• CATALOG

Operation Example for Wzpsoft

Following content will introduce the steps for operating Wzpsoft program by an example, user can refer to it when use the program. You can refer to <u>wzphelp.exe</u> for other functions and operations.

Run Wzpsoft program, it will popup a **"sign specifications"** dialog box as the following figure. User can select sign's colour type from **"Colour Type"** drop list box (it includes nine types), set sign's width and height. If select **"Do not show this next time"** box, the dialog box will not be showed when run this program next time. User can also change the settings through executing **"Sign Specification"** command under **"File"** menu.
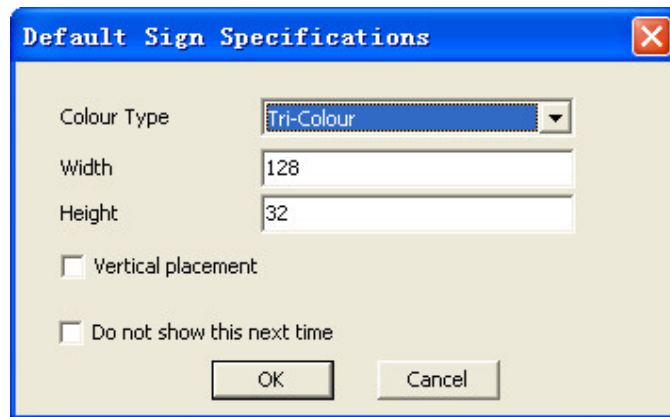

Fig0 Sign specifications

1. Create *.rdf File

For instance, here we suppose the user want to send a *.rdf file like below showed to the sign. We suppose the file name is **Example.rdf**.
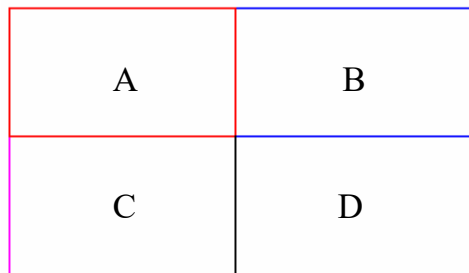

Fig1.1

We assume that the size for the LED Wzp sign is 64(H)×128(W), the sign is divided into four parts (A, B, C and D), we need to set the size for each part for displaying

normally.

A – 32(H)×64(W), add text file, file name: example1.lmt;

B – 32(H)×64(W), add image file, file name: example2.png;

C – 32(H)×64(W), add animation file, file name: example3.gif;

D – 32(H)×64(W), add sequence file; one sequence file may include some tasks, and a task can also include some frames.

Note: The size for text file, image file, animation file and sequence file must be consistent with size for each part.

The *.rdf file may include some text files, image files, animation files and sequence files. To create the Example.rdf file, there are following steps mainly:

Step 1- Create the Text file (Task1);

Step 2- Create the Image file (Task2);

Step 3- Create the Animation file (Task3);

Step 4- Create *.rdf file.

1.1 Create Text file (*.lmt)

After running Wzpsoft program, click on the new button ☐ or select *New* from the **File** pull-down menu. Please refer to the following *New* dialog.
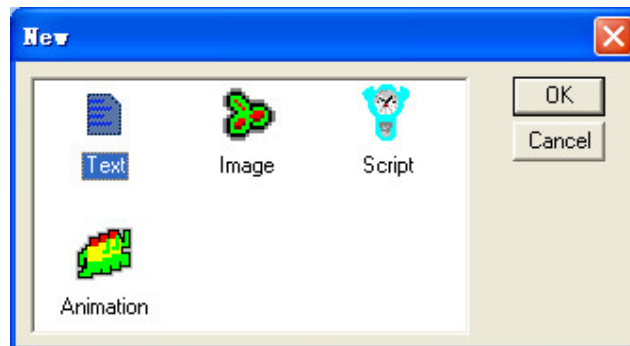

Fig1.1.1

Please select *Text* and click **OK** button on above figure to create a new text file, it will show the text edit box as the following figure.
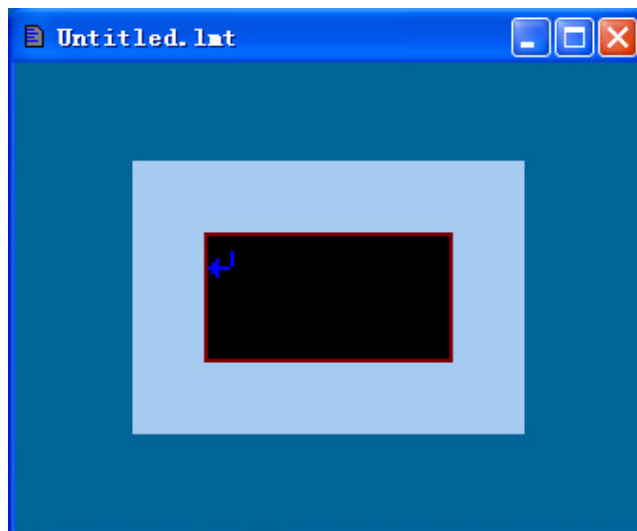
Fig1.1.2

User needs to set the size for text file, select **Page Setup** from the **Options** pull-down menu, it will show the following dialog, set some parameters as following figure, then click **OK** button to save the setting.
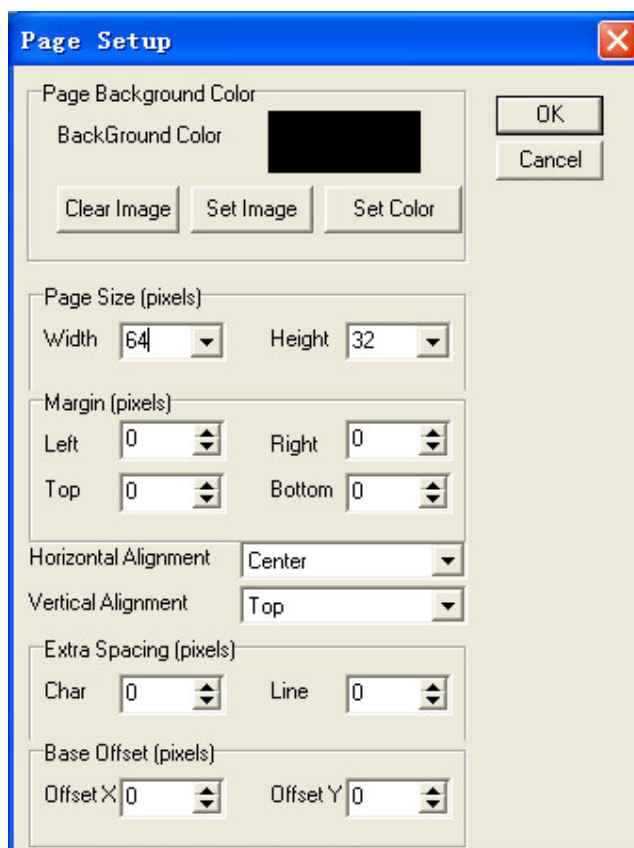

Fig1.1.3

Edit text file in the text edit box, you can set the font, size and colour for text content by tool bar [Arial] [8] [**B** *I* U] [YELLOW], and click 💾 button to save the text file (such as file name is example1.lmt). Please refer to the following figure.
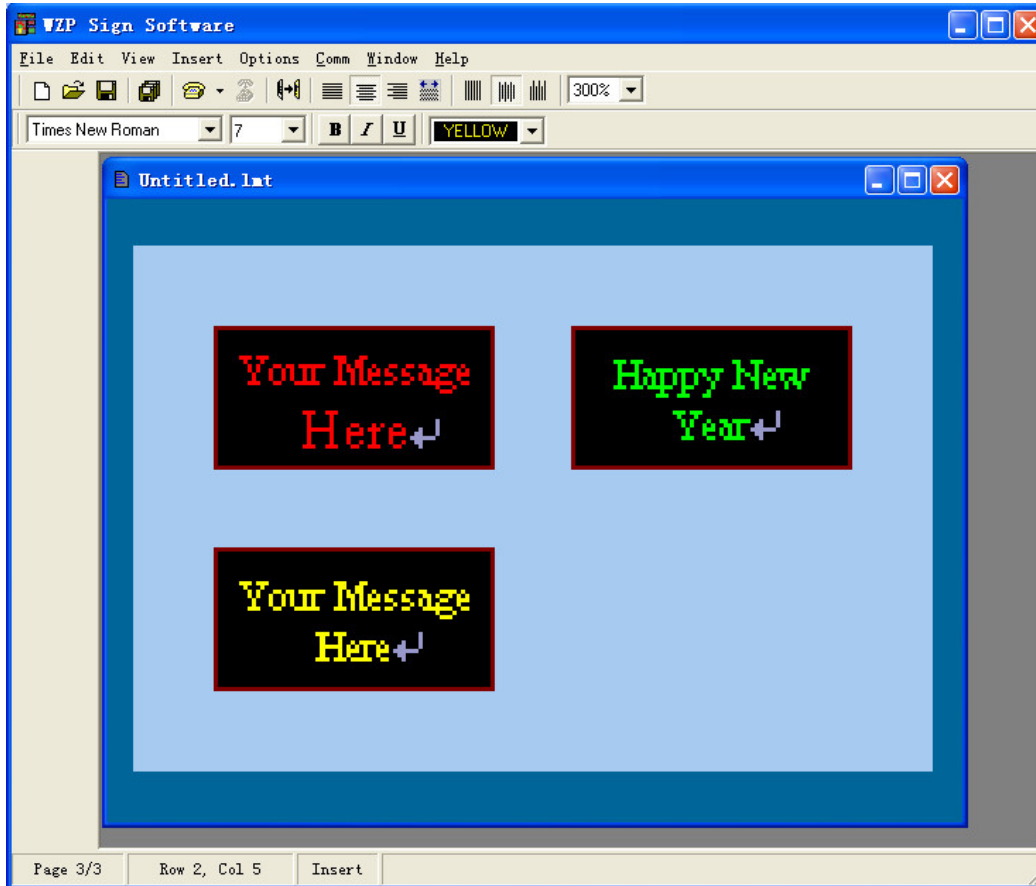

Fig1.1.4

Click ❎ button on text edit box to exit the text edit box.

