

LEDEDIT Full-Color Controller Editing Software System, User Manual (V1.0)

Preface

LEDEDIT Full-Color Controller Editing System: Pioneering the Era of Intelligent Light Creation Precision Control, Infinite Creativity — Professional LED Visual Solutions

In the era of digital visual display, LED full-color technology has become the core medium in advertising, stage performances, urban illumination, and other fields, thanks to its high brightness, dynamic color range, and programmable flexibility.

The **LEDEDIT Full-Color Controller Editing System** is designed to meet the demand for efficient LED full-color dynamic effects creation and real-time control. Whether you are a novice or an experienced designer, this system empowers you to master the entire workflow—from basic lighting layout to complex animation programming—transforming every beam of light into an extension of creativity.

Core Advantages: An All-in-One Lighting Creation Platform

- **Simplified Operations, Efficient Layout**
 - **Dual-Mode Layout:** Supports both matrix-based and custom layout modes, with features like auto-wiring, manual connection (click/drag/batch/line), and reference image import to effortlessly handle pixel arrangements for regular matrices or irregular structures (e.g., full-color illuminated logos, art installations).
 - **Precision Tools:** Alignment mode and mouse-wheel lamp placement ensure pixel-perfect positioning, significantly improving layout efficiency.
 - **Animation Editing, Unleash Creativity**
 - **Pre-Built Effects:** Over 10 built-in effects (gradient, curtain, scan line, random block) with customizable animation paths and dynamic parameters (direction, speed, color transition) to generate professional-grade light animations with one click.
 - **Creative Freedom:** Hand-drawn outlining tools and palette management system enable free trajectory filling and color blending for personalized visual expression.
 - **Smart Management, Security & Reliability**
 - **Device Control:** Supports DMX512 lamp code writing, controller encryption/decryption for secure device parameters and project payment recovery. Timed playback and power scheduling enable automated scene management.
 - **Hardware Compatibility:** Compatible with multiple LED chip models (e.g., SM16703, WS2811) and RGBW four-channel mode with independent brightness adjustment for each channel, adapting to diverse hardware requirements.
 - **Multi-Device Collaboration, Seamless Output**
 - **Batch Processing:** Tools for copying programs to USB/SD cards, supporting individual controller configuration and encrypted file export for effortless project deployment and device debugging.
 - **Multi-Format Export:** Supports DXF blueprints, animation videos (AVI), and LED control files, meeting needs across design, presentation, and construction phases.
-

Application Scenarios: Lighting Up Every Creative Corner

- **Advertising & Media:** Dynamic logos, video walls for real-time brand visual synchronization.

- **Stage Performances:** Immersive light shows, music-responsive effects for stunning live experiences.
 - **Urban Illumination:** Building facades, landscape lighting for customized holiday themes and iconic city light displays.
 - **Commercial Props:** Smart light boxes, interactive installations for retail innovation and exhibition design.
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Why Choose Us?

- **End-to-End Coverage:** From pixel layout to animation programming, device calibration to security management, providing a one-stop solution for all LED control needs.
- **Intelligent Tools:** Automated wiring, real-time light synchronization, and batch file processing reduce operational complexity while boosting creative efficiency.
- **Global Support:** Multi-language interface (Chinese, English, Japanese, Korean, Vietnamese), universal chip compatibility, and cross-platform collaboration adapt to regional and project-scale diversity.

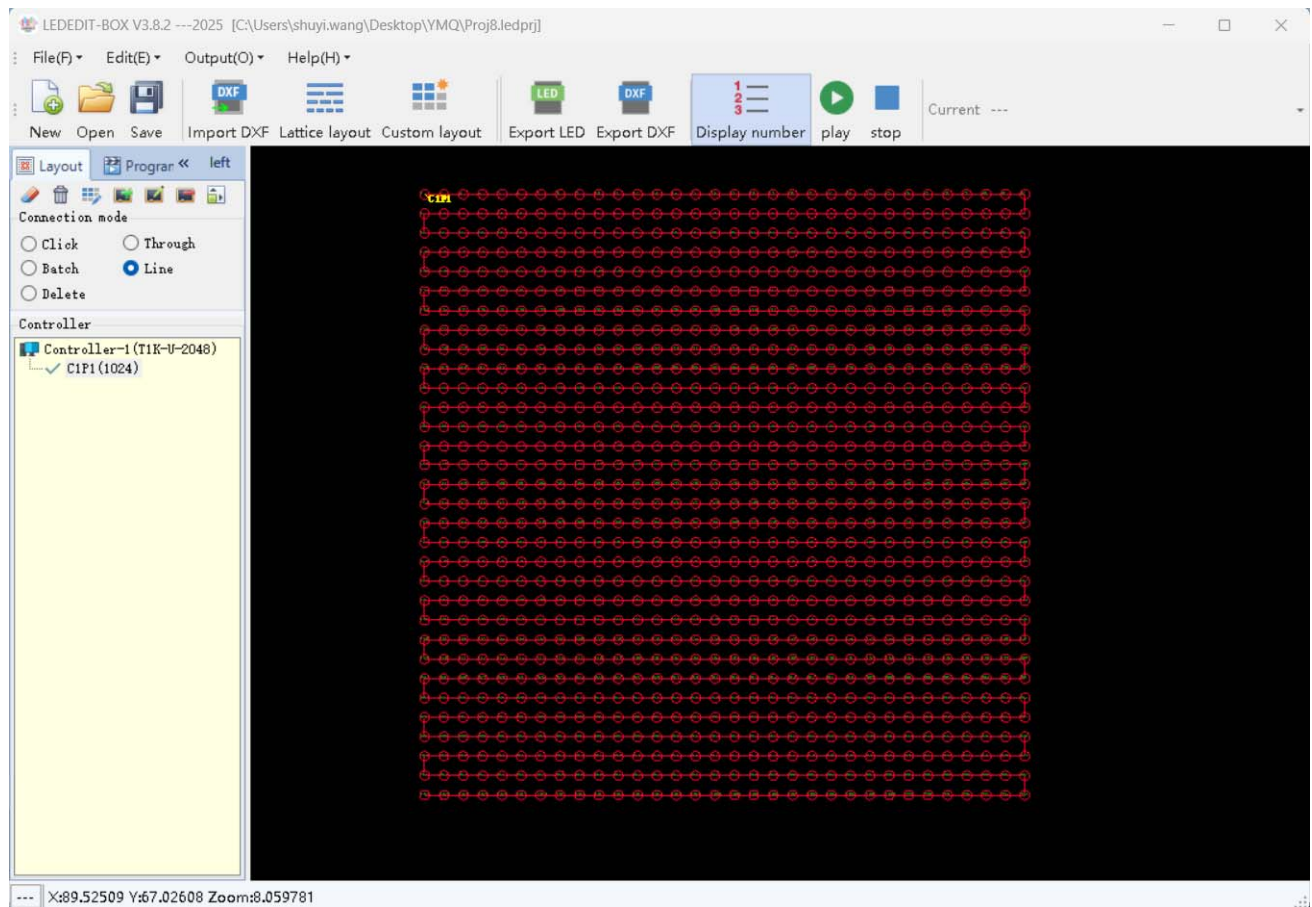
Experience the LEDEDIT Full-Color Controller Editing Software today—let light become the brush of creativity, painting limitless possibilities!

Redefining Light with Technology — Let Every Illumination Exceed Imagination Step into the new era of intelligent light creation with LEDEDIT.

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Software Interface and Basic Features Introduction



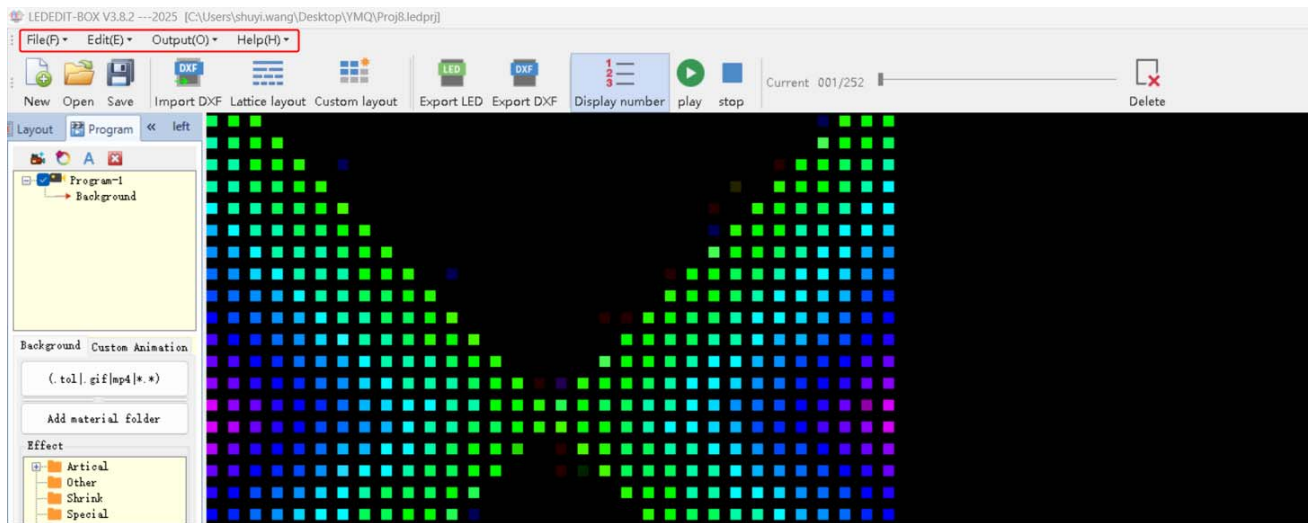
Core Features:

- Minimalist Operation: Efficient Layout. LEEDIT offers dual modes of matrix layout and personalized layout, effortlessly catering to various pixel layout requirements.
- Animation Editing: Utter Flexibility. With multiple built-in special effects, it supports custom animation paths and dynamic parameters, enabling the creation of professional-grade light animations at the click of a button.
- Intelligent Management: Safe and Reliable. Featuring device encryption support to secure project payments, alongside timed playback and power on/off settings, it achieves automated scene management.
- Light Program Export: Users can configure device chips, select between RGB or RGBW color models, adjust channel brightness, and customize sub-control parameters as needed. Compatibility with a variety of LED chip models ensures that all stages from design and demonstration to construction are easily managed. Programs can be swiftly duplicated using a USB drive or SD card.

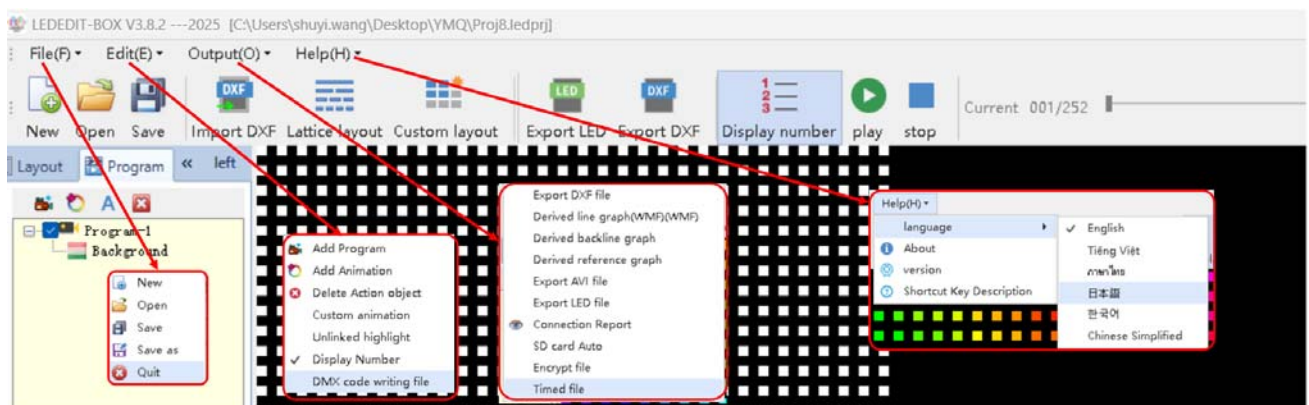
This overview highlights how LEEDIT streamlines the process of creating complex LED lighting effects while offering powerful tools for management and export, suitable for users at any skill level.

Below, I will provide a brief introduction to the various menus and tool windows of the software.

A. Menu Bar:

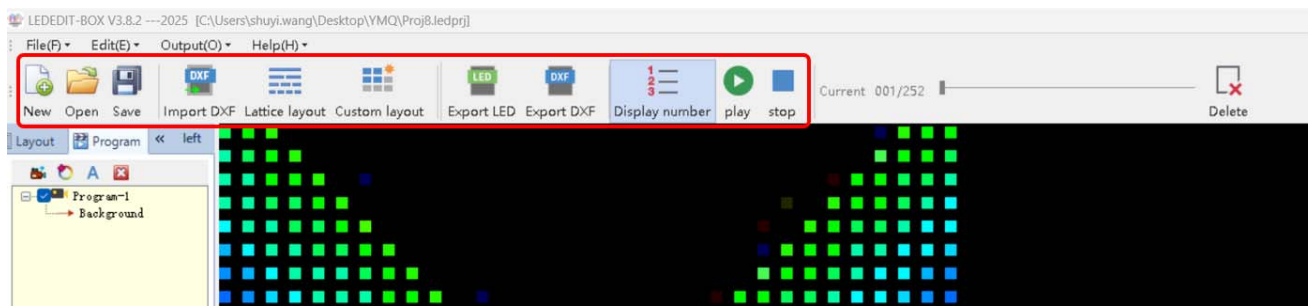


Menu Functions (Expanded State)



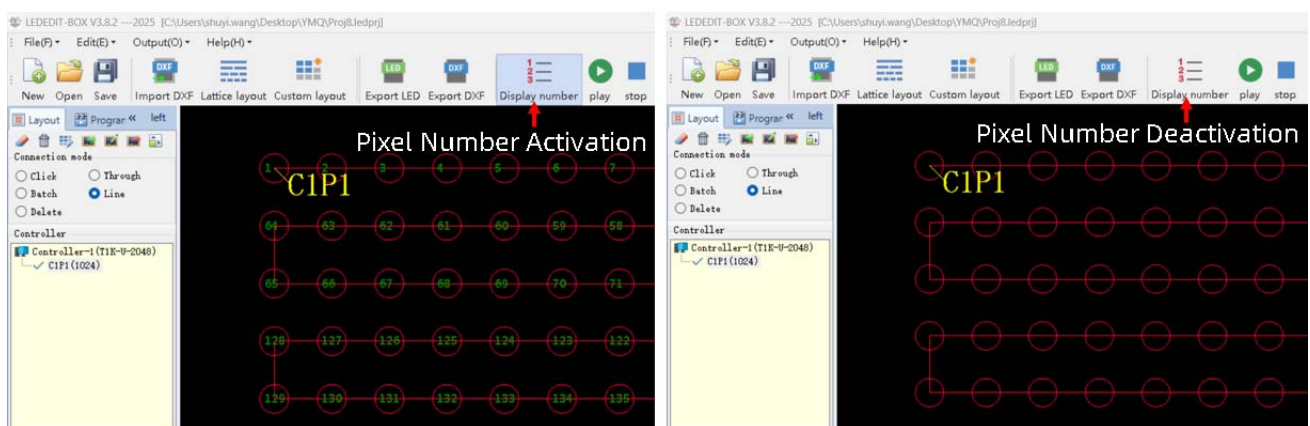
- 1. File Functions:** The file functions support creating new blank projects, quickly opening historical projects, saving/backing up progress at any time, and safely exiting the software.
- 2. Edit Functions:** The edit functions include adding and removing programs and animations, customizing animation effects, highlighting connections, displaying numbers, generating DMX files, and other operations.
- 3. Output Functions:** The output functions support exporting in various formats, including DXF drawings, wiring diagrams, light-punching diagrams, animation videos, and LED control files. It can also generate connection reports, encrypted files, and scheduled tasks, and provides an SD card one-click copy tool.
- 4. Help Functions:** The help functions offer multi-language switching (including Chinese, English, Japanese, Korean, Vietnamese, etc.), version information queries, and shortcut key descriptions to help users quickly master software operations.

B. Toolbar:

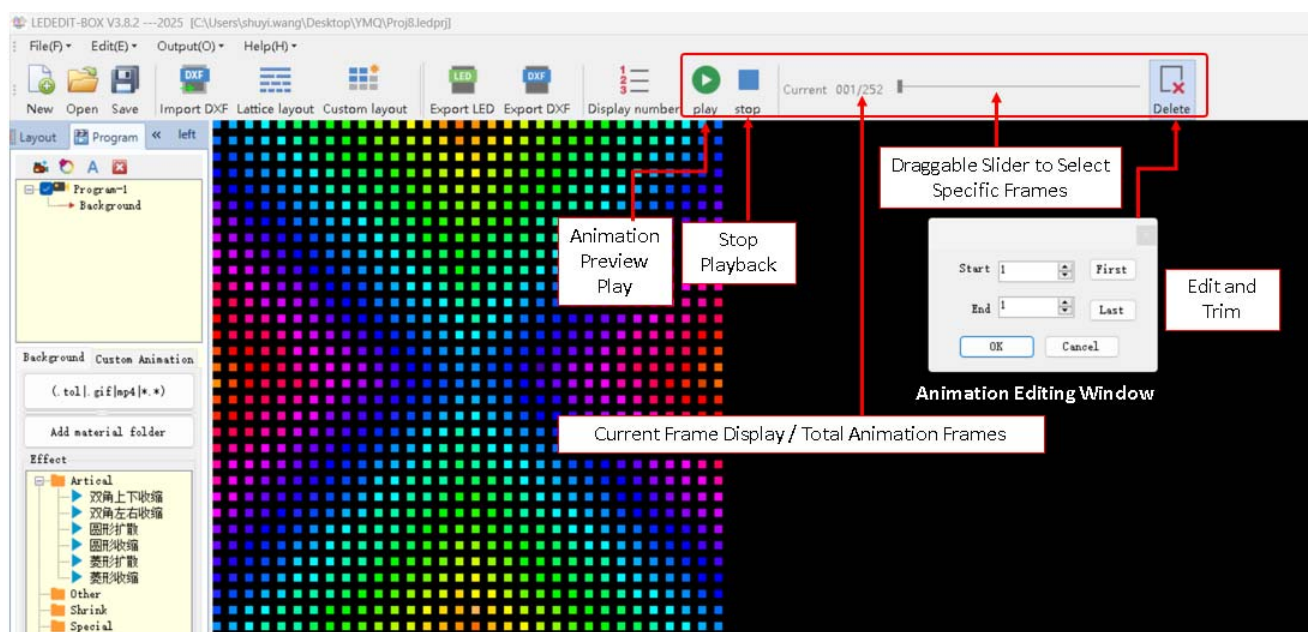


The toolbar offers one-stop quick operations, including creating new projects, opening and saving projects, importing/exporting DXF files, designing dot matrix and personalized layouts, exporting LED files, managing pixel number display (as shown in the image below, displaying the on/off state), and controlling the playback of the current program.

a. Pixel Number Display Tool:



b. Program Background Animation Simple Preview and Edit Tool:

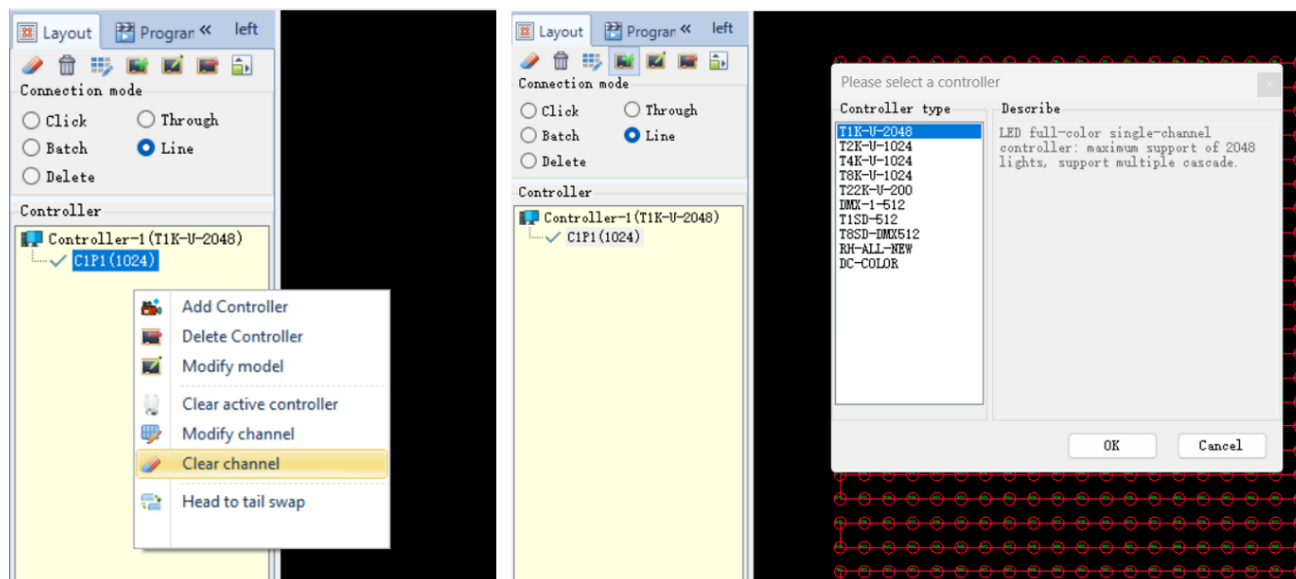


3. Layout and Program Management Tool Window:

Layout Window:

Select Controller and Right-click for Menu

Click Buttons for Direct Functions

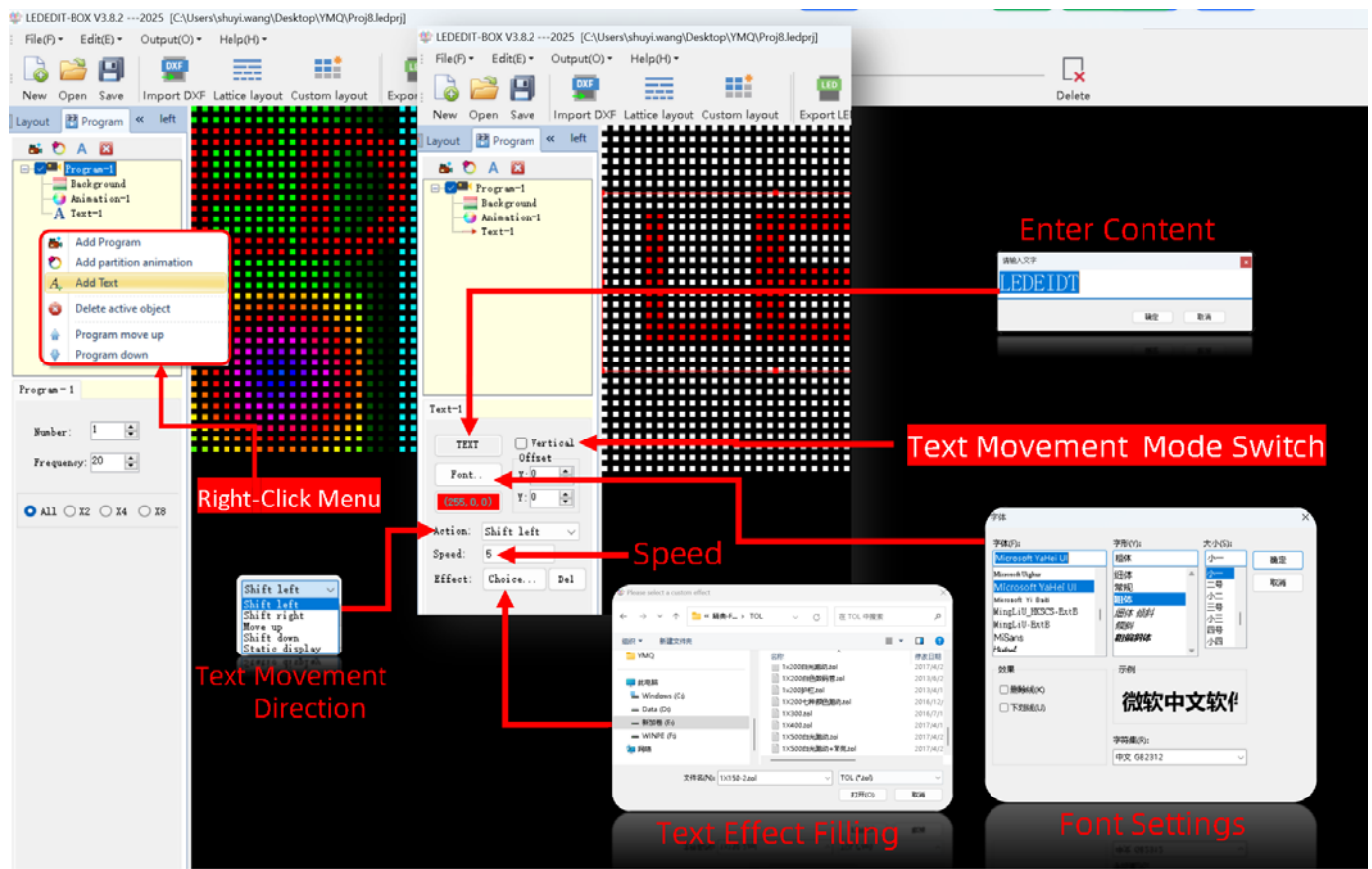


The **Layout Tool Window** provides comprehensive LED controller management features, including:

- **Multiple Connection Methods:** Choose from click, swipe, or batch connection.
- **Controller List Editing:** Add, delete, or modify controller models.
- **Channel Configuration:** Clear, modify, or swap the start and end channels.

These operations enable efficient and rapid management of pixel layouts.

A: Program Management Window



Program Function Management:

- Add background animations, partition animations, and text; freely adjust order.
- Set playback times and frame rates for precise speed control; choose playback speed (supports 2-8x acceleration).
- Directly import video/animation files (formats: MP4, SWF, AVI, TOL, GIF, MOV).
- Supports multiple built-in lighting effects (e.g., color jump, wave effect).
- Allows custom modification and saving of effects.
- Add personal material library as built-in effects for use.
- Supports adding animations to specific areas.
- Supports adding text content to specific areas.

