

KOZA_v1 USER MANUAL

Koza is a PC software which is used for preparing data for information signs produced by Polaris Electronics. Using Koza software, data to be displayed on panels on vehicles can be created. Moreover, various fonts, symbols and graphic images can be created and already existing ones can be edited.

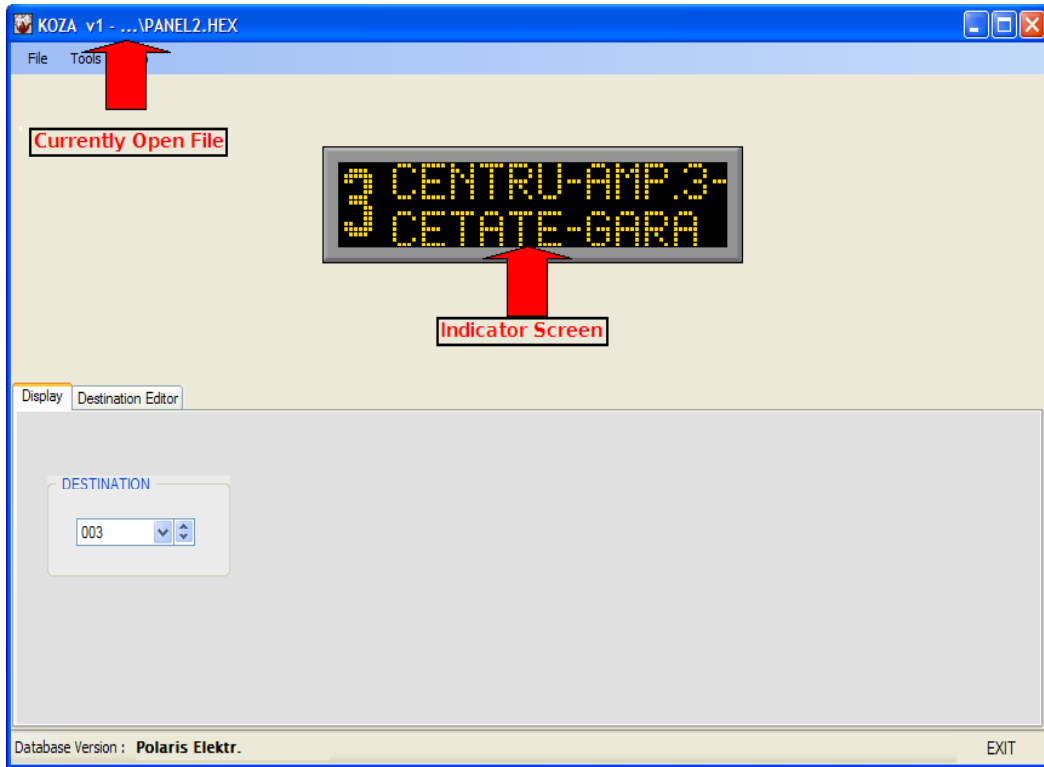


Figure 1: KOZA_v1 User Interface

User interface of the software can be seen in *Figure 1*. Software interface is user friendly and flexible enough to aid in convenient panel data design. Using the interface, panel data for different sized panels can be created and can be set as still or moving image.

DISPLAY MENU

After selecting a ready panel from the 'File Menu' all of the destinations can be reviewed from 'Display Menu', without having to enter the 'Destination Editor Menu' (*Figure 2*).

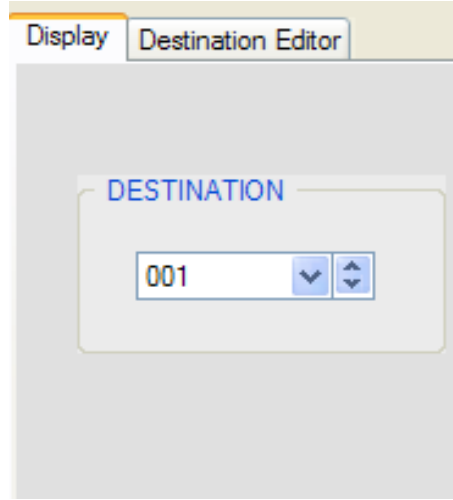


Figure 2: Display Menu

MAIN MENU AND FUNCTIONS

1 - FILE

New panel file can be created and existing files can be edited and saved using the file menu.

1.1- File >> New : Used for creating a new panel file

1.2- File >> Open : Used for opening existing files (panel0.hex files, which have different format, should not be selected).

