

EASY PLAYER

LIGHT EFFECT SOFTWARE VERSION 1.0

QUICK START

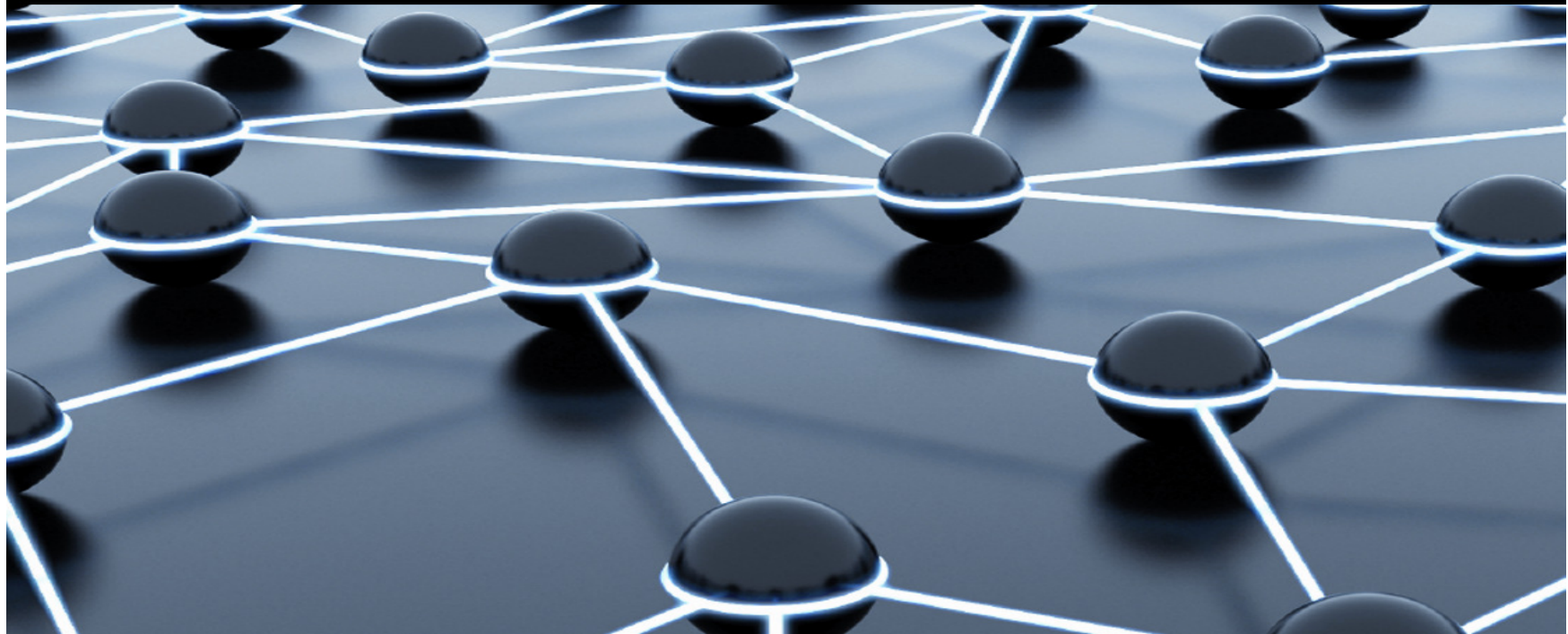


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INTRODUCTION

The PC program Easy Player was designed as graphical user interface for use with the EUROLITE Pixel Strings PSS-1 and PSS-4. It allows for configuration, setting of control functions and design of light shows. The program support all popular media formats, such as the video formats *.avi, *.swf, *.rm, *.mpeg, *.mpg, the image formats *.jpg, *.gif, *.bmp and the document formats *.txt, *.doc, *.excel, *.rtf.

System Requirements

Operating System

Windows 2000/XP/Vista/7

Minimum system requirements

Celeron 2.4G or better

>1 GB RAM

Graphics card >32 MB

DVD drive

Network card 100 Mbps

Recommended system requirements

Core 2 Duo dual-core processor or better

>1 GB RAM

PCI-E graphics card 64 MB or better

» As drivers and software are constantly being developed, your installation screens and procedures may vary slightly from those described in this user manual.

» This is a quick guide for using the software. You can find extensive information in the program's help section.

INSTALLATION



Insert the installation DVD into your computer's drive. Open the DVD and execute the installation file [EASY_PLAYER_2011.EXE]. Follow the instructions of the installation program.

In order to install the control software you must log on to your computer as administrator or user with administrator rights.

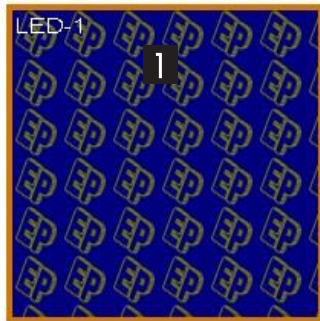
File types

The program uses three different types of files which are listed below.

*.YTpx	Contains the layout for pixel strings.
*.yep	Contains the hardware configuration parameters and the light show without embedded files.
*.bin	Export file for the media player. Contains the hardware configuration parameters and the complete light show with all materials embedded.

USER INTERFACE

Start the program. The user interface and the preview window will be displayed.



1 Preview window

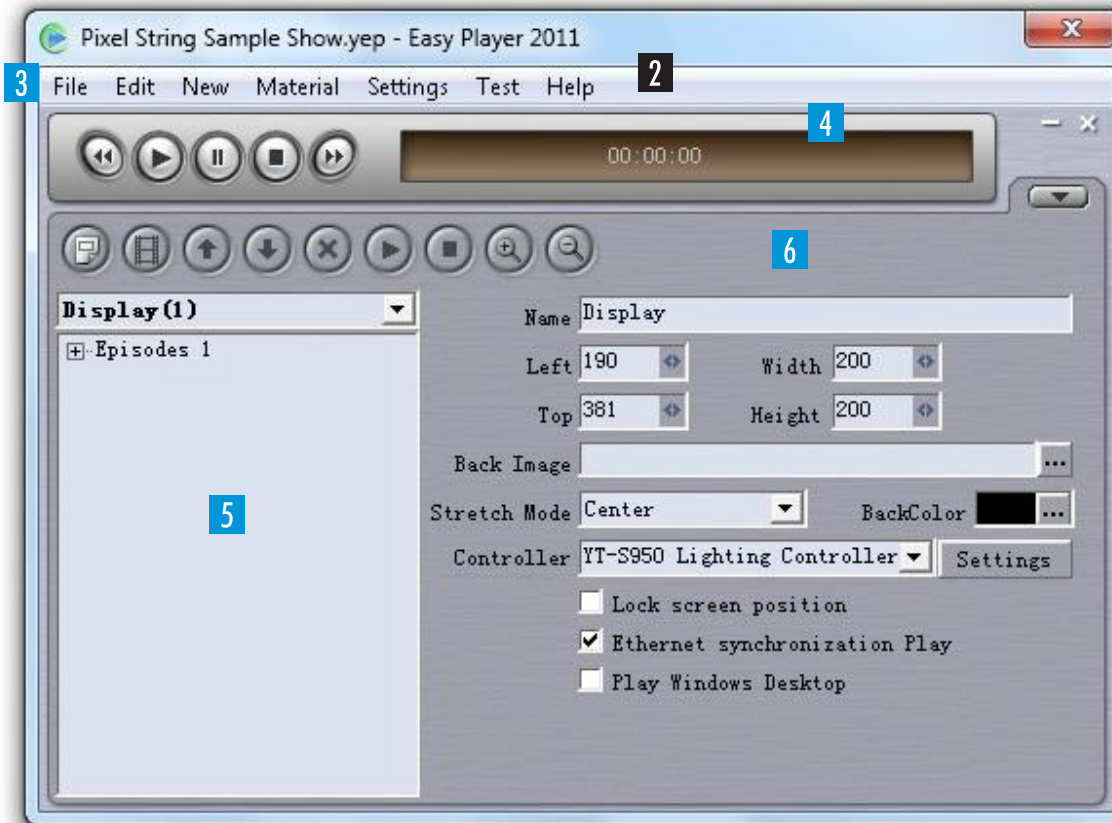
2 Main window

3 Menu bar

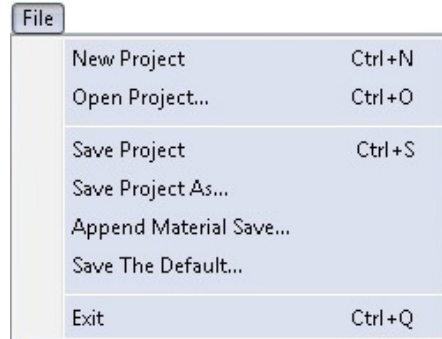
4 Player unit

5 Program tree structure

6 Editor



3 Menu bar



[New Project] → Create a new project file

[Open Project...] → Open a .yep project file

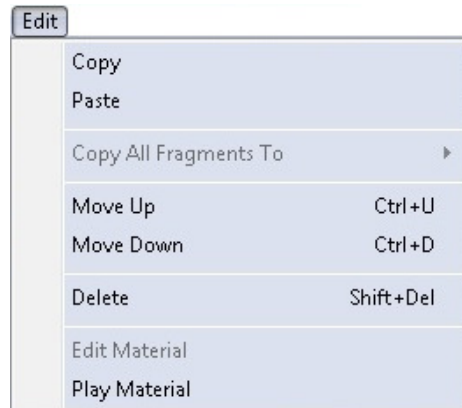
[Save Project] → Save the current project file

[Save As...] → Save the current project file under a different name

[Append Material Save...] → Save the current project with all materials embedded

[Save The Default...] → Make current project file a default template

[Exit] → Exit Easy Player



[Copy] → Copy episodes, multimedia windows or other materials

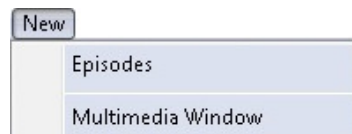
[Paste] → Paste materials

[Move Up/Down] → Position up/down

[Delete] → Delete materials

[Edit Material] → Edit materials

[Play Material] → Play current material



[Episodes] → Create new episode

[Multimedia Window] → Create a new multimedia window

USER INTERFACE [Menus]