1.2 Create Image file (*.png, *.bmp)

Please select *Image* and click **OK** button on fig1.1.1 to create a new image file, it will show the image edit box as the following figure.
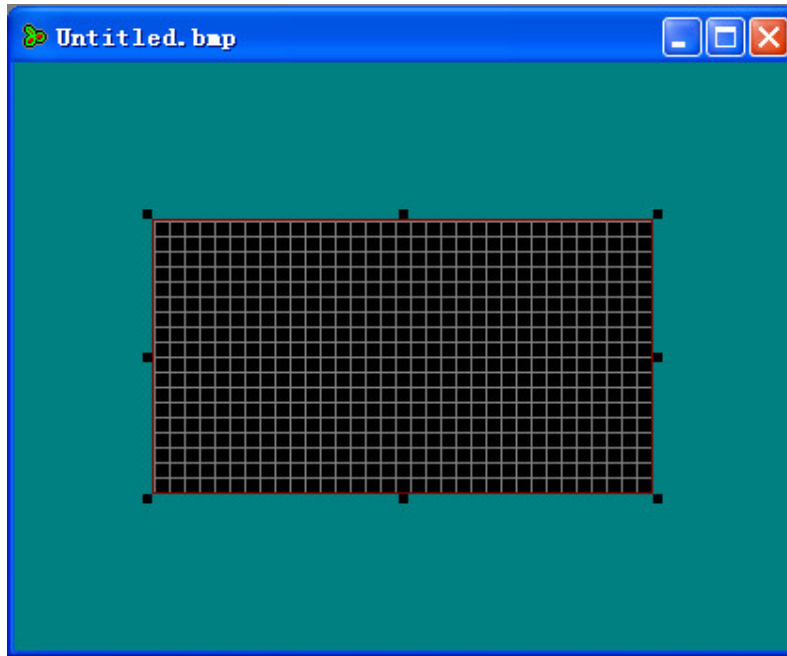

Fig1.2.1

User needs to set the size for image file, select *Resize* from the **Image** pull-down menu, it will show the following dialog, set some parameters as following figure, then click **OK** button to save the setting.
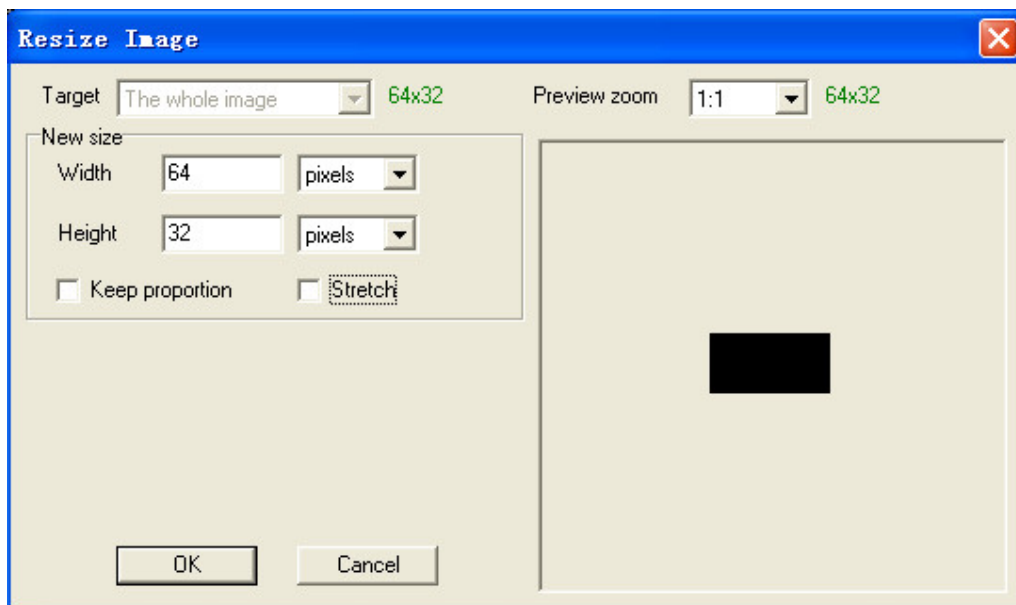

Fig1.2.2

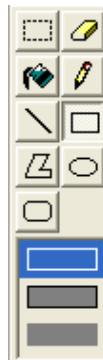Edit image file by drawing panel as following figure.

Fig1.2.3

Click ![save] button to save the image file (such as file name is example2.png). Please refer to the following figure.
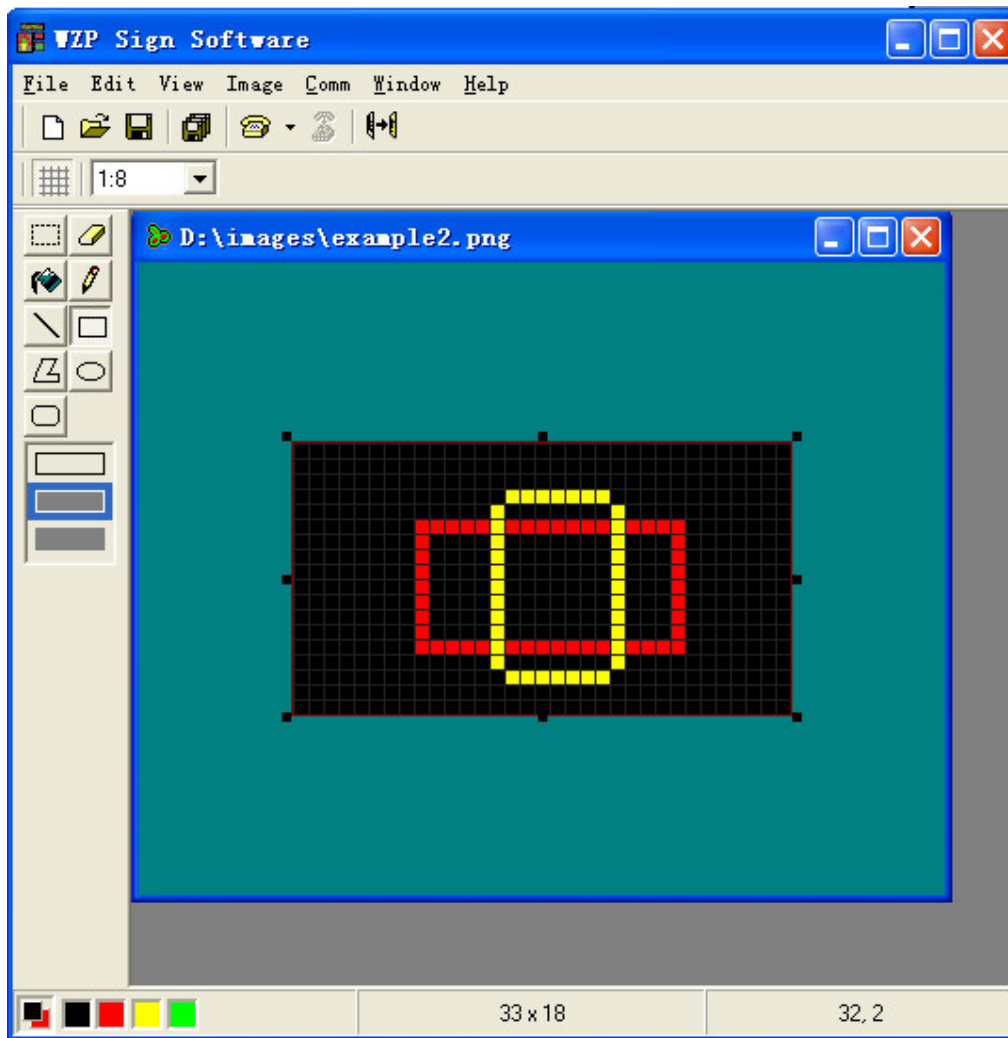

Fig1.2.4

V 1.2

Note: You can also open an existing image file by selecting *Open* from the **File** pull-down menu.

Click ❌ button on image edit box to exit the image edit box.

