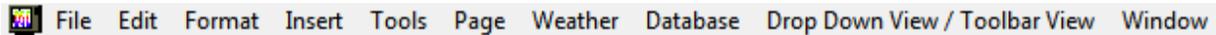


Create Pages

Overview

Create Pages consists of a Menu line, two sets of toolbars and a window that represents the page you are creating.

Menu Line



The functions from the Menu Line can also be done through the Editor Commands Toolbar.

If there is a command that you think should be available but you do not see it, click on “Drop Down View/Toolbar View and choose “Advanced (all buttons)”’.

Editor Commands Toolbar (ELITEGOLD)



The functions from the Editor Commands Toolbar can also be done through the Menu Line.

Depending on your version of the DSI Software, you may see less buttons on this toolbar.

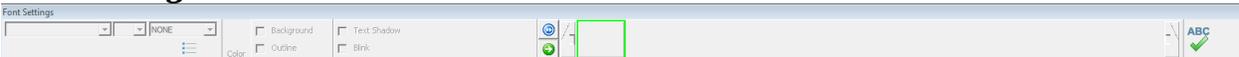
Press F2 to toggle this toolbar on/off.

To drag the toolbar **left click** on title bar of the toolbar and drag it to the new location.

You can also position the buttons of the Editor Commands toolbar according to their use. To move the buttons, **right click** on the button and drag it to its new location.

When you return to the text editor, the toolbars turn back on and return to their default positions. The Editor Commands buttons, however, stay in the new location you moved them to.

Font Settings Toolbar.



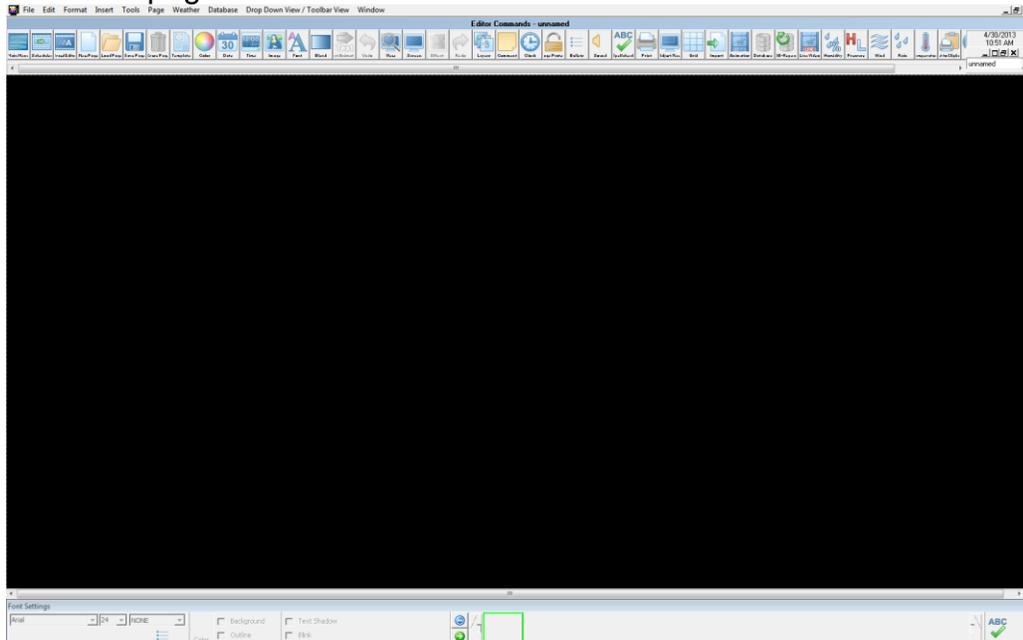
Once text is selected the Font Settings Toolbar is a great and easy way to modify your selection.

Press F3 to toggle this toolbar on/off.

To drag the toolbar **left click** on title bar of the toolbar and drag it to the new location.

Page Area

The black area is the page you are creating. If the page is the same resolution as your computer, then you will see the scroll bars on the right and bottom that allow you to view the entire page area.



Entering Text

Entering text in Create Pages is very simple. **Left click** on the page where you would like to add text. This will define the starting position for your text and will place the cursor there. Use the Font Settings toolbar to adjust the size, color, etc of the text.

