

ScreenCreator Menus and Toolbars

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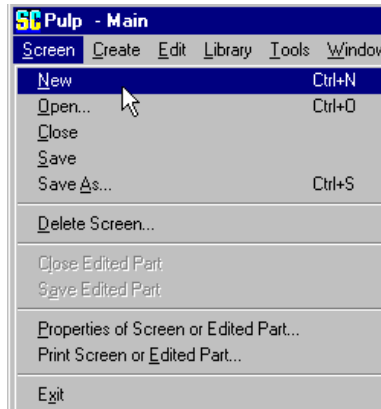
ScreenCreator Menu

The Screen Menu

The Screen menu contains commands for creating a new screen, opening, closing or deleting screens, as well as printing a screen and editing all screen colors.

If the Screen menu command can also be called by a Standard Toolbar tool, the tool is shown below the menu command.

The large Screen menu on the near right is available when a screen is open. The small Screen menu on the far right is available if no screen is open.



Screen > New

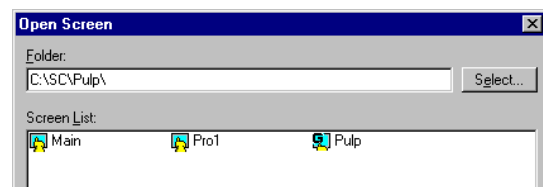
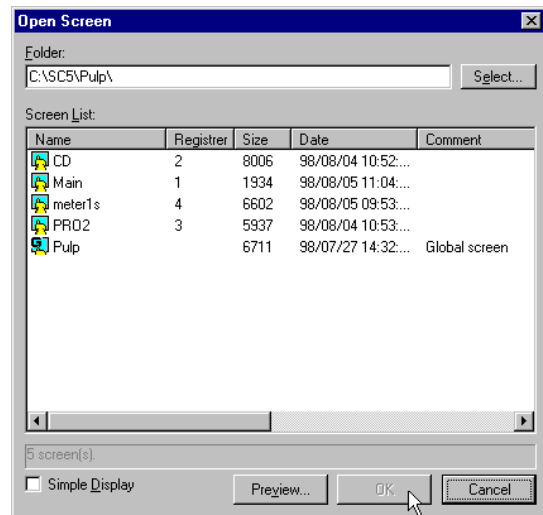


creates and opens a new Untitled screen.

Screen > Open...



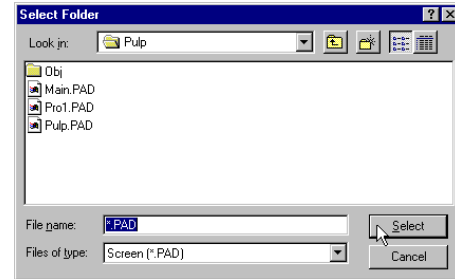
calls the *Open Screen* dialog box, allowing you to select and open a screen.



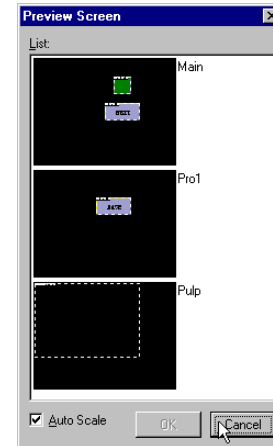
Selecting Simple Display is the opposite of *Details* in other Windows Open boxes and only shows the screen icons.

Screen > Open...

Clicking *Select...* brings up the normal Windows Select Folder box.



The Preview function can be very useful for selecting the right screen. All screens of the current project are shown.

**Screen > Close**

does just that, closes the selected screen.

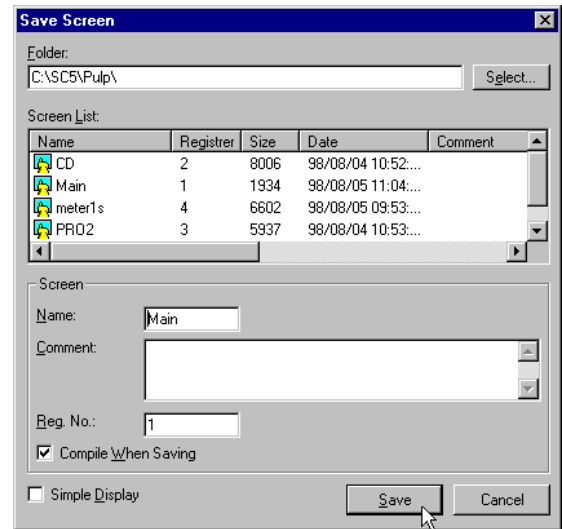
Screen > Save

simply saves the current screen, with any changes you may have made.



Screen > Save As... calls the *Save Screen* dialog box, allowing you to save the current screen (under a different name or under a different registration number).

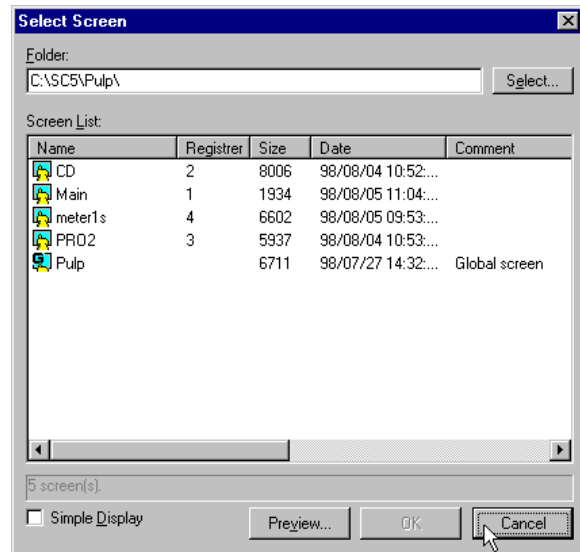
Compile When Saving can be deselected to allow creating and saving screens without assigning PLC addresses to parts. Be aware, however, that those screens cannot be downloaded.



NOTE: When the Compile When Saving option is deselected, the parts on the screen will not be compiled and therefore the screen cannot be downloaded!

Screen > Delete Screen...

brings up the Select Screen box (for deleting a screen).



Screen > Close Edited Part

You will probably never use this command, since clicking the **X** on the upper right corner of the edited part window is much quicker!

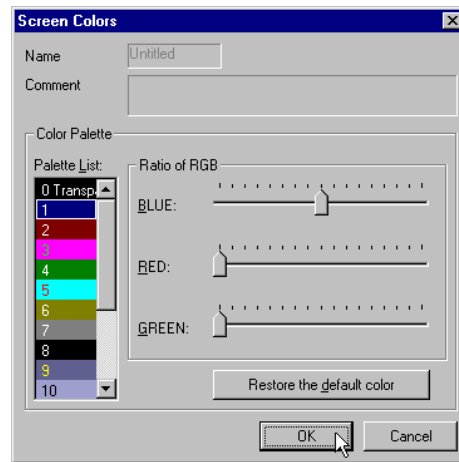
Screen > Save Edited Part

saves the part being edited. Clicking the Save tool does this as well, of course, but only when a part is being edited and that part window is selected.

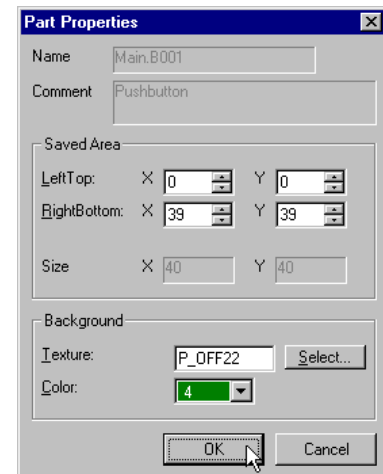


Screen > Properties of Screen or Edited Part...

If no part's contents are being edited, the Screen Colors box appears, below left. If the contents of a part are being edited, the Part Properties box, below right, appears, allowing the size and background color of the part to be specified.



