Elite PI
EPI Designer: User Manual

Version 1.5

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1.0 INTRODUCTION

The Elite PI Designer program is used to design displays for use with an Elite PI. With this tool, you can customize your displays with special features and graphics, and update your displays whenever necessary. The layout files, which are created, can be transferred to Elite PI Display for use.

1.1 Getting Started
Minimum System Requirements:
- Microsoft Windows © 95 or Microsoft Windows © 98, Microsoft Windows © 2000, or Microsoft Windows NT © Workstation
- Pentium 100 processor
- 16 MB memory for Windows
- 20 MB available hard drive space
- 800 x 600 point resolution and 16-bit color *(800 x 600 or higher)* desktop area *(video resolution)* and High Color *(16 bit or better)* video mode.

1.2 Installation
1. Place the Elite PI CD in the CD-ROM drive.
2. The program will automatically start up install after you have inserted the CD.
3. If the setup program does not automatically start, go to the Start bar and select Run. Type in the drive letter of the installation disk, and the file name "setup.exe". For example, if the CD is in the d: drive, type d**:\setup.exe** and select OK. This will begin the installation process.
4. The Installation Wizard will guide you through the installation process. The installation process will create an Elite PI application folder under your Programs of your Start Bar. To start the application, simply access the folder and select Elite PI Designer.

2.0 DESIGNING AND EDITING A LAYOUT

Elite PI Designer contains many tools to help you build the perfect layout for your system. Your display can contain the following **elements**:
- A customized background
- Floor position
- Direction display

- Message displays based on Priority, Floor, and Scheduled messages
- Time display
- Temperature display
- Stock ticker display

In addition, you configure your display based upon the amount of **floors** you have for your elevator bank.

When you first open Elite PI Designer, you will be in Design mode for a new Layout *(Figure 1)*. Although you do not need to follow a particular order when designing you Layout, we will take you through the design of a new layout, using the tools described above. We will start by defining your background, and place various display elements into your Layout.
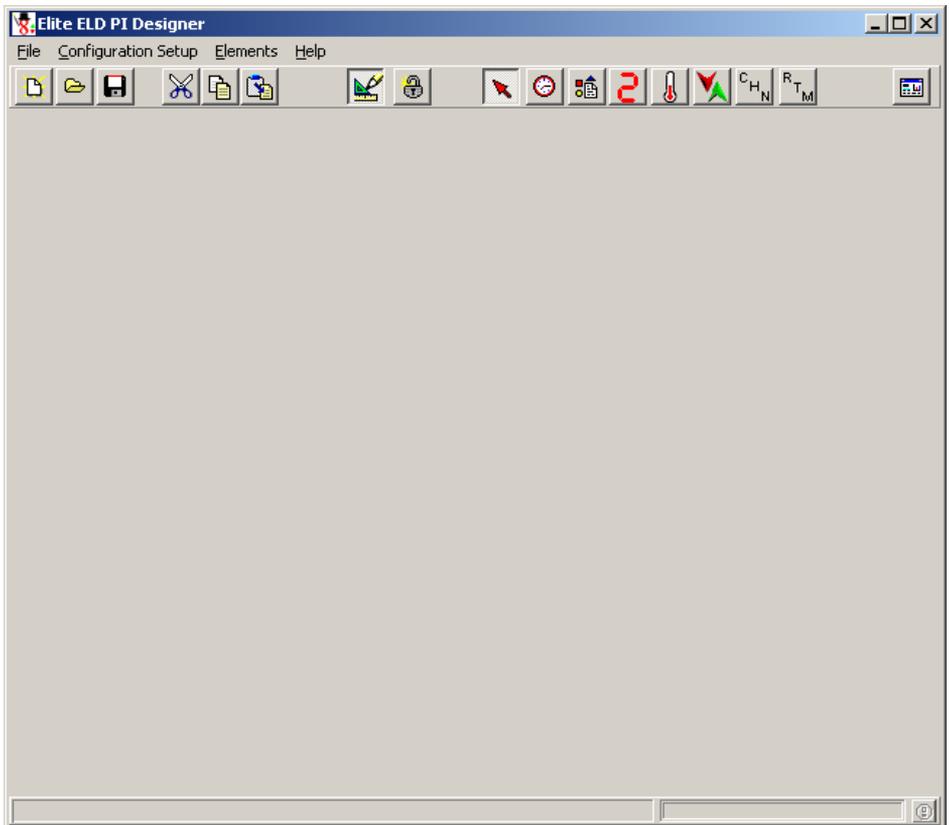
Figure 1

2.1 Unlock the Display Element Position 🔒

Before you begin designing your Layout, you need to make sure that the layout is not "locked." This is determined by the position of the button with a padlock on it. This button is the Lock button, and controls if the Display elements can be moved and resized. When the Elite PI Designer is initially opened, this button defaults to the Unlocked *(up)* position 🔓. When the button is in the Unlocked *(up)* position, elements can be edited, added, moved, or deleted. When a file is loaded, this button defaults to the Locked *(down)* position 🔒. If a screen is locked, elements can be edited, but items cannot be added, moved, or deleted.

2.2 Select a Background

To begin, select a background for your Layout. Click on the right-most button on the toolbar to select a graphic. This will bring up an Open Background window, containing backgrounds developed for use with Elite PI Designer *(Figure 2).*
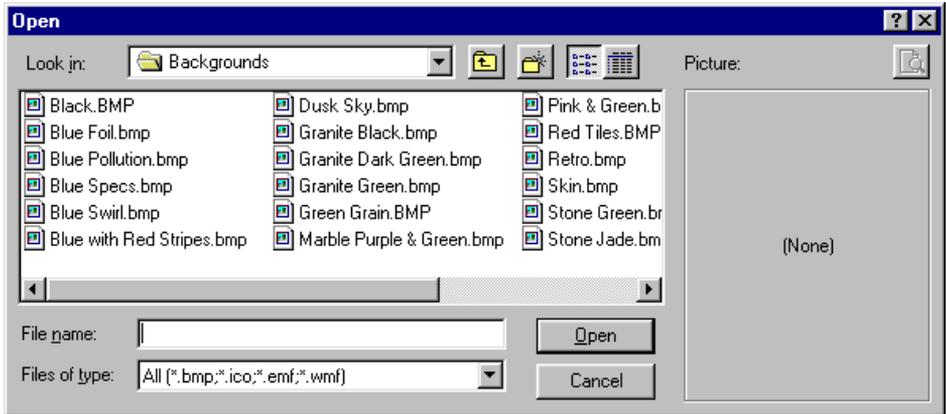
Figure 2