(A: Create New Project, B: Matrix Layout, C: Custom Layout, D: Custom Animation Editing, E: Program Export Settings, F: Other Tools)

LEDEDIT-BOX V3.8.2 — 2025

File(E) • Edit(E) • Output(O) • Help(H) •

New Open Save Import DXF Lattice layout Custom layout Export LED Export DXF Display number play stop Current --- Delete

Layout Program

Connect on mode

Click Through Batch Line Delete

Controller

Controller-1 (T2K-U-2048)

✓ C1P1 (0)

Model List

Create New Project

Controller type

Describe

LED full-color single-channel controller: maximum support of 2048 lights, support multiple cascade.

Basic Functions of the Controller

Number: 1 tower ☐ Single white data

File save path: C:\Users\shuyi.wang\Desktop\TMM\Proj0.led Select

OK Cancel

Dynamic Lightbox Mode (Principle)
(The RGB channels are split into 3 separate pixel points.)

Controller

Controller-1 (T2K-U-1024)

✓ C1P1 (0)

✓ C1P2 (0)

Full-Color = 1024 pixels per port
Single-Color Lightbox = 1024 x 3 pixels

[xx] = Total number of pixels in the current controller

Controller

Controller-1 (T2K-U-1024 [292])

✓ C1P1 (256)

✓ C1P2 (36)

Controller-2 (T2K-U-1024 [308])

✓ C2P1 (234)

✓ C2P2 (74)

Controller-3 (T4K-U-1024 [424])

✓ C3P1 (56)

✓ C3P2 (99)

✓ C3P3 (125)

✓ C3P4 (144)

(Controller-X)
X = Sub-controller Number

Port Number (Number of Pixels)
C2P1(234)
C2P1 = The second controller
(234) = The current port has 234 pixels

Default Storage Path for Project Files

When creating a new project, the software defaults to full-color pixel mode.

The "Create New Project" feature starts a new LED control project. Here's how:

Select Device Model: Choose your controller model (e.g., T1KS - 2048). The window shows pixel counts and basic functions for each port of the selected controller.

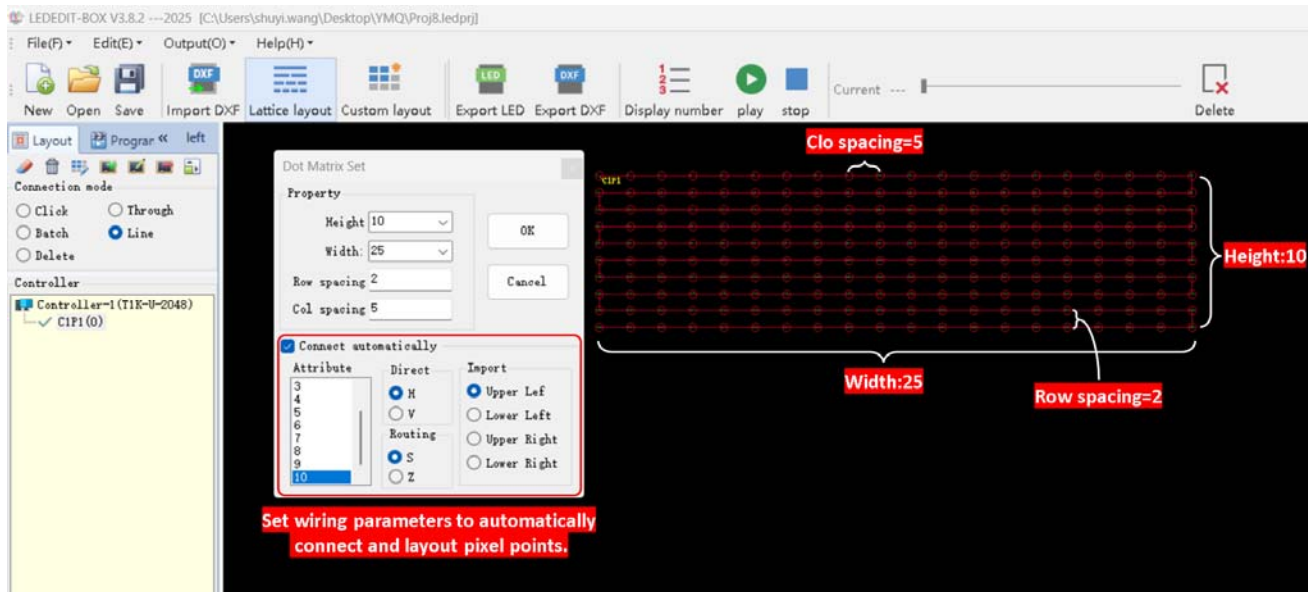
Specify the number of sub-devices. Check "Monochrome Dynamic Light Box" to switch to a mode where RGB channels are split into three independent pixels.

Confirm Settings: Click "OK" to create the project based on your selected device model and start your LED control creation.

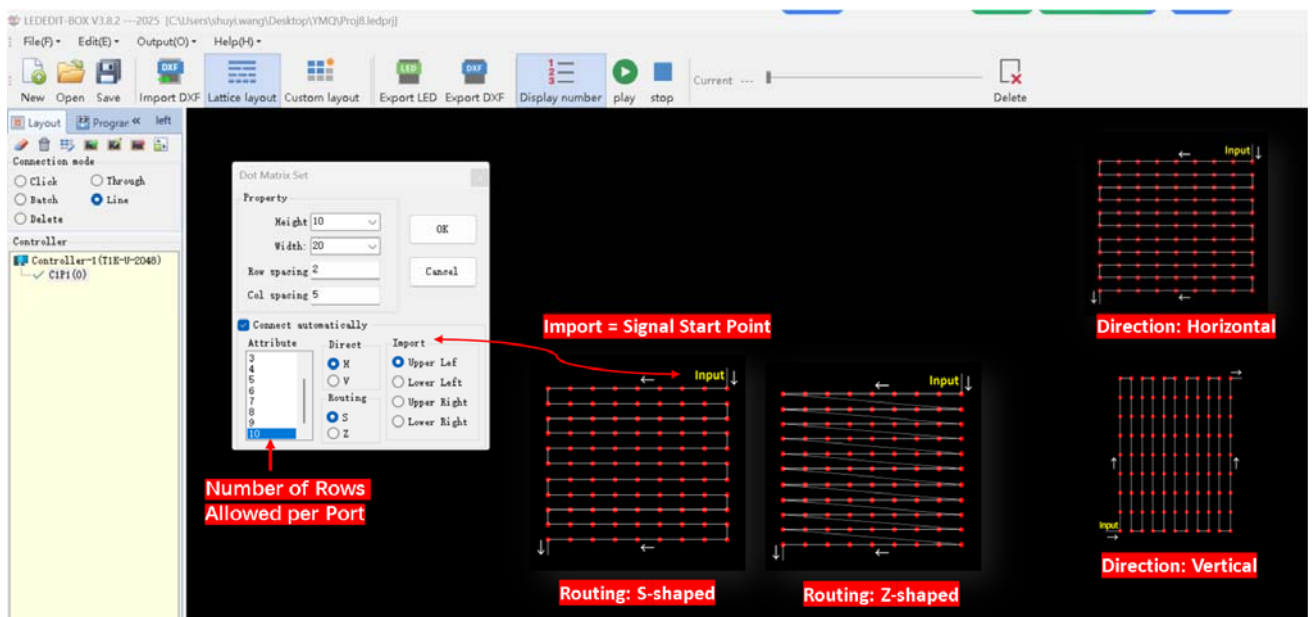
B: Matrix Layout Feature (Flexible Wiring by Zones with Independent Wiring Methods per Zone):

Layout Settings (Auto-routing):

Set Auto-routing Method: Configure the automatic wiring method for efficient layout design.



Automatic Routing Layout:



Setup Process:

Basic Layout Parameters:

Input Rows and Columns: Enter the number of rows and columns to define the arrangement specifications of the LED matrix.

Routing Parameter Settings:

Select Routing Direction: Choose from 8 preset routing directions (horizontal, vertical, diagonal, etc.).

Specify Starting Position: Define the starting point for routing (e.g., top-left corner, bottom-right corner, etc.).

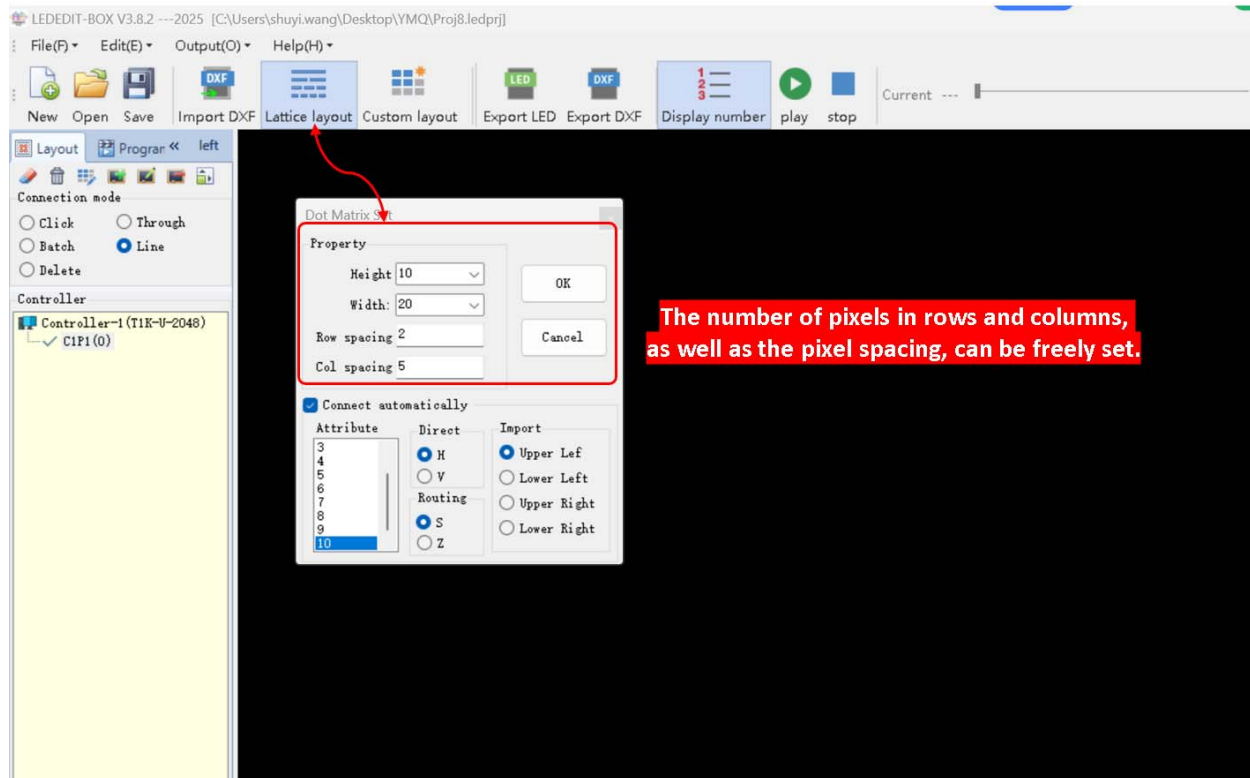
Generate Layout:

Click "Generate" Button: The system automatically calculates the optimal routing path.

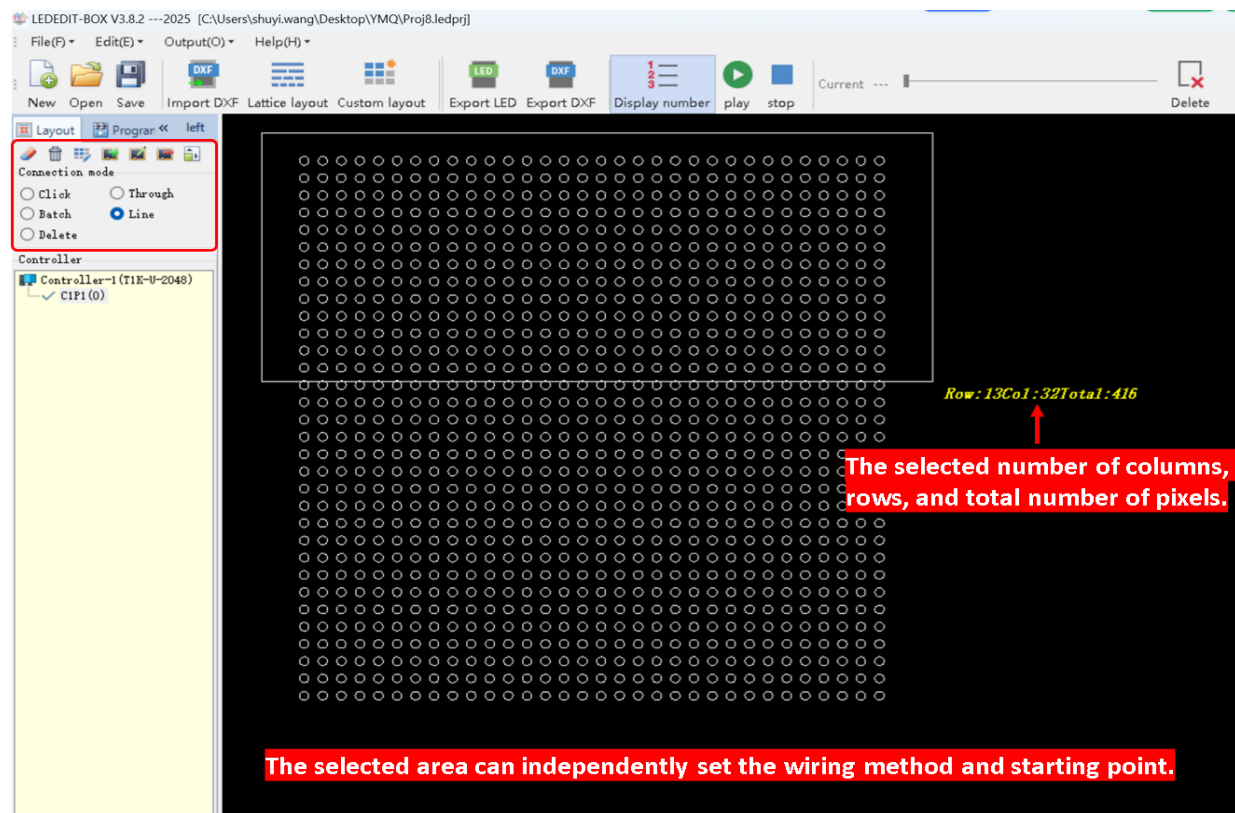
Real-time Display and Preview: The routing results are displayed in real-time and support instant preview.

2. Layout Settings (Manual Routing)

Set Pixel Fill Quantity and Spacing: Define the number of pixels and set row/column spacing.

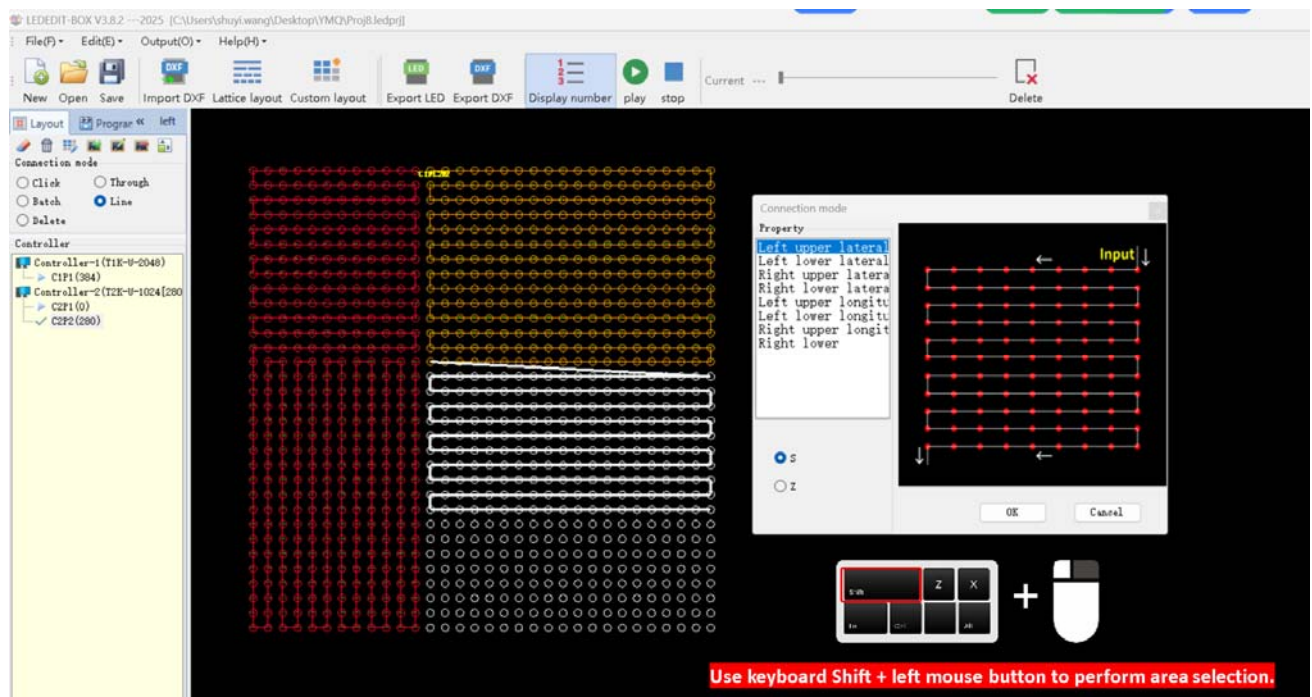


Manual Multi-Axis Wiring: (Drag-selecting displays row/column ratio and pixel count in the bottom-right corner.)

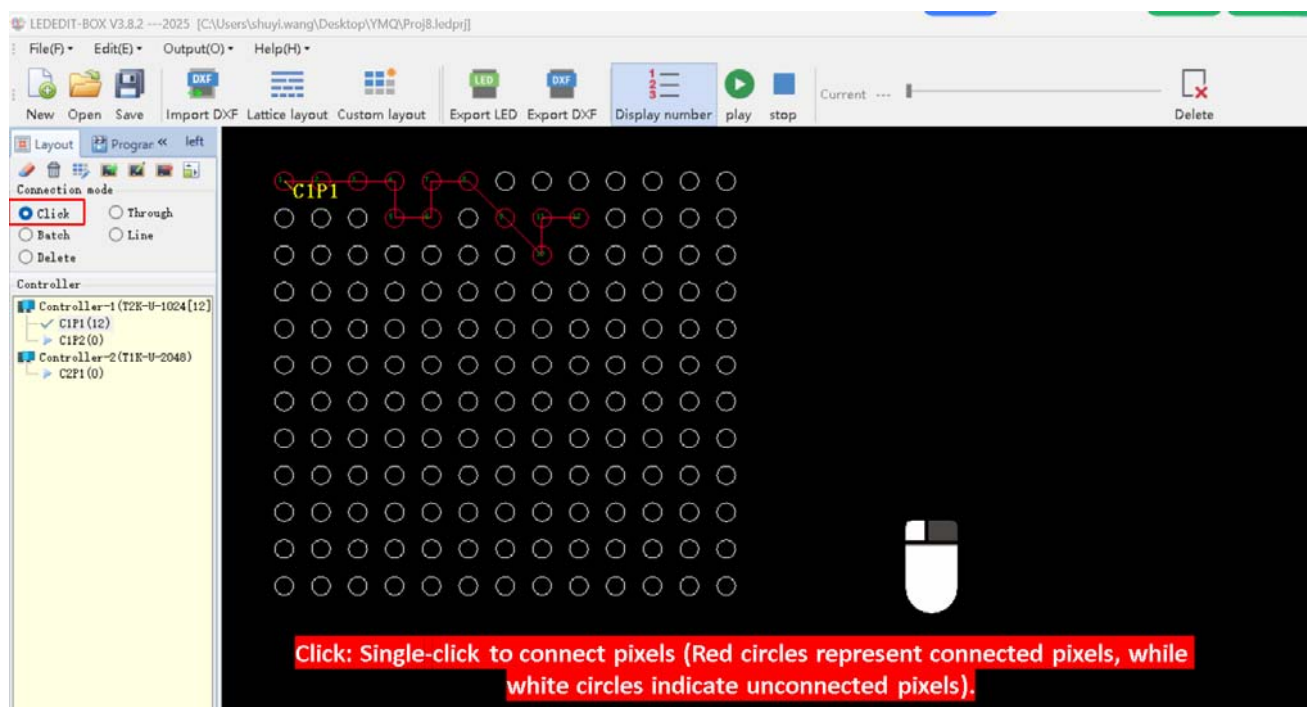


Each selected area can be independently configured with its own wiring method and starting point.

3. Wiring Mode Function Usage:



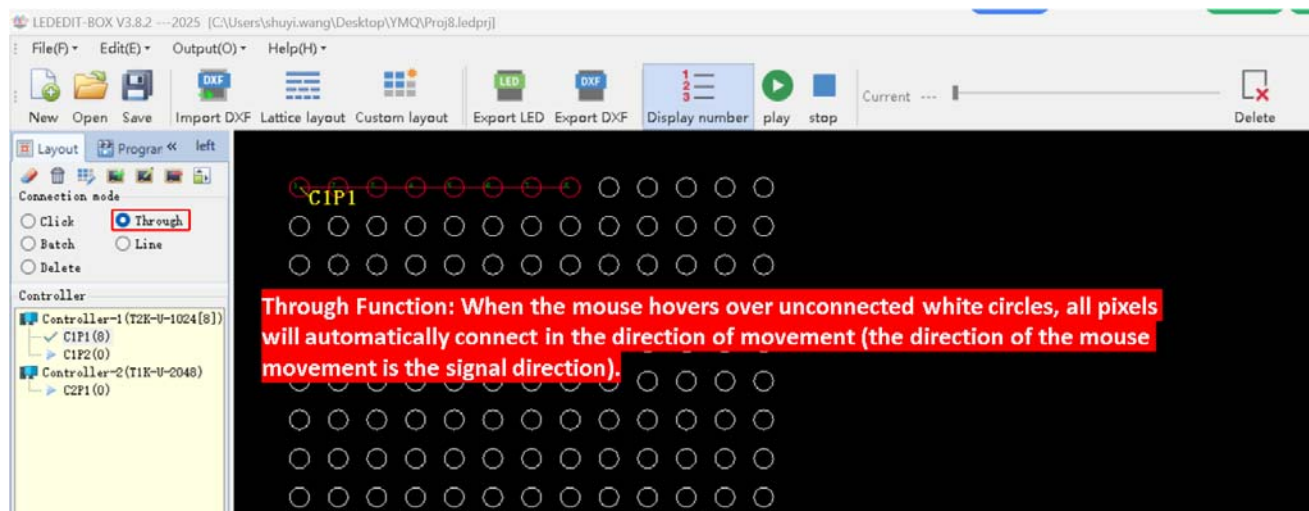
a: Click to Connect



Click to Connect

In the layout setup mode, when the "Click to Connect" option is enabled, you can simply click on the white pixel dots with your mouse to quickly complete the wiring for that point. Successfully connected pixels will be marked with a **red circle**, while unconnected pixels will remain as **white circles**. This intuitive visual feedback allows you to easily and accurately complete pixel wiring layouts, significantly improving both convenience and precision.

b: Swipe to Connect



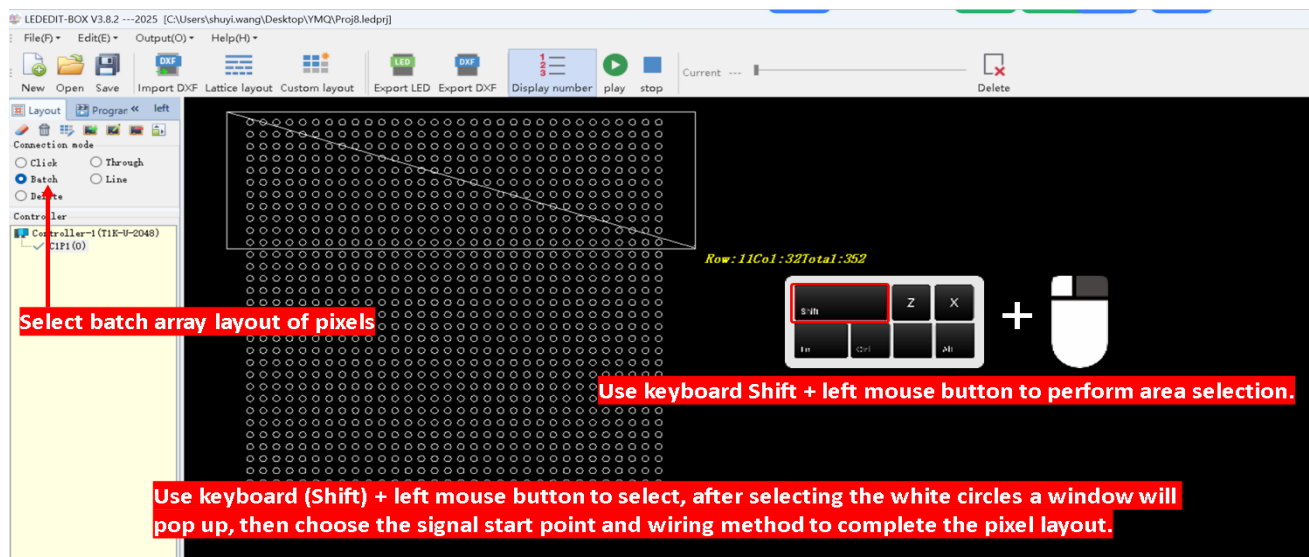
Swipe to Connect

In the layout setup mode, when the **"Swipe to Connect"** option is enabled, simply swipe the mouse over the white, unconnected pixel dots. All pixels along the mouse path will be automatically connected.

It is important to note that the **direction of the swipe determines the signal flow** of the wiring.

This method greatly improves wiring efficiency for large pixel areas, allowing you to complete LED layout settings more quickly and easily.

