



**TV Liquidator**  
U.S. Distributor of LED Signs

REV. JUN 2020

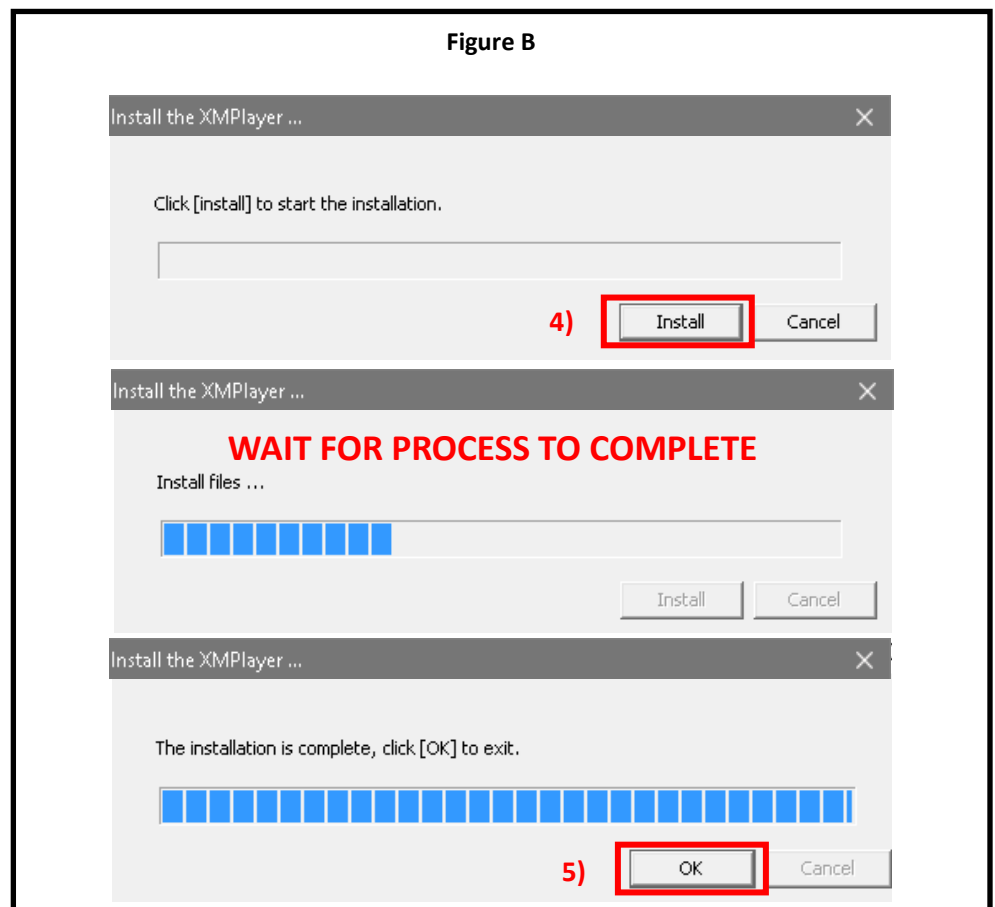
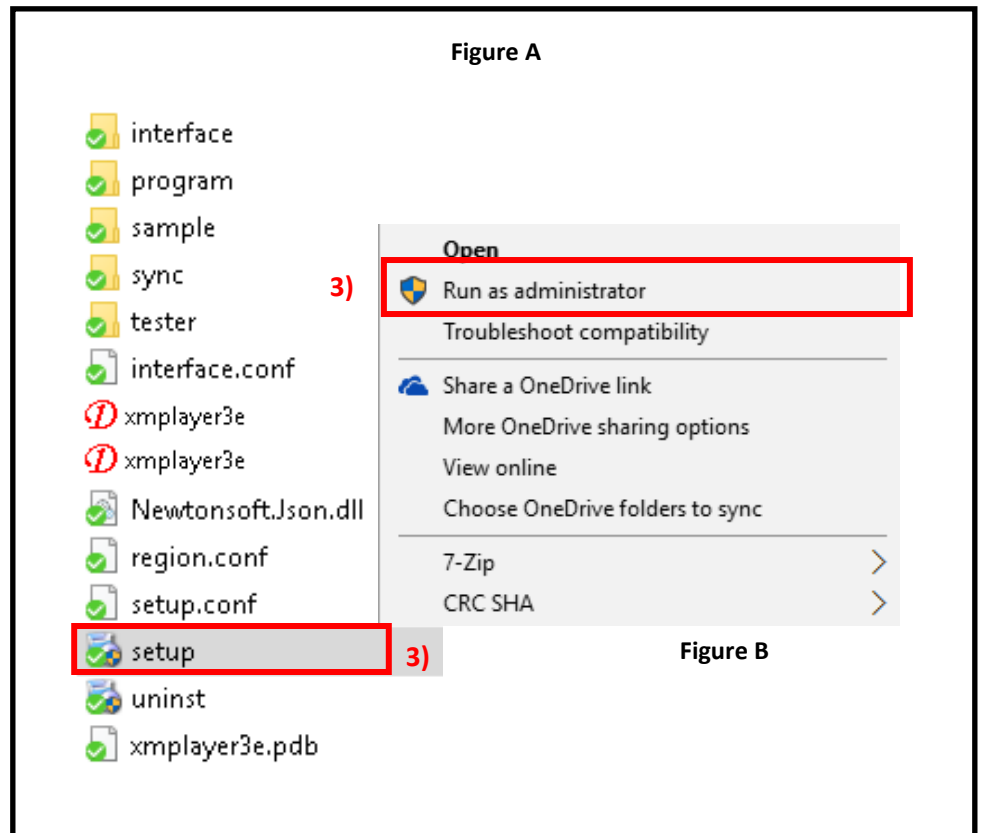
# ***XM-PLAYER EXPRESS MANUAL***

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- 1) Locate the Xm Player-Express 2014 File Folder.
- 2) Open the Xm Player Folder and locate the **Setup** file. (Figure A.)
- 3) Right-Click the **Setup** file and click **Run as Administrator** (Figure A.)
- 4) The install prompt will open. click **INSTALL**. (Figure B)
- 5) Once the installation is complete click **OK**. The install prompt will close



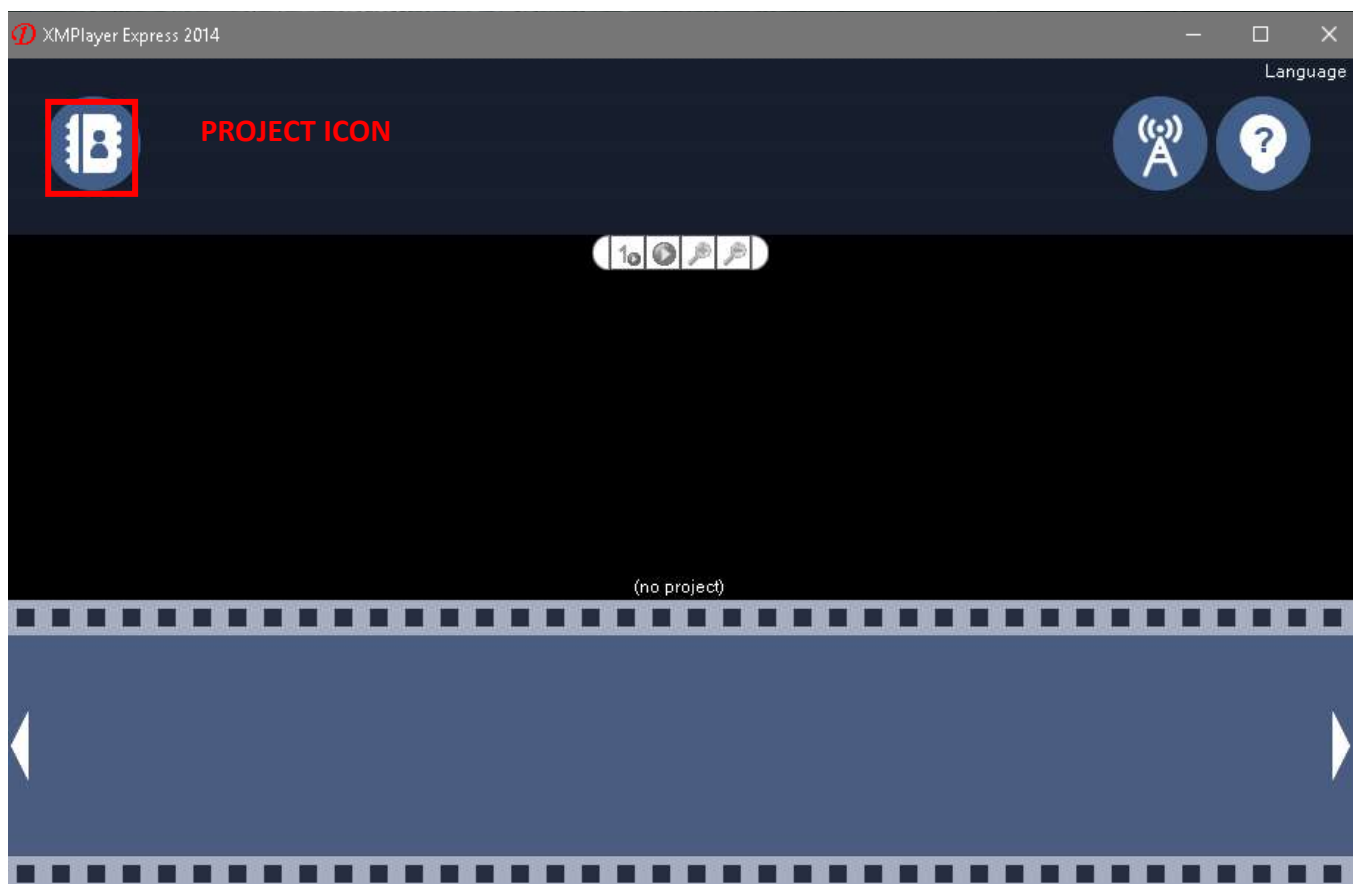
# CREATING A PROJECT

XmPlayer Express 2014 allows you to send content to your Electronic Message Board. To do this, a project must be created. One project can house any number of slides. The message Board will transition from slide to slide automatically once the project is synchronized with the Message board.

1) To open the XmPlayer Express 2014 Software. Double Click the Icon now present on your desktop.



2) Once the software is open, you will be presented with the Graphical Interface. Click the **Project Icon** to reach the Project Menu



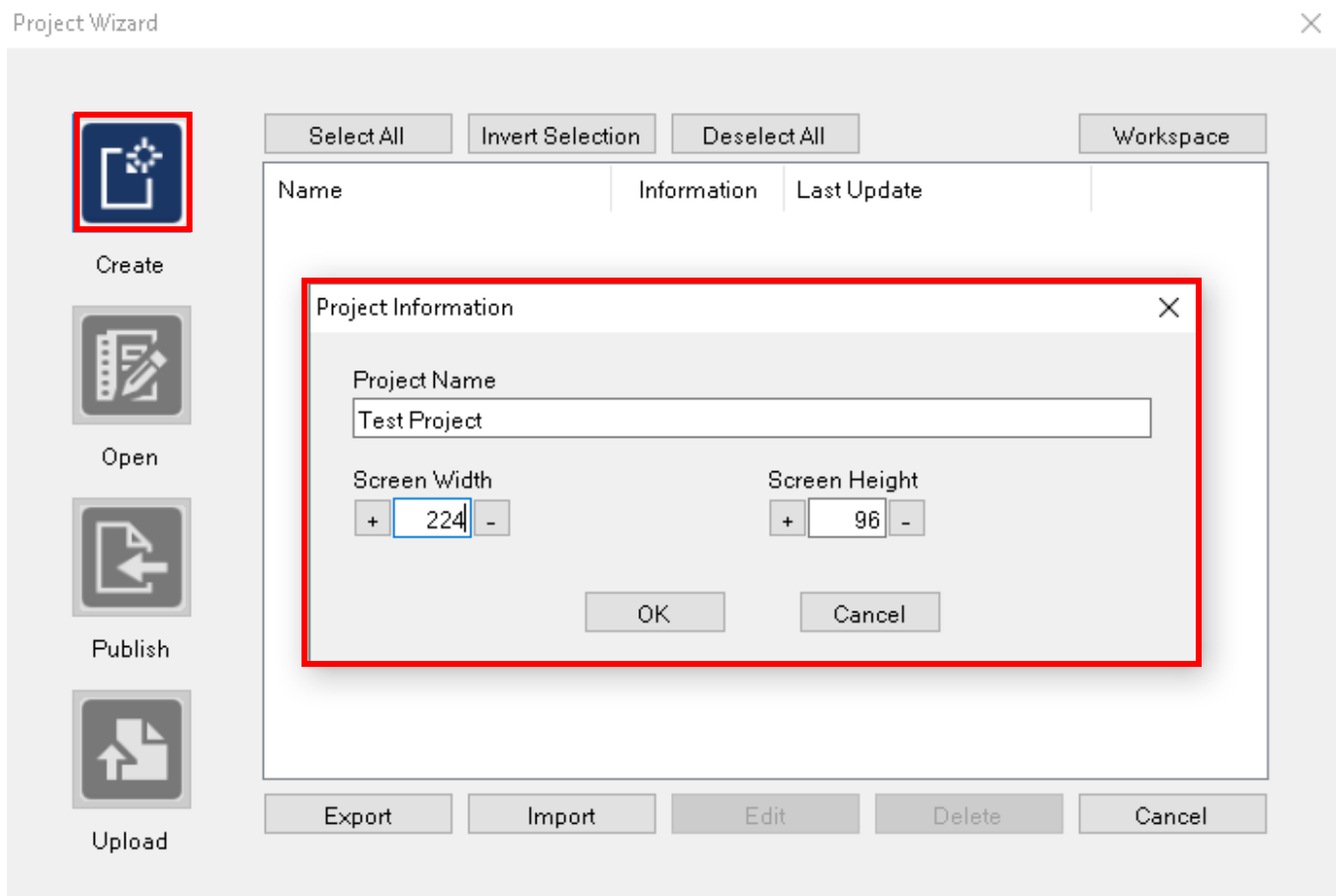
3) Now that the Project Wizard is open, there will be various options to choose from. For this section, we will focus on creating a project.

Click **Create**.

4) The project information screen will appear. Fill in the Project Name and screen pixel dimensions (screen pixel dimensions can be found on your installation guide-book and are unique to your sign)

\*Note: Screen pixel dimension is not the same as physical size dimension.

5) Once the fields have been filled in, click **OK**. You will be taken back to the main screen, now with additional functions available.



Project Wizard

Select All Invert Selection Deselect All Workspace

Name Information Last Update

Create

Open

Publish

Upload

Project Information

Project Name  
Test Project

Screen Width  
+ 224 -

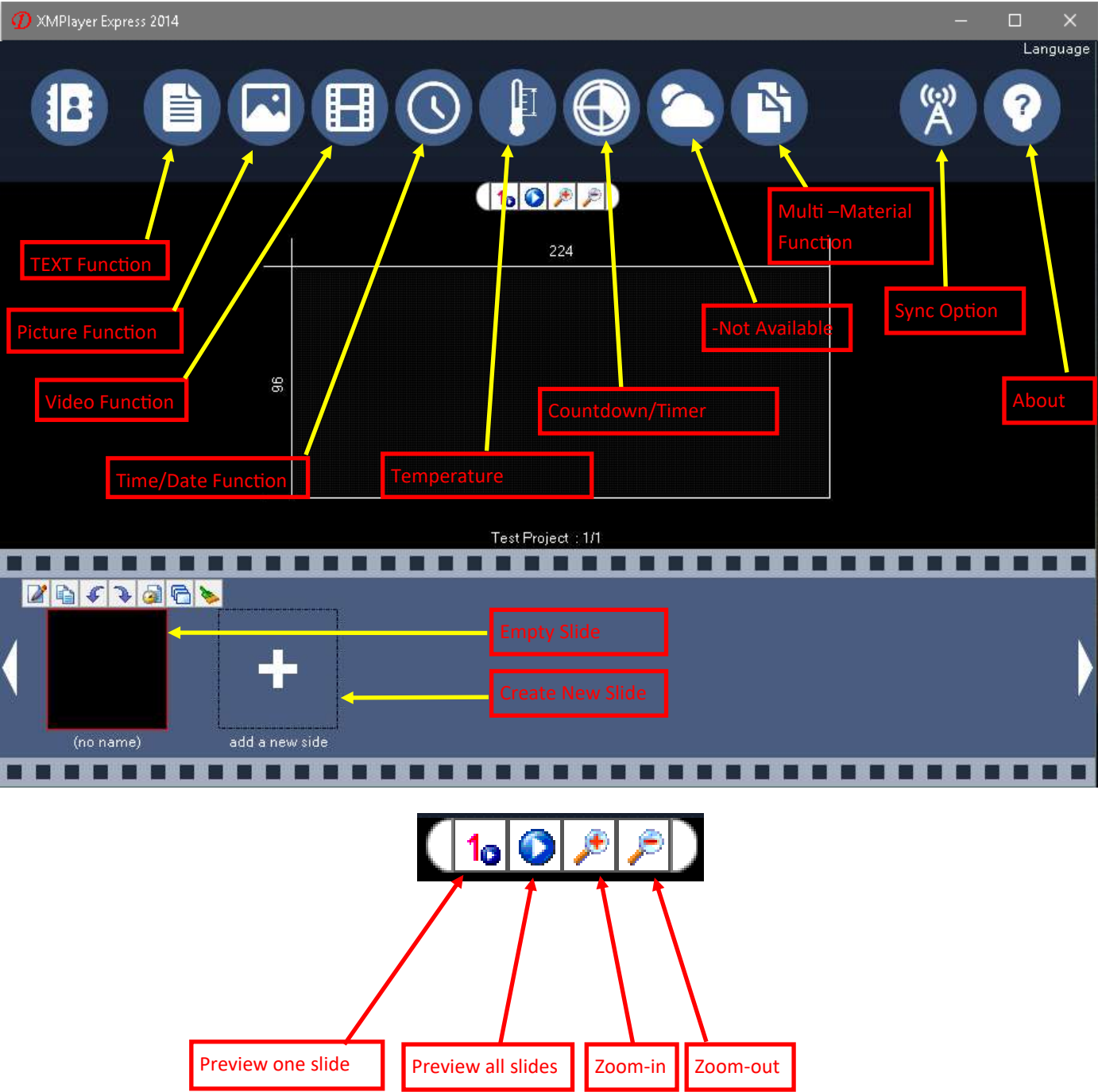
Screen Height  
+ 96 -

OK Cancel

Export Import Edit Delete Cancel

Once a project is created it will, by default, add one blank slide (no name) on the bottom of the screen. Once the blank slide is selected, several icons will appear allowing you to add multiple types of content to your project/slide.

