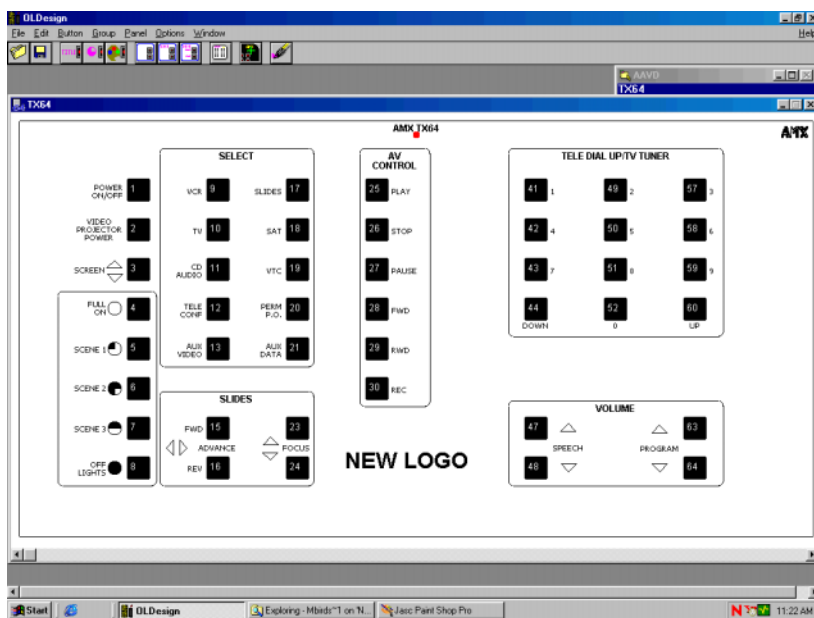
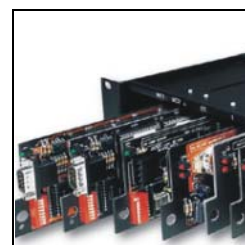




instruction manual

OLDesign Overlay Design Program (Version 2.1)



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Introduction

The OLDesign Overlay Design software is a 16-bit Windows® program that creates custom control overlays for AMX wireless transmitters, wired control panels, and touch panels. This program offers a wide variety of text sizes, control symbols, and button grouping options that you can use to design custom AMX controller overlays.

Supported Operating Systems

The minimum system requirements for OLDesign include:

- 486/33 MHz processor
- 8 MB RAM
- 20 MB of free disk space
- VGA monitor
- Microsoft® Windows or Windows NT® operating systems:
 - Windows 3.x
 - Windows 3.5x
 - Windows 95®/98®/ME®
 - Windows NT 4.x®/2000®
- CD-ROM drive compatible with Multimedia PC (MPC) specifications
- Serial or bus mouse pointing device (or equivalent)



OLDesign is a 16-bit program. You may experience difficulty running OLDesign on a 32-bit operating system.

Installing OLDesign from the AMX Control Disc

To install OLDesign:

1. Put the AMX Control Disc into the CD-ROM drive.
2. The Welcome To OLDesign 2.1 Setup dialog appears, reminding you to close all Windows programs before going any further. Click **Next** to proceed.
3. In the Select OLDesign 2.1 Install Location dialog, use the **Browse** button to navigate to a directory other than the default install directory, if desired. Click **Next**.
4. Enter the name of the Program Manager Group to add OLDesign 2.1 icons to, and select **Next**.
5. In the OLDesign 2.1 Shortcut Creation dialog, select **Yes, I would like to create Shortcuts on my Desktop**, if desired.
6. Click **Next** in the Start OLDesign 2.1 Installation dialog to install the selected components.
7. When OLDesign 2.1 has been successfully installed, click **Finish** to exit the installation.

Supported AMX Products

The following products are supported in the OLDesign program.

AMX Products Supported in OLDesign	
Wireless Transmitters	
TXC4+	TXC+ Transmitter Series
TXC16+	TXC+ Transmitter Series
TXC32+	TXC+ Transmitter Series
TX64	TXC+ Transmitter Series
TX-MLCD	Mini-LCD Transmitter
TXC-MS	23-Button Transmitter
Wired control panels	
AXD-MSP8	Decor Mini-Softwire Panel
AXD-MSP16	Decor Mini-Softwire Panel
AXD-MSP32	Decor Mini-Softwire Panel
AXP-MLCD	Mini-LCD Panel Series
AXU-MLCD	Mini-LCD Panel Series
AXU-MSP8	UniMount Mini-Softwire Panel Series
AXU-MSP16	UniMount Mini-Softwire Panel Series
AXU-MSP24	UniMount Mini-Softwire Panel Series
AXU-MSP32	UniMount Mini-Softwire Panel Series
AXU-SP+	SP+ Softwire Panel Series
WPD8	Decor 8-Button Wall Panel
Touch panels	
AXD-CA10	Decor 10.4" Color Active-Matrix LCD Wall Touch Panel
AXD-CG10	Decor 10.4" Color Graphic Wall Touch Panel
AXD-CP	Decor 8.5" Color Passive-Matrix LCD Touch Panel
AXD-CV10	Decor 10.4" Color Video Wall Touch Panel
AXD-EL+	Decor 8.5" Electroluminescent Wall Touch Panel
AXD-LC	Decor 8.5" LC Wall Touch Panel
AXD-MCA	Decor Mini Color Active-Matrix Touch Panel
AXD-MCV	Decor Mini Color Video-Matrix Touch Panel
AXD-MLC	Decor Mini B&W Touch Panel
AXT-MCA	Color Active Mini-Tilt Screen Touch Panel
AXT-MCV	Color Video Mini-Tilt Screen Touch Panel
AXT-MLC	B&W Mini-Tilt Touch Panel
AXU-CA	UniMount Color Active Touch Panel
AXU-CA10	UniMount Power Tilt/Power Touch Panel
AXU-CG10	UniMount Power Tilt/Power Touch Panel
AXU-CP	UniMount Color Passive-Matrix LCD Touch Panel
AXU-CV	UniMount Color Video LCD Touch Panel
AXU-CV10	UniMount 10.4" Color Video LCD Touch Panel
AXU-EL+	UniMount 8.5" Electroluminescent LCD Touch Panel
AXU-LC	UniMount 8.5" B&W LCD Touch Panel
AXU-MCA	UniMount 5.5" Mini Color Active-Matrix LCD Wall Touch Panel
AXU-MCV	UniMount 5.5" Mini Color Video-Matrix LCD Wall Touch Panel
AXU-MLC	UniMount 5.5" Mini B&W LCD Wall Touch Panel
AXD-CP4	Decor 4" Color Wall Panel

Main Window and Toolbar Buttons

Main Window

The main window contains a menu bar and toolbar buttons you can use to perform common OLDesign program operations. There is also an edit mouse menu you can use to perform common editing operations. FIG. 1 shows the main window that opens when you launch the OLDesign program, the menu bar, and toolbar buttons.

