操作指南

GPL(ED)

GPL LED 動畫設定操作手册

BY Jim Version 1.0

版權

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本軟體 GPL LED V1.0 為配合本公司控制系統所發展 GPL LED 所產生之檔案*.owh 上傳至控制系統(2M 或 8M 容量)或先存成*.owb(插 SD Card 控制系統用)再轉檔成*.bin 檔儲存於 SD Card 中。

GPL LED V1.0 為一套為整合多媒體效果而開發的應用軟體,並配合本公 司針對燈飾控制所開發的智慧型燈飾整合控制系統,兩者的結合可以提供 消費者簡易的開發及燈飾應用環境。GPL LED V1.0簡易易學的軟體介面, 可讓設計者花費小量的時間開發出極具炫麗的多媒體燈光效果,並整合時 下所最流行的多媒體動畫工具一由Micromedia corp.公司所開發的FLASH 應用軟體,此整合性的功能讓您的多媒體創意得以在燈光的效果上完美的 呈現...。

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一、 前言

本內容主要為 GPL LED V1.0 軟體進行動畫設定說明, 關於 GPL LED V1.0 操 作請參閱 GPL LED V1.0 操作手册。

本內容 GPL LED V1.0 軟體進行動畫設定說明以 SCROLL 設定(KIND OF ACTION) 為主,其中:

(一). 滾動-Scroll:會跑所有顏色。

(二). 打開-Open: 只會跑至畫面全滿。

(三). 跳躍-Jump:直接顯示畫面全滿(OPEN之最後一個畫面)。

二、內容

(一). Flash出現(所有燈同步依顏色順序全部顯現)

Set Action and Color		
BlockNum: 0 Extend Action 1 Keep Previous Color Effective Frames: 0 Kind of Action Scroll © Open © Jump	Flash Searchlight Shutter (H) Shutter (V) Concentric Circle (Inside Out) Concentric Circle (Outside In) Concentric Ellipse (Inside Out) Concentric Ellipse (Outside In) Delete Reset	Select Color Steps of Gradient : 0 C C C C C C C C C C C C C
0 Color	0 ✓ ОК	Add Color

(二). Searchlight探照燈(圓形跑馬燈將由設定座標移動,每跑完一色畫面會切 the state of the s)

|--|

Set Action an	d Color		Colore Color	
BlockNum :	10	Searchlight		
Extend Action	• 1	Flash	<u> </u>	Steps of Gradient : 0
🗖 Keep Prev	ious Color	Searchlight Shutter (H) Shutter (V)	C	
Effective Fran	nes: O	Concentric Circle (Inside Out) Concentric Circle (Outside In)	C ->	> <mark>></mark> >
Find of Action	🖲 Open 🦵 Jump	Concentric Ellipse (Inside Out) Concentric Ellipse (Outside In)	💌 c 📕->	
Color			C 📕->	> <mark></mark> -> <mark>></mark> > <mark></mark> ->
		Delete Reset	0	1
0	Color	0		
				Add Color
		🗸 ок	X Cancel	i f

a. 設定探照燈數量

Set Searchlight Data				
1. Total Searchlight : 👖	ок			
2. Position : Begin position : (0 , 0) Final position : (0 , 0)	No. 1			
3. Exit :	Exit			

b. 設定每個探照燈開始與結束圓心座標位置

Set Searchlight Data	
1. Total Searchlight : 1	OK
2. Position : Begin position : (
Final position: (0 , 0)	No. 1
3. Exit :	Exit

C. 設定半徑大小(畫素)

Set Action detail				
Radius of Searchlight	:			
10	ok			

d. 設定探照燈移動步數(即移動幾次)

Set Action detail					
Total Variations :					
10	ok				

(三). Shutter(II)百葉窗(由上而下)(顏色將由上而下同時於各獨立區塊中逐顏 色區塊移動直到跑完所有顏色-顏色會移動會跑完所有色彩)

