Software user manual

Dynamic 3

Date: 14/07/2016

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1. INTRODUCTION

Dynamic 3 is software for managing and editing LED screens Their content. Developed entirely by DITEL. Among ITS main features are:

- Compatible with Windows XP, 7, 8 and 10.
- Allows It to Work With Simultaneously Several panels.
- Easy and intuitive.
- Editing graphics, fonts.
- Simulator
- Free dowload.
- Free license updates.
- Mercury LED System.

1.1 Minimum PC configuration

The minimum PC requirements are:

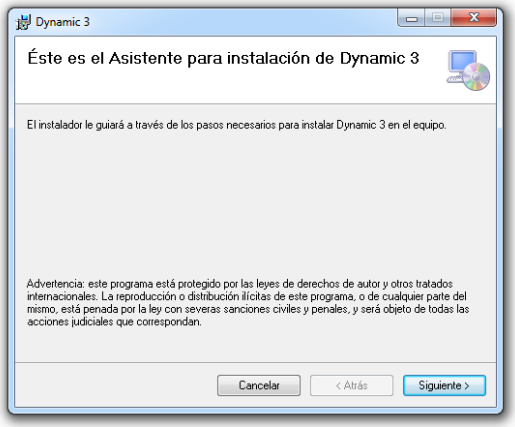
- Windows XP operating system or later.
- Microsoft.NET Framework 4.0.
- Minimum resolution of 1280 x 720 screen.

1.2 Installing the Dynamic 3 software

To install the program we must run Setup.exe ((you can download the software on our website) and follow the program instructions below Explained:

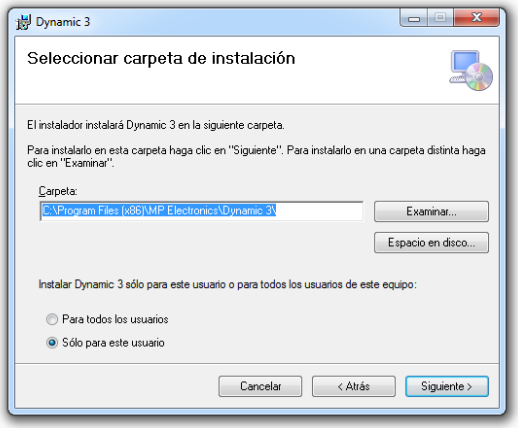
Step 1:

Run Setup.exe and click Next.



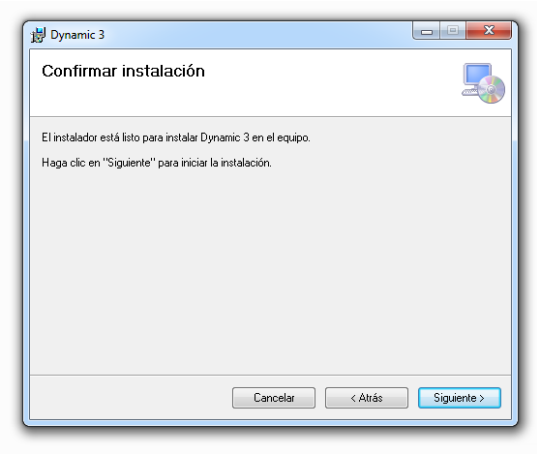
September 2:

Set the folder Where the files are installed. Default folder is "C: \ Program Files (x86) \ DITEL \ Dynamic 3 \".



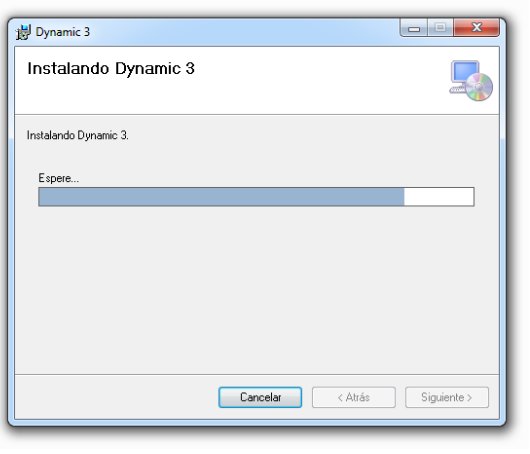
Step 3:

Instalation confirm.



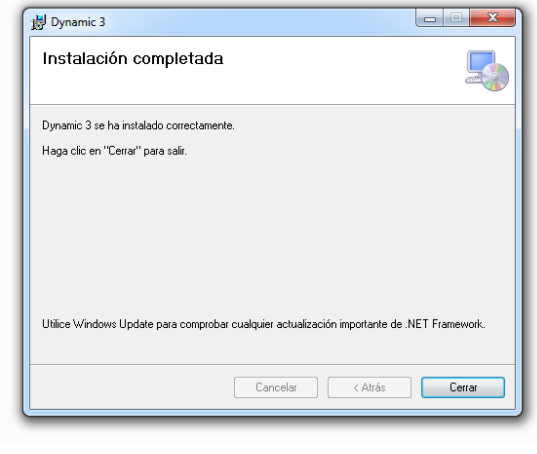
Step 4:

InstalDynamic ling 3.



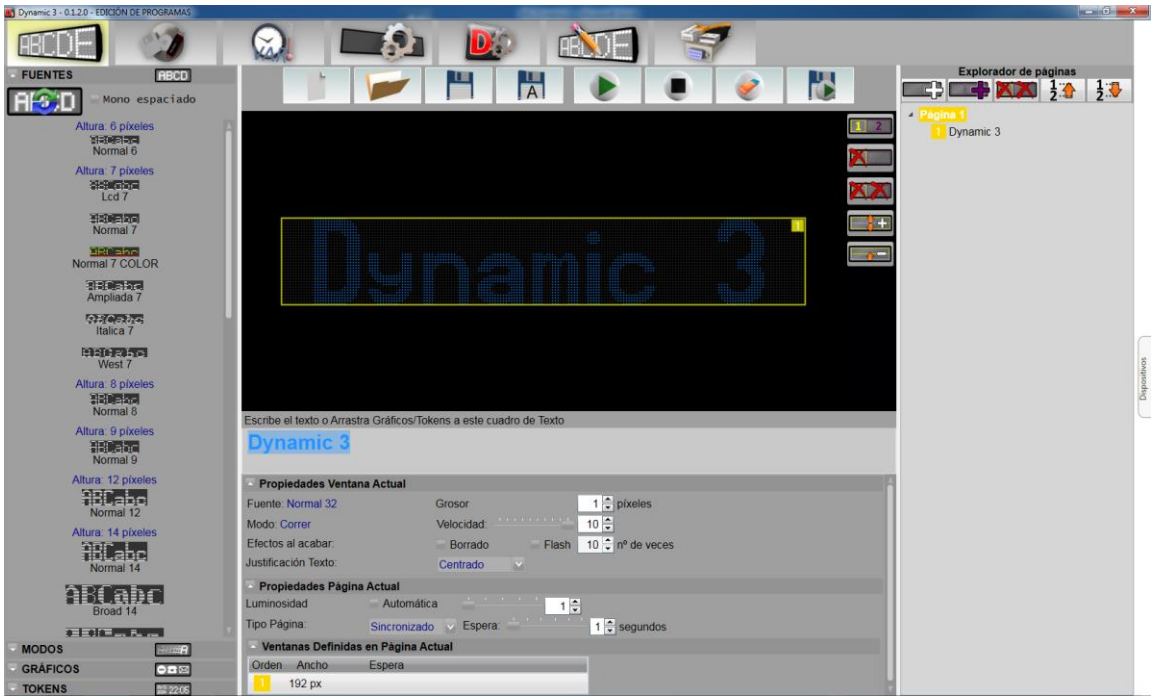
Step 5:

Finish the installation.



These eleven steps are completed, the Dynamic will be 3 software ready to work. Remember to update Windows Microsoft.NET Framework 4.0 to Obtain or later.

2. MAIN MENU TOP



The main menu of the software Consist of:

PROGRAMS EDITION DISP. TIME DISP. CONFIG. APPLI.CONFIG FONT EDITOR COMMUNICATION

- **Edition:** Here we will edit the texts and graphics That will Appear on the LED screen.
- **Programs:** In this section we can manage the programs created for the LED screen, as well as our playlist.
- **display Time:** In This tab we can send the date and time of our PC to the device, Obtain the device time or introduces a time and date manually. It Also Allows to Work With the 25 variables internal.
- **display Configuration:**Here we can configure the multiple options of the device,: such as brightness, the address of the device, the Ethernet settings, Among other parameters. (Only for advanced users).
- **Application Settings:**Here we can set the program options. For example, the language, the default model, the values of the default edition.
- **font Editor:**In this section we can manage, modify and create new fonts and graphics for our screens. (Predesigned fonts and graphics are included).
- **Communication:**In This tab we can choose in Which mode we want to connect the device to our computer. It can be by USB, RS232 / RS485 or Ethernet.

3. COMMUNICATION - CONNECTING THE DEVICE

To Work With any of our displays, first it is Necessary to connect to our device, so we go to the "communications" section of the top menu.

3.1 Connection type

To begin With, We Have to select the type of connection we are going to use to connect to our screens. There are three types of connection:


USB


RS232 / RS485


Ethernet

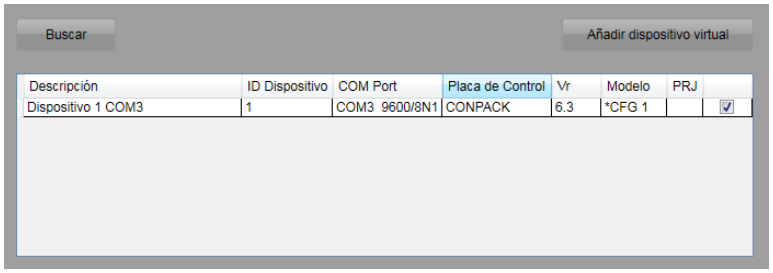
To connect via Ethernet we must enter the IP address of our device.

The default IP address is 192.168.1.100 and the TCP port 53.