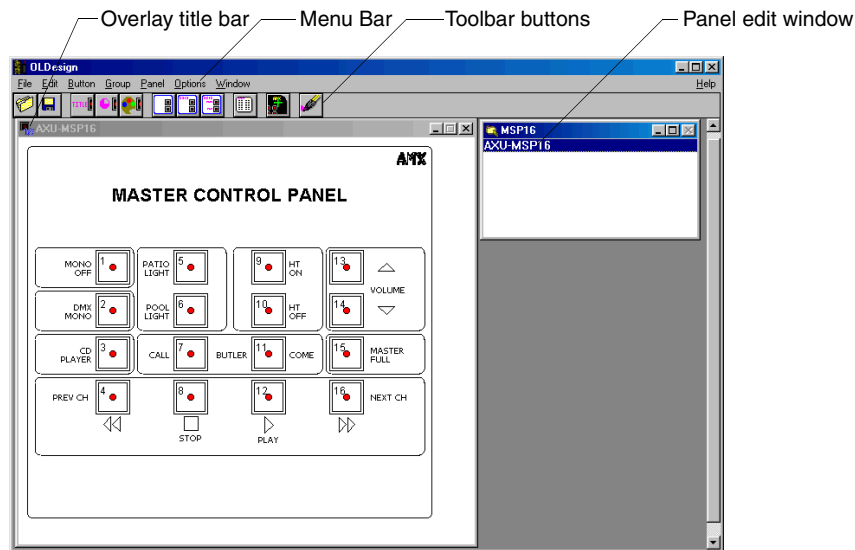













FIG. 1 OLDesign main window

- **Menu bar** Provides access to File, Edit, Button, Group, Panel, Options, Window, and Help menu options.
- **Toolbar buttons** Provides single-click selections to perform common operations.

Toolbar Buttons

The OLDesign toolbar buttons provide a shortcut to common operations. The following table lists the toolbar buttons and their functions.

Toolbar Buttons		
Title	Button	Description
Open Program File		Opens an OLDesign program file.
Save Program File		Saves the current program file to disk.
Add Button Title		Opens the Add Button Title dialog, enter button titles, and choose the position, size, and font settings for the active button.
Add Symbol		Opens the Add Symbol dialog, choose a symbol, and its position for the active button.
Select Button Color		Opens the Select Button Color dialog, choose the button color, and the default panel color for the active button.
Add Group Outline		Adds a group outline to the active buttons. New button group outlines appear with resizing handles.
Add Group Title		Opens the Add Group Title dialog, enter button-group text, and choose the text size, font, direction, and vertical/horizontal position for the active button group.
Add Group and Button Title		Opens the Add Group Title dialog, enter button-group text, and choose the text size, font, direction, and vertical/horizontal position for the active button group. Then, click OK to open the Add Button Title dialog, enter a button text title, set the position, size, and font for each button in the active group.
Add Panel Title		Opens the Add Panel Title dialog, enter panel text, and choose the text size, font, direction, and vertical/horizontal position for the active panel. The dialog also contains a preview area showing the active panel and text.
Add Panel		Opens the Add Panel dialog and add a new panel type to the OLDesign program file.
Repaint		Repaints the active overlay in the main window.

Menu Bar

Each menu bar option opens a drop-down list that you can choose to perform the program-specific operation. Menu bar options include File, Edit, Button, Group, Panel, Options, Window, and Help.

File menu

The File drop-down menu options are grouped into four basic operations: Creating/saving overlays and program files, entering job-related information, printing, and exiting the program. The following table lists the options and their descriptions.

File Menu Options	
New	Opens the New Panel dialog where you choose a new overlay type.
Open	Opens the Open dialog where you choose an OLDesign program file.
Close	Closes the current program file.
Save	Saves the program file to disk.
Save as	Opens the Save As dialog where you choose the directory to store the program file.
Job info	Opens the Job Information dialog where you enter job-related information to store with the program file. This information also appears on program file printouts.
Print	Opens the Print dialog where you choose a printer, set printer options, and print program files.
Print Preview	Displays the program file report on your monitor.
Print Setup	Opens the Print Setup dialog where you choose printer-specific options.
Exit	Closes the program.

Edit menu

The Edit drop-down menu contains options to perform common editing operations. The following table lists the options and their descriptions.

Edit Menu Options	
Undo or Undo Cut	Reverses the immediately preceding action or change.
Cut	Stores the current selection (highlighted) in clipboard memory and deletes it from the field.
Copy	Stores the current selection (highlighted) in clipboard memory.
Paste	Inserts the contents of clipboard memory into the current field.
Delete	Deletes the current selection (highlighted).

Button menu

The Button drop-down menu contains options to add symbols, titles, text, colors and also remove/restore buttons. The following table lists the options and their descriptions.

Button Menu Options	
Add Symbol	Adds symbols next to the active button.
Button Title	Adds button titles and sets the text size, font, and position.
Button Text	Adds button text and sets the text size, font, and position. The Button Text option is only available for the AXP-MLCD, AXU-MLCD wired control panels, and the TX-MLCD wireless transmitter.
Button Color	Sets the active button's color and default colors for new overlays.
Description	Enters information about the button.

Button Menu Options (Cont.)	
Remove	Removes the active button.
Restore	Restores deleted buttons back into the active overlay.

Group menu

The Group drop-down menu contains options to add button-group outlines, titles, descriptions, restore original button groupings, and save/recall button group outlines. The following table lists the options and their descriptions.

Group Menu Options	
Add Group	Adds group outlines around active buttons.
Group Title	Adds titles to button group outlines.
Description	Adds descriptions to button groups for reference purposes.
Reassign	Returns active button groups to their original sizes.
Save	Saves button groups as .GRL files so that they can be used in multiple overlays. Use the Recall option to choose a .GRL file and paste it into panel overlays.
Recall	Recalls previously saved .GRL button group files and pastes them into overlays.

Panel menu

The Panel drop-down menu contains options to add panel overlays, set panel overlay attributes, delete panels, export overlays as .DXF vector-graphic files, remove/restore panel bargraphs, and set the viewing size. The following table lists the options and their descriptions.

