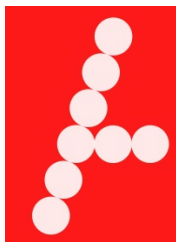


**XMPlayer 3.1.56**  
**User Manual**  
**2015 V. 1.2**



**ADTRONICS**

#108 - 7311 Vantage Way  
Delta, B.C.  
Canada  
V4G 1C9  
[www.adtronics.net](http://www.adtronics.net)

**Phone** 604.940.8696  
1.877.713.1896  
**Fax** 604.940.8697  
**E-mail** [sales@adtronics.net](mailto:sales@adtronics.net)  
[mark@adtronics.net](mailto:mark@adtronics.net)

Adtronics  
Copyright © 2015

All rights reserved. No part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher, except in the case of brief quotations embodied in critical reviews and certain other noncommercial uses permitted by copyright law. For permission requests, write to the publisher.

Printed in Canada

# Table Of Contents

1. Installation	1
2. Setup and Configuration	1
3. Program Window Overview	3
4. Adding Text, Image, and Video	4
5. Text	5
5.1 Simple Text Or Scrolling Text	5
5.2 Scrolling Text	6
5.3 Text	6
6. Image/Video	7
7. Transitions	8
8. Combining Text, Image, and Video	9
9. Saving	11
10. Setting The Time	11
11. Scheduling	12
12. Sensor Data: Temperature, Brightness, Humidity, Illuminance	13
13. Programming the LED Sign	14
14. Previewing	16

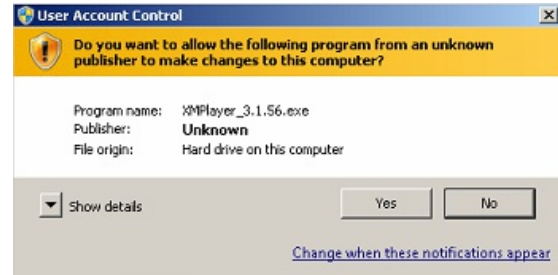
# 1. Installation

To install XMPlayer:

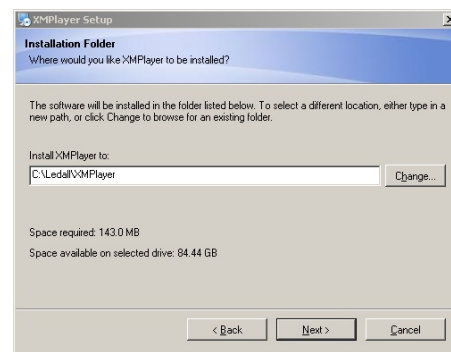
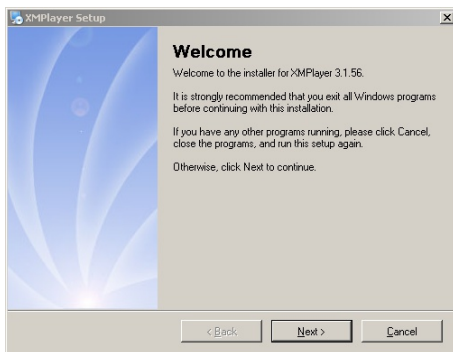
a. Double click on the executable file.



b. If the User Account Control window appears, click **Yes**.



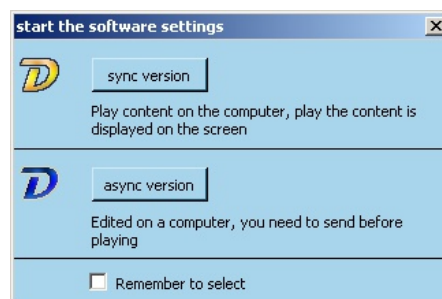
c. Follow the steps in the XMPlayer Setup window.



## 2. Setup and Configuration

### 2.1 Version

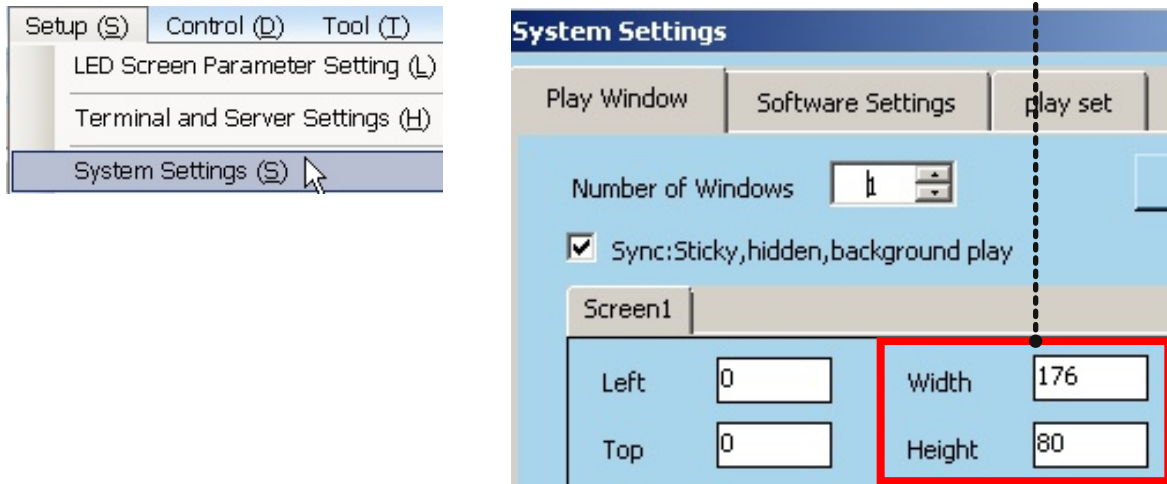
When XMPlayer starts it will ask you to select either the sync version or the async version. Select the **async** version. You may also check the **Remember to select** checkbox so that this window does not reappear each time you load the program.



## 2.2 Sign Size

Once the XMPlayer 3.1 editor and preview window appear:

- b. Click **Setup** then **System Settings**. Enter the width and height of your screen. ●-----

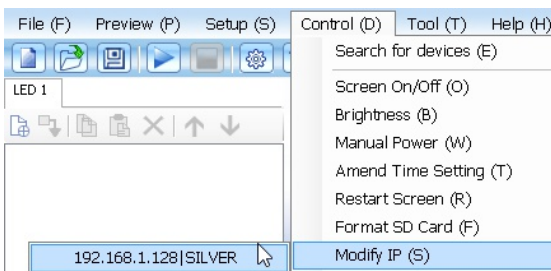


If you have a double-faced sign, your sign width may be twice the length of one face. This allows you to have different messages on each face.

