

Show Control System Operation Quick Start Guide

The Show Control System (SCS) brings to life all the capabilities of a complete digital sign system. SCS provides users with powerful and user friendly tools that can simplify the process of producing a digital sign presentation. The purpose of this quick guide is to assist Show Control System users with the basic operation of their system.

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Launching Display Studio for the First Time

To launch Display Studio, on the user station's desktop, double-click the Display Studio icon. 

Get to Know Display Studio

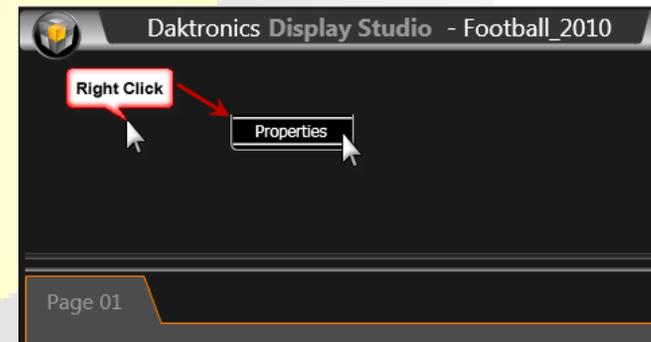


Create a New Workspace

1. Click the **Display Studio Hub** 
2. Select **New**, then click **Workspace**.
3. In the **Name** text box, type a name for the new workspace. Click **Save**.

7 8 Dock a Display Monitor

1. Right-click on the **Monitor Wall** and click **Properties**.



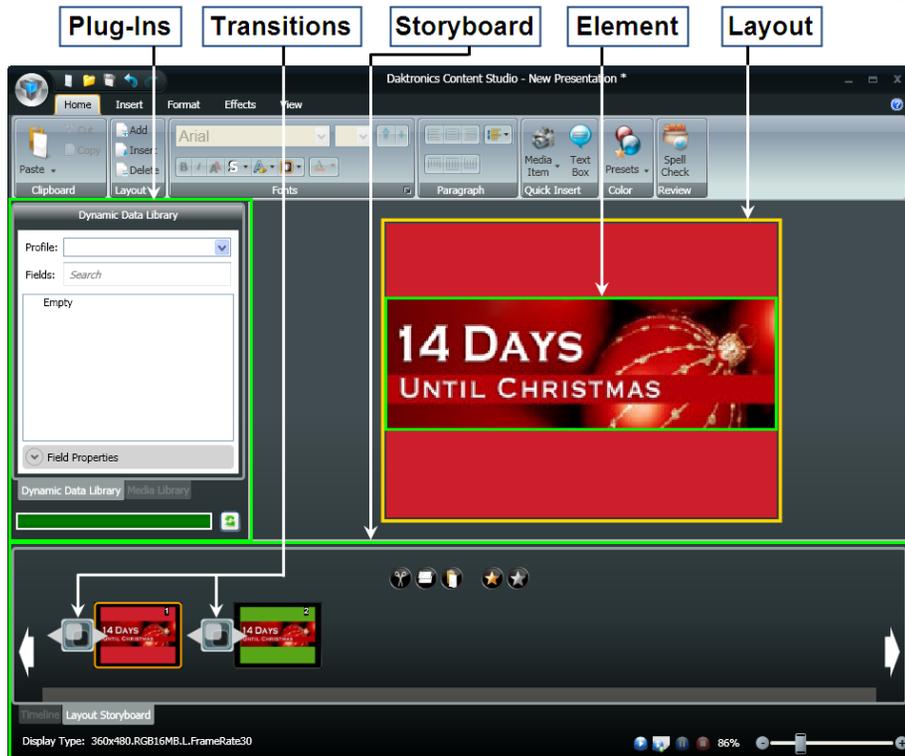
2. Choose the display you wish to dock from the drop-down list.
3. Click the  button to open the **Display Monitor** for that display.
4. Click **Save**.

Creating Digital Content

The following sections will assist in getting started with using Content Studio to create digital content. To launch Content Studio, click the **Launch Content Studio** button  from within Display Studio.

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Get to Know Content Studio



Create a Presentation

1. Click the **Content Studio Button**.
2. Click **New**.
3. Select **Display**.
4. Click the display you wish to create the presentation for. Click **Next**. A blank layout appears.



