

## Analog Time Button

In the Graphic Scheduler the Analog Clock Button is used to display an analog clock in the schedule. Apposed to using the digital clock on a text page, you can use this button to display a page that will have a clock face and minute hands. To display the Analog Clock in a text page look in the Text Editor under Analog Clock in Text Page.



### Display Analog Clock

- ☞ From within the Graphic Scheduler, left click on the window wick you want to display the Analog Clock.
- ☞ Left click on the Analog Clock button in the command toolbar, this will place the Clock in the Schedule.

### Adjust Clock Settings

- ☞ To adjust the clock settings go to the window wick displays the Analog Clock, left click on the box with the plus sign(+) in it.
- ☞ Click on **DISPLAY ARABIC NUMERALS** to select this option. If not selected Roman Numerals will be displayed.
- ☞ If you are displaying Roman Numerals, then click on **DISPLAY 4 AS "IV"** to select this option. If not selected 4 will be displayed as "IIII".
- ☞ If you are displaying Arabic Numerals, then Click on **DISPLAY 24-HOUR CLOCK** to select this option (Military Time). If not selected only the hours 1 through 12 will be displayed.
- ☞ Click on **DISPLAY ALL HOURS** to select this option. If not selected, only the 3, 6, 9 and 12 hours will display.
- ☞ Click on the **UP & DOWN ARROW** buttons to select a clock face (there are 4 to choose from). Selecting 0 (zero) will give a random clock every time the page is displayed.
- ☞ Click on **PREVIEW** to see what the clock will look like with the selected options.
- ☞ Click on OK when all options are set to your liking.

You can also use keyboard shortcuts to Select the Clock Features.

- ☞ Press the **SPACE BAR** to Display Arabic Numerals. If not selected Roman Numerals will be displayed.
- ☞ Press the **TAB** key to move to the next option. If you are displaying Roman numerals, then press the **SPACE BAR** to Display 4 As "IV". If not selected 4 will display as "IIII".
- ☞ If you are displaying Arabic Numerals, then press the **SPACE BAR** to Display 24-Hour Clock (Military Time). If not selected only the hours 1 through 12 will be displayed.
- ☞ Press the **TAB** key to move to the next option. Press the **SPACE BAR** to Display All Hours. If not selected, only the 3, 6, 9 and 12 hours will display.
- ☞ Press the **TAB** key to move to the next option. Type in **0, 1, 2, 3, or 4** to select a clock face. Selecting 0 (zero) will give a random clock every time the page is displayed.
- ☞ Press **P** to Preview what the clock will look like with the selected options.
- ☞ Press the **TAB** key until OK is high-lighted and then press the **ENTER** key when all options are set to your liking.

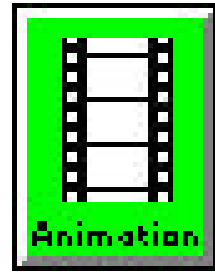
### Color Background

- ☞ The clock face(light cream) and the color around the clock(white) is unchangeable.

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## **Animation Button**

The Graphic Scheduler allows you to insert animation files (AVI, FLI, FLC) into the schedule.



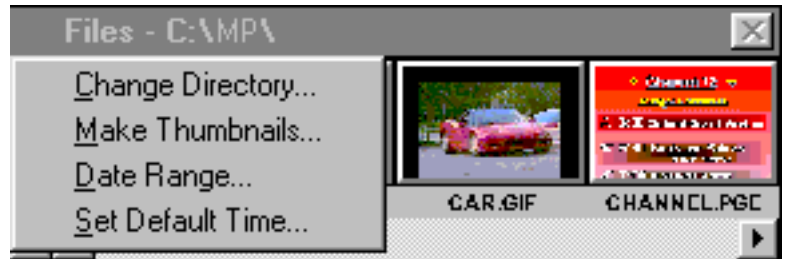
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### **Schedule the Animation**

- ☞ Click on the entry you want the animation to be inserted before. A green square cursor will surround the entry.
- ☞ Click on the **ANIMATION** button.
- ☞ Select the animation file to insert into the schedule and click on **OK**.
- ☞ The animation file will be played just like a page in the schedule. Expiries can also be set on the animation. See the Expiry Guide for how to do this.
- ☞ The number in the top right corner of the entry is the length, in seconds, that the animation will display.

## Change Directory

In the Graphic Scheduler, the Files window defaults to displaying the C:\MP directory. The directory can be changed.



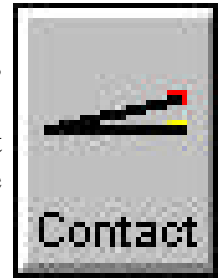
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### Change Directory

- ☞ Click on the **MediaPlay** logo in the top left corner of the Files Window. Four options appear.
- ☞ Click on **CHANGE DIRECTORY**. A window will appear showing the current drive and directory.
- ☞ Double-Click on the appropriate drive letter. (This is probably not necessary unless you are hooked up to a network.)
- ☞ The Directories window will show all subdirectories of the current directory.
- ☞ Double-Click on the appropriate directory. If you want to move up in the directory, double-click on the two dots (..).
- ☞ Watch the Current Directory change as you select different directories.
- ☞ When you have the proper directory displaying under Current Directory, click on **OK** and the Files window will display the pages and graphics in that directory.

## Contact Closure Button

In the Graphic Scheduler, contact closures (or General Purpose Interfacing) is accomplished through the parallel interface port of the computer (usually LPT1 or LPT2). You are able to insert commands in the schedule to make the schedule pause until it receives one of four contact closures. You are also able to insert commands in the schedule to send (or close) one of eight contact closures for a selected number of seconds.



### Setting up a Contact Closure Cable

Table 1 below is a description of the pin out of the Contact Closure cable and the parallel port.

**TABLE 1:**

Pin#	Description	Mask	Wire Color*	Usage
2	Data Bit0	01	Brown	Send Contact Closure#1
3	Data Bit1	02	Red	Send Contact Closure#2
4	Data Bit2	04	Orange	Send Contact Closure#3
5	Data Bit3	08	Yellow	Send Contact Closure#4
6	Data Bit4	10	Green	Send Contact Closure#5
7	Data Bit5	20	Blue	Send Contact Closure#6
8	Data Bit6	40	Purple	Send Contact Closure#7
9	Data Bit7	80	Gray	Send Contact Closure#8
10	Acknowledge	40	White	Receive Contact#4
12	Out of Paper	20	White & Red	Receive Contact#3
13	On Line/Select	10	White & Orange	Receive Contact#2
15	Error	08	White & Yellow	Receive Contact#1
18	Signal Ground	NA	NC	Signal Ground
19	Signal Ground	NA	White & Blue	Signal Ground
20	Signal Ground	NA	NC	Signal Ground
21	Signal Ground	NA	NC	Signal Ground
23	Signal Ground	NA	NC	Signal Ground
24	Signal Ground	NA	NC	Signal Ground
25	Signal Ground	NA	Pink	Signal Ground

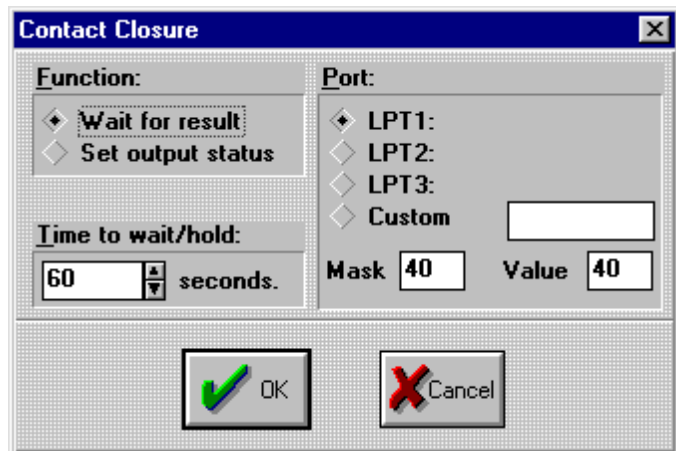
\*Wire color may vary between cables.

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You do not need to use all of the Send Contact Closures. If you need only one Send Contact Closure, then you only need to use one of the Send Contact Closure lines. In the same way, you do not need to use all of the Receive Contact Closures. If you need only one Receive Contact Closure, then you only need to use one of the Receive Contact Closure lines. The signal grounds are all the same, so you can use one of them or all of them, it doesn't matter.

### Receiving a Contact Closure

To trigger a contact closure to the system, you simply close one of the four receive



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contact closures to one of the signal grounds. (Basically the system is waiting for one of the four contact closures to go to ground.)

- ☞ To make the schedule pause and wait to receive a contact closure, enter the Graphics Scheduler and position your green cursor to the place where you want the pause to occur.
- ☞ Then click on the **CONTACT** closure icon (it is to the far right on the upper Menu Commands Toolbar).
- ☞ Now click on the small plus (+) box in the upper left of the CONTACT icon and you will see the Contact Closure Menu.
- ☞ To pause and wait for a contact closure, click on **Wait for Result** under Function.
- ☞ The Receive Contact Closure has a time-out, which means that if it does not receive the contact closure in a certain number of seconds, it will continue to display the schedule. This prevents the schedule from being "paused forever". Enter the "Time-Out" in seconds under "Time to Wait". The maximum number of seconds is 32767 (or about 9 hours!).
- ☞ Select which parallel port the contact closure cable is connected to (usually LPT1).
- ☞ Now enter the Mask and Value as per Table 2 below (Mask and Value determine which wires are used to detect the contact closure)

**TABLE 2:**

<u>Pin#</u>	<u>Mask</u>	<u>Value</u>	<u>Description</u>	<u>Wires to Connect to complete Contact Closure*</u>
15	08	00	Detect Contact Closure#1	White&Yellow Wire AND any Signal Ground
13	10	00	Detect Contact Closure#2	White&Orange Wire AND any Signal Ground
12	20	00	Detect Contact Closure#3	White&Red Wire AND any Signal Ground
10	40	00	Detect Contact Closure#4	White Wire AND any Signal Ground

\*Wire color may vary between cables.

### **Sending a Contact Closure**

When the system sends a contact closure, it will pull one of the eight send contact closures to ground and hold it there for the number of seconds specified. (Normally the eight send contact closures are high (or +5 volts DC), but when the system sends the contact closure it will force it to low (0 volts DC.) Also when you schedule a send contact closure, you need to schedule **two** CONTACT icons, one to hold the contact closure for a specified number of seconds and the second to reset the contact closure.