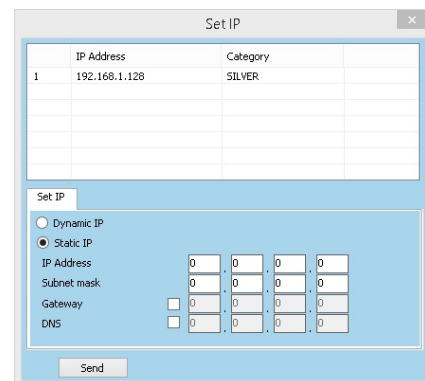
## 2.3 IP Address

The default IP address of the sign is 192.168.1.128. You can change its IP address to ensure compatibility with your network.

- a. Select **Control** and then **Modify IP**



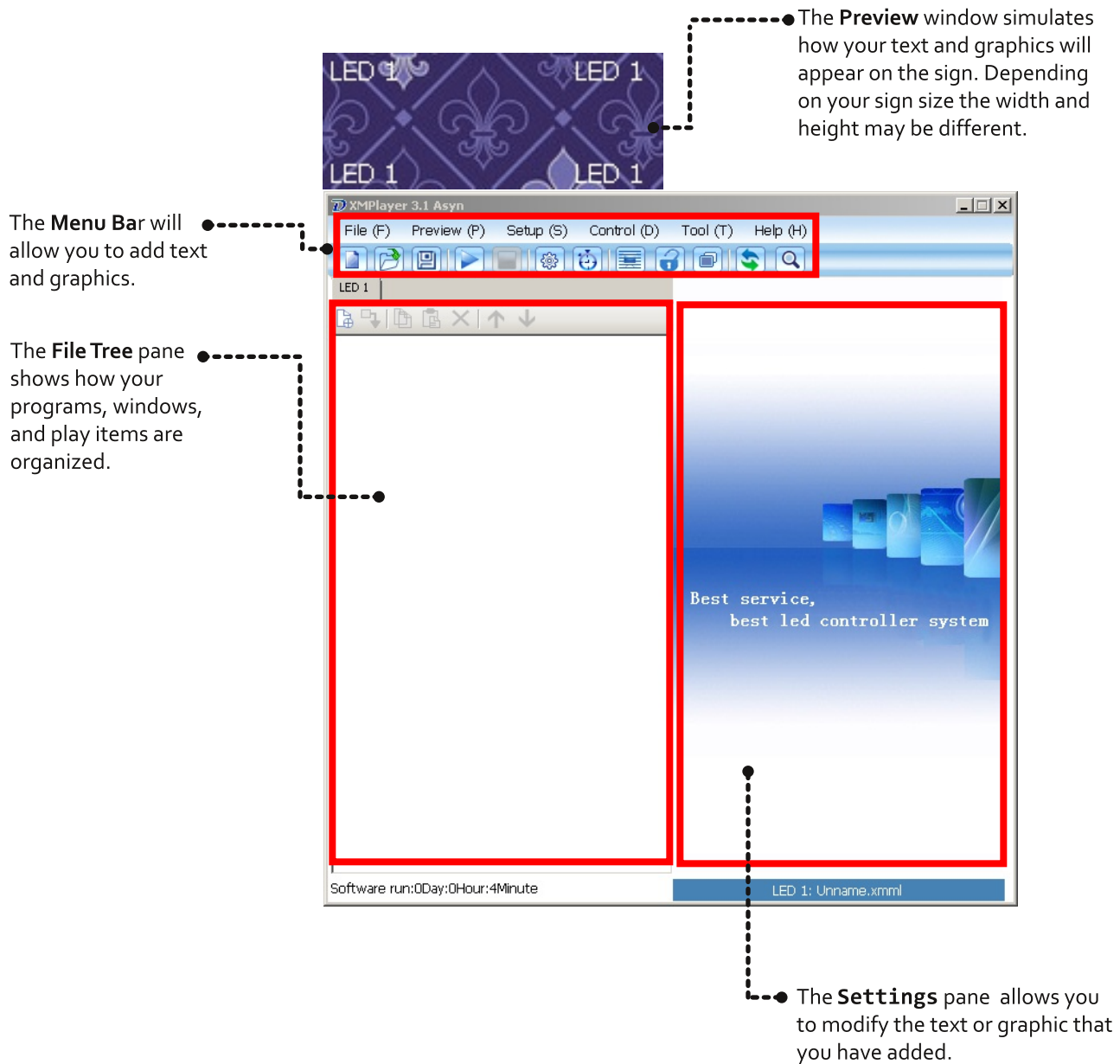
- b. Select **Static IP**, enter the new IP and Subnet mask, and then click **Send**.



You will need to wait for the controller to restart before being able to detect the sign controller again.

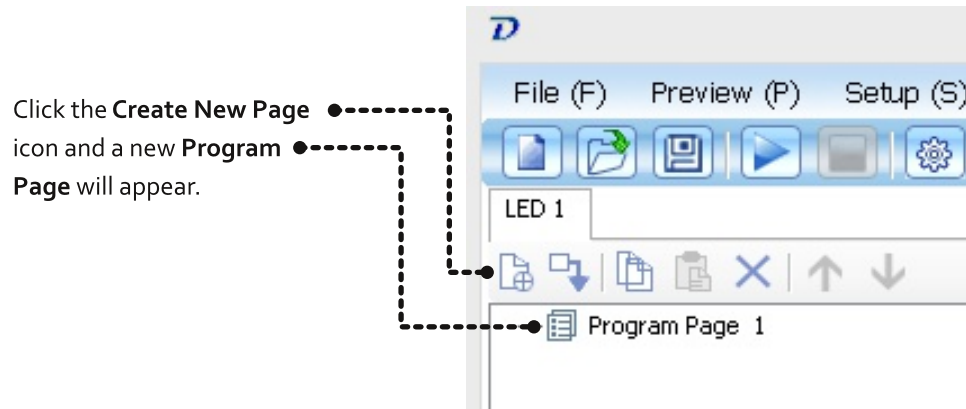
### 3. Program Window Overview

When you start the program, the window below will appear.

