

SHOWLED

Animation Manual
Version-3.2

3 Play

2 Upload

1 Connect



1 Connect

Connection for Configuration	06
Connection for Upload to V-box	07
Connection for Playback	08

2 Upload

Configuring PC	09
Preparing File for Upload - ShowLED Editor	10

3 play

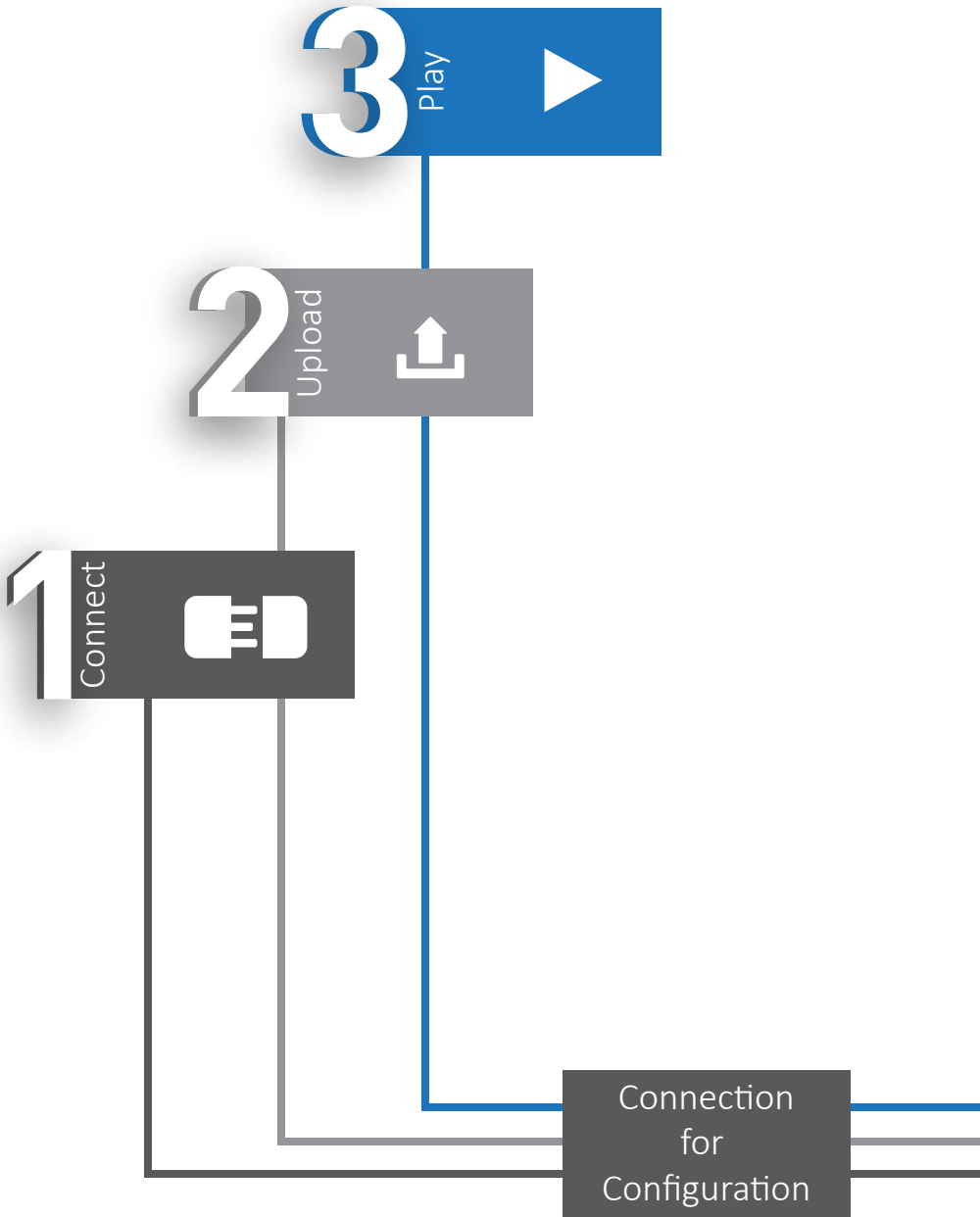
Uploading to ShowLED V-box	17
Playing Animation	17



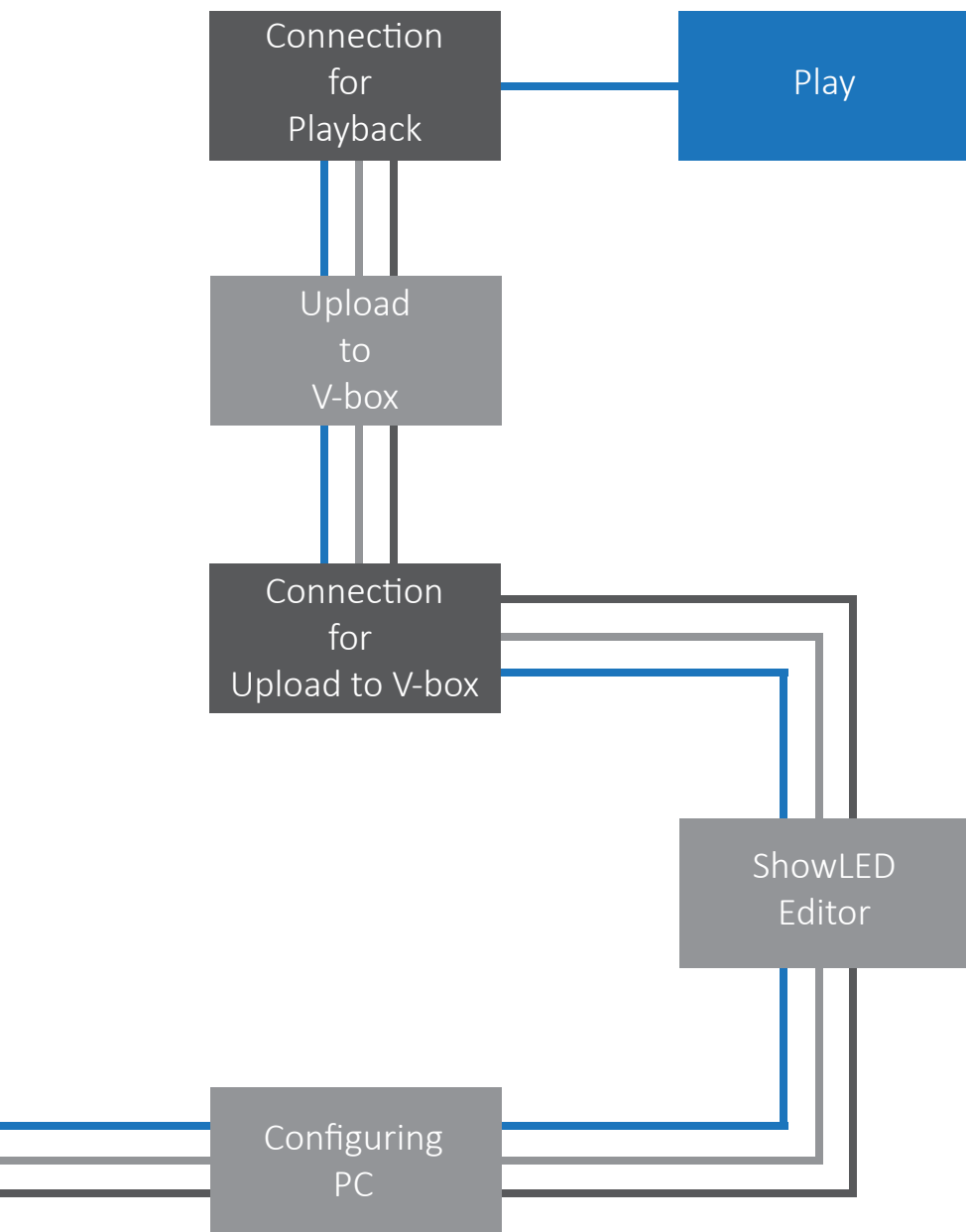
ShowLED
Animation Controller 18

ShowLED Filter	20
LED Repair	22
Plug Repair	24
Plug Redundancy	26
LED Test	27





Note : Configuring and upload are not required for each show if the curtains remain in same position and orientation.





