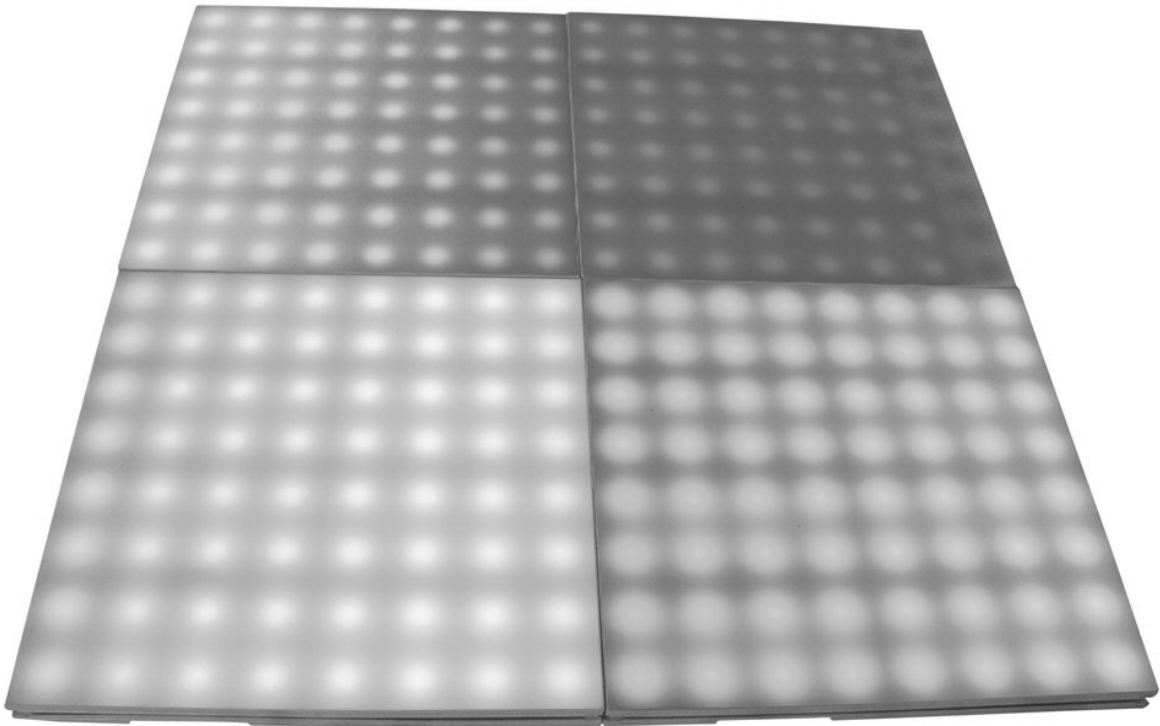# VDPLAT1

ANIMATED RGB LED TILE

USER MANUAL

VDPLAT1 – ANIMATED RGB LED TILE

1. Introduction

To all residents of the European Union
Important environmental information about this product

This symbol on the device or the package indicates that disposal of the device after its lifecycle could harm the environment.

Do not dispose of the unit (or batteries) as unsorted municipal waste; it should be taken to a specialized company for recycling.

This device should be returned to your distributor or to a local recycling service.

Respect the local environmental rules.

If in doubt, contact your local waste disposal authorities.

Thank you for buying the **VDPLAT1**! Please read the manual thoroughly before bringing this device into service.

The **VDPLAT1** is a system that is suitable for a wide range of indoor applications such as architectural lighting, stage lighting and floor effect applications. The system is controlled using the simple and quick-to-learn software allowing the user to display many different formats of pictures, videos, text and graphics.

On receiving this product, please carefully check that there has been no damage caused in transportation and that the following parts are enclosed: software (transmitter card, DVI signal cable, RS232 signal cable, CD-ROM, net cable, LED R16 receiver hub, LED R16 external power supply), LED tile, power cable, signal cable and this manual.

System Requirements: Windows XP/XP2 operating system, >200MHz CPU, 32MB internal memory, standard VGA256 graphics card, ATI display card (NVIDIA is not compatible).

a. Safety Warnings

ALWAYS READ THE USER MANUAL BEFORE OPERATION. PLEASE CONFIRM THAT THE POWER SUPPLY STATED ON THE EXTERNAL POWER SUPPLY UNITS IS THE SAME AS THE SUPPLIED MAINS POWER IN YOUR AREA.

- This product must be installed by a qualified professional.
- Always operate the equipment as described in the user manual.
- A minimum distance of 0.5m must be maintained between the equipment and any combustible surface.
- The receiver and power supply units must be placed in a well-ventilated area.
- Always make sure that the equipment is installed securely. Keep this equipment away from any form of water or moisture.
- DO NOT stand close to the equipment and stare directly into the LED clusters.
- Always disconnect the power before attempting any maintenance. Always make sure that the supporting structure is firmly secured.
- The earth wire must always be connected to the ground. Do not touch the product or power cables if your hands are wet.

⚠ **ATTENTION**

This product left the place of manufacture in perfect condition. For safe operation and to maintain this condition, the user must always follow the instructions and safety warnings described in this user manual.

- Avoid shaking or strong impacts to any part of the equipment.
- Make sure that the all parts of the equipment are kept clean and free of dust.

- Always make sure that the power connections are connected correct and secure.
- If there is any malfunction of the equipment, contact your distributor immediately.
- When transferring the product, it is advisable to use the original packaging that the unit left the factory in.

b. Technical Specifications

Greyscale	red / green / blue – 256 grade (8 bit)
Colours	256 x 256 x 256 = 16m
Supports Display	640 x 480 / 800 x 600 / 1024 x 768
Supports Display Card	DVI connector
Interface Cards	data collection card, 2 x display driver card
Range	768 x 512
Dimmer	hardware 16 grade, software 256 grade
Frequency	16MHz, 12MHz, 8Mhz, 6Mhz (adjustable)
Sweeping Frequency	> 90Hz
Scan Mode	8 rows / area
Output Port	2 x 50
Signal Cable	5-core net cable
Max. Signal Transmission Distance	high speed > 100m (no breaks)
Common Power	+5V

2. Hardware

a. Limitations

Vertical

Min.	1 panel = 8 rows of LED clusters = 8 vertical pixels
Max. (1 receiver)	16 panels = 128 rows of LED clusters = 128 vertical pixels

Horizontal

Min.	1 panel = 8 rows of LED clusters = 8 vertical pixels
Max. (1 receiver)	16 panels = 128 rows of LED clusters = 128 vertical pixels

Resolution

| Min.	1 x 1
Max. (1 receiver)	32 x 16

b. Panel Installation

The tile is connected together as shown in section "**2.c**". The units must be installed so that they are on a flat plane. It is advisable that a spirit level is used in aligning the animate tiles. Use the rubber feet to adjust the height of each tile.

c. Receiver to Panel Connection

Each receiver has 16 output ports (J1-J16) with one output port controlling 1 row of tile units. The number of output ports used is determined by the length (L) of the matrix screen (see section "**3.d**" for further details on connection of receiver output ports). Please note that the orientation of the connection must be as in the figure with the raised tongue on the left.

Example: If the application requires a length of 2m, then this will require connection to the receiver as follows:

J1: first row of animated tiles.
J2: second row of animated tiles.

| Tongue on the left | | Correct orientation for IDE 20 cable |
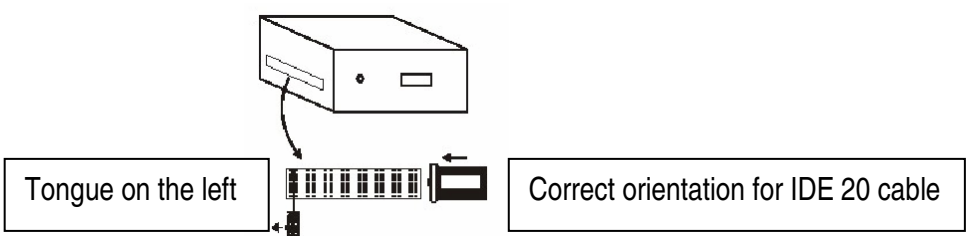
d. System Setup Diagram
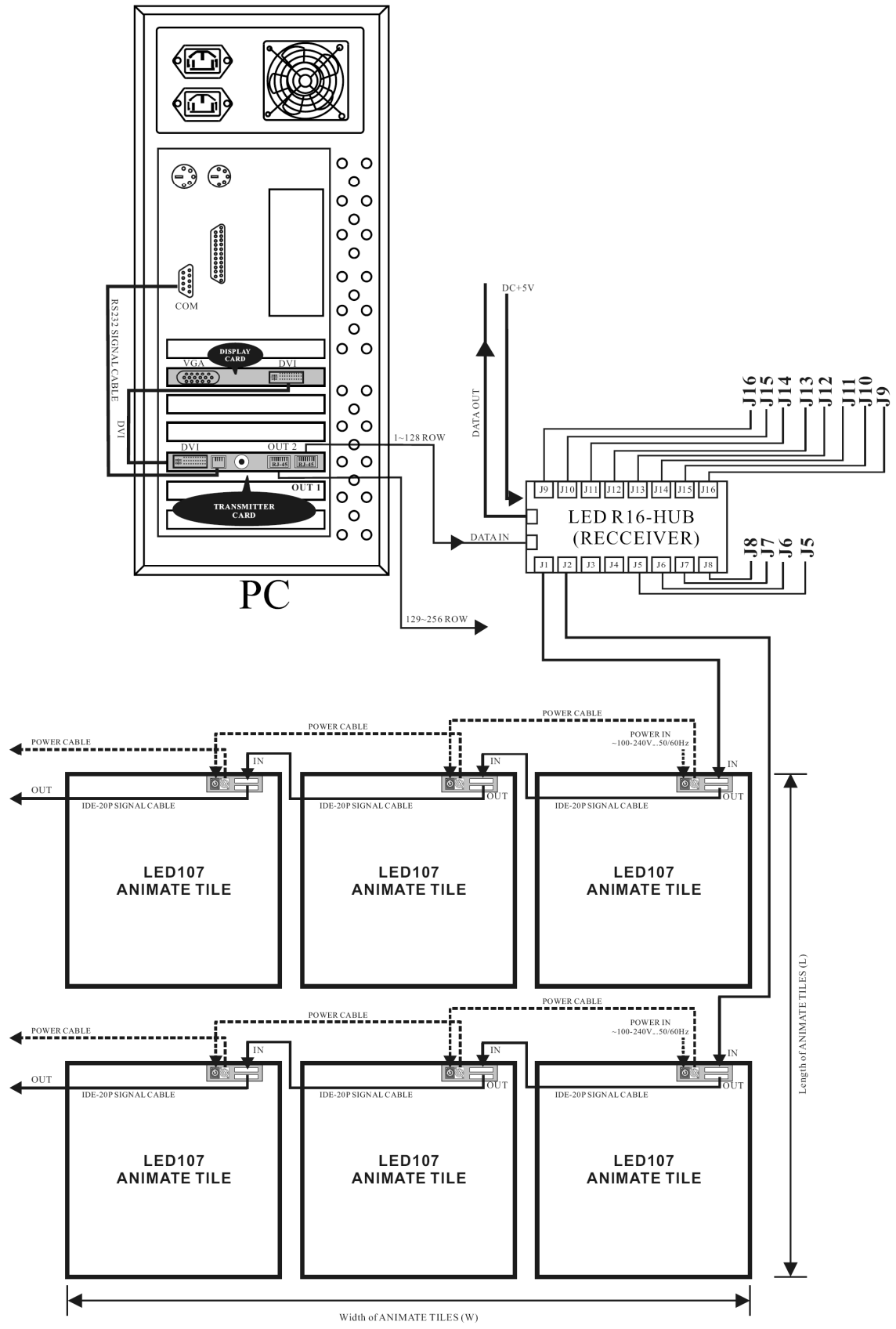
e. Setup Checking