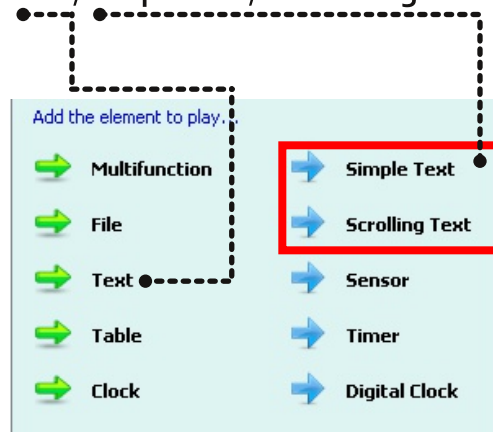


## 4. Adding Text, Image, and Video

To add text, image, video, or any other feature you must have at least one page present and selected. Click the **Create New Page** icon and a new Program Page will appear.



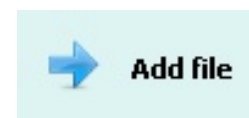
To add text, you can select either **Text**, **Simple Text**, or **Scrolling Text**.



When you click on **Text**, you have the option of either **New Text** or **Add Text**.



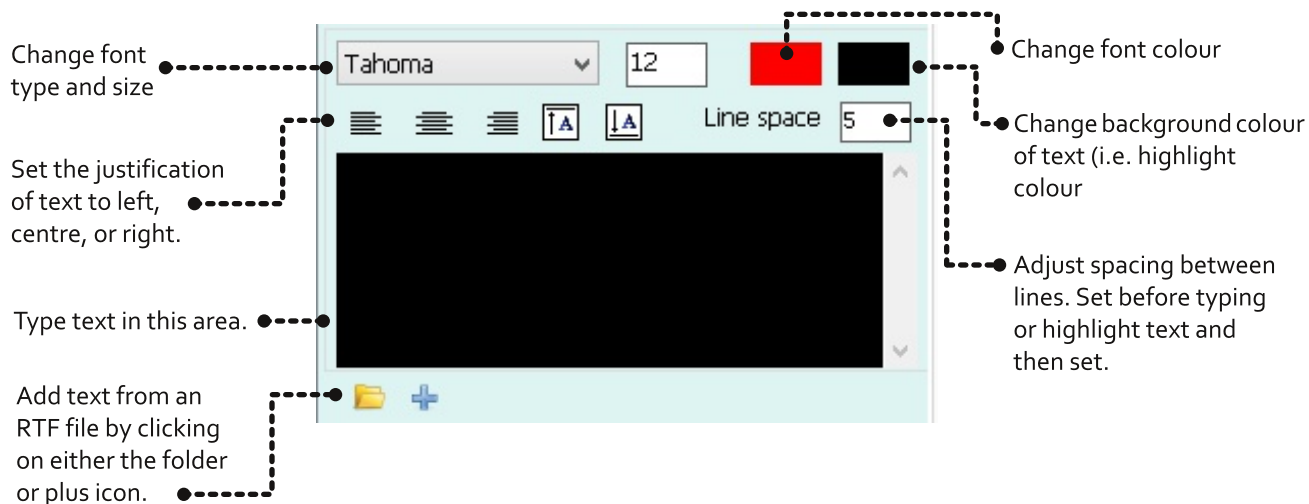
To add an image or video, click **File**. Then click **Add File**. A new window will appear allowing you to select your file. Choose your file and click **Open**.



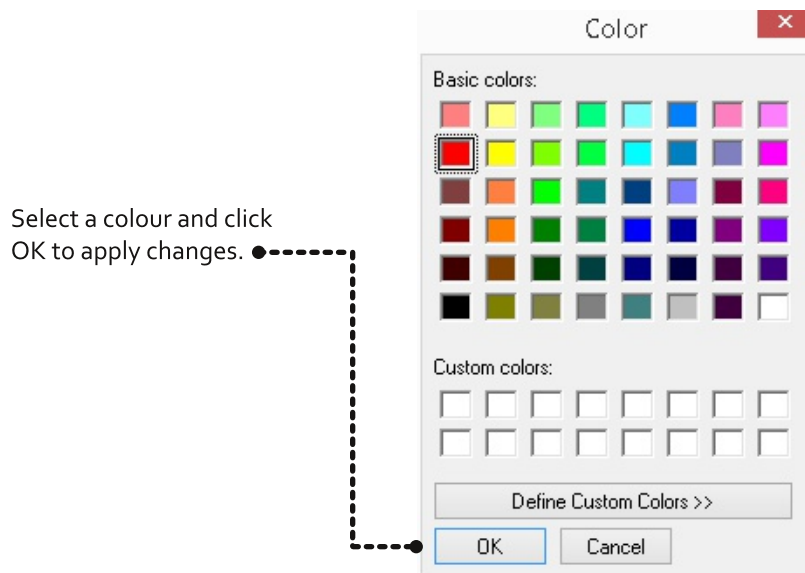
## 5. Text

### 5.1 Simple Text Or Scrolling Text

After adding Simple Text or Scrolling Text, you will be able to add and edit your text.



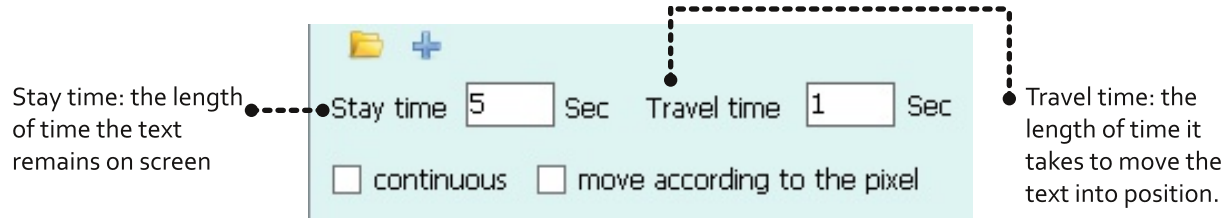
When you change the font or background colour, the following window appears:





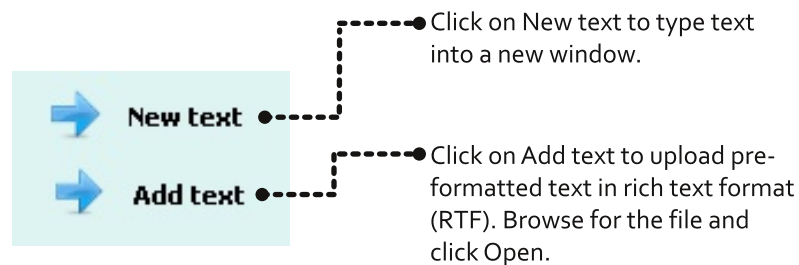
## 5.2 Scrolling Text

Adjust the **Stay Time** and **Travel Time** to produce the movement desired.

