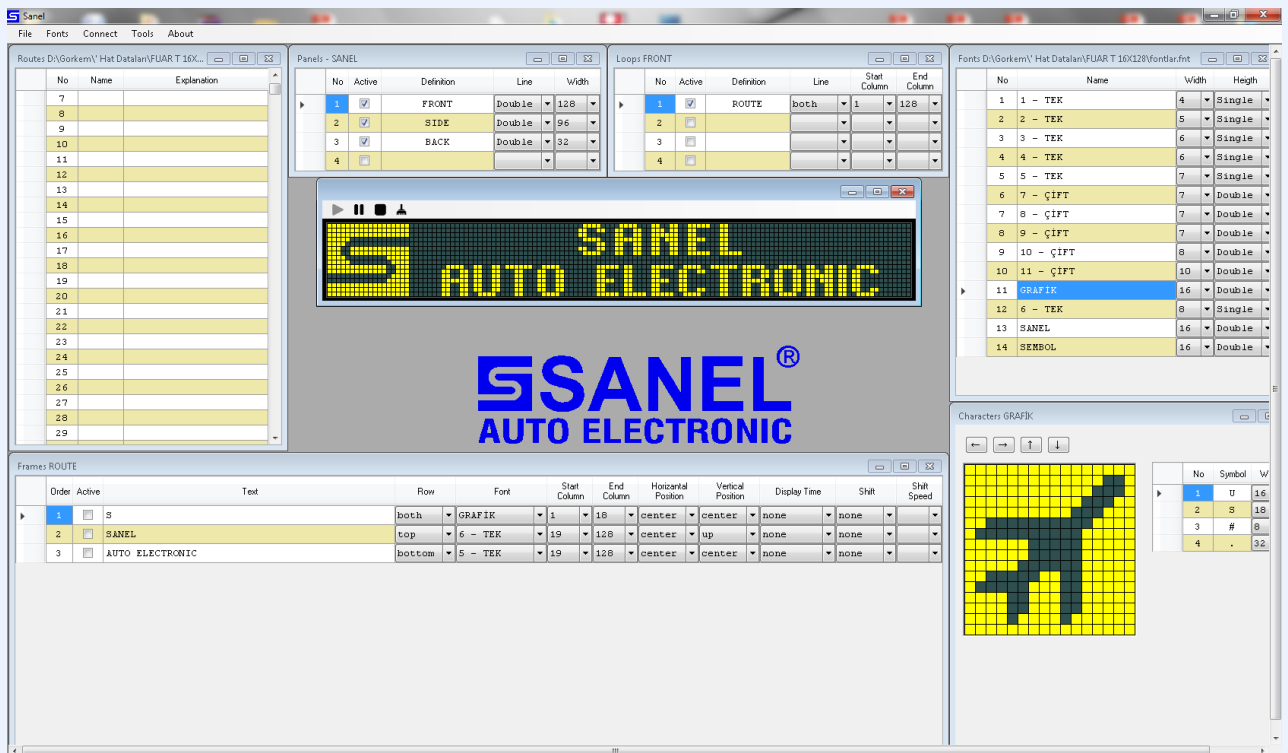


SSANEL[®]

