

# Color Edit software Users' Manual

## 一、basic requirement

- 1、operation system: Windows2000 or XP
- 2、display: resolution of 1024\*768

## 二、installation

- 1、Color Edit: edit lighting change programs



Click ColorEdit\_Setup  
Next->click Complete

>click Next->click Choose Installation Folder->click

Main-controller Driver: Before downloading the lighting change programs to main-controller



- 2、, please install the driver software. Each PC only needs to install once.

When you enter the Color Edit software interface at the first time, please install the main- controller driver.

Before installing the software, please connect the main-controller to PC by USB cable. If the green led lighting on the main-controller, it means connection success and the main-controller driver installation starts.



Click Mainbox\_Setup

(main-controller driver)->click Next->click Complete

## 三、How to use the ColorEdit software

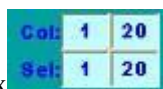
After completing Color Edit driver installation, click Color Edit icon

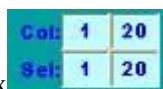


then the UE New / Open icon  appears.

If to edit new LED lighting program, please click NEW, then it enters parameter edit interface as figure 1.1 shows:

### (一) Parameter Setup Interface



Fill in the required pels value in the box , based on the actual light source and light alignment. “Column” means column quantity, “Row” means row quantity. For example, for a row of 20 and a column of 20, it displays 400 pels in total. When completing setup for the rows and columns, please click Select. It will display the quantity and alignment of the pels. If you want to reset or change the pels, click Clean, and fill in the new rows and columns that you want, and click Select.

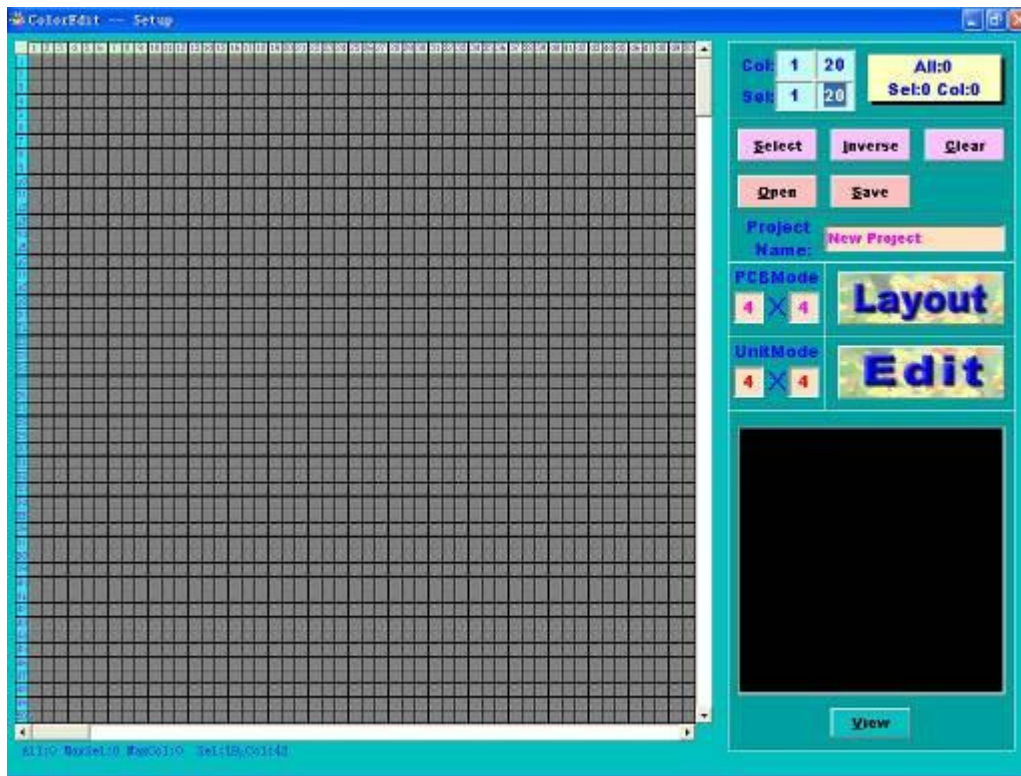


Figure 1.1 parameter setup

2、PCB Mode , to setup the pels of UE decode boards, also called slave controllers.