1.3 Create Animation file (*.gif)

Please select *Animation* and click **OK** button on fig1.1.1 to create a new animation file, it will show the animation edit box as the following figure.
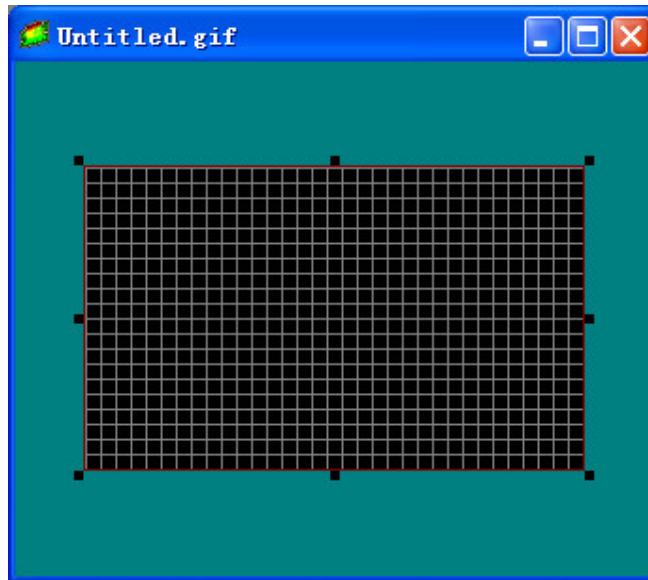

Fig1.3.1

User needs to set the size for animation file, select *Resize* from the **Image** pull-down menu, it will show the following dialog, set some parameters as following figure, then click **OK** button to save the setting.
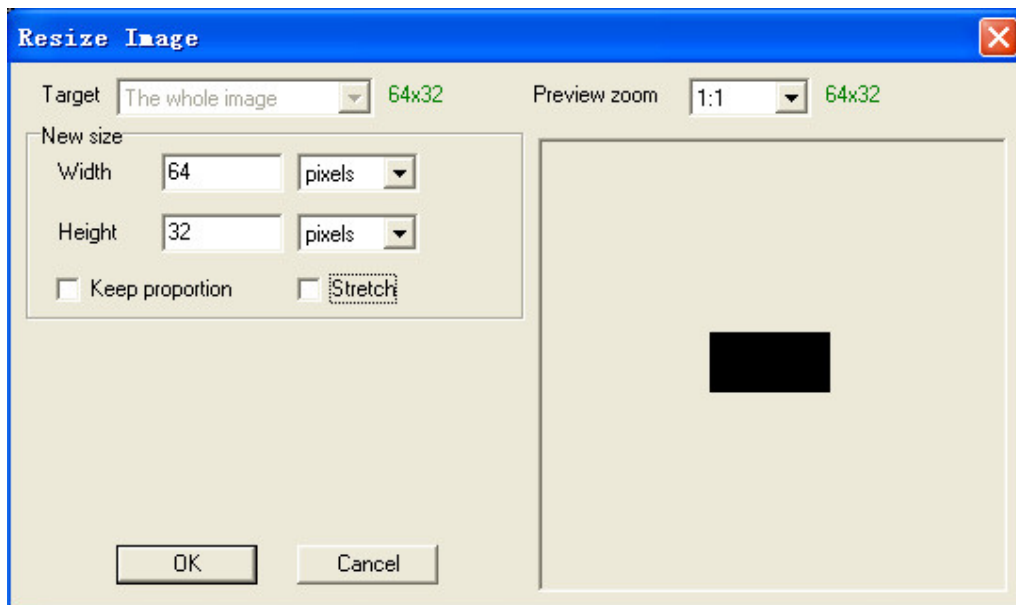

Fig1.3.2

Edit animation file by drawing panel or select existing animation file by selecting **Open** from the **File** pull-down menu.

Click 💾 button to save the animation file (such as file name is example3.gif). Please refer to the following figure.
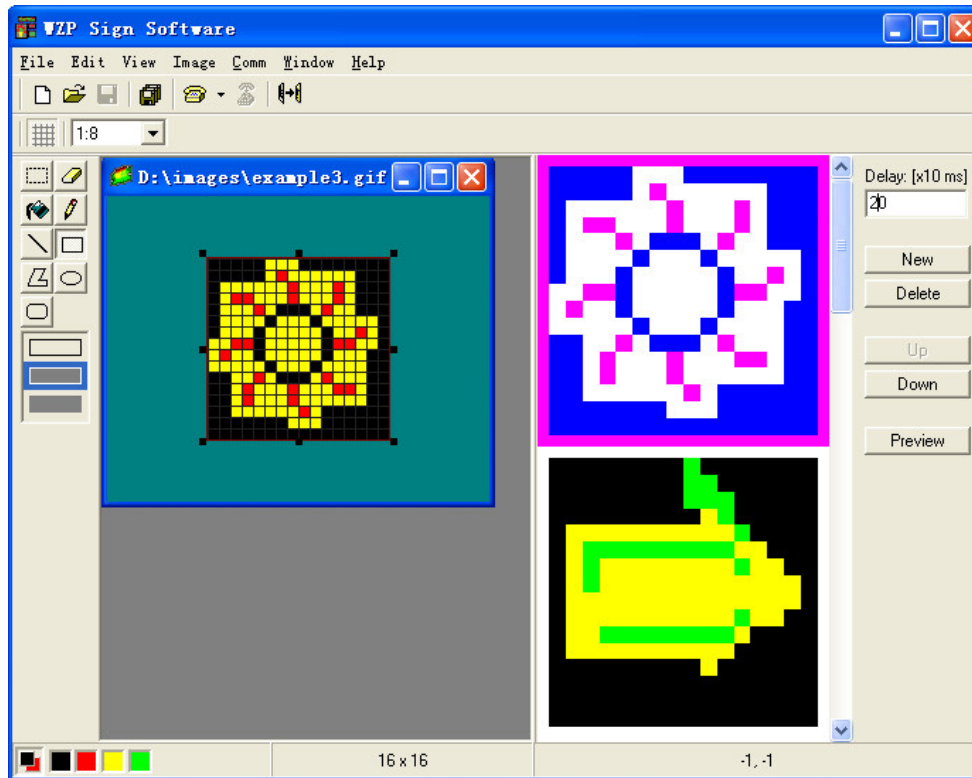

Fig1.3.3

On right side of the above figure, you can set the delay time for animation file by inputting number in **Delay** box, create another animation file by clicking **New** button, delete one animation file by clicking **Delete** button, when there are some animation files, click **Up** button to see the last file, click **Down** button to see the next file, click **Preview** button and it will popup a dialog as following figure to preview the animation file
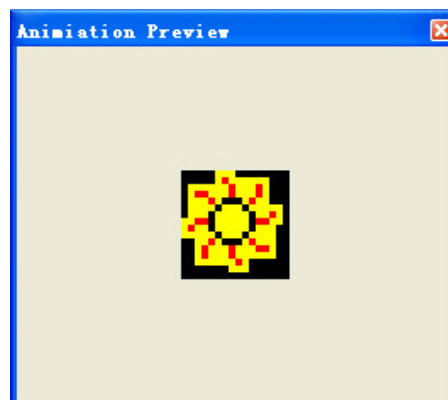

Fig1.3.4

Click [X] button on animation edit box to exit the animation edit box.

1.4 Create *.rdf file

The *.rdf file may include some text files, image files and animation files, each file may include some frames. Following we will introduce how to create this file by an example, it includes one text file, one image file, one animation file and one sequence file.

Please select *Script* and click **OK** button on fig1.1.1 to create a new *.rdf file, it will show the edit box as the following figure.
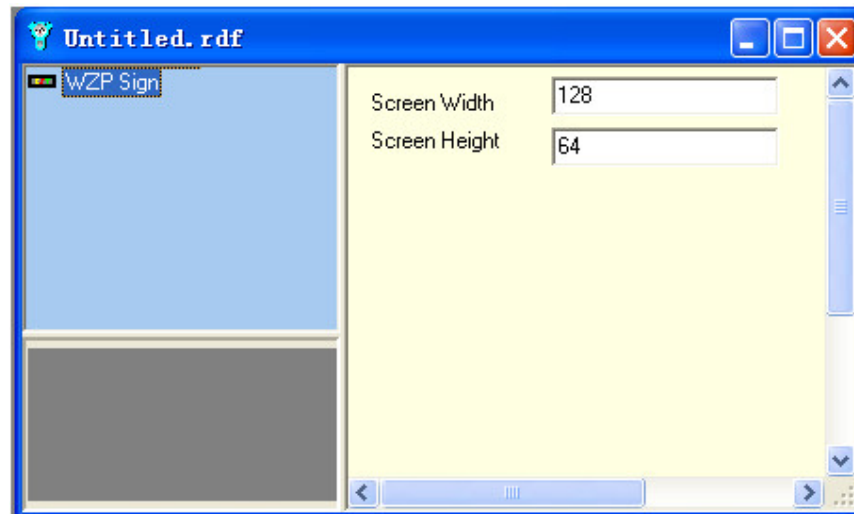

Fig1.4.1

Note: Here the screen width and screen height can't be edited. If need to change the settings, you can execute **"Sign Specification"** command under **"File"** menu.