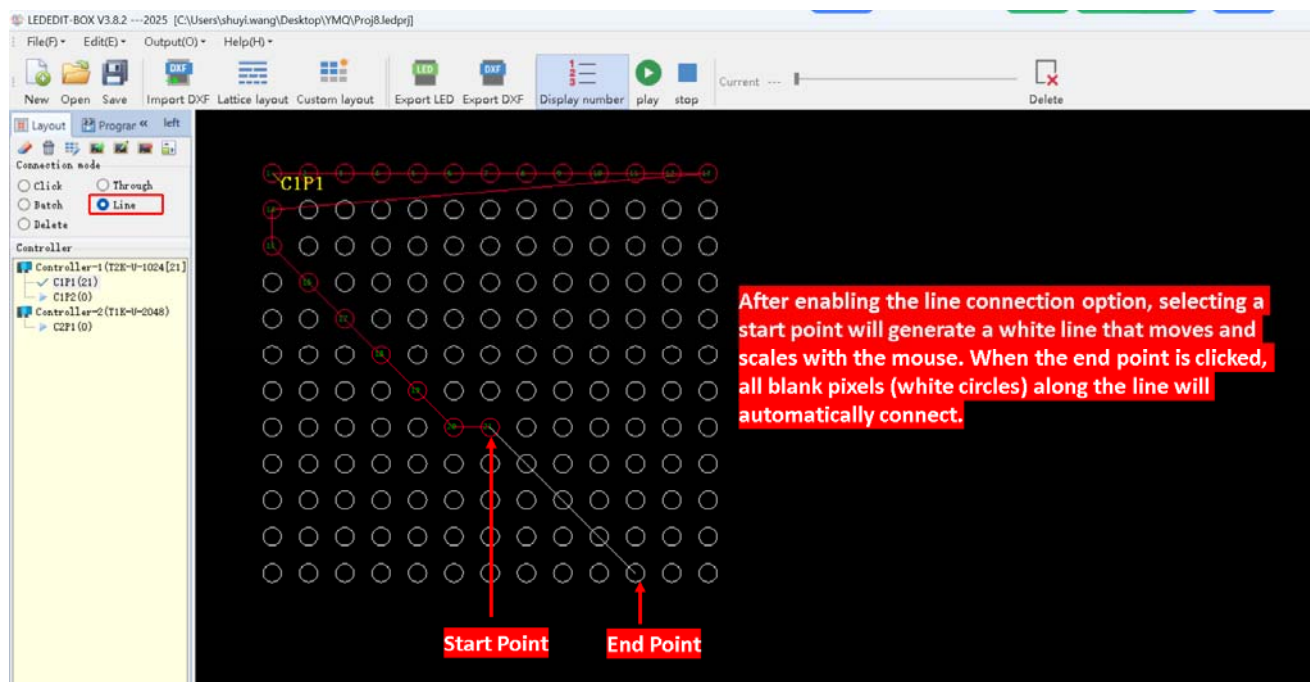
c: Batch Connection



Batch Connection

With **"Batch Connection"** enabled, hold Shift and drag-select white pixels with the mouse. A window will then prompt you to choose the signal start point and wiring method. One click completes the layout for all selected pixels.

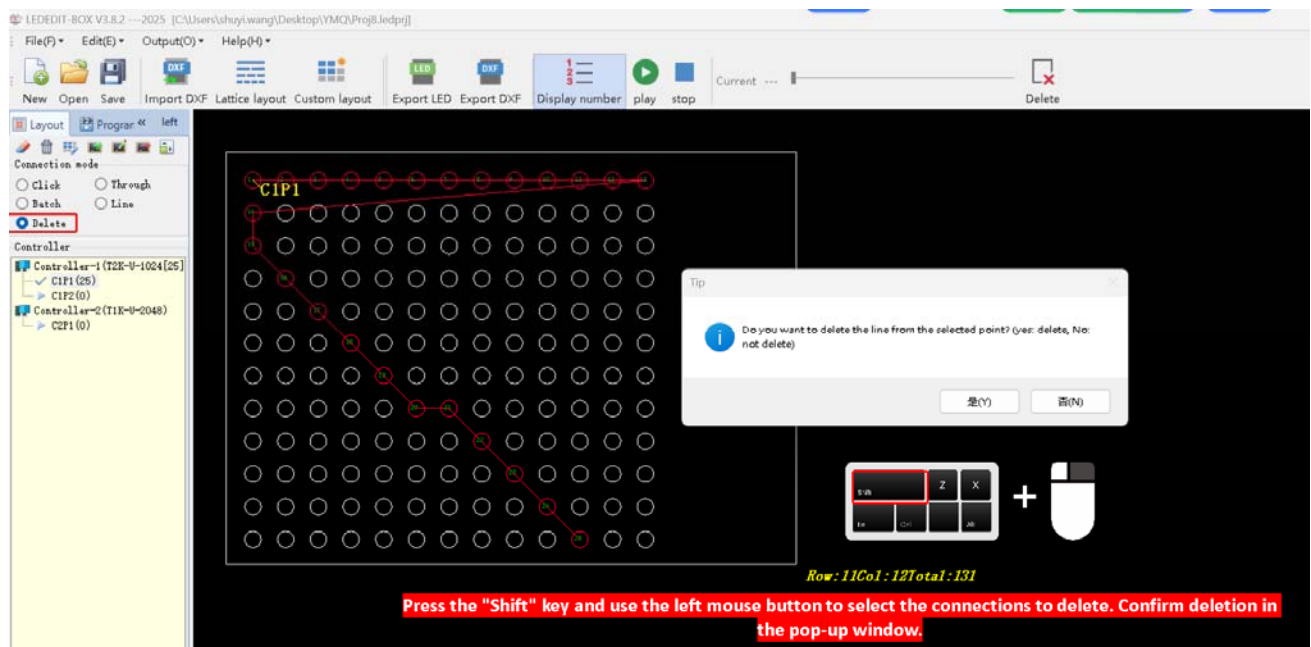
d: Line Connect



Line Connect

Select a start point. A white line follows your cursor. Click to set the end point, and all pixels along the line will be automatically connected.

e: Delete Connection



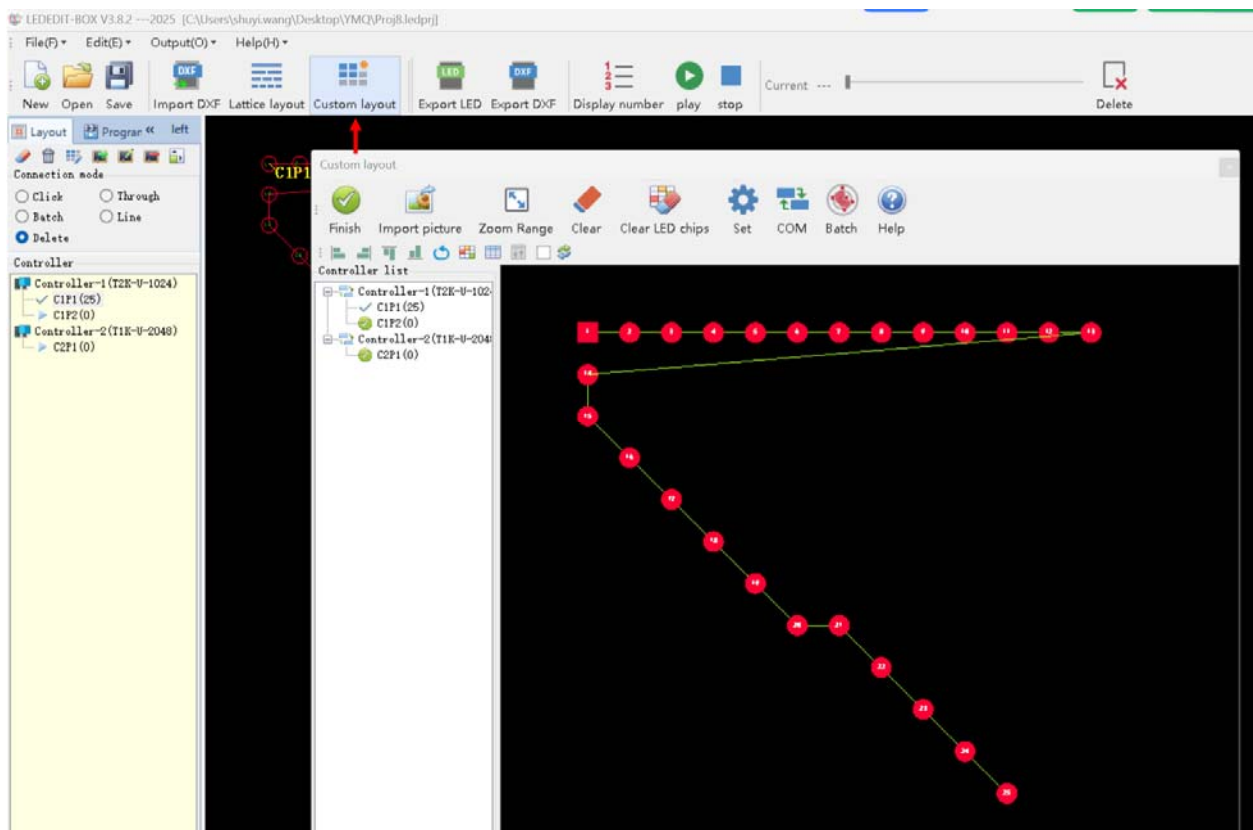
Delete Connection

In layout setup mode, enable "**Delete Connection**", hold the **Shift** key, and use the left mouse button to drag-select the pixels with connections you want to remove.

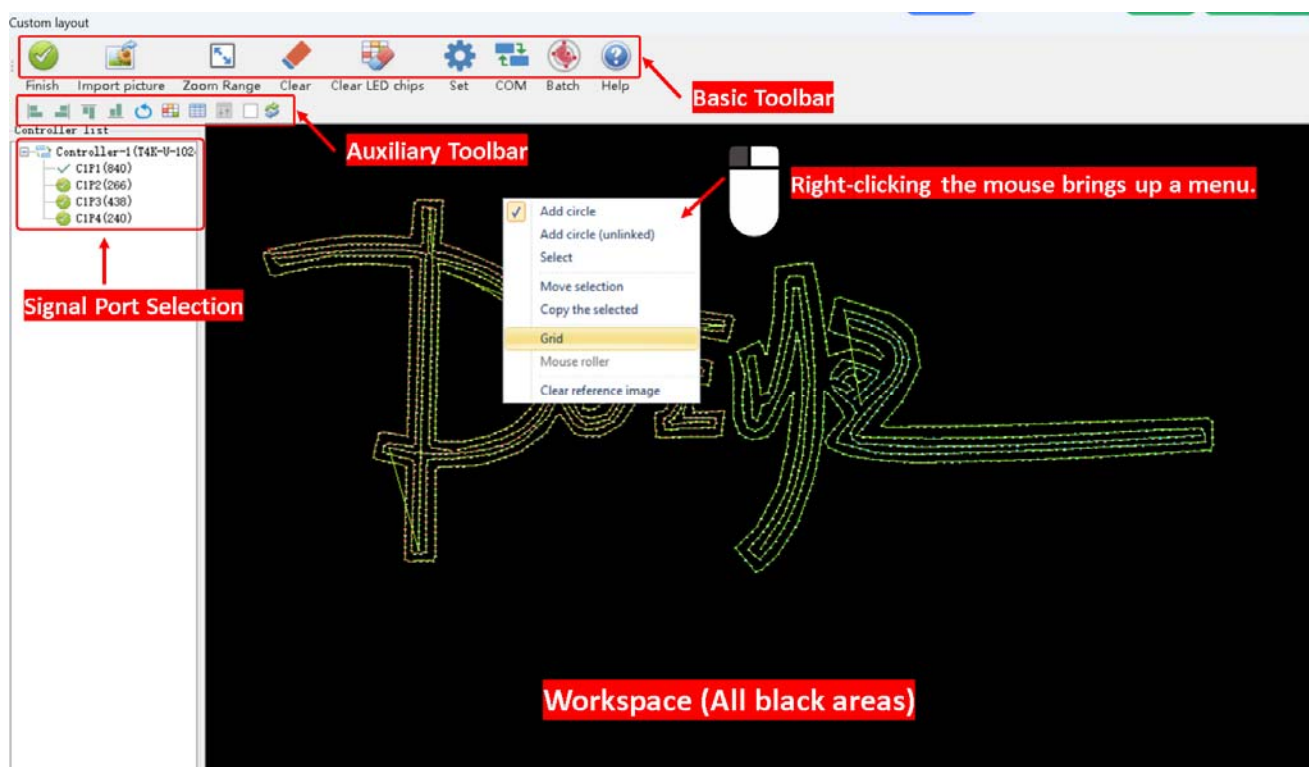
After selection, a confirmation window will appear — simply confirm to delete the selected connections.

C: Custom Layout

1. Call the personalized layout function (clicking the personalized layout tool will automatically pop up in full screen).

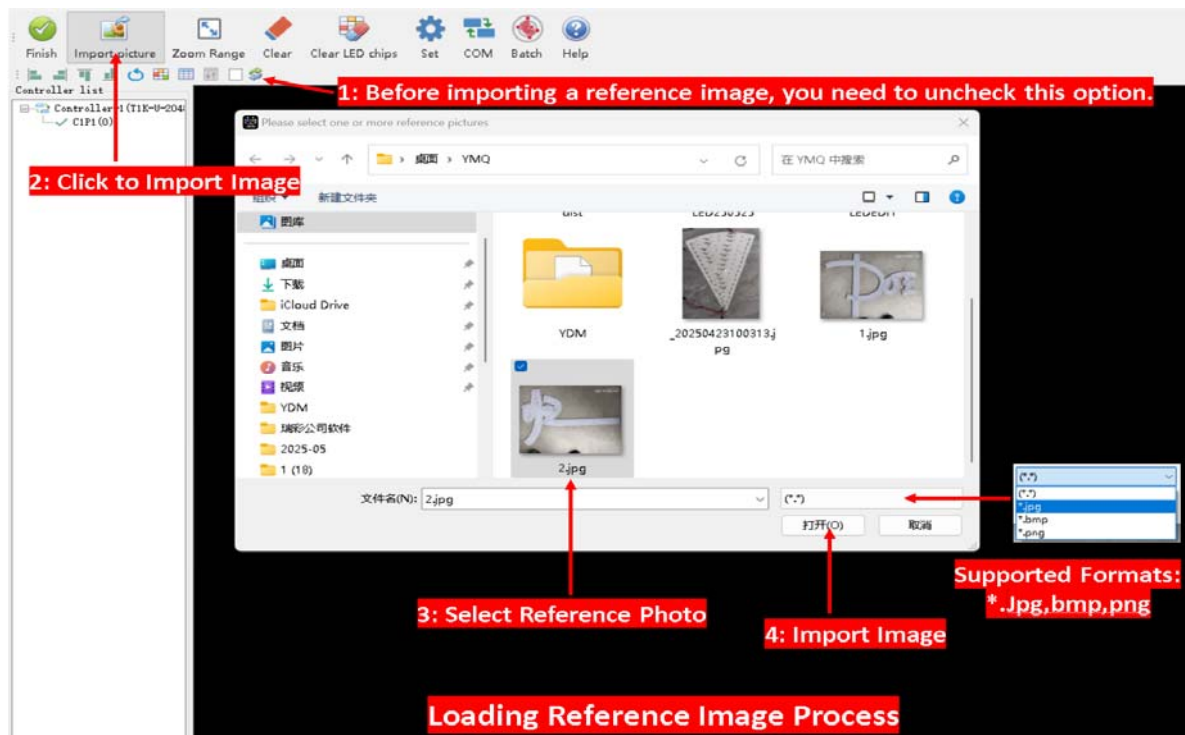


2. Display of the layout in the Personalized Layout Function window:



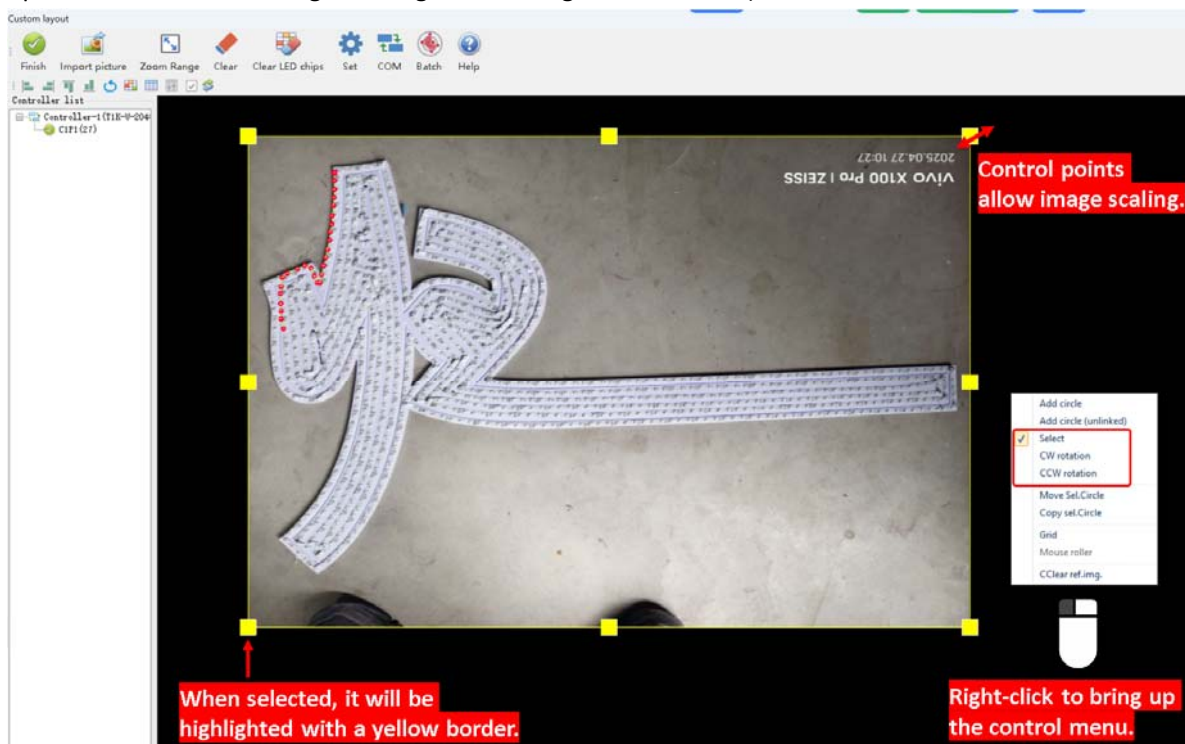
3. Explanation of the functions in the basic toolbar:

- Completion of editing tool (**Complete editing and exit the personalized layout window**).
- Import reference image: (**Follow the steps below to import one or more photos**).

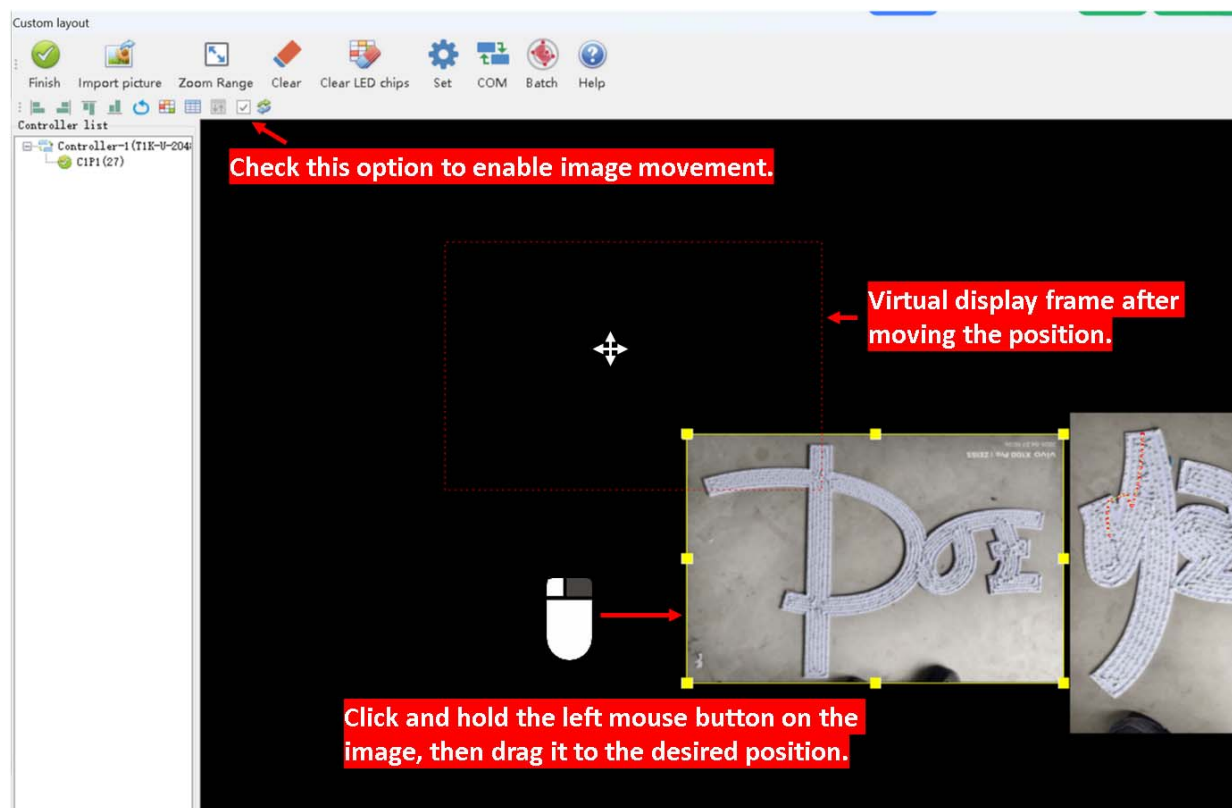


b-1: Key Features of the Function (1): The tool proportionally wires based on the imported image's pixel positions and sets the input ports for the current project's equipment. It quickly and intuitively handles pixel wiring for irregular full-color luminous characters and other irregular full-color lighting projects.

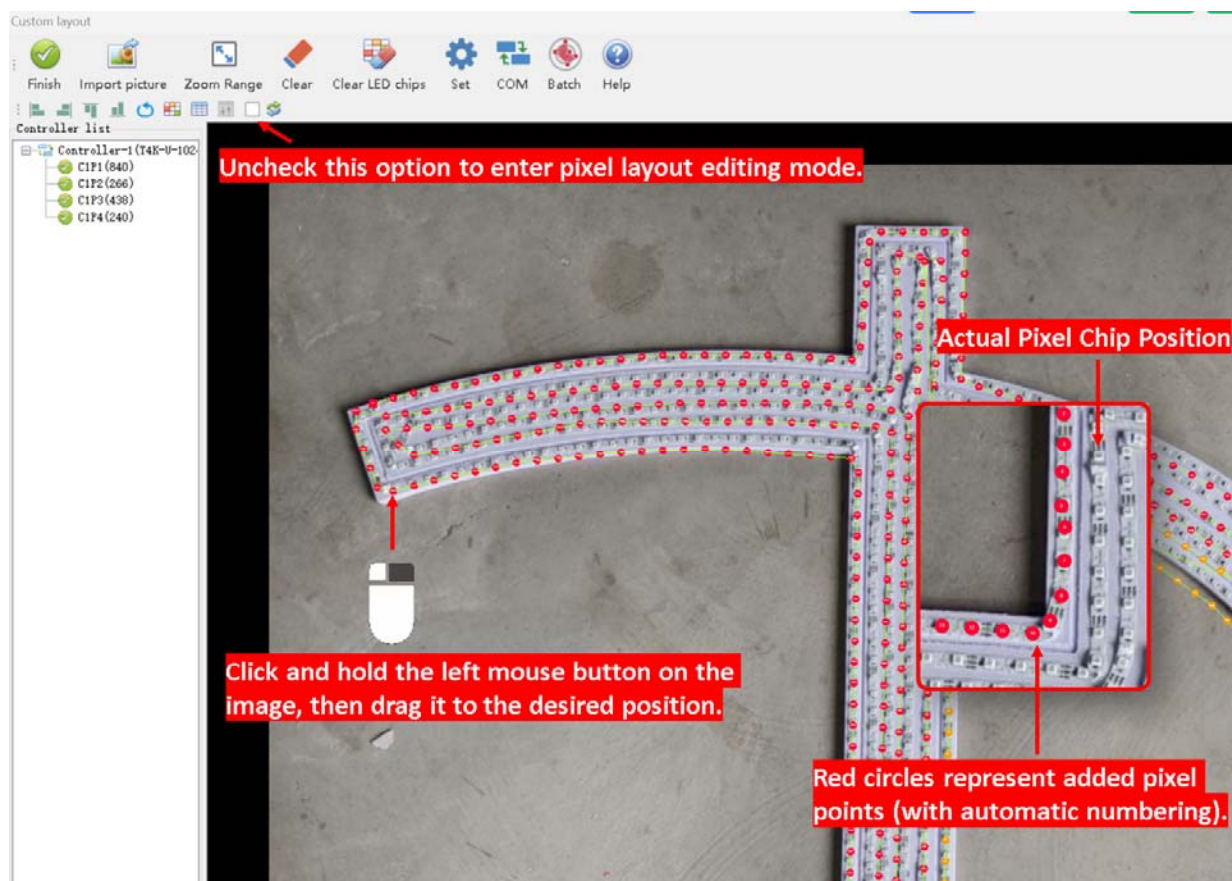
b-2: Sub-Function Description after Importing the Image (2): (As shown in the figure below, you can perform operations such as zooming the image and setting its orientation.)