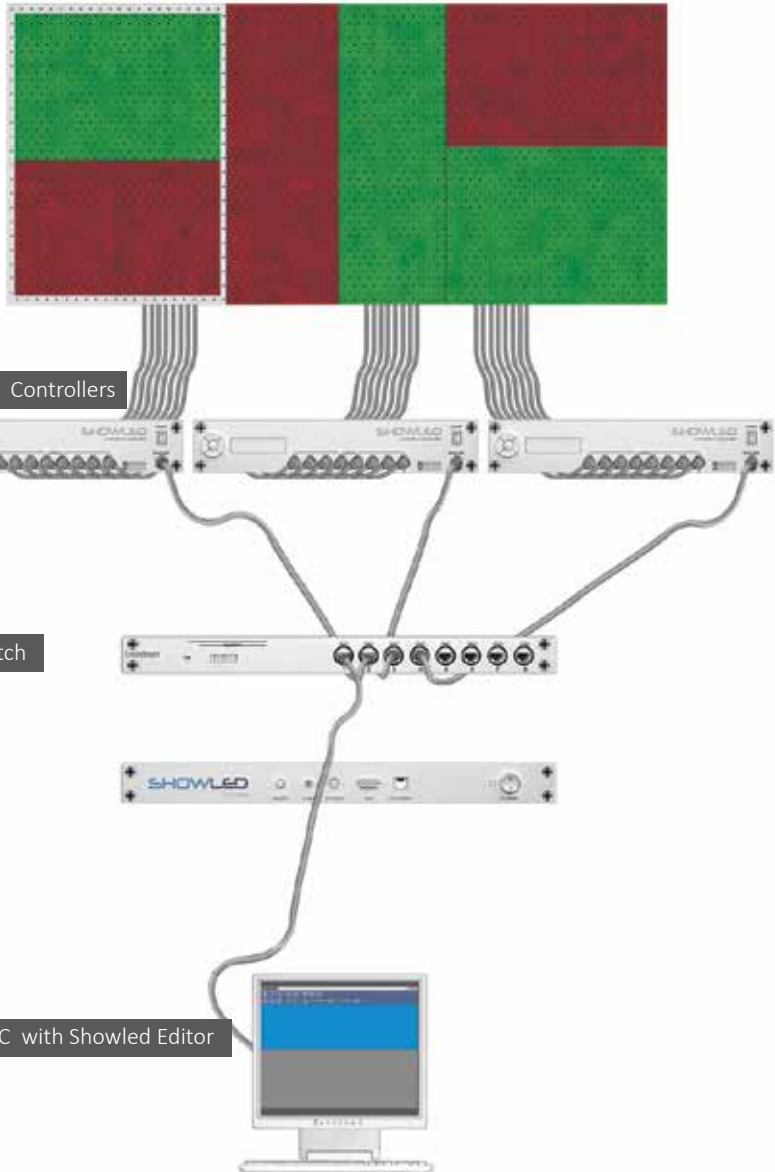
CONNECTION FOR CONFIGURATION

Panels

SL Animation Controllers

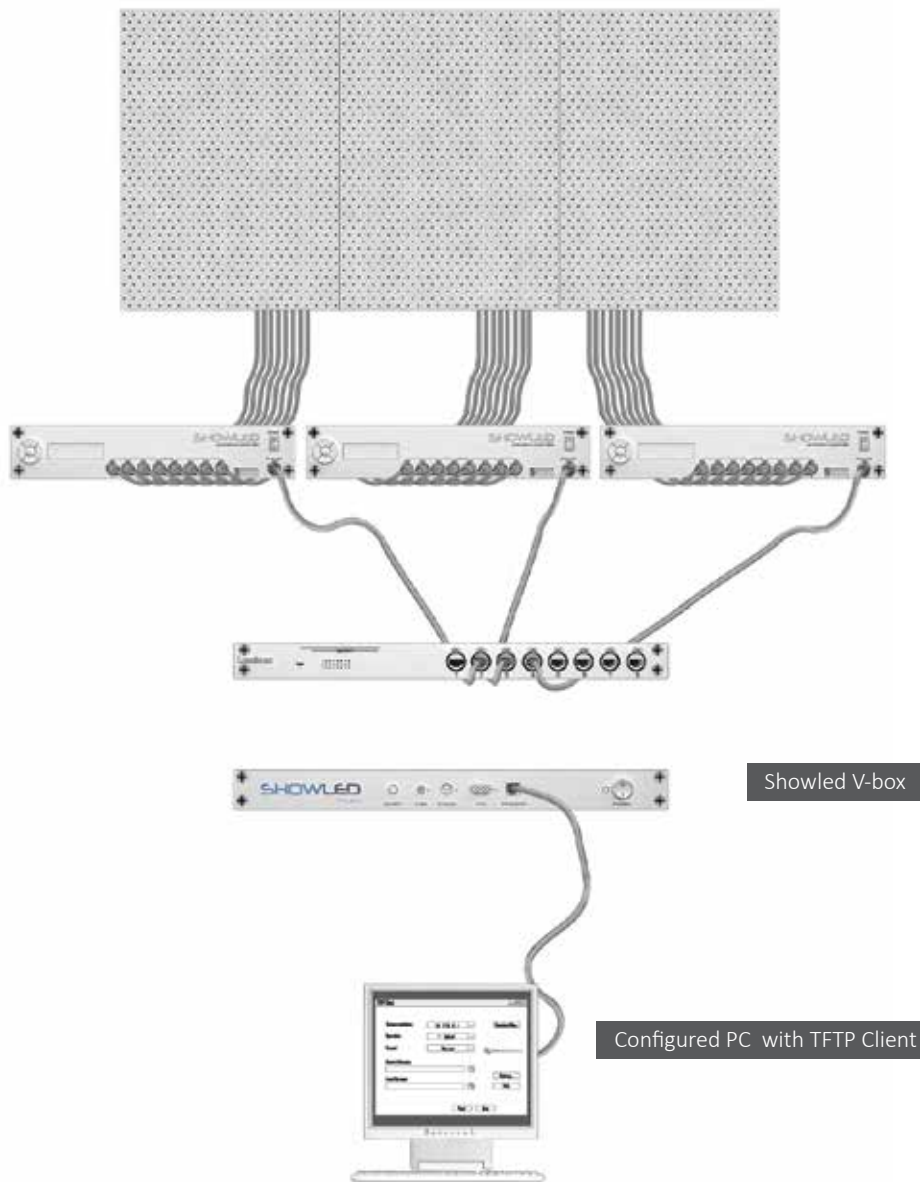
Ethernet Switch

Configured PC with Showled Editor





CONNECTION FOR UPLOAD





CONNECTION FOR PLAYBACK

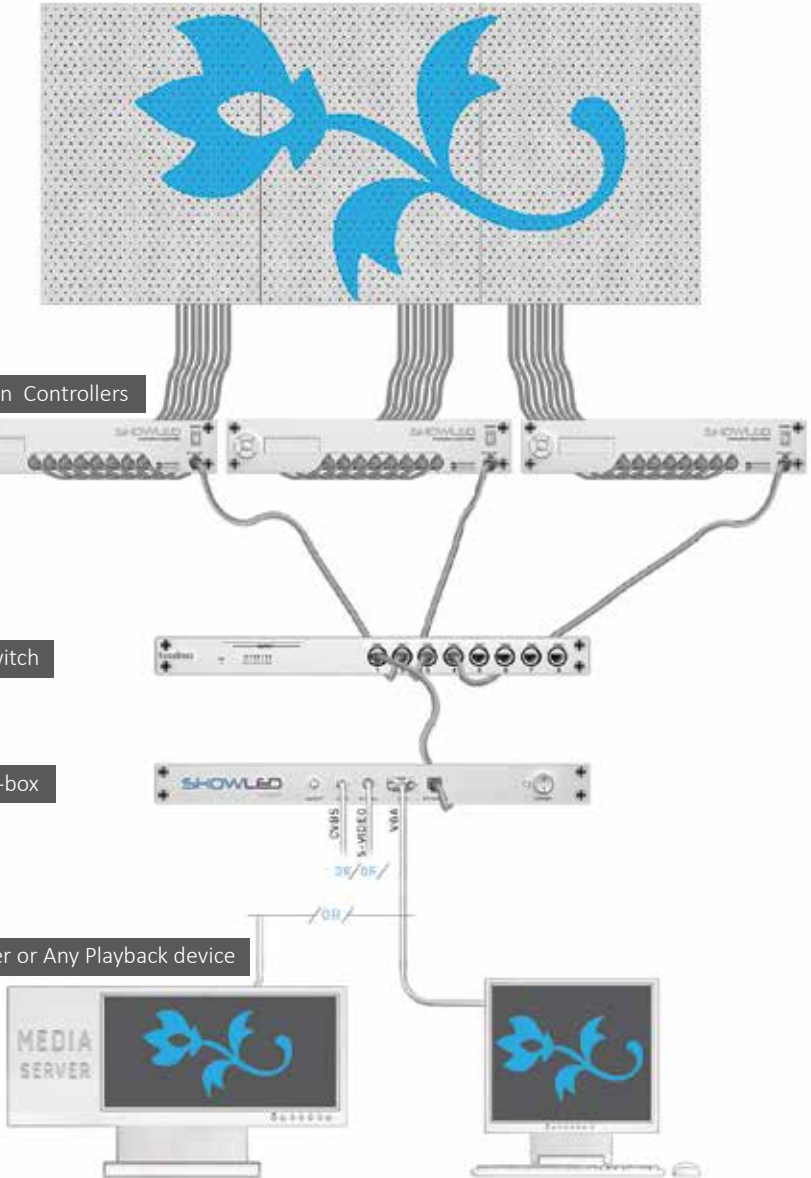
Panels

SL Animation Controllers

Ethernet Switch

ShowLED V-box

Media Server or Any Playback device



Upload



