

EQ Color-In-One Instruction Manual

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Chapter 1 Brief Introduction

Thank you for choosing this series LED display . Through reading this manual, you could have a total understanding about EQ Color-In-One display software installation and operation, and know its perfect and advanced function and simple operation method.

Notice: software can be used normally with connection cable, WIFI is not supported.

1.1 Functional & characteristics

The<< EQ Color-In-One >>"is a broadcast software, which is powerful and easy to use, simple and easy to learn program production , it is designed and developed for Asynchronous Full Color / gray series LED controller. With strong program editing function, such as: multiple formats of video, analog and digital clock, timing and countdown, a variety of image formats, word documents and excel; rich animation, 46 species approach animation and 47 kinds of appearance of the animation are supported; in addition, the software also has group management and multi-user management functions, so that users can have convenient and safer display management are available!

1.2 Run time environment

Windows98/me/2000/NT/XP

Hardware system : CPU Pentium 300Mhz or above

EMS memory: 64M

Basic Configuration requirement for computer:

Operation system

Windows98/me/2000/NT/XP/Vista/ Windows 7

Operating system : Windows98/me/2000/NT/XP/Vista/ Windows 7

Hardware system :

Graphics: above Standard VGA 256 display mode

Relevant software

Before installing the software, please be sure that the computer has been installed OFFICE software and Microsoft Corp Windows Media Player

Chapter 2 Installing and uninstalling

2.1 Installing

The << EQ Color-In-One >> is very easy to install, the operation steps as below: double click on the installation disk Setup.exe file to start the installation process, then please follow the below steps (as figure 2-1, 2-2, 2-3, 2-4, 2-5).



Welcome to use EQ-Color-In-One installation wizard

This wizard will guide you through the installation of EQ-Color-In-One software, click next to continue

Warning: This program is protected by copyright law and international treaties

Back next cancel. Figure 2-1

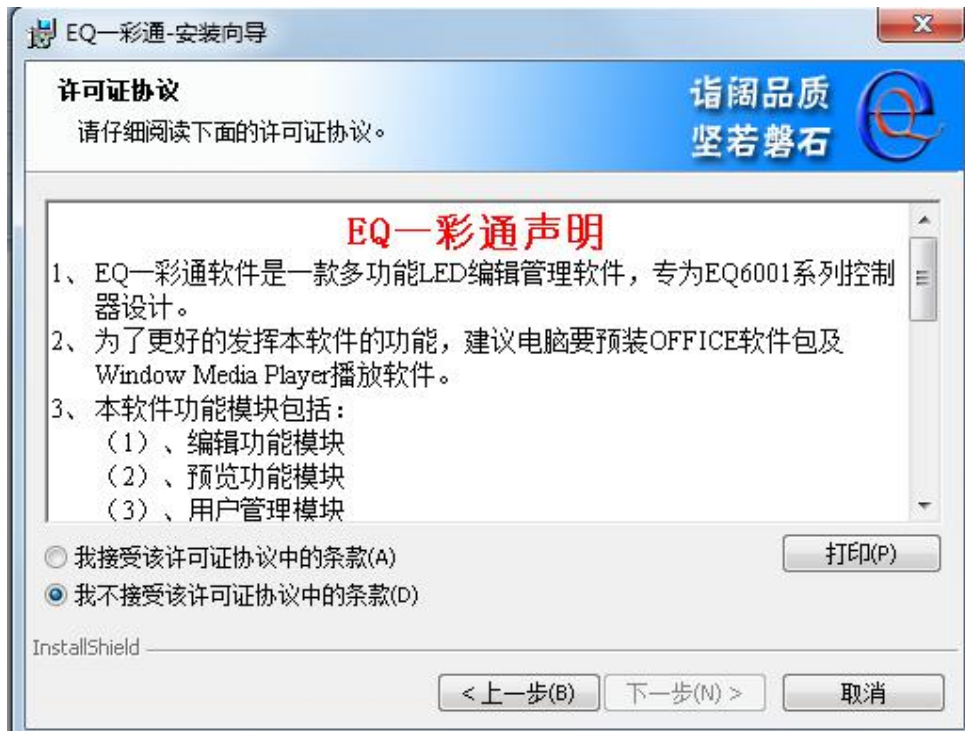


Figure 2-2



Figure 2-3

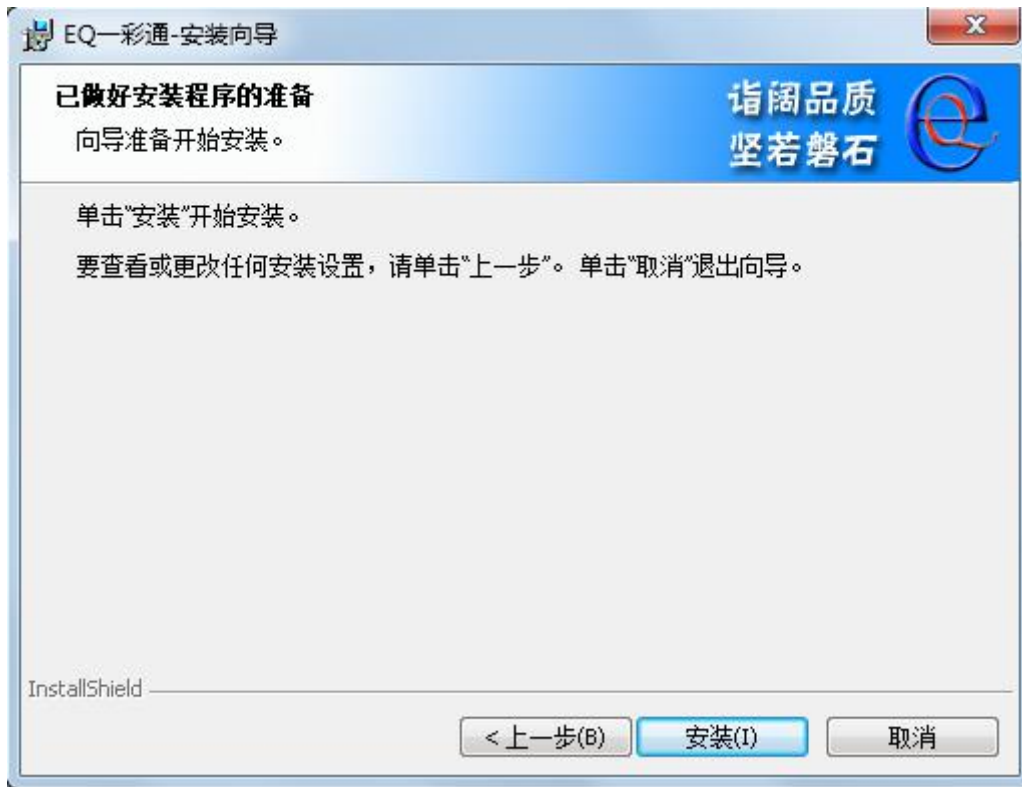


Figure 2-4



Figure 2-5

After installed the << EQ-Color-In-One >> successfully , in the [start] / [program] will appear" EQ Color-In-One "program group, enter the program group under the" EQ Color-In-One ", click Run (as Figure 2-6). At the same time, the desktop also appeared" EQ Color-In-One "shortcut, double-click the shortcut also can start the program.



Figure 2-6

2.2 Uninstalling

The << EQ-Color-In-One >> software provides automatic unloading function, so that you can easily remove the EQ of all files, programs and shortcuts if you do not want it ! users can unloading the EQ from << EQ-Color-In-One >> groups; you can also unloading all the profiles as below: **[control panel]** select **[add / Remove program]** quick uninstaller. Uninstall interface (Figure 2-7), then select the automatic option , all the files , group management and shut cut are installed in the same time ..



Figure 2-7



Chapter 3 Details of editing

3.1 Program composition

The EQ adopts layered programs, divided into four layers, followed by the grouping layer, display layer, program layer, partition layers.(as figure 2-8)

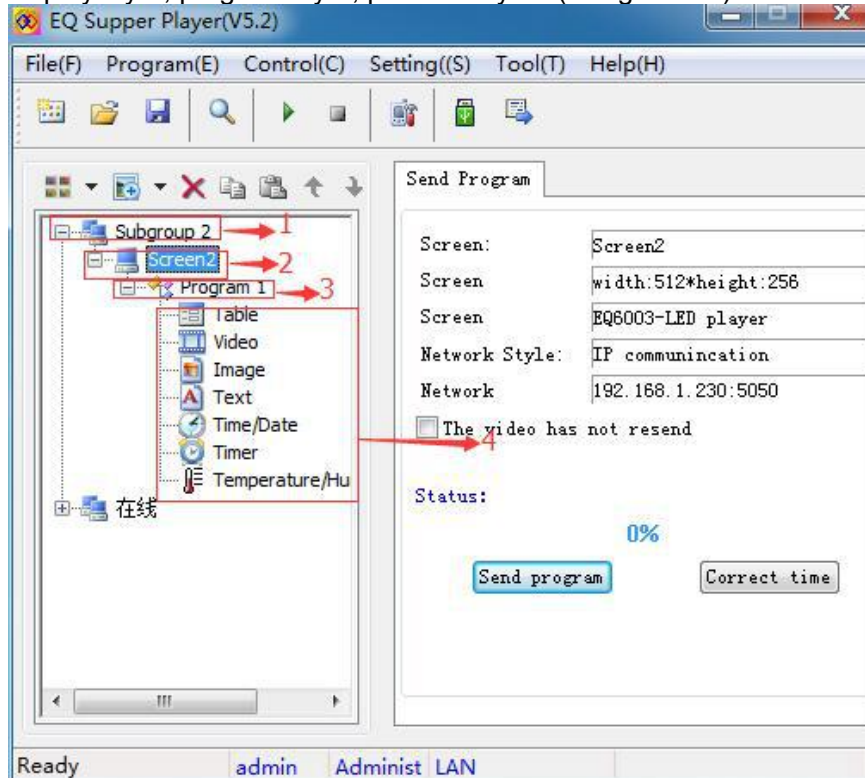


Figure 2-8

1.Subgroup layer : The layer packet is on the top layers , The packet layer mainly used to manage on multiple locations of grouping management, such as the management of banks, post offices, railway stations and other various outlets display, a packet can contain one or more display

2. Screen layer: the layer packet is on the second layers! A display layer node corresponds to a display screen, display layer is the top level of the program management of a display screen, and can include a plurality of programs.

3. Program layer: the layer is on the third layers, program layer is the basic unit of program management, it can control the play time and playback of the program, a program layer node can contain one or more partitions .

4. Partition layer: Partition is the smallest element of the program, totally it has 7 kinds of types , **Including:** video window, image window, text window, table window, time date window, timer window, temperature/humidity, noise window. (as figure 2-9)

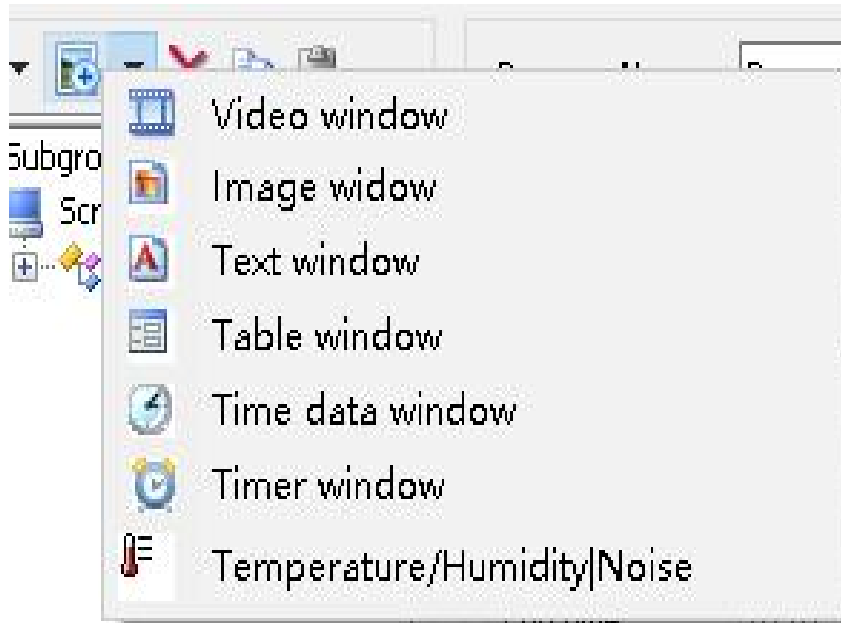


Figure 2-9

Video window: Used to play a variety of video files, supported for a variety of video formats (such as RM, RMVB,SWF,MPG,FLV,AVI,DAT,MPEG,MOV,MP4,3GP)

Image window: Used to play a variety of pictures, supported a variety of formats(such as BMP,PNG,GIF FLASH etc)

Text window: Play multiple & single lines, static text. support WORD RTF documents, TXT text and other formats, with intelligent line spacing adjustment and left single line processing functions.

Table window: For table editing and playback, support EXCEL format

Time date window: For time and date display, support for a variety of simulate clock and digital clock

Timer window: Used for timing, support for timing and countdown.

Temperature / humidity /noise: for showing temperature humidity and noise .

3.2 Instruction of interface

The EQ is constituted by two forms: the simulation and edit window (as Figure 3-1, 3-2, 3-3)



Figure 3-1



Figure 3-2

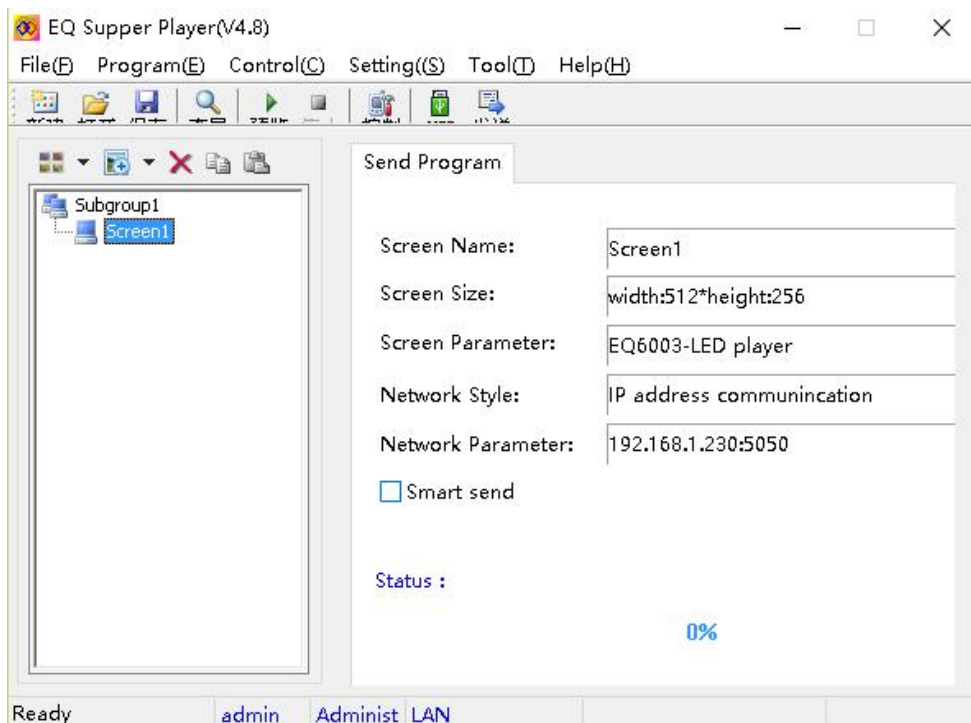
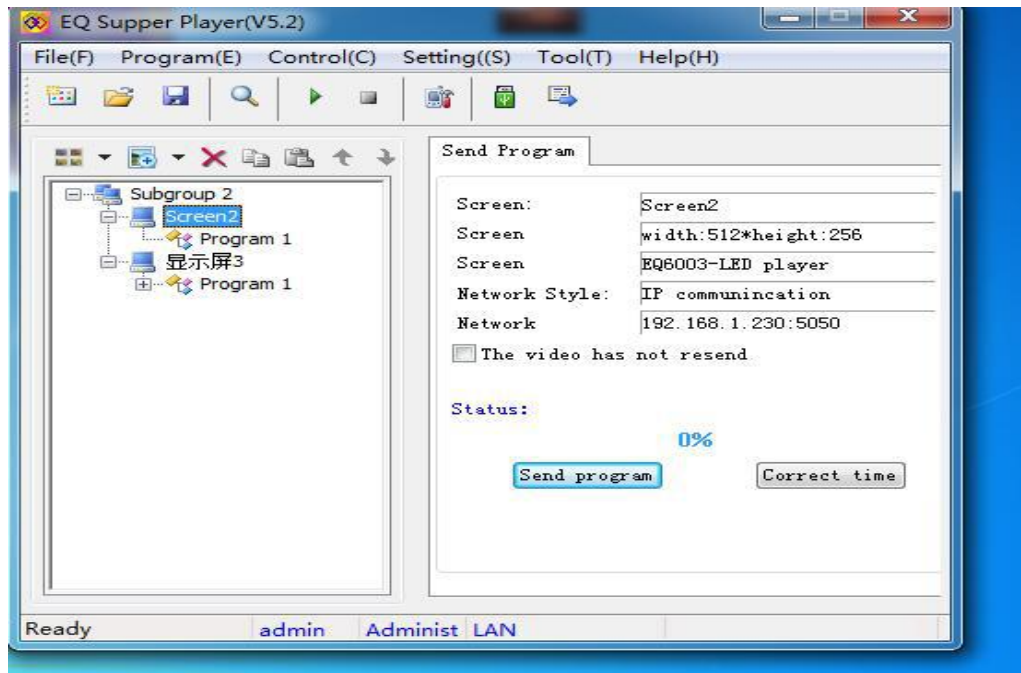


Figure 3-3



Notice:

add screen steps: 【setting】 -- 【group setting】 --enter password dialog box , import 168----- then pop-up above edit window

3.2.1 Simulation display panel

Analog display is used to showing the text, pictures, animation, multimedia clips and other content that the users want to play, the contents of this program is the preview effect which program is being sent to the LED screen .

