

Help File – DCA App



Glastaster II Smart

General

With this DCA app any pictures can be recharged in the MDT Glass Push Button II Smart. The reloaded images must meet the following requirements:

- Format: Bitmap
- Size: 64x64 Pixel
- Colors: Black/White
- Background white, symbol color: black

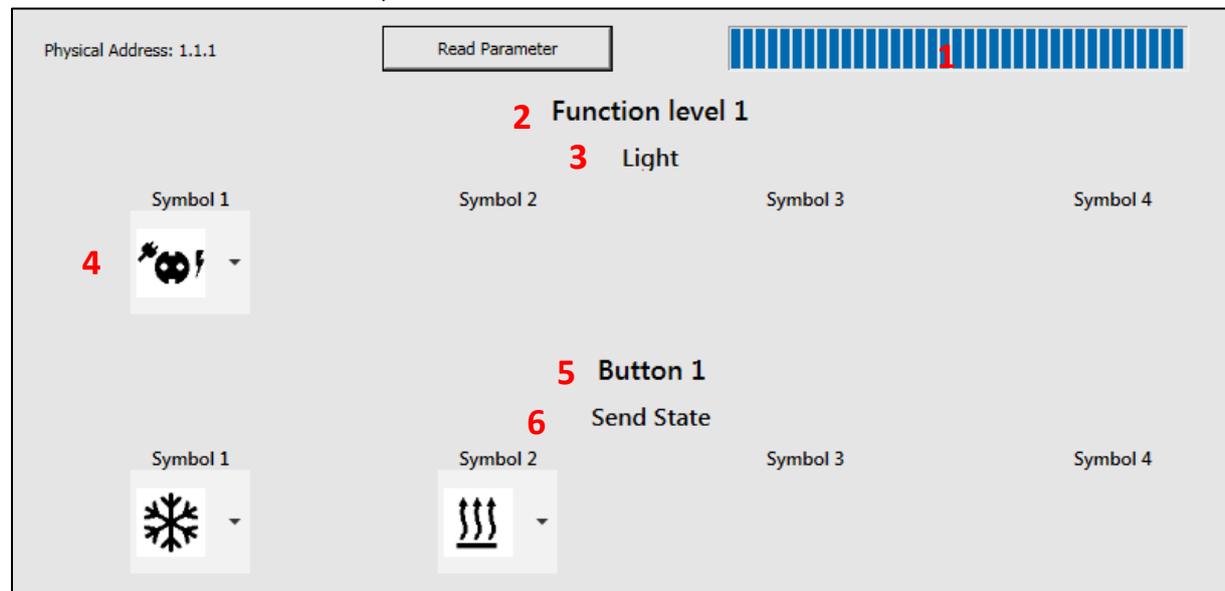
Window: Push-Button Symbols

The window “Pus-Button Symbols” displays the currently set button symbols. After opening the app, the following window appears:



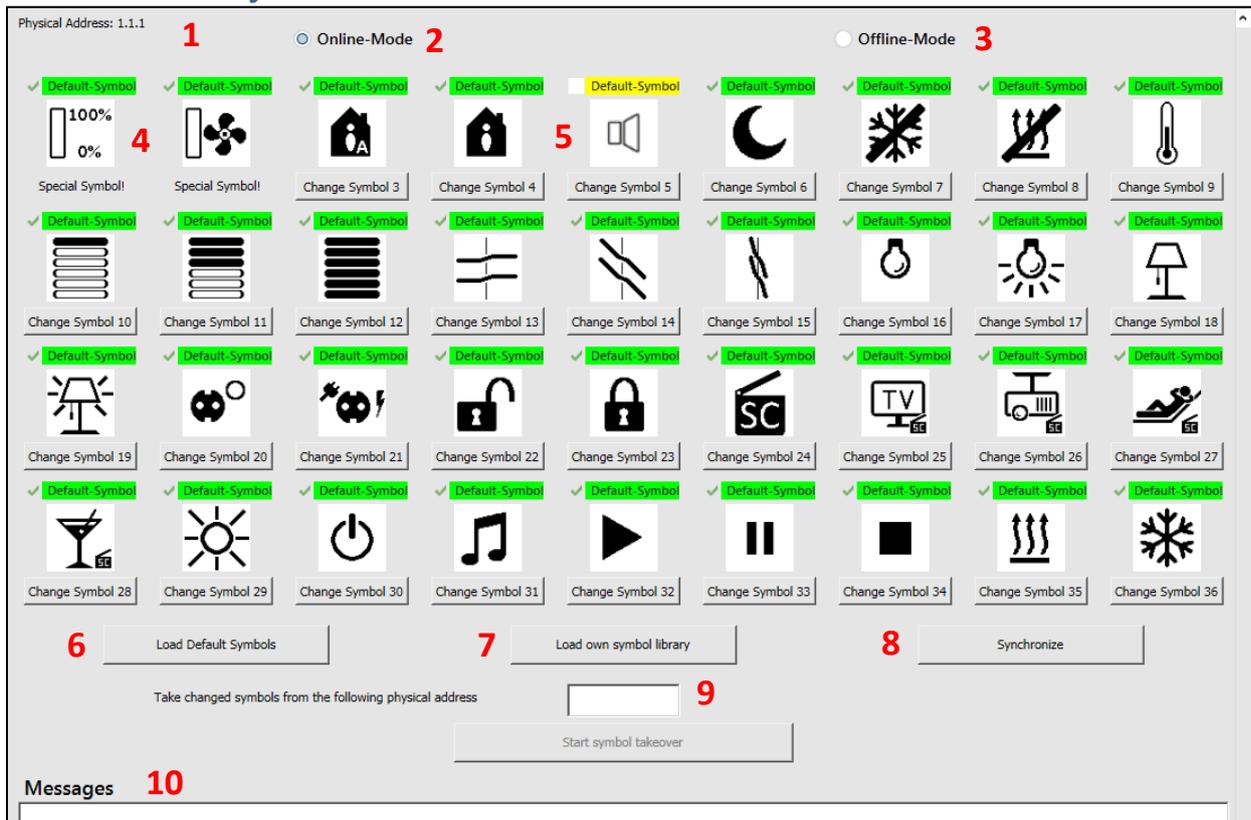
- 1 = Physical Address of the chosen Push-Button
- 2 = Button starts the reading of the currently set parameter
- 3 = Progress-Bar for the reading of the current parameter

