WELCOME TO PIX IT WORLD!
MAKE YOUR OWN SMALL MOVIES! IT'S FUN AND EASY.

What is PIX IT? We have all seen lots of LED matrix displays used as adverts outside stores but they are all designed to display a standard set of letters, numbers or special symbols as well as frequently featuring boring scrolling effects…

PIX IT is a small gadget device which uses a 5x7 LED dot matrix display which is fully programmable to your needs. PIX IT runs from just two size AAA batteries.
To create your own animation, simply download our free software called Frame Editor, design your small movie, download it to the device and enjoy watching it.
No time for making movie? Please have a look at our download section, where you can find lots of pre made movies, which we would like to share with you!

What can PIX IT be used for?
Just for fun – create your own movie and share it with your friends and relatives.
Make your party unique with different movies loaded to a several PIX IT devices.
Artists/designers could use it to improve their projects/shows to attract/fascinate their visitors.
Use it as temporary sign to guide people onto your site.
Use it as a dice or as simplified card/picture in your games.
Make a special gift for the person you love so much and create for him/her the movie from your heart.
Create your own unique advert/information message to display on PIXIT for your shop, hotel, office, home, car or boat…
Decorate your rooms, windows or Christmas trees for festive seasons

I am sure you can think of hundreds of uses for your PIX IT, it's only limited by your imagination…
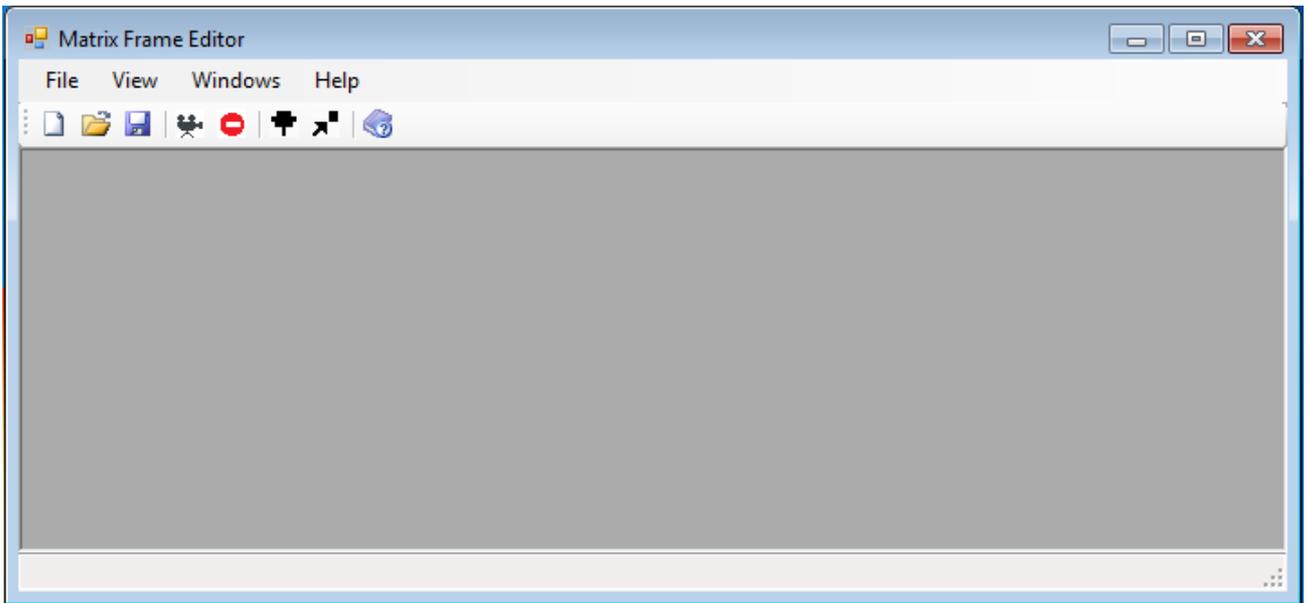

Have fun, PIX IT now!

How to Install Frame Editor.

This software is free to use and designed to make small movies on the 5x7 dot display and download it to your PIX IT device. The current software release is designed to work on Windows XP and later Windows operating systems.
Please note that .NET framework is required for the software function properly.

