

SAIA® PCD
Process Control
Devices

SAIA Icon Editor
for HMI-Editor Version 1.3.100
User manual

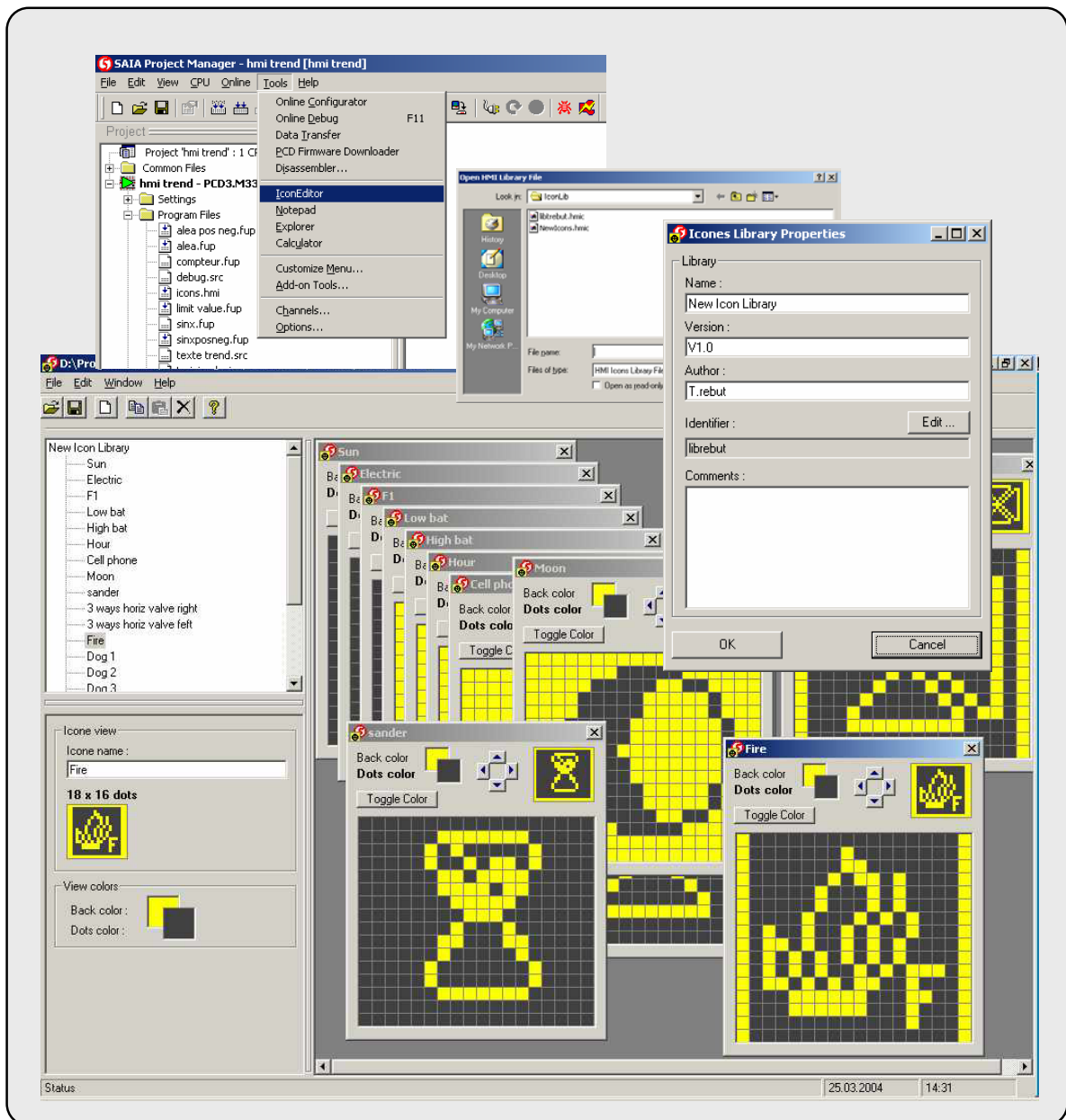


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1. General

1.1 Welcome

Icon Editor for HMI-Editor Version Beta 1.3.100.

