Interface card drive program installation:

♦ Connect usb2.0 GUI card to computer.

♦ Connect usb2.0 GUI card to power

♦ System will automatically search installation CD-ROM and indicate when new hardware is found.

♦ Select file <CD-ROM>\Drivers\seklight.inf

Application installation:

♦ Open the CD-ROM drive and run setup.exe

System requirements:

CPU's clock frequency is 2.4GHz or above

USB prot must support usb2.0

Memory of 256M or above

Screen display must support 1024*768 reolution.

Control software description brief:

♦ Operation with USB2.0 and USB1.1 graphics interface card, support true color laser projector.

♦ Compatible with Win9x/Win2000/WinXP operating systems.

Software Operation

After starting iShow.exe then main window will appear.

♦ Main window options buttons are used to open option windows.

♦ Brush: Create and edit basic patterns and ILDA image.

♦ Play: Manually play drawing and text and ILDA image

♦ Section: Design animated using section editing with drawing.

♦ Sequence: Edit and play animated sequences.

♦ Convert: Convert drawing, section, ILDA image.

♦ Device: Select devices to be controlled.

♦ Detect: and newly devices to device list
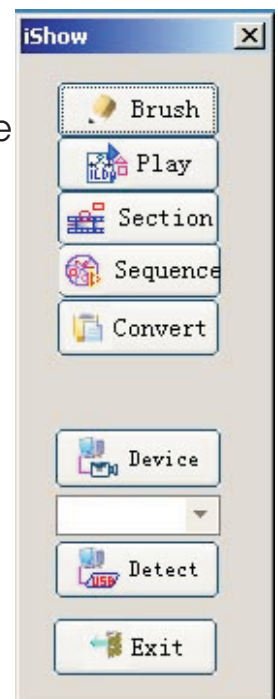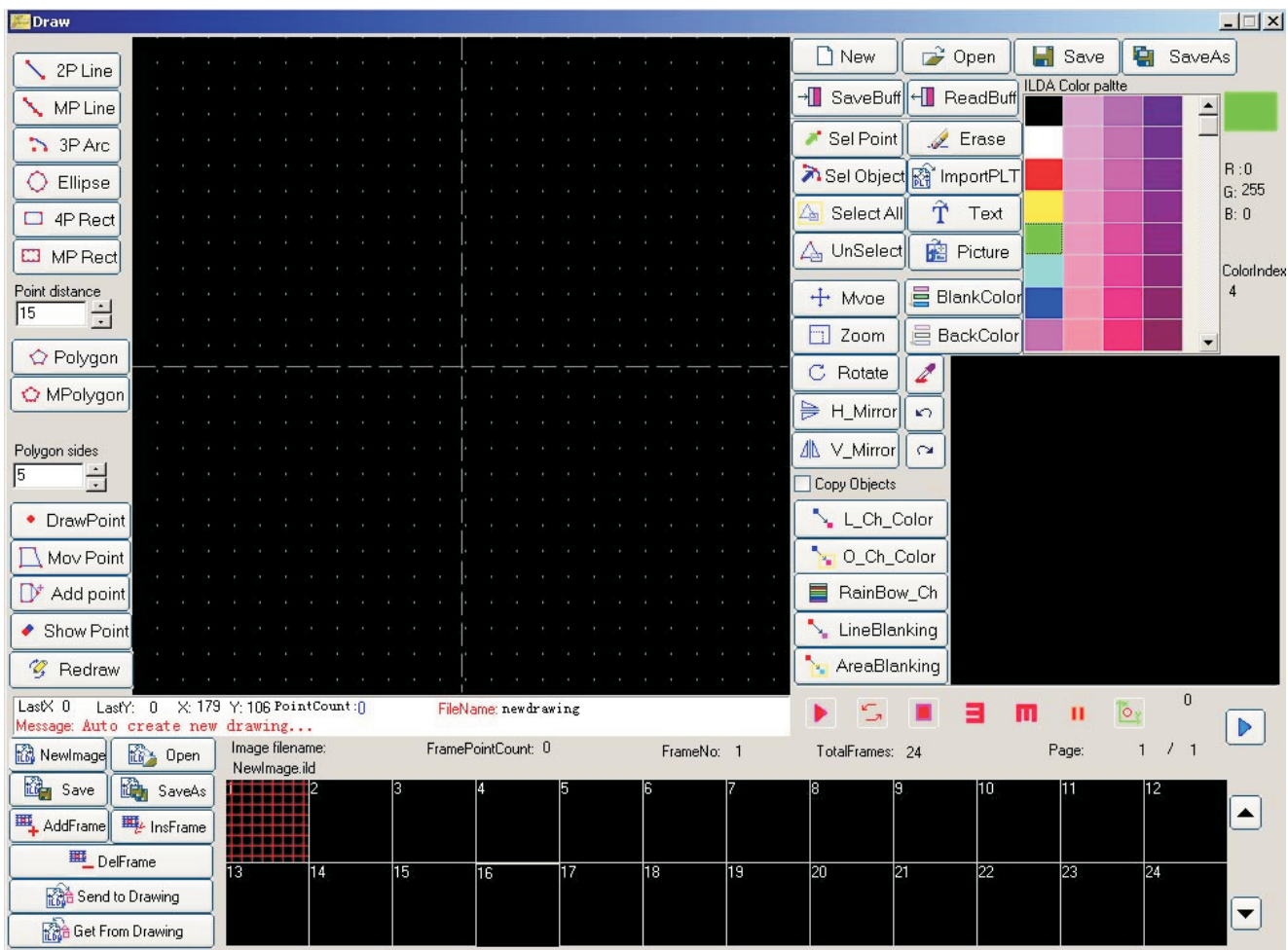
BRUSH Operation instructions:

1. 2P Line : (two-point line) select a starting point by clicking *left mouse button*, choose next point in line with *left mouse button.* Finish by click *right mouse button*.