1.4.1 Add text file (Task1)

Select *Add Message 'Task'* from the **Edit** pull-down menu, it will popup **Open** dialog, select one existing text file (such as example1.lmt) from the dialog and add it to *.rdf file. It will show the following figure.
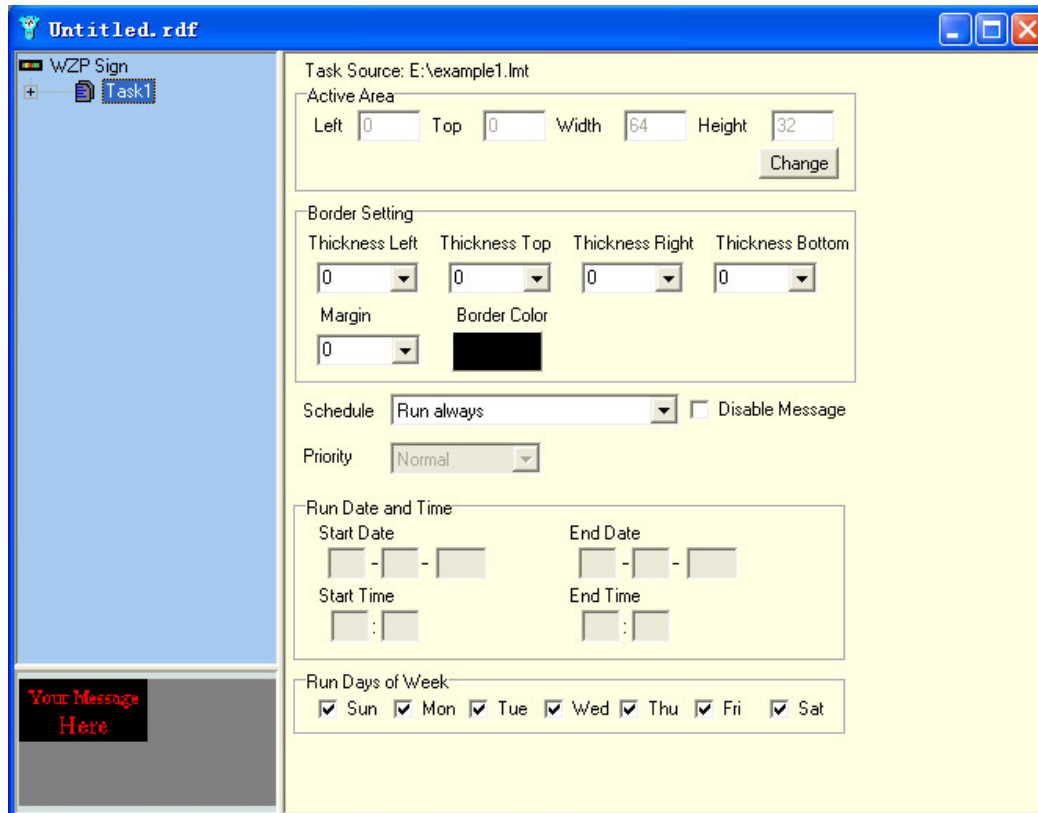

Fig1.4.1.1

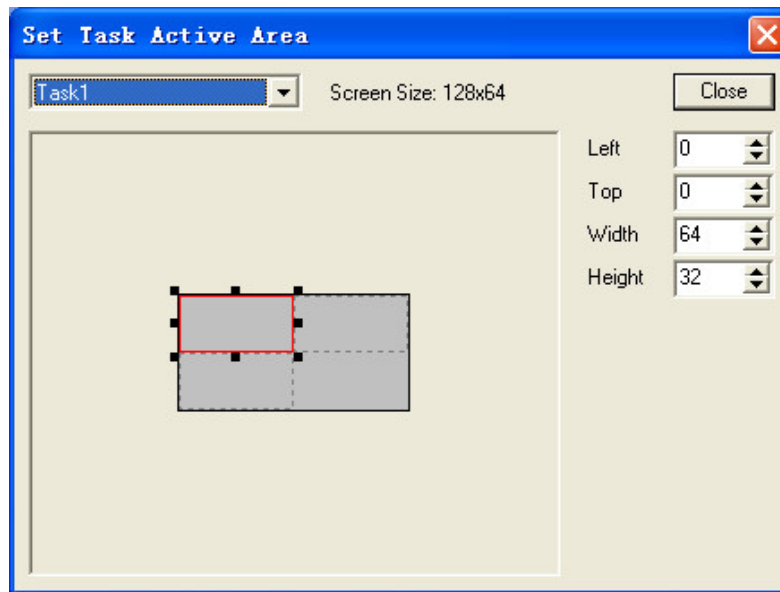Click **change** button to set the size and coordinate for task1, you can refer to the following figure.

Fig1.4.1.2

You can also set some parameters for task1, it includes border, schedule, run date and time, run days of week, please refer to fig1.4.1.1.
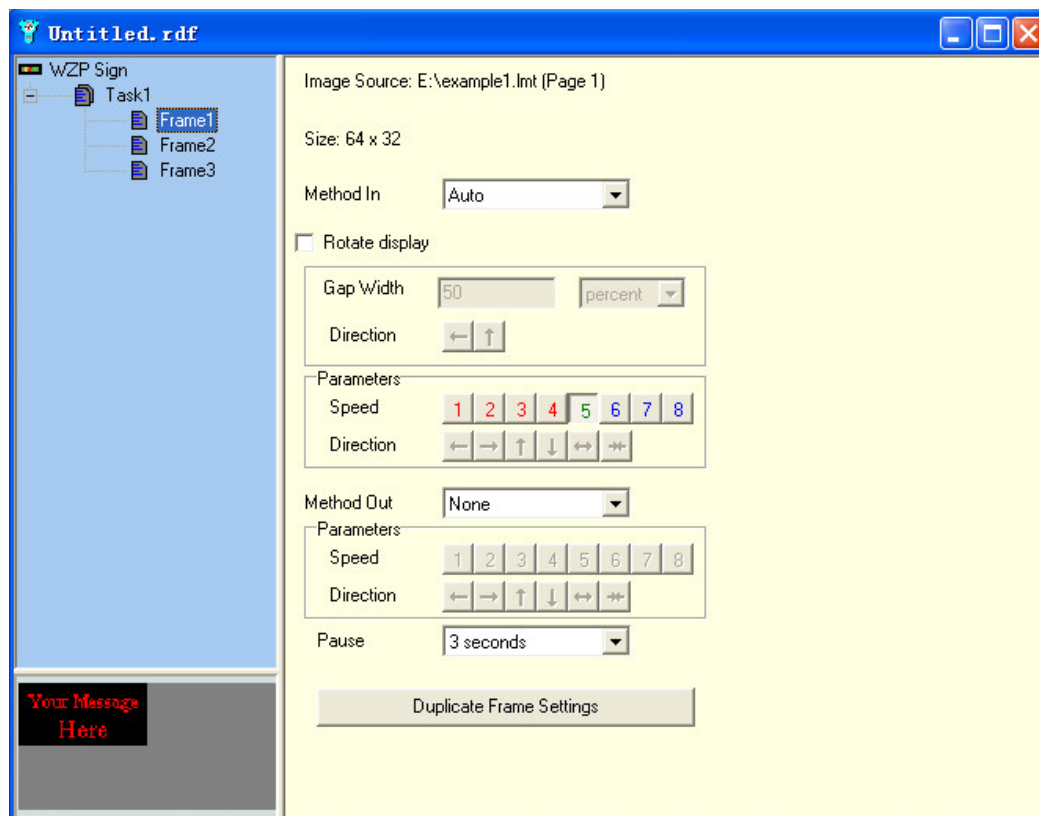

Fig1.4.1.3

The task1 includes three frames, you can set some parameters for each frame, it includes move method, speed, direction, pause time, please refer to fig1.4.1.3.

1.4.2 Add image file (Task2)

Select *Add Message 'Task'* from the **Edit** pull-down menu, it will popup **Open** dialog, select one existing image file (such as underline example2.png) from the dialog and add it to *.rdf file. It will show the following figure.
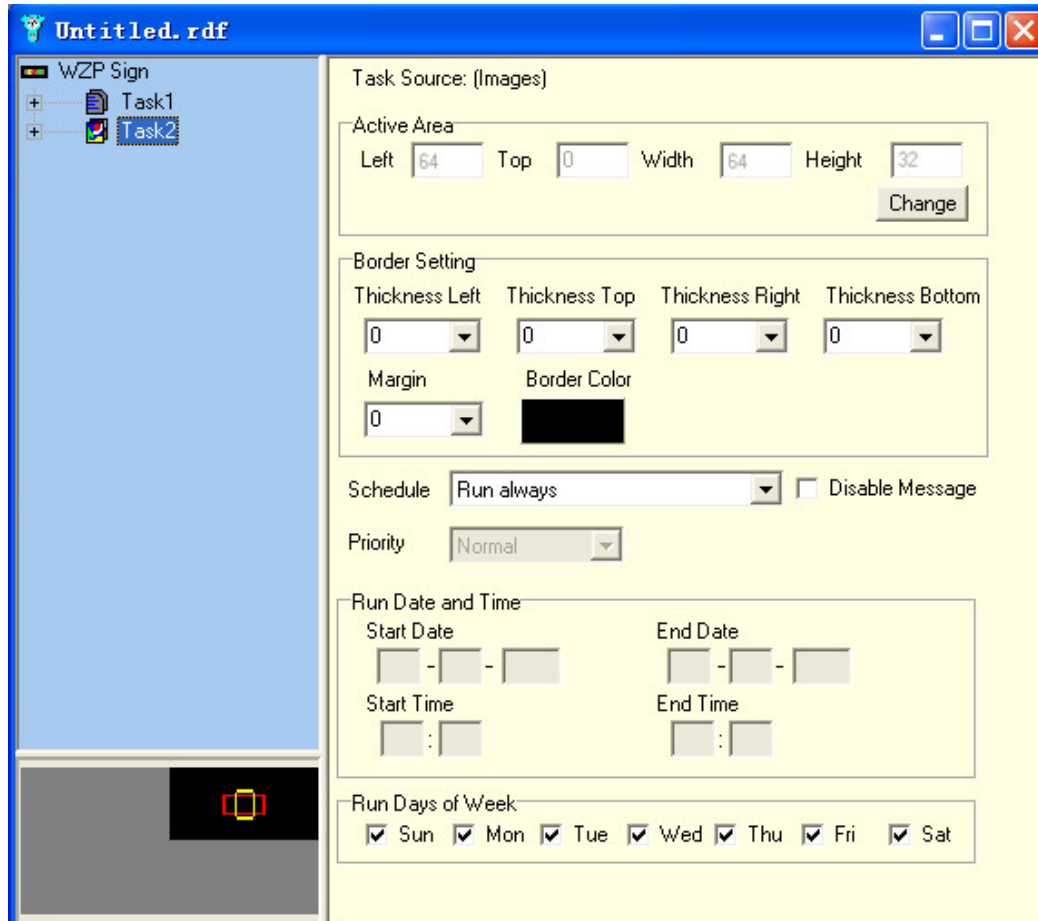

