



X-Sign Basic  
User Manual



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# BenQ X-Sign Basic

Contrived to help users of BenQ interactive flat panels and digital signages to better utilize their equipment, BenQ X-Sign is fabricated with a designer and a player to organize and perform tasks generated by users for intelligible creations and straightforward executions.

## BenQ X-Sign Designer


This application is compatible with Microsoft's Windows 7 & Windows 8.

It is recommended to use the application on a host with at least a 2.7 Ghz of Intel® Core 2 multi core processor or better and at least 2 GB of RAM.

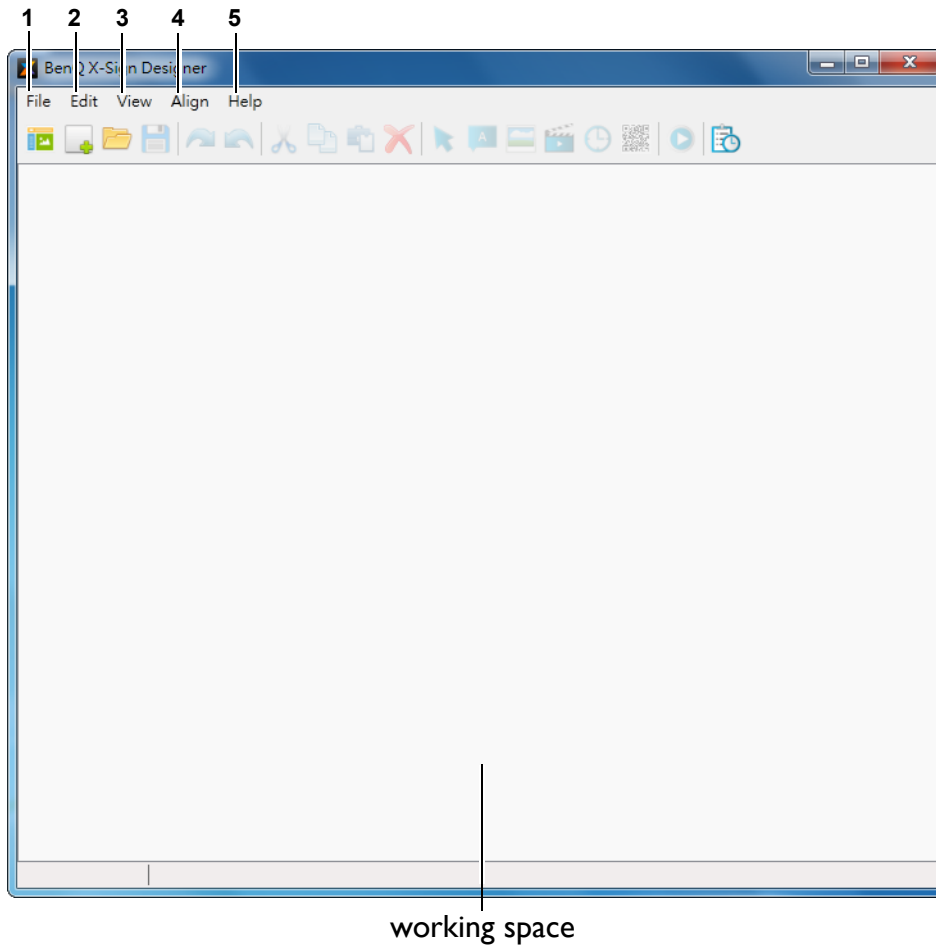
## Installation

1. At the host you wish to use as the task designer, execute the program installer to have the installation process of X-Sign Basic Designer take place.
2. To change default folder to install the program, click **Browse** to select folders. Click **Next** to begin installation.

## Running the program

When installation completed, you may execute the program in the path, **Start > BenQ > X-Sign Designer > X-Sign Designer**. You may click on the icon  on the desktop.


Once the program is running, you should notice a program window as below.

