



Siebert DisplayManager

Operating instructions

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2 Legal note

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3 Software description

Model designation

This operating manual applies for the software Siebert DisplayManager.

Properties

The software Siebert DisplayManager is an editor for comfortable creation and management of dynamic and static texts, which are displayed on the large displays of the series SX502.

The texts to be displayed on the display can be entered directly and sent to the display. Alternatively, texts can be saved and called up manually or time-controlled, if necessary.

The software Siebert DisplayManager can be used to activate several displays at the same time.

PC requirements

Microsoft Windows XP, Windows 7

Processor from 1 GHz, from 1 GB RAM

Screen resolution 800 x 600 or higher

Serial interface or network card with TCP/IP

Installation

Introduce the CD-ROM into the CD-ROM drive and follow the instructions of the installation wizard.

4 First steps

Program start

Click on "Programs – Siebert – DisplayManager" in the Windows start menu to start the Siebert DisplayManager.

Defining the display

Click on **File** in the menu bar and then click on **New display**. The dialog box Add a new display is opened.

Enter the name of the display (e. g. Production 1) in the **Name** input field. Define the size of the display (e.g. 2 lines, 20 characters per line) in the input fields **Number of lines** and **Characters per line**. Define the **color option** of the display in the Color section and then click on the **Next** button.

In the section Interface you specify the type of data transfer (Serial, TCP/IP, Modem, Grouping).

The text mode defines the desired text type (Dynamic text or Static text). Then click **Next**.

Serial Define the serial interface and the baud rate. Then click on **Next**.

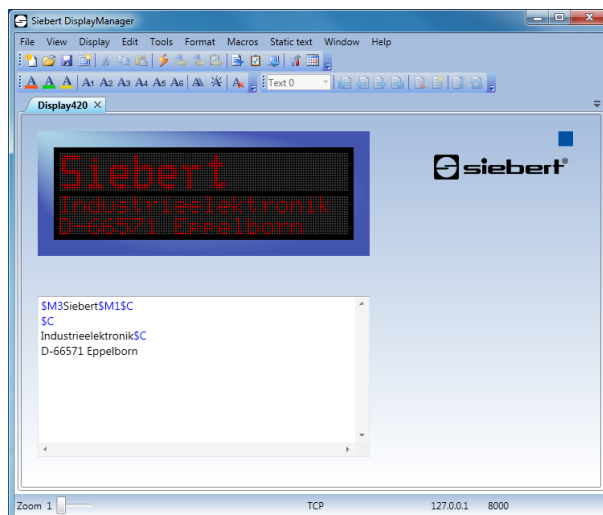
TCP/IP Define the IP address and the TCP port of the display. Then click **Next**.

Modem Define the serial interface to which the modem is connected. In the input field number you enter the number of the modem integrated in the display. Then click **Next**.

To change the memory place of display click **Select**. Then you can save the newly created display by clicking **Next**.

Entering texts

After you have defined and saved the settings for your display a window opens automatically in which you can edit the display texts.



Click on the first line in the input field and enter your text. Carry out the desired formatting by means of the commands in the **Format** menu.

Send text

If no connection exists to the display click on **Display** in the menu bar and then click **Connect**.

To send your text to the display click **Display** in the menu bar and then click **Send**.

If you have chosen Static Text as text type click on Display in the menu bar and then click **Call Static Text**.