CONFIGURING PC

Disable Antivirus

Disable Firewall

Disable Wireless Connections

☐ Obtain an IP address automatically☒ Use the following IP address:

IP address:

10 . 0 . 0 . 2

Subnet mask:

255 . 0 . 0 . 0

Default gateway:

. . .

☐ Obtain DNS server address automatically☒ Use the following DNS server addresses:

Preferred DNS server:

. . .

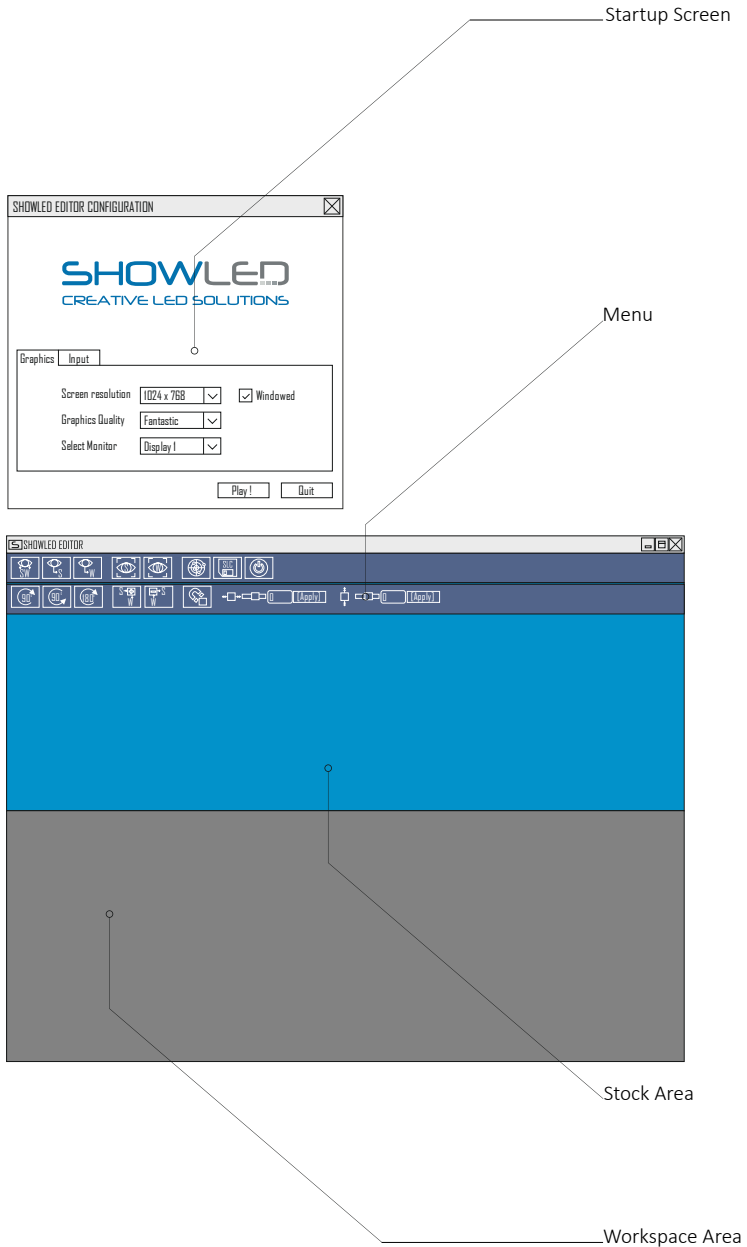
Alternate d DNS server:

. . .