To view a file, click once on the file name with the mouse, and it will appear in the box on the right. To select a file, either double-click on the filename, or single-click on the filename and select the Open button. Any bitmap type files (files with an extension of .bmp) may be used. Enhanced metafiles (files with an extension of .emf) and metafiles (files with an extension of .wmf) can also be used. If you would like to select a file other than the default backgrounds provided, simply select

the directory where your bitmap file resides, and select the background you want. The file selected will be resized to fit on the layout in a 600 x 480 mode. Depending on your screen resolution, the background may not fill your entire screen.

2.3 Design your Layout

You will now place Display Elements on your screen. You may place multiple display elements of the same type on your screen, and you need not place all Display Elements on your screen. Although you have many different display elements to use in your Layout, they are added and edited in very similar ways.

To add an element to the screen, click on the button for the element and position the mouse over the layout area where you would like the element to be displayed, and click the left button to add the item to the screen. A dashed box will appear, which can be moved, resized and edited.

To move the item, simply select the box by single-clicking on it, and drag the box where it should be.

To resize the item, select the box, move the cursor to one of the edges of the box until the bi-directional pointer appears, and then drag the edge of the box to resize.

To edit most elements, you have two options: you may either select the element and then double-click, which will open up the editing screen, or right click on the element, and select Edit from the pop up menu. For the priority, scheduled, and floor based messages, however, you must right click on the item to edit the element.
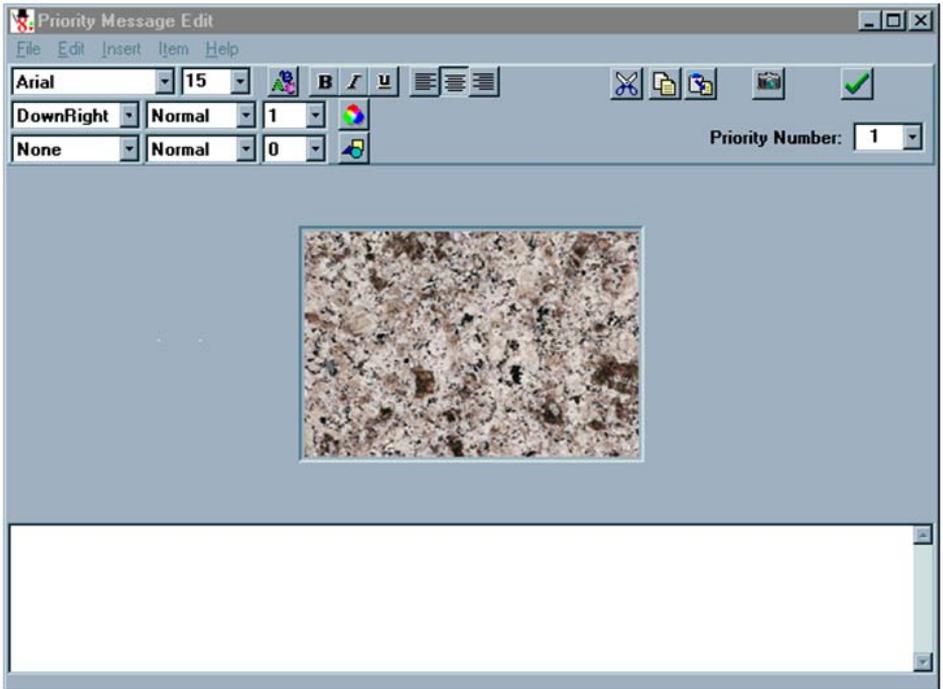
Figure 3

Shown in Figure 3 is an example of an "Editing Box". The buttons at the top of the window are common to most Display Element editing. They effect the text being displayed, and are illustrated for you in the box in the middle of the screen. From top to bottom, left to right, they perform the following functions.

First row

Font Name: The font which is used for the text. To select from various fonts, click on the arrow (▾) which will display a drop-down list of the font styles.

Font Size: The point size of the font for the text. To select this item, you may either select from the drop-down list by clicking on the arrow (▾), or enter the font size you would like.

Font Color: The color of the font used for the text. Selecting this button will bring up a box from which you may select pre-defined colors, or define a custom color.

Bold: Applies or removes **bold** formatting to the text.

Italic: Applies or removes *italic* formatting to the text.

Underline: Applies or removes <u>underline</u> formatting to the text.

Align Left: Aligns all text flush with the left margin.

Align Center: Centers the text between the left and right margins.

Align Right: Aligns all text flush with the right margin.

Cut: Will <u>remove</u> text from the area, and place text to the clipboard for "pasting".

Copy: Will <u>leave</u> text in the area, and place the selected text to the clipboard for "pasting".

Paste: Will place text that was moved to the clipboard wherever the cursor is located.

Insert Image: Allows for a picture to be inserted instead of typing in text.

OK (check): Saves the changes made to the Display element and closes the edit window. You may save your work here, or use the File menu.

Controls on rows 2 and 3 are used to control the 3-D effects that can be given to the text. **Row 2 controls the highlight**, which is a light shadow drawn behind the text. **Row 3 controls the shadow**, which is a dark shadow drawn behind the text.

<u>**Second Row**</u>

Highlight Direction: The direction which the highlight is drawn behind the text.

`DownRight ▼`

Highlight Style: How the highlight is drawn behind the text.

`Normal ▼`

Highlight Depth: How far back the highlight is drawn behind the text.

`1 ▼`

Highlight Color: This opens a Color dialog letting the user choose the color of the highlight.

