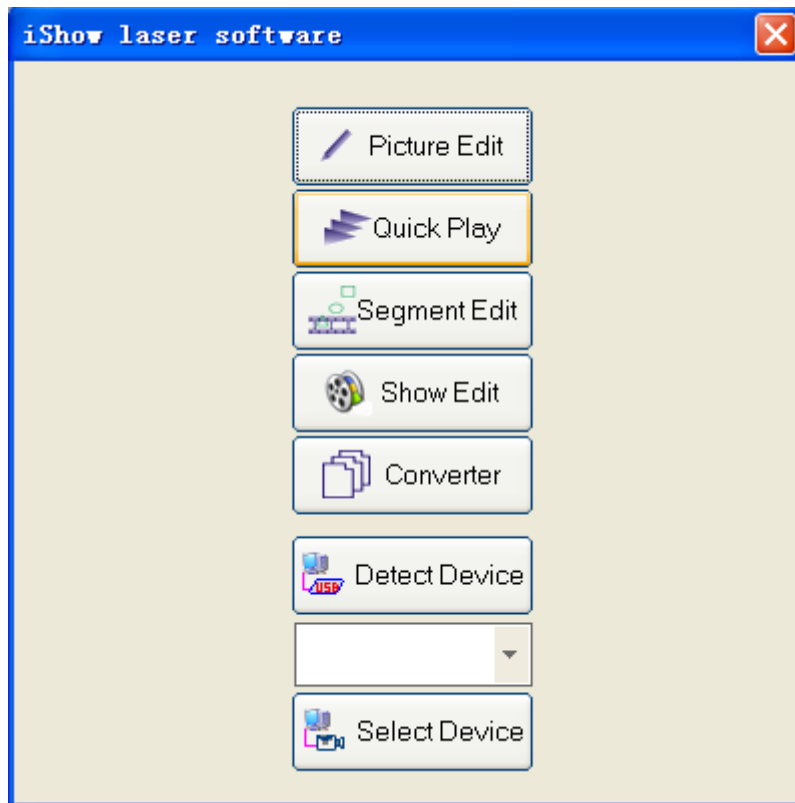# iShow software instructions

The Window would appears as below when running iShowCh.exe.

The Main Window

A) The Main Window

1st   Picture Edit   Draw some basic patterns,then save it as ddr file

2nd Quick Play   Play the basic patterns, ILDA images and character scroll.
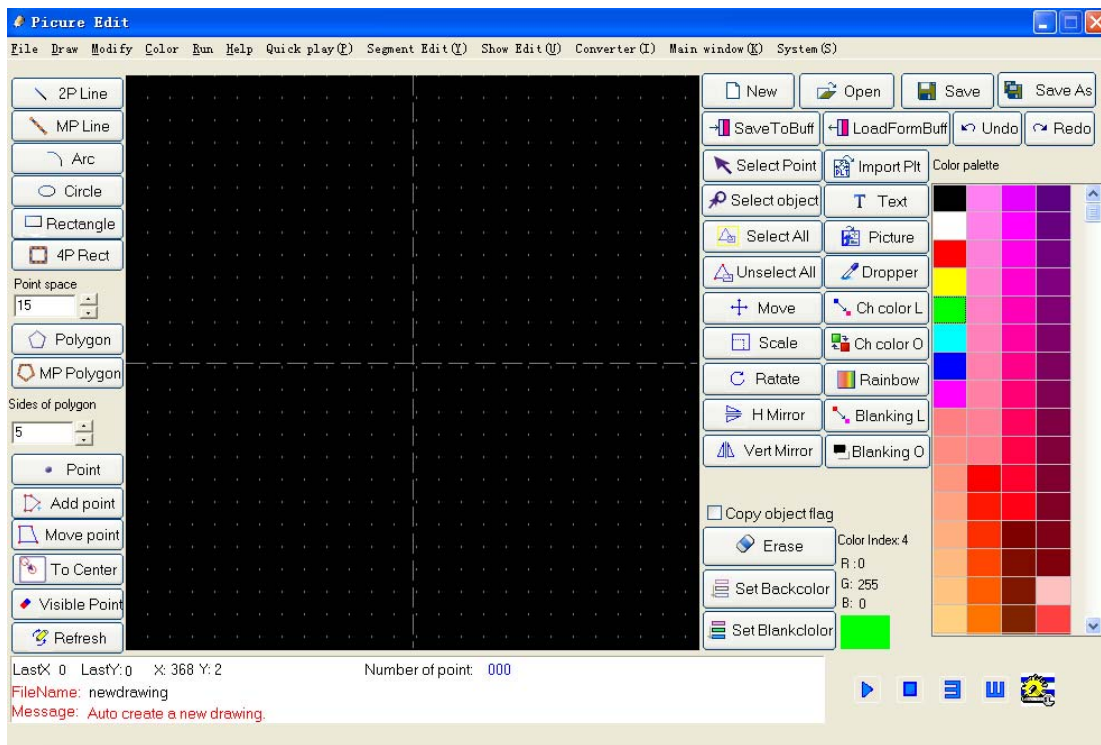
3rd   Segment Edit   Add movement method on basic patterns ,then save it as a module