AUTO ELECTRONIC

DESTINATION EDITOR

USER MANUAL

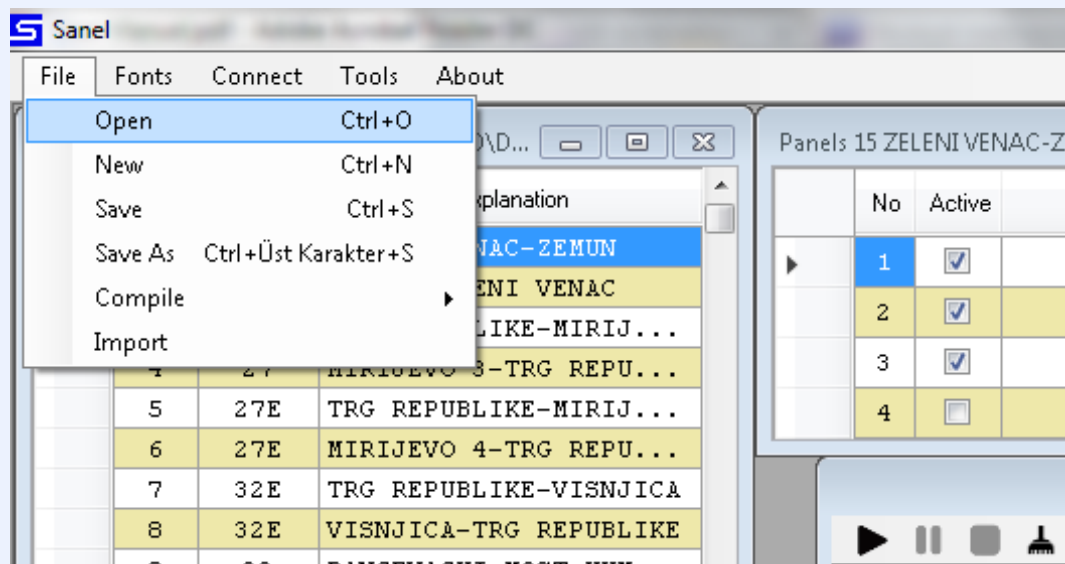


CONTENTS

CONTENTS	1
1.MENUS	2
1.1.FILE MENU	2
1.2.FONTS MENU	4
1.3.TOOLS MENU	6
2.ROUTES	7
3.PANELS	9
4. LOOPS.....	11
5. FRAMES	12
6. ROUTE LOADING.....	14