If We Have More Than One LED Display we can select a range of IP in Which to search the devices.

3.2 Searching device

Once communication parameters correctly selected Have Been, We Have to press the "Search" button. It appears it by searching one device (or more) into the list below. Then add the device found to our devices list pressing "Add to devices File" while if we want to replace, pressing "Replace device files". The list of devices is stored in a file on our PC.



Important: On Error in communication, we can select communication mode or Slow Increase values in advanced settings: such as detailed below:

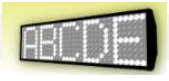
Display Timeout response and displays Search Timeout: + 1.00.

TCP Socket Timeout and TCP Socket Delay: + 0.05.

On USB communication check the USB driver are installed well. USB drivers can be download from our web page.

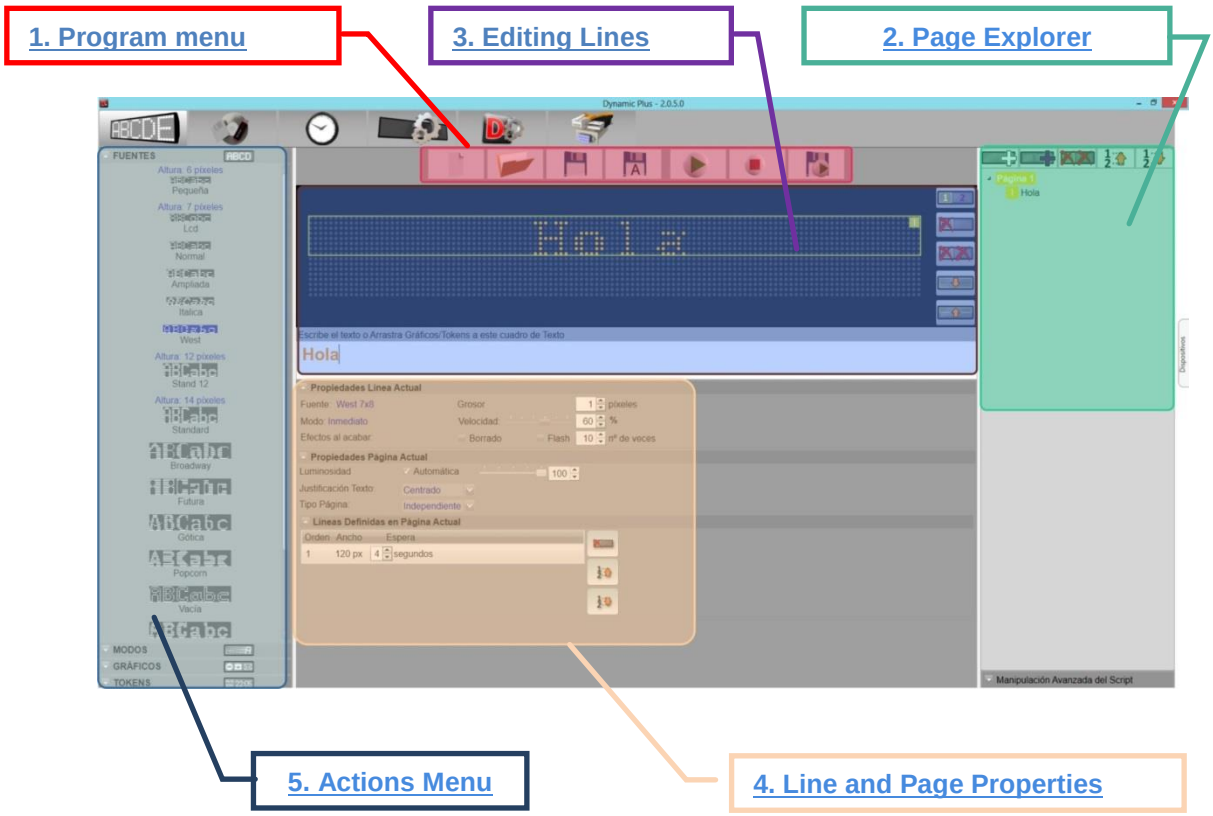
On serial communication, Baud, Data Bits, Parity and Stop Bits are by default 9600, 8, N and 1 respectively.

4. EDITION



These are the different parts That Make up the Dynamic 3 Editing program.

Next we will see in detail each one of them.



4.1 Program menu

1 **New**: Create a new program to the system configuration ACCORDING and the default values. A new program is generated Automatically When Dynamic 3 is opened.

1. **Open**: Opens an existing program in the PC's *C:* \ *Users* \ *Username* \ *Documents* \ *MP Files* directory.

2. **Save:** Keep changes made on the Previously opened program.

3. **Save as:** Creates a ".hgp" backup file of the new program in the PC's *C:* \ *Users* \ *Username* \ *Documents* \ *MP Files* directory.

4. **EXECUTE**: Sends the program to display the selected device in the list for immediate execution. The program is stored in the display under the default name - FASTEXEC--.

5. **Stop Display:**Stops the program execution of the selected display in the device list. No LED is lit in the display Then Which remains in a state of waiting.

6. **Save and Execute**: Sends the program to display the selected device in the list for immediate execution and a copy of the program is saved in the display memory under the name of the program defined by the user.

   ATTENTION: The program name stored in the display must have a maximum of 8 characters in uppercase. This must be taken into account When recording programs on the PC. If the name of the program is greater than 8 characters, it will be amputated when it is sent on the display Which May cause one program to be overwritten by another Whose Name Begins with the same eight characters.

   NOTE: If the display is disconnected, it will restart by executing the program or in stop mode to the configuration of ACCORDING Reset the display at startup option (see menu configuration device)

Explorer 4.2 pages

The page explorer provides a global view of the new program or program selected and the ability to navigate between pages as well as perform the following operations:

The icons can be found at the top of the browser pages are as follows respectively:

- **New page** Create a new blank page.
- **New page by copying current** Create a new page by copying the selected
- **Erase page:** Deletes the selected page.
- **Move Up**: Moves up to the selected page.
- **Move Down**: Move down to the selected page.

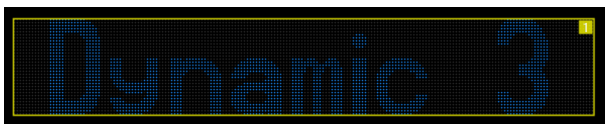
the execution of the Program will be done according to the order of the pages.

Options right mouse button on the page:

- Rename the page.
- Run the program from the selected page.

4.3 Editing lines

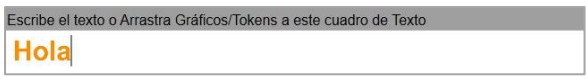
Simulator screen:



This part of the program is visualized what would later see in the LED display. Clicking the blank creates a new line. We can create a maximum of 14 windows. To resize each window simply drag any of its corners.

We can manipulate each of the screens

Text Editing:



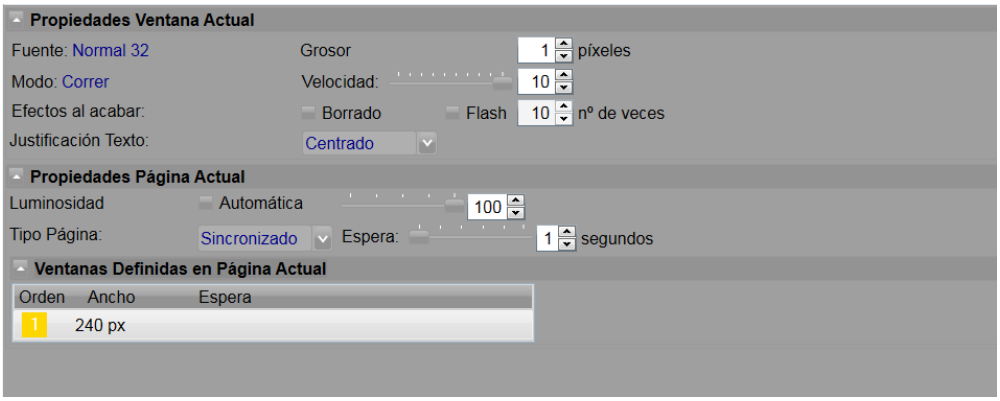
Here we can write the same way as in the selected window the text you want or insert a graphic, time, time, temperature ... Also the "tokens" and is reflected effects.

Manager lines:

Small menu that identifies the lines which shows the line number, delete one or all lines and maximize or minimize the selected line.

4.4 Properties window

At the bottom of "Edit" find the line properties. Modify and view the properties of the current window or page. Basically here we will control the times of the effects and characteristics of the window or page.



Current properties window:

- **Source:** It shows the current source and to modify the thickness thereof.
- **Mode:** It shows the selected effect and to modify its speed.
- **Effects at the end:** Effects at the end of the timeout.
  Erased: Deletes the line so that it does not overlap with the next page.
  Flash: Number of flashes.
- **Justification text:** Align text left, center or right.

Properties of the current page:

- **Brightness:**Set the brightness of the LEDs, you can select two options:
  automatic: Brightness of the page established by the sensor screen.
  Manual: You can set the brightness of the LEDs 1 to 100%.

- **Page Type:** In case we have several windows created on the page, we can select between two types:
  synchronized: All windows appear at the same time.
  Independent: They are the windows of appearing in one, to complete the page.

Windows defined in current page:

It shows a list of all windows created on the current page. In the event that the selected page type this independent, ie the windows one after another in succession, can modify their order of appearance and waiting times appear from the end effect until it proceeds to the next window .

4.5 Menu actions

The actions menu is found on the left side of the screen. Within this menu options are detailed below:

- Sources.
- Modes.
- Graphics.
- Tokens.

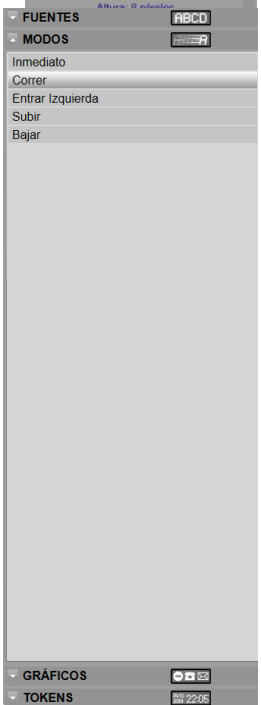
4.5.1 Sources

Here we find the sources that we can choose and see the properties of the current line.