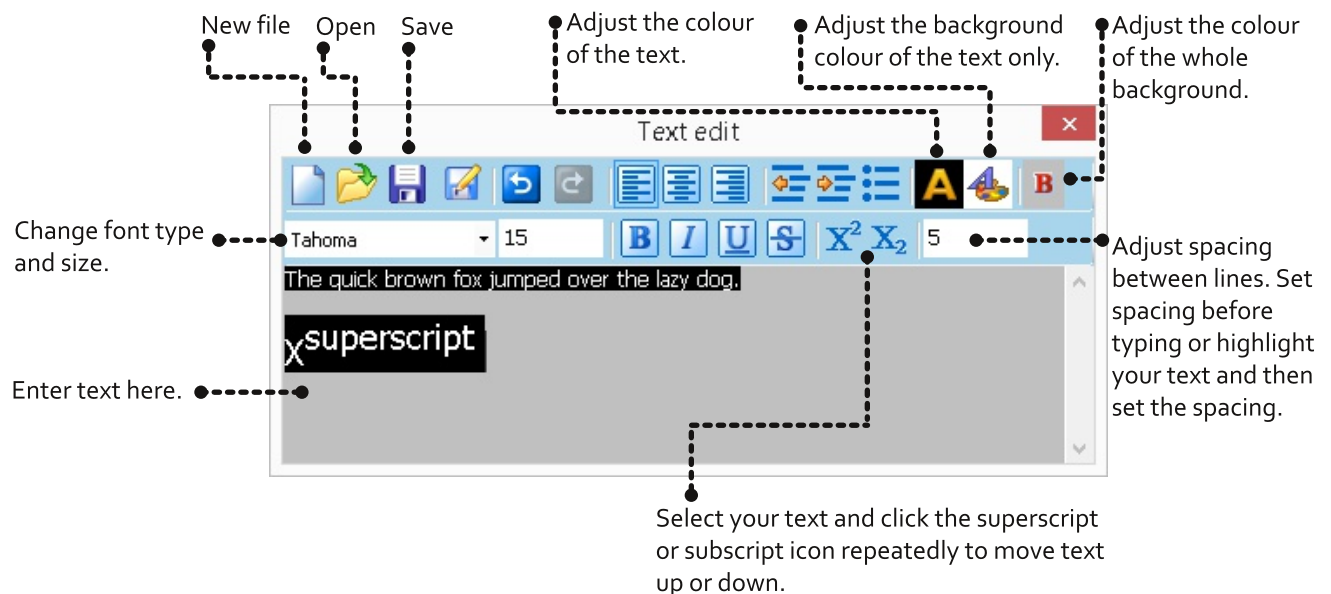


## 5.3 Text

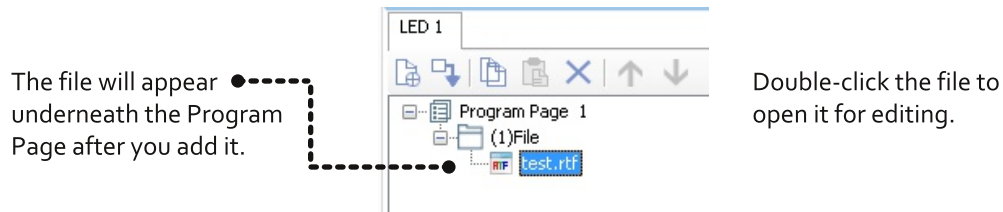
After selecting **Text**, you can add **New text** or **Add text**. Choosing **New text** will still allow you to add text via a file, and selecting **Add text** will still allow you to edit the text you have added.



If you clicked **New text**, then the window below will appear. You can adjust the text using the options described below.

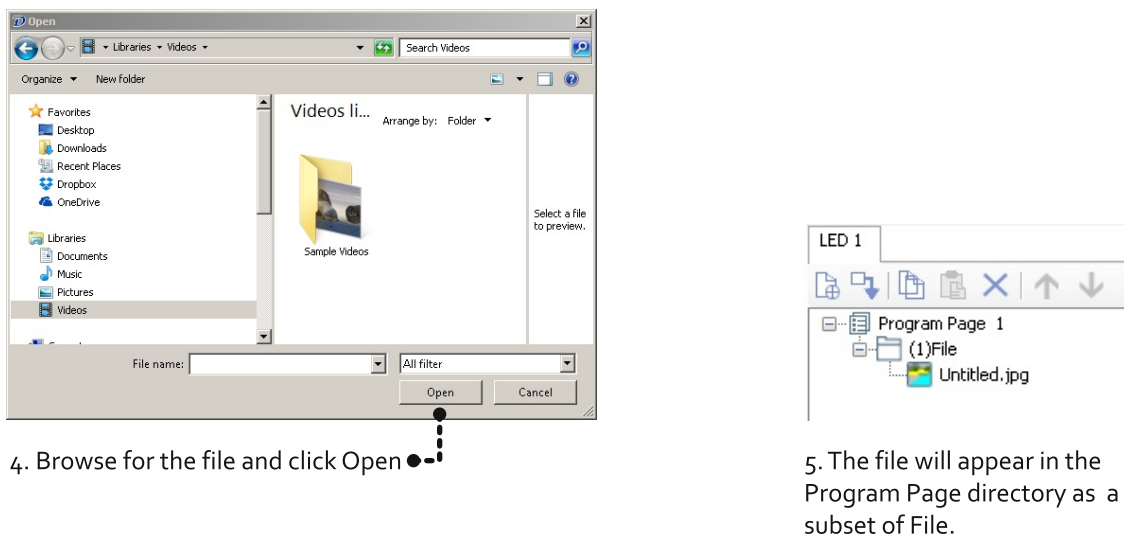
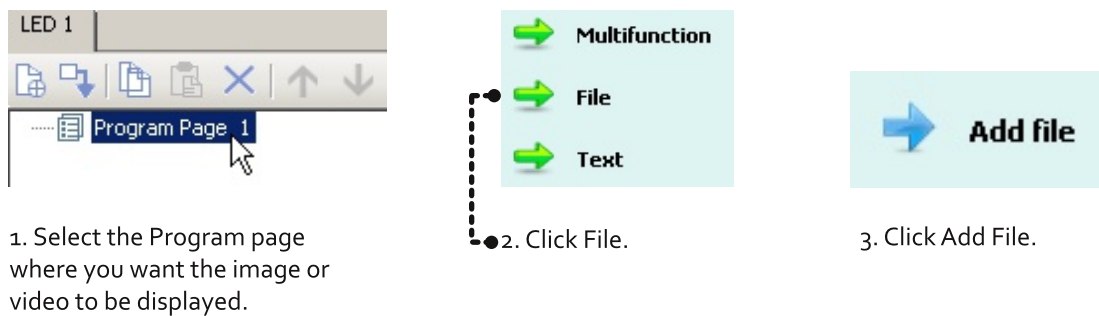


If you clicked on **Add text**, the file you added will appear as shown below.



