



# IRIS SOFTWARE SUITE

MESSAGE EDITING SOFTWARE  
FOR CT AND GT SERIES

JANUARY 2011

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## Introduction

The Iris Software Suite is comprised of three applications that provide the tools to display, create, and schedule message on Optec CT and GT Series LED Displays.

Iris Message Composer gives you control of the timing of the display, and provide the tools for text and background creation.

Iris Graphic Creator adds the ability to create graphics and animations.

Iris Scheduler adds the ability to create, edit, and transmit message schedules.

Together they give you all the tools you need to create captivating presentations on your Optec LED Display.

## Installation

The Iris Software installation CD comes with installer, video training, and manuals.

### Getting started:

1. Insert the installer CD
2. The following screen will appear, automatically:

**When you insert the installer CD, this screen appears automatically**



## Installation (continued)

The installation CD has several options in the following three categories:

### Install Software

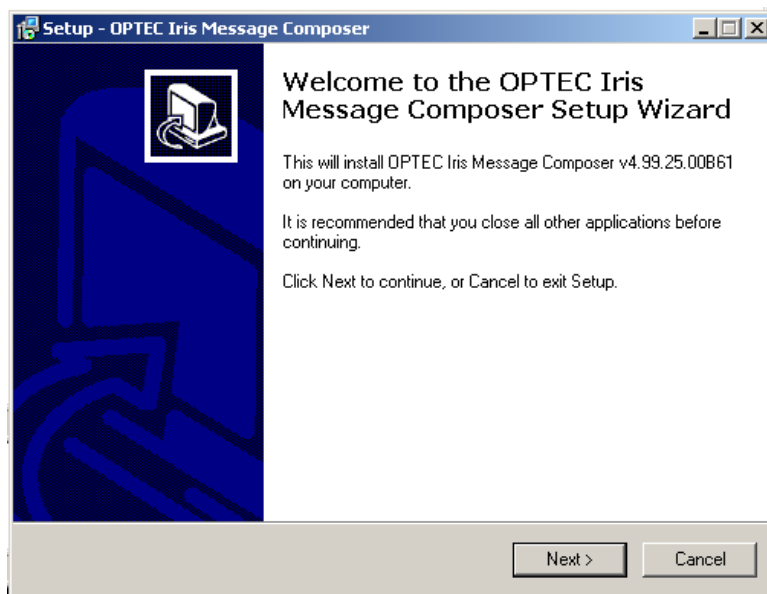
- Install Iris Software Suite
- Acrobat Reader (to view manuals)

### Install Manuals

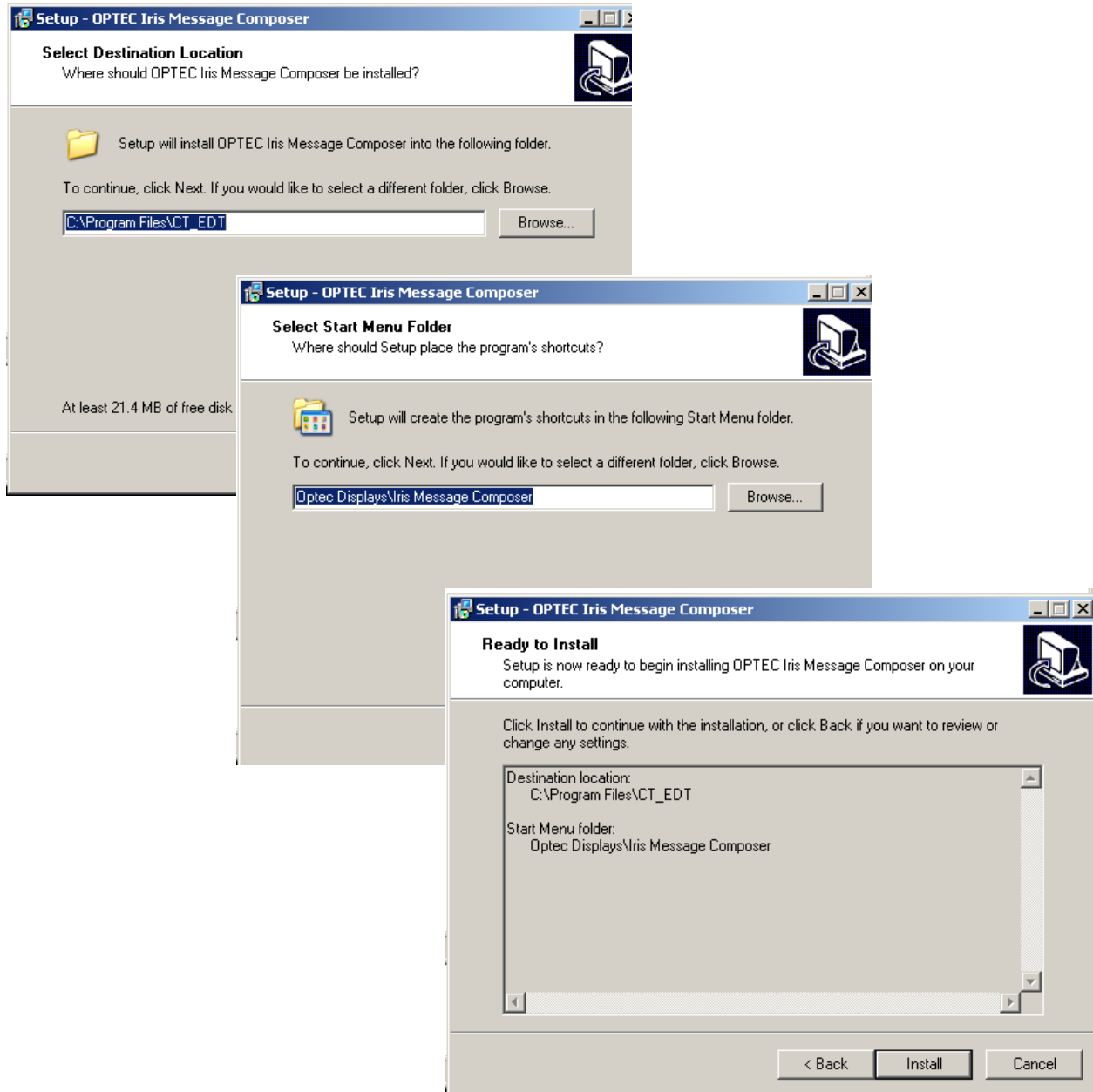
- Iris Software Suite Manual (this manual)

## To Install Software:

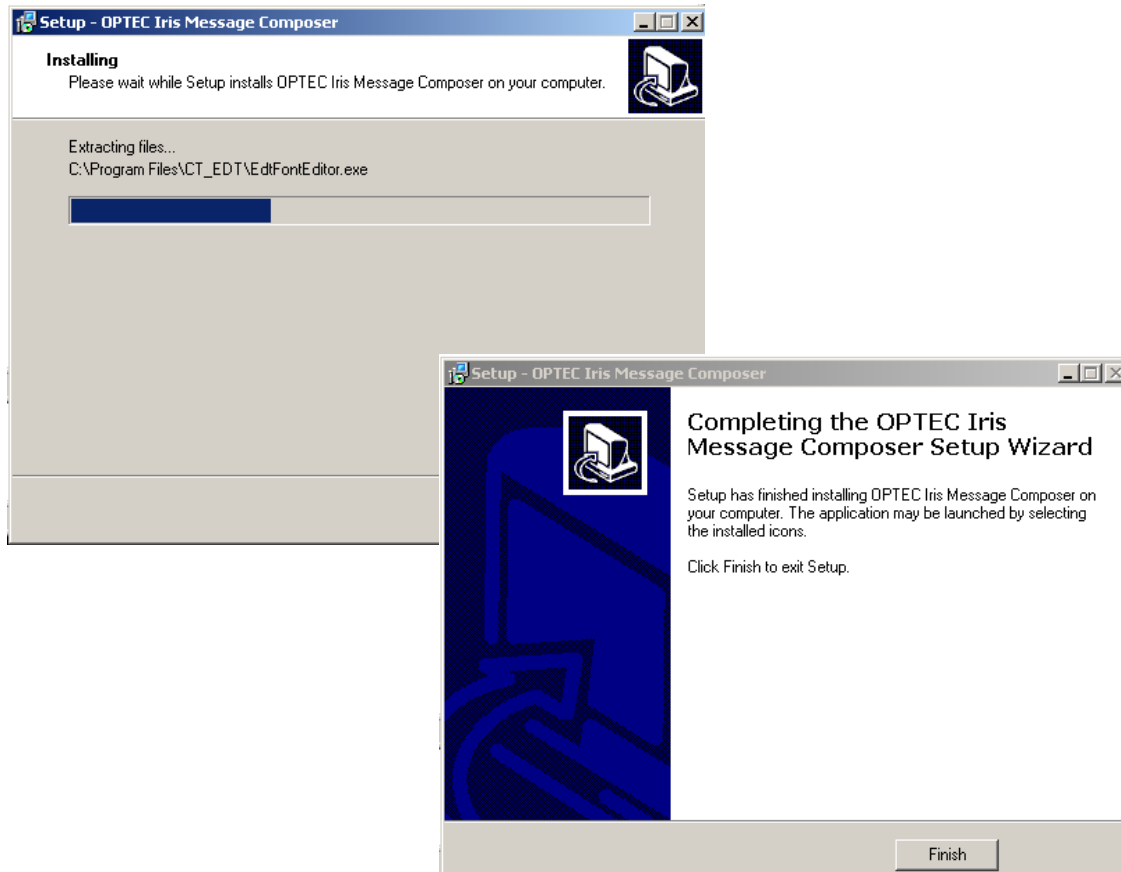
Click to install. The installation wizard will guide you through the steps.



## To Install Software (Continued)



## To Install Software *(Continued)*



When the installation is complete, an icon for Iris Message Composer will appear on your desktop, and in the Windows "Start Menu".



## Display Configuration

The first time Iris Software Suite is used with a display, or if you have more than one display, the display's configuration must be entered into the "Sign Setup" window.

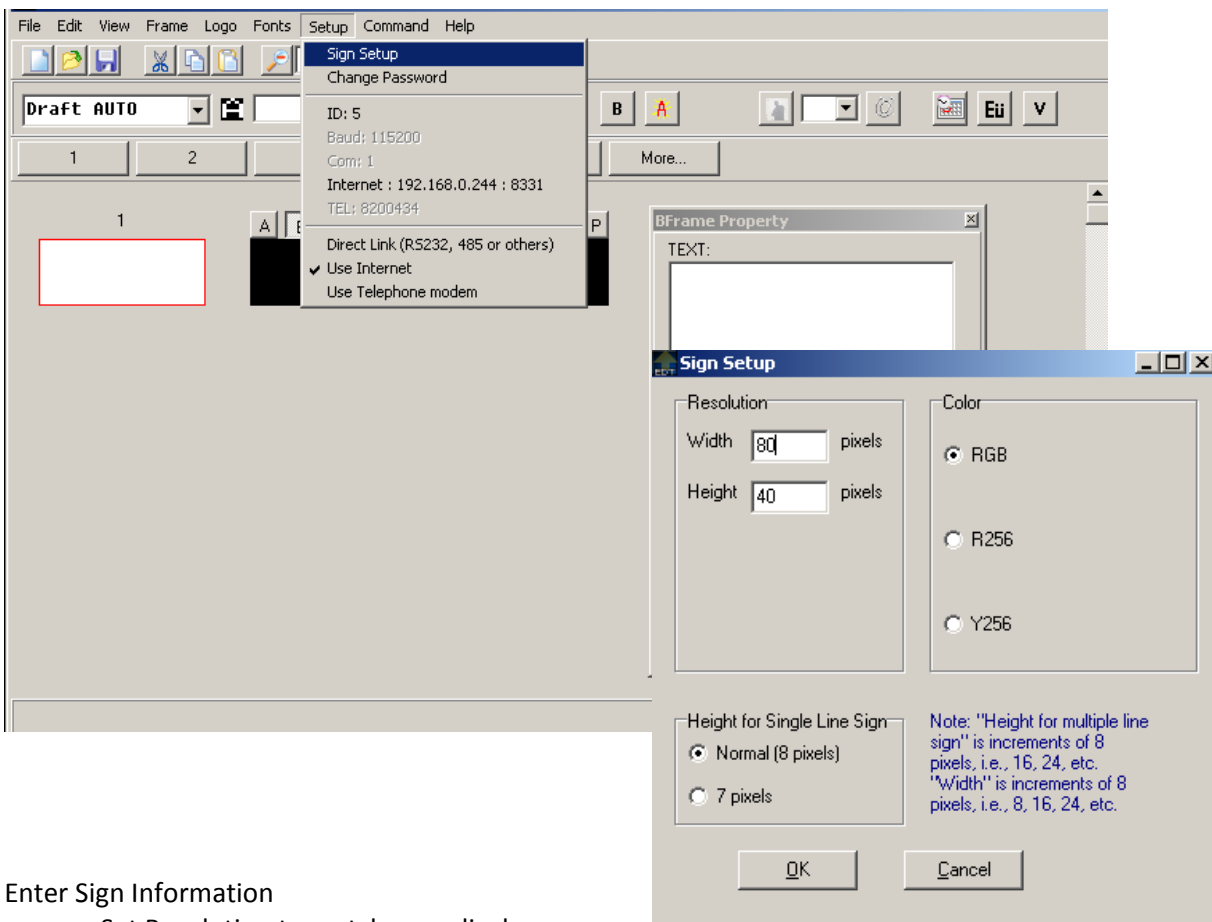
1. Start Iris Message Composer:



Double click  or Windows Start Menu → Optec Displays → Iris Message Composer

2. Access "Sign Setup" window:

- Menu → Setup → Sign Setup



3. Enter Sign Information

- a. Set Resolution to match your display
- b. Set Color to match your display colors
- c. Select Normal (8 Pixels)
- d. Click "OK" to exit.

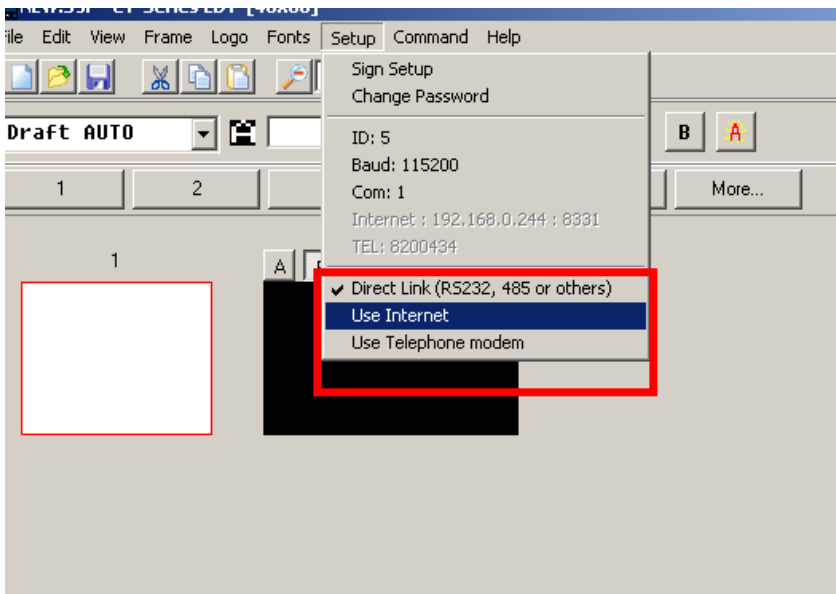
## Display Configuration *(continued)*

### Communication Settings

The first time Iris Message Composer is used with a display, or if you have more than one display, the communication settings will need to be reset or changed.

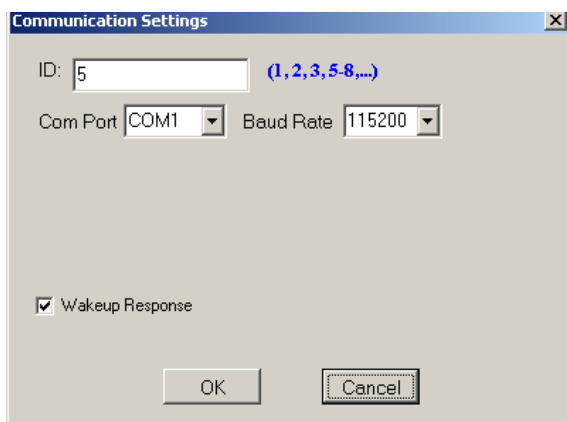
**1. Access “Communication Setup” window:**

- Menu → Setup → Select communication method (Direct Link; Internet; Telephone Modem)
- Different communication method will bring up different settings



**2. Communication settings:**

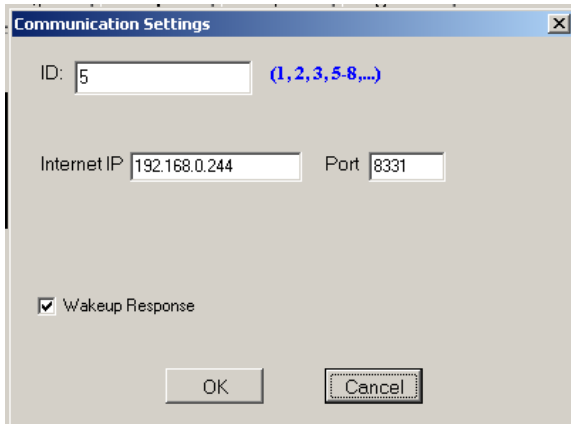
- a. Direct Link (RS232, 485 or Others). Select this for RS232 and 485 communication method.



- It requires an ID number (hard ID on the main board. See quick setup guide for more info. Default = 1)
- Com Port (the com port assigned to RS232 on the UserEnd PC)
- Baud Rate (jumper settings on the main board. See quick setup guide for more info).

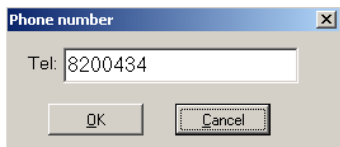
## Communication Settings *(continued)*

b. Use Internet. Select this for Ethernet or Internet communication method.

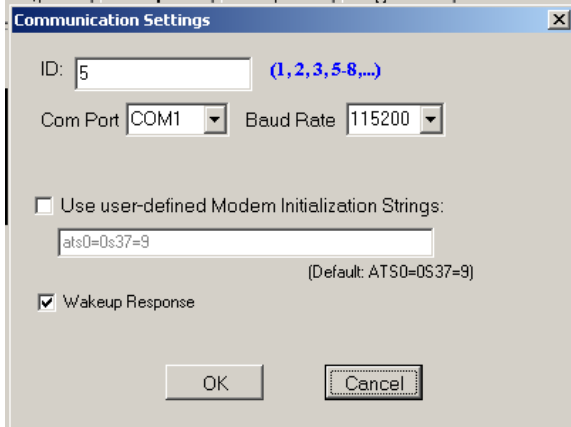


- It requires an ID number (hard ID on the main board. See quick setup guide for more info. Default = 1)
- IP Address of the Main Board. (default 192.168.0.250)
- Port (default 8331)

c. Use Telephone Modem. Select this for Telephone modem communication method.