1.3- File >> Save : Used for saving created or edited panel files

1.4- File >> Save As : Used for saving the panel file as a different file.

1.5- File >> Exit : Used for exiting the **software.** 

2 - TOOLS MENU

Tools menu is activated after a panel file has been selected. All of the design process is held through utilities under tools menu such as font and destination (line) design, display size, etc.

2.1- Tools >> Font Editor : Font editor is used for creating and assigning keys to new characters, figures and symbols. Font editor menu can be seen on *Figure 3*.

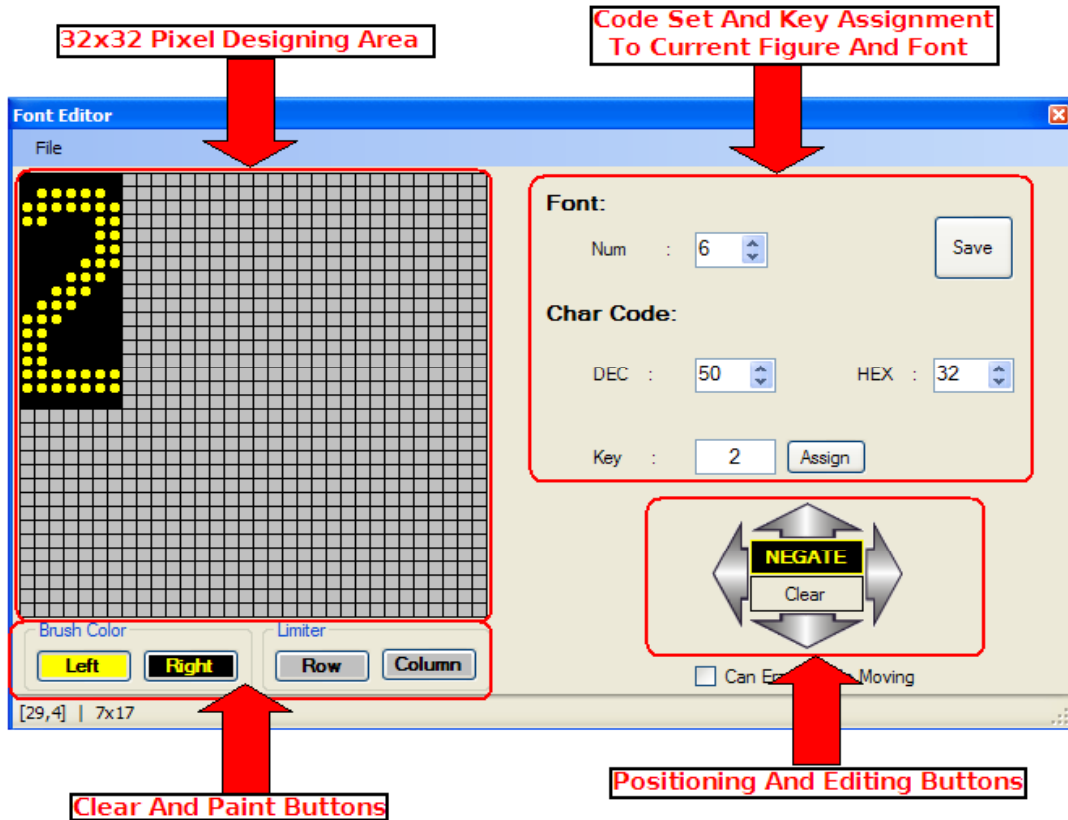


Figure 3 : Font Editor Menu

2.1.1- Tools >> Font Editor >> File : Figures or characters which are edited through Font Editor menu can be saved using the options in File menu.

2.1.1.1- New : Opens a blank font area to create a new font.

2.1.1.2- Open : Opens existing font files.

2.1.1.3- Open : Used for saving font files that are being edited.

2.1.1.4- Save Font As : Used to save the font that is being edited with a different name

2.1.1.5- Delete Character : Deletes the selected character from the selected font.

2.1.1.6- Delete Character For All Fonts : Deletes the selected character for all fonts.

2.1.1.7- Delete All Characters For Font : Deletes all characters in the selected font.

2.1.1.8- Deleted All Fonts : Deletes all fonts defined in the font file.

2.1.1.9- Exit : Closes the Font Editor Menu.

2.2- Tools >> Destination Editor : 'Destination Editor' menu allows you to create a new destination. 'Destination Editor' menu is seen in *Figure 4*.