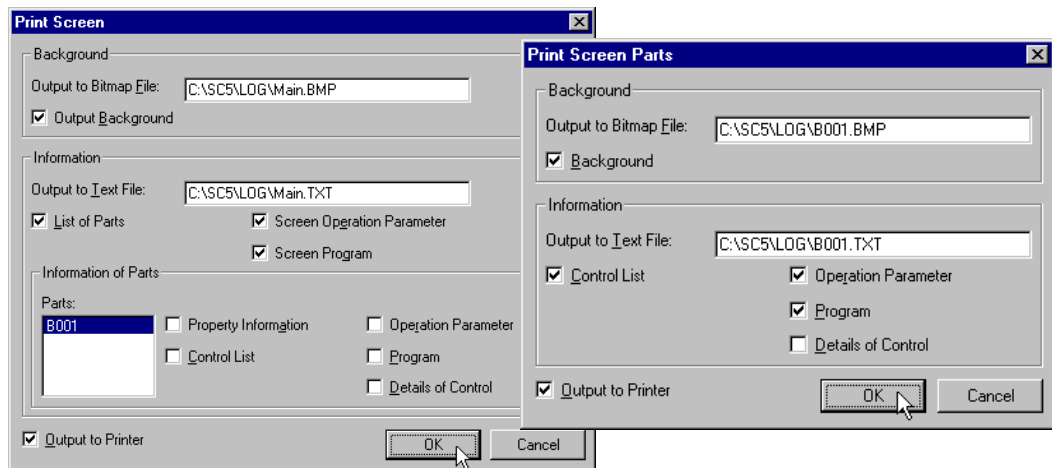
Individual colors (identified by number) can be changed by selecting then moving the blue/red/green dials. Every occurrence of the color number in the screen will be changed. To restore the default color, select the color number and click *Restore the default color*.



The size of the part can be specified precisely above.

Screen > Print Screen...

When selected, the Print Screen box appears. The command outputs a bitmap (*.bmp) file and a text (*.txt) file. If "Output to Printer" is selected, it will also print the files.



Screen > Exit

Finally, the Exit command, which closes ScreenCreator altogether after prompting the user to save any screens or components that are being modified. Clicking the X in the upper right corner of the ScreenCreator window is the same as the Exit command.

The Create Menu

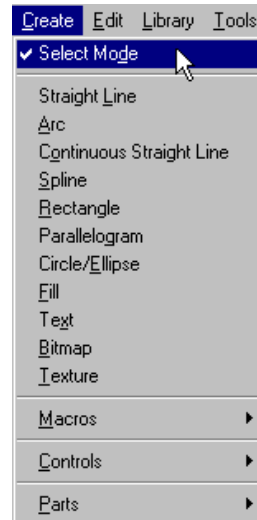
The Create menu contains commands for creating Drawing Objects (or Figures), Controls and Parts. The tool that duplicates the command is shown in the left-hand margin below the command.

The Create menu is only available when a screen or part is open.

The Create menu, on the right, features the Drawing tools first, beginning with the Select Mode, which returns the pointer just like clicking the pointer tool below.



For any of the drawing functions below, click, hold and drag to create the specific drawing object.

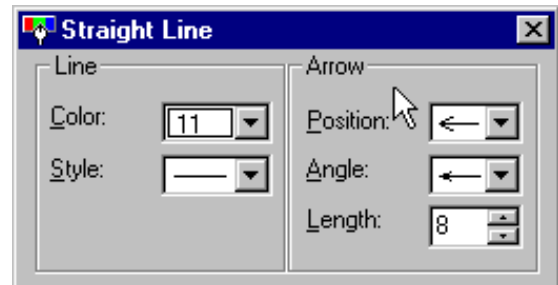


Create > Straight Line



opens the Straight Line box and the pointer becomes a cross-hair for drawing a line. Hold down the Shift key while clicking and drawing to make the line horizontal or vertical (based on which direction you move the pointer after first clicking).

Note: When creating dotted lines, the line may not appear dotted if the Zoom is set higher than 100%. Click Tools > View to see more accurately what will actually be displayed on the panel.



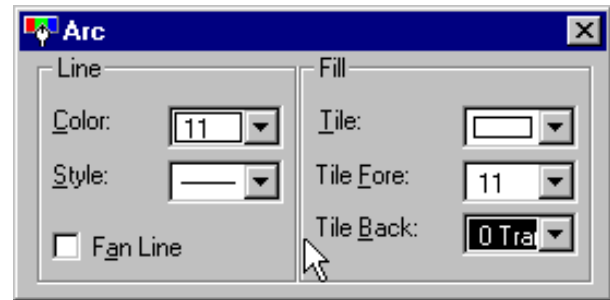
The Arrow options determine position (left/right/both), arrow angles and length of the arrow(s).



NOTE: Holding down the Shift key while drawing any Figure will cause it to snap to the grid or to the X or Y axis. It is best to experiment with the various tools to understand the details of how they work.

Create > Arc

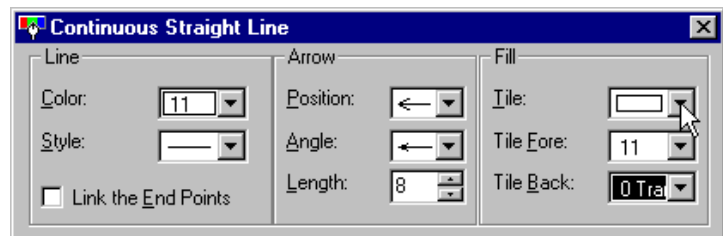
opens the Arc box and the pointer becomes a cross-hair for drawing an Arc. Holding down the Shift key will cause the initial Ellipse to be a Circle and the beginning and end points of the Arc to fit the X or Y axis.



When the Snap to Grid is ON, holding down the Control Key (Ctrl) during clicking will cause the center of the circle to snap to the nearest grid point. (See Circle/Ellipse below.)

Create > Continuous Straight Line

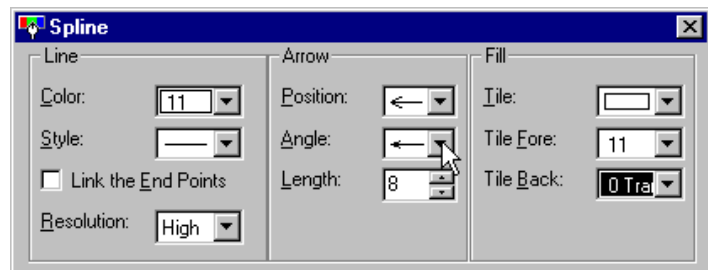
opens the Continuous Straight Line box and the pointer becomes a cross-hair for drawing connected lines. Each click of the mouse ends one connected line and begins another. Double-click to stop.



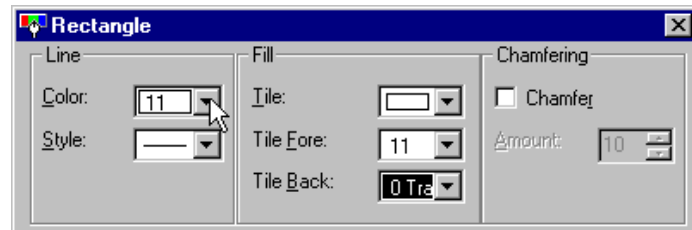
NOTE: Both the Continuous Straight Line and the Spline may be done in such a way that a color could fill a resulting area or areas. Select Fill to experiment.

Create > Spline

opens the Spline box and the pointer becomes a cross-hair for drawing a continuous curved line. Each click begins a new curve. Double-click to stop.

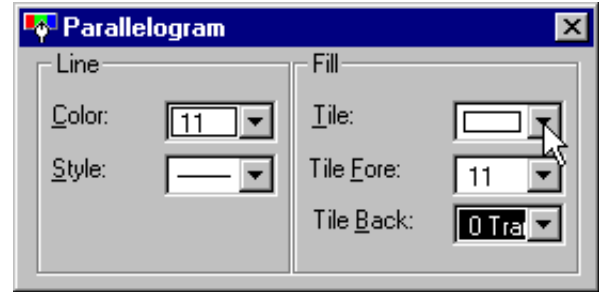
**Create > Rectangle**

opens the Rectangle box and the pointer becomes a cross-hair for drawing a rectangle by clicking, holding and dragging. To create a Square, hold down the Shift key at anytime while dragging.

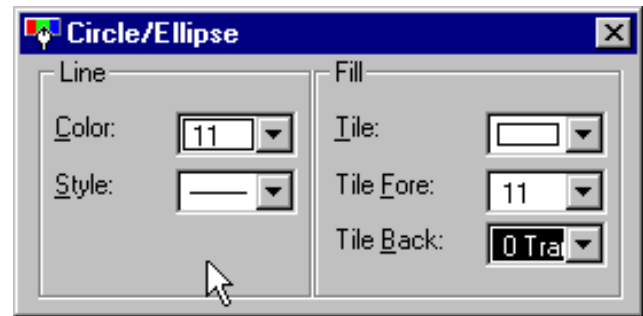


Create > Parallelogram

opens the Parallelogram box and the pointer becomes a cross-hair for drawing a parallelogram. To position the figure horizontal or vertical, hold the Shift key down while drawing the first line then release it after releasing the left mouse button.

