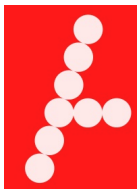


PlutoManager 5.1
User Manual
2017 V. 0.1



ADTRONICS

#108 - 7311 Vantage Way
Delta, B.C.
Canada
V4G 1C9
www.adtronics.net

Phone 604.940.8696
1.877.713.1896
Fax 604.940.8697
E-mail sales@adtronics.net
mark@adtronics.net

Adtronics
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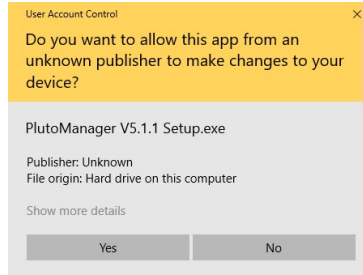
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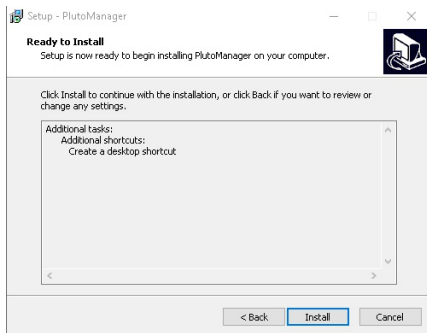
1. Installation

To install PlutoManager

- a. Double-click on the zip file and extract it.
- b. Double-click on the Setup file.
- b. If the User Account Control window appears, click **Yes**.



- c. Follow the steps in the PlutoManager Setup window.



2. Setup and Configuration Overview

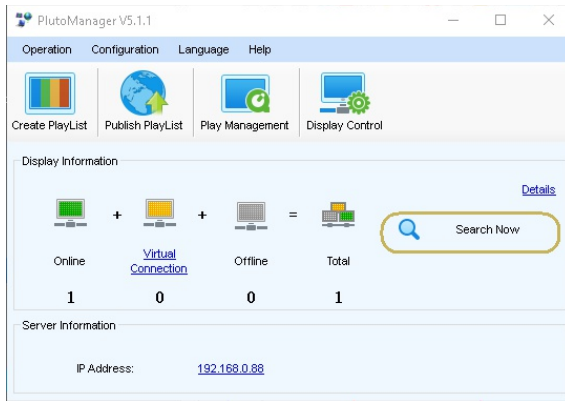
2.1 Edit Mode Configuration

When PlutoManager starts it will show an Edit Mode Configuration window. Select **Billboard**; this can always be changed later in the **Configuration > Edit Mode Configuration**. If you do not want to see the window again, check **do not show**.



2.2 Main Window

Once PlutoManager starts, its main window will appear:

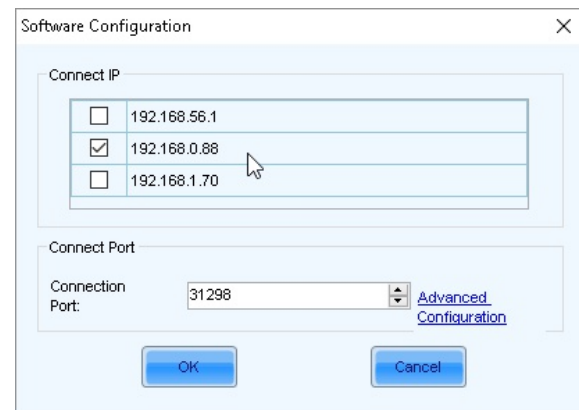


You will mainly be using the **Create Playlist** button.

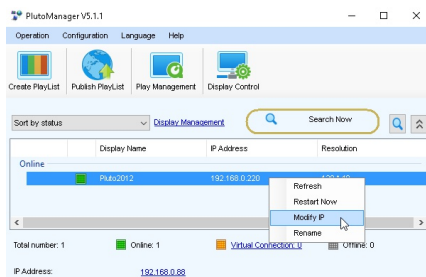
2.3 IP Address

The default IP address of the sign is 192.168.0.220. You must assign a static IP on the same subnet to your computer before you can communicate with the sign.

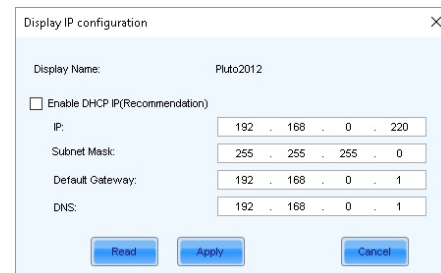
Here the IP of the computer is 192.168.0.88. To communicate with the sign you must ensure that only the IP on the same subnet, and connected to the sign, is listed. If not, then click **Configuration > Software Configuration**; in the window that appears, uncheck IPs outside the same subnet, and click OK.