4th   Show Edit   Assembly the basic patterns, ILAD images and segment ,then save it as a complete show

5th   Converter   convert the image files ddr, ILDA and Sec

B)   The Picture Edit Window

Enter into the following window by Clicking the **Picture Edit** button on Main Window

The Picture Edit Window

1st 2p Line(two-point Line)

Select a starting point by clicking Mouse's left button,. which would be in line with next point by the clicking Mouse's left button. this step could repeat until get the ideal pattern . Finish by clicking Mouse's right button.

Vertical or horizontal line would get if the Ctrl button to be pressed. If the length of vertical line longer than horizontal line, then the line to be drawn is vertical, otherwise, it is horizontal.

2nd MP Line(Multi-Point line)

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

3rd 3P Arc(Three –Point arc)

First, select the center point of arc by clicking left mouse button, then, confirm the semi diameter and the starting angle of arc by same way of last step. last, click the mouse's 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.

4th 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+X2/2,and the horizontal axis' semi diameter is $|x1-x2|/2$,the vertical axis' semi diameter is $|y1-y2|/2$. 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.

5th 4P Rect(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..

6th 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.

7th   Two-point distance

Set the distance between points

8th   Side of Polygon

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

9th   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.

10th   MP polygon(multi-point 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

11th   Point   Create a point by clicking left mouse button

12th   Add point

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

13th   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.

14th   Visible point   Determine the point is visible or invisible.

15th   Refresh   Refresh the drawing on canvas

16th   New Create a new pattern ,the file name is *newdrawing*.

17th.   Open   Open a pattern file ,the extension is ddr

18th   Save   Save and update the pattern

19th   Save as   Save the pattern file under a new file name

20th   Save to Buff   Save the drawing to buffer memory.

21th   Load from Buff   Make the drawings which saved in the buffer memory appear on canvas

22th   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.

23th Select Object   Click the left mouse button to choose a point on the object, the distance between the point and object's dot or side should not greater than 5(coordinate). If the object has been chosen, Then , it would show Red.

24th   Select All   Select all the points or objects on canvas, which would show red.

25th   Unselect All   Unselect all points or objects on canvas.

26th 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.

27th 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.
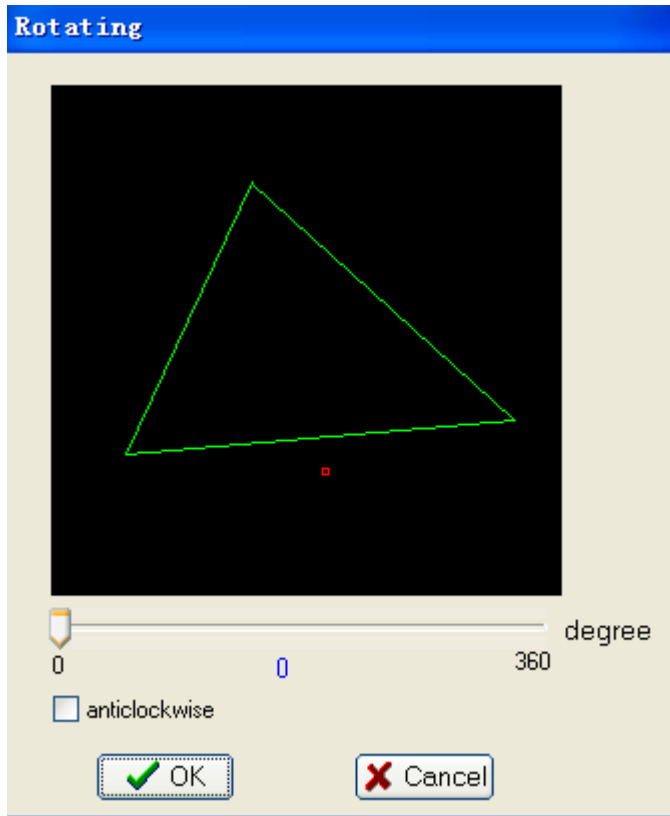
28th Rotate Enter into the rotating interface by clicking the rotation object, then, red points would show up. Shift the balance rider ,the object would rotate clockwise or anticlockwise center on red point.

