



LED SIGN Operation Manual

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Install and Uninstall

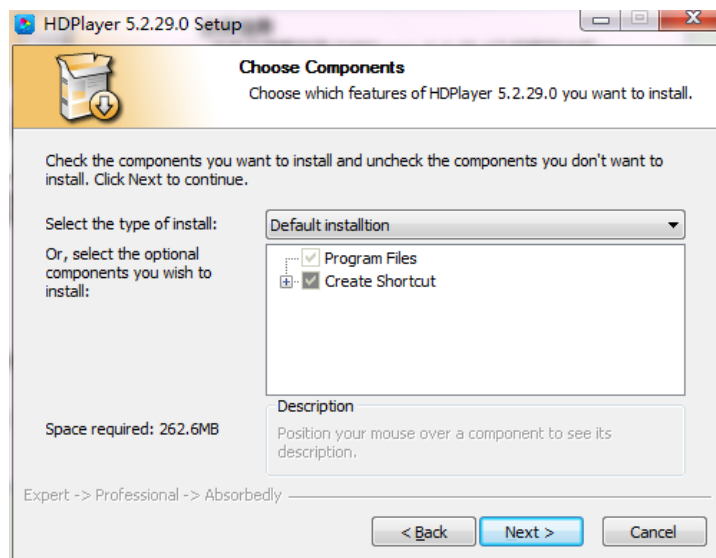
- 1) Open the CD, double click the icon. Select the installer Language, click “ok”.



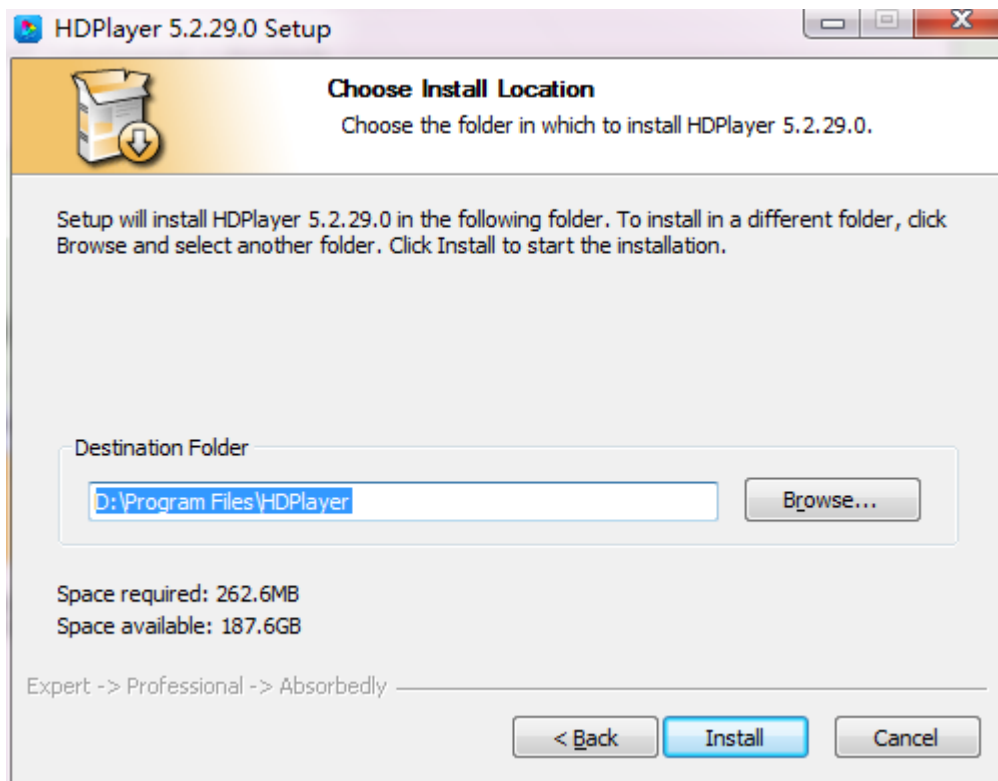
- 2) Installation Interface, Click “next”.



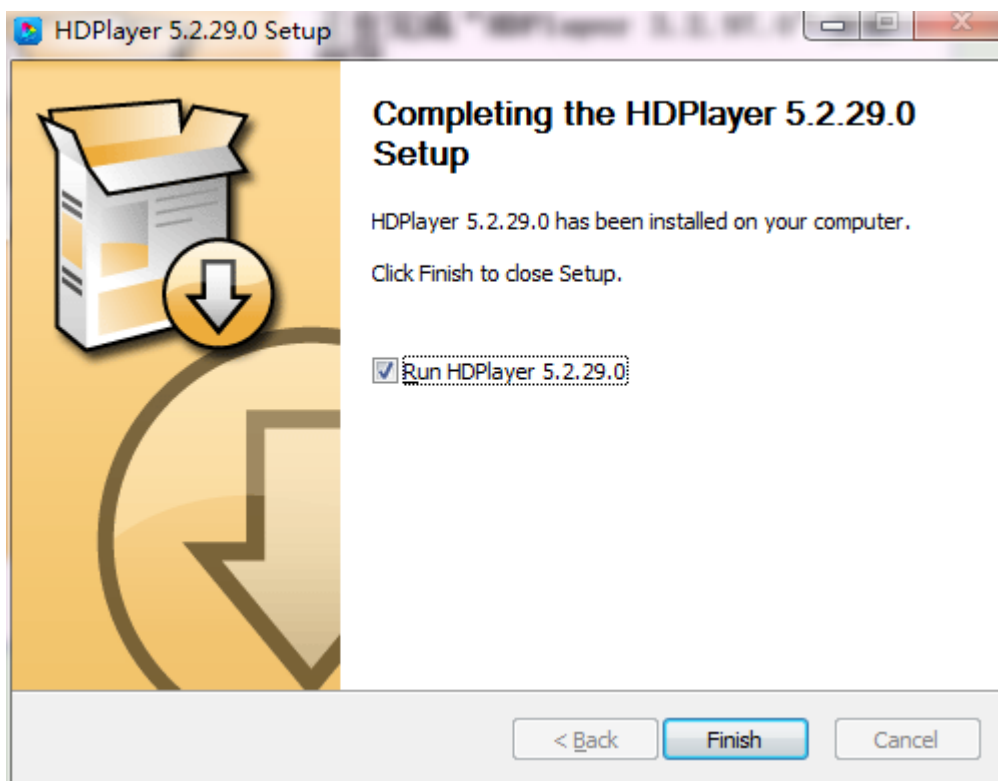
- 3) Confirm the Installation type, Click “Next”.



- 4) Choose Installation Path, click “Install”.



- 5) Click “Finish”.



Network setting

The controller can connect to the computer directly and or via Router, it is not required to do network setting.

When connected with computer, the network port (you will notice the green light always flicker, the orange light bright), wait for approximately one minute (Windows XP and Window7 may take little longer). When you see the right corner of computer show Network normal (see below), it means it has been connected to the network. When you open the software LED HD-Player, it will detect and find the controller ID automatically.



Fig. 2-1 Network normal connected



Fig. 2-2 Network abnormal connected

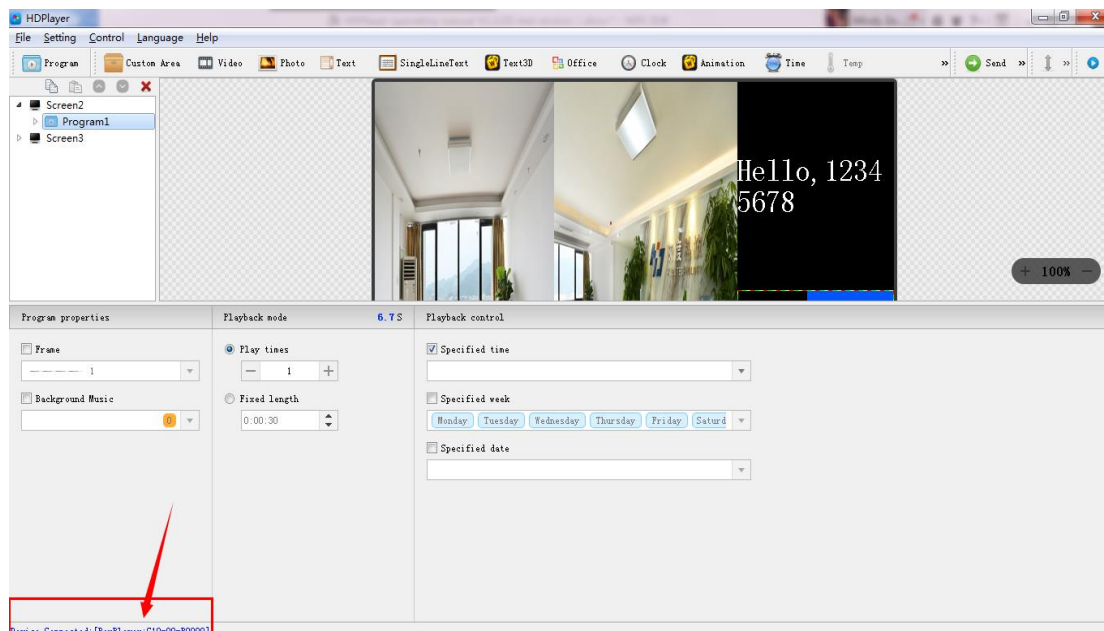


Fig. 2-3 Device Found

Edit the Program

1. Software Interface

There are two parts in the software: play window and edit window.

Play window: Is what will show up on the display. It is used for showing the videos, photos and texts etc.

Edit window: Includes the menu bar, tool bar, tree area, attribute area and status bar.

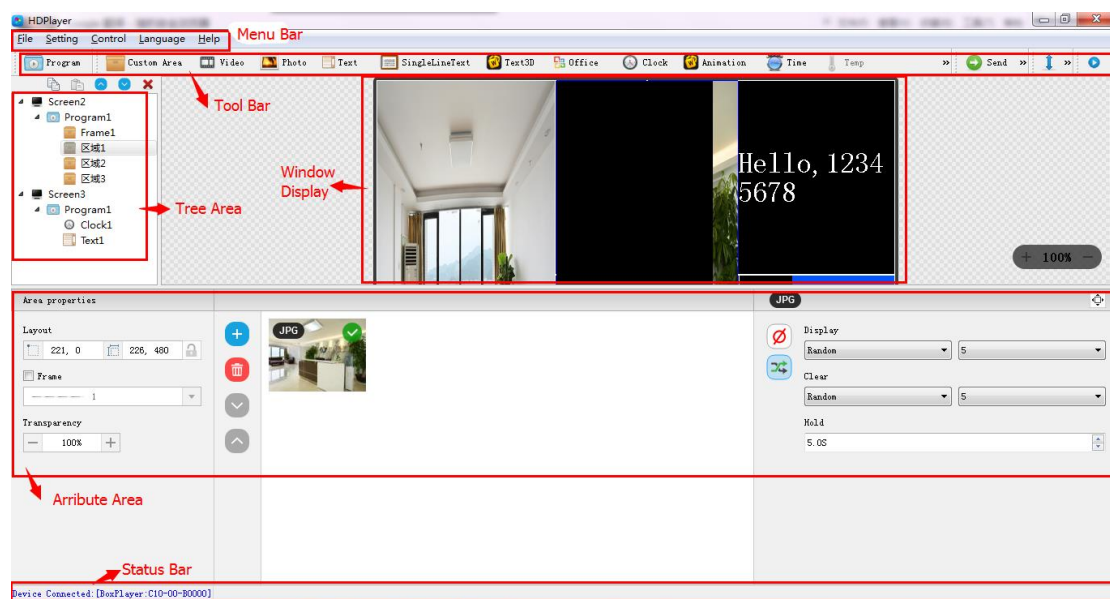


Fig.3-1 Software Interface

Menu Bar: Includes file, setting, control, language and help.

Tool Bar: Includes program, area, source file, text, document, clock and time.

Attribute Area: Showing the information of each following section; Set the frame, the playing effect and playing time.

Tree Area: Showing all the contents of this program.

Status bar: Detecting the card information.

2. Program Structure

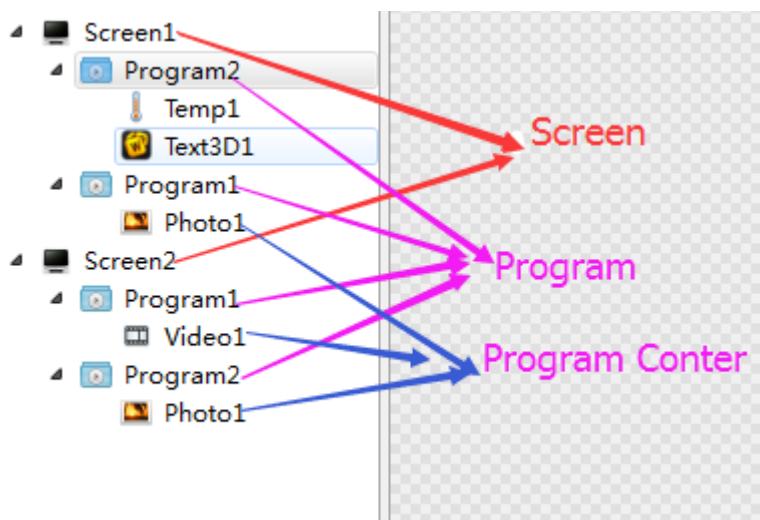
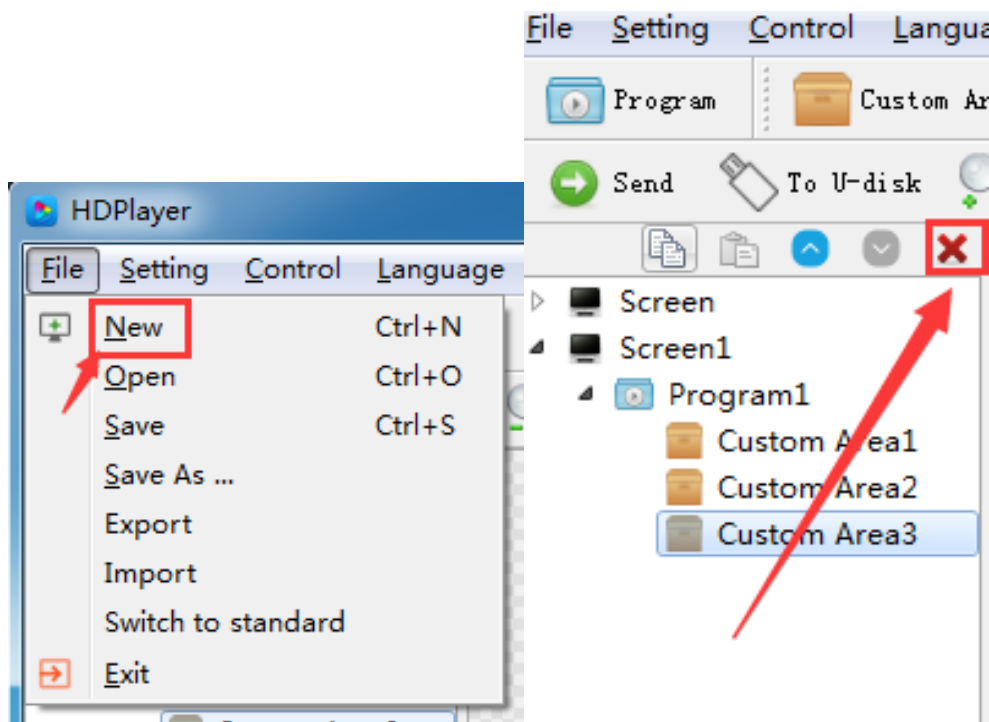


Fig.3-2 Program Structure

3. New Screen

Select the menu bar **【File】** → **【New】** option or press Ctrl + N key to start a new display, you can add multiple display at the tree area. To delete the display, simply select click and Delete.



1) Setting the play window

Click **【Screen Parameter Setting】**, into the parameter setting interface: You must make sure to enter the Width and Height of your LED Sign Display.

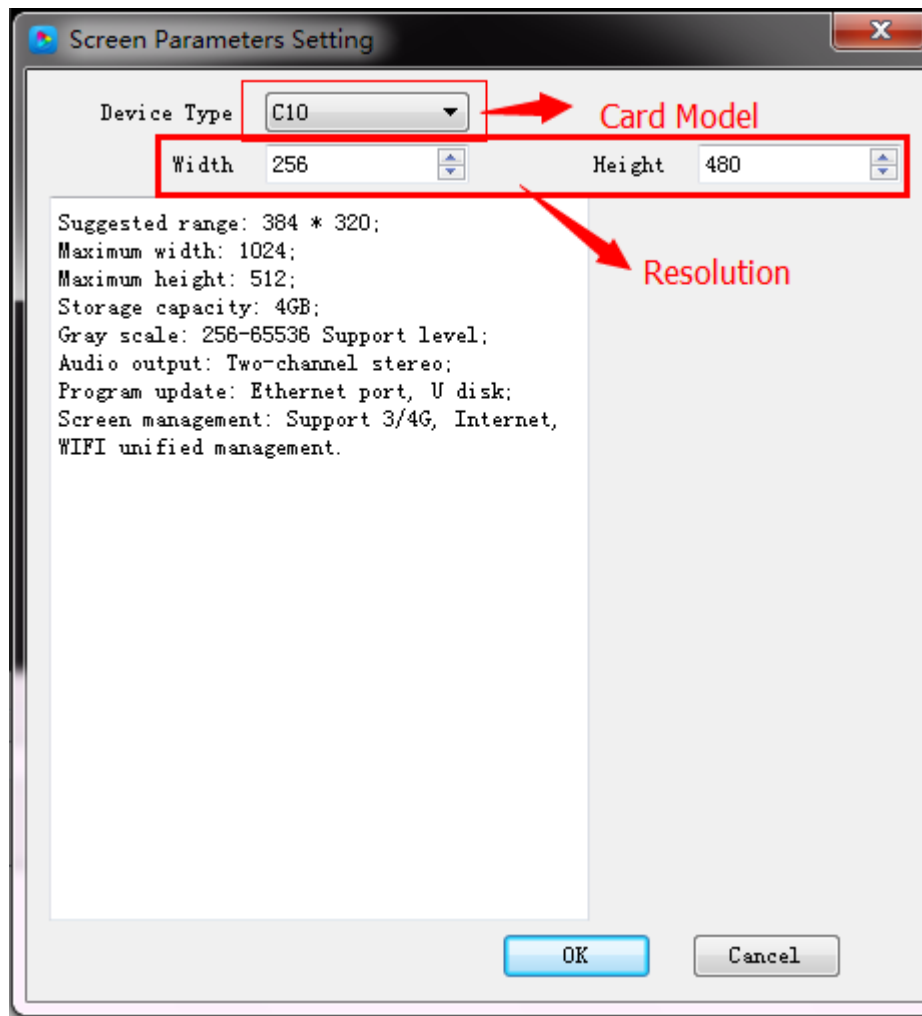


Fig. 3-3 Screen Parameter Setting (your Width and Height may be Different)

The default is use "hardware settings" read the parameters on the back of the control card;

When you select the "hardware settings", you can set the device model, module type, width and height etc.