Set Action and	Color				X
BlockNum: 1 Extend Action Extend Action Keep Previe Effective Frame Kind of Action Scroll Color	0 1 ous Color es: 0 Open C Jump	Shutter (H) Flash Searchlight Shutter (H) Shutter (V) Concentric Circle (Inside Dut) Concentric Circle (Outside In) Concentric Ellipse (Inside Out Concentric Ellipse (Outside In) Delete		Steps of Gradient : 0 -> -> -> -	
0	Color	0	< X Ca	Add Color	

a. 設定畫面分割幾等分(獨立區塊)

Set Action detail	
Dividing Units :	
10	ok

b. 每等分再切割幾等分(顏色區塊)

Set Action detail	
Divides of Unit :	
10	ok

(四). Shutter(V)百葉窗(由左而右)(顏色將由左而右同時於各獨立區塊中逐顏 色區塊移動直到跑完所有顏色-顏色會移動會跑完所有色彩)

🐊 Set Action and (Color			
BlockNum : 10 Extend Action ; Keep Previo Effective Frame Kind of Action Scroll C) us Color s: 0 Open C Jump	Shutter (V) Flash Searchlight Shutter (H) Concentric Circle (Inside Out Concentric Ellipse (Inside Out Concentric Ellipse (Inside Out Concentric Ellipse (Outside I Delete Reset	Select Color	Steps of Gradient : 0 > → → → → → → → → → → → → → → → → → → →
0	Color	0	DK X Cance	Add Color

a. 設定畫面分割幾等分(獨立區塊)

Set Action detail	
Dividing Units :	
10	ok

b. 每等分再切割幾等分(顏色區塊)

Set Action detail	
Divides of Unit :	
10	ok

(五). Concentric Circle(Inside Out)圓形水波紋(由內向而外)(顏色將由內向 外以逐塊移動直到跑完所有顏色-顏色會移動會跑完所有色彩)



a. 設定水波數量

Set Concentric Circle	
1. Total Concentric Circles : 🚹	ОК
2. Center Position :(0 , 0)	No. 1
3. Exit :	Exit

b. 設定水波圓心座標.

Set Concentric Circle	
1. Total Concentric Circles : 1	OK.
2. Center Position :(🚺 , 🔍)	No. 1
3. Exit :	Exit

c. 設定水波同心圓數

Set Action detail	
Dividing Units :	
10	ok

(六). Concentric Circle(Outside In)圓形水波紋(由外向內)(顏色將由外向內 以逐塊移動直到跑完所有顏色-顏色會移動會跑完所有色彩)

Set Action an	d Color					
BlockNum : Extend Action Extend Prev Effective Fram Kind of Action © Scroll (Color	10 1 1 1 1 1 1 1 1 1 1 1 1 1	Concentric Circle (f Flash Searchlight Shutter (H) Shutter (Y) Concentric Circle (f Concentric Circle (f Concentric Ellipse Concentric Ellipse	Dutside In) nside Out) Outside In) (Inside Out) (Outside In)		Of Steps of Gradient : 0 -> -> -> <t< th=""><th></th></t<>	
0	Color		0		Add Color	
			🗸 ок	🗙 Car	ncel	

a. 設定水波數量

Set Concentric Circle	
1. Total Concentric Circles : <u>1</u>	ОК
2. Center Position :([0], [0])	No. 1
3. Exit :	Exit

b. 設定水波圓心座標.

Set Concentric Circle	
1. Total Concentric Circles : 1	OK
2. Center Position :(🚺 , 🛛)	No. 1
3. Exit :	Exit

C. 設定水波同心圓數

Set Action detail	
Dividing Units :	
10	ok

(七). Concentric Ellipse(Inside Out)橢圓水波紋(由內向外)(顏色將於全圖中心為圓心由內向外以逐塊同心圓填滿畫面-顏色不會移動不會跑完所有色彩)



a. 輸入長寬比例(X/Y)

