USER'S MANUAL OF IMPOSA PLAYER

Version: 1.47





Pledco LED Display Ltd.



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

User Information		
	Type your r company y Ngme: Company:	name below. You must also type the name of the ou work for.
		< <u>B</u> ack <u>N</u> ext > Cancel









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;*.AIFF;*.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 xlsm 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 \rightarrow Programs \rightarrow Imposa Player \rightarrow Imposa Player.exe to start running the newly installed software ImposaTM Player. As in the following Figure 3.1, you can see something being played when you run the software ImposaTM Player.



Figure 3.1 (1) Window of operation



Figure 3.1 (2) Control Bar

The button Tat 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.



🐑 Imposa Player						* -
Program PowerPoint Network	1			1		
Program			Setting	-		
। 😂 🗟 🖄 🔆 🗶 🖄 🖗 🖉	× 0	\$	Width	384	\$	
Wy program list 1	Y O	\$	Height	256	\$	
A had brothen mar a	Frogram Name	My program list 2		E Fia	y Forbidden	
	Time(S)	0		Wait for	al	
	Wall color.	Black .	Di	splay.	Center 👱	
	Wall Picture:	1.0			6	6
	Flay Any	Date	Play B	vegiday		
	SemiDate.	2009-511	🗾 Ho	nday	Friday	
	EndDate	20(8 5-1)	1 Tu	soday	Severally	
	Play Ary T	·····		dhe daji	Tel surgay	
	Begin Time	1947:02		n sasay		
	End Imp.	revus me				

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







大屏导播		t -
111 幻灯片 网络	诸管理	
节目		8 2
📁 🖩 🕾 🗙 🍦 🖻 🕈	🚽 Referi: 100 🚊	184 🚖
Program1 Window1	志统行: 100 🜻	花堂: 256 🛫
Window2	节目名称: Program1	□ 禁止動飲
	参布时间(SI: 0	🔮 💟 等待所有面口播放完毕
	背景部色: ■ cBlack	• (2)(2): 居中 •
	1816 :	6
	₩ SIGEN	
	(2015年1月) 2015年1月、三日の日本(11)1月1日、110年1月11日、110年1月11日、110年1月11日、110年1月11日、110年1月110月11111111111111111111111111111	
	100 000 000 000 000 000 000 000 000 000	
	1246010 : 151610 -	
	attana : (510.10	
	Time: 0:0:3 C-VDocumen	ts and Settings/Administrator/ ITTI/Test SYL

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

Figure 3.4 (1) Interface in Chinese

Colema Power dry Neizweik			
Programm	Einstellungen		
😂 🗟 🖏 🗙 🐳 🔮 🔶 🦊	× 100	Bieke	384 🚖
Program1	Y 100	🗧 Hitte:	256
Window2	Programmane. Pro	igram1	🔽 Flay Forbidden
	Abepelzei (S)	÷ ~	Still do spielen
	Hintegrundtaber	cBlack 🔹 🔺	namige Zentriert
	Hintergrundbild		1
	keine Eingerei	ung (Dalum) 🍟 🔽 kene	Englerizing (Wocherka)
	Statidarme 2009	- 4/2 💌 📃 H	nius 🛄 Frends
	Enddenm 2009	42 F	wajoj 🔲 Samataj
	kens Elingenz	ung (Uhazel) 👘 🖬 di	nuach 🔲 Sinniag
	500,000 15161	10 📃 🚨 Da	rentiting
	Endant 13161	10 🚖	





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.

Notice			
2)	Are you sure	of deletingPr	ogram1
E	Yes	No	L

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.

Rename	8
Please input a new progra	sm name
My program int 1	
ОК	Cancel

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).

Kenane	8
Please input a new program	mname
My program list 2	
ОК	Cancel

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.



Minposa Player	* _ X		
Program PowerPoint Network			
Pregram	Setting		
Box X + Marine -	X: 0 Image: Constraint of the system 384 Image: Constraint of the system Image: Constrainton Image: Constra		
	Hogram Name: My program list 1 Flay Excludeen Time(S) 0 Image: Wait for all Walt color: Image: CBlack Display: Walt color: Image: CBlack Display: Walt color: Image: CBlack Display: Walt Picture: Image: CBlack Display: Play Any Date Image: CBlack Image: CBlack Image: CBlack Image: CBlack Image: CBlack		
	Fime: 0:0:12 D:\Program Files\PWM\Imposa Player 1.47\di.SYL		

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.