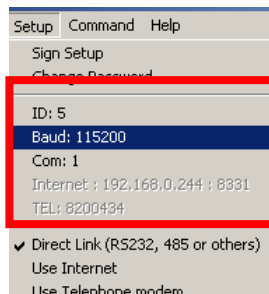


- It requires the phone number of the display.



- ID number (hard ID on the main board. See quick setup guide for more info. Default = 1)
- Com Port (the port assigned to phone modem on the UserEnd computer).
- Baud Rate ((jumper settings on the main board. See quick setup guide for more info).
- Uncheck "Use user-defined Modem initialization strings" unless instructed by Optec Displays Inc.

### 3. Current Communication Settings:

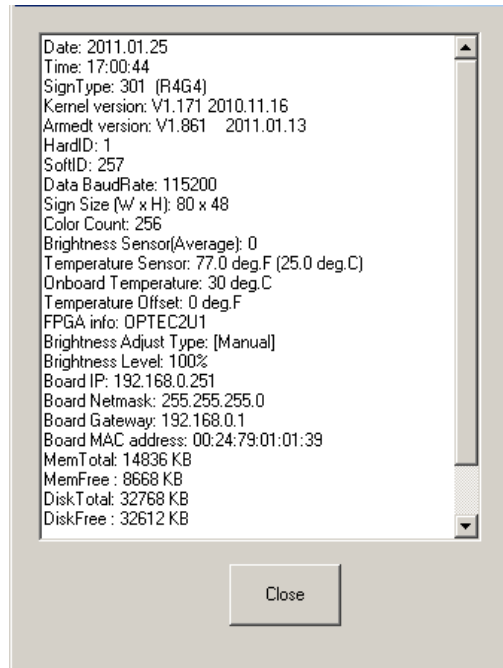


This section under "Setup" contains the settings of the current communication method in use.

## Testing Communication

When communication is properly set, there are two ways of confirming communication is setup correctly.

1. Get Sign Info: Iris Message Composer will retrieve system information from Main Board. To do this:
  - i. Menu → Command → Get Sign Info.



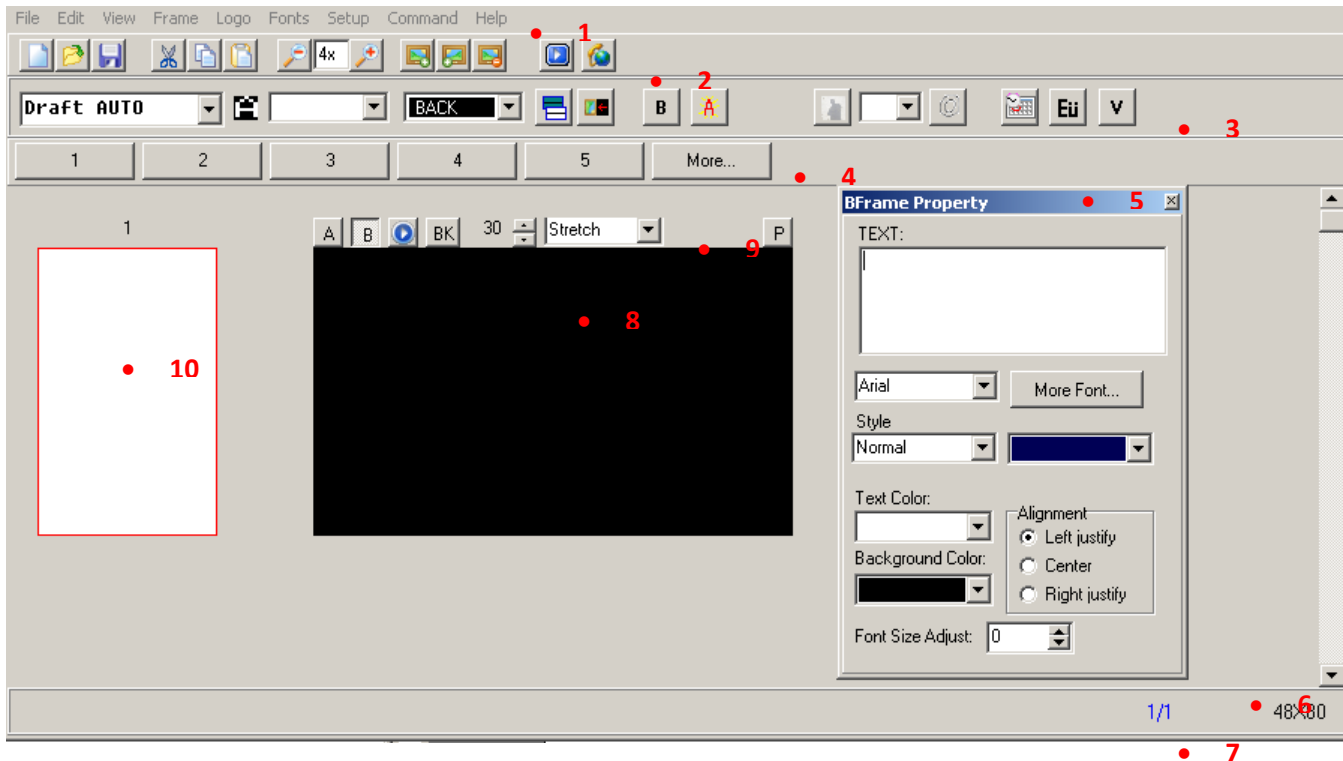
2. Sign Image Viewer: This to view the current message/content running on the display.
  - i. Menu → Command → Sign Image Viewer





**IRIS MESSAGE COMPOSER**  
**BASIC EDITING MODE**

## Iris Message Composer Interface



1. Menu bar
2. Standard Toolbar
3. A-Frame Editing Function Bar (Advanced Mode)
4. Hotkey Bar
5. B-Frame Text Editing / Property Window (Basic Mode)
6. Display Resolution Indicator
7. Frame Indicator
8. Frame Window/Display Area (actual presentation on the LED display)
9. Frame Animation/Background Toolbar
10. Effects Window

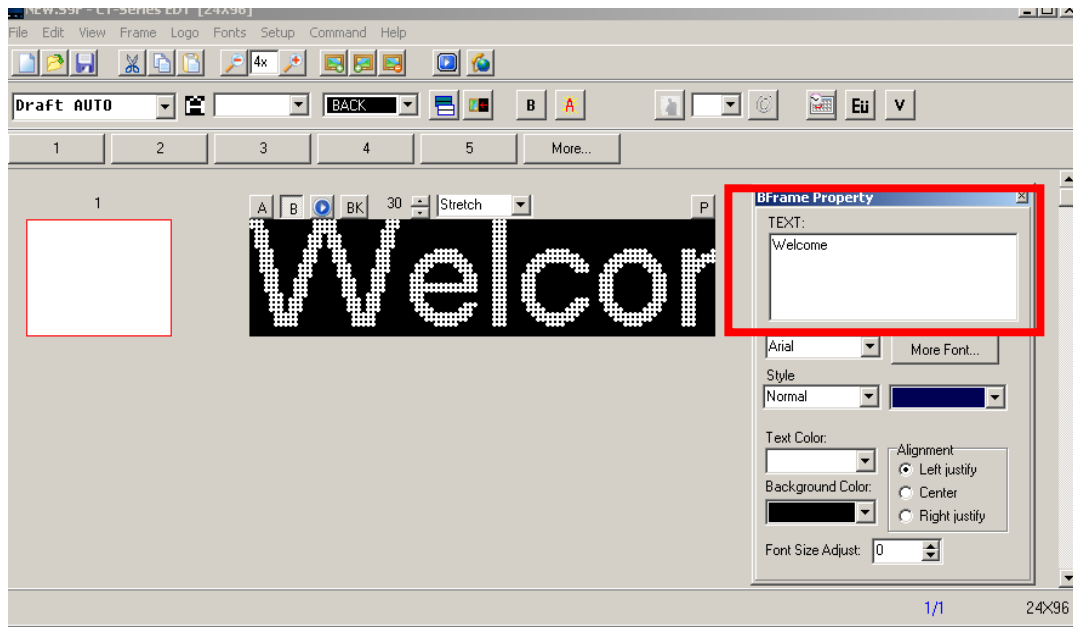
## Creating a message - Basic Mode

There are two editable global layers in Basic Mode: (1). Text Layer. (2). Animation/Background Layer.

\*\* Text Scrolling is not available in Basic Mode. Please use Advanced Mode\*\*

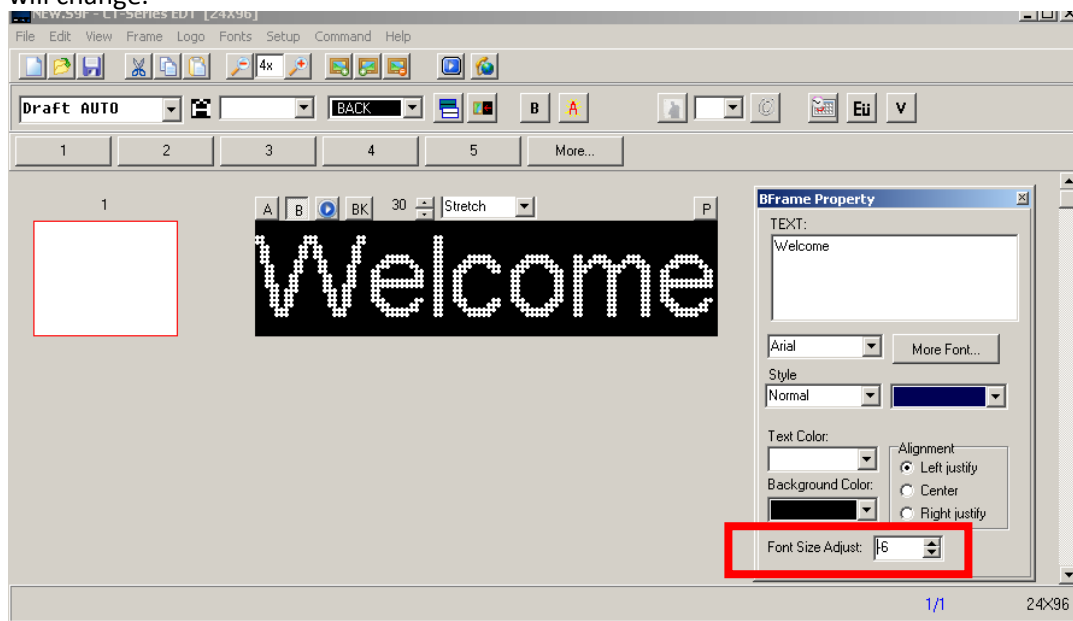
### Creating your first text message using Basic Mode (recommended):

Step 1: **Enter a text message** – Move cursor inside the “Text” box and type a message.



Tip:  
Press  if you do not see BFrame Property Window.

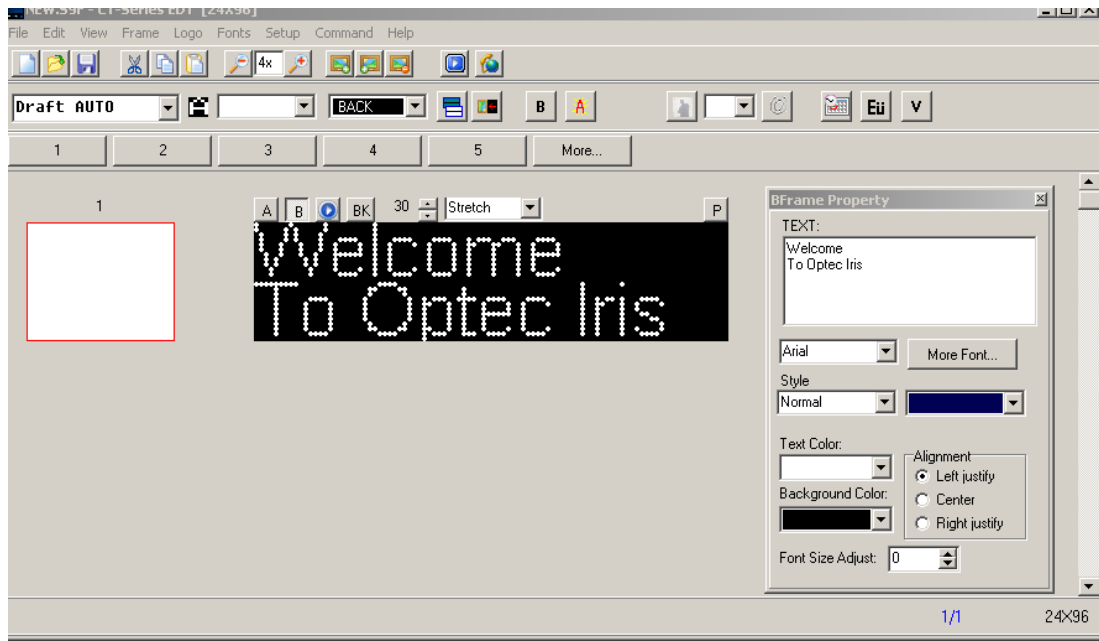
Step 2: **Adjust text size to fit the actual display area** – “Font Size Adjust” (manually). Use the arrow keys to change the font size until entire message displayed properly in the display area (black box). Note that font style will change.



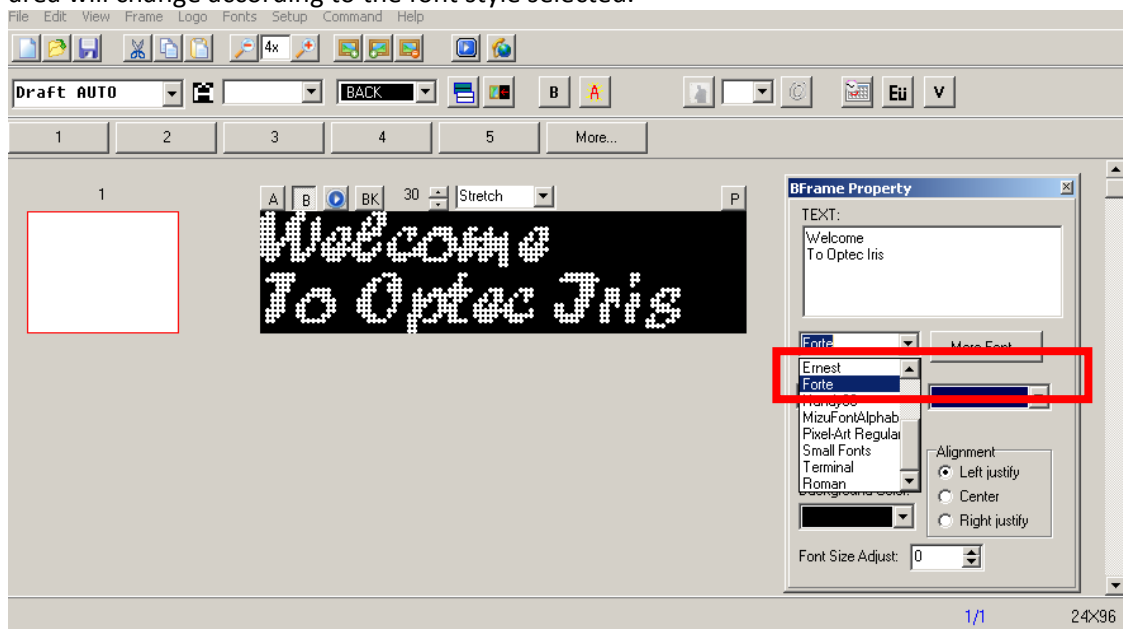
Note:  
Anything outside of the Frame Window/Display Area will be cropped.  
Make sure to resize your entire message to fit the Frame Window / Display Area.

## Creating a message - Basic Mode *(continued)*

Step 3: **Enter multiple lines message** – Press ENTER and type in another message inside the “Text” box. Note that Text sizes will auto adjust when more than one line is entered, and “Font Size Adjust” value will reset to “0”. Further font size adjustment can be done by changing the “Font Size Adjust” value.



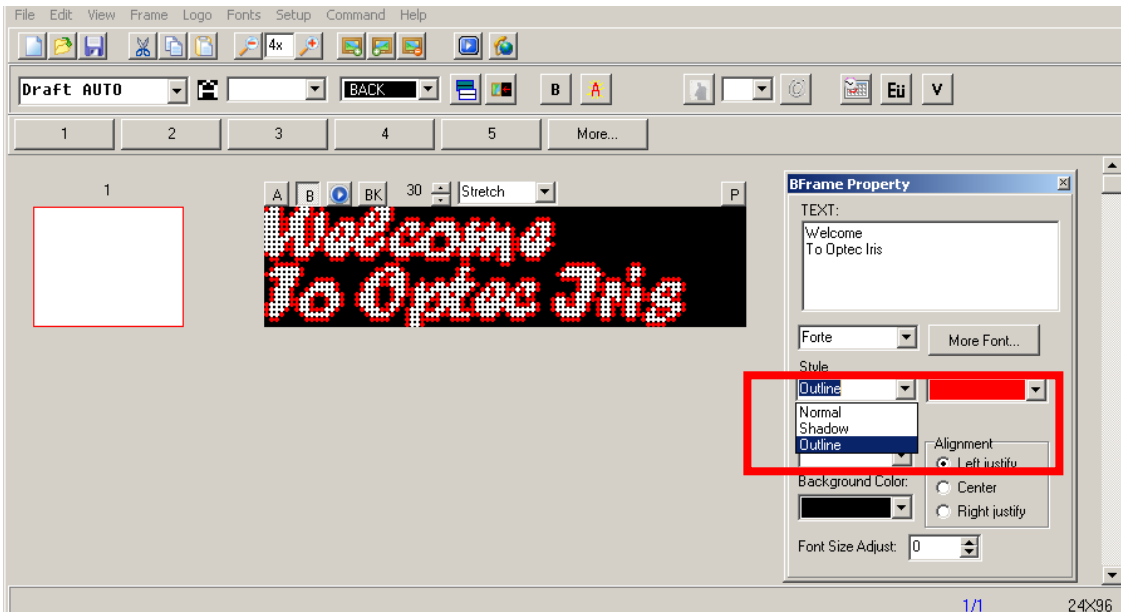
Step 4: **Change Font Style** – Basic editing mode supports Windows true type fonts. Use the arrow and select desired font style. Click on “More Font...” button for additional font styles. Once selected, text inside the display area will change according to the font style selected.