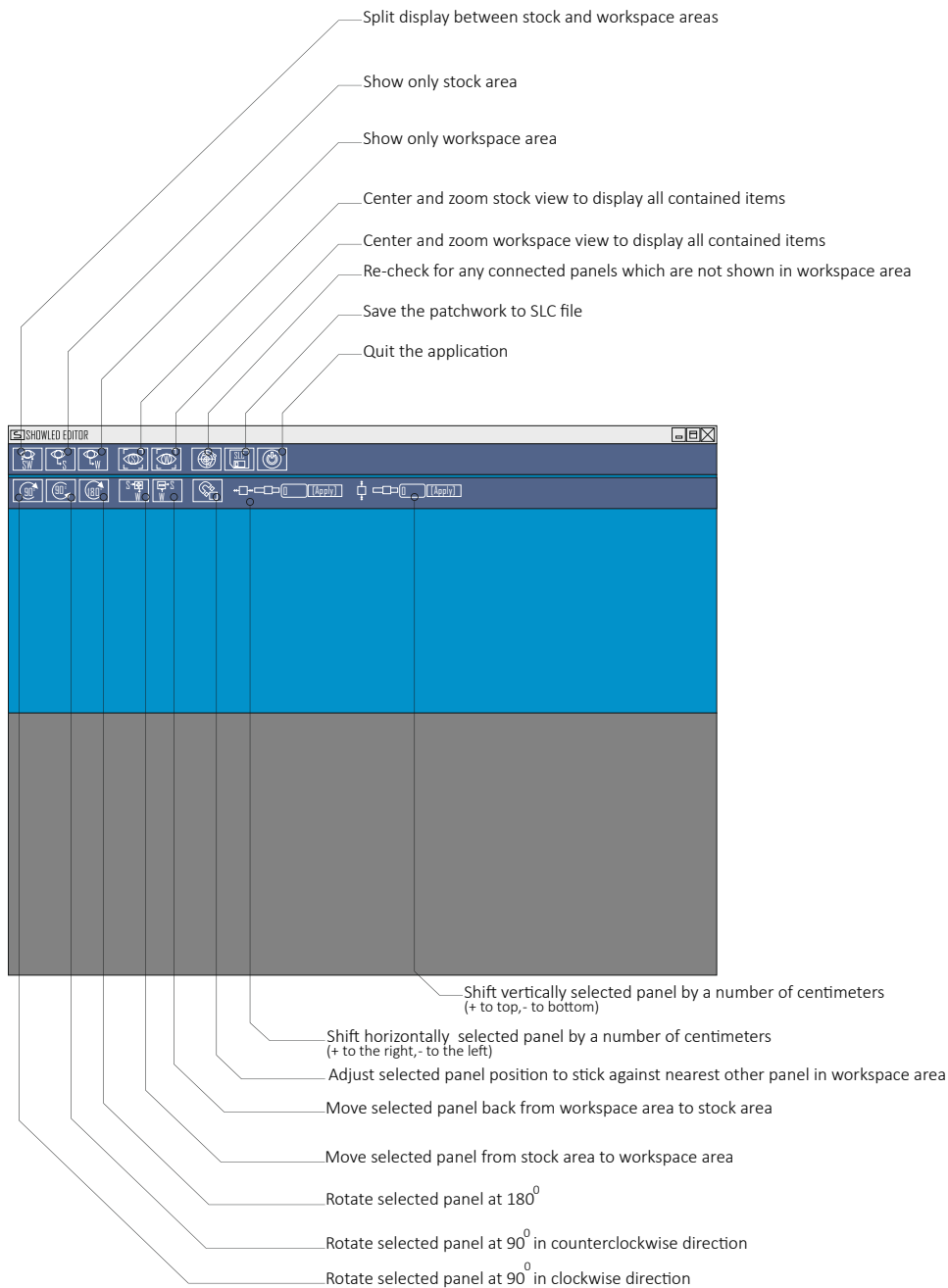
Change IP Address

SHOWLED EDITOR

Interface Overview



Menu Overview



SHOWLED EDITOR

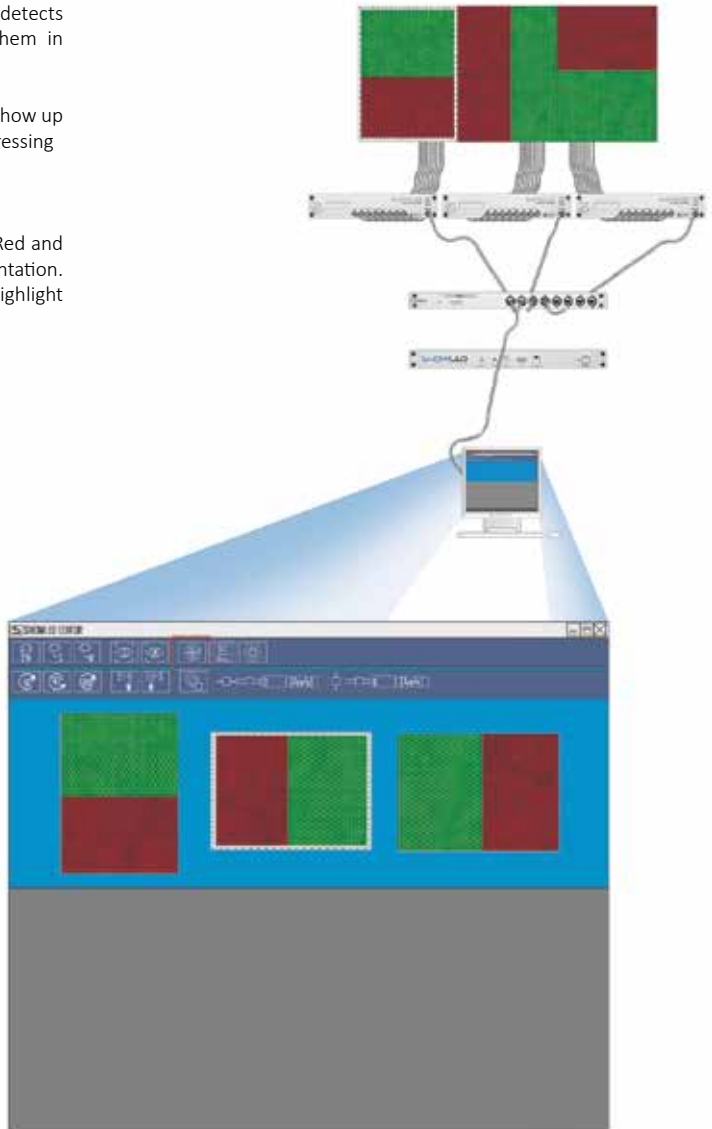
Connecting Panels

ShowLED Editor automatically detects connected panels and displays them in the stock area.

In case connected panel does not show up in the stock area, do a rescan by pressing

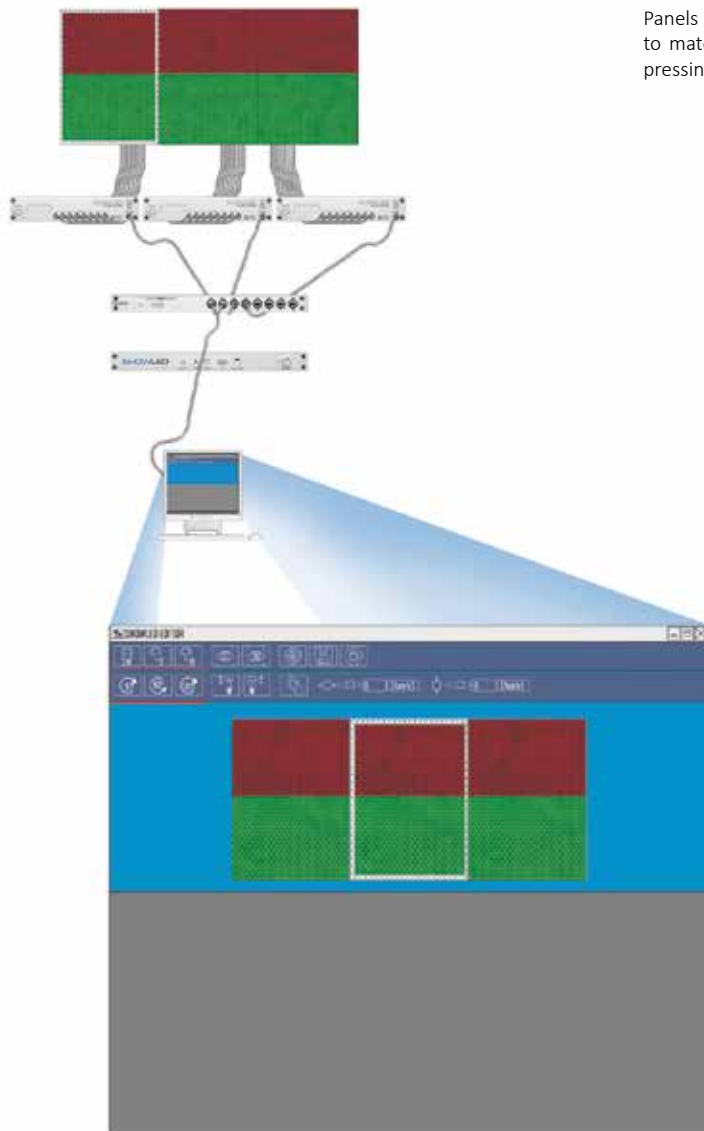


Connected panels will light up as Red and Green halves to identify their orientation. Panels highlighted in Editor also highlight the physical panels.



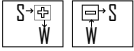
Rotating Panels

Panels in the stock area can be rotated to match with the connected panels by pressing



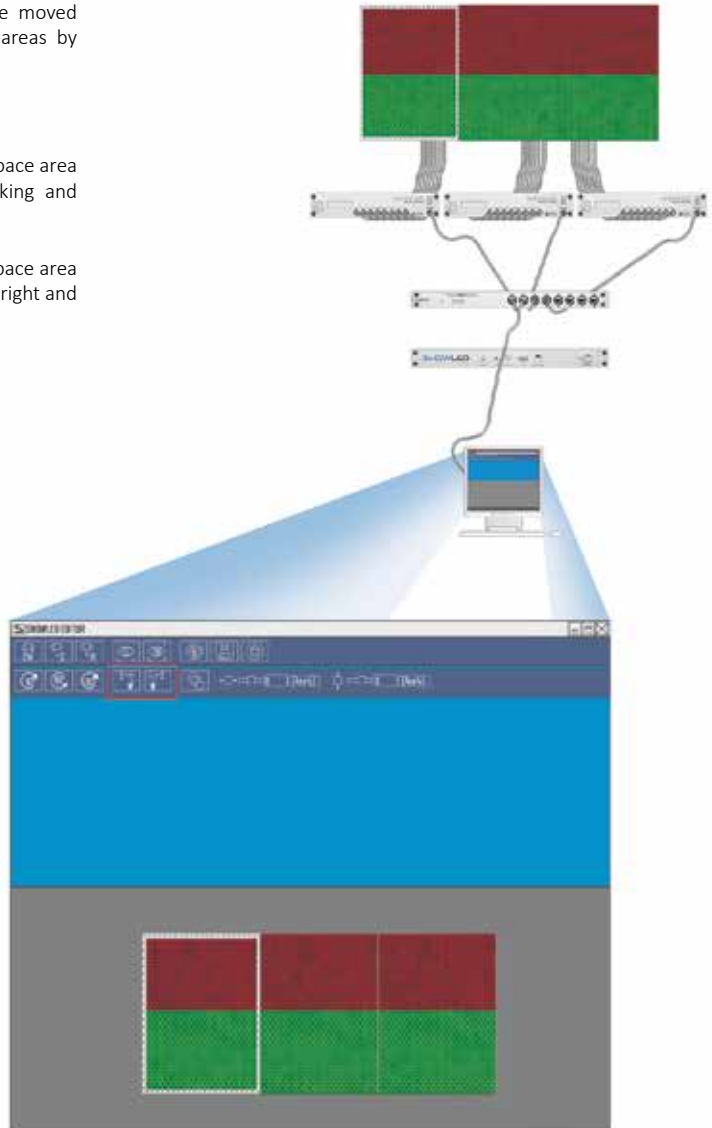
Moving Panels between Workspace and Stock Areas

Rotation finalized panels can be moved between stock and workspace areas by pressing



Order of the panels in the workspace area can be adjusted by simply clicking and dragging panels.