<u>**Third Row**</u>

Shadow Direction: The direction which the shadow is drawn behind the text.

`None ▼`

Shadow Style: How the shadow is drawn behind the text.

`Normal ▼`

Shadow Depth: How far back the shadow is drawn behind the text.

`0 ▼`

Shadow Color: This opens a Color dialog letting the user choose the color of the shadow.

The center area of the Edit screen shows the text or image as it will appear on the Layout. You can preview all your changes using this area.

The bottom part of the screen is different for each of the display elements.

We will go through the Display Elements in detail in the order they appear on the toolbar *(Figure 4).*

Figure 4

2.3.1 Pointer

The pointer is the red arrow button to the right of the Lock button. This button is selected (down) if you have not selected an element.

2.3.2 Time Display Element

This button, with the picture of a clock, is used to add a Time and/or Date display element to a layout. Add the element using the instructions above. Then, choose either method listed above to edit the display. This will bring up the Time Display Edit Screen *(Figure 5).*
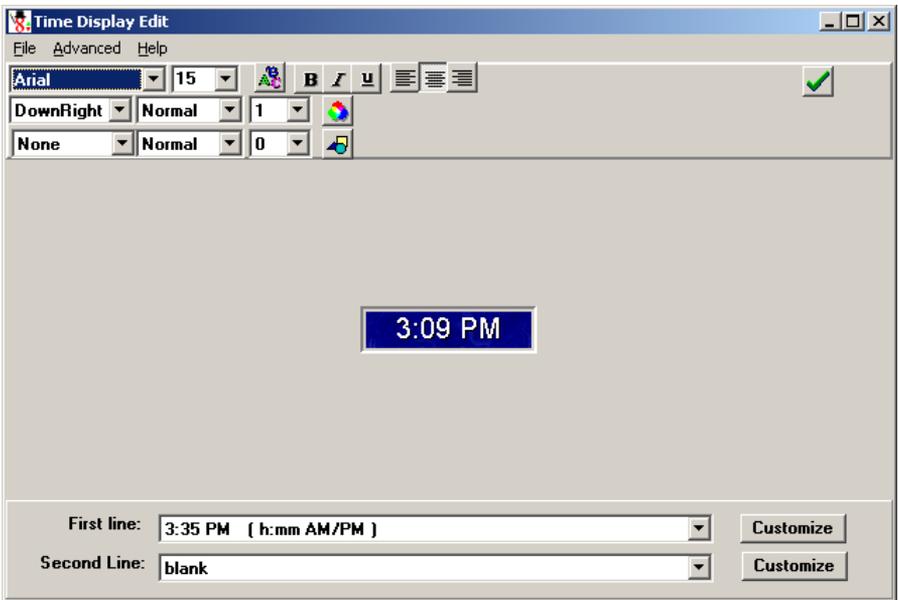

Figure 5

- 10 -

The menu bar at the top of this screen has fewer items for the Time Display Element than for the other elements, but the file menu is common to all elements. The file menu gives you an option to save and exit, or simply to exit.

On the bottom part of the screen there are two drop-down boxes providing different options for displaying the time and date. You may leave either box blank if you are only interested in a one-line display.

In the lower right corner of the screen is a customize button for each of the lines at the bottom of the screen. The customize button allows you to type in text and allows for the date and time to be formatted differently. Table 1 shows the date and time specifiers that can be used when the customize button is selected.

Specifier	Displays
am/pm	Uses the 12-hour clock for the preceding h or hh specifier, and displays 'am' for any hour before noon, and 'pm' for any hour after noon. The am/pm specifier can Use lower, upper, or mixed case, and the result is displayed accordingly.
a/p	Uses the 12-hour clock for the preceding h or hh specifier, and displays 'a' for any hour before noon, and 'p' for any hour after noon. The a/p specifier can use lower, upper, or mixed case, and the result is displayed accordingly.
d	Displays the day as a number without a leading zero *(1-31).*
h	Displays the hour without a leading zero *(0-23).*
hh	Displays the hour with a leading zero *(00-23).*
m	Displays the month as a number without a leading zero *(1-12).* If the m specifier immediately follows an h or hh specifier, the minute rather than the month is displayed.
mm	Displays the month as a number with a leading zero *(01-12).* If the mm specifier immediately follows an h or hh specifier, the minute rather than the month is displayed.
n	Displays the minute without a leading zero *(0-59).*

nn	Displays the minute with a leading zero *(00-59).*
s	Displays the second without a leading zero *(0-59).*
ss	Displays the second with a leading zero *(00-59).*
yy	Displays the year as a two-digit number *(00-99).*
yyyy	Displays the year as a four-digit number *(0000-9999).*
"xx"	Characters enclosed in double quotes are displayed as-is, and do not affect formatting.

2.3.3 Priority, Floor, and Scheduled Messages

The display element for Priority, Floor, and Scheduled messages is different from the other display elements because it has three different edit screens associated with it. Add this element using the instructions above, and to edit it, right click on it, and choose to edit the priority, landing, or scheduled messages.

Priority messages are messages concerning elevator operation, such as door opening and closing, independent service, and fire service messages. When editing the priority messages, an edit screen appears which is similar to the Time Edit screen. There are some new menus and new items available for this screen which are similar to Figure 3. The cut, copy and paste options are still available as in most other Windows applications, and there are also buttons on the screen for these functions. Cut and copy will copy all aspects of the item, including any images and text associated with the item. You may wish to use the "Fill" feature for Priority and Landing messages. In order to obtain the following screen right click once on the box and select Edit Priority Messages. Once you have the Priority Message Edit screen the click on Edit and then select Fill and the following screen will appear *(Figure 6).* Selecting the Fill option will bring up a window asking you for "Range Fill data".
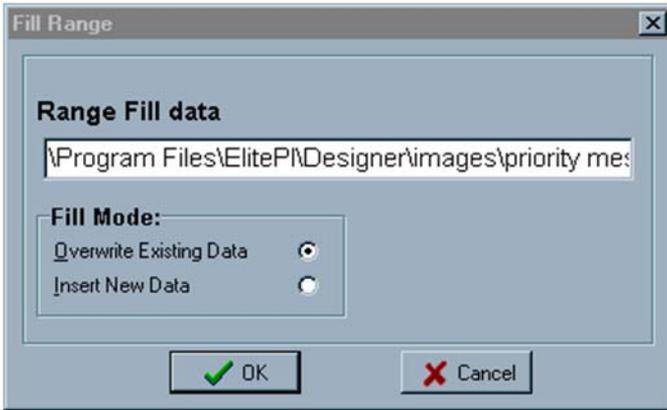
Figure 6

Here you will type the pattern for your floor layout. For example, if you had floors 1 through 6, an express floor, and then floors 35 through 50, you would type "1-6, x, 35-50" *(assuming you use the character x to reference the express).* This will make data entry much faster. Fill will start from the Priority Number you have selected, so take note of the priority number before filling in the data.