E: To creating a new Program List;



I: To save a Program List;





👻. To add a Program List;



- E: 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:	552	•	Width:	398	¢
Y:	41	÷	Height:	198	•

Here you can set coordinates and size of

the Program window on the monitor.





 Play Everyday Monday Friday Tuesday Saturday Wednesday Sunday Here you can decide on which day of week the program will be
played.
Program Name: My Play List Here you can change the name of
program.
Play Forbidden Function of Play Forbidden
Time(S) 50 If Wait for all Here you can set play time to be 50 seconds or
continuous play without stop.
Wall color: Ellack I Here you can set background color.
Wall Pieturα
can do so simply by clicking the button
Display: Center Center Zoom Stretch

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

3.2 Picture Files

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

ndi	an l		2
put	a new wind	low name	
	OK	Cancel	
L	OK	Cancel	

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.



🛞 Imposa Player					- X	
Program PowerPoint Network				1	-	
Frogram			Setting	-		
🖹 📂 🗟 🗙 🖧 🖻 🛸 🐱	× 0	\$	Width	384 🜲	-	
Binting	Y O	٤	Height	256 🔹		
T Clue	Frogram Name	My program list 1		📑 Flay Forbidden		
	Time(S)	0		Wait foi al		
	Wall color:	CBlack •	Dis	play Center 💌		
	Wall Picture	1.0		6		
	Play Ary	Date	Play E	vegiday 1		
	Bean Date:	2003-541	📰 Hon	day 🗾 Friday		
	EndDate	20(8 5-1)	📰 Tue	oday 🔲 Services		
	Play Any Ti	ma .]	📕 Wednerday 🛄 Sunday			
	Begin Time: 1	1:47:02	1. 199	roday		
	End Time: 1	1:47,02				
	Fime: 0:0:12	D:\Program File:	NPWMVmp	osa Player 1.47\dt.SYL	3	
			-		-	

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"



😌 File style	selection	×
-Select Hye-		
• Power	Text	
💭 Video	💭 Elaci	
💭 ī mei	C Flesh	
Exce	C BRT	
C Exe	C 41	
✓ Ok	X Cancel	

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.

ПЛ			? 🛛
查找范围(1):	Deno	C 🖆 🖽	
vs ev1			
	文件名 创:	vievl	打开@
	文件类型(1):	All Picture Files (*. bmp, *. jpg, *. jpe 💌	取消

Figure 3.12 Opening a Picture File

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



🛞 Imposa Player							* -	×
Program PowerPoint Network					-	6		
Program				Set	ting			
🖹 😂 🗟 🖄 🔆 🖉 🛸 🐱	Name:	Picture		Border:	1 👻	White		-
My program list 1 Picture	*	0	_	Width Directory	384	Height	256	
	🔁 × (Display	Stretch 💌	In Mode	Random	•	
	view1.jpg		Speed	Fastest 💌	Out Mode	Random		
			Delay	2 🔹 S		Tian	sparent Text	-
	*	2	Pievie					
	Time: 0:0:	12	D:\Prog	gram Files\PW	MVimposa	Player 1: 47\dt.9	SYL C	8

Figure 3.13 Adding Picture Files to a Play Window

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



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.

Width: 384 Height: 256 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.

Speed:	Fastest 💌
	Fastest
	Fast
	Medium
	Slow
	Slowest

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

Delay: 2 S Here you can set the pause time of a picture to stay on screen. Unit of

pause time is Second.



available. See Table 1.

Ercear 🔁 🗖 Here you can add a folder. Files in the folder will

be played automatically.

The icon in this color means that no transparent characters are super-imposed.