If the Parameter were read out, the window looks like this:



- 1 = Progress-Bar for the reading of the currently set parameter (all Parameter were read)
- 2 = Title of the visualized button/function level, here function level 1
- 3 = In the parameter adjusted name for the button/function level, here function level 1
- 4 = Chosen symbol for function level 1 – Changes via the arrow down are set directly to the parameter settings
- 5 = Title of the visualized button/function level, here button 1
- 6 = In the parameter adjusted name for the button/function level, here button 1

Fenster: Alle Symbole



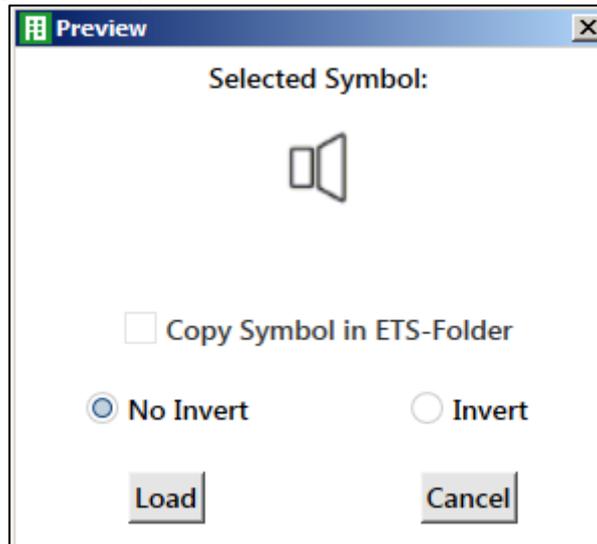
1 = Physical Address of the chosen Push-Button

2 = Selection of the Online-Mode: At the online mode, the symbol is loaded directly after change.

3 = Selection of the Offline-Mode: At the offline mode, the symbol is only loaded at the end by pressing the "Load Data" button. Once an image has been transferred in the offline mode, a button with the text "Load data" becomes visible. Pressing this button, all changed icons are transmitted together.

4 = The symbols 1 and 2 are special symbols and cannot be changed by the user.

5 = By pressing the buttons „Change Symbol 3..36“, the symbols can be changed. After pressing the buttons, a “Windows Explorer dialogue” appears and the new symbol can be chosen. If a new symbol was chosen, the following preview appears:



In this preview, the user has the opportunity to copy the symbol into its own local library by setting the checkbox “Copy symbol in ETS-Folder”. This is useful if symbols are used more often e.g. in several projects. Furthermore, it is possible to invert the image (black to white, white to black), if the symbol has a black background.

The checkbox at “Default-Symbol” gets unchecked if a symbol was changed. By checking this checkbox again, the Default-Symbol can be restored. Changed symbols are no longer shown with a symbol in the database.

6 = The button “Load Default symbols” restores all default symbols in the push-button.

7 = The button “Load own symbol library” loads a complete own symbol library. Therefore a folder, which contains the symbols 3-36 with the following naming Symbol_3.bmp, Symbol_4.bmp...Symbol_36.bmp, must be chosen. It is important, that the symbols 3-36 exists in this folder!

If the symbols are load via this button, the symbols are still shown with the original symbol in the database, because it is assumed that similar symbols are loaded.

8 = The button “Synchronize” checks if the displayed symbols are identical to the loaded symbols in the push button. This function is useful if a push button was inserted from another project or a push button was replaced because of a technical problem or something else.

9 = The function “Start symbol takeover” checks if changed symbols are found for the given physical address and downloads these symbols to the push button. The button gets active when a valid physical address is typed into the field. When the function is started afterwards, the App checks how many changed symbols are found and downloads them after a confirmation of the user.

The function helps to set all push buttons of a project with the same symbols!

10 = At the message box, information about the running and proceeded actions are shown.