- ☞ To make the schedule send a contact closure, enter the Graphics Scheduler and position your green cursor to the place where you want the send to occur.
- ☞ Then click on the **CONTACT** closure icon (it is to the far right on the upper Menu Commands Toolbar).
- ☞ Now click on the small plus (+) box in the upper left of the CONTACT icon and you will see the Contact Closure Menu.
- ☞ To send a contact closure, click on **Set Output Status** under Function.
- ☞ The Send Contact Closure can be set for the number of seconds it will hold the contact closure in the low state (0 volts DC). Enter the contact closure time in seconds under "Time to Wait". The maximum number of seconds is 32767 (or about 9 hours!). You must enter a time of at least 1 second for the send contact closure to work, but you can enter more if you want. Just remember that the time that you enter, works just like an entry in your schedule. **In other words, if your send contact closure is set to 10 seconds, the schedule will keep displaying the previous page on the screen for an extra 10 seconds as it performs the**

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**send contact closure.**

- ☞ Then select which parallel port the contact closure cable is connected to (usually LPT1). Then enter the Mask and Value as per Table 3 on the next page (Mask and Value determine which wires are used to send the contact closure)

**TABLE 3:**

Pin#	Mask	Value	Description	Wires used to detect the Contact Closure*
2	01	00	Send Contact Closure#1	Brown Wire AND any Signal Ground
3	02	00	Send Contact Closure#2	Red Wire AND any Signal Ground
4	04	00	Send Contact Closure#3	Orange Wire AND any Signal Ground
5	08	00	Send Contact Closure#4	Yellow Wire AND any Signal Ground
6	10	00	Send Contact Closure#5	Green Wire AND any Signal Ground
7	20	00	Send Contact Closure#6	Blue Wire AND any Signal Ground
8	40	00	Send Contact Closure#7	Purple Wire AND any Signal Ground
9	80	00	Send Contact Closure#8	Gray Wire AND any Signal Ground

\*Wire color may vary between cables.

- ☞ **To make the Send Contact Closure work properly, you need a second Send Contact Closure immediately after the first one to reset the state of the contact closure.**
- ☞ Position your green cursor to the entry right after the Send CONTACT closure icon that you just entered.
- ☞ Now click on the **CONTACT** closure icon and then click on the small plus (+) box in the upper left of the CONTACT icon and you will see the Contact Closure Menu.
- ☞ Click on **Set Output Status** under Function and enter a 0 under "Time to Wait".
- ☞ Select which parallel port the contact closure cable is connected to (same as the previous Send CONTACT icon).
- ☞ Now enter the Mask and Value as per Table 3 above (these Mask and Value determine which contact closure will be reset) (You should always use the same mask as the previous Send CONTACT icon, and then enter the corresponding Value to reset the contact closure.)

**Sending (or Receiving) Multiple Line Contact Closures**

- ☞ You may have noticed that the Mask and Values are hex numbers and decimal numbers. This means that you are able to combine the Mask and Values to create multiple line contact closures. In other words, you could send contact closures #1, #4, #5 & #8 all at the same time; or you could have the schedule pause and wait until you receive contact closure #1 , #3 & #4. If you want more information on how to do this we will not try to describe that here, but instead please call D.Co for technical support.

## Date Range

In the Graphic Scheduler, the Files window defaults to displaying all the pages and graphics in the selected directory. By setting a date range, only pages and graphics made or modified within that range will be displayed in the Files window.



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### Set Date Range

- ☞ Click on the **MediaPlay** logo in the top left corner of the Files Window. Four options appear.
- ☞ Click on **DATE RANGE**. The Start/Expiry Dates window will appear.
- ☞ Set the date range by clicking on (σ) or (τ) beside each of the number windows. Also see the section Date Ranges in the Expiry Button section of the manual.
- ☞ When the date range has been set, click on **DATE RANGES ENABLED** and then **OK**.
- ☞ The date range will stay active until you leave the Graphic Scheduler.

## Default Time

In the Graphic Scheduler, pages and graphics may be inserted into the schedule. When inserted they are automatically given a default time. This default time can be changed.



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### Set the Default Time

- ☞ Click on the **MediaPlay** logo in the top left corner of the Files Window. Four options appear.
- ☞ Click on **SET DEFAULT TIME**. The Enter Display Time window will appear.
- ☞ Click on the arrow keys (↑↓) to change the default time in seconds.



## Default Wipe Speed

The wipes window is used to change the default wipe speed for wipes inserted into the schedule.



### Changing the Default Wipe Speed

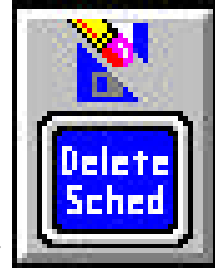
The following is the way that you change the default wipe speed.

- ☞ Click on the **MediaPlay** icon in the top left corner of the Wipes Window. A drop down menu with Set Default Wipe Speed will appear.
- ☞ Click on **Set Default Wipe Speed**.
- ☞ Enter the default wipe speed using the number keys or click on the Up and Down arrows at the right side of the box to raise or lower the speed.
- ☞ Click **OK**.

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## Delete Schedule

This feature allows you to delete a schedule with the Graphic Scheduler.



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### **Deleting a Schedule**

The following procedure will delete a schedule with the Graphic Scheduler using the Menu Toolbar at the top of the Graphic Scheduler screen.

- ☞ Left mouse click once on the **DELETE SCHED BUTTON** at the top of the Menu Commands Toolbar.
- ☞ Select which schedule you would like to delete by searching through the directories on your hard drive, clicking on the schedule you want to erase, and then clicking on **OK**.
- ☞ You will be prompted to confirm that the schedule that you want to delete is the one that is selected.

## Entry

The Entry Button in the Graphic Scheduler is found in the Menu Toolbar toward the right hand side. (You may have to move the horizontal window scroll bar (located directly below the Menu Toolbar) to the right in order to see the Sound Button). The Entry Button is used to insert a page or a graphic into the schedule. To use the Entry Button follow these steps.



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### Using the Entry Button to Insert a Page

When inserting a page into the schedule you may have a specific location in the schedule in mind. To use the Entry Button to insert a page in the schedule follow these steps.

- ☞ Locate the page that you want the new page to appear before.
- ☞ Left click on the page that you just found. The green cursor will appear around the page in the schedule.
- ☞ Left click on the **ENTRY BUTTON**.
- ☞ Select the directory where the page that you want is located by double clicking on the directory that it can be found in.
- ☞ Select the page that you want to insert into the schedule by left clicking on it once.
- ☞ Select **OK**.

### Using the Entry Button to Insert a Graphic

When inserting a graphic into the schedule, you may have a specific location in the schedule in mind. To use the Entry Button to insert the graphic into the schedule follow these steps.

- ☞ Locate the page that you want the graphic to appear before.
- ☞ Left click on the page that you just found. The green cursor will appear around the page in the schedule.
- ☞ Left click on the **ENTRY BUTTON**.
- ☞ Select the type of graphic file that you would like to insert in the schedule. Follow these steps to do this.
  - ☞ Left click on the small down arrow (↓) at the left side of the List Files of Type box.
  - ☞ Select the file type by clicking on the up (↑) or down (↓) arrow to scan through the various file types.
- ☞ Select the directory where the graphic that you want is located by double clicking on the directory that it can be found in.
- ☞ Select the graphic that you want to insert into the schedule by left clicking on it once.
- ☞ Select **OK**.

## Expiry (Start/Expiry)

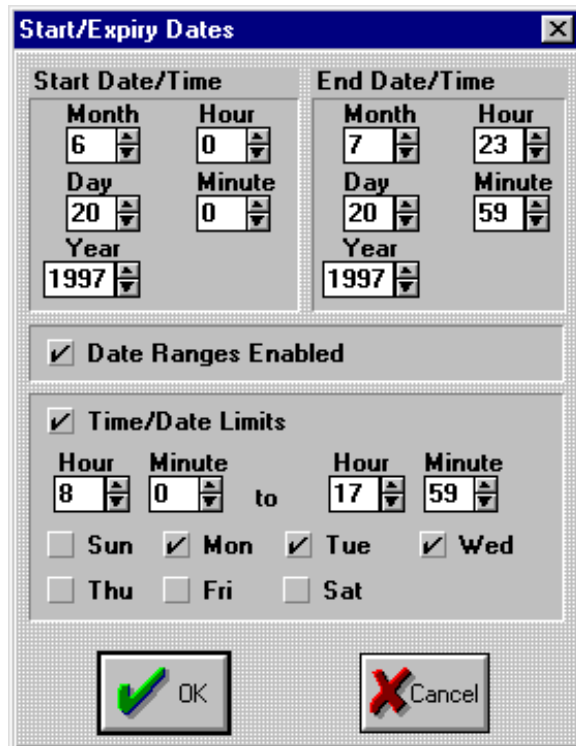


In the Graphic Scheduler, expiries can be set on pages, horizontal crawls, sub-schedules, and animation files. Once you have clicked on the Expiry button the Start/Expiry Dates menu will appear. There are two sections to the menu which can be set independently of each other: the Date Ranges, and the Time/Date Limits.

### Date Ranges

Date Ranges allow you to set what day (and hour of the day) an entry will start and stop displaying. When a Date Range is set, an astrisk (\*) will appear at the top of the thumbnail. When a Date Range has expired, the word Expired will appear at the top of the thumbnail.

- ☞ To enable a date range setting, click on **DATE RANGES ENABLED**. A check mark will appear in the box.
- ☞ Set the Date and Time you want the entry to start and stop by clicking on the appropriate arrows beside each window.
- ☞ You can also use keyboard shortcuts.
- ☞ To enable a date range setting, press **TAB** until Date Ranges Enabled is high-lighted and then press the **SPACE** bar to select it. A check mark will appear in the box.
- ☞ Set the Date and Time you want the entry to start and stop by pressing **TAB** to high-light the each window and then type in the appropriate numbers.



### Time/Date Limits

Time/Date Limits allow you to set which day(s) of the week an entry will display on and what portion of each day the entry will display on.

- ☞ To enable a time/date limit setting, click on **TIME/DATE LIMITS**. A check mark will appear in the box.
- ☞ Click on each day of the week you want the entry to display.
- ☞ If you want the entry to display only during a certain time of day instead of all day, set the time you want the entry to start and stop.
- ☞ You can also use keyboard shortcuts.
- ☞ To enable a time/date limit setting, press **TAB** until Time/Date Limits is selected and then press the **SPACE** bar. A check mark will appear in the box.
- ☞ Press **TAB** to high-light and press the **SPACE** bar to select each day of the week you want the entry to display.
- ☞ If you want the entry to display only during a certain time of day, instead of all day, press **TAB** to high-light the appropriate window and then type in the times to start and stop.

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## Files Window

In the Graphic Scheduler, the Files window shows you what pages and graphics you have on the computer in the given directory. From this window, which has a scroll bar, you can choose the page or graphic to insert into the schedule.



### Inserting a Page or Graphic

- ☞ Choose the insertion point in the schedule by pointing to the thumbnail you want the page or graphic to be inserted *before*, and then click with the left mouse button. A green square cursor will surround the thumbnail.
- ☞ Find the page or graphic you want to insert into the schedule. You may have to click on the scroll bar at the bottom of the window in order to find the one you want.
- ☞ Once found, point to the page or graphic and click with the *right* mouse button. The page or graphic will be inserted just before the green square cursor.

You may also perform tasks such as Copy, Rename, and Delete from this window.

### Copy

You can copy a page or graphic to another file name and/or location.

- ☞ Hold down the **CTRL** key and click with the left mouse key (**CTRL LEFT-CLICK**) on the page or graphic you want to copy.
- ☞ Now click on **COPY** and a window will appear in which you can type in a path and/or file name. If no path is typed in, the page or graphic is saved in the current directory.
- ☞ Click on **OK** to accept the copy.

### Rename

You can rename a page or graphic.

- ☞ Hold down the **CTRL** key and click with the left mouse key (**CTRL LEFT-CLICK**) on the page or graphic you want to rename.
- ☞ Now click on **RENAME** and a window will appear in which you can type in a path and/or file name. If no path is typed in, the page or graphic is saved in the current directory.
- ☞ Click on **OK** to accept the rename.