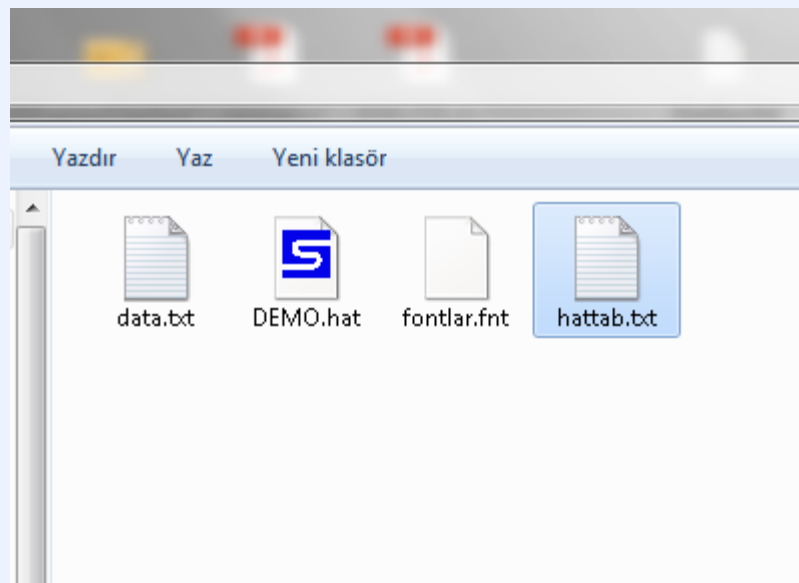
1.MENUS

1.1.FILE MENU

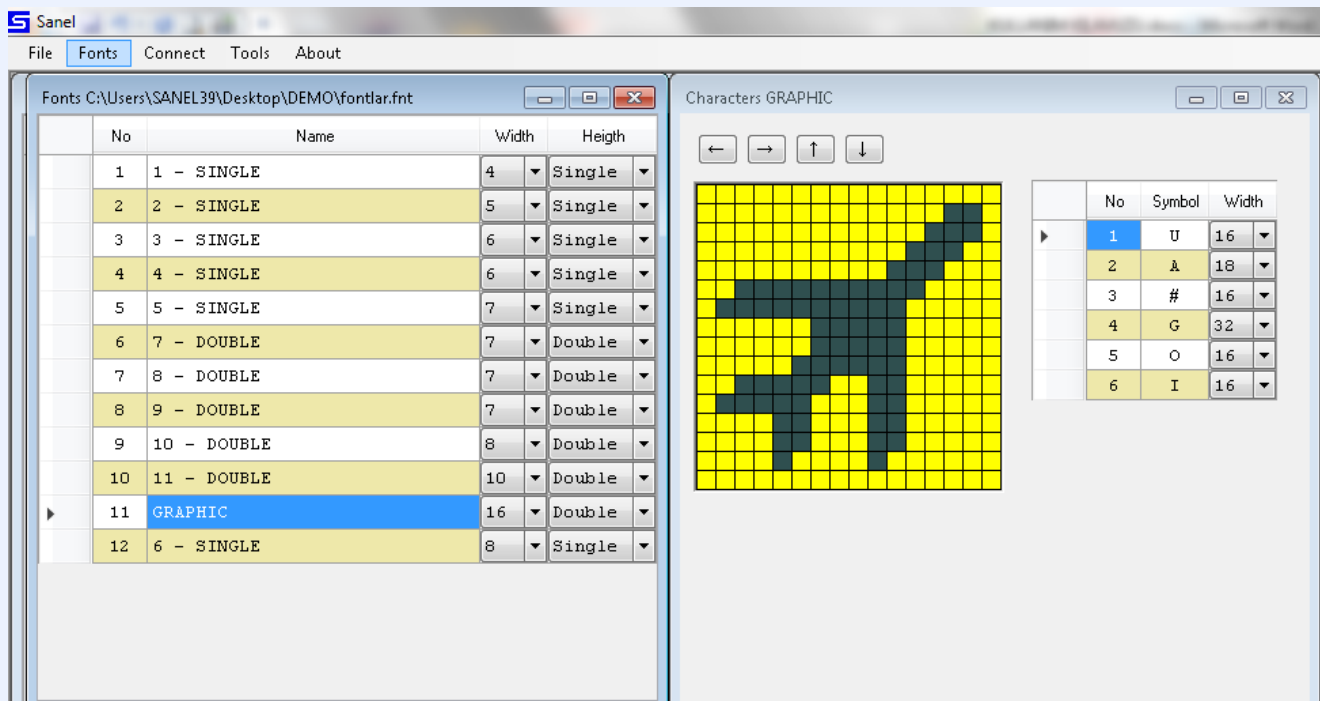


- **Open** :This tab is used to select the route file from the list.
- **New** : Thistab is used for creating a new route file before creating a new route file that you have to select or create a font file.
- **Save** : Thistab saves the changes to the route file.
- **Save as** : Thistab saves the route file as a different file name.
- **Import** : Thistab is used for importing on old version route file.

- **Compile** :Creates loading file "hattab.txt". Created "hattab.txt" and Compiled Route files are in same sub-file. See the "**ROUTE LOADING**" for loading to the terminal.