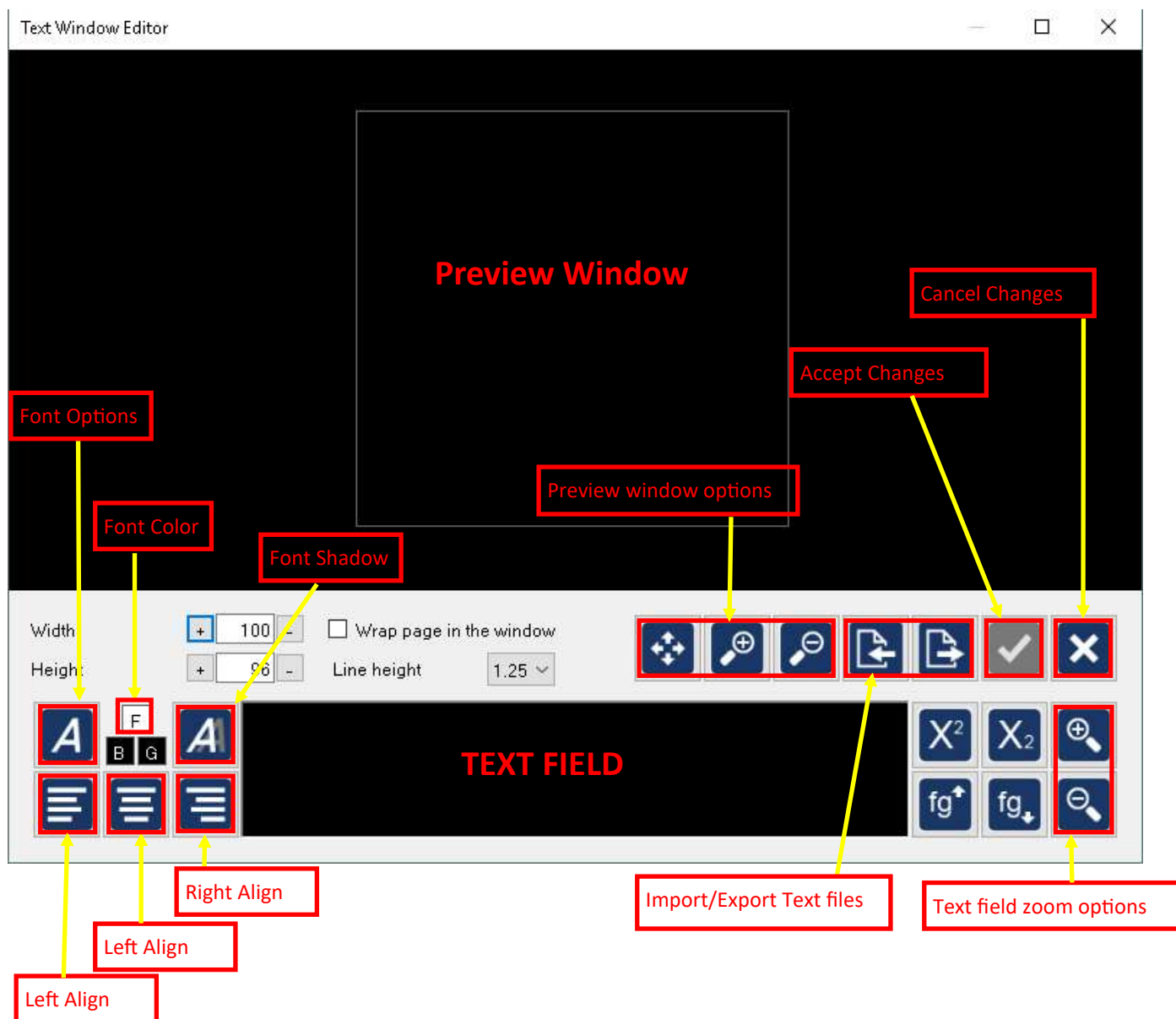
Here is a breakdown of that they are.



# ADDING TEXT

We will begin by adding a simple text message to your Project.

- 1) Click the **Empty Slide** to select it.
- 2) Click the **Text** option to bring up the Text Editor.
- 3) In the text field, type your message. Typing one word per Text Window will allow for greater adjustability.



# ADDING TEXT

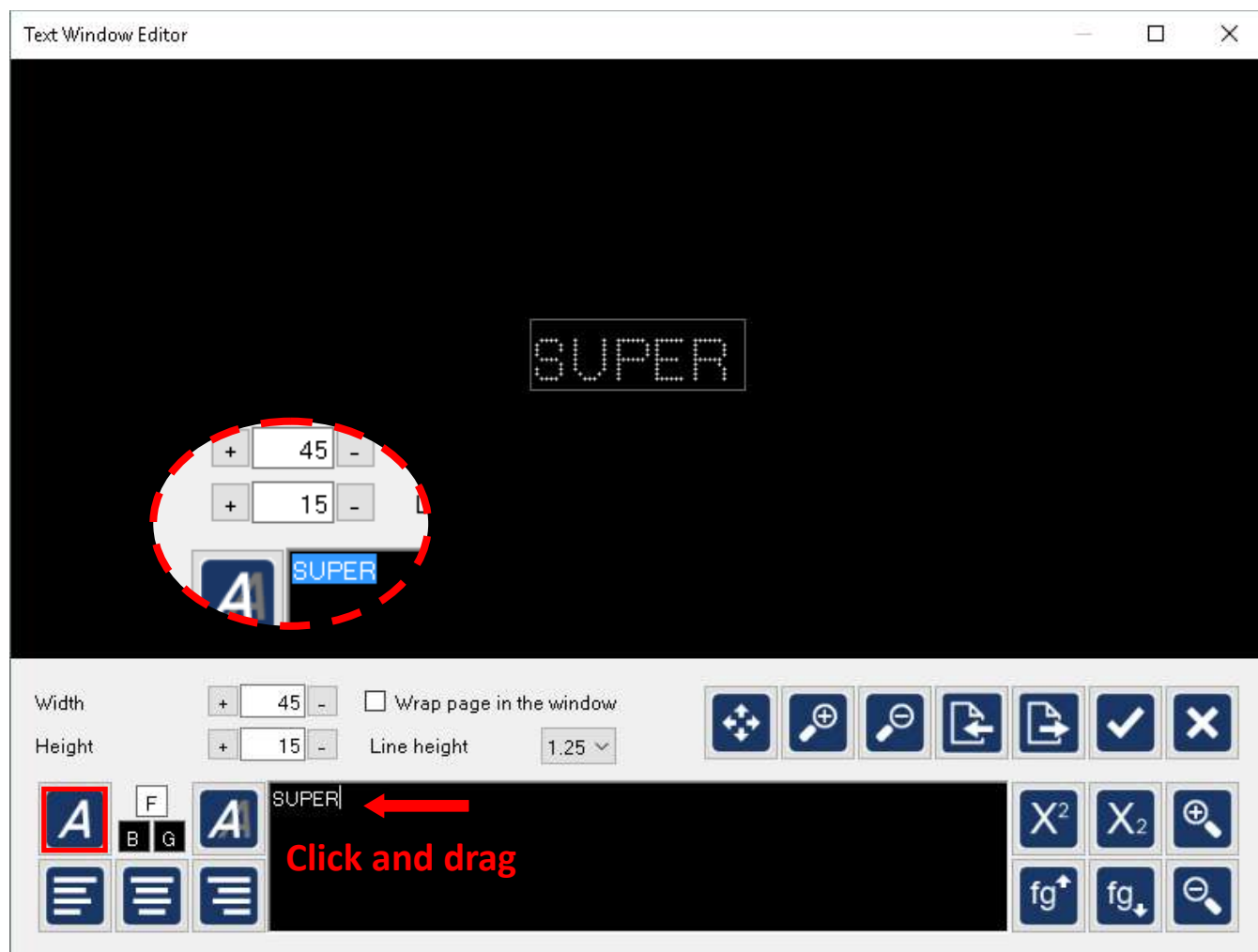
We will begin by adding a simple text message to your Project.

3) In the text field, type your message.

4) For this example, only 1 word will be used per Editor Window.

Type "SUPER" in capital letters.

5) After typing your first word, click and drag over the text to highlight it. (To change font color or options, highlight the desired text. Once the text is selected, it will have a blue shadow over it. Now Click the Font options icon. The font options screen will appear.

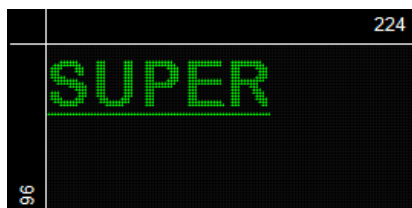
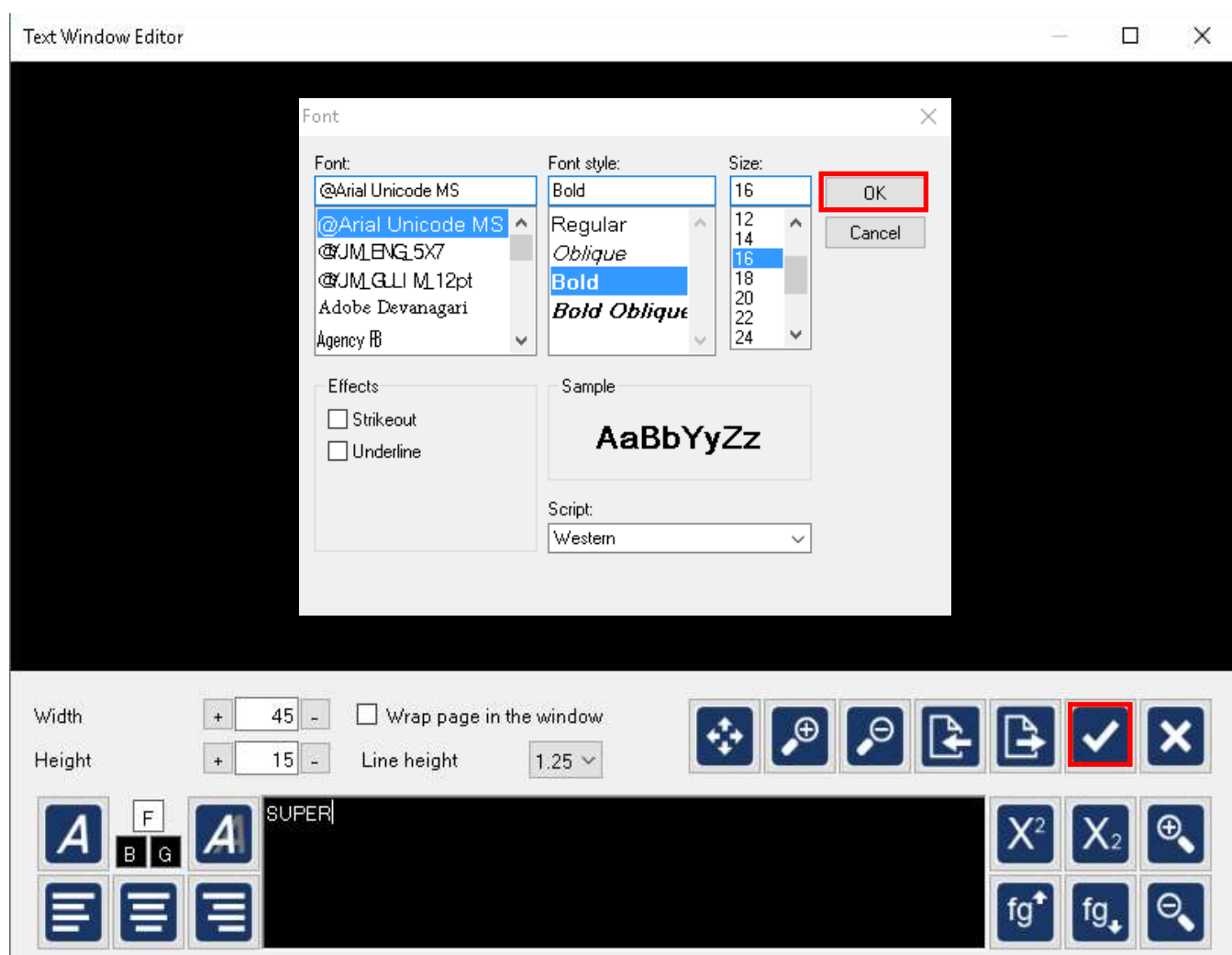




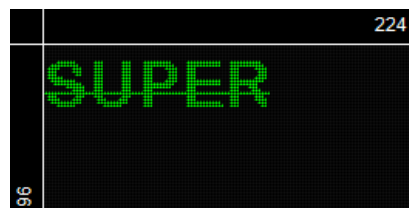
6) With the **Font Option** screen open, select the desired Font, font style, and font size. Here you can also add two effects. Underline effect and strike out effect. Any options chosen here will only affect the text that has been selected. Once you have made your selection click Ok to exit, otherwise click cancel to leave the text unchanged.

7) Once you click OK, you will return to the Text Window Editor. You will notice that any changes to your text have now been applied.

8) Click the ✓ to accept the changes to your text file.



Example of  
"Underline"  
Text effect



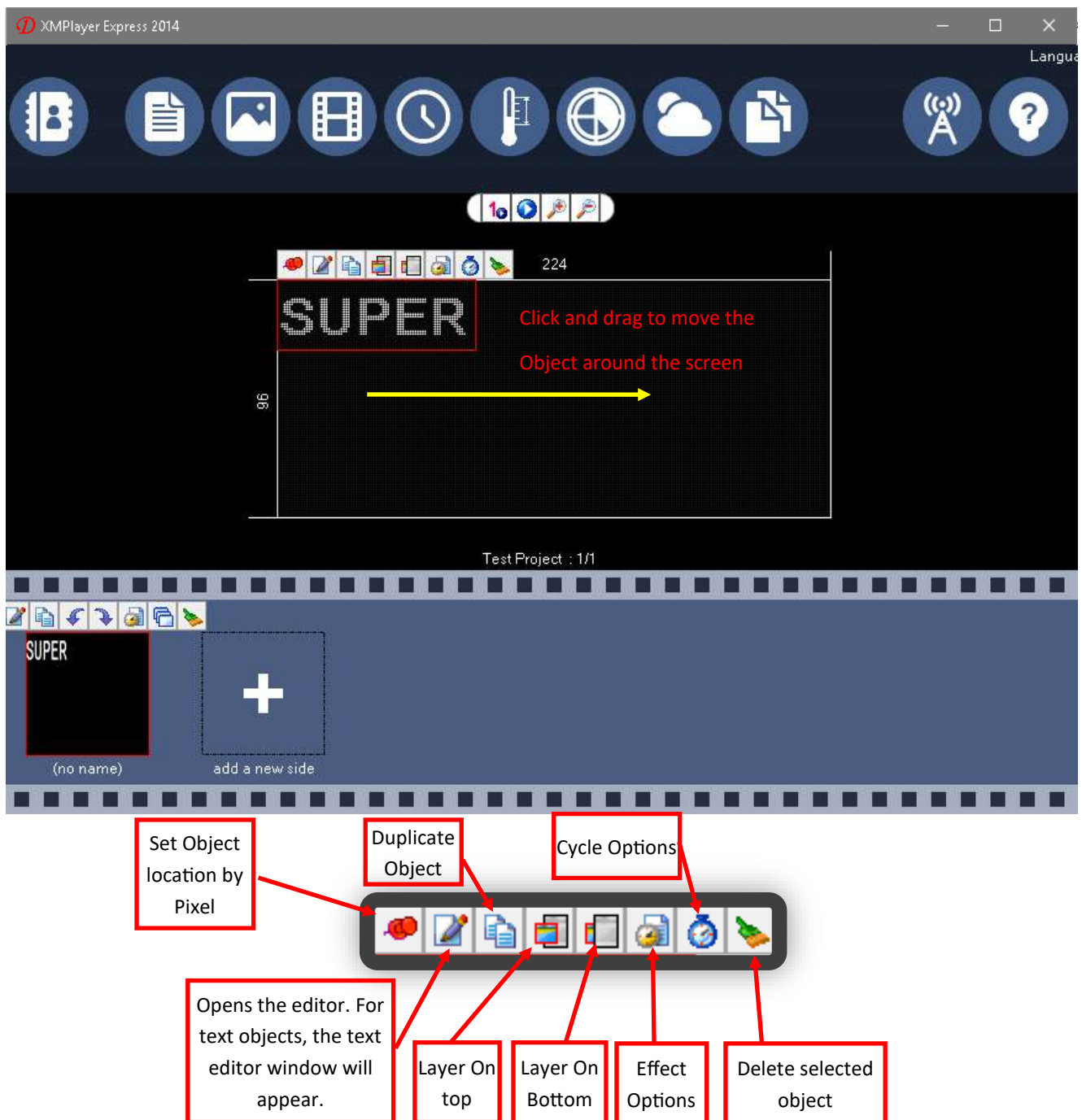
Example of  
"STRIKEOUT"  
Text effect

The main screen will appear. The text surrounded by a RED thin border will now be visible in the preview window. The red border means the object is selected. Any selected object can be moved around the screen to customize your message.

The selected object will also contain a Quick Menu above it.

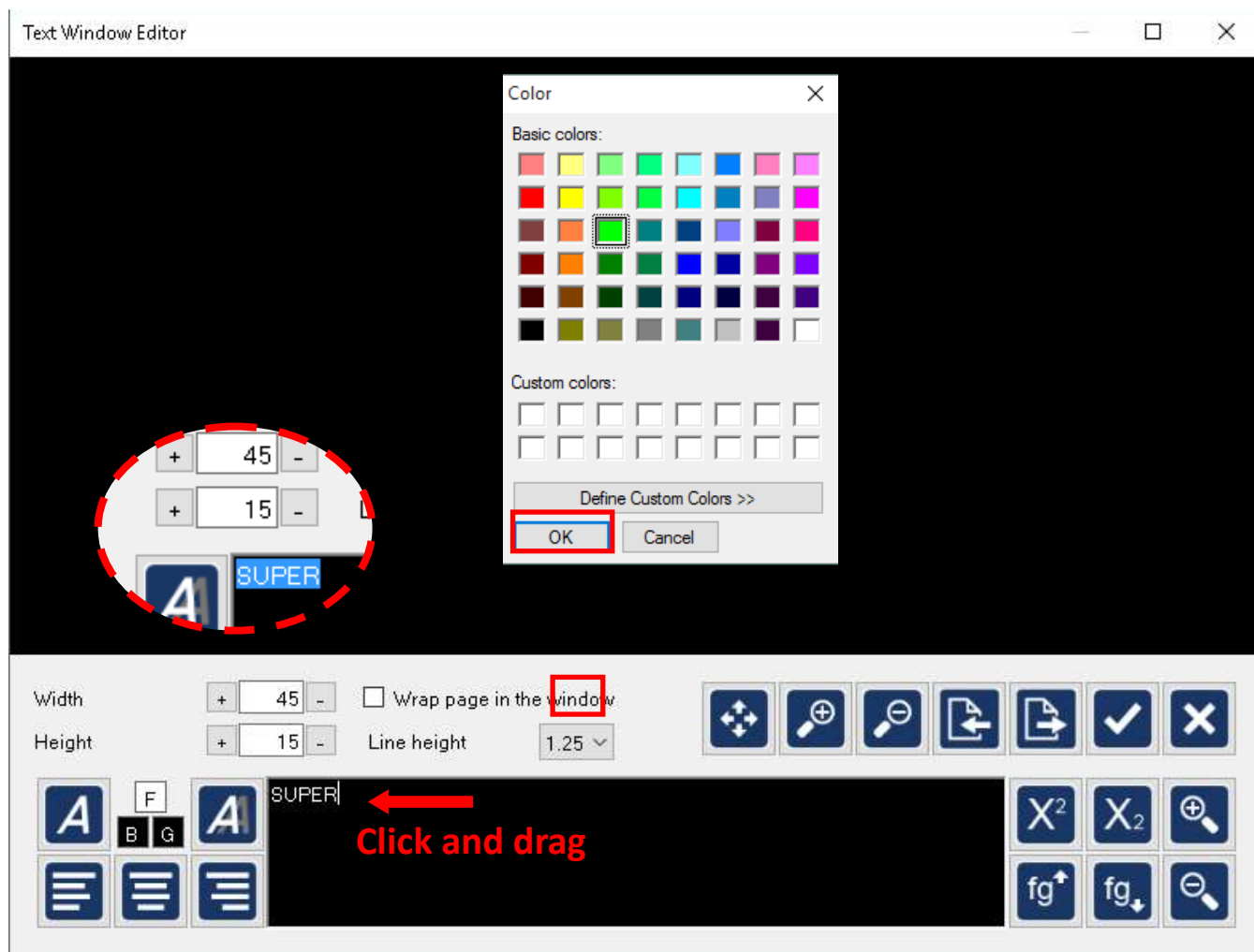
See the figure below.

9) Double-Click the selected text (object) to open up the Text Window Editor for that object.



10) Highlight your text, and click the F-font color option. A color selector will appear. Select the desired color and click **OK**.

11) Your new font color will be reflected on the preview window and the text window. Click the ✓ to save your changes and return to the main screen. You will be returned to the main preview window, and your message will now be in the desired color.