Set Ratio		
The Ratio of Widt)	n to He	ight (₩/H) :
1.5		ок

b. 設定同心圓數

Set Action detail	
Dividing Units :	
10	ok

 (八). Concentric Ellipse(Outside In)橢圓水波紋(由外向內)(顏色將於全圖中 心為圓心由外向內以逐塊同心圓填滿畫面-顏色不會移動不會跑完所有色彩)



a. 輸入長寬比例(X/Y)

Set Ratio	
The Ratio of Width to He	ight (₩/H) :
1.5	ок

b. 設定同心圓數

Set Action detail	
Dividing Units :	
10	ok

(九). Vertical(Left to Right)垂直區塊水平移動(由左向右)(顏色將由左向右)以逐塊填滿畫面-顏色不會移動不會跑完所有色彩)

3lockNum:10		Vertical (Left to Right)	 J
Extend Action 1	Color	Concentric Ellipse (Inside Out) Concentric Ellipse (Outside In) Vertical (Left to Right) Vertical (Right to Left)	Steps of Gradient : 0
Effective Frames : Kind of Action © Scroll © Ope	0 en C Jump	Horizontal (Up to Down) Horizontal (Down to Up) Vertical (Middle to Side) Horizontal (Middle to Side)	-> <mark>-> -> -</mark>
Color		Delete Reset	-> -> -> -> -> -> -> -> -> -> -> -> -> -
0	Color	0	
			Add Color

a. 設定垂直畫面分割幾等分

Set Action detail
Divides of X Axial :
10 ok

(+). Vertical(Right to Left)垂直區塊水平移動(由右向左)(顏色將由右向左) 以逐塊填滿畫面-顏色不會移動不會跑完所有色彩)

		1.2	int to Left]	Vertical (Rig	ockNum : 10	BlockNu
	steps of Gradient : 0		Ellipse (Inside Out) Ellipse (Outside In) ft to Right)	Concentric Concentric Vertical (Let	tend Action 1 Keep Previous Color	Extend . E Keep
	-> ->>>	C <mark>-</mark> →	Up to Down) Down to Up) ddle to Side) Middle to Side)	Horizontal (Horizontal (Vertical (Mid Horizontal (ective Frames: 0 Kind of Action ⓒ Scroll ⓒ Open ⓒ Jump	Fifective Kind ol
->	-> -> -> -> -> -> -> ->		elete Reset	De	olor	Color
			0		0 Color	0
	Add Color					
	Add Color		0		0 Color	0

a. 設定垂直畫面分割幾等分

Set Action detail
Divides of X Axial :
10 ok

(十一). Horizontal(Up to Down)水平區塊垂直移動(由上向下)(顏色將由上 向下以逐塊填滿畫面-顏色不會移動不會跑完所有色彩)

🎒 Set Action an	d Color		
BlockNum :	10	Horizontal (Up to Down)	Select Color
Extend Action	ious Color	Concentric Ellipse (Inside Out) Concentric Ellipse (Outside In) Vertical (Left to Right) Vertical (Right to Left)	Steps of Gradient : 0
Effective Fram	nes: O	Horizontal (Up to Down) Horizontal (Down to Up)	
Scroll	🗘 Open 🛛 🤇 Jump	Vertical (Middle to Side) Horizontal (Middle to Side)	C
Color			
		Delete	0 1
0	Color	0	
			Add Color
		V 0K	X Cancel

a. 設定水平畫面分割幾等分

Set Action detail
Divides of Y Axial :
10 ok

(十二). Horizontal(Down to Up) 水平區塊垂直移動(由下向上)(顏色將由下向 上選擇方向以逐塊填滿畫面-顏色不會移動不會跑完所有色彩)

