

Quick Start Manual

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LightSpeed [™] Quickstart Manual

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TABLE OF CONTENTS

INSTALLATION	_ 1
	_

OVERVIEW 2	2
------------	---

SETUP OPTIO	NS	
Сог	nmunications	
Brig	ghtness	
MESSAGE CR	EATION	
Pre	-Created Media	
Qu	ickEdit Messages	
	Add Text	
	Add Effects	
	Add Media	
	Add Time, Date, Temperature	
	Arrange Objects	
	Saving and Completion	
<u>VERIFY, PREV</u>	IEW and SEND MESSAGES	
Ver	ify	
Pre	view	
Ser	nd / Transmit	
APPENDIX		
Cor	nmunication Options	
IP A	Address	
Cor	nmunication PING Test	
Dat	e / Time Adjustment (access controller)	

MY SIGN NOTES

INSTALLATION

Note: LightSpeed requires Windows XP, Vista, or Windows 7

1. Insert the CD into your computer's CD Rom.

- PHYSICAL PIXEL MATRIX: _____X____
- The physical pixel matrix of the sign (i.e. 48 pixels high X 96 pixels wide)

VIRTUAL PIXEL MATRIX: _____X____

Use only if applicable. This size will be double the Physical Pixel Matrix and will be the optimum size for custom created content (i.e. 96 X 192)

SIGN IP (NETWORK) ADDRESS: _____. ___. ___.

OTHER NOTES:



- 2. Click **SignScheduler** on the main install screen and follow the prompts to install the software to your computer.
- 3. The Installation Screen should appear automatically. If it does not, navigate directly to the CD and double click on **Setup.exe**.

OVERVIEW

LightSpeed provides a single interface for operating your sign, allowing you to quickly view, edit, and add content to your sign. The software sends the entire schedule, along with the messages and any linked media files to the sign each time you transmit or Send. This allows the sign to playback the schedule on its own, until you re-transmit updated content at your convenience.

To open, click on the **SignScheduler** Icon on your desktop.

ule	Qui	ckPlay Sign	ID Mapping								
d se	hed.	le entries and	dick Send bu	tton to send th	he schedule tr	signPlayback ap	plication				
st s	il da	play the sche	duled media fi	es on screen.							
	*	Start Date	End Date	Start Time	End Time	Day of Week	Media to Play	Play Duration	۶	Sign ID	Add
											Edit
											Qelete
											Move <u>Up</u>
											Move Down
											Open
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All of your sign related tasks start here, including:

- Setup Communications and other options.
- Add, Modify and Remove individual messages.
- Copy and Paste entire messages with linked attributes to aid in template creation or repeating messages.
- View entire Schedule including Dates, Times, Days of week, Media, Play Duration, and Play Count.
- Preview individual messages, or the entire schedule list.
- Send/Transmit Content to the sign.

SETUP OPTIONS

Communications

After installation, you will need to configure the communication options in the software. Your computer's IP address must be on the same network scheme as the sign or communications will fail. If you need help setting your IP address, or have a custom communication option please contact your network administrator or our technical support dept.

1. Go to the **Tools** menu and select **Options**. This will open the Options window.

Connection	Protocol
- Protocol File Transfer Display Brightness Size Files	Select and specify appropriate connection settings for connecting to Playback application.
	Party: None Data Bite: 8 + Stop Bite: 1 + Row Control: None +
	DCP/IP Destination IP2 . 168 . 0 . 2 Port: 6952

- 2. Select the Connection>Protocol section.
- Choose TCP/IP from the options presented, and enter the IP address of the sign. Do not change the Port unless specifically asked to do so. The default setting is 6952.
- 4. Next, set the Brightness Schedule in the following section.

Brightness Schedule

To achieve readability at night the software provides a Brightness Schedule option. This will dim your display at the specified times to keep in line with local codes, and improve readability. Typical brightness levels are 60-70% at night, and 100% during the day.

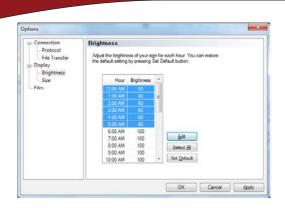
1. Still in the **Options** window, select the **Brightness** option.