2. MP Line :(multi-point line) create line in the same way as for a two-point line, additional points will be create with separation distance of that set in Point Distance.

3. 3P Arc:(three-point arc) select center point of arc by clicking left mouse button, then start and finish points with *left mouse button,* additional points will be created at set distance along line, right mouse button to abandon.

4. Ellipse: click left mouse button to set start x-axis/y-axis limit, click again to set finish x-axis/y-axis limit, center of ellipse will be center of x-axis range & y-axis range, hold down *Ctrl key* for circle, *right mouse button* abandon.

5. 4P Rect :(four-point rectangle) click *left mouse button* to set start x-axis/y-axis limit, click again to set finish x-axis/y-axis, *right mouse button* to abandon.

6. MP Rect: (multi-point rectangle) click left mouse button to set start x-axis/y-axis limit, click again to set finish x-axis/y-axis limit, additional points will be created with separation distance of that set in Point Distance, right mouse button to abandon.

7. Point Distance:(two-point distance) set the separation distance between points.

8. Polygon: Create a polygon by clicking left mouse button to position center, click left mouse button again to finish, right mouse button to abandon.

9. MPolygon:(multi-point polygon) create polygon in the same way as above, additional points will be created width separation distance of that set in Point Distance.

10.Polygon sides: set the number of polygon sides.

11. Point: create points using left mouse button, right mouse button to abandon, each set of points can be select by using Sel Object.
12. Mov point:(move point)select point using left mouse button, place in new location by clicking left mouse button, right mouse button to abandon.
13. Add point: click left mouse button to add point to line.
14. View point: determine view or not view points
15. Redraw: refresh Drawing canvas.
16. New:(new drawing) clear Drawing canvas and create a new pattern, default file name is new drawing.
17. Open:(Open drawing):Open a drawing , file extension .ddr
18. Save: Save a drawing, it is advised to save into the Drawing folder to allows play in SECTION and PLAY.
19. Save as: save the file under a new file name.
20. SaveBuff: save drawing to temporary buffer memory.
21. ReadBuff: read drawing last save to buffer memory.
22. Sel Point: (select point) use the left mouse button to select a point, point will show red, after being chosen, click space area to drag and select other points.
23. Sel Object:（select object）use the left mouse button to select a point on an object, all points on that object will
Show red after being chosen, click space area to drag and select other points.
24. Select All: select all points in drawing.
25. Unselect: unselect all points in drawing.
26. Move : move selected points or objects to a new location by clicking and dragging left mouse button, to place in new location click left mouse button again, right mouse button to abandon. If copy objects is selected, object copy will move to new location and original will not change.
27. Zoom: select a point as point of scale origin and click left mouse key, movement right and down will enlarge in the x, y direct respectively, movement left and up will invert the objects and enlarge the inverted objects, hold down Ctrl key to maintain x/u proportion, right mouse button to abandon. If copy objects is selected, object copy will perform scale changes and original will not change.

