



CREATOR[®]
Professional Audio-Visual Manufacturer

User's Manual of
ThinkDraw Programming software
V1.0

CREATOR CHINA

Forward

User's Manual of ThinkDraw Programming Software mainly introduces the functions and features and its operation in detail.

The Manual serves as user's operation instruction, rather than for maintenance service purpose. Since the date of release, any function or relevant parameter alteration will be in supplement instruction. Please refer to the manufacturer or dealers for inquiry.

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Chapter 1 Overview

1.1 Brief Function

ThinkDraw is a set of powerful programming software especially designed for programmable touch screen, with easy-to-use features and strong adaptability.

It supports a variety of photo formats, with highest resolution up to 1024x600, providing with multiple buttons and page property configuration, helping you to design a novel and fashionable touch screen interface.

- LAN-G10 Wifi10.4-inch Wireless programmable touch screen

- LAN-G12 Wifi12-inch Wireless programmable touch screen

- LAN-G15 Wifi15.1-inch Wireless programmable touch screen

Supported Resolutions

1.2 Running Environment

Operation systems supported:

- Windows200 (Service Pack3 or greater)
- Windows XP Professional (Service Pack1 or greater)
- Windows7 Flagship

PC Requirement:

CD-ROM

PC mouse or other positioning hardware

1.3 Format Supported

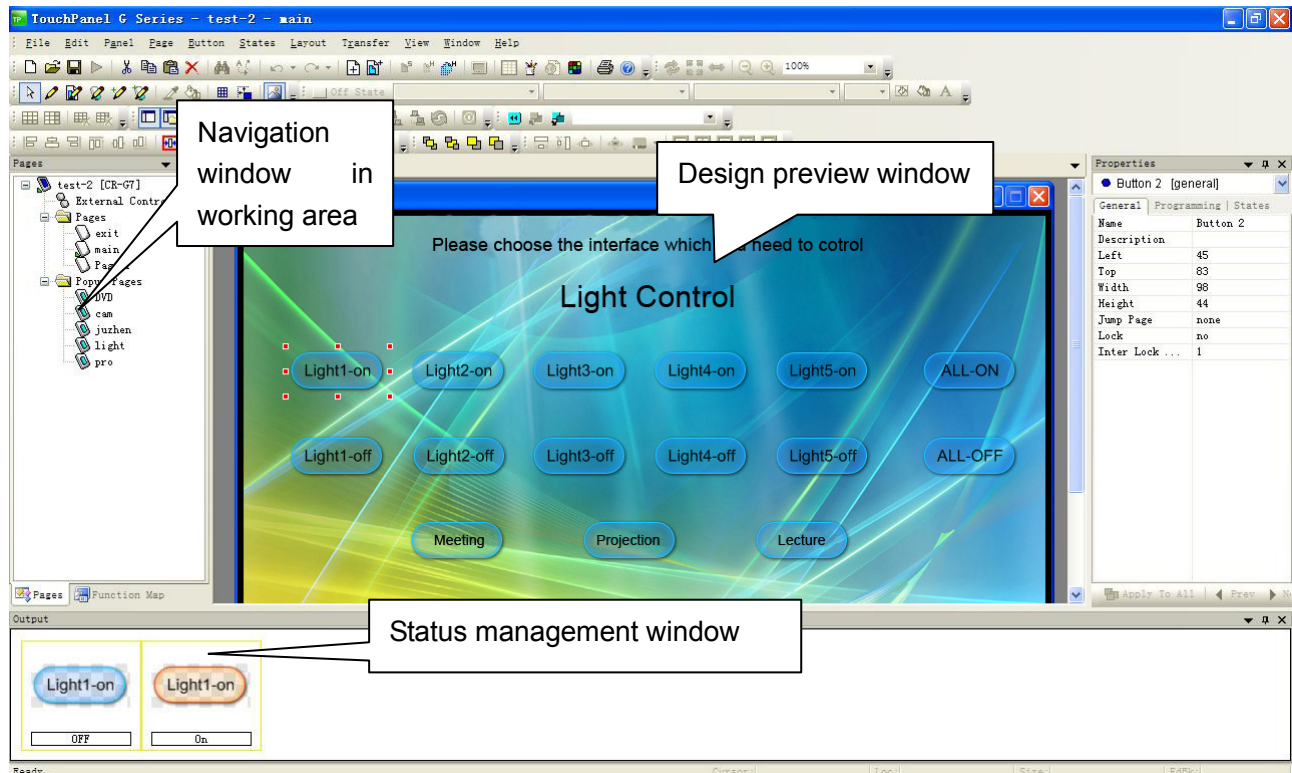
Supported types of touch screen

- Wifi-G3 Wifi3.0 Wireless programmable remote controller
- Wifi-G5 Wifi 5.7-inch Wireless programmable touch screen
- Wifi-G7 Wifi 7.0-inch Wireless programmable touch screen
- Wifi-G8 Wifi 8.9-inch Wireless programmable touch screen

Chapter 2 CREATOR Language rule

2.1 Interface Introduction

The working area of ThinkDraw comprises of the following parts:



2.2 Tool Bar

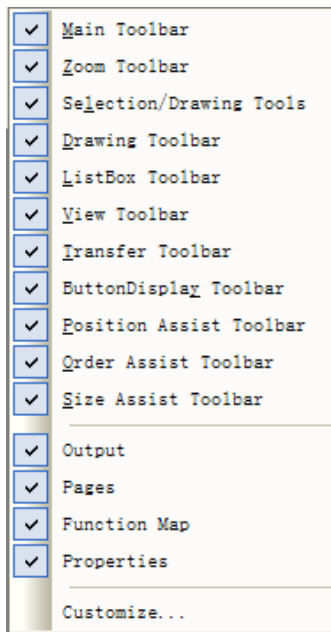
In ThinkDraw, the tool bar is easy to use, as with multiple tool menus for realizing different functions. Right-click any position in the tool bar to show or hide the displaying frame of menu, so as to the menu that you wish to show or hide. Tool menu can be dragged freely, as long as you move the mouse cursor to the far left of tool menu where it will become a moving cursor. Click and hold left button to drag the tool menu selected. Move your cursor onto any button on the tool menu, function description will be shown automatically.

Move any tool menu by dragging it to the left of navigation window in working area, the menu will be automatically placed on the left of the

navigation window.



Tool Bar



Tool Menu

2.3 Design preview window

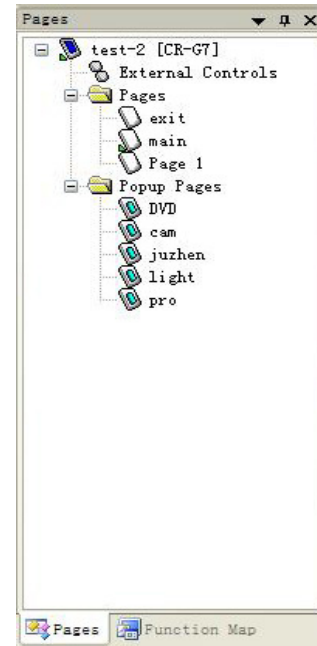
Design preview window is for displaying all pages/sub-pages created, in where you may freely add key in any size. By modifying the property of page/sub-page, it may be shown in design preview window in where pages/sub-pages in any number can be shown. By selecting the display menu on top of the window, you may right-click the pull-down list from far right to select you desired pages/sub-pages, or click on the pull-down list on the far right in the menu.




Design preview window

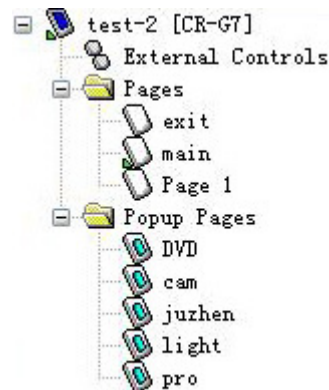
2.4 Navigation window of working zone

Navigation window of working zone displays all pages/sub-pages in opened project. In this zone, you may preview, edit, add, copy, delete and cut all pages/sub-pages.



2.4.1 Page label

Click on the  below the navigator, you can see page label of the navigator, where displays all pages/sub-pages of all open projects. Each project is displayed in the form of file folder. The page/sub-pages in the folder will break up into files in subdirectory.



2.4.2 Use navigator to open page/sub-page

In the navigator of working zone, double-click on the selected page/sub-page to open it in the navigation window.

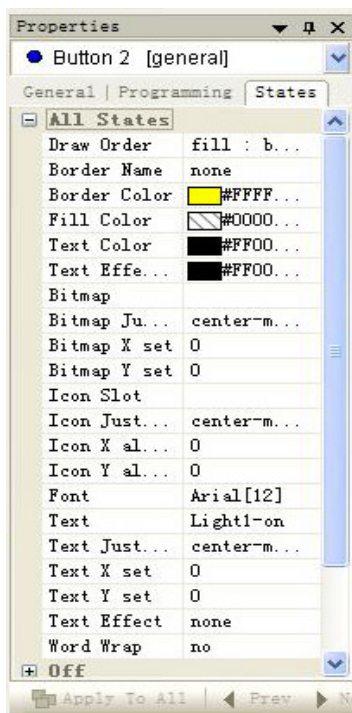
2.5 Property control window

Property control window is on the right of software working zone (or dragging to display at any position), for displaying and editing page, sub-page and the property of button, as well as the status and information relationship within all elements in the project.

Select View>Properties (or click on button on tool bar) to display property control window. On top of the window, you may see page, sub-page and button pull-down list, click on relevant button to change the property.

