

PREFACE

This manual describes the operating functions and features of J M Stewart ComPlay4™ software, release 4.0.1.

The version of software installed in your PC may be found in the “About” info box under “Help”.

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ABOUT JM STEWART

There Is A Difference In Signs...

There Is A Difference In Sign Companies!

With our design and published price in hand, another sign company could present a quote that might appear to beat our price. But over three decades of experience it has shown too often, that people can suffer financial loss while attempting to save a few dollars on price.

Other sign companies don't always reach out to match our high standards of

Quality

Craftsmanship

Design

Warranties

and tend to turn the dream of a one-time investment into a recurring maintenance problem. J. M. Stewart Corporation warranties are unsurpassed in the industry.

We Invite Comparisons

As the official sign provider for some of the nation's largest associations and America's acknowledged institutional sign leader, Stewart Signs meet the highest standards of quality and design. Your image and our reputation depend on it.

A Word about Price

Because of volume sales, we buy in large quantities, manufacture to rigid specifications and maintain consistent superior workmanship. Therefore, we are able to produce quality products at reasonable prices, making J. M. Stewart Signs the best value.

- **Fair price**
- **Superior Quality**
- **Guaranteed Satisfaction...**

A HARD COMBINATION TO BEAT

**INDOOR AND OUTDOOR DISPLAYS
MASS COMMUNICATION**

STADIUMS

MARQUEES

SPECIAL PROJECTS

Contents of the ComPlay 4.0 CD supplied

- **Operating Software with Help Files and Extended Features Enabled.**
- **Entire Users Manual**
- **Firmware**
- **Command Files**

The entire user's manual is provided in Adobe PDF format and can be viewed by selecting Help – Contents in the main application.

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OVERVIEW

ComPlay4: Simplifying message creation.

The best messages are those that convey information both graphically and in plain words. ComPlay4 is J M Stewart's easy-to-use program that allows you to create interesting, eye-catching messages that stand out from the crowd.

ComPlay4 is a powerful LED display management program that can accommodate messages ranging from simple text to complex displays containing both text and visual images (either animated or still). With ComPlay, you can package your message in unlimited ways.

How COMPLAY4 WORKS

ComPlay4 is a powerful tool that assists you in creating and editing messages. You can create messages frame-by-frame using ComPlay4's easy to use control functions. A frame can include static text, scrolling text, graphics, or a combination of all three.

When finished, it may be saved to disk in a file called a **"Playfile"**. A **"Preview"** function allows you see how the playfile will look before you transmit it.

When you are ready to send the Playfile to the display, ComPlay4's "Transmit" function converts the message into display format and downloads it to the selected display. You can choose to send your message to one or more displays. Once downloading is complete, the display plays each line of your message in sequence from beginning to end. When it has finished playing the last line, it restarts from the top.

Extended Features

ComPlay4 has a set of extended features added to make it even more powerful. Extended features have been included with this version of ComPlay. The Standard features include:

- Reset and Clear/Load Firmware – Permits you to update a display's firmware program as new versions are released by J M Stewart.
- Message Maker - A set of templates that simplify message creation by using a host of special effects.
- Pack and Go - Transfer playfiles to other computers or save them for archival purposes.
- PCMax Importer – Converts a PC Max3 project into an .AVI file for use in ComPlay4, or converts an .AVI file into a PCMax3 project for editing.
- Graphic Frame Replacer - Selectively replaces a graphic file on a display.
- Serial Port Tester - Tests the computers Communication (COM) port.
- Display File Manager – Facilitates manipulating playfiles and the “playorder”
- Bad Word Checker –Screens playfiles for undesirable words and replaces them with ‘***’ so words don’t appear on display.
- Windows Font Graphic Editor - Facilitates creating a text bitmap image using a Windows font.
- Counter Access - Build time and date counters into a message.
- Variable Access - Imports variable data from other programs.
- PC Scheduler – Enables users to set transmission times/dates/occurrences of pre-existing playfiles

Refer to Appendix C of this manual for information on installing and using extended functions.

Have a special request or requirement? To discuss your needs, contact your local Distributor or call J M Stewart's Customer Support Department at the telephone number listed in the front of this manual.

SYSTEM REQUIREMENTS

ComPlay4.0

Minimum

- Windows XP (Home/Pro) SP3 or later, Windows Vista, or Windows 7.
- Pentium Class 166 megahertz (MHz) processor
- 1024 MB RAM (1GB of memory)
- XGA (1024*768) video card
- 150M Free space (300Mb Required during installation after IE5.0 and MDAC installed)
- Internet Explorer 5.0 or higher, MDAC (Included in with the Complay4.0 Install)
- 56K Modem/ 10/100 Network Card, or RS232 Connection Method (Depending on the Display Connection Method)

Recommended

- Windows XP (Home/Pro) SP3 or later, Windows Vista, or Windows 7.
- 2 GHz, Pentium4 or equivalent processor.
- 2048 MB RAM (2GB of memory)
- XGA (1024*768) video card
- 2GB free space (300Mb Required during installation after IE5.0 and MDAC installed)
- US Robotics V.Everything External Modem (where applicable)
- 10/100 Ethernet Network Adapter (where applicable)
- RS232 Serial Port on your PC (some computer may need an USB to Serial adapter)

NOTE: When using Windows2000, XP, Vista, or Windows 7 in a networked environment the local user of ComPlay4 must be the administrator of the machine that ComPlay4 resides within.

FIRMWARE VERSION

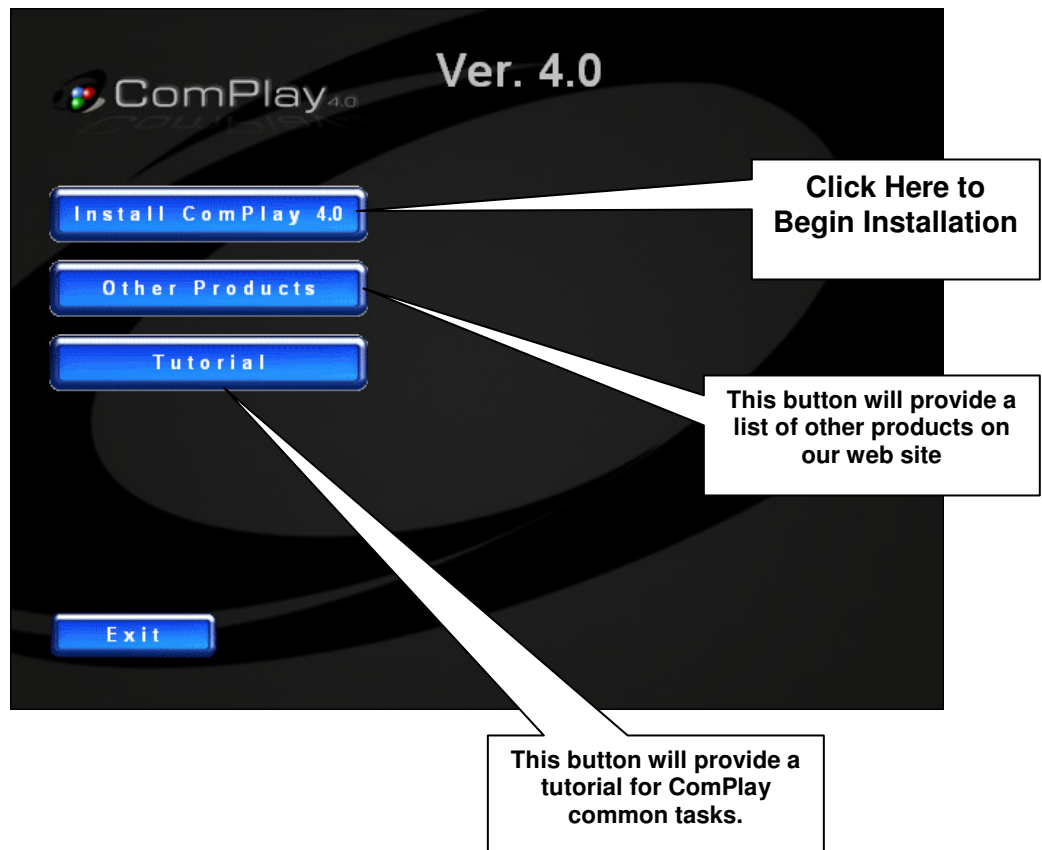
If utilizing ComPlay4 you must first be sure that you are using Version 2.12 (or newer) Firmware in your J M Stewart display, if it is a Communicator, Accelerator, or SunBlazer. Applying power to the display should cause it to show the firmware version (i.e. COMB2.12a) during boot-up. For an HX1 display the firmware should be v1.41 or higher and for the Vanquish-HD the firmware should be v2.18 or higher.

INSTALLATION OF COMPLAY 4.0

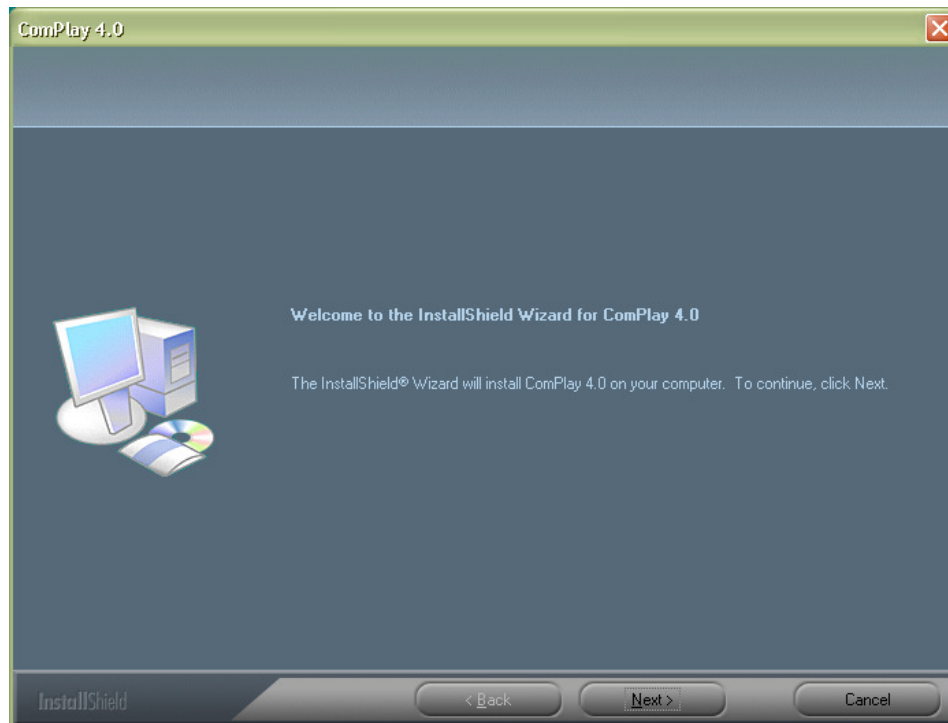
Caution! Uninstall all previous versions of ComPlay 3.0; 3.5 and ComPlay4 before reinstalling any new versions of ComPlay

Insert ComPlay4 CD. This CD is designed to AutoPlay. If it does not start “browse” to your CD drive and right-click on the drive and select Explore. Search for Setup.exe and click on this.

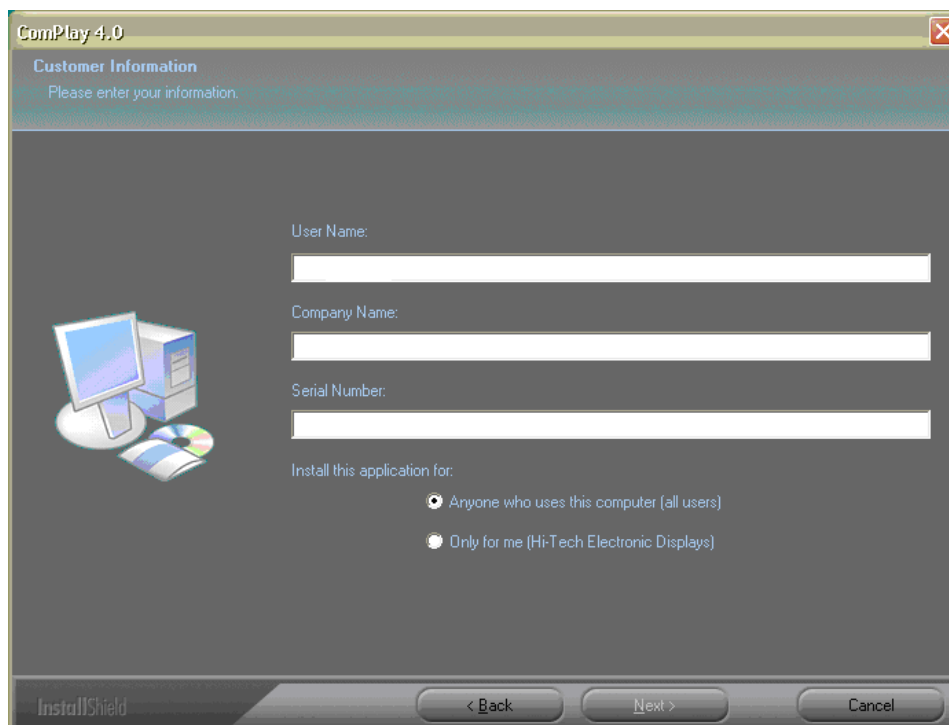
The Installation will begin with the following window



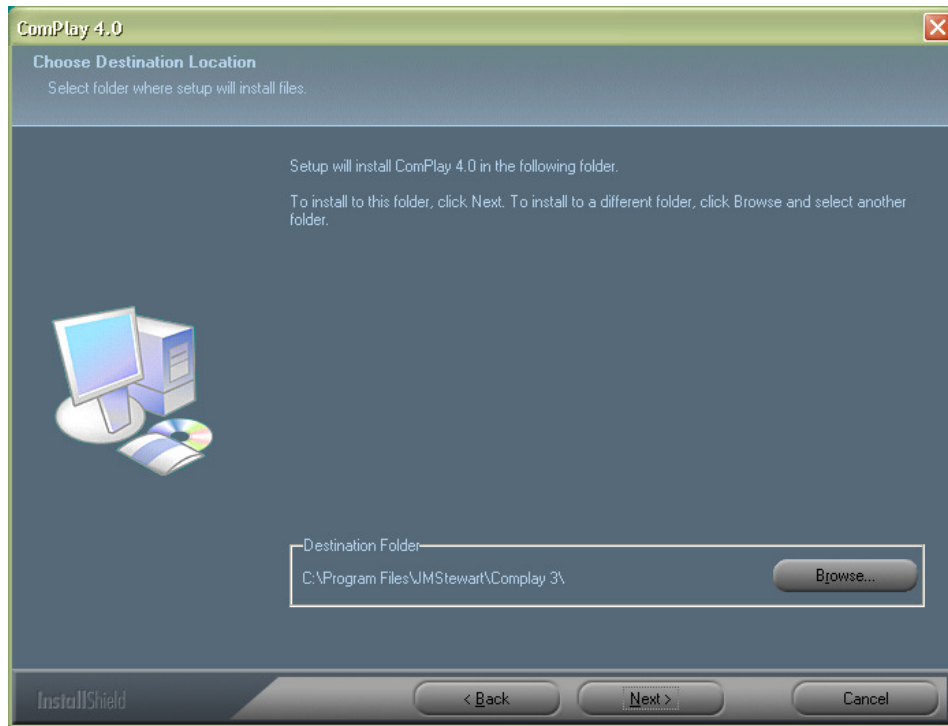
- Selecting Install ComPlay presents this screen. Click Next



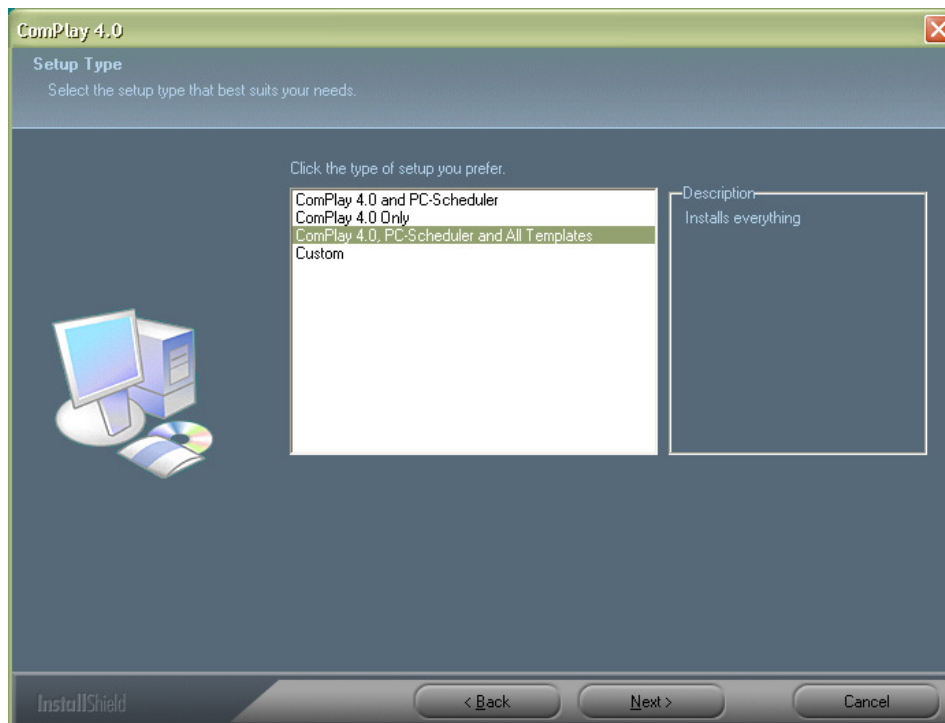
- Enter the user name, company name and the provided Serial Number which should be on the back of the Installation CD, then click 'Next'.



- This is the file location where ComPlay4 will be installed by default. To change the installation location, click on the Change button and 'Next'.



- Select the 'Setup type' and click 'Next'. By default it will install all components.



GETTING STARTED QUICKLY

This section of the manual is for first-time users, or for those who need a quick review.

The following paragraphs will lead you through starting up ComPlay4, creating a new message using both text and graphics, previewing the message, and transmitting it to your display.

STARTING COMPLAY4 FOR THE FIRST TIME

1. Double click on the ComPlay4 icon on your computer screen's desktop. ComPlay4 will begin running. ComPlay4 automatically defaults to the initial Setup Wizard.



If your computer is not yet connected to a display, you may wish to connect it before proceeding. When connected, you can have the Wizard search for it (recommended), automatically entering most of the information.

Alternatively, you can select the Manual Information entry, following the instructions on the Wizard screens. Information needed includes:

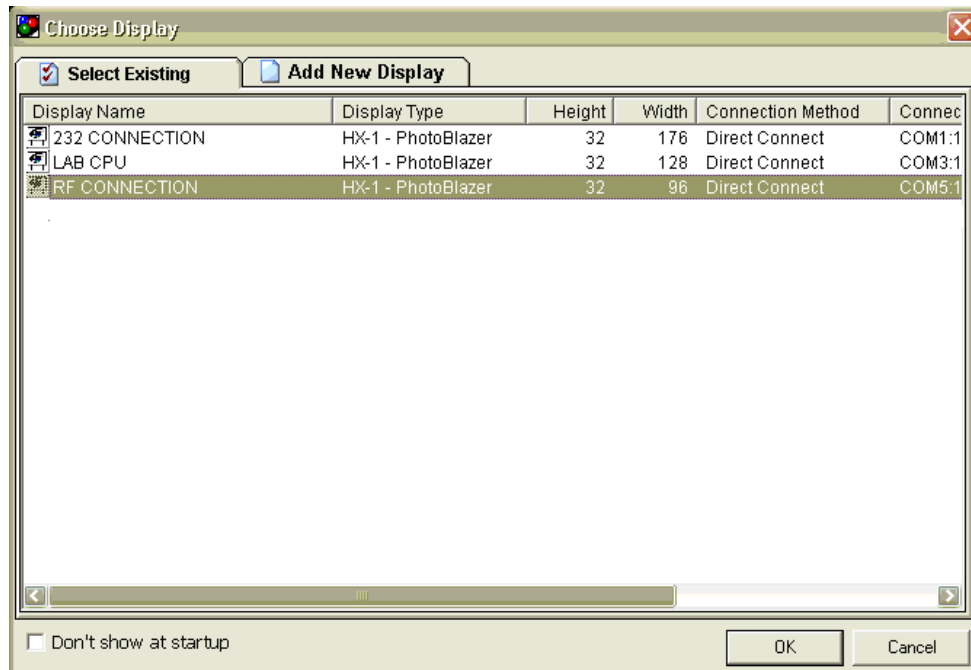
- The type of Display (Communicator, Accelerator, SunBlazer, HX1, VHD)
- The pixel layout of the Display (vertical by horizontal)
- How the Display is connected (Direct, Modem, Network)

The instructions immediately following will lead you through the process of configuring the display when it is attached.

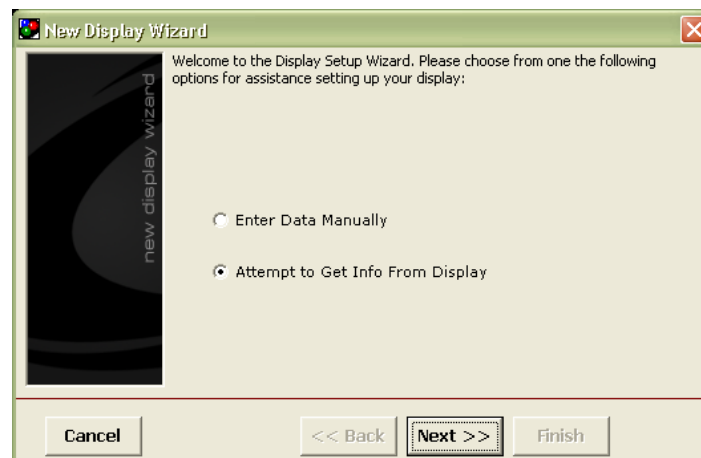
If you need to configure it manually, please go to page 33.

To obtain information about your display, look for a model number, call JM Stewart and ask for our Customer Service department.

If you have not yet configured any display, the following screen will appear, leading you through the process.



2. Click on “Add New Display”



3. Select “Attempt To Get Info From Sign” and Click “Next”. The Wizard will now ask for a communications selection as shown below. The display is configured for one of three possible ways of communicating with it. Each method requires some basic information:

- Modem – You will need the telephone number for the Display, including any required area code or prefix numbers. In addition, you will need to know what COM port your computer uses to communicate with its Modem.
- Direct Connect – You will need to know what COM port the Display is connected to on your computer. In addition, you will need to know the baud rate of your display. In most cases, the default baud rate is 57,600 baud. You will not need to change this unless you know for certain that your Display is configured to operate at a different speed.

- Ethernet Network – You will need to know either the full IP address or at least the first three number groups of your network address scheme (such as 192.168.0) in which the display is located

Now, select one of the methods of communication and then click “Next”.

The image shows three sequential screenshots of the 'New Display Wizard' dialog box, illustrating the steps for setting up a display connection.

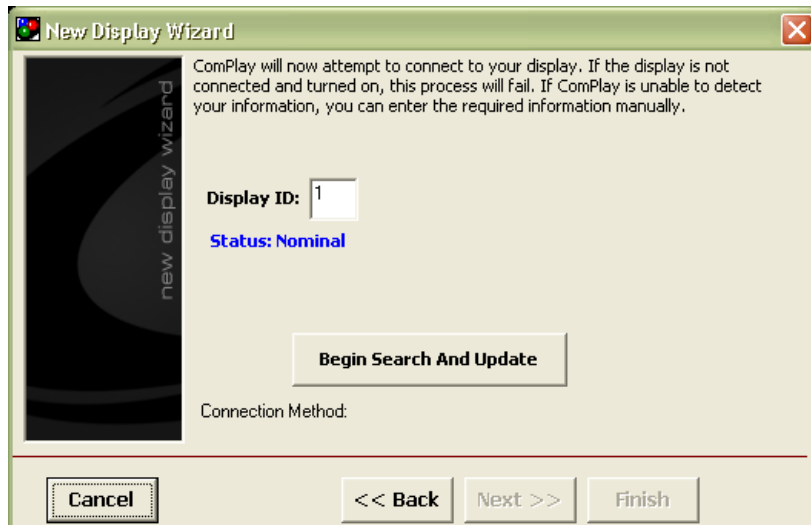
First Screenshot: The dialog box asks 'How are you connecting to your display? By telephone modem, by network connection, or directly connected through your PC's com port?'. It lists three options: 'Telephone Modem', 'Serial Cable directly into this PC (RS-232)', and 'An IP Address' (which is selected). Buttons at the bottom include 'Cancel', '<< Back', 'Next >>', and 'Finish'.

Second Screenshot: This screen is for the 'An IP Address' option. It asks 'The display is directly connected to this PC. In order for ComPlay to detect the connection to the display, please be certain the display is properly connected and power is turned on.' It has dropdowns for 'Port Display Is Connected to:' (set to COM3) and 'Port Baud Rate:' (set to 19200). There is a checkbox 'I don't know this information, please search for me.' and buttons 'Cancel', '<< Back', 'Next >>', and 'Finish'.

Third Screenshot: This screen is for the 'Telephone Modem' option. It asks 'Please select the modem and enter the phone number for the modem at the display!'. It has a dropdown for 'Modem To Use:' (set to 'Standard Modem #2') with a 'Configure' button, and a text field for 'Phone Number:' (set to '555-1010'). Buttons at the bottom include 'Cancel', '<< Back', 'Next >>', and 'Finish'.

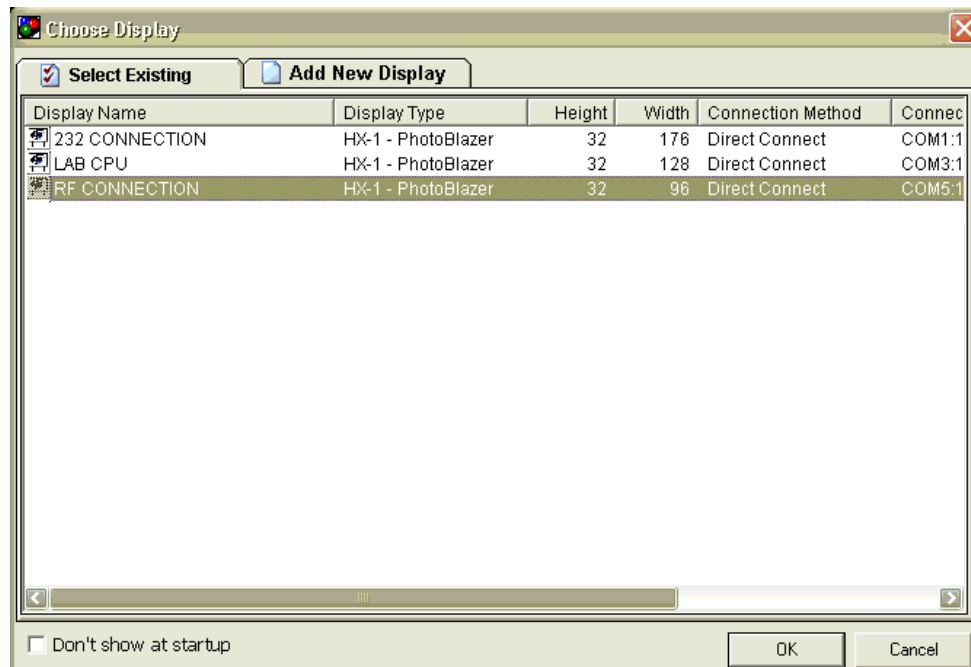
Fourth Screenshot: This screen is for the 'Network Display' option. It asks 'This connection option requires a network-capable display. Please enter the designated IP address of this display.' It has a text field for 'Enter 3 first octets of the Domain. i.e. 192.168.0' (set to '192.168.1') and a button 'Search For Possible Network Display IP's'. Below is a table with columns 'IP Address' and 'MAC Address'. To the right is a 'Search Info' button. At the bottom, it asks 'Please Enter the IP Address of the Display:' with radio buttons for 'Enter IP' (selected) and 'Enter Fully Qualified Domain Name'. Below this is a text field with '192 . 168 . 0 . 1' and a port number '3001'. Buttons at the bottom include 'Cancel', '<< Back', 'Next >>', and 'Finish'.

5. Enter the necessary information and click the “Next” button. A “New Display Search” window shown below appears

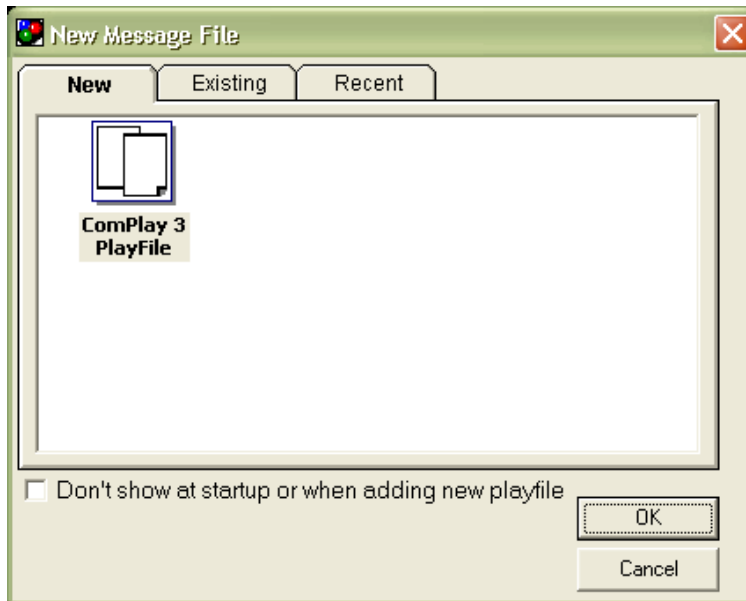


6. Enter in the display ID (usually 1) and then click the “Begin Search and Update” button. Provided your settings have been entered correctly, communications should now be configured. When successful, name your display. Names must be distinct.

The Choose Display box appears, listing the IDs configured. Choose from the selections offered the display for which you wish to prepare a message.

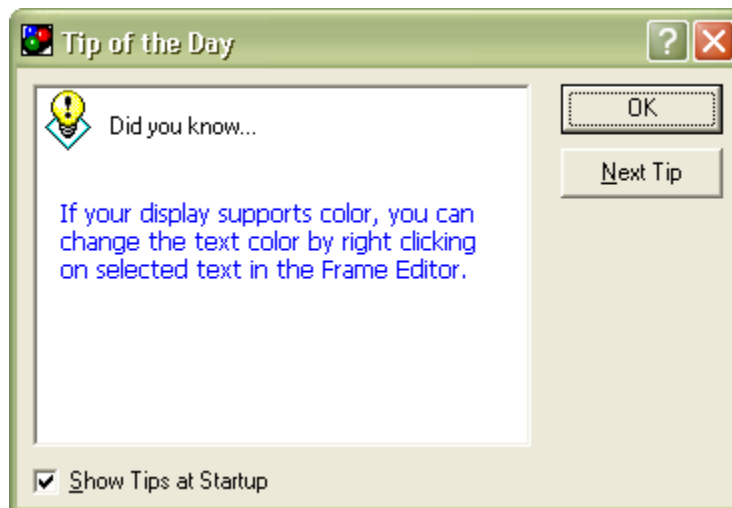


7. Click on the appropriate display, and then on the “OK” button. The window closes and the New Message File window appears.

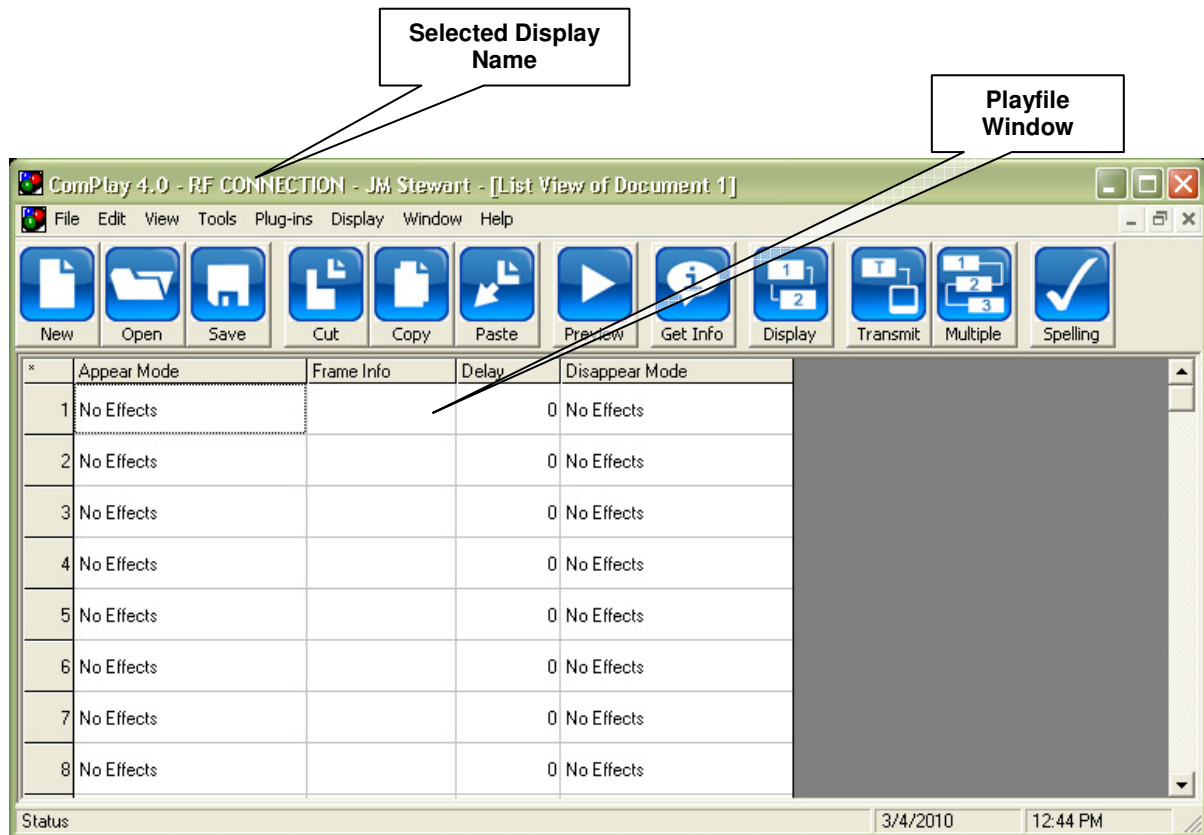


8. Click on the ComPlay4 Playfile icon, and then click on the “OK” button. The new Message File window will disappear and the ComPlay4 Main window and Tips window will appear.

When the Main ComPlay4 window appears at startup, a Tip of the Day window also appears with it as shown below.



The Tip of the Day window contains a different operating tip each time ComPlay is started.

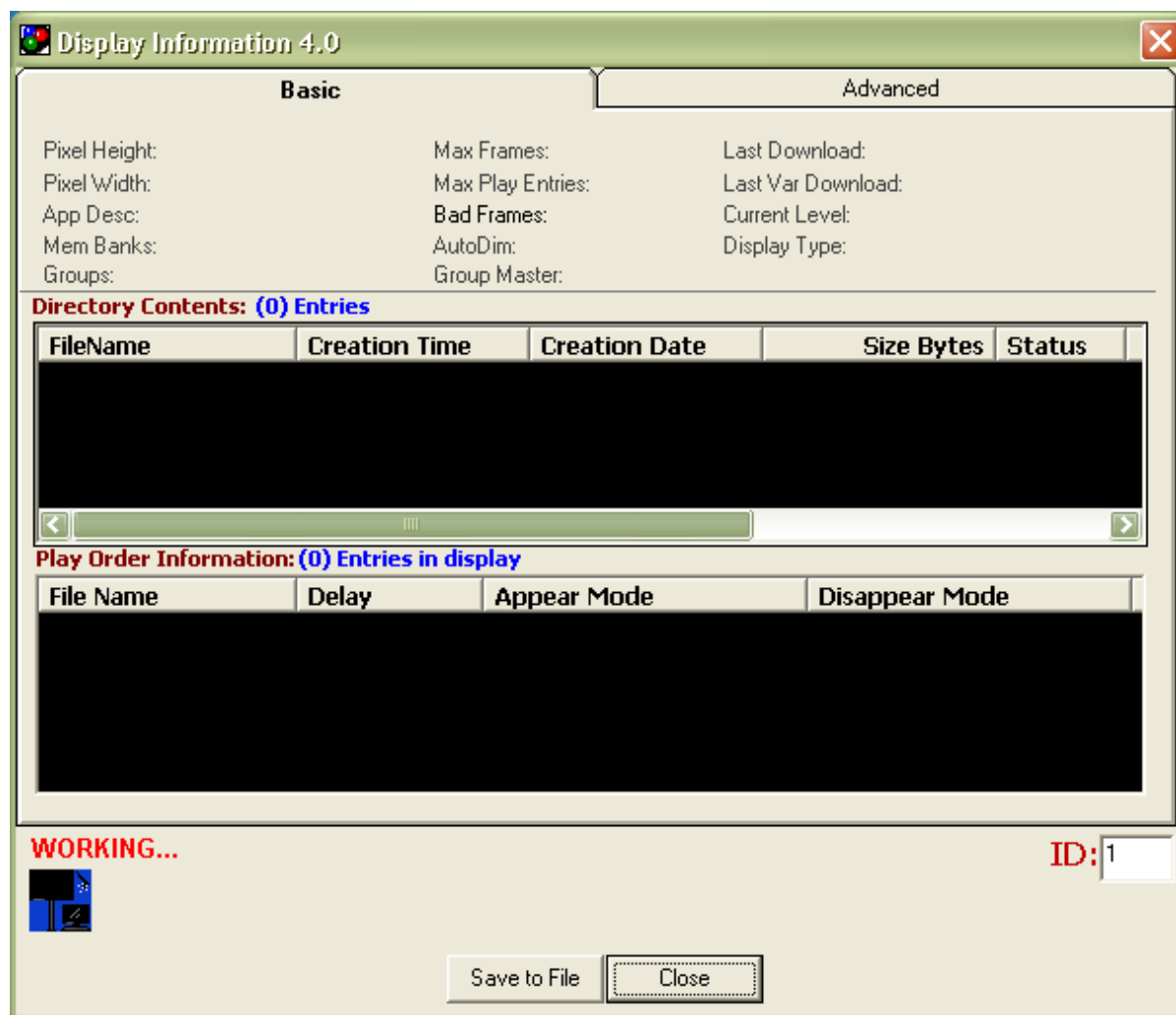


ComPlay4's Main window, shown above, shows the name of the selected display in the title bar. A Playfile window showing the name of the current playfile being edited is presented within the Main window.

9. To verify communications, click on the Get Info button located on the ComPlay Main window Toolbar.



If you have clicked the Get Info button, the display Information window shown below should appear.



ComPlay will establish communications with the selected display and begin doing a read out of its operating parameters. The word "Working" with an animated graphic appears in the lower left corner of the Display Information window.

If communications fail, the words "Unable to Connect" will appear in the lower left corner of the Display Information window. Be sure the display is powered and is connected to the computer.