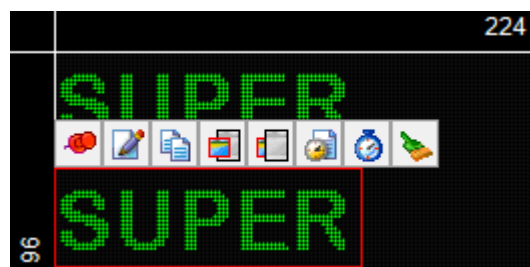
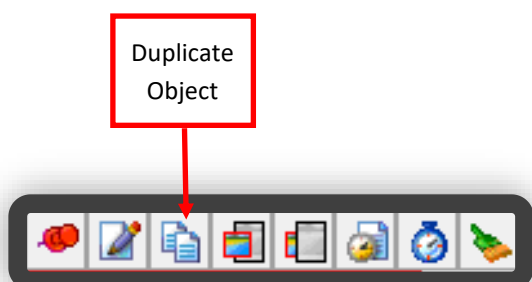
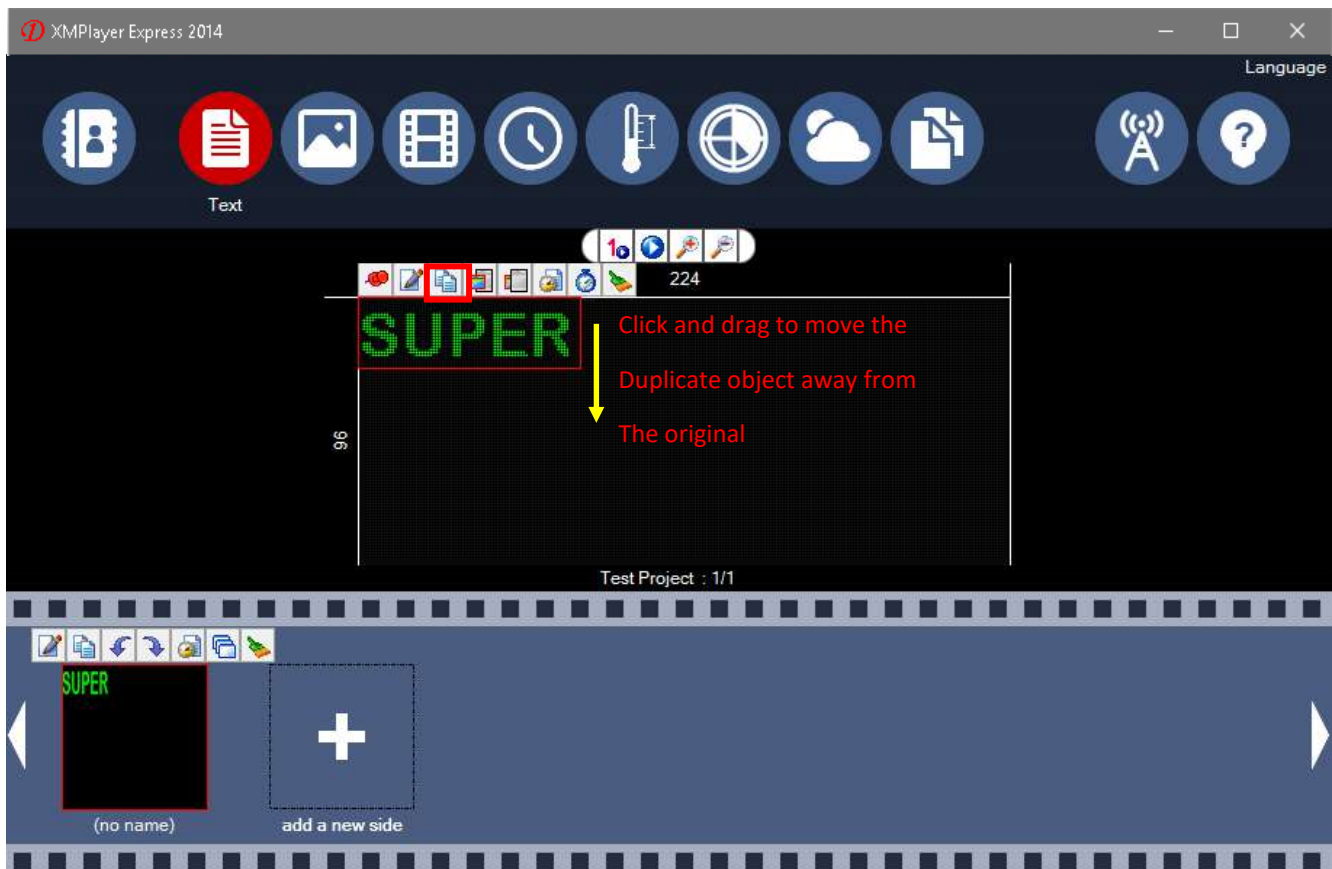


We have now set the font options for the first word of our message. To continue adding text to your message you would have to perform all those steps again. Word for word.

A way around that is to just duplicate the first word (first object) and only edit the text, with the same text options already set.

To do this:

- 1) With your first object selected (red border) look to the quick menu above it. Click the Duplicate function.
- 2) Everything will look the same but now you will have a duplicate layer hidden underneath the original. To separate these objects click and drag the top layer away. (See the figure below.)
- 3) Once the objects have been separated, double click inside the selected object. This will bring up the text window editor.



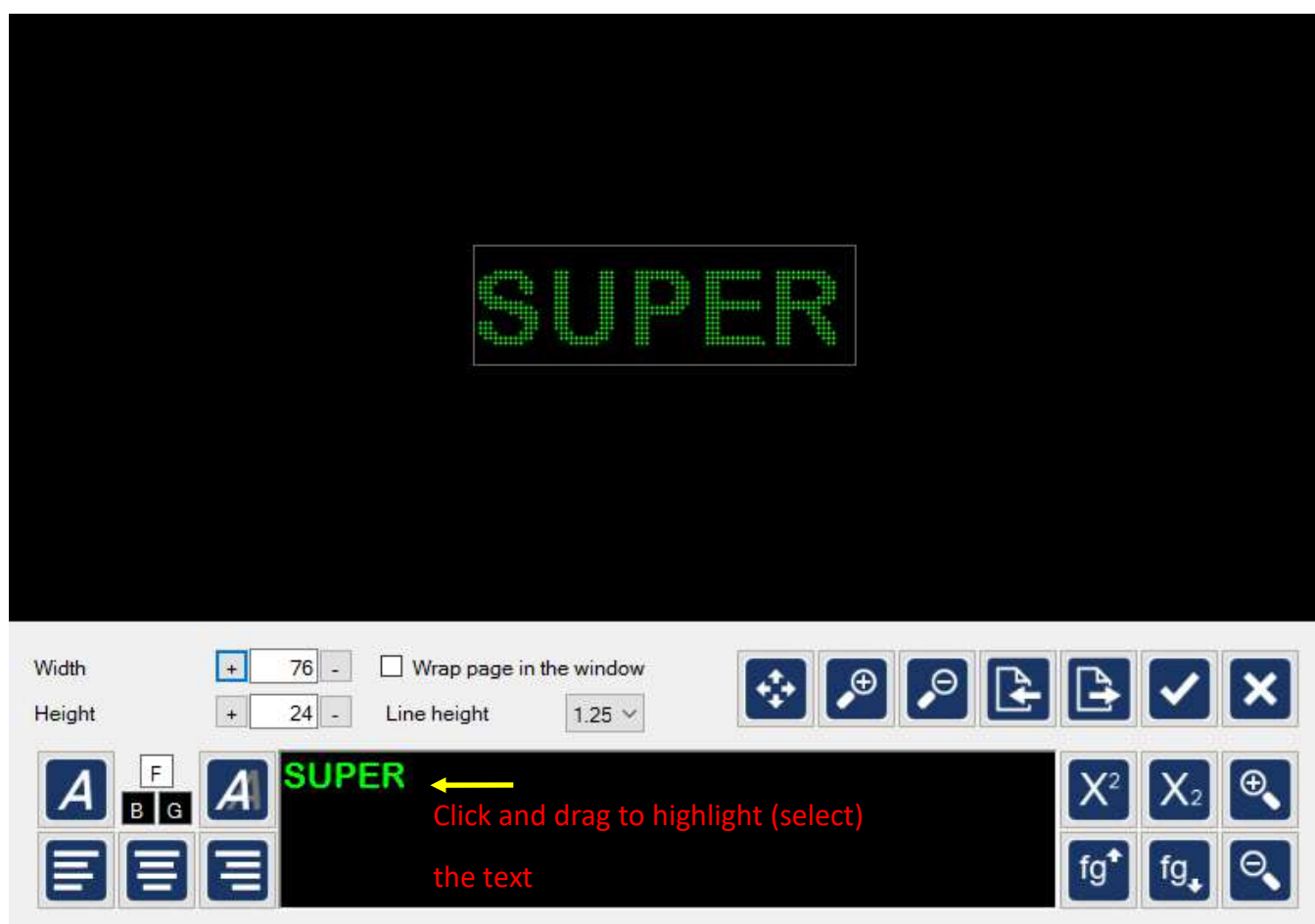
This Figure shows what the two messages will look like once they have been separated.

Once the Text Window Editor appears we will replace the word “SUPER” with “SAVER”.

4) Click and drag with your cursor to select the word SUPER. Once it is shadowed, press the delete or backspace key on your keyboard.

5) Type “SAVER” in capital letters.

6) Click on the ✓ to save your changes, and return to the main screen.



In the main screen you will now see both of your text objects. One will say SUPER, the other should now say SAVER.

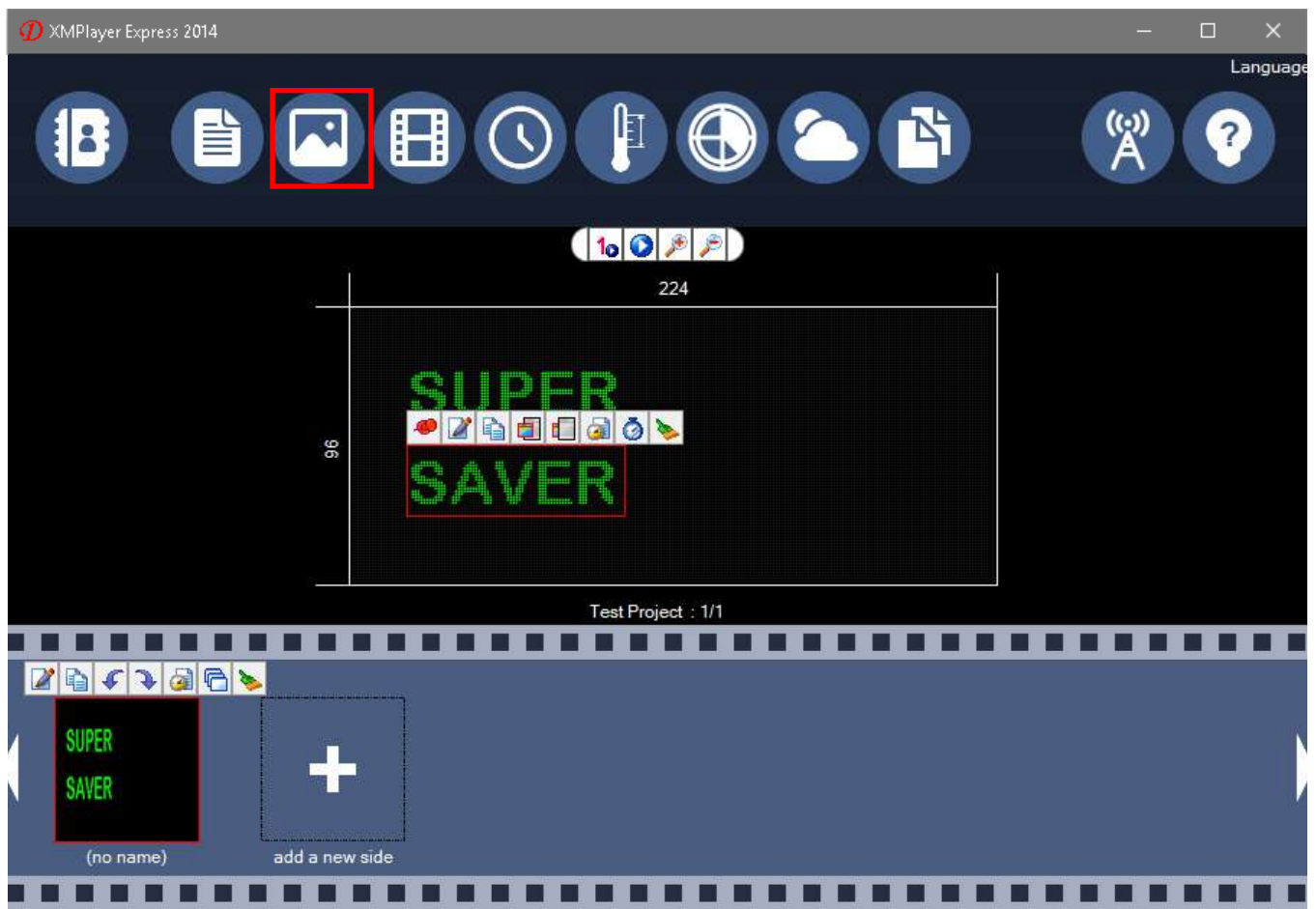
Arrange both objects to your liking. We will be adding an image to go along with our text.

For this example, I have used a picture that says “Deals”.

You can use any other picture available to go along with this section.

Once your message is arranged as shown in the figure below:

1)Click the PICTURE icon.



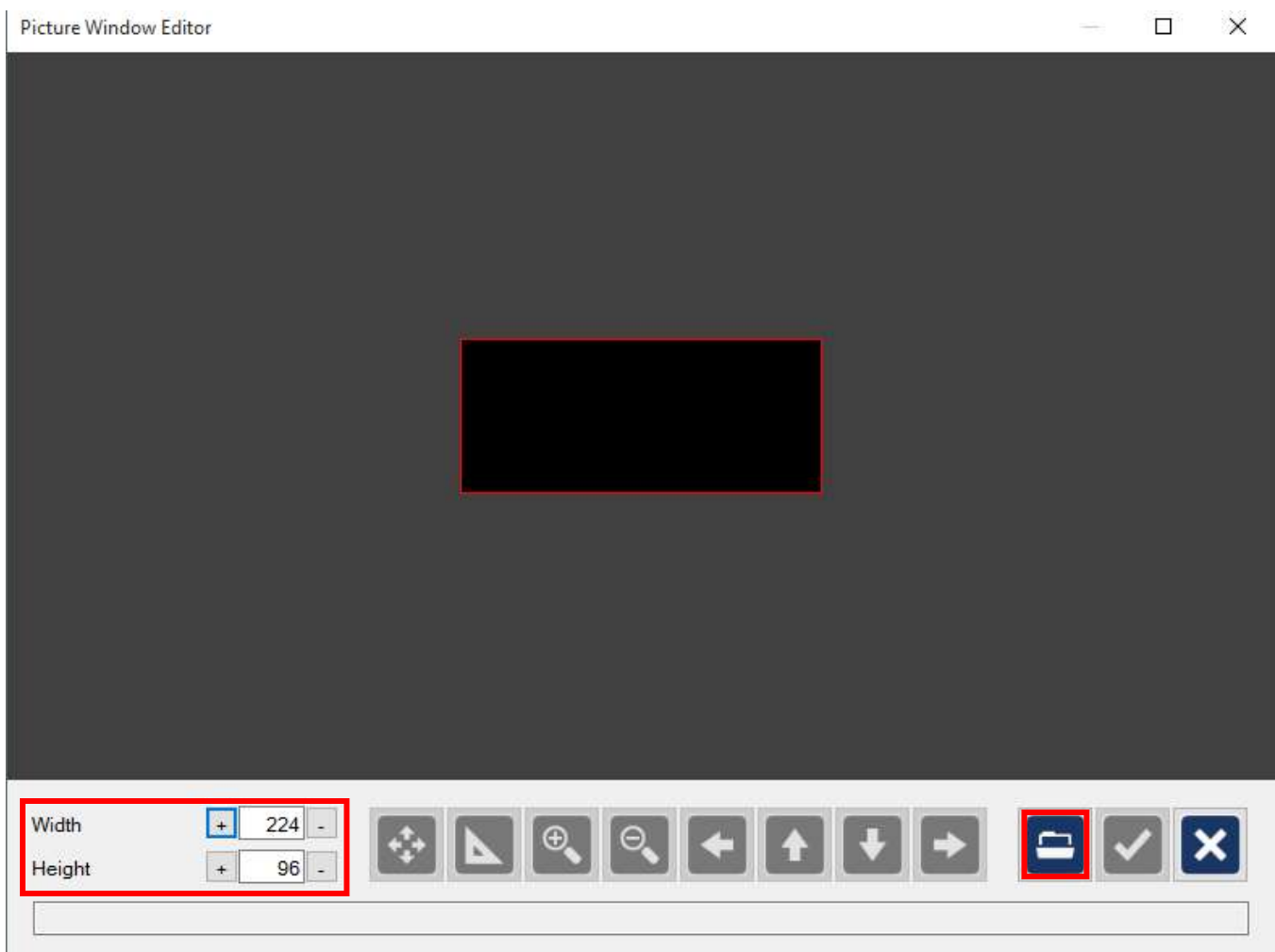


The Picture Window Editor will appear.

2) If you want the picture to cover the entire slide, leave the Width and Height at it's default (your screen pixel dimension).

For this example, we want the picture to only cover a small portion of the screen. To accomplish this we must change the width and height. For example purposes, type 80 for Width, and 60 for Height..

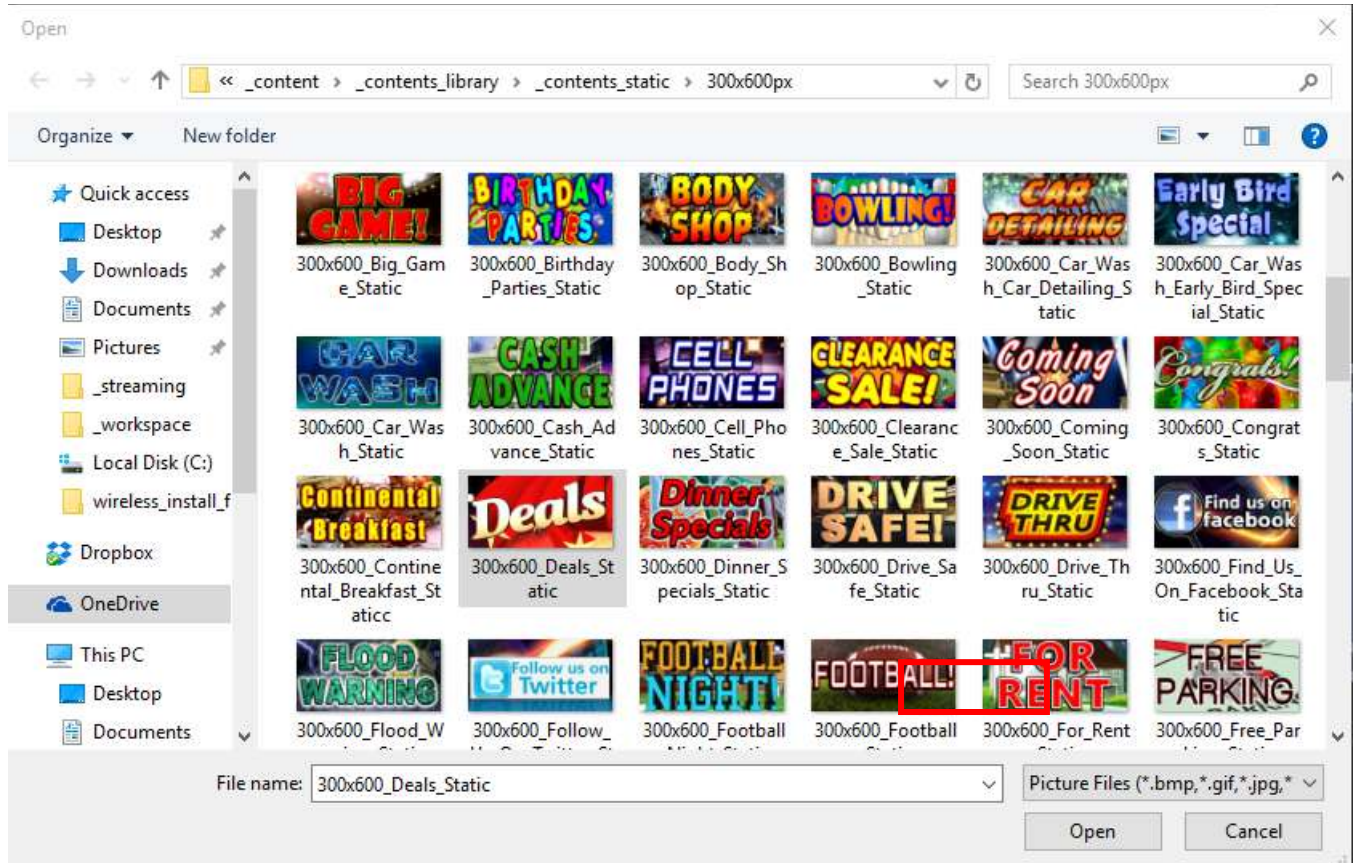
3) Click the Browse Folder ICON.



Acceptable picture file Formats

\*.bmp, .gif, .jpg, .png

4) A file explorer window will appear. Here select any picture or image file available. For this example, the deals picture will be used. Once the image is selected, Click OPEN.



