LedEdit2012 operating manual

1. Install or uninstall the software LedEdit2012
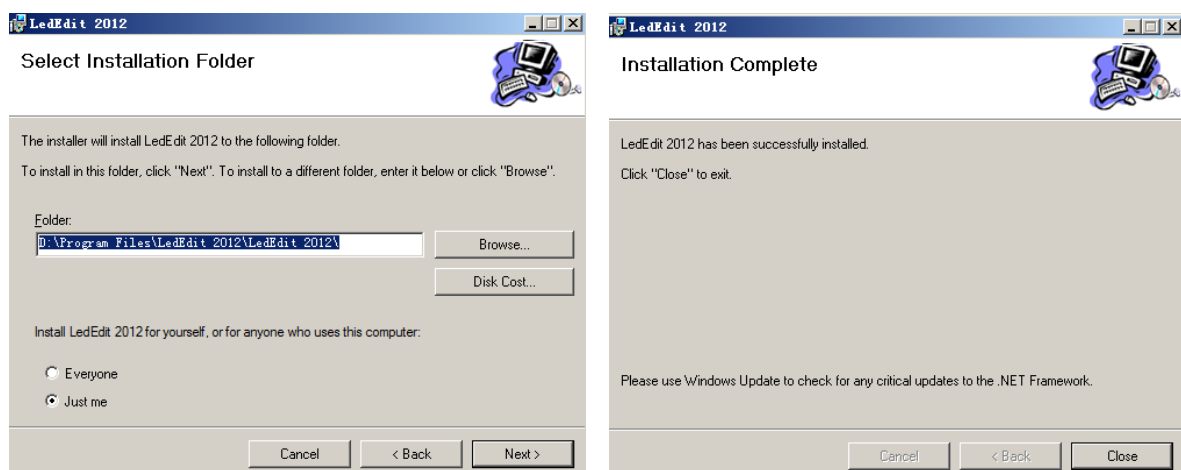
a. Install the software

First, double click the install files setup.exe

After you click setup.exe, the install windows will appear to the screen. You need to click "Next", it will goes to next setting setup.
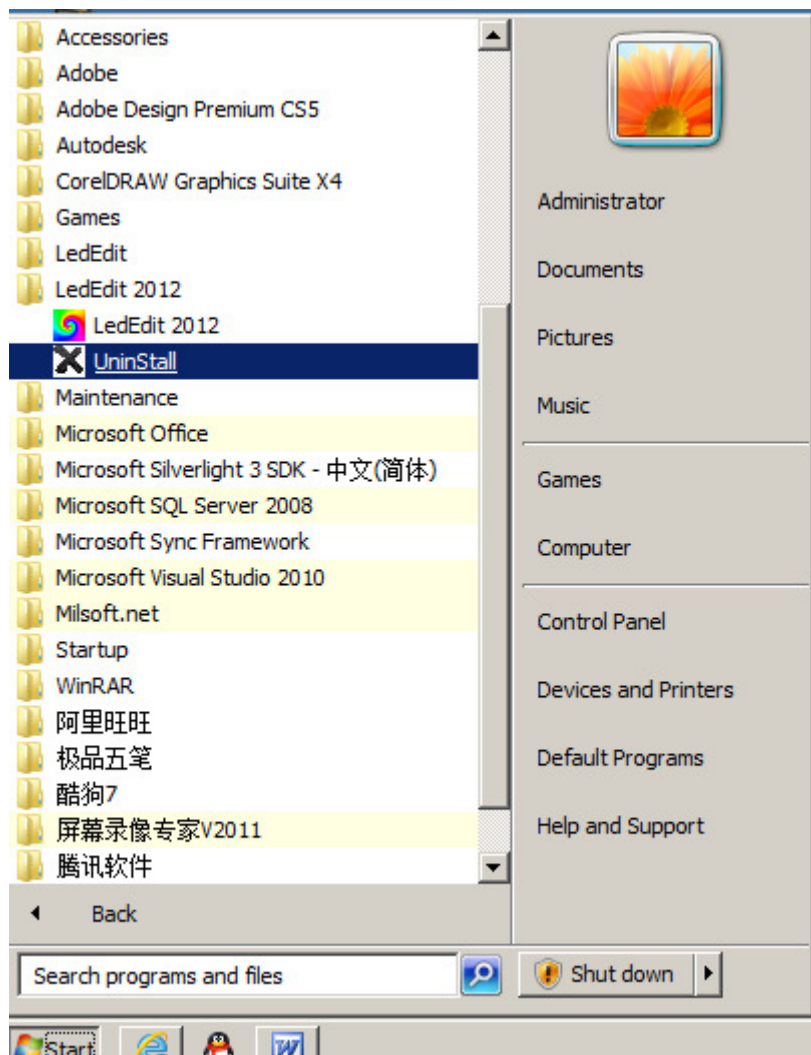

You need to modify save path, and click "Next", at this setup.   Next setup also click 'Next', the software will begin to install. After finished installing, please click "close"

b. Uninstall the software

First, you can click uninstall menu to uninstall the software. Start→All programs→LedEdit2012→Uninstall.

Second, you can open the control panel, and click ' uninstall a program'. Then choose LedEdit2012, and uninstall.
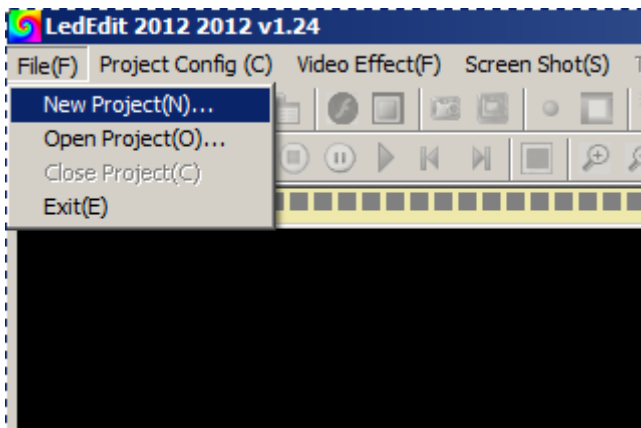
2. built a new project

After you install the software, you can start to make the effect program for the controller. Now we start to make the program step by step.
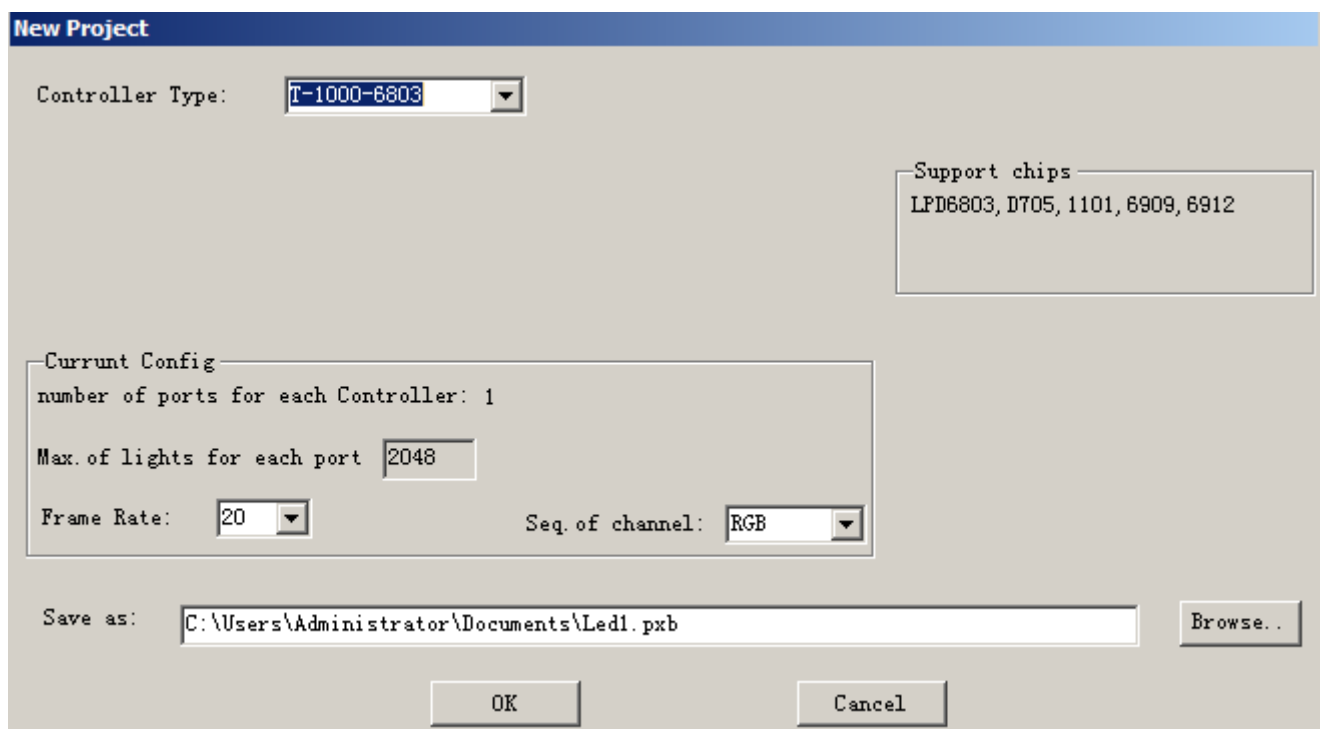
First, we open the software LedEdit2012.

LedEdit 2012

Second, you need to build a new project. File→New Project.

Third, you need to choose the Controller type (controller model +IC model), change frame rate, or modify save path.

3. make a pixels layout file

Before you want to make the program for the controller, you need to make the pixels layout file. There four ways for you to make the pixels layout file.
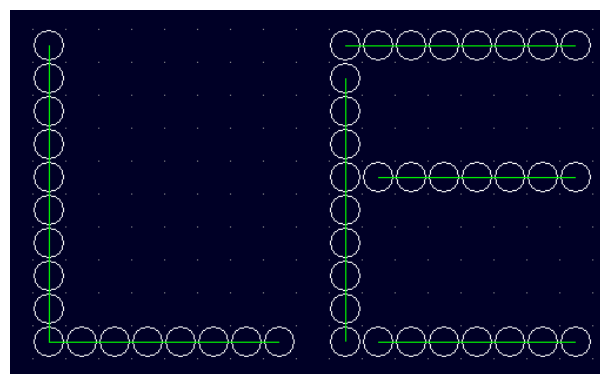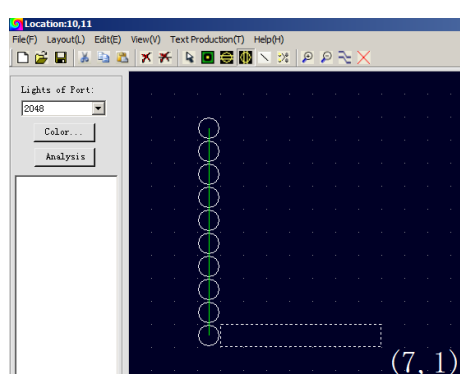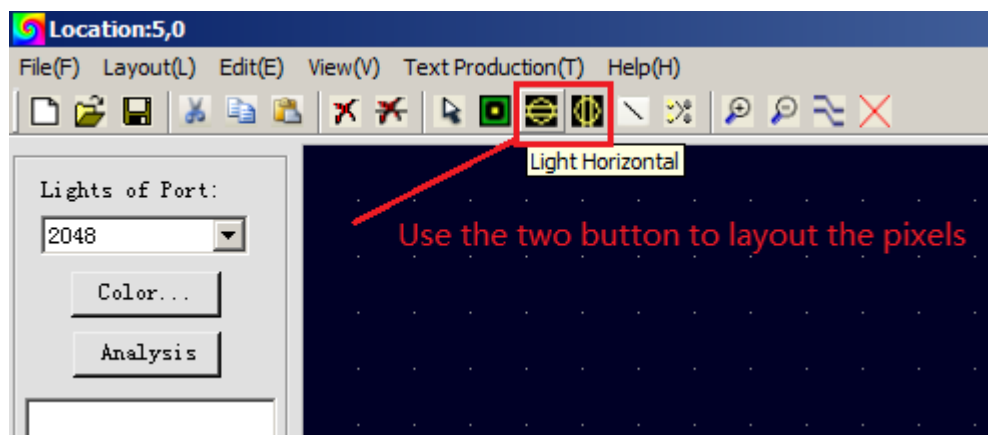
a. Manual layout

