


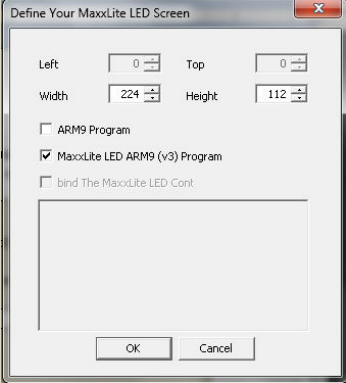


### Setting up your Display

Before content can be added to the display, the software must be configured to match the display specifications. The pixel matrix of the specific display must be known to perform this configuration. For this example, 224W x 112H will be used.


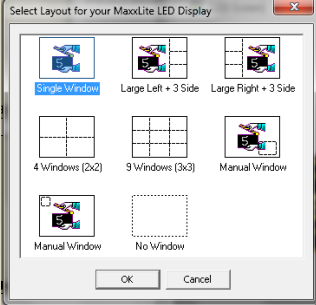
Start the Upload Program . Click on FILE then NEW.

Enter your Screen Matrix, Select (V3) Program



Click OK

Set up Window Screen Layout (Single Window Standard)





Click OK

Your program file is now ready for content.








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## Adding Content

Click on  1[Program Routine] then  Add button, click on "insert Files" and select item(s) to add.



After you add the items, set the "Entrance Time" and "Delay Time".  
Once you click on an item, your options will appear on the right side of page.  
Typical settings are 1 (sec) for Entrance Time and 3 (sec) for Delay Time.  
You can also change the "Entrance Effect" (Typical is RANDOM)

Base	
Material	Picture
Name	
Material	C:\All Here\Signs\ 
Play	
Material	
EntranceEffect	Random 
EntranceTime	1
Delay Time	3
Enable Exit EffeNo	
Exit Effect	Random 
Exit Time	10


To enter simple TEXT, click on the  Add button and select "EDIT TEXT". This will place an [EditText] line item within your Program Window. Now you will need to modify the "EditText" item.

Double Click on the [Edit Text] to open the editing box. Type in the text you want. Entrance and delay times can be set here.

Highlight the text you typed and press  to make your modifications. Such as Font, Color and Size. Press ok when done.



Set the justification . Background color can be changed by pressing the color button .

With the EDIT TEXT feature the text size may need to be adjusted several times to obtain the best fit within your screen.

To DELETE and item, click on the item and click on the  Delete button above. (you will be asked to confirm)

If you have 2 program windows, you can repeat the above steps to enter content.

To change the order in which content appears, select an item and use the  Front Back buttons to adjust.

To preview the program press the  Play button. Be sure to press the  Stop button to exit the play mode and return to edit mode.

Save your program with a current date so that you can return to the current file easily. "Sample 2014-01-06"

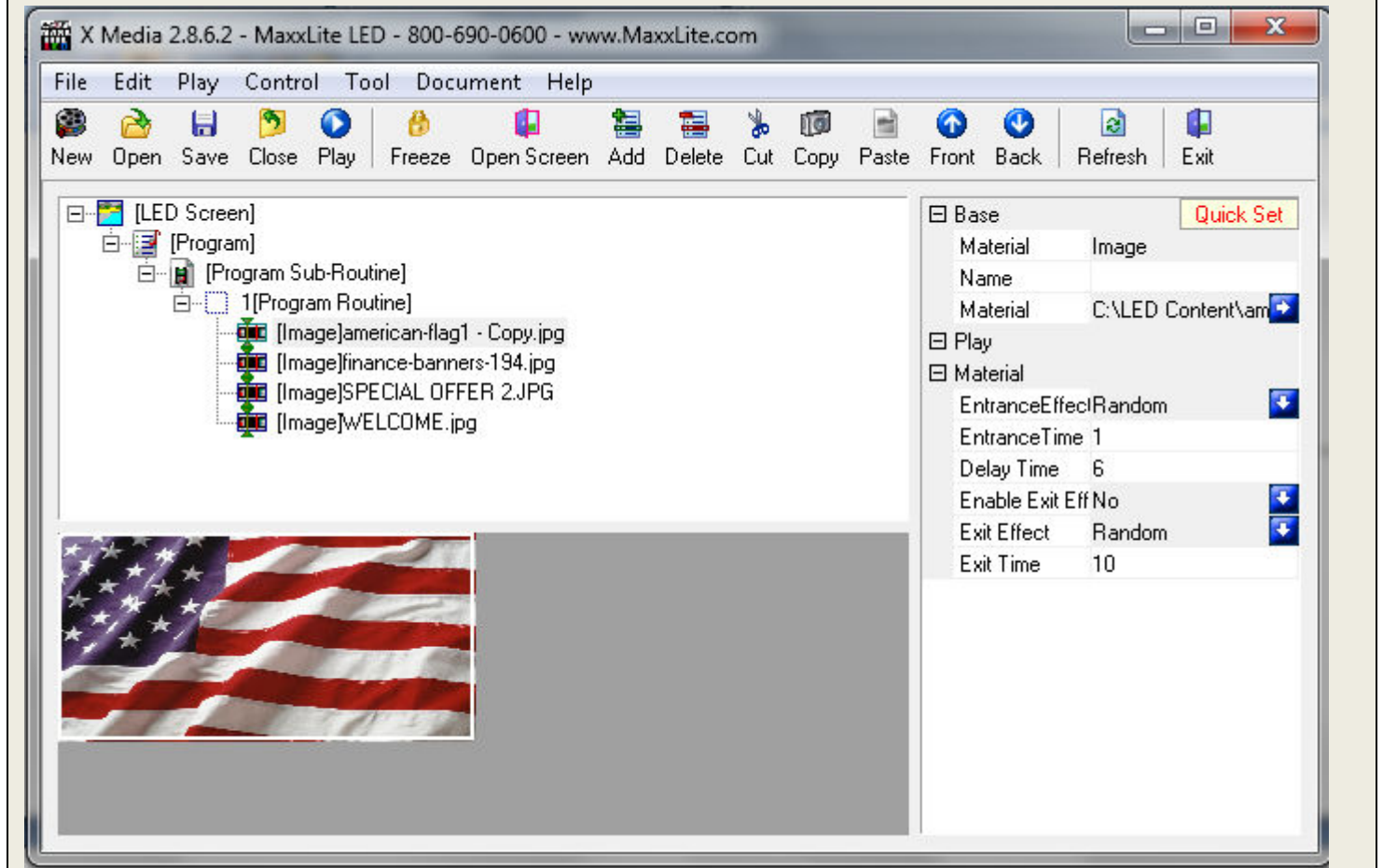
Program is now ready to upload to the display. Click on "LED Control", "Send Program to Arm9"

A "Facility" dialog box will appear, click on the box next to the IP address and pres "SEND"  
(If the IP address does not appear, click on "refresh" and only select V3 the ok)

A confirmation box will appear, press ok to transmit. When confirmed, press exit.

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Sample of how the file structure will look like:



To watch complete video instructions of how to configure and manage content, please visit [www.MaxxLite.com](http://www.MaxxLite.com)