3.2.2 Preview control window

Preview control window is used to playing window(showing the contents of the LED screen), it shows the text, pictures, animation, multimedia clips and other content that the users want to play, the contents of this program is the preview effect which program is being sent to the LED screen . Used to control the start and the end of the program preview.(as figure 3-4)



Figure 3-4

3.2.3 Software editing window

Program editing window is the main window for program editing, program management and parameter setting. It consists of 9 parts, (as figure 3-5)

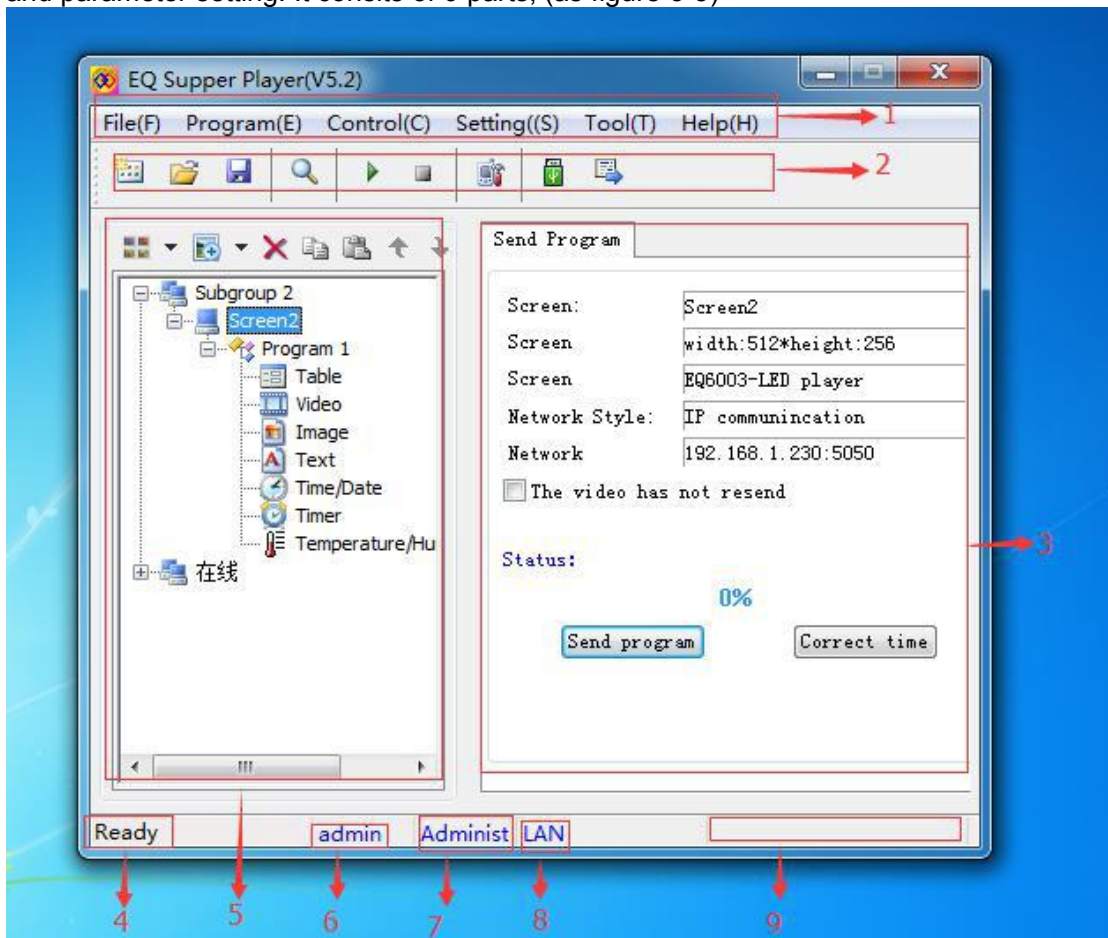


Figure 3-5

1.Menu: contains file(F), program(E) control(C), setting(S), tool(T), help(H), totally six sub menus (as figure 3-5-1)

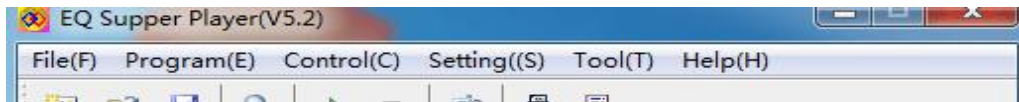


Figure 3-5-1

2.Tool: Provide quick operation of common functions (as figure 3—5-2)



Figure 3-3-2

3.Program editing area & Status: As the main area of program editing, the contents will be changed according to the function of the user's choice(as figure 3-5-3)

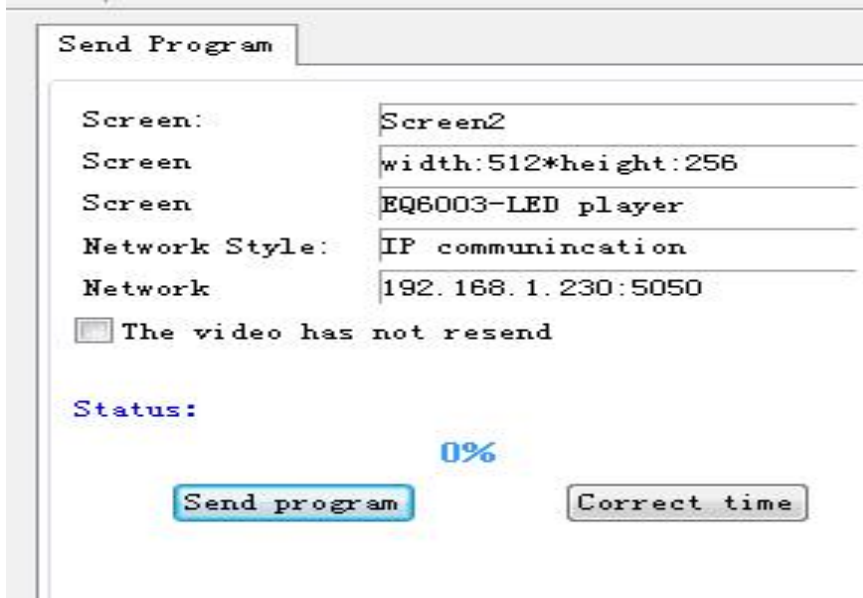


Figure 3-5-3

4.Ready: Prompt the software is ready to be used.

5.Prompt: prompt the menu functions timely when users click the button . (as figure 3-5-4)

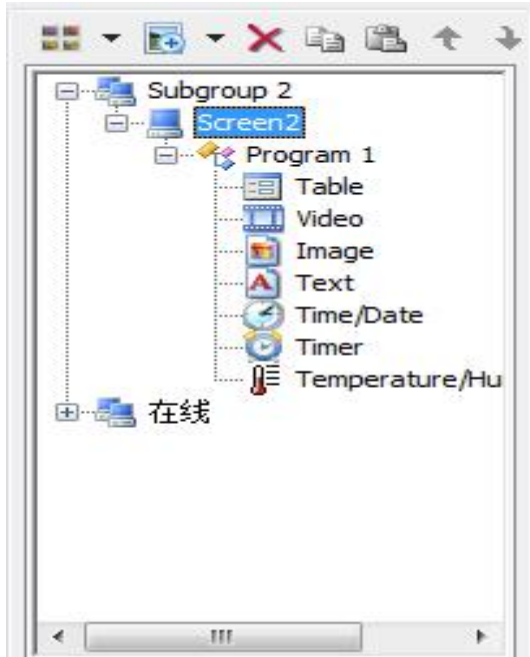


Figure 3-5-4

6.Admin: the name of the current user

7.Administ : the permission of the current users

8.LAN: prompt of the operation and communication status.
(as figure 3-3- and figure 3-3-)

9.  : Indicate of operation .

3.3 Instruction of functions

3.3.1 menu

Including: File(F), Program(P), Control(C) , Setting(S) , Tool(T) , Help(H)

Menu: (see figure 3-4), Including: new, open, save , save as, save date to U disk or SD card, open demo document, exit

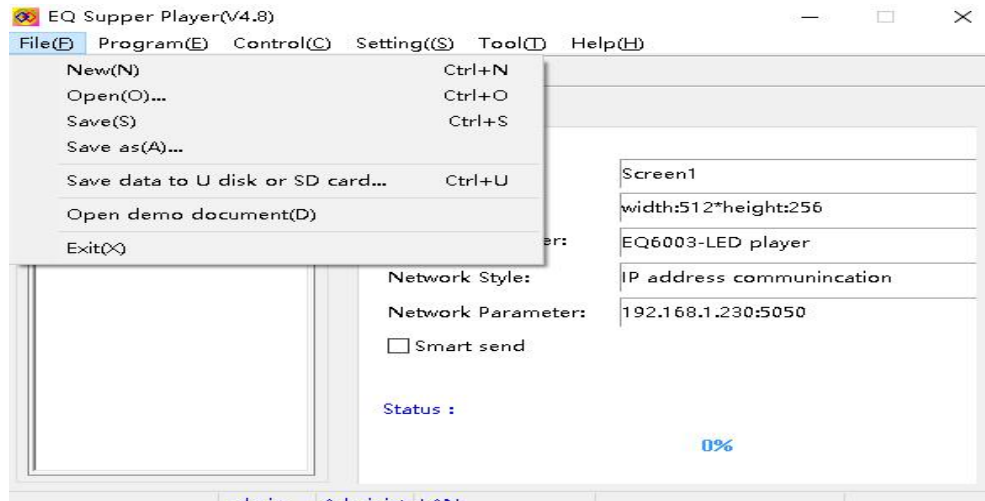


Figure 3-4

Set up : Clean all display content, create a new project documentation

Open: open the previously programmed project documentation

Save: Save the current project documents

Save as : Save the current project documentation as the new project documentation

save the date to U disk or SD card: send the program which is edited well before to U disk or SC card , then inserted U disk or SD card to the controller and play it !

Open demo documents: open the project documentation of demonstrate function, it will introduces and demonstrates all the function modes of the system.

Exit: exit the EQ-All-In-One

Program: (see figure 3-5), including add program, delete program, add video window, add image window, add text window, add table, add time window, add timer window, add temperature/humidity/noise window

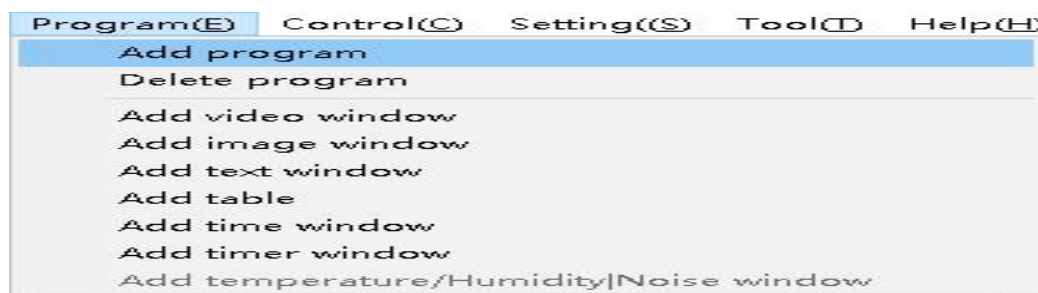


Figure 3-5

Add program: Add a program to the selected screen

Delete program: select the button and click it , you can delete all the information

Add video window: Add a video window to the current program

Add image window: Add a image window to the current program

open screen, close screen: control the switch of the display screen
correct time: Be sure the controller time correctly
time for switch: set/cancel timing switch of the display screen

adjustment brightness: adjust the brightness of the display screen
multi programs settings: set multi programs for playing .
send programs intelligently: send the programs which is edited well to the controller .

Setting:(see figure 3-8) including : user management , group setting ,set screen parameter , set network parameter , online controller , reset, language.

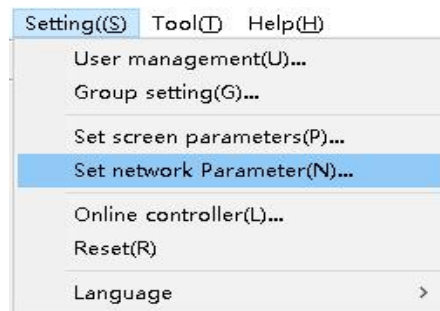


Figure 3-8

User management: for user management , including : user name , password.

Group setting: manage the multiple outlets display into groups

Set screen parameters: set the parameter of the display screen

Set network parameter: modify the parameter of the controller .

Online controller: detect the communication of the controller .

Reset: Used for the parameters of the controller and the content back to factory Settings

Language: Set interface display language for EQ

Tool:(as figure 3-9) including : computer information , video conversion, flash conversion , update system software, auto update system software

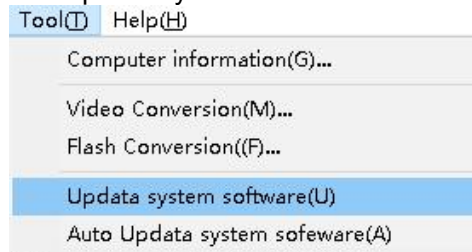


Figure 3-9

computer information: check the parameter of the computer . such as IP(SEE FIGURE 3-10)

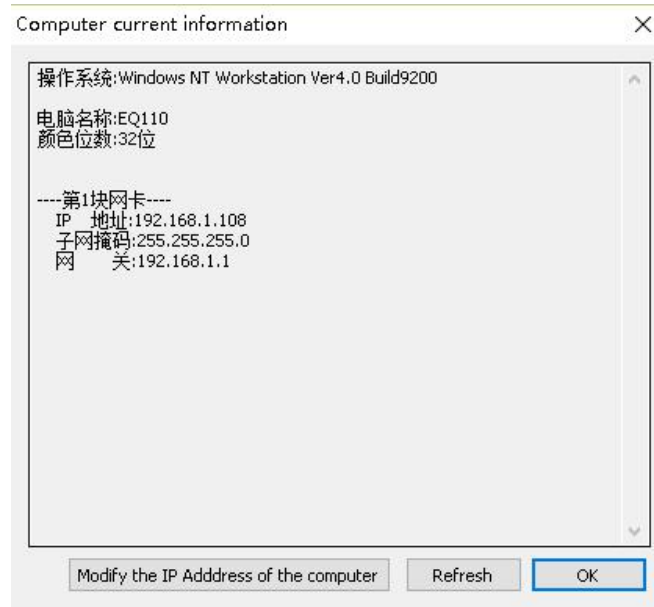


Figure 3-10

video conversion: Adjust the size of the video, in order to reduce the size of the video file, improve playback fluently

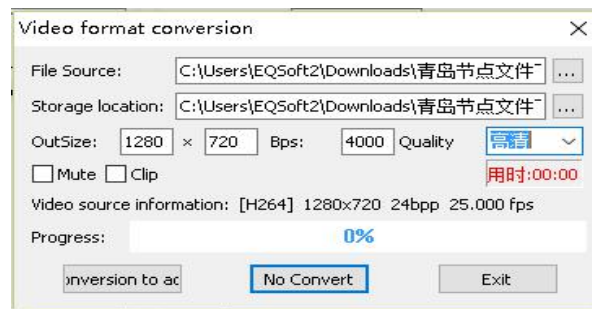


Figure 3-11

Flash conversion: adjust the size of the flash .

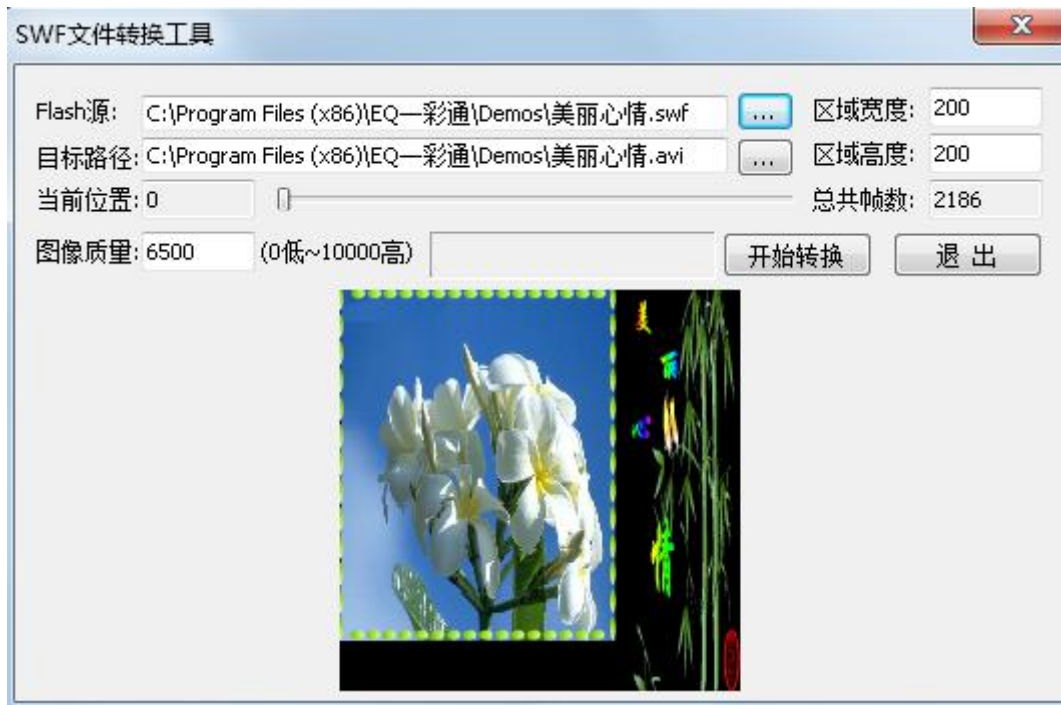


Figure 3-12

Manual update system software: Designated upgrade file, manually choose to player system version upgrade

auto update system software: Player system upgrade to the latest version, Software upgrade file shipped, no manual selection.

Notice

During an update, do not remove the Memory Stick™ media or the AC adaptor, and do not turn off the system. If an update is cancelled before completion, the system software may become damaged and the system may require servicing or exchange

Help: (as figure 3-13) including help. About EQ supper player

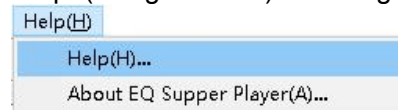


Figure 3-13

Help: show the help file.

About EQ supper player: show software version and copyright (as figure 3-14)

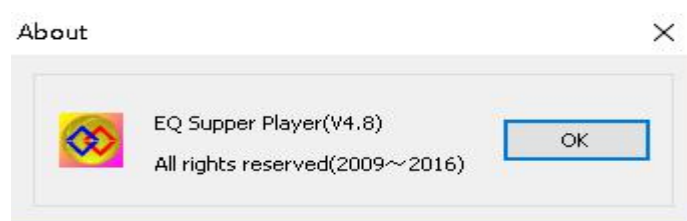


Figure 3-14

3.3.2 Main Tool Bar



Figure 3-15

See figure 3-16, Including 9 buttons:

- 1- New: Create a universal studio document and retain the last parameter
- 2- Open: open a universal studio document
- 3- Save: save the current universal studio document
- 4- Check the online controller : check the online controller
- 5- Start Preview: Preview the current screen programs
- 6- Stop preview: stop preview program
- 7- Cluster controller: manage and control the group display screen,
- 8-Save data to U disk or SD card: save the current screen program to the U disk or SD Card !
- 9- Send program : send the current display program which is selected of the tree management !

3.3.3 Status bar

(Notice : it is not editable)

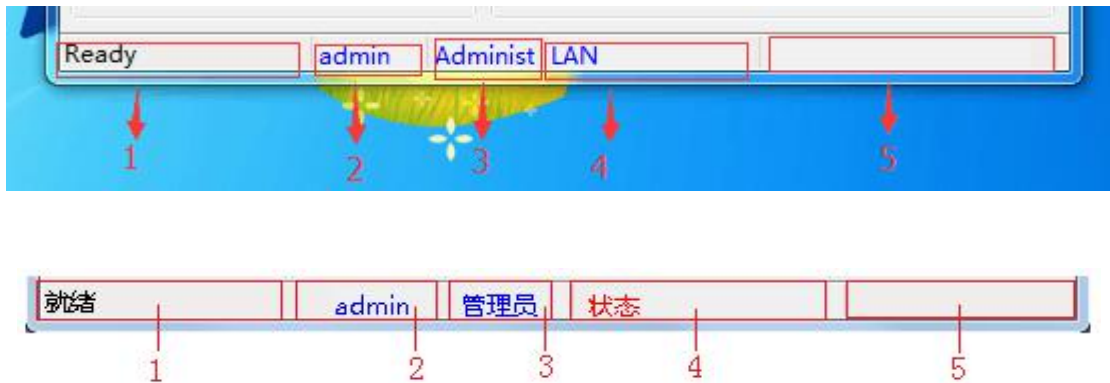


Figure 3-16

Status bar : as figure 3-16, it has 5 parts .

- 1-Ready
- 2-Current user name
- 3-current user permission
- 4-current prompt of operation
- 5-current operation schedule.

3.4 process of program production

3.4.1 Setting screen parameters

Notice: The size of the analog display must be set correctly, otherwise when finished programming broadcast may show only part of it or not big enough !

Ways of setting : click [menu bar] setting screen parameters ----- Pop-up password prompt box, input password "168"----- On the left display list, select the corresponding display. Property as figure 3-17, change the length and width parameters according to the size of the screen.

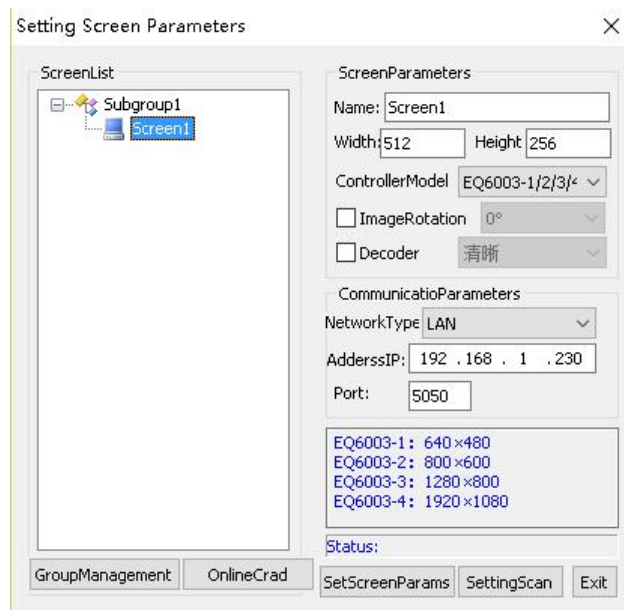


Figure 3-17

3.4.2 New program

The page of the program is the basic elements of the program , (as figure 3-18)



Figure 3-18

click [normal program] button, A display page can contain any number of programs (as figure 3-19))

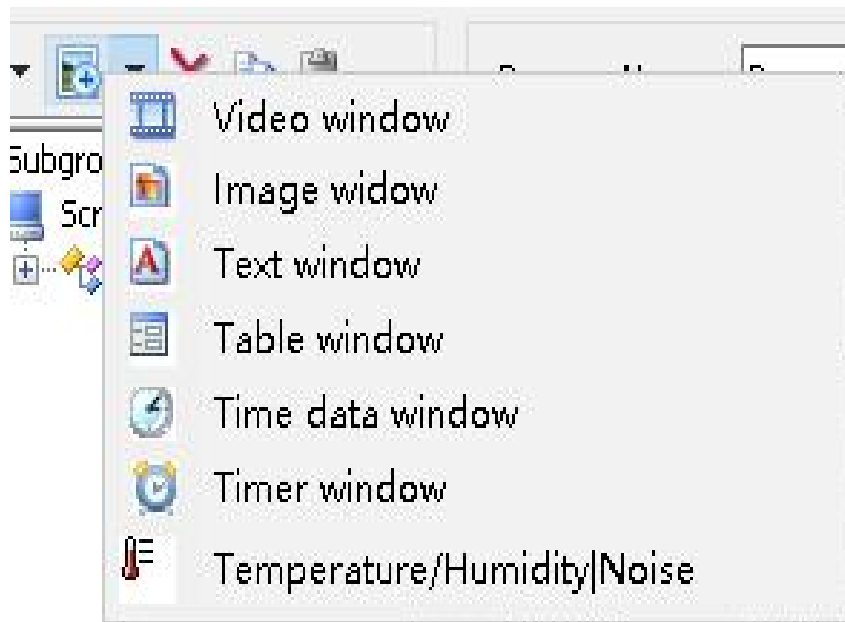
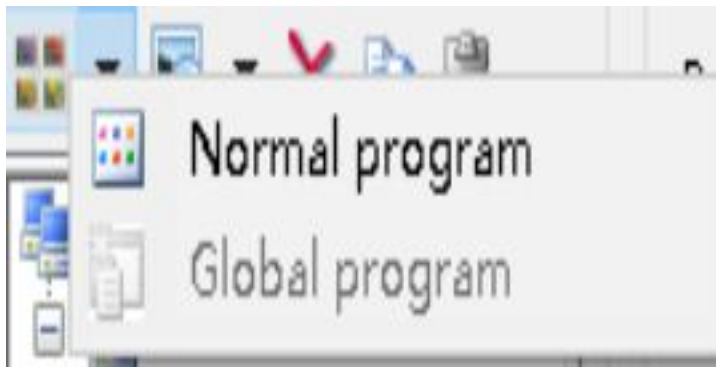



Figure 3-19

When you want to delete the display page, click  button .

