



Operating instructions

Siebert FontManager

1 Contact

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2 Legal note

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3 Software description

Model designation

This operating manual applies for the software Siebert FontManager.

Properties

The software Siebert FontManager is an editor for comfortable creation and management of character sets for large size displays of the series SX502.

The character sets to be used in the display can be entered directly and sent to the display. Alternatively, character sets of the display can be read out and edited. The character sets can be saved on the PC for further use.

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 – FontManager" in the Windows start menu to start the Siebert FontManager.

Character files

Using the Siebert FontManager character sets for the large size displays of the series SX502 can be created, edited and managed. Here each character set is stored as a separate file, which can be opened to allow editing of the individual characters.

If necessary the character sets can be saved, called up via a mouse click and loaded into the display.

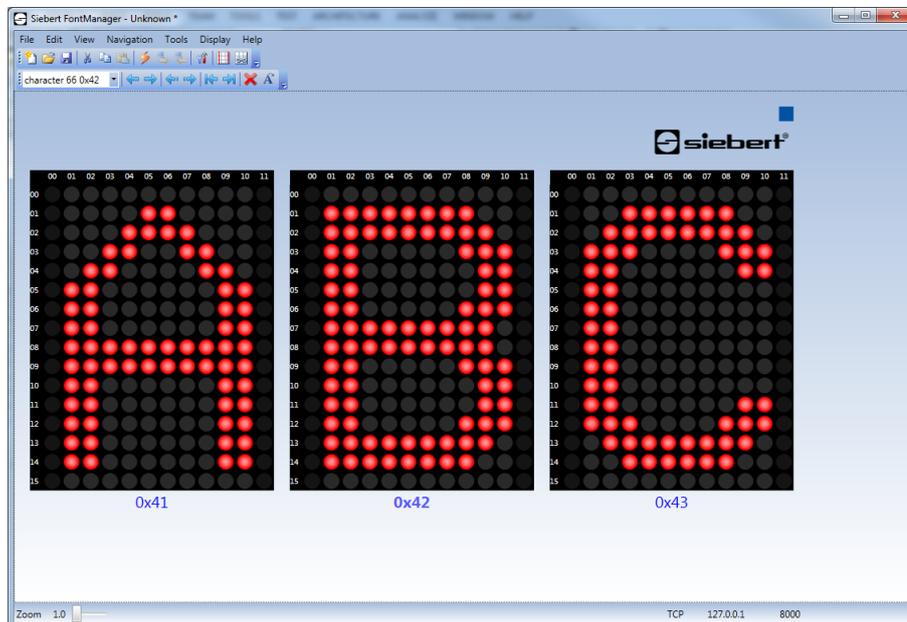
Application window

The input fields for three consecutive characters of the character set are found in the application window. One input field consist of a pixel matrix, the pixel of the pixel matrix may be individually set or deleted.

The characters of the character set are edited in the input fields before the character set is loaded in the display.

The menu commands that apply to a single character, such as copy and paste, are always applied to the middle input field. The columns and lines of the input fields are numbered according to the size of the selected character set.

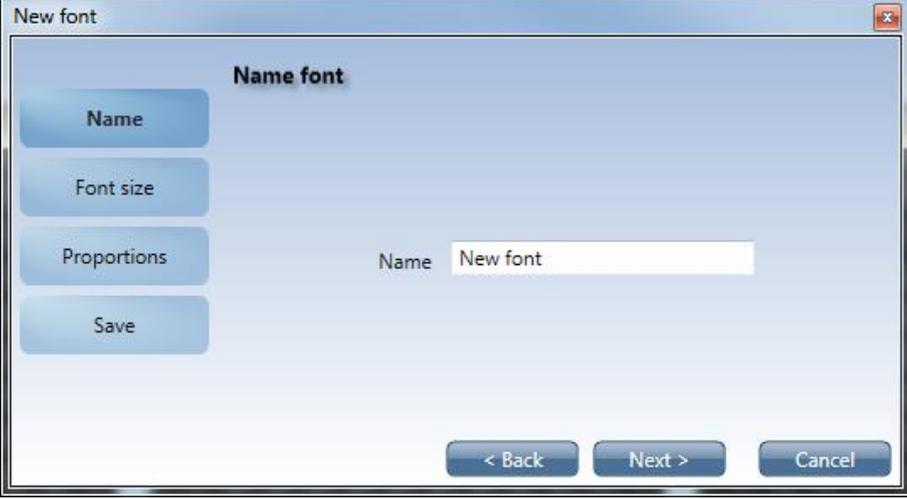
Under each input field the character code of the resp. character is given in hexadecimal notation.