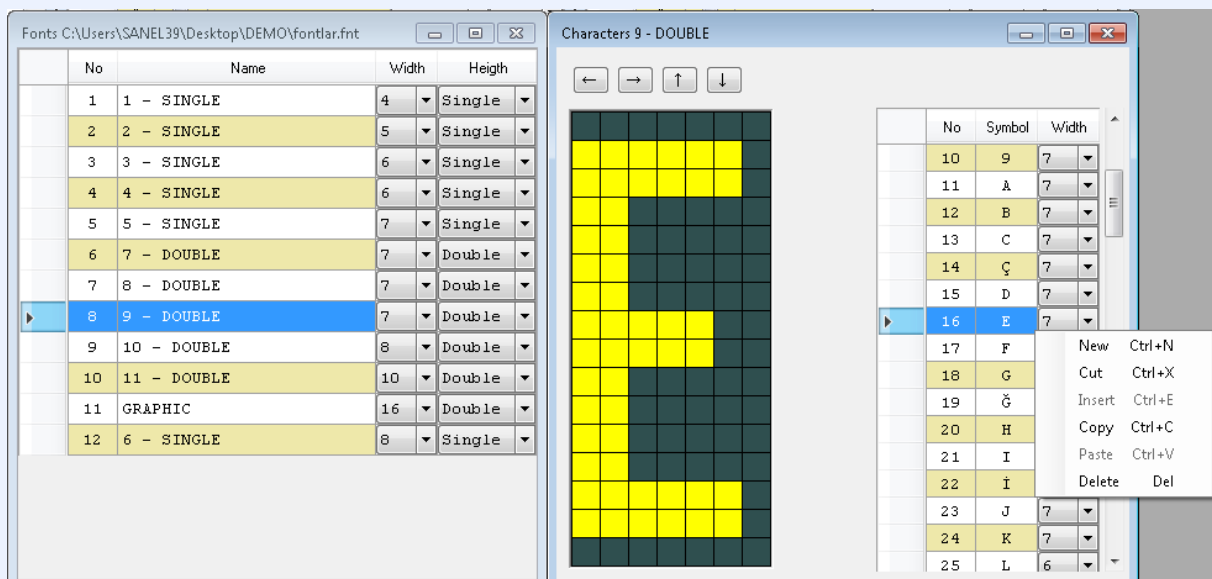
1.2.FONTS MENU



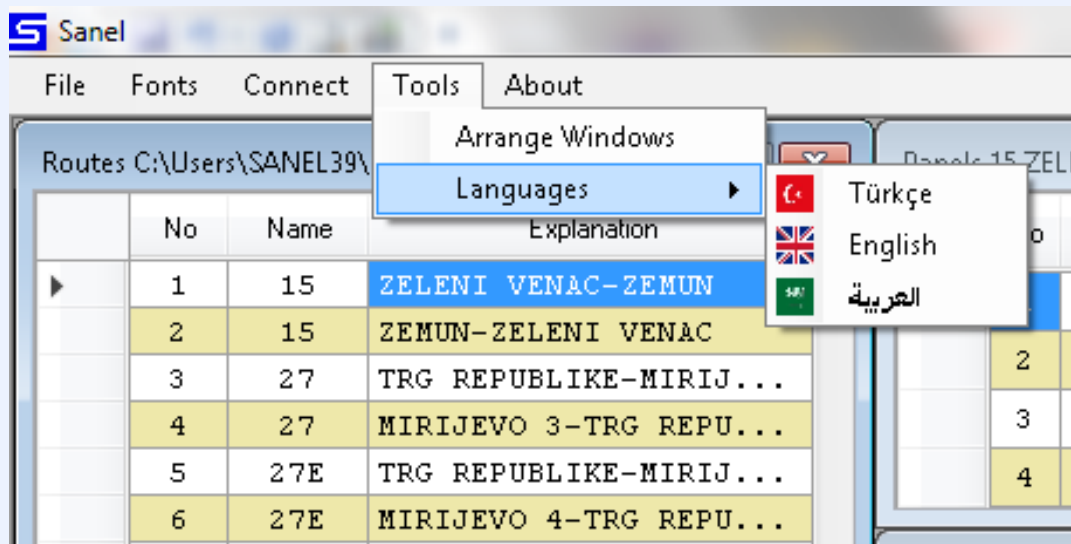
User has to define the characters for led panels. Opens two Windows , **“FONTS”** and **“CHARACTERS”** When you click to font menu tab.

- **Fonts Window:** Shows the predefined fonts. If you click right mouse button while in this window we get two selection **“new and delete”**
- **New:** Creates a new empty font we have to select the default width and height of the new font.
- **Delete:** Erases existing font.

- **Character Window** : In this window all characters defined of a font. In addition you can change the width of any character in divide ally. To define a character , position the cursor on the character drawing area. While in the window, click left mouse button to draw the character. Click right mouse button for erasing the dots. The four arrow keys on to of the drawing area are used for scrolling the drawing area.



