

Colour TFT55 Indicator Site Programming Manual

Basic Principles and Main menu

The programming mode is designed to make simple 'on the fly' changes to almost every setting of the display. It is envisaged that most of the settings will be correct before the indicators are sent to site; but the ability to change things on site should avoid the display being returned for just a small change that has been overlooked.

The display must first be connected to the auxiliary socket on the control card. Three keys on the control card are then set to operate the display and an interactive display is produced on the front. The settings are made by a menu system of up to three levels. 'ENTER' is used as an enter/accept key; + and - are used to scroll through the menu options.



+

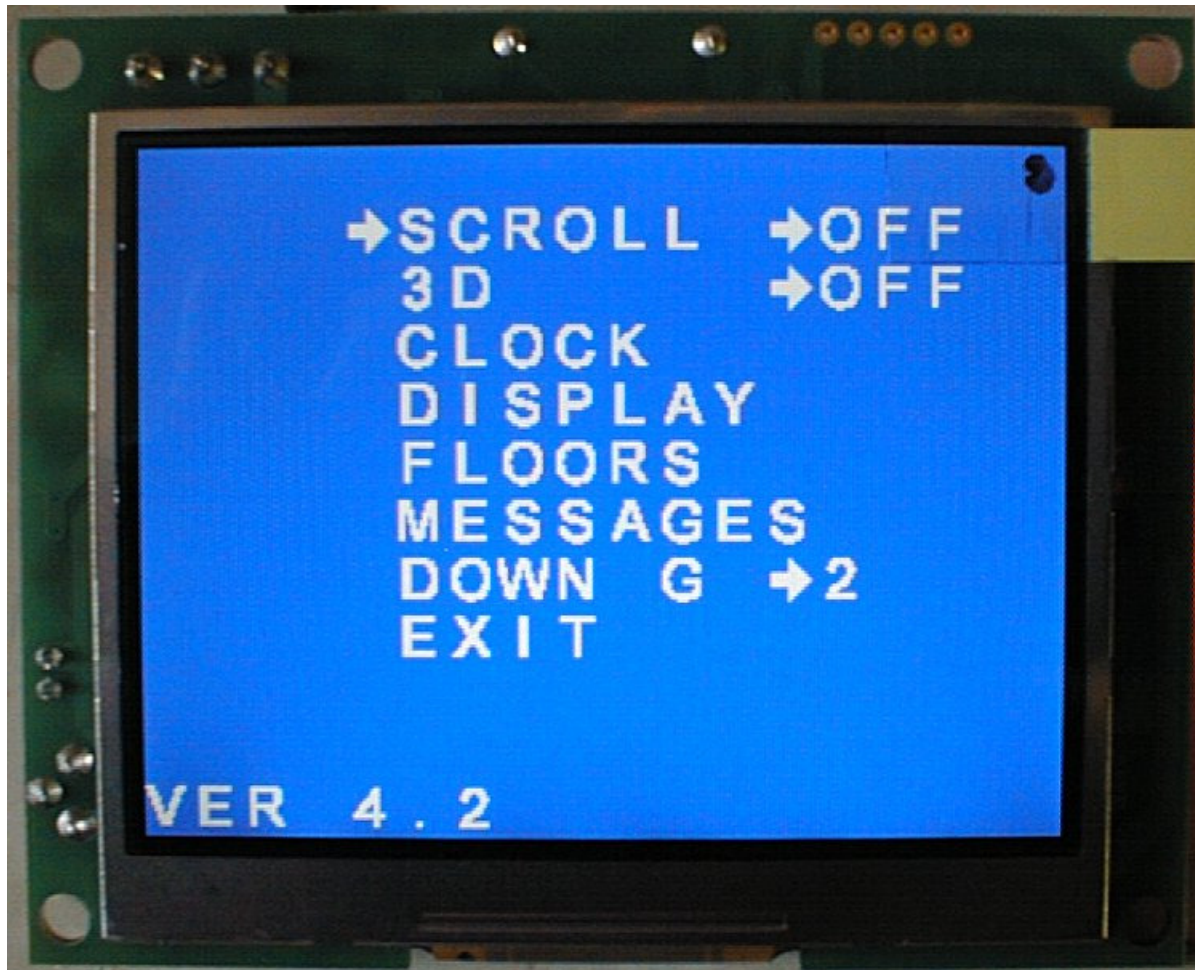
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Enter

