

iShow software instructions

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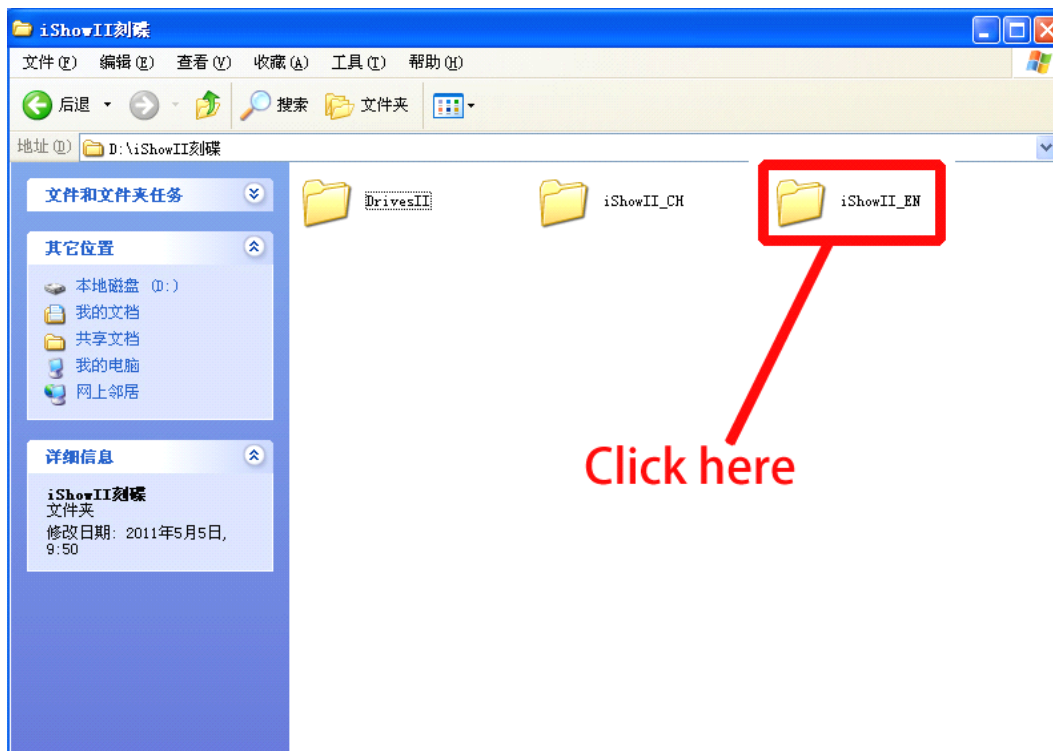
1.iShow laser show software introduction

iShow is the professional laser show software, with variety pattern, easy control and reasonable price. The main function are include picture edit, quick play, segment edit, sequence edit, document operate, detect equipment and select equipment etc. Install of software and introduce mail function in details as follows.

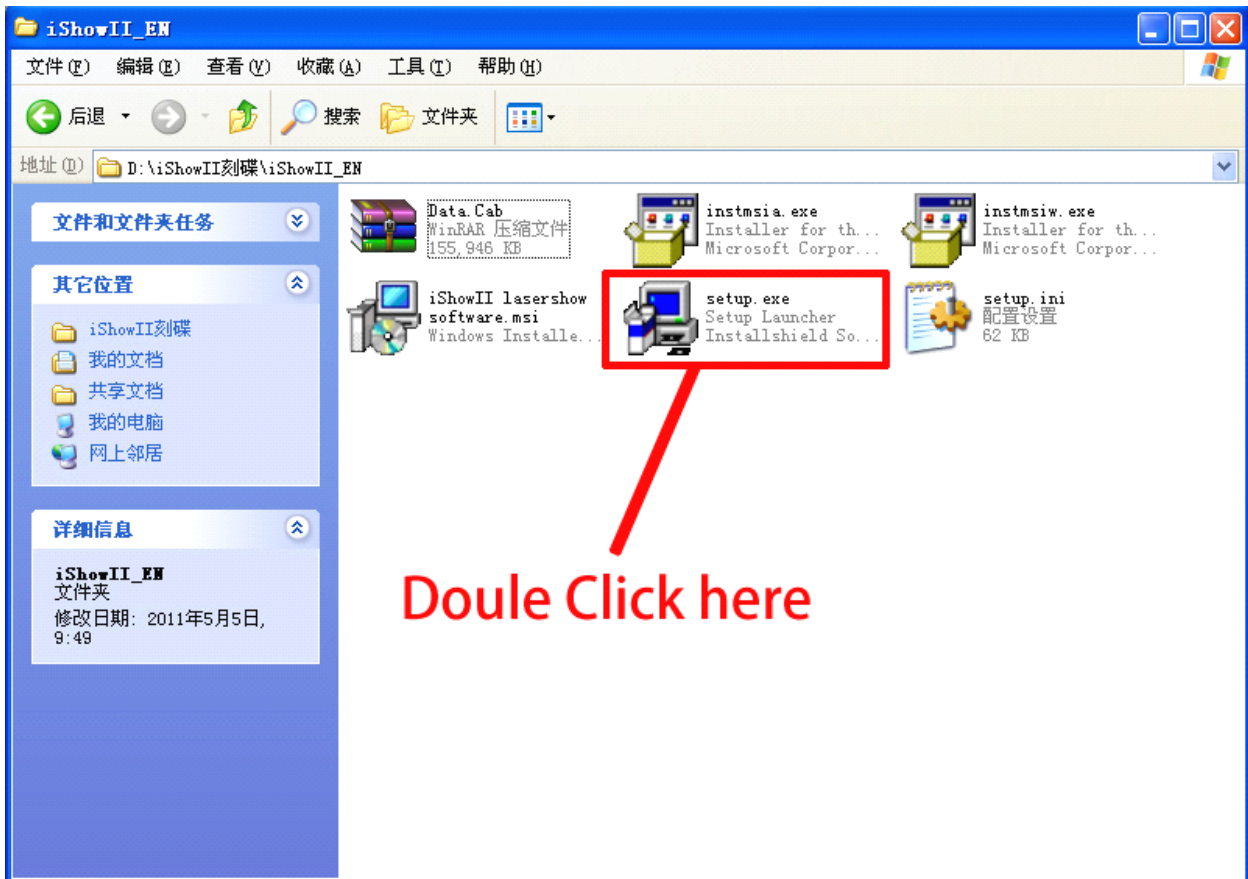
2.iShow laser show software of install

iShow laser show software it is easy to install, we will introduce iShow installation in details as below.

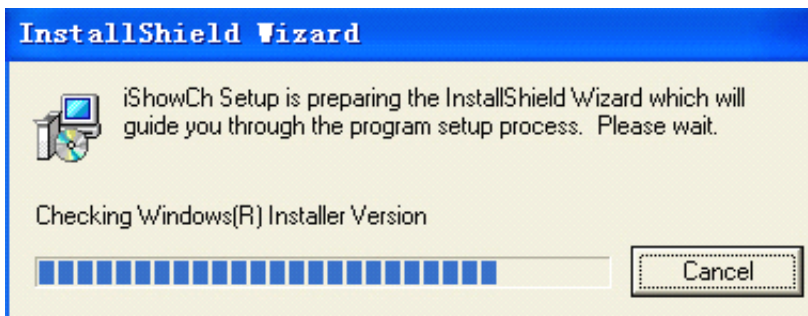
1.First, please enter the install disk into CD driver, open CD and select iShowEn exe.



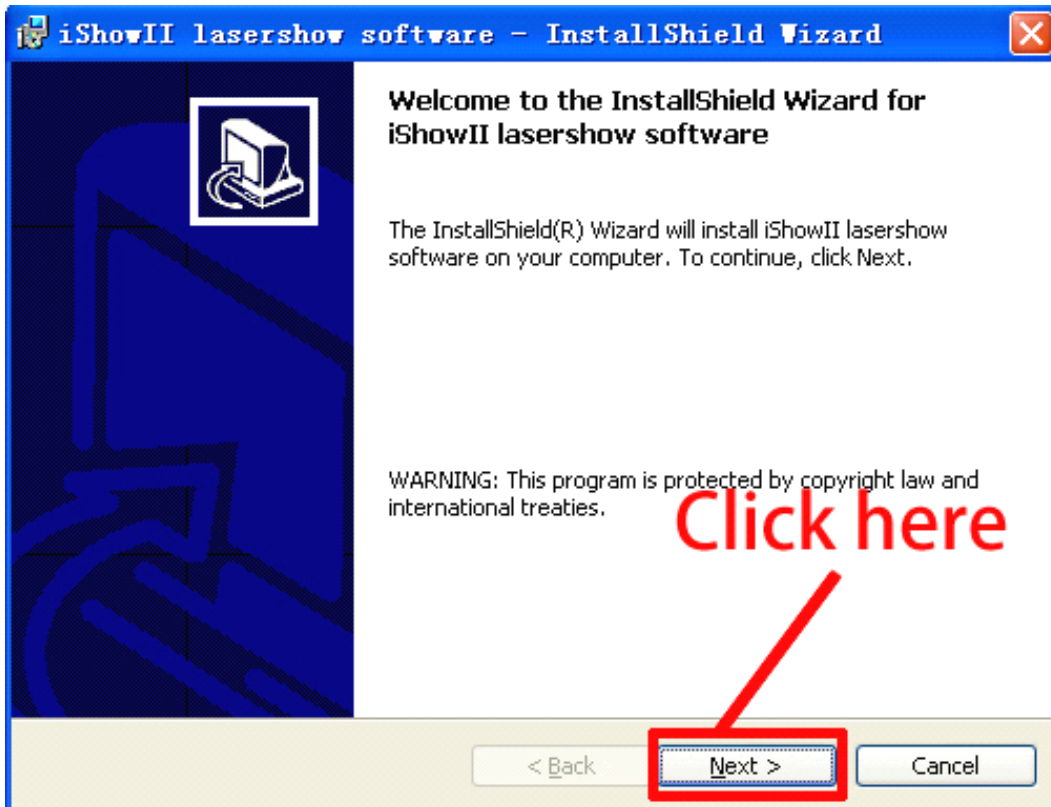
2. Open iShowEn this file, click in installation program, as this picture: iShowEn