### Delete

You can delete a page or graphic off the hard drive.

- ☞ Hold down the **CTRL** key and click with the left mouse key (**CTRL LEFT-CLICK**) on the page or graphic you want to delete.
- ☞ Now click on **DELETE** and a window will appear asking for confirmation of the delete.
- ☞ Click on **OK** to accept the delete.

By clicking on the MediaPlayer logo in the top left corner of the window, you can perform a variety of functions which include: Change Directory, Make Thumbnails, Date Range, Set Default Time. Please see the appropriate guides for each of these sections.

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## Find/Replace

The Graphic Scheduler allows you to Find and Replace a text string in a file name. Entries with expiries can also be searched for.



### Find/Replace Text

- ☞ Click on the **FIND/REPLACE** button to bring up the menu.
- ☞ Enter in the text string you want to find in the “Find What” window. The search is *not* case sensitive and does *not* match “whole words only”.
- ☞ If you want to replace the text string you are searching for with another text string, then click on **REPLACE WITH** and then enter in the text string which will replace the search string.
- ☞ Click on **FIND NEXT** to find the next match and replace it with the new text string click on **REPLACE ALL** to replace all matches with the new text string.
- ☞ Click on **CLOSE** to exit Find/Replace.
  
- ☞ You can also use keyboard shortcuts.
- ☞ Click on the **FIND/REPLACE** button to bring up the menu. (no keyboard shortcut)
- ☞ Press **ALT F** (for Find What) and then enter in the text string you want to find. The search is *not* case sensitive and does *not* match “whole words only”.
- ☞ If you want to replace the text string you are searching for with another text string, then press press **ALT R** (for Replace with), press **TAB** and then enter in the text string which will replace the search string.
- ☞ Press **ALT N** to find the next match and replace it with the new text string or press **ALT A** to replace all matches with the new text string.
- ☞ Press **ALT C** (for Close) to exit Find/Replace.

### Options of Find/Replace Text

- ☞ If you want to search backwards from the cursor point, then click on **SEARCH BACKWARDS**.
- ☞ If you want to be prompted to confirm each replacement, then click on **PROMPT ON REPLACE**.
- ☞ If you want your search to include *only* entries which have an expiry set but not expired, then click on **EXPIRING ENTRIES**.
- ☞ If you want your search to include *only* entries which have expired, then click on **EXPIRED ENTRIES**.
- ☞ NOTE: you can search for expiring AND expired entries by selecting both options.
  
- ☞ You can also use keyboard shortcuts.
- ☞ If you want to search backwards from the cursor point, then press **ALT B**.
- ☞ If you want to be prompted to confirm each replacement, then press **ALT P**.
- ☞ If you want your search to include *only* entries which have an expiry set but not expired, then press **ALT E**.
- ☞ If you want your search to include *only* entries which have expired, then press **ALT X**.
- ☞ NOTE: you can search for expiring AND expired entries by selecting both options.

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## Horizontal Crawl Button

The Graphic Scheduler allows you to insert horizontal crawl into the schedule. Once the crawl is in the schedule, you can place it in different places on the screen. You can also set the crawl to scroll vertically.



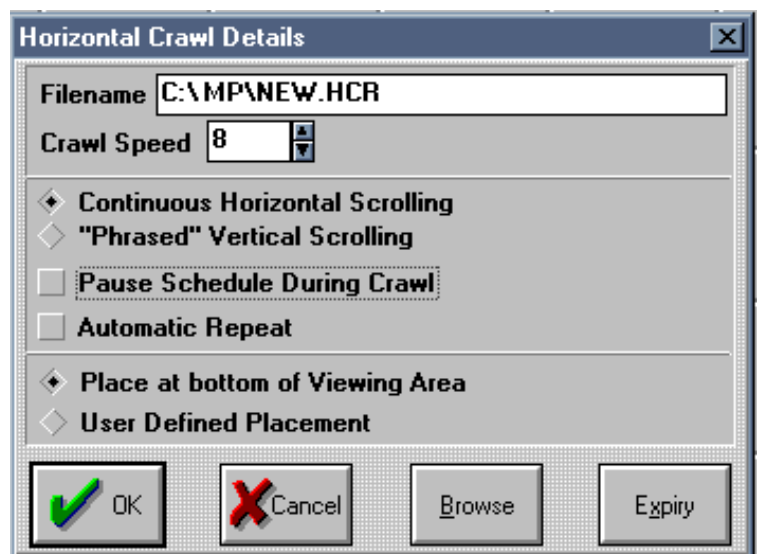
### Scheduling a Horizontal Crawl

- ☞ Click on the entry you want the horizontal crawl to appear on. A green square cursor will surround the entry.
- ☞ Click on the **HORIZONTAL CRAWL BUTTON**.
- ☞ Select the horizontal file to insert into the schedule and click on **OK**.
- ☞ The horizontal crawl will appear on the page in the schedule which follows the crawl.

### Automatic Repeat

The automatic repeat feature allows you to have one horizontal crawl appear on all the pages in a schedule that follow the crawl. If there is another horizontal crawl between the horizontal crawl set for automatic repeat and the end of the schedule the crawl will repeat only until the next crawl is encountered. To use the automatic repeat feature follow these steps.

- ☞ Click on the Details box of the horizontal crawl that you want to repeat.
- ☞ Click on **Automatic Repeat**.
- ☞ Click on **OK**.



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### Disabling Automatic Repeat

To disable the automatic repeat feature follow these steps.

- ☞ Click on the Details box of the horizontal crawl that you want to repeat.
- ☞ Click on **Automatic Repeat**.
- ☞ Click on **OK**.

### Pausing the Schedule During a Crawl

To have a horizontal crawl appear only on one page the Pause Schedule During Crawl feature is used. To enable Pause Schedule During Crawl follow these steps.

- ☞ Click on the Details box of the horizontal crawl that you want to repeat.
- ☞ Click on **Pause Schedule During Crawl**.
- ☞ Click on **OK**.

### Disabling Pause Schedule During Crawl

To disable the Pause Schedule During Crawl feature follow these steps.

- ☞ Click on the Details box of the horizontal crawl that you want to repeat.
- ☞ Click on **Pause Schedule During Crawl**.
- ☞ Click on **OK**.

### Changing the Placement of the Horizontal Crawl

To change the placement of the horizontal crawl follow these steps.

- ☞ Click the Details box of the horizontal crawl that you want to define the placement for.
- ☞ Click on User Defined Placement.
- ☞ Use the up (↑) and down (↓) cursor movement keys to adjust the placement of the crawl when it appears on the screen.
- ☞ To place the crawl and save the placement make sure that you hit **ENTER** instead of ESC.
- ☞ Click on **OK**.

### Using “Phrased” Vertical Scrolling

“Phrased” Vertical Scrolling is a means of having a few words scroll onto the horizontal crawl line vertically at a time. To use “Phrased” Vertical Scrolling in a horizontal crawl follow these steps.

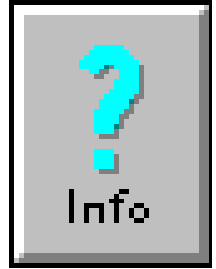
- ☞ Click the Details box of the horizontal crawl that “Phrased” Vertical Scrolling will be on.
- ☞ Click on **“Phrased” Vertical Scrolling**.
- ☞ Click on **OK**.

Note: If you want to have only part of a line to appear on a line at a time, put a ~ character in the crawl using the crawl editor. This ~ will define which words appear together on a line.



## **Info Button**

The Graphic Scheduler has an Info button which will display information on the entire schedule (if nothing is red-ranged) or on just the part of the schedule which is red-ranged.



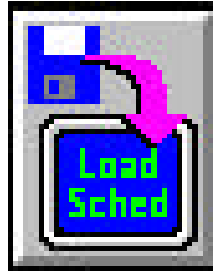
TEBBS - skip this section.

### **Selecting the Page(s) to get Info on**

- ☞ If you want info on the entire schedule, do not red-range anything.
- ☞ Click on the **INFO** button and information about the schedule will be displayed.
- ☞ **NOTE:** Estimated time is not exact because wipes take varying amounts of time to complete depending on computer processor speed.
- ☞ None of the information can be adjusted as this is just an information screen.
- ☞ To find out how to get info on just a part of the schedule, see **RED RANGE INFO**, also in the Graphic Scheduler section of the Technical Reference Manual.

## Load Schedule

This feature allows you to load a previously saved schedule into the Graphic Scheduler.



TEBBS- skip this section.

### **Loading a Schedule**

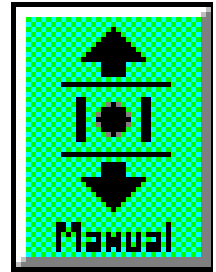
The following procedure will load a previously saved schedule into the Graphic Scheduler using the Menu Toolbar at the top of the Graphic Scheduler screen.

- ☞ Left mouse click once on the **LOAD SCHED BUTTON** at the top of the Menu Toolbar.
- ☞ Select which schedule you would like to load by searching through the directories on your hard drive, clicking on the schedule you want to load, and then clicking on **OK**.

## Manual Button

In the Graphic Scheduler the Manual button is used to allow the operator to manually advance through the pages using the down arrow key, or manually through the pages using the up arrow key.

This is usually used with the GRAC to act as an audio/visual slide show device. Manual can be used in conjunction with all Wipes and Entries.



### How to use the Manual Button

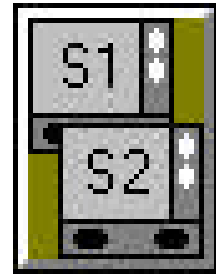
If you want the schedule to pause on a particular page do the following.

- ☞ In the Graphic Scheduler find the page that you want to pause on, then left click on the entry following that page. A green square will surround the entry.
- ☞ Click on the green **Manual** button.
- ☞ If you want to pause after each page then you must enter a manual button after each page.
- ☞ Save the schedule then go to the Main Menu and display the schedule.
- ☞ Your pages will display automatically until it comes to the Manual button that you inserted. The schedule will pause, and will stay this way until you press the **Down Arrow** key, thereby giving you time to address a point with your audience before moving on.
- ☞ When the down arrow key is pressed the next page will appear and the sequence will continue until it reaches another Manual Button.
- ☞ If you scrolled to far then you may press the **Up Arrow** key. This will move you backwards. This allows the system to function as a slide projector with paging forward and backwards.

TEBBS - skip this section

## Multiple Video Button

The GRAC and TEC offer the ability to display on multiple video channels from a single computer if the optional additional video channels are purchased. Up to four video channels can be used. This guide discusses the troubleshooting of multiple video channels and the manner in which multiple video channels must be set up in the schedule.



### Multiple Video Channel Setup and Troubleshooting

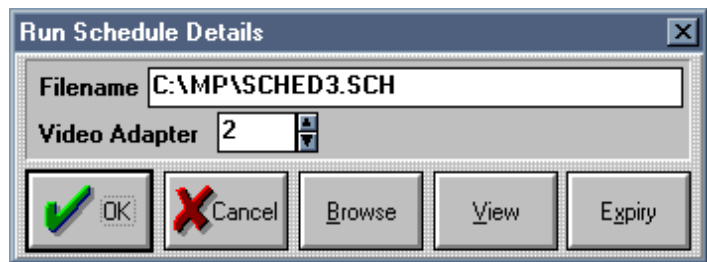
To setup the Multiple Video Output Display-Only system can be a difficult task.

