED screen. You can add background color to the clock, change the color of clock and add fixed text to display.

The Timer function can count and display time in two ways: either to count down to one day in the future to tell people how many days remain till that date, or to count down to one day in the past to remind people how many days have passed ever since.

Flash File supports Flash Animation of formats swf and fla. With this function, you can also set the time and duration of Flash Files.

With Excel, Excel Files of formats like xls, xlsx, xlsb, and xlsxm can be played on screen. Three display modes are for choices: Stretch, Center, and Zoom.

PowerPoint is to play slide show files generated by PowerPoint software. PowerPoint function can support the formats of pptm, pptx, potm and potx. PowerPoint Files can be played in either of the two ways: 1) to add a ppt file in the program window; or 2) to play a ppt file in the PowerPoint play interface.

As for Exe Files, a special window can be opened for viewing the status of the file being executed.

Finally, if you choose to add all files, there is no restriction on file type among the above file types. That is to say, you can play all files in the same one window, or you can add several windows to a file list so that the software can play from one window to the next in order.

In order for convenient test of screen, the Imposa™ Player is equipped with the tool named "Test". With this tool, you can test the status of screen and find out if there are dead pixels, tearing, flash or shake in it. This is a very convenient tool for maintenance and servicing of the LED screen.

3. Display Programs

Click **Start → Programs → Imposa Player → Imposa Player.exe** to start running the newly installed software Imposa™ Player. As in the following Figure 3.1, you can see something being played when you run the software Imposa™ Player.



Figure 3.1 (1) Window of operation

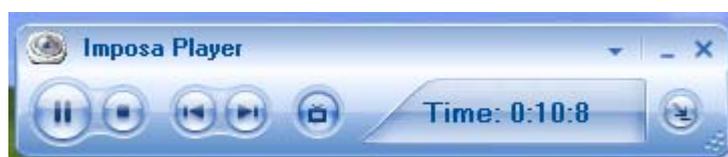


Figure 3.1 (2) Control Bar

The button  at top right corner of the Control Bar is a System Menu; click it and three options will pop up.

Open list ---Click it and directory of the current program and play list will appear

Play log --- To list the location and time of programs

About ---- To illustrate the version of software

The following Figure 3.2 shows a play file list window.

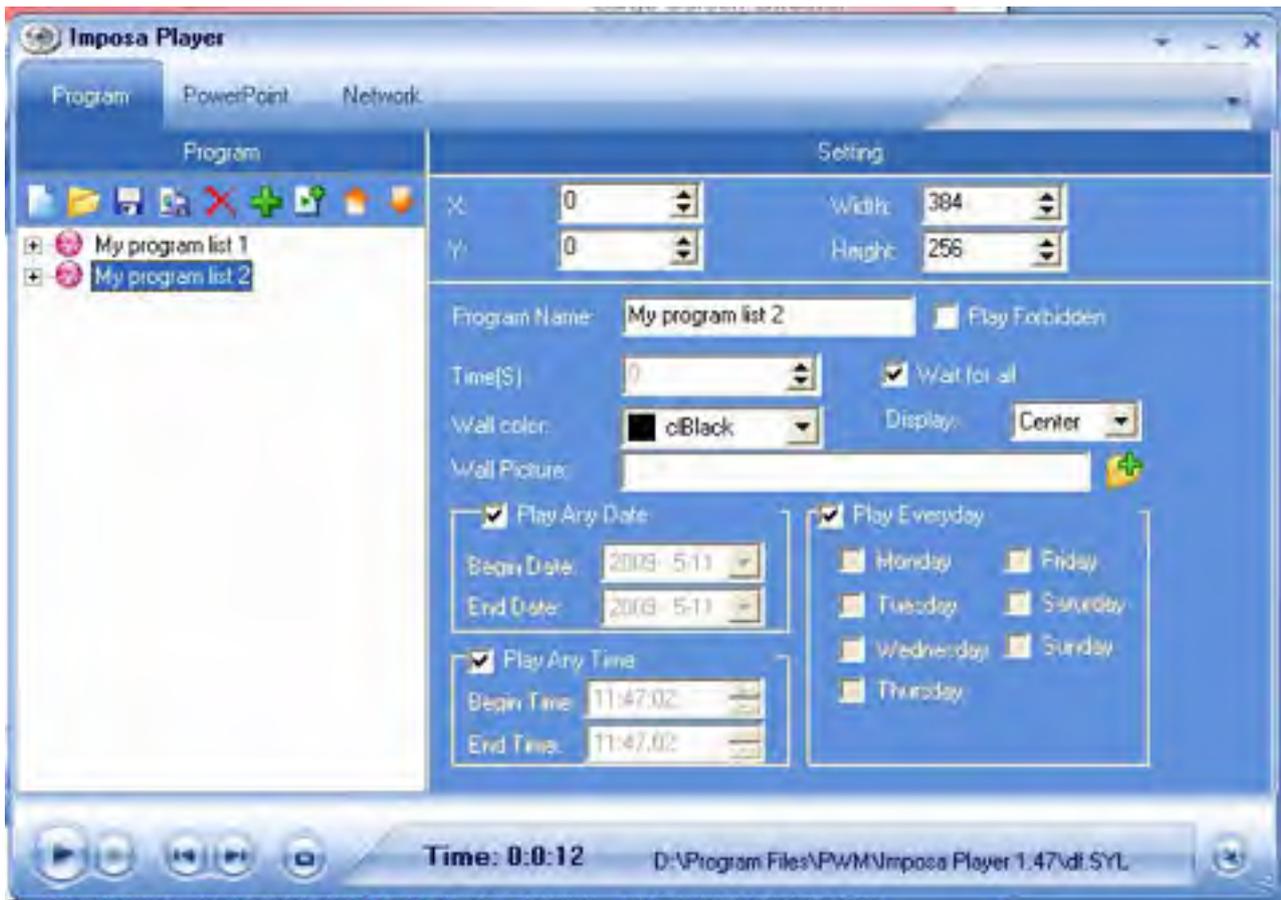


Figure 3.2 Play file list

After installation, the default operation interface is in English. You can change the language to Chinese according to the following operation, or change to German.

Click the menu button  on the upper right corner. Select between English, German and Chinese in Language of the pop-up menu, as shown in Figure 3.3.



Figure 3.3 Shift between languages

Switch to Chinese interface or German interface as the Figures below.



Figure 3.4 (1) Interface in Chinese

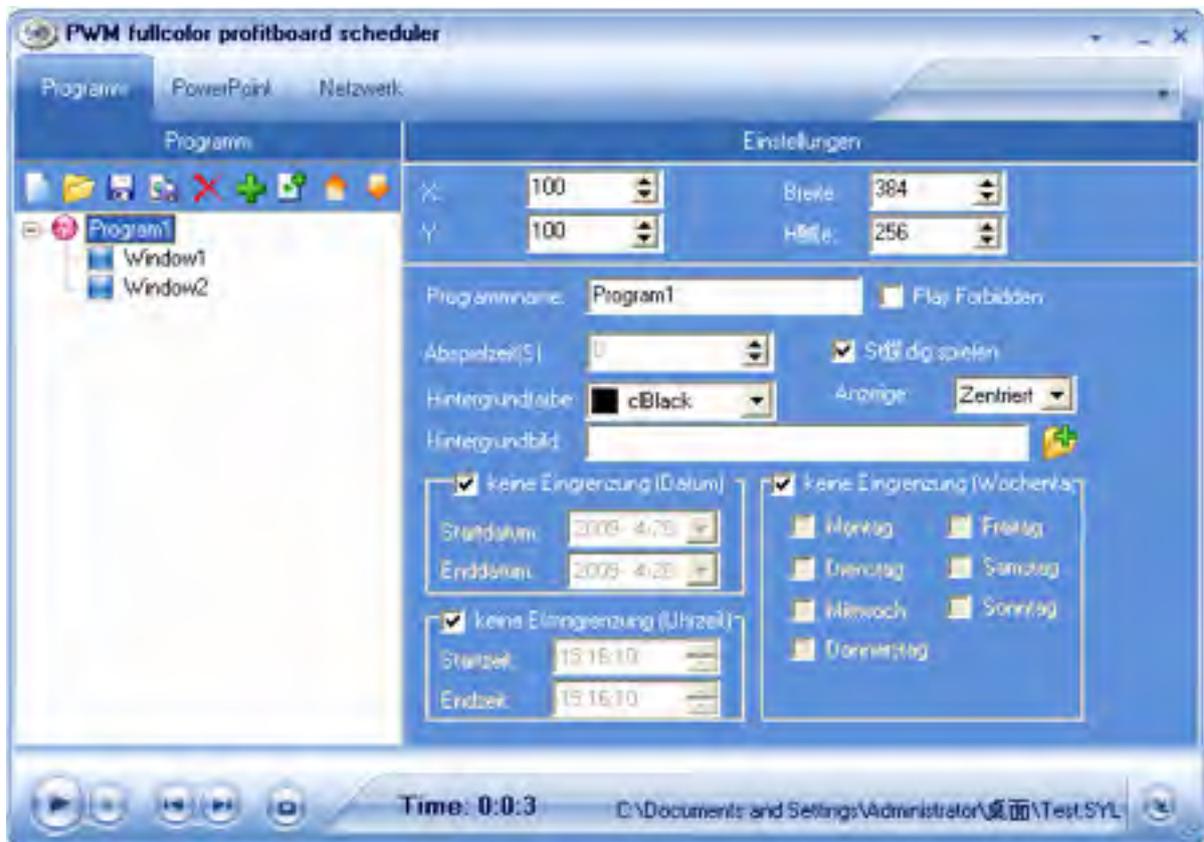


Figure 3.4 (2) Interface in German

3.1 Introduction to Programs

For the convenience of introduction, we will delete a program which has already been in existence. Let's select Program1, click the button . A prompt will pop up as shown in Figure 3.5. Click 'Yes' to confirm the deletion. From this first operation on, this prompt will appear every time you delete a file. It is for avoiding deletion of files by mistake.

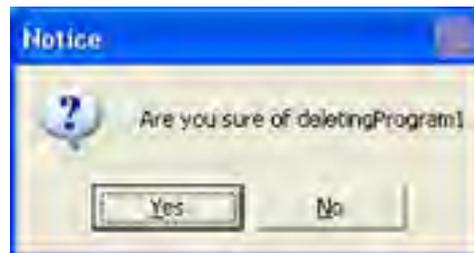


Figure 3.5 Prompt message

Now let's add a program. Click the button  and we will see a dialog box pop up, as shown in the Figure 3.6.

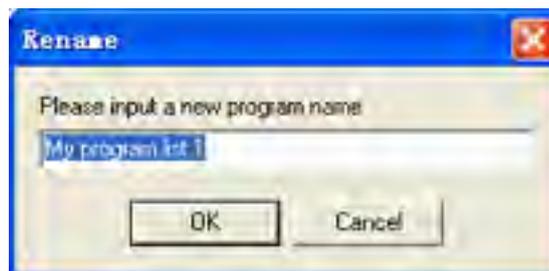


Figure 3.6 Adding a new program

Let's add one more program. Click the button  and we will see a dialog box pop up, as shown in Figure 3.6(2).

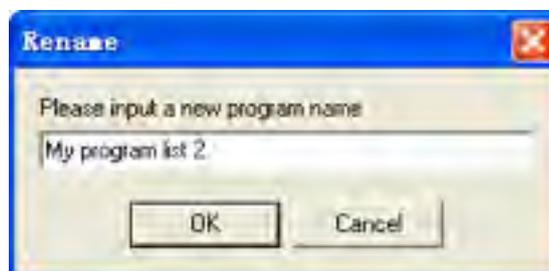


Figure 3.6(1) Rename the new program

If you don't like the program name generated by software, you can change it to your heart content. For example, changing Program1 into 'My PlayList 1', and click OK, as shown in Figure 3.7.

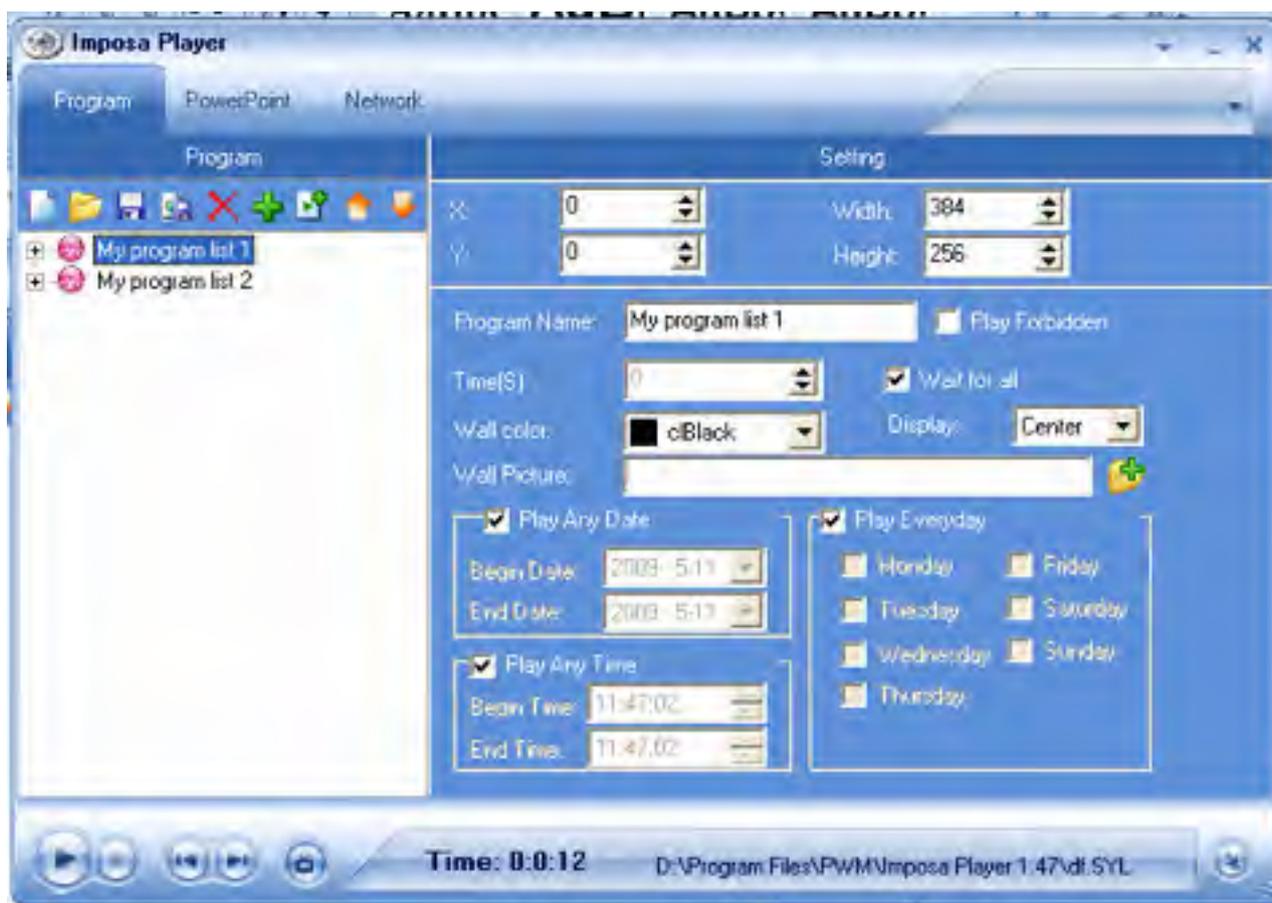


Figure 3.7 Adding New Program

When there are many Program Lists, and you only want to play some of them, you can use the Play Forbidden function. Selecting the programs not to be played, ticking the Play Forbidden, the selected programs will be forbidden.

In order to familiarize you with the following operations, it is imperative to know first the buttons' function and operation with programs.

- : To creating a new Program List;
- : To open a Program List;
- : To save a Program List;
- : To save as...;
- : To delete a Program List or a play window list;
- : To add a Program List;

- : To add a new play window button;
- : To move up a Program or window;
- : To move down a Program or window;
- : To start to play a Program List;
- : To hold a Program List to a pause;
- : To stop playing a Program List;
- : To play the previous file;
- : To play the next file;
- : To hide/display the main operation interface;
- : To switch between the main operation interface and the mini operation interface.

Now that we have finished introducing the “Program” buttons, let’s go to the settings of the Programs.

X:	<input type="text" value="552"/>	Width:	<input type="text" value="398"/>
Y:	<input type="text" value="41"/>	Height:	<input type="text" value="198"/>

Here you can set coordinates and size of the Program window on the monitor.

<input type="checkbox"/> Play Any Date	
Begin Date:	<input type="text" value="2007-03-08"/>
End Date:	<input type="text" value="2007-03-08"/>

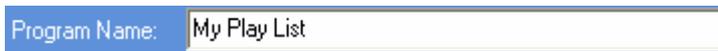
Here you can set starting and ending dates of Programs.

<input type="checkbox"/> Play Any Time	
Begin Time:	<input type="text" value="11:46:10"/>
End Time:	<input type="text" value="11:46:10"/>

Here you can set starting and ending time of Programs.



Here you can decide on which day of week the program will be played.



Here you can change the name of program.



Here you can set play time to be 50 seconds or continuous play without stop.



Here you can set background color.



Here you can set a wall paper. You can do so simply by clicking the button .



Here you can set the display mode of the background picture.

3.2 Picture Files

Click the button  to add a window and then name it "Picture". See Figure 3.8



Figure 3.8 Adding a new window

Now we have a program called "Picture" in "My Play List". The setting interface is automatically switched to "Picture". See Figure 3.9.

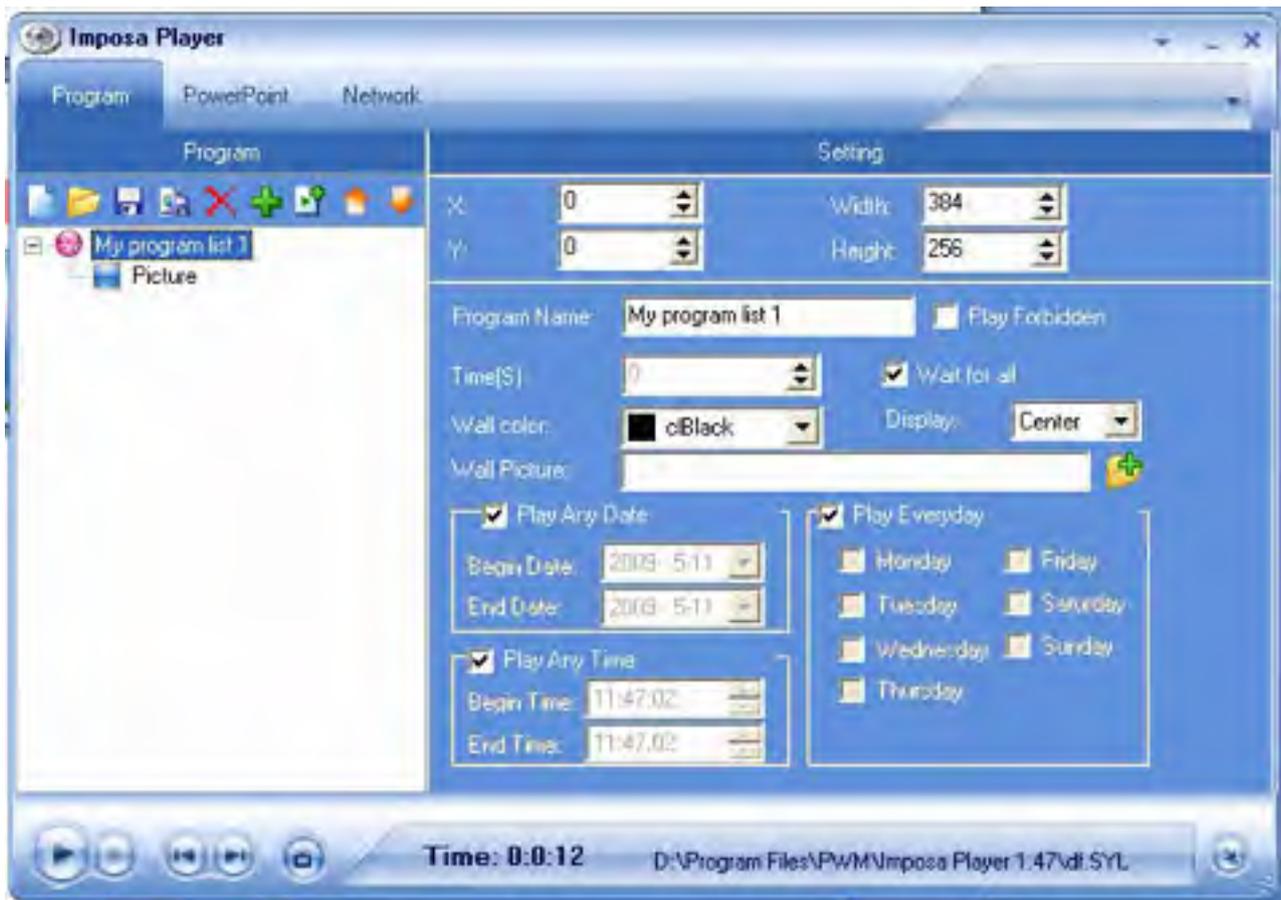


Figure 3.9 The “Picture” window setup interface

You will also see a smaller window appear inside the large window. See Figure 3.10.