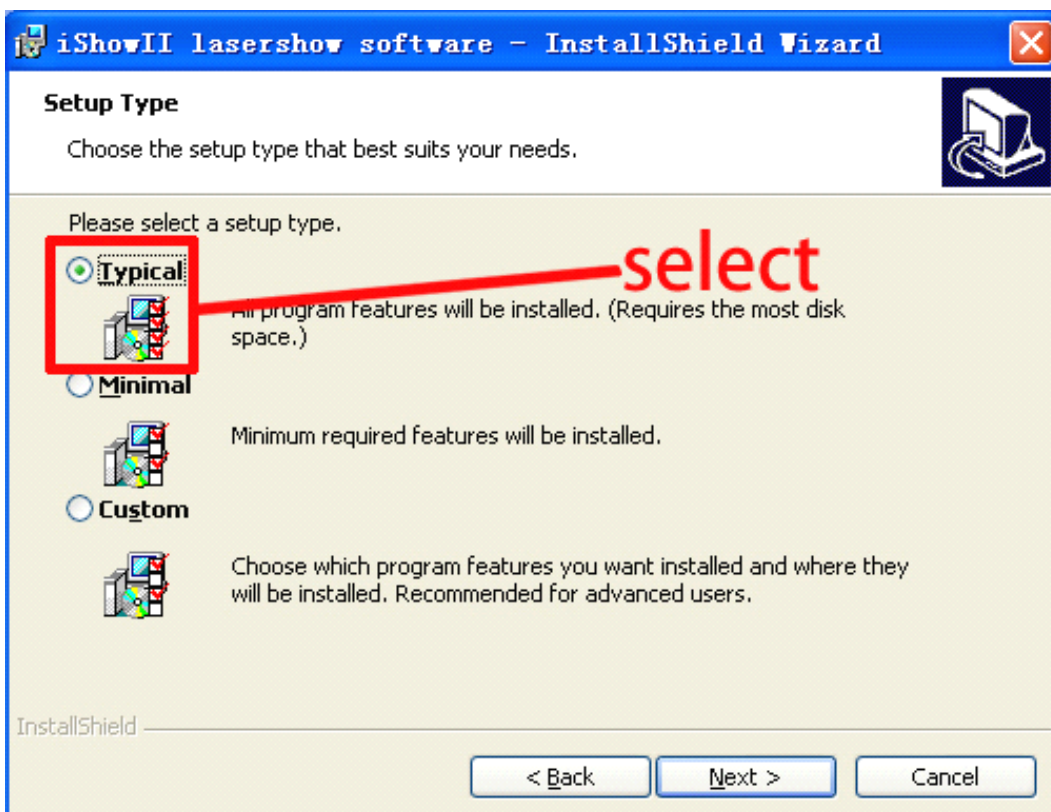
3. Double click setup.exe and then enter program install.



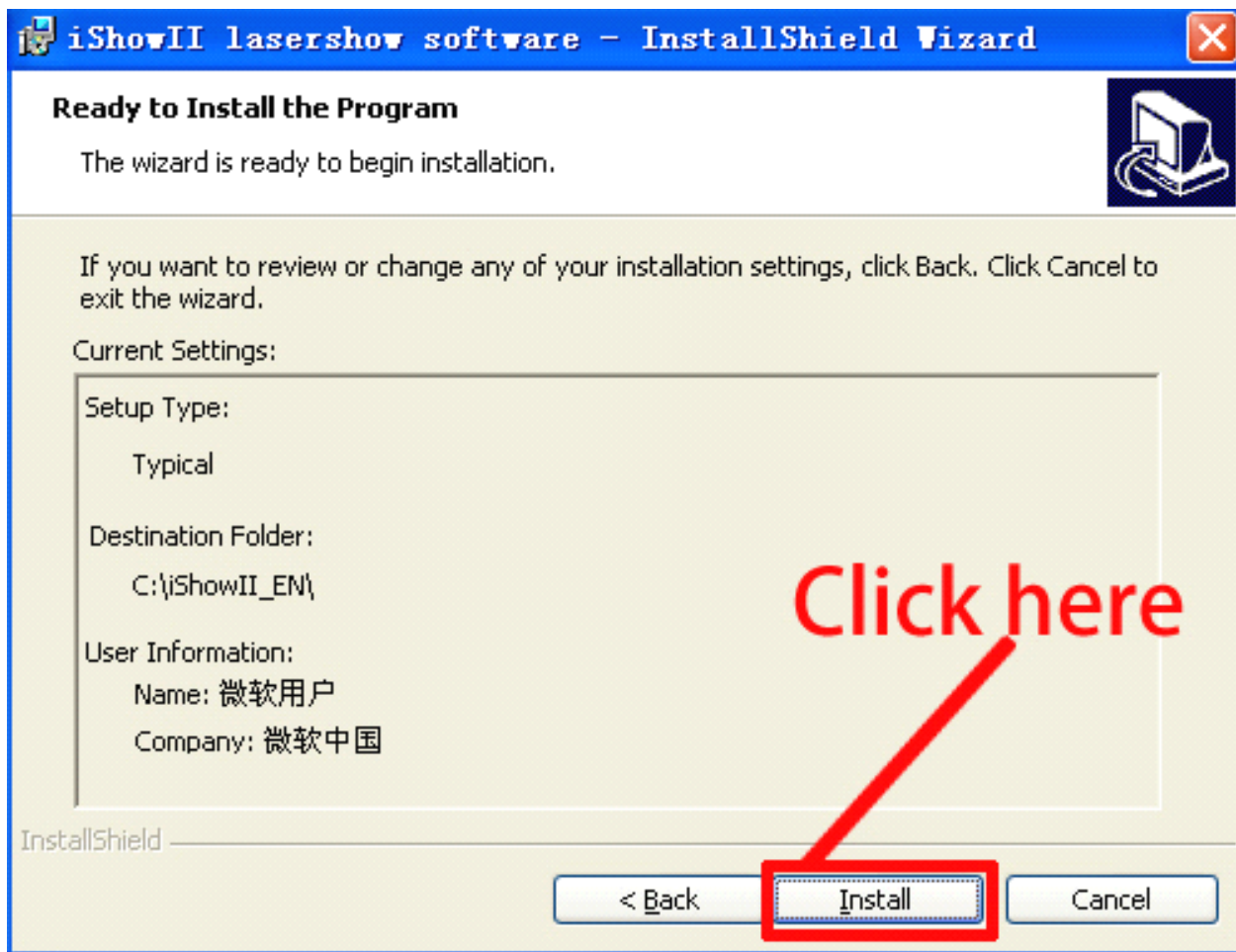
4. Click Next, go on.



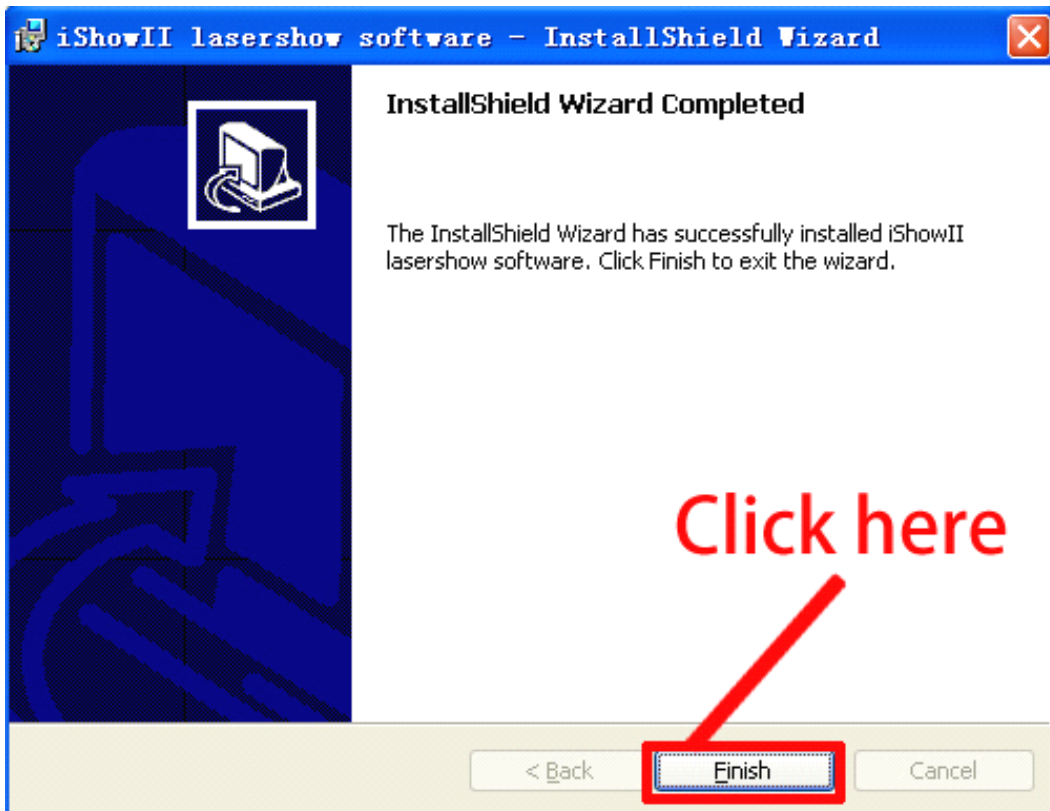
5.If it is first time to set-up on, please select *Modify*; if second time, so select *Repair* and uninstall select *Remove*. This we select *Modify*, as picture follows.