Normally your system will come pre-set from the factory, but in case you have problems, the following is a description of how to set up the system.

### Setup of a Multiple Video Channel Schedule

The multiple video schedule must be set up in a specific manner. The following steps will allow you to set up a schedule with multiple video channels.

- ☞ First, you should create a schedule for each channel. Make sure that the schedules are saved with names that relate to which channel that output will go to. An example is SCHED1.SCH for the first video channel (On the Master Video), SCHED2.SCH for the second video channel (Slave1), and SCHED3.SCH for the third video channel (Slave2).
- ☞ Next you need a master schedule that calls on each of these schedules and dictates which output goes to each channel. To set this up follow these steps.
  - ☞ First remove any entries from the default schedule (SCHEDULE.SCH). To do this see the guide on Red-Range Delete.
  - ☞ Next click on the **Multiple Video Channel Button** in the Commands Toolbar. It is located at the right end of the Toolbar. You may have to use the scroll bar to see it.
  - ☞ A select schedule window will appear. Choose the schedule that you want to display on the last video channel.
  - ☞ Select the Video Adapter for the schedule. To do this follow these steps.
    - ☞ Click on the Details Button on the entry that appears in the schedule.
    - ☞ Adjust the video adapter by clicking on the up (↑) or down (↓) arrow so that it is the same as the slave video number. In the example below the SCHED3.SCH schedule is running on the Slave2. This is denoted by the video indicator in the top right corner of the entry in the schedule.
- ☞ Next click on the **Multiple Video Channel Button** in the Commands Toolbar again.
- ☞ A select schedule window will appear. Choose the schedule that you want to display on the next video channel.
- ☞ Select the Video Adapter for the schedule. It will be one lower than the one previous to it. To do this follow these steps.
  - ☞ Click on the Details Button on the entry that appears in the schedule.



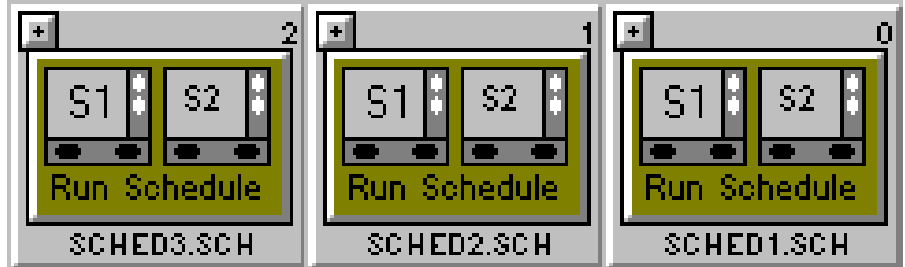
TEBBS - skip this section.

☞ Adjust the video adapter by clicking on the up (↑) or down (↓) arrow so that it is the same as the slave video number. In the example below the SCHED2.SCH schedule is running on the Slave1. This is denoted by the video indicator in the top right corner of the entry in the schedule.

☞ Continue the above steps until you reach Video Adapter 0.

☞ You will notice that the schedule for Slave2 is first in the schedule, followed by the schedule for Slave1, and the last entry is the schedule for the master channel (0) in the schedule.

**YOU MUST HAVE THE SCHEDULES IN THIS ORDER IN**



**YOUR MASTER SCHEDULE (SCHEDULE.SCH).** The system initializes the boards in reverse order (from the last slave to the master). If you have an entry out of order, it will not initialize the boards properly and you will probably only see the first schedule running on the master video channel.

☞ To make changes to any of the schedules **DO NOT** change the SCHEDULE.SCH. Instead change the SCHED1.SCH or SCHED2.SCH or SCHED3.SCH, updating these schedules with any new pages that you want on any of the video channels. Only change the SCHEDULE.SCH if you want to change names of the schedules that are running on the different video channels (but make sure they stay in the proper order - last slave first and master last.)

TEBBS - skip this section.

### Note for Performing Communications On Systems With Multiple Video Channels

☞ If you are using a modem, and are sending schedules over the phone, you can just send the proper schedule. Examples would be SCHED1.SCH or SCHED2.SCH or SCHED3.SCH and your computer will make sure that all pages and pictures for each page are sent to the display system. If a page or picture has not changed (has the same creation time and date), your computer will skip trying to send it to the display system, assuming since the creation time and date has not changed, that the display system must have a current version of that page or picture. For more information see the Modem and Communications guides in this manual.

### Troubleshooting VIGA VGA+ MultiVGA cards

The VIGA VGA+ cards are usually configured before your system is sent out to you. If the system does not work properly, try these steps to troubleshoot your VIGA VGA+ multichannel system.

☞ First check to see if your key is being read properly. From the Main Menu hit **ALT I** and look for the number of video adapters. If there is no Video Adapters line in the information, then the key is not set for multiple display. Contact D.Co for more information.

TEBBS - skip this section.

- ☞ Next check to see if the ET4000 drivers are loaded. To do this follow these steps.
  - ☞ First quit the MediaPlayer program if you are currently running it. Click on **QUIT** from the main menu.
  - ☞ Next double left click on the Main program group.
  - ☞ Double click on Windows Setup in the Main window.
  - ☞ Note the Display. If the ET4000 is not listed as the driver follow these steps to install the ET4000 drivers.
    - ☞ Click on **Options**.
    - ☞ Click on **Change System Settings**.
    - ☞ Click on **Display**.
    - ☞ Put in Driver Disk 2 from the Visionetics VIGA VGA+ video cards.
    - ☞ Select Other Display (requires Disk from OEM). Then click on OK. Select the ET4000 640X480 32768 color driver. (Disks 1 & 3 have DOS drivers which are not required by the MediaPlayer software to work.)
    - ☞ Reboot the system.
  
- ☞ The next thing to check is to see if the Mpgraph.ini or Mptext.ini file has been edited to support multiple video outputs. To do this follow these steps.
  - ☞ Click on View Guides in the Main Menu.
  - ☞ Click on **File**.
  - ☞ Click on **Open**.
  - ☞ Under Filename type **C:\WINDOWS\Mpgraph.ini** (for the GRAC) or **C:\WINDOWS\Mptext.ini** (for the TEC).
  - ☞ Use the up (↑) and down (↓) arrow keys to scroll through the file. Look for a line that reads **[MultiVGA]**.
  - ☞ If the line appears check to see if a line with **dll=VIGA.DLL** appears after it.
  - ☞ If these lines do not appear, add them to the end of the file. To do this follow these steps.
    - ☞ At the end of the file type **[MultiVGA]** followed by the **ENTER** key.
    - ☞ Type **dll=VIGA.DLL**.
    - ☞ Click on **File**.
    - ☞ Click on **Save**.
    - ☞ Click on **File**.
    - ☞ Click on **Close**.
    - ☞ Reboot the computer.
  
- ☞ The next thing to check is the VIGA.INI file. The VIGA.INI file should have been correctly entered when the system was made. To check the VIGA.INI file follow these steps.
  - ☞ Click on the View Guides Button in the Main Menu.
  - ☞ Click on **File**.
  - ☞ Click on **Open**.
  - ☞ Under Filename type **C:\WINDOWS\VIGA.INI**.
  - ☞ The first line should be **[VIGA]**.
  - ☞ The next line should be **Master= \_ \_ \_ \_**. Note: All address values for Master and

TEBBS - skip this section.

Slave# will be blank due to the unique setup of each multiple video channel system. An example will follow.

- ☞ The line following that should be **MasterMode=6**.
- ☞ The line following that should be **MasterFlags=0**.
- ☞ The next line should be **Slave1= \_ \_ \_ \_**.
- ☞ The line following that should be **Slave1Mode=6**.
- ☞ The line following that should be **Slave1Flags=0**.
- ☞ The next line should be **Slave2= \_ \_ \_ \_**.
- ☞ The line following that should be **Slave2Mode=6**.
- ☞ The line following that should be **Slave2Flags=0**.

Example:

```
[VIGA]
Master=0220
MasterMode=6
MasterFlags=0
Slave1=0230
Slave1Mode=6
Slave1Flags=0
Slave2=0240
Slave2Mode=6
Slave2Flags=0
```

- ☞ There may be more or less than three video channels for your system, and the VIGA.INI file changes accordingly.
  - ☞ Write down the address for each card.
  - ☞ Click on **File**.
  - ☞ Click on **Close**.
  - ☞ Turn off the computer. **Note: Before removing any video card from the system make sure that the power is turned off.**
- ☞ Check the dip switches on the video cards and then compare the address for each card with the addresses in the VIGA.INI file. Write down the addresses of the VGA cards as they correspond to the VIGA.INI file. While you have each card out of the computer, complete all hardware checking according to the following directions.
  - ☞ On the Master VGA card make sure Dip Switch 6 is set to OFF (Factory Default). On all Slave VGA cards Dip Switch 6 should be set to ON. Master is video channel #1, Slave1 is video channel #2, Slave2 is video channel #3, and so on. The addresses of the channels correspond to the addresses of the addressable VGA boards.
  - ☞ Leave Dip Switch 7 & 8 set of OFF (Factory Default) on ALL VGA cards.
  - ☞ There is a JP10 jumper beside the RCA Connector. The bottom two pins are jumped (factory default) and should be left that way.
  - ☞ Now replace the boards in the computer and connect your VGA monitor to the Master board. Turn on the computer and run Windows.

VIGA VGA+ Video Card Address Configuration

Dip Switch					<u>ADDRESS</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	
ON	ON	ON	ON	ON	0200
ON	ON	ON	ON	OFF	0210

TEBBS - skip this section.

ON	ON	ON	OFF	ON	0220
ON	ON	ON	OFF	OFF	0230 (Factory Default)
ON	ON	OFF	ON	ON	0240
ON	ON	OFF	ON	OFF	0250
ON	ON	OFF	OFF	ON	0260
ON	ON	OFF	OFF	OFF	0270
ON	OFF	ON	ON	ON	0280
ON	OFF	ON	ON	OFF	0290
ON	OFF	ON	OFF	ON	02A0
ON	OFF	ON	OFF	OFF	02B0
ON	OFF	OFF	ON	ON	02C0
ON	OFF	OFF	ON	OFF	02D0
ON	OFF	OFF	OFF	ON	02E0
ON	OFF	OFF	OFF	OFF	02F0
OFF	ON	ON	ON	ON	0300
OFF	ON	ON	ON	OFF	0310
OFF	ON	ON	OFF	ON	0320
OFF	ON	ON	OFF	OFF	0330
OFF	ON	OFF	ON	ON	0340
OFF	ON	OFF	ON	OFF	0350
OFF	ON	OFF	OFF	ON	0360
OFF	ON	OFF	OFF	OFF	0370
OFF	OFF	ON	ON	ON	0380
OFF	OFF	ON	ON	OFF	0390
OFF	OFF	ON	OFF	ON	03A0
OFF	OFF	ON	OFF	OFF	03B0
OFF	OFF	OFF	ON	ON	03C0
OFF	OFF	OFF	ON	OFF	03D0
OFF	OFF	OFF	OFF	ON	03E0
OFF	OFF	OFF	OFF	OFF	03F0

☞ If any of the addresses do not correspond to those you found in the VIGA.INI file, edit the VIGA.INI file as follows.