To change the controller IP, right-click on the controller and select **Modify IP**.



Enter the IP you want to change the controller to. Note: you must enter a Default Gateway and DNS.



3. Play Program Window Overview

3.1 Billboard Mode

In the main window click Create Playlist and the windows below will appear.

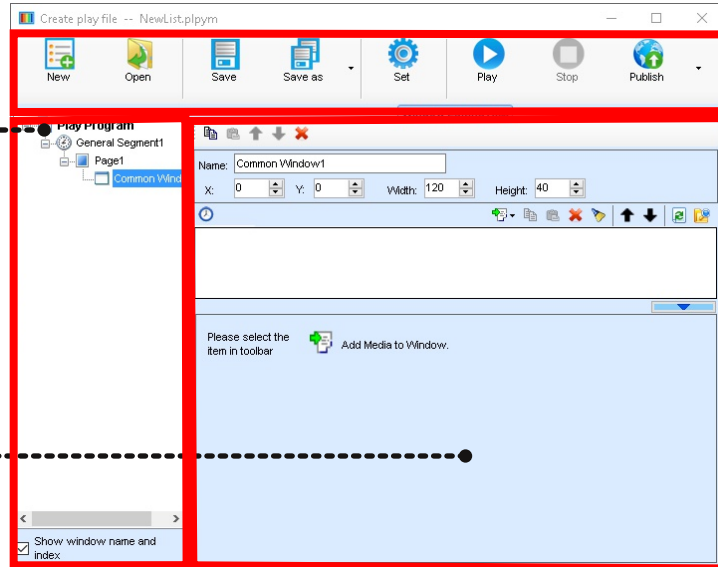
Preview window - shows how your text and graphics will appear on your sign.



Menu Bar - allows you to add text and graphics.

File Tree pane - shows how your programs, windows, and media are organized. The hierarchy is as follows: Play Program, Segment, Pages, and Windows. A window will contain one or more media files.

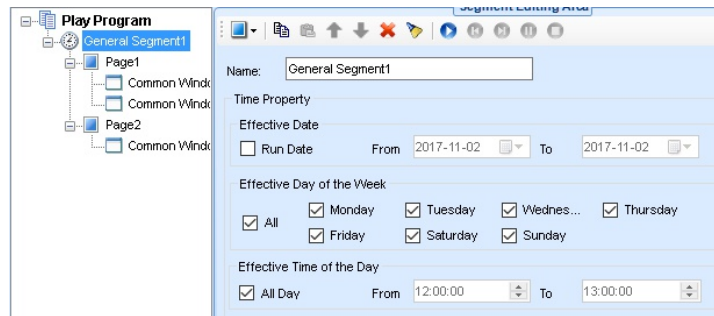
Settings pane - shows the media files - graphics or text - you have added. Change the settings for each file here.



4. Segments

4.1 General or Common Segments

A segment contains pages and windows. You can adjust the Run Date, although the defaults of 'all day' and 'every day' should be suitable for most. For simplicity, and in most cases, you will only need one General Segment.

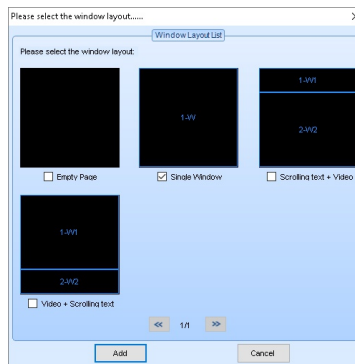


5. Adding Pages and Windows

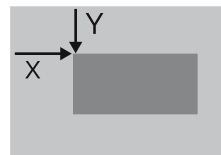
A Page represents the LED screen, and will contain one or more windows. The program requires that you have at least one page. If no pages are present, click and highlight **General Segment**, then click the **Add Page** button and then **Common Page**.



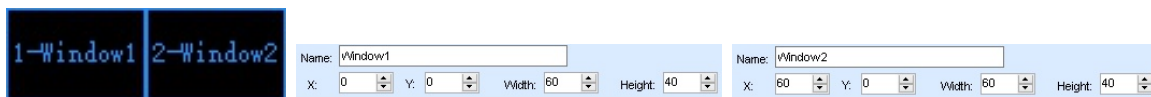
A **Window Layout List** window will appear. The Single Window option is selected by default. Click **Add**. Depending on which option you select, the page will come with zero, one or two windows. The layout can always be changed later.