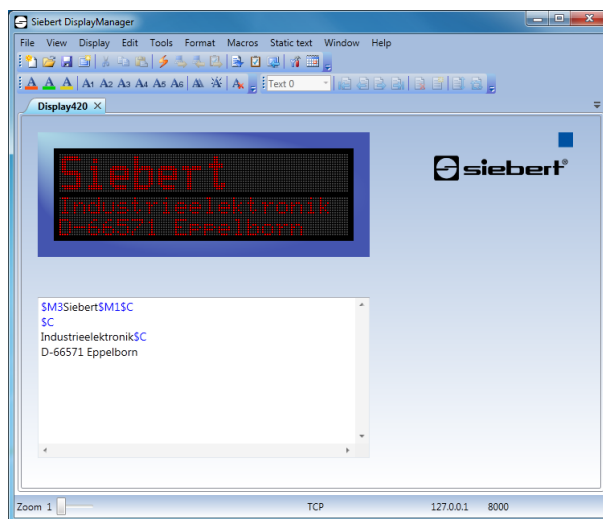
5 Creating and managing displays

Display files

The software Siebert DisplayManager allows to activate several displays. For this purpose each display is saved in an individual file that can be opened, if necessary, in a separate window.

Display window

In the display window you find the input field and the preview window.



In the input field the display texts are created and edited before sending them to the display.

In the display preview the texts are displayed in the same form in which they will appear on the display.

Adding displays

Click on **File** in the menu bar and then on **New Display**. Define your display as described in Chapter 4.

Opening displays

Click on **File** in the menu bar and then on **Open display**. Click on the corresponding display file and then click the **Open** button. A display window for this display opens.

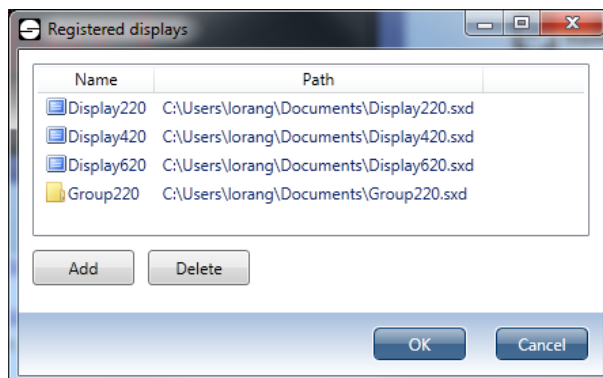
Opening display automatically after program start

To allow a display to open automatically after the program start it must be registered in the DisplayManager.

In the menu bar click **Tools** and then click **Registered Displays**.

All already registered displays are displayed.

Click the **Add** button and choose the desired display file.



The display is registered and its display window opens.

To remove a display open the dialog box **Registered displays** and click **Delete**.

The display is removed from the registration, i.e. the display window stays open, but does not open automatically after program start.

Closing the display

To close the work window click **Window** in the menu bar and after click **Close**.

Deleting a display

Delete the corresponding file using the usual Windows functions in the Explorer.

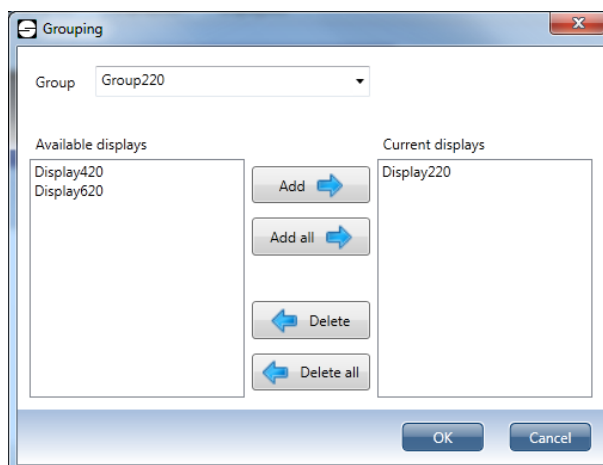
Defining groups

A group is a virtual display and receives a display window, just like a real display. All displays that are assigned to a group receive the same data.

Click **File** in the menu bar and after click **New display**. Define your display as described in Chapter 2 and select **Grouping** in section Interface.

Grouping displays

To add a display to a group click **Tools** in the menu bar and after click **Grouping**. The window Groupings opens. Only those displays can be grouped that are in the text mode Dynamic Text.



In the combo box Group select the group to which you want to add displays or from which you want to delete displays.

The list Available displays shows all displays that are open at the moment which are in the text mode Dynamic Text and are not yet added to the selected group.

