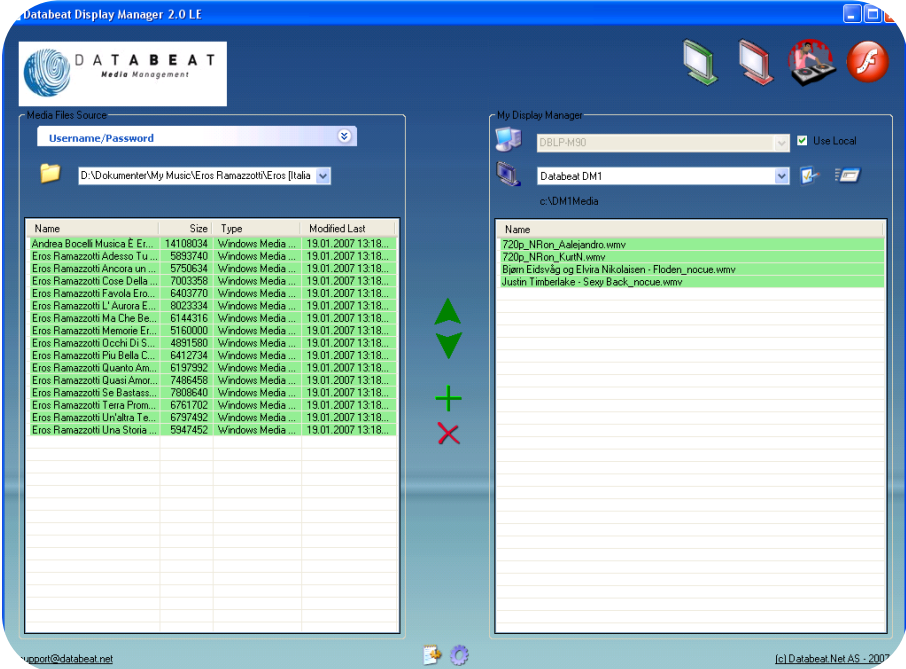


# Databeat Display Manager 2.0 LE

## User Guide v1



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## Databeat Display Manager LE – an overview

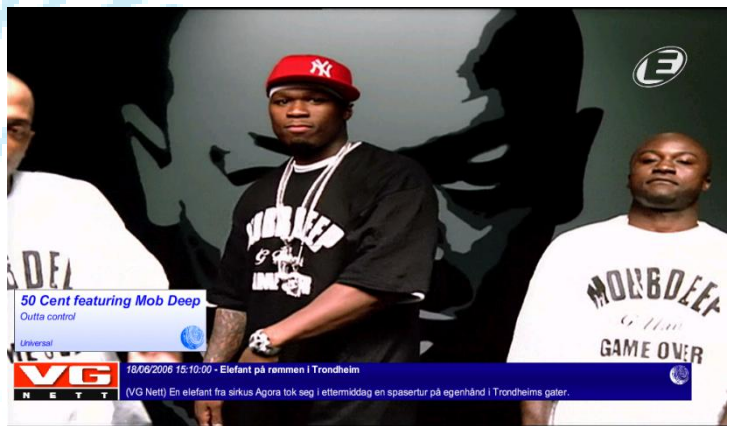
Databeat Display Manager LE (DMLE) is a small footprint light – yet very powerful - Databeat Display System. It is made for easy, fast and efficient publishing of various media files (*video, pictures, web-pages, Flash animations*) on small or larger screens, in shops, offices, restaurants, bars, public places etc.

If you have the media - Picture, Flash Animation, Webpage, or Video (or any combination of these) you can be up and running with DMLE in minutes, simple as 1-2-3!

Its true power is the Display Manager’s simplicity and your creativity!



Small, or large pictures can be displayed with Display Manager.