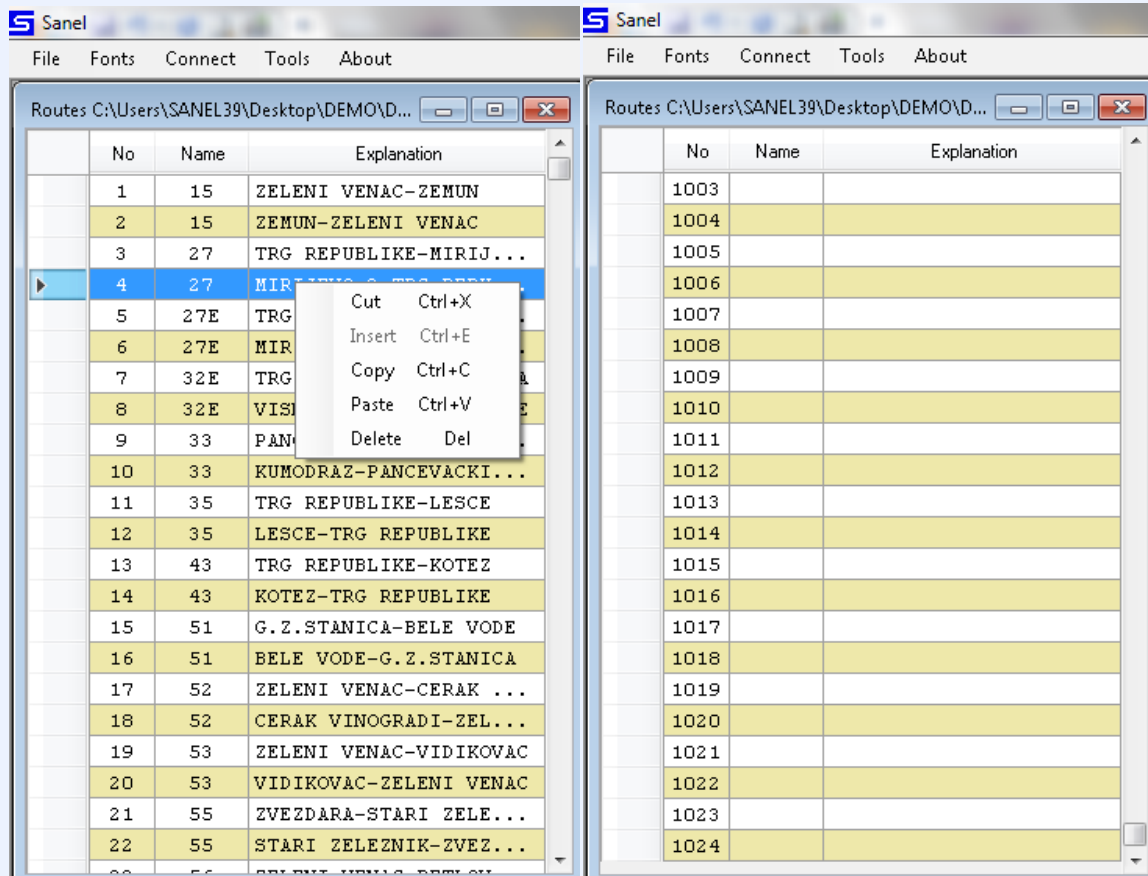
1.3.TOOLS MENU



- **Arrange Windows** : used to select the route file from the list. If there is no font file in the selected directory, first you have to select the font file than route file.

- **Languages** : used for creating a new route file before creating a new route file you have to select or create a font file.

2. ROUTES



Changing the order of a route in the list;

- Click right mouse button on the route name which is to be located and select **"CUT"** tab.
- Click right mouse button again on the position where you will locate the selected route and select **"INSERT"** tab item from opened list.

Not: If the line number of the selected route is greater than newposition lower lines shift down, otherwise upper line shift up.

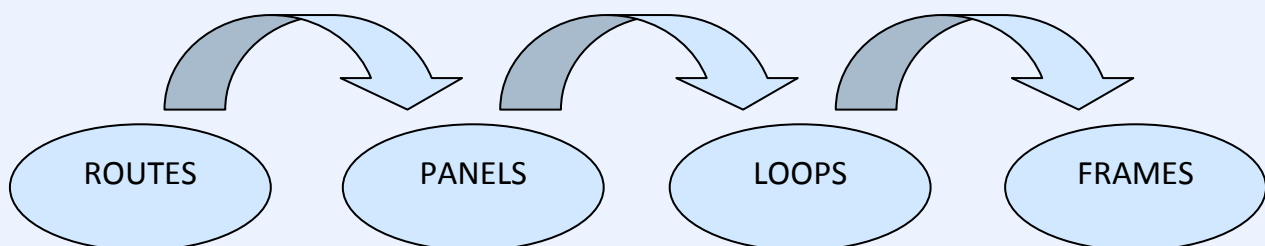
Copy a route;

- Position the cursor on the route name, click right mousebutton and select **"COPY"**tab from the list.
- Position the cursor on the route number where you will copy the selected route, click right mouse button and select **"PASTE"** tab from the list.

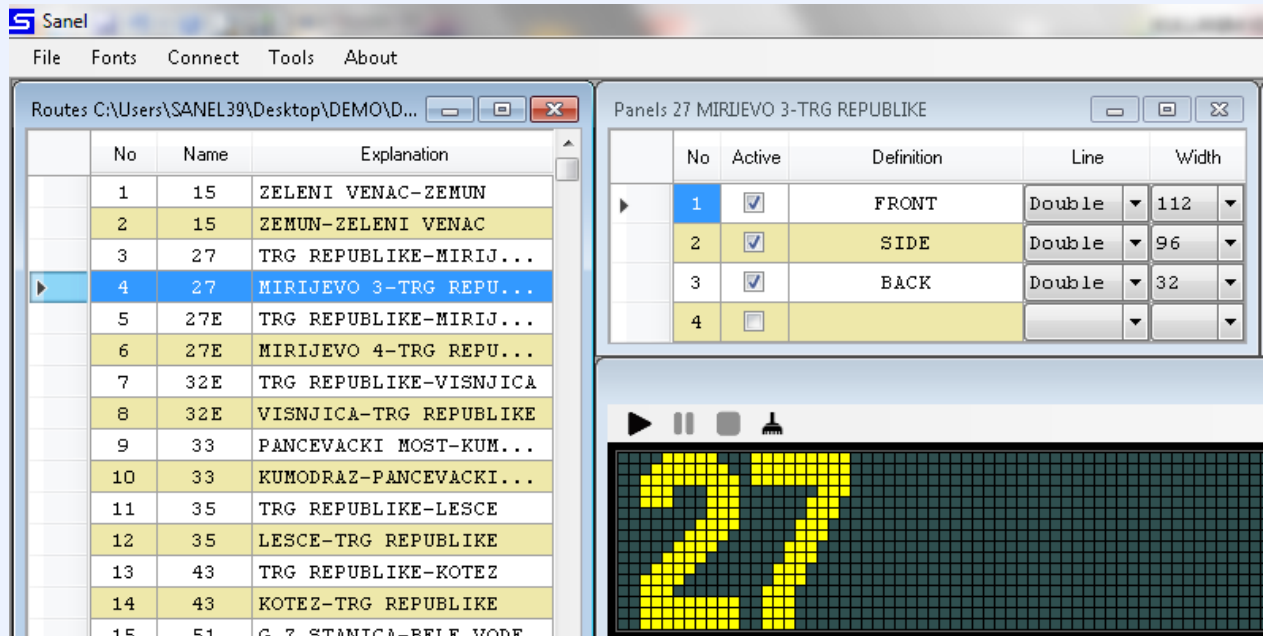
Delete a route;