If the LED Sign is connected to the computer either by WIFI or Ethernet cable, the system will read the control card ID and select the device automatically.

The Software can rename, delete, add program and send to LED Sign Display.

2) Display properties

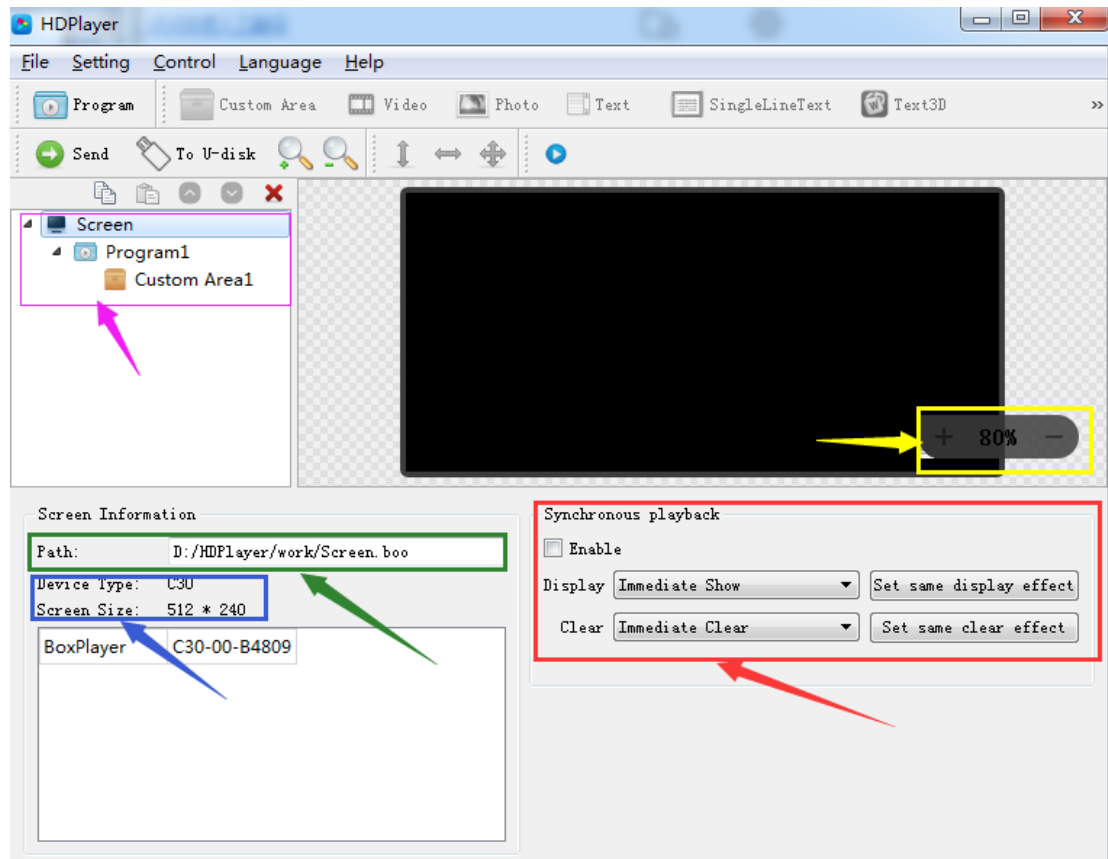


Fig. 3-4 Display properties

4. Adding programs

Click the "program" icon on the toolbar to start a new program; you need to add a display before you add a program. One display can add multiple programs, you may click the Delete button to delete the "program".

You may also rename, delete, add, copy, and move the Program up or down.

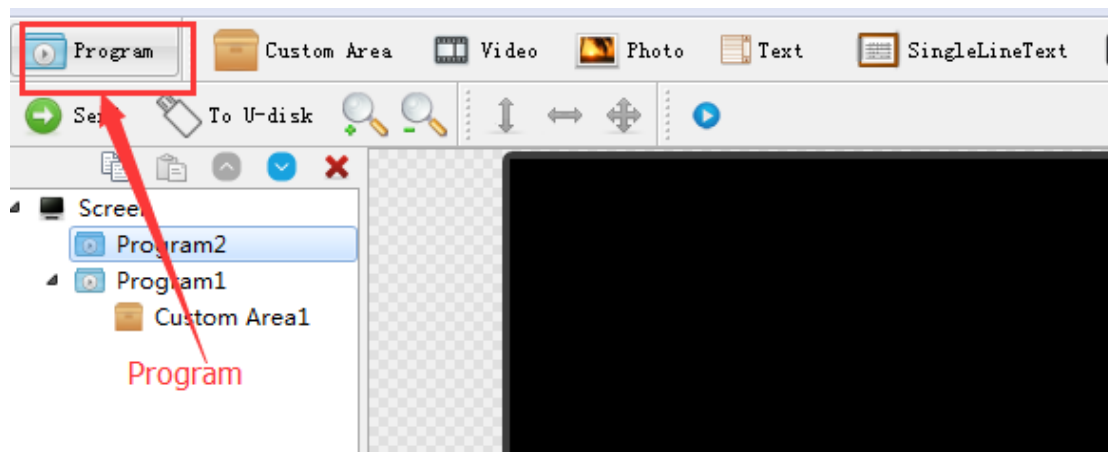


Fig. 3-5 adding programs

1) Program attribute

In the program, you can set the play time, duration, what time to play. If you LED Sign Display was designed with Audio capability, you may play music and borders; you may also choose a number of background music, the setting has to be sent to the control card to be activated.

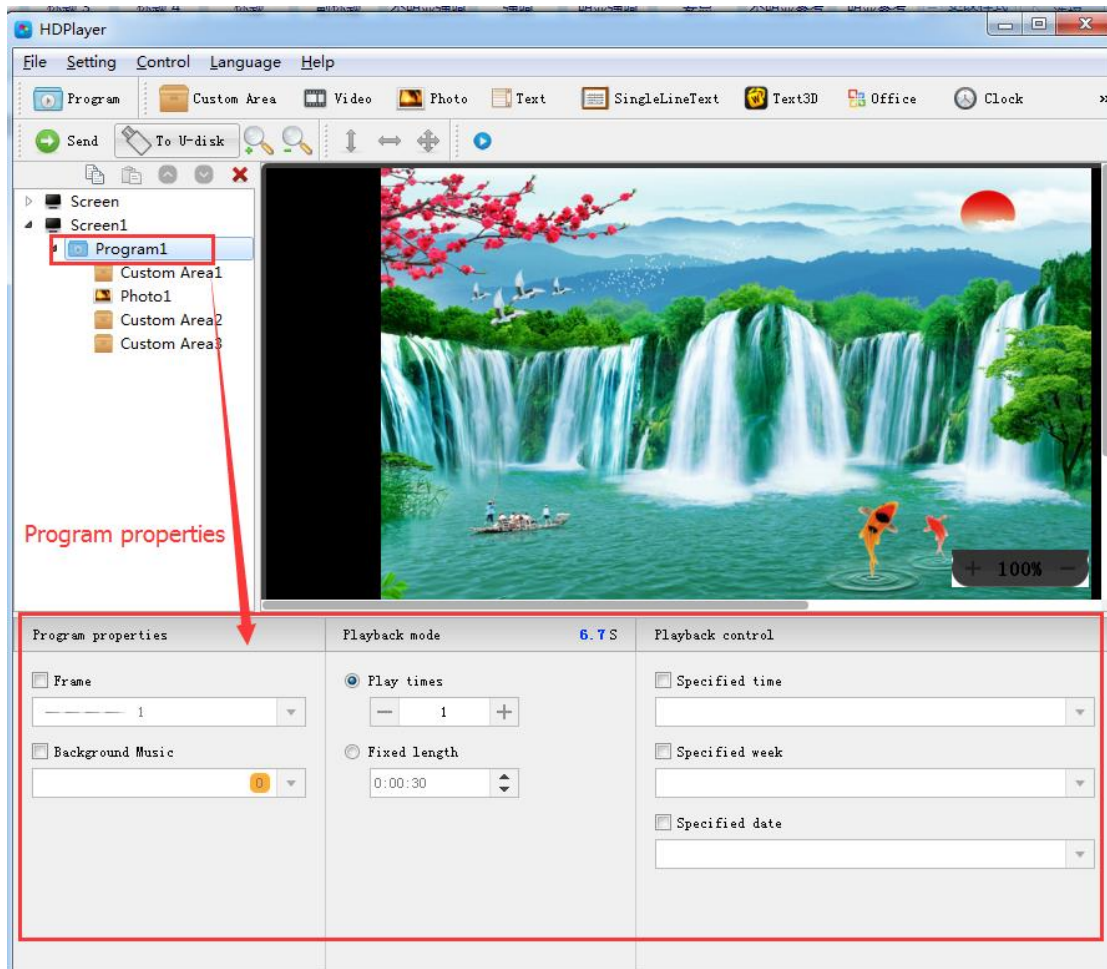


Fig. 3-6 Program attributes

"Specified time" is the program playing time, "playing time" means play at a certain time.

5. Add Custom Area

Click the "Custom Area" icon on the toolbar to create a new area (a blue border area appears on the analog display). First add a program then you can add a zone. You may add multiple areas under a program.

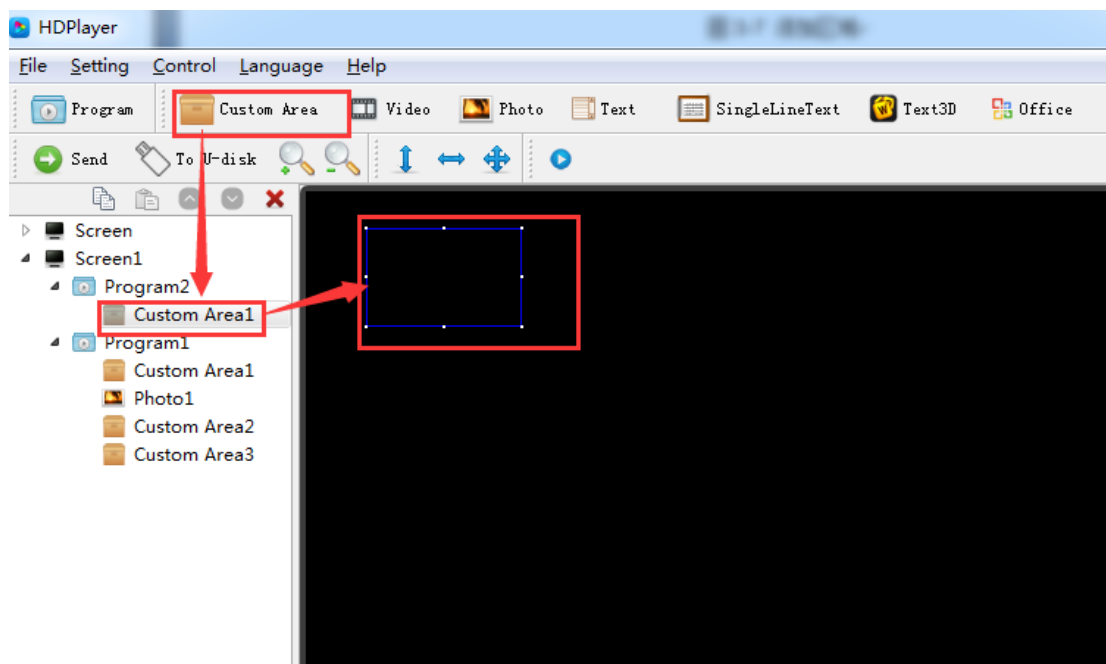


Fig. 3-7 Add Custom Area

To rename, delete, add, copy, move etc., simply click on the “area”.

1) Area attribute

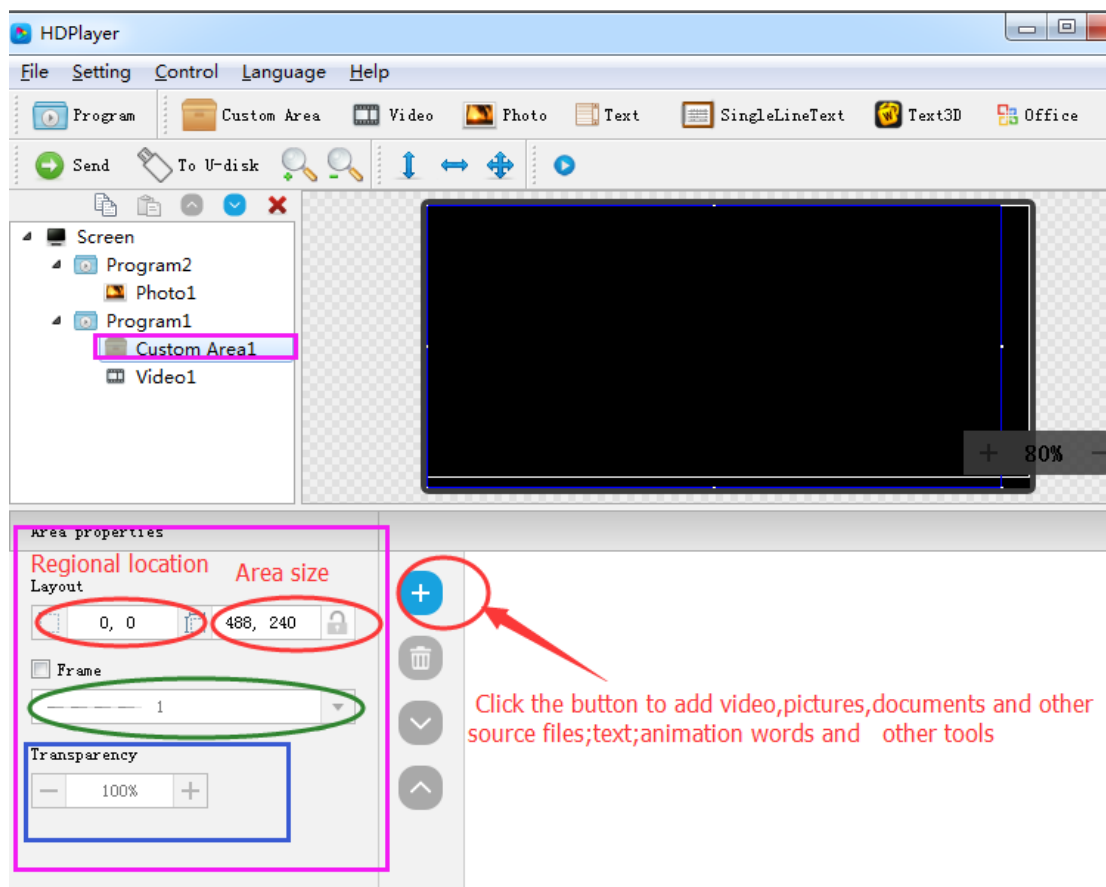


Fig. 3-8 Area attributes

To change size and location of an area:

- Set the X / Y coordinate, the width and height
- Or simply drag the area or stretch in the playback window

- Note: You may also change the size by using these tools



- You can also set the area border and the transparency.

6. Add video, pictures, animation and other files

Click the corresponding icon in the toolbar to add video, picture, animation, and other source files, to delete simply click the X or the Delete button.