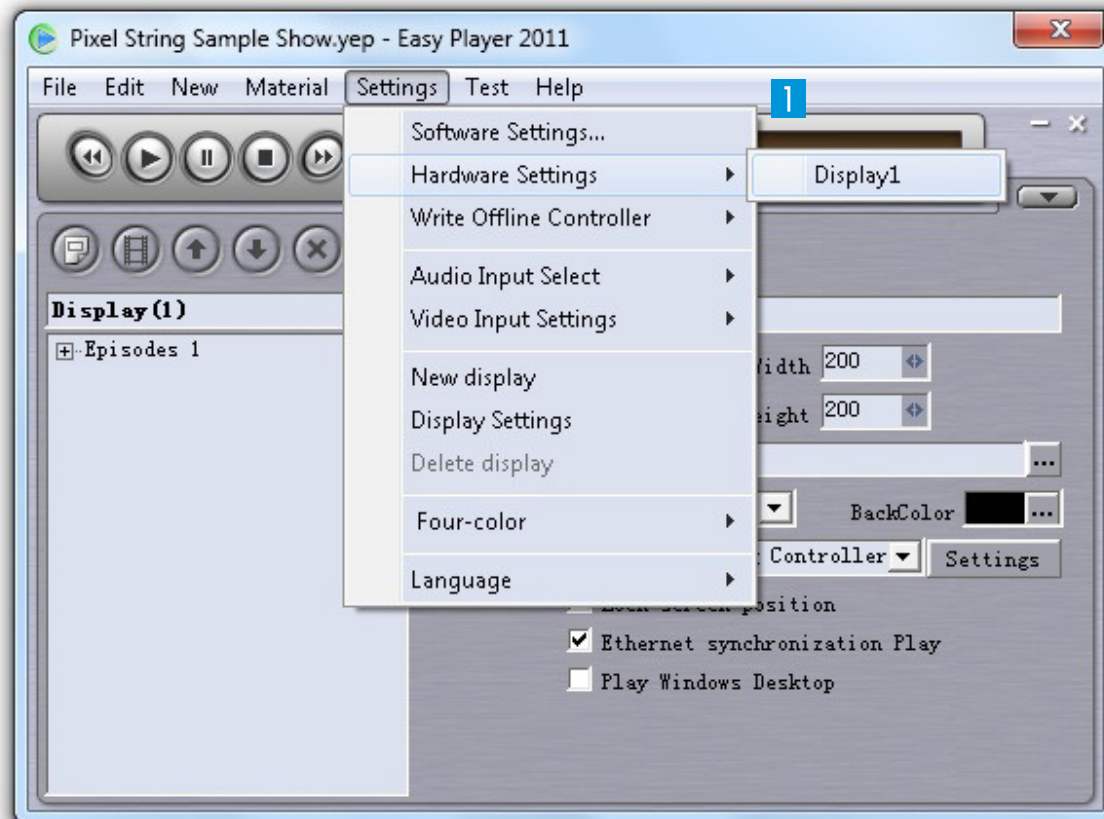
Material	
Material File ▶	[Material File] → Load image, video, flash, word and excel files
Text Box ▶	[Text Box] → Open text editor
Time Display ▶	[Audio Spectrum] → Load audio spectrum
Audio Spectrum ▶	[External Video] → Load external video source
External Video ▶	[Custom Table] → Open table editor
Custom Table	[External Program] → Load external program
External Program	[Web Display] → Open web sites
Web Display	[Instant Messaging] → Load instant messaging
Instant Messaging	[Screen Capture] → Capture live video from the computer monitor
Screen Capture	

Settings	
Software Settings...	[Software Settings...] → Call basic settings for Easy Player
Hardware Settings ▶	[Hardware Settings...] → Call hardware settings
Write Offline Controller ▶	[Write Offline Controller] → Export project onto CF memory card
Audio Input Select ▶	[Audio Input Select] → Select audio input source
Video Input Settings ▶	[Video Input Select] → Select video input source
New display	[New display] → Create a new display
Display Settings	[Display Settings] → Call display settings
Delete display	[Delete display] → Delete display
Four-color ▶	[Language] → Select a language
Language ▶	

Test	
Screen Test	[Screen Test] → Call test pictures
View Pixel Colors	[View Pixel Colors] → View color value on the computer monitor
View Pixel Location	[View Pixel Location] → View pixel position on the computer monitor

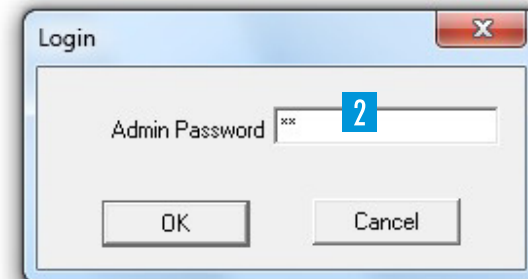
CONFIGURATION

The control software must be configured for use with the pixel strings and the control components.



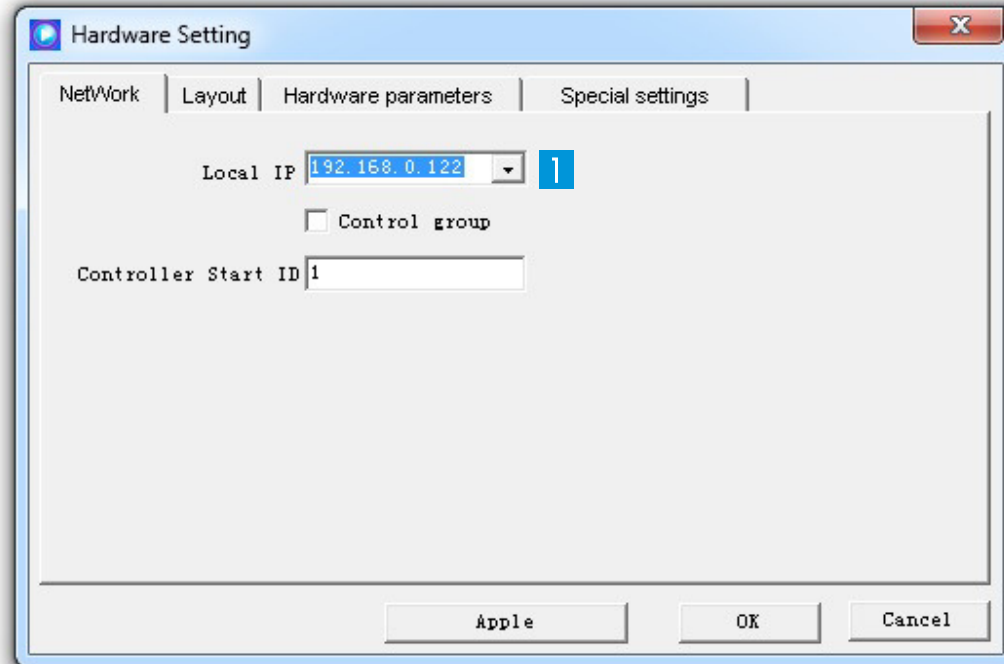
1 Call menu item **[Settings]** → **[Hardware Settings]** → **[Display]** to start with the configuration.

2 A dialog window for password entry is displayed. The password is **[yt]**. Enter the password and click **[Ok]**.



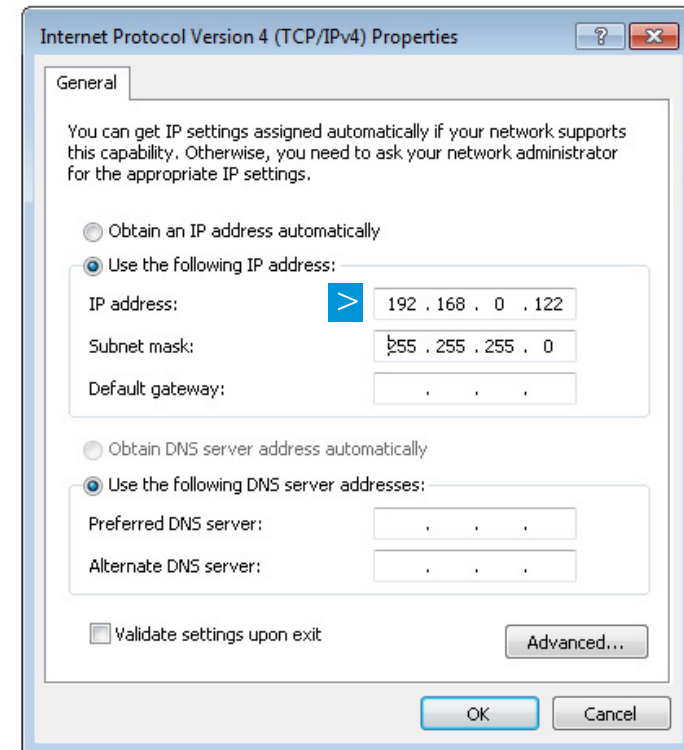
CONFIGURATION [Hardware Parameters]

After entering the correct password, the hardware configuration menu is displayed:



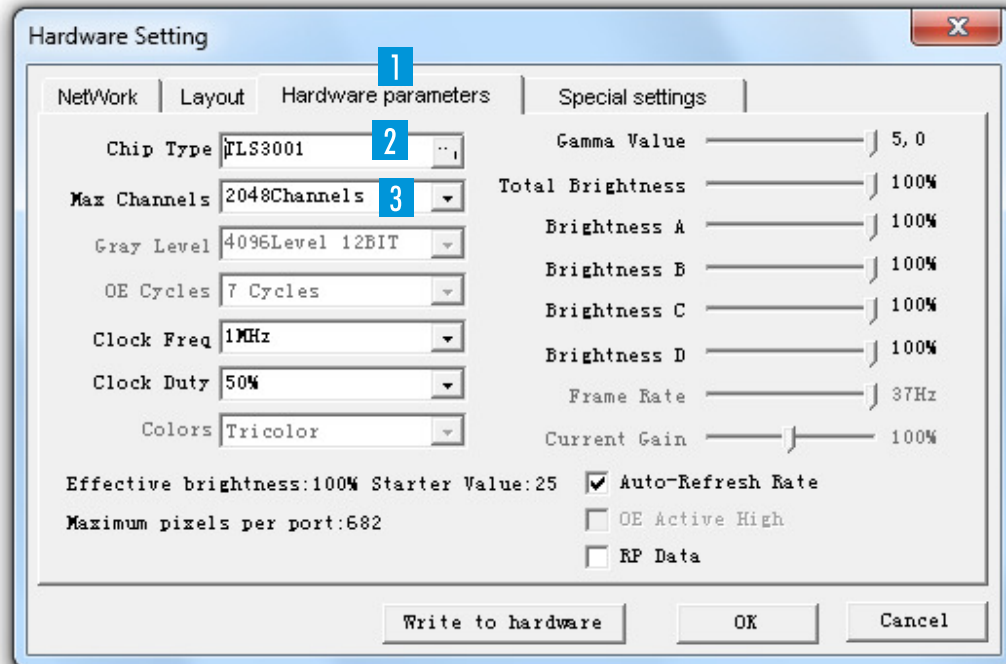
1 Select the **[NetWork]** tab and enter your computer's IP address: 192.168.x.y (x=0 or 1, y= 100-255).

