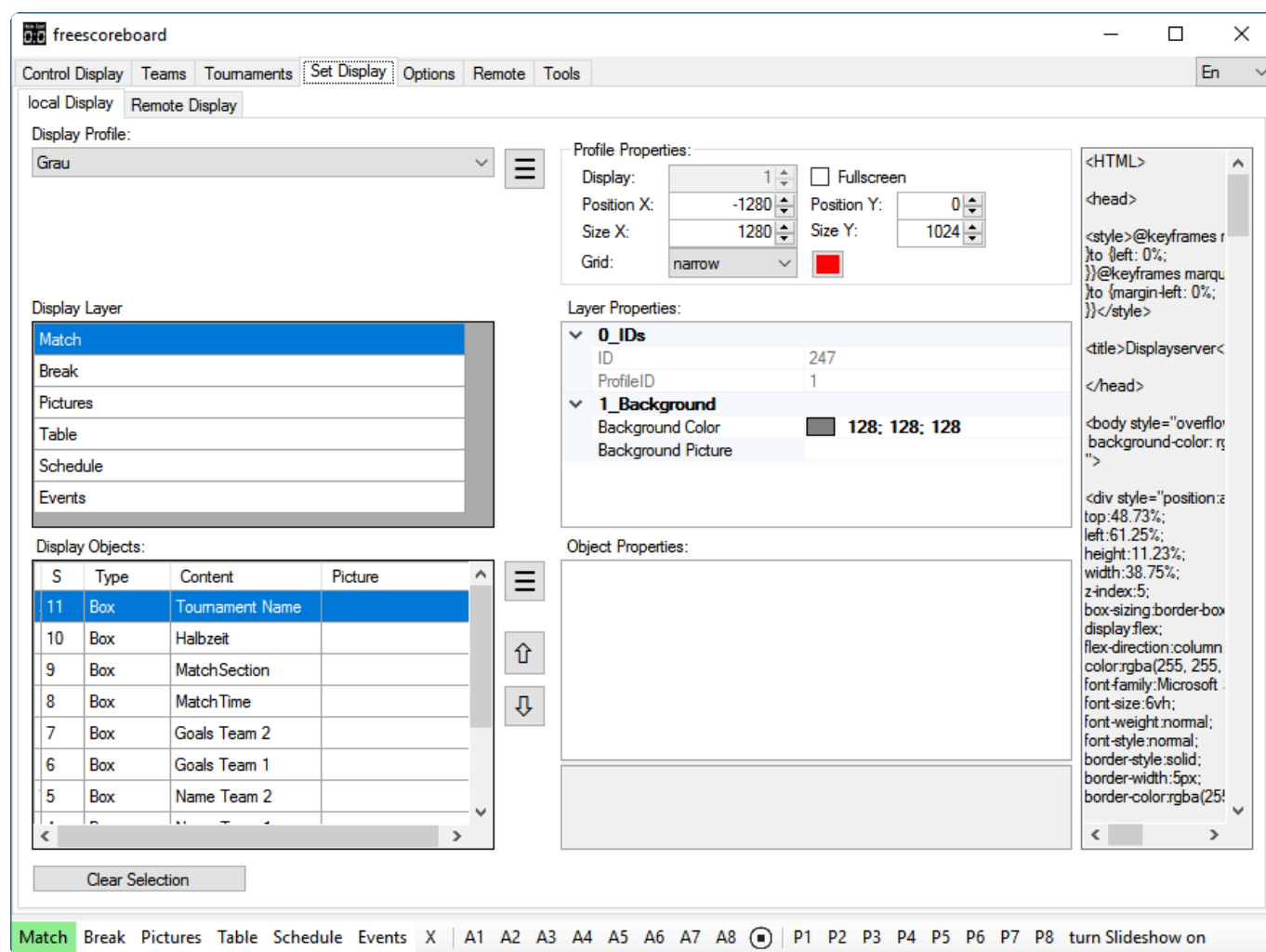


Inhaltsverzeichnis

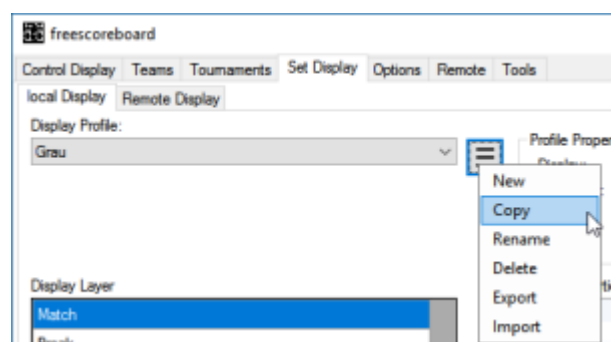
Tab Set Display 3

Tab Set Display



Box display profile:

You can prepare several display profiles in the software. In this box all existing profiles are listed. A simple click to one of them is changing the score board. The last selected will be loaded at program start.