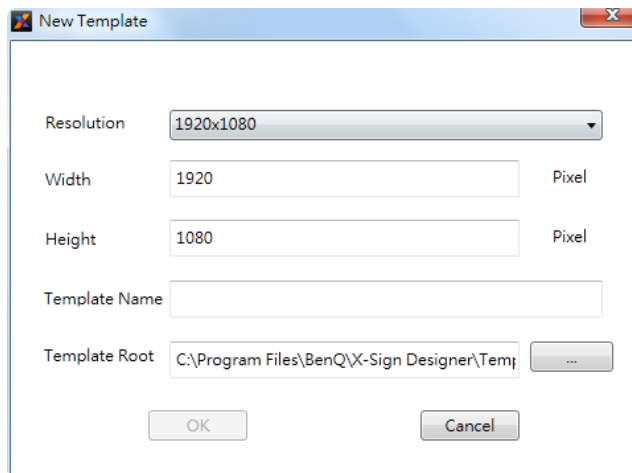


	Menu	Item	Description
I.	File	<b>New</b>	Starts a new template.
		<b>Open</b>	Opens a saved template.
		<b>Quick Start</b>	Starts with preexisted templates.
		<b>Save</b>	Saves the current template.
		<b>Save All</b>	Saves all templates in the working space.
		<b>Preview Template</b>	Emulates the current template.
		<b>Import Template</b>	Imports a template of others.
		<b>Export Template</b>	Exports the current template to others.
		<b>Exit</b>	Exits the program.

2.	<b>Edit</b>	<b>Undo</b>	Invalidate the last action.
		<b>Redo</b>	Validates the last invalidated action.
		<b>Cut</b>	Clips the selected object.
		<b>Copy</b>	Duplicates the selected object.
		<b>Paste</b>	Attaches the selected object.
		<b>Delete</b>	Erases the selected object.
		<b>Select All</b>	Selects all objects of the current template in the working space.
3.	<b>View</b>	<b>Zoom In</b>	Enlarges the current template for a close-up.
		<b>Zoom Out</b>	Diminishes the current template for an overall perspective
		<b>Fit In Window</b>	Regulates the current template to fit in program window
		<b>Actual Size</b>	Adjusts the current to its actual size.
		<b>Show Grid</b>	Exposes grids for easy measurement.
		<b>Property Window</b>	Avails objects of settings to fine-tune.
		<b>Language</b>	Changes display language
4.	<b>Align</b>	<b>Left Alignment</b>	Coordinates objects to the left.
		<b>Right Alignment</b>	Coordinates objects to the right.
		<b>Horizontal Center</b>	Coordinates objects to the horizontal center.
		<b>Top Alignment</b>	Coordinates objects to the top.
		<b>Bottom Alignment</b>	Coordinates objects to the bottom.
		<b>Vertical Center</b>	Coordinates objects to the vertical center.
		<b>Horizontal Balanced</b>	Coordinates the object to equal horizontal space.
		<b>Vertical Balanced</b>	Coordinates the object to equal vertical space.
5.	<b>Help</b>	<b>About</b>	Reveal the current version of the program.
		<b>Quick Start</b>	Reveal the Quick Start Guide for creations.

## Starting a new template

1. Click button  on the top left of the program window, or follow the path, **File > New**, a new template property window appears as below.




2. In the template property window, you may choose resolution from the pull down list as pixels of width and height of your new template. Please leave a name for your new template, pick a folder for its storage, and click on **OK** button to begin your template creation.

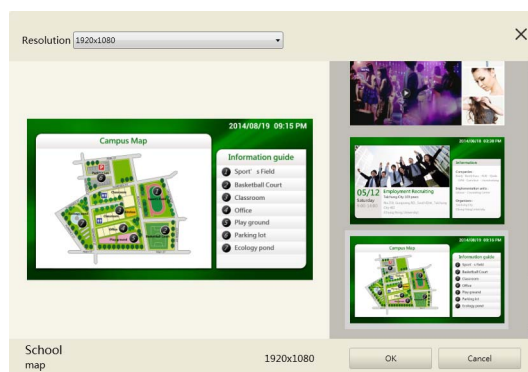


Available template resolutions:

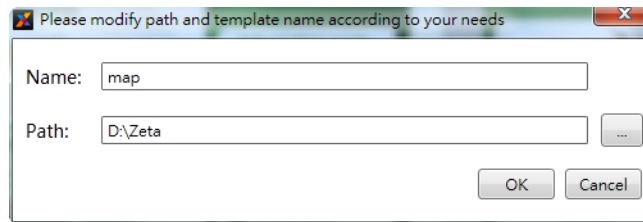
- Landscape: 1920x1080, 1920x358, 1920x538
- Portrait: 1080x1920, 358x1920, 538x1920
- Free: other

## Starting with preexisted templates

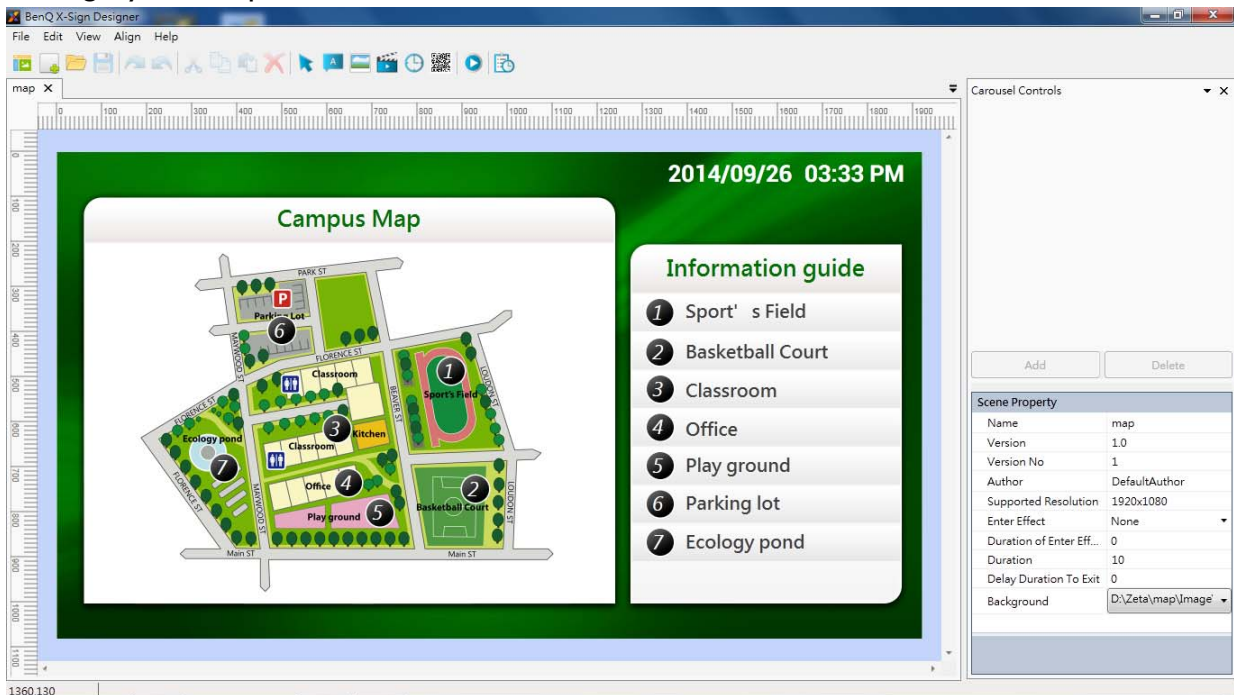
1. Click button  on the top left of the program window, or follow the path, **File > Quick Start**, a window contains a variety of preexisted templates in different resolutions appears as below.



- Decide resolution and pick your desired preexisted template In the template property window before click on **OK** button.



- Please leave a name for your new template, pick a folder for its storage, and click on **OK** button to begin your template creation.



You can change the background of the preexisted template by first clicking on the working space between the template and the ruler and then clicking the box next to **Background** in Scene Property to assign the path of the desired background image or set it with a certain color.