Figure 3.10 Program window and “Picture window”

Place the cursor inside the “Picture” window or Program window. While pressing the left button of the mouse, drag the “Picture” or Program window to the right position. The operation of positioning of the two windows can also be achieved by parameter setting.

Click the button  to start adding pictures as is shown in Figure 3.11. In “File stile selection”, select “Picture” , and then click “OK”



Figure 3.11 Selecting the style of a file

As shown in Figure 3.12, you can select one or more pictures at a time and then click Open to add them to the list.

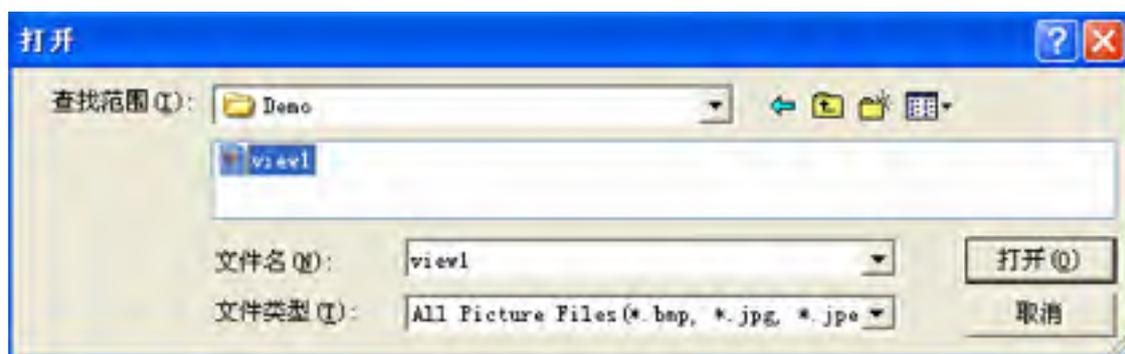


Figure 3.12 Opening a Picture File

As shown in Figure 3.13, after adding the pictures, you can preview them.

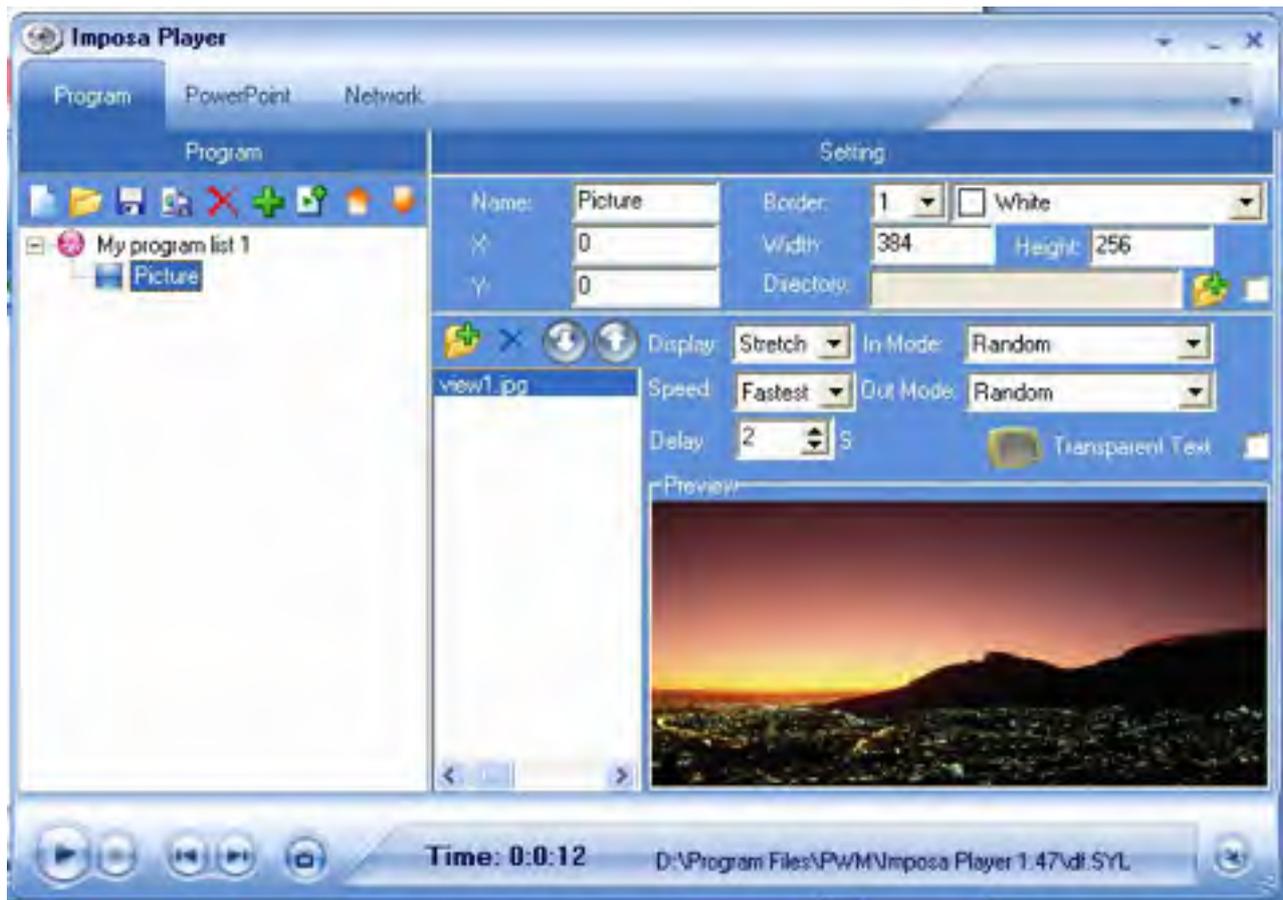


Figure 3.13 Adding Picture Files to a Play Window

Let's see what functions there are in the window of picture setting.



Here you can set the name and the border of a play window. Border line can be set as from 4 pixels wide to 0, with abundant colors of border for choice.



Here you can set the coordinates of the picture play window as in relative to the Program window.

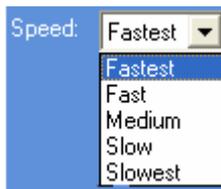


Here you can set the size of window for playing picture files.

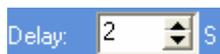


Here you can set the display mode of the pictures. There are 3 display

modes available, Center, Zoom, and Stretch.



Here you can set the speed of playing the pictures. There are 5 speeds available, Fastest, Fast, Medium, Slow and Slowest.



Here you can set the pause time of a picture to stay on screen. Unit of pause time is Second.



Here you can set the display modes. There are 172 modes available. See Table 1.



Here you can add a folder. Files in the folder will be played automatically.



Here you can super-impose transparent characters to screen. The icon in this color means that no transparent characters are super-imposed.



The icon in this color means that transparent characters are super-imposed and can be displayed on screen. If not ticked, it will not be displayed.

- For the method of use of the transparent characters, please refer to the Help in chapter 5.2.

Table 1:

SN	MODE	SN	MODE
1	Random	88	Criss Cross reveal from top right
2	Expand from left	89	Criss Cross reveal from bottom left
3	Expand from right	90	Criss Cross reveal from top left
4	Slide in from right	91	Criss Cross reveal bounce from top left
5	Slide in from left	92	Criss Cross reveal bounce from bottom left
6	Reveal from left	93	Criss Cross reveal bounce from top right
7	Reveal from right	94	Criss Cross reveal bounce from bottom right

8	Expand in from right	95	Criss Cross reveal from right top and bottom
9	Expand in from left	96	Criss Cross reveal from left top and bottom
10	Expand in to middle	97	Criss Cross reveal from left right and bottom
11	Expand out from middle	98	Criss Cross reveal from left right and top Criss Cross reveal from top left right and
12	Reveal out from middle	99	bottom
13	Reveal in from sides	100	Criss Cross reveal from bottom left top right
14	Expand in from sides	101	Uneven shred from bottom and right
15	Unroll from left	102	Uneven shred from top and right
16	Unroll from right	103	Uneven shred from bottom and left
17	Build up from right	104	Uneven shred from top and left
18	Build up from left	105	Uneven shred from horiz and right
19	Expand from bottom	106	Uneven shred from horiz and left
20	Expand from top	107	Uneven shred from bottom and vert middle
21	Slide in from bottom	108	Uneven shred from top and vert middle
22	Slide in from top	109	Uneven shred from centre
23	Reveal from top	110	Uneven shred to centre
24	Reveal from bottom	111	Reveal diagonal from top left
25	Expand in from bottom	112	Reveal diagonal from top right
26	Expand in from top	113	Reveal diagonal from bottom left
27	Expand in to middle (horiz)	114	Reveal diagonal from bottom right Diagonal sweep from top left bottom right
28	Expand out from middle (horiz)	115	anticlockwise Diagonal sweep from top left bottom right
29	Reveal from middle (horiz)	116	clockwise
30	Slide in from top/bottom	117	Starburst clockwise from center
31	Expand in from top/bottom	118	Triangular shred
32	Unroll from top	119	Fade
33	Unroll from bottom	120	Pivot from top left
34	Expand from bottom	121	Pivot from bottom left
35	Expand from top	122	Pivot from top right
36	Expand from bottom right	123	Pivot from bottom right
37	Expand from top right	124	Speckle appear from right
38	Expand from to left	125	Speckle appear from left
39	Expand from bottom left	126	Speckle appear from bottom
40	Expand from bottom right	127	Speckle appear from top

41	Slide in from top right	128	Random squares appear
42	Slide in from top left	129	Push right
43	Slide in from bottom left	130	Push left
44	Reveal from top left	131	Push and squeeze right
45	Reveal from bottom left	132	Push and squeeze left
46	Reveal from bottom right	133	Push down
47	Reveal from top right	134	Push up
48	Appear and Contract to top left	135	Push and squeeze down
49	Appear and Contract to bottom left	136	Push and squeeze up
50	Appear and Contract to bottom right	137	Blind vertically
51	Appear and Contract to top right	138	Blind horizontally
52	Appear and Contract to center	139	Uneven blind from left
53	Expand out from centre	140	Uneven blind from right
54	Reveal out from center	141	Uneven blind from top
55	Reveal in to centre	142	Uneven blind from bottom
56	Quarters Reveal in to middle	143	Rectangular shred
57	Quarters Expand to middle	144	Sweep clockwise
58	Quarters Slide in to middle	145	Sweep anticlockwise
59	Curved Reveal from left	146	Rectangles appear from left
60	Curved Reveal from right	147	Rectangles appear from right
61	Bars in from right	148	Rectangles appear from top
62	Bars in from left	149	Rectangles appear from bottom
63	Bars left then right	150	Rotation rectangle in centre
64	Bars right then left	151	Rotation star in centre
65	Bars from both sides	152	Spiral rectangle
66	Uneven shred from right	153	Circular shred
67	Uneven shred from left	154	Reveal V from left
68	Uneven shred out from middle (horiz)	155	Reveal V from right
69	Uneven shred in to middle (horiz)	156	Reveal V from top
70	Curved Reveal from top	157	Reveal V from bottom
71	Curved Reveal from bottom	158	Bow Tie Vertical
72	Bars from bottom	159	Bow Tie Horizontal
73	Bars from top	160	Diagonal Cross In
74	Bars top then bottom	161	Diagonal Cross Out
75	Bars bottom then top	162	Starburst anticlockwise

76	Bars from top and bottom	163	Zigzag horizontal
77	Uneven shred from bottom	164	Zigzag Vertical
78	Uneven shred from top	165	Diamond shred
79	Uneven shred from horizon	166	Reveal diamond out from centre
80	Uneven shred in to horizon	167	Reveal diamond in to centre
81	Curved reveal from top left	168	Diagonal Box Out
82	Curved reveal from top right	169	Pixelate
83	Curved reveal from bottom left	170	Dissolve
84	Curved reveal from bottom right	171	Random Bars Horizontal
85	Elliptic reveal out from center	172	Random Bars Vertical
86	Elliptic reveal in to center	173	Jump Out
87	Criss Cross reveal from bottom right	174	

The Figure 3.14 shows the effect of transparent characters “Welcome” being added to a picture



Figure 3.14 Playing a picture file

3.3 Text Files

Note: Some operations introduced before will not be repeated in the following chapters.

Now, let’s add a window special for Text Files to the program. Shown in Figure 3.15, the Text File window overlaps the Picture File window. We can drag the Text File window with mouse to place it next to the Picture File window. And you can see the two windows by simply clicking the program list, as in the Figure 3.16.



Figure 3.15 Two small windows overlapping

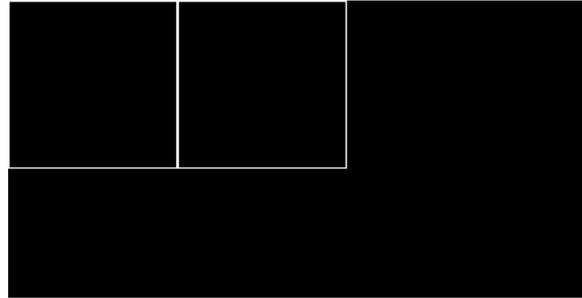


Figure 3.16 Two small windows side by side

Now you can add text files as shown in Figure 3.17. You can add text files like how you add picture files,

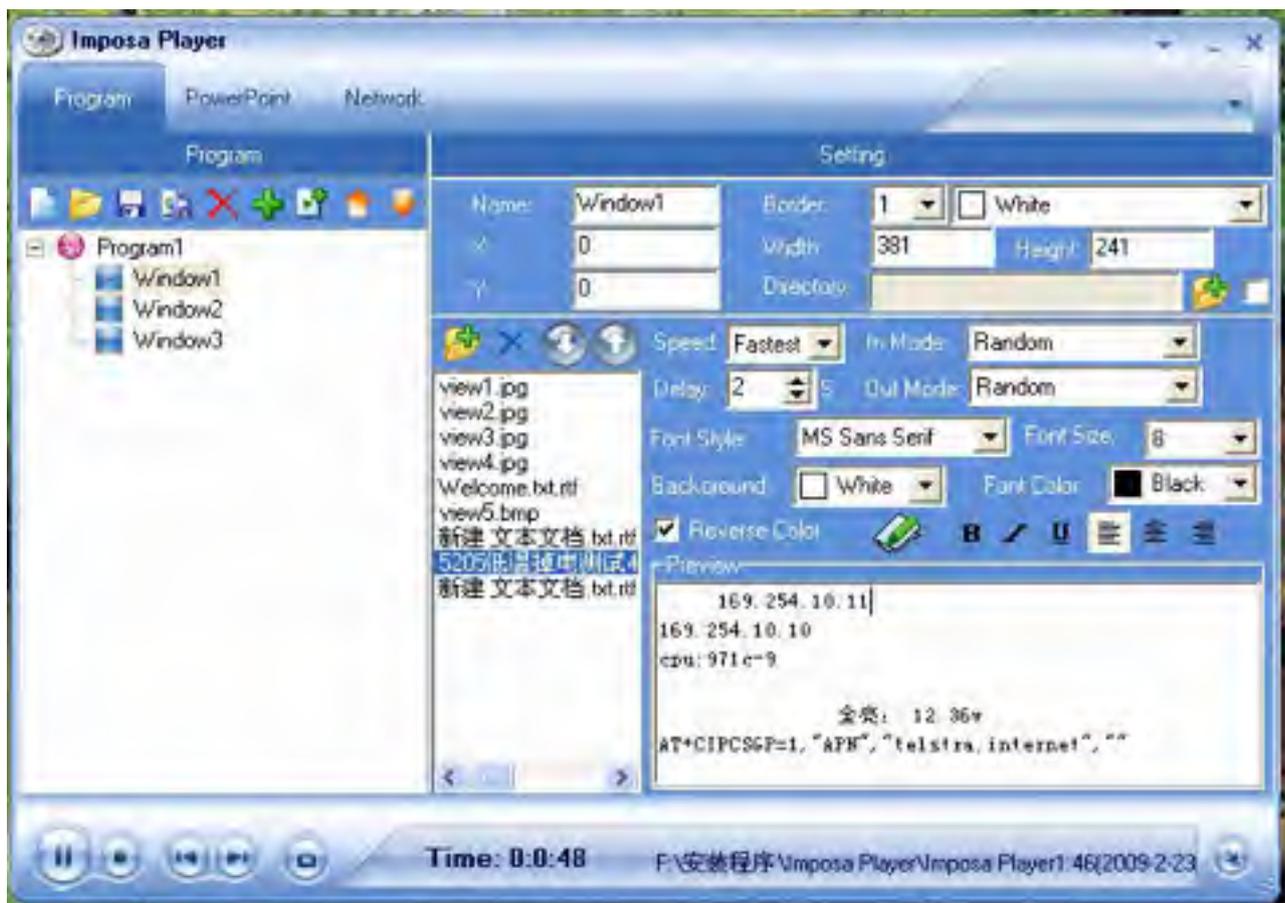


Figure 3.17 Text File play window

You may have noticed that there are some functions which you have already seen in previous sections. However there are some unique functions you will find only here. The below will be about some unique functions in this play window.



Here you can set the font and size of characters of Text Files.



Here you can set background color of a Text File.



Here you can set the color of the Text Files

Reverse Color Here you can reverse the background color when necessary.



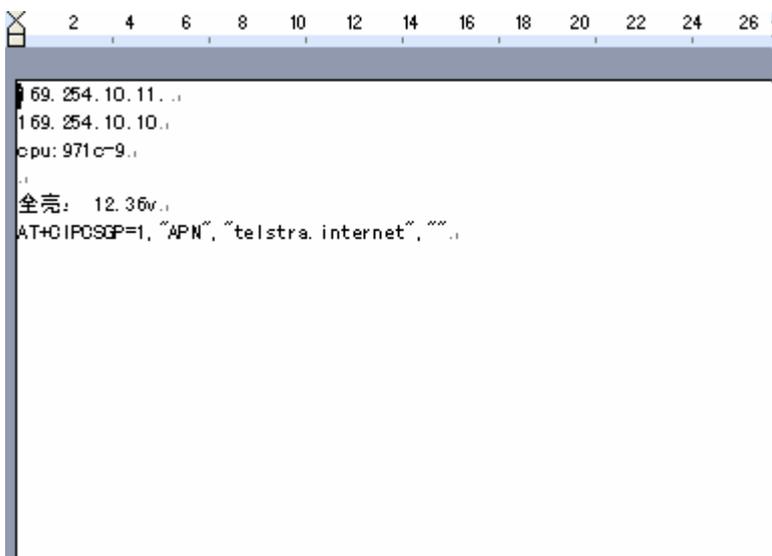
Here the display position and content of a Text File can be dynamically set according to the size of screen.