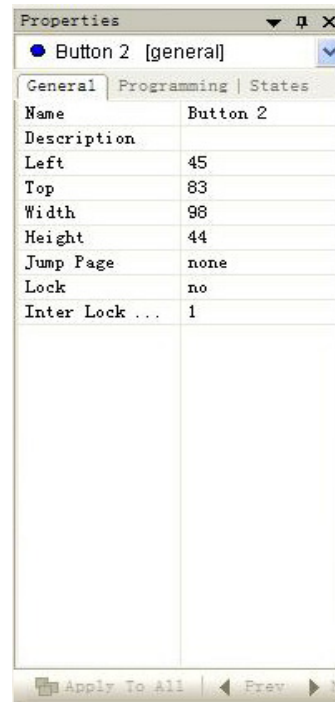
Property control window comprises of 3 property lists:

- * General label
- * Programming label
- * Status label



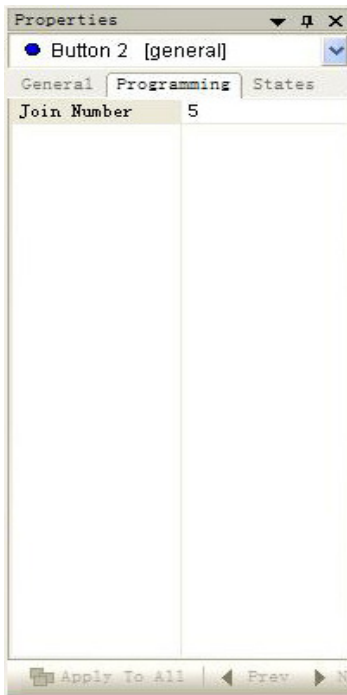
2.5.1 Property control window --- general label

The general label on property control window is for configuring and editing the general properties of all pages, sub-pages and buttons. On general label, all properties are display in tables. The basic properties of object will be listed, such as name, size and coordinate.



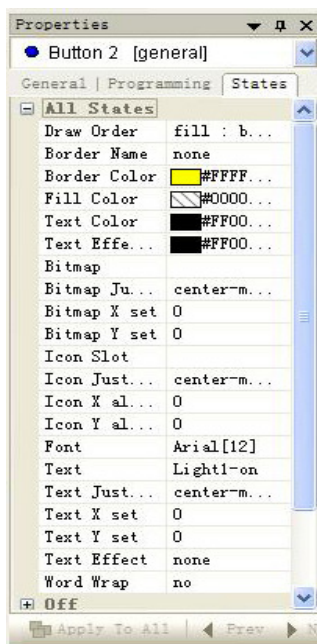
2.5.2 Property control window---programming label

click on programming label to see or edit the properties of selected button relevant to programming. These information will be listed in a table. Now the programming property is mainly of the Join Number of button.



2.5.3 Property control window---status label

click on status label to see or edit all relevant status information of the selected button. Status information will be listed in table. Status label comprise of a table with each status property of selected button. To edit the property of selected button, just need to click and modify the value on the right of the property option.



2.6 Status management window

Status management window is for viewing button status. Generally, there are 2 status for common buttons—inactive or active, while multi-status button comprise of many status, one of which is inactive, while active status also comprises of many kinds. In status management window, you may see all status of the button, including those active or inactive. Click on view>state manager to open or close status management window.



In property control window, you may modify the status property of page, sub-page or button. In this window, you can view the modified status at any moment, especially multi-status button and all active status.

2.6.1 Status management breakdown

Right-click mouse at any place of the status management window to see a selection table. And then you may open, close or hide management window.

* Use Ctrl+click to select your desired button status

* Use Shift+click to select a line of button status (select and click both ends of the selected status line).

2.7 Use docking window

In ThinkDraw, all windows support docking randomly in application software window. And they will automatically be in alignment at the top, bottom, left or right of application window. To fasten/move a window, you just need to double-click the window title bar. The followings windows are all for docking in ThinkDraw:

* Design View

- * Properties Control
- * Workspace Navigator
- * State Manager
- * Button Preview
- * Magnifier Window

2.7.1 Moving and resizing the docking windows

In ThinkDraw, all windows (design preview, property control, working zone navigator, status management) can be docked.

* Click on the title bar of window to drag and move windows

* Drag the windows to the edge of application window, the windows will automatically be in alignment along the edge of application window.

* To extend the window, click on the horizontal or vertical edge of the window, and drag it.

* To resize the window, click on one of the four corners of the window, drag and adjust it when seeing double-arrow icon.

2.7.2 Auto-hiding window

Each window (design preview, property control, working zone navigator, status management) can be opened/ hidden by choosing the options in menu. Choose one of the windows in the menu to hide it.

Chapter 3 Software Engineering Files

When saving a newly-created touch screen engineering file, the system will auto-save it into the directory of the file saved last time, unless you select to save it in other directory.

Each page/sub-page is not limited in the length of name. In the same touch screen engineering file, the name of page/sub-page can only be unique. The system will pop up an alarming box when the name is duplicated, and request to re-input the name.

3.1 Dragging and placing

When ThinkDraw programming software is opened, you may directly drag touch screen file (*.TPG) into the working zone, then the file will be auto-opened in the programming software.

3.2 Use ThinkDraw to create a new engineering file

ThinkDraw programming software provides with a wizard for quickly creating touch screen engineering file. Use this wizard can create such file very easily.

3.3 Use the wizard for creating new project

ThinkDraw has a wizard for creating new project, helping you to quickly set up a new project. Click on File>New or click the button on tool bar.

The wizard is very simple and straightforward. You just need to fill the necessary content into the wizard, and then click on NEXT button to move to the next dialog box. In the last dialog box, you just need to click on the FINISH button to close the

wizard. At this moment, the new project has been created. The project provides with a page, on which user may add page, sub-page and button at any moment.

Wizard for creating new project is made up of 3 dialog boxes:

1. Dialog box 1 for filling the basic information of new project.

Job Name	Name of new project
Panel Type	Click the pull-down list to select you desired touch screen type.
Resolution	The resolution of selected touch screen has been fixed according to the touch screen model
Use System	Click on the box before project name to create basic information of the project
Generated File name	

2. Dialog box 2 comprises of basic system file information. If "Use System Generated File Name" hasn't been selected in dialog box 1, it will be passed off in dialog box 2.

Designer	Input the name of project designer
Dealer ID	Input the ID code of dealer
Sales Order	Input sales order code
Purchase Order	Input purchase order code
Revision	Input version information
Job Comments	Input project-relevant information

Fill in the necessary information, and click on NEXT to next step

3. The last dialog box of the wizard is for creating initial touch screen page of the project.

Name	Input page name
Colors(page)	Click on color selection button to open color dialog box, and then select

Background (background color and text color and text)
 Font Click on text pull-down list and select your desired font type
 Font Size Click on the pull-down list and select the desired font size

Fill in the necessary information, and click on FINISH to exit the wizard.

3.4 Configure project property

Select File>Project Properties to open the dialog box, which comprises of a variety of lists for viewing and editing the properties of touch screen project and object. For some touch screen types, property options are not active. Panel setup information tab includes: startup, wakeup and sleep strings, power up page and feedback blink rate.

Project property dialog box---panel setup information

Use the options in panel setup information to view and edit the configuration information of project file. The options on the page include:

Refresh Frequency select the refresh frequency in the pull-down list

Panel Strings Input character strings into the options of startup, wakeup and sleep, so the strings will be displayed in corresponding touch screens.

Power up page Click on the pull-down list to show all pages, click on one of them to set it as the homepage of touch screen

Power up popups Display the read-only information on screen

Inactivity page Click on the pull-down triangle to select screen saver page

Feedback blink rate Use this option to configure the frequency of feedback blink

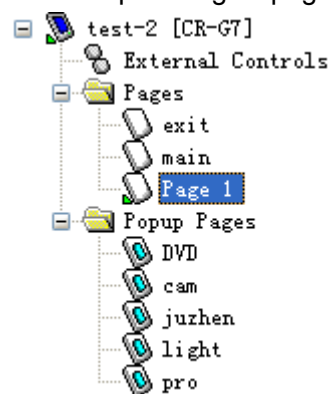
3.5 Configure a page when power on

Touch on the screen when it's re-powered on, use the "panel setup information" in project property dialog box to select one of pages in "power up page" pull-down list.

1. Select File>Project Properties to open project property dialog box.
2. In Panel Setup Information page, click on the pull-down list in "power up page" to show all pages in project file.
3. In pull-down list on the page, select a page to be shown when power on.

3.6 Focus of editing

working zone navigator is located at the left of the software interface, for opening the page/sub-page of project file, and viewing/editing the inter-relationship among all pages.



Focus of editing---page

Focus of editing on the button is surrounded by 8 red dots with yellow frame, as the following pictures:



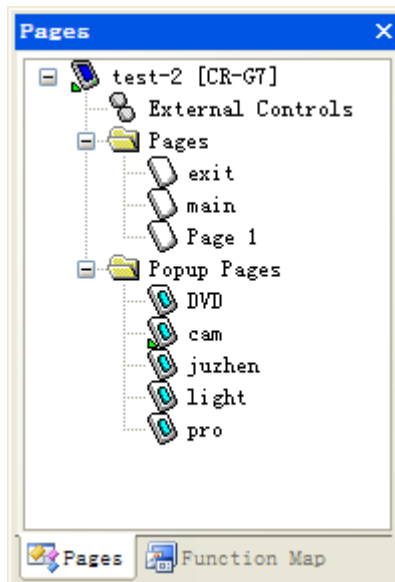
Focus of editing---button

3.7 Use working zone navigator

working zone navigator is located at the left of the software interface, for opening the page/sub-page of project file, and viewing/editing the inter-relationship among all pages.