Manual layout is one function of the software LedEdit. It is very easy to use. There four step for you to use the manual layout to make the pixels layout files.
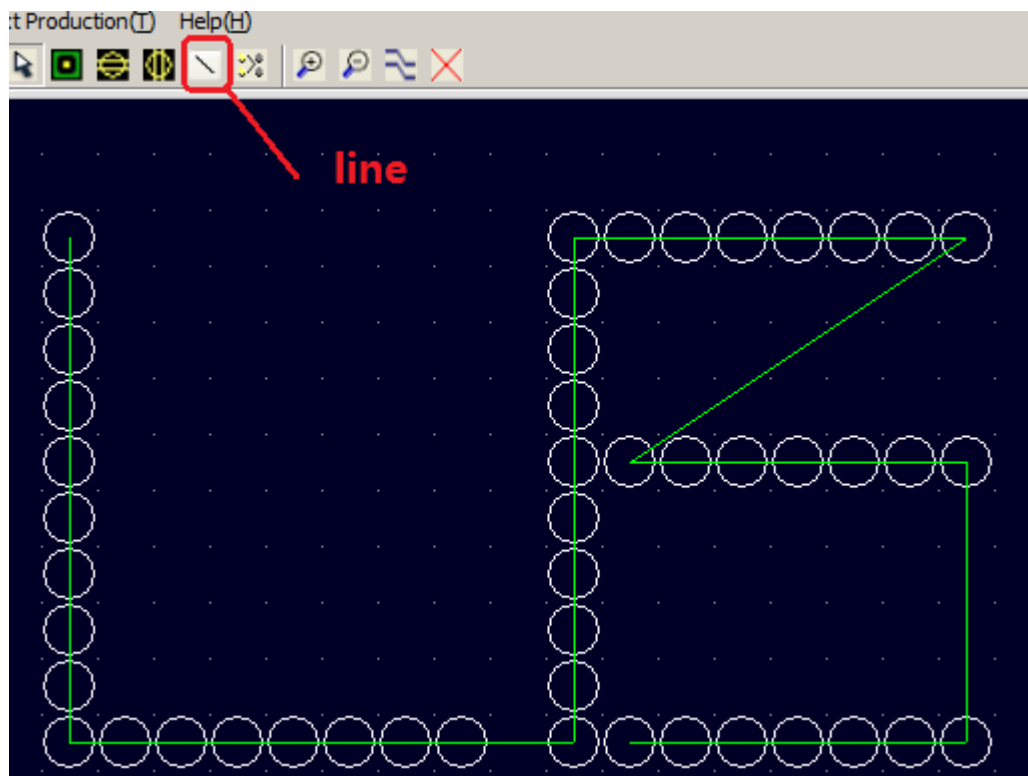
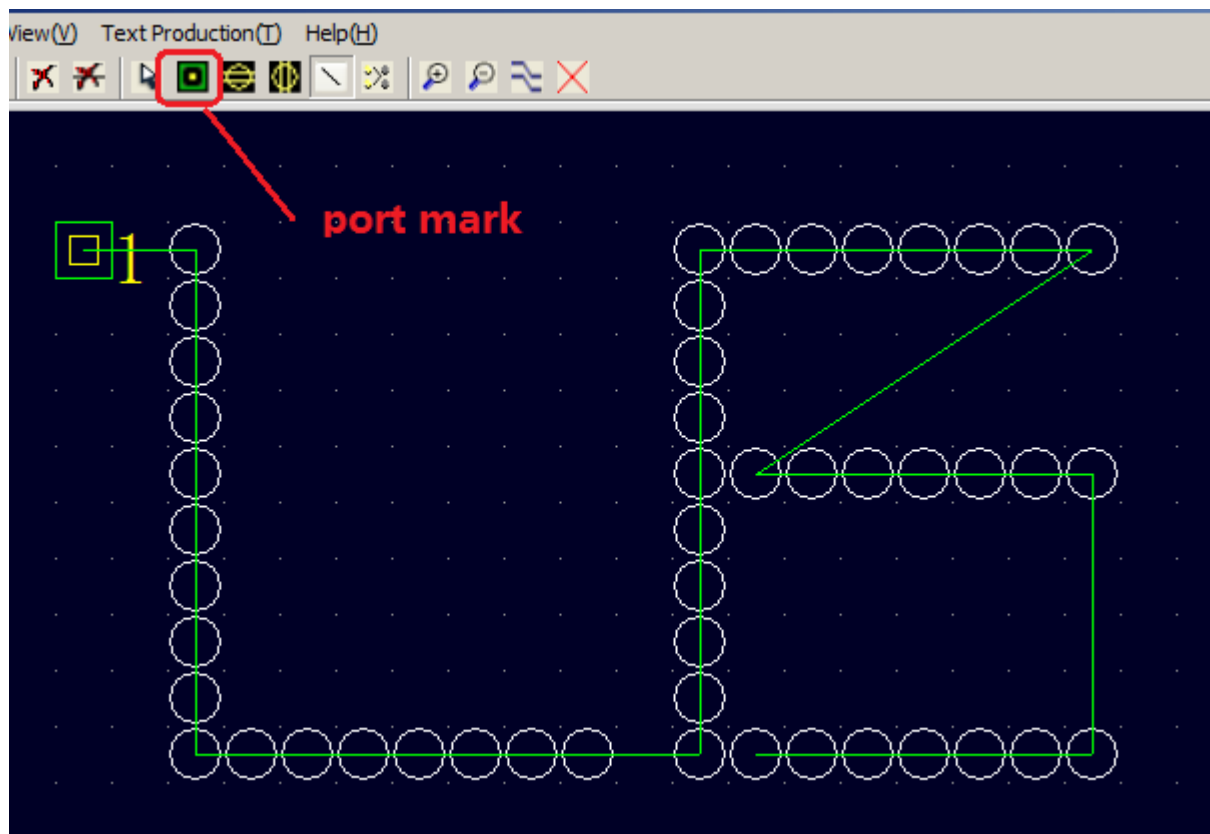First, start manual layout.
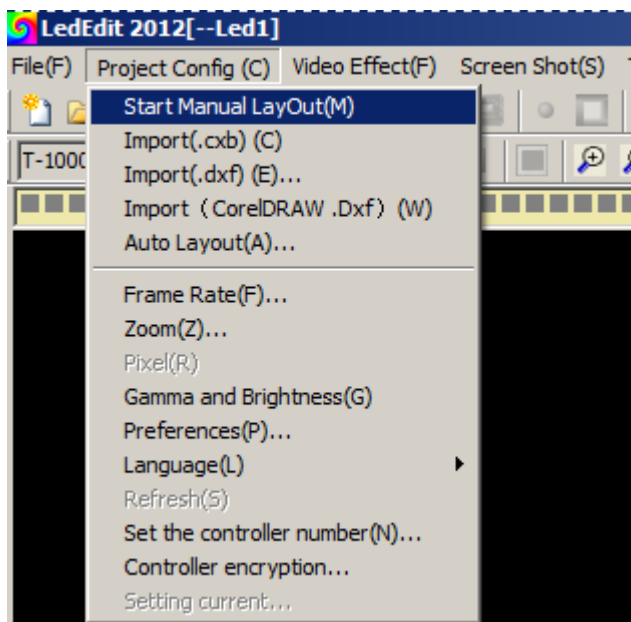
Second, layout the pixels.

You need to use the line to connect pixels and pixels. If the line is break.
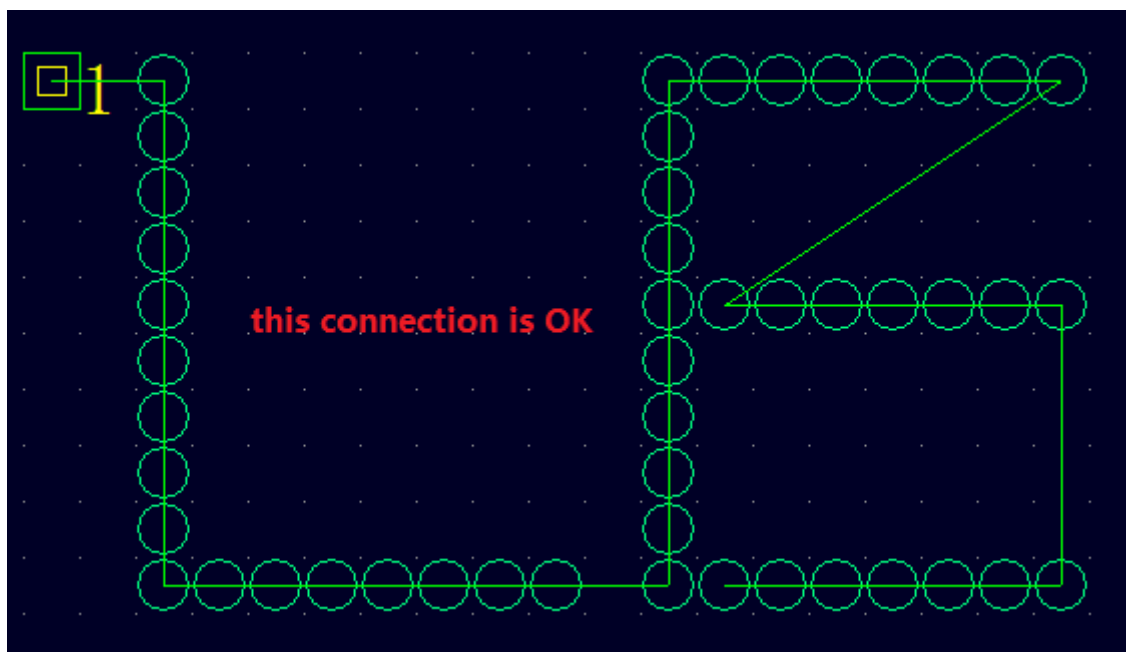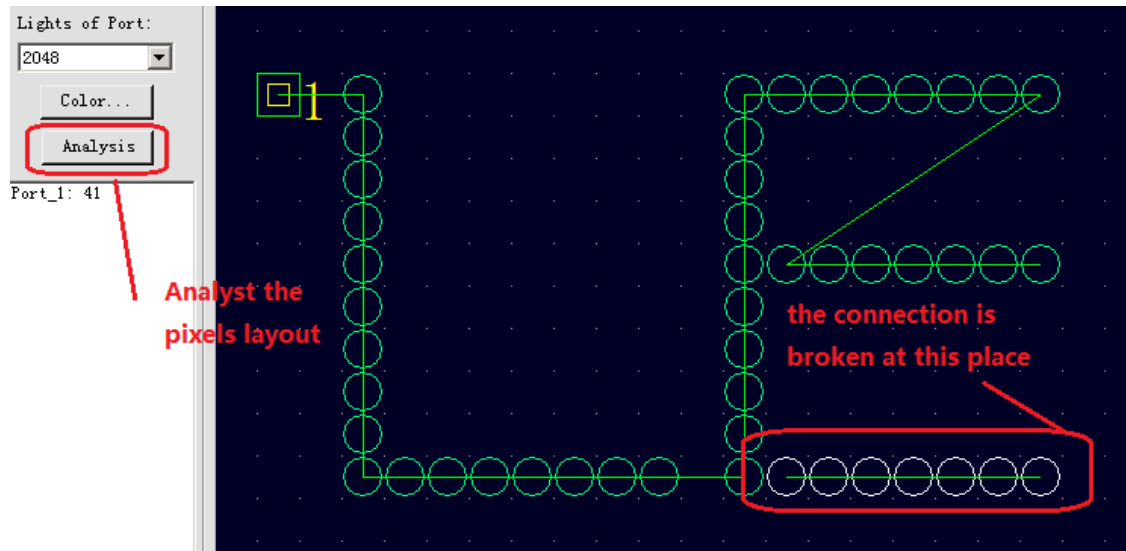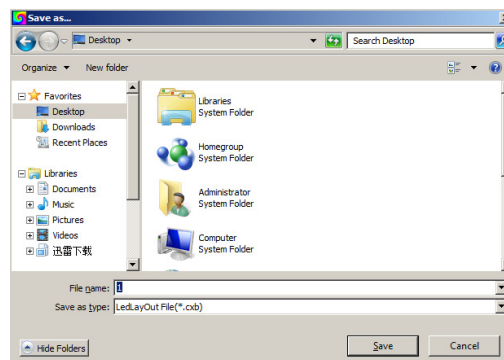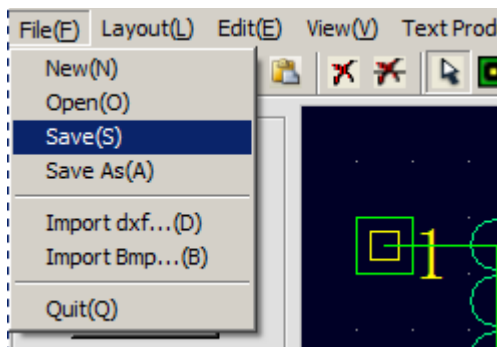