Welcome to the SAIA Icon Editor. This tool allows you to create your Icon libraries for the PCD2.D23x terminal range. The icons can then be imported in your HMI file from the HMI Editor.

1.2 General Principle

The Icon Editor allow you to create icons in an icon library. All icons of a library are saved in a common file. On the same PC, you can directly use the icons in your HMI file. You can also distribute your icon library by sending the file to somebody else.

The Icon Editor works always on a single library. The library can contain a large number of icons (ready to use) even if the terminal can only load up to 100 icons. To create and work with several libraries, use the New Library and the Save Library as.. commands.

To allow the HMI-Editor to uniquely identify each icon (needed for update) in any library, the icon library must have a unique **Identifier**. This identifier is stored in the icon library file and is not changed even if the file is moved or renamed. As fare as possible, the Icon Editor will check that you don't create several libraries with the same identifier.

A library also has a name. This name can be a free and clear readable name (E.g. **My Heavac Icons**). In the HMI, the used libraries will be listed with this clear name.

In supplement to the name and the identifier, you can add optional information to the library, like : a version, an author and a free comment.

All information in the library can be changed at anytime, except the identifier. The identifier should not be changed once a library has been used or distributed.

Think that an HMI will not contain all icons you have defined but only the ones you have loaded in the HMI file. Therefore, you cannot add new icons in an HMI file if the icon library is not on the PC.

2. Menu commands

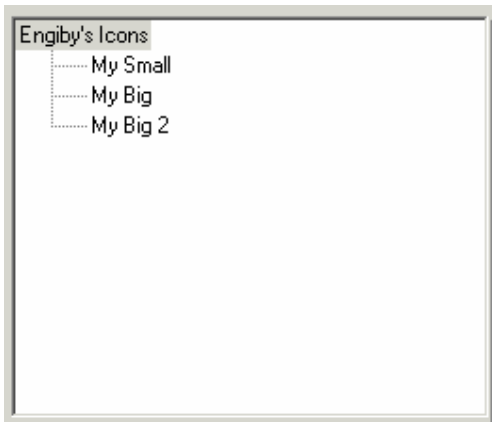
File	New Library	Create and open a new library file
	Open Library	Open an existing library file
	Save Library	Save the current library file
	Save Library As	Save the current library file under a new name
	Library Properties	Edit the library properties
	Exit	Exit the Icon Editor
Edit	New Icon	Create a new icon in the current library
	Copy Icon	Copy the selected icon in the clipboard
	Past Icon	Past the icon from the clipboard as new icon
	Delete Icon	Delete the selected icon
	Close Editing Icon	Close the icon being edited
	Save Editing Icon	Save the modification made in the icon being edited
	Save Editing Icon As	Save the icon being edited under a new name
	Window	Close All
Arrange Horizontal		Rearrange the open windows in a horizontal way
Arrange Vertical		Rearrange the open windows in a vertical way
Arrange Cascade		Rearrange the open windows in cascade way
1..n		List of the open windows
Help	Content	Call the help of the Icon Editor
	About	Open the about box of the Icon Editor

3. Organization of the Editor

The Editor is organized in 3 parts :

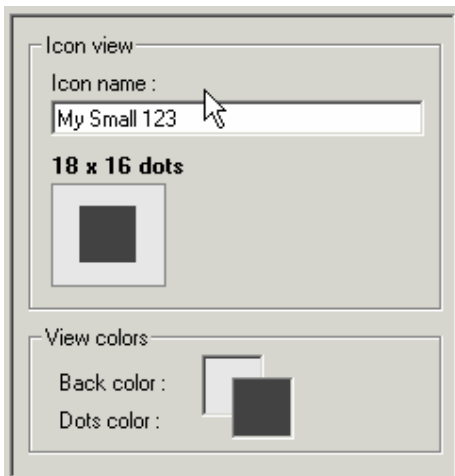
- The icon list (top left)
- The Properties or the Icon view (bottom left)
- The icon edition windows (right)

In the icon list, you can see the family name and the list of the icons that are part of the current family.