1. Download the Frame Editor software from our website at www.kosbo.com in the software download section. The latest release is always available there. Save the file in a temporary location such as your desktop.

2. Open the folder where you have downloaded the software and double click on the frameeditor 5x7.zip file. Depends on what archive program you use on your PC, it will open a new window or folder with several files zipped in the frameeditor.zip archive.

3. Extract all files to the folder where you would like to keep Frame Editor, for example C:\FrameEditor.

4. Close your archive program and navigate to the Frame Editor folder you have just created.

5. Double click on MatrixFrames.exe file.

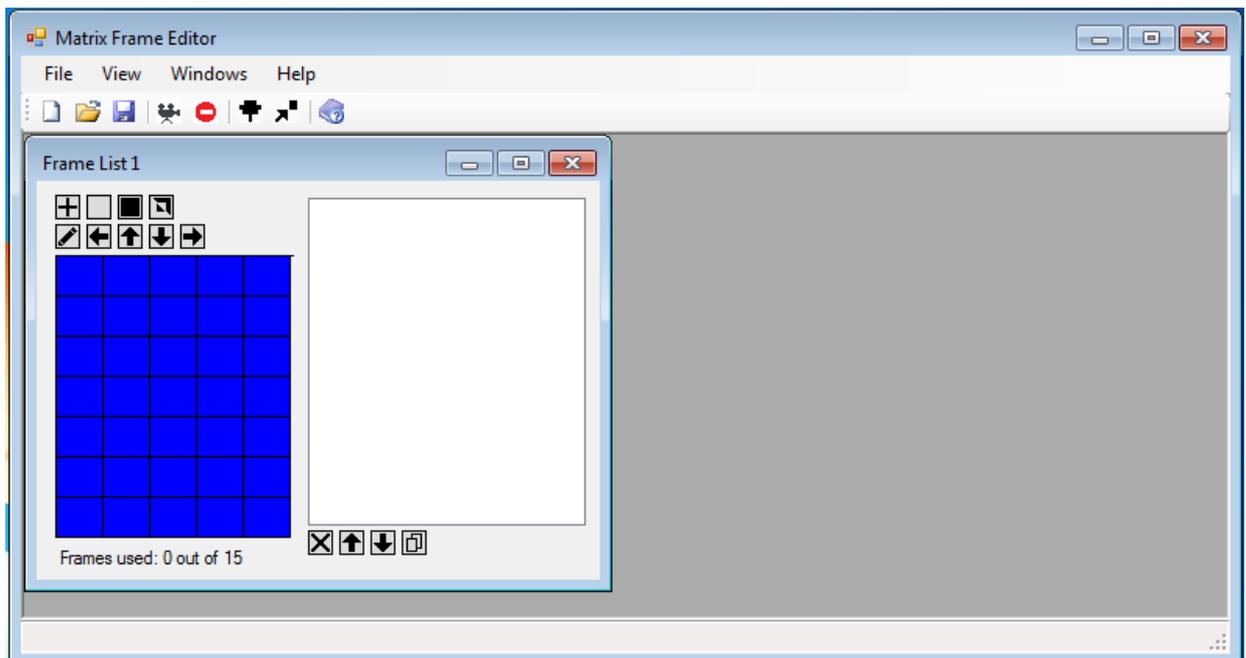6. The Matrix Frame Editor program will now be running.

7. You have now successfully installed the Frame Editor program.

How to use the Frame editor

The Frame editor is very simple to use. Follow the steps below to create your first PIX IT movie. Please note, this software is under constant development and new options/features will be implemented regularly, please check our web site regularly for the latest software.

Once you have opened the New Frame List window by going to File ->New or clicking on the "New" button, the Frame List editor window will appear inside Frame Editor program. It has two sections divided vertically. Left one contains simplified drawings of 5x7 LED matrix. While the right one contains the code strings which will be sent to PIX IT device when you upload it via a USB to Serial Port cable.