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

- 9 Expand in from left
- 10 Expand in to middle
- 11 Expand out from middle
- 12 Reveal out from middle
- 13 Reveal in from sides
- 14 Expand in from sides
- 15 Unroll from left
- 16 Unroll from right
- 17 Build up from right
- 18 Build up from left
- 19 Expand from bottom
- 20 Expand from top
- 21 Slide in from bottom
- 22 Slide in from top
- 23 Reveal from top
- 24 Reveal from bottom
- 25 Expand in from bottom
- 26 Expand in from top
- 27 Expand in to middle (horiz)
- 28 Expand out from middle (horiz)
- 29 Reveal from middle (horiz)
- 30 Slide in from top/bottom
- 31 Expand in from top/bottom
- 32 Unroll from top
- 33 Unroll from bottom
- 34 Expand from bottom
- 35 Expand from top
- 36 Expand from bottom right
- 37 Expand from top right
- 38 Expand from to left
- 39 Expand from bottom left
- 40 Expand from bottom right

- 95 Criss Cross reveal from right top and bottom
- 96 Criss Cross reveal from left top and bottom
- 97 Criss Cross reveal from left right and bottom
- 98 Criss Cross reveal from left right and top Criss Cross reveal from top left right and99 bottom
- 100 Criss Cross reveal from bottom left top right
- 101 Uneven shred from bottom and right
- 102 Uneven shred from top and right
- 103 Uneven shred from bottom and left
- 104 Uneven shred from top and left
- 105 Uneven shred from horiz and right
- 106 Uneven shred from horiz and left
- 107 Uneven shred from bottom and vert middle
- 108 Uneven shred from top and vert middle
- 109 Uneven shred from centre
- 110 Uneven shred to centre
- 111 Reveal diagonal from top left
- 112 Reveal diagonal from top right
- 113 Reveal diagonal from bottom left
- 114 Reveal diagonal from bottom right Diagonal sweep from top left bottom right
- 115 anticlockwise Diagonal sweep from top left bottom right
- 116 clockwise
- 117 Starburst clockwise from center
- 118 Triangular shred
- 119 Fade
- 120 Pivot from top left
- 121 Pivot from bottom left
- 122 Pivot from top right
- 123 Pivot from bottom right
- 124 Speckle appear from right
- 125 Speckle appear from left
- 126 Speckle appear from bottom
- 127 Speckle appear from top



- 41 Slide in from top right
- 42 Slide in from top left
- 43 Slide in from bottom left
- 44 Reveal from top left
- 45 Reveal from bottom left
- 46 Reveal from bottom right
- 47 Reveal from top right
- 48 Appear and Contract to top left
- 49 Appear and Contract to bottom left
- 50 Appear and Contract to bottom right
- 51 Appear and Contract to top right
- 52 Appear and Contract to center
- 53 Expand out from centre
- 54 Reveal out from center
- 55 Reveal in to centre
- 56 Quarters Reveal in to middle
- 57 Quarters Expand to middle
- 58 Quarters Slide in to middle
- 59 Curved Reveal from left
- 60 Curved Reveal from right
- 61 Bars in from right
- 62 Bars in from left
- 63 Bars left then right
- 64 Bars right then left
- 65 Bars from both sides
- 66 Uneven shred from right
- 67 Uneven shred from left Uneven shred out from middle
- 68 (horiz)
- 69 Uneven shred in to middle (horiz)
- 70 Curved Reveal from top
- 71 Curved Reveal from bottom
- 72 Bars from bottom
- 73 Bars from top
- 74 Bars top then bottom
- 75 Bars bottom then top

- 128 Random squares appear
- 129 Push right
- 130 Push left
- 131 Push and squeeze right
- 132 Push and squeeze left
- 133 Push down
- 134 Push up
- 135 Push and sqeeze down
- 136 Push and sqeeze up
- 137 Blind vertically
- 138 Blind horizontally
- 139 Uneven blind from left
- 140 Uneven blind from right
- 141 Uneven blind from top
- 142 Uneven blind from bottom
- 143 Rectangular shred
- 144 Sweep clockwise
- 145 Sweep anticlockwise
- 146 Rectangles appear from left
- 147 Rectangles appear from right
- 148 Rectangles appear from top
- 149 Rectangles appear from bottom
- 150 Rotation rectangle in centre
- 151 Rotation star in centre
- 152 Spiral rectangle
- 153 Circular shred
- 154 Reveal V from left
- 155 Reveal V from right
- 156 Reveal V from top
- 157 Reveal V from bottom
- 158 Bow Tie Vertical
- 159 Bow Tie Horizontal
- 160 Diagonal Cross In
- 161 Diagonal Cross Out
- 162 Starburst anticlockwise