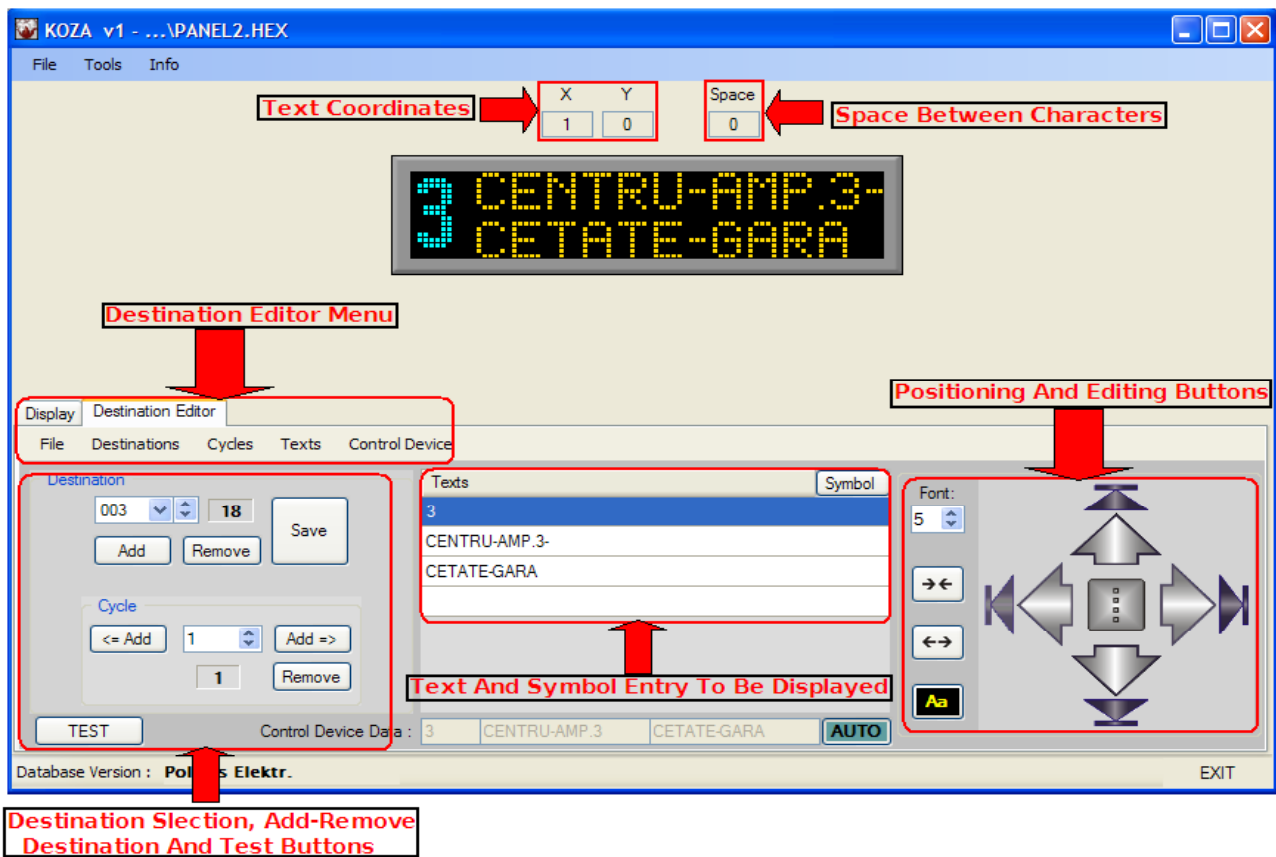


Figure 4: Destination Menu Editor

2.2.1- Tools >> Destination Editor >> File :

2.2.1.1- Open Destination List : Used for reading defined destination lists.

2.2.1.2- Add Destination List : Used for adding a new destination list to the panel file.

2.2.1.3- Save As Destination List : Saves the created destinations to the list.

2.2.2- Tools >> Destination Editor >> Destinations :

2.2.2.1- Add A New Destination : Adds a new destination to the panel's destination list. For example, a new destination numbered '953 ' is added in *Figure 5*.

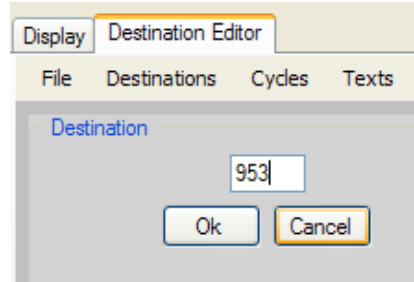


Figure 5: Adding New Destination

2.2.2.2- Remove Destination : Removes the currently open destination.