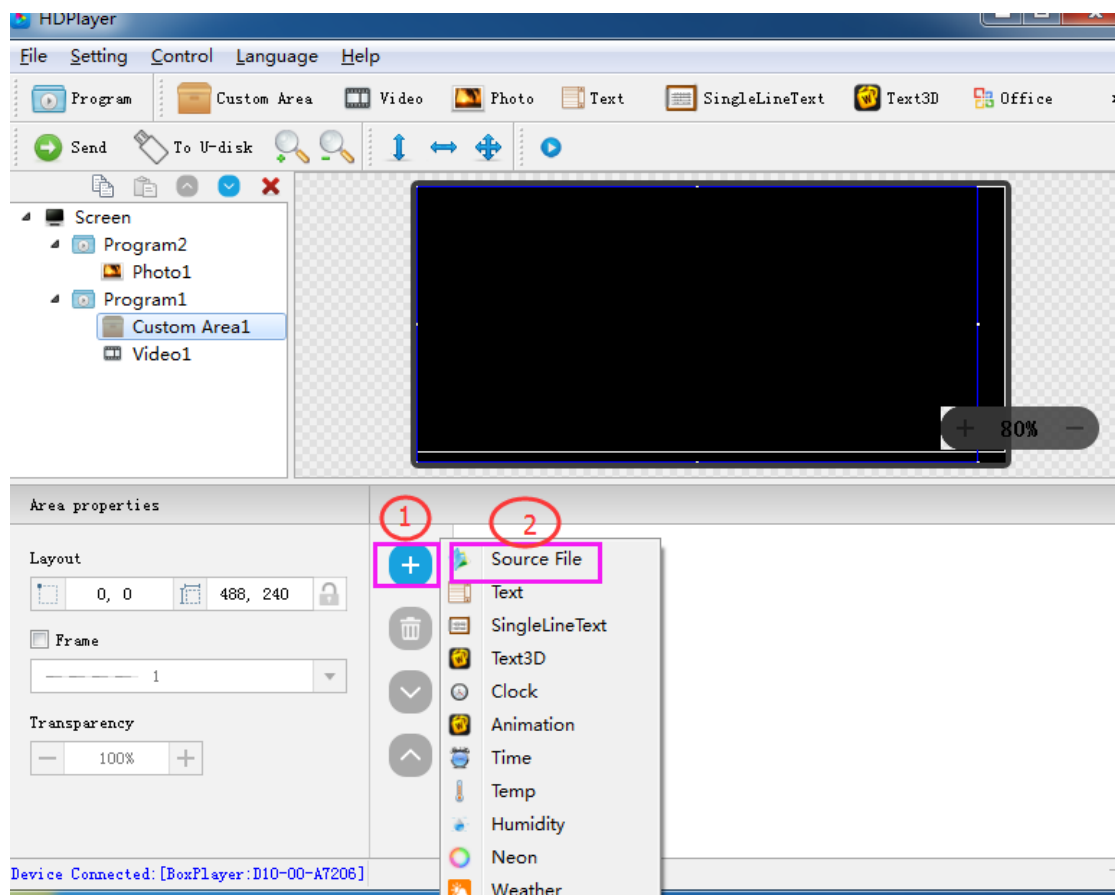


Fig. 3-9 Add source files

1) video attributes

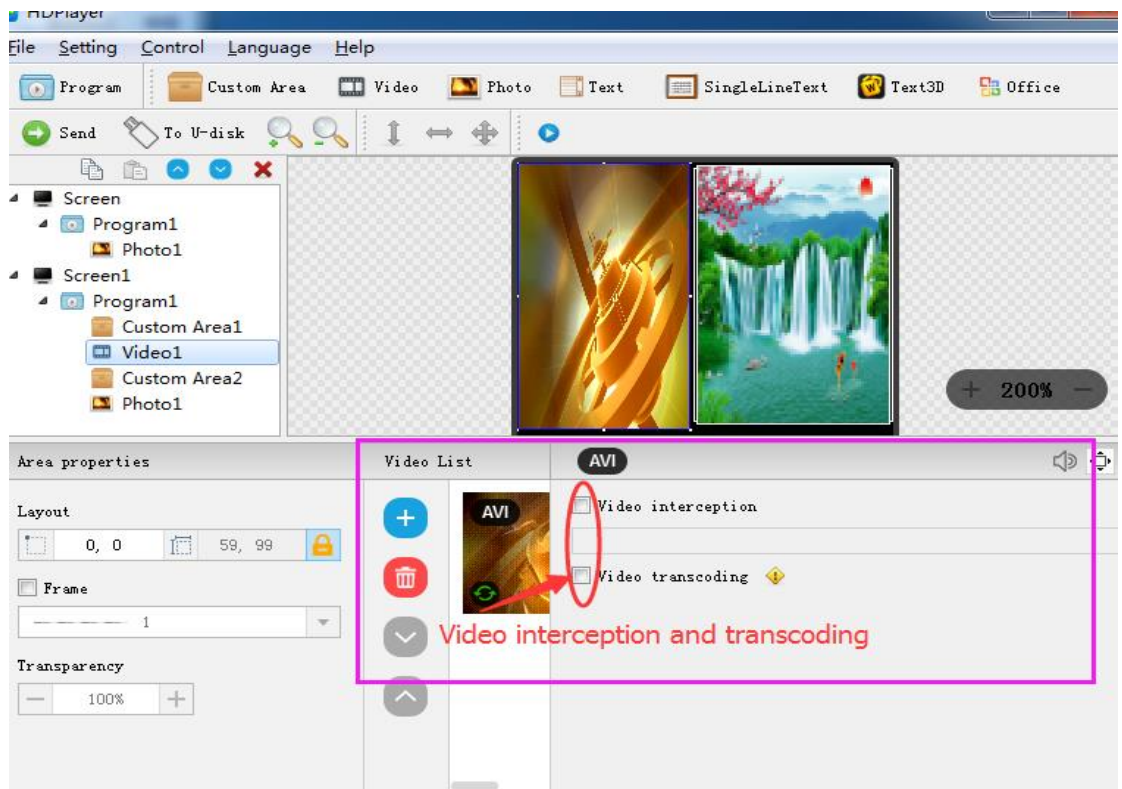


Fig. 3-10 video attributes

2) Photo properties

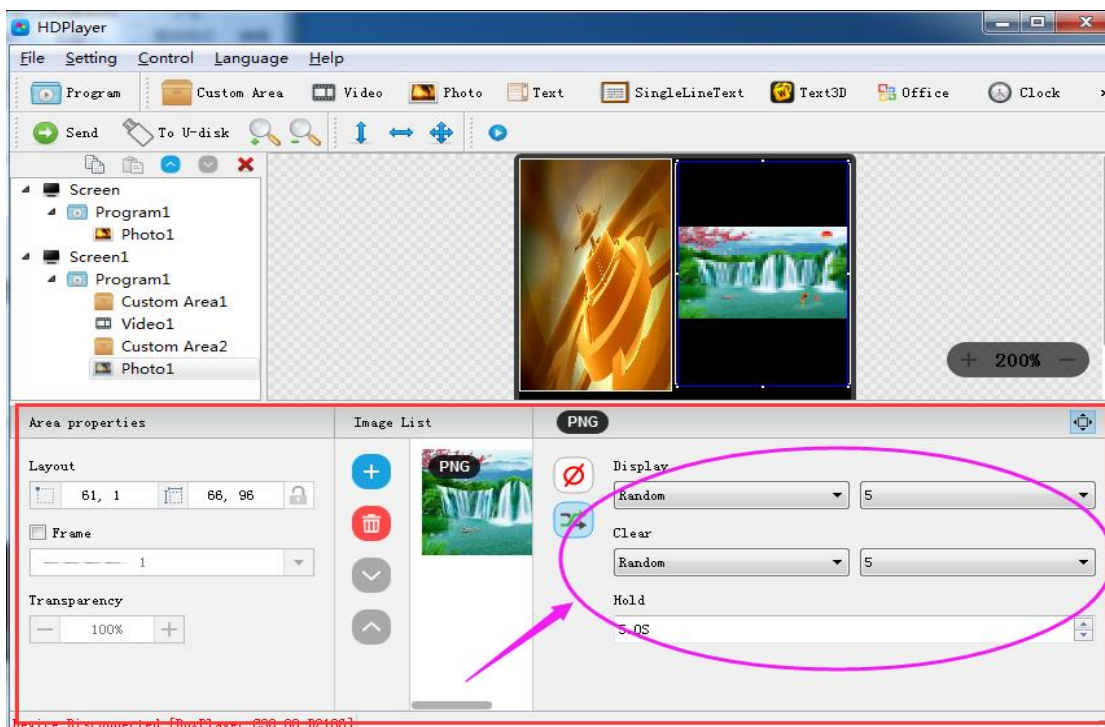


Fig. 3-11 Photo properties

3) Gif animation properties

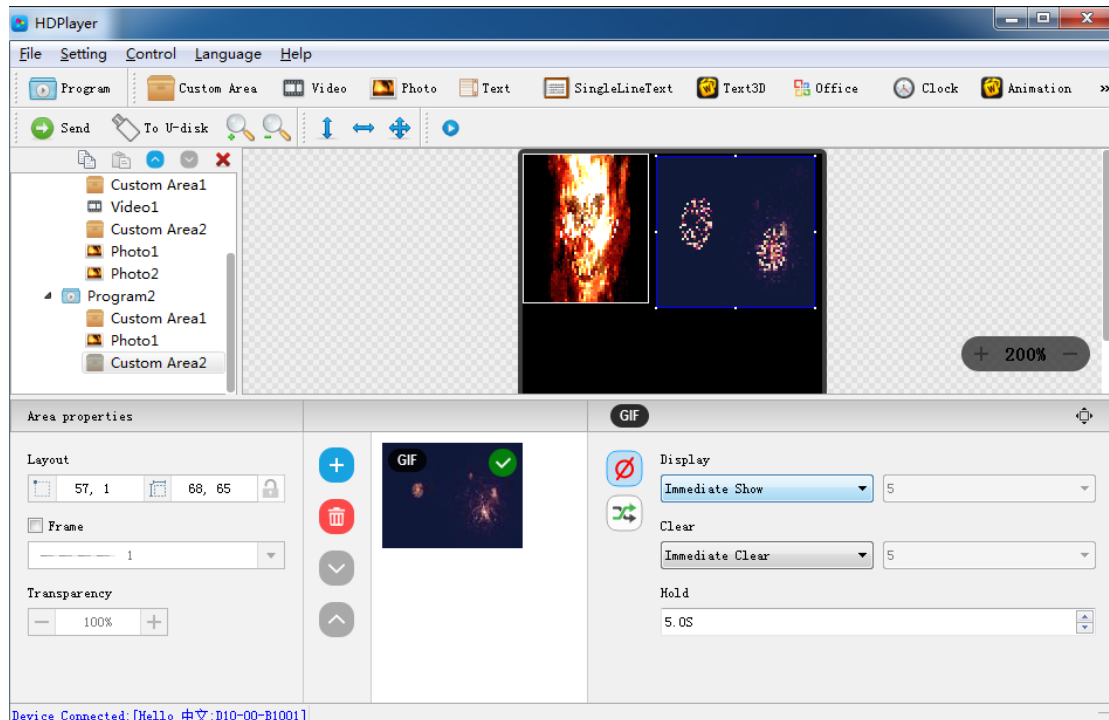


Fig. 3-12 Gif animation properties

4) Excel, Word etc.

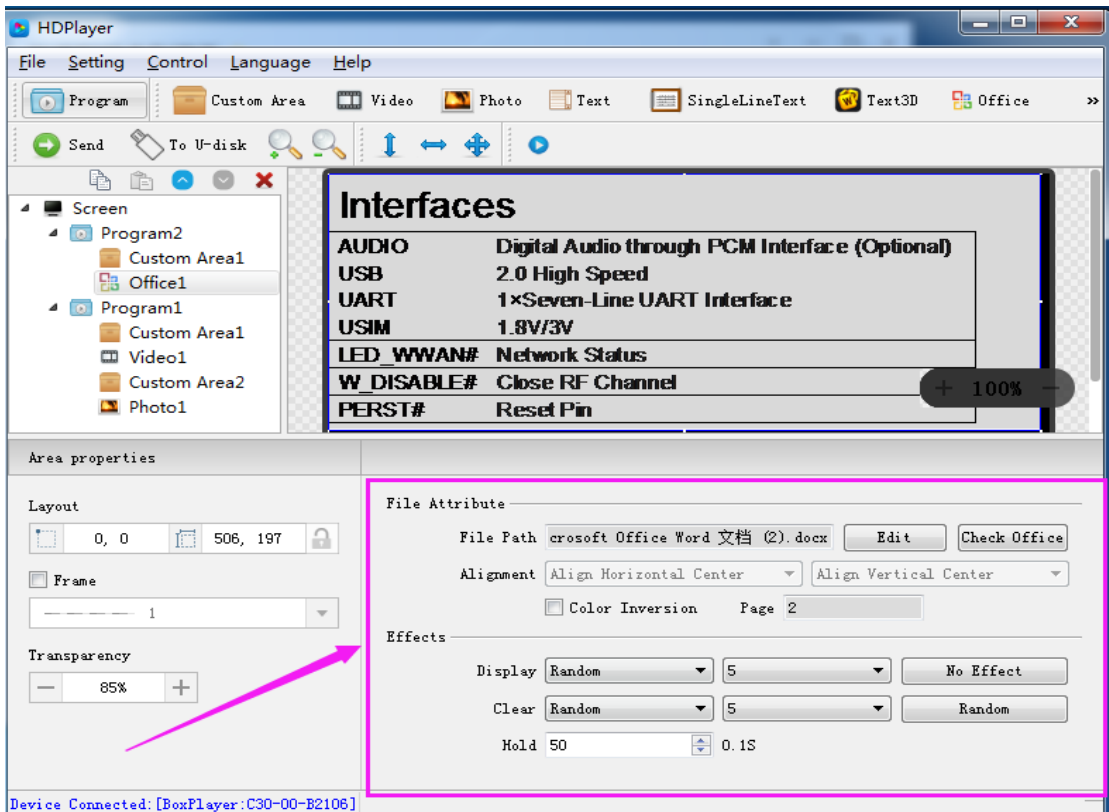


Fig. 3-13 File properties

7. Add multiple lines Text

Click the "text" to add multiple lines text, to delete the "multi-line text", click the shortcut bar "delete" button.

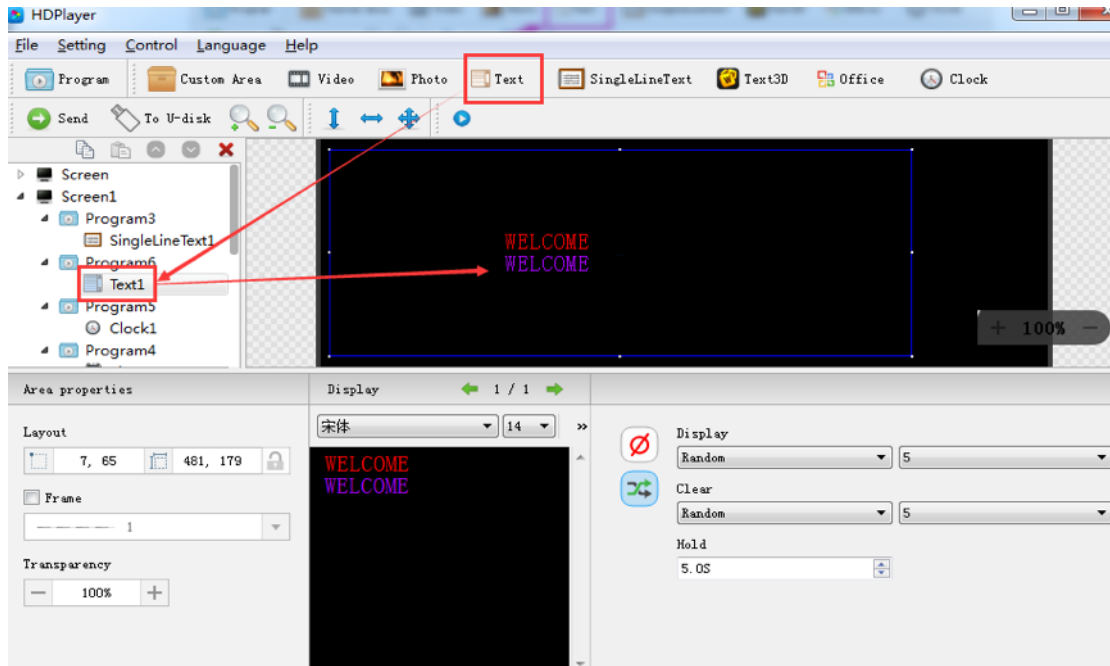


Fig. 3-14 Add Text

1) Text attributes

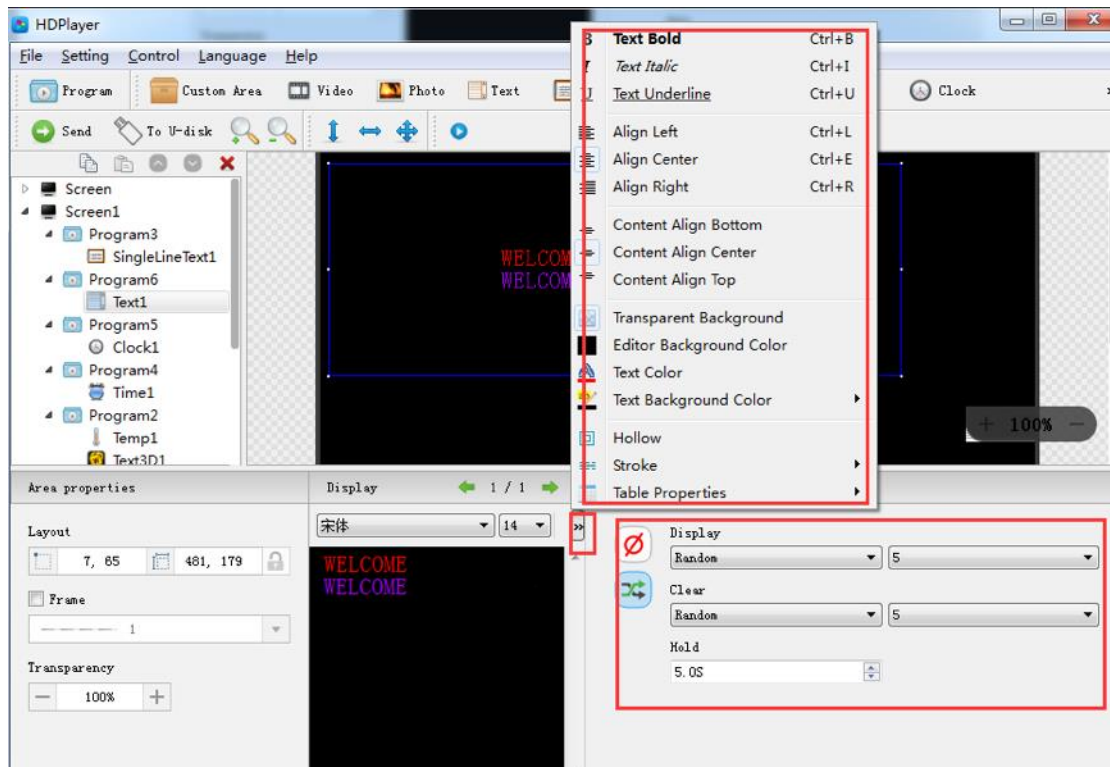


Fig. 3-15 Text attributes

8. Add Single Line Text

Click the "single line text" icon on the toolbar to add a single line of text, click the "Delete" button to delete "single line text".