Third, add the port mark.

After you have finished layout the pixels, you need to add the port to the pixels. And use the line to connect the port mark and pixels.
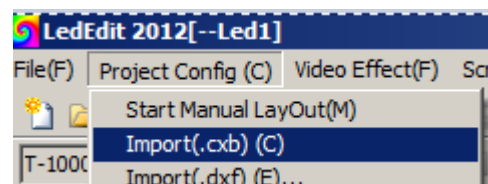
Fourth, analyst the pixels layout whether there some pixels connection is broken.
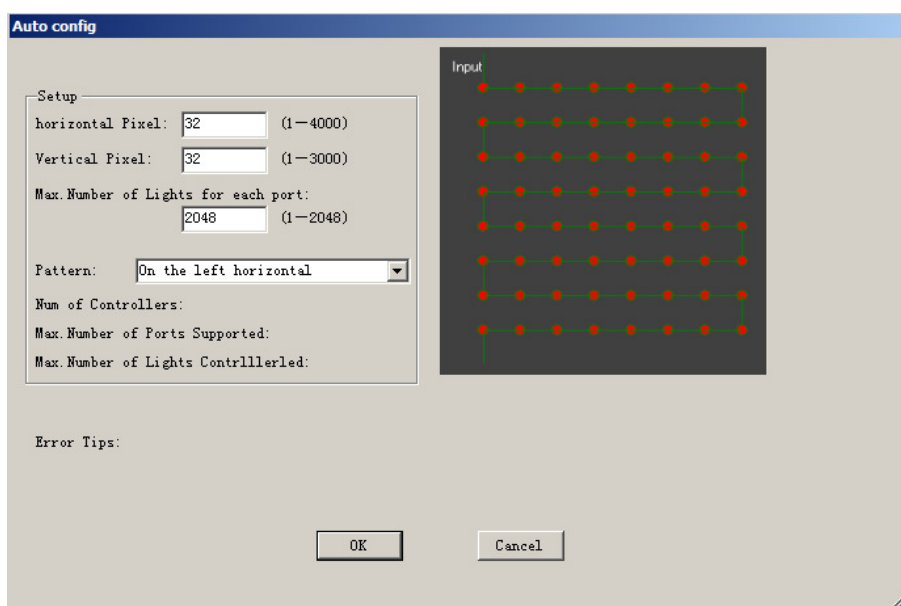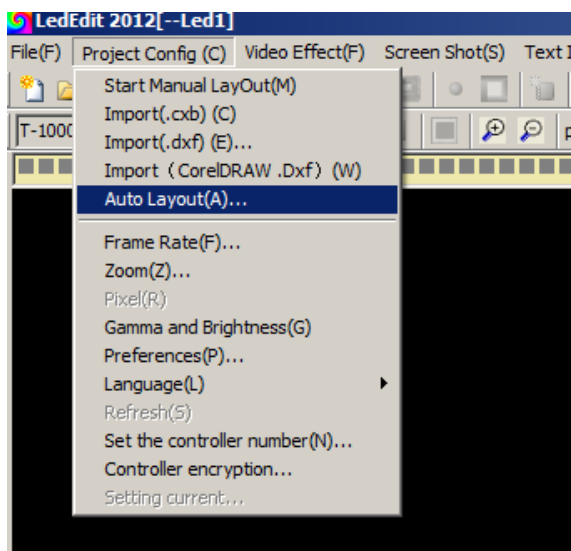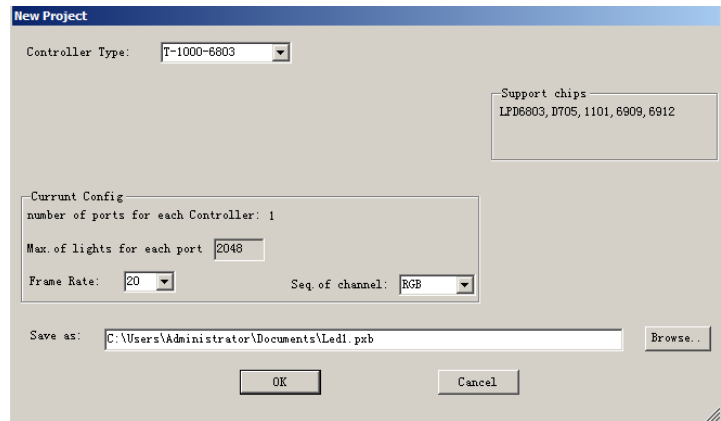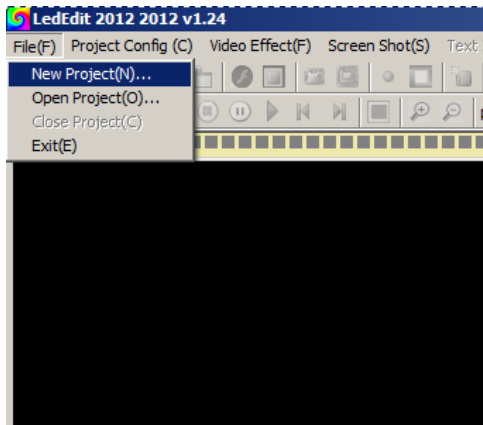

Fifth, save the pixels layout files.

It is finished to make a pixels layout files in manual layout, if you want to use the layout file, you need to import .cxb into the software at 'project config' menu.

b. Auto layout

If the shape of pixels layout is regular, you can use 'Auto layout' function to make to program. You can adjust

the horizontal and vertical pixels; also you need to adjust the maximum quantity pixels for each signal port.

But before you use 'Auto Layout' function, you need to create a new project and setting other information for

the project first. Then you can use 'Auto Layout' function for the regular shape of pixels layout.
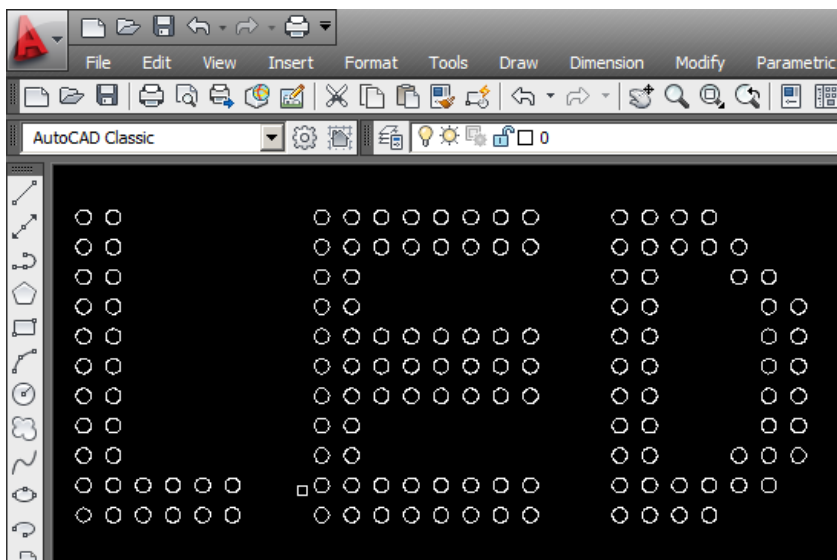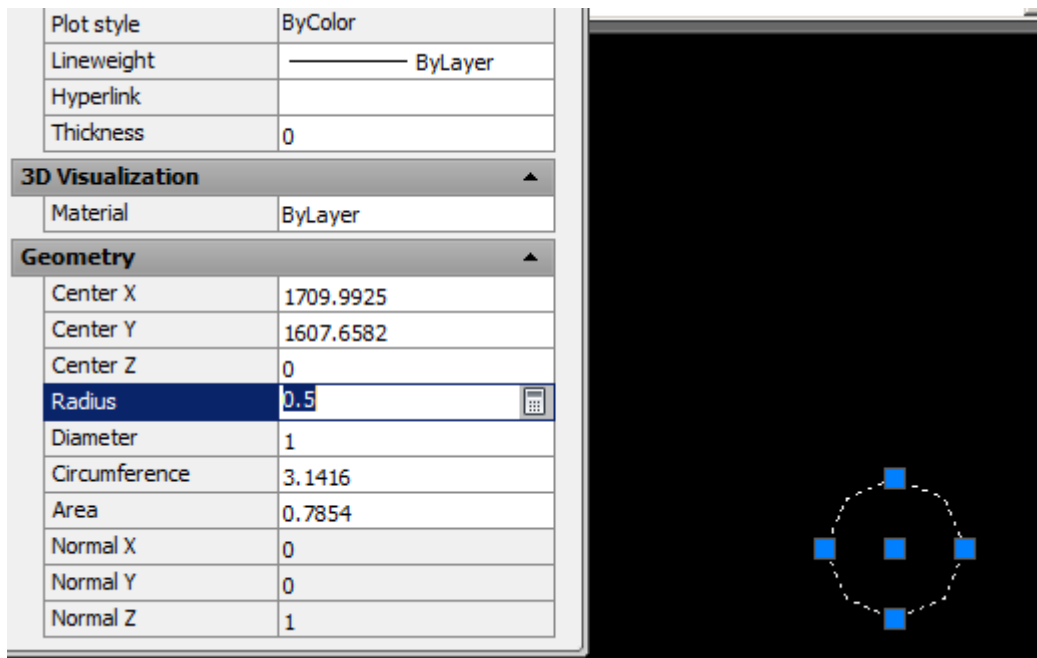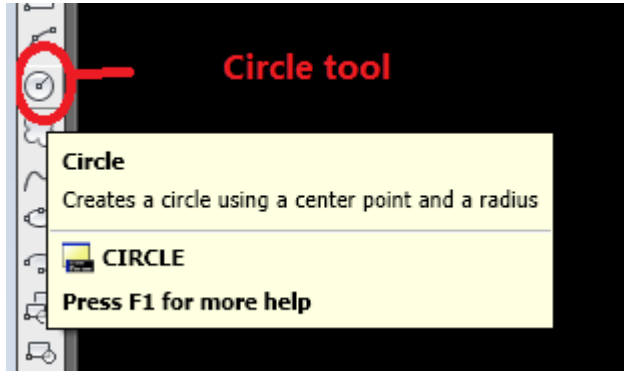
c. AutoCAD layout

We can use AutoCAD to make the pixels layout files. LedEdit can work with AutoCAD very perfectly. We just use circle, line, single line text to make pixels layout in AutoCAD.