Control card in 'Local' mode

To enter the local control mode press the switch marked 'copy setting' when the control card is in normal operating mode. **Please see the control card manual for further details.**

To enter the menu mode simply press 'Enter' and the top-level menu will be displayed as follows:-



The 'scroll' keys (+ and -) can be used to move the arrow up and down to select the required option, once the arrow is pointing at the desired option press 'enter' to select it.

The display will either move to the next menu level or move through the possible range of values that can be selected for a given option.

Scroll Not currently available on TFT55.

Direction arrows will scroll on display if ON is selected. Otherwise arrows will be stationary. Toggles between ON and OFF when 'enter' is pressed.

3D Not currently available on TFT55.

Direction arrows will be displayed as 3 dimensional images if ON is selected. Otherwise arrows will be flat. Toggles between ON and OFF when 'enter' is pressed.

Clock

System will move to the time and date setting menu when 'enter' is pressed.

Display

System will move to the menu to set basic display colours and general appearance when 'enter' is pressed.

Floors

System will move to the menu for setting up the characters displayed on each floor when 'enter' is pressed.

Messages

Allows user to set the messages given for a particular input combination.

Down Gong

Sets the single gong tone to up or down.
Toggles between 1 and 2 when 'enter' is pressed.

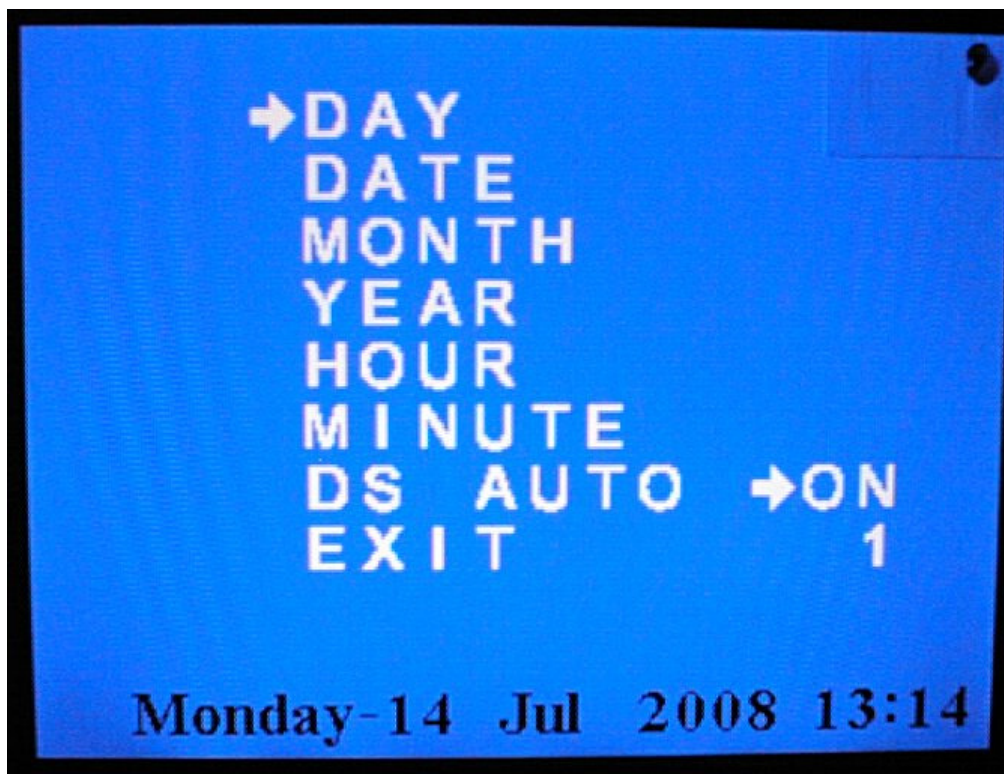
Exit

Returns to normal indicator operation and leaves the menu system.