Every window has a size and position pane. (0,0) This lets you set the size of a window and its position within your LED screen. The origin (0,0) starts in the upper-left hand corner. See the images below.



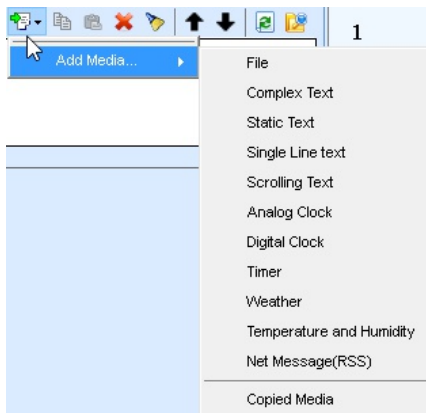
(Width,Height)



The software will play through one page at a time. So everything in the top page will be played first before moving onto the next page, which sits lower in the file tree.

Next, click **Add Media** and choose from one of ten different window types.

Each window type is briefly described below:



File - text, images or videos

Complex Text - create rich text files.

Static Text - basic text

Single Line Text - one line text

Scrolling Text - text can move in four directions

Analog Clock - can display date

Digital Clock - can display date

Timer - count up or down timer

Weather - forecast for Chinese and US cities

Temp. & Humidity - displays temp. and humidity from sensor

Net Message (RSS) - displays RSS feeds

6. Text

6.1 Complex Text

This feature is similar to a Word Processor in that you can make changes to a single character in a text, and saves files in a rich text format. Add this feature by clicking the **Add Media** button > **Add Media** > **Complex Text**.



A text editor window will appear. You can modify the text with the options below:

Add text from an rtf, txt, doc or docx file by clicking on the open folder icon.

Change font colour

Change background colour



Set text justification to the left, centre, or right.

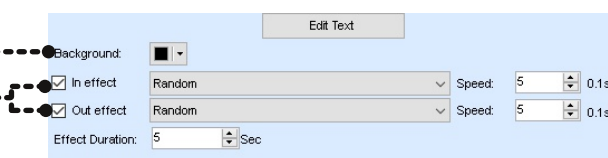
Change font type and size

Type text in this area.

The property pane will allow you to set the background, the timing of transitions, and the display duration.

Change background colour of text

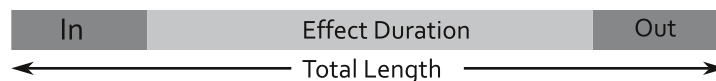
Entry and Exit transitions



Click Edit Text to make changes to your text.

Note: The effects speed is in a tenth of a second.

The total length is the sum of the in and out effects and the effect duration.

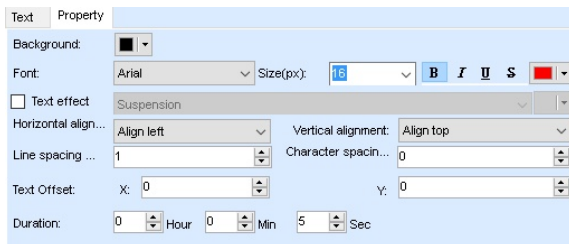


6.2 Static Text

Static Text allows for some customization, but the changes apply to the entire text.

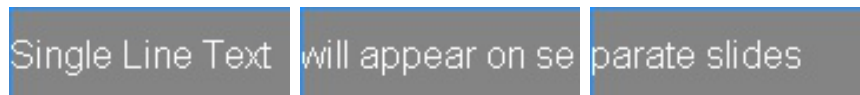
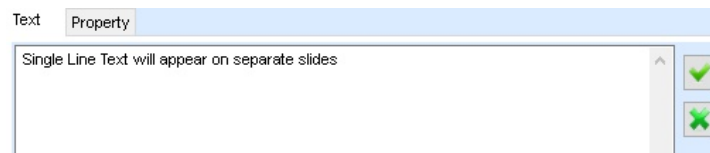
The **Property** pane allows you to set make certain changes to the whole text, as well as set how long the text stays on screen.

There are no in and out effects for this option.



6.3 Single-Line Text

Single-Row Text takes the text, however long, and displays as much as can fit on one slide until the entire text has been shown. Enter your text in the Text tab, and it will be displayed as shown below.

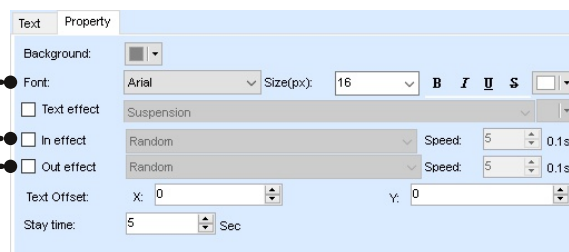


The property pane will allow you to set the background, the timing of transitions, and the display duration.