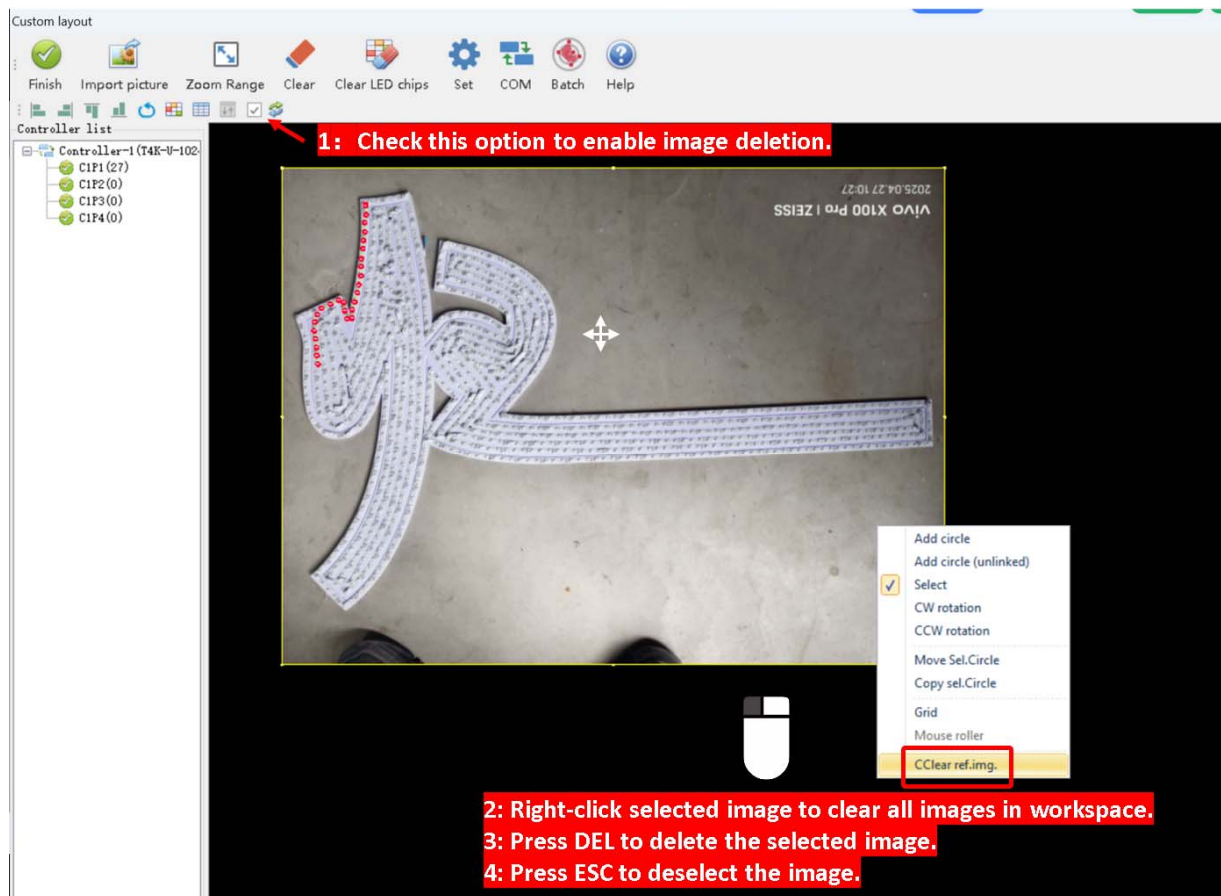
b-3: Sub-Function Description after Importing the Image (3): (Allows adjustment of the image position.)



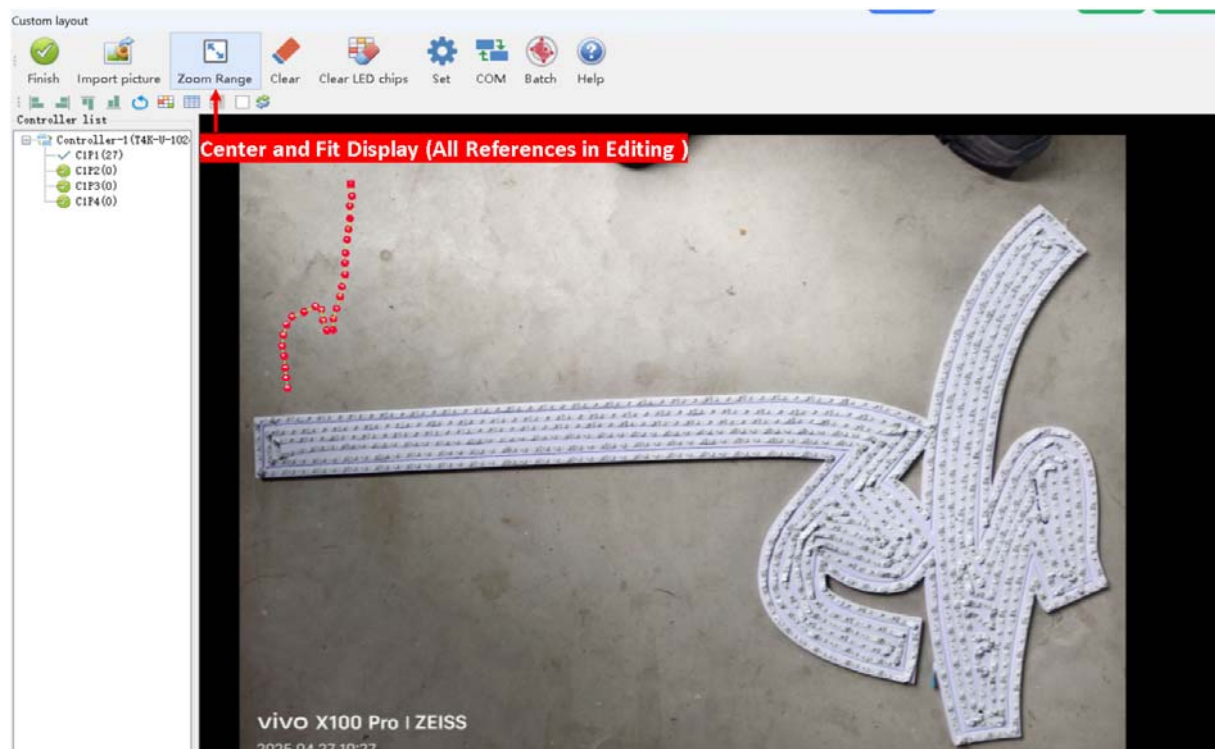
b-4: Pixel Layout on the Image (4): (Uncheck the option and click to place pixel positions.)



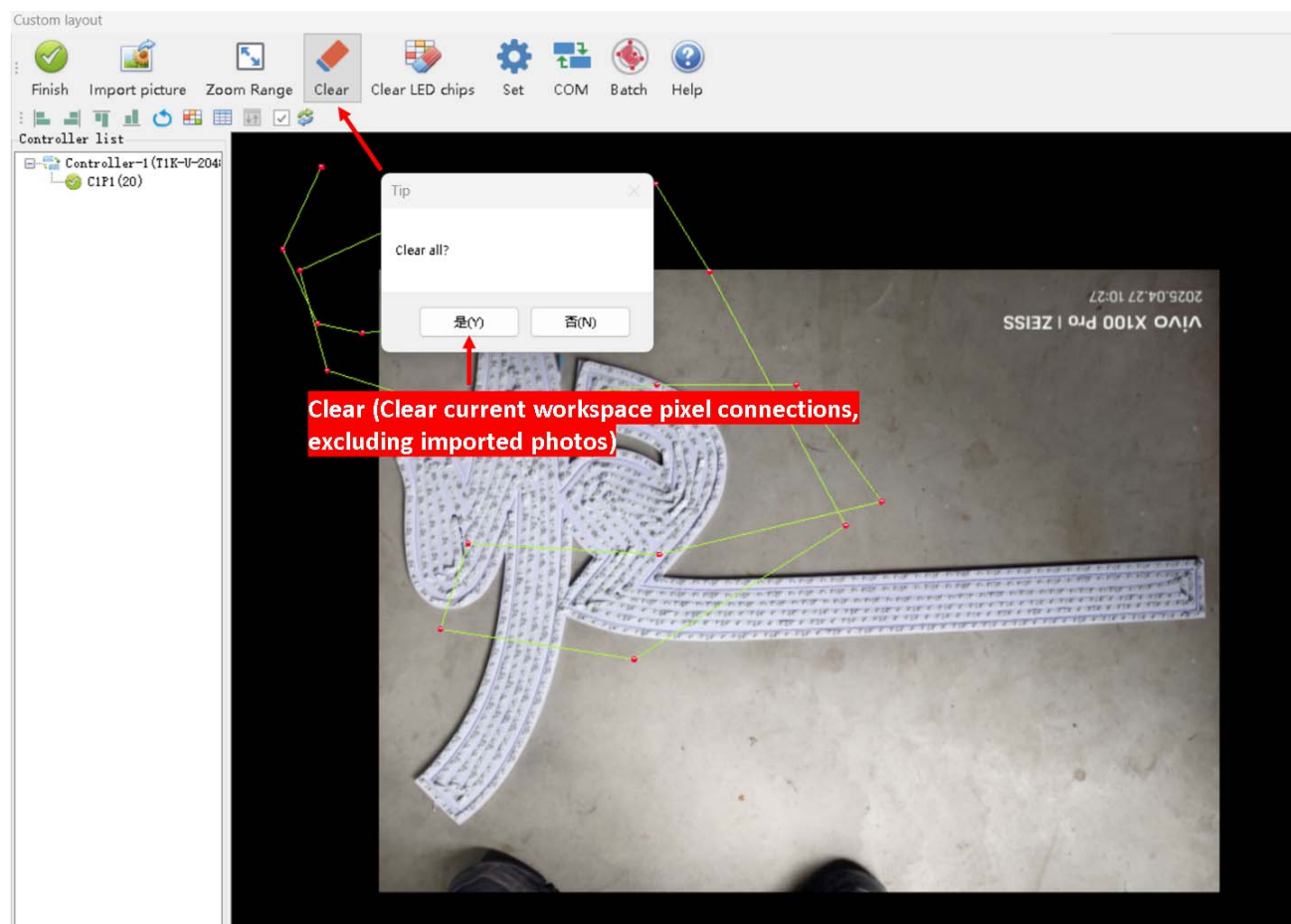
b-5: Other Sub-Functions (5): (Delete a single reference image, or clear all reference images.)



C: Zoom to Fit (Center and fit the pixel layout in the workspace)



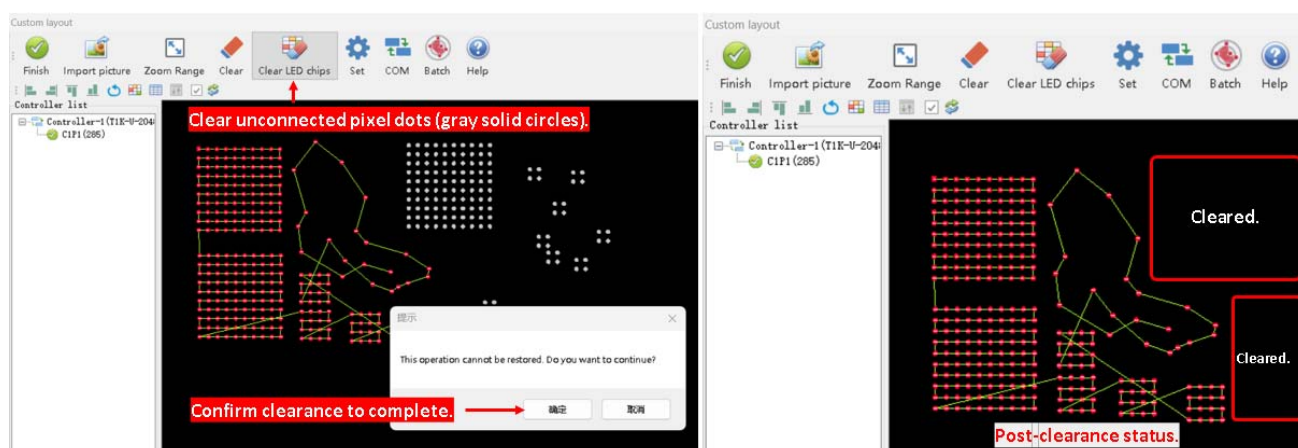
d: Clear (Clear the pixel connections that have been laid out in the current workspace, excluding the imported photos)



e: Clear Future Connection Pixels (This function can clear all future connection pixel blank points at once)

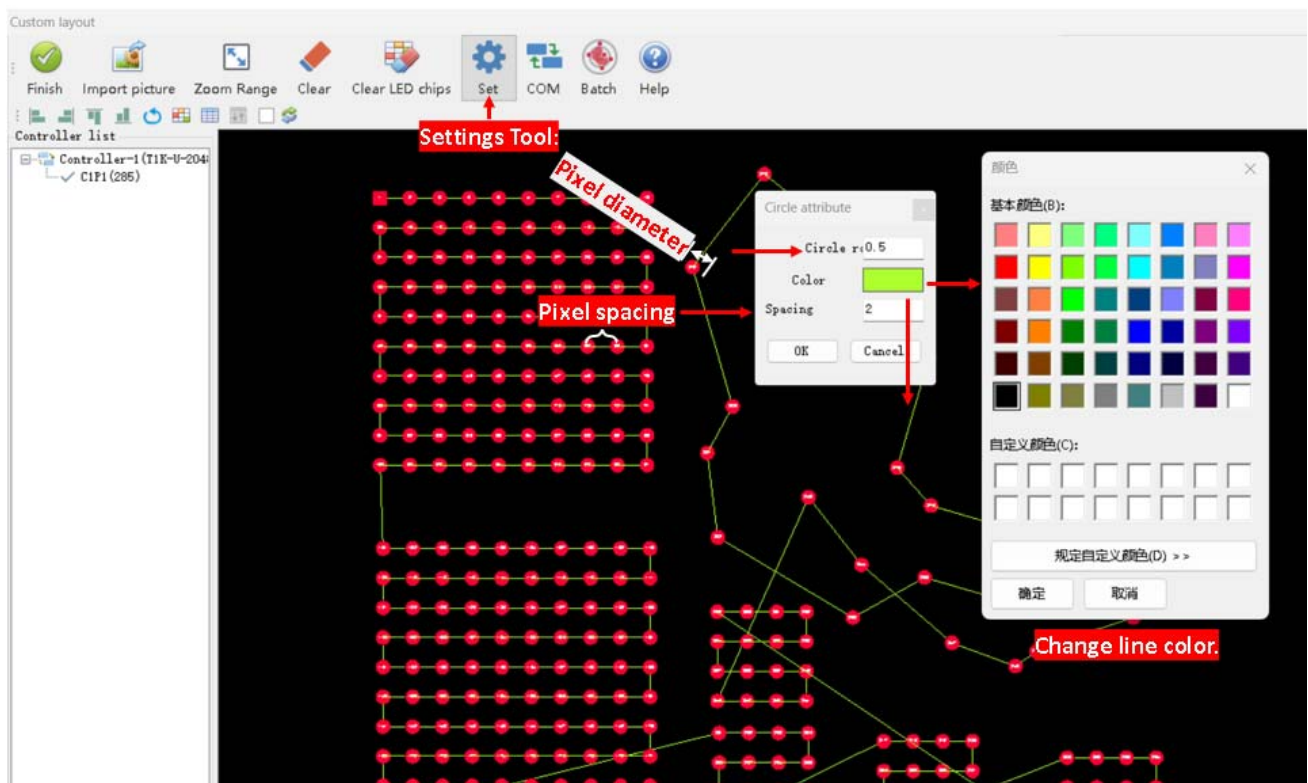
Left: Gray circles indicate future connection pixel blank points.

Right: Appearance after clearing.

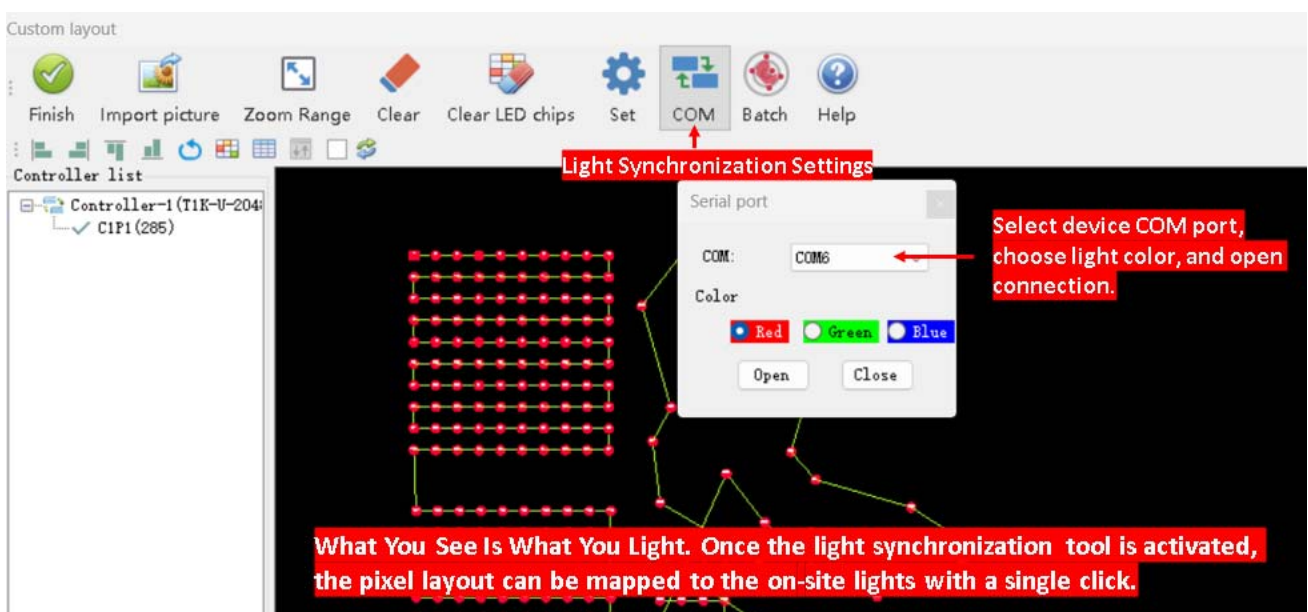


Clear Unconnected Pixels Function: In the custom layout interface, this function quickly removes unconnected pixel points. Clicking the button will prompt a warning that the action is irreversible. After confirmation, all unconnected pixel points (e.g., gray circles) are cleared at once, leaving only the connected layout in the workspace for a cleaner editing experience.

f: Settings Tool: (This tool allows you to set the pixel diameter, pixel spacing, and connection line color.)



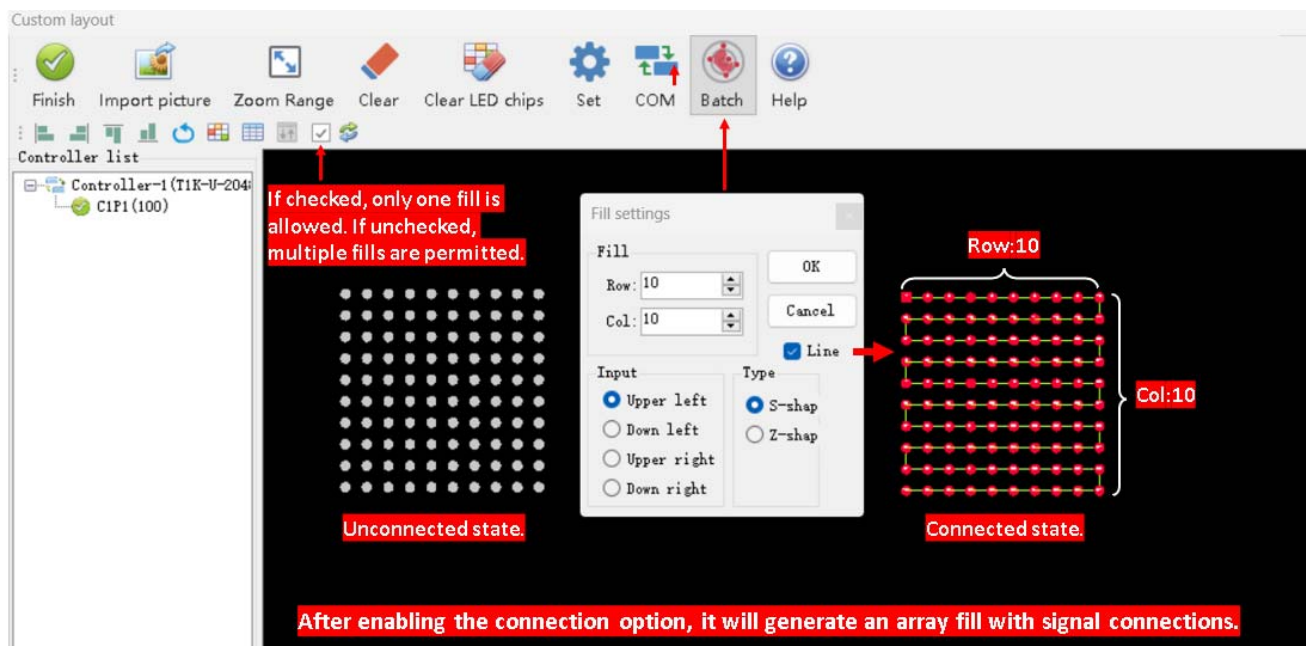
g: Light Synchronization Tool: (Add one pixel point, light up one LED at the project site.)



Feature Introduction of Light Synchronization Tool:

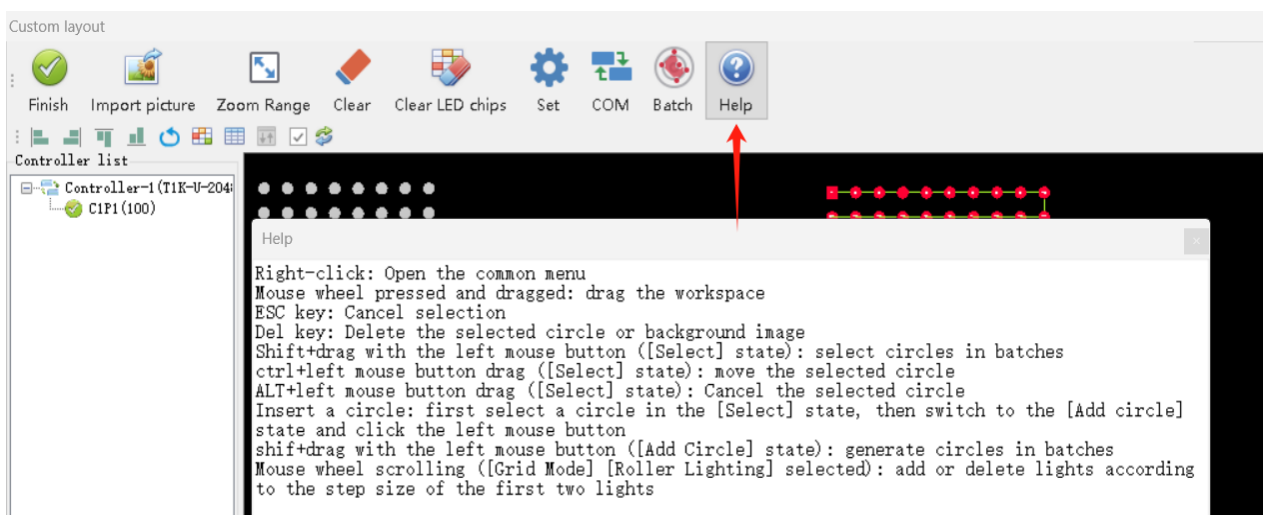
In the software, the "Light Synchronization" tool enables real-time interaction between the virtual and the physical. Select the output port and set the lighting color (red/green/blue) in the "Light Synchronization Settings" window, then click "Open." After that, each pixel point added in the software will immediately light up the corresponding LED at the project site.

h: Batch Fill Tool: (This tool can fill matrix pixels in batches. Note the blue-marked options.)



The "Batch Fill" tool is used for quickly processing matrix pixels. Set row and column parameters to define the fill area, choose the starting position (e.g., top-left or bottom-left) and wiring type (S-shaped or Z-shaped). Pay attention to the blue-marked "Limit" option: checking it allows only one fill operation, while unchecking it enables multiple fills. When "Connect" is checked, set the starting point and direction. Click "OK" to batch fill the pixels and efficiently complete the layout.

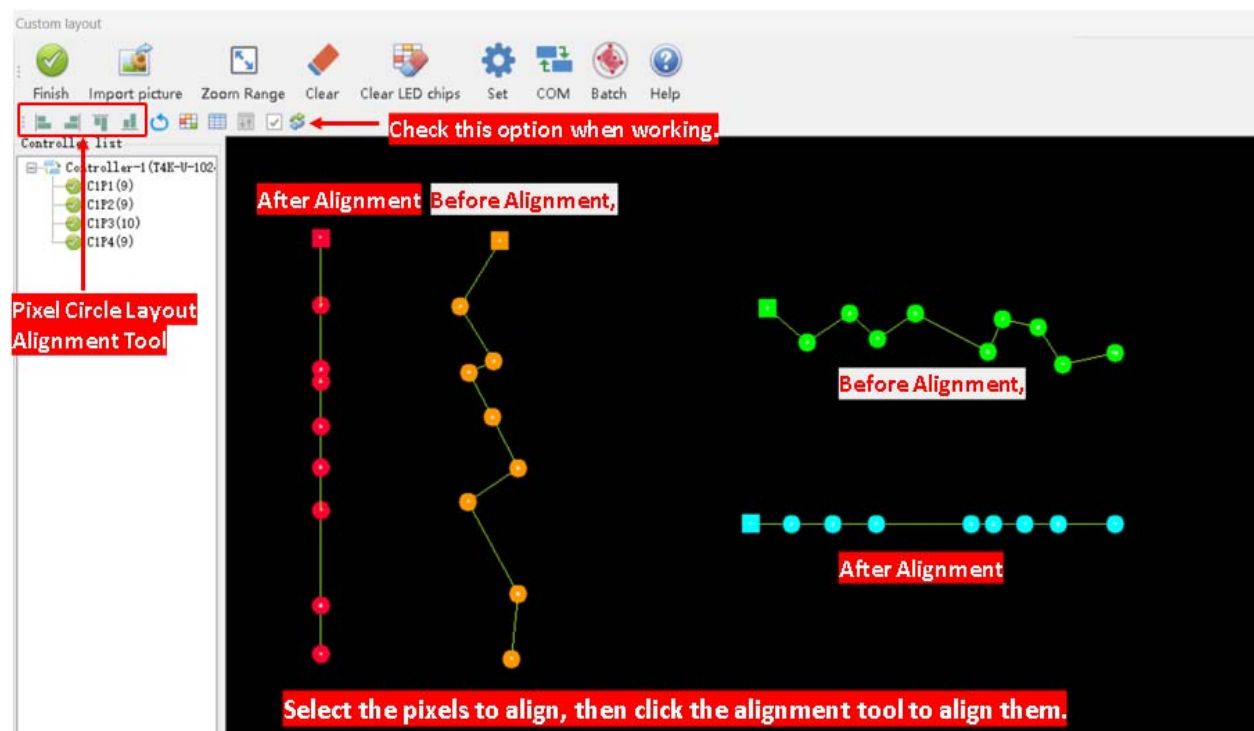
i: Help Tool: (When activated, it displays shortcuts and function explanations for the personalized layout tools.)