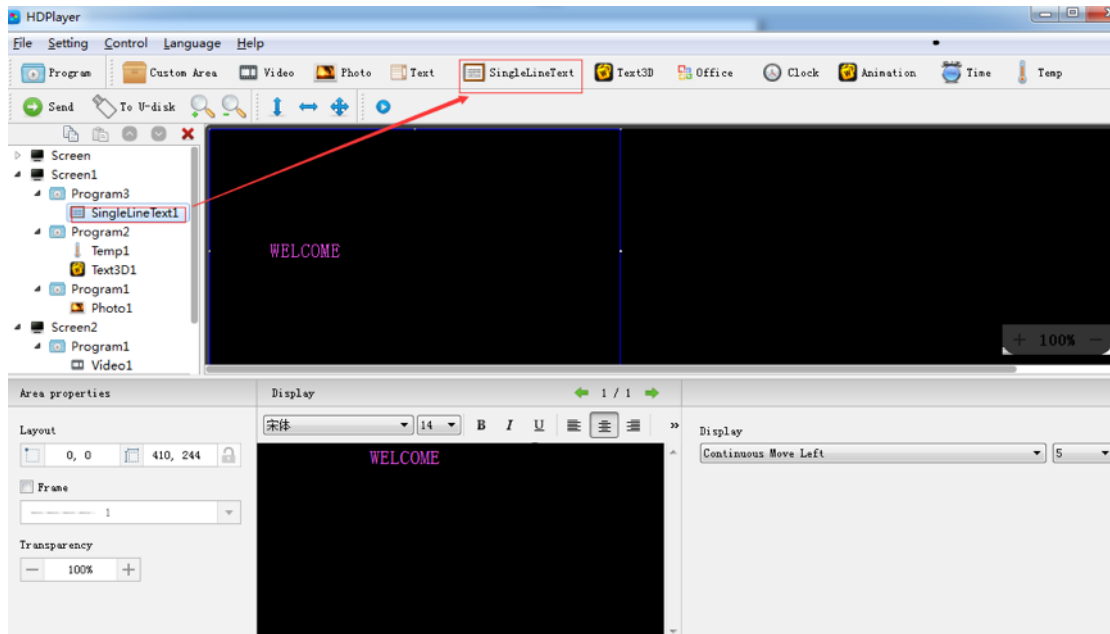


Fig. 3-16 Add Single Line Text

1) Add Single Line Text attributes

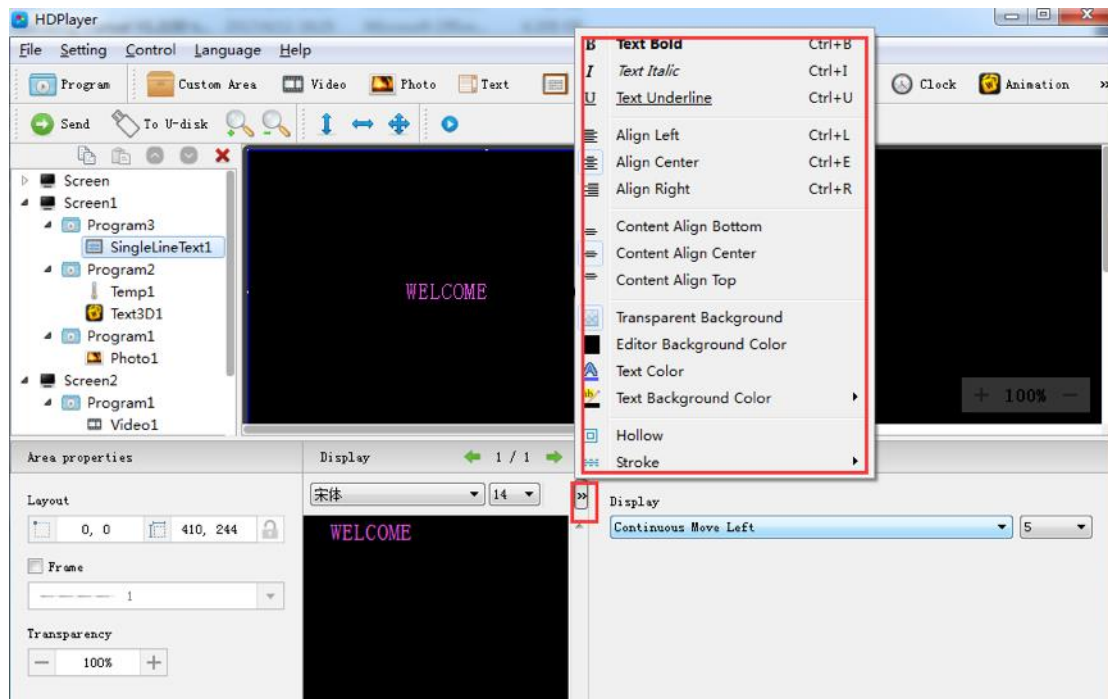


Fig. 3-17 Single Line Text attributes

Support two special effects, "continuous movement" can set continuous left or continuous right.

9. Add Clock

Click the "Clock" icon on the toolbar to add a clock, click the "Delete" button to delete "clock".

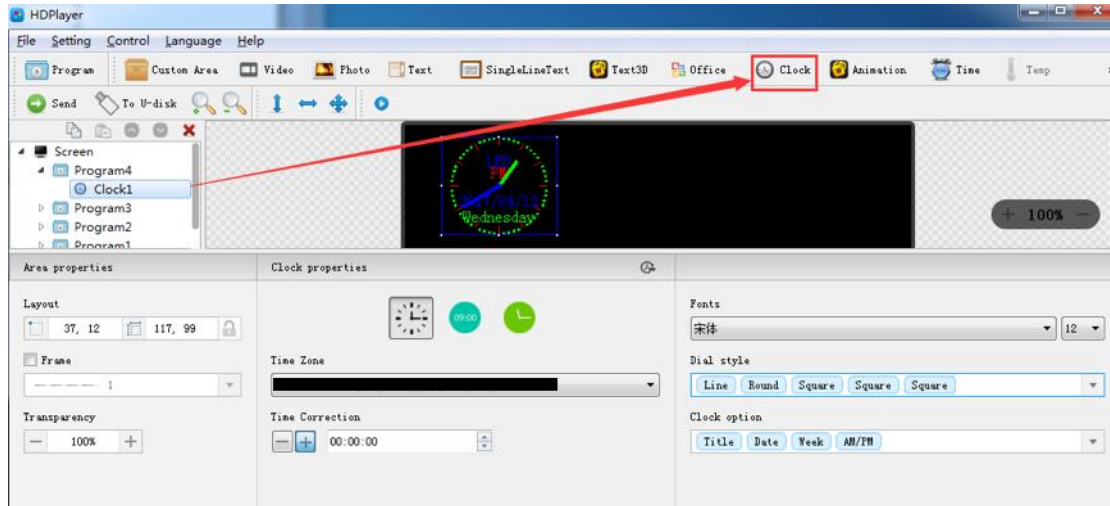


Fig. 3-18 Add Clock

1) Clock attribute

Support analog clock, digital clock and other clock types. It can set different time zones, if needed, time can be corrected. You can set description text, spacing, font type, and font size, etc.

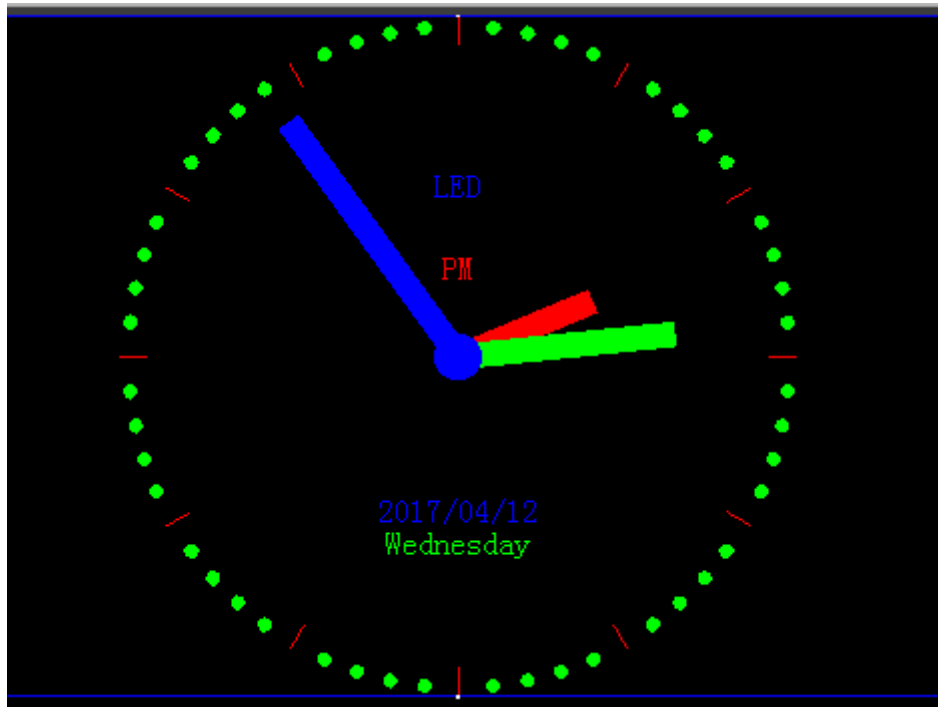


Fig. 3-19 Analog clock display

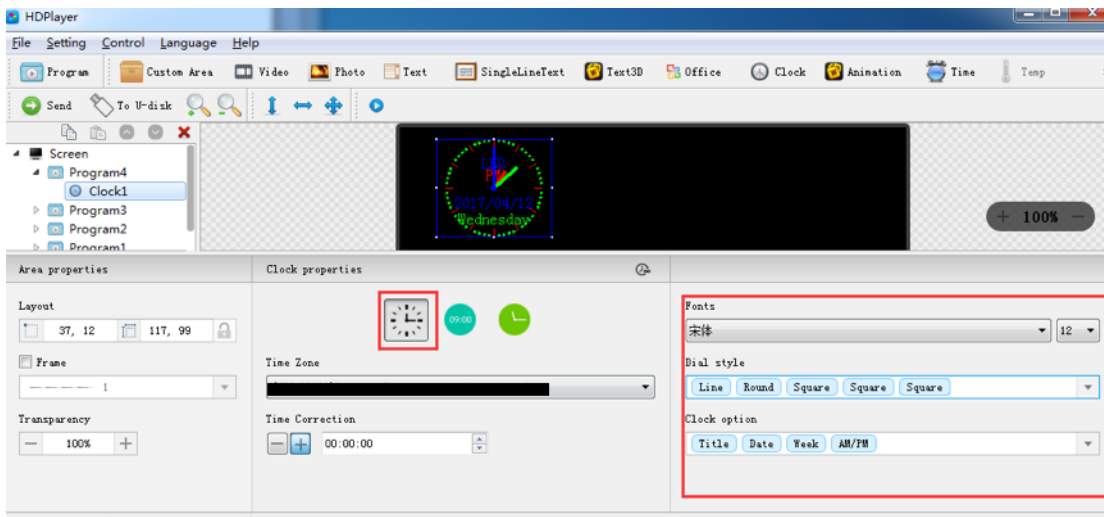


Fig. 3-20 Analog clock attribute

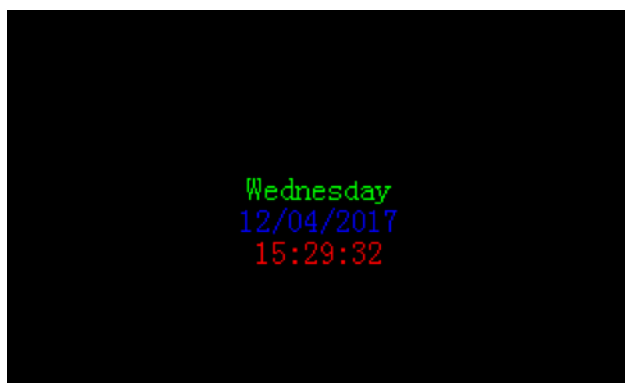


Fig. 3-21 DIGITAL CLOCK DISPLAY

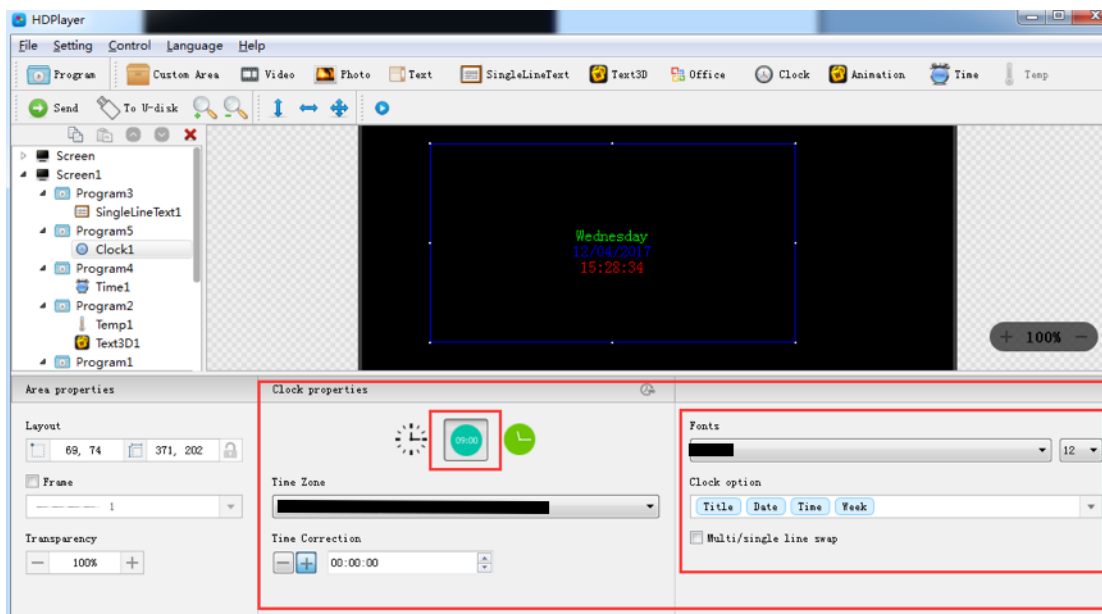


Fig. 3-22 DIGITAL CLOCK ATTRIBUTES



Fig. 3-23 PICTURE CLOCK DISPLAY

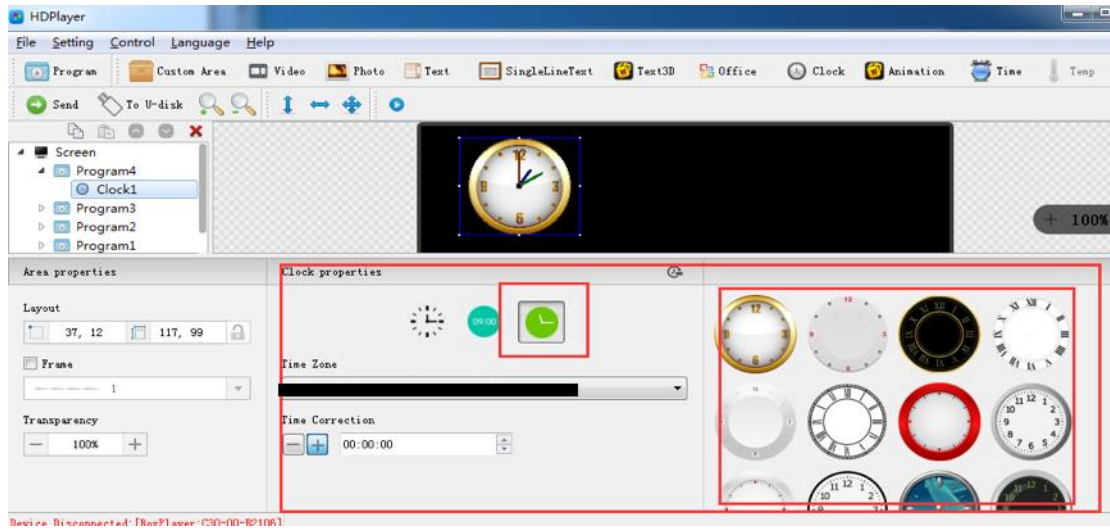


Fig. 3-24 PICTURE CLOCK ATTRIBUTES

10. Add Time

Click "Time" icon to add timer, click the "Delete" button to delete "time".