10. To exit, click on the Close button

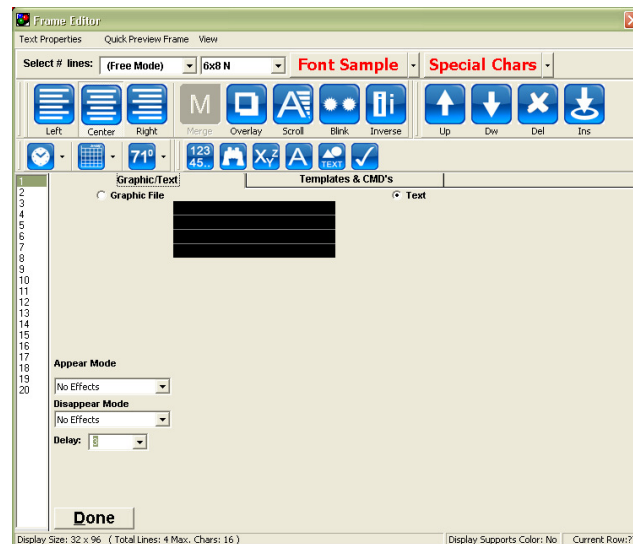
Creating your playfile

This section shows how to create a static text message (step 11), a scrolling message (step 12), messages with graphics (step 13), and messages with multiple lines of scrolling text (step 14). Scan to the instructions for the kind of message you wish to create and perform those steps. You can also size the frame information window by clicking on **“tools”** and selecting the desired panel height from the drop down menu.

11. Creating a Static Text Message.

In this step, you will learn how to create a simple Static Text message. We will also show how to add some special effects to make this first frame “come alive”.

- A. In the Playfile window, locate and click on the first ‘Blank Frame’ (in the list).
- B. The Edit Frame window shown below appears.



The Frame Editor window is where you compose text and graphic inserts for the selected frame. Similar to the main window, the Frame Editor window has a menu bar and a toolbar. Operation of this window is described in detail later in this manual.

- C. Place the cursor in the upper left corner of the text box (black box) and click once. A flashing cursor will appear in the far left side box.
- D. Type a short text message. Character limit is determined by your display size.
- E. You can align the text in the window, if desired, by clicking on the appropriate button on the Toolbar.



- F. To have your text to arrive with special effects, click on the down arrow to the right of the Appear Mode box and select an effect from the drop-down menu. The effect name will show in the Appear Mode box.
- G. You can do the same for disappearance.
- H. Enter a display time (in seconds) Do this by clicking on the down arrow button to the

right of the Display Time box and selecting a delay time. Select a time of at least one second.

Note:

You may preview the contents of any frame by clicking on the Quick Preview Frame button on the Frame Editor Menu bar.

- I. Click on the “Done” button. The Main Window returns and the first frame now appears as the text will appear on the display. If you have completed all messages you can proceed to Step 14. Otherwise, continue on.

*	Appear Mode	Frame Info	Delay	Disappear Mode
1	No Effects	TEXT FILE TEXT FILE TEXT FILE TEXT FILE		3 No Effects

12. Creating a Message Combining Static and Scrolling Text

NOTE ON USING MULTIPLE CPU DISPLAYS

If you are using ComPlay4 with a display containing more than one CPU, you may have difficulty combining static text and scrolling text. If the scrolling text appears on the display at the junction of the areas controlled by the multiple CPUs, the text may be moved up, wiping out a line or more of static text.

When creating a message, there is no way of determining if this problem will occur ahead of time. We recommend that you create the message and try it on the display. If the problem does occur, change the size of the static text to move the scrolling text up, or move the scrolling text to another line

In this step, you will learn to create a combined Static and Scrolling Text message, including some special effects.

- A. On the Playfile window, click on the first available blank in the list to enter the frame editor.
- B. The Edit Frame window appears.
- C. Click near the top left corner of the text box. A flashing cursor will appear.
- D. Type a message not to exceed one line.
- E. If desired, align the text in the window by clicking on the appropriate button on the Toolbar.
- F. Click on the next line below the line you just typed. A flashing cursor will appear on the left side of the text box.
- G. Click on the Scrolling button on the Toolbar.



- H. Type a line of text.

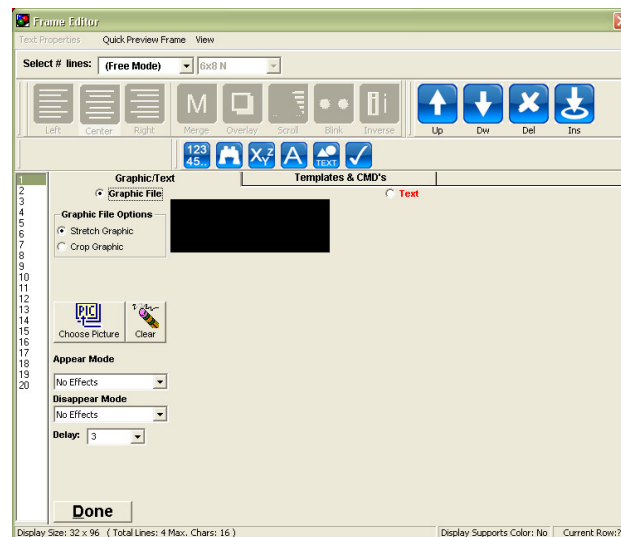
- I. Select any “appear” or “disappear” option (as described previously).
- J. If you selected appear or disappear, enter a delay time for how long you wish this message to linger on the display. Do this by clicking on the down arrow button to the right of the Display Time box and select a delay time. Select a time of at least one-second.
- K. Click on the 'Done' button. The Main Window returns and the second frame appears similar to the first frame. Note that the scrolling message is left justified and underlined.

13. Creating a Message Combining a Graphic Image with Scrolling Text

In this step, you will learn to create a combined graphic Image and scrolling text message with special effects.

Your ComPlay4 CD has some graphic images stored that may fit your display. You can also use a program like Microsoft Paint, PCMax3, or other graphics program to create a simple graphic. Before trying this, you must have at least one graphic image stored somewhere on your computer.

- A. On the Playfile window, click on the next available frame box in the list to enter the frame editor.
- B. Click on the Graphic File radio button. The Graphic Controls appear on the Editor window as shown below.




- C. Click on the Choose Picture File button. A Choose Graphic File window appears.
- D. Browse to the location of your chosen graphic, click on the graphic's filename, and click on the Open button. The graphic will appear in the display box.
- E. Click on the Text radio button. The graphic controls disappear.
- F. Click on the Scrolling button on the Toolbar.



- G. Type a line of scrolling text.
- H. Select any “appear” or “disappear” option (as described previously).

- I. If you selected appear or disappear, enter a delay time for how long you wish this message to linger on the display. Do this by clicking on the down arrow button to the right of the Display Time box and select a delay time. Select a time of at least one-second.
- J. Click on the 'Done' button. The Main Window returns and the third frame now appears as the graphic/text will appear on the display. Note that hovering over this frame will show the path to the selected graphics.

*	Appear Mode	Frame Info	Delay	Disappear Mode
1	No Effects	TEXT FILE TEXT FILE TEXT FILE TEXT FILE	3	No Effects
2	No Effects	SCROLLING TEXT	3	No Effects
3	No Effects		3	No Effects

14. Creating a Message Combining Multiple Lines of Scrolling Text

In this step, you will see how to create a message using multiple lines of Scrolling Text.

You may place multiple lines of scrolling text within a single frame. However, only one line scrolls on the display at a time. The top line scrolls first, followed by the second line, then the third line, etc., until all lines have scrolled across the display.

- A. On the Playfile window, click on the next available frame in the list to enter the frame editor.
- B. The Edit Frame window appears.
- C. Click near the top left corner of the text box. A flashing cursor will appear.
- D. Type a line of text.
- E. Click on the Scrolling button on the Toolbar.



- F. Click on the next line below the line you just typed. A flashing cursor will appear on the left side of the text box.
- G. Type a line of text.
- H. Click on the Scrolling button on the Toolbar.
- I. Click on the 'Done' button. The Frame Editor disappears and the Main Window returns.

SAVING THE PLAYFILE

Once you have finished creating your Playfile, you should save it.

15. Click on the Save button on the Toolbar.



16. Choose a location to store playfile and type a distinct filename for the Playfile.
17. Click on the Save button. The Playfile is now saved.

PREVIEWING THE PLAYFILE

It is always a good idea to preview playfiles before sending them to your display. This gives you a chance to make any changes you desire before the whole world gets a chance to see your message.

Click the Preview button on the Toolbar. A ComPlay4 Emulator window appears as shown below.



Your Playfile will begin playing immediately. The Preview window is a representation of how your Playfile will appear when playing on a display, including any special effects you have chosen.

To terminate Preview and close the window, click on the **X** in the upper right corner of the window.

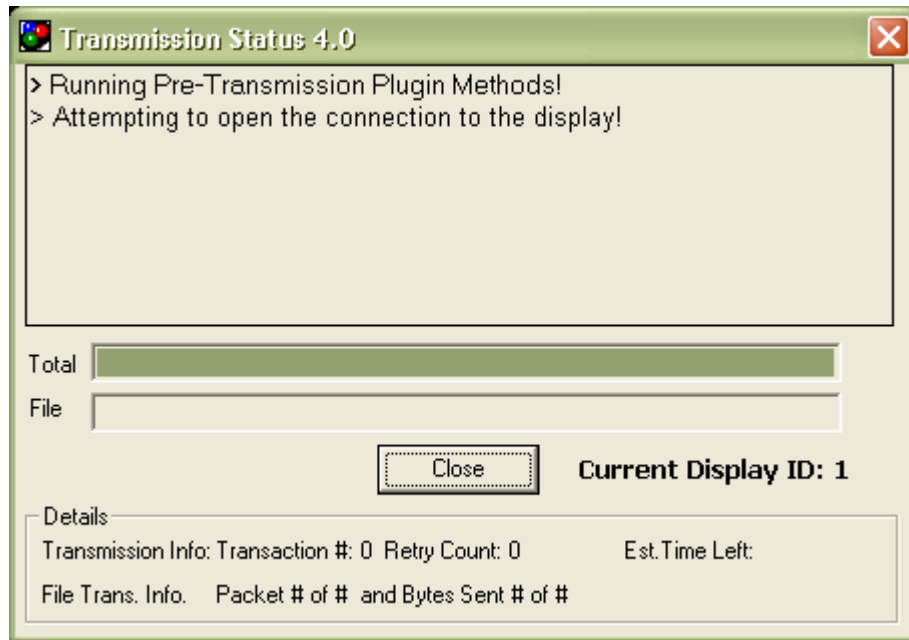
Note:
You must terminate the Preview function before you can
transmit your message.

TRANSMITTING THE PLAYFILE

You've created your message; you've previewed it, and now it's time to deliver it.

When you initiate the transmit process, messages currently playing on the display will be interrupted and go blank. ComPlay4 converts the Playfile into a format usable by the display, and transmits the data via the connectivity link. Depending on the size and complexity of the Playfile, the transmission may take up to several minutes.

18. Click on the Transmit button on the Toolbar. Transmission begins by establishing communications with the display. A Transmit Status window will appear. (A sample is shown below.) When the transfer is complete, the window will indicate Transmit Successful.



19. Once the Transmit Successful message is displayed, click on the Close button. You may now view your message playing on the display.

If the message does not appear on the display as you expected, here are a few things to check:

- Messages flash by too fast or too slow -- Delay times too short or too long.
- Graphics don't display correctly – Wrong size or wrong color graphics.
- Scrolling Text too fast or too slow – Check scrolling text speed under Tools | Options.

The remainder of this manual provides details for each of ComPlay4's functions.

SETTING FOR EVERYDAY USE

By default, every time you start ComPlay4, it begins a startup sequence by presenting the following three windows:

- Choose Display window
- New Message File window
- Tip of the Day window

If you wish, you can customize ComPlay4 to bypass any or all three of these windows. The following paragraphs detail how to bypass each window.

If you have only one display, or if you wish to bypass the Choose Display window when starting ComPlay4, click in the Don't Show at Startup box located in the lower left corner of the window. The next time you start ComPlay4, the Choose Display window will not appear. You may still reach the Choose Display window anytime by clicking on the 'Display' button on the Main window toolbar.

If you wish to bypass the New Message File window when you start ComPlay4, click in the Don't Show at Startup box located in the lower left corner of the window. The next time you start ComPlay4, the New Message File window will not appear. You may still reach the New Message File window anytime by clicking on the 'New' button on the Main window toolbar.

If you do not wish to have a Tip of the Day presented every time you start ComPlay4, click to remove the checkmark in the Show Tips at Startup box located in the lower left corner of the Tips window before clicking on OK.

The next time you start ComPlay4, any window you have chosen to bypass will not be presented.

If you wish to reinstate any or all windows into the startup sequence, open the window and uncheck the "Don't Show at Startup" box.

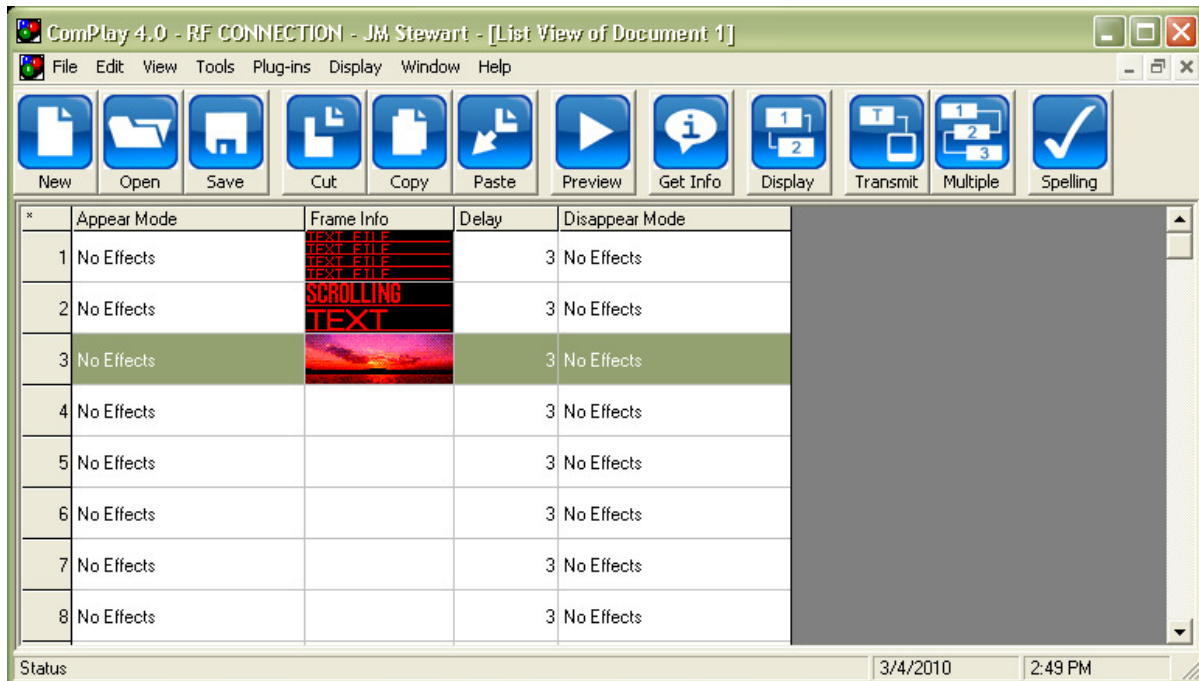
COMPLAY 4.0 MAIN WINDOW

The ComPlay4 Main window has four operating areas:

- Menu Bar - Located near the top of the window. Provides access to all ComPlay4 functions.
- Toolbar - Located below the menu bar. Provides quick access to ComPlay4's most used functions.
- Playfile Area - A separate window contained in the area below the Toolbar. Shows the **Frames** and arrangement of the current Playfile in a grid or list view fashion.
- Frame Editing Controls - Part of the Playfile Area window. Allows the Adding, Removing, or Editing of Playfile Frames. Access this by right clicking on the frame number that is shown to the left of the frames.

LIST MODE

The *List* mode shows the Playfile as a grid with each line representing a single frame.



The *List* mode allows you to see the information about the contents of the frame and allows you direct access to editing the Prefix, Frame Info, Delay, and Suffix selections.

- To change how the text or picture appears or disappears, click on the item you wish to change. A drop down menu appears allowing you to select a different effect. Click on the desired effect. An example is shown below.

*	Appear Mode	Frame Info	Delay	Disappear Mode
1	No Effects	TEXT FILE	3	No Effects
2	Scroll Left to Right	SCROLLING TEXT	3	No Effects
3	Scroll Right to Left		3	No Effects
4	Scroll Top to Bottom		3	No Effects
5	Scroll Bottom to Top		3	No Effects
6	Twinkle On		3	No Effects
7	Reveal from Middle		3	No Effects
8	Fade In		3	No Effects
9	Horizontal Line Drop		3	No Effects

- To change the delay of an individual line, click on the current delay and select a new delay from the drop down list.
- To edit the contents of a Frame, click on the Frame line you wish to edit. The Edit Frame window appears.
- You can rearrange the Playfile order by using the Cut, Copy, and Paste controls. Click on the line you want to remove or copy. Select either Cut to remove it, or Copy to leave it where it is as well as copy it to a new location. Select the line where you want to insert the line, and then use the Paste control from the Edit Drop-down menu to paste the line.

CREATING, OPENING AND SAVING PLAYFILES

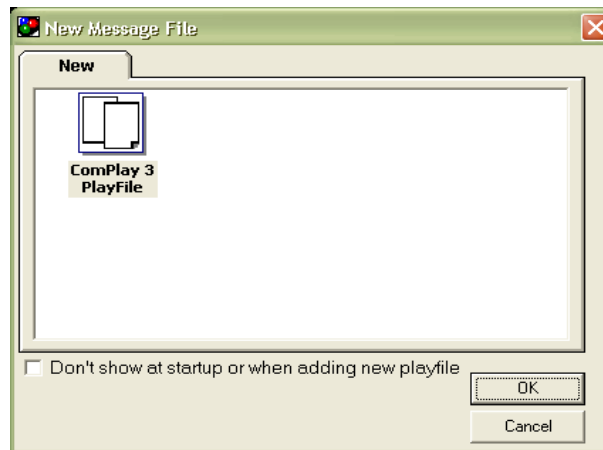
This section covers creating, opening, and saving Playfiles.

CREATING NEW PLAYFILES

You have three methods for creating a new Playfile:

1. You can choose to create a new Playfile when first starting ComPlay4, right after selecting the display. See the Quick Start instructions preceding this section.
2. On the Toolbar, click on the New button.
3. Using the Menu bar, click on File followed by New.

The New Message File window shown below appears.



Click on the ComPlay4 Playfile icon, then Click OK. A new Playfile is presented in the Main window.

FINDING AND OPENING A SAVED PLAYFILE

You can open a previously saved Playfile using one of three methods:

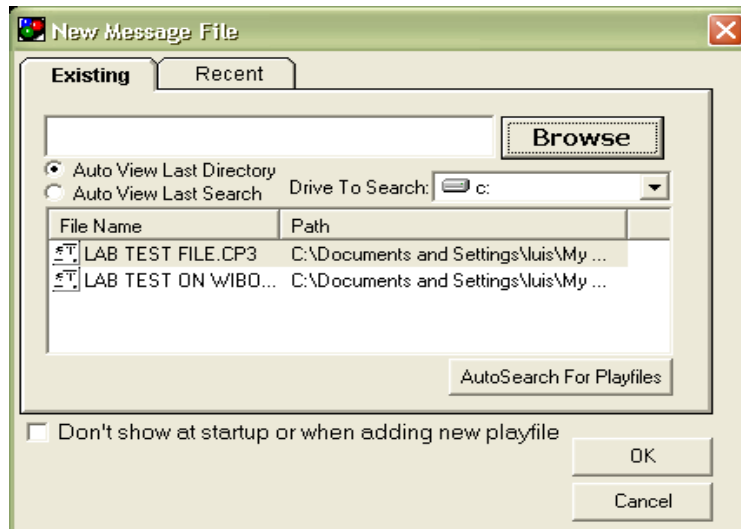
1. When first starting ComPlay4, you can choose to open a saved Playfile by selecting the desired display listed on the Choose Display screen, and then selecting Existing or Recent and browsing.
2. On the Toolbar, click on the Open button.
3. Using the Menu bar, click on File followed by Open.

The New Message File window shown on the next page appears.

From the New Message File window, you can:

- Use the Browse button to locate a file. Just use the browse controls on this window to locate the file, click on it, and then click OK.
- Use ComPlay to search for existing Playfiles by using the AutoSearch feature. ComPlay will search the drive you specify and generate a list of Playfiles. When AutoSearch is complete, click on the file you want, then click OK.

- View and select from a list of recent Playfiles. Clicking on the Recent tab at the top of the window causes a list of recent Playfiles to be displayed as shown below. Click on the Playfile you want, and then click on OK.



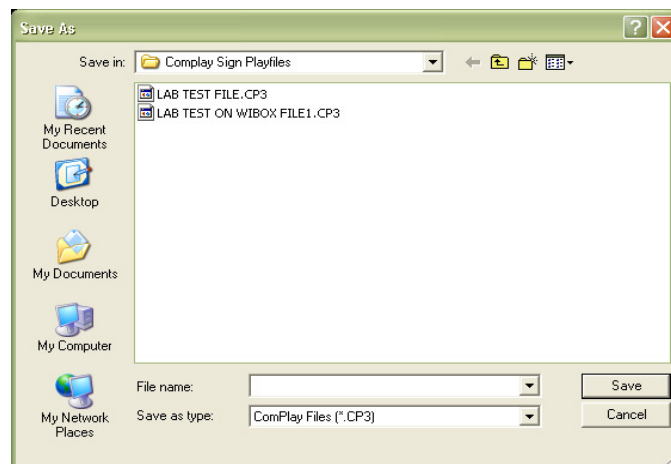
SAVING A PLAYFILE

You have two methods for saving a Playfile:

- Using the Menu bar, click on File, then scroll down to 'Save' (or 'Save As' if you have not previously saved this Playfile).
- Using the Toolbar, click on the Save button.

If the Playfile has been previously saved, the file you are saving will replace the previously saved version.

If the Playfile has not been previously saved the Save As window shown below is presented.



You must name the file by entering a name of your choosing in the File name box near the bottom of the window. You may also choose to save the file in a different location by browsing to that location before saving.

Click on the "Save" button to store the file.

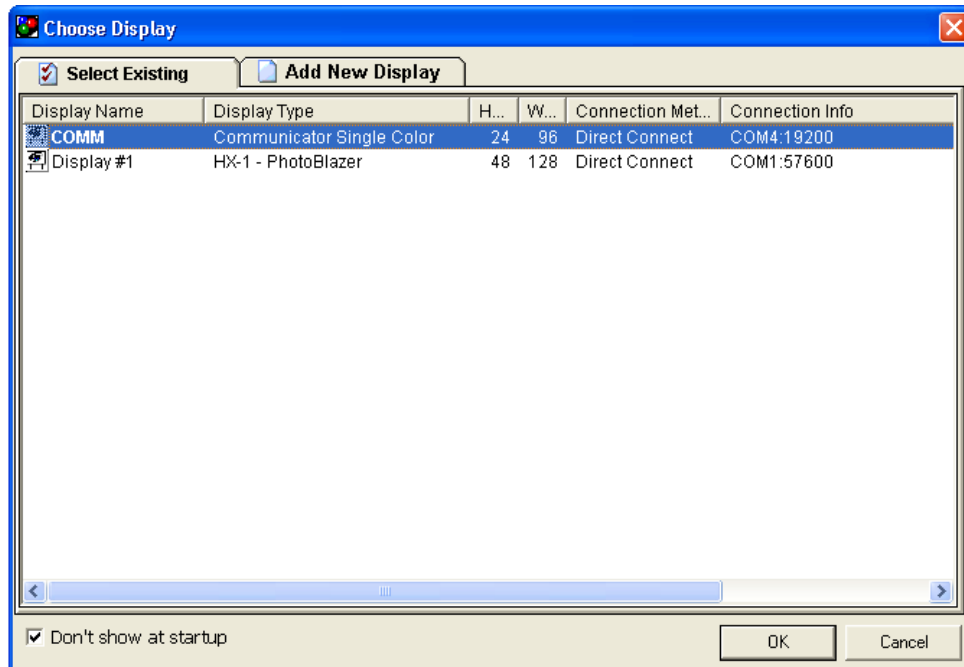
ADDING, DELETING, RENAMING, AND EDITING DISPLAYS

This section will provide details about working with your display(s).

ADDING A NEW DISPLAY OR CHANGING DISPLAY CONFIGURATION

The Quick Start section previously explained how to use the Wizard to configure this software to match your display. (When first starting ComPlay, you can select the “Add New Display” tab on the Choose display window). In the Main window click on the Display button or using the Menu bar, click on Display, and then click on Change Display.

You will be presented with the “Choose Display” window shown below. Click on the “Add New Display” tab in order to add a new display, or choose the desired display from the list.



When choosing “Add New Display” the New Display Wizard will provide you with two methods for adding a new display:

- You can let ComPlay automatically detect the display and load the display's parameters. This is described in the Quick Start Section of this manual.
- You can enter the display Data manually

MANUALLY ADDING A NEW DISPLAY

The method for manually adding a display is similar to the automatic method except that you will have more control about how the new display is configured. The manual method does not attempt to establish communications with the display.

Begin the manual entry process New Display Wizard window by clicking the Enter Data Manually radio button, then clicking 'Next'. The following list provides details concerning each data entry window you will encounter.

- Display Size - Enter the display size width and height (in pixels). If the display supports

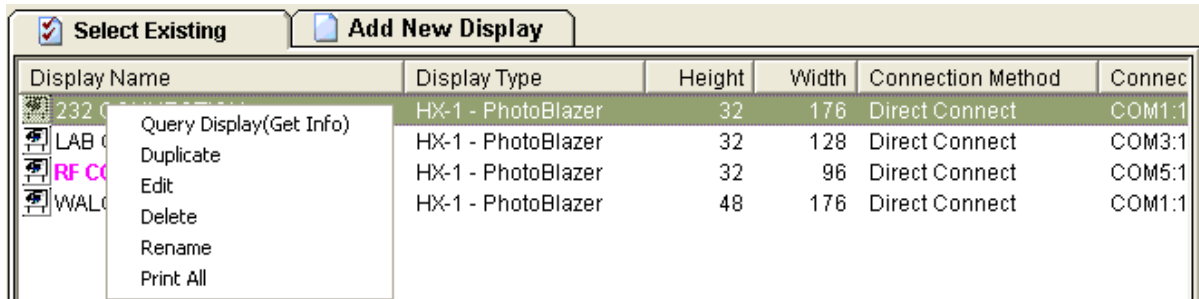
colors, check the color box.

- **Display ID** - Enter the assigned ID number for the new display. If you have only one display, the ID number is most likely 1. If you have multiple displays, you will need to know the particular ID of the display you are adding.
- **Daylight Savings Time** - If you would like the display to automatically adjust for Daylight Savings time, click on the Yes radio button.
- **Time Zone Adjust** - If the new display is located in a different time zone than the computer it is connected to, you can adjust the display's time to read correctly for the time zone it is located in. Every time a new Playfile is downloaded to the display, the display's clock will be updated correctly for its local time. Click on the down arrow to the right of the time zone box and select the time zone difference. For instance, if the computer is located in New York and the display is located in California, select a time zone difference of -3.
- **Scrolling Text Speed** - Select the speed at which you wish scrolling text to roll past on the display. This selection affects only scrolling text, and does not affect the scrolling speed of special effect selections.
- **Temperature Probe** - If your display is equipped with an optional, 'temperature sensing probe', click on the Yes radio button. A 'temperature sensing probe' permits you to display the current temperature for where the display is located.
- **Reset Parameters on Get Info** - You can choose to have the display's parameters reset when you initiate a Get Info command. This will cause a reset and restart of running counters and other information in the display.
- **Brightness** - You can define the default brightness for the display (0-10 with 0 being off, 10 being brightest). If you would like to use ComPlay4's built-in brightness scheduler, you can choose that operating mode here. If your display is equipped with an optional brightness sensor, click on the Yes radio button.
- **Display Connectivity** - Displays are connected to the computer in only one of three possible ways. You will need to know what method the new display is using to connect, and then select that mode. See the Paragraph called ComPlay4 Detecting a New Display, located in this manual for more information on connectivity.
- **Display Name** - Displays are selected by Name in ComPlay4. Therefore, you can name a display anything you wish. You can choose a name that identifies the display to a person, to a location, or to any naming scheme you wish.

Type a name for this display, on the 'Name' line, and then click on 'Finish'. A query box will appear asking if you wish to add another display. When you click on No, the Display Select window appears. Your new display appears in the list and is ready for use.

DELETING A DISPLAY

You can permanently remove a display from the display List by clicking on the display to be removed to highlight it, then right clicking the mouse. The pop-up menu shown below appears.



Click on the Delete button to remove the display from the display List.

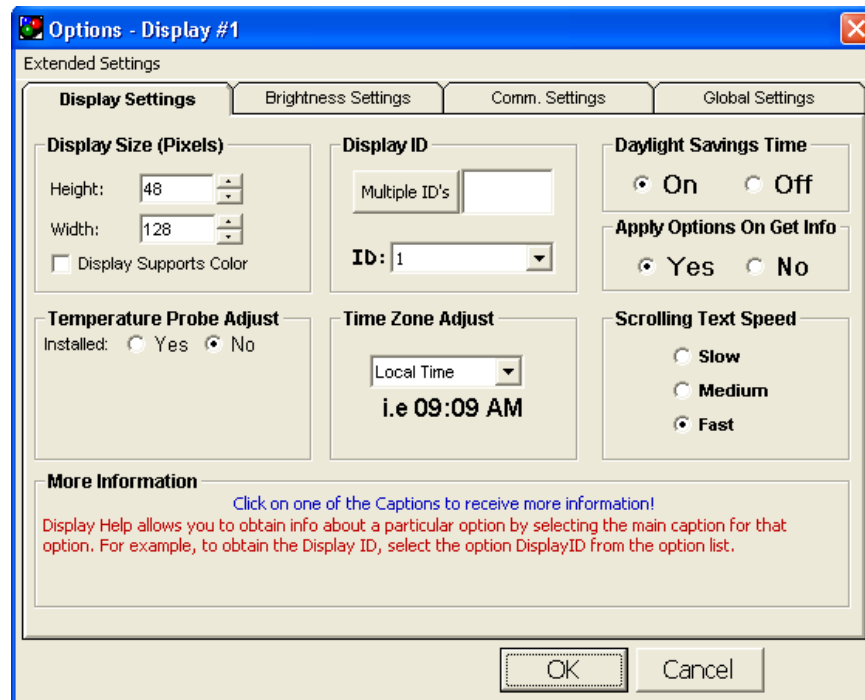
RENAMING A DISPLAY

You can easily rename a display appearing in the Display List, by clicking on the display to be renamed, highlight it, and then right click the mouse. A pop-up menu appears. (See the menu figure under 'Deleting a Display'). Click on the Rename menu item. A cursor becomes active for the selected display as shown below. Type a new name and press Enter.



EDITING A DISPLAY

You can edit the parameters of any display in the Choose Display window by clicking on the display to be edited to highlight it, then right clicking the mouse. A pop-up menu appears. (See the menu figure under 'Deleting a Display'). Click on the Edit menu item and the Options menu appears for the selected display. The Options menu is shown below.



You can get detailed information about each setting by clicking on the settings header. Information about that setting will appear in the More Information box located on the bottom

of the window. For example, clicking on the words "Display Size (Pixels)" causes detailed information about the display size parameter to appear in the More Information box.

Note:

While you may change any parameter in the Options window, the display size will be automatically adjusted to match the display when ComPlay connects to the display.

The following Paragraphs will provide specific information on certain settings on each Options window tab.

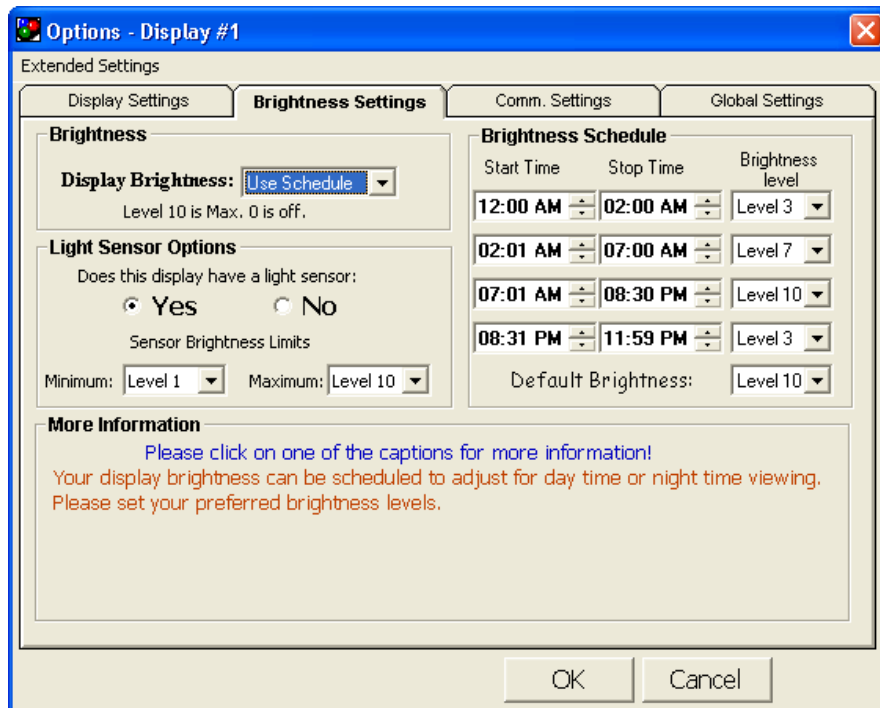
DISPLAY SETTINGS TAB

Most of the parameters in the Display Settings tab are self-explanatory or covered in the More Information block.

Having the checkbox "apply options on get info" allows the user to query the display for configuration and status without modifying any settings in the display. This is helpful to avoid changing any of the settings inadvertently, however when settings are desired to be updated make sure this checkbox is selected.

BRIGHTNESS SETTINGS TAB

The Brightness Settings tab shown below allows you to control the overall brightness of a display.

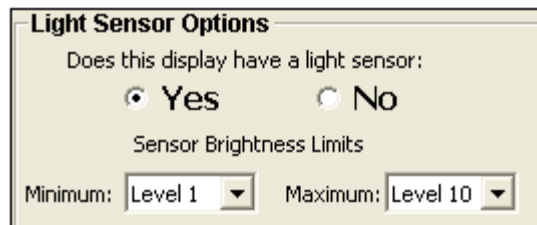


You can get detailed information about each setting by clicking on the settings header. Information about that setting will appear in the More Information box located on the bottom of the window.

You may set the brightness of your display at any one of 11 settings, from 0 (off) to 10 (bright) To set the brightness level, click on the down arrow button to the right of the display Brightness box and choose the level from the drop-down list.

USING THE AUTO LIGHT SENSOR

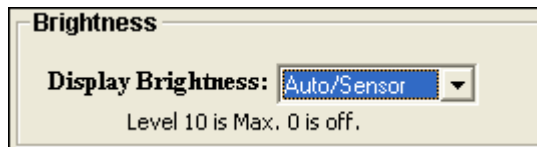
If your display is equipped with an optional light sensor, click 'Yes' in the Light Sensor Options box. The Light Sensor options box changes so that you may set minimum and maximum brightness levels as shown below.



The 'Light Sensor Options' dialog box contains the following elements:

- Title: **Light Sensor Options**
- Text: Does this display have a light sensor:
- Radio buttons: ☒ **Yes** and ☐ **No**
- Section: **Sensor Brightness Limits**
- Minimum: Level 1 (dropdown)
- Maximum: Level 10 (dropdown)

You must also choose the Auto/Sensor setting in the display brightness box as shown below.



The 'Brightness' dialog box contains the following elements:

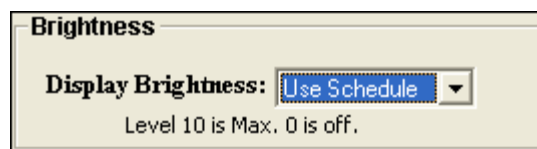
- Title: **Brightness**
- Text: **Display Brightness:**
- Dropdown menu: Auto/Sensor
- Text: Level 10 is Max. 0 is off.

An installed photoelectric light level sensor now controls the display's brightness level within the range you have specified. The photo sensor is usually mounted in or near the display. It will automatically adjust the display's brightness level to match the surrounding ambient light level.

USING THE BRIGHTNESS SCHEDULE

You can use the Brightness schedule to control the display's brightness even if you have a light sensor equipped display.

The first time you start ComPlay4, the Brightness schedule is disabled (grayed out). If you wish to set a schedule for changing the brightness of your display, choose the Use Schedule option in the display Brightness box as shown below.



The 'Brightness' dialog box contains the following elements:

- Title: **Brightness**
- Text: **Display Brightness:**
- Dropdown menu: Use Schedule
- Text: Level 10 is Max. 0 is off.

The Brightness Schedule is now enabled.

The Brightness Schedule allows you to designate up to four brightness ranges that are to occur at specified time periods of the day or night. Each time period is specified with start and stop times in hours and minutes, and a brightness value from 0 to 10 or auto sensor.

Note:

All schedule times must be within the same day.
 You cannot schedule a time that goes over from PM to AM
 In this case, use one schedule that ends at 11:59 pm and the
 next one begin at 12:00 am. See the example in this section.

As an example, let's say you want your display to operate from 5:00 AM to 10:00 PM. One way of configuring the brightness schedule is as follows:

- From 12:00 AM to 2:00 AM, set the brightness level to 3 (darkness to morning light)
- From 2:01 AM to 7:00 AM, set the brightness level to 0 (Closed, display is off)
- From 7:01 AM to 8:30 PM, set the brightness level to 10 (full daylight).
- From 8:31 PM to 11:59 PM, set the brightness level to 3 (evening light to darkness).
- Setting the Brightness Schedule Default Level to 10 would cover any time outside the ranges specified.

You would set the Brightness Schedule up as shown below:

Start Time	Stop Time	Brightness level
12:00 AM	02:00 AM	Level 3
02:01 AM	07:00 AM	Level 0
07:01 AM	08:30 PM	Level 10
08:31 PM	11:59 PM	Level 3
Default Brightness:		Level 10

USING THE AUTO LIGHT SENSOR WITH THE BRIGHTNESS SCHEDULE

If your display is equipped with an optional light sensor, you can use it in conjunction with the Brightness schedule to provide even finer control of the display's brightness.

To use the Auto Sensor along with the Brightness Schedule, click Yes in the Light Sensor Options box and set the Sensor Brightness Limits. Then set the display Brightness box for Use Schedule. A typical setup is shown below.

Light Sensor Options	
Does this display have a light sensor:	
<input checked="" type="radio"/> Yes	<input type="radio"/> No
Sensor Brightness Limits	
Minimum: Level 1	Maximum: Level 10

As an example, let's say you want your display to operate from 5:00 AM to 10:00 PM. During the day, you want the light sensor to adjust the display to automatically compensate for either bright sun or overcast. One way of configuring the brightness schedule is as follows:

- From 5:00 AM to 8:00 PM, set the brightness level to Sensor (Sensor controls display).

- Set the Brightness Schedule Default Level to 0. (You're closed from 10:00 PM to 5:00 AM. With a Default Brightness level of 0, the display is essentially turned off.)

You would set the Brightness Schedule up as shown below:

Start Time	Stop Time	Brightness level
05:00 AM	08:00 PM	Sensor
08:01 PM	08:01 PM	Sensor
08:01 PM	08:01 PM	Sensor
08:01 PM	08:01 PM	Sensor

Default Brightness: Level 0

Click OK and the settings are saved for the selected display

COMM SETTINGS TAB

The Communications Setting tab, shown below, will rarely require any changes.