3.7.1 Working zone navigator---page label

click on the pages label under working zone navigator window, you may view all pages/sub-pages contained in each project. Each project is shown in the form of folder, with icon in different colors



Working zone navigator---page label

Please note that each project comprises of two folders: page and sub-page. Click on "+" mark to open sub-directory, or double-click on the folder to view the pages and sub-pages in it.

In working zone navigator, pages label has two

panel folders: one is page, the other is sub-page. In sub-page folder, you may view extra folders, which stands for sub-page groups.

3.7.2 Use working zone navigator to open page/sub-page

Double-click to open page/sub-page in working zone navigator, corresponding page/sub-page will be opened in design navigator window.

3.8 Cut, copy and paste

In ThinkDraw, many ways are available for you to cut, copy and paste, significantly improving personal working efficiency.

Copy and paste functions are always effective in current editing focus (including button, bmp button, even personal feature control display). The button formed by cutting and pasting will be with same property to original button including size, position, Join Number, interlock group and jumping page etc.

3.9 Edit multiple project files at the same time

ThinkDraw supports editing multiple project files at the same time.

3.9.1 Open multiple projects at the same time

* Up to 50 projects to be opened at the same time

* Each project page is with independent label when configuring preview window. If over 10 pages are opened, labels will automatically disappear due to short of space.

* You may cut/paste page, sub-pages and buttons within projects to save your time.

3.9.2 Copy/paste within projects

ThinkDraw allows user to copy or paste page, sub-page and button. With this function, you may obviously save your time.

If cutting/pasting the page or sub-page containing button, the page will be copied along with all buttons.

Chapter 4 Software Resource Manager

Select Panel>Resource Manager (or click on



tool bar button to open it), in the manager you may easily edit and manage image, icon and audio. In summary, there are following 4 parts:

Image: easily import and preview all image files, support common image formats.

Dynamic Images Slots: allocate managing icons

Resource manager has its own tool bar for editing image, list, dynamic image and auto file, with the following functions available:

Copy, Paste, Cut: these function are mainly for moving image files ranging from image label to icon label, supporting selecting multiple files at one time. Please note that if you copy or paste multiple files to clipboard from image label, you must at least select icons in the numbers from icon labels, so as to paste at all image files. When you're pasting multiple images, if you just select one icon, then you can only paste it to the first image file.

Delete: select one or multiple files, and click on delete key on keyboard to delete the file(s) from current project file, but not from the hard disk.

Rename: select a image file and click on rename button to open rename dialog box, in which there are two options: old file name (read only, displaying current file name) and new file name (input new file name). Click on OK to finish renaming file.

Undo/Redo: In resource manager, you may undo/redo all actions.

Import: click on Import button to call dialog box. Use the dialog box to select and import images

and audio files to current label.

When any image in supported format (except PNG format) is imported into the project, the image will be automatically converted into JPGs format. So you if import (or paste) a file with the same name (or same name but different extension name) to an existing file, the software will automatically add "copied" before the name. Image files in PNGs format have been compressed, so they won't be converted.

New: This item is only used for dynamic image label (and replace the button imported from other label bar). Click to create dynamic image dialog box, use this box to add dynamic images into the project.

Export: This item is for exporting one or a variety of images to an appointed directory.

List Style: Click downward arrow to open a downward list, as follows:

- * Small Icons---display files in small icon in multiple columns.
- * Details---display files by size, type or modified date.
- * Thumbnails---preview files in small image format in every file.

4.1 Resource manager dialog

box---Image label

Use the image label bar in resource manager dialog box, you may easily import and preview all image in the project. You may see the image label bar as a library (for example: page, sub-page, button and icon in the project) of image files for using in the project.

Before using the file in the project, import all images into image label bar for maintenance, no matter the image is used for button or page background etc.

4.2 Resource dialog box ---image label

Use the image label bar in resource manager dialog box, you may easily preview and manage all image files. Once the files has been assigned to a position in resource manager, actually it becomes an icon.

All images have to be assigned to a position of image label bar before being using for page, sub-page or button. Once the image is appointed to a position, you may select your desired icon from "Icon Slot" item in "States" bar, and not necessary to assign the image to a position.

Buttons in image label tool bar are the follows

I Select All: click and select all icons (1-500), program restricts 500 icons in each panel as default. To change icon number displayed, modify in Panel>Set Maximum Icon Slots.

I Move: this button is for moving icon. Firstly, select the icon to move, press "ctrl" key and click the position to move, and then click "move" button to move icon.

I Duplicate: this button is for duplicating icon. Firstly select the icon to duplicate. Press "ctrl" key and click the position to duplicate, and then click "Duplicate" button to duplicate the icon.

I Swap: swap icon position. Firstly, select two icons for swapping, and then click on "swap" button.

I Assign: this button is for assigning selected image to target position.

I Cancel: if one or multiple images have been selected, and you click the "Assign" button on image label bar, before next step, click on this button to cancel the operation of assigning image

position.

4.3 Use of image label

Before using image in your button or page, this image must be imported to the project via resource manager dialog box.

Once the image is imported, you may select your desired icon from "Bitmap" item on "States" bar in parameters window, and apply it to page, sub-page or button.

Note: The icon for appointed position can be used for many times in the project.

Open Resource manager, select Panel>Resource Manager (or click on relevant icon on tool

bar ).

Import image file into project

With the following steps:

1. Select Panel>Resource manager (or click on

relevant icon on tool bar , to open dialog box.

2. Open image label bar.

3. Click on "Import" button to open dialog box.

4. Click on the "overwrite" check box Overwrite ,

to auto-update any imported images with the same name. If this check box has been selected. Any time when the imported image has the same name as the existing image, the image that previously applied in button and page will be replaced.

5. Click on "Open" to import image to image label bar.

6. Please note the following before importing image:

I When any image in supported format (except

PGN) is imported to the project, the image will be auto-transformed to JPGs format. If the imported (or pasted) image shares the same name with the existing image (even with the same name but different format), the software will automatically add a prefix of “copied from” to the image name.

PNGs format won't be transformed into JPG format, as it's already a compressed image.

The touch screen support dimension up to 1280x1024. Any imported image with larger size will be automatically zoomed out in proportion, so the image won't be distorted.

Assign image to the position of icon

With the following steps:

1. Select Panel>Resource Manager (or click on tool bar button) to open resource manager dialog box.
2. Open image bar.
3. Select one or multiple images (Ctrl + click on images one by one, or Shift + click on images one by one).
4. Click on “Assign To Slot” to open image label.
5. If there is no image assigned to icon yet (void image label bar), click on “Assign” on image bar to assign the image to the position of 1st icon. If you select multiple images, they will be assigned to the selected position.
6. If there are some images in image label bar, you have to be carefully to assign the image to icon label bar. Use “Overwrite” to select a better assigning way.

4.4 Use of Icon label


With the concept of slot, ThinkDraw adds one icon to page, sub-page or button from the

program.

Once one image is imported to one project, it may be assigned to a slot position, and then the image can be used in the project as an icon.

Assign image to icon label slot

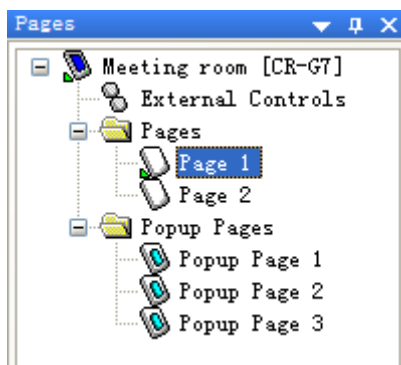
With the following steps:

1. Select Panel>Resource Manager (or click on relevant tool bar button ) to open resource manager dialog box.
2. Open image label bar, dynamic image label bar, image label bar and add in images in relevant types.
3. Select one or multiple images (Ctrl + click on images one by one, or Shift + click on images one by one).
4. Click on “Assign to slot” to open image label bar.
5. If the image hasn't been assigned to icon(void image label bar), click on “Assign” on tool bar to assign an image to the first icon position. If you select multiple images, they will be assigned to the initial selected position.
6. If there have been some icons in icon label bar, you must be careful to assign images to icon label bar. Use “overwrite” to select a better way of assignment.

Chapter 5 Page and Sub-page

5.1 Main page

On the navigation bar in working area in the page, you can see all pages including main-pages and sub-pages. At the left down corner of the icon, there is a green small triangle, indicating the page is active. Double-click any page icon to open the page. For example: "Meeting room" is a newly created project name. "Page 1" is current active page.



5.1.1 Add a new main page under the active project file.

1. Select Page>Add Page (or click on tool bar icon) to open dialog box to add a new main page.

2. In "Name" dialog box, fill in the name of new main page (maximum for 50 characters, avoid using any irrelevant character).

3. Page background color configuration:

* click on navigation button (...) to open dialog box for color configuration.

* click to select new color from the list, current color is shown at right side.

4. Page text font configuration (apply to page text)

* click on navigation button (...) to open dialog box for color configuration.

* click to select new color from the list, current color is shown at right side.

5. Font name and size configuration

6. click on "OK" to add a new main page in the project, which is shown on the navigation bar in working area.

5.1.2 Configure main page property

use parameter configuration label bar to set up

and edit main page parameters. This window comprises of all properties of current active main page.

5.1.3 Item General 1 of main page property

* When name is default, the new added main page will generally be named "Page1," "Page2" and "Page3"...Or you may modify the name on your own.

* Description is for adding the descriptive words to the main page.

* Show Effect: to display effect, to configure main page displaying effect with the following options:

---No effect

---Slide in from top

---Slide in from bottom

---Slide in from right

---Slide in from left

---Fade in effect

5.1.4 Configure main page status property---States item

Use status label bar to configure main page status property, including the following setups.

