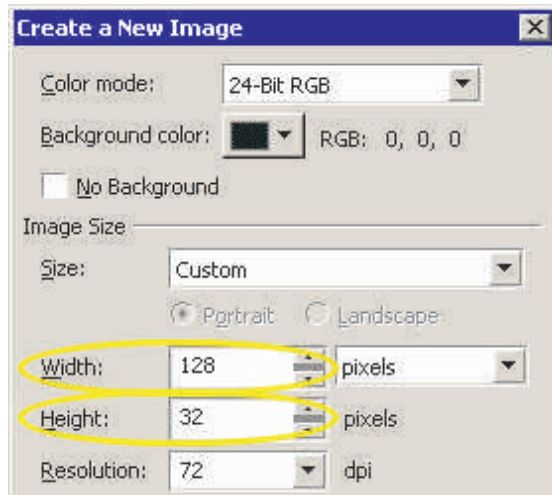
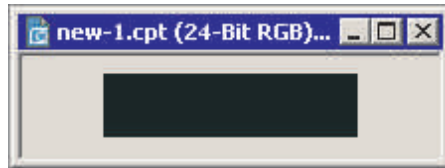


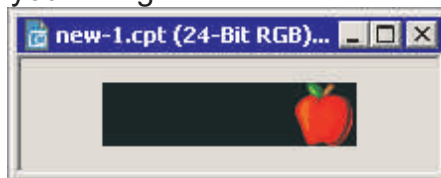
Creating a Graphic for Your LED Sign


Below are instructions for creating a graphic to display on your Stewart Daystar LED sign. You can use any graphic editing program, including Adobe Photoshop, Corel Photo-Paint, or Windows Paint.

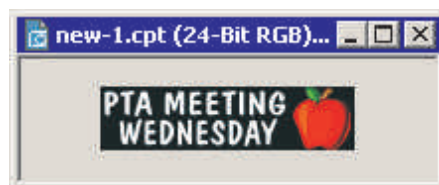
1. Create a new image that is the same pixel size as your display. For example, if your display is a 32x128, create an image that is 32 pixels high by 128 pixels wide. If you are given an option for Color Mode, choose 24-bit RGB. We recommend using black as a standard background.



2. Import any photos or images that you wish to include. Photos that don't have a lot of detail and aren't "busy" are ideal. You may resize the imported images to your liking.



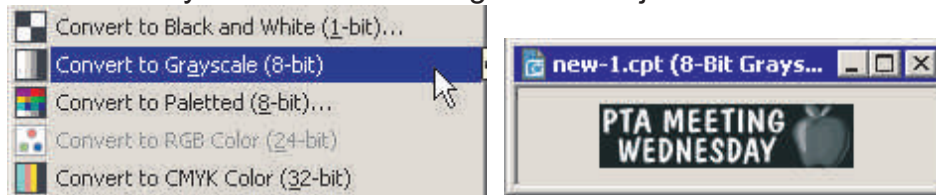
3. If you wish to add text, select the text tool () and then enter the text you wish to display. Remember that the larger the text, the more readable it will be.



4. Once the image is to your liking, combine all of the elements with the background (this is also known as "flattening" the image). You may wish to save a non-flattened version of your graphic somewhere on your system for later changing.



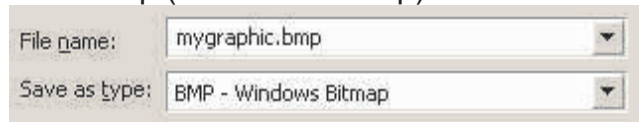
5. If your LED display is red or amber, convert your image into grayscale. This will allow you to see if the image needs adjustment.



6. If part of your image is hard to see in grayscale, increase the contrast to make the elements more visible.



7. Save the file as a .bmp (Windows Bitmap)



You are now ready to use your graphic in a Complay Playfile to be displayed on your LED sign. Refer to the Complay Tutorial to learn more about displaying graphics on your sign.

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