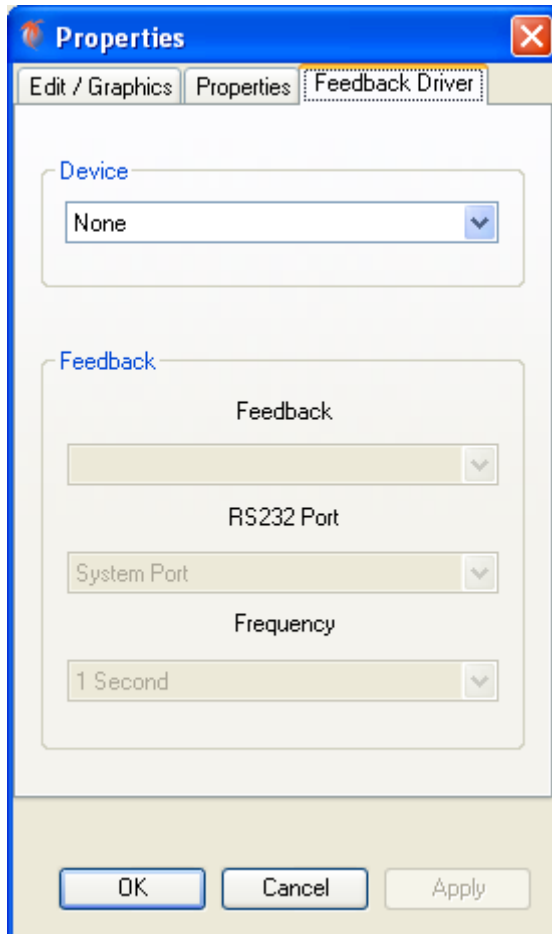


1. Text Box

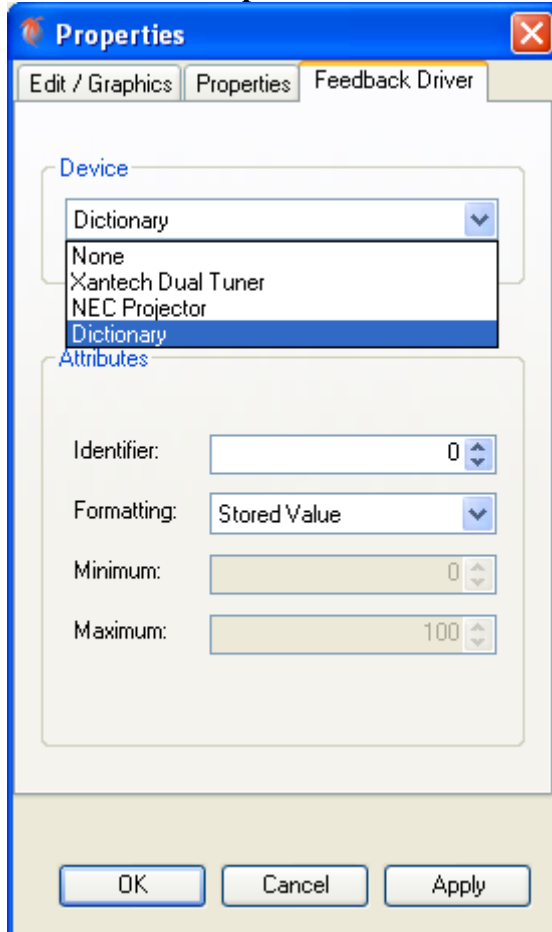
- a. Right click on the SPLCD screen and select “Insert Objects” and then “Text Box”



- b. Right click on the Text Box and select “Properties”.
- c. Click on the “Feedback Driver” tab.



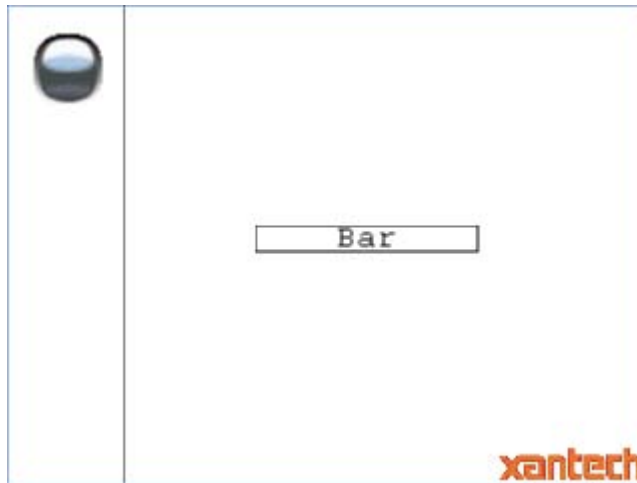
- d. From the Device pull down menu choose “Dictionary”.