To add a display to the group click on the corresponding display in the list Available displays and after click **Add**. The displays assigned to this group appear in the list Current displays. All available displays can be assigned to the group by clicking the **Add all** button.

To remove a display from the group click the corresponding group in the list Current displays and then click **Delete**. You can remove all displays from the grouping by clicking the **Delete all** button.

6 Parameterizing displays

Click **Tools** and after click **Properties** in the menu bar. The dialog box Properties for the currently active displays opens.

Paging interval

If a text contains more characters than can be displayed on the display, it will be automatically displayed in paging mode. Select register **Display** and enter the time interval in the input field Paging interval with which the display thumbs through the display preview. The paging interval of the display preview may differ from the one of the display. As default, a paging interval of 5 seconds is set.

Brightness

The brightness of the display can be set to normal brightness (0) or reduced brightness (1). Select register **Display** and enter the corresponding value in the input field Brightness. As default the brightness level 0 is set.

Device address

Select register **Communication** and in box Device address click Advanced. The window Device address opens. Activate, resp. deactivate the device address. If you have activated the device address define the number of digits of the device address under Address digits and click **OK**. Enter the device address in the field Device address. Enter these settings as specified in the display hardware.

Serial interface

For parameterization of the serial interface select register **Communication** and in box Interface select option Serial port. For this set the serial interface and the bit rate in the combo boxes Com-Port and Baud rate.

Click the **Advanced** button for further settings. The window Com port settings opens. The entry data should only be performed by experienced users.

In box **Format** you can set **parity**, **data bits** and **stop bits** of the serial interface. In box **Handshake** you can set the handshake method. Choose the option None if you do not wish to use a handshake method. To activate the hardware handshake select Option RTS/CTS. To activate the software handshake select option XOn/XOff.

TCP/IP connection

Select register **Communication** and in box Interface select TCP/IP. Now you can configure the TCP/IP connection in the box Network. Enter the IP address of the display without leading zeros in the Address input field. Enter the TCP port of the display in the input field Port.

To verify whether the indicated IP address can be reached click **Test**. A ping is executed on the specified IP address.

Modem connection

Select register **Communication** and in box interface select Modem. Now you can configure the Modem connection in the box Modem. In the input field Call number enter the number of the Modem integrated in the display. In combo box **Com-Port** select the serial interface on which the Modem is connected to the PC.

Click on register **Advanced**, for further settings. The window Modem Settings is opened.

In input field **Initializing** you can enter additional AT commands which are transmitted to the Modem before each calling. For example, the AT command M0 causes that the internal speaker of the Modem is always off.

In the input field **Connection timeout** you can specify the time interval in seconds, how long to wait for answer while dialing.

In input field Auto disconnect you can specify the time interval in seconds how long to wait on hanging-up after sending the last data packet to the Modem. Depending on the number of bytes to be transmitted this value must be increased accordingly. This is especially to be considered during transmission of Static Texts to the display. For review in this case, the Statics texts should be read back again from the display after transmission.

Text mode

Click **Display** in the menu bar and after click Static text on/off to define if you want to create dynamic or static texts.

User-defined character sets

Click **Tools** in the menu bar and after click **User-defined character sets**. The window User-defined character sets opens. You now can set the character set by clicking the **Browse** button. The set character set is used for the display preview. The character sets (sxf-files) are set up with the tool FontManager.

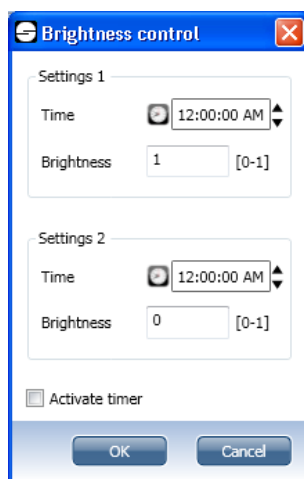
Character sets with a character height of 7 pixels can be set as user-defined character set1, character sets with a height of 14 or 16 pixels can be set as user-defined character set2. Please note that the newly set character sets have not been loaded into the display yet. With the tool FontManager you download the Character sets in the display.