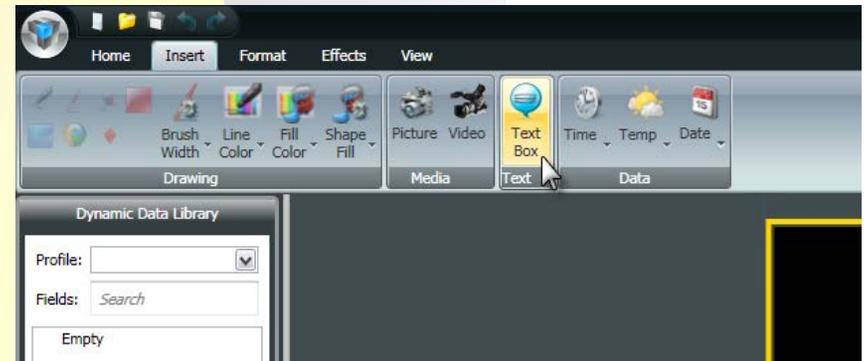
5. To add additional layouts to a presentation, on the **Home** tab, in the **Layout** group, click **Add**.

Adding Content to Presentation

The following sections explain how to add common types of content to your presentation. Make sure that the correct **Layout** is selected in the **Timeline** before adding content components.

Text Box

1. On the **Insert** tab, in the **Text** group, click **Text Box**.



2. Click and drag on the layout to form a text box. Release the mouse to create the box.
3. Type your message inside the text box. Use the **Fonts** group of the **Home** tab to format the text attributes.
4. To resize the text box, click outside of the box and use the green resizing squares to adjust the text box to the desired size. To move the text box, click and drag the box to the desired location.

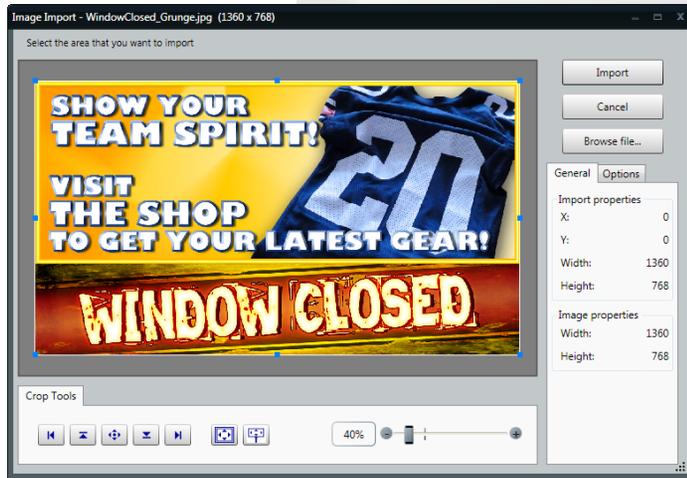
Image

Supported graphic file types: *.bmp; *.png; *.jpg; *.jpeg; *.gif; *.tif; and *.tiff.

1. On the **Insert** tab, in the **Media** group, click **Picture** to open the **Open** dialog box.

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2. Locate and select the image you wish to insert into your presentation and click **Open** to open the **Image Import** window.
3. Use the image selection tools to designate how you wish the image to be imported. The portion of the image inside the selection box will be imported.



4. When finished, click **Import** to insert the image into your presentation.

Video

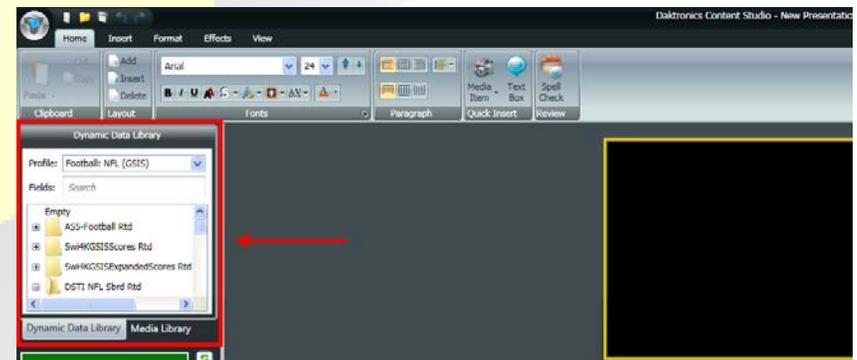
Supported animation file types: *.avi, *.mp4; *.mpg; and *.mpeg (note: 8 and 32-bit videos are not supported).