Acceptable picture file Formats

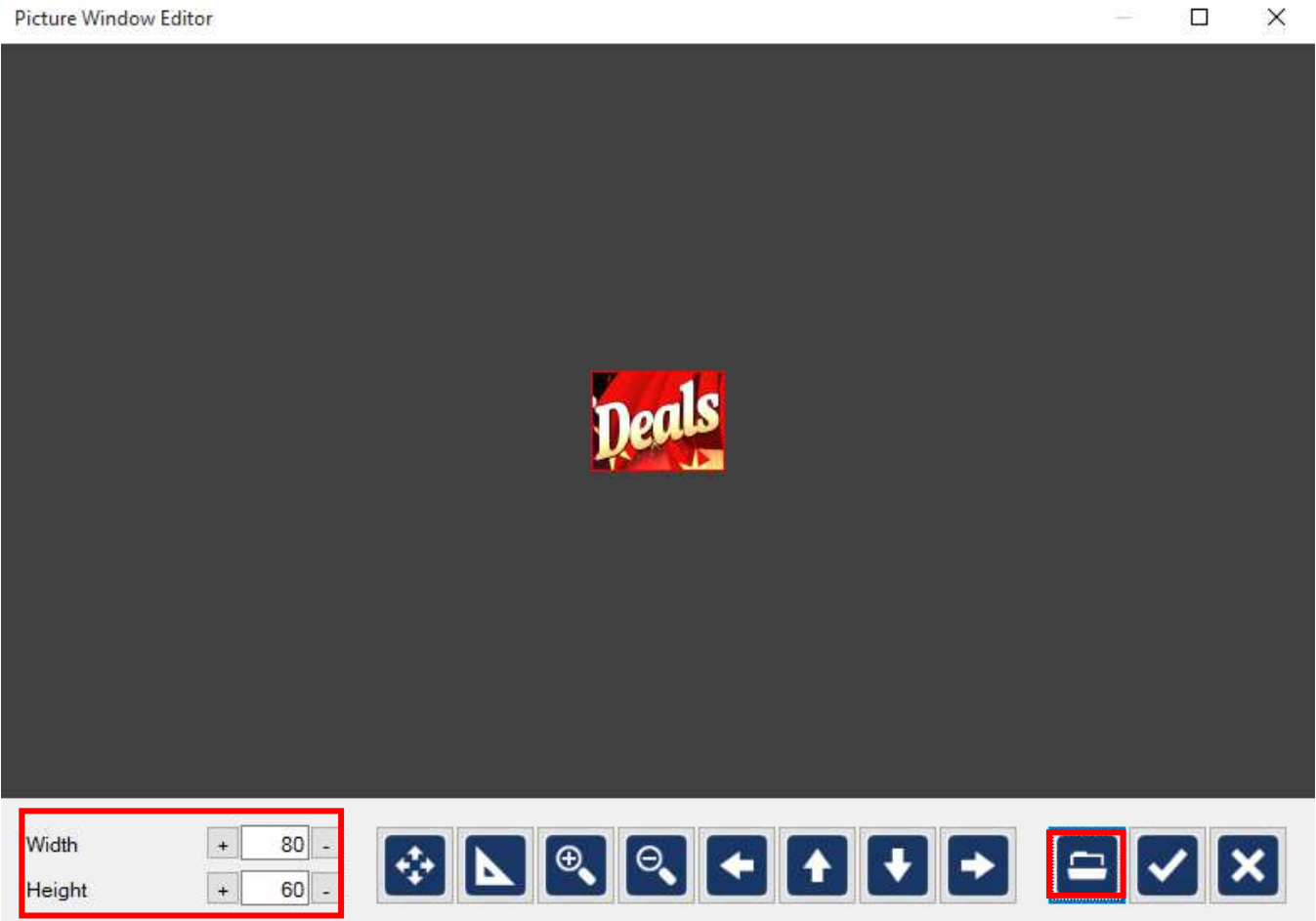
\*.bmp, .gif, .jpg, .png



You will return to the Picture Window Editor.

The Picture will now appear on the preview screen. It will also be displayed at the given pixel width, and height.

5) Click the Check mark to save your changes and return to the main screen.



Once back on the main screen, you will see the newly added picture on the preview screen.

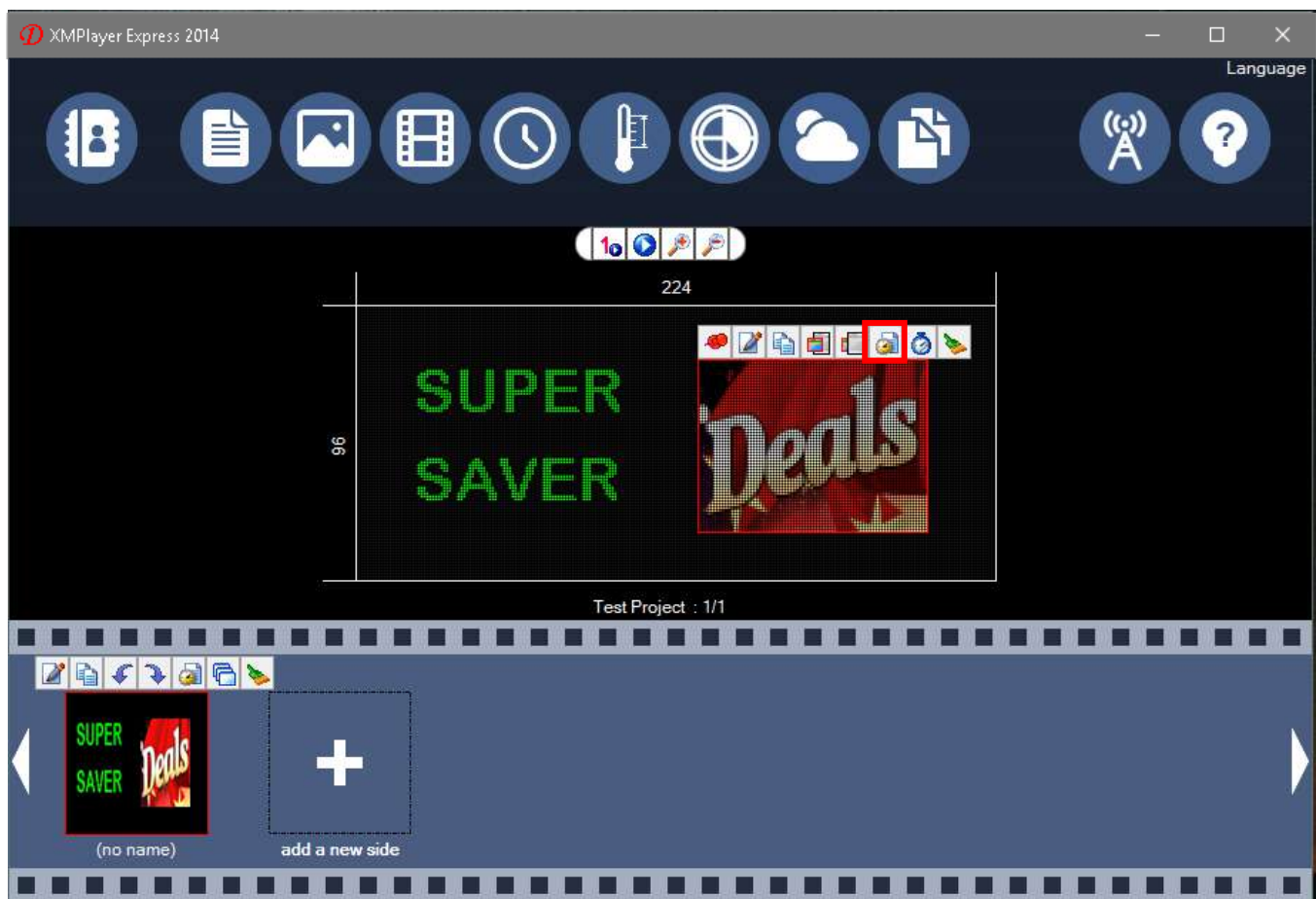
Arrange the image as shown in the figures below.



Now that our text objects, and picture object are adjusted to our liking, we will need to apply an effect to these objects.

By default, the effects are set to random and to change very quickly. It is not recommended to leave the effects displaying at random as it may distract motorists

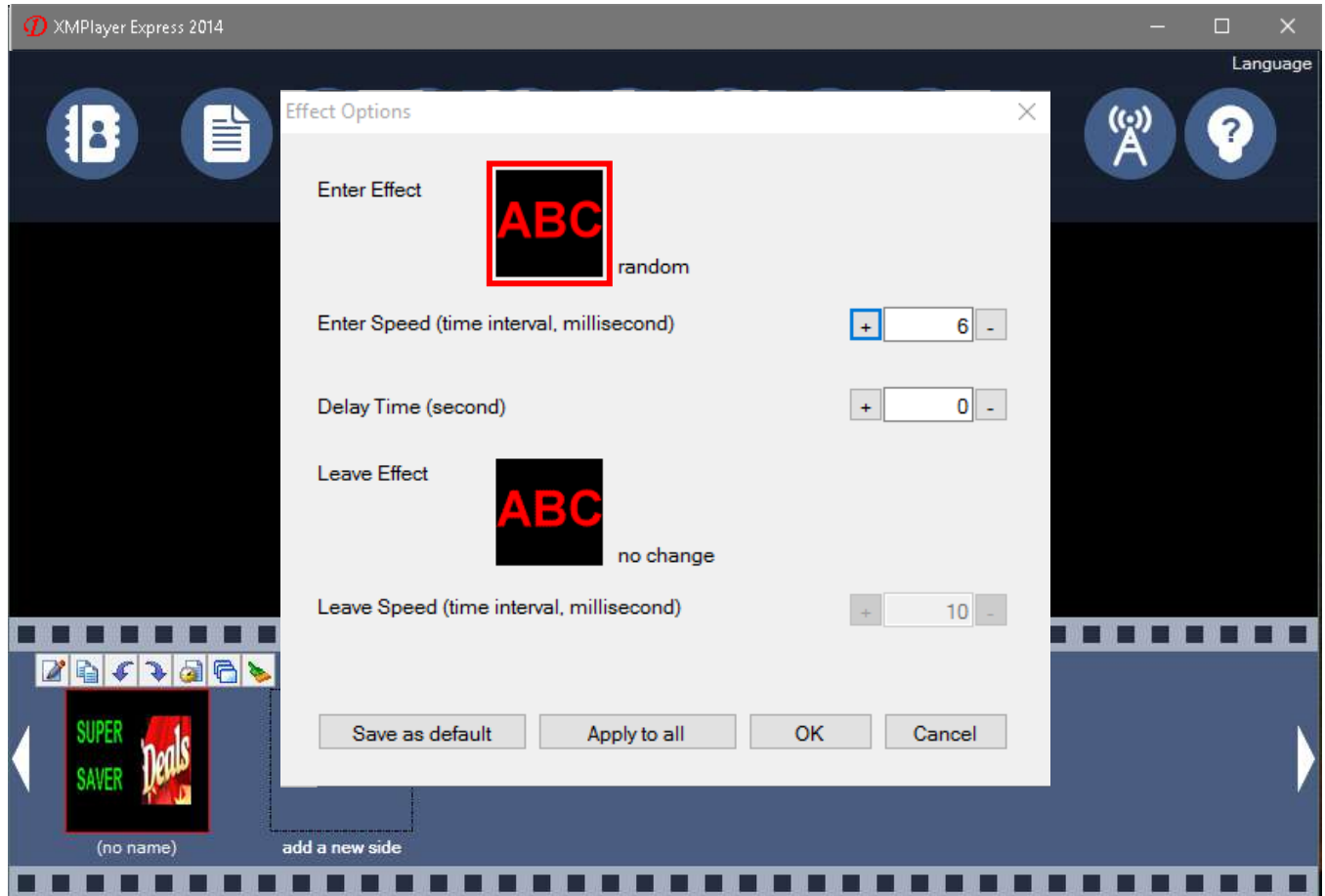
- 1) On any selected object, click the EFFECT option



Effect  
Options

The Effect Options window will appear.

2) Click inside the Enter Effect “ABC” box



Key Terms:

Enter Effect : Initial transitional effect. (As the message appears)

Enter Speed: Speed of the initial effect.

Delay Time: Dictates how long the message will be held static.

Leave Effect: Release transitional effect. (As the message transitions to the next slide)

Leave Speed: Speed of the release effect.

Save as Default: Saves the effect scheme as the default. Every time a new object is created it will have the same effect scheme. Even after the program is closed down.

Apply to All: Will apply the effect scheme to all objects already created. Objects not yet created will require the Effect parameters to be set once again.

The effect list will appear. These are animated previews and will display it's action.

For this example.

3) Click the AT ONCE effect.

After clicking on the effect, you will automatically be brought back into the Effect options window.



Once back in the Effect Options window, the newly selected effect will be visible by name and on the preview window.

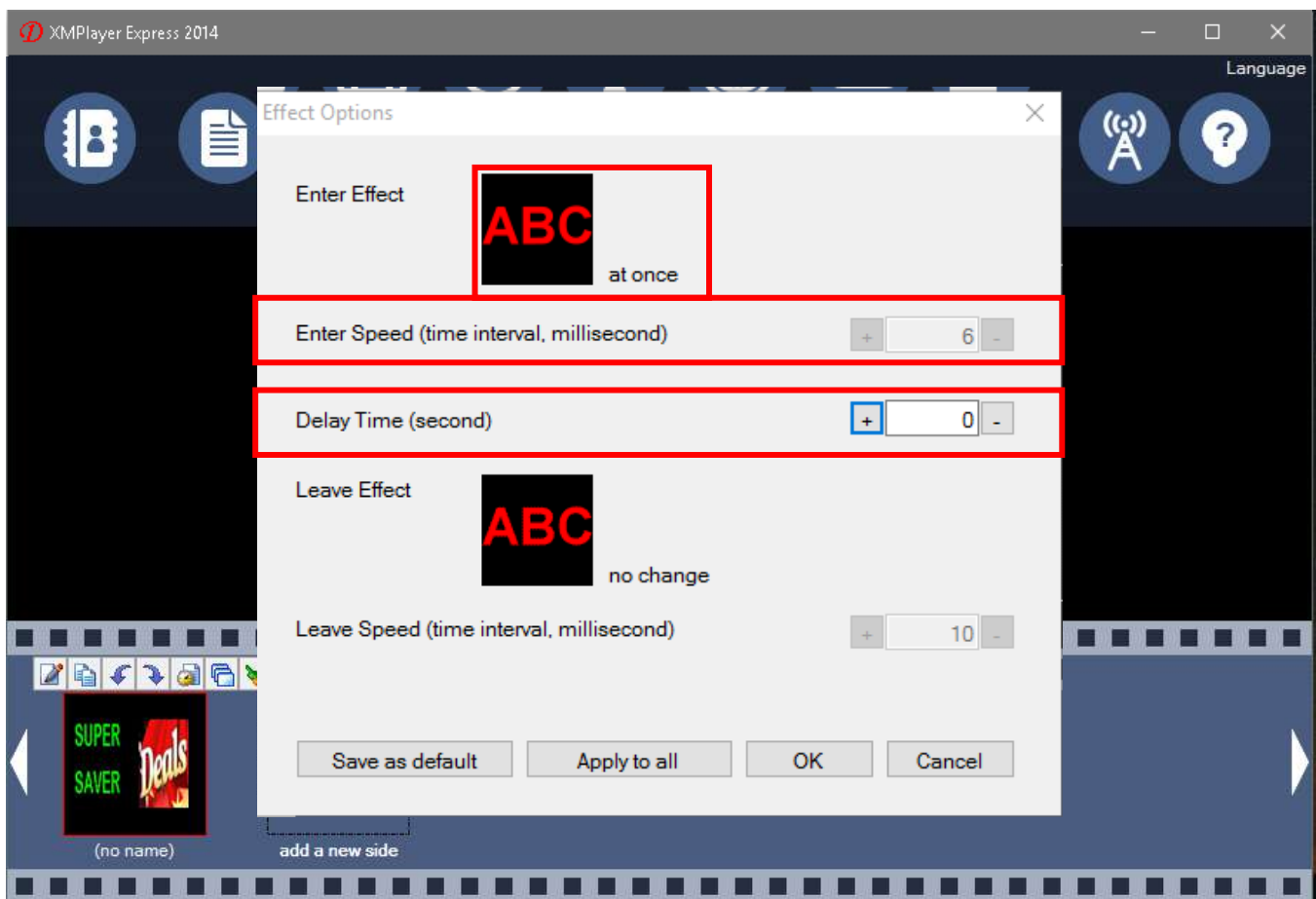
Also note that the Enter speed has been disabled for this effect. The **At Once** Effect is not animated, so it does not have a speed parameter.

4) Set the Delay time. Typically anywhere from 5-8 seconds.

\*There may be restrictions in your county that may require a longer Delay time. If unsure, check your local City-Hall for Signage regulations.

5) Apply the same effect to the LEAVE EFFECT option.

6) To save time we will click the APPLY TO ALL option. This will apply the same Effect option scheme, across all the objects in this project and slide. This will also close the Effect Options Window.

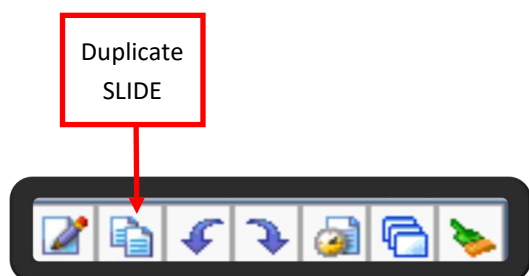
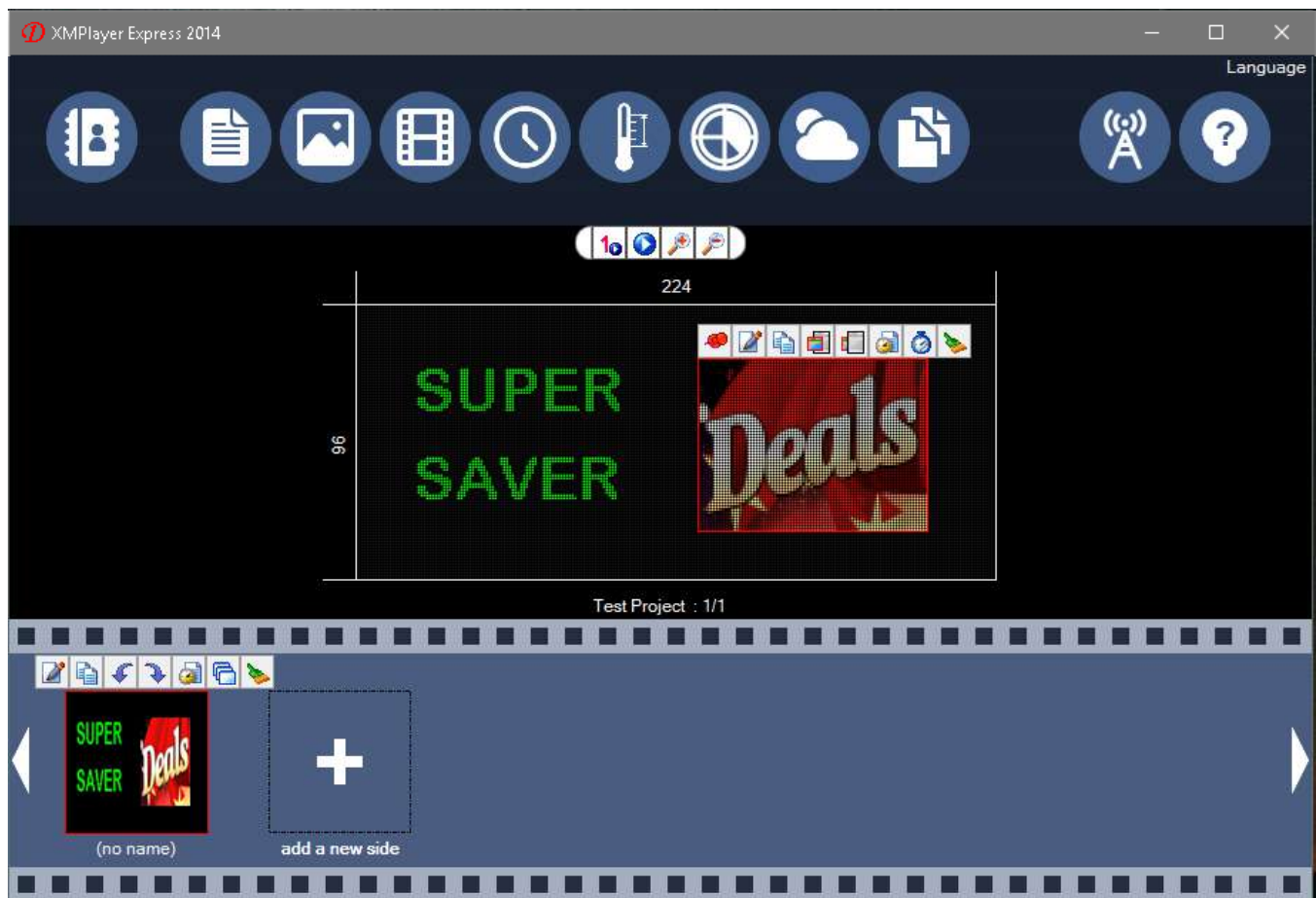




# ADDING VIDEO

Now, we will be creating a duplicate Slide and replacing the DEALS picture with a video.

