



Westerstrand Manual for InfoText

Version 3

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After Installation

Getting Started

When the program starts, the Play page will be displayed. If no boards have been previously connected, the Active Boards field is empty [see the star in Figure 1]. To get started, go to Setup, [see No. 1 in Figure 1].

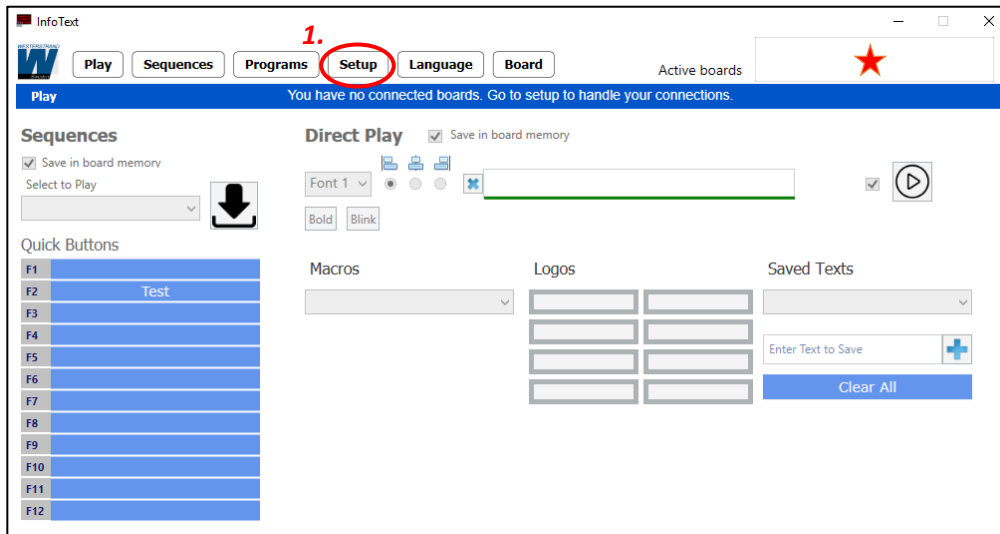


Figure 1. Playback page at boot

Change Language

The default language after initial installation is English. In case it is desirable to change language, press "Language" [see No. 1 in Figure 2.]. In order for the language settings to go through, a restart of the program is required.

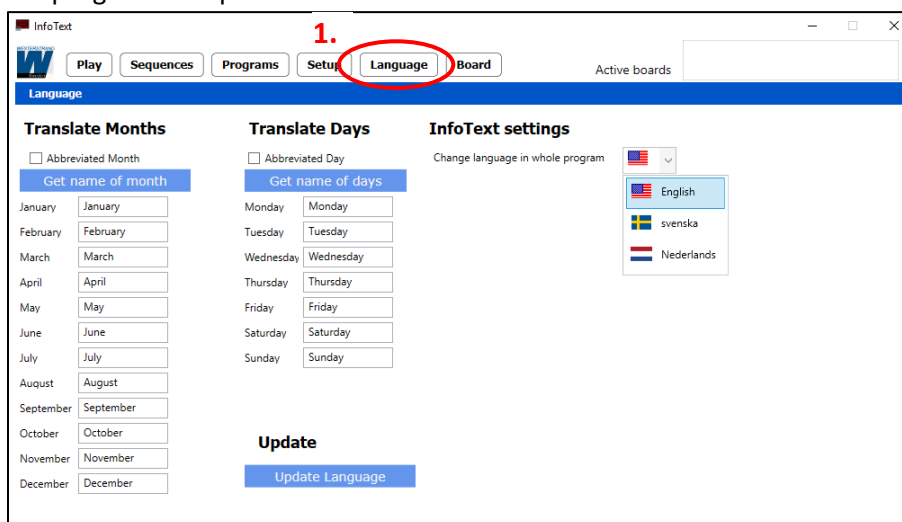


Figure 2 Language page for language selection in the program

Add new board

Under Setup, you can add a board under the heading Add new board. Enter a name that you want to use for the board, and then choose to connect via TCP or COM.

TCP connection, enter the boards IP address. The port is already preset so it will only change if necessary.

COM port connection, specify which COM port you want to use and change the preset data if the connection requires it.

Press Add to connect the board. [see No. 1 in Figure 3.]

Before the board has been added, the program will retrieve information about the number of text lines, fonts and which macros the board has. Once it's finished, the board appears in the field titled "Active Boards". When a board is added, it is automatically set as active and you can start sending texts and more to it.

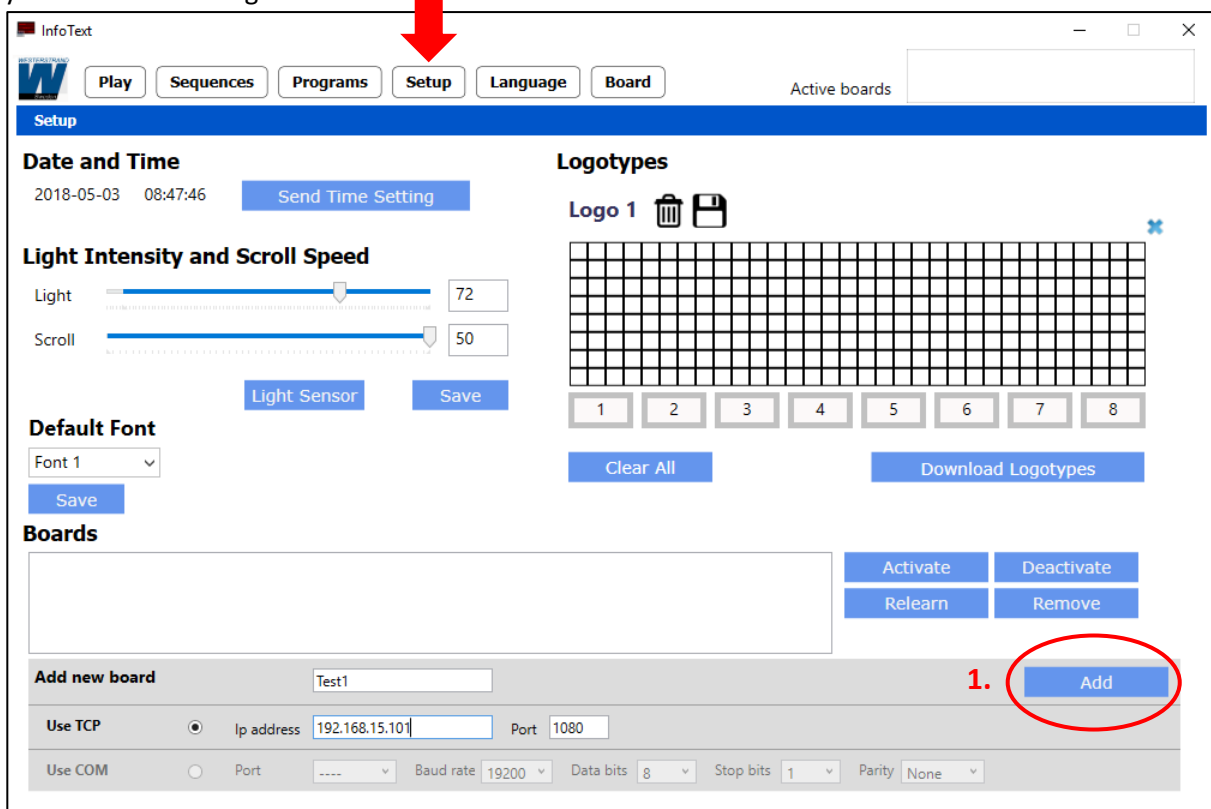


Figure 3 Add board.