Change font type and size.

In Effect timing

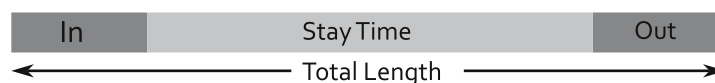
Out Effect timing



Change text colour

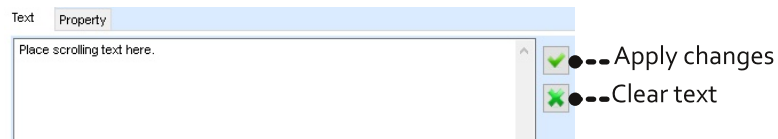
Note: The effects speed is in a tenth of a second.

The total length is the sum of the in and out effects and the effect duration.

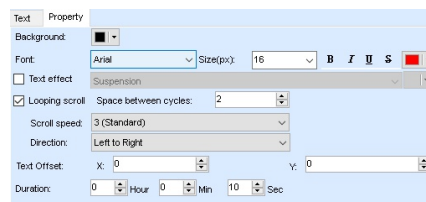


6.4 Scrolling Text

You can add scrolling text to a common window. Click the **Text** tab and start writing your text.



The **Property** tab allows you to change the text, scroll speed and direction.



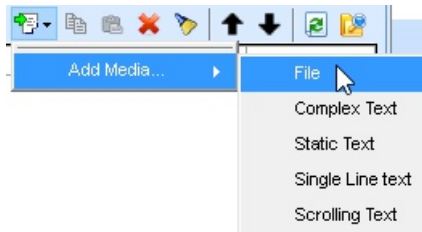
If the text restarts before all of it can be shown, increase the **Duration**.

7. Add File (Images/Videos)

To add an image, video (or even text):

1. Click the **Add Media** icon, then **Add Media...**

2. Click **File**.



After adding an image you will have the properties pane shown below:

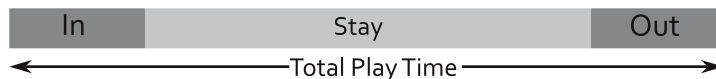
Entry and Exit transitions

A screenshot of the properties pane for an image. It includes fields for 'Directory', 'Background' (a color swatch), and 'Background m...'. Below these are checkboxes for 'In effect' and 'Out effect', each with a 'Random' dropdown and a 'Speed' field set to '10' with a '0.1s' unit. There is also a 'Scale' dropdown set to 'Fill' and a 'Stay' field set to '5' with a 'Sec' unit. At the bottom, there is an 'Overlay text' checkbox and an 'Edit Text' button. A dashed line points from the text 'Entry and Exit transitions' to the 'In effect' and 'Out effect' checkboxes.

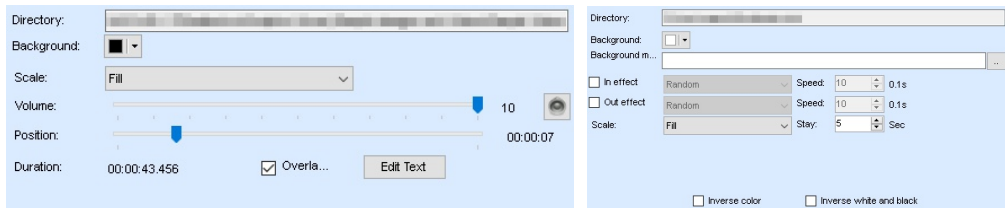
The speed is the duration in tenths of a second.

You can place text on top of the image with the **Overlay Text** option.

The total play duration is the sum of the in and out effects, and the stay time.



The video properties pane is shown below. If you add text, its properties pane is very similar to the image properties pane.



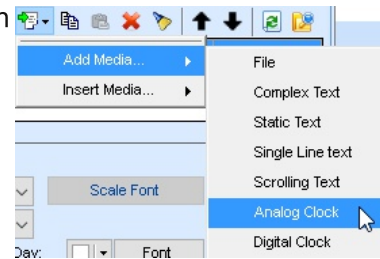
You can add text to images or video with the **Overlay Text** option. Selecting this option will bring up an **Edit Text** window.

A screenshot of the 'Edit Text' window. It has a 'Font' dropdown set to 'Arial' and a 'Size' dropdown set to '16'. There are checkboxes for 'Text effect' and 'Superscript'. Below these are alignment icons. A large text area contains the text 'Overlay Text'. To the right of the text area are two buttons: a green checkmark button and a green 'X' button. At the bottom, there is a 'Character count' field showing '12 / 700' and an 'Exit' button. A dashed line points from the text 'Apply changes' to the green checkmark button. Another dashed line points from the text 'Clear text' to the green 'X' button.

