Basic touch operations and ramp functions

1. Summary

Touch also known as switch has various functions such as bit device on/off, operation, writing values, screen reverse and other special functions. Among those functions, here briefly explains most commonly used features like bit switches and bit lamps. After arranging bit switches and ramps like the below picture, pressing certain switches will turn on specific lamps.

<Switch off condition>

<Switch on condition>

Easy to understand and follow if you execute the sample screen data, '1.SwitchLamp.xpd', at XP-Builder

2. Screen data making

(1) From the object category of the tool box, select a 'Bit Switch' and place it on the screen.

The setting window will be appeared at XP-Builder after click 'bit switch' by a mouse and click again on the screen..

(2) Setting for devices and action types

Press the icon next to device input box, the bit device window will be appeared.
Press OK after entering devices.

Select 'Alternative' under the action type. The alternative will change the status of switch every time you press.

(3) Select an image for the switch.

From left column, click on 'Display' will take you to the screen where you will be able to choose your images. First, in order to choose the image for 'On' condition, follow these procedures. Select 'On", click 'Library', and choose your image. For selecting a 'Off' condition image, select 'Off' first, click 'Library' and search for the image.

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(a) Press the indicator

(b) Select On

(c) Select Library.

(e) Select Off

(f) Select Library

Library selection results

(h) Confirm your images by pressing 'On' and 'Off'.

(d) From the library category, selecting 'PUSHDOWN_V' will provide image lists that are available. Choose a proper image to display 'On' condition

(g) Choose the image for 'Off' condition as well.

(4) Choose whether captions will be used under On/Off conditions.

(d) Choose font, size, and color for texts

(f) Choose font, size, and color for texts.

When settings are done, press OK

(5) The bit switch like the below picture will be displayed on the screen..

(6) From XP-Builder's toolbar, prearranged information for settings can be confirmed by clicking on the icon

Display currently arranged device.

Display its On/Off status every time you press

(7) Prearranged bit switch settings can be checked through its bit lamp.

From XP-Builder, setting window will be appeared when you click on the bit lamp and click again on the screen.

(8) By following the same procedures as for a bit switch, choose an image for On and Off.

(9) Build the screen data like the picture below by following (1) through (8) again.

3. Verify through simulations

Among XP-Builder's toolbar , choose this icon .
For the case when error exists in the screen data, following message will be displayed.

If there were no errors, the simulator will start.

Pressing a switch will turn on its corresponding lamps.

4. Users' tips!

☞ Multi-copy function

Select the object which you would like to copy in series by a mouse.

From the toolbar select the icon .

If the icon is not activated , you forgot to select the object.

Under below setting window, you are able to choose copy directions, quantity, spacing between objects, and address increment.

☞ Texts entry

When you wish to put texts on the screen, select 'Text'

in the diagram under the toolbox. After choosing the text, entry window will be appeared. Then select for font, size, and color.

If you wish to put background colors in the texts, uncheck transparent text plate then choose the color.

☞ Texts entry

In principle switch operates when pressed. Therefore it won't display the current status of device. In order to check the current status of device, a lamp will be required. However using lamp condition feature which is one of extended functions in a bit switch will allow you to use a switch just like a lamp (same as lamp functions)

(d) Press OK.