- 1) Click the Duplicate Slide option.
- 2) You will now have two copies of the same slide. Click the second slide



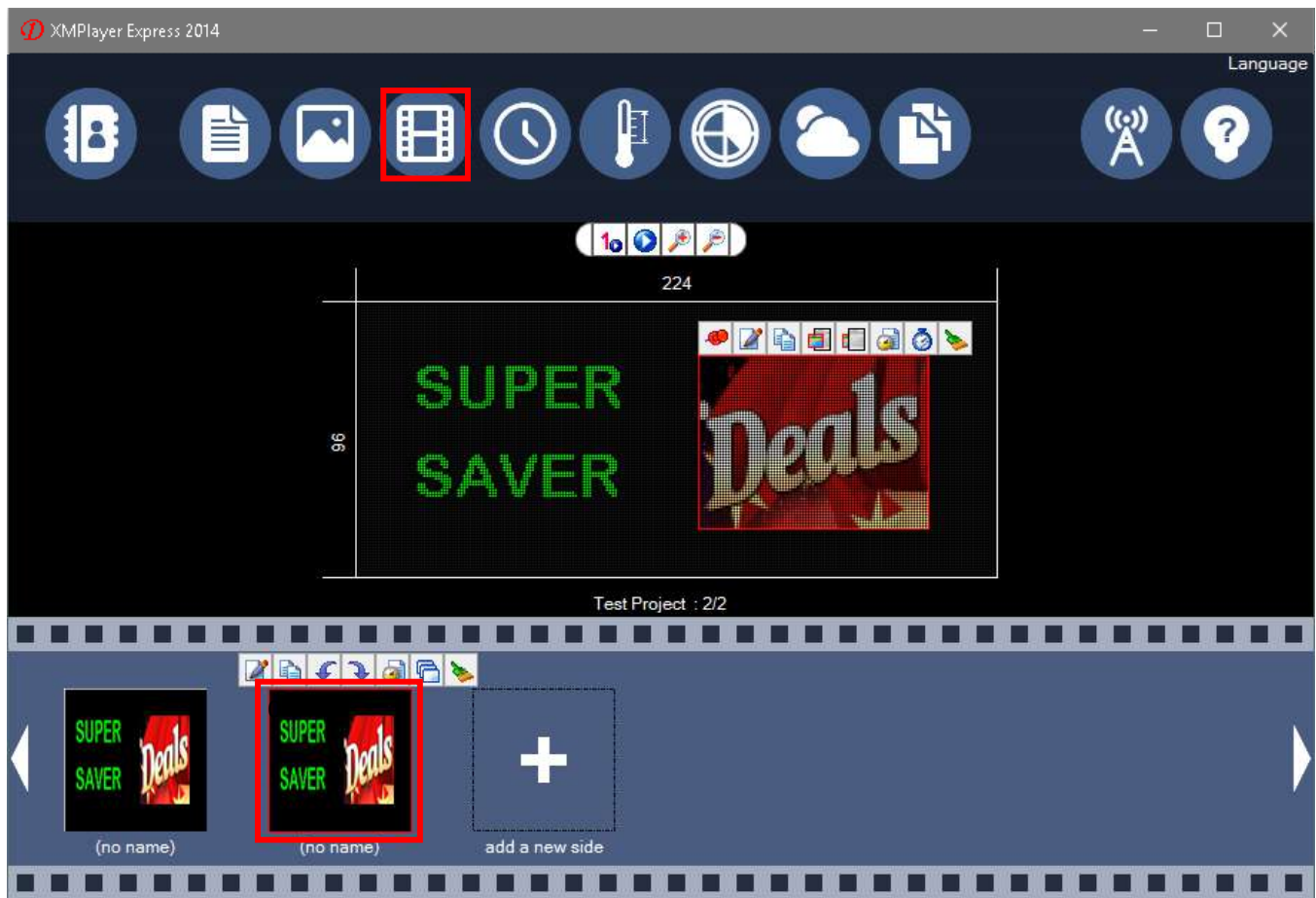
This Figure shows what the two Duplicates will look like.

# ADDING VIDEO

Now, we will be creating a duplicate Slide and replacing the DEALS picture with a video.

3) Select and Delete the Deals picture.

4) Click the Video Option.



Delete selected  
object



# ADDING VIDEO

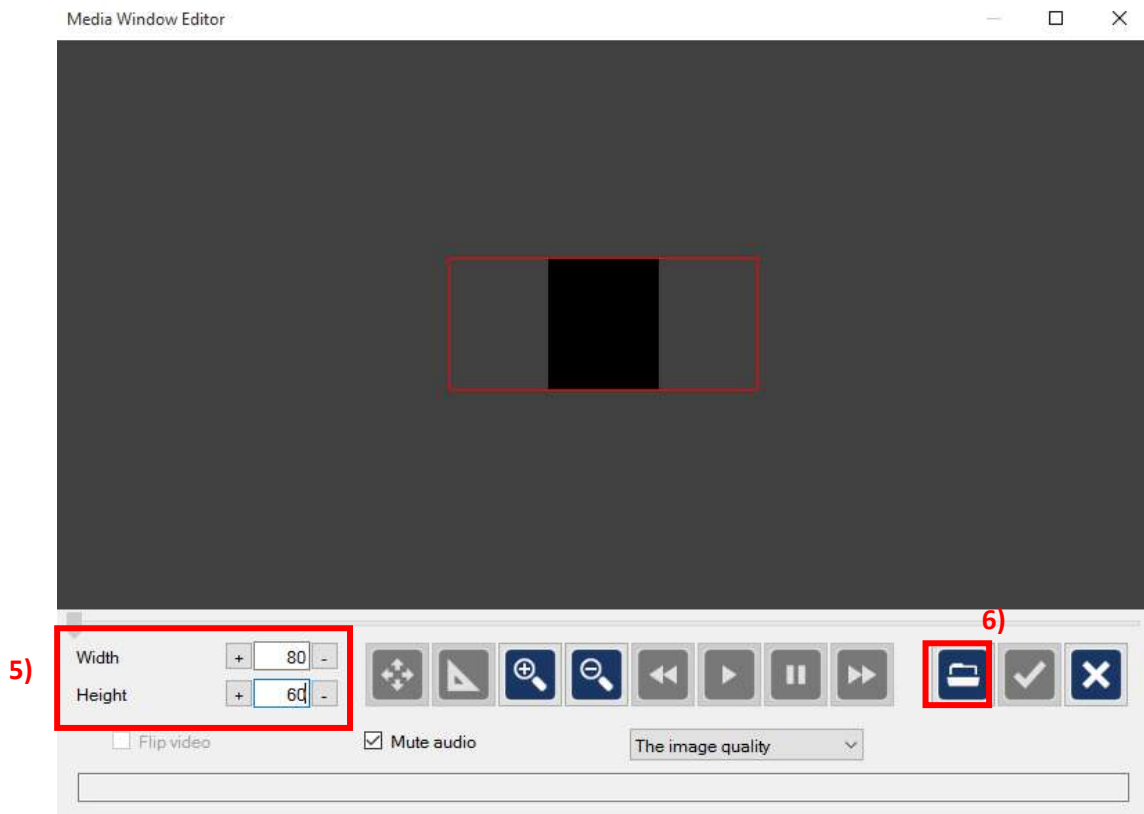
The Media Window Editor will appear.

5) Set the Width and Height , 80-width , 60-height.

\*By default, it is set to cover the entire screen. We only want it to cover a small portion of the screen.

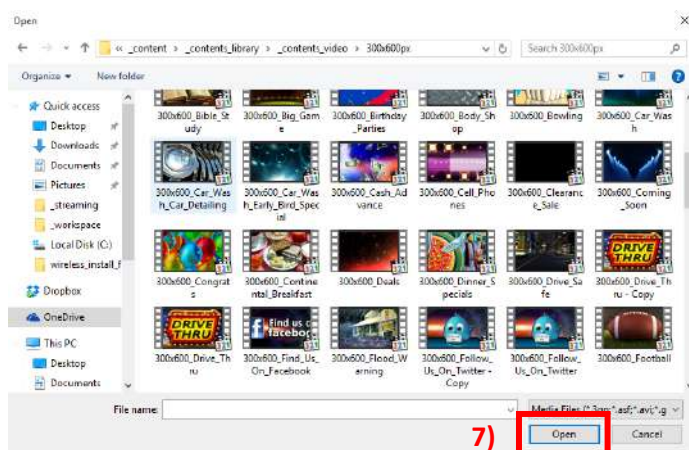
6) Click the Browse Folder Icon.

7) Select the video you would like to play, and click Open.

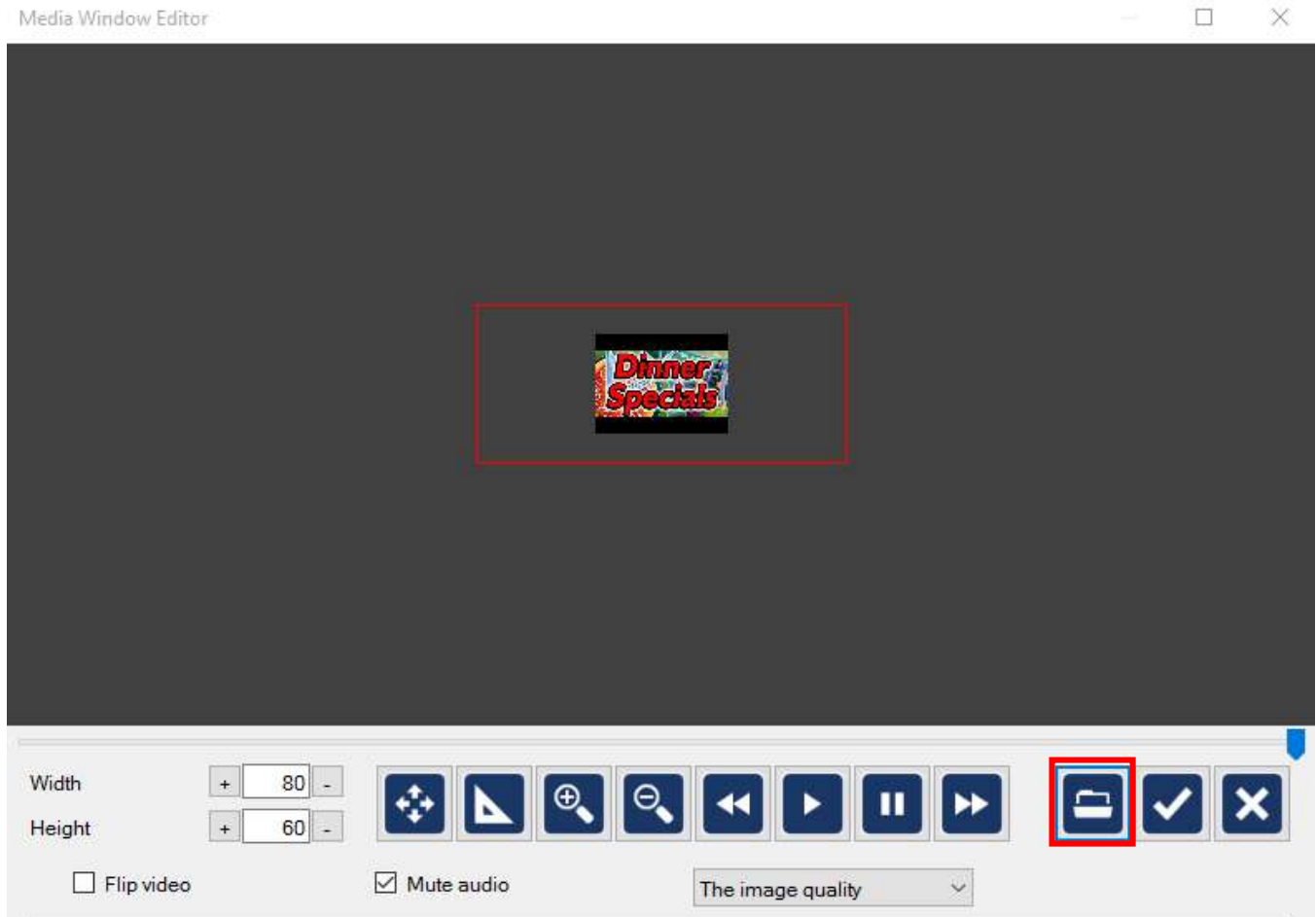


Acceptable Video file Formats

\*.3gp, .asf, .avi, .mp4, .mpg, .mpeg,  
.flv, .vob, .wmv



8) You will be presented with an updated preview window, it will be playing your video. Click the ✓ to save your changes and return to the main screen.



9) Adjust your video to be in the same position as the DEALS picture in our previous slide to maintain uniformity.



# ADDING TIME/DATE

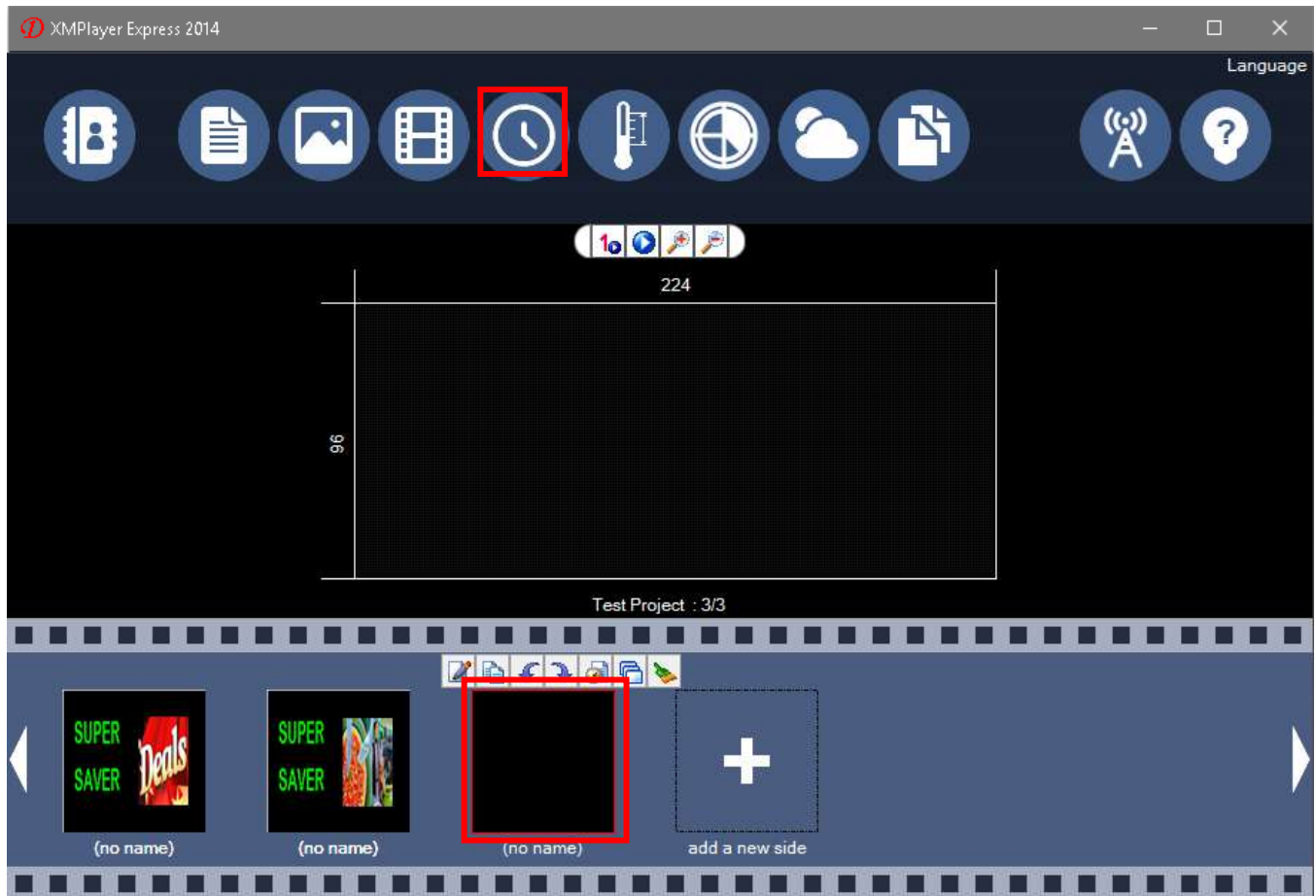
We will now add a new slide that will display the Date and Time.

1) Click the Add a New Slide Icon.



# ADDING TIME/DATE

2) With the empty slide selected. Click on the Date/Time Function.



# ADDING TIME/DATE

The Date/Time Window Editor will appear.

By default you will see a small red border around the time and a larger border which dictates the dimension of the entire screen. You don't want the time or date to go outside the larger border, as it would not display properly on your sign.

3) Here you can select your font, the Size and Color.

For this example:

Font: Microsoft tai le bold

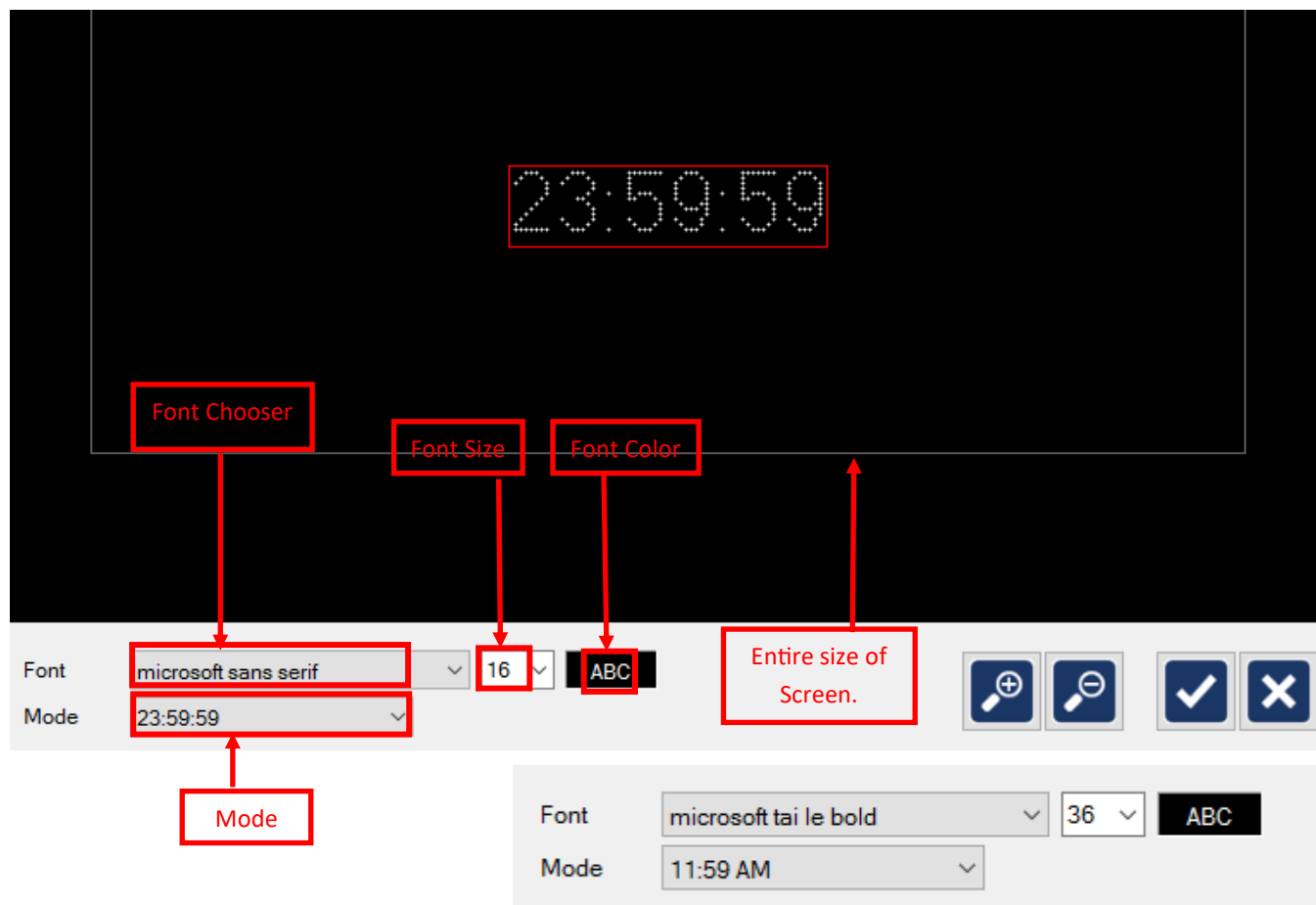
Size: 36

Color: White

4) Mode: This allows you to select the time or date in different formats. For this example, we will select the 12-hour clock with the AM feature. It is shown as "11:59 AM"

The preview window will now show your changes.