> You can find the IP address of your computer e.g. under Windows 7 with: **[Control Panel]** → **[Network and Sharing Center]** → **[Change Adapter Settings]** → **Right-click network device** → **[Internet Protocol Version 4]**.



CONFIGURATION [Hardware Parameters]

1 Select the [Hardware parameters] tab and make the following adjustments:

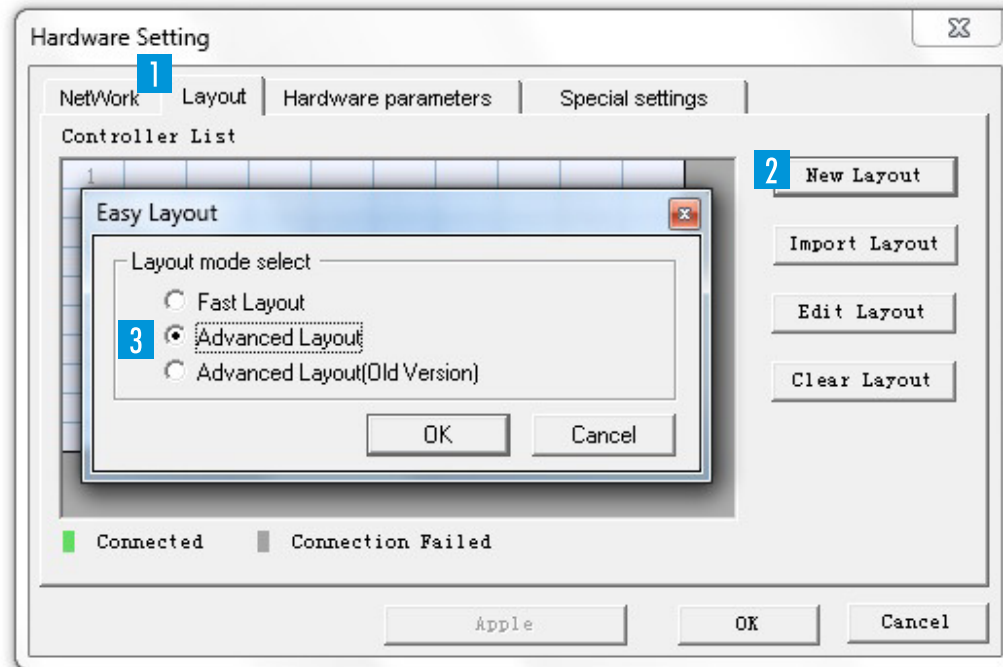


2 [Chip Type] → [TLS3001]

3 [Max Channels] → [2048Channels]

CONFIGURATION [Hardware Parameters]

- 1 Select the [Layout] tab.



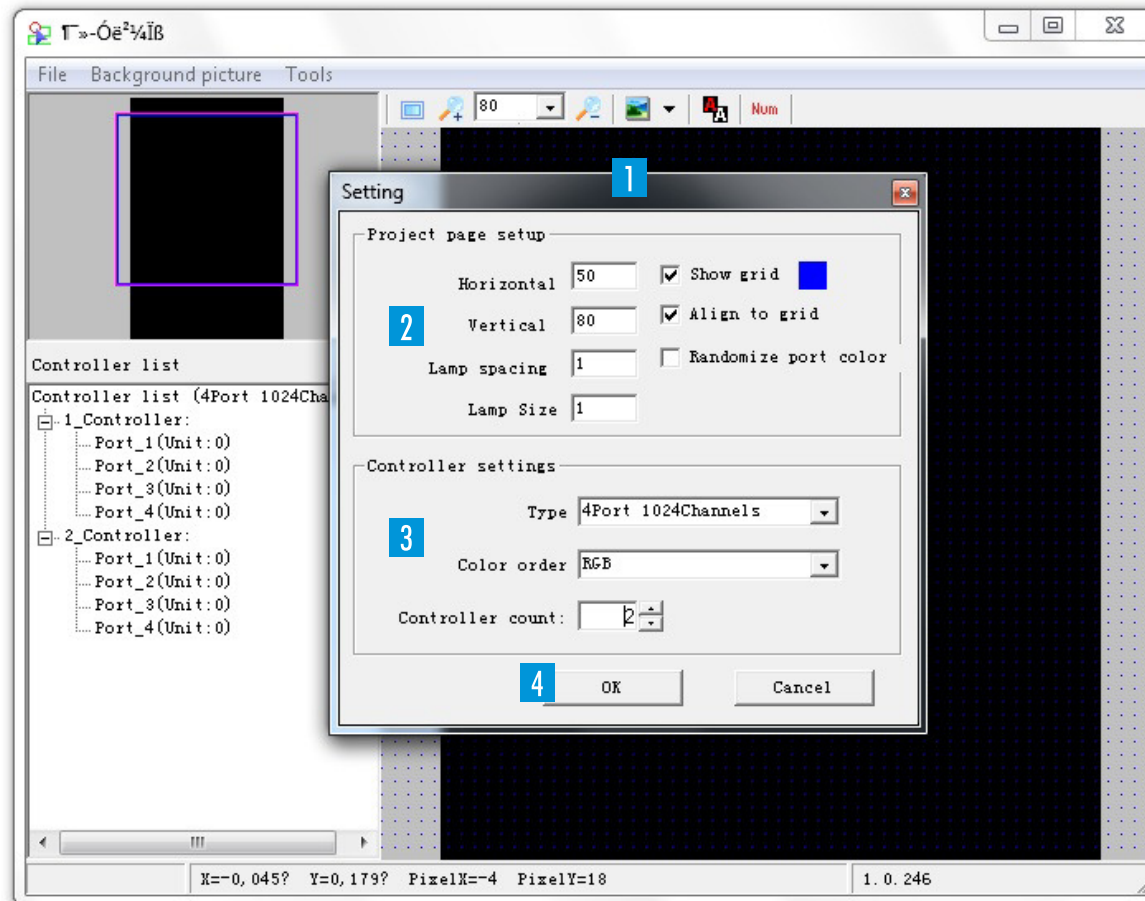
- 2 Click [New Layout] to create a new layout. A query dialog is displayed.

→ Later you can load a layout file in .YTPx format with [Import Layout] at this point.

- 3 Select [Advanced Layout] and click [Ok]. The layout editor is displayed.

LAYOUT EDITOR

The editor serves to create a layout (e.g. figures, letters, geometrical shapes) for the pixel strings. The program features a text editor and allows for integrating reference images and AutoCAD files. Each individual pixel of the strings must be assigned to a control unit [Controller] and the corresponding signal output [Port].



1 After calling the editor, the query window [Setting] is displayed where you can enter information regarding the size of the project and the control units.

2 Specify the layout's maximum size in pixels in the fields [Horizontal] and [Vertical].

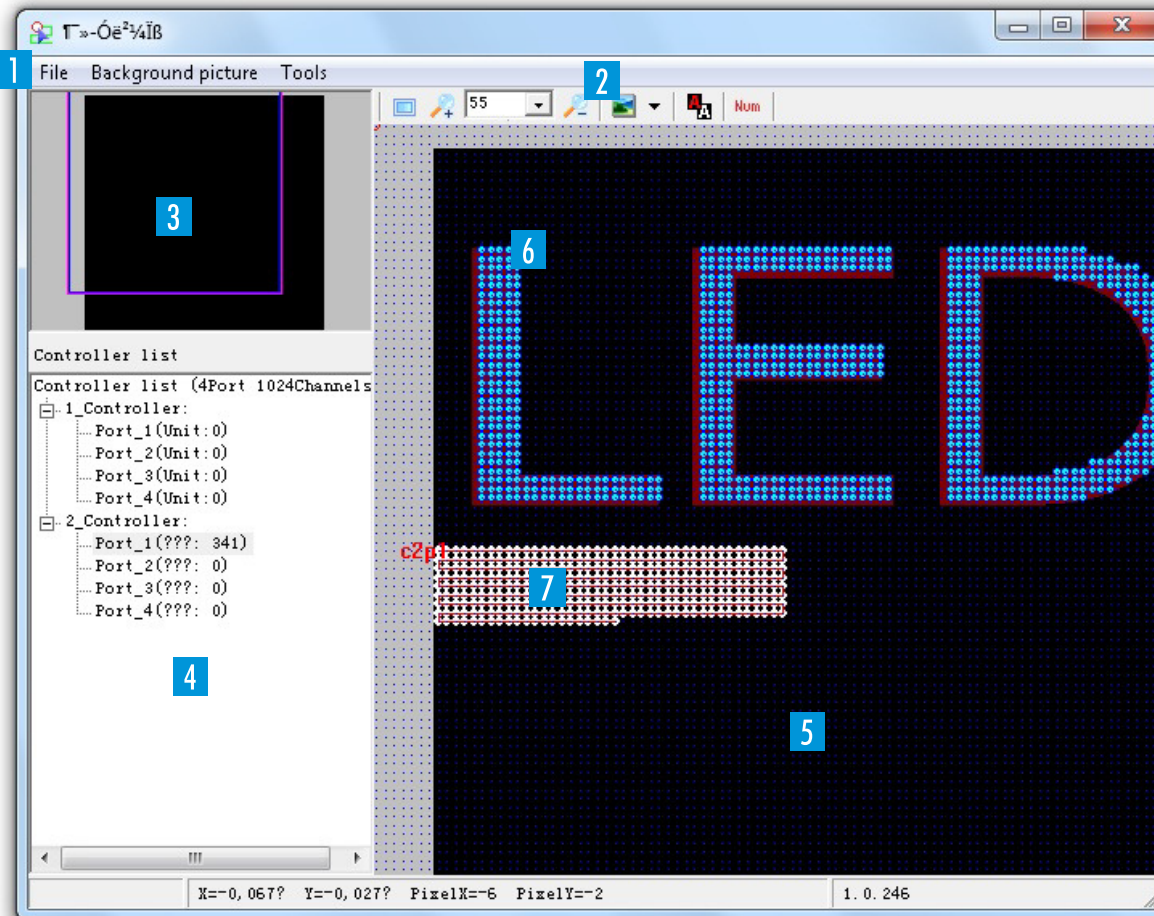
3 Make the following adjustments:
[Type] → [4Port 1024Channels]

[Color order] → [RGB]

[Controller Count] → [Anzahl Ihrer verwendeten Steuereinheiten]

4 Confirm your settings with **Ok**. The query window will be closed.

LAYOUT EDITOR [User Interface]



- 1 Menu bar
- 2 Tool bar
- 3 Browser
- 4 Controller list
- 5 Work space
- 6 Reference points
- 7 Completed layout part

1 Menu bar



[New] → Create a new layout file

[Open] → Open a .YTPx layout file

[Save] → Save the current layout file

[Save as] → Save the current layout file under a different name

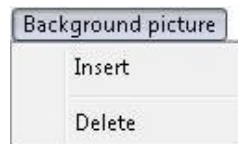
[Output] → Eport layout as .dfx file

[Import] → Import .dfx file

Supports version 2004 (AC1018) with all elements on the default layer without other layers.