The parameter setup relates to the actual alignment and connection of light sources.

For example:

- 1) For JC330-1 & JM1 ,single pixel sub-controller, select 1x1
- 2) For JM4, 4 pixels sub-controller, select 2x2, 1x4, or 4x1; common set is 2x2.
- 3) 16 pixels sub-controller, select 4x4, 2x8, 8x2, 1x16, or 16x1; common set is 4x4

Note: each pixel is one single set of RGB LED unit, or several sets of RGB LEDs in serial connection or LED modules as one unit.





UE supplies single pixel, 4 pixels and 16 pixels of decode sub-controllers. Choose your sub-controllers in different situation.

3、Unit Mode , to set the unit size. Its purpose is to divide the whole LED screen into several units, to make connection convenient. Unit Mode quantity should be the Integer times of PCB Mode quantity. It determines each unit size of the whole LED color screen, and the connections among each unit.

For example:

- 1) If the PCB Mode is 1x1, the Unit Mode can select 1x1, 1x2, 1x3, 1x4 etc.; common set is 1x1.

- 2) If the PCB Mode is 2x2, the Unit Mode can select 2x2, 4x4, 6x6, 8x8 etc.; common set is 2x2.
- 3) If the PCB Mode is 4x4, the Unit Mode can select 4x4, 8x8, 12x12 etc.; common set is 4x4

- 4、Click Alignment  to see the detailed connection among each unit. Compare and check the alignment design file, which can be saved and printed out for application, with the actual lights source to find any errors. Set the parameters of the PCB Mode  and Unit Mode  to make the alignment into real application. The alignment can be adjusted: first click the unit to be adjusted, and then click the desired location of the other unit, then the two units will be switched.
- 5、After completion of above steps, click Edit  to edit the program, see figure 1.2.
- 6、When you enter into the edit interface for the first time, it requires to install main-controller driver program.