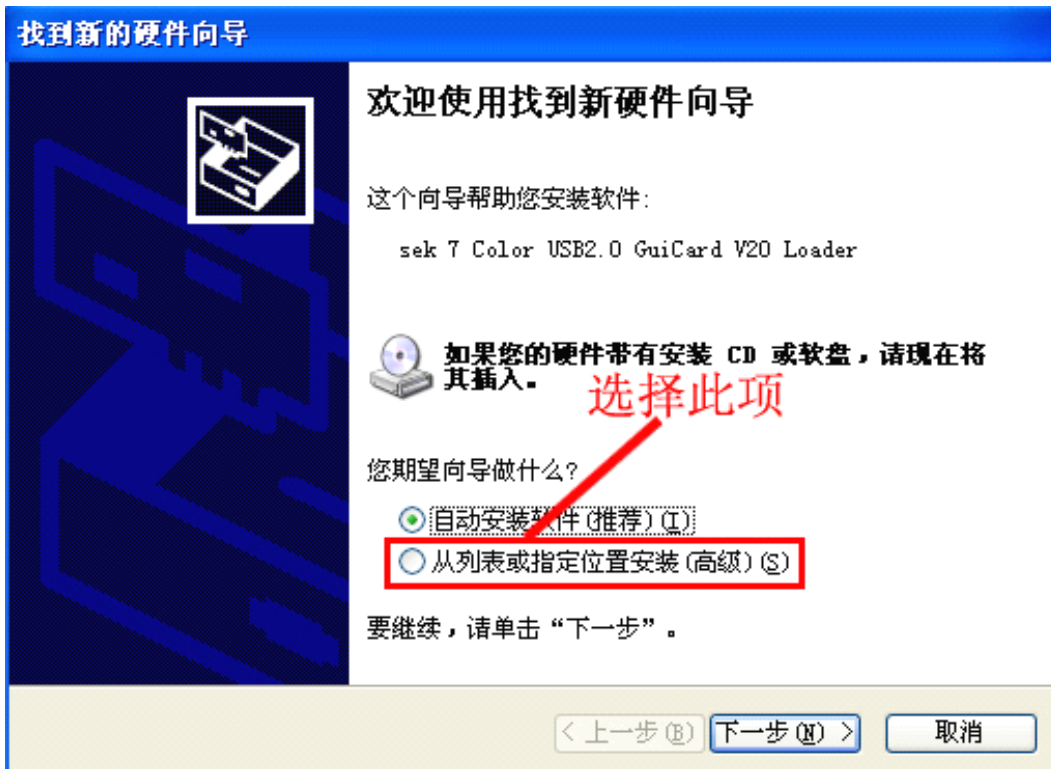
6.Click *Next*, as follows.



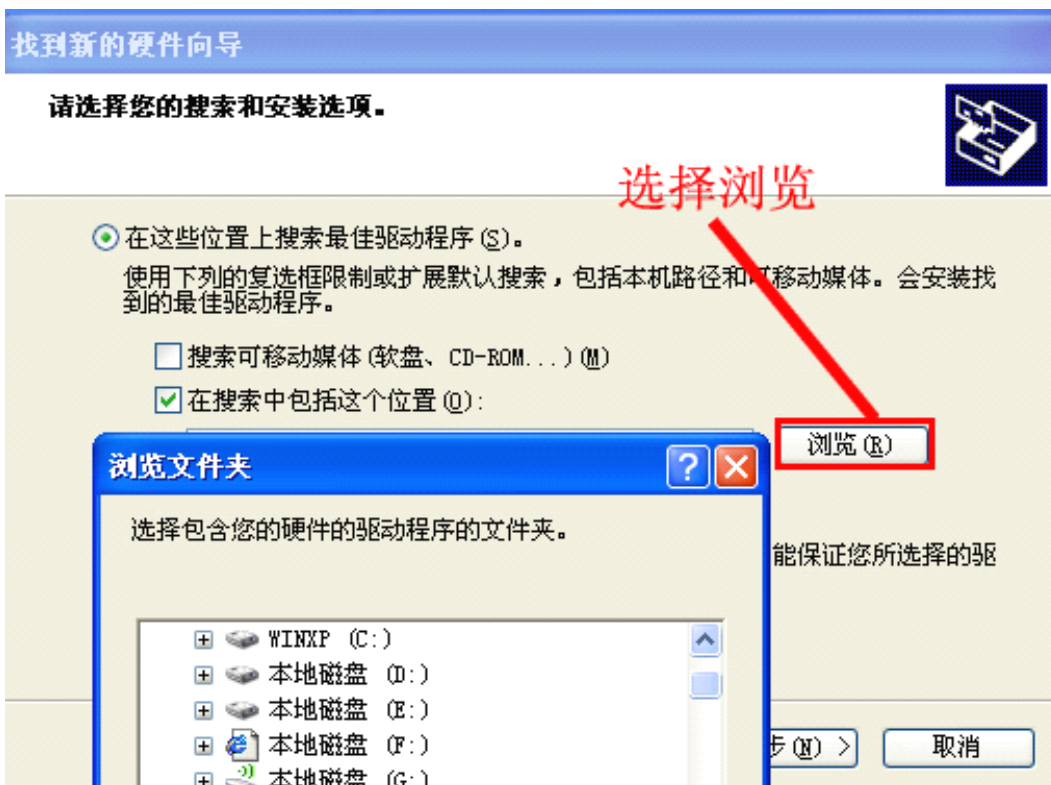
7. Click *Finish* and finish this program installation.

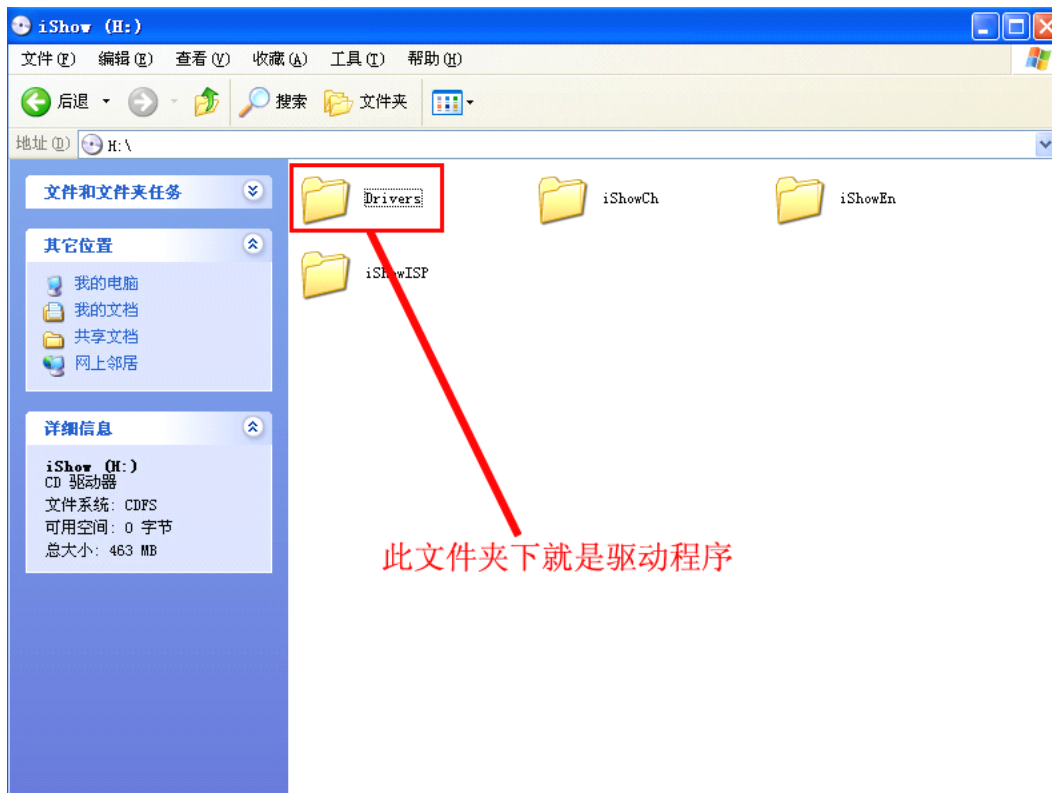


8. After finish the program installation, please link up iShow hardware card with PC USB, and then it can popup a install driver interface that is a iShow install driver. Please select this *from list or specified position* (or choice *auto install*), as follows.



9. Select browse and find driver that is iShow software driver in the install disk CD.

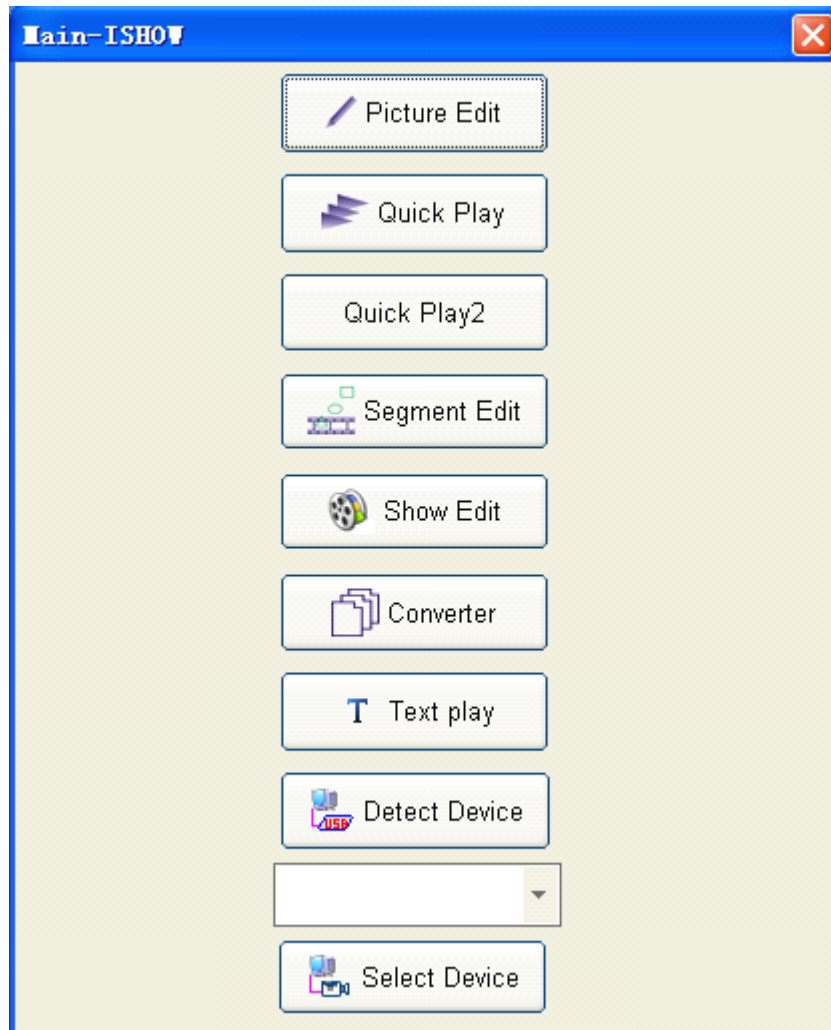




10. Waiting for driver program working of and then it can use as formal.

3.The main window

First, operating iShow laser show software, it can popup this interface as follows, that is iShow softwares main interface. Below this face, it can select the main function of iShow.



Several main function as follows:

Draw a design drawing a picture and keep for ddr form.

Quick play playing basic picture, ilda image file and loaf of words.