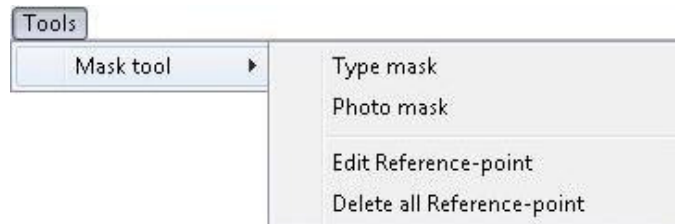
[Setting...] → Call project settings

[Quit] → Exit the layout editor



[Insert] → Load background picture (.bmp,.jpg,.gif)

[Delete] → Delete background picture



[Type mask] → Call text editor

Tests will be displayed as reference points on the work space

[Photo mask] → Load background picture (.bmp,.gif)

The colored area in the picture will be displayed with reference points on the work space.

[Edit Reference-point] → Edit reference point

[Delete all Reference-point] → Delete all reference points

2 Tool bar



Display work space in the center



Zoom in/out of work space and display scale



Switch over background picktures

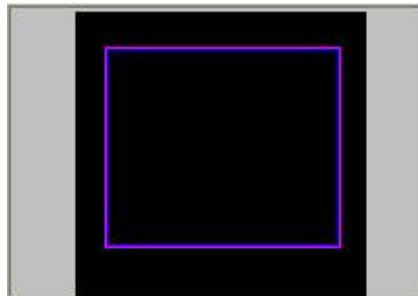


Load background picture (.bmp,.gif)
The colored area in the picture will be displayed with reference points on the work space.



Displays the numbers of the pixels

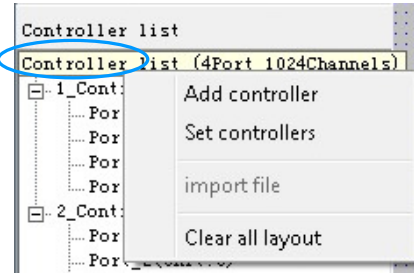
3 Browser



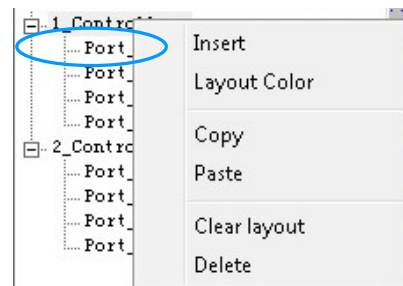
Drag the purple frame within this area to adjust the display area of the work space.

4 Controller list

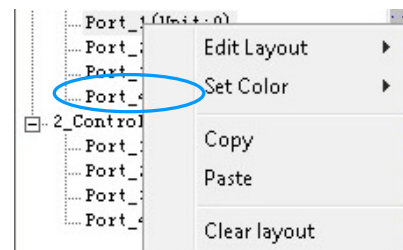
Indication of the control units **[Controller]** and the corresponding signal outputs **[Port]**. To edit an item, select it with the left mouse button. Then press the right mouse button to open the corresponding menu.



- [Add controller]** → Add a controller
- [Set controllers]** → Set the number of controllers
- [Clear all layout]** → Clear layout of controller



- [Insert]** → Insert a controller before the current controller
- [Layout Color]** → Select a data line color for current controller layout (used to distinguish between control units)
- [Copy]** → Copy the controller layout
- [Paste]** → Paste the controller layout
- [Clear layout]** → Clear layout of controller
- [Delete]** → Delete controller



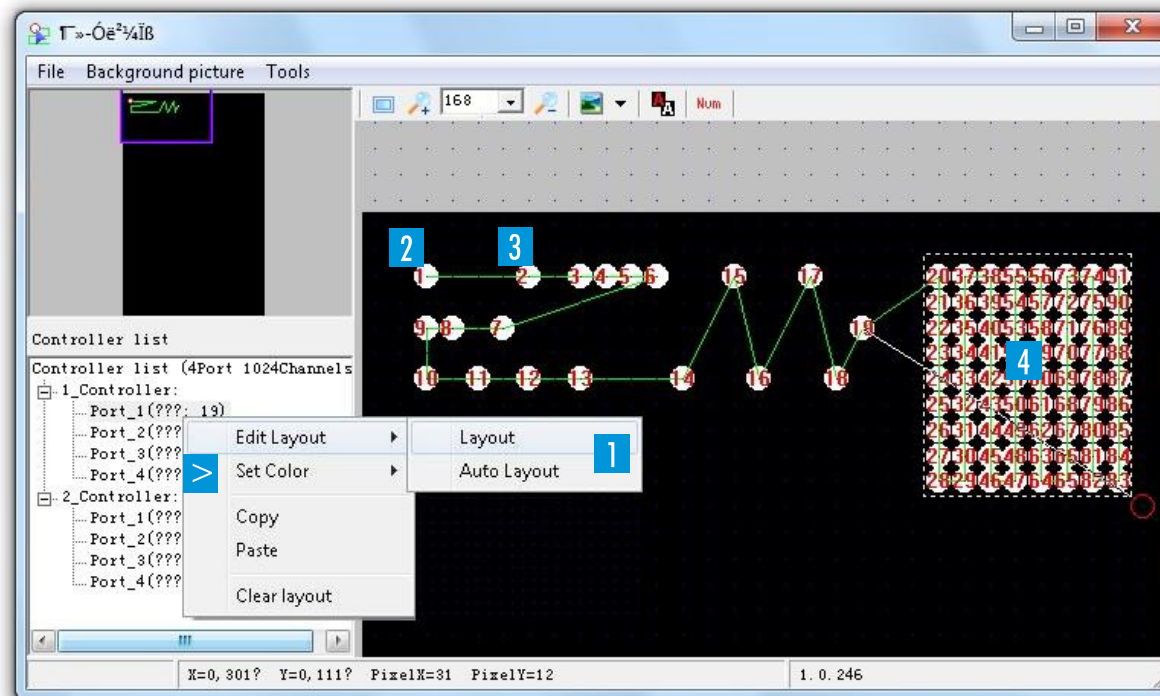
- [Edit Layout]** → Edit layout of the signal output
- [Layout Color]** → Select a data line color for current port layout (used to distinguish between ports)
- [Copy]** → Copy the port layout
- [Paste]** → Paste the controller layout
- [Clear layout]** → Clear port layout

> Operation

- Roll the mouse wheel to zoom in/out of the work space.
- Press the mouse wheel to drag the displayed work space.
- Press left mouse button to select a pixel or drag a window to select a pixel group for editing.

> Manual layout

This type allows for setting each pixel individually (e.g. for complicated figures and round shapes).



1 To select this type left-click a signal output [Port_X]. Then right mouse click → [Edit Layout] → [Layout].

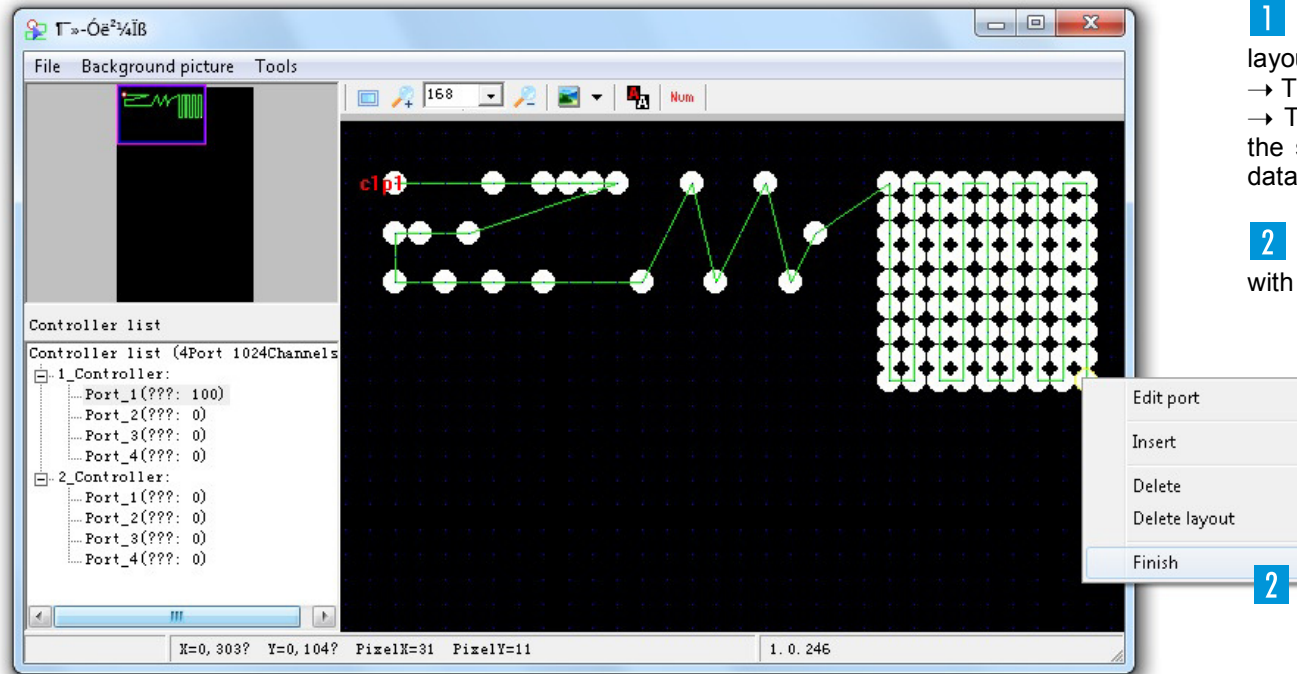
2 To set a new pixel click a point in the grid with the left mouse button.
→ The pixel is displayed in white and receives a number.