Options - Display #1

Extended Settings

Display Settings | Brightness Settings | **Comm. Settings** | Global Settings

Modem Information - Modem To Use: Motorola SM56 Speakerphone Modem [Configure]

Phone Number: []

Network Information - Please Enter the IP Address of the Display:

☐ Enter Numeric IP ☒ Enter Fully Qualified Domain Name

[] 3001

Direct Connect Information

Port Display Is Connected To: COM1 Port Baud Rate: 115200

OK Cancel

The most common reasons for making changes on the Communications tab are:

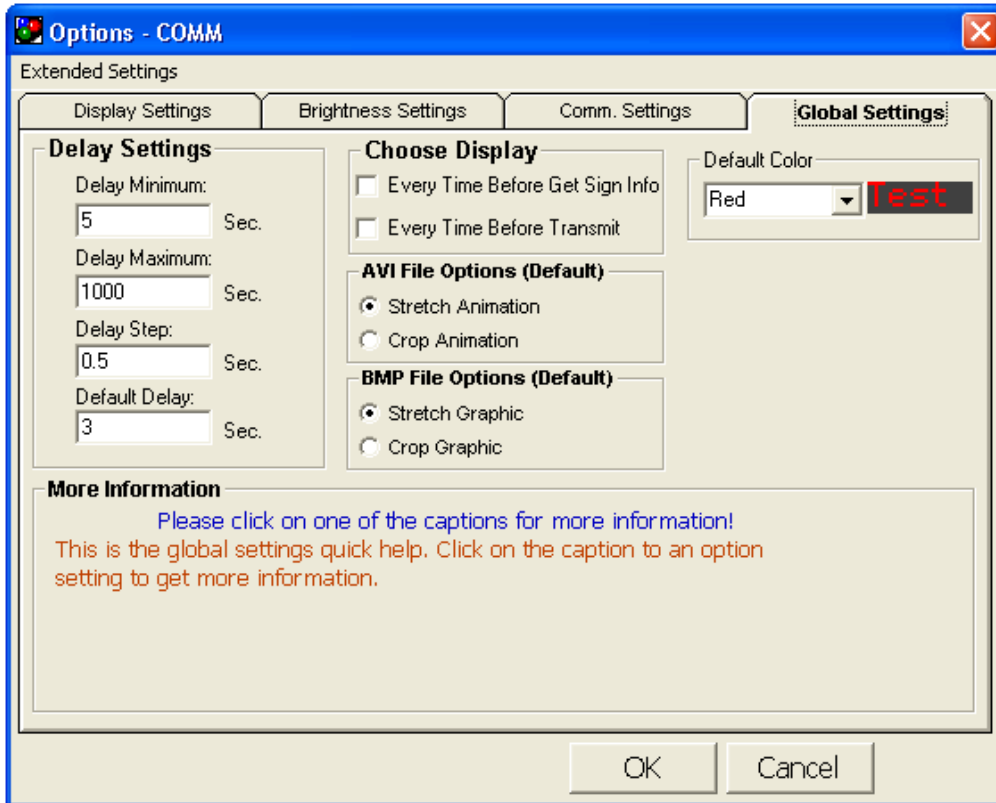
- Modem Connected Displays - Changes in the display's telephone number or required adjustment to the modem settings.
- Network Connected Displays – A change to the display's IP address.
- Direct Connected Displays – A change to the computer's COM port, or when USB to serial converter is assigned a different communication port.

Click OK and the changes will apply for the selected display.

GLOBAL SETTINGS TAB

DELAY TIME SETTINGS

The Global Settings tab provides the ability to change the selectable range of delay times. The Global Settings tab is shown below.



Delay time is the length of time a Playfile Frame will remain on the display before the next Frame is presented. ComPlay4's initial range of delays, are from 0 to 10 seconds in half-second increments.

If you wish to change the delay range or increment, edit the contents of the appropriate box.

DEFAULT COLORS

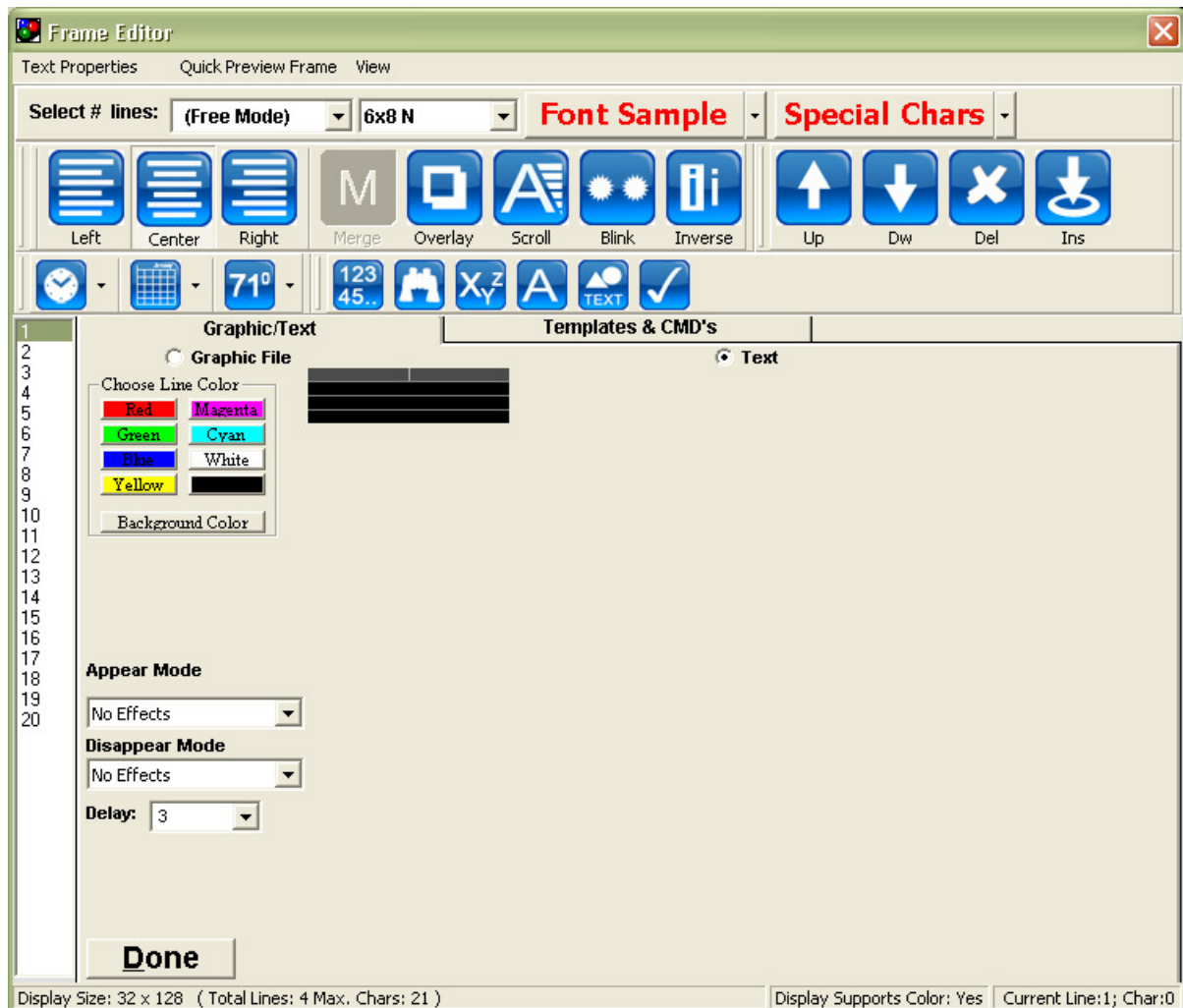
When using a color display, you can select the default color of the text entered.

When you click OK, all changes to the delay settings will apply to all displays.

FRAME EDITOR WINDOW

The Frame Editor window, shown below, consists of five areas. They are:

- Menu Bar – Allows access to various editing functions.
- Toolbar – Provides access to font sizes and the most-used editor functions.
- Time, Date, Temperature controls – Allows you to quickly add time, date, and temperature variables to the frame.
- Frame Access list – Located on the left side of the Frame Editor window, the Frame Access list allows quick access to another frame.
- Graphic/Text and Templates tabs – Provides the workspace where you can compose the contents of the frame.



The following paragraphs provide details for each of the window areas.

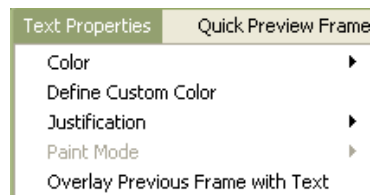
EDITOR MENU BAR

The Frame Editor Menu bar provides controls for:

- Text Properties – selecting text color and justification.
- Quick Preview Frame – allows you to preview the current frame.
- View – changes the view size of the editor window.

TEXT PROPERTIES

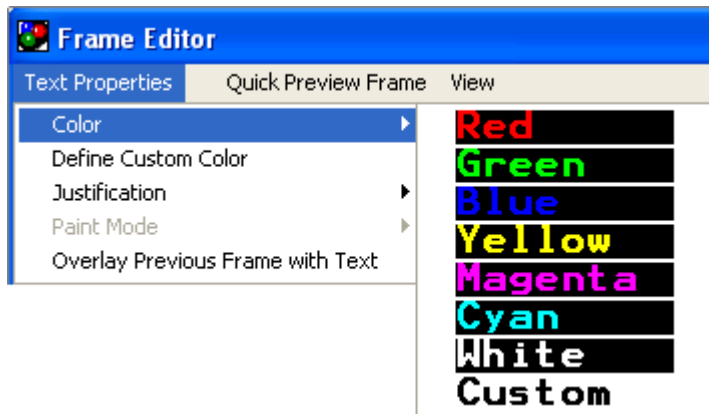
Clicking on the Frame Editor Text Properties button provides access to the text Color and Justification functions as shown below



COLOR TEXT PROPERTIES

The Color selection is enabled only if the selected display supports multiple colors.

Scrolling down to the Color selection causes the text color palette to be displayed as shown below.



You can select the text color for the entire frame, or for any portion of the text within the frame. To change the color of any text within the frame, proceed as follows:

1. Highlight the text for which you wish to change color.
2. Click on Text Properties on the Editor Menu Bar or Right-click on text being edited.
3. Scroll down to Color.
4. Scroll over to the color you wish to select, and then click the left mouse button. The selected text will change to the chosen color.

TEXT JUSTIFICATION

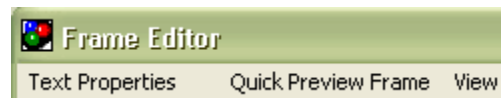
You may change the position of any static text on a line-by-line basis. Scrolling text cannot be justified. Text justification buttons are included on the Toolbar.

To justify a line of static text, proceed as follows:

1. Click anywhere on the line of text to be justified.
2. Click on Text Properties on the Editor Menu Bar.
3. Scroll down to Justification.
4. Scroll over to the desired type of justification and click the left mouse button. The selected line will change to the chosen justification.

QUICK PREVIEW FRAME

The Quick Preview Frame button, shown below, allows you to preview how the current frame will appear when it is transmitted to the display.



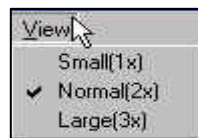
Clicking on the Quick Preview Frame button causes the Preview window to open and the frame to begin playing.

Note:
Some special effects may not appear in the Preview window.
Effects that cannot be previewed include Message Maker
Command files, Blinking mode, Inverse mode, and Variables.

You must close the Preview window before you can continue editing.

VIEW

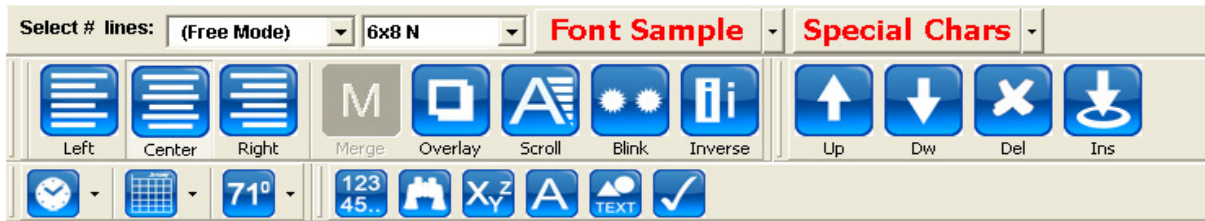
The View function changes the size of the editing window. Clicking on the View button causes the drop down menu shown below to appear.



The View function changes only the size of the editing window. It has no effect on how the frame will appear on the display.

EDITOR TOOLBAR

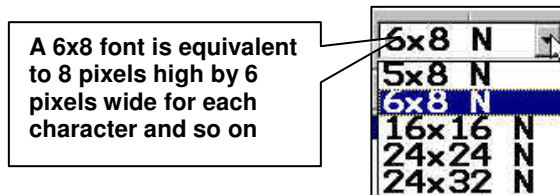
The Editor Toolbar, shown below, allows quick access to the Frame Editor's most used functions



The Toolbar is divided into a number of functional areas.

FONT SELECTION

Font selection is located on the left side of the Toolbar. The number of font sizes available depends on the size of the selected display. Clicking on the down arrow button on the right of the font selection box produces a drop down menu similar to the one shown below.



Selecting a font size causes the text on the selected line in the editing window to be resized.

JUSTIFICATION BUTTONS

The Justification buttons, shown below, allow you to justify static text.



You may change the position of any static text on a line-by-line basis. Scrolling text cannot be justified.

SCROLL BUTTON

The Scroll button, shown below, allows you to change any line of text to a scrolling line of text.



To change a text line to a scrolling line, click on the line, and then click on the Scroll button. The Justify buttons and the Blink buttons are disabled. You may now enter a line of text up to 900 characters long.

You may turn a scrolling line of text back into a static line of text by clicking on the Scrolling button a second time. However, any text that exceeds the length of the display will be discarded.

TEXT PROPERTIES (BLINK/INVERSE)

The Blink and Inverse buttons, shown below, allow you to add additional effects to the text.



- **Blink** – Causes the selected text line to blink at about a 1-second rate. Works only with static text.
- **Inverse** – Causes the selected text line to switch colors. On a single color display, the text will appear as black characters in a colored line. Inverse works with both static and scrolling text. Text is inverted from the normal text color to the color of background (black).

On a static text line, the Blink and Inverse functions can be used together. When used together, the text appears as alternating normal and inverse text switching at a 1-second rate.

FRAME CONTROLS

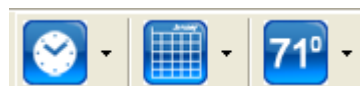
Frame Controls permit you to insert, delete, or move from frame to frame without leaving the Frame Editor window.



- **Up and Down Arrow Buttons** – Moves to the previous or next frame. If you are on the first frame, the Up button has no action. Similarly, if you are already on the last frame, the Down arrow button has no effect.
- **Delete Button** – Deletes the current frame.
- **Insert Button** – Inserts a new frame at the current location.

EDITOR: TIME DATE TEMPERATURE BAR

The Time, Date, and Temperature buttons, shown below, permit you to insert variables into either static or scrolling text.



Clicking on one of the icons places a related variable on the selected text line. When the Playfile is transmitted to the display, the variable is substituted for an actual time, date, or temperature each time the frame is played.

Clicking on the down arrow button next to each icon permits you to select the format for the variable.

EDITOR FRAME ACCESS LIST

The Frame Access list, located on the left side of the Frame Editor window, permits you to move to a different frame by clicking on the frame number. This will allow you to directly go to the main menu after each frame is edited.

By default, each new Playfile is assigned 20 frames. You can add more by utilizing the Insert button.

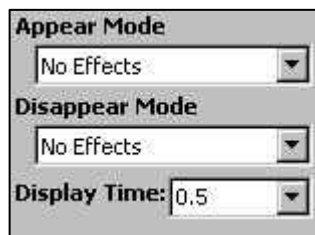
EDITOR GRAPHIC/TEXT AND TEMPLATES TABS

The Graphic/Text and the Templates tabs are the workspace on which you develop the contents of the frame. Each tab is described in the following paragraphs.

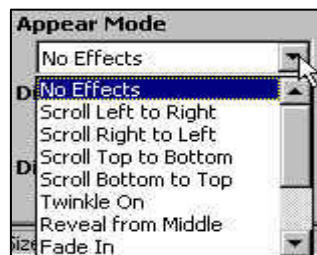
You can place either a Graphic, / text, or a command file in a frame. Command files are special program files that send specific control codes to the display. One source for Command files is the Message Maker program described in the Plug-Ins section of this manual.

APPEAR MODE, DISAPPEAR MODE AND DELAY TIME OPTIONS

One feature present on both the Graphic/Text tab and the Templates tab is the Appear Mode, Disappear Mode, and Delay Time section shown below.



- **Appear Mode** – The Appear Mode determines how the current frame will be presented on the display. With No Effects selected, it will just suddenly appear on the display. Clicking on the down arrow to the right of the mode box permits you to select from a number of Appear options, as shown below.



- **Disappear Mode** – The Disappear Mode operates similar to the Appear Mode except that it controls how the frame is removed from the display. Clicking on the down arrow to the right of the mode box permits you to select from a number of Disappear options.

Note:
Not all special effects are shown in the Preview window.

- **Delay Time** – The Delay Time command controls the duration that a frame lingers on

the display before being replaced by the next frame. In the case of a scrolling text only frame, it determines how long the display will remain blank before the next frame is placed on the display. By clicking on the down arrow on the right side of the Delay Time box, you may choose delay Times of up to 10 seconds in half-second increments.

You may also enter delay Times manually. To enter a manual delay time, click on the Delay Time box to highlight the current time and type in a desired delay.

By default, ComPlay4 is configured to permit delay times of up to 10 seconds in half-second increments. If you need to customize the delay time settings, you can do so as follows:

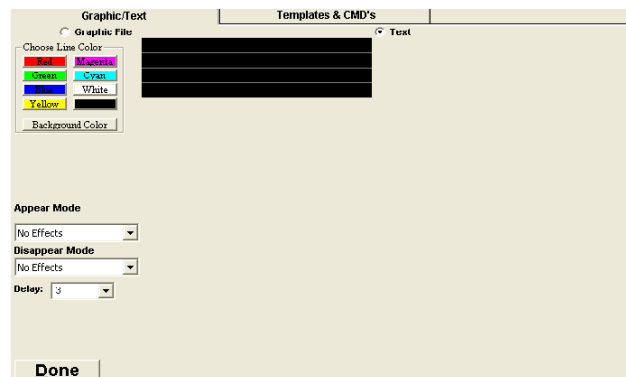
1. Click on Tools on the ComPlay4 Main window. A drop-down menu appears.
2. Click on Options. The Options window appears.
3. Click on the Advanced Settings tab. You will find controls allowing you to change the Default delay Time range and increment.

Graphic/Text Tab

The Graphic and Text buttons allow you to enter or edit either graphics or text in the current frame. You can have both a graphic and text in the same frame, but you may only edit one at a time. The titles for the graphic or text buttons turn red when one or the other has been entered in the current frame. The Text and Graphic modes are detailed in the following paragraphs.

TEXT

The Text selection of the Graphic/Text tab, shown below, is presented by default each time you open the Frame Editor window.



The size of the text-editing window (the black rectangle) varies with the size of the selected Display.

Clicking on a line within the editing box causes a cursor to become active on that line. You control the font size, color, and other text attributes through use of the editor Toolbar buttons. You also have quick control of line and background color to the left of the window, text may be static, scrolling, or a mixture of both.

When you have completed entering text, click on the 'Done' button in the lower right corner to end the editing, or click on the Graphic File radio button to add a graphic image to the frame.

GRAPHIC FILE

The Graphic selection of the Graphic/Text tab, shown below, is reached by clicking on the Graphic File radio button (near the top left corner of the tab).



The screenshot shows the 'Graphic/Text' tab with the 'Graphic File' radio button selected. The 'Graphic File Options' section contains 'Stretch Graphic' (selected) and 'Crop Graphic'. A large black rectangular area represents the graphic. Below this are 'Choose Picture' and 'Clear' buttons. The 'Appear Mode' and 'Disappear Mode' dropdown menus are both set to 'No Effects'. The 'Delay' is set to 3. A 'Done' button is at the bottom left.

Graphic/Text **Templates & CMD's**

☒ **Graphic File** ☐ **Text**

Graphic File Options

☒ Stretch Graphic
☐ Crop Graphic

 Choose Picture  Clear

Appear Mode
No Effects

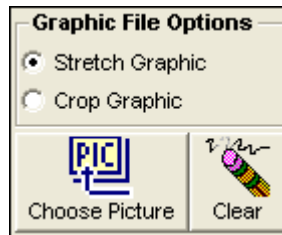
Disappear Mode
No Effects

Delay: 3

Done

Graphics files are .BMP, .JPG picture file, or an .AVI movie file.

The Graphic selection presents a number of controls as shown below:



- Graphic File options Sizes the graphics for the selected Display.
 - Stretch – Stretches the graphic to fit the display. (Note: Stretched graphics are not proportional.
 - Crop – Displays the graphic without any resizing.
- Choose Picture File – Opens a Choose Graphic File window that permits you to choose, preview, and load the graphic file.

Note:

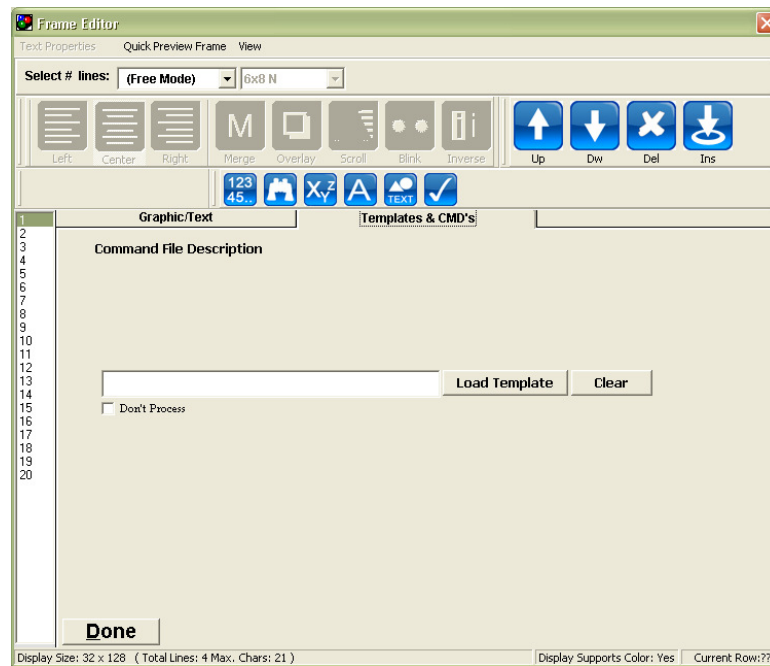
You may also drag and drop graphics from other applications into the Choose Graphic File window.

To use the drag and drop feature, use the My Computer Windows feature to open the folder where the graphic resides. Place the cursor on the graphic file name and click and hold the left mouse button. Drag the cursor into the Choose Graphic File window, and then release the mouse button. A copy of the graphic is placed in the window and, if enabled, appears in the preview.

- Clear – Erases any graphic present in the current frame.

TEMPLATES TAB

The Templates tab, shown below, permits you to load Command (.CMD) files displaying special effects or sending special commands to the display.



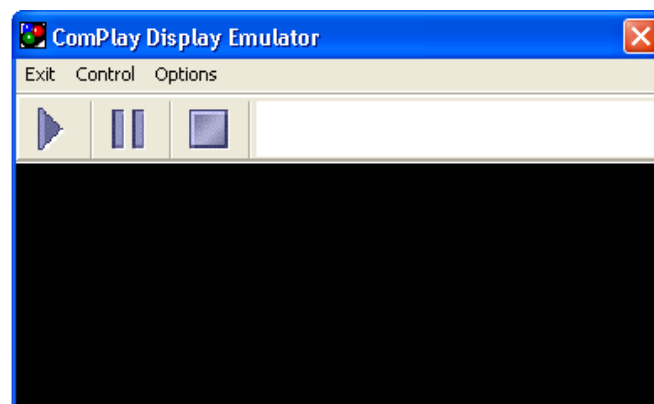
Clicking on the Load Template button causes an Open file window to appear. The File Open window allows you to browse to the desired file and load it.

The presence of a Command file overrides any other text or graphics that may have been loaded in this frame. In order to change the frame back for the use of text or graphics, you must remove the Command file by clicking on the Clear button.

PREVIEW FUNCTION

The preview function allows you to see approximately how your Playfile will look when played on the Display.

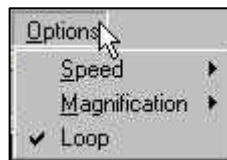
Clicking on the Preview button on the Toolbar opens a Preview window similar to the one shown below.



Preview renders the Playfiles graphics in real time to provide a realistic representation.

The 'Preview' window Menu bar provides three functions.

- Edit – Terminates the Preview function and closes the window.
- Control – Provides drop-down menu access to the Play, Pause, and Stop controls.
- Options – The Options drop-down menu, shown below, provides access to the Preview functions size, speed, and loop functions.

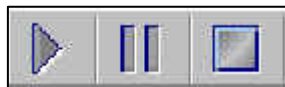


If a Preview is in progress, the Magnification and Loop functions are disabled. To enable these options, click on the Stop button.

The options are outlined below:

- Speed – Provides a menu of preview speeds.
- Magnification – Menu items allow selection of pixel size from 1-4.
- Loop Repeat - When checked (default), causes the preview to repeat when it reaches the end of the Playfile. When unchecked, Preview plays once each time the Play button is clicked.

The Preview Toolbar, shown below, contains three control buttons. From left to right, they are Play, Pause, and Stop.



GET DISPLAY INFORMATION

Clicking the Get Info button causes the program to communicate with the selected display and return display Information. The data returned from the Display appears in the Display Information window shown below.

The information contained in the Directory Contents and Play Order Information window varies based on the Playfile present in the display.

Basic information about the display is shown at the top of the window.

Clicking on the 'Advanced' tab provides a complete list of information returned from the display. Appendix B of this manual contains a list of the data items and their meanings.

Display Information 4.0

Basic | Advanced

Pixel Height: 48 Max Frames: 6960 Last Download: 5/26/06 10:27:12
 Pixel Width: 128 Max Play Entries: 600 Last Var Download: 5/10/06 10:23:29
 App Desc: HX1 v1.45Eng Bad Frames: 0 Current Level: 1
 Mem Banks: 151 AutoDim: False Display Type: 164- HX-1 - PhotoBlazer
 Groups: Group Master:

Directory Contents: (68) Entries

FileName	Creation Time	Creation Date	Size Bytes	Status
FLAG96~1.BMP	13:53:58	10/18/01	18,486	Used
32X128~2.BMP	12:24:44	08/03/01	18,486	Used
32X128~1.BMP	12:25:26	08/03/01	18,486	Used
323BD4~1.BMP	12:30:56	08/03/01	18,486	Used

Play Order Information: (3) Entries in display

File Name	Delay	Appear Mode	Disappear Mode
TXT00000.FST	3000ms	Vertical Blinds On	Jaws Off
TXT00001.FST	3000ms	Paint On	Line Drop
32X128~4.BMP	5000ms	Line Drop	Scan Vertical Off

Info Retrieved ID: 1

Save to File Cancel

TRANSMIT

ComPlay4 provides two Transmit methods for sending your message to the display(s).

- Single Display – The Playfile is transmitted to a single, selected display.
- Multiple Displays – The Playfile is transmitted to multiple selected displays, one display at a time.

No matter which type of Transmit you initiate, the process begins with ComPlay4 establishing communication with the selected display. The Playfile is then converted into a format usable by the display, and transmitted. When the transmission is complete, a status window indicates success and the Playfile begins playing on the display.

The following paragraphs provide details of each Transmit method.

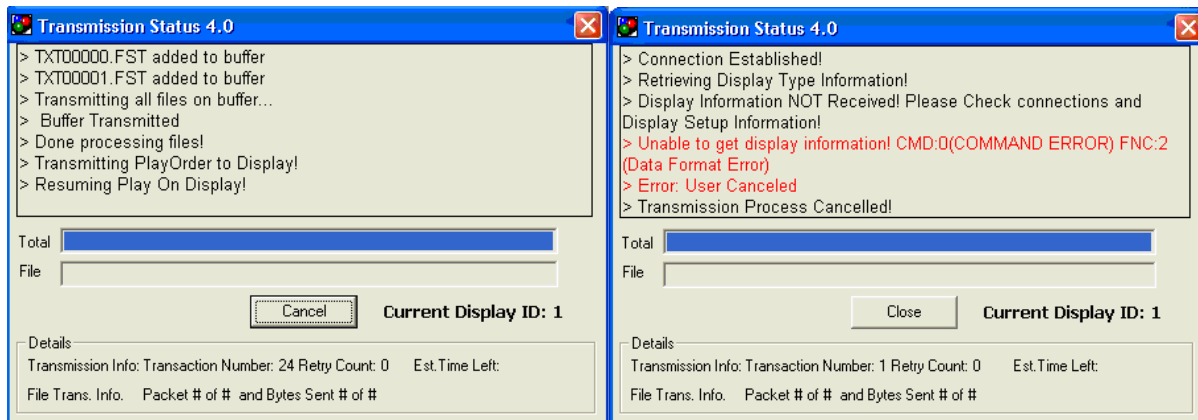
TRANSMIT TO A SINGLE DISPLAY

Clicking on the Transmit button on the Main window toolbar, shown below, initiates the Transmit function for the selected display



The following transmit window opens and the Transmit function commences

The transmission progress list presents all activities as the Transmit function proceeds. Once complete, the Transmission Status window will disappear if successful or present the error message when an error occurs.

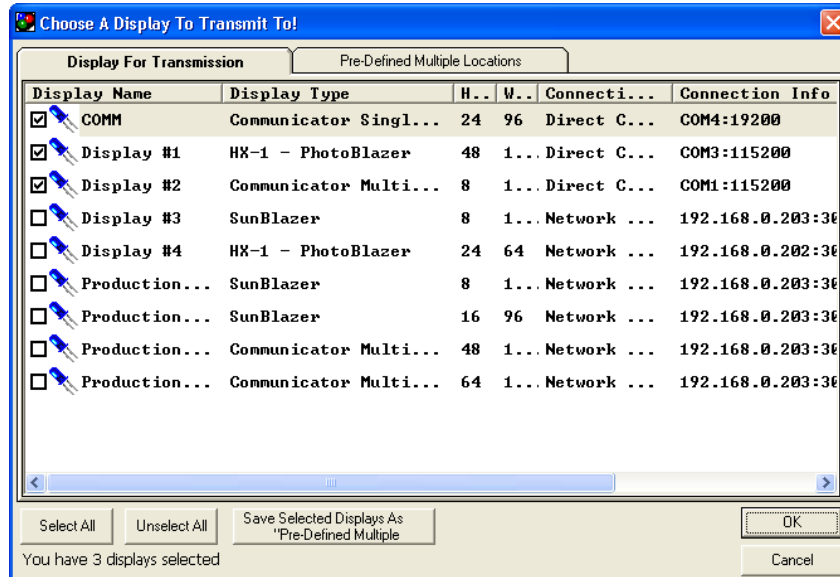


TRANSMIT TO MULTIPLE DISPLAYS

Clicking on the 'Multiple' button on the Main window toolbar, shown below, presents the window to choose the displays for transmission.



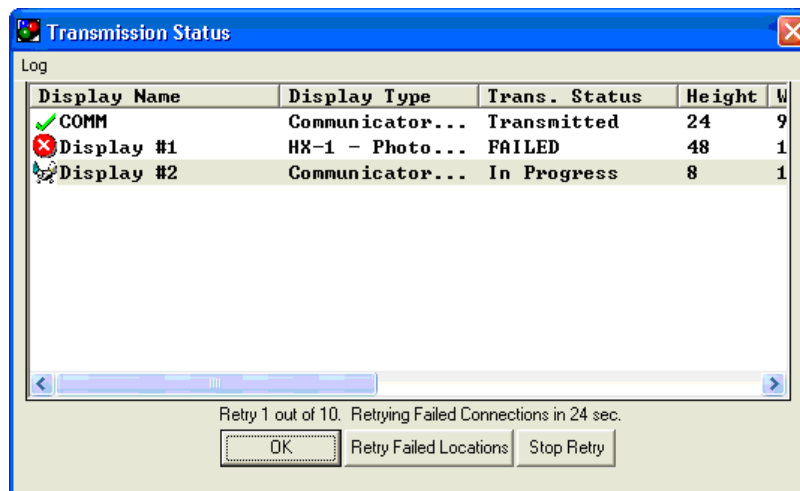
The following display select window opens.



Select the displays to which you wish to send the Playfile by clicking in the box to the left of the display Name. A check in the box indicates that the display is to receive the Playfile.

Click on the OK button.

A Transmit Status window, shown below, appears and the Transmit function commences. The Transmission Status window shows the status of each selected display as transmission progresses.



EXTENDED FEATURES (PLUG-INS)

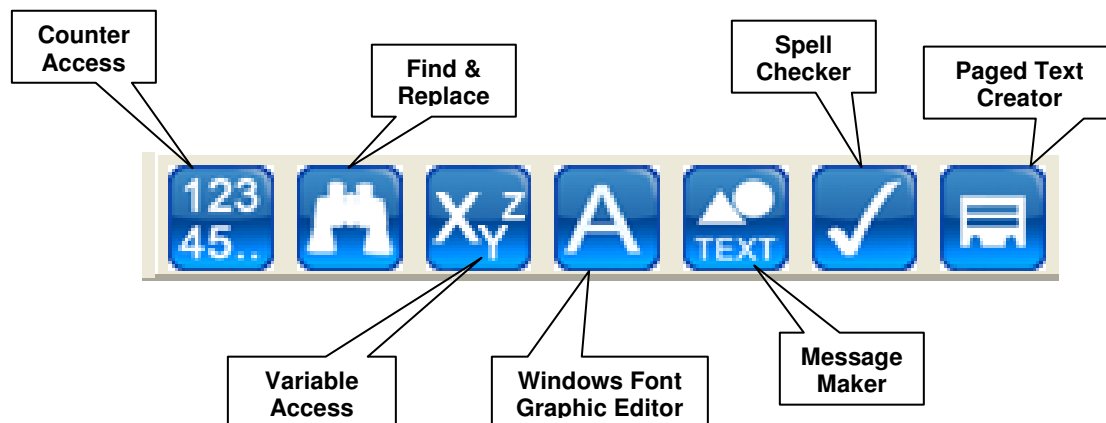
Extended features are optional functions that can be added to make ComPlay even more powerful. They include:

- Counter Access – Counter Access was created to allow non-human intervention to update a display. Counters can be placed into a playfile, with the appropriate settings to achieve the desired results
- Windows Font Graphic Editor – Allows creating messages using any installed font.
- Spell Checker – Check spelling at once.
- Variable Access – Gives the ability to Import data from other applications. You can change data on a spreadsheet and be able to update the information on your display without interruption of the play.
- Find & Replace – You can quickly search for every occurrence of a specific word and automatically replace.
- Message Maker – A set of pre-defined message templates that permit you to create messages using a host of special effects.
- Paged Text Creator – Allows the creation of paged messages.

Note:

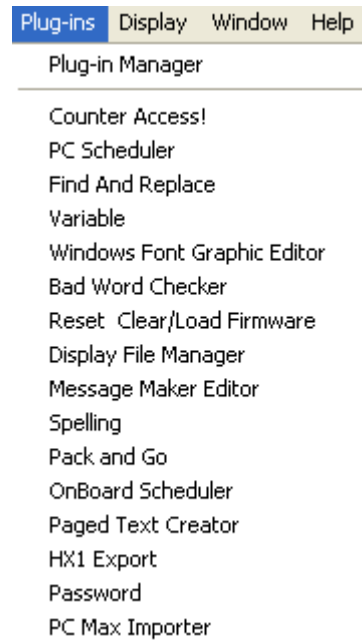
Before you can use some extended features for the first time, it must be registered and loaded using the Plug-in Manager. Refer to Appendix C of this manual for registering and loading procedures.

When extended features are enabled using the Plug-in Manager, an icon is placed on the Frame Editor Toolbar, as shown below.



The Plug-ins drop-down menu listing the extended functions is shown below.

To begin using an extended feature, click on the appropriate button on the Frame Editor toolbar, or on the Plug-ins drop-down menu item.



MESSAGE MAKER

Message Maker provides a set of pre-defined message templates that permit you to create messages using a host of special effects. The templates are a fill-in-the-blank type form where you fill in static text, scrolling text, and/or graphics, depending on the template. The templates provide a way of creating outstanding-looking messages without having to create them yourself.

Once you've selected a template and added text and/or graphics to it, ComPlay generates a Command File (.CMD) and places it in the next available frame of the currently selected Playfile. The frame is now dedicated to the .CMD file and no other text, graphics, or special effects can be added to that frame.

Templates are designed to operate with specific display sizes. At the time this manual was produced, templates were available for the following displays sizes:

64x16	64x24	64x32		
80x16	80x24	80x32		
96x16	96x24	96x32	96x48	
128x16	128x24	128x32	128x48	128x64
		144x32		
160x16		160x32	160x48	
		192x32	192x48	192x64

If you have a display that is not listed above, contact J M Stewart for requesting custom Templates for a nominal charge.

The following procedure provides the steps for using the Message Maker.

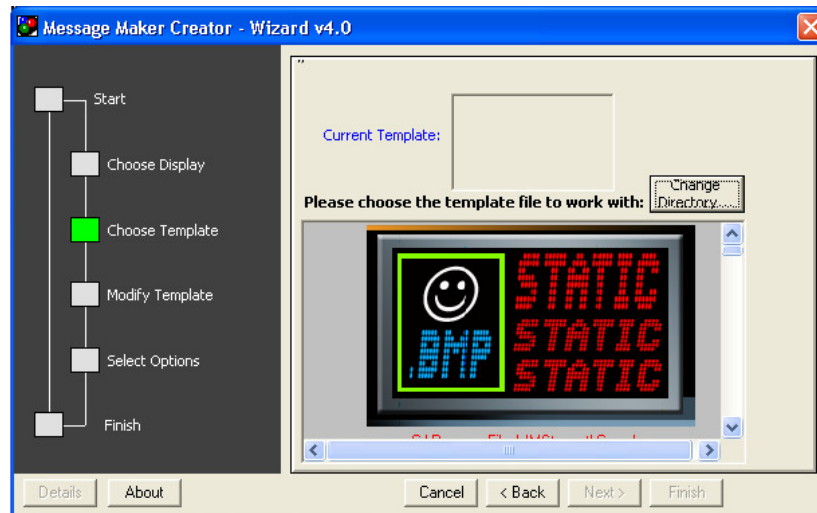
Note:

If you have already chosen a display, the Message Maker wizard will automatically begin at the 'Choose Template' step.

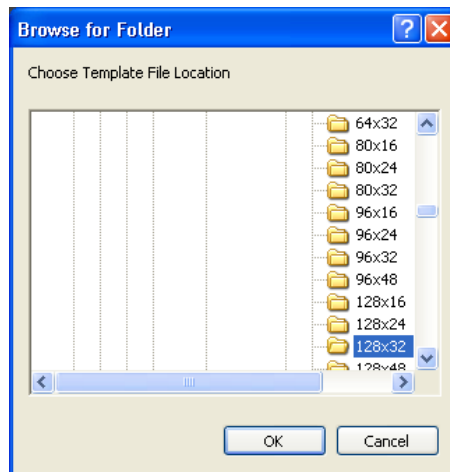
If you intend to develop a message for a different display, choose the display before starting Message Maker.

If you have already started Message Maker, choose the Back button and choose the new display.

