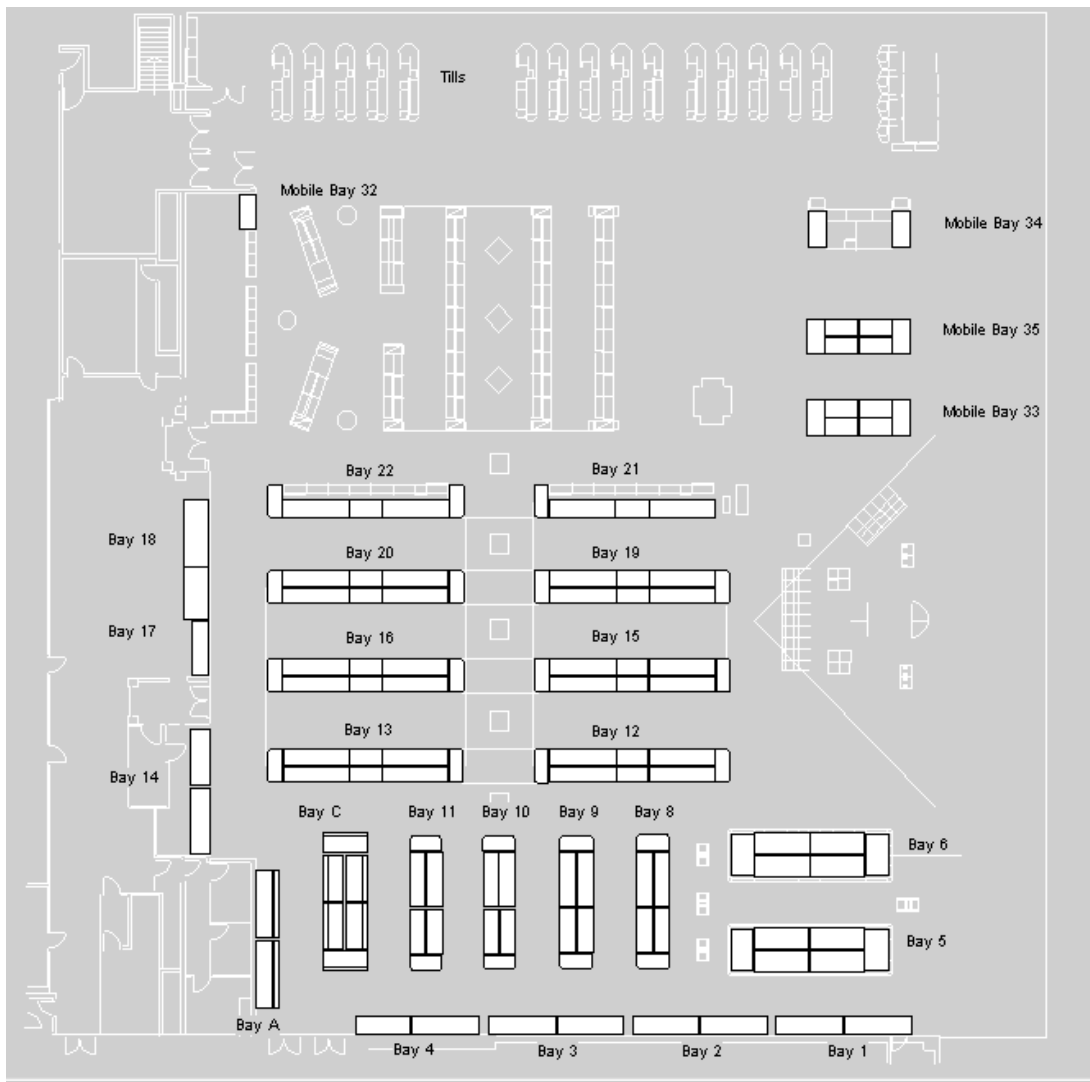


RDM Layout Editor

User Guide



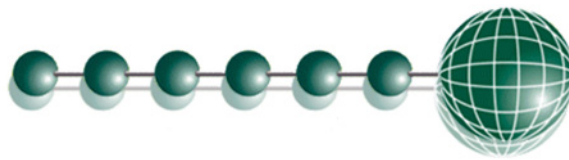
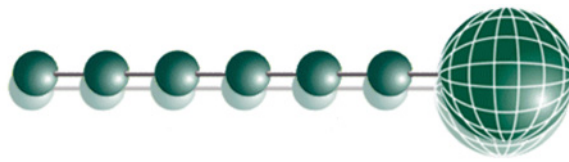


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Layout Editor

Overview

The RDM Layout Editor is a graphical editing tool that allows for store layouts to be created and saved in a file format compatible with Data Director and Data Manager.