- Position the cursor on the line number, which is deleted click right mouse button and select the **"DEL"** tab from the list.

Not: When you delete all frames of a route, loops and panels which is selected of the route will be deleted.

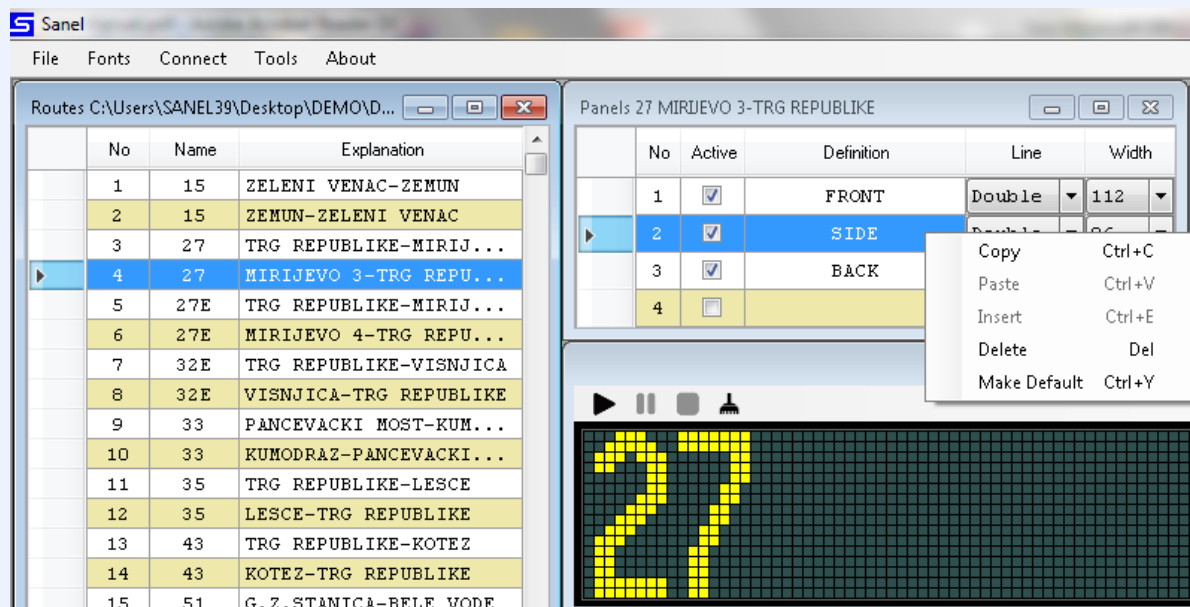


3.PANELS



Up to four panels can be controlled with one terminal unit. There are five sections in the panel definition window.

- **No:** Indicates the number of panels.
- **Active:** Marked panel is active panel.
- **Definition :** Explaining of panel (*front, rear, side*)
- **Line:** This selection defines the height of the panel. If your panel has 8 dod lines select "Single" or 16 dod lines select "Double".
- **Width;** Write the number of vertical dod lines of used panel .

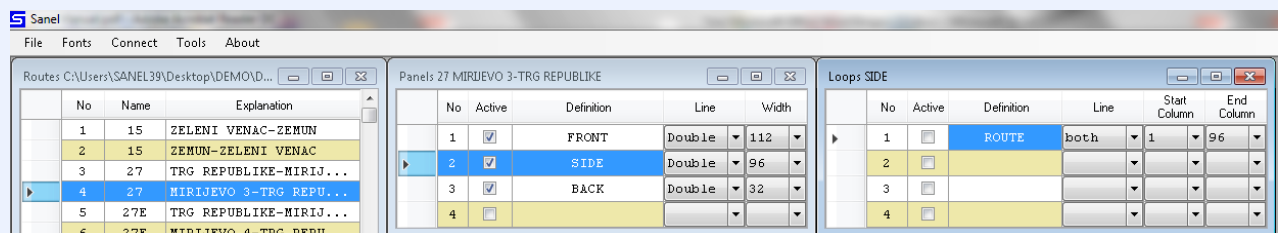


Adding/Erasing a panel position the cursor on one of the panel lines and click right mouse button. In the opened menu box you will see below items.