29th H-Mirror(horizontal mirror) Select a point by clicking left mouse button, shift the point along the X-axis, then, the pattern would change correspondingly.

30th 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.

31th Import 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 CoreDraw.
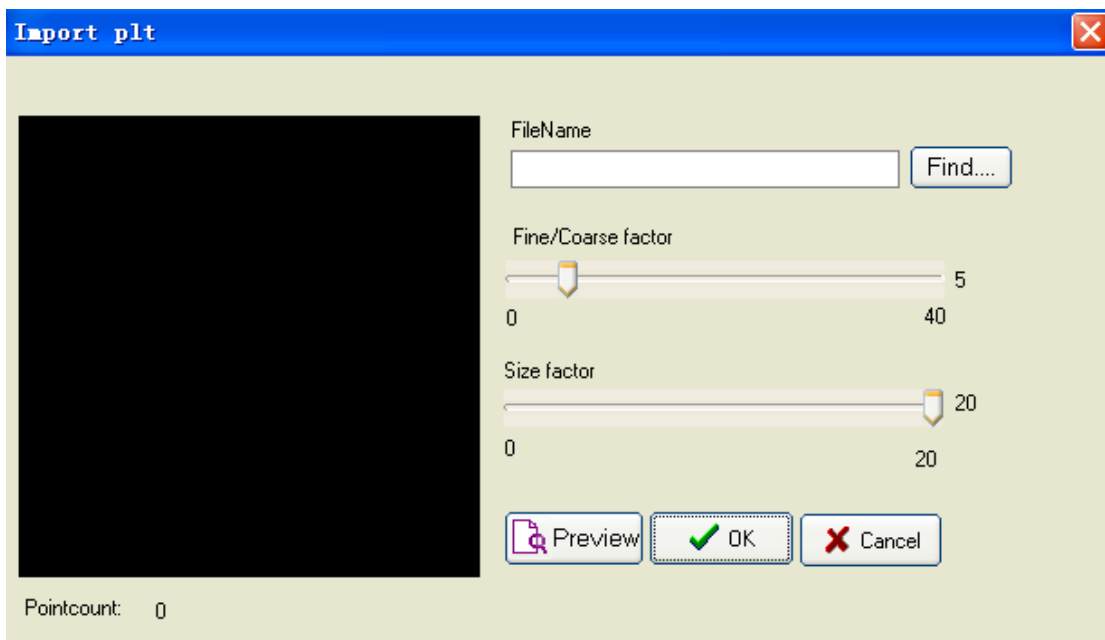