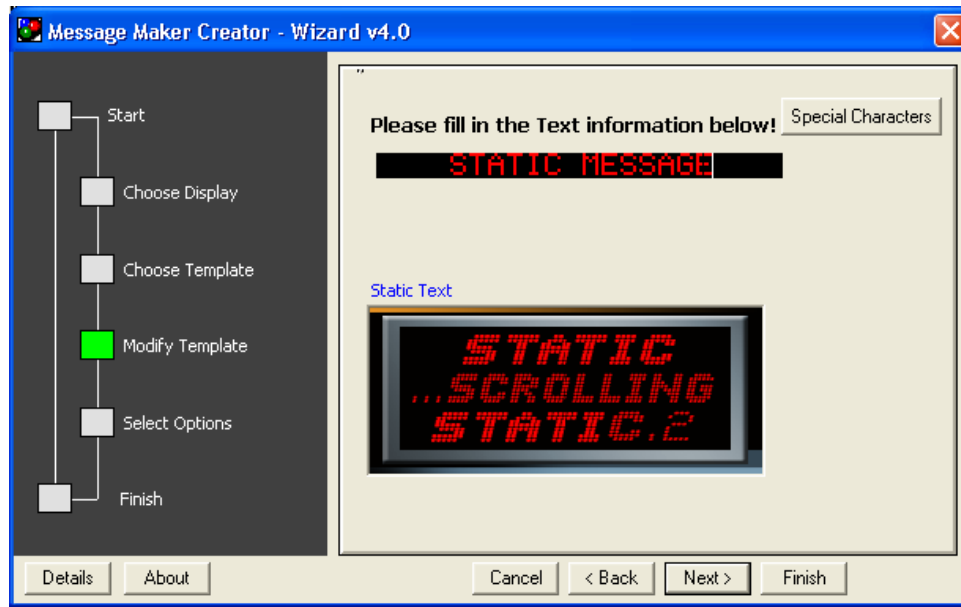
1. Click on the Message Maker option of the Frame Editor Window toolbar, or on the Plug-ins drop-down menu. The Message Maker Wizard window opens.



2. Click on the Change Directory button. A Browse for Folder window opens.

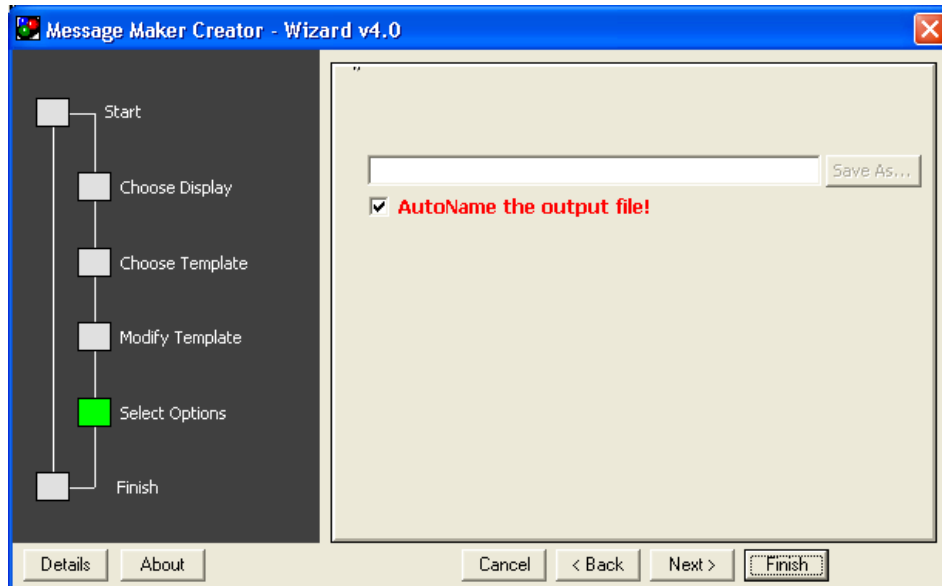


3. Verify that the folder is selected for the currently selected display size, and then click 'OK'. If the correct folder is not selected, click on the correct folder and click 'OK'. The Choose Templates window returns.
4. Preview the templates by using the right vertical scroll bar.
5. Choose a template by clicking on its picture. The template will change color indicating that it is the selected template.
6. Click on the Next button. The Wizard presents a data entry window.



Depending on the template you chose, the data entry will be static text, scrolling text, or a graphic file. Several entries may be required for each template.

7. Enter the text or graphic information, and then click on the Next button. Repeat this step until all template message information has been entered. When all information has been entered, a Select Options window is presented.



8. You can allow ComPlay to automatically name the file, or if you wish to create your own filename, uncheck the AutoName box and click on the 'Save As' button to the right of the filename box. A 'Save As' window appears. Enter a filename then click 'Save'. The 'Save As' window disappears and the new filename appears in the box.

9. Click on the 'Finish' button. The Message Maker wizard closes and the Command file is place in the current frame of the Playfile as shown below

*	Appear Mode	Frame Info	Delay	Disappear Mode
1	No Effects	STATIC MESSAGE STATIC2		3 No Effects

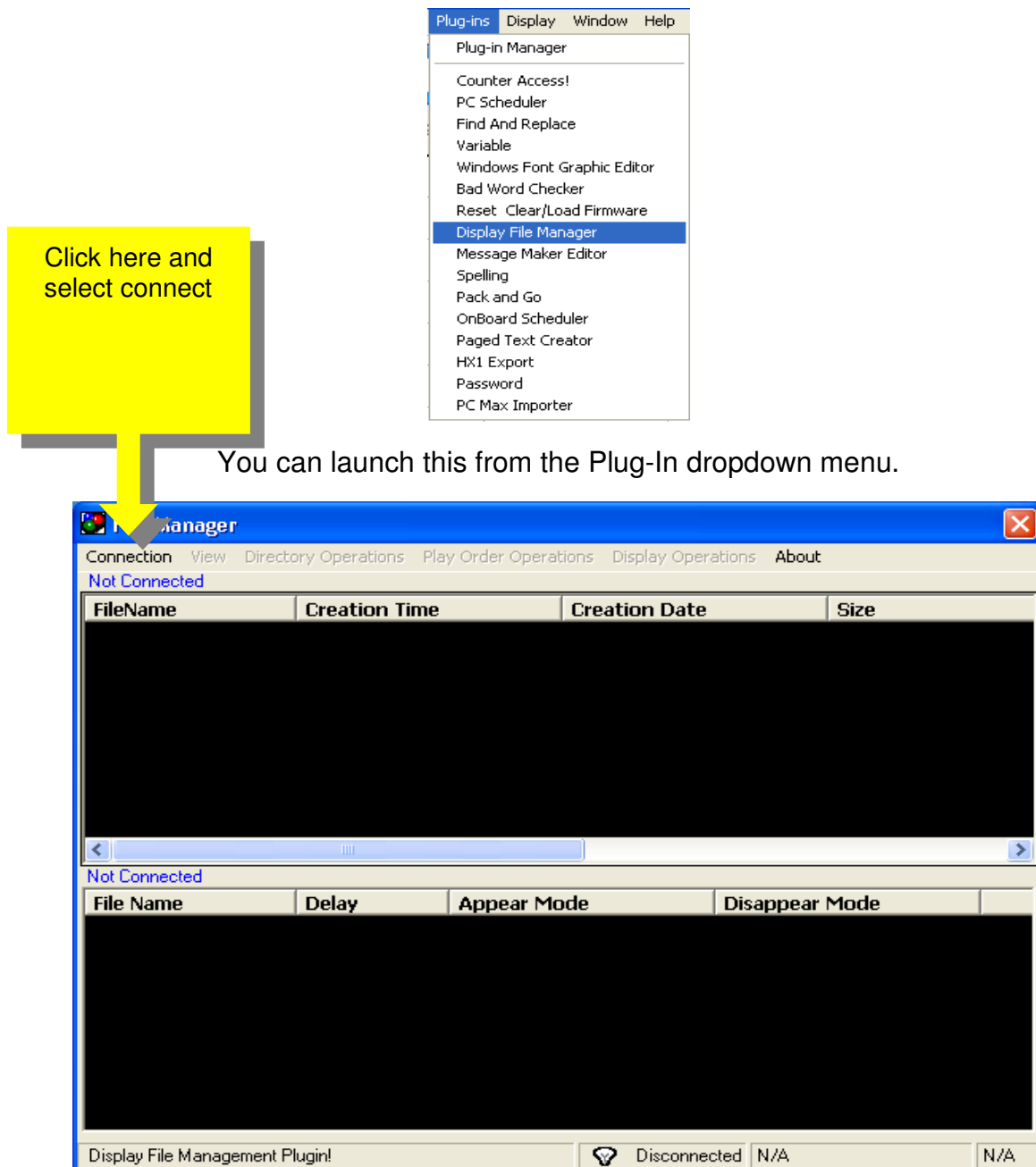
Shown in List Mode

Note:
Command files cannot be previewed.

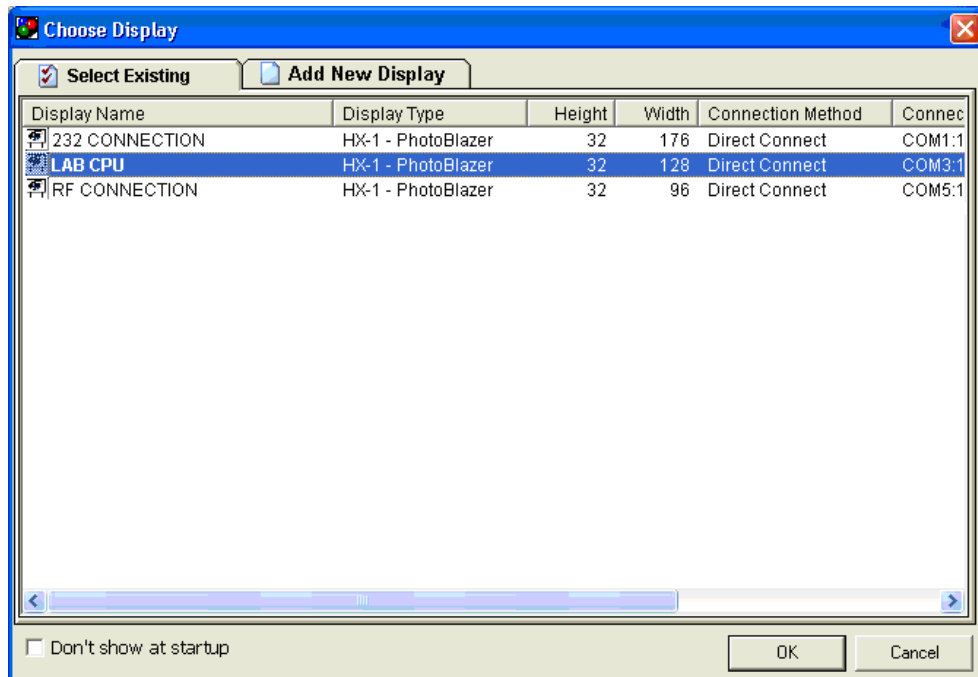
DISPLAY FILE MANAGER

The ComPlay4 display File Manager Plug-In facilitates manipulation of playfiles and display playorder. In short it allows the user to control the content of the display directly from the displays memory.

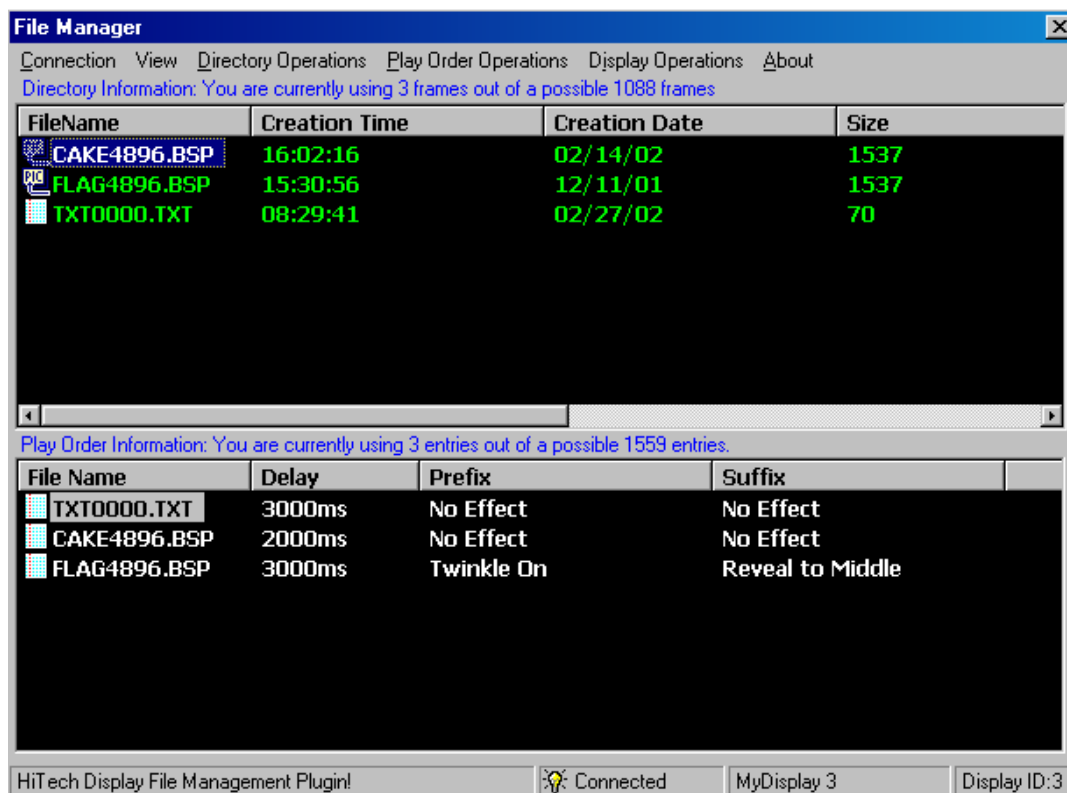
How to Begin display File Manager:



Make a display connection by clicking on “connection” and then you may select the display you wish to edit



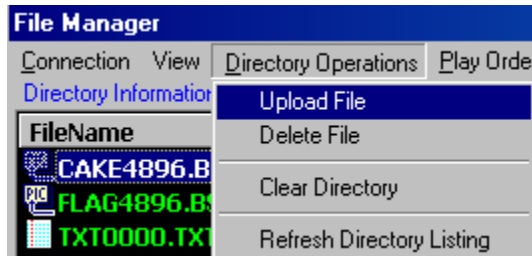
Click “ok”



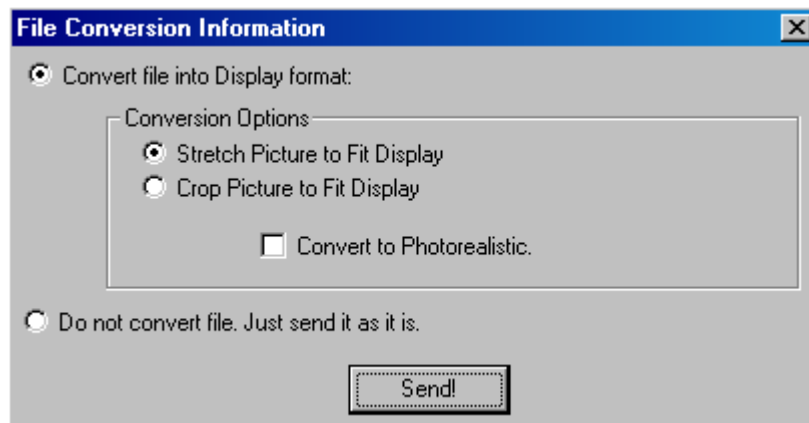
You will see the above, when successful connection is established. The top area is the Directory Information (available graphics and text for the display). The bottom area is the Playorder information (actually on display)

Display File Manger allows users to:

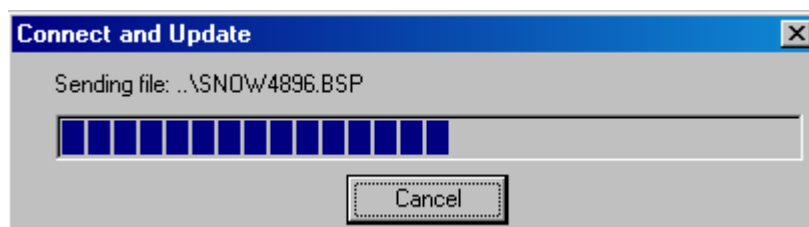
- **Upload Files to displays (graphic or text) without having to resend the entire playfile or stop display.**
 - After the connection is established, click on Directory Operations in the Menu Bar, then select Upload File



- You will need to browse to the appropriate file you wish to upload and once the choice has been made, click on 'Open'.



- This is the File Conversion Tool. You will normally use the default settings shown above. Certain files will need to have them adjusted accordingly. Click on 'Send' when satisfied with selection.



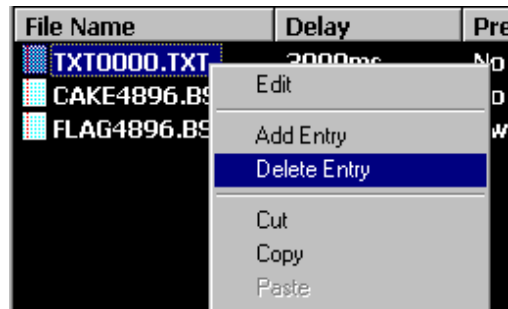
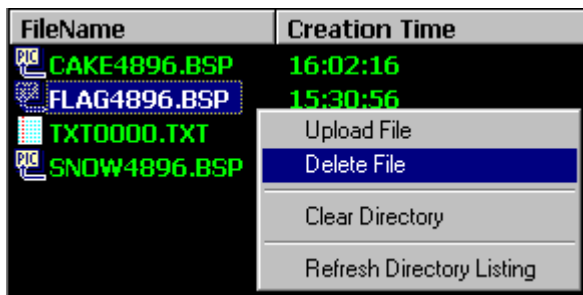
This is the box you will see during the uploading process

FileName	Creation Time	Creation Date	Size
CAKE4896.BSP	16:02:16	02/14/02	1537
FLAG4896.BSP	15:30:56	12/11/01	1537
TXT0000.TXT	08:29:41	02/27/02	70
SNOW4896.BSP	09:11:20	02/27/02	1537

As you will note the file selected Snow4896 has been added to the list of available graphics.

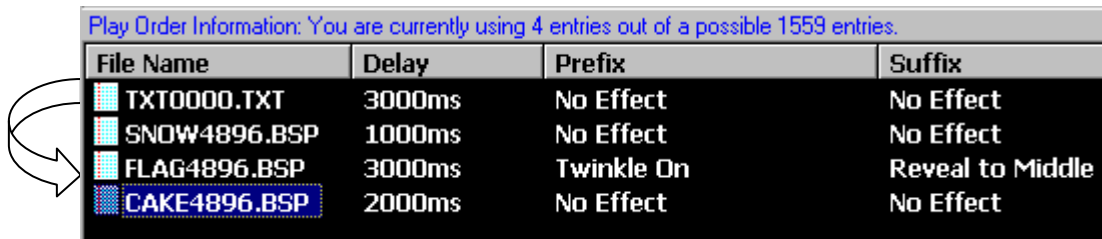
- **Delete files from the memory.**

- Simply highlight the graphic or text you wish to remove from the memory or the play order and then right-click and select Delete File/Entry.



- **Change play sequence.**

- In order to change the playorder you will need to drag and drop the file wanted into the playorder. Highlight the item wanted, in the Directory Info area, move cursor over the item and then hold down the left mouse button. Drag the item down to the Playorder Info area, and then place it where you would like it in the playorder. You will be asked, if you would like the item at the end of the playorder. To manipulate the playorder, just drag and drop the items around in the Playorder Info area.

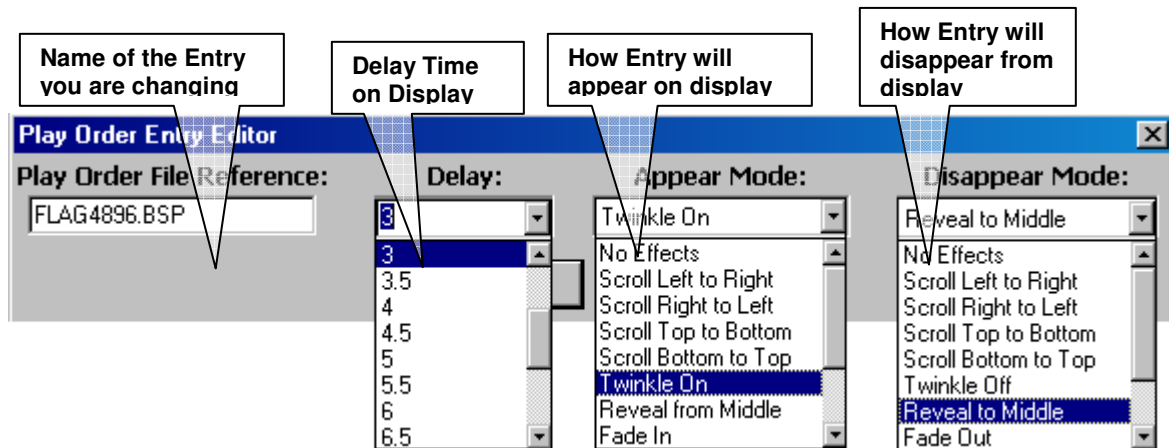


- **Change frame attributes (Delay, Prefix, Suffix, Etc).**

- Double-click the item you want to change the attributes. The Play Order Entry Editor will appear, as shown below.



Below you will find a reference of the items you can manipulate for each item in the playorder.

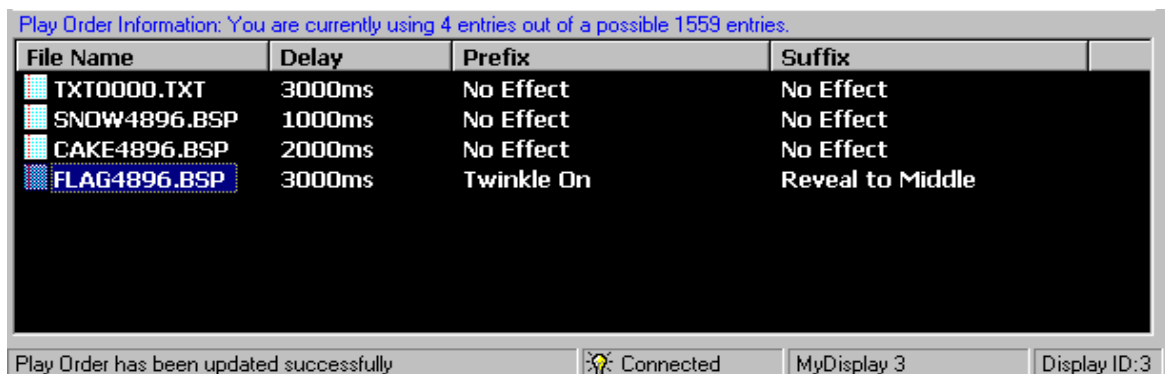


5. Sending Changed Playorder

- When satisfied with the changes made, the display needs to be updated of the changes made. Right-click in the Play Order Information area, select 'Send New Playorder'.



- After transmission has been made you can see it in the lower left corner of the Play Order Info area, as shown below.



- Close by choosing Connection | Disconnect or Click on X in Corner.

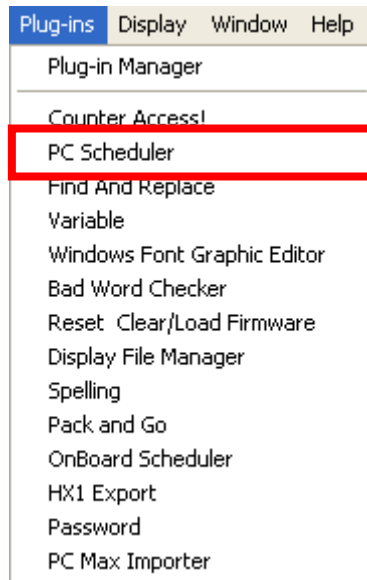
PC SCHEDULER

The Scheduler was created to allow any saved playfile to be transmitted on any mode of communication that can be established on the computer running ComPlay 4.0 and PC Scheduler. A playfile can be set to finish at later time after you have gone home and begin to display another playfile before you come in the next day.

The following is the setup procedure and operations of PC Scheduler.

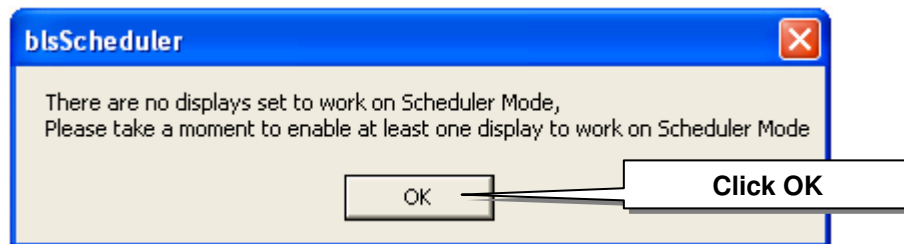
OPENING PC SCHEDULER PLUG-IN

Locate and open the “PC Scheduler” from the Plug-in dropdown menu.



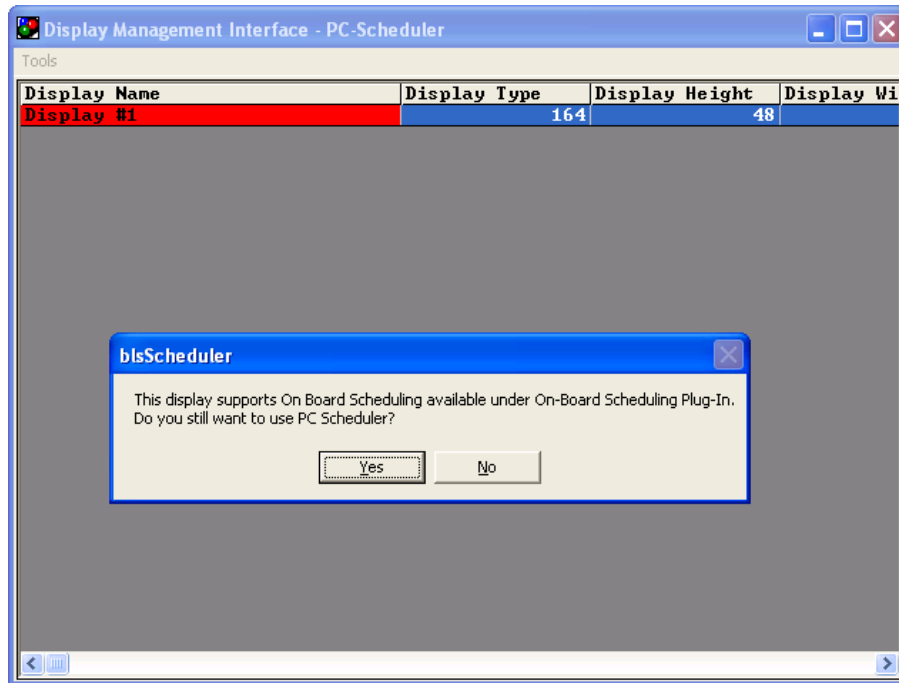
AUTO UPDATE

At least one display must be enabled in order to use the PC Scheduler. Follow the on screen instructions shown below to enable a display.

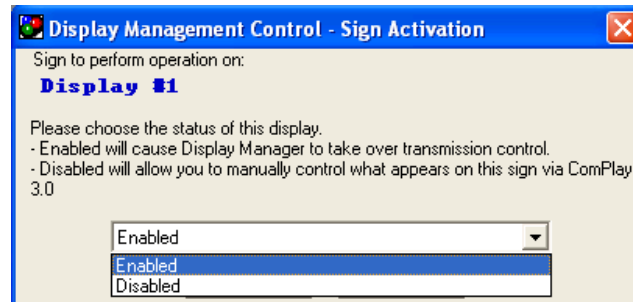


Click on the desired display which would be marked in red. If the selected display is an HX-1, or Vanquish-HD which supports on-board scheduling, a warning message will be presented. Click “Yes” to confirm the use of PC Scheduler instead of on-board scheduling

for this display.



Click on the drop-down and choose “Enabled”. Hit “OK”



OPENING DISPLAY MANAGER

After ComPlay installation, to use PC Scheduler if the PC has not rebooted, double-click on the icon shown below in the Desktop.



After rebooting the PC Scheduler will be started automatically in the start-up process. The following program task and tray icons will be present.

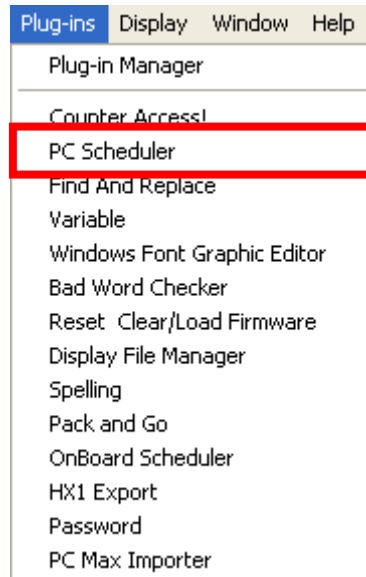


SCHEDULE CREATION

After completing the previous steps the Scheduler Plug-in will be available. This section will take you through the steps needed to create scheduled playfiles.

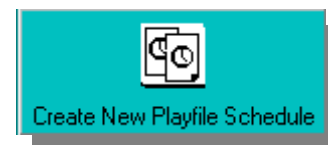
OPENING PC SCHEDULER PLUG-IN

Locate and open the PC Scheduler from the Plug-in dropdown menu.

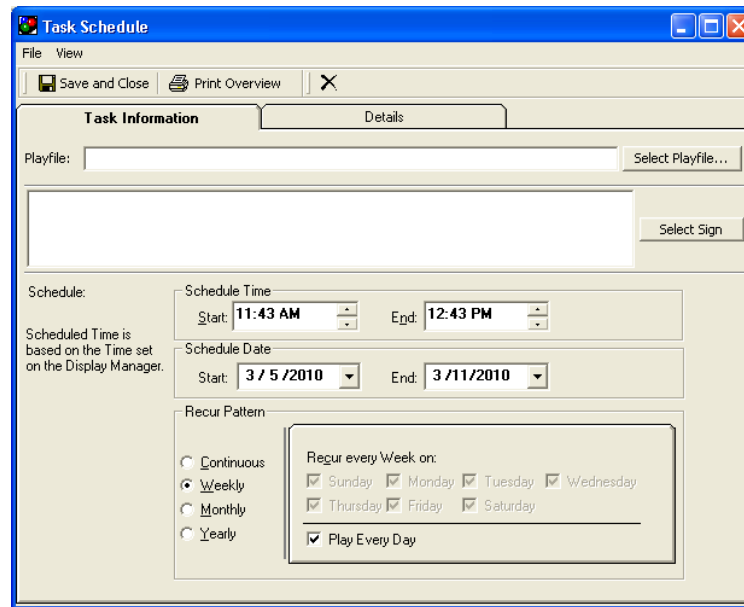


BEGIN SCHEDULE CREATION

Click on Create New Playfile Schedule, to begin scheduling



This will open the "Task Schedule" screen.

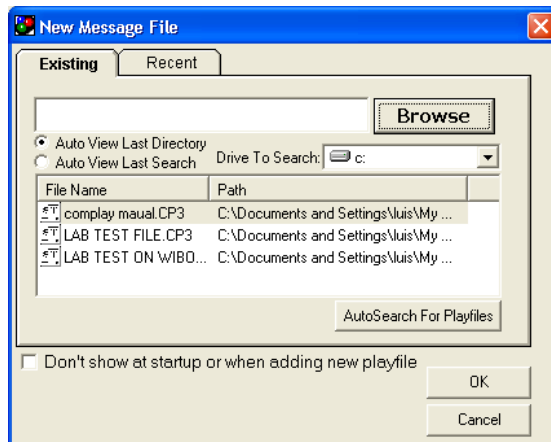


PLAYFILE SELECTION

Click on this box  to select playfile to be scheduled.

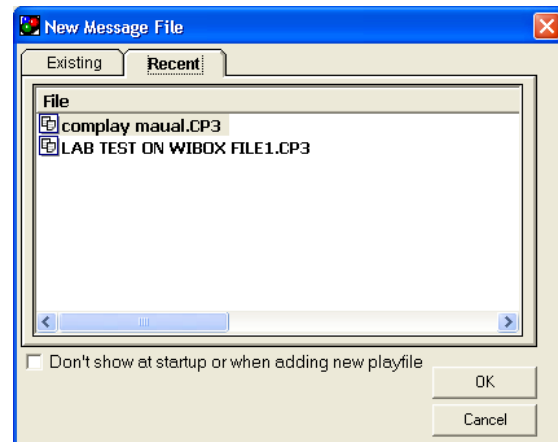
RECENT TAB

The easiest way to select recently used playfiles is to use the “Recent” tab



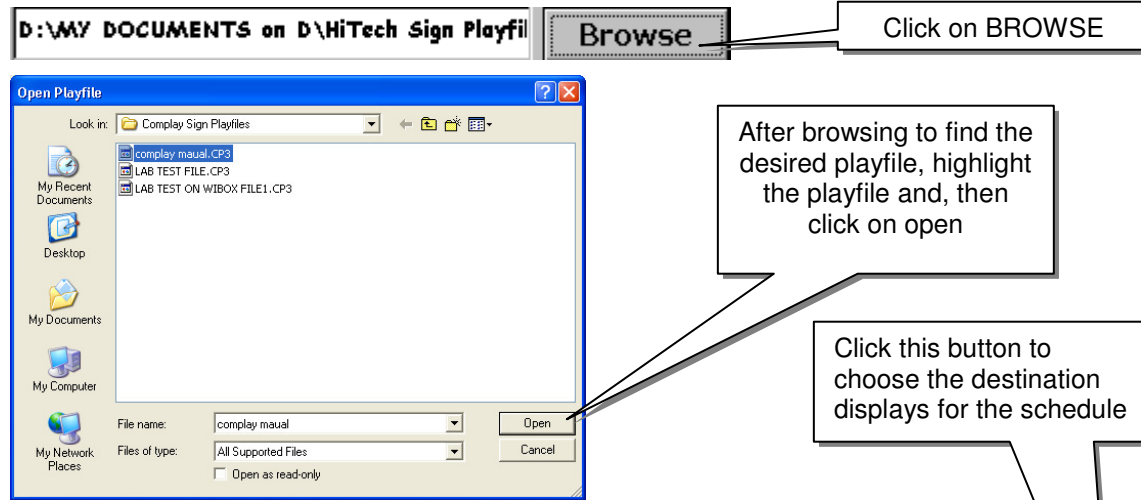
EXISTING TAB

The Existing Tab allows Browsing and Auto Searching for playfiles

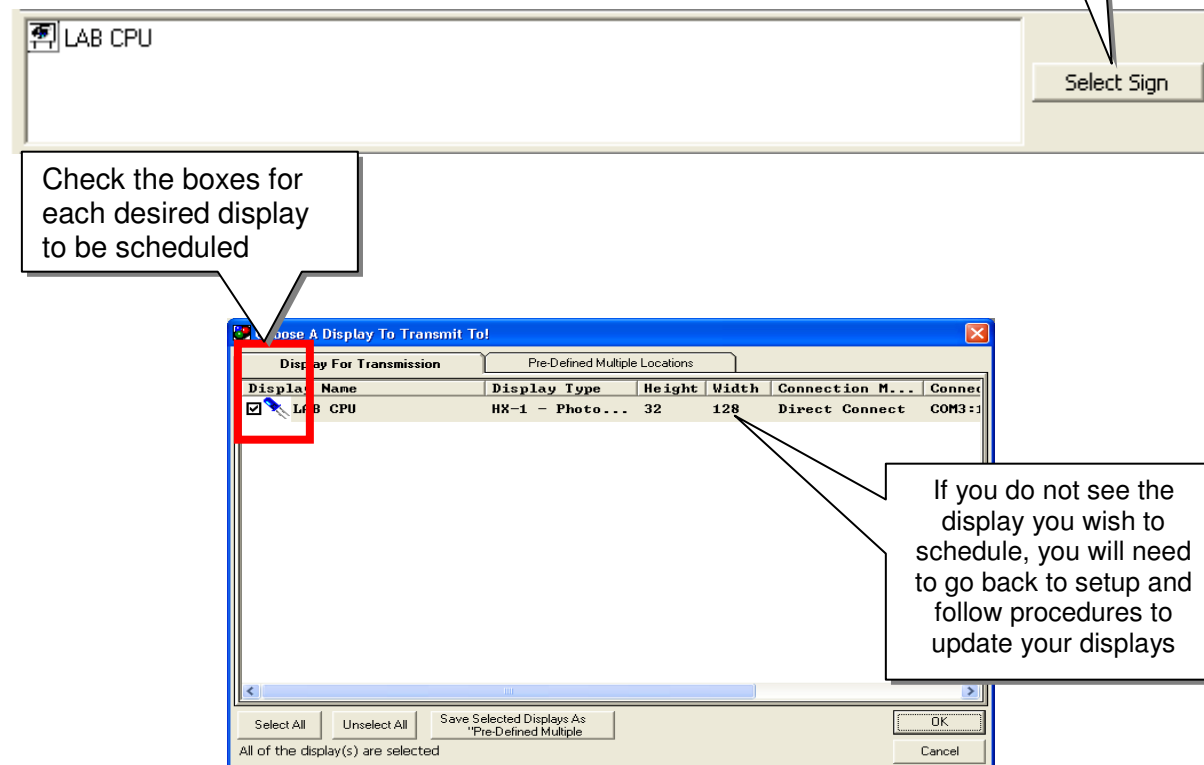


BROWSE FOR PLAYFILES

The Browse Button will establish the search in the area designated.



MAKING DISPLAY CHOICE



After choices are complete, they will appear in the Destination Displays box above.

SETTING START & STOP TIMES

This area is for setting the time of day you wish to have your playfile begin and end it's playing on the VMS display. Playfiles default to runtime of 30 minutes from point of transmit, if no selections are made on a new playfile.

There are 2 ways to change the settings, either you highlight the desired region and type in data or you can highlight the desired region and click on the arrow

SETTING START & STOP DATES

This is the area for setting the date that you want the playfile to begin and end it's playing on the VMS display.

There are 2 ways to edit the dates.

You can highlight the desired region and type in the date or you can click on the calendar button

After you click the calendar button you will see the calendar window. Here you will select the desired dates for the playfile to start and stop.