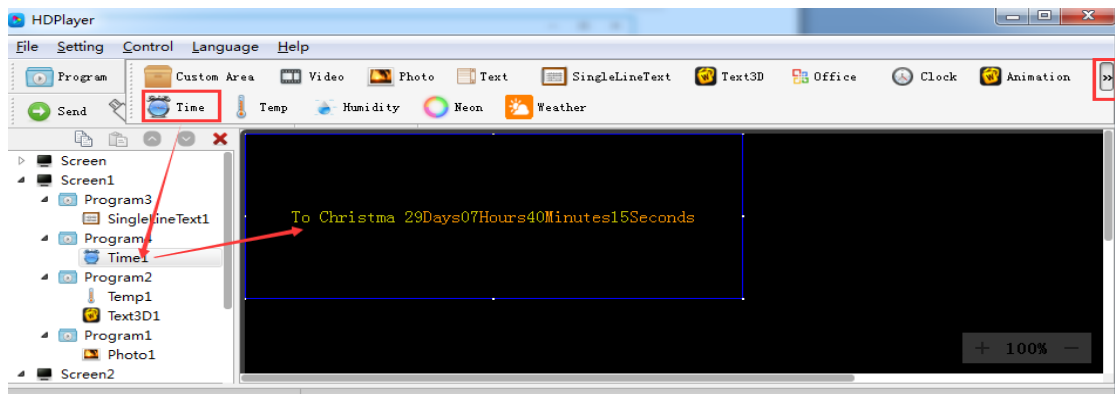


Fig. 3-25 Add Time

1) Time attribute

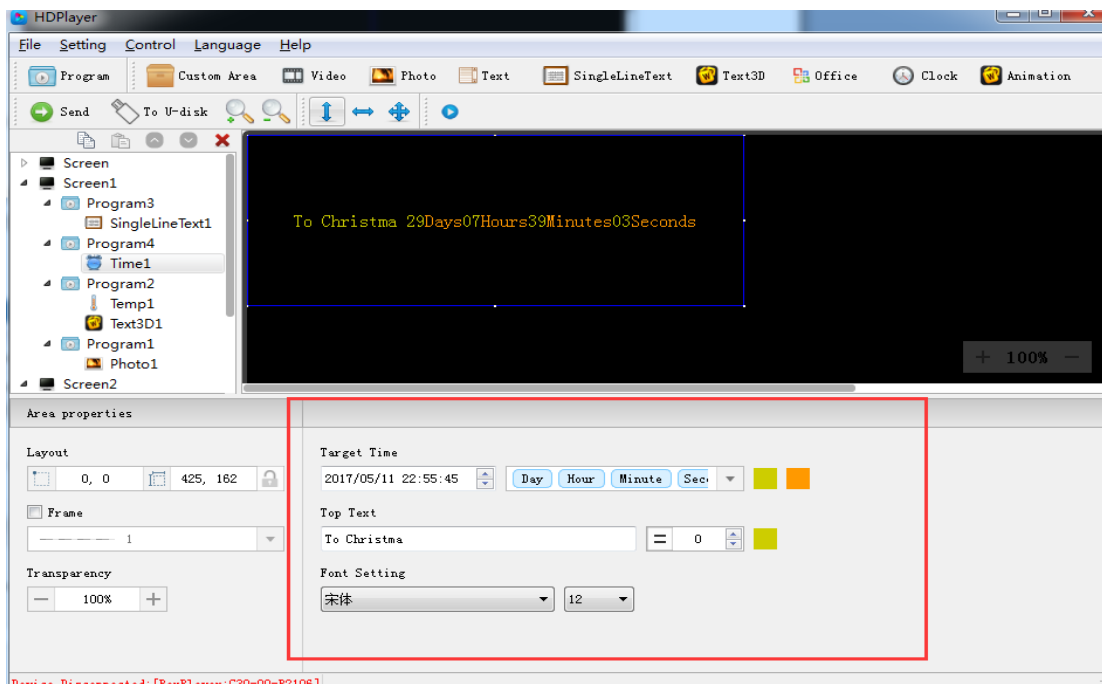


Fig.3-26 Time attributes

We can set timing mode, display mode, goal time, spacing, font type, size, color etc.

11. Add Temperature

Click Temperature icon to add this mode, (to Delete click the “Delete” button.)

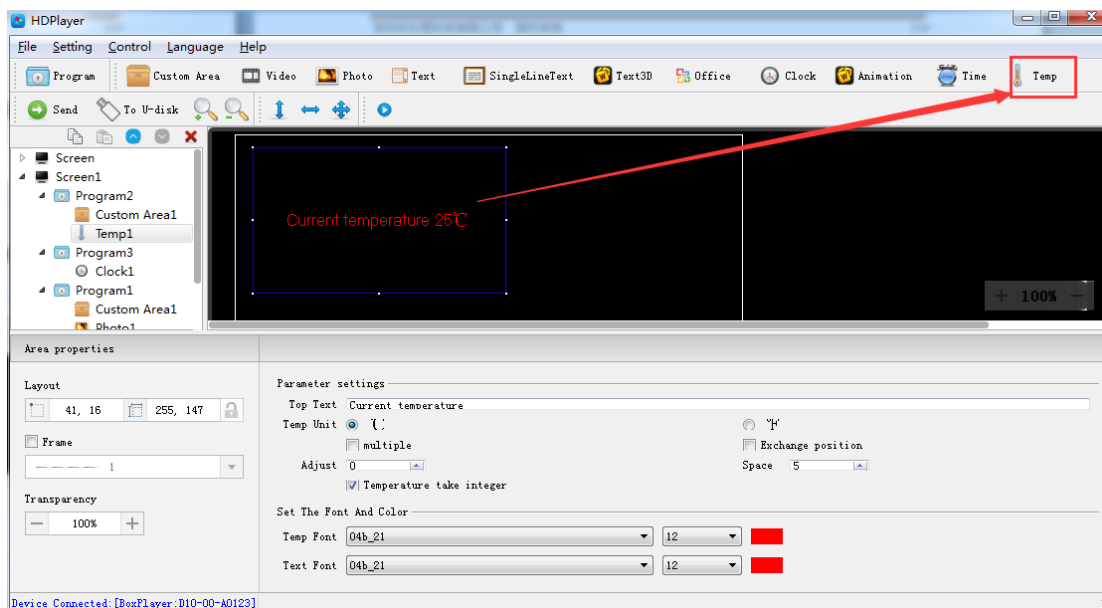


Fig. 3-27 Add Temperature

Notice: temperature sensor must be attached to the control card and calibrated to display the correct temperature on the led Sign.

1) Temperature Attribute

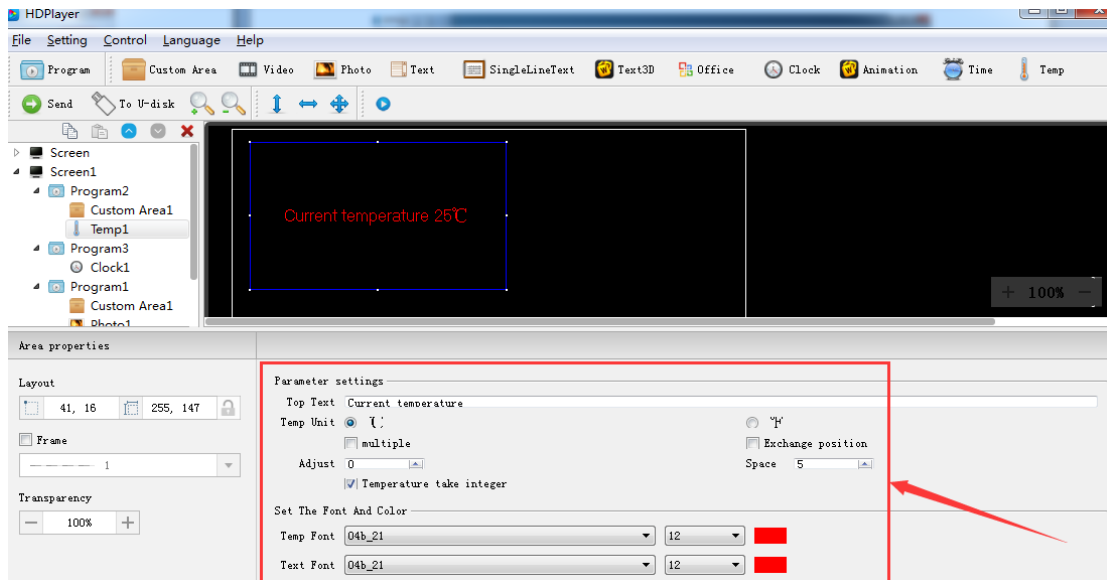


Fig. 3-28 Temperature Attribute

Use parameter setting to choose and adjust font size, color, temperature etc.

12. Add animation characters

Click animation character icon to add this mode, click the "Delete" button to delete this item.

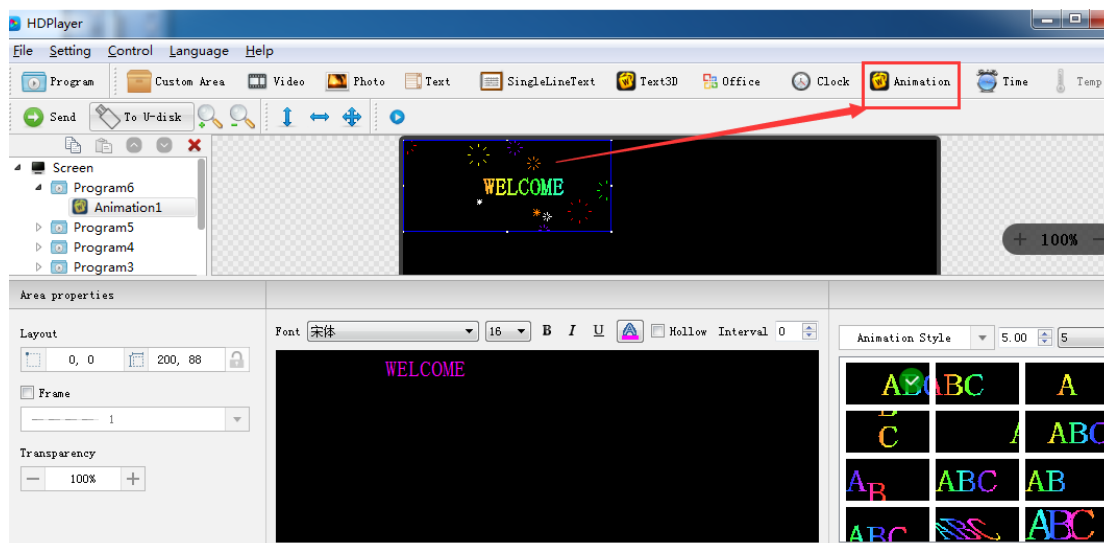


Fig. 3-29 Add animation characters

1) Animation characters Attributes

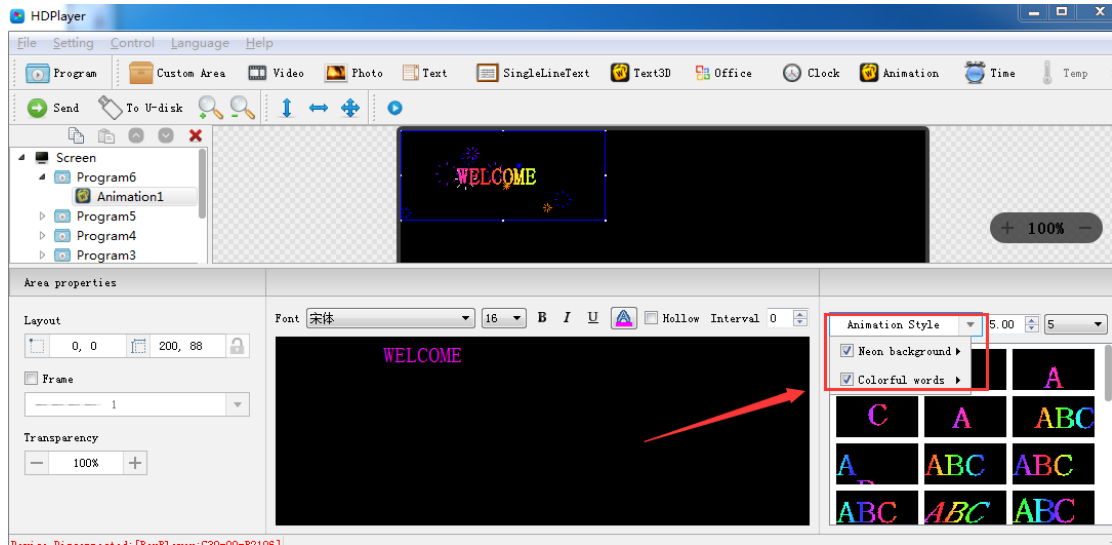


Fig.3-30 Animation characters Attributes

Support setting the font description, font color, font special effect, special effect speed etc.

13. Add Humidity

Click “Humidity” icon to add this mode, click the "Delete" button to delete this item.

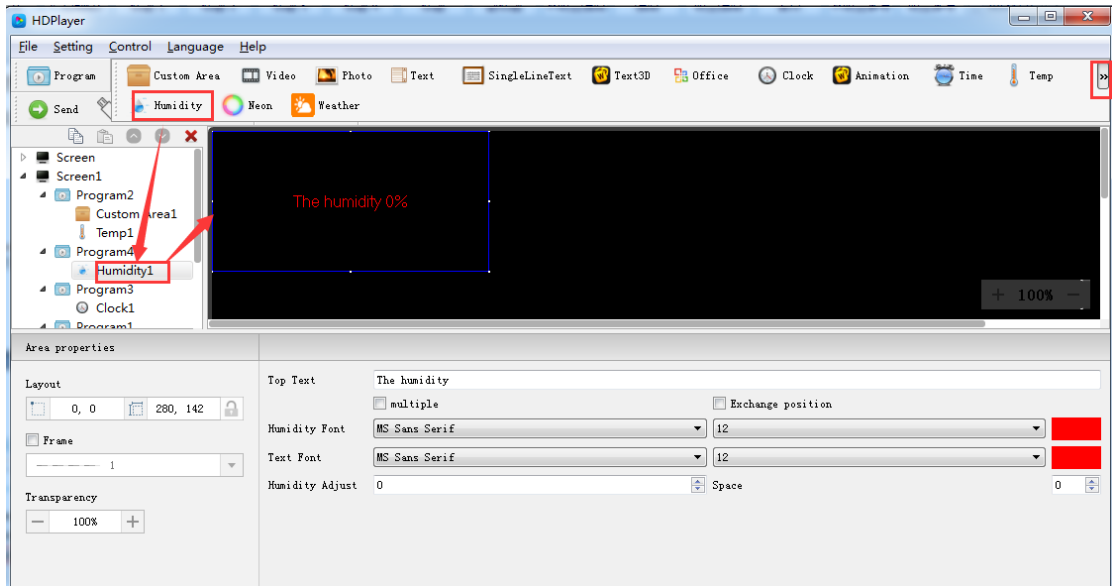


Fig. 3-31 Add Humidity

Notice: If applicable, humidity sensor must be attached to the control card and calibrated to ensure the correct humidity level show on the led Sign.

1) Humidity Attribute

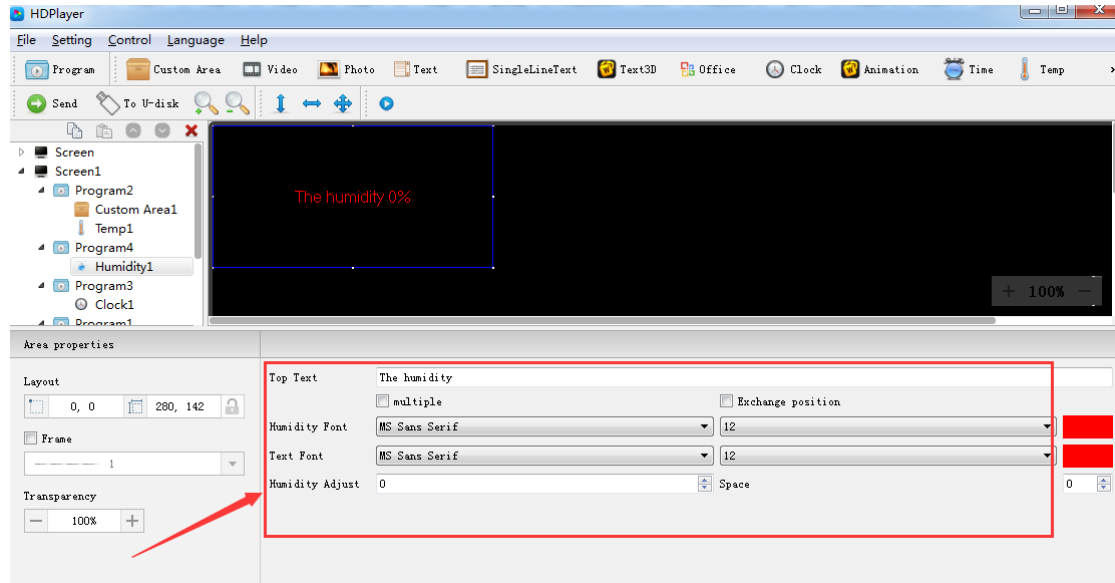


Fig. 3-32 Humidity Attribute

Support setting the font size, font color, humidity unit etc.

14. Add Neon

Click "Neon" icon to add this mode, click the "Delete" button to delete this item.