## Setting scene properties

At the bottom right of the program window, you can:

Scene Property news	
Name	news
Version	1.0
Version No	1
Author	DefauleAuthor
Supported Resolution	1920x1080
Enter Effect	Transition Page Forv
Duration of Enter Eff...	3
Duration	546
Delay Duration To Exit	0
Background	C:\Program Files\Bei
<b>Name</b>	
Name	

- name your scene by clicking on the box of **Name** and input.
- give the author name by clicking on the box of **Author**.



- select the effect for entering from a drop down list by the right of **Enter Effect**.
- decide how long the effect will last by entering a number by the right of **Duration of Enter Effect**.
- decide how long will the work last by entering a number by the right of **Duration**.
- decide how long will the work halt before exit by entering a number by the right of **Delay Duration To Exit**.
- set the background to be a certain color or pick your own image from a drop down list by the right of **Background**.

## Setting Region Properties

Anytime you add a new object or select an object in the scene, the object should be framed in red, and you should see a region property window at the bottom right of the program. You can set the size or the position of the region by dragging the line or the point of the frame, or you can

Region Property	
Name	Text
Width	454
Height	60
X	1395
Y	325
layer	0
Always repeat	<input type="checkbox"/>
Repeated Count	1

- name your region by clicking on the box of **Name** and input.
- adjust your region width by clicking on the box of **Width** and input.
- adjust your region height by clicking on the box of **Height** and input.
- position your region coordinate by entering values by the right of **X** and **Y**.
- set the layer depth of your region by entering a value by the right of **layer**. The higher the value is, the more forward the region will be.
- check the box of **Always repeat** for infinitely looping, or set the frequency of the region being played by entering a value by the right of **Repeated Count** excluding time sets.

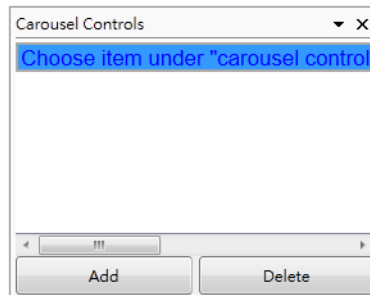
## Adding a text set

You should notice some of the buttons on top of the program are no longer grayed and available for use.



1. Click on the icon to add a text set. You can drag the text set anywhere in the template. For more text sets, click on the icon to add. For edit functions, such as cut, copy, paste, or delete, click on , , , or respectively.

- At the **Carousel Controls** window, you may add as many phrases into a text set as you like, and each phrase can be played by carousel controls. You can drag added phrases to decide their order. Also, you can delete phrases here.



- To edit a phrase, click on the phrase in the **Carousel Controls** window. Then, edit the phrase in the field right to **Text Content** at **Text Property** window as shown below. At the bottom side, you may set properties of the phrase.



Text Property	
Text Content	Choose item under "cai
Underline	<input type="checkbox"/>
Italic	<input type="checkbox"/>
Bold	<input type="checkbox"/>
Font Family	Arial
Font Size	45
Font Color	Blue
Horizontal Alignment	Left
Vertical Alignment	Top
Line Space	0
Background	Transparent
Always exists	<input checked="" type="checkbox"/>
Scrolling text Effect	None
Duration of scrolling...	0
Text Line middle stop...	0





- Change the content, settings, values, of each property by clicking on the boxes to their right.



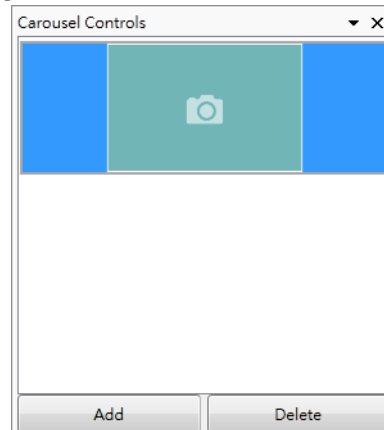
- If you set the font color of the phrase to white, you will not be able to see the text of the phrase in the carousel controls window. However, as a reminder, if selected, the phrase will be in gray frame.