Play - Send direct text and sequences to the board

When a board is added, it appears in the Active boards field. When you go to Play, the program will show as many text lines as the board has.

Saved in boards memory

Do you want your text to be saved on the board you have to check the selection before sending [See check boxes in Figure 4]. For example, in case of power failure, the board will then retrieve the saved text and display it again.

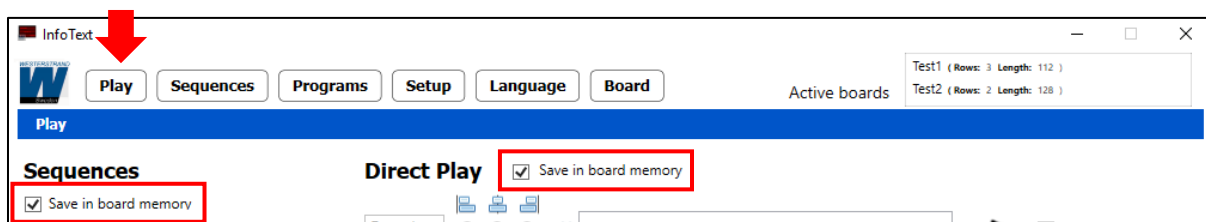


Figure 4 Save in boards memory.

Play- Direct Text [see number in Figure 5]

1. Enter the text you want to send to each text line.
2. For each row, you can set the font to be used. Exactly what they look like differ depending on the board you have.
3. For each row you can also set text alignment, left-aligned is preset but you can also choose to center or right-align the text on the row on the board.
4. Use the blue cross to clear the text field.
5. The small play buttons are used to send a (1) text line to the board.
6. The larger play button sends all the text lines to the board. If you tick checkbox here, all lines will be sent except that.

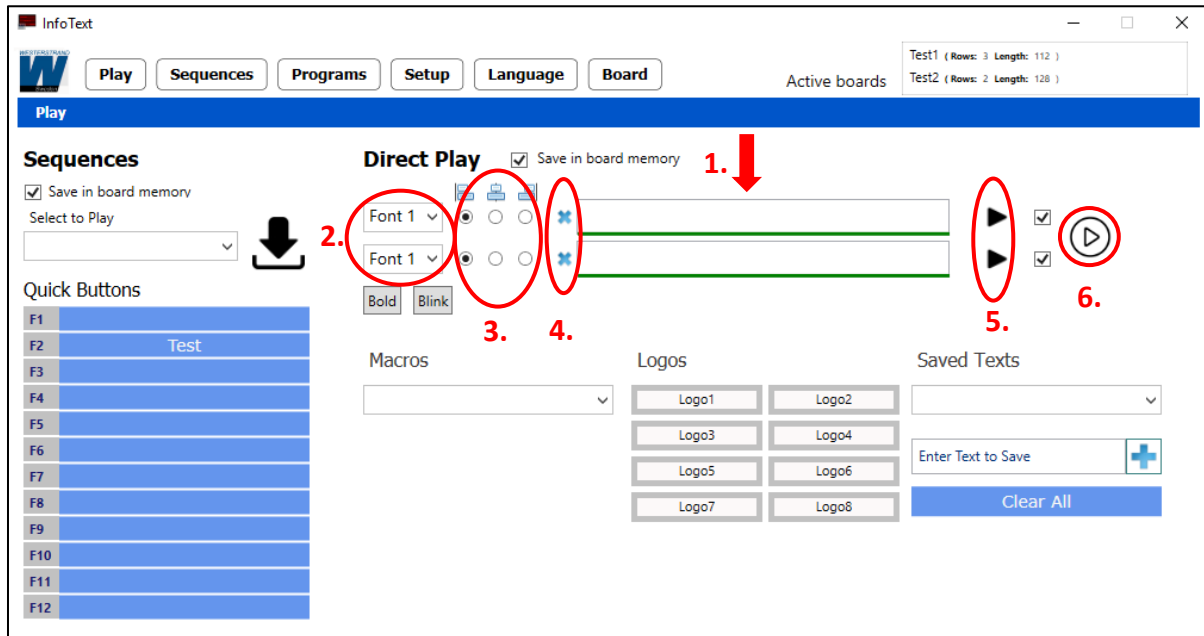


Figure 5 Create, customize and send text lines.

[see number in Figure 6]

7. Word Formatting: You can format text as bold and Blinking.
8. Select the part of the text that will have the format, and then tap Bold or Blink. The marked text gets braces around. When you send to the board, the formatting will appear.
9. If you want the entire text to be bold or blinking, you do not need to mark, just set the cursor at the beginning of the text and click the desired formatting. Then it place an opening parade saying that from here it is formatted.

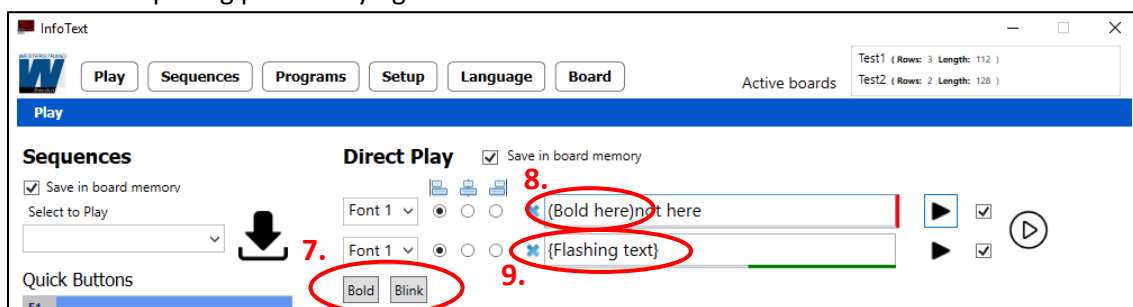


Figure 6 Format text.

[see letters in Figure 7]

- A. **Row Length Indicator:** The red line at the end of the text line appears when the text becomes too long for the board. If this occurs on the bottom line, the text will automatically scroll over the board.

- B. **Macros, Logos, and Saved Texts, these can be inserted in the text lines:** First, place the cursor on the line at the position you want to insert and then click on what you want to insert.