Panel Menu Options	
Add Panel	Adds new panel overlays to the program file.
Panel Title	Adds text titles to overlays, and sets text sizes, fonts, vertical/horizontal positions, and vertical/horizontal position in relation to the panel or buttons.
Radio Code	Sets radio codes on wireless transmitters (only).
Rename	Renames panel overlays in the program file.
Properties	Enters panel descriptions, set overlay/text colors, and panel types.
Delete	Deletes panels.
Create DXF File	Exports active overlay files to .DXF vector-graphic files.
Remove Bargraph	Deletes active bargraphs from the panel overlay.
Restore Bargraph	Restores deleted bargraphs back into the panel overlay.
25% - 200% size	Sets the panel overlay's viewing size in the main window.

Options menu

The Options drop-down menu contains a Preferences option that enables/disables OLDesign program settings.

Window menu

The Window drop-down menu contains options to set how panel over-lays appear in the main window.

Windows Menu Options	
Tile	Resizes and arranges all open overlays side-by-side in the main window.
Cascade	Resizes and arranges all open overlays diagonally (left to right) in the main window.
Arrange	Allows you to manually resize and arrange all open overlays in the main window.

Help menu

The Help menu contains options to launch the OLDesign and Windows help programs, and also open the About window.

Help Menu Options	
Index	Launches the OLDesign help program. You can also launch the help program by pressing the F1 keyboard key.
Using help	Launches the Windows help program that describes how to use help programs.
About OLDesign	Opens the About window that lists the program's version number and AMX copyright information.

Using OLDesign

This section contains step-by-step instructions you can use to design overlays for wireless transmitters, wired control panels, and touch panels. Then, you can return the program file containing the overlays back to your AMX Sales Representative for processing. AMX Corporation will promptly return your engraved overlays so that you can replace the blank overlays shipped on the control devices. FIG. 2 shows a sample overlay and construction elements.

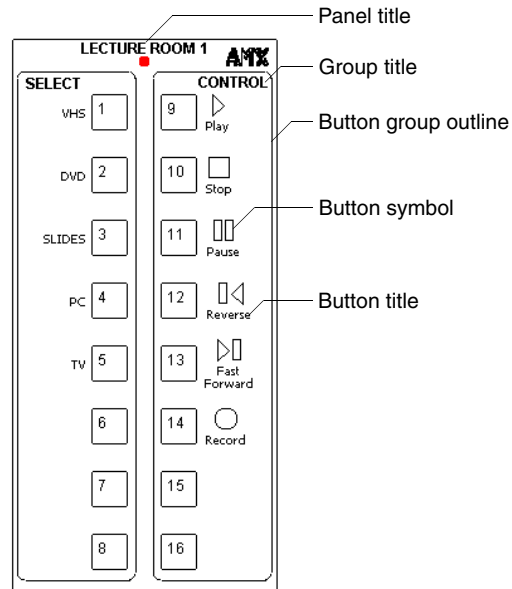


FIG. 2 Sample overlay and construction elements

Setting Program Preferences

Click Preferences to open the Preferences dialog, and choose the Overlay, Printout, and Desktop checkbox options. Clicking inside the option boxes toggles the options on and off. A checkmark indicates the option is on, FIG. 3.

- **Preferences-Overlay options:**

- Force new panel name: Click to automatically open the Panel Name dialog when panel overlays are added to the program file and enter their name. Click off to allow the OLDesign program to name panels.
- Always create Back Up files: Click to automatically create/update .BXL backup program files. Click off to disable backup files.
- Show button numbers on MLCD panel types: Click to display the Access channel numbers on AXP-MLCD, AXU-MLCD, and TX-MLCD overlays.

- **Preferences-Printout options:**

- Show button numbers: Click to include button numbers in printouts. Click off to disable button numbers.

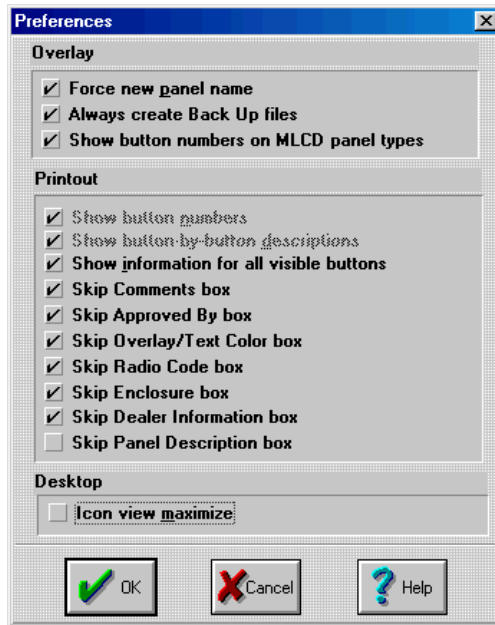


FIG. 3 Preferences dialog

- Show button-by-button descriptions: Click to include button-by-button descriptions in printouts. Click off to disable button information.
- Show information for all visible buttons: Click to include button information for all visible buttons in printouts. Click off to disable button information. This option automatically sets the Show button numbers and Show button-by-button descriptions option on.
- Skip Comments box: Click to exclude information in the Comments field in printouts. Click off to include comment information.
- Skip Approved By box: Click to exclude approval information in the Approved By field in printouts. Click off to include approval information.
- Skip Overlay/Text Color box: Click to exclude the Overlay/Text information in printouts. Click off to include overlay/text information.
- Skip Radio Code box: Click to exclude the radio code information in the printouts for transmitters. Click off to include radio code information.
- Skip Enclosure box: Click to include touch panel information in the printouts.
- Skip Dealer Information box: Click to exclude dealer information in the printouts. Click off to include dealer information.
- Skip Panel Description box: Click to exclude the panel description box in the printouts. Click off to include panel information.
- **Preferences-Desktop options:**
 - Icon view maximize: If you are using Windows 3.x, click to maximize the size of the program icon in the program folder. Click off to view the program icon in normal size.