Move down the panels to workspace area as per physical order from left to right and top to bottom.



Empty spaces



Empty spaces can be inserted to prevent a distorted view. It can be used to insert open areas between panels such as doors, stage, ...and still have the content run very smoothly over all the different panels instead of jumping from one to another.

Empty spaces can be added left or right of the connected panel by entering values in centimeters on below area



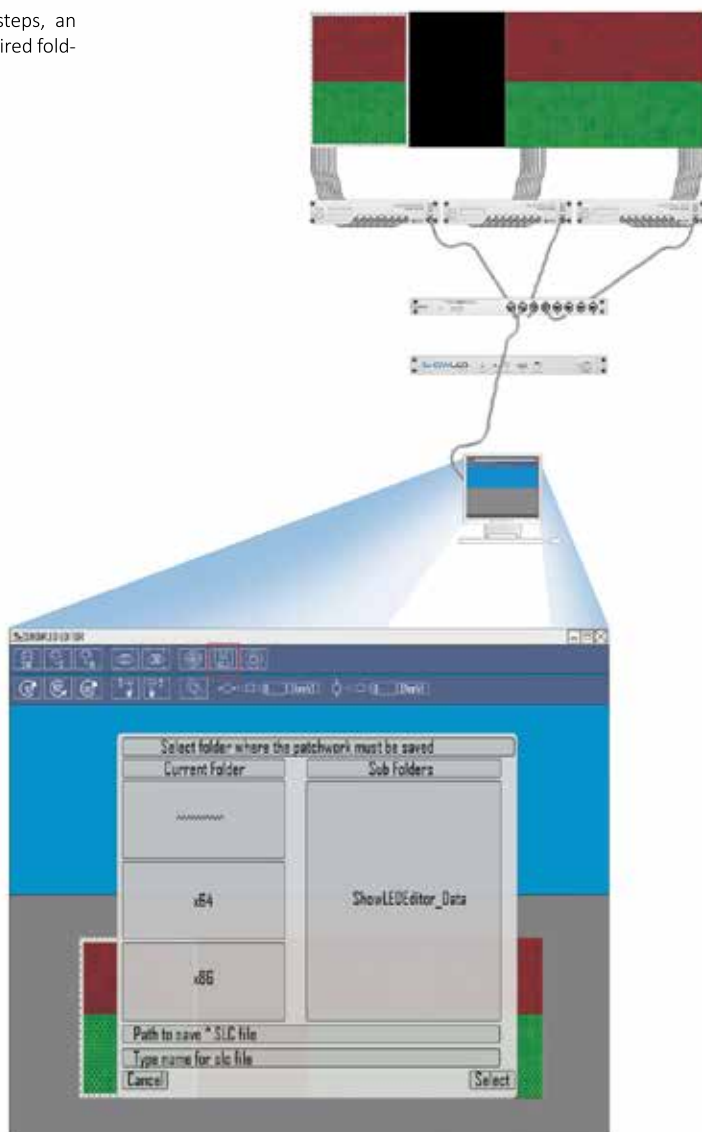
Empty spaces can be added to top or bottom of the connected panel by entering values in centimeters on below area



SHOWLED EDITOR

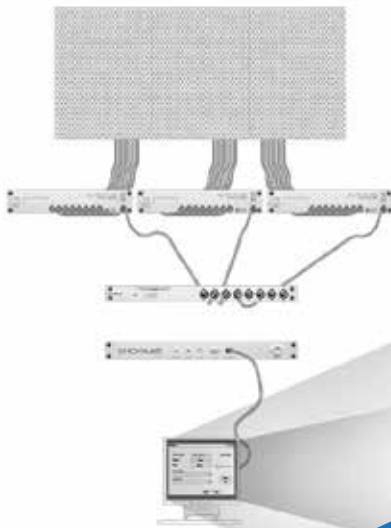
Saving *.SLC files

After completing all required steps, an *.slc file can be created into a desired folder by pressing



UPLOADING TO V-BOX PLAYING ANIMATION

Play



IP for Vbox Mk-I with analog input
is 10.128.0.1

Connection to Upload

Run TFTP Client

Enter Details

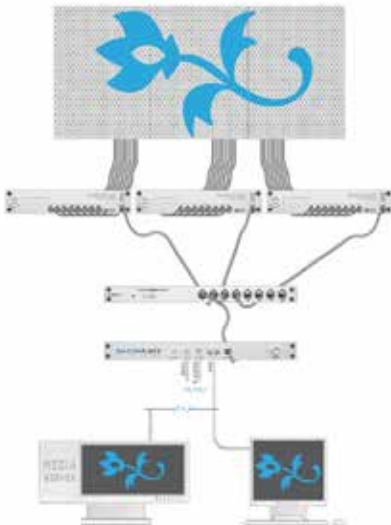
IP for Vbox Mk-II with HDMI input
is 10.128.0.1 TFTP port: 69



Note: DHCP not enabled

Click 'upload now'

Upload will be completed at 100%



Connection for playback

Start playing the content

Preliminary Steps:

Ensure the preparation phase is completed before initiating the Animation Start-up Procedure. This involves the disconnection of all devices within the setup to prevent any unintended operational malfunctions

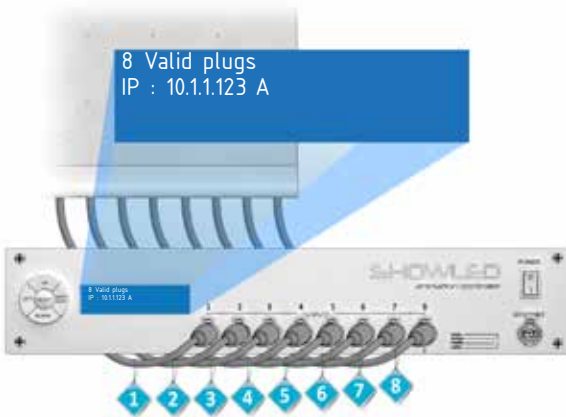
- Preparation Checklist:

- o Ensure the Animation Controller(s) is/are powered off.
- o Disconnect the Vbox unit from network switch and power off.
- o Unplug the HDMI cable from the video interface.

Start-up Sequence:

1. Animation Controller(s) Initialization:

- o Power on the Animation Controller(s).
- o Wait for the boot process to finalize. This is crucial for ensuring the system is fully operational before proceeding. Visual confirmation can be derived from the display pattern shown in the reference image.



2. Vbox Activation:

- o Connect Vbox Ethernet cable to network switch.
- o Verify the start-up sequence by comparing the display output with the provided reference image. This step confirms the Vbox is functioning correctly and ready for the next phase.

Show LED	V:08
No Video	Net:OK



3. HDMI Connection:

- o Connect the HDMI cable from the Vbox to the video source.
- o Confirm the successful connection by matching the display output with the reference image. This validation ensures the visual data transmission is established correctly.

Show LED	V:08
1440 X 900	Net:OK

4. Animation Controller(s) Data Reception:

- o Verify that the Animation Controller(s) is/are correctly receiving LED data. This is confirmed by comparing the LED output to the reference image, ensuring the system's responsiveness and correct operation.

8 Valid Plugs
IP : 10.0.3.233 A
Receiving LED Data

Additional Notes:

- Throughout the procedure, ensure all connections are made securely and without force to prevent damage to the connectors or devices.
- Monitor the system for any unusual behaviour or error messages. If any issues arise, refer to the troubleshooting section of the manual or contact technical support.

