Modify message files program (PROG MESS)rev.1.0.1

INTRO

ProgMess is the program that allows to change the manage's messages of a machine in quite few other languages as customer needs.

Once launched, ProgMess opens the window as below:
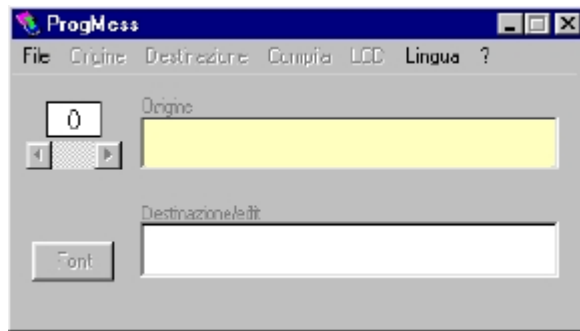
- Fig. 2 -

There are:

- six menus (explained later) :
- two displays:
-
  - Origin
  - Destination / Edit

- one shows the line's number (at the beginning = 0);
- one Font menu where to select the character ASCII desired.

FILE Menu

It has the following content:

- *"Open":*   It opens a data file with "*.mes" extension.

- *"Save and Save with name":*   It saves new language or just word changes into message file

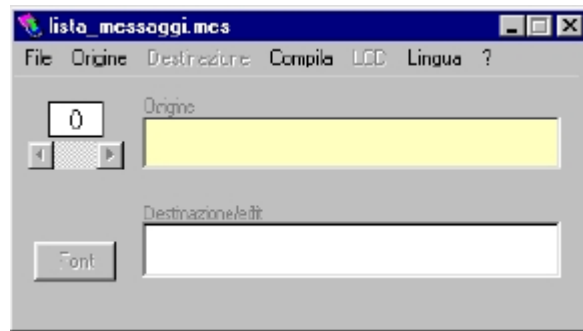- *"Esc":*   Escape from the program

ORIGIN Menu

Fig.3

Origin menu has the Default command.

Selecting Default it displays all the manage's messagges (in
Italian) of the machine in which the operator can have referiment for the filling up of the new language.
The language of Default is not changeable.

The Origin menu contain, if saved previously, the name of languages that could be selected and visualized by the operator with referiment.
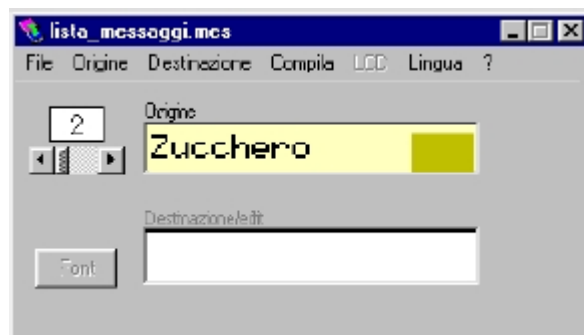
DESTINATION Menu

Fig. 4 - destination menu

It contains the option New and other languages, if saved previously.

By selecting "new" it is possible to create the new file. On "edit" display will appear the cursor (or just click on it). It is possible to write/translate the new language.
By clicking on the arrow buttons you pass through to the next messages, auto saving the new lines just done.

Fig. 5 – select a new language

Destination -> New

"New":   Compile a new language messages.

Copy ITALIAN...:   Create a copy of the origin's language ex: *italian.* In this way is possible to change just few messages of a certain language leaving unchanged the others.

<u>Attention !</u>

- Just in few cases, could happen that while the program is running, on "origin" display are shown reserved spaces (underlined rectangles) correspondent of numerical datas.
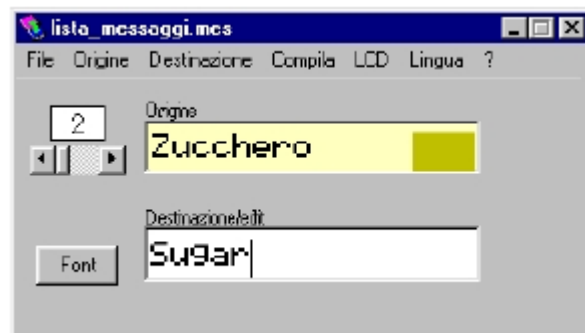

Fig. 6 - reserved spaces in messages

The program allows to write in these spaces yet not to save them.

One of the voices in the message lists is dedicated to name the new language. See figure below:

Fig. 7 – New language name

In the example as above, it has been written correctly "English"=name of the *Destination* language
It would be an error if it was put the *Origin* language name (Italian) instead of the *Destination* name.