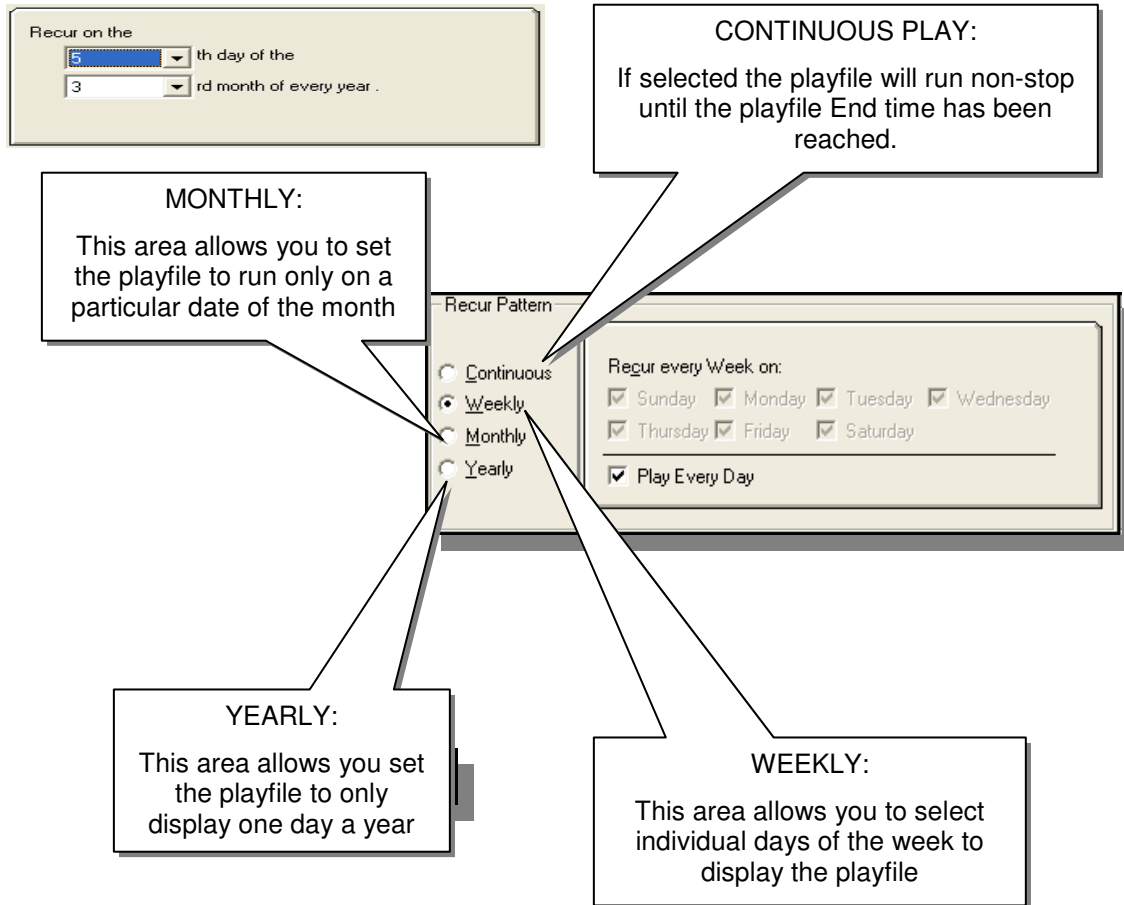
Click on arrows to change year or month

	Mon	Tue	Wed	Thu	Fri	Sat
28	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3
4	5	6	7	8	9	10


Today: 3/5/2010

SETTING RECURRENCE PATTERN

This is the area for setting how often the playfile created is played.

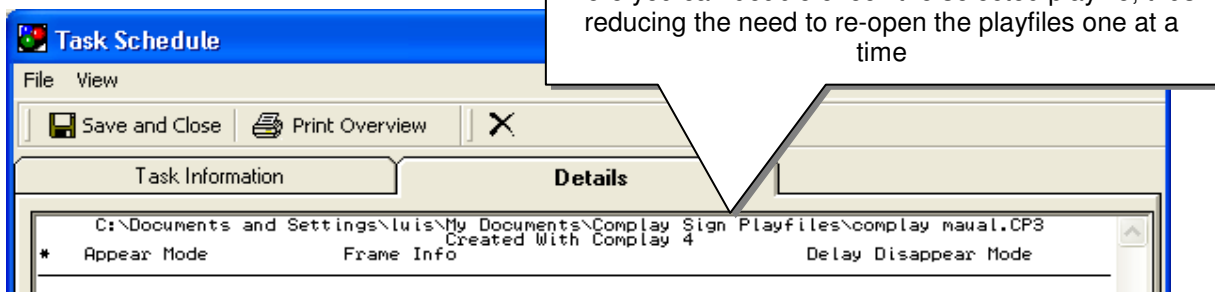


SAVING SCHEDULE

Click on the  Save and Close button when satisfied with schedule created

DETAILS TAB

Click on Details Tab and you can see an overview of your scheduled playfiles. This file can also be printed out for your reference



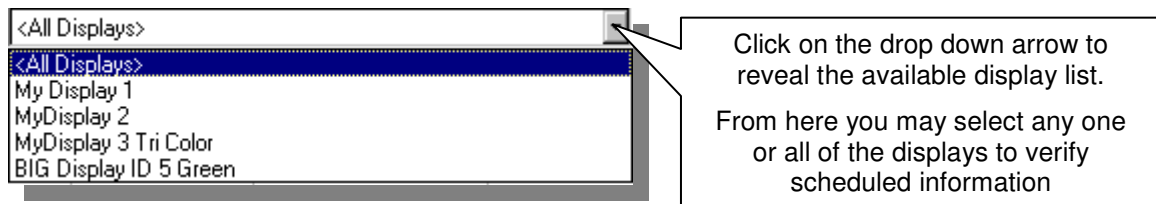
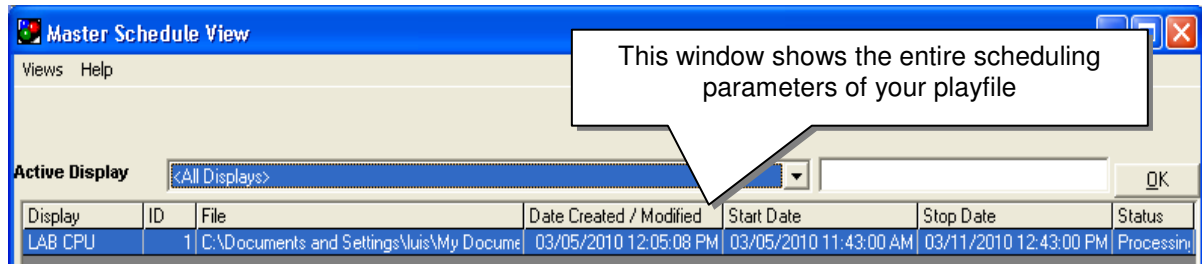
VIEW MASTER SCHEDULE

The Master Schedule was designed to allow the user to see the entire scheduling, either by individual displays or by all displays. The present status of the schedule is shown in this window.



Click on the  to verify scheduling

MASTER SCHEDULE WINDOW

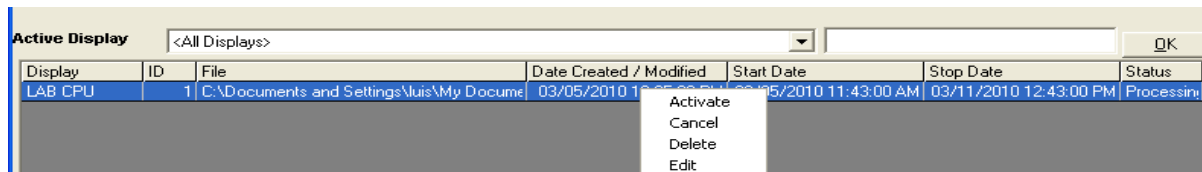


CHANGE STATUS OF SCHEDULE

The status of the schedule can be maintained from this screen also.

Locate the desired scheduled playfile, and then highlight and right-click to bring up the available choices of Activate, Delete, and Cancel, simply click on the function desired.

- **ACTIVATE:** this will make the playfile available again if it was canceled.
- **CANCEL:** this will make the playfile unavailable or stop the selected playfile.
- **DELETE:** this will remove the playfile from the schedule entirely.



EXPIRED PLAYFILE

After the playfile has completed its schedule, the status becomes expired and will no long be

present on the display, an expired playfile is shown below.

ID	File	Date Created	Start Date	Stop Date	Status
213	d:\MY DOCUMENT	4/30/02 8:34:03 AM	4/30/02 8:33:38 AM	4/30/02 9:03:38 AM	Expired

VIEWS

There are various ways to view the scheduled playfiles:

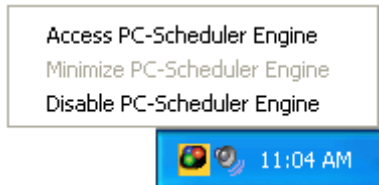
- **SHOW ALL:** displays all playfiles scheduled
- **CURRENT PLAYING:** only displays the playfiles that are presently on displays
- **PENDING TODAY:** playfiles that are to be sent to displays for the balance of day



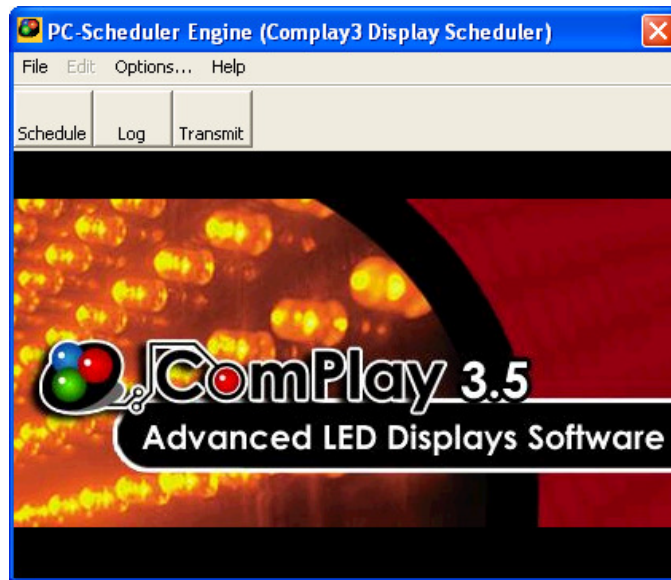
PC SCHEDULER DISPLAY MANAGER FOR COMPLAY 3.5 AND COMPLAY 4.0

The Display Manager is the tool used to maintain the schedules and call up the appropriate applications when needed to transmit playfiles.

Assuming that Display Manager is already started, the application would normally start with the computer and will be in the system tray, this is located to the far bottom right corner of your monitor. To open, simply locate the LED icon, right click on it and choose “Access PC-Scheduler Engine” then click.

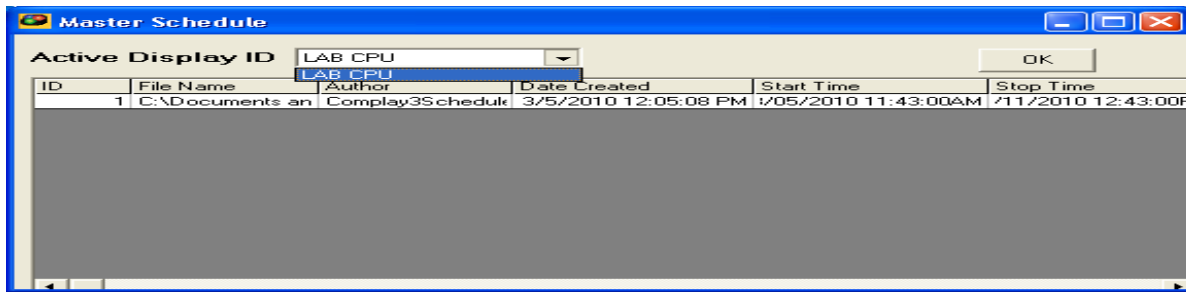


The following screen appears; here you might check the transmission log, the master schedule or change the settings.



Click on the  button

From here you can see what has been scheduled, by display



Click on OK or X to close

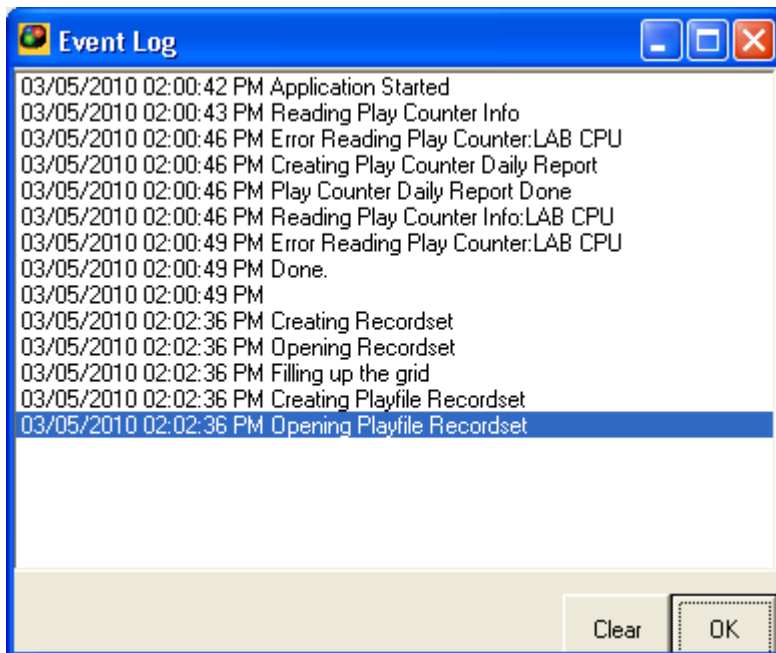
OK

Click on the

Log

button

The Event Log opens; from here you can identify what functions have occurred.



Clear

Click on the button and the log will be cleared

Transmit

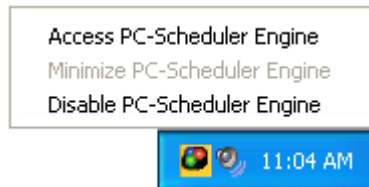
Click on the Button to transmit any playfile that may need to be transmitted, due to the computer was off or the data cable was disconnected to the display at the time of the schedule transaction. The queued playfiles will then be transmitted.

There are 2 ways to shut down the Display Manger.

1. Open File | Disable and click

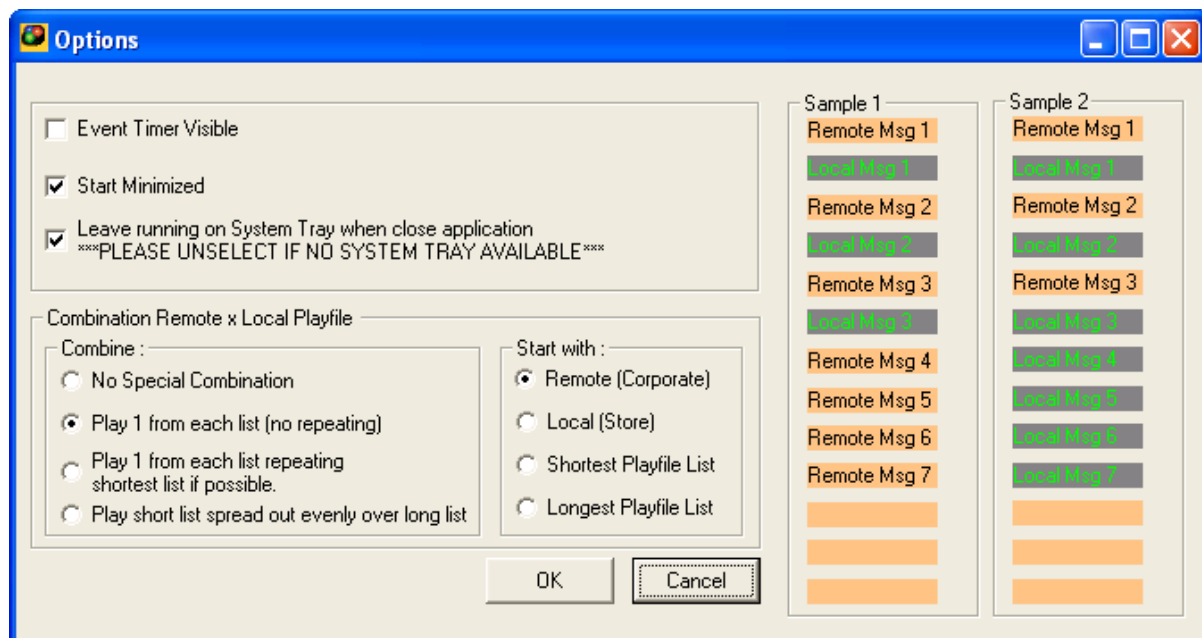


2. Locate the LED icon, in the far bottom right corner, right click and choose "Disable PC-Scheduler Engine"



Click on the  button.

The following window appears, giving the ability to change a few settings.



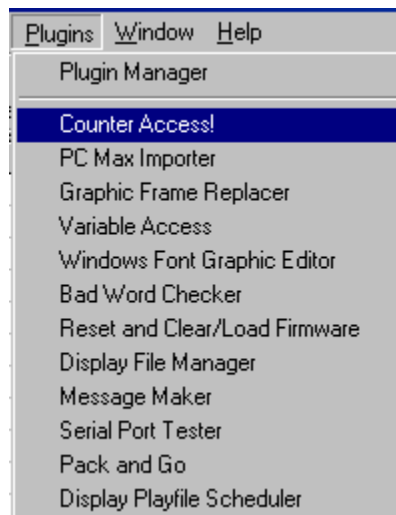
1. **Event Timer Visible:** the event timer is the Now clock and the Next Transmission clock
2. **Start Minimized:** The display Manager when started will go directly to the system tray
3. **Leave running on System Tray when close application:** If this option is unchecked PC-Scheduler will terminate when closing the user interface. Otherwise it will keep running in the background with the icon in the system tray.

COUNTER ACCESS

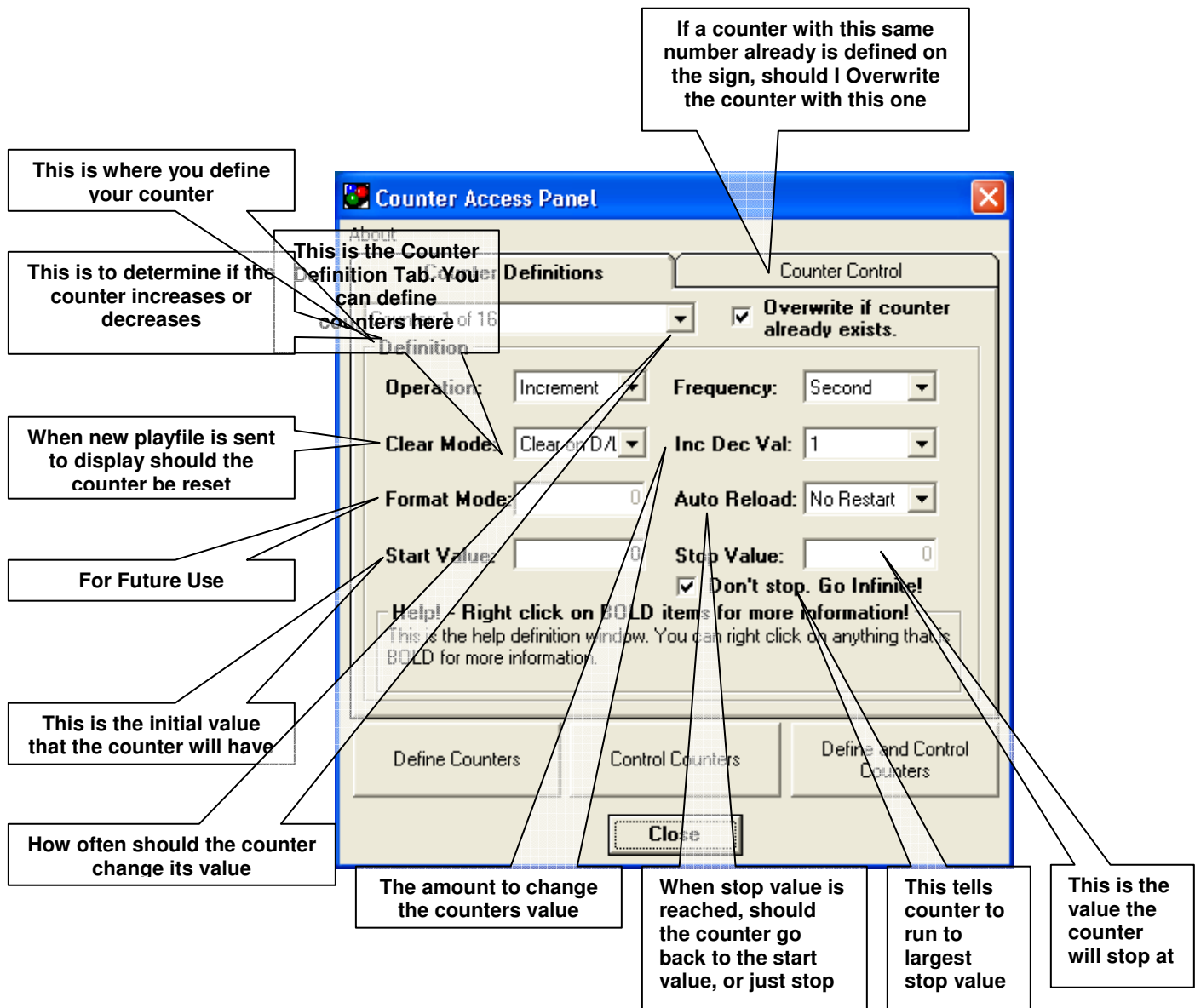
COUNTER ACCESS PANEL

Counter Access was created to allow non-human intervention to update a display. Counters can be placed into a playfile, with the appropriate settings to achieve the desired results. For example: {COUNTER} DAYS SINCE LAST ACCIDENT, the counter will increase each day for you, just as would count down days until Christmas.

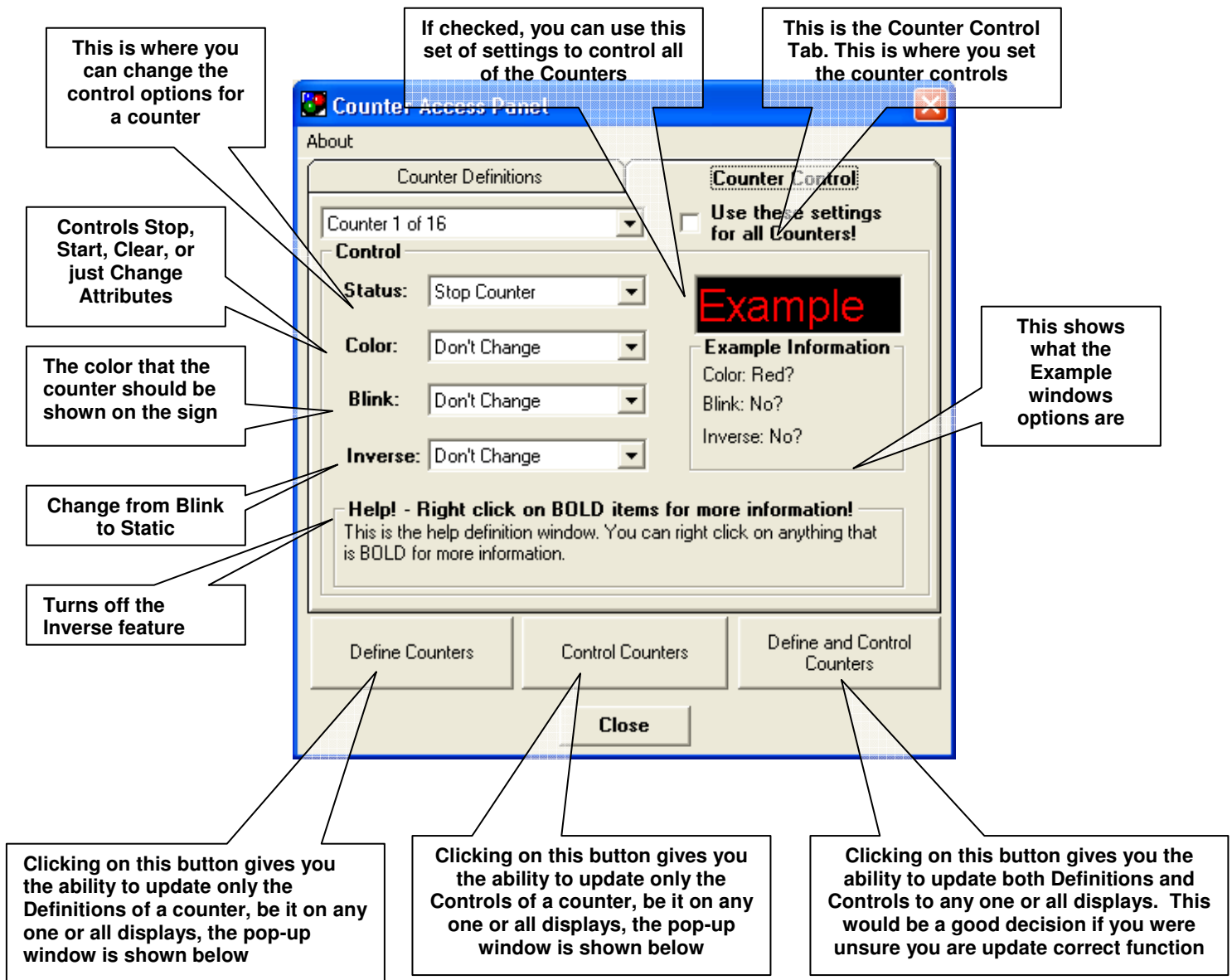
Let's get started. Look in the Plug-in drop down menu and look for Counter Access!



The following will appear. First we will show you the Counter Definitions Tab then proceed with the Counter Control Tab. A brief explanation about each of the functions has been supplied.

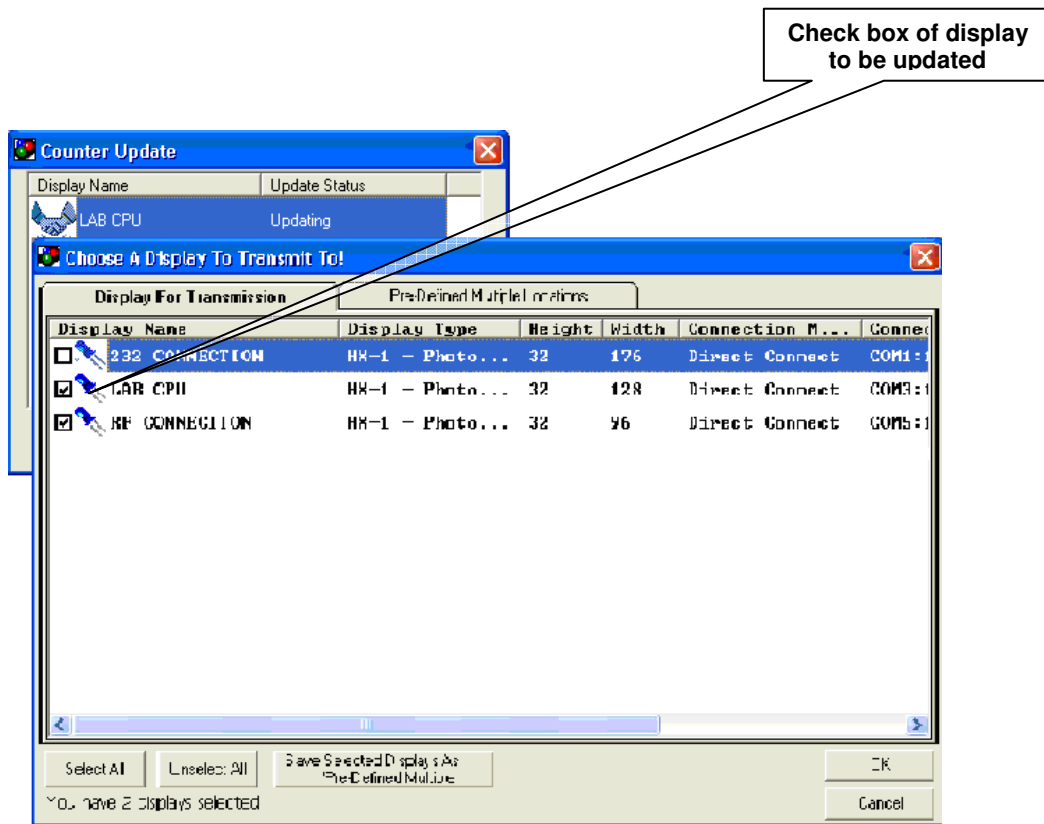


Counter Definition Tab



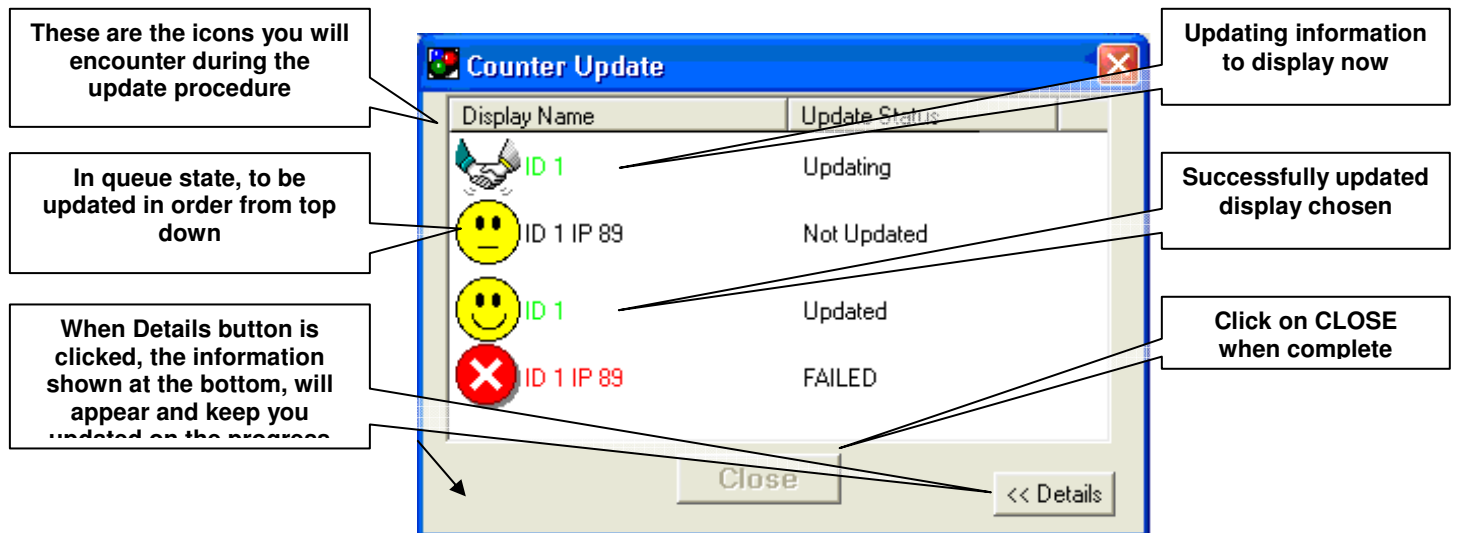
Control Counter Tab

Clicking on any of the (3) buttons at the bottom of the dialouge box shown in the illustration above, will bring up a new dialouge bow. This is called the “**control counter**” , you can choose one or more displays by checking the box to the left as shown on the illustration on the next page.



Here you will be asked to choose which display(s) you would like to update. CLICK OK

Define and control counters tab

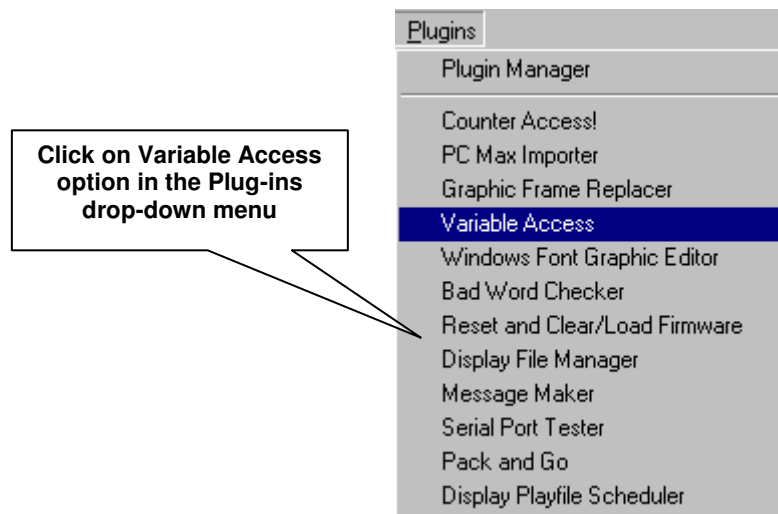


Counter Update Window

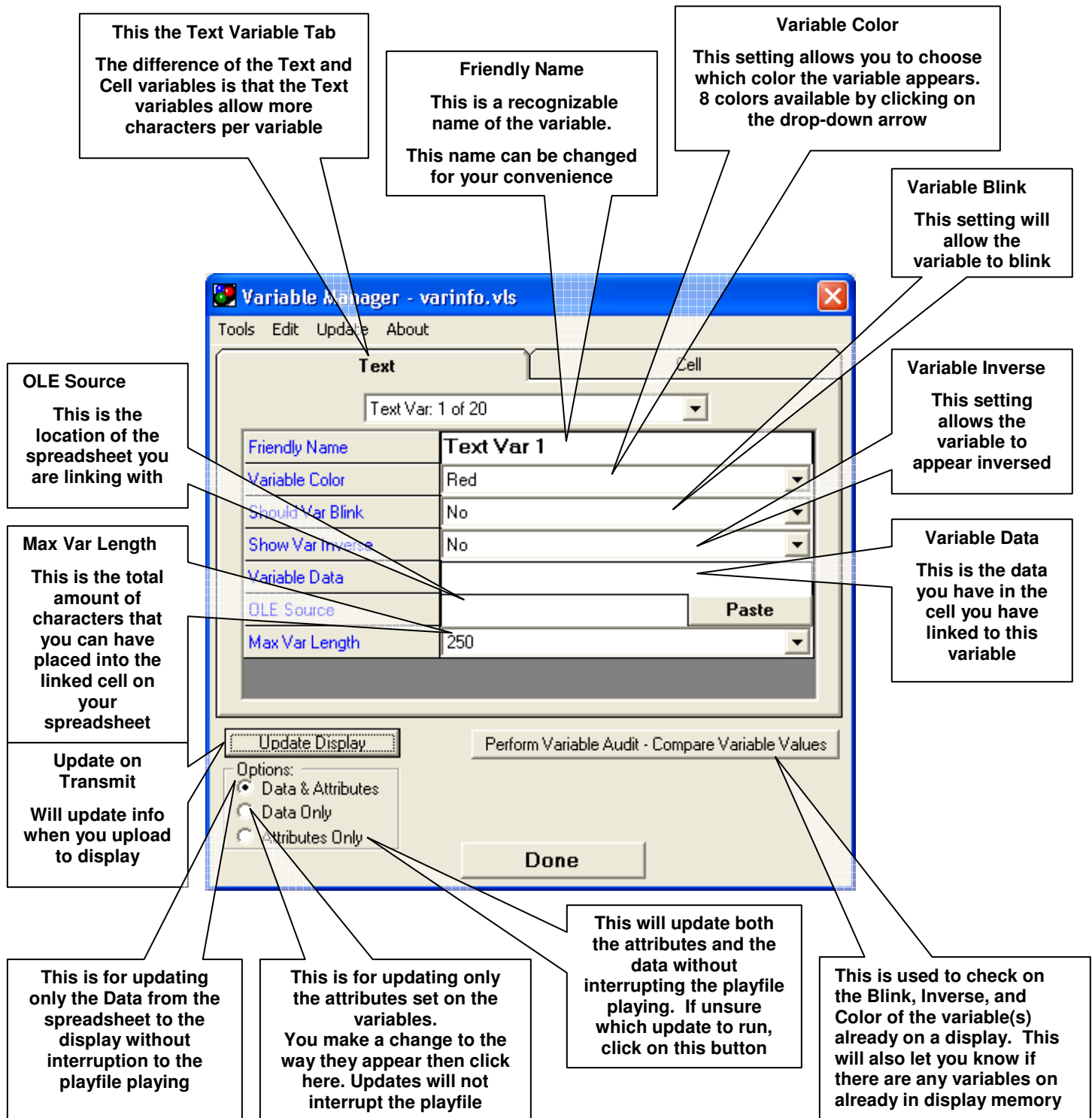
VARIABLE ACCESS

This Plug-in gives you the ability to Import variable data from other programs or to define your own variables within ComPlay. Example being you can change data on a spreadsheet and be able to update the information on your display without interruption of the play.

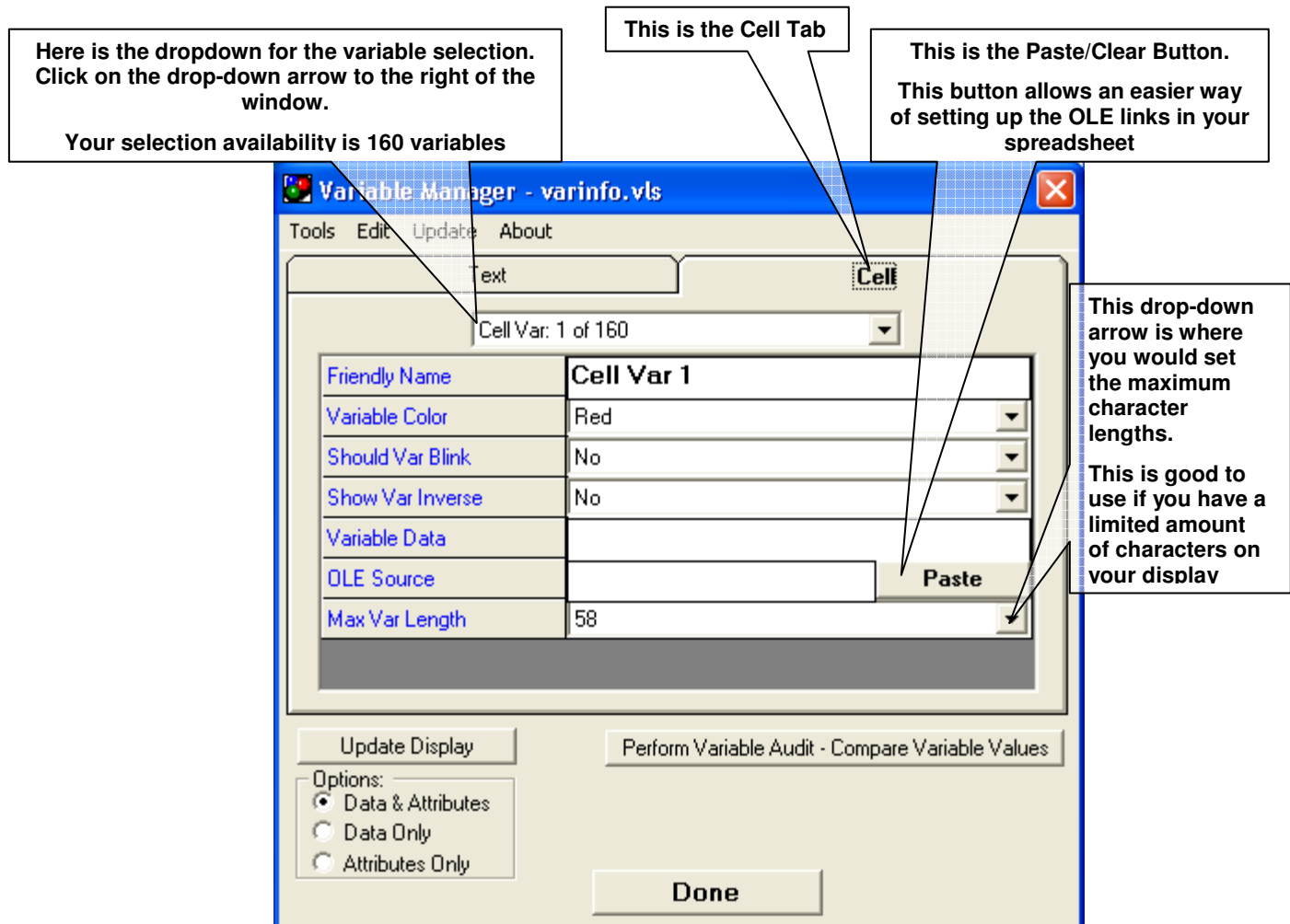
The following procedure provides the steps for using the Variable Access Plug-in.



- the window below will appear



- Here you will see the Cell Tab. The Cell tab is basically the same as the Text Tab with the exception that Maximum Variable Length is now shorter with up to only 58 characters, but you will have up to 160 different variables available for use.



VARIABLE TO SPREADSHEET LINKING

Here we will show you the steps necessary to create the OLE links to your spreadsheet.

A few cells of a spreadsheet are shown below, these are the cells that will be referred to throughout this section. Be sure that Variable Access is open in ComPlay4.