First, we use the circle tool to draw the pixels. One circle means one pixel. The circle radius can not less than 0.5, The best circle radius is 0.5 for the pixels layout.

After finished drawing the pixels, you need to use the line tool, to connect the pixels one by one. Before you connect the lines, you need to open the Object Snap settings, and select insertion and center choice.
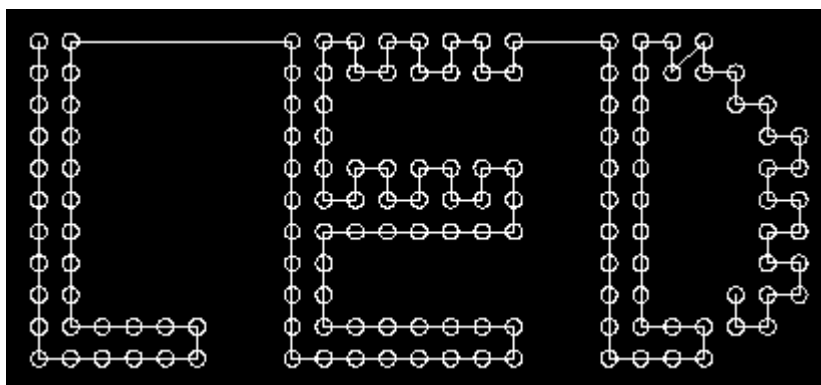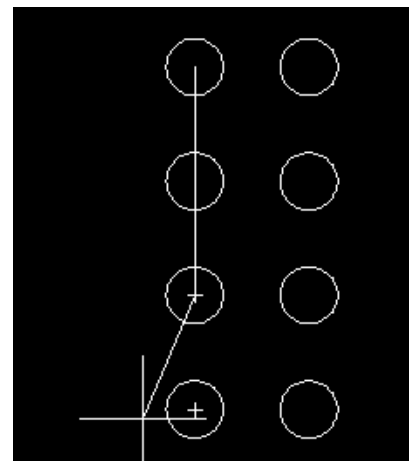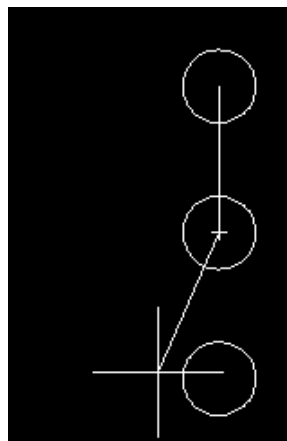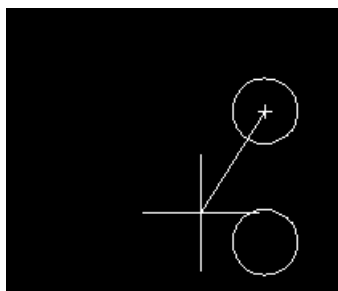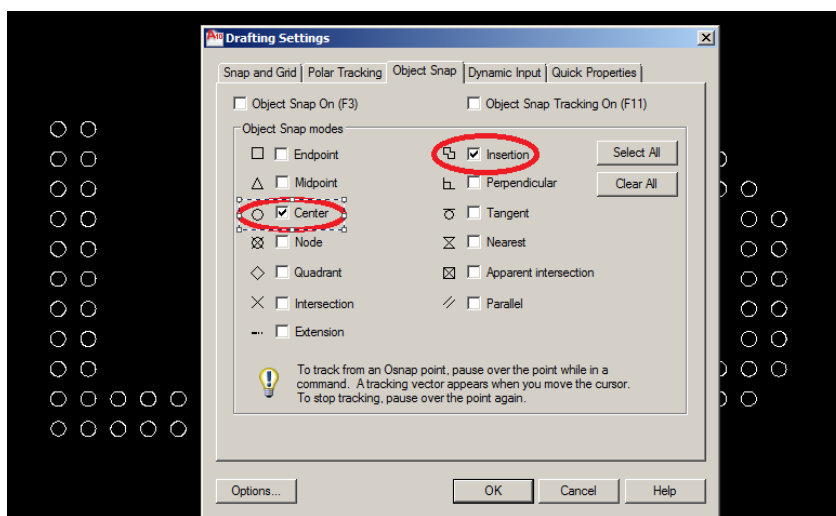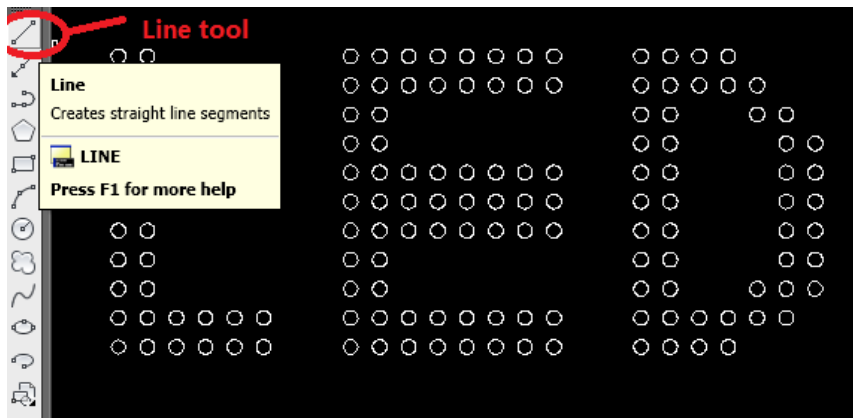
The last step is using single line text to add the port mark., p1 means port 1, p2,means port 2, p3 means port 3… , p20 means port   20.
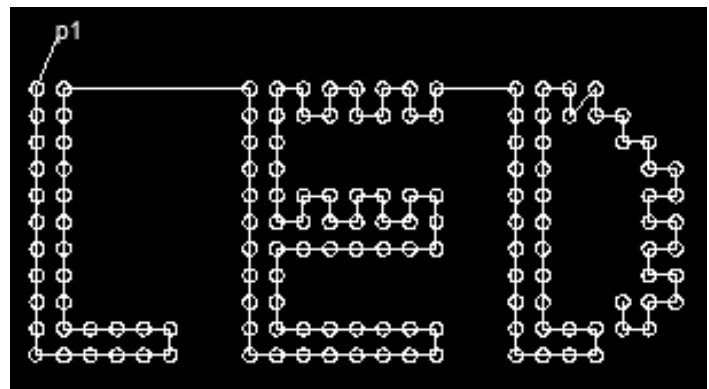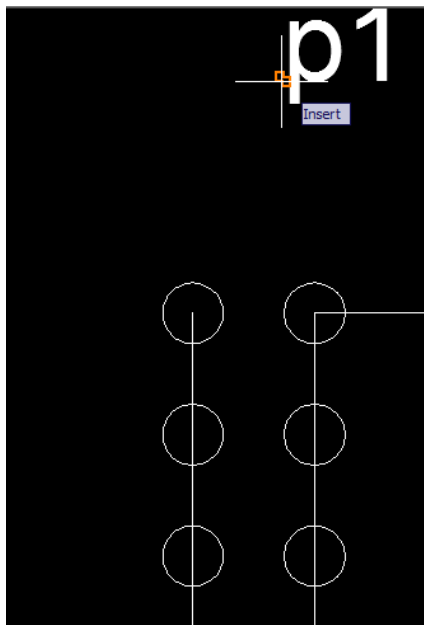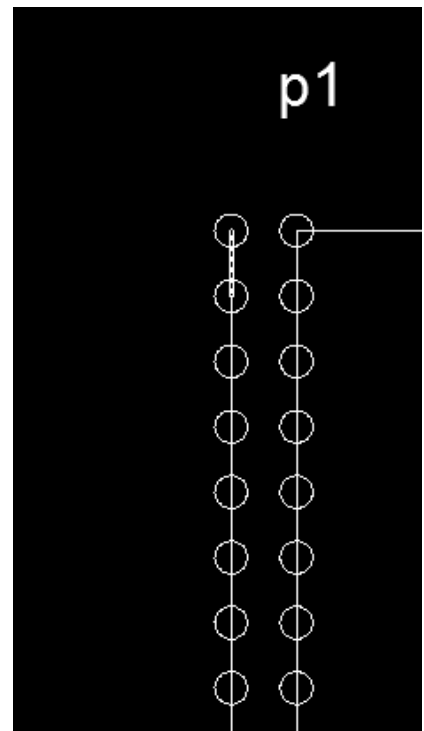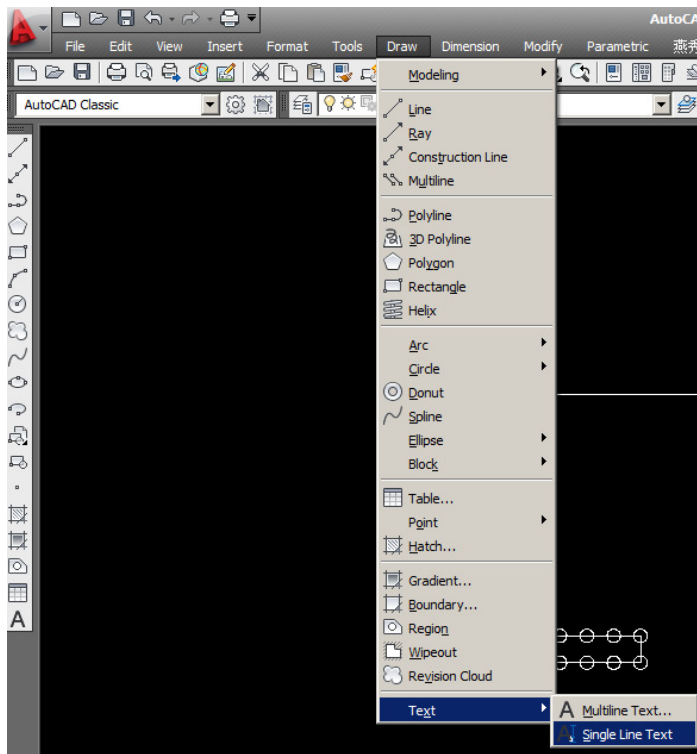
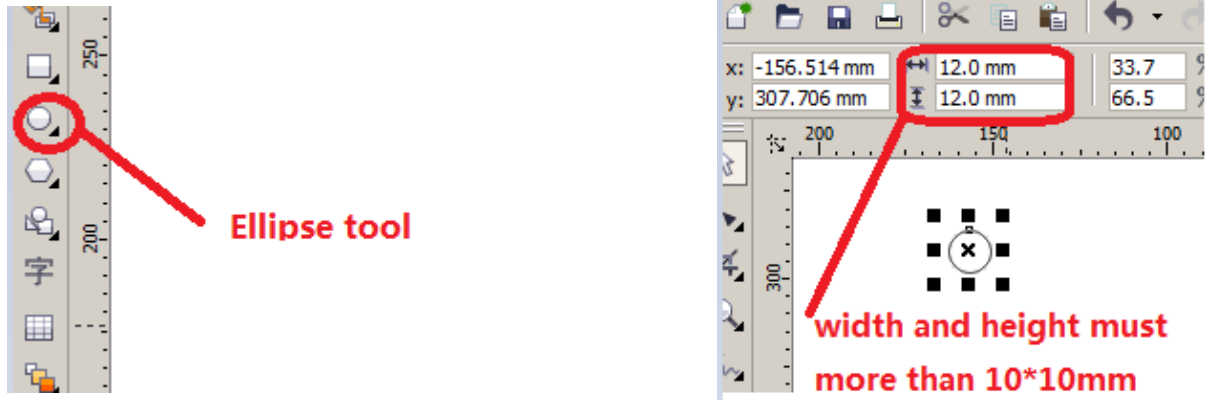When you finished drawing the pixels layout, you must save as '.dxf' file.
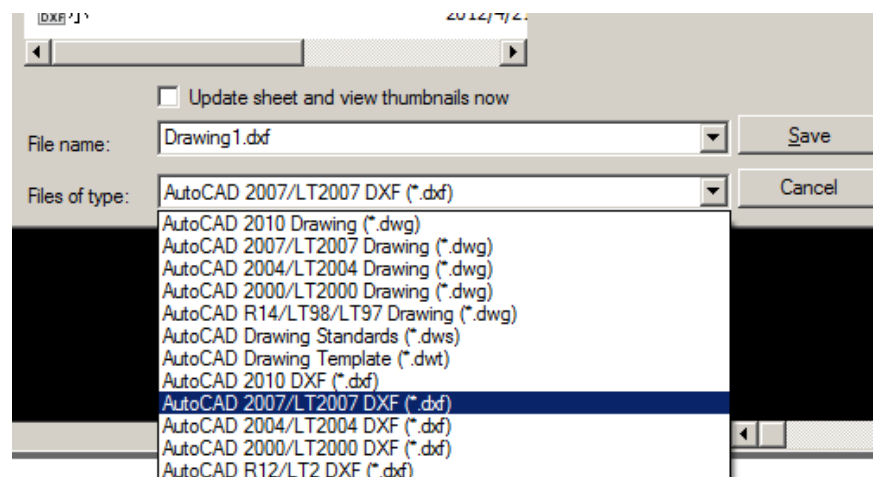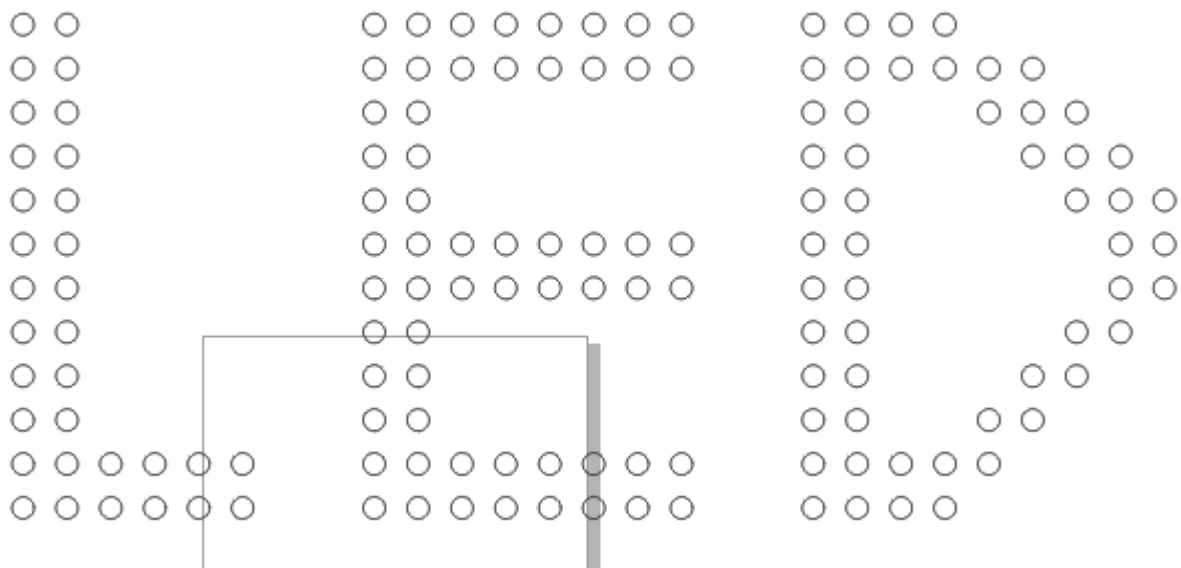
d. CorelDraw layout