* Fill Color: click on navigation button to open

palette, and then configure the color

* Text Color: configure text font color, click on navigation button to open palette, and then configure the color.

* Text Effect Color: configure the color effect of text

* Bitmap: import the image files to page or button

of current project from resource manager.

* Bitmap Justification: for alignment of images, click to open the pull-down dialog box, select image alignment way.

* Bitmap X Offsets: image offset in X axis, for configuring the coordinate position of image.

* Bitmap Y Offsets: image offset in Y axis, for configuring the coordinate position of image.

* Icon Slot: for importing the icon file to page or button in current project from resource manager.

* Icon Justification: icon alignment. Click on pull-down dialog box, select the way of icon alignment.

* Icon X Offsets: icon offset in X axis, for configuring the coordinate position of image.

* Icon Y Offsets: icon offset in Y axis, for configuring the coordinate position of image.

* Font configuration. Open font configuration dialog box.

* Text: open text input dialog box.

* Text Justification: text alignment. Click on pull-down dialog box, select the way of text

alignment.

* Text X Offsets: text offset in X axis, for configuring the coordinate position of text.

*Text Y Offsets: text offset in Y axis, for configuring the coordinate position of text.

* Text effect: open pull-down dialog box to select appropriate text effect.

* Word Wrap: automatically move to a new line.

5.1.5 Configure the text in main page

Directly display text in the page of project, if putting text and image together in the page, text will be auto-shown on the image.

Steps of adding text to page:

1. Create a new home page (Panel>Add Page), or open an existing home page.

2. Select the home page to add text, click on "Text Color" in status property bar, activate text navigation button (...), click on navigation button to open color configuration dialog box, select your color.

3. Click on "Font" in status property bar to activate font navigation button (...), click on navigation button to open font configuration dialog box, select your font.

4. Click on "Text" to open text input dialog box, input text and click on "OK".

5. Click on "Word Wrap" to automatically move to a new line.

5.1.6 Configure the image in main page

In ThinkDraw, you may set the imported image as page background.

Steps of adding image to sub-page:

1. Create a new home page (Panel>Page), or open an existing sub-page.
2. Select the home page to add image, click on "Bitmap" in status property bar to activate image navigation button (...).
3. Click on "Browse" button to open to select your image.
4. Click on "Bitmap Justification" to open pull-down dialog box. Select the way of image alignment. If select "Absolute," you may place the image manually.

5.1.7 Configure main page icon

In ThinkDraw, you may use icon as front image of home page in the project.

Steps of adding icon to main page:

1. Create a new home page (Panel>Page), or open an existing sub-page.
2. Select the home page to add icon, click on the "Icon Slot" in status property bar to activate text navigation button (...).
3. Click on navigation button (...) to open icon selection dialog box and select an icon to home page.
4. Click on "Icon Justification" to open pull-down dialog box, and select the way of icon alignment. If select "Absolute," you may place the icon manually.

5.2 Export all pages as images


Use image export dialog box tool to export all pages in current project, and save them as image file in general format.

1. Select Panel>Export Page Image to open image export dialog box.
2. Select the pages and sub-pages to export.
3. In Export Directory column, select the directory for saving exported images.
4. Filename Template is a naming template for assigned file. Default is project name + page name, with the same description in dialog box. \$P is for project name; \$p is for page name.
5. In File Format pull-down dialog box, select image types to export (JPG, PNG, BMP). If select JPG format, you may select the compression level.
6. Click on "Export" to finish exporting image.

5.3 Sub-page

Sub-page shares some configurations with main page. For example: they both can place button into page.


5.3.1 Add a new sub-page

1. Select Page>Add Popup Page (or click on tool bar icon ) to open sub-page adding dialog box.
2. In "Name" input box, fill in the name of new added sub-page (maximum 50 characters, avoiding using irrelevant character).
3. In "Border" pull-down box, select a proper border type.
4. In "Position" input the left and top coordinates (relative to top left corner in the interface)
5. In "Size" column, input sub-page window

dimension.

6. In "Page Background Color" column, configure sub-page background color.

5.3.2 Use sub-page drawing tool

1. Select Edit>Popup Draw Tool (or click on tool bar icon ) to activate sub-page drawing tool.

2. To add sub-page in active window page, click on mouse left key and draw out a box at random size for making the page. The minimum size of page is with 15 pixels width.

5.3.3 Configure sub-page property

Use parameters configuration label bar to configure and edit the parameters in sub-page. This window comprises of all properties of current active sub-page.

5.3.4 Item general 1 in sub-page property column

* When name is default, the new added first sub-page will generally be named "Popup Page 1," "Popup page 2" and "Popup page 3"... or you may modify the name on your own.

* Left/top coordinate values: distance between sub-page to left top corner of current window, you may input a coordinate to locate the sub-page on main page. When you're drawing the sub-page, its coordinate will change coordinately.

* Width/Height: configure the width/height of sub-page

* Show Effect: configure the display effect of sub-page, with the following options:

---No effect

---Slide in from top

---Slide in from bottom

---Slide in from right

---Slide in from left

---Fade in effect

5.3.5 Configure sub-page status property---States item

Use status label bar to configure sub-page status property, including the following setups.

* Border Name: select sub-page border frame type from pull-down list.

* Border color: configure border color

* Fill Color: fill in color, click on navigation button to open palette and configure the color.

* Text Color: configure text font color. Click on navigation button to open palette to configure color.

* Bitmap: for importing the images from resource manager to the button or page in current project.

* Bitmap Justification: image alignment. Click to open pull-down dialog box, and then select the way of image alignment.

* Bitmap X Offsets: image offset in X axis, for configuring the coordinate position of image.

* Bitmap Y Offsets: image offset in Y axis, for configuring the coordinate position of image.

* Icon Justification: icon alignment. Click on pull-down dialog box, select the way of icon alignment.

* Icon X Offsets: icon offset in X axis, for configuring the coordinate position of image.

* Icon Y Offsets: icon offset in Y axis, for configuring the coordinate position of image.

* Font configuration. Open font configuration

dialog box.

* Text: open text input dialog box.

* Text Justification: text alignment. Click on pull-down dialog box, select the way of text alignment.

* Text X Offsets: text offset in X axis, for configuring the coordinate position of text.

* Text Y Offsets: text offset in Y axis, for configuring the coordinate position of text.

* Text effect: open pull-down dialog box to select appropriate text effect.

* Word Wrap: automatically move to a new line.

5.3.6 Border pattern

Any time when you create a new page or button, you need to appoint border type. If you don't wish to have border in your project, you may select "none" in border type options. ThinkDraw provides a variety of border types for your choice. All of these types can be used in page and button.

5.3.7 Configure the fill-in color of sub-page

Steps of adding fill-in color to sub-page:

1. Create a new page (Panel>Add Popup Page), or open an existing sub-page.

2. Select sub-page, click on "Fill color" in status property bar to active text navigation button (...).

3. Click on navigation button to open color configuration dialog box, and then select your color.

5.3.8 Configure sub-page text

In the page of project, text can be directly displayed. If image and text are placed together in

the page, text will be shown automatically on top of the image.

Steps of adding text to page:

1. Create a new sub-page (Panel>Add Popup Page) or open an existing sub-page.

2. Select the sub-page, click on "Text Color" on status property bar to activate text navigation button (...). Click on navigation button to open color configuration dialog box, and then select your color.

3. Click on "Font" on status property bar to

activate font navigation button (...). Click on navigation button to open font configuration dialog box, and then select your font.

4. Click on "Text" to open text input dialog box, input text and click on "OK".

5. Click on "Text Justification" to open pull-down dialog box to select the way of text alignment. If

6. Click on "Word Wrap" to auto-move to next line.

5.3.9 Configure image in sub-page

In ThinkDraw, you may set an imported image as page background.

Steps of adding image to sub-page:

1. Create a new sub-page (Panel>Add Popup Page), or open an existing sub-page.

2. Select the sub-page, click on "Bitmap" in status property bar to activate image navigation button (...).

3. Click on "Browse" button to open image dialog box, and then select your image.

4. Click on "Bitmap Justification" to open pull-down dialog box, and then select the way of

image alignment. If you select "Absolute," You may place the image manually.

5.3.10 Configure the icon in sub-page.





In ThinkDraw, you may set an icon as front image of page.

Steps of adding icon to sub-page:

1. Create a new sub-page (Panel>Add Popup Page), or open an existing sub-page.
2. Select the sub-page to add icon, click on "Icon Slot" in status property bar to activate image navigation button (...).
3. Click on navigation button (...) to open icon selection dialog box, and then select an icon for the sub-page.
4. Click on "Icon Justification" to open pull-down dialog box, and then select the way of icon alignment. If you select "Absolute," you may place the icon manually.

Chapter 6 Button Components

6.1 Button types

ThinkDraw supports 4 button types including Button Draw Tool,  Multi-state Button Draw Tool , Bargraph Draw Tool  and Multi-state Bargraph Draw Tool , with the following instructions:

1. Button Draw Tool

Button Draw Tool is a routine button for dual-status generally, with routine button function on touch panel. Using property tool, you may customize its border frame pattern, fill-in color, button background image, PIP and text.

2. Multi-State Button Draw Tool

Multi-state Button Draw tool is a button with multiple states, for special button function on touch panel. Using property tool, you may customize its display number, animation effect, border frame pattern, fill-in color, button background image, PIP and text.

3. Bargraph Draw Tool

Bargraph Draw Tool is a routine bar with double states, for horizontal monitoring and control. The adjustable horizontal bar is configured for monitoring or adjusting audio output and illumination.

Also, you may customize its border frame pattern, fill-in color, button background image, PIP and text.