3.4.3 Setting program attributes

Page properties can be set up when set the new program or select program pages,(as figure 3-20), program including : program name , play model, timing type, start time, end time

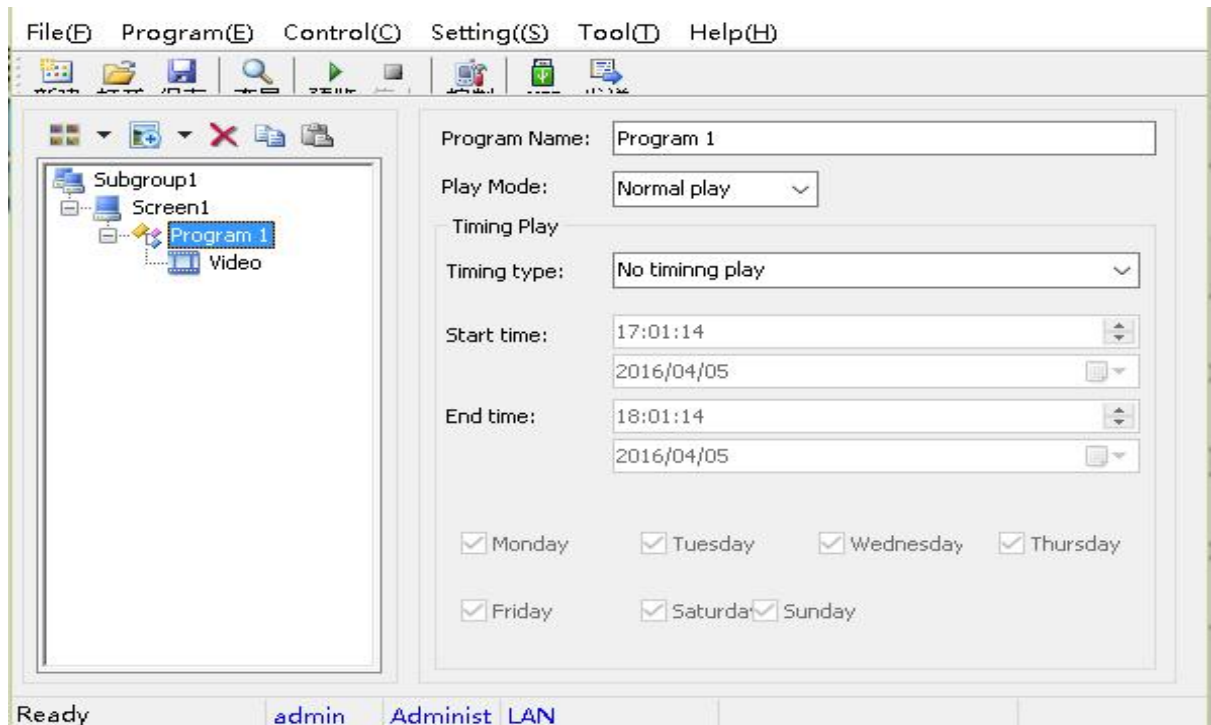


Figure 3-20

Program name: modify the name of the program.

play model: including normal play and limited time play two models

Normal play : all contents of the program finished showing , the next page start to play .

Limited time play (as figure 3-21): this page will play cycle Until you reach the limit time , the next program pages can be start to play .



Figure 3-21

Timing play : Including no timing play , limited period of time play , specific time to play , by week playing four types.(as figure 3-22)



Figure 3-22

No timing play: This page shows broadcast permanently

Limited period of time play: The page only can be played between start and the end time , it will be start at this period everyday. (as figure 3-23)

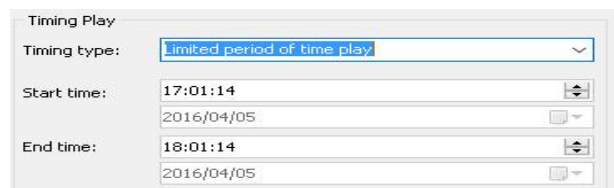


Figure 3-23

Specific time to play : The page only can be played between start and the end time, you can chose the day that you want to play in this period as figure 3-24.

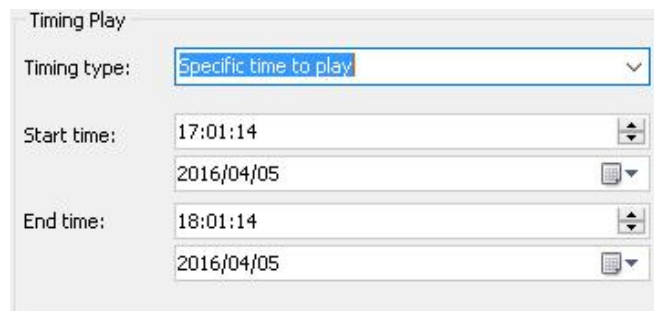


Figure 3-24

By week playing: The page only can be played between start and the end time , as well as the day is chosen in the week(as figure 3-25)

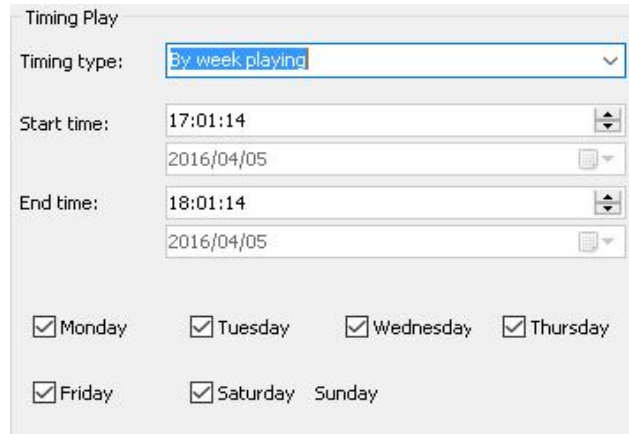



Figure 3-25

3.4.4 Add content

Show page is just a framework, it can contain 20 add contents at most , each of the program window can play the texts, images, forms, animations and flash at the same

time . EQ has 7 program windows for choosing , click the  button, it will pop-up program selection menu (as figure 3-26): below is the instruction details of the 7 program windows:

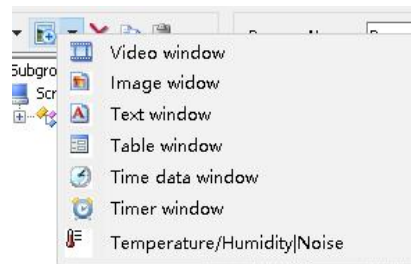


Figure 3-26

3.4.4.1 Video

Video window is used to play all kinds of video and animation files. it can play below type of profiles: rm , rmvb, swf,avi,mpeg,dat,MP4,.3gp,WMV. In this window you can add any number of files. (as figure 3-27)

Notice: This is case sensitive.

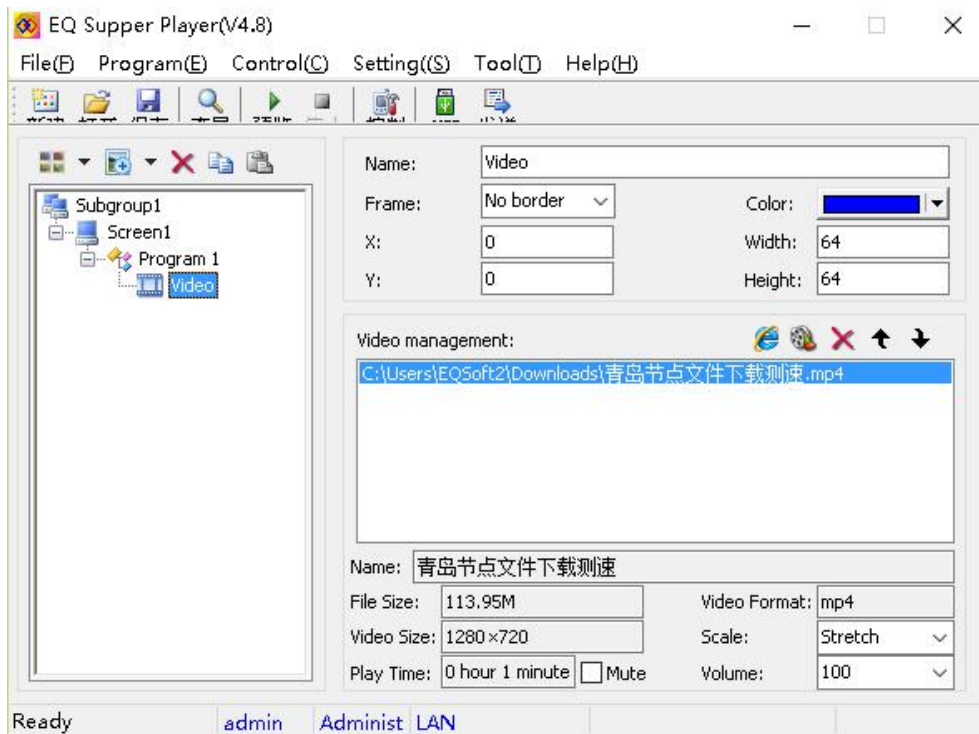



Figure 3-27

General steps to add video : click the add video profile button , Pop up file selection dialog , choose the file that you want to add , if you choose the types of video for SWF format, the pop-up Flash conversion dialog box (as figure 3-28), other formats are pop-up video format conversion menu (as figure 3-29)

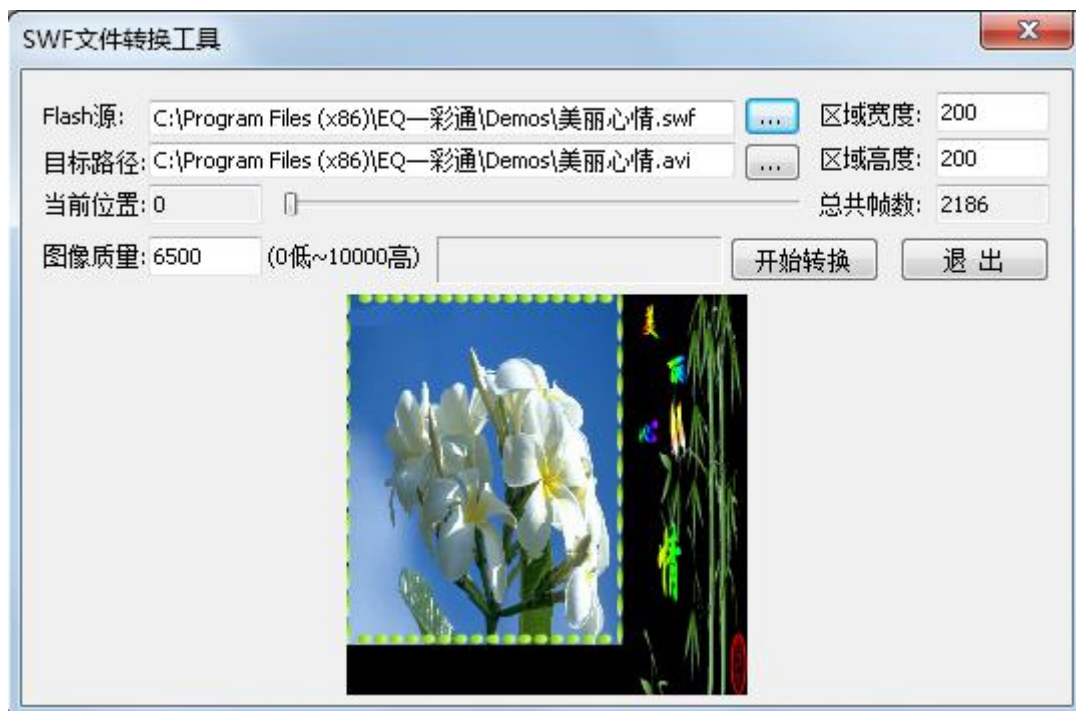


Figure 3-28

SWF file conversion tool is an intelligent conversion tool , operation is very simple , Conversion too can get the size of the video window automatically,it also can select the output file path and name automatically, users just need to select Flash to transform position and image quality only. The best image quality of the value range is 0 to 10000100 00, but the file is biggest at the same time , generally recommend 6500, click [start conversion] to complete the SWF file adding .

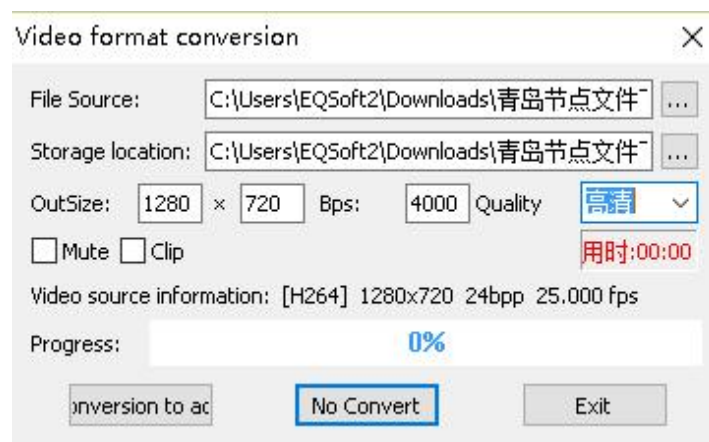



Figure 3-29

Video format conversion tool is for adjusting the size of the original video, reducing the size of the original video file. conversion tool can compress the original video intelligently ., not only can keep the original video resolution, but also reduce the size of the original video file. Conversion tool of all parameters are smart Settings, general users do not need modify, if the user want to modify parameters, please note the parameter value range .

After adding the video file successfully , some of the current video parameters will be displayed on the video window management area . such video files and size, video format and size . the user can set the video is mute, volume and stretching ratio (as figure 3-27)

The user can delete the video by click  button , click  button to modulate sequence of the video .

3.4.4.2 Image window

Image window is to play a variety of pictures ,it Supports all common image formats , such as bmp, jpg, gif, png etc.(as figure 3-30)

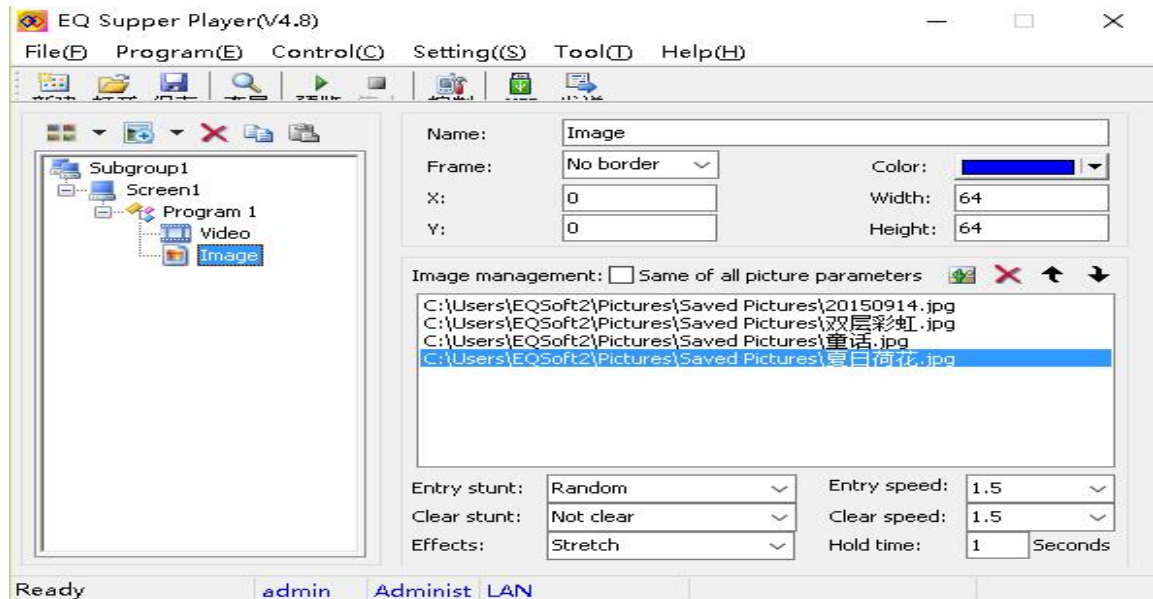



Figure 3-30

steps of adding pictures,: click [tool bar]  button, Pop-up [file selection] box, select the name of the file which is the user want to add, click [OK] to complete the image adding .

After adding pictures successfully, user can set the properties of the picture (as figure3-31). The properties including: Entry stunt, entry speed, clear stunt, clear speed, effects and hold time .

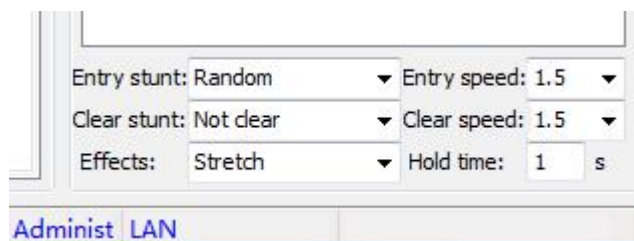


Figure 3-31

Entry stunt: as figure 3-31-1

(Note: only the advance 17 lists can be used , we will update the functions later)

Clear stunt; as figure 3-31-2

(Note: only the advance 2 lists can be used , we will update the functions later)

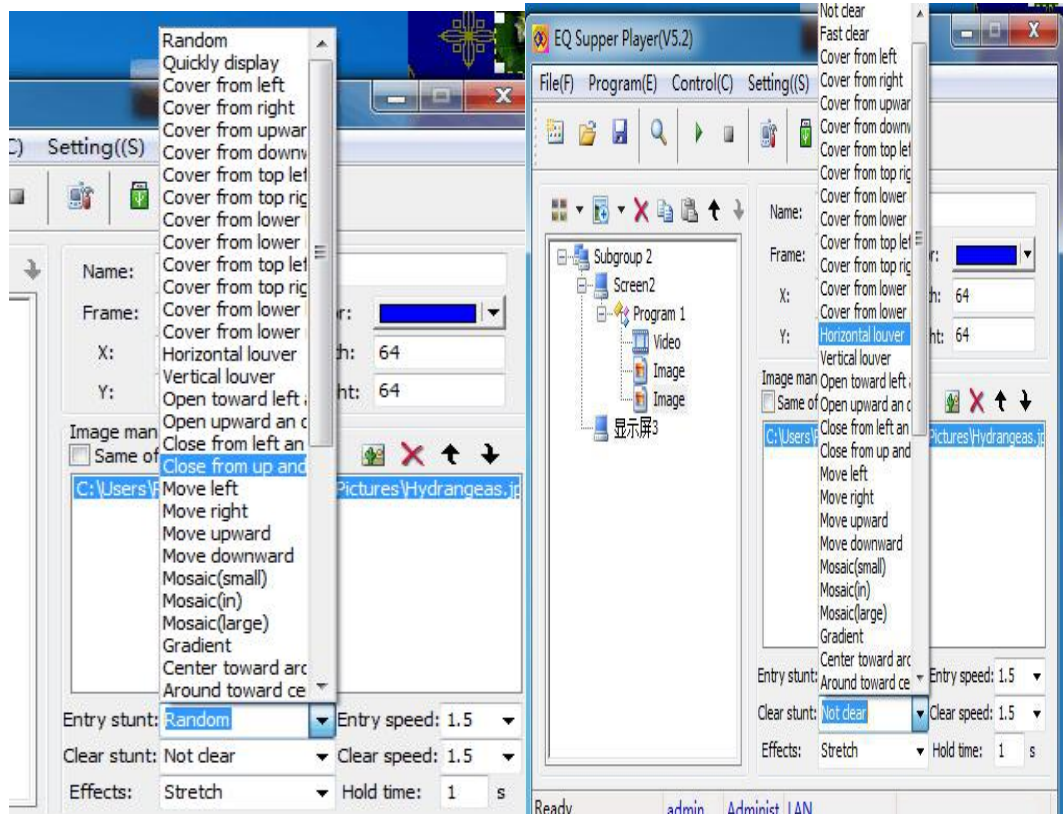


Figure 3-31-1

Figure 3-31-2

Entry and clear speed have 50 speed grades in all , divided into five stalls and 10 levels, bit represents stalls and point represents levels , stalls on behalf of the speed of step.