• Check that connection from the LED CLUSTERS to the DRIVERS is correct.
• Check that the power supply units are correctly connected and that the power load has not been exceeded (220V - up to 16 panels in series / 120V – up to 8 panels in series).
• Confirm that that power supply units stated voltage is the same as your local area.
• Check that all connecting wires with the PC are correct and secure.
• Connect the power and confirm that the LED on each driver is red. If the LED is not red, please check the driver and replace with a new one.
• Start the i.TOP software, if the LED matrix is not detected, the software will hint to the user that the LED matrix is not found. Please check all connecting cables and hardware.
• Select "Grid Test" from the control panel. Select "Color Change 3 color". If the LED MATRIX screen changes from one colour to the other with a grid of diagonals then all connecting cables are connected correctly.

3. System Card Setting

a. Transmitter Card

The transmitter card is installed in the PC and acts as an interface between the PC hardware & software and the LED matrix screen hardware.

The PIN definitions of the DVI port must correspond to the PIN definitions of the display card. The DVI cable provided must be used to connect the DVI port to the display card.

DVI PORT   AUX PORT   DATA OUT2   DATA OUT1
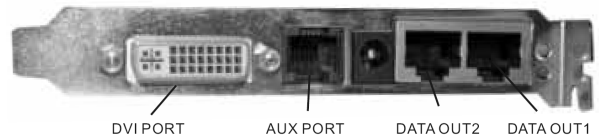
• **OUT 1 & OUT 2 PORTS**

OUT 1 & OUT 2 are 8P double-net card ports. OUT 1 is connected to the receiver using the net cable. Each port is capable of transmitting 256 rows of information. At OUT 1 the data value ranges from row 1 to row 256. At OUT 2 the data value ranges from row 257 to row 512.

• **AUX PORT**

This port is a standard 6P telephone connection port. Connect the provided cable with the RS232 port. This port allows control of the r variable, gray scale, LED matrix active area, LED matrix lock & LED matrix range.

• **POWER SUPPLY**

Power Supply port is a 5V power supply connection for when the transmitter card is operating external of the PC.

b. System Card Installation

Insert the transmitter card in the relevant available PCI slot in the PC.
• Connect the transmitter card and the display card together using the DVI cable provided.
• Connect the serial port (OUT 1) to the receiver card using the net cable.
• Connect the transmitter aux port and the PC COM port using the cable provided.
• Check that all connections are secure.
• Calculate the correct positions for the receiver switches.
• Turn on the computer and test the system

NOTE:
If the PC automatically reboots or turns off, please remove the DVI cable from the transmitter and try again. After the Windows desktop has loaded reconnect the DVI cable.
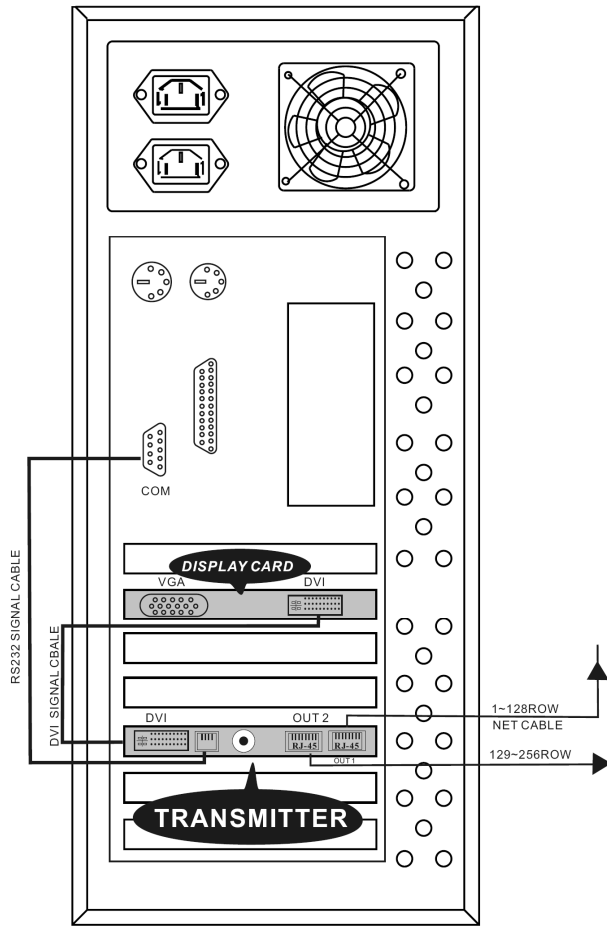
c. Receiver Output Connections

When installing the receiver it is necessary to calculate the number of receiver output ports required. This is calculated on the vertical height of the LED matrix screen in number of rows (H). The figure shows the receiver output ports J1-J16.
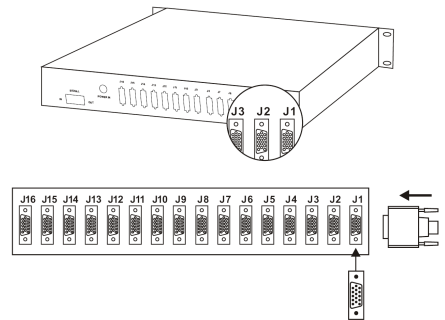

In order to calculate the number of receiver output ports required, please refer to the table below. H refers to the number or rows (vertical pixels) of the LED matrix screen.

Number of Pixel Rows (H)	Number of Panels (Vertical)	Receiver Output Connections
16	2	J1-J2
32	4	J1-J4
48	6	J1-J6
64	8	J1-J8
80	10	J1-J10
96	12	J1-J12
112	14	J1-J14
128	16	J1-J16

Example: A tile screen of length 12 units (or 12m) would consist of 12 x 8 rows = 96rows. Therefore the receiver output ports J1to J12 must be connected to the LED floor tile.

d. Receiver Settings

When installing the receiver it is necessary to calculate the position settings for the receiver JP1 switches. This is calculated on the length of the tile screen in number of columns (L). The diagram below shows the receiver default switch settings where a black square represents the position of the switch (i.e. JP2 switches 1-5 are OFF, switches 6 & 7 are ON). The installation of the receiver must be in accordance with the size of the tile screen. JP1 switches 3, 4, 5, 6, 7, 8 & 11 are control switches for the width in columns (W) of the tile screen.


RECEIVER 1
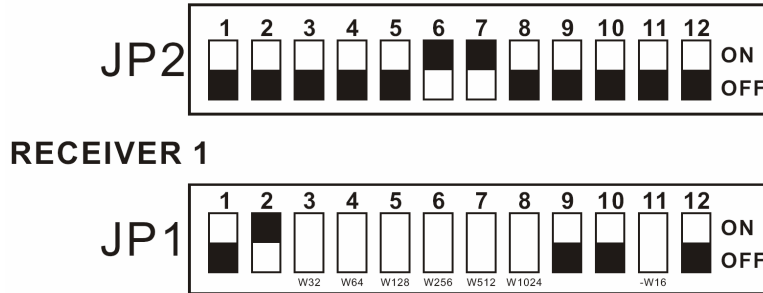
JP1 switches correspond to the following values:

3 = +W32   4 = +W64   5 = +W128   6 = +W256   7 = +W512   8 = +W1024   11 = -W16

Number of Pixel Columns (W)	Number of Panels (Horizontal)	1	2	3	4	5	6	7	8	9	10	11	12
16	2	0	1	0	0	0	0	0	0	0	0	1	0
32	4	0	1	0	0	0	0	0	0	0	0	0	0
48	6	0	1	1	0	0	0	0	0	0	0	1	0
64	8	0	1	1	0	0	0	0	0	0	0	0	0
80	10	0	1	0	1	0	0	0	0	0	0	1	0
96	12	0	1	0	1	0	0	0	0	0	0	0	0
112	14	0	1	1	1	0	0	0	0	0	0	1	0
128	16	0	1	1	1	0	0	0	0	0	0	0	0
144	18	0	1	0	0	1	0	0	0	0	0	1	0
160	20	0	1	0	0	1	0	0	0	0	0	0	0
176	22	0	1	1	0	1	0	0	0	0	0	1	0
192	24	0	1	1	0	1	0	0	0	0	0	0	0

Example: An LED tile of width 22m would consist of 22 x 8 columns = 176 columns. The start value of JP1 is 32, so therefore 176 = 32 + 144, referring to the table, receiver switches 5(W128), 3(W32) and 11(-W32) must be in the ON position. Please refer to figure below for all columns and switch settings. The diagram below shows to correct settings for the receiver with a width of the LED matrix screen of 176 columns.