At this page, we will show you how to use CorelDraw to make the pixels layout file.

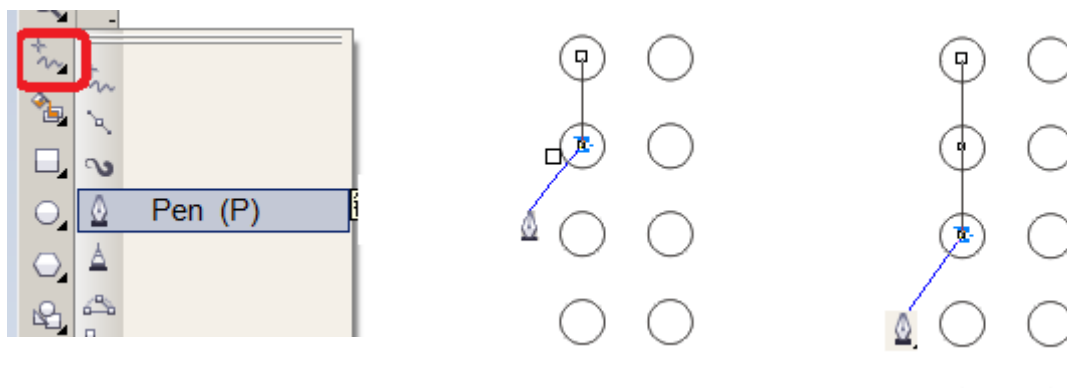We just use ellipse tool , pen tool , text tool.

First we need to draw the ellipses. the ellipses' width and height must be more than 10*10mm.
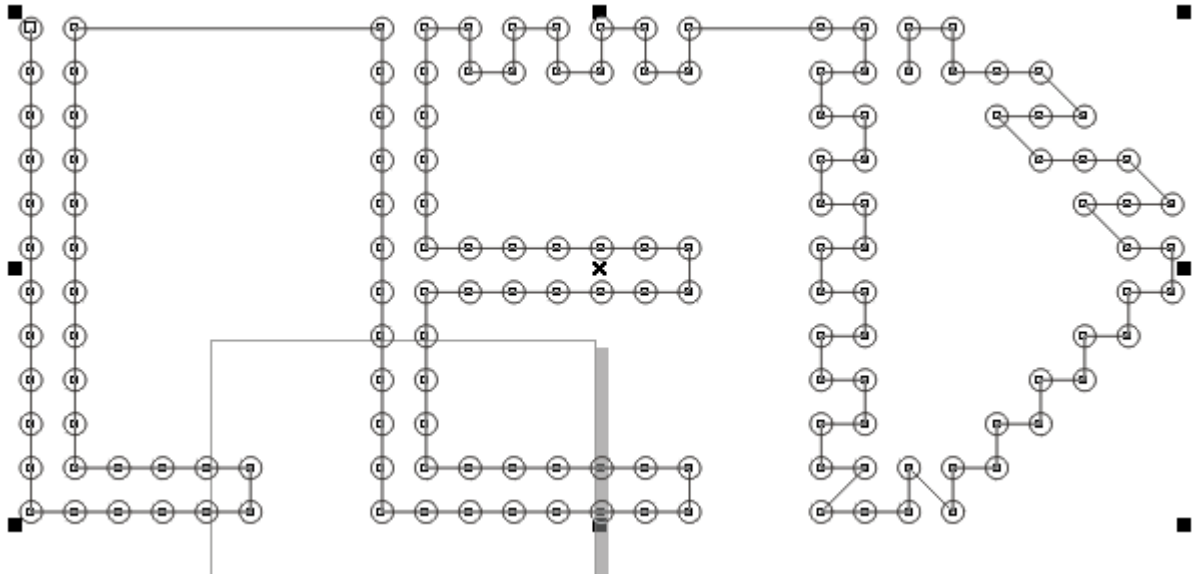

We need to draw the ellipses for the shape you want.