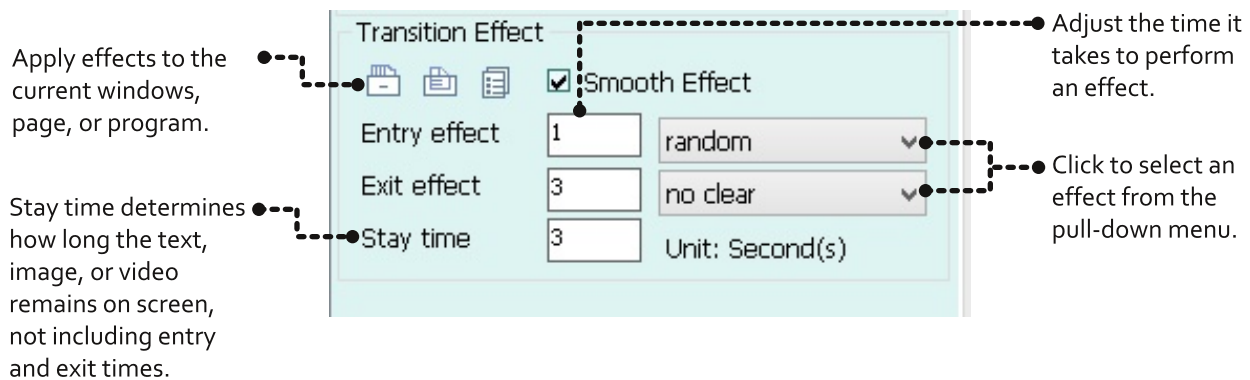
## 6. Image/Video

To add an image or video:



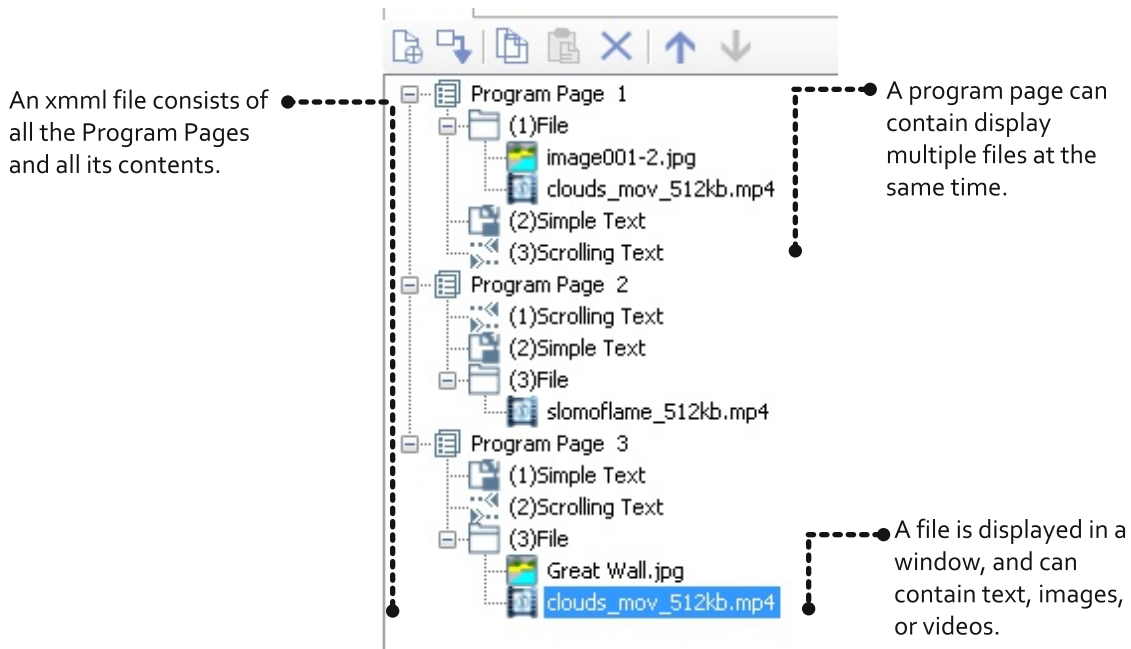
## 7. Transitions

Transitions determine how the text, image, or video will enter and exit the screen. The same transitions are available to all formats. In the Transition Effect pane, you can set the type of entry and exit effect you want, and the duration in seconds.



Note: For video, the **push left**, **push right**, **push up**, and **push down** effects are not available. You can use the corresponding **move** effect.

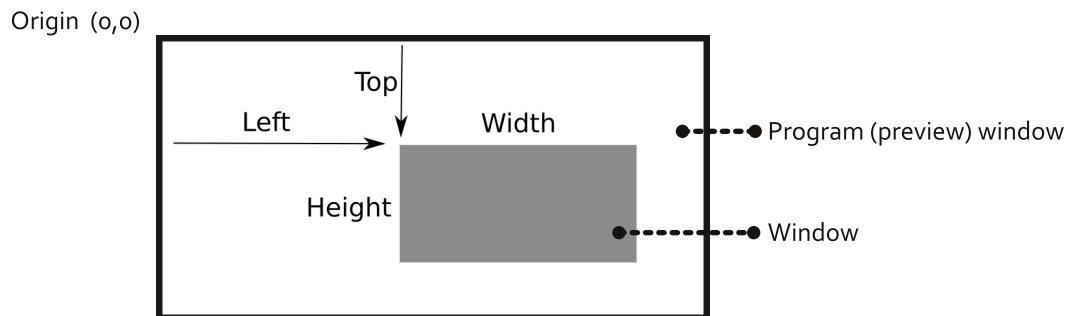
XMPlayer organizes the file in terms of program pages, and windows (i.e. files).



