

Digalox® DPM72-Style-Editor

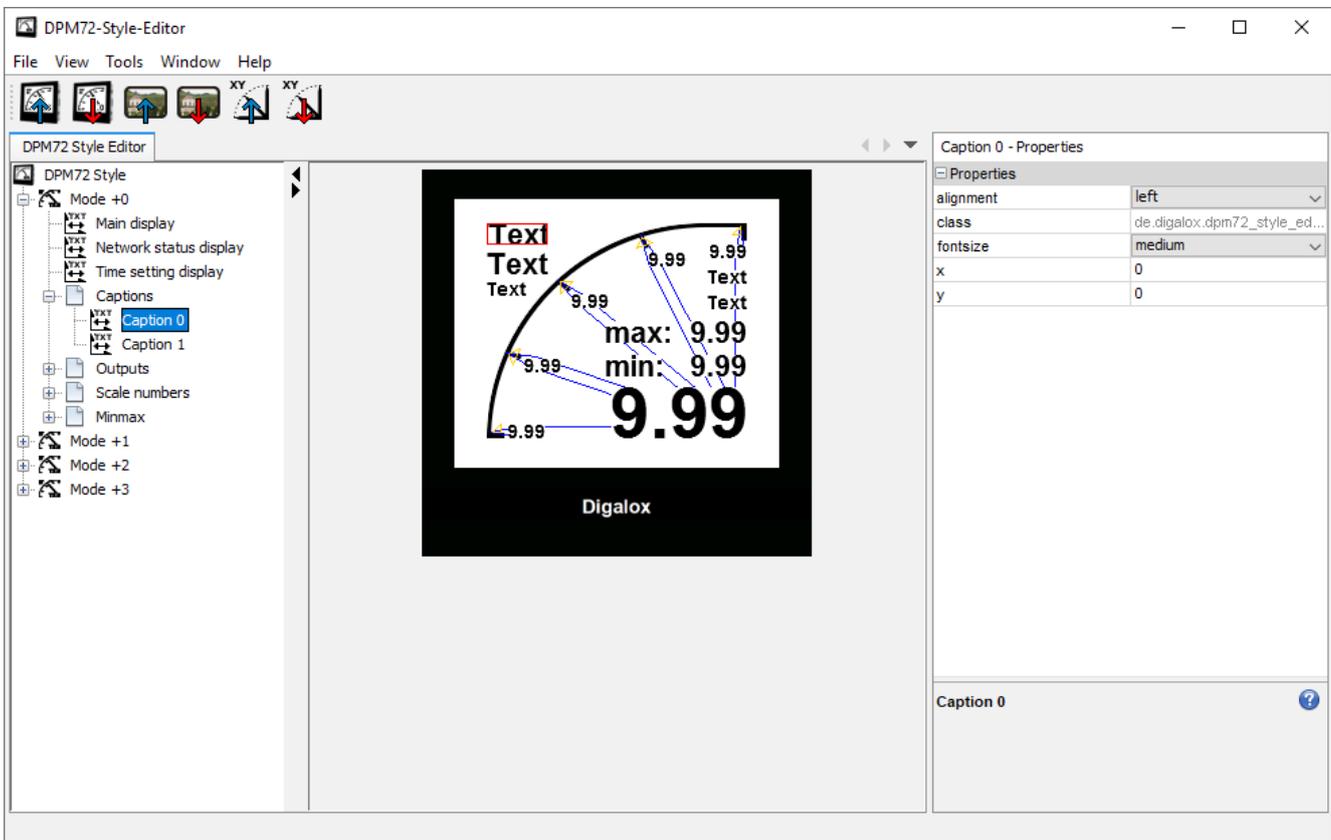
Instruction manual (Rev-2021-12-03)