0-9 represents the time interval from the smallest to the largest, also representative the speed from fastest to slowest . So in 50 speed levels, the 5 is Fastest, the slowest is 1.9. (as figure 3-31-3 and figure 3-31-4)

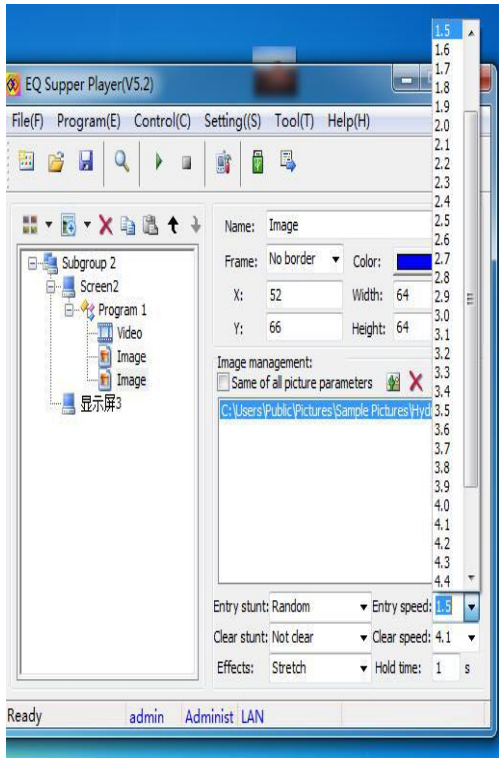


Figure 3-31-3

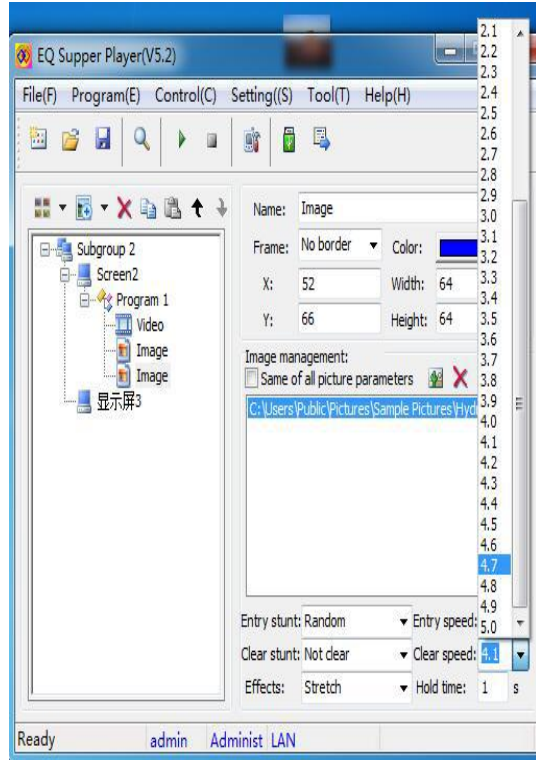


Figure 3-31-4

There are three options of the effective properties , namely zoom, stretch, tiled.(as figure 3-31-5)

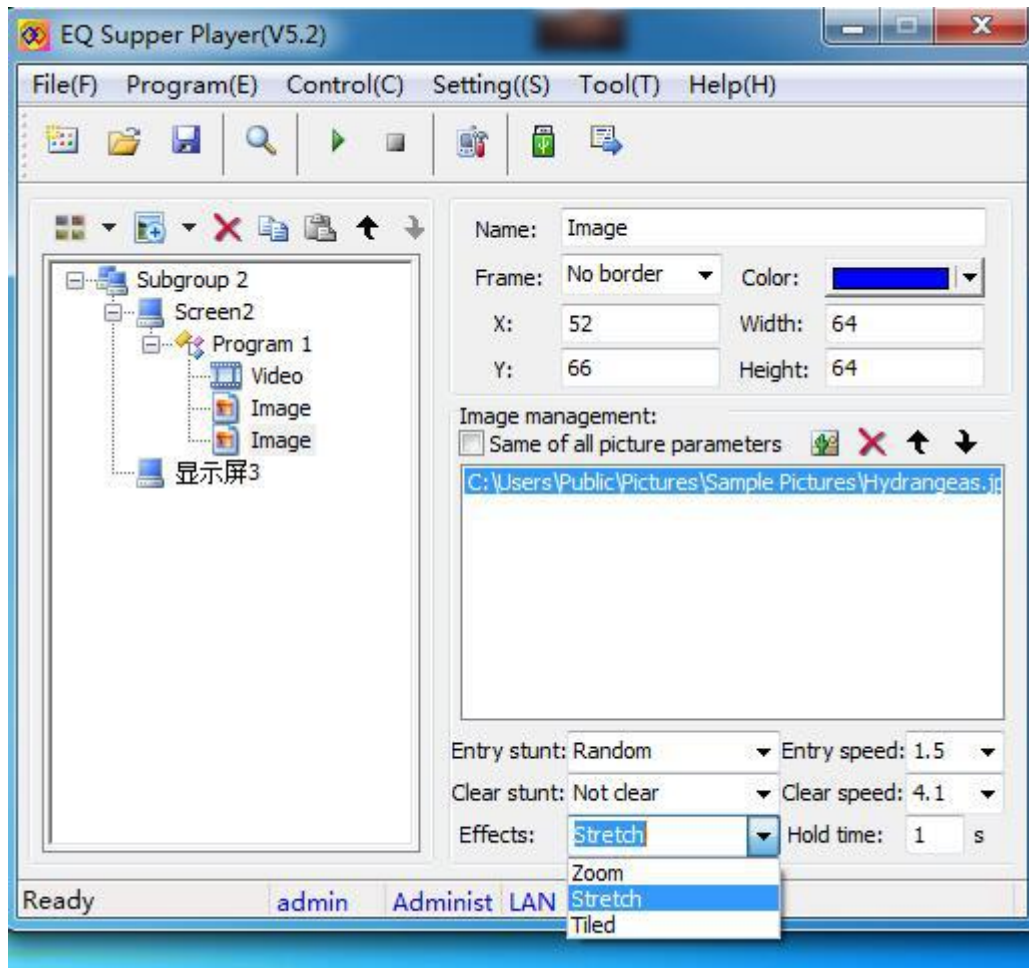




Figure 3-31-5

Hold time is on behalf of the rest time that picture completed the animation, the unit is seconds.

The user can delete the file by click  button , click  button to modulate sequence of the file

3.4.4.3 Text window

Text window is used to play all kinds of text, you can edit text, import external files. such as WORD documents, etc., it also can add several texts at the same time .(as figure 3-32)

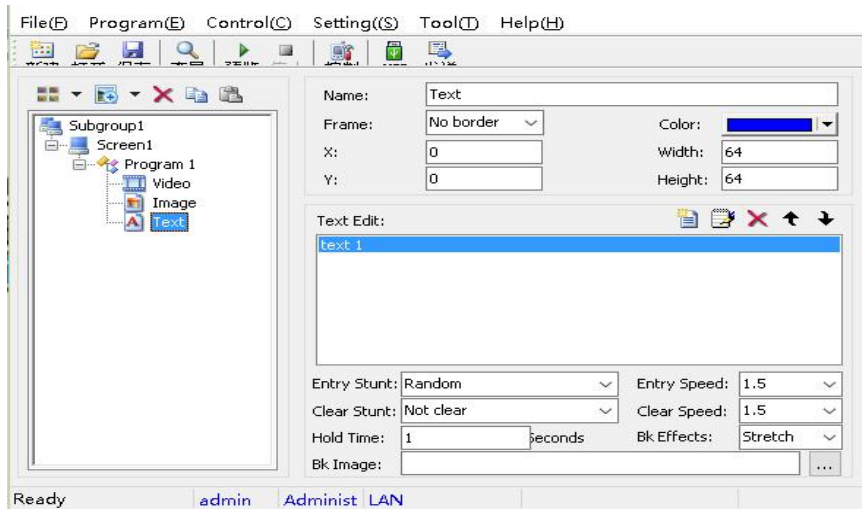



Figure 3-32

General steps of adding characters in the text: click the [add text]  button , pop-up [text editor](as figure 3-33).

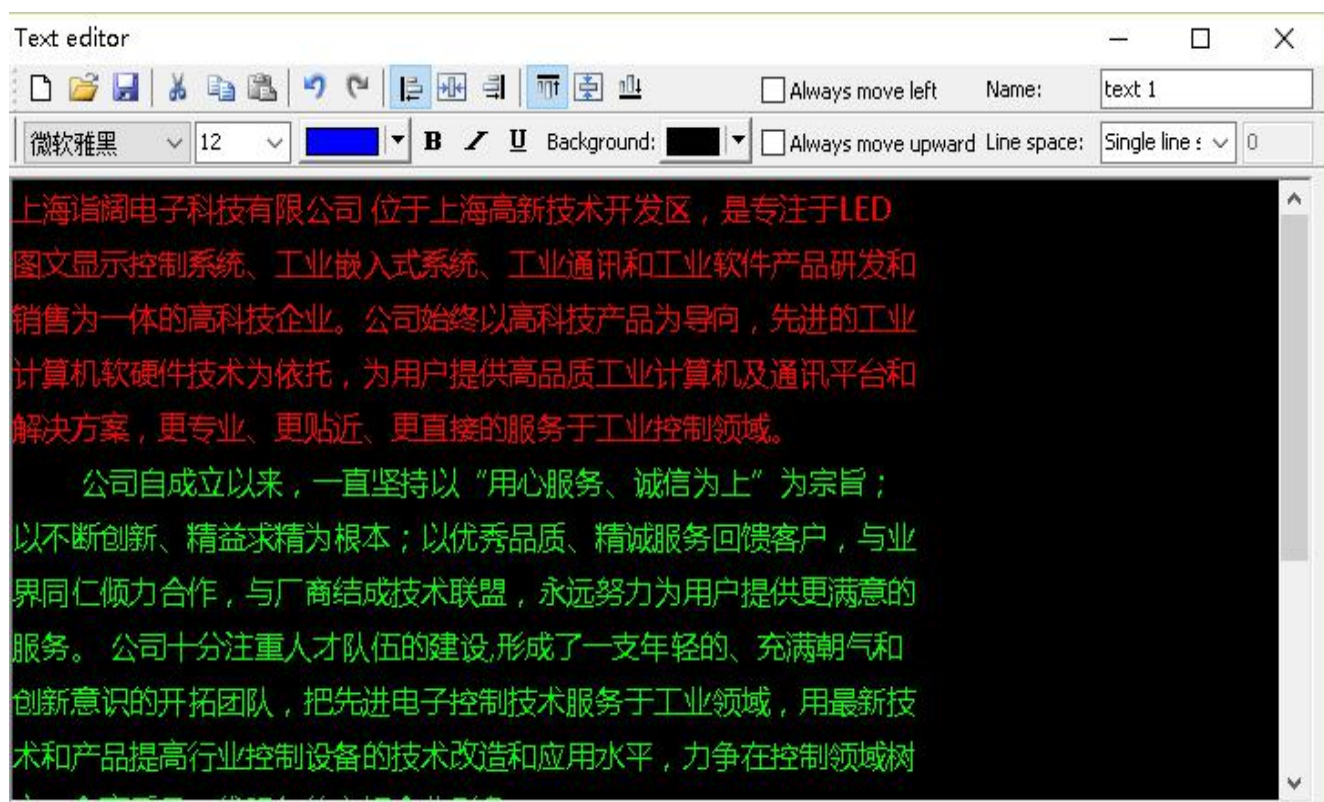




Figure 3-33


Shanghai Equal Software Co.,Ltd


Text editing tool function is very powerful, you can set the font, font size, font color, font style, background color, line space, paragraph alignment, etc.

Tool bar instruction as below :

 --add file: new

 -- open external profile (the type of the profile: DOC, TXT)

 --Save the current document

 -- Cut , copy, paste, undo ,redo

 -- Left-aligned, centered horizontally, right- aligned

 -- Top-aligned, centered vertically , bottom-aligned

Always move left : if the screen just wants to show all the contents by a line, choose this option, the software will do optimization automatically , it makes the effect more smooth and continuous.(as figure 3-34), if you do not choose this item, the effect as figure 3-35

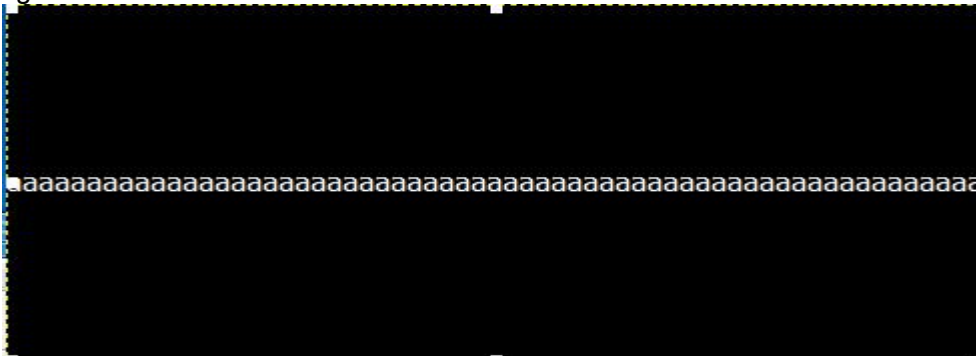


Figure 3-34

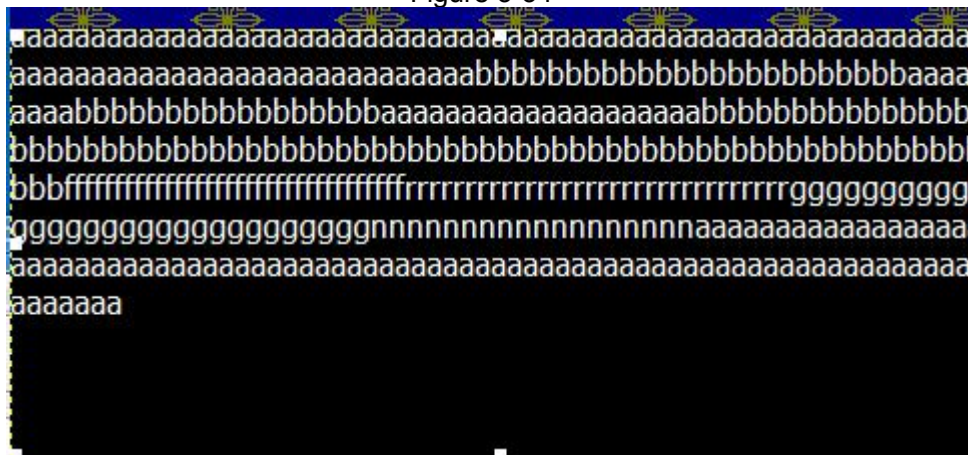
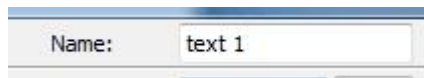


Figure 3-35



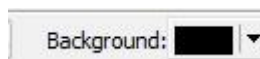
Change the name of the documents in the list .



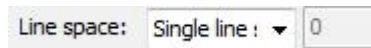
-- set the font, Font size and color



-- Set the bold font, font italic, and underline






:Fill background color



: line space

Close the edit window directly after finishing the text edit, the character edit is completed at the same time .

If you want to edit the subfile which is edited well , select the file which you want to edit again . click the 【tool bar】  button , POP-UP [text edit] box. Close the editor window directly after modified .

The user can delete the file by click  button , click  button to modulate sequence of the file.

Action mode setting reference 【image window】 chapter

as shown in figure, to achieve static text display, the entry mode is set to \"flip\", choose \"not clear\" clear way, residence time fill in 100000. Entry

3.4.4.4 Table window

Form window is used to play all kinds of forms and some alignment documents (as figure 3-34).

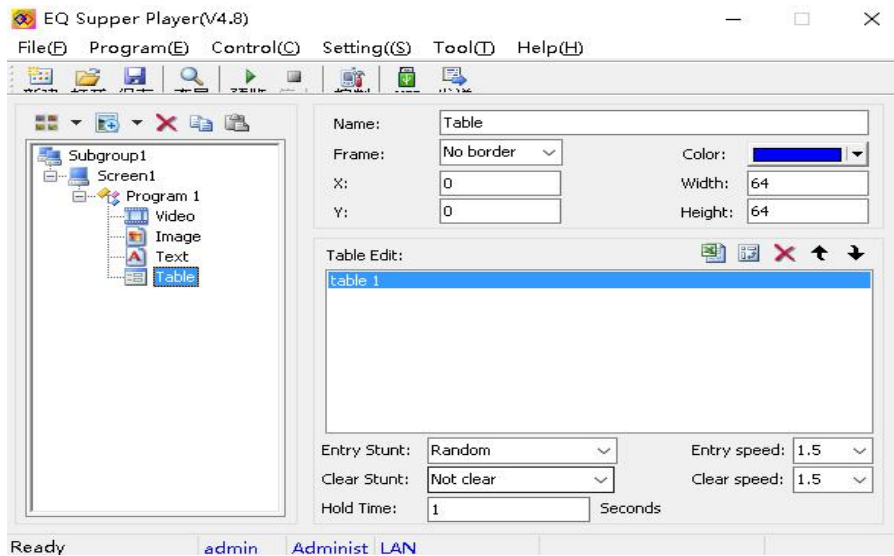


Figure 3-34

Add and import form steps: click the “ toolbar ” button to open the form editor window (as figure 3-35), click this “ ” button for a form to reedit, close the edit window directly after editing, complete the form adding.

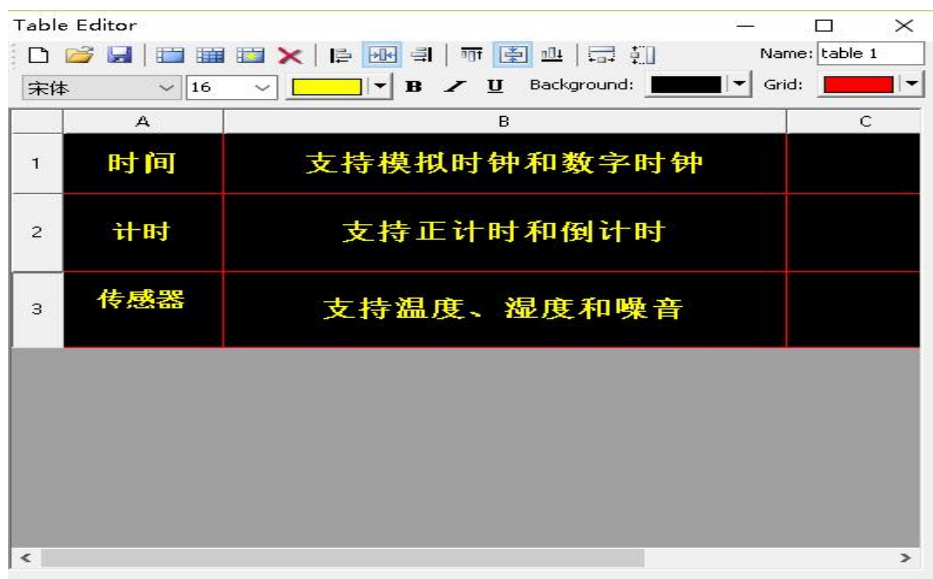




Figure 3-35

Form editor toolbar is introduced as follows

 -- Empty the current form, create a new form


 -- Open the external documentations, support file types are: XLS, XLC and STB.

(Notice: the excel can not have functions, just numbers . and it just can support the 2003 version excel.)

 -- Save the current form to the file

 -- Merge cells

 -- Split cells

 -- Add cells, click the dialog box will pop up to increase cell (as figure 3-36)

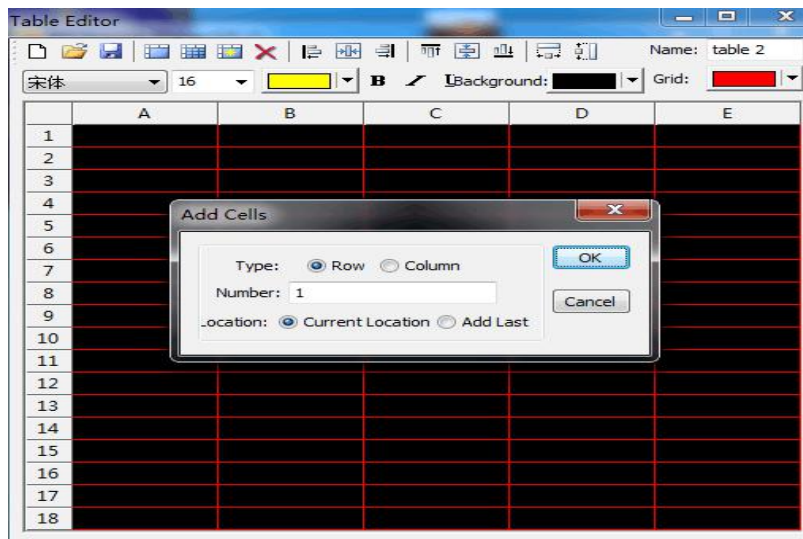



Figure 3-36

Users can set the type ,number , location in add cell properties dialog box.

