

USER'S MANUAL

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Thank you for purchasing this product!

Technical parameters:

AC adapter: 230 VAC 50 Hz (IN), 5 VDC (OUT).

CAUTION! Maximum cable length between the AC adapter and the display is 5 metres.

Operating temperatures: -30°C to +70°C

INSTALLATION INSTRUCTIONS:

The display can be installed both indoor and outdoor. Installation must be performed with power supply disconnected. The basic versions of displays are suitable to be hung on a string or a thin steel line in a shop window, or mounted to the wall outside a building. The supports normally provided with a display allow for such an installation. Wall mounting holes can be marked out by putting the display with the supports to the wall. During the installation possible sunlight reflections should be taken into consideration; in most cases it is enough to change **the mounting angle towards the wall by 10°**, it requires changing the upper supports to longer ones, or applying metal nuts under the existing upper supports – this causes the display to go off the vertical. Tilting is also necessary when a display is to be hung high above the ground. The purpose of tilting is to make better use of the diode light directivity and make it more visible and readable. Data is input with the use of a computer software and an SD memory card.

WARNING:

- Electrical installation may only be carried out by a qualified electrician.
- Do not use AC adapters other than provided by the producer.
- Do not extend nor exchange the power supply cables between the PSU and the display.
- Make sure to position the power cable so that it cannot be stepped on, tripped over, and subjected to damage or stress.
- Do not disassemble the AC adapter yourself. If it is broken, contact the producer – breaching warranty seals will lead to a refusal of warranty service.
- In case errors occur during data transmission and connection with the device cannot be re-established, please disconnect the display from the power source for 10 seconds, then connect it back and send the data again.

Switching the display on and off.

Switching ON/OFF takes place simply at the time of connecting/removing the power plug in/from the AC socket. Do not switch off the display while saving a text sequence as all the data may be lost.

Software requirements:

- operating system: Windows XP/Vista/7/8
- JAVA (can be downloaded here: <http://www.java.com/en/download/>)

Saving data to an SD memory card.

The SD memory card (fig. 1) is located in the main driver and contains all the required data.



Fig. 1 SD memory card.

After a spot is created in the LTX Creator software and saved to a file it can be indirectly or directly (with an optional USB module) copied to the SD memory card. **The display must be disconnected from the power source for the time of moving the SD memory card. It is recommended to not multiply and/or store more than one data file on the SD memory card.** If your computer does not have a built-in memory card slot, you can use the enclosed SD memory card reader (fig. 2).



Fig. 2 (SD memory card reader).

A proper catalogue and file structure has been presented in the fig. 3.

Only after the data is copied to the memory card and the memory card is placed back in the driver board, the display can be switched back on.

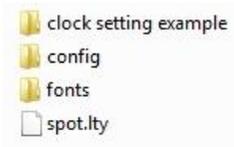


Fig. 3 Correct catalogue and file structure of the SD memory card.

The latter way involves sending the data directly to the SD memory card without removing it from the driver board. It is possible thanks to a USB module which can be optionally purchased along with a display.

The USB cable that comes together with the equipment should be simply connected to an USB slot in the PC. When the Operating System asks for drivers, you should install them from the CD supplied with the display. After a successful installation of drivers a new controller should appear in the device manager - fig. 4 (the COM port number may differ from the one in the picture).

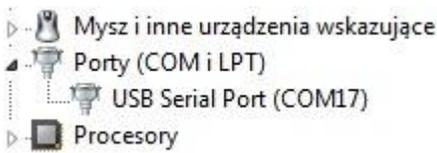


Fig. 4. Controller seen in the device manager.

First steps with the software.

When the display is already connected and recognized by the computer system, the work with the program can be started. The software is portable, which means it needs no installation process to work. The catalogue containing the software is located on the enclosed CD/DVD.

In order to start working the file named "Program.jar" must be launched. There are 2 versions available depending on the Java Environment version installed on the PC (32 bit or 64 bit), that can be found directly in the "Program" catalogue. When the program is launched, a screen configuration window will appear – fig. 5. In the first window titled "Choice of display resolution" please make sure that the values you can see are the correct resolution (number of diodes in vertical x horizontal) of your device. If they are not, you need to enter the correct values manually, or set them with the sliders. Then press "OK" to save it.

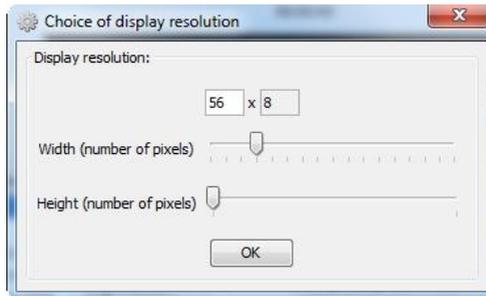


Fig. 5. Starting window – screen configuration.