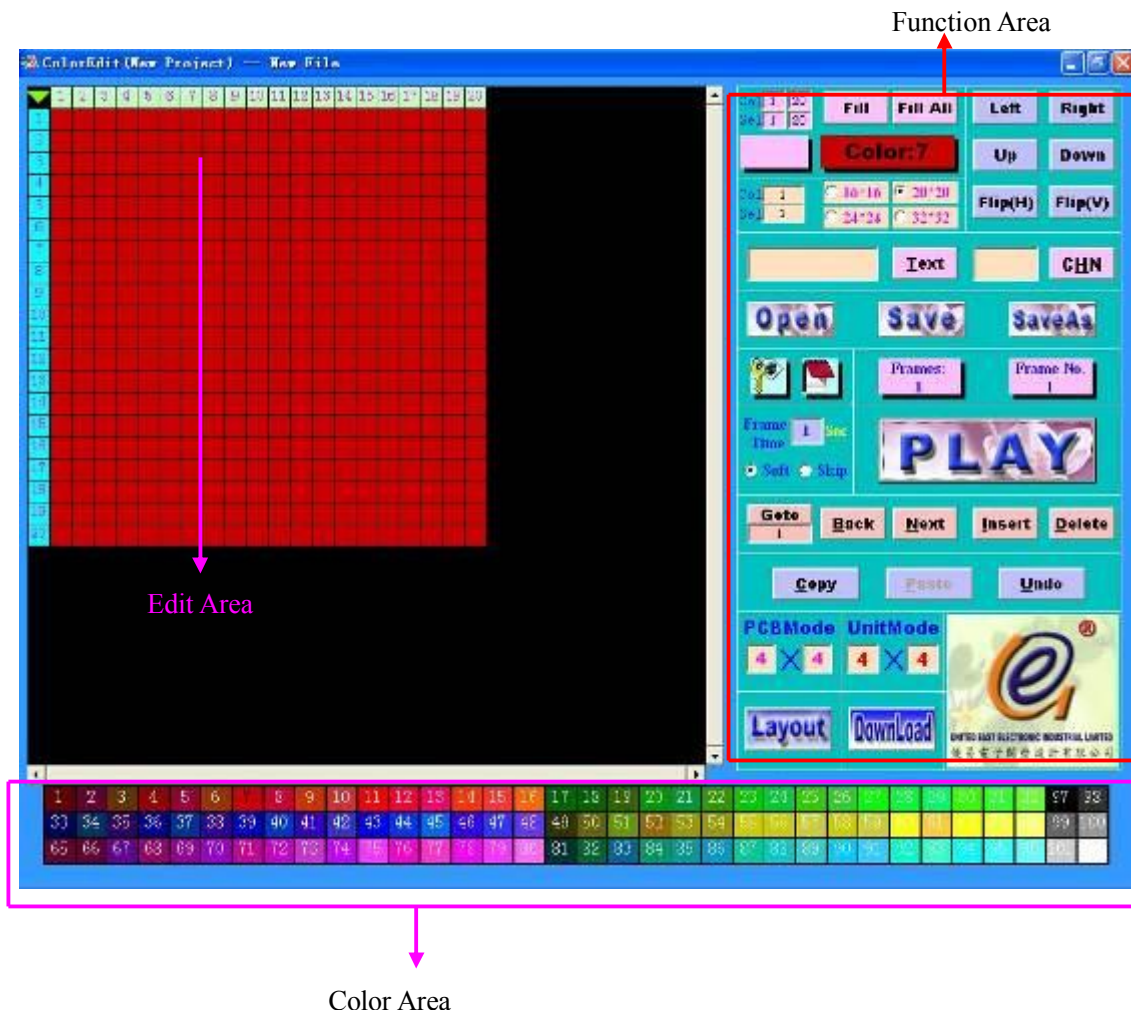


Figure1.2 Edit Interface

## (二) Edit Interface

The Color Edit interface includes three areas of Function Area, Color Area and Edit Area, see figure 1.2.

### 1、Function Area:



[Fill]: fill the selected unit with desired color

[Fill All]: fill the whole LED color screen with selected color

[Left]: move the programmed figure to left

[Right]: move the figure to right

[Up]: move the figure up

[Down]: move the figure down

[Vertical]: move the figure up and down

[Horizontal]: move the figure left and right

[Row]: the original row location of the inputted letters, symbols, numbers, and Chinese characters

[Column]: the original column location of the inputted letters, symbols, numbers and Chinese characters

The four selections of 16x16, 20x20, 24x24, 32x32 indicate the lattice size of inputted English letters or Chinese characters

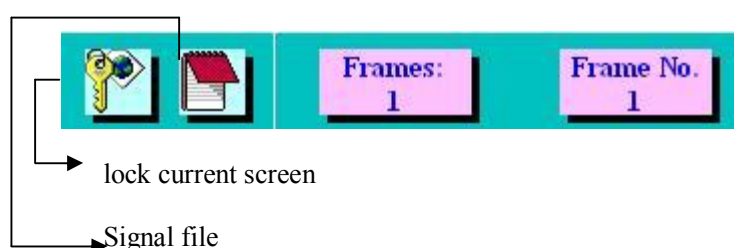
[Letter]: input the letters, symbols and numbers, and click “Letter” and then display

[Chinese Character]: input the Chinese characters to display

[Open]: to open the edited color file

[Save]: to save the edited color file

[Save As]: to save the edited color file as another nam



[Total Frame]: total edited screen quantities

[Current Frame]: display current screen location



[Frame Circle]: the period of time from current edited screen to next screen, unit is a second. The fastest is 0.1 second; and the slowest is 5 seconds. The user can set and adjust the period of time among each frame.