2.2.2.3- Remove All Destinations : Deletes all of the destinations.

2.2.2.4- Remove Destinations Inside an Interval : Deletes destinations between the two chosen values (*Figure 6*).

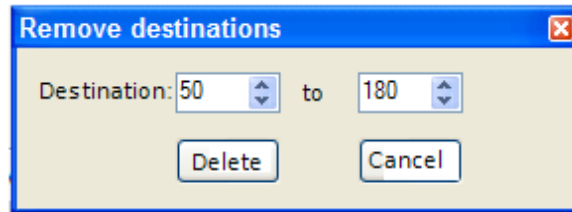


Figure 6: Removing Destinations Inside an Interval

2.2.2.5- Copy Destination : Copies currently open destination.

2.2.2.6- Paste the Destination : Pastes the destination to new destination or to the existing destination.

2.2.2.7- Save : Saves the currently open destination.

* Shortcut Buttons of Destination Menu

The shortcut buttons on the destination menu simplifies use. These shortcut buttons can be seen in *Figure 7*.

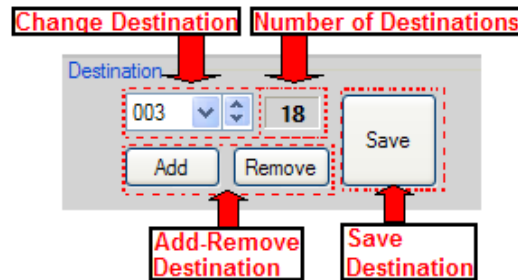


Figure 7: Shortcut Buttons on Destination Editor

2.2.3- Tools >> Destination Editor >> Cycles : Usually bus stop names does not fit the information signs. In this case the stop names in this destination should be prepared in cycling screens which are displayed one after another in a short time. This can be prepared in cycles menu. Different cycles can be created for each screen.

2.2.3.1- Add New Cycle-Before: Adds new blank cycle before the currently open cycle.

2.2.3.2- Add New Cycle-After : Adds new blank cycle after the currently open loop.

2.2.3.3- Cut : Cuts the currently open cycle.

2.2.3.4- Copy : Copies the currently open cycle.

2.2.3.5- Paste Over-Current : Pastes previously copied or cut cycle onto the currently open cycle.

2.2.3.6- Paste-Before : Pastes previously copied or cut cycle before currently open cycle.

2.2.3.7- Paste-After : Pastes previously copied or cut cycle after the currently open cycle.

2.2.3.8- Remove Cycle : Deletes a cycle.

2.2.3.9- Remove All Cycles : Deletes all cycles in destinations.

* Shortcut Buttons of Cycles Menu

The shortcut buttons on the cycles menu simplifies use. These shortcut buttons can be seen in *Figure 8*.

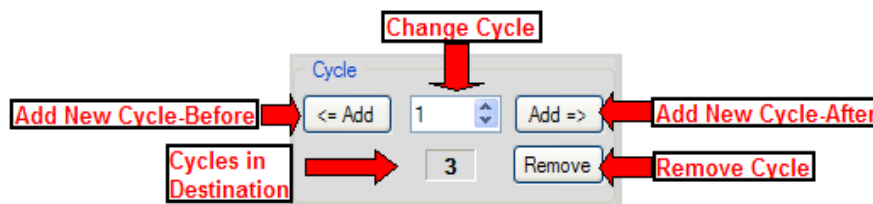


Figure 8: Shortcut Buttons of Cycles Menu

2.2.4- Tools >> Destination Editor >> Texts : Texts menu is used for editing desired figures or texts on screen. Every screen view in a cycle can be designed to include single or multiple rows of text, figures and a combination of these.

2.2.4.1- Add Symbol : Used for adding built-in symbols of Koza or figures drawn using 'Font Editor' by the user to display view. (*Figure 9*)

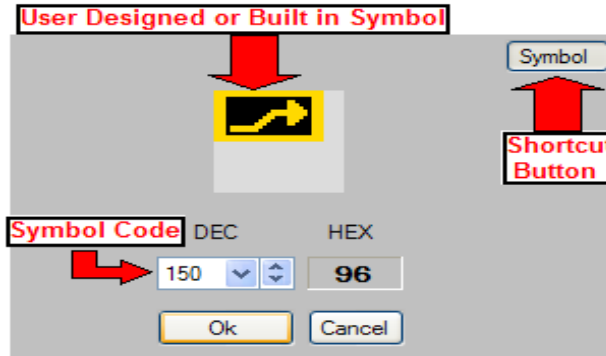


Figure 9: Adding Symbol

2.2.4.2- Delete a Text / Symbol : Deletes a text or a symbol on current display view.