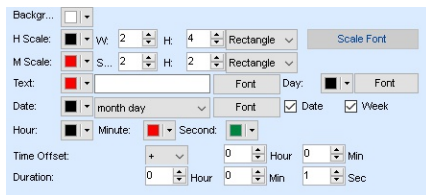
Two small image thumbnails. The top one shows a landscape with the text 'Overlay Text' in white. The bottom one shows a similar landscape with the text 'Overlay Text' in a different color and position.

8. Clocks

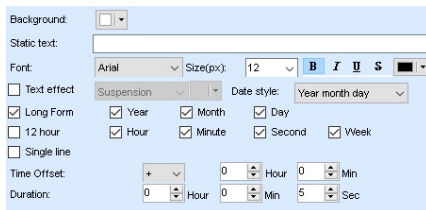
You can display an analog or digital clock on your sign. Click **Add Media > Add Media > Analog Clock** or **Digital Clock**.



The Analog Clock properties pane allows you to change the hour and minute scale, and colour. Also, the colour of the hour, minute, and second hands can be changed. The Date and Week can also be displayed. In the H Scale pulldown menu you can select rectangle, round or number.



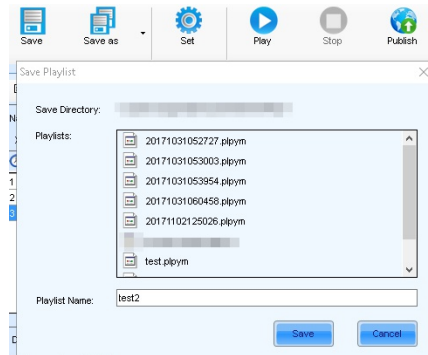
The Digital Clock properties pane allows you to display the year, month, and day, and day of the week in addition to the time.



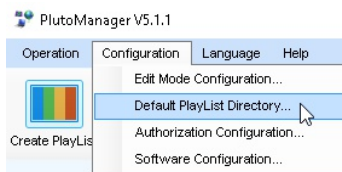
9. Saving

When you click Save or Save As, your file will be saved in the default folder:

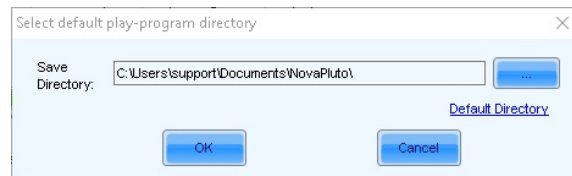
C:\Users\username\Documents\NovaPluto folder.



This can be changed in PlutoManager, as shown below:



Click **Configuration**, then
Default PlayList Directory

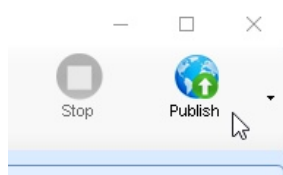


You can browse for another default directory.

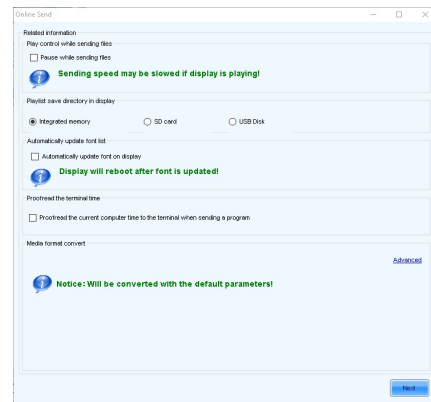
In the billboard mode, the files are saved with a .plpym file extension. These files are stored in a PM-Playlist\Playlist folder.

10. Programming The LED Sign

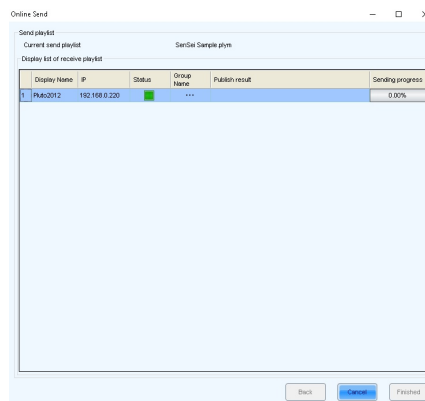
To send a program to your sign:



1. Click Publish



2. In this window you can just click **Next**.



3. In this window the progress bar will progress, and will automatically close in five seconds.