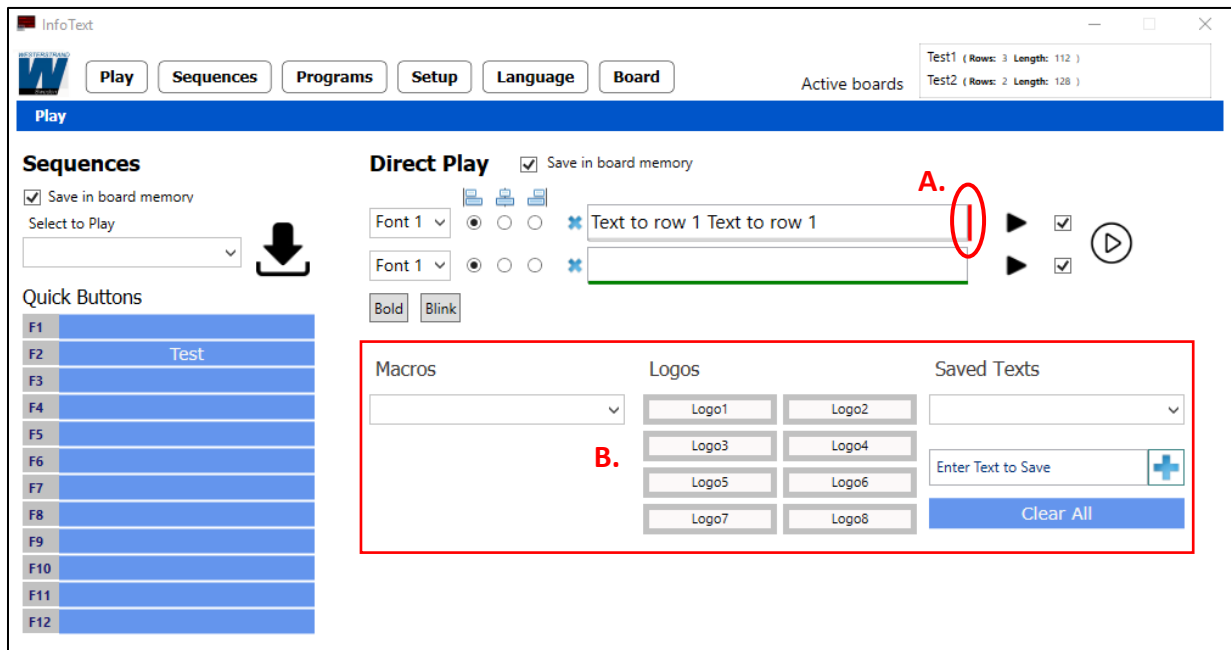


Figure 7 Insert macros, logos and texts.

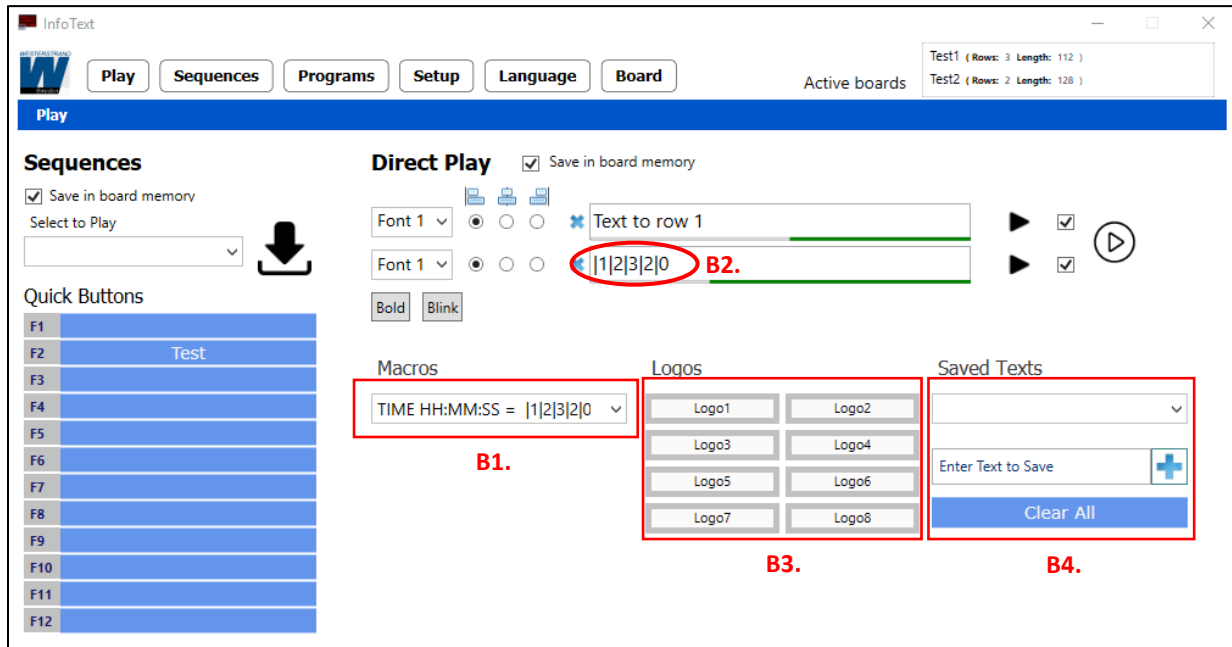


Figure 8 Macros, logos and texts.

[see letters/numbers in Figure 8]

B1. **Macro:** Which macros are available depends on the image. Example of a macro is TIME HH: MM: SS.

B2. When inserted in the row, a sequence of characters appears when sent to the board, the time is displayed by hour, minutes and seconds.

B3. **Logos:** The board can hold eight logos in memory. When you choose to insert one of them in the text line, there will be a consequence of characters that the board then replaces to the logo stored on that memory location. If there is no logo stored on the board, it will be left blank on the display. *Logos can be create you under Setup and then downloaded to the board.*

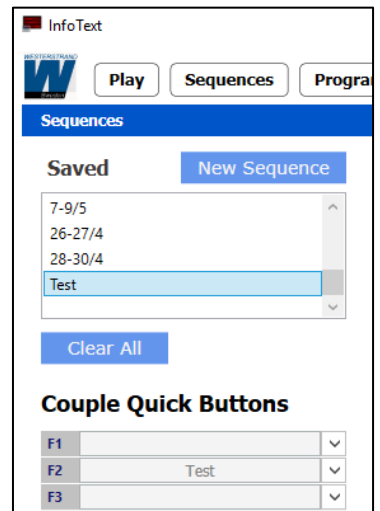
B4. **Saved Texts.** Here you can save words and phrases that you use frequently. To save a text, type it in the text field and press the blue plus button. To remove all the texts you have saved, click Clear All.

To insert one of the texts, set the row and position in which it should be inserted, then select the text in the scroll list.

Play - Sequences

From here, sequences are sent to the board. Sequences must first be created under Menu Page Sequences. Once created, they end up in the Select to scroll list drop-down list..

1. Send a sequence to the board by selecting it in the scroll list.
2. **Quick Buttons** Sequences can be connected to the shortcuts. The connection is made under the menu page Sequences. When a sequence is linked, it appears by the name of the sequence on the hot key. It can then be sent by clicking here or by clicking the corresponding function key on the keyboard (F1, F2, F3, etc.)



The screenshot shows the 'InfoText' application window with the 'Sequences' menu selected. The 'Sequences' menu is open, displaying a list of saved sequences: '7-9/5', '26-27/4', '28-30/4', and 'Test'. The 'Test' sequence is currently selected. Below the list is a 'Clear All' button. At the bottom of the menu, there is a section titled 'Couple Quick Buttons' with three rows: 'F1', 'F2', and 'F3'. The 'F2' row is currently linked to the 'Test' sequence, while 'F1' and 'F3' are empty.