32th Text Click the key of Text to enter into the interface as below, write the characters in the textbox which would show up on canvas. Use the balance rider to adjust the width, height, coarse. Finish the step by clicking the OK key.
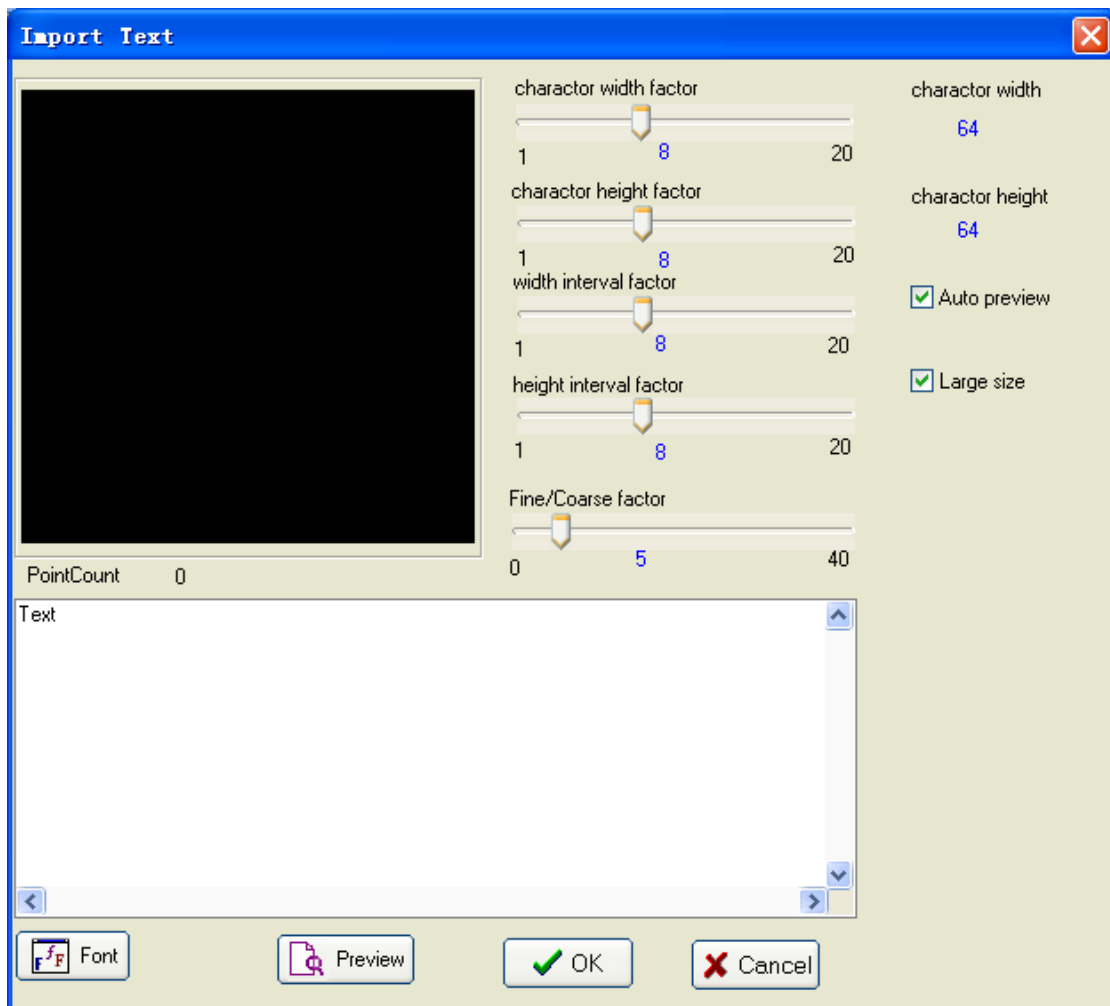
33th Picture Set the setting as picture.