Fig1.4.2.1

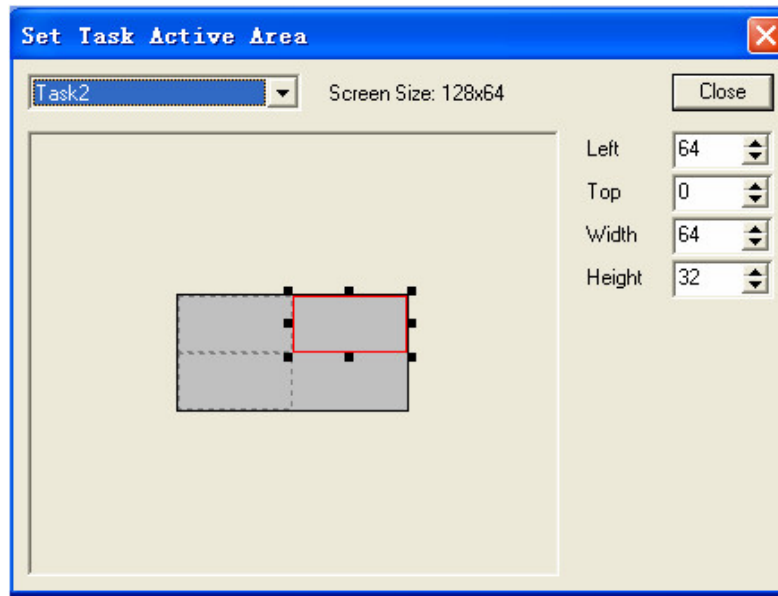Click **change** button to set the size and coordinate for task2, you can refer to the following figure.

Fig1.4.2.2

You can also set some parameters for task2, it includes border, schedule, run date and time, run days of week, please refer to fig1.4.2.1.
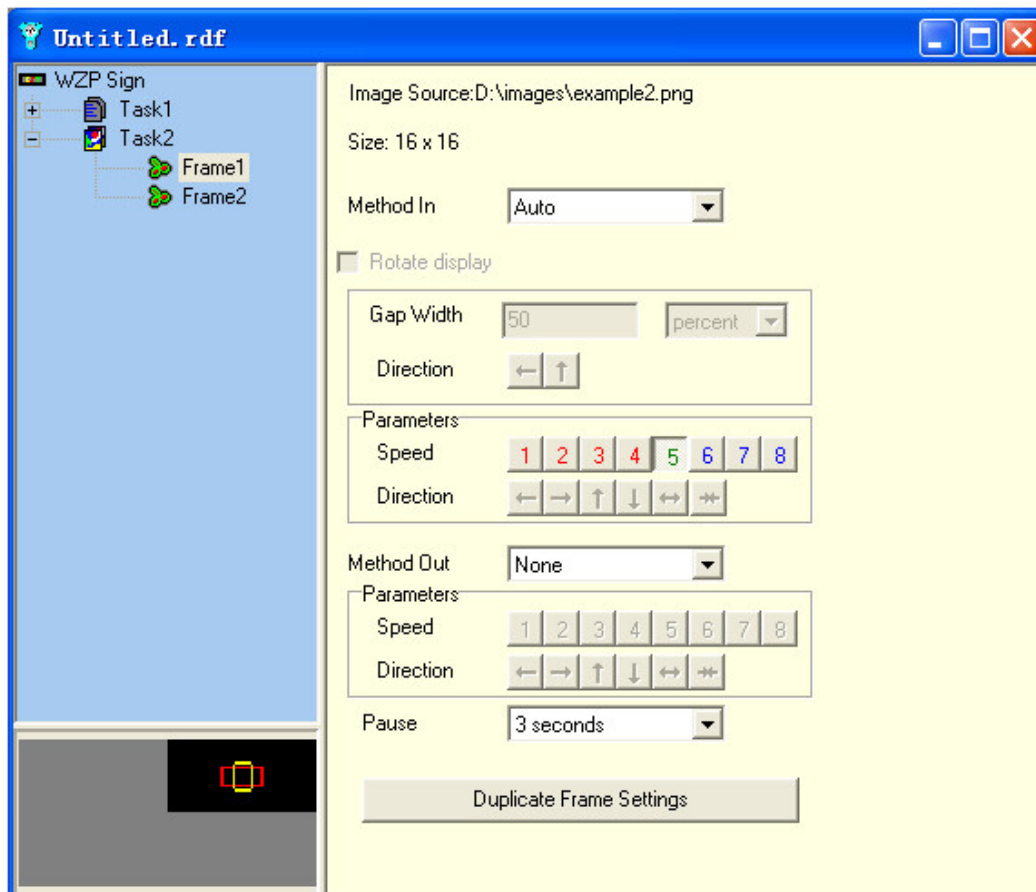

Fig1.4.2.3

You can add some frames by selecting *Add Image* from **Edit** pull-down menu.

The task2 includes two frames, you can set some parameters for each frame, it includes move method, speed, direction, pause time, please refer to fig1.4.2.3.

1.4.3 Add animation file (Task3)

Select *Add Message 'Task'* from the **Edit** pull-down menu, it will popup **Open** dialog, select one existing animation file (such as example3.gif) from the dialog and add it to *.rdf file. It will show the following figure.
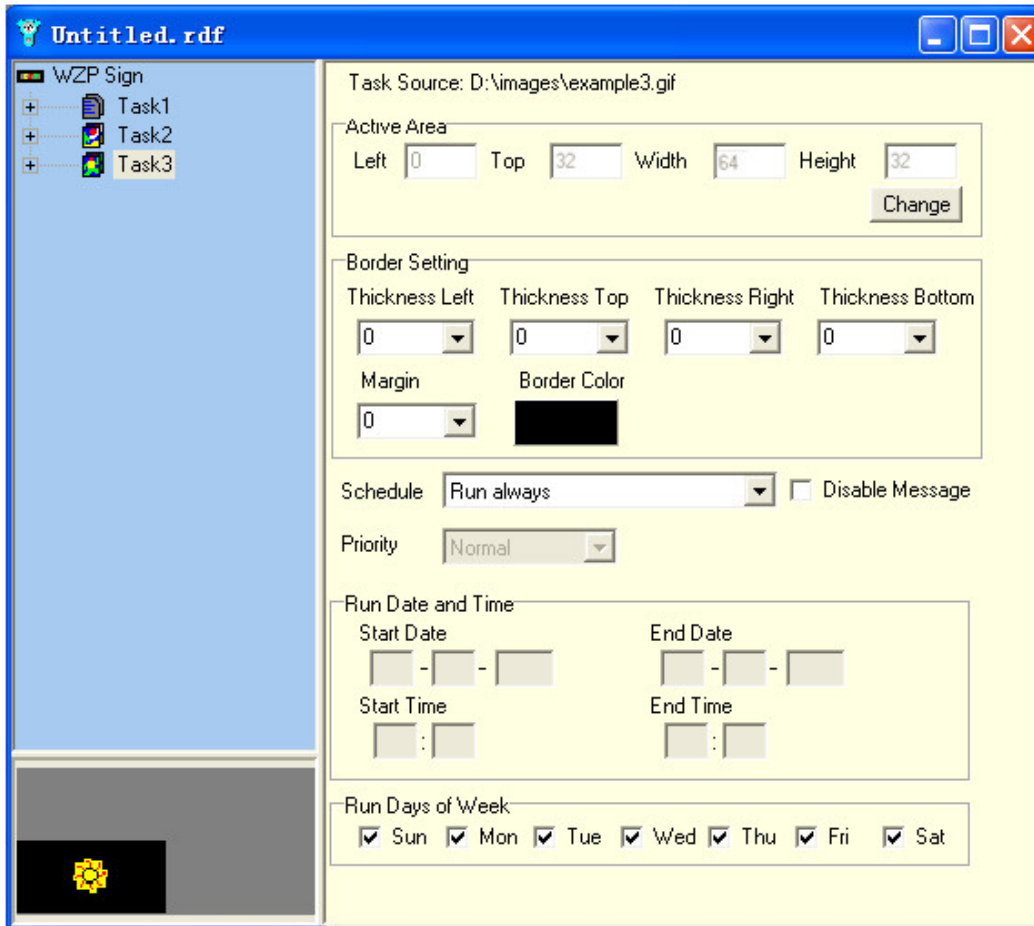