- 76 Bars from top and bottom
- 77 Uneven shred from bottom
- 78 Uneven shred from top
- 79 Uneven shred from horizon
- 80 Uneven shred in to horizon
- 81 Curved reveal from top left
- 82 Curved reveal from top right
- 83 Curved reveal from bottom left
- 84 Curved reveal from bottom right
- 85 Elliptic reveal out from center
- 86 Elliptic reveal in to center

164 Zigzag Vertical165 Diamond shred

163 Zigzag horizontal

- 166 Reveal diamond out from centre
- 167 Reveal diamond in to centre
- 168 Diagonal Box Out
- 169 Pixelate
- 170 Dissolve
- 171 Random Bars Horizontal
- 172 Random Bars Vertical
- 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,

() Imposa Player							*	- ×
Program PowerPoint Network						1		
Program				Set	ting			
🗈 😂 🗟 🗞 🗙 🐳 🗳 🔮	Name:	Window	v1	Bonder	1 💌	White		-
E D Program1	*	0		width	381	Height	241	
Window2	7	0		Directory				9
Window3	<u>ଡ</u> × 🕄		Speed	Fastest 💌	In Made	Random		
	view1.pg view2.pg view3.pg view4.pg Welcome.bt.nt view5.bmp 新建文本文档	5 tot.rtf	Dieley Ford Shy Backon Pierro 169, 21 cpu; 9 AT+CIJ	2 S MS S As MS S bund W Verse Color 169, 254, 10, 10 71 e-9 PCSSP=1, "APP	Out Mode ians Serif Mite 1	Random Fort S Fort Color B 2 U	Black	
	Time: 0:0:48	8	F. SE	程序Vmposa	PlayerVmp	oosa Player1.4	6(2009-2-23	

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.

Font Style: Times New Romar Font Size: 16 Here you can set the font and size of

characters of Text Files.

^{ekground:} White Here you can set background color of a Text File.

Font Color: Window 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:



Once edited, save the text file:





Effect of Text File after editing:



B ∠ 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).



@ Text B	ditor	
FundState	True New Roman - Foot See 8 - For	M Culor Black, 💌
Backersked	🗌 white 💽 🖬 🖍 🛛 🚍	2.2
z. it S a 10. It's m 11. The so 12. When i 13. Take y 14. T's ma I'm crazy[発 著述。)	Swall world (Horsey):) p treat[iss、款待] this time (这次我诸客!) oner the better (越快越好。) s the most convenient [方便的; 便利的] time for our time (慢慢来/别答急。) d about Bruce Lee (我述死李小龙了。) 行動的; 苷热爱好的] about rock music (我对語道	r you? RÆill
15. Now do 18. What w	I address you?(表志公務時份?) as your name again? (诸再说一次名字好吗?)	
17. Yould 18. She tu	you care Evrl書次I a cop of coffee?(要被绑理吗 ras as aff (她使我厌烦。) 	

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.



🛞 Imposa Player					- ×
Program PowerPoint Network					
Program			Sett	ing	
🖹 📁 🗟 🏡 🗶 🖨 🛸 🎍	Name:	other files	Border	1 Vhite	-
Wy program list 1 Picture	× Y	0	Width: Directory:	384 Height 256	8 -
other files	🔁 × (30			
00000					
	Fime: 0:4	38 D:\Pro	gram Files\PWI	MVmposa Player 1.47\dt.SYL	

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.

