

VIDEO CLOCK VC-2000



Configured for



Quick Start Guide

For more information, see
application Help
and
www.dsan.com/VideoClock

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Made in USA

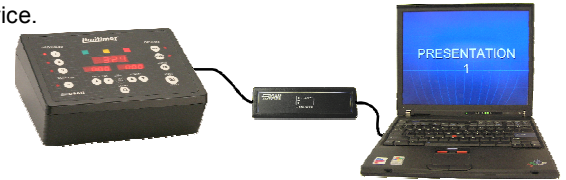
Get Started

1. Install Software

Download the software from www.dsan.com/VideoClock.zip*. Double clicking the included setup program will install the program in your Program Files group. However, you may copy the program files into any directory and launch from there.

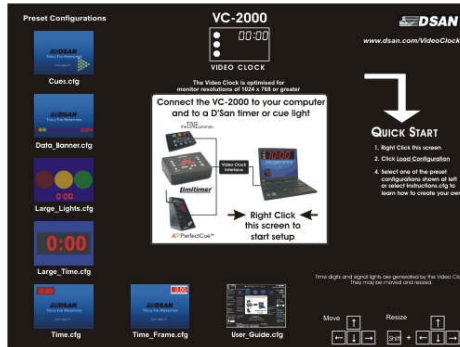
2. Connect a DSAN device to the dongle and the dongle to the USB port.

Please confirm that your dongle and downloaded software match the device.



3. Launch the program

4. Start Screen



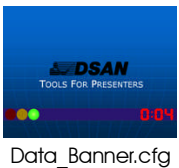
For convenience, a start screen guides you to open preset configurations. Each configuration demonstrates a different feature of the video clock. Not all features are available with the dongle configured for a single device.

Next

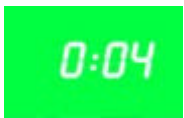


Right click to open Display Mode dialogue box

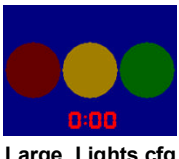
Preset Configurations



Data_Banner.cfg



FullScreenColor.cfg



Large_Lights.cfg



Large_Time.cfg



Time.cfg



Time_Frame.cfg



User_Guide.cfg

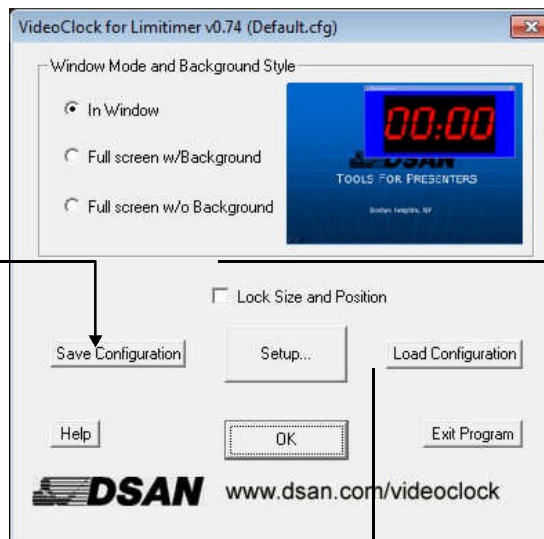
Select **Full screen w/o Background** to run Video Clock on top of other applications such as PowerPoint.

Save configuration to any directory; Save as "Default.cfg" to open on program launch.

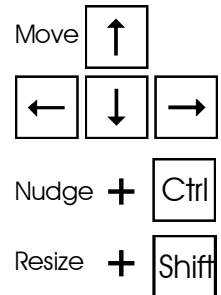
Help application available from program file menu.



Right click any object to open this dialogue box



Moving and Sizing Objects



Check so that PowerPoint arrow key commands do not move selected VideoClock objects.

Load one of the preset configurations shown at left; Select User_Guide.cfg to learn how to create your own.

- Select connected device;
- Set Time Digits color and font;
- Enable/disable Signal Lights;
- Find images/logos;
- Set transparency

See over

Video Clock Quick Start Guide

Configuration Setup



VIDEO CLOCK

Device Interface

Your Video Clock is configured to accept data input from one DSan device only.

Display Groups

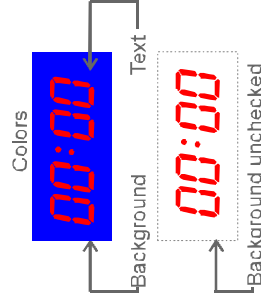
Grouping enabled objects allows easy resizing or

Full Screen Background

A selected color or bitmap covers all other concurrently running applications. Check Full Screen w/Background on Display Mode dialogue to activate this control.

Time Digits

Shows Time Remaining. Use uniformly spaced fonts such as Courier. Box colors correspond to phase lights.



Time Digits on top of Image/Logo

VideoClock for Limiter v0.74 (Default.cfg)

Device Interface: Interface: [47.23.6.155] Port: [6120]

Screen Rotation: [Rotate 0°]

Display Groups: [Image/Logo] [Time Digits] [Signal Lights] [Cues]

Group Objects: [Image/Logo] [Time Digits] [Signal Lights] [Cues]

Full Screen Background: Color [Black] or [AppFiles/Instructions.bmp] Stretch [No] [Normal] [Center] [Tile] Color is used when no file name is provided

Image/Logo: [Enable] [Bitmap File Name] [Browse] [Rotation] [Rotate 90° CW] [Show Background] [Transparency]

Time Digits: [Enable] [Count Past Zero] [Font Name] [Courier New] [Bold] [Italic] [Background] [Transparency] [Solid]

Signal Lights: [Enable] [Show Background] [Bitmap File Path] [SignalLights\Dots] [Stretch] [Normal] [Center] [Rotation] [Rotate 180°] [Transparency] [Solid]

Cues: [Enable] [Show Background] [Bitmap File Path] [Browse] [Stretch] [Normal] [Center] [Rotation] [Rotate 0°] [Transparency] [Solid]

Uncheck Show Background to make transparent.

Bitmaps in each set must be same size and follow naming scheme: PC_Idle, PC_Green, PC_Yellow, PC_Red.bmp

www.dsan.com/video-clock

Help OK Cancel

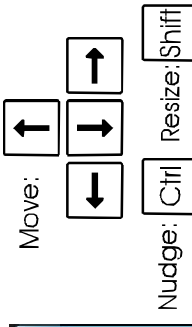
Signal Lights

Browse **Signal Lights** directory to find bitmap sets that correspond to Off, Green, Yellow, Red phase lights on connected timer.

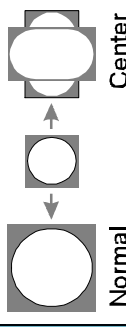
Bitmaps in each set must be same size and follow naming scheme: VC_Idle VC_Green, VC_Yellow, VC_Red.bmp

Note: Help appears underneath this screen.

Moving & Sizing Objects



Stretch Methods:

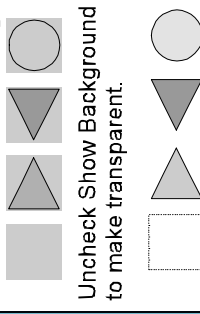


Image/Logo

Browse **Images** directory to select bitmaps that sit under other Video Clock objects. Use as frames, logos or screen backgrounds.

Cues

Browse **Cues** directory to find bitmap sets that correspond to Off, Green, Yellow, Red cue lights on connected PerfectCue



Uncheck Show Background to make transparent.