Once imported to the Data Director, the layout gives a visual indication of all the devices current states by changing the symbol of the device to a different colour.

Layouts can be created without the need of imported drawings or from an imported AutoCad .dxf file.

To allow for correct scaling, the tool allows the user to preview the layout as it would appear on the In store PC screen.

Minimum Computer Requirements:

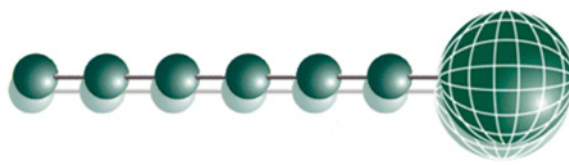
Pentium II 450 MHz

64 Mbytes RAM

Windows 98, 98SE, 2000 or XP

Installation

Run the "setup.exe" from the top directory on the CD, floppy disk or downloaded file and follow the on-screen instructions.

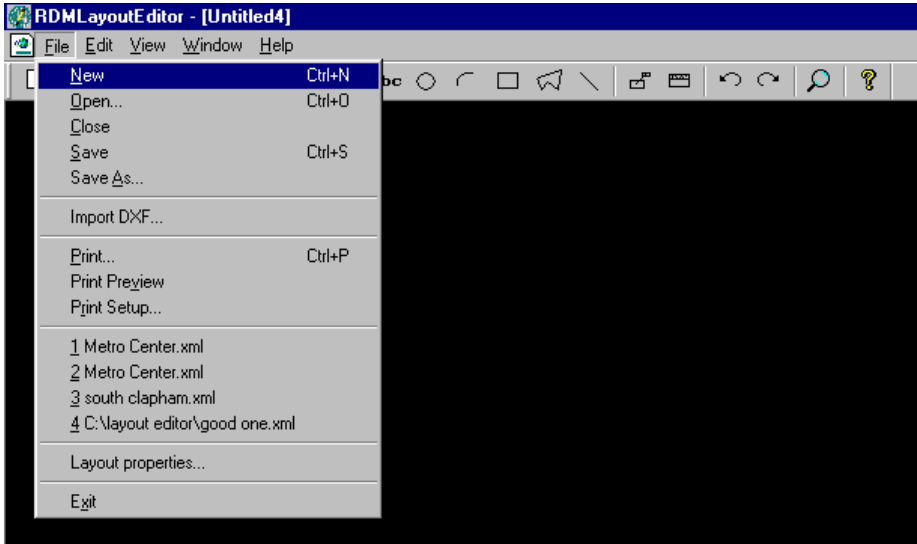


Getting Started

Not using an imported drawing

Start the program using the standard Windows method.

From the menu bar, select "File" and from the dropdown box select "New"



You can now start using the tools available in the tool bar to start building your layout

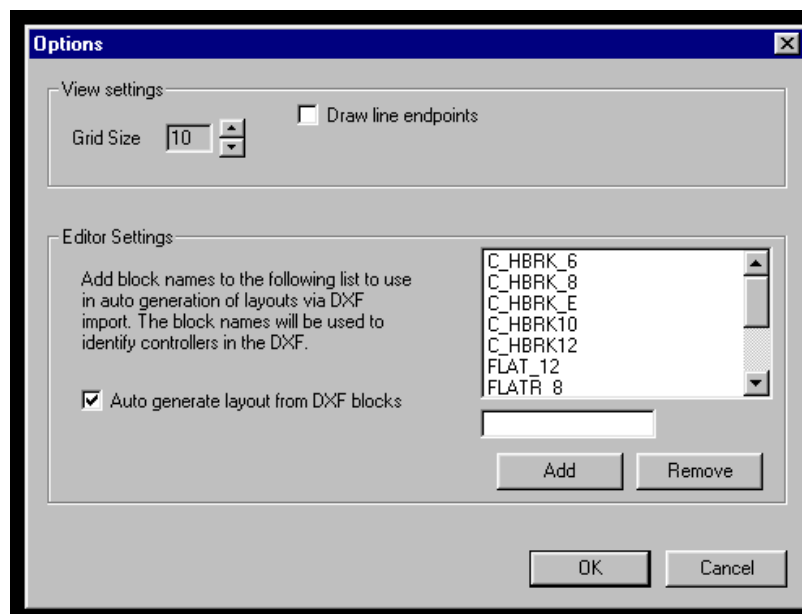
Using an imported drawing

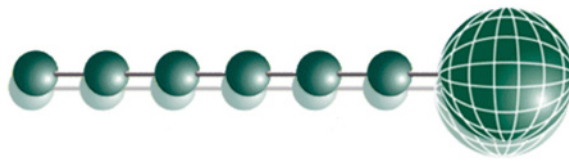
Start the program using the standard Windows method.

