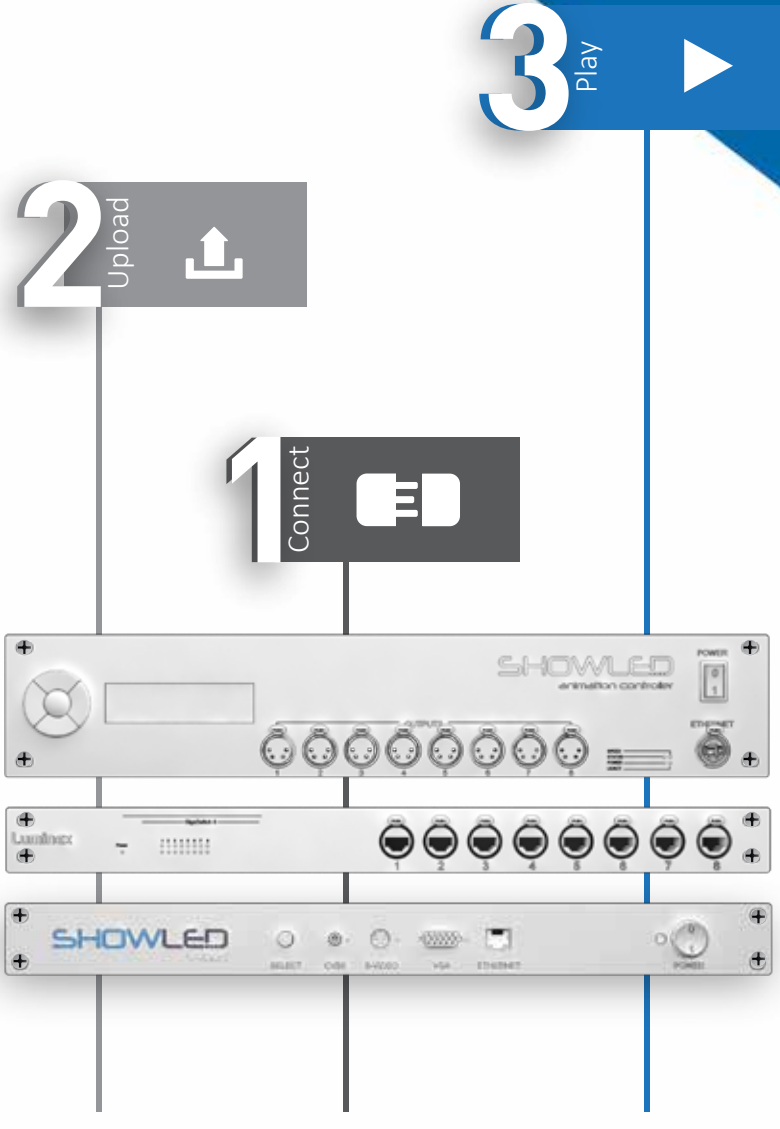
SHOWLED

# Animation Manual

Version-3.0



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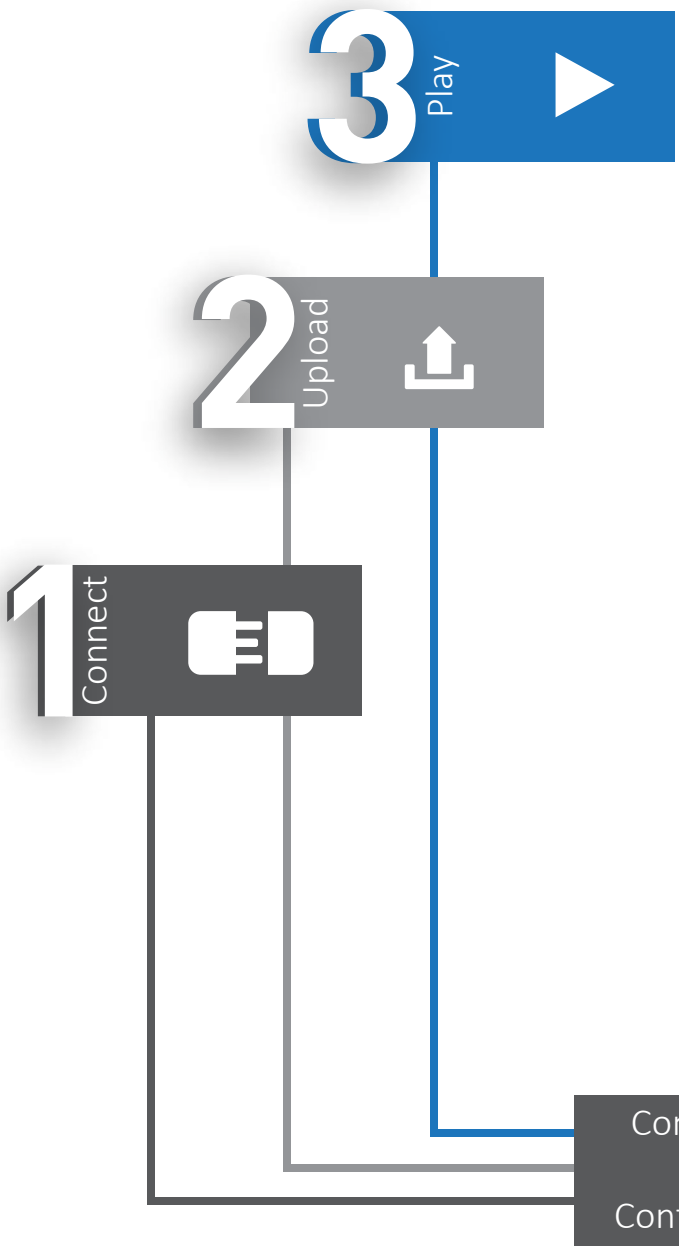
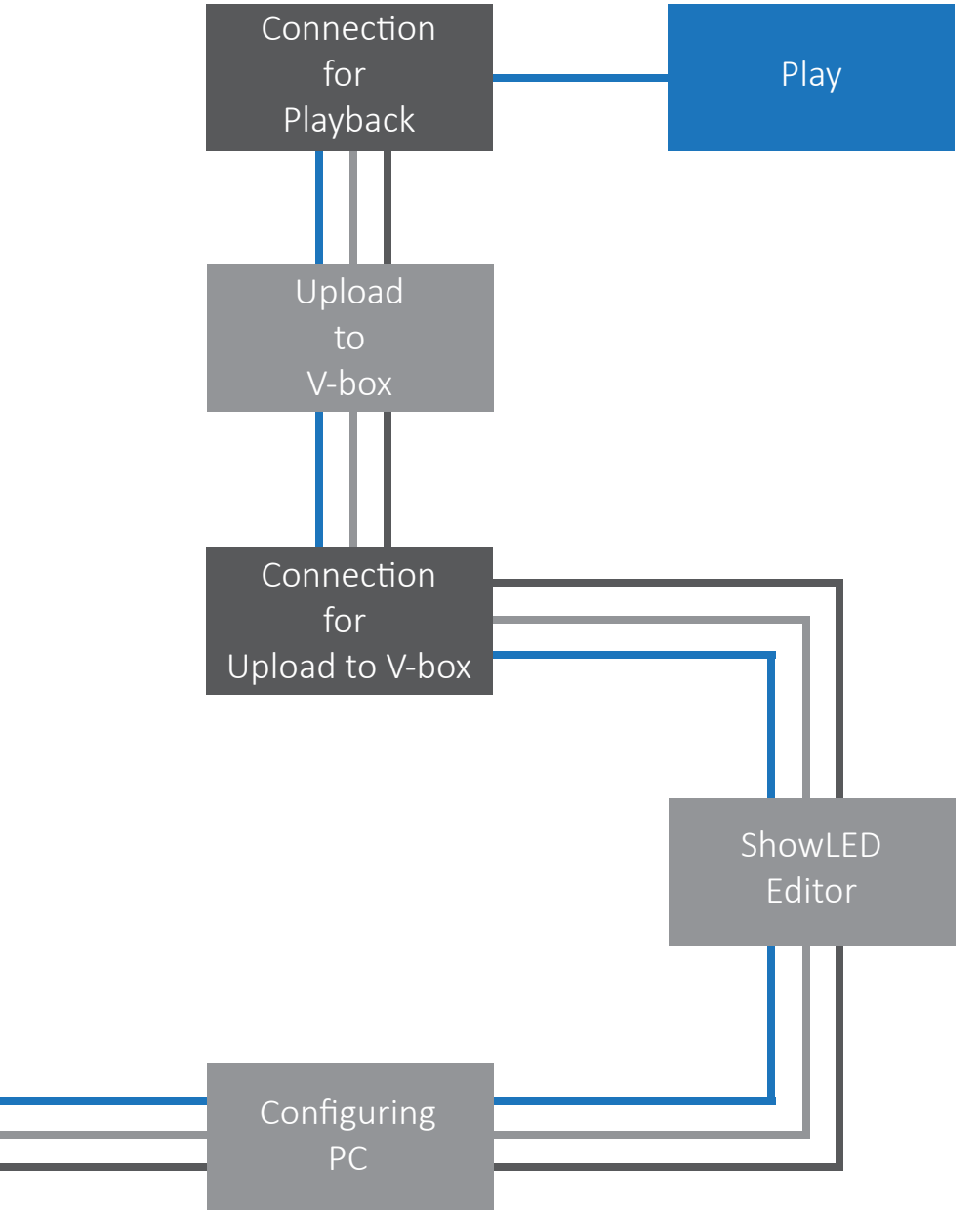
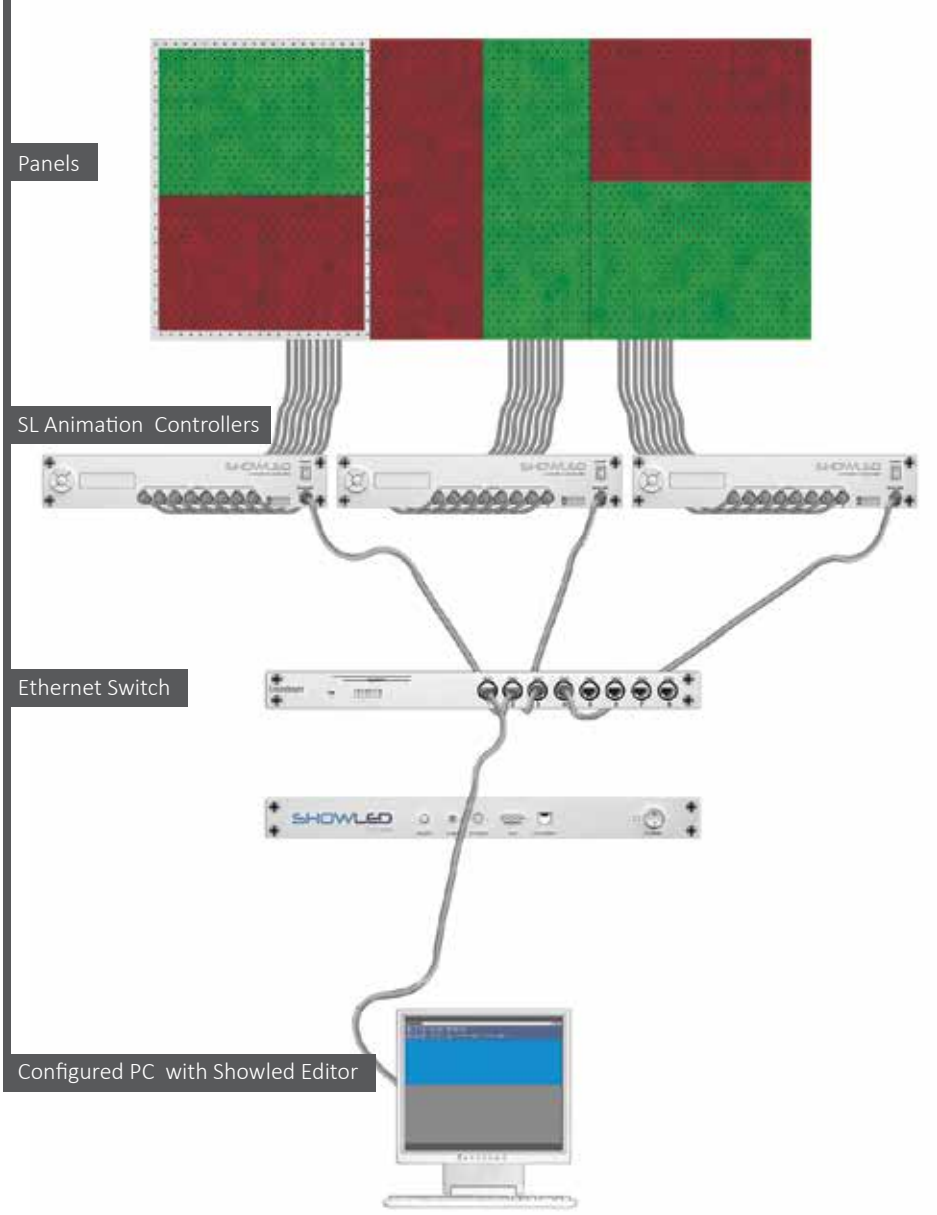