RECEIVER 1
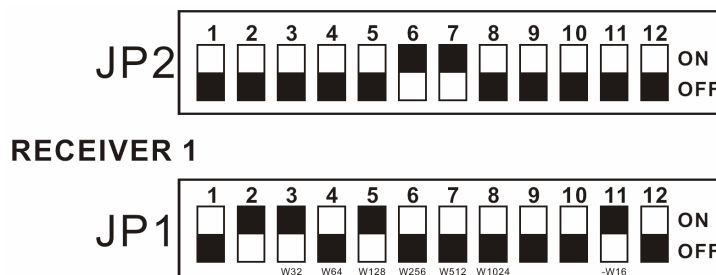
e. ATI Display Card Settings

1 Right click the mouse on the open space of the desktop. The following menu will appear.

5 Click<Theater mode options>

Arrange Icons By	▶
Refresh	
Paste	
Paste Shortcut	
Undo Move	Ctrl+Z
New	▶
Properties	

(1)

2 Click <Properties> and select <Settings>. The <Display Properties> menu will appear

(5)

(2)

(4)

3 Select <Advanced> and select the <Displays> window
* Click the small red triangle at the top left- side of the FPD box (the button will turn green)
* Click <Apply>

4 For video settings select <Overlay>

(3)

f. System Checking

- **STEP 1**

   Check that the green LED on the transmitter card is flashing. If the green LED is flashing, please move to step 3. If the green LED is not flashing, please restart your computer and check the status of the green LED during the start up of your PC. If the green LED is flashing please move to step 2. If the problem is not solved check that the DVI cable is connected properly as there is likely an error at the transmitter card, display card or at the DVI cable. Please eradicate possible areas of error and repeat step 1.

- **STEP 2**

   Please follow out the instructions in Section 3 to verify all settings and/or re-install and then once again verify the settings. Please repeat this step until the green LED is flashing. If the green LED is still not flashing, please check and repeat step 1.

- **STEP 3**

  Check that the green LED on the receiver and the green LED on the transmitter card are flashing in step. If the two are in step, please move onto step 5. If the red LED (power supply) is on please move to step 4. If the red LED is not on, please check the status of the yellow LED (power supply Protection). If the yellow LED is not lit, please check that the power supply is connected correctly and that there is power supplied from the mains. If the yellow LED is lit, please check that the voltage is 5V. Disconnect the power, and check that all the connections in the receiver are correctly connected. If the problem is still not eradicated, replace the receiver and repeat step 3.

- **STEP 4**

  Check that the net cable is corrected correctly and that the length does not exceed that recommended in this user manual. If the problem is not solved, please replace the receiver and then repeat step 3.

- **STEP 5**

  Check the LED to the screen power supply is lit. If not lit, please repeat step 4. Disconnect the power, and check that all the connections in the receiver are correctly connected.

- **STEP 6**

  Check that the receiver switch settings are correct. Please see section "**3.e**" for further explanation.

g. Making Additional Net Cable

NOTE:
Standard net cable cannot be used to replace the net cable required to transmit the information for the LED matrix system.

Please follow the following instructions in order to create extra net cable.

Bear back the outer casing of the wire by around 30mm. The wires should now be coloured as follows: 1 = white & orange; 2 = orange; 3 = white & green; 4 = green; 5 = blue; 6 = white & blue; 7 = white & brown; 8 = brown.

Twist the following pairs together so that only the plastic is touching (the metal wires must not touch): 1 & 2, 3 & 4, 5 & 6, 7 & 8. Insert each wire into an RJ45 connector with the white & orange wire connected to PIN 1, the orange wire connected to the second PIN, etc. Both ends of the net wire are connected in this way.

4. Software

a. Installation

The software is compatible with most modern PCs. Please see the requirements below before installing the software into your PC. Operation system: Windows XP/XP2. Hardware: > 200MHz CPU, 32MB internal memory, standard VGA256 display, ATI display card (NVIDIA is not compatible).

Insert the CD-ROM. Select the required version of the software for installation version (LEDStudioD.exe for demo version or LEDstudio.exe for the standard version. The installation wizard will start.

Proceed installing according to the prompts. Note: This software is protected by a serial number. The correct serial number must be input in order to continue installing the software. The current serial number for this product is 36121080. After completing the steps in the installation wizard, the software will appear in the <Start-Programs>. Select <LEDstudio> to start. There will also be a new shortcut icon created on the desktop <Shortcut to LEDstudio>. Double click on this icon to start the software.

b. Uninstalling

The software also includes a complete program removal function. This allows the user to easily delete all LEDSTUDIO files, shortcuts & programs. The user may delete all the relevant files by selecting <ADD/DELETE> from the <CONTROL PANEL>. Select <Automatic> in order to remove all relevant files.
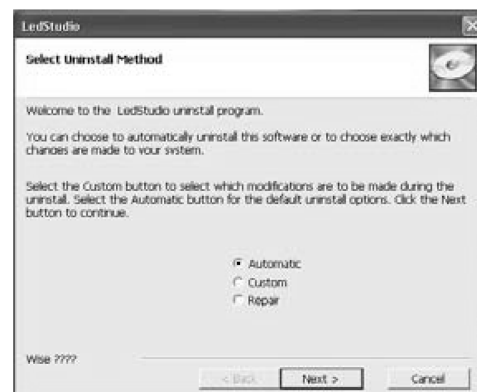
c. Getting Started

Setup the hardware after installing the software. Please check that your hardware is setup with the default settings as shown below. Please follow the steps in order to check that your default settings are correct.

A. Open the <Test Menu>

| Test   Help |
| Grey Test1 |
| Grey Test2 |
| Grid Test |
| Dot Test |
| Color Bar Test1 |
| Color Bar Test2 |
| Check Position |
| Check Color |
| Switch Help(H) |
| Hardware Setup |

B. Input password=168

Input Password

Please input Password:

Ok   Cancel

Check that the default settings for all three windows are as below. Please note that it is important that the system is set as 8 rows/zone in <System Setup>.
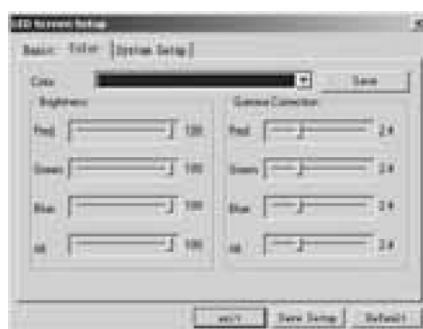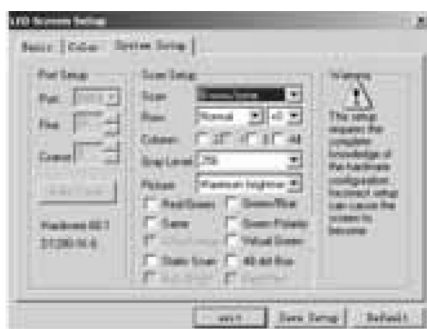
Once the hardware and interface cards are set up as described in sections 2 & 3. The LED matrix screen will now automatically display the area at the top-left corner of the <DESKTOP DISPLAY> on the PC monitor. The size of the

area displayed will correspond directly to the resolution of the LED matrix screen. If the LED matrix screen's resolution is 256 x 128 (i.e. 256 columns x 128 rows of LED clusters then the top-left 256 x 128 pixels of the <DESKTOP DISPLAY> will be seen on the LED matrix by starting the LED studio software it is possible to select a different area of the <DESKTOP DISPLAY> to be displayed by the LED matrix screen.

Starting the software will allow the user to create, save and play programs designed to be automatically displayed in the defined area. This allows for simple display and editing of any file imported into the software.

d. Main Operation Control Panel & Display Screen

The main operation of this software is comprised of 2 operation windows: <Display window> and <Control Panel>.
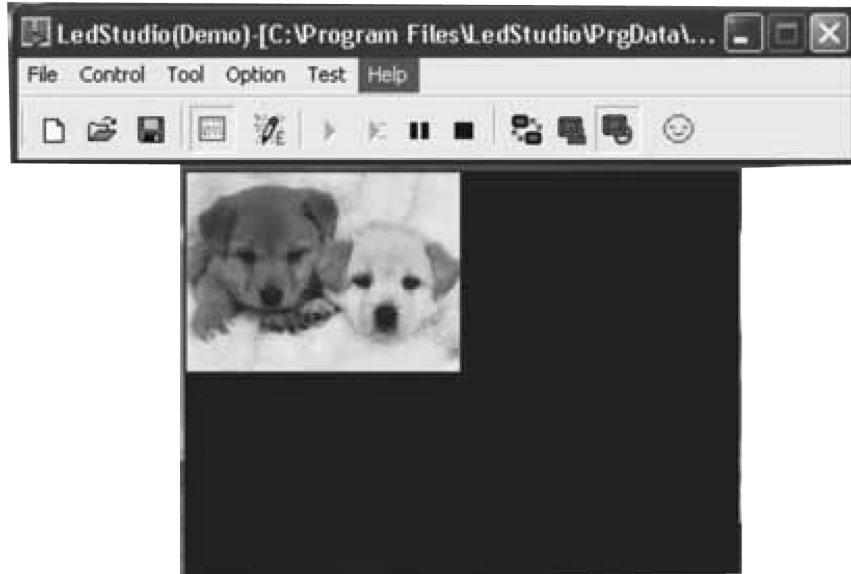
- **Display Window**
  Display window shows the images that will be displayed on the LED matrix screen. The user can view all images whether it is text, pattern, photo, animations, etc. The images displayed in the display window will be in-step with the images displayed on the LED matrix screen. More than one window may be opened at any time with ach window displaying different images in-step with the LED matrix screen.