Quick play 2 playing cartoon image one by one

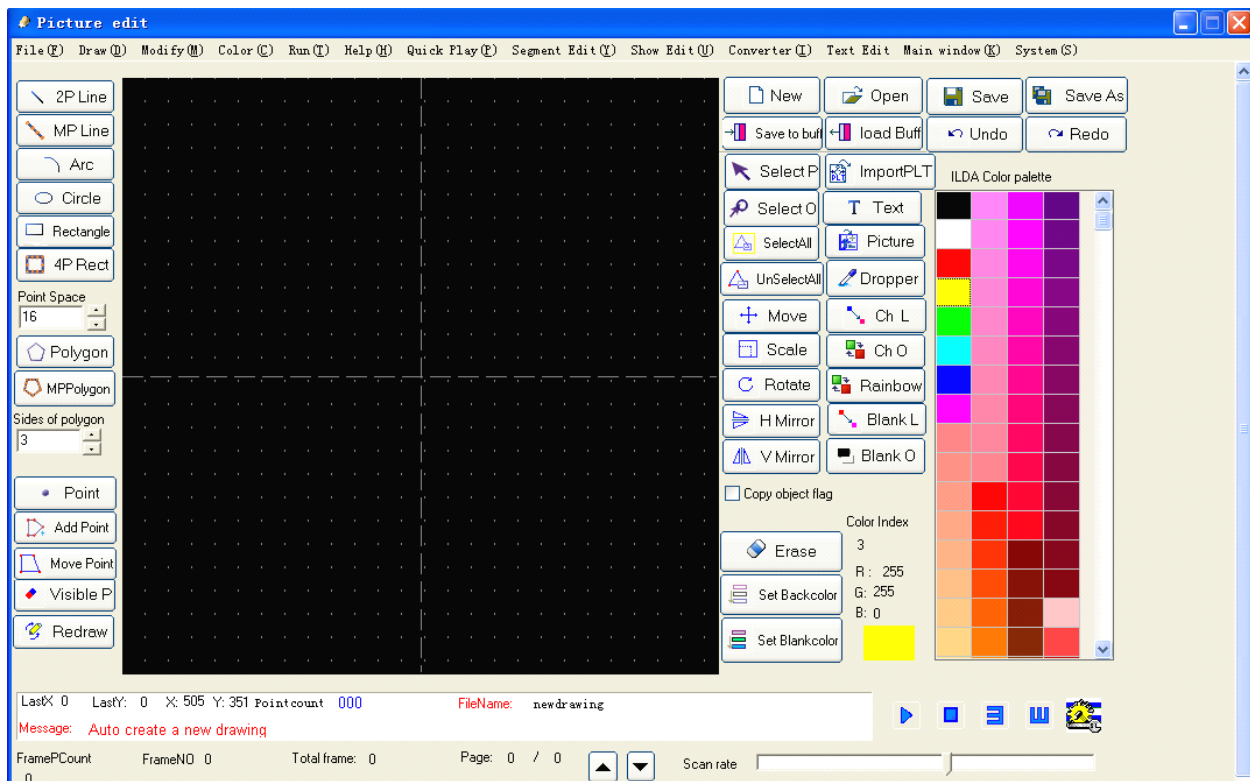
Segment edit please add change effect in the basic picture and keep for a edit group.

Sequence edit please get basic picture, ilda image and segment making a group and keep a completed stage show.

Document operate for basic picture ddr file, ilda fire, segment SEC file and them mutual change.

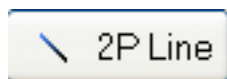
4. The picture edit window

Click draw a design in the main window can enter this interface follows.



Drawing window

1. 2p line (Two -point line)



One point that is clicked left button in canvas, again click it can link up a line with before point, go on until click right button and over end. If press on *ctrl* so it can make straight or level line, or if straight line beyond level distance so it can make straight line, otherwise it can make level line.

2. MP line (Multi-point line)



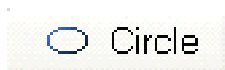
Make sure the straight line is pass on appoint two end points straight, but besides two end points it have a pitch point at a distant on this line.

3. 3p(Three arc)



First, select the center point of arc by clicking left button, then confirm the semi diameter and the starting angle of arc by same way of last step. Last, click the left button to get the third point. The first and third point determine arc's ending angle, additional point should be added within appropriate distance.

4. Circle or ellipse



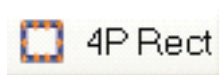
Setting the X1-axis/,Y1-axis limit by clicking left mouse button, click mouse left again to get the X2-axis/Y2-axis limit, then, the circle or ellipse would center on $X2+X1/2$, and the horizontal axis' semi diameter is $x2 - x1 / 2$, the vertical axis' semi diameter is $y2 - y1 / 2$. The circle would be get by holding down the Ctrl button, its semi diameter is the longer one of horizontal axis or vertical axis. There are points in the circle or ellipse at a distance.

5. 4p(Four-point rectangle)



Click left mouse button to set starting x-axis/y-axis limit, click the mouse left again to set finishing x-axis/y-axis, then ,the rectangle is generated.

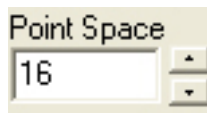
6.MP Rect(Multi-point rectangle)



Create the rectangle in the same way as above , then add the additional points to the rectangle with matching distance.

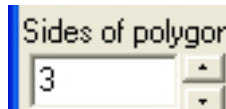
7. 2p(Two-point distance)

Set the distance between points



8. Side of Polygon

Set the side's number of regular polygon(N ranges from 3 to 100)



9. Polygon



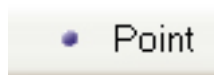
Click left mouse button to set the center of regular polygon. click mouse left again to determine the semi diameter of the polygon, then the polygon is finished. 点击下方

10. MP Polygon



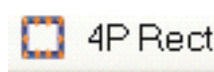
Set the polygon in the same way as above, additional points would be created in the sides of polygon within the distance which is set in Point Distance

11. Point



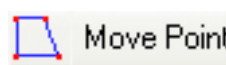
Create a point by clicking left mouse button

12. Add point



Add the point to the pattern, the distance between the points or the lines shouldn't over 5 range (coordinate).

13. Move point



Select a point within 5 range (coordinate) by clicking the left mouse button, the

point would be shifting when remove the mouse, then the pattern would change

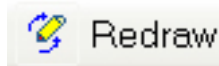
Accordingly.

14. Visible point



Determine the point is visible or invisible.

15. Redraw



Refresh the drawing on canvas.

16. New



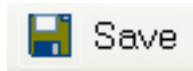
Create a new pattern ,the file name is *newdrawing*.

17. Open



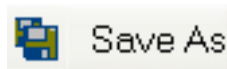
Open a pattern file ,the extension is ddr.

18. Save



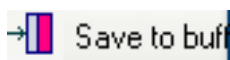
Save and update the pattern.

19. Save as



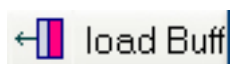
Save the pattern file under a new file name.

20. Save to Buff



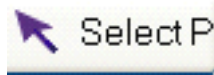
Save the drawing to buffer memory.

21. Read of Buff



Make the drawings which saved in the buffer memory appear on canvas.

22. Select point



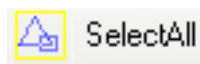
Click the left mouse button to choose a point ,the distance between the point and the center of the circle should not greater than 5 (coordinate).if the point has been chosen, then, it would show red.

23. Select point



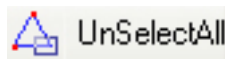
Click the left mouse button to choose a point ,the distance between the point and the center of the circle should not greater than 5 (coordinate).if the point has been chosen, then, it would show red.

24. Select all



Select all the points or objects on canvas, which would show red.

25. Unselect all



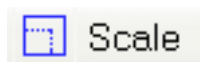
Unselect all points or objects on canvas.

26. Move



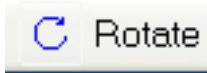
Move selected points or objects to a new location by clicking and dragging mouse left. click the left button again to finish this move.

27. The scale

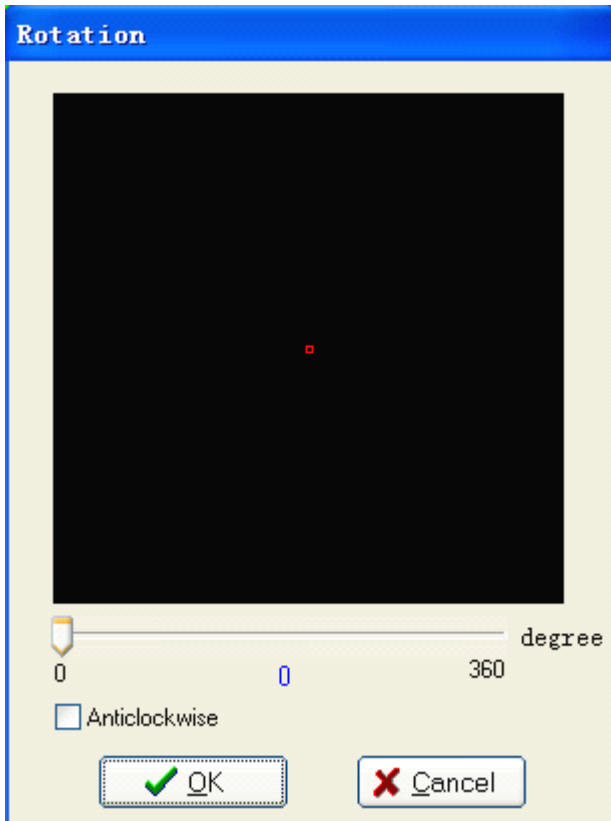


Select a point as a origin of scale by clicking the left mouse button, move the mouse according to the proportional distance, then the points would shift proportionally .click the mouse left to finish this step.

28. Rotate



Enter into the rotating interface by clicking the rotation object, then, red points would show up. Shift the balance rider ,the object would rotate clockwise or anticlockwise center on red point.



29. H-mirror



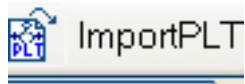
Select a point by clicking left mouse button, shift the point along the X-axis, then, the pattern would change correspondingly.