The main idea you have to follow is like in the creation of cartoon videos - you have to create a number of frames, which will be displayed quickly to give the effect of movement.
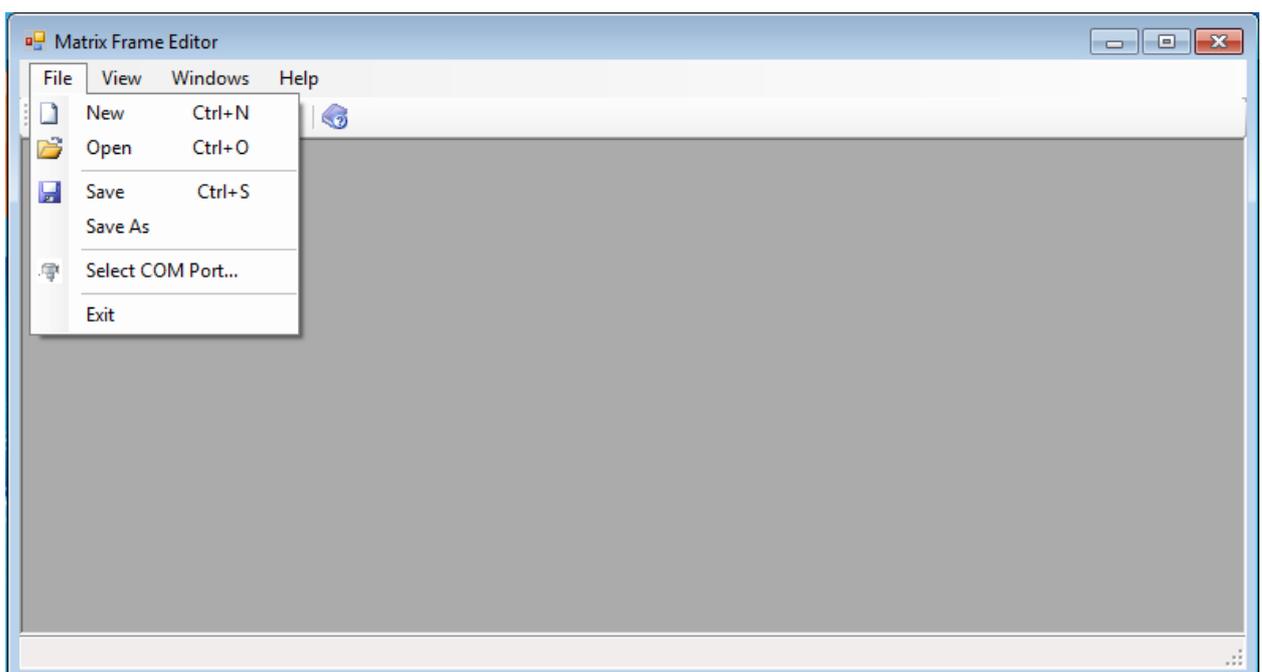
Simply create your first frame by pushing on the required blue square (pixel) to set this pixel to on, then click + (add Frame) button to save the frame and its code should appear in the right list box. Clicking on the same blue square (pixel) switches it on and off.

To edit the frame once it's in the list box select the frame in the list box on the right and make your modifications in the matrix grid, click the edit button which looks like a pencil to save the modifications and its code should update in the list box on the right.