28. .Rotate: rotate selected object about center of drawing windows. If copy objects is selected, object copy will move to new location and original will not change.
29. H_Mirror: (mirror horizontal) select object is inverted about the x-axis. If copy objects is selected, object copy will invert to new location and original will not change.
30. V_Mirror:(mirror vertical) selected objects is inverted about the y-axis. If copy objects is selected, object copy will invert to new location and original will not change.
31. Copy objects: will create object copy when used with tools 26-30.
32. Select color: select a color from the color plate.
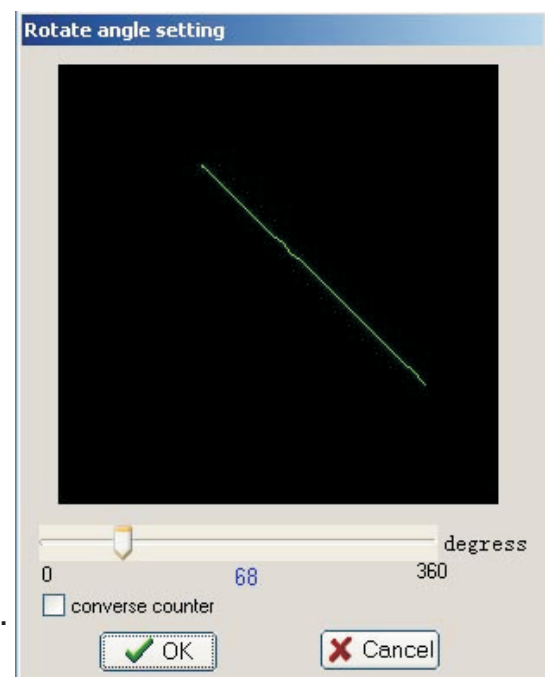
33.L_Ch_Color: (change color for single line) after selecting new color, click left mouse button on line.
34.O_Ch_Color:(change color of object) after selecting new color, will change all selected objects color.
35.RainBow_Ch: will change all selected objects color to rainbow.
36.LineBlanking: (change blank line) select line to blank out.
37.AreaBlanking: (change blank line) select object to blank out. Please note that it is only the lines between points that can be blank out, if you wish to blank out the points, you must change their color to black.
38.Erase: erase selected line or object.
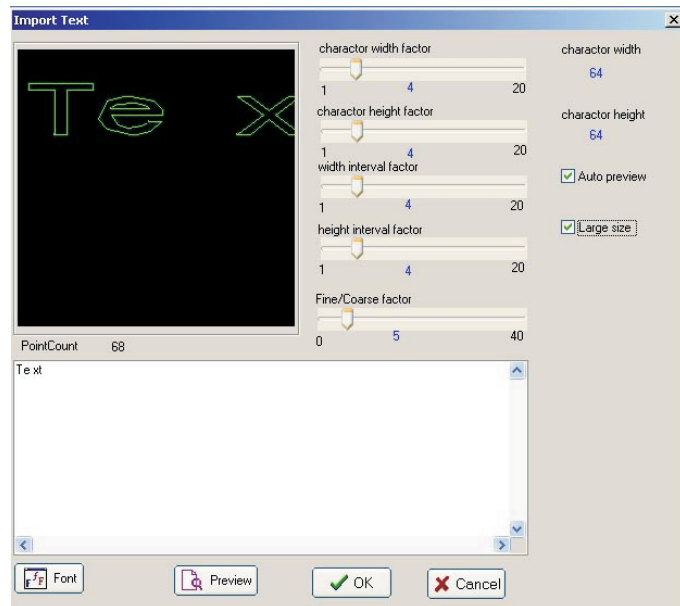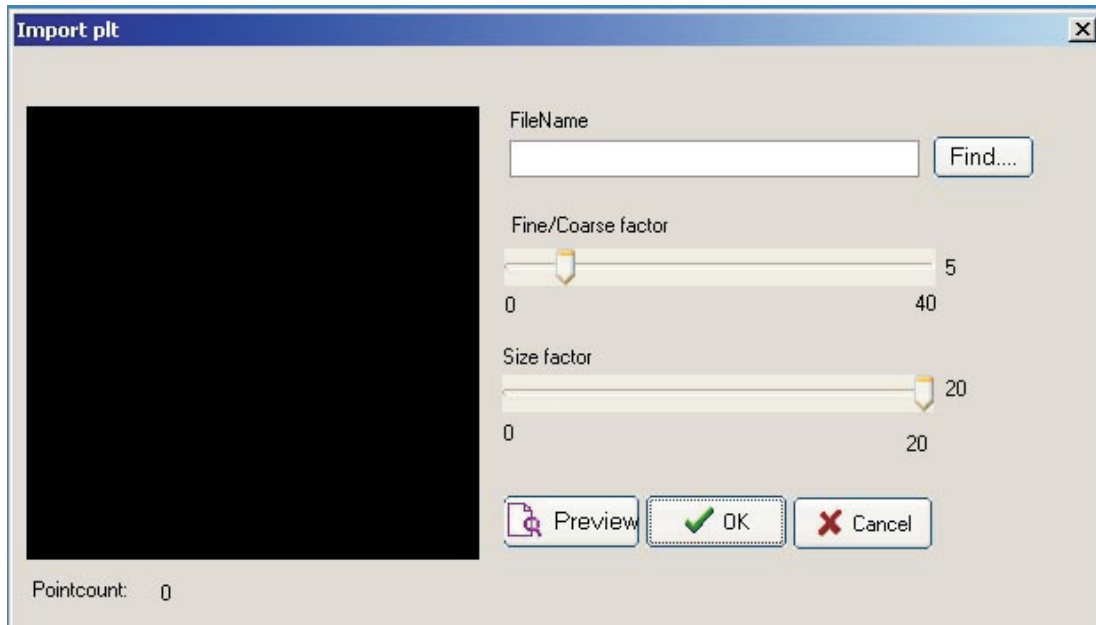
39.Import PLT: used to import .plt files from CorelDraw.
39.1 Find: used to locate required .plt files.
39.2 Fine/Coarse:used to define the precision and amount of points (the larger the number the coarser the pattern).
39.3 Size: used to define the size of the pattern.

40.Text: used to import TrueType text as pattern.
40.1 Character width factor: used to define character width (1 is largest)
40.2 Character height factor: used to defined character width (1 is largest)
40.3 Width interval factor: used to defined interval between characters (1 is largest)
40.4 Height interval factor: used to defined interval between character (1 is largest)
40.5 Fine/coarse: used to define the precision and amount of points (the larger the number the coarser the pattern)
40.6 Auto preview: allows auto-preview of all changes made with tools
40.7 Font: brings up character font list