Sequences	
<div> <div>Saved</div> <div>New Sequence</div> </div>	
<div> <div>7-9/5</div> <div>26-27/4</div> <div>28-30/4</div> <div>Test</div> </div>	
<div>Clear All</div>	
Couple Quick Buttons	
F1	
F2	Test
F3	

Sequences: Create and edit, as well as connect hotkeys

Sequences are handled on the sequence page. Here you can create a new, change and delete. You can also connect sequences to hotkeys.

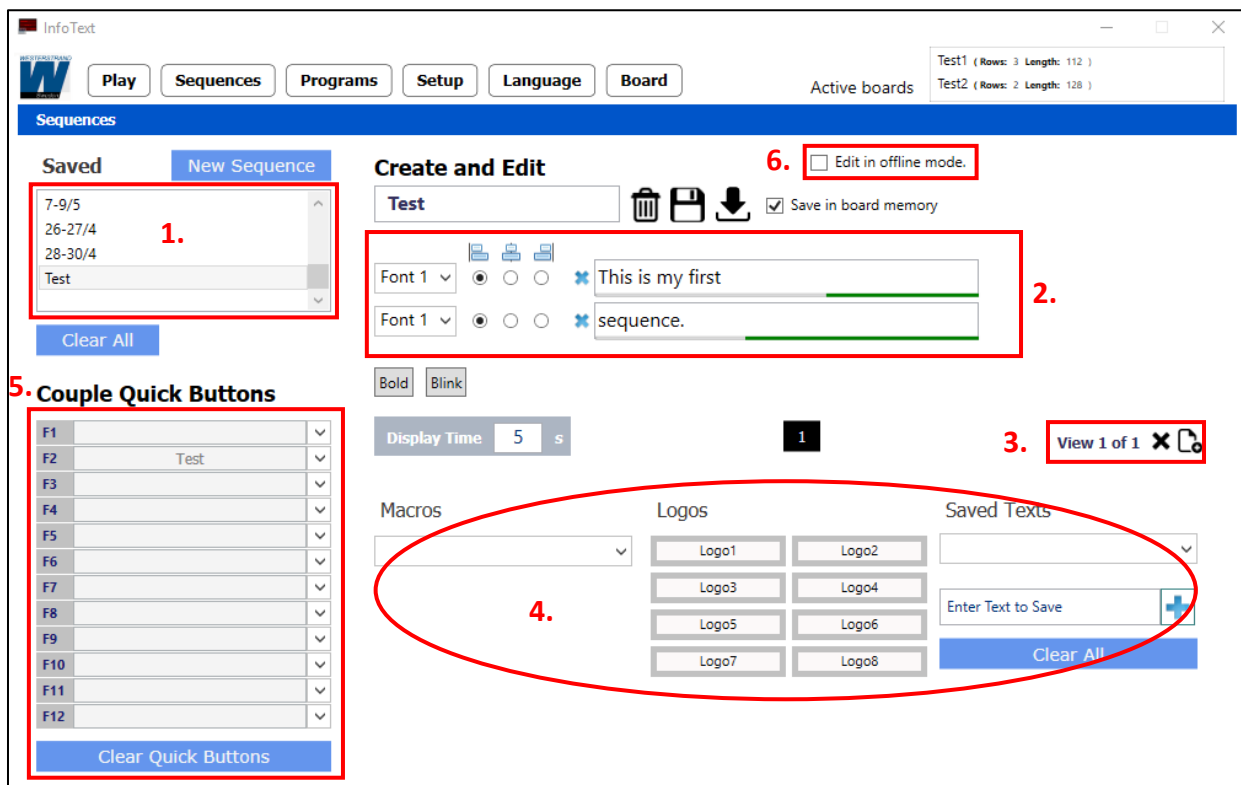


Figure 9 Sequences

[see number in Figure 9]

1. **Saved** Here are all saved sequences.
2. **Create and Edit** Here the sequence is edited.
3. Sequences consist of views, here is shown which view is active.
4. **Macros, Logos, and Saved texts** can also be included in sequences. See description for using the settings on page 6.
5. **Coupling Couple Quick Buttons Here**, sequences are linked to hotkeys (F keys on the keyboard).
6. **Edit offline.** In most cases, as many lines of text appear as the number of rows in the connected board. If you want to create and edit sequences before you are connected to the board, check the Edit in offline mode. Then you can choose how many lines you want to work with in the sequences. You can create sequences in offline mode with, for example, five lines, and then send them to a board with, for example, three rows.

Create Sequence

Only when you get to the Sequence page is a new, empty sequence already displayed. Otherwise, click New Sequence to create a new [See the Star in Figure 10]. All sequences must have a unique name, the name of your sequence, enter the name text field [Number 1 in Figure 10].

2a: Here you enter text into the lines, the text can be adjusted and formatted in the same way as on the playback page (See description page 4).

2b: There are macros, logos, and saved texts that can be inserted in sequences in the same way as on the playback page (See description page 4).

3a: Add and Remove View. A sequence consists of views displayed one at a time on the board. To add more views to the sequence, click the right icon, View +. To remove current view, click the left icon with the black crossing.

3b: Display Time. Specifies how long this view will appear on the display. You can have different viewing times for different views.

4: Download, Save and Delete sequence. The Trash icon is used to delete the active sequence. To save the active sequence, click the diskette icon. To download the sequence press the download button with an arrow. Check the box to save sequence on board.