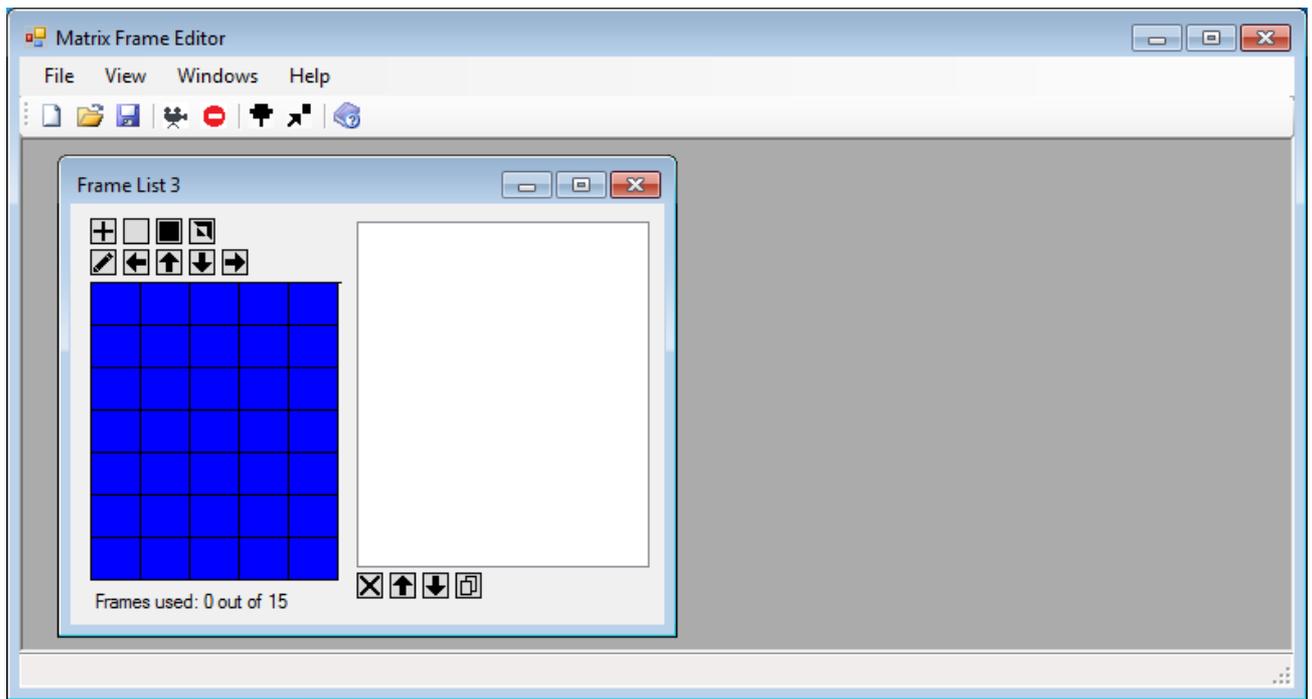Repeat the above procedure until you have completed your short movie.

Once you have created you movie, do not forget to save it, go to File -> Save As to save the movie you have just created. Now you are ready to download your movie to PIX IT device…

The FrameEditor window has a few standard features as all Windows programs:

These options, except "Select COM port", are standard and no need to explain them here. The "Select COM port" button allows you to change COM port number, which is used for communication between your Frame Editor program and your PIX IT device. See below for more details.

Lets concentrate on Frame Editor specific functions:

The Two rows of buttons in the top left corner of the Frame Editor window:

Top row icons in the Frame Editor list window on the left:

Add Frame (+ button, first from the left) is the one of the most important function in the Frame Editor. You have to click this button EVERY time you have created new frame and want to add it to your movie.

Clear all (grey square button, second from the left) is to clear all pixels on the matrix. Handy to make a fresh new frame.
Fill it all (black square button, third from the left) is to turn all pixels on. Useful when making a new frame where more than half pixels have to be switched on.
Inverse image (diagonal divided square button, forth from the left) inverts your image. - All on pixels would be turned off and all off pixels would be switched on.

Second row icons in the Frame Editor window on the left:

Edit Frame (pencil icon button) is to edit a selected frame which has already been added. You have to select frame in the right code string listing first, then modify it in the matrix frame and finally click the Edit button.

Shift left (left arrow button, second button from the left) is to shift all matrix pixels by one column to the left. Please note, this command does not save or edit the code in the list box. To save it as new frame you have to click on + button or press the edit button while having an existing item selected.

Shift up (up arrow button, third button from the left) is to shift all matrix pixels by one row up. The same exceptions apply as the Shift left button.

Shift down (down arrow button, fourth button from the left) is to shift all matrix pixels by one row down. The same exceptions apply as the Shift left button.

Shift right (right arrow button, fifth button from the left) is to shift all matrix pixels by one column to the right. Please note, this command does not save or edit the code in the list box. To save it as new frame you have to click on + button or press the edit button while having an existing item selected.

