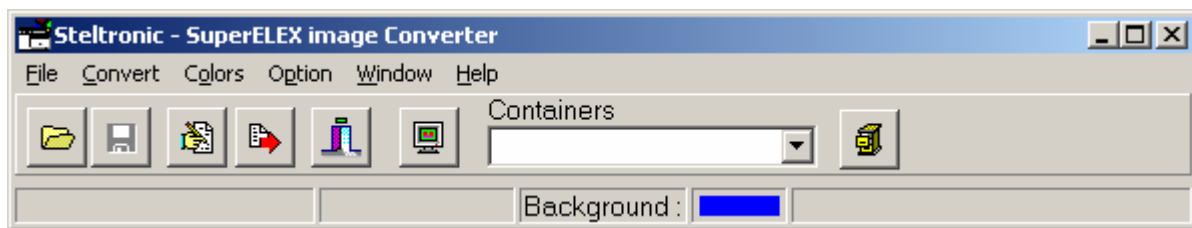


OPEN THE PROGRAM

Click on the **START** button, then on the **PROGRAMS \ STELTRONIC** folder, followed by the

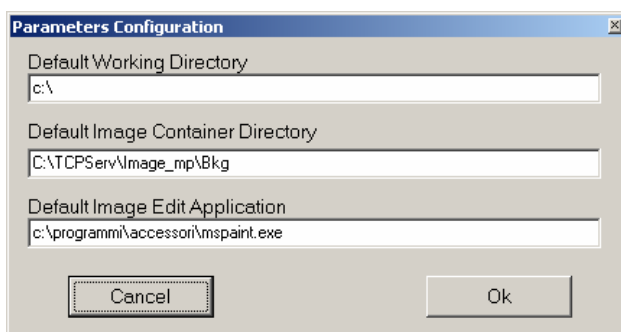


The program does not have a screen like other programs, (at least not until an image is opened) you will see a special small window open on the upper half of the monitor desk top area.

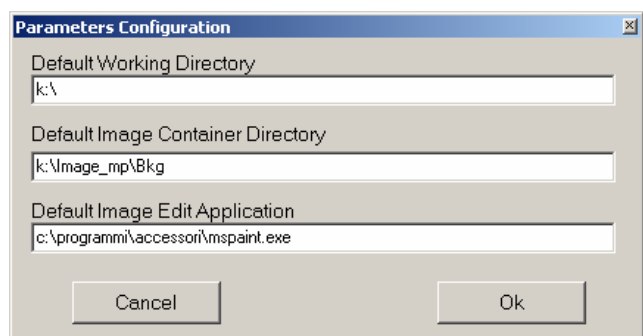
To 'move' the special screen to the where you need it, place the mouse arrow on the blue line at the top where you see 'SuperElex Image Converter', keep the left mouse button pressed down and 'drag' the screen to the desired place, then release the mouse button, this action is called '*drag and drop*'.

PROGRAM SET UP

The program is usually configured by the installation program itself. If you wish to change some of the settings, for example, the 'image editor' or the 'destination directory' or you simply wish to check the program settings, click on **OPTIONS - PARAMETERS**