Fig1.4.3.1

Click **change** button to set the size and coordinate for task3, you can refer to the following figure.
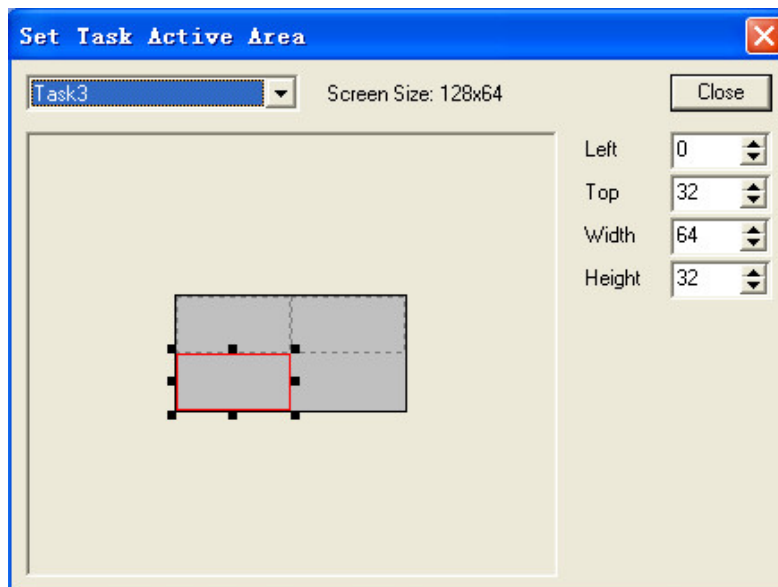
Fig1.4.3.2

You can also set some parameters for task3, it includes border, schedule, run date and time, run days of week, please refer to fig1.4.3.1.
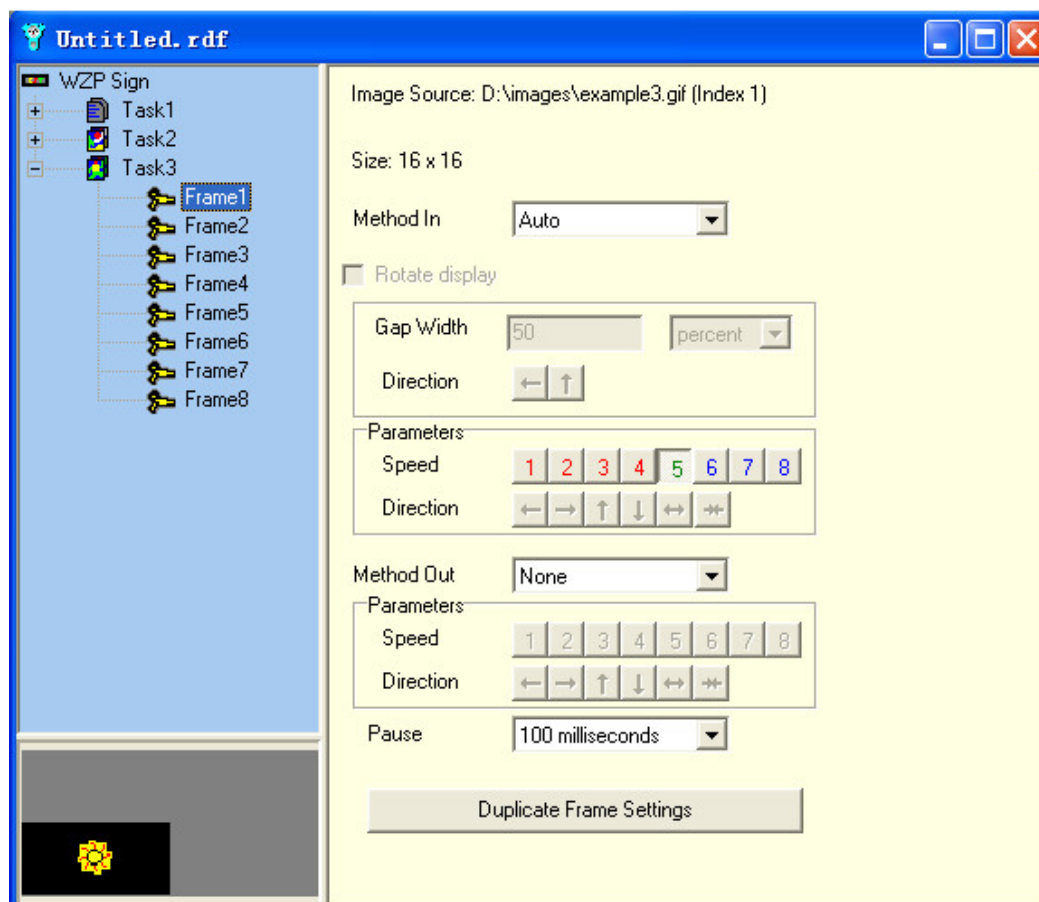

Fig1.4.3.3

The task3 includes eight frames, you can set some parameters for each frame, it includes move method, speed, direction, pause time, please refer to fig1.4.3.3.

1.4.4 Create sequence file (Sequence1)

Select *Add Group of Messages 'Sequence'* from the **Edit** pull-down menu, it will show the following figure.
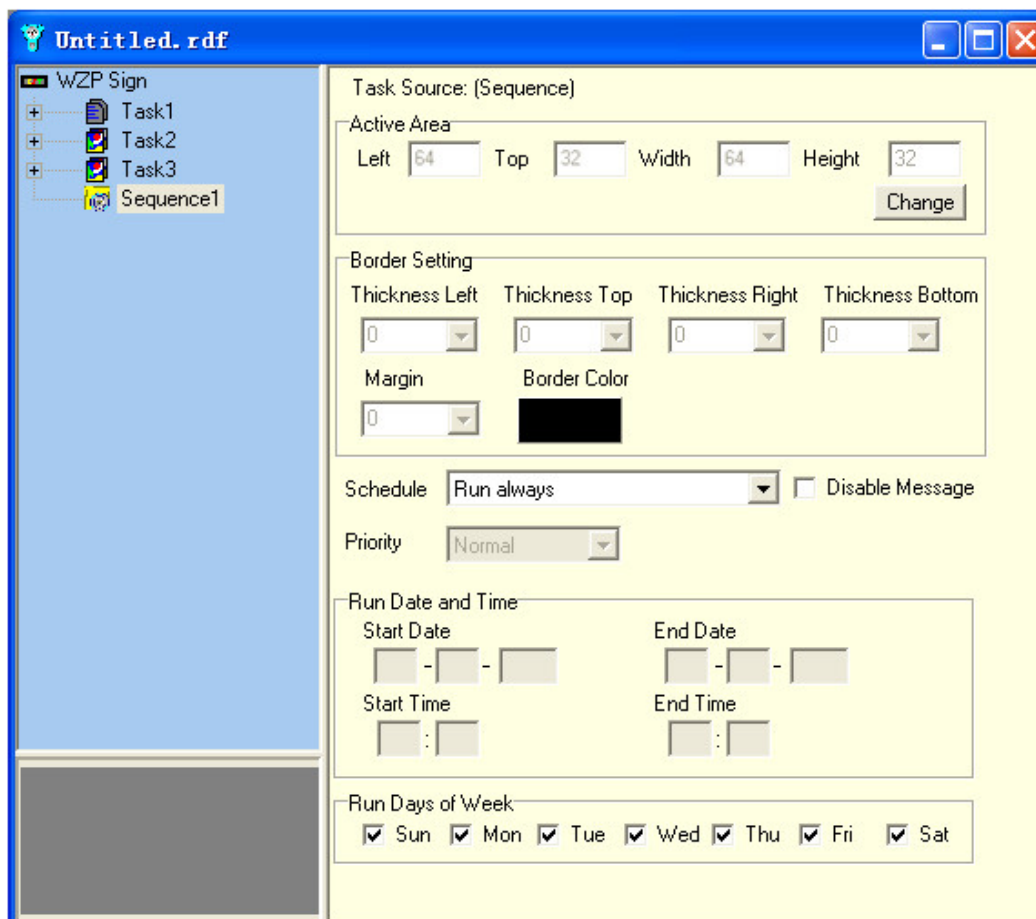

Fig1.4.4.1

Click **change** button to set the size and coordinate for sequence1, you can refer to the following figure.
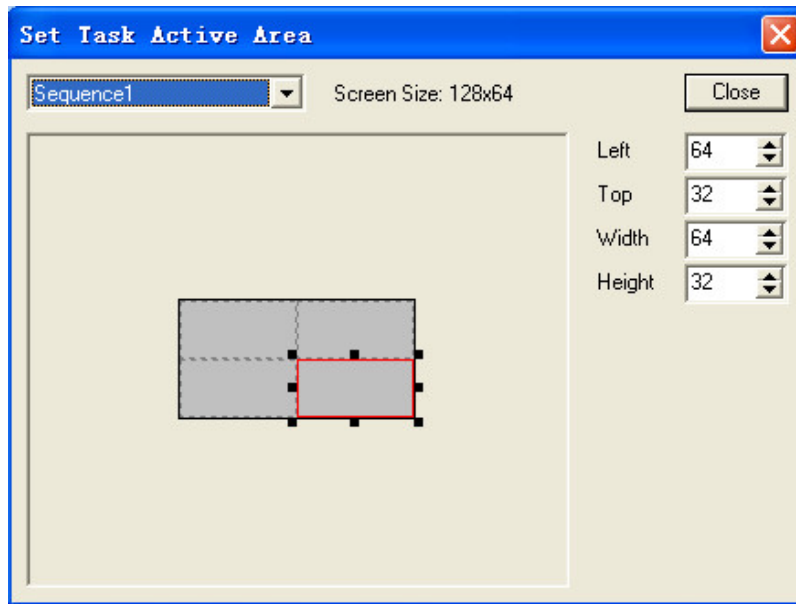
Fig1.4.4.2

You can also set some parameters for sequence1, it includes schedule, run date and time, run days of week, please refer to fig1.4.4.1.