The next item on the menu bar is Insert. This allows you to insert a picture instead of typing in text. There is also a button for this function, the second button from the right, with a camera.
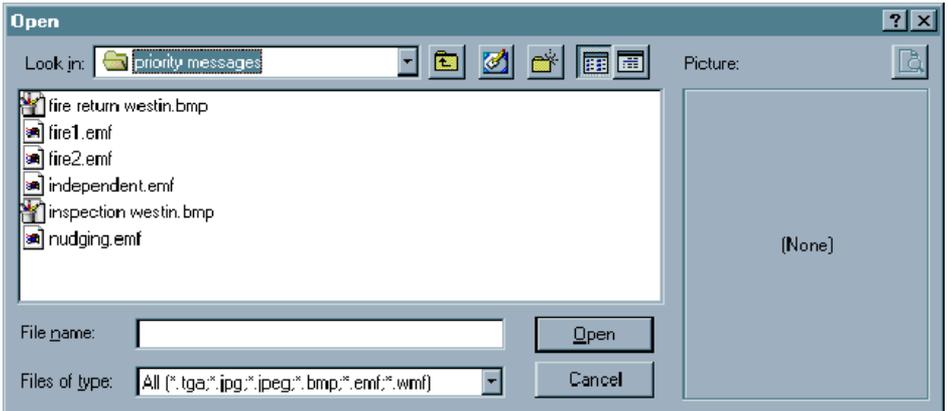
Figure 7

After choosing to insert a picture, the insert picture screen *(Figure 7)* will appear. Six default messages are included with the Elite PI

Designer, which can be found under the directory Images\Priority Messages. Other images can also be inserted.

The next menu on the menu bar is Item. This allows you to scroll up and down between items. You may also do this using the Priority Number Box referenced below on the right-hand side of the screen. Help is the last item on the menu bar.

The items at the top of the window *(Figure 3)* affect the font, the highlight, and the shadow. There are cut, copy and paste buttons added to the top line. There is another additional item in the top bar for this screen: the **Priority Number box**. For priority messages, there are 63 available items. You need to set up your priority messages to correspond with the signal being sent from your controller. To edit the priority messages, select the item number for the message you would like to appear. In the white space at the bottom of the screen, type in the text you wish to appear as the message. If you have a file containing a graphic you would like to insert as the message, you can either select Insert Image from the menu, or press the button with the camera on it. This will prompt you to select the file you want to appear. Six default messages are included with the Elite PI Designer, which can be found under the directory Images\Priority Messages.

Floor messages will display a message based upon the floor at which the elevator stops when the elevator door is open. Common usage of this message includes floor occupancy information and greetings for elevator occupants. The edit screen for landing messages is identical to the edit screen for priority messages, except the Floor box reflects the number of floors you have selected for this display. Type messages in the white space at the bottom of the screen for any floors selected at the top of the screen.

Scheduled messages are messages which you want to have displayed during a certain day and certain time of day. The edit screen for scheduled messages *(Figure 8)* is similar to the screen for priority messages.
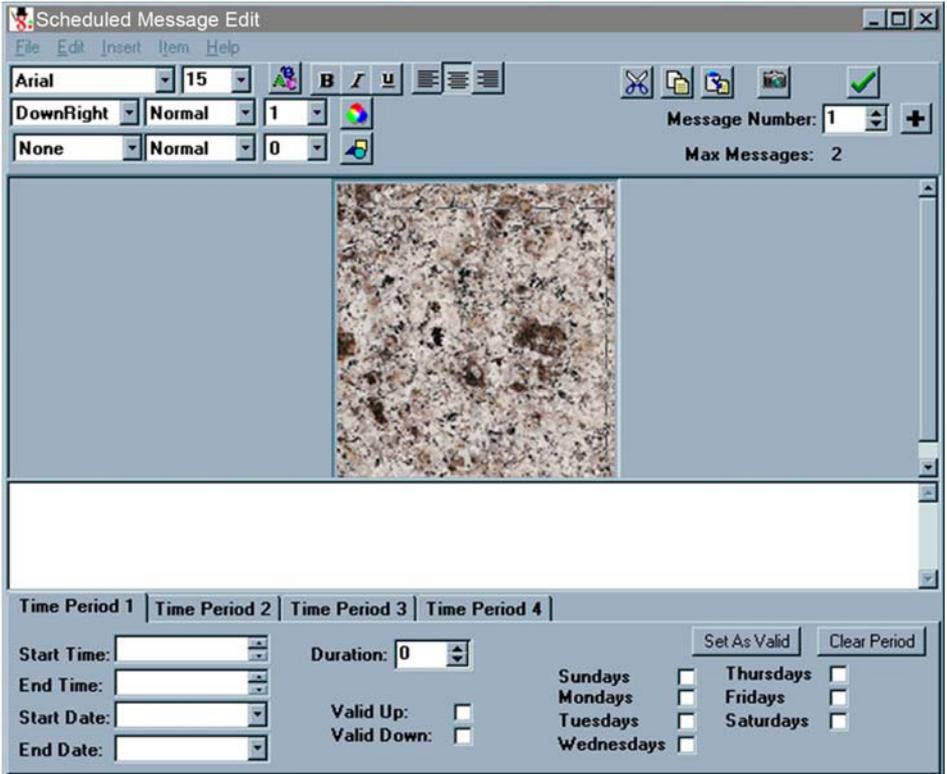
Figure 8

The items at the top of the window are the same, except that the Message Number box contains 150 available items for scheduled messages.