4. Multi-state Bargraph Draw Tool

Multi-state Bargraph Draw Tool is with multiple states for horizontal monitoring and control. The adjustable horizontal bar is configured for

monitoring or adjusting audio output and illumination.

Also, you may customize its number of status display, animation effect, border frame pattern, fill-in color, button background image, PIP and text.


6.2 Create button

ThinkDraw has 2 simple operations to create button: Directly drawing on page, or Copy and Paste.

1. Directly drawing

Click and select the button type to create from tool bar, place the mouse onto page. Hold left key to draw up and down or left and right to desired button size.

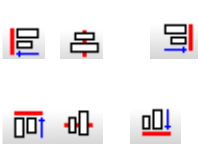
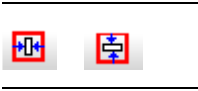
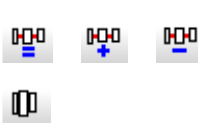
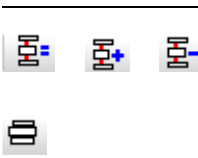
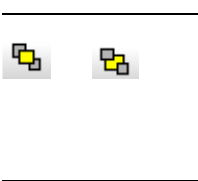
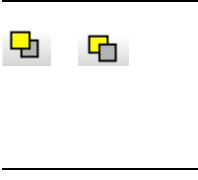

2. Copy and paste

Click "Select Tool  " tool, move the mouse onto page, select and copy one or multiple created button, and then paste it onto desired position or page.

6.3 Button assistant tool

With simple creation function only, it is never enough to make a delicate, innovated and theme-matching button. ThinkDraw software has multiple functions for easy button arrangement and appearance design, with following detailed functions:

6.4 Button position and size alignment

	Align : Left, Horizontal Center, Right, Top, Vertical Center, Bottom	Use shortcut key to make button alignment in ideal design effect. Whatever size and shape, the buttons will lastly be in a line or column. Note the selected buttons must be in number of 2 or above
	Center Horizontal/Vertical	Use this key to make one or multiple buttons in horizontal or vertical center
	Horizontal Spacing (Equal, Increase, Decrease, Remove)	When designing, it is necessary to increase, decrease or alternate the spaces within the buttons on page. Use this command to control the horizontal distance between buttons.
		When selecting three buttons or above, you may adjust their horizontal positions to make them equal, increased, decreased or alternated. If only two buttons are selected, you cannot customize the horizontal equal property. Note: all commands are executed as making adjustment on the basis of first button selected.
	Vertical Spacing (Equal, Increase, Decrease, Remove)	When designing, it is necessary to increase, decrease or alternate the spaces within the buttons on page. Use this command to control the vertical distance between buttons.
		When selecting three buttons or above, you may adjust their vertical positions to make them equal, increased, decreased or alternated. If only two buttons are selected, you cannot customize the vertical equal property. Note: all commands are executed as making adjustment on the basis of first button selected
	Send to Front/Send To Back	These two commands are for adjusting the overlapping sequence of one or multiple buttons on page. Select one or multiple buttons, and then place them on the top or bottom of buttons.
	Shift Up/Shift Down	These two commands are for adjusting the overlapping sequence of one or multiple buttons on page. Select one or multiple buttons, and then adjust the button to move upward or downward one layer
	Make Same Width/Height/Size	These commands are for adjusting two or above buttons with equal height, equal width and equal size. Command is executed with adjustment on the basis of first button

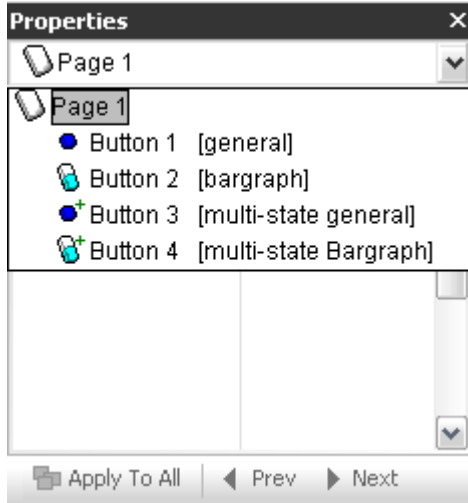
6.5 Button property configuration

When a new button is created, you may use routine property option card to configure and edit it. Each property option card lists the configuration types of selected button. Click on button to activate the option card, and then customize the property of button.

There are 3 types of property option cards. They are General, Programming and States. The button types are subject to the option card properties.

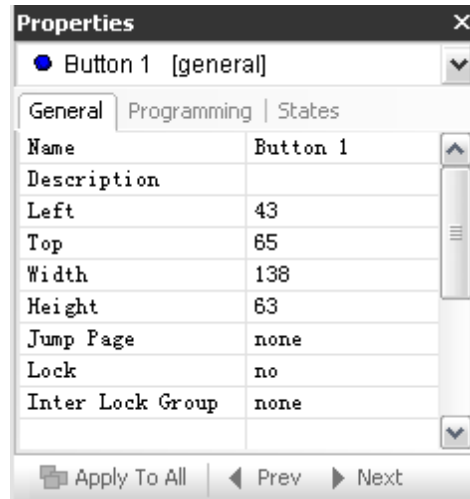
6.5.1 To activate property option card.

Apart from directly clicking on the button, you may select the button for configuration from pull-down menu in page property option card. This menu comprises of all buttons in this page. If with too many buttons on the page, click on the button name for configuration, so as to activate the interface with ease, as the following picture:



6.5.2 General

It's for configuring general properties. When a button is created, click on the button to activate it into property configuration column in General Option Card. In this column, all available button properties are listed. ThinkDraw software button has the following general property configuration interface:



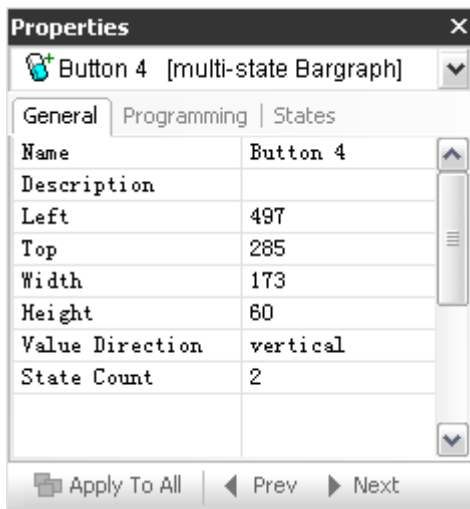
General property main interface of routine button.



General property main interface of multi-states button.



General property main interface of routine bar.



General property main interface of multi-states bar.

Content description and application of General property configuration option card:

Name: button name, a unique name for the button (e.g. 1,2,3,4 are more straightforward). Click on button default name. After activation, you may input new name and font with unlimited character numbers in this area. After that, click on the blank area to save it.

Left/Top: configuring the left/top position in pixel unit, for configuring the detailed positioning information of button on page. Click on current positioning state of button, and then you may input the value to place the button at ideal position.

Note: if you select the button and manually adjust it on any position of the page, the left/top value will also change accordingly showing current position.

Width/height: configuring width/height value in pixel unit. You may edit these application information for making specific size.

Note: if you select the button and manually adjust the width/height on page, the value of current size will be constantly updated.

Jump Page: for configuring a button for directly jump to a specific page. Select a page for jumping from the pull-down menu.

Lock: Configure auto lock status, click on the pull-down list to select “yes” or “no”.

Inter Lock Group: When setting two or above buttons interlocked, press any button, always only one button state is triggered.

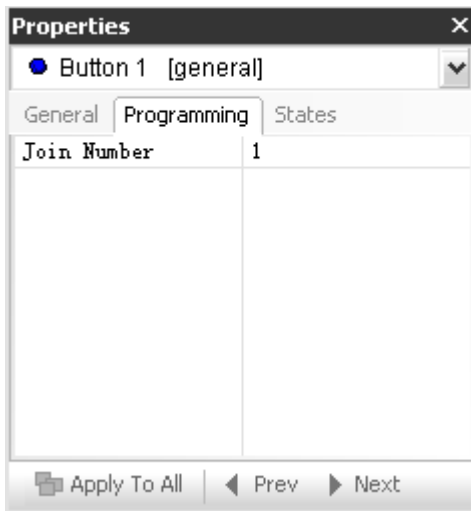
State Count: for configuring the changing patterns of button. If 6 patterns are needed, please input 6. **Note:** this configuration is for using in multi-state button and multi-state bar only, as system default is 2 changing patterns.

Amt Move Type: moving type, is for configuring the moving type of multi-states button. The system provides with 4 optional moving types. Click on the option to activate area configuration, and select your desired moving type from the pull-down menu. **Note:** this option is for multi-state button only.

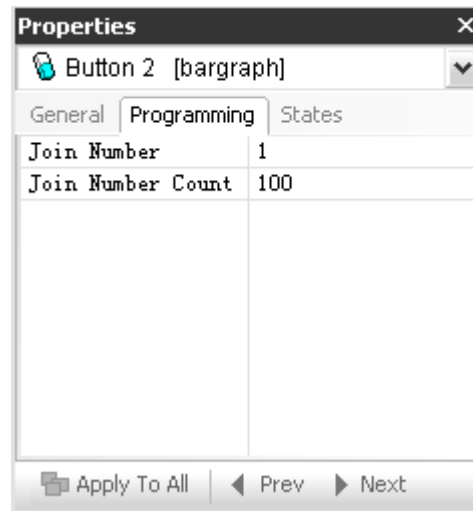
Value Direction: configure direction, set the bar in vertical or horizontal. This item is for configuring routine bar and multi-state bar

6.5.3 Programming

This item is for configuring programming property. Here lists the Join Number of button, you may configure on it.