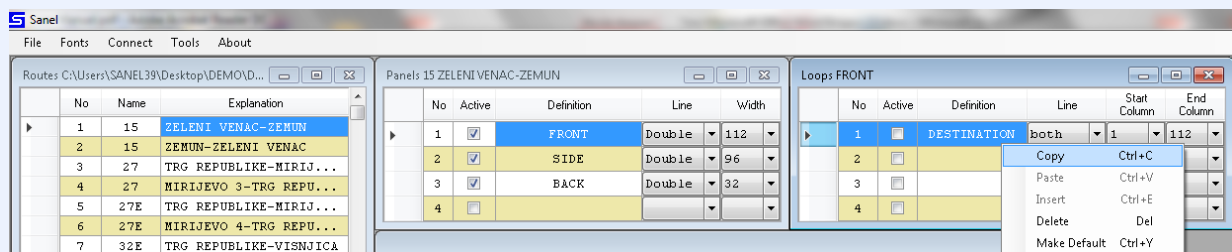
- **Copy;**all panel informations inculudingloops,frames..... to copy.
- **Paste;** copied panel informations topaste as anew panel.
- **Add;** To add a new panel to emptyt position.(empty,panel or default).
- **Del:**Deleting existent panel. All loops and frames related tothis panel will also be Deleted.
- **Make Default:** Existing panel is selected asdefault. After selecting default panel, any “add” operationbrings that panel.

4. LOOPS

Loops are using for split display to parts which can be programmed different animations. In example; Constant destination number, flashing, sliding, moving route plan etc...



- The maximum number of loops is four.
- **Lines** : Select position of the related animation, if the panel has two lines you can select top, bottom or both from the menu box.
- **Starting/ending column**: to define starting of animation column to the end column.



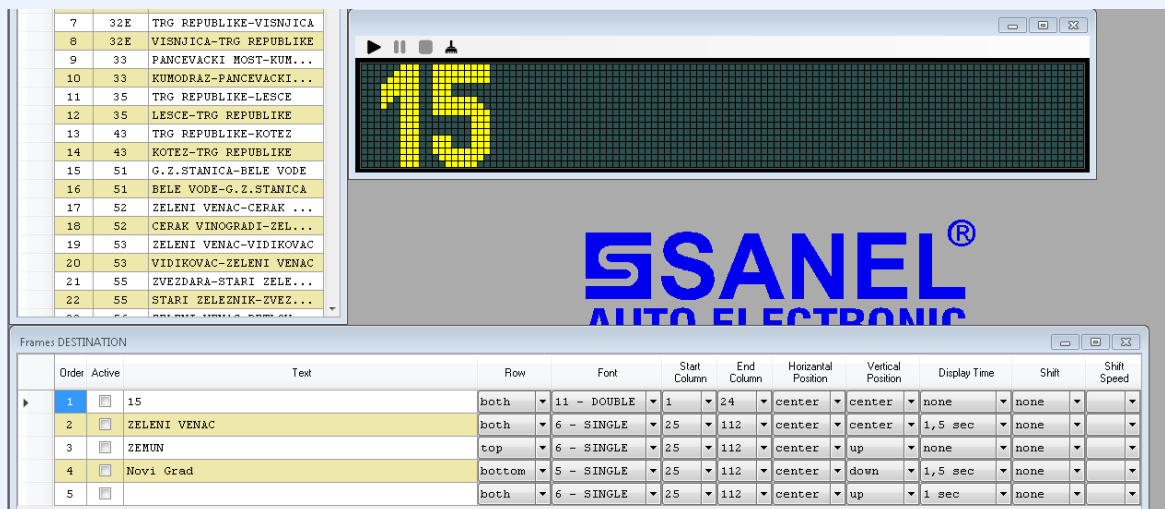
Adding/erasing

- Copy; Paste;
- Del; to delete a loop and related frames.
- Make Default; any one the four loops can be defined as a default loop for further usage.