30. V-mirror (vertical mirror)

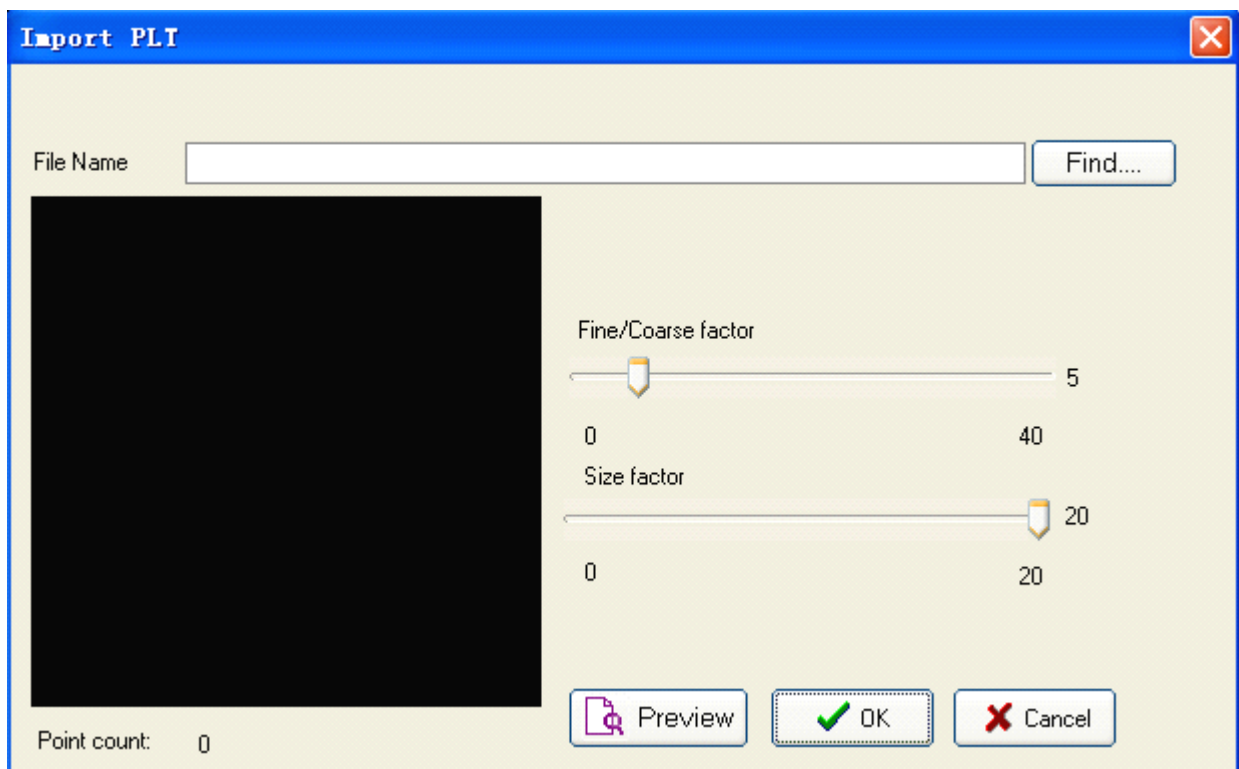


Select a point by clicking left mouse button, shift the point along the Y-axis, then, the pattern would change correspondingly.

31. Important PLT



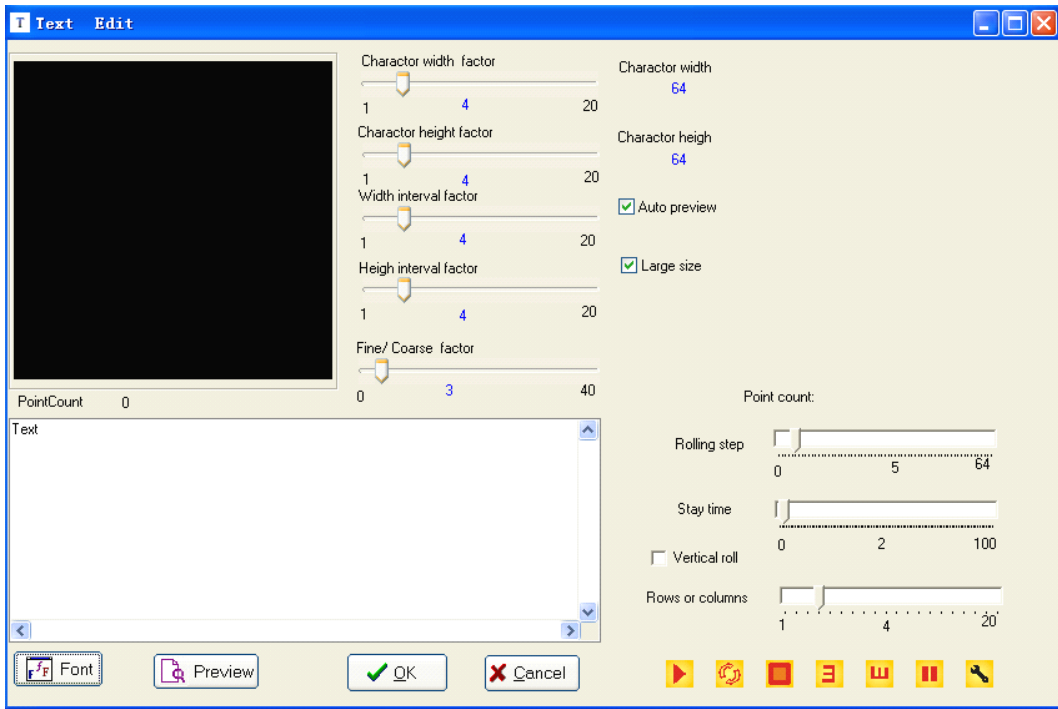
Click the key of Import plt to enter into the interface as above. Use the find key to locate the required plt files from hard disk, and shift the balance rider to adjust the coarse and the size of the pattern. Finish the step by clicking the OK key. The plt files are drawn by CorelDraw.



32. Text



Click the key of Text to enter into the interface as below, write the characters in the textbox which would show up on canvas. Use the balance rider to adjust the width, height, coarse. Finish the step by clicking the OK key.



33. Picture



Set the setting as picture

34. Dropper



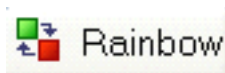
Click the left mouse button on canvas within 5 (coordinate) distance away from the point or line, then the color of the point or line would become the canvas 's colour.

35. O-Ch_Color(change the color of object)



Set the selected point and the line in front of the point's color at blanking color.

36. Rainbow



Change the selected point or object's color in random.

37. L-Ch-Color(change color for single line)



Click the left mouse button on canvas within 5 (coordinate) away from the point

or line, then the color of the canvas would be the point and line's color.

38. Line



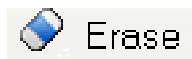
Blanking Line Change the point or line' color into blanking 's color by clicking the left mouse button within 5(coordinate) ,it also change the symbol of the blanking point.

39. Blanking Object



Make the line into blanking color when the symbol of the selected blanking point changed.

40. Erase



Erase selected line, point, object.

41. Set background color



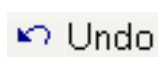
Set the current color as background .o

42. Set blank color



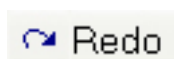
Set the current color as blank color.

43. Undo



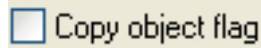
Return to previous step.

44. Redo



Recover the Undo steps one by one.

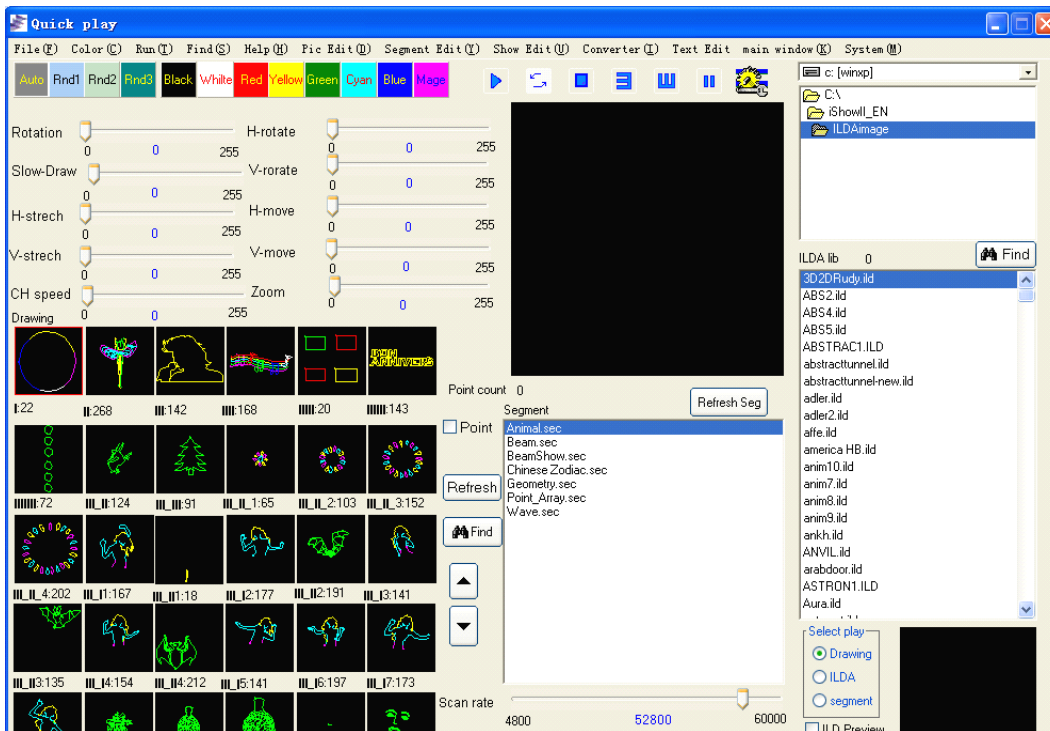
44. Copy



Selected the [Copy Object] check box. when Move, Scale, Rotate, H-mirror ,V-mirror, the selected point is the place to operate repeat step, the original point is fixed, the replica shouldn't select in the check box, then the points would back to their own positions.

5.Quick play window

Click the quick play key, the main window would get as below.



Quick play interface

1. Color bar

Click relevant color bar's color, the light pattern color also can change the same color.

1.1 Auto

Auto

keep original colors of pattern when displayou.

1.2 Rand1

Rnd1

change the multicolor in random.

1.3 Rand2

Rnd2

change the single-color in random.

1.4 Rand3

Rnd3

flow the color, and distribute all colors to the patterns equally.

1.5 Black

Black

change pattern's color into black.

1.6 White

White

change pattern's color into white.

1.7 Red

Red

change pattern's color into red.

1.8 Yellow

Yellow

change pattern's color into yellow.

1.9 Green



change pattern's color into green.

1.10 Cyan



change pattern's color into cyan.

1.11 Blue



change pattern's color into blue.