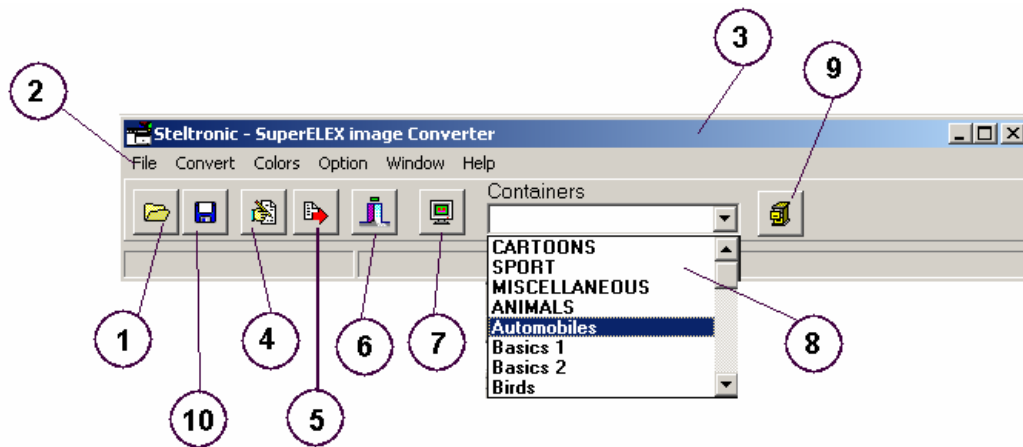


SETTINGS FOR USING THE BMP2 PROGRAM ON THE MAIN DESK.



SETTINGS FOR USING THE BMP2 PROGRAM ON ADDITIONAL COMPUTERS (Back Office etc)

Save the changes and exit by clicking on the **OK** button, use **CANCEL** to exit WITHOUT saving the changes.



[1] OPEN

Command for opening an existing image to convert.

[2] FILE

Contains a list of the most commonly used commands as follows:

File - New – Container – creates a new theme for images.

File - Open – opens an existing image to convert.

File - Save – saves converted image.

File - Save As – saves converted image with a new name.

File - Edit – changes the original image using an editor.. (Paint, Paintshop Pro, etc.)

File - Exit – exits the program.

Convert – Image – converts the image into the YUV format, used by the lane computers (SuperElex).

Colors – changes the background color on the converted image, when necessary to change the dimensions.

Option – Parameters - changes the program configuration parameters.

Window – Show image – visualizes a previously closed image.

Help – notes on program version.

[3] PROGRAM CAPTION BAR

Click on this bar with the left mouse button and keep it pressed down to 'move' the screen or window around on the desktop.

[4] EDIT

Edits the image to be converted using an editor, (Paint, Paintshop Pro, etc.)

[5] CONVERT

Converts the image loaded in the YUV format.

[6] ESC

Exits the program

[7] SHOW IMAGE

Shows the last, previously closed, image.

[8] CONTAINERS

Select the theme in which you want to save the converted image.

[9] NEW THEME

Create a new Theme.

[10] SAVE

Save the converted image into the selected Theme.



OPEN – EDIT – CONVERT, PERSONAL IMAGE

7.2

Some of the most common image formats are BMP, TIF, JPG, etc. The Wins program supports its own special YUV format for lane graphics.

The BMP2 program has been made to 'convert' images into the special YUV format.

The FIRST operation is to CREATE one or more images to convert.

The original (starting) image must have two characteristics:

File Format: Windows Bitmap - OS/2 Bitmap (BMP)

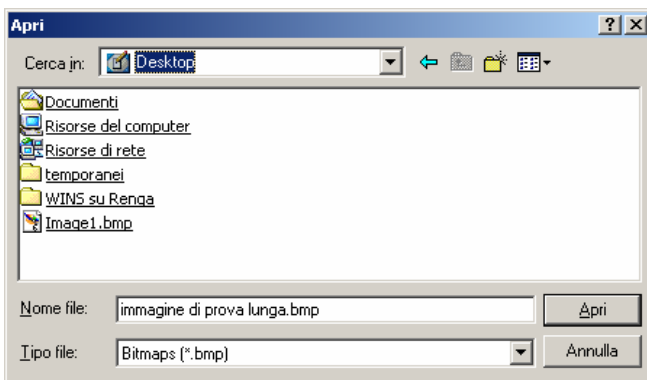
Maximum Dimensions: 720 x 576 Pixel

The image can be taken from various sources, photos, scanned images etc but do NOT use Macintosh as the format standards are not compatible with Windows.

OPENING AN IMAGE

Copy the image to be converted onto the support desired, Floppy disk, CD or PC Hard Disk.

