

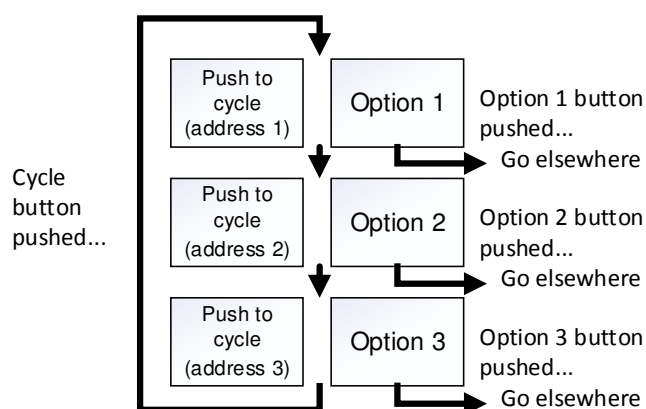
The factory default images are set up to show two different methods of user interfaces for a two-switch system; branching and looping. This is a simplified look at these methods used in the factory default and does not go into the timer or more complex behaviors that are possible. In the below document black arrows represent buttons being pushed by the user; blue is a loop; orange is when the timer expires; Green a jump at the end of a loop.

Branching:

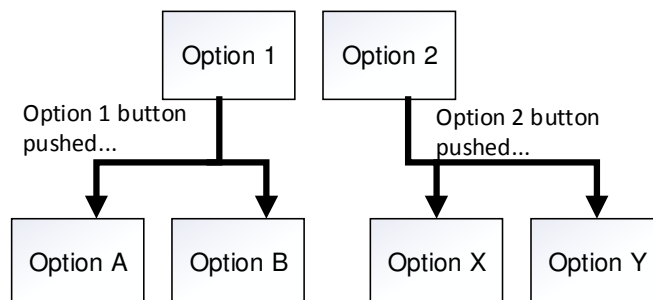
Branching is selecting an item on a menu that leads to another menu. An example is a list of ball games shown on one switch and method of cycling through the list with the other switch. Another example is a question with a yes or no answer.

Two typical examples of branching

Many-option menu with cycling.



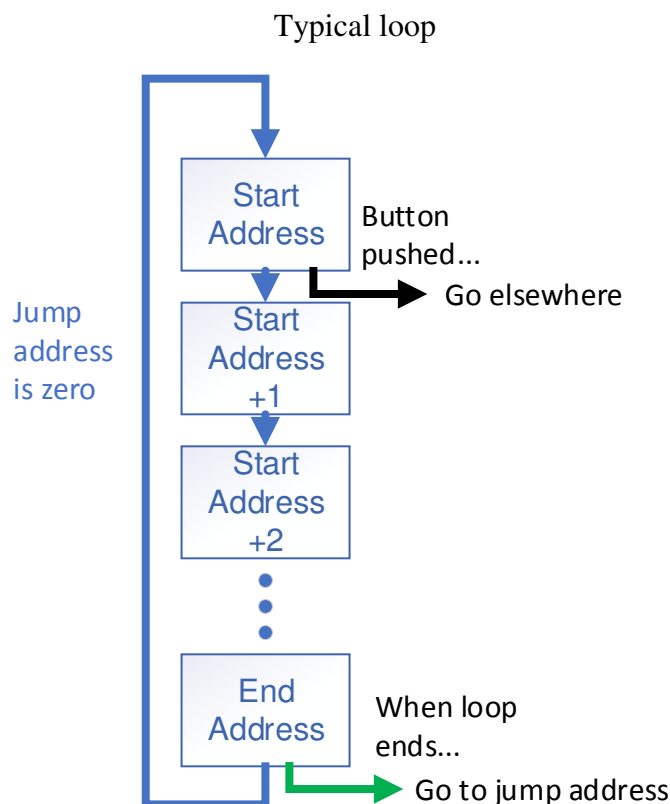
Two-option menu leading to other menus.



For a cycling menu it is important to remember that for each menu item or option there needs to be a corresponding cycle image. The cycling images could be all identical, but they need to be at separate addresses so that the Attribute Blocks can be different.

Looping:

Looping is a group of sequential images that are displayed one after the other. At the end, the loop jumps to a desired jump address or, if not, then starts again. An example of this is an animation. Another example would be using duplicate images at different addresses but changing the backlighting. Either one, the model is the same.



All the attributes for the loop are at the start address of the loop. All other attributes in the loop are ignored. This allows for loops to overlap each other without interference. Note that the loops must start at different addresses, but they can have the same End Address.