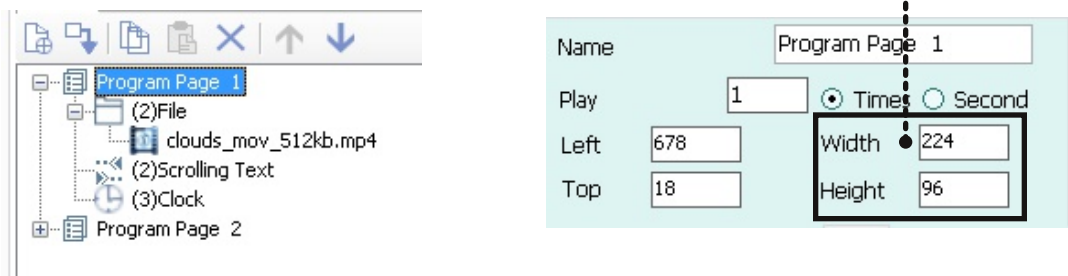
The program will play an entire page before moving onto the next page. This will occur when the longest playing file, such as a video, is finished. If you set a Scrolling text to **continuous**, the program will not advance to the next page, unless you set the time of the Program page to a specific value.

## 8. Combining Text, Image, and Video

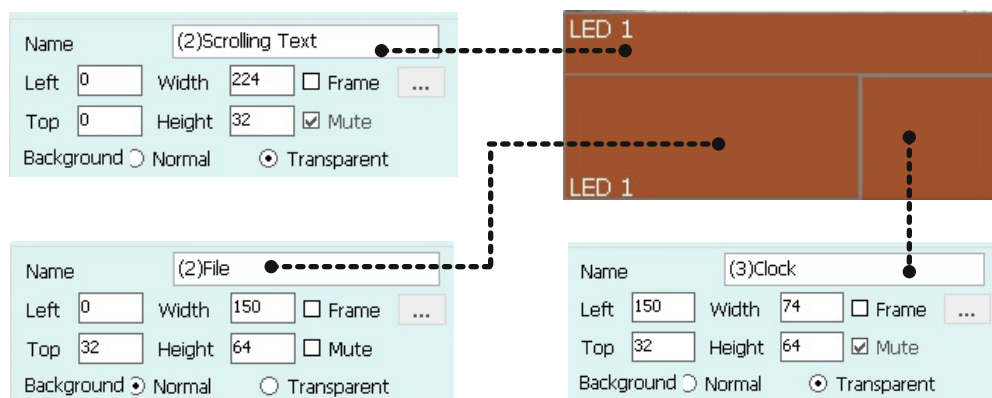
You can display text, image, video, etc. at the same time by adjusting the Left, Top, Width, and Height setting associated with each text, image, and video file. Left and top indicate the distance from the top left corner (the origin) of the preview window. Width and height values are of the window itself. Also you can drag the window and adjust the window size within the preview window.



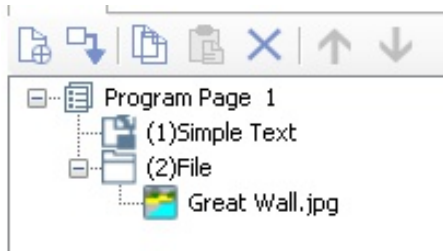
Example: if your LED display has a width of 224 and a height of 96, ensure that your program page has the same width and height.



Add, and then position the various elements of your program page. The preview window will display their locations.



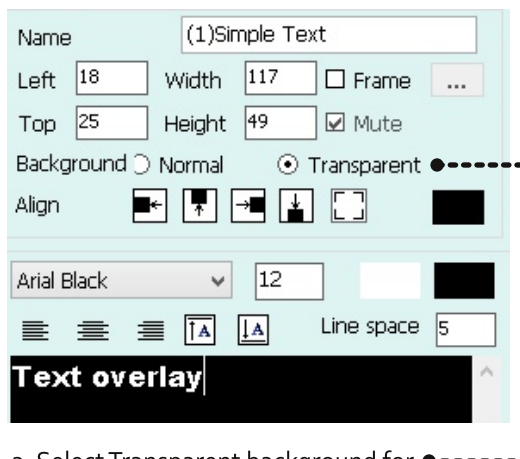
To overlay text on top of an image or video:



1. Ensure that the text layer is on top.



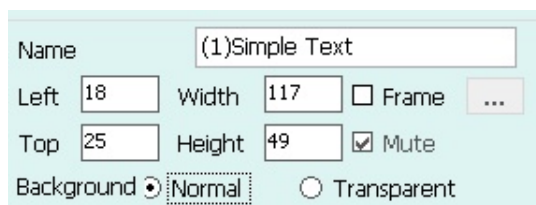
2. You can use the **Move Up** and **Move Down** buttons to place the text above the image or video.



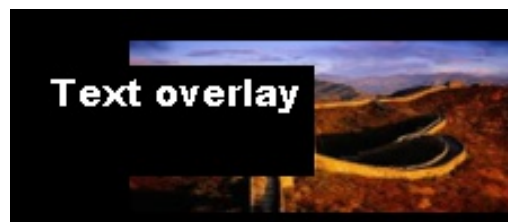
3. Select Transparent background for your text. Use a black background to ensure transparency.



The result is a text that can overlay an image or video.

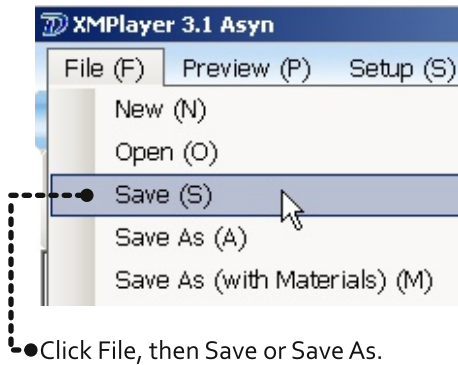


If Normal background is selected, then the background of the window will appear.



## 9. Saving

To save your file:



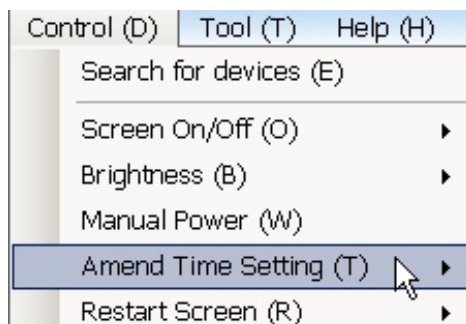
Name your file and it will be saved as an xmlml file. The saved xmlml file will be accompanied by a folder that contains your text, and a copy of the images you added.

Videos, however, are linked to the original file. If you want to embed videos in the files folder, you must use Save As (with Materials).