Conclusion:

Following this structured approach ensures a smooth and efficient startup of the animation system, preparing it for operational tasks or further configuration.

ANIMATION CONTROLLER

Overview



NUMBER OF VALID PLUGS DETECTED

This should be the same amount of plugs connected to the controller

IP ADDRESS OF THE CONTROLLER ON THE NETWORK

IP address alphabetic suffix denotes type of addressing

A - Automatic IP addressing

S - Static IP addressing

D - Dynamic IP addressing

WARNING MESSAGES

'Blank plugs detected', 'Make redundant now!'

SYSTEM MESSAGES

Messages can be status or error message

MESSAGE	MEANING & SOLUTION
Receiving LED Data	The controller receives Ethernet data meant for projection to the animation cloth connected to it.
No Ethernet Link	There is no working Ethernet link with this controller. Check cables and network gear to resolve
DON'T HOT SWAP PLUGS	The controller has detected a power surge on one of his output ports. It's most probably caused by inserting a plug in an output port while the device is powered. It's advisable to only plug in connectors when the device is powered off.
OC on port xyz	There is an overcurrent on the ports 'xyz'. See troubleshoot manual to resolve.
One supply fails	One of the internal power supplies fails. See troubleshoot manual to resolve.
Fan 1 fails	Fan 1 is jammed, broken or the cable has come loose.
Fan 2 fails	Fan 2 is jammed, broken or the cable has come loose.
Fan 1&2 fails	Both fans are jammed, broken or the cables have come loose.
Temp too high	The cabinet temp is too high. Make sure that the ventilation inlets (two sides) and ventilation outlets (back) are free.
S00000000 X11111111	When there is more than one error at same time this bit field notation is used.

S00000000

- 1=Temp too high
- 1=Fan 1 fails
- 1=Fan 2 fails
- 1=one supply fails
- 1=Over Current
- Always 0
- Always 0
- Always 0

X11111111

- 1=OC on port 1
- 1=OC on port 2
- 1=OC on port 3
- 1=OC on port 4
- 1=OC on port 5
- 1=OC on port 6
- 1=OC on port 7
- 1=OC on port 8

Menu Structure

8 Valid Plugs
IP : 10.0.3.233 A
Receiving LED Data

Status Display

Active Menu

[Main Menu]
>Network Settings
Information
U/D=scroll select>

Sets the IP addressing to Auto IP

[IP addressing]
>Auto IP (preferred)
Static IP
U/D=scroll select>

[modify address]
IP byte 1
100.3.233
U/D=scroll select>

[modify address]
IP byte 2
100.3.233
U/D=scroll select>

[modify address]
IP byte 3
100.3.233
U/D=scroll select>

[modify address]
IP byte 4
100.3.233
U/D=scroll select>

Sets the IP addressing to DHCP client

[Information]
>Show MAC / IP
Show HW/FW version
U/D=scroll select>

[NETWORK INFO]
MA:00036402204D
IP : 10.0.3.233

[DEVICE INFO]
Firmware 2.0
Hardware 3.0
Cabinet temp 27

Starts the 'repair' procedure

[Utilities]
>Repair plug
LED test
U/D=scroll select>

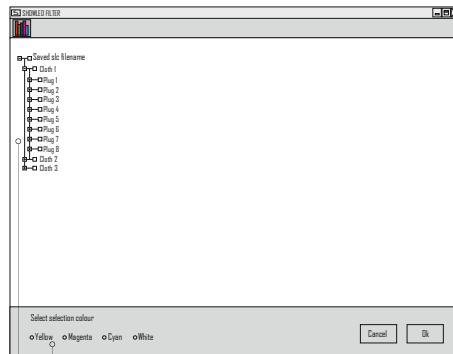
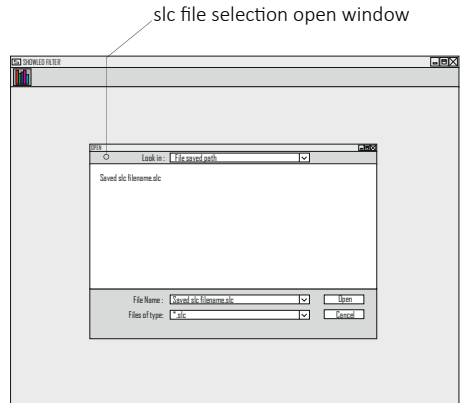
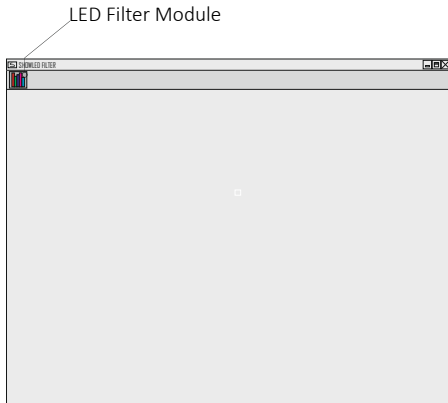
[LED test running]
Press the middle
button to stop

CREATING redundancy
DO NOT POWER OFF

SHOWLED FILTER

Introduction

With the help of ShowLED Filter;
specific areas can be turned off as the
unique number of a broken LED can be
determined.



LED Selection Colour

LED Filter Hierarchy Display

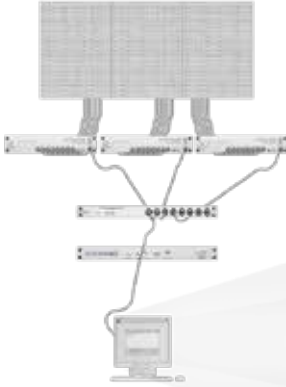
Cloth
String
LED



TROUBLESHOOTING

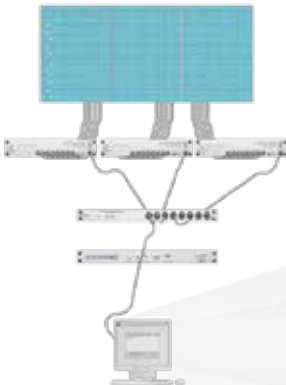
OPERATION

Connection for Configuration



Press  to select and open an slc file.

From the panels configuration heirarchy, either a cloth, string or an LED can be turned off/on by pressing space bar or mouse click on check box.



Each LED shares an unique number, this number is used as reference for replacement of broken LEDs.

After finishing the required configuration, press 'OK' to save a new slc file. Saved slc file has to be reloaded into the V-box before the changes will have effect.

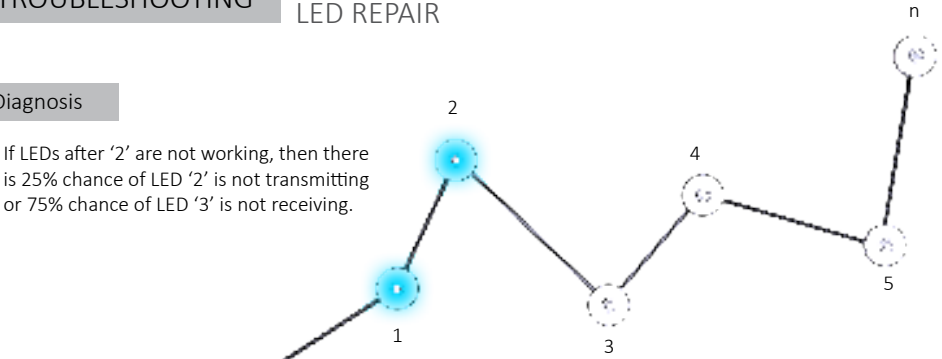


TROUBLESHOOTING

LED REPAIR

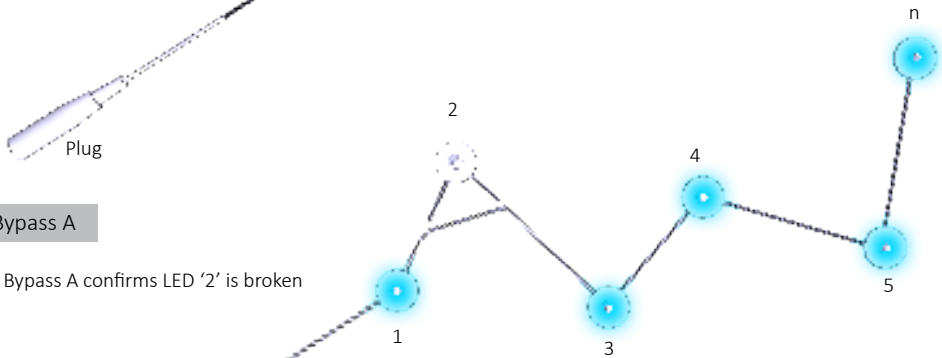
Diagnosis

If LEDs after '2' are not working, then there is 25% chance of LED '2' is not transmitting or 75% chance of LED '3' is not receiving.