1. On the **Insert** tab, in the **Media** group, click **Video** to open the **Open** dialog box.
2. Locate and select the video you wish to insert into your presentation and click **Open** to open the **Video Import** window.
3. Use the video selection tools to designate what portion of the video should be imported. Use the **Play**, **Pause**, and **Stop** buttons to preview the video.
4. When finished, click **Import** to insert the video into your presentation.



Real-Time Data

1. In the Library pane, click the **Dynamic Data Library** tab to expose the **Dynamic Data Library**.



2. In the **Profile** drop-down list, select the desired sports profile.
3. After selecting the profile, the field groups related to that profile appear. Use the **+** buttons to view the fields contained within each field group. Locate the RTD field you wish to add to your presentation.
4. Click the field name and then drag and drop it onto the layout. The field may be formatted in the same manner as a text box (see above).

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Saving the Presentation

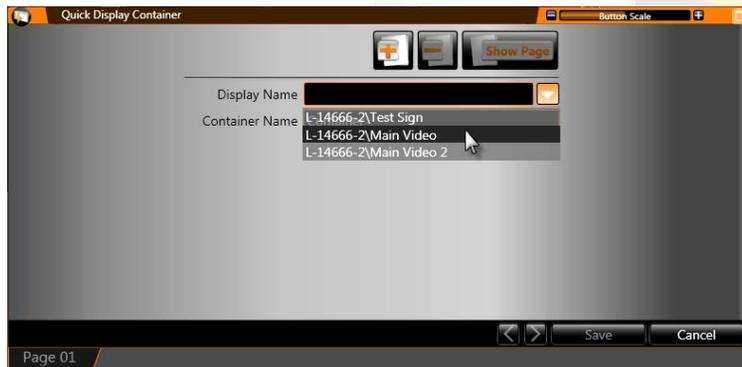
1. Click the **Save** button to open the **Save** dialog box.
2. The Save dialog box will open at your sign's libraries' root folder. Navigate to the folder where you wish to save your presentation.
3. Enter the desired **File Name** for the file.
4. Click **Save** to save the file.

Display Media Items on a Single Display

Quick Display Containers contain buttons which allow a user to quickly play content files or playlists on a particular display.

Create a Quick Display Container

1. Right-click within a workspace.
2. Select **New > Quick Display Container**. The **Quick Display Container Creation** window opens.
3. Select the desired display from the drop-down list.



4. Click **Save**.

Create a Quick Display Button

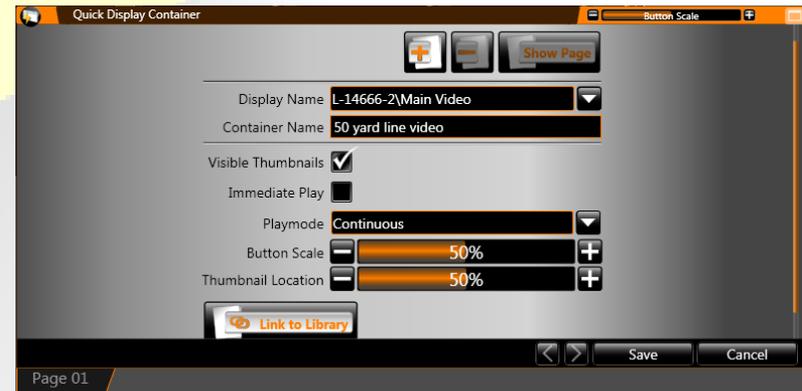
1. Right-click within the quick display container.

2. Select **New Button**.
3. Type the name of the button in the text box.
4. Click **Add**.
5. Locate and select the file(s) which you want associated with the button.
6. After selecting the files, click **Open** to return to the **Button Creation Window**.
7. Click **Save**.



Create Quick Display Buttons for an Entire Library

1. Right-click within the quick display container.
2. Click **Properties**.
3. Click **Link To Library** to open the **Library Browser**.