Before importing a DXF file, the Layout Editor can be set to automatically detect DXF block reference names. These are then used to automatically generate controller blocks on the layout. There are a limited number of block reference names as standard, but more can be added manually.

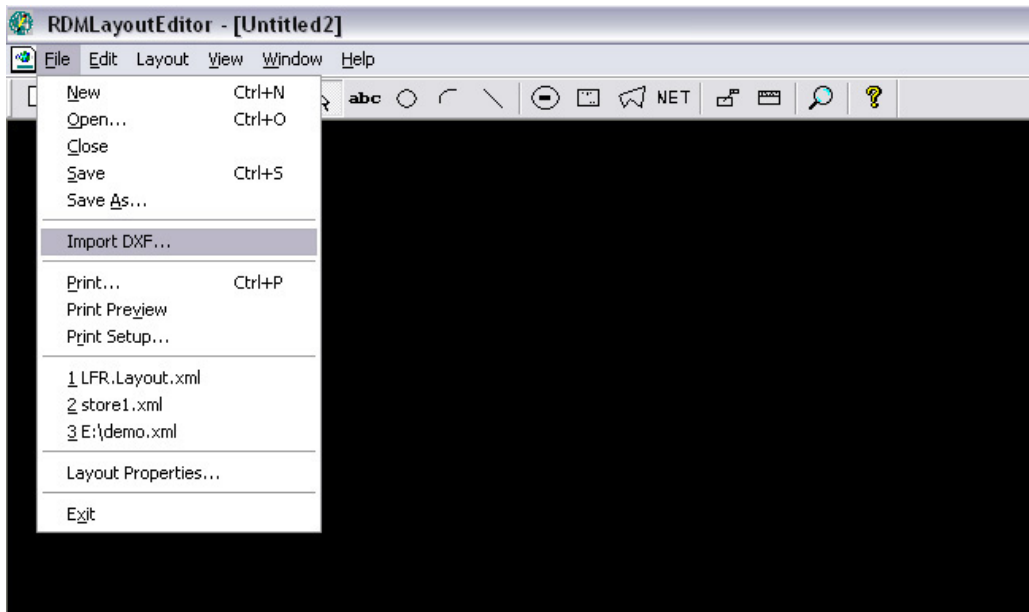
To configure this option, click to the "View" menu item and then choose "Preferences...": -

Check the tick box to Auto generate the layout boxes from the AutoCad Block reference names.





Once the preferences have been set, from the menu bar, select "File" and from the dropdown box select "Import DXF..."