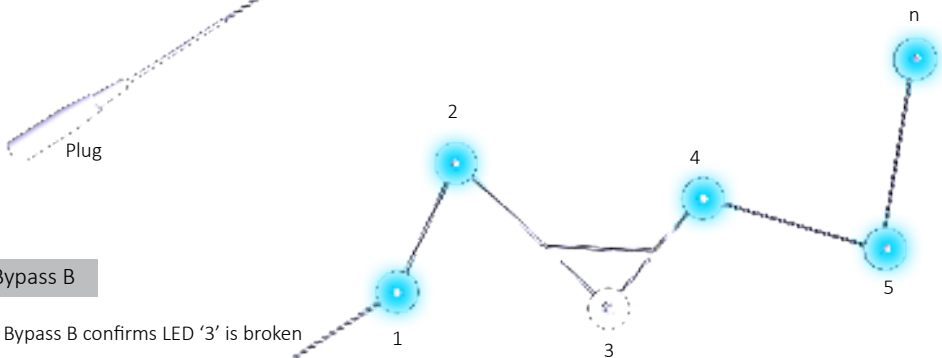
Bypass A

Bypass A confirms LED '2' is broken



Bypass B

Bypass B confirms LED '3' is broken



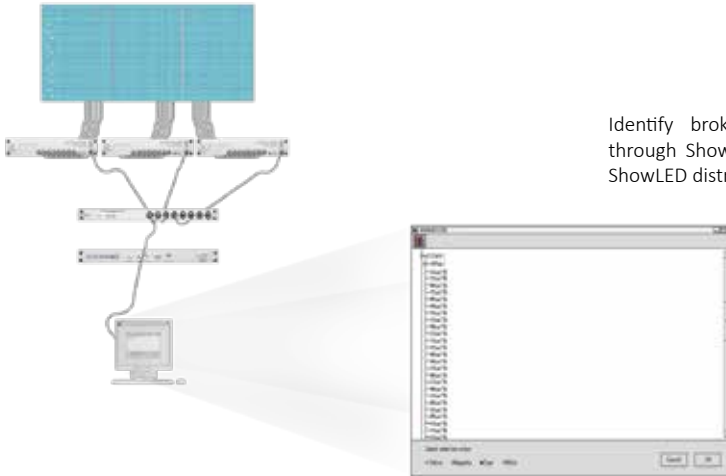


TROUBLESHOOTING

LED REPAIR

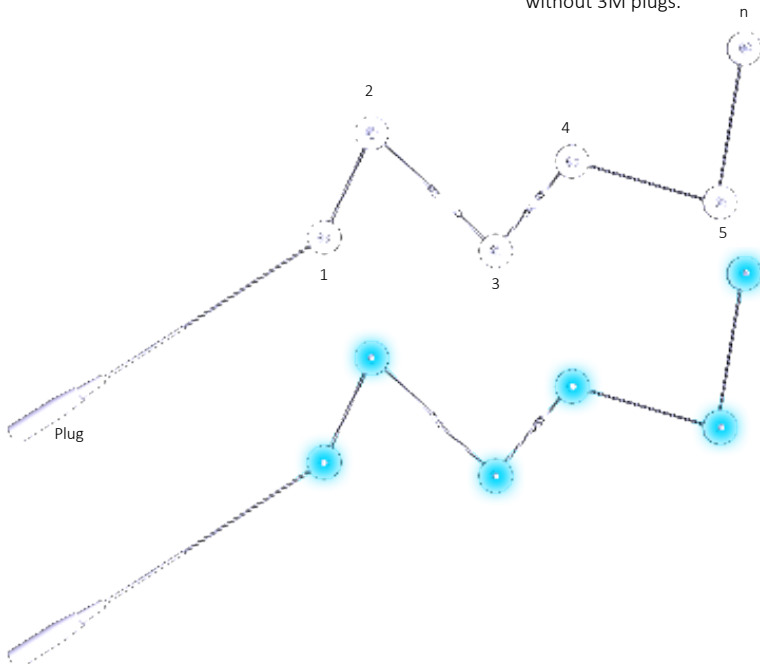
Identify and Email

Identify broken LED's unique number through ShowLED filter and mail to your ShowLED distributor.



Receiving Replacement

Replacement can be ordered with or without 3M plugs.





TROUBLESHOOTING

PLUG REPAIR

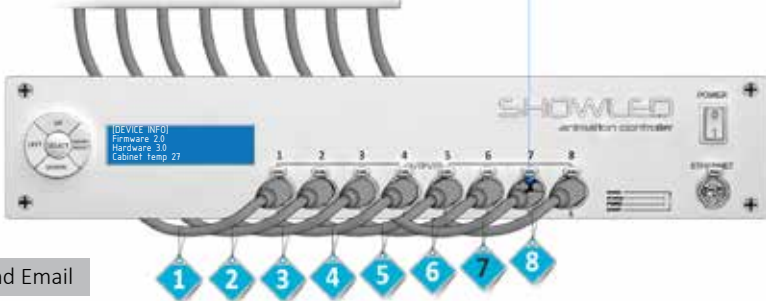
Make Sure

Plug is broken, not the output port on the controller.

Make Sure

Controller has firmware 2.0 or above.

Plug physically broken
or became not detectable

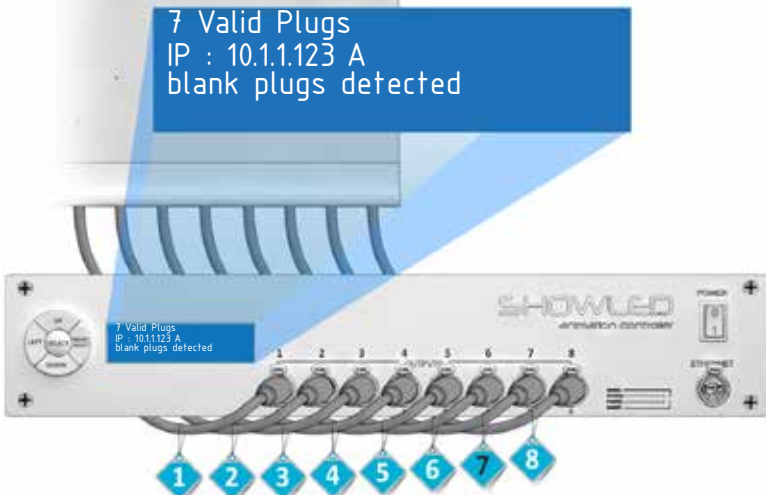


Identify and Email

Identify broken plug number and serial number of panel; mail to your ShowLED distributor for replacement.