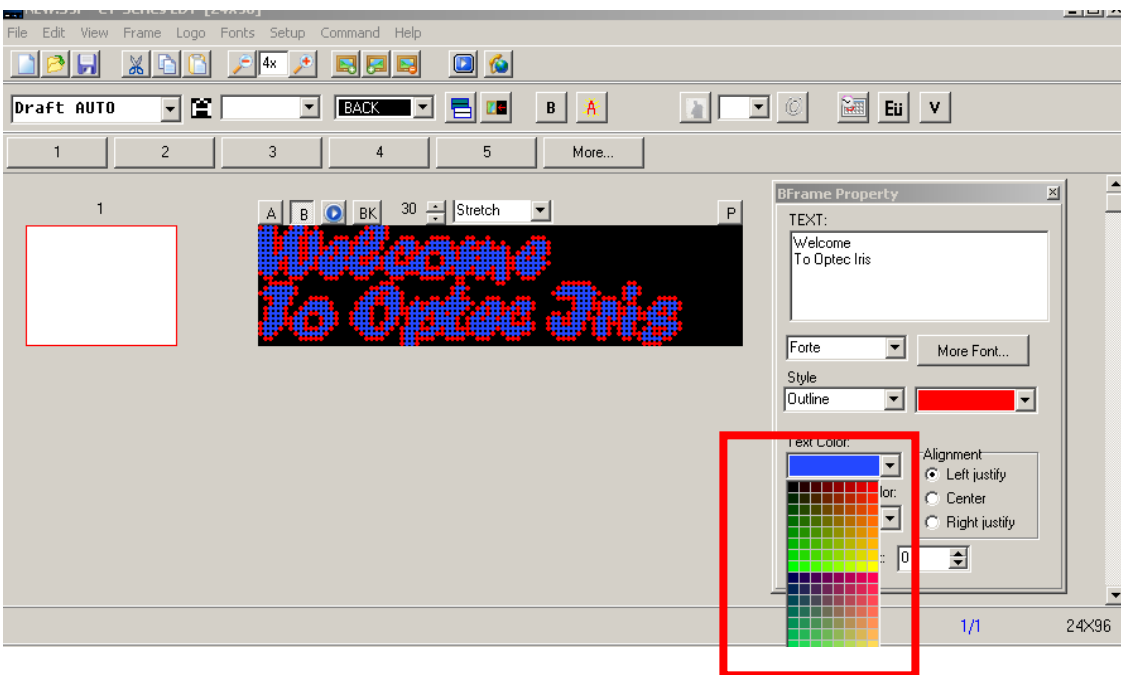
Note:  
B-Frame (Basic Mode) editing function affects everything in the same LAYER. Every frame contains two layers – Text Layer and Animation / Background Layer. Changes made are on LAYER level.

## Creating a message - Basic Mode *(continued)*

Step 5: **Add Outline or Shadow to Text** – click on Style and select “Outline”, then pick the color for the outline

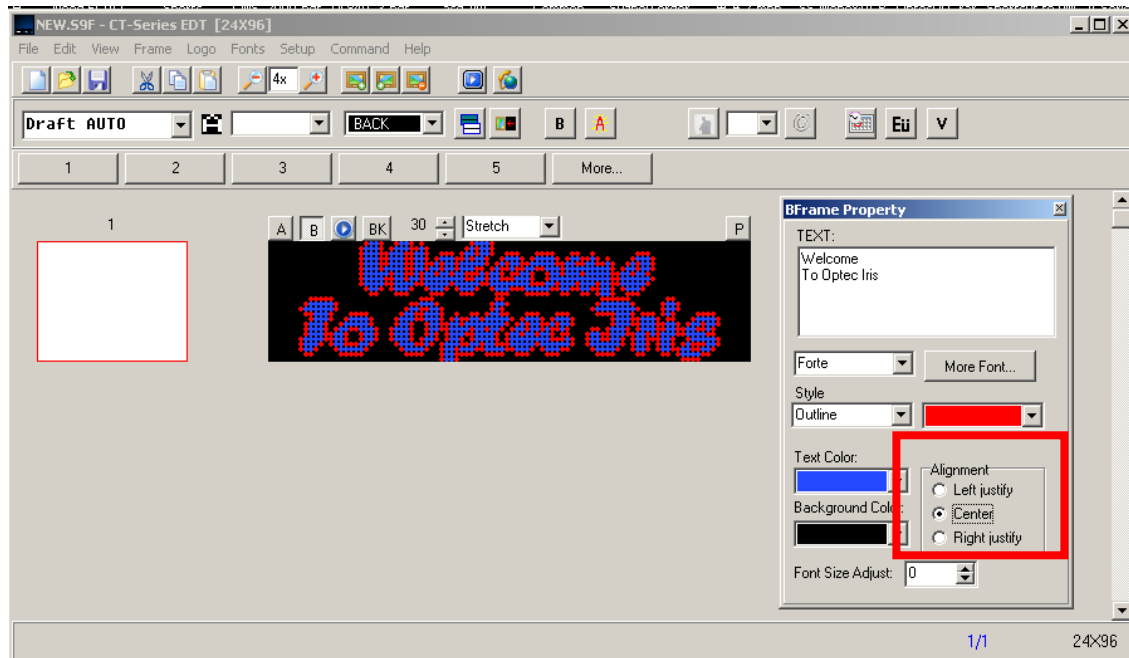


Step 6: **Change Text Color** – click on “Text Color” and select desired color for the text.



## Creating a message - Basic Mode *(continued)*


Step 7: **Text alignment** – select the desired text position (Left, Center, Right Justify).



Tip:

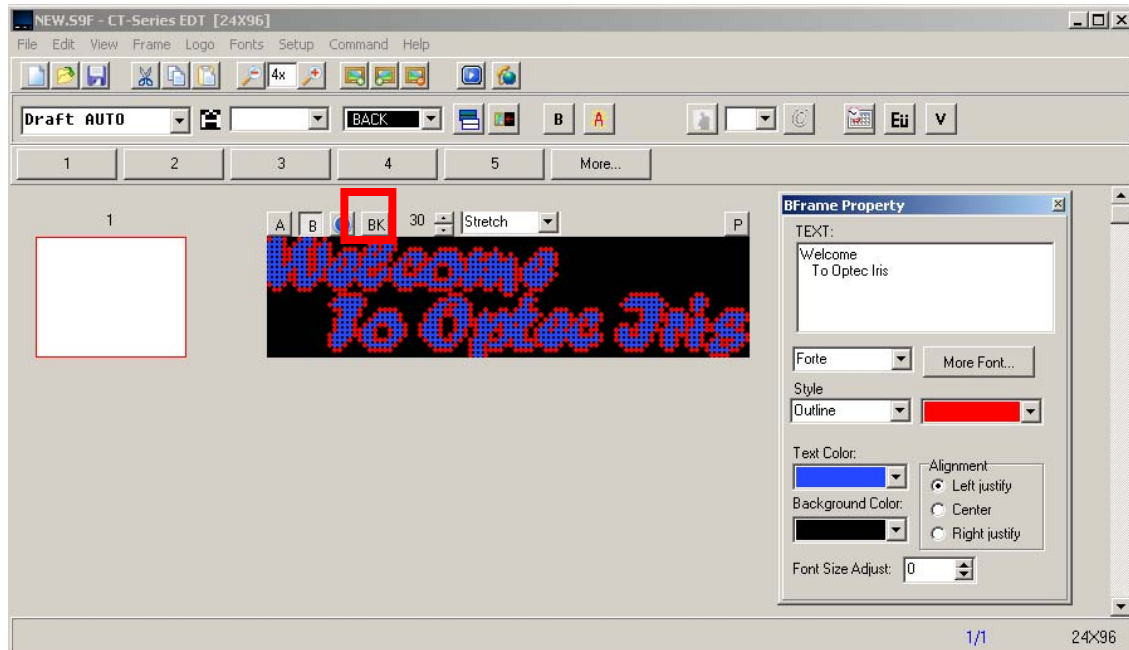
You can also use **space bar** to reposition the text.

How:  
Put cursor in front of the text string inside the TEXT BOX that we want to reposition, then press space bar to move the text string.

Now, your first message is ready. Click  located in the Menu bar to send message to display. Or read further to add background to your message.

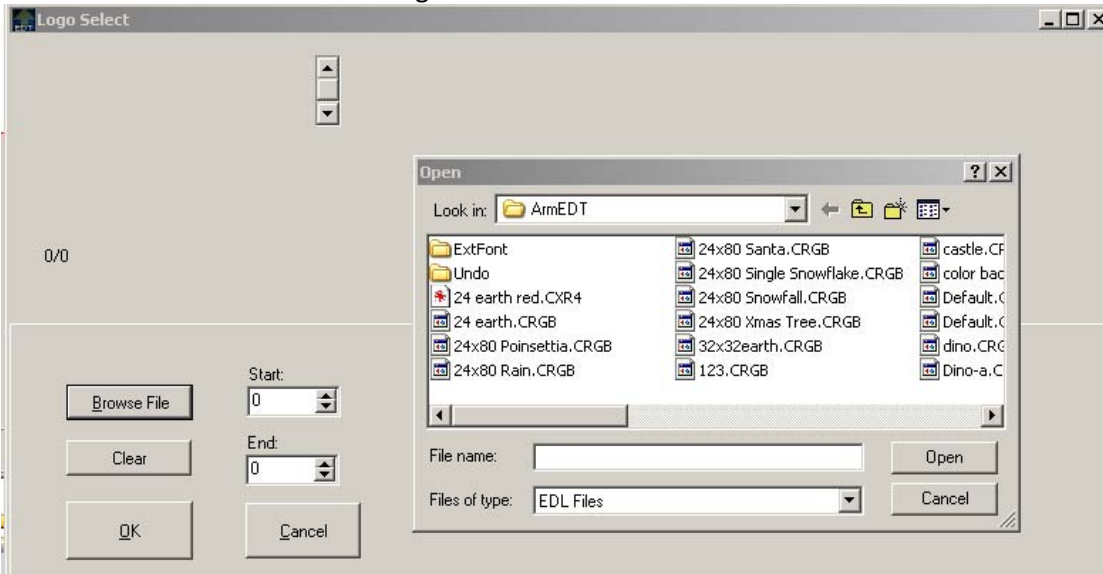
## Adding background to your message (Basic Mode):

Step 1: **Access background import window** – click on  to bring up the background import window - “Logo Select” window.

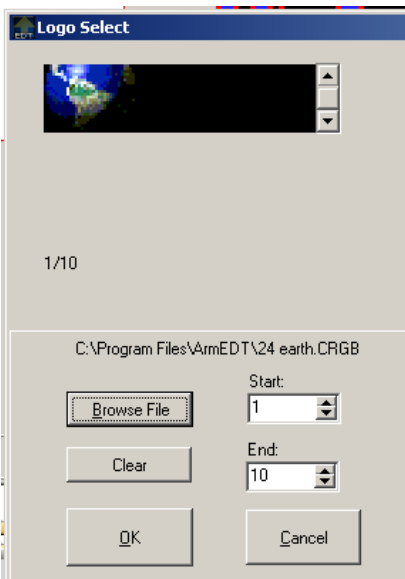


## Creating a message - Basic Mode *(continued)*

Step 2: **Import background file** – click on Browse File button to bring up Open file window. Browse through your folders and select the desired background file.



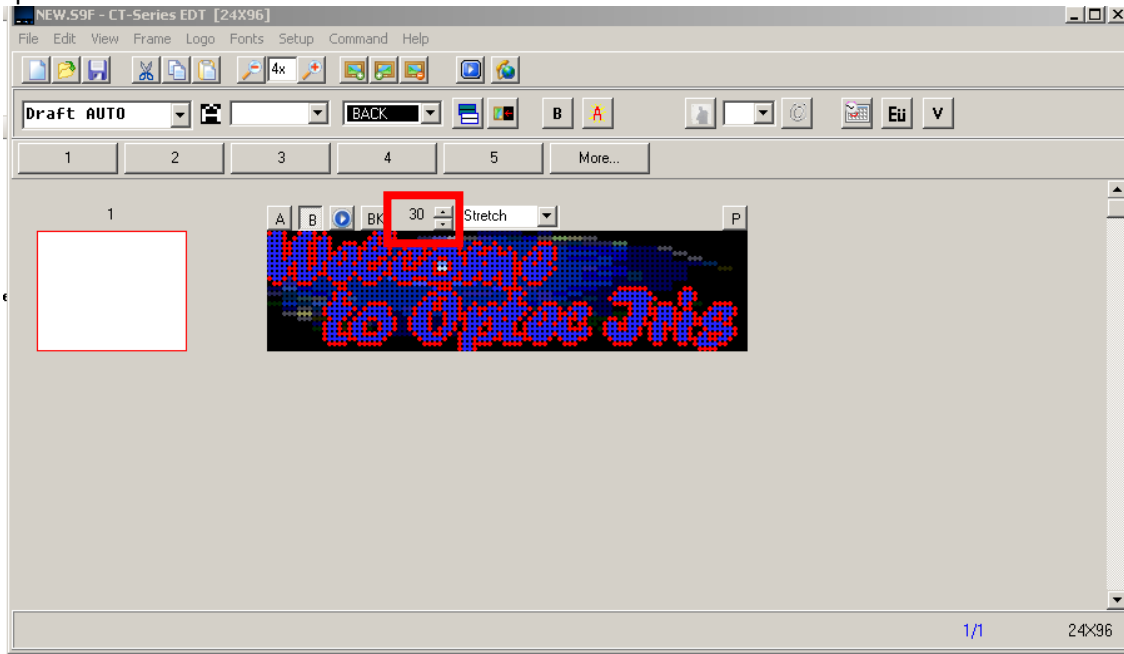
Note:  
Additional background is available upon request. Please contact your Optec sales rep.



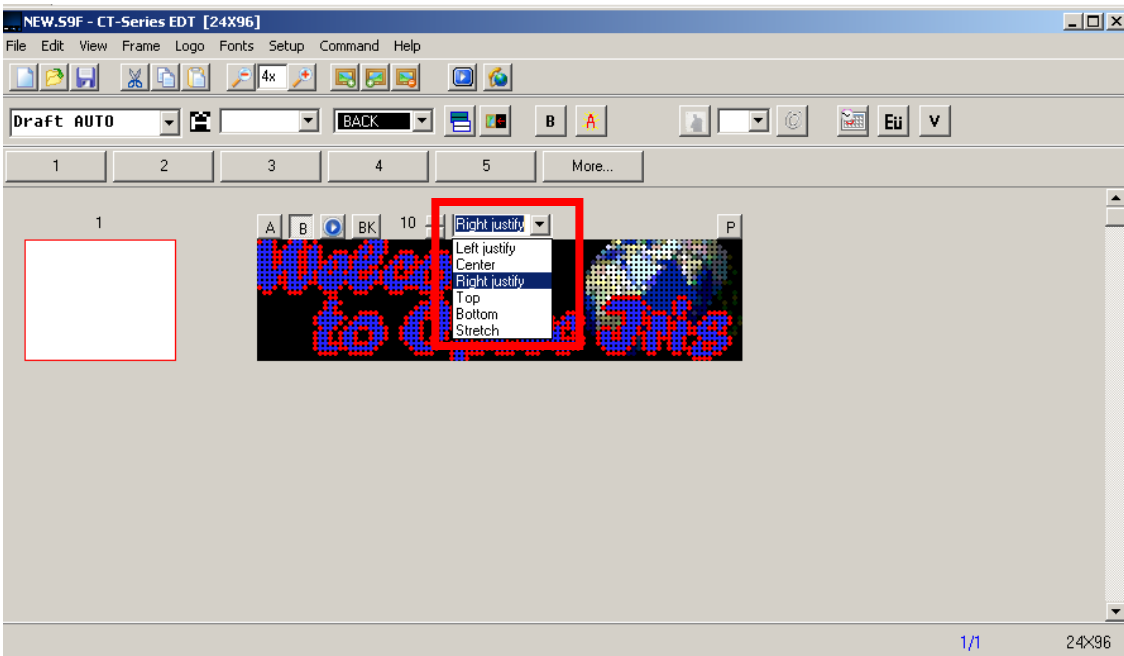
- You can select from where to start and end the animation.
- You can also select the same frame for Start and End to get a static image / background.
- Click “OK” to insert file

## Creating a message - Basic Mode *(continued)*

Step 3: **Adjust the background playback speed** – use the arrow key and change the value to change the playback speed.



Step 4: **Reposition the background** – click on “Stretch” and select the desired position for the background.



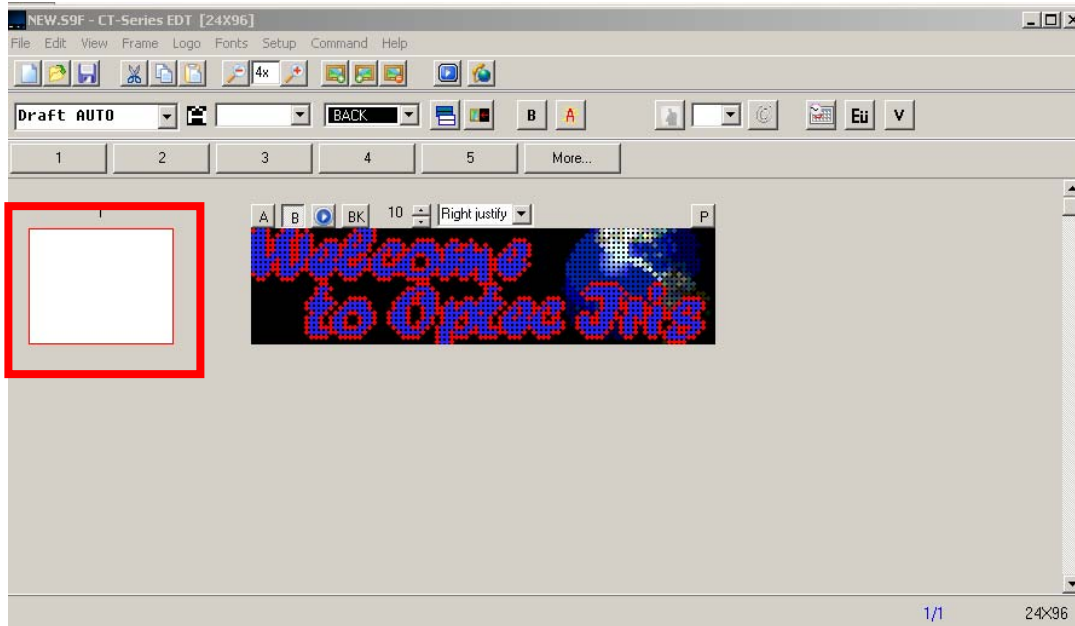
**Tip:**  
Custom animations or images can be imported using Iris Graphic Creator.  
  