In case you want to use a larger font than the current window, we must first increase the size of the window. The same would happen in case you want to use a smaller font than the current window previously should resize the window.

Dynamic 3 features several predefined in various sizes, single color or multicolored fountains sources.

Note: You can create custom in the "Editor Font" sources explained later.



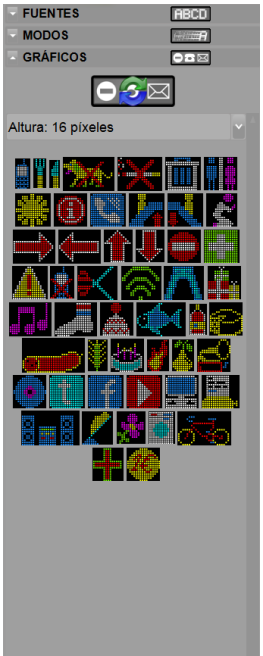
4.5.2 modes

In this section we find different appearance modes available for windows. Among them are the following:

- **Righ now:** The window appears immediately, ie without any effect.
- **Run:** The contents of the window scrolls from right to left.
- **Go left:** The contents of the window moves from left to right.

- **Go up:** The contents of the window moves from bottom to top.
- **Go down:** The contents of the window moves up and down.

4.5.3 Graphics

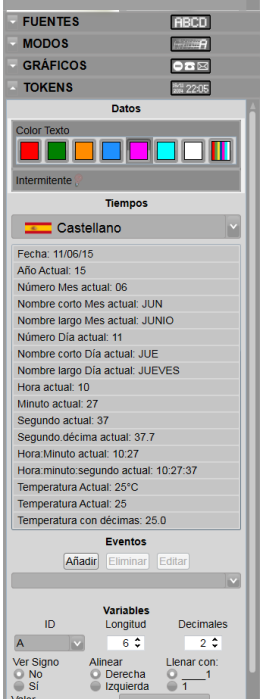


In this section we find predefined graphics available in Dynamic 3. In the top section we find a list with the different heights of graphics available.

To use such a graphic 16 pixels high, we need the current window count on the same height.

Note: You can create custom charts in the "Editor Font" explained later.

4.5.4 Tokens



The "tokens" is a string that have a consistent meaning in a programming language, such as for example the current date.

Data: In this section we can modify the appearance of text.

- **Color:** We must first select the text you want to modify in the section "Editing Text", once selected, simply select a color.

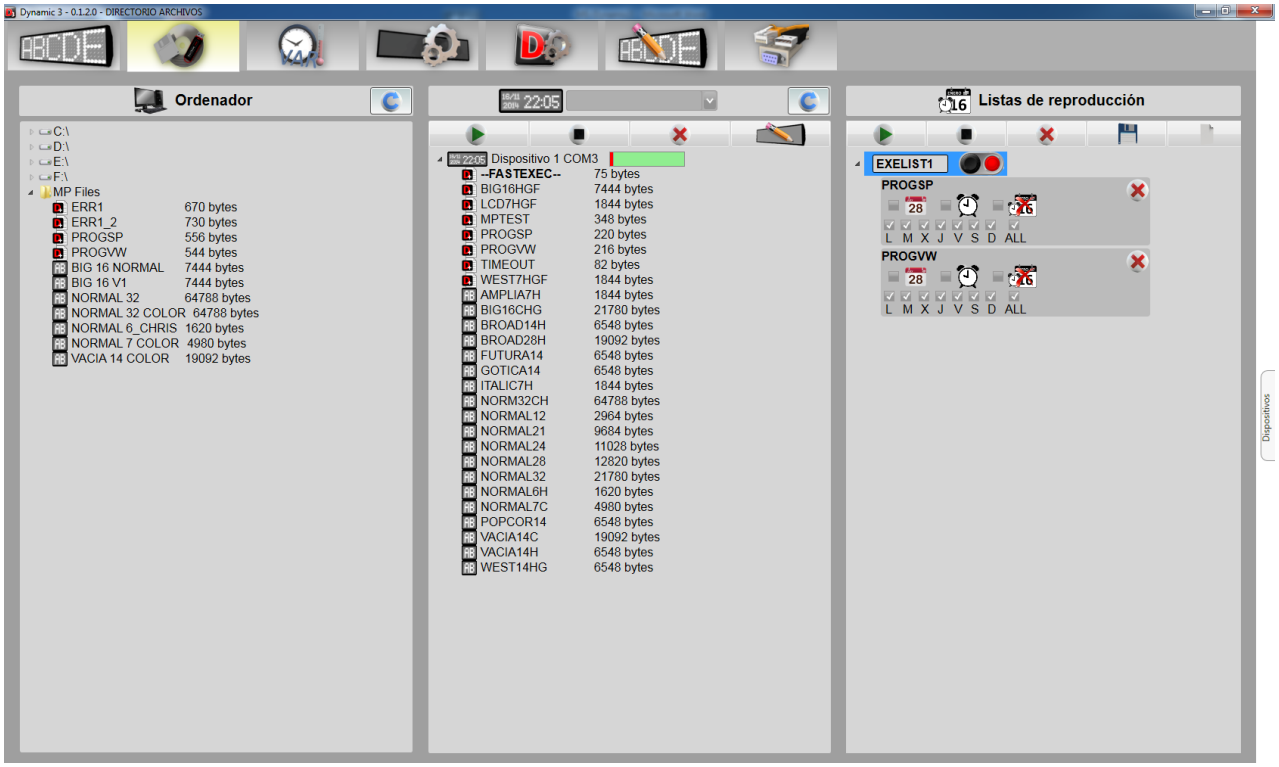
- **Intermittent:** If we click on this option will be added in "Editing Text" a small light bulb, which will make the entire contents of the window is a flashing effect. If we want the effect only occurs on a few characters without affecting others, we put the effect around them.

Time: Add date, time or temperature and the language appear. With page type "synchronized" you can only use a language page. You just have to double-click on the you want to add, or, drag it to "Editing Text".

Events: Add a countdown to an event. To create it, select the event date on the calendar, give it a name and add to the list.
You can select the remaining time by one unit.
Once created the event just have to double-click on the you want to add, or, drag it to "Editing Text".

variables: It is a quantity that can have any value and can change quickly. For example, the price of a product or the parts count in a production line.
We can choose the ID variable, display or not the sign, alignment, length (number of characters), or decimal 0 or not displaying the left.
The value of the variable is given in this section is only a sample value for the virtual screen we see in our PC. That is, the value of the variable section does not change the actual value of the variable.
To change the value of the variable, we have to enter the "Clock" from the main menu. Once there we can change the values of variables.

5. PROGRAMS



From here you can edit the various programs stored on the computer, on the screen and join several programs as cycles. To access the directory screen must "update directory".

1. **Computer (first column)**: Default Dynamic 3 creates a folder named "MP Programs" in the "My Documents" folder. It is simply a file browser for your PC.

2. **Device (second column):** In the Device column we can see all the programs that are inside the screen. With the ability to execute them, stop them, delete and edit them.

   Important: *The name of the programs saved on the screen can not exceed 8 characters. For them it is advisable not keep the programs on the PC with names longer than 8 characters.*

3. **Playlists (third column):**Here we can see the lists created on the current screen. We may also execute them, stop them, delete them, save them and create new lists.

Important: *Programs to add to the lists, programs must be within the device (screen).*

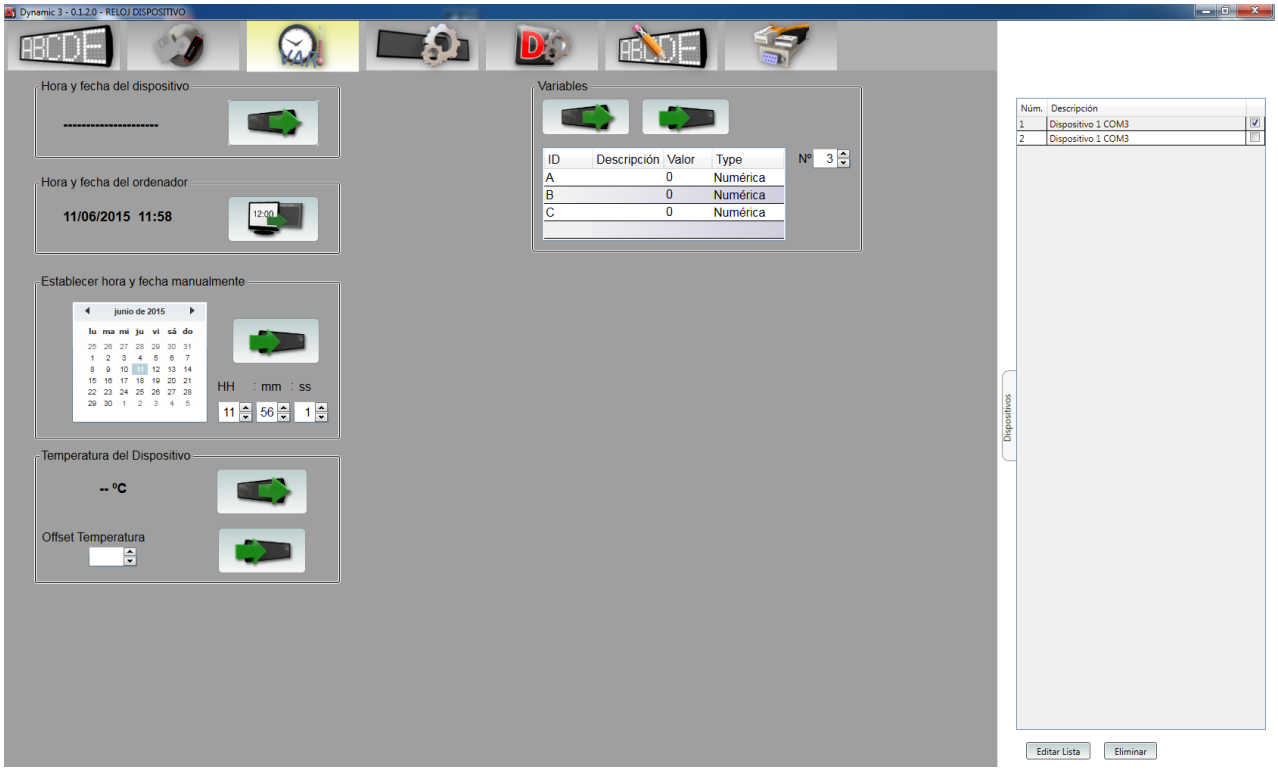
In each of the added programs we see several options are as follows:

- **Run by date:**We can set the program start date and end date. The program will run only in this time interval.