 -- Delete cells: click delete button will pop up remove option box (as figure 3-37);

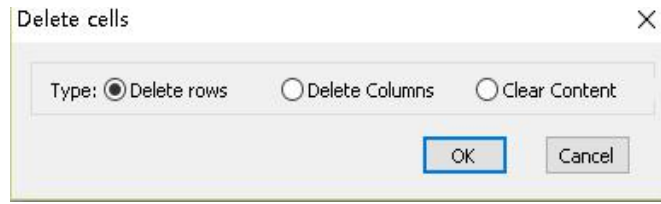
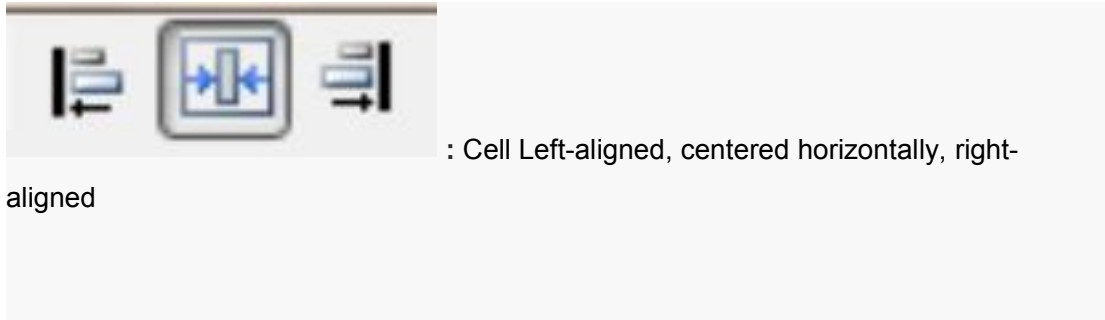


Figure 3-37



: Cell Left-aligned, centered horizontally, right-aligned



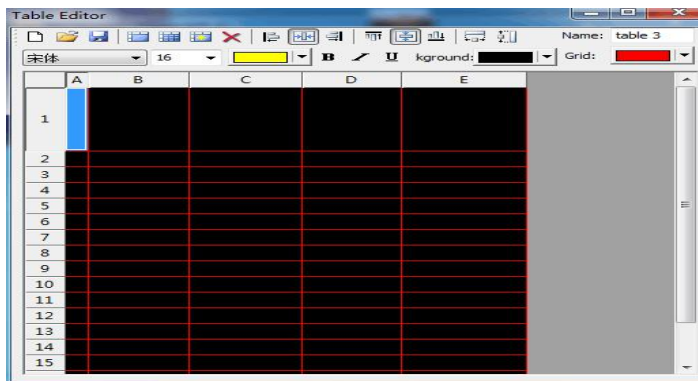
: Top-aligned, centered vertically , bottom-aligned



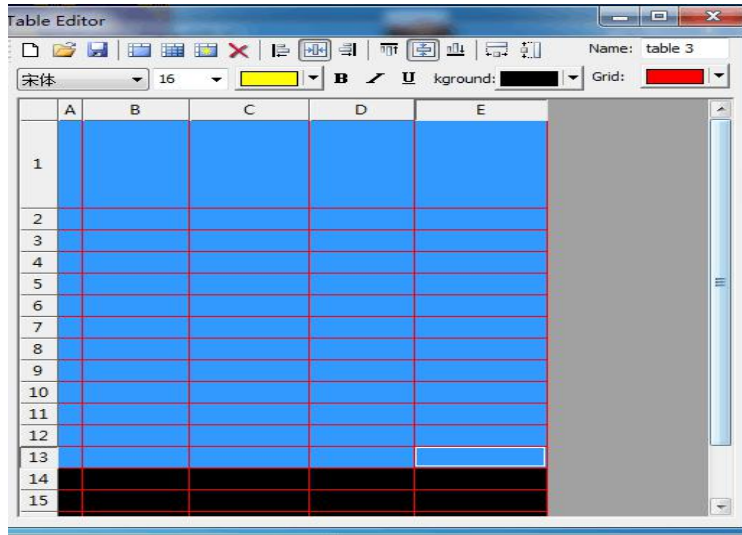
-- The width of the selected unit, the width is Equal to the upper left value of the selected cell .



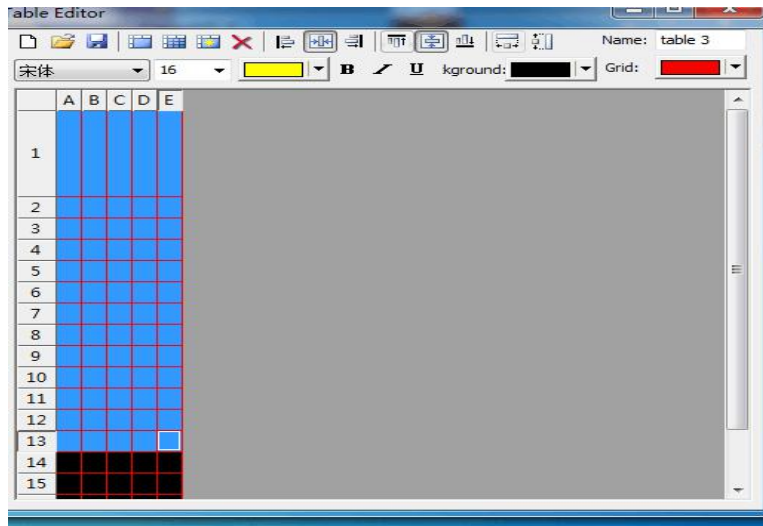
-- The height of the selected unit, the height is Equal to the upper left value of the selected cell. (steps and effects as figure 3-38(3-38-1 3-38-2 3-38-3))



Upper left volume Figure 3-38-1



Select the area Figure 3-38-2



Effect Figure 3-38-3

宋体 16 [yellow] **B** / U 背景: [black] Font, size , color ,bold , tilt , underline and cell background color

网格: [red] :

Grid: users can put the grid color set to black, if users don't want to display the grid; users can set the table way of animation after adding the form, specific reference [text window] section

3.4.4.5 Time Date window

Time date window: Display the current time and date, the clock is divided into simulate clock (as figure 3-39) and digital clock (as figure 3-40), two kinds of displays. Result as follows:(as figure 3 -41)

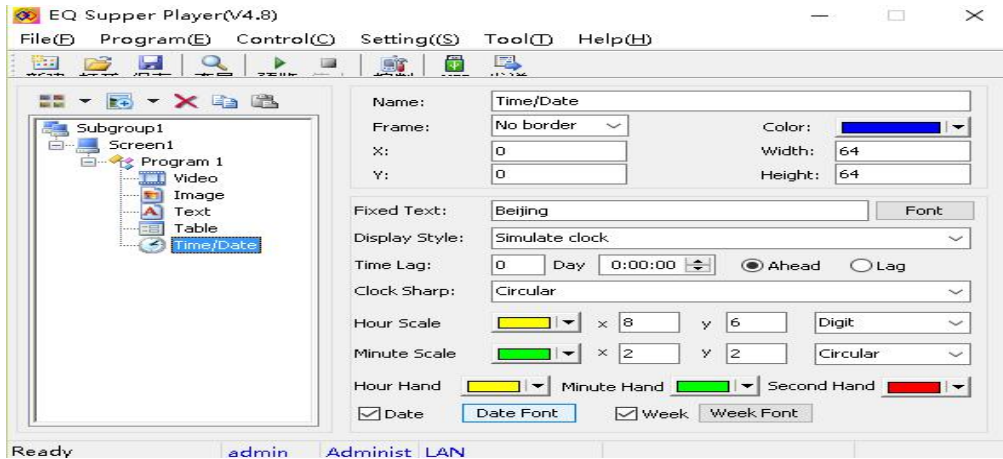


Figure 3-39

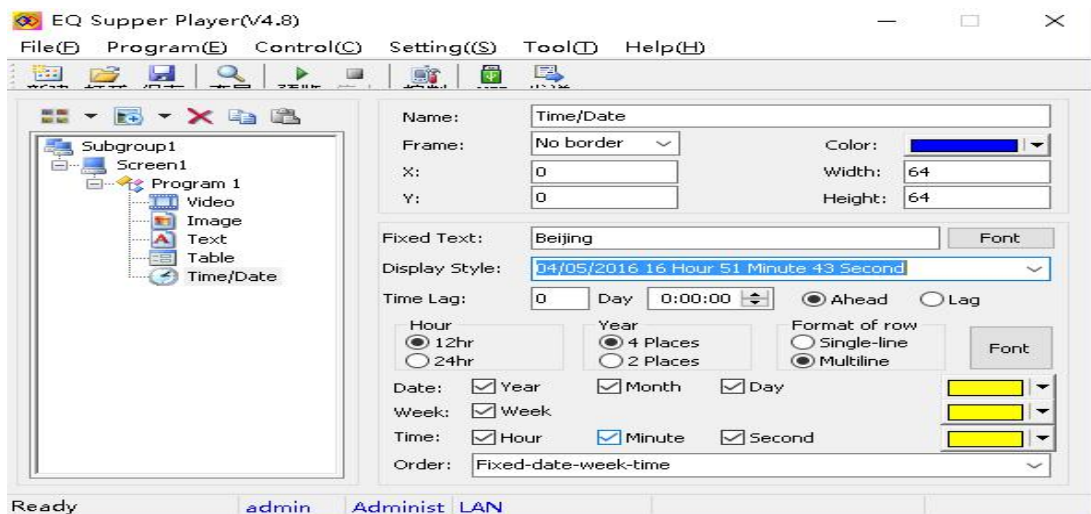


Figure 3-40

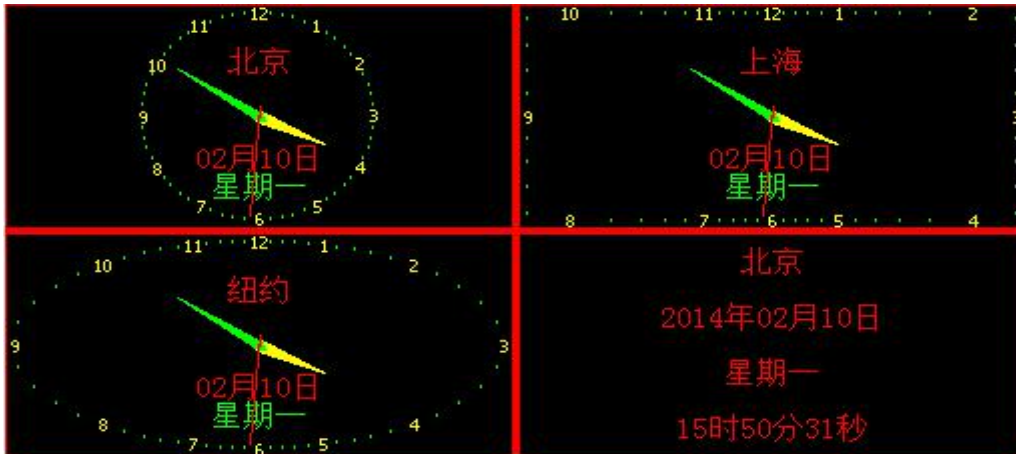


Figure 3-41

There are lots of options about “Time date setting”, used options are described as below:

【Display style】 seven steps in total .(as figure 3-41-1)

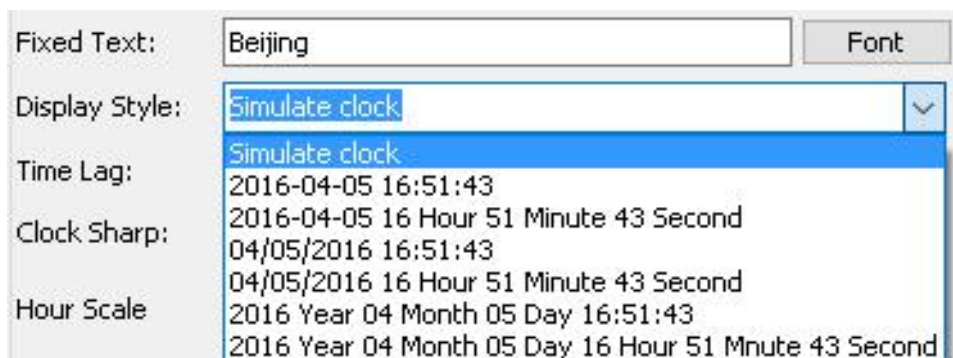


Figure 3-41-1

【Time lag】 this can adjust the time/date, in order to realize the multiple time zones show at the same time

【clock sharp】 Total of 4 kinds of shapes for the user to choose : circular, ellipse, square, rectangle. (as figure 3-41-2)

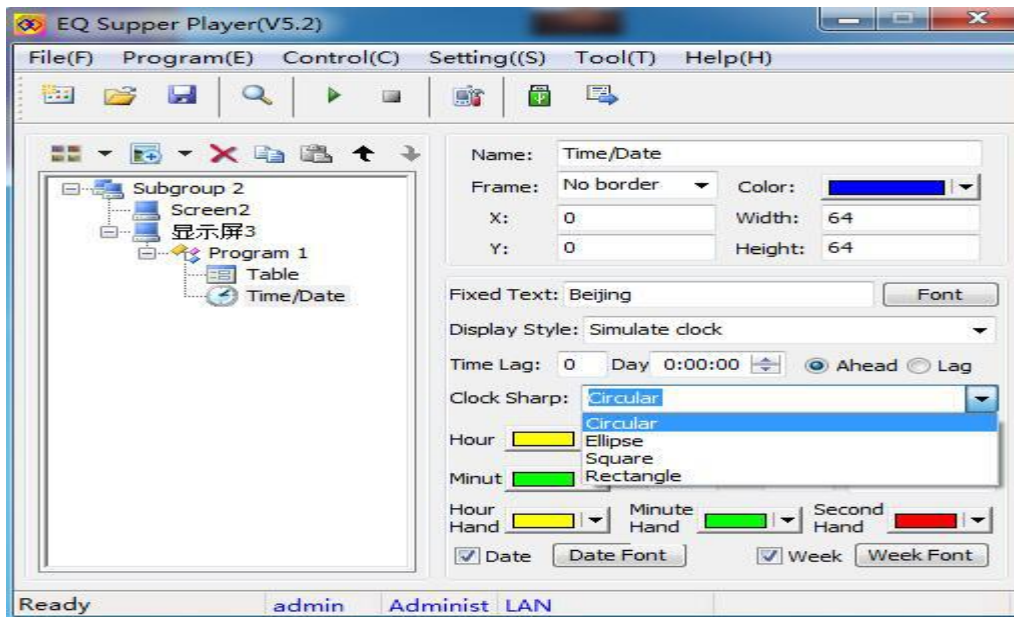


Figure 3-41-2

【hour】 【minute】 Total 4 kinds of shapes for the user to choose: circular ,fillet, square, digit(as figure 3-41-3).

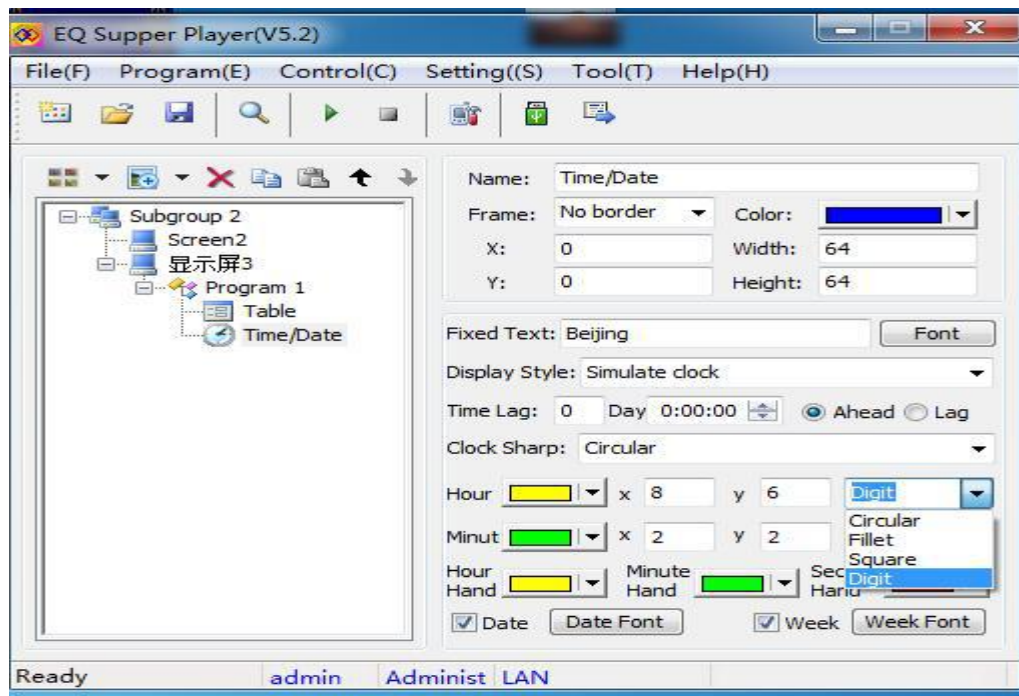


Figure 3-41-3

3.4.4.6 Timer window

Timing window : can be implemented timing and the countdown display window, and can be accurate to seconds (as figure 3-42)

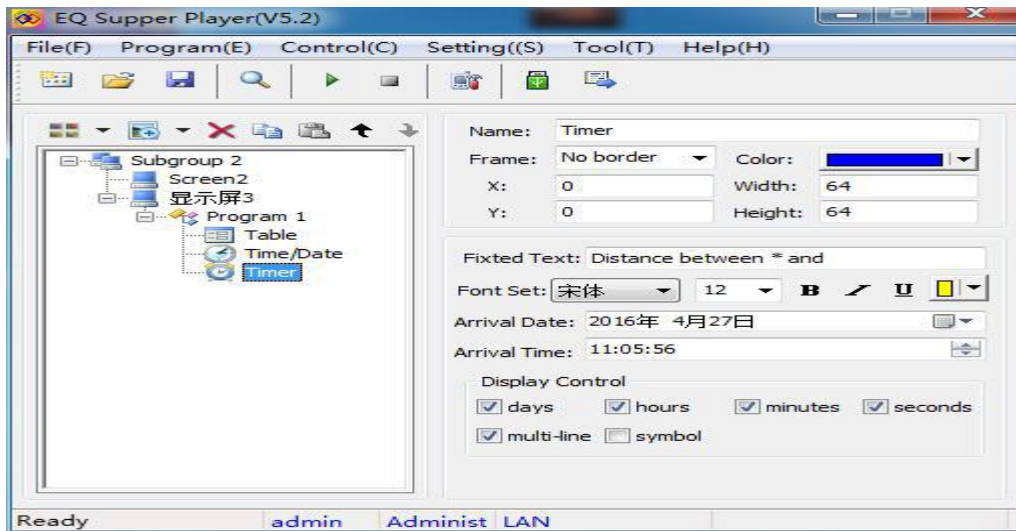


Figure 3-42

Fixed text: it can set the timing window font, font size, color and font style, also can control the number of days, hours, minutes, seconds, multi-line and plus or minus display or not. It has convenient date selection tool also (as figure 3 - 43)

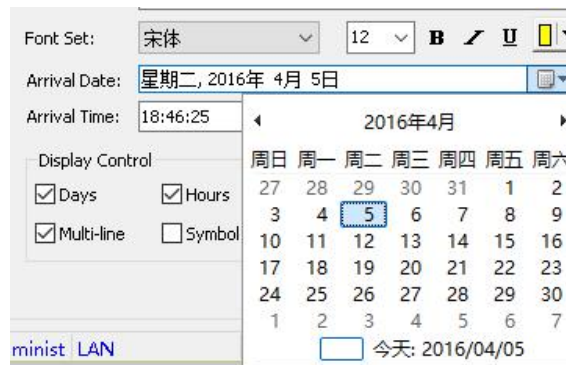


Figure 3-43

3.4.4.7 Temperature/ Humidity/Noise

Temperature/ Humidity/Noise: display temperature / humidity / noise(as figure 3-44):

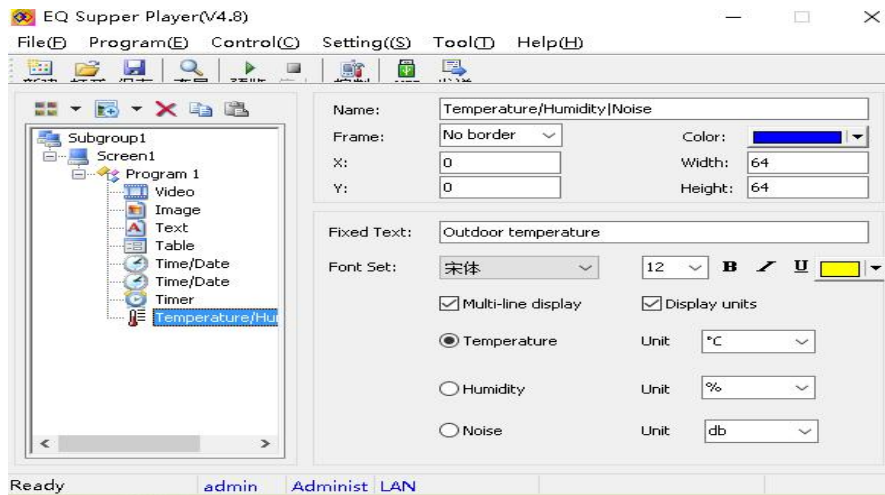


Figure 3-44

Notice ; temperature / humidity / noise shows must be connected external sensors accordingly

3.4.5 Set the program window

Program window including (as figure 3-45): Name , Frame, color , The location and size of the window

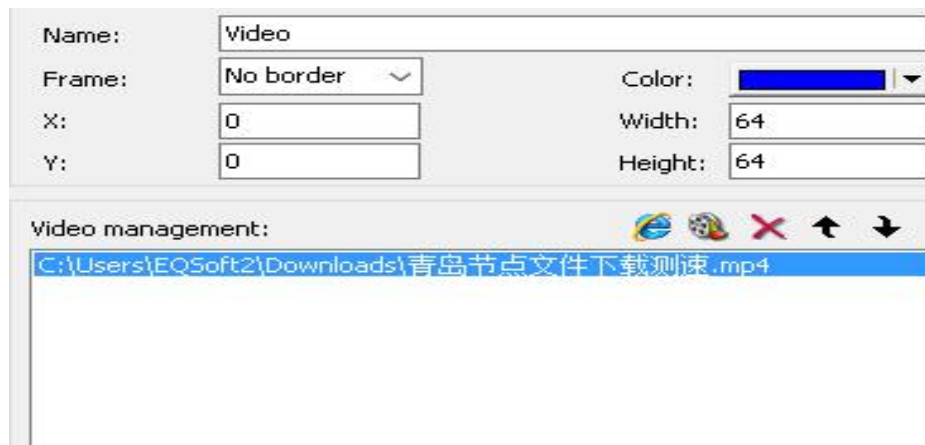


Figure 3-45

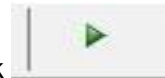
3.4.6 Save program

A program page has been completed through the above five steps . if you need one more program at our page, please repeat the second to the fifth To make the show page.



please do not forget to save all the information. Click on the save button Or select menu file to save.