- **Control Panel**
  The user can control all of the functions of the software from the <Control Panel>. The main function menus in the <Control Panel> are <File>, <Control>, <Tool>, <Option>, <Test> & <Help>.

e. File Menu

Open:
Open an existing LEDstudio file

New:
Create a new LEDstudio file

Save:
Save file

Open Demo File:
Open demo file

Open "recent" files:
Open files recently opened in LEDstudio

Save As:
Save file as...

Exit:
Exit LEDstudio

Figure 4.5 File Menu
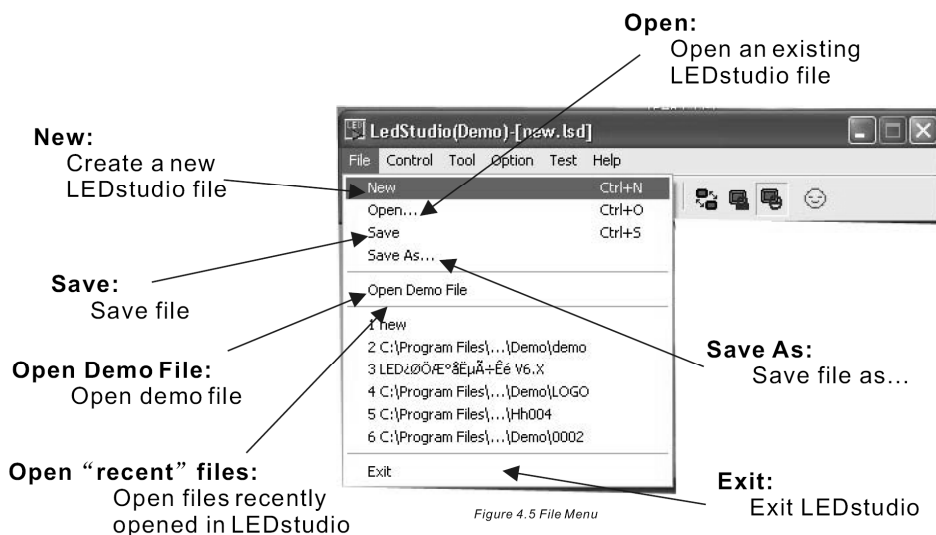
f. Control Menu

Play:
Display current
LEDstudio file

Pause:
Pause the LEDstudio file
currently being displayed.

Stop:
Stop the LEDstudio
file currently being
displayed.

Stop PowerPoint File:
Stop PowerPoint
File currently being
displayed.

Play PowerPoint File:
Display PowerPoint file.

Send File:
Send the current file
to the LED MATRIX
screen server.

Play VCD/DVD:
Display VCD/DVD

Connect to Screen Server:
Connect to Screen Server
when multiple Screen Servers
are in simultaneous operation.

Figure 4.6 Control Menu

Send Current Program:
Send the current Program
to the LED MATRIX screen server.

g. Tool Menu

Direct access to <MS Word>, <MS Excel>, <Paint>, <Notepad> & <Calc>.

Please note that when opening <MS Word> and <Paint> from the <Tool> menu, the page size created in <MS Word> or <Paint> will automatically be the same as the preset screen area (factory setting).

<MS Excel> and <Notepad> do not have this function.

<Calc> - Calculator is simply to allow the user to carry out simple calculations.

h. Option Menu

Restore to Default:
reset to factory settings

Screen Brightness/Contrast/Color:
set the brightness, contrast & color

Screen Area:
Move the Display
Window to a new
location. Please
note that when
displaying the

Play Background:
Select to show the
<Display Window>
on the second monitor.
For normal use this
function is not required.

Turn OFF/ON LED screen power:
Remote ON/OFF of LED screen

Schedule Table:
Schedule commands
to be performed in the
software

Schedule Hide Setup:
Schedule the hide/show of
the Display Window.

Lock/Unlock LED Screen Properties:
Lock the current display programs and settings to the LED
MATRIX screen so that further editing can be carried out
without affecting the current program on the LED MATRIX
screen. Unlock to apply updated version.

Language:
Select the operating langauge

Show/Hide Play Window:
Hide the Play window
(please note: in order to
display to <desktop>)

Software Settings:
Set software options
(Note: Password = 888. Please
note that only options in the PLAY
WINDOW can be changed, options
in other windows must be left the
same as the current default.)

i. Test Menu

Grey Test:
Perform screen grey scale test

Grid Test:
Perform screen accuracy
test on display.

Dot Test:
Perform screen
high frequency
test

Color Bar Test:
Perform screen
color-layer test

Check Position:
Check coor
dinates of screen
position

Check Color:
Check value of screen
color
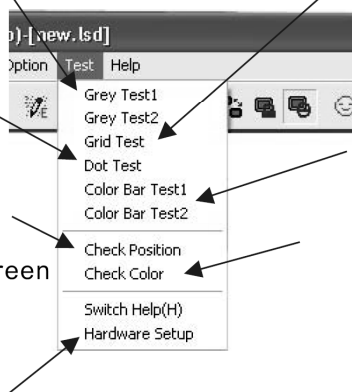
Hardware Setup:
Open Hardware Setup window to carry out hardware setting
operations <this should only be carried out at the place of manufacture>

j. Help Menu

Help:
Provide support
prompts

About LEDstudio:
Information about current
version of LEDstudio

k. Creating a New Program

Select <New> from the <File> menu to create a new file or simply click the new file icon ⬜. The <Screen 1> window will appear as below.

---to add step

---to create new Window

---to delete a Step/Window

---to reposition Step/Window files

---to reposition Step/Window files
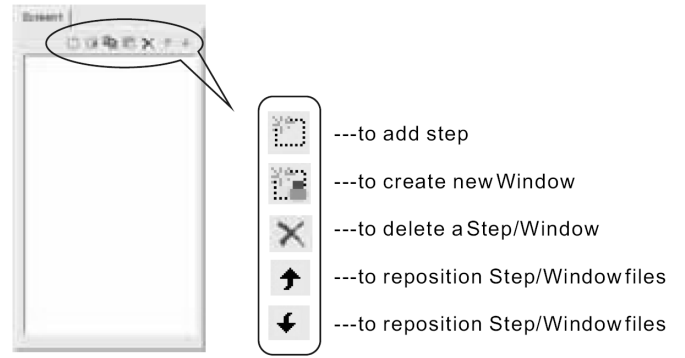
Add step using the add step icon ⬜. The following window will appear as below.

Program ---Name of the current program

Time ---Play time for current program.

Background ---Select color of background for display window. Click browse to find picture file to import for background.

Background

Picture ---Select display effect for background picture

Background ---<lick the add music file icon <> to import background music.
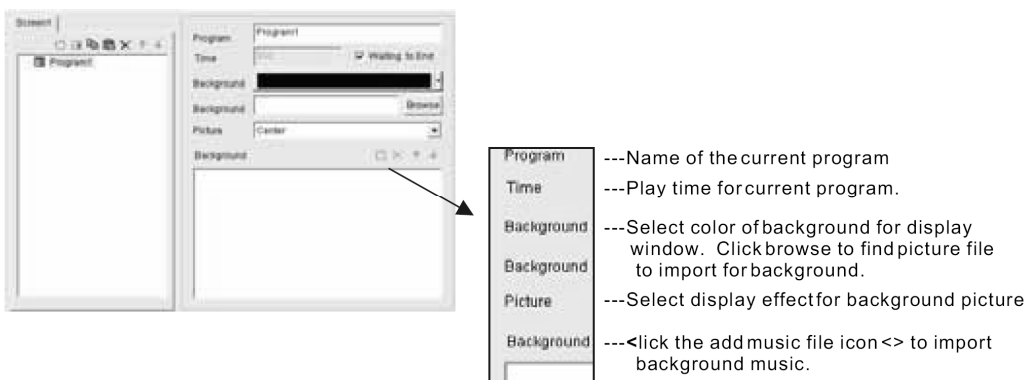
After the new program has been created and the time, background and background music settings have been designed for the application. The user may now begin to create display windows. All display windows opened in the same program will open at the same time and play for the same length of time as the program. If the file size of the file played in the display window is large, it is recommended that the user should create less display windows.