34th 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.

35th 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.

36th Rainbow Change the selected point or object's color in random.

37th 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.

38th 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.

39th Blanking Object Make the line into blanking color when the symbol of the selected blanking point changed.

40th Erase Erase selected line, point, object.

41th set background color Set the current color as background .

**42th set blank color** Set the current color as blank color

43th Undo Return to previous step

44th Redo Recover the Undo steps one by one.

45th 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.

C) Quick play interface

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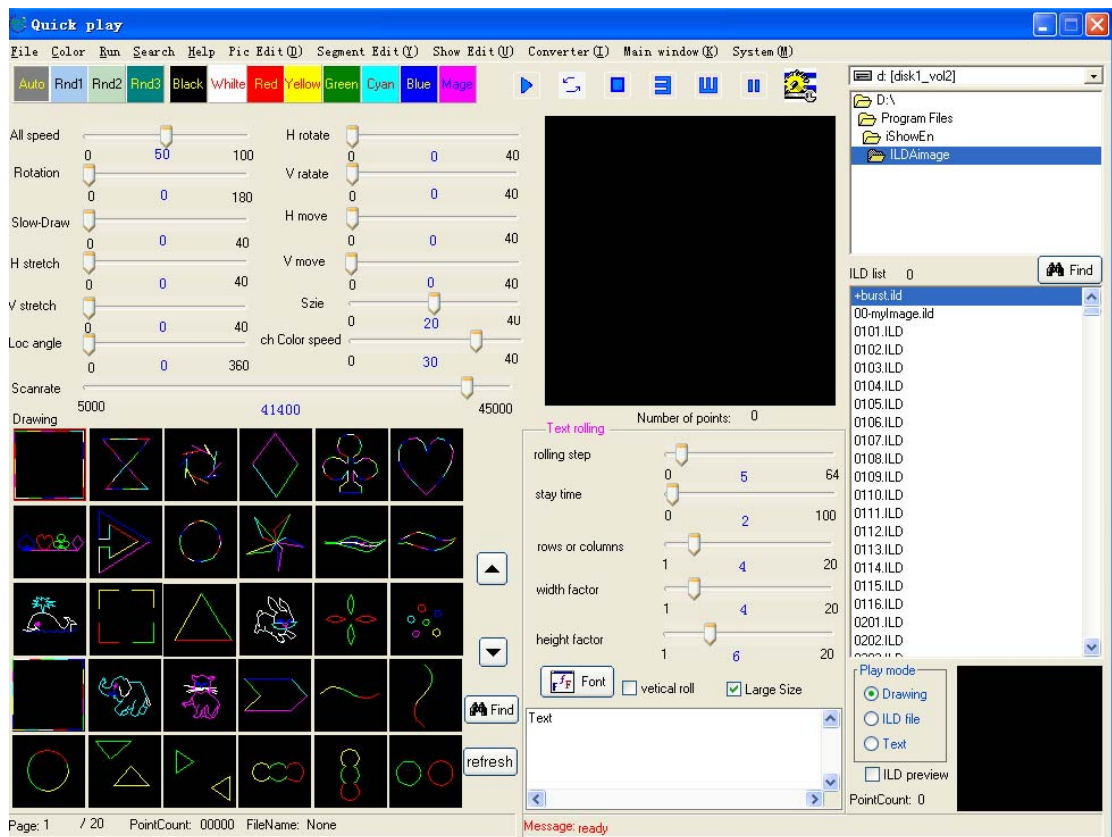
Quick play window

1st Color bar

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

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

1.5 Black

change pattern's color into black

1.6 White

change pattern's color into white

1.7 Red

    change pattern's color into red

1.8 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

2nd Play mode

2.1 All speed

    control speed of all actions

2.2 Rot Angle

    control rotation angle of each step

2.3 Slow Draw

    control quantity of the points when drawing

2.4 H-Stretch

    control the measurement when stretch center on X-axis

2.5 V-Stretch

    control the measurement when stretch center on Y-axis

2.6 Hor-Rotate

    control the proportion when rotation center on X-axis

2.7 Vert-Rotate

    control the proportion when rotation center on Y-axis

2.8 Size

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

2.9 Loc-angle

    control the angle of static rotation

2.10 ch-color speed

    Rand1,Rand2,Rand3

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

2.11 point draw

    get rid of the line between the points

2.12 H-move

    control the distance of each move center on X-axis

2.13 V-move

Control the distance of each move canter on Y-axis

3rd   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.

4th   Drawing List

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 nest 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   Reload the DDR files to Drawing list