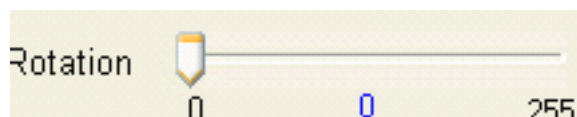
1.12 Magenta



change pattern's color into magenta.

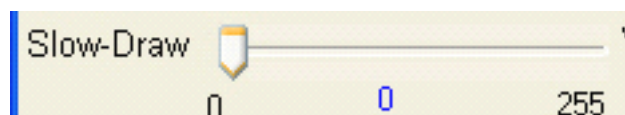
2. Play mode

2.1 rot angle



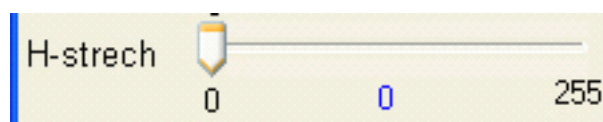
Control rotation angle of each step.

2.2 slow draw



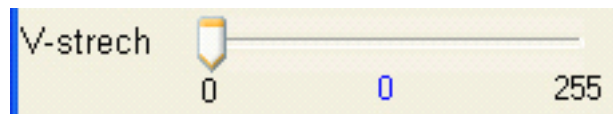
control quantity of the points when drawing

2.3 H-Strech



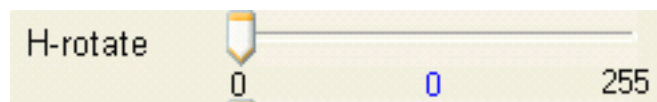
Control the measurement when stretch center on X-axis.

2.4 V-Strech



Control the measurement when stretch center on Y-axis.

2.5 Hor-Rotate



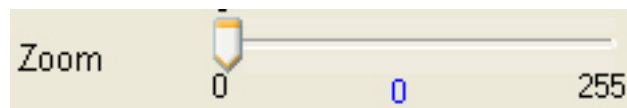
control the proportion when rotation center on X-axis.

2.6 Vert-Rotate



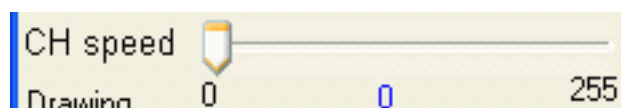
control the proportion when rotation center on Y-axis.

2.7 Size



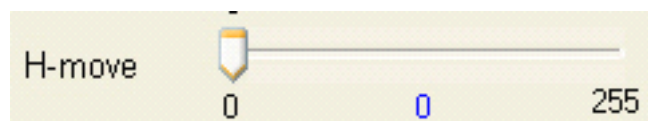
control the size of the pattern, the original multiple is 20.

2.8 Ch-color speed



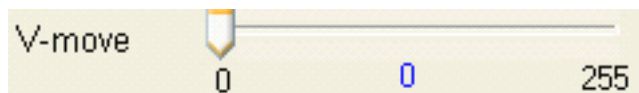
Control the speed of color changing when using Rand1, Rand2, Rand3

2.9 H-move



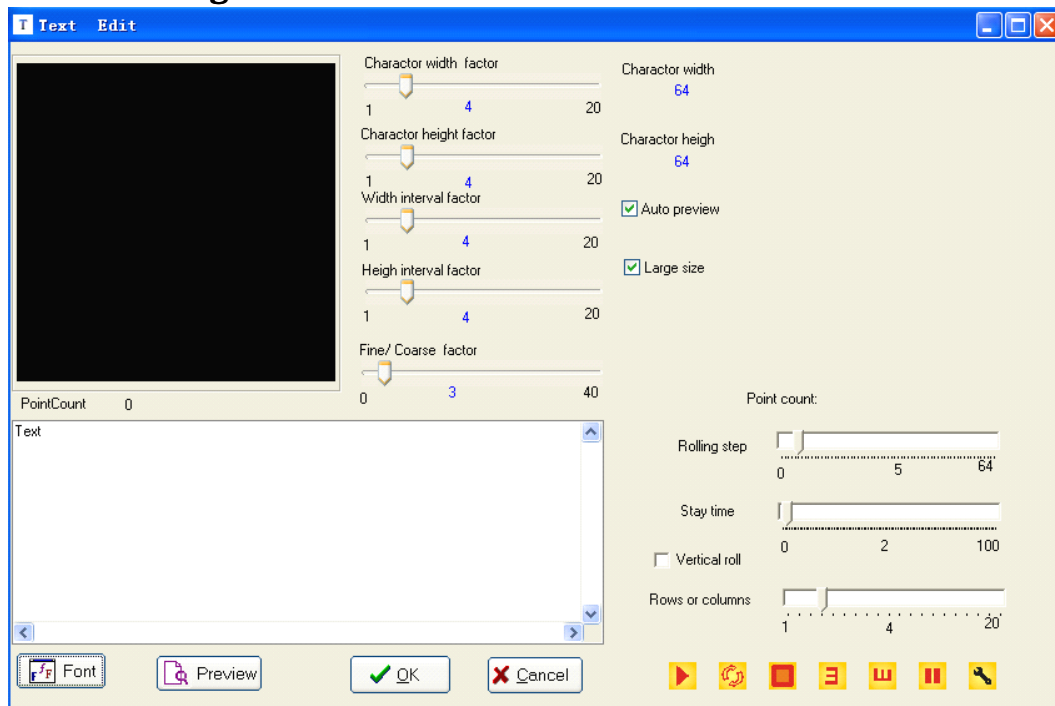
control the distance of each move center on X-axis.

2.10 V-move



Control the distance of each move center on Y-axis.

3. Text rolling

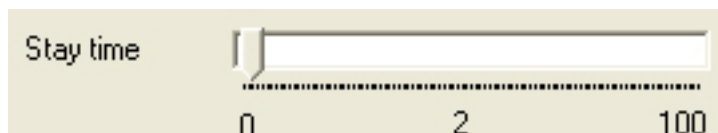


3.1 Rolling step



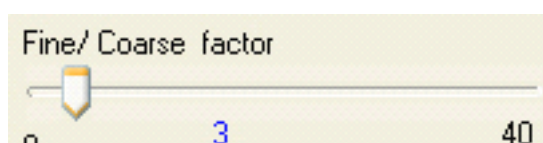
Determine the distance of each character.

3.2 stay time



Determine the time between steps.

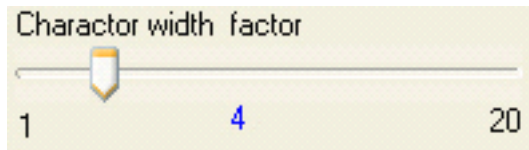
3.3 rows of columns



Determine the number of characters per line when horizontal rolling,

determine the number of lines per page when vertical rolling.

3.4 width factor



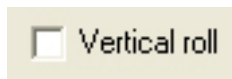
Determine the width of each character

3.5 Height factor



Determine the height of each character


3.6 vertical roll




The characters roll vertically according to the number of lines, otherwise, roll horizontally.

4. Draw ling list

On the quick play interface, the files in the drawing list are basic patterns, they come from drawing directory.

4.1  means the last page of Drawing

4.2  means the next page of Drawing

4.3 Find



Search the ddr files by clicking the Find key, the file extension ddr would be add to the file name automatically.

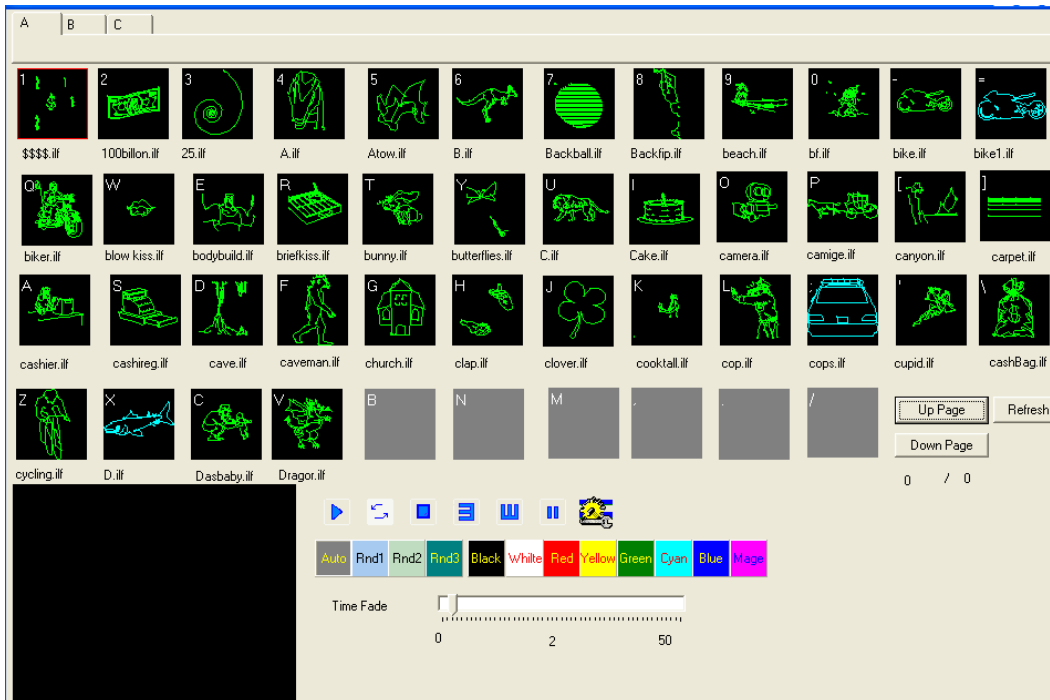
4.4 Refresh

Refresh

Reload the DDR files to Drawing list.

6.Quick play 2

Enter into the sequence by clicking the sequence edit button in the main window.



1. Color bar

Click relevant color bar's color, the light pattern color also can change the same color.

1.1 Auto



keep original colors of pattern when display.

1.2 Rand1



change the multicolor in random.

1.3 Rand2

Rnd2

change the single-color in random.

1.4 Rand3

Rnd3

flow the color, and distribute all colors to the patterns equally.

1.5 Black

Black

change pattern's color into black.

1.6 White

White

change pattern's color into white.

1.7 Red

Red

change pattern's color into red.

1.8 Yellow

Yellow

change pattern's color into yellow.

1.9 Green

Green

change pattern's color into green.

1.10 Cyan

Cyan

change pattern's color into cyan.

1.11 Blue



change pattern's color into blue.

1.12 Magenta



change pattern's color into magenta.