Creating OLDesign Program Files

Each OLDesign program file can contain multiple wireless transmitters, wired control panels, and touch panel overlays. This allows you to maintain small-to-large overlay projects in one file. To create OLDesign program files, follow these steps:



1. Click File > New to open the New Panel dialog (FIG. 4).

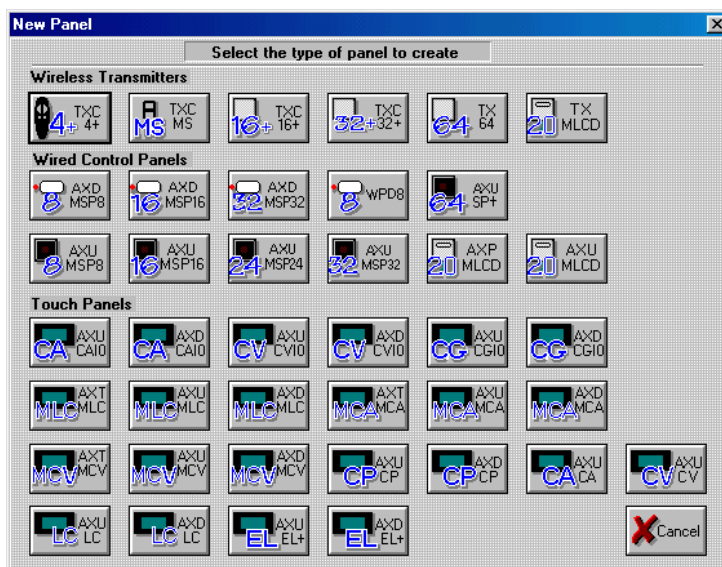


FIG. 4 New Panel dialog



The OLDesign program creates new overlays using the name that appears on the New Panel dialog button you choose. If an overlay name already exists in the program file, an A, B, C, etc., is appended to the overlay's name.

2. Choose a wireless transmitter, wired control panel, or touch panel button in the New Panel dialog to create the overlay template. Then, go to step 3. If you prefer to name each overlay added to the program file, refer to the *Options menu* section on page 6 and enable the *Force new panel name* option. This option sets the program to prompt you to name each overlay.
3. Click File > Job Info to open the Job Information dialog shown in FIG. 5. Enter the dealer name, job number, AMX Dealer ID, purchase order (PO) number, and sales order (SO) number. Then, click OK to save the job information, close the dialog, and return to the main menu. The job information is used by AMX Corporation to track your program file and its disposition throughout the engraving process.
4. Click File > Save as... to open the Save as dialog. Enter the filename and choose the target directory to store the program file.
5. Click Save As Current to save the open program file to disk. If you want to create a new program file, enter the new name in the File Name field and click Save As New to save the new file. Then, the Save as dialog closes and returns to the main window.
Click the Get Info button to open the Information dialog to see the .TXL file-name, file size, date, and time it was last saved to disk. You can also click the Build List button to refresh the list of program files.

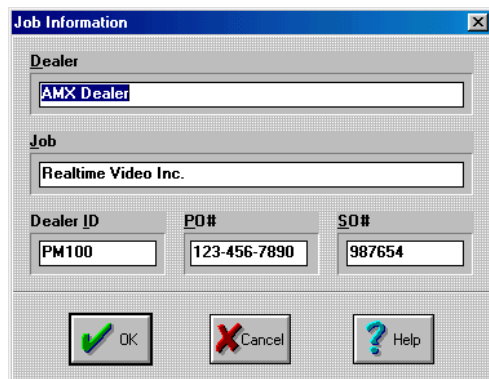


FIG. 5 Job Information dialog

Working with Overlays

Before you start working with overlays, make a list of the equipment to be controlled and include their control function requirements. Then, you can refer to this list throughout the design process to ensure all equipment and their control functions are addressed correctly.

Adding/editing panel overlay titles

You can add titles to panel overlays to convey button functions. Text options include size, font, vertical/horizontal direction, and the optional vertical/horizontal orientation in relation to the panel or active buttons. To add/edit panel overlay titles, follow these steps:



1. Click Panel > Panel title to open the Add Panel Title dialog shown in FIG. 6. You can also double-click on existing overlay titles to open the same dialog.

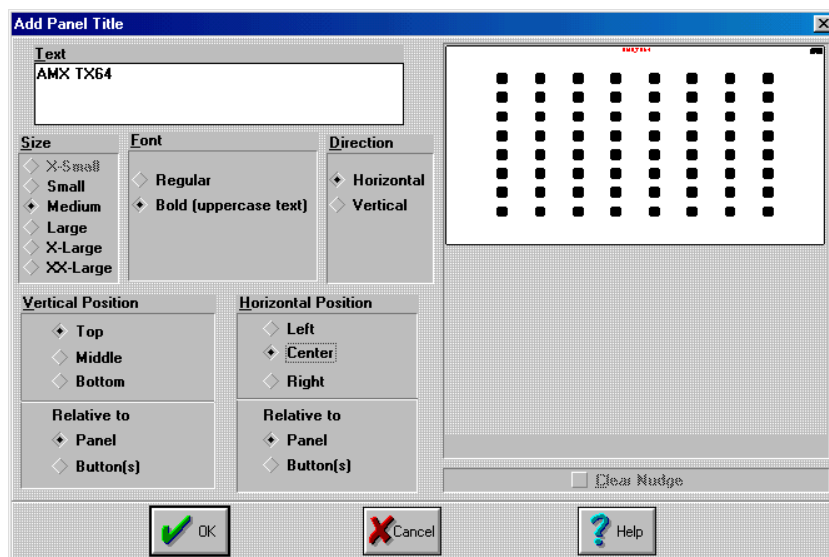


FIG. 6 Add Panel Title dialog

2. Enter or edit the text in the Text field. Then, choose the text size, font, vertical or horizontal direction, and the optional vertical/horizontal text position in relation to the panel or buttons. Then, click OK to save the panel title, close the dialog, and return to the main window. You can click on one or more panel titles and adjust their position using your directional (arrow)

keyboard keys.

The preview area in the Add Panel Title dialog shows you a real-time view of the overlay, and updates dynamically as you choose different options. You can also choose the vertical/horizontal Relation to: Buttons option, and click one or more buttons in the preview area to reset the text location.



3. Click the Save Program File button to save your changes.



The Clear Nudge option is active when you manually move panel titles with the directional (arrow) keyboard keys. Clicking the Clear Nudge option repositions the panel title back to the location specified with the Vertical/Horizontal Position settings in this dialog.

Copying/pasting panel overlays

You can use the copy/paste options to copy existing overlays to clipboard memory, and then paste them into different program files. This can substantially reduce the overall design time by starting new projects with pre-designed overlays. You can also create a library program file containing multiple transmitter and panel overlays, and use the library as a source for creating new over-lays. To copy and paste overlays:



1. Click File > Open to open the Open dialog. Choose the source program file containing the target overlay in the File Name field. Click OK to open the program file.
2. Locate and double-click the overlay's name in the Panel Edit window (FIG. 1 on page 3) to open the overlay in the main window. If it is the correct overlay, click the overlay's name again in the Panel Edit window.
3. Click Edit > Copy or press Ctrl+C to copy the target overlay to clipboard memory. Click File > Close to close the program file.



4. Click File > Open to open the Open dialog. Choose the *destination* program file in the File Name field. Click OK to open the program file.