**Create > Circle/Ellipse**

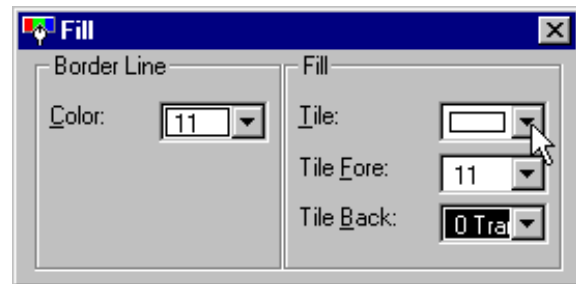
opens the Circle/Ellipse box and the pointer becomes a cross-hair for drawing an ellipse by clicking, holding and dragging. To create a Circle, hold down the Shift key at anytime while dragging.



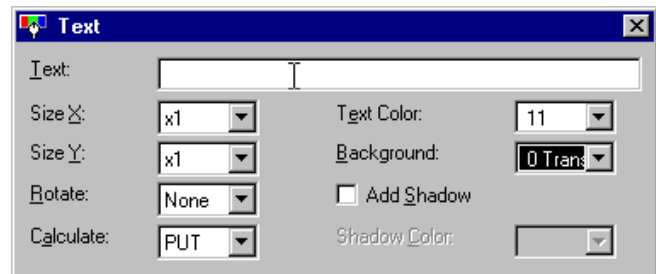
When the Snap to Grid is ON, holding down the Control Key (Ctrl) during clicking will cause the center of the circle to snap to the nearest grid point. (See Arc above.)

Create > Fill

opens the Fill box and the pointer becomes a mouse symbol for filling any object or screen with the specified color. Double-click inside the object area or screen you want to fill.

**Create > Text**

opens the Text box and the pointer becomes a mouse symbol for placing any text entered onto the screen.

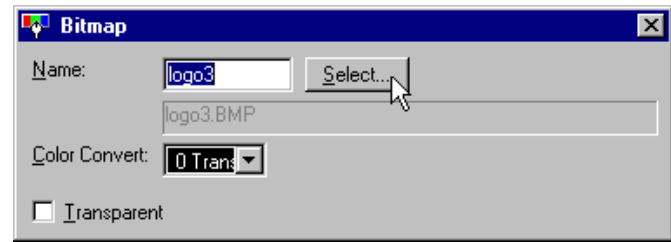


Create > Bitmap

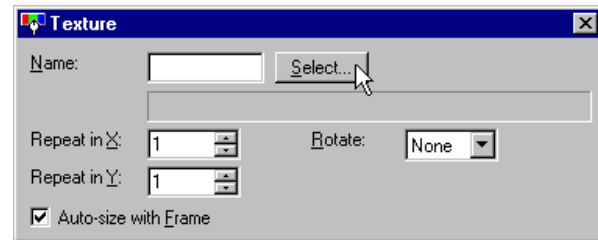
opens the Bitmap box and the pointer becomes a mouse symbol for placing any bitmap selected onto the screen.

Color Convert replaces all bits which are not black with the color chosen.

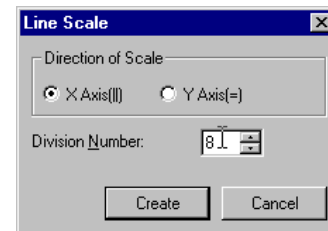
Transparent makes all black bits transparent, so any filled color underneath shows through.

**Create > Texture**

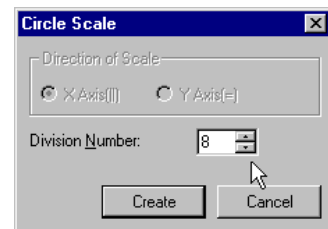
opens the Texture box and the pointer becomes a mouse symbol for placing any texture selected onto the screen.

**Create > Macros > Line-shaped Scale...**

opens the Line Scale box for specifying the number of lines and X or Y direction. After clicking Create, the Straight Line box appears and the pointer becomes a cross-hair for sizing the scale onto the screen.

**Create > Macros > Circular Scale...**

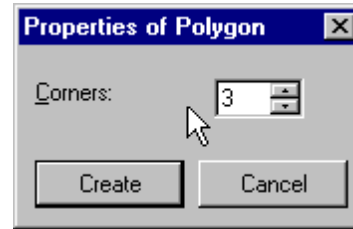
opens the Circular Scale box for specifying the number of lines. After clicking Create, the Straight Line box appears and the pointer becomes a cross-hair for sizing the scale onto the screen.



Create > Macros > Polygon...



opens the Polygon box for specifying the number of corners. After pressing Create, the Continuous Straight Line box appears and the pointer becomes a cross-hair for sizing the polygon onto the screen.



Drawing Tools not found in Create Menu



There are four tools in the Drawing Toolbar worth mentioning separately, since they do not have a corresponding menu command. The first three are used to select Figures, Parts and Controls, in that order. You may deselect the Select Part tool if you want to move a figure which is very close by (so the part does not get moved also). The last tool is the Set Attribute tool, which recalls a closed Create window when the create tool is still selected. For example, if you were creating multiple text items and had closed the Text box but wanted to add another piece of text— click the Set Attribute tool and the Text box returns. Otherwise, you would have to click the Selection Mode tool (the pointer) and then click the Text tool again.

Create > Controls...

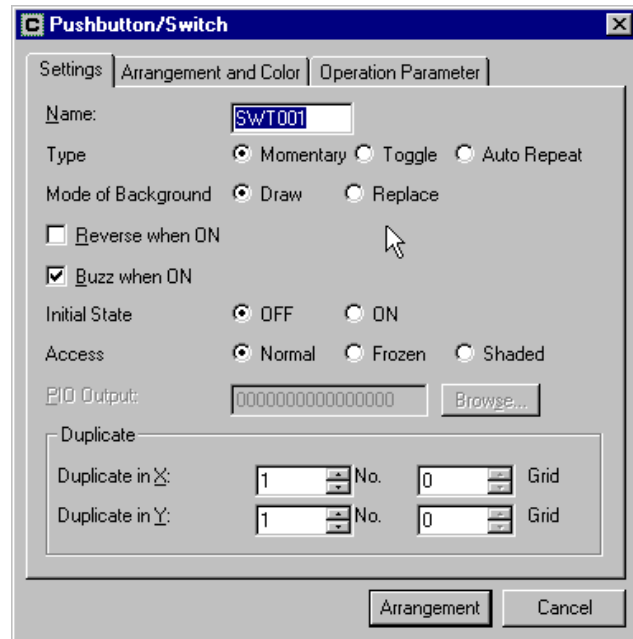
The Create > Controls sub-menu list is the same as the Control Toolbar. The Pushbutton/Switch below serves as an example of how all the other items work, in opening their respective dialog boxes.



Create > Controls > Pushbutton/Switch...



opens the Pushbutton/Switch dialog box for setting up the control.



Create > Parts...

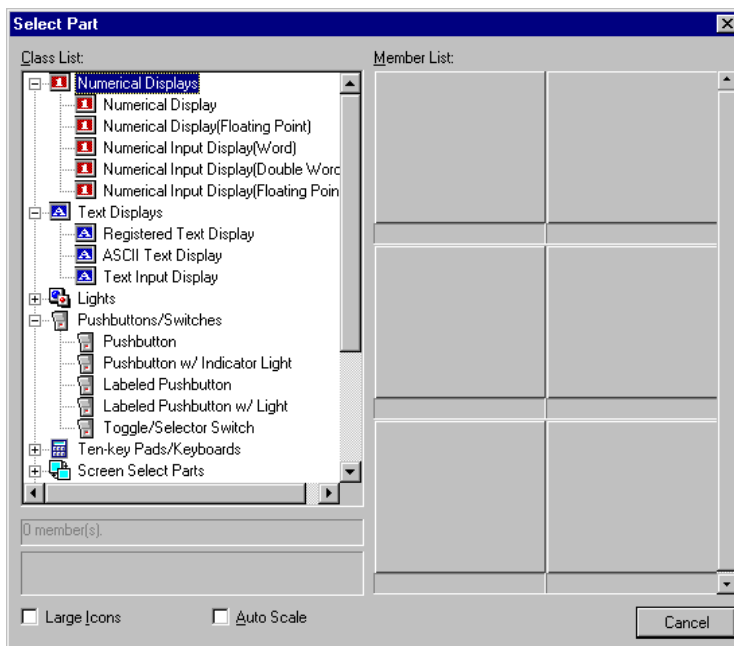
The Create > Parts sub-menu list is the same as the Part Toolbar. The Numerical Display below serves as an example of how all the other items work in opening Select Part dialog box, with that specific type of part selected.