Software revision number

The software revision number is displayed at the bottom left of this screen, in the above example it is version 4.2.

Clock setting menu



The current clock settings are shown at the bottom of the screen and as modifications are made these are updated. Adjustments are made by selecting the parameter to adjust with the 'scroll' keys and then pressing the 'enter' key to increment the parameter selected. Note that the year will not increment past 2099 but will then go back to 2000.

Automatic daylight saving

When DS AUTO is set to ON then the clock will automatically adjust by going forward one hour to BST at the end of March and going back one hour to GMT at the end of October. The adjustment happens at 1:00am GMT on a Sunday.

If the indicator is switched off at this time then the adjustment happens at the first occurrence of 1:00am GMT after it is switched on. The single digit under 'ON' shows how many hours ahead of GMT the clock is at the present time, 0 means the clock is showing GMT and 1 means the clock is showing BST.

If 'AUTO' is enabled, it is important to set the clock according to the current daylight setting. The reason for this is if it happens to be wrong ie. the display was last powered up in September but it is now November the clock will still be running as BST, however when exiting the menu the clock will automatically lose one hour and set itself to GMT. Therefore if the indicator has been stored and appears to be one hour out make sure you check the GMT/BST status before making any adjustment.

Exit

Selecting exit will return to the Main Menu.

Display Setting Menu



The display-setting menu allows for adjustment of general display parameters and operation of the indicator. The left hand side of the display shows the colour already selected, where applicable, followed by its hexadecimal look-up value in the internal colour table, shown by 'hh' in the diagram above. For some items a decimal number is more relevant and this is shown by 'nn'.

Changing a colour setting

To change the colour of a particular item it must first be selected by selecting it with the 'scroll' keys and then pressing 'enter'. This will cause the colour selection screen to appear, a grid of the 256 different colours available on the display, in a rectangle 16 x 16. A white rectangle will be drawn around the colour currently selected.

The white rectangle can be moved down by pressing - and to the right by pressing +. When it reaches the side of the screen it 'wraps' round and starts again on the other side.

The rectangle is moved over the required colour by use of the 'scroll' keys and then 'enter' is pressed. This causes the colour to be selected and you are then returned to the display setting menu.

Changing a number setting

To change a number setting of a particular item it must first be selected by selecting it with the 'scroll' keys and then pressing 'enter'. This will cause the number selection screen to appear, a large number showing the current setting.

Pressing - will cause the number to decrement and pressing + will cause the number to increment.

Once the desired setting is reached pressing 'enter' will cause the displayed number to be selected and then return to the display setting menu.

Background

Can be set to any of 256 colours and is the main background colour for the indicator when it is working normally.

Clock frame

Can be set to any of 256 colours and is the colour of the box, which is drawn around the clock display at the bottom of the screen. If no box is required then make this the same as the background colour.

Clock text

Can be set to any of 256 colours and is the colour of the clock display text.

Backlight

The brightness of the display back light can be set at individual levels. The brightest being level 31 and the lowest being one level higher than that set for the power save level brightness. **Note that lower brightness levels will save on power and lengthen the service life of the indicator.**

Power save

The indicator has a power saving mode whereby if no changes take place on the display for a given time (the lift is not in use) then the display brightness is automatically reduced to this level. The power save brightness cannot be set higher than the normal brightness for the indicator.

Power timer

Sets the time in minutes before the display brightness is reduced. It can be set from 2 to 99 minutes.

Note that the power saving mode is only active if switch PS of SW4 is in the on position.

Arrow up

Can be set to any of 256 colours and is the colour of the up direction arrow and hall lantern.

