

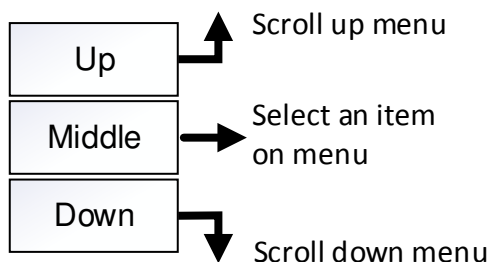
The factory default images are set up to show two different methods of user interfaces for a three-switch, one-display system; branching and looping. This is a simplified look at these methods used in the factory default and does not go into the timer or more complex behaviors that are possible. In the 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:

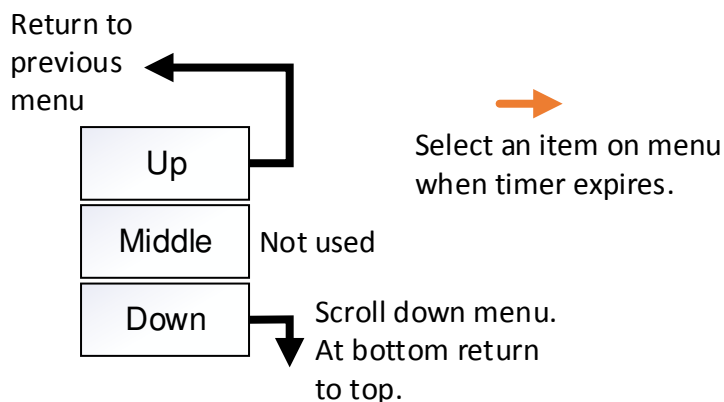
Branching is selecting an item on a menu that leads to another menu. An example is a list of ice cream flavors shown with the top switch to scroll up and the bottom switch to scroll down. The middle button is to select the item shown on the display. An extra “Exit” item must be added to the menu to get back to the previous menu. Another example is to have the bottom switch scroll down the menu and at the bottom then return to the top of the list. The top button is used to return to the previous menu. The item shown is selected by the user not touching the switch and letting the timer expire.

Two typical examples of branching

Scroll up or down, then select.

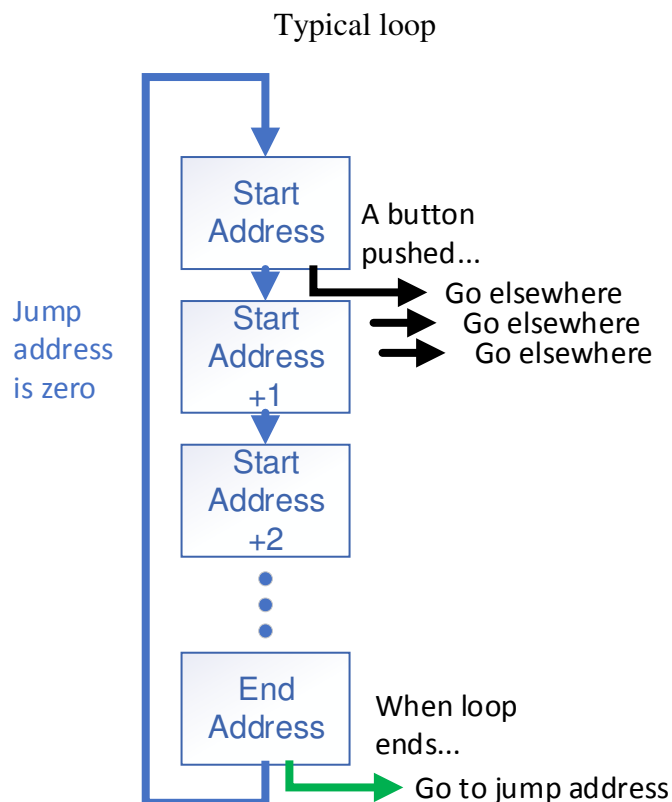


Scroll down and loop back, then select by inaction.

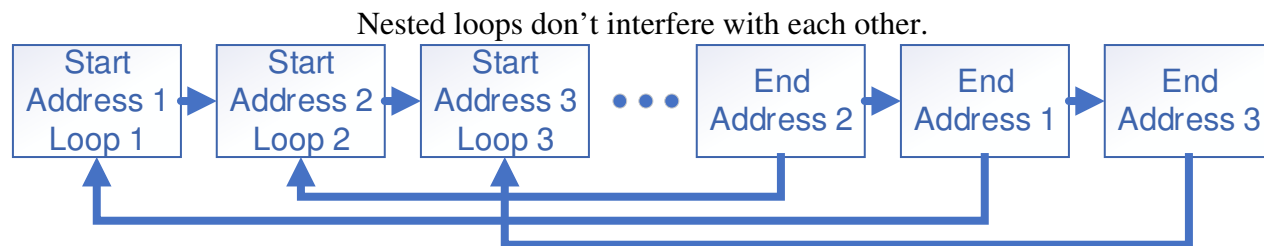


## Looping:

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.



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.



The factory default images and how they are laid out in the attributes.