*Note : Configuring and upload are not required for each show if the curtains remain in same position and orientation.*

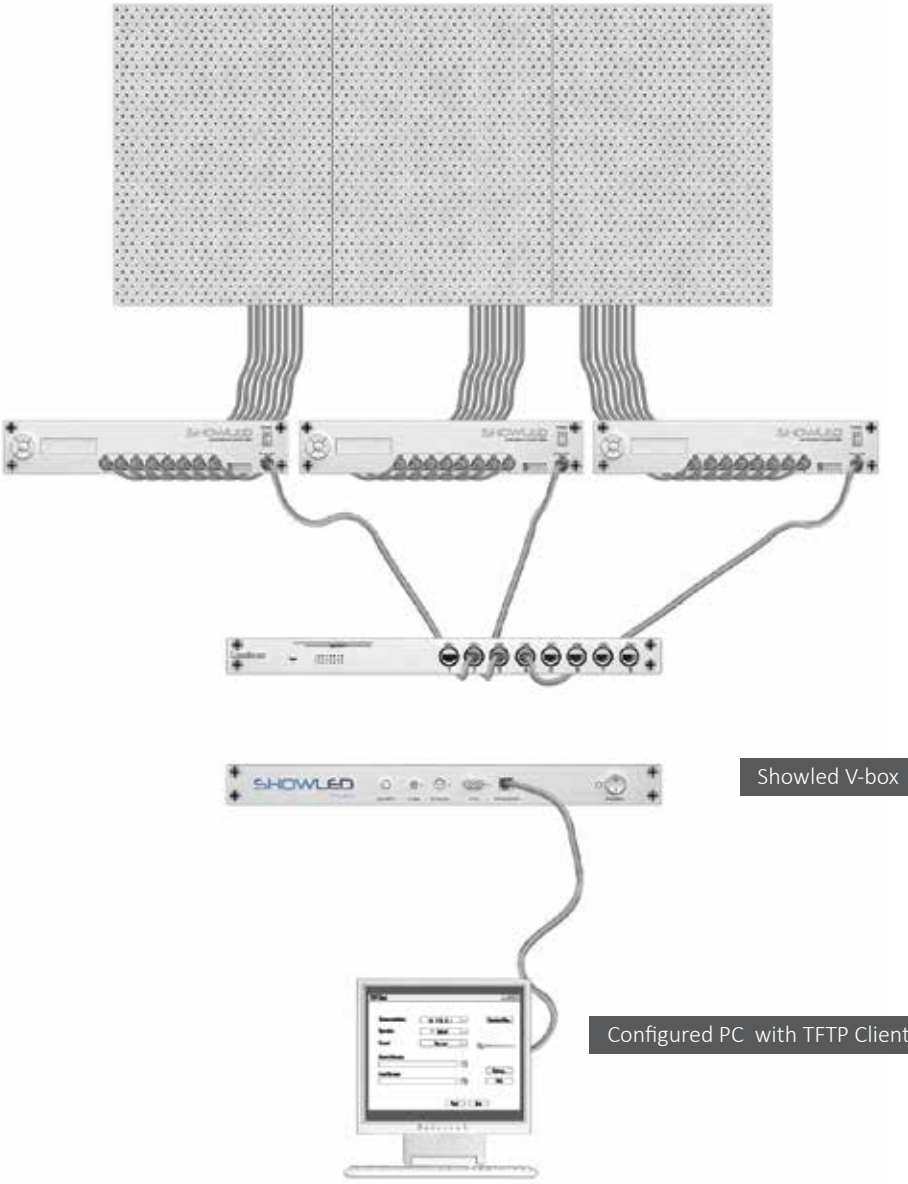

Connection for Playback
Play
Upload to V-box
Connection for Upload to V-box
ShowLED Editor
Configuring PC