Open				? 🔀
Look in:	C Demo		- 🗈 🗗 🖽 -	
	MPOSA32.4	wi .		
	File name:	IMP0SA32.avi	2	<u>Open</u>
	Files of type:	All Video Files(".mpeg,".mpg, ".avi)		Cancel



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



🛞 Imposa Player						1	+ _ X
Program PowerPoint Network					-		-
Program				Setti	ng		
🖹 🍃 🗟 🗛 🗙 👙 🖻 🛸 🍬	Name:	other f	les i	Horder:	1 -	White	•
🖃 📵 My program list 1	*	0	×	width	384	Height 2	56
Picture	74	0		Diectory			
other Hes	S × G	8.9	Distant	Analog	Clock •	Hour Color	Purple 💌
	IMPOSA32.	wi	HouStyle	Blu	e •	Minute Color	Blue 💌
	Cibox.	-	Minute Style	Be	4 +	Second Colo	📕 Green 💌
			Fand Test	Capital		Background	Black -
			Run Tine.	10	\$	s 🗖 Runal	Time •••
			💌 Text	FredTe	ed Color	Red 💌	More
			Number	r Number	Color	Yellow 💌	More
			💌 Dale	Drate Co	kāi.	Lime 💌	More
			💌 Day	Day Col	ar:	Fuchsi 💌	More
	13		-				
HI HIN O	Time: 0:4:	38	D. Piogram	Files\PWA	AVmposa F	Naver 1 47\di S	a B.
00 00 0		-	all a segur				

Figure 3.23 "Clock" setting interface

Five formats of clock are provided by the IMPOSA Player:

Display	Analog Diock 💌
Hourstyle	Analog Lites User-defined For v
Minute Sigla	2007 04 12 AM 10
Fixed Tex:	2007/04/12 AM 10

Format 1







Format 2



5/14/2009	16:16:55	

Format 3



Format 4





Divuley. 12/04/2007 AM 10.08 💽	
Fixed Test Hour tyle 12/04/2007 M 10 08.31	1 nelige 14/5/2009
 ○ 12 huu y ○ yyyy ○ 24 huu y ○ yy 	 Singe Multiplie Thursday
I Year I Month I Data I AM4™ I Hour I Mont	I Day te I Second
Henri ME Sans S 💌 8 💻 Cour 📕 💌 B Hun Line: 🛛 10 📑 S 📑 Fun All Time	ackcround: PM 16:19:30

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.



Luboc-	Aning Elas		400 Cate	Puple +
+ outline	Blue	*	Mandorcone	Blue -
Madester	Red	-	Second Lolog	Green 🔫
(colio	Capital		Italound	Black 💌
too hie etaa too	d Dolme V	\$	5 🔲 Berry	The en
FL桌面文	牛\Demo\01.pg	5		- 6



Figure 3.24 Adding wall paper to the clockFigure 3.25 Playing the clockThe 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: System Size: 10 I Here you can set the font and size of characters.
Color: Red Here you can set color of the characters to be displayed.
Backuland joint joint and the background picture or
the background color.
Static Text Here you can input static characters.
◯ Customer B Z U 📄 🚊 🗐
%dDay%hHour%mMinute%sSecond
Customer defined characters.
End Date 2008-03-08
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



🛞 Imposa	Player						* _ X
Program	PowerPoint Network					1	
	Program				Setting		
10	Ba 🗙 🧇 🖻 🍨 🦊	Name	other file	es Boi	der 1 💌	White	•
My program list 1 Picture text other files		*	0	Wie	217	Height 169	
		¥.	0	Dre	ectory		1 1
		B×	33	Animation File:	E\桌面文件	Demo\Flash Play.swf	20
		IMPUSA32. Clock1 Timer1 Flash Play s	avi	-Freview-			
		<	2	 Stillto Er Run Tim 	nd * 0 🔹	file	
		Time: 0:2	3:56	D: \Program File	es\PWM\Impos	a Player 1.47\dl.SYL	۲

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.

Welcome	Welcor
Welcome	Welcor

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.

Program PowerPoint Network					-		v - ×
Program				Setti	ng		
🛯 📂 🗔 🖄 🔆 🗳 🗳 🔮	Name:	other fil	88	Border:	1 -] White	1
Picture text	Y	0		Directory		10010 640	8
the files	IMPOSA32.a Clock1 Timer1 Flash Play.sw setup.exe CLSSC1 stars test.ppt	4	Display. Speed Pelay Previe	Zoom 💽 Fastest 💽 2 🔮	In Mode Out Mode Rever	Random	

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

 Interfect:
 None
 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".