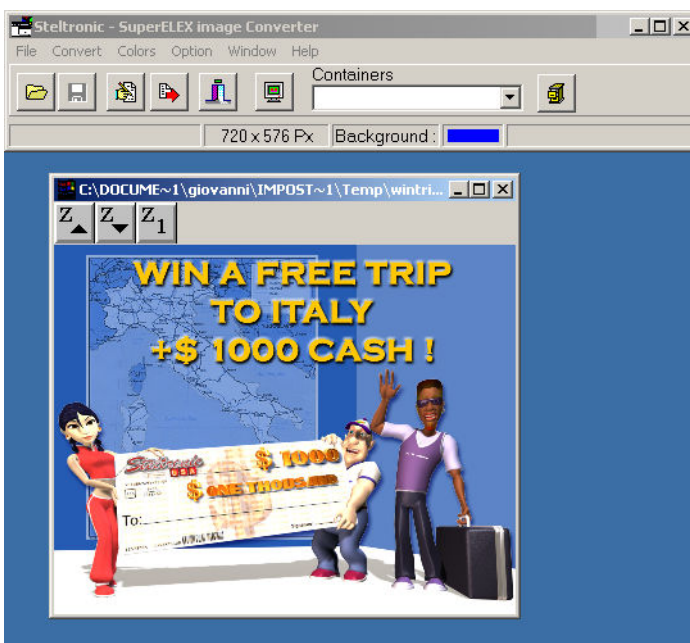
Open the BMP2 program by clicking on the **OPEN** button.



The program automatically identifies the image you have saved.

If you have upgraded the center from static image Elex lane computers to 3D animation SuperElex lane computers, it is possible to re-convert all the STR images (used in Elex) to YUV (used in the SuperElex).

To select the STR format to be converted open the TYPE OF FILE drop down curtain and select STR. The program will automatically identify the STR files.




Select the image, click on the **OPEN** button to load it.

The image is visualized on a window on the Desk top area.



are **ZOOM** buttons which allow you to visualize the image in various sizes.


EDITING AN IMAGE

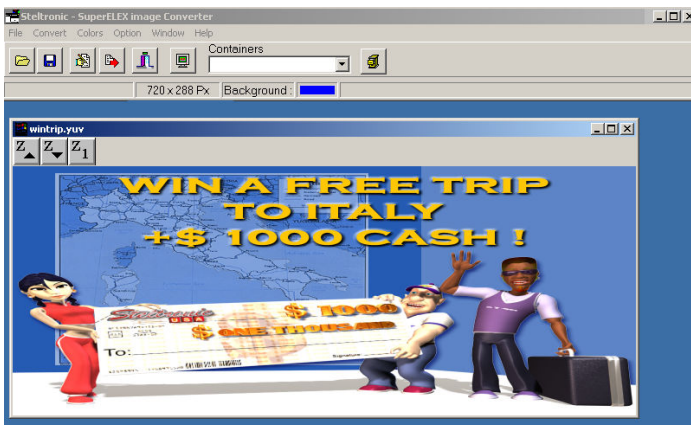
If you need to make 'last minute changes' to the image which you are about to convert, click on the  button then on **EDIT** to open the graphic application which you have predefined.



Once the modifications have been made click on **SAVE** and close the graphic program to return to the BMP2 program..

CONVERT THE IMAGE

Click on the  button to **CONVERT**. The program executes the command and shows you the preview of the converted image.



You will note that the image is a little 'flat' (wide angle effect) due to the difference between the YUV and BMP format, this is ONLY apparent on VGA computer monitors.

This is OKAY

The image will look and fit the lane monitors correctly.

IF THE ORIGINAL IMAGE SIZE IS SMALLER THAN 720 X 576 PIXEL

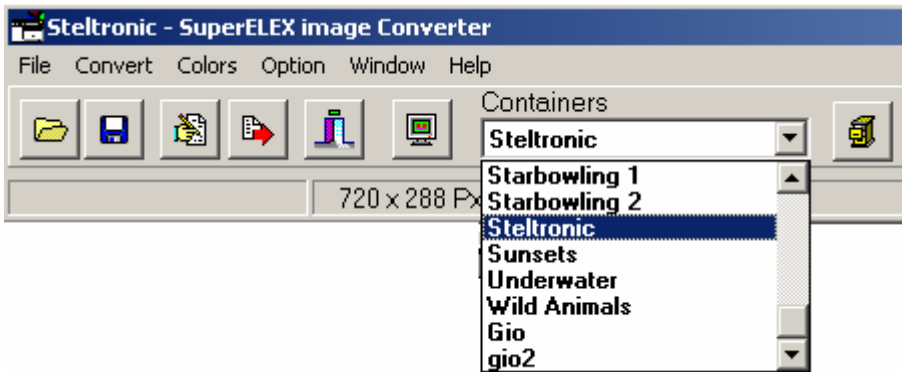


The program automatically adds a frame while converting the image in order to 'enlarge it' to the required dimensions.