You may assign up to four different time periods to each time message at the bottom of the screen. Each time period has a date range. The date range is composed of the Start time, End time, Start date, and End date for each individual time period. Within the date range specific days can be set (Sunday – Saturday) to show the scheduled messages. If there is more than one message to be displayed during a given day and time, the messages will alternate in a round robin fashion. The duration shows how many seconds each message is displayed before advancing to the next message. Each message can be displayed for up to 250 seconds before advancing.

Set As Valid will set the time period from the current date to a date 20 years in the future, to be shown at all times. This is the default setting. **Clear Time Period** will clear the time period which you have entered.

2.3.4 Floor position

The next button on the toolbar represents the display element for floor position. Information concerning the floor number or level is displayed using this element. This element is added as described above, and can be edited using either method given. The edit screen for floor position is identical to the edit screen for landing messages. Select the floor in the upper-right hand corner, and type the applicable text into the white space at the bottom. This is another element where the use of the "fill" option on the Edit menu will make data entry easier. Again, if you would like to use an existing file or graphic, simply use the insert image option.

2.3.5 Temperature display

The thermometer button on the toolbar is the item representing the temperature display element. This element is similar to the Time display element, in that it does not change for different scan slots. Add a Temperature display element, and edit the element.
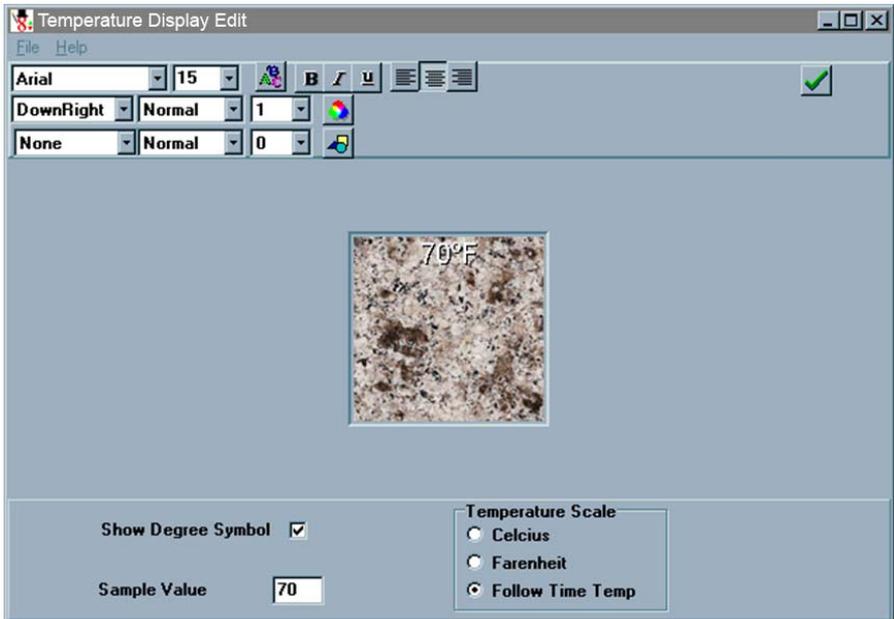

Figure 9

The edit screen for the temperature display *(Figure 9)* is the same at the top as for the Time display. At the bottom of the screen, you may select whether the temperature will be displayed in Celsius, Fahrenheit or follow the temperature from the Time/Temp unit. The Time/Temp unit can also be set with either Celsius or Fahrenheit. A sample value can be placed for viewing. The temperature in either temperature scale will come from the Temperature probe attached to the Time/Temp unit.

2.3.6 Direction Display

The direction display shows the direction of the elevator, and is based on the direction signals sent to the unit. To add this element, click on the button for the element and position the mouse over the layout area where you would like the element to be displayed. The edit screen for the direction display is different from the other element edit screens *(Figure 10).* You may place indicators for four different elevator states: Stationary, Down, Up, or Both. To select an image for any direction, double-click the mouse on the item, or right-click on the item and select Load. This will take you to an Open File screen, where you may select from the many icons provided with Elite PI Designer, or select graphics of your own design. Also on the edit screen is a box where you may enter scan slots where the direction display should not display any item. Finally, you may choose whether the direction display is to display traveling signals *(the direction the elevator is going)* or arrival signals (the direction the elevator will go next). If, after selecting a graphic, you would like to remove it, simply right-click on the image and select Clear.
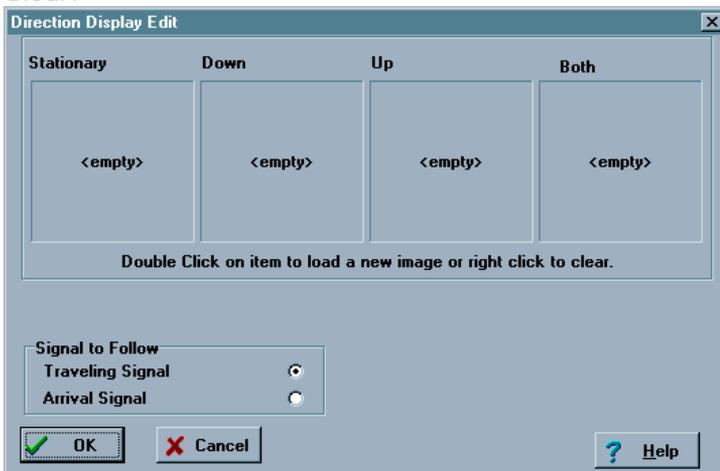

Figure 10

2.3.7 Stock Ticker Display

The stock ticker display element shows a scrolling line of text. This line of text is received by way of the line data serial port on the display.