41.Picture: used to import a bitmap picture file.
42.BlankColor: (blanking color) change color of existing blanking lines to selected color in color palette
43.BackColor: (background color) changed color of background to selected color in color palette.
44.Dropper: select a point to become the color in the color palette.
45.Undo: return to previous step (can retrace 400 steps)
46.Redo: advance one step.
47.Play1 (blue): play pattern from drawing widow.
48.Play2 (red): play ILDA image.
49.Repeat: display indicator.
50.Stop: Stop all playing.
51.Horizontal direction: display pattern in horizontal direction.
52.Vertical direction: display pattern in a vertical direction.
53.Pause: pause playing
54.**Settings window**
54.1 Display position: dragging the small red circle controls position of display.
54.2 Scanrate: used to define the scanner operating speed.
54.3 Horizontal size: used to determine horizontal size ratio when play drawing.
54.4 Vertical size: used to determine vertical size ratio when play drawing.
54.5 Locate angle: used to determine the angle when displaying drawing.
54.6 ILDA frame interval: used to determine the interval between frames when display ILDA files.
54.7 Red saturation: the bright adjuster of red laser.
54.8 Green saturation: the bright adjuster of green laser.
54.9 Blue saturation: the bright adjuster of blue laser.
54.10 Intensity: the bright adjuster of all laser.
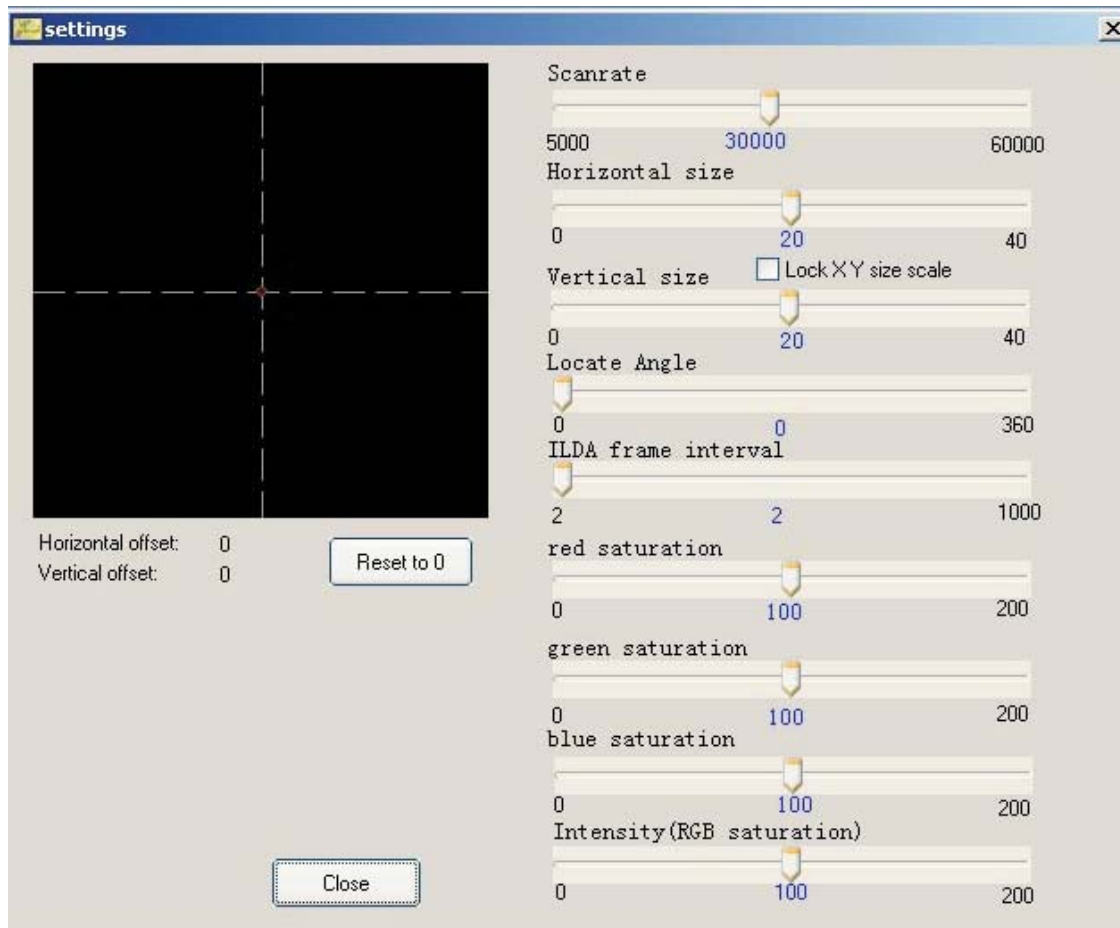
55. ILDA image operation window: used to perform operations on ILDA image files (*.ild)