5 Defining and managing character sets

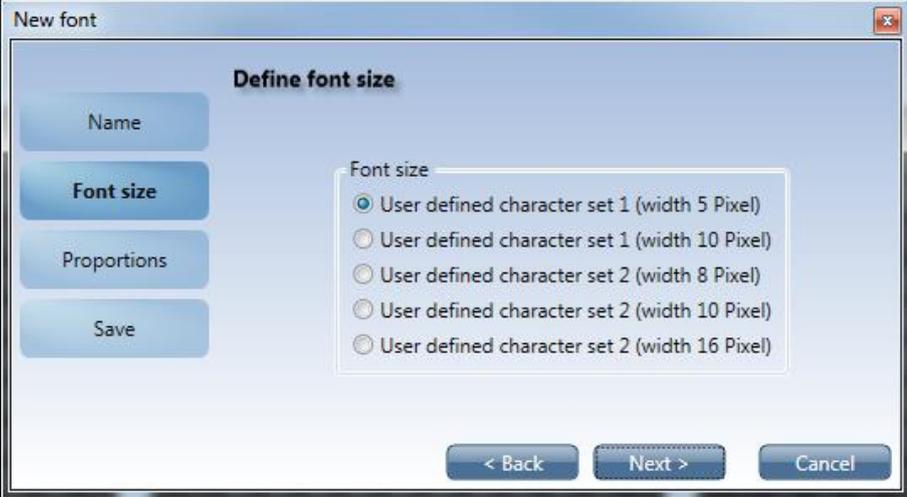
Defining a character set

Click **File** in the menu bar and then click **New**. The assistant to create a new character set starts.



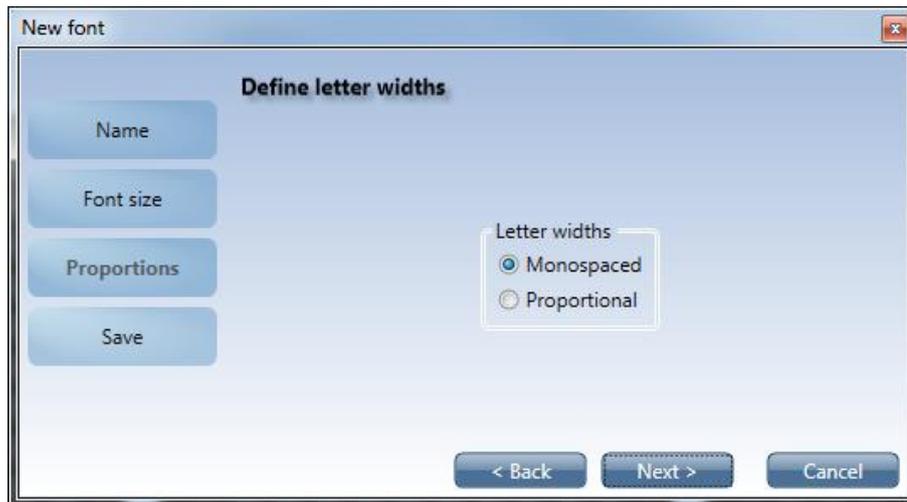
The screenshot shows a dialog box titled "New font" with a close button in the top right corner. The main area is titled "Name font". On the left, there are four buttons: "Name", "Font size", "Proportions", and "Save". The "Name" button is highlighted. In the center, there is a text input field labeled "Name" containing the text "New font". At the bottom, there are three buttons: "< Back", "Next >", and "Cancel".

Specify the name of the new character set in the **Name** input field and then click the **Next** button.