Connection	Brightness			
- Protocol - File Transfer Display	Adjust the brightn the default setting	ess of your si by pressing	on for Set D	r each hour. You can restore Default button.
- Brightness Size	Hour	Brightness	-]
Files	12:00 AM	100		
	1:00 AM	100		
	2:00 AM	100		
	3.00 AM	100		
	4:00 AM	100		
	5:00 AM	100		
	6:00 AM	100		(
	7:00 AM	100		Edr
	8.00 AM	100		Select Al
	9.00 AM	100		Set Default
	10:00 AM	100	T	ner Parane

- 2. You can set the brightness level for every hour of the day and night from 0% (blank sign) to %100 (full brightness).
- 3. Select the desired hour to adjust, and press the **Edit** button. *Note:* You can select multiple time slots by holding the *Shift* or *CTRL* key while selecting the hours.

rightness				
Dark			Bright	
	 	-0	70	
				4
0	50		100	

4. When finished press the **OK** button.



5. This will bring you back to the Options window. When you have set the desired brightness schedule, press the **OK** Button to save the changes.

Note: The Brightness Schedule will be sent to the sign when you transmit your messages.

MESSAGE CREATION

There are (2) types of messages you can add to the schedule:

Pre-Created Media Files: Includes *Image Files (JPG, GIF, BMP)* and *Movie/Animation files (SWF, AVI, MPG, WMV, MOV, Animated GIF)*

QuickEdit Messages: Custom messages created using the sign software.

PRE-CREATED MEDIA:

1. Click on the **Add** button. This will bring up the Add Schedule Entry window.



2. Select Media File then press the Browse button.



3. Navigate to the file you would like to add, and press **Open**.

4. Select the **Play Duration** of the media file. *Note:* for static images you must set a time. Video and animations will automatically play full length.

ichedule Entry	*
da to Play Date/Time Sign 3D	
Select a media file or a Quicididt message to play on your LED and specify an appropriate play duration and count.	
Media to Play	
Gensle Pctures Orysanthemum.pg Double	
O QuidEdt Message Quarte Synchron	
Play Duration	
🗇 gdeo,Movie/Animation (Full Length)	
🔮 įmage/QuokEdt 0 🔹 min 3 🔹 secs	
Play Count	
1 * time(1)	
ox ce	cel.
OK Can	-

- 5. Select your desired **Play Count** (only valid if using a video). This lets you to repeat the Video/Animation multiple times.
- 6. Now select the **Date/Time** tab at the top of the window and choose your desired scheduling options:



Start Date: When your message will start

End Date: When your message will end

Start Time: When your message will begin playing each day

End Time: When your message will stop playing each day

Day of Week: When your message will play during the week.

- 7. When you are finished, press the **OK** button.
- 8. This brings you back to the main SignScheduler interface. You can now see a summary of your message details listed here. To edit the message, you can double click, or select it and press the **Edit** button.

		w Icols								
			ID Mapping							
dd s With	chedu ili disp	le entries and kay the scher	i click Send bu duled media fi	tton to send thes on screen.	ne schedule t	s SignPlayback app	plication			
	_									_
							Media to Play	Play Duration		<u>A</u> dd
•	1	4/2/2012	76(2012	12:00 AM	11:39 PM	MTW17#5860	Orysanthenum.jpg	. O min 3 secs	1 500	Edit
										Qelets
										Nove Up
										Move Down
										Open
										Save
										Saye Aa
										Segd

9. To add more Pre-Created Media, repeat the previous steps.

QUICK EDIT MESSAGE:

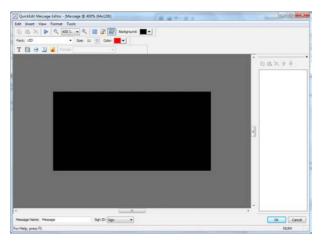
1. Click on the **Add** button. This will bring up the Add Schedule Entry window.

I Schedule E	ntry 🗮
ledia to Play	Date/Time Sign ID
Select a m specify an	ida file or a QuickEdit message to play on your LED and appropriate play duration and count.
Media to P	ay
© Med	a Fie
* Q.40	Edt Message Greate Drivers
Play Durat	en
(C) yde	(Move,Nineration (Full Length)
· ma	elQuidéldi 0 • min 3 • secs
Hay Count	
1	• time(s)
	OK Canor
	DK Cance

A

- 2. Select QuickEdit Message then press the Create button.
- 3. This opens the QuickEdit Message Editor.

Note: The large black box represents the LED sign.