Connect

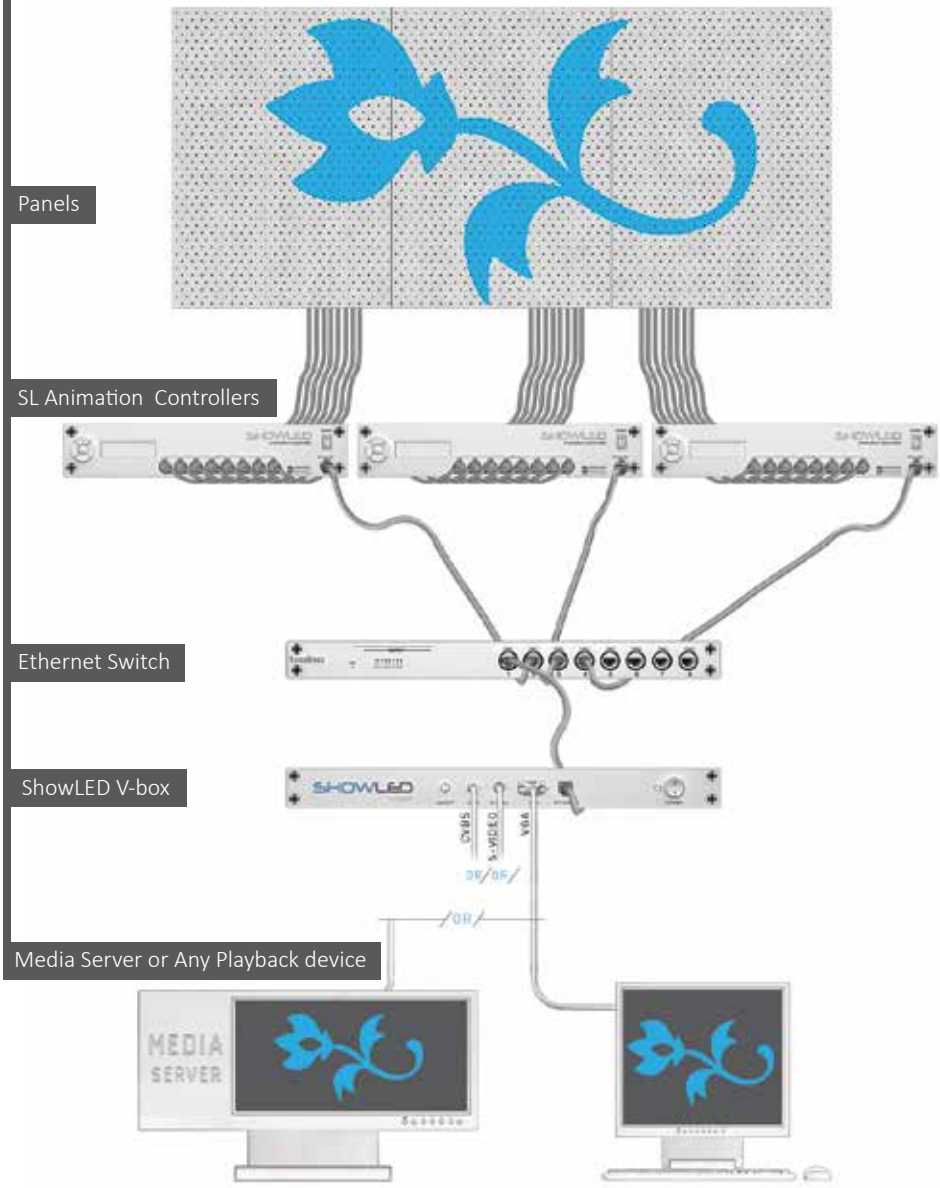
## CONNECTION FOR CONFIGURATION



# CONNECTION FOR UPLOAD



# CONNECTION FOR PLAYBACK



Upload

# CONFIGURING PC

Disable Antivirus

Disable Firewall

Disable Wireless Connections

Change IP Address

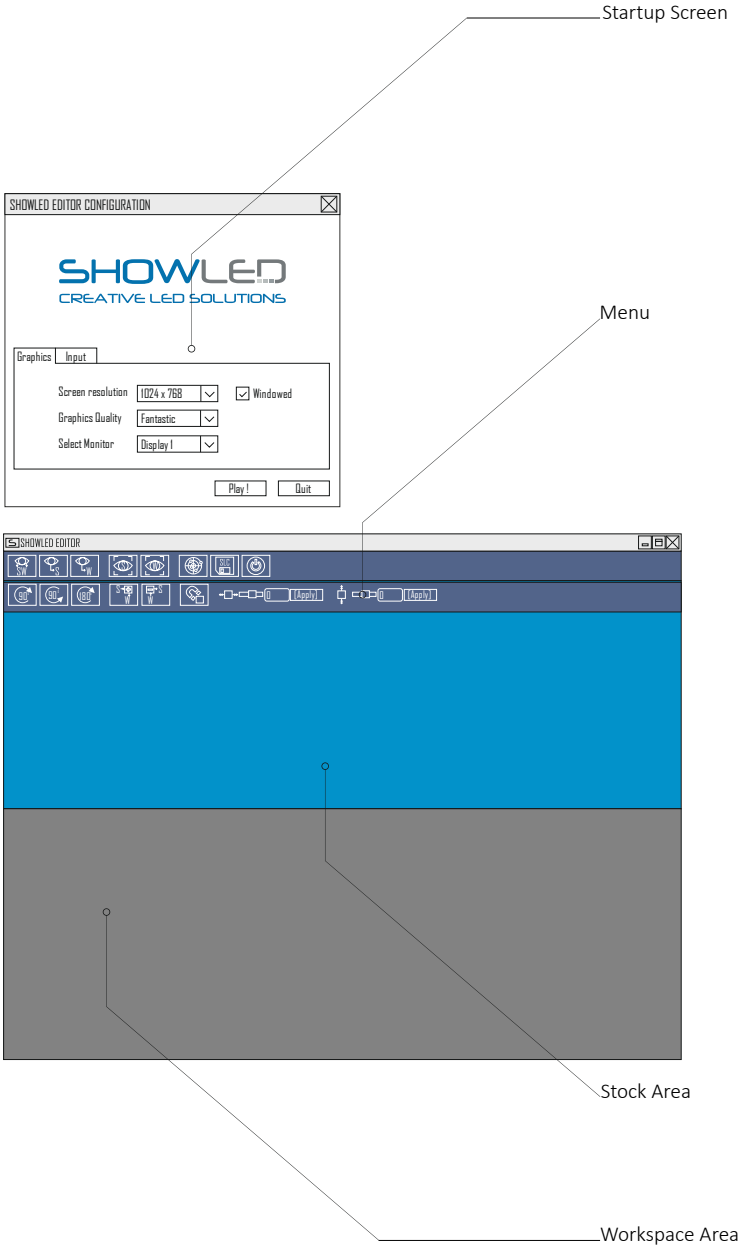
◯ Obtain an IP address automatically
⦿ Use the following IP address:

| | |
|---|---|
| IP address: | 10 . 0 . 0 . 2 |
| Subnet mask: | 255 . 0 . 0 . 0 |
| Default gateway: | . . . |

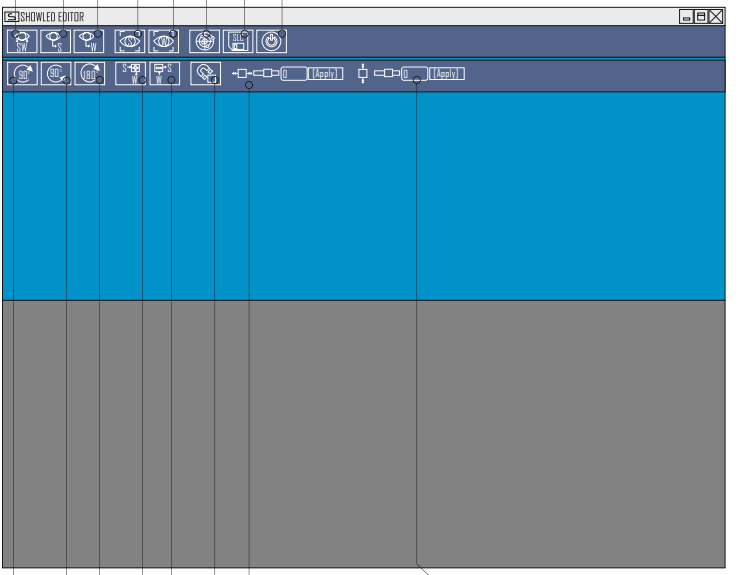
◯ Obtain DNS server address automatically
⦿ Use the following DNS server addressess:

| | |
|---|---|
| Preferred DNS server: | . . . |
| Alternate d DNS server: | . . . |

## Interface Overview



# Menu Overview




Split display between stock and workspace areas

Show only stock area

Show only workspace area

Center and zoom stock view to display all contained items

Center and zoom workspace view to display all contained items

Re-check for any connected panels which are not shown in workspace area

Save the patchwork to SLC file

Quit the application

Shift vertically selected panel by a number of centimeters
(+ to top,- to bottom)

Shift horizontally selected panel by a number of centimeters
(+ to the right,- to the left)

Adjust selected panel position to stick against nearest other panel in workspace area

Move selected panel back from workspace area to stock area

Move selected panel from stock area to workspace area

Rotate selected panel at $180^0$

Rotate selected panel at $90^0$ in counterclockwise direction

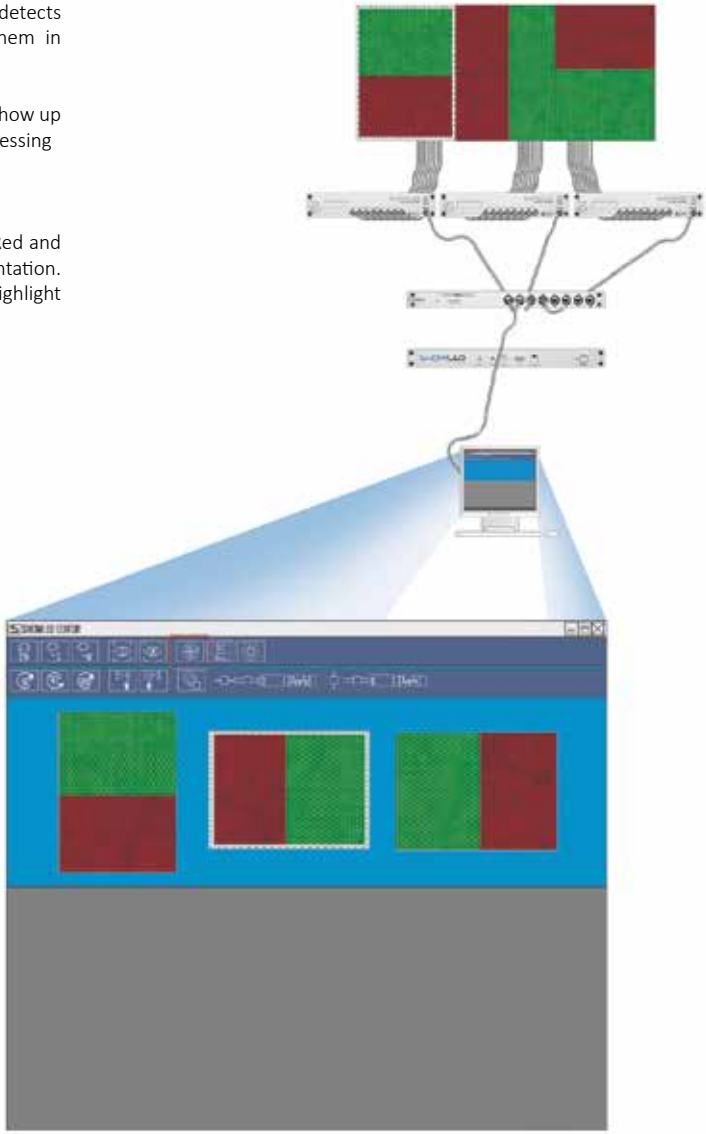
Rotate selected panel at $90^0$ in clockwise direction