3.4.7 Program send



After completing all program editor, you can click



button to preview show effect, then click button to end the preview, if the program achieves your desired effect, the final step is to put the program sent to the controller inside and realize offline playback(as figure 3-45)

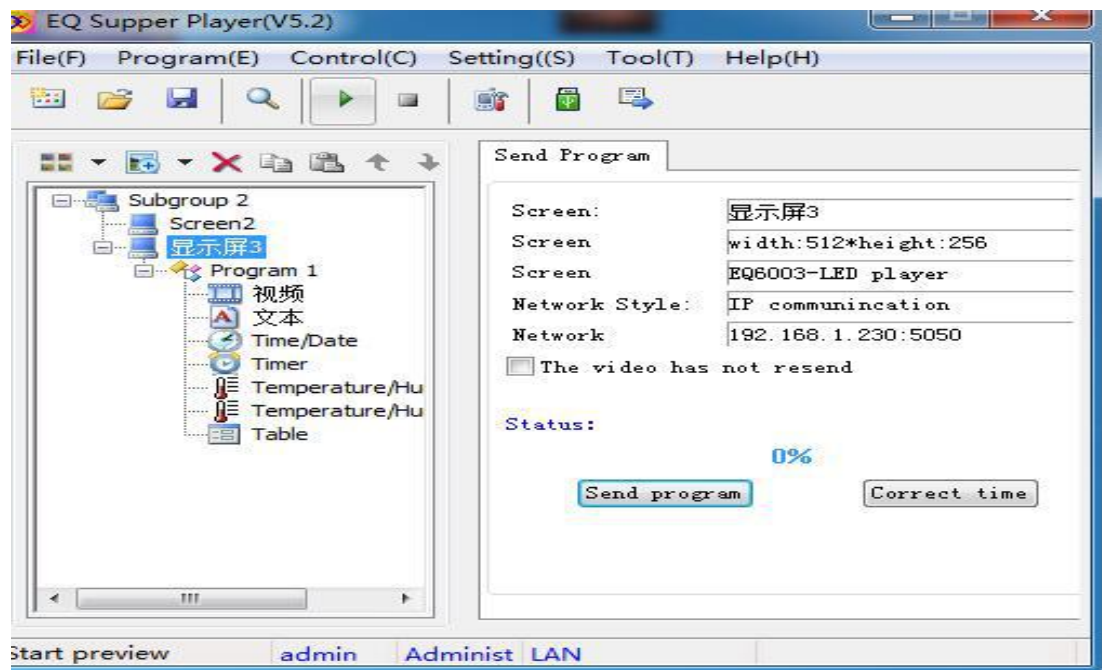


Figure 3-45

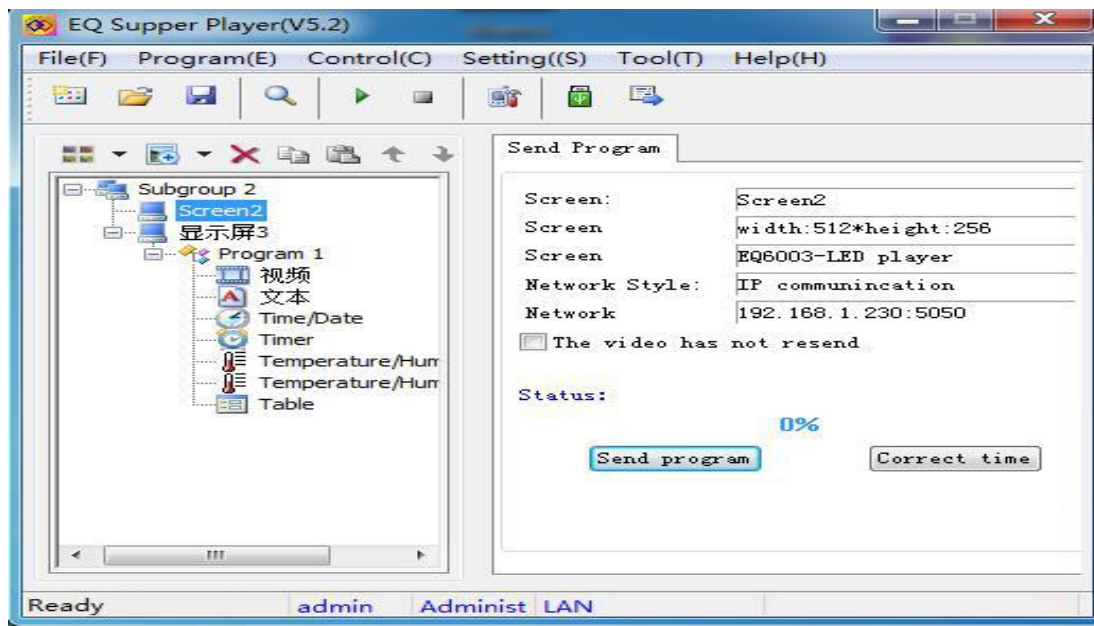



Figure 3-47

Steps of Saving the program to the U disk or SD card directly:

Firstly : connect the U disk or SD card to the computer, then select the display which is needed to send in the tree management window,

Choose 【file】 menu , 【 save date to U disk or SD card】 or click the  button, pop-up “choose to U disk or SD card”(as figure 3-48), click “ok”button and start to save the data.

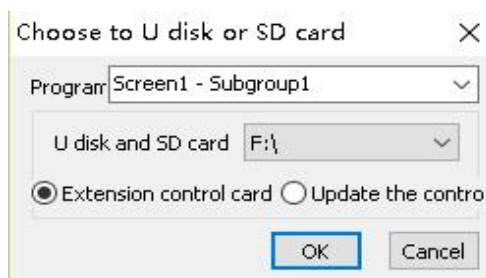


Figure 3-48

Chapter 4 Parameters Setting

4.1 User management

User management : set the different user permissions, and realize the display of the safety management, prevent the display content by malicious changes

Notice :only users with administrator rights to manage the user Settings, software installation when the default user name is “admin”, password is empty, with administrator privileges

Select the main menu 【setting】 -- 【user management】 button, pop-up user login dialog(as figure 4-1):

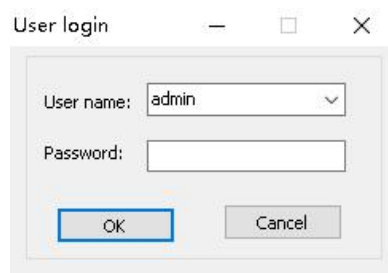


Figure 4-1

Only the correct password and have administrator permissions users can enter the management interface (as figure 4-2), otherwise it will prompt “the password is incorrect” or “authority is not enough” (as figure 4-3)

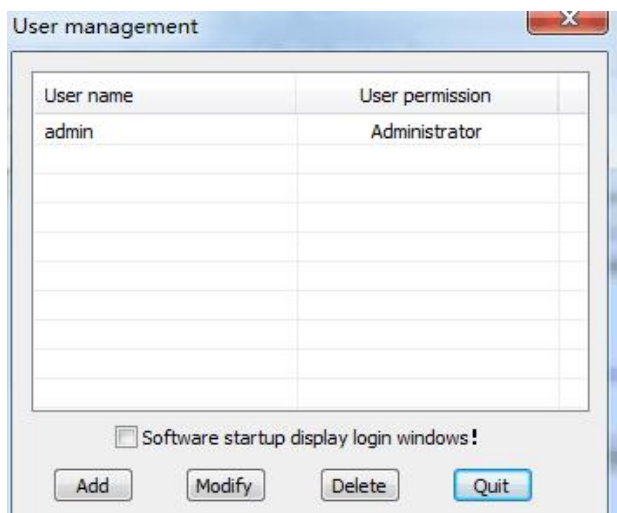


Figure 4-2



Figure 4-3

User management interface including four buttons: 【add】、【modify】、【delete】和【exit】 and an option



. "Add" button to add a new user, click the button will pop up user setting dialog information (as figure 4 - 4), used to set the user name, password and access. User rights can be divided into three types: "administrator" ,"common user" and "limited user". "Administrator" privileges can use all the software functions; "common users" to use all the functions except set the controller scanning mode; "limited users" can only use the editing function of the software ,it can't send program and set the scan mode; "Modify" button to modify the user information; "delete" button to delete the user .



Figure 4-4

If the 【software start show the login dialog】 is set, firstly pop up 【user login】 dialog box when the user start the software. (as figure 4-5)

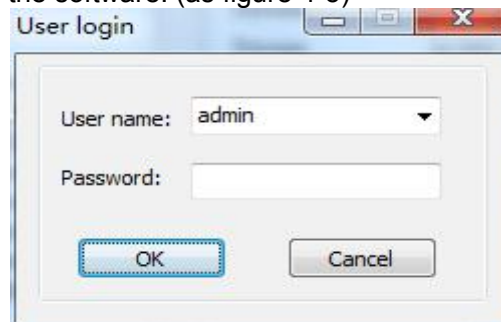


Figure 4-5

4.2 Group setting

Display group management is divided into groups by applications , size or region. Users can realize unified and effective management to the multiple display screen by user groups.

Steps of group setting: choose 【setting】 -- 【screen group management】 , Open the display group management interface, (as figure 4-6).

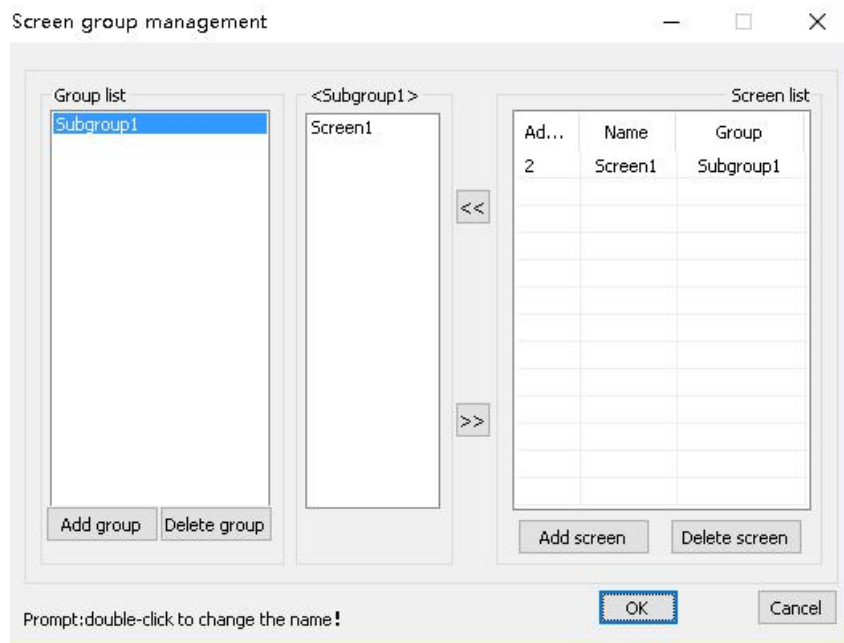


Figure 4-6

Grouping interface is divided into three parts, the left is the “group list” box, list all of the groups name; the middle contains the “subgroup” lists which we selected . the right side “screen list”is for all screen lists .(as figure 4-6)

Click **【add group】** button, to add a new group in the group list, [delete group]: delete group from the end of group list , click the **【 add screen】** button, to add a new screen in the display list, **【delete screen】** :delete screen from the end of screen list.

Double-click on the group name in “group list”, popup group name changes dialog box (as figure 4-7);double-click the screen name in “ screen list”, popup screen name changes dialog box (as figure 4-8)

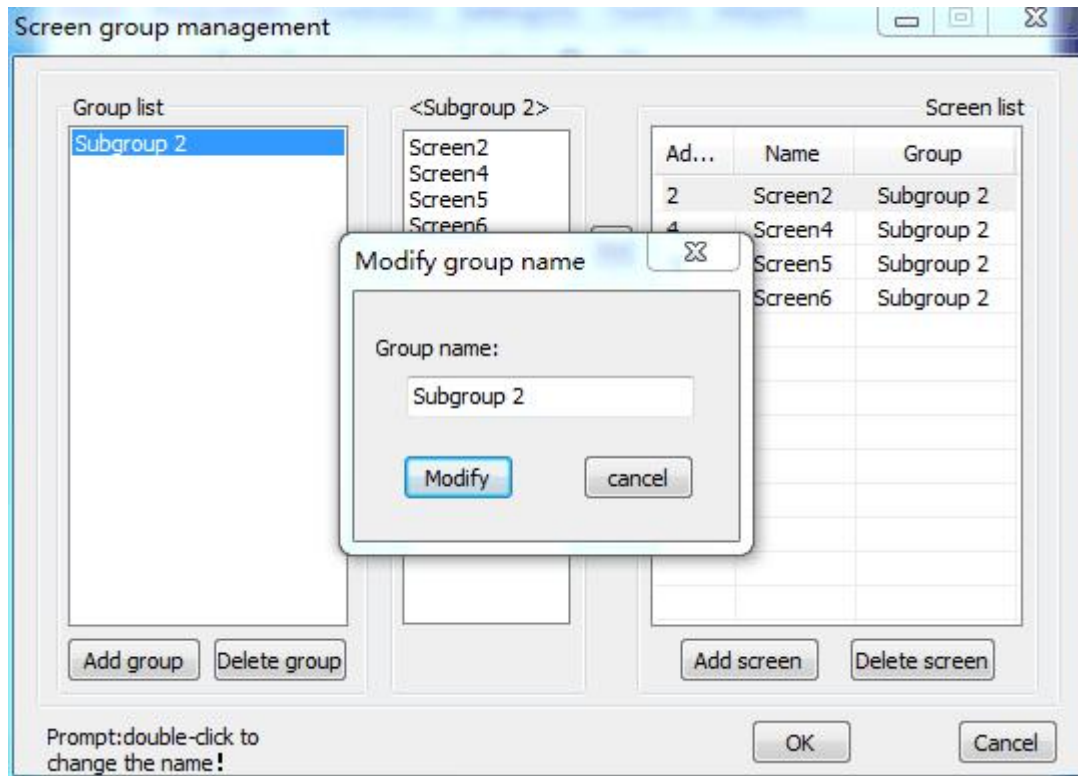


Figure 4-7

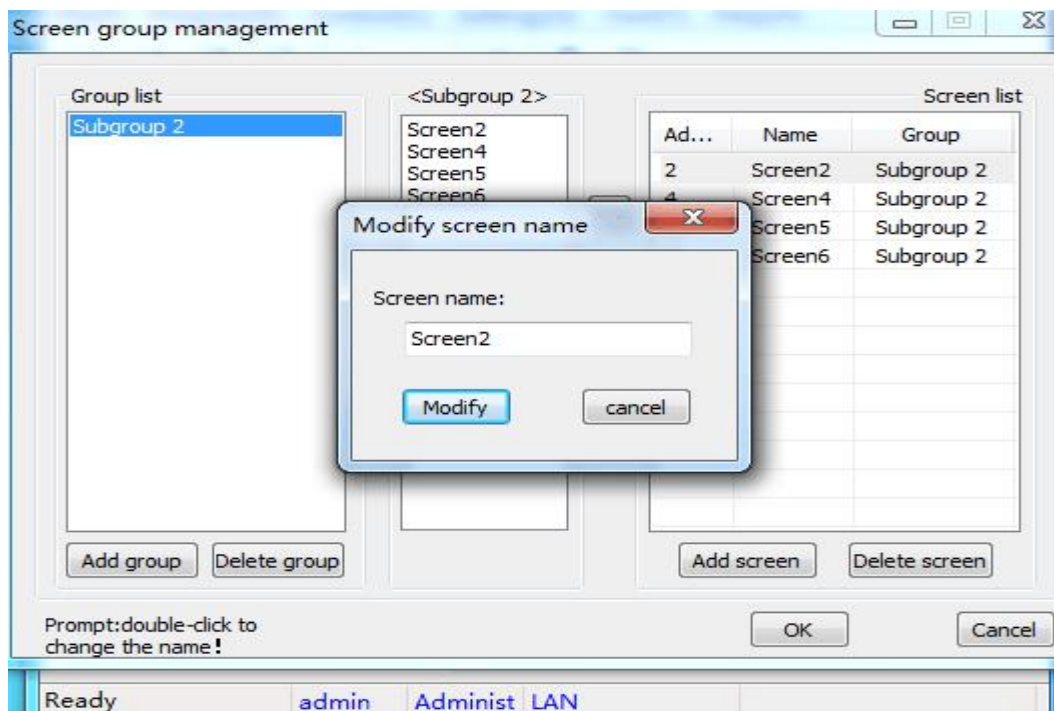




Figure 4-8

select a screen in the middle list "subgroup", remove the screen from the current group by clicking  button(as figure 4-8-1 figure4-8-2 figure4-8-3); click a screen In the list

on the right side of “screen list” , you can add the selected screen to the current group by clicking  button(reference figure 4-8-1 4-8-2 4-8-3)

