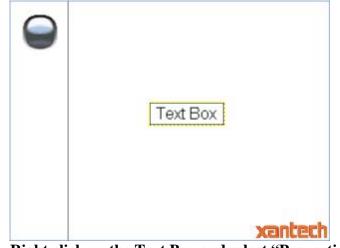


- 1. Text Box
 - a. Right click on the SPLCD screen and select "Insert Objects" and then "Text Box"



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

Ø Properties	×
Edit / Graphics Properties Feedback Driver	
Device	ר
None	
Feedback	ר
Feedback	
~	
RS232 Port	
System Port 👻	
Frequency	
1 Second 👻	
OK Cancel Apply	



d. From the Device pull down menu choose "Dictionary".

Ø Properties				X
Edit / Graphics Pro	perties	Feedba	ck Driver	
Device Dictionary None Xantech Dual T NEC Projector Dictionary Attributes	uner		~	
Identifier: Formatting:	Stored V	alue	0 ≎]
Minimum:			0 🛟	
Maximum:			100 🜲]
ОК	Can	cel	Apply	

- 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:
 - i. Stored Value: Will just return whatever number or text you send to it.
 - ii. IDLE/ON: Will return "IDLE" if nothing or 0 is sent to it. "ON" for any other value.
 - iii. OFF/ON: Will return "OFF" if nothing or 0 is sent to it. "ON" for any other value.
 - iv. TRUE/FALSE: Will return "FALSE" if nothing or 0 is sent to it. "TRUE" for any other value.
- g. EXAMPLE
 - i. !1TV"hello"+
 - 1. Sends the text "hello" to your text box with identifier of 1.
 - ii. !5DV1+
 - iii. 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 ³/₄ full.

3. Images

a. Select the Images tab from the Graphics Palette.

Graphics Pale	ette		д
Styles :	Chromatic		*
	ds Sources Functions	Images	
		-	٦

- 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).

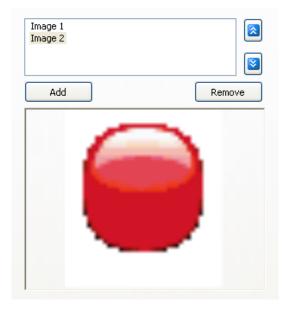
Properties	Ψ	×
Edit / Graphics Fe	edback Driver	_
Image 1 Image 2	 Image: Second sec	
Add	Remove	

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

Graphics Palette	4
Styles : Chromatic	~
Backgrounds Sources Functions Ir	mages



Data Dictionary Guide



- 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. <u>EXAMPLE</u>
 - 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