3 Drag the mouse to another grid point to set the next pixel.

> The data path is displayed with the color defined under [Set Color].

4 If you drag a window with the left mouse button you can set a whole group of pixels (→see Advanced Functions).

> Finish manual layout



1 Double-click the last pixel to finish the layout.

→ The pixel number disappears.

→ The number of the control unit [cX] and the signal output [pX] are displayed at the data entry point [cX].

2 Alternatively, call the command menu with a right click and select [Finish].

> Advanced Functions

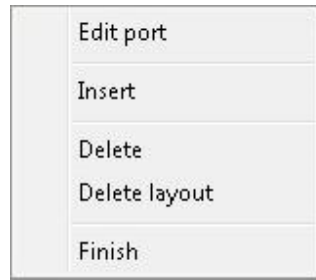
Continuous Layout: Select the start point for your layout and press the [Shift button] on your keyboard. Select the end point with the [left mouse button]. As a result, the program will automatically conduct the layout between start and end point.

Test Count: Select the start point for your layout and press the [Shift button] on your keyboard. Select the end point with the [right mouse button]. Enter the number of pixels for the layout and confirm. As a result, the program will automatically calculate and conduct the layout between start and end point.

> Edit pixels

A command menu can be opened to edit pixels.

- 1 Select the desired pixel with a left-click or drag a window around a whole group of pixels.
- 2 Call the menu with a right-click.



[Edit port] → Open selected pixels for editing.

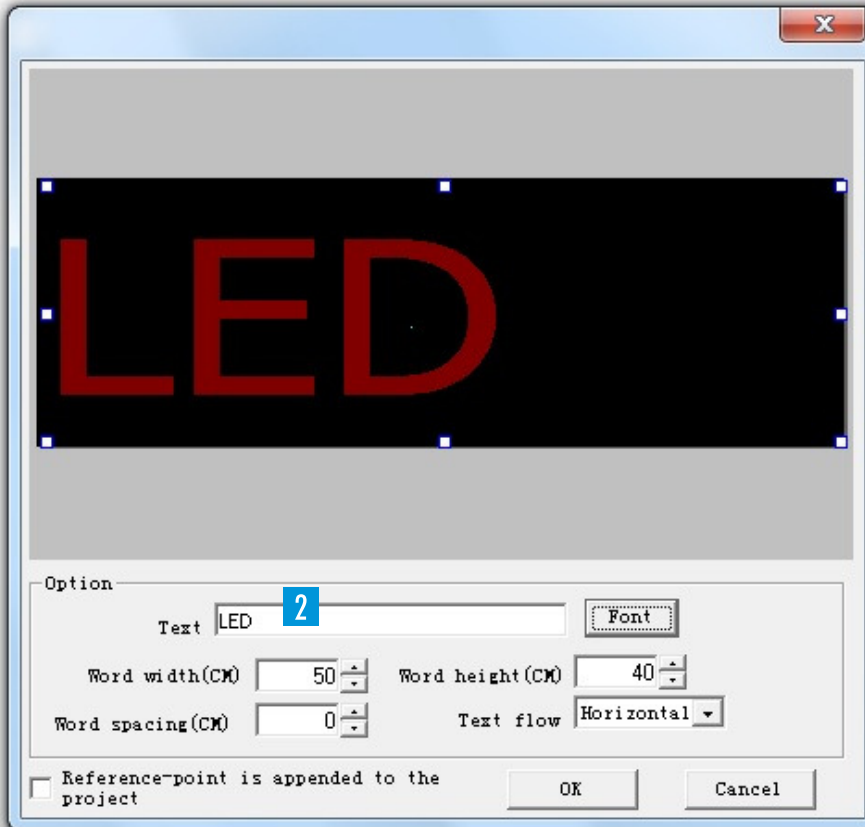
[Insert] → Insert a pixel before the selected pixel.

[Delete] → Delete selected pixels.

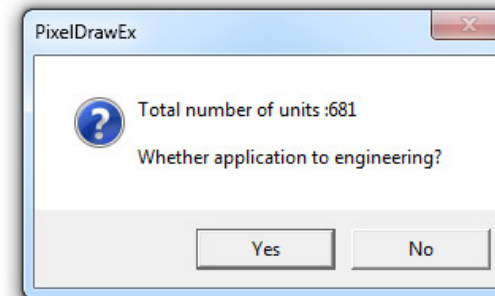
[Delete layout] → Delete selected pixels; reference points will be kept.

[Finish] → Finish editing

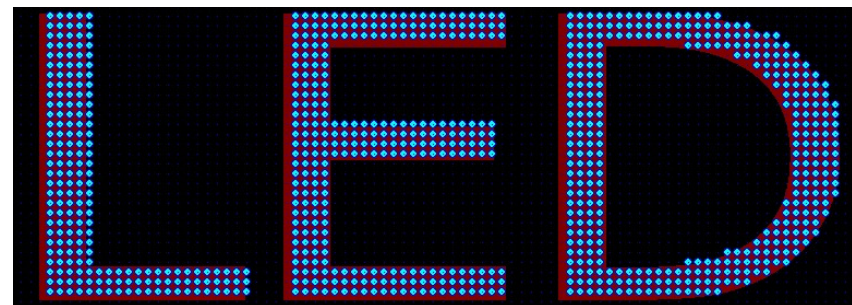
> Manual layout with text editor



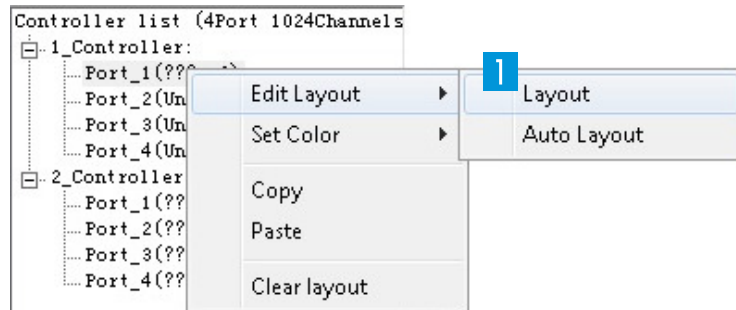
- 1 Call the text editor: [Tools] → [Mask tool] → [Type mask].
- 2 Enter the your text, select a font and adjust size, word spacing and orientation.
- 3 Confirm your settings with [Ok].
- 4 A query dialog displays the number of referece points. Confirm with [Yes].



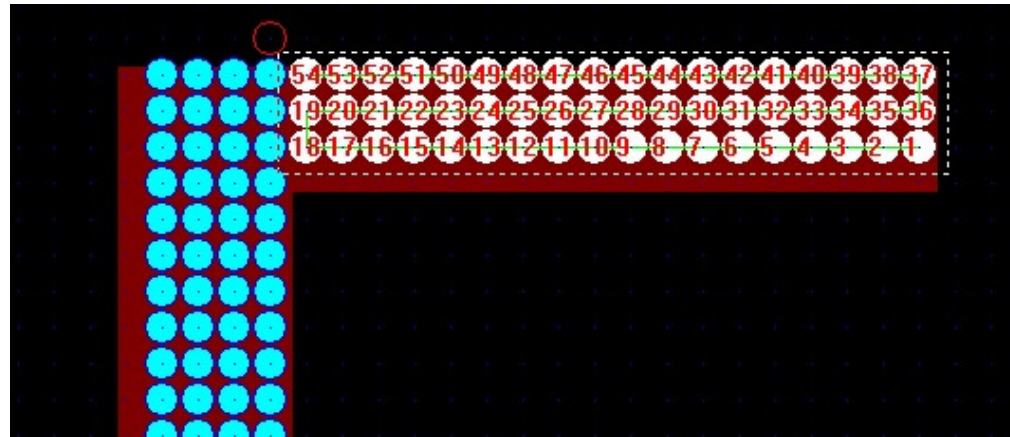
- > The work space shows your text with turquoise reference points above it. Next we will make a layout with the aid of the reference points.



LAYOUT EDITOR [Manual Layout]



1 Select the manual layout type.



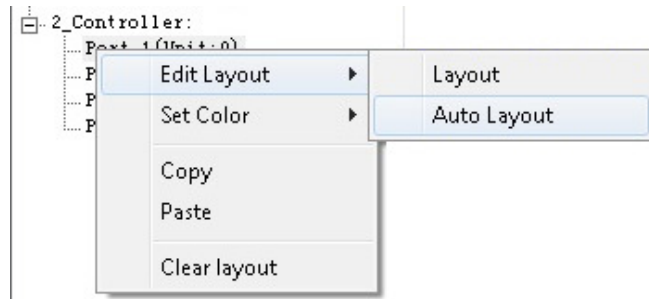
2 Select pixels with the left mouse button.
→ The reference points within the frame will be automatically numbered and connected.
→ The direction from which you draw the frame will determine the wiring direction and the horizontal and vertical direction.



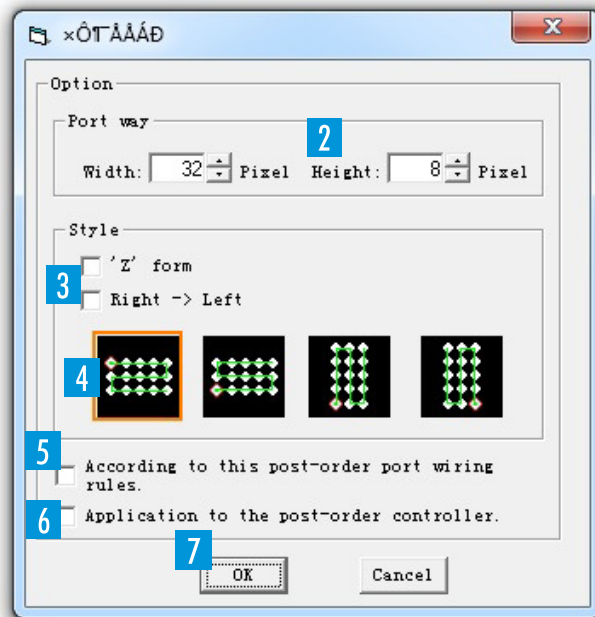
3 Example for a complete layout.

> Auto layout

The type Auto Layout allows for quick processing of pixel groups (e.g. for large geometrical shapes).



1 To select this type left-click a signal output [Port_X]. Then right mouse click → [Edit Layout] → [Auto Layout].



2 After selecting the auto layout, a query window is displayed. Specify the size of the layout in pixels for the signal output selected in the fields [Width] and [Height].