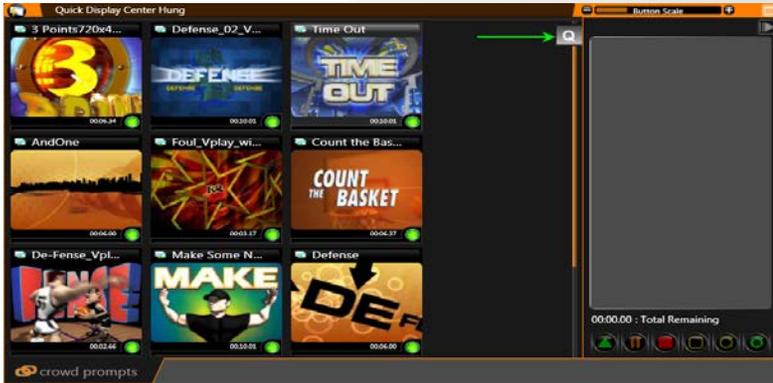


4. Locate and select the library you wish to link to the container. Click **Open**.
5. Click **Save**. Display Studio will automatically create buttons for all files in the library.

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Show the Display Queue

The queue is in the top right corner of the quick display container. In the queue, you can see the play list and the total remaining time for each message.



Queue Controls

The Queue Controls provide quick access to the most commonly-used functions for managing the Display Queue.

- | | | |
|--|--------------------|---|
| | Next | Plays the next item in the queue |
| | Pause | Pauses playback of the queue |
| | Stop | Stops playback of the queue and plays the default file, if configured. If not configured, display blanks. Queue is cleared. |
| | Blank Sign | Stops playback of the queue and blanks the display. Queue is cleared. |
| | Clear Queue | Clears the queue (but allows the current item to keep playing) |



Loop

If enabled, queue will play through items in queue continuously until stopped or given another command

Manage Multiple Displays

Scripting Containers contain many buttons that play messages, adjust the window layout, and change video processor settings for multiple displays. Scripts can also adjust the display for dimming or gamma.

Create a Scripting Container

1. Right-click within a workspace.
2. Select **New > Scripting Container**.

Note: When a scripting container is created you do not need to select a display. Scripts can send commands to more than one display.

Create a Scripting Button

1. Right-click within the scripting container.
2. Select **New Button**.
3. Type the name of the button in the text box.
4. Complete the steps in the following section **Using Scripting Buttons**.

Using Scripting Buttons

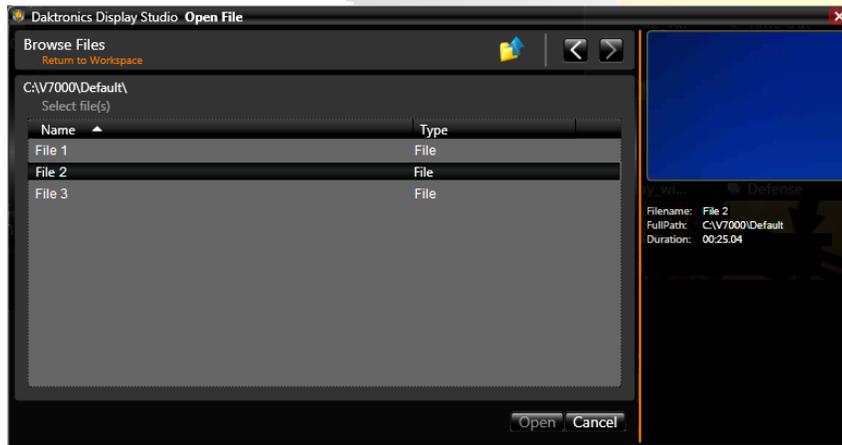
Script Lines are the commands which are executed when a scripting button is clicked. Create, cut, copy, and paste script lines using the buttons located at the bottom of the container.

Play a Presentation

1. From within the **Button Creation Window**, click to add a line.

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- In the Step 1 Presentation Pane, make sure that the **Player Control** radio button is selected. Proceed to the next step by using the   buttons.
- Place checkmarks in the checkboxes of the signs to be controlled by the button. Proceed to the next step.
- In the Step 3 Presentation Pane, make sure that the **Play** radio button is selected. Proceed to the next step.
- Click **Add** to open the **File Browser**.
- Locate and select the file you wish to be played by this button and click **Open**.