To add this element you must first enable the Stock Ticker button. In order to enable the button you must first click on Configuration setup in the top tool bar. Then select Design Setup which will give you a box labeled Floor List Configuration. Select the Advanced tab and you will then notice a list of Live Data Options. Under the Live Data Options you will notice that the Stock Ticker is not checked. Select the Stock Ticker and make sure that the item is enabled *(selected).*

Now that the Stock Ticker is enabled (the button is in the "up" position) click on the button for the element and position the mouse over the layout area where you would like the element to be displayed. This element is similar to the Time Display Element, in that it does not change for different scan slots, rather it follows the serial data received.

The top row of the Stock Ticker Edit screen *(Figure 11)* has the same functions as the other edit boxes. The second row contains Delay, Step Size, Offset, and the Run/Stop Stock Ticker Button.

Second Row

Delay:
This is the time in milliseconds between scrolling of text. Used to control the speed of scrolling.

Step Size:
This is the number of pixels the text is shifted each time it is moved. It is used to control the speed of the scrolling.
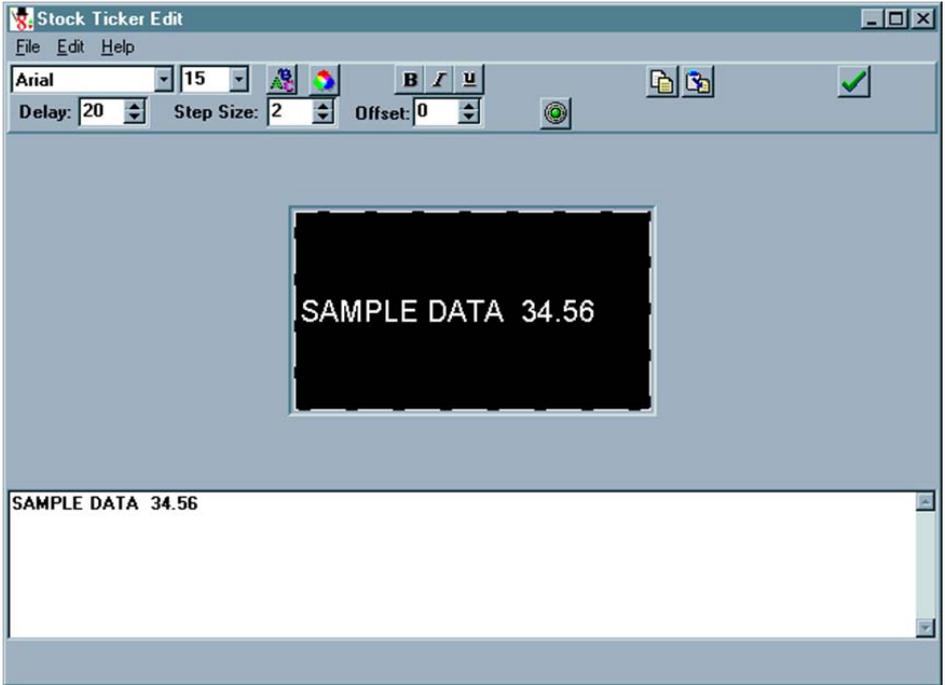
Offset:
This is the number of pixels the text is shifted vertically. It is used to show two lines of text.

Run/Stop Stock:
This runs/stops the scrolling of the text in the Center area.

Figure 11

The center area of the Edit screen shows the text as it will appear on the Layout. You can preview all of your changes using this area.

The bottom area is where you will type in your start up message. This text is shown when the serial link is down for a minute and for the first 30 seconds after the serial link starts.

2.4 Accessing you Files

2.4.1 New

To start a new design, select the File menu, and select New, or select the New button, which is the first button on the toolbar. This will clear the screen and allow you to begin designing a new Layout. If you have a Layout open when you request a New Layout, you will be prompted to save the open Layout.

2.4.2 Open

To open a design you have previously saved, select the File menu, and select Open, or select the Open button, which is the second button on the toolbar. This will bring up an Open File screen, prompting you to select the file you wish to open.

2.4.3 Collect for Transfer

To select Collect for Transfer, select the File menu, and select Collect for Transfer. This will save the design and all supporting images to a file for later transfer to an Elite PI Display. The current work will be saved into the .epi file, and then you will be prompted with a Save As window. The filename will default to the current layout name with a .zip extension. Select the Open button to start the collection process, or cancel to exit. While the collection is being created, the bottom status bar will show the current file being added and a progress bar showing the percent complete. If a file cannot be found, the process will stop and an error message will be displayed.

2.4.4 Close

To close your current design, select the File menu, and select Close.

2.4.5 Save

To save your work, you can select the File menu, and select Save, or you can select the Save button, which is the third button on the toolbar. If you have already saved your file, selecting this function will save over your previous file. If you have not already saved your file, this function will bring up the Save As window *(Figure 12).*
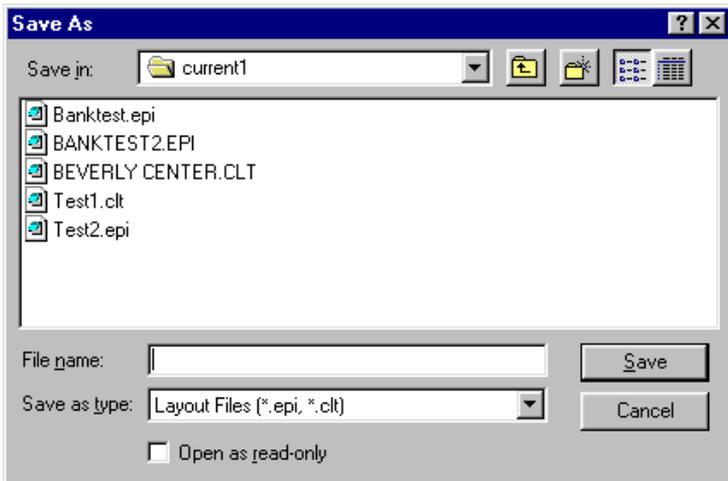
Figure 12

2.4.6 Save As
The Save As window will prompt you to enter a filename and path for your file. If you do not specify a directory, your layout will be saved under the last directory you have saved to. Your layout will be saved with an extension of .epi.