Create > Parts > Numerical Displays...



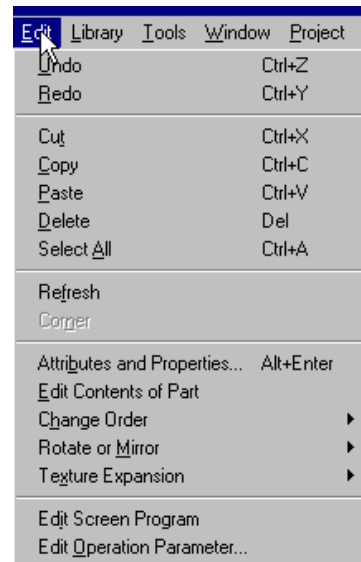
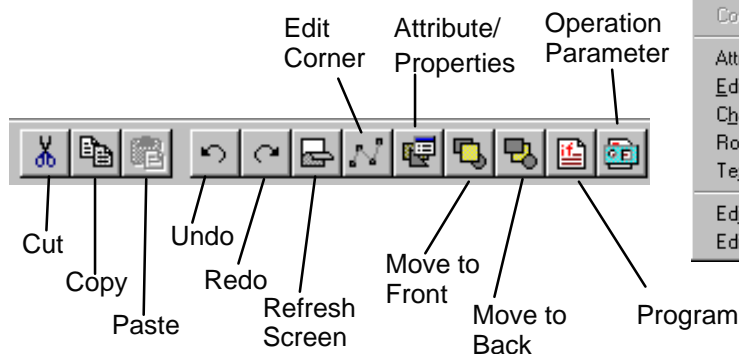
opens the Select Part dialog box with Numerical Displays selected.



The Edit Menu

Much like the Create menu, the Edit menu contains commands for editing Figures (or Drawing Objects), Controls and Parts. Some of these commands are duplicated by a tool in the Standard Toolbar, shown below.

The Edit menu is only available when a screen or part is open.



Edit > Undo

used to Undo the last operation. This function is effective for the last 16 operations.

Edit > Redo

used to cancel the most recent Undo. This function is effective for the last 16 Undo operations.

Edit > Cut

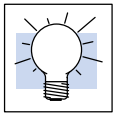
used to remove a component from a screen or window and store it in the clipboard. See Paste.

Edit > Copy

used to copy a component from a screen or window to the clipboard. See Paste.



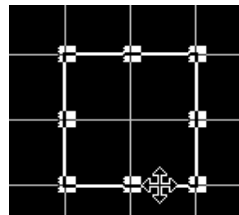
Tip: You can copy/cut and paste from one screen to another even if the screens are in different projects. With one project open in ScreenCreator, launch ScreenCreator a second time (**don't close the first session!**) and open the second project and screen. Now you can access multiple screens at the same time and cut/copy and paste as if the parts were on the same screen.







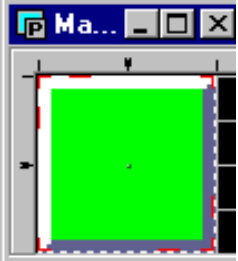


Another Copy Tip: See the discussion below to quickly duplicate Figures.

Duplicating Figures

Select any Figure (drawing object) that you want to duplicate. Hold the Control key down and click the left mouse button once the four arrow pointer is shown. Hold the Control key and the mouse button both while you move the pointer to the desired location for the new copy and release. Be sure to have the proper grid settings before duplicating.

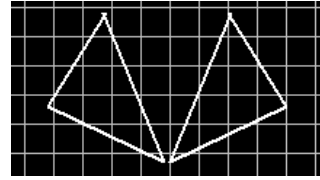
**Edit > Paste**

used to Paste the contents of the clipboard to a screen or window. See Cut and Copy.

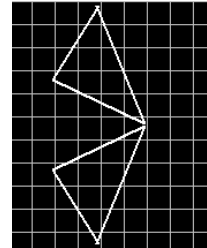
- Edit > Delete** deletes the selected item. Pressing the Delete key does the same thing. This is not the same as Cut, since deleted items cannot be brought back by the Paste function! If You delete accidentally, you can still Undo.
- Edit > Select All** Selects all of the components on the current screen or window, including parts, textures, text, and drawing objects.
- Edit > Refresh** causes the current screen to be re-drawn, restoring any visible distortions.
- 
- Edit > Corner** allows the corners of the selected Continuous Line or Spline to be moved without moving the entire object.
- 
- Edit > Attributes and Properties...** brings up the Part Properties box if a part is selected or the Attributes box if a component, figure or texture is selected. Double-clicking the item does the same thing, but it is not always easy to click an item without moving it or something near it.
- 
- Edit > Edit Contents of Part** brings up the Editing Part Contents window on the far right.
- This can also be done by holding the pointer on or near the part name and double-clicking when the pointer is as shown on the right.
-  
- Edit > Change Order > Move to Front** moves the selected figure or component to the front with respect to other items on the screen. This does not apply to parts since parts cannot overlap on the screen.
- 
- Edit > Change Order > Move to Back** moves the selected figure or component to the back with respect to other items on the screen. This does not apply to parts.
- 
- Edit > Rotate or Mirror > Rotate 90/180/270 deg.** rotates the selected item clockwise by the degrees chosen.

Edit > Rotate or Mirror > Horizontal Mirror

turns the selected item into its mirror image as shown on the right. The original item (left) becomes the item on the right. Both are shown to illustrate the effect.

**Edit > Rotate or Mirror > Vertical Mirror**

turns the selected item into its mirror image as shown on the right. The original item (top) becomes the item on the bottom. Both are shown to illustrate the effect.

**Edit > Texture Expansion > Selected Texture**

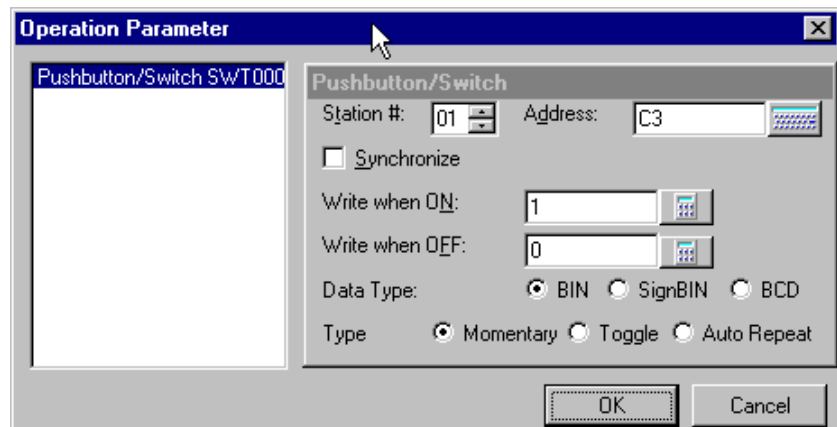
ungroups the drawing objects (lines, squares, etc.) which make up the selected texture.

Edit > Texture Expansion > Part Background Texture

ungroups the drawing objects (lines, squares, etc.) which make up background texture of the part being edited.

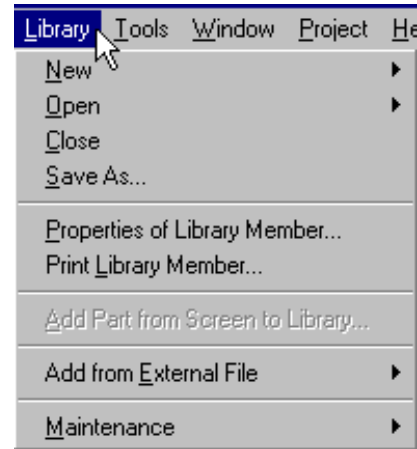
Edit > Edit Operation Parameter...

opens the Operation Parameter box of the part whose contents are being edited.



The Library Menu

The Library menu, on the right, has commands related to Library Parts and Textures. Some of the commands are only available when a library part is open.