Arrow down

Can be set to any of 256 colours and is the colour of the down direction arrow and hall lantern.

Note if 3D arrows are used their colour is pre programmed and cannot be changed on site.

All Floors

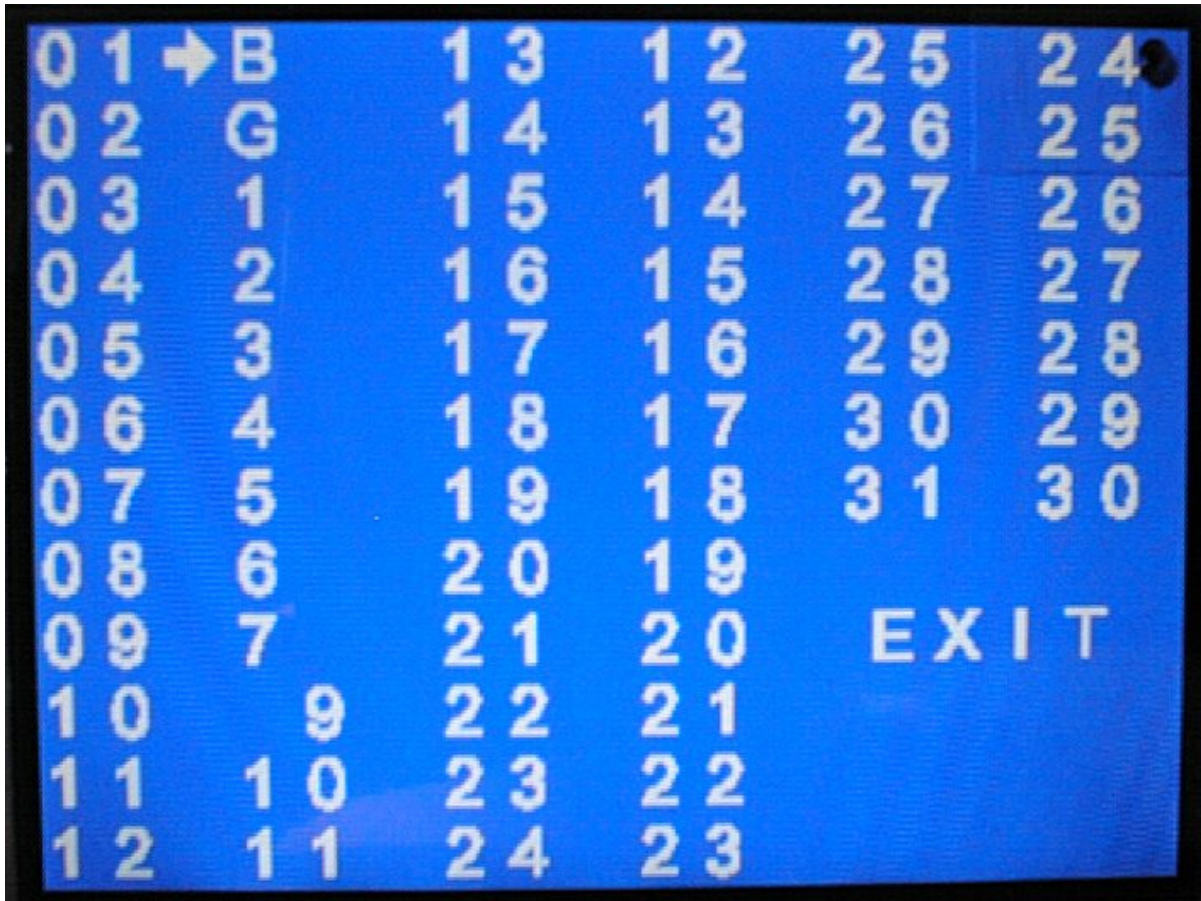
This will set the indicator floor digits to one colour for all floors. Whilst it is possible to set each floor to a different colour it is more likely they are all the same and will all need to change at once to match a new back ground colour. Any of the 256 available colours may be selected from the colour grid.