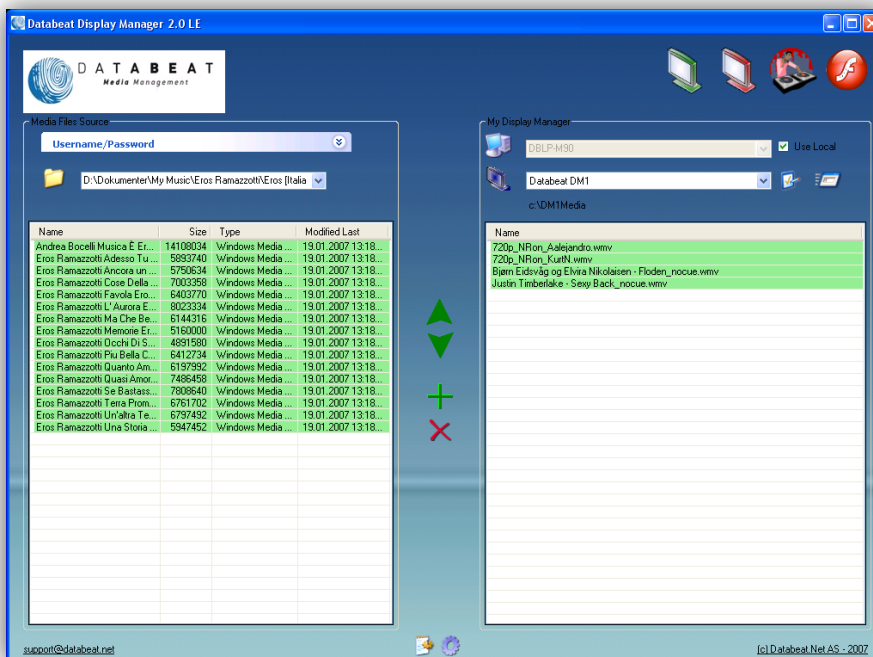
Databeat Display Manager with Adobe Flash Overlay, TV-bug and News ticker.



HD video (720P WMV-HD) on Display Manager



You can combine two Display Managers to create stunning effects. Here player one is showing a picture, and player two is presenting a web-page.



Display Manager can run exclusive on one screen, it can address each individual screen, any part of the screen, at any size you want, and you can run multiple instances of Display Manager, only limited by your PC capacity.

## Display Manager Components

The Display manager LE consists of a few different interacting components:

- **One or more DBDM Player(s).** The player(s) plays or displays the media file, where and how you define it. One or more DBDM players can work on the same computer, only limited to your PC's capacity. Each player will consume resources on your computer, depending on the complexity of the media files in the playlist. The player itself has very little overhead.
- **The Administrator.** This is the graphical Interface where you configure the player(s), build playlist, test the playlist, and start/Stop the player. The Administrator PC can be set up as a "master", from which you can replicate programs to an infinite number of Display Managers using the FTX services (see below).
- **Client Service.** Running as a "system program" there is a mastermind Databeat Client Service (DatabeatCS). It starts and stops the players, monitors their behavior, restart them if they crash, retrieve and send updated news, perform logging as well as controlling the overlay function. It is DatabeatCS which makes the system start automatically when the PC boots, if it is configured to. DatabeatCS is "invisible" to the user running as a so-called *Windows Service*.
- **Overlay Functionality.** This is an extra option, which display transparent animations on top of the underlying video or media file. It can be a tailor-made rotating TV-Bug (like the professional TV station has) or it can be an XLM-based news feed. The animations are made in Adobe Flash, (probably the most used design tool in the internet today), so what you can

display on top is limited only to the fantasy. Databeat or your partner can help you create a screen design, just for you, do not hesitate to contact us.

- **FTX file distribution.** To distribute files to multiple locations, you can also license a service. This will automatically pick up files from your administration PC, send them to a Databeat FTX server and distribute files and media plans to your players out there on various locations. In this way, you can replicate your Master player to, 20s, 100s or 1000s of players, just as easy.

## Get Going in 1-2-3 !

First you must choose which player to work with : Dropdown Menu (right pane). Then follow these three simple steps to get going:

1. **Configure Player.** Position, size, etc.
2. **Add files to playlist.** Add Files to your Playlist.
3. **Start Player.**



Choose which Player to work with. Configure by pressing the icon to the right. The screen to the left is for testing the player/playlist in a small test window. Right Below is the default Media file Directory.

**Step 1 – Configure Player.** After you have chosen which Player to work with, press the icon to the right of the player to open the configuration screen. This is something you will not do very often, perhaps only once. Here you configure the player position, size on the screen(s), if it is to play with without audio etc. See “Player Configuration” for details on each item.

**Step 2 – Add files to Playlist.** There are two modes of operation; Simplified & normal.

**Simplified mode** Player is configured to play all media files in a given directory. Then you can add and delete files in this Directory, and Player will play accordingly. You can mix all kinds of media files, but in this mode it will not display web pages.

**Normal mode.** Here you can build a specific playlist of media files, web-pages and Directories. Only those files, Directories or URLs that are specified will be played.