The "Help" tool provides operation guidance for users. Once activated, it shows shortcuts and function explanations for the personalized layout tools, such as right-click menus and moving the workspace with the mouse scroll wheel, helping users quickly become familiar with the software and improve efficiency.

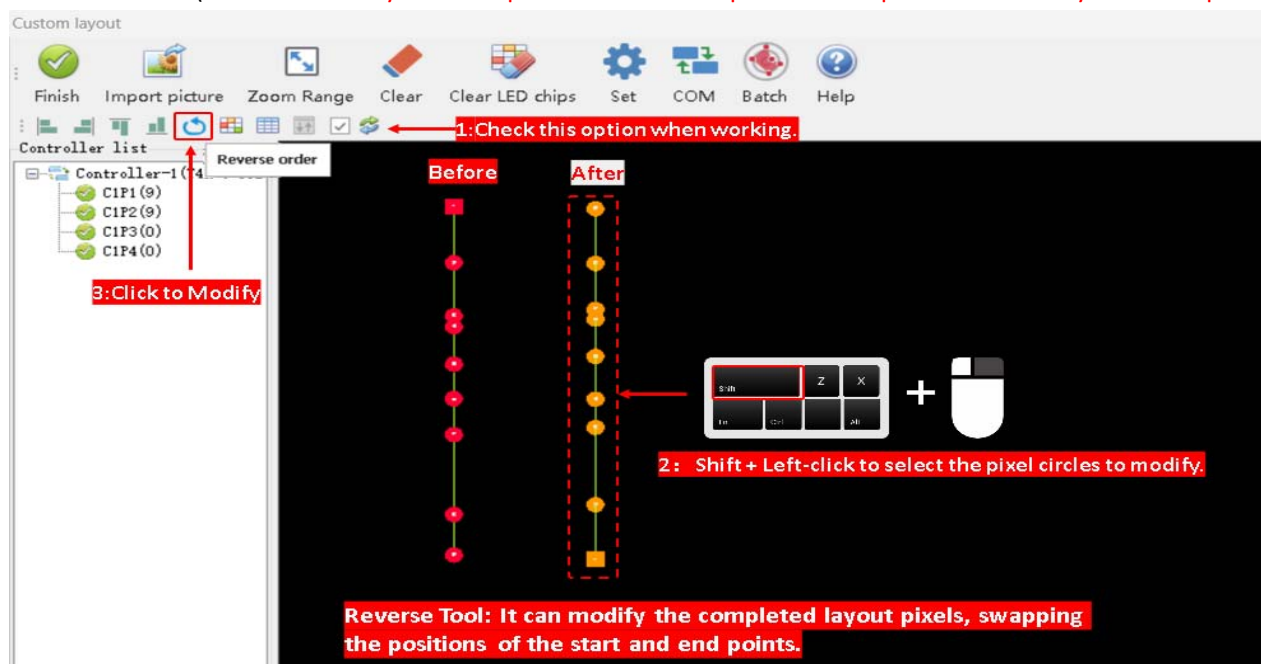
4. Explanation of the Functions in the Auxiliary Toolbar:

a: Align Tool: (This tool can quickly align and correct irregular pixels.)



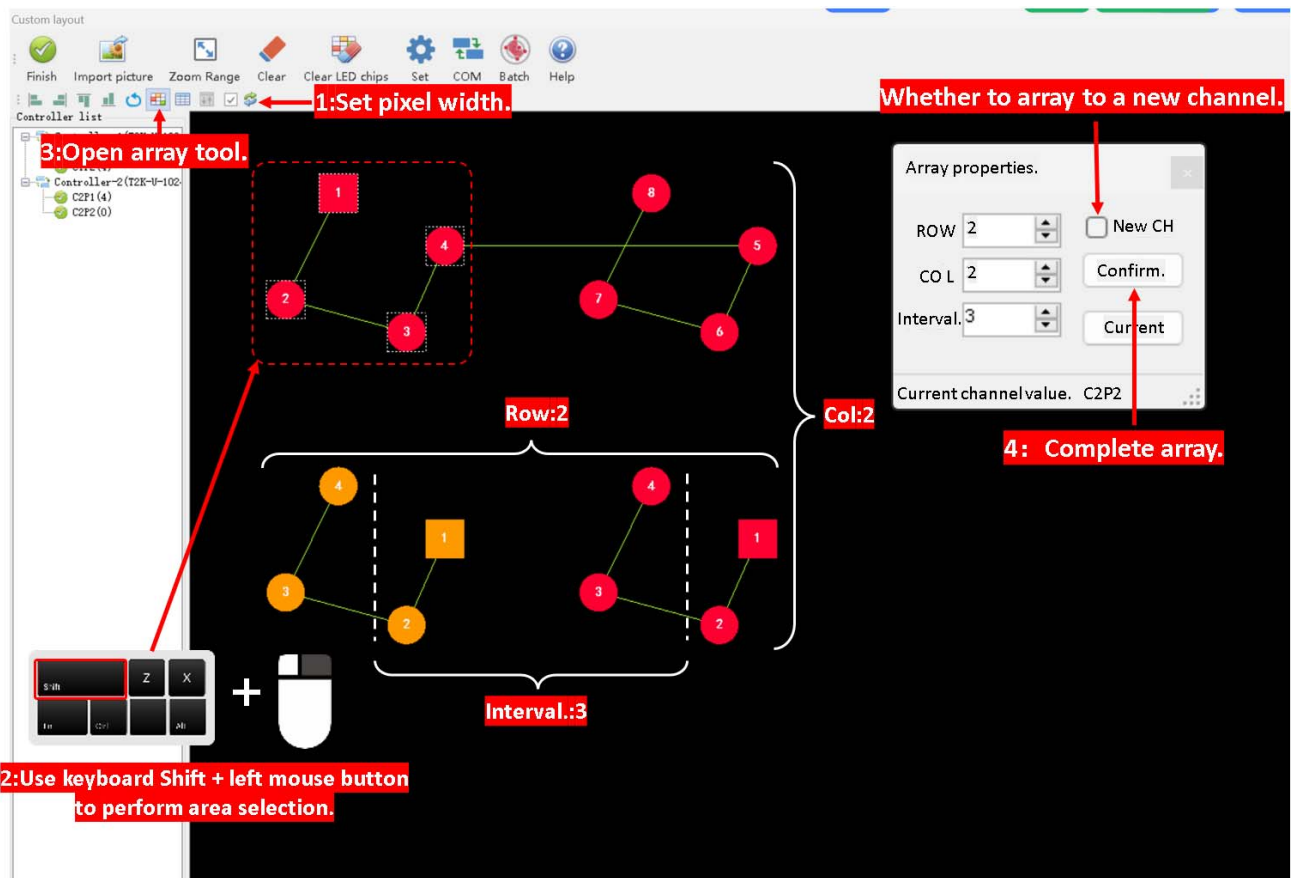
The Align Tool quickly organizes irregular pixel points. To use it, check the "Limit" option, select the pixels to be aligned, and click the alignment button (e.g., left align). The software will automatically process the selected pixels and arrange them neatly according to the set rules, making it easy to quickly correct the layout.

b: Reverse Tool: (This tool allows you to swap the start and end points of the pixels after the layout is completed.)



The Reverse Tool is used to adjust the signal order of pixels in a completed layout. Check the "Limit" option, select the pixels to be modified, and click the Modify button to swap the start and end points of the selected pixels, allowing flexible adjustment of the LED pixel layout's signal direction.

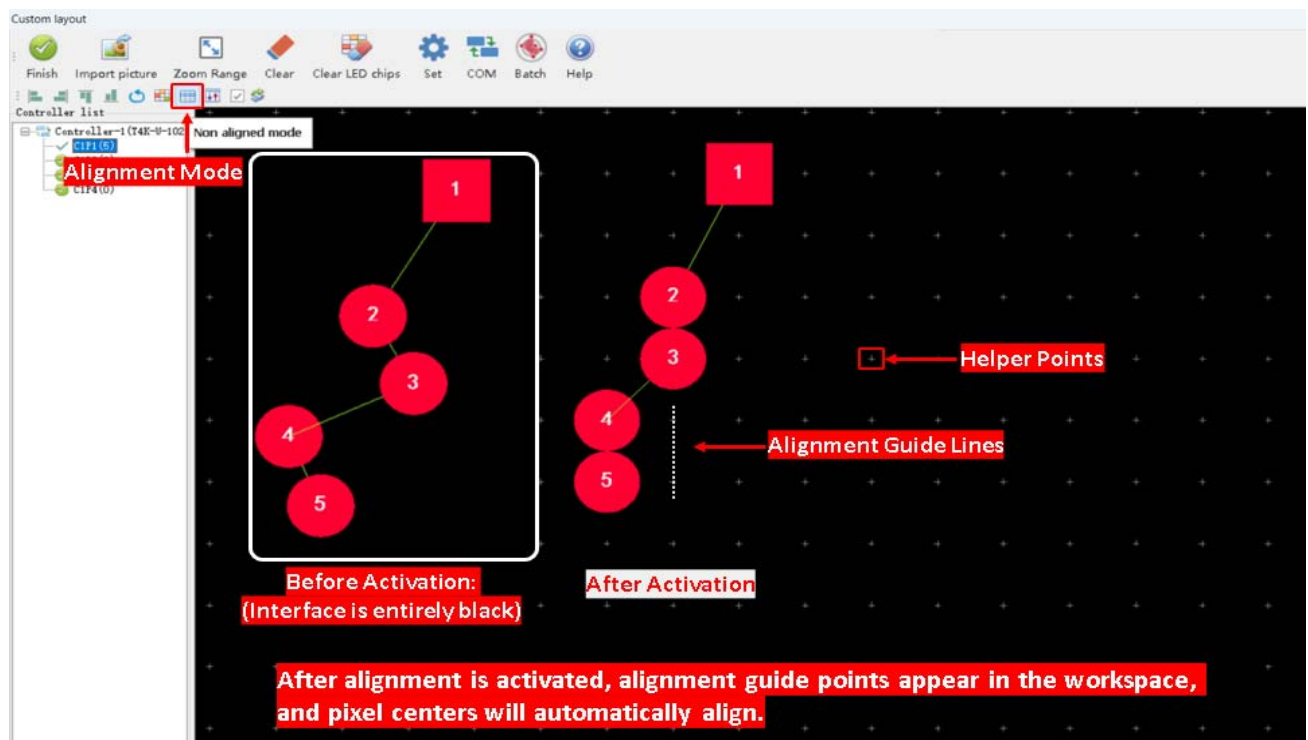
c: Array Tool: (This tool allows for batch arraying of selected irregular pixel groups.)



Feature Introduction of Array Tool:

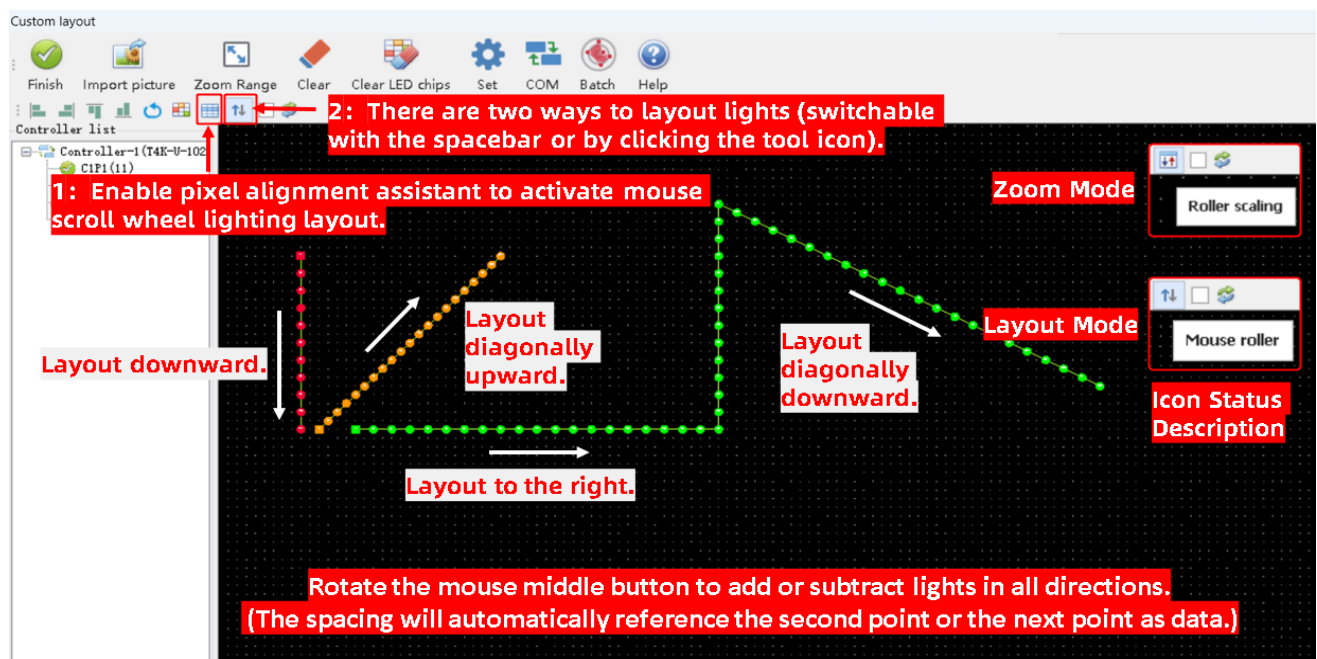
In the software, the Array Tool can perform batch processing on selected pixel points or groups. When using it, first check the "Limit" option, then select the pixels you want to array. Next, open the Array Tool. In the "Array Properties" window that appears, set parameters such as the number of rows and columns, and the spacing. (If you check "New Channel," the array operation will be applied to a new controller port.) After setting the parameters, click "OK." This will quickly array the selected pixel groups according to the set rules, achieving organization and expansion of the pixel layout.

D:Auxiliary Alignment Mode: (After enabling grid alignment, the workspace will display auxiliary alignment points, and pixel points will automatically align to the nearest auxiliary point.)



The Auxiliary Alignment Mode helps to precisely layout pixel points. After enabling grid alignment, the workspace displays auxiliary alignment points, and all added pixel points will automatically snap and align to the nearest auxiliary points, making the layout more organized and accurate, and improving efficiency and quality.

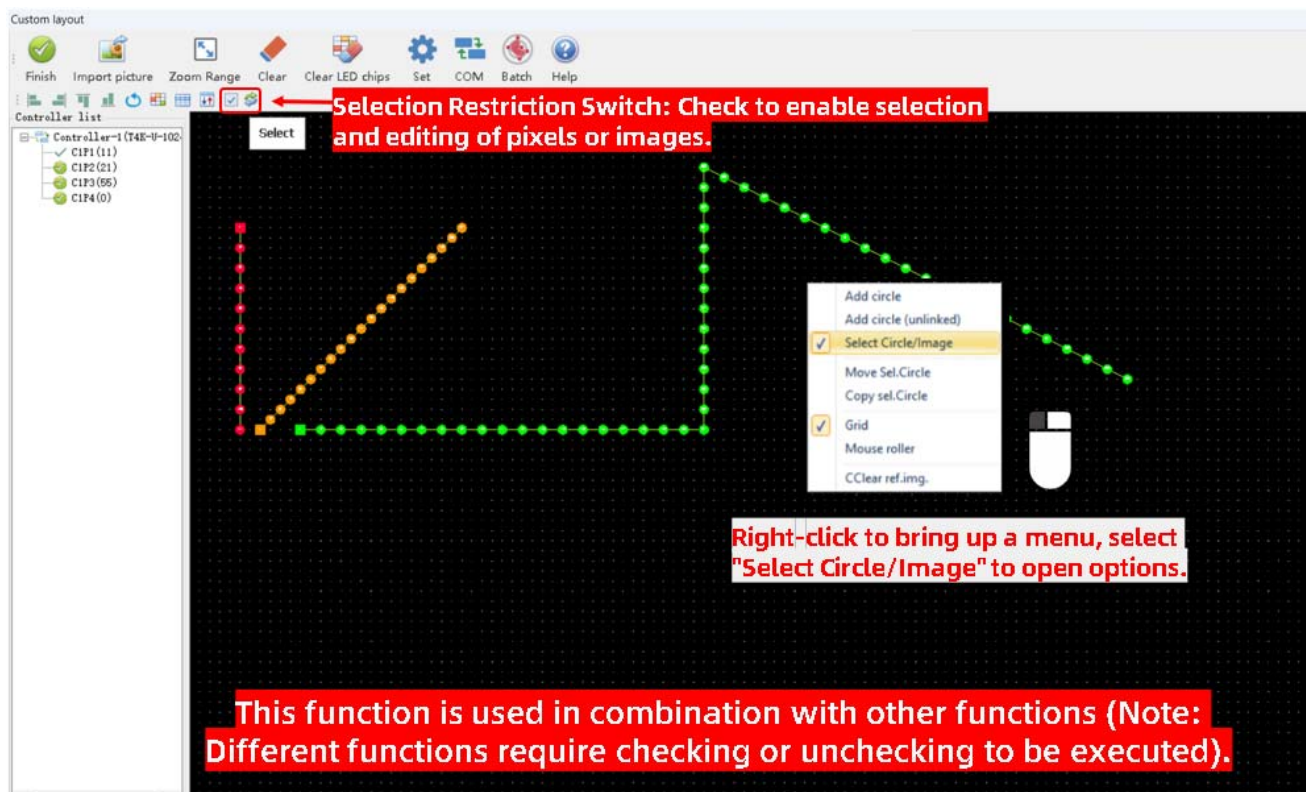
Mouse Wheel for Adding/Removing Lights: (Scroll the mouse middle button to add or remove lights in all directions.)



Feature Introduction of Mouse Scroll Wheel for Adding Lights:

After enabling grid assistance in the software, the mouse scroll wheel can be used to add lights. There are two modes for adding lights, which can be switched using the space bar or by clicking the corresponding button. By scrolling the mouse middle button, you can add or remove lights in all directions. The spacing between lights will automatically refer to the data of the second or next point, allowing you to conveniently and quickly adjust the layout of LED pixels in the workspace.

f: Selection Limit Toggle Option: (This function is used in conjunction with other functions.)



Feature Introduction of Selection Limit Toggle:

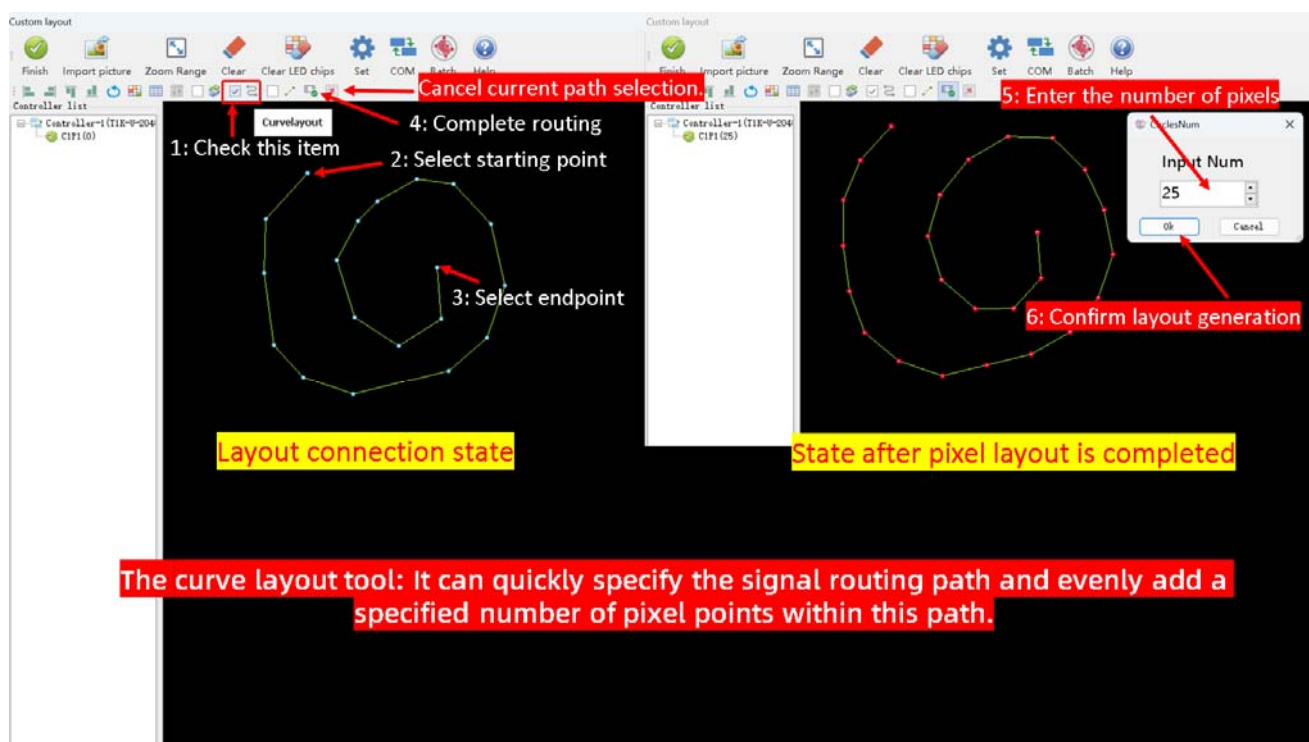
The "Selection Limit Toggle" is the basis for selecting and editing pixels or images. When checked, you can select and edit pixel points or imported images in the workspace (e.g., you can add pixels only when it is unchecked). This function is often used in combination with other functions, and you need to check or uncheck it to ensure the accuracy and smoothness of operations.

g: Curve Layout Tool: (Can quickly specify the signal routing path and evenly add a specified number of pixel points within this path)

The curve layout tool can quickly set the signal routing path and evenly distribute a specified number of pixel points along the path. It is suitable for scenarios such as lighting layout and circuit planning.

Operation Methods

1. Enable the function: Check the "Curve Layout" option to activate the tool. The current path selection can be canceled at any time.
2. Set the path: Select the starting point and endpoint in sequence, and complete the routing operation to confirm the signal routing path.
3. Add pixel points: Enter the desired number of pixel points, confirm to generate the layout, and the system will evenly add pixel points along the path.



Precautions:

Ensure the starting point and endpoint are selected accurately to avoid discrepancies between the path and actual requirements. If there is an error in path setting, the deselection function can be used to reset.

When entering the number of pixel points, set it reasonably according to actual project needs and equipment carrying capacity. Avoid excessive or insufficient pixel points, which may affect the final effect or equipment performance.

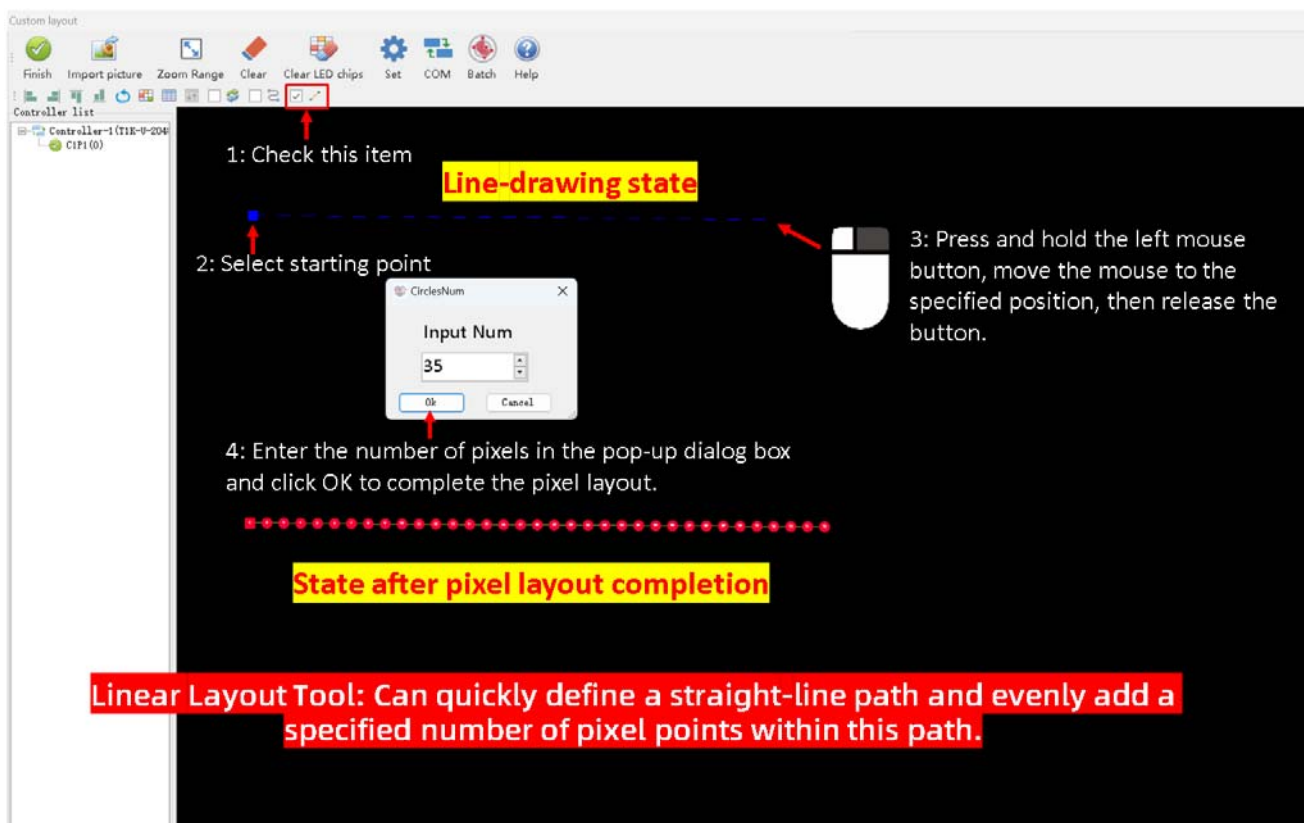
h: Linear Layout Tool: (Can quickly define a straight-line path and evenly add a specified number of pixel points within this path)

I. Function Description

The linear layout tool can quickly define a straight-line path and evenly add a specified number of pixel points along the path. It is applicable to various scenarios requiring linear pixel distribution, such as linear lighting arrangement and signal node setup on straight paths.