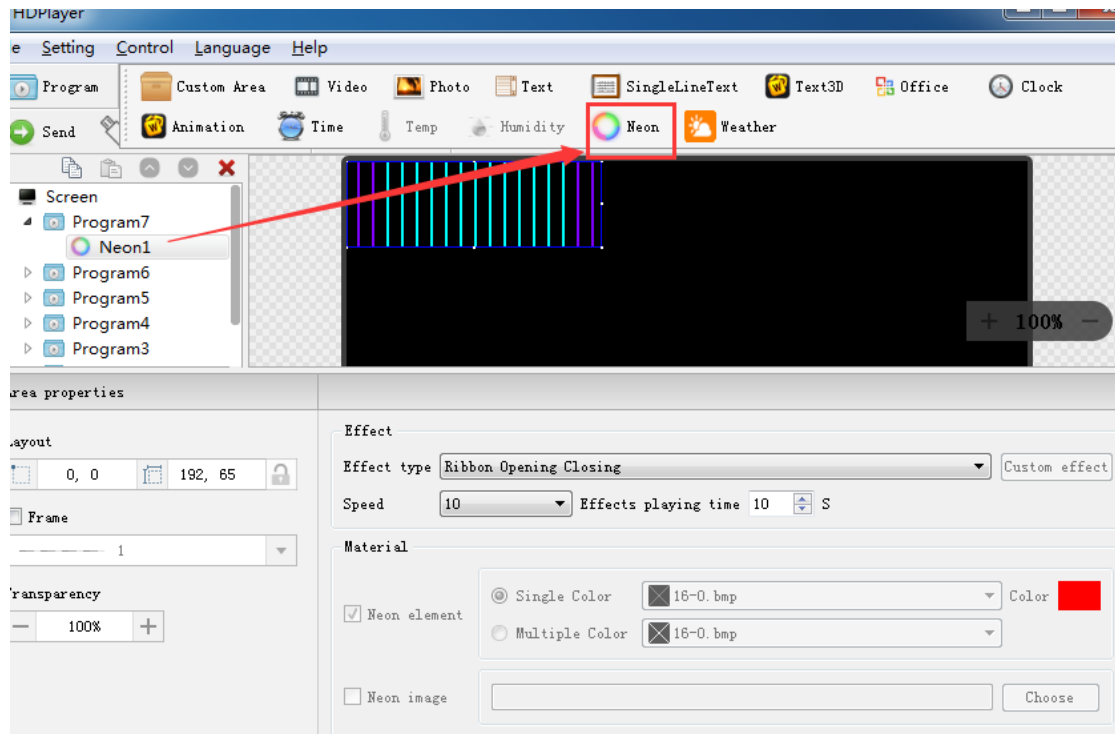


Fig. 7-33 Add Neon

1) Neon Attribute

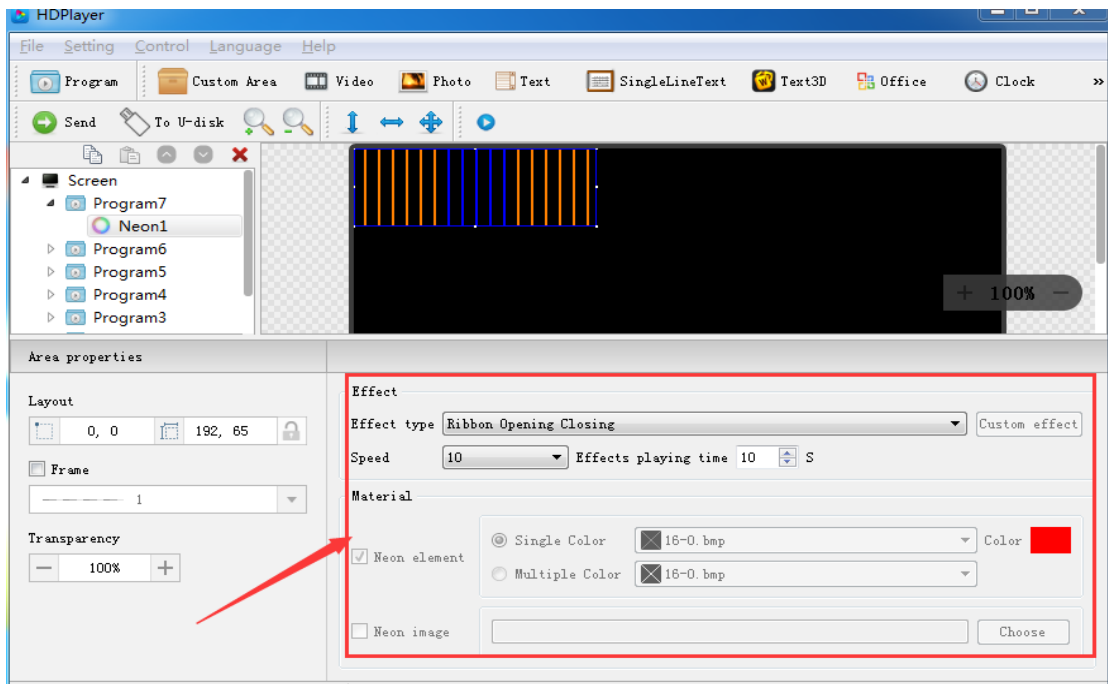


Fig. 3-34 Neon Attribute

15. Program Preview & Save

1) Program Preview

Click  to play, click  to pause, and click  to stop.

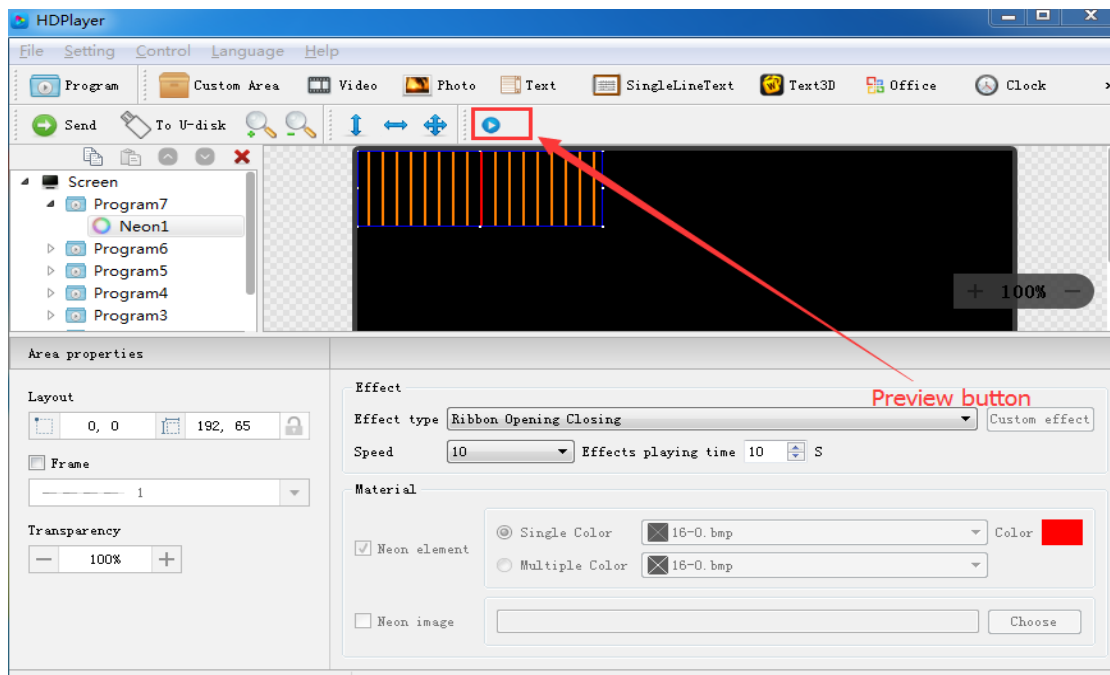


Fig. 3-35 Program Preview

Play: Program could not be edited while the screen is under a loop playback;

Pause: Program could not be edited while the screen is on pause status.

Stop: Screen will display the contents before operating, back to editing status.

2) Program Saving

Choose **【File】** → **【Save】** , or press “Ctrl” and “S”, edited program will be saved by default, file name “screen name. boo”, You may choose **【File】** → **【Open】**

Choose **【File】** → **【Save as】** , users can choose the saving location and set the file name, and then open to use at next time.

16. Import & Export Program

Choose **【File】** → **【Export】** , If needed to export a file, you may export edited file program to a specified directory to use in a different computer.

Choose **【File】** → **【Import】** , If needed to Import a file, you may Import edited file into your selected program.

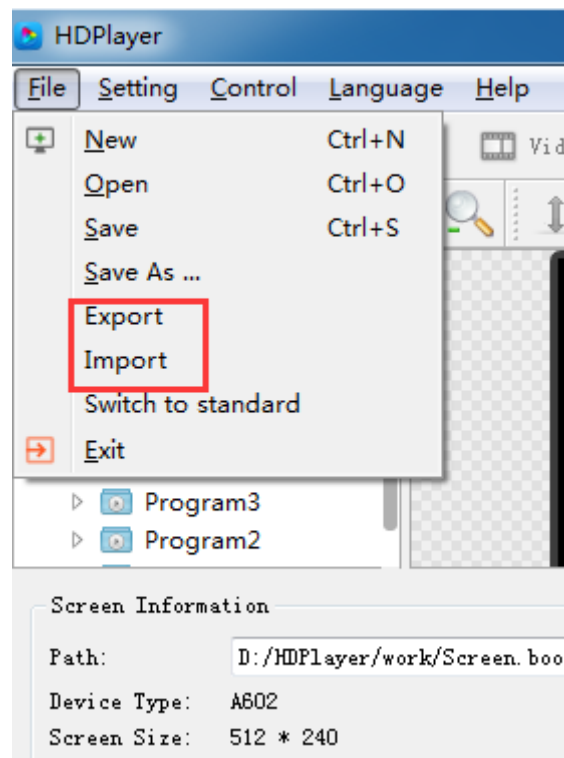


Fig. 3-36 Import & Export Program

17. Add 3D Text

Click “3D Text” icon to add 3D subtitle; click “delete” button to delete it.

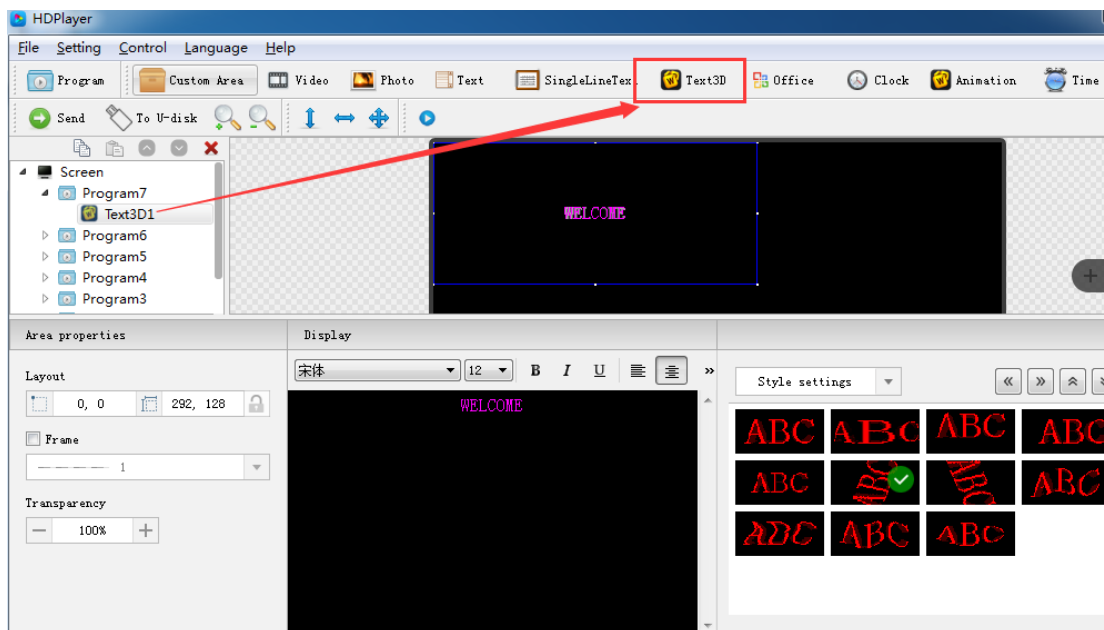


Fig. 3-37 Add 3D Text

1) 3D Text Attribute

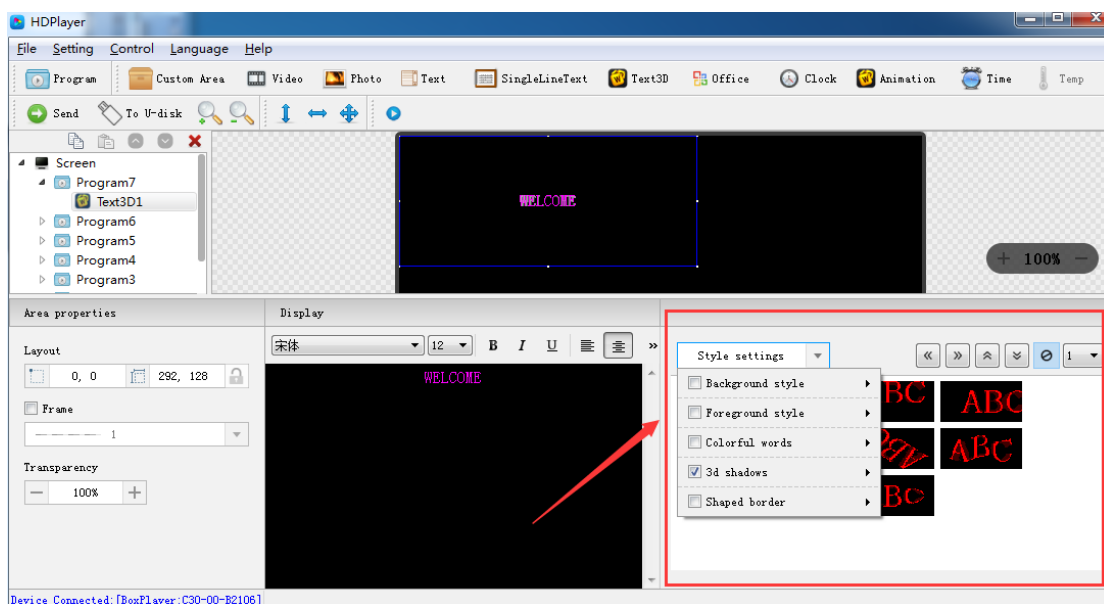


Fig. 3-38 3D Text Attribute

18. Add Weather (if applicable).

Click “Weather” icon to add weather; click “delete” button to delete it.

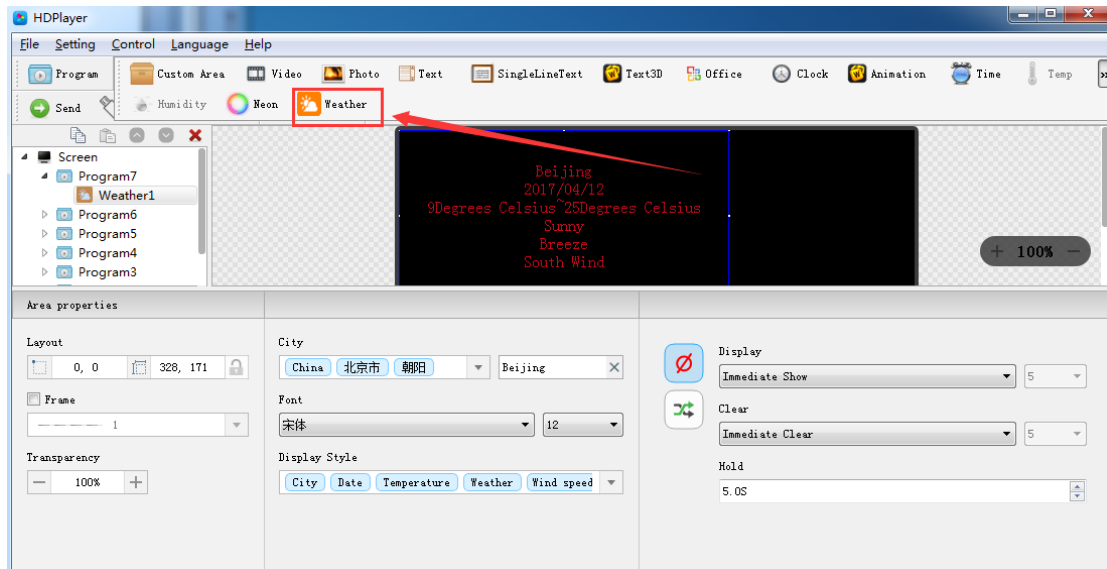
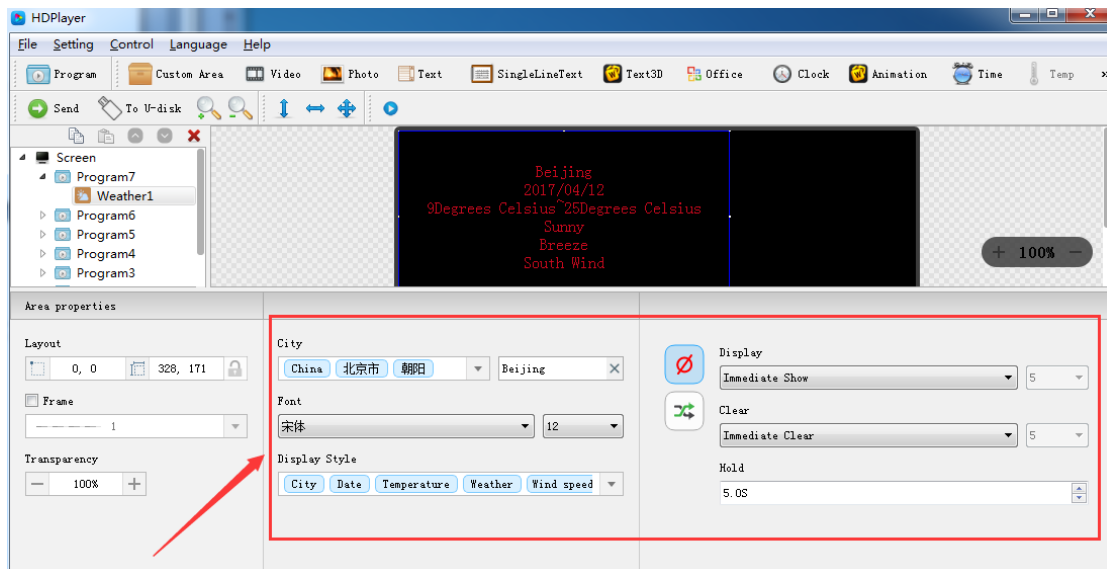


Fig. 3-39 Add Weather

1) Weather Attribute

Users can modify city weather and set the font, display type etc.

Note: Functions can also be added on custom area.



3-40 Weather Attribute

Program Update

After you finish editing, contents can be sent to the LED Sign to be displayed. The control card support updating programs through network and U-Disk.

1. Network Cluster sending

Before sending the program, connect the LED Sign to the control card by steps: **【control】** → **【device Bind】**. If needed to connect screen with multiple cards, program will send to all cards simultaneously (cluster sending); when you connect multiple screens with one card, the ongoing program will be replaced by the last program you send.