5th   ILDA image file list

5.1

Select the ILDA folder at the top right corner box, then, select the ILDA file at the nether box.
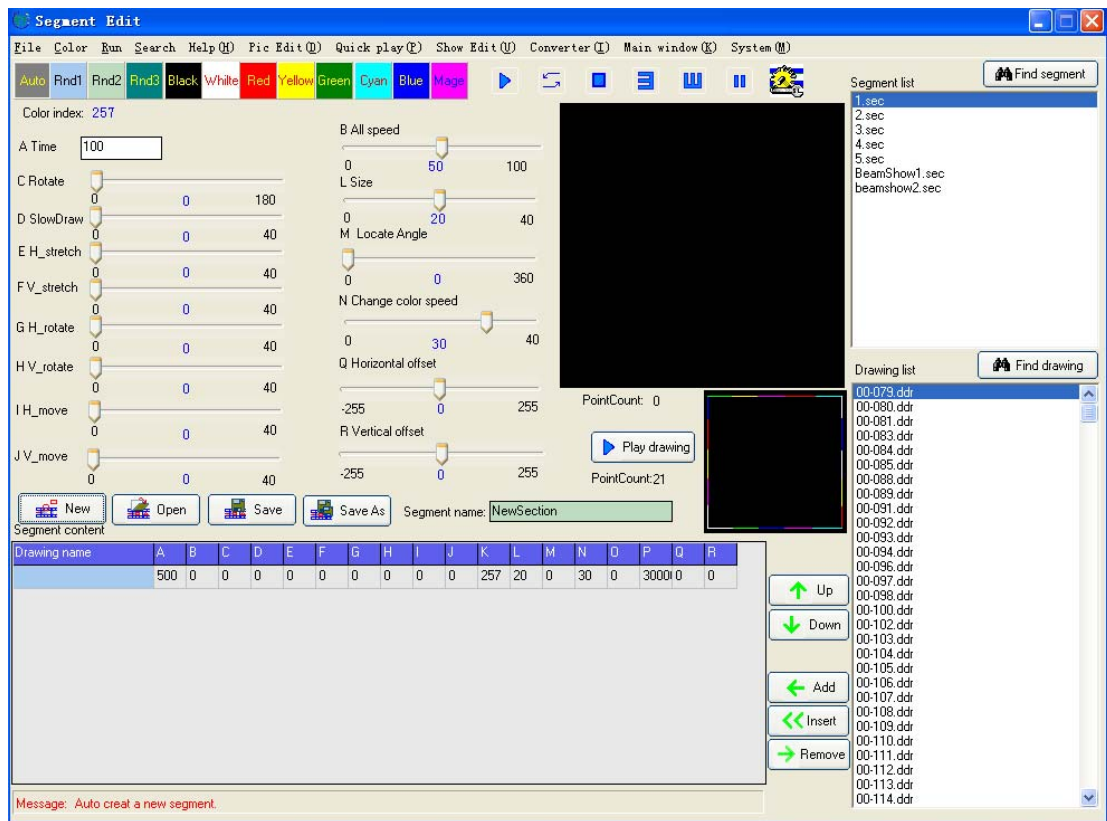
5.2   Find

Search the ILDA folder by clicking the Find key, the file extension ILD would add to the file name automatically.

5.3   ILDA Preview

When this key to be selected, the ILD cartoon files would play on the bottom right corner's canvas.

D) **Segment Edit**

Enter into the segment by clicking the Segment Edit button in the main window.

Segment Edit

1st **Color Bar**

1.1 **Auto**

keep original color of pattern

1.2 **Rand1**

change the multicolor in random

1.3 **Rand2**

change the single-color in random

1.4 **Rand3**

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

1.5 **Black**

change the patterns' color into black

1.6 **White**

change the patterns' color into white

1.7 **Red**

change the patterns' color into red

1.8 **Yellow**

change the patterns' color into yellow

1.9 **Green**

change the patterns' color into Green

1.10 **Cyan**

change the patterns' color into cyan

1.11 **Blue**

change the patterns' color into Blue

1.12　Magenta

　　change the patterns' color into magenta

2nd　Movement method

2.1　All speed

　　control the speed of all action

2.2　Rotate

　　control the rotation angle

2.3　Slow draw

　　Control the quantity of points when drawing

2.4　H-stretch

　　control the measurement when stretch center on X-axis

2.5　V-stretch

　　control the measurement when stretch center on Y-axis

2.6　H-Rotate

　　control the proportion when rotation center on X-axis

2.7　V-Rotate

　　control the proportion when rotation center on Y-axis

2.8　Size

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

2.9　locate angle

　　control the angle of static rotation

2.10　change color speed

　　Control the change color speed when using the Rand1,Rand2 and Rand3

2.11　H-move

　　control the distance of each move center on X-axis

2.12　V-move

　　control the distance of each move center on Y-axis

3rd　segment content

　　In the segment list, different row stands for different function.

3.1　A stands for working time

3.2　B stands for all speed

3.3　C stands for rotation angle

3.4　D stands for the speed of slow draw

3.5　E stands for the H-stretch

3.6　F stands for the V-Stretch

3.7　G stands for Hor-Rotate

3.8　H stands for Ver-Rotate

3.9　I stands for H-move

3.10　J stands for V-move

3.11   K stands for the color

3.12   L stands for the measurement of pattern

3.13   M stands for the locate angle

3.14   N stands for the change color speed

3.15   Q stands for the Horizontal offset

3.16   R stands for the Vertical offset

4th   Save segment

4.1   New

Empty the segment content, then input the segment name into dialogue box .the file extension sec would add to the name automatically.