🛞 Imposa F	Player							- ×
Program	PowerPoint Network					Å		
	Program		÷		Seti	ing		
E 😸 My prog	😰 🗙 🛟 🗳 🔶 gram list 1 ture	Name: X. V.	other fil 0 0	es	Border: Width: Directory:	1	White Height 165	• •
	er files	MPOSA32.av Clock1 Timer1 Flash Play.swf setup.exe XLSX-1.xlsx test.ppt		PPT File: Speed Stay Time Enlig Elle Still to Loop Run 1	F:Ve a Per Page: act D End Time:	面文件\Der Slow 3 None	no'\test.ppt	nore
		Time: 0:24:	47	D:\Program	m Files\PW	MVImposa Pla	ayer 1.47\di.SYL	

Figure 3.33 Playing PPT files in the window "Others"



Table 2	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.



🛞 Imposa	Player			×
Program	PowerReint Network			
	PowerPoint File D: VProgram	m Files\Chainzone\Demo\test.p	pt 🥵	
	× 0	Width	384	
	Yi 0	Height	256	
	 Auto Play 	🗭 Manual		
	Speed:	Fast 👤		
	Stay Time Per Page	2 (S) Ignore		
	Entry Effect	wpenigra		
	C Loop			
	🔁 Run Tenes 🛛 🖻	151		
			🖌 Play	
00	Time	: 0:47:23 D:\Program Fi	iles\PWM\Imposa Player 1.47\d	ISYL 👻

Figure 3.34 Setup interface of PowerPoint

PowerPoint File:		 osa Player 1 2(20070301	🦻 To add a PPT file	
×	552	Width:	398	
Y:	41	Height	198	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	o plav	/ the
-------------	----------	--------	------------	--------	-------

PPT files automatically or manually.

per Page and the Entry Effect of PowerPoint File



💿 Still to End			
🔘 Loop			
🔘 Run Time:	5	(S)	_

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".

Imposa Player Program PowerPoint Network					- ×
Program				Sett	ing
My program list 1 Picture test other Nes	Name:	other f	ExeFile Run Time	Border. Width Directory F.V	1 _ White _ 217 Height: 169
	Time: 0:24	1:47	D:\Progra	m Files\PW	MVImposa Player 1 47\dt.SYL



Figure 3.36 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 \overline{OK} , and the "Open" window appears. You can open all files and add them to the Play list as following Figure 3.39.



Open				? 🗙
Look in: My Recent Documents Desktop	Demo Flash Play.swi Flash Play.swi MPOSA32.av ILxis rtf.rtf setup.axe test.ppt txt.txt view1.jpg view2.jpg view3.jpg		-	
My Documents My Computer My Network Places	File pame:	"Flash Play.swf" "IMPOSA32.avi" All Files(".bmp. *.jpg. *.jpg. *.jco.	""ILxds" "nd .ntf.▼ ".txd. 1.ntf. 1.dc.▼	<u>Open</u> Cancel

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.



Program PowerPoint Network		Danguage	
Program	Name other files 0 0 0 0 0 0 0 0 0 0 0 0 0	 Default Setting Tool Test Ticker Setting Stop Ticker Play Log Play Background Play VCD/DVD Stop VCD/DVD Show Motice Before Closed Help Exit 	
	<		
	Time: 0:23:56	D. 10.000 D. 100.000	

Figure 4 Opening "Default Setting"

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

Picture	Display.	Stretch -	In Mode	Random	
Excel	Speed	Fastest 💌	Out Mode	Random	-
Flash	Delay	2 🔹	8		
Exe		104	1	Y Cancel	

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.

iogram	PowerPoint Network			Language +
	Program			Default Setting
	54 🗙 🕂 🖻 🌰 🎍	Name:	other files	🗿 Test
My pro	ngram list 1 sture At her files	MPOSA32, Clock1 Timer1 Flash Play.s	0 0 avi	 Ticker Setting Stop Ticker Play Log Play Background Play VCD/DVD Stop VCD/DVD Stop VCD/DVD Show Notice Before Closed Help Exit
		<	>	

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.

lED Test				×
Grayness Color	Scan Gray Evolut	ion Ticket :	Screen Set	
Red	Green	Blue	1	
White	Yelow	Purple		
C 32 degree	64 degree	○ 256 c	legree +	1
Speed		EXIT	Pause	



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.

arayness Color	Scan Gray Evolui	tion Ticker Screen Set
Red	Green	Blue
White	Yelow	Purple
C 32 degree	64 degree	← 256 degree +
6. 10 E	_	

Figure 5.3 Color scale testing

Click button

Red

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 butto	n ^{Pause}	to pause	the	change	any	time	during	the	process.
Similarly, you ca	an also test tl	he gray sca	le ch	ange on t	the of	her co	olors.		