🍘 Set Action and	l Color		
BlockNum : 1 Extend Action Extend Action Keep Previ Effective Fram Kind of Action © Scroll C Color	IO - 1 ous Color es: O C Open C Jump	Horizontal (Down to Up) Concentric Ellipse (Inside Out) Concentric Ellipse (Outside In) Vertical (Left to Right) Vertical (Right to Left) Horizontal (Up to Down) Horizontal (Down to Up) Vertical (Middle to Side) Horizontal (Middle to Side) Delete Reset	Select Color Steps of Gradient : 0 C C C C C C C C
0	Color	0	Add Color
		V OK	X Cancel

a. 設定水平畫面分割幾等分

Set Action detail
Divides of Y Axial :
10 ok

(十三). Vertical(Middle to Side)垂直區塊水平移動(中間向兩側)(顏色將由 中間向兩側以逐塊填滿畫面-顏色不會移動不會跑完所有色彩)

BlockNum : 10		Vertical (Middle to Side)	- Select Color	
Extend Action 1	olor	Vertical (Left to Right) Vertical (Right to Left) Horizontal (Up to Down) Horizontal (Down to Up)		Steps of Gradient : 0
Effective Frames :	0	Vertical (Middle to Side) Horizontal (Middle to Side)	○ ->	->
Kind of Action © Scroll C Open	C Jump	Vertical (Side to Middle) Horizontal (Side to Middle)	• o 🔂	-> -> ->
-Color				
		Delete Reset		
0	Color	0		la Aa
				Add Color
		ЛК	X Cancel	

a. 設定垂直畫面分割幾等分(會先對半分再分成設定等分)

Set Action detail
Divides of Unit :
10 ok

(十四). Horizontal(Middle to Side) 水平區塊垂直移動(中間向兩側)(顏色將 由中間向兩側以逐塊填滿畫面-顏色不會移動不會跑完所有色彩)

BlockNum: 10	Horizontal (Middle to Side)	- Select Color
Extend Action 1 Keep Previous Color Effective Frames: 0 Kind of Action Scroll O Open O Jump Color	Vertical (Left to Right) Vertical (Right to Left) Horizontal (Up to Down) Horizontal (Down to Up) Vertical (Middle to Side) Vertical (Side to Middle) Horizontal (Side to Middle) Delete	$\begin{array}{c c} & & & & \\ & & & & \\ & & & & \\ & & & & $
0 Color	0	Add Color

a. 設定水平畫面分割幾等分(會先對半分再分成設定等分)



(十五). Vertical(Side to Middle)垂直區塊水平移動(由兩側向中間) (顏色將由兩側向中間以逐塊填滿畫面-顏色不會移動不會跑完所有色彩)

Set Action and	Color		
BlockNum : 1	0	Vertical (Side to Middle)	Select Color
Extend Action	us Color es: 0 Open C Jump	Vertical (Left to Right) Vertical (Right to Left) Horizontal (Up to Down) Horizontal (Down to Up) Vertical (Middle to Side) Horizontal (Middle to Side) Vertical (Side to Middle) Horizontal (Side to Middle) Delete Reset	$\begin{array}{c c} & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ &$
0	Color	0	
		🗸 ок	Add Color X Cancel

a. 設定垂直畫面分割幾等分(會先對半分再分成設定等分)

Set Action detail	
Divides of Unit :	
10	ok

(十六). Horizontal(Side to Middle)水平區塊垂直移動(由兩側向中間)(顏 色將兩側向中間以逐塊填滿畫面-顏色不會移動不會跑完所有色彩)

llockNum : 10	Horizontal (Sid	de to Middle)	Select Color	
Extend Action 1 Keep Previous Color iffective Frames: 0 Kind of Action C Open C J	Vertical (Left t Vertical (Right Horizontal (Du Horizontal (Du Vertical (Midd Horizontal (Side Vertical (Side Horizontal (Side	to Right) to Left) to Down) wwn to Up) le to Side) ddle to Side) to Middle) de to Middle)		->
lor	Dele	te Reset		-> <mark></mark> -> <mark>_</mark> >
0 Ca	blor	0		
				Add Color

a. 設定水平畫面分割幾等分會先對半分再分成設定等分)