Exit

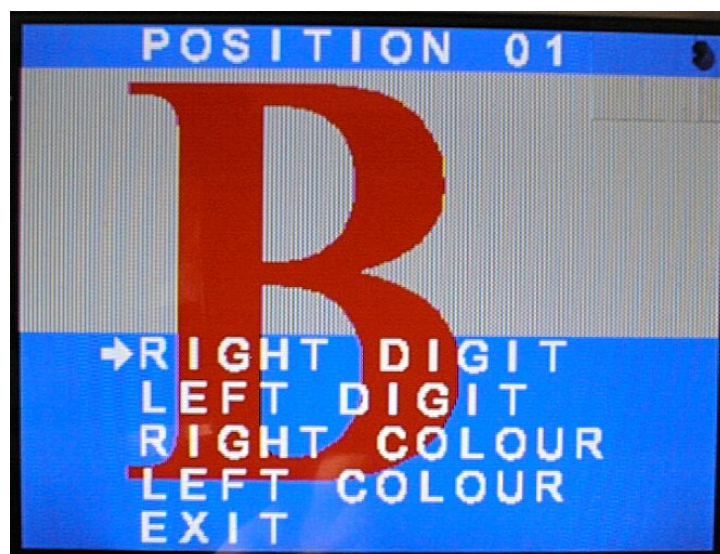
Selecting exit will return to the Main Menu.

Floor Setting Menu

Three columns of floor numbers are displayed. Each column has the absolute floor number on the left, a gap in the centre for the selection arrow and current floor display characters on the right. 'Exit' is displayed at the end of the array.



To select a floor to change use the 'scroll' keys to point at that floor, then press 'enter' and you will be passed to the floor set-up screen.