The button Speed 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.



ārayness Color	Scan Gray Evol	ution Ticker Screen Set
Red	Green	Blue
Black	White	Yelow

Figure 5.5 Color test

Click the button Red, 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.

irayness Color	Scan Gray Evo	lution Ticker Sci	een Set
Vertical Line	Horiz Line	Diagonal	
Red	Green	Blue	
White	Yellow		

Figure 5.6 Scan Test

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









Figure 5.8 Horizontal Lines Scanning Test

Click the button Diagonal, 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.

irayness Color	Scan GrayEvol	lution Ticker Screen Set
Red	Green	Blue
White	Yellow	
256 degree	64 degree	32 degree

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



Click the button Show Coordinate, 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.

		😌 Ticker Setting 🛛 🔯
		3L 0 € WidH 256 €
		Usebloy
		Please select a lidker folder, then
		Ticker will play ist and bap files
		Frame Spass 0
		Speed Slow
		- Have Direction
		Fund Dial D Rept
		📑 Auro Ium - sen program Valforg up
		Cancel
_		
X: Y:	0 🔹 V 0 🔹 H	/idth: 256
2	rectory:	
F1 Ti	ease select a ticke ckar will play p at	r folder, then and hun files. To coloct the play list have. There must be TVT.
and BN	IP files in the play	list
Fra	ame Space: 🛛 🗧	To set the number of nixels at each interval between every two
adjace	nt frames	
Ba	ckground: 📕 Black	■ Ignore To set the background color in LED screen.
Sp	eed: Slow	Fast To set the play speed of ticker
	Lont	
	To set the t	ont used in the play.
	1ove Direction ♥ Left	To set the movement direction of ticker
Р	lay effect as in the	Figure below
n	zone!	



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.

File open		
1)	Upen
✔ 0k	🗶 Cancel	

"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.



Figure 7.5 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

MoveDown Exit

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

Notice	
Please input a name	
	and I
OK	Cancel

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:	MS Sans Serif 🔽 to set the font style of transparent characters:
Font Size:	to set the size of the transparent characters;



Font Color: White Ito set the color of transparent characters;
Name: Text1 to name the transparent character file;
Background: Black I to set the background color for the transparent characters;
Stunt: Random I to set the display effect of the transparent characters.;
Delay: 2 Sto 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.
Image: Text Editor For Picture
Text Editor For Picture Font Style: MS Sans Serif Font Size: 15 Font Color: White Name: Text1
Iext Editor For Picture Font Style: MS Sans Serif MS Sans Serif Font Size: 15 Font Color: White Name: Text1 Background: Black
Text Editor For Picture Font Style: MS Sans Serif ▼ Font Size: 15 ▼ Font Color: White ▼ Name: Text1 Background: Black ▼ 🏂 🖟 B 🗸 IJ 📄 🖹 Stunt: Random ▼ Delay: 2 ♀ S
Text Editor For Picture Font Style: MS Sans Serif ▼ Font Size: 15 ▼ Font Color: White ▼ Name: Text1 Background: ■ Black ▼ ∲ ■ B ✓ U ≣ ≣ ≣ Stunt: Random ▼ Delay: 2 ♀ S
Text Editor For Picture Font Style: MS Sans Serif ▼ Font Size: 15 ▼ Font Color: White ▼ Name: Text1 Background: Black ▼ ∲ ■ B ✓ U ≣ Ξ Ξ Stunt: Random ▼ Delay: 2 ♀ S
Text Editor For Picture Font Style: MS Sans Serif ▼ Font Size: 15 ▼ Font Color: White ▼ Name: Text1 Background: Black ▼ ∲ B B E E E E Stunt: Random
Text Editor For Picture Font Style: MS Sans Serif ▼ Font Size: 15 ▼ Font Color: White ▼ Name: Text1 Background: Black ▼ ♥ ■ B ✓ U ■ ■ Stunt: Random ▼ Delay: 2 ♥ S
Text Editor For Picture Tont Style: MS Sans Serif ▼ Font Size: 15 ▼ Font Color: ↓ White ▼ Name: Text1 Background: ■ Black ▼ ♥ ■ ■ ▲ U ■ = = = Stunt: Random ▼ Delay: 2 ♥ S

Figure 7.8 Text Editor For Picture



Figure 7.9 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.