# Connecting Panels

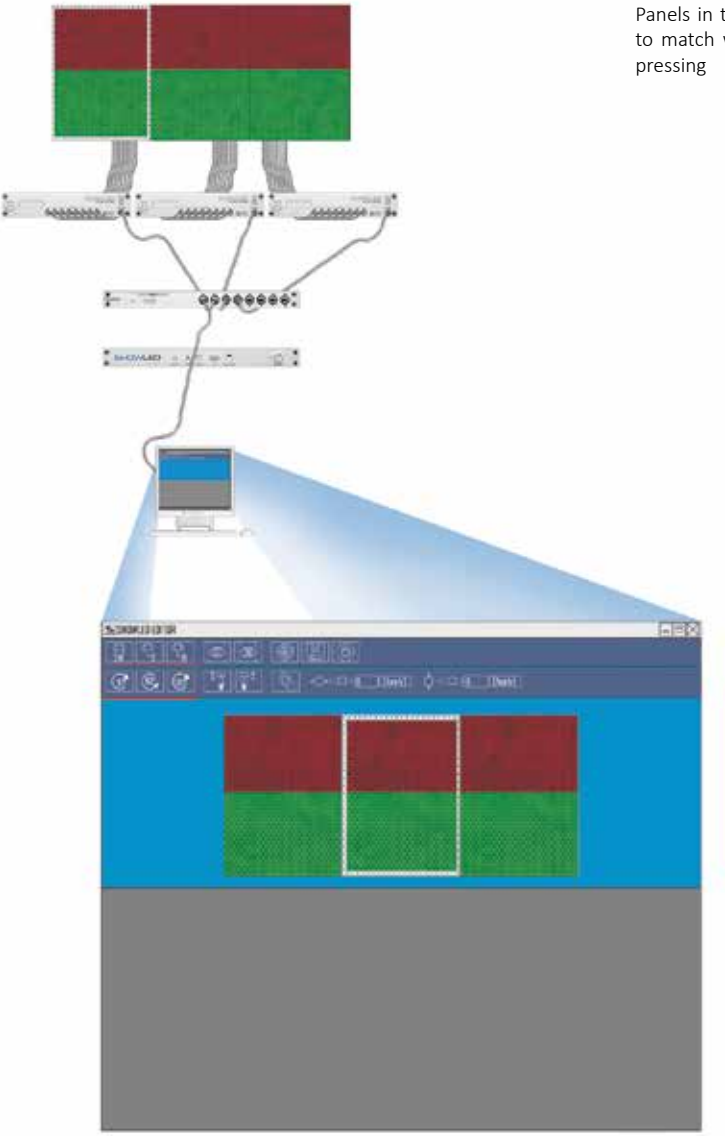
ShowLED Editor automatically detects connected panels and displays them in the stock area.

In case connected panel does not show up in the stock area, do a rescan by pressing

Connected panels will light up as Red and Green halves to identify their orientation. Panels highlighted in Editor also highlight the physical panels.



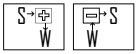
# Rotating Panels



Panels in the stock area can be rotated to match with the connected panels by pressing

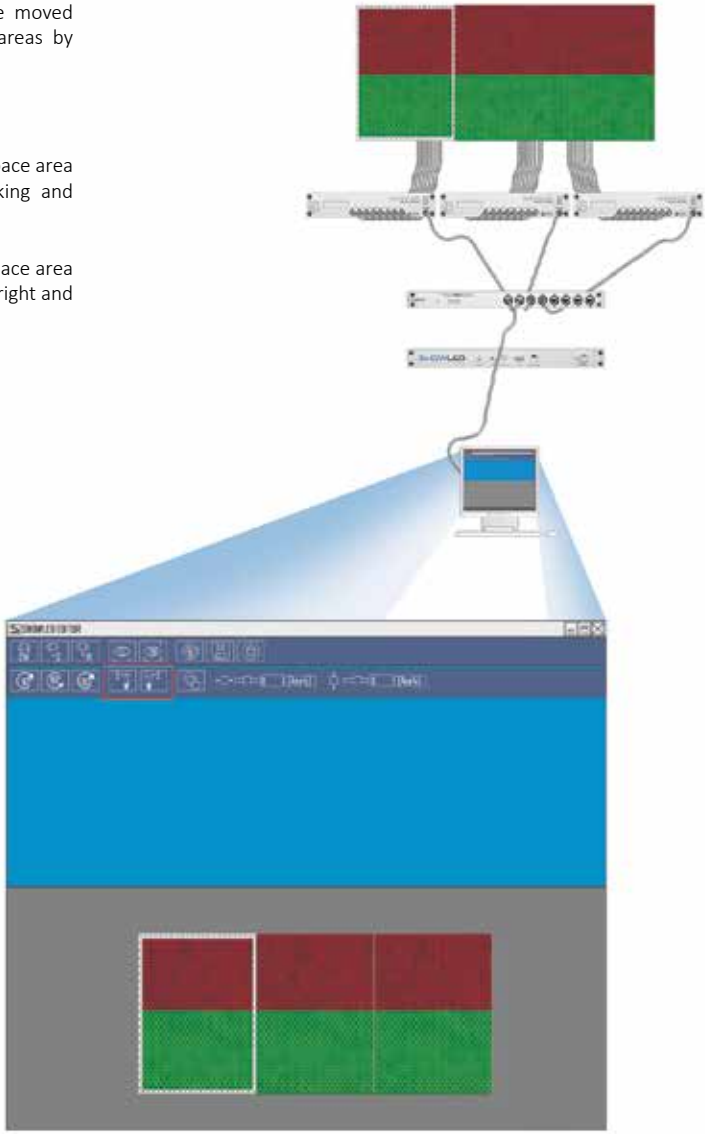
# Moving Panels between Workspace and Stock Areas

Rotation finalized panels can be moved between stock and workspace areas by pressing

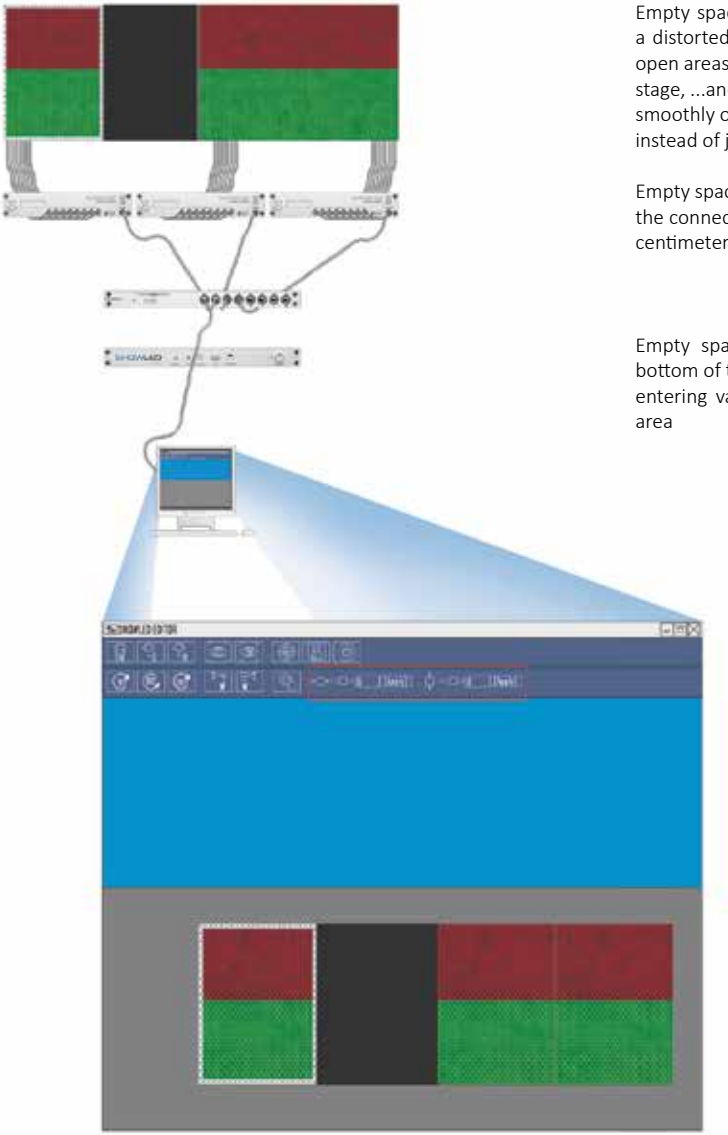


Order of the panels in the workspace area can be adjusted by simply clicking and dragging panels.

Move down the panels to workspace area as per physical order from left to right and top to bottom.



# Empty spaces



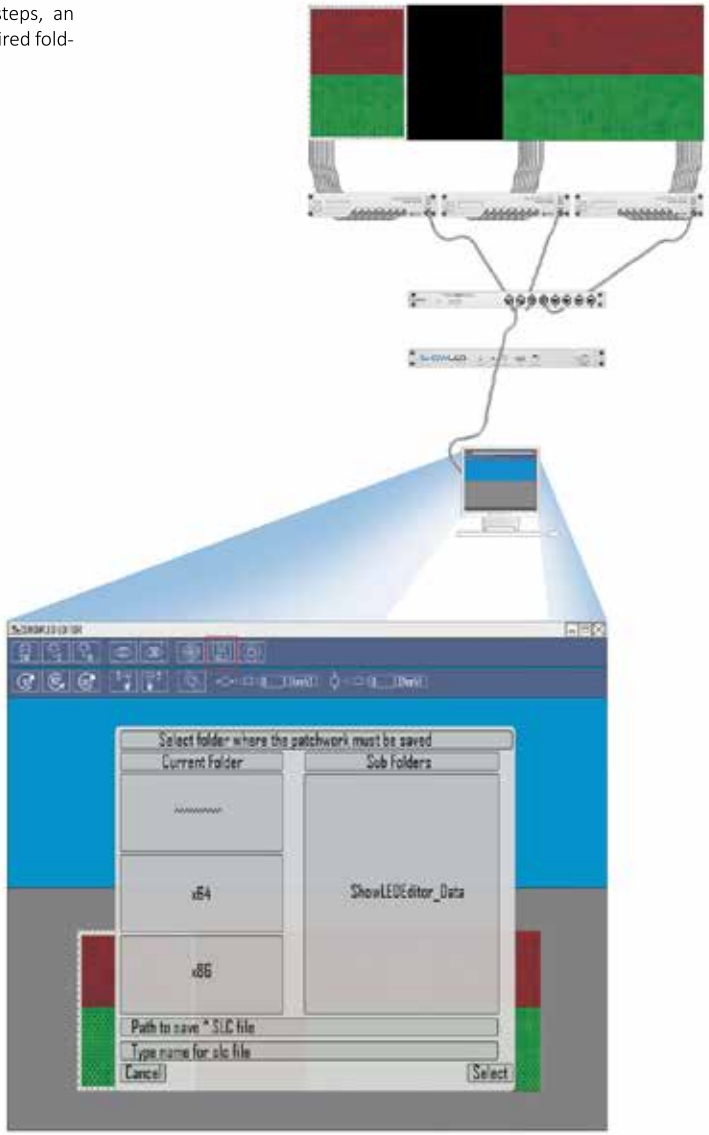
Empty spaces can be inserted to prevent a distorted view. It can be used to insert open areas between panels such as doors, stage, ...and still have the content run very smoothly over all the different panels instead of jumping from one to another.