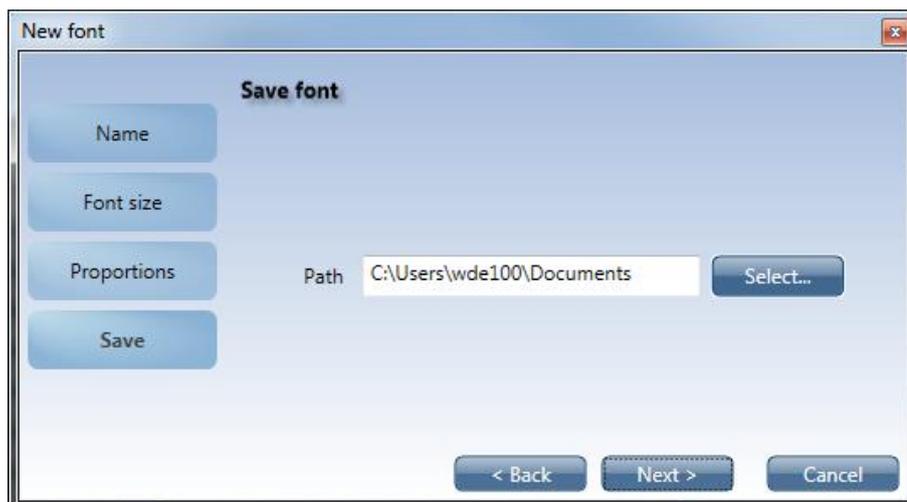


The screenshot shows the same "New font" dialog box, now on the "Define font size" step. The "Font size" button on the left is highlighted. A list box titled "Font size" is open, showing five radio button options: "User defined character set 1 (width 5 Pixel)", "User defined character set 1 (width 10 Pixel)", "User defined character set 2 (width 8 Pixel)", "User defined character set 2 (width 10 Pixel)", and "User defined character set 2 (width 16 Pixel)". The first option is selected. The "Next >" button at the bottom is highlighted.

Specify the dimensions of the characters by the character size. The character size indicates the width and height of the individual characters. The user-defined character set 1 has a height of 7 pixels. The user-defined character set 2 has a height of 16 pixels. The user-defined character sets are available each in different width. Click the **Next** button.



Now set the proportions. All the characters of a non-proportional character set have the same width. With a proportional character set, each character uses the width it requires visually. Click the **Next** button.



In the last step choose the **Save File** for the new character size. To change the Save File click **Browse**. Click **Next** to create the font and to save.

The new character set contains 255 characters which are all empty. The character set shows in the program window.

Non-proportional character set

All the characters of a non-proportional character set have the same width.

The unset edge pixels of the characters are required for the spaces between consecutive characters.

To activate/deactivate the edge pixels, click **View** in the menu bar and then click **Edge Pixels On/Off**. If the edge pixels are activated, they can be set or deleted as desired, just like the other pixels of a character. By doing so pictograms each consisting of a plurality of characters can be created.

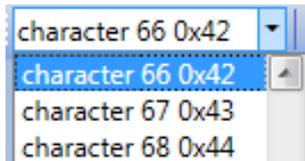
For a better creating of pictograms you can remove the distances between the three input elements. Click **View** in the menu bar and after click **connect characters**.

Proportional character set

With a proportional character set, each character uses the width it requires visually. The edge pixels are therefore always activated. For example, the letter i requires less width than the letter w.

When creating a proportional character set, ensure that each character is positioned left-justified in the respective input element.

Editing a character set



Click on the respective character set in the **Character selection**. The character selection field contains the character codes of all characters of the character set in decimal and hexadecimal notation. The selected character is displayed in the center input field

To set pixels of a character, click the respective pixel in the input field or drag the mouse with the left mouse button depressed

If you would like to browse through the character set, click **Navigation** in the menu bar and then click the corresponding navigation button.

If you would like to delete the current character (center character), click **Edit** in the menu bar and then click **Delete**.

To replace the current character with the predefined default character, click **Edit** in the menu bar and then click **Default Character**.

The standard functions **Cut**, **Copy** and **Paste** are available in the **Edit** menu. These are also active for the character chosen in the character selection.