- ☞ Click on the View Guides Button in the Main Menu.
- ☞ Click on **File**.
- ☞ Click on **Open**.
- ☞ Under Filename type **C:\WINDOWS\VIGA.INI**.
- ☞ Find the **Slave#=#** line for the card that is not properly addressed.
- ☞ Edit the address to correspond with the address on the actual card.
  - ☞ Click on **File**.
  - ☞ Click on **Save**.
  - ☞ Click on **File**.
  - ☞ Click on **Close**.

**Note:** The VIGA.INI file controls what output is active on the VIGA VGA+ boards. D.Co recommends that you use **MasterFlags=0** as well as **SlaveFlags=0**. This enables only the



VGA output. D.Co feels that the quality of video is better if you use a separate video converter on the VGA signal as opposed to enabling the composite video output on the VIGA VGA+ cards. Also, when using both the composite and VGA outputs on the VIGA VGA+ boards, the output quality decreases substantially.

**Note:** If you have purchased hardware from D.Co, and if your system has a fan on the side of the computer, it is very important that the side fan be running at all times and that it be kept clear. If you experience video instability on any of your multiple video channels, the usual problem is that the video boards inside the computer are getting too warm. Make sure the side fan is on, and not blocked and that a steady stream of cool air is getting to the fan!

### Troubleshooting Aver1000 (and AverPro) MultiVGA Cards

- ☞ First check to see if your key is being read properly. From the Main Menu hit **ALT I** and look for the number of video adapters. If there is no Video Adapters line in the information, then the key is not set for multiple display. Contact D.Co for more information.
- ☞ Next check to see if the ET4000 drivers are loaded. To do this follow these steps.
  - ☞ First quit the MediaPlayer program if you are currently running it. Click on **QUIT** from the main menu.
  - ☞ Next double left click on the Main program group.
  - ☞ Double click on Windows Setup in the Main window.
  - ☞ Note the Display. If the ET4000 is not listed as the driver follow these steps to install the ET4000 drivers.
    - ☞ Click on **Options**.
    - ☞ Click on **Exit**.
    - ☞ Double click on **MS-DOS Prompt**.
    - ☞ Insert the ET4000 Driver Diskette.
    - ☞ Type **RENAME A:\OEMSETUP.W31 OEMSETUP.INF** followed by **ENTER**.
    - ☞ Type **EXIT**.
    - ☞ Double click on Windows Setup in the Main window.
    - ☞ Click on **Options**.
    - ☞ Click on **Change System Settings**.
    - ☞ Click on **Display**.
    - ☞ Select Other Display (requires Disk from OEM). Then click on **OK**. Select the ET4000 640X480 32768 color driver.
    - ☞ Reboot the system.
- ☞ The next thing to check is to see if the Mpgraph.ini or Mptext.ini file has been edited to support multiple video outputs. To do this follow these steps.
  - ☞ Click on View Guides in the Main Menu.
  - ☞ Click on **File**.
  - ☞ Click on **Open**.
  - ☞ Under Filename type **C:\WINDOWS\Mpgraph.ini** (for the GRAC) or **C:\WINDOWS\Mptext.ini** (for the TEC).

TEBBS - skip this section.

- ☞ Use the up (↑) and down (↓) arrow keys to scroll through the file. Look for a line that reads [**MultiVGA**].
- ☞ If the line appears check to see if a line with **dll=AVER.DLL** appears after it. (For the AverPro MultiVGA Card look for **dll=AVERPRO.DLL**.)
- ☞ If these lines do not appear, add them to the end of the file. To do this follow these steps.
  - ☞ At the end of the file type [**MultiVGA**] followed by the **ENTER** key.
  - ☞ Type **dll=AVER.DLL**. (For AverPro MultiVGA Card Type **dll=AVERPRO.DLL**)
  - ☞ Click on **File**.
  - ☞ Click on **Save**.
  - ☞ Click on **File**.
  - ☞ Click on **Close**.
  - ☞ Reboot the computer.

☞ The next thing to check is the AVER.INI file. The AVER.INI file should have been correctly entered when the system was made. To check the AVER.INI file follow these steps.

- ☞ Click on the View Guides Button in the Main Menu.
- ☞ Click on **File**.
- ☞ Click on **Open**.
- ☞ Under Filename type **C:\WINDOWS\AVER.INI**.
- ☞ The first line should be [**AVER1000V**].
- ☞ The next line should be **Master= \_ \_ \_ \_**. Note: All address values for Master and Slave# will be blank due to the unique setup of each multiple video channel system. An example will follow.
- ☞ The line following that should be **MasterMode=6**.
- ☞ The next line should be **Slave1= \_ \_ \_ \_**.
- ☞ The line following that should be **Slave1Mode=6**.
- ☞ The next line should be **Slave2= \_ \_ \_ \_**.
- ☞ The line following that should be **Slave2Mode=6**.

Example:

```

[AVER1000V]
Master=0220
MasterMode=6
Slave1=0230
Slave1Mode=6
Slave2=0240
Slave2Mode=6
    
```

- ☞ There may be more or less than three video channels for your system, and the AVER.INI file changes accordingly.
  - ☞ Write down the address for each card.
  - ☞ Click on **File**.
  - ☞ Click on **Close**.
  - ☞ Turn off the computer. **Note: Before removing any video card from the system make sure that the power is turned off.**

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TEBBS - skip this section.

AVER1000V Video Card Address Configuration

Dip Switch

<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>ADDRESS</u>
ON	ON	ON	ON	0204
OFF	ON	ON	ON	0214
ON	OFF	ON	ON	0224
OFF	OFF	ON	ON	0234
ON	ON	OFF	ON	0244
OFF	ON	OFF	ON	0254
ON	OFF	OFF	ON	0264
OFF	OFF	OFF	ON	0274
ON	ON	ON	OFF	0284
OFF	ON	ON	OFF	0294
ON	OFF	ON	OFF	02A4
OFF	OFF	ON	OFF	02B4
ON	ON	OFF	OFF	02C4
OFF	ON	OFF	OFF	02D4
ON	OFF	OFF	OFF	02E4 (Factory Default)
OFF	OFF	OFF	OFF	02F4

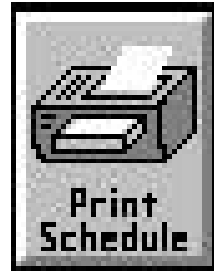
- ☞ For the AverPro MultVGA Card the *FLAG* settings change the type of NTSC output. The number is in decimal format. Zero (0) to seven (7) gives you an increasing right border. If you add 8 to the number it will turn Interlace ON. So to have a medium size right border and have Interlace ON the Flag number would be 4+8=12.
- ☞ Check the dip switches on the video cards and then compare the address for each card with the addresses in the AVER.INI file. Write down the addresses of the VGA cards as they correspond to the AVER.INI file. While you have each card out of the computer, complete all hardware checking according to the following directions.
  - ☞ There are also two other jumpers on the VGA boards. JP1 selects which board is the master and which are the slaves. JP1 should have pin 1 and 2 connected for the master and JP1 should have pin 2 and 3 connect for all the slaves. Check the addresses of your boards to see which is the master and which are slaves and then make sure that the JP1 is set correctly on each board. (The factory default is that 1 and 2 are connected.)
  - ☞ The other jumper is JP2. This enables (or disables IRQ2 for the VGA boards. Normally JP2 has pins 1 and 2 connected. (This is also the factory default.)
  - ☞ Now replace the boards in the computer and connect your VGA monitor to the Master board. Turn on the computer and run Windows.
- ☞ If any of the addresses do not correspond to those you found in the AVER.INI file, edit the AVER.INI file as follows.
  - ☞ Click on the View Guides Button in the Main Menu.
  - ☞ Click on **File**.
  - ☞ Click on **Open**.
  - ☞ Under Filename type **C:\WINDOWS\AVER.INI**.
  - ☞ Find the **Slave#**= or the **Master**= line for the card that is not properly addressed.
  - ☞ Edit the address to correspond with the address on the actual card.

- ☞ Click on **File**.
- ☞ Click on **Save**.
- ☞ Click on **File**.
- ☞ Click on **Close**.

**Note:** If you have purchased hardware from D.Co, and if your system has a fan on the side of the computer, it is very important that the side fan be running at all times and that it be kept clear. If you experience video instability on any of your multiple video channels, the usual problem is that the video boards inside the computer are getting too warm. Make sure the side fan is on, and not blocked and that a steady stream of cool air is getting to the fan!

## **Print Schedule**

The Print Schedule button is found in the Menu Toolbar near the middle of the screen. This feature allows you to print the schedule with the Graphic Scheduler.



TEBBS- skip this section.

### **Printing a Schedule**

The following procedure will print a schedule with the Graphic Scheduler using the Menu Toolbar at the top of the Graphic Scheduler screen.

- ☞ Load the schedule that you want to print. To do this refer to the Load Schedule entry of the Graphic Scheduler Technical Reference section.
- ☞ Left mouse click once on the **PRINT SCHEDULE BUTTON** at the top of the Menu Commands Toolbox.
- ☞ Select **Yes** if you are ready to print the schedule.

## **Rearranging Buttons in the Menu Command Toolbar of the Graphic Scheduler**

This feature allows you to personalize the layout of the buttons in the Menu Commands. Buttons that are used more often than others can be moved to a more convenient position.

TEBBS - skip this section.

### **Rearranging the Buttons**

The following procedure will rearrange the buttons in the Menu Command Toolbar of the Graphic Scheduler using the mouse.

- ☞ Find the button that you would like to move.
- ☞ Right click on the button and drag it by holding the right mouse button down and moving the mouse to the position in the Menu Command Toolbar where you want it to appear. The button that you have selected to be moved will be denoted by a red outline.
- ☞ Release the right mouse button and the button will be placed to the left of the button that is highlighted by the green outline.

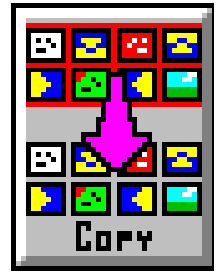
## **Red-Range Copy**

In the Graphic Scheduler, pages can be copied from one place to another by Red-Ranging one or more pages, clicking on the Copy button and then pasting them somewhere else.

TEBBS - skip this section.

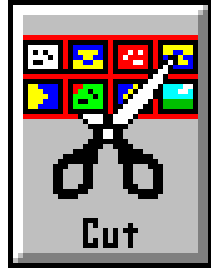
### **Copy Page(s)**

- ☞ Right-mouse click on the page (or right-mouse click and drag for multiple pages) you want to copy. The page(s) will have a red square around it.
- ☞ Click on the **COPY** button. The page(s) is copied from the schedule and put in the clipboard.



## **Red-Range Cut**

In the Graphic Scheduler, pages can be cut from the schedule by Red-Ranging one or more pages and then clicking on the Cut button. The pages are cut from the schedule and put in the clipboard so that you can paste it somewhere else in the schedule.



TEBBS - skip this section.

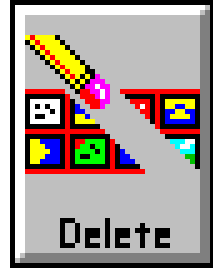
### **Cut Page(s)**

- ☞ Right-mouse click on the page (or right-mouse click and drag for multiple pages) you want to cut from the schedule. The page(s) will have a red square around it.
- ☞ Click on the **CUT** button. The page(s) is cut from the schedule and put in the clipboard.