Set Action detail		
Divides of Unit	:	
10		ok

(+七). Horizontal Scan(Left to Right)水平掃描線(由左向右)(顏色將由左向右以白色逐塊移動,白色移過區域以色彩逐塊填滿至白色移出畫面-顏色不會移動不會跑完所有色彩)

BlockNum : 10	D	Horizontal Scan (L	eft to Right)	- Select Color	
Extend Action Keep Previo Effective Frame Kind of Action Scroll C Color	1 es: 10 Open C Jump	Horizontal (Down t Vertical (Middle to Horizontal (Middle Vertical (Side to M Horizontal Side to Horizontal Scan (L Vertical Scan (Up	o Up) Side) to Side) iddle) Middle) eft to Right) ight to Left) to Down)		Steps of Gradient : 0 > -> > -> > -> > -> > -> > -> > -> > -> 1
0	Color		0		Add Color

a. 設定垂直畫面分割幾等分

Set Action detail	
Divides of Unit :	
10	ok

(十八). Horizontal Scan(Right to Left)水平掃描線(由右向左)(顏色將由右向左以白色逐塊移動,白色移過區域以色彩逐塊填滿至白色移出畫面-顏色不會移動不會跑完所有色彩)

Set Action and Color		
BlockNum: 10 Extend Action : 1 Extend Action : 1 Extern Previous Color Effective Frames: 10 Kind of Action Scroll @ Open @ Jump Color	Horizontal Scan (Right to Left) Horizontal (Side to Middle) Horizontal Scan (Left to Right) Horizontal Scan (Dight to Left) Vertical Scan (Down to Up) Rain Up Random	Select Color Steps of Gradient : \Box \Box \Box \Box \Box \Box \Box \Box
0 Color	0	Add Color
	🗸 ок	X Cancel

a. 設定垂直畫面分割幾等分

Set Action detail
Divides of Unit :
10 ok

(十九). Vertical Scan(Up to Down)垂直掃描線(由上向下)(顏色將由上向下 以白色逐塊移動,白色移過區域以色彩逐塊填滿至白色移出畫面-顏色不會 移動不會跑完所有色彩)

BlockNum :	10	Vertical Scan (Up to Down)	Select Color	
Extend Action	ious Color	Horizontal (Side to Middle) Horizontal Scan (Left to Right) Horizontal Scan (Right to Left)	° ⊂	Steps of Gradient : 0
ffective Fran	nes: 10	Vertical Scan (Down to Up) Rain Up	C →	->
Calas	🔮 Upen 🌘 Jump	Random 🞽	○ - >	
000		Delete Reset	C → 0	-> -> -> -> -> -> -> -> -> -> -> -> -> -
0	Color	0	23	
				Add Color
		ОК	K Cancel	1

a. 設定水平畫面分割幾等分

Set Action detail	
Divides of Unit :	
10	ok

(二十). Vertical Scan(Down to Up)垂直掃描線(由下向上)(顏色將由下向上 以白色逐塊移動,白色移過區域以色彩逐塊填滿至白色移出畫面-顏色不會 移動不會跑完所有色彩)

ockNum : 10		Vertical Scan (Down	to Up)	- Select Color	11. 12727 N. 14.
ktend Action	1 Color	Horizontal (Side to M Horizontal Scan (Lef Horizontal Scan (Rig Vertical Scan (Up to	liddle) t to Right) jht to Left) Down)		Steps of Gradient : 0
Fective Frames -Kind of Action C Scroll C Op	: 10 ben <i>©</i> Jump	Rain Rain Random	r to Opj	⊂	-> -> ->
olor		Delete	Reset		->> <mark></mark> -> <mark>_</mark> >
0	Color		0		
					Add Color

a. 設定水平畫面分割幾等分

Set Action detail	
Divides of Unit :	
10	ok

(二十一). Rain下雨(顏色將由上而下逐條單獨移動至填滿畫面-顏色會移動不會跑完所有色彩)