3 Select the wiring direction. As a basic setting, data flow is from left to right. To change the direction check one of these options:

[Z form] → Each line starts from the left

[Right -> Left] → data flow is from right to left

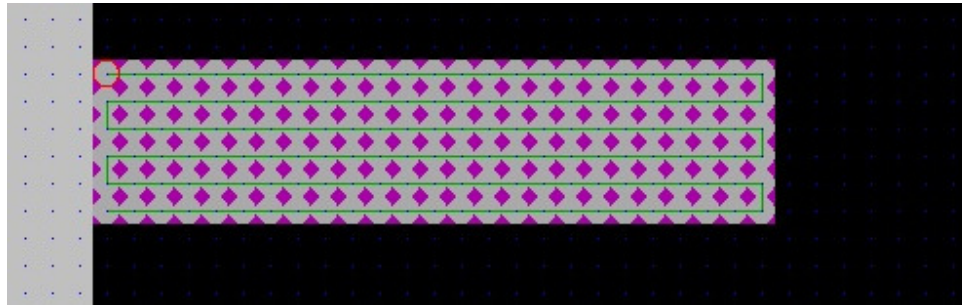
4 Select the orientation, i.e. the position of the data entry point.

5 If the subsequent signal outputs shall adopt the same layout type check this option.

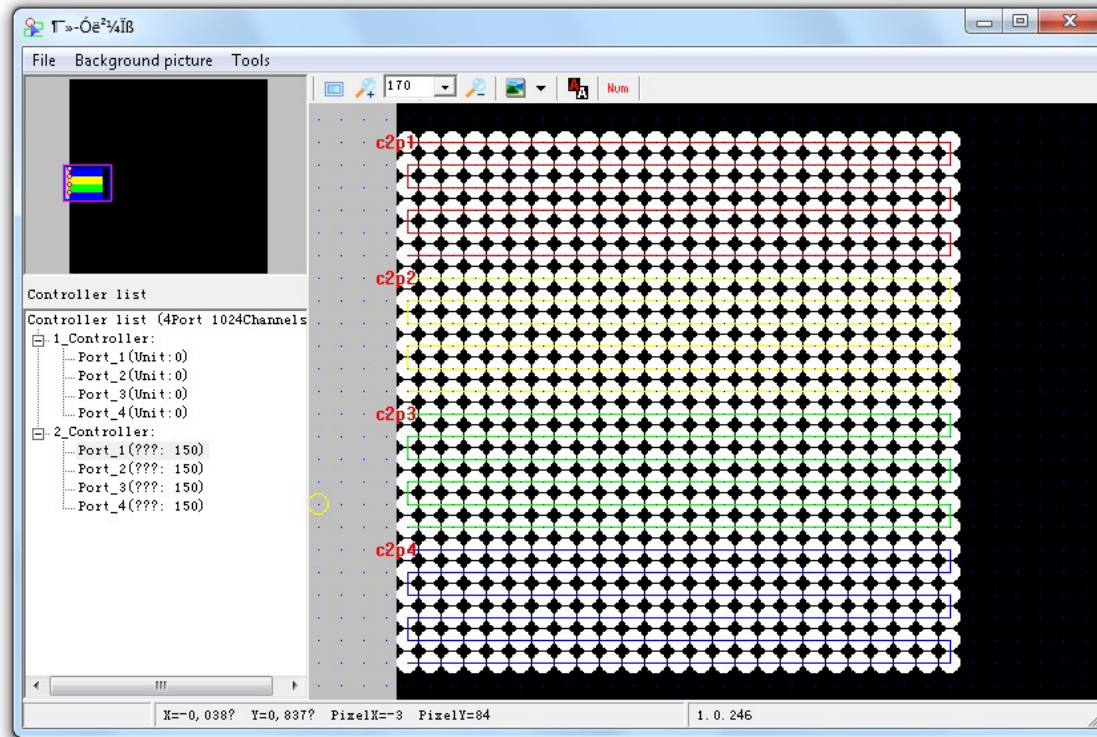
6 If the subsequent control units shall adopt the same layout type check this option.

7 Confirm your settings with **Ok**. The query window will be closed.

LAYOUT EDITOR [Auto Layout]



8 The work space indicates your pixel group with a purple frame. You can move the group freely in the grid.



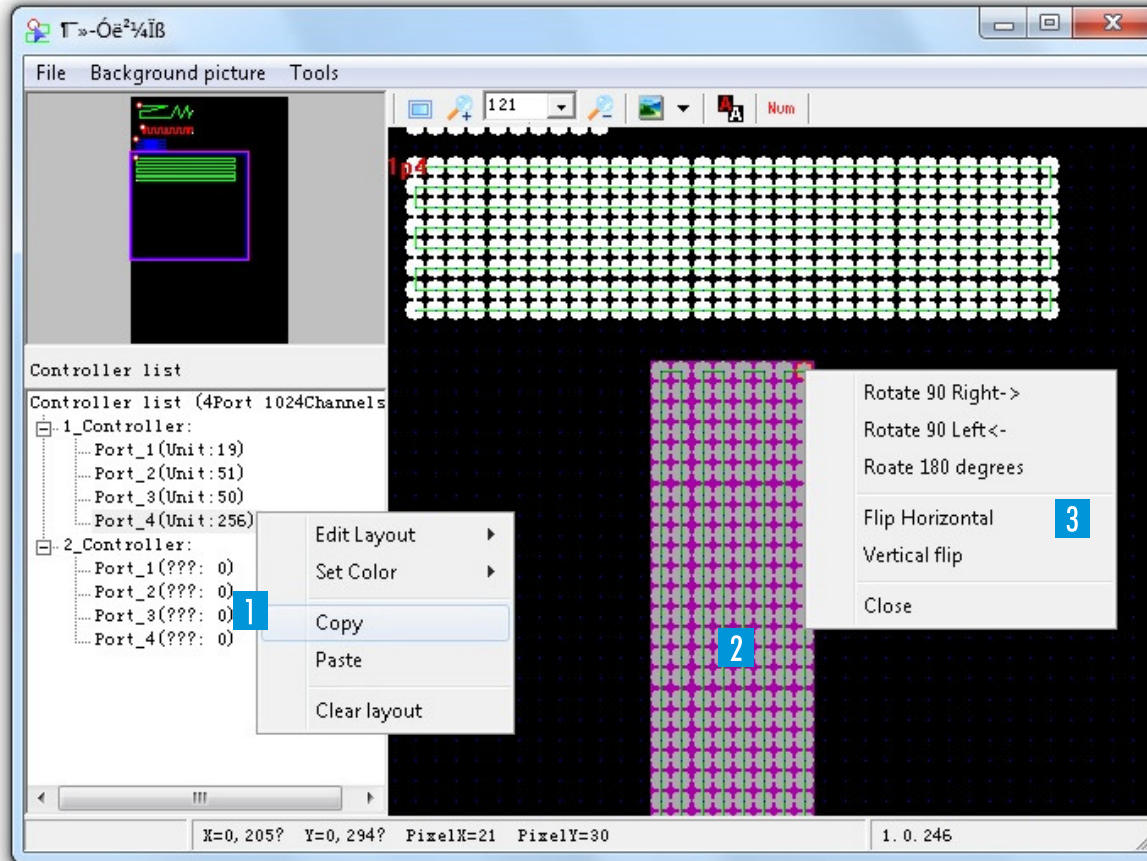
9 Make a left-click to position the group in the grid and finish editing.

→ If you have assigned the layout type to all subsequent signal outputs and/or control units, these groups will also be positioned.

→ The number of the control unit [cX] and the signal output [pX] are displayed at the data entry point [cX].

LAYOUT EDITOR [Copy Layout]

> Copy layout



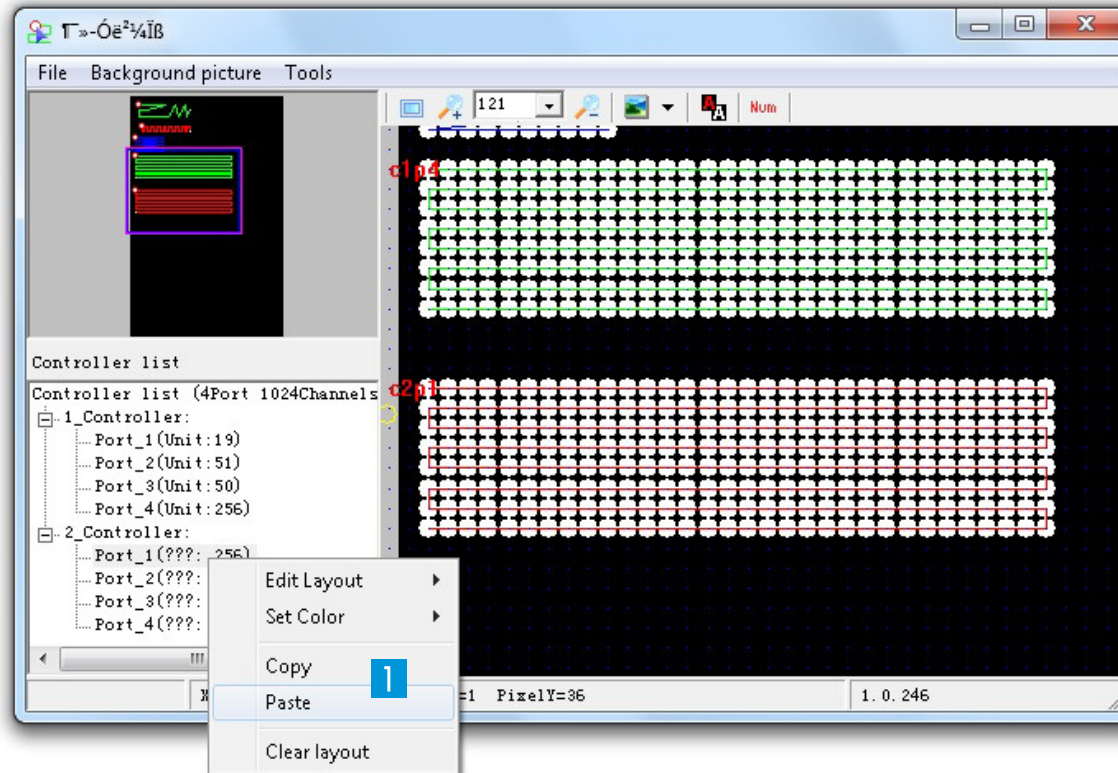
1 To copy layout → right-click the corresponding signal output → Copy. The layout out is displayed with a purple frame.