Effect of Text File before being edited:

```
169.254.10.11.
169.254.10.10.
cpu:971c-9.

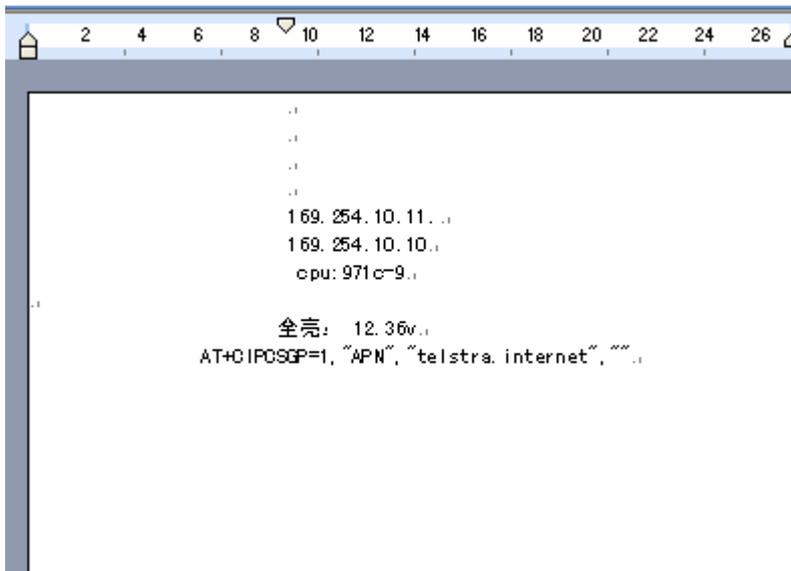
全亮: 12.36v.
AT+CIPCSGP=1,"APN","telstra.internet",""
```

Once edited, save the text file:

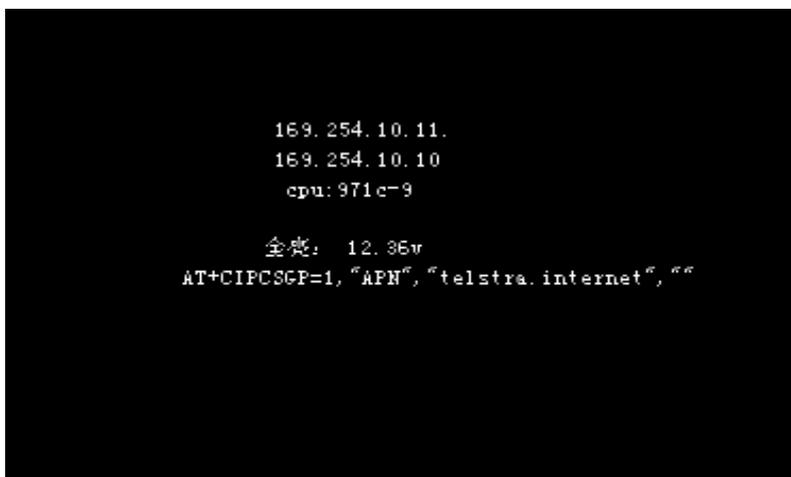


```
169.254.10.11.
169.254.10.10.
cpu:971c-9.

全亮: 12.36v.
AT+CIPCSGP=1,"APN","telstra.internet",""
```



Effect of Text File after editing:



B **I** **U** **≡** **≡** **≡** Here you can set the display effect of text.

Click right mouse button at the Preview window, and you will see the Text Editor pop up, as shown in Figure 3.18. Settings of Text File in the Text Editor are identical to that of in the play Window. While settings of Text File in the preview are different from that of in the play window (mainly different in newlines, and the rest settings are identical).

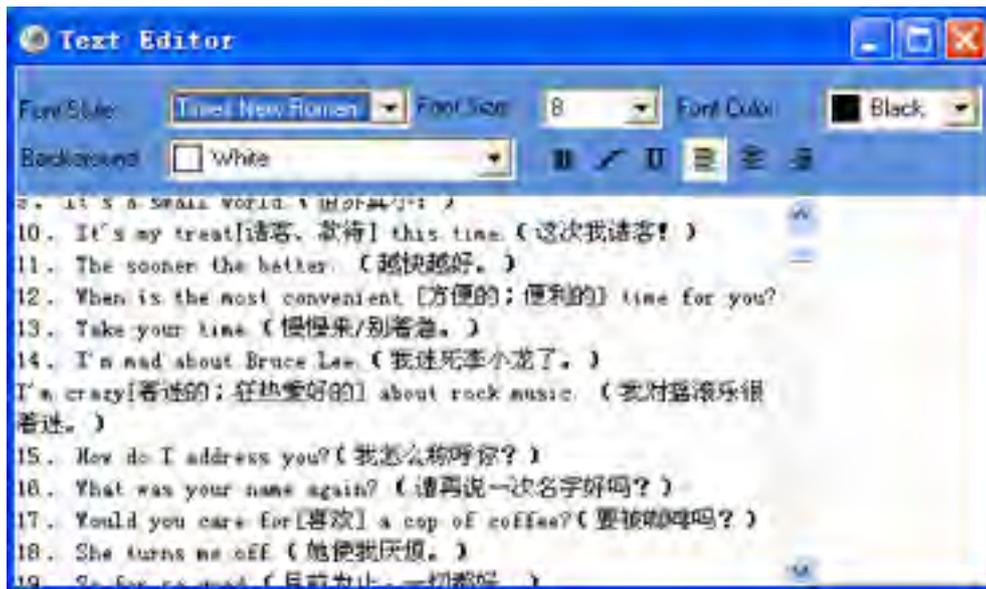


Figure 3.18 Text Editor

Figure 3.19 shows a play window playing a text file.

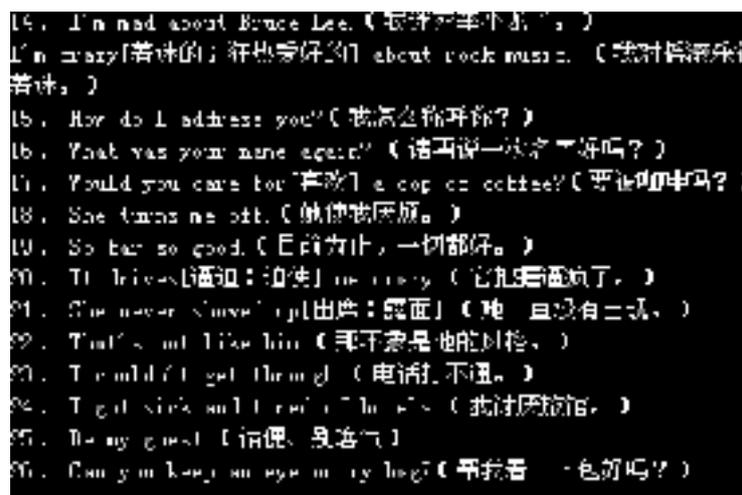


Figure 3.19 Text play window

3.4 Other Files

There are few control functions with the next types play files, and operations of the control functions are very simple. We will introduce all the next functions in one Play Window named as "Others", like in the Figure 3.20.



Figure 3.20 Setup interface of the “Others”

3.4.1 Play Video Files

Here in the window of “Other Files”, you can add video files. Plenty of video formats can be played by IMPOSA Player, such as mpeg, mpg, avi, DVD, real video and so on. We will take AVI format file for example. See Figure 3.21.

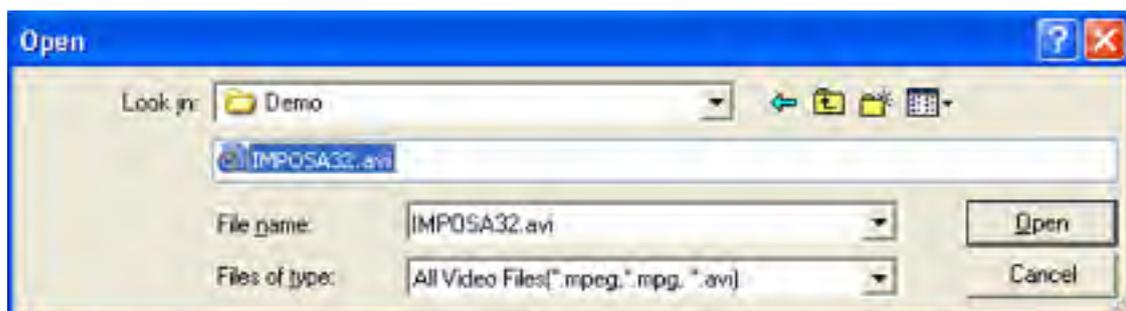


Figure 3.21 Adding a Video File

After an avi file is added, you will find it in the “Others” play window. As you can see in Figure 3.22, the avi setting interface is almost the same as those of other file types introduced in the previous sections. Preview function in the interface is not available for any video files. All the other settings of video files are the same as those described in the previous sections.

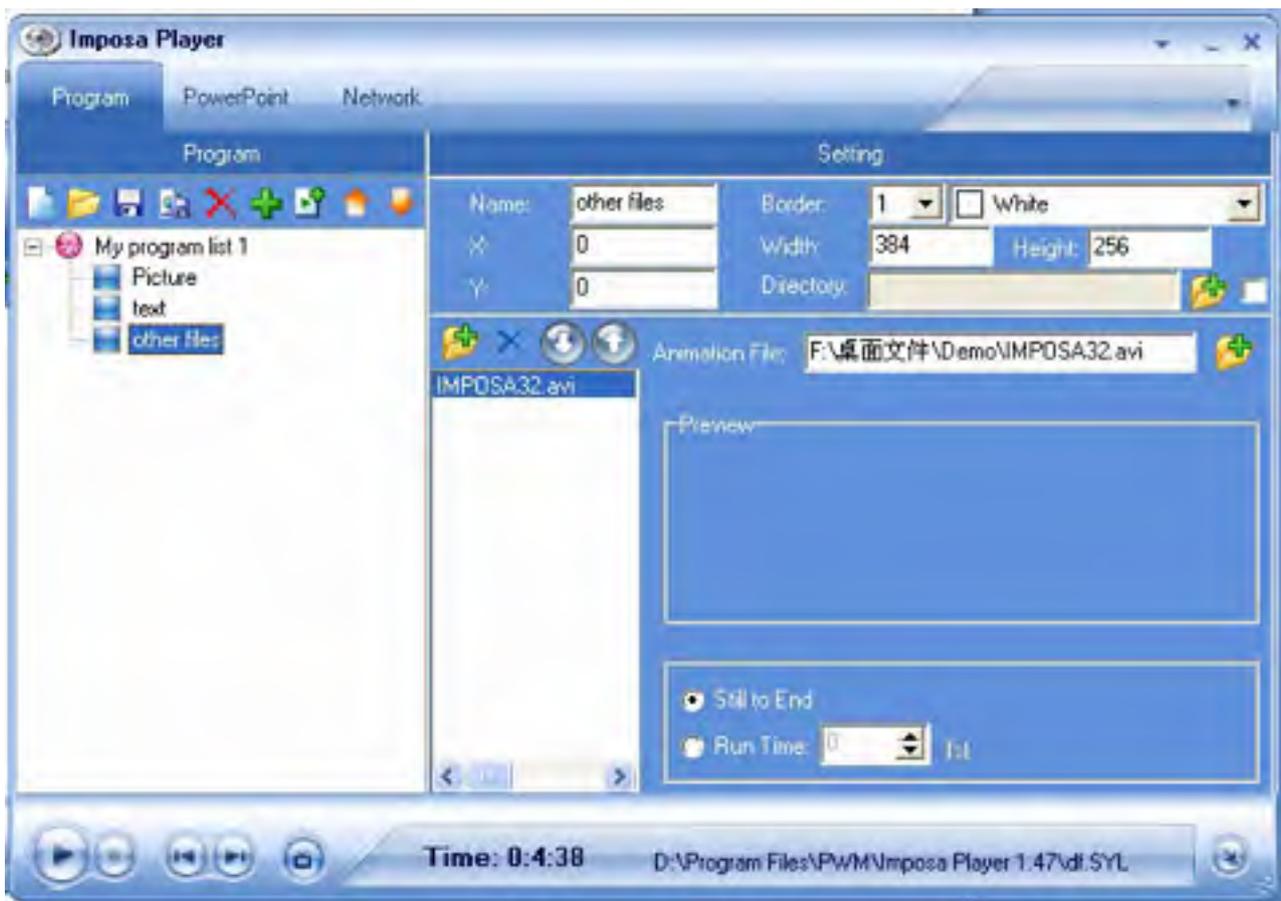


Figure 3.22 Setup Interface of Video Files (avi format for example)

3.4.2 Play Clock

Here you can add a clock in the window named “Others”. Setup interface of clock is shown in Figure 3.23

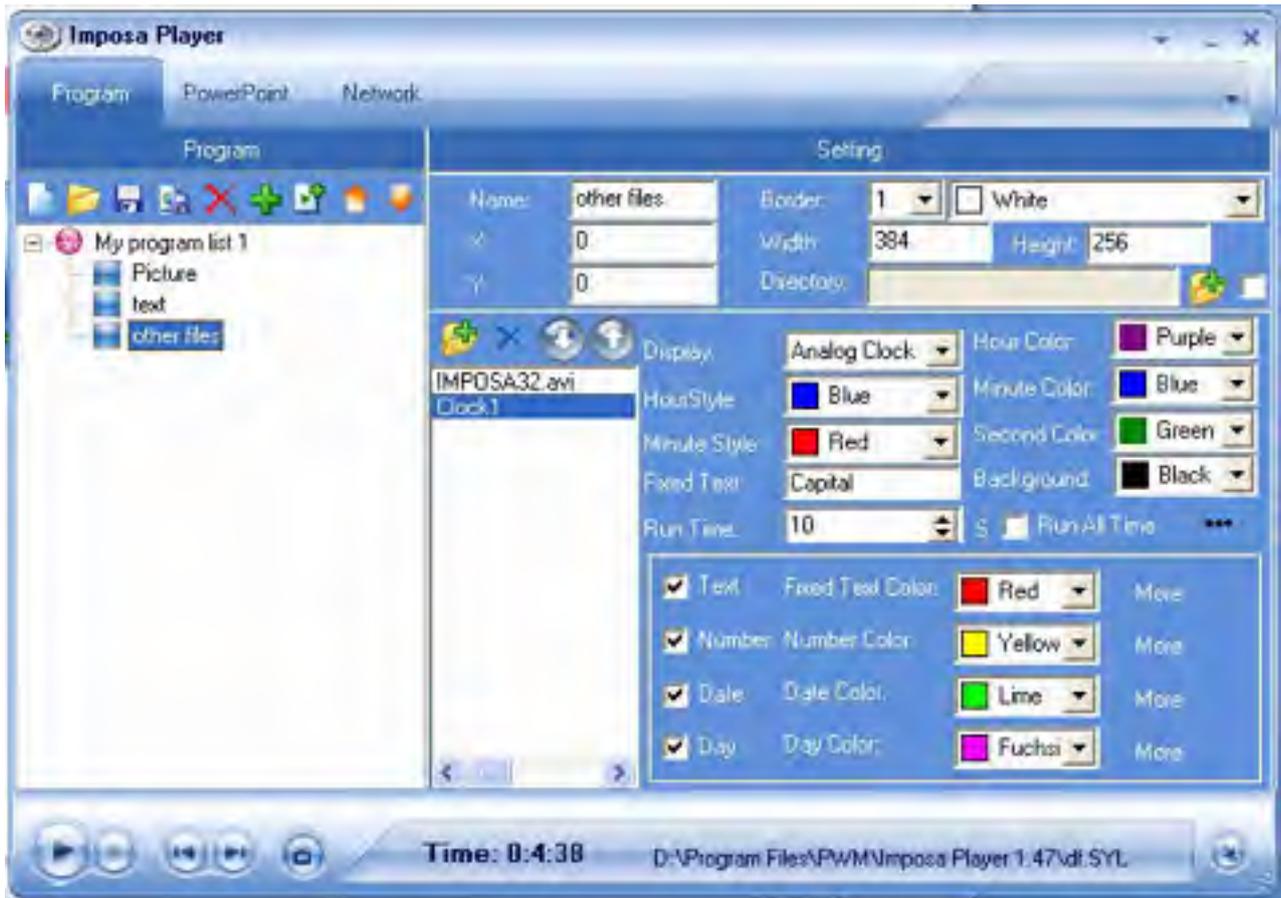
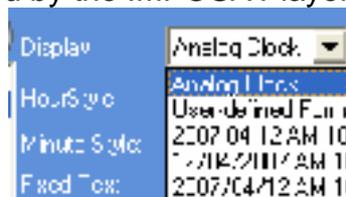


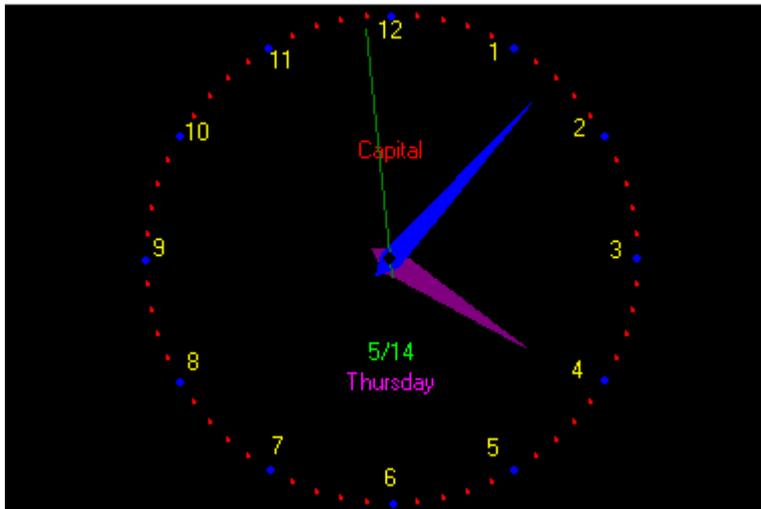
Figure 3.23 “Clock” setting interface

Five formats of clock are provided by the IMPOSA Player:

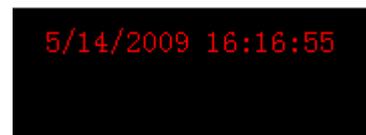


Format 1

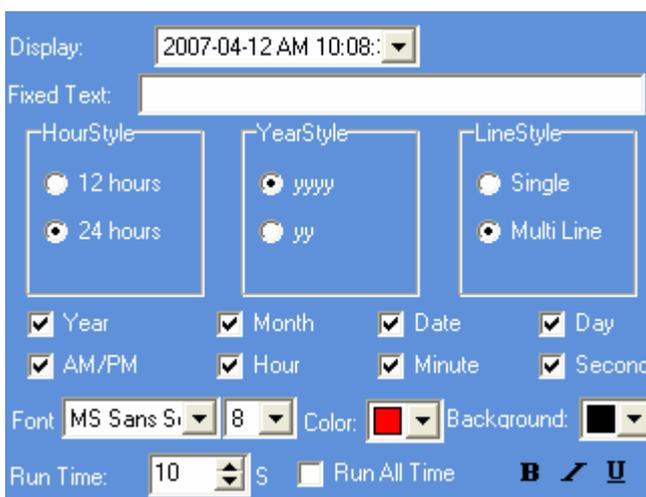




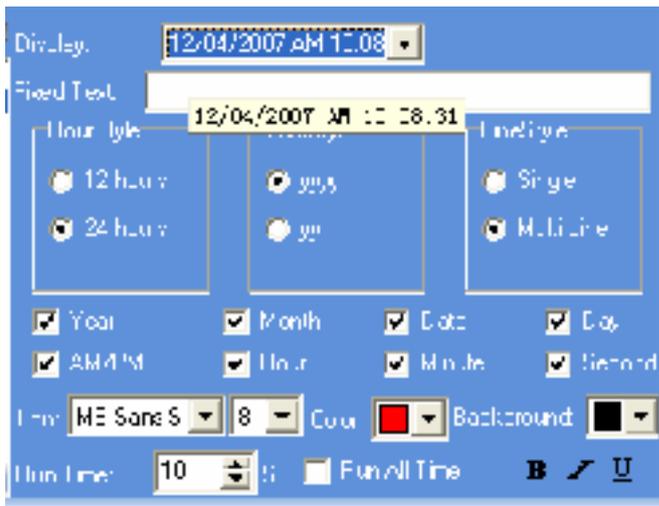
Format 2



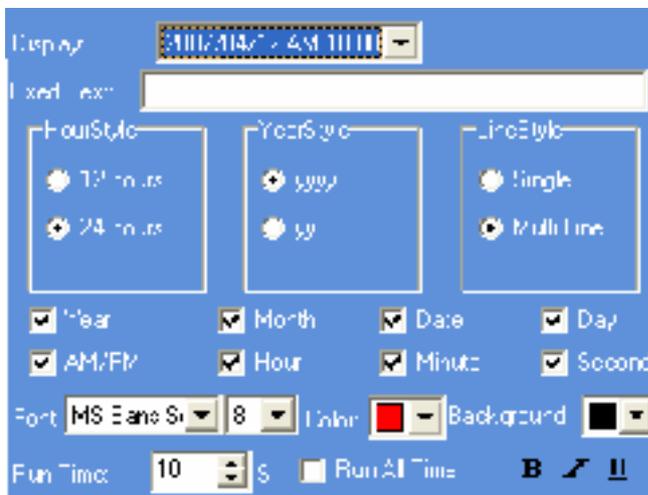
Format 3



Format 4



Format 5



Each format has its own parameter settings, such as background color, character size and colors and so on.

☰ This button means More Settings. With this button, you can switch to BackGround Picture of clock, as shown in Figure 3.24.