Set Action and	l Color		
BlockNum : 1 Extend Action Extend Previ Effective Fram Kind of Action Color	10 , 1 ious Color nes : 55 © Open © Jump	Fiam Vertical Scan (Up to Down) Vertical Scan (Down to Up) Hain Up Random Left Slope (Up to Down) Left Slope (Up to Down) Right Slope (Up to Down) Vertical Scance (Up to Down)	Select Color Steps of Gradient : 0 Steps
0	Color	0	Add Color
		🗸 ОК	X Cancel

a. 設定水平畫面分割幾等分

Set Action detail			
Divides of Unit :			
10	ok		

(二十二). Up上升(顏色將由下而上逐條單獨移動至填滿畫面-顏色會移動不 會跑完所有色彩)

llockNum : 10	Up	- Select Color
Extend Action 1	Vertical Scan (Up to Down) Vertical Scan (Down to Up) Rain	Steps of Gradient : 0
ffective Frames: 55 Kind of Action C Scroll C Open C Jum	Random Left Slope (Up to Down) Left Slope (Down to Up) Right Slope (Up to Down)	
Color	Delete Reset	
0 Color	0	
		Add Color

a. 設定水平畫面分割幾等分



(二十三). Random亂數填滿(顏色以亂數填滿畫面-顏色不會移動會跑完所有色彩)

lockNum : 1	10	Random		- Select Color	
Extend Action 1		Vertical Scan (Up to Down) Vertical Scan (Down to Up) Rain Up		▲ °	Steps of Gradient : 0
Effective Frames: 1 Kind of Action C Scroll © Open C Jump		Random Left Slope (Up to Down) Left Slope (Down to Up) Right Slope (Up to Down)		■ C <mark> </mark> -> ■ C <mark> </mark> ->	
Color		Delete	Reset		-> -> -> -> -> -> -> -> -> -> -> -> -> -
0	Color		0		
					Add Color

a. 設定垂直畫面分割幾等分(顏色將亂數放入各畫面中)

Set Action detail	
Divides of X Axial	:
10	ok

b. 設定水平畫面分割幾等分(顏色將亂數放入各畫面中)

Set Action detail				
Divides of Y Axial	:			
10	ok			

c. 設定同色進入畫面的數量(即每次放入幾個同色圖塊)

Set Action detail				
Numbers of Repeat Color				
10 ok				

(二十四). Left Slope斜(Up to Down)(可選擇4個角落至對角-顏色會移動會跑完 所有色彩)

BlockNum: 1	0	Left Slope (Up to Down)	- Select Color
Extend Action Keep Previe Effective Frame Kind of Action C Scroll Color	i 1 ous Color es: 1 Open O Jump	Vertical Scan (Up to Down) Vertical Scan (Down to Up) Rain Up Random Left Slope (Up to Down) Left Slope (Down to Up) Right Slope (Up to Down)	$ \begin{array}{c} & \\ & \\ & \\ & \\ & \\ & \\ & \\ & \\ & \\ & $
0	Color	0	
			Add Color

a. 設定畫面分割斜切幾等分(顏色將斜向連續移動至填滿畫面)

Set Action detail				
Divides of Unit				
10	ok			

(二十五). Left Slope斜(Down to Up)(可選擇4個角落至對角-顏色會移動會跑 完所有色彩)

Set Action and	Color				
BlockNum : 1 Extend Action Extend Action Keep Previo Effective Frame Kind of Action C Scroll @ Color	0 1 ous Color es: 1 Open C Jump	Left Slope (Down to L Vertical Scan (Up to I Vertical Scan (Down Rain Up Random Left Slope (Up to Down to L Right Slope (Up to Do Delete	P) Down) to Up) Vn) Joj Swn) Reset		lor Steps of Gradient : 0 -> -> -> -> -> -> -> -> -> ->
0	Color	2	0		Add Color
			🗸 ок	🗙 Ca	ancel

a. 設定畫面分割斜切幾等分(顏色將斜向連續移動至填滿畫面)