After we finished drawing the ellipses, you need to use the pen tool to connect the ellipse one by one.
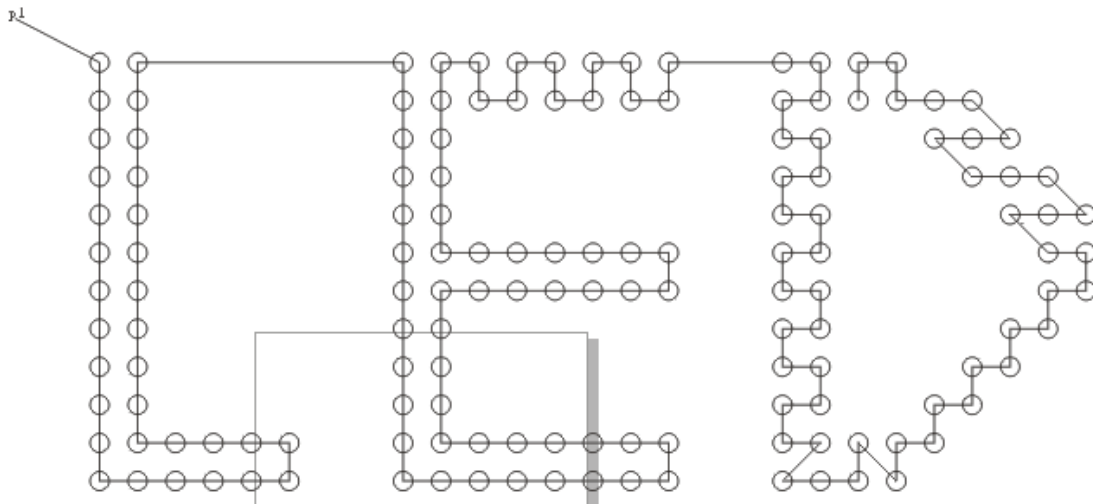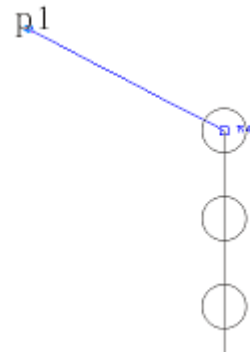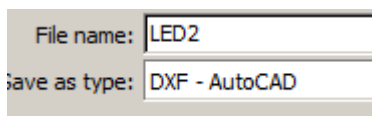
Next step, we need to add the port mark, p1 means port one, p2 means port2, p3 means port 3 …   p20 means port 20. the port mark text can not larger than the ellipses' height and width. Then use pen tool to connect the port mark text and the ellipse.
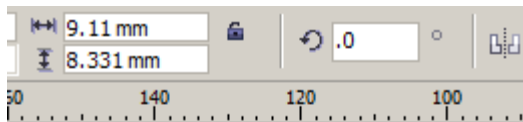
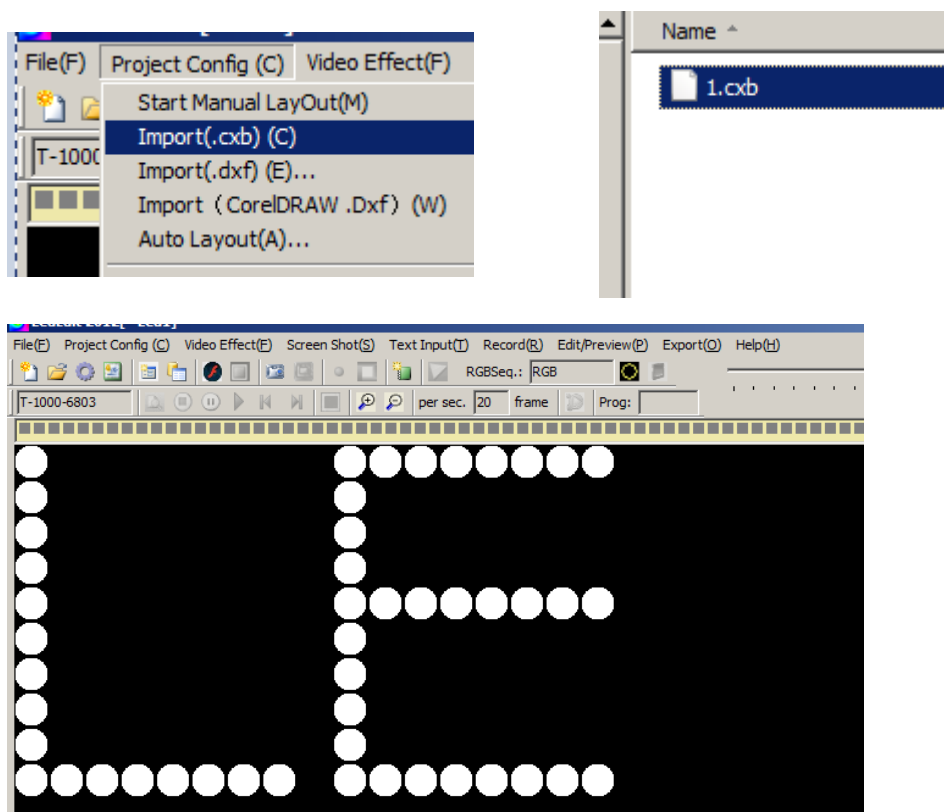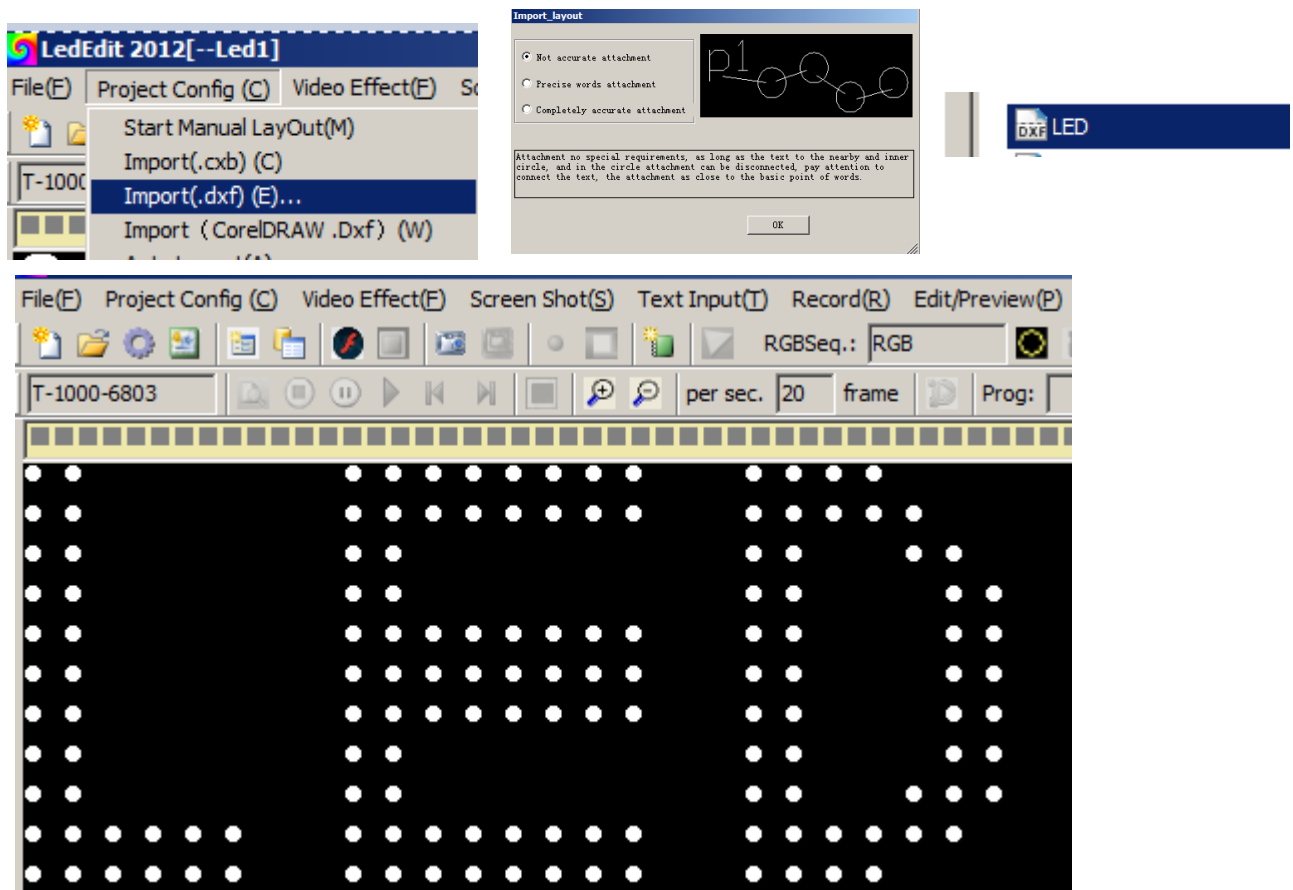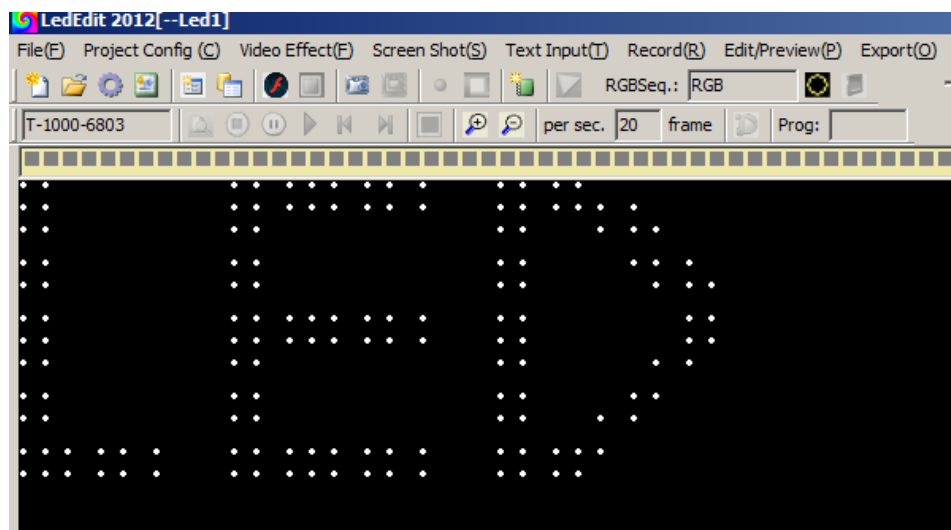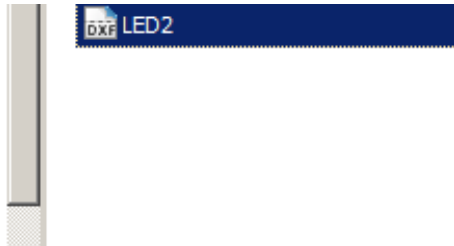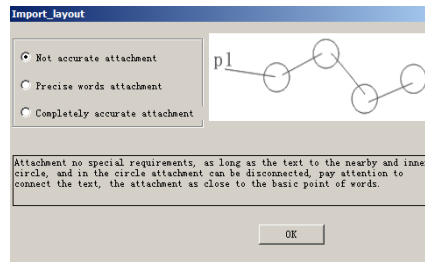At the end we need to save the files as '.dxf'
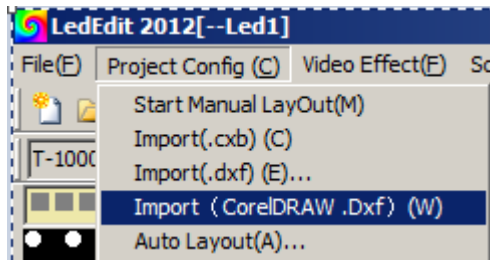
4. **import the layout file**

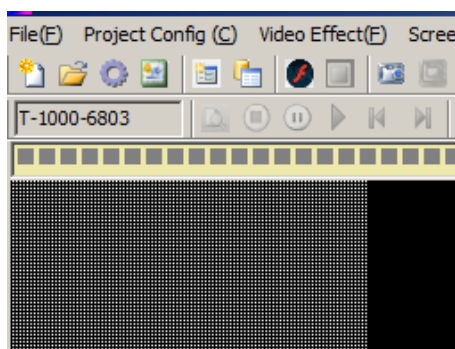   a. import(.cxb) -----manual layout files.

   b. import(.dxf) -------AutoCAD layout .dxf file.

c. import CorelDraw(.DXF) ------------CorelDraw layout files(.DXF)

d. Auto Layout-------- regular shape pixels layout.
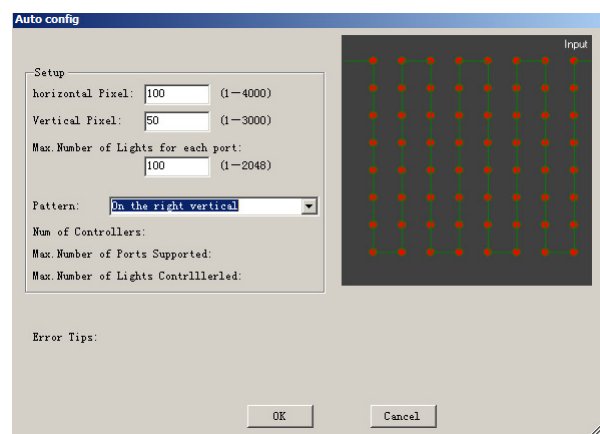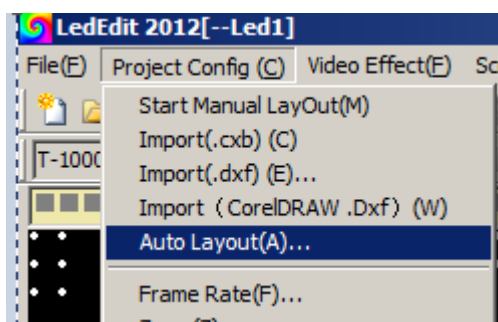
5. **Open Video**

   a. **Open the flash effect '*.swf'**

   After we import the layout files, we need to open the flash video .swf, and record it. It is more common for the led engineer to design the effect in flash software.