Click **Display** in the menu bar and after click **Reading out character set**. To download the user-defined character sets from the display. The transferred character sets are saved and automatically set in the dialog window User-defined character sets.

Automatic brightness control

For two freely selectable times during a day, the brightness of the displays can be set automatically to the selected brightness level.

To configure the Automatic brightness control click **Tools** in the menu bar and after click **Brightness control**. The window Brightness control opens.



Set the desired times and the corresponding brightness levels. Activate the timer and confirm your settings with **OK**.

7 Creating and managing texts

Entering texts

Position the cursor in the input field and enter the desired text. The text is automatically displayed in the display preview, the current input position being highlighted by white flashing. The font size Acala 7 in the font color red is set as default.

In the input field both, the entered test and the commands for text formatting and the commands for macro features are shown.

The entered text is always shown in the color black in the input field. Commands for text formatting are shown in blue, commands for macro features are shown in light blue.

Entering and formatting texts in the input field does not yet have an effect on the display.

Inserting macros

Macros are available for the following functions:

current time

current hour value

current minute value

current second value

current date

current day

current month

current year

current weekday

variable

bar graph

To insert macros in the text, click on **Macros** in the menu bar and then on the corresponding macro. In the input field, the macros are shown as commands. The corresponding values are entered in the display preview.

Font type

Four fixed and two user-defined character sets are available on the display.

Mark a section of the text and click on **Format** in the menu bar. Then select the desired font. In the input field the font type is shown as the corresponding command.

Font color

Only for multi-color displays

Mark the characters in the input field, of which you would like to change the color.

Click on **Format** in the menu bar and then select red, yellow or green.

In the input field the font color is shown as the corresponding command.

Flashing

In the input field mark the characters that you want to display flashing.

Click on **Format** in the menu bar and after click **Flashing**. The corresponding commands are entered in the input field.

For deactivating the flashing characters mark the flashing characters in the input field and click again on the **Flashing** button.

Marquee

To activate the marquee position the cursor at the position from which you want the marquee to start. Click on **Format** and after click on **Marquee**. The corresponding command is entered in the input field. To deactivate the marquee click on the line in the input field that contains the marquee. Now click the **Marquee** button again.

Paging

If a text contains more characters than can be displayed in the entire display, it will be automatically displayed in paging mode.

Enter a text in the input field or activate a saved text. To activate the paging function, click on **Display** in the menu bar and then click on **Paging**. Paging is now simulated in the display preview.

For deactivating the paging mode click on **Display** in the menu bar again and click on **Paging** again. Once the text is edited in the input field the paging mode is finished.

Deleting formatting

Mark the lines for which you want to delete the formatting commands.

Click on **Format** and after click on **Delete formattings**.

Static texts

If the display is in static text mode, the texts can be organized via the toolbar Static text. Click on **View** in the menu bar and after click on **Toolbars** to show the toolbar. A static text file consists of several texts.



To add more texts to the end of a static text file, click on **Static text** in the menu bar and after click on **End**.



Then click on **Static text** in the menu bar and then click on **Next** to create a new static text.



Analogously static texts are added to the beginning of the static text file using the buttons opposite.



To add a new text at any position in the static text file click on **Static text** in the menu bar and then click on **Add**. The desired text position can be specified in the window **Add new text**.



To swap the position of the current text with another text in the static text file click on **Static text** in the menu bar and then click on **Swap**. For entering the desired text position the window **Swap text** opens.



To move the current text to another position in the static text file click on **Static text** in the menu bar and then click on **Move**. The window Move text, in which you can enter the desired text position, opens.

If the current text is moved forwards in the static text file, all text between the indicated and the current position are moved backwards. The current text is now located at the indicated position.

Moving the current text backwards in the static text file has the following effect: The texts that are on the following positions until the indicated position are moved in front. The current text is now located at the indicated position.