- e. Enter a value for the Identifier (this will identify the object with a unique value).
- f. From the Formatting pull down menu select one of the following:
- Stored Value: Will just return whatever number or text you send to it.
 - IDLE/ON: Will return “IDLE” if nothing or 0 is sent to it. “ON” for any other value.
 - OFF/ON: Will return “OFF” if nothing or 0 is sent to it. “ON” for any other value.
 - TRUE/FALSE: Will return “FALSE” if nothing or 0 is sent to it. “TRUE” for any other value.
- g. **EXAMPLE**
- !**1TV**”hello”+
 - Sends the text “hello” to your text box with identifier of 1.
 - !**5DV1**+
 - Sends “1” to your text box with identifier of 5. If the text box had ON/OFF formatting, this would cause the text box to display “ON”

2. Bar

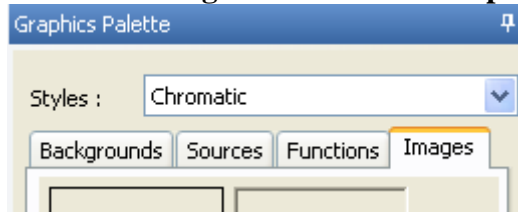
- a. Right click on the SPLCD screen and select “Insert Objects” and then “Horizontal Bar” or “Vertical Bar”



- b. Right click on the Bar and select “Properties”.
- c. Click on the “Feedback Driver” tab.
- d. From the Device pull down menu choose “Dictionary”.
- e. Enter a value for the Identifier (this will identify the object with a unique value).
- f. Enter a Minimum value (which will display the bar as ‘empty’)
- g. Enter a Maximum value (which will display the bar as ‘full’)
- h. **EXAMPLE**
 - i. **!3DV75+**
 1. Sends “75” to your bar with identifier of 3. If the bar had a minimum value of 0 and a maximum value of 100, this would cause the bar to be displayed as $\frac{3}{4}$ full.

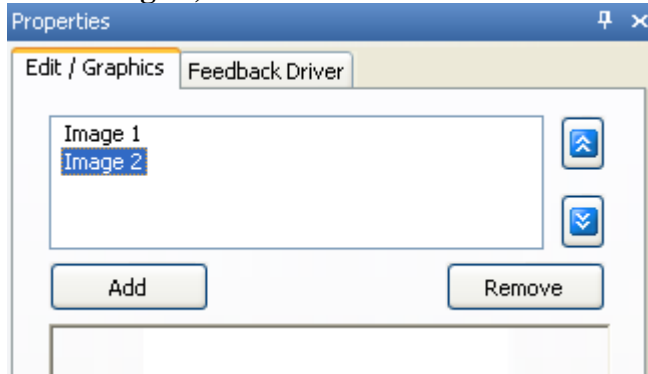
3. Images

- a. Select the Images tab from the Graphics Palette.

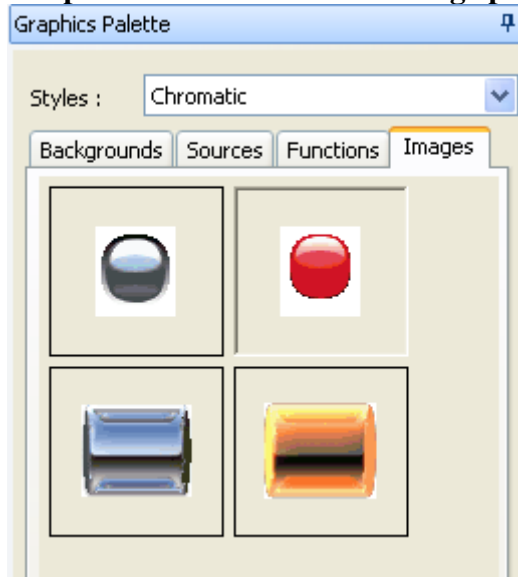


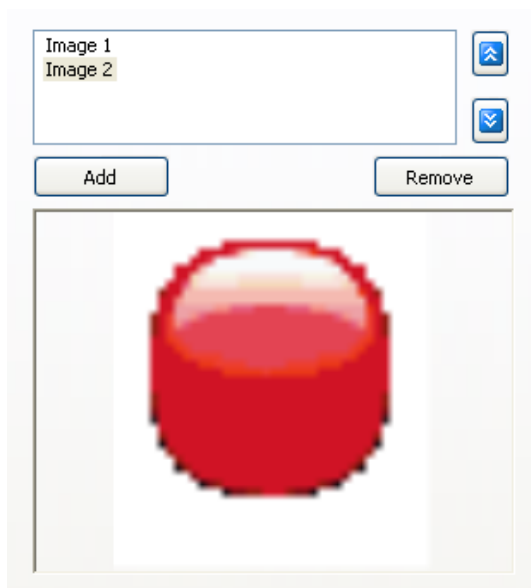
- b. Drag an image you want to use for the initial state. (You can add your own graphics by putting them in the \Images directory – see ‘Importing Customer Graphics Guide’ for further details).
- c. Right click on the image and select “Properties”
- d. Click on the “Feedback Driver” tab.
- e. From the Device pull down menu choose “Dictionary”.
- f. Enter a value for the Identifier (this will identify the object with a unique value).
- g. Then click on the Edit/Graphics tab.

- h. Click on the Add button to create another image (the box above will show Image 2).



- i. Then select which Image you are adding and drag an image from the Graphics Palette over to the image preview window.





- j. Repeat this for any additional images you have added.
- k. Image 1 will be assigned to “0” for the data value to send and make it show up. Image 2 will be assigned to “1” for the data value to send and make that show up. And so on.
- l. **EXAMPLE**
 - i. **!1DV0+**
 - 1. Causes Image 1 to show up if you are using Images for data dictionary.

RS232 Command Format

- 1. Text Input
 - a. **!xTV”yyyy”+**
- 2. Numeric Input
 - a. **!xDVz+**
- 3. Breakdown of command string:
 - a. **!** = Always needed to initiate the input
 - b. **x** = The identifier number that was specified on the object created in Universal.
 - c. **TV** = Text value, **DV** = Data value
 - d. **“yyyy”** = whatever text you want to send, **z** = whatever numeric value you want to send.
 - e. **+** = Always needed to end a command