Supported file formats – gif and bmp.

Now, your message with background is done. Either upload message to display or read further for adding effects.

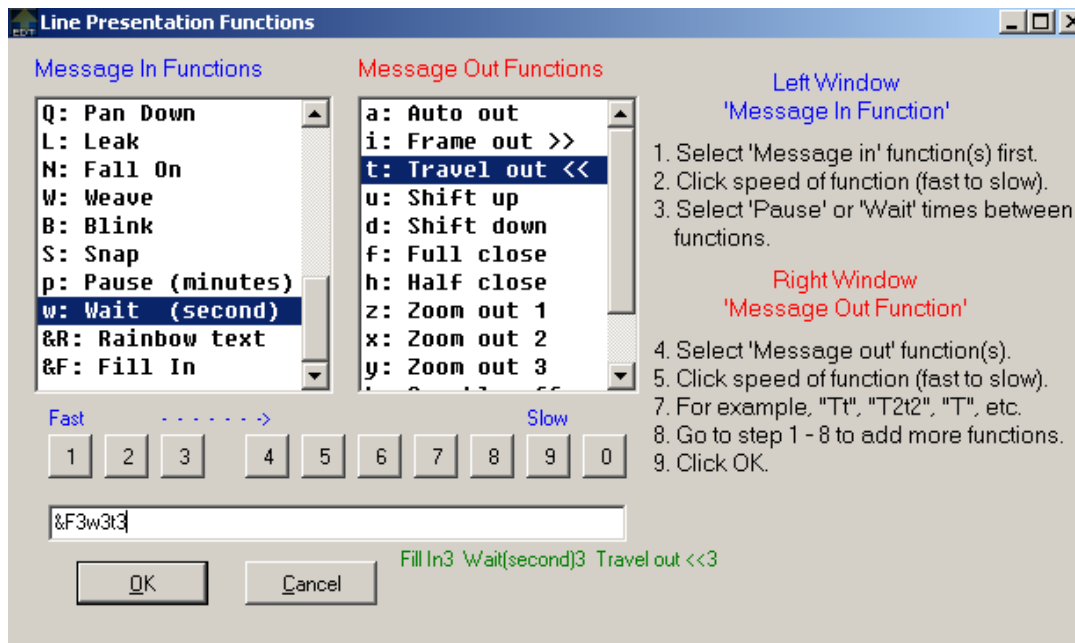
## Creating a message - Basic Mode *(continued)*

### Adding effects to your message (Basic Mode):

Step 1: **Access effect window** – click on the WHITE box on the far left.



Step 2: **Add effects (presentation functions) to message and frame** – select “Message In Functions” (multiple effects can be added) then select speed for each effect. Then select “Message Out Functions” (this is how entire frame will exist before the next frame appears) and speed for the effect.



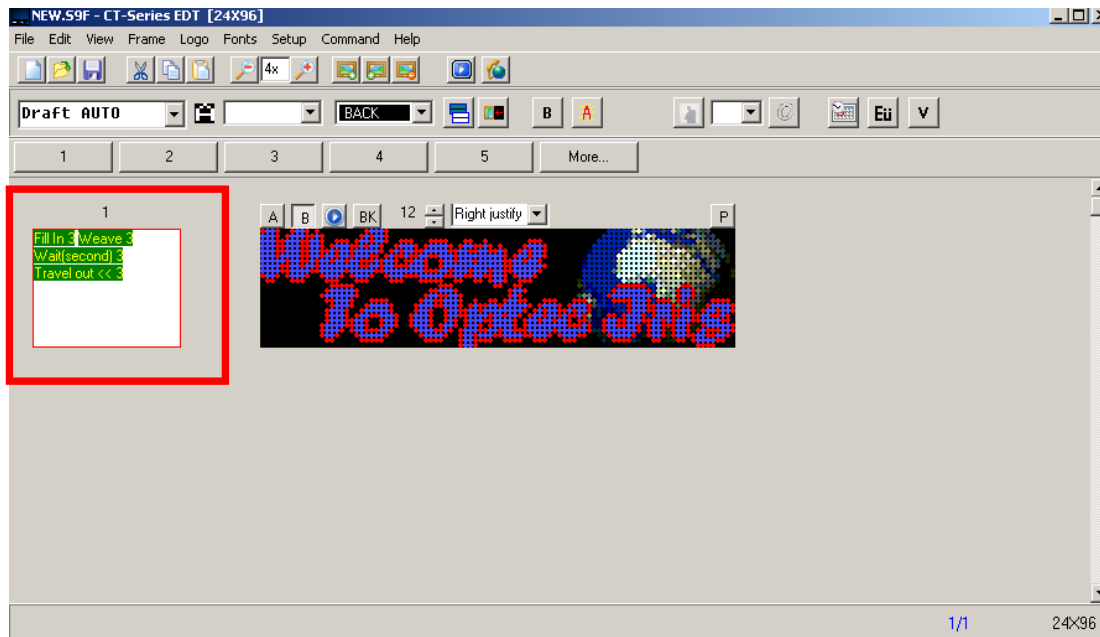
**Note:**

Effects used and assigned in Basic Mode applied to the entire frame including all the lines in a frame.



Advanced Editing Mode allows presentation function control over each LINE of text. (See Advanced Editing Mode for more info.)

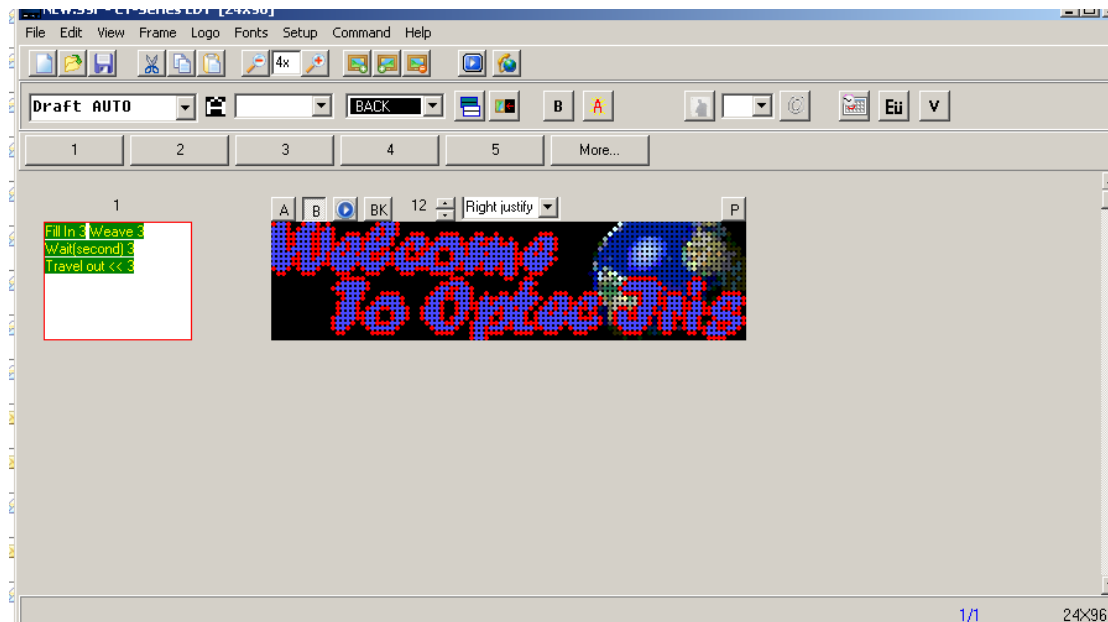
## Creating a message - Basic Mode *(continued)*

Step 3: **Confirm presentation functions (effects)** – white box on the left will indicate effects set for this frame.



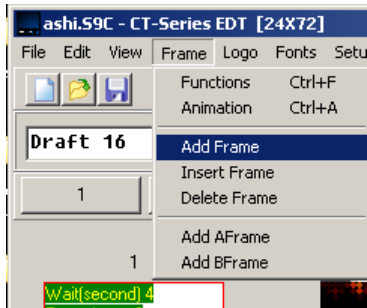
## Previewing your message:

-  located in Menu bar will preview all the frames in a message.
-  located above the display area will preview that specific frame.

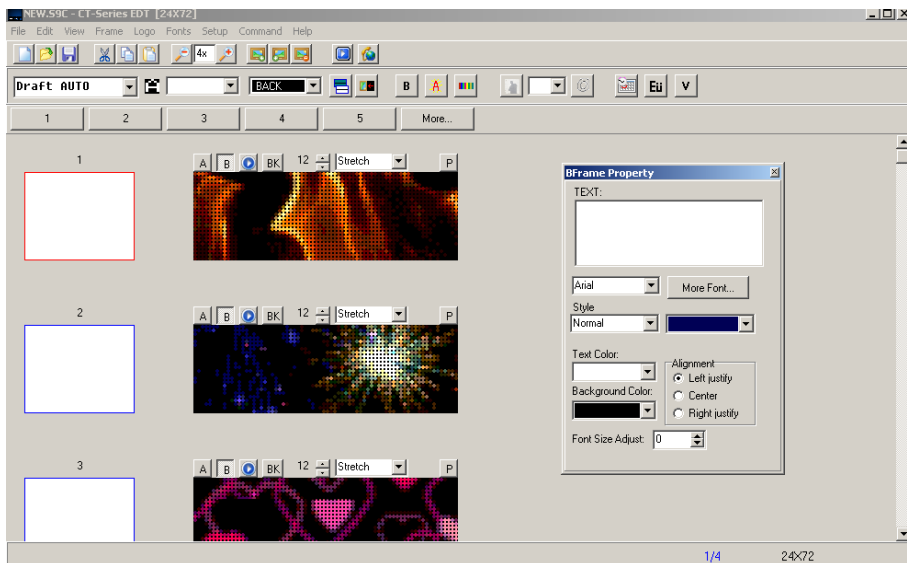


## Adding New Frame

Menu → Frame




- **“Add Frame”** – this will add a frame right after the current frame. New frame is created in the same editing mode as the current frame.
- **“Insert Frame”** – this will insert a frame right before the current frame. New frame is created in the same editing mode as the current frame.
- **“Delete Frame”** – this will delete the frame selected.
- **“Add AFrame”** – this will add a frame in Advanced Mode right after the current frame.
- **“Add BFrame”** – this will add a frame in Basic Mode right after the current frame.



Select frame by clicking on the Frame Window or use Frame Inspector. Red borders around the Effect Window indicate current frame selected.

## Saving and Uploading your Presentation

When you are done composing all the frames, you are ready to save and upload your presentation (message).

- To save – Menu → File → Save or Save As → name your file.
- To upload – simply click on the  button in the tool bar. Or Menu → Command → Send
  - This will send all the frames in the presentation (message) currently opened.
  - If you have multiple presentations (messages) created and want to upload all, use “Schedule Messages” feature. See “Schedule Messages” section for more information.



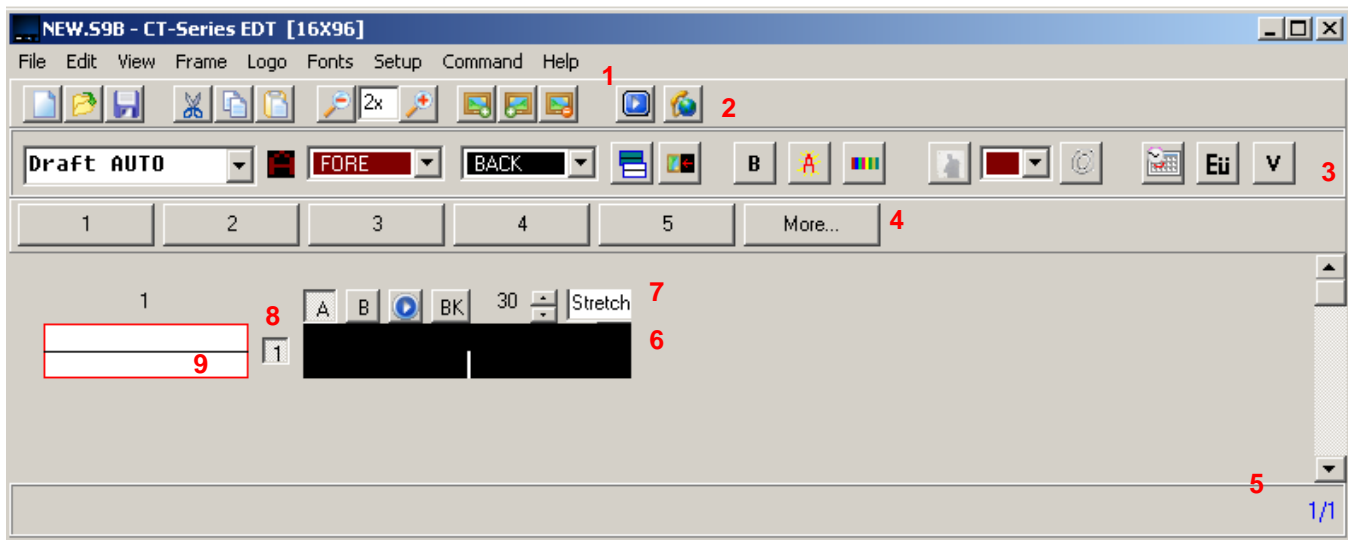
**IRIS MESSAGE COMPOSER**  
**ADVANCED EDITING MODE**

## Advanced Mode

Advanced editing mode inherited most of the key features and functions from the A-Series EDT. Few noteworthy upgrades:

3. Supports 256 Grayscale and RGB
4. Allow intuitive background animation import
5. Animation speed and position adjustment
6. Random Rainbow Color Text


## Advanced Mode – Interface Overview



1. Menu
2. Standard Windows Toolbar
3. Main Toolbar
4. Hot Key Bar
5. Frame Indicator
6. Frame Window / Display Area
7. Background Toolbar / AFrame / BFrame
8. Divider button
9. Effects window

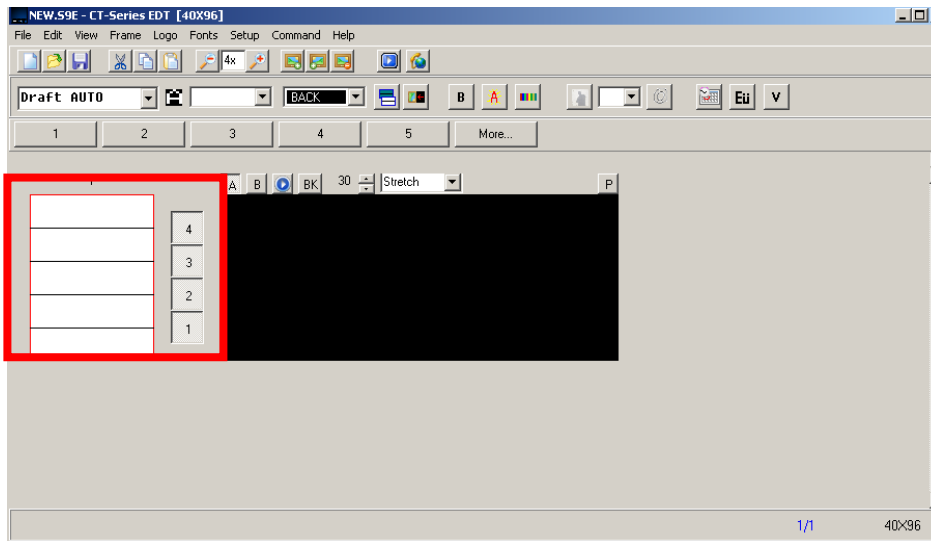
## Advanced Mode

- **Switching between Basic Mode and Advanced Mode**

To switch from Basic Mode to Advanced Mode, click on “A”  icon above the “frame window/display area”

- **Understanding available number of lines for your display**

- Number of available lines is indicated by the lines in the “Effect Window”.
- Typically, every 8 pixels high equals to a line. Max. font size is limited to 8 pixels high.

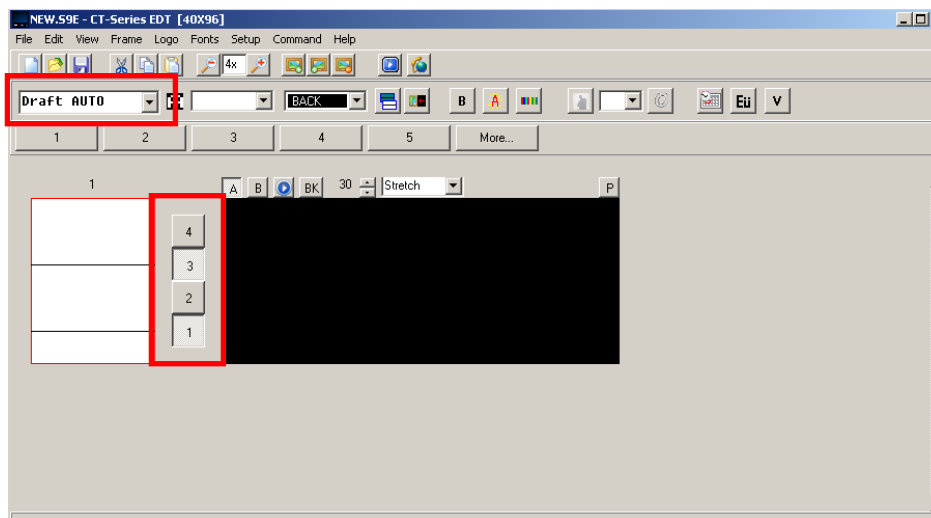


Note:

Total number of available lines is determined by your display resolution.

8 pixels (H) = 1 line.

- Multiple lines can be merged by clicking on the “Numeral” divider buttons next to the red box to increase the font size. Different size of fonts can be selected.
- In this example, available lines are merged from 5 lines to 3 lines. Larger fonts for the top two lines.



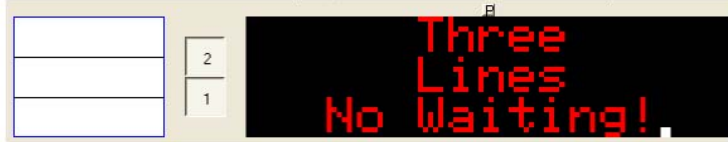
Note:

Combing lines is simply merging number of pixels from 8 pixels per line to 16 or 32 pixels per line and etc.