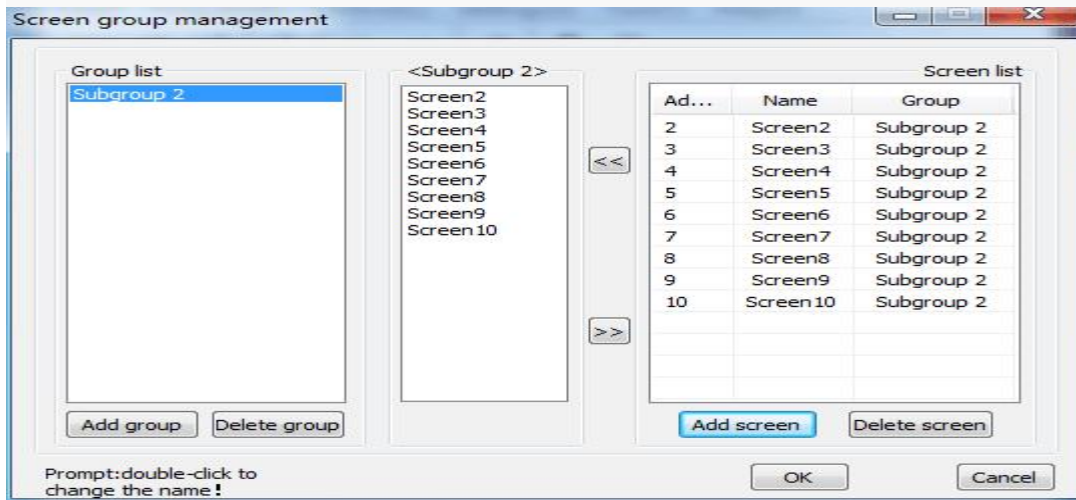


Figure 4-8-1

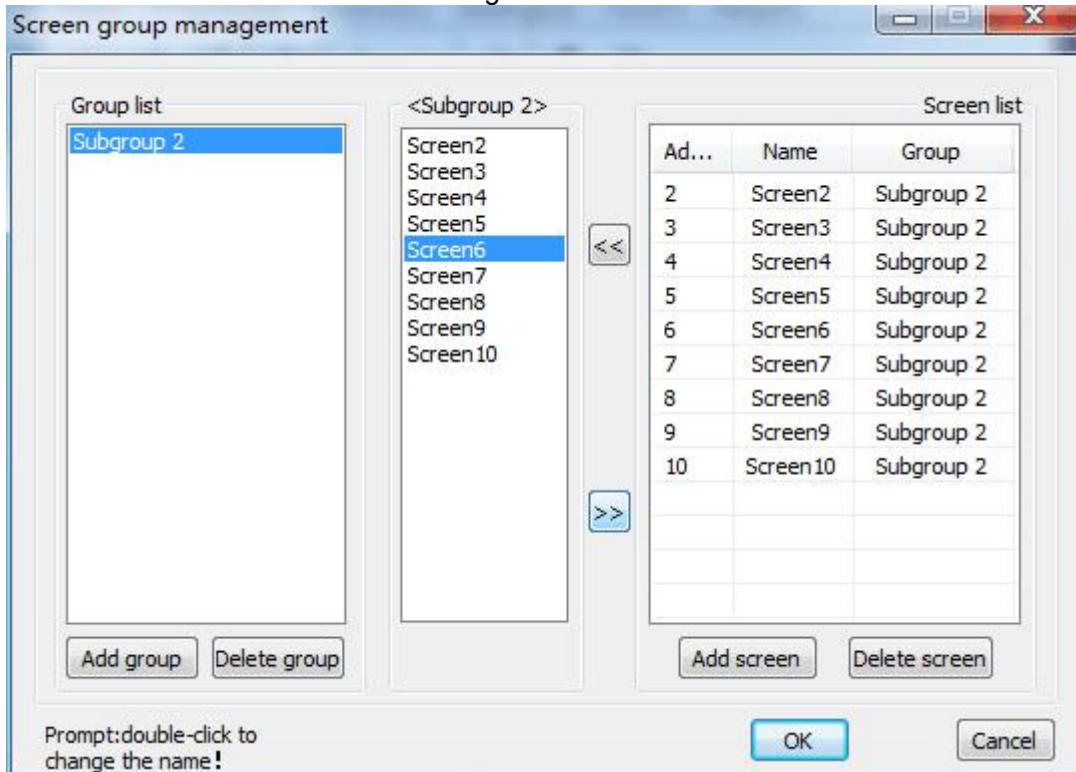


Figure 4-8-2

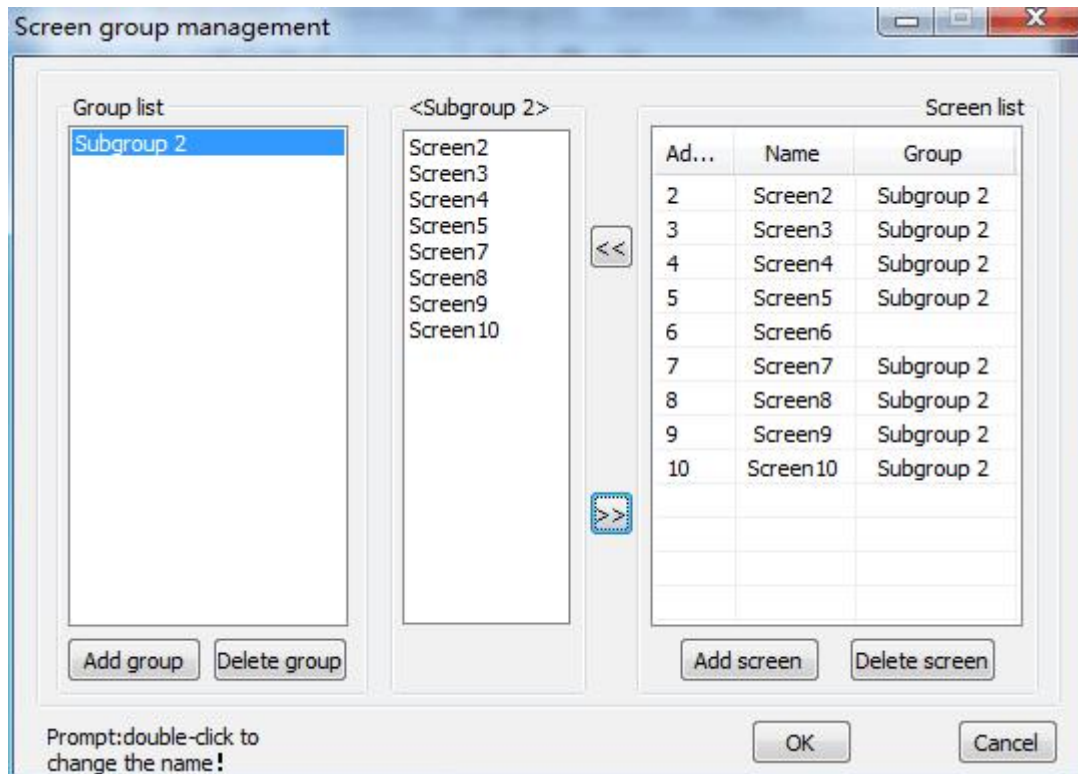


Figure 4-8-3

4.3 Setting screen parameters

The basic parameters of the screen including: name , width ,height, controller model, communication parameters , network type, address IP and Port

Steps of setting: firstly, select **【setting】** -- **【setting screen parameters】** Pop-up password dialog box, Input password “ 168”, (as figure 4-9)

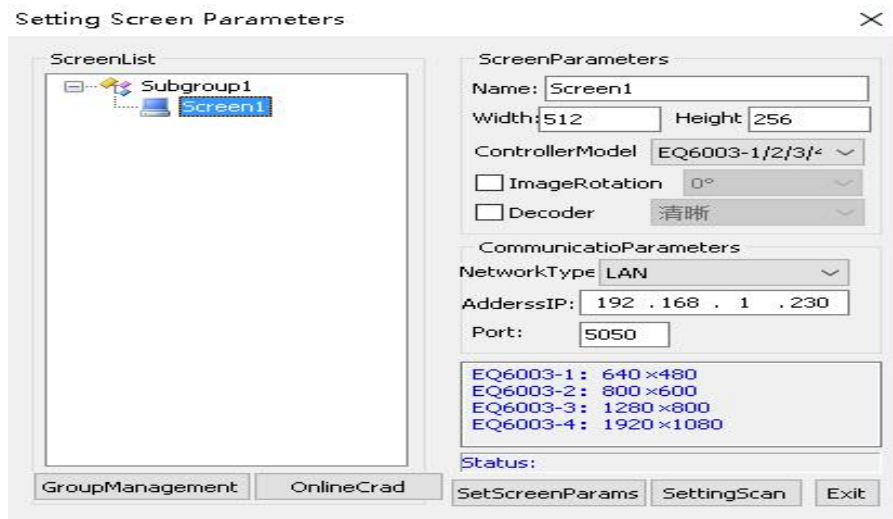


Figure 4-9

Select the display window which is needed to set parameters in the subgroup. then choose the “screen parameters” from the right page. (as figure 4-10)

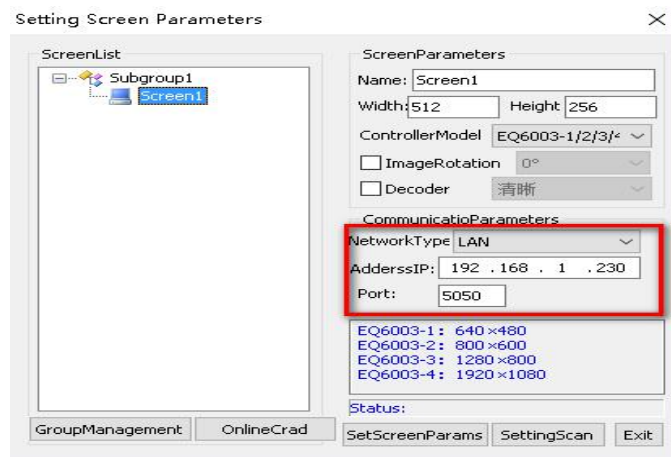


Figure 4-10

Fill in the screen name, width and height. Controller model has EQ6003-1/ 2/3/4 Led players, EQ6005-1/2/3.

After adjusting all the parameters, click the **【set screen】** button , set the parameter into the controller (as figure 4-10)

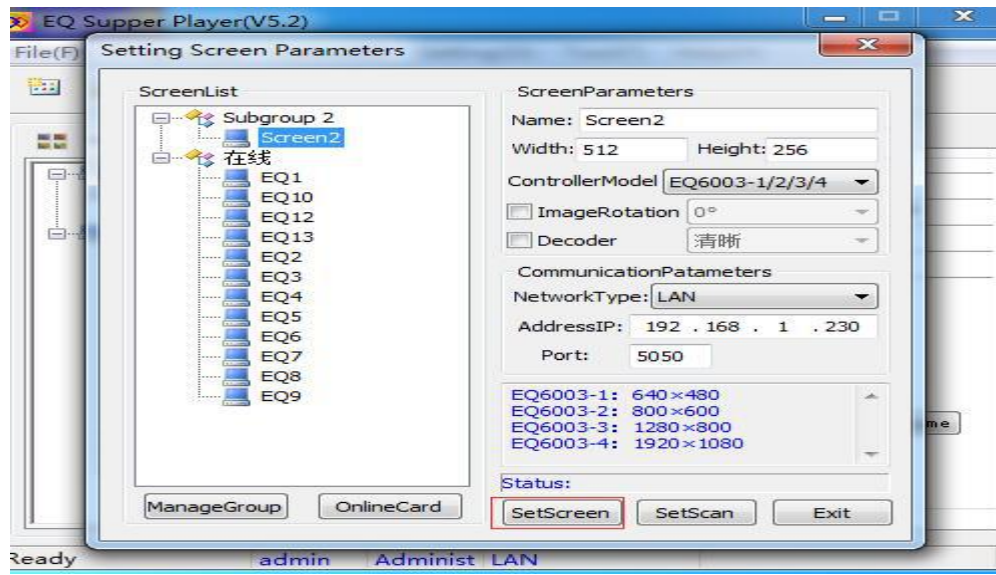


Figure 4-10

4.4 Network parameters setting

Network parameters include: IP address , subnet mask ,gateway (as figure 4-11),

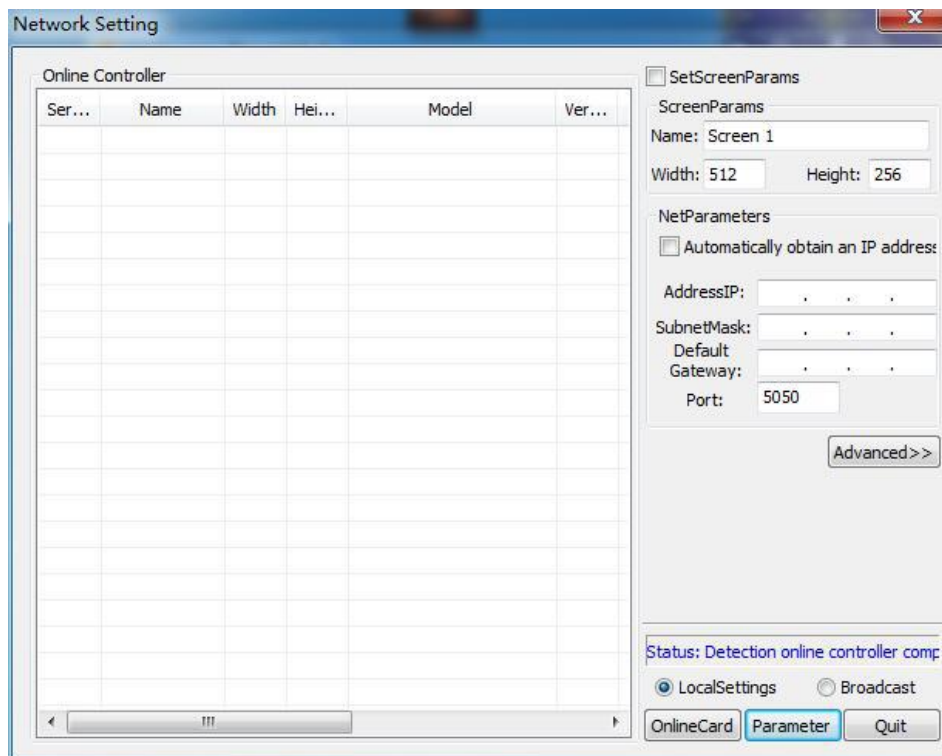


Figure 4-11

After searching the controller by software , IP address can be read automatically, change the IP address into target IP, then click the “parameter”.(a figure 4-12)

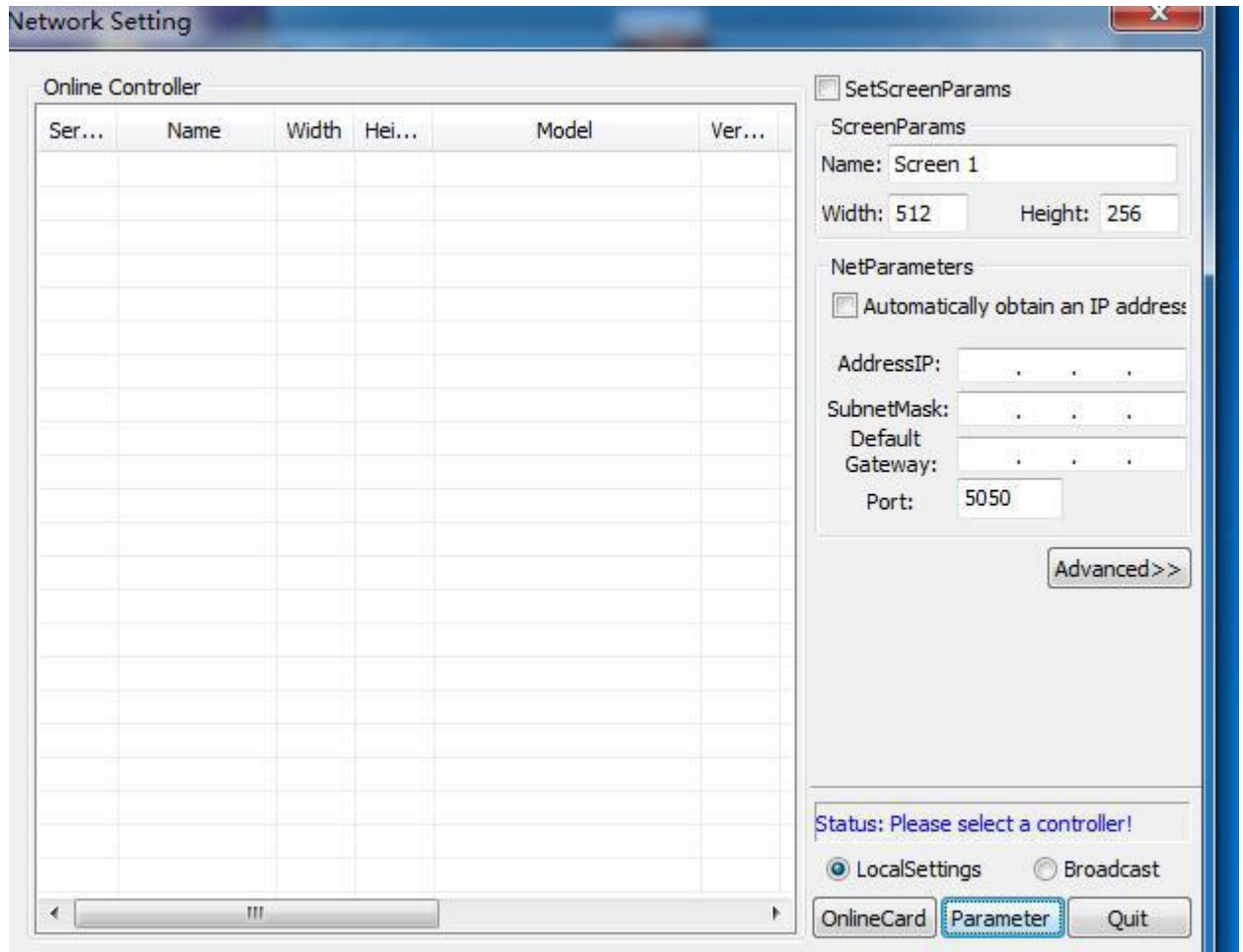


Figure 4-12

Local setting: Change the screen which is selected separately and connected with communication computer currently , fix IP communications

Broadcast: Change all the display of the current computer communication, and make the IP network parameters unit.

4.5 Setting screen parameters

Select the screen in the settings toolbar and enter the settings interface

Click “Setting screen parameters”, enter the interface (as figure 4-13)

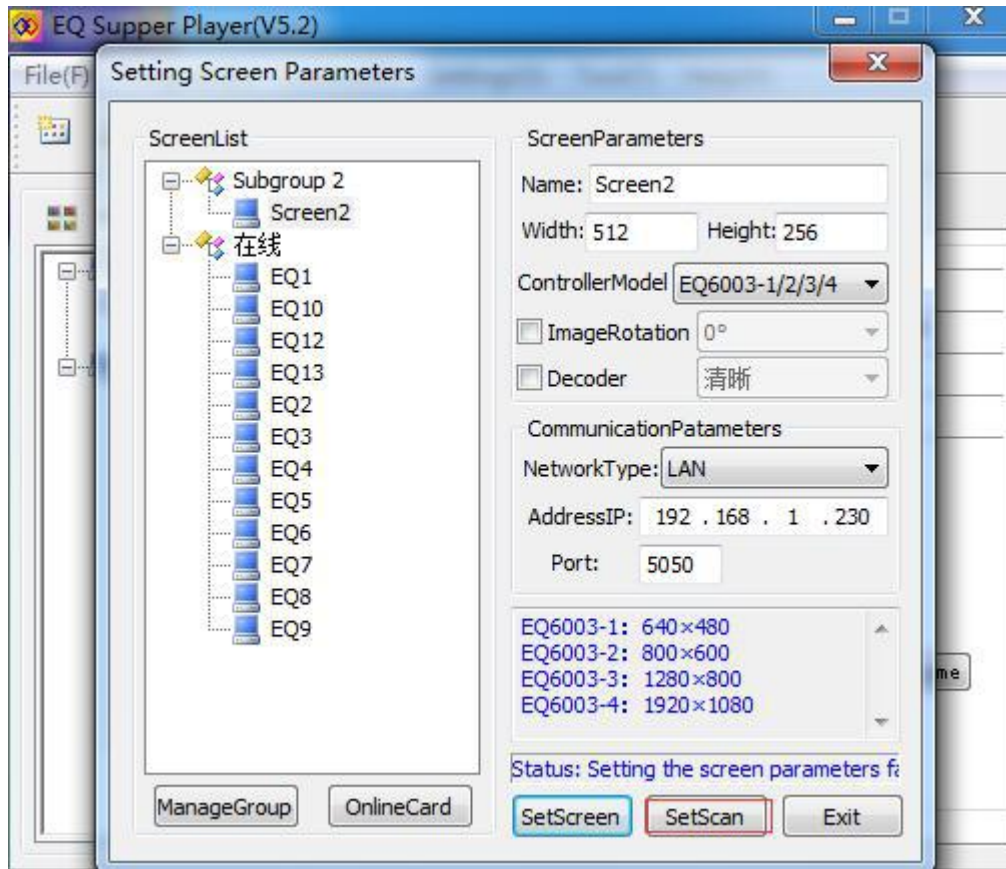


Figure 4-13

Click “back to read the controller parameters”, network port of the controller, internal software version, the model of the controller, the control card IP address, display size parameters and its display name can be read back, select the current use of the receiving card type for the following receiving card.