Figure 3.24 Adding wall paper to the clock



Figure 3.25 Playing the clock

The Figure 3.25 shows a simulation clock being displayed.

3.4.3 Play Timer

You can add a Timer to the window“Others”. Figure 3.26 shows the setup interface for the Timer.

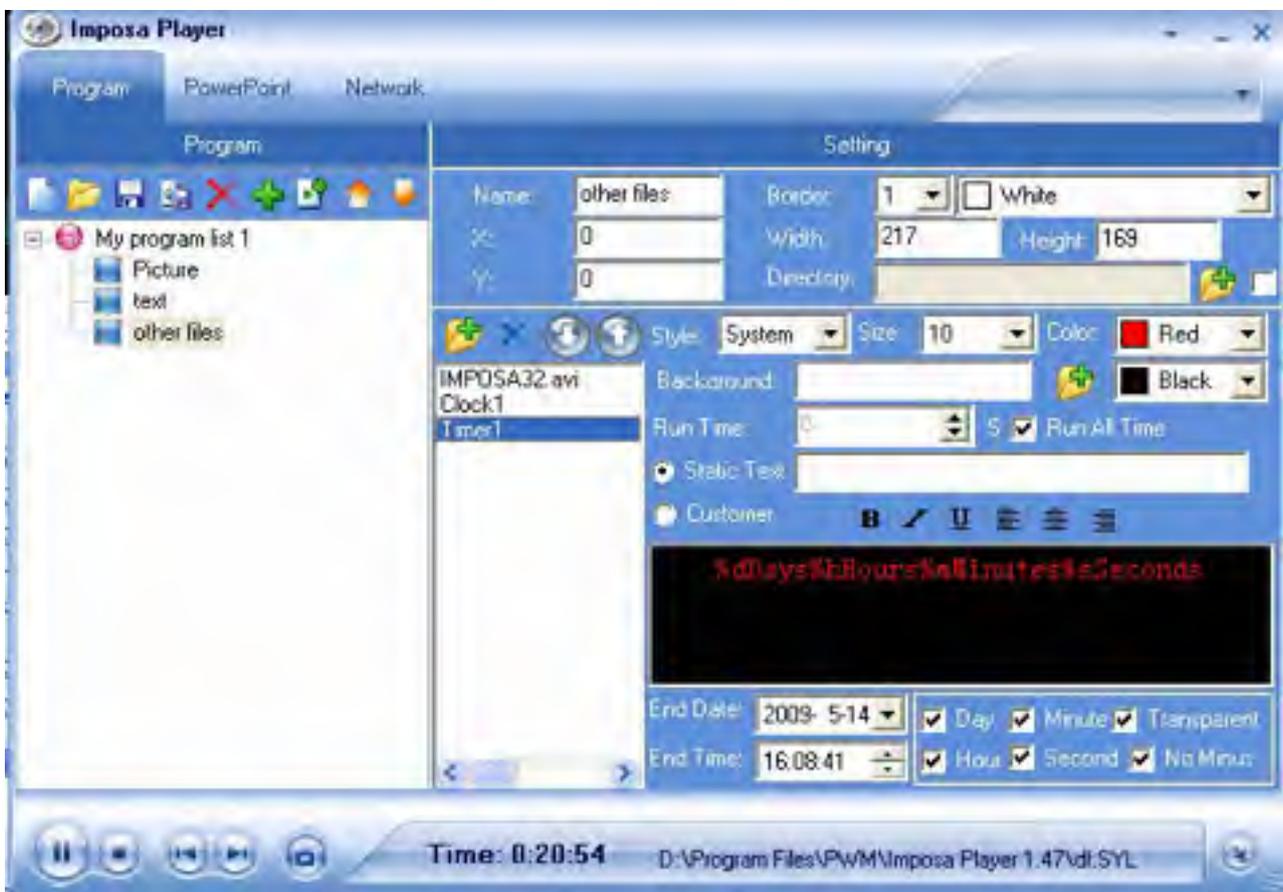


Figure 3.26 Setup Interface for Timer

Style: Size: Here you can set the font and size of characters.

Color: Here you can set color of the characters to be displayed.

Background:  Here you can set the background picture or the background color.

Static Text Here you can input static characters.

Customer
 Customer defined characters.

End Date:
 End Time: To set the ending date and ending time of a Timer.

Day Minute Transparent
 Hour Second No Minus To set whether to display date, hour, minute, second, transparent, and whether to add a minus symbol in front of time.

Notes: The “No Minus” setting is just a selection of whether to display the minus symbol when display a time in the past. The transparent mode is only valid for static characters.

The Figure 2.27 shows a play window of timer.



Figure 3.27 Timer play window

3.4.4 Play Flash Files

You only need to add a flash file and play. As you can see in the following Figure 3.28. The setting interface is the same as that of the Video Files

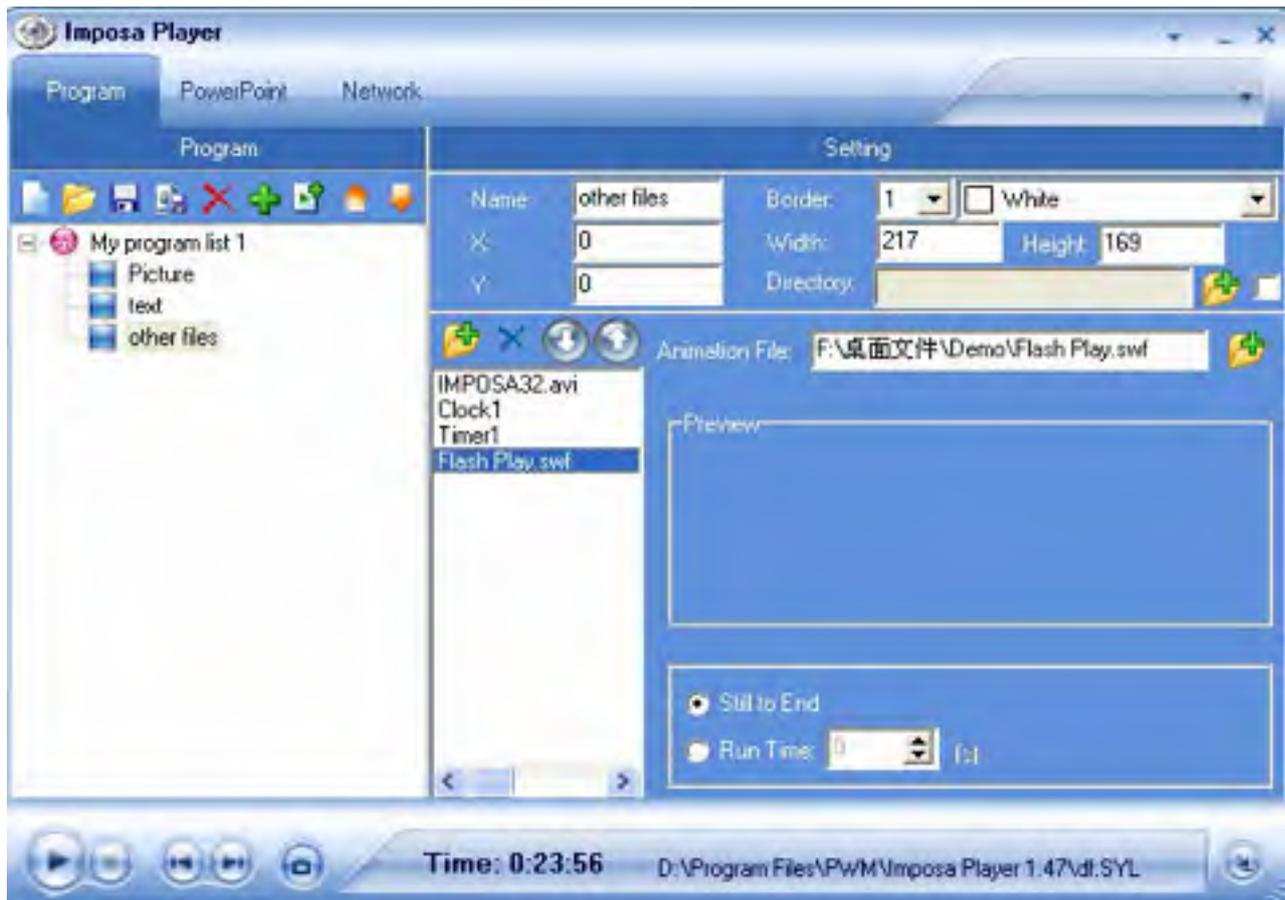


Figure 3.28 Flash play setting interface

Double click Flash Play.swf, and it will start playing. See Figure 3.29.



Figure 3.29 Playing a Flash File

3.4.5 Play Excel Files

The Excel files can also be played by Imposa™ Player in a fixed window. You simply need to add the Excel file to the window “Others” . See Figure 3.30 and Figure 3.31.

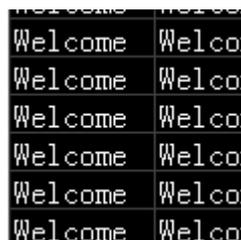


Figure 3.30 Playing an Excel file

Settings of Excel files are the same as those of the previous ones and will not be

repeated here.

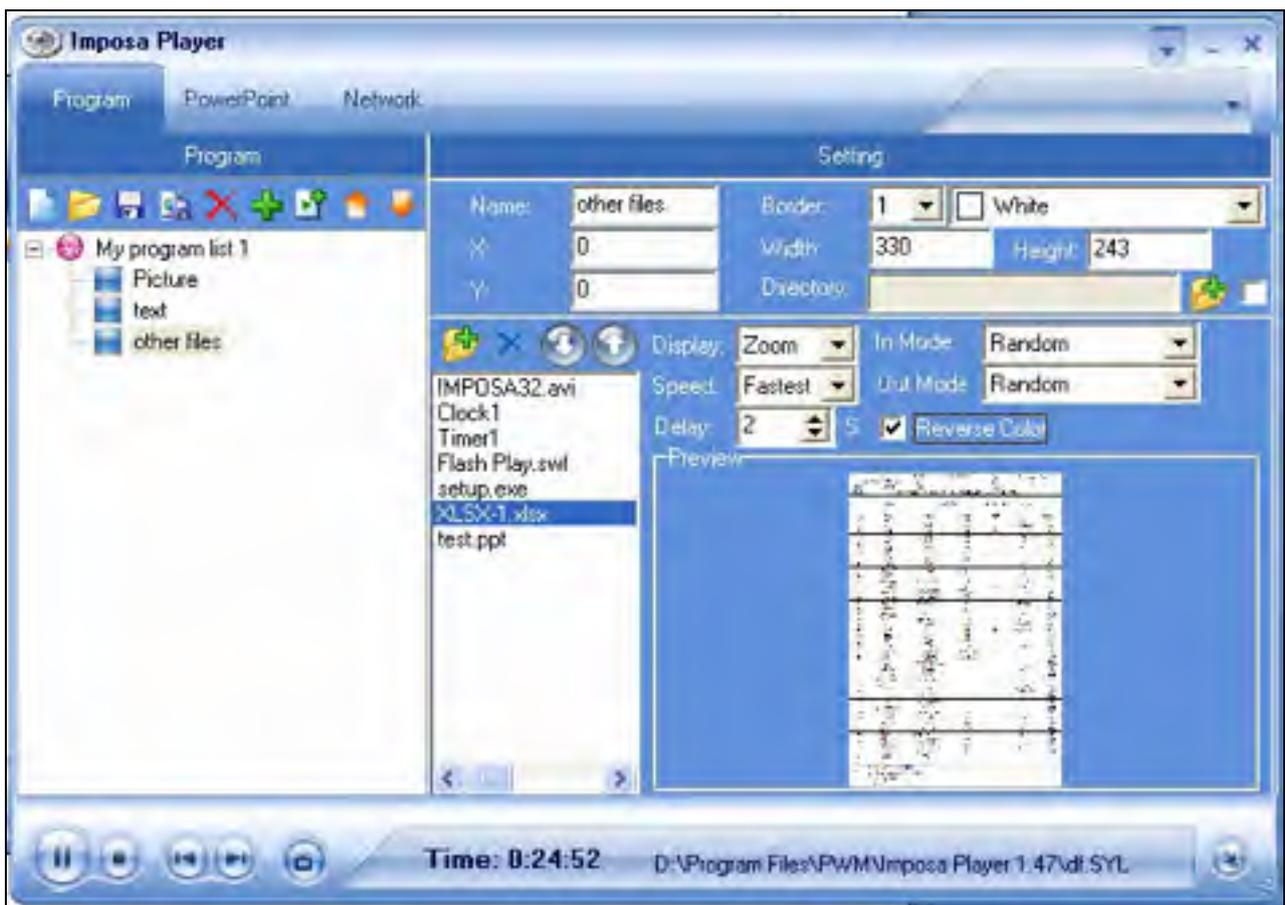


Figure 3.31 “Excel” Setup Interface of Excel files

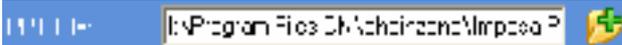
3.4.6 Play PowerPoint Files (PPT)

There are two ways to play PowerPoint files: First, to add the file to the play list in the window “Others”; Second, playing PPT file in the PowerPoint interface.

If you use the first method, such as shown in Figure 3.32, click the button  and then select PPT in the File style selection menu.



Figure 3.32 Selecting PowerPoint

 This is the path of PPT that has just been added just now.

 To set the speed of playing the PowerPoint files.

 To set the duration time per page in a PowerPoint file

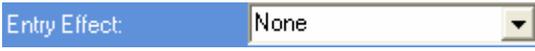
 To set the special Entry Effect of a PowerPoint file. There are 44 special effects available. Please see Table 2 for details.

Figure 3.33 shows how to add a PPT file in the window “Others” .

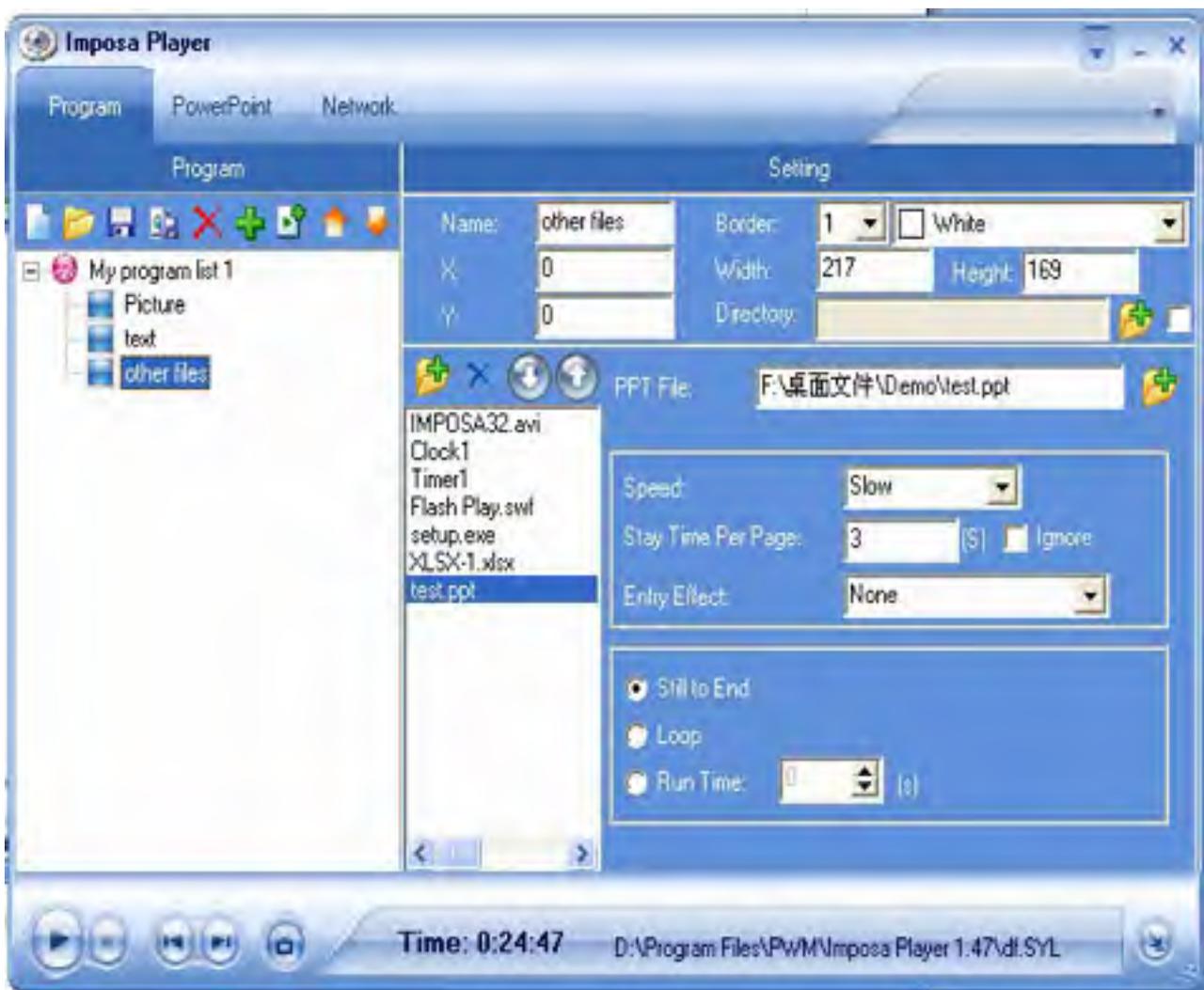


Figure 3.33 Playing PPT files in the window “Others”

Table 2

S/N	Entry effect	S/N	Entry effect
1	Blinds Vertical	23	Random Bars Vertical
2	Blinds Horizontal	24	Split Horizontal In
3	Box In	25	Split Horizontal Out
4	Box Out	26	Split Vertical In
5	Check Board Across	27	Split Vertical Out
6	Check Board Down	28	Strips Left Down
7	Cover Left	29	Strips Left Up
8	Cover Up	30	Strips Right Down
9	Cover Right	31	Strips Right Up
10	Cover Down	32	Uncover Down
11	Cover Left Up	33	Uncover Left
12	Cover Right Up	34	Uncover Left Down
13	Cover Left Down	35	Uncover Left Up
14	Cover Right Down	36	Uncover Right
15	Cut	37	Uncover Right Down
16	Cut Through Black	38	Uncover Right Up
17	Dissolve	39	Uncover Up
18	Fade	40	Wipe Down
19	Swivel	41	Wipe Left
20	Strips Up Right	42	Wipe Right
21	Strips Up Left	43	Wipe Up
22	Random Bars Horizontal	44	Random

Second method, if you want the Program Window to be filled by the PTT files, you can directly choose the PPT file to play in the PowerPoint interface, as Figure 3.34.