What follows next is the main window presented in the fig. 6.

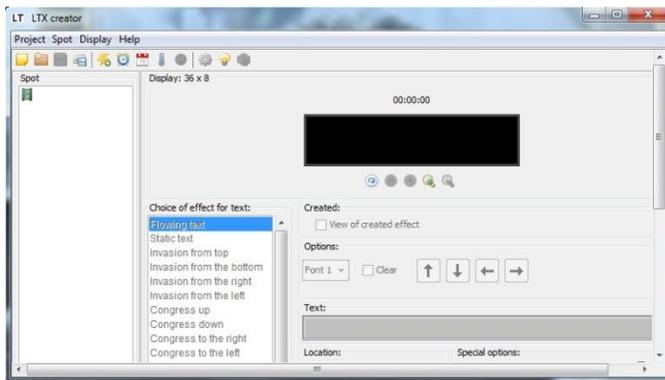


Fig. 6. Program window.

The main window is where you start designing your advertising spot. Each spot consists of effects. Displaying a spot is nothing else, but subsequent displaying of the effects.

The main window can be divided into 3 groups. In the upper part there is the toolbar. It allows you to manage the project, the spot, and to change the display configuration. The toolbar lets you modify a spot tree by adding new effects, special effects like time, date, or temperature, as well as by removing undesired elements.

With the use of certain options the display's hourly brightness can be adjusted.

On the left side of the main window there is the spot tree where all the effects constituting a given spot are seen. It enables you to quickly move around the project and to edit any part of it.

The last part of the main window is the effect setting panel and the preview panel. There you can determine each parameter available for the effects and to preview any element of the spot.

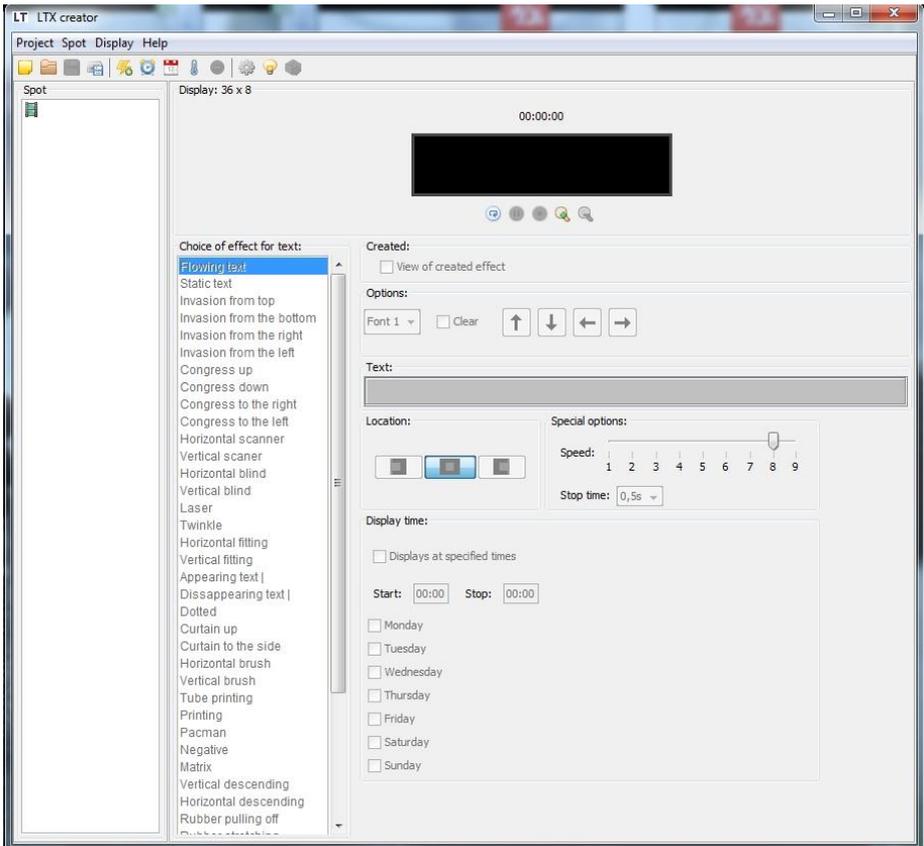


Fig. 7. Adding effects.

Creating the advertising spot starts with adding the first effect. You can do it by clicking the “Add effect” icon – see fig. 7. Numbering of the created effects takes place automatically.