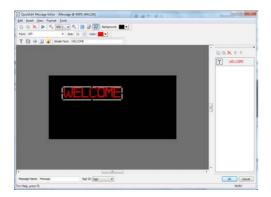


ADD TEXT

1. To add text, go to the **Insert** menu, and select **Text**. Then click on the large black box.

[2] QuickEdit Message Editor - (Message & 400% (64x128))	1010	Sec.
Edit Josef Yew Format Josh		
😳 🕾 🗙 🕨 🔍 403 • 🔍 🧮 🔐 Subpart 🗮 •		
Fare: IED + San: 12 -0 Calor:		
T 🖪 😁 🔟 💰 Sepirited 🛅		
	8a×++	
	T feet	
Tenset		
TEXC		
· · · · · · · · · · · · · · · · · · ·		
Nessage Name: Nessage Sign Dr Sign	_ <u>_</u>	acel
ar Help, press F3	NOM	

2. To edit the text, type into the small white box titled **Simple Text**.



3. Arrange the text on your sign by using your mouse to drag the text to the desired location. You can also **Right Click** and choose the **Move To** menu for an exact location on the screen.

4. Adjust the font size, color and other effects by selecting **Font** from the **Format** menu above. This opens the QuickEdit Font window.



5. After choosing the desired font options, press the **OK** button.



ADD EFFECTS TO TEXT

- 1. Click on the text you would like to add the effects to.
- 2. Go to the **Format Menu** and select **Effect**. This opens the QuickEdit Text Effect window. Set your options as needed.

ckEdit Text Effect	_	_	- X
Start Time Start at:	secs		
Enter Effect			
Type:	Direction:	Speed:	
None (Appear)		* Medium	Ŧ
Hold Duration between	Enter and Exit effects		
Hold For: 1	3853		
Exit Effect			
Type:	Direction:	Speed	
None (Appear)	•	* Medum	Ŧ
Hold Duration before Af	ter effect		
Held for: 1	secs		
After Effect			
(i) Bepeat Effects	🗇 Stay at Hold Point	C Hde Text	
	OK D	eview Sa	ncel

- Start Time: Use to delay the text from appearing on the screen.
- Enter Effect: The effect used when the text <u>enters</u> the screen.
- Hold Duration: Time to hold text, before going to the Exit Effect
- **Exit Effect:** The type of effect used when the text <u>exits</u> the screen.
- Hold Duration before After Effect: The time to hold the text on the screen after the Exit effect is completed.
- After Effect: What to do with the text after all effects are complete
- **Repeat Effect:** Repeat the effect until the entire message is done
- Stay at Hold Point: Keep the text on the screen without any effect
- **Hide Text:** Hide the text after all the effects are completed.

3. You can preview the message and effect at any time by pressing the **Preview** Button.



4. When you are finished, press the **OK** button.

Type: Direction: Speer Wipe In • From Left • Fast Hold Duration between Enter and Exit effects Hold for: 1	
Wipe In • Rom Left • Reat Hold Duration between Enter and Exit effects Hold for: 1 2 secs Evil Effect Type: Direction: Spece: Spece: Spece:	•
Wipe In	•
Noid Duration between Enter and Evit effects Hold for: 1 Evit Effect Speet Direction: Speet	•
Hold for: 1 5 secs	
Type: Direction: Speed	
	1
	-
Hold Duration before After effect	
After Effect Bepeat Effects Stary at Hold Point & Ede	Text

5. To add more text, repeat the previous steps.

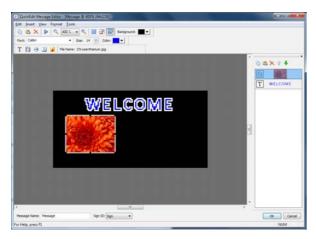
ADD MEDIA (Images, Animations, Video)

You can add pre-created media inside the QuickEdit message directly.

- 1. Go to the Insert menu and select Media
- 2. Navigate to the media you would like to insert, and press the **Open** button.



3. Now click on the black area to place the media on the screen.



4. You can adjust the size of the media by pulling the anchor points with your mouse, or right click on the media and selecting the **Re-Size** menu.

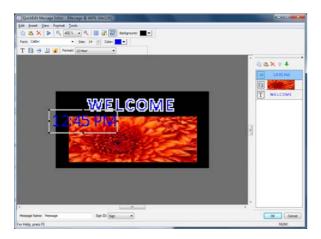


5. To add more media, repeat the previous steps.

TO ADD TIME, DATE, or TEMPERATURE

The Time, Date, and Temperature are inserted into the message as separate objects. You can add them to any QuickEdit Message.