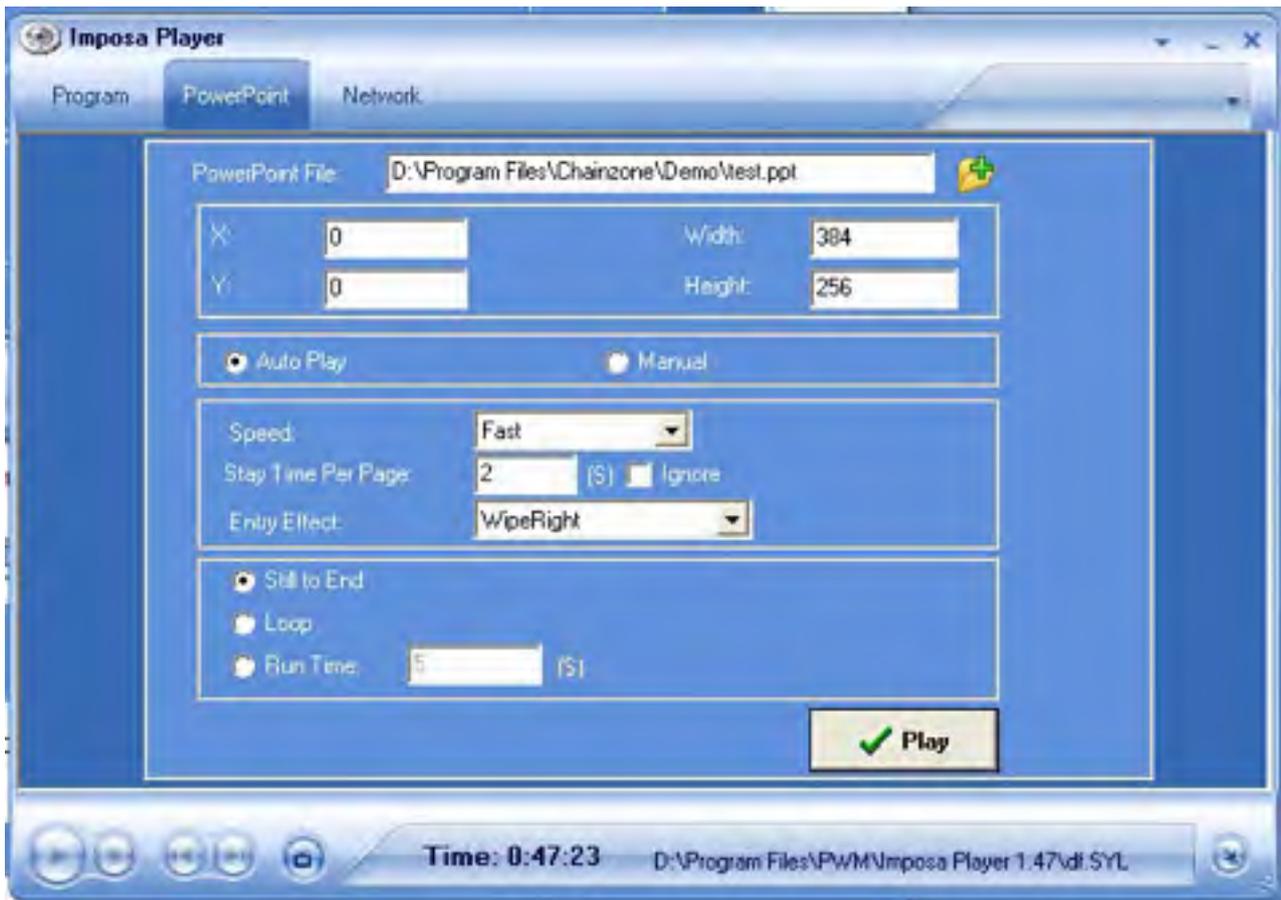


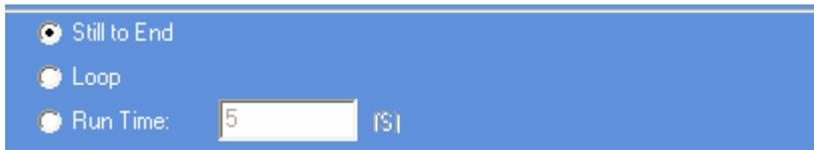
Figure3.34 Setup interface of PowerPoint

PowerPoint File:  To add a PPT file

X: Width:
 Y: Height:
 To set the coordinates and sizes of the PPT play window on the screen of monitor. Any change here does not affect the source PPT file.

Auto Play Manual To set whether to play the PPT files automatically or manually.

Speed:
 Stay Time Per Page: (S) Ignore
 Entry Effect:
 To set the Speed, Stay Time per Page and the Entry Effect of PowerPoint File



To set whether to play the power point file Still to End, or cycle play, or just to play it for a while.



Click this button to start to play PPT files as in Figure 3.35



Figure 3.35 Playing PPT files in PowerPoint interface

3.4.7 Play EXE Files

As in Figure 3.36, you can add an EXE file in the “Others”.

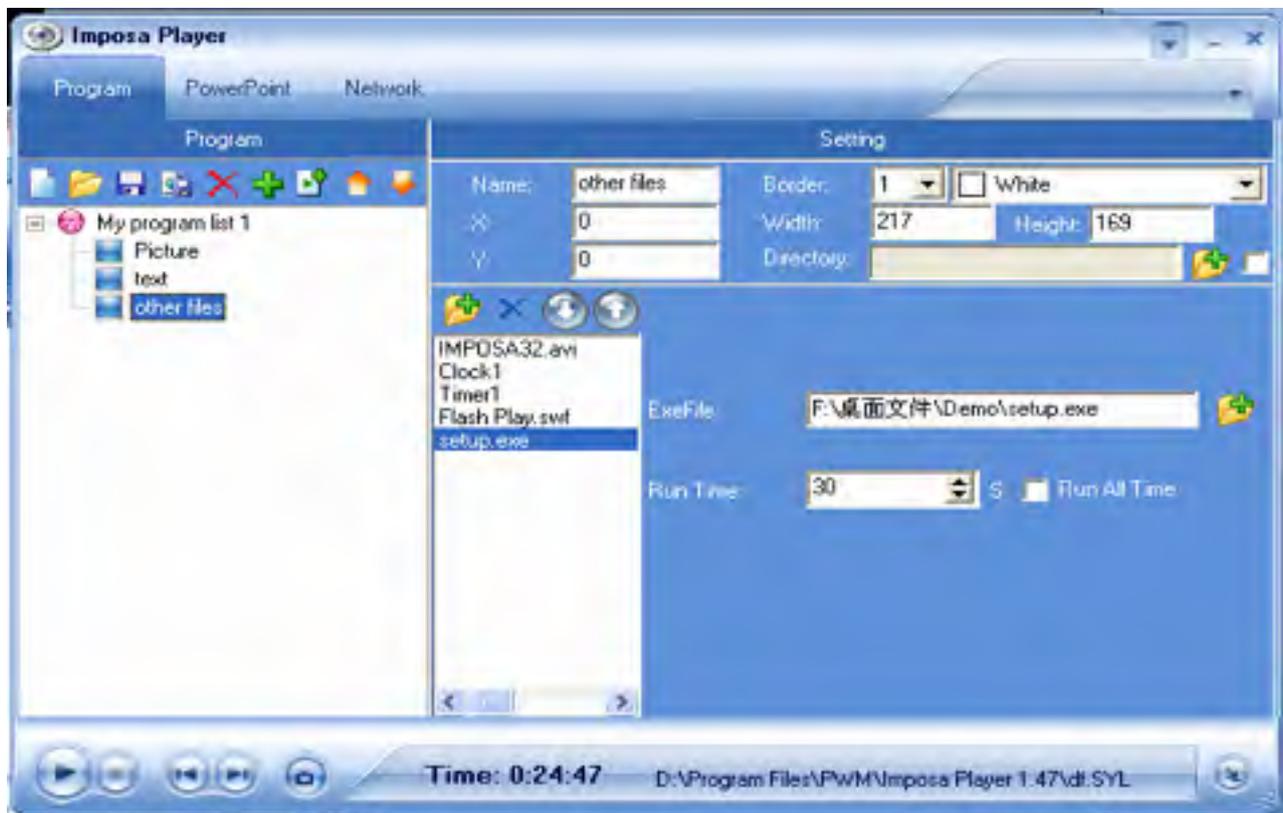


Figure3.36 Adding Executable files

The operation of playing an EXE file is almost the same as the one of playing a PPT file. The only difference is that during playing an EXE file, we can click buttons in the EXE file and run the EXE file in the fixed play window as Figure 3.37.



Figure 3.37 Playing an Exe File

3.4.8 Play All Files

In fact, you can add any style of files in any play window. Select “All” files In the window “File style selection” and then you can add any style of files as Figure 3.38.



Figure 3.38 Selecting “All” files

Click button **OK**, and the “Open” window appears. You can open all files and add them to the Play list as following Figure 3.39.

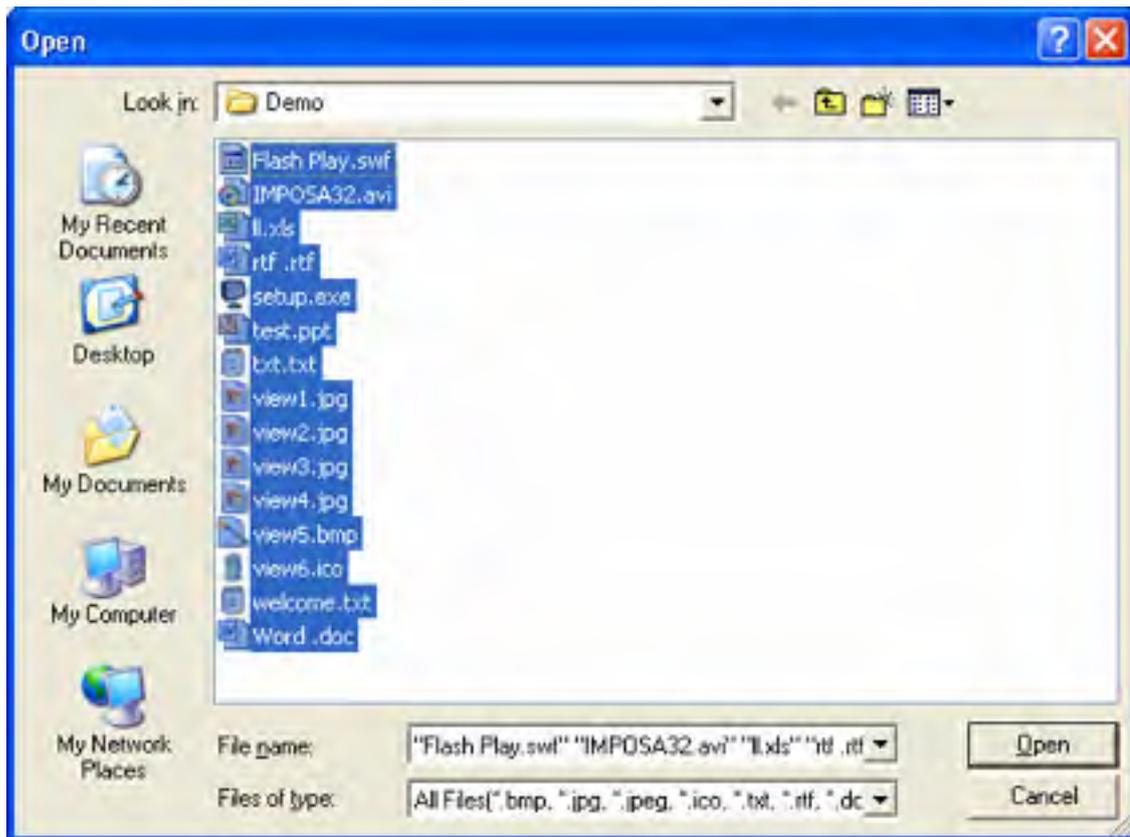


Figure 3.39 Open All Files available with IMPOSA Player

4. Default Setting

Click the menu button  on the upper right corner. Select Default Setting in the pop-up menu, as in Figure 4.

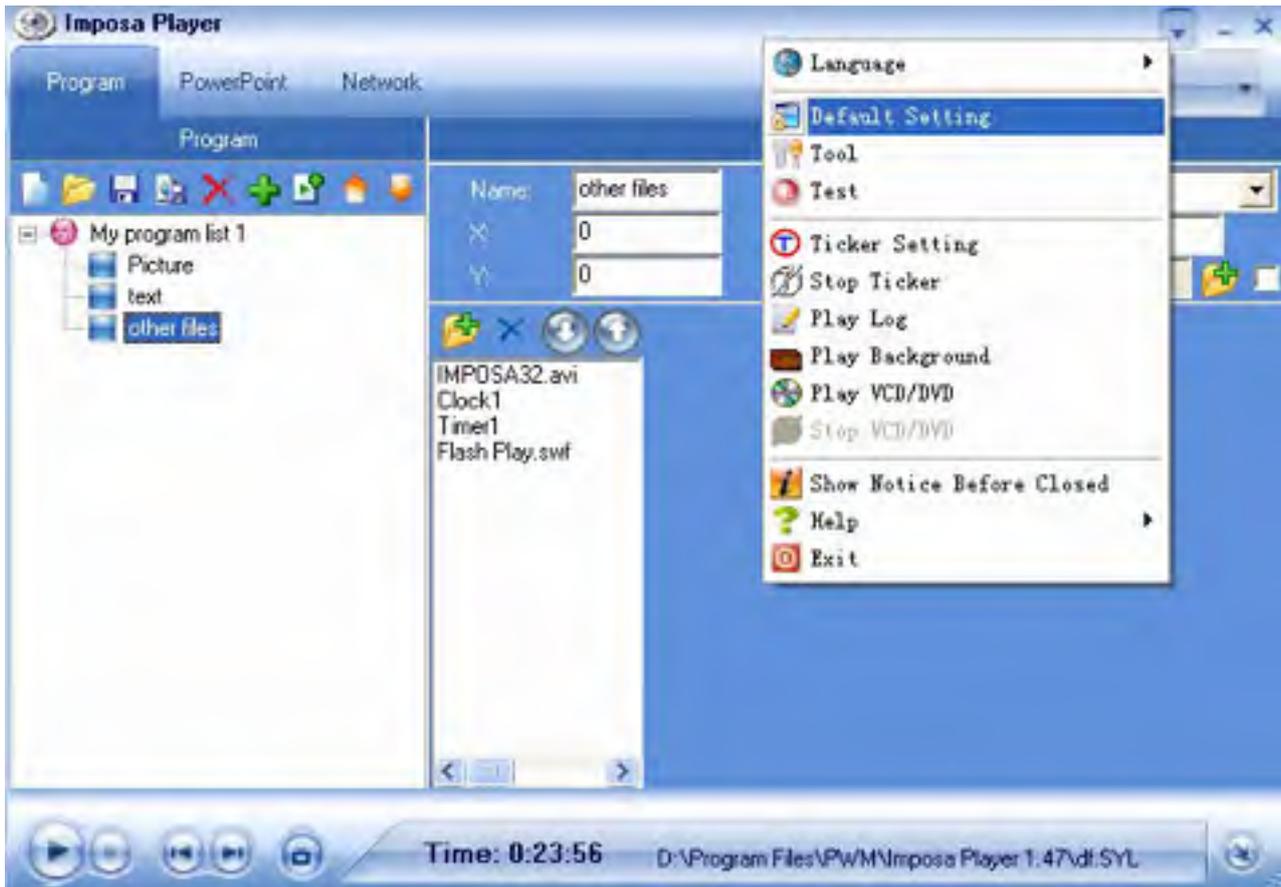


Figure 4 Opening “Default Setting”

After selecting Default Setting, the interface will pop up as in Figure 4.1

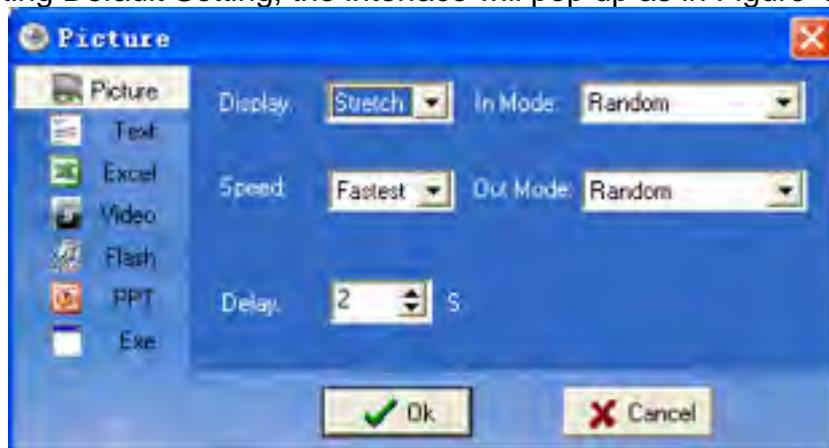


Figure4.1

Here, you can change display mode of all file styles once for all.

5. Testing

This feature is provided for the convenience of QC personnel and R&D engineers as well as the users. They can use this function to test the reliability and stability of the

LED screen. The service technicians can use this function in their servicing and maintenance work. The QC personnel can use this function to test the work status of the screen. The R&D engineers can use this function to help them study the LED screen, and the clients can use this function to help them judge the quality of the LED screen when they are performing acceptance inspection.

As is shown in Figure 5.1, you can select “Test” in the menu.

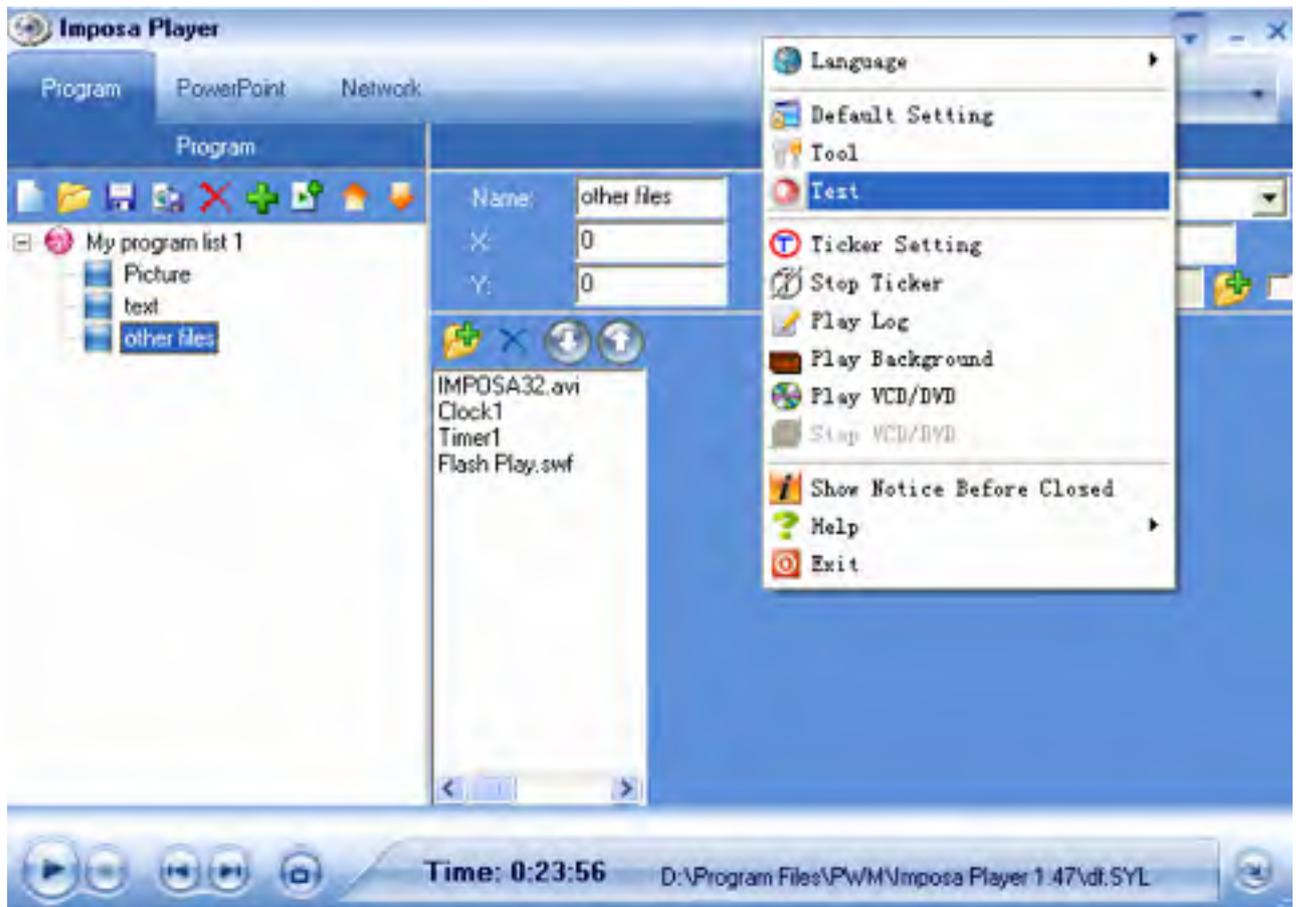


Figure 5.1 Selecting “Test”

Then you will see the following LED Test interface. See Figure 5.2.

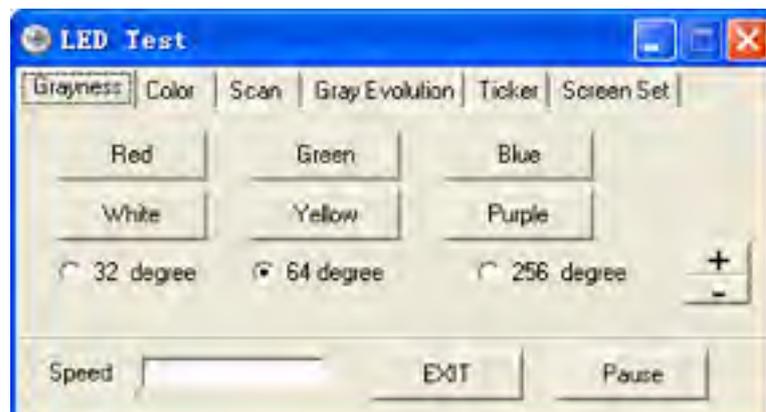


Figure 5.2 LED Test interface

5.1 Gray Scale Test

First let's see what functions are there behind the button "Gray Scale". See Figure 5.3.