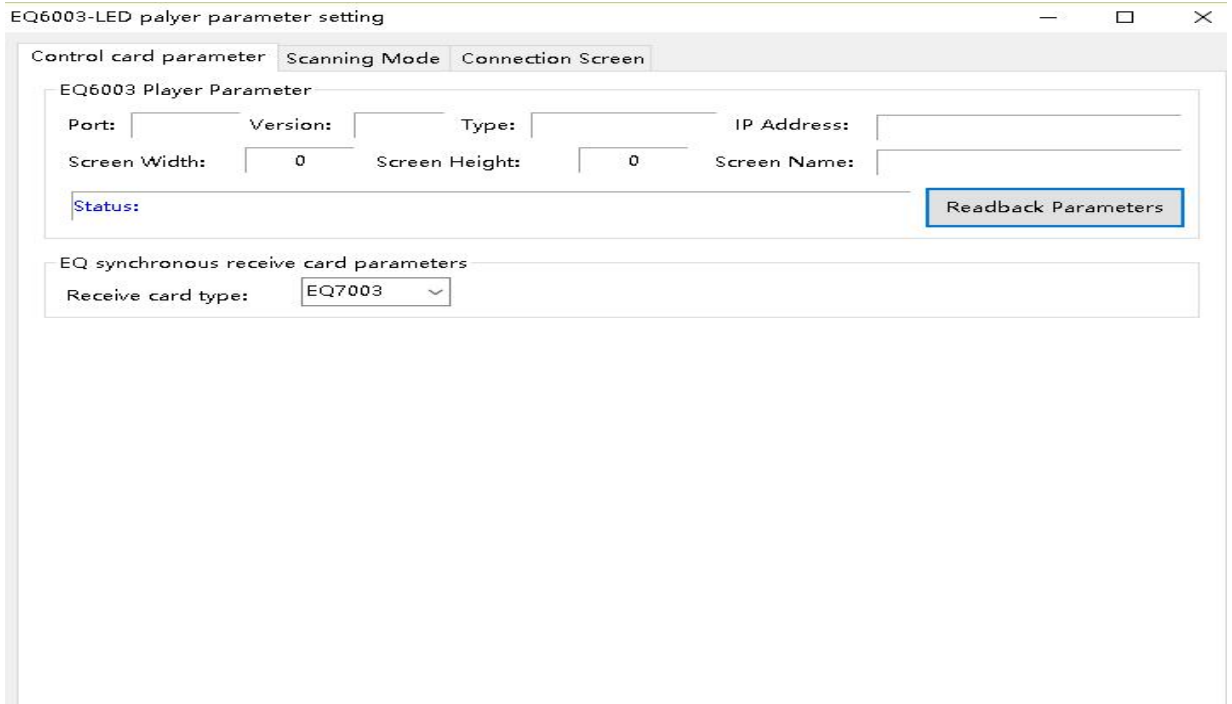


Figure 4-14

Click on the back of the scanning way, the properties as figure 4 - 15

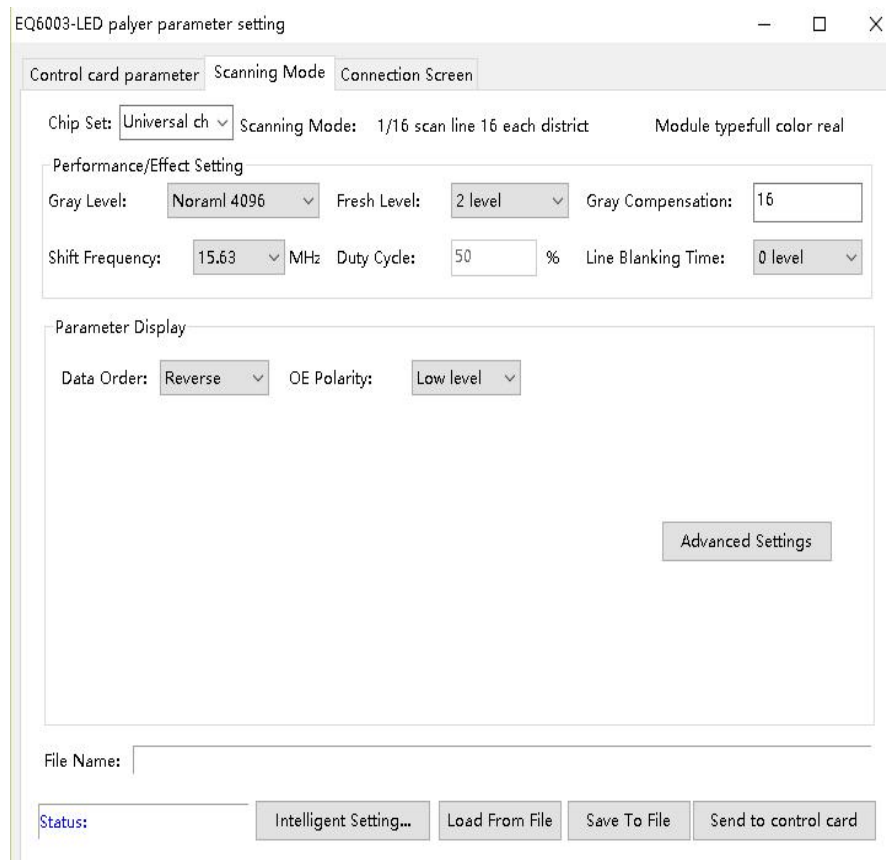


Figure 4-15

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In figure 4 -15, total of 9 parameters for user Settings, including: grey level, fresh level, gray compensation, shift frequency, duty cycle, line blanking time

Gray level: also called Image brightness level, known as levels or gray-scale, total of 23 levels.

Fresh level: The update speed of the image on the screen

Shift frequency: The transmission speed of a signal from beginning to end.

Gray compensation : The fine-tuning of the brightness.

There are two kinds of method to extract screen scanning way: first, load from a file directly. (as figure 4-15)

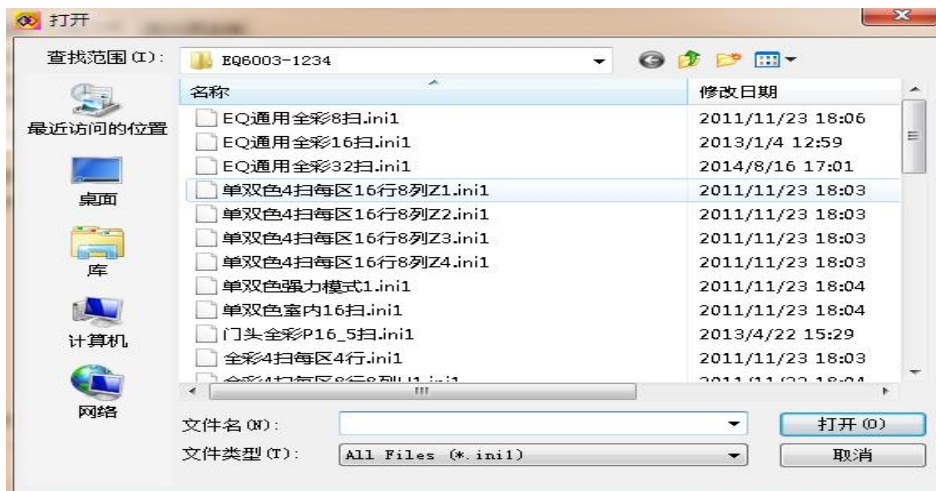


Figure 4-14

Second: smart setup, click “ smart setup”, password is ‘888’, Click Next to proceed to the first step. (As figure 4-15)

Smart Setup Wizard - Step1

Module features

Monochrome Full color Full color virtual pixels

Enter number of cable: The number of data sets of each cable:

Width: Height: Adapter plate:

Line decoding:

Figure 4-15

Module features: select the module features according to the unit board type .

Enter number of cable: the input number of a single cell board .

The number of data sets of each cables: the group numbers of red(R) in the unit board interface definition .

Width & height: The length and height of a single cell plate

Line decoding : If there is 138 chips in unit board

after Clicking next into the smart set 2, (attributes as figure 4-16)

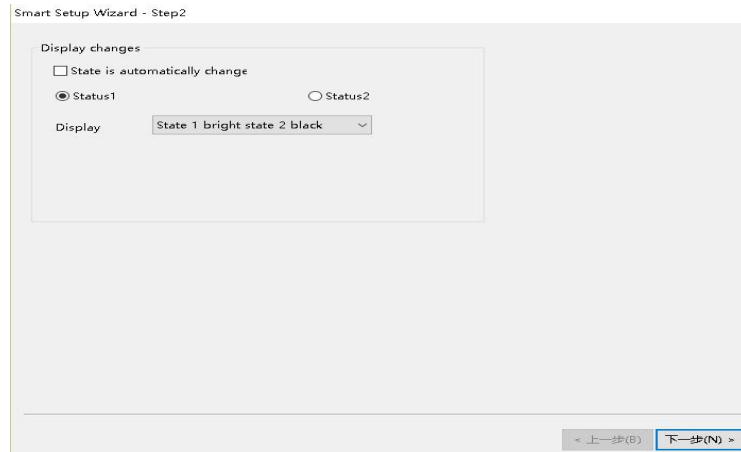


Figure 4-16

According to the phenomenon of LED display, choose corresponding to the state one and two, select “next”, into the smart setup 3,(attributes as figure 4-17)

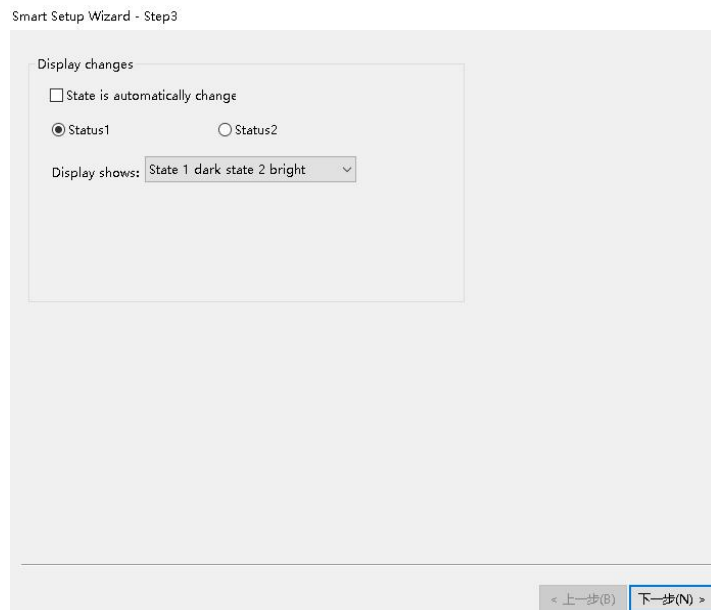


Figure 4-17

Selection criteria as the second step, select the next step, into the smart setup 4(the fourth step), (attributes as figure 4 -18)

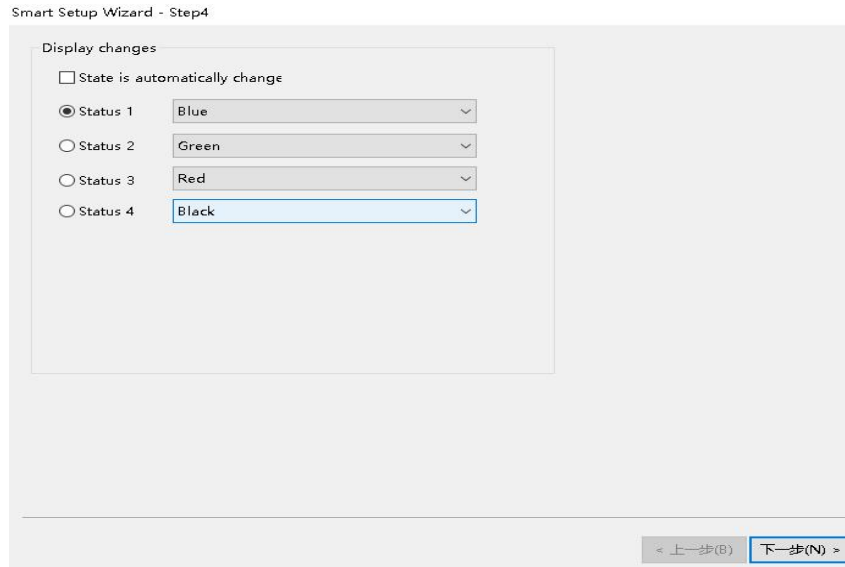


Figure 4-18

Click on the four state respectively, see what color appear on each screen, then choose the corresponding LED color respectively at the back of each state, be sure to look at the color of the big LED screen. Then go into the smart setup5.(attribute as figure 4-19).

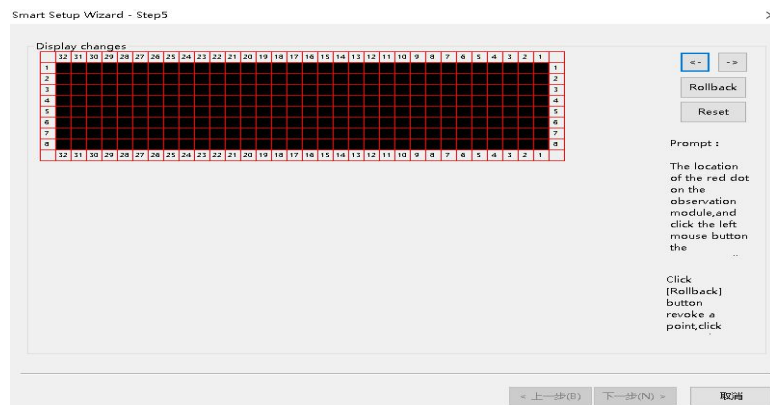


Figure 4-19

The points to determine the first point on the board is according to the control card on the first interface , then trace the back of the points according to the LED flashing point, until the flashing point not on the first unit board, software interface as figure 4-20

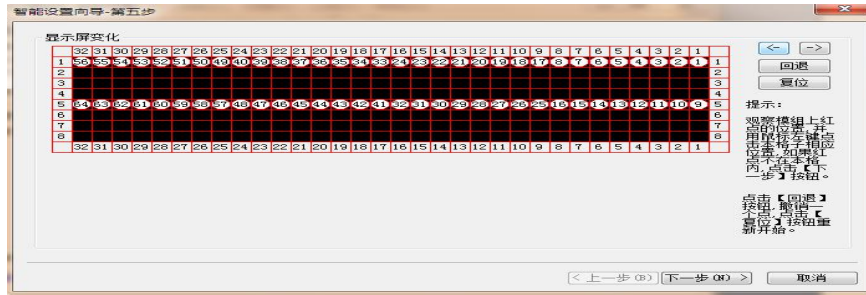


Figure 4-20

Click next, the LED screen will appear the same vertical line as software does . (as figure 4-21)

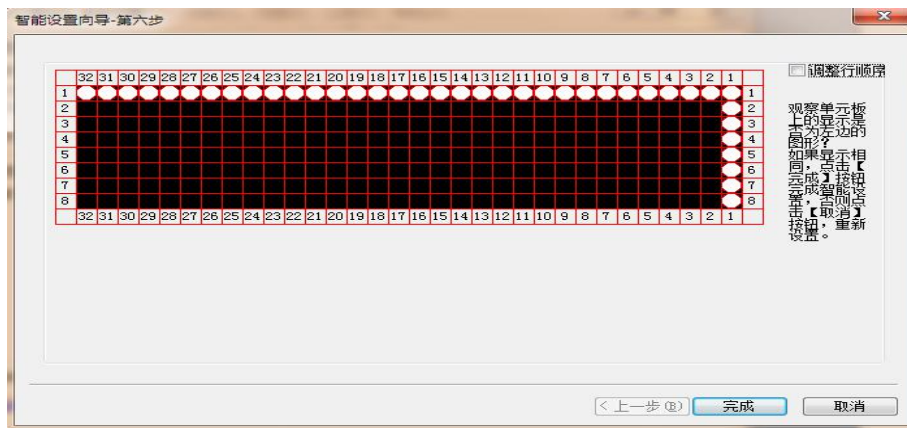


Figure 4-21

Click finished , the software will generate a file scanning way automatically, save it .

4.6 Time On/Off

Time for switch: Realize the display timing boot and shutdown functions , select **【control】** -- **【time for witch】** , pop-up screen cluster control Settings dialog box, (as figure 4-21)

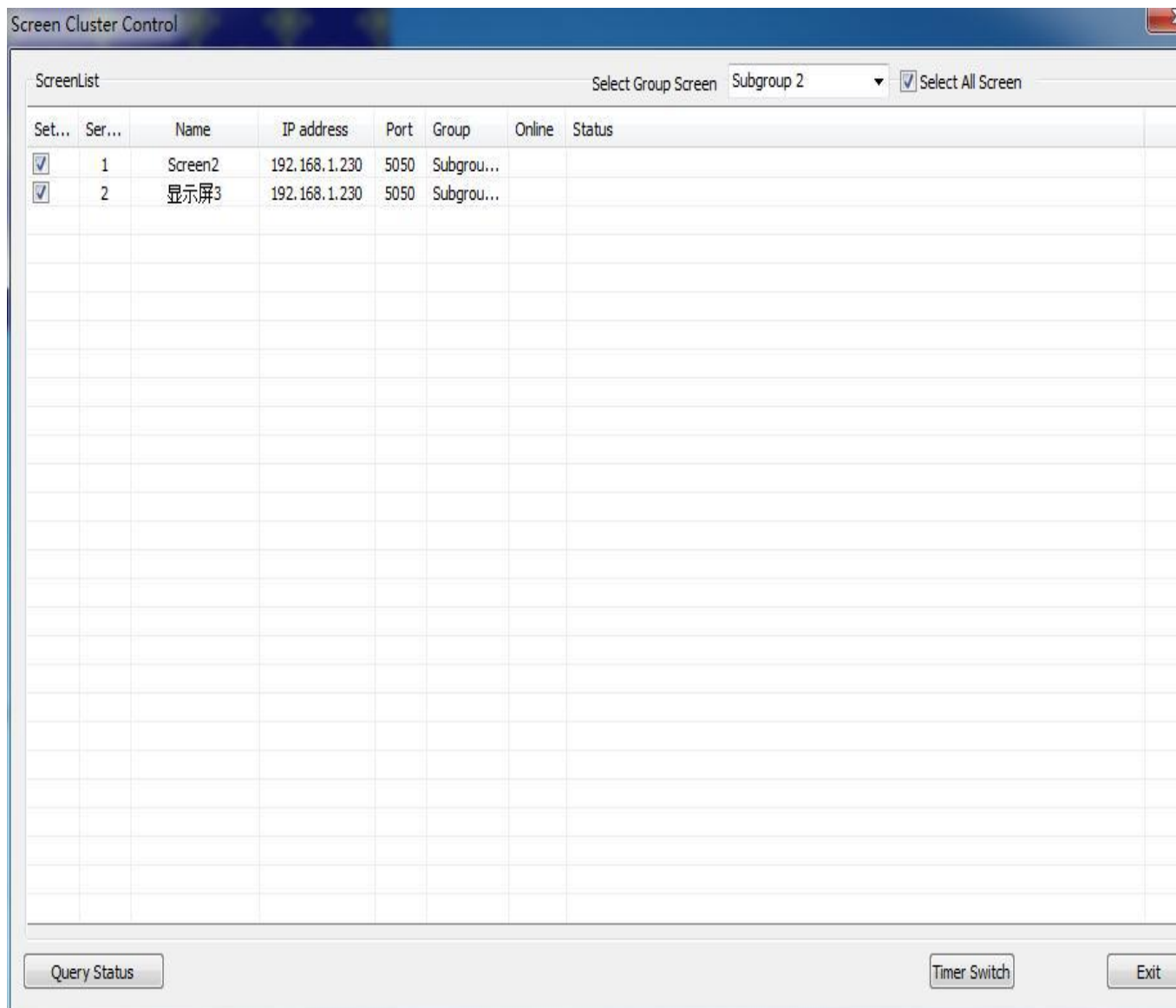


Figure 4-21

play on the hook in front of the screen which is needed to set , then click the following **【set timing on-off】** button, click **【ok】** and start to set; clock **【cancel timing on-off】** button, click **【cancel】** and cancel time switch.(as figure 4-22/4-23)

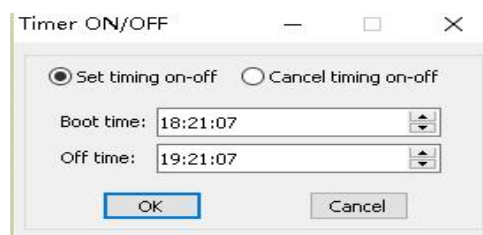


Figure 4-22

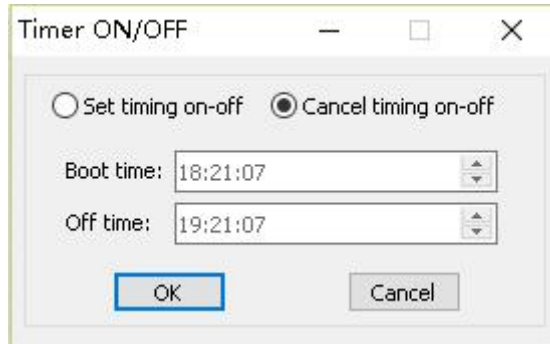


Figure 4-23

Chapter 5 FAQ

Usual Problems and Solutions

1.The player can not work frequently when player playing video card , how to solve this problem?

Answer: There is a video format conversion in 【tool】 bar ,switch module to 【high definition】 , change coding rate to 3000 ,(as figure 5-1)



Figure 5-1

2.The software can detect control card, but the scan and display link can not sent out to the screen, how to solve this problem?

Answer: Power controller restart

3.6005-1/2 display size on the screen is smaller than the actual screen , how to solve this problem?

Answer : change the display link into vertical level 1, fill in the real time points for the load width and height, sent to accept cards !

4.Can EQ6003/6005 achieve more than one control by a computer ?

Answer: sure .Assign an IP address for each controller individually , in the case of local area network (LAN), ensure that all the controller IP address in the same network segment; Under the condition of wan, fill the user name and password in the serve correctly .