One row buttons in the bottom right half of the Frame Editor window:
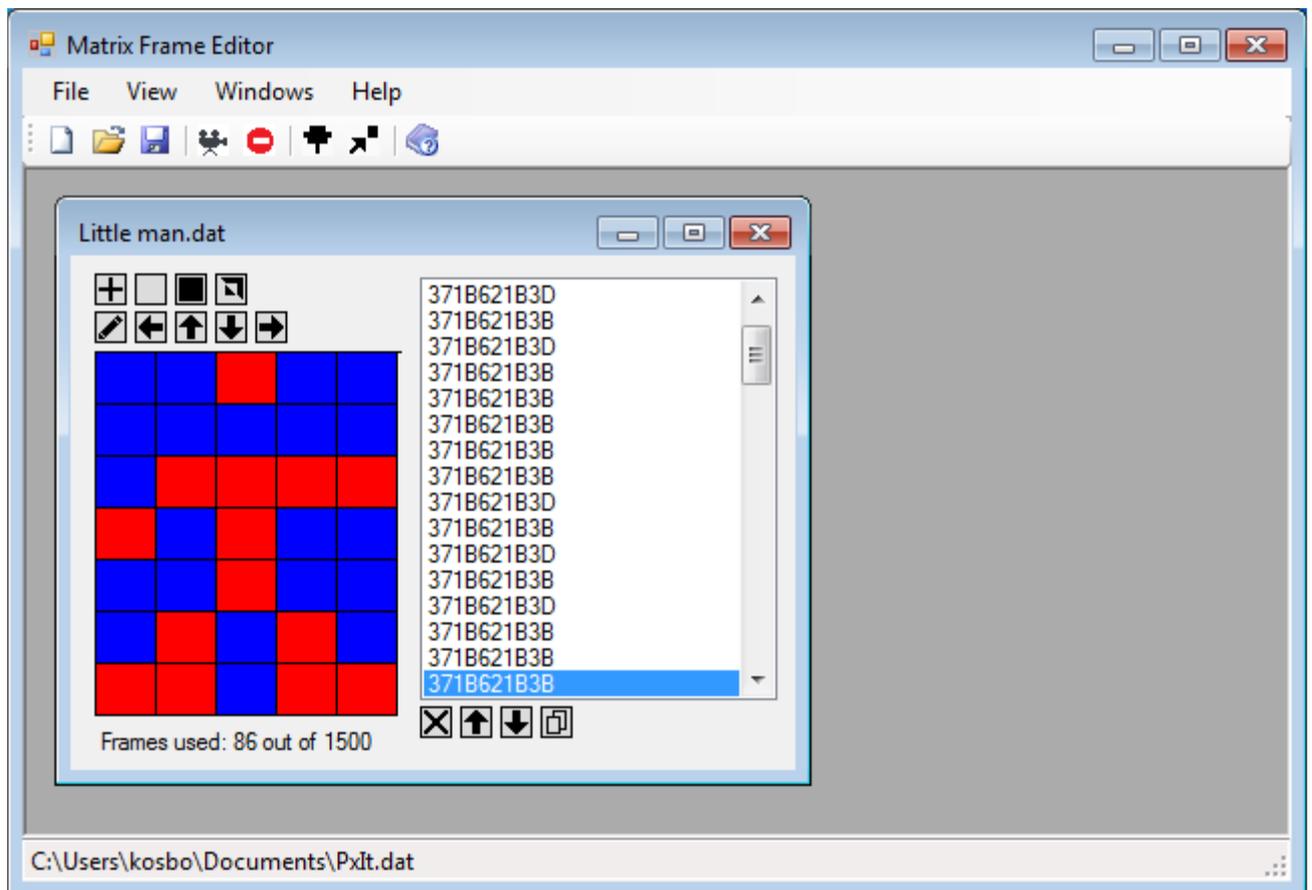
⊠⬆⬇▣

Delete Frame (black cross button) is to remove selected frames from the composition (list box). You have to select the frames in the list box.

Move frame up (up arrow button, second button from the left) is to move a selected frame within composition by one step up in the right code string list box, so the frame will be displayed one tick earlier. You have to select frame in the right code string listing first.

Move frame down (down arrow button, third button from the left) is to move a selected frame within the composition on one step down in the right code string list box, so the frame will be displayed one tick later. You have to select the frame in the right code string listing first.