Save your changes by clicking **File** in the menu bar and the **Save As...**

Opening a character set

Click **File** in the menu bar and then click **Open**. Specify the desired font file (.sxf) in the Open dialog window and click the **Open** button. The character set is displayed in the program window.

Standard character set

You can replace all characters of the opened character set by the respective standard characters. Therefore click **Edit** in the menu bar and after click **standard character set**.

Page view

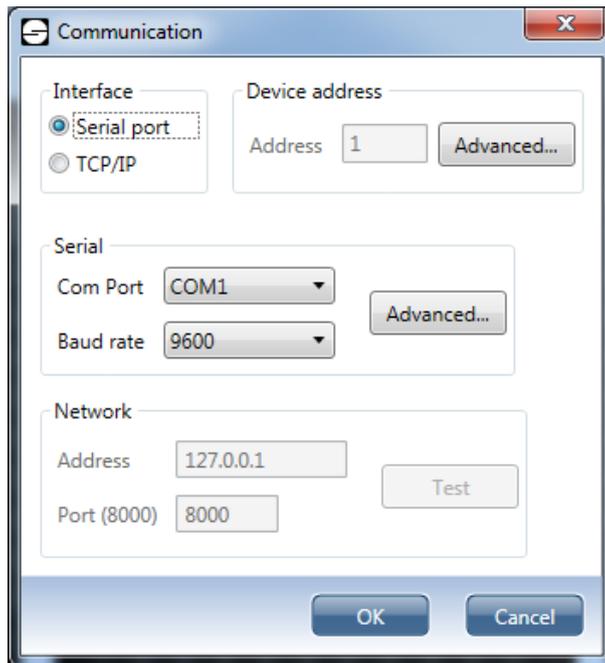
To get an overview of the total character set select **file** in the menu bar and after **page view**. All characters are shown in one document on several pages.

6 Transferring character set

Communication parameters

To send a character set to the display or to receive a character set from the display you have to set the communication parameters.

The following communication parameters can be set by choosing **Extras** in the menu bar and after choose **Communication**. The dialog window communication opens.



Unit address

In the General section click on the **Extended** button. This will open the unit address dialog window. If your display uses a unit address choose the option **Activate unit address**. Now define the number of digits for the unit address under **Address length** and click on **OK**.

Once activated the unit address you can now enter the address which is used by the display in the input field **Address**.

Connection via serial interface

If the communication with the display takes place via serial interface choose the option **Serial port** in section **Interface**.

The configuration of the serial connection is set in section **Serial**. In the list **Com port** select the serial interface to which the display is connected to. In the list baud rate select the transmission speed to which the display is set.

In section **Extras** you find the program window **Com port settings**. Here you configure further parameters of the serial interface. In section **Format** you set the data format parity, data bits and stop bits via the parameters. In section **Handshake** you set the handshake method. Select option **None**, if no handshake is to be used. To activate the hardware handshake select option **RTS/CTS**. To activate the software handshake select option **XOn/XOff**.

Network connection

If the communication with the display takes place via a network connection select the option **TCP/IP** in section **Interface**.

The configuration via network connection is done in section **Network**. Enter the IP address of the display in the input field **Address**. Do not use leading zeros. Enter the TCP port in the input field **Port**.

Click **test** to check if the specified IP address is right. A ping is send to the specified IP address.

Establishing connection

Before communication takes place with the display you have to establish a connection. Therefore it is necessary that the communication parameters are set matching with the settings of the display as described before.

Click **Display** in the menu bar and after click **Connect**.

Send character set

Click on **Display** in the menu bar and after click **Send character set**. The character set is now loaded to the display.

Receive character set

To send a character set from the display to the PC click **Display** in the menu bar and after click **Receive character set**.

In the dialog window **Character set** you can select the character set which is to be downloaded from the display. Click **OK** to start the download.

After the download the character set is shown in the application window.

7 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 character set, open character set, save character set |
| Edit | Cut, copy, paste |
| Display | Connect, send character set, receive character set |
| Extras | Communication |



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

| | |
|------------|--|
| Navigation | Backward, forward, return -10, flow +10, first font, last font |
| Edit | Delete, standard font |