Installation

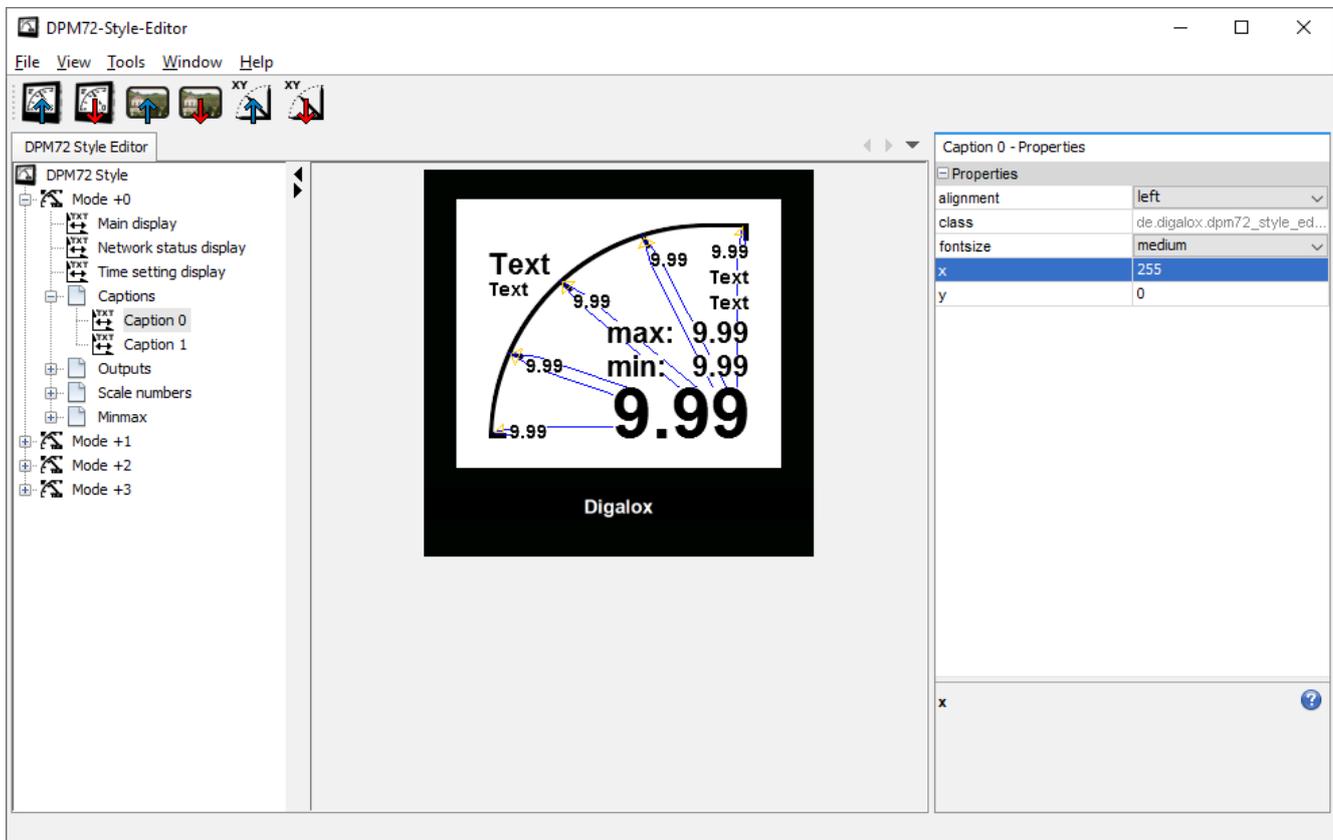
The style editor is provided as a zip file. It should be unpacked at any location. The unpacked folder contains start scripts for Linux and Windows, e.g. "DPM72 Style-Editor-Windows64.bat".

Usage

After start-up, the properties view should be activated via the View menu. In the tree structure different elements of the style can be selected. They are highlighted on the preview with a red frame and their parameters can be edited in the properties view.



The position of style elements can also be changed via mouse in the preview. The screen of a DPM72 device has 192 × 160 pixels. The style elements can be moved outside of the visible area in horizontal direction. If the x coordinate of a style element is 255, it is usually not visible.



Via the File menu or the buttons in the toolbar, styles can be imported from a file or exported. The default styles for DPM72 devices are provided in the “tde.styles” folder. The exported styles can be loaded to a DPM72 device using the configuration software “Digalox® Manager” (File | Load settings from file).

A style consists of 4 modes, which are visible in the tree structure. This is to support multi displays like DPM72-MP. Single displays like DPM72-PP only use the first mode “Mode +0”.

The content of style elements, e.g. the displayed text or number, is generated dynamically by the device. The style only defines their position and form.

Via the file menu or the buttons a background image can be imported and exported.

Also, 101 pointer positions can be imported and exported as a CSV file. A pointer is a polygon defined by 5 points. To each pointer position, also a triangle is defined as a threshold marker.

Contact information

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