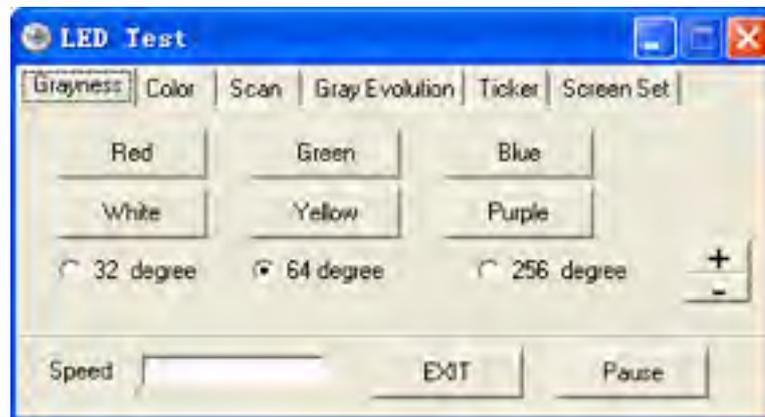


Figure 5.3 Color scale testing

Click button , and select 64 degrees as in Figure 5.3. The following Figures show the color scale changes after the 64-level gray scale is selected, Figure 5.4.



Figure 5.4 Gray scale changes on red color

On upper left corner, we see the current value of the color scale change. You can click the button  to pause the change any time during the process. Similarly, you can also test the gray scale change on the other colors.

The button  is used to adjust the speed of the gray scale change.

5.2 Color Test

Now let us switch to color testing interface, as Figure 5.5.

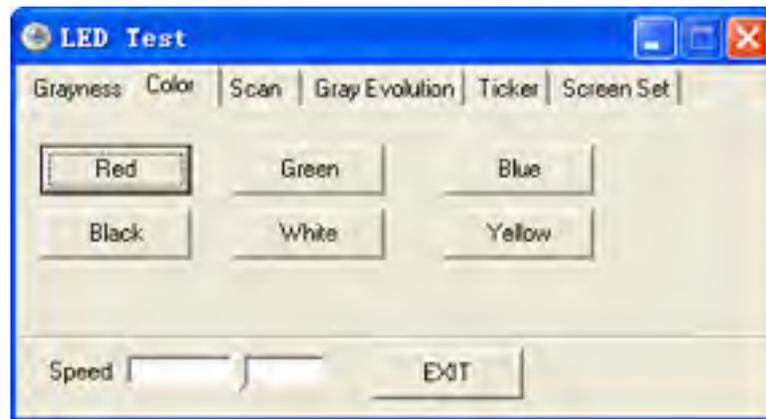


Figure 5.5 Color test

Click the button , and the whole screen shows red. Same operation can be done to test the other colors. This operation is used to test single colors.

5.3 Scanning Test

We can now switch to the interface of scanning. See Figure 5.6.



Figure 5.6 Scan Test

Click the button , and the LED screen will start scanning vertically. See Figure 5.7.

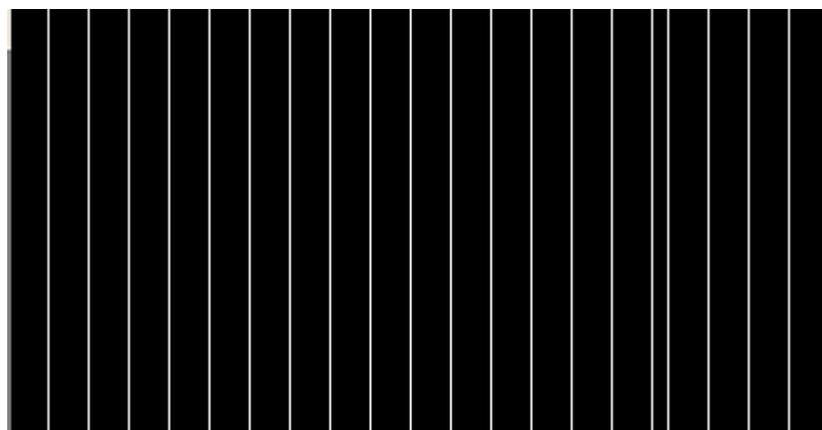


Figure 5.7 Vertical Lines Scanning Test

Click the button , and the screen will start scanning in the vertical direction. See Figure 5.8.

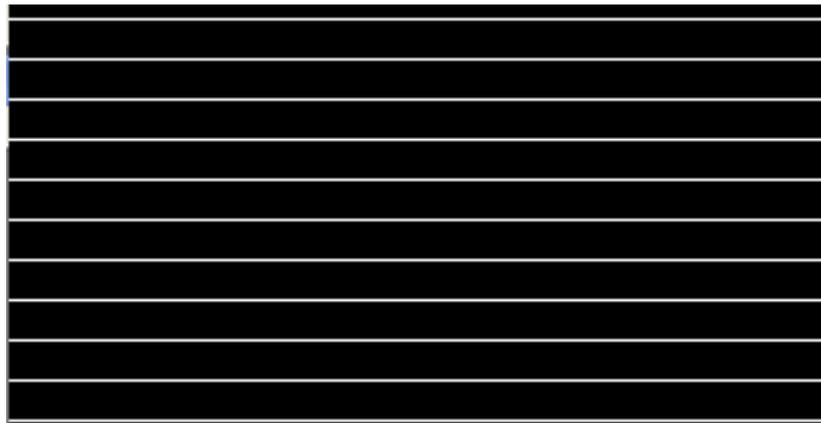


Figure 5.8 Horizontal Lines Scanning Test

Click the button , and the LED screen will start scanning in a diagonal direction with oblique lines. See Figure 5.9.

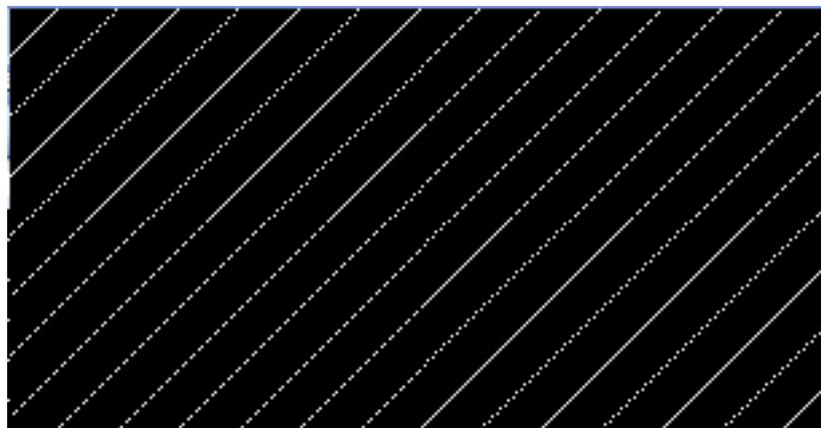


Figure 5.9 Diagonal Scanning test with oblique lines

The remaining red, green, blue, white and yellow buttons are for selecting the color of the scanning lines.

5.4 Gray Evolution Test

Now we switch to Gray Evolution test as in Figure 5.10.

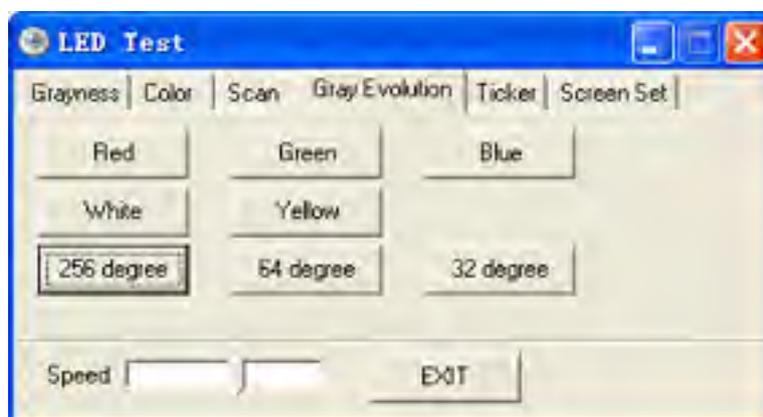


Figure 5.10 Gray Evolution test

This function is used to test the gradual change of color gray levels. The following Figure 5.11 shows the gray scale gradual change testing performed on the red color of

64 gray levels.

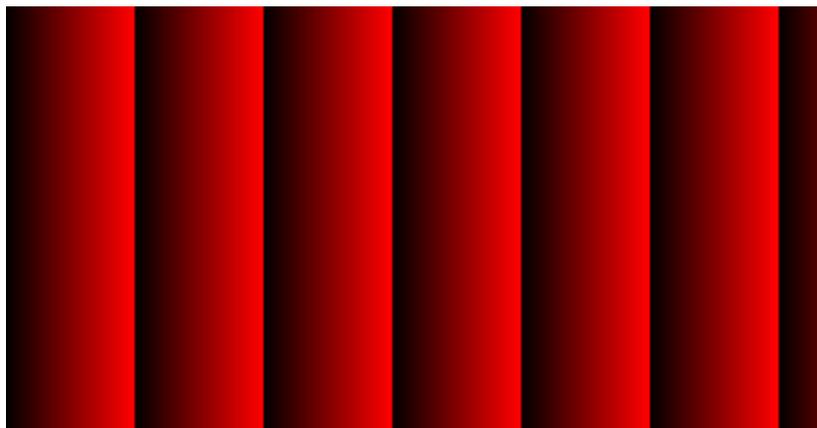


Figure 5.11 Gray Evolution testing of red color of 64 degrees

Similarly, you can select the other colors to do the same kind of tests.

5.5 Ticker Test

Ticker Testing interface as Figure 5.12.

The Ticker function is to have the LED screen display a string of continuous text messages without stop. This function can be used to check whether the LED screen has blinking pixels. Click the button “Show Text”, and the screen will start displaying a line of text characters moving from right to left. See Figure 5.13.

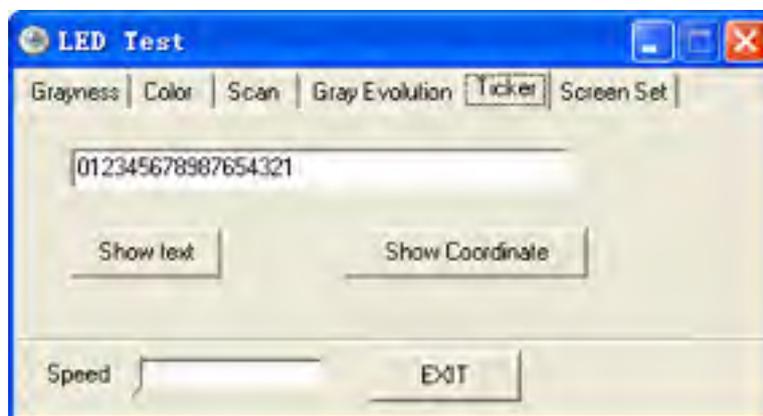


Figure 5.12 Ticker test

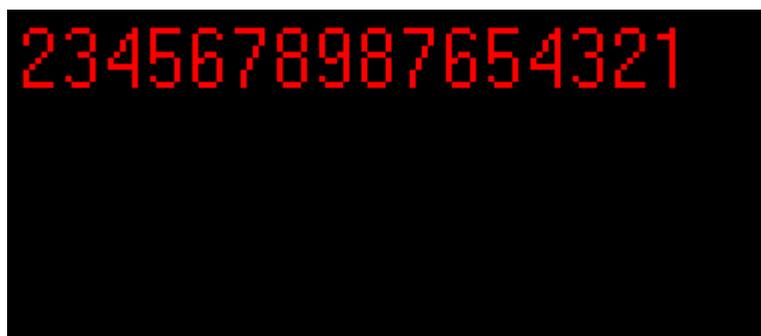


Figure 5.13 Test of display file

Click the button , and you can see the coordinate of each pixel when the

cursor is moved in the testing window. This function is especially useful in pinpointing a defective pixel.

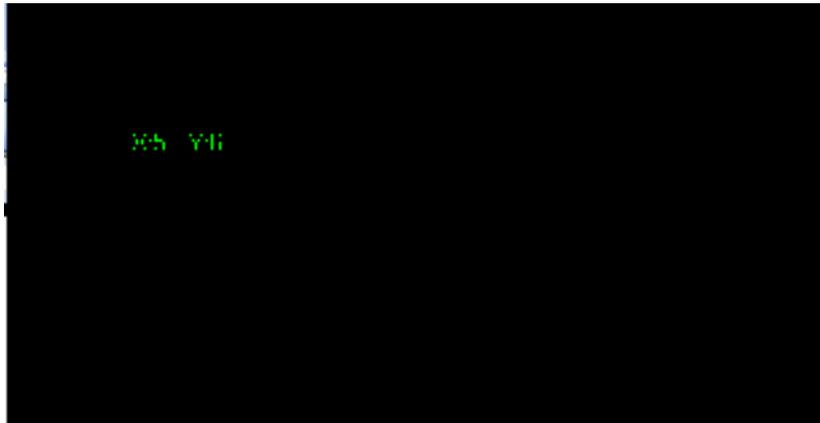


Figure 5.14 Showing the coordinates of a pixel

5.6 Screen Set

Setup interface of screen tests, see Figure 5.15

You can set the position of the LED screen window in the computer monitor and can change the size of the screen under test. These changes will not affect the actual program windows on the LED screen, so you needn't worry about the change of the display contents on the LED screen while doing changes to the monitor window here.

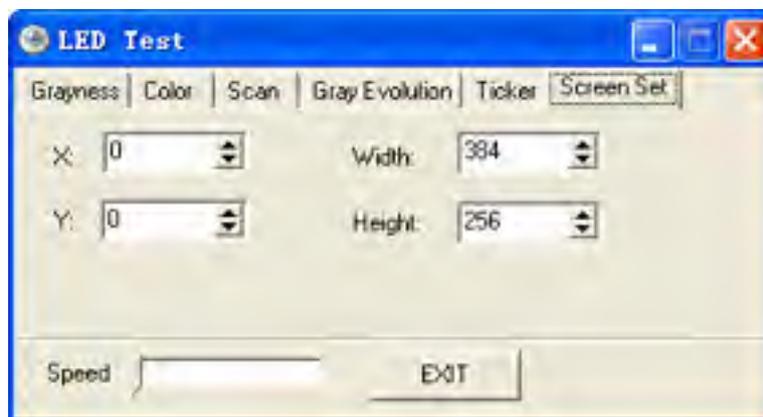


Figure 5.15 Monitor Window interface for Screen Set

6. Ticker Setting

Ticker setting is the 5th button in the main menu. Its interface is as shown in Figure 6.1.

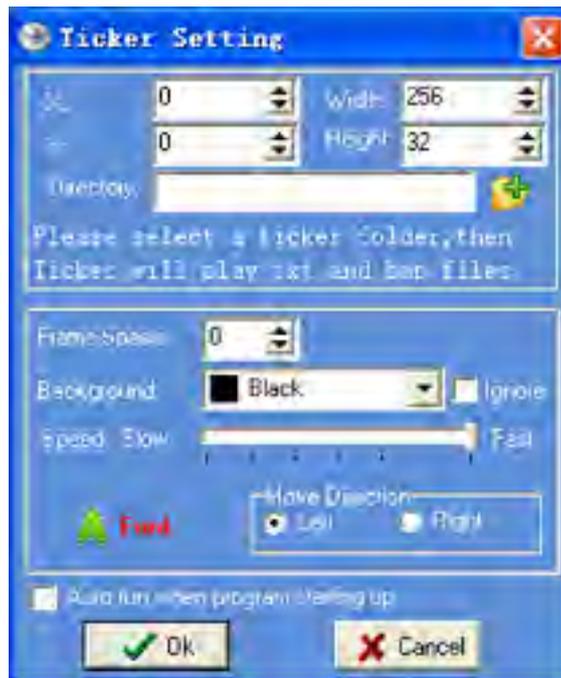
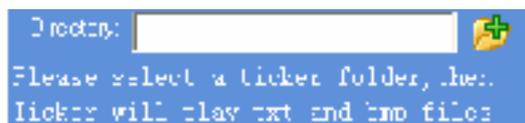


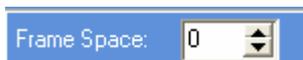
Figure 6.1



To set location and size of the LED screen here



To select the play list here. There must be TXT and BMP files in the play list



To set the number of pixels at each interval between every two adjacent frames



To set the background color in LED screen.



To set the play speed of ticker



To set the font used in the play.



To set the movement direction of ticker

Play effect as in the Figure below



7. Help

7.1 Menu

On the upper right corner, there is this button . This is the main menu button. There are 13 submenus in it. See Figure 7.1.



Figure 7.1 Main Menu

Among the menus, the submenu “Test” has already been explained in the previous section. Now we will explain the functions of the other menus.

“Language” is used to switch between languages.

“Tool” is used to open .exe files. See Figure 7.2.



“Play Log” is used to record the time and counts of all play files. File paths are also recorded for easy reference. See Figure 7.3. This function, however, will not be activated until the button  is pressed.

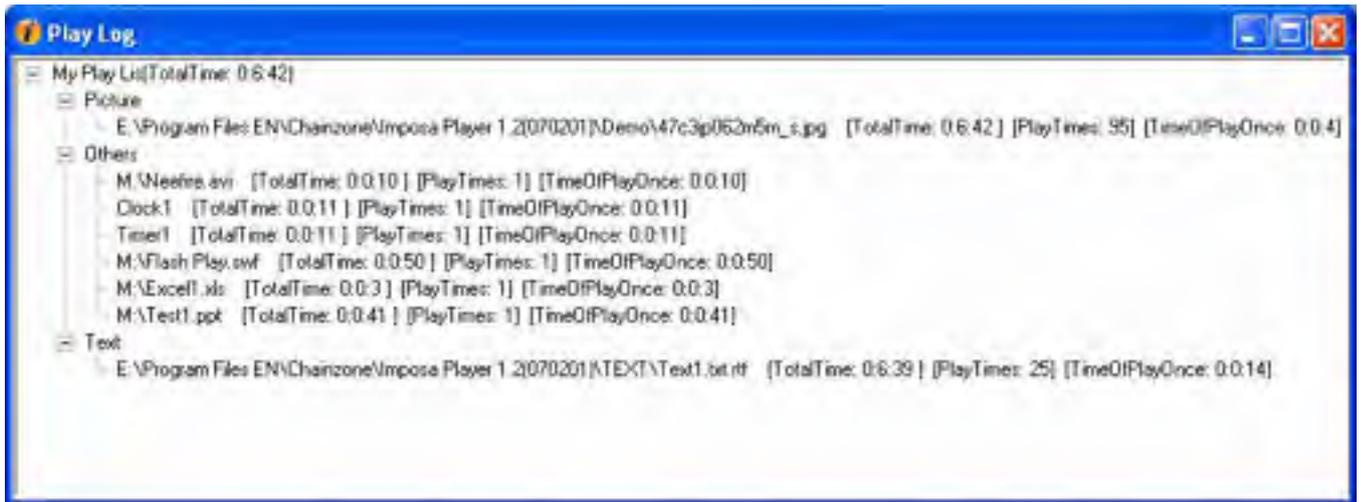


Figure7.3 Play log

When clicking the play button , the main operation interface of the Imposa Player™ will change to a mini IMPOSA Player. See Figure 7.4. It can be returned to the original interface by clicking the button . At this moment, however, all play windows will be suspended.



Figure7.4 Mini IMPOSA Player

Click the right mouse button upon the play list. There is a right button controlled menu, as shown in Figure 7.5. This menu is used to perform such operations as play, pause, stop, copy, paste, refresh, rename and delete, etc.. If you want to copy a play program, you can pause upon that program, and all play windows and play files will be copied.

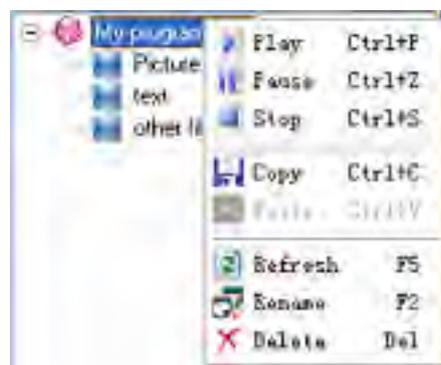


Figure7.5 Right mouse button-controlled menu

If you click the right mouse button in the play window, you can get the above menu, too. The operation of the menus is exactly the same as shown above.