II. Operation Methods

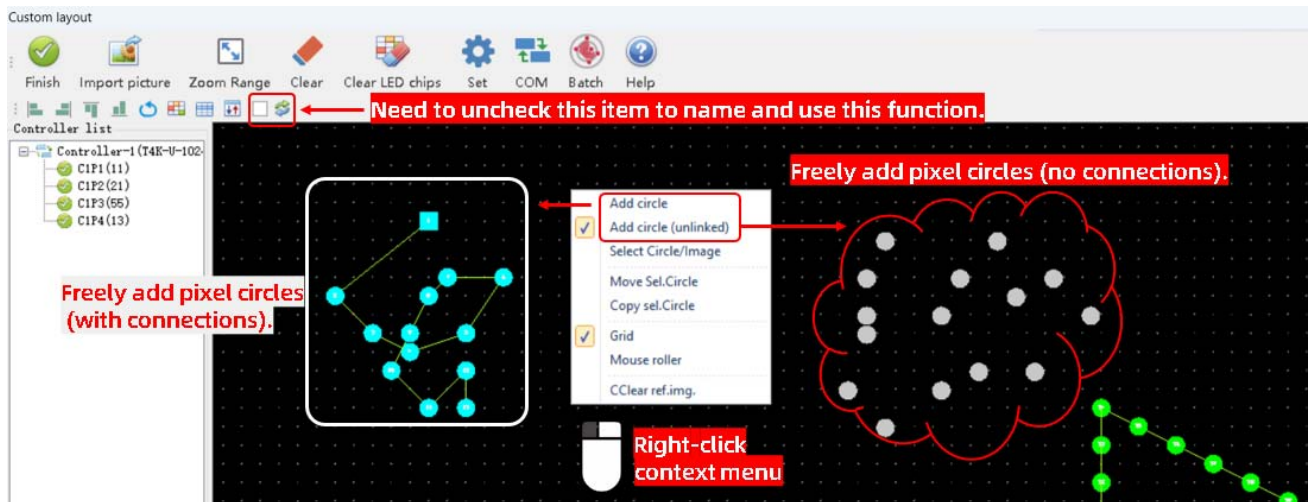
1. Activate the tool: Check the "Linear Layout" option to enable the linear layout function.
2. Determine the starting point: Click with the left mouse button in the work area to select the starting position of the straight-line path.
3. Determine the endpoint: Hold down the left mouse button, move the mouse to the desired endpoint position, and then release it to define the straight-line path.
4. Set the number of pixels: Enter the number of pixel points to be evenly distributed within the straight-line path in the pop-up dialog box.
5. Generate the layout: Confirm after inputting, and the system will evenly add pixel points within the defined straight-line path to complete the layout.



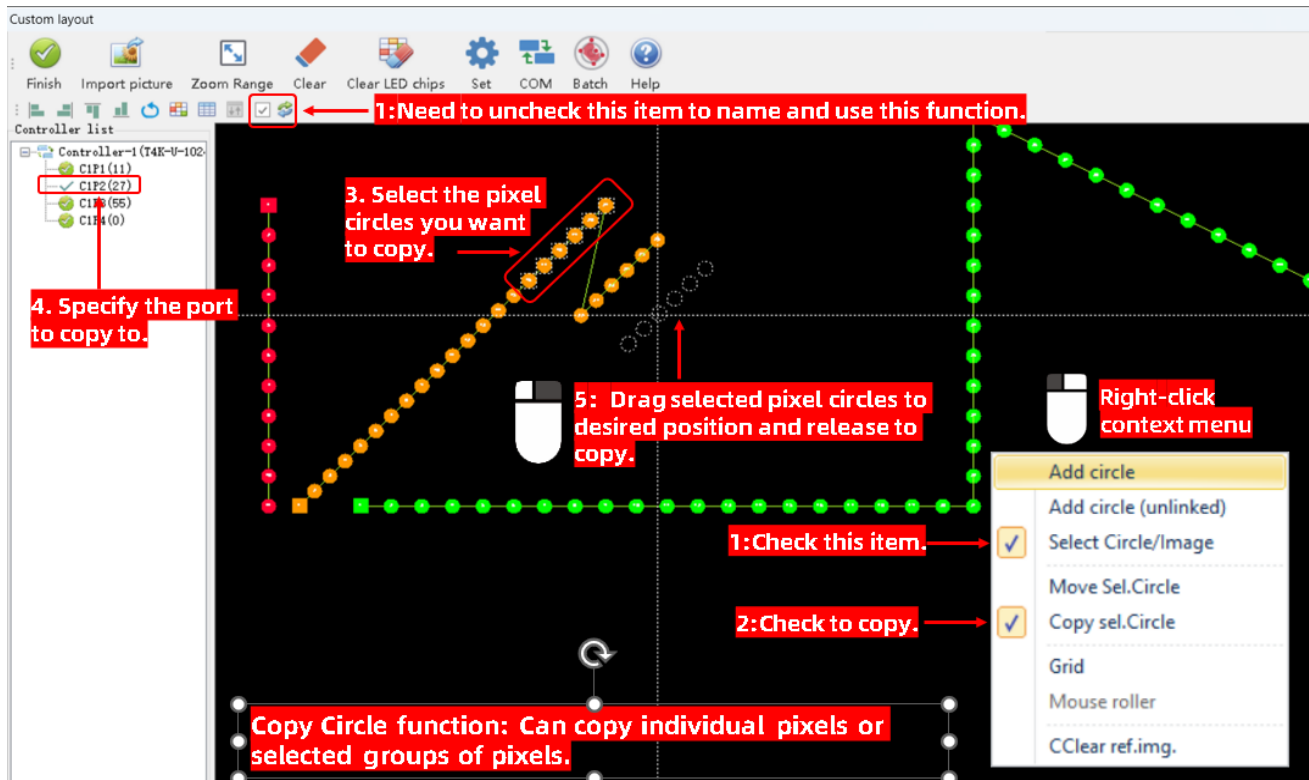
5. Explanation of Right-Click Mouse Function:

a: Add Circle Function

b: Add Unconnected Pixel Circle



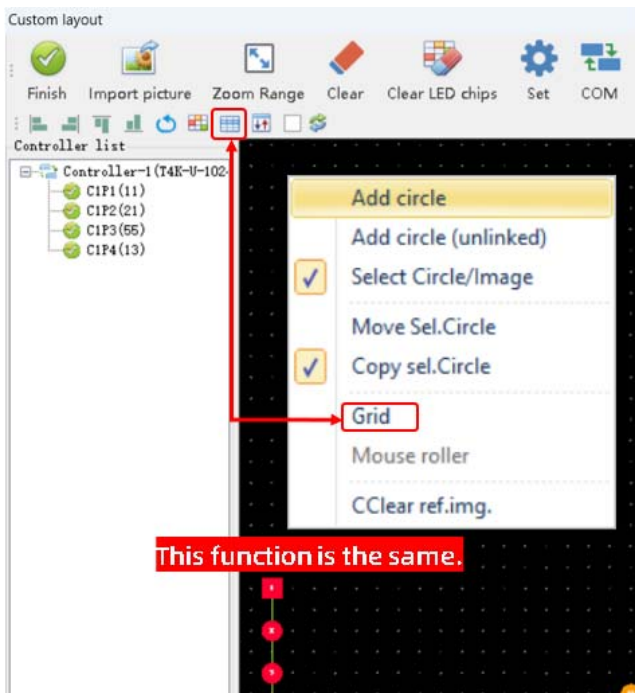
c: Copy Selected Circle (Can copy individual pixels or selected pixel groups)



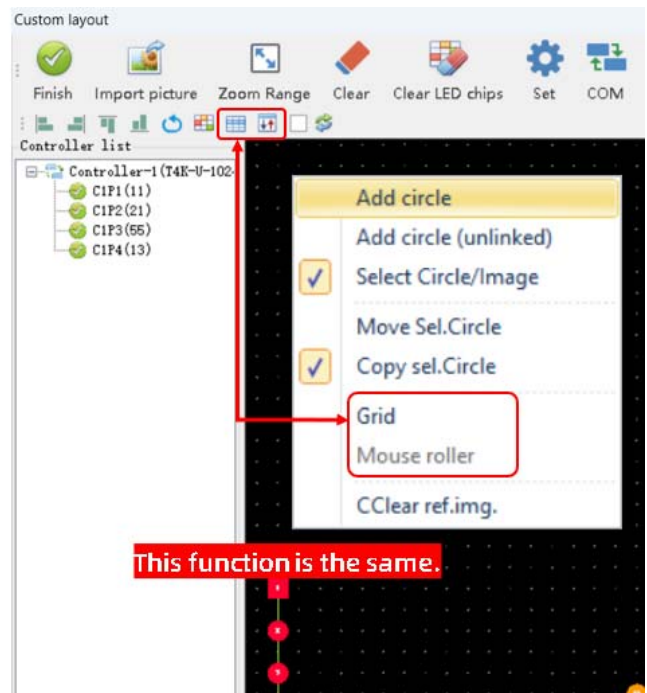
Right-click to select the "Copy Selected Circle" function. The operation steps are as follows:

- c-1: Enable the function: Check the "Selection Limit" option at the top of the software interface, or right-click in the workspace and select "Selected Circle/Image" from the context menu.
- c-2: Select pixels: To copy a single pixel, simply click on it; to copy a group of pixels, hold down the left mouse button and drag to select the desired pixels, which will be highlighted with dashed lines.
- c-3: Execute copy: After selection, hold down the left mouse button and drag the pixels (single or group) to the desired location, then release the mouse button to complete the copy operation, which can be repeated as needed.

d: Grid Alignment Assistance Function

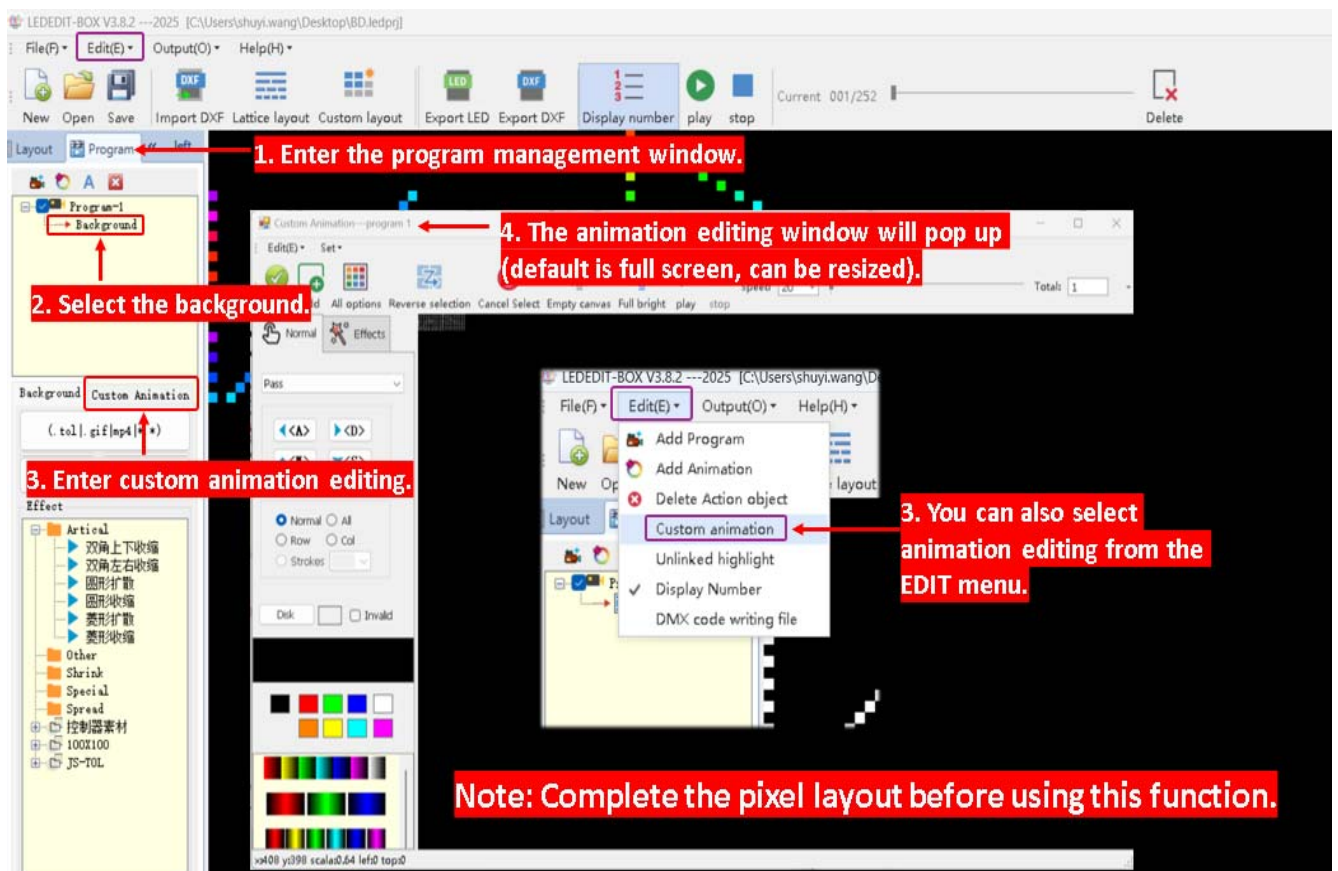


e: Mouse Scroll to Add Lights



D: Custom Animation Editing:

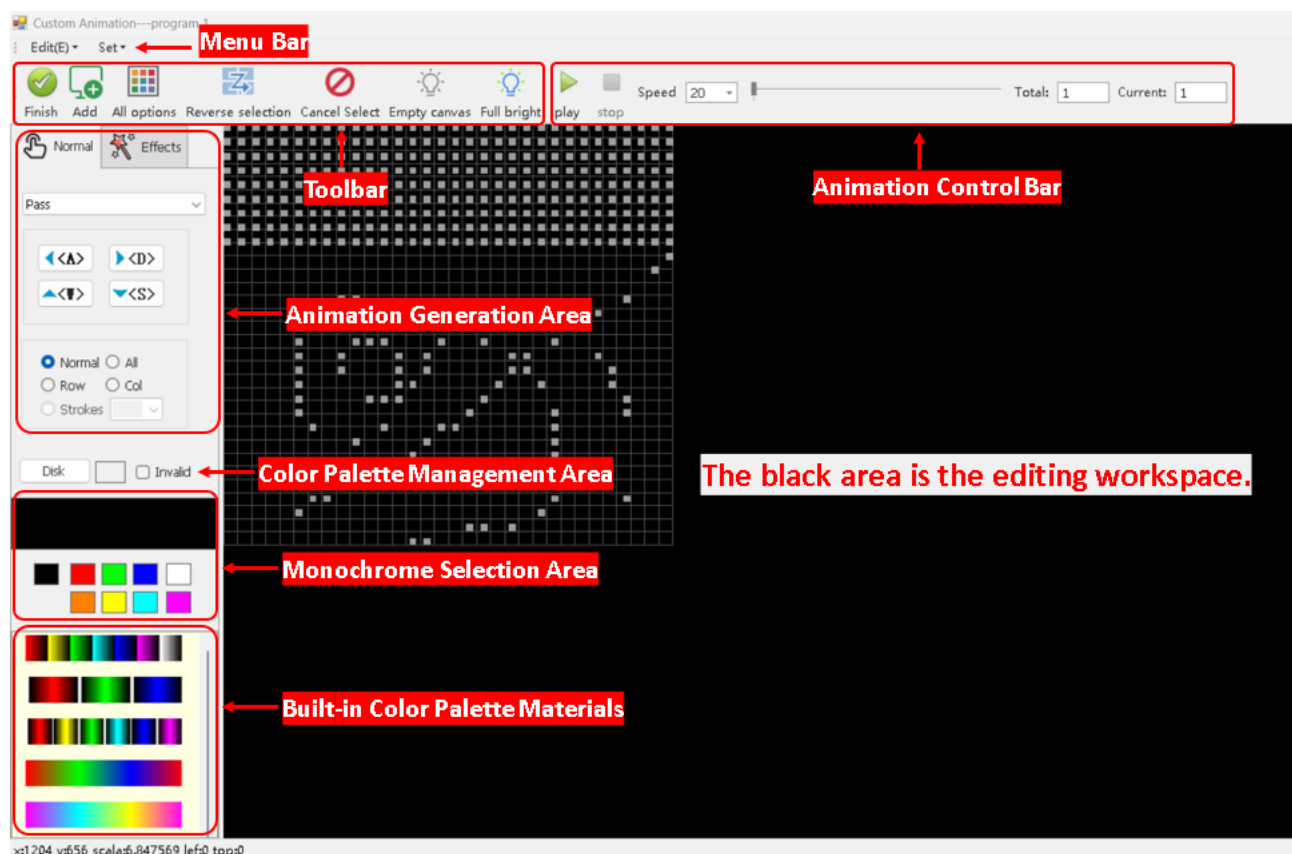
a: Methods to Open the Animation Editing Window



There are two ways to open the animation editing window:

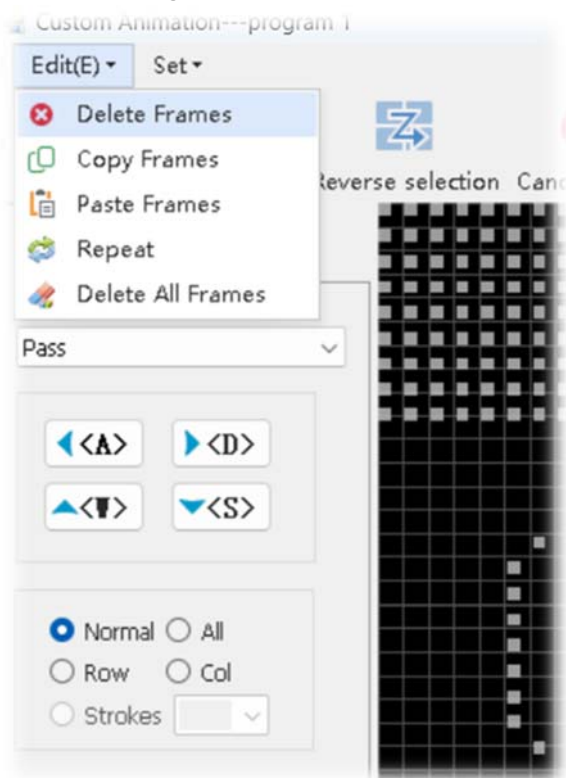
1. Through the tool window on the left side.
2. Under the "Edit" option in the menu bar.

b: Division of Functional Areas in the Animation Editing Window:

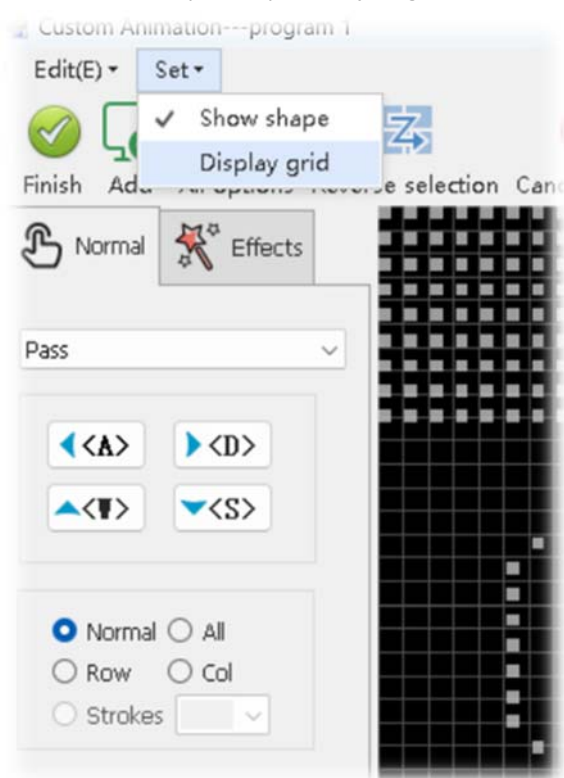


c: Menu Bar:

c-1: Edit (Manage the content of animation frames)

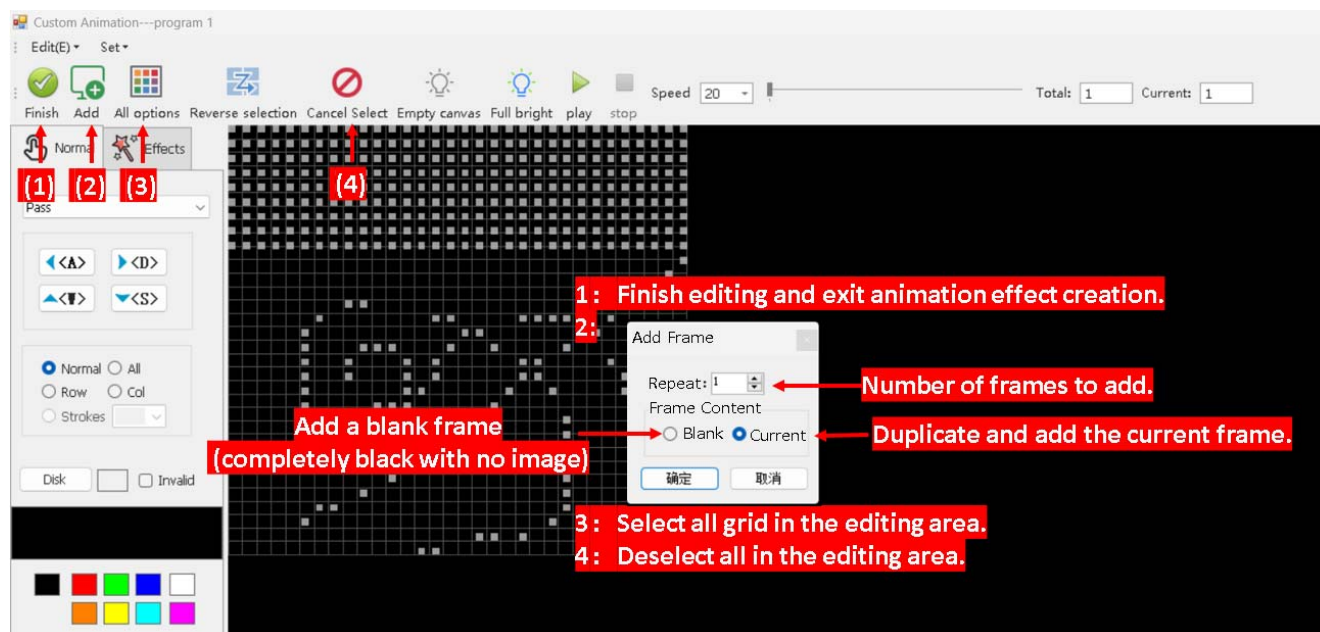


c-2: View (Show pixel layout, adjust grid size)

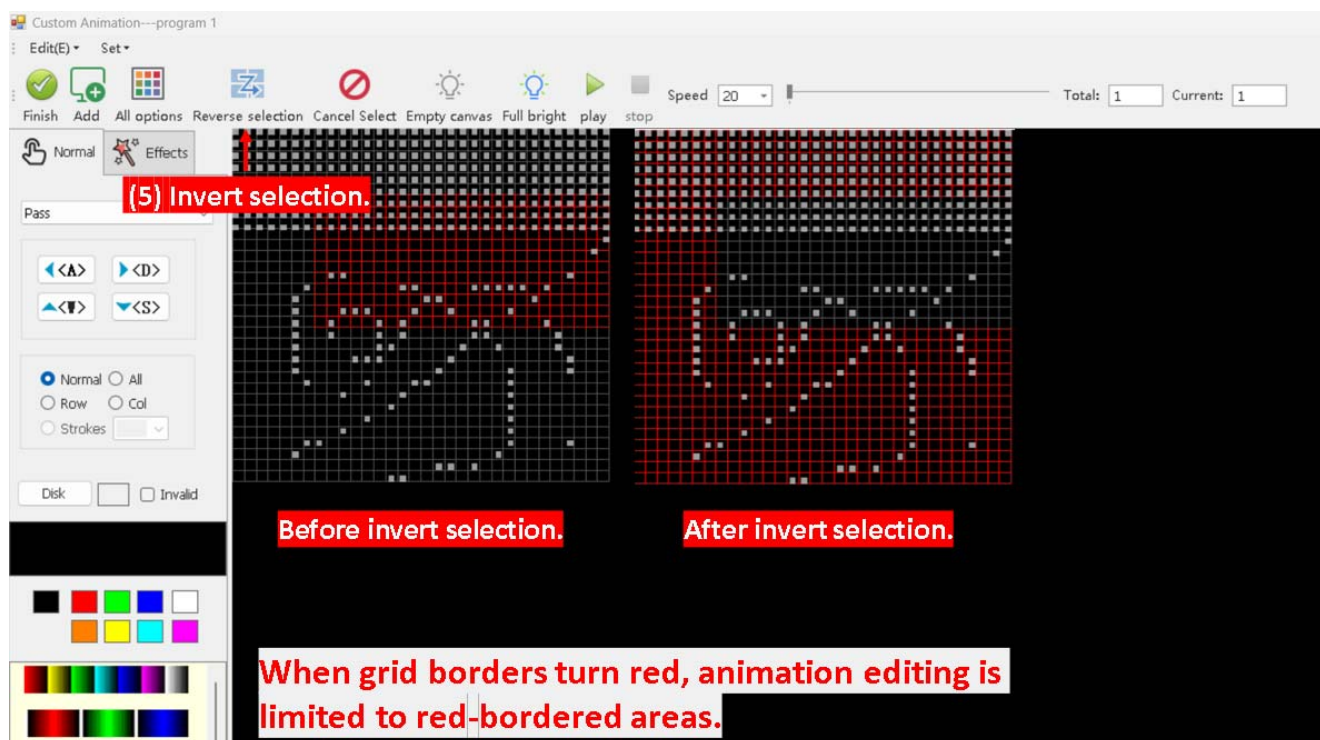


d: Toolbar:

1: Finish Editing and Exit 2: Add Frame 3: Select All Tool (Select all grids) 4: Deselect



d-5: Inverse Selection Tool:

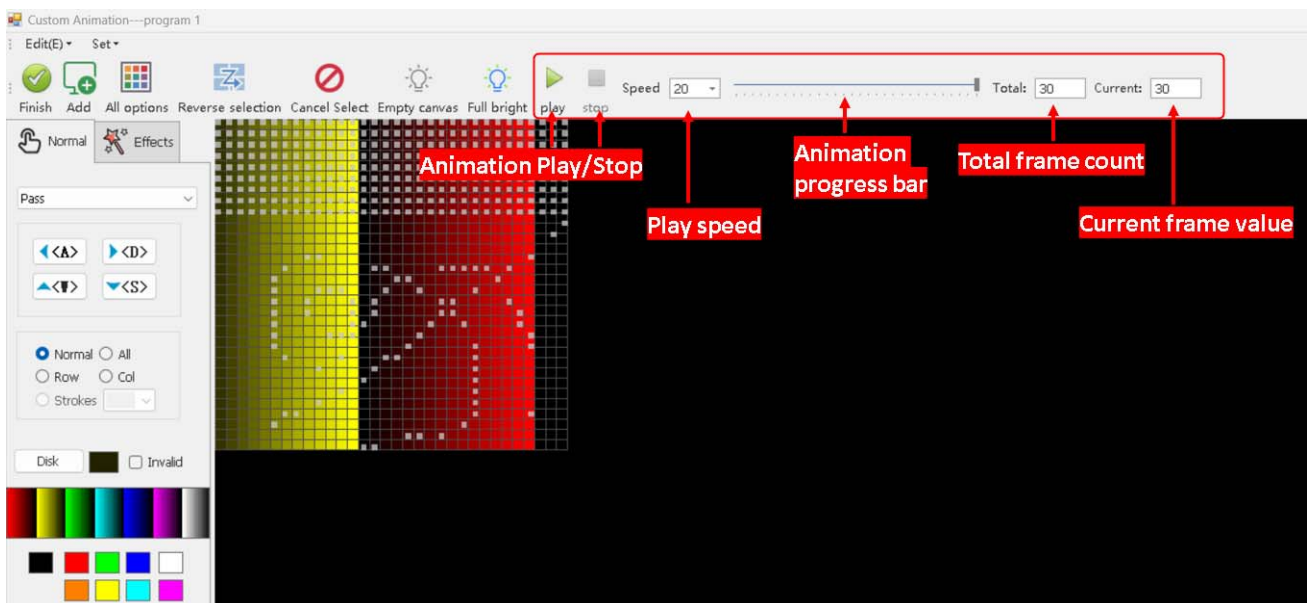


Note: When the selected grids are highlighted with a red border, it indicates that animation editing is only allowed within the red-bordered grid area.

d-6: On/Off Switch: When no grids are selected, the switch controls all grids to be fully on or fully off.