Positioning Text

The DSI Software has a free format text editor which means that you can position text anywhere on the screen. To position text, **left click** and drag the text to the location that you would like the text to appear. Alignment attributes are maintained. If you have the text centered, then you will not be able to drag the text away from the center of the screen until alignment is turned off.

Selecting & Changing Text Attributes

To select a character or a word or a line of text, **right click** on the character, word, or line. You will be presented with a menu of options. Choose **Select** which gives you the 3 options of **character**, **word**, or **line**. You will see that what you have chosen now has a box around it. From here you can use the Font Settings toolbar to change the attributes of your selection.

To select multiple lines of text create a box around the lines by **left clicking** in the top left corner and dragging to the bottom right corner. Now all the lines you have selected will have a box around them. Proceed to use the Font Settings toolbar to change the attributes of your selection.

Deleting Text

To remove a character, word or line you start by selecting it in the way described above. Then **right click** within the box and choose **Delete**.

Creating a Rectangle

Draw a rectangle by **left clicking** and dragging the mouse to the shape you want. Now **right click** in the rectangle and select **Create Box**.

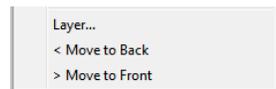
Right click inside the rectangle to adjust the rectangle properties.

Things you can adjust include: the background color, frame, text, and a number of special effects which include:

Blur	Invert
Brightness - Lighten (+) Darken (-)	Remove Noise
Contrast	Rotate
Custom Matrix	Saturation
Emboss	Sharpen
Enhance 3D	Soften
Find Edges	Tint
Fish Eye	Twist
Gray Scale	

Move to Front/Move to Back

When **right clicking** on a graphic you have the option to **Move to Back** or **Move to Front** to overlay one item on another. This is helpful when trying to overlap corners on graphics.



Tips and Tricks

- Do not put too much text on a single page. Viewers will not read a great deal of text on one page. Spread the text out and make it larger, or use graphics to make the page attractive.
- Make the font size large.
- Create two pages out of one. You can create two pages out of one to create interesting transition effects in the schedule. Create the page as you intend it to be viewed. Save the page. Add an effect to a graphic and save the page again. Using some wipes such as pixel or reveal will give an interesting effect. Effects such as Emboss, Blur, and Grayscale work very well.
- When creating a page it is best to make it in the same resolution as the computer that is going to be displaying the page. To determine the screen resolution of the display computer, connect to it with the Connect Now button. A warning will appear if the screen resolution of the display computer is different from the computer you made the page on. Take of the screen resolution of the remote. Then in Create Pages you can use the Screen button to set the resolution of the page you are creating.

Page Commands

Main Menu button

You can go back to the Main Menu with this button.



Create Schedules button

You can move directly to Create Schedules by clicking on this button.



Create Crawls button (all products except TEBBS)

You can move directly to Create Crawls by clicking on this button.



New Page button

Use this to create a new page.



Load Page button

Use this to load an existing page.



Save Page button

Use this to save your page. If you want to keep the same name, just click on the SAVE button. If you want to change the name of the page then enter the new name in the FILE NAME field and click on the SAVE button.



Erase Page button

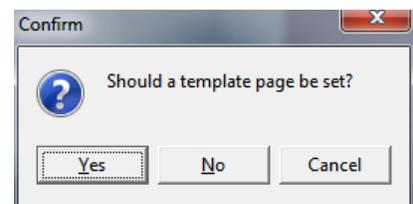
You can delete a page with this button. Just browse for and select the page you want to delete and click on the OPEN button. You will be asked to confirm your choice.



Template Button

The template button is used to set a pre-defined page as a Template Page.

1. Create a page the way you want it to look like as a starting point for all your pages, including setting the font size, color, etc. and then save the page.
2. Now click on the Template button and it will ask you if a Template Page should be set.
 - a. If YES, then browse for the page you just created and select it. It is now the Template Page.
 - b. If NO, then there will be no template page.
 - c. If CANCEL, then it ignores the fact that you clicked the Template icon.



3. When a Template Page is set and you click the New Page icon, it will automatically load the Template Page you selected and set the name of the page

to “unnamed” so you don’t accidentally over-write your Template Page when saving.

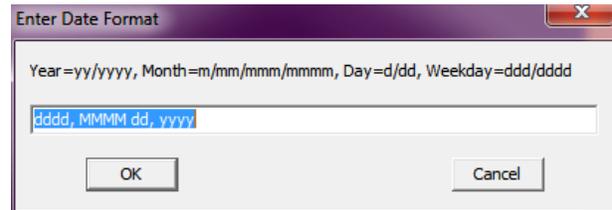
Color button

Use this button to change the color of the text that you type.