## Advanced Mode

### Examples:

1. You see two Divider buttons. In the first example, both are in the down position.



2. In the second example, the top Divider button is in the up position, which merges the first two lines into one big line.



3. In the third example, both Divider buttons are in the up position, and all three lines are merged.



4. In the fourth example, we show a 4 Line display, with the top two Divider buttons in the Up position, giving us one really big line, and one smaller line.



## Advanced Mode Creating a Message

### Typing message

- Instead of typing into a Text Box like in Basic Mode, move cursor inside the Frame Window/Display Area and begin typing.



Tip:

Use “Draft Auto” or “Letter Auto” to auto select best fitting font size.

Note:

Message or text exceeded Frame window/Display Area can be displayed using Travel functions.

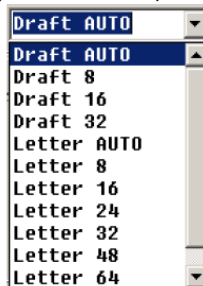
### Styling Text

Unlike Basic Mode, text in Advanced Mode does not support Windows fonts. However, additional Fonts can be created and imported using Iris Graphic Creator Program provided with the software.

- Font Selection: There are two fonts included. These are accessed via the Font menu in the main tool bar.
- For additional fonts: use the Iris Graphic Creator Converter Program to create your own custom fonts or import Windows fonts.
- Here we show the top line using “Draft” and second line using “Letter”



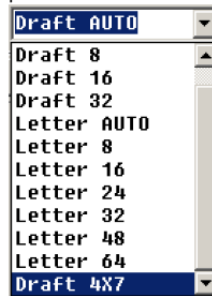
- “Auto” sizes fonts to the full height of the line, and automatically increases the size when lines are merged.



## Advanced Mode

### Styling Text (continued)

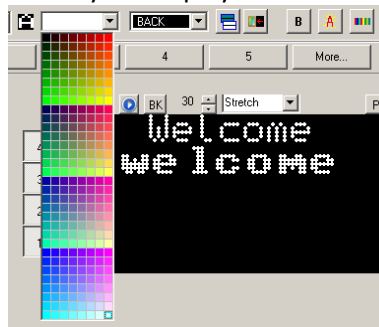
- Selecting a specific size may allow for certain visual effect. For example, the “Draft 4x7” font is the narrowest, allowing for the most character per line.



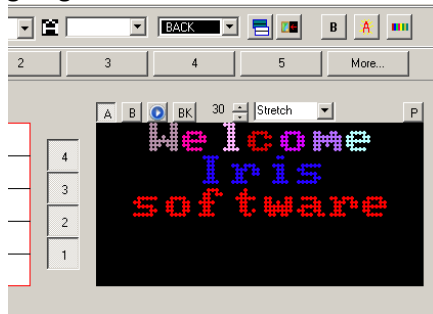
- Foreground/Background icon shows the current setting, as it will appear on the display.




- The Foreground menu allows you to select the color of the foreground (the character). Colors are limited to the colors of the LEDs in your display.



- Assigning different colors for characters and/or lines is allowed.



#### Tip:

Use  to randomly assign color to each character in a string of Text selected.

- The Background menu allows you to select the color of the background (the “field”, or area where the characters and background graphics / animations do not appear.)




To apply a change to foreground/background:

1. Highlight text
2. Pull down the foreground menu and select the desired color
3. Repeat with background menu

## Styling Text (continued)

### Bold, Flashing, Shadow, Outline, and Random Color Text Styling

All these effects can be applied to selected text or before text is selected to apply the effect in all subsequently entered text.

- The Bold button toggles between bold and plain text 
- The Flash button causes text to flash. Flash text is represented by vertical gray bars. 
- Shadow and Outline. 

This image shows the text “Three Lines” reversed (red background, black foreground). The grey vertical bars on the first line of text indicate a flash effect. The word “NO” is highlighted. Any Styling will apply only to this highlighted text.




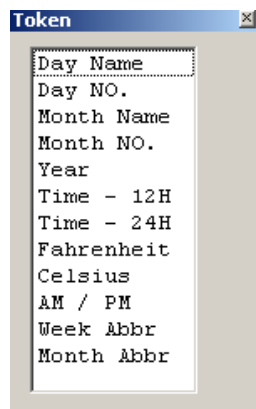
This image shows the shadow and outline effects.

## Tokens

Tokens can be inserted within lines of text, and they contain system variables that your display knows how to translate into dynamic information. (Tokens only work in Advanced Mode.)

### To use a token:

1. Click on the “Tokens” icon to open the “Tokens” window 



2. Click in the frame where you want the token to appear then click the token you want from the tokens window.

- “Day Name”: current week day; e.g. “Thursday”
- “Day No.”: current day of the month; e.g. “24”
- “Month Name”: current month; e.g. “January”
- “Year”: current year; e.g. “11”. Type ‘20’ in front of token to show 2011.
- “Time-12H”: current time in 12 hours format
- “Time-24H”: current time in 24 hours format
- “Fahrenheit”: current temperature in Fahrenheit degrees
- “Celsius”: current temperature in Celsius degrees
- “AM/PM”: current time in “AM” or “PM”
- “Week Abbr”: current week day; e.g. “Mon” for Monday
- “Month Abbr”: current month; e.g. “Jan” for January.


### Note:

If display displays incorrect temperature, it can be offset using the Temperature Offset under Command.

## Styling Text (continued)

### Foreign Language Characters

Non-English characters can be easily found and inserted into a line of text, great for selling Häagen-Dazs or

Jalapeños. 



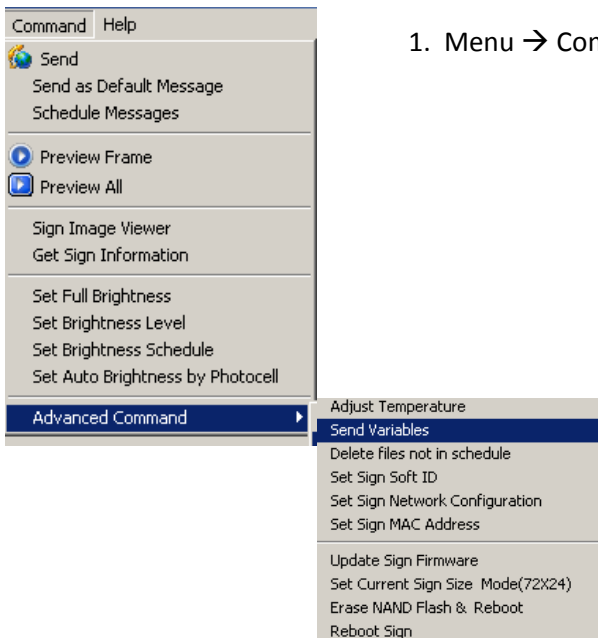
**Note:**  
This feature is NOT available with “Draft 4x7” font.

### Variables

You work hard to get your display displaying just the right message with just the right effect. But then, every time you want to change a price, or some other frequently-changing text, this is the time to use a variable. Variables are placeholders that reference a table where you can easily change the values, without having the mess around with the presentation.

#### Setting up Variables

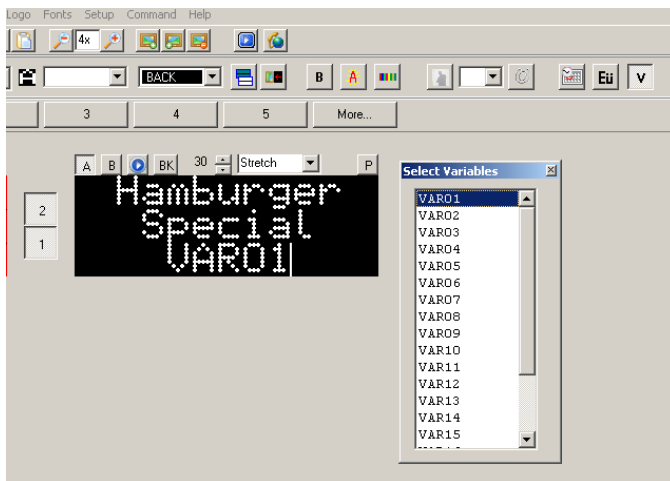
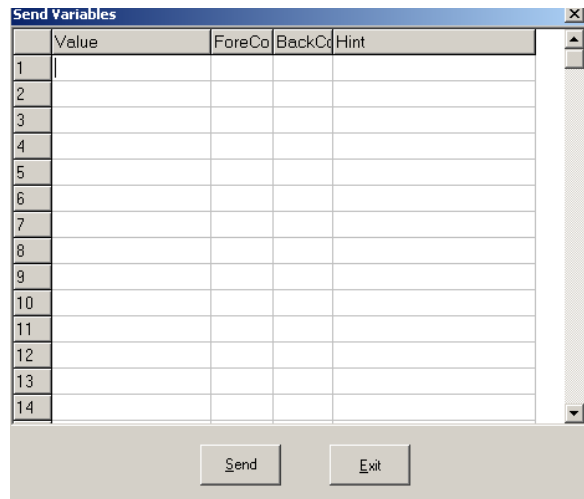
First create your table of variables:




1. Menu → Command → Advanced Command → Send Variables

## Styling Text (continued)

2. In the left column (Value) of the “Send Variables” window, type the variable value; e.g. “\$5.39”
3. In the right column (Hint) , enter a label, for your benefit, so you can identify the variable later; e.g. Hamburger
4. In the center columns (ForeColor, BackColor) set the foreground and background color for your variable text.
5. Note the variable number, which is the line number of the table and Click “Exit”



6. Create a frame (Add AFrame), with the text you desire. For example: “Hamburger Special”
7. Click on the empty line.
8. Click on the Variable  button to open the variable window.
9. Select the variable number that matches the line of the previous “Send Variables” window. If it was on line one, select “VAR01”. “VAR01” will appear in the frame.

When you send the message to the display, the value will appear in place of “VAR01” to change the variable, go to the “Send Variables” window again. Change the value, and click the “Send” button. The display will be immediately updated with the change.

## Line Presentation Functions

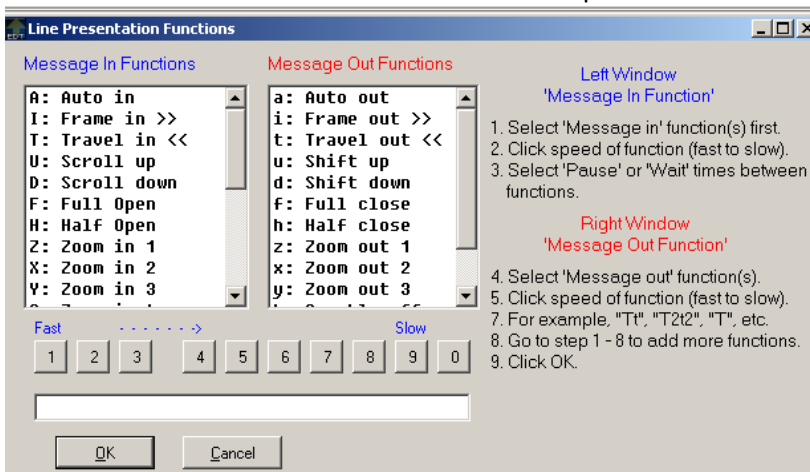
Line presentation functions are used to control how a line of text appears on the display, and how it exits. These “Effects” are normally applied to a Line in a single frame (Advance Mode). Using the “Global Effect” option applies a single effect to all lines in a frame.

### Applying Effects

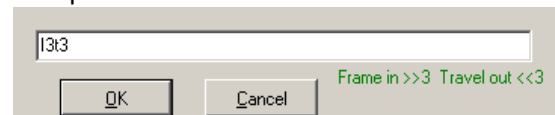
1. Click the “Effects Window” for the line of the frame where you want the effect to apply.



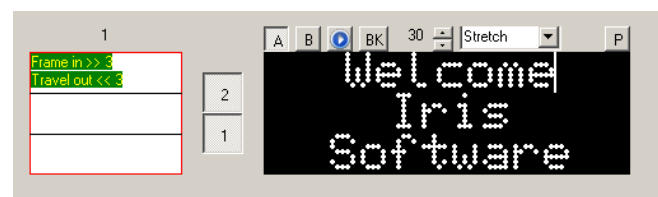
2. The “Line Presentation Functions” window will open.



3. In the left, “Message In Functions” column, select an effect; e.g. “Frame in <<”
4. Now, set the speed of the “In” effect by clicking on of the numerical buttons labeled “Fast...> Slow”. “1” is fastest, and “9” is slowest.
5. In the right, “Message Out Functions” column select another effect; e.g. “Travel Out<<”
6. Now, set the speed of the “Out” effect by clicking one of the numerical buttons.
7. This is how the text field will look like. Press “OK” to proceed.



8. As you can see, the green text describing the effect is now next to the line it is applied to, in the “Effects” box. This makes it easy to see what each frame will do.



9. Select “Preview All” from the “Run” menu, or click the “Preview” button at the top of each frame.

There are 26 effects. We encourage you to try them all out. You’ll soon find that certain message lend themselves to different effects and speeds. Combine with animations to keep your audience watching!

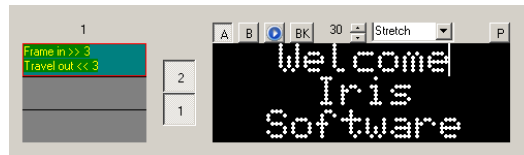
## Dynamic Text Effects

### Global Effects

Global Effects applies the same effect to every line in a frame.



- Click the “Global Effects” button.
- The effect of the first line will be applied to the whole frame.
- The other “Line Effects” boxes will be grayed out.



## Using Frames

Frames can be added, inserted, or deleted like “Adding Frame” in Basic Mode using the Menu bar.

- Menu → Frame → Add, Insert, Delete, and etc. (See Basic Mode for more details).

Icons in tool bar can be used for adding, inserting, or deleting a frame.



Add Frame – add a frame right after the current frame in the same editing mode.



Insert Frame – insert a frame in front of the current frame in the same editing mode.



Delete Frame – delete current frame.

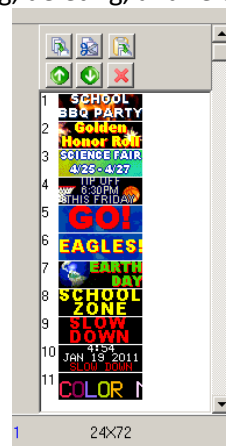
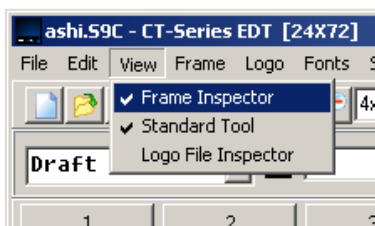


Fix Frame – lock a logo or graphic in a fixed position from Frame to Frame while text message continue to move. Press Fix Frame on the frame you want to have the logo or graphic repeated, then Add Frame. Presentation effects will be applied only to the Text or in line logo or graphics.

## Using Frame Inspector

If you start getting too many frames to keep track of, you’ll need the Frame Inspector. It appears on the right side of the screen, and provides tools for cutting, pasting, duplicating, deleting, and re-sequencing frames.

**Open Frame Inspector:** Menu → View → Frame Inspector



## Using Frames (continued)

### Using the Frame Inspector for re-sequencing Frames:

- If you do not have several frames made (at least 3) create those frames now, for demonstration purposes.
- Select the last Frame, within the Frame Inspector, by clicking on it.
- Use the up arrow and click one. The third item becomes the second item. Click again, and it comes the first.
- Use the down arrow to move it back down the list.

### Using the Frame Inspector for copying and pasting (duplicating) Frames:

- Select the Frame you want to manipulate in the Frame Inspector.
- Click the “Copy Frame” button.
- Select the frame you want the copied Frame to appear **after**.
- Click the “Paste Frame” button.
- The pasted frame appears, but the previously selected Frame remains selected.

### Using the Frame Inspector for cutting and pasting Frames:

- Use the sequence for copying and pasting (above), but select the “Cut Frame” button instead.

### Using the Frame Inspector for deleting Frames:

- Select the Frame you want to manipulate in the Frame Inspector.
- Click the “Delete Frame” button. You can also use the keyboard shortcut “Ctrl-Delete”.

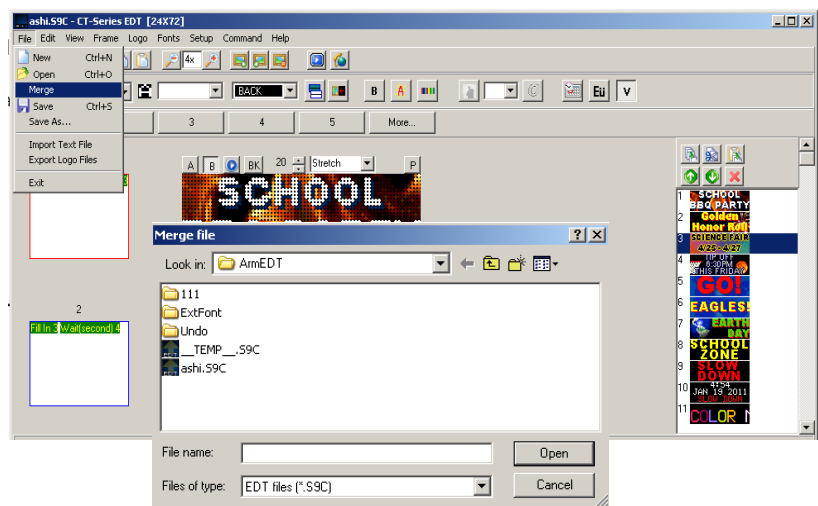
### Using the Frame Inspector for deleting multiple Frames:

- Select the first Frame you want to manipulate, in the Frame Inspector.
- Hold down the “Ctrl” Key on your keyboard, and click on additional frames you wish to delete.
- Click the “Delete Frame” button or use the keyboard shortcut “Ctrl-Delete”.

## Merging Files

Suppose you have created a nice message, and saved it. Later, you create a new message, but you want the frames from the old message added on. This is called “merging files”.