Main configuration interface of button programming property



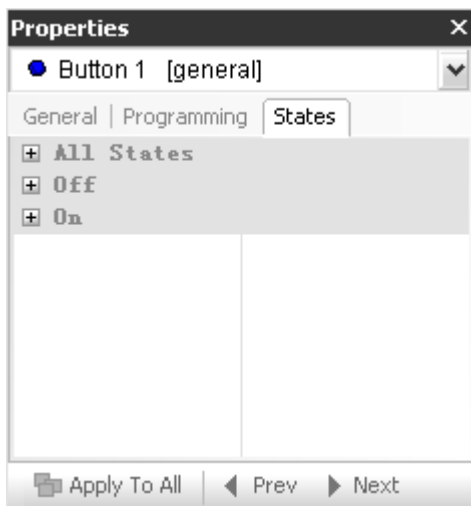
Main configuration interface of bar programming property

6.5.4 States

It's for configuring states property. Once you create a new button, you may use this property option card to configure button state. The card lists property types of the selected button. In property control window, you may have configuration for properties of single button state and all buttons state. But some properties are only suitable for a certain button types, with the following descriptions:



Property configuration main interface of multi-state button and bar states



Property configuration main interface of routine button and bar states

Brief description of states property configuration option card:

Draw Order: for configuring the sequence of layers for drawing. Click on navigation button to

have a pop-up dialog box, with 5 layers available, they are: text, border, icon, fill, bitmap. Click on the layer for configuration. Press the "Move Down" or "Move Up" to adjust the layers for delivering ideal effect.

Border Name: If you'd like to change the pattern of selected button border, click on the border name, and then select your desired border name from the pull-down list.

Border Color: to change the border color into ideal effect, click on the button to see a pop-up color dialog box. You may configure your color in it and customize color effect. For details, please refer to "Introduction to palette".

Fill Color: To change the filled-in color into your ideal effect, click on the button to see a color configuration dialog box. Please be noted that bar button is different when previewing image comparing to routine button and multi-state button, as bar button opens and closes state to indicate a level configuration. So all states are displayed in design view window in touch screen, but the thumbnail is displayed as a single preview image in State Manager window. If bar button is yellow when it's on, red when it's off, in State Manager window you will see both yellow and red colors will be displayed in the window separately.

Text Color: it's for changing text color. Click on the button to see color configuration dialog box, in which you may configure your color and customize color effect.

Text Effect Color: if you select apply text effect, use it to configure your appointed color effect. Click on the navigation button "... " to open color dialog box.

Bitmap: configure the background of button, click on image file navigation button "... " to open image selection dialog box, and then click on your desired image as background. For details, please refer to Button background image configuration.

Bitmap Justification: to configure or reset

background image position, click on pull-down menu at appointed bitmap (button needed for setting background image), select and adjust an option, the adjusted bitmap will be displayed on page in real time.

Bitmap X and Y Offsets: If you need to position the bitmap, input the offset value of X or Y here, in pixel unit.

Icon Slot: It's for configuring button icon. You need to apply for an icon to configure the state. Click on navigation button to open resource dialog box, where you may select an icon to file an application. For details, please refer to Button image configuration.

Icon Justification: to configure or reset the position of icon, click on pull-down menu at appointed bitmap (button needed for setting bitmap), select and adjust an option, the adjusted bitmap will be displayed on page in real time.

Icon X and Y Offsets: If you need to position the bitmap, input the offset value of X or Y here, in pixel unit.

Font: to change text font, click on navigation button to open text dialog box, where you may configure the font, pattern and size.

Text: to change or input text for displayed on appointed button, input text in this area. If you need to input text in multiple lines, click on navigation button first, open dialog box, input new text or edit existing text.

Text Justification: to configure or rest text position, click on pull-down menu at appointed bitmap (button need for setting text), select and adjust and option, the adjusted text will be displayed on page in real time.

Text X and Y Offsets: if you need to position the text, input the offset value of X or Y here, in pixel unit.

Text Effect: the configuration of text effect in graphic can be applied in the text on button (for example: neon light effect suits for button. Each text effect is with several changes. i.e. small, middle, large or extra large).

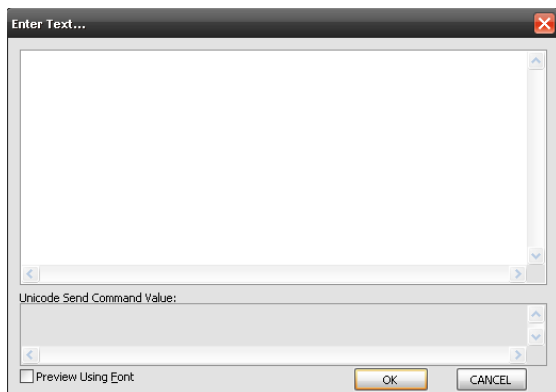
Word Wrap: For the reason that text character string is too long, text has to be cut into lines for placing onto a button, this item is for deciding whether to automatically change line, so as to adjust text line, making the text displayed compactly and clearly on button. Click on pull-down menu, and select “yes” or “no”.

6.5.4.1 All button status

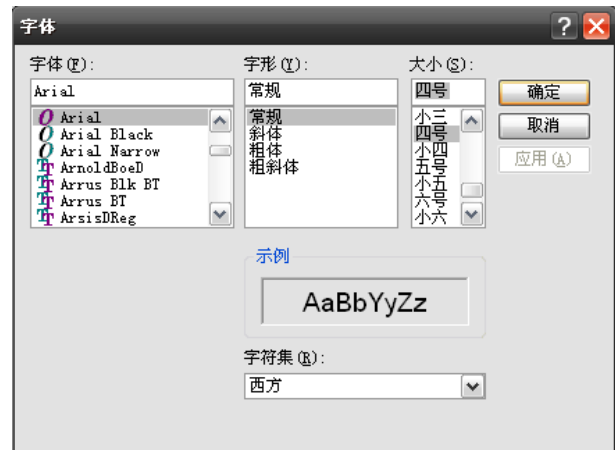
Use all button status item to have configuration. It can control all button properties in one page, edit all buttons with listed properties. Click on the right side of the properties to activate it. According to different property choices, you may manually configure it, or make selection from pull-down menu.

6.5.4.2 Configure button text

1) Activate button property option card, click on “text” navigation button “...” in “States” property configuration. Text input dialog box appears as the following picture. Input your text in unlimited font and numbers. After that, press “OK” to exit.



2) Click on “Font” navigation button “...” to have a pop-up text configuration dialog box, and then adjust the font, style and size. After that, press “confirm” to exit. The text on button will then display corresponding effect.



3) If you need to adjust the text position in button, click on “Text Justification” pull-down menu, and you’ll have 10 options including absolute, top-left, top-middle, top-right, center-left, center-middle, center-right, bottom-left, bottom-middle and bottom-right. Your adjustment will be with real-time effect display, for ensuring you to have ideal effect.

If the text position is not ideal, you may use “Text X and Y Offsets” option to have offset configuration for making best effect.

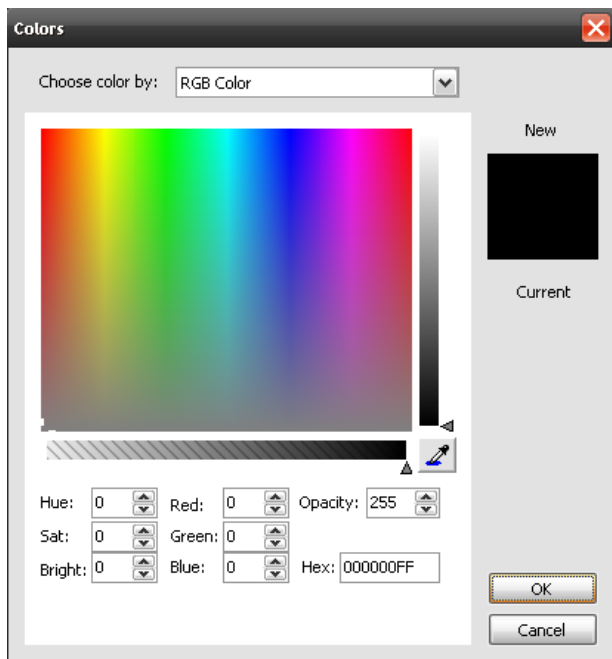
4) If the text is too long, select “Word Wrap” option and then open text input box to have

adjustment. The adjusted effect will constantly change correspondingly while you’re making selection.

5) On “Text Effect,” click on navigation button “...” to visit text effect sub-menu. This sub-menu lists all available text effects of all types. Click on “+” icon to select your ideal effect. For example, if “Hard Drop Shadow 6” is selected, the text effect will be shown as following picture:



In property “Text Color” and “Text Effect Color,” you may adjust and customize text color. Click on navigation button “...” to open palette box. Directly select your desired color effect from color value. Press “OK” key to exit. You may use the eyedropper tool in palette to select your ideal color effect. Meanwhile, the color effect absorbed will be displayed in palette preview window. Confirm this color, and then click on eyedropper tool to exit selection. Click on “OK” key to save and exit. (For details, please refer to Introduction to palette)



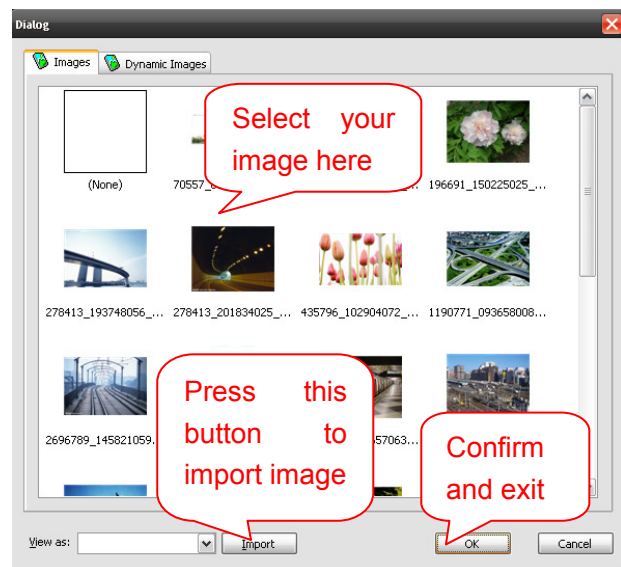
Note: above operations of changing button text property has to be in good sequence when in actual operation, for quickly bringing best design effect.