• Click the new window icon <⬛>.
• Select new display window format by clicking on the corresponding icon. Please note that a new window can only be created once there is a new program created or an existing program opened.
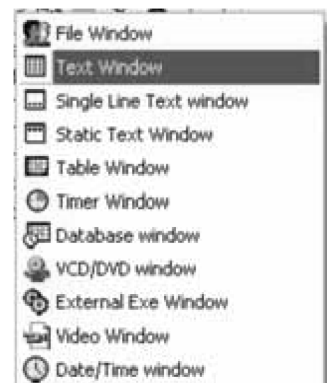
Please refer to the following sections for further explanation on how to create and edit display windows.

l. Displaying Text

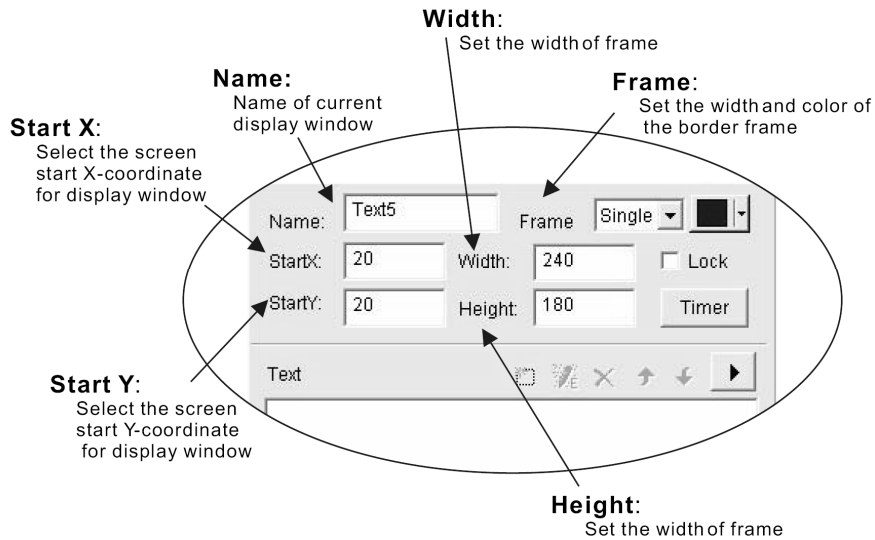Text can be displayed in four different display window formats: <Text window>, <Single Line Text Window>, <Static Text Window> & <File Window>.

• **Displaying Text in a Text Window**

This function is most suitable for simple text such as short welcome notes, notices, names, etc. Click the Create New Window button <⬛> and select <Text Window>.
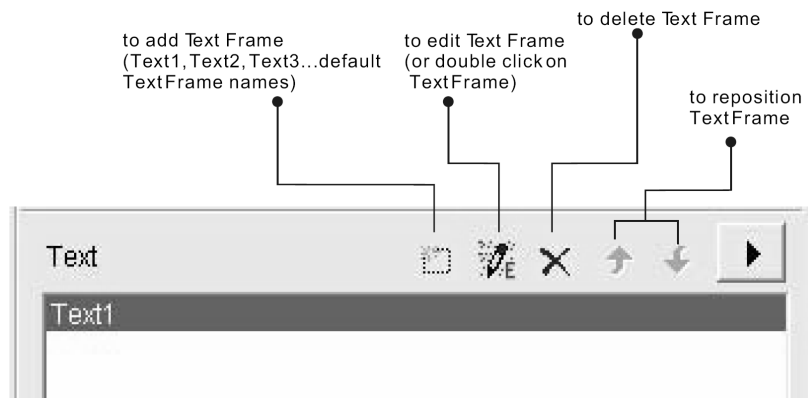
File Window
Text Window
Single Line Text window
Static Text Window
Table Window
Timer Window
Database window
VCD/DVD window
External Exe Window
Video Window
Date/Time window

Next window will appear:

Width:
Set the width of frame

Name:
Name of current
display window

Frame:
Set the width and color of
the border frame

Start X:
Select the screen
start X-coordinate
for display window

Start Y:
Select the screen
start Y-coordinate
for display window

Height:
Set the width of frame

To insert/edit text click the Add Text icon ▢. The following
window will appear:

Text may be directly input or copied into the <Text Edit> window. In this window all text formatting operations may be
performed such as change font, colour, background, paragraph format, reveal speed, reveal action, pause time, etc.
Close the Text Edit window in order to return to the Text Window. All text and formatting operations will be stored and
a Text file will be created.

to delete Text Frame

to add Text Frame
(Text1, Text2, Text3…default
Text Frame names)

to edit Text Frame
(or double click on
Text Frame)

to reposition
Text Frame

- **Single-Line Text Window**

Text may be directly input into this window and all simple text formatting, font selection, colours, reveal actions, etc.
may be directly performed in this window. Click the Create New Window button <▢> and select <Text Window>.
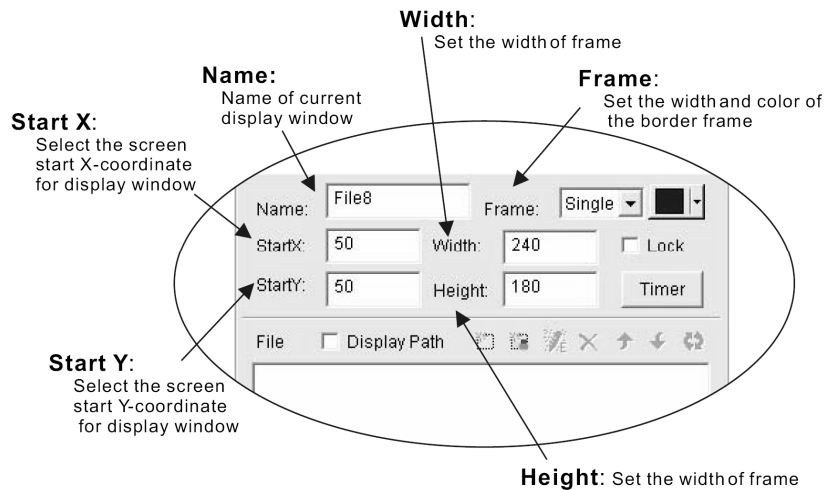
Following window will appear:
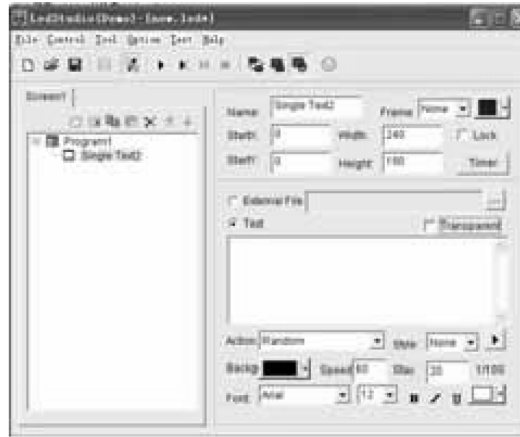
Directly input text into the text box and perform the required format and effect operations (note that for scrolling, please select left/right in the action box).

- **Displaying Text in a File Window**

Click the Create New Window button <▦> and select <File Window>.
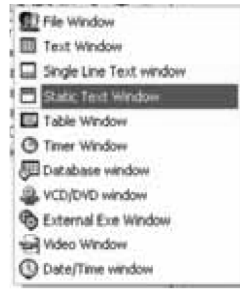

The following window will appear.

Width: Set the width of frame

Name: Name of current display window

Frame: Set the width and color of the border frame

Start X: Select the screen start X-coordinate for display window

Start Y: Select the screen start Y-coordinate for display window

Height: Set the width of frame
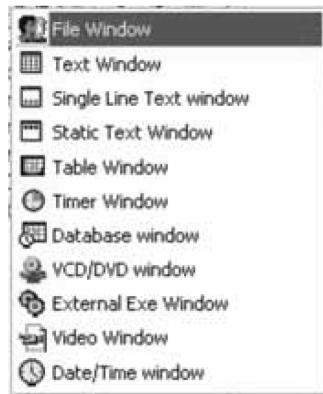
Click the Add File icon <▭>.

Select file to be opened and then perform the required format and effect operations.

- **Displaying Text in a Static Text Window**

Click the Create New Window button <⬚> and select <Static Text Window>.

The following window will appear.

Input text directly into the Text box. Perform the desired format and action operations.

m. Displaying Picture Files

Click the Create New Window button <⬚> and select "File Window".

Width:
Set the width of frame

Name:
Name of current
display window

Frame:
Set the width and color of
the border frame

Start X:
Select the screen
start X-coordinate
for display window

Start Y:
Select the screen
start Y-coordinate
for display window
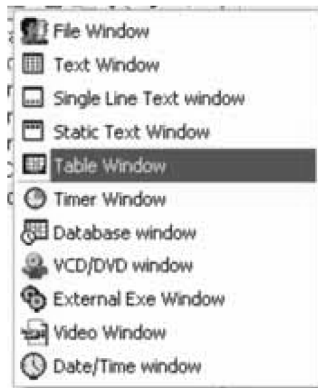
Height: Set the width of frame
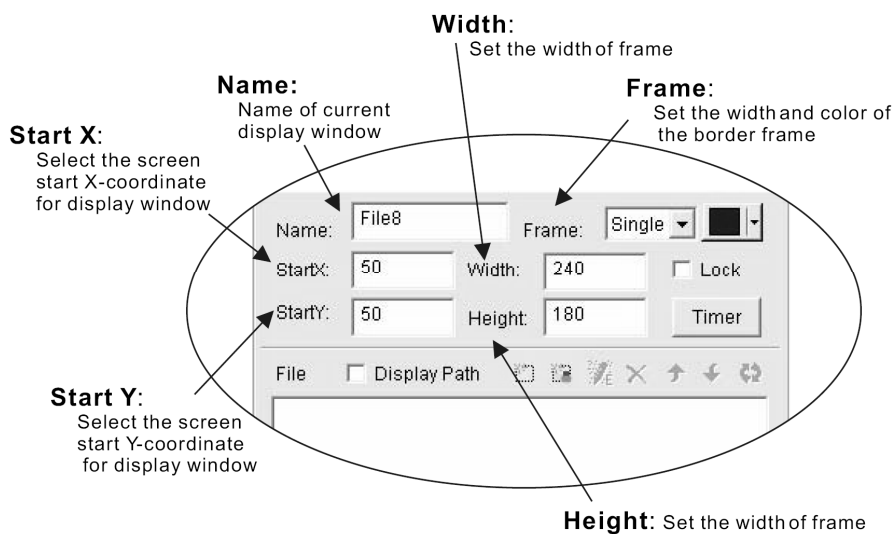
Click the Add File icon < □ >.