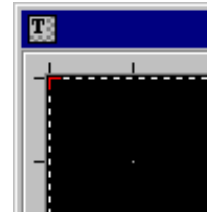
Library > New > Part

opens a New Library Part window and is ready for any components and controls to be added.



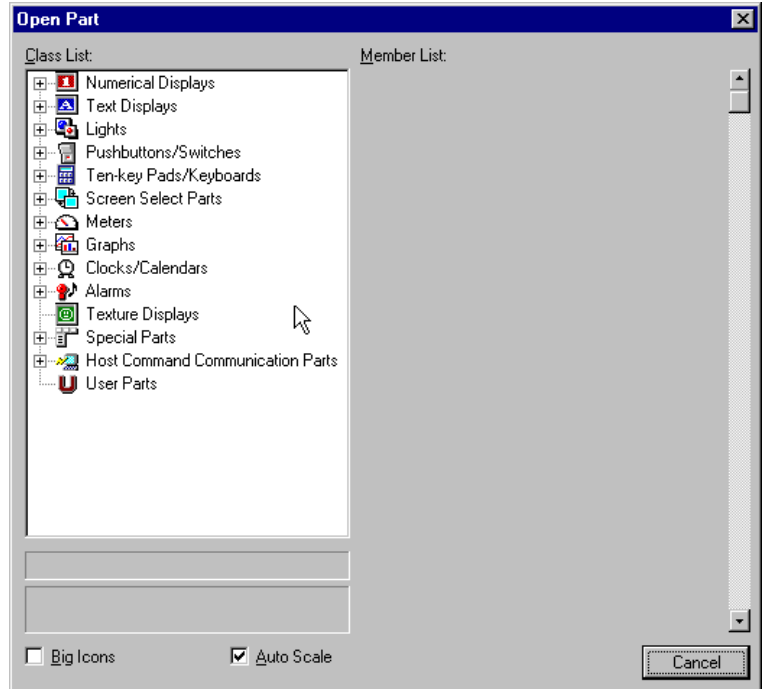
Library > New > Texture

opens a New Library Texture window and is ready for any Drawing Objects (or Figures) to be added.

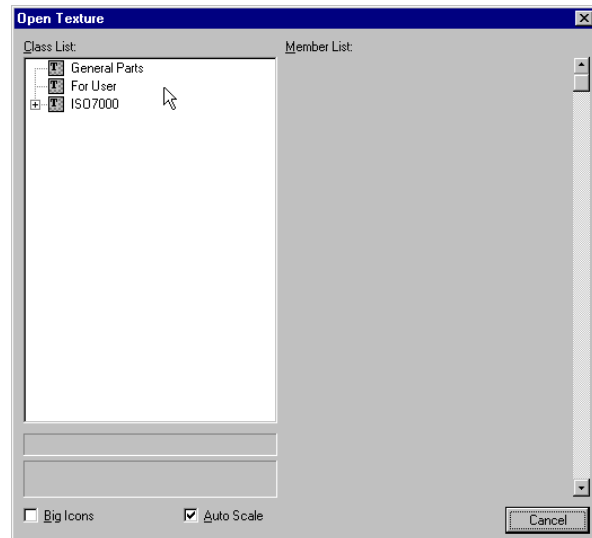


Library > Open > Part...

brings up the Open Part window for selecting the Library Part to edit.

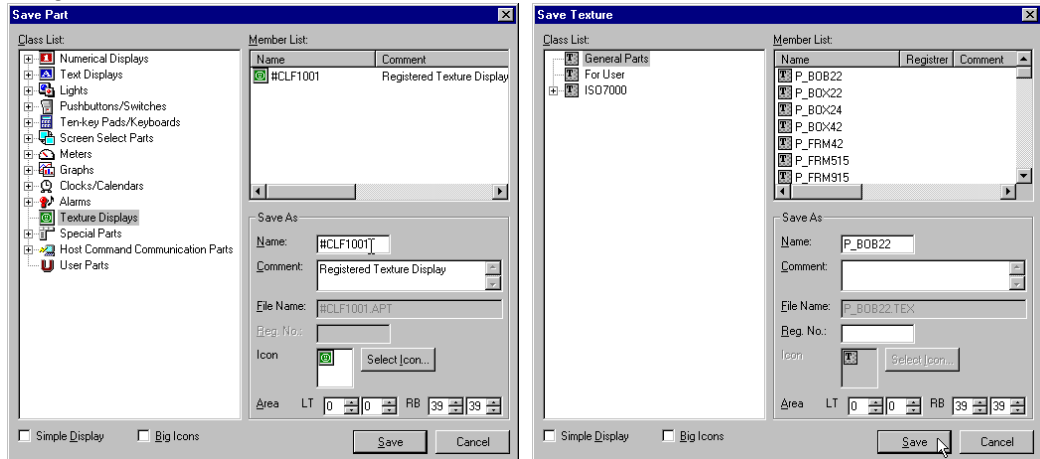
**Library > Open > Texture...**

opens the Open Texture window for selecting the Library Texture to edit.

**Library > Close**

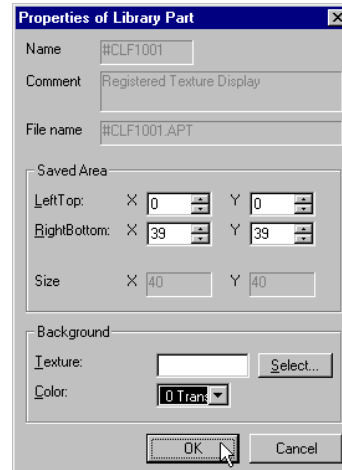
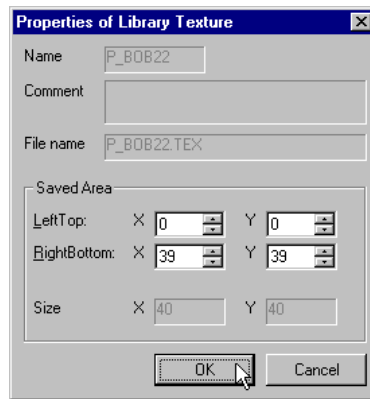
closes the selected library part or texture.

Library > Save As... brings up the Save Part window or Save Texture window, depending on which is being edited.



Library > Properties of Library Member...

opens either the Properties of Library Part or Texture window for viewing or editing.

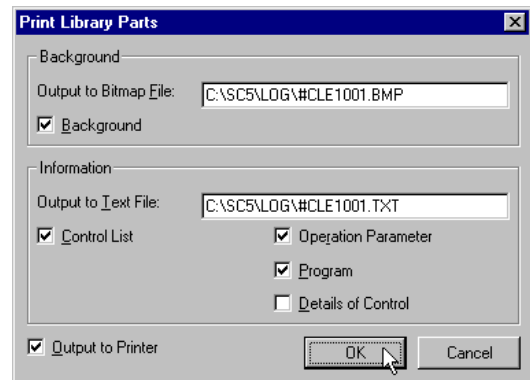
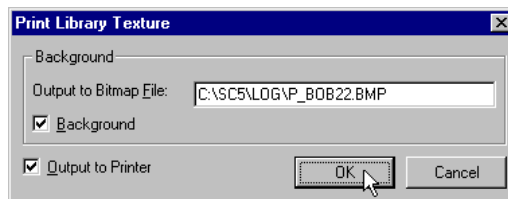


Library > Print Library Member...

brings up either the Print Library Part or Texture dialog box.

In printing a Library Part, the options are as follows:

- * Part Background to a Bitmap File
- * Information selected to a Text File
- * All of the selections to the printer



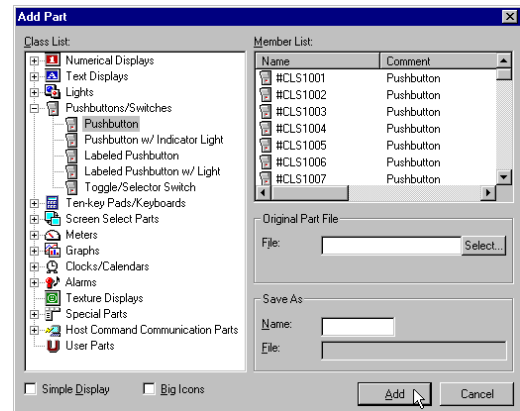
Library > Add Part from Screen to Library...

opens Save Part dialog box (just like Save As... does). In case you forgot to edit a library part directly, this allows you to save a part that you have edited on the screen.

Library > Add from External File > Part...

brings up the Add Part dialog box allowing you to import into your ScreenCreator Library folder a part (*.apt file) from another Library folder.