- **Run on time:** We can set the program start time and end time. The program will run only in this time interval.
- **Remove program to finish execution:** If you select this option, the program will disappear from the list once their execution is complete.
- **Select days of the week:** We can set that day of the week you want the program to run.

All of these options can be combined in order to create automated without daily maintenance lists.

6. CLOCK



1. **Time and date:** You can be configured in three ways:

    - Regardless of the time and date of the device to the PC.
    - Synchronize or export the time and date of the PC to the device.
    - Set the time and date manually and send to the device.

2. **Temperature:** Obtainable temperature Cº device and manually add a difference.
   (You can only be obtained in devices with temperature probe temperature).

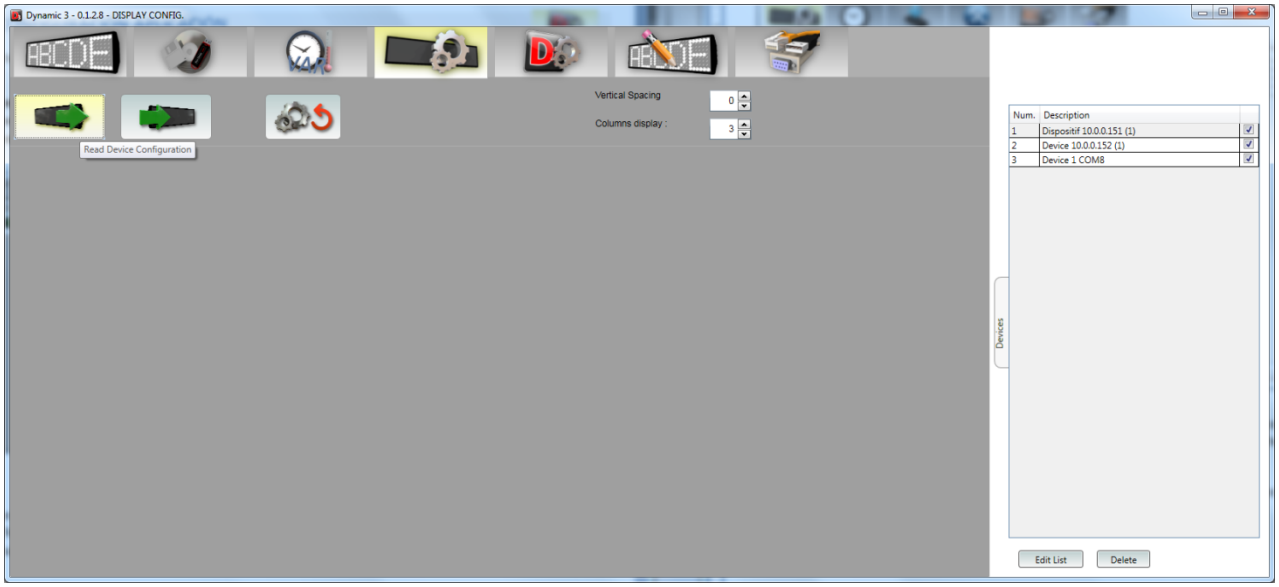
3. **Device Variables**: You can change the values of 26 variables. To enter the value, we choose the letter of the variable, type, add a description, the default and click "Send variable device value."
   To view the value of variables stored in the device press "Get device variables value."

   Note: *The variables can only be used on certain devices.*

7. DEVICE CONFIGURATION

On the top there are 3 buttons:

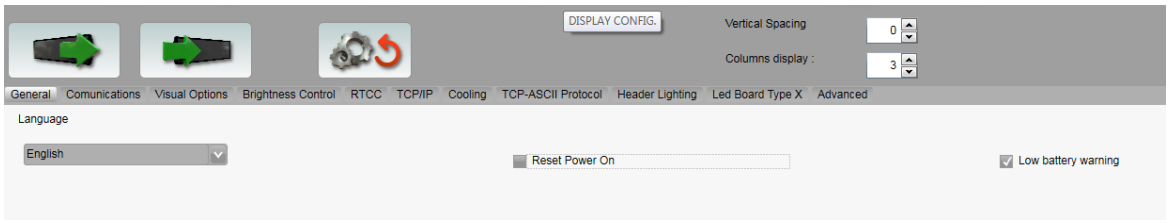
- **Read Device Configuration**: Obtains and saves the configuration of the device in the PC.
- **Save Device Configuration**: all fields of the different tabs are saved on the device.
- **Restore Factory Settings**: Restores factory settings.
-



When we read the different configuration tabs Depending on the device Appear in question. In This Manual The fields for all devices are not detailled; for more information for device owners, consult the specific manual.

For MOST of the devices, there are always two tabs That Appear (General and Advanced) plus another for communications (Which VARY ACCORDING TO communications device).

"General" Tab

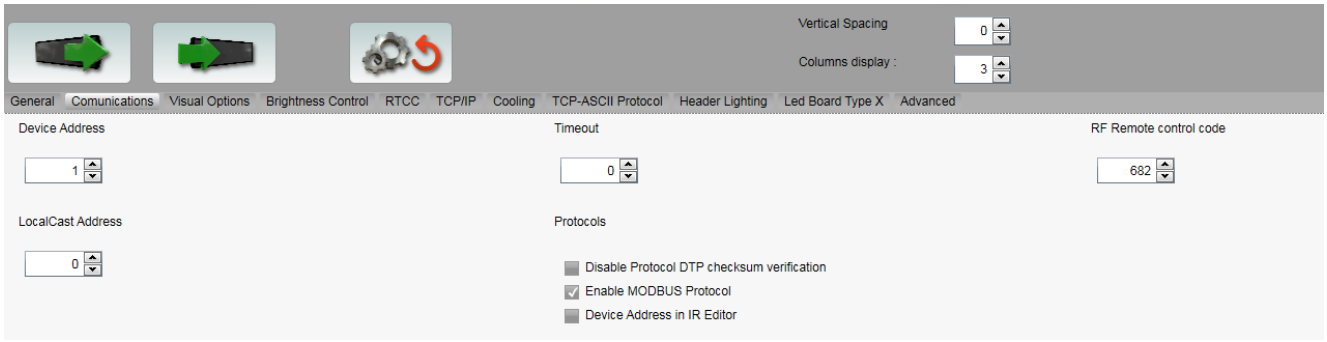


Language: Use by Times Tokens.

Power On Reset: If This option is selected the --FASTEXE-- file of Display memory will be cleared at each powered on. The --FASTEXE-- file is used When the information is sent online from the software publisher Dynamic3 or from a master device in integration mode (see communication protocols).

Low battery warning: If the battery level is low, the message "BATTERY" is showing few seconds When the display is on powers.

"Communications" Tab



Device Address: Indicates the device ID. This address must be unique for each device. The ID adresse appears on the display as "A + ID" when it's powered on. The default address from factory is 01.

LocalCast Address: Address used to create groups. All the devices of a group must have the same address.

timeout: Time in minutes at Which if the display does not receive data the program name "TIMEOUT" stored in the display will be activated automatically.

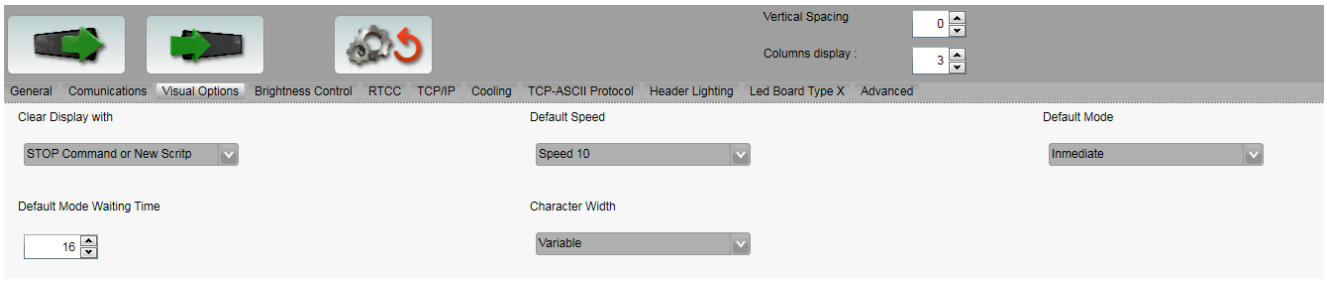
The "TIMEOUT" program can display an error message or an empty communication program (with at Least one space character) for the display remains black.

If time is 0 the function is disabled.

Protocols: Enable protocols.

RF Remote control code: Code of radio frequency remote control.