55.1 NewImage : Create a new image file , default file name is NewImage.ild

55.2 Open: Open a image file.

55.3 Save : Save a image file.

55.4 SaveAs: Save the image under a new filename.
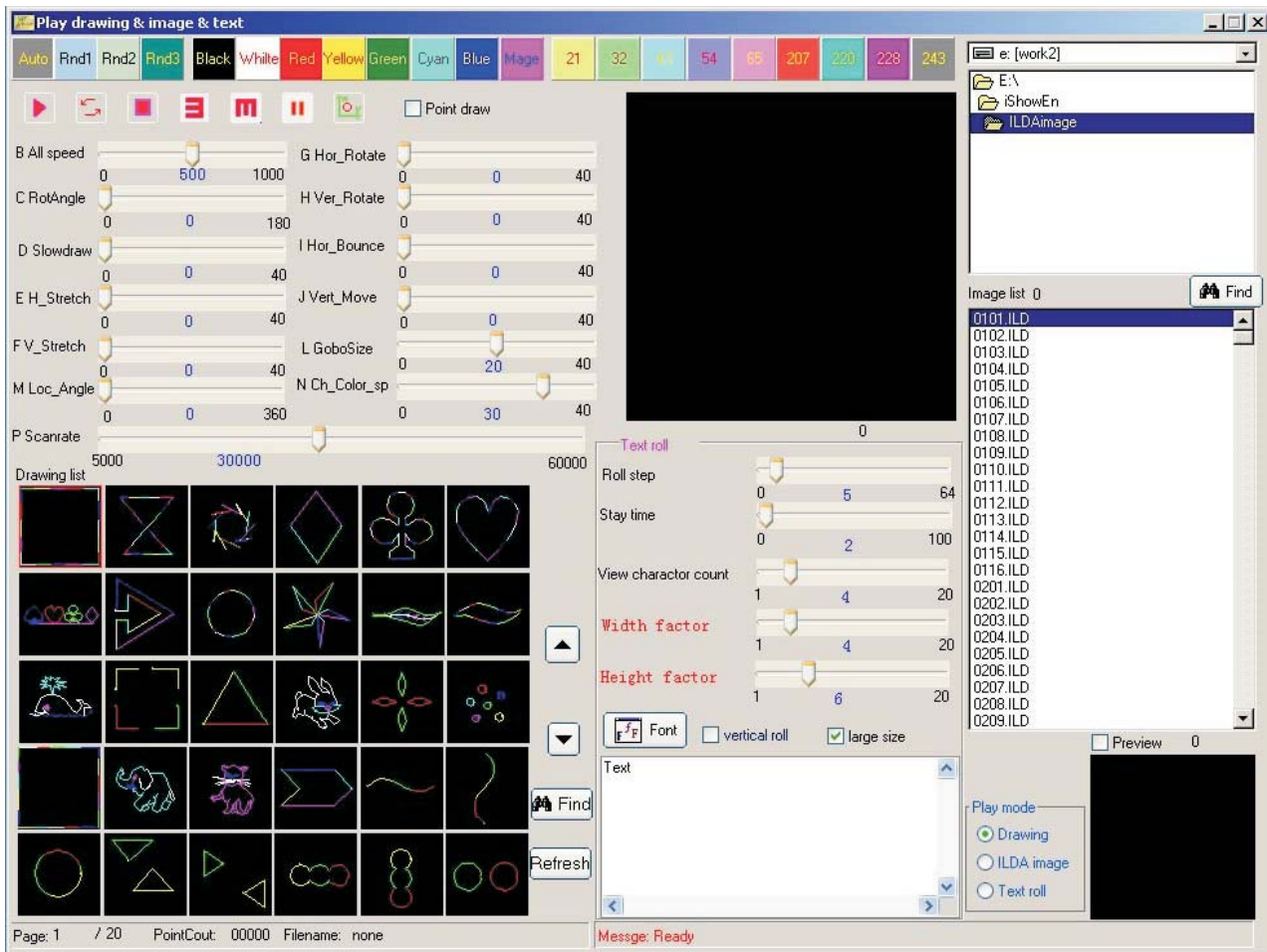
55.5 AddFrame: Add a new blank frame.

55.6 InsFrame: Into the previous frame insert a blank frame

55.7 DelFrame: Delete the current frame.

55.8 SendToDrawing : Send the current frame to Draw canvas to enable editing.

55.9 GetFromDrawing: Copy the pattern from Draw canvas and import into current frame.

II) PLAY Operation instructions

1.Color bar: used to change output color when displaying.

  Auto: keep original colors of pattern, color code=257

  Rnd1: automatic full color change, color code=258 (note: effect observed when using a pattern with different colors)

  Rnd2: automatic single-color change, color code=0;

  Rnd3: color change flow, color codes l to 7 are equally distributed and change causing a flow effect, color code=260

  Black: change pattern color to black, color code=0

  White: change pattern color to white, color code=1

  Red: change pattern color to red, color code=2

  Yellow: change pattern color to Yellow, color code=3

  Green: change pattern color to Green, color code=4

  Cyan: change pattern color to Cyan, color code=5

  Blue: change pattern color to blue, color code=6

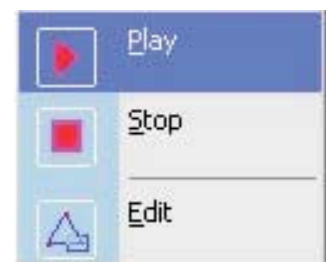 Magenta: change pattern color to magenta, color code=7

  Other color index e.g. 20,32,43, change pattern color to these color.

2. Play mode: used to select pattern format for playing (Drawing, ILDA image or Text)

3. Control panel: used to control pattern action
      B All speed: control speed all actions
      C RotAngle: control rotation angle of each step
      D SlowDraw: control quantity of points to draw with each step
      E H_Strech: control speed of stretch about centrally-axis
      F V_Stretch: control speed of stretch about central c-axis
      G Hor_Rotate: control speed of rotation about centrally-axis
      H Vert_rotate: control speed of rotation about central x-axis
      I Hor_Bounce: control speed of horizontal bounce
      J Vor_Bounce: control speed of vertical bounce
      L GoboSize: control size of gobo
      M Set angle: set angle of inclination from vertical
      N Color speed: control speed of color change when using Rnd1, Rnd2 or Rnd3
      O Point Draw: display main points only without joining lines
      P Scanrate: control speed of scanner.
4. Text scroll: horizontal and vertical text scrolling
      Scroll step: determine the scroll step of each character
      Stay time : determine the time between steps
      View character count: determines the number of characters per line (when horizontal scrolling),determine the number of lines per page(when vertical scrolling)
      Width factor: determine the height of each character,1 is largest(re-select Display to view)
      Height factor: determine the height of each character,1 is largest(re-select Display to view)
      Font: select font (reselect Display to view)
      Vertical Scroll: characters scroll vertically according to the number of lines Maximum characters per line English=20,Asian countries script=10. Excess characters will be ignored (re-select Display to view)
5. Preview: enable preview ILDA images
6. Refresh: Refresh Drawing file list