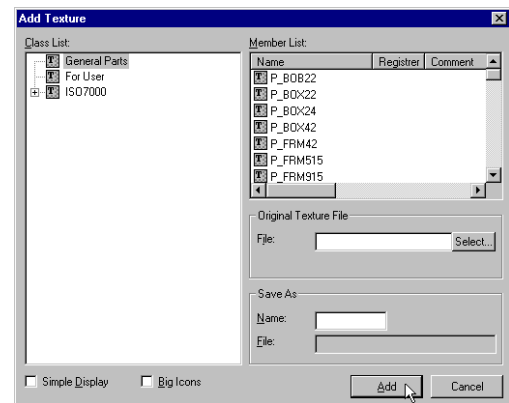
Click *Select* and locate the file, then click *Add*.



Library > Add from External File > Texture...

opens the Add Texture dialog box allowing you to import into your ScreenCreator Library a texture (*.tex file) from another Library folder.

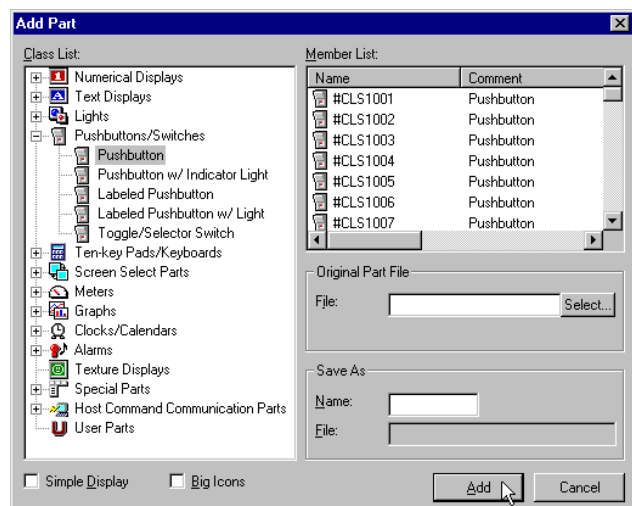
Click *Select* and locate the file, then click *Add*.



Library > Add from External File > Bitmap...

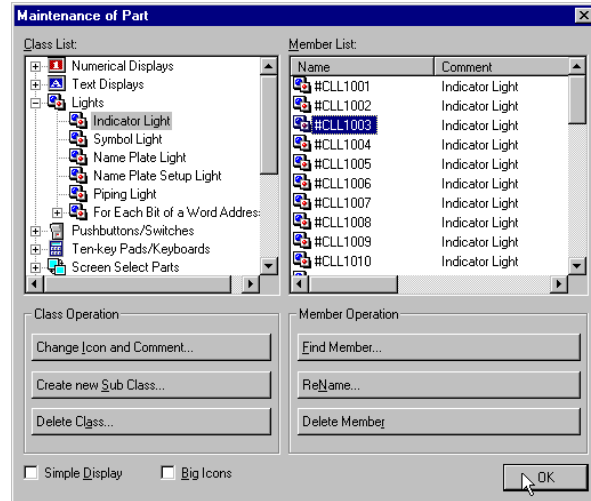
brings up the Add Bitmap dialog box allowing you to import into your ScreenCreator Library an existing bitmap (*.bmp file) from a windows folder.

Click *Select* and locate the file, then click *Add*.



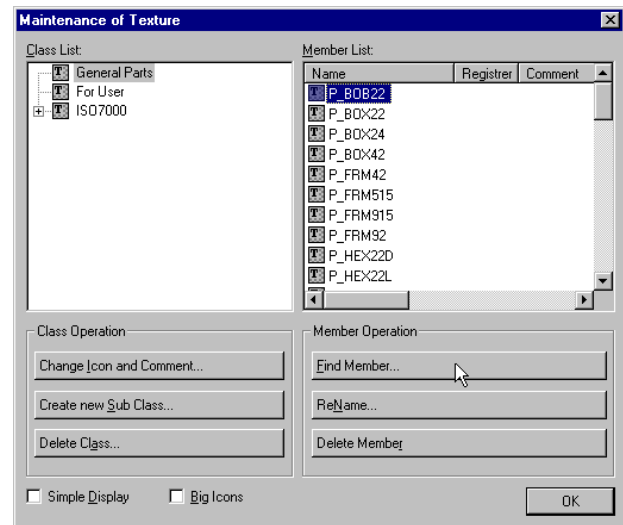
Library > Maintenance > Part...

opens the Maintenance of Part dialog box for making changes to Parts and Classes (like folders of parts).



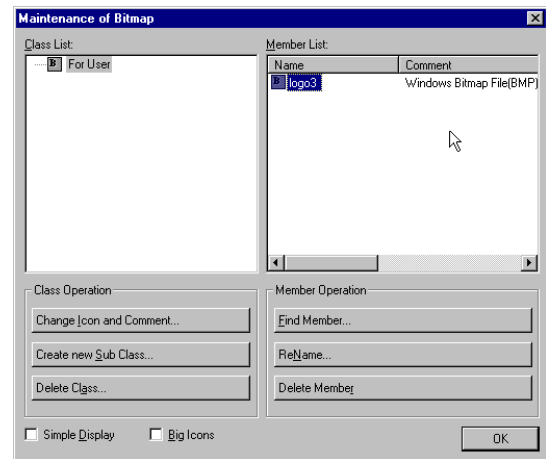
Library > Maintenance > Texture...

brings up the Maintenance of Texture dialog box for making changes to Textures and Classes (like folders of textures).



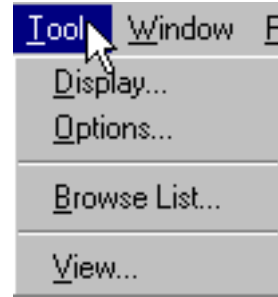
Library > Maintenance > Bitmap...

opens the Maintenance of Bitmap dialog box for making changes to Bitmaps and Classes (like folders of bitmaps).

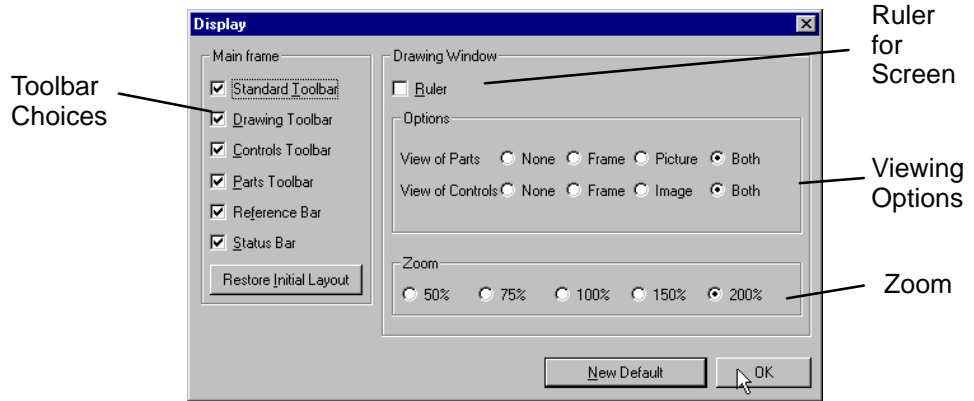


The Tools Menu

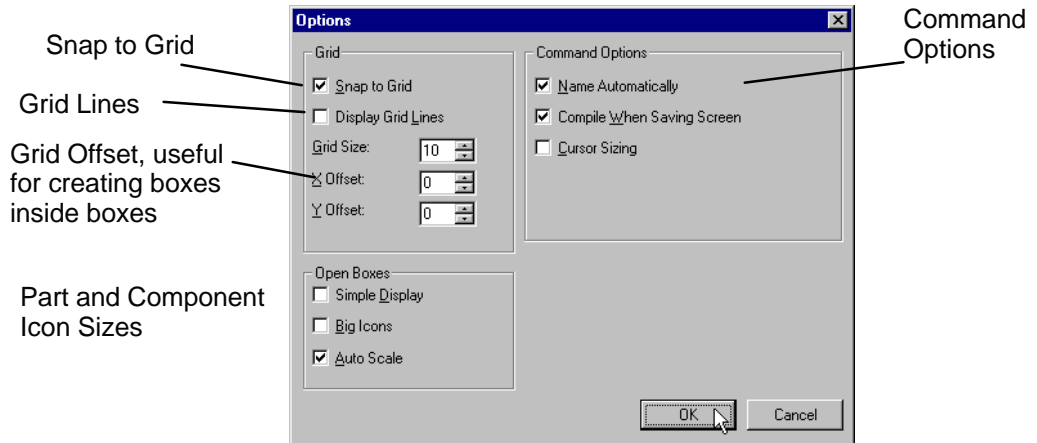
The Tool menu, on the right, accesses Display, Option, Browse List and View dialog boxes. View is the only one of the four that does not have a tool in the Standard Toolbar.