Empty spaces can be added left or right of the connected panel by entering values in centimeters on below area

Empty spaces can be added to top or bottom of the connected panel by entering values in centimeters on below area

# Saving *.SLC files

After completing all required steps, an *.slc file can be created into a desired folder by pressing



# UPLOADING TO V-BOX
# PLAYING ANIMATION

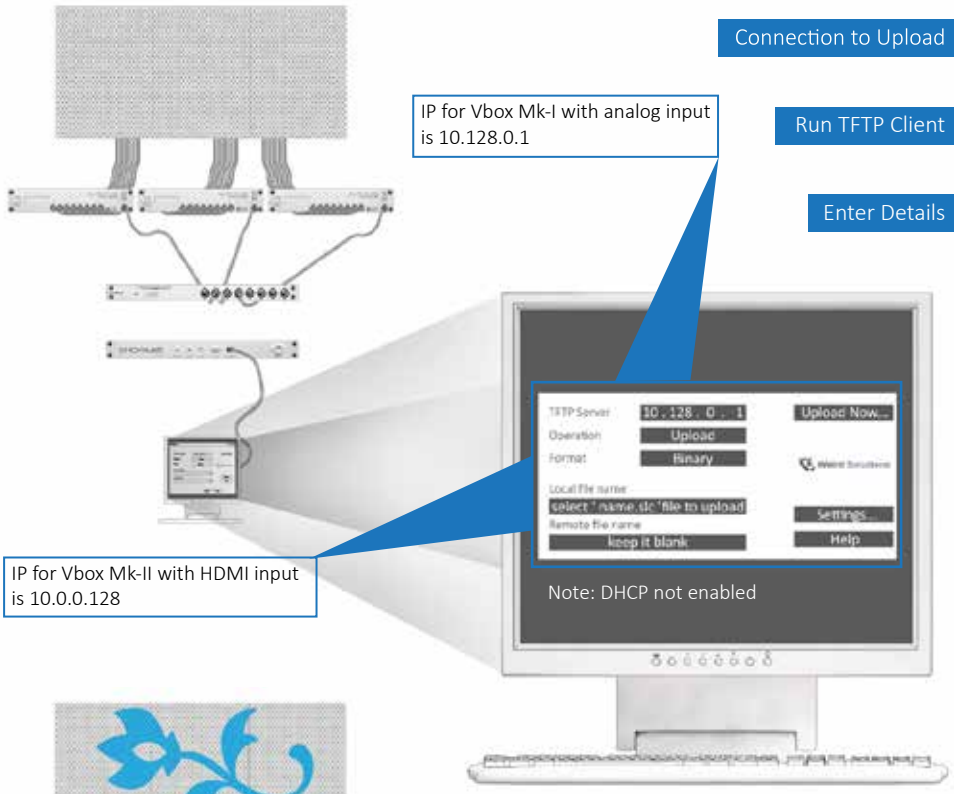
Play

Connection to Upload

IP for Vbox Mk-I with analog input is 10.128.0.1

Run TFTP Client

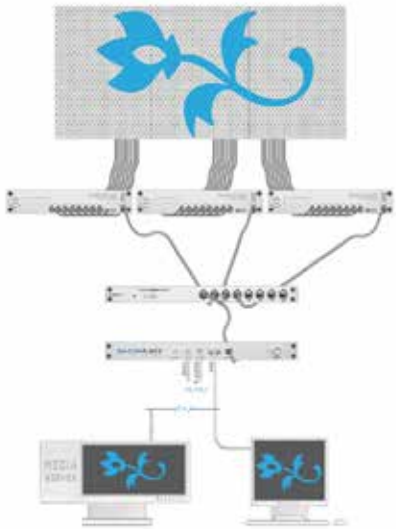
Enter Details




IP for Vbox Mk-II with HDMI input is 10.0.0.128

Click 'upload now'

Upload will be completed at 100%



Connection for playback

Start playing the content

TFTP Client Download Link : www.showled.com/downloads/

Preliminary Steps:

Ensure the preparation phase is completed before initiating the Animation Start-up Procedure. This involves the disconnection of all devices within the setup to prevent any unintended operational malfunctions

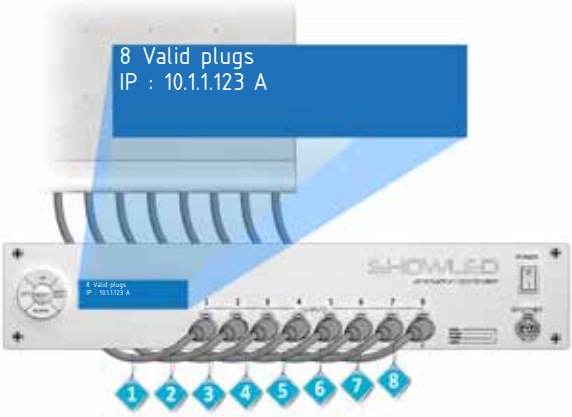
- Preparation Checklist:
  - o Ensure the Animation Controller(s) is/are powered off.
  - o Disconnect the Vbox unit from network switch and power off.
  - o Unplug the HDMI cable from the video interface.

Start-up Sequence:

**1. Animation Controller(s) Initialization:**

o Power on the Animation Controller(s).

o Wait for the boot process to finalize. This is crucial for ensuring the system is fully operational before proceeding. Visual confirmation can be derived from the display pattern shown in the reference image.




**2. Vbox Activation:**

o Connect Vbox Ethernet cable to network switch.

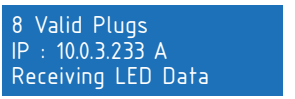
o Verify the start-up sequence by comparing the display output with the provided reference image. This step confirms the Vbox is functioning correctly and ready for the next phase.

**3. HDMI Connection:**

o Connect the HDMI cable from the Vbox to the video source.
o Confirm the successful connection by matching the display output with the reference image. This validation ensures the visual data transmission is established correctly.

**4. Animation Controller(s) Data Reception:**

o Verify that the Animation Controller(s) is/are correctly receiving LED data. This is confirmed by comparing the LED output to the reference image, ensuring the system's responsiveness and correct operation.




Additional Notes:

- Throughout the procedure, ensure all connections are made securely and without force to prevent damage to the connectors or devices.
- Monitor the system for any unusual behaviour or error messages. If any issues arise, refer to the troubleshooting section of the manual or contact technical support.

Conclusion:
Following this structured approach ensures a smooth and efficient startup of the animation system, preparing it for operational tasks or further configuration.

# ANIMATION CONTROLLER

## Overview

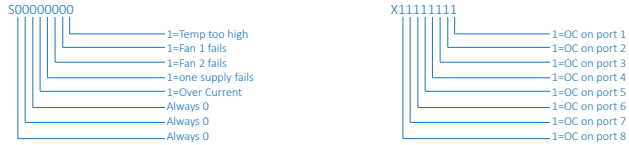
**NUMBER OF VALID PLUGS DETECTED**
*This should be the same amount of plugs connected to the controller*

**IP ADDRESS OF THE CONTROLLER ON THE NETWORK**
*IP address alphabetic suffix denotes type of addressing*
*A - Automatic IP addressing*
*S - Static IP addressing*
*D - Dynamic IP addresssing*