[Continues Change]: figures change continuously, selected by the user

[Bound Change]: figures change by jump and bound, selected by the user

[Play]: display the LED screen with the edited programs (note: to display each figures on the screen, the preview effect is slower than actual display, because the intermitted change time is very short.



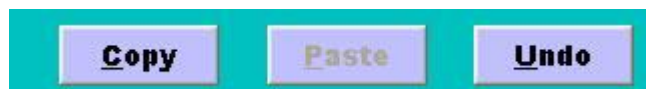
[Turn To]: Jump to required screen. User can return to certain screen by inputting the frame number.

[Last Frame]: click and display the last screen

[Next Frame]: display the next screen. If current screen is finished editing, click Next and Yes to edit the next screen

[Insert Frame]: insert a frame. For example, to insert a frame between the fifth screen and the sixth screen, click the Insert Frame icon before the sixth screen, then a new frame is inserted between the fifth and the sixth screen.

[Delete Frame]: delete current screen figures



[Cope Frame]: copy current screen figures

[Paste Frame]: paste the copied screen figures to current screen, and replace current screen figures.

If you want to paste the copied screen before current screen, please Insert Frame before current screen and Paste Frame on the inserted screen.

[Redo]: to cancel the last operation

[PCB Mode]: the parameters are the same as the [PCB Mode] function. If you failed to fill the PCB Mode quantity when you enter the Color Edit interface, you can set the number at this time.

[Unit Mode]: the parameters are the same as the [Unit Mode] function. f you failed to fill the Unit Mode quantity when you enter the Color Edit interface, you can set the number at this time.



[Layout]: to show the alignment of each unit connection

[Download]: to download the edited program to the main-controller

During download, click Download, then click Send. If it shows Connecting... and failed connection, it may be caused by USB connection failure or the quality of USB cable is not good (like no shield).

## 2、Operation Steps:

- 1) Select your desired color in the Color Area, and select the relative buttons on Function Area, and then edit the figure in Edit Area.
- 2) After completing editing current screen, click the Next Frame in the Function Area to edit the next screen.
- 3) Save current file after completing the lighting program.
- 4) Download the program to the main-controller. First to connect the main-controller to PC by USB cable, click the Download icon, and click Send, and then it will show “connection is successful”. When the editing lighting program is downloaded onto the main-controller, it will show “connection is shut off”.

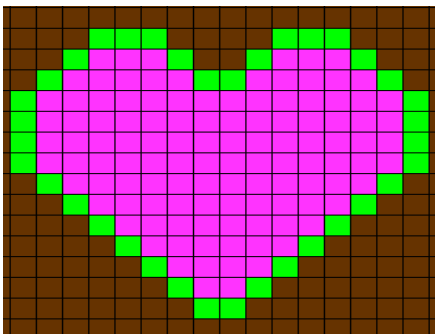


Figure1.3

## 五、 Operation Tips

1. When in the interface of Edit Color, select one color and click the Row / Column icon in the Function Area, the selected color will fill in this row or column. No need to fill each row or column color one by one.
2. When edit the intermitted change time between each frame, if the change time like 0.2 second, inputting two numbers of “.” and “2” are enough, instead of inputting “0” and “.” and “2” three numbers.
3. If one screen is completed edition, you must click the Next Frame to program the next screen, and click Yes, otherwise it will still edit current screen. Also, remember to click Save icon to save the edited program.
4. During download, click Download icon, then click Send icon. If it shows Connecting... and failed connection, it may be caused by USB connection failure or the quality of USB cable is not good (like no shield).
5. The edited color file should not be big than 512K, otherwise it will fail on download.

Welcome any feedback to us. If you have any experience, skills and problems when you use our Color Edit, please let us know so we can serve you better.

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