Select file to be opened. After the Picture File is selected, effects operations can be performed using the tools shown in the figure.
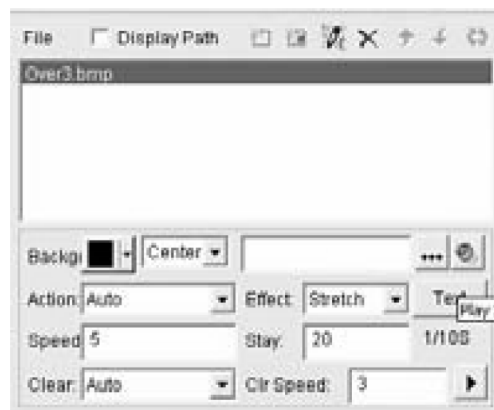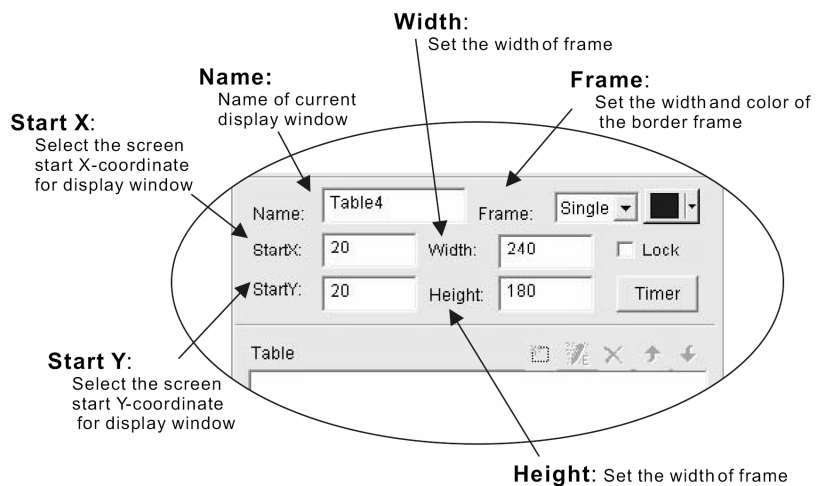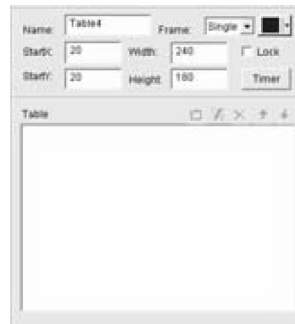

To insert Background click the browse icon. Select the Picture File to import as the background and click open. To insert Music click the sound icon. Select the Sound File to insert and click open. To insert Text click the Text box button. The following window will appear.

Click the <Add> button to open the Text Edit window. Input text into the Text Edit window. Perform required formatting, font and other text effect actions. Closing the Text Edit will automatically store all actions to the Picture/Text window and will automatically be displayed when the program is played.

n. Displaying Animations

Click the Create New Window button < ▣ > and select "File Window".

Width: Set the width of frame

Name: Name of current display window

Frame: Set the width and color of the border frame

Start X: Select the screen start X-coordinate for display window

Name: File8   Frame: Single ▼ ■ ▼

StartX: 50   Width: 240   ☐ Lock

StartY: 50   Height: 180   Timer

File ☐ Display Path

Start Y: Select the screen start Y-coordinate for display window

Height: Set the width of frame
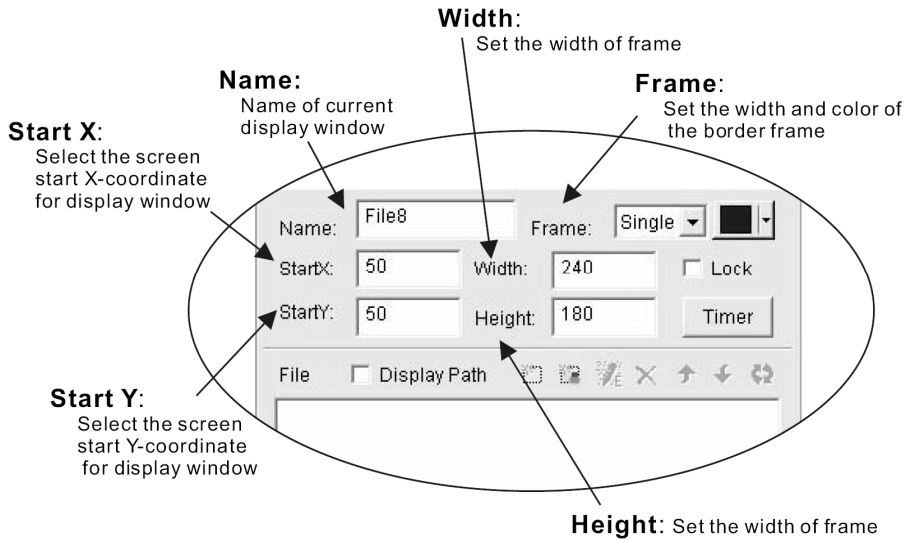
Click the Add File icon <▫> Select file to be opened. After the Flash File is selected, effects operations can be performed using the tools shown in the figure.
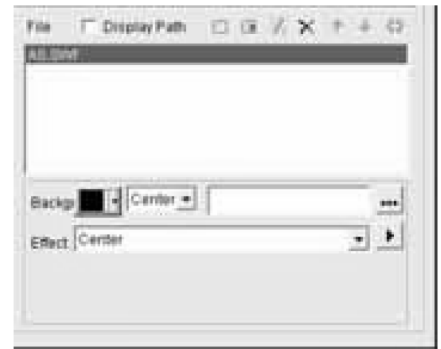
o. Displaying a Table

There are two methods of displaying a table in the software. The user may either use the software directly to create a table in Table Window or by importing an existing table from Word or Excel (please see section "**4.l**" for more explanation). Click the Create New Window button <▫> and select "Table Window".

File Window
Text Window
Single Line Text window
Static Text Window
Table Window
Timer Window
Database window
VCD/DVD window
External Exe Window
Video Window
Date/Time window

The following window will appear.

Name: Table4   Frame: Single ▼ ■ ▼
StartX: 20   Width: 240   ☐ Lock
StartY: 20   Height: 180   Timer
Table

Width: Set the width of frame

Name: Name of current display window

Frame: Set the width and color of the border frame

Start X: Select the screen start X-coordinate for display window

Name: Table4   Frame: Single ▼ ■ ▼

StartX: 20   Width: 240   ☐ Lock

StartY: 20   Height: 180   Timer

Table

Start Y: Select the screen start Y-coordinate for display window

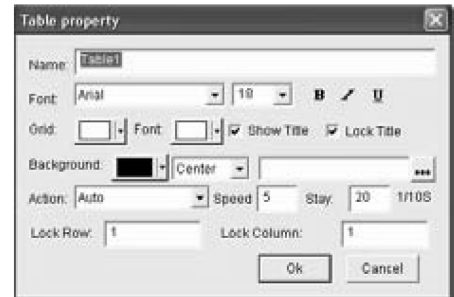**Height**: Set the width of frame

- **Add Table**

Click the Add Table icon < ▣ >.
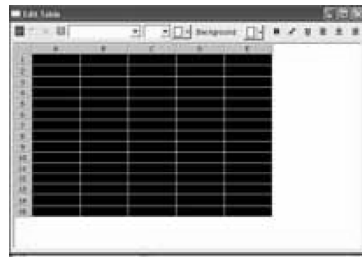
- --to set Table properties
- --to add row/column
--- to delete row/column
--- to join/split selected rows & columns

- **Table Properties**

Click the < ▣ > button in order to set the Table properties. The user may perform the required actions by setting the values in the diagram below.
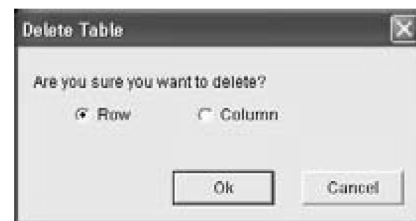
- **Add Table**

Click the < ▣ > button in order to add row/column to the Table. The user may increase the number of rows and columns by setting the values in the diagram on the right.

- **Deleting a Table**

Click the < ▣ > button to delete the last row/column.

- **Join/Split**

Click the < ▣ > button in order to join/split the currently selected rows & columns.
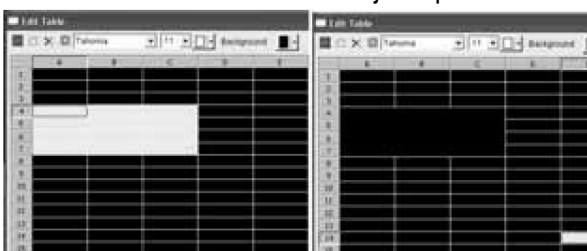
Figure showing the selected area being joined to make one box.
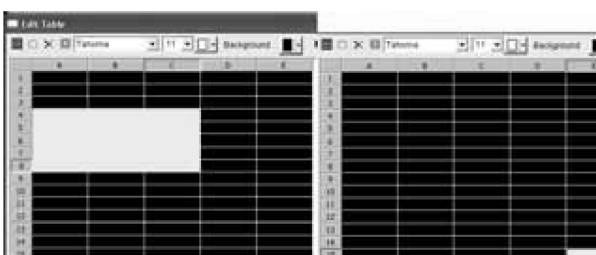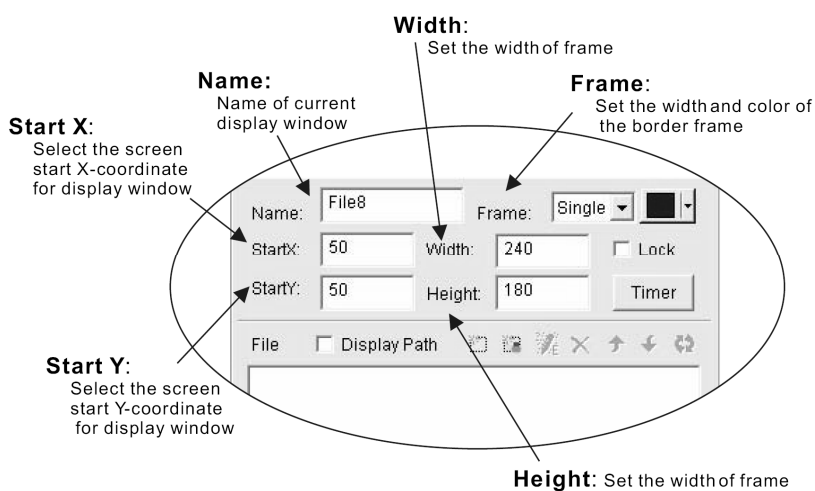
Figure showing the selected bow being split back into its original rows and columns.

p. Displaying a Web Page URL

Click the Create New Window button <📷> and select "File Window".