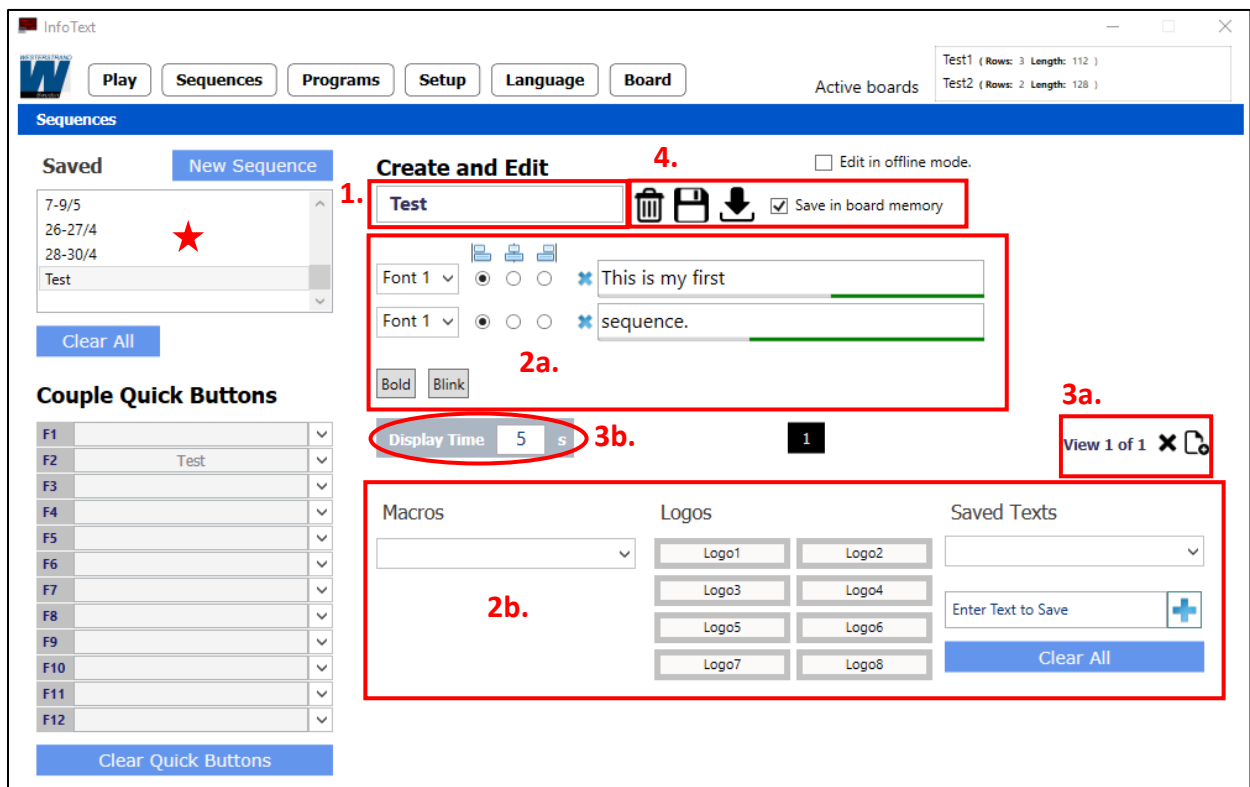


Figure 10 Create new sequence.

When multiple views are added, you can move between them by clicking the number buttons, or scrolling back and forth.

[see number 1 Figure 11]

The maximum number of views in a sequence is 40.

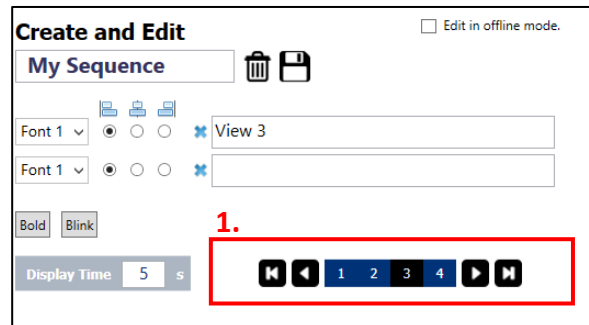


Figure 11 Navigate between views.

Switch the Quick Button

After the sequence has been saved, it will appear in the list of saved [See Star Figure 12], and it will also be included in the scroll lists used to link the sequence to the hotkey. For example, if you want to connect a shortcut to F2 key, click the scroll list to the right of "F2" and select the sequence in the list. When connected, the sequence name appears in the gray field between "F2" and the scroll list [See number 1 in Figure 12].

Remove all connections: Click Clear Quick buttons

Clear Quick Buttons (Number 2 in Figure 12) to remove all made connections.

Delete all sequences

To delete all sequences created, click Clear All (Number 2 in Figure 12).

When all sequences are deleted, automatic shortcuts and saved programs automatically disappear (which consist of sequences).

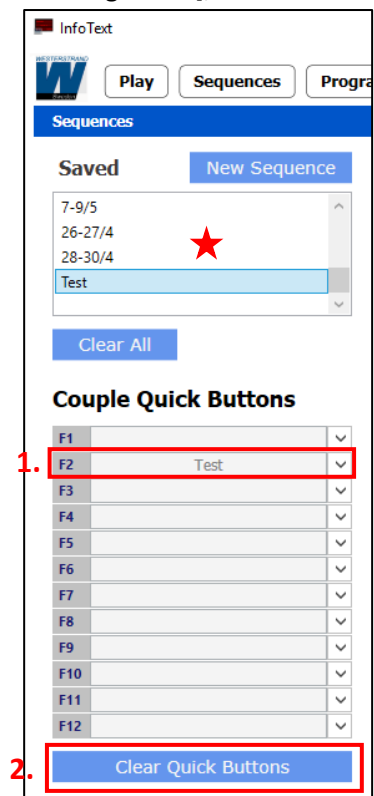


Figure 12 Navigate between views in the sequence

Program: Create programs and download them to the board

When there are saved sequences, you can create programs. A program consists of one or more sequences in a schedule. For example, you can create a program of two sequences, where one sequence is played in the morning and the other is played in the afternoon, from 1 January to 20 June.

[see number in Figure 13]

1. **Saved** Here are all saved programs.
2. **Create and Edit** Here is the active program.
3. **Select Sequence** Here you select the sequence to add to the program.
4. **Schedule** Here is the schedule for the selected sequence. When no sequence is selected, the schedule is deactivated gray as in Figure 13.

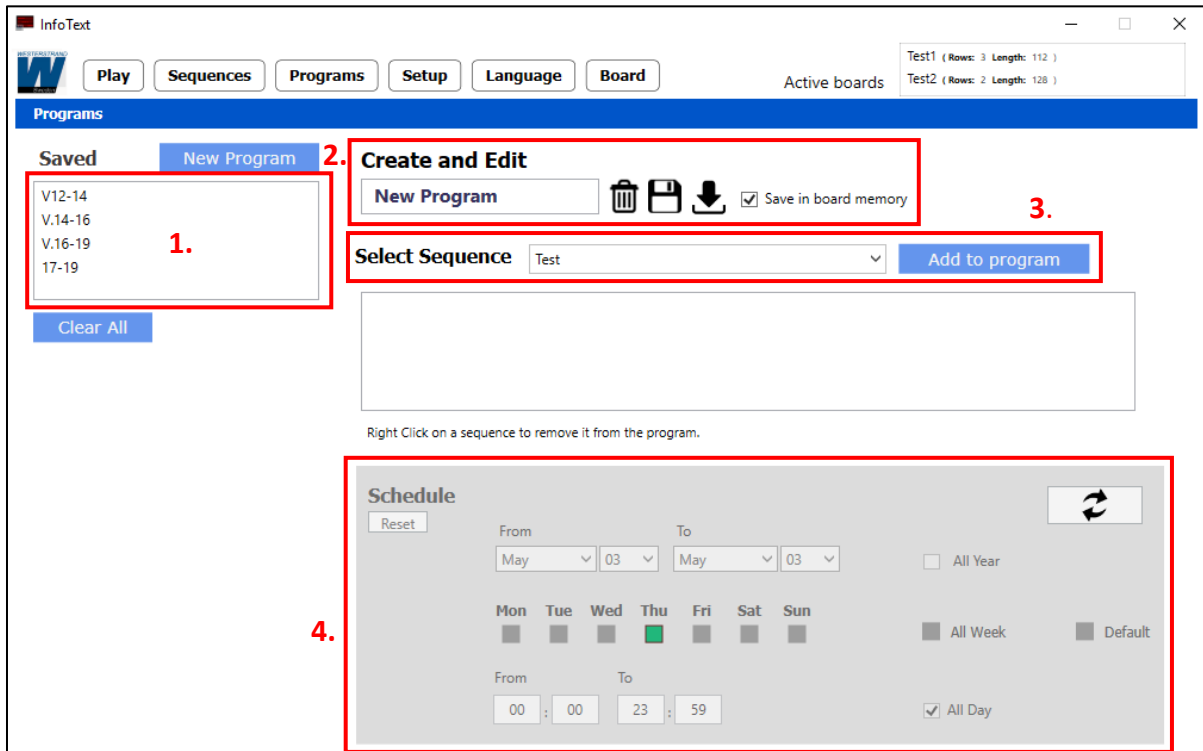


Figure 13. Manage programs

Create program

Only when you get to the Program page is a new blank program already displayed. Otherwise, click New Program to create a new [See the Star in Figure 14]. All Programs must have a unique name, the name is entered in the Name text box [Number 1 in Figure 14].