**Add files to the right pane.** The Display Manager works by adding files to the playlist in the right pane. (Either you are in Simple or Normal mode). This you can do by opening a directory in the left part of the Display Manager (Section *Media File Source*) and use the + and X sign to add and remove files to the right section (the playlist). Use the arrows up or down, to change the sequence. (You would need to use normal – not simplified mode, and make sure that “random” is not checked in configuration).

**Select Multiple Files .** You can select multiple files (Using Shift and Ctrl as standard in Windows

**Drag And Drop – Internal.** You can also drag and drop files from left to right

**Drag And Drop – External.** You can even drag and drop files from an external directory. Just open a directory with Windows Explorer, drag and drop it to the right side of the Display Manager GUI.



## Step 3 – Start Player.

**Start Test Player (Small integrated player)** To the left of the Player drop Down you can test the player/playlist. It will display in a small player window within the Application interface – not as it will play normally. To play normally, as it is configured (size and position), press the corresponding Icon above “My Display Manager”.

**Start Full Player (production Mode).** The DMLE comes with three players installed by default (more can be purchased separately). Either of these players can be started and stopped from the DBME GUI.

These will play in *live mode*, as they are configured, with position and size. (That is, if you use the same screen for playback, it may “overlay” your current desktop. Press *Shift+Tab* to get back your configuration screen).

These icons can be found at the top left of the GUI. They are green, when the player is playing and red when not playing.



DMLE - all players and overlay are off.



DMLE – 2 x Screen Players, One Music Player and Video Overlay player. Here the 1st Screen Player, and the Music Player is enabled and playing. The 2<sup>nd</sup> Screen Player, and the Overlay is not playing. (red).

**Start Live (Ctrl+Shift+F10).** Exit the Admin and start all players and overlays, (You can also press the Databeat Logo in the Admin GUI). Once all is running, Press Ctrl+Shift+F10 again to stop all, and go back into the administration GUI.

## Special Functions

**Open A directory.** You can open a directory to be displayed in the left pane, by pressing the Directory folder. (Display Manager will remember the last settings for you in the drop down). You will see a



standard Windows

Explorer window in

which you can move to the selected directory and select it.

When you open it, relevant media files will be displayed in the windows below. Files with Green Background is available and can be added to the playlist (drag & drop or use the plus sign).

Files that are red is already in the playlist. When you move the files from left to right the file are

Name	Size	Type	Modified L
Airshow!.wmv	167402...	Windows Media ...	21.09.200E
Best of Nature.wmv	245379...	Windows Media ...	21.09.200E
Cityscapes.wmv	370539...	Windows Media ...	21.09.200E
Corvette.wmv	321122...	Windows Media ...	21.09.200E
Crystal Kingdom.wmv	230835...	Windows Media ...	21.09.200E
Hawaii.wmv	112427...	Windows Media ...	13.09.200E
Honeymoon.wmv	400219...	Windows Media ...	21.09.200E
Hot Air Balloons.wmv	254542...	Windows Media ...	14.09.200E
Moscow on Ice.wmv	402329...	Windows Media ...	21.09.200E
Route 66.wmv	295811...	Windows Media ...	21.09.200E
Stealth.wmv	233142...	Windows Media ...	21.09.200E

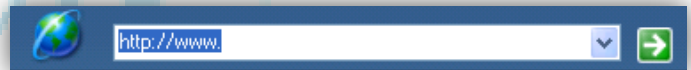
Files already in the playlist are marked as light red. The green files are available to be transferred to the playlist using a background process.

copied in the background using a dedicated process, so that you can still work with the Display Manager Administrator. The files will be red when they are not yet copied

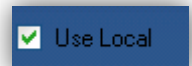
Name
c:\DM2Media
Crystal Kingdom.wmv
Honeymoon.wmv
Route 66.wmv
Stealth.wmv

Files in the playlist, not yet copied, will be marked as red. They are green as soon as the copy process has finished.

**Add a URL.** Databeat Display Manager can display a Webpage as it does a Media Files (Only available if you have configured it to use Normal Mode). Press the Globe to add : <http://www.>, or type in yourself. You can test the URL by pressing the green arrow (The web page will be opened in a separate browser window). Use the plus (between the two panes in the middle of the screen) to add the URL to the playlist).



**Open remote Computers.** Databeat Display Manager Admin can also work on a remote computer. Un tick the "Use Local" Checkbox. And press on the Computer icon to get the computer to refresh a list of computers that is available in within the same domain, or enter the PC name or IP address in the text box.