Remember to save regularly when making changes to a file.

## 10. Setting The Time

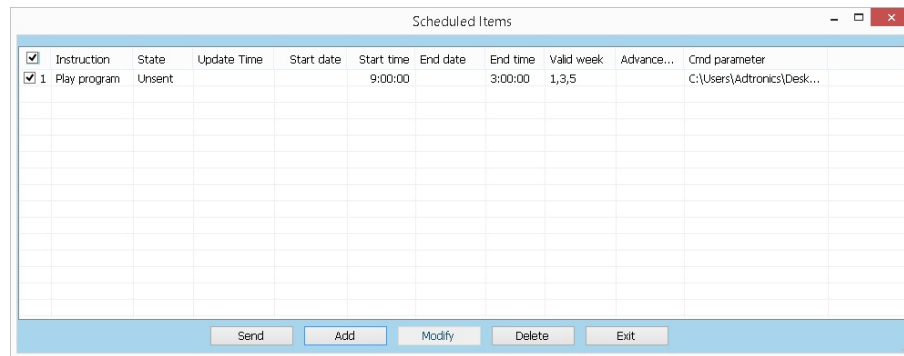
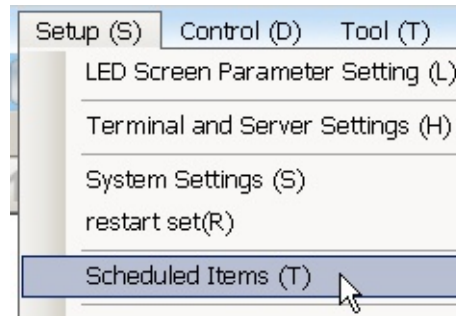
If you want to display a clock or use the scheduling feature, you must first set the time. Click Control in the menu bar, then Amend Time Setting in the pull down menu. Choose the device you want programmed. You may select the computer time or custom time. Then click Send.



## 11. Scheduling

To play different programs, i.e. xml files, at different times of the week, first ensure the sign is programmed with the correct time. See Section 8 Setting The Time.

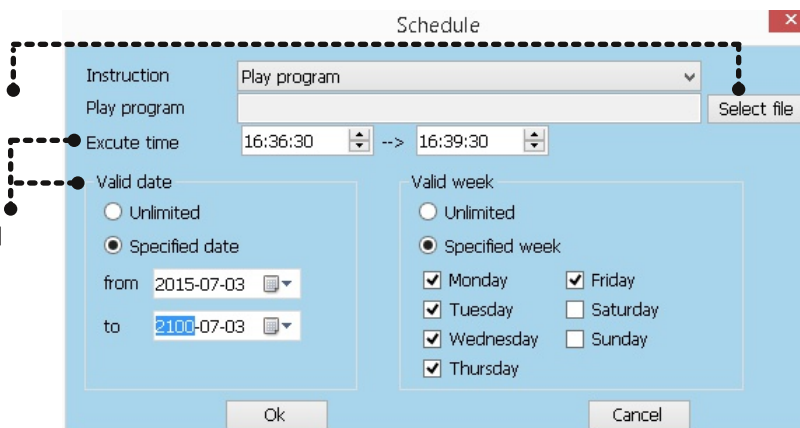
Click Setup, then click Scheduled Items.



Select your sign and click Add.

Click Select file and browse for the xml file you saved.

Select the date and week you want the file to play and click OK.

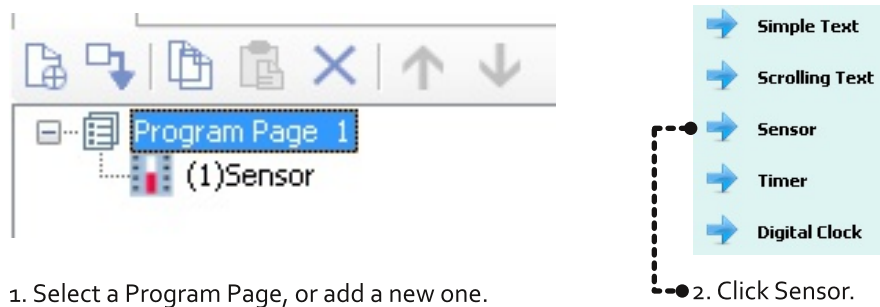


Send the schedule to the sign; see Section 11. Programming The LED Sign.

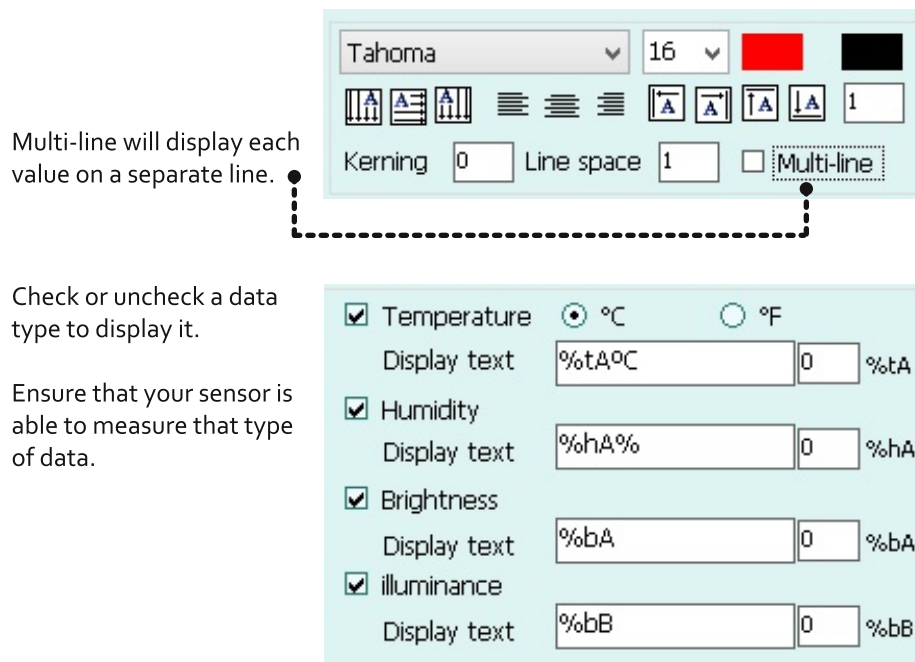
## 12. Sensor Data: Temperature, Brightness, Humidity, Illuminance

If your sign comes with a sensor, you can display one or more of the following: temperature, humidity, brightness, and illuminance.