## Adding an image set

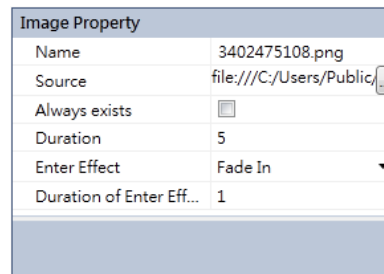
- Click on the icon  to add an image set. You will be prompted to select an image to insert by the file explorer window. You can drag the image set anywhere in the template. For more images set, click on the icon  to add. For edit functions, such as cut, copy, paste, or delete, click on

, , , or  respectively.

- At the **Carousel Controls** window, you may add as many images to an image set as you like, and each single image can be played by taking turns. You can drag added images here to decide their order. Also, you can delete images here.








- At the bottom side, you may set properties of each single image.




- Change the content, settings, values, of each property by clicking on the boxes to their right.

## Adding a video set

- Click on the icon  to add a video set. You will be prompted to select a copy of video to insert to the template by the file explorer window. You can drag the video set anywhere in the template. For edit functions, such as cut, copy, paste, or, delete, click on , , , or  respectively.

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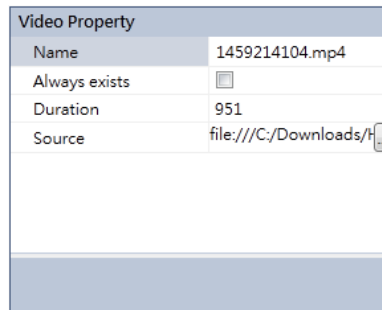
 Only one video set can you add into a template at a time.

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- At the **Carousel Controls** window, you may add as many copies of video to a video set as you like, and each copy of video can be played by taking turns. You can drag added copies of video here to decide their order. Also, you can delete copies of video here.

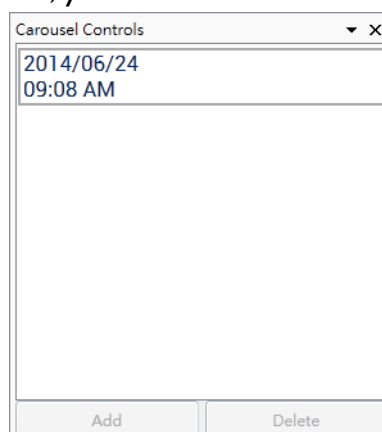


- At the bottom side, you may set properties of each copy of video.

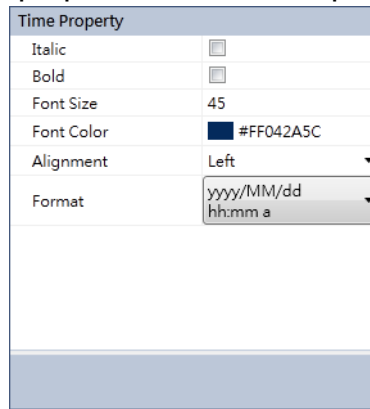


## Adding a time set


- Click on the icon to add a time set. You can drag the time set anywhere in the template. For more time sets, click on the icon to add. For edit functions, such as cut, copy, paste, or delete, click on , , , or respectively.
- At the **Carousel Controls** window, there is only one time phrases can be added to a time set. Also, you can delete time phrases here. If you wish to make arrangements on time phrases, such as separating the date and the time, you have to use two or more time sets to do so.