**Configure Auto start and Overlay (Advanced).** Databeat Display manager saves configurations in dedicated configuration files. Two of these can be opened and configured from within the admin GUI. From left to right these are:



- **DatabeatCS.ini.** Controls the behavior of the Client Service, use caution; you can easily misconfigure the system. For details see Appendix 1.
- **DBDMmonitor.ini.** this controls the behavior of the of the various players. Use caution; you can easily misconfigure the system. For details see Appendix 2.

## Concepts and Technical Stuff

### Understanding Screen Positioning & Size.

A PC can have one or more monitors attached. Even if you have multiple monitors attached, the PC sees only one - virtual - Monitor. You can address each point of the monitor(s) by cross-referencing X & Y coordinates. The first (X) tells you where to start drawing horizontally, and the Y, tells you where to start vertically.

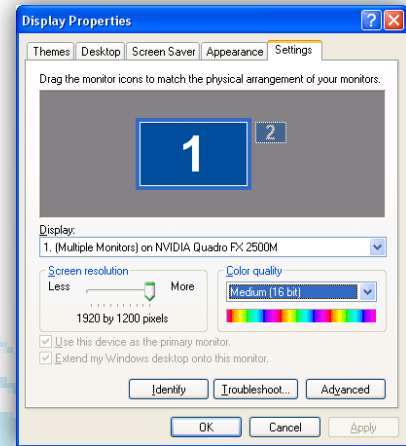
The *Upper Left* corner on the PC's Primary Display has 0 both in X & Y. Using 0's both in X & Y will tell the Display Manager to play content from top left. Should you wish to start a little bit to the right, change the X parameter to - for instance - 150, and it will move position a little bit to the left. Similar, if you change the Y to - for instance - 200. You will see that it moves a little bit down.

How much it moves depend on your PC's current resolution setting.

A typical setting is 1024 x 768. That means that the monitor has 1024 available pixels on the Horizontal axis, and 768 on the vertical.

The PC's Display Properties can be accessed by right-clicking anywhere on the PC desktop (where there are no icons), Choose *Properties* and then *Settings*.

Play around with it, you will soon understand how this *easy-to-do-hard-to-explain* concept works.



Windows Display Properties

### Default Setup of Player Position

<table border="1"> <tr> <td>Player Name</td> <td colspan="3">Databeat DM1</td> </tr> <tr> <td>Player Size</td> <td>Width</td> <td>512_</td> <td>Height</td> <td>288_</td> </tr> <tr> <td>Player Position</td> <td>X</td> <td>0_</td> <td>Y</td> <td>0_</td> </tr> </table>	Player Name	Databeat DM1			Player Size	Width	512_	Height	288_	Player Position	X	0_	Y	0_	<p><b>Default setup of DM1 Screen Player.</b> Its size is 512 x 288 Pixels, and it starts on top left corner.</p>
Player Name	Databeat DM1														
Player Size	Width	512_	Height	288_											
Player Position	X	0_	Y	0_											
<table border="1"> <tr> <td>Player Name</td> <td colspan="3">Databeat DM2</td> </tr> <tr> <td>Player Size</td> <td>Width</td> <td>512_</td> <td>Height</td> <td>288_</td> </tr> <tr> <td>Player Position</td> <td>X</td> <td>0_</td> <td>Y</td> <td>288_</td> </tr> </table>	Player Name	Databeat DM2			Player Size	Width	512_	Height	288_	Player Position	X	0_	Y	288_	<p><b>Default setup of DM2 Screen Player.</b> Size is 512 x 288 Pixels. it has same size as DM1 and it starts 288 Pixels below top left corner. (288 = height of DM1), DM2 will start just beneath DM1</p>
Player Name	Databeat DM2														
Player Size	Width	512_	Height	288_											
Player Position	X	0_	Y	288_											

### Understanding Multiple Screens / Monitors

You can have one or more screens attached to your PC. You can have a multi-adaptor installed (with 2,3 or even 4 outputs), and you can have more adapters in the same PC.

But even if you do, the PC will understand this as one - virtual - screen. Each screen having its coordinates, positions and sizes. Databeat Display Manager understand these coordinates and sizes, exactly as the PC does.

Example 1. If you for instance have two monitors installed, both 1024x768 resolution. The first

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screen (called the primary monitor) will have its upper left corner referred to as 0,0 (X and Y coordinates). With one monitor next to it, this monitor will start on horizontal line 1025 (1024+1) and on the same vertical axis (0), so its upper left corner will be referred to as 1025,).