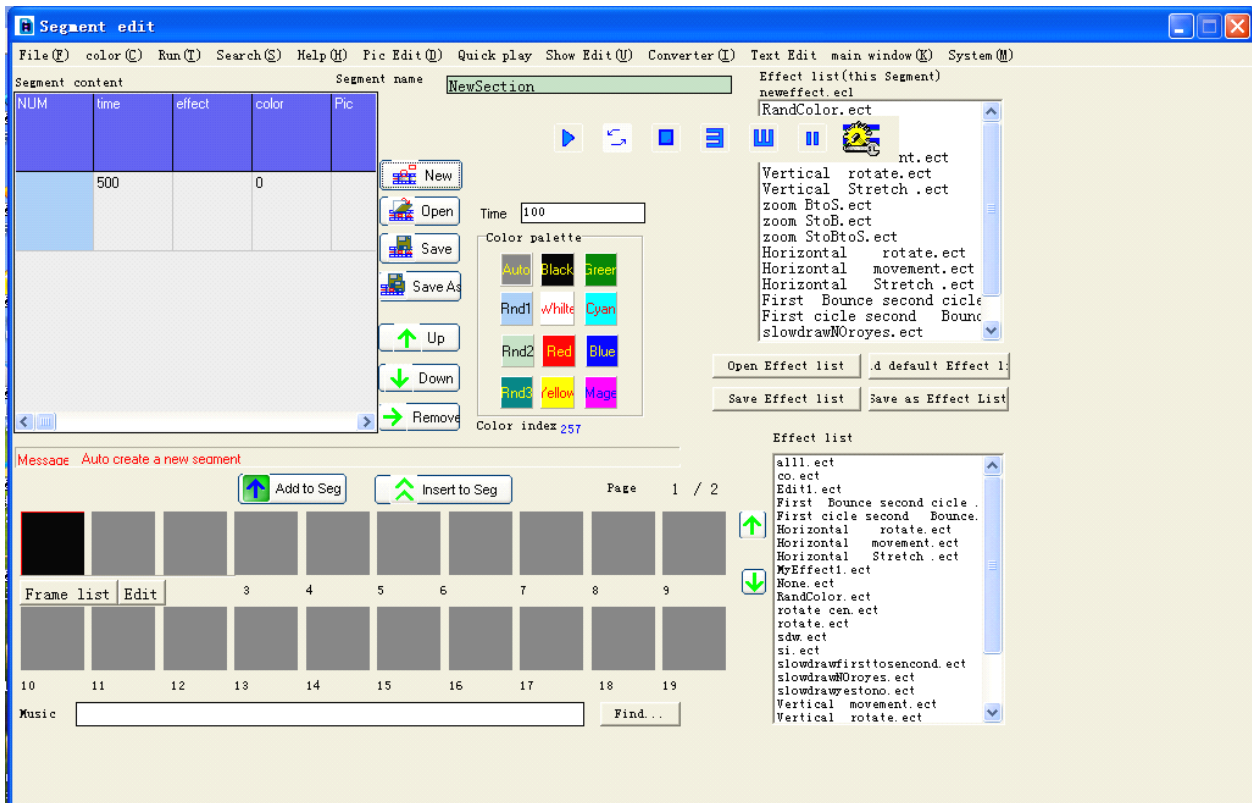
2. Time fade



Adjust the speed of play

7. Segment window

Click the segment key, the main window would get as below.



Segment edit windows

1. Color bar

Click relevant color bar's color, the light pattern color also can change the same color.

1.1 Auto



keep original colors of pattern when display.

1.2 Rand1



change the multicolor in random.

1.3 Rand2



change the single-color in random.

1.4 Rand3

Rnd3

flow the color, and distribute all colors to the patterns equally.

1.5 Black

Black

change pattern's color into black.

1.6 White

White

change pattern's color into white.

1.7 Red

Red

change pattern's color into red.

1.8 Yellow

Yellow

change pattern's color into yellow.

1.9 Green

Green

change pattern's color into green.

1.10 Cyan

Cyan

change pattern's color into cyan.

1.11 Blue



change pattern's color into blue.

1.12 Magenta



change pattern's color into magenta.

2.segment operation

2.1New



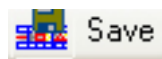
Empty the tracks and create a new segment, then input the file name, the file extension on sec would add to the name automatically.

2.2 Open



Open the segment by clicking the SEC the in segment list.

2.3 Save



Save the finished segment.

2.4 Save as



Save the segment content into hard disk.

3. Add and move of the segment

3.1 Add



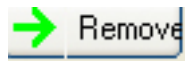
Add the ddr file to segment list at the end.

3.2 Insert



Insert the selected file into current section.

3.3 Remove



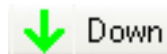
Remove the selected file from section.

3.4 Up



Move the selected file up.

3.5 Down



Move the selected file down.

4. Effect tune and save

4.1 Open

Open Effect list

Open the saved file effect.

4.2 Edit

edit default Effect list

Edit the pattern's effect in the segment.

4.3 Save

Save Effect list

Save the edited effect.

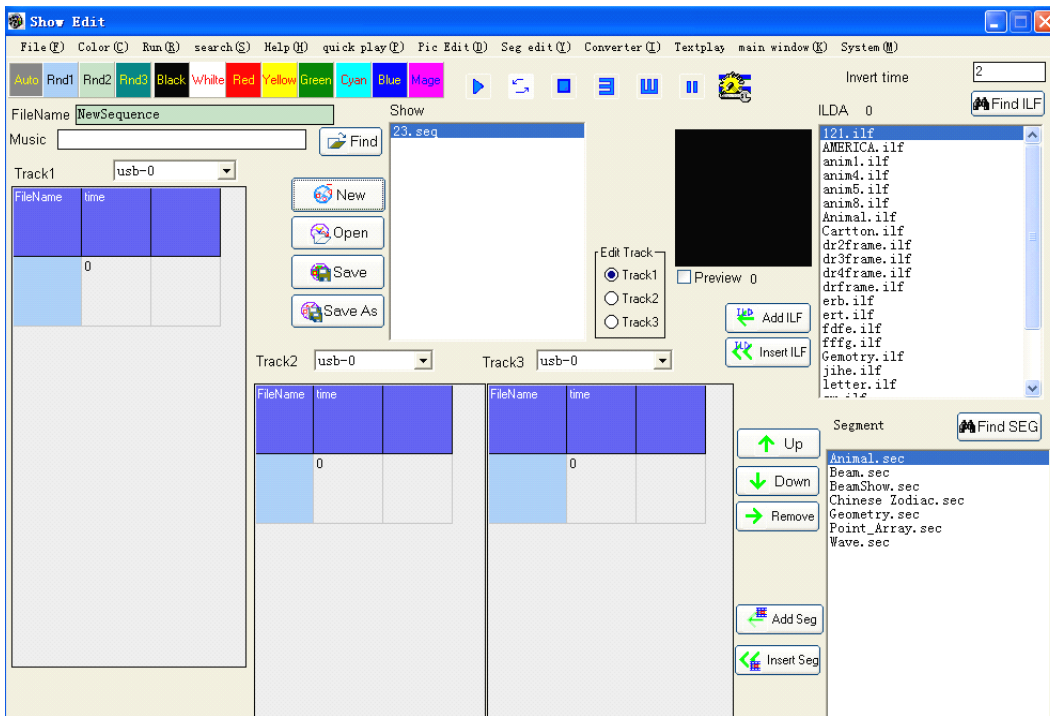
4.4 Save as

Save as Effect List

Save the edited file as another file name.

8.Sequence Edit

Click the sequence key, the main window would get as below.



Sequence edit window

1. Color bar

Click relevant color bar's color, the light pattern color also can change the same color.

1.1 Auto



Keep original color of pattern.

1.2 Rand1



Change the multicolor in random.

1.3 Rand2

Rnd2

Change the single-color in random.

1.4 Rand3

Rnd3

Flow the color, and distribute all the color to the patterns equally.

1.5 Black

Black

Change the pattern's color into Black.

1.6 White

White

Change the pattern's color into White.

1.7 Red

Red

Change the pattern's color into Red.

1.8 Yellow

Yellow

Change the patterns' color into Yellow.

1.9 Green

Green

Change the patterns' color into Green.

1.10 Cyan

Cyan

Change the patterns' color into Cyan.

1.11 Blue



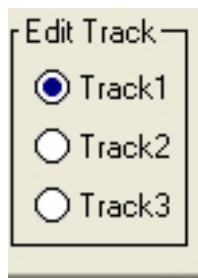
Change the patterns' color into Blue.

1.12 Magenta



Change the patterns' into Magenta.

2. Tracks



The interface has three tracks, which stands for different working mode. The tracks could play Basic patterns' ddr, segment SEC and ILDA's AVI, moreover, some compatible music files also could be played.

3. Sequence operation instruction

3.1 New



Empty the tracks and create a new sequence, then input the file name, the file extension on seq would add to the name automatically.

3.2 Open



Open the file in the Sequence folder.

3.3 Save



Save finished tracks.◦

3.4 Save as



Save the finished tracks into hard disk.

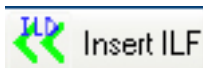
4. Add and move of the segment

4.1 Add ILF



Add the ILD file to segment list at the end.

4.2 Insert ILF



Insert the selected file into appoint place.

4.3 Add segment



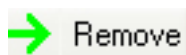
Add the already segment file into segment list at the end.

4.4 Insert segment



Add the already segment file into segment list at the end.

4.5 Move



Delete the current line.

4.6 up move



Move the current line up.