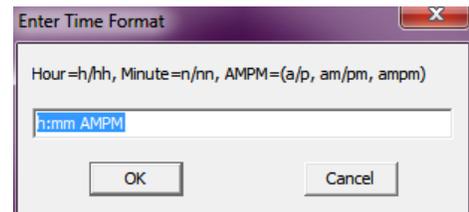
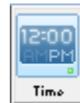
Date button

Left click where you would like the date to appear. Now **left click** on the **Date** button. Date has more available settings. It can be set to display the full year (yyyy), a two digit year (yy), the digit of the month (mm), the abbreviation of the month (mmm) or the entire month name (MMMM). The day can display the digit (dd), and abbreviation of the day of the week (ddd) or the entire weekday name (dddd). Capitals in the settings indicate that you would like to have the day of the week or the month appear completely in capital letters.



Time button

Left click where you would like the time to appear. Now **left click** on the **Time** button. A time settings box will appear concerning the way you would like to have time display. The most common setting is h:mm AM/PM. This will display the time as 4:07 PM. If you used a setting of hh:mm am/pm the time would look like 04:07 pm.



Using a single m in the settings of the time is not recommended as it would appear as 04:7 pm.

Image button

Left click on the Image button on the Editor Commands Toolbar. Select the image file that you wish to use. You will probably need to go through some different folders to find the image that you want. Select the image file and then click on **OK**.



Sizing / Positioning a Rectangle or Image

To size a rectangle/image **right click** on the rectangle/image and select **Move/Size**. Eight handlebars will appear around the outer edge of the rectangle/image. **Left clicking** and dragging any of these handlebars will size the rectangle/image. To keep the aspect ratio of the rectangle/image, hold the **Shift** key down as you adjust the size. Remember that images that are small will not look as smooth or clear if you enlarge them greatly. **Left clicking** and dragging anywhere inside the rectangle/image will allow you to move it. You can press **Escape** to undo the changes. You must press **Enter** to cause the changes to take effect.

Cropping an Image

You can crop an image within our software. This allows the image to be stored in one

location and appear in a schedule in several different forms. To Crop an image, **right click** on the image, select **Move/Size** and then select **Crop**. The handlebars will appear again. Drag the handlebars to eliminate area from the image. The area inside the box will be the area that will appear. Press **Enter** to finish.

Transparent

You can select a color in an image to appear transparent. This option works best with images that are clip-art or have been edited to include a single color background. **Right click** on the image in the area that the color you wish to be transparent appears. Select **Transparent**. To check that transparent has been set, right click on the image to see if there is a check mark beside the word Transparent. To remove the transparent effect, **right click** on the image and select **Transparent** again.

Changing an Image on a Page

To change an image on a page, **right click** on the image and select **Properties**. The location of the image that is currently being used will appear. Select the new image to appear in place of the existing one. Click on **OK**.

Please note that the original image size, position and cropping is maintained and thus the new image may appear distorted. To make the image appear correctly, **right click** on the image, select **Move/Size** and then select **Reset Size**. This will remove all cropped areas and will size the image back to its default size. If you need to remove transparency follow the directions indicated above.

Font button

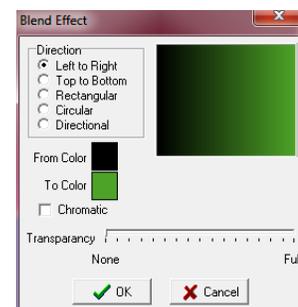
You can use the font button to set most of the font attributes. This opens up the standard Windows font interface.



Blended Background button

You can create a full page blended background by using the Blend button.

Click on the **Blend** button to bring up the Blend Effect window. Choose the Direction of the blend and then the From & To colors. You can modify the effect with the Chromatic checkbox and the Transparency slider.



Text Animation button (ELITEGOLD only)

This button is also found on the Font Settings toolbar.