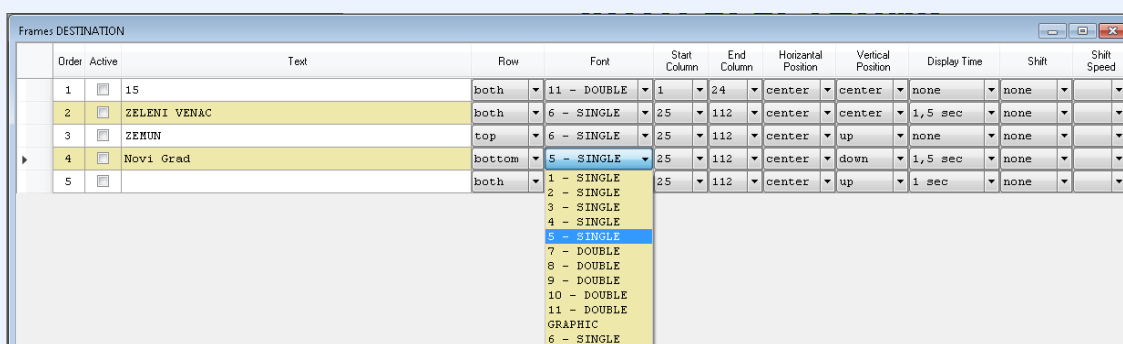
NOT: Adding a loop over to another loop area cause "overlap" error.

5. FRAMES

Frames holds the data to display selected loop.



- **Text** ;To enter the text or characters.
- **Row** ;The text can be stored to top or bottom line or both lines.
- **Font** ;To select the font .
- **Starting/ending column** : to define starting of animation column to the end column.



Frames DESTINATION												
Order	Active	Text	Row	Font	Start Column	End Column	Horizontal Position	Vertical Position	Display Time	Shift	Shift Speed	
1	☐	15	both	11 - DOUBLE	1	24	center	center	none	none		
2	☐	ZELENI VENAC	both	6 - SINGLE	25	112	center	center	1,5 sec	none		
3	☐	ZEMUN	top	6 - SINGLE	25	112	center	up	none	none		
4	☒	Novi Grad	bottom	5 - SINGLE	25	112	center	down	1,5 sec	none		
5	☐		both	6 - SINGLE	25	112	center	up	1 sec	none		

New Ctrl+N
Cut Ctrl+X
Insert Ctrl+E
Copy Ctrl+C
Paste Ctrl+V
Delete Del
Delete All Ctrl+A
Make Default Ctrl+Y

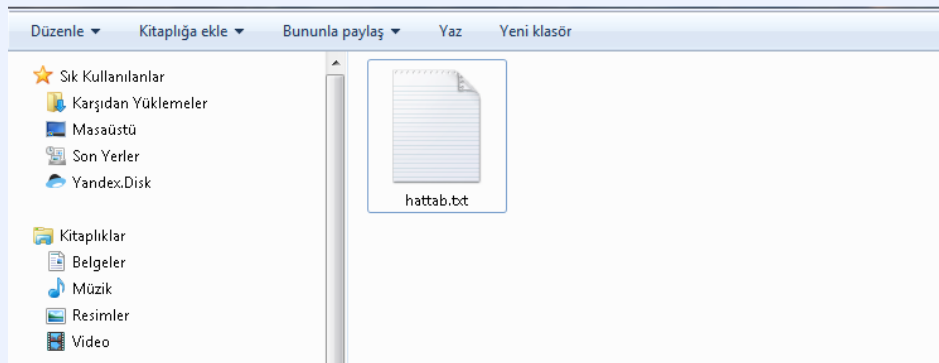
Add/erasing a frames click right mouse button while on the frame window you will see the following tabs on the opened menu.

- **New:** Adds a new frame or default frame if defined.
- **Cut/add:** They are use for changing the order of frames. It moves a frame from one position to another position.
- **Copy/paste:** with this menu items you can duplicate the contents of a frame to another frame.
- **Delete all:** All frames and their contenty are erased from the list.
- **Make Default:** If a frame is selected as we this frame information for create a new frame.

6. ROUTE LOADING

To load the destination panels complete the following steps:

- Load the "hattab.txt" file to an USB memory.



- Insert this USB to the USB socket of the control panel.
- If there is SANEL logo on the screen push the switch once.



- You will see a menu, choose the **DOWNLOAD FROM FLASH MEMORY** tab by circular moves. Then push the button to confirm.
- Wait a few seconds for the data transfer. There will be a message about the result of the data transfer.

- After **DOWNLOAD COMPLETED** message, you can remove the USB.
- After confirming this screen you will see the start-up menu again. Select **SELECT ROUTE & LOAD**
- Choose the desired destination by circular moves then confirm the load by pushing.
- You will see a message about the progress. After finishing the load you will see the status report of the panels.



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