"Visual Option" Tab



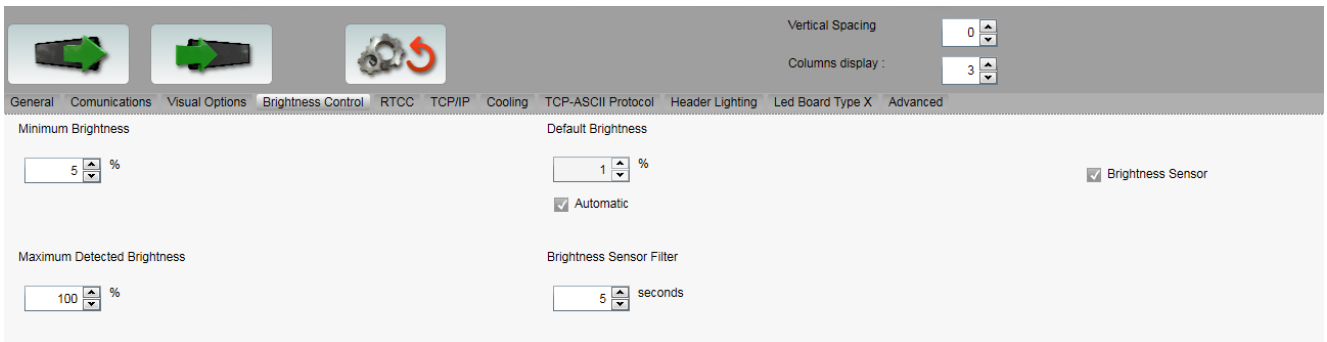
With Clear Display: If the option "Never Clear" is selected, the execution of a new program is overlaid on the previous program. The visual effect is only the different characters That change.

If the option "Command STOP" or "STOP Command or New Script" is selected, the display is cleared STOP command on or before presenting a new program.

Dafault Mode Waiting Time, Speed, Width and Character Mode:

Program edition default settings If These parameters are not specified in the program sent to the display. Otherwise it is the configuration of the program That has priority. (See current page properties and communication protocols manuals)

"Brightness Control" Tab



Minimum Brightness: The minimum percentage of intensity of LEDs When brightness is Set to Automatic.

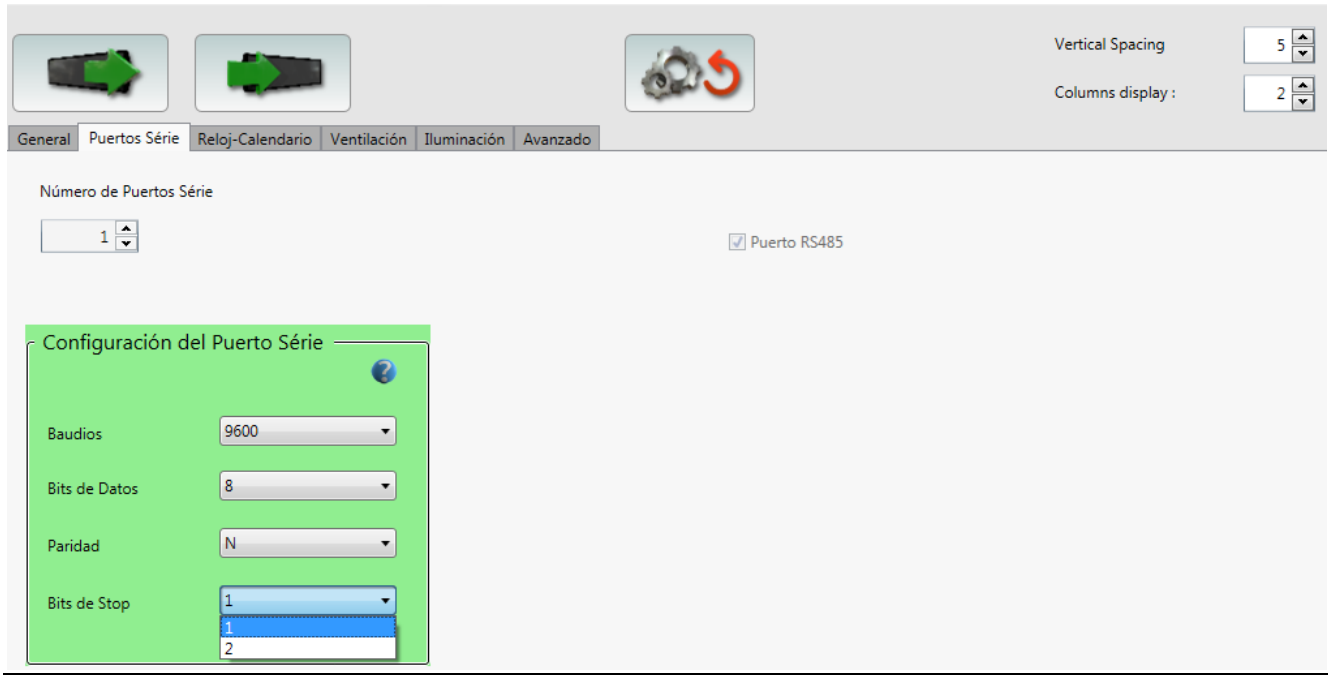
Detected Maximum Brightness: The maximum percentage of luminosity detected by sensor. From here the LED intensity is maximum.

default Brightness(%): The percentage of the intensity of LEDs in September is here. Also we can Set the brightness to Automatic, so That the above percentage is disabled.

Brightness Sensor Filter: The Speed With Which We want to vary the brightness When Set to Automatic. Doesn't change the sensibility of Brightness sensor.

Brightness Sensor: Enable the Brightness sensor.

"Serial Ports" Tab



bauds: RS232 / RS485 bauds. Can Choose between1200/2400/4800/9600 * / 19200/38400/57600/76800/96000/115200.

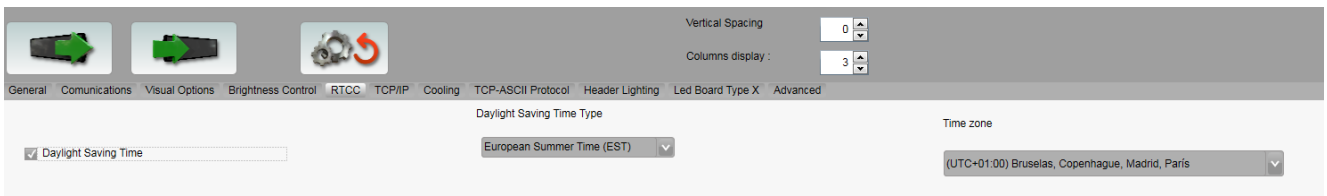
Data Bits: RS232 / RS485 data bits. Fix value, always in August.

parity: RS232 / RS485 stop bits. N * (None) O (odd) or E (even)

Stop Bits: RS232 / RS485 stop bits. Can choose 1 * or 2.

* Default parameters. The Most Important parameters Appear on display defaults When powered on.

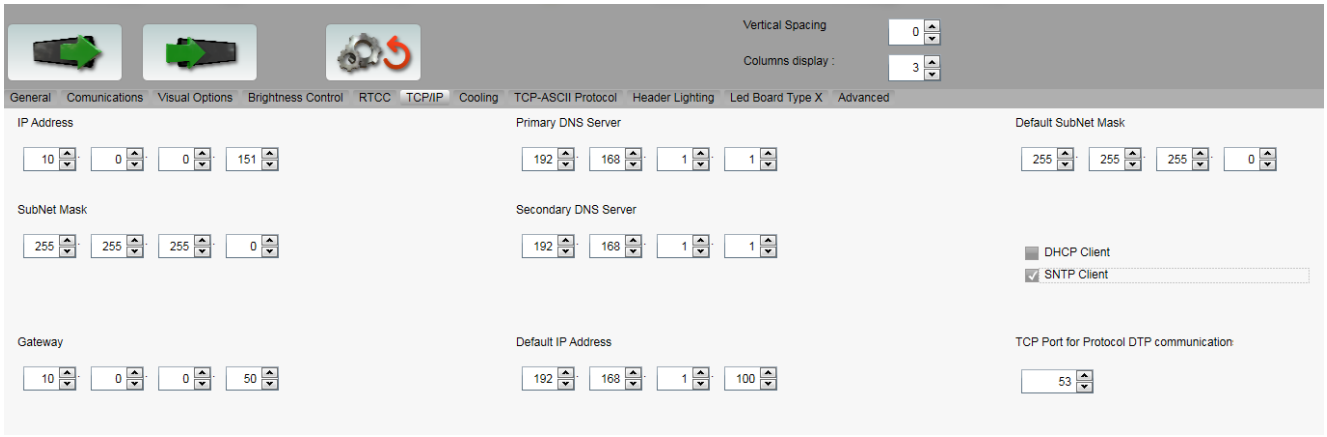
"RTCC" Tab



Daylight Saving Time: Enable the summer time.

Time Zone: UTC Time Offsets.

"TCP / IP" Tab



IP Address: IPv4 of unit. The displays are delivered With the default address 192.168.1.100 * To connect to the display from a PC on a LAN must have the devices Both same network address. In This case only the IP address and subnet mask are needed to Establish communication.

GatewaySet it if the internet access is Necessary.

Subnet Mask: The displays Come With the default subnet mask 255.255.255.0 *

Primary DNS server: For SNTP Synchronization use a public DNS like 8.8.8.8.

Secondary DNS server: For SNTP Synchronization use a public DNS like 8.8.4.4.

DHCP Client: The displays are shipped With DHCP disabled to work with a fixed address, but can Work With automatic address by checking this box.