When the icon family name is selected, the properties are displayed on the lower part.

When an icon is selected, the icon view is displayed below.



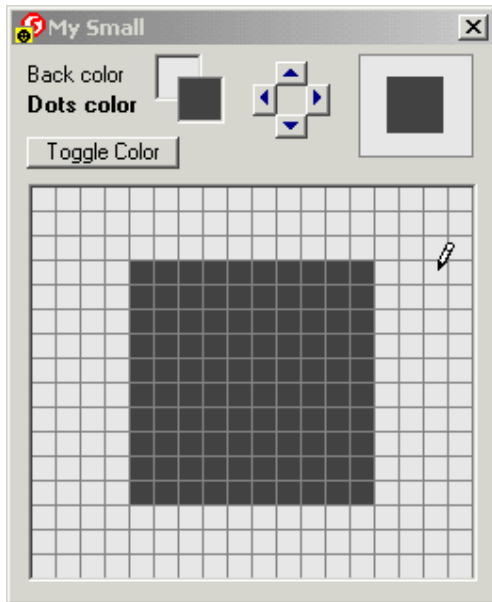
Here you can also change the icon name. The view helps you to realize what will be the view of the icon on the terminal with more or less the effective size.

The View color frame allows you to change the colors used in the editor. It does not change the color of the icon on the terminal.

4. Icon Editor

4.1 Icon Edition

To edit an icon, double-click on it's name in the icon list. An editing window will be open.



This tool allow you to modify the icon.

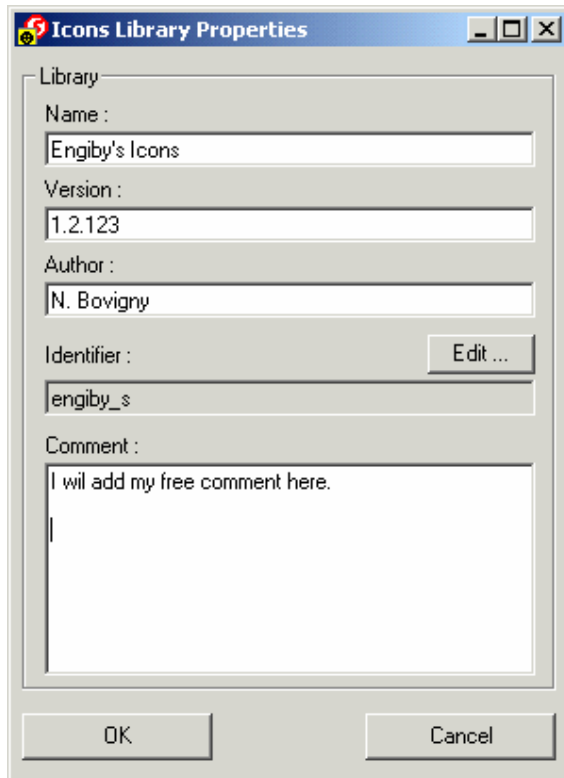
Click on the Back or the Dots color to choose the color to paint. Then click and drag the painting tool to change the dot colors of the icon.

Use the arrows button to move the icon in the available space.

The Toggle Color button allows you to toggle the color of all dots with a single click.

4.2 Icon Library Property

The library properties can be called by clicking on any properties or by using the menu command File – Library Properties.



Name : Call name of the library. This name will appears in the HMI Editor when an icon of this library is used.

Version : Version indication of the icon. The versioning principle is free for the user.

Author : Free field to indicate the original author of the library.

Identifier : To allow the HMI-Editor to uniquely identify each icon, the icon library must have a unique Identifier. This identifier is not changed even if the file will be moved or renamed. As fare as possible, the Icon Editor will check that you don't create several libraries with the same identifier. To change the identifier, click the Edit button.

The identifier must have at least 8 characters.

Comment : Free comment for the author.