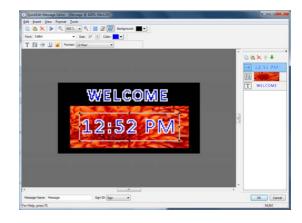
1. Go to the **Insert** menu and select **Time**, then click on the black area to insert the time on the screen.



2. Adjust the Font and Effects as described earlier in the *ADD TEXT and ADD EFFECTS* section.



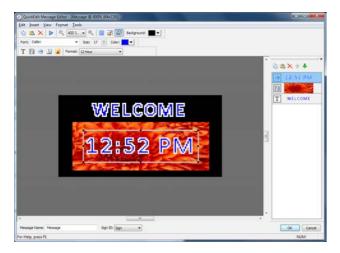
3. Press **OK** to bring you back to the main editor, and move the time to the desired location.



4. To add Date and Temperature, repeat the previous steps and select the desired object to insert (Date, Temperature).

ARRANGING and MANIPULATING OBJECTS

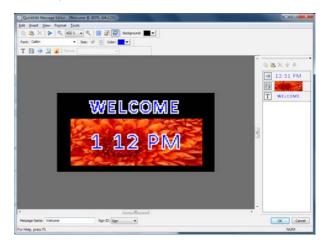
You can arrange the order of any object (Text, Image, Time, etc...) by using the **Object Viewer Window**, shown here on the right side of the editor. If you do not see this window, you can enable it by selecting the **View** menu, and selecting **Object Viewer**.



- 1. Select the object you wish to manipulate.
- 2. Click on the appropriate action button:
 - a. Copy
 - b. Paste
 - c. Delete
 - d. Move UP
 - e. Move DOWN
- 3. To manipulate another object, just select it in the object list and press the appropriate action button.

QUICK EDIT SAVING and COMPLETION

 When you are finished with your QuickEdit message, remember to Name it using the **Message Name** field. Make sure you use a <u>descriptive</u> name for quick reference.



2. When you have named the file, press the **OK** button to save the changes.



3. You are now at the Schedule Entry window. Select the Play Duration, then Preview the message by selecting the **Preview** button.

dd Schedule Entry	Preview-All: Previewing Schedule (Schedu
Media to Play Date/Time Sign ID	
Select a media file or a QuickEdit message to play on your LED and specify an appropriate play duration and count.	
Media to Play	WELCOME
C Meda File Crowse	2 01 PM
QuickEdit Message Edit Breview	
Play Duration	
💮 Video,Movie/Animation (Full Length)	
@ [mage/QuidiEdit 0 → min 3 → secs	
Play Count	

4. Make any adjustments as needed by selecting the Edit Button.

Note: If the message plays too long or too short, make sure to balance the **Effect** times <u>inside</u> the message, with the **Play Duration** time on the <u>Schedule</u> <u>Entry window</u>.

5. Select the **Date/Time** tab and Edit the scheduling options as required. Then press **OK** to save the message into the schedule.



VERIFY, PREVIEW and SENDING MESSAGES

When you are finished editing and adding messages to your schedule, you should always <u>verify</u> and <u>preview</u> the schedule before sending them to the sign.

VERIFY:

Take a quick look through your messages and make sure they are scheduled to play at the correct time and dates.

A	e bb	hed	ckPlay Sign		tton to send th	ve schedule to	signPlayback app	Acation				
1	NOL 10	_	Start Date	End Date	Start Time	End Time	Day of Week	Media to Play	Play Duration	>	Sign 10	Add
	1	1 2	4/2/2012 4/2/2012	7/2/2012 10/2/2012	12:00 AM 12:00 AM	11:59 PM 11:59 PM	MTWTHP5aSu MTWTHP5aSu	Chrysenthemum.gpg Welcome	0 min 3 secs 0 min 3 secs	1	Sign Sign	Edit
		3	3/2/2012	3/2/2012	12:00 AM	11:59 PM	MTWTHPSaSu	Hydrangeas.jpg (C: Pengume.go (C:sta	0 mm 3 secs		Sign	Qelete
												Move yp
												Move Down
												Open
												Save
												Saye As
												Segd

LightSpeed provides quick verification by using icons:

Ready: The message is currently scheduled to play now.

- **Will Play:** The message is scheduled play in the future.
 - Expired: The message schedule has expired, and it will not play.

SEND / TRANSMIT

PREVIEW

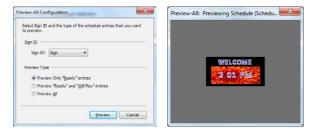
To see a preview of your messages to make sure they will play correctly when sent to the sign:

1. Go to the Tools menu, and select Preview All or Preview Item.

Schedule QuickP	Send Schedule	
	Export Schedule	
Add schedule e that will display	Extract Frames	
	Preview Item	F5
# St	Preview All	F6
1 1/	Options	

Preview All: Previews the entire schedule.