Set Action detail				
Divides of Unit				
10	ok			

(二十六). Right Slope斜(Up to Down)(可選擇4個角落至對角-顏色會移動 會跑完所有色彩)

🚳 Set Action and	l Color		
BlockNum : 1 Extend Action Effective Fram Kind of Action C Scroll G	IO - 1 - 1 - 1 - 1 - 1 - 1 - 0 Jump	Right Slope (Up to Down) Random Left Slope (Up to Down) Left Slope (Down to Up) Right Slope (Down to Up) Clockwise Anti-Clockwise Block File	Select Color Steps of Gradient : 0 Steps of
0	Color	Delete Reset	
		√ 0K	Add Color

a. 設定畫面分割斜切幾等分(顏色將斜向連續移動至填滿畫面)



(二十七). Right Slope斜(Down to Up)(可選擇4個角落至對角-**顏色會移動會跑** 完所有色彩)

Set Action and	Color		
BlockNum : 1 Extend Action Extend Action Keep Previo Effective Frame Kind of Action C Scroll (* Color	0 ; 1 ous Color es : 1 : Open C Jump	Right Slope (Down to Up) Random Left Slope (Up to Down) Left Slope (Down to Up) Right Slope (Up to Down) Right Slope (Down to Up) Clockwise Anti-Clockwise Block File	Select Color Steps of Gradient : 0 C C C C C C C C C C C C C
0	Color	0	Add Color
		🗸 ок	X Cancel

a. 設定畫面分割斜切幾等分(顏色將斜向連續移動至填滿畫面)

Set Action detail						
Divides of Unit						
10	ok					

(二十八). Clockwise時鐘(圓形等分畫面跑馬,可分順逆-顏色會移動會跑完所 有色彩)



 a. 設定畫面分割幾等分(顏色將依順逆時鐘順序填入連續,移動至所有色彩填滿 畫面)

Set Action detail					
Divides of Unit					
10	ok				

(二十九). Anti-Clockwise時鐘(圓形等分畫面跑馬,可分順逆-顏色會移動會跑 完所有色彩)

BlockNum : 10		Anti-Clockwise		- Select Color	2. 2.2.2. <u>2</u>
Extend Action 1 Keep Previous C Effective Frames 1 Kind of Action	olor 1	Left Slope (Up to Dow Left Slope (Down to U Right Slope (Up to Dov Right Slope (Down to I Clockwise Anti-Clockwise Block File	n) p) p) wn) Up)		Steps of Gradient : 0
C Scroll @ Open	n C Jump	BMP File		≤	· · · · · · · · · · · · · · · · · · ·
		Delete	Reset		-> -> -> -> -> -> 1
0	Color	1	0		
0					Add Color
			🖌 ок	X Cancel	

a. 設定畫面分割幾等分(顏色將依順逆時鐘順序填入連續,移動至所有色彩填滿 畫面)

Set Action detail					
Divides of Unit					
10	ok				

(三十). Block File使用群組檔案(顏色依將群組順序依序填入-**顏色會移動會 跑完所有色彩**)

a. 先用區塊編輯器(BLOCK)分區塊。



步驟1

使用者選擇想要編輯的點去編輯它。 (於是這些點就會變綠色的)

步驟2

點擊"ADD"去增加一個新的區塊。 被編輯的這些點將會變成黑色的。





步驟3

當完成全部的區塊,存檔類型以" *.obk"儲存。回到"ACTION"編輯 器並且增加一個新節目:從節目 方法表去選擇"Block 檔案",並 且輸入*.obk"。

b.使用者能編輯節目的顏色,顏色依將群組順序依序填入-**顏色會移動會跑完** 所有色彩



(三十一). 匯入 FLASH 圖

a. 使用者能匯入 BMP 檔到 GPL LED. 這個 BMP 檔藉由 FLASH 軟體被匯出。此外,這 BMP 圖案的大小必須與 GPL LED 相符合,以便 BMP 圖可以正確地被匯入。

步驟1 打開ACTION 編輯器。 從表中選擇BMP 檔。