Tools > Display... opens the Display dialog box below.



Tools > Options... brings up the Options dialog box below.

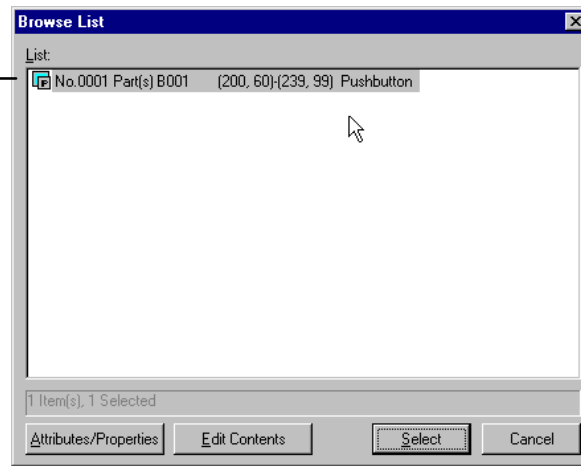


Tools >
Browse List...



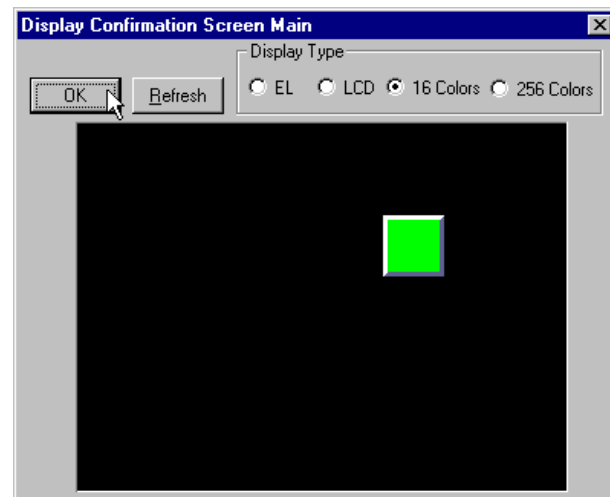
opens the Browse List box below. If an open screen is selected, the list will consist of only the screen objects. If the window of a part (whose contents are being edited) is selected, the list will have only the components of that part.

Select Part,
Control, Fig-
ure, Bitmap or
Texture



Tools >
View...

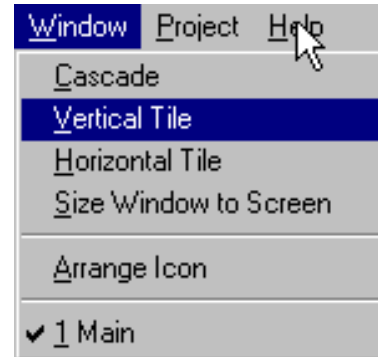
brings up the View window on the right for verifying the proper *DirectTouch* panel type.



The Window Menu

The Window menu, on the right, contains the standard window commands (*Cascade*, *Vertical Tile* and *Horizontal Tile*) as well as *Size Window to Screen* and *Arrange Icons*.

Size Window to Screen causes the window of the selected screen to fit the screen itself. It is typically used after zooming from 100% to 150/200% size. The *Arrange Icons* command simply arranges any minimized windows.

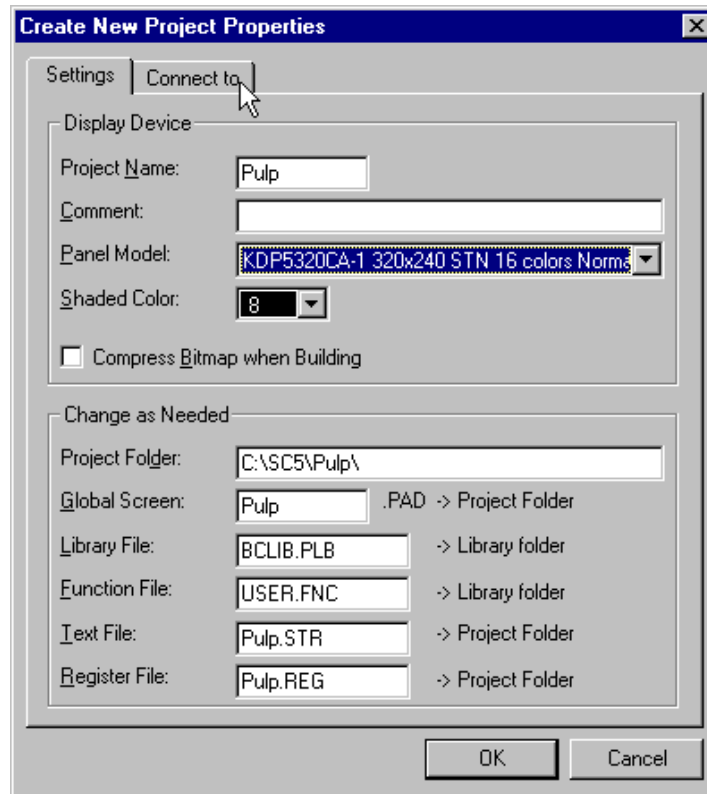


Last on the Window menu is the numbered list of currently open windows, including any parts, screens or textures. This provides a means of selecting an open window that may be hidden behind another.

The Project Menu

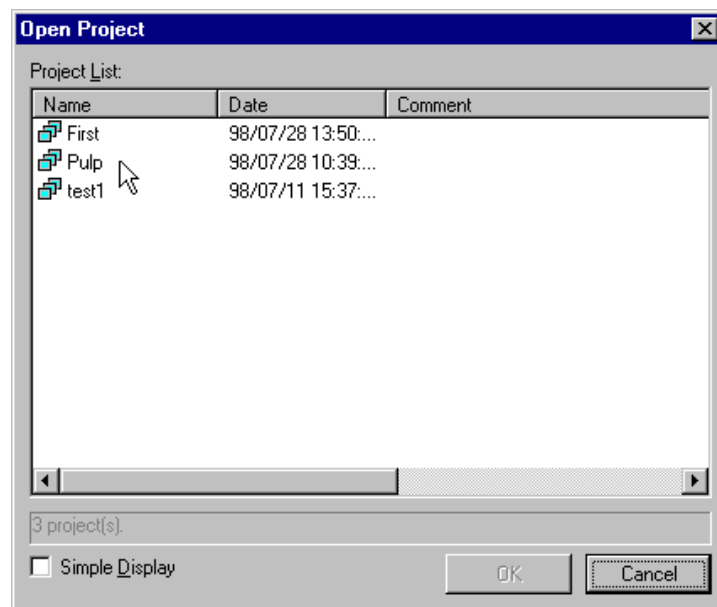
The Project menu contains commands for editing the current project and creating, opening or deleting other projects. It has every menu item selectable when a project is open. If no project is open, the only items you can select are: New, Open, Upload, Restore, Copy and Delete.

Project > New opens the *Create New Project Properties* dialog box.



Project > Open calls the *Open Project* dialog box, allowing you to select and open another project.

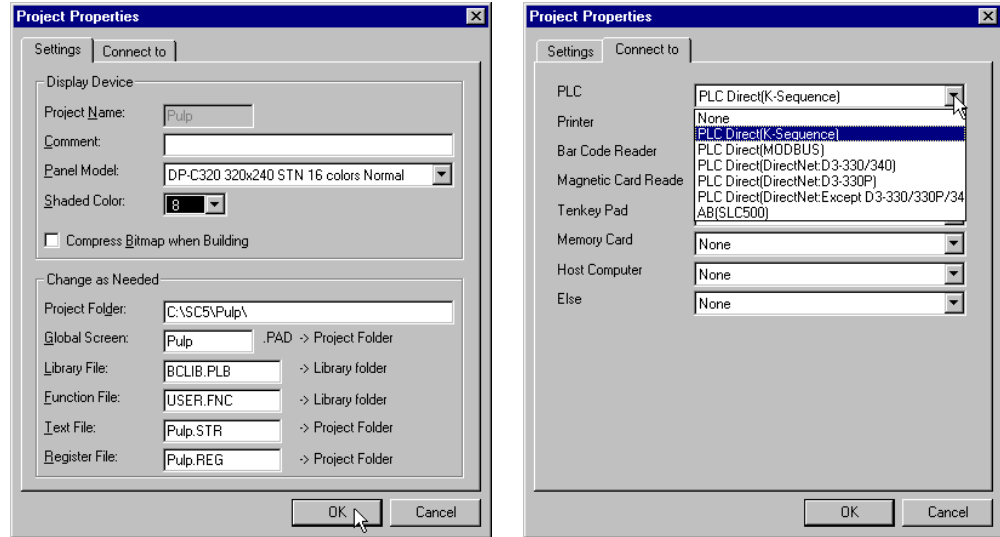
To open more than one project at a time, see the note below.