The color used for the frame is Blue.

To change the color of the frame, click on **COLORS** on the programs instrument bar and select the desired color.

SAVING THE CONVERTED IMAGE.

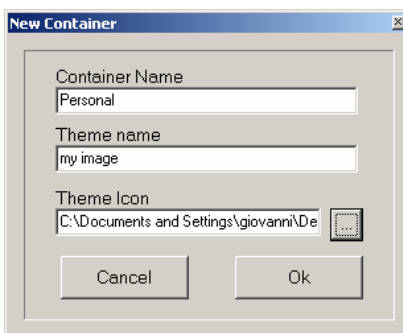


Select a destination theme from the **CONTAINERS** drop down curtain.

Click on the  **SAVE** button to complete the operation.


CREATING A PERSONAL THEME TO STORE YOUR OWN IMAGES

Click on the  **NEW THEME** button.



Write the name to be shown in the CONTAINERS drop down curtain (max 8 letters).

Write the Theme name.

Click on the  button to select the Theme icon.

Select a BMP file (we recommend the original bmp) which Wins will use to 'visualize' the theme.

TO SAVE THE CONVERTED IMAGES IN THE NEW THEME

Select the new theme from the **CONTAINERS** Drop down curtain.

Open an image and convert it.

Click on the  **SAVE** button to complete the operation.



Send an image to the lanes (using the Wins program)

7.3

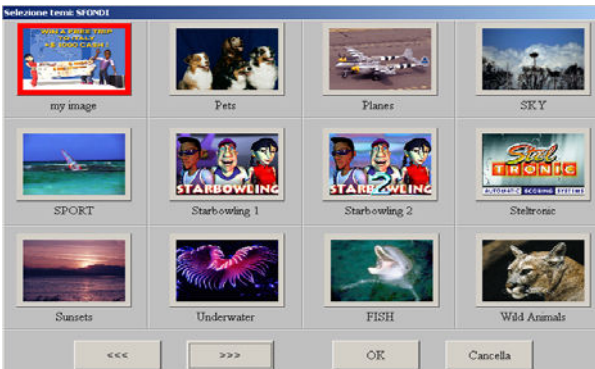


Press the CNT button on a pair of lanes or use the multiple commands.
 Click on the **BACKGROUNDS** button.



Select the **FIXED** or a rotation time for the **BACKGROUND SEQUENCE FOR EMPTY LANES**.

Click directly on the desired Icon to select a theme.



Select the desired Theme and confirm with **OK**.

Use the **<<>>** buttons to move from page to page and view all the available Themes.

In the **minutes** box it is possible to set the 'time' each image will be shown on the lane monitors for.

DELETE ONE OR MORE IMAGES FROM A THEME

The BMP2 program automatically copies the new image into the chosen theme the moment it is selected, in order to allow it to be shown as soon as the theme is selected on the lanes.

To delete one or more themes you need to use the **THEME SELECTION** in the Set up menu of the Wins Service manual.



Click on the icon in the Theme Service Set up section, then click on the



icon to open the Static Image and Background menu.



The left hand side of the screen is dedicated to the 'events' and themes, the right hand side shows the contents of the selected theme.

Click on **BACKGROUNDS** to open the "menu".

By clicking on the theme the images appear in the right window.

To enable or disable the image in a theme, simply click on the check box relative to the image.

The rotation order in which the images in a theme are shown on the lanes can not be modified, the images rotate in alphabetical order.



SPRS01

DISABLED IMAGE (NO TICK)



SPRS01

ENABLED IMAGE (TICKED)

Exit the program, any changes are saved automatically