[See number in Figure 14]

- 2a: Here you select the sequence to add to the program.
- 2b: Click Add to Program to add the sequence.

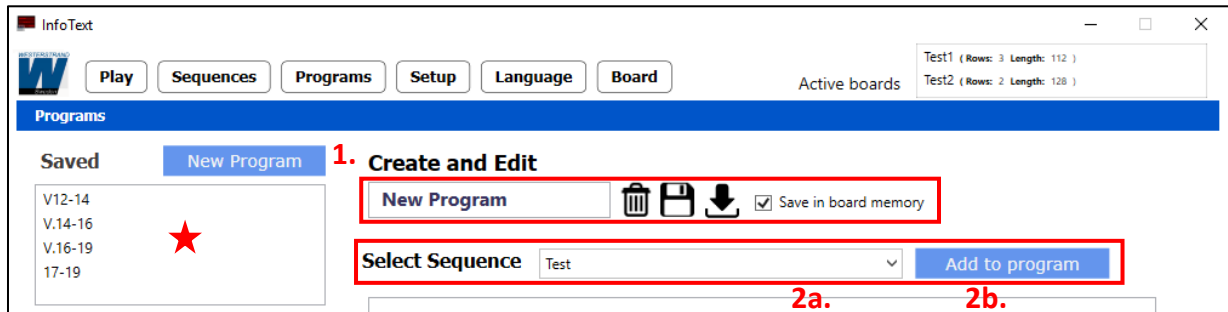


Figure 14 Add sequence in new program

[see number in Figure 15]

3: Once the sequence is added, it will appear in the list. To the left is the sequence name. In the middle, scheduling - Weekdays and Date are displayed. On the right, scheduling time interval appears.

Remove sequence from program. To remove a sequence from the program, right-click on it in the list and select Remove Sequence.

4: **Schedule** is activated when sequence has been added and is selected in the list. The preset scheduling is that the sequence should be displayed: Today's date, All day, Today's day of day.

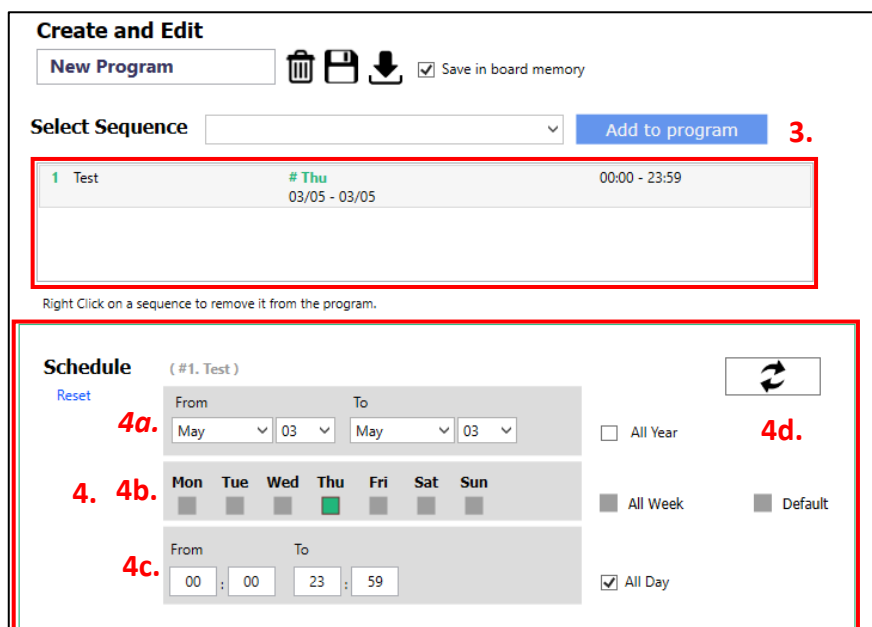


Figure 15 Change Schedule for sequence.

4a: **Date Range** This will change the date the sequence will start showing and the date it will end. Should the sequence be active throughout the year, check the box for the entire year, otherwise choose from month to day, as well as month and day.

4b: **Weekdays** Changes which weekdays the sequence should be active. For active days the boxes will turn green. Check **All Week** if the sequence should be active on all weekdays.

4c. **Time Range** This will change the amount of time that the sequence will begin to appear and stop showing on the dates and weekdays set above. For the entire day, cross the whole day.

4d. **Update Schedule** Once the schedule is complete, click here to update in the sequence of the program. It will also be updated in the program list.

[see number in Figure 16]

6. **Save, Remove or Download Programs.** Click the trash to delete the active application. Click the disk icon to save. Click the download icon to send the program to board.

Save to the board memory. Check this box to save the application to the tablet's memory. In case of power failure, the board can then retrieve the program from memory and continue playing it.

7. **Saved** Once the program is saved, it will end up in the list of saved programs.

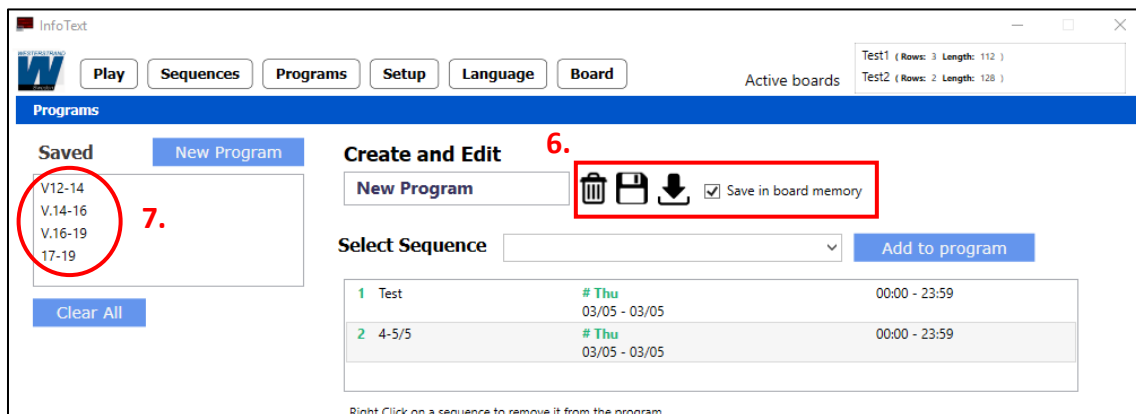


Figure 16 Save program to download it.

Multisequence in program

[see number in Figure 17]

9. If two or more sequences are given the same schedule setting in the program, they become a multi-sequence. That is, the first sequence added to the schedule will be displayed first, then the next and so on.