## Red-Range Delete

In the Graphic Scheduler, pages can be deleted from the schedule by Red-Ranging one or more pages and then clicking on the Delete button. The pages are deleted from the schedule but *not* from the hard drive.



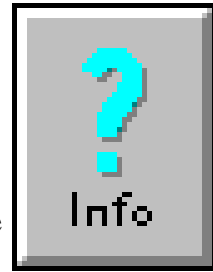
TEBBS - skip this section.

### Delete Page(s)

- ☞ Right-mouse click on the page (or right-mouse click and drag for multiple pages) you want to delete from the schedule. The page(s) will have a red square around it.
- ☞ Click on the **DELETE** button. The page(s) is deleted from the schedule, but *not* from the hard drive.

## **Red-Range Info**

The Graphic Scheduler has an Info button which will display information on the entire schedule (if nothing is red-ranged) or on just the part of the schedule which is red-ranged.



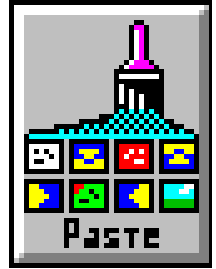
TEBBS - skip this section.

### **Selecting the Page(s) to get Info on**

- ☞ If you want info on the entire schedule, do not red-range anything. Skip the next line.
- ☞ If you want info on just part of the schedule, then right-mouse click on the page (or right-mouse click and drag for multiple pages) you want to copy. The page(s) will have a red square around it.
- ☞ Click on the **INFO** button and information about the schedule will be displayed.
- ☞ **NOTE:** Estimated time is not exact because wipes take varying amounts of time to complete depending on computer processor speed.

## Red-Range Paste

In the Graphic Scheduler, pages can be pasted from the clipboard to the schedule by clicking on the Paste button. If there is nothing in the clipboard, then nothing will happen when the Paste button is clicked on.



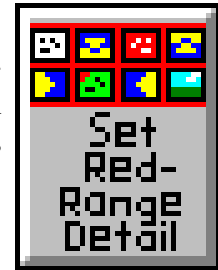
TEBBS - skip this section.

### Paste Page(s)

- ☞ Assuming you have already red-ranged a page or more and clicked on Cut or Copy, then there will be something in the clipboard to paste.
- ☞ The green square around the thumbnail is the cursor position in the schedule. Anything you paste will be inserted *before* the thumbnail with the green square around it. The insertion point can be changed by left-mouse clicking on the thumbnail you want to insert before.
- ☞ Click on the **PASTE** button. The page(s) is copied from the clipboard and put in the schedule.

## Red-Range Set Detail

In the Graphic Scheduler, groups of pages and wipes can be selected by using the Red-Range and set to a common time, expiry and speed. Entries in the schedule other than pages and wipes, which are Red-Ranged, will not be affected by changes made with this button.



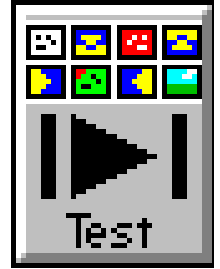
### Red-Range the pages and wipes

- ☞ Right-mouse click and drag on the pages & wipes you want to change. The pages & wipes will have a red square around them.
- ☞ Click on the **SET RED-RANGE DETAIL** button.
- ☞ One, two or all three options may be chosen at once so as to save time.
- ☞ Click on **SET PAGE TIME** and an arrow will appear to show it is selected. Set the display time by clicking on the arrows.
- ☞ Click on **SET WIPE SPEED** and an arrow will appear to show it is selected. Set the wipe speed by clicking on the arrows.
- ☞ Click on **SET EXPIRY** and an arrow will appear to show it is selected. The **START/EXPIRY DATES** Menu will appear. Refer to the EXPIRY Button section of the manual for how to use this menu.
- ☞ When everything has been set correctly, click on **OK** to accept the changes.

TEBBS - skip this section.

## Red-Range Test

In the Graphic Scheduler, pages can be tested from the schedule by Red-Ranging one or more pages and then clicking on the Test button. The pages are displayed just as if the schedule was running.



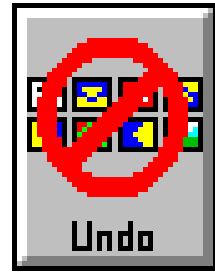
TEBBS - skip this section.

### Test Page(s)

- ☞ Right-mouse click on the page (or right-mouse click and drag for multiple pages) you want to test in the schedule. The page(s) will have a red square around it.
- ☞ Click on the **TEST** button. The page(s) is displayed just as if the schedule was running.

## **Red-Range Undo**

The Graphic Scheduler allows you to Undo the last thing done with the Red-Range buttons. The Red-Range buttons which can be undone are: Find/Replace, Cut, Copy, Paste, Delete, and Set Red-Range Detail.



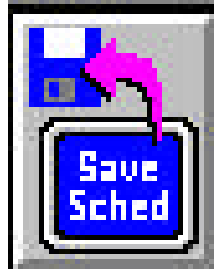
TEBBS - skip this section.

### **Undo Last Change**

- ☞ Click on the **UNDO** button. The last thing done with the Red-Range buttons is changed back to the way it was.

## Save Schedule

This feature allows you to save a schedule from the Graphic Scheduler.



TEBBS- skip this section.

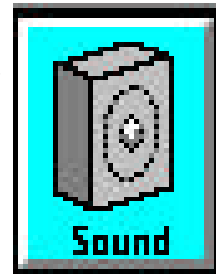
### **Saving a Schedule**

The following procedure will save a schedule in the Graphic Scheduler using the Menu Commands toolbox at the top of the Graphic Scheduler screen.

- ☞ Left mouse click once on the Save Sched Button at the top of the Menu Commands Toolbox.
- ☞ Select the directory you would like to save your text page in.
- ☞ Enter a name in the box labelled File name. and then click on **OK**.

## Sound

The Sound Button in the Graphic Scheduler is found in the Menu Toolbar toward the right hand side. (You may have to move the horizontal window scroll bar (located directly below the Command Toolbar) to the right in order to see the Sound Button). Provided that you have a sound card on your GRAC Creation or Display Only System, the Sound Button is used to insert a wave (extension .WAV) file (which contains sound), or a midi (extension .MID) file (which contains music) into the schedule. To use the Sound Button follow these steps.



TEBBS and TEC - skip this section.

### Using the Sound Button to Insert Sound

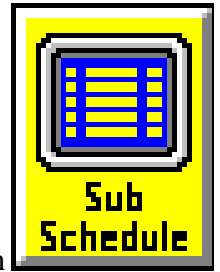
When inserting sound into the schedule you may have a specific location in the schedule in mind. To use the Sound Button to insert a sound in the schedule follow these steps.

- ☞ Locate the page that you want the sound to appear with.
- ☞ Left click on the page that you just found. The green cursor will appear around the page in the schedule.
- ☞ Left click on the **SOUND BUTTON**.
- ☞ Select the directory where the wave file that you want is located by double clicking on the directory that you want.
- ☞ Select the sound file that you want to insert into the schedule by left clicking on it once.
- ☞ Select **OK**.



## **Sub-Schedule Button**

In the Graphic Scheduler, you can enter an entire schedule as a single entry, into the schedule by using the sub-schedule button. A sub-schedule can make your schedule easier to read and modify. It can be used to group similar pages together.



TEBBS - skip this section.

### **Insert Sub-Schedule into Schedule**

- ☞ Click on the entry you want the sub-schedule to be inserted before. A green square cursor will surround the entry.
- ☞ Click on the yellow & blue **Sub-Schedule** button. A Select Schedule menu will appear.
- ☞ Choose the schedule you wish to use and click on **OK**. The sub-schedule thumbnail will be inserted in the schedule.
- ☞ To view and/or edit the sub-schedule put the cursor on the thumbnail and double-click with the left mouse button. The sub-schedule will now be all you see in the graphic scheduler. When you are finished and want to return to the main schedule, click on the **EXIT** button in the bottom right corner of the screen.

## Thumbnails (Make Thumbnails)

In the Graphic Scheduler, the thumbnails you see are automatically created for pages, but not for graphics. You can make thumbnails for the graphics in two ways.



### Make a Thumbnail for One Graphic

- ☞ Locate the graphic with the missing thumbnail in the Files window.
- ☞ Double click with the left mouse button where the thumbnail should appear. The graphic will display on the screen. At the same time a thumbnail will be made for it.
- ☞ Press any key or left mouse click anywhere to return to the Graphic Scheduler.

### Automatically Make Thumbnails for the Entire Directory

- ☞ Click on the **MediaPlay** logo in the top left corner of the Files Window. Four options appear.
- ☞ Click on **MAKE THUMBNAI**S. You will be prompted for confirmation to do this.
- ☞ Click on **OK**. The software will make thumbnails for every graphic that needs one. When finished, the Graphic Scheduler will reappear on the screen.

TEBBS - skip this section.

## Text Editor

You can bypass the main menu and go straight to the Text Editor in two different ways.



### Switching Between Text Editor and Graphic Scheduler

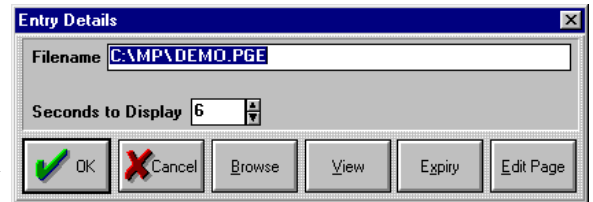
The following procedure will allow you to switch between the Text Editor and the Graphic Scheduler using the Menu Commands toolbox at the top of the Graphic Scheduler screen.

- ☞ To open the Text Editor screen from the Graphic scheduler go to the left side of the command toolbar, left click on the **TEXT EDITOR** button.
- ☞ To go back to the Graphic Scheduler left click on the **SCHEDULER** button which is in the same place as the Text Editor button in the command toolbar.

### Temporarily going to the Text Editor to Edit a Specific Page

The following procedure will allow you to go to the Text Editor to edit a specific page and then return to the Graphic Scheduler.

- ☞ Click on the **DETAIL BOX** of the page you want to edit. The Entry Details window will appear.
- ☞ Click on **EDIT PAGE** and you will be taken directly to the Text Editor and the Page will be loaded for you to edit.
- ☞ You may save, load and edit other pages in the Text Editor. When you want to exit the Text Editor, you must click on **SCHEDULER** which will return you to the Graphic Scheduler with the Entry Details window open.



TEBBS- skip this section.

## Time Loops

This feature allows you to set up parts of a schedule to only play at specific times of the day or on specific days and times. The time loops feature is repetitive and therefore a very useful scheduling tool. You can have multiple time loops in a schedule and the entry that is currently displaying when the time loop occurs will be cut off. There are two exceptions to this. The analog clock and animation sequences will not be cut off, but will complete and then begin the next time loop. **Note for GRAC Users using optional VCR control:** The only entry that will override a time loop is a VCR control entry where the schedule is paused for a specific period of time. If you are going to use VCR control and time loops together please see the VCR Control Guide in the Graphic Scheduler section of this manual for more information on using time loops for this specific case.