Example 2. If you place your second monitor to the left of the primary display, you can reconfigure this by dragging and dropping it in "Display Properties" (Press *Identify monitors* to find your monitors). Then. Having the second monitor to the left, makes it a little different. Having the primary display as 0,0, the second monitor will now have a reference of (-1024,0).

You can also place monitors over and under, by dragging and dropping the monitors in Display Properties. You will see that coordinates changes, as do the movement of the mouse across monitors.

Multiple monitors are fun, but can soon be complex, you can easily get lost. Contact Databeat or your vendor if you need help with your multiple monitor setup.

## Understanding Codecs

Display Manager will play "any kind" of media-file that can be displayed by default on your computer. For video we typically recommend Microsoft codecs (wma for audio and wmv for video). They are good, efficient and is included already with your operation system and windows mediaplayer.

**Licensed codecs.(ie Mpeg2, Mpeg4, and H-264)**. Databeat Display Manager will only play with the codec that is already installed on your computer. That it, it will play Mpeg2, H-264 or MPEG-4 only if you have installed a valid codec, and it is running. These codec's are typically licensed and can be purchased on the net. To not hesitate to contact Databeat or your vendor for more information or to buy a specific codec.

## High Definition (HD)

Databeat Display Manager will typically display what the PC can display. PCs has since long been "HD-ready" in that they can play back a video with the right format (16:9), both 720P and 1080i, the two HD-formats. A standard PC has typically within it the power of displaying media files with high enough bit-rate to call it HD. But this will depend on the PCs capacity (disk, RAM and CPU), but more so the GPU (The Graphical Adapter and it's processor). You do not need to purchase the most advanced PC and Graphic adapter to play back HD seamlessly. The right configuration will give you extraordinary results on a good monitor. Please contact your dealer for help or to purchase a HD capable GPU.

## Aspect Ratio

The aspect ratio is the relationship between the length of horizontal axis and the vertical. In the PC world it is typically 4:3 (like 1024 x 768). Standard Definition (SD) TV has also 4:3, but this is rapidly changing, the HD formats are 16:9. (it looks much wider). WideScreen Monitors (16:9) are becoming more typical also for PCs these days, with prices rapidly decreasing. TV, video and film have different formats, from 4:3 to Widescreen (16:9). Movies are typically even wider.

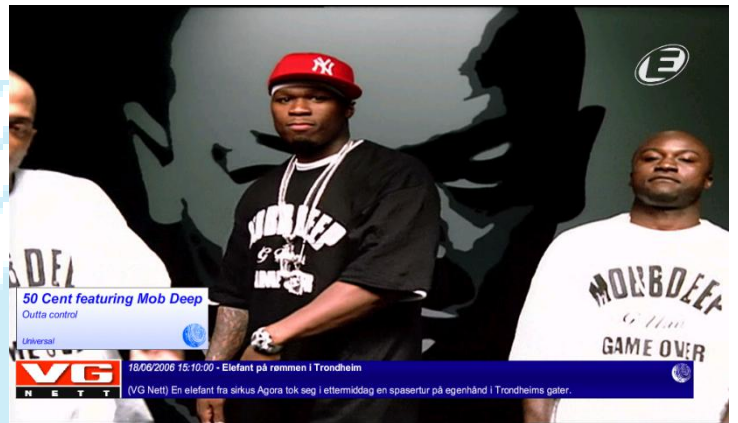
The Display Manager playback can be defined as you like using its height and length configuration, and it will try to adapt to the media file format. It will typically display video in a so-called letter-box format, with black boxes on top and below, if you have for instance have defined a 4:3 windows and attempt to play a 16:9 video in it.

## Graphic Overlay (Adobe Flash Files)

A neat feature with the Display Manager is its ability to show graphics overlaying the main presentation (video, picture or what you decide to use). Based on Macro Media Flash (Now Adobe Flash). You can create your own animations and put them on top of the Display Manager, and it can even be made transparent.

This enables you to tailor your screen to appear as your own TV channel.

In the example to the right you can see three such animations, an XML based news ticker, a rotating TV Bug, and a presentation of the video playing below.



3x Flash animations overlaying a HD format video, makes it possible for you to brand your displays as your own TV channel.

Settings up these animations are done by directly configuring one of the configuration files, and briefly explained here.

Below is a section of the DatabeatCS.ini file, for further documentation of this file, please see Appendix 1.