2 Drag the layout to its new position.

3 You can rotate and flip the layout. Call the corresponding menu with a right-click.

LAYOUT EDITOR [Paste Layout]

> Insert layout

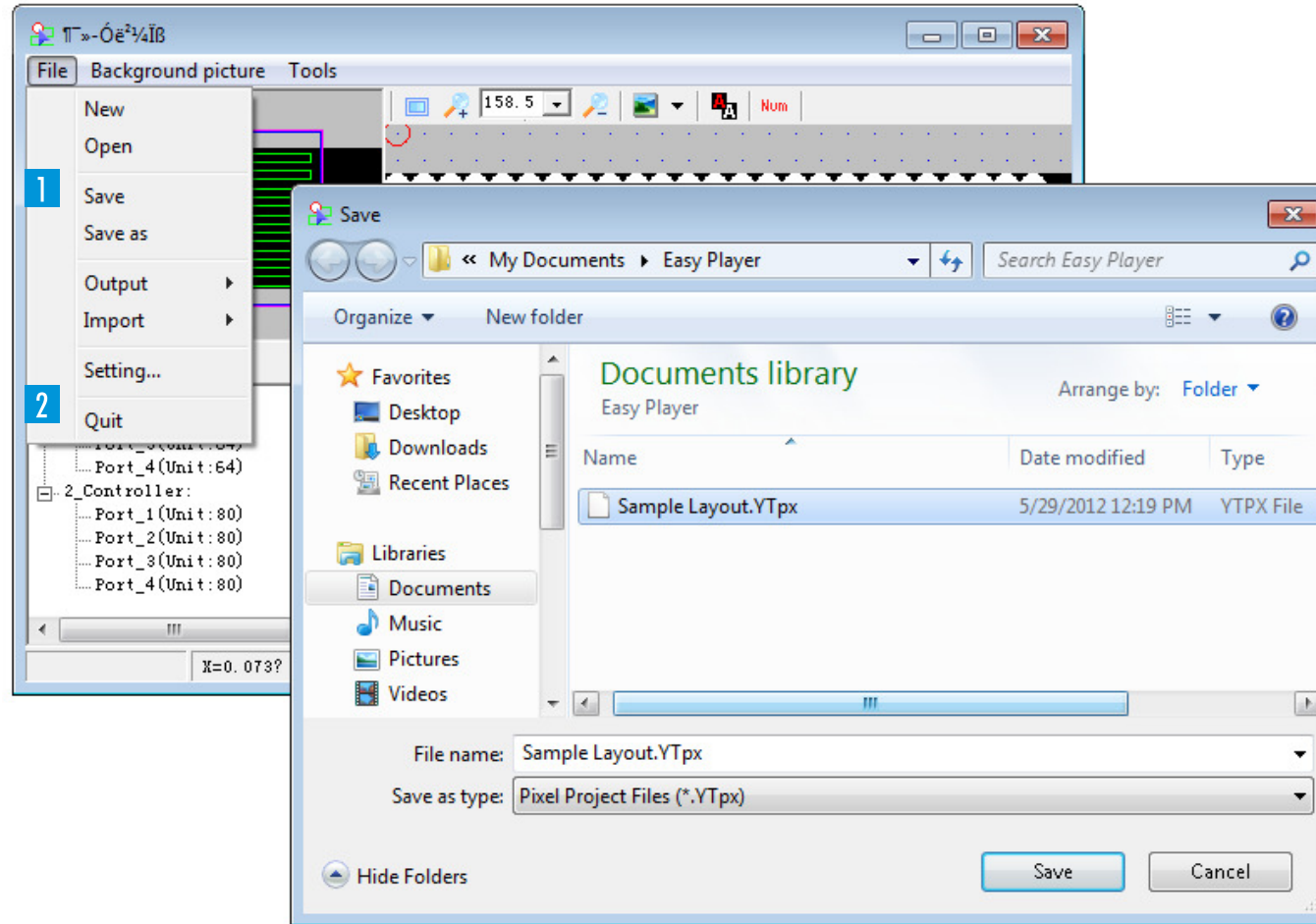


1 To insert the layout → right-click the corresponding signal output → **[Paste]**.

2 To finish the layout → double-click.

LAYOUT EDITOR [Save Project]

> Save the project and exit the editor

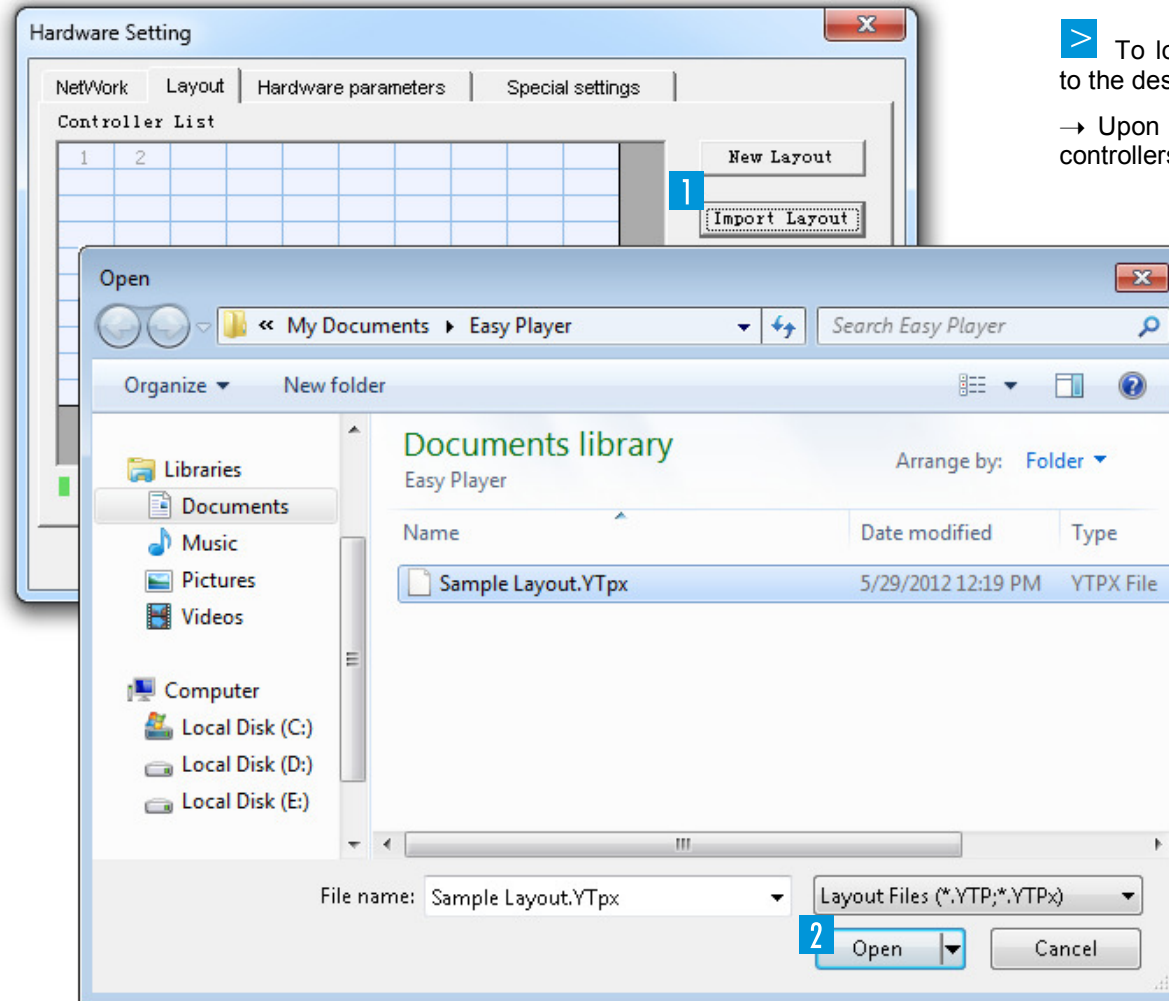


1 Call menu item [**S**ave] to save the project in .YTpx format.

2 Call menu item [**Q**uit] to exit the editor and resume hardware configuration.

CONFIGURATION [Import Layout]

After closing the layout editor, the hardware configuration menu is displayed.

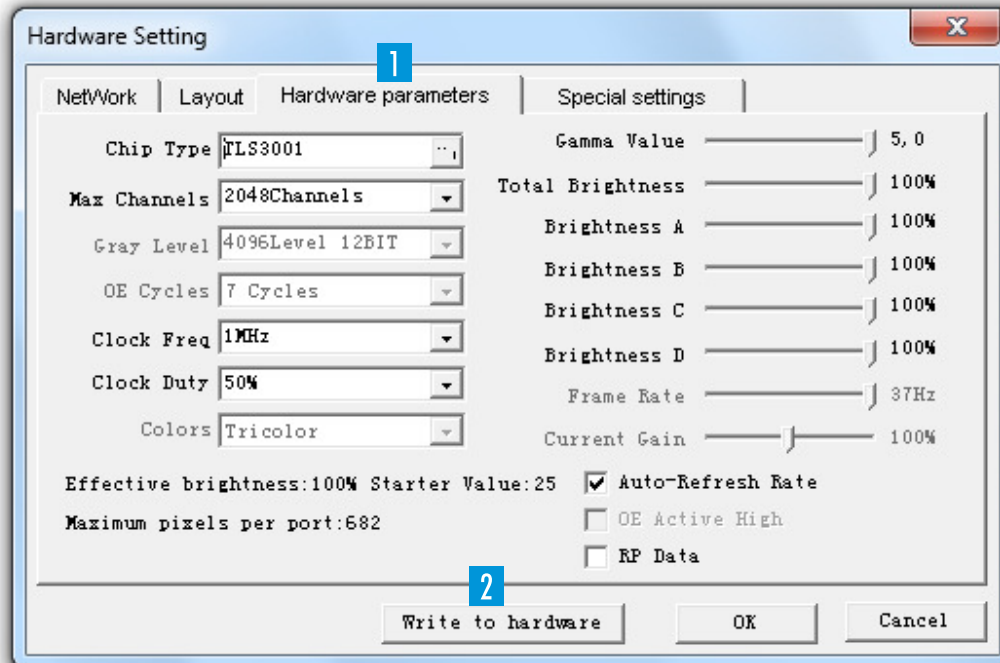


➤ To load your layout click [**Import Layout**] and navigate to the desired file.

→ Upon loading a layout file, the connection status of the controllers will be displayed in the [**Controller List**].

CONFIGURATION [Finish Configuration]

- 1 Select [Hardware parameters] tab.