7. Drawing file list pop-up menu:
      click right mouse button in Drawing file list
    Play: Play currently selected drawing.
    Stop: Stop playing
    Edit: send currently selected file to
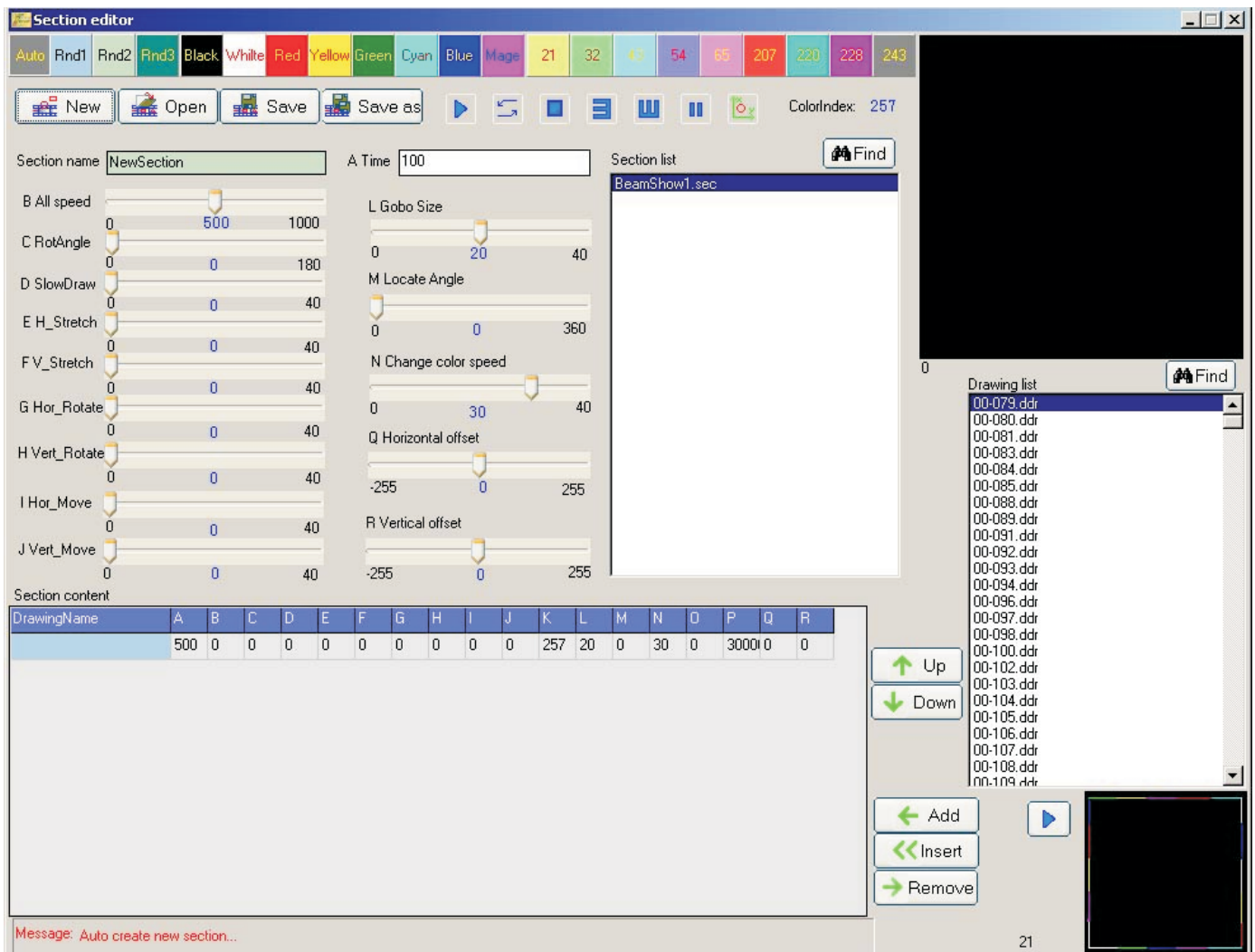   Draw to enable editing
8. ILDA image file list pop-up menu:
      click right mouse button in ILDA image file list
    Play: Play currently selected image.
    Stop: Stop all playing.
    Preview: Preview currently selected image.
    Stop preview : Stop preview this image.
    Edit: send currently selected ILDA image file
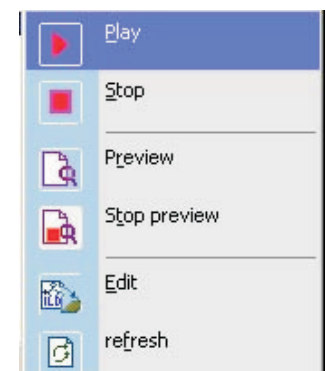
III) Section operation instructions

Section is a simple animation operation using multiple patterns compiled together

1.**Color bar**:

Auto: keep original colors of pattern, color code=257

Rnd1: automatic full color change, color code=258 (note: effect observed when using a pattern with different colors)

Rnd2: automatic single-color change, color code=0

Rnd3: color change flow, color codes I to 232 are equally distributed and change causing a flow effect, color code=260