5) Click the checkmark to save your changes and return to the main screen.





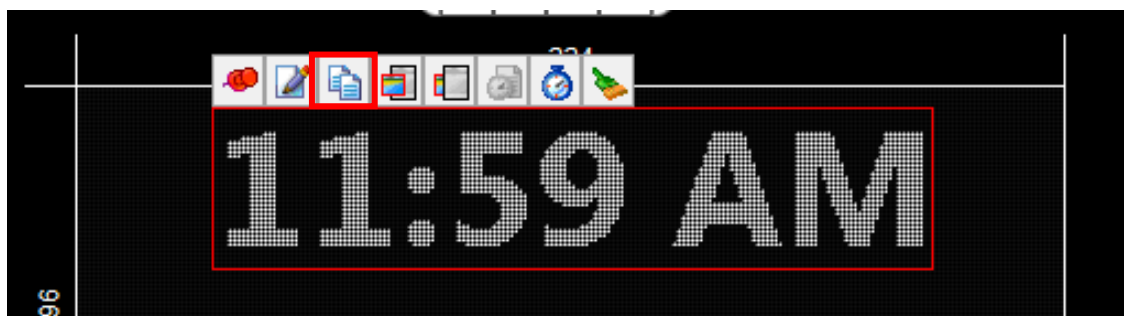
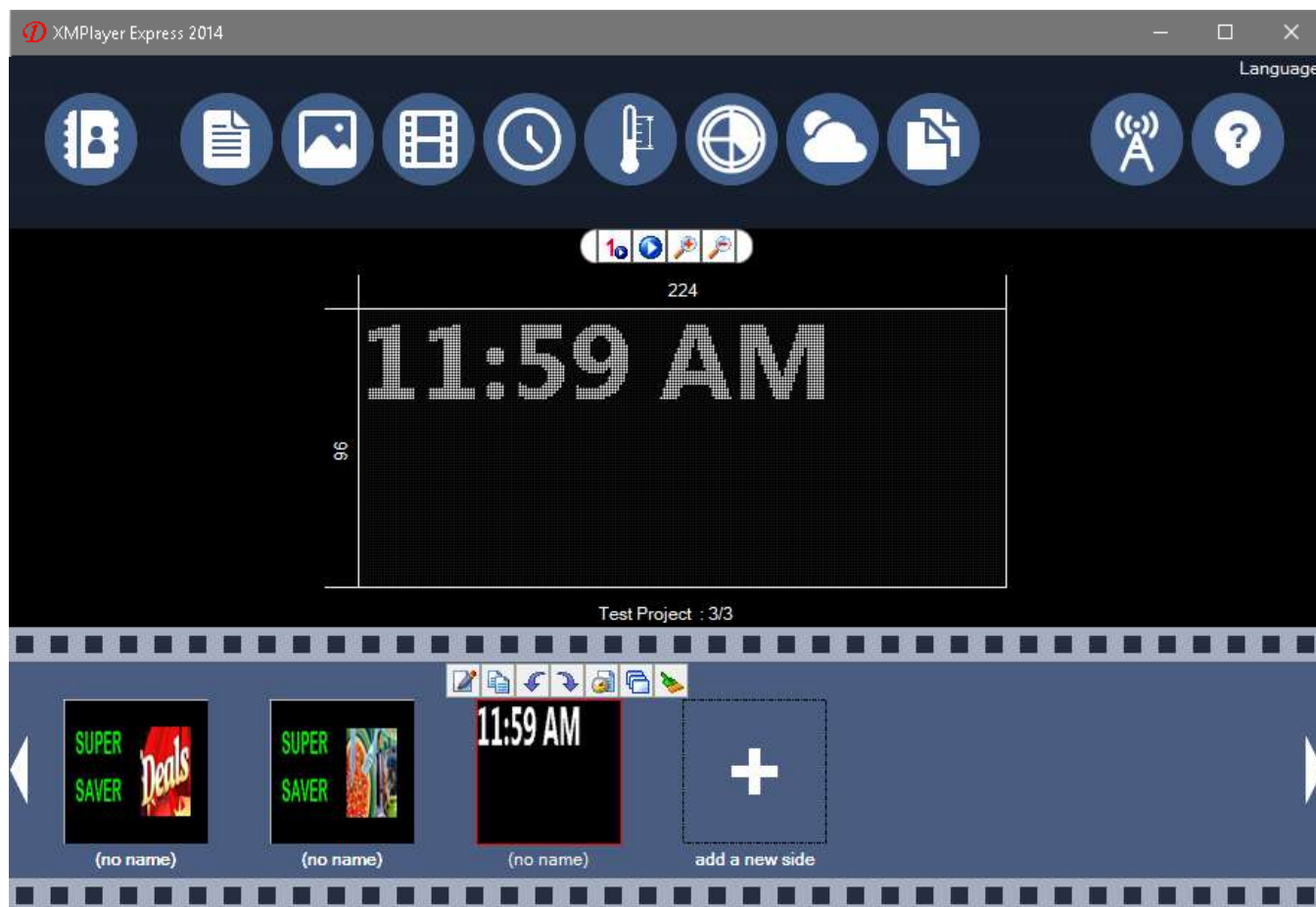
Back in the main screen you will see your new object now displaying the Time.

6) Adjust the time object to the center-top of the screen.

To add the Date, we must create another Object box for the DATE/TIME feature. As a shortcut, we can duplicate the existing TIME Object, as it already contains the desired Font Options (Color, Size, Font used)

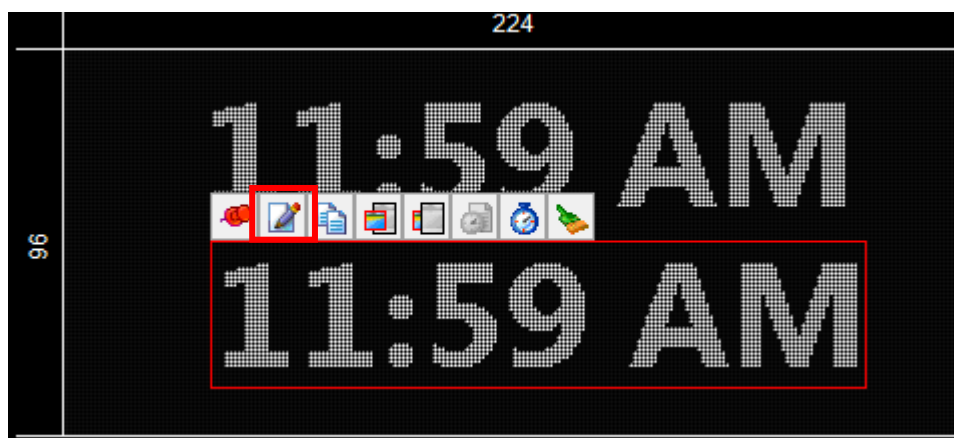
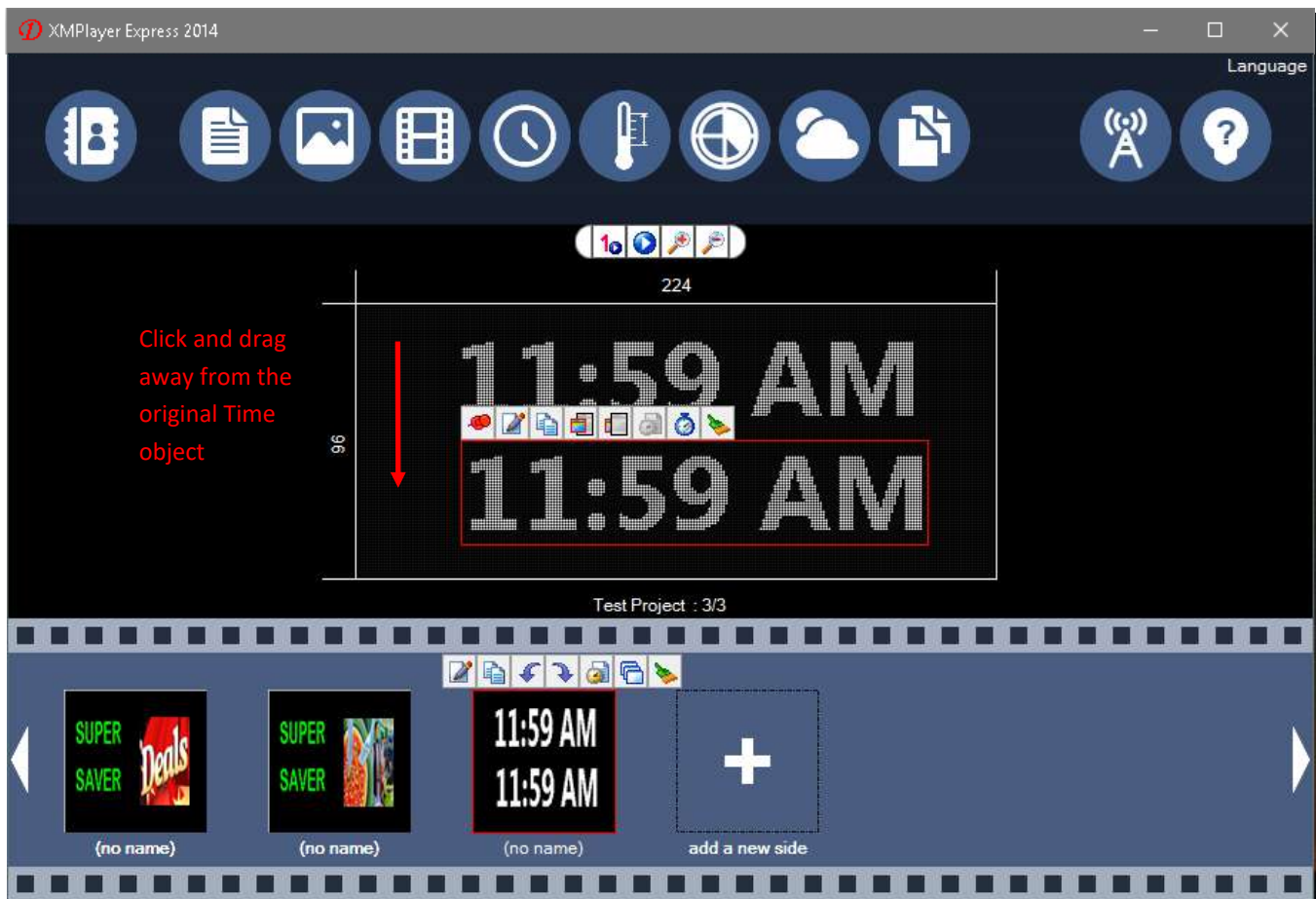
7) Duplicate the Time Object.

\*See Image Below



8) Once the duplicate is created, you will not be able to see it. As it is layered above the original. To expose it click the original Time Object, and drag away from it. This will allow you to move the duplicate.

9) Click the Editor Icon on the duplicate object.

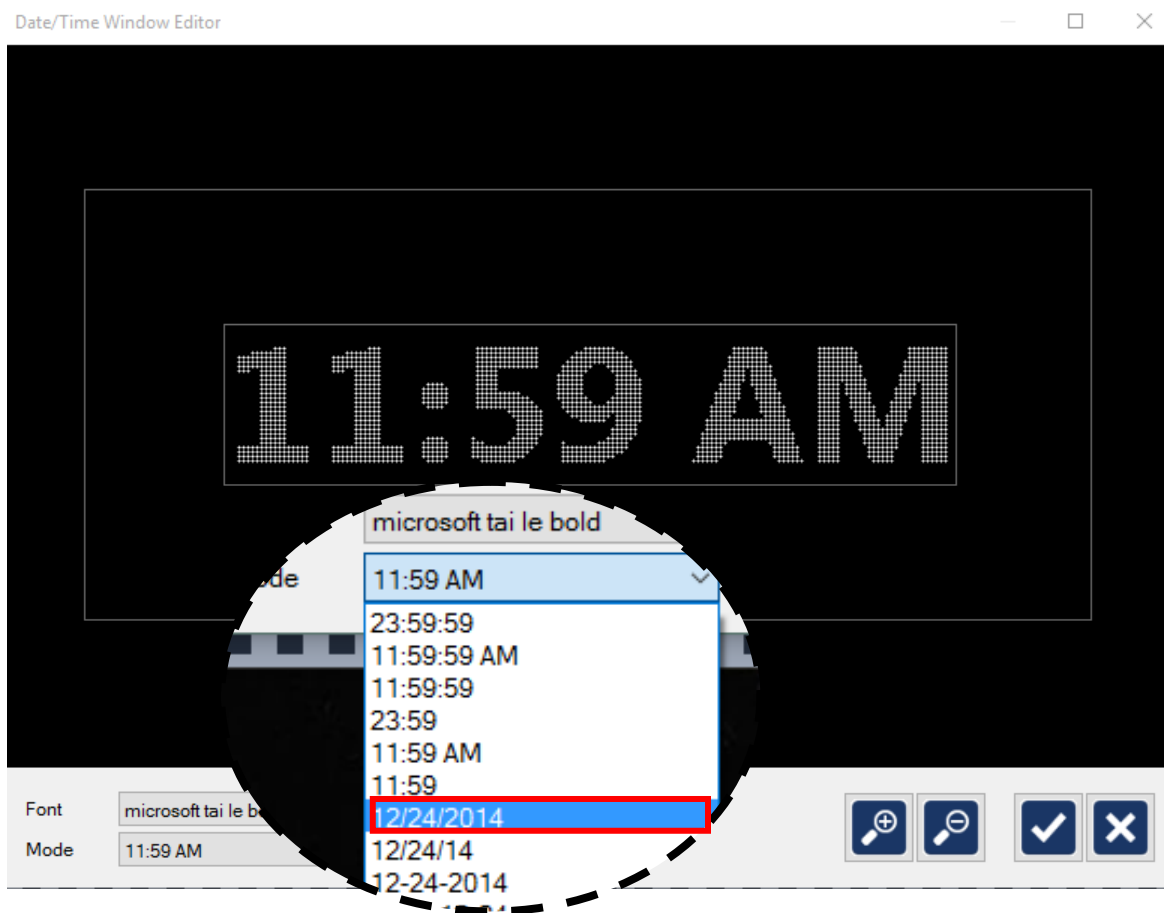




10) The Date/Time Window Editor will appear. Here we will change only the MODE of this Object. Since the Font options have been previously configured there is no need to do it again.

For Mode we will select the Date feature that shows  
Month/Day/Year. In the dropdown menu it is listed as  
12/24/2014

11) Once the change has been made, Click the checkmark to save changes and return to the main screen.



# ADDING TIME/DATE

Back on the main screen, you will see both your Time object and the Date Object



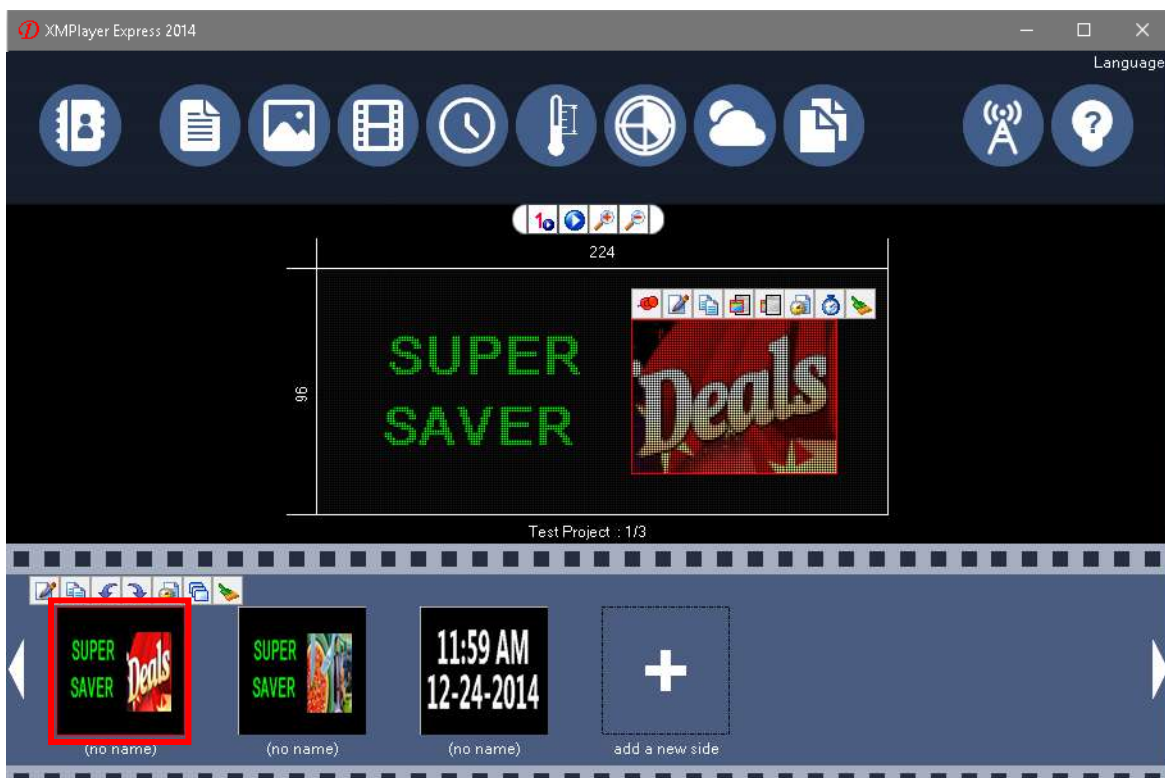
These messages can be sent as-is to the sign.

This will play the three slides consecutively  
until the sign receives new content.

For this example, we will schedule the slides  
to only play on specific days of the week.

A schedule can also be added and dictated by Hour  
and/or Date.

- 1) Select your First Slide. The Quick-Menu-Bar will appear above it.
- 2) Click the Schedule/Setup icon.



Schedule  
Setup



The Schedule Options window will appear.

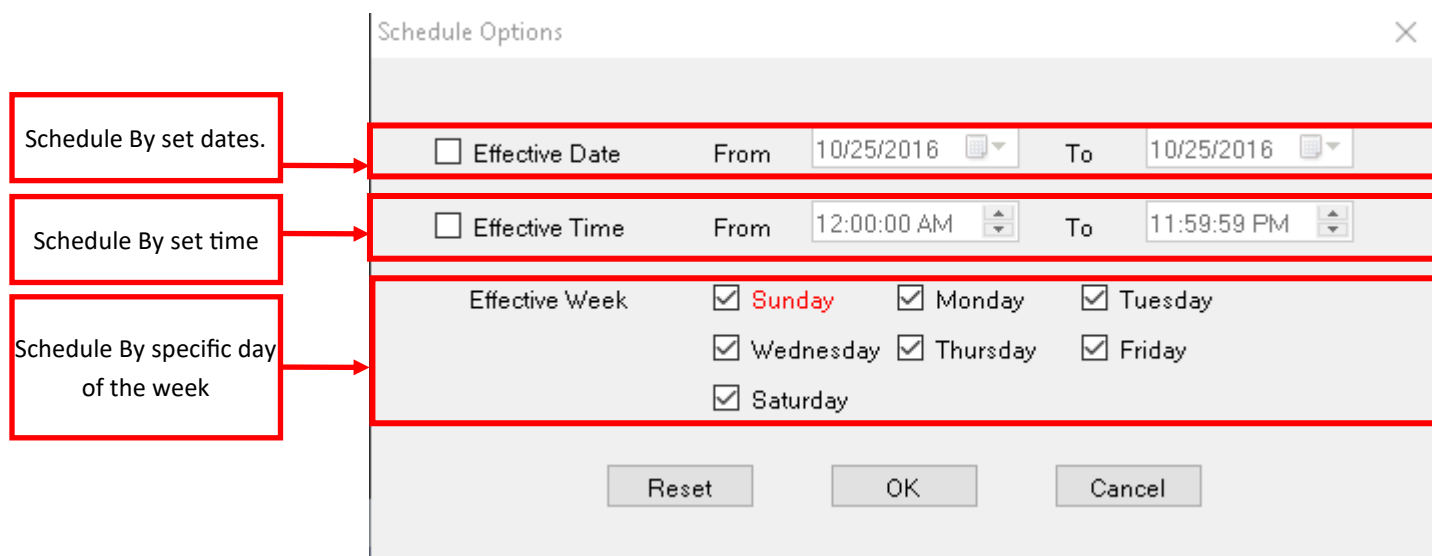
By default slides are selected to display 7-days a week.