<pre>[LogoRotate] X = 760 Y = 20 W = 150 H = 150 Repeat = 99 BGColor = 255 AutoPlay = 1 StopIt=0 XDrift=0</pre>	<p>To the left is a section of the DatabeatCS.ini which controls the Flash Animations. The Section, in Square Brackets is the name of the animation. The example to the [LogoRotate] tells the system to look for <i>Logorotate.swf</i> in the DatabeatCS directory. The X,Y position works exactly the same way as the Display Manager player where X &amp; Y are coordinates. W &amp; H are size parameters.</p> <p>You can add your own sections, just make sure that the animation name corresponds with the name in square brackets, except for the extension (.swf)</p> <p>See Appendix 1 for further information.</p>
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## Player Configuration

Press the icon to the left of the “Select Player” drop-down to enter the configuration menu. In the configuration menu you can define each player property, where it is to display, the position and size of the screen, whether it is to have audio or not, if it is to play random or sequential, and Operational mode; Simple or Normal Mode.

You should probably know a thing or two about PCs, but we have tried to make it easy for you. Here we go through the options, from top to bottom.

## Username and Password

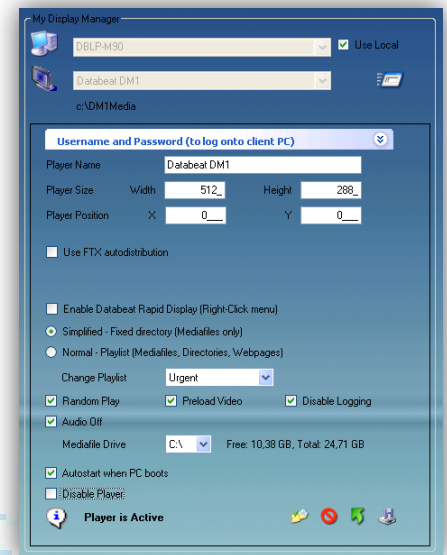
When you access remote computers to get files from it or to copy files to it, your user credentials may not be enough. You will have to have a valid user name and password to work on that computer.

Depending on the configuration of the specific computer, it may also be required to have the Domain name. The system administrator or similar will tell you what the log-on credentials are. To log in simply type in username and password (remember they are typically case-sensitive, so you must type UPPER and lower case corRReCtly).

You can choose to hide or display the password using the “Hide” Checkbox. If you are required to use a domain-name, the username is “*domain-name\username*”

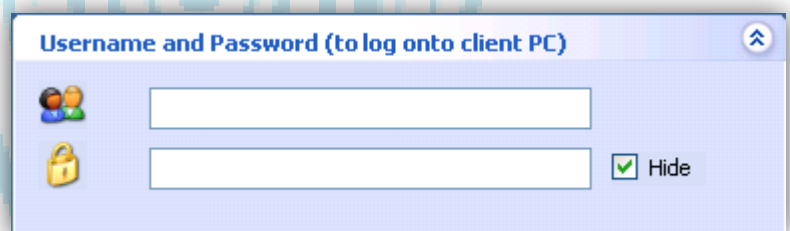
**Player Name.** Default name given to the Players after install is Databeat DM1, Databeat DM2, and Databeat DMMusic. You can choose to keep those, or you can give them names as you like to remember them easier. We recommend to keep the default settings. Here you type in the name you want, and when you save the configuration (save icon on bottom of the page), that will be the new name of player.

**Player Size and Position.** Here you define the size and position of the player, giving its X and Y positions, Width (Number of pixels horizontally) and Height (Number of pixels Vertically). For further information this is covered under “Concepts and technical Stuff” in this manual.



### Username and Password (to log onto client PC)

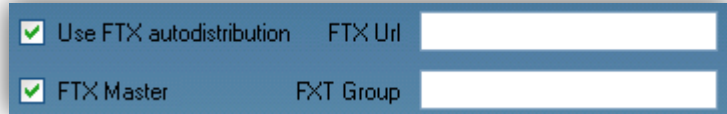
Press the two-arrow button to expand the username/password text box.



The expanded username and password text box.

## Use FTX Auto distribution.

FTX is a powerful concept with which you can replicate your master players (Your Admin PC) to multiple similar players. The files will be copied to a dedicated FTX-file server from which it will be replicated to other Display Managers with same attributes. The setup of the FXT utility is not covered here, but for the Display manager to work you only need three simple things, either from Databeat, your partner or your system administrator.



A screenshot of a configuration window showing two checked options: 'Use FTX autodistribution' with an adjacent 'FTX Url' input field, and 'FTX Master' with an adjacent 'FXT Group' input field.