2.2.4.3- Delete All Texts / Symbols for Current Cycle : Deletes all texts and symbols for current cycle.

2.2.5- Tools >> Destination Editor >> Control Device : Destination data is saved to “panel0.hex” file, which is used by the control device. Line data which is loaded to control device aids controlling all panels on the vehicle.

In order to be most effective, user should enter data for destinations to related textboxes as seen in *Figure 10*. If the user follows given instructions, clicking *Auto* button will create control device data automatically.

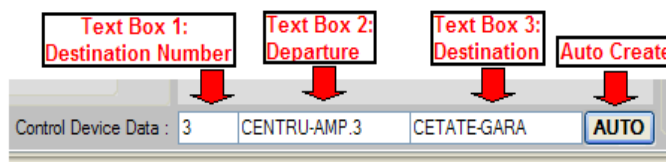


Figure 10: Control Device

2.2.5.1- Read Data : Reads data from an existing “panel0.hex” file.

2.2.5.2- Save Data : Creates a new “panel0.hex” file on disk or updates an existing panel0.hex file.

2.2.6- Tools >> Destination Editor >> Test : Test button is used for testing and previewing the display screen before saving. As seen on *Figure 11* cycles can be tested using test button without saving current work. The testing feature provides ease of use by correction of possible errors.

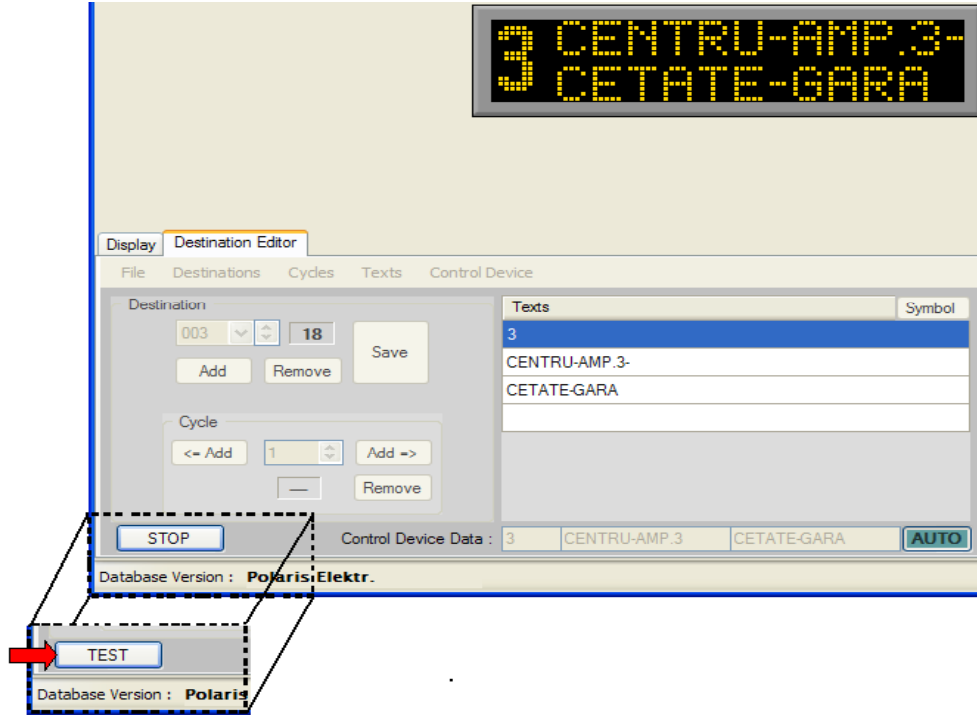


Figure 11: Test Process

2.2.7- Tools >> Destination Editor >> Positioning And Editing Keys : Symbols, font sizes and positioning of texts can be done easily by buttons in 'Destination Editor' menu. Descriptions of buttons can be seen in *Figure 12*.