Preview Item: Previews only the selected item.



"Ready" entries: Messages currently scheduled to play now.

"Ready and "Will Play" entries: Includes future messages.

"All" entries: Includes expired messages.

When you are satisfied with your schedule and messages, you can send them to the sign. When you transmit, the software sends all the messages, media files, and schedule data to the sign, overwriting any previous schedule.

Note: Remember to transmit to the sign every time you add, delete, or change a message.

1. Press the **Send** button on the main SignScheduler window.

Use QuickPlay. Sign ID Mapping Id schedule entries and click Send button at will display the scheduled media files or	1 to send the schedule to an screen.	signPlayback app	termer .				
d schedule entries and click Send button at will display the scheduled media files or	n to send the schedule to on screen.	SignPlayback app	Tealling				
at we display the scheduled field a field of			Public 1				
# Start Date End Date St	itart Time End Time	Day of Week	Media to Play	Play Duration	>	Sign 10	Add
1 4/2/2012 7/2/2012 13	12:00 AM 11:59 PM	MTWThFSaSu	Chrysanthemum.jpg	0 min 3 secs	1	Sign	Edit
	12:00 AM 11:59 PM	MTWThPSaSu	Welcome	0 min 3 secs		Sign	201
	12:00 AM 11:59 PM	MTWTHPSaSu	Hydrangeas.jpg (C:			Sign	Delete
II 4 \$/2/2012 \$/2/2012 1.	2:00 AM 11/98 PM	MTWTHPSeSu	Penguns.jpg (C-1).8	0 min 3 seos	-	Sign	Move Up
							Move Down
							Open
							≲ave
							Saye As
							Segd
							-

- 2. You will receive a confirmation if the transmission was successful.
- 3. If you receive an error, please make sure your computer is connected to the sign using the appropriate hardware, and that the IP address of your computer is on the same network as the sign. If you still have transmission issues please contact technical support.

APPENDIX

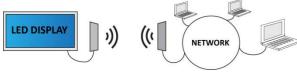
COMMUNICATION OPTIONS (See Sign Installation Guide for More Details)

The LED sign controller holds an IP address on a network. You can communicate to the computer using a variety of hardware, but the fundamental communication is done using a standard TCP/IP network. Some typical communications options are below:

Wireless Radio Pair:

LED DISPLAY)) (((

Wireless Radio Pair over a network:



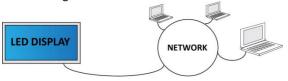
Wireless Radio WiFi:



Wired Direct:



Wired through a Network:



IP ADDRESS (IP v4)

The sign controller has an IP address just like any computer on a network. In order to communicate, your computer MUST be on the same network as the sign, and have an IP address that is on the same IP scheme. For example:

Sign IP: 192.168.0.2

Computer IP: 192.168.0.26

CHANGE IP ADDRESS (IPv4)

Warning: <u>DO NOT</u> change your IP address without your Network Administrator's permission. You may lose connectivity to your network if you change your IP address incorrectly. These instructions carry no guarantee, and no liability. If you are unsure, please call your Network Admin, or our Technical Support.

1. Go to the Windows Start menu and select Control Panel



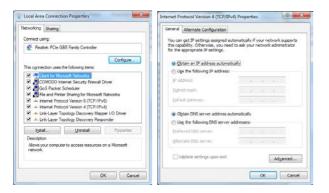
2. Type adapter in the search box, then select View Network Connections.

Note: If you are using an earlier version of windows, just click on the Network Connections icon in the control panel.

3. **Double-Click** on the network connection that you will use to connect to the sign.

	49 Search Network Connections P
anze •	\$ · 🖪 0
I lond kas (smooth) Roda NG all Karl (Catality Kash Wataki Hele Accounting Wataki Hele Accounting Mataki Hele Acco	

4. Double-Click on Internet Protocol Version 4



5. Write down, or take a desktop screenshot of **ALL** the current settings in this window, so you can revert back to it later if needed.