Black: change pattern color to black, color code=0

White: change pattern color to white, color code=1

Red: change pattern color to red, color code=2

Yellow: change pattern color to Yellow, color code=3

Green: change pattern color to Green, color code=4

Cyan: change pattern color to Cyan, color code=5

Blue: change pattern color to blue, color code=6

Magenta: change pattern color to magenta, color code=7

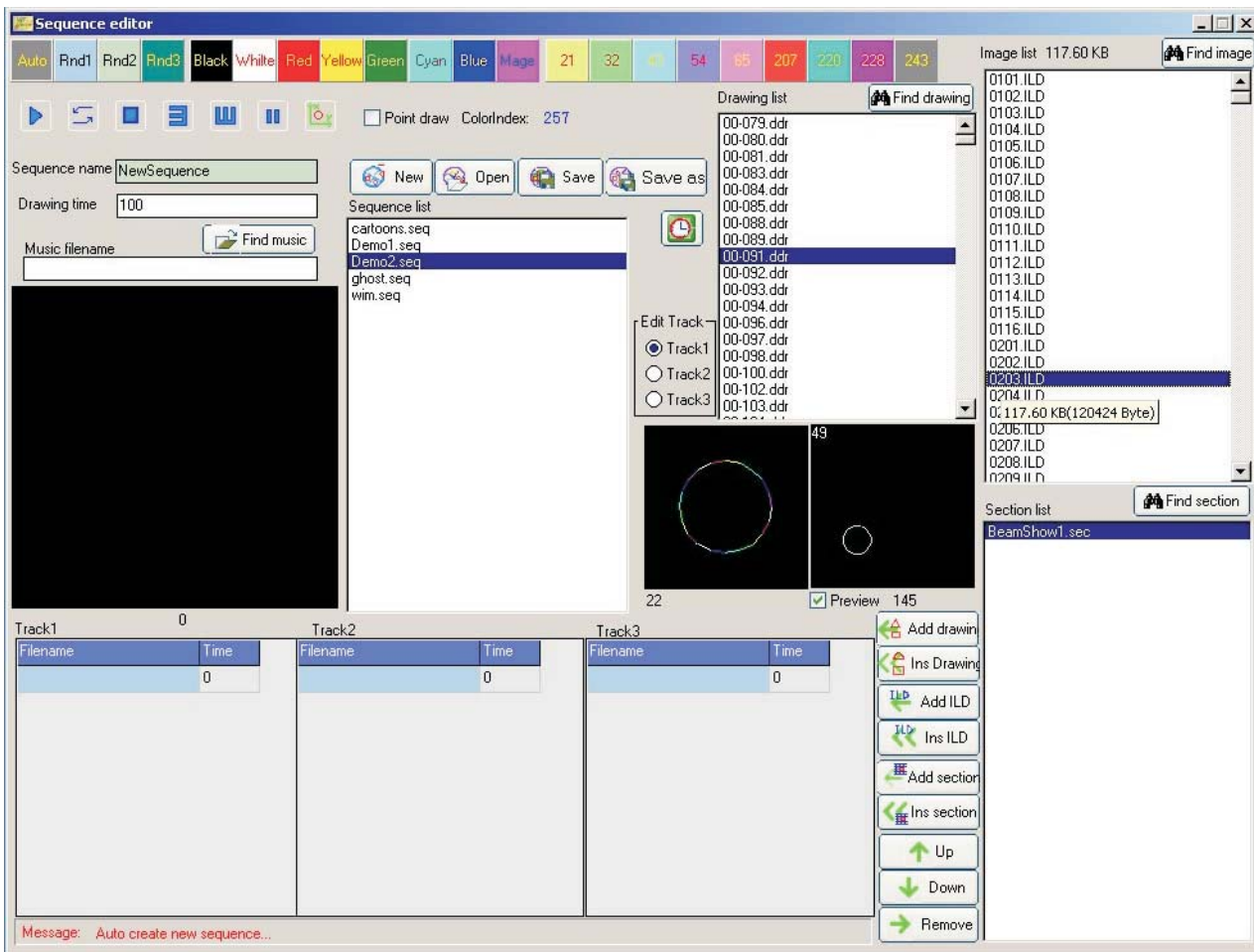Other color index e.g. 20,32,43, change pattern color to these color.

2. **Display control**: as described in DRAW 48-54

3.**A Play Time**: determine the time that each frame of the section is displayed

  B All speed: control speed all actions

  C RotAngle: control rotation angle of each step

  D SlowDraw: control quantity of points to draw with each step

  E H_Strech: control speed of stretch about centrally-axis

  F V_Stretch: control speed of stretch about central c-axis

  G Hor_Rotate: control speed of rotation about centrally-axis

  H Vert_rotate: control speed of rotation about central x-axis

  I Hor_Bounce: control speed of horizontal bounce

  J **Vor_Bounce**: control speed of vertical bounce

  L **GoboSize**: control size of gobo

  M Set angle: set angle of inclination from vertical

  N Color speed: control speed of color change when using Rnd1, Rnd2 or Rnd3

  O & P :reversed.

 4. **Add**: add a frame into the section, drawing name is same is same as selected file in Drawing file list (values for A-P will also be stored independently for each frame that is added to the section)

 5. **Insert**: insert a frame into the section , drawing name is same as selected file in Drawing file list (values for A-P will also be stored independently for each frame that is added to the section)

6. **Remove**: remove selected frame from the section

7. **Move Up**: move selected frame up

8. **Move Down**: move selected frame down

IV) SEQUENCE Operation instructions

SEQUENCE is an operation using multiple Drawings or image files to create a complex animation. There are 3 tracks, with each track capable of inserting multiple Sections, Drawings or ILDA image files. When playing all three tracks are simultaneously playing .Audio files can be added into SEQUENCE and will simultaneously start and finish with the played sequence.

1. **Color bar**:

    Auto: keep original colors of pattern, color code=257

    Rnd1: automatic full color change, color code=258 (note: effect observed when using a pattern with different colors)

    Rnd2: automatic single-color change, color code=0

    Rnd3: color change flow, color codes I to 232 are equally distributed and change causing a flow effect, color code=260

    Black: change pattern color to black, color code=0

    White: change pattern color to white, color code=1

    Red: change pattern color to red, color code=2

    Yellow: change pattern color to Yellow, color code=3

    Green: change pattern color to Green, color code=4

    Cyan: change pattern color to Cyan, color code=5

    Blue: change pattern color to blue, color code=6

    Magenta: change pattern color to magenta, color code=7

    Other color index e.g. 20,32,43, change pattern color to these color.