5. Click Edit > Paste or press Ctrl+P to paste the overlay into the destination program file.



6. Click the Save Program File button to save your changes.

Choosing overlay colors

After creating an overlay, you must specify its color. The overlay color is required by AMX Corporation to produce the final engraved overlay. Your AMX Sales Representative must include the overlay colors when submitting your order to the Engraving department for processing. So, it is very important to include the color information with your program file to eliminate any unnecessary delays. To choose overlay colors, follow these steps:

1. Open the target overlay. Then, click Panel > Panel Properties to open the Panel Properties dialog.
2. Choose the color option in the Overlay/Text Color option list. For special color specifications, please enter the alternate colors in the Comment field. Then, contact your AMX Sales Representative to verify that the color you need is available.
3. Click OK to save the color specifications, close the dialog, and return to the main window.



4. Click the Save Program File button to save your changes.

Working with Buttons

Adding/editing button titles and graphic symbols is the most common operation in the overlay design process. Text options include size, fonts, and position. Available symbol options include common transport and lighting symbols that can be combined with text to convey button-by-button control functions on the overlay.

Adding/editing button titles and descriptions

You can add/edit button titles and descriptions individually, or as a group. To add/edit button titles and descriptions on one button or a group of buttons:

1. Open the target overlay. Select one button or hold down the Shift key and select multiple buttons to activate a group of buttons.
2. Click Button > Button Title to open the Add Button Title dialog.
3. Enter or edit the button's title in the Text field. Then, choose the text size, font, and text position.
4. Click OK to save the button title, close the dialog, and return to the main window.
5. Click OK to save the active button's title, close the dialog, and the program automatically opens the Add Button Title dialog for the next button in the group. Enter or edit the button's title in the Text field, and choose the text size, font, and text position. Repeat this step to add titles to all the buttons in the group. When you add/edit the title for the last button in the group, the dialog closes and returns to the main window.
6. Click one button or hold down the Shift key and click multiple buttons to activate a group of buttons. You can click on one or more button titles and adjust their position using your directional (arrow) keyboard keys.
7. Click Button > Description to open the Button Description dialog. If you are adding a description to one button, you can double-click the button to automatically open the dialog.
8. Enter or edit the button description in the Description/Display field.
9. Click OK to save the button's description, close the dialog, and return to the main window.
10. Click OK to save the button's description, close the dialog, and the program automatically opens the Button Description dialog for the next button in the group. Enter or edit the button's description in the Description/Display field. Repeat this step to add descriptions to all the buttons in the group. When you add/edit the description for the last button in the group, the dialog closes and returns to the main window.
11. Click the Save Program File button to save your changes. FIG. 7 shows a sample overlay and the indicators that appear on buttons that have descriptions.

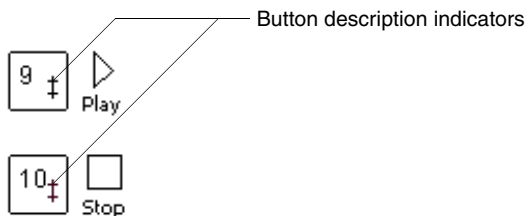


FIG. 7 Sample overlay showing button description indicators

Adding/changing button symbols

You can add/change button symbols one at a time or as a group just like the button titles and descriptions. To add/change symbols on one button or a group of buttons, follow these steps:

1. Open the target overlay. Click one button or hold down the Shift key and click multiple buttons to activate a group of buttons. You can click on one or more button symbols and adjust their position using your directional (arrow) keyboard keys.
2. Click Button > Add Symbol to open the Select Symbol dialog shown in FIG. 8. You can also click an existing symbol to automatically open the dialog.
3. Click the symbol that best represents the function of the active button. The active symbol appears in the Current Symbol field. Choose the symbol's position in relation to the text and button.

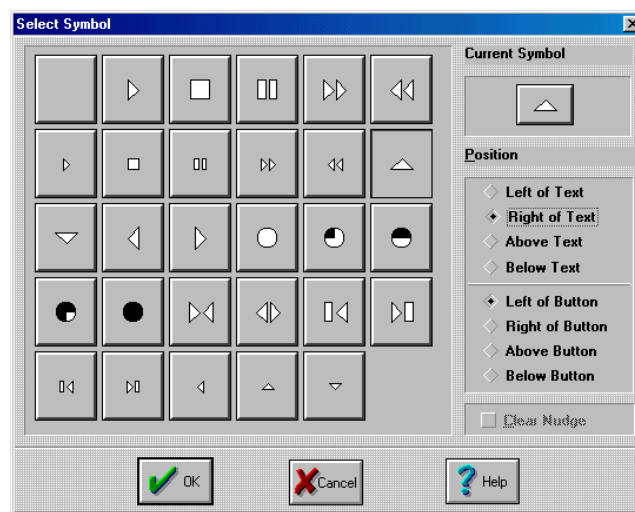


FIG. 8 Select Symbol dialog

4. Click OK to save the button symbol, close the dialog, and return to the main window.
5. Click OK to save the button's symbol, close the dialog, and the program automatically opens the Select Symbol dialog for the next button in the group. Add or change the button's symbol. Repeat this step to add symbols to all the buttons in the group. When you add/change the symbol for the last button in the group, the dialog closes and returns to the main window.



6. Click the Save Program File button to save your changes. FIG. 9 shows a sample button symbol and text.

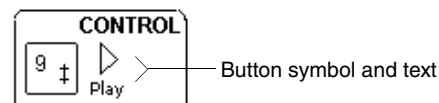


FIG. 9 Sample button symbol and text

Setting button colors

To select active and default button colors:

1. Open the target overlay. Then, hold down the Shift key and select the buttons you want assign a specific color to.
2. Click Button > Button Color to open the Select Button Color dialog.
3. Choose a button color in the Current Button Color list. Colors not available for the active overlay are disabled (grayed-out).

You can also set the default button color for the active overlay's type by choosing a default color in the Default Panel Button Color list. Then, each time you add a new overlay that matches the active overlay's type, the OLDesign program automatically applies the default color to the buttons.

4. Click OK to save the color options, close the dialog, and return to the main window.



5. Click the Save Program File button to save your changes.

Removing buttons

To remove buttons from an overlay:

1. Open the target overlay. Then, hold down the Shift key and select the buttons you want to delete from the overlay.
2. Click Button > Remove. The program opens the Panel Edit dialog to confirm removing each selected button. The message in the dialog identifies the button number to be deleted by number.
3. Click Yes to delete all the buttons. Continue clicking Yes in each dialog until all buttons are deleted from the overlay. When you delete the last button in the group, the dialog closes and returns to the main window.