Note: To create a desktop screenshot press **CTRL + PRT SC** on your keyboard. Then open Microsoft Paint and press **CTRL+V** on your keyboard to paste the screenshot into Paint. Then save it as a JPG or BMP to your desktop for reference. 6. Select **Use the following IP address** and enter an IP address that is on the same scheme as the sign. Remember the last numbers must be different than the sign.

neral	
	automatically if your network supports eed to ask your network administrator
Obtain an IP address autom	atically
O Use the following IP address	s:
IP address:	192.168.0.26
Subnet mask:	255.255.255.0
Default gateway:	192.168.1.1
Obtain DNS server address	automatically.
 Use the following DNS server 	
Preferred DNS server:	
Vaļidate settings upon exit	Advanced
	OK Cancel

Note: Make sure this IP address is not being used by another computer on the network. If you have any questions, ask your Network Admin.

DO NOT use the following:
192.168.0.1
192.168.0.2
192.168.0.20
192.168.0.21

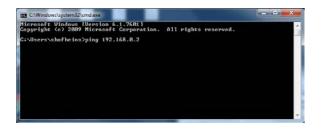
- 7. Press the TAB key on your keyboard. This should autofill the Subnet Mask
- 8. Set your **Default Gateway**. This is not required to connect to the sign, but is required if you want to connect to the internet through your network.
- 9. Set your **DNS Servers**. These are not required to connect to the sign, but are required if you want to connect to the internet through your network.
- 10. When you are finished, press OK
- 11. Then press **OK** on the next screen. This will implement the changes.

NOTE: YOU CAN ALSO CHANGE THE IP ADDRESS OF THE SIGN TO MATCH YOUR NETWORK. DO NOT DO THIS WITHOUT CONSULTING YOUR NETWORK ADMIN. SEE THE **"DATE/TIME ADJUSTMENT"** SECTION OF THIS MANUAL TO GAIN ACCESS TO THE SIGN CONTROLLER DIRECTLY.

COMMUNICATION PING TEST

You can quickly verify your IP address, and communication to the sign using a PING test.

- 1. Click the Windows **Start** menu.
- In the Search box type cmd then press ENTER. This will bring up a command window.



- 3. Type the word **ping**
- 4. Hit the spacebar then type in the IP address of the sign I.E.: 192.168.0.2
- 5. Press ENTER.
- If you see Request timed out or Destination host unreachable then you will need to verify your computers IP address and any communications hardware.
- 7. If you **do** get a response, then you are in low level communication with the sign.

Note: If you can PING the sign, but still have trouble transmitting messages, it is usually caused by a firewall, or mis-configuration of your network settings. Call your Network Admin, or Tech Support.

Note: To check your IP address, type **ipconfig** in the cmd window, and press enter. This will list all your active network adapters, and their corresponding IP info.

DATE/TIME ADJUSTMENT

You may need to set or adjust the time to show correctly on your display according to your location. This is accomplished by logging directly onto the sign controller using VNC. If you have any questions, please contact technical support.

 Install and run VNC on your computer from the LightSpeed software disc. Note: When asked, install the "Viewer" only.



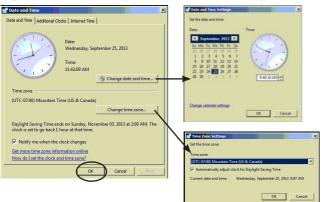
 Open VNC and type the IP address of the sign (ex: 192.168.0.2) and press the Connect Button. The Password can be obtained by calling your sign provider or techsupport.



 This will now show the desktop of the sign's PC controller. Navigate to the lower right portion of the desktop, and Right-Click on the time. Select Adjust Date/Time



4. Adjust the Time Zone, Date and Time as desired, and press OK.



5. Verify the time is correct on the lower right corner of the screen.



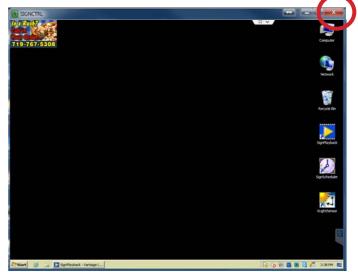
6. **RIGHT-CLICK** on the **Sign Playback** program on the windows task bar, and select **Close Window.**



7. Re-open Sign Playback by **Double-Clicking** on the **Sign Playback Icon** on the desktop.



8. Verify your Sign Messages are playing in the top left corner of the screen. Then close the **VNC** window.



FOR MORE INFORMATION PLEASE REFERENCE THE INSTALLATION GUIDE and HELP MENU IN THE SOFTWARE.

IF YOU HAVE ANY ADDITIONAL QUESTIONS, PLEASE CONTACT YOUR SIGN PROVIDER OR TECHNICAL SUPPORT 888-595-3956.