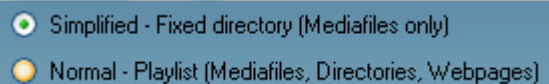
- **The FTX URL.** This is the address of the FTX Main server. Typically it is FTX://195.0.211.101, which is Databeat default FTX server URL.
- **Whether or not to set FTX as Master.** Whether your Admin PC is to be the master unit or not. FXT works as a replication service, based on a master the other Display Managers in the group will be replicated. We recommend you use a dedicated Admin PC as a Master Unit, and it is also the default setting. When your Admin PC is Master, files that is copied to the right pane will be copied to all subscribing Display Managers. The same will happen, also with files you delete – they will be deleted on all subscribing Display Managers.
- **FTX Group.** This is a unique name identifying the group this player belongs to. A similar setting will be on all Display Managers and it is used to recognize its configuration, playlist and media files.

**Enable Databeat Rapid Display (not yet enabled).** This utility will enable Databeat Rapid Display. When you are in Explorer and have a media file highlighted, you can distribute it simply by right-clicking on it. A menu will appear which enables you to send it to the player directly.

**Operational Mode (Simplified or Normal).** Databeat Display Manager has two modes of operation; Simplified & normal.

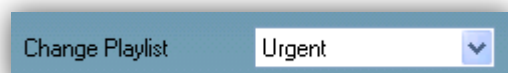
**Simplified mode** Player is configured to play all media files in a given directory. Then you can add and delete files in this Directory, and Player will play accordingly. You can mix all kinds of media files, but in this mode it will not display web pages.

Neither can you control the sequence in which files are played.

- 
- A screenshot showing two radio button options for Operational Mode: 'Simplified - Fixed directory (Mediafiles only)' (selected) and 'Normal - Playlist (Mediafiles, Directories, Webpages)'.

**Normal mode.** Here you can build a specific playlist of media files, web-pages and Directories. Only those files, Directories or URLs that are specified will be played, and you can define whether or not you can play files in random or in a specific order (as defined in the playlist).

**Change playlist.** You can decide how soon after the player has received new playlist information it is to act upon it. The three modes are Immediate, Urgent and Normal.



A screenshot of a 'Change Playlist' dropdown menu with 'Urgent' selected.

- **Immediate.** When the player receives a new playlist, it will abort the current track it is playing and start immediately on the new.
- **Urgent.** When the player receives a new playlist, it will play through the media file it currently displays, and after that start playing on the new playlist.
- **Normal.** When the player receives a new playlist, it will play the current playlist through to the end, and from then on start the new playlist.

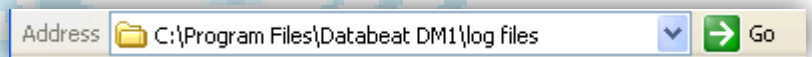
**Random Play.** You can choose whether the player will play files in sequence (as defined in the playlist, or listed in the directory) or randomly.



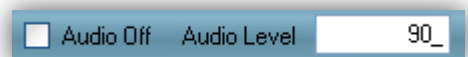
**Preload Video.** PC can play back video in two modes; using *Hardware* overlay (GPU Resources) or *Software Overlay* (Using the PC processor resources). Databeat Display Manager is configured to play back video and media files with as little space (black) between the clips as possible. To do this, the player preloads the following video in memory, and start to play it immediately after the previous has been played. That can be too soon for a PC and its operating system, which only can allocate the much needed *hardware overlay (GPU resources)* to play back video with highest possible quality. If the Pc does not have time enough to release the previous videos from its *hardware overlay buffer*, it will use *software overlay*. You may or may not see this, but videos may have horizontal stripes on it, and animations on overlay may flicker. This is a PC limitation we in Databeat strive very hard to overcome. For now, you have the option to turn off “Preload Video” and hardware overlay will be used, every time. The cost is a period between each video clip.

**Disable Logging.** Databeat Display Manager can write text log files to a subdirectory under the bin directory. (See example picture).

Here you can choose whether or not to write these log files.

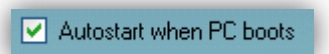


**Audio Off.** A PC has typically one Audio Card, and with three or more Display Managers running you should decide which one to use for audio (if you want audio at all). If you decide to turn Audio on, a new item appears called Audio Level. Here you can decide the level, from 0 – to 100.

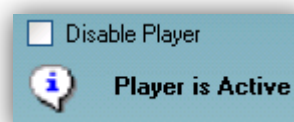


When Audio is enabled Audio is by default set to 90, but you can change this value if you want it more or less louder.