- 2 For PC operation transfer your settings to the control units connected by clicking [Write to hardware].

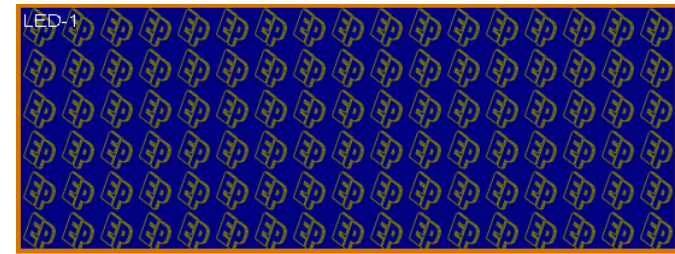
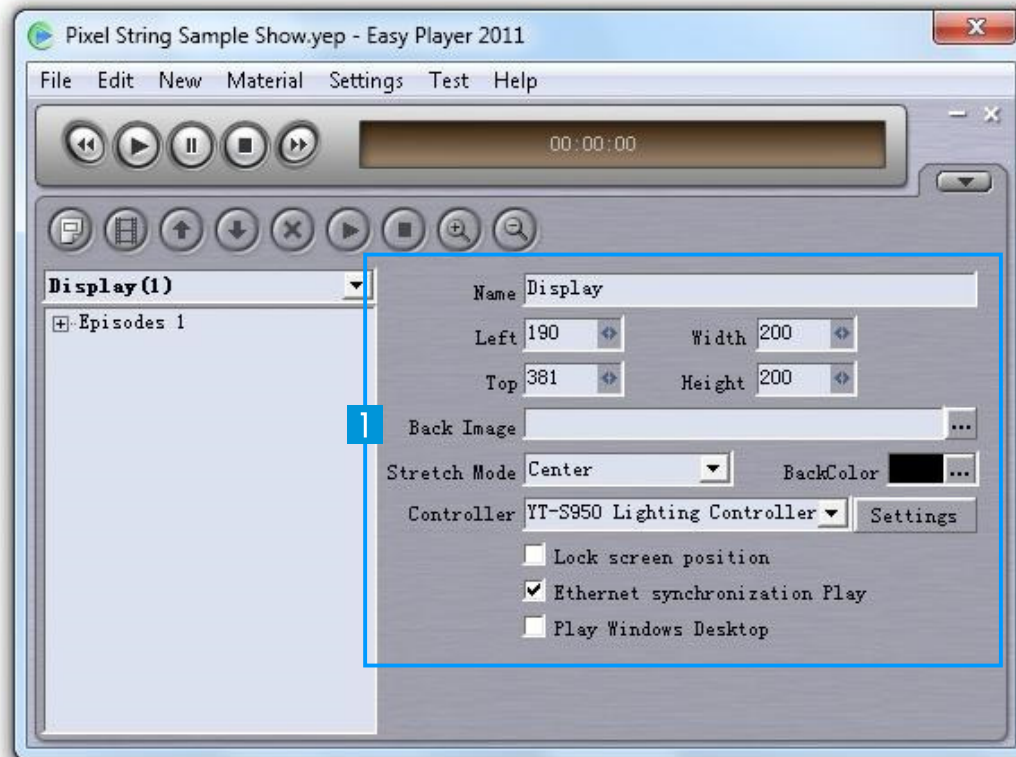
> You can skip this step for stand-alone operation without a computer. Your settings will be stored on the CF memory card together with your light show.

- 3 The configuration is now complete and you can close the hardware configuration menu.

FIRST STEPS TO A LIGHT SHOW [Load Material]

Multimedia content

Easy Player divides a show into episodes which consist of individual multimedia windows. The size and position of the windows is freely adjustable within the preview window. You can assign multimedia content to each window as desired, e.g. videos, graphics, texts, tables, audio files and websites. Depending on the file format, different parameters such as background, position, text, play time and effects are adjustable. Easy Player offers a range of native editors for creating contents.



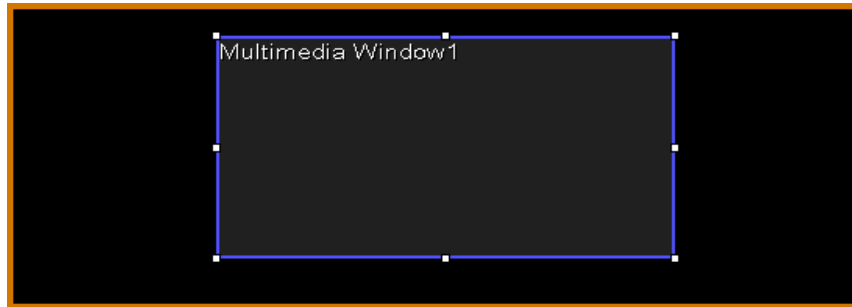
1 Enter the start position for the preview window in fields **[Left]** and **[Top]**. Then enter width and height in the corresponding fields.


→ You can also use the mouse for this task by dragging the lower right corner of the window's frame to make it bigger or smaller or to move it to the desired direction.

→ If needed, you can adjust a name and a background picture.


→ If you check **[Lock]**, the preview window is locked and cannot be dragged with the mouse.

FIRST STEPS TO A LIGHT SHOW [Load Material]



- 2** Click  and create a first multimedia window for Episode 1.
→ Enter the window's parameters on the right (e.g. name, start position, size and playback options).



- 3** Click  to load contents. You can find example files on the installation DVD.
→ To embed special video formats the corresponding codec must be available on your computer. On the installation DVD, you can find the application Final Codecs which provides you with all standard codecs.
→ To embed MS Office files, the corresponding applications must be installed on your computer.



- >** You can create further multimedia windows and episodes for your show in the same way. If several episodes exist, they will be played one after the other.

FIRST STEPS TO A LIGHT SHOW [Play and Save Show]

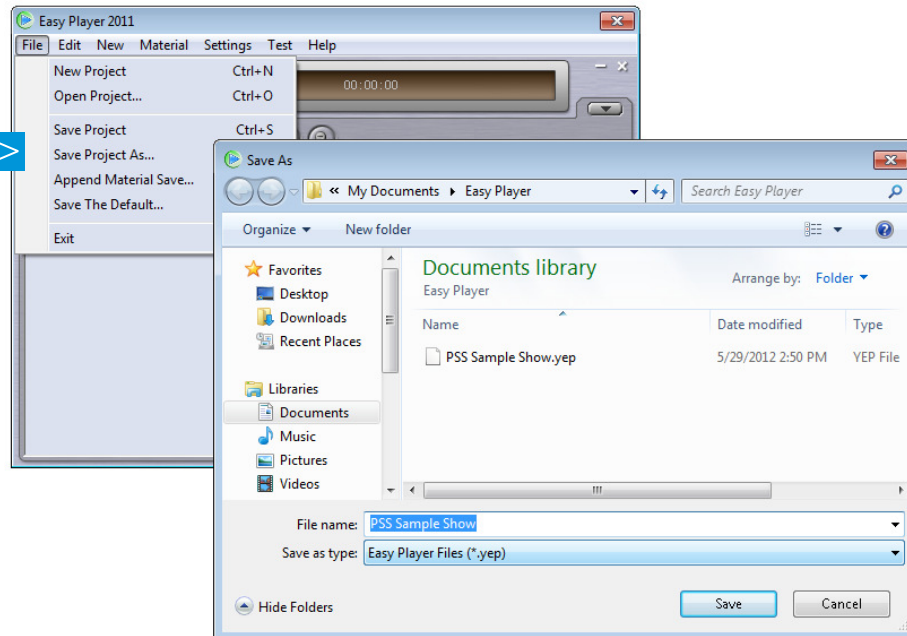


1 Click [▶] to play your show.

→ The editor tools will be closed and a smaller version of the program is displayed.

2 Click [◀◀] or [▶▶] to switch between episodes.

3 Click [⏸] or pause. Press [■] to stop the show.



> Call menu item **[File] → [Save Project As..]** to save your show as *.yep file.

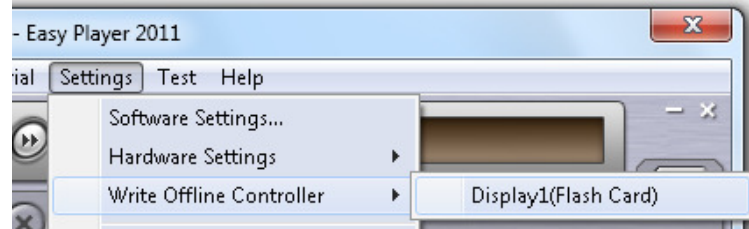
→ Alternatively, you can save the project with all embedded files with the command **[File] → [Append Material Save...]**.

→ Use the command **[File] → [Open Project...]** to load your project again.

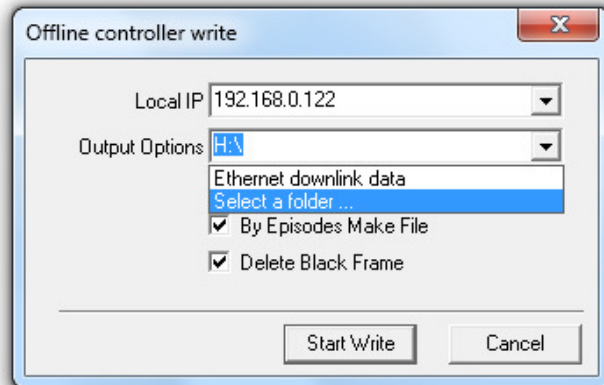
→ You can also have show loaded automatically at each program start Go to: **[Settings] → [Software Settings]**.

FIRST STEPS TO A LIGHT SHOW [Export and Play Show with Media Player]

- 1 Plug the card reader with the CF memory card into a USB port of your computer.



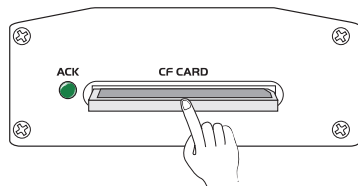
- 2 Call menu item [Settings] → [Write Offline Controller]. A query dialog is displayed.



- 3 Select the IP address used in the upper field and navigate to the drive of the CF memory card. Click [Start Write] to start transferring your project to the memory card. The project is saved as *.bin file.

→ Only save one file at a time on the CF card for playback with the media player. Do not rename the file.

- 4 Disable the card reader from the operating system correctly using the [Safely Remove Hardware] option. Always make sure to disable the card reader from the computer correctly to prevent damage or loss of data.



- 5 Insert the CF card into the media player. After the read-in, the *.bin file on the memory card is selected and playback is started.