4. Click the Save Program File button to save your changes.

Restoring removed buttons

To restore removed buttons:

1. Open the target overlay. Then, click Button > Restore drop-down menu to open the Restore Button dialog (FIG. 10). Removed buttons appear in blue.

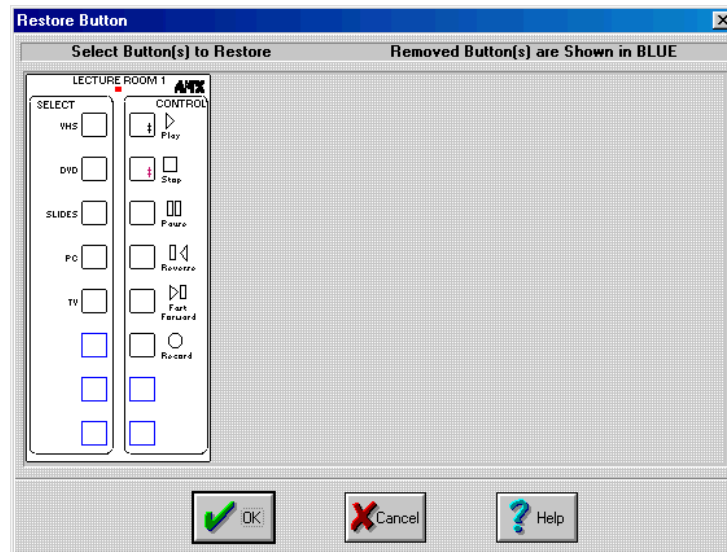


FIG. 10 Restore Button dialog showing the buttons to be restored

2. Select the blue buttons to restore in the overlay.
3. Click OK to restore the buttons in the active overlay, close the dialog, and return to the main window.



4. Click the Save Program File button to save your changes.

Working with Button Groups

In most cases, the overlays you design will have one or more button groups that perform equipment-specific operations, and can be titled accordingly with specific references to the associated equipment (i.e. VCR, TV, and DVD player).

Adding/editing button groups

To add/edit button group outlines, titles, and group descriptions to overlays:

1. Open the target overlay. Then, hold down the Shift key and click the buttons you want to include in the button group outline.
2. Click Group > Add Group to add the group outline around the active buttons. Use the resizing handles to set the outline's size. New button group outlines appear like the sample shown in FIG. 11.



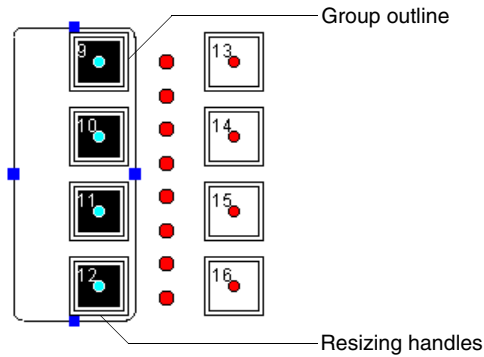


FIG. 11 Sample button group outline and resizing handles

3. Click the group outline to activate the resizing handles.
4. Then, click Group > Group Title to open the Add Group Title dialog (FIG. 12).

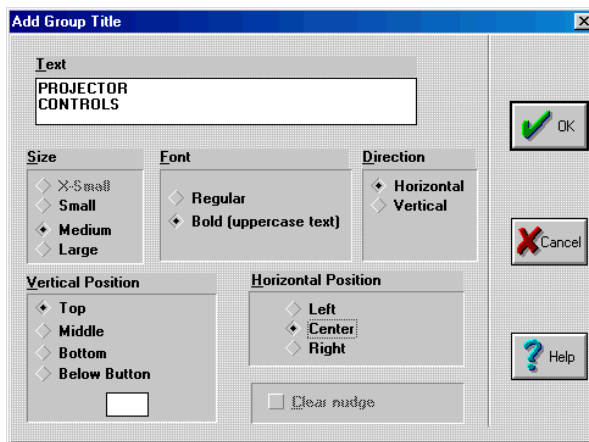


FIG. 12 Add Group Title dialog

5. Enter or edit the button group's title in the Text field.
6. Then, set the text size, font, direction, and vertical/horizontal position in relation to the active buttons. Then, click OK to save the text, close the dialog, and return to the main window. You can also use the Below Button option to locate the text next to the button number you enter into this field. FIG. 13 shows a sample button group outline, title, and description indicator.
7. Double-click on any vacant area inside the button group to open the Group Description dialog. Enter or edit the description for the active button group. Use group descriptions to maintain detailed control information about button groups.

The three types of panels that support the Combine Group Buttons option include the AXP-MLCD, AXU-MLCD, and TX-MLCD. Use the Combine Group Buttons option to remove the button outlines in the active group. Then, you can add button titles, symbols, and/or group titles that appear on top of the panel buttons in the active group.



8. Click the Save Program File button to save your changes.

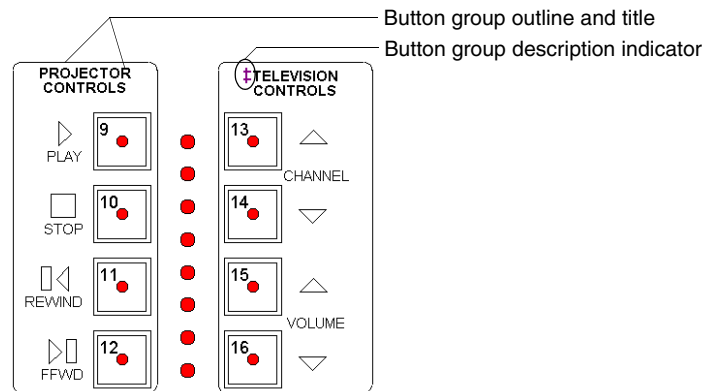


FIG. 13 Sample button group outline, title, and description indicator

Saving button groups

1. Open the target overlay. Then, click on any vacant area inside the button group you want to save. Make sure the button group handles are active before proceeding to the next step.
2. Click Group > Save to open the Group Save dialog (FIG. 14).