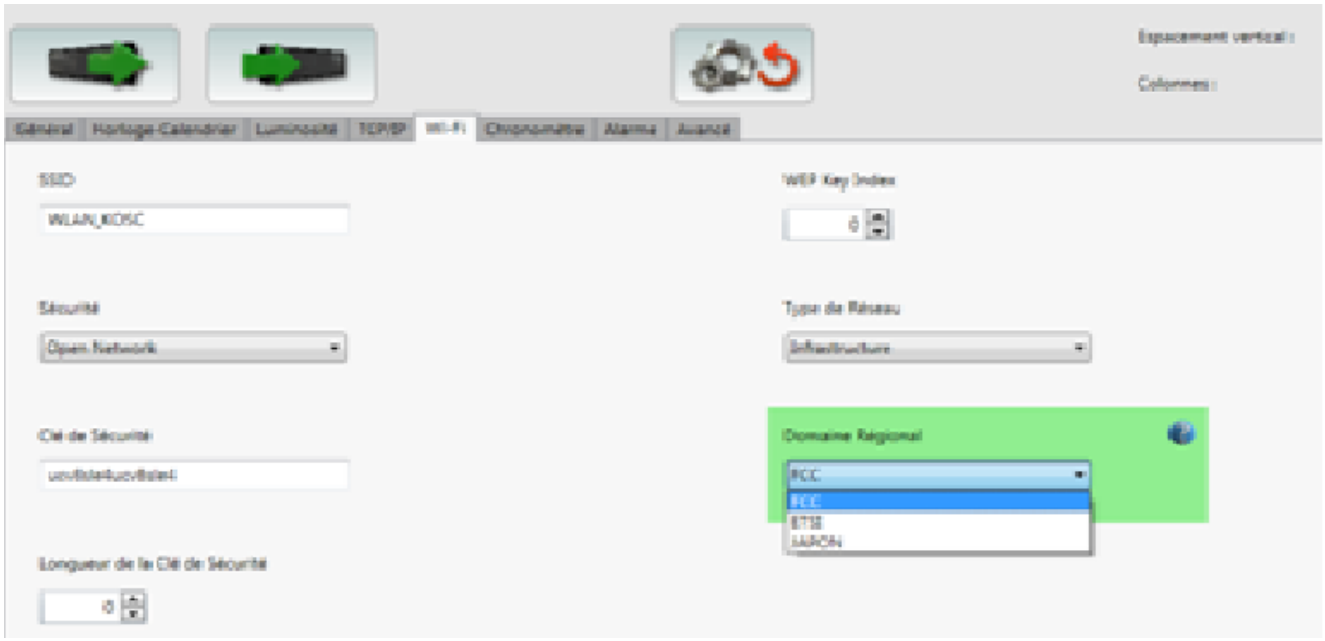
SNTP Synchronization: Automatic synchronizing each few minutes of the internal clock of the display to a public Internet time server. The Internet access available and Should be Gateway address (Gateway) and the DNS server must be correctly in September.

Protocol TCP Port for communication DTP: The TCP port will be used by That the native protocol called DTP. Default TCP port is 53 *. MPTools use the DTP protocol, so If you change the TCP port don't forget to change it too in "communication device and search" of the main menu.

CAUTION: To use SNTP Synchronization With the Wi-Fi communication the TCP port must be Set to 2000 in place of 53.

* Default parameters. The Most Important parameters Appear on display defaults When powered on.

"Wi-Fi" Tab



SSID: Wireless Network Name (Maximum 32 characters).
Security: Open Network * or key type of wireless network security.
Security key: Security key if not open network.
Security Key length: Number of bytes (character) of the security key.

WEP key index: Only applicable in case of type 40 or WEP 104 WEP Security.
Network Type: Type of Wi-Fi network to connect Which we (Infrastructure * or AD-HOC).
Regional Domain: Wi-Fi geographical area Depending channels. ETSI: Europe *, FCC: USA or Japan.

NOTE: Wi-Fi communication needs Also the "TCP / IP" tab parameters. To connect from MPTools use the same way than Ethernet in "Communication and Devices Search" of the main menu.

* Default parameters.

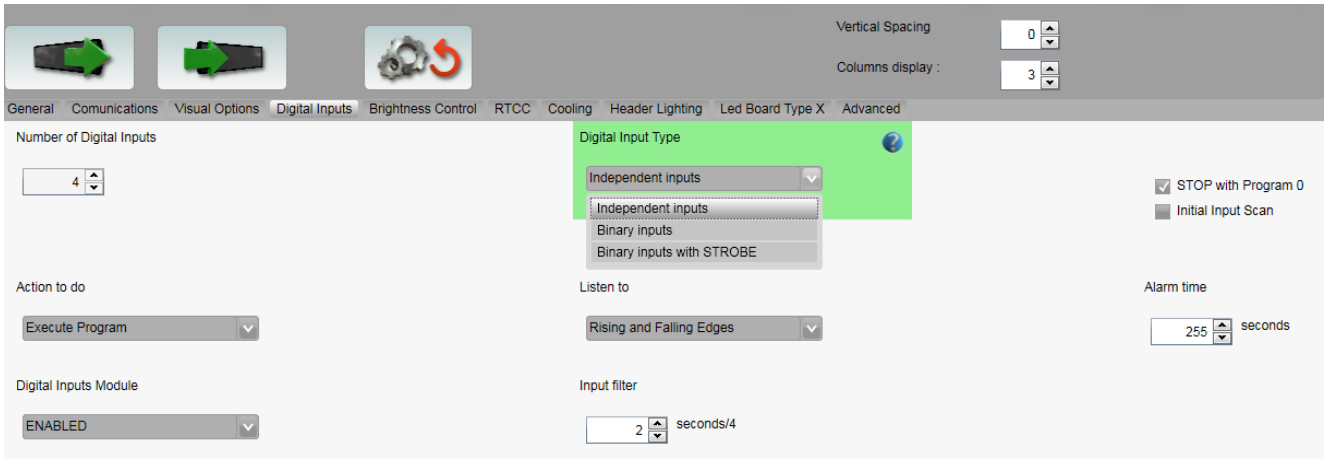
"TCP-ASCII Protocol" Tab

End of Frame: hexadecimal value of end of frame character. The display will only process the frames With This termination. Can Choose between CR / LF / CR + LF / LF + CR / DLE / ETB / DLE + ETB / ETB + DLE

Response: Display response. Can Choose between No answer, 0x06 or 0x06 + End of Frame.

TCP Port: The TCP port of the protocol is configured by default to 10001. It is recommended not to change it.

"Digital Inputs" Tab



Number of Digital Inputs4 or 8 the optional module Depending.

Action to do2 modes of work. Independently or simultaneous execution of programs. In "Execute Program" only one program is active at the same time. In "Alarm Tasks" several programs can be displayed sequentially.

Digital Inputs Module: Enable or disable the optional module.

Digital Inputs Type: When inputs are independent one program each active input. Input1 => program called "PRGM1" Input2 => program called PRGM2 ... INPUT8 => program called PRGM8.

When Binary inputs are the Executed program is the result of binary inputs combination (255 possible). Strobe With the input mode 4 or 8 Depending the optional card, enabled the inputs.

Listen to: When "Rising and Falling edges" program is activated on rising edge and falling edge is deactivated on. When "Rising edge" program stays active Until other input.

Input Filter: Minimum press in ¼ seconds for consideration of input signal.

With Stop Program 0: When no inputs detected, the program called "PRGM0" is Executed. Only with "Rising and Falling Edges" mode.

Initial Scan input: First scan When unit is powered on. Only with "Rising edge" mode.

Alarm Time: In "Alarm Tasks" mode is the time in seconds that a program is displayed. When the device scans time finish the next input. Several inputs are ON If the programs are displayed sequentially During the same time.

NOTE: To programs must be loaded in the display Previously With the name "PRGM1" for input1 to "PRGM255". "PRGM0" is only used for "Stop With Program 0" mode.

"LedBoard Type X" and "Advanced" Tabs

Some tabs as "LedBoard Type X" and "Advanced" are protected by a password and concern Factory settings.
CAUTION: The settings on These pages Should only be changed by qualified personnel at risk to alter the Proper Functioning of the device.

8.Setup application

Language program: Defines the language of the program. You can select the language according to the language of the operating system. We can also manually select between three languages (Castilian, English and French).

Default model: Defines the default device model. First we select the family and then the model. If the model is "custom" family select "CUSTOM CFG" model and select between "graphic" and "MULTILINE" then we just have to change the size values.

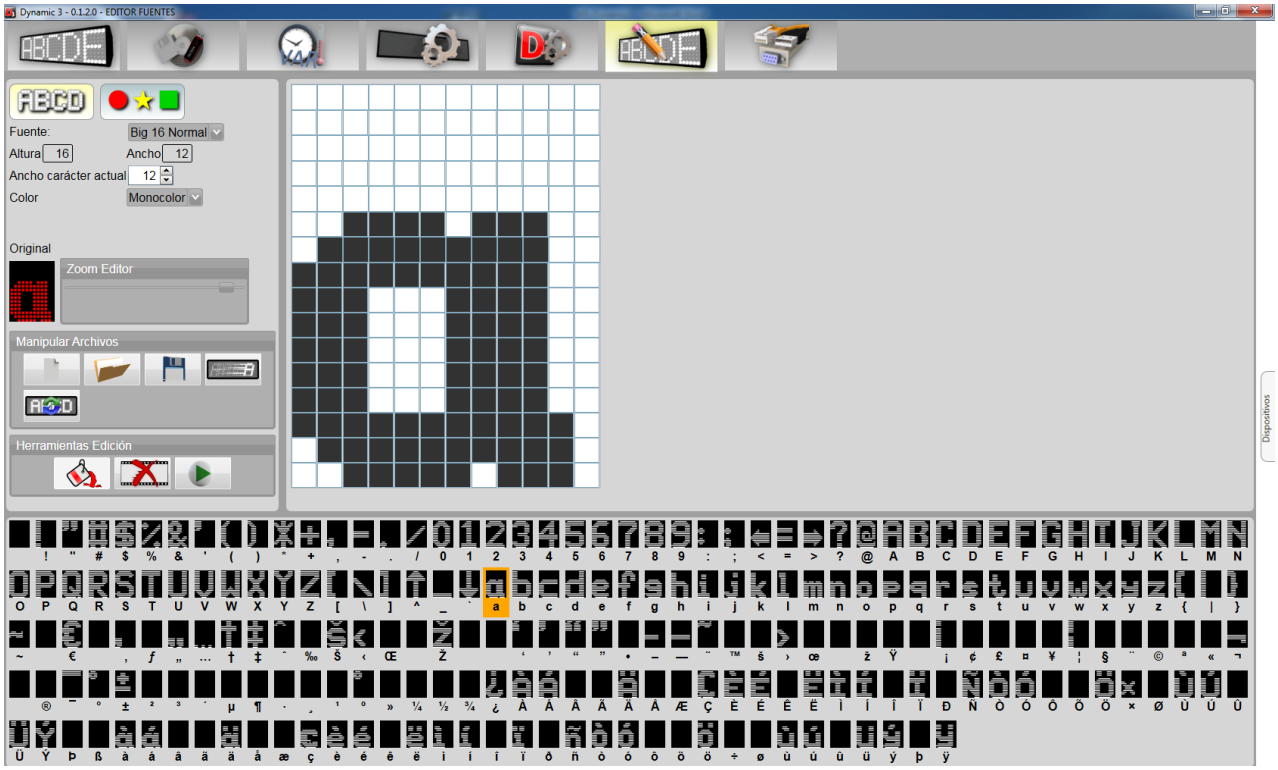
XML configuration files: If you leave an update, you can choose the file to update through this section.