The following window will appear.

Width:
Set the width of frame

Name:
Name of current
display window

Frame:
Set the width and color of
the border frame

Start X:
Select the screen
start X-coordinate
for display window

Start Y:
Select the screen
start Y-coordinate
for display window

Height: Set the width of frame

Click the <□> button in this window and the following web page URL window will appear.

Input the desired web homepage and click Ok (example: www.163.com). The screen will now return to the File Window. Here the settings can be adjusted to the file window and different effects actions may be performed.
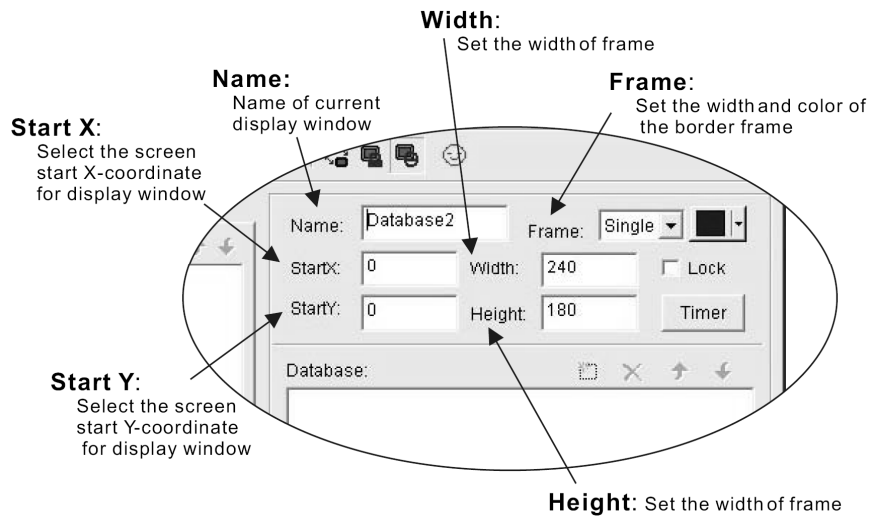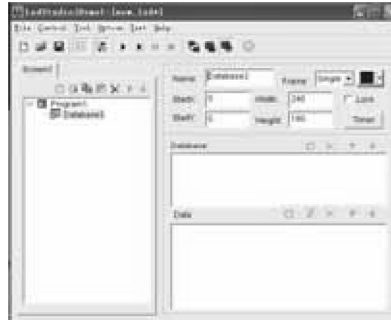
q. Database Window

Click the Create New Window button <⊡> in Screen 1 and select <Database Window>.

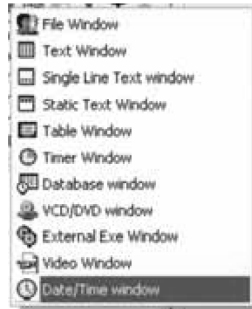

The following window will appear.

Width: Set the width of frame

Name: Name of current display window

Frame: Set the width and color of the border frame

Start X: Select the screen start X-coordinate for display window

Start Y: Select the screen start Y-coordinate for display window

Height: Set the width of frame
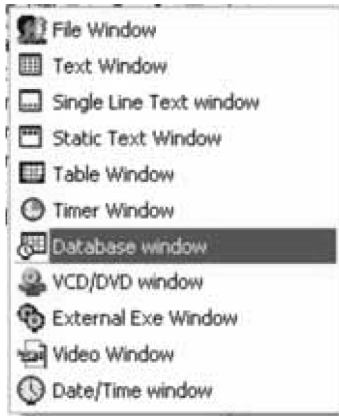
Select Database by clicking the Select Database icon <▭>. The following window will appear:
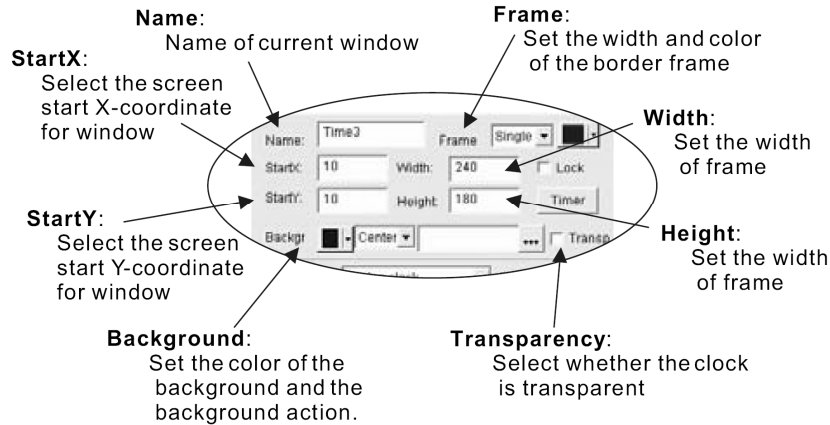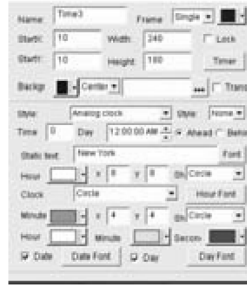

Select the required database files and perform the desired format and action operations.

r. Displaying Date/Time

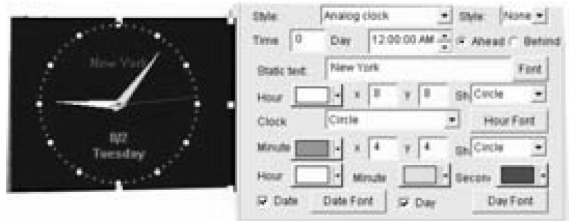Click the Create New Window button <⊡> in Screen 1 and select <Date/Time Window>.

The following window will appear.

Name:
Name of current window

Frame:
Set the width and color
of the border frame

StartX:
Select the screen
start X-coordinate
for window

Width:
Set the width
of frame

StartY:
Select the screen
start Y-coordinate
for window

Height:
Set the width
of frame

Background:
Set the color of the
background and the
background action.

**Transparency**:
Select whether the clock
is transparent

- **Analogue Clock**

Selecting this style of clock will bring up the following screen.
Here, the user may adjust the settings as in the diagram below in
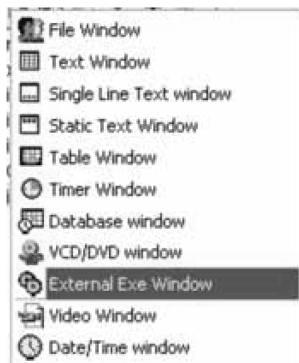order to perform the desired actions.

- **Digital Clock**

Selecting the digital clock will bring up the following screen. The
user may adjust settings as in the diagram below in order to
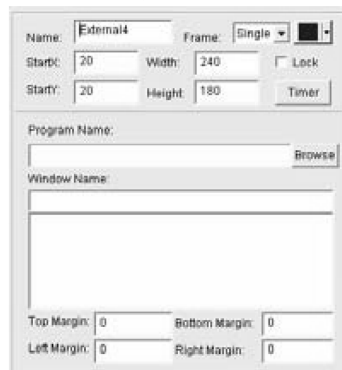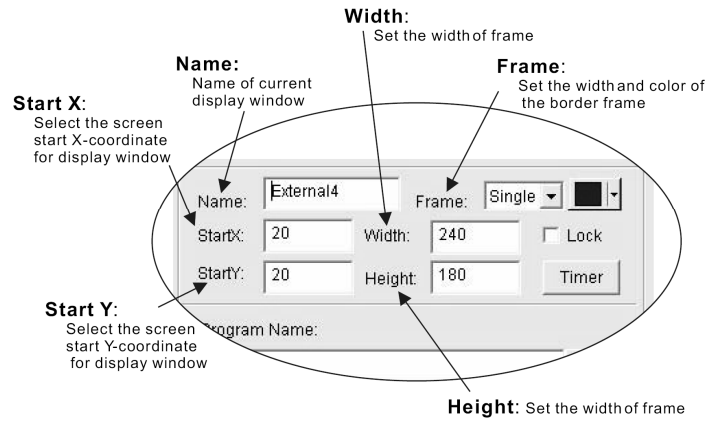create the desired Time & Date display.
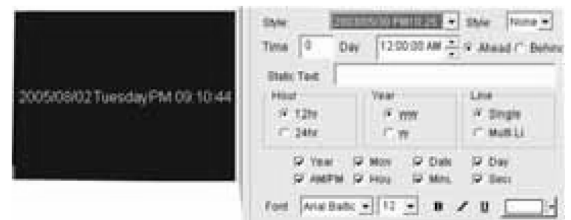
s. Displaying External .exe Files

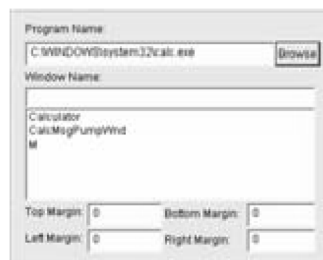Click the Create New Window button <⚙> in Screen 1 and select <External Exe Window>.