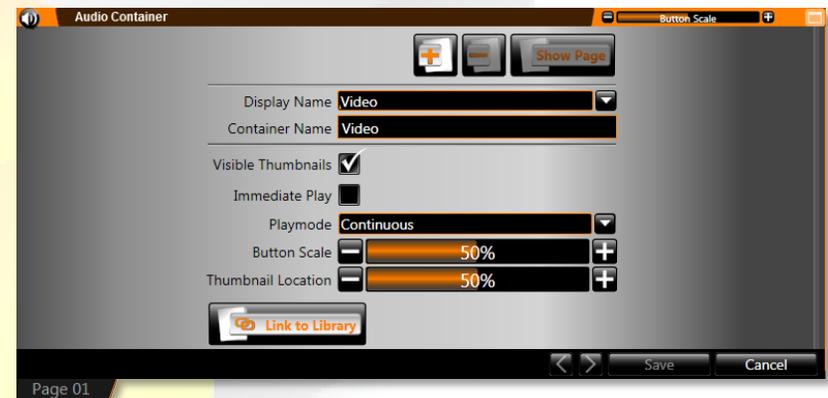
- Click **Save** when the button is complete or click  to add other lines to the script.

8 Play Audio Files

Audio Containers contain buttons which allow a user to quickly play audio files or playlists through a supported DMP-8000's audio output.

Create an Audio Container

- Right-click within a workspace.
- Select **New > Audio Container**. The **Audio Container Creation** window opens.
- Select the desired display from the drop-down list.



- Click **Save**.

Create an Audio Button

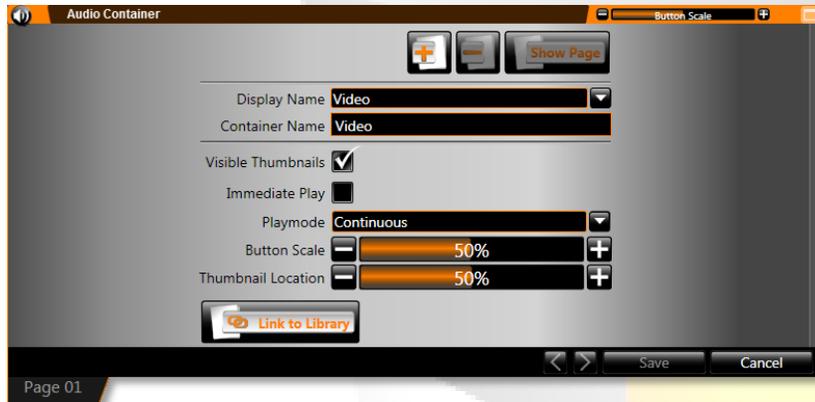
- Right-click within the audio container.
- Select **New Button**.
- Type the name of the button in the text box.
- Click **Add**.
- Locate and select the file(s) which you want associated with the button.
- After selecting the files, click **Open** to return to the **Button Creation Window**.
- Click **Save**.



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Create Audio Buttons for an Entire Library

1. Right-click within the audio container.
2. Click **Properties**.
3. Click **Link To Library** to open the **Library Browser**.



4. Locate and select the library you wish to link to the container. Click **Open**.
5. Click **Save**. Display Studio will automatically create buttons for all files in the library.

Show the Display Queue

In the display queue, you can see the play list and the total remaining time for each audio file.

To reveal or hide the display queue, click the  which appears on the right side of the audio container.

Queue Controls

The Queue Controls provide quick access to the most commonly-used functions for managing the Display Queue.

	Next	Plays the next item in the queue
	Pause	Pauses playback of the queue
	Stop	Stops playback of the queue and plays the default, if configured. If not configured, display blanks. Queue is cleared.
	Blank Sign	Stops playback of the queue and blanks the display. Queue is cleared.
	Clear Queue	Clears the queue (but allows the current item to keep playing)
	Loop	If enabled, queue will play through items in queue continuously until stopped or given another command

For More Information

To learn more about leveraging Daktronics Show Control System software, consult the Show Control User Manuals. For any other questions, comments, or concerns, please contact Daktronics Support Services.

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