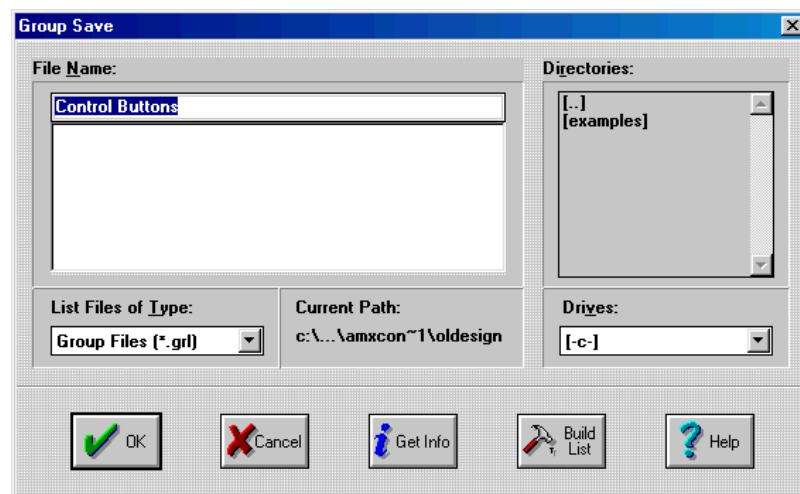


FIG. 14 Group Save dialog

3. Enter the group outline's name in the File Name field. Then, choose the target directory and drive location to save the group outline.
4. Click OK to save the group outline, close the dialog, and return to the main window.
5. Click the Save Program File button to save your changes.



Recalling and pasting button groups

To recall a saved button group, follow these steps:

1. Open the target overlay. Then, click Group > Recall to open the Group Recall dialog (FIG. 15).

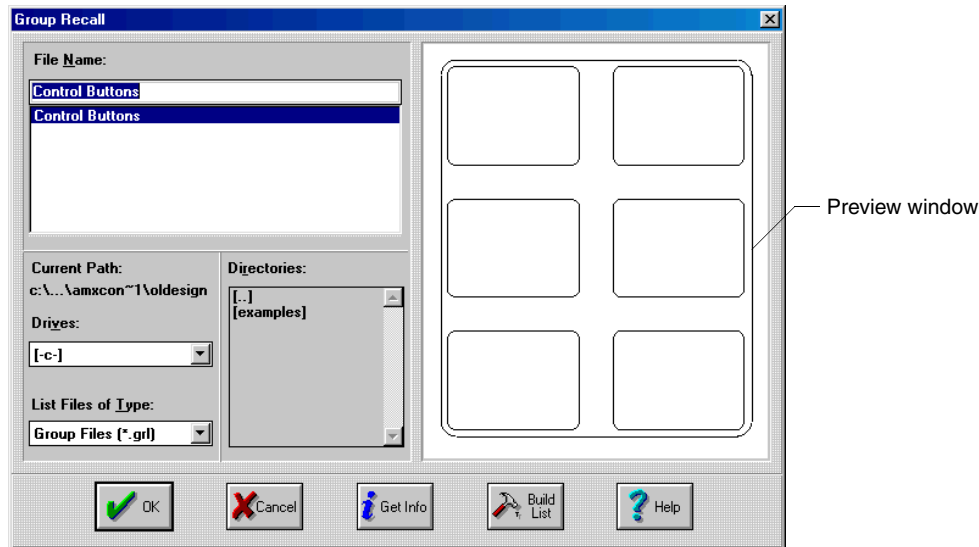


FIG. 15 Group Recall dialog

2. Choose the target directory and button group name. You can preview button groups by clicking the files listed under the File Name field. The active (highlighted) file appears in the preview window.
 - Click the Get Info button to open the Information dialog to view the .GRL file name, file size, date, and time it was last saved to disk.
 - Click the Build List button to refresh the list of button group files.
3. Click OK to place the button group in the Paste buffer, close the dialog, and return to the overlay in the main window.
4. Click the top-left button in the target area of the overlay to paste the button group stored in the buffer. Make sure the size of the recalled button group does not exceed the available space in the target overlay. If it does, the program generates an error message and cancels the paste operation.
5. Click the Save Program File button to save your changes.



Copying button groups

To copy button groups, follow these steps:

1. Open the target overlay. Then, click on any vacant area inside the button group you want to copy. Make sure the button group handles are active before proceeding to the next step.
2. Click Edit > Copy to copy the active button group.
3. Click the top-left button in the target area of the overlay to paste the button group stored in the copy buffer.



NOTE

Make sure the size of the copied button group does not exceed the available space in the target overlay. If it does, the program generates an error message and cancels the paste operation.



4. Click the Save Program File button to save your changes.

Removing button groups

To remove button group outlines, titles, and descriptions:

1. Open the target overlay. Then, click any vacant area inside the button group to activate the resizing handles.
2. Click Edit > Delete to open the Panel Edit dialog. Click Yes to delete the selected button group and its title.
3. If you delete button groups containing symbols and/or button titles, the program automatically opens a Panel Edit dialog for each symbol and button title contained in the deleted button group. The message that appears in the dialog identifies the symbol or button number to be deleted. Click No to keep the symbol or button title or Yes to delete it from the overlay. Repeat this step until the Panel Edit dialog prompts stop.
4. Click the Save Program File button to save your changes.

Working with Bargraphs

Most of the wired control panel overlays you can create with the OLDesign program include red bargraphs that represent actual LED bargraph indicators included with the panels. Bargraphs are programmed with the Axxess programming language to work in conjunction with one or more buttons on the panels. Bargraphs appear on the overlays as red circles and can be removed or retained as project requirements dictate.

Removing bargraph LEDs

To remove specific LEDs from a bargraph:

1. Open the overlay and double-click the target bargraph to open the Edit Bargraph dialog shown in FIG. 16.

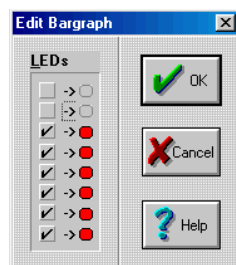


FIG. 16 Edit Bargraph dialog

2. Click to remove the checkboxes adjacent to the LED indicators to be removed. Then, click OK to save the bargraph settings, close the dialog, and return to the main window. Checkmarks indicate the bargraph indicators will appear on the active overlay. FIG. 16 shows the first two LED indicators disabled, and they will be removed from the active overlay.



3. Click the Save Program File button to save your changes.

Removing bargraphs

To remove bargraphs from overlays:

1. Open the overlay and click the target bargraph to remove. Then, click Panel > Remove Bargraph to open the Panel Edit dialog.
2. Click Yes to remove the selected bargraph from the overlay, close the dialog, and return to the main window.



3. Click the Save Program File button to save your changes.

Restoring bargraphs

To restore removed bargraphs:

1. Open the target overlay. Then, click Panel > Restore to open the Restore Bargraph dialog.
2. Click on one or more of the blue bargraphs in the dialog. A rectangle appears on each bargraph you choose to indicate that it will be restored.
3. Click OK to restore the bargraphs, close the dialog, and return to the main window.