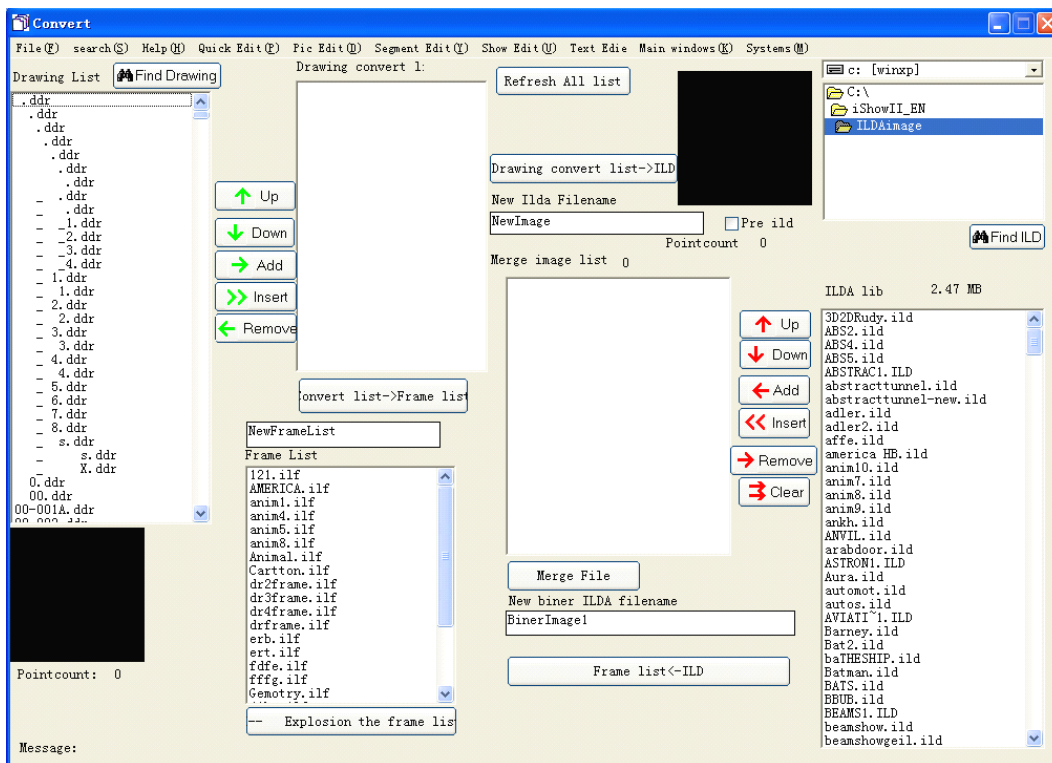
4.7 Down



Move the current line down.

9.File operate

Click the file operate edit key in the main window, the interface would appear automatically as below.



File operate window

1. Add into file operate

1.1 move out



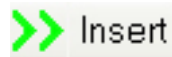
Delete the selected file out .

1.2 Add



Add the select pattern into file at the end.

1.3 Insert



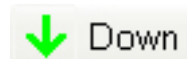
Insert the selected pattern into file at the end.

1.4 up move



Move the select pattern up from the file.

1.5 Move down



Move the selected pattern down from the file.

2. Add segment into file

2.1 Move out



Delete the selected segment from file.

2.2 add



Add the selected segment pattern into file at the end.

2.3 Insert



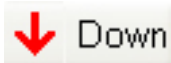
Add the selected segment into file.

2.4 Move up



Move the selected segment up in the file.

2.5 Move down



Move the select segment down in the file.

2.6 delete



Delete the selected segment from the file.

3. The file change operate

3.1 disassemble frame list

Explosion the frame list

Change the continuous cartoon segment into muti-one by one static pattern.

3.2 change pattern file into image.

Drawing convert list->ILD

Change pattern file into image file.

3.3 Put the image into file.

Frame list<-ILD

Delete the selected pattern from the file.

3.4 Put image file together.

Merge File

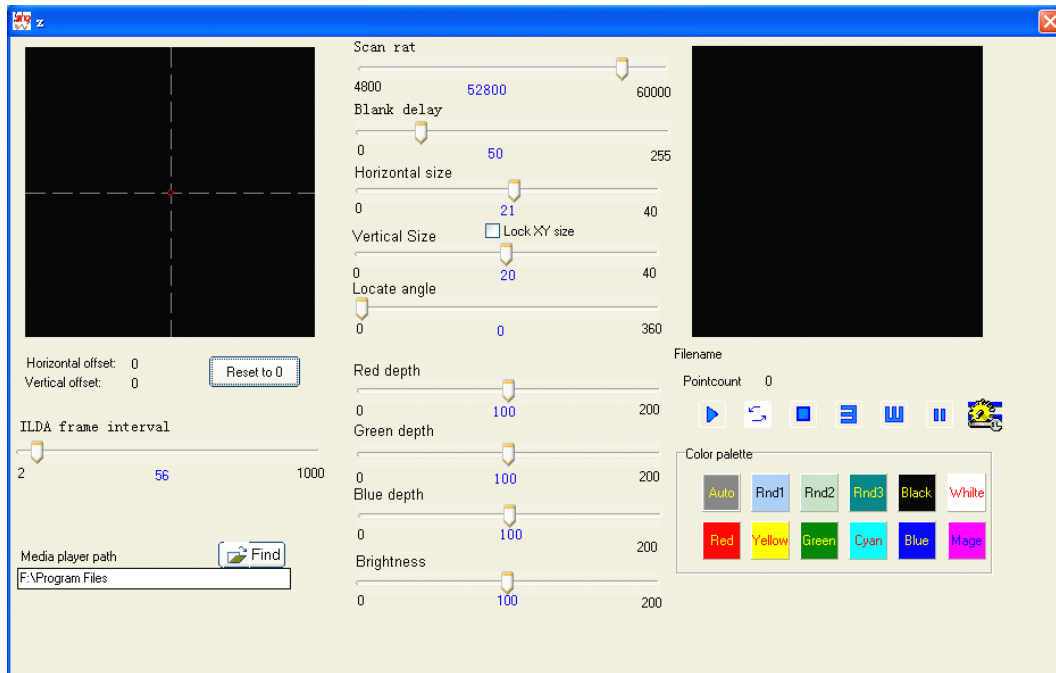
Put muti-image file together one.

3.5 Refresh all files.

Refresh All list

Refreshing all files.

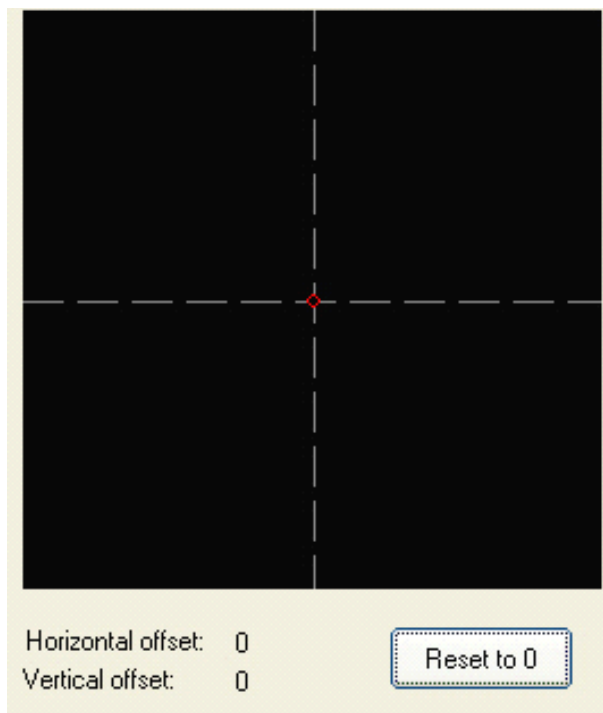
10.play setting



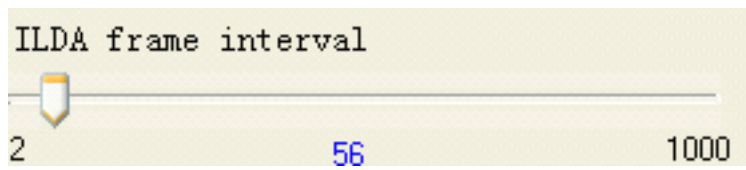
It can setting play function on the quick play, sequence edit, segment edit, setting and play as follows.

1. Play setting

1.1 Offset distance adjust.

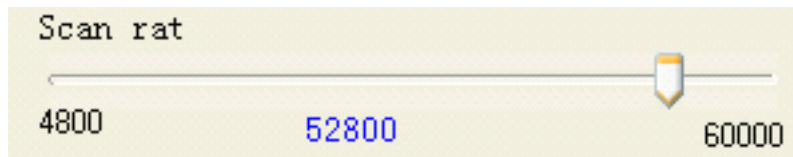


1.2 ILDA play interval



Setting play time

1.3 Scanner speed



Setting laser light's scanner speed, the higher the scanner speed, the accurater the pattern and the lower the flicker.

1.4 delete



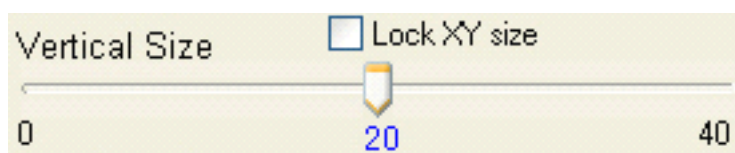
Setting delay time of pattern, the bigger number, the longer time.

1.5 H-measurement



Setting the pattern measurement of horizontal direction

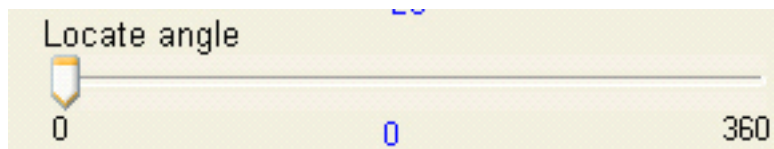
1.6 V-measurement



Setting the pattern measurement of vertical direction.

If click *rock H:V*, when change the pattern measurement of H or V direction, V or H direction measurement can change together.

1.7 Fixed position



Setting a pattern angle rolling the centre.

1.8 Red saturation



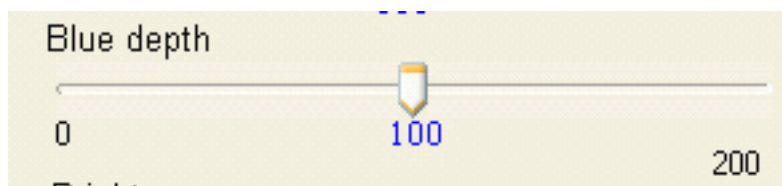
Setting red brightness in the play of laser light

1.9 Green saturation



Setting green brightness in the play of laser light.

1.10 Blue saturation



Setting blue brightness in the play of laser light.

1.11 Brightness



Setting all brightness in the play of laser light.

2 Play control

2.1 Control Bar



Control play and stop and etc function of pattern.

2.2 play



Control

2.3 again play



again

2.4 stop



Click stop, again stop go on play.

2.5 H-image



Click can play in the H-image.

2.6 V-image



Click can play in the V-image.

2.7 stop



Stop play.

2.8 setting



Setting above function, click enter *setting play* window.

11. Detect equipment

Click the Detect Device button in the main window to check whether the usb-box connect with iShow soft, if it does, the combox under the Detect Device button would appear USB-0, USB-1, USB-2,USB-3, and so...