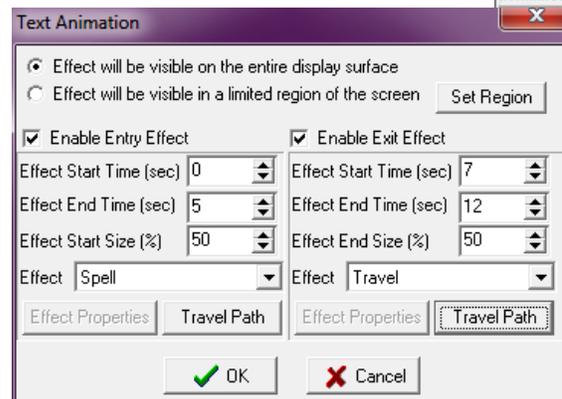
You can add a text animation attribute to text on the page. **Left click** on the line of text that you would like to animate. **Left click** on the Text Animation button in the Font Settings toolbar. A pop-up window will appear.

Options that are available include:

-Effect will be visible on the entire display surface

-Effect will be visible in a limited region of the screen

Once you choose one of the above options, you are able to create an **Entry** effect and an **Exit** effect.



Make note as to how long the effects take so that you can set the Page Display time to accommodate the effects.

You can select Enable Entry Effect, Enable Exit Effect, or both.

Start & End Time is in seconds while the **Start & End Size** is a percentage.

Three effects are available:

- Travel
- Spell
- Wipe

Travel

The travel effect causes the entire line to move at one time. Use the **Travel Path** button to set the direction.

Spell

The spell effect adds letters to the line one letter at a time until the line is complete. Use the **Travel Path** button to set the direction.

Wipe

The wipes that are available are the same wipes that are used in Create Schedules. Use the **Effect Properties** button to select which wipe to use.

Travel Path

This button opens a path definition window. You can add straight lines or curves to define a travel path. Remember that each of the letters or line has to travel down the path in the time that you have allotted. For lines with many characters, use a short travel path. To add a straight line, **left click** on a point in the Travel Path window. The region showing as a rectangle is the actual viewing area of the screen. You can define points outside of the viewing area. To define a curve, hold down the **CTRL** key when left clicking. Three points are needed to define the path of the curve.

Undo button

This will undo the last change made in Create Pages.



View Page button

Use the View Page button to see the page as it will appear when it is in the schedule. As there is no time set for the page, you must use the **Escape** key or left-click the mouse to stop viewing the page.



Screen button

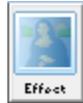
This tells you what the resolution is of the page. It is best to create pages in the same resolution as what the display computer's resolution is. Otherwise the page you create may look distorted when it is being displayed.



To change the resolution of the page just click the Screen button and then select the resolution you want to use like 1024x768. If you also display the Lineup on half the screen then you will want to click the Screen button a second time and then change the setting to Half Screen Top/Bottom.

Effect button

This button allows you to make the text selected to be 3D or have a blend in it.



Redo button

This will redo the last change made in Create Pages. It currently does not function.



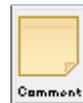
Layers button

Layers are very useful tools when creating effects using text animation. You can define text to be on a layer by **right clicking** on the text and then **left clicking** on **Layer**. At this time you can set the text to be on a particular editing layer. You can then put several text items one on top of another. You can then use the Layer button on the Editor Commands Toolbar to define which layer that you wish to edit and to hide all other layers. In this way you can have all your text in one location, but arrive and leave at different times.



Comment button

The comment button is used to put a comment on a page. This is useful for adding more information to the file (which will not be displayed but is important). The comment appears alongside the filename on the Editor Commands title bar.



Clock button

Another means of displaying the time on a page is to use an analog clock. The Clock button, will insert an analog clock on the page. There are four different clock faces to choose from or you can leave the clock face set at 0 for a random face to be selected out of the four. You can size and position the analog clock just as you would with a rectangle or image.



Page Protect

You can use the page protect button to temporarily freeze the current content on the page. New content can be added. Pressing the **Page Protect** button a second time unfreezes the screen.



Bullets

You can use this button to insert bullets on the page. The fonts that it selects from include Symbols and WingDings.



Sound (ELITE2000 and ELITEGOLD only)

You can set up a sound file to play with a particular page. This is useful as sometimes a short sound can be associated to attract viewer's attention to the page. Short sound files work the best. For longer sound files, use Create Schedules to have the sound play over multiple pages.



Spellcheck

Use the spellcheck option to check your spelling / typing.



Print Page

Do not use this option. It is currently not working properly with all printers. If you would like to print a page, follow these steps for the Windows OS you have.