4.2   Open

Open the segment by clicking the SEC file in segment list

4.3   Save

Save the finished segment .

4.4 Save as

Save the segment content into hard disk.

5th   Add and move of the segment

5.1   Add

Add the DDR file to segment list

5.2 Insert

Insert the selected file into current section

5.3   Remove

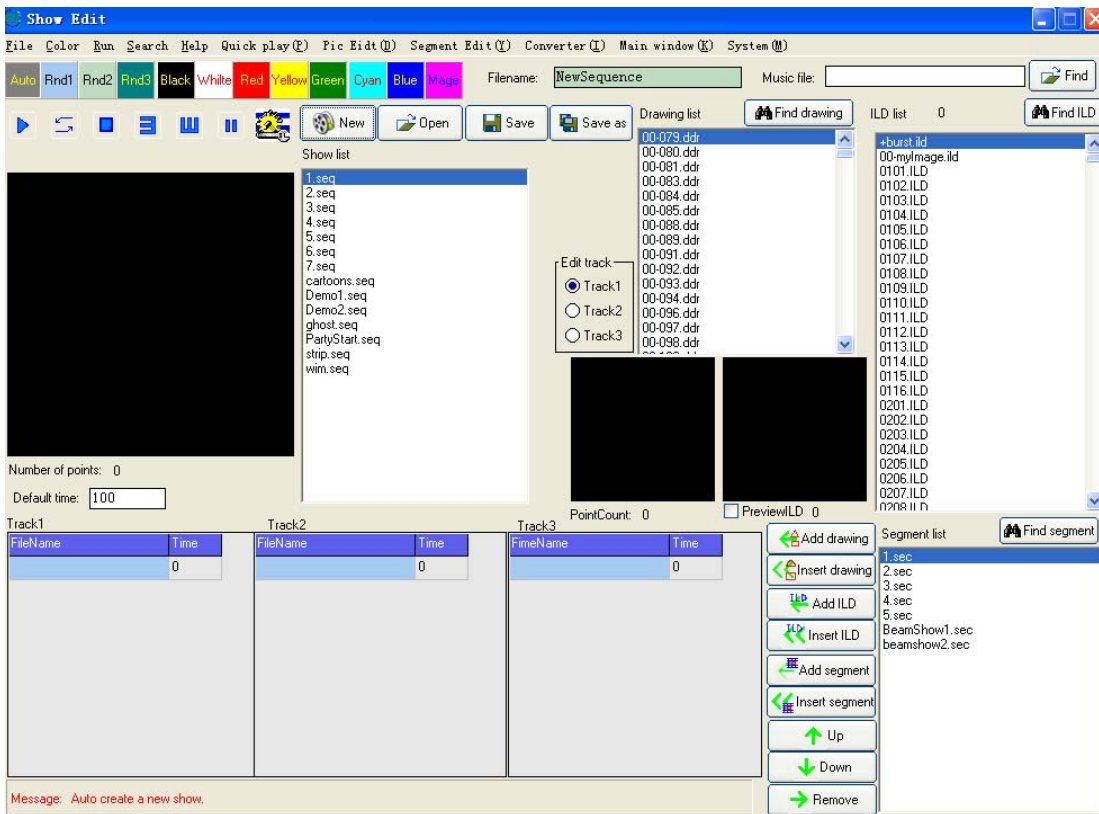Remove the selected file from section

5.4   Up

Move the selected file up

5.5   Down

Move the selected file down

Click the Show Edit key in the main window, the interface would appears automatically as below.

Show Edit window

1st   Color Bar

1.1 Auto

keep the original color of the pattern

1.2 Rand1

change the multicolor in random

1.3 Rand2

change the single color in random

1.4 Rand3

Flow the color, and distribute the colors to the patterns equally

1.5 Black

change patterns' color into black

1.6 White

change patterns' color into white

1.7 Red

change patterns' color into Red

1.8 Yellow

change patterns' color into yellow

1.9 Green

change patterns' color into Green

1.10 Cyan

change patterns' color in to cyan

1.11 Blue

change patterns' color into blue

1.12 Magenta

change patterns' color into magenta

2nd 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.