Buttons	Shortcuts	Functions
	Ctrl+P	Play a program
\odot	Ctrl+Z	Stop playing a program
1		Play the previous file
		Play the next file
		Hide/display the program window
3		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
2	Add a play window
٢	Move up a program or play window
-	Move down a program or play window
6	Add a play file
×	Delete a play file
3	Move down a play file
3	Move up a play file

8. Network Management

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

Server					
Start	Server Port:	8090	44	User Manage	
No	LED Name	Size	IP Address	Status	Reconnect Add Server Didete Server Edit Server Remote Control
					Send File Send Program Readbach

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.

🛞 Imposa Player	+ _ >
Program PowerPoint Notwork	
Server	User Manage
Figure	8.10
Server Logon	
Host Name: 46c8b584ed524d1 (169.254.200.6) Password:	
<u>Startup</u> <u>Minimize</u>	СН 🖮 🔇 💥 🖉 14:44
Figure 8.11	Figure 8.12



8.1.1 User Management

User Manage

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 8.1.11

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.

🛞 Add. Sei	rver	8
LET Nave	1901	√ 0k
IP eddinant	169.254.110.20	M Count
Fat	6090	A cance
Und Name	administration	1
Premvord	*******	1

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.

Server	Server Port	8090		er Manage	nd Fast get DIR: ddd	
No I	LED Name LED1	Size 384 × 256	IP Address 169.254.200.18.8090	Statu Connect suc	s cessfully!	Reconnect Add Server
						Edit Server Remote Control
						Send File Send Pilogram Fleadback

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 Sever 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.



rigure 0.2.40 Remote control of EED Display

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

ew Option <u>H</u> el	р	<u>V</u> iew	Option H	elp
<u>R</u> efresh	F5	<u>R</u> ei	fresh	F5
<u>C</u> omplete Refre	sh Ctrl+F5	<u>C</u> or	nplete Refr	esh Ctrl+F
C <u>l</u> ear screen		C <u>1</u> «	ear screen	
<u>A</u> uto Refresh		<u>A</u> u	to Refresh	
<u>S</u> cale Image	Ctrl+S	<u>S</u> c:	ale Image	Ctrl+S
Figure8	.2.42		Figure	8.2.43



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.

Server V Start	Server Port	8090		Joer Manage	-Send Fast Target DIR: e:\ddd	
No	LED Name LED1	Size 384 X 256	IP Address 169.254,200.18.8090	Corne	Status ct successfully!	Reconnect Add Server Delete Server Edit Server Remote Contro Send File Send Pilogram

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.



Send Fi	le	X
Target DIR: Source File:	e verdiging vTRANSPARENT	 Send Exit Add Delete Delete All
	×	2
Same File:	🗩 Overwrite 💭 Skip	
Send Mode:	Current Only	
	Figure8.2.60	



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 for the 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.



	2
gram Files\P\vM\Imposa Player 1.47\dl.SY	💌 🕵 😅 Serd
e Program	ji ta
ion for time	
g when sending	
er received the program	
💽 Liveswete 🕥 Skip	
18 Daniel Date	
	gram Files/PW/MVImposa Player 1.47/vdl.SY e:/Program lien for time ig when sending er received the program Uveswrite Sko



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 ^{send} 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 Send 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.

Imposa	Player	_				
Program	PowerPoint	Network			1	
-					-	
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W 5180	Sever For	0000	47 0	e:	vddd	Send
No	LED Name	Size	IP Address	State	us	Reconnect
	LE01	384 × 256	169 254 200 18 8090	Connect sur	menshulid	Annual Contract