Windows XP

Click on the **View** button.

Press the **Print Screen** key on your keyboard. This will capture the screen to Windows clipboard.

Press the **Escape** key on your keyboard and close Create Pages.

Open up Windows Paint.

Press **CTRL-V** to paste the clipboard to Windows Paint program. A message that the *clipboard holds more data than the current bitmap* will appear.

Click on **Yes** to enlarge the bitmap. Click on **File** and then **Print**.

Windows 7

Click on the **View** button.

Press the **Print Screen** key on your keyboard. This will open up the Easy Capture Manager program. This may or may not print your page depending on the printer.

Adjust View

Adjusting the view can be accomplished in Create Pages or in Configuration.

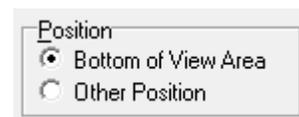
The Adjust view affects the way that things are aligned on the page. Center, Left and Right justification are based on the viewing area.

The horizontal crawl is also affected by this if its position is set to the "Bottom of View Area".

This guide can also be used when part of the TV output is cut off.

The viewing area can be set so that when creating pages, you

can see where the page will actually be cut off by the TV so you know to not place any content there.



Grid

Grid can be used to set the number of pixels that the items you are moving and sizing will snap to. To set the grid, **left click** on the **Grid** button. If you want to align two lines of text, you can set the grid to a horizontal setting of 15 pixels.



This means that as you move the text horizontally, the text will snap every 15 pixels. This will allow you to move the two lines of text so that they line up nicely. To disable Grid, click on **Grid** and set the vertical and horizontal settings to 1. The grid setting is not remembered if you close the page and reopen it.

Import

Import is used to import text from an ASCII file. This is not performed automatically, but can be performed by the software manually. This option allows you to import a great deal of data onto several pages without having to type in the information.



Animation (ELITE2000 & ELITEGOLD only)

You can choose an animation file (MP4, AVI or WMV are the only supported file formats) to play on a page. You can set the size and position of the animation the same way you would a graphic.



Live Video (ELITE2000 & ELITEGOLD only)

Live video is an option that can create a video window within the software. Special hardware from DSI is required for this option. Please contact your DSI Sale representative if you are interested in this option.



Database (ELITEGOLD only)

The Database feature allows you to import information into a page that is currently in a database file. Formats include: ASCII, dBASE, Paradox and a generic Columnar-Table format. The latter format assumes that the information is written in columns or in a table format.



Available Databases

First you will need to create a database definition. Click on the **Add** button. DATABASE1 will appear under Available Databases. To change the entry title, simply highlight the Access Name and type in the new name.

Next you will need to select a Database Type. There are 4 to choose from, ASCII, DBASE, PARADOX, and COLUMNAR-TABLE.

Once you have selected the Database Type, click on the **Browse** button to search for the file that you want to pull the information from. Select the file that you want and click on **OK**. The path and file name will be shown in the window below the Browse button. If you want to delete one of the available databases, simply click on the database title then click on the **Delete** button.

Available Fields

The Available Fields area will be able to be modified only if the Database Type is COLUMNAR-TABLE. If you are using a dBASE file you can select Rebuild Fields and the Available fields will be created for you.

If you have COLUMNAR-TABLE selected you need to create available fields. First click on the **Add** button. FIELD1 will appear under the **Available Fields** heading, the second will appear as FIELD2 and so on. To give the field a different name, click on an available field entry eg. FIELD1. FIELD1 will now appear as the **Access Name**, highlight the Access Name (FIELD1) and type in what you want to call that field.

In the same manner if there are too many fields or you just want to remove a field, make sure that the field is selected and click on the **Delete** button.

Field Type

The Field Type is selected next. There are 9 selections to choose from String, Integer, Floating-Point Number, Date, Time, Date & Time, Bytes(Filler), Boolean, and Unknown. The first of these 9 is probably the most commonly used field type, String.

String refers to a string of characters in a line of text eg. an ASCII file is just text with no commands or anything else. Anytime that you have a line of text in a file such as an ASCII file or some type of file created with certain word processors it is good to use the string format.

Integer and Floating Point Number

The next two, Integer and Floating-Point Number are for field types that deal with whole numbers and decimals. When you select **Integer** as a field type, it is expected that there is to be nothing but numerals in the given Field Size. Only whole numbers will be displayed eg. an number in a field that is 0031 will be displayed as 31.