   b. **Open the Neno effect '*.tol'**

   c. **Open the screen shot window**

6. Record

After we open the effect video, we need to record the effect, and export the program for the controller.
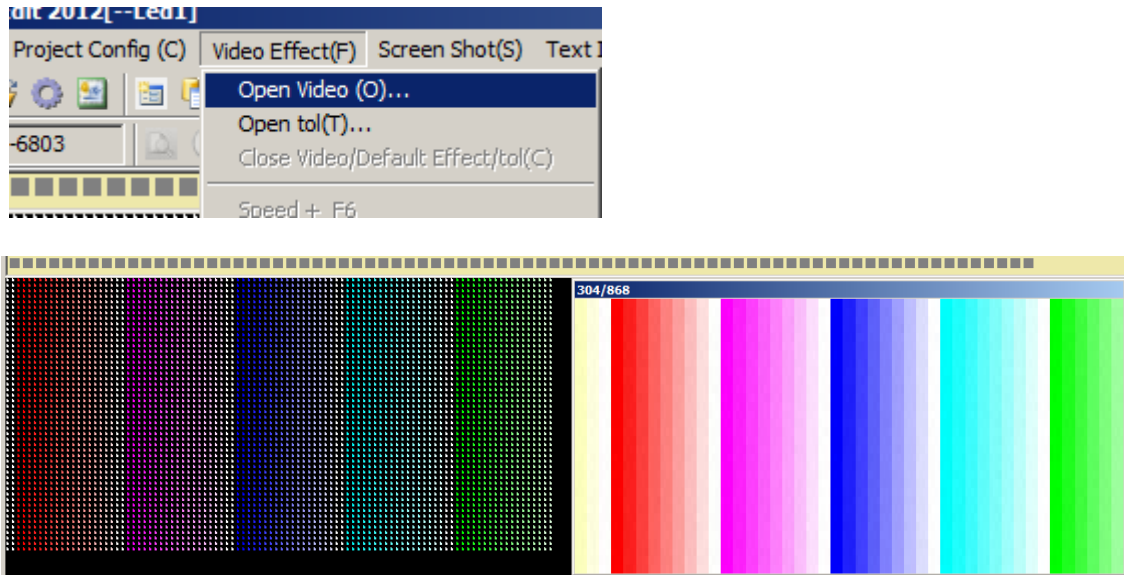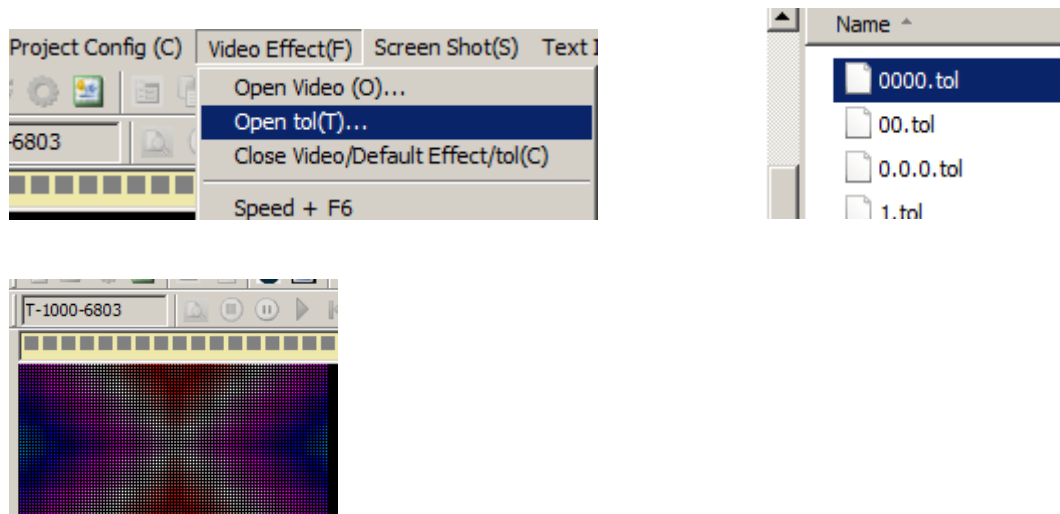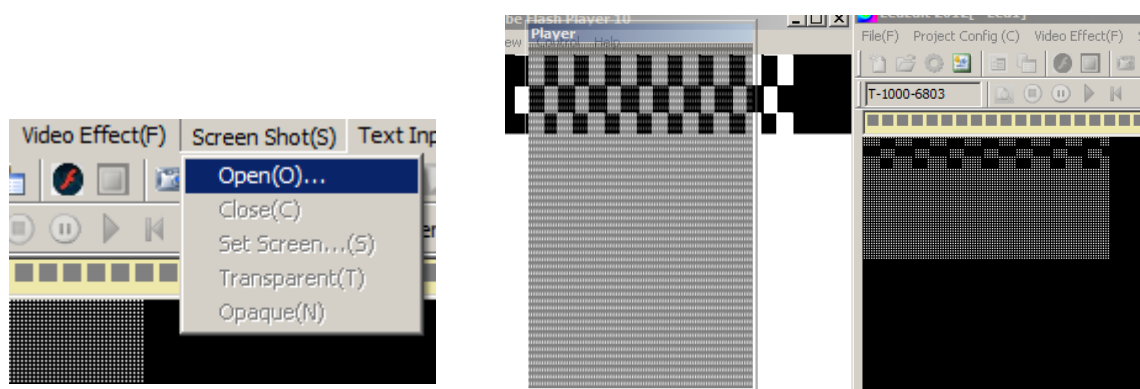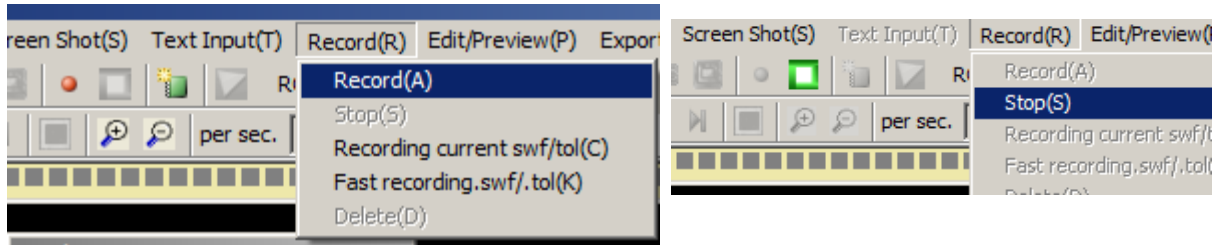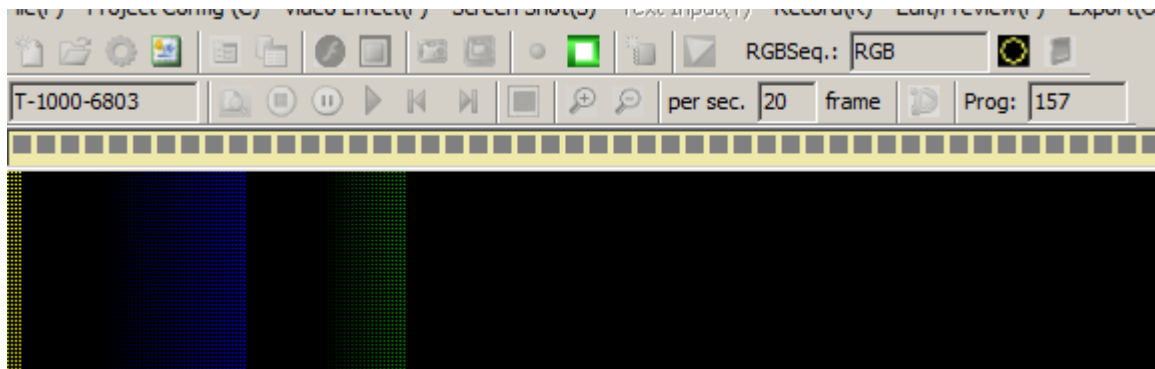
a. Record

Record, means record from now on, and you must stop recording by your hand.
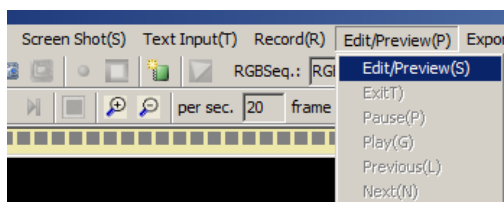

b. Recording current (.swf)----------- ---

Recording current means recording the whole effect frames, from the beginning to the end, and it will stop automatically. There is no need for you to stop recording by you hand.
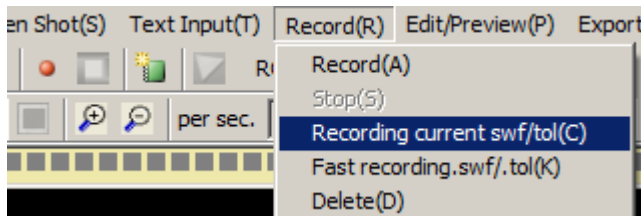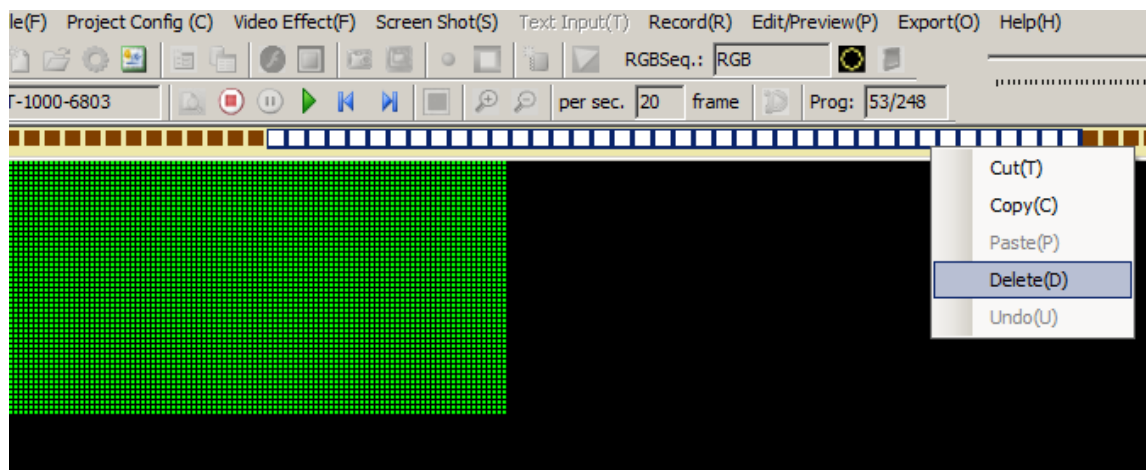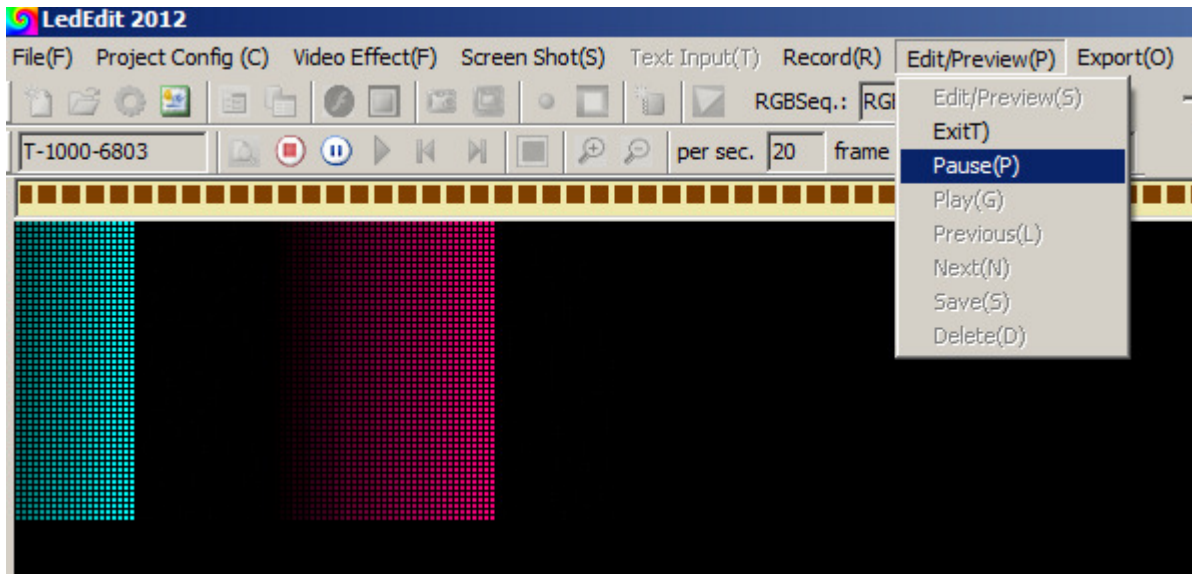