4. Click the Save Program File button to save your changes.

Working with Radio Codes

A radio code represents the group of Axxess channel numbers that are assigned to the pushbuttons on wireless transmitters. These channel numbers are used to program button-specific operations that are executed by the master. The wireless transmitter overlays available in the OLDesign program can be customized with different radio codes.

Use of different radio codes in multiple wireless transmitter environments prevents the potential for conflicting control operations. For more information on radio codes, refer to the *TXC+ Transmitter Series* instruction manual.

Setting radio codes (wireless transmitters only)

To set radio codes for wireless transmitters, follow these steps:

1. Open the target wireless transmitter overlay. Then, click Panel > Radio Code to open the Set Radio Code dialog (FIG. 17).
2. Choose a radio code to reassign the Axxess channel numbers on the transmitter buttons. Click None to start the channel numbers at 1.
3. Click OK to save the radio code, close the dialog, and return to the main window.



4. Click the Save Program File button to save your changes.

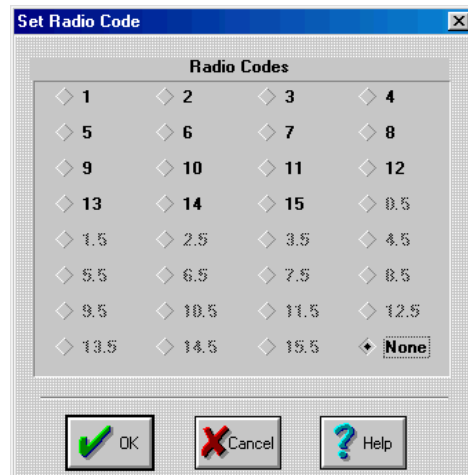


FIG. 17 Set Radio Code dialog

Working with DXF Files

The OLDesign program includes an export tool that converts overlay files to .DXF formatted files. The .DXF files can be used with a wide variety of drawing programs that support vector-type graphic files.



Some .DXF drawings created by AMX Corporation contain proprietary fonts that are not embedded in the drawing files. If your drafting program is not equipped with these fonts, the drawings may appear slightly different from the actual drawings as they appear in the OLDesign program.

Creating .DXF overlay files

1. Select Panel > Create DXF File to open the Create DXF File dialog.
2. Enter the filename for the overlay, and choose the target directory to store the .DXF file. Then, click OK to create the .DXF file, close the dialog, and return to the main window.

Printing Program Files

The three print-related options are Print Preview, Print, and Print Setup. The Print option allows you to print one page, a range of pages, or all the overlay pages in the program file. Print Preview allows you to view thumbnail views of the overlay pages in the program file with their page numbers and filenames. Print Setup allows you to set various parameters on your printer.

- **Print Preview:** Open the target program file. Then, click File > Print Preview to open the Print Preview dialog (FIG. 18).

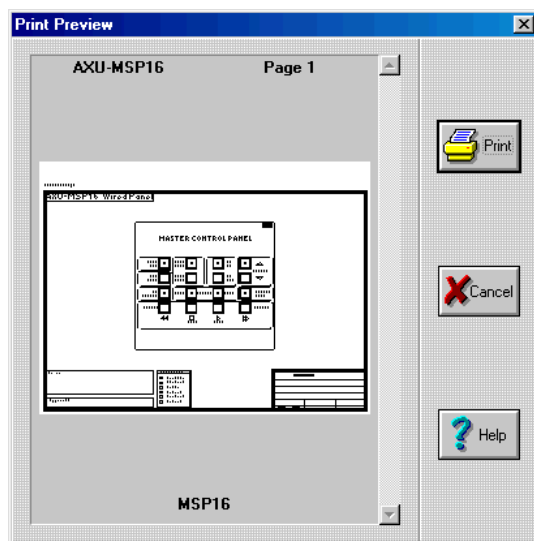


FIG. 18 Print preview dialog

- **Print:** Click Print to open the Print dialog or File > Print. Then, choose the print range, quality, and printer setup options. Click OK to print the program file.
- **Print Setup:** Since Print Setup options are different for every printer, instructions are not provided in this manual. Refer to your printer manufacturer's literature for setup information.

Sending OLDesign Program Files to AMX Corporation

The preferred way to send your OLDesign .TXL program files to AMX Corporation is by attaching them to an electronic-mail (e-mail) message, and e-mailing it directly to your AMX Sales Representative. Sending program files electronically ensures the engraved overlays are promptly processed and returned back to you.



Most, if not all, e-mail programs support file attachments that are less than 500 KB in size. Also, please call your AMX Sales Representative after sending the e-mail and .TXL program file to verify the message and file were received.

E-mailing program files to your AMX sales representative

Before sending .TXL program files to your AMX Sales Representative to process, please ensure the body of your e-mail contains the required information as described in these instructions. To e-mail program files to your AMX Sales representative:

1. Open the target program file. Click File > Save as to open the Save As dialog (FIG. 19).

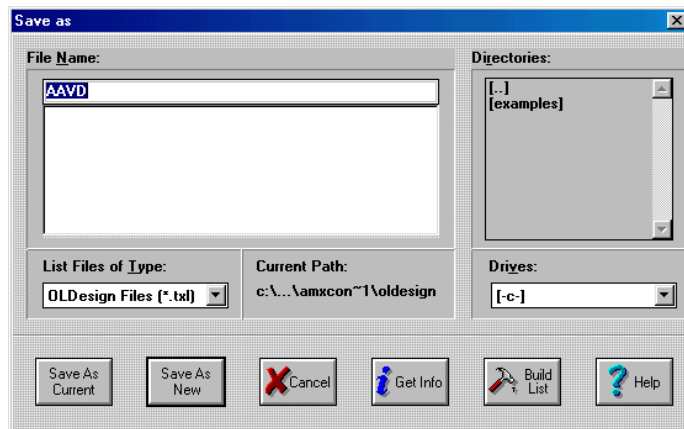


FIG. 19 Save As dialog

2. Click the Get Info button to open the Information dialog, and write down the .TXL filename. Click the OK and Cancel buttons to return to the main window.
3. Write the e-mail message and attach the .TXL program file. Before sending the e-mail, please verify that the following information is included in the body of your e-mail message:
 - Your name, mailing address, and telephone number
 - AMX Sales Representative's name
 - Dealer name
 - Job Title
 - Dealer ID
 - Purchase Order #
 - Shipping Order #
 - Overlay Return Request Date



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3000 research drive, richardson, TX 75082 USA • 469.624.8000 • 800.222.0193 • fax 469.624.7153 • technical support 800.932.6993