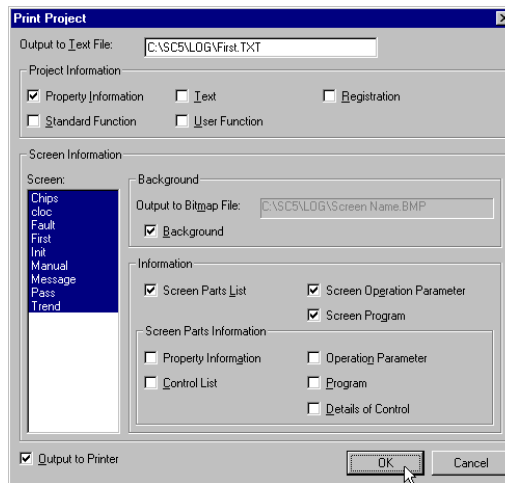
NOTE: If you want to Open more than one project at the same time, start ScreenCreator again (launch another session without exiting the first session) and open another project. This allows you to copy and paste parts, screens, text, etc.

Project > Close does just that, closes the current project.

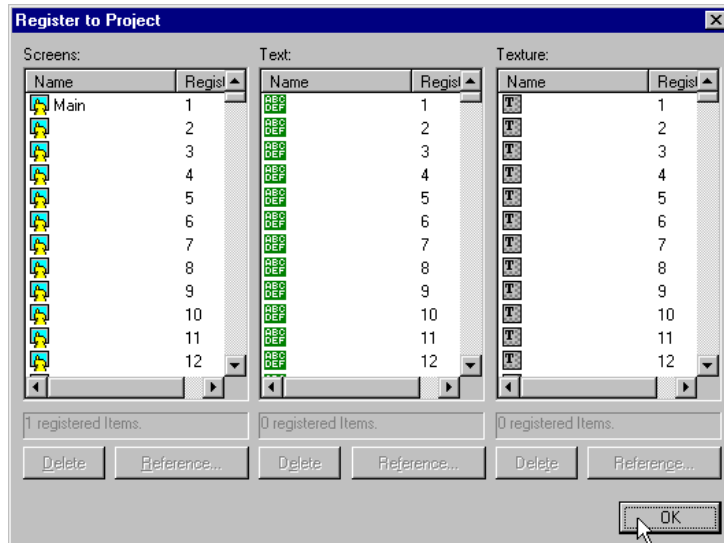
Project > Properties... opens the *Project Properties* dialog box, which contains the panel type, PLC protocol, etc.



Project > Print Project... opens the *Print Project* dialog box for choosing various project report data to output to a printer and/or to a file.



Project > Register... opens the *Project Register* dialog box for viewing the registered screens, text and textures of the current project. Note: these items cannot be edited from this window.

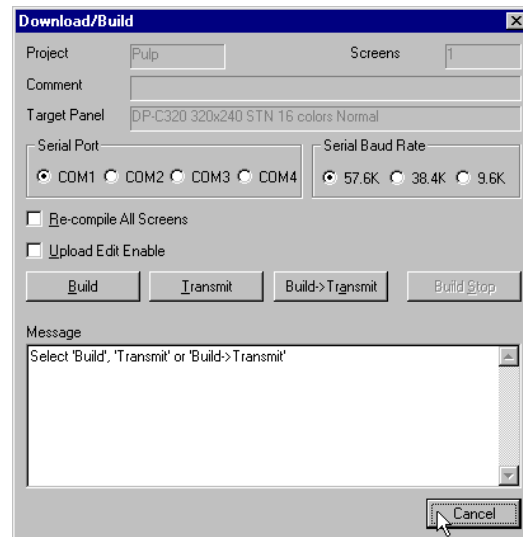


Project > Download/Build...

opens the *Download/Build* dialog box, which not only provides download and build functions, but also allows the user to specify future upload edits and re-compiling of all screens prior to downloading.

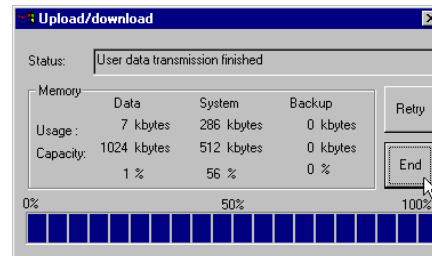


Note: If you want to allow the project to be uploaded from the panel, check the **Upload Enable** box before downloading.

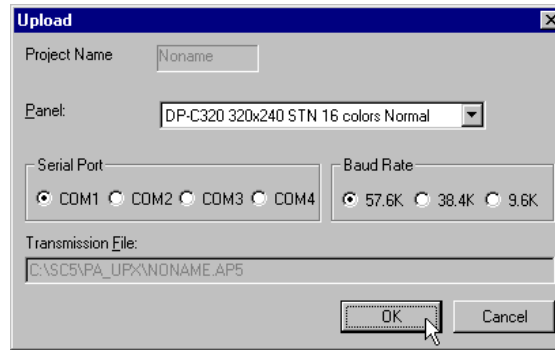


Watch the status line on the Upload/Download window to see the Download process. The normal status messages are: Download started, User data is being deleted, User data is being transmitted, and User data transmission finished.

When the download is done, click End as shown on the right.

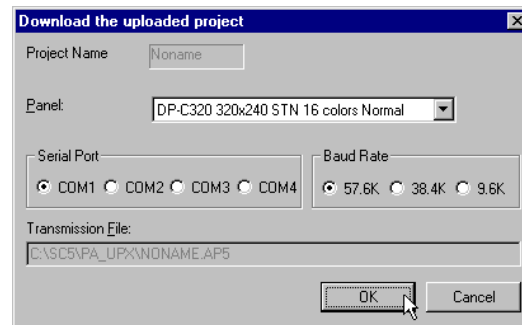


Project > Upload > Upload... opens the *Upload* dialog box for uploading a project into ScreenCreator.



Project > Upload > Restore Uploaded Project... opens the dialog box with the same name. This can only be used when a project has been uploaded that was previously downloaded to the panel with 'Upload Edit Enable'.

Project > Upload > Download Uploaded Project... opens the dialog box with the same name. This works just like normal downloading except there is nothing to build because the uploaded project has been compiled.



Project > New Text... opens the *NewText* dialog box for entering new text to be registered. It also has the Open tool for selecting other registered text.

Project > Edit Address... opens the dialog box with the same name. This gives quick access to all PLC addresses of parts on screens which have been built using the Download/Build command. If a screen has not been "built", any PLC addresses on that screen will not be listed in the Edit Address window.

Project > Backup... brings up the *Backup Project* dialog box and prompts the user to select a folder in which to store a copy of the current project file (.pro). Only a project which has been backed up may be later restored.

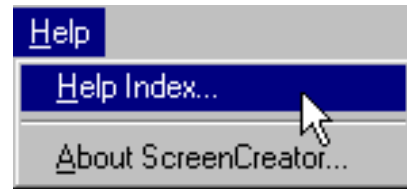
Project > Restore... brings up the *Restore Project* dialog box and prompts the user to select a project to restore from a backup file (.pro.). The project restore function rebuilds the project from the project file and stores the new project in the SC folder. The project to be restored must have first been backed up.

Project > Copy... brings up the *Copy Project* dialog box and prompts the user to select a project to copy and a name for the new project. This may be used to create major versions of a project being developed. Then as changes are abandoned, the user can return to the previous version of the project.

Project > Delete... opens the *Delete Project* box to select a project to delete. Use this function very carefully.

The Help Menu

The Window menu, on the right, contains the *Help Index* and *About ScreenCreator*.



Help > Help Index... brings up the standard Windows Application Help box.

Help > About ScreenCreator... opens the Version Information box.