7. Preview and Edit the effect

a. Preview

After you finished recording the effect, you can Preview what you have recorded.

b. Alert the effect

After you preview the effect, you can pause playing , and alert the edit or alert the effect.
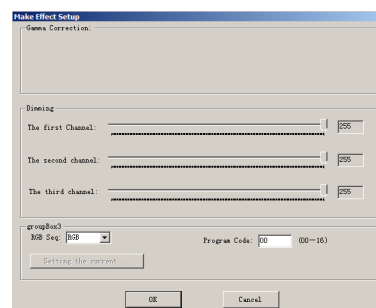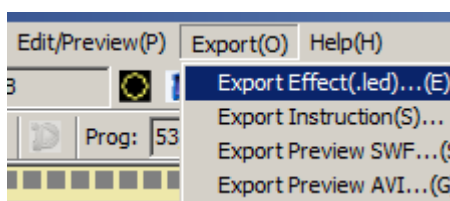

You can select the frame and right click you mouse, then you can delete copy or cut the effect frame.
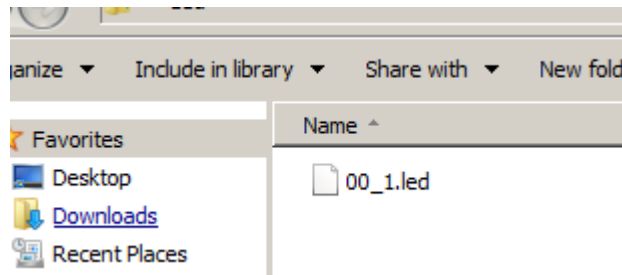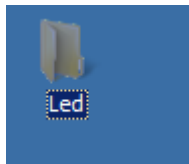
8. Project export

After you finished recording the effect , we need to export the program files for the controller SD card.
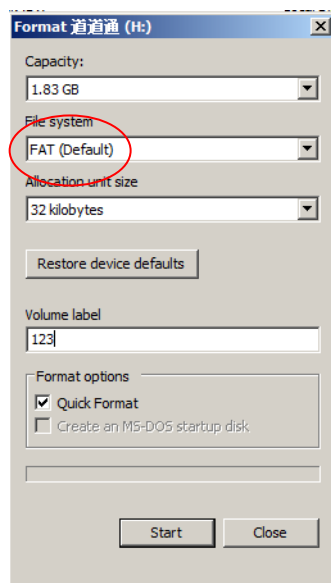
a. Export effect .led------------

Export effect program .led is for the controller SD card.

When export effect finished, we can find there is one folder 'led', there is program in the folder.
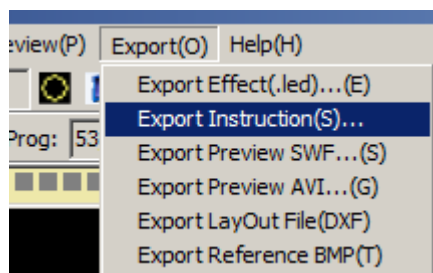

Before you copy the program to the SD card, you need to format the SD card as 'FAT' file system..

b. Export Instruction

The instruction is for you to read, how many pixels the project have. How many piece controller we have use.

And what is the pixels quantity for each port.


```
                    Project(Led1.pxb)Layout Instruction:

T-1000-6803

max number of lights for each port:2048


Controller No.1: ------------Port p1 in dxf/cxb  Number of lights connected to this port:2048
Controller No.2: ------------Port p2 in dxf/cxb  Number of lights connected to this port:2048
Controller No.3: ------------Port p3 in dxf/cxb  Number of lights connected to this port:904

   Total number of lights used:5000
   For the specific layout, please refer to dxf/cxb files: LED2.dxf
```
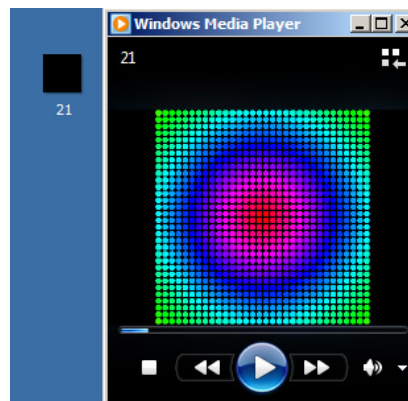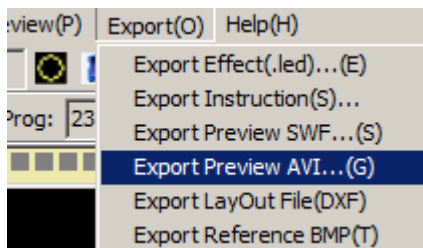
c. Export preview swf

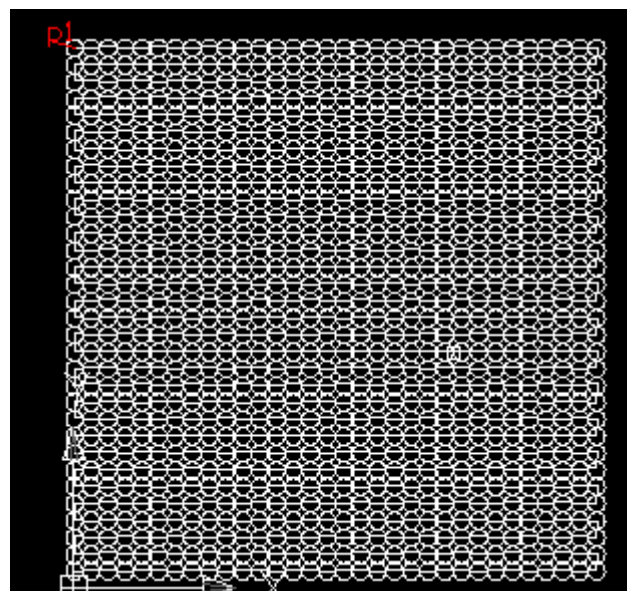Export preview .swf is for you to have a look what you have recorded.
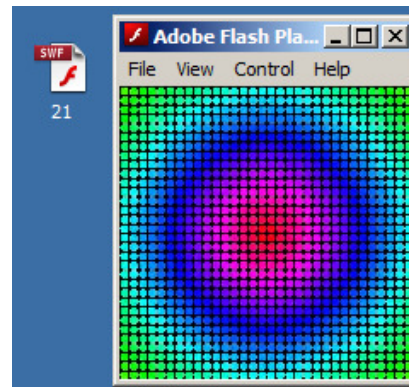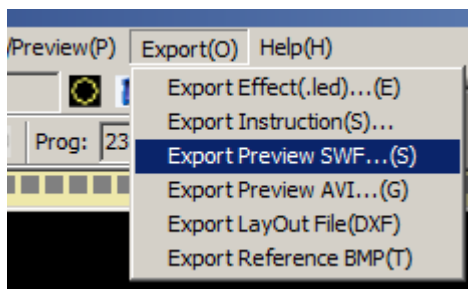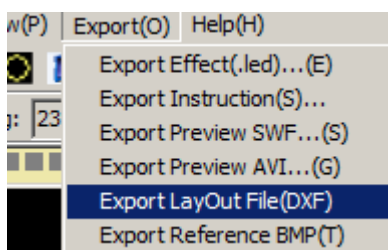

d. Export preview .avi

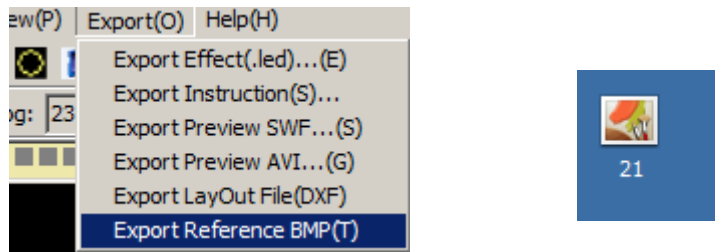Export preview .avi is for you to have a look what you have recorded.

e. Export Layout file

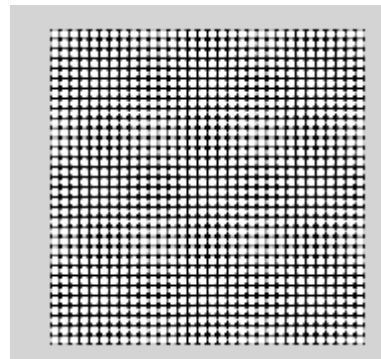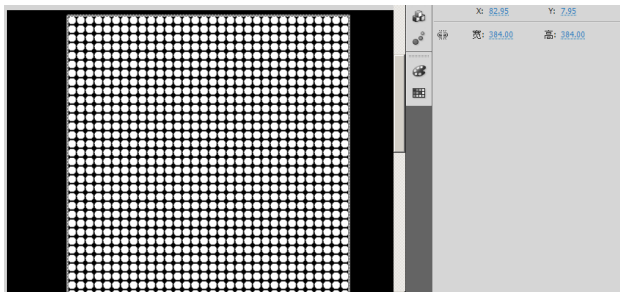**The layout file .dxf is for you to check or arrange the led layout.**

f. Export reference BMP

The reference BMP is for you to design the flash animation.

First, open the software flash, and then import the BMP picture to stage.

We need to adjust the stage size as the picture.

Then we can create a new layer make the flash animation according to the picture.