**Autostart When PC Boots.** Turn on the option if you want this player to automatically start when the PC boots.



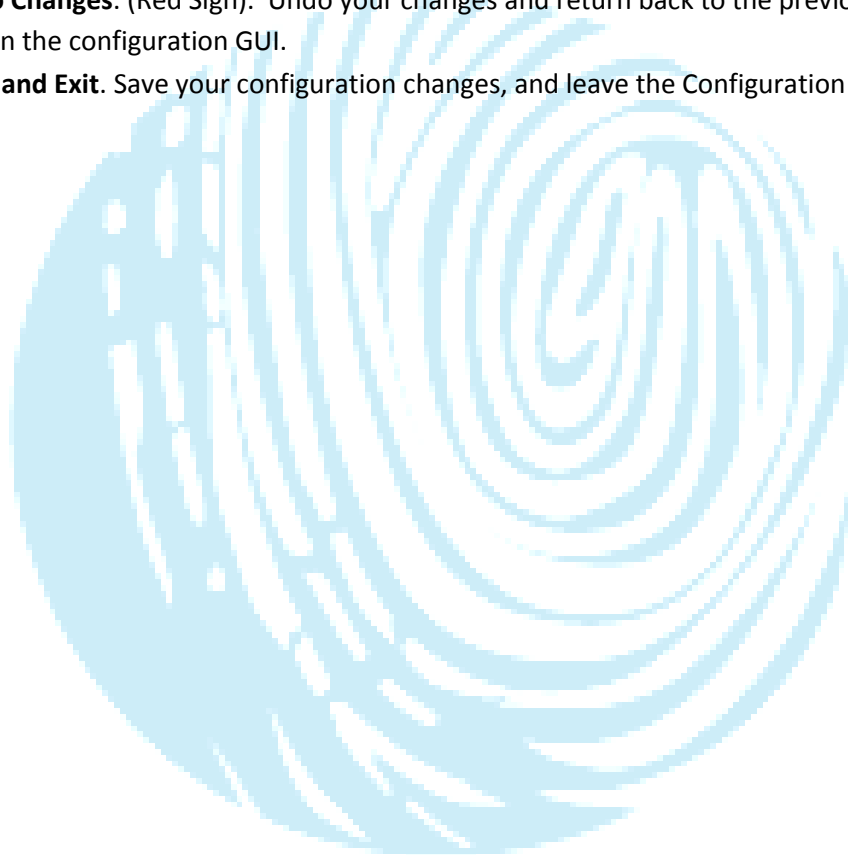
**Enable or Disable the player.** Use this option to turn off this player completely, or turn it on again. The label will change if you disable it.



**Save, discard and undo changes.** At the bottom right corner of the configuration menu, you can see 4 icons. They have balloon help (a balloon with text will be displayed if you point your mouse over it). From left to right these have the following functions :



- **Fetch Configuration Settings.** (Directory icon) With this option you can fetch configuration from a remote Display Manager, if you have access to it (See user and password above).
- **Discard Changes.** (Red Sign). Discards your changes and leave the Display manager configuration GUI.
- **Undo Changes.** (Red Sign). Undo your changes and return back to the previous settings, but stay in the configuration GUI.
- **Save and Exit.** Save your configuration changes, and leave the Configuration GUI.



## APPENDIX 1 - DatabeatCS.ini

[General]	
DynamicUpdate = 1	
StopIt =1	
[DBDMmonitor]	
DBDMMonitorIni=DBDMMonitor.ini	
DBDMProcesses=DBDM1;DBDM2;DBDM3	
DBDMAutoStart=1	
DBDMAutoReStart=1	
DBDMStopAll=1	
StopKey=A	
[LogoRotate]	
X = 1090	
Y = 0	
W = 150	
H = 150	
Repeat = 99	
BGColor = 255	
AutoPlay = 1	
StopIt=0	
XDrift=0	
YDrift=0	
Driftfactor=0	

---

## APPENDIX 2 - DBDMMonitor.ini

[DBDM1]	Process name of player	Referred to in DatabeatCS.ini (DBDMProcesses). Must have exactly the same name.
DMDirectory=c:\program files\Databeat DM1		
DMAutoStart=1		
DMAutoReStart=1		
DMStop=0	<b>On/Off flag</b>	<b>DMStop = 1 Disables the relevant player.</b>
RapidDisplay=1		
StopKey=1	<b>Ctrl+Shift</b>	