Copy Frames (double rectangular button, fourth button from the left) is to copy selected frames to the end of composition. You have to select one or group of frames in the right code string listing first.

Matrix Frame Editor buttons:

New (blank document button) creates a new Frame Editor list window, where you create your movie.

Open (blank document button) allows you to load previously saved movies.

Save (diskette sign button) opens new window to save your movie.

Run Movie (old camera button) emulates small video composition on the left matrix display. It gives you chance to preview what you would see if you download your composition to your PIX IT device.
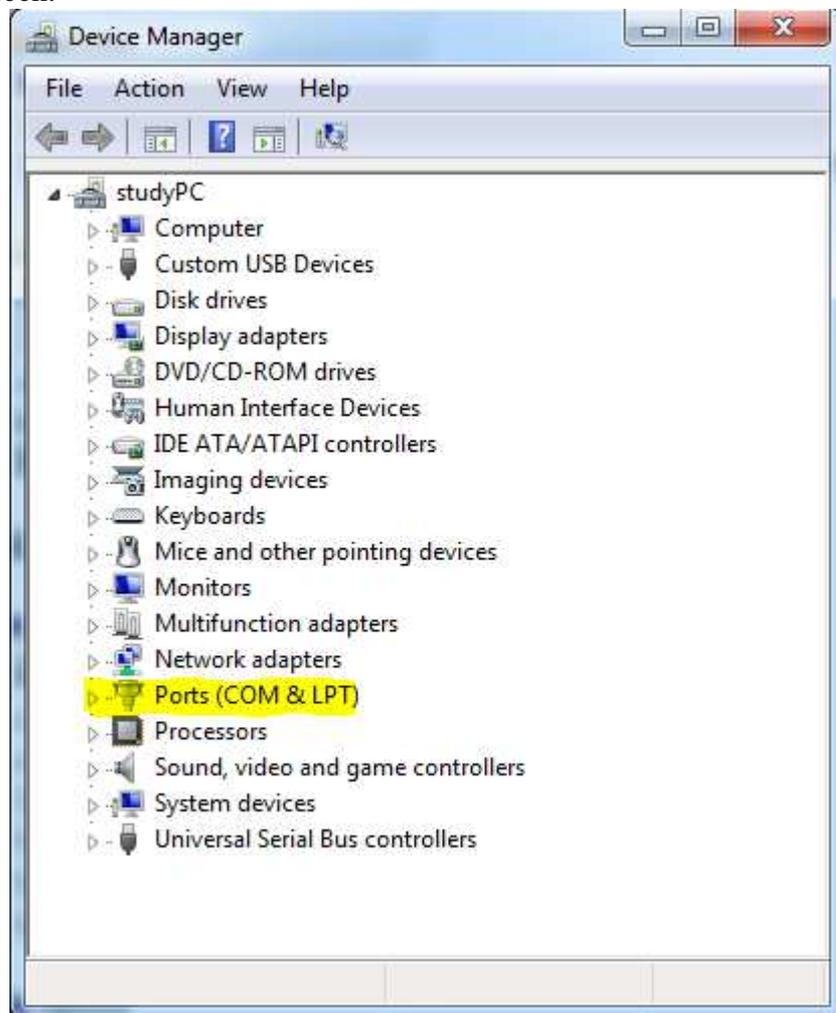
Stop Movie (stop sign button) stops emulating small video composition on the left matrix display. When you stop emulation, you are back to Editor mode where you can move or add new frames.