The diagram shows a spreadsheet with the following structure:

	A	B	C	D
1	CUBMOBILE DERBY			
2		RACER NAME		ENTRANTS
3				CHRIS
4	LANE 1			JOSHUA
5	LANE 2			PHILLIP
6	LANE 3			ANTHONY
7				JONATHAN

Callouts explain the components:

- The Numbers down the side are the row numbers. Represented in the link as **R4C2**
- The Letters on top are the Columns. Represented in a link as **R4C2**
- This is the area where we will be creating our links to Complay
- This is the data we will be using to insert into the linked cells

ESTABLISHING LINKS

You will need to establish a spreadsheet to begin with the following steps.

- Highlight and Copy the cell in which you would like to place the link

	A	B	C	D
1	CUBMOBILE D			
2		RACER NAME		
3				
4	LANE 1			
5	LANE 2			PHILLIP
6	LANE 3			ANTHONY
7				JONATHAN

Callout: Right Click on the Cell and select Copy desired to establish link

- Open Variable Access in ComPlay4. Check to see if on the OLE Source row, the button says 'Clear' click on this. The button will clear the previous link, and will now say 'Paste'. You may now proceed with establishing the new link. See the illustration below.

OLE Source		Paste
------------	--	-------

- c. Below you will see the link created after clicking on the Paste Button.

OLE Source	C:\My Documents\Book	Clear
------------	----------------------	-------

C:\My Documents\Book1.xls!Sheet1!R4C2

This is the complete entry, you see the entire link if you use your arrow keys to scroll through the line

- d. You will notice that the Variable Data field is still blank. This will be filled as you place information into the cell that has been linked too.

Friendly Name	Text Var 1	
Variable Color	Red	
Should Var Blink	No	
Show Var Inverse	No	
Variable Data		
OLE Source	C:\My Documents\Book	Clear
Max Var Length	250	

- e. Shown below is the info placed into the Cell linked

	A	B	C	D
1		CUBMOBILE DERBY		
2		RACER NAME		ENTRANTS
3				CHRIS
4	LANE 1	JOSHUA		JOSHUA
5	LANE 2			PHILLIP
6	LANE 3			ANTHONY
7				JONATHAN

Copy info from
Entrants
and Paste
into linked
Cell

- f. Open Variable Access and you will see that Variable Data has now been updated

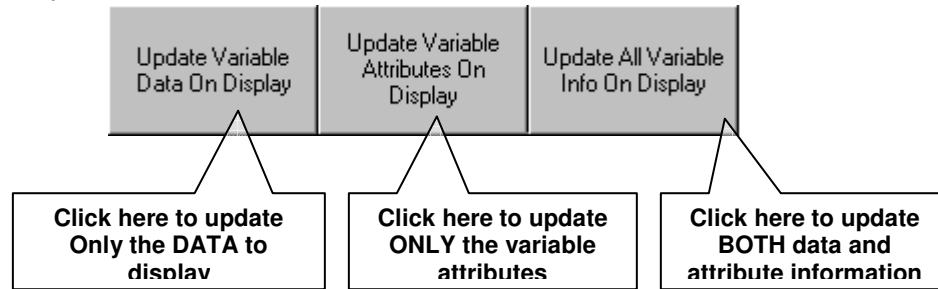
Friendly Name	Text Var 1	
Variable Color	Red	
Should Var Blink	No	
Show Var Inverse	No	
Variable Data	JOSHUA	
OLE Source	C:\My Documents\Book	Clear
Max Var Length	250	

The Data placed into the cell on your spreadsheet has automatically updated the OLE link in Variable Access

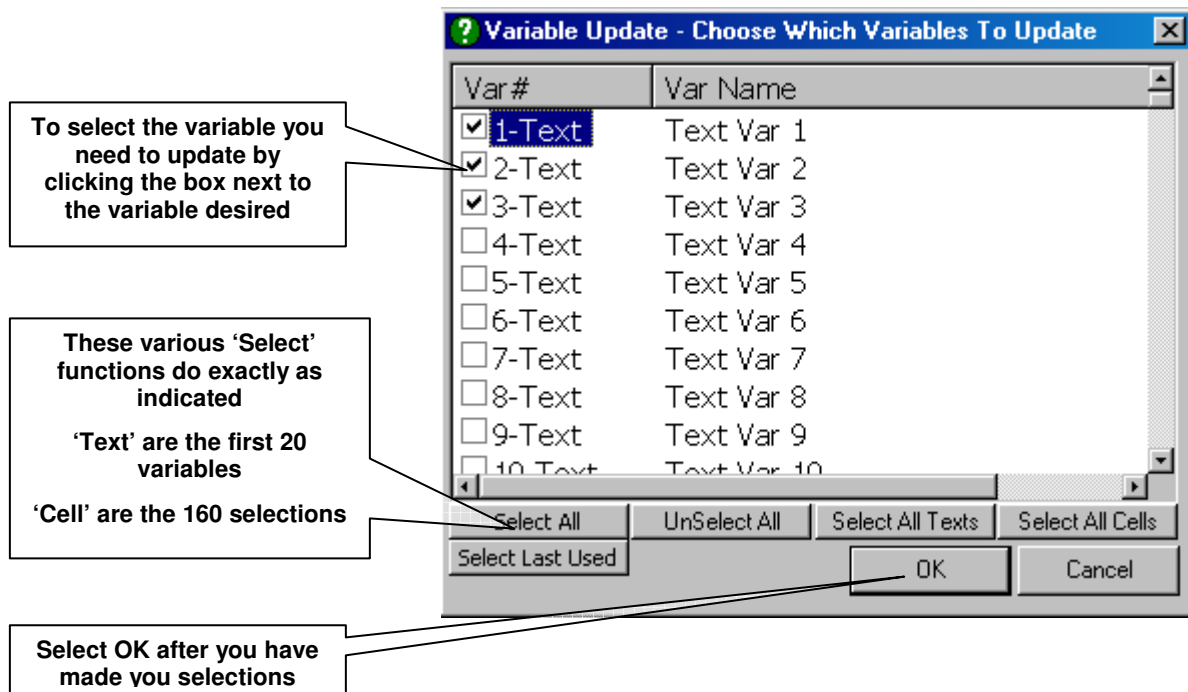
UPDATING THE DISPLAY

The display will now need the new information you have placed into the Variable Data.

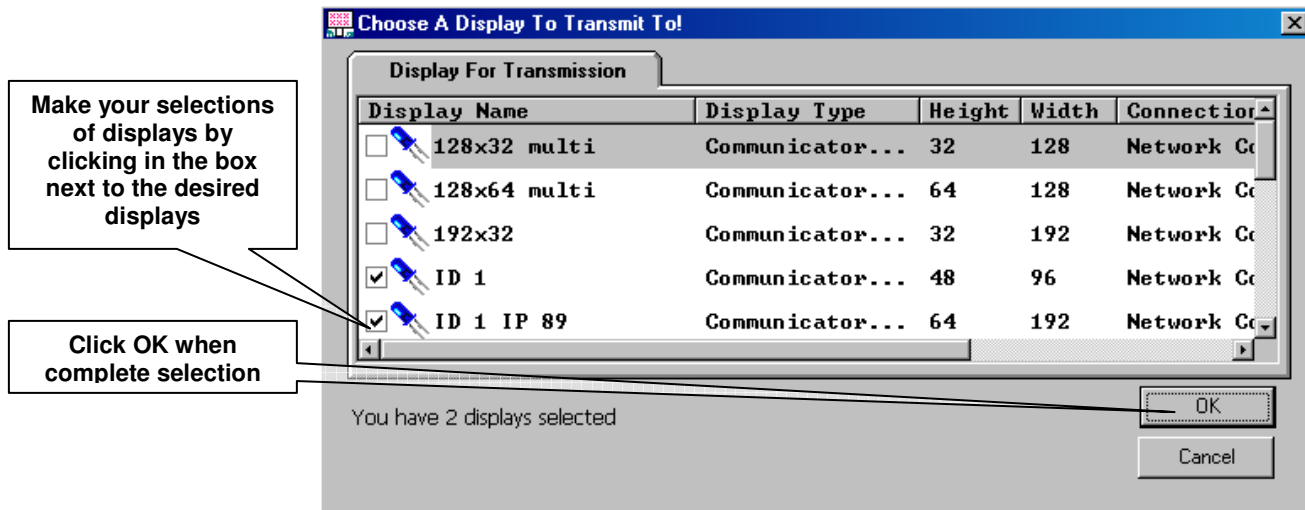
- You will need to update the variables on the display with all the information you have selected, attributes and data.



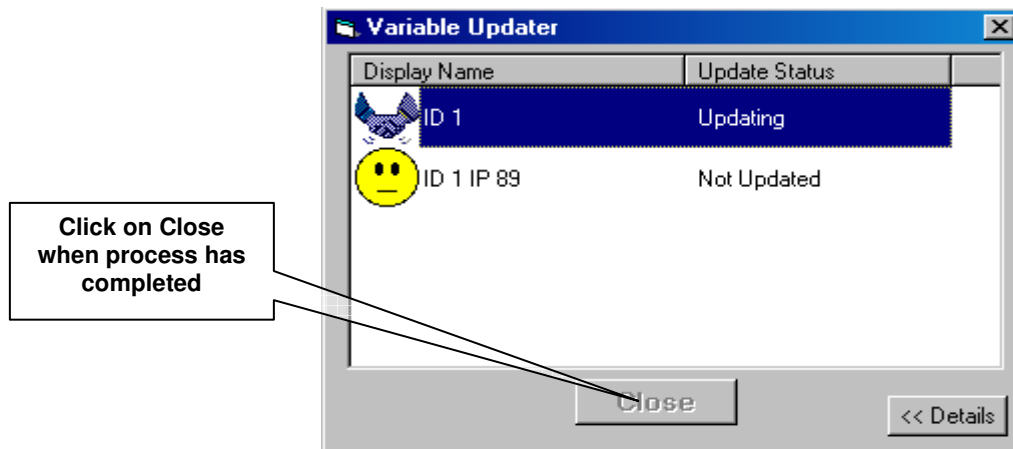
- Next you will need to determine which Variables you will be updating



- After you have chosen the variables to update the following window appears. Here you will need to make your selection of which sign(s) will receive the variable update.



- After you have clicked on OK the following window appears. This window is informing you of the process. When process has completed you have successfully updated your variables on your display.

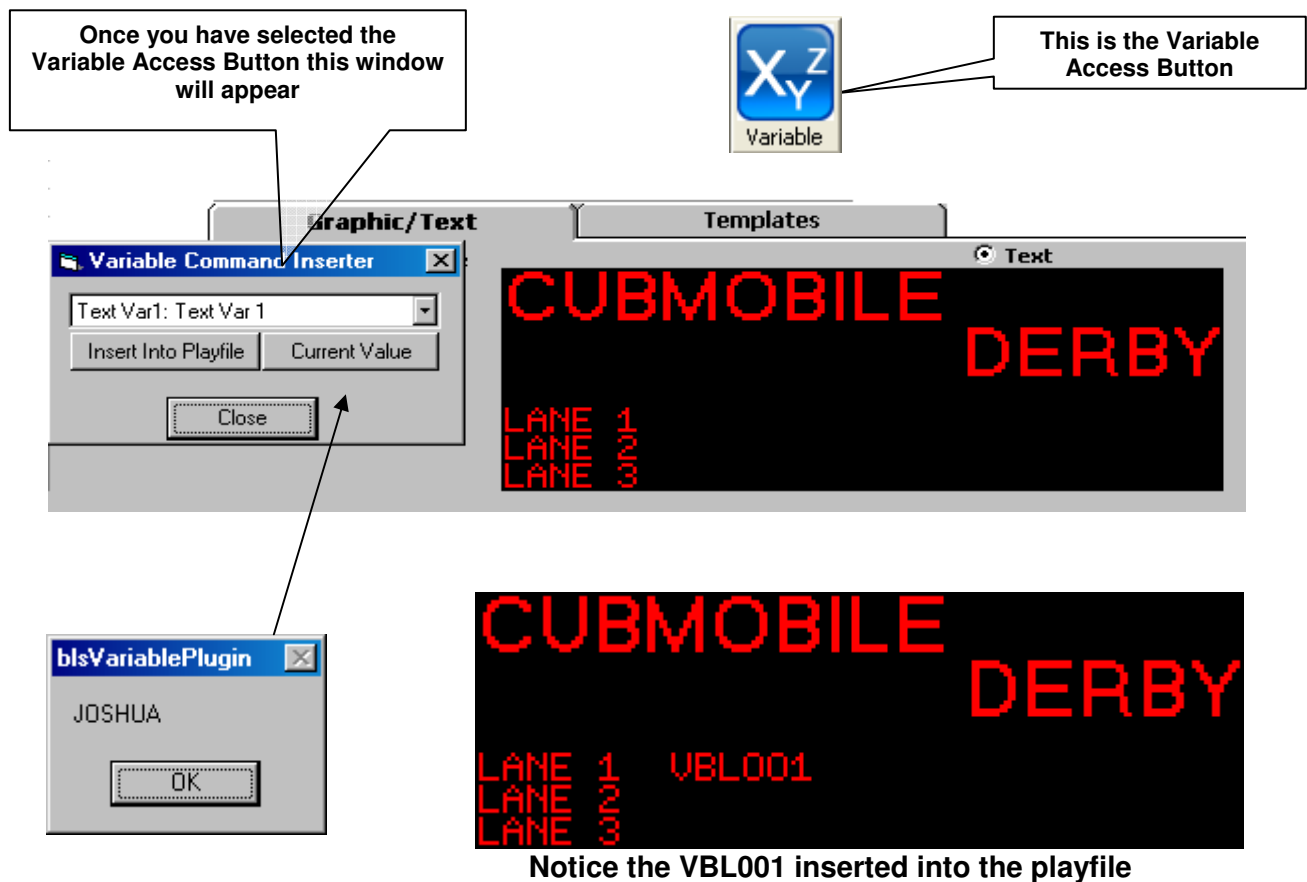


PLACING VARIABLES INTO PLAYFILES

The following will be instruction on how to place a variable into a playfile.

- Open your playfile text editor
- Place the editing tab where you would like the variable to be placed
- . Select the Variable Access Button
- Select the variable desired to be inserted (use the drop-down if needed)
- After you have inserted the variable you can check the Current Value of variable, by clicking on Current Value button
- After you are satisfied with your insertion, click on Close to complete step

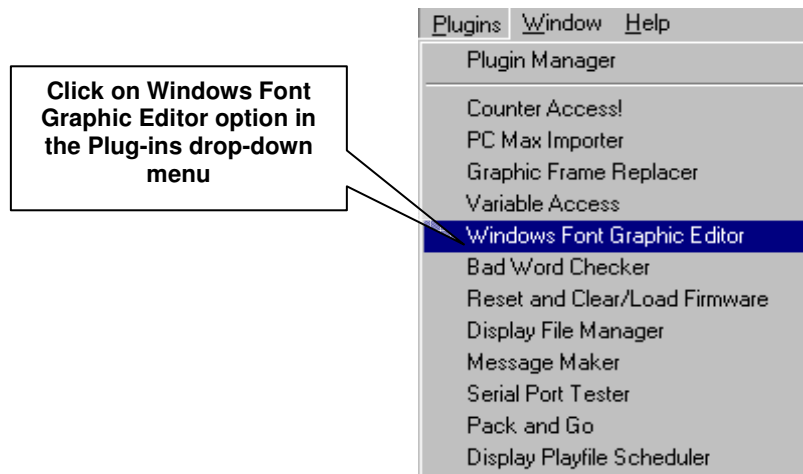
Below you will see an example of the steps above



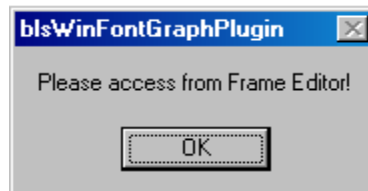
WINDOWS FONT EDITOR

This Plug-in gives you the ability to create a text bitmap image using an installed Windows font. If the font is available to you on your machine you can chose that font to create a graphic image of a word and then place it in a playfile just as you would a standard graphic file. The effects are not the same as a text message height and scroll as you would control via the text editor. The effects are limited to appear and disappear modes.

The following procedure provides the steps for using the Variable Access Plug-in.



- the window below will appear



Please access from Frame editor.

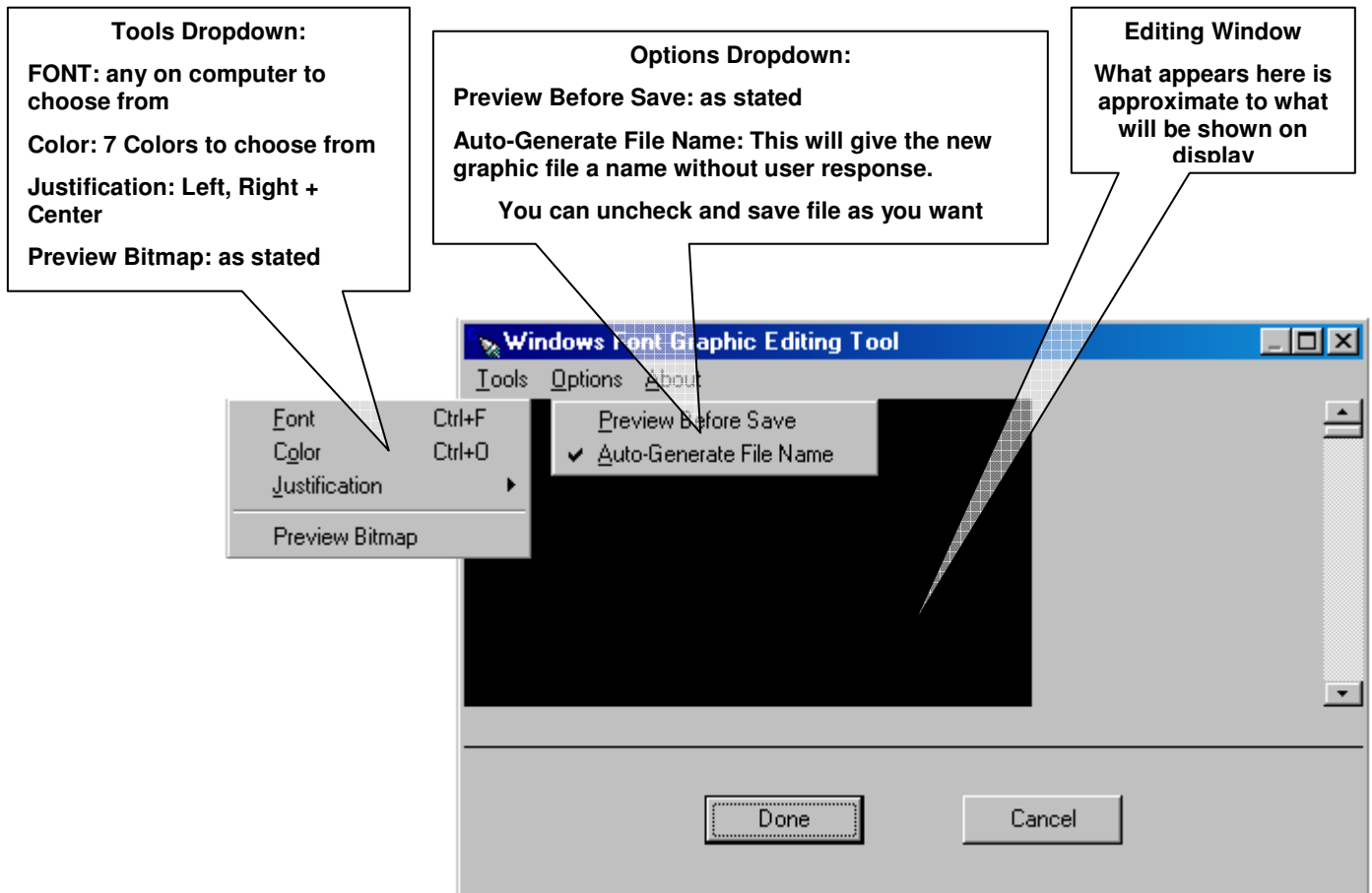
- This example was shown, as this will happen quite often, when a Plug-in is mentioned most users will go to Plug-Ins Tab. We will now proceed to the Frame Editor.
- After you have opened the Frame editor you will need to open the Widows Font Editor



Click on the Windows Font Editor Button

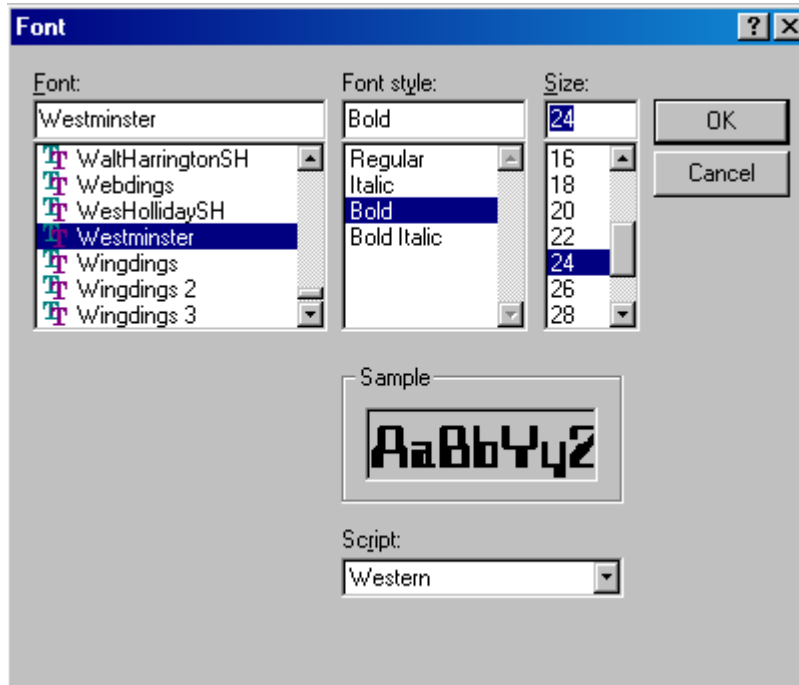
WINDOWS FONT TEXT

- Assuming you have already registered the Plug-in you will see the following

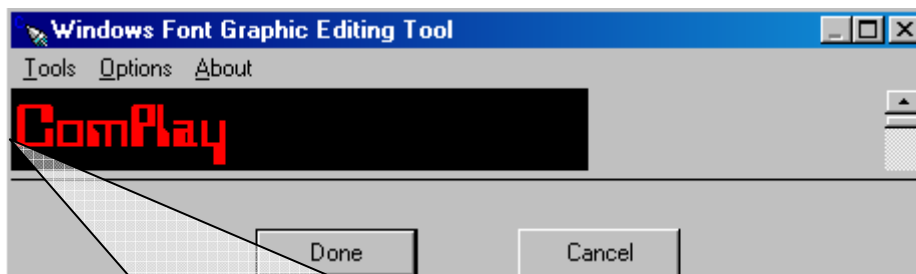


CHOOSING FONT

- This window is, as the Windows font selection would be made in other Windows functions.
 - Select desired Font (all previewed in the Sample box)
 - Select Font Style
 - Select Font Size
 - Click on 'OK' when satisfied with selections



- After clicking OK you will need to enter your text

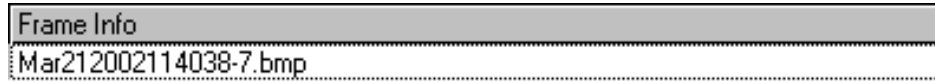


When this box appears you will need to click here to get a cursor to appear, so you can enter your text.

You will notice that the text is now the Font you selected.

After your complete the text desired, click-on 'Done' and it will appear in the frame editor

- After you are satisfied with the settings made in frame editor you will click on 'Done'. The graphic font you have just created is inserted into the last frame that had been selected. You will notice that the frame has been automatically named, which can be obtained by hovering your mouse over the frame window.



- You can preview this entry if desired. You can now send your playfile to display.

VANQUISH-HD & HX-1 ONBOARD SCHEDULER

The OnBoard Scheduler is the tool used to maintain the schedules and call up the appropriate information when needed to transmit playfiles, from within the display.

The existing method of scheduling playfiles to be displayed is to have a scheduler application constantly running on a computer. This computer must always be on and have an available connection method to the display for proper functionality. This plug-in was created to eliminate this method.

The OnBoard Scheduler Plug-in will facilitate the use of the HX-1/Vanquish-HD OnBoard scheduling functionality. This plug-in allows the user to enter in a schedule for a specified playfile for a particular display. After all schedules have been created, the user will then be able to download the schedule and all supporting files to the target display.

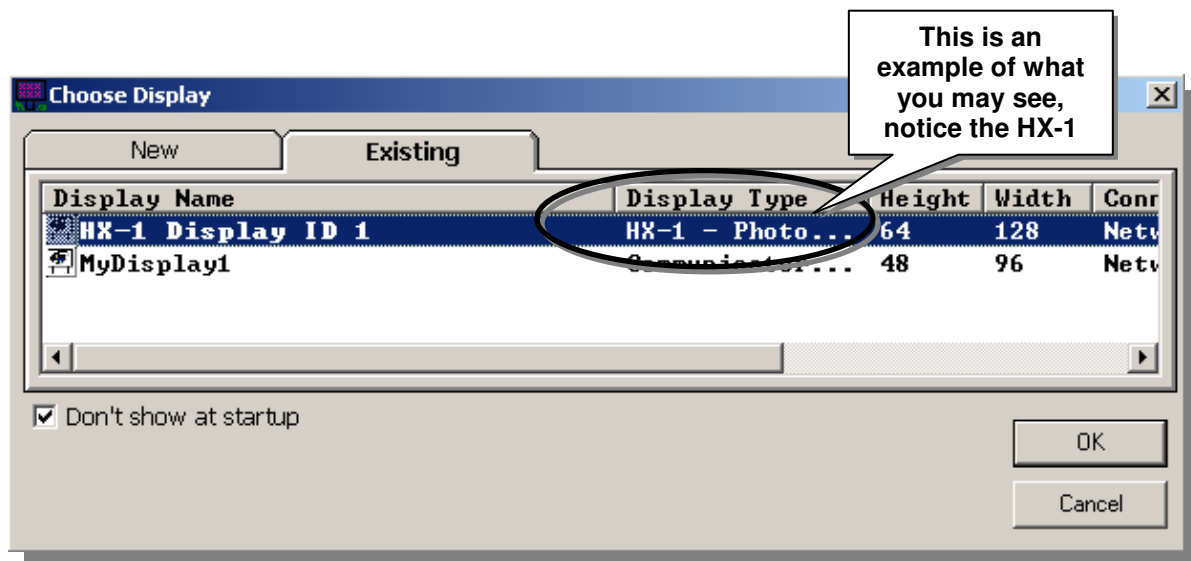
Once the schedules have been downloaded, the displays will play the correct playfiles automatically when scheduled, without intervention from an outside source.

The computer used to send and create the schedule will keep all of the sent schedules in a database so that the user may review which schedules have been sent to a specific display.

HOW TO IDENTIFY AN HX-1 OR VANQUISH-HD DISPLAY

To determine if you are using an HX-1/Vanquish-HD display or not, click on the Display button, from the main ComPlay4 screen, and the screen below will appear, from here you can determine the type of display you own.

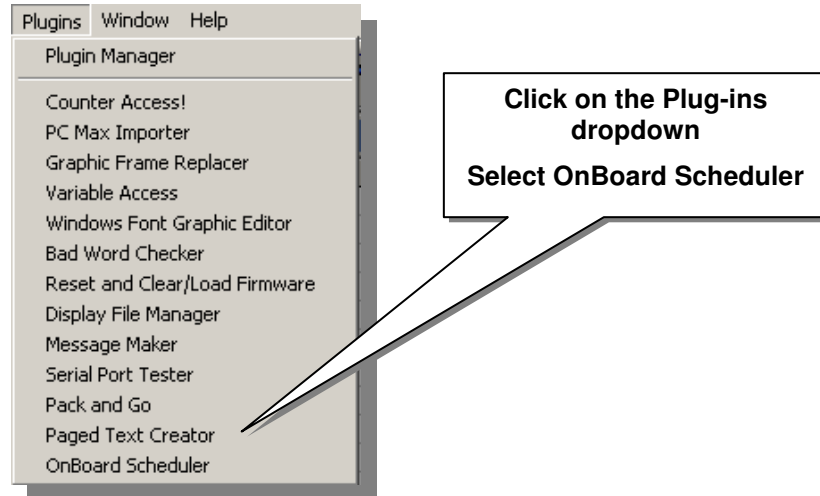
Look in the display type column and you may see HX-1/Vanquish-HD, in the description. If this so then, yes you own the correct display type to utilize this plug-in.



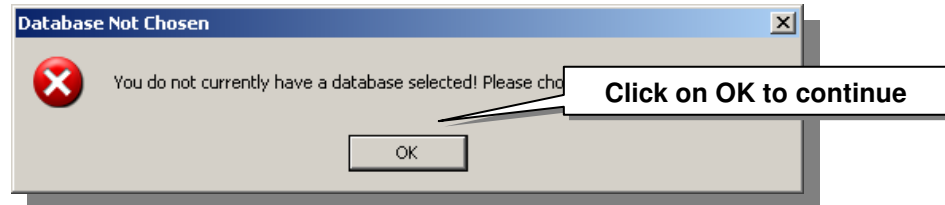
CHANGING PLUG-IN DATABASE SETUP

The following steps are provided to change the database.

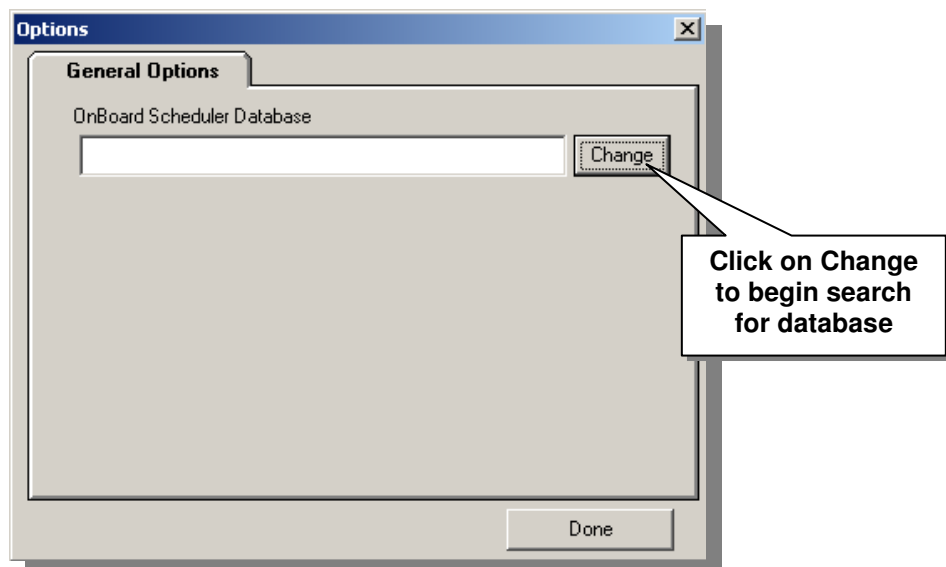
- Open On-Board Scheduler Plug-in



- Selection of database. Click on OK



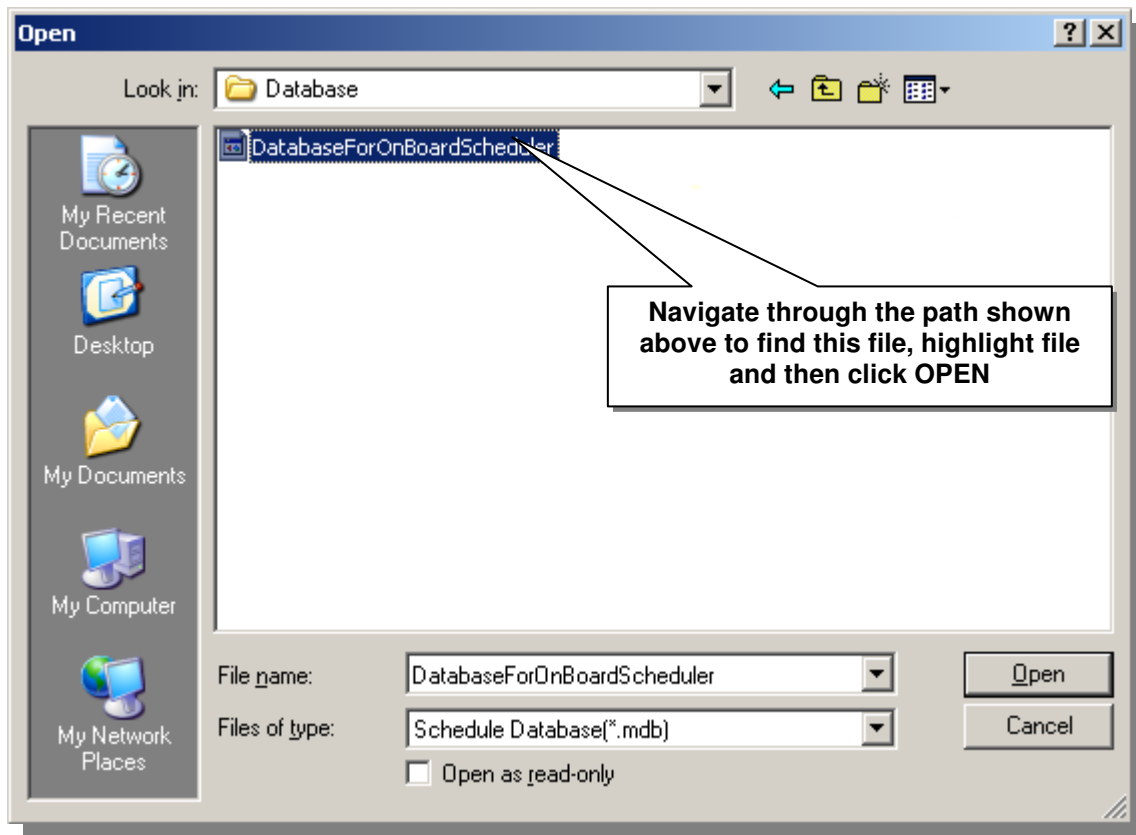
- Locating the database used for the OnBoard Scheduler. Click on Change.



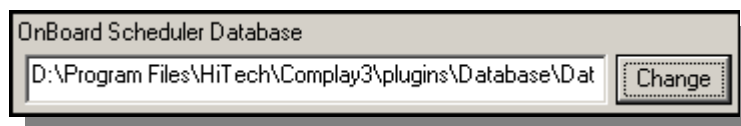
- Location of database is as follows:

C:\Program Files\J M Stewart\ComPlay4\plugins\Database\

(File name is - **DatabaseForOnBoardScheduler.mdb**)



After you have successfully determined the database location you will see the path in the General Options window as shown below.



When satisfied with database selection click on DONE

Done

You are now ready to begin using the

OnBoard Scheduler.

USING ONBOARD SCHEDULER

The following steps will explain how to use the OnBoard scheduler. There are only 2 steps to start using the scheduler; creating a schedule and Uploading a schedule. There is also an additional step to View the master schedule.



CREATE NEW SCHEDULE ENTRY

Clicking on the “Add” button will begin the process of schedule creation. The following steps will take you through the necessary procedures to create affective schedules.



This will open the Task Schedule screen, shown below, from this window you will access the components needed to create schedules.

Task Schedule

File View

Save and Close Print Overview X

Task Information Details

Playfile: Select Playfile...

232 CONNECTION Select Sign

Schedule:

Scheduled Time is based on the onboard clock time of the host display.

Schedule Time

Start: 3:53:00 PM End: 4:23:00 PM

Schedule Date

Start: 3 / 8 /2010 End: 3 / 8 /2010

Recur pattern

☒ Continuous
☐ Weekly
☐ Monthly
☐ Yearly

Priority

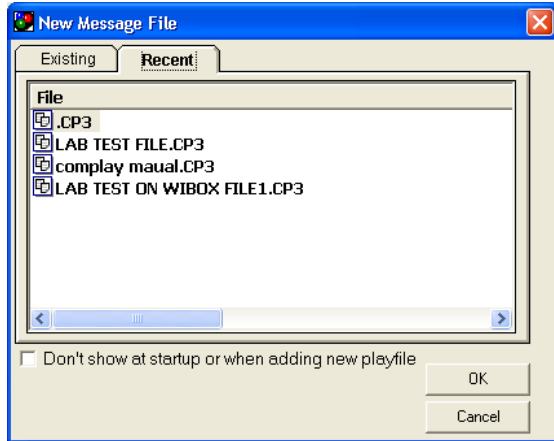
1 - Lowest Priority

PLAYFILE SELECTION

Click on this box  to select playfile to be scheduled.

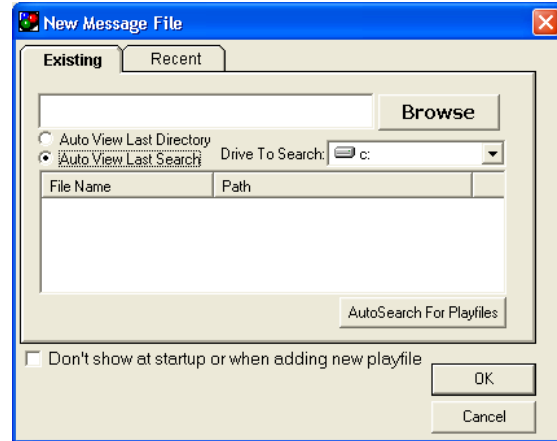
RECENT TAB

The easiest way to select recently used playfiles is to use the “Recent” tab



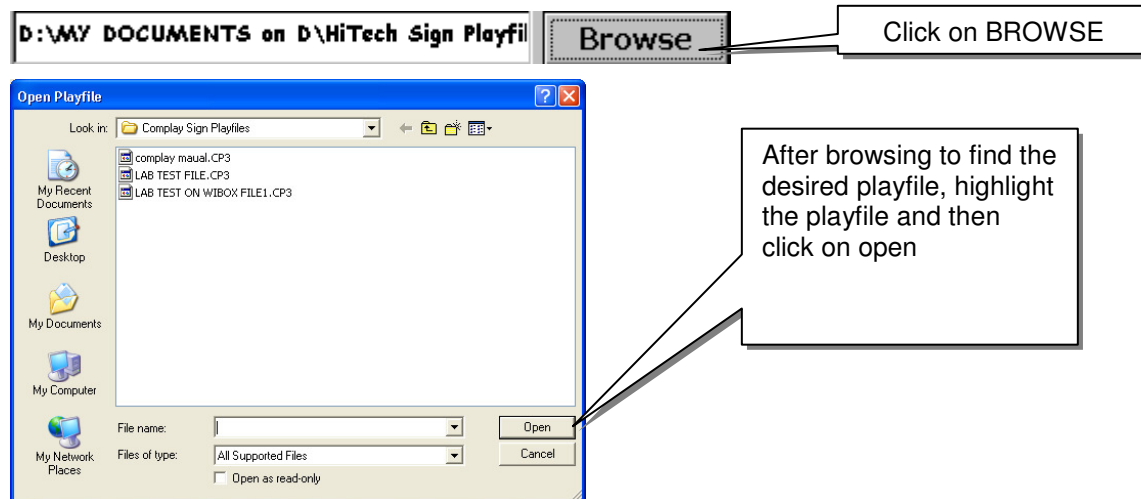
EXISTING TAB

The Existing Tab allows Browsing and Auto Searching for playfiles

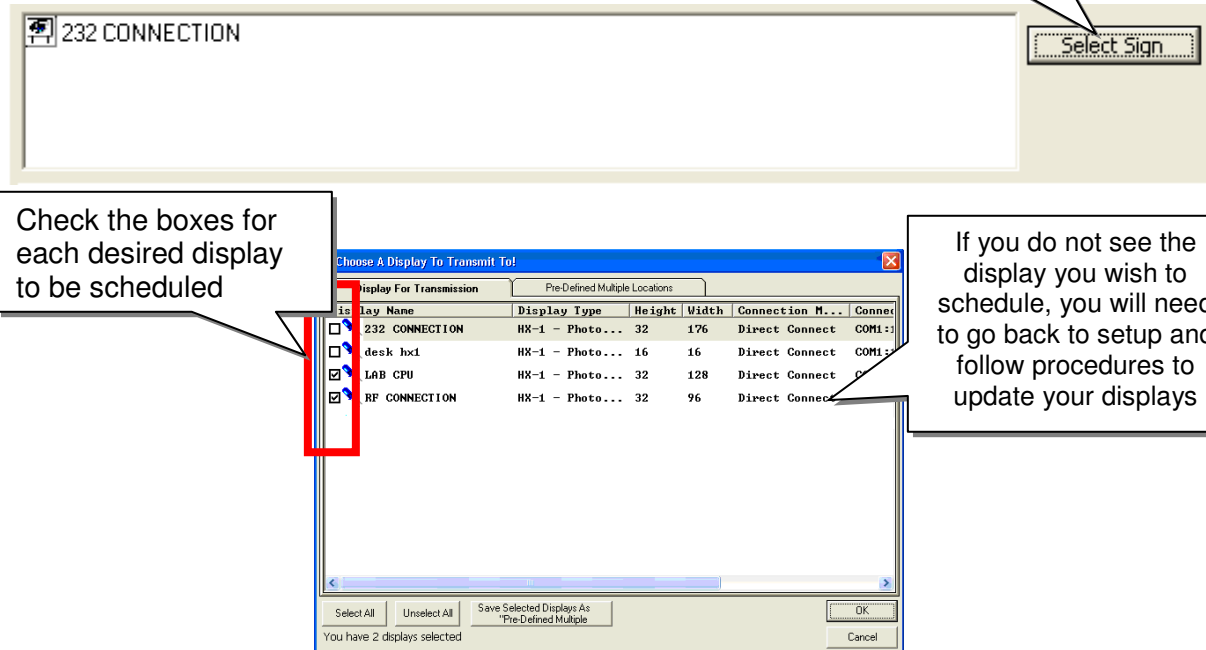


BROWSE FOR PLAYFILES

The Browse Button will establish the search in the area designated.