3.0   ADVANCED EDITING

There are tools included with Elite Pl Designer to make the design of your layout simpler.

3.1 Element properties
Using the Properties box, you can specify the exact location of your item on the display, specify the height and width of an item on your display, or choose to center the item vertically or horizontally. To view the Properties box for an item, right-click on any item and select Properties. This will bring up the Properties box, pictured in Figure 13.
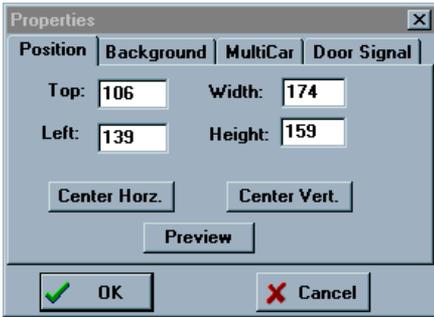
Figure 13

Figure 14

The Top box indicates how many pixels the top edge of the box is from the top of the layout. The Left box indicates how many pixels the left edge of the box is from the left side of the layout. The Height and Width boxes detail the size of the box in pixels. Selecting the Center Horz. Button will center your item horizontally on the screen, and selecting the Center Vert. Button will center your item vertically on the screen. If you want to ensure that two elements are the same size, you can check the height and width of the two boxes and edit their size. The Element Name is the name that will be shown for the element when Elements menu item is selected on the main screen.

Using the Properties box, the background can be either copied to the clipboard or it can be saved to a file. Figure 14 shows the background options.
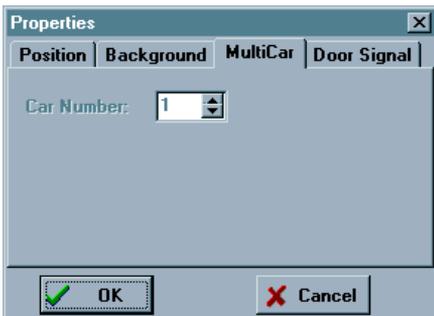
Figure 15
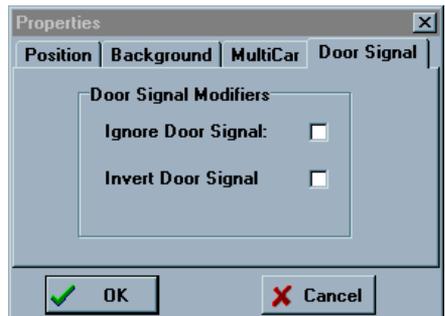
Figure 16

When the Car number under the Multi-car option is chosen *(Figure 15),* the program listens to the information coming from that particular car.

When Ignore Door Signal is selected in Figure 16, the program acts as if the doors are always open. Thus, the operator always gets the floor messages and never the time messages.

When the signal from the controller is backwards, the Invert Door Signal is chosen.

3.2 Element Alignment

If you want to align elements with each other, select one item by clicking on it. Then, hold down the Shift key and click on any other items that you wish to align. Selected elements will have a light gray box around them. Once your elements are selected, right click, and select Alignment. This will bring up a menu with options of aligning the tops, bottom, lefts, or centers of the items selected *(Figure 16)*. Remember that the item selected first will be the "source" object, and will be the item to which the others are aligned.
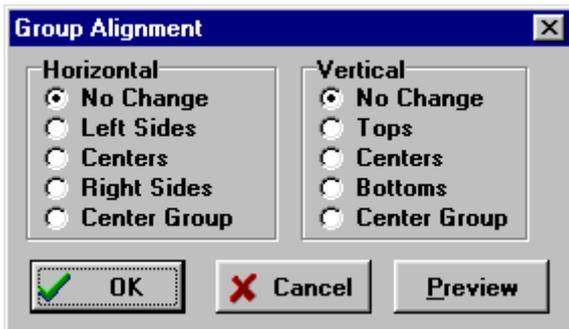
Figure 17

4.0 CONFIGURATION SETUP

4.1 Design Setup

The Floor List Configuration screen *(Figure 18)* appears when Design setup is chosen from the Configuration setup. If you have more than one car for your elevator, then you can choose which floors correspond with which car. Under Floor List, you enter the floors for that selected car.

Figure 18

Figure 19

4.2 Demo Properties
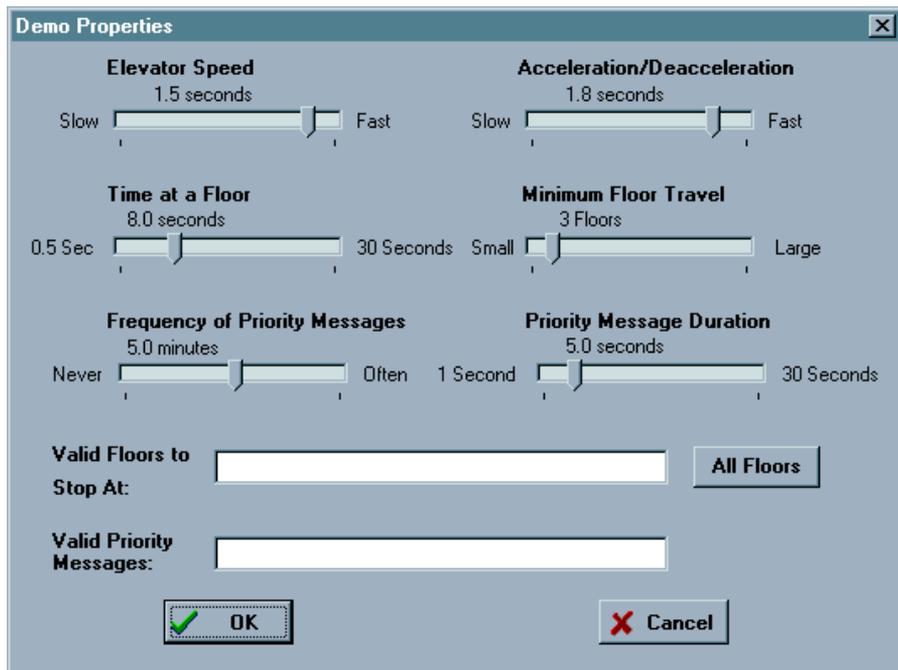
Figure 20

4.3 Simulated Time/ Date and Temp

Figure 21

4.4 Sample Data Entry

Sample Data Entry	×

Line 1 {1} Sample Data: [   ]