Format of variables: The default format of the variables is defined. As its length, decimal value, visibility of the sign, alignment, and filling.

Default values edition: Here you can change the default editing values such as: Source, color text mode, text justification, page type, initial text, speed, wait, thickness, brightness, flash and erasing.

Prompts: You can enable or disable warning messages showing the default program in some situations.

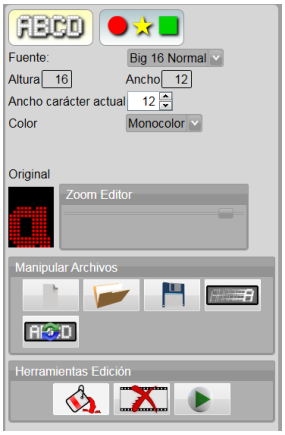
9. SOURCES AND GRAPHICS EDITOR



The font editor used to modify, create and manage fonts available for the device. In the menu font editor we can find the following:

Font Editor 9.1

To enter the "Source Editor" we must have selected the button you can see in the image on the left. Once here we find the following properties:



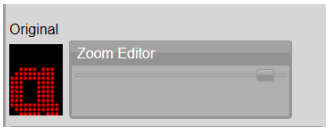
- **Source:** In this tab we find existing sources, either created by us or predefined Dynamic 3. Simply select the source here we want to change.

- **Height and width:** This number defines the number of pixels in height and width for all characters of the selected font.

- **Current character width:** Here you can change the pixel width of each of the letters, always without exceeding the overall width of the source mentioned in the previous point.

- **Color:**This menu includes 3 options: Monocolor, Tricolor or RGB. The explained below:
  - **monocolor:**If you select this option, the font appears only in black and white in the editor. However, our screen will look depending on the color of our LEDs. Monocolor fonts can be used on any screen.
  - **Tricolor:** In this case, we see three colors (red, green and amber) just below the Color menu, with which we can modify or create our sources. The tricolor tricolor sources only work on RGB screens or, in the case of using a monochrome screen, they will be only one color.
  - **RGB:**If you select RGB, they appear 8 colors (red, amber, green, cyan, blue, magenta, white and black) just below the Color menu., With which we can modify or create our sources. RGB sources only work on RGB displays, if used in single-color or tri-color screens, you will be one or maximum three colors.

- **Original and zoom Editor:**Us a thumbnail of the current character will appear, this is helpful if you are editing characters because we have a reference to how it was before. It also gives us the ability to change the zoom editor to work more comfortably.

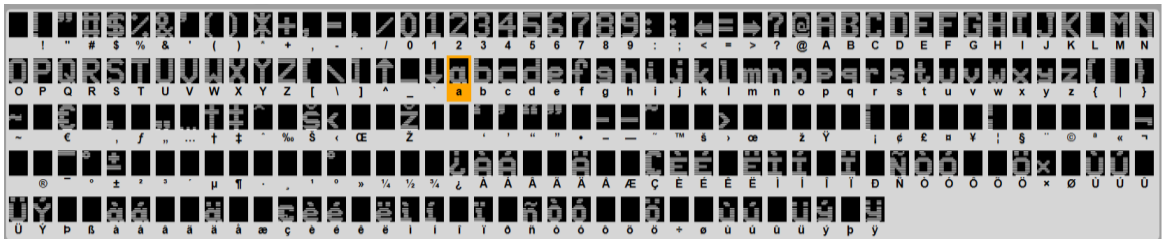


- **Manipulating files:** This is a menu that will allow us to create new, open existing sources, save changes to the current, send file (current source) to the device or PC sync sources to the device respectively.

- **Editing tools:** We find us three tools that facilitate tasks, starting with:

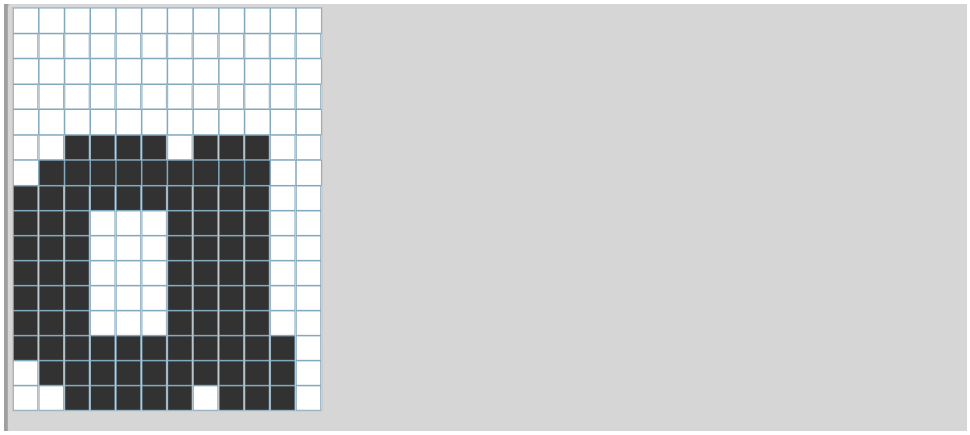
  - **Fill:** With this tool we can change the color of all the characters in the font with one click.
  - **Remove:** Deletes the current character, without having to manually remove it.
  - **preview:** Displays a small sample of the font you are working on a virtual screen.

- **Explorer characters:**It simply allows us to select the character you want to modify or create the current source. The selected source is displayed marked amber. And it will be displayed in the source editor.

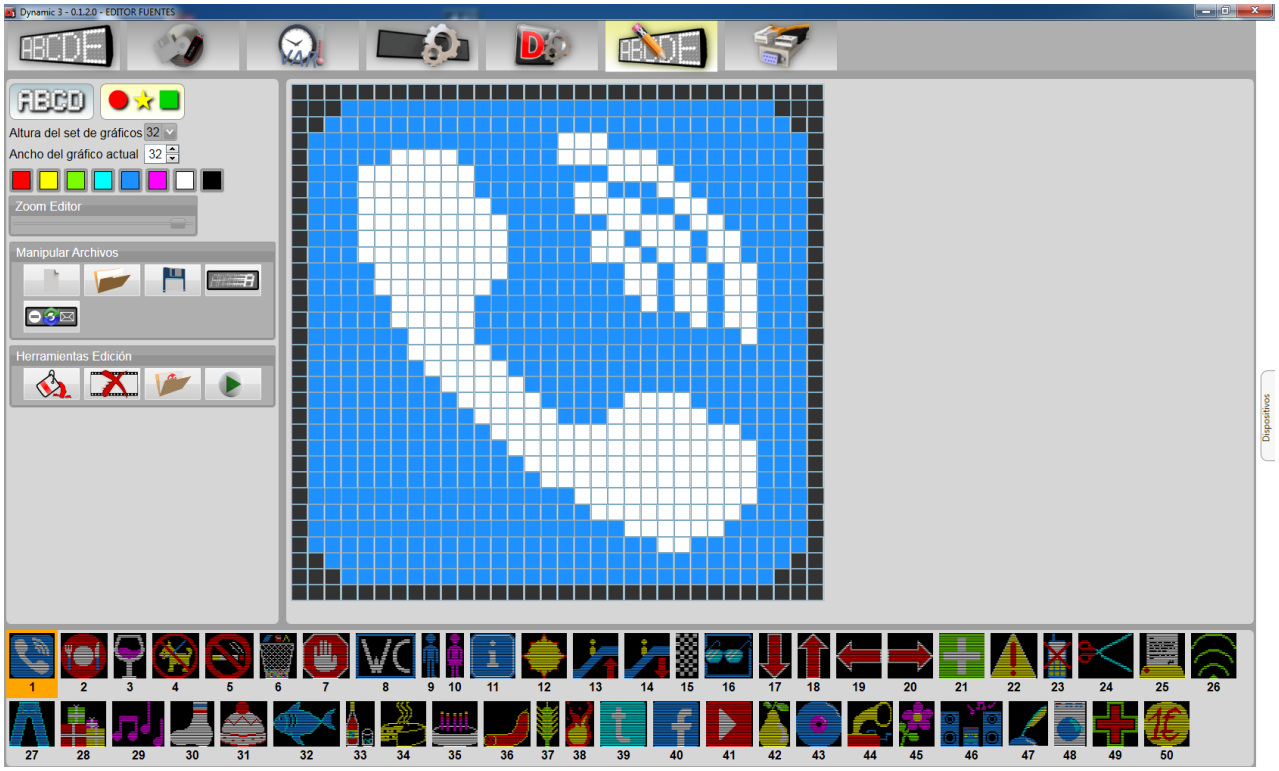


- **Character Editor:** This section, we show the currently selected character, and allow us to modify it or create it if it is empty.