MAKING DISPLAY CHOICE



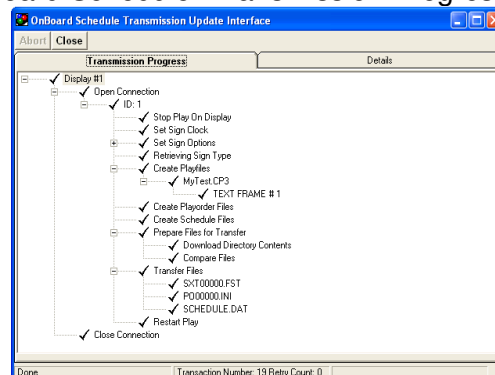
After choices are complete, they will appear in the Destination Displays box above.

UPLOADING SCHEDULE TO DISPLAY

Clicking on the “Upload to Display” button will begin the process of sending the schedule to the display. The following steps will take you through the necessary procedures to upload schedules.

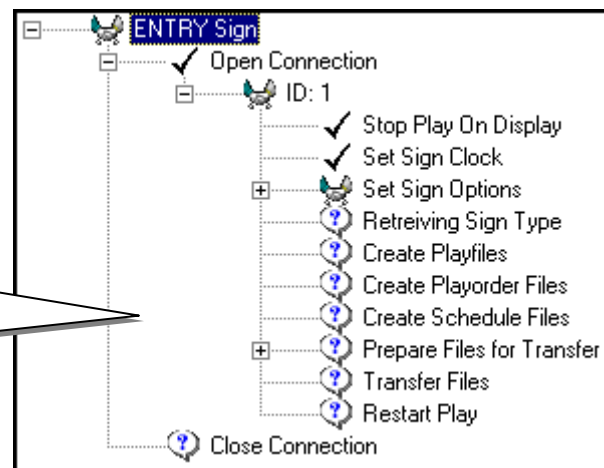


This will open the OnBoard Scheduler Transmission Progress window, shown below.



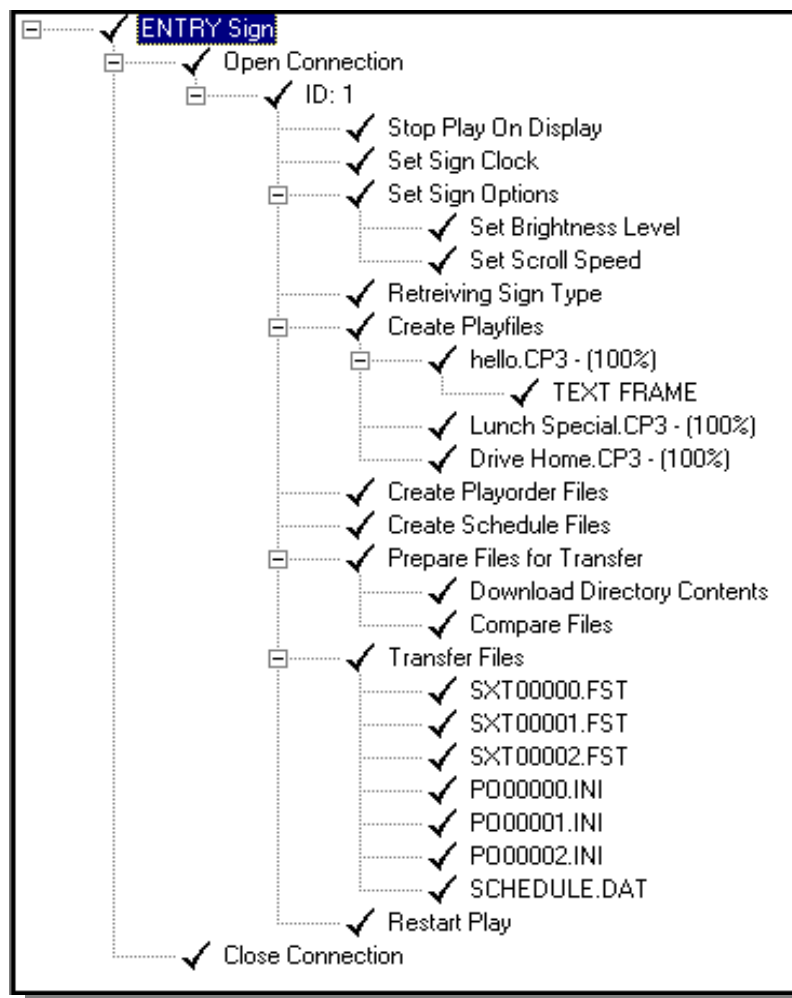
UPLOAD PROGRESS

During the upload process you will see a variety of functions occurring, if a failure was to occur this screen would be helpful for troubleshooting



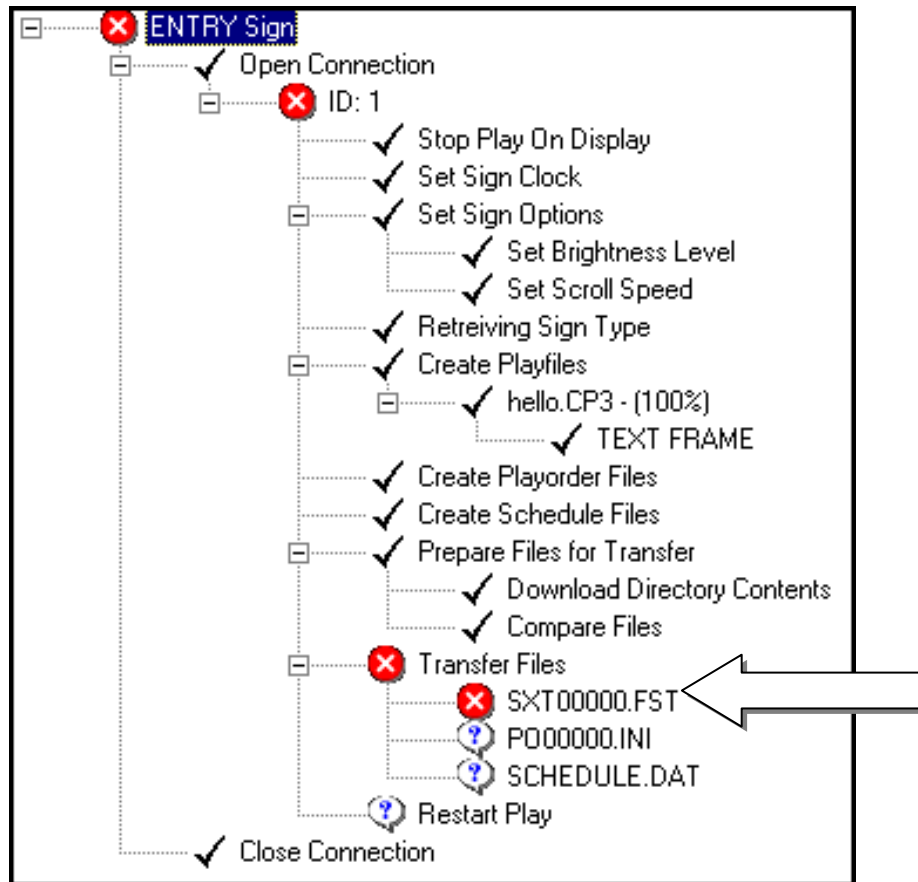
SUCCESSFUL UPLOAD

This is the view of a successful upload to a display. Note that all processes have a check mark beside each step.



UPLOAD FAILURE

At times for various reason a failed upload may occur, noting the point of which the upload process has occurred can be noted by looking at this screen shown below.

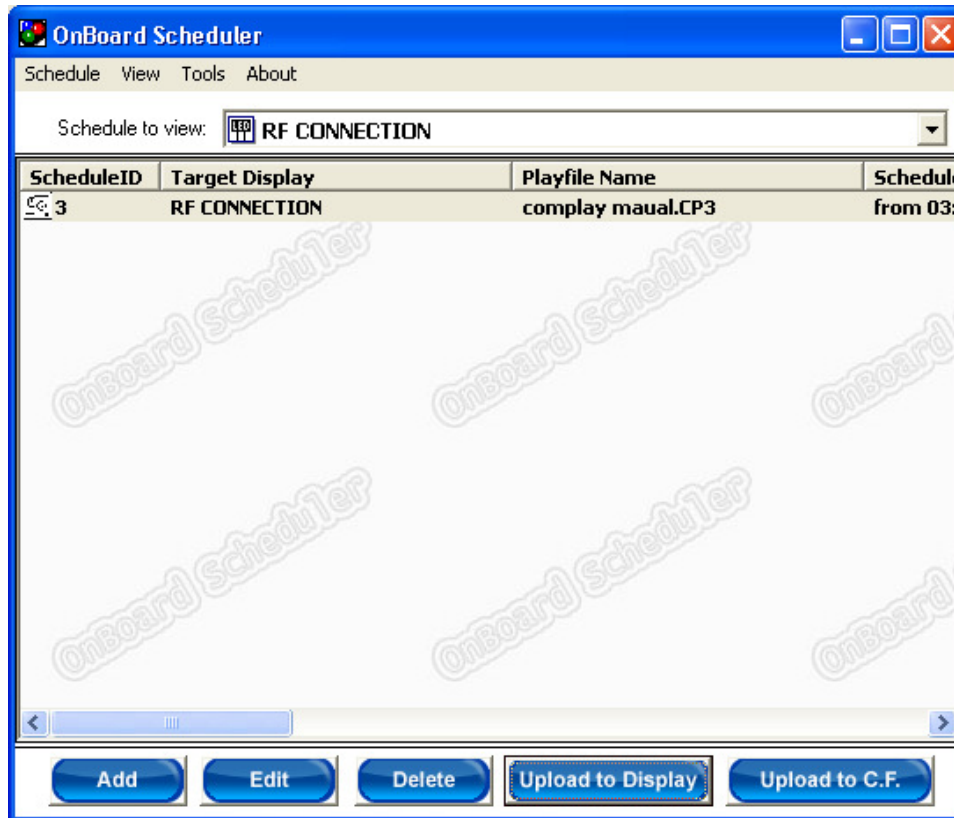


Note the failure point in the example above, shown by the arrow. The failure symbols are at the display name, sign ID, the process, and the actual point of failure. Please note any of these points for troubleshooting purposes.

After you have all the schedules successfully uploaded to your displays you may view all uploads from a single point, the next section of the manual explains further.

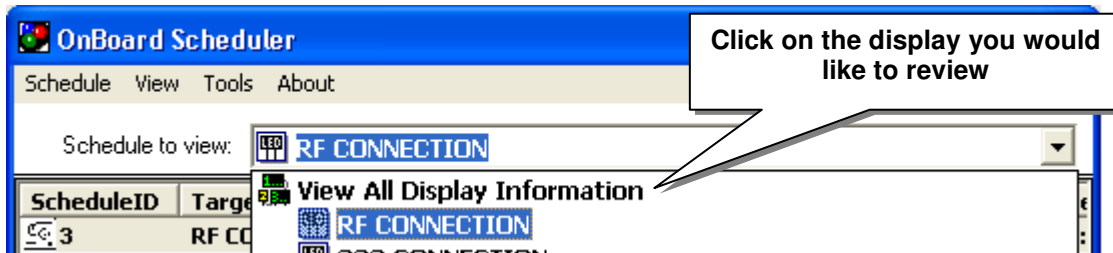
VIEWING SCHEDULES

The Main View presents all schedules sent to the current selected display. Optionally you can choose the “View All Display Information” in the “Schedule to view” dropdown.



VIEW SCHEDULE FOR SPECIFIC DISPLAY

From this dropdown you can select a desired display only to review or you may review all displays at once, as shown below.



VIEW ENTRIES EXPLAINED

The entries found for each display consist of a variety of information. The list below shows these items, as they would be found from left to right in the view schedule window.

<table><tr><th>ScheduleID</th></tr><tr><td>30</td></tr><tr><td>31</td></tr><tr><td>32</td></tr></table>	ScheduleID	30	31	32	ID of schedule entry in the database	
ScheduleID						
30						
31						
32						
<table><tr><th>Target Display</th></tr><tr><td>ENTRY Sign</td></tr><tr><td>ENTRY Sign</td></tr><tr><td>ENTRY Sign</td></tr></table>	Target Display	ENTRY Sign	ENTRY Sign	ENTRY Sign	Name of display, playfile was sent to	
Target Display						
ENTRY Sign						
ENTRY Sign						
ENTRY Sign						
<table><tr><th>Playfile Name</th></tr><tr><td>hello.CP3</td></tr><tr><td>Lunch Special.CP3</td></tr><tr><td>Drive Home.CP3</td></tr></table>	Playfile Name	hello.CP3	Lunch Special.CP3	Drive Home.CP3	Name of playfile scheduled	
Playfile Name						
hello.CP3						
Lunch Special.CP3						
Drive Home.CP3						
<table><tr><th>Scheduled Period</th></tr><tr><td>from 02:17 PM on Aug-15-2002 to 02:47 PM on Aug-15-2002</td></tr><tr><td>from 11:00 AM to 02:30 PM from Aug-01-2002 until Aug-21-2002</td></tr><tr><td>from 02:30 PM to 06:30 PM from Aug-01-2002 until Aug-21-2002</td></tr></table>		Scheduled Period	from 02:17 PM on Aug-15-2002 to 02:47 PM on Aug-15-2002	from 11:00 AM to 02:30 PM from Aug-01-2002 until Aug-21-2002	from 02:30 PM to 06:30 PM from Aug-01-2002 until Aug-21-2002	Actual Start?Stop time of scheduled playfile
Scheduled Period						
from 02:17 PM on Aug-15-2002 to 02:47 PM on Aug-15-2002						
from 11:00 AM to 02:30 PM from Aug-01-2002 until Aug-21-2002						
from 02:30 PM to 06:30 PM from Aug-01-2002 until Aug-21-2002						
<table><tr><th>Recurrence</th></tr><tr><td>Daily: All day continuous</td></tr><tr><td>Weekly: - M T W R F -</td></tr><tr><td>Weekly: - M T W R F -</td></tr></table>	Recurrence	Daily: All day continuous	Weekly: - M T W R F -	Weekly: - M T W R F -	Frequency of the schedule	
Recurrence						
Daily: All day continuous						
Weekly: - M T W R F -						
Weekly: - M T W R F -						
<table><tr><th>Status</th></tr><tr><td>1</td></tr><tr><td>1</td></tr><tr><td>1</td></tr></table>	Status	1	1	1	Status = 0 Schedule Not Sent to Display Status = 1 Schedule Sent to Display	
Status						
1						
1						
1						
<table><tr><th>Playfile Path</th></tr><tr><td>C:\My Documents\HiTech Sign Playfiles</td></tr><tr><td>C:\My Documents\HiTech Sign Playfiles</td></tr><tr><td>C:\My Documents\HiTech Sign Playfiles</td></tr></table>	Playfile Path	C:\My Documents\HiTech Sign Playfiles	C:\My Documents\HiTech Sign Playfiles	C:\My Documents\HiTech Sign Playfiles	Original location of playfile sent to display	
Playfile Path						
C:\My Documents\HiTech Sign Playfiles						
C:\My Documents\HiTech Sign Playfiles						
C:\My Documents\HiTech Sign Playfiles						

FUNCTION BUTTONS

The buttons found at the bottom of the view window are just as they are stated.

- Add – You can add a schedule to a display from here, same as create steps
- Edit – You may edit a preexisting schedule from here
- Delete – You may delete a previously created schedule from here
- Upload to Display – You may upload a schedule from here, same as upload steps
- Upload to C.F. – You may upload a schedule to the Compact Flash and insert the compact flash inside the display.



- Choosing the menu option “View” – “Preview Selected Entry” will bring up the ComPlay4 Display Emulator, the playfile you had selected in the Schedule screen will thus preview.
- Choosing the menu option “View” – “Preview @ Time and Date”, you can check your scheduled playfiles at a desired time and date. This can be useful when you are scheduling various playfiles in the future and that you would not want to display with other playfiles.

APPENDICES

APPENDIX A – TERMS AND DEFINITIONS

Term	Meaning
CMD	Command Files. These are special program files that send specific control codes to the Display. One source for Command files is the Message Maker program described in the Plug-Ins section of this manual.
Counter Variables	A timer-dependant, numeric counter that can be inserted in static or scrolling text. Counters can be programmed incrementally by days, hours, minutes, or seconds. Example uses are counting <i>Days since last accident</i> , or <i>Shopping days before Christmas</i> .
Frame	Also called a Playline. One line of display information contained in a Playfile. This line can contain blank text, scrolling text, static text, or a graphic plus appropriate Appear Mode, Disappear Mode, and Delay Time elements.
LAN	Local Area Network.
LED	Light Emitting Diode.
OLE	Object Linking and Embedding.
OLE Variables	OLE Variables enable real-time displaying of information from another program (such as from an Excel spreadsheet).
PC	Personal Computer.
Playfile	A file containing a sequential list of graphic images, text, and special effects to be displayed.
Playline	See Frame.
Playorder	The sequence in which each row in a Playfile is displayed.
ROM	Read Only Memory.
User Variables	Commands that the user may insert in static or scrolling text. These commands can be used to display embedded variables (such as time, date, or temperature), Counters, or OLE variables (such as a link to an Excel spreadsheet).

APPENDIX B – ADVANCED DISPLAY INFORMATION

Application Description - Application name, version and description

Application Name - Name of the firmware Application

Autodim - 0 if Autodim is not set, 1 if AutoDim set

AutoDim Enabled - 1 if the Auto Dim control is enabled, 0 if not

Autoplay – 1 = Automatically restart play, 0 = No Restart-

Bad Frames - Total number of frames with bad CRC since last reset

Blink Enabled - 1 if text blinking is enabled, 0 if not

Blink Rate - The rate at which text blinks. Fast = 1, Medium = 2, Slow = 3.

Current Date Time - Current Date and Time of the Display

Current Font Height - The height of the current font

Current Font Width - The width of the current font

Current Level - Current Brightness Level 0 thru10

Current Play Entry - The data associated with the current play entry

Current Play Entry Number - Play entry that is current being processed

Custom Fonts Loaded - The number of custom font that are loaded

Date and Time of Last Load - Date and Time of the last download to the display

Def Enabled - Default Bitmap Enabled =1, 0 = Disabled

Def Loaded - Default Bitmap Loaded = 1, 0 = not loaded

Delay - Delay time for current Playfile

Dim High Range - Maximum High brightness setting

Dim Level - Current Brightness level (0 thru 10)

Dim Low Range - Minimum low Brightness Setting

Dim Sched Default - Default brightness setting for when a brightness level is not scheduled

Dim Sched Periods - Number of different time periods scheduled with brightness levels

Dim Schedule - The data contained in the Brightness schedule.

Directory Entries - A list containing the files stored on the Display

Display Type by Category - Display Type by Category: A = Accelerator, C = Communicator, M = MCII, P = Plextor, U = AUK, H= HX1, V=Vanquish-HD

Display Type by Device Number - The type of Display the firmware is running on.

Dst Enabled - Daylight Savings Time Enabled

Dst Status - Daylight Savings Time = 1, 0 = not

Font 24x32 Loaded – 1 = the 24x32 font loaded, 0 = not -

Frame Size - The size of the frame in bytes

Group Addresses - Group addresses (201 to 250)

Group Masters - Group Masters address 255,201 to 250

Groups - Nodes family group address

In Delay - 1 = play delay, 0 = not

InitString - The initialization string used to initialize the modem at power up.

Is Master – 1 = This is the Master CPU, 0 = This is the Slave CPU -

Is Slave – 1= This is a slave Display, 0 = This is the Master CPU -

Last Download Time - Time of Last Download

Mag Rec NAK Bad Size - Messages received incomplete or too big

Master Address - Master Display's node address

Master Slave - Master Slave Display = 1, single CPU Display = 0

Memory Banks - Number of 16k memory blocks installed

Memory Pages - Number of 16k memory page

Modem Display - 1 Display communicates through a modem, 0 no modem.

Module Type - Module Type Used

Modules High - Number of Board/Modules Height

Modules Wide - Number of Board/Modules Wide

Msg Rec ACKed - Messages received that were ACK'ed

Msg Rec Duplicate - Messages received that were duplicate

Msg Rec ENQ - Messages received ENQ inquiries

Msg Rec Me - Messages received for me

Msg Rec NAK Bad CRC - Messages received with a bad CRC

Msg Rec NDK Bac CMD FNC - Messages received with a bad command

Msg Rec Not Me - Messages received not for me

Msg Rec Response Data - Messages received where the response was data

Msg Rec Response Ok CMD - Messages received where the response command OKCMD

Msg Rec Time Out - Messages received where receiver timed out

Msg Transmitted - Messages transmitted

Msg Transmitted ACKed - Messages transmitted that were ACK'ed

Msg Transmitted NAKed - Messages transmitted that were NAK'ed

Msg Transmitted Retried - Messages transmitted that were retried

Msg Transmitted Timeout - Messages transmitted that were timed out

My Scroll Delay - The delay that occurs when a pause command is in the scroll message

MyEndX - My ending X pixel location

MyEndY - My ending Y pixel location

MyX - My starting X pixel location

MyY - My starting Y pixel location

Node Address - Node Address of Display = 1 = 100

Number of Bad Frames - Number of Bad Frames since last reset

Number Of Frames Loaded - Number of frames loaded on the Display

Number Of Play Entries - Number of play entries loaded

Pixel Height - Height of the Display in pixels

Pixel Width - Width of the Display in pixels

Pixels High - Pixels high controlled by this CPU

Pixels Wide - Pixels wide controlled by this CPU

Play Enabled - 1 = Autoplay enabled, 0 = not

Play Loop Counter - Play loop counter 1 thru 254, if 255 loop forever

Playing - 1 = Display Playing, 0 = not

PlayOrder Entries - A list of the Playorder entries that is currently active on the Display.

Resets No Init - Power up/resets since the last memory initialization

Running - 1 = the Display running, 0 = not -

Scan Enabled - Scanning Function is 'Enabled'

Scroll Clear - 1 = scroll clears line, 0 = don't clear line.

Scroll Repeat - Scroll repeat counter = 0 thru 99

Scroll Speed - The speed of which to scroll text. Fast =1, Medium =2, Slow =3

Scrolling - 1 = Display is scrolling text, 0 = not

Slave High - Number of slaves high

Slaves Wide - Number of slaves wide

Soft Enabled - Software switches enabled =1, otherwise hardware switches in use

Soft Switch 1 - Same as Switch 1

Soft Switch 2 - Same as Switch 2

Soft Switch 3 - Same as Switch 3

Soft Switch 4 - Same as Switch 4

Soft Switch 5 - Same as Switch 5

Switch 1 - Color and Display Module Height Configuration

Switch 2 - Module Type and Display Module Width Configuration

Switch 3 - Display Address on Network

Switch 4 - InterProcessor Communication

Switch 5 - System Configuration

Temp Adjust - Amount to adjust the temperature reading. For use when the temperature's probe is not reading properly.

Temp C - Current temperature reading in Celsius

Temp F - Current temperature reading in Fahrenheit

Total Frames - Total number of frames

Total Frames - Total number of available frames

Total Pixels High - Total Display pixels high if multi CPU Display

Total Pixels Wide - Total Display pixels wide if multi CPU Display

Total Play Entries - Total number of available play entries

Total Plays - Total number of play entries

APPENDIX C – EXTENDED FEATURES

Extended features are special enhancements or added functions to the basic ComPlay4 program. Since not every User requires all possible features, Plug-in features have been engineered so that they can be added on an as-needed basis.

STANDARD EXTENDED FEATURES

Several extended features are included with the basic ComPlay4 software. They are:

- Reset and Clear/Load Firmware – Permits you reset and clear a Display, or to update a Display's Firmware program as new versions are released by J M Stewart.
- Message Maker - A set of pre-defined message templates that permit you to create messages using a host of special effects.
- Pack and Go - Allows you to transfer Playfiles to other computers or save them for archive purposes.
- PCMax Importer – Converts a PC Max project into an .AVI file for use in ComPlay4, or converts an .AVI file into a PCMax project for editing.
- Graphic Frame Replace - allows you to selectively replace a graphic file on a display without having to perform a total download of the Playfile.
- Serial Port Tester – A troubleshooting tool that uses a special adapter to test the serial port on your computer to see if it is valid.
- Display File Manager – allows you to add /remove /move text/graphics of the playfile and/or the playorder and update these changes to the display without downloading the entire playfile.
- Bad Word Checker – This feature checks all playfiles before transmitting for offensive, derogatory words, and words placed in the dictionary.
- Windows Font Graphic Editor - Facilitates creating a Text Bitmap image using the Windows fonts that are installed in your computer.
- Variable Access - Allows you to import data locally or from other programs and place it on your Display.
- Counters - Allows you to build time and date counters into your message. You can program and display up to 16 independent counters.
- Display Playfile Scheduler – This feature allows the user the ability to schedule playfiles to start and stop at desired times.

INSTALLING EXTENDED FEATURES

Extended features are installed into ComPlay in the form of Plug-ins. Before a Plug-in can be used, your computer must be configured to recognize the Plug-in file types, and each Plug-in must be registered and loaded.

CONFIGURING YOUR COMPUTER

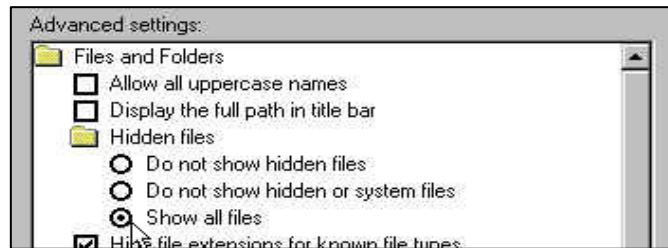
Before attempting to install a Plug-in for the first time, you must set your computer to show all file types. This is a simple process that needs to be done only once, and will not affect

any other programs.

WINDOWS XP; WINDOWS VISTA; WINDOWS 7

Configure your computer as follows:

1. From your computer's desktop, right click on the Start button.
2. Click on the Explorer selection.
3. Click on Tools in the Menu Bar. The Tools drop-down menu is presented.
4. Choose the Folder Option Tab.
5. Click on the View tab at the top of the window. The View options are presented.
6. Click on the Show All Files radio button.

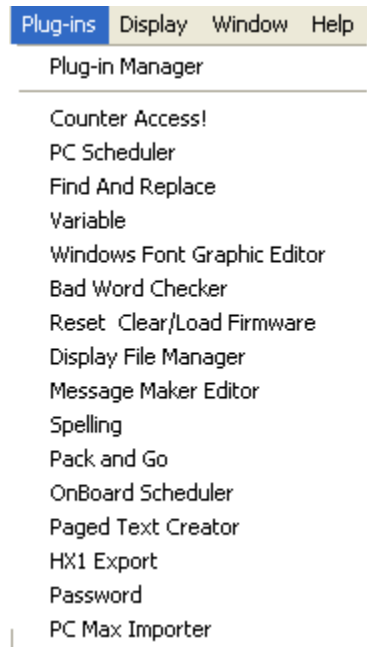


7. Click on the Show All Files radio button.
8. Click on the OK button. Your computer can now recognize the ComPlay4 Plug-in files.

CHECKING FOR THE PRESENCE OF PLUG-INS

Your ComPlay4 software will already have the standard Plug-ins registered and loaded when you receive it. To verify the presence of Plug-ins, perform the following.

1. On the ComPlay4 Main window Menu bar, click on the Plug-in selection. The Plug-in drop-down menu appears.
2. Verify that the Drop-down Menu shows the Plug-in Manager and Plug-ins available, similar to the figure on the next page.



If the standard Plug-ins are present and no others need to be installed, your ComPlay4 software is ready to go. If the standard Plug-ins are not present, or if additional Plug-ins need to be loaded, the following paragraphs will lead you through the process.

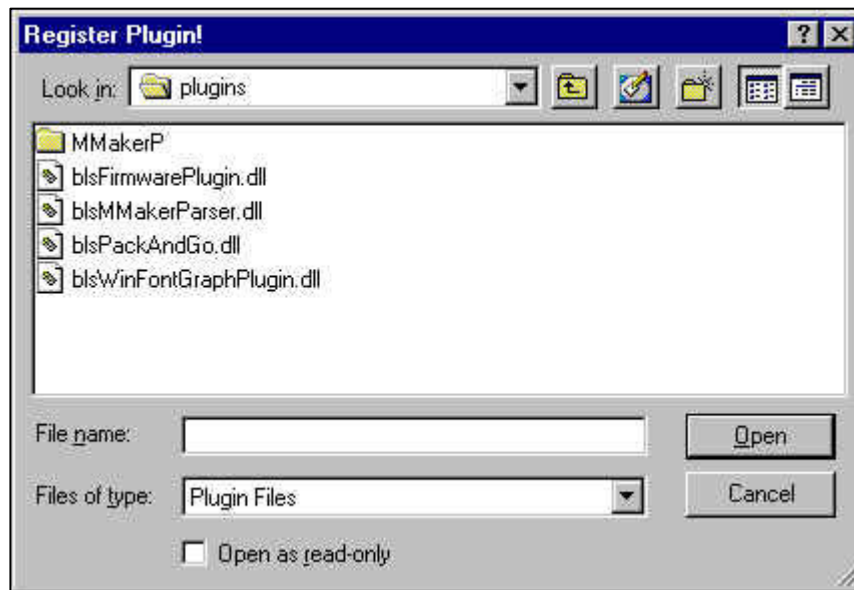
INSTALLING AND LOADING/UNLOADING PLUG-INS

The installing and Loading of Plug-ins is performed using the Plug-in Manager.

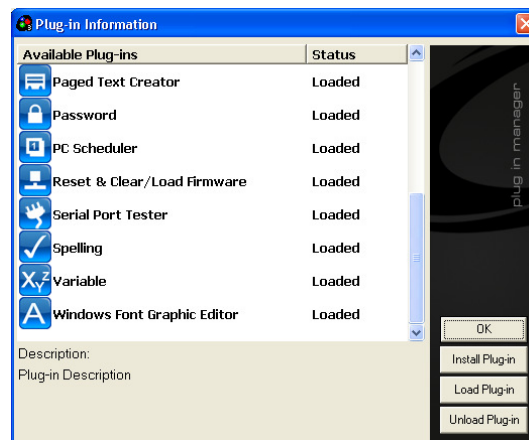
INSTALLING PLUG-INS

To install and load Plug-ins, perform the following:

1. On the ComPlay4 Main window Menu bar, click on the Plug-in selection. The Plug-in drop-down menu appears.
2. Scroll down and click on the Plug-in Manager selection.
3. Click on the install Plug-ins button. A Plug-in window appears, similar to the one shown below.



4. Click on the filename for the Plug-in you wish to install, and then click the Open button. The Plug-in Information window reappears.
5. Repeat steps 4 and 5 for all Plug-ins you wish to install. Once you have installed the Plug-ins, the Plug-in Information window will appear similar to the figure shown below.



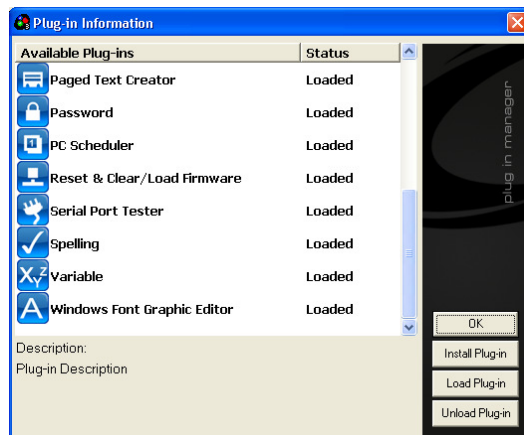
Note:
Plug-ins require installing only once.

LOADING/UNLOADING PLUG-INS

The Loading and unloading of Plug-ins is performed directly on the Plug-in Information window. If this window is not currently open, perform steps 1 and 2 of the installing Plug-ins paragraph.

To load or unload Plug-ins, perform the following:

1. With the Plug-in Information window open, click on the Plug-in you wish to load or unload. The selected Plug-in is highlighted and information concerning that Plug-in appears in the Description box.
2. To Load the Plug-in, click on the Load Plug-in button. To Unload the Plug-in, click on the Unload Plug-in button. The Status column changes to reflect the current status of the Plug-in, as illustrated below.



3. Click on the {X} in the upper right corner of the Plug-in Information window to close it.

APPENDIX E – ADDITIONS TO COMPLAY 4.0

This appendix has been provided to address new features and functions that have been created, in addition to the core ComPlay4 product features. Some of the changes are simply for ease of use of the software and others are new features. The version of ComPlay4 that you are receiving with this appendix is ComPlay4.0.1

WHAT'S NEW?

- **FEATURES:**

- All new look and feel.
- New larger and up to date toolbars and icons.
- Combining list and tile mode to give a true representation of the display.
- Add color control for text editing
- PC scheduler enhancements
- Support for Vanquish-HD displays
- Other enhancements for ease of use and the correction of several known problems

Display Firmware Version

For compliance with all functions provided in ComPlay4.0.1 make sure you are using firmware version 2.18B, or greater, on a Z180 controlled display or version 1.45B or greater, for an HX-1 controlled display, or version 2.18 or greater for a Vanquish-HD controlled display.

Applying power to the display should cause it to show the firmware version (i.e. HX1 v1.45B during boot up)

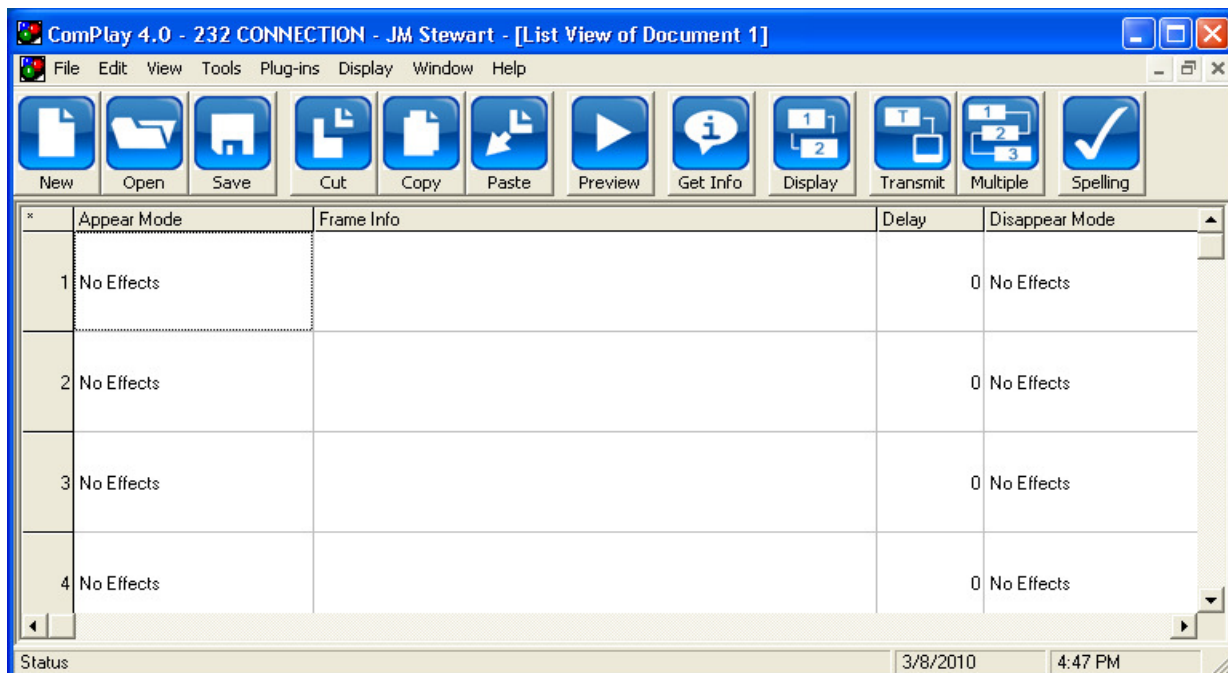
FEATURES

CUSTOMIZATION OF TOOLBAR

The feature was created to give the user the ability to change the toolbar buttons from the standard group. This feature is an excellent way to have only the utilities and Plug-ins that are used by you, no need to have unwanted buttons on the toolbar.

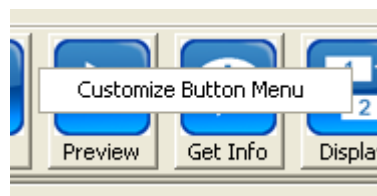
INITIAL TOOLBAR

ComPlay has a default group of buttons that are standard, shown below.