POSITION nn

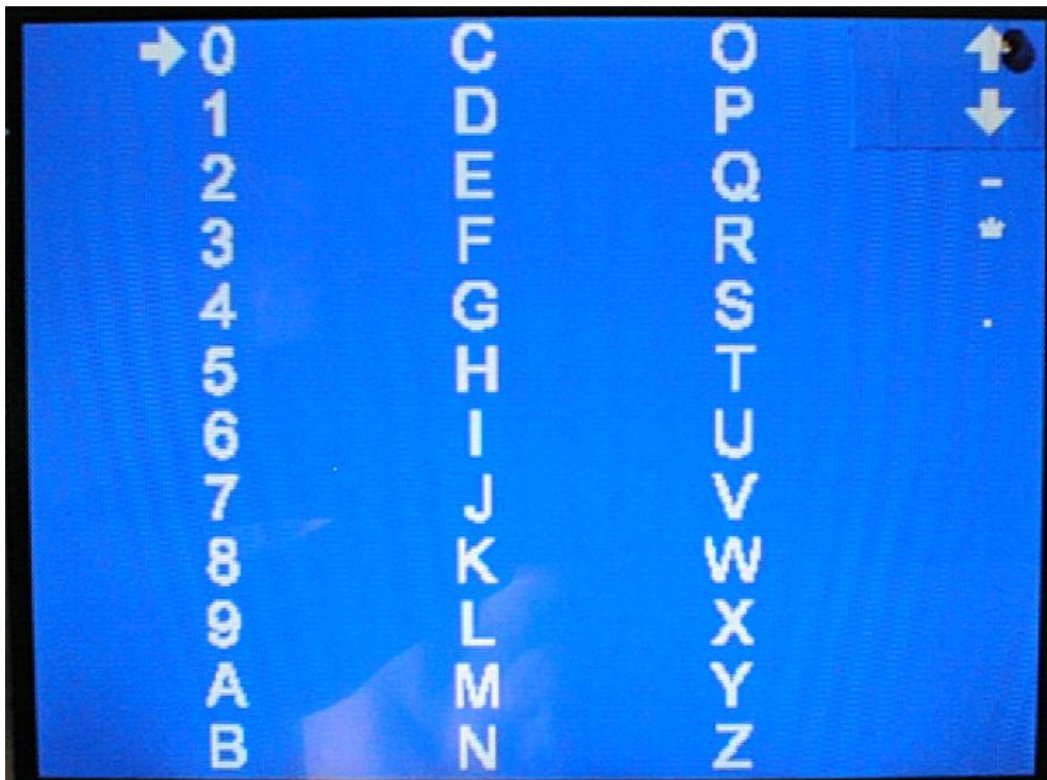
LR

RIGHT DIGIT
LEFT DIGIT
RIGHT COLOUR
LEFT COLOUR
EXIT

L and R represent the left and right digit to be displayed at the absolute floor position nn. They are shown in the colour assigned to them. If a blank is required in one position then the 'space' can be assigned.

Setting characters

To change the character assigned to a digit select that digit and press 'enter', you will be passed to the character select screen. A list of all available characters will be displayed.



Select the required character using the 'scroll' keys and press 'enter'. The character will be assigned to the previously selected digit.

Setting character colour

To change the colour of a digit it must first be selected by selecting 'left' or 'right colour with the 'scroll' keys and then pressing 'enter'. This will cause the colour selection screen to appear, a grid of the 256 different colours available on the display, in a rectangle 16 x 16. A white rectangle will be drawn around the colour currently selected.

The white rectangle can be moved down by pressing - and to the right by pressing +. When it reaches the side of the screen it 'wraps' round and starts again on the other side.

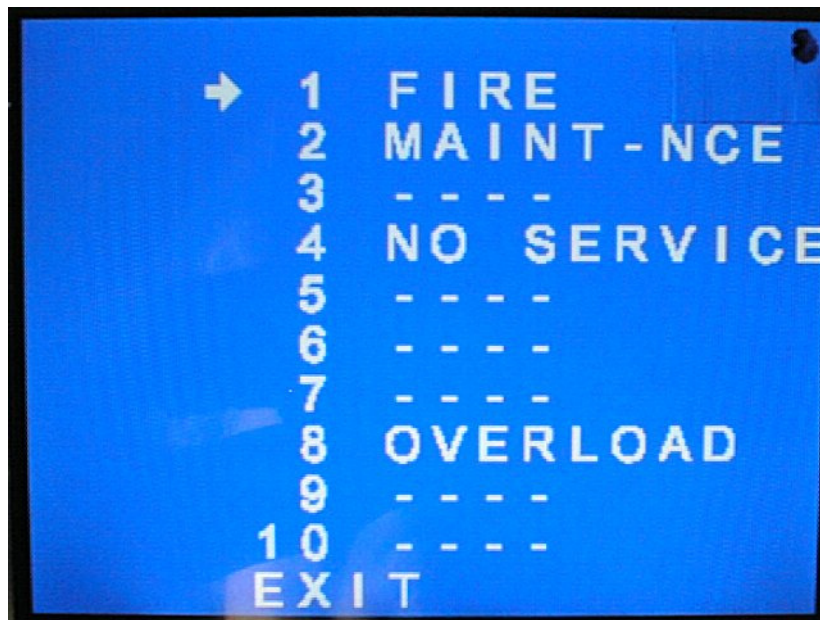
The rectangle is placed over the required colour and then 'enter' is pressed. This causes the colour to be selected and you are then returned to the floor set-up screen.

Exit

Select exit and press 'enter' to return to the floor-setting menu. Once in the floor setting menu select exit and press 'enter' once more and you will return to the main menu.

Message Setting Menu

This permits the displayed message for a given input combination to be set from the available stored messages. The message inputs are binary weighted as M1, M2, M4, and M8. The binary weighting is given by the number after M. Only the first 10 combinations can be assigned from the menu.



To change a message first select it with the +/- keys to move the arrow up and down. Then scroll through the available messages with the enter key.

----- means that nothing will be displayed for that input combination.

Select exit and press 'enter' to return to the main menu.