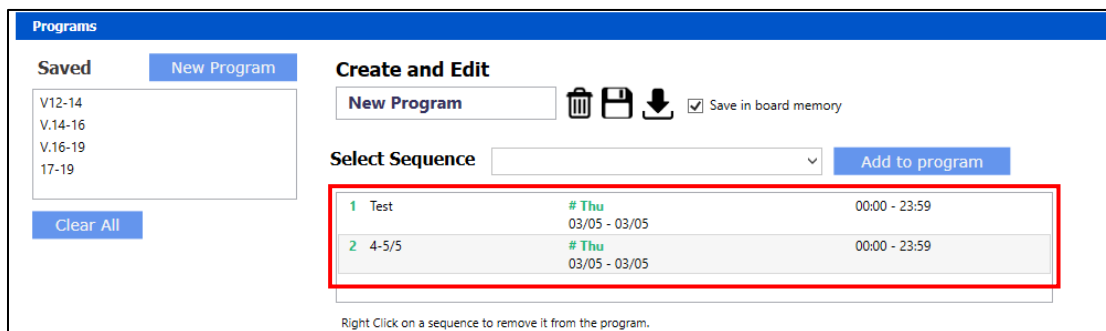


Figure 17 The same schedule setting provides multisequence.

Setup

[see number in Figure 18]

1. **Send Time Setting** Click to send the date and time from the computer to the board.
2. **Light** Here the brightness of the board is adjusted.
3. **Scroll** Here, scroll speed is adjusted (if the board has) a scrolling line.

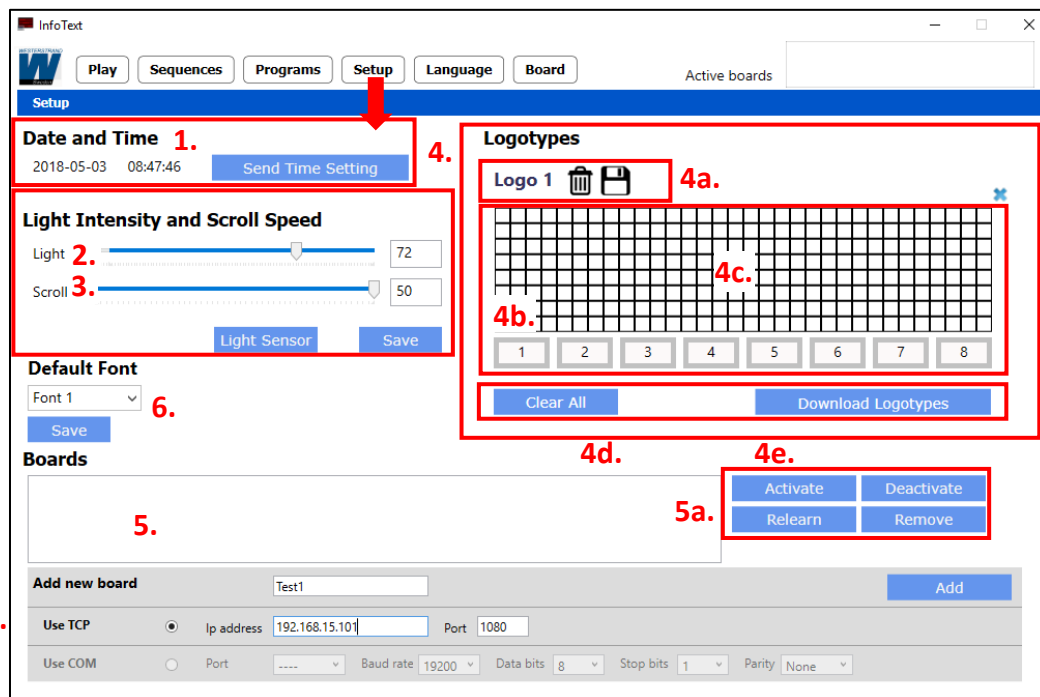


Figure 18 Setup for boards.

Logotypes

4. Logos can be used to create small images to send to the board:

4a. Here you can see which Logo is active on the drawing cloth (1 - 8). Click the trash to delete the contents of the active login. Click on the disk to save.

4b. Choose which logo to work with.

4c. **Drawing Area:** Here the logo is drawn up. Click once to draw, again to clear. Clear the drawing area by clicking the blue cross in upper right corner.

4d. **Clear All** Click to delete all created logos.

4e. **Download logos.** Download logos. Click to download all saved logos to the boards memory. Once downloaded, it can be used in Playback and in Sequences.

Boards

5. The list shows all boards added. For each board you get the information about: Name, IP address, whether active or inactive, which Prom contained in it and which software it has. When a board is added, it automatically becomes Active.

Manage added paintings

5a. **Activate:** Enable the board by selecting it in the list and click here.

Deactivate: De-enable the board by selecting it and click here.

Relearn: If the board has been refurbished or if the software has been updated, the program needs to learn the new settings. Select the board in the list and click here.

Remove: Select the board in the list and click here to remove it.

To be able to send to a board, it must have status active.

De-enable boards that you want to save in the list but do not want to send to at the moment.

Default Font

6. Choose default font that will be used in program.

Add more boards

7. You can add several board. See the description for adding the board on page 3. Do the same for the next board you want to add.

[see number in Figure 19]

8. All the boards that are active in the program are visible in the Active Boards field.

If multiple similar boards are added, the application's interface matches the appearance of the board (the number of text lines, the width they are, and the font and macros that are in the boards).

Board that determines the interface

If different graphics are added, the interface will reflect the most recently added.

9. Here, the most recently added board has decided the interface and therefore two text lines appear, as "TestCOM" has.

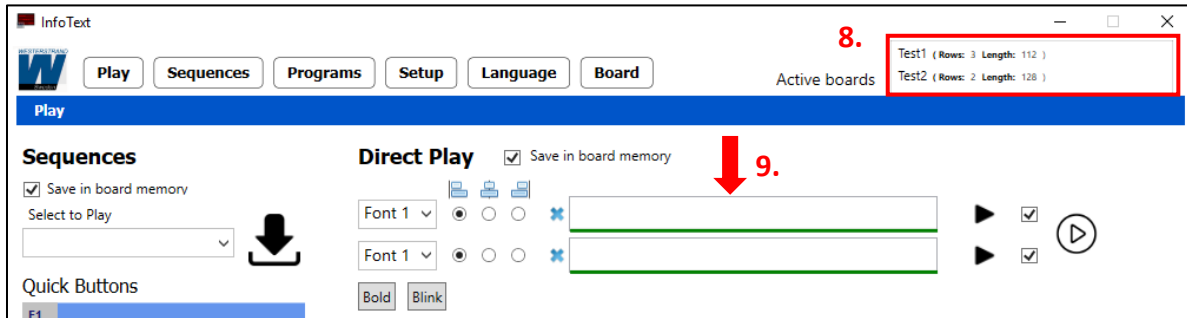


Figure 19 Two active boards with different number of lines.

[see number in Figure 20]

10. To select another "interface board" - select and right-click the name of the board in the Active Boards field, then select Set Interface Board (Set -> Set As UIBoard).