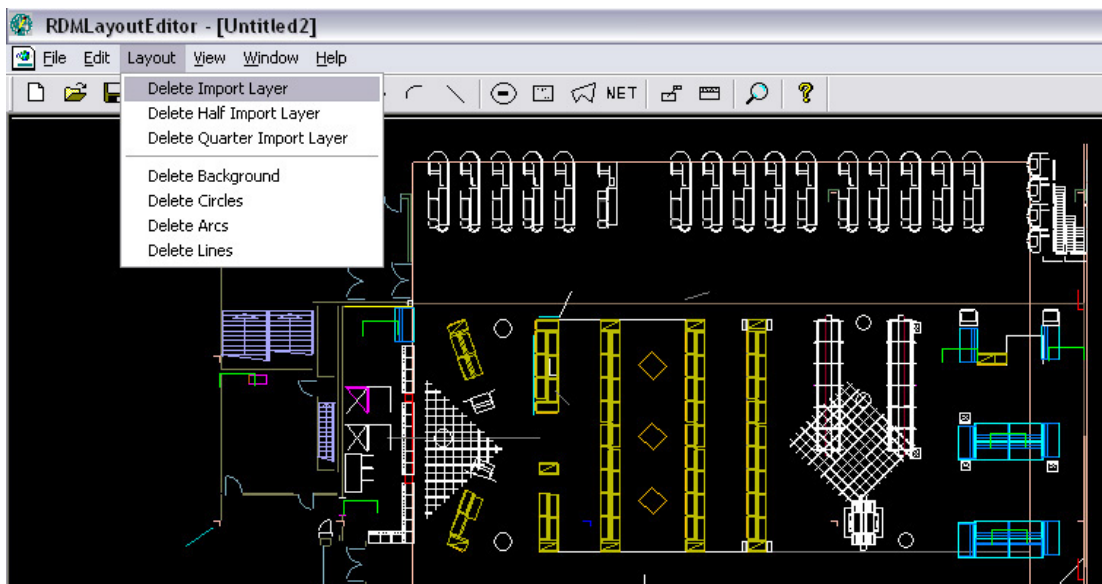


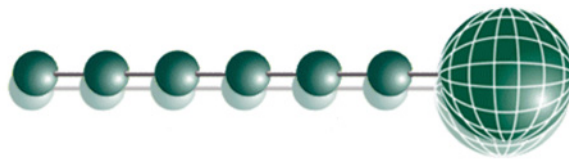
Follow the on-screen instruction to load the desired DXF file.

Note that loading a DXF can take several minutes depending on your processor and memory specification.

Once the DXF has loaded, the layout features can be added or edited using the tools available on the toolbar.

The DXF file is loaded onto a separate layer in the Layout Editor, and can be reduced in size (memory size) or deleted completely after it has been used to position controllers. Use the "Layout" tool on the toolbar for these features.





Layout Editor Tools:



Select



Use this tool to select objects:

Click and hold left button, drag cursor over object(s) to select, release left button to select.
Or single click on one object to select.

Resizing:

Once an object has been selected, it can be resized by using the select tool: - Click and hold the left button on one of the object grab points, move the mouse until you have the required new size, release the left button to complete the operation.

Moving:

Objects can be moved in the layout by using the select tool: - Click and hold the left button anywhere within the object, move the object to the desired location in the layout and release the left button.

Unselecting:

To unselect, single click anywhere in the layout outside an object.

Text



Static text can be added to the layout by first selecting the text button and then a single click on the layout give a "static text" object.

To edit the text, use the select tool and double click on the static text object. Enter the desired text in the pop-up box and click "OK" to finish or "Cancel" to abort the edit operation. Text can be set to different sizes for the non-zoom and zoom view.

Circles

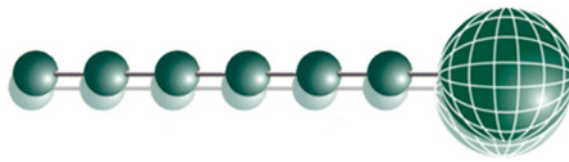


Circles can be added to the layout by selecting the "circle" tool and then left click and hold on the layout, drag the mouse until the desired size is reached and release the left button.

Arc



Arcs can be added to the layout by selecting the "Arc" tool and then single click on the layout, drag the mouse until the desired size and start point is reached, single click to select the size and start point, move the mouse through the circle until the desired end point is reached and then single click to finish the arc object.



Line



Lines can be added to the layout by selecting the "Line" tool. Click and hold the left button where you want the line to start on the layout; drag the mouse until the desired end point is reached and release the left button. The line will be drawn on the layout. Repeat the operation for further lines on the layout.

Circular Controller



Circular controllers can be added to the layout by selecting the Circular Controller tool and then click and hold the left button on the layout, drag the mouse until the desired size is reached and then release the left button to complete the operation.

Unlike previous objects, "Circular Controller" objects have an addition parameter: - name. This parameter is used to link the object to the actual controller on the system network. See [Naming Controller objects](#) to edit the controller object name.

Rectangular Controller



Rectangular controllers can be added to the layout by selecting the Rectangular Controller tool and then click and hold the left button on the layout, drag the mouse until the desired size is reached and then release the left button to complete the operation.

Unlike previous objects, "Rectangular Controller" objects have an addition parameter: - name. This parameter is used to link the object to the actual controller on the system network. See [Naming Controller objects](#) to edit the controller object name.

Polygon Controller



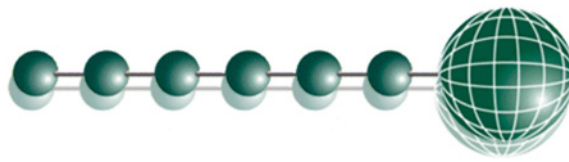
Shapes other than rectangles can be drawn by using the "Polygon Controller" tool. Click the Polygon Controller tool on the toolbar to select. Single click in the workspace to set the start point of the polygon, move the mouse to the next point of the polygon (a thin line is shown as you move the mouse), single click to select the point. Repeat the operation for further points on the polygon. To end the shape, move the mouse to the start point of the polygon and single click. The polygon shape will be drawn and the polygon name will appear inside the shape, or if the shape is small, the name will appear outside the shape with a link line to the shape.