Important: *To draw, simply we click the left mouse button. To delete you click the right mouse button.*



9.2 Graphics Editor



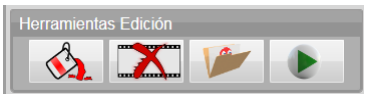
Important: *There are 7 sets of graphs, each has 50 charts. There can be no more than 50 graphics set, it ie you can not create new graphics. But if we can clear we do not need to create new ones.*

The graphics editor is used to modify, create and manage graphics available for the device. In the menu font editor we can find the following:

To enter the "Source Editor" we must have selected the button you can see in the image on the left. Once here we find the following properties:

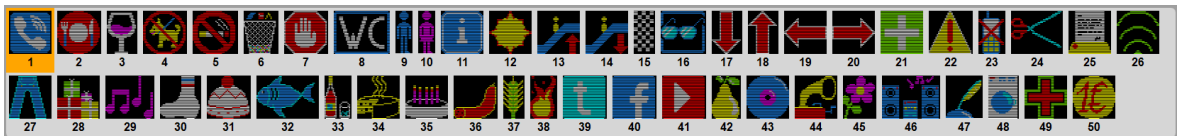
- **Set height charts:** This drop simply serves to select the set of graphics we want to modify, divided by height: 7, 8, 9, 14, 16, 24 or 32.
- **Width of the current graph:**This sets the width in pixels of the currently selected graphic. You can increase or decrease as needed us.
- **Colors:**The graphics can be created from 8 different colors: red, amber, green, cyan, blue, magenta, black and white. We must simply select the color you want to paint.
- **Zoom Editor:** It gives us the ability to change the zoom editor to work more comfortably.
- **Manipulating files:** This is a menu that will allow us to create new graphics, open existing set graphics, save the changes to the current, send file (set) the device or synchronize PC graphics device respectively.

- **Editing tools:** We find us three tools that facilitate tasks, starting with:



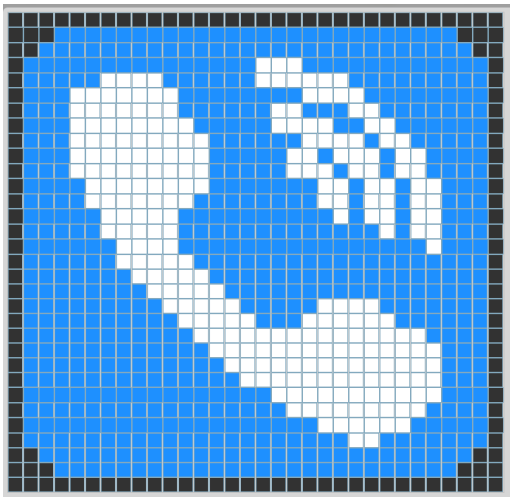
  - **Fill:** With this tool we can change the color of all the characters in the font with one click.
  - **Remove:** Deletes the current character, without having to manually remove it.
  - **preview:** Displays a small sample of the font you are working on a virtual screen.

- **Graphics browser:**Simply allows us to select the graph you want to modify. The selected graphic appears marked amber. And it will be displayed in the graphic editor.



- **Graphic Editor:** This section, we show the currently selected graphic, and allow us to modify or create it if it is empty.

Important: *To draw, simply we click the left mouse button. To delete you click the right mouse button.*



9. FAQ

9.1. How to connect the device via USB?

Important: *We need USB drivers (you can download on our website in the download section) to connect your screen to Dynamic 3 flights via USB.*

1. Connect the device using a USB cable to the PC.
2. We go to the top menu Dynamic 3 COMMUNICATION section.
3. Once inside select USB communication.
4. In the Port section we click on update and select the port from the list. (If we display connected by other connections, several ports available to us appear).
5. We click on the search button and we see the device listed in the list.
6. Select the device (the default is selected to find).
7. We click on the button Add to file devices.
   In case you already have a device in the list of device files can replace it by clicking Replace device file.

9.1.1 I want to connect multiple devices via USB:

1. Perform steps 1 through 4 of the previous section.
2. Device in the Address section select the Device ID range you want to search. (Each screen must have a different ID). The range can range from 1-254.
3. Now mark the box Multiple devices.
4. We click on the search button and we all found devices appear on the list. (Default will be selected to find them).
5. We click on Add to device file to add or we click on File Replace to replace existing devices.

9.2. How to connect the device via RS232-RS485?

1. Connect the device with an RS232-RS485 cable.
2. We go to the top menu Dynamic 3 COMMUNICATION section.
3. Once inside we select Communication RS232-RS485.
4. In the Port section we click on update and select the port from the list. (If we display connected by other connections, several ports available to us appear).
5. The Baud rate, data bits, parity, stop bits section leave the default options.
6. We click on the search button and we see the device listed in the list.
7. Select the device (the default is selected to find).
8. We click on the button Add to file devices.
   In case you already have a device in the list of device files can replace it by clicking Replace device file.

9.2.1 I want to connect multiple devices via RS232-RS485:

1. Perform steps 1 through 5 of the previous section.
2. Device in the Address section select the Device ID range you want to search. (Each screen must have a different ID). The range can range from 1-254.
3. Now mark the box Multiple devices.
4. We click on the search button and we all found devices appear on the list. (Default will be selected to find them).
5. We click on Add to device file to add or we click on File Replace to replace existing devices.

9.3. How to connect the device via TCP / IP?

1. Connect the device using an Ethernet cable.
2. We go to the top menu Dynamic 3 COMMUNICATION section.
3. Once inside we select Communication TCP / IP.
4. In section IP Address we will tell you the IP of our device or range to search.
5. In the TCP Port section we leave the default.
6. We click on the button and we are looking for the device appears in the list.
7. We click on the button Add to file devices.
   In case you already have a device in the list of device files can replace it by clicking Replace device file.

9.3.1 I want to connect multiple devices via TCP / IP:

1. Perform steps 1 through 3 of the previous section.
2. In paragraph IP address will indicate the range of IP which should look for different devices.
3. In paragraph TCP we leave the default and mark the box Multiple devices.
4. Device in the Address section select the Device ID range you want to search. (Each screen must have a different ID). The range can range from 1-254.
5. We click on the search button and we all found devices appear on the list. (Default will be selected to find them).
6. We click on Add to device file to add or we click on File Replace to replace existing devices.

9.4. How to edit an existing source?

Note: *Paint> left mouse click. To delete> right mouse click.*

Important: *All sources can be modified except Normal 7 Normal 8 Normal 9 Normal Normal 14 and 16.*

1. Let the FontEditor the top menu Dynamic 3 Point.

2. Once inside select sources.
3. In the Source section we select the font you want to edit (except for those mentioned above.)
4. Height and Width paragraphs can not modify a source already created. But show us their height values and maximum width of the source.
5. In the current character width section we can view and modify the width of each of the characters, provided they do not exceed the maximum width of the source.
6. Color in section shows the type of color that is made the source (monocolor, tricolor or RGB). In the case of tricolor us appear three colors with which to work (red, green and amber) and if RGB we appear 8 colors with which to work (red, amber, green, cyan, blue, magenta, white and black).
7. From here we can proceed with different modifications.

9.4.1. How to change the colors of a multicolored fountain?

Important:*If you only want to change the color of a single character, or several, but not all the characters in the font. We simply choose a color and paint directly on each of them.*

If we want to change the colors of every source we can do so by following these simple steps:

1. We perform steps 1 to 3 mentioned above.
2. Select the type of color you want for the source (Tricolor or RGB). Monocolor can only be of a particular color, its color depends on the color of our LED display or the color selected in section Editing Programs> TOKENS> Color.
3. Select any of the characters in the font. (Default is selected "a" at the beginning).
4. Now use the editing tool Paint Bucket (located to the left of the screen), it used to modify a color but the entire font at a time.
5. Color Select the desired color.
6. Now we just have to click on the color you want to modify in the Editor. (Located in the central part of the screen, where we can see the character at large) and we will have changed the color of all characters.
7. After making color changes that we simply We keep the source and click in Send file to the device.

9.4.2. How to change the shape of the characters?

1. Perform steps 1 through 3 mentioned in the previous section (9.4 How to edit an existing source).
2. We select the character you want to change in Explorer character.
3. Now we must simply change the character in the painting Editor directly above.
4. Once the modifications made simply desired We keep the source and click in Send file to the device.

9.5. How to create a new source?

To create a new source, there are two possibilities to consider. Create a new font from an existing one. Or create an entirely new source.

1. Let the FontEditor the top menu Dynamic 3 Point.
2. Once inside select sources.
3. Now select New File Manipulator.
4. From here you have two options:
    a. Create new source:
        - Select the font height. This parameter can not be changed later.
        - Select the maximum width of the source. This parameter can not be changed later.
        - We put a name to the new source.
        - Now we click on OK.
        - From here we will have the created source, we create each character, simply entered each and drawing it.
        - Once done we click on Save and Send file to device.
    b. Create source from another source:
        - Select the source.
        - We put a name to the new source.
        - We click on OK.
        - From here we will have the created source but identical to the selected source of origin. Now we make modifications to believe suitable. (To see how to modify fonts can visit section 9.4 How to edit an existing source of this manual).
        - Once done we click on Save and Send file to device.

9.6. How to edit graphics?

Note: *Paint> left mouse click. To delete> right mouse click.*

Important:*There are seven sets distributed by height (7, 8, 9, 14, 16, 24 and 32) graphics. Unlike the sources, under Graphics you can not create new graphics. That is why if we want a new chart, we simply eliminate that suits us well to draw a new one.*

1. Let the FontEditor the top menu Dynamic 3 Point.
2. Once inside select GRAPHICS.
3. Select the set of graphics that suits us as the height of the graph.
4. The width of the current graphic section we sharecropper the width of each of the graphs. (The maximum selectable width is 64 px).
5. Now simply select the graphic you want to modify in the Explorer graphics.

6. If you want to delete the picture in question to draw a new one, we will click on Delete in paragraph editing tools. If you simply want to make some retouching we can draw directly above the graph in the Editor.
7. Once done we click on the Save button, and then we click on the Send file to device button.

9.7. How to synchronize PC clock with the device clock?

Note:*Besides synchronize PC clock with the device clock, we can also set the time you want to appear on the device manually. In device clock> Set time and date manually.*

1. Let paragraph WATCH DEVICE top menu Dynamic 3.
2. Once inside the section computer time and date you click on the button Synchronize PC clock with clock device.

9.8. How to know the battery level of your screen?

Note: *The battery serves basically to keep the time and date updated in our devices. That is, because the battery does not matter if you disconnect the current device, you will have the updated time when you reconnected. The battery usually lasts about 4 years.*

Important: *Our devices, these preparations to warn that the battery is low. Us a message when you start warning us on this screen will appear.*

1. Let paragraph WATCH DEVICE top menu Dynamic 3.
2. Once inside the Battery section of the stack we click on the Report button battery. Informing us of the remaining battery message appears.