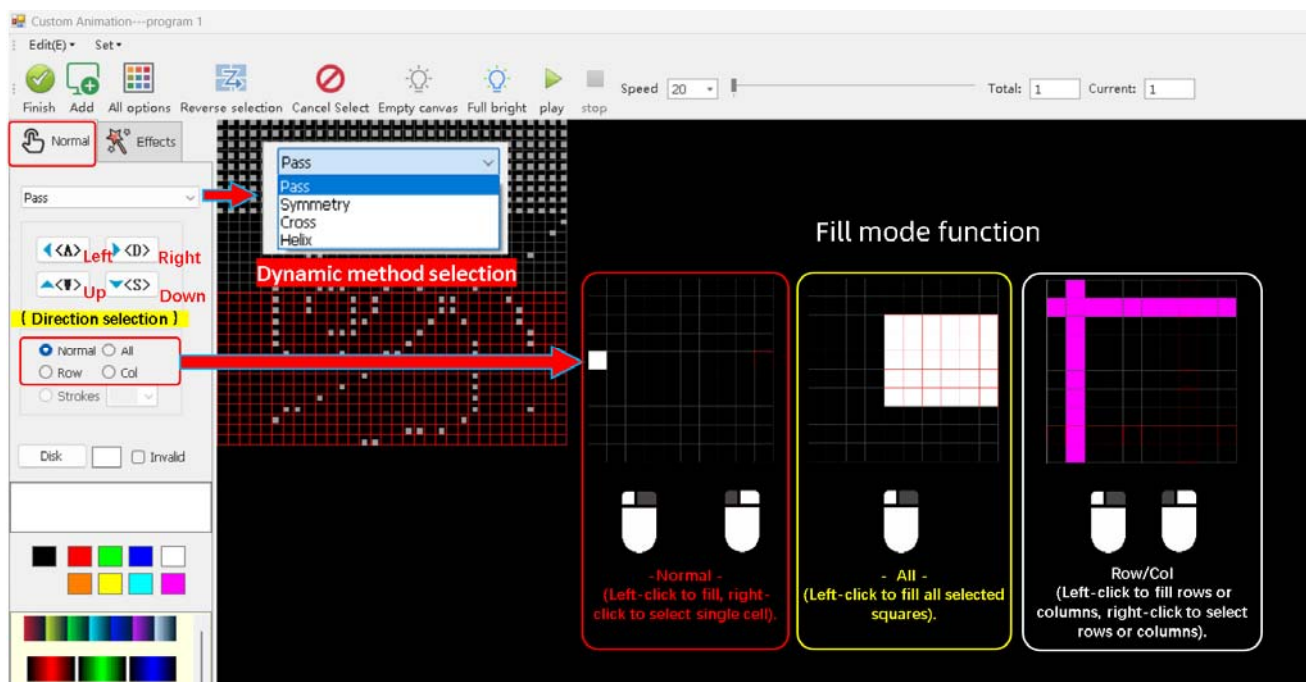
e: Animation Control Toolbar: Offers convenient animation editing and preview functions.



Animation Control Toolbar:

- Preview and Stop: Click "Play" to preview the animation in real time; click "Stop" to terminate playback.
 - Playback Speed Adjustment: Use the "Playback Speed" option to adjust the animation speed.
 - Animation Progress Bar: Intuitively displays the playback progress and allows you to move to a specific frame.
 - Frame Display: "Total Frames" shows the animation length, and "Current Frame" shows the frame being edited.
- These features help with precise editing and improve animation creation efficiency.

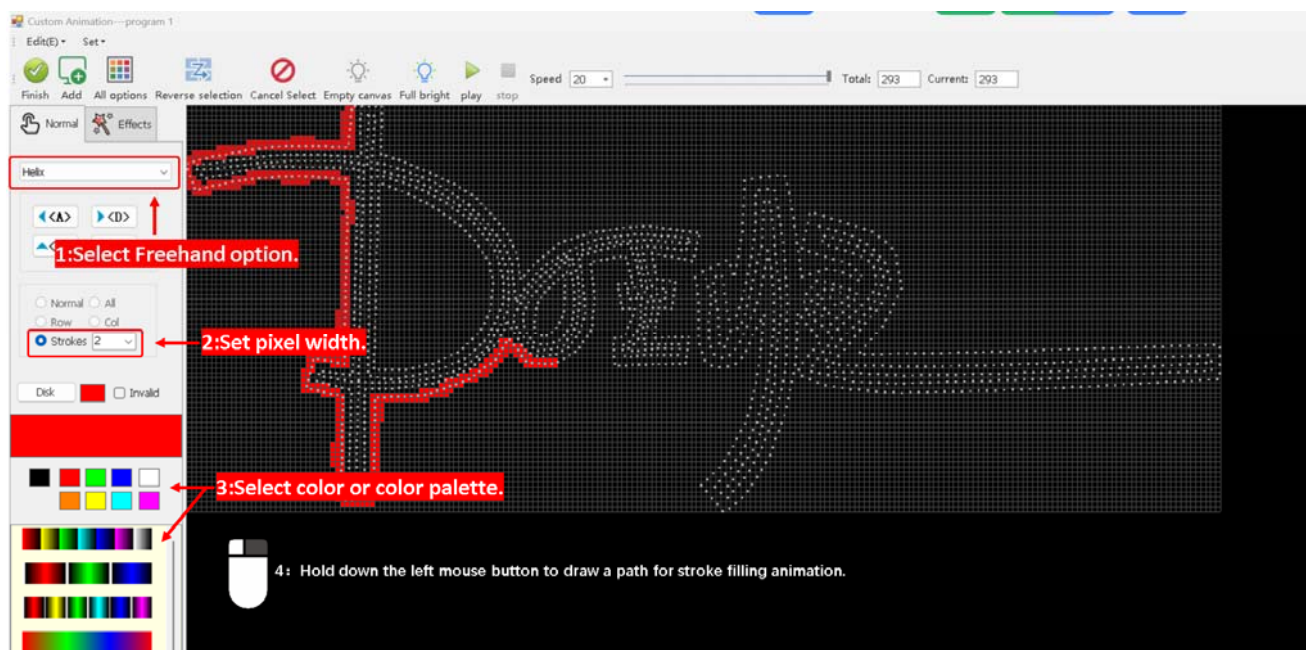
f: Manual Operation Tool: (Provides rich and efficient freedom for animation creation.)



Functions of the Manual Operation Tool:

- Select dynamic modes (e.g., diagonal sweep, push, center-symmetric movement) via the "Action Selection" menu.
- Choose fill modes (Normal, Full Brightness, Row, Column) for different filling behaviors.
- Create animations within selected areas or apply unified effects across the entire screen.

g: Hand-drawn Stroke Animation Tool: (This feature is used to create animations with filling motion along a specific trajectory.)

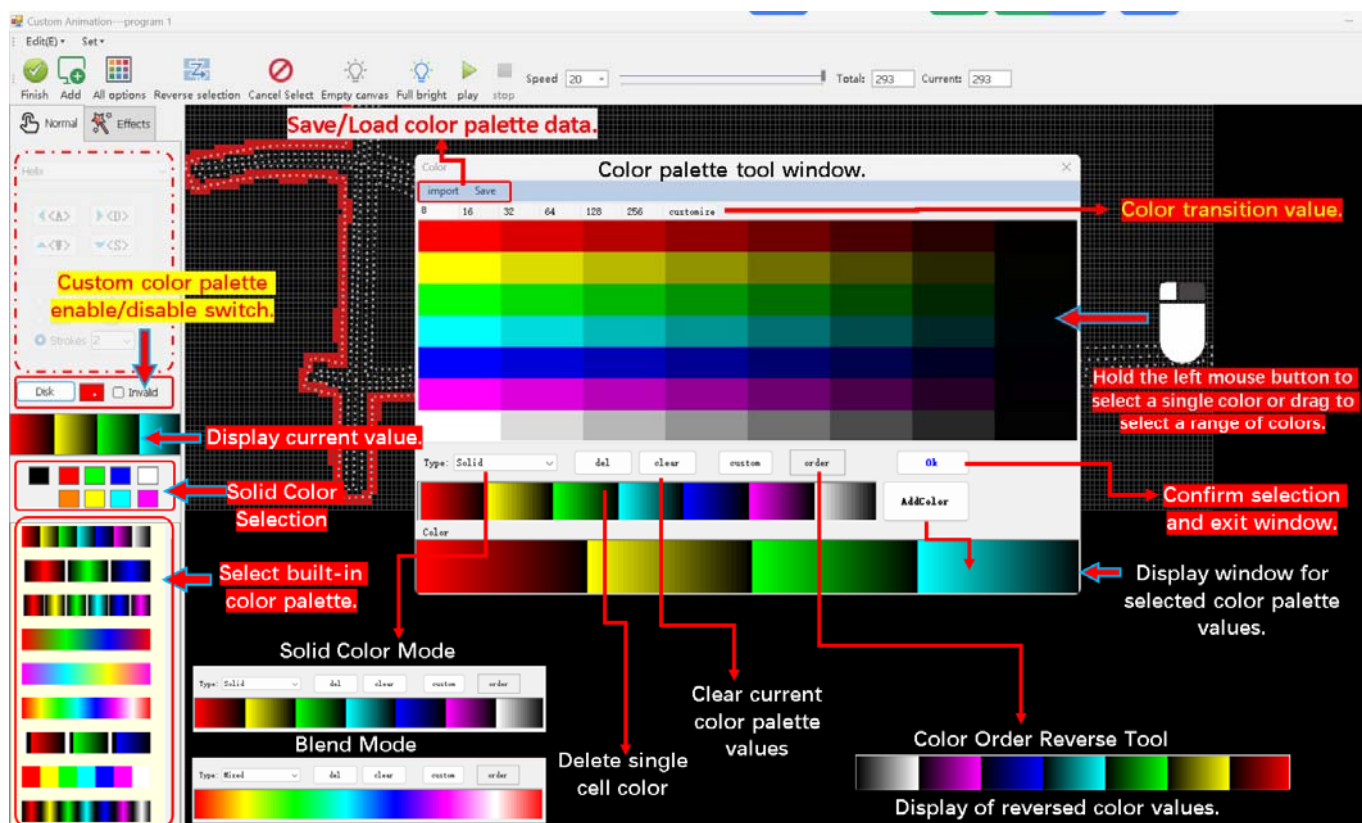


Hand-drawn Stroke Function Introduction:

The Tool creates unique animation effects with filling motions along specific trajectories. Steps:

1. Select "Hand-drawn" mode in "Action Selection."
2. Set pixel width via "Brush" option to define line thickness.
3. Choose a color from the palette.
4. Hold the left mouse button and move the mouse in the workspace to create a stroke animation along the mouse path, producing personalized animation effects.

h: Color Palette Management and Color Selection Tool: (Efficiently manages colors and transitions.)

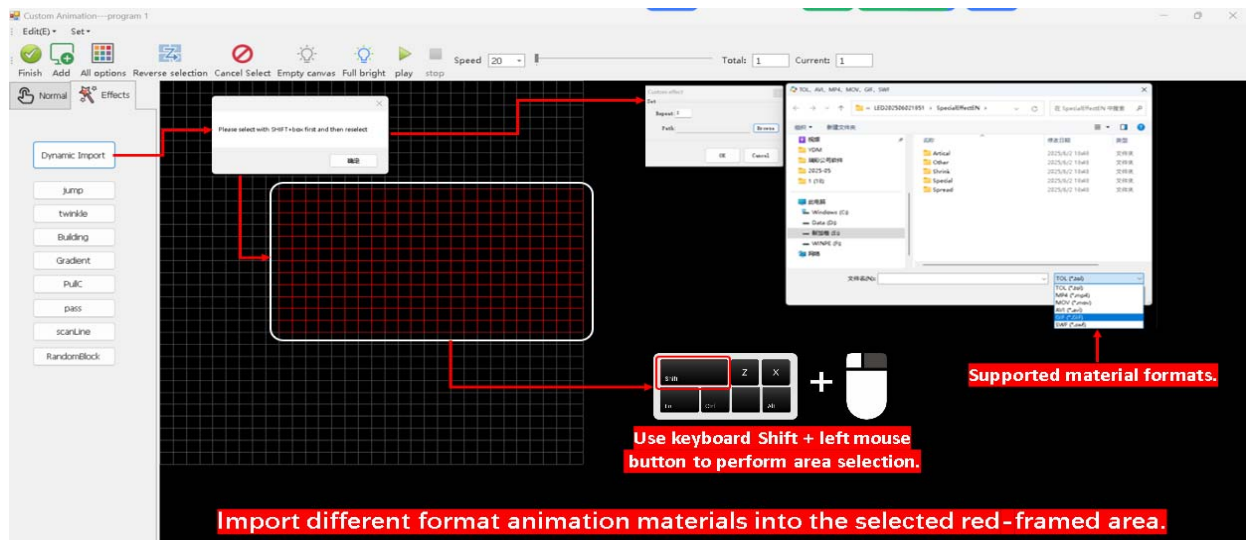


Introduction to Color Palette Management and Color Selection Tool:

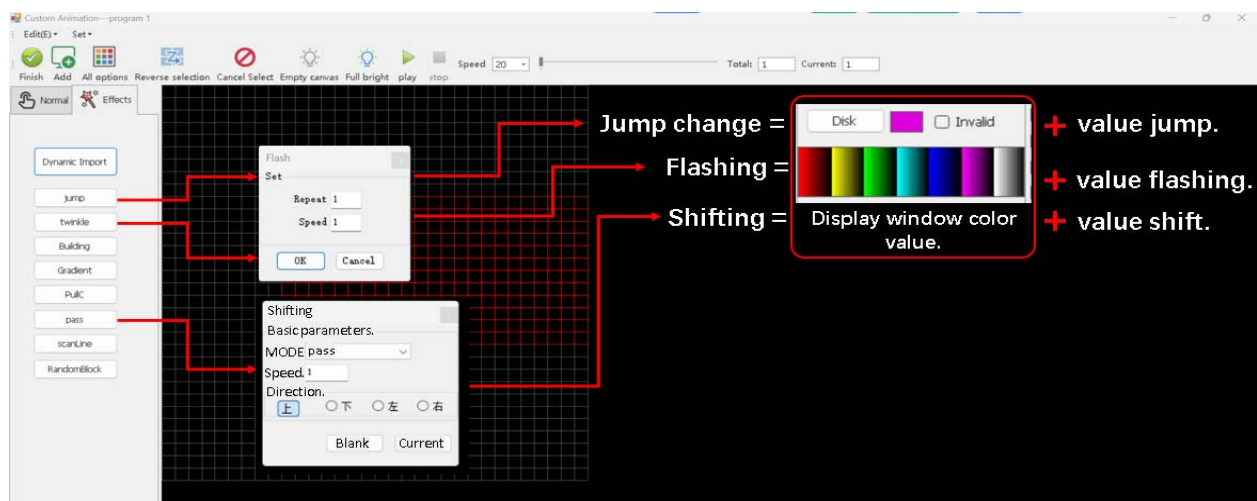
- Color Selection: Hold the left mouse button to single-select or drag-select colors in the palette area.
- Palette Modes: Offers solid color and mixed color modes, with mixed color mode enabling various color blending effects.
- needs.
- adjust transition smoothness.
- Switch and Display: The "Palette Invalid" switch controls whether the custom palette is enabled, and the interface includes display areas for current values, single colors, and built-in palettes.

i: Special Effects Tools:

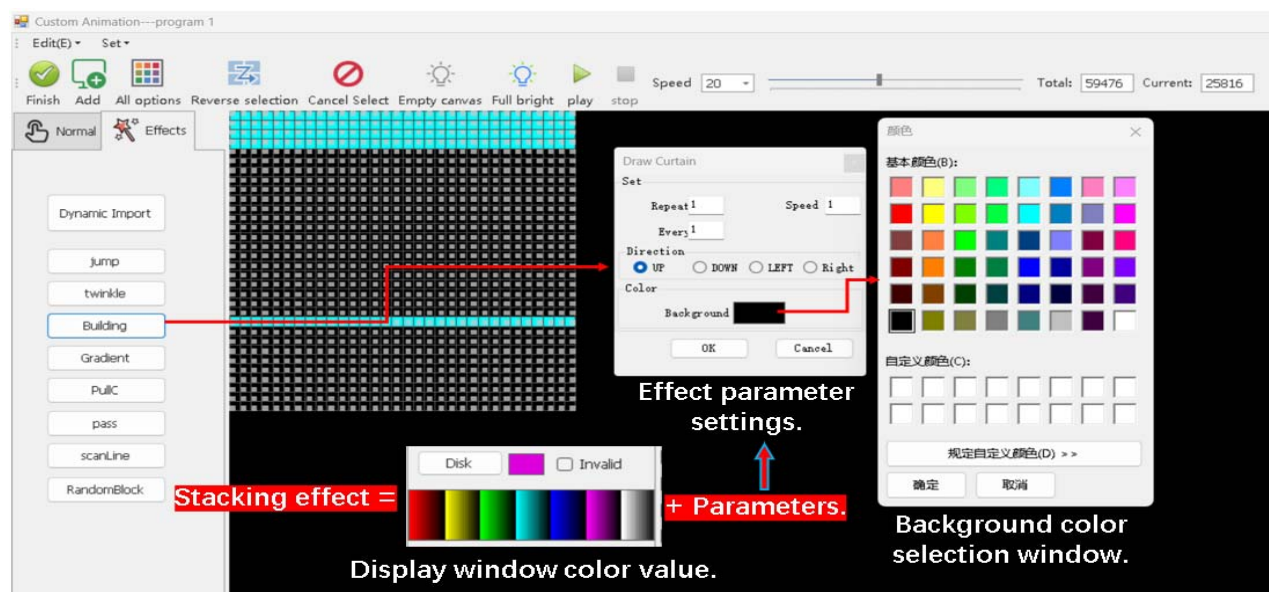
i-1: External Animation Import (This function requires selecting the grids to be assigned values.)



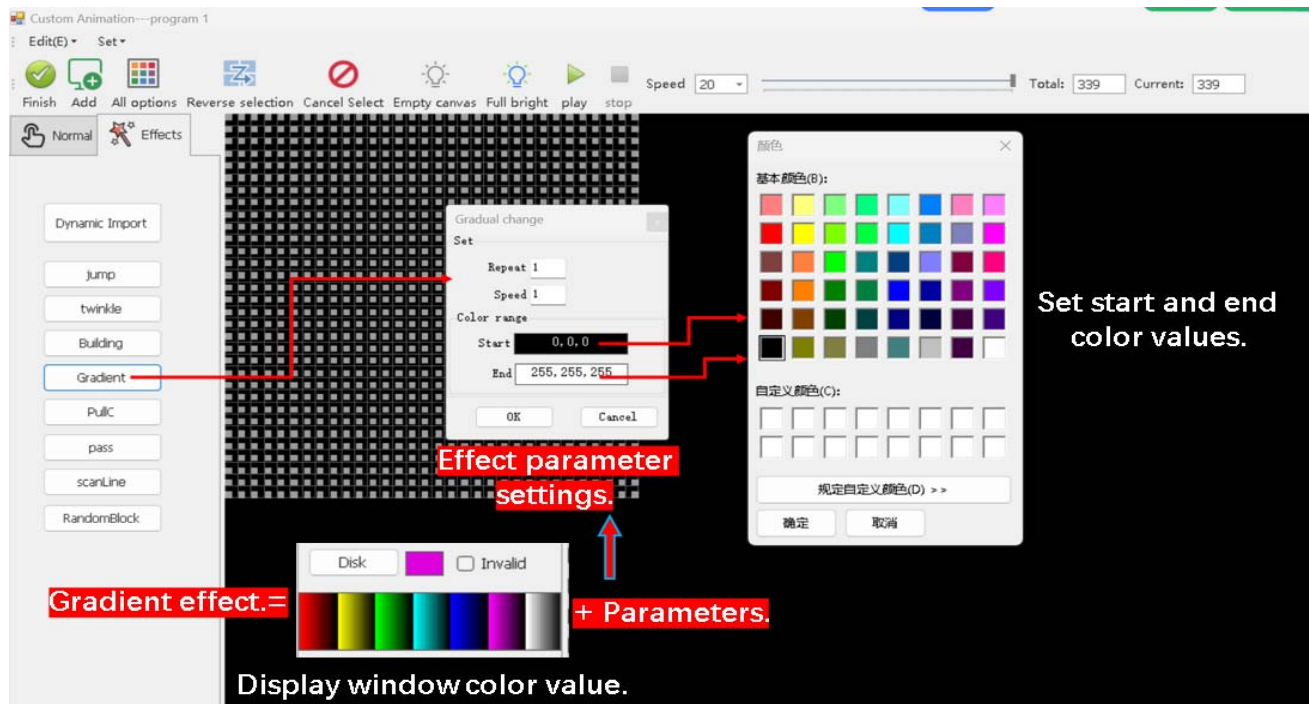
i-2: Jump/Flash/Shift (Create animation effects quickly based on the color palette.)



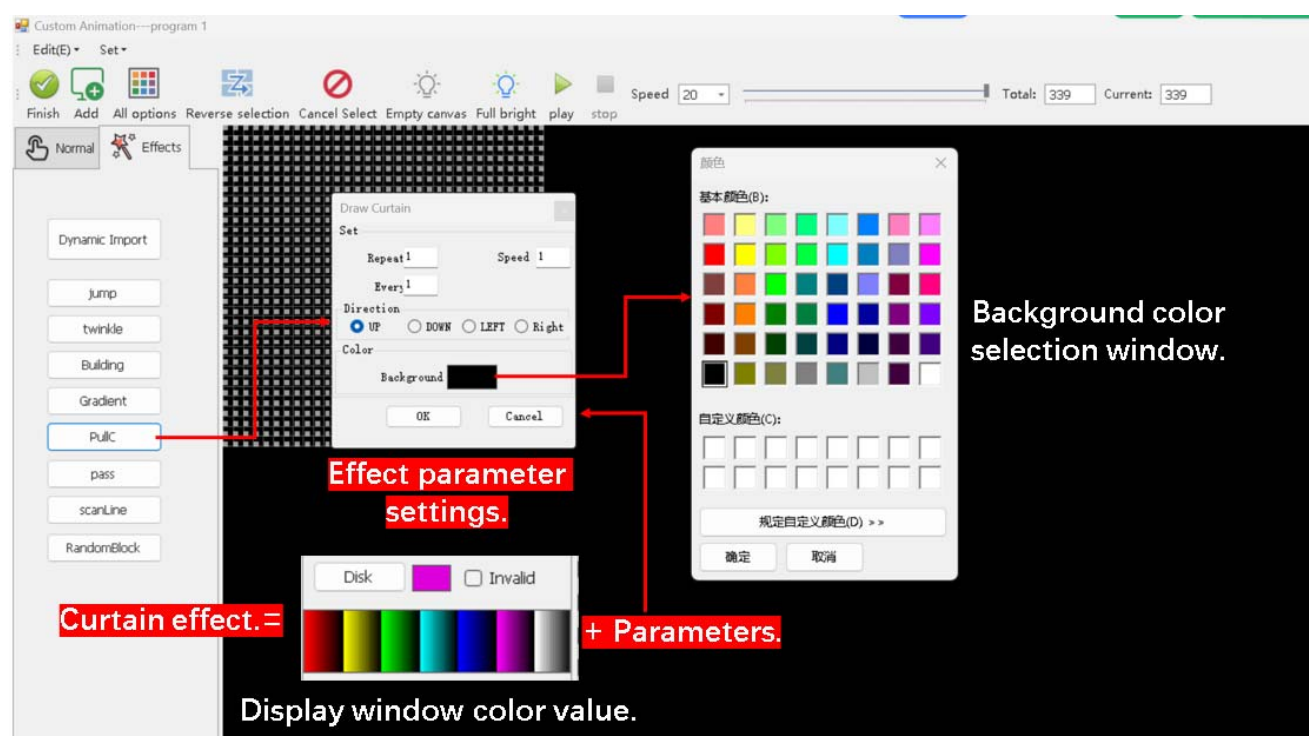
i-3: Building Blocks (Quickly create animation effects using a building-blocks approach.)



i-4: Gradient (Quickly create gradient animation effects after setting the start and end colors.)



i-5: Curtain Effect (Quickly create curtain animation effects based on the color palette.)