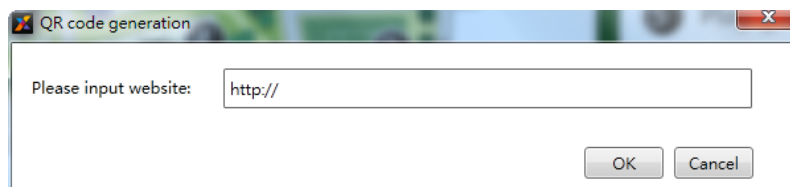







3. At the bottom side, you may set properties of each time phrase.



## Adding a QR code

1. Click on the icon  to add a QR code, and you will be prompted to enter the URL corresponding the QR code.




2. For more QR codes, click on the icon  to add. You can drag the QR code anywhere in the template. For edit functions, such as cut, copy, paste, or, delete, click on , , , or  respectively..





Each added QR code has its own carousel controls to be administrated independently from others.

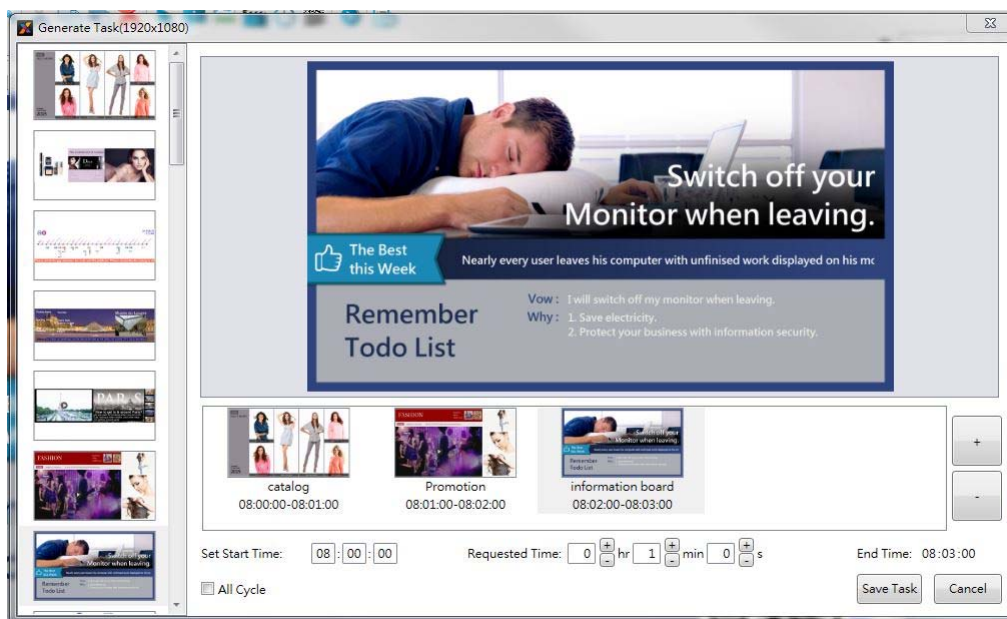
## Previewing the template

If you like to preview the output result of the template you just designed, you can click on the icon

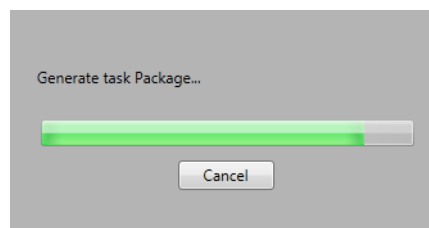
 to take place. Simply press **ESC** on your keyboard anytime you wish to stop previewing.

## Generating task

1. Once no modification is going to take on your templates, you can click on the icon  to generate a task to include all your desired templates to be displayed by clicking on the button . You will be prompted to select the template in the file explorer window.



2. You can set when will each task begin at **Set Task Start Time**, how long will each task last at **Requested Time**, and the time the task stops will be revealed at **End Time**. In addition, you may tick **All Cycle** to enable the task to be performed infinitely if preferred, and all the time-related fields will be grayed out. When all desired templates are added, click on the button **Save Task** to save the task. You will be prompted to choose where to store the generated task as below, and the generating progress bar will be shown once the button **Save** is clicked.



3. You can now copy the generated task onto the root directory of your thumb drive to perform the generated task with BenQ X-Sign Player.

# BenQ X-Sign Player


This application is compatible with Microsoft's Windows 7, Windows 7 embedded, & Windows 8.