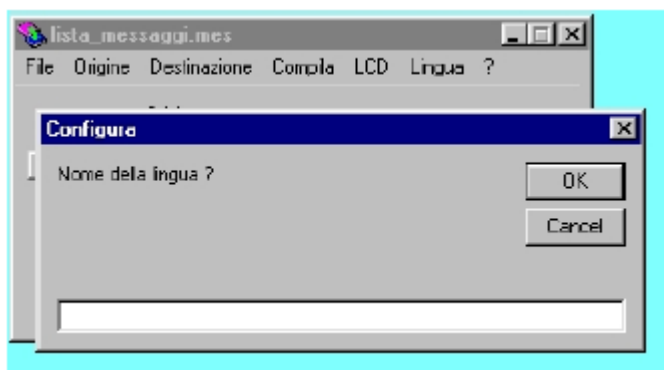Once finished to fill and to name it, in order to save it, it will appear the following window:

Fig.8 – Insert new language name

Insert the new name so it will go automatically into the menus *Origin, Destination, Compile*

Attention !

In case you would want to change a message of a language already saved you just need to open it from the *Destination* menu then change the message and save it.

It is even possible to add new messages simply scrolling to the end of the list. So will appear a new button: "NEW".
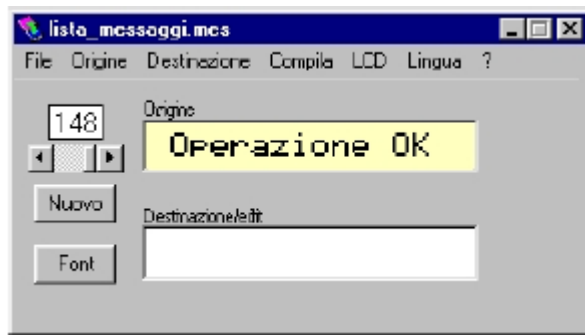

Fig.9 -Button "NEW"

Write a new message then click "*NEW*" so will be possible to add it to list and *Save or Save with name* from the menu *File*.

Note: messages added are not operatives until a dedicate software can manage them otherwise they can not read by the power board.

When you try to add a message in *Destination/Edit* without any correspondent message in *Origin*, it won't be insert.
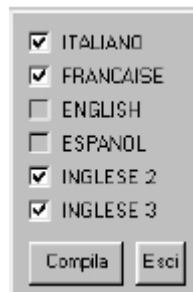

COMPILE Menu

Fig.10 - compile Menu

From this window is possible to chose language to load into the microprocessor.

Attention !

It must be loaded into microprocessor a defined number of languages that change from micro to micro. The limit is defined when, selecting some languages, the program freeze automatically the possibility to select any other. So it will be available *Compile* button.

While compiling it, in case of error, you can change one language name.

Click the right mouse button to select the voice that you need so text the new name in the window visualized *(See Figure 8).*

Once the languages are selected push *Compile* button so it is now created a file which will be up loaded to the micro using the *Eeprom Messages Programming.*

"Esc" to escape this menu.

LCD Menu

Select LCD display:

> *Normal:* Supports Latin alphabet characters
>
> *Cyrillic:* Supports Cyrillic alphabet characters.

LANGUAGE Menu

Allows to select a new language for the program interface.

Menu ?

Fig. 11 - information menu "?"

It contains the software generalities and revision.

Font button

Every now and then there is the possibility of not correspondence between symbols of keypad and characters shown on the writing display.
To avoid this problem, open *"Font"* before starting to write on Destination/Edit.

You can chose character in two different way:

A) use ALT + digiting ASCII code with the button group on the right side of the keypad. Pointing on any character the program will tell you the correspondence ASCII code.

The digit must be without zero at the beginning.

B) Drag and drop the character desired on display Destination/Edit.

Fig.12 – Font button.

Procedure for the digitation of a new language

This paragraph has the purpose to repeat shortly the passages to perform the digitation of a new language:

1 - open the program.
2 - select from the menu File: *Open*
3 - select the file *.mes* desired.
4 - select from the menu *Origin* the language of default or the preferred language.
5 - select *New* from the menu Destination.
6 - So it is possible to start it digit the desired messages.
7 - written the message, to go to the next voice (Right arrow of the scroll bar).
8 - we suggest to follow the order of the messages not to leave empty writings.
9 - finished the message digitations, save the new language with *Save or Save with name*.
10 – Put the language name then push Ok.
11 – Look at the *Origin* and *Destination* if the name of the new language has been saved.
12 – open the *Compile* menu, select the language name just saved, push *Compile* and then *Esc*.

A new language file has been created now ready to be up-loaded to microprocessor.