Connect Plugs

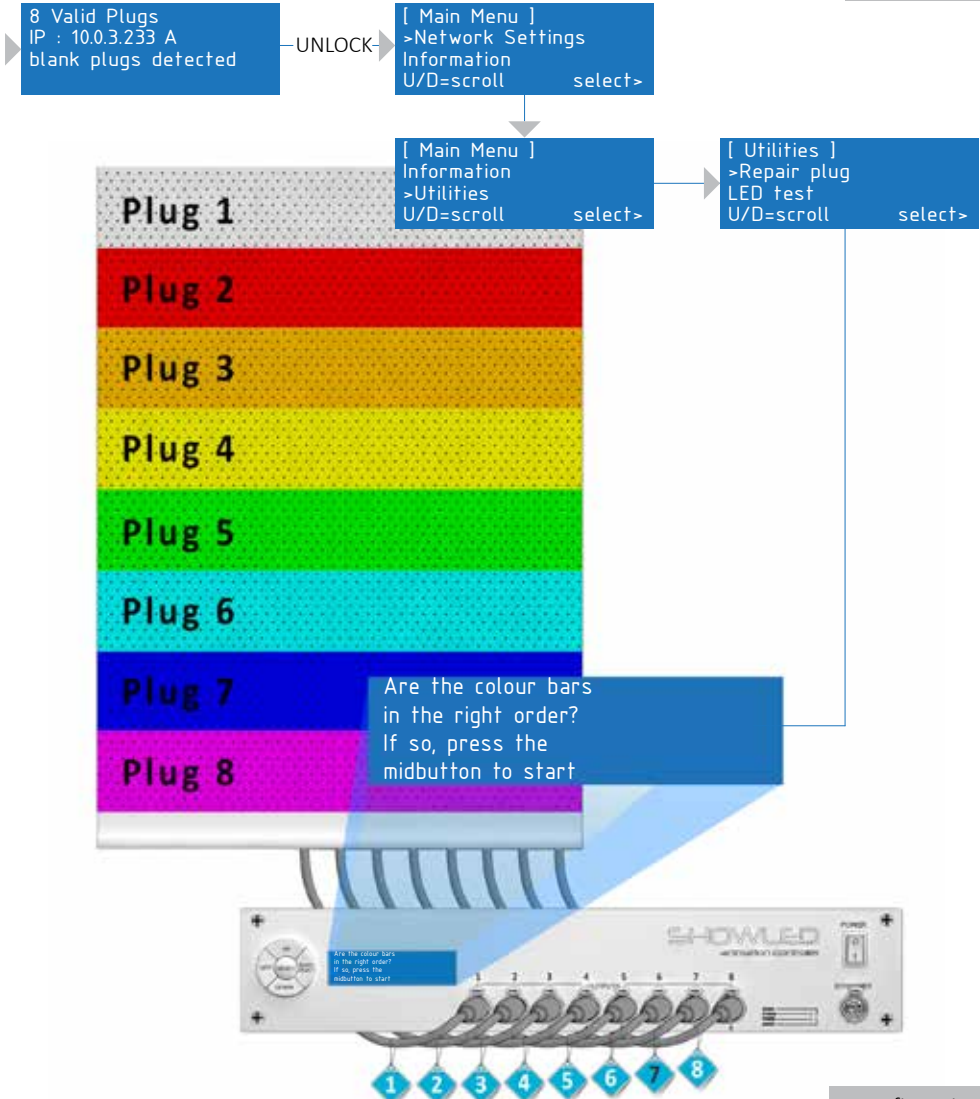
Connect all plugs in the numbered order.





PLUG REPAIR

Repair Plugs



Confirmation

By pressing midbutton on controller keypad will start repairing the plugs

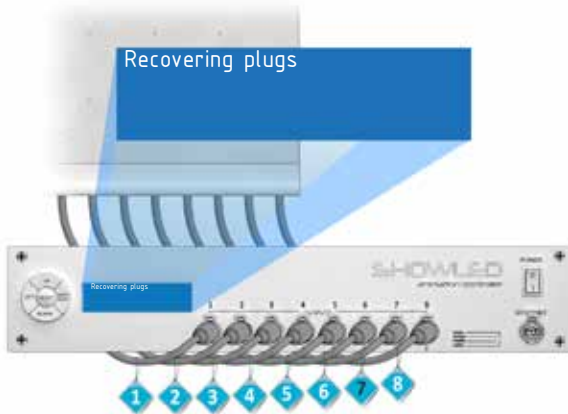


TROUBLESHOOTING

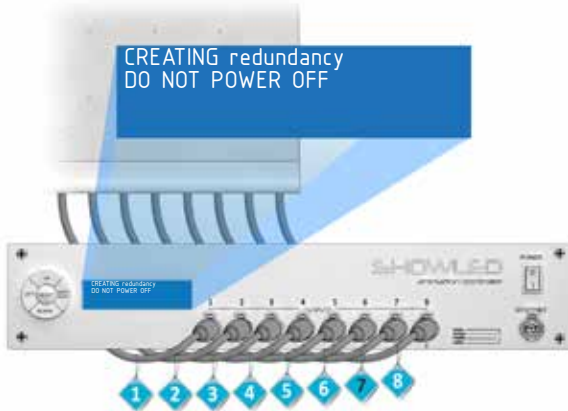
PLUG REPAIR

Repair Status

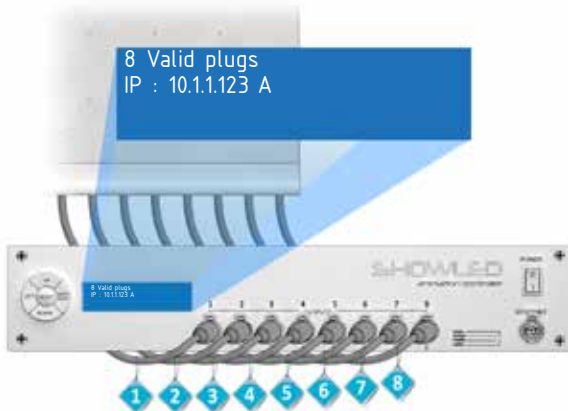
Recovering plugs



CREATING redundancy
DO NOT POWER OFF



8 Valid plugs
IP : 10.1.1.23 A



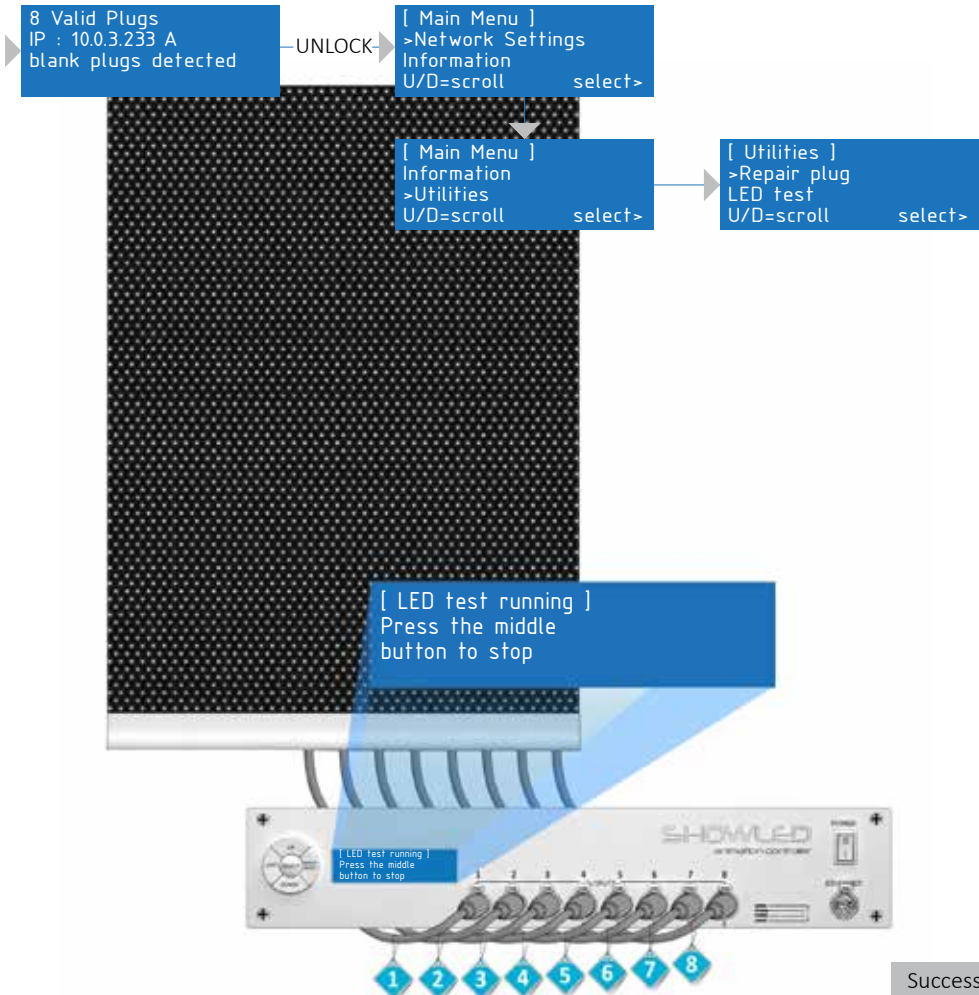


TROUBLESHOOTING

LED TEST

Process

LED test is a process done via controller to confirm connections, plugs, controllers, LEDs are working properly.



Success

Upon selecting LED test all LEDs will light up at 100% intensity in white colour.



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