11. Then the interface changes to have as many rows as the selected board.

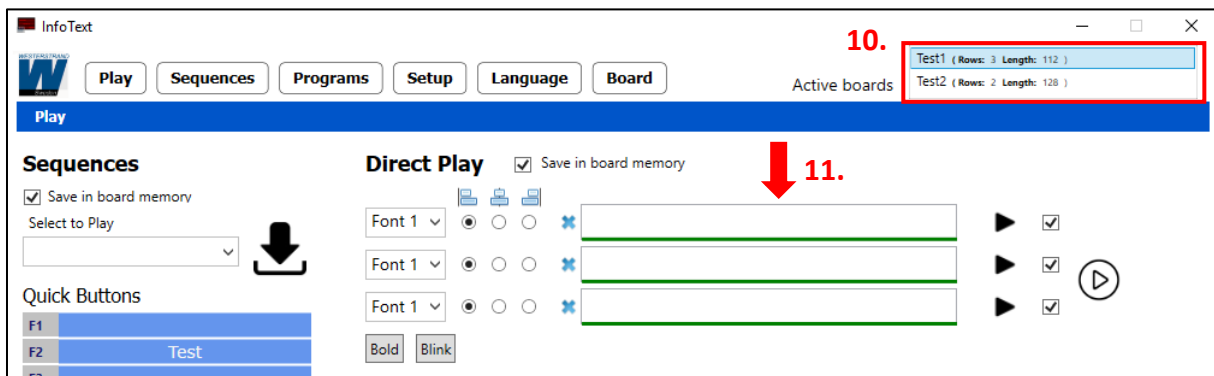
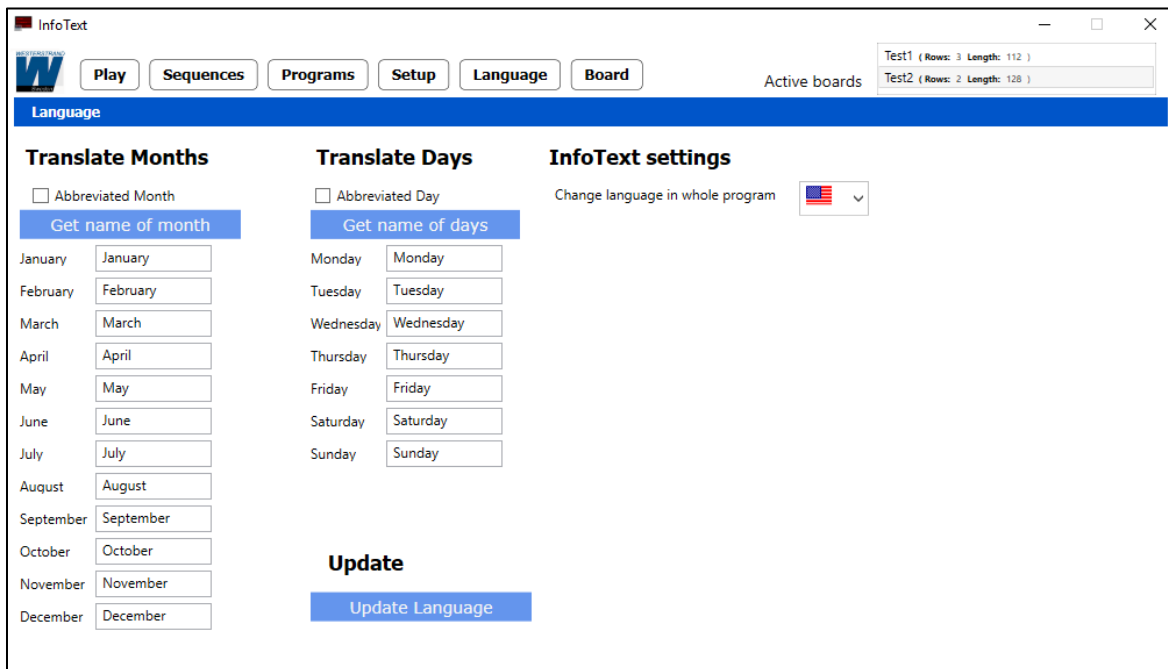


Figure 20 Select which board controls the interface.

Language

In Language, you can change two types of language options. First, you can change the language of the entire program. This is done under InfoText Settings in the drop-down menu.

Secondly, it is also possible to change the language on weekdays and months that then are saved on the board. For example this is used along with macros as explained on page 6.



The screenshot shows the 'InfoText' application window with the 'Language' tab selected. The window has a top navigation bar with buttons for 'Play', 'Sequences', 'Programs', 'Setup', 'Language', and 'Board'. Below the navigation bar, the 'Language' section is active, displaying three main settings areas: 'Translate Months', 'Translate Days', and 'InfoText settings'.

Translate Months: This section includes a checkbox for 'Abbreviated Month' (unchecked) and a button 'Get name of month'. Below these are input fields for each month from January to December, all containing the English names.

Translate Days: This section includes a checkbox for 'Abbreviated Day' (unchecked) and a button 'Get name of days'. Below these are input fields for each day of the week from Monday to Sunday, all containing the English names.

InfoText settings: This section includes a label 'Change language in whole program' and a dropdown menu currently showing the United States flag.

At the bottom center, there is an 'Update' section with a blue 'Update Language' button.

Figure 21 Select language settings

Board

Under the board selection, you can see what appears on the board / boards. All active boards are displayed here, it automatically updates the boards and you can follow the sequences and see all the different views. Underneath each board is the name of which board that's shown.

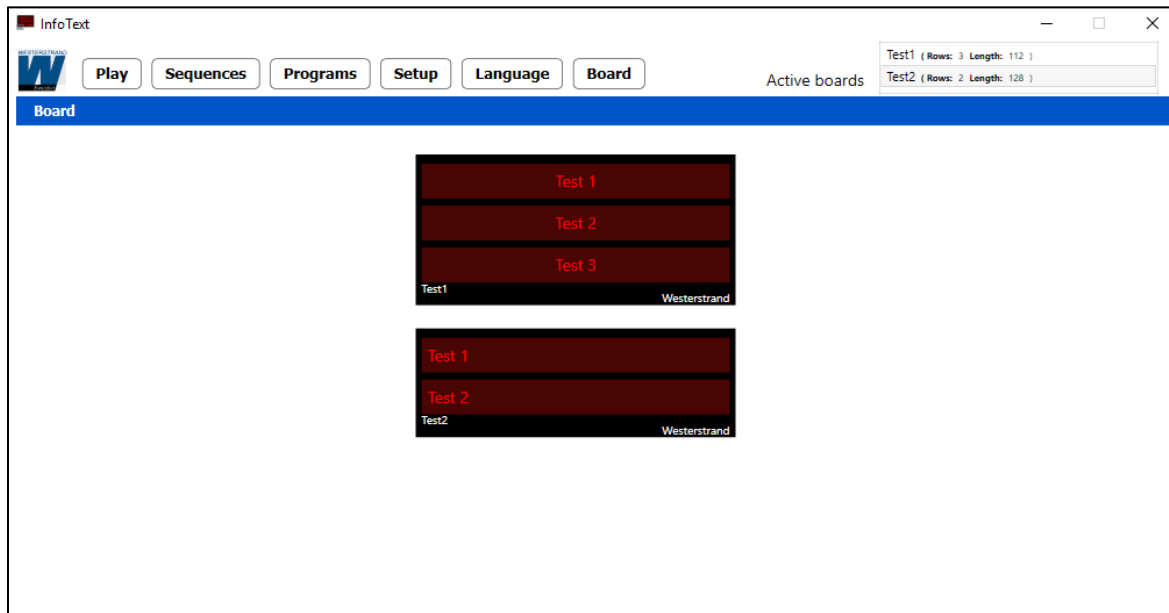


Figure 22 See information from the board / paintings