3rd Sequence operation instruction

3.1 New

Empty the tracks and create a new sequence, then input the file name, the file extension 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

4th select the track when edit it, the files of DDR,SEC and ILDA could be add to the tracks, and the files could move to up and down etc.

5th Select the Preview ILD key, the image in the ILDA files would be played, otherwise, no play. Click the ddr file in the drawing list, the corresponding patterns would appear on left canvas.
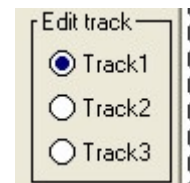
F) Converter

Click the converter to enter into the interface as below,
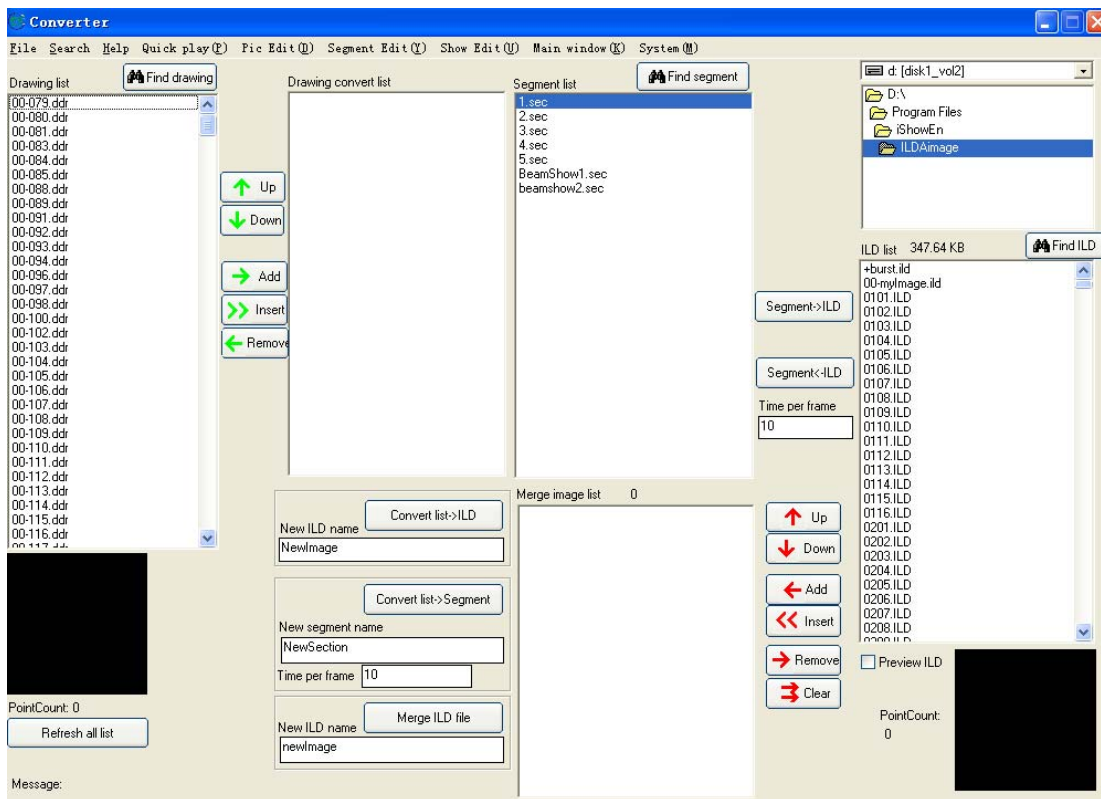
Converter window

in the interface, Drawing List, Segment List, ILDA List , and the converter of these three lists etc could be found.

1st Insert the selected DDR files into Drawing converter list, which could up, down, remove etc by clicking corresponding key.

2nd Drawing list->ILD converts the basic pattern into ILD file.

3rd Drawing List: Segment converts the basic pattern into SEC file.

4th The merge image list's file is from ILDA, the files in the list could be up ,down, removed etc by clicking the corresponding key.. a ILDA file could be generated by merging two ILD files.

5th ILD file and SEC file could convert mutually.

G) Detect hardward

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…