The schedule by date, and by time however, is not enabled.

For this example we will assign Slide1 to only play Monday-through-Wednesday.

3) Uncheck the box for Thursday, and Friday

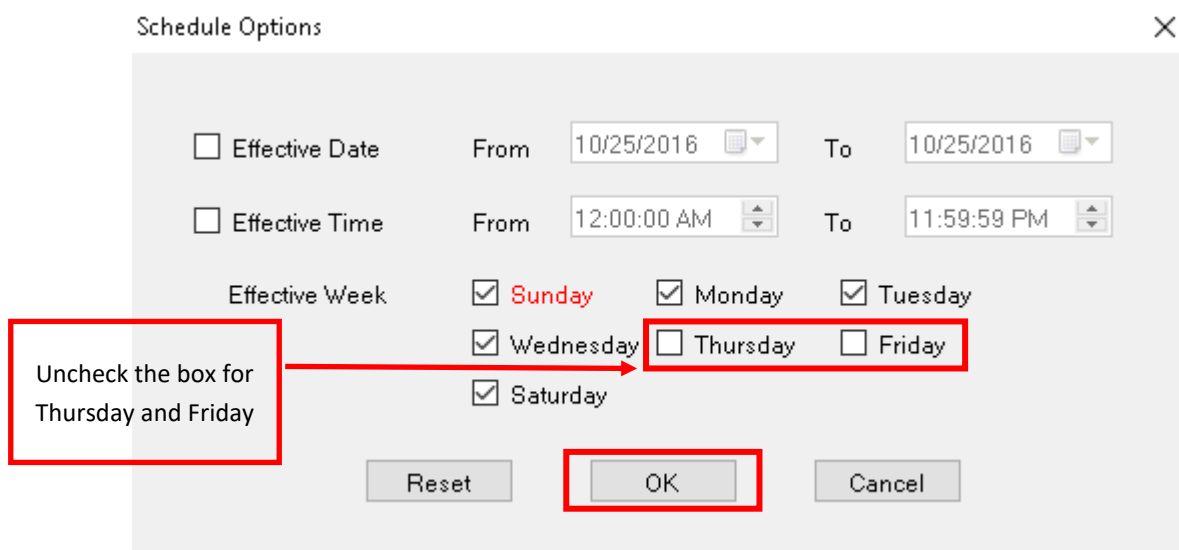
4) Click Ok. The window will close and you will return to the main screen.



The screenshot shows the 'Schedule Options' window with three red boxes on the left pointing to specific sections of the window:

- Schedule By set dates.** points to the 'Effective Date' section, which includes 'From' and 'To' date pickers.
- Schedule By set time** points to the 'Effective Time' section, which includes 'From' and 'To' time pickers.
- Schedule By specific day of the week** points to the 'Effective Week' section, which contains checkboxes for each day of the week.

The 'Effective Week' section shows all days (Sunday through Saturday) checked. At the bottom are 'Reset', 'OK', and 'Cancel' buttons.

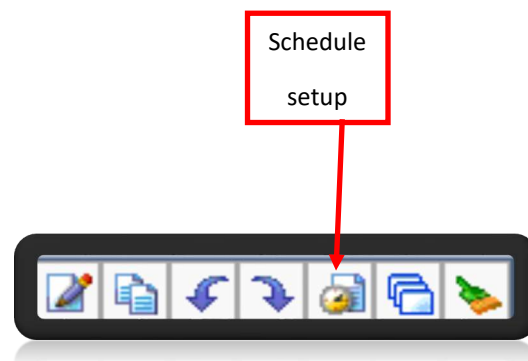


This screenshot shows the 'Schedule Options' window after modifications. A red box on the left points to the 'Effective Week' section:

- Uncheck the box for Thursday and Friday** points to the checkboxes for Thursday and Friday, which are now unchecked.

The 'Effective Week' section shows Sunday, Monday, Tuesday, Wednesday, and Saturday checked, while Thursday and Friday are unchecked. The 'OK' button at the bottom is highlighted with a red box.

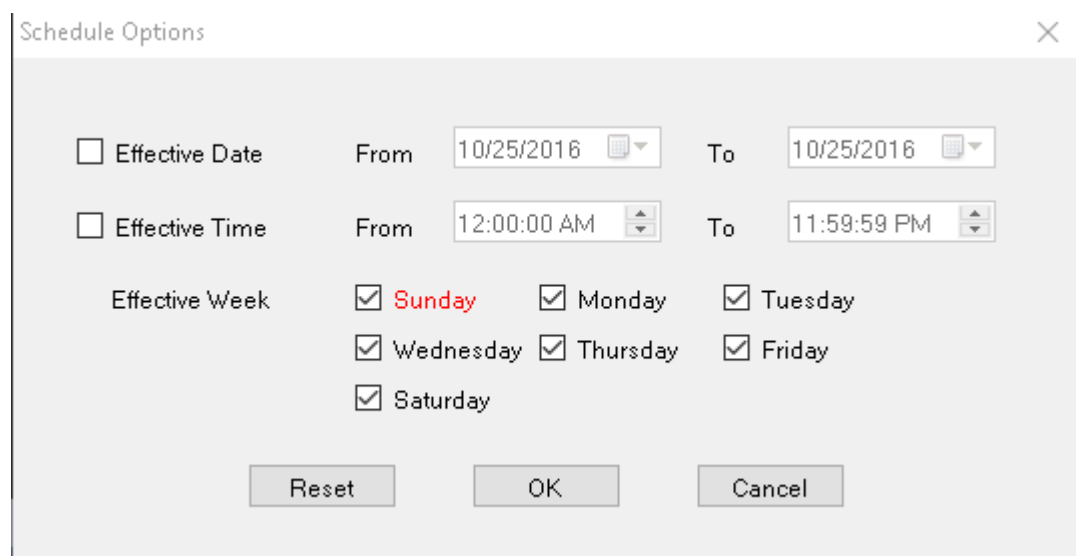
5) Select the second Slide and Click the Schedule/Setup Icon.



The Schedule Options window will appear.

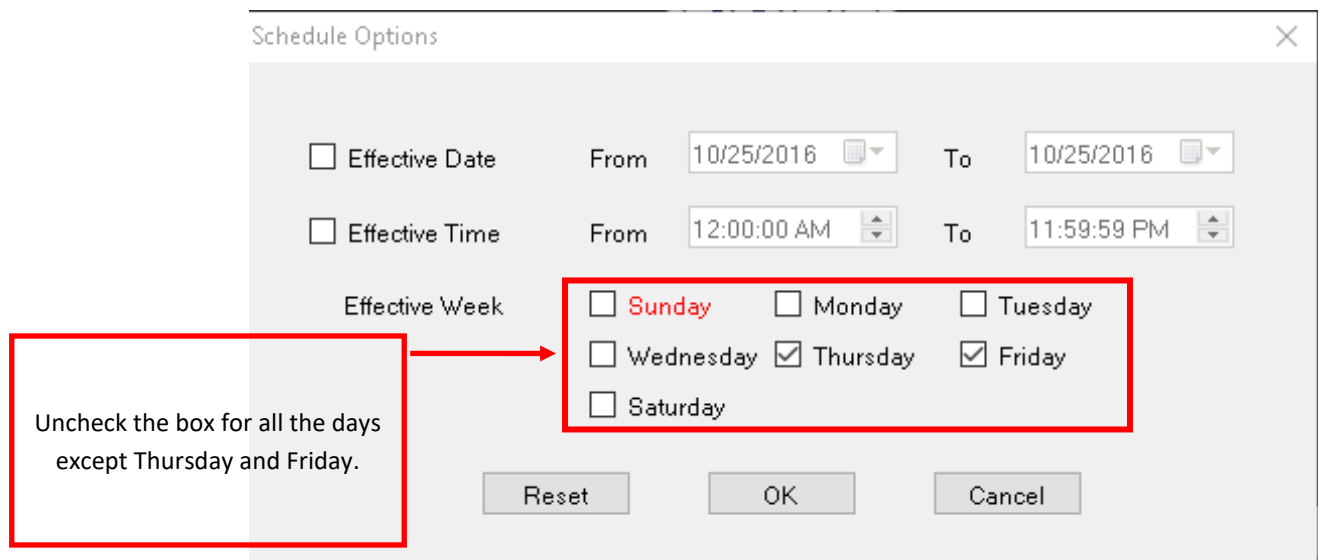
6) By default it is set to display all 7 days of the week. We will de-select Saturday through Wednesday. This slide will only play on Thursdays and Fridays.

7) Click Ok.



Screenshot of the 'Schedule Options' window. The window has a title bar with a close button (X). It contains the following fields and controls:

- ☐ Effective Date: From  To
- ☐ Effective Time: From  To
- Effective Week:
  - ☒ Sunday
  - ☒ Monday
  - ☒ Tuesday
  - ☒ Wednesday
  - ☒ Thursday
  - ☒ Friday
  - ☒ Saturday
- Buttons: Reset, OK, Cancel



Screenshot of the 'Schedule Options' window with annotations. A red box highlights the 'Effective Week' section, and a red arrow points from a text box to the 'Sunday' checkbox.

Uncheck the box for all the days except Thursday and Friday.

Screenshot of the 'Schedule Options' window showing the 'Effective Week' section with the following settings:

- ☐ Sunday
- ☐ Monday
- ☐ Tuesday
- ☐ Wednesday
- ☒ Thursday
- ☒ Friday
- ☐ Saturday

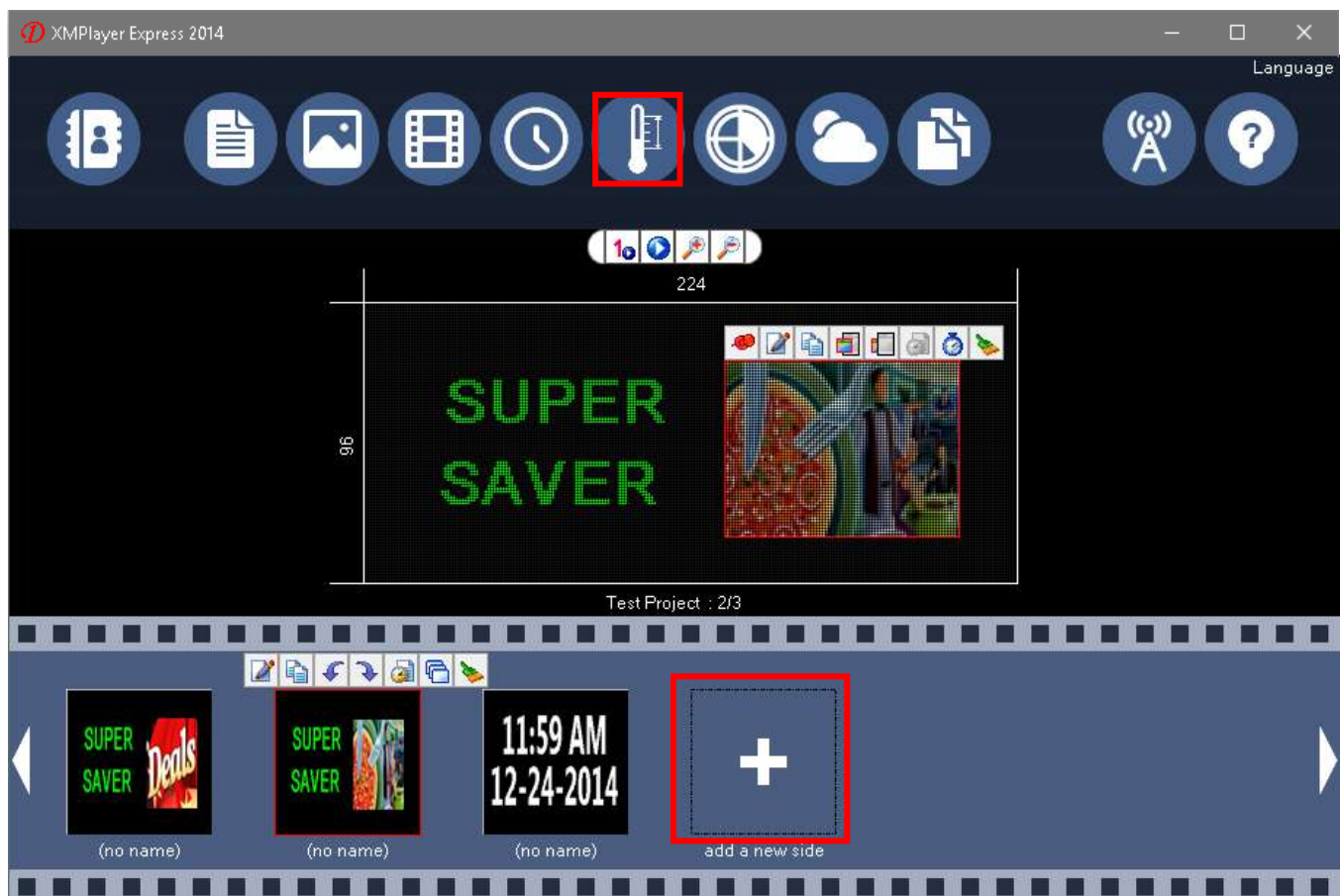
Buttons: Reset, OK, Cancel

# TEMPERATURE FEATURE

Now that our two main slides have a schedule. We will add the last slide of our project.

For this example, we will be adding the temperature function to our project. (This will only work if your sign has the temp -upgrade) . If the temperature upgrade is not installed, a static 72degrees will appear on the sign.

- 1) Click the add a new slide Icon.
- 2) On the new empty slide, Click the temperature icon.





# TEMPERATURE FEATURE

The Temperature Window Editor will appear.

3) Just like the Time/Date function, the Font options are located on the bottom of the window. Set the Font to “Microsoft tai le bold” Size 48 font, and the color will be White.

4) Mode will be switched to the 200° Fahrenheit option.

5) Click the Checkmark to save changes and return to the main screen.

6) By default the Temperature object will snap to the top-left of the screen. Click and drag the Temperature object to the center of the screen.

We will not be changing the scheduling options for the temperature slide. This slide will play all-week long.

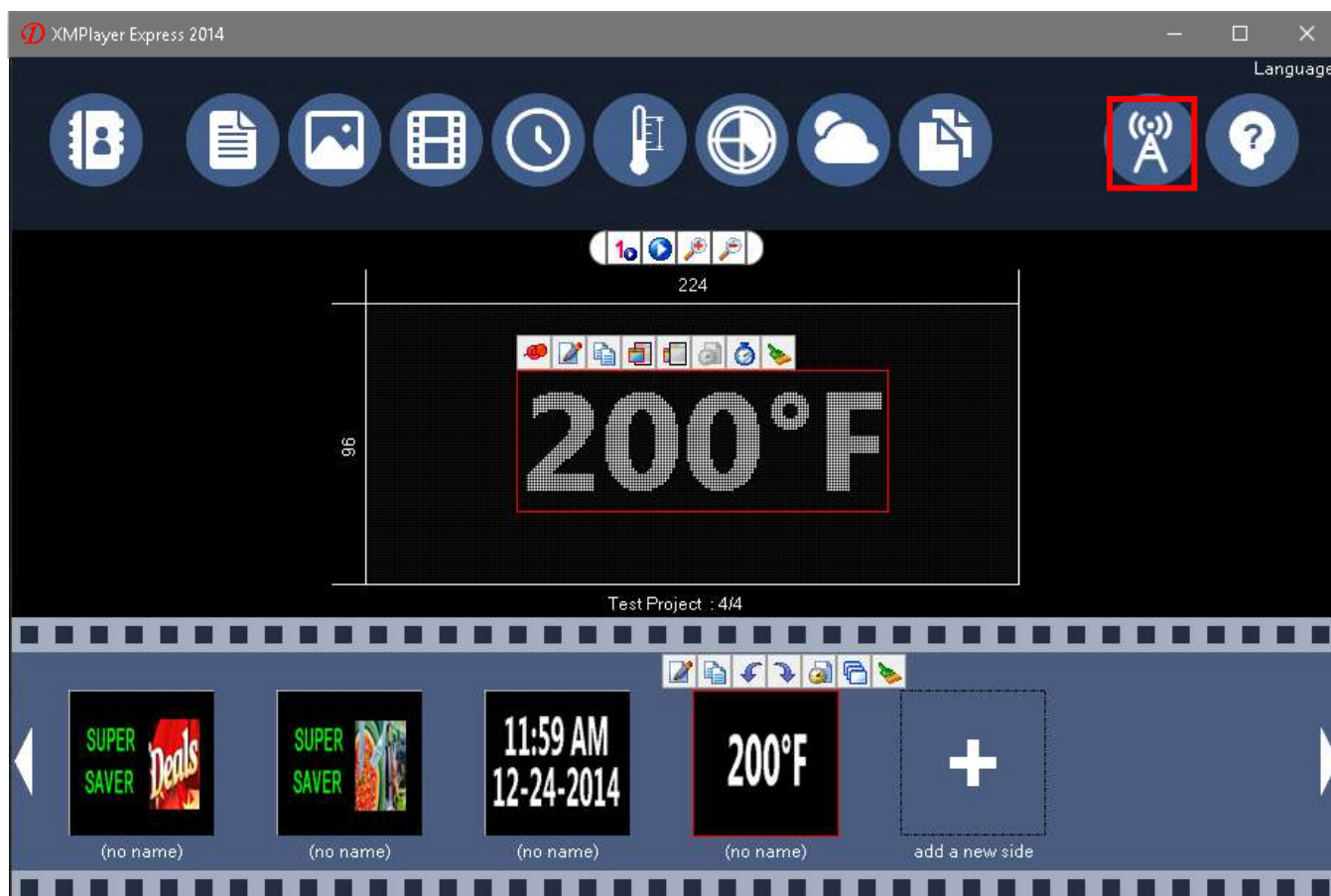




Now that our Temperature object is centered, we will proceed to add the LED Digital Display to our list of hosts and synchronize the content.