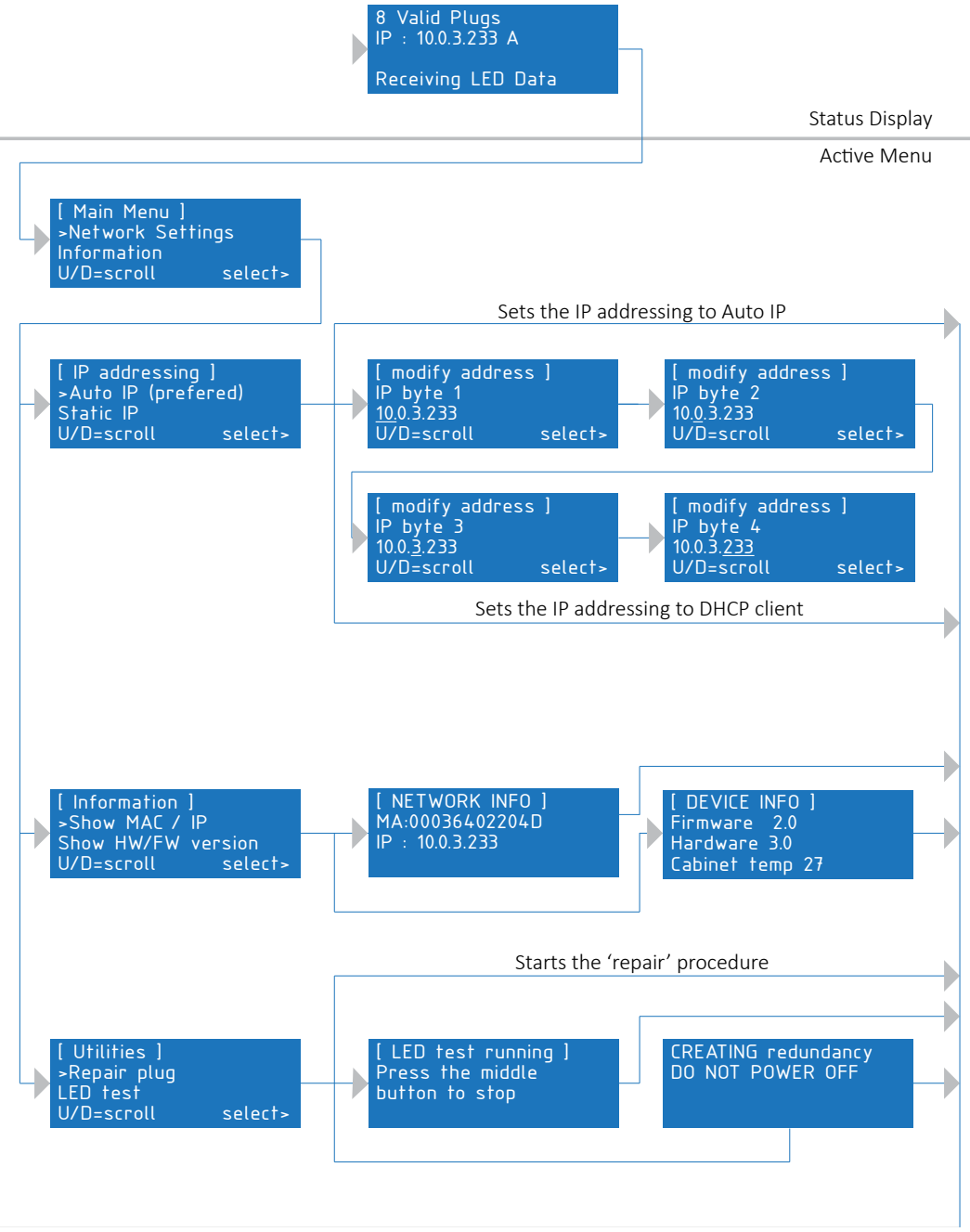
**WARNING MESSAGES**
*'Blank plugs detected', 'Make redundant now!'*

**SYSTEM MESSAGES**
*Messages can be status or error message*

| MESSAGE | MEANING & SOLUTION |
|---|---|
| Receiving LED Data | The controller receives Ethernet data meant for projection to the animation cloth connected to it. |
| No Ethernet Link | There is no working Ethernet link with this controller. Check cables and network gear to resolve |
| DON'T HOT SWAP PLUGS | The controller has detected a power surge on one of his output ports. It's most probably caused by inserting a plug in an output port while the device is powered. It's advisable to only plug in connectors when the device is powered off. |
| OC on port xyz | There is an overcurrent on the ports 'xyz'. See troubleshoot manual to resolve. |
| One supply fails | One of the internal power supplies fails. See troubleshoot manual to resolve. |
| Fan 1 fails | Fan 1 is jammed, broken or the cable has come loose. |
| Fan 2 fails | Fan 2 is jammed, broken or the cable has come loose. |
| Fan 1&2 fails | Both fans are jammed, broken or the cables have come loose. |
| Temp too high | The cabinet temp is too high. Make sure that the ventilation inlets (two sides) and ventilation outlets (back) are free. |
| S00000000 X11111111 | When there is more than one error at same time this bit field notation is used. |



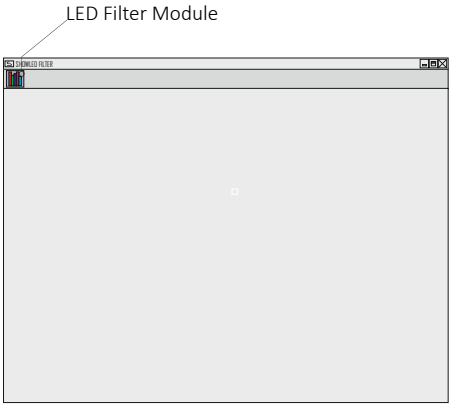
# Menu Structure

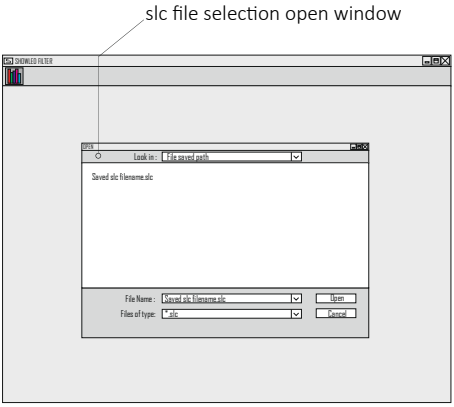


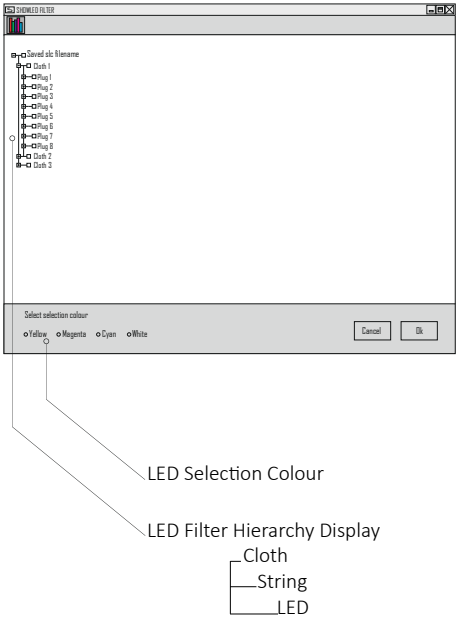
# SHOWLED FILTER

## Introduction

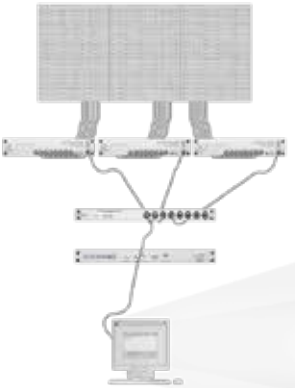
With the help of ShowLED Filter;
specific areas can be turned off as the unique number of a broken LED can be determined.



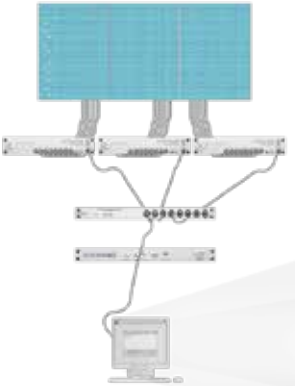



## Connection for Configuration



Press
to select and open an slc file.

From the panels configuration heirarchy, either a cloth, string or an LED can be turned off/on by pressing space bar or mouse click on check box.



Each LED shares an unique number, this number is used as reference for replacement of broken LEDs.

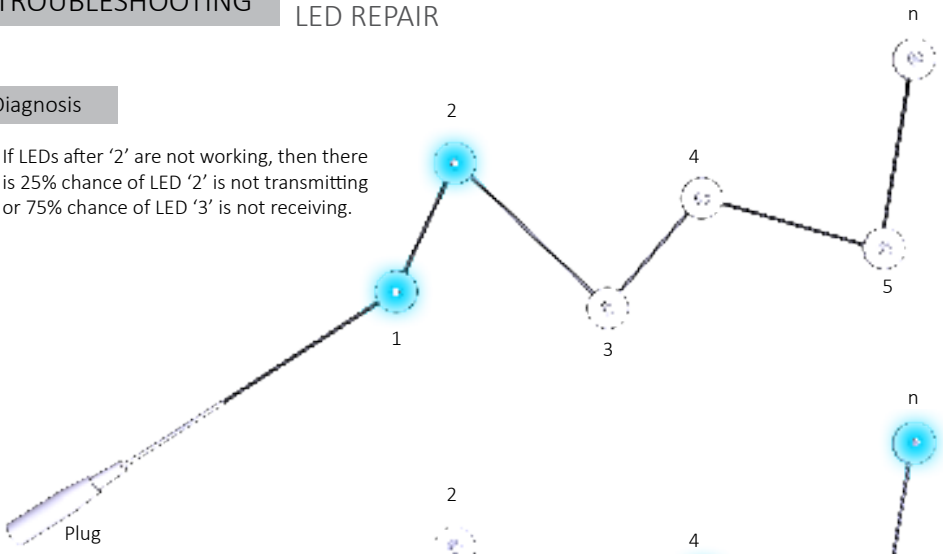
After finishing the required configuration, press 'Ok' to save a new slc file. Saved slc file has to be reloaded into the V-box before the changes will have effect.