6.5.4.3 Configure button image

Add or change button image is a special item in States property, with the following approaches:

1) select to button for adding or changing image. In states property option card, click on “Bitmap” navigation button “...” to open image selection dialog box, select image and then click on “OK” key to confirm.

If there is no image to select from the dialog box, you may click on “Import” button to select the images saved in your computer. Press “open” to import it into the dialog box, select it and then click on “OK” key to exit.



2) After selecting button image, click on the property of “Bitmap Justification,” and select relevant options from the pull-down menu for adjusting the image position (10 choices) on button. The states of button being adjusted will be displayed in real time. Click the blank to finish configuration.

3) If it's necessary to accurately position the image, please input X or Y offset value in “Bitmap X and Y Offsets” properties, in pixel unit.

6.5.4.4 Configure button icon

To add or change button icon is one of unique features in States property, use the following

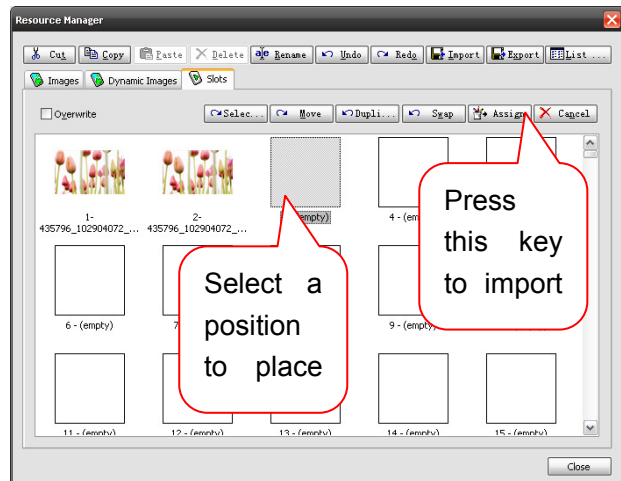
approaches to change the property:

1) Click on property type "Icon Slot" navigation button "... " to open image selection dialog box, click on your desired image and click "OK" key to exit. The selected icon will be shown on the button.

If there is no image in dialog box, you have to import an image into it and then select it. Click on tool bar button, from a pop-up dialog box, select an image to import, and the click on "Assign..." key.

Slots dialog box will then be opened, click a position to place the image selected, click on "Assign" key again to place the image, open the dialog box.

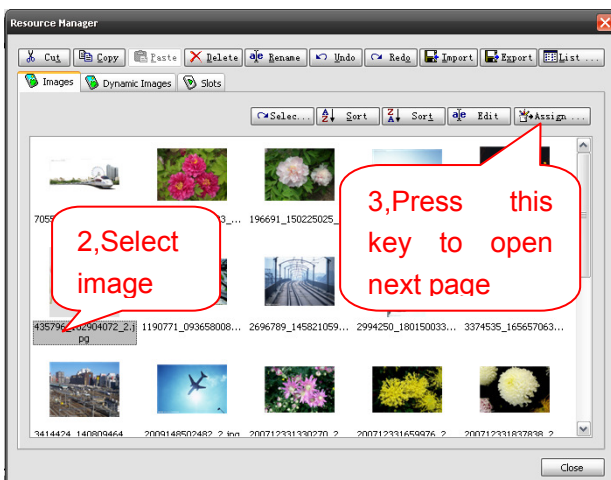
Return to States property option card, click on "Icon Slot" navigation button "... " to open image selection dialog box, click on your desired photo and press "OK" to exit. The select icon will be shown on the button.



2) Click on "Icon Justification" property, from the pull-down menu, and select relevant options from the pull-down menu for adjusting the icon position (10 choices) on button. The states of button being adjusted will be displayed in real time. Click the blank to finish configuration.

3) If it's necessary to accurately position the image, please input X or Y offset value in "Icon X and Y Offsets" properties, in pixel unit.

1, Click on this button on resource manager



6.5.4.5 Configure button background color

Use "Fill color" option to add or reset button background color.

1) Click on "Fill Color" navigation button "... " to see palette dialog box;

2) From color value, directly pick your desired color effect, press "OK" to exit, or you may use palette eyedropper tool to select your ideal color effect. Meanwhile, the absorbed color effect will be displayed in palette preview window. Confirm this color and click eyedropper tool to exit your selection, press "OK" key to save it and exit. (For detailed palette operation, please refer to Introduction to palette)

6.5.4.6 Configure button border pattern

1) Configure border pattern in property of "Border Name". Click on "Border name" pull-down menu, in which there are many border patterns

available. The selected pattern will be displayed on monitor in real time.

Besides clicking on the items in the pull-down menu, you may activate this property and then directly press space bar to select it. After confirming the pattern, click on the blank.

3) After configuring border pattern, click on "Border Color" navigation button "... " to access to palette dialog box, and then adjust border pattern color. Directly select you desired color effect from color value, press "OK" key to exit, or you may use palette eyedropper tool to select your ideal color effect. Meanwhile, the absorbed color effect will be displayed in palette preview window. Confirm this color and click eyedropper tool to exit your selection, press "OK" key to save it and exit. (For detailed palette operation, please refer to Introduction to palette)

6.5.4.7 Introduction to states property

States property is a configuration for multiple visual effects in button, with unlimited numbers and adjustable animation effect. It is configured as other approaches—using pull-down menu in property type or having manual input. Now we introduce the detailed configuration of states property.

Please note that the main configuration window only displays the 1st state effect. The effects of other states will be displayed as thumbnails in "State Manager". When making configuration, each state has to be configured one by one. Please note the state selected.

Property of configuring states

The properties of states includes State Count, Amt Move Type, in which multi-state bar is suitable for State Count property type.

Configuring property of State Count

Activate States property option card, click on "state count" from "general" property. System

default number of states is 2. You may input your desired number of states in this area, and click on the blank. After configuration, you will find the thumbnail in "state manager" will display the number of states that you just configured.

Configuring the property of Amt Move Type

Amt Move type is the animation effect of state, selecting the button to be configured and the states to be changed. In this property, select your ideal animation effect from the pull-down menu. The system provides 5 animation types for you to choose. Click on the blank to finish configuration.

Increase/decrease states

To increase/decrease states can be done by configuring "stage count" property. When you input a quantity number of state, if it's more than current number, it will be increased to your configured quantity number of states. If the state of increase is blank, correspondingly input a quantity number of state less than current quantity, it will be decreased to your configured quantity number of states. Correspondingly the state number will decrease progressively from the last value. If previous state number is 10, and now it needs to be cut to 8, then state 10 and state 9 will be deleted.

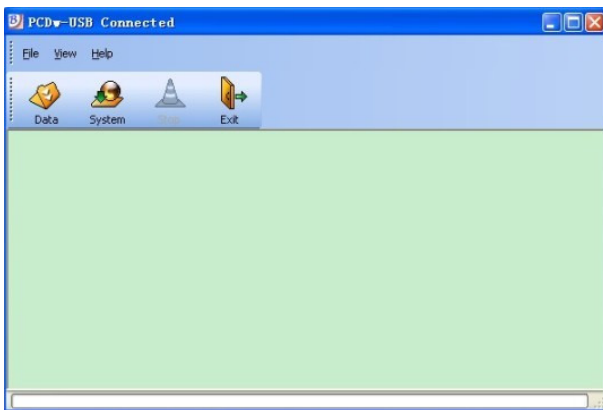
Copy and paste button

Copy and paste button can be used for any page or sub-page. You may copy one or multiple items. Please note when copying a button, all of its properties will be copied along. If a copied button is to be pasted to the same page, then the copied button will cover the original one. You need to drag it to see the effect.

Chapter 7 Download file to touch screen

7.1 Download program

To download the programmed file to touch screen, it must be ready with a complete touch screen (with battery installed correctly (not necessary), 12V power, USB data cable, PC download program, which is with the following interface:



1. Connect power cable correctly;
2. Hold the "Home" key on touch screen (rounded at right top flank), restart touch screen (use thin hardware to press the right bottom hole), the touch screen will display "Update is Ready...". When PC download software displays "date, System," exit is for active state, stop is for not available, indicating the device is connected and ready for new system download.
3. Press the "system" button in PC software, select the firmware (NK. Bin) for update, it will display "Update is started..." until update is completed as it shows on touch screen.

7.2 Update program

To update the touch screen file downloaded, it must be ready with a complete touch screen (with battery installed correctly (not necessary), 12V power, USB data cable, PC download program (must be same as the download program, like the

program interface in above picture).

1. Connect power cable and data cable, restart the system.
2. When "date, system" appears in PC download software interface, exit is for active state, stop is for not available, indicating the device is connected for data update. Click on "Date" button to select the date you wish to update.
3. Update starts, the system jump to the following interface.



Version is about the system version, File size is for the size of data file updating. Status is for current status. Progression bar is the percentage progressing.