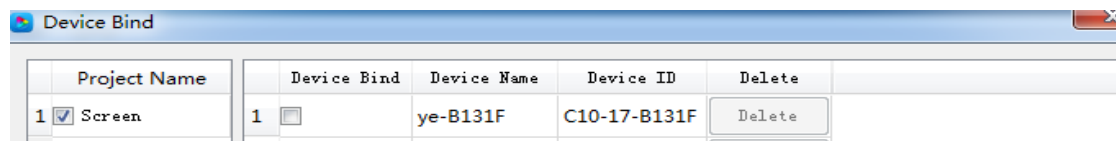
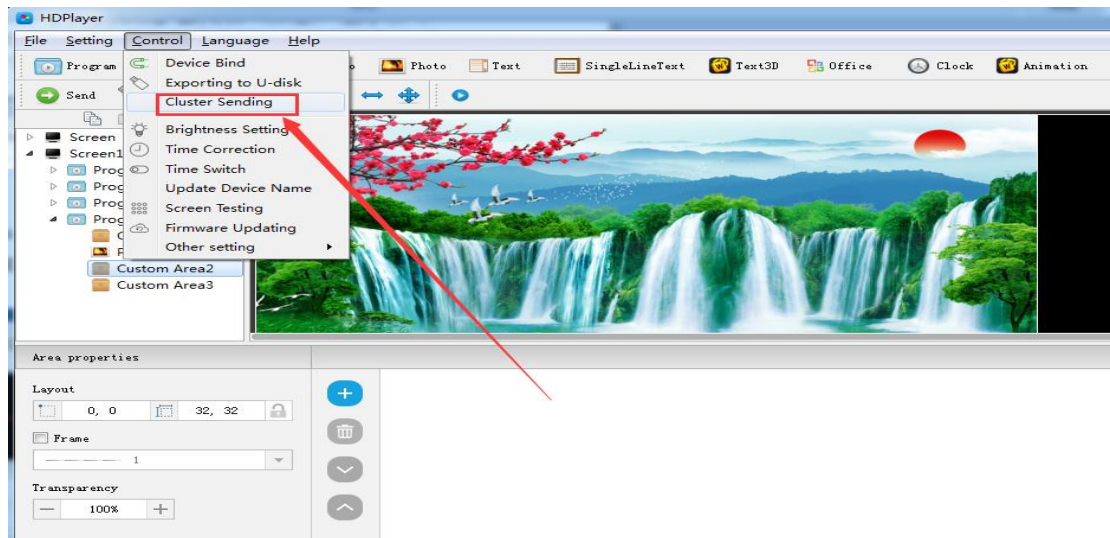


Fig. 4-1 Devise Bind

Click **【Control】** → **【Cluster sending】** or simply go to settings then click cluster sending to send the program to the LED Sign by pressing Send.



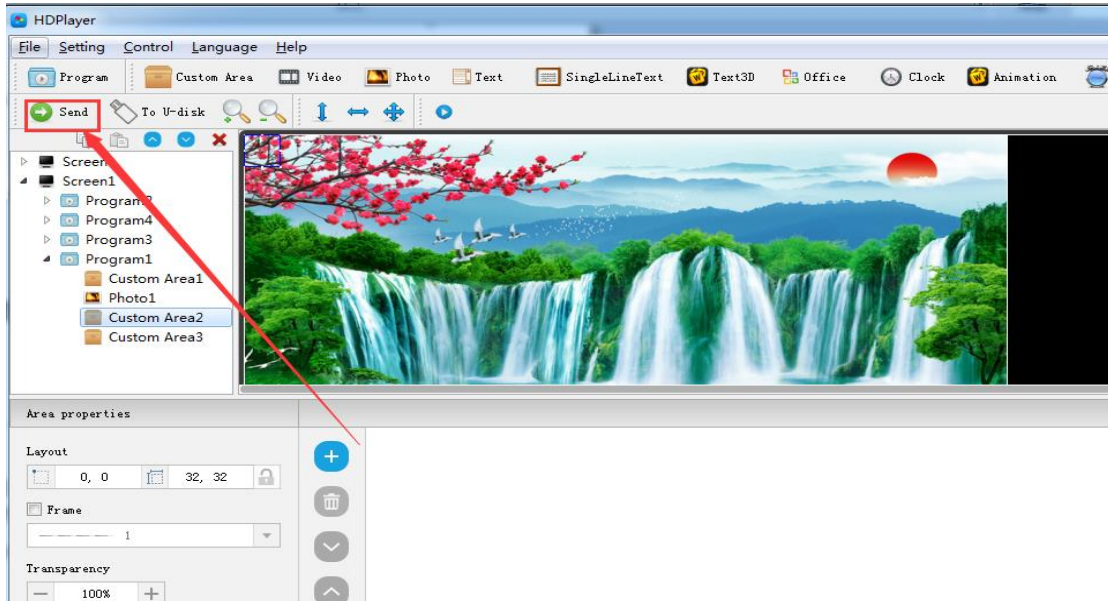


Fig. 4-2 Network Cluster sending

Chapter 5 System Setting

Click **【setting】** -> **【system setting】** , it has saving warning, delete warning, using password, automatic log on setting.

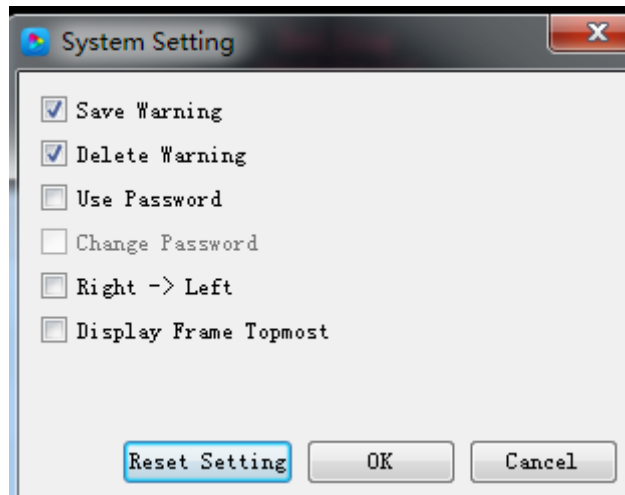


Fig. 5-1 system setting

Saving warning:

If you chose to click saving warning, a message will pop up while you are trying to exit the program, or the program may save automatically without warning.

Delete warning:

If you chose to click Delete warning, a message will pop up while you are trying to exit the program, or the program may save automatically without warning.

Using password:

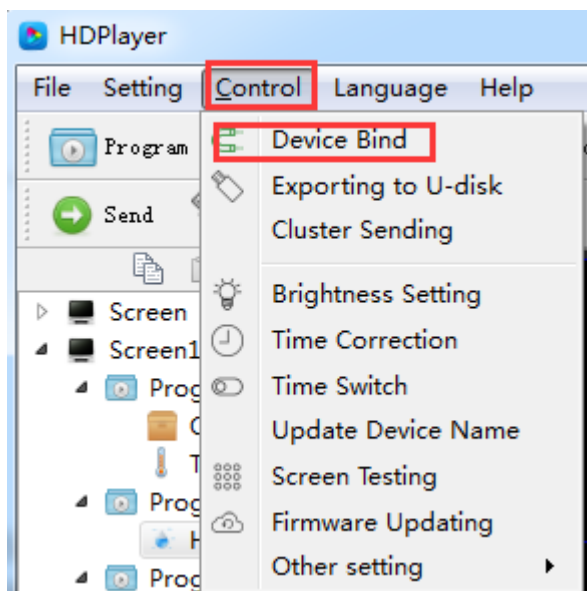
Default password is “168” or “888”. You must use the password to enter “hardware setting”, “firmware upgrade” or to cancel the password: otherwise the software will regard you as the administrator thus no need to input password.

System Control

Click the Control button a screen will open with 9 functions: (See pic. Below).

1. Device bind

It means the relationship between the Program and the LED Sign controller or brain. You can bind multiple LED Signs with one controller.



Project Name	Device Bind	Device Name	Device ID	Delete
1 <input type="checkbox"/> Screen	1 <input checked="" type="checkbox"/>	BoxPlayer	A30-00-A5000	Delete

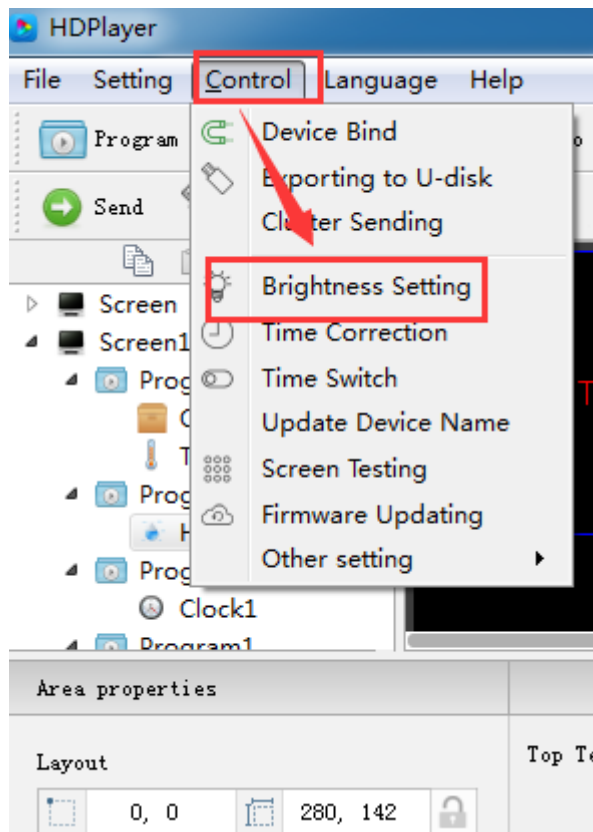
Fig. 6-1 Device Bind

2. Brightness Setting (500 – 7,500 nits)

Three types of brightness setting for choice:

- 1- Default brightness adjustment or manual adjustment.
- 2- Custom brightness setting according to time.
- 3- Automatic brightness setting according to environment (external sensor must be installed to the LED Sign).

1) Default Brightness Adjustment/ Manual Adjustment.



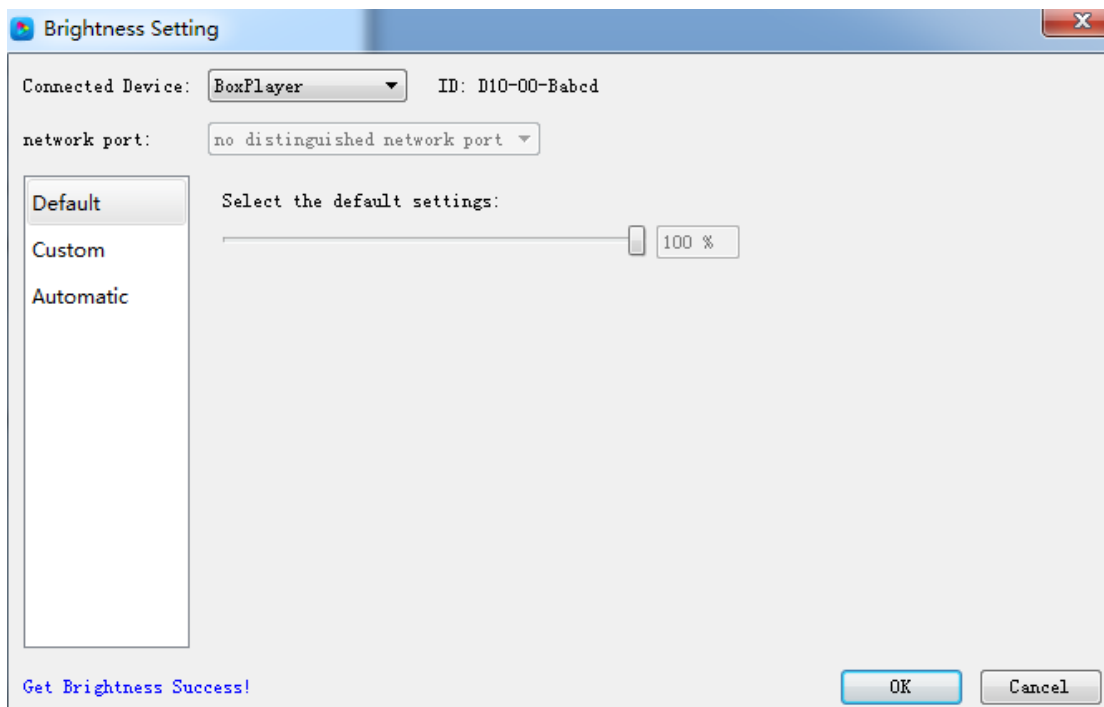


Fig. 6-2 Default Brightness Adjustment

2) Custom brightness setting

After setting the time and brightness and then click “ok”, on left bottom will see “set successfully”, it means saved. The defaults are three setting options, you may add or remove times period as needed. Example: 10% equals 750 nits, 100% equals 7,500 nits (8% is recommended between dusk and dawn).

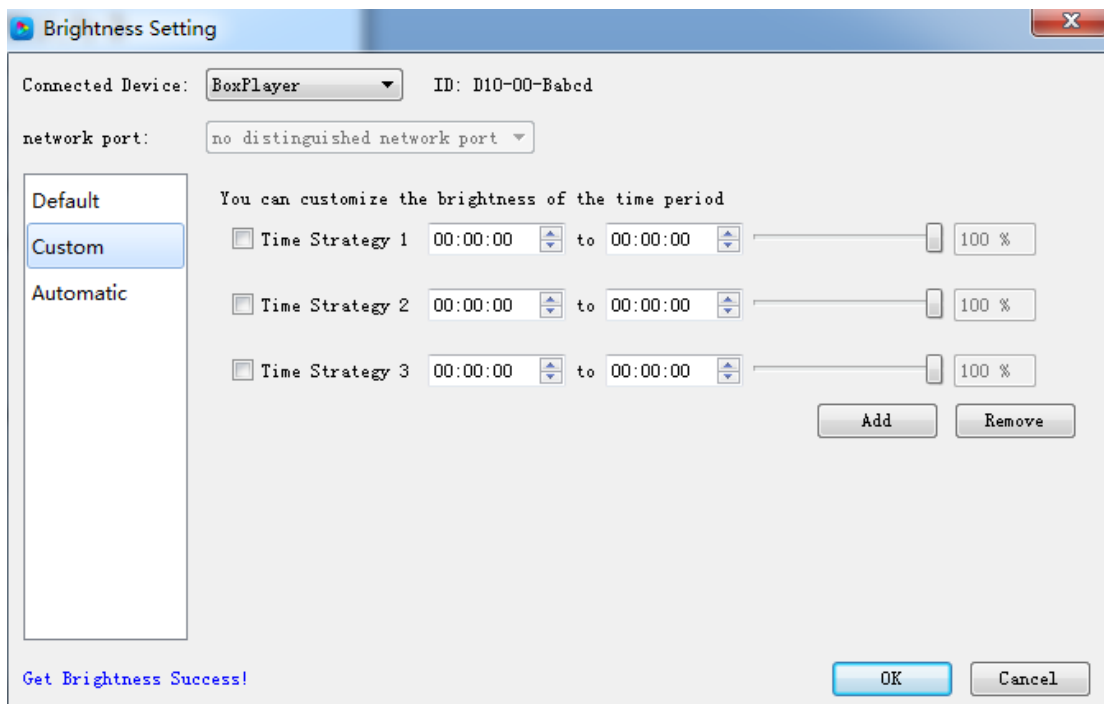


Fig. 6-3 Custom brightness

3) Automatic brightness setting according to environment (external sensor must be installed to the LED Sign otherwise this function is invalid).

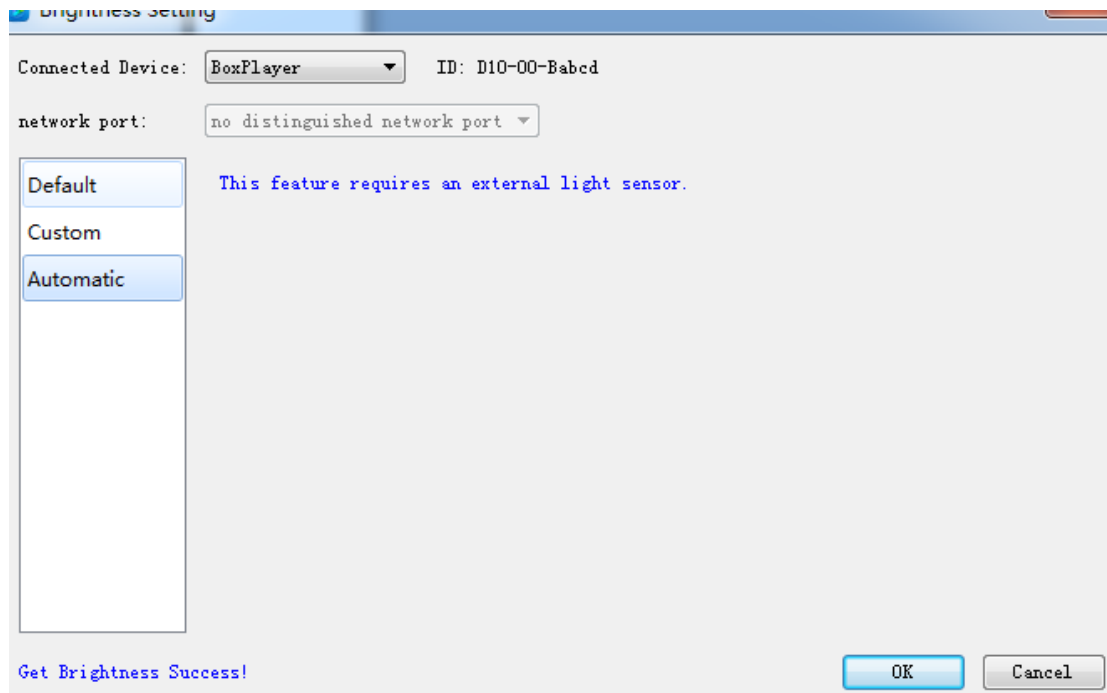


Fig. 6-4 Automatic Adjustment

3. Time Correction

After you connect to the device, on left bottom will show a note “get time successfully” then you may start time correction. System will adjust time automatically according to time setting by computer and controller.

