

1

Graphic Editing Software for IS Series 'IS Easy Editor'

Operating Manual



Index

1.	Overview of Software	3
2.	Execution of IS Easy Editor	4
3.	Image Data Editing Tool	11



- 1. Overview of Software
- IS Easy Editor has been developed to help customers create and edit custom graphics to LCD and color setting of the Back Light while allowing easy transfer to IS Display Controller.
- Operating System : Windows 98SE, Windows 2000, or Windows XP
- Hardware :USB port is required (to transfer data to IS Easy Display Controller)
- Development procedure as shown below.

Create and Edit Graphics

* Use variety of tool functions to create and edit graphics and change back light settings.

Transfer Data

* Transfer graphical data to IS Easy Display Controller.

Variety of samples available.
 Customers can use samples and edit them to easily create custom graphical images.



- 2. Execution IS Easy Editor
 - Once the IS Easy Editor is started, window below is shown.







2-1. Basic Operation Button Area

- Basic Operation Button Area is separated into File Button Group, Function Button Group and Other Button Group.





- (1) File Button Group
 - 1. New Create Data File
 - 2. Open

Open previously saved file.

- Dialog box, shown below, is opened by selecting "File Button".

Look in:	C IsE asyDis	spKit	•	+ 🗈 💣 🎟+	
My Recent Documents Desktop My Documents My Computer	sample.isl				
My Network	File name:			•	Open

- Select File and then press 'Open(0)'.
- 3. Save File

Save editing data to file.

- Dialog box, shown below, is opened by selecting "Function Button"



- Enter file name to save and then press 'Save(S)'.

- (2) Function Button Group
 - IS Model IS Easy Editor can use similar coloring upon existing IS series.
 User can select from a list of models though the Model Selector.
 - Dialog Box will be shown by selecting "Model Selector".

IS15ANCP4F	<u> </u>
IS15ANCP4CF	
IS ISANDP4F	
IS15AHCP4E	
IS15AHCP4EF	
IS15AHDP4E	
IS15AHDP4EG	
IS15AHEP4B	
IS01NCF	
IS01NCCF	
JISN1HCCE	<u>×</u>
	Cancel

- Select Model from the list and then press 'OK'.

2. Write

Connect to IS Easy Display Controller to USB port before writing.



Write the data under editing into IS Easy Display Controller.

3. Read

Read Graphical data from IS Easy Display Controller which is connected to USB port.

- (3) Other Button Group
 - 1. Help Show HELP file
 - 2. Exit Exit IS Easy Editor
- 2-2. Display Image Area Display Image Area displays graphical images which are being edited and graphic data within bitmap list.



(1) Display List Panel Group

Display graphical image data. Used can select graphical image to edit by clicking the panel. If IS Easy Display Controller is connected, the display image will change to the image which is selected.



- (2) Display Swap and Entry Field Display can be edited by entering number to field directly and clicking up and down button. If IS Easy Display Controller is connected, the display image will be changed to the image which is selected.
- (3) Display Image PanelDisplay image data under editing.

2-3. Image Data Edit Area

Editing tools for Display List Panel Group of Display Image Area and Selected Image in Display Swapping Entry Field are located here.





(1) Edit Panel

Panel to Edit Image data. Selecting any tool with Edit tool button allows a variety of operations.

- (2) Edit Tool Button Group Group of Buttons used to edit bitmap in Edit Panel. Details of Edit function are described in next chapter.
- (3) Record / Discard Button
 - Discard This function deletes any imaging that has not been saved in the Edit Panel.
 - 2. Record Updates Image List of Display Image Area.
- Note: By Operation of Edit Data Load / Clear Button, Data file will not be changed
- (4) Back Lighting Setting Box Light ON and OFF Setting for Back Light 1 and 2. The color of Back Light is based upon the back light color of selected model.
- (5) Sample Button Open Sample data (Sample.isl) and data file created previously.
 - Dialog Box, shown below, will be opened by pressing button.



- Select data file to read and then press $\operatorname{Open}\left(0\right).$
- Data in the file can be shown.



- Select data to read and then press 'OK'. Selected Data file will be read into Editing Panel.
- 3. Image Data Editing Tool

In this section, use of Editing Tool in each Editing Tool Button Group is explained.



3-1. Editing Tool Group



- (1) Pen
 - Click *left* button of mouse on any dot in the Editing Panel and then drag mouse to draw image by turning dot ON. (Variety of graphical images can be drawn)



- Click *right* button of mouse and move to turn OFF the dot. (Use as Eraser tool)



(2) Line

- Click *left* button of mouse in any dot in the Editing Panel and then drag mouse and release button at ending point to draw the line.



- Click *right* button in same manner to erase line. (dot, small square, will be turned off)
- (3) Box
 - Click *left* button of mouse on any dot in the Editing Panel and then drag mouse and release button at end point to draw rectangle.



- Click *right* button to turn dots off as eraser. (Use this function to create white rectangle).



(4) Box Fill

- Click *left* button of mouse on any dot in the Editing Panel and then drag mouse and release button at end point to draw painted rectangle.



- Click *right* button to turn off dots in rectangle area. (Use this function as Erase tool)



- (5) Circle / Circle Fill
 - Move cursor in same manner as with rectangle to draw and paint oval.





- (6) Reverse
 - Click left button of mouse on any dot in the Editing Panel, then drag and release button at end point to select area to reverse dots.



3-2. Create Text Tool



- Text Dialog is show by pressing a button.

😂 6x8 Text	
Enter word string.	
A	
UK	



- Placing Box as shown on Edit box by pressing 'OK'.



- Click left button to place Text. Click right to place reversed Text.



3-3. Edit Tool Group

- Select any shapes in Editing Panel and Copy / Cut / Delete shapes.





- (1) Selecting Tool
 - Click left button of mouse at any dot in the Editing Panel and then drag and release button to select area



(2) Copy

Copy selected area, which can be pasted. Area copied remains unchanged.

(3) Cut

Cut selected area, which can be pasted. Area cut from is deleted.

(4) Paste

Move mouse to any point and paste shape, which is the cut or copy procedure.

(5) Delete

Delete selected area. Area deleted cannot be pasted.

3-4. Undo / Redo Tool Group



(1) Undo

Undo last editing procedure. If there is no Undo process, button



will be shown as light color and cannot be pressed.

(2) Redo

Return last Undo process. If there is no Redo process, button will be shown as light color and cannot be pressed.

3-5. Move Graphic Tool Group



(1) Shift

Move parallel to direction that arrow is pointing in Editing Panel.

(2) Rotate

Rotate data to direction that arrow is pointing in Editing Panel (Left / Right 90 / 180 degrees only).



(3) Mirror, Reverse

Mirror data with left to right "Vertically", Upper to Lower "Horizontally" within center of Editing Panel

* Data beyond boundary of Editing Panel will be deleted by using Move /Rotate. Use Undo button to return.