2. **Play control**: as described in DRAW48-54
3. **Edit trace**: select track to be edited
4. **Drawing time**: determine the time that each frame of the track is played
5. **Add drawing**: add selected Drawing file from Drawing file list to current track
6. **Insert drawing**: insert selected drawing from Drawing file list to current track
7. **Add drawing**: add selected image file from image file list to current track
8. **Insert ILD**: insert selected image file from image file list to current track
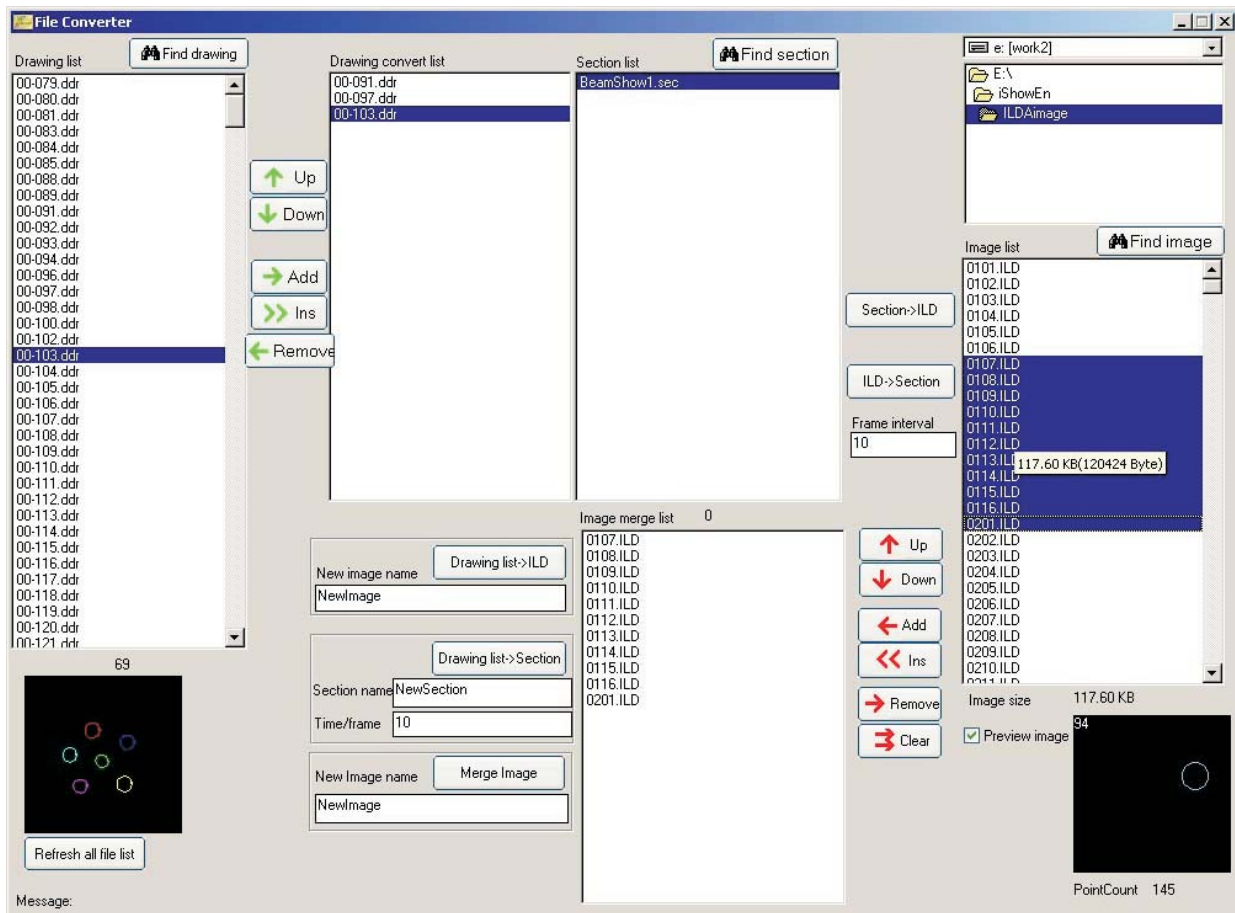9. **Add section**: add selected Section file from Section file list to current track
10. **Insert section**: insert selected Section file from Section file list to current track
11. **Move Up**: move selected frame up in current track
12. **Move Down**: move selected frame down in current
13. **Remove**: remove selected frame from current track

V) Convert Operation Instructions

1. Add (Green): add selected file from Drawing file list to Convert file list
2. Insert (Green): insert selected Drawing file from Drawing file list to Convert file list
3. Remove (Green): remove selected Drawing file from Drawing file list
4. Move Up (Green): move selected Drawing file up
5. Move Down(Green): move selected Drawing file down
6. Drawing list-> section: convert drawing list contents to Section
7. Drawing list-> ILD: convert drawing list contents to image file
8. Section->ILD: convert selected Section file to image file
9. ILD-> section: convert image file to Section file
10. Merge image: merge ILDA image file.
11. Add (Red): add selected file to Merge image list
12. Insert (Red): insert selected image file to Merge image list
13. Remove (Red): remove selected image file from Merge image list
14. Move Up (Red): move selected image file up
15. Move Down(Red): move selected image file down