Like the Rectangular Controller object, "Polygon Controller" objects have an addition parameter: - name. This parameter is used to link the object to the actual controller on the system network. See [Naming Controller objects](#) to edit the controller object name.

Net (Network Item)



Network controller items can be displayed, use this tool to put down a network item, then double click the text to define the network controller and the value you want to display.



Rotate



Use the rotate left or right buttons to rotate rectangular controllers. This function does not operate on other controller shapes, only the rectangle controller.

Float Name



This command; "Float Name" applies to Rectangular Controller objects only. Using the select tool, select the rectangular controller and then select "Float Name" the controller name will move to a point outside of the rectangle. The name can be moved to a position of your choice by using the select tool, click and hold on the name, drag to the required location and release the button. The name will move to the desired location and have a thin line linking the name to the rectangle.

Dock Name



This command; "Dock Name" applies to Rectangular Controller objects only. Using the select tool, select the rectangular controller and then select "Dock Name" the controller name will move to the upper left corner of the rectangle.

Zoom



Click the "Zoom" icon to activate the zoom command. Click the left button anywhere in the workspace to zoom in, and click the right button anywhere in the workspace to zoom out.

Group

Objects can be grouped together to form a single object. Use the select tool; click and hold the left mouse button on the workspace, drag the mouse until all the objects you wish to group are within the red rectangle; release the left button. The objects will now be grouped as one object.

Note that if more than one controller object are grouped, they cease to become controller objects until ungrouped. (Use grouping of controller objects to move multiple controllers whilst maintaining their relative position, but ungroup them after the move).

Ungroup

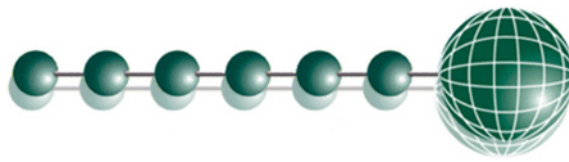
Grouped objects can be ungrouped back to single objects by using the select tool on the grouped object and then from the edit menu, select ungroup.

Other Commands

Copy



Use the select tool to select the object you wish to copy, click the copy icon on the toolbar. This copies the object to the internal pasteboard.



Paste



Once an object has been copied, it can be pasted to the workspace by clicking the paste icon. The new object can be moved and edited by using the appropriate tools described earlier in this document.

Delete

Objects can be deleted by using the selecting the required object and then pressing the delete key on the keyboard.

Snap to Grid

Objects can be set to "Snap to Grid" by checking the option in the "View" drop-down menu

Show Grid

The grid can be displayed on the workspace by checking the "Show Grid" in the "View" drop-down menu

Changing Grid size

The grid size can be changed by going to "preferences..." in the "View" drop-down menu

Use the up/down arrows to set the grid size.

Preview Layout

The layout can be previewed (shown as it will appear in the Data Director) by clicking on the "Show Preview" item in the "View" drop-down menu

Note: To get a true indication of the sizes of text and boxes, this preview window and the drawing page window must **not** be maximised at the time of preview.

To go back to the main layout editor, either uncheck "Show Preview" in the "View" drop-down menu, or use the "Window" icon on the toolbar and check the layout name.

Linking Controller objects to controller names

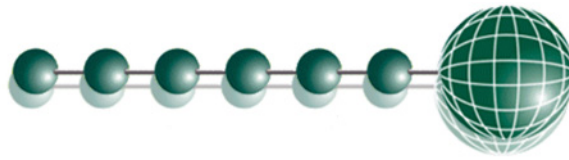
In order to have a successful layout, each controller object must be associated with a controller in the Data Director/Manager. To form this association, the "Name" of each controller block (circular, rectangular and polygon objects) needs to be changed from "Name" to the name the controller has in the Data Director/Manager.

Use the select tool to double click on the controller object. A pop-up box will prompt you to change the name of the object; type in the controller name such as RC10-1 and click OK to end. (The name must correspond exactly to the name as it appears in the Data Director/Manager devices list)


Repeat this operation until all controller objects represent controllers.

Sizing to the workspace

If your layout does not zoom, once its on the Data Manager/Director, use the "Layout Properties" and check the "Override applet zoom" and set a manual zoom level. (a manual zoom level of 4 is a good starting point)



Saving the layout

Once the layout is complete, it can be saved to the same file as started by pressing the save  icon, or it can be saved to a new filename by using the "File" feature on the toolbar and selecting the "Save As..." function.

Layout files are saved in XML format, ready to upload to the Data Director/Manager.