After setting Sequence1, user needs to add text file (Task1) under Sequence1, please refer to **Section 1.4.1** for adding text file steps. For the Task1 under sequence1, you can set the size and coordinate, schedule, priority (Low, Normal, High), run date and time, run days of week, please refer to the following figure.
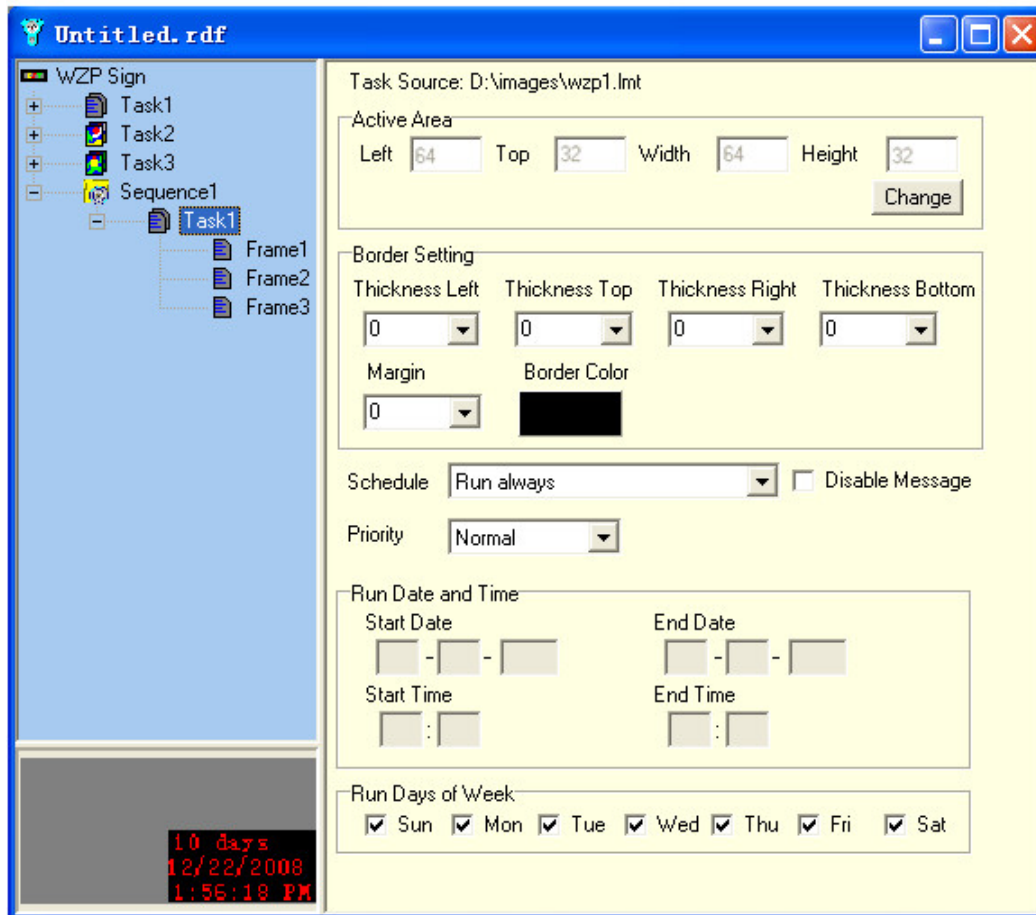
Fig1.4.4.3

The task1 includes three frames, you can set some parameters for each frame, it includes move method, speed, direction, pause time, please refer to fig1.4.1.3.

User can also add image file (Task2) under sequence1, please refer to **Section 1.4.2** for adding image file steps. For the Task2 under sequence1, you can set the size and coordinate, schedule, priority (Low, Normal, High), run date and time, run days of week, please refer to the following figure.
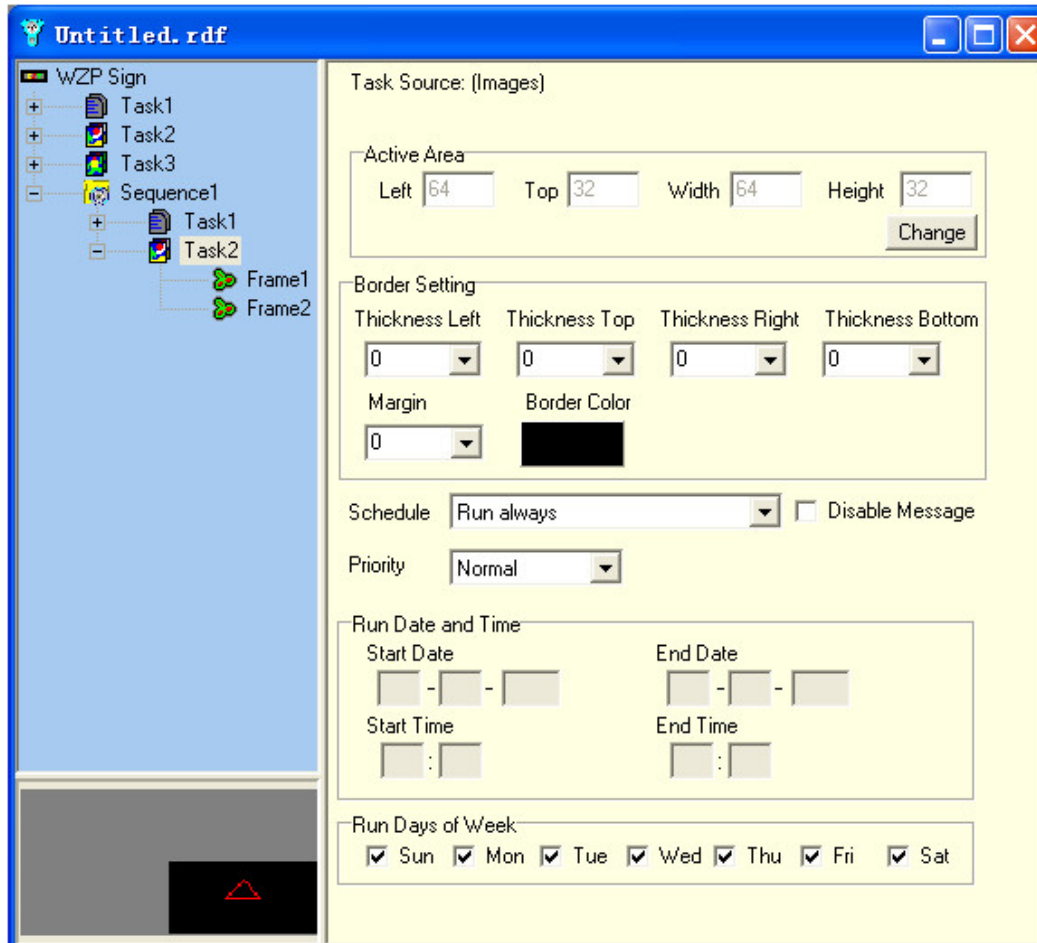

Fig1.4.4.4

User can add some frames under task2 by selecting *Add Image* from **Edit** pull-down menu. The task2 includes two frames, you can set some parameters for each frame, it includes move method, speed, direction, pause time, please refer to fig1.4.2.3.