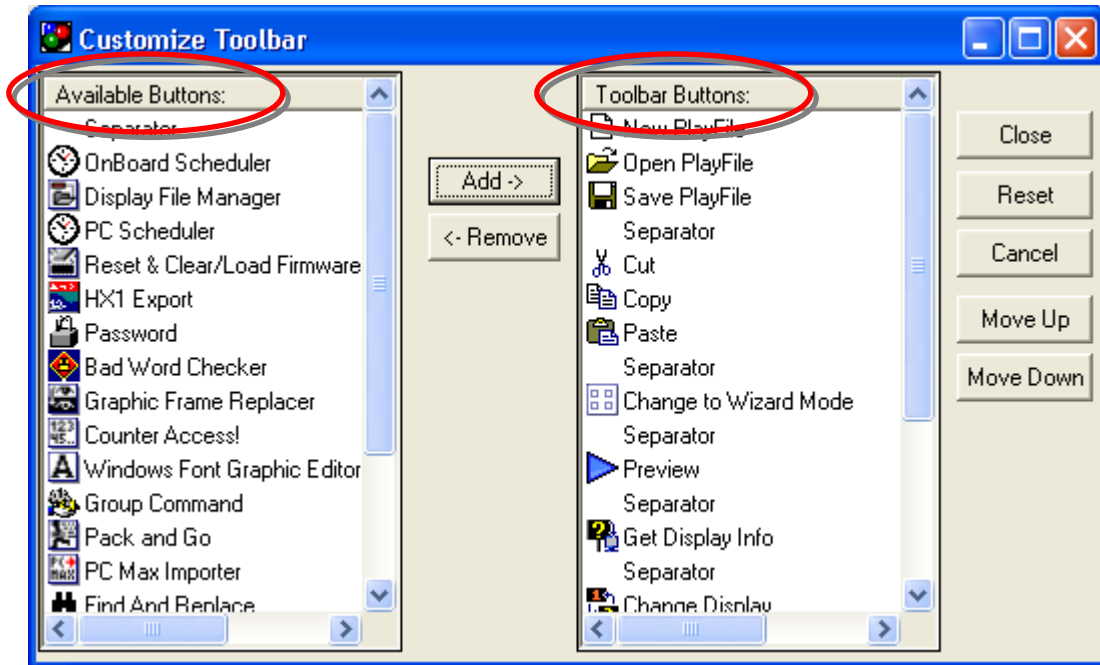
OPENING TOOL

To begin customizing the toolbar simply right-click anywhere on the toolbar and the 'Customize Toolbar Menu' button appears, as shown below.



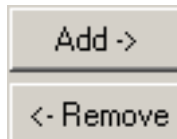
TOOLBAR MODIFICATION WINDOW

There are two different windows Available Buttons and Toolbar Buttons.



ADDING AND REMOVING BUTTONS

The process for adding and removing buttons from the lists is quite easy. Click on an 'Available Button' and click on the '**ADD**' button, shown below. To remove a button follow the same steps but choose from the 'Toolbar Button' window and click on '**REMOVE**' button



ORGANIZING TOOLBAR

Using the MOVE UP & DOWN buttons is the way to organize the toolbar buttons. Simply select the desired Toolbar Button to move and click on the **Move Up** or **Move Down** button to move the buttons around.



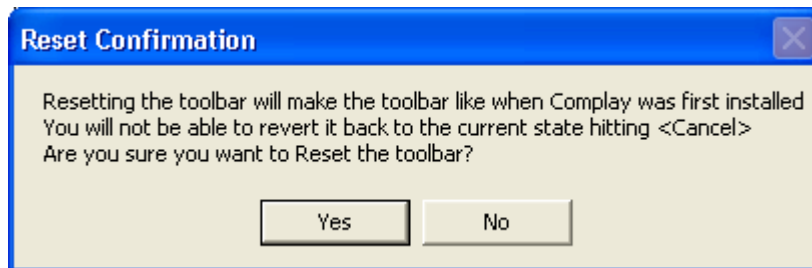
After the modifications have been made the  button is clicked and the following toolbar is now available.

RESET TOOLBAR TO DEFAULT

The toolbar has a feature that allows the user to reset the toolbar to the factory settings. Open the 'Customize Toolbar Menu' and click on the **RESET** button.



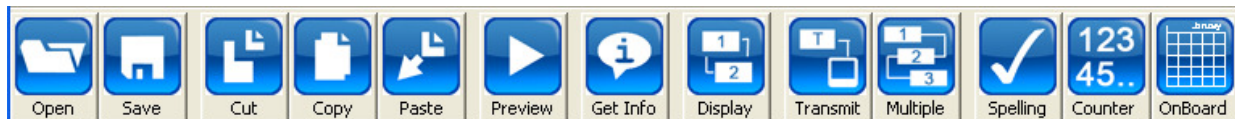
After the RESET button is selected the following window will appear. This window is a confirmation that you indeed want to revert back to the factory defaulted buttons.



AMOUNT OF BUTTONS ON TOOLBAR

Shown below is a representation of different screen resolutions and the amount of buttons that could be available on the toolbar.

Screen Resolution of 800x600 approximately 13 ICONS*



Screen Resolution of 1024x768 approximately 17 ICONS*

*- This number can be reduced if separators are used between each button

NOTE:

It is possible to unselect ALL buttons and save this configuration, undesirable effects may occur from this configuration.

If **NO** buttons are desired go to **VIEW** and deselect **Toolbar**, this will turn the toolbar off.

TOOLBAR BUTTONS

The following information is to allow proper identification of the toolbar buttons.

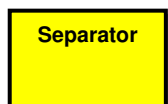
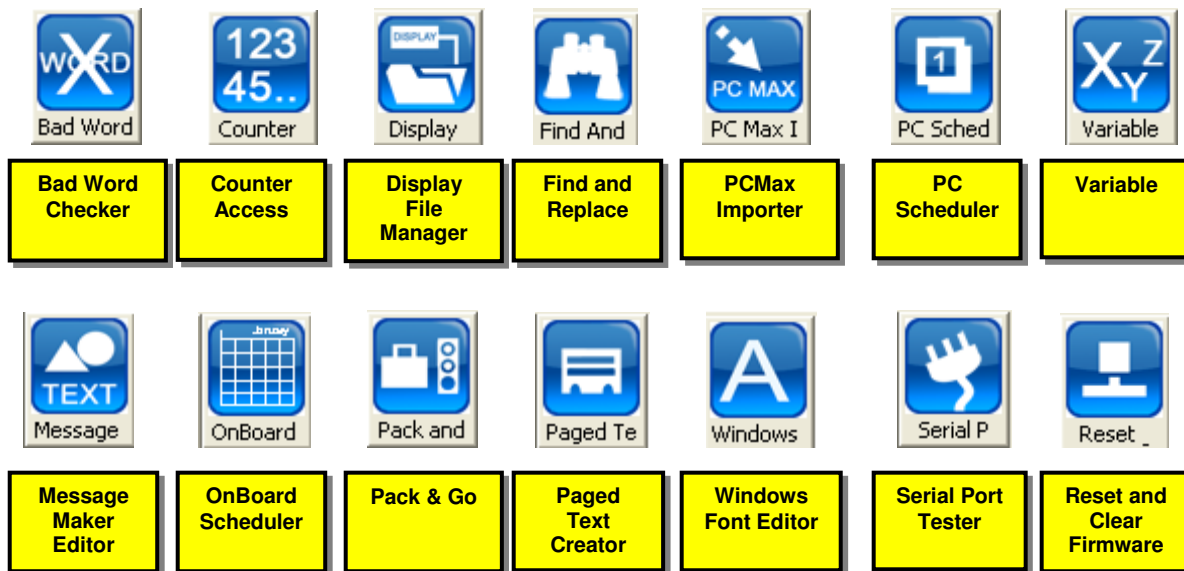
BASIC BUTTONS

These buttons are the defaulted buttons



PLUG-IN BUTTONS

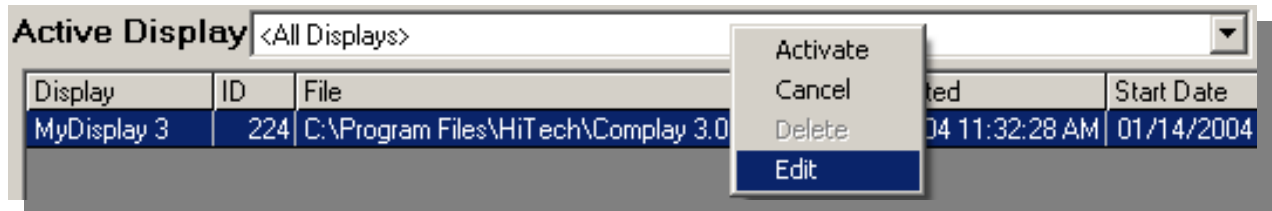
These are the Plug-in buttons



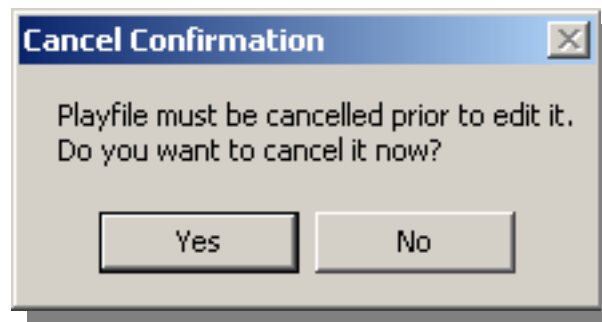
PC SCHEDULER PLUG-IN

The following information shows the steps needed to edit on exsisting schedule.

- Open Display Playfile Scheduler – Open View Master Schedule – Right-click on the desired playfile that will be edited – Select EDIT



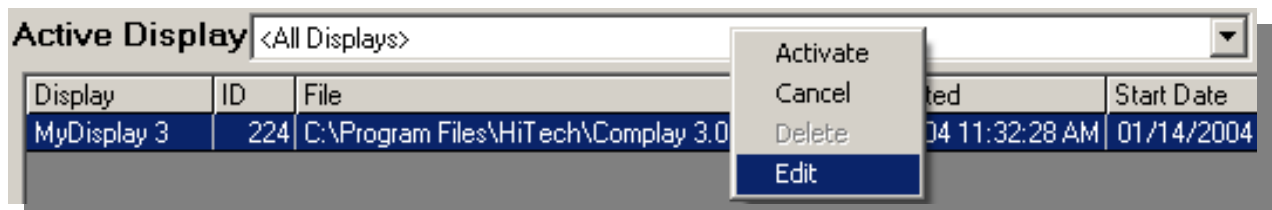
- The playfile must be in a Cancelled state prior to editing, if the playfile is not the following prompt will appear



- You will notice that the playfile begins to go through the cancellation process, the following items will be observed during the progress.



- After the playfile has cancelled proceed with the editing as before, right-clicking the cancelled playfile and selecting EDIT



- The Task Schedule window appears and changes can be made

Task Schedule

File View

Save and Close Print Overview X

Task Information Details

Playfile: C:\Documents and Settings\luis\My Documents\Complay Sign Playfiles\complay maual.CP3 Select Playfile...

LAB CPU Select Sign

Schedule:

Scheduled Time is based on the Time set on the Display Manager.

Schedule Time
Start: 11:43 AM End: 12:43 PM

Schedule Date
Start: 3 / 5 /2010 End: 3 /11/2010

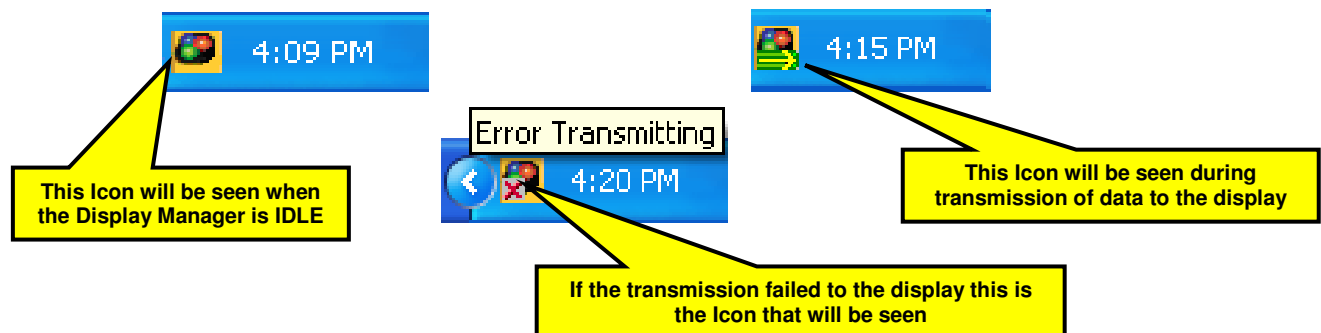
Recur Pattern

☐ Continuous
☐ Weekly
☒ Monthly
☐ Yearly

Recur on the 5 th of every month.

- After all desired changes have been made click on the Save and Close button. The display Manager will then proceed to retransmit the playfile if it is scheduled for the present time.

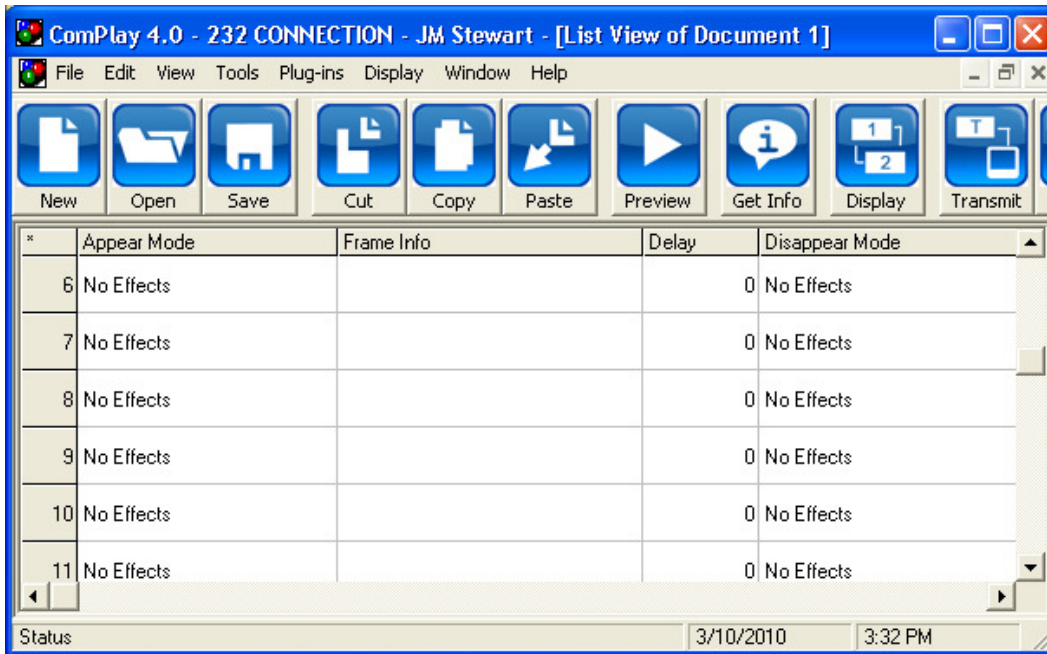
DISPLAY MANAGER STATUS



COLUMN WIDTH SETTING

The feature has been created to give the user the ability to adjust and set the column widths on the *Main* window.

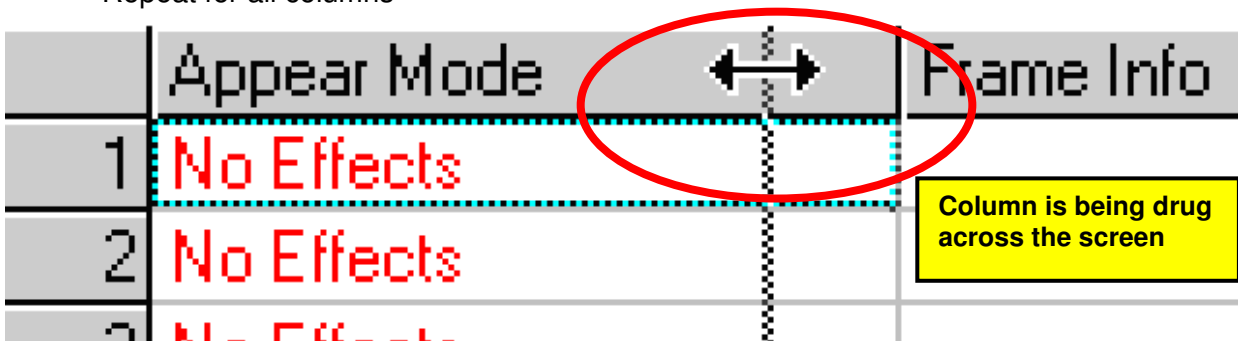
STANDARD COLUMN WIDTH



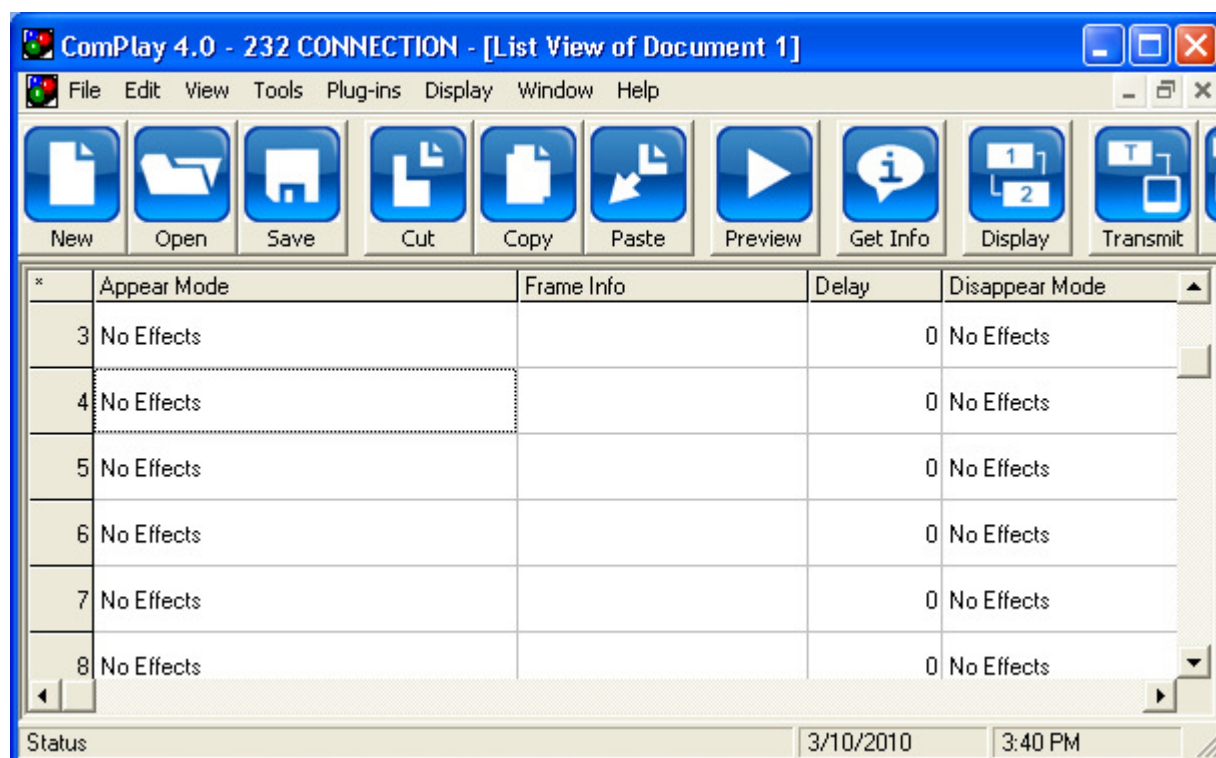
CHANGING COLUMN WIDTH

Changing the width of the columns is the same as completed in Microsoft Excel.

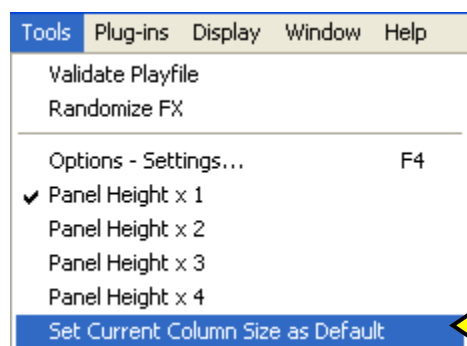
- PLACE mouse pointer between two (2) columns until a double arrow appears
- Click and Hold the left mouse button and then drag column width to desired size
- Release mouse button
- Repeat for all columns



RESIZED COLUMNS



- When satisfied with changes they will need to be set by choosing the feature shown below.



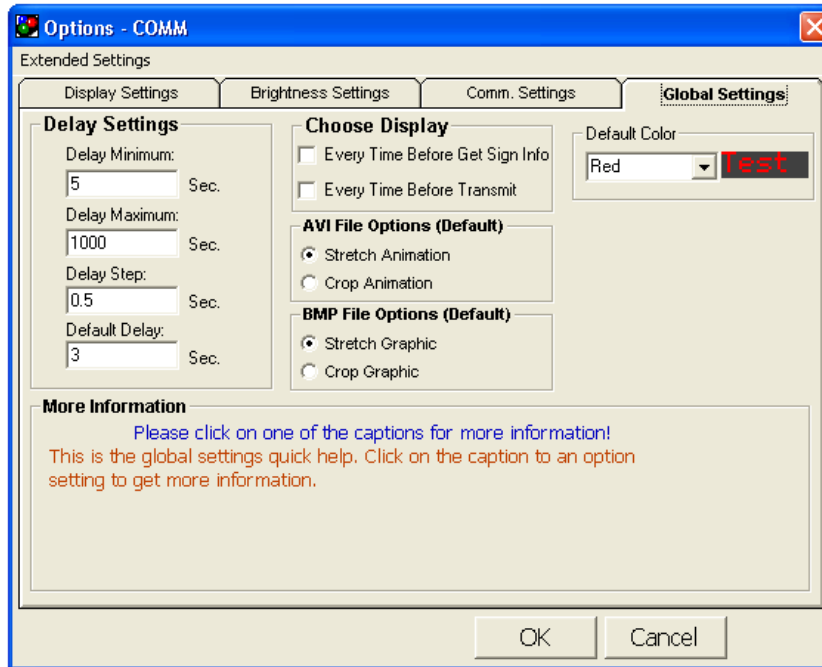
Choose here to set sizes

DISPLAY CHOICE

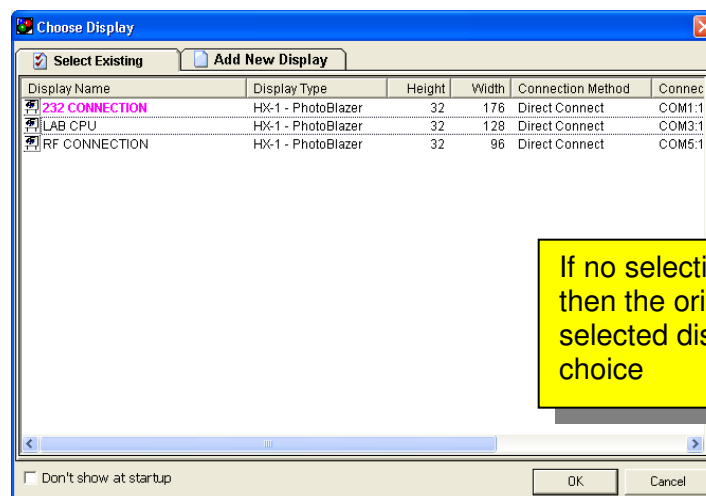
This feature has been designed so that the user can be prompted to choose a display before either Transmitting or Getting Info from the sign.

To make this feature operational open TOOLS/OPTIONS and got to the Global Settings Tab.

From here both of the choices can be made, together or separately. After the box is checked this feature will be enabled.



To test the feature simply click on either of these Buttons and the following screen will appear, allowing the user to select the appropriate display for the function



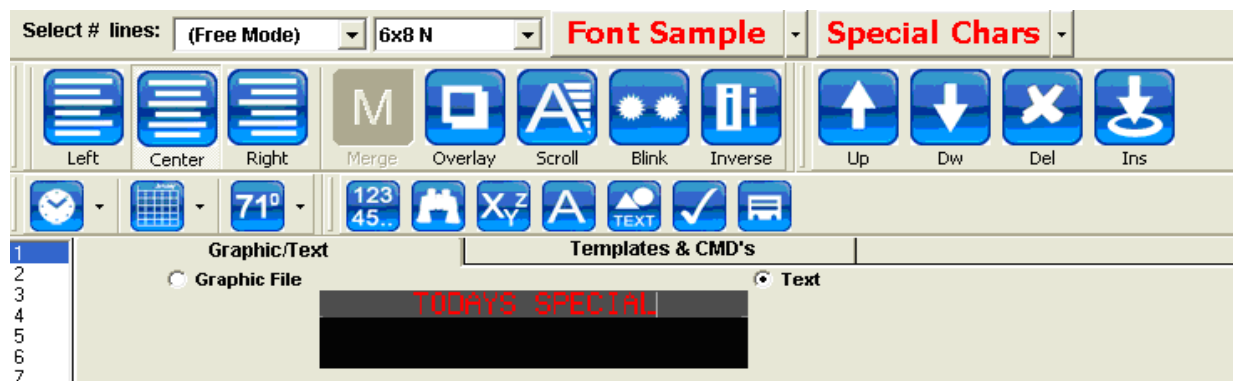
If no selection is made then the originally selected display is the choice

OVERLAY OPTION (LEAVE COMMAND)

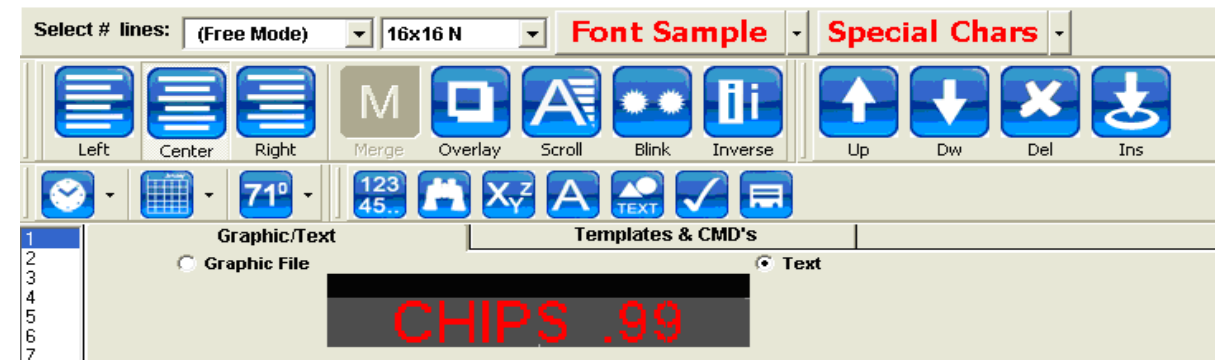
The overlay option is a remnant of the original version of ComPlay2000. The original name was known as the 'Leave Command'. This feature is used to have the previous frame of the playfile stay on the display and the next frame to overlay it.

The following steps will show how the Overlay feature is incorporated into a playfile.

- Open Frame Editor and go to Frame 1 – Fill in information to be used in next frame “TODAYS SPECIAL”



- Go to Frame 2 and click on the **Overlay** Button and then type the message that will merge with the previous frame “CHIPS .99”



When played on the display it will look like this

The next frame would be Frame 1 repeated, this is shown in the next step

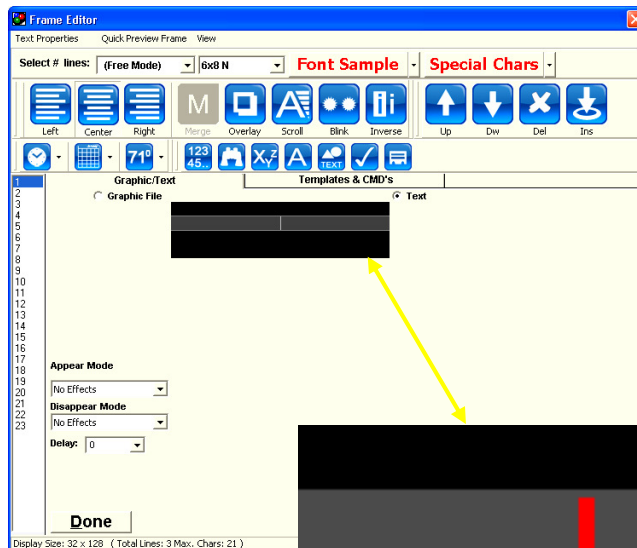


FRAME EDITOR FUNCTIONS

The Frame Editor has gone through some changes, the following information will highlight these changes.

LINE EDITING NOTIFICATION

When viewing the Frame Editor it has been difficult to see which line is active for editing text. This function was created to alleviate this problem.



Notice the gray coloration at the line 2 position.

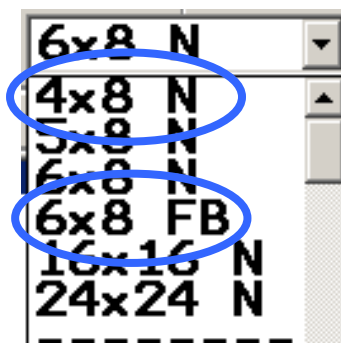
This area changes size determined on the size of font selected.

The Black areas are the available space to enter more text if desired



NEW BASE FONTS

There have been a couple of base fonts added to the font selection they are shown below.



Font Selector

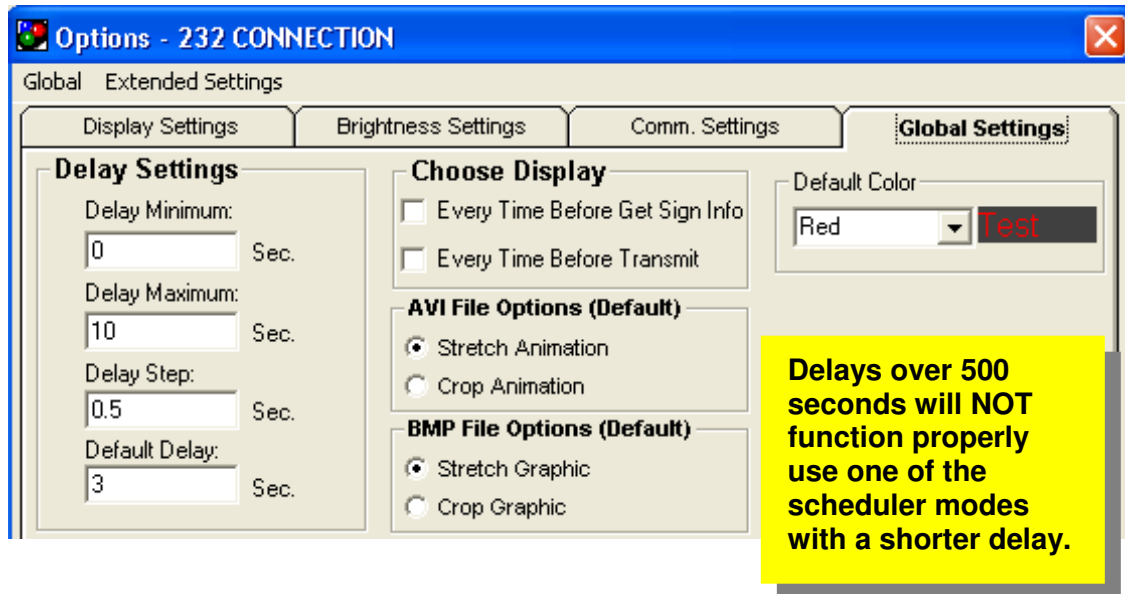


Examples of Font

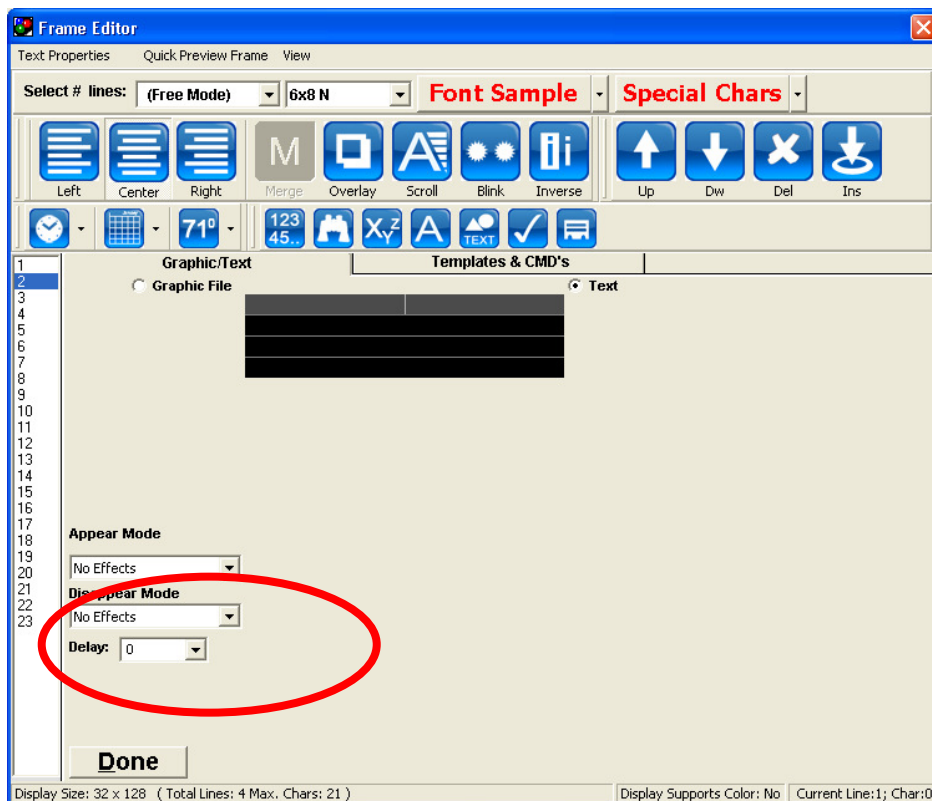
FIXED DELAY TIME

In some instances the user has a default amount of delay time that may be used, so this function was added to allow the user to set up a defaulted delay time when a frame is created. This speeds up the message creation time also.

- Open TOOLS/OPTIONS – Global Settings Tab

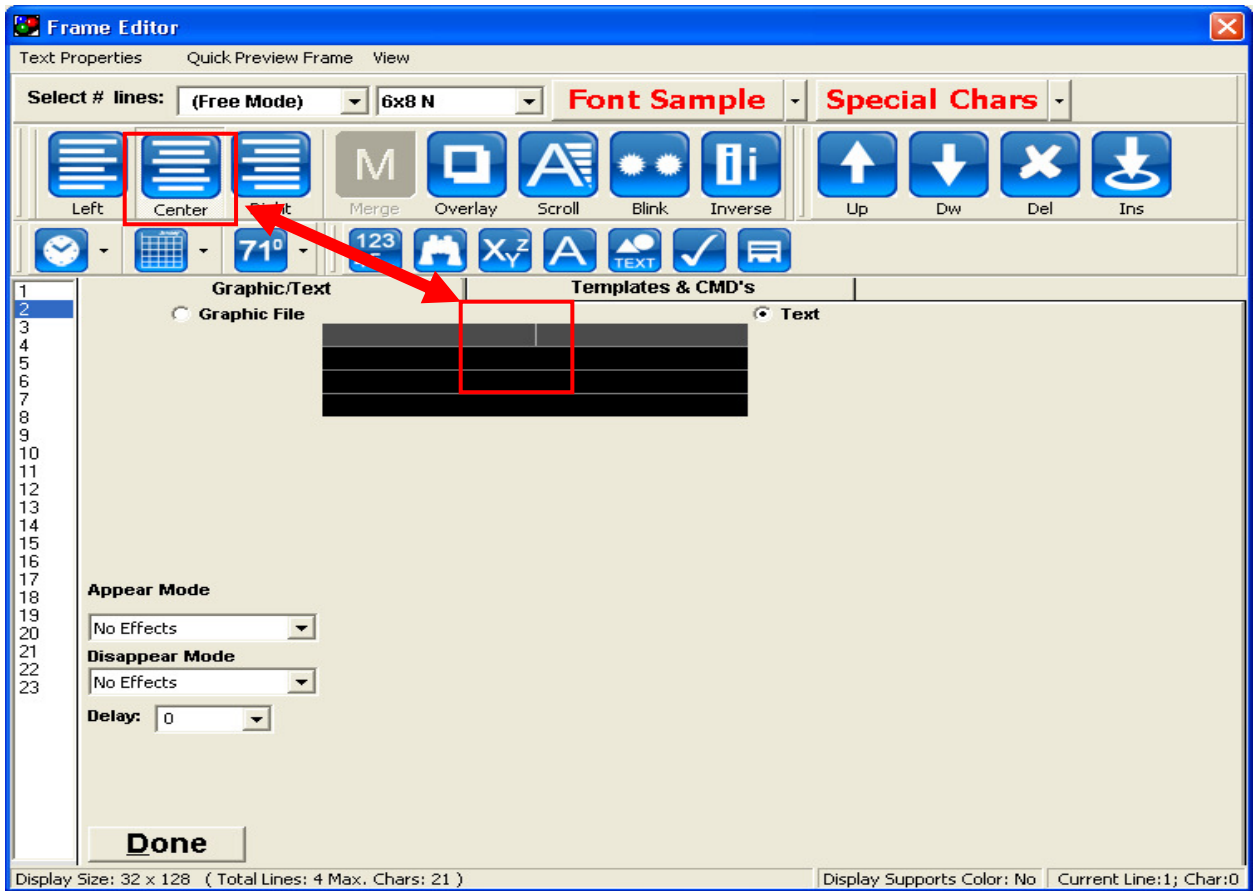


- Highlight and change the Default Delay setting Close window
- Open Frame Editor and the change will have taken effect, as shown below



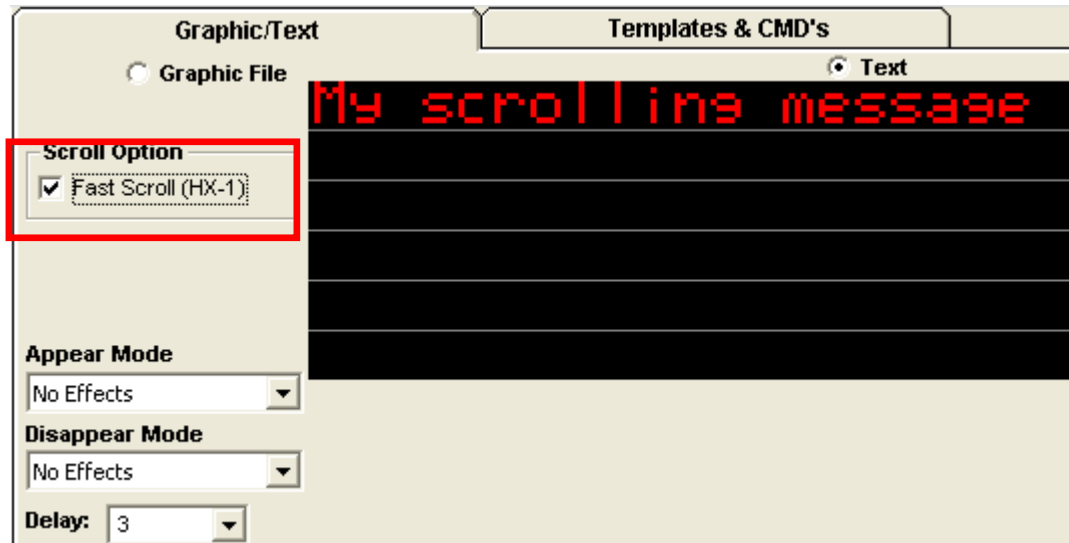
Auto Justification

A minor setting change was made that would automatically center justify the cursor on the first line when the frame editor is opened this is shown below.



DIRECT SCAN COMMAND (FASTER SCROLL SPEED ON HX-1)

The Fast Scroll mode is available only for PhotoBlazer displays (HX-1) to scroll text at an accelerated rate.



This mode is used on HX-1 PhotoBlazer displays that have, HX-1 v1.35 RC13 or greater, firmware installed in the display. If a playfile were sent to a display that does not support this firmware version, nothing would appear different on the display.

To achieve the accelerated scroll speed you will need to check the option “Fast Scroll (HX-1)” in the Scroll Option box.

If a shaded picture like the one on the left is placed in the same frame where “Fast Scroll” is being used the picture will be presented with 8 colors as shown in right picture below.