To add sensor data to your sign:

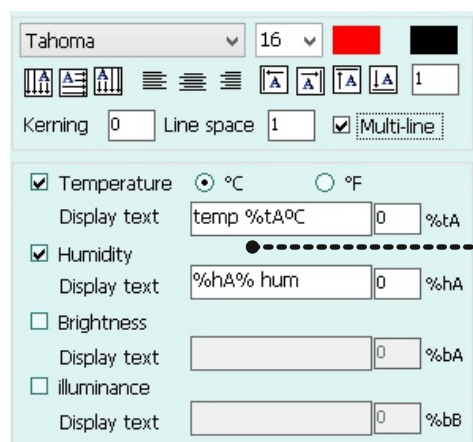


The settings options will appear.





You can also add text before or after the data:



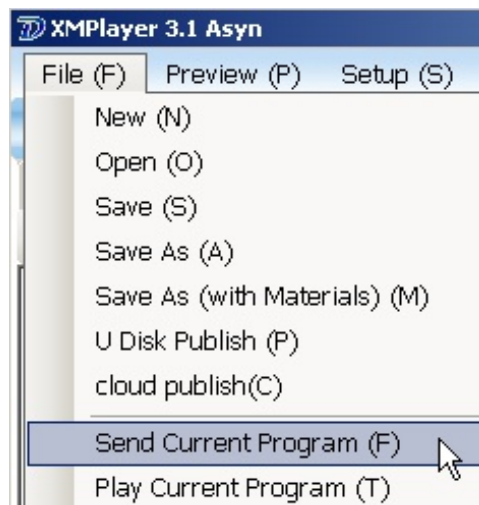
The screenshot shows the configuration window for XMPlayer 3.1 Asyn. It features a font selection dropdown set to 'Tahoma', a size dropdown set to '16', and color selection buttons for red and black. Below these are alignment and kerning options. The 'Multi-line' checkbox is checked. Under the 'Temperature' section, the 'Display text' field is set to 'temp %tA°C' and the unit is set to '°C'. Under the 'Humidity' section, the 'Display text' field is set to '%hA% hum' and the unit is set to '%hA'. The 'Brightness' and 'Illuminance' sections are currently unchecked.



## 13. Programming the LED Sign

To send a program to your sign:

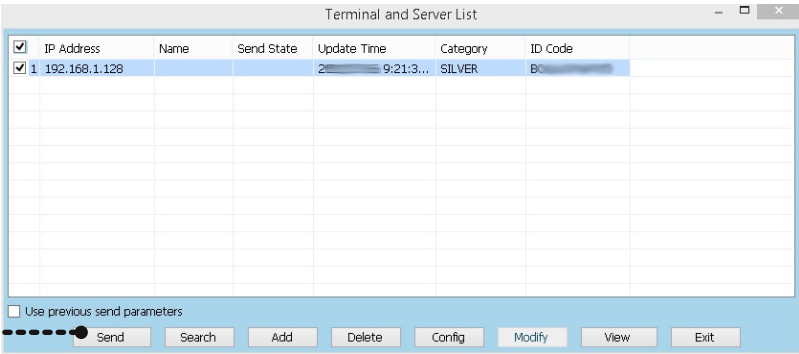
1. Click File.
2. Click Send Current Program.



The Terminal and Server List window will appear.

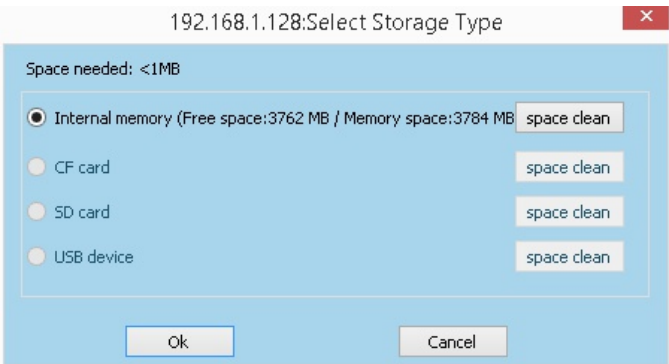
3. Click the checkbox next to the sign you want to upload the file to.

4. Click Send.



5. Select the Storage Type if you have more than one.

6. Click Ok.

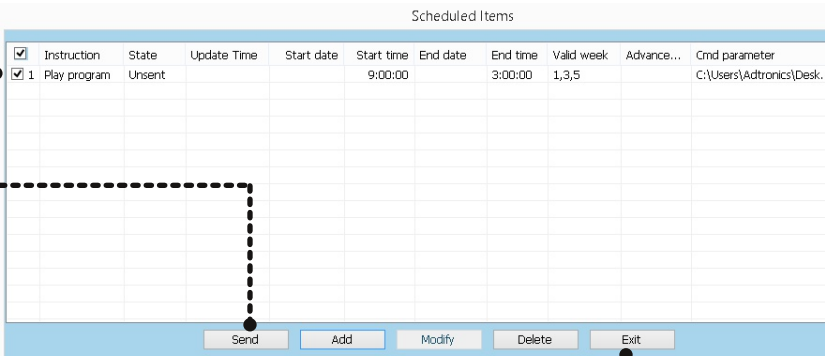


To send a schedule to your sign, click **Setup** in the menu bar, then **Scheduled Items**.

1. Select the file you want uploaded.

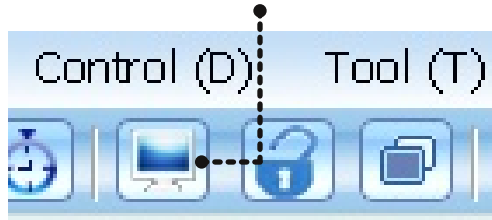
2. Click Send.

3. Click Exit.

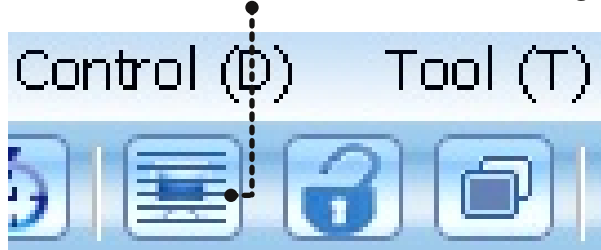


## 14. Previewing

If you do not see a Preview window then click the **Display** button underneath the Control menu.



When you click the Display button it becomes the **Hide** button, which looks slightly different.



Also you can click the button below to **toggle** the preview window.