By open the burger menu you can execute different actions.

Profile settings:

Monitor:

Here the screen number can be specified. The number starts with 1. You can only select a display

number is full screen mode.

Checkbox full screen:

Here you can change the displaymode between full screen mode and window mode.

Position X/Y; Size X/Y:

If the display is in window mode, you can set here the size and position. Depending on the screen settings in windows, these values can be negative.

Grid:

When a display object is selected, the display screen goes to edit mode. To move and resize display objects very easy, a grid is displayed. During moving an object, the mouse is jumping to the next grid point. You can set 3 different grid resolutions. To have a good contrast, you can change the grid color to a good visible color.

Display Layer:

There are 6 Layers pre-defined for each profile. These are the 6 Layers which can be switched by the buttons at the lower window area.

Layer Settings:

Background Picture:

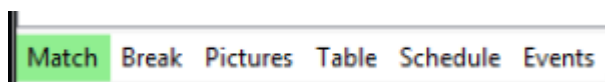
Here you can set an individual background picture for each layer. Take the contrast to the font color into account.

Background Color:

Here you can set an individual background color for each layer.

Display Objects:

Here all display objects are listed which are on the active layer. The list is adapted when you change the layer.



If you select a object, the display switches to the edit mode:

- The grid is displayed
- The selected object gets a border and 3 drag&drop boxes.
- The object properties are displayed in the right table.

burger Menu new

Here you can create a new object.

burger Menu delete

Here you can delete the selected object.

burger Menu copy format

This copies all properties of the selected object into the buffer.

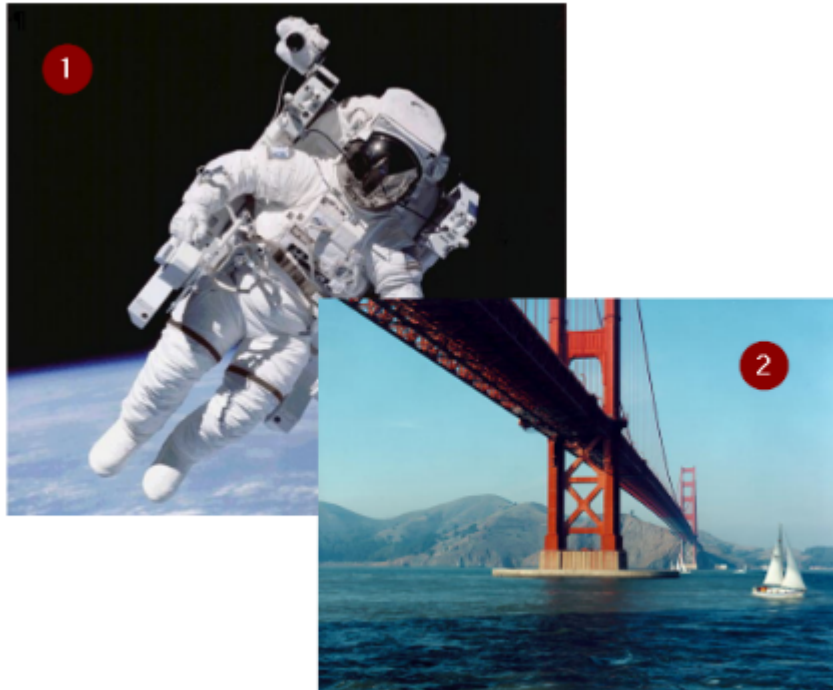
burger Menu paste format

This adapts the object properties from the buffer to the selected object. This is also working if you copied the properties of an object which is on another layer.

Column S:

This column defines the z-order of the objects.

Example:



Picture 1 is on a lower level.

Picture 2 is on a higher level.

Same principle is valid in the Table.

As higher the object in the table, as higher the display level.

Button arrow up:

Here you can move the object up.

Button arrow down:

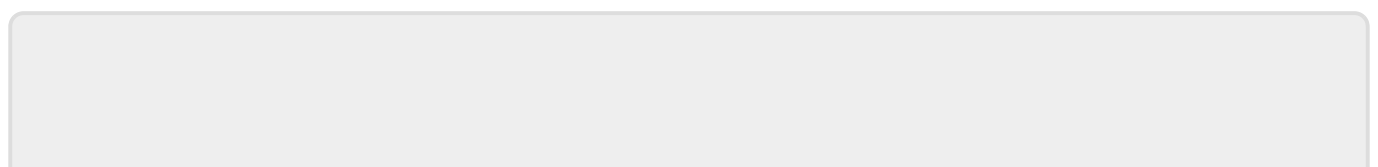
Here you can move the object down.

Object properties:

After select an object, here all properties are listed. When you change a property, the object is directly adapted in the display. Details about the properties can be found [here](#).

unselect all:

Here you can leave the edit mode. The border around the object will disappear. The grid will disappear.



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