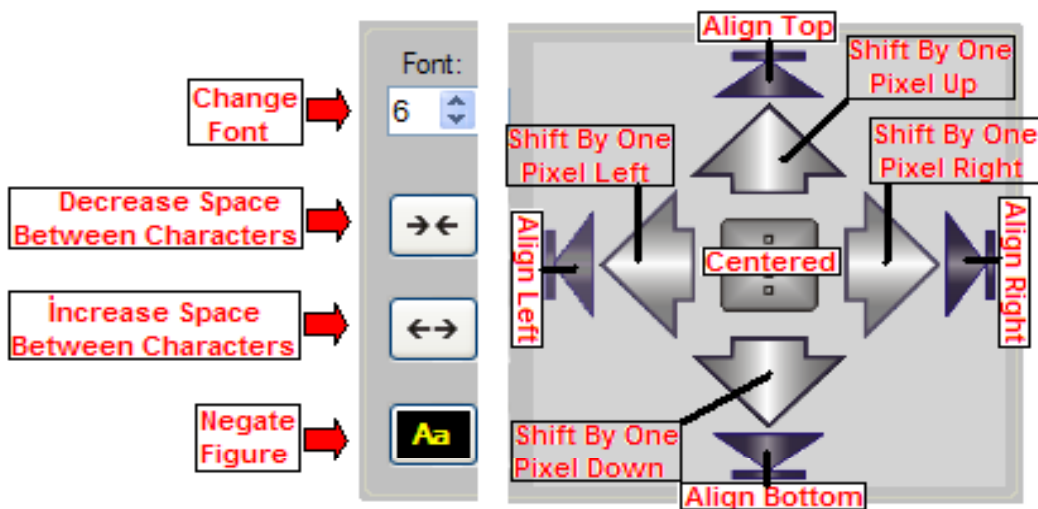


Figure 12: Positioning and Editing Buttons

2.3- Tools >> Settings : Pixel resolution of front, side and rear panels are different. Pixel resolution of display screen can be configured in settings menu. Also cycle duration can be set under this menu (*Figure 13*).

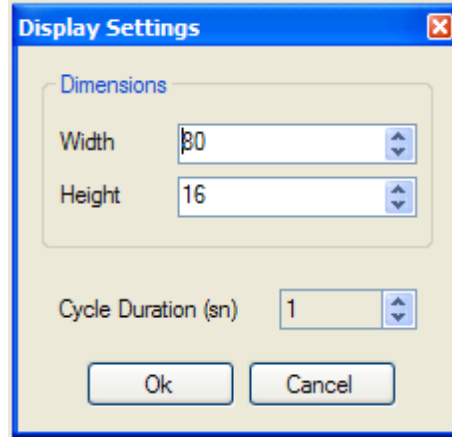


Figure 13: Panel Dimensions and Cycle Duration Settings

3- INFO MENU

'Info' menu includes, the version of Koza, and its retailer's -Polaris Elektronik San. Tic. Ltd. Sti.- company information (*Figure 14*).

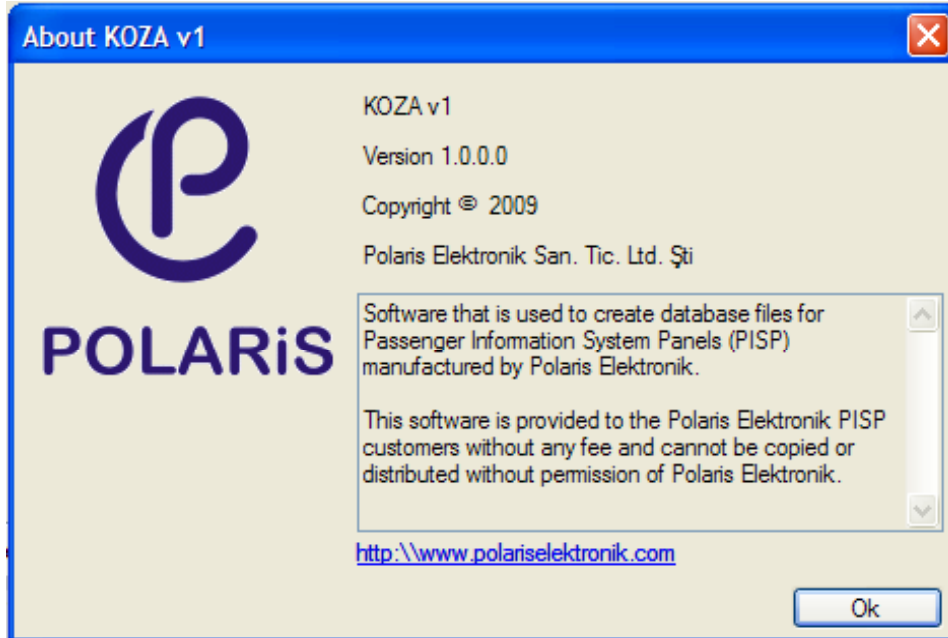


Figure 14: Info Menu