Display immediately: You can double-click the file which is added to the play list to

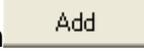
display it immediately.

7.2 Transparent Characters

Click the button  and a list box named “Text For Picture” will pop up. See Figure 7.6.



Figure 7.6 List Box named Text For Picture

Click the button , and a dialog box will pop up. You can give a name to the new transparent character file. See Figure 7.7.

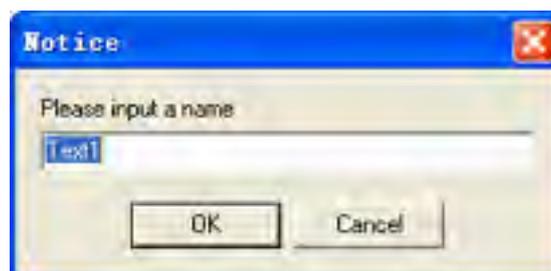
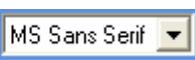


Figure 7.7 inputting a name for a new file

Click OK, and you will see the Text Editor For Picture as shown in Figure 7.8. You will see both the picture play window and the play window of transparent characters. See Figure 7.9. The blue frame in the picture is the area for playing the characters. You can use the mouse to drag the borders of the frame to change its size and location.

Font Style:  to set the font style of transparent characters;

Font Size:  to set the size of the transparent characters;

Font Color: to set the color of transparent characters;

Name: to name the transparent character file;

Background: to set the background color for the transparent characters;

Stunt: to set the display effect of the transparent characters.;

Delay: S to set the stay time of the transparent characters;

B */* U    to set the style of the transparent characters;

 to add a TXT file to the editing area;

 to save a transparent character file.

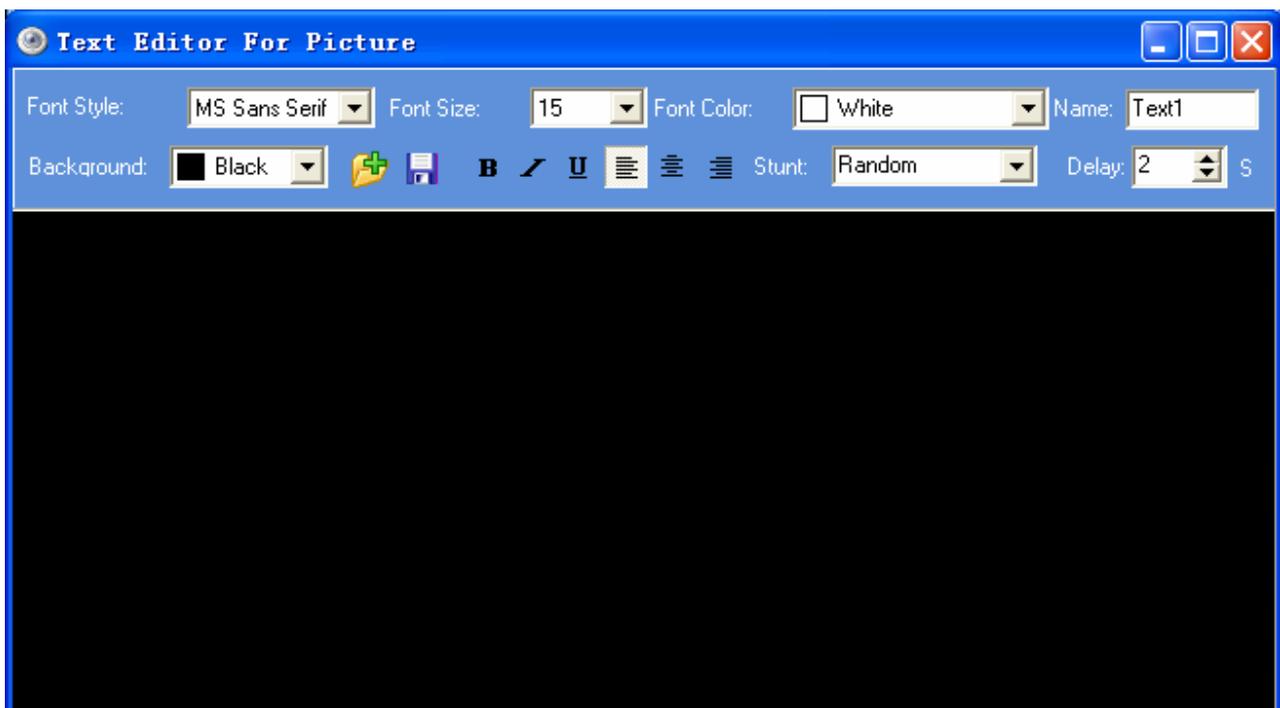


Figure 7.8 Text Editor For Picture

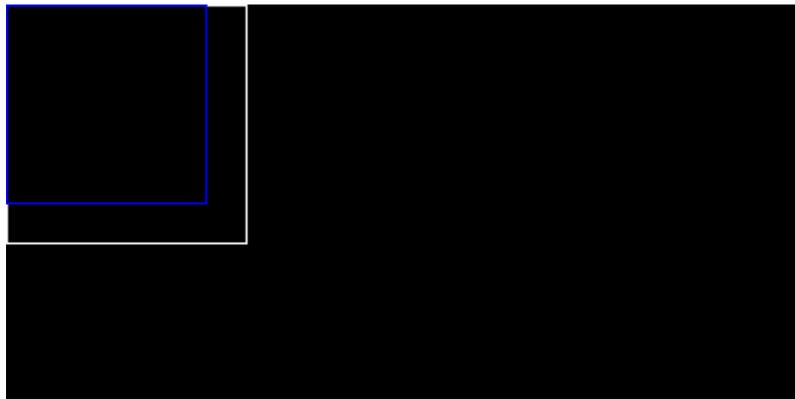


Figure7.9 The window for transparent characters

After keying in characters in the editing area of the transparent character editor, such as seen in Figure 7.10, we can simply close the editor and then play the picture. The transparent characters will be displayed automatically.

The transparent character display effect is illustrated in Figure 7.11.

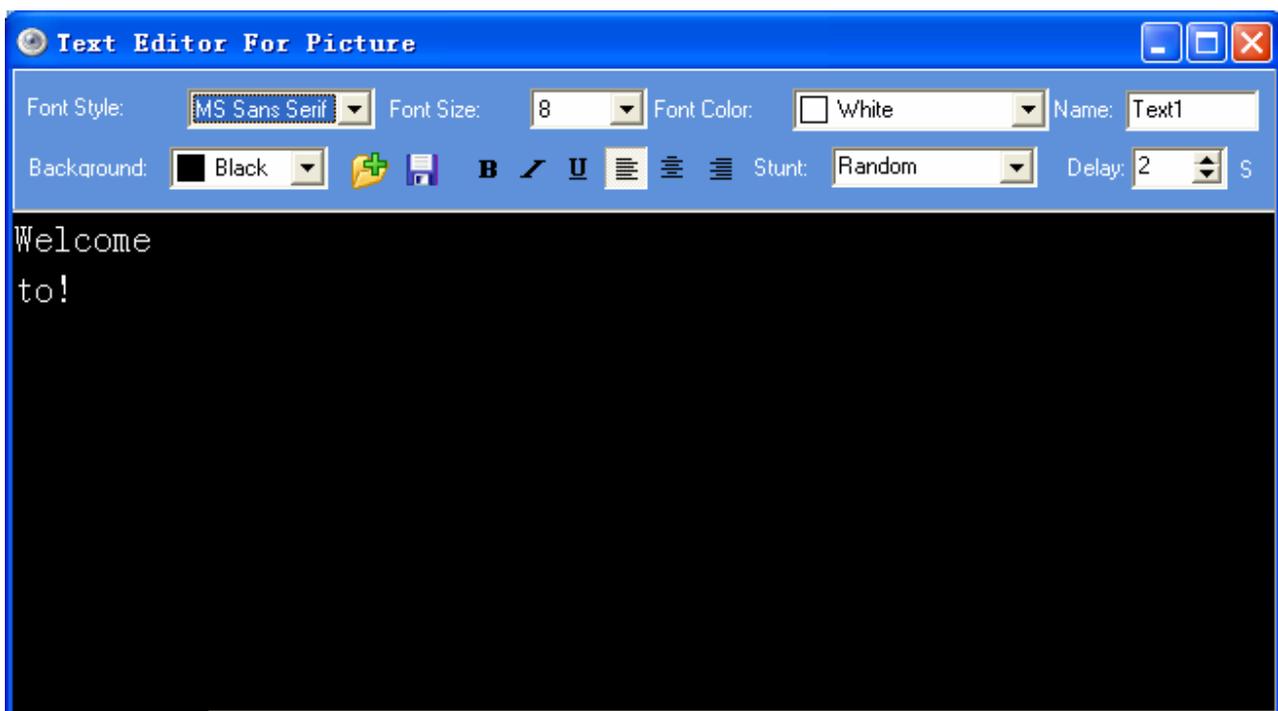


Figure 7.10 Editing Transparent characters



Figure 7.11 Play effects of transparent characters

7.3 Help

There are two submenus in the Help, 'About' and 'User's Manual'

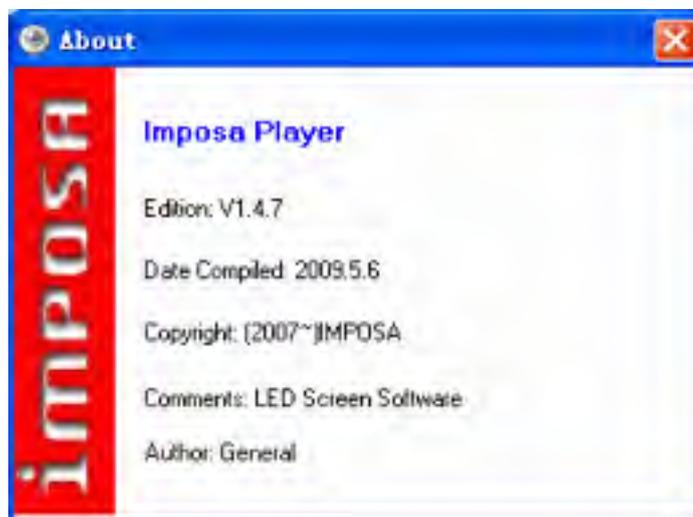


Figure 7.12 About IMPOSA Player-Large Screen Director

Table 3 lists all buttons and their functions.

Table 3:

Buttons	Shortcuts	Functions
	Ctrl+P	Play a program
	Ctrl+Z	Stop playing a program
		Play the previous file
		Play the next file
		Hide/display the program window
		Switch between the main interface and the mini IMPOSA Player
		New play list
		Open a play list
		Save a play list
		Save a play list as
		Delete a program or play window

		Add a program
		Add a play window
		Move up a program or play window
		Move down a program or play window
		Add a play file
		Delete a play file
		Move down a play file
		Move up a play file

8. Network Management

Imposa Player (with Network) entails a new function, Network Management. Please see Figure 8.

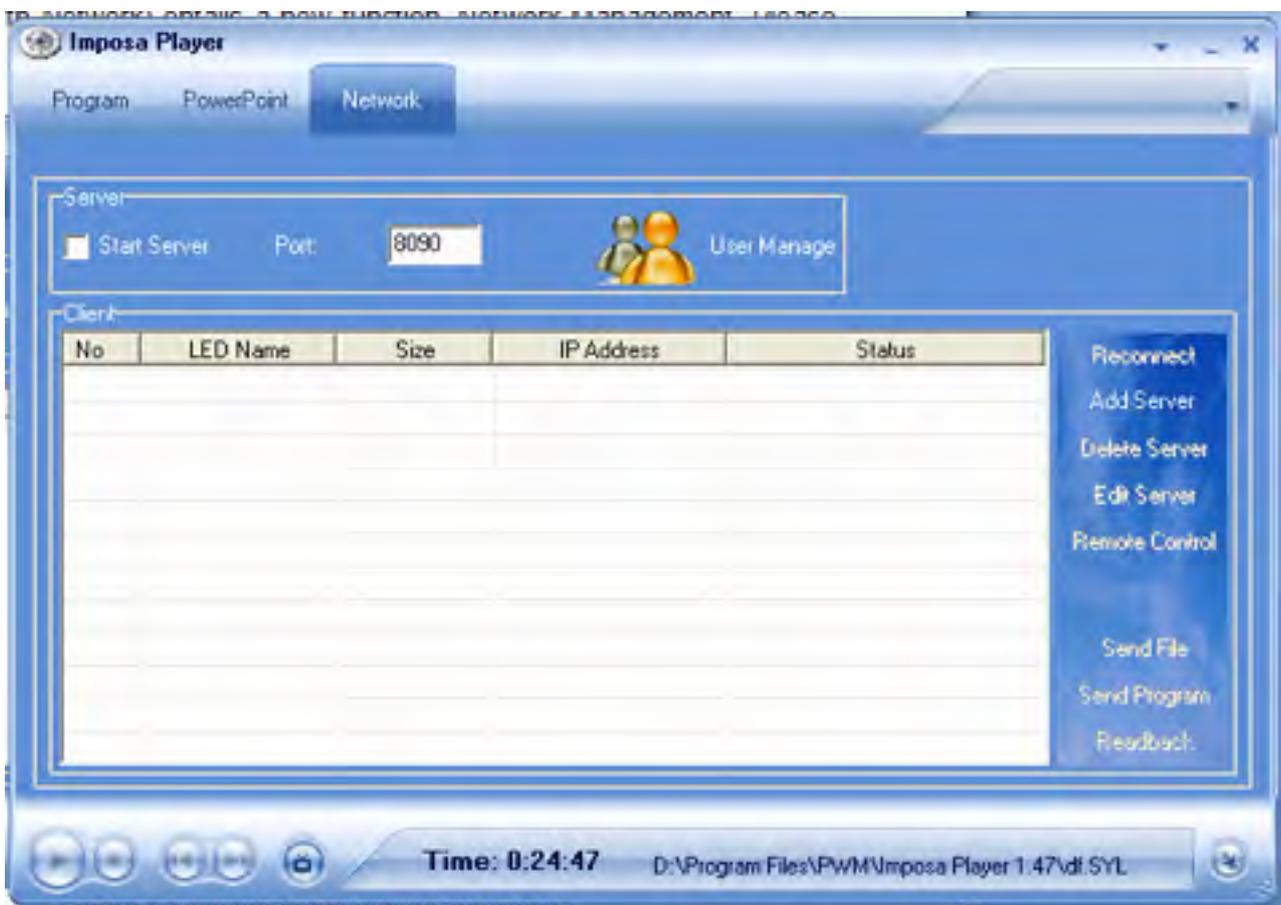


Figure 8 Network Management Interface

Mechanism of Network Management is as following: defining one computer connected to screen as Server, another computers connected to this server is performed as Client. A Client can be connected to many Servers and vice versa. The Client can monitor the server and send documents and programs to it through the network, etc. While sending programs, clocks and down-counters, their background pictures will be sent to the server as well. Programs and files can also be sent from different time zones, thanks time-zone synchronization between the Server and the Client.

8.1 Create Servers

Run Imposa Player (with Network) in one computer, and you will see a server column in the NM interface. Tick the button Start Server as shown in Figure 8.10. The interface of Figure 8.11 will turn up immediately, and then minimize to the taskbar in one second. See Figure 8.12. A Server is thus created.

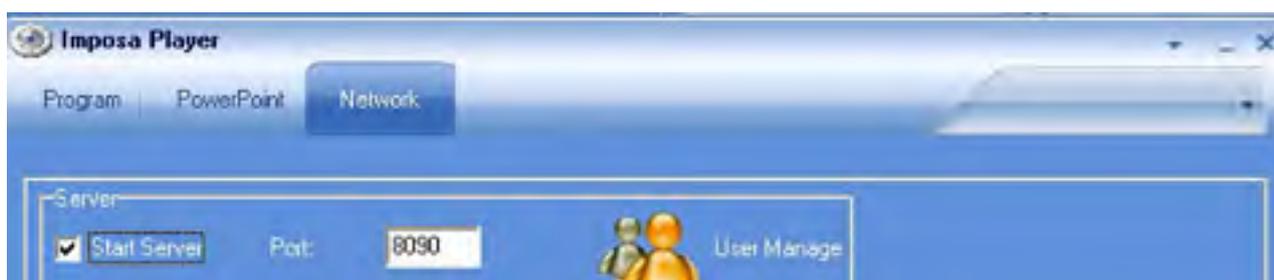


Figure 8.10

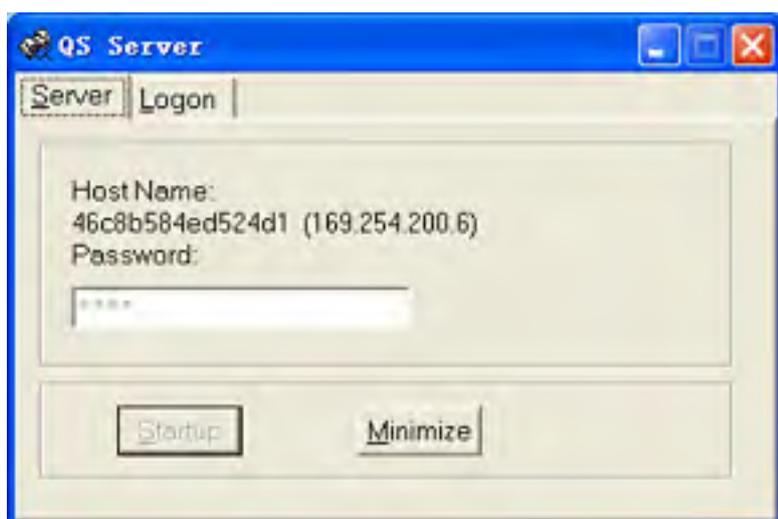


Figure 8.11



Figure 8.12

8.1.1 User Management



Click the User Manage in the server column, and the dialog box as shown in Figure 8.1.10 will pop up. Input “administrator” in ‘Admin Name’, and “123456789” in “Password”. Click “OK” to enter the User Management Interface, where you can enjoy the operations like “Add User”, “Change Privilege”, “Change Password” and “Delete Users”. See Figure 8.1.11.



Figure 8.1.10

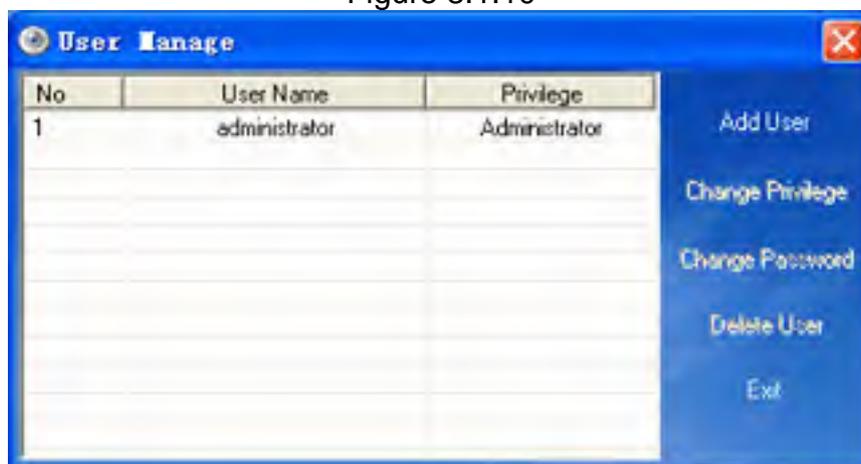


Figure 8.1.11

8.2 Create Clients

Run Imposa Player (with Network) in another computer, which hence becomes a Client. Programs can be pre-edited on the Client, and then sent to the Server via network.

8.2.1 Add Server

The Server and the Client should be connected before sending any programs to the

Server. Method is, click “Add Server” at the right of Client’s Column in the Network interface. A dialog box as shown in Figure 8.2.10 then pops up.



Figure 8.2.10

Input the parameters of Server one by one. For Server Name, you may input whatever you like. IP Address is the address of Server that you are connecting to. And Port means the port number of the server. User Name and Password, can either be the default “administrator” and”123456789”, or those added with User Manage in the Server. Click “OK”, and the following window will pop up.