# TROUBLESHOOTING

## LED REPAIR

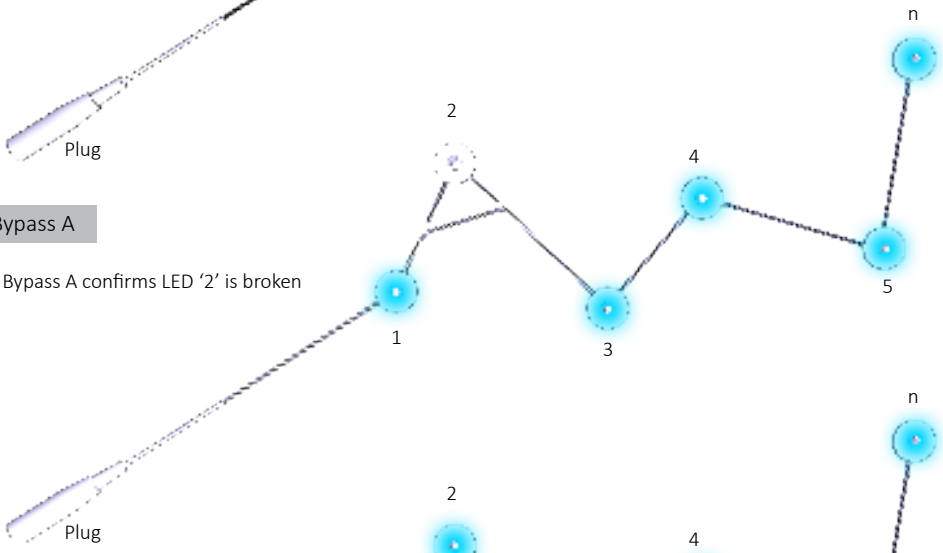
### Diagnosis

If LEDs after ‘2’ are not working, then there is 25% chance of LED ‘2’ is not transmitting or 75% chance of LED ‘3’ is not receiving.



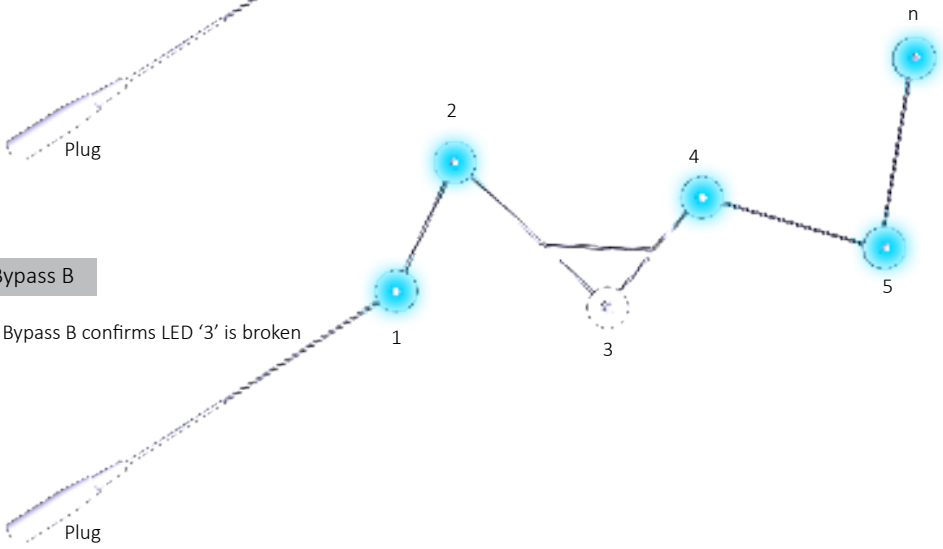

### Bypass A

Bypass A confirms LED ‘2’ is broken

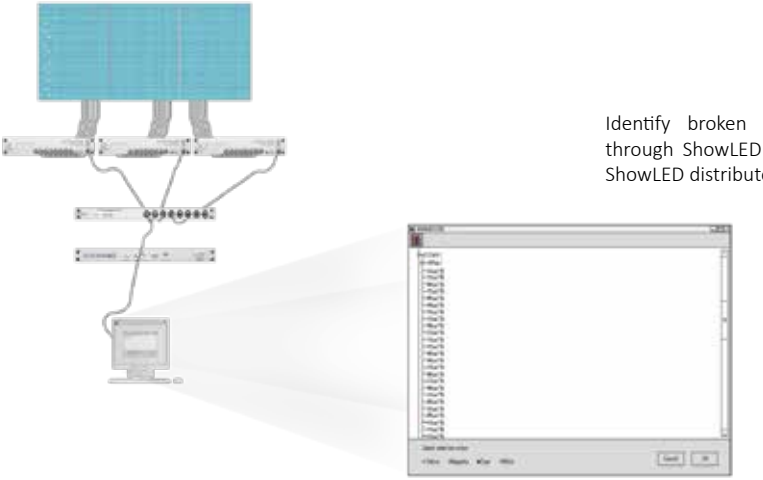



### Bypass B

Bypass B confirms LED ‘3’ is broken



# LED REPAIR

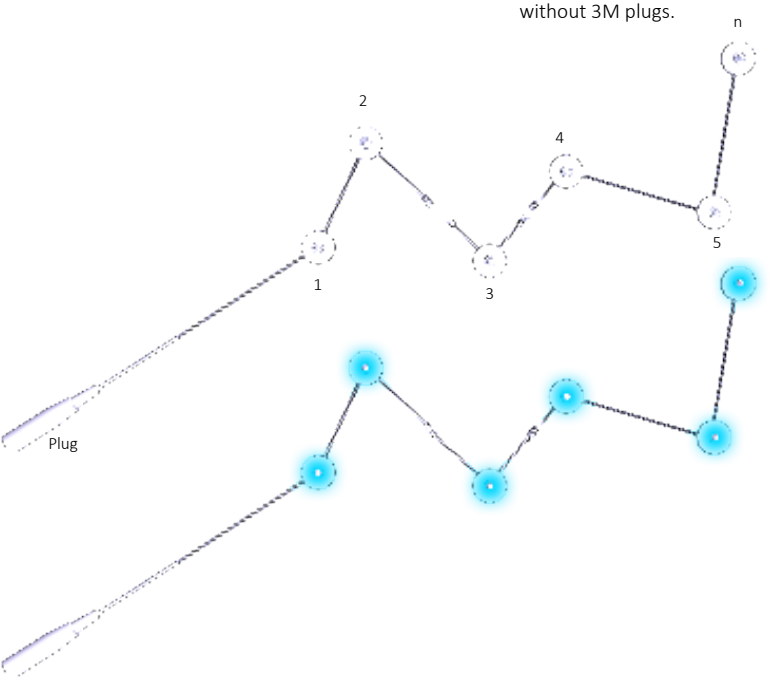


## Identify and Email

Identify broken LED`s unique number through ShowLED filter and mail to your ShowLED distributor.

## Receiving Replacement

Replacement can be ordered with or without 3M plugs.



# TROUBLESHOOTING

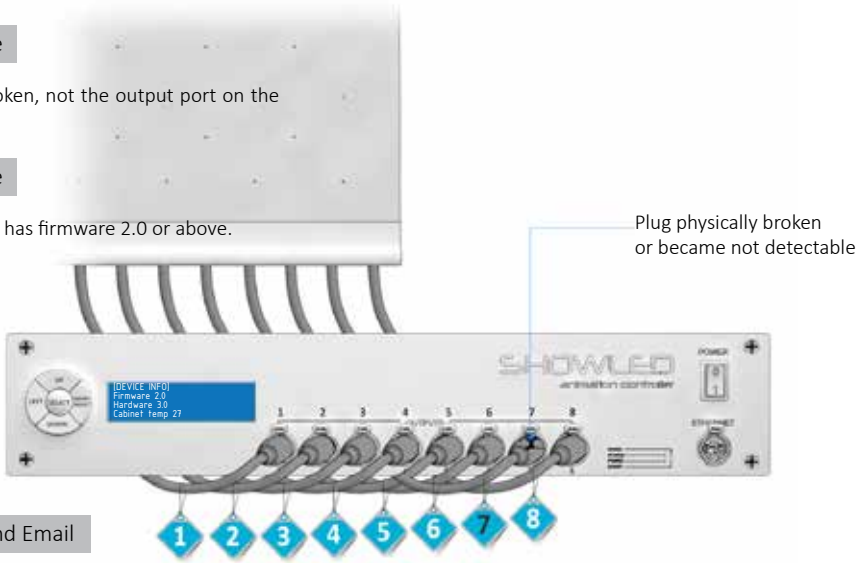
## PLUG REPAIR

### Make Sure

Plug is broken, not the output port on the controller.

### Make Sure

Controller has firmware 2.0 or above.

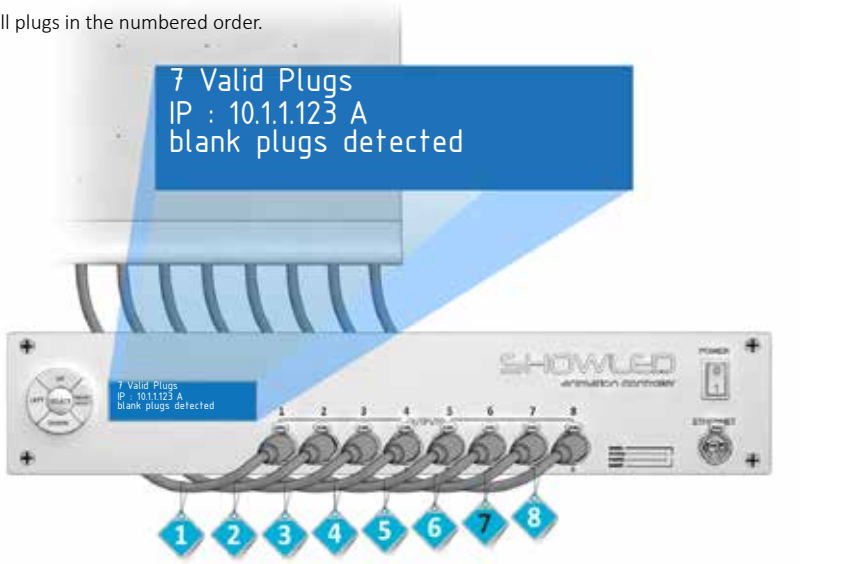



### Identify and Email

Identify broken plug number and serial number of panel; mail to your ShowLED distributor for replacement.