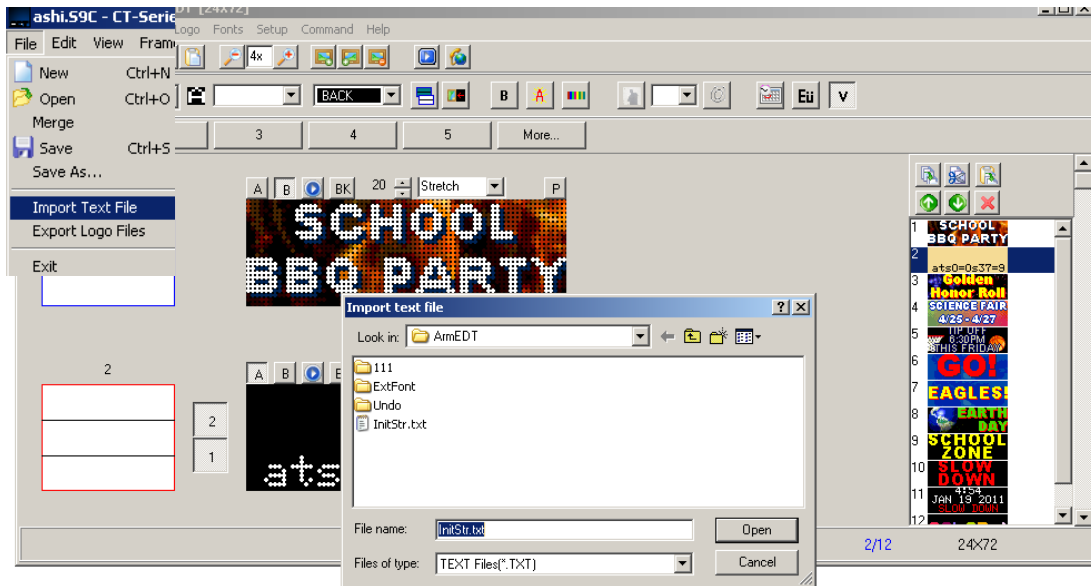
- Decide where in your presentation you want the merged file to appear. Select the Frame you want the new Frames to appear after in the Frame Inspector.
- Select “Merge” from the “File” menu. You will see a standard Windows “Open” dialog box.
- Navigate to the file you want to merge, and select it.
- Click “Open”
- The new frames will appear in the Frame Inspector.



## Using Frames (continued)

### Importing Text

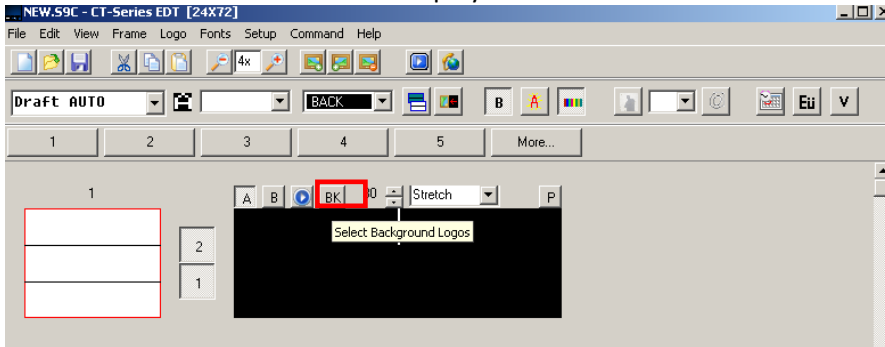
- Advanced Mode allows you to import a text (.txt) file.
- In the Frame Inspector, select the Frame you want the imported text to appear after
- Select "Import Text File" from the "File menu.
- Navigate to the file, select it, and click "Open".
  - Each line of text will appear on a line, in a frame.
  - When each frame is FULL a new frame is created and filled, until the entire text file has been added.
- **Oops!** If you select the wrong file, and it is importing frame-after-frame of text, press the ESC key on your keyboard or click the cancel button to stop the process.



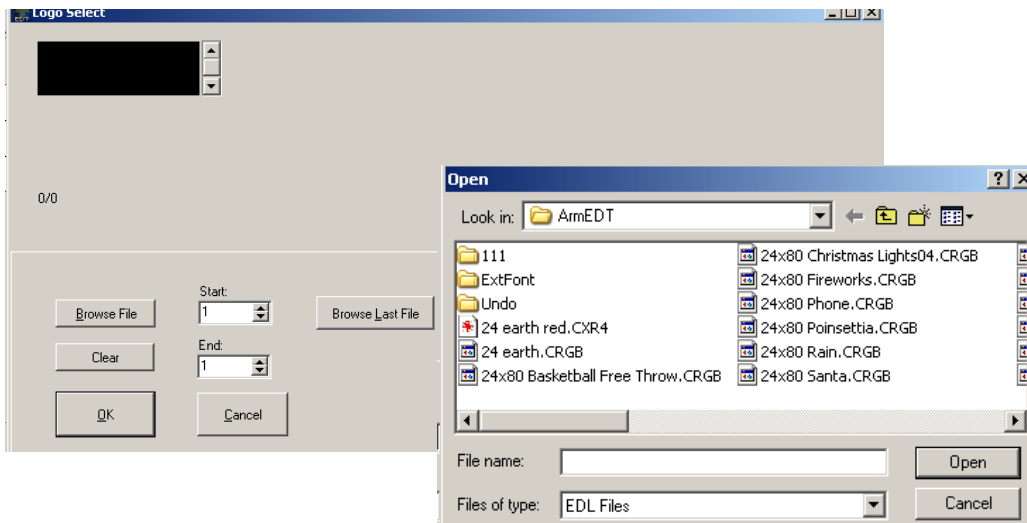
## Background / Animations and Graphic

### Importing existing Iris supported backgrounds, animations, or graphic

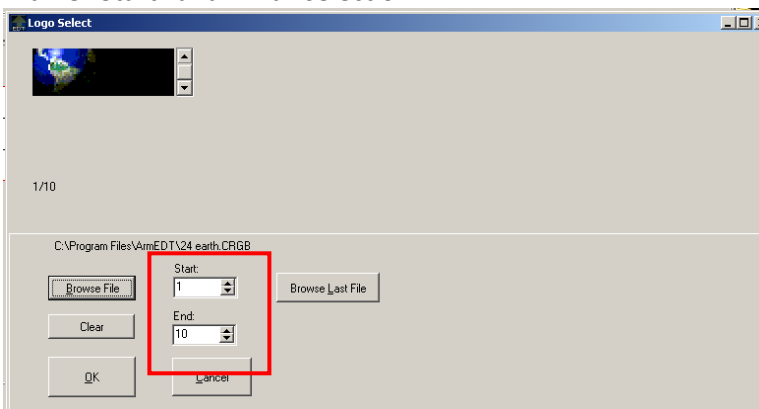
1. Click on the “BK” icon above the Display Window for each frame.



2. Browse File and locate the animation or graphic you want to use. You can select from the free backgrounds provided with Iris Software or create your own. Custom animations and graphics, in GIF and BMP, can be converted to Iris file format using Iris Graphic Creator. (See Iris Graphic Creator section for more information.)



3. Frame “Start” and “End” selection

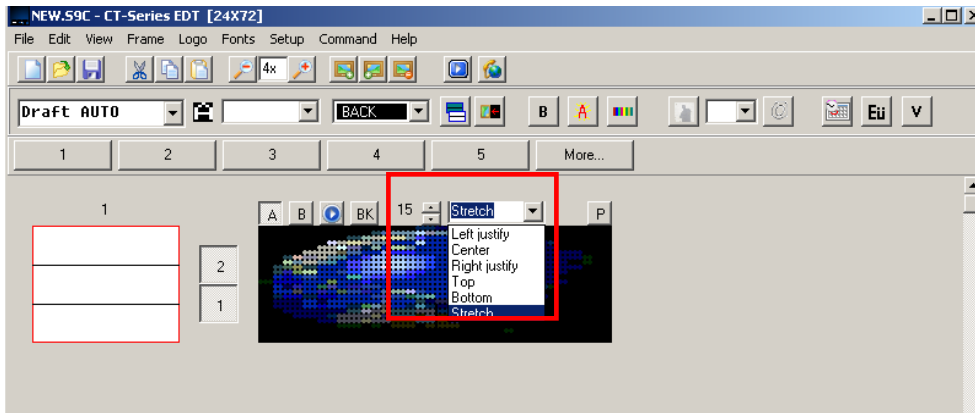


You can select where to begin and end an animation.

Set “Start” and “End” to a same number will provide you a still image on that selected frame.

## Background / Animations and Graphic (continued)

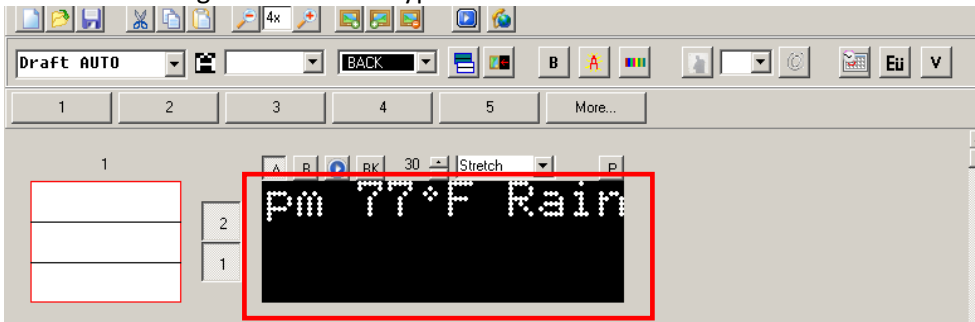
### 4. Frame playback speed and position adjustment



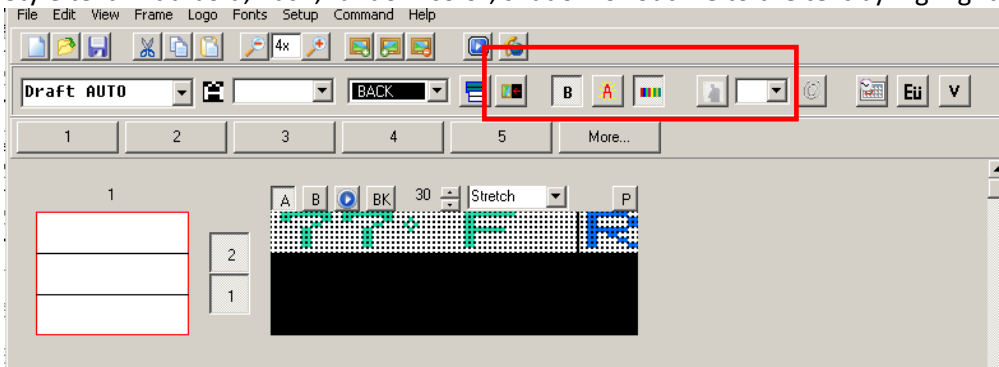
## Text Scrolling

Here are the steps to scroll the text across the display.

1. Enter the message. Continue to type in the same LINE. Text will shift to the left of the display area.

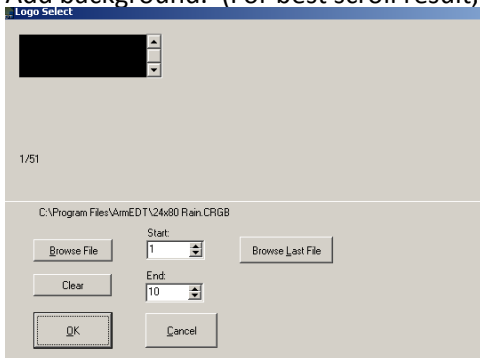


2. Style text. Add bold, flash, random color, shadow or outline to the text by highlighting.

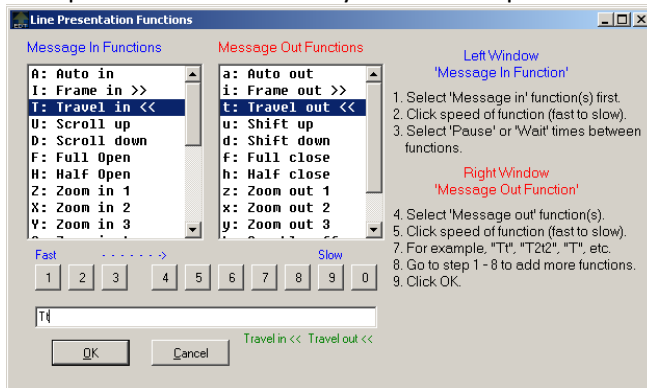


## Text Scrolling (continued)

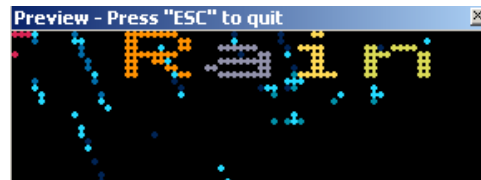
3. Add background. (For best scroll result, reduce frame to 10 (adjust Start and End).



4. Assign scroll effect. Click on the Effects Box and select the followings:
  - a. Message In Function – Travel in <<
  - b. Speed – do not enter any number or speed.
  - c. Message Out Function – Travel out <<
  - d. Speed – do not enter any number or speed.



5. Click Preview to view.





**IRIS MESSAGE COMPOSER**  
**SCHEDULE MESSAGES**

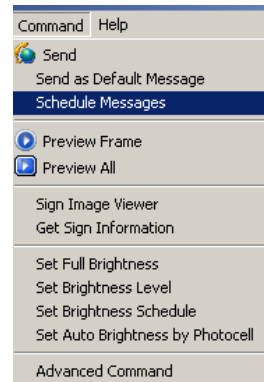
## Scheduling Messages

### How to Create a Schedule

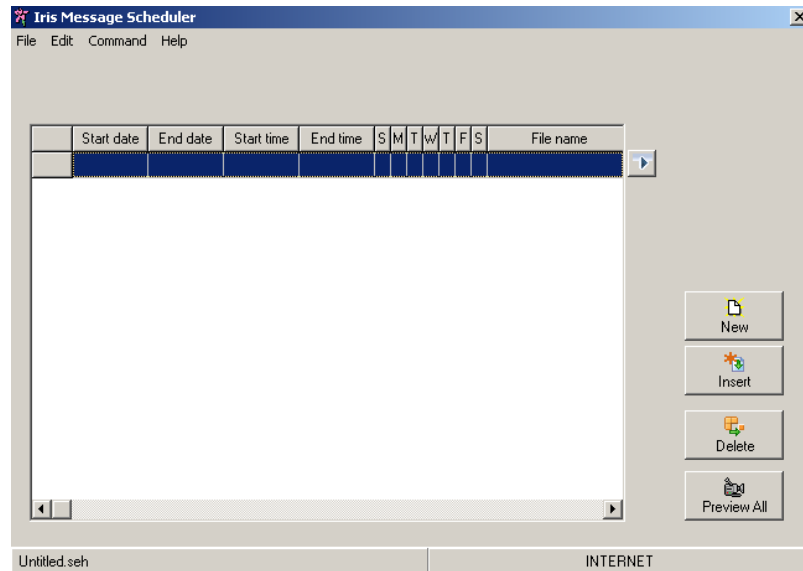
As soon as you have several presentations (messages), you'll want to schedule them. You can plan as far ahead as you want, by using multiple schedules.

#### To create a schedule:

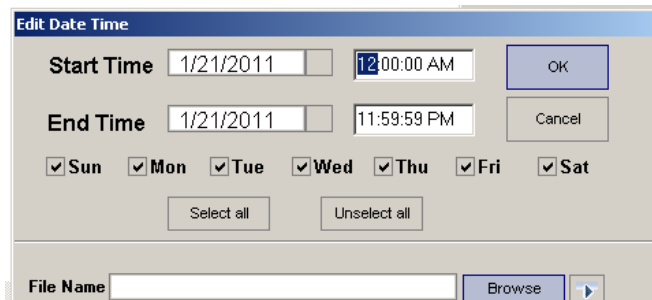
1. Select "Schedule Messages" from the "Command" menu.



2. This will open the scheduling winds.



3. Select the "New" button to add a previously created presentation to your schedule. The "Edit Date Time" dialogue will appear.



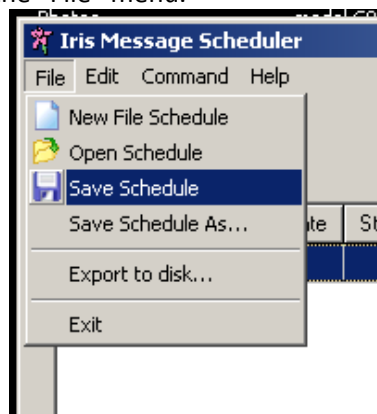
## Scheduling Messages (continued)

### How to Create a Schedule (continues)

4. Set the time and date you want this file to play through.
5. Select the "Browse" button to select the file you want to schedule.
6. After the file has been set, select the "OK" button to set this entry to the schedule.

### Saving / Opening Schedule Files

1. In the scheduling window open the "File" menu.

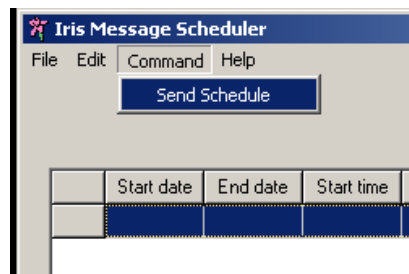


2. In the "File" menu you will find options for the following:
  - o Start a new schedule.
  - o Open a previously created schedule.
  - o Save a schedule file for later use.

### How to Send a Schedule

Once a schedule has been created, it must be sent to the displays. When you send the schedule, the previous schedule is overwritten (replaced).

Open the "Command" menu in the schedule dialogue, and then select "Send Schedule"



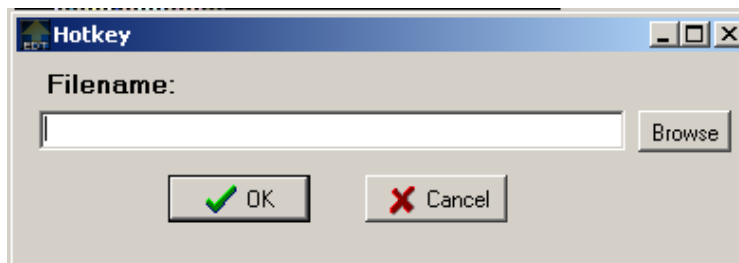
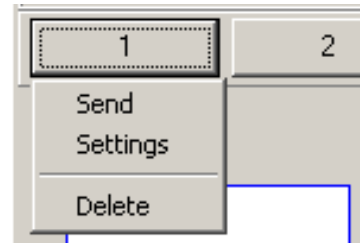
## Hot Keys



The Hot Key bar allows you to set previously created presentations as interrupts. When instructed the Hot Keyed file will interrupt the current schedule, the Hot Keyed presentation will play, and then the original schedule will resume playing.

### To set a Hot Key file:

1. Select any button on the Hot Key bar. This will open the Hot Key menu for the selected button.
2. Select "Setting" in the Hot Key menu



3. Select the "Browse" button and browse for the file you would like to set for this Hot Key. Then Select the "OK" button.