It is recommended to use the application on a host with a graphic card supports OpenGL 1.5 or better and at least 128 GB of free space in the hard drive. Twice as the total size of the generated tasks to be played is suggested.

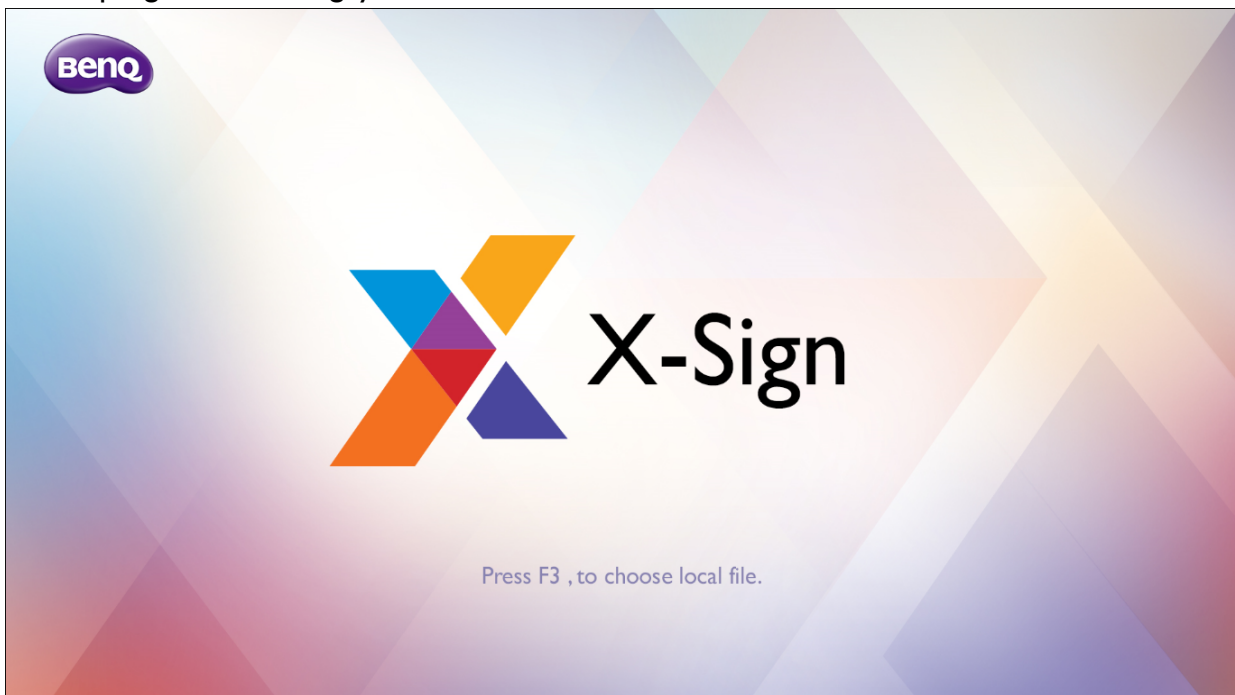
## Installation

1. At the host you wish to use as the task player, execute the program installer to have the installation process of X-Sign Basic Player take place.
2. To change default folder to install the program, click **Browse** to select folders. Click **Next** to begin installation.

## Running the program

When installation completed, you may execute the program in the path, **Start > BenQ > X-Sign Player > X-Sign Player**. You may click on the icon  on the desktop. You will be prompted to enter a set of validation code in order to get the program running for the very first time.

Once the program is running, you should notice the screen as below.



Press F3 to choose the task file (.bdp), or insert the thumb drive with one single generated task into a USB port of your host, and the task will be performed automatically based on their schedules. Simply press **ESC** on your keyboard anytime you wish to stop viewing.



- Use a corresponding display terminal to the resolution of your tasks for optimal viewing experiences.
- Only will the thumb drive with only one single generated task be performed automatically. The thumb drive with multiple generated tasks will have to be chosen by pressing F3 to perform manually.