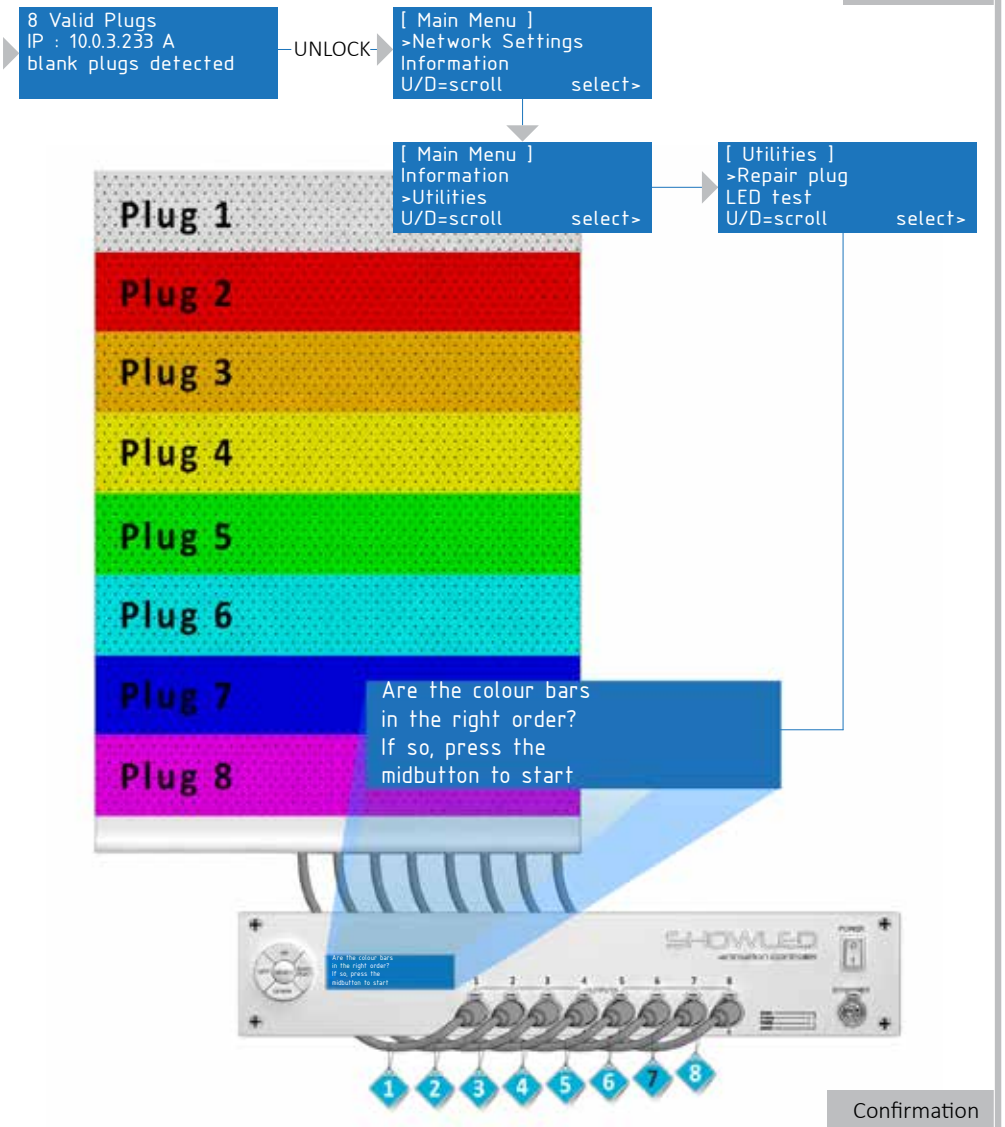
### Connect Plugs

Connect all plugs in the numbered order.



# PLUG REPAIR

Repair Plugs



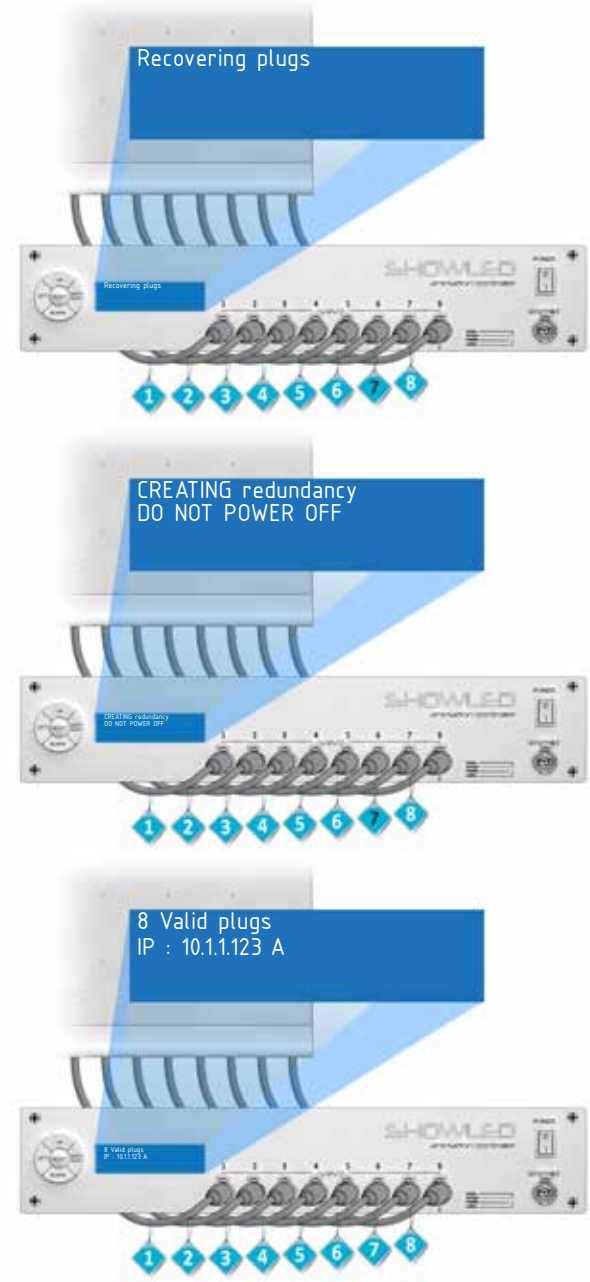

Confirmation

By pressing midbutton on controller keypad will start repairing the plugs

# TROUBLESHOOTING

## PLUG REPAIR

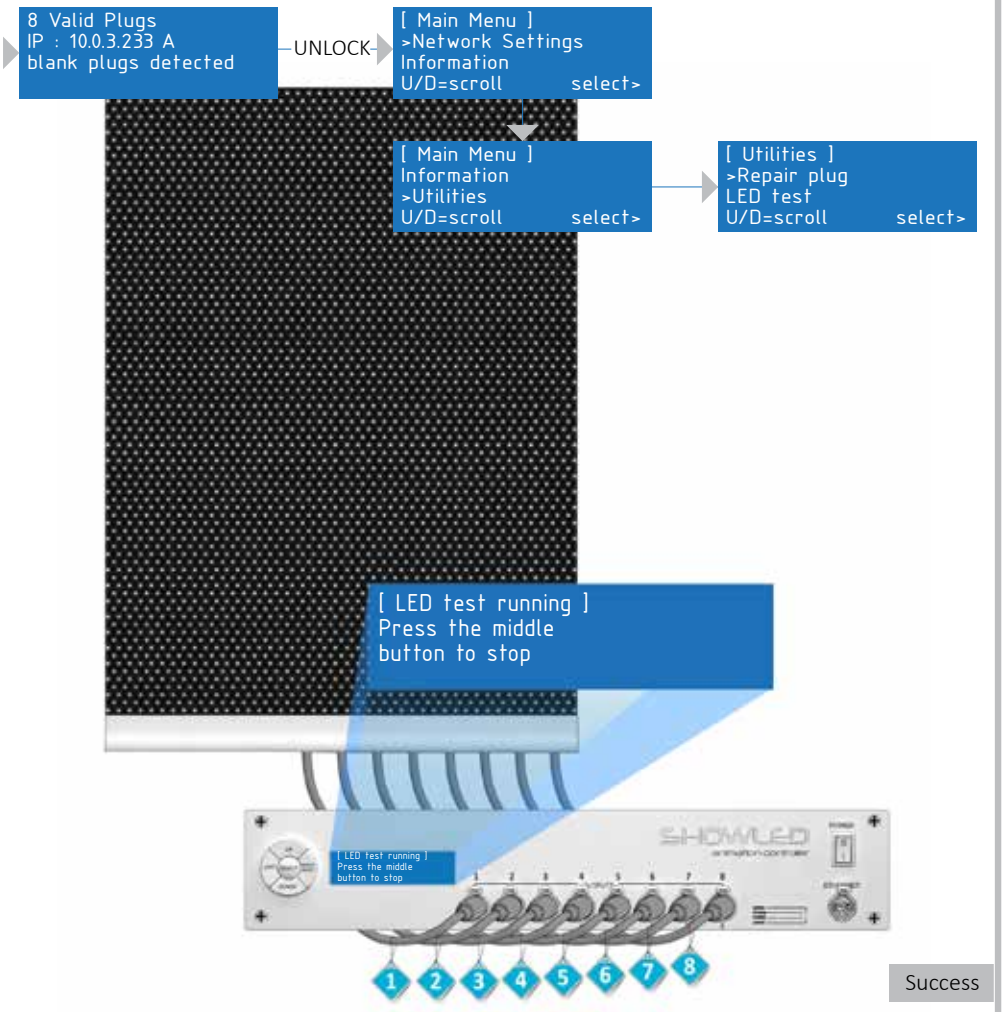
Repair Status



# LED TEST

Process

LED test is a process done via controller to confirm connections, plugs, controllers, LEDs are working properly.




Success

Upon selecting LED test all LEDs will light up at 100% intensity in white colour.

SHOWLED

C REATIVE LED SOLUTIONS

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