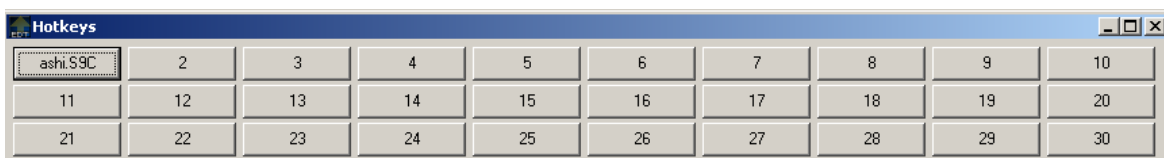
### To send a Hot Key to display:

To send a Hot Key file to interrupt current schedule, simply press on the button of the file you would like to send and select "Send" in the hotkey menu.



### To send a Hot Key to display:

For more than the standard five Hot Keys you can select the "More" button on the Hot Key bar. This will reveal the option for more Hot Keys.





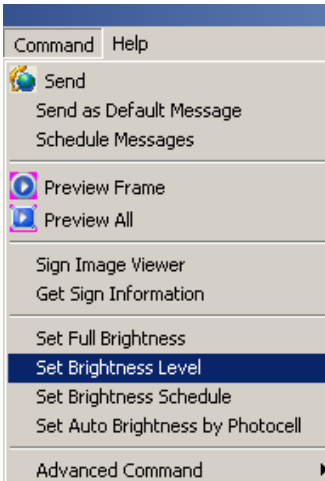
**IRIS MESSAGE COMPOSER**  
**ADDITIONAL OPTIONS AND SETTINGS**

## Additional Options and Settings

### Display Brightness Control

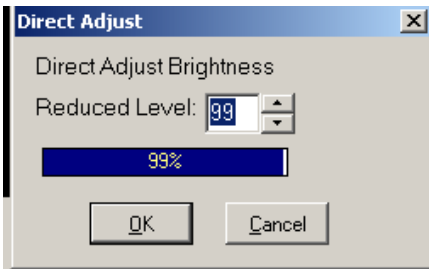
Your LED has adjustable Brightness setting. Run the display at appropriate levels of brightness for your environment. It will improve readability, save energy, and make the diodes last longer.

Your display is competing with other light in the environment. During the day, if the display is outdoor, or in a window, the display will have to be bright to compensate for daylight. At night the display can be run at a lower level. Indoors, the display may run at a moderate level all the time.

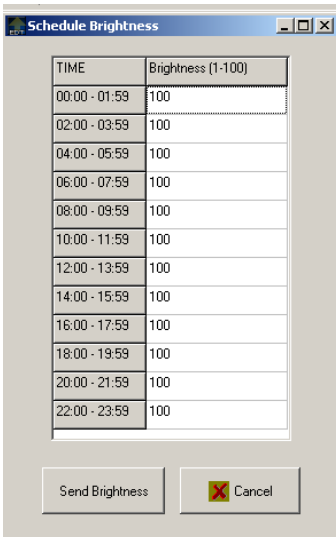


To access the display brightness settings, open the “Command” menu.

1. Set Full Brightness – set display brightness 100% of the display’s potential brightness.
2. Set Auto Brightness by Photocell – photo cell brightness auto dim the display brightness based on current ambient lighting conditions.



3. Set Brightness Level – this will bring up the Direct Adjust brightness window. Changing the level will change the display brightness directly.



4. Set Brightness Schedule – software programmed dimming by time of day.

## Additional Options and Settings (continued)

### Setting a Password

This limits access to Iris Message Composer for security. To set the password:

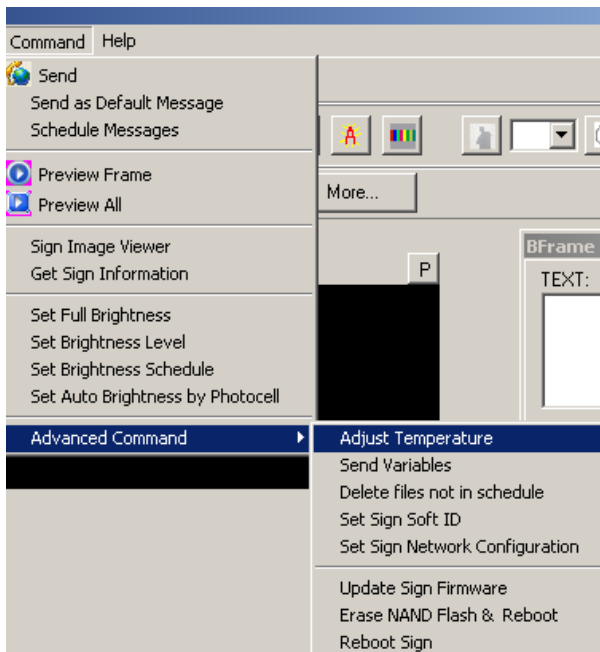
1. Menu → Setup → Change Password
2. In the “Change Login Password” window, enter the password in the “New Password” and “Confirm Password” fields.

**Warning:** Be sure you remember this password. Either choose one that is memorable or make a note of it, and secure the note. A good password is 6 or more characters, using both numbers and letters.

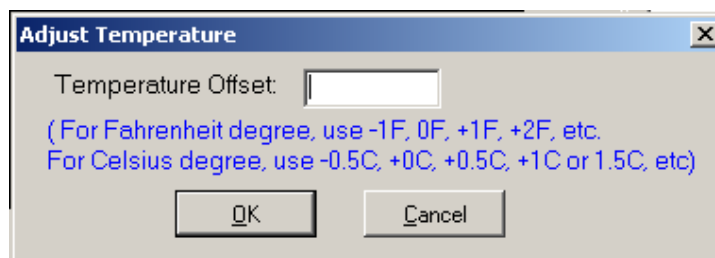
### Temperature Adjustment

The temperature returned by the temperature probe may drift somewhat from the actual temperature.

To adjust:



1. Menu → Command → Advanced Command → Adjust Temperature
2. Measure the outdoor temperature at your location.
3. If the measured temperature is higher or lower than the display indicates, enter the difference like this:
  - +2F to add 2 degree Fahrenheit to the temperature displayed on the display. Fahrenheit is adjusted in whole number increments.
  - -3F to subtract 3 degrees from display.
  - +2.5C to add 2.5 Celsius to the temperature displayed on the display. Celsius can be adjusted in ½ degree increments.
  - -0.5C would subtract ½ Celsius from the temperature displayed on the display.





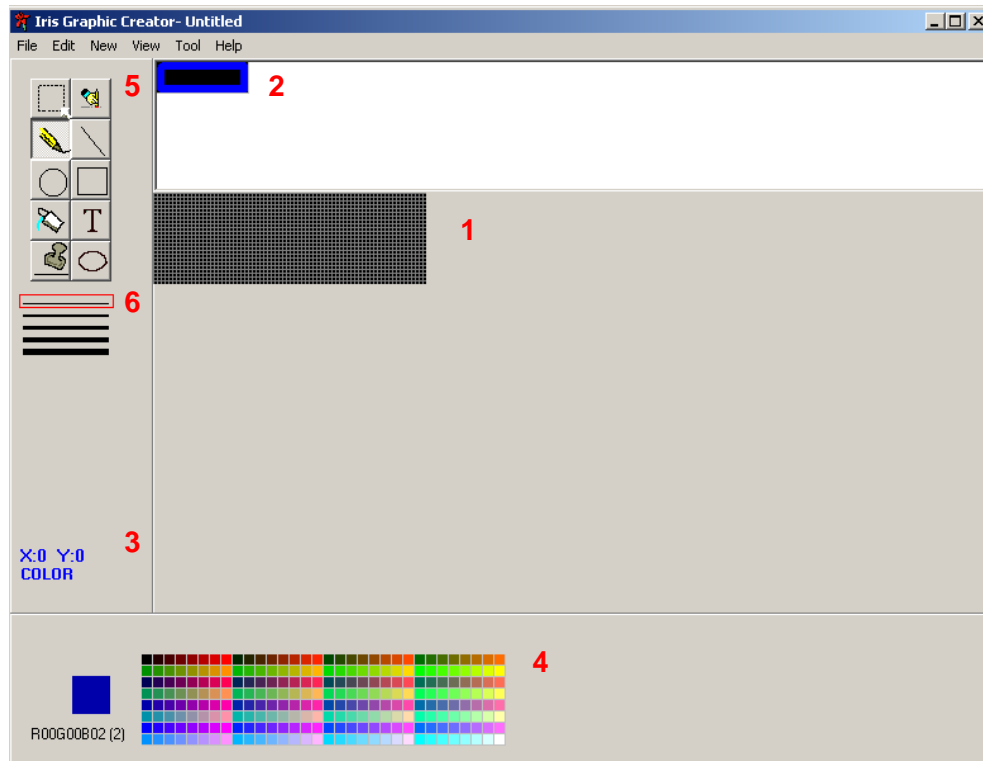
**IRIS SOFTWARE SUITE**  
**IRIS GRAPHIC CREATOR**

## Iris Graphic Creator

### Introduction

Iris Graphic Creator is displayed as a simple way to convert and/or create graphic and animation at resolution suitable to LED displays. Iris Graphic Creator files can then be imported into Iris Message Composer where they can be mixed with text.

To open program: Menu → Logo → Iris Graphic Creator (or File → Iris Graphic Creator)



#### Tip:

This program can also be opened in the Iris Message Composer → Logo → Graphic Creator.

#### Note:

Graphic Creator will use the Sign End properties from Message Composer. If the sign is setup as 24x72 RGB, Creator will be opened with that setup.

### Interface Overview

1. The Frame **Workspace** is where you draw graphics and animations
2. **Frame Preview** shows a thumbnail of each frame
3. The **Coordinates** show the current mouse pointer position; the X and Y coordinate on the frame. The coordinate changes as you move your mouse.
4. Click on any color in the **Color Palette** to change the current color of the drawing.
5. The **Toolbar** holds the tools you will use to create and manipulate graphics.
6. **Line Width** changes the thickness of the line in pixels. The selected line width is shown with a red box around it.
7. **Shortcut Bar** allows quick access to menu items.

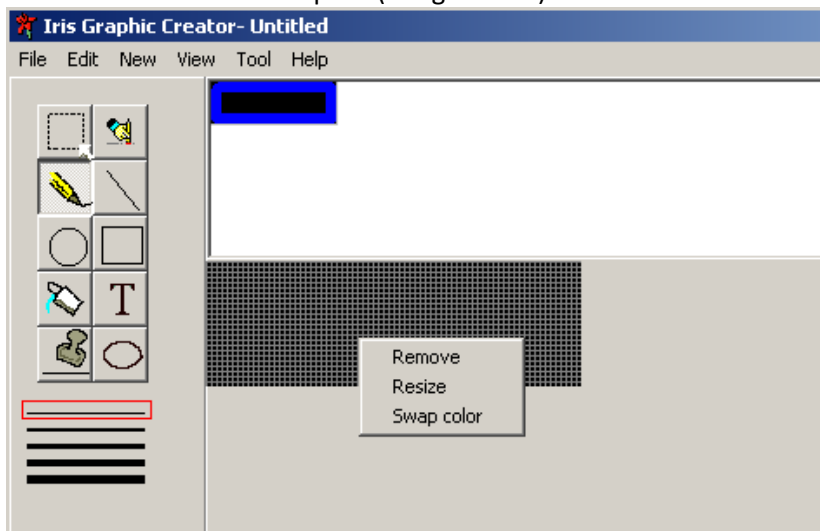
## Setting Animation Size

Graphic Creator is designed to “grab” the Sign Setup properties as its animations/image size. This size can be changed.

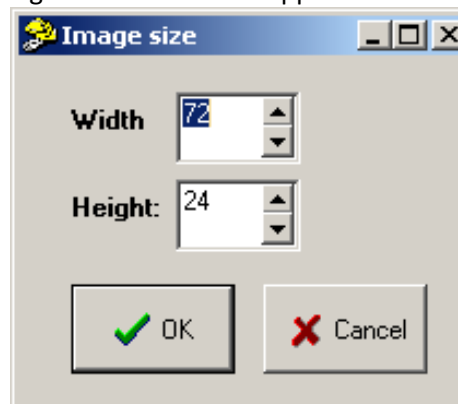
While creating animation, it is important to keep the size of your display in mind. Are you going to run your animation “in line” with your text? How large will the text be? Are you going to span multiple Frame Rows, or the Fix Frame feature?

To resize:

1. Right mouse click on the Workspace (the grid area).



2. Select “Resize”. The Image Size window will appear.











3. Specify the size in pixels, and click “OK”

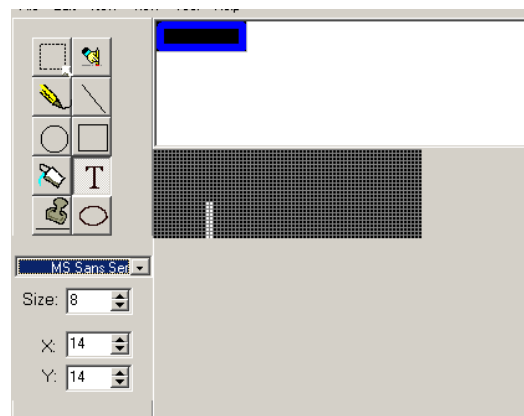
## Drawing

### Using the Toolbar

The Toolbar contains the tools to draw lines, circles, ellipses, text, and custom shapes. It also includes a rubber stamp tool.

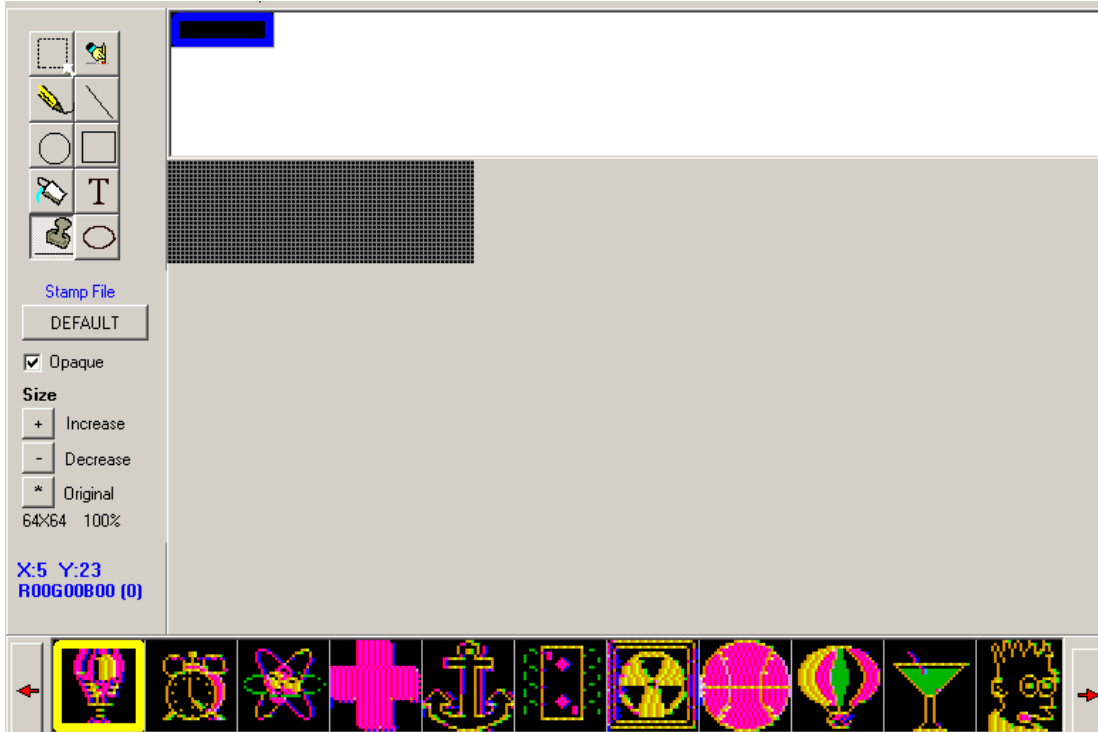
Tools:

- The Line Tool allows you to create straight lines on the Frame Workspace. 
- The Circle Tool allows you to draw outlines of circles in the Frame Workspace. Click Circle Tool first. Then, in the Frame Workspace, left click and drag the mouse until you have the circle of the desired shape and size. 
- The Ellipse Tool allows you to draw outlines of ellipses in the Frame Workspace. Click Ellipses first. Then, in the Frame Workspace, left click and drag the mouse until you have the ellipses of the desired shape and size. 
- The Box Tool enables you to draw rectangles in the Frame Workspace. Click box, then left click and drag in the Frame Workspace to draw the rectangle of the desired shape and size.
- The Fill Tool allows you to fill in an enclosed area with a selected color. 
- The Edit Tool allows you to make a selection in the Frame Workspace. Click Edit, then click and drag the mouse around the area you want to select. 
- The Eraser Tool. Click the Eraser and drag through the area you want to erase. The pixels of the selected area are returned to black. 
- The Pen Tool allows you to make freehand drawings. 
- The Text Tool enables you to create text message on the Frame Workspace. Click on the Text Tool, the text settings appear below the Tool Bar. Choose the font and size, and then click on a location inside the Frame Workspace to type your text message. 



## Using Stamp Tool

- The Stamp Tool is a tool that allows you to choose from a wide selection of pictures from the stamp toolbar as shown below. You can use the selected stamp and click on the Frame Workspace to stamp an image.



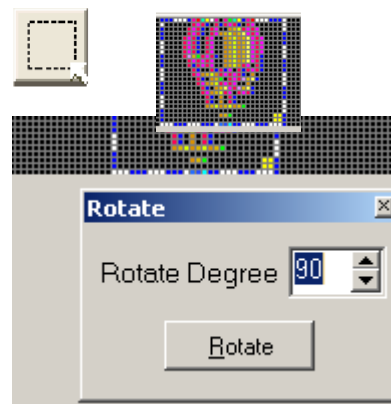
- After you click the Stamp Tool, a stamp option will be shown.
  - The “Default” button allows you to choose the stamp file that contains the stamp images.
  - The “Opaque” check box lets you choose whether or not the stamp image is opaque or transparent. If the “Opaque” check box is unchecked, the amber color of the icon will become transparent.

The “Stamp Images” can be resized by using the “+” and “-” buttons.

## Rotating / Flipping an Image

You can rotate a selected area in an image frame:

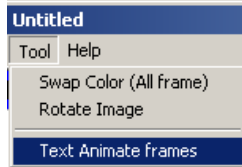
1. Use the Edit Tool to select an area in the frame:
2. Go to Menu → Tool → Rotate Image
3. Enter rotate degree.