### The Way Time Loops Work

Before you use time loops some background information will make the use of time loops much easier to understand. The first thing to realize about time loops is that the time loops exist as attachments to existing or new entries in a schedule. Each time loop entry in the schedule is attached to the entry which follows it. In the Text Scheduler actually shows this easier than the Graphic Scheduler. In the Text Scheduler the time loop appears on the same line as the entry itself. For more information on time loops in the Text Scheduler please see the Text Scheduler Section dealing with time loops. Secondly, time loops are like parenthesis. The part of a schedule controlled by a time loop entry extends to the next time loop entry. For example, see the portion of a schedule below. The first time loop in the schedule controls start time of the SPACE.SCH schedule. This time loop also controls the end time of the ATEST.SCH schedule. The second time loop controls the end time of the SPACE.SCH schedule as well as the start time of the ATEST.SCH schedule.



### Using Time Loops

To set up time loops follow these steps. Note that the activation time for one time loop is a deactivation time for the previous time loop.

- ☞ Left click on the first page or entry in the schedule that you would like to have included in the time loop.
- ☞ Left click on the **TIME LOOP BUTTON** in the Commands Toolbar. This button is usually located at the right side of the toolbar. You may need to scroll the toolbar to the right in order to see the TIME LOOP button.
- ☞ Next left click on the details box of the TIME LOOP entry in the schedule.
- ☞ Next you have three options: every day, on a specific day of the week, or on a specific date. To select these options follow these steps.
  - ☞ To set the time loop to run on a specific day of the week, click on the selector next to the day of the week that you want to have the time loop run on.
  - ☞ If you want to activate the time loop on a specific date only, first click on the date selector.
    - ☞ Next, enter the date in the space provided. Note that the time loop can only be set for dates in the current month.

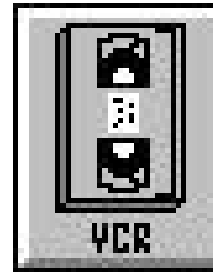
TEBBS - skip this section.

TEBBS - skip this section.

- ☞ If you want the time loop to run every day of the week, leave Disabled selected.
- ☞ Next set the activation time for the time loop.
  - ☞ First click on the Hour selector.
  - ☞ Set the hour (in 24 hour time) that you want the time loop to activate.
  - ☞ Next, click on the Minute selector.
  - ☞ Set the minute that you want the time loop to activate.
- ☞ Left click on the first entry that is to appear in the second time loop.
- ☞ Left click on the **TIME LOOP BUTTON**.
- ☞ Set the details for the second time loop as explained above.

## VCR Control

This feature allows you, in conjunction with an optional VCR controller interface, to control a VCR within a schedule using the Graphic Scheduler. For the AG5700 Panasonic VCR please see the Technical Reference Miscellaneous section on the AG5700.EXE program.



### Setting up VCR Control

Before you start trying to control the VCR you must load the VCR\_CVI1.EXE file.

This file interfaces between the COM port that the VCR controller interface is plugged into and the VCR. To insure that the VCR\_CVI1.EXE file loads every time that the computer is rebooted, add the file to the Startup program group as follows.

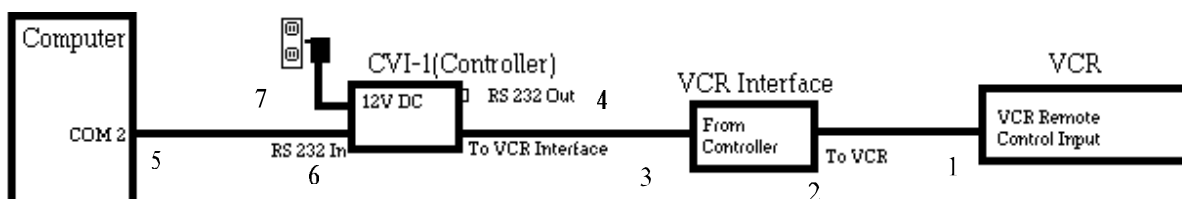
- ☞ Open the Startup program group in the Windows Program Manager.
- ☞ Click on **File** and **New**.
- ☞ Select **Program Item** and click on **OK**.
- ☞ For the Program Description type VCR Interface.
- ☞ For Command Line type the following (in bold characters): **C:\MP\VCR\_CVI1.EXE**.
- ☞ For Working Directory enter (in bold characters) **C:\MP**.
- ☞ Select **OK**.

The next step is to set the configuration for the port that the VCR interface is installed. The port usually is COM 2. As such, I will use COM 2 in my example.

- ☞ First open up the Main program group by double clicking on the Main program group icon..
- ☞ Double click on the Control Panel to open it up.
- ☞ Click on Ports.
- ☞ Click on COM 2 (or COM 1 if that is what you are using).
- ☞ Click on Settings.
- ☞ Change the settings to the following:
  - ☞ Baud rate should be 2400.
  - ☞ Parity should be Even.
  - ☞ Data bit should be 8.
  - ☞ Stop bit should be 1.
  - ☞ Flow control should be hardware.
- ☞ Click on **OK**.
- ☞ Reboot the computer to make the changes take effect.

The next step is to connect the VCR interface cable and the associated hardware. The following diagram shows how to connect the CVI 1 and VCR Interface to the computer and VCR.

- ☞ First connect the VCR interface cable to the VCR (#1 in the figure below). There will be two different ends on the cable. One end looks like a headphone jack or possibly a black square with a piece of tape to connect it to the remote control sensor. If the end plugs into the



TEBBS and Text Pro Sr.- skip this section.

VCR, connect it. If the end is to be taped onto the VCR, tape it to the front of the remote control sensor of the VCR.

- ☞ The other end will look like a phone cable end. This end plugs into the VCR Interface box (#2 in the figure).
- ☞ Next, connect the VCR Interface box to the CVI-1 (Controller) box. This cable looks like a phone cable at both ends. One end plugs into the VCR Interface box(#3 in the figure) and the other plugs into the CVI-1 (#4 in the figure).
- ☞ Next connect the CVI-1 unit to the computer. As stated above, the usual connection will be to COM 2. COM 2 is often a 25 pin male connector on the computer. If this is the case, connect a 25 pin to 9 pin serial connector adapter (which is usually included) to the COM 2 Serial port. Plug the 9 pin serial female cable adapter into the 25 pin to 9 pin serial adapter you just plugged into COM 2 (#5 in the figure).
- ☞ Plug one end of the second cable that has phone style connectors to the adapter described above. Plug the other end into the CVI-1 in the RS 232 IN port (#6 in the figure).
- ☞ Plug the power adapter into the wall outlet. Then plug the other end into the CVI-1 unit's 12V DC IN (#7 in the figure).
- ☞ Note the RS 232 Out on the CVI-1 unit. Unless you are using another CVI-1 in conjunction with this CVI-1 nothing should be connected to this outlet. This outlet is used to control multiple VCR's by adding another CVI-1 unit and VCR Interface. If you are planning on controlling multiple VCR's please call D.Co for assistance.

## Configuring the VCR\_CVI1.EXE Program

The next step is to configure the VCR\_CVI1.EXE program to make use of the changes that we made to the ports settings. To do this follow these steps.

- ☞ Turn on the computer.
- ☞ After the computer has started, if the computer is displaying pages, leave the schedule by pressing **ESC**.
- ☞ Windows 3.1x users need to minimize the Program Manager if it is not already minimized by clicking on the down arrow (↓) in the top right corner of the Program Manager window.
- ☞ Next click on the VCR\_CVI1 Tape Icon. A pop-up menu will appear.
- ☞ Click on Configuration.
- ☞ Click on the down arrow (↓) to at the end of the box which contains the current COM port. Most often this configuration is contain the word **disabled**.
- ☞ Select the COM port that you are using for the CVI 1. As discussed above, the COM port is usually COM 2.
- ☞ Click on **OK**.

## Testing the CVI-1

At this point, the hardware and software should be configured properly and the VCR CVI-1 should be ready for testing. To test the CVI-1 follow these steps.

- ☞ Click on the VCR\_CVI1.EXE Tape Icon and then click on VCR MENU.
- ☞ Make sure you have a tape in your VCR and it is turned on and then click on PLAY. The VCR should start to play. If the VCR does not start to play re-check your cable connections and configuration settings and try again.
- ☞ If you click on STOP, it should stop. If the tape does not stop re-check your connections.

TEBBS and Text Pro Sr.- skip this section.

Note: Not all of the commands may be supported by your VCR, so if EJECT or OFF or some other commands do not work, do not be alarmed. If the standard ones, such as STOP and PLAY work, then your equipment is working. If none of the commands work, then review the sections above and recheck all connections.

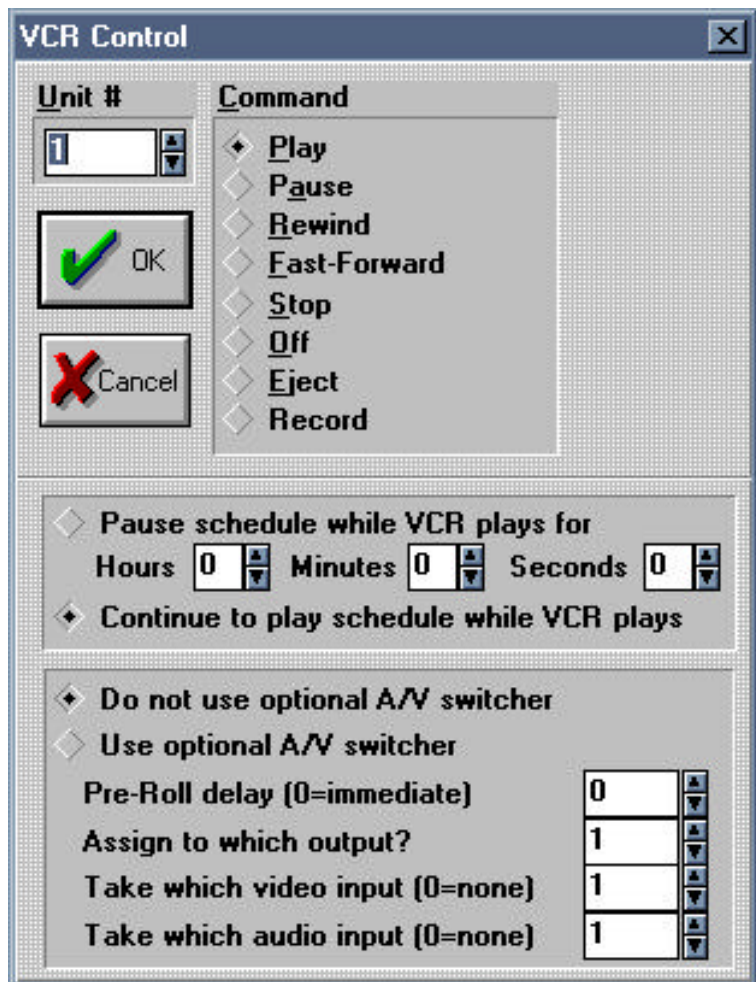
If the VCR commands do not work and you have double checked all of the settings and cables, call D.Co for further assistance.

### Setting Up VCR Control in the Schedule

The next step is to set up the VCR control within the schedule. In this example Play, Stop and Rewind for unit #1 will all be covered. In the graphic scheduler this is accomplished as follows.

Note: Please note that for most applications the optional AV switcher is not used.