1) Synchronous Correction

Time will be synchronous with computer time. Choose option “OK”, on left bottom will show “Set Successfully”, means set successfully.

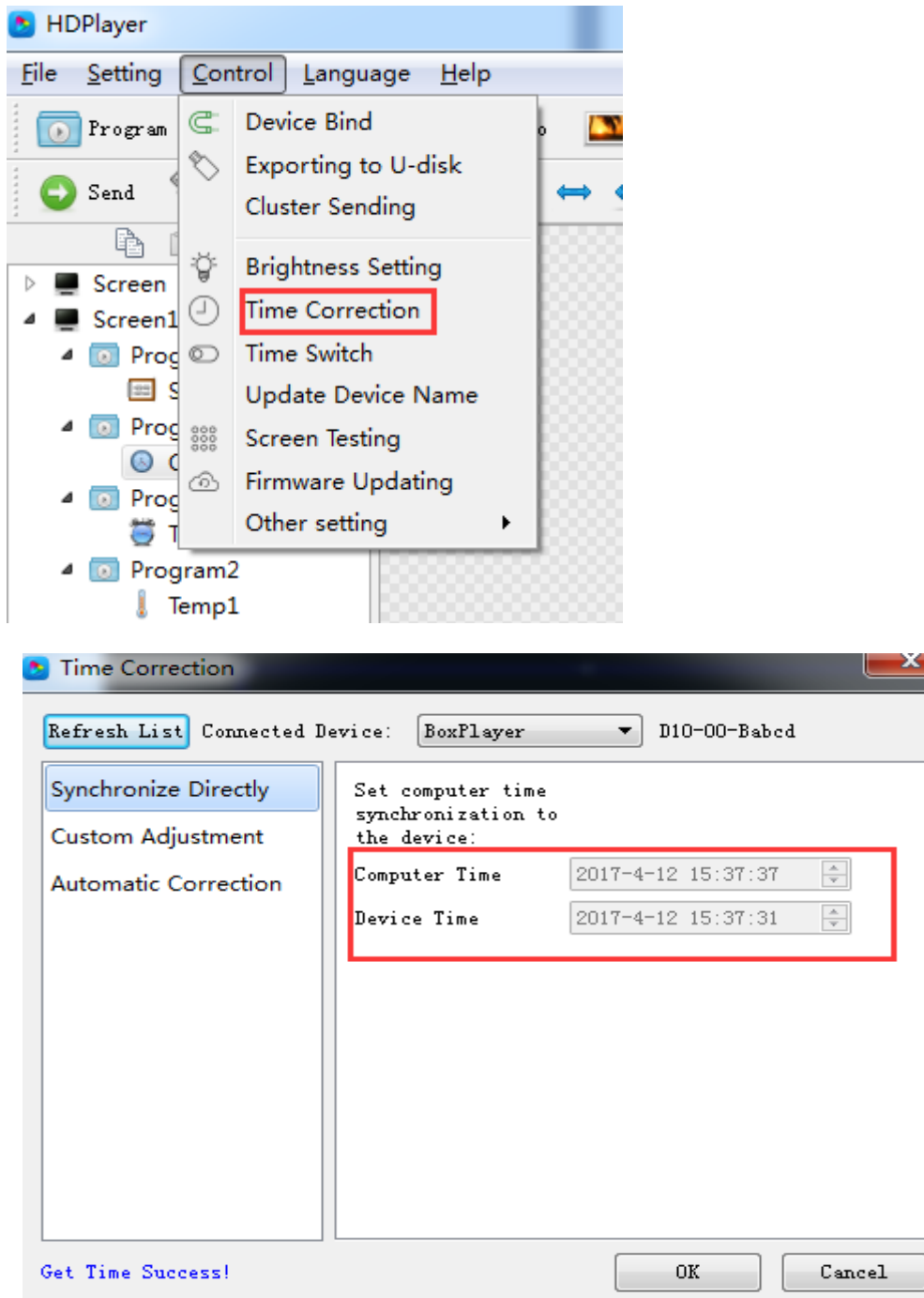


Fig.6-5 Synchronous Correction

2) Custom adjustment

Choose option “OK” after time setting, on left bottom will show “Set Successfully”, it means time was set successfully.

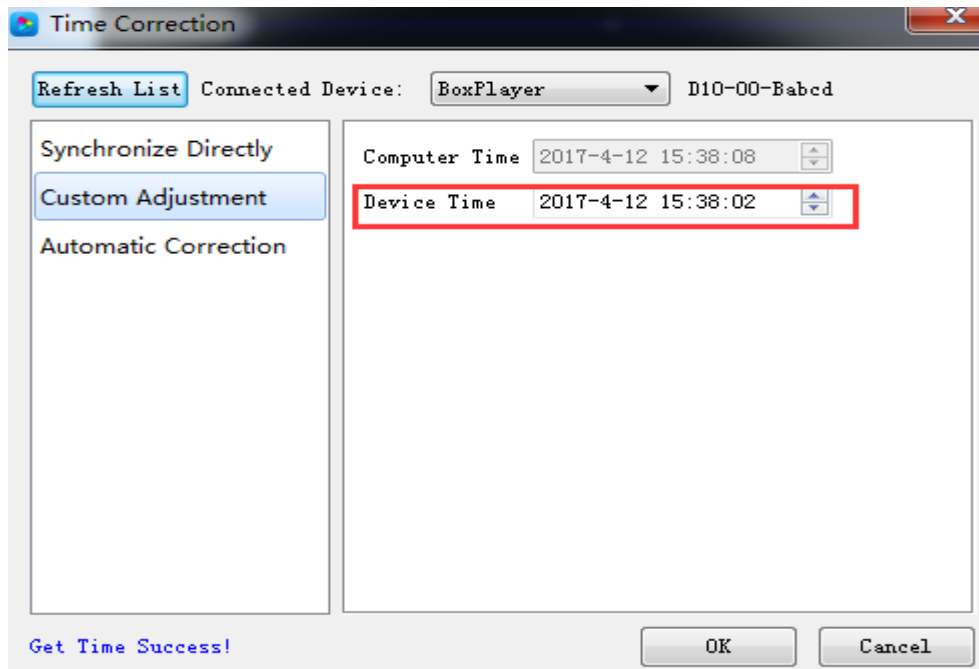
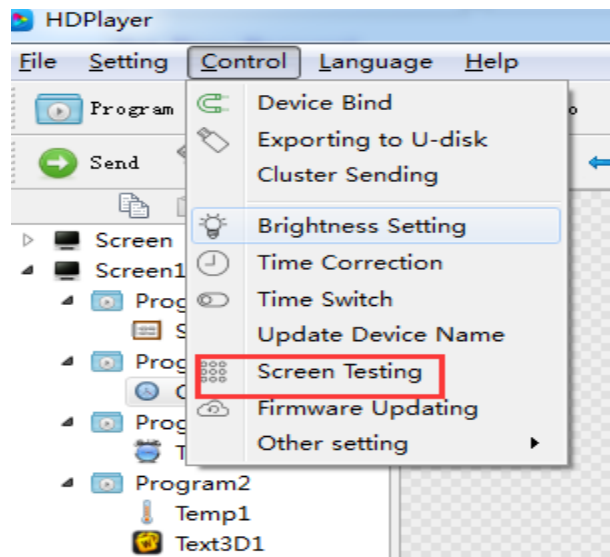


Fig. 6-6 Custom adjustment

4. Screen Testing

The system supports gray scale test, color lump test, mesh test, spot test etc., so you can check the bulb working situation of the screen.

Choose device ID, after you see the tip “connect successfully”, start screen test. Press button “TEST”.



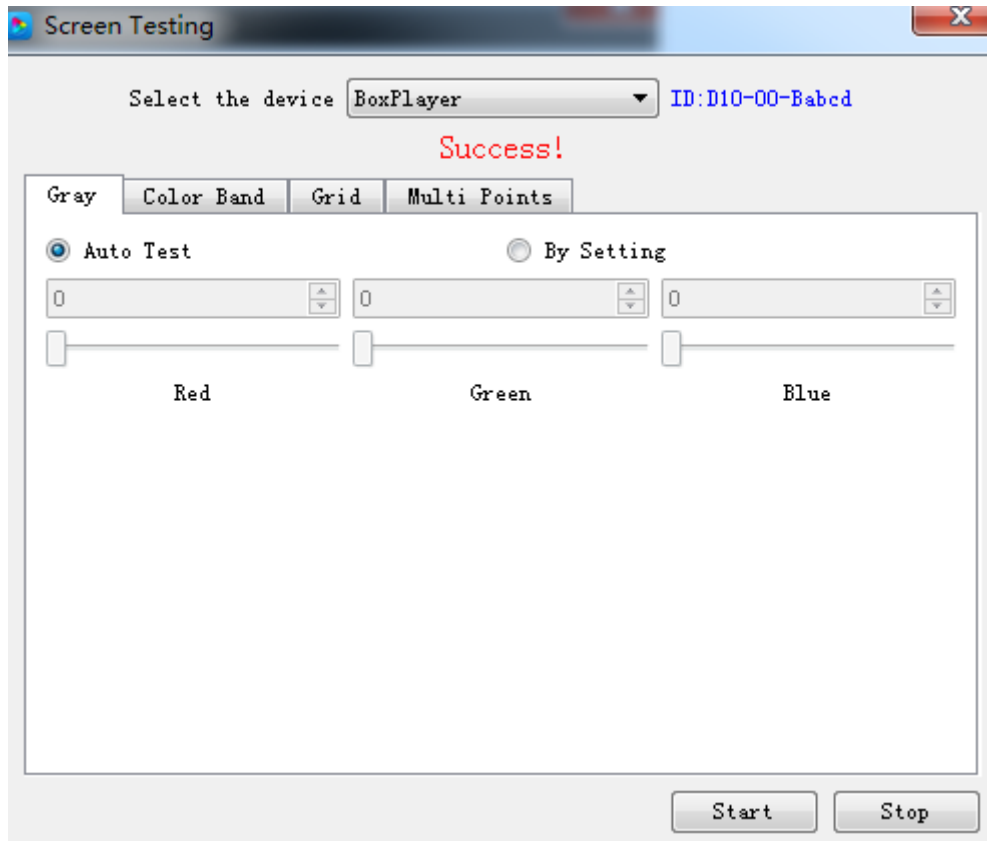


Fig. 6-7 Screen Testing

5. Firmware Update

Updating firmware, when connecting to the LED Sign all firmware will be updated. If you chose add new version firmware, compare the new version number with the one in the connected controller, click button "Upgrade" if need to upgrade.

The upgrading procedure will be done by the software in backstage. After a successful upgrade, you will see new firmware version, means the Program is running normally. (Notice: do not turn off the power of the LED Sign during update).

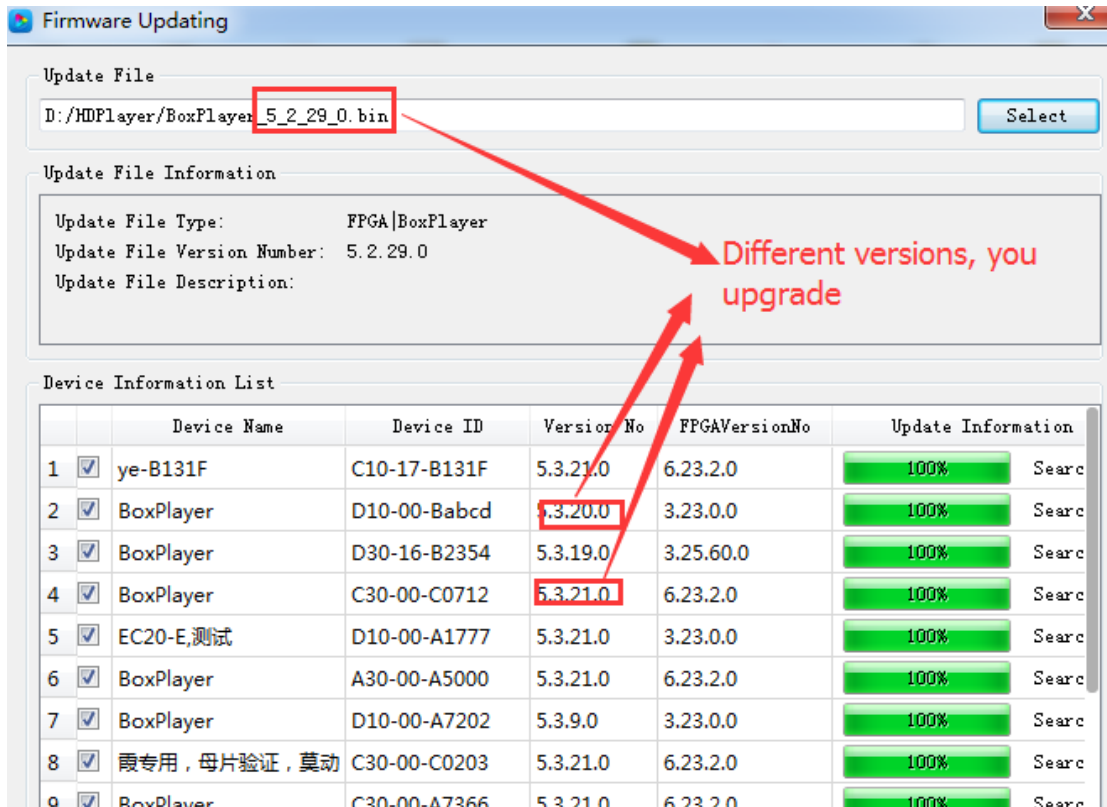
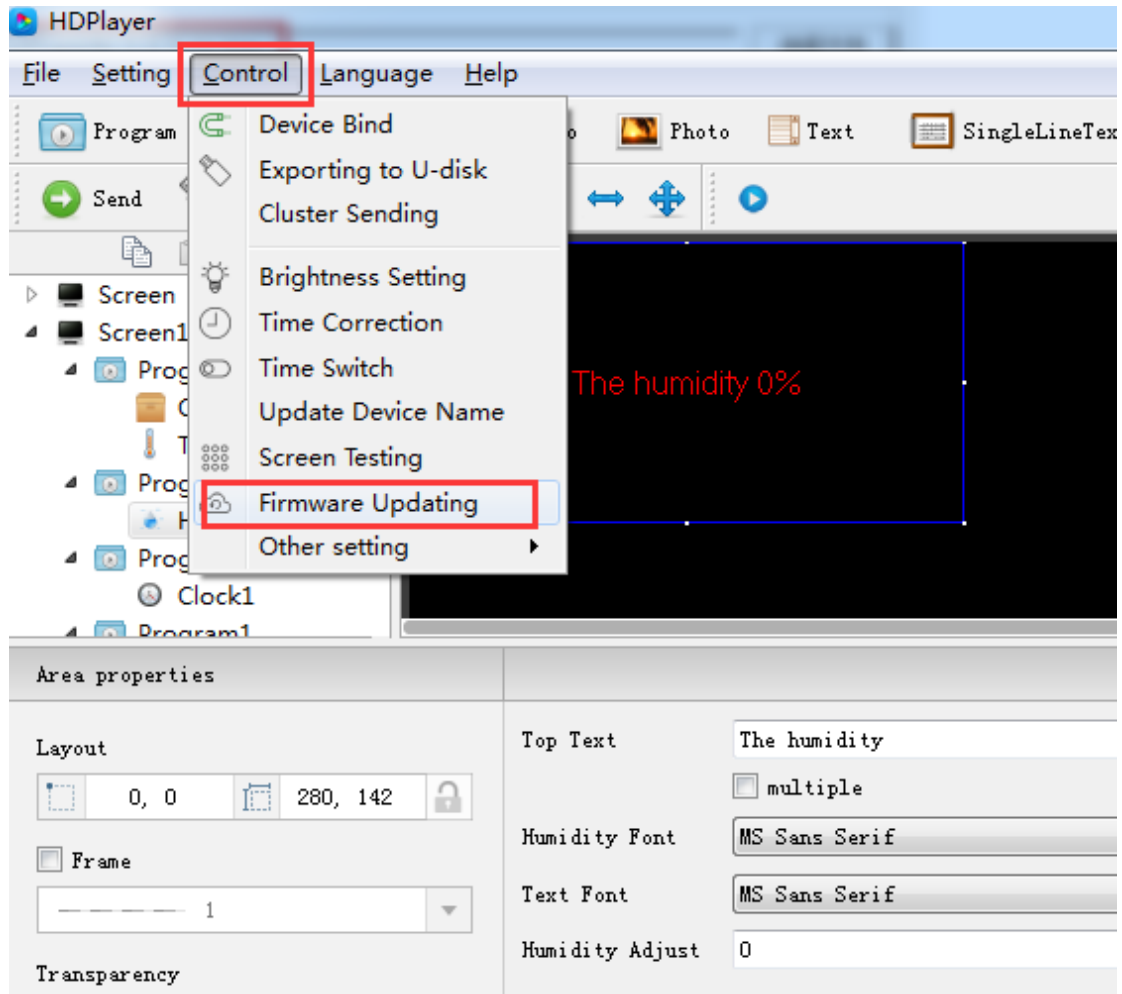


Fig. 6-8 Firmware Update

6. Network Information Setting

There are two ways to connect to the LED Sign:

1. Connect controller with computer.
2. Connect router with a computer. There is no need to set IP for the LED Sign controller. If the IP needs to be fixed, click **【Control】** → **【set network information】** for setting.

To obtain IP automatically: Click “set” → “use →”set”.

To obtain IP manually: click “set”, DO NOT click “use”. You can set controller IP and other network information. After setting, click “set”, then will obtain IP successfully. (Note: use this function with extreme caution. Setting IP needs to be in same network segment with computer’s local connection.)