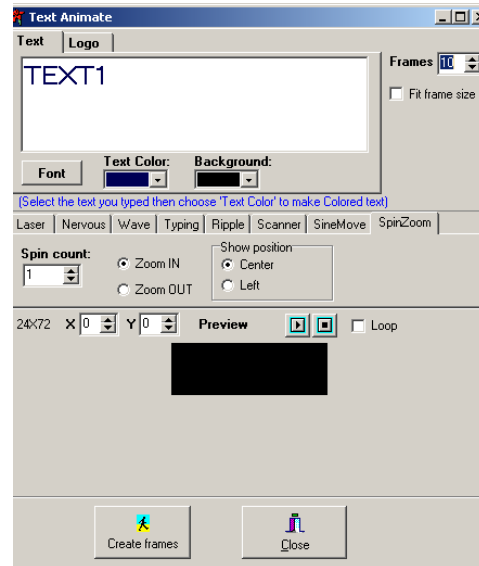
## Text Animation

### Creating text animations

1. Menu → Tool → Text Animate Frames

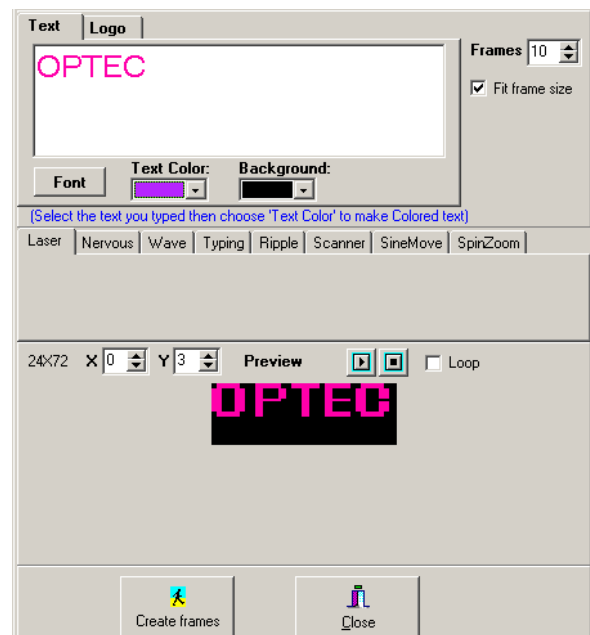


2. Click "Text" on the top of the Text Animate window.
3. Specify the number of "Frames" for your animation.
4. Click in the Text Box, and type in your text.
5. Style your text:
  - a. Highlight your text
  - b. Change Font
  - c. Change Text Color
  - d. Change Background Color



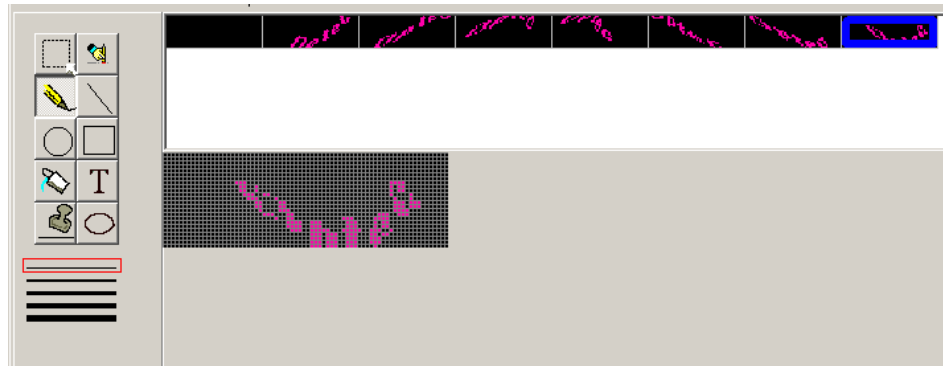
### Applying Animation Effects

1. The Effects Tabs - such as Laser, Nervous, Wave... - let you choose an effect and apply it to the text in the Text Box.
2. Message and Effect can be previewed by clicking the Preview "Play" button.
3. Use "Loop" to preview the file infinitely until "Stop" button is clicked.
4. Use "X" and "Y" to reposition the text in the frame.
  - a. Default values are "0" and "0".
  - b. "X" moves the text right or left
  - c. "Y" moves the text up and down.
5. If you like what you see in the "Preview" window, click on the "Create Frames" button.



## Text Animation (continued)

6. Save file.
7. Now this animated file can be used as a background in the Message Composer and uploaded to the display.



## Converting Other Media Files

Iris Message Composer uses a proprietary file format. To use .AVI, MPEG, TIFF, and etc. these files must be converted using Iris Graphic Creator. Here are the steps:

1. Iris Graphic Creator only supports .GIF, or .BMP file format. All other file format must be converted first to .GIF for animation and .BMP for a static image.
2. Import the image by going to Menu → Import Image

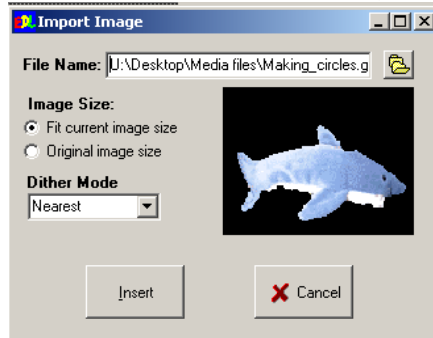


Note:

File formats can be imported:

.gif  
.bmp  
.ico  
.wmf  
.emf

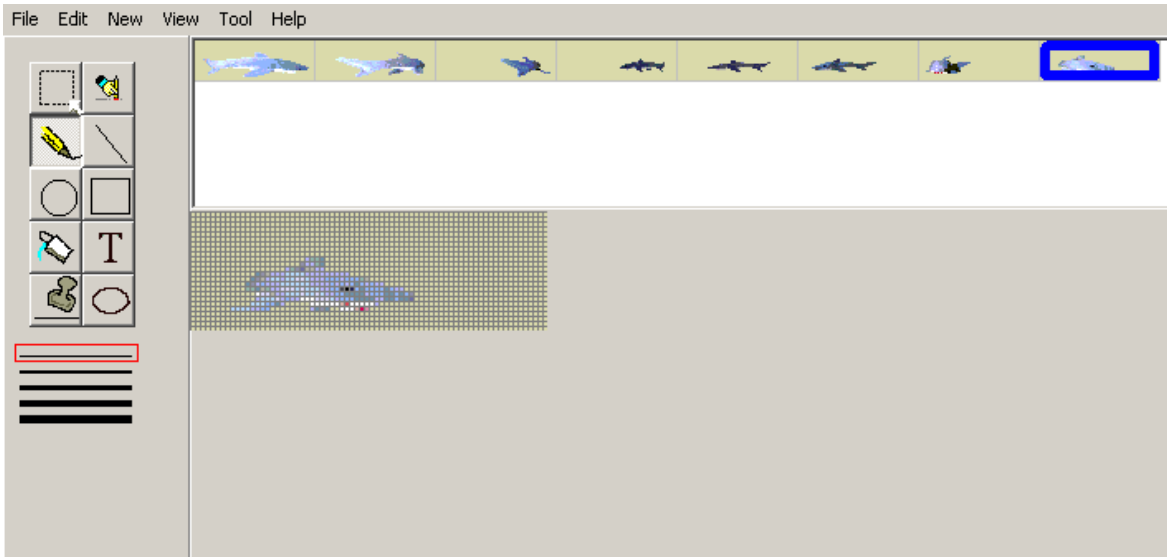
3. Browse and locate the file (.GIF or .BMP)



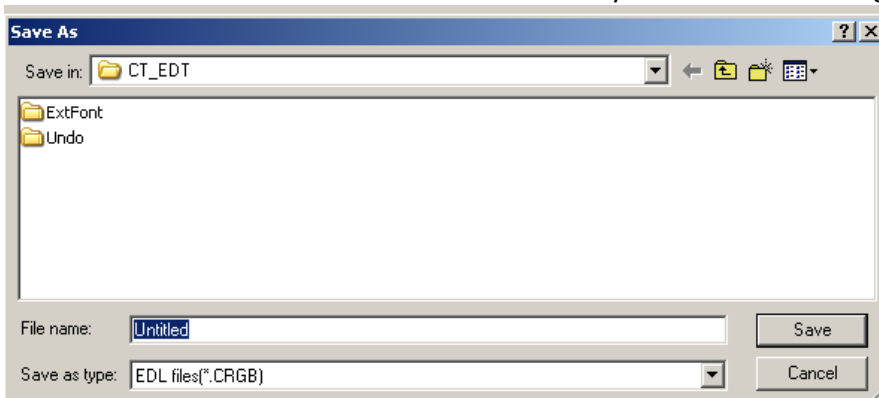
4. Image Size:
  - a. Fit current image size – image will auto size to fit the display size.
  - b. Original image size – original image size will be kept.
5. Dither Mode:
  - a. Use Nearest to keep the best matching image quality.
6. Click Insert

## Converting Other Media Files (continued)

- Series of frames will appear if animation file is imported. Only single frame will be created for still image.



- Save the file. Use "SAVE AS" and enter a name for your file. Do not change the file extension.



- Now, go to Iris Message Composer and click on BK to use the file imported. (See Insert Background Section for details)

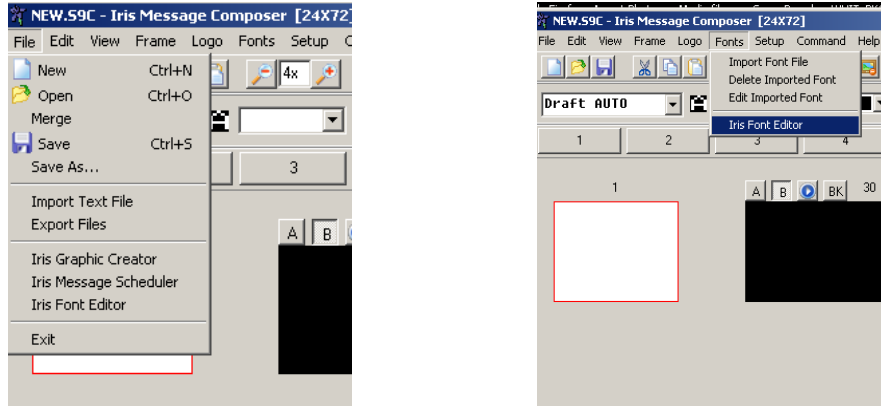


**IRIS SOFTWARE SUITE**  
**IRIS FONT EDITOR**

## Iris Font Editor

This is to create custom fonts or to import Windows fonts for Advanced Mode.

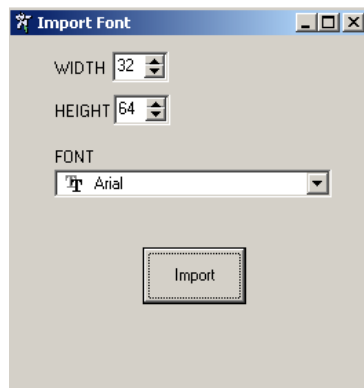
To open Font Editor: File → Iris Font Editor. OR Font → Iris Font Editor



## Import Windows Font

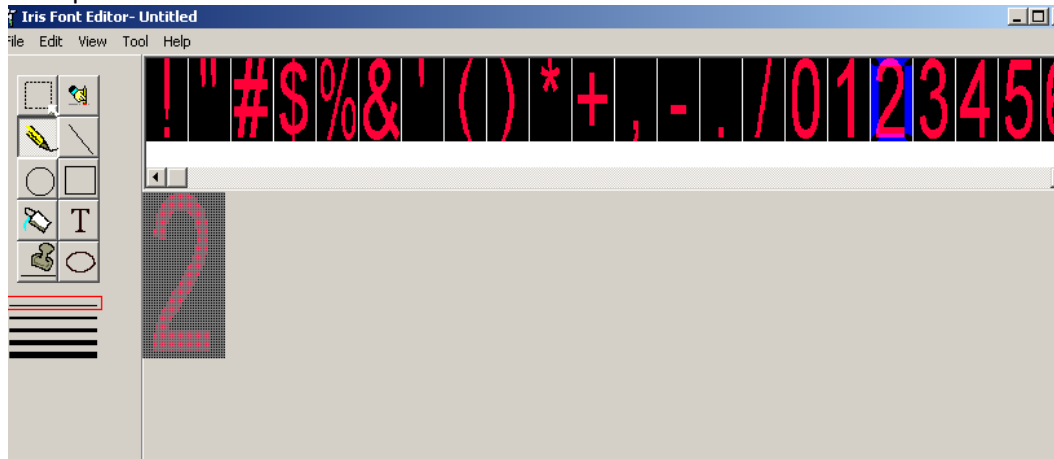
This is the recommended method.

File → Import Windows Font → select the Font and size you want → click Import



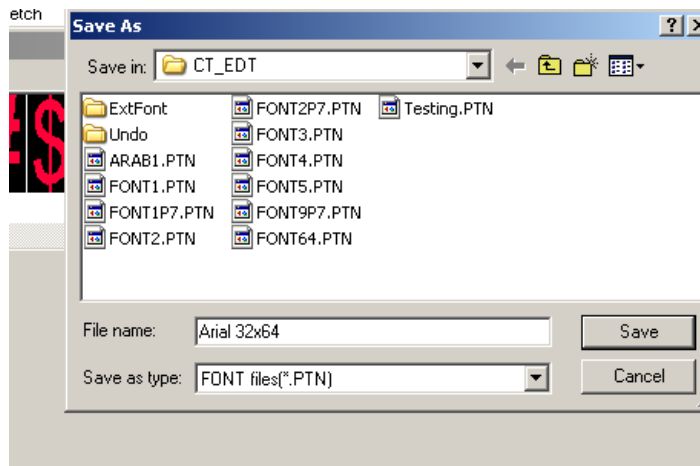
Note:  
Consider your display size when selecting the font size. If font size created is larger than allowable display resolutions, font will be cropped.

Multiple frames will be created.



## Import Windows Font (continued)

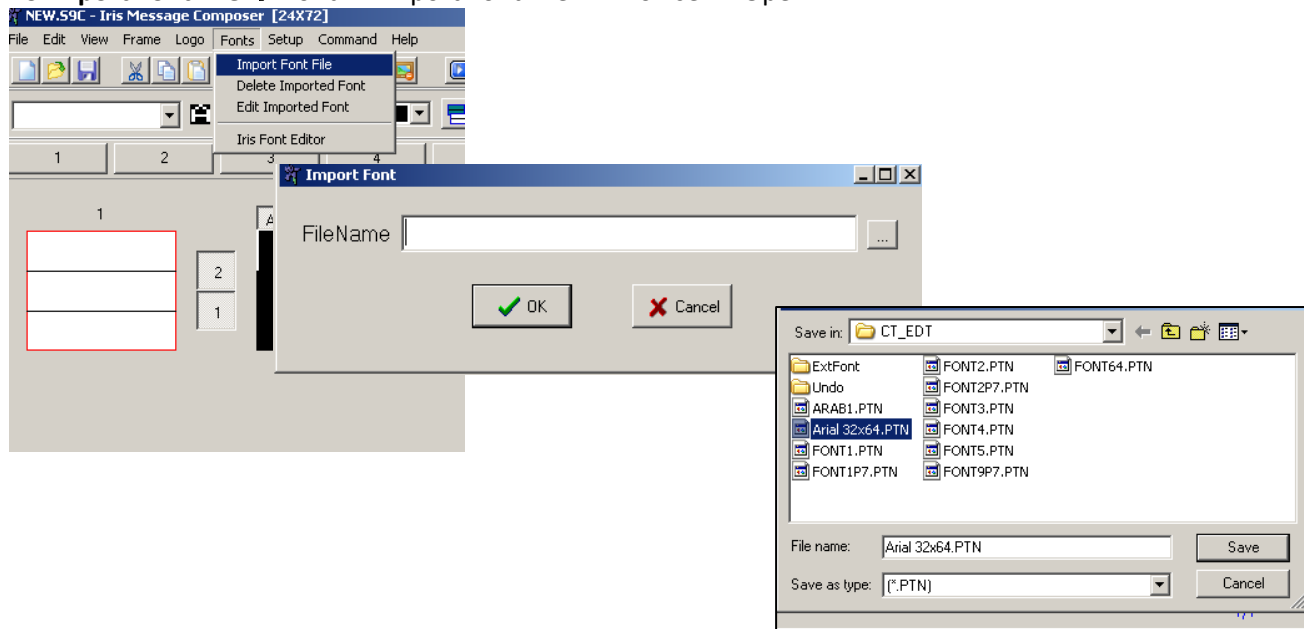
Saving Font File → File → Save As → Name the file



## Using Saved Font File

Before Advanced Mode can start using the Font Saved, Fonts must be IMPORTED into Iris Message Composer.

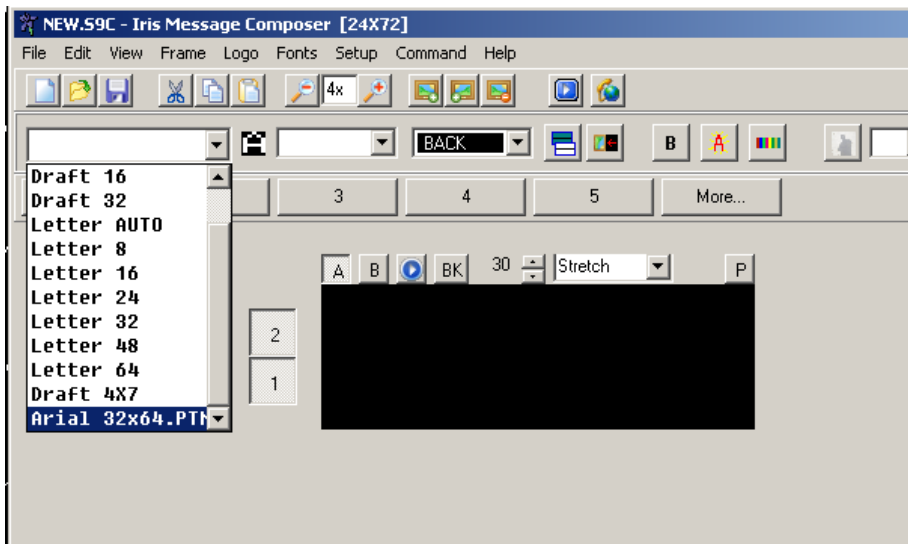
To Import Font File → Font → Import Font File → Browse → Open



## Using Saved Font in Iris Message Composer

Once the saved font is imported into Iris Message Composer, the font will become one of the available font selections in the drop down list.

Select the font and start typing. Note, if FONT size imported is LARGER than allowable display size, it will be cropped. In that case, please recreate the fonts in appropriately size.



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