4. After updating, the program will automatically jump to control interface.

Chapter 8 Palette


One of the biggest features of ThinkDraw is making most of a 32-bit RGB palette. An appointed RGB(red, green and blue) value, along with hue, saturation, brightness and non-transparent palette provide with millions of color effect, which can be used for transparent filling (page, pop-up page, button) and text (web page, pop-up page and button).

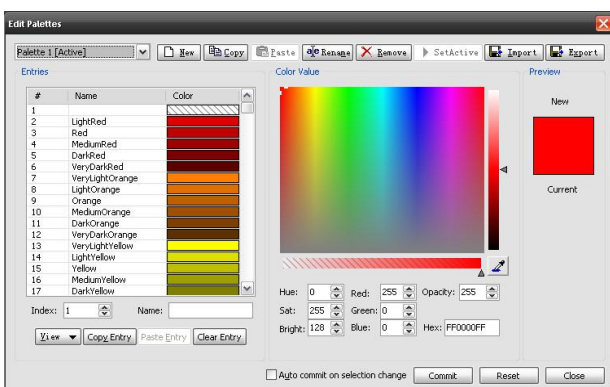
You may save or customize palette, which can be saved as part of group files. Besides, it supports importing or saving Jasc® palette file, Microsoft® palette file or customized palette.

8.1 Instruction to palette dialog box

box

The color files saved in button and page color dialog box cannot be called until finishing in palette dialog box. User may customize color effect and save it for calling next time. You may delete or add color and adjust the color in palette, click on tool bar button to open palette dialog

box , with the following interface:



With the following description:

New: click to create a blank palette, meanwhile relevant page and name will be shown in palette dialog box, you may configure your desired color

effect.

Copy: for copying palette file. Select the file to copy from palette pull-down menu, click on “Copy” key, “Paste” key is activated, and then click “Paste” key, the selected file will be copied and auto-named by the system as “***** (2)”. At the same time, the color list is displayed.

Rename: rename palette file, select the file to rename, click on “Rename” key to see a pop-up dialog box, input new file and click on “OK”.

SetActive: activate renewal and create new file. If needed to call the updated or created file, you need to select the file at this item. Click on “SetActive” key to activate it. At the same time, these updated or new-created files can be used in palette dialog box.

Import: to import the saved palette file.

Export: to export the saved palette file for use in next time.

View: palette color display mode, with “Details” and “Color Grid” available for you to choose.

Copy Entry: In “Entries” area, click on the entry to copy, press “Copy Entry,” and then “Paste Entry” key is activated. Choose a position to place the entry, and then press “Paste Entry” key to confirm.

Paste Entry: In “Entries” area, click on the entry to copy, press “Copy Entry,” and then “Paste Entry” key is activated. Choose a position to place the entry, and then press “Paste Entry” key to confirm.

Clear Entry: for deleting entry. In “Entries” area, select the entry to clear, and then leaving a blank entry.

Index: display the serial number of current color entry. This item is not for editing.

Name: display the name of current color entry, meanwhile you may modify or add the name of color entry.

Palette dialog box supports 3 ways of color selection:

1. **RGB color:** a RGB palette with full function, providing appointed RGB(hue, saturation, brightness and opacity)value, or you may drag cursor pick color from the palette. This RGB palette provides millions color.

2. **Palette index:** default palette provides corresponding 88 colors (for modifying if necessary). Palette index provides with up to 255 colors.

3. **Color name:** based on the 88 colors in color selection dialog box, input color name and make selection (including transparent color).

When configuring RGB palette, the color you pick sometimes could be with a little change. In most cases, any change is delicate, as ThinkDraw entirely match the colors.

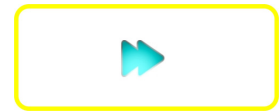
Transparent background configuration

After creating a button icon, if you'd like to take advantage of the features of ThinkDraw, usually you may take transparent bitmap as background for fitting the layers of bitmap, but not trying to match the trans-layer color, for example: picture 1 is the button with non-transparent background color, while picture 2 the button with transparent background color. Apparently, you'll choose the button with transparent background, as it keeps

the original rectangular shape. ThinkDraw supports png format.



Picture 1



Picture 2

8.1.1 States

To create a new color, configure it in “Color Value” area in palette dialog box.

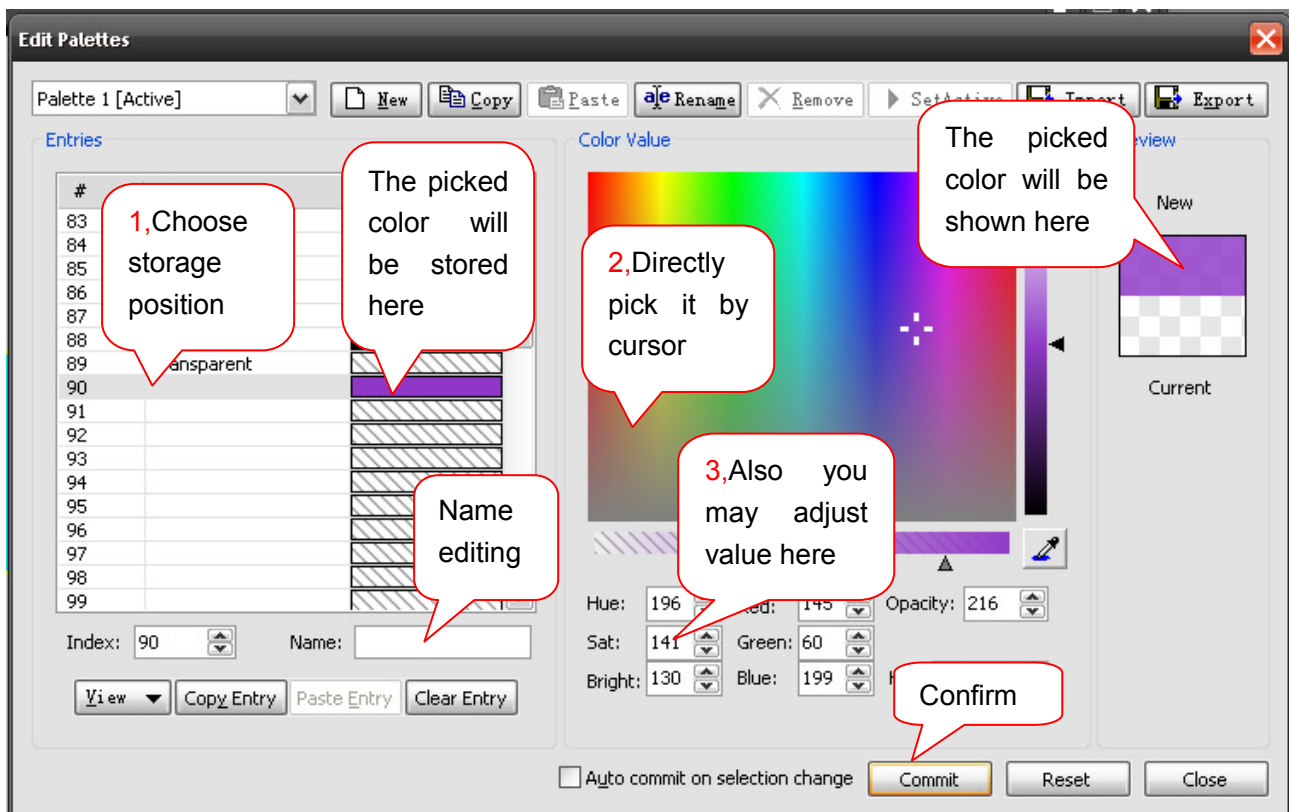
1) Select file storage position in “Entries” area, and then move the cursor to “Color Value” area to configure.

2) You may adjust Hue, Sat, Bright, Red, Green, Blue, Opacity and Hex values, or you may move your cursor on color value to directly pick up your ideal color.

3) The color you pick will be shown in preview box. Press “Commit” key to confirm it, meanwhile, the color entries will be shown at pre-picked storage position.

4) After confirming the color entries, edit the name at “Name” item.

With the following operations:



8.2.1 Create self-customized palette

There are plenty of colors applied in each page and button. For the convenience of management and future modification, it is very important to create a set of files and a palette.

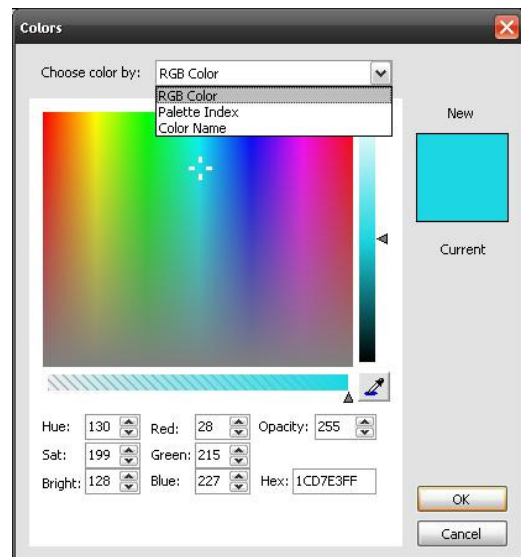
- 1) Open palette dialog box, system default is displaying current palette in use.
- 2) Click "New" key to directly create a new palette, meanwhile the system will automatically generate a file name.
- 3) Click "Rename" key to see a pop-up dialog box, you may rename it for the convenience of management. It is advised to share the same name of subject title.

8.2.3 Import palette file

To import and call file saved in PC, click on "Import" key on palette interface, find the file and press "Open" to import it. Meanwhile, you can see corresponding display in palette interface. Press "SetActive" key to activate it.

After importing the file, open palette dialog box in

property setup, as seen in the picture, select "Palette Index" and see imported color file in the interface.



8.2.4 Export palette file

To export the configured palette and select the file to save, click "Export" key to open saving directory, select a path to save it.

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