In the central part of the main window there is the panel where you can change the effect settings. Here you can enter the text, choose the effect, change the font, etc. By checking the preview field, you are able to see how the given effect presents. All the available options enable you to efficiently manage the effects. An example of an effect and its settings have been presented in the fig. 8.

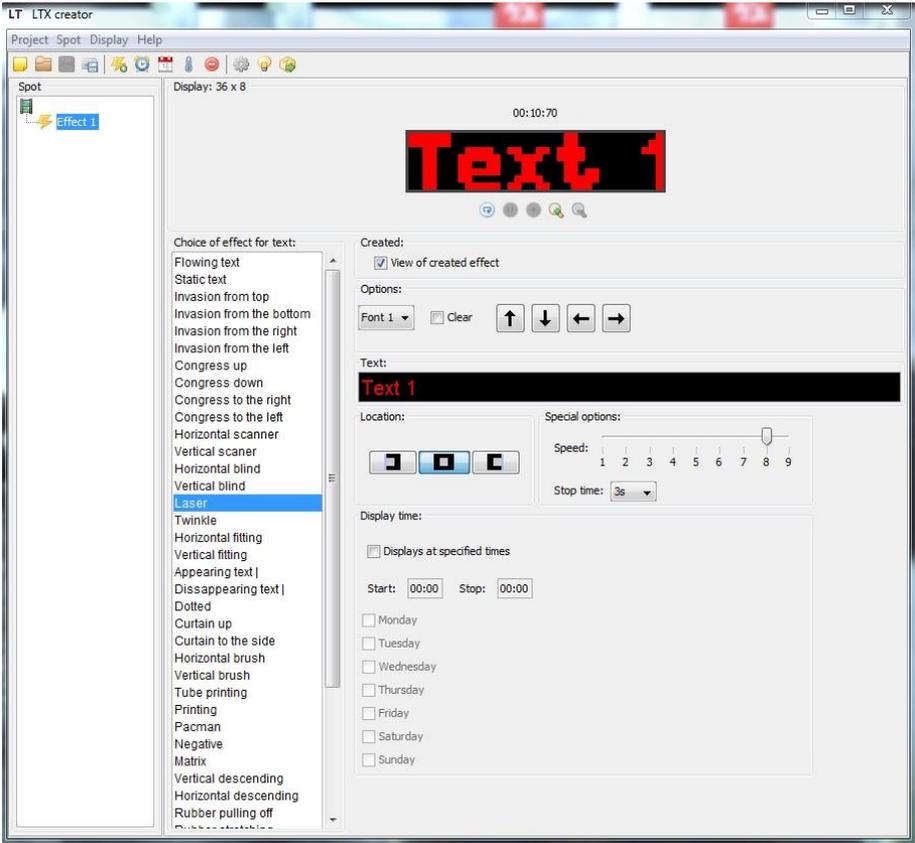


Fig. 8. Effect settings panel.

In this way you can add next effects with text, time, date, or temperature. This is how you design a complete spot. In the fig. 9 you can see an example of a complete spot tree.

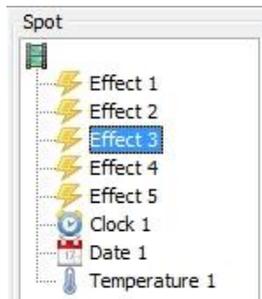


Fig. 9. Example of a spot tree.

By right-clicking any of spot tree elements you get an access to additional options list, which enable you to copy and change the sequence of the chosen spot elements. The list of options have been presented in the fig. 10.

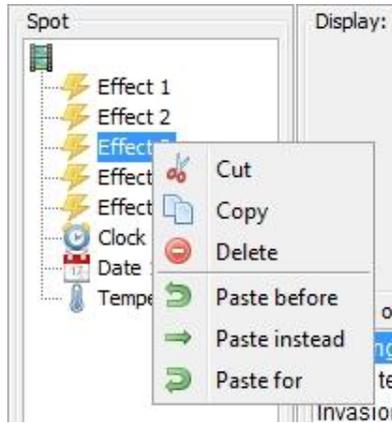


Fig. 10. Spot tree options list.

The above presented information will help you make your first steps with the software. You can test and learn all the possibilities provided by the program by using the available options and settings. In the catalogue with the program you can also find an example file named "Example.lty". It consists an example of a project that can be viewed when opened in the program.

We encourage you to create concise spots with the use of many and various effects that will make your advertisement much more attractive to the possible customers. We hope our product will live up to your expectations and serve you flawlessly for a long time bringing your business a significant profit.