- ☞ First locate the page that you would like the VCR control to occur after.
- ☞ Left click on the page that precedes the desired VCR control.
- ☞ Left click on the VCR icon in the Menu Toolbar to insert the VCR control into the schedule.
- ☞ Click on the Detail Button located on the VCR Tape Icon in the schedule. The button is located at the top left corner of the VCR Tape Icon in the schedule as shown at left. A VCR Control Menu will appear.
- ☞ An example of the VCR Control menu appears at left. The play command is probably already selected on your system.
- ☞ Next you should click on the **Pause schedule while VCR plays for** selector.
- ☞ Next left click on the Hours box.
- ☞ Click on the up arrow (↑) to increase the number of hours that the VCR will play for. If needed, left click on the down arrow (↓) to decrease the number of hours. You can also type in the number of hours that the VCR should play for.
- ☞ Left click on the Minutes Box.
- ☞ Left click on the up arrow (↑) to increase the number of minutes that the VCR will play for. If needed, left click on the down arrow (↓) to decrease the minutes to play or type in the number of minutes.
- ☞ Next, left click on the Seconds





TEBBS and Text Pro Sr.- skip this section.

Box.

- ☞ Left click the up arrow (↑) to increase the seconds that the VCR will play for. If needed, left click on the down arrow (↓) to decrease the number of seconds.
- ☞ Click on **OK**.
- ☞ Next left click on the VCR icon in the Menu Toolbar to insert another VCR control into the schedule.
- ☞ Click on the Detail Button on the second VCR Tape Icon in the schedule (the one that has **Play: Sched Cont.**). The VCR Control dialogue box will appear.
- ☞ Next left click on the **Stop** selector in the dialogue box.
- ☞ Make sure that the **Continue to play Schedule** selector is marked.
- ☞ Left click on **OK**.
- ☞ Notice that the words **Play: Schedule Cont.** now changes to read **Stop**.
- ☞ Insert a third VCR command by left clicking on the VCR icon in the Menu Toolbar
- ☞ Click on the Detail Button on the third VCR Tape Icon in the schedule (The one that has **Play: Sched Cont.**). The VCR Control menu will appear.
- ☞ Next left click on the **Rewind** selector in the control menu.
- ☞ Click on **OK**.
- ☞ Make sure that the **Continue to play Schedule** selector is marked.
- ☞ Left click on **OK**.
- ☞ Notice that the words **Play: Schedule Cont.** now changes to read **Rewind**.



Your VCR entries should look like this when you are finished.

### VCR Control and Time Loops

Using VCR Control and Time Loops together can create problems if the timing is not exact. If the Time Loop expires before the stop and rewind occur, the VCR will not stop and allow the rest of the schedule to play. If the Time Loop expires too long after the rewind command, the loop will restart and the tape will start to play again. In order to prevent these problems, we have a suggestion.

- ☞ First, create a schedule that includes any pages that you want to display after the VCR stops.
- ☞ Save this schedule with a unique filename. An example may be **PAGES.SCH**.
- ☞ Next, create a schedule with your VCR Control entries as described above.
- ☞ After the VCR Control entries schedule a sub-schedule.
  - ☞ To do this Click on the Sub Schedule Button in the Command Toolbar.
  - ☞ A screen will appear prompting you to select a schedule.
  - ☞ Select **PAGES.SCH** and click on **OK**.
- ☞ Now left click on the first VCR Control Entry. It should have the words **Play Sched Paused** at the bottom.
- ☞ Now click on the **Time Loop Button** in the Command Toolbar.
- ☞ Click on the Details button of the Time Loop entry in the schedule. Set the Day of the week or Date that the Time Loop is to take effect for.
- ☞ Set the Hours for the Time Loop in military time (example: 20 is 8:00 pm).

TEBBS and Text Pro Sr.- skip this section.

- ☞ Set the number of minutes that you want the time loop to start at. Zero minutes or 30 is the most common.
- ☞ Click on **OK**.
- ☞ Next click on the blank space following the sub-schedule.
- ☞ Now click on the **Time Loop Button** in the Command Toolbar.
- ☞ Click on the Details button of the Time Loop entry in the schedule. Set the Day of the week or Date that the Time Loop is to take effect for.
- ☞ Set the Hours for the Time Loop in military time (example: 20 is 8:00 pm).
- ☞ Set the number of minutes that you want the time loop to end at. If you want the tape to play for 1 hour exactly, then you must set the closing time loop for a bit of extra time. I would recommend setting the time loop for about an extra 3 minutes.
- ☞ Click on **OK**.
- ☞ After this Time Loop schedule the same sub-schedule as before.
- ☞ Save this schedule as **SCHEDULE.SCH**.

When all these steps are completed your schedule should look like this.

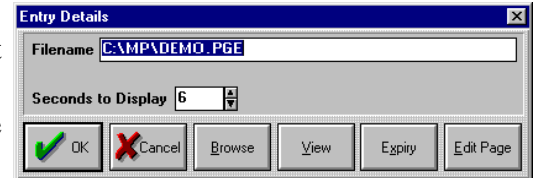


## View Page from Graphic Scheduler

While in the Graphic Scheduler, you can view entries in the schedule by double clicking on them.

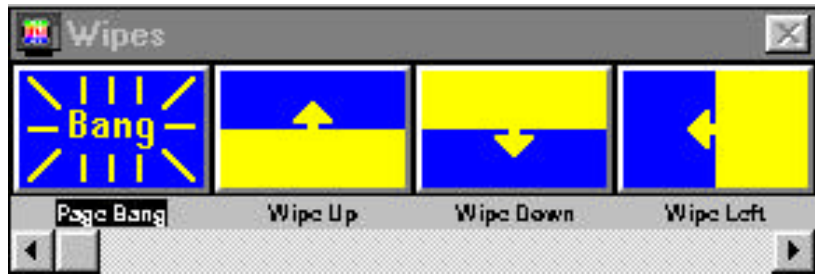
TEBBS- skip this section.

- ☞ Once your in the Graphic Scheduler, double click on the page that you want to view, this will display the full page.
- ☞ To exit back into the Graphic Scheduler press any key or click the left mouse button.
- ☞ You may also view a page by left clicking on the details button which is located in the upper left corner of each entry and marked with a + sign. This will bring up the the Entry Details window then select view, allowing you to view the page.
- ☞ To exit simply press any key or click the left mouse button.
- ☞ To view a page in the TEBBS system see the Text Scheduler section.



## Wipes Window

The wipes window is used to insert wipes into a schedule. It also shows you all the wipes that are available. The wipes window is also used to set the default wipe speed. **Note:** Some wipes will only work for 256 color configurations.



## Available Wipes

All available wipes are listed below.

TEBBS - skip this section.

Page Bang - A very fast wipe that is appears if no wipe is used.

Wipe Up - A transition where beginning at the bottom, the current page is replaced with the following page in a continuous transition down the page.

Wipe Down - A transition where beginning at the top, the current page is replaced with the following page in a continuous transition down the page.

Wipe Left - A transition where starting at the right side, the current page is replaced with the following page in a continuous transition down the page.

Wipe Right - A transition where starting at the left side, the current page is replaced with the following page in a continuous transition down the page.

Wipe Horizontal In - Starting at the left and right sides the current page is replaced in a transition towards the middle.

Wipe Horizontal Out - Starting in the middle moving to the left and right sides, the current page is replaced with the following page.

Wipe Vertical In - Starting at the top and bottom the current page is replaced in a transition towards the middle.

Wipe Vertical Out - Starting at the middle moving to the top and bottom, the current page is replaced by the new page.

Fade Out (256 Color mode only) - The current page fades out and the new page appears.

Fade In (256 Color mode only) - The current page disappears and the new page fades in. **Note:** If you use a pure white text or background color it will appear immediately.

Squares In / Out - Starting from the center a pattern of boxes clears the current page and brings in the new page.

Flicker (256 Color mode only) - The current page flickers with the new page in the background and the new page stays at the end of the wipe.

Blind Up - Simulates venetian blinds with the current page on one side and the new page on the other side. The blinds are then turned upwards revealing the new page.

Blind Down - Simulates venetian blinds with the current page on one side and the new page on the other side. The blinds are then turned downwards revealing the new page.

Blind Left - Simulates vertical blinds with the current page on one side and the new page on the other. The blinds are then turned to the left to reveal the new page.

Blind Right - Simulates vertical blinds with the current page on one side and the new page on the other. The blinds are then turned to the left to reveal the new page.

Large Square Random - Large blocks of the current page disappear and are replaced by the new page. The boxes disappear in a random pattern.

TEBBS - skip this section.

Large Square In - Multiple large squares erase the current page in a concentric pattern inwards revealing the new page at the same time.

Large Square Out - Multiple large squares erase the current page in a concentric pattern outwards revealing the new page at the same time.

Small Square Random - Small blocks of the current page disappear and are replaced by the new page. The boxes disappear in a random pattern.

Small Square In - Multiple small squares erase the current page in a concentric pattern inwards revealing the new page at the same time.

Small Square Out - Multiple small squares erase the current page in a concentric pattern outwards revealing the new page at the same time.

**Note:** For pixel wipes, the speed of the wipe dictates the size of the pixels used to wipe. The faster the wipe the larger the pixels used.

Pixel Left - Starting at the right side of the page the current page is replaced one pixel at a time with the new page.

Pixel Right - Starting at the left side of the page the current page is replaced one pixel at a time with the new page.

Pixel Up - Starting at the bottom of the page the current page is replaced one pixel at a time with the new page.

Pixel Down - Starting at the top of the page the current page is replaced one pixel at a time with the new page.

Pixel Horizontal In - Starting at the left and right sides of the page the current page is replaced one pixel at a time with the new page.

Pixel Horizontal Out - Starting in the middle of the page the current page is replaced, one pixel at a time, horizontally with the new page.

Pixel Vertical In - Starting at the top and bottom of the page the current page is replaced one pixel at a time, with the new page.

Pixel Vertical Out - Starting in the middle of the page the current page is replaced, one pixel at a time, vertically with the new page.

Pixel Window In - The page is subdivided into quadrants and the current page disappears starting at the edges of these quadrants to the center of each quadrant, one pixel at a time.

Pixel Window Out - - The page is subdivided into quadrants and the current page disappears starting at the center of each quadrant to the edges of each quadrant, one pixel at a time.

Pixel Box In - Starting at all four edges of the page and moving to center of the page, the current page is replaced with the new page.

Pixel Box Out - Starting at the centre of the page moving to the edges of the page, the current page is replaced with the new page one pixel at a time.

Pixel Random - In a random pattern pixels of the current page are replaced with the new page until the new page is fully displayed.

Random - Any of the available wipes will be selected in a random fashion.

## Viewing a Wipe

To view a wipe, just follow these steps.

- ☞ Pick the wipe that you would like to view. You may need to use the scroll bar to find the wipe that you want to view.
- ☞ Double click using the left mouse button on the wipe that you want to view. The wipe will run going from blue as a start color to yellow as an end color.

TEBBS - skip this section.

## Inserting a Wipe

To insert a wipe follow these steps.

- ☞ Pick the place in the schedule that you want to insert the wipe by left clicking on the page that will follow the wipe. A green cursor will appear around the page.
- ☞ Find the wipe that you want to use. You may have to use the scroll bar at the bottom of the window to get the wipe that you want to appear in the wipes window.
- ☞ Right click once on the wipe that you want. The wipe will now be inserted into the schedule.