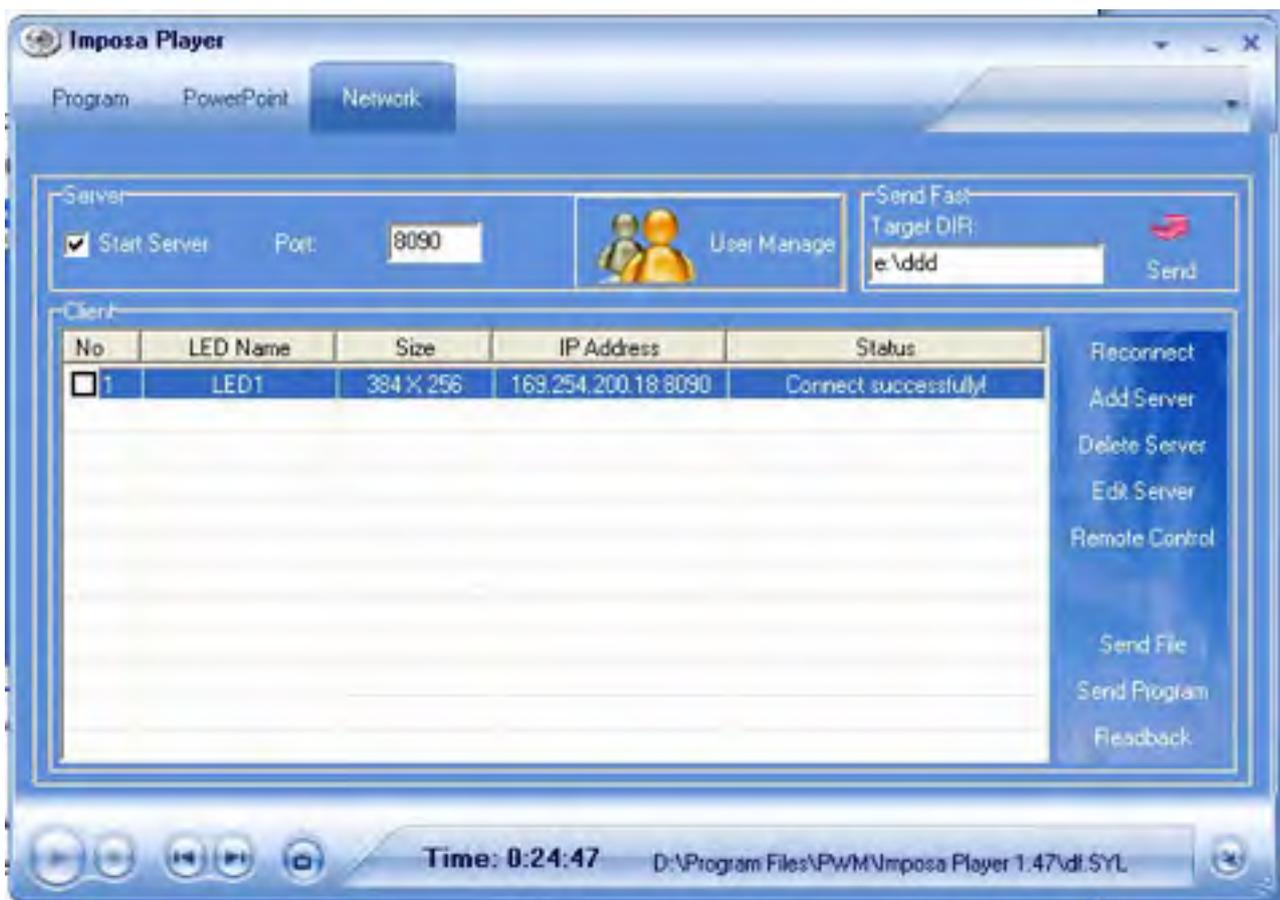


Figure 8.2.11

When the Status column reads “Connect successfully”, it means the Server and the Client have been connected to each other successfully.

8.2.2 Delete Server

You can delete some extra servers and those out of use. Steps are: select a Server to delete, and then click “Delete Server” at the right of Client’s Column. Click “OK” to confirm the deletion.

8.2.3 Edit Server

The Server may be disconnected from the Client once some parameters of the Server are changed. You can modify the parameters to have the Server reconnected. The method is: ticking a server to be modified in the Client, clicking the Edit Server at the right of the Network interface, and the parameters of Server can be modified.

8.2.4 Remote Control

The Client can monitor the Server over a long range, and get to know its real-time display status. Click “Remote Control” at the right of Client’s Column. The window as shown in Figure 8.2.40 will appear.

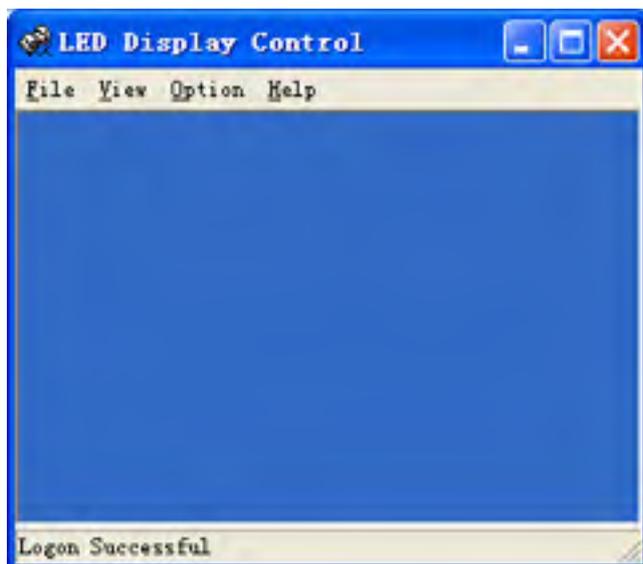


Figure 8.2.40 Remote control of LED Display

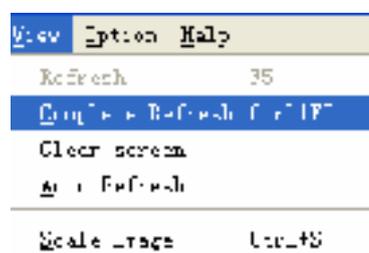


Figure 8.2.41

This is the window for remote control. With this window, you can monitor the status of the Server. Select **View→Complete Refresh** in its menu bar, or press keys Ctrl+F5 to start

monitoring. See Figure 8.2.42.

While monitoring, you can select **View→Refresh**, or press F5 to renew the monitor. You can also select **View→Auto Refresh** to renew and monitor real-time status of the Server, see Figure 8.2.43.

View	Option	Help
Refresh		F5
Complete Refresh		Ctrl+F5
Clear screen		
Auto Refresh		
Scale Image		Ctrl+S

Figure8.2.42

View	Option	Help
Refresh		F5
Complete Refresh		Ctrl+F5
Clear screen		
Auto Refresh		
Scale Image		Ctrl+S

Figure8.2.43

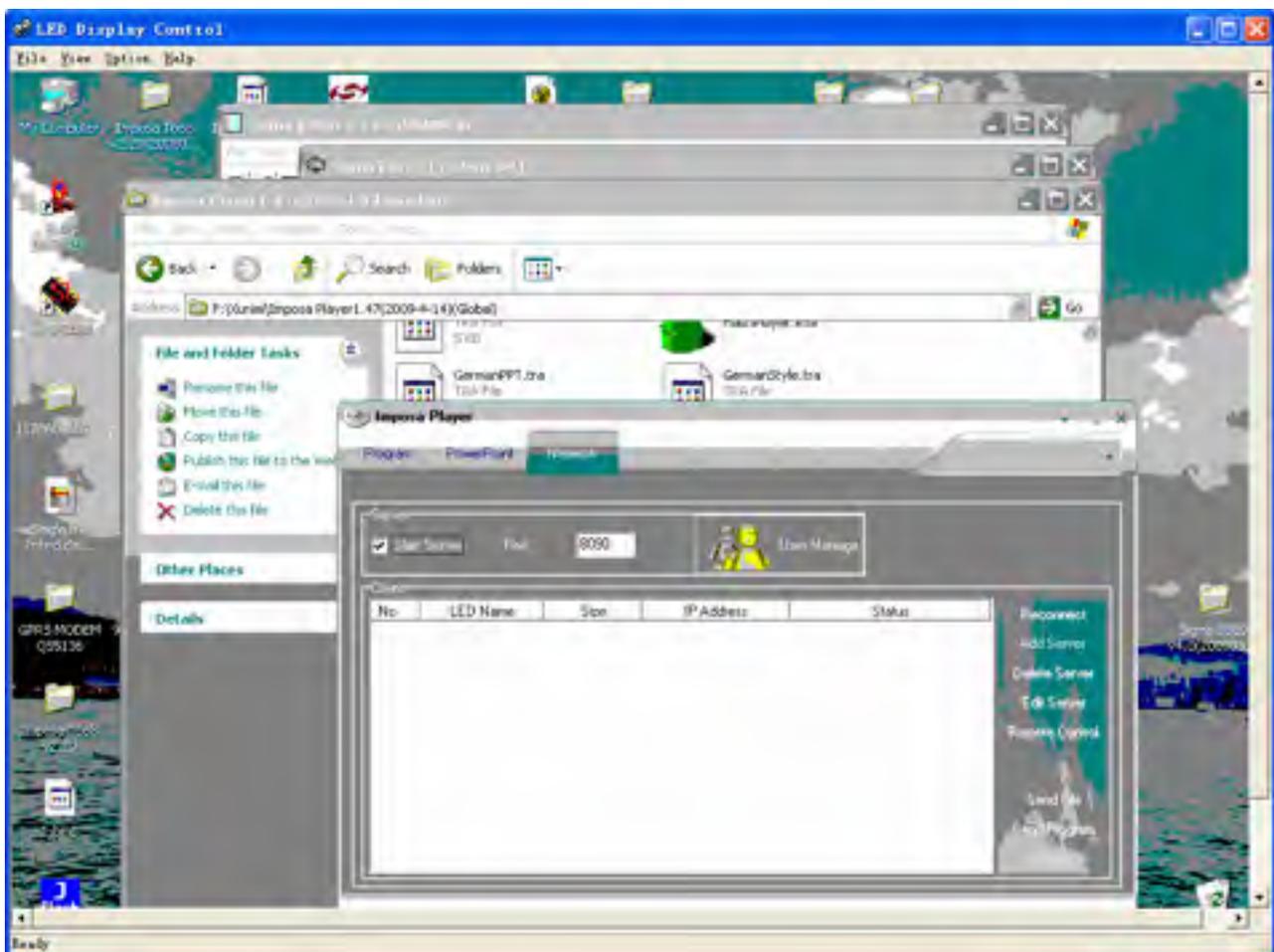


Figure 8.2.44

You can click End to stop real-time monitoring, as in Figure 8.2.45, or select **File→Exit** to close the window of LED Display Control

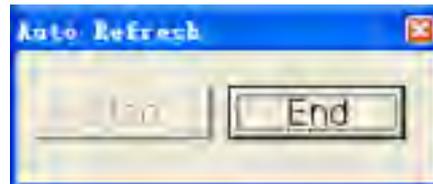


Figure 8.2.45 End Auto Refresh

8.2.5 Read Back Programs

Sometimes programs in the server need to be re-edited at the Client. To do so, the function of “Read Back” function will be used. Tick the servers with programs to be edited in Client’s Column. As shown in Figure 8.2.50, click “Read Back” at the right of Client’s Column to start reading back programs. If successful, a file named “Readback” will be automatically generated in the software’s root directory, where programs from the Server are saved. Programs will be played in the Client soon after they are read back from the Server successfully.

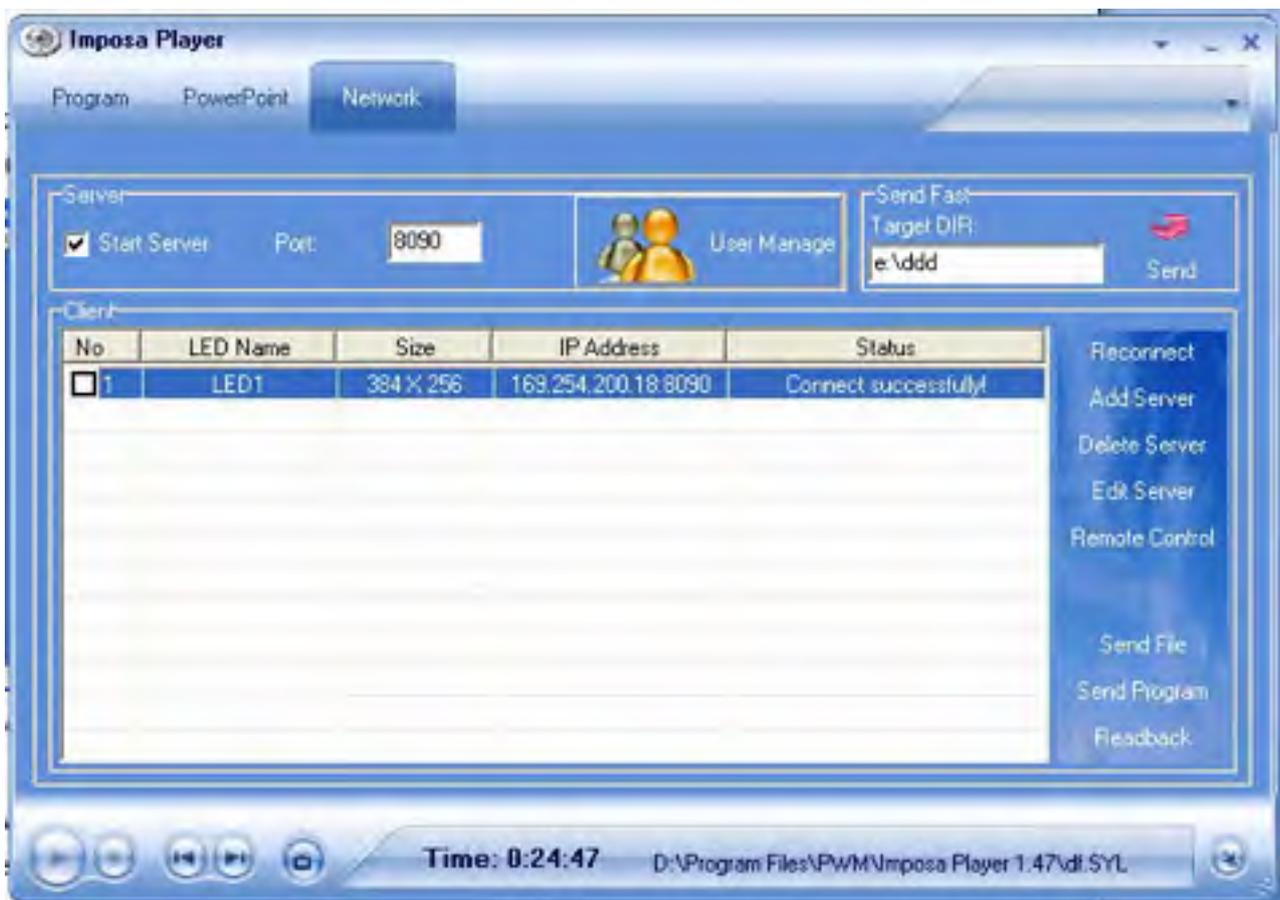


Figure8.2.50

8.2.6 Send Files to Server

You can also send files from the Client to the Server, clicking “Send File” on the bottom right corner of the Network interface. The dialog box as shown in Figure 8.2.60 will pop up.

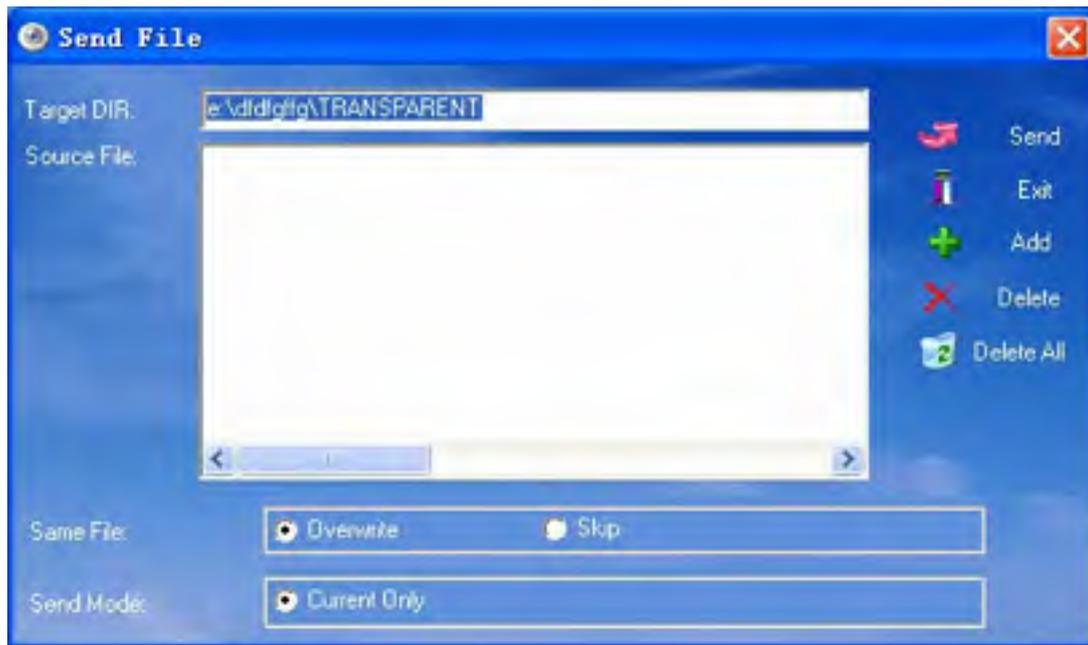


Figure 8.2.60

Click  to add files to be sent, whose directory will then be shown in the “Source File”. “Target DIR” means the destination directory where the sent file will be saved. Name of destination directory can be changed, while the default name is “File List”.

At the bottom of Send File box are operation options, Same File and Send Mode. You can choose overwrite or skip when the source file has the same name as in the target directory. After setting all correct, click  to start sending files. The sending process will be shown in Status column in the Client interface. See Figure 8.2.50. When it reads “Send finished”, a folder will be created in the root directory of the software of the server sent to, which is named either as “File List” or any other name reset for the “Target File” before the files are sent. Files that have been sent are saved in this file hence.

8.2.7 Send Programs

Send Program means to send programs from the Client to the Server. Click ‘Send Program’, and the dialogue box as Figure 8.2.70 will appear.

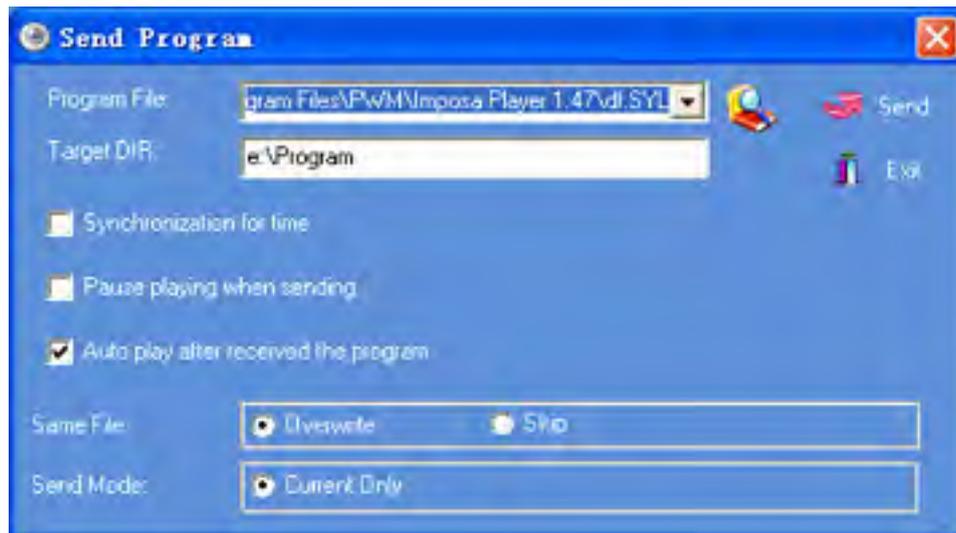
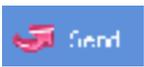


Figure8.2.70

Click  to add programs to be sent. Input a directory name in 'Target DIR', such as Program. In this directory, the sent programs will be saved. Then tick the play mode you like below. Click  to start sending. The sending process will be shown in Status column in the Client interface. See Figure 8.2.50. When it reads "Send finished", a directory will be created in the Server, name of the directory being "Program" or any other name reset in the "Target DIR" before sending. Programs that have been sent are saved in this folder.

When a Server is ticked, on the upper right corner of the Network interface will appear a form named "Send Fast". Input a name for the target directory, and click  directly. The programs being played in the Client computer will then be sent to the Server at the Target DIR, as shown in Figure 8.2.71.



Figure8.2.71