The same is the case of Floating-Point Number. When Floating-Point Number is selected there is to be nothing but numerals and decimals in the given Field Size. Down at the bottom of the window there is a Float Formatting section, here you select how many decimal places that you want displayed. The default is 0 decimal places, but you can choose from 0-9 decimal places. If there happens to be a character other than a numeral or a decimal in the selected Field Size, the entire line for that record will display "WARNING: Database is not defined."

Date, Time and Date+Time

These are all very similar in function. These field selections are intended to display a date, time or date and time together from the database. Unfortunately, these field types are not working correctly and are being worked on by our programmers.

Boolean

The last available Field Type is **Boolean**. Boolean gives you a True or False display. Eg. if within a selected field the variables are 0 or 1, it will display True or False. As well if the selected text were Yes or a No, it would display True or False. If the text was written with a True or a False it would read True or False. Anything that is not written 0, Yes or TRUE will be displayed as FALSE.

Field Size

The Field Size refers to how many character widths that you want read from within the actual file, ASCII or otherwise. This usually is used in conjunction with the "String" Field Type.

Eg. Here is an example of an ASCII file that is setup in columns and rows already. The information will be for tee-off times with columns of information such as NAME of the golfer, DAY to which he/she will be teeing off, TIME of the day that he/she will be teeing off, COURSE that he/she will be teeing off, and at which HOLE he/she will be teeing off. (In that order)

```
<25 character widths >|<3>|< 5 >|<3 |2 |
Bradshaw, Sean      FR 08:30 01 01
Costello, Tony      FR 08.30 02 10
Paterson, Laura     SA 12.05 02 01   Etc.
```

As indicated in the example above, say you named your first Access Name, NAME, and you want this title to be displayed. Enter 25 or larger/smaller for the Field Size, as the size of the column is 25 characters wide.

You would do the same for the next column which you may have named DATE where you would set the Field Size for 3 (2 for the actual characters and 1 for the space).

Continue to do this for all the other Access Names.

Save SCHEMA

Once you have created your Available Database and inserted all the desired Available Fields and made all of the modifications needed for each, you can save these settings by selecting the **Save SCHEMA** button.

Insert Field

If there is an Available Field that you want on your screen, but not necessarily in the

table that you are creating, simply left click on the **Insert Field** button.

This will insert the desired field to where the cursor was placed on the page. If this is not where you want it to be placed then left click on the entry and drag it to the desired location.

Repeat Database Data (ELITEGOLD only)

The Repeat Database Data button is used in conjunction with the Database button. After you have all of your fields created in the Database Definition window (Database button), it is time to actually insert the data onto the page.



Create Repeated Data Block

Before you begin, click on the **Create Repeated Data Block** button. This signals your intentions to insert a line of data. After you have clicked on the above button you will notice that a grey box will have appeared on the screen.

Number of Repetitions

To the right of the screen there is a section labeled Number of Repetitions with the number 1 already in the box. This number indicates the number of rows that will be displayed on the screen per page. The number can be between 1-999 inclusive.

You can increase or decrease the number of repetitions either by typing a number in or using the up (↑) or down (↓) arrows to increase or decrease the number.

If the Database to be displayed is too large for one page, that is OK. Depending on what you have the Maximum Number of pages set to (explained below) the remaining information will be displayed on the next page.

Maximum Pages

Now you will want to select the number pages that will be displayed. If you have a large database that cannot be displayed on one page, this section is very useful. For example: If you have 25 lines (rows) of information, but you can only fit 10 lines on a page comfortably, you have two choices. Set the **Maximum Pages to 0**. This is the most common and also the default. If you are not sure how many pages worth information that you are going to display, this is a safe bet. What will happen is that with Maximum Number of pages set to 0 and the Number of repetitions set to 10 the program will display 10 lines of information on two pages and five lines on the third page, bringing you to a total of 25 lines of information. Setting the **Maximum Pages to 3**. This is used if you want or need to control the number pages that will be displayed at a time.

Weather Buttons (TextPro Sr., ELITE2000, and ELITEGOLD only)

These buttons work in conjunction with the add-on Internet Weather module.



If you have this add-on module please consult the "Internet Weather Remweather Setup Guide" for details on setup and page creation.

If you do not have this add-on and wish to receive information on it, please call our sales representative.