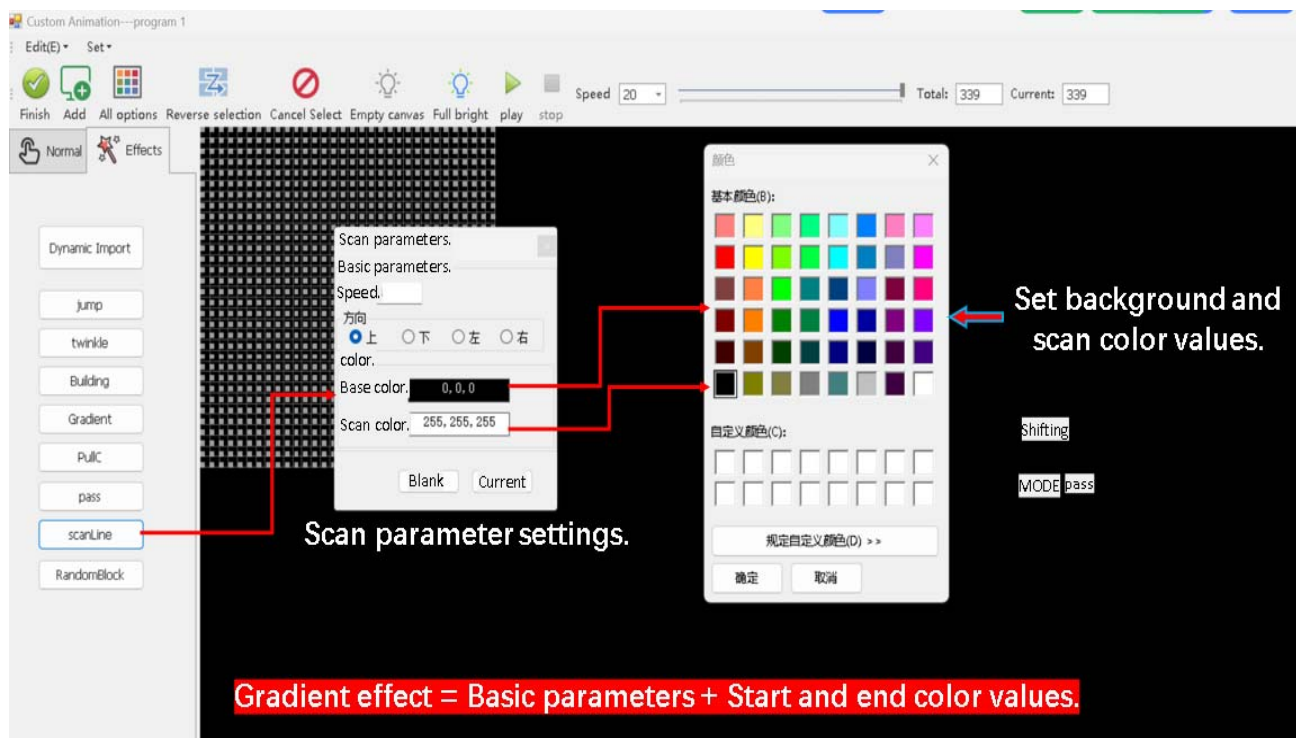
Gradient Function

In animation creation, select the "Gradient" effect, set the repeat times and speed, and choose the start and end colors from the color window to quickly generate a gradient animation for a colorful effect.

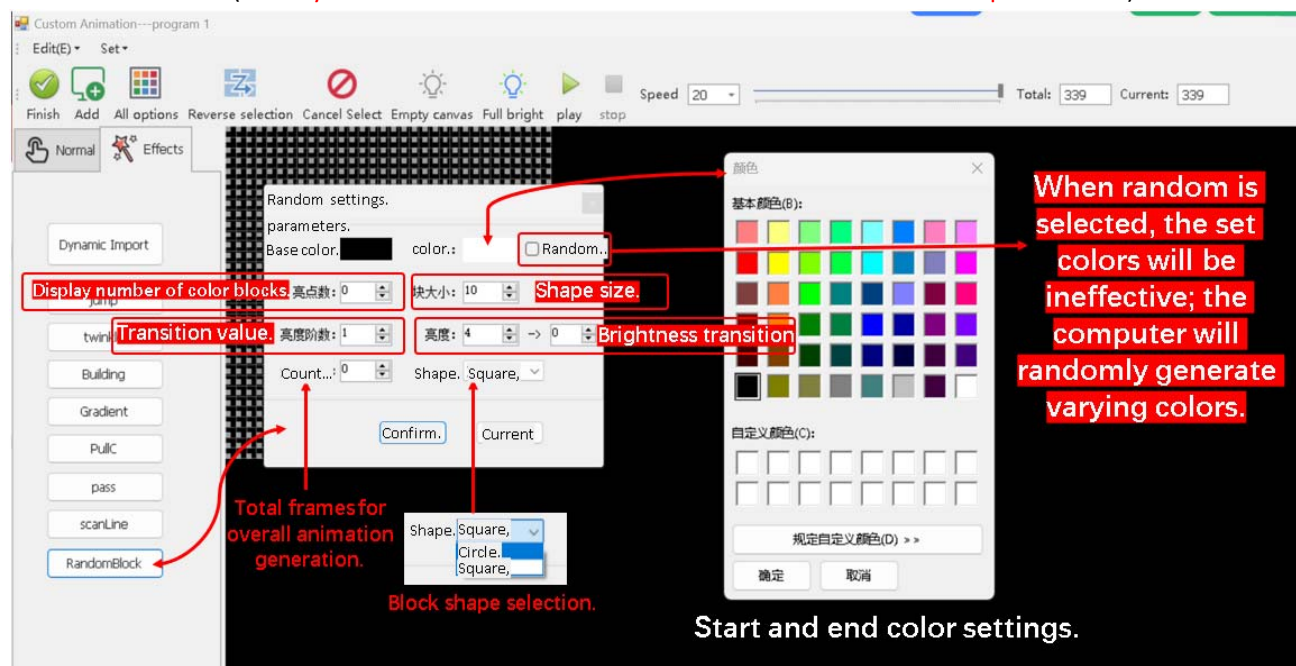
Curtain Effect

The "Curtain" effect in the "Special Effects" section allows you to set parameters like repeat times, choose the background color based on the current palette value, and simulate a curtain effect according to the settings for a novel animation display.

i-6: Scan Line (Quickly create animation effects with selected colors and set parameters.)



i-7: Random Blocks (Quickly create animation effects with selected colors and random parameters.)



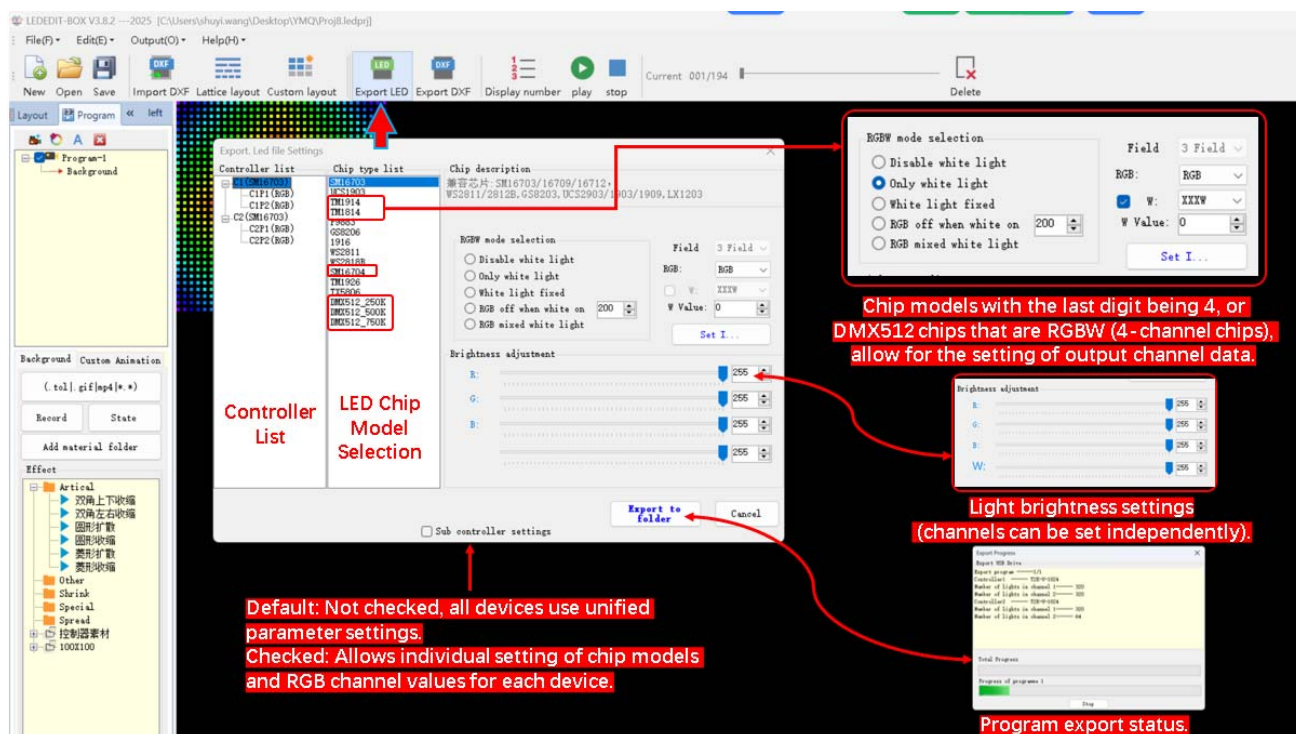
Scan Line Function

Select "Scan Line" in the "Special Effects" section, set background color, scan color, direction, and speed to quickly generate a scan line animation for dynamic effects.

Random Blocks Function

In the "Special Effects" section, choose "Random Blocks," set background and foreground colors, select whether blocks are random, and set random parameters to quickly create a random blocks animation for an interesting visual effect.

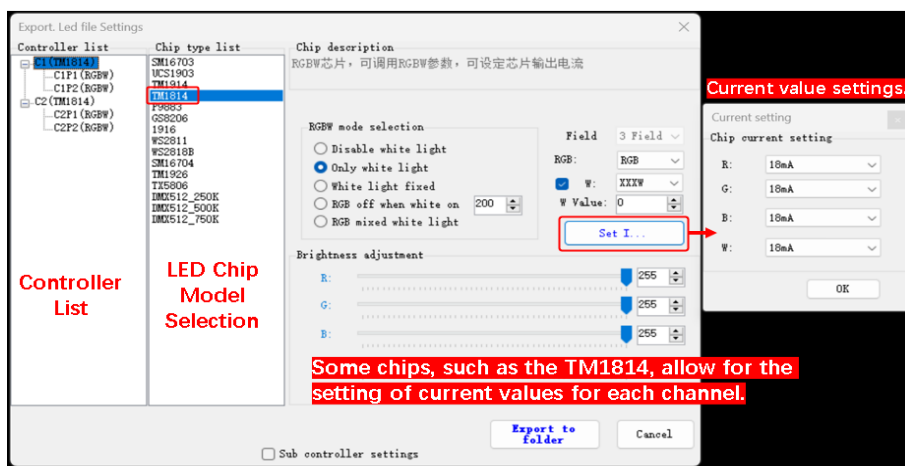
E: Program Export Parameter Settings



Introduction to Program Export Parameter Settings:

In the software editing system, after completing the effect and layout processing, accurately configure the program export parameters to generate the pattern effect program that the controller can read.

- Device and Chip Selection: Select the controller from the device list and specify the corresponding LED chip model (if the chip model ends with 4 or is a DMX512 chip, it supports RGBW four channels).
- RGBW Mode Selection: Choose from various modes such as RGB-only or white light-only, and set parameters like color order and channels according to your needs.
- Current Adjustment: If the chip model is TM1814, current adjustment is also available.



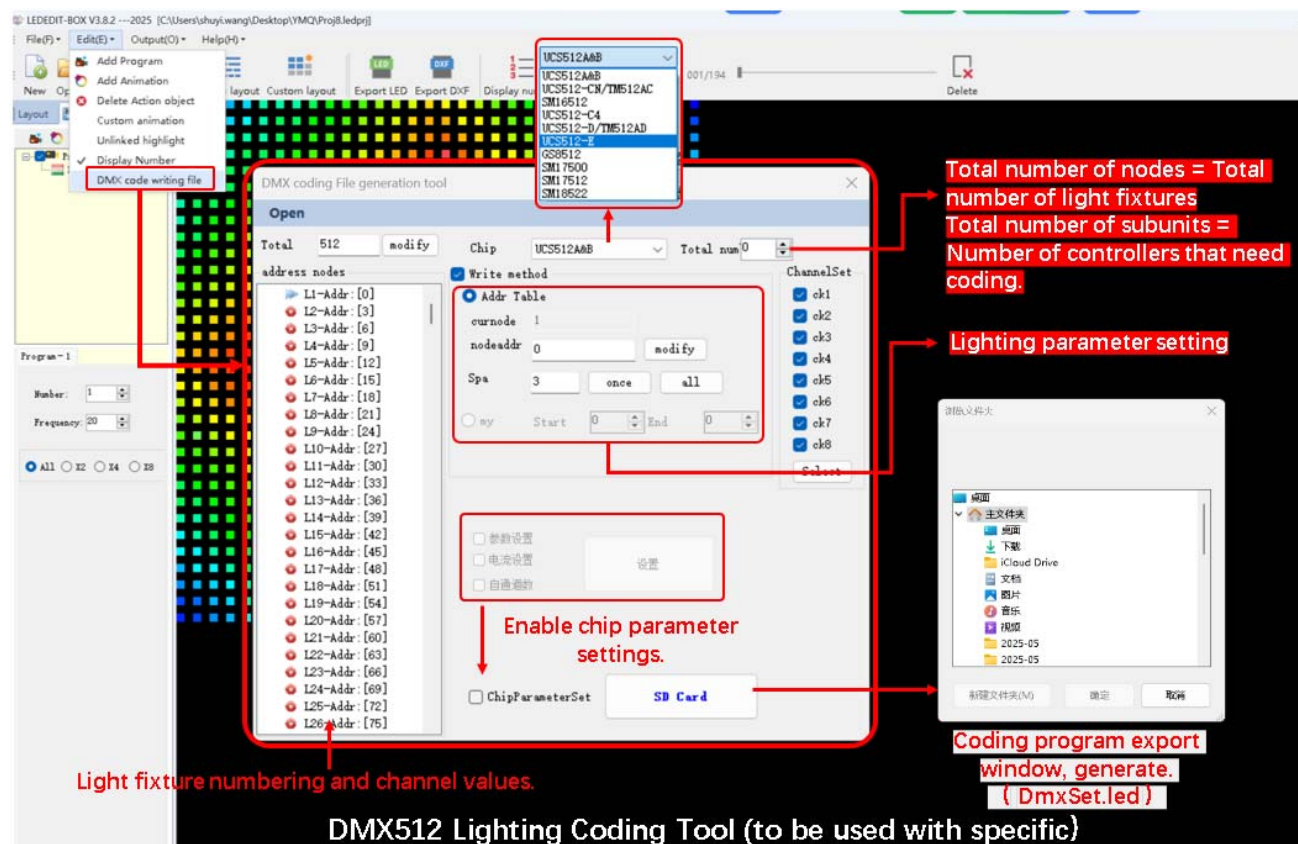
Brightness Adjustment: Set the brightness values for each channel (R-G-B-W) using the slider.

Sub-Controller Settings: By default, this option is unchecked, and all devices are set with uniform parameters. If checked, you can independently set the chip model and RGB channel values for each device.

Export LED Program: After completing the settings, click "Export to Directory" to automatically export the program (generating an LED program file that includes the set parameters).

F: Other Tools:

DMX512 Fixture Programming Tool (1)



Introduction to DMX512 Fixture Programming Tool

The DMX512 Fixture Programming Tool is used to configure and program DMX512 fixtures for specific controller models commonly used in the market.

- Basic Parameter Settings:

- "Total Nodes" corresponds to the total number of fixtures.
- "Total Sub-controllers" refers to the number of controllers that need to be programmed.
- You can modify the total number of nodes, select the chip model (e.g., UCS512AMB), and set the number of **sub-controllers as needed.**

- Programming Mode Selection:

- In "Current Node" mode, you can set the current node number, address, and channel interval, and choose to increment by one or all.
- "From Channel" mode allows you to set the start and end channels.

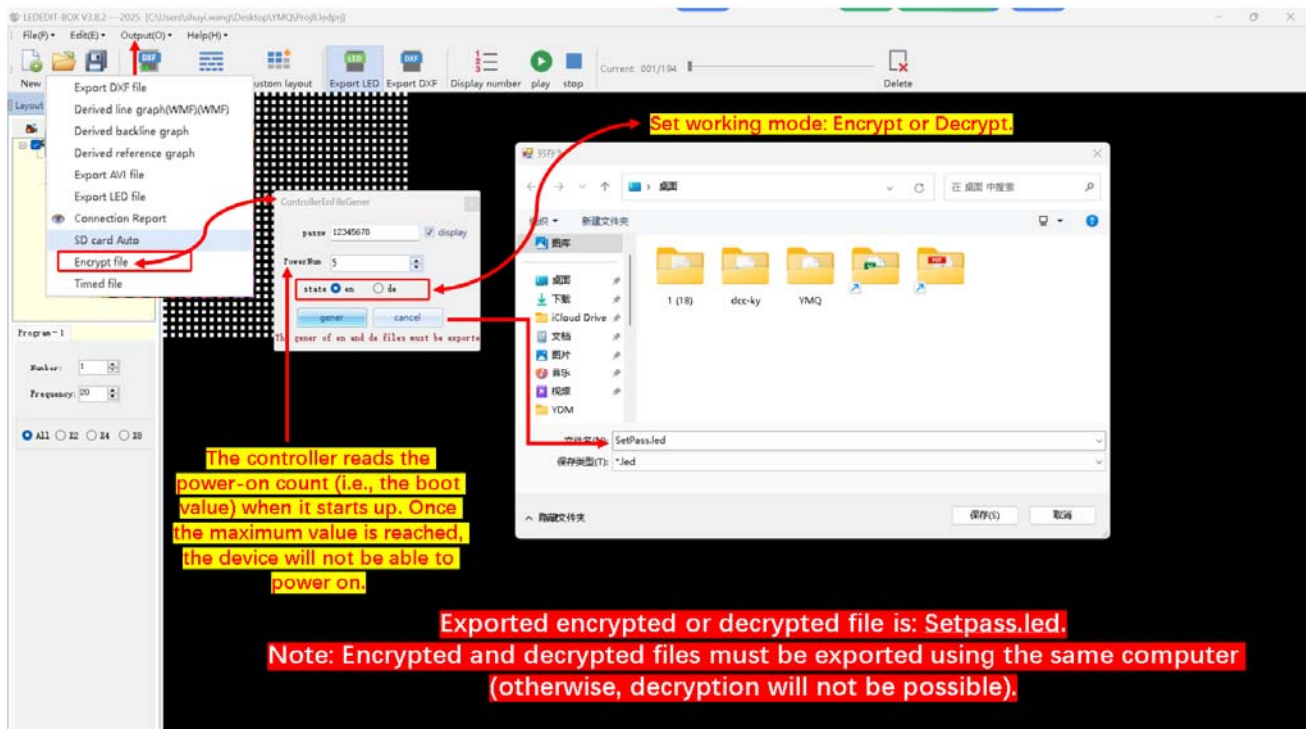
- Parameter Settings:

- You can enable "Parameter Settings," "Current Settings," and "Voltage Parameters" to adjust chip-related parameters.
- You can also enable "Chip Parameter Settings."

- Fixture Parameter Preview and File Generation:

- The "Write Address Node List" on the left allows you to preview the fixture numbers and channel values.
- After completing the settings, click "Generate SD Card File." In the pop-up window, select the path to save the programming file (DmxSet.led) for fixture programming.

Program Batch Copy to USB Drive or SD Card Tool



Introduction to Program Batch Copy to USB Drive or SD Card Tool

This tool enables batch copying of programs to a USB drive or SD card. The operation steps are as follows:

Select Program Storage Location: Click on the "SD Card Download Tool" and locate the storage path where the programs to be copied are stored in the pop-up window.

Select Programs: Choose the program files that need to be copied.

Insert Storage Device: Insert the USB drive or SD card into the computer, and the software will automatically start the copying process.

Additionally, the tool provides three pre-processing options:

"Clear Existing Data on Card Before Copying" can remove existing files on the card.

"Format Current SD Card Before Copying" can format the SD card (default format is FAT).

"Automatically Select Next Program in List" will automatically highlight the next program in the list when an SD card is replaced.

Note: A prompt will appear when the copying is complete. Close this tool when checking the files on the SD card.

Controller Encryption or Decryption File Generation Tool



Introduction to the Controller Encryption or Decryption File Generation Tool

In LED lighting projects, to ensure timely payment of project funds, the contractor encrypts the usage count of the control devices and sets an upper limit on the number of uses. When the device's usage count reaches the preset limit, the device will automatically stop running until the client has settled the project payment.

Purpose of the Function:

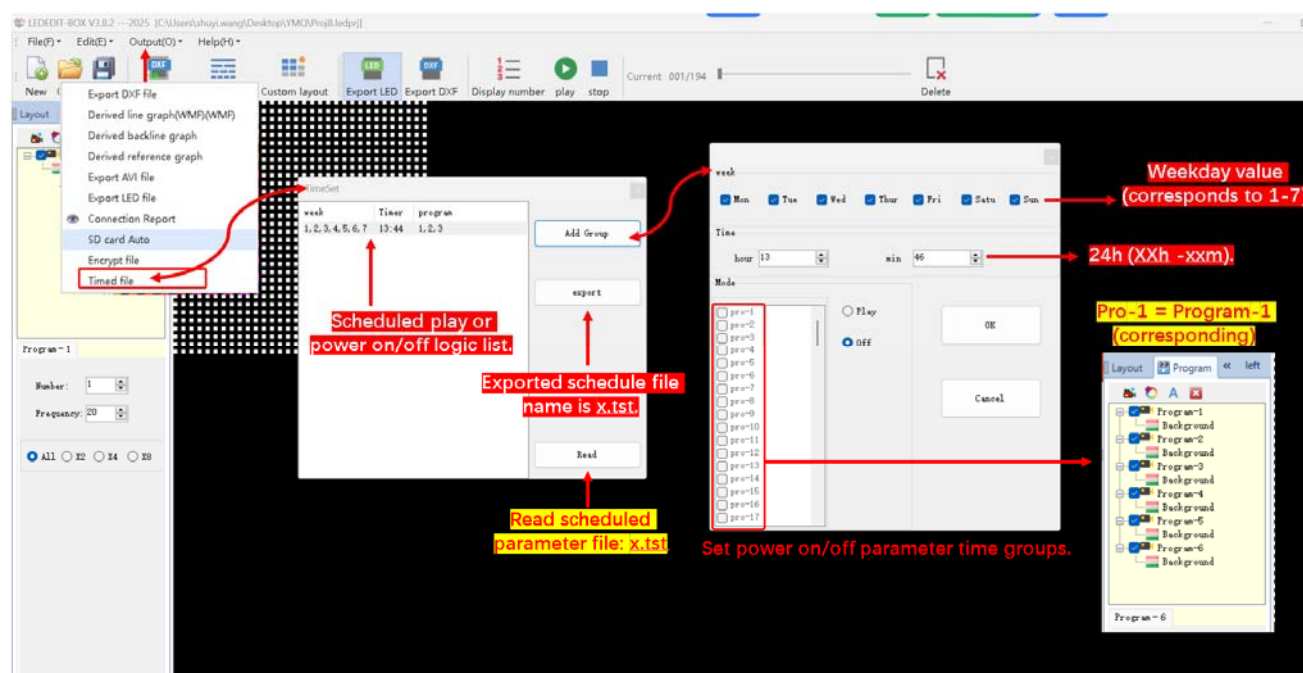
1. Ensure Cash Flow: By controlling the device usage count, it ensures that the client pays the project funds on time, thereby safeguarding the contractor's liquidity and financial security.
2. Risk Control: Reduces financial risks associated with delayed payments by the client, ensuring the smooth progress of the project and protecting the contractor's interests.
3. Contract Compliance: Ensures that the client adheres to the contract terms and fulfills their payment obligations on time, maintaining the sanctity of the contract and the rights of both parties.
4. Encourage Timely Payment: Provides a clear payment deadline for the client, encouraging them to pay on time to avoid device shutdowns that could impact normal operations.

Usage Steps:

1. Select "Generate Controller Encryption File."
2. In the pop-up window, set the operation mode to "Encrypt" or "Decrypt."
3. Enter the password and set the controller startup count (the number of startups). The device will not start after reaching the maximum value.
4. After setting, click "Generate," and in the "Save As" window, choose a path to save the file (the file name is SetPass.led).

Note: The encryption and decryption files must be exported on the same computer; otherwise, decryption will not be possible.

Controller Scheduled Playback and On/Off Time File Generation Tool



The main functions of the Controller Scheduled Playback and On/Off Time File Generation Tool are as follows:

- Scheduled Playback Settings: Users can set specific days of the week and exact times to control LED playback or power on/off. (For example, turn on the device at 18:30 on Monday and turn it off at 21:30.)
- Export Scheduled File: After setting up the scheduled tasks, you can export them as a file named X.tst. This file is used for the controller's scheduled playback or on/off logic.
- Time Group Settings: The tool provides an interface for users to select days of the week and specific times, as well as choose the playback content or shutdown mode.

This tool allows users to easily set the playback logic and on/off times for devices through a graphical interface, thereby enhancing the level of automation in device management.

When using it, simply place this file on a USB drive and insert it into the controller (after powering on), and the device will automatically read it. After completion, you can remove the USB drive.