Select COM port (old connector sign button) opens new window to select the COM port number.
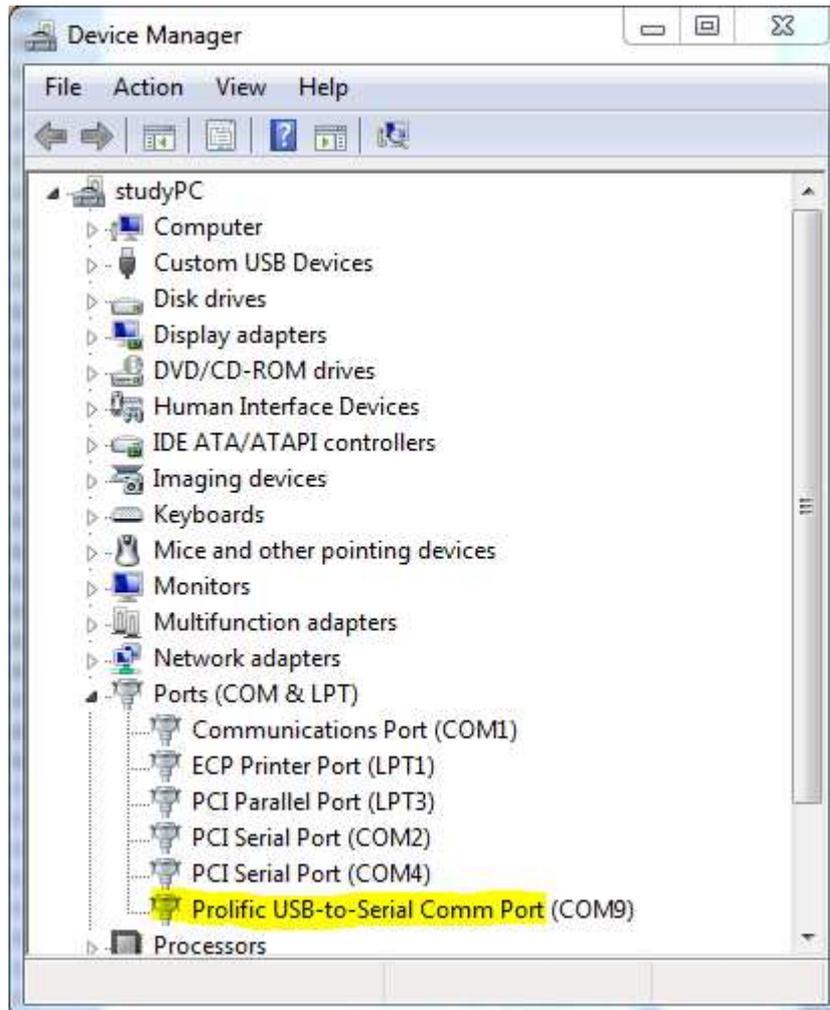
Upload (arrow pointing to device button) uploads currently opened frame editor movie into PixIt device.

How to connect and upload your movie to your PIX IT.

1. In your PixIt delivery package you should have a USB to Serial Port cable. It has a USB connector on one end and 3 pins connector on the other. Plug this cable into your PC/laptops free USB port.

2. Windows should automatically recognise this connection and necessary drivers will be installed automatically.

3. Go to Windows Start and type "device manager" in Search programs and files. In the appeared listing click on Device Manager program. A new window should pop up on your screen.

4. Double click on Ports (COM & LPT), Now you see all available Com ports on your PC. Please look for Prolific USB-to-Serial Comm Port. In brackets you should find its number. In our example, COM9, so the port number is 9.

5. Now you can close Device Manager window, you do not need it anymore.

6. Open Frame Editor, go to File -> Select COM Port, a new window will appear on the screen, called "Please, select the port name"

7. Click on small black triangle to see all possible COM ports. Choose the same port number as you have found in Device Manager. In our example it's port number 9.

Please, select the port name

Port name: COM9 ▼

OK   Cancel

8. Click OK to close this window.

9. Now you are almost ready to download your first movie to the PIX IT.

10. Make sure your PixIt device is ready and 2 AAA size batteries are correctly inserted in to its compartments.

11. Find the 4 pins connector on your PixIt device and connect the 3pins USB to Serial Port cable connector to it, so the white dots meet each other.

12. Now go back to Frame Editor and select Edit-> Write to COM port. Your PixIt will blink with 2 dots, meaning it is erasing its memory and is ready for your movie to be downloaded. Then the Frame Editor starts to load your movie and PixIt will blink a few times while the loading is in progress.

13. Once your movie has been loaded, PixIt would stop blinking and in 1-2 seconds it would start displaying your movie.

14. Now you can disconnect your USB to Serial Port cable from your PixIt device and enjoy playing with your PIX IT device.