User can also add animation file (Task3) under sequence1, please refer to **Section 1.4.3** for adding animation file steps. For the Task3 under sequence1, you can set the size and coordinate, schedule, priority (Low, Normal, High), run date and time, run days of week, please refer to the following figure.
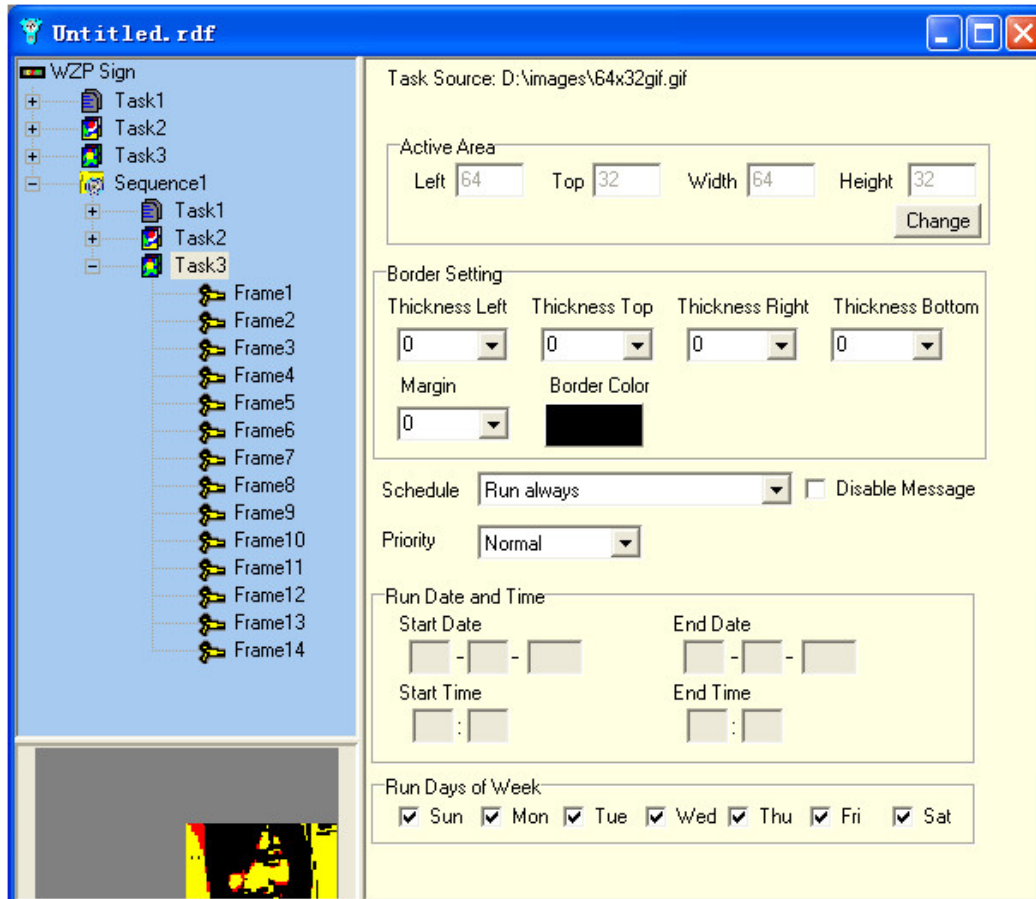

Fig1.4.4.5

The task3 includes fourteen frames, you can set some parameters for each frame, it includes move method, speed, direction, pause time, please refer to fig1.4.3.3.

After adding all files and setting all parameters, the *.rdf file has completed. Click **WZP Sign** icon on edit box, the preview will show the all edited content. Please refer to the following figure.
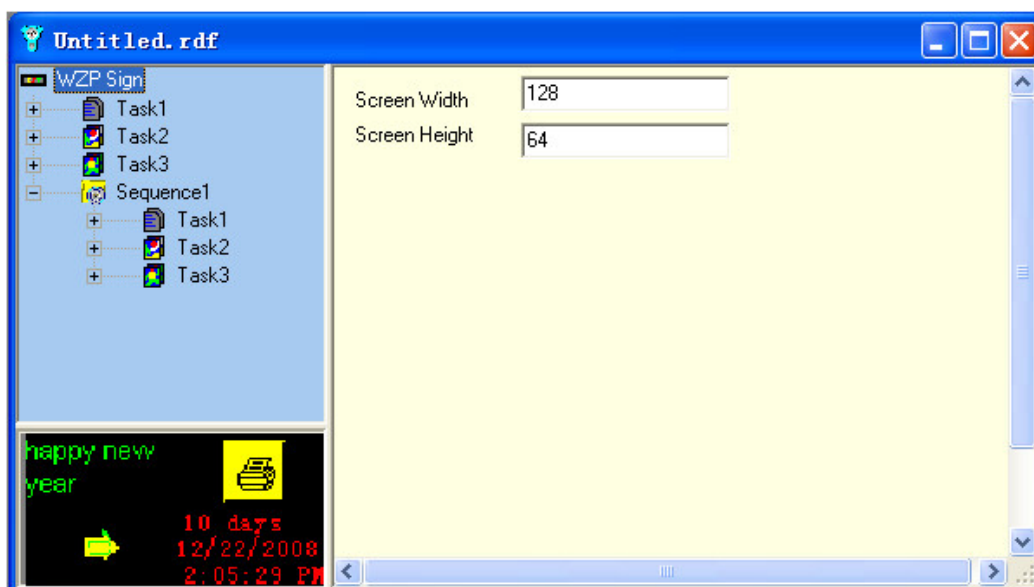

Fig1.4.4.6

Click ![save] button to save the *.rdf file (such as file name is example.rdf). Please refer to the following figure.
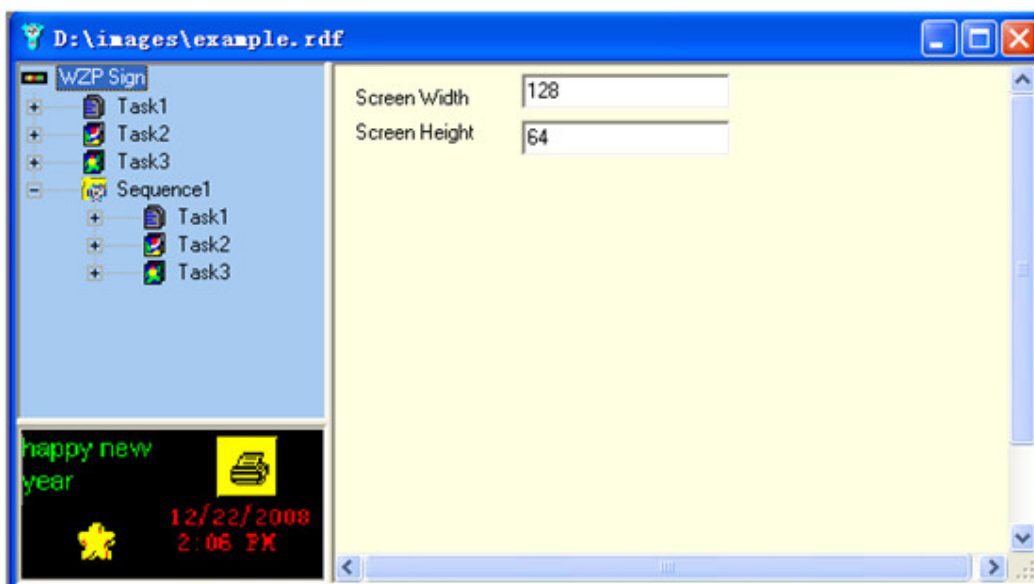

Fig1.4.4.7

2. Send *.rdf File to Sign

After editing the file, user needs to send the file content to sign. Here we will introduce the steps by taking RS232 communication mode for example. Please refer to **wzphelp.exe** for other communication modes.

Following will introduce the steps.

Step1: Select *Setup Comm* from the **Comm** pull-down menu, it will show the following figure. You need to select protocol of sign, and COM port, input the sign address and sign group, select baudrate, then click **OK** button to save the setting.
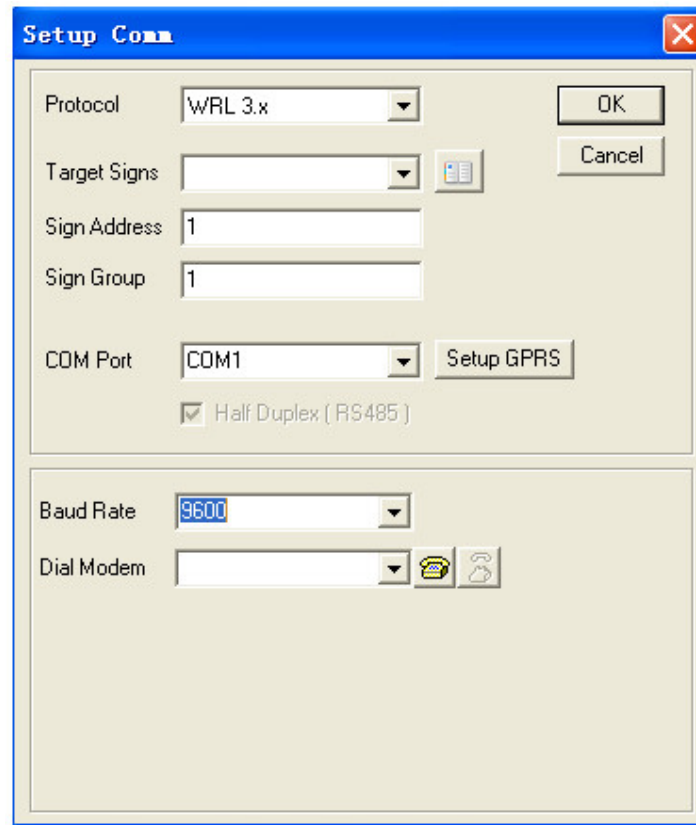

Fig2.1

Setp2: Select *Send* from the **Comm** pull-down menu or click button, program will send all content of the current edited file to sign.