Prerequisites: Read Connection Guide (Wired-or-Wireless)

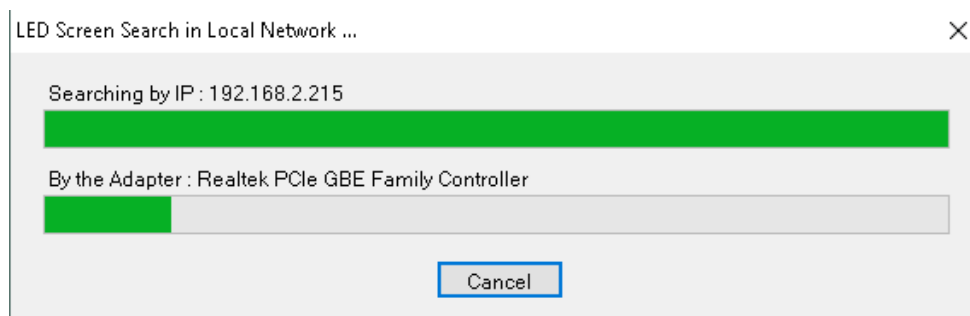
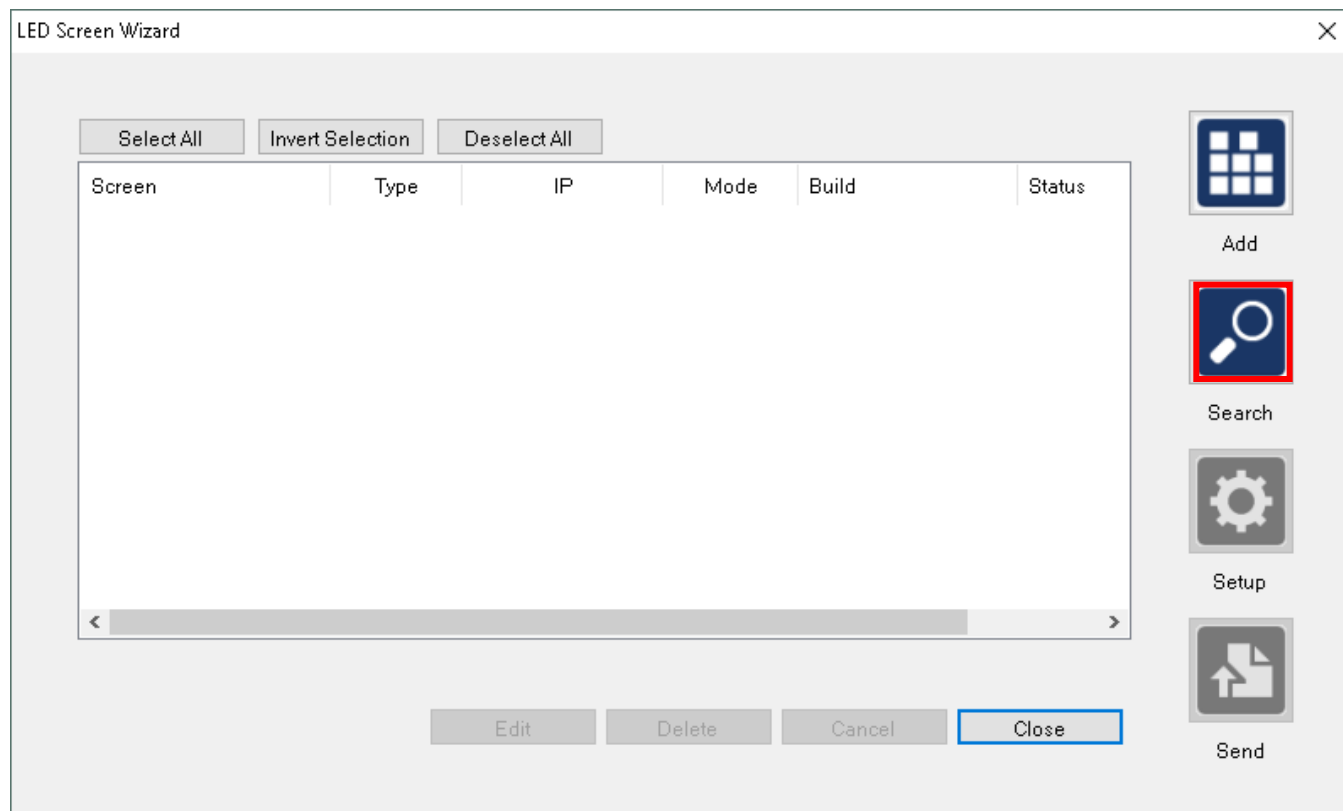
- 1) Click the Synchronize Icon on the top right hand corner of the screen.



The LED Screen Wizard will appear. There will be no available screens until we search for or add a display.

2) Click the Search icon

A prompt will appear indicating that its currently looking for any available signs on connected networks.



3) Once completed a small prompt will appear.

“The search found 1 new LED screen”

Click-OK.

4) Another prompt will appear.

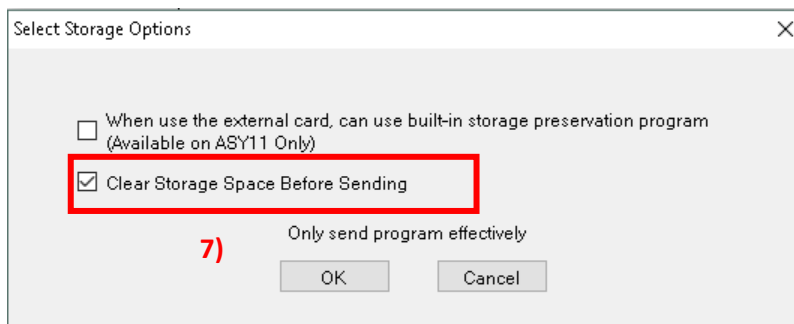
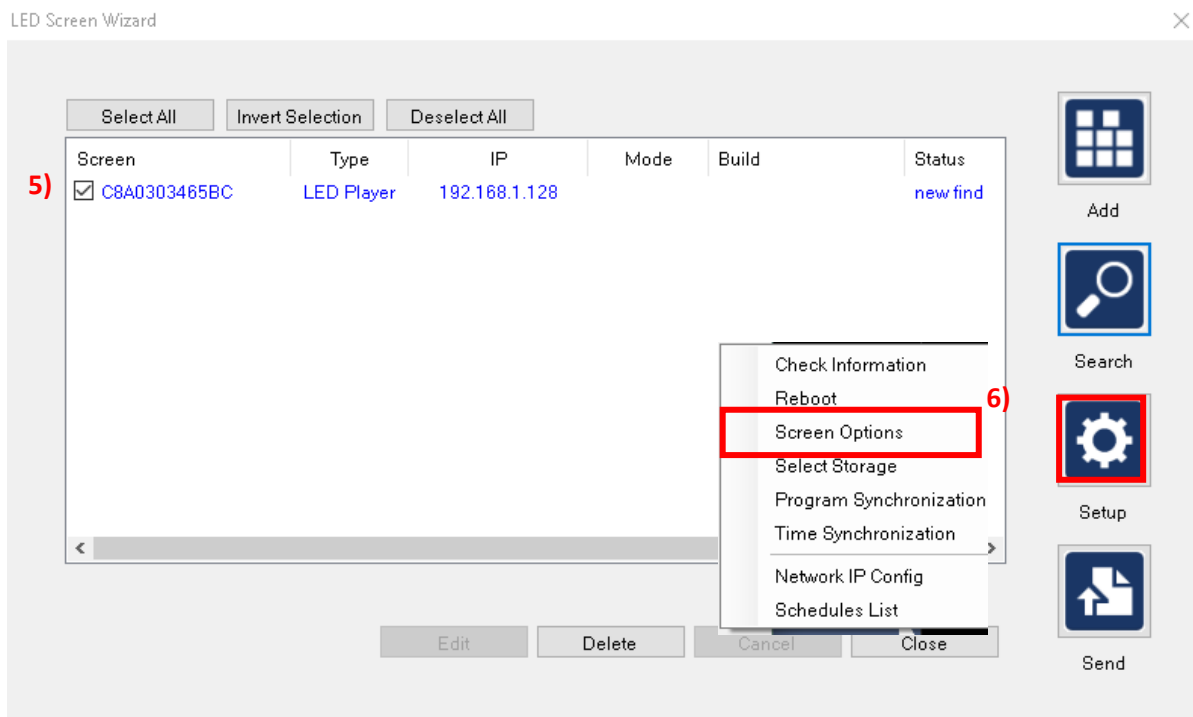
“Do you want to continue checking the inspection of the specifications”

Click-NO.

5) Your Screen will be visible. It should be listed with the following ip address “ 192.168.1.128”. Check the box to the left of the screen name. This will select the desired screen.

6) Click the Setup Icon. A context menu will appear. Click the Select Storage option.

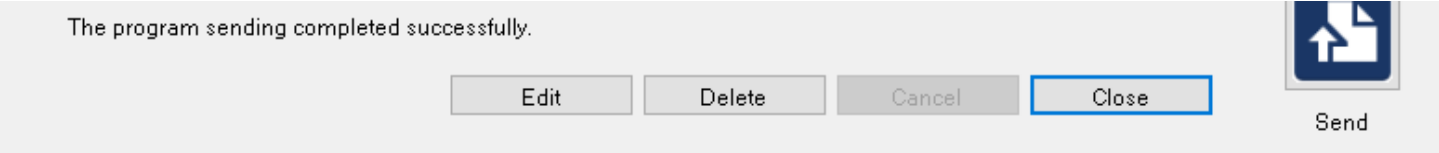
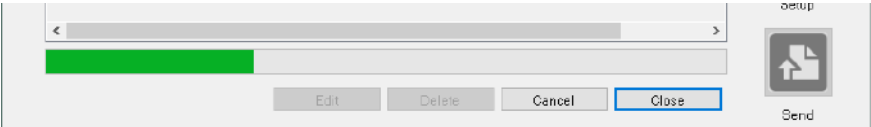
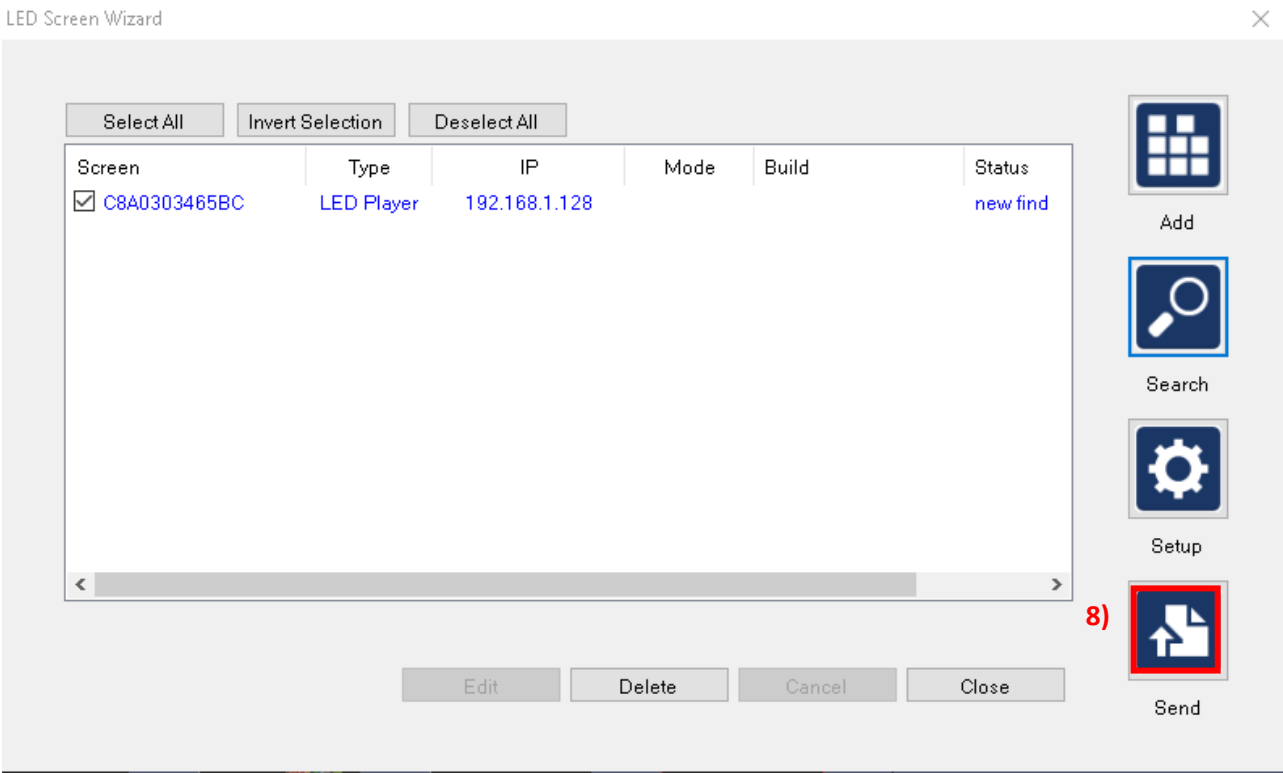
7) The Select Storage Options Window will appear. Click inside the checkbox to the left of “Clear Storage Space Before Sending” click Ok.



8) Once back at the LED Screen wizard Check the box to the left of the screen name. This will select the desired screen. Click send. You will see a progress bar moving on the bottom of the screen wizard. This gives you a transfer status.

Once completed a small message will appear at the bottom.

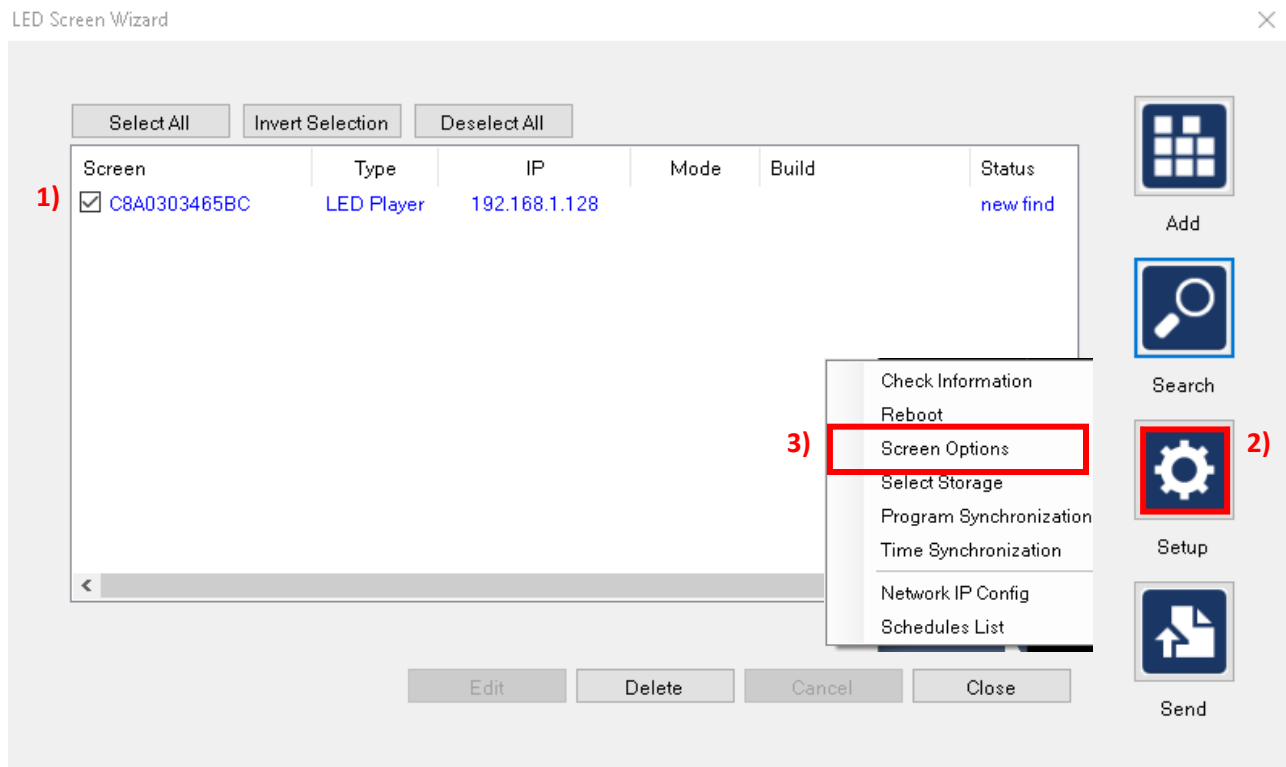
“The program sending completed successfully.



Now that the sign is playing content, let's go through the steps of manually dimming the sign, and turning the screen off/on within the software.

\*The display will go black, however it still draws minimal power to keep an established connection. Think of this as a standby feature.

- 1) Within the LED Screen Wizard select the desired Display.
- 2) Click the Setup icon. A context menu will appear.
- 3) Click the Screen Options.



The Host Screen Options Window will appear. Within this window you are able to manually set the screen brightness, turn on-off the screen, and select the values for your auto-dimmer (if so equipped)

To manually change the brightness perform the following steps:

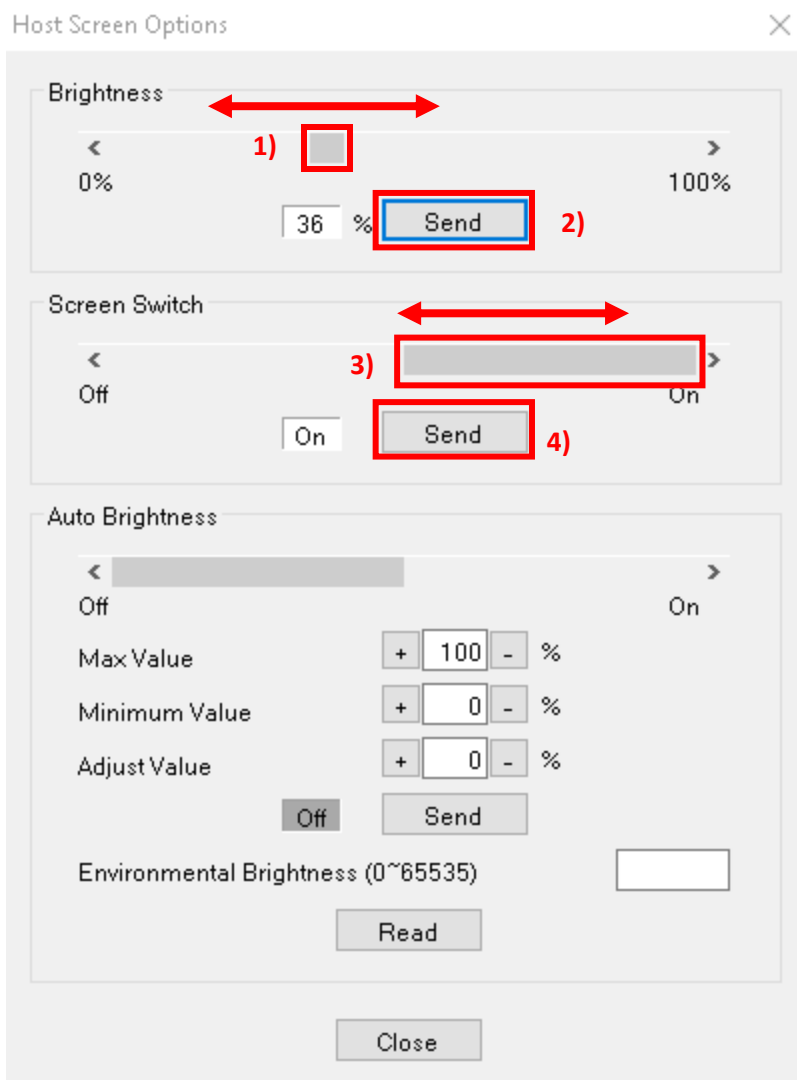
- 1) On the brightness slider select the desired screen brightness.
- 2) Click send. The LED screen wizard will respond with a message

“The operation completed successfully”

To turn the display off/on perform the following steps:

- 1) Select the desired screen state (OFF-ON)
- 2) Click send. The LED screen wizard will respond with a message

“The operation completed successfully”



The screenshot shows the 'Host Screen Options' window with three main sections: Brightness, Screen Switch, and Auto Brightness. Red annotations indicate the following steps:

- Step 1:** A red box highlights the slider handle in the Brightness section, with a red double-headed arrow above it.
- Step 2:** A red box highlights the 'Send' button in the Brightness section.
- Step 3:** A red box highlights the 'On' position of the Screen Switch toggle, with a red double-headed arrow above it.
- Step 4:** A red box highlights the 'Send' button in the Screen Switch section.

The window includes the following controls:

- Brightness:** A slider from 0% to 100% with a current value of 36% and a 'Send' button.
- Screen Switch:** A toggle switch between 'Off' and 'On' with a 'Send' button.
- Auto Brightness:** A section with a toggle switch (currently 'Off'), input fields for 'Max Value' (100%), 'Minimum Value' (0%), and 'Adjust Value' (0%), and a 'Send' button.
- Environmental Brightness (0~65535):** A text input field with a 'Read' button below it.
- Close:** A button at the bottom of the window.



To set the auto-dimming feature (if so equipped) perform the following steps:

- 1) Input the maximum desired screen brightness.
- 2) Input the minimum desired screen brightness.
- 3) The adjust value dictates the incremental size in steps

(if set to 5, the brightness changes will be made in steps of 5 ie. 5%, 10%, 15% following the minimum and maximum brightness rules that have been set. )

- 1) 4) Click send. The LED screen wizard will respond with a message

“The operation completed successfully”

The screenshot shows the 'Host Screen Options' dialog box with the following sections and annotations:

- Brightness:** A slider from 0% to 100%. A red box labeled '1)' is around the slider handle, which is currently at 36%. A red box labeled '4)' is around the 'Send' button.
- Screen Switch:** A slider from Off to On. A red box labeled '4)' is around the 'Send' button.
- Auto Brightness:** A section with three input fields: 'Max Value' (100), 'Minimum Value' (0), and 'Adjust Value' (0). Each input field has a red box labeled '1)', '2)', and '3)' respectively. A red box labeled '4)' is around the 'Send' button.
- Environmental Brightness (0~65535):** A text input field with a 'Read' button below it.
- Buttons:** 'Close' button at the bottom.

# ***XM-PLAYER EXPRESS MANUAL***