The following window will appear.

Start X: Select the screen start X-coordinate for display window

Name: Name of current display window

Width: Set the width of frame

Frame: Set the width and color of the border frame

Start Y: Select the screen start Y-coordinate for display window

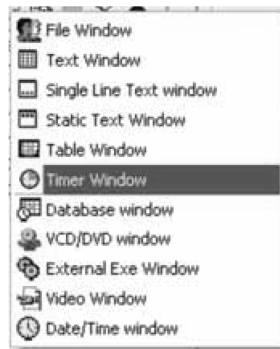Height: Set the width of frame

Click the <Browse> button in this window to open the <Open> window. Select an external (.exe) file to open. From the Open window any .exe file may be opened and displayed. In this example the Calculator is opened (please note that it is possible that some windows may not be displayed on the screen).
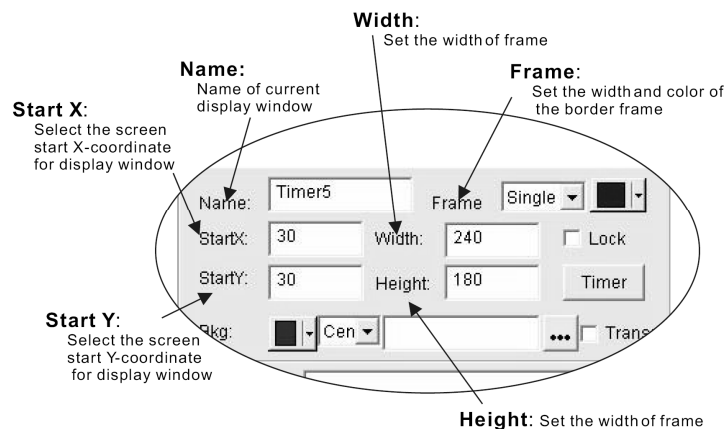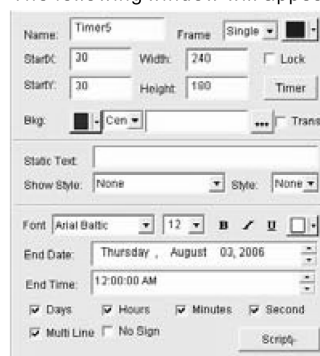

t. Displaying Timer

The Timer Window allows the user to display a timer counting to or from a certain time and date. Click the Create New Window button < > in Screen 1 and select <Timer Window>.

The following window will appear.

Start X: Select the screen start X-coordinate for display window

Name: Name of current display window

Width: Set the width of frame

Frame: Set the width and color of the border frame

Start Y: Select the screen start Y-coordinate for display window

Height: Set the width of frame

u. Displaying VDC/DVD

VCV/DVD can be played directly from the Control Panel or from the VCV/DVD window.

- **Playing VCD/DVD Directly from the Control Panel**

Insert a VCD/DVD in the VCD/DVD reader drive. Select the file by clicking on <Play VCD/DVD> from the Control Menu.
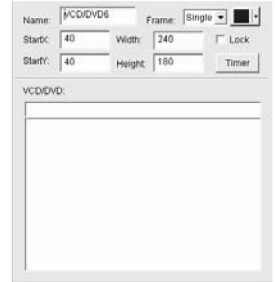
- **Displaying VCD/DVD in VCD/DVD Window**

The VCD/DVD window will appear.

Click the Create New Window button <🕭> and select "VCD/DVD Window".

Select the VCD/DVD by clicking once on the <VCD/DVD> File name as it appears in the VCD/DVD window.

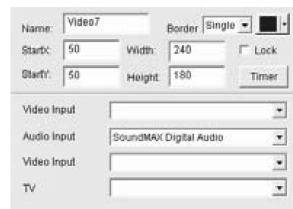## v. Displaying Video

NOTE:
A TV/VIDEO card must be installed in the computer in order to display this format of file.

Click the Create New Window button <🕭> and select <Video Window>.

The following window will appear.

Video Input:
Select the appropriate Video card (please note that selection is of those video cards already installed in the computer)
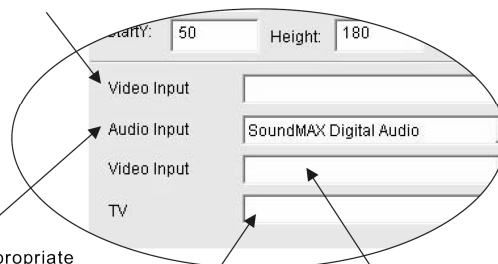
Audio Input:
Select the appropriate Sound card (please note that Video/TV card may require a Sound Card in order to have sound output)

Video Input:
Select the Video source (Note: most Video/TV cards have 3 signal inputs cable TV, Video & S-Video)

TV:
Select the TV channel (Note: some TV cards cannot be used To select TV channel)

w. Displaying PowerPoint

Select <Play PowerPoint File> from the Control Menu.

Select the desired PowerPoint file by browsing in the <Open> menu. Click <Open> will import the PowerPoint file to the LED MATRIX screen (note: If the user wishes to control the order of programs, the user should use the Schedule Command Table; see section "**4.x**").

In order to stop the PowerPoint file, click on the control menu and then select <Stop PowerPoint File>.
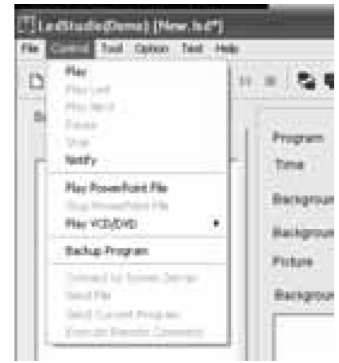
x. Scheduled Command

Open <Schedule Table> from the <Option> menu.
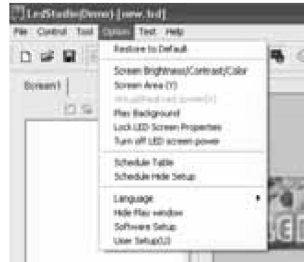
The following <Scheduled Command Table> will appear.

Open the <Scheduled Command> by clicking the <ADD> button. The following table will appear:

Command Properties:
Select command (Note: default command is "Turn on LED screen power")

Program File:
Select Program to be displayed (only includes: Program Files, External .exe Files & PowerPoint Files)

Execution Time:
Set start time for execution of command.

Valid Date:
Set time period for command to be effective.

Valid Days:
Select valid days for command to be effective.

Click <Ok> and the following Window will appear showing the Scheduled Command Table.

- **Edit Scheduled Commands**

Select the desired command to edit and then click the <Edit> button.

- **Delete Scheduled Commands**

Select the desired command to delete and click the <Delete> button. To delete all commands click the <All Delete> button.

- **Start Up Schedule**

Click the <Start up schedule> button in order to put the Scheduled Command Table into operation.

☐ Start up scheduled ⁛   ☑ Start up scheduled ⁛

- **Exit**

Click <Exit> in order to store settings and return to control panel.

y. Desktop Display

NOTE:
This mode can only be realized using Windows98/XPoperating systems. In the open area of the desktop click the right mouse button. The following window will appear.

Click the <Properties> button. Click the <Settings> button to bring up the following screen.

Select <Monitor 2> by clicking on the Monitor 2 icon <> Select the <Extend my Windows desktop onto this monitor> Click <Apply>

- **Cancel Desktop Display**

Click the <Properties> button. Click the <Settings> button to bring up the following screen.

Select <Monitor 2> by clicking on the Monitor 2 icon <> Deselect the <Extend my Windows desktop onto this

monitor> Click <Apply> Reopen the <Properties Window> Click the <Settings> button Select <Monitor 1> Select <Advanced> and select the <Displays> window.

Click the small red triangle at the top left-side of the FPD box (the button will turn green). Click <Apply>.

z. Troubleshooting

- **MCI System Error During Start-Up**

Microsoft Media Player has not been installed. Please install the file Mpsetup2K.exe (using WIN2k/XP/me) or Mpsetup98.exe (using win98) from the CD-ROM.

- **LED Screen not Found or Communication Error During Start-Up**

There is a connection problem between the PC and the LED matrix screen. Please check all connections and that the connecting cables are not damaged in any way.

- **PC Automatically Turns Off During Start-Up**

Reconnect the DVI cable after the Windows Desktop has loaded.

- **No Display Window During Play**

Check the size of the display window. If the width or the height is 0, then no display window will be seen.

5. Maintenance and Warranty

a. Maintenance and Cleaning

The equipment must be kept clean at all times. Dust, dirt and smoke residues must not be allowed to build-up on or within the equipment. Regular cleaning will guarantee that the light output of the equipment is not diminished. Do not use organic solvents such as alcohol to clean the equipment. If there are any parts of this equipment that need replacing. Always switch off the mains power before carrying out any repairs. Please follow the steps described in this user manual to locate the malfunction. Please contact your supplier for details instructions on how to carry out maintenance.

b. Warranty

This equipment left the factory in an excellent condition, all functions were operating correctly and the equipment was well packed in its protective packaging. It is important that the user operates this equipment by following this user manual carefully. Any damage that is caused as a result of not following this user manual will not be covered by the product warranty and the distributor cannot accept and responsibility. The manufacturer reserves the right to make amendments to this user manual at any time.

For more info concerning this product, please visit our website www.hqpower.com.
The information in this manual is subject to change without prior notice.