To select a determined text in the static text file, click on the corresponding text in the **Text** selection field. The text is shown in the display preview.



To delete a text from the static text file select the corresponding text in the Text selection field. Click on **Static text** in the menu bar and then click **Delete**.

Saving texts

Click **File** in the menu bar and then click **New text**. Enter your text in the input field. Click **File** in the menu bar and then click **Save text**.

In the window Save file as, enter the file name and confirm the input with **Save**. If the display is in dynamic mode the display texts are saved in *.sdt format. In the static text mode the static text file is saved in *.sft format.

Opening texts

Click **File** in the menu bar and then click **Open text**.

Select the desired file in the dialog window Open and click the Open button. Depending on the text mode of the display a dynamic text or a static text can be opened. Now the saved text appears in the input field.

Deleting texts

To delete text files use the usual Windows delete functions in the explorer.

8 Showing text on the large size display

Establish connection

To send the texts to the display a connection to the display has to be established. Click **Display** in the menu bar and then click **Connect**.

Sending text to the display

Click **Display** in the menu bar and then click **Send** to show the text on the display. In the dynamic text mode the text is shown directly on the display. In the static text mode the generated static text file is transferred to the display. Afterwards you can call the desired static text.

Call static text

Select the corresponding text in the text selection field. Click **Display** in the menu bar and then click **Static text**. The selected text is shown in the display.

Current Content

The display preview always shows the text which is currently edited. The dynamic text sent last to the display can be restored in the display preview. Click **Display** in the menu bar and after click **Dynamic text**.

Restoring static text

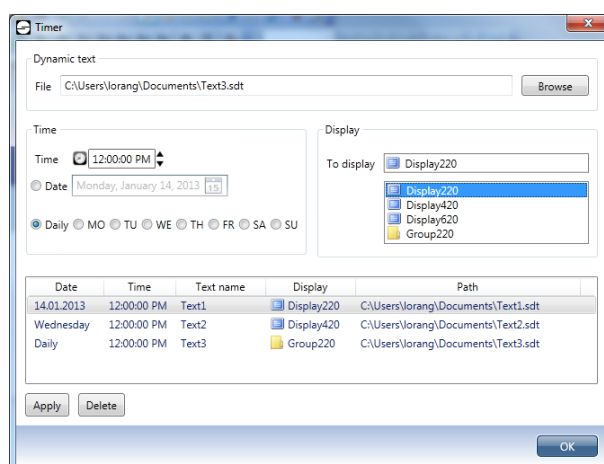
Click **Display** in the menu bar and then click **Reading out static text**. The static text file is transferred from display and the first text is shown in the display preview.

Timer

With the help of the timer you can determine at which point of time (date and time) a saved text is to show on the display.

The timer function is for dynamic texts only. A connection to the display has to be established.

Click **Tools** in the menu bar and then click **Timer**. The window Timer opens.



In section Dynamic text select the text for which you want to define an automatic text call. In section Time define time and day for the automatic text call.

If you want to define an exact date first click on the Date tab and then click on the selection arrow belonging to this section. Choose the desired date in the calendar.

It is also possible to display texts automatically on a daily basis or on a certain day of the week. In this case click on one of the options.

In section Display select the display on which the text is to show automatically.

Adjust the brightness of the display for the text call.

Click **Apply** to save your settings for the automatic text call.

All text files are listed together with the corresponding settings for the automatic text calls in the date list.

If you want to delete a fixed date, click on it in the date list and remove it by clicking Delete.

9 Menu bar

Alternatively the settings can also be made with the help of the menu bar.



The symbols have the following meaning (from left to right):

File	New text, open text, save text, new display
Edit	Cut, copy, paste
Display	Connect, send, restore static text file, call static text
Display	Paging, static text on/off, current dynamic text
Extras	Properties, timer



The symbols have the following meaning (from left to right):

Format	Color selection, selection of font from six different types, marquee, flashing, delete formatting
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