Line 2 {2} Sample Data: [   ]

Line 3 {3} Sample Data: [   ]

Line 4 {4} Sample Data: [   ]

Line 5 {5} Sample Data: [   ]
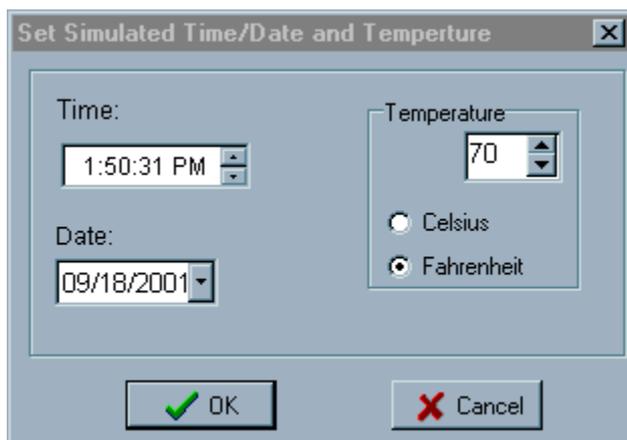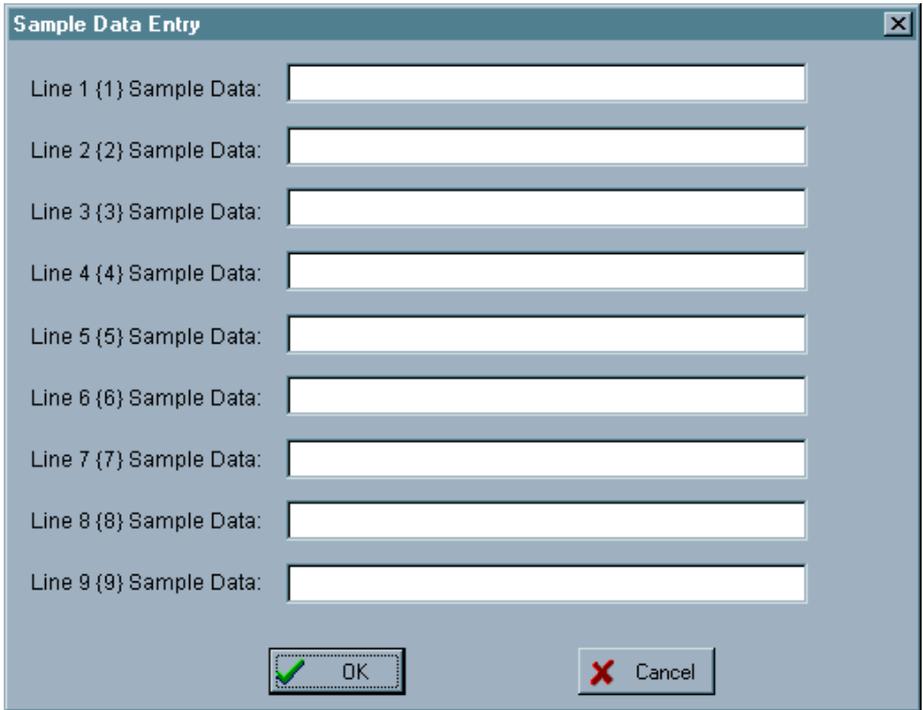
Line 6 {6} Sample Data: [   ]

Line 7 {7} Sample Data: [   ]

Line 8 {8} Sample Data: [   ]

Line 9 {9} Sample Data: [   ]

✓ OK   ✗ Cancel

Figure 22

5.0   TESTING YOUR LAYOUT

Once your Layout is completed, you will want to test it to verify that it works as you expect.

5.1 Layout state

The Layout State button, to the left of the Lock button, controls if the display is in design view *(down)* or run view *(up)* . In design view, all visible elements on the screen appear in a dashed box. In run view, an element will appear in a dashed box only if it is selected. While in run view, you can mimic the actions of the elevator using the keys described in the table on pages 27 and 28.

Up arrow	This will increase the scan slot by 1, set the travel graphic to up, and open the elevator doors. If you have reached the maximum scan slot, then no change will be made to the scan slot, and the travel graphic will be set to down. Using the up arrow will allow you to preview your floor based messages, floor based text, and travel graphic displays.
Down arrow	This will decrease the scan slot by 1, set the travel graphic to down, and open the elevator doors. If you have reached the minimum scan slot, then no change will be made to the scan slot, and the travel graphic will be set to up. This will also allow you to preview floor based messages, floor based text, and travel graphic displays.
Page Up	This is used to preview priority messages. It will increase the priority number from 1 to 8, and the corresponding priority floor messages will display.
Page Down	This is also used to preview priority messages. It will decrease the priority number from 8 to 1, and the corresponding priority floor messages will display.
O	This will simulate the elevator doors as open. Floor based messages only display when a door is open.
C	This will simulate the elevator doors as closed. Time messages will override floor based messages if the elevator doors are closed.
Space	This will advance to the next valid time message, provided that no floor messages exist, or that the doors are closed.
Right arrow	This will advance to the next time message, whether or not it is valid (within the time it is scheduled to appear).
Left arrow	This will move to the previous time message, whether or not it is valid (within the time it is scheduled to appear).

End Key	Decreases the Temperature
Home Key	Increases the Temperature
F	Toggles if the Arrival Signal will be active when the Elevator Door is open. This is used to test the Hall Arrival Arrow.
A	Make so any changes to floor position will happen for all cars in a multi-car design.
1 – 8	Use to select which car's data will change in a multi-car design.
N	Toggle the Sample Channeling message on and off.